



# **Gestalt PnID™ – Tips & Tricks**

**Intelligent Plant Ltd.**

Company number: SC299081

Registered address: First Floor,

VAT number : 887 3049 84

489 Union Street,

E-mail : info@intelligentplant.com

Aberdeen,

Phone : 01224 596001

AB11 6AZ.

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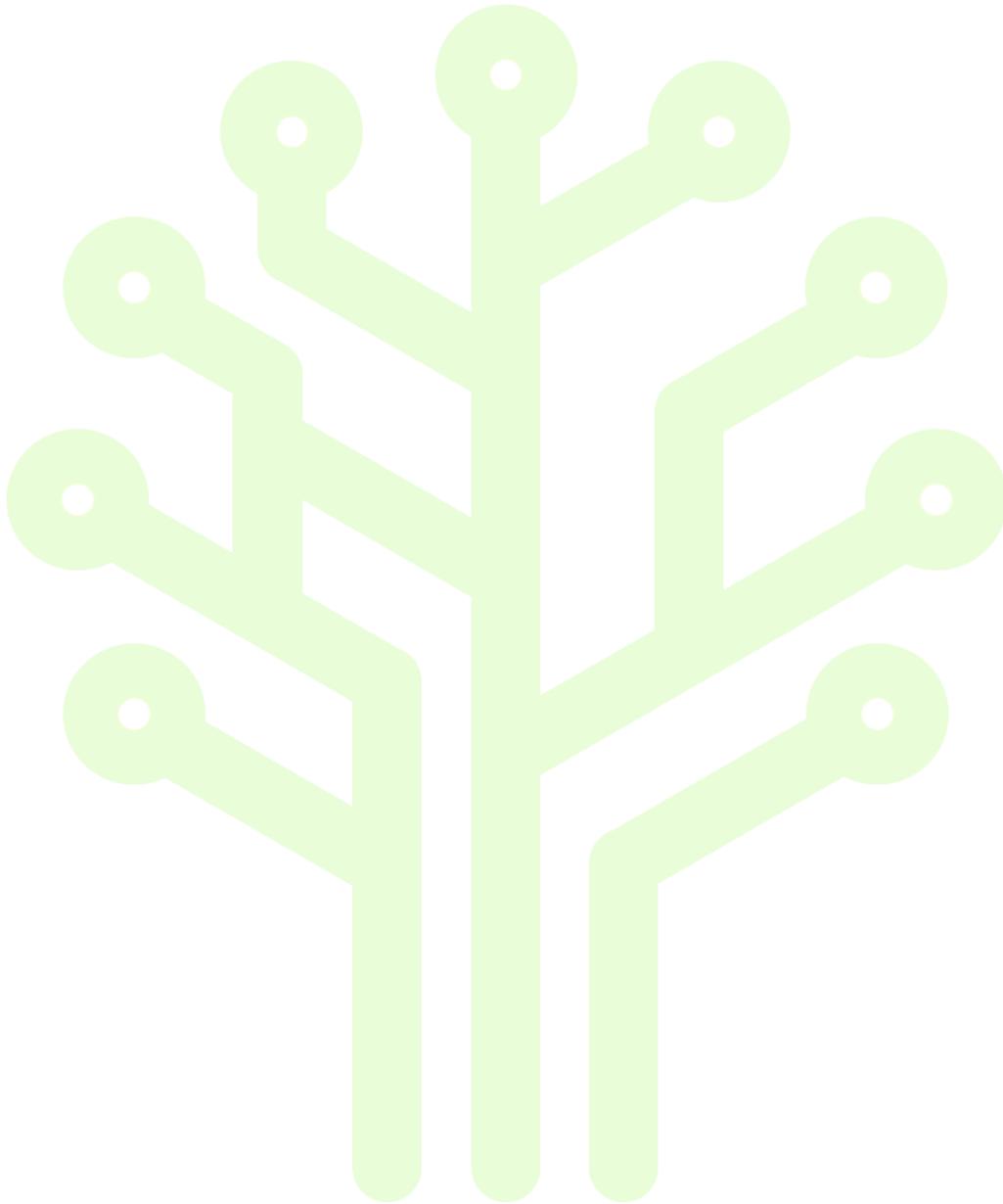
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## 1 Purpose of Document

This document gives some tips and tricks on how to use Gestalt PnID™. For more detailed information the user should read the Gestalt PnID™ – User Guide.



## 2 Canvas

Change to edit mode (Ctrl E) to view the grid and leave the background colour set to #CCCCCC.

The grid layout is in pixels and each square measures 12x12 pixels.

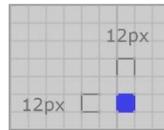


Figure 2-1 Grid Layout

The snap setting range is 1, 2, 3, 4, 6, 10, 12 and 24 with the default being 12 pixels.

For accurate work set the snap and move a shape or text that distance either using the cursor or the arrows on your keyboard.

