



Marquee Manager Gateway for ODBC V8.00

Installation and User Guide

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Chapter One

About Marquee Manager Gateway for ODBC

This chapter introduces **Marquee Manager Gateway for ODBC** and describes how it is integrated into the Marquee Manager network.

It is included as an introduction to not only the product itself, but the documentation package as well. This manual contains an overview of the product, detailed installation instructions, and Gateway for ODBC user instructions.

Getting Started



This manual contains procedural and conceptual information about **Marquee Manager Gateway for ODBC**. It is written for System Administrators to install and maintain and also to provide them with a general knowledge of how the product works.

While it is not required that the user have any prior programming or marquee display experience, the user should understand basic Windows concepts.

While this guide exists primarily as a user guide, it also contains detailed information regarding the installation. The installation section takes you through installation procedures, setup instructions and general requirements. For more information about installation and setup, see *Chapter 3: Installing Marquee Manager Gateway for ODBC*.

Documentation Conventions

This document contains the following documentation conventions to help you navigate through the manual, obtaining a better understanding of the material.



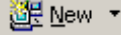





-  Notes contain tips or reminders about procedural and conceptual information within the manual.
-  Cross-references provide you with a link to further information about the section of the document that you are currently reading.

Using the Toolbar

The **Gateway for ODBC** toolbar allows you to quickly access menu items at the click of a button. The toolbar is located below the menu at the top of the screen.

Toolbar



-  - Allows you to move up one folder level
-  - Saves changes
-  - Allows for the addition of a new Device, Item, Event, Timed Item or Virtual Item.
-  - Allows you to edit Devices, Items, Events, Timed Items, or Virtual Items by selecting the folder, selecting what you wish to edit from the right pane then clicking this icon.
-  - Deletes the current device, item, event, timed item or virtual item.
-  - Allows you to enter in text to search for an item by Device, Item, Event, Timed Item or Virtual Item.
-  - Changes how you would like to display items in the right pane – Large icons, Small icons, List or Details
-  - Launches online help file

Marquee Manager Gateway for ODBC Features

Marquee Manager Gateway for ODBC allows users to easily retrieve ODBC hosted data items, perform basic calculations on numeric items, and monitor the information for conditions. Once a data item is found to match the event's test condition, marquees or Andon board messages may be displayed. Sound devices may also be triggered.

Main features of **Gateway for ODBC** include:

- Hot reload for any configuration changes/additions/deletions
- The gateway can connect to multiple ODBC DSNs
- Supports 10 types of items:
 - BIT
 - FLOAT
 - SIGNED BYTE
 - SIGNED LONG
 - SIGNED WORD
 - STRING
 - TIMESTAMP
 - UNSIGNED BYTE
 - UNSIGNED LONG
 - UNSIGNED WORD

Chapter Two

Conceptual Overview

This chapter describes **Marquee Manager Gateway for ODBC** in detail. It begins with a brief overview of the product and finishes with a general description of the main components of the product.

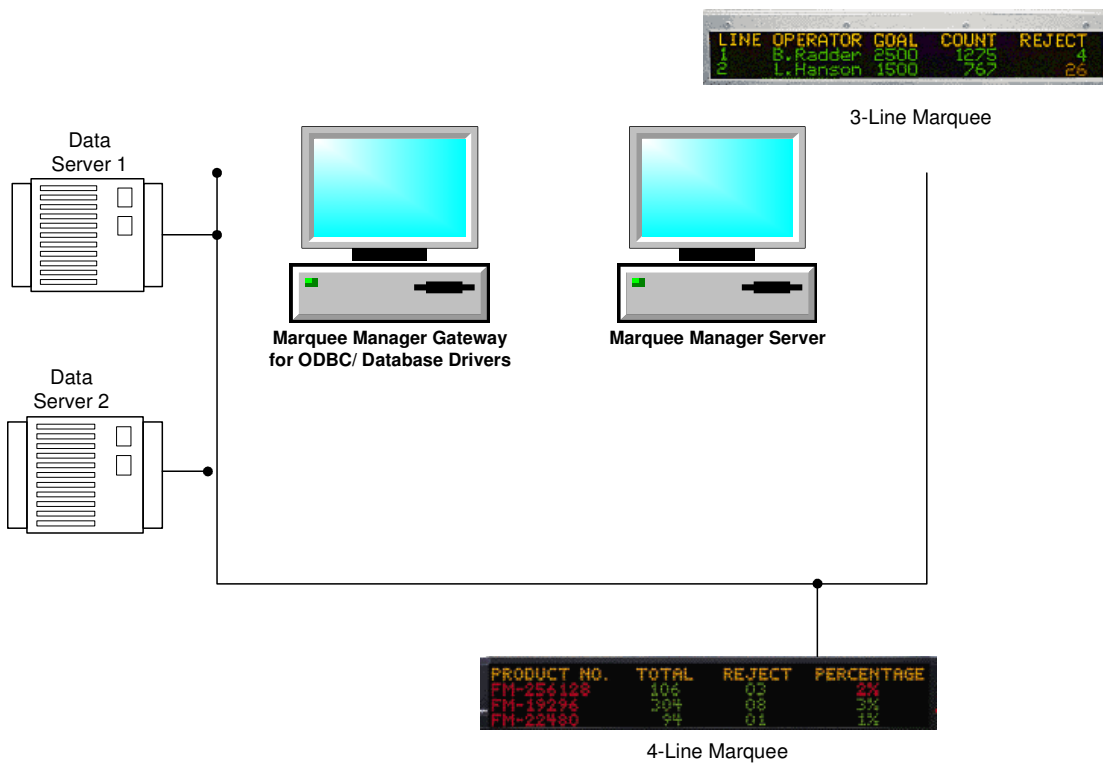
This chapter is included to provide background information about the product itself and some of the concepts involved in marquee displays and ODBC. Users who are familiar with these components do not need to read this chapter.

System Overview

Marquee Manager Gateway for ODBC is another product in the Marquee Manager Suite of products and may reside on your **Marquee Manager Server** or access a **Marquee Manager Server** over a LAN or WAN connection.

The **Marquee Manager Gateway for ODBC** provides a bridge between ODBC supported databases and your Marquee Manager Server. Various event rules can be defined based on ODBC Data Items or conditions. Once one of these trigger conditions is met, message text can be dispatched to your Marquee Manager Server, including providing values from ODBC Data Items embedded within the message text.

Marquee Manager Gateway for ODBC Data Access Configuration



Chapter Three

Installing Marquee Manager Gateway for ODBC

This chapter describes the **Marquee Manager Gateway for ODBC** installation and setup process. It begins with general installation requirements and concludes with procedural information about installing the software.

System Checks and Requirements

Before beginning the installation, it is important to determine the hardware and software requirements necessary for **Marquee Manager Gateway for ODBC**.

The following list contains important decisions that must be considered before the software is installed:

Installation Considerations:

System Requirements

- **One of:**
 - Microsoft Win2K (SP4+)
 - Microsoft Win2K3 (SP3)
 - Microsoft XP (SP1a+)
- **Applications**
 - ODBC Compliant Database (s)
- **Disk Space**
 - 64MB
- **Display**
 - 800x600
- **Drivers**
 - TCP/IP
 - MDAC V2.7 SP1
- **RAM**
 - 64 MB

Additional Requirements

- Determine which disk drive/directory your Marquee Manager Gateway for ODBC software will reside on
- Determine the Host name of the Marquee Manager Server you will be connecting to
- Create system DSN for all databases to be accessed

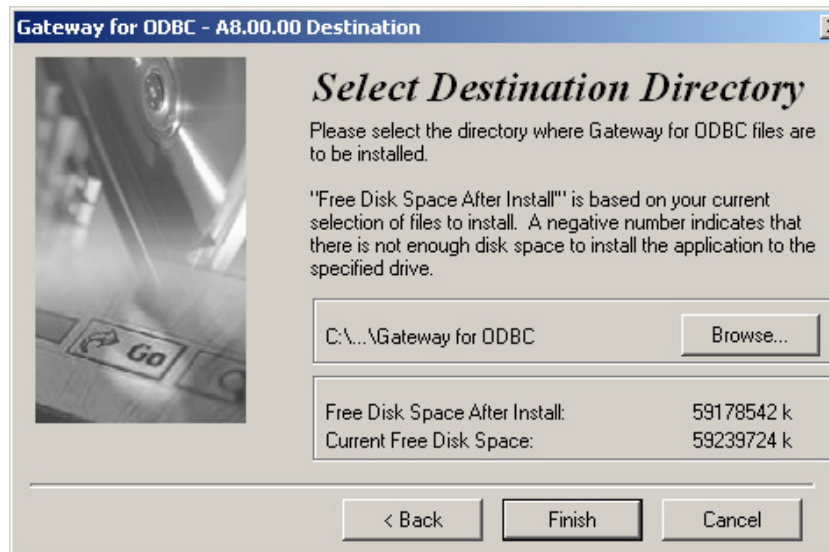
Installing Marquee Manager Gateway for ODBC

This section of the manual contains procedural information about installing **Marquee Manager Gateway for ODBC** on your system. It assumes that you have no prior knowledge of the software, but does require a basic knowledge of the Microsoft Windows environments.

Marquee Manager Gateway for ODBC Installation

To Install Marquee Manager Gateway for ODBC:

1. Run SETUP.EXE from the **Marquee Manager Gateway for ODBC**.
2. You will be prompted for the installation install directory:



3. Once complete click OK to complete the installation.



The computer must be restarted before the **Marquee Manager Gateway for ODBC** can be operated.

Starting Marquee Manager Gateway for ODBC

To start Marquee Manager Gateway for ODBC:

From the **Start** menu, select **Programs - Marquee Manager – Gateway for ODBC – Administrator**.

The first time you start the Administrator you will be prompted to specify the details of the gateway server.

Chapter Four

Configuring Marquee Manager Gateway for ODBC

Before you can begin using **Marquee Manager Gateway for ODBC**, you must configure the various settings that control the interface to the gateway. The steps required include selecting the correct Marquee Manager Server and adding an ODBC DSN.

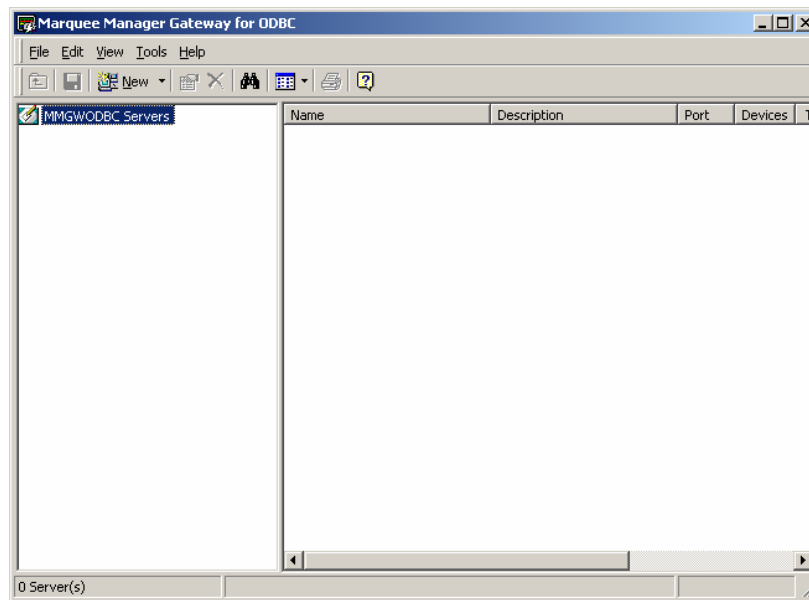
This chapter contains information regarding the setup, configuration and maintenance of **Marquee Manager Gateway for ODBC**.

Configuring Marquee Manager Gateway for ODBC Options

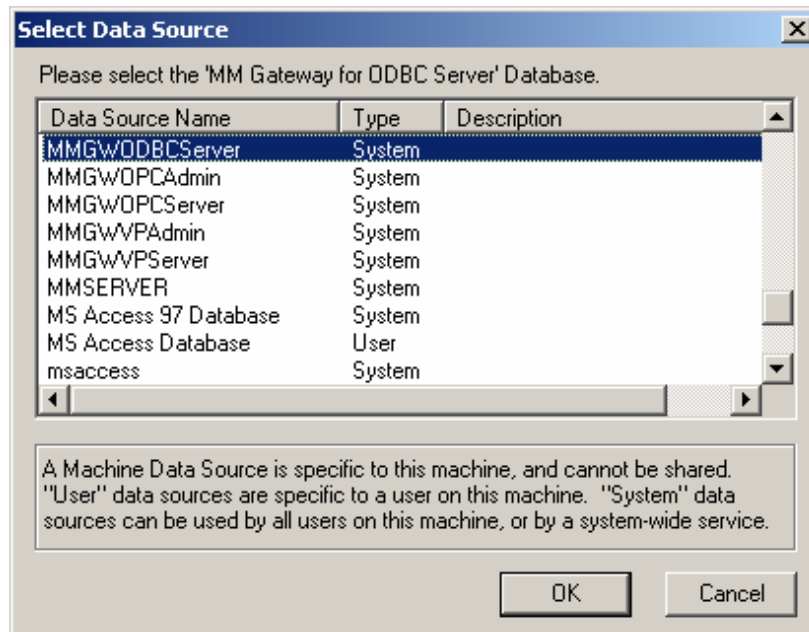
The Gateway Server details and settings must be configured before adding any ODBC devices and events.

To configure the Gateway for ODBC server:

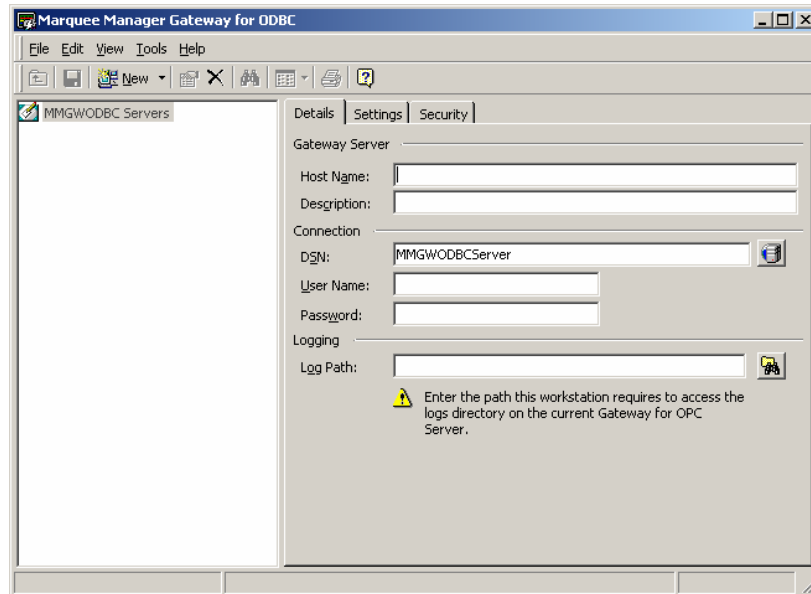
1. When the Gateway for ODBC is launched, the following screen is displayed:



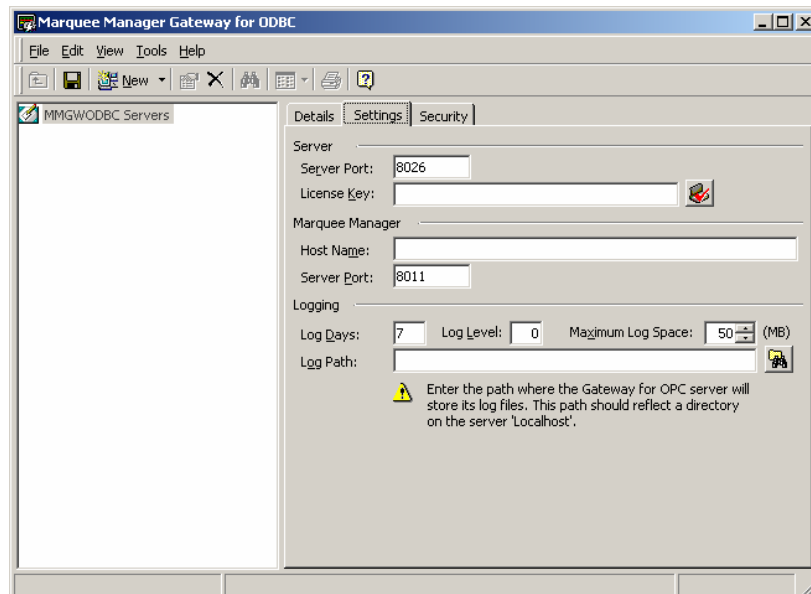
2. Click on New in the task bar to get the following screen:



- Chose the MMGWODBCServer database you will be using and then click OK. The following screen will appear:

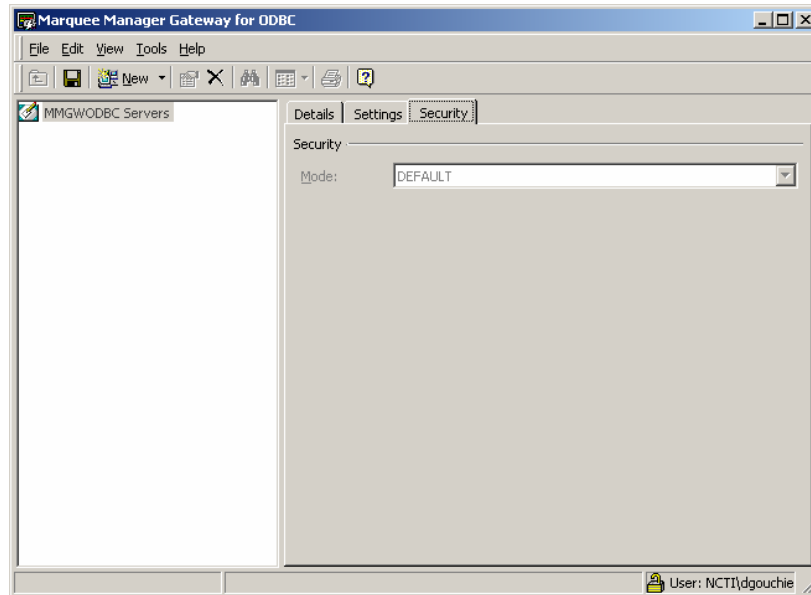


- On the **Details** tab, enter a Host Name for the Gateway Server. This can be the host name or IP address of the machine where the gateway server has been installed.
- Enter a description for the Gateway Server. The DSN field is already populated from step 3.
- Select the **Settings** tab. The following screen is displayed:

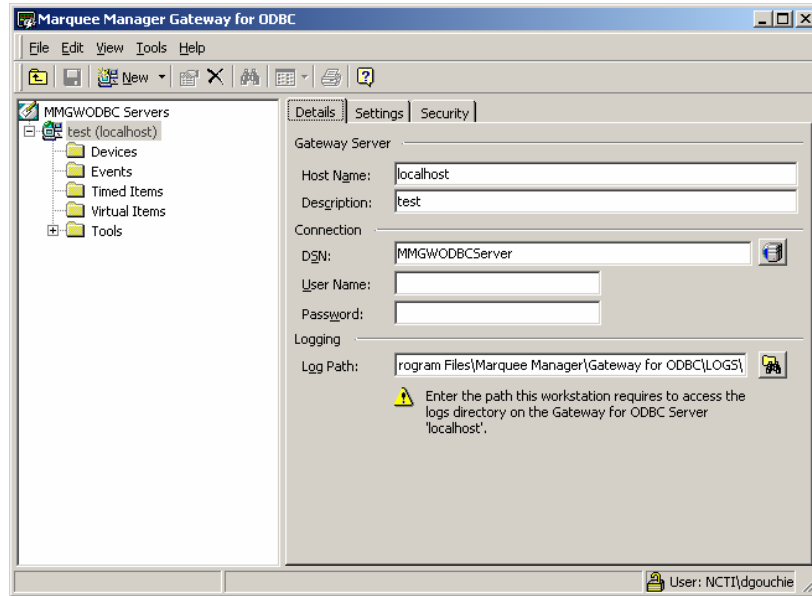


- The *Server Port* defaults to 8026.
- Enter in the required 27-digit license key for the Gateway.

