



Data Sheet CODESYS TargetVisu SL

CODESYS TargetVisu allows to extend the functions of controllers with which end users of these devices can display graphical user interfaces directly on the operating panel of the controller device.

Product description

If the CODESYS TargetVisu component is implemented in the CODESYS Control runtime environment of an automation device, the device can display graphical user interfaces on the integrated or connected display and/or be operated via them. The development of the user interfaces takes place together with the development of the IEC 61131-3 application project directly in the CODESYS Development System.

Two licensing models are offered for the visualization extension of a controller:

- CODESYS TargetVisu (Full / Embedded / Light)
Performance-related volume licensing for all the controllers of a device family by the controller supplier; for the general visualization option for the end user.
- CODESYS TargetVisu SL (Full)
Hardware-based single licensing (SL) by the end user, for a device with an interface to an external display unit and full visualization preparation.

CODESYS TargetVisu (Full)

Support for all elements of the CODESYS Development System on a controller with a CODESYS Control Runtime.

CODESYS TargetVisu (Embedded)

Reduction of the range of functions of the CODESYS TargetVisu (Full), for the support of devices with no graphic library and low system resources.

CODESYS TargetVisu (Light)

Hardware-dependent, minimum range of graphic functions of a visualization option with minimum memory requirement, for the support of the simplest devices. All options can be combined with the product CODESYS WebVisu for the display of created masks on display devices with a web browser. The project engineering of the graphical displays is done with the editor integrated in the CODESYS Development System.

Visualization management via:

- Specification of the display on the target device (update rate, width and height in pixels)
- Universal modification of all masks via CODESYS Visualization styles
- Management of actions by assignment of hot keys or mouse events
- Setting of user groups for the graphic interface

General information

Supplier:

CODESYS GmbH
 Memminger Strasse 151
 87439 Kempten
 Germany

Support:

Technical support is not included with this product. To receive technical support, please purchase a CODESYS Support Ticket.

<https://support.codesys.com>

Item:

CODESYS TargetVisu SL

Item number:

2304000002

Sales / Source of supply:

CODESYS Store
<https://store.codesys.com>

Included in delivery:

- License key

System requirements and restrictions

Programming System	CODESYS Development System V3.5.5.20 or higher
Runtime System	CODESYS Control V3.5.5.20
Supported Platforms/ Devices	<p>Platform and device-independent, according to the availability of the CODESYS Control Runtime. For example:</p> <ul style="list-style-type: none"> • LINUX (OSADL) • Windows (8/10 with 32/64-bit) • Windows Embedded (CE, Standard) • VxWorks • QNX

Since CODESYS Control V3.5.17.0 the overlay feature is available for the TargetVisu. This feature is offered for Linux and Windows based systems. Linux environments

are required to provide an according Qt-SDK at least in version 5.11. For Windows a 10/64Bit system is required.

The versions **maintained by Microsoft** are supported.

Note: Use the project “Device Reader” to find out the supported features of your device. “Device Reader” is available for free in the CODESYS Store.

Additional Requirements

WIBU Codemeter Support

For Linux / QNX

QT4

- libQtCore
- libQtGui
- libQtNetwork
- libQtWebKit (By use of TV Webbrowser Element)
- libQtSvg (By use of SVG Features)

QT5

- libQt5Core
- libQt5Gui
- libQt5Network
- libQt5PrintSupport (from V3.5.17.0 for Printing Support Feature)
- By use of TV Webbrowser Element:
 - libQt5WebEngine
 - libQt5WebEngineWidgets
 - libQt5WebEngineCore
 - or
 - libQt5WebKit
 - libQt5WebKitWidgets
- libQt5Svg (By use of SVG Features)
- if overlay features are used (from V3.5.17.0)
- libQt5Quick
- libQt5Qml
- libQt5QmlModels (if Qt >= 5.14)

Restrictions

Support for the available functions depends on the selected operating system. Sufficient memory space and processor performance on the device are mandatory for the representation of any desired number of visualization elements. The devices must possess the appropriate hardware support (display, touch screen or input components). A CODESYS TargetVisu device with SL license compatibility must be employed in order for the end user to use an SL license.

Licensing

Single Device License: The license can be used on the target device/PLC on which the CODESYS Runtime System is installed.

Licenses are activated on a software-based license container (soft container), which is permanently connected to the controller. Alternatively the license can be stored on a CODESYS Key (USB-Dongle). By replugging the CODESYS Key, the license can be used on any other controller.

Required Accessories

Optional: CODESYS Key

Note: Technical specifications are subject to change. Errors and omissions excepted. The content of the current online version of this document applies.

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