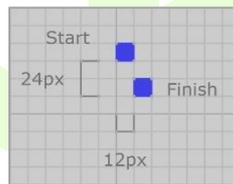


Figure 2-2 Moving a Shape

The following examples were moved using a snap setting of 12 pixels and using the arrows on your keyboard.

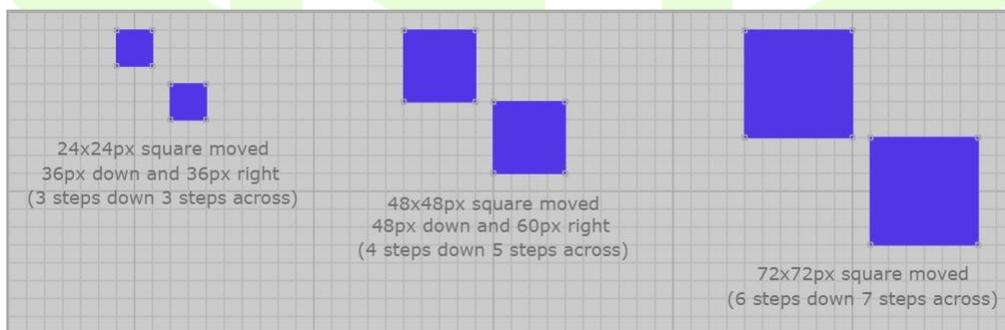


Figure 2-3 Shape Sizes and Keyboard Actions

Note that the grid is further defined by heavier lines at 120 pixels. This allows for easier alignment of shapes and text.

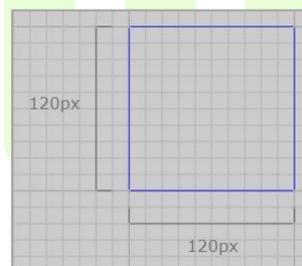


Figure 2-4 Grid Layout – 120x120 pixels

### 2.1 Canvas & Pixel Size Examples

Change to edit mode (Ctrl E) to view the grid and leave the background colour set to #CCCCCC.

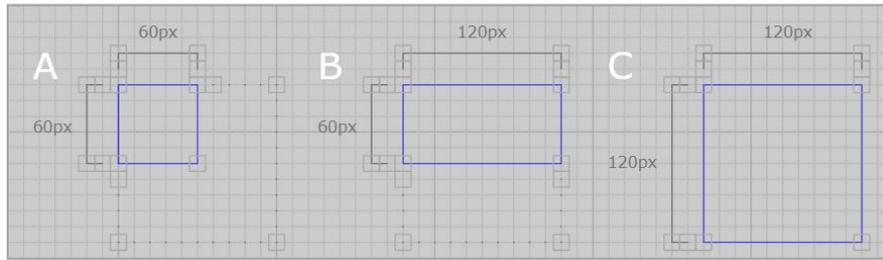


Figure 2-5 Examples A-C

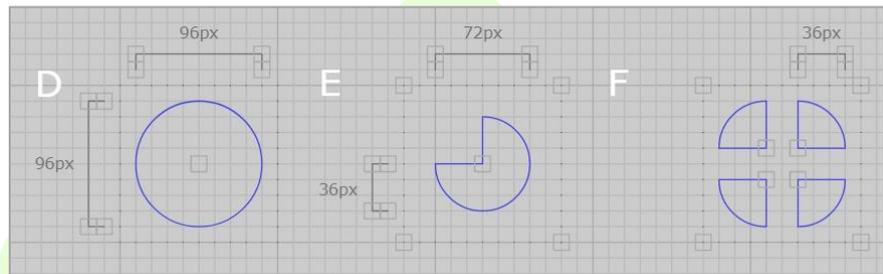


Figure 2-6 Examples D-F

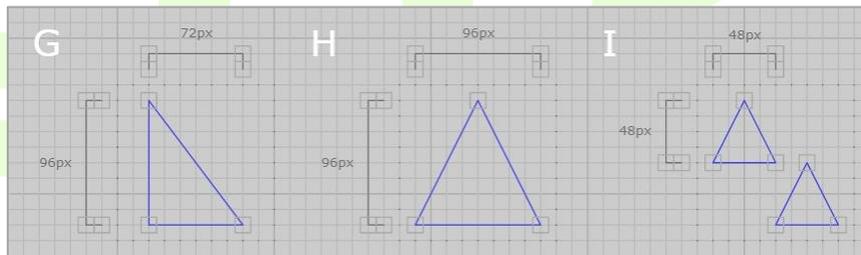


Figure 2-7 Examples G-I

### 3 Drawing a Shape

To make the following shape:

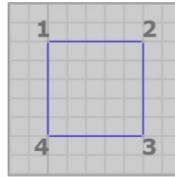


Figure 3-1 Drawing a Square

In the right-side panel check that the snap is set to 12. Select the polyline icon  and start clicking on the canvas to make your shape. To finish your shape either double click at the end point of the full shape or (best practise) double click at the 4<sup>th</sup> point of the square, select the top and bottom nodes on the left. Go to properties in the right-side panel scroll down and select closed path.

