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Software Product Description

PRODUCT NAME: BASEstar Graphics Enabler, V2.3 & 2.3a **SPD 36.65.06**

DESCRIPTION

BASEstar Graphics Enabler (BGE) is a component of the BASEstar product set which provides the ability to create interactive graphical interfaces for the BASEstar system and user applications.

A graphical interface is a window containing visual controls (pushbuttons, listboxes, etc.) and graphical objects whose appearance may change dynamically as a function of data received from BASEstar (graphs, dials, gauges, moving icons, etc.).

BGE delivers the capability of creating simple or complex monitoring and interactive applications in the BASEstar environment with little or no programming activities. Due to flexibility of the graphical tool, BGE covers a wide range of applications in all manufacturing industries segments.

BGE provides the mechanism to create and edit graphical models, allowing the user to drag and drop previously defined objects from a graphic-object library, or to create custom-built graphic objects. Then, using a simple script language, the user can specify that graphic attributes of objects be dynamically controlled by BASEstar real-time data and events.

Thus, BGE provides the capability to create a dynamic graphical representation of the plant floor with production and control information that can be easily displayed and analyzed. These screens and interfaces can be designed so that they pictorially represent manufacturing data, and are visually easy to understand.

BGE includes collections of pre-built dynamic graphical objects that developers can incorporate in their screens. These include:

- Over 40 basic graph types
- A wide variety of interaction objects (buttons, sliders, text entry, etc.)
- Industry-standard symbol libraries

In addition, BGE readily supports the creation of custom screen objects, either for dynamic data display or user interaction, and the subsequent re-use of these objects. Such objects can perform actions, evaluate expressions, reference variables, call user-defined functions, and input data values.

Additional information on BGE and screen shots are available on the World Wide Web at URL: http://www.digital.com/info/bge.htm

INSTALLATION

On OpenVMS and Digital UNIX systems, BGE offers a single installation procedure from which the installer may select which components (Runtime, Development, etc.) to install. Installation on Windows NT uses standard Windows setup procedures.

HARDWARE REQUIREMENTS

Processors Supported

Any processor that is capable of running the supported versions of the operating system.

Disk Space Requirements (Block Cluster Size = 1)

For Digital UNIX Alpha systems:

Disk space required for installation

Runtime	9,200 KB
Develpment	43,000 KB
Programming	360 KB
Demos	6,200 KB

Note: No files are installed in the Root file system.

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For OpenVMS VAX Systems

Disk space required for installation

Runtime	10,000 blocks
Development	31,500 blocks
Programming	5,000 blocks
Demos	12,000 blocks

For OpenVMS Alpha Systems

Disk space required for installation

Runtime	30,000 blocks
Develpment	70,500 blocks
Programming	5,000 blocks
Demos	12,000 blocks

For NT Alpha Systems

Total	45 MB

For NT Intel Systems

Total	30 MB

The counts for OpenVMS and Digital UNIX refer to the installation disk space required on the system and user disks combined. Permanent space required is approximately one half of installation space. The counts for Windows NT refer to both temporary and permanent space required. These sizes are approximate; actual sizes may vary depending on the user's system environment, configuration, and software options.

Memory Requirements for DECwindows Support

The minimum supported memory for this application running in a standalone DECwindows environment with both the client and server executing on that same system is 8 MB.

The performance and memory usage of DECwindows applications are particularly sensitive to system configuration. Less memory may be required on the client system (the system where the software is installed and executed) if the server (the component that displays the application) resides on another system. More memory may be required on a system with several applications running or where it may be desirable to improve the performance of an application.

CLUSTER ENVIRONMENT

This layered product is fully supported when installed on any valid and licensed VAXcluster* configuration without restrictions. The Hardware Requirements section of this product's Software Product Description details any special hardware required by this product.

* Denotes variant fields. For additional information on VAXcluster configurations are fully described in the VAXcluster Software Product Description (SPD 29.78.xx) and include CI, Ethernet, and Mixed Interconnect configurations.

SOFTWARE REQUIREMENTS

For VAX Systems:

- OpenVMS Operating System V5.5-2, V6.0, V6.1, V6.2

For Alpha Systems:

- OpenVMS Operating System V6.1, V6.2
- Digital UNIX Operating System V3.0, V3.1, V3.2

For Alpha & Intel PC Systems:

- Microsoft Windows NT Operating System V3.51 or later

For Workstations Running DECwindows:

The prerequisite software is DECwindows Motif V1.2

This product may run in either of the following ways:

- Standalone Execution - Running the X11 display server and the client application on the same machine.
- Remote Execution - Running the X11 display server and the client application on different machines.

