

Introduction

Movicon Programmer's Guide Contents

The Programmer's Guide contains all the necessary information for Movicon developers.

The chapters in this guide describe the projects, the Resources, the Objects and the techniques for logical and graphic programming to permit the optimal use of the system's resources in developing projects.

The manual describes how to program and structure projects, how to use the logic editor, how to animate screens, how to do data or recipes settings by building dialog boxes, how to use objects and any other item which constitutes a system resource.

One chapter has been dedicated on how to use the Movicon vectorial graphic editor and the default Bitmap editor, how to use the standard symbol library which Movicon places at the user's disposal, how to import symbols or strings using the "Drag & Drop" techniques.

The Movicon supervision package fully complies with the Windows standard, therefore the reader is advised to consult the Ms Windows™ 'User's Manual' for further information on windows, menus and dialog boxes.



Any corrections or updates that may have been made to this manual can be referred to in the "Readme.txt" file contained in the installation CD-ROM and installed in the Movicon user directory.



[FAQ, Examples and BugBase on-line](#)

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MONITORING / ALARM CONTROL