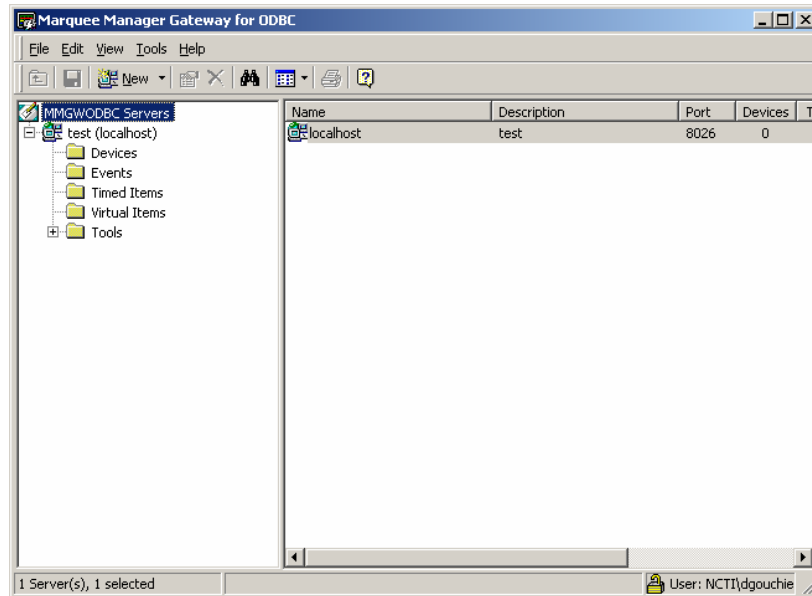
9. Enter in the *Host Name* of your Marquee Server. This can be the host name or IP address of the machine where the Marquee Manager Server has been installed..
10. Enter in the *Server Port* that will be utilized by the Marquee Server. The Server Port defaults to 8011.
11. Enter the number of days in the *Log Days* field that the log file will be kept before being purged. Default is 7 days.
12. The *Log Level* field is for use at the request of NETCON. In the event of any problems with the Gateway, NETCON may request additional levels of logging to assist in problem solving.
13. To avoid the log files from consuming too much drive space, you can specify how much space to allot to the log file in the *Maximum Log Space* field. Default is 50 MB.
14. Select the *Log Path* that Gateway for ODBC will log to.
15. Click on the *Security* tab to configure the desired level of security on the Marquee Manager Gateway for ODBC. (The same path from the **Details** screen)



15. Mode of *Default* leaves security disabled. *Basic* mode enables NETCON security and *Ford* Mode enables Ford specific security.
16. Click the **Save** icon in the toolbar to save your Server options to get this screen:



17. Selecting MMGWODBC Servers displays a summary view in the right pane.



This summary includes such details as the Port, and the number of Devices, Items, Events, Virtual Items and Functions created under this server.

Chapter Five

Using Marquee Manager Gateway for ODBC

The **Marquee Manager Gateway for ODBC** user interface is conveniently displayed in a tree view that shows a *Devices* folder that enables the user to add information about the databases that the gateway will use to communicate with, such as Oracle or other database servers.

It includes an *Events* folder, *Timed Items* folder and a *Virtual Items* folder that enable you to add various events that once triggered, will display information to a marquee that has been configured in Marquee Manager Administrator.

This chapter contains procedural information about using **Marquee Manager Gateway for ODBC**. It begins with an overview of the functionality of Marquee Manager Gateway for ODBC and concludes with procedural information about performing everyday Administrator tasks.

Creating and Modifying ODBC Devices

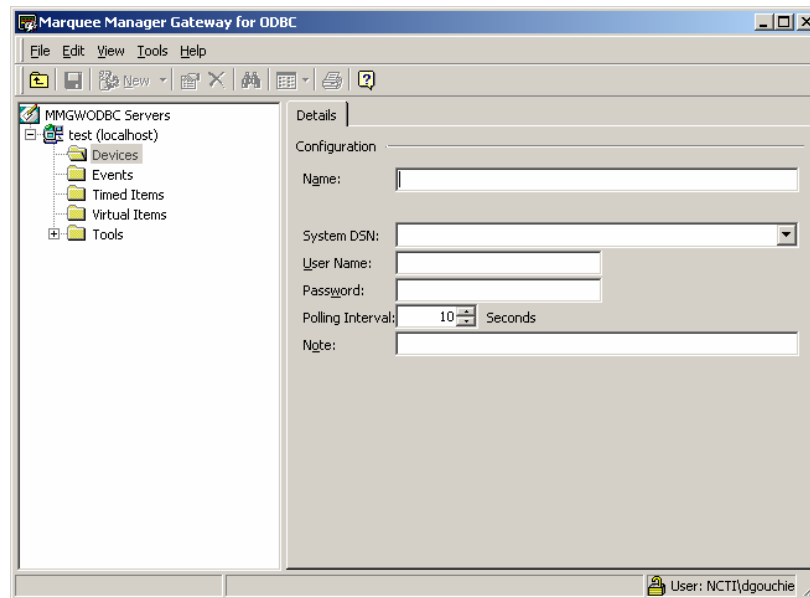
The Devices folder allows you to add and maintain devices and device related information such as the DSN name. Devices are the database servers to which the server will connect to retrieve item values.

Adding a Device

To add a device to the database:

1. Select the Devices folder and click the **New** icon in the toolbar. The following screen is displayed:

*Marquee
Manager
Gateway for
ODBC Devices*



2. ODBC DSNs must be defined as **System DSNs** to be used by Gateway for ODBC.
3. The *ODBC DSN* name drop down menu will contain all valid ODBC System DSNs that are currently available.
4. The User Name and Password fields are optional for databases which do not have security enabled.
5. The Polling Rate defaults to 10 seconds. This value reflects the rate at which database information will be polled. After poll interval seconds, all queries will be executed.
6. Enter in a Note to describe this server. This field is optional.
7. Click the **Save** icon in the toolbar to save changes.

There are two ways to navigate through these screens to enter information:



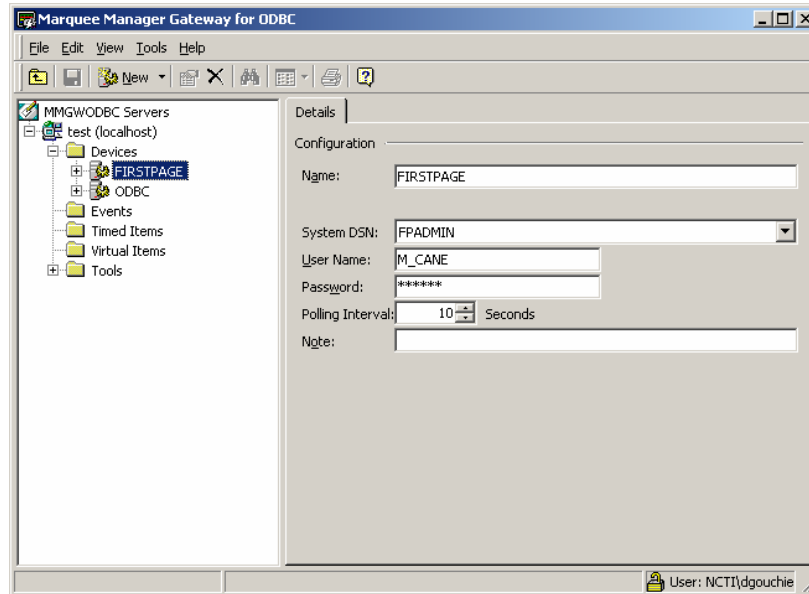
- Use the mouse to click on the desired area.
- Use the arrow keys to expand and navigate the tree view
- Tab to navigate down fields

- Shift + Tab keys to navigate up fields.

Viewing and Modifying Devices

To view or modify ODBC Devices:

1. From the *Devices* folder, select the ODBC Device that you wish to modify.



2. The configuration settings and information for the selected Device are displayed.
3. Click on a field to edit the Device information. Once a Device has Items configured to it, only the *ODBC DSN/Username/Password/Polling Interval* fields may be modified.
4. Click the **Save** icon in the toolbar to save any changes.



Once the information has been saved, you cannot revert to the old information. The only way to get it back is by changing it again.

Deleting a Device

Devices can be deleted through the *Devices* folder in the tree view

To delete a Device:

1. Select the Device you want to delete.

The Device information will then appear on the right-hand side of the screen.

2. Click the **Delete** icon to remove the Device from the database.



Once a Device has been deleted, it cannot be retrieved. The only way to retrieve it is by adding it back into the database.



A Device cannot be deleted if it has any Items associated with it. The Items should be deleted first prior to removing the Device.

Creating and Modifying Items

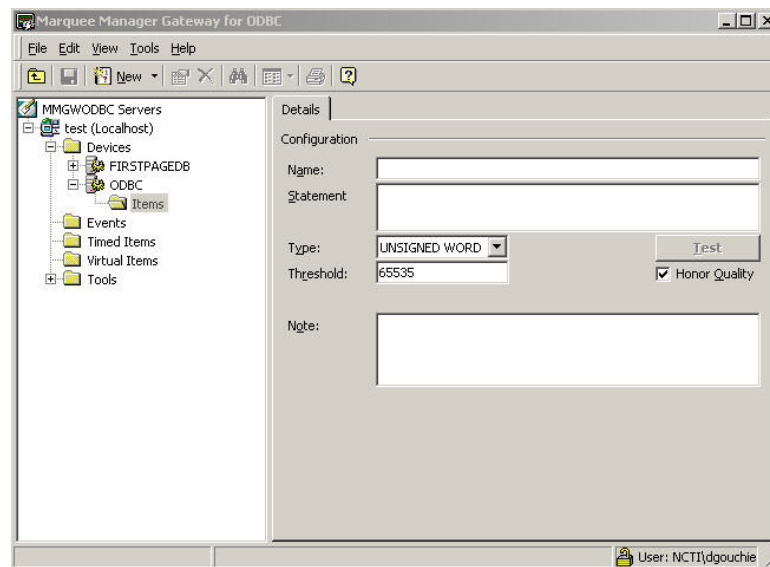
Item information, also referred to as Items, can now be added to the configured Device(s). Items are values collected from a database via a query, which return a single row and column value.

Adding an Item

To add an Item:

1. Expand the *Devices* folder and select device connected to the database to be queried. Select the *Items* folder, and then click the **New** button on the toolbar.

The following screen is displayed:

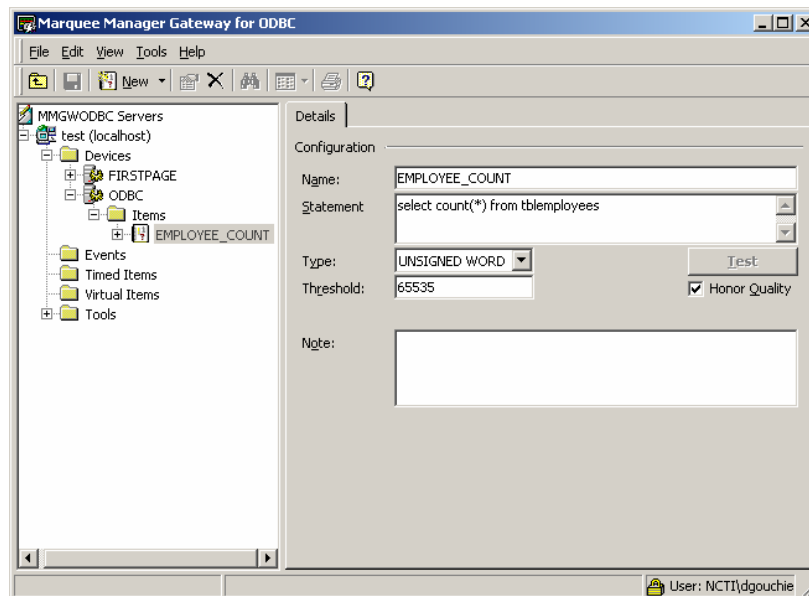


2. Enter in the Item name in the *Name:* field. This should be a logical name to describe the data the item is polling.
3. Enter in the *SQL Query*. This is a valid SQL Query which returns a single row and column. If Honor Quality is unchecked, SQL queries which return more than one row will return the value of the first row, first column. If checked, the item would be reported as off-line.
4. The *Type* defaults to UNSIGNED WORD. The following tables lists currently supported Item types:

Item Type	Description
BIT	Individual binary value 0 or 1
FLOAT	Utilizes decimals
SIGNED BYTE	Integer value between -127 and 127
SIGNED LONG	Integer value between -2,147,483,647 to 2,147,483,647

SIGNED WORD	Integer value between -32,767 to 32,767
STRING	Utilizes characters
TIMESTAMP	Used to retrieve a date/time value
UNSIGNED BYTE	Integer value between 0 and 255
UNSIGNED LONG	Integer value between 0 to 4,294,967,295
UNSIGNED WORD	Integer value between 0 to 65,535

5. *Access Mode* defaults to READ. This indicates how ODBC accesses the variable from the database. It currently only reads values from the database.
6. *Threshold* is the point at which the collected values roll over
7. Enter in any additional notes in the *Note:* field. This field is optional.
8. Click the **Save** icon in the toolbar to save changes.

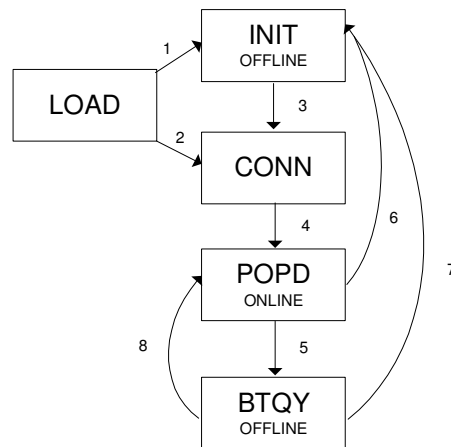


Item States on Start-up

The engine has a clearly defined state and output of items while the engine is starting up and when items are in an unexpected state. The states are as follows:

Item State	Online/Offline/Unknown Status	Substituted Text
LOAD	UNKNOWN	*NOT-POPD*
INIT	OFF	*ITEM-INIT*
CONN	UNKNOWN /OFF	*NOT-POPD*
POPD	ON	(Item Value)
BQTY	OFF	*BAD-QUAL*

Lifecycle of an Item



Initially, the items are all in LOAD state and an UNKNOWN status. When the ODBC component tries to connect to the item, the item is set to a CONN state. If successful it remains as UNKNOWN status [2]. Otherwise it is set to INIT and the status is OFFLINE [1].

The status for the INIT state can be either OFFLINE or no state. If item goes from LOAD (which has no status, the item isn't ON or OFFLINE) then the state remains UNKNOWN. If the item goes from INIT as offline to CONN, it will remain OFFLINE [3].

Once the first valid value is received for the item, it is set to POPD state and an online status [4]. If a bad quality value is received, and honour quality is true for the item, then the state is changed to BQTY, and goes OFFLINE [5]. If, while in POPD or BQTY state, something happens with the connection to the ODBC server, then the state is changed to INIT and goes OFFLINE. While in BQTY, a good value will return it to POPD and ONLINE status [8].

If the switch to INIT happened from POPD, then the item will go OFFLINE [6]. If the switch to INIT happened from BQTY state, then the item remains OFFLINE [7].

Adding an ODBC Item Group

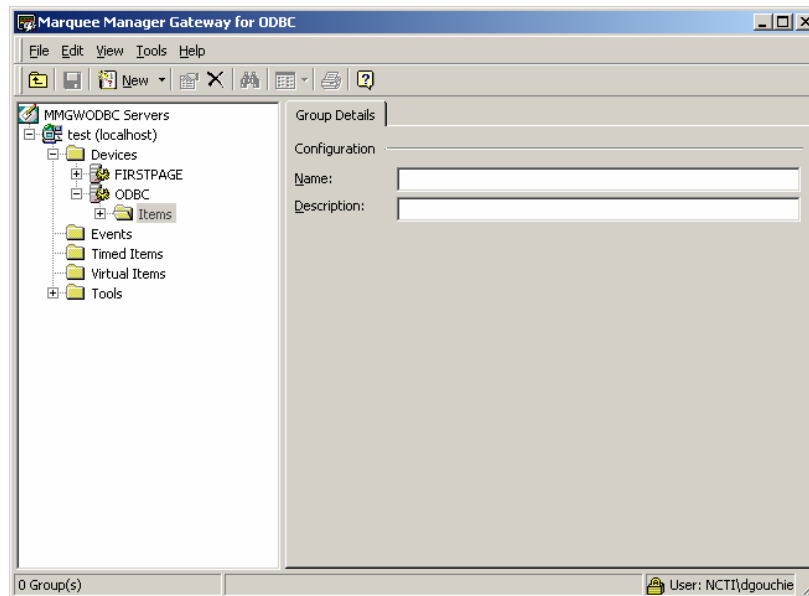
Gateway for ODBC allows you to organize your ODBC items more efficiently by allowing the creation of Item Groups. This provides a logical way to related data.

To add an Item Group:

1. Expand the *Devices* folder and select the ODBC Device that you wish to edit. Select the *Items* folder, then right click and select *New Item Group*. You can also select the **New** button drop down on the toolbar and select *Item Group*.

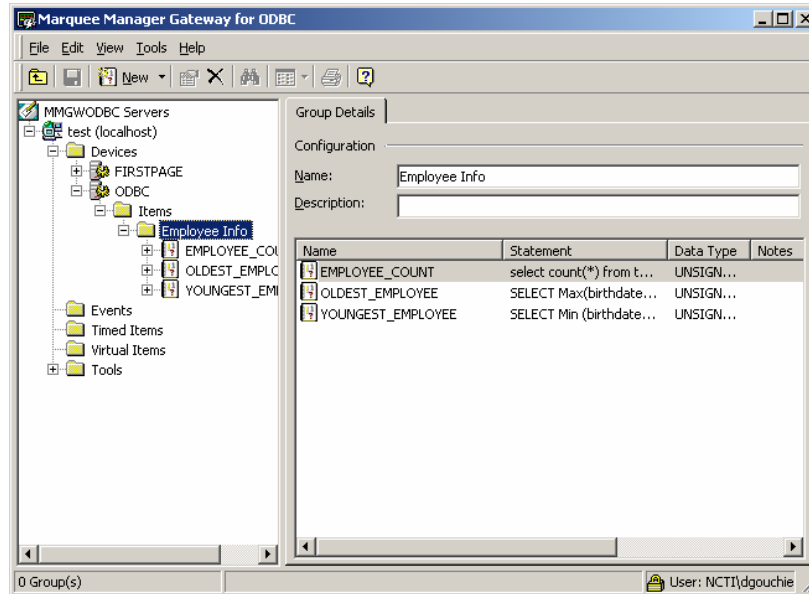
The following screen is displayed:

*Gateway for
ODBC Item
Groups*



2. Enter the Name and Description of the Group you are creating. Item Groups appear as their own level in the tree view allowing you to easily locate an Item in a certain area of the plant. You are also able to create sub-groups within main groups.

*Gateway for
ODBC Item
Groups*



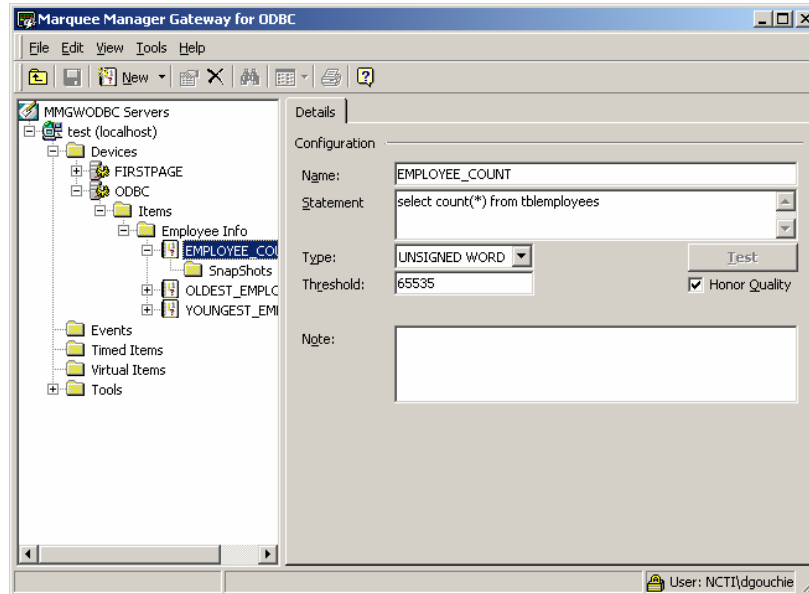
3. In this example, an Item Group has been created for Employee Info. If you need to find out any information about the employees, the user can easily look in that Item Group without having to search the tree view for the items associated with information regarding employees.

Viewing and Modifying Items or Item Groups

To view or modify ODBC Items or Item Groups:

1. From the *Devices* folder, select the ODBC Item or Item Group that you wish to modify.

Modifying ODBC Items



The configuration settings and information for the selected Item or Item Group are displayed.

2. Click on a field to edit the Item information.
3. Click the **Save** icon in the toolbar to save any changes.



Once the information has been saved, you cannot revert to the old information. The only way to get it back is by changing it again.

Deleting an Item or Item Group

Items and Item Groups can be deleted through the *Devices* folder in the tree view.