VMS DECwindows is part of the OpenVMS VAX Operating System but must be installed separately. Installation of VMS DECwindows gives you the option to install any or all of the following three components:

- VMS DECwindows Compute Server (Base kit; includes runtime support)
- VMS DECwindows Device Support
- VMS DECwindows Programming Support

For standalone execution, the following DECwindows components must be installed on the machine:

- VMS DECwindows Compute Server
- VMS DECwindows Device Support
- VMS DECwindows Programming Support

For remote execution, the following DECwindows components must be installed on the machine:

Server Machine

- VMS DECwindows Compute Server
- VMS DECwindows Device Support
- VMS DECwindows Programming Support

Client Machine

- VMS DECwindows Compute Server
- VMS DECwindows Device Support
- VMS DECwindows Programming Support

OpenVMS Tailoring

The following OpenVMS classes are required for full functionality of this layered product:

- OpenVMS Required Saveset
- Network Support
- Programming Support
- Programming Support
- Utilities

OPTIONAL SOFTWARE

To make use of BASEstar as the data source when using BASEstar Graphics Enabler one of the following BASEstar platforms is required:

- BASEstar Classic for OpenVMS V3.2 or later
- BASEstar Open for OpenVMS V3.0
- BASEstar Open for Digital UNIX V3.0

GROWTH CONSIDERATIONS

The minimum hardware/software requirements for any future version of this product may be different from the minimum requirements for the current version.

DISTRIBUTION MEDIA

For OpenVMS VAX Systems:

TK50 Streaming Tape

This product is also available as part of the OpenVMS and Digital UNIX Consolidated Software Distribution on CD-ROMs.

The software documentation for this product is also available as part of the OpenVMS Online Documentation Library on CD-ROM.

For Alpha Systems:

This product is distributed on the Digital CD-ROM Software Library for OpenVMS Alpha and Digital UNIX.

For Alpha & Intel PC Systems:

These products are available on individual CDROMS.

ORDERING INFORMATION

For Digital UNIX Alpha Systems:

BASEstar Graphics Enabler Development Option:

Software Licenses: QL-20MA*-**
Software Media: QA-054AA-H8
Software Documentation: QA-20MAA-GZ
Software Product Services: QT-20MA*-**

BASEstar Graphics Enabler Runtime Option:

Software Licenses: QL-20NA*.**
Software Media: QA-054AA-H8
Software Documentation: QA-20NAA-GZ
Software Product Services: QT-20NA*-**

For OpenVMS VAX Systems:

BASEstar Graphics Enabler Development Option:

Software Licenses: QL-XTAA*-**
Software Media: QA-XTAAA-H5
Software Documentation: QA-20MAA-GZ
Software Product Services: QT-XTAA*-**

BASEstar Graphics Enabler Runtime Option:

Software Licenses: QL-XTBA*.**
Software Media: QA-XTBAA-H5
Software Documentation: QA-20NAA-GZ
Software Product Services: QT-XTBA*-**

Consolidated distribution (CD-ROM):

Software on CD-ROM: QA-VWJ8A-A8
Software/Documentation on CD-ROM: QA-YL48A-H8

For OpenVMS Alpha Systems:

BASEstar Graphics Enabler Development Option:

Software Licenses: QL-20KA*-**
Software Media: QA-03XAA-H8
Software Documentation: QA-20MAA-GZ
Software Product Services: QT-20KA*-**

BASEstar Graphics Enabler Runtime Option:

Software Licenses: QL-20LA*.**
Software Media: QA-03XAA-H8
Software Documentation: QA-20NAA-GZ
Software Product Services: QT-20LA*-**

For Alpha & Intel PC Systems:

BASEstar Graphics Enabler Development Option:

Software Licenses: QL-5G6A*-**
Software Documentation: QA-20MAA-GZ
Software Product Services: QT-5G3A*-**

BASEstar Graphics Enabler Runtime Option:

Software Licenses: QL-5G7A*.**
Software Documentation: QA-20NAA-GZ
Software Product Services: QT-5G4A*-**

* Denotes variant fields. For additional information on available licenses, services and media, refer to the appropriate price book.

SOFTWARE LICENSING

This software is furnished only under a license. For more information about Digital's licensing terms and policies, contact your local Digital office.

License Management Facility Support (OpenVMS and Digital UNIX)

This layered product supports the OpenVMS and Digital UNIX License Management Facility.

License units for this product are allocated on an Unlimited System Use plus Personal Use and Concurrent Use basis. Each Personal Use license allows one identified individual to use the layered product. Each Concurrent Use license allows any one individual at a time to use the layered product.

For more information on the License Management Facility, refer to the appropriate Operating System SPD or documentation.

License Management (Windows NT on Alpha & Intel Systems)

BGE for Windows NT V2.3 is made up of BASEstar Graphics, which is licensed under Digital's terms and conditions, and SL-GMS, which is licensed under the terms and conditions of SL Corporation, Suite 100, Hunt Plaza, 250 Tamal Vista Boulevard, Corte Madera, CA 94925. BASEstar Graphics utilizes no license management, but SL-GMS uses a hardware key called a "dongle" that plugs into the parallel port. The dongle allocates license units on a Unlimited basis where each license allows the user to run an unlimited number of processes at a time.

SOFTWARE PRODUCT SERVICES

A variety of service options are available from Digital. For more information, contact your local Digital office.

SOFTWARE WARRANTY

Warranty for this software product is provided by Digital with the purchase of a license for the product as defined in the Software Warranty Addendