InTouch for System Platform Architecture Guide

ARCHITECTURE GUIDE

Description

This document will cover typical architecture for InTouch for System Platform.

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<tr>
<th>Author</th>
<th>Michael Walker</th>
</tr>
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Terminology

**InTouch for System Platform**

InTouch for System Platform is configured and licensed to be used as a visualization client in conjunction with the Wonderware System Platform, displaying data from objects defined in a Wonderware Application Server galaxy.

**Managed InTouch Application**

A managed InTouch Application is one that is created from within the ArchestrA IDE, and deployed as an object in the Wonderware Application Server application. Creating a managed Application allows use of ArchestrA Symbols. A managed InTouch Application exhibits the same kind of behavior as other objects in the IDE, such as the ability to check out and check in, but opens in an external development environment called WindowMaker.

**WindowMaker**

The InTouch development environment, where object-oriented graphics are used to create animated, click-sensitive display windows. You can embed ArchestrA graphics in InTouch windows.

**WindowViewer**

The Runtime environment used to display the graphic windows created in WindowMaker.

**Application Server**

It provides a unified environment for visualization, plant history, device communications and automation application integration.

**Galaxy**

Application Server’s application, configuration information and project database.

**Galaxy Repository**

Single computer and software where the Galaxy database is located.
Concepts

InTouch for System Platform is managed through the development environment of Application Server. With this comes the capability to use Archestra Graphics and reference data from deployed application objects. The below diagram depicts a typical InTouch for System Platform architecture.

This architecture could be scaled out adding more visualization nodes and automation object server as needed to meet application specific requirements.