To delete an Item or Item Group:

1. Select the Item or Item Group you want to delete.

The Item information will then appear on the right-hand side of the screen.

2. Click the **Delete** icon to remove the Item from the database.



Once an Item or Item Group has been deleted, it cannot be retrieved. The only way to retrieve it is by adding it back into the database.



You cannot delete an Item or Item Group if it is being used in an Event, Timed Item or Virtual Item.

Creating and Modifying Snapshots for an Item

Gateway for ODBC allows the user to take a picture, or a *snapshot* of the current item value for a given time. You can specify at what time and how often this snapshot will be taken.

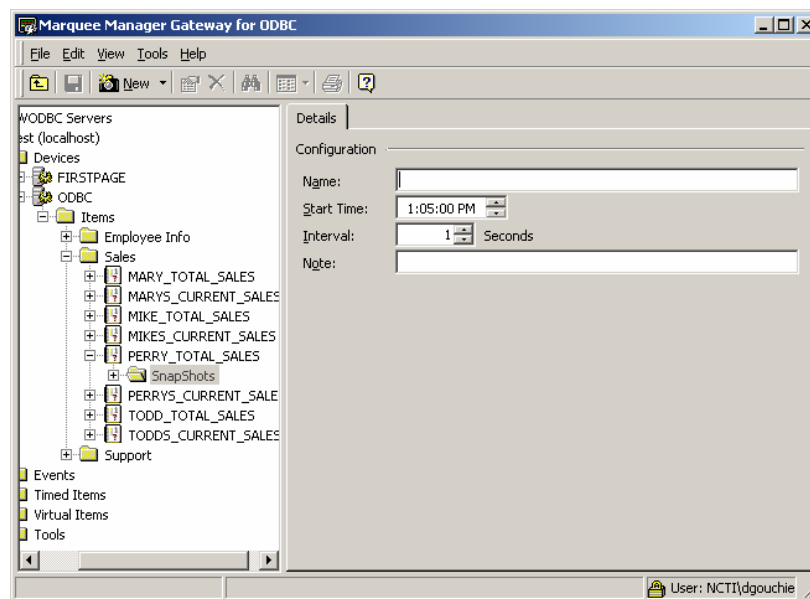
Snapshots can be displayed in marquee messages, or used when calculating virtual items. An example of the use of snapshots is to record sales at the beginning of a shift.

Adding a Snapshot to an Item

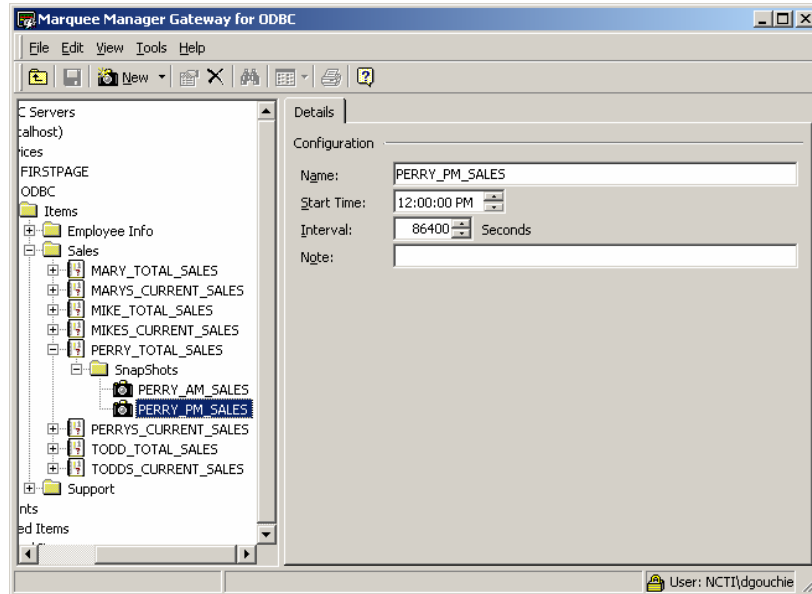
To add a snapshot:

1. Select an Item type Device then expand the tree view and select the *Snapshots* folder. Click the **New** icon in the toolbar. The following screen is displayed:

Creating Snapshots



2. Enter in the Name of the Snapshot in the *Name:* field.
3. Select the time from the *Start Time:* field that this snapshot will be taken. Defaults to the current system time.
4. Enter the *Interval* in seconds of how often this snapshot will be taken. 86400 = daily. 3600 = hourly, 28800 = 8 hours etc. etc.
5. Add any additional notes in the *Note:* field. This field is optional. Click the **Save** icon in the toolbar to save changes.

*Sample
Snapshots*

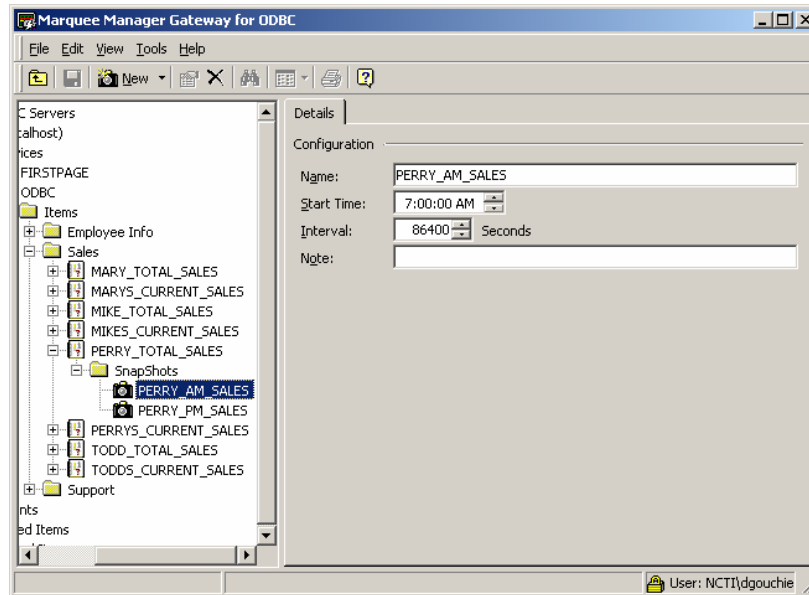
In this example the PERRY_PM_SALES snapshot will be taken every 86400 seconds or every day starting at 12:00 p.m..

Viewing and Modifying Snapshots

To view or modify Snapshots:

1. From the *Devices* folder, select the ODBC Server that you wish to edit. Select the Item that contains the snapshot to be modified, and then select the snapshot you wish to edit.

*Modifying
ODBC
snapshots*



The configuration settings and information for the selected Snapshot are displayed.

2. Click on a field to edit the Snapshot information.
3. Click the **Save** icon in the toolbar to save any changes.



Once the information has been saved, you cannot revert to the old information. The only way to get it back is by changing it again.

Deleting a Snapshot

Snapshots can be deleted through the *Devices* folder in the tree view.

To delete a Snapshot:

1. Select the Snapshot you want to delete. The Snapshot information should then appear on the right-hand side of the screen.
2. Click the **Delete** icon to remove the snapshot from the database.



Once a Snapshot has been deleted, it cannot be retrieved. The only way to retrieve it is by adding it back into the database.



You cannot delete a Snapshot if it is being used in an Event, or Virtual Item.

Creating and Modifying Events

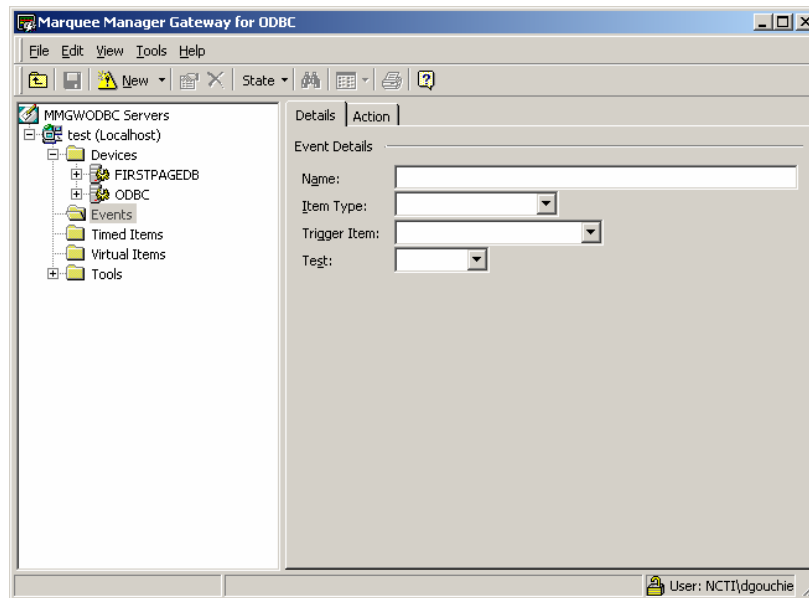
Gateway for ODBC allows the user to configure events that contain rules that when true, will display items and virtual items to a specified marquee or play a selected speaker tune.

Adding an Event

To add an event:

1. Click the **Events** folder in the tree view then click the **New** icon in the toolbar. The following screen is displayed:

Creating Events



2. On the **Details** tab, enter in the Name of the Event in the *Name:* field. This name should reflect the rule being implemented by this event. i.e. SHOW_ALL_EMP to provide a count of the current employees.
3. Select the *Item Type* for the item that will be monitored to determine this event's state: DB Item, Virtual Item, or Timed Item.
4. Select the *Trigger Item* that you wish this Event to monitor. This field will be filtered to display the available items based on the Item Type selected.
5. For an Event utilizing an Item type of UNSIGNED/SIGNED WORD, BIT, BYTE or LONG, an additional field of *Bit* appears. Select the specific *Bit* from the UNSIGNED/SIGNED WORD that you wish to evaluate, or ALL to evaluate the data as an integer.
6. Select the Test type you wish to perform on this event. The interface updates the available fields based on Test type. The following is a table of the available bit options and what fields are available to the user when various tests are selected:

Bit	Test	Fields Enabled
ALL	=	Value
ALL	<	Value
ALL	>	Value
ALL	<>	Value
ALL	change	Precision
ALL	range	Minimum, Maximum
ALL	offline	
0-x	=	Value
0-x	<>	Value
0-x	change	Precision (defaults to 1)



Bit values range from 0-x where x is 0 for an item type of Bit, 7 for an item type of Byte, 15 for an item type of Unsigned/Signed Word and 31 for an item type of Unsigned/Signed Long.

If an ODBC collected item is *offline* then the event test against that item will be false and an action won't be taken, unless the test is offline.

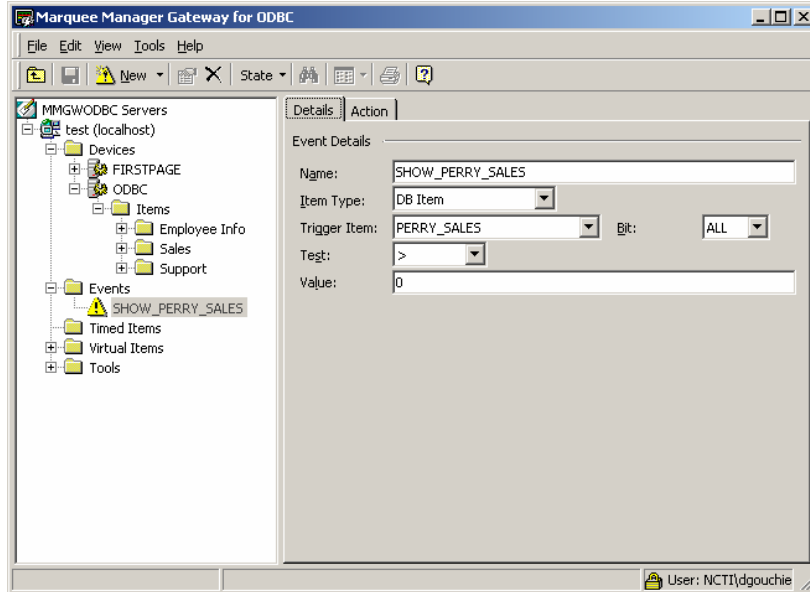
When a connection is lost between your ODBC DSN and the database:

- The item is reported as bad quality if you have selected "Honor Quality" when configuring your Item.
- The item is reported as good if you have left "Honor Quality" unselected. The last value collected before the item went offline, will be shown.

The conditions that results in the offline test being true are:

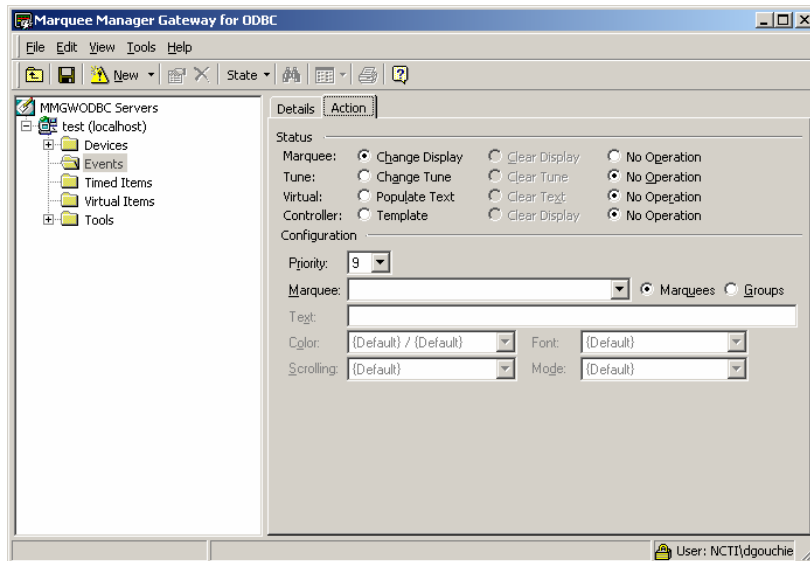
- DSN not connectable/DSN does not exist
- DSN connection lost
- Syntax error in Select statement execution
- Multiple values being returned by the Select statement (if honour quality then this condition is reported as bad quality [offline], if honour quality is not checked then return the first row, column value)
- Null value being returned by the Select statement (If HQ then badqual/offline, if HQ not checked then returns previous value)
- No value being returned by the Select statement
- Multiple columns being returned by the Select statement

Sample Event Details



7. Click the **Action** tab to configure where the message will be displayed. The default is *Marquee Display* to display the message to a marquee that has been configured with Marquee Manager Administrator. *Tune: Change Tune*, *Virtual: Populate Text* and *Controller: Template* are set to *No Operation* by default.

Event Action Tab



8. You may choose to send the message to a marquee display, play a tune, manipulate text in a virtual item that may later be displayed on a marquee, or send the message to a Controller template.

Marquee Display

1. Select the *Priority* for this message. The Priority is the Marquee Manager Server message priority that determines the order that messages sent to the sign will be displayed. High priority messages are a priority of 1 and low priority message will be a priority of 9. Default Priority is set to 9.
2. Select the Marquee where this message will be displayed. The list of available marquees, are those marquees that have been configured in Marquee Manager Administrator. You may also send the message to a Group that has been configured in Marquee Manager Administrator by selecting the Groups option to display a list of available groups.
3. The *Text:* field may contain regular text as well as DB Items, Timed Items and Virtual Items. To obtain a list of the configured Items, enter { which opens up a drop down list of available Item Types.

This first pop up menu allows you to select which Item type you wish to retrieve: DB_ITEM, TIMED_ITEM, VIRTUAL_ITEM or a FUNCTION rule. Selecting the Item Type will open another pop up menu to select the trigger item. The final menu allows you to select the cumulative, current or previous values of the selected item.

The following is a list of data elements and options available for each Item Type:

Item Type	Data Elements	Options
DB_ITEM	Configured DB Items	Cumulative, Current, Previous Snapshots
FUNCTION	Configured Function Rules	N/A
TIMED_ITEM	Configured Timed Items	Current
VIRTUAL_ITEM	Configured Virtual Items	Current



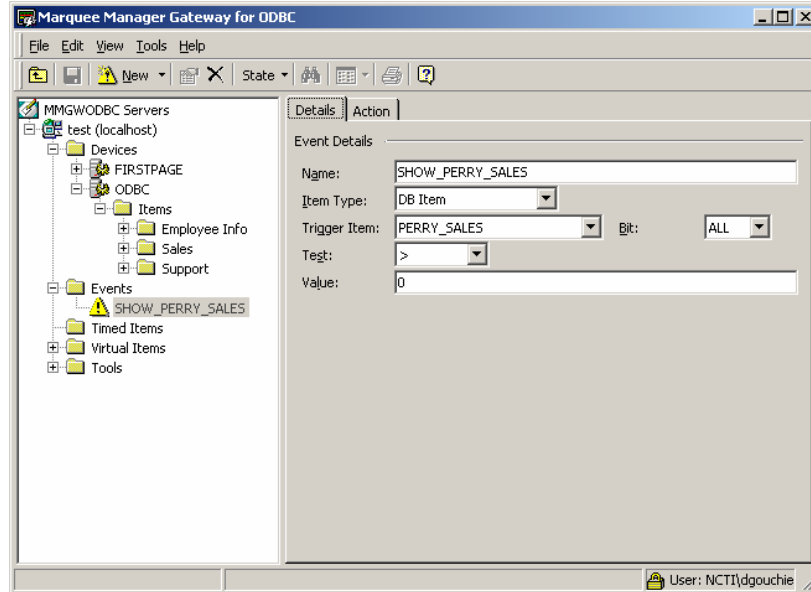
If an Item has been misconfigured or does not exist, the message will display ***NOT_FOUND*** for that item. If the quality of an item is “Not Good”, any item triggered by the event should be turned off and any virtual items should be invalidated if it uses the item.

4. Select the display attributes that the message will be displayed with including Color, Font, Scroll, and Mode. If only one attribute is available (i.e. only Color Red available on the selected marquee) the field will default to this. All other fields will display {Default}.



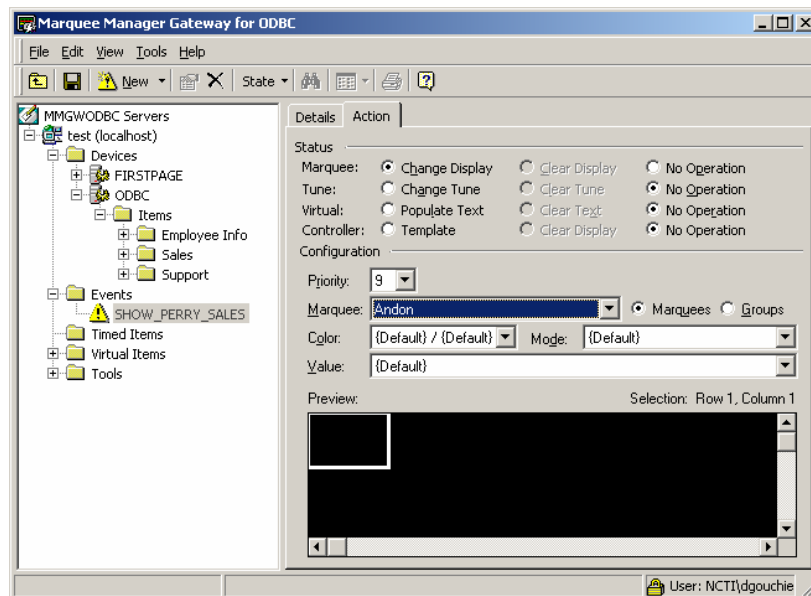
Marquee Manager Gateway for ODBC allows you to configure additional insertion items to the default message. The items available at this time are <TIME> and <DATE>. The insertion items must be included in brackets and must be all upper case.

Sample Event Action for a Marquee Display



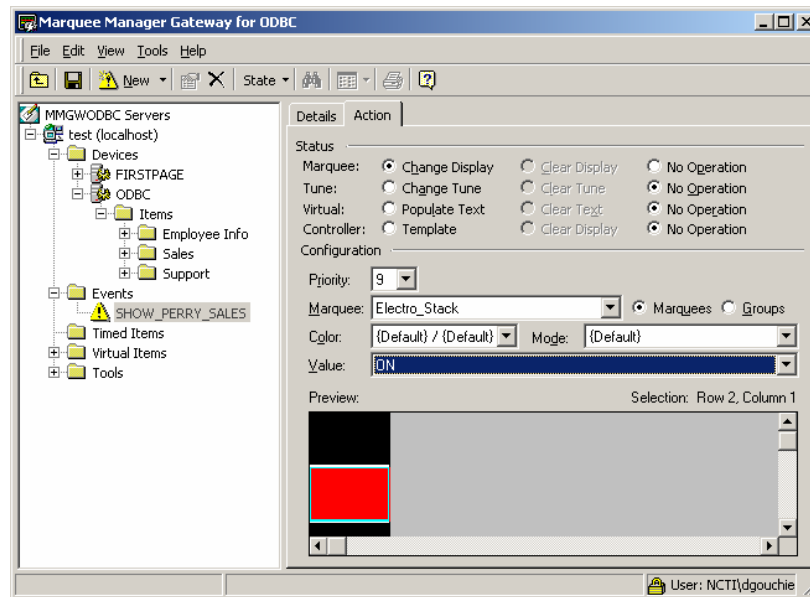
5. A maximum length parameter in the format of {CLASS.XXX[:max-length]} allows you to specify the number of characters that will be displayed for that Point value. The valid range for this maximum length parameter is 0 to 1024 and is optional.
6. Click the **Save** icon in the toolbar to save changes.
7. If the Marquee selected is an Andon or AndonQueue sign, additional fields are added to the interface.

Andon Board sign




8. Select the *Color* the message will be displayed with.
 9. Select the *Mode* the message will be displayed with Static, Flashing or Fast Flashing.
 10. Select the *Value* that will be displayed on the selected Row and Column. This drop down will list the bins that have been configured in Marquee Manager Administrator. Rows and columns may be selected by clicking on a cell.
- If the marquee selected is an AndonQueue, you may enter in a three-character value or enter { to open up a drop down list of available Item Types. Any values longer than three characters will be truncated to three.
11. You may also send the message to a Group of Andons that have been configured in Marquee Manager Administrator by selecting the Groups option to display a list of available Andon groups.
 12. Click the **Save** icon in the toolbar to save changes.
 13. If the Marquee selected is a Stack Light, additional fields are added to the interface.

Stack Light



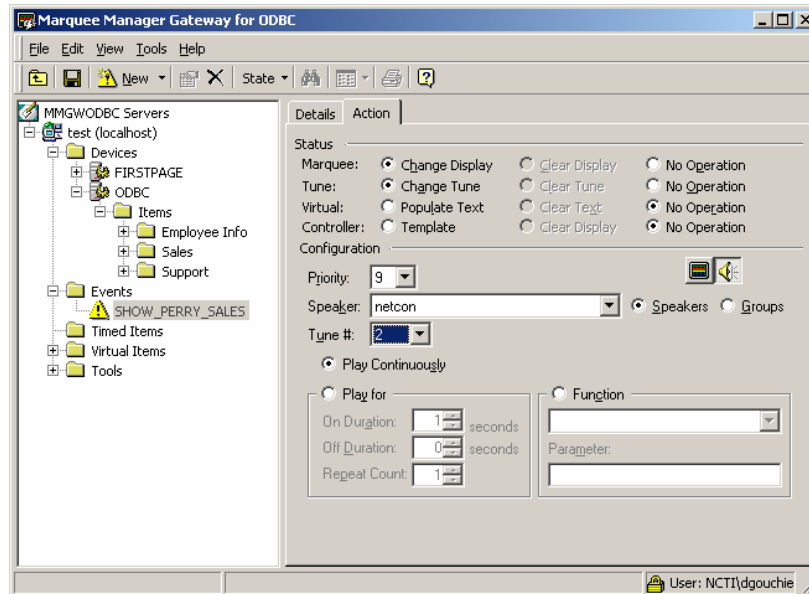
14. The *Color* that the light will be displayed with is the color that has been configured in the Light Configuration in Marquee Manager Administrator.
15. Select the *Mode* the light will have: either Static, Flashing or Fast Flashing.
16. Select the *Value* that will be displayed on the selected Row and Column, turning the light on or off when the event is triggered.
17. Click the **Save** icon in the toolbar to save changes.

Change a Tune

1. If you choose to change a tune, select the Change Tune option then click on the speaker icon .

The following screen is displayed:

Event Action to Play a Tune




2. Select the *Priority* that the tune will be played with. The Priority is the Marquee Manager Server message priority that determines the order that the tune will be played. High priority tunes are a threshold of one and low priority tunes will be a threshold of nine. Default Priority is set to nine.
3. Select the *Speaker* that the tune will play on. The list contains all speakers that have been configured in Marquee Manager Administrator. You may also play the tune on a group of speakers that have been configured in Marquee Manager Administrator by selecting the Groups option to display a list of available groups.
4. Select the tune to be played from the *Tune #*: field.
5. You may choose to play the tune continuously or to play for any duration of time by selecting the *Play for* option and entering in the number of seconds that the tune will be played for.



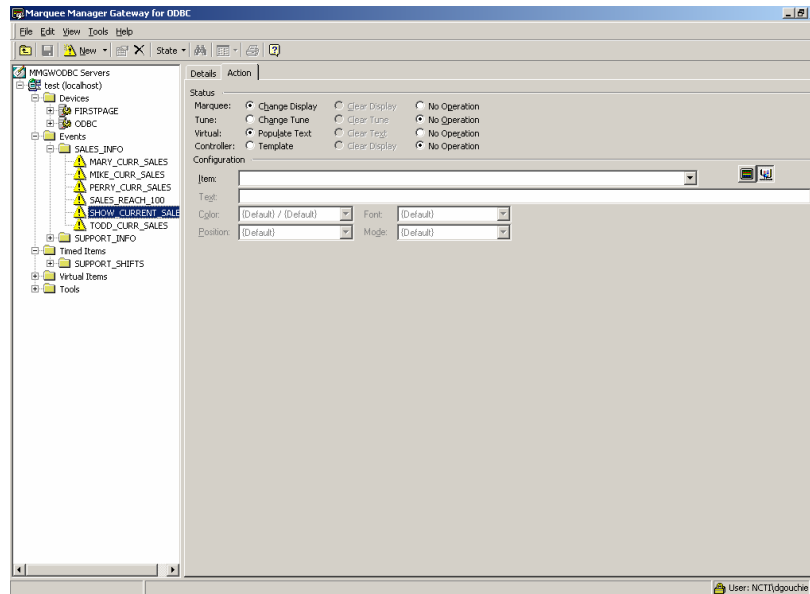
You may also select “Function” and use a Function Rule set up under Tools. This is covered later on in this chapter under “Configuring Function Rules”.

Populate Text

1. If you choose to populate text, select the Populate Text option then click on the text icon .

The following screen is displayed:

Event Action to Populate Text



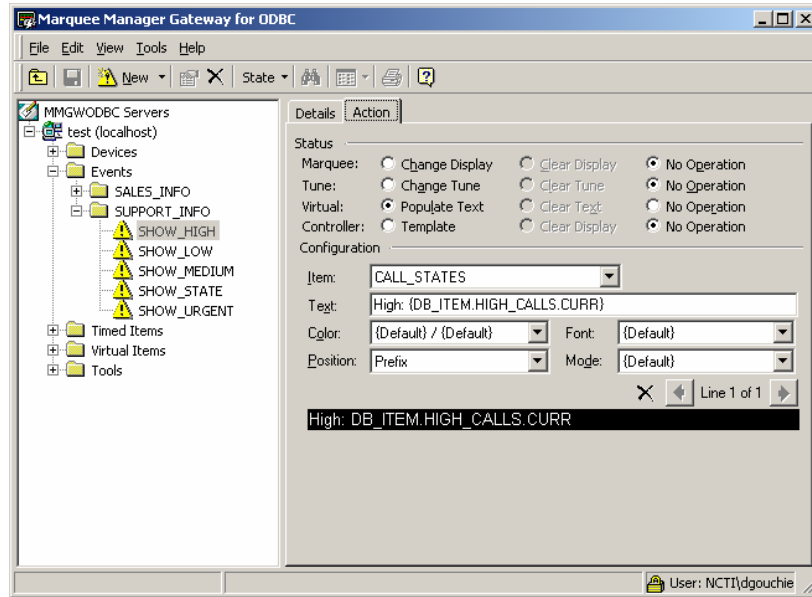
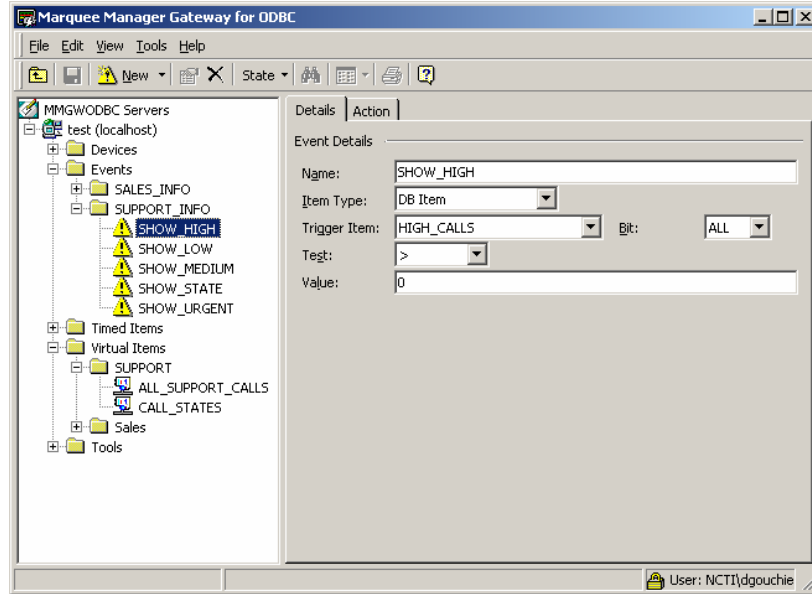
2. Select the *Item* that you wish to populate. This Item must be a Virtual Item created with a type of Event Text. Use this feature to string the multiple results of your Virtual Item an a marquee.



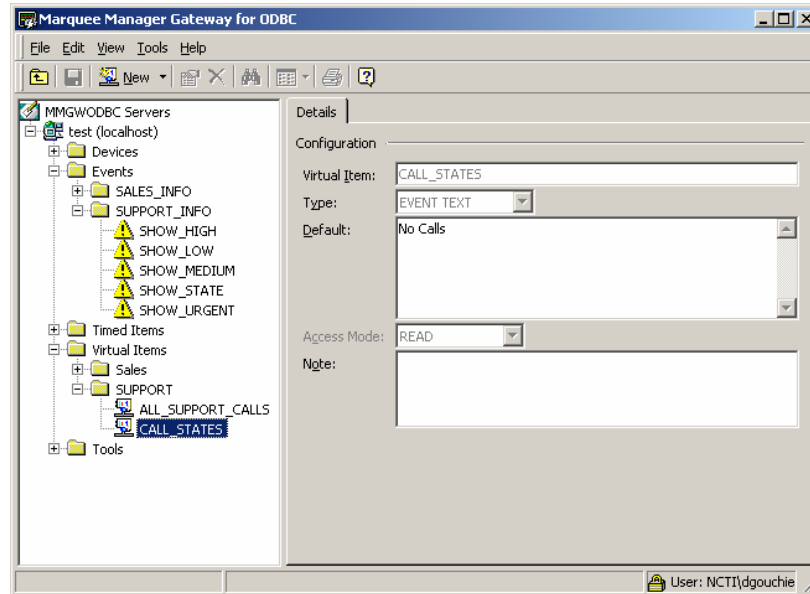
See Section above entitled *Marquee Display* for details on entering a message in the Text field and selecting display attributes.

3. The *Position* field specifies if the message text for each Event Text will be added as a Prefix or Suffix to the virtual item.
4. The events SHOW_LOW, SHOW_MEDIUM, SHOW_HIGH and SHOW_URGENT have been created to monitor if the number of support calls by priority that are not equal to 0 (calls coming in).

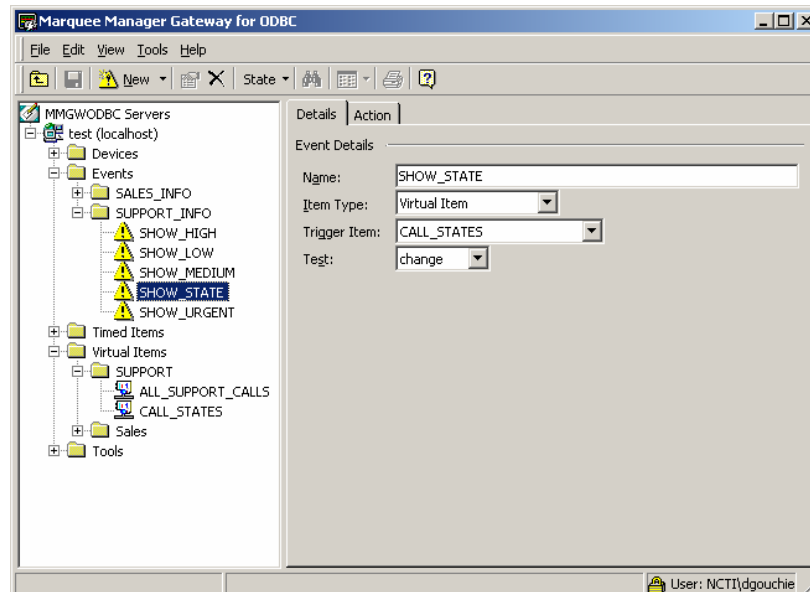
Sample Event



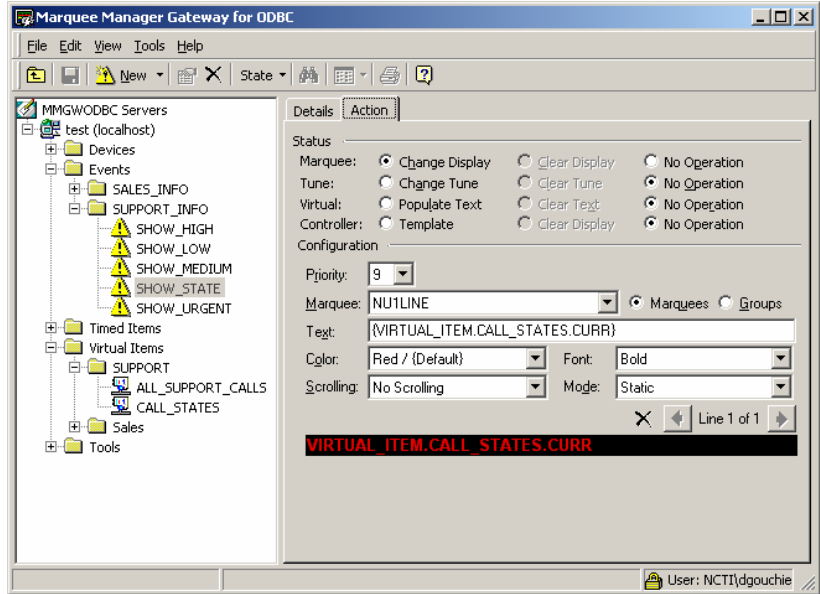
5. After creating all the events, create a Virtual Item. A Virtual Item CALL_STATES has been created as Event Text. It has a default message of No Calls, which will be displayed when there is not call activity.

Virtual Item


- Next create an event to monitor any changes to the Virtual Item. An Event of SHOW_STATES has been created to monitor any changes to the Virtual Item, thus any changes to each of the support calls.

Sample Event

Sample Event

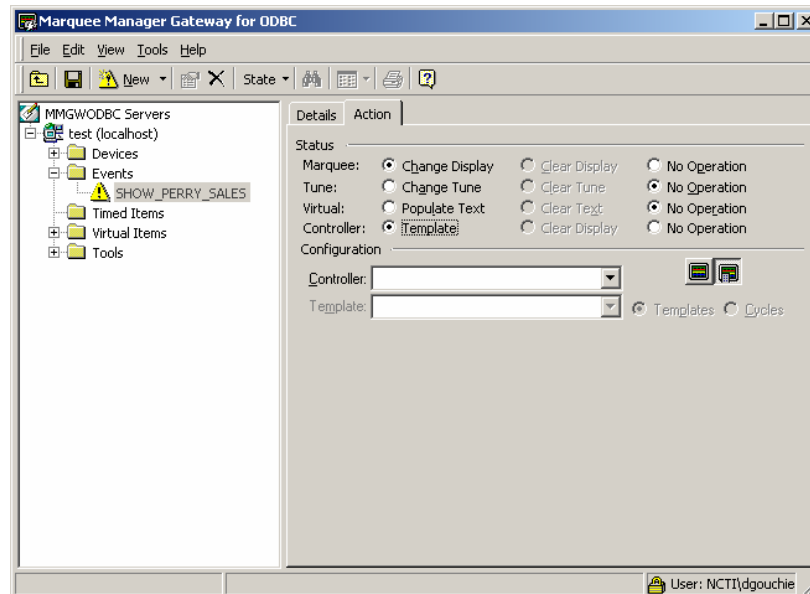


Display a Template

1. If you choose to display an SCC 980 Controller template, select the Template option then click on the template icon .

The following screen is displayed:

Event Action to Display to a template



2. Select if you wish to display a template or a cycle. The drop down will update based on which option is selected. Available Templates and Cycles are those that have been configured in Marquee Manager Administrator.

Adding an Event Group

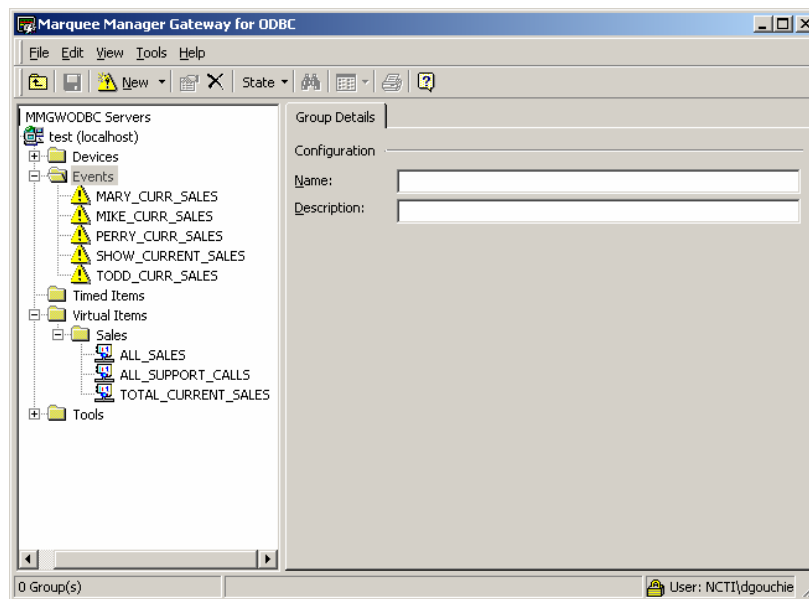
Gateway for ODBC allows you to organize your Events more efficiently by allowing the creation of Event Groups. This provides a logical way to group events for various machines, stations or other components of the lines.

To add an Event Group to the gateway:

1. Expand the *Event* folder and select an event that you wish to add an Event Group to. Then right click and select *New Event Group*. You may also select the **New** button drop down on the toolbar and select *Event Group*.

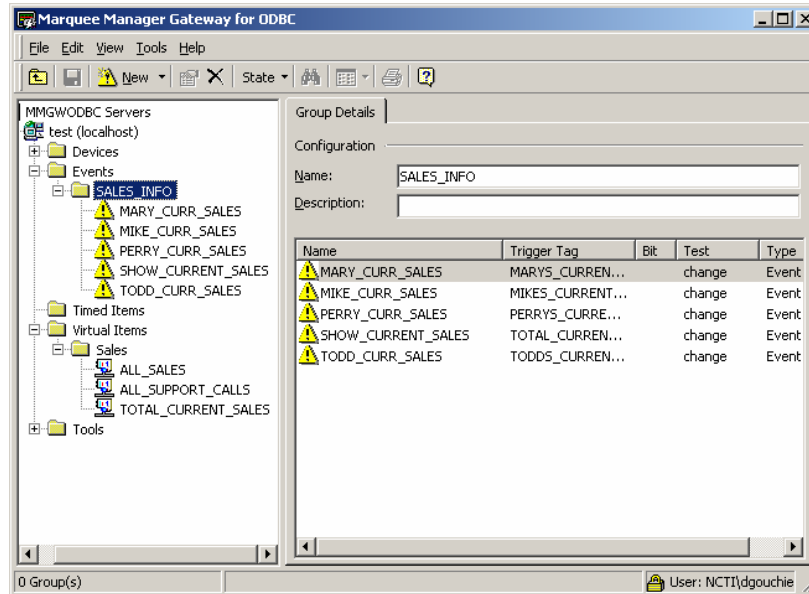
The following screen is displayed:

*Gateway for
ODBC Event
Groups*



2. Enter a *Name* and *Description* of the Group. Event Groups appear as their own level in the tree view allowing you to easily locate an event for a certain area of the plant.

*Gateway for
ODBC Event
Groups*



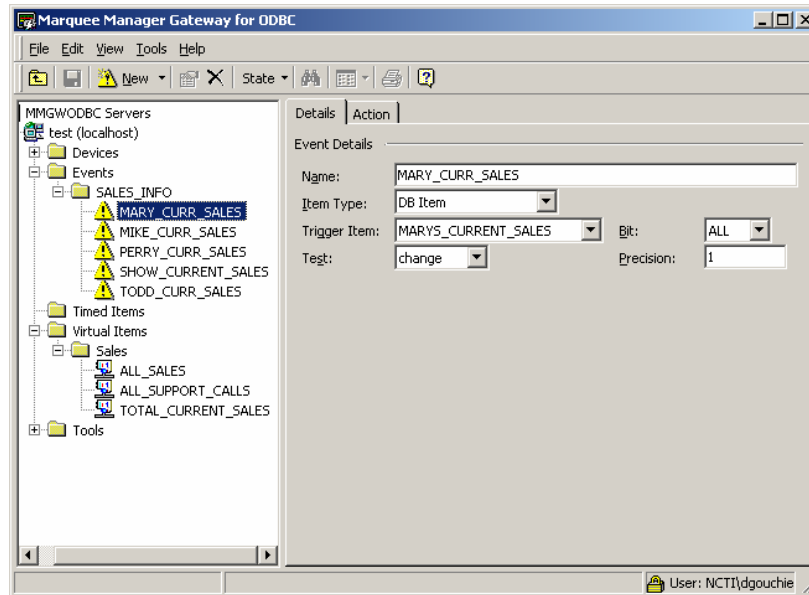
3. In this example, an Event Groups called SALES_INFO has been created to easily locate sales information.

Viewing and Modifying Events and Event Groups

To view or modify Events and Event Groups:

1. From the *Events* folder, select the Event or Event Group that you wish to edit. The following screen is displayed:

Modifying ODBC Events and Event Groups



The configuration settings and information for the selected Event are displayed.

2. Click on a field to edit the Event information.
3. Click the **Save** icon in the toolbar to save any changes.



Once the information has been saved, you cannot revert to the old information. The only way to get it back is by changing it again.

Deleting an Event or Event Group

Events and Event Groups can be deleted through the *Events* folder in the tree view.

To delete an Event or Event Group:

1. Select the Event or Event Group you want to delete. The Event information should then appear on the right-hand side of the screen.
2. Click the **Delete** icon to remove the event from the database.



Once an Event or Event Group has been deleted, it cannot be retrieved. The only way to retrieve it is by adding it back into the database.

Creating and Modifying Timed Items

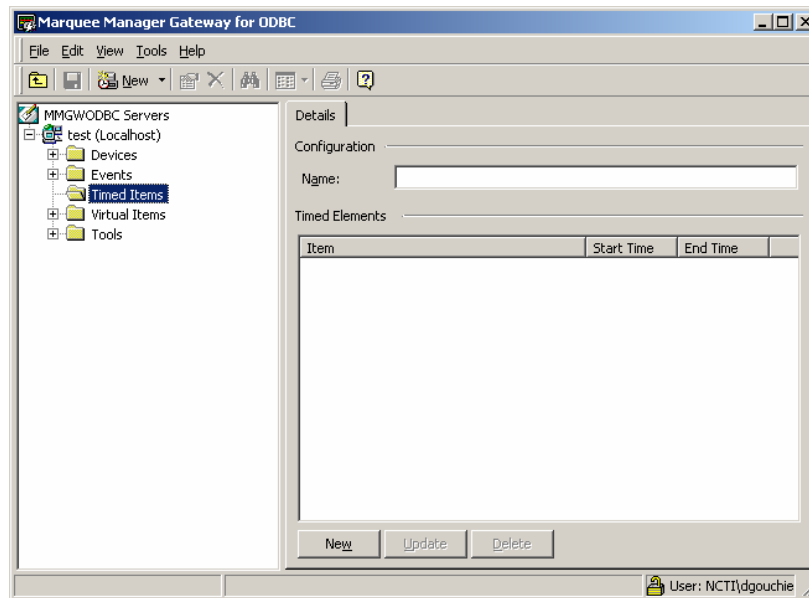
Gateway for ODBC allows the user to configure Items referred to as Timed Items which allow the user to enter in a schedule of configured items to be utilized based on time of day.

Adding a Timed Item

To add a Timed Item:

1. Click on the **Timed Items** folder in the tree view and click the **New** icon in the toolbar. The following screen is displayed:

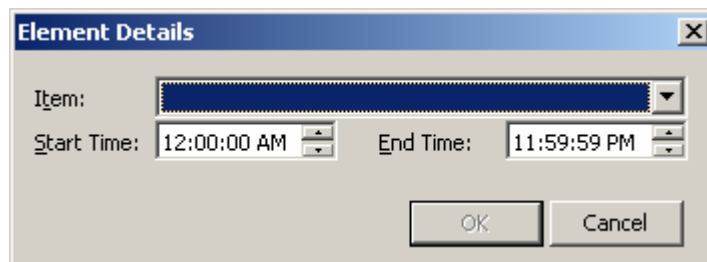
Creating Timed Items



2. Enter in the *Name* of the Timed Item. This name should reflect the items being scheduled by this timed item. i.e. Sales_Morning to provide the sales for the morning.
3. On the **Details** tab, click on the **New** button to add timed elements to this item.

The following screen is displayed:

Creating Timed Items



4. The *Item*: drop down includes all configured DB Items and Virtual Items. Only like datatype items may be added.

i.e. the first item selected is an DB item with Type of UNSIGNED WORD. The next datatype item added to this Timed Item must also be an item of Type UNSIGNED WORD. The drop down will be filtered to list only the remaining items of Type UNSIGNED WORD.

5. Enter in the *Start Time* and *End Time* that this Timed Item member will be returned and click **OK** to return to the Timed Item Details screen. You may continue to add additional elements to the Timed Item by clicking the **New** button.



Timed Item members Start and End times may not overlap in any way.

Adding a Timed Item Group

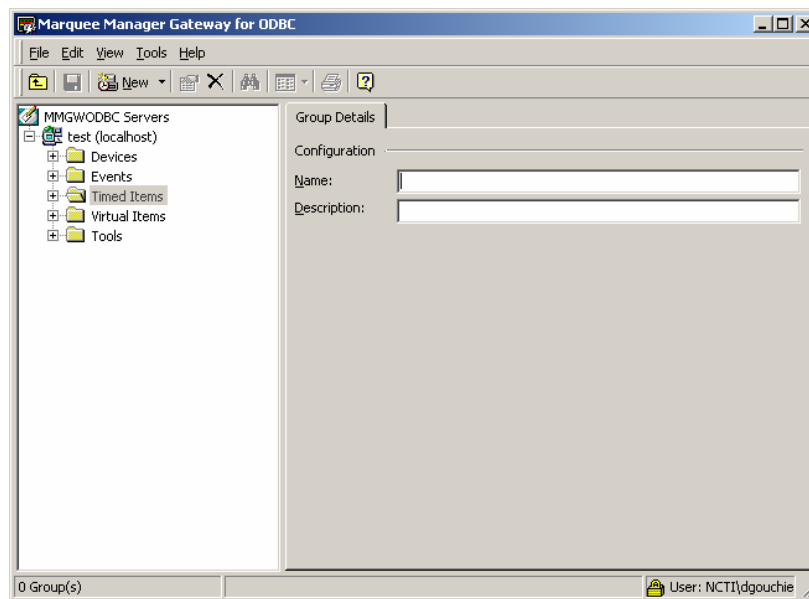
Gateway for ODBC allows you to organize your Timed Items more efficiently by allowing the creation of Timed Item Groups. This provides a logical way to group timed items for various machines, stations or other components of the lines.

To add a Timed Item Group:

1. Expand the *Timed Items* folder and select the Timed Item that you wish to add a Timed Item Group to. Then right click and select *New Timed Item Group*. You may also select the **New** button drop down on the toolbar and select *Timed Item Group*.

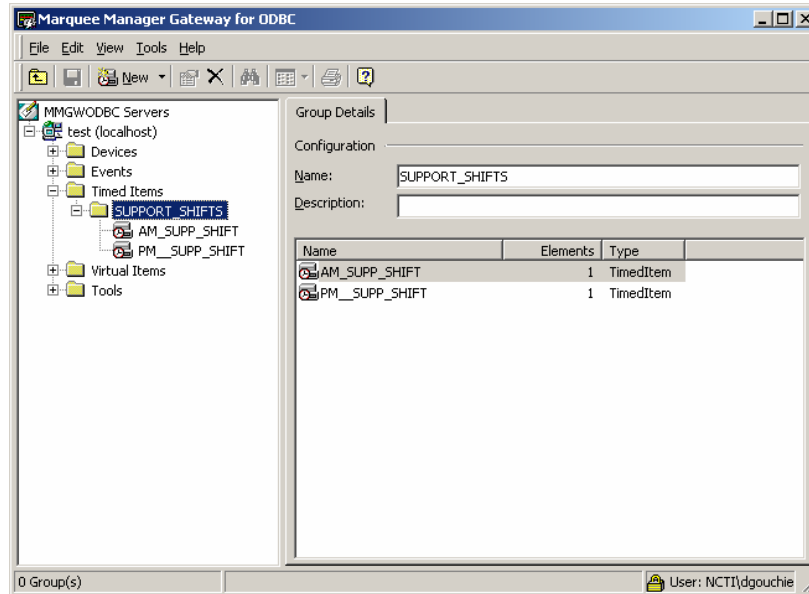
The following screen is displayed:

*Gateway for
ODBC Timed
Item Groups*



2. Enter a *Name* and *Description* of your Group. Timed Item Groups appear as their own level in the tree view allowing you to easily locate a Timed Item for a certain area of the plant.

*Gateway for
ODBC Timed
Item Groups*

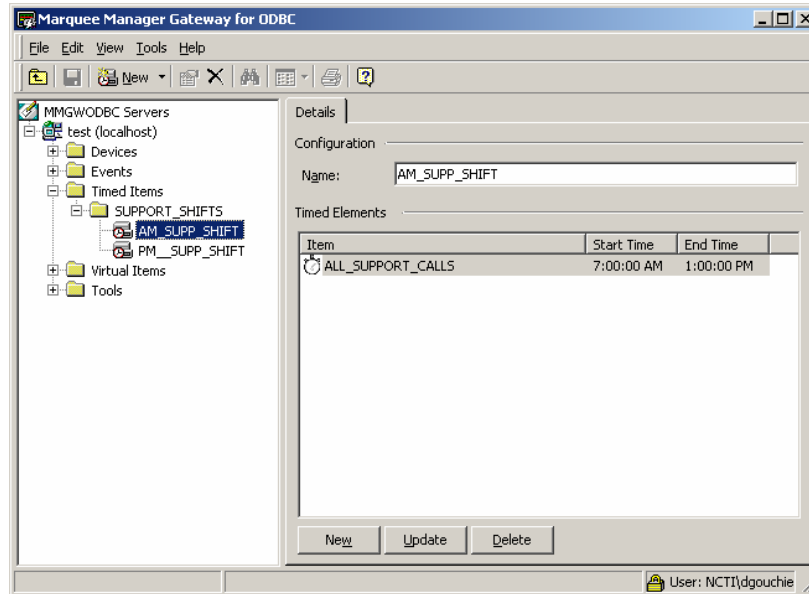


3. In this example, a Timed Item Group called SUPPORT_SHIFTS has been created to easily locate support information for each shift.

Viewing and Modifying Timed Items or Timed Item Groups

To view or modify Timed Items or Timed Item Groups:

1. From the *Timed Items* folder, select the item or Item Group that you wish to modify.

*Modifying
Timed Items*

The configuration settings and information for the selected Timed Item are displayed.

2. Select the Item to edit and click the **Update** button.
3. Click the **Save** icon in the toolbar to save any changes.



Once the information has been saved, you cannot revert to the old information. The only way to get it back is by changing it again.

Deleting a Timed Item or Timed Item Group

Timed Items or Timed Item Groups can be deleted through the *TimedItems* folder in the tree view

To delete a Timed Item or Timed Item Group:

1. Select the Timed Item or Timed Item Group you want to delete. The Timed Item information should then appear on the right-hand side of the screen.
2. Click the **Delete** icon to remove the Timed Item from the database.
3. You may delete only an Element of the Timed Item. Select the Timed Item from the tree view then select the timed element to delete. Click the **Delete** button to remove the selected element.



Once a Timed Item or Timed Item Group has been deleted, it cannot be retrieved. The only way to retrieve it is by adding it back into the database.



You cannot delete a Timed Item or a Timed Item Group if it is being used in an Event, or Virtual Item.

Creating and Modifying Virtual Items

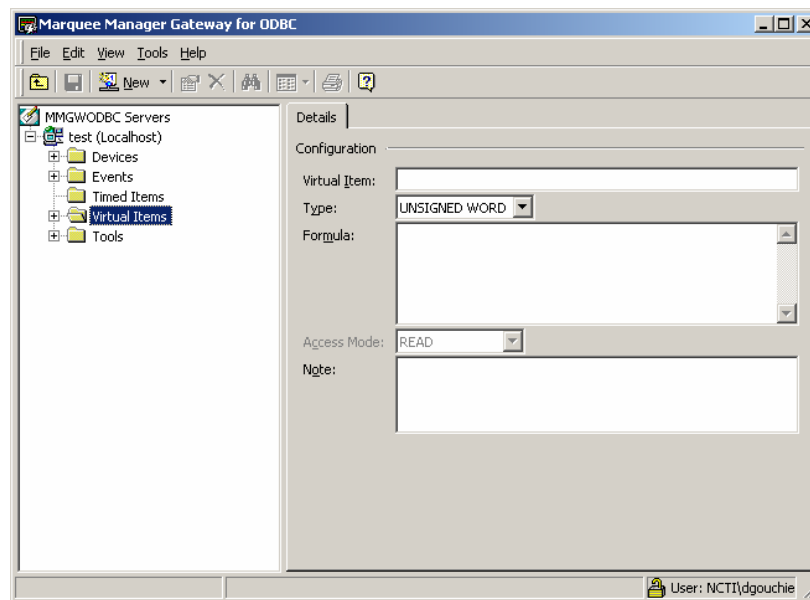
Gateway for ODBC allows the user to configure Items referred to as Virtual Items which provide a calculated value of data from the item rather than the current item value.

Adding a Virtual Item

To add a Virtual Item:

1. Select the *Virtual Items* folder in the tree view and click the **New** icon in the toolbar. The following screen is displayed:

Creating Virtual Items



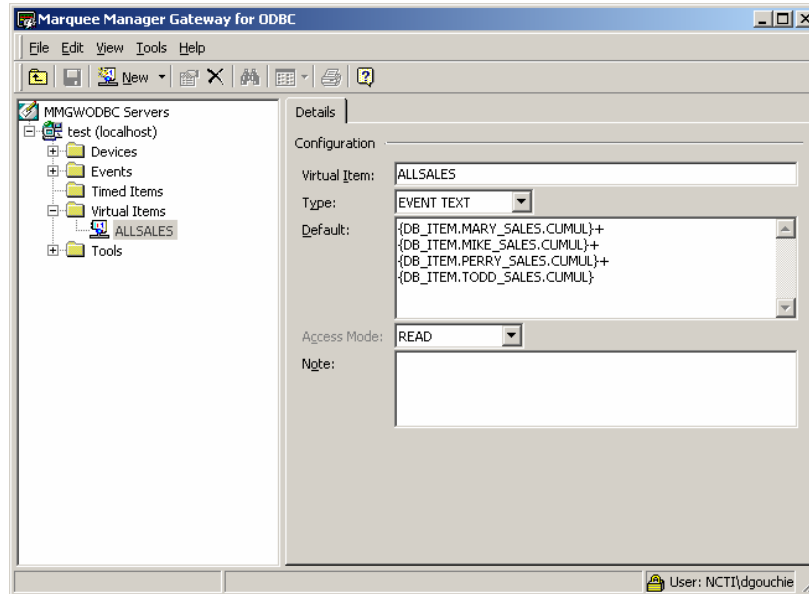
2. Enter in the name of the *Virtual Item*. This should be a logical name to describe the value that is being calculated.
3. The *Type* field will be defaulted to UNSIGNED WORD but may be changed to FLOAT, STRING or EVENT TEXT Type.
4. Enter in the Formula that the virtual item will calculate. This field may include regular text and configured DB Items, Timed Items or Virtual Items.

The *Formula* field label for an Event Text virtual item changes to *Default*, allowing you to enter in a default message to be used as an optional default value for the item when no event has populated it. Any configured items such as DB, Timed, or Virtual items may be added to the Formula field.

To obtain a list of the configured Items, enter { which opens up a drop down list of available Items. This first pop up menu allows you to select which Item type you wish to retrieve: DB_ITEM, TIMED_ITEM, or VIRTUAL_ITEM. Selecting the Item Type will open another pop up menu to select the trigger item. The final menu allows you to select the cumulative or current values of the selected item.

Various calculations may be performed here as in the example below.

*Sample Virtual
Item Formula
configuration*



Selecting an Item from the list will provide other values to include in the calculation such as Cumulative value, Current value, as well as current and cumulative values on all snapshots.

The calculation operations that can be used here are outlined in the following table:

Function	Operator(s)	Example
Addition	+	1+1
Associativity	()	(6+2)/2
Bitwise AND	&	1&3
Bitwise Exclusive OR	^	4^3
Bitwise Inclusive OR		3 1
Division	/	6/2
Modulo	%	7%2
Multiplication	*	6*3
One's Compliment	~	~8
Shift Left	<<	8<<2
Shift Right	>>	4>>5
Subtraction	-	6-1



The above table of operators is in precedence order. All operators associate from left to right.



If the event in your devisor = 0, it will be forced to create a value of 1 and will be documented in your log file.

5. The *Access Mode:* field defaults to READ.
6. Enter in an applicable note in the *Note:* field. This field is optional.
7. Click the **Save** icon in the toolbar to save changes.

Adding a Virtual Item Group

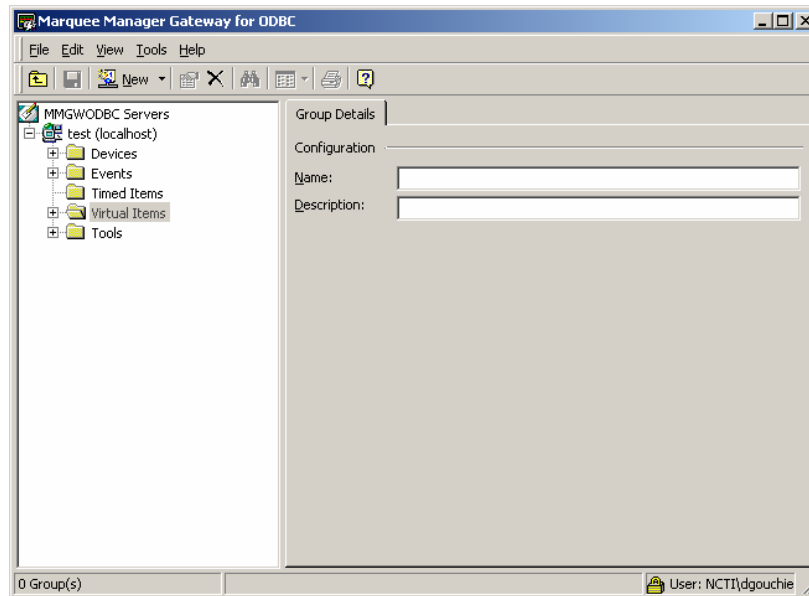
Gateway for ODBC allows you to organize your Virtual Items more efficiently by allowing the creation of Virtual Item Groups. This provides a logical way to group virtual items for various machines, stations or other components of the lines.

To add a Virtual Item Group:

1. Click on the *Virtual Items* folder. Then right click and select *New Virtual Item Group* or select the **New** button drop down on the toolbar and select *Virtual Item Group*.

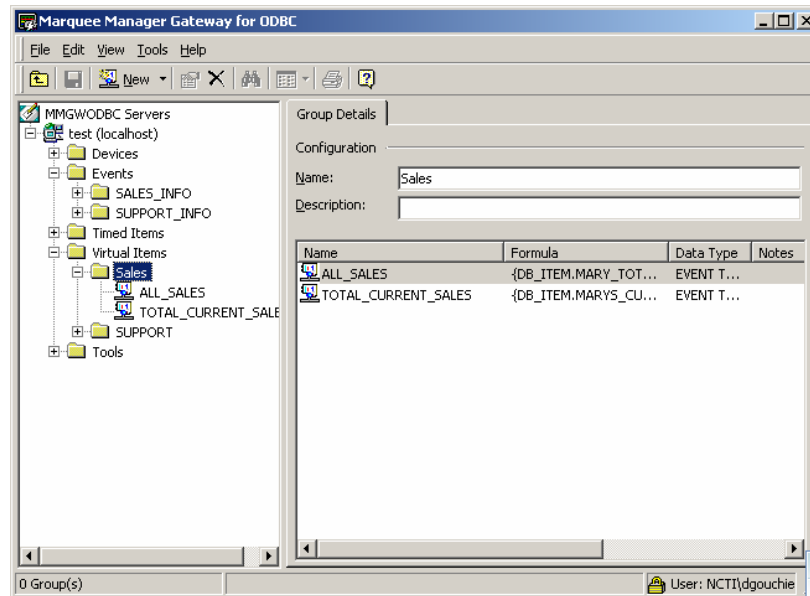
The following screen is displayed:

*Gateway for
ODBC Virtual
Item Groups*



2. Enter the *Name* and *Description* of your group. Virtual Item Groups appear as their own level in the tree view allowing you to easily locate a Virtual Item for a certain area of the plant.