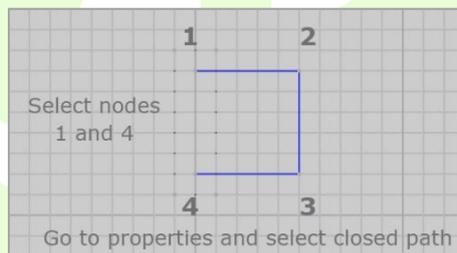


Figure 3-2 Closing a Path

This shape can also be created by choosing the rectangle icon  click once on your canvas and drag to the size you want. Double-click to finish drawing the shape.

#### 3.1 Examples

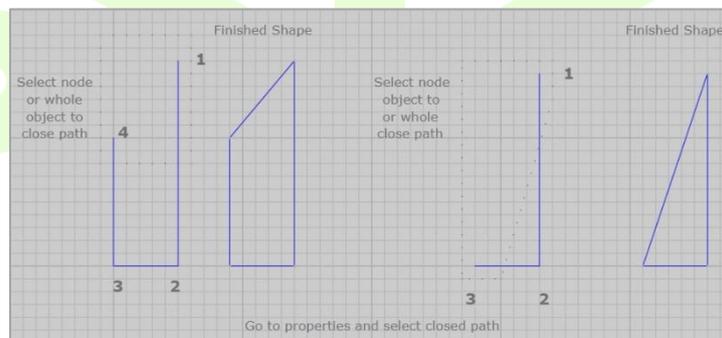


Figure 3-3 Different Shapes - Examples

##### 3.1.1 Drawing the same shape different ways

There is more than one way to draw the same shape.

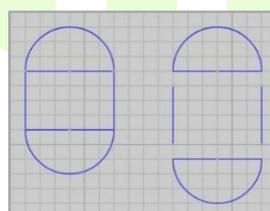
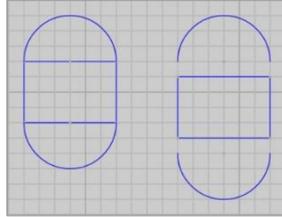


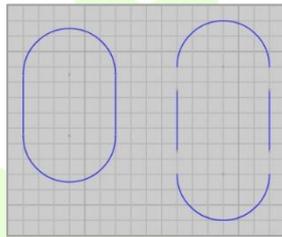
Figure 3-4 Shape 1 - Style 1

Check the snap is set to 12. Select the arc icon and draw two semi-circles. Select the polyline icon and draw two lines.



**Figure 3-5 Shape 1 – Style 2**

Check the snap is set to 12. Select the arc icon and draw two semi-circles. Select the semi-circle and choose the open arc option from the properties area. Repeat this process. Select the rectangle icon and draw a rectangle.



**Figure 3-6 Shape 1 – Style 3**

Check the snap is set to 12. Select the arc icon and draw two semi-circles. Select the semi-circle and choose the open arc option from the properties area. Repeat this process. Select the polyline icon and draw two lines.

## 4 Adding Text

### 4.1 Inserting Text onto Canvas

In the right-side panel select the text icon . Click on the canvas to add a piece of text. If you want to add more than one piece of text just keep clicking on the canvas.



Figure 4-1 Adding Text

To end adding text select the hand icon from the right-side panel .

To edit text, select that piece of text and go to properties in the right-side panel. Scroll down until you see Text. Highlight the text within the box and replace with your new text.



Figure 4-2 Editing Text

### 4.2 Text Properties

You can update the following text properties:

- Align (Start, End, Left, Right, Center)
- Bold (Set to True or False)
- Font (Choose Font Style)
- Font Size (The font size is in pixels)
- Font-colour (Set your new colour by hexadecimal reference or choose from colour palette)
- Italic (Set to True or False)
- Line-height (By default this is the same setting as your font size. Change if you have text on two lines and the text is too close together)
- Line-widths (Only set if text needs to fit into a specific size)
- Maximum-width (Use if you need to have text on more than one line)

<b>My new text</b>	<i>My new text</i>	<i>My new text</i>
- Align (Left)	- Align (Center)	- Align (Center)
- Bold (True)	- Bold (False)	- Bold (False)
- Font (Verdana)	- Font (Copperplate)	- Font (Lucida Console)
- Italic (False)	- Italic (False)	- Italic (True)
- Font-colour (#FFFF00)	- Font-colour (#0000D9)	- Font-colour (#006600)

Figure 4-3 Text Properties

## 5 Fill, Colour and Text Animations

You can add real-time data to your shapes and text.

### 5.1 Fill Animation

The fill animation can be of two types – X and Y. This means that you can have an object that increases and decreases in size in the X axis direction – to the right or left or the Y axis direction – up and down.

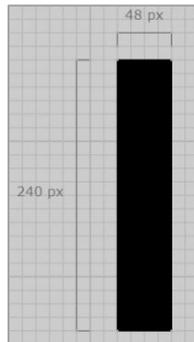


Figure 5-1 Fill or Y Animation

Select the top two nodes. From Data & Events in the right-side panel select the Link Data icon. In the pop-up that appears select Manage Bindings icon at the right-side of the pop-up. Select the Add Data icon at the bottom right of the pop-up.

From the next pop-up select the datasource name from the drop-down list. Add the tag name or a wild card in the search area, select the search button, then add the tag name from the available tag list. Select OK. In the next pop-up from left to right select the Bound Property from the drop-down list (in this case Y). Add the Data Range/State figures. In the Value Options add -240 in the first box and 0 in the second box. Select the Save icon, select Close.

### 5.2 Colour Animation

You can set shapes to any colour and also set a shape to show different colours depending on the state of the real time data.

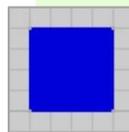


Figure 5-2 Colour Animation

Select the whole shape. From Data & Events in the right-side panel select Link Data icon. Within the pop-up that appears select Manage Bindings icon at the right-side of the pop-up. Select the Add Data icon at the bottom right of the pop-up.

From the next pop-up select the datasource name from the drop-down list. Add the tag name or a wild card in the search area, select the search button, then add the tag name from the available tag list. Select OK. In the next pop-up from left to right select the Bound Property from the drop-down list (in this case fill-colour). Add the Data Range/State figures for the colour. In the Value Options add the hexadecimal reference or choose from colour options. If you wish to set different colour ranges just add the same tag again by selecting the Add Data icon and set the Data Range/State for the new colour. Once all ranges have been set, select the Save icon, select Close.

Line 6 Bindings					
Bound Property	Data Source	Tag Name	Data Range/State	OffSet	Value
fill-colour	Vibration	Vib01.PV	(0 - 24)	0	#FF0000
fill-colour	Vibration	Vib01.PV	(24 - 48)	0	#FFFF00
fill-colour	Vibration	Vib01.PV	(48 - 100)	0	#006600

Close

Figure 5-3 Data Range/State - Colour Animations

## 5.3 Text Animation

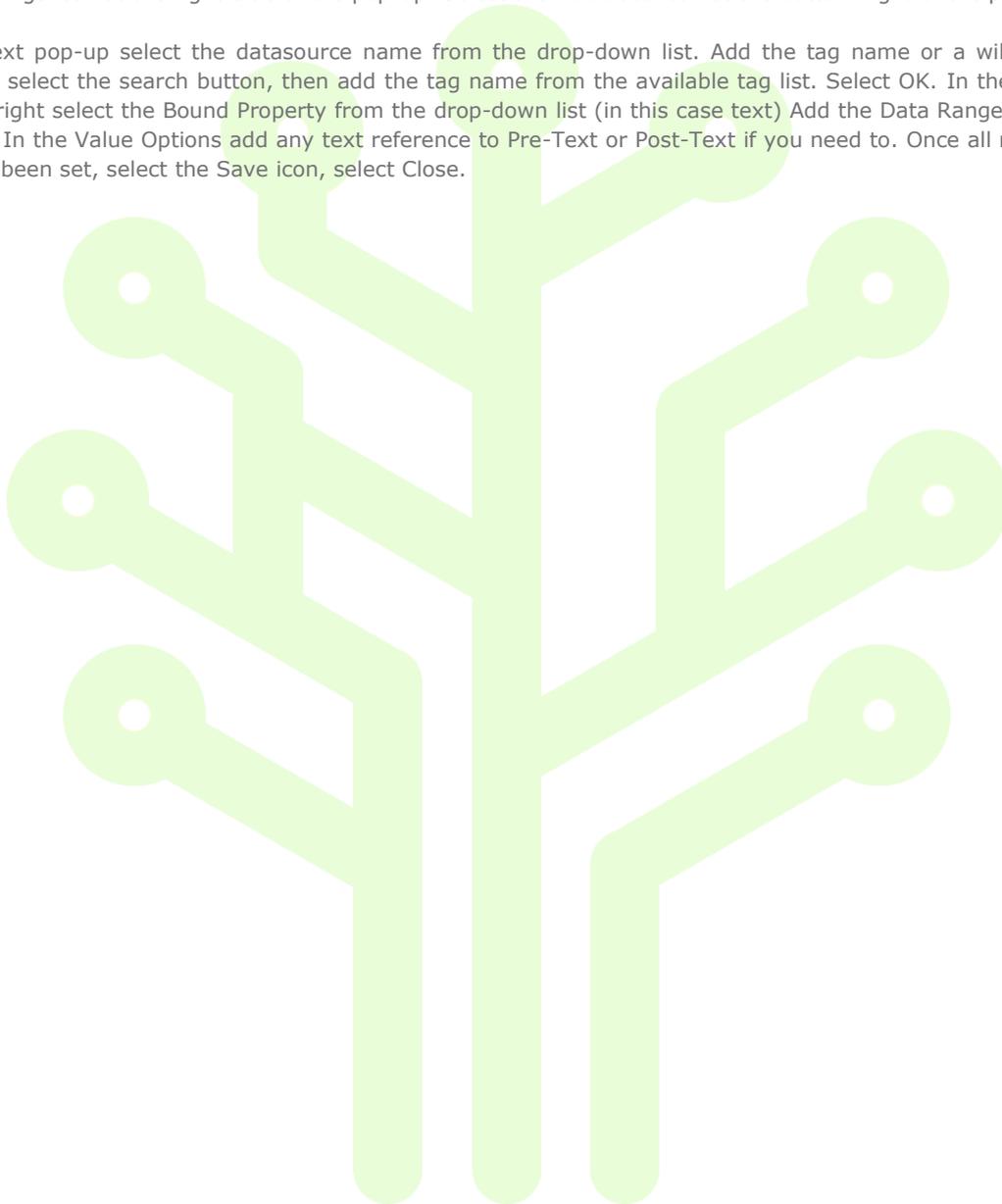
You can set text to any colour and also set text to show different colours depending on the state of the real time data.



Figure 5-4 Text Animation

Select the text. From Data & Events in the right-side panel select Link Data icon. Within the pop-up that appears select Manage Bindings icon at the right-side of the pop-up. Select the Add Data icon at the bottom right of the pop-up.

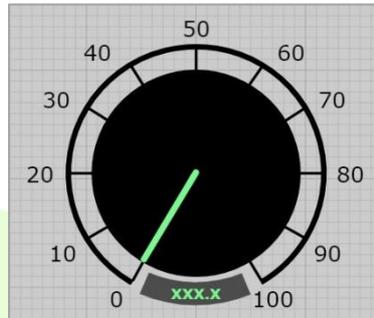
From the next pop-up select the datasource name from the drop-down list. Add the tag name or a wild card in the search area, select the search button, then add the tag name from the available tag list. Select OK. In the next pop-up from left to right select the Bound Property from the drop-down list (in this case text) Add the Data Range/State figures for the text. In the Value Options add any text reference to Pre-Text or Post-Text if you need to. Once all ranges and/or values have been set, select the Save icon, select Close.



## 6 Gauges

### 6.1 Creating a Gauge - 1

Once in edit mode open the left-side panel and select Symbol Library. Select this gauge from the gauge folder and drag it onto the canvas.



**Figure 6-1 Gauge components from Symbol Library - 1**

Ungroup the Gauge, the Dial Indicator and Text. If needed change the colour of the Dial Indicator and Text Holder.

Select the Text in the gauge. From Data & Events in the right-side panel select Link Data icon. Within the pop-up that appears select Manage Bindings icon at the right-side of the pop-up. Select the Add Data icon at the bottom right of the pop-up.

From the next pop-up select the datasource name from the drop-down list. Add the tag name or a wild card in the search area, select the search button, then add the tag name from the available tag list. Select OK. In the next pop-up from left to right select the Bound Property from the drop-down list (in this case text) Add 0-100 to the Data Range/State figures. Select the Save icon, select Close.

Select the bottom point of the Dial Indicator and repeat the above process. For Bound Property choose rotation and add 0-100 to the Data Range/State. Add 0-300 in the Value Boxes. Select the Save icon, select Close.

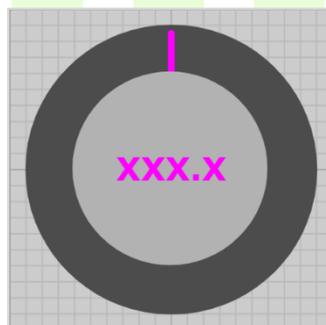
Individually group the Dial Indicator and Text, then regroup the Gauge, Dial Indicator and Text. Save your dashboard. Refresh your dashboard.

In run mode, check the gauge is working by selecting Time Controls in the left-side panel and setting to historical, leave the rest at default settings, select the apply area to accept the historical toggle update. Move the Time Controls toggle button to the right and you will see time controller appear at the top/centre of the canvas, press play on the controls to see your dial indicator and text update in real time.

Creating your own genie (Ctrl+Click)

### 6.2 Creating a Gauge - 2

Once in edit mode open the left-side panel and select Symbol Library. Select this gauge from the library and drag it onto the canvas.



**Figure 6-2 Gauge components from Symbol Library - 2**

Ungroup the Gauge, the Dial Indicator and Text. If needed change the colour of the Dial Indicator and Text Holder.

Select the Text in the gauge. From Data & Events in the right-side panel select Link Data icon. Within the pop-up that appears select Manage Bindings icon at the right-side of the pop-up. Select the Add Data icon at the bottom right of the pop-up.

From the next pop-up select the datasource name from the drop-down list. Add the tag name or a wild card in the search area, select the search button, then add the tag name from the available tag list. Select OK. In the next pop-up from left to right select the Bound Property from the drop-down list (in this case text) Add 0-100 to the Data Range/State figures. Select the Save icon, select Close.

