

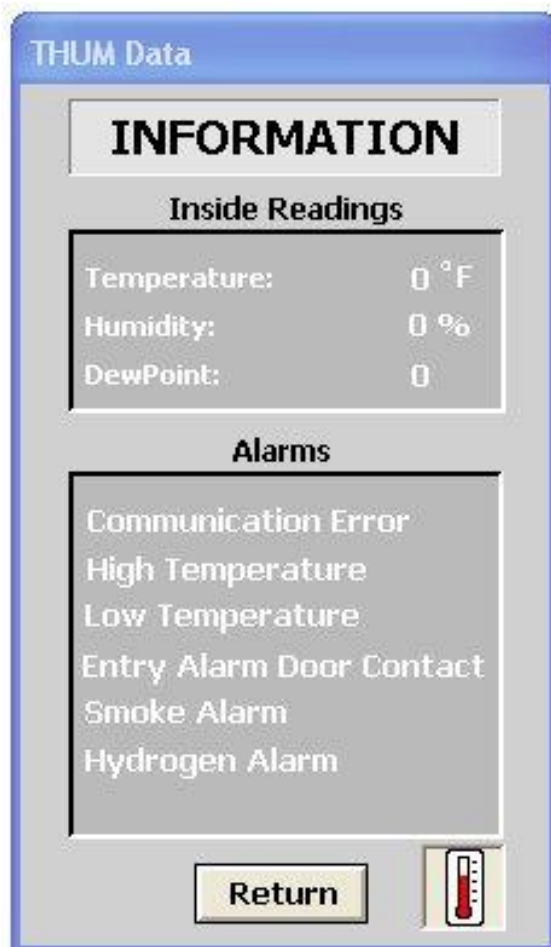
How to add the OCX to WonderWare.

In from the menu bar in WindowMaker select Special, Configure, Wizard/ActiveX Installation. This will open a popup titled Menu ActiveX Control Installation. Select the "Available ActiveX Controls" tab. Navigate through the bottom list box and find "THUMcontrol.ThumOCX" then use the Install button.

Once the OCX is installed you can select the Wizard Hat Icon in WindowMaker and when the Wizard popup appears select the THUMocx under the ActiveX Controls list and place it in the desired window.

Screen Shots:

This is a design view of the window. The thermometer is the THUM OCX.



Screen Shot while in WindowViewer w/ data.

The screenshot displays a window titled "THUM Data" with a blue header. The main content area is divided into three sections: "INFORMATION", "Inside Readings", and "Alarms". The "INFORMATION" section is a header box. The "Inside Readings" section contains a table of environmental data. The "Alarms" section contains a red text message. At the bottom, there is a "Return" button.

THUM Data	
INFORMATION	
Inside Readings	
Temperature:	70.608 °F
Humidity:	36.68 %
DewPoint:	42.87

Alarms

Entry Alarm Door Contact

Return

WonderWare Scrip.

```
{Switch 1 = Door Entry}
{Switch 2 = Smoke Alarm}
{Switch 3 = Hydrogen Alarm}
{Don't run script faster than 3 seconds b/c it could effect the internal temp of the
THUM drive and produce bad data}
DIM returnvalue AS INTEGER;
DIM returnvalue1 AS INTEGER;
DIM returnvalue2 AS INTEGER;
DIM returnvalue3 AS INTEGER;
```

```
{Tells the THUM to read certain areas of the component}
returnvalue = #THUMocx1.Read();
returnvalue1 = #THUMocx1.ReadSwitch1();
returnvalue2 = #THUMocx1.ReadSwitch2();
returnvalue3 = #THUMocx1.ReadSwitch3();
```

```
{The THUM returns a 1 if the read was successful}
IF (returnvalue == 1) AND (returnvalue1 == 1) AND (returnvalue2 == 1) AND
(returnvalue3 == 1)THEN
  DewPoint = #THUMocx1.Dewpt;
  RH = #THUMocx1.RH;
  Temperature = #THUMocx1.Temp;
```

```
IF (#THUMocx1.Switch1 == 1)THEN
  ENTRY_ALARM = 0;
ELSE
  ENTRY_ALARM = 1;
ENDIF;
```

```
IF (#THUMocx1.Switch2 == 1) THEN
  SMOKE_ALARM = 0;
ELSE
  SMOKE_ALARM = 1;
ENDIF;
```

```
IF (#THUMocx1.Switch3 == 1)THEN
  HYDROGEN_ALARM = 0;
ELSE
  HYDROGEN_ALARM = 1;
ENDIF;
```

```
THUM_COM = 0; {THUM Communication is OK}
```

```
IF Temperature <> "OFF" THEN
  IF StringToIntg(Temperature) > 85 THEN {Can set your own temp values}
    TEMP_HI_HOLDREG = 1;
  ELSE
    TEMP_HI_HOLDREG = 0;
  ENDIF;
```

```
IF StringToIntg(Temperature) < 55 THEN
  TEMP_LO_HOLDREG = 1;
ELSE
  TEMP_LO_HOLDREG = 0;
ENDIF;
ELSE
  TEMP_HI_HOLDREG = 0;
  TEMP_LO_HOLDREG = 0;
ENDIF;
```

```
ELSE
  DewPoint = "OFF";
  RH = "OFF";
  Temperature = "OFF";
  ENTRY_ALARM = 0;
  SMOKE_ALARM = 0;
  HYDROGEN_ALARM = 0;
  THUM_COM = 1; {The Thum is not communicating}
ENDIF;
```

```
{Create HOLDREG tags to write back to a remote station}
{Can be deleted if only used locally}
HOLDREG_1_SMOKE = SMOKE_ALARM;
HOLDREG_1_HYDROGEN = HYDROGEN_ALARM;
HOLDREG_1_ENTRY = ENTRY_ALARM;
HOLDREG_1_TEMP_HI = TEMP_HI_HOLDREG;
HOLDREG_1_TEMP_LO = TEMP_LO_HOLDREG;
HOLDREG_1_SYSTEM_MONITOR = THUM_COM;
```