*Gateway for
ODBC Virtual
Item Groups*



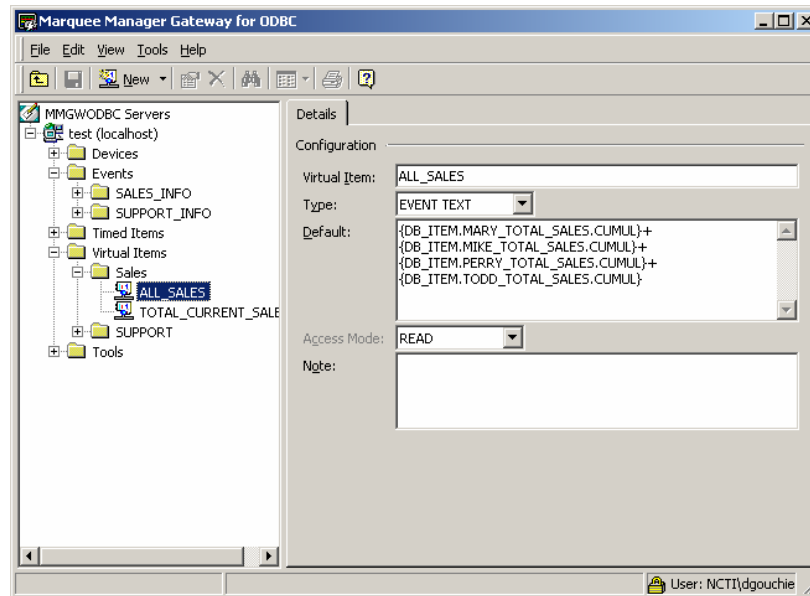
3. In this example, a Virtual Item Group called Sales has been created to easily locate sales information.
4. Once the folder is created, you can drag and drop the applicable Virtual Items into the folder you have just created.

Viewing and Modifying Virtual Items or Virtual Item Groups

To view or modify ODBC Virtual Items or Virtual Item Groups:

1. From the *Virtual Items* folder, select the ODBC Item that you wish to edit then select the Item to be modified.

*Modifying
ODBC Virtual
Items*



The configuration settings and information for the selected Virtual Item are displayed.

2. Click on a field to edit the Virtual Item information.
3. Click the **Save** icon in the toolbar to save any changes.



Once the information has been saved, you cannot revert to the old information. The only way to get it back is by changing it again.

Deleting a Virtual Item or Virtual Item Group

Virtual Items or Virtual Item Groups can be deleted through the *Virtual Items* folder in the tree view

To delete a Virtual Item or Virtual Item Group:

1. Select the Virtual Item or Virtual Item Group you want to delete. The Virtual Item information should then appear on the right-hand side of the screen.
2. Click the **Delete** icon to remove the Virtual Item from the database.



Once a Virtual Item or Virtual Item Group has been deleted, it cannot be retrieved. The only way to retrieve it is by adding it back into the database.



You cannot delete a Virtual Item or Virtual Item Group if it is being used in an Event, or Timed Item.

Configuring Function Rules

Marquee Manager Gateway for ODBC allows you to configure various function rules to define user text that will be displayed on your marquees. Any change in the bit values defined in the rule for configured ODBC items will be sent to the selected marquee or play the selected tune.

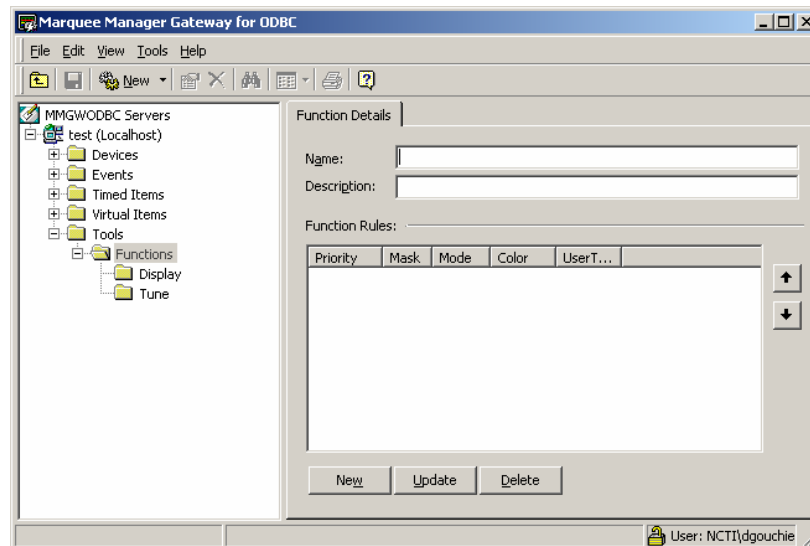
FUNCTION is a reserved word similar to DB_ITEM, etc.

Adding a Function Rule to a Display

To add a function rule to a Display:

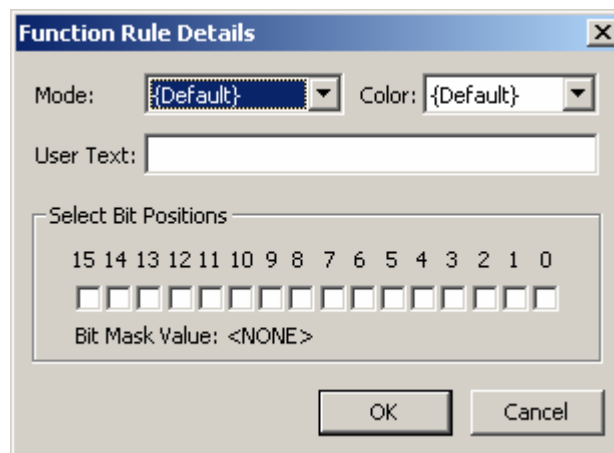
1. Select the **Tools** folder from the tree view then expand the **Functions** folder. You may set a function to display a value to a marquee or to play a tune on a selected tune device.
2. Select the *Display* folder then click the **New** button in the toolbar to display the following screen:

*Configuring
Function Rules
for Displays*



3. Enter in the name of the Function in the *Name* field.
4. Click the **New** button to add a new rule. The following screen is displayed:



*Configuring
Function Rules*



5. Select the *Mode* and *Color* that the message will be displayed with on the marquee.
6. Enter in the *User Text* that will be displayed on the marquee when this bit value changes.
7. Select the bit positions that must be on/high in order for this rule to be implemented, sending the User Text to the marquee.

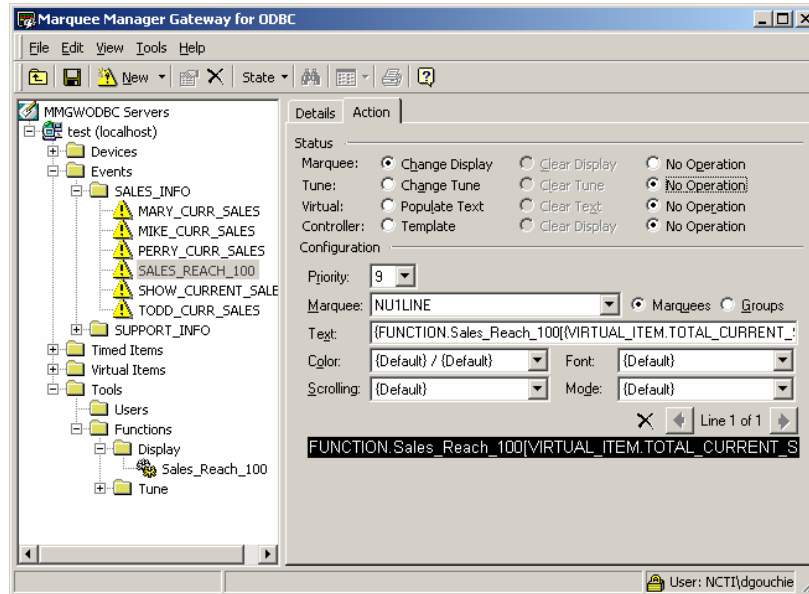
*Sample
Function Rule*

The screenshot shows a dialog box titled "Function Rule Details". It has a blue title bar with a close button. Inside, there are two dropdown menus: "Mode" set to "Static" and "Color" set to "Red". Below them is a text field for "User Text" containing "Sales have reached 100". A section titled "Select Bit Positions" contains a row of checkboxes labeled 15 through 0. Checkmarks are present in the boxes for bits 6, 5, and 2. Below this row, it says "Bit Mask Value: 100". At the bottom are "OK" and "Cancel" buttons.

-  Be sure to place multi-bit rules at the top of the Function Details screen by using the order buttons to the left of the rule details. This is necessary as rules are processed from top to bottom.
 -  The Bit Mask Value may be set to 0 so that if none of the bits change (i.e. the value of the bit is 0), a message may be displayed that everything is running correctly.
8. You may utilize this function rule in an event by including the function rule with the event details.
 9. The following format must be used in the *Text* field:

```
{FUNCTION.functionname[{xx_ITEM.itemname.CURR}]}
```

*Sample Events
using a
Display
Function Rule*



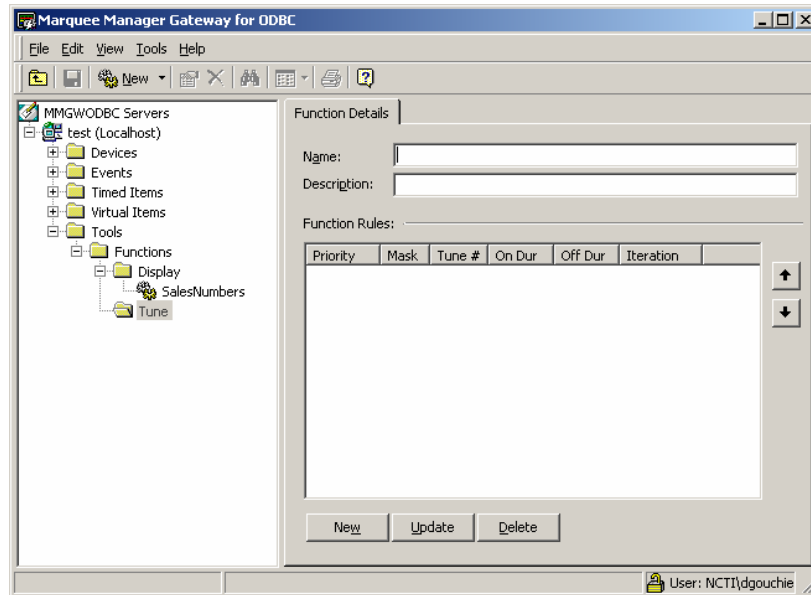
11. In the example above, the Display Function called SALES_REACH_100 will be used with the Virtual Item called TOTAL_CURRENT_SALES. Remember this Virtual Item was created so that a change to any of the sales will be sent to the marquee via the SHOW_CURRENT_SALES Event.

Adding a Function Rule to Play a Tune

To add a function rule to play a Tune:

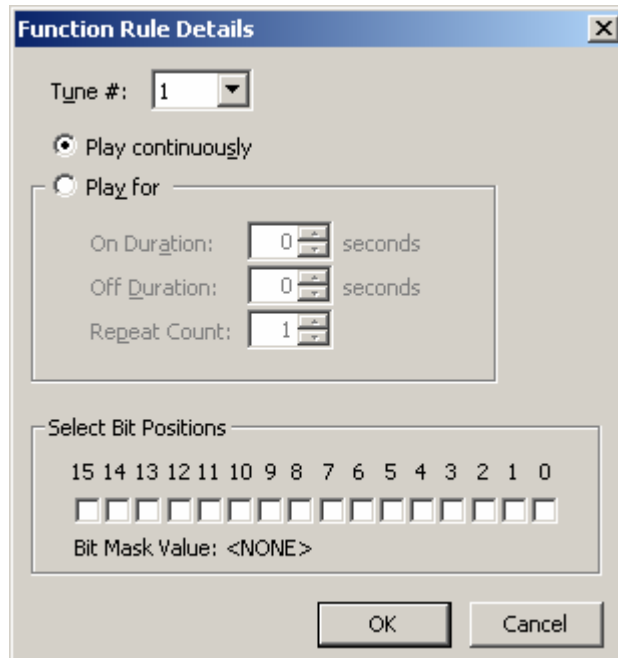
1. To play a tune when a bit value changes, select the *Tune* folder then click the **New** button in the toolbar to display the following screen:

*Configuring
Function Rules
for Tunes*



2. Enter in the name of the Function in the *Name* field.
3. Click the **New** button to add a new rule. The following screen is displayed:

*Configuring
Function Rules*



4. Select the *Tune #* that will be played when the bit value changes.

5. You may elect to play the tune continuously or for a set duration of time.
6. Select the bit positions that must be on/high in order for this rule to be implemented, causing the selected tune # to play.

*Sample
Function Rule*

The screenshot shows a dialog box titled "Function Rule Details". At the top, "Tune #" is set to 1. There are two radio buttons: "Play continuously" (unselected) and "Play for" (selected). Under "Play for", there are three spinners: "On Duration" set to 5 seconds, "Off Duration" set to 0 seconds, and "Repeat Count" set to 1. Below this is a section titled "Select Bit Positions" with a row of checkboxes for bits 15 through 0. Bits 6, 5, and 2 are checked. Below the checkboxes, it says "Bit Mask Value: 100". At the bottom are "OK" and "Cancel" buttons.

7. In this example, if bit 6, 5, or 2 changes, Tune #1 will be played on the selected tune device for that Event.



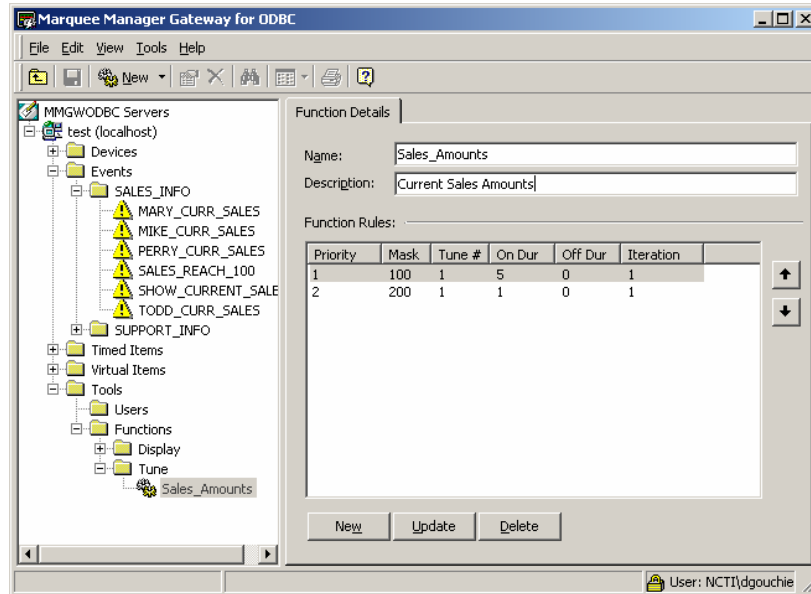
Be sure to place multi-bit rules at the top of the Function Details screen by using the order buttons to the left of the rule details. This is necessary as rules are processed from top to bottom.



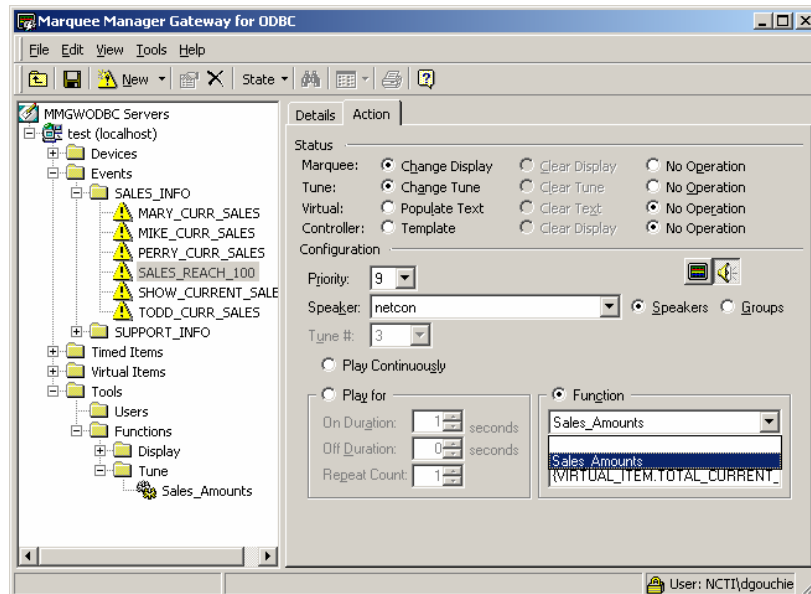
The Bit Mask Value may be set to 0 so that if none of the bits change (i.e. the value of the bit is 0), a tune may be played to notify that everything is running correctly.

8. You may utilize this function rule in an event by including the function rule with the event details.

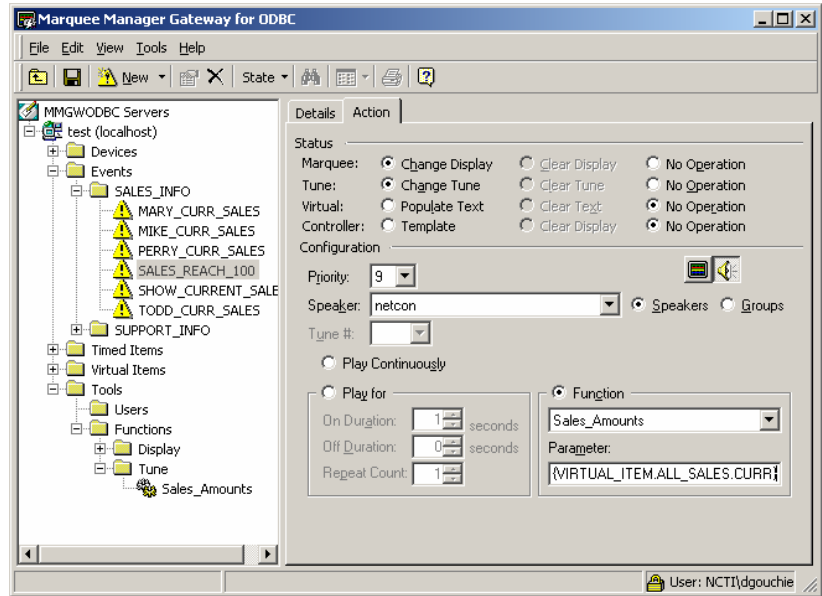
Sample
Function Rule



- On the Actions tab, select *Function*. The dropdown will give you the options of Functions you have set up under *Tools*. In this case, it is *Sales Amounts*.



- In the Parameter field, type { to give you a list of options of Items
- In the example below, the Tune Function called Sales_Amounts will be used with the Virtual Item called TOTAL_CURRENT_SALES.



Reloading the Gateway Server

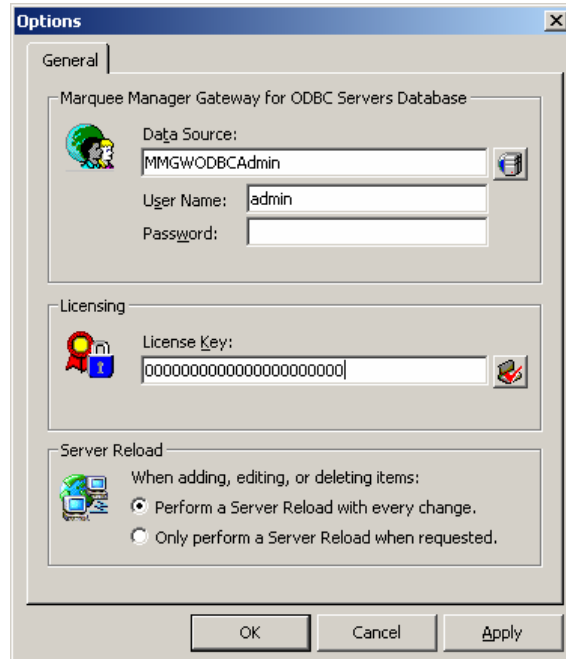
Marquee Manager Gateway for ODBC gives you the option to reload the server with any additions, edits or deletions automatically or when requested by the user.