Select the top point of the Dial Indicator and repeat the above process. For Bound Property choose rotation and add 0-100 to the Data Range/State. Add 0-360 in the Value Boxes. Select the Save icon, select Close.

Individually group the Dial Indicator and Text. Regroup the Gauge, Dial Indicator and Text. Save your dashboard. Refresh your dashboard.

In run mode, check the gauge is working by selecting Time Controls in the left-side panel and setting to historical, leave the rest at default settings, select the apply area to accept the historical toggle update. Move the Time Controls toggle button to the right and you will see time controller appear at the top/centre of the canvas, press play on the controls to see your dial indicator and text update in real time.

Creating your own genie (Ctrl+Click)

### 6.3 Creating a Gauge - 3

Once in edit mode open the left-side panel and select Symbol Library. Select this gauge from the library and drag it onto the canvas.

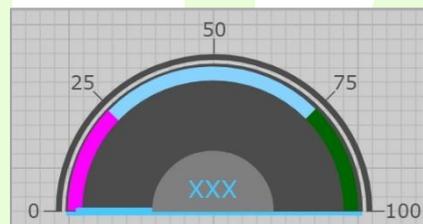


Figure 6-3 Gauge components from Symbol Library – 3

Ungroup the Gauge, the Dial Indicator and Text.

Select the Text in the gauge. From Data & Events in the right-side panel select Link Data icon. Within the pop-up that appears select Manage Bindings icon at the right-side of the pop-up. Select the Add Data icon at the bottom right of the pop-up.

From the next pop-up select the datasource name from the drop-down list. Add the tag name or a wild card in the search area, select the search button, then add the tag name from the available tag list. Select OK. In the next pop-up from left to right select the Bound Property from the drop-down list (in this case text) Add 0-100 to the Data Range/State figures. Select the Save icon, select Close.

Select the left point of the Dial Indicator and repeat the above process. For Bound Property choose rotation and add 0-100 to the Data Range/State. Add 0-180 in the Value Boxes. Save and close the pop-up.

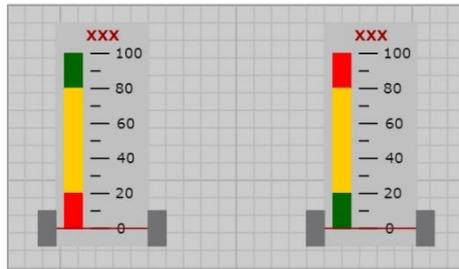
Individually group the Dial Indicator and Text. Regroup the Gauge, Dial Indicator and Text. Save your dashboard. Refresh your dashboard.

In run mode, check the gauge is working by selecting Time Controls in the left-side panel and setting to historical, leave the rest at default settings, select the apply area to accept the historical toggle update. Move the Time Controls toggle button to the right and you will see time controller appear at the top/centre of the canvas, press play on the controls to see your dial indicator and text update in real time.

Creating your own genie (Ctrl+Click)

### 6.4 Creating a Gauge - 4

Once in edit mode open the left side panel and select Symbol Library. Select these gauges from the library and drag them onto the canvas.



**Figure 6-4 Gauge components from Symbol Library – 4**

Both gauges have the same set up – only the scale range colours differ.

For each one Ungroup the Gauge and Text.

Select the Text in the gauge. From Data & Events in the right-side panel select Link Data icon. Within the pop-up that appears select Manage Bindings icon at the right-side of the pop-up. Select the Add Data icon at the bottom right of the pop-up.

From the next pop-up select the datasource name from the drop-down list. Add the tag name or a wild card in the search area, select the search button, then add the tag name from the available tag list. Select OK. In the next pop-up from left to right select the Bound Property from the drop-down list (in this case text) Add 0-100 to the Data Range/State figures. Select the Save icon, select Close.

Select the Scale Indicator and repeat the above process. For Bound Property choose Y and add 0-100 to the Data Range/State. Add 0-120 in the Value Boxes. Save and close the pop-up.

Individually group the Scale Indicator and Text. Regroup the Gauge, Scale Indicator and Text. Save your dashboard. Refresh your dashboard.

In run mode, check the gauge is working by selecting Time Controls in the left-side panel and setting to historical, leave the rest at default settings, select the apply area to accept the historical toggle update. Move the Time Controls toggle button to the right and you will see time controller appear at the top/centre of the canvas, press play on the controls to see your scale indicator and text update in real time.

Creating your own genie (Ctrl+Click)

## 7 Creating Your Own Genie

Once you have added data to your gauge and regrouped the whole gauge you can create a genie that can be stored in Genies in the left side panel.

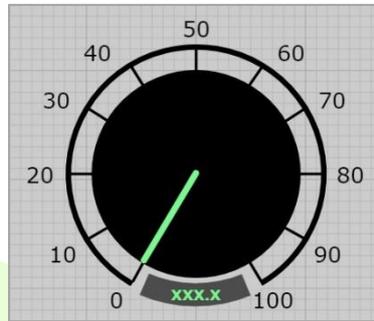


Figure 7-1 Creating your Genie

Select the Gauge you have created on your canvas with the added data. Open the properties area in the right-side panel and rename the Group Reference ID with your Genie Name. Scroll down within the properties panel area and select Add genie to Library. Insert the Template Name with your Genie Name, select a type – choose genie and add a genie value. In this case type 0-100. Select OK.

Select OK to the next two pop-ups.

Open the left side panel and choose Genies. Look for your genie and drag it onto the canvas. Select the Set Tag icon. Choose Datasource name from the dropdown menu, select the Search Button and from the Available tags select one from the drop-down menu. Select OK. Finish by selecting OK in the final pop-up. Save your dashboard. Your genie is ready for testing.

Follow these steps for any genie you drag onto the canvas from the Genies Library.

Return to:

Creating a Gauge (1) – (Ctrl+Click)

Creating a Gauge (2) – (Ctrl+Click)

Creating a Gauge (3) – (Ctrl+Click)

Creating a Gauge (4) – (Ctrl+Click)

## 8 Insert an Image

You can insert an image onto the canvas in edit mode by dragging it from your desktop or folder onto the canvas. Make sure the left-side panel is closed before you insert the image.

Select the image from the desktop or folder and drag it onto the canvas.



Figure 8-1 Image to Canvas from Desktop or Folder

The image now appears on the canvas. Select the image and note that in the properties panel it appears as 'Unnamed Image 0'.

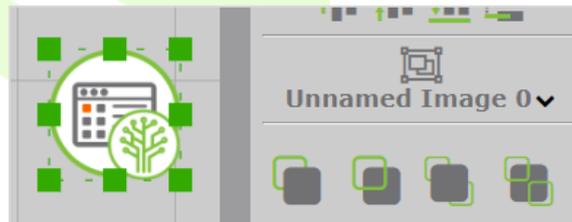


Figure 8-2 Rename Image

Place the cursor over the text and type in an appropriate name for the image.



Figure 8-3 Image Renamed

Save your dashboard.

## 9 Industrial App Store

You can view more information about Gestalt PnID on the app store - [appstore.intelligentplant.com](http://appstore.intelligentplant.com).

On mouseover of the Gestalt PnID card you have the option to Start the app and go directly to the home page or select More Info to find out a little bit more about Gestalt PnID.

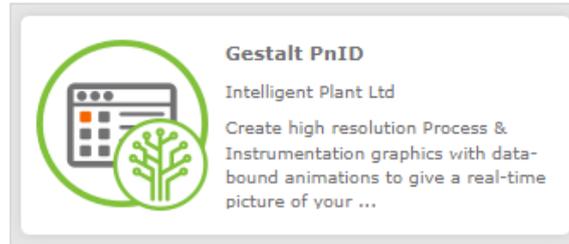


Figure 9-1 Access to Gestalt PnID

If you've chosen Start, you will be directed to the Home page of Gestalt PnID. You can select any of the icons to go to demo pages that have been created using Gestalt PnID or start creating your own dashboards.

If you've chosen More Info, you'll be directed to this page:

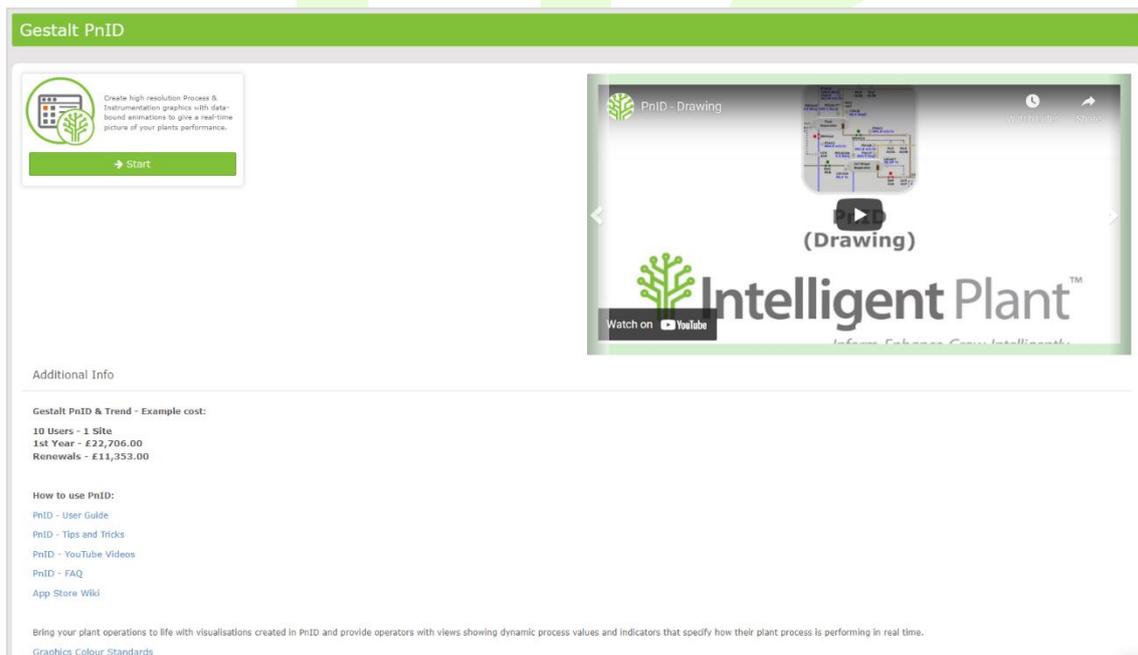
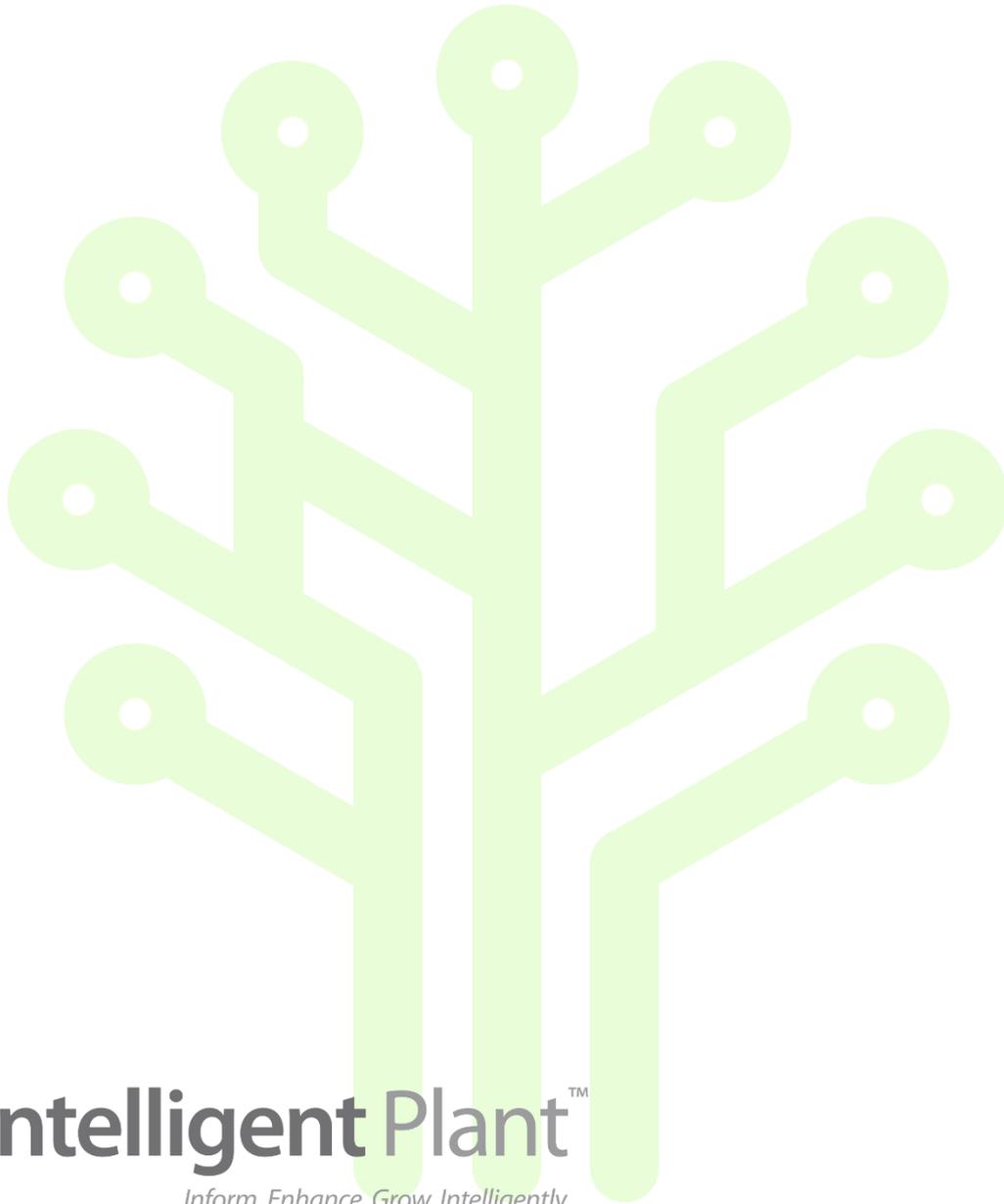


Figure 9-2 Profile Page – Gestalt PnID

There are links here to the user guide, tips and tricks, YouTube videos, FAQ, Industrial App Store wiki and an example of graphics colour standards.



**Intelligent Plant Ltd**

First Floor

489 Union Street

Aberdeen

AB11 6AZ

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