Reloading the Server

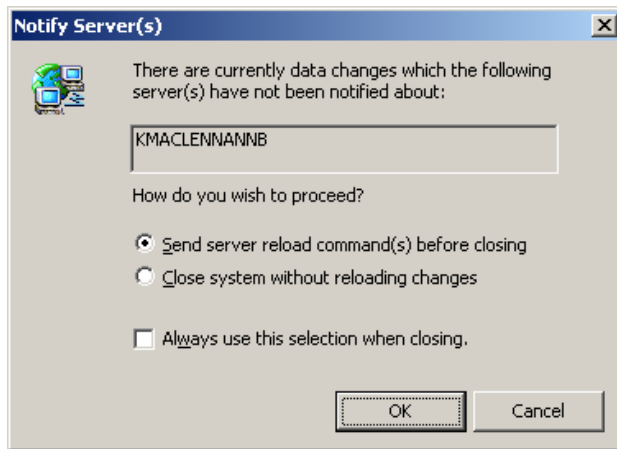
To reload the Gateway for ODBC server:

1. From the **Tools** menus, select **Options**. The following screen is displayed:

*Marquee
Manager
Gateway for
ODBC Options*



2. Select if you would like the server to automatically reload after every change or to perform the reload only when requested.
3. If you choose to reload after every change, the reload will take place when the Save button is clicked.
4. If you choose to reload only when requested, you will be prompted that there are data changes that the server needs to notified about and have the option to either send the reload before closing or close the system without reloading the changes:



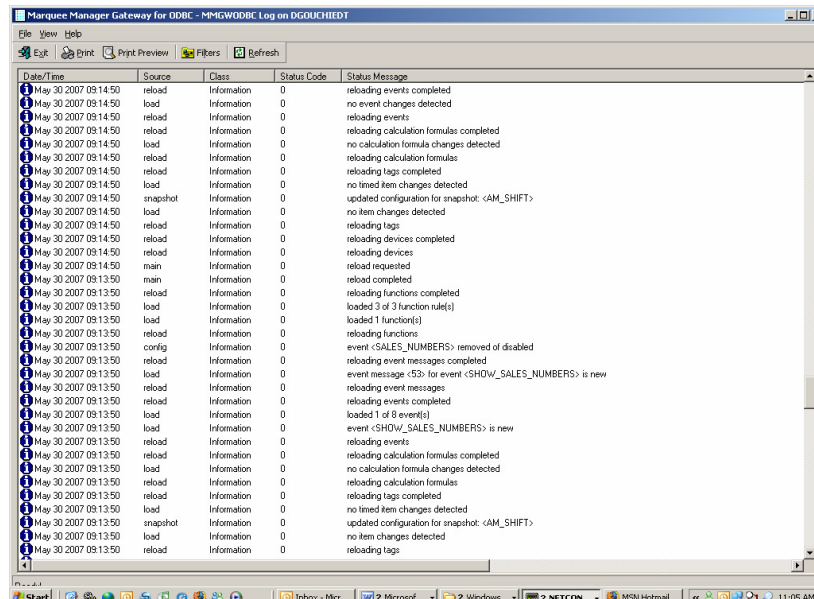
Viewing the Log File

Marquee Manager Gateway for ODBC allows you to view the log files associated with the various components of the software. The log files contain an accurate history of every transaction and modification made to the database.

To View the Log File:

1. Select **View Log** option from the **View** menu to display the following screen:

Viewing the log files



2. Double-click the log entry for further information.
3. Click the **Filters** button and choose viewing options to display only the desired information.

Filtering log information

The screenshot shows the 'Marquee Manager Gateway for ODBC Filter' dialog box. It is divided into several sections:

- View From:** Contains two input fields for 'Events On:'. The first field shows '05 / 30 / 2007' and the second shows '00 00: 00 AM'.
- View Through:** Contains two input fields for 'Events On:'. The first field shows '05 / 30 / 2007' and the second shows '11: 59: 59 PM'.
- Error Class:** A group box containing six checked checkboxes: Information, Warning, Error, Successful, Fatal, and Unknown.
- Status Message:** A text input field.
- Source:** A dropdown menu currently set to '(All)'.
- Status Code:** A dropdown menu currently set to '(All)'.
- Automatic Refresh:** A checkbox that is unchecked, followed by a label 'Automatically Refresh every' and a spin box set to '30' with the label 'seconds'.

On the right side of the dialog, there are three buttons: 'OK', 'Cancel', and 'Clear'.

4. The *Events On:* field defaults to the current day.
5. The *Status Message* field can be used to search for a portion of the message in the log.

Only certain characters may be used in this field. The common search characters are as follows:

Character	Match made	Example
?	Any single character	Text in the log is ABC, DBC and XYZ. If ?BC is used in the <i>Status Message</i> field, only ABC and DBC will be returned.
*	Zero or more characters	*Initiated* in the <i>Status Message</i> field would return all log items with the word 'Initiated'
#	Any single digit (0-9)	Text in the log is Device1, Device5, Device8, Device10. Keying in Device# in the <i>Status Message</i> field, will return Device1, Device5, and Device8.



When matching the special characters left bracket ([), question mark (?), number sign (#), and asterisk (*), enclose them in brackets.

Ex. to find all log items that start with [you need to enter in [[]* in the *Status Message* field.

6. Select the *Automatic Refresh* option to automatically refresh the log file based on the seconds specified.

Chapter Six

Configuring and Using Security

The **Marquee Manager Gateway for ODBC** comes equipped with security options that allow the administrator to configure users with limited security access. It is conveniently displayed in the tree view under the *Tools* folder when enabled.

Enabling and Configuring Security

If security is enabled when the Gateway for ODBC server is configured, either by selecting Basic or Ford mode security (specific only to Ford users), a *Users* folder appears under the *Tools* section of the tree view.

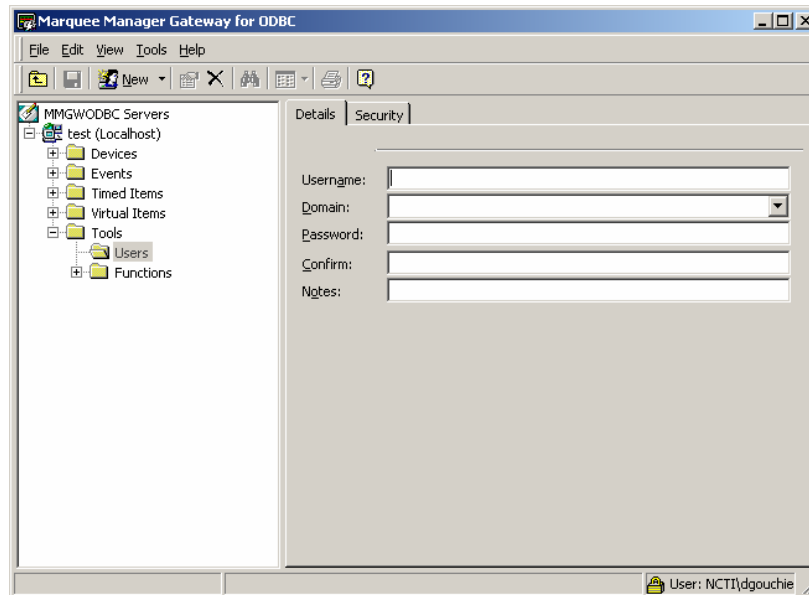
☞ See section entitled *Configuring Marquee Manager Gateway for ODBC Options* in **Chapter 4: Configuring Marquee Manager Gateway for ODBC** for information on how to enable security.

The *Users* folder allows the administrator to add destinations with limited access to various user applications.

Adding a User to Security

1. Click on the *Tools* folder then select the *Users* folder. Right click and select **New User** or click the **New** icon in the toolbar. The following screen is displayed:

*Creating Users
in security
mode*



2. Enter the *Username* for this account. This must be the Windows login username.

✎ The first user entered must be an administrator with Admin security. The last user removed must also be an Admin.

3. Select the *Domain* from the drop down list of available domains.
4. Enter a *Password* for this username then confirm password.
5. Select the level of security this user will have. Currently only Admin access is available for all Gateway for ODBC users.
6. Enter any additional notes on the user in the *Notes* field.

7. You will now be prompted for a User ID/password and a valid Domain name before you can access Marquee Manager Gateway for ODBC.

*Gateway for
ODBC
Security Login*



The image shows a Windows-style dialog box titled "Login". At the top center is the NETCON TECHNOLOGIES INC. logo, which consists of the word "NETCON" in a bold, black, sans-serif font with a blue and red swoosh graphic above it, and "TECHNOLOGIES INC." in a smaller font below. Below the logo are three input fields: "User ID:" with a text box, "Password:" with a text box, and "Domain:" with a dropdown menu. To the left of these fields is a small icon of a computer monitor with a keyhole. At the bottom of the dialog are two buttons: "Login" and "Cancel".

Chapter Seven

Running the Database Converter

The **Marquee Manager Gateway for ODBC** comes equipped with a database converter that allows the administrator to upgrade a database if they are running an older version of the gateway.

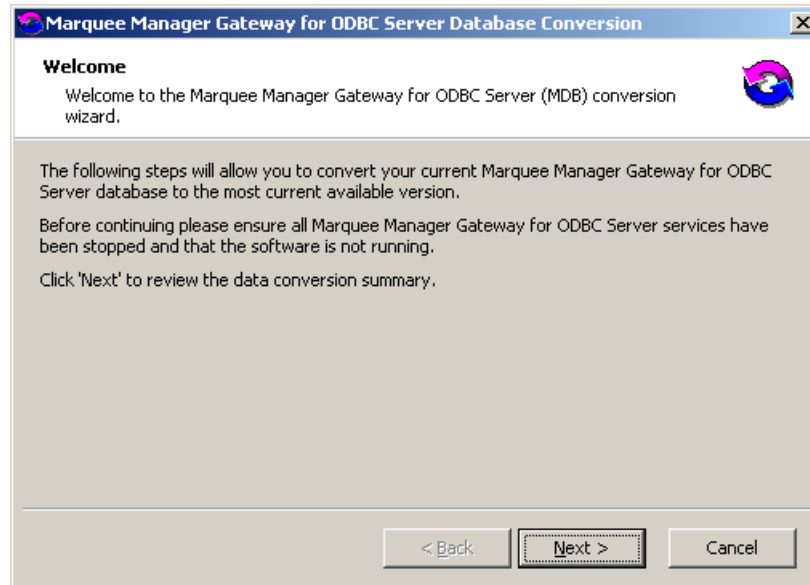
Upgrading the Database

If upgrading from a previous version of Marquee Manager Gateway for ODBC, the administrator and server databases must both be converted to run with the new version.

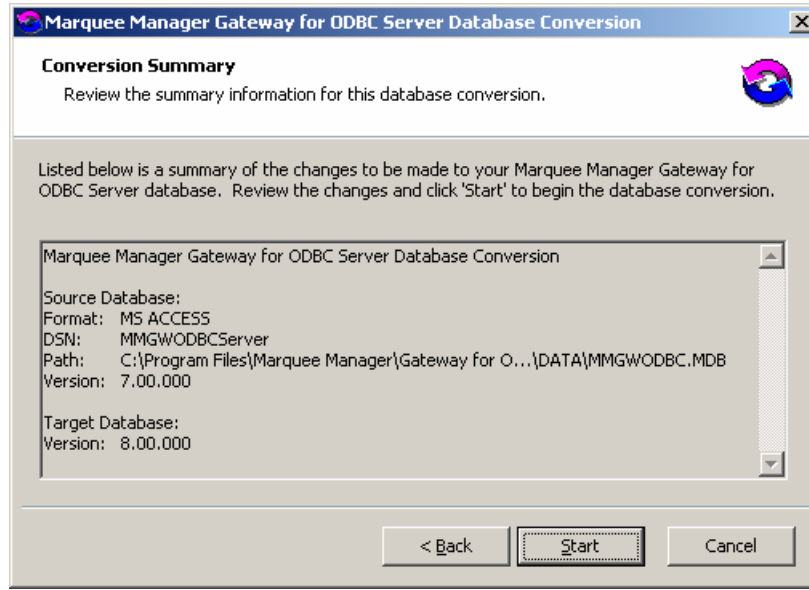
Running the Convert Option

1. From the **Start** menu, select **Programs – Marquee Manager - Gateway for ODBC – Database Conversion**. This will launch the **Conversion Wizard**.

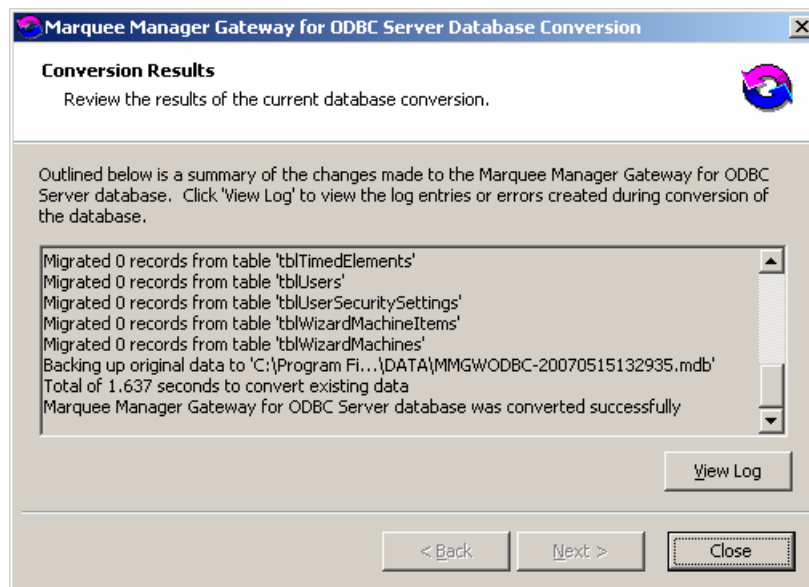
*Database
Conversion
Wizard*



2. Be sure to stop the Marquee Manager Gateway for ODBC service via Control Panel before running the database conversion.
3. The Conversion Wizard will display a summary of changes that will be made to your Marquee Manager Gateway for ODBC database, including the current version that is running and the target database.

*Database
Conversion
Wizard*

4. Click **Start** to run the converter. Conversion results will then be displayed.

*Database
Conversion
Wizard*

Chapter Eight

Technical Assistance

FAQ

Every NETCON product contains a FAQ file specific to that product. You can view this FAQ file by visiting the NETCON web site (www.netcontech.com) and browse the product page for the product you are using.

Support Contracts

You may purchase a support contract for Marquee Manager Gateway for ODBC. Various levels of support are available. View the NETCON web site (www.netcontech.com) and browse the product page for product you are using.

For all support related issues, please provide the version of the software that you are running. This may be verified by browsing your Start menu, Programs, then selecting the application in question (i.e. Marquee Manager Gateway for ODBC), then selecting Version Info. This will provide the install kit version that is currently running.

Help Desk

To reach our help desk please use one of the following methods:

Telephone: +1.519.652.0401

Fax: +1.519.652.9275

Web: www.netcontech.com - Customer Care

E-Mail: support@netcontech.com

Please have your support contract, or product license key ready, before calling or include it in your correspondence. Support is free for product trials and for the first 30 days of product ownership.

Glossary

Administrator

Typically a GUI application, this component facilitates configuration and monitoring of a server engine. If changes are made to the server configuration the administrator notifies the engine to reload its running configuration either automatically or on user demand. An example of an administrator component is *FirstPAGE* Administrator.

This administrator allows you to maintain the *FirstPAGE* server's engine configuration.

Administrator Kit

An administrator kit contains the product's administration component only. After installing this kit on a workstation you may utilize any of the features of the Administrator component.

Client

A client component utilizes the facilities of a standard NETCON server. Typically a GUI application, this component provides a user-friendly interface of the available services offered by the server engine. An example of a client tool would be *FirstPAGE Client*, which presents the user with a list of known messaging destinations and allows them to send messages to one or more destinations.

Cumulative Values

Calculated values from the ODBC server that can be obtained as follows: $\text{Threshold} - \text{Start time} + \text{Rollover} \times \text{Threshold}$. Cumulative values are available for Data Access Items and are referenced via the .CUMUL extension.

Current Values

Values that currently exist in the ODBC Server. i.e. a item pulling TANKLEVEL.CURR values would display the current tank level value

DB Item

Database Query item which refers to the current data available in the ODBC Server

Device

A **Marquee Manager Gateway for ODBC** device is a name assigned to an ODBC server, which will be used to collect item values.

Engine

An engine component implements a unified interface to a set of common,related protocols. The engine provides services to clients and gateways such that a common interface may be used to manipulate many different types of devices. Engines are administered via Administrator components and are utilized by clients, gateways or use written components.

Event

A condition that contains a rule that when true, will display text, items, timed items and virtual items to a specified marquee or play a tune to a specified speaker.

Event Text

A virtual item type that has been created to display a message based on a string of multiple events.

Gateway

A gateway component creates a bridge between a third party product and a standard NETCON server. Typically an engine this component provides a conduit for forwarding events from the third party product into a NETCON standard server.

An example of a gateway would be an interface to an HMI or SCADA system forwarding events from that system to *FirstPAGE Alarm Manager* for processing. An example of a gateway is *Marquee Manager Gateway for VisualPlant*. This gateway forwards *VisualPlant* incidents to *Marquee Manager*.

Marquee

A sign display that serves as a visualization communication tool, providing the means to display time, date and message text such as production counts, and what areas of a plant are experiencing problems.

Server Kit

A server kit typically contains the server engine and administrator components. In some cases a client component is also included with this kit. The server kit is usually installed on a centralized host, and one or more clients or gateways utilize this server. An example of a server kit is *FirstPAGE* Server. This kit contains the *FirstPAGE* engine, administrator and client.

Snapshot

A picture of the current item value for a given time. You can specify at what time and how often this picture will be taken.

Timed Item

A schedule of configured datatype elements that determine which items will be utilized based on time of day.

Virtual Item

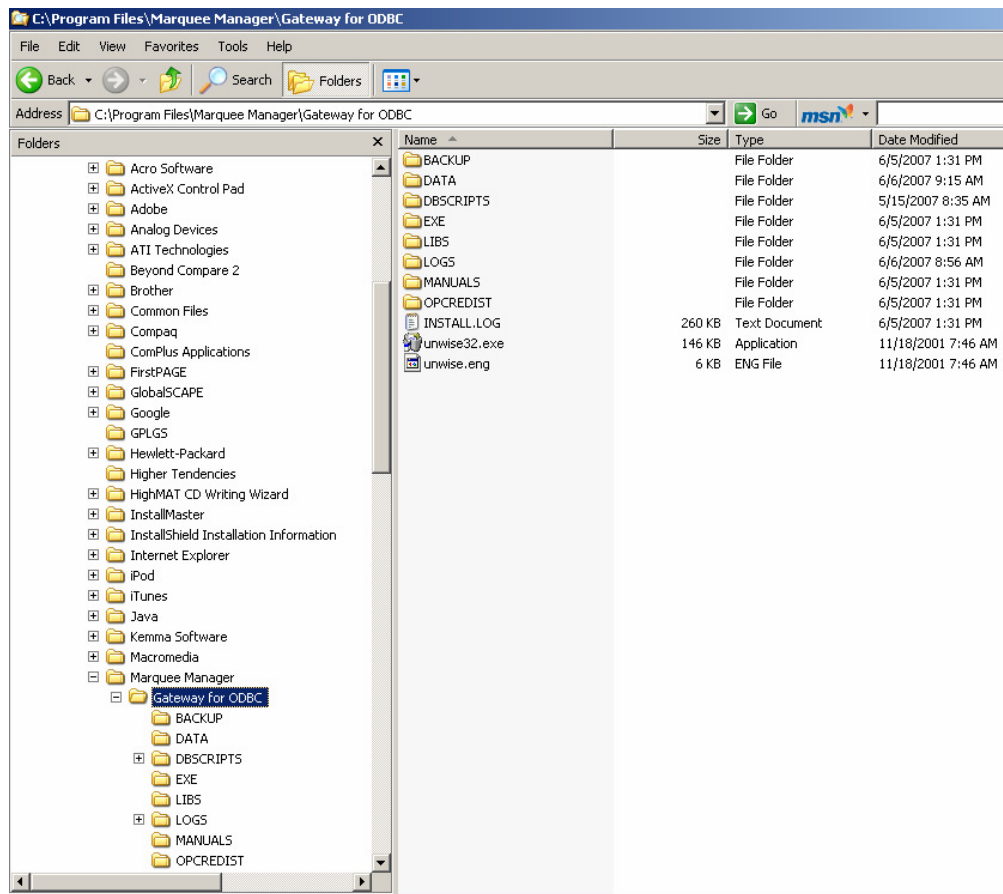
A calculated value derived from a formula consisting of items, numeric integer constants and the operators '+', '-', '*', and '/'

APPENDIX A – Installing Marquee Manager Gateway for ODBC Administrator

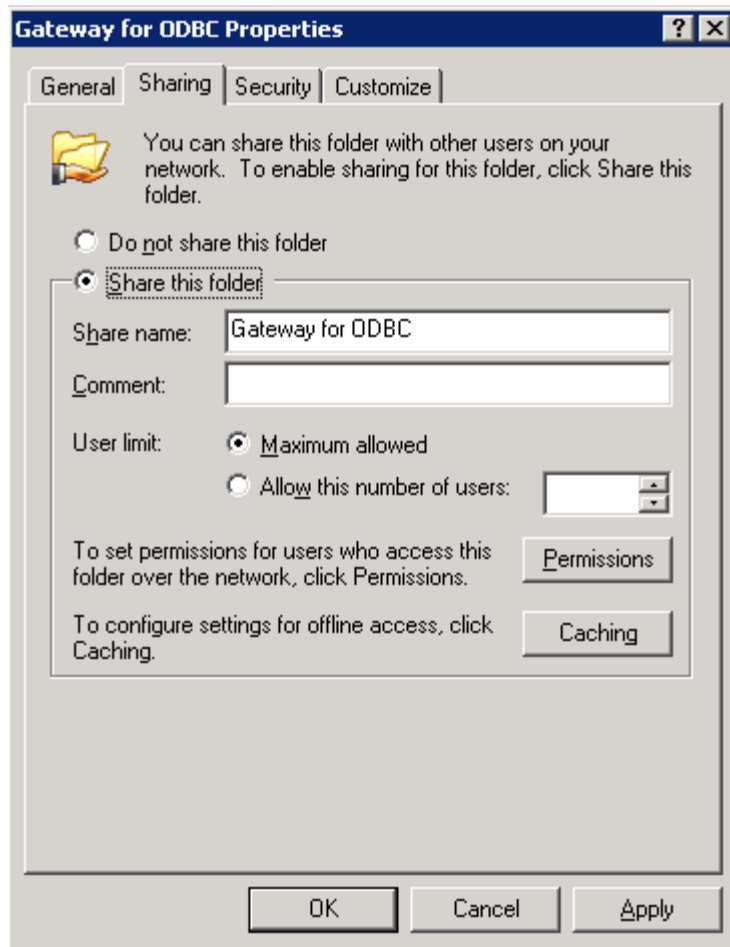
Before installing and configuring Marquee Manager Gateway for ODBC Administrator, there are two steps that must be completed. The first is to share the files on the server running Marquee Manager Gateway for ODBC.

Sharing an Application Folder

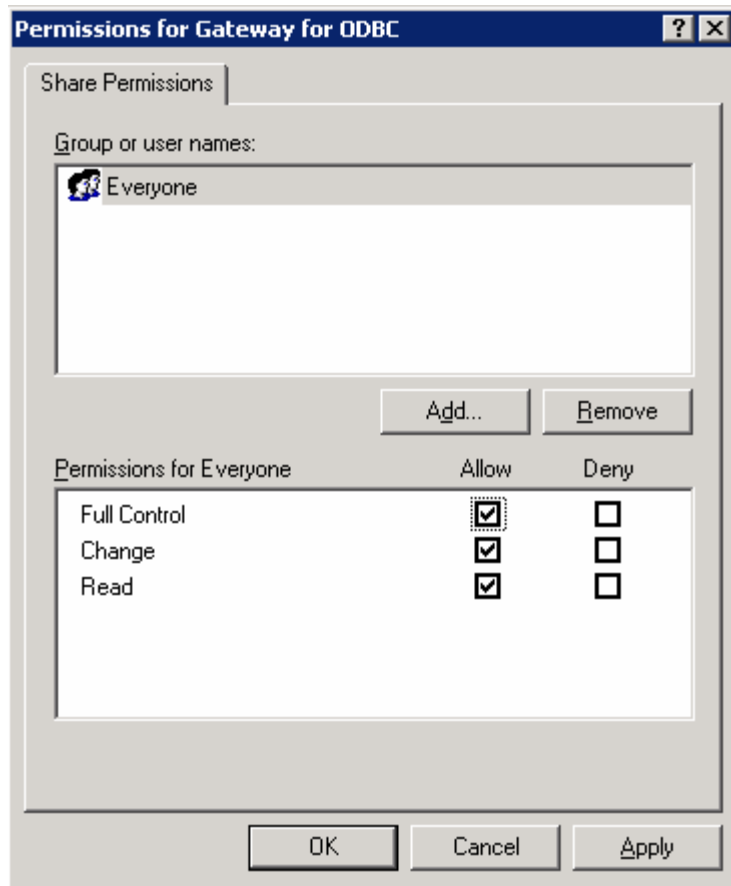
1. In the Program Files folder, chose your Application folder – in this case, Marquee Manager. Expand the folder and chose the part of the application you would like to share. In this example, Gateway for ODBC is the folder we want to share because it contains the data and log files.



2. Right click on the folder and chose *Sharing and Security*. Chose "Share this folder" and should get the following screen:



3. Click on the "Permissions" button.



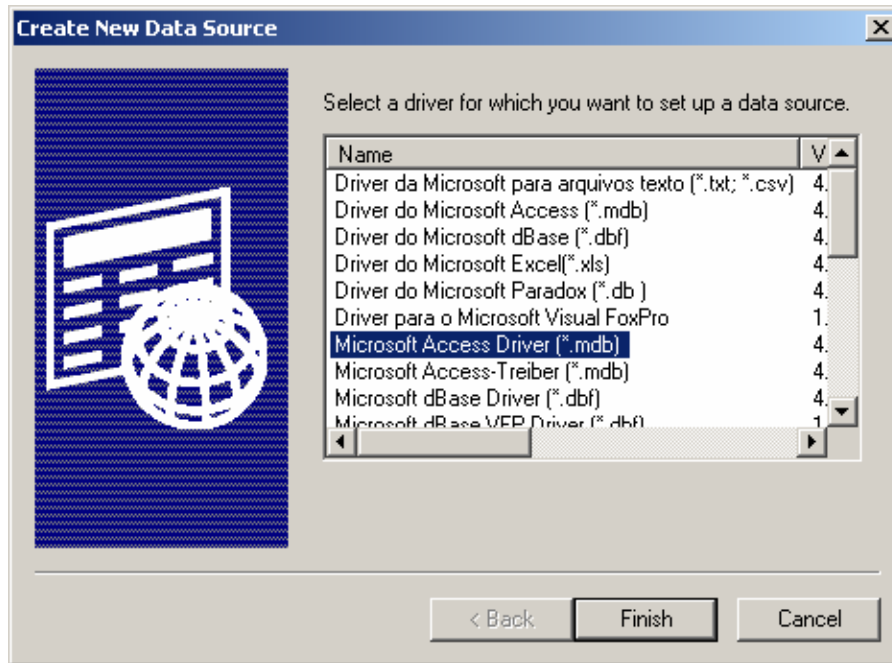
4. Make sure that “Allow” is checked under “Permissions for Everyone”.
5. Chose “Apply” and chose OK. An icon of a hand holding a folder will appear before the folder you are sharing.



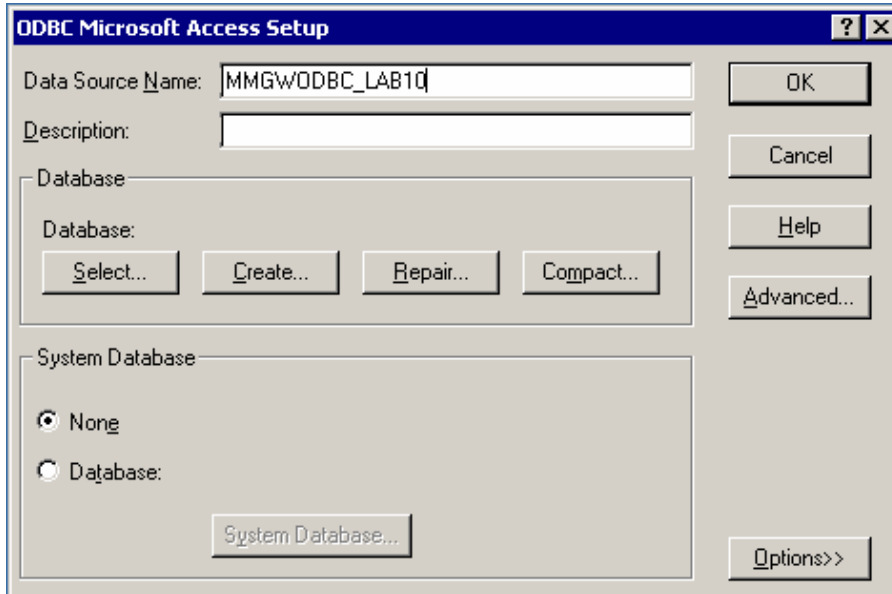
Creating a DSN

The next step is to create a DSN. This must be done on the computer where the Marquee Manger Gateway for ODBC Administrator will be installed.

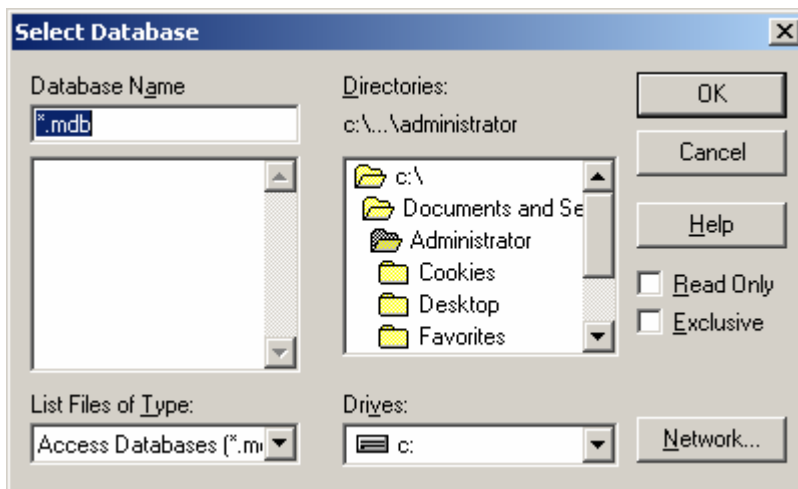
1. In Windows, go to *Start > All Programs > Administrative Tools > Data Sources (ODBC)*. Chose the *System DSN* tab:
2. Chose the *Add* button to get this screen:



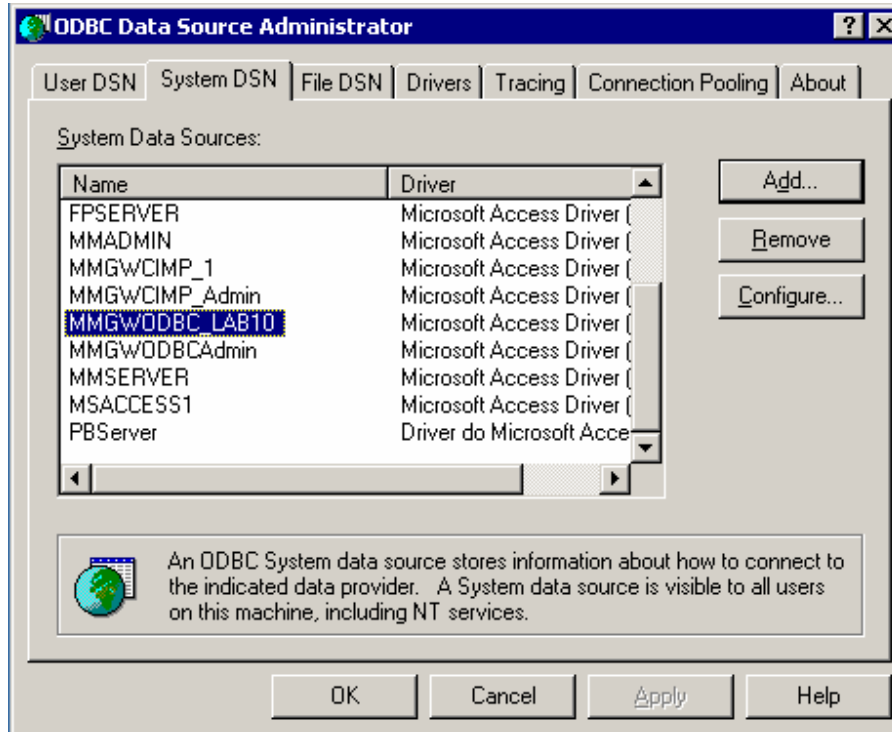
3. Double click on *Microsoft Access Driver (*.mdb)* and enter the name of the application, adding the name of the computer where it resides.



4. Chose *Select* to choose an existing database. The following screen will appear:



5. In the *Database Name*, type “\”, the name of the computer the Server Application is installed on, “\” the share name, “\” data “\” and the name of the database file. An example would look like this:
\\Lab12\Gateway for ODBC\data\MMGWODBC.mdb
6. Click OK and your new DSN name should appear.

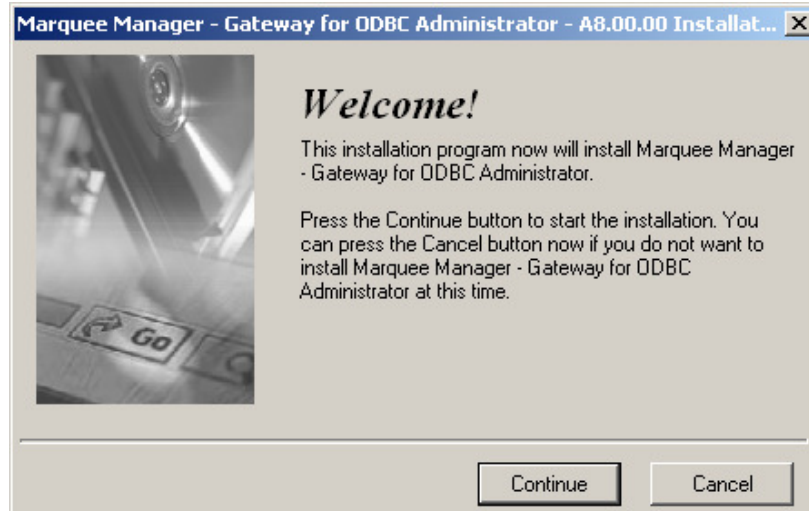


7. Click OK.

Setting up the Administrator

1. Run SETUP.EXE and the following screen will appear:

*Gateway for
ODBC
Administrator
Install*

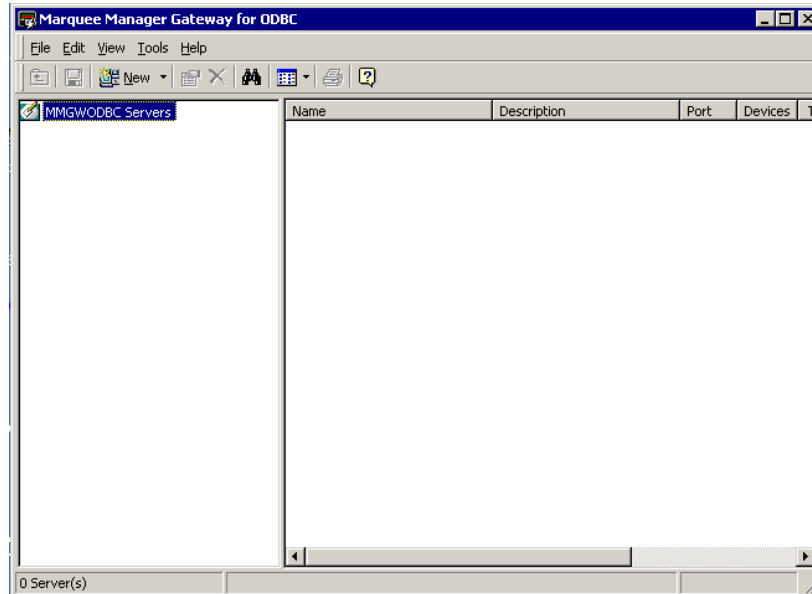


2. Click *Continue*. During install, you will only be prompted for the install directory:

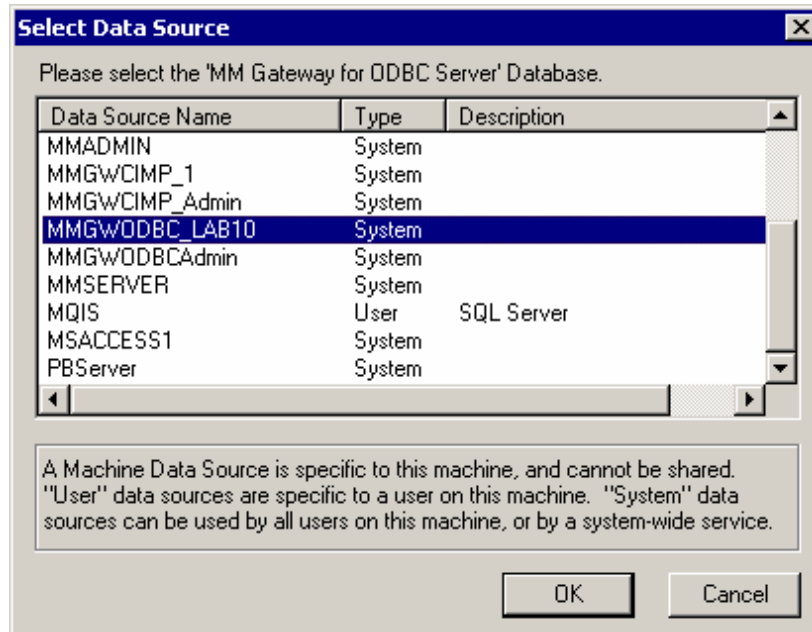
*Gateway for
ODBC
Administrator
Install*



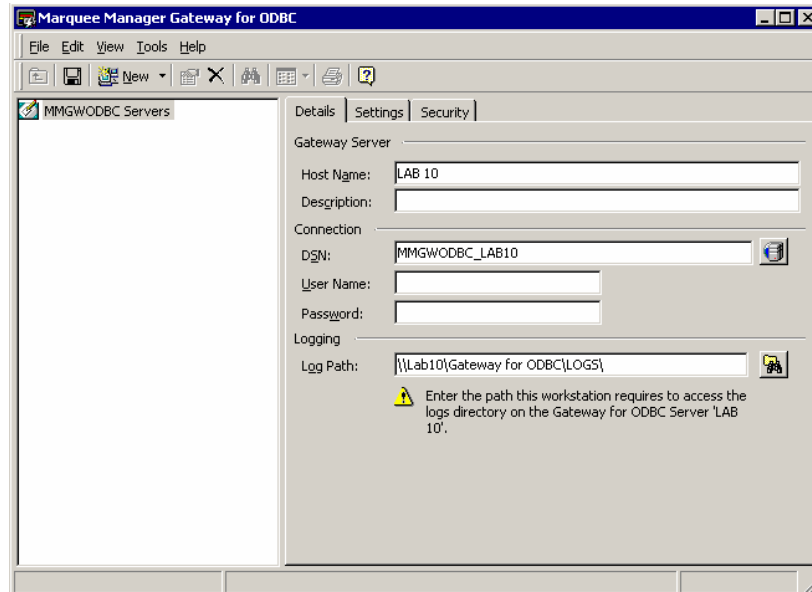
3. Select *Finish*. When you launch MMGWODBC Administrator, you will get the following screen:



4. Select “New “ and the following screen will appear:



5. Choose the DSN that you created in the previous steps, and hit OK.
6. On the Details tab, under Server, enter your Host Name. This should be the name of the computer your Server Application is installed on. Enter a description. Then enter a *Description*.
7. Select the *Log Path* required to view the log on the Marquee Manager Gateway for ODBC server machine. E.g.
 \\Lab12\Gateway for ODBC\LOGS\



8. The *Settings* tab displays the details from the Marquee Manager Gateway for ODBC server. These fields are greyed out and cannot be edited from the remote Administrator.
9. The *Security* tab displays the security type that was set up on the server. These fields are greyed out and cannot be edited from the remote Administrator.
10. Click the **Save** icon in the toolbar to save changes.
11. The Items and Events that have been configured on the Marquee Manager Gateway for ODBC server will now be displayed. You may now begin to add or configure routing rules from the Marquee Manager Gateway for ODBC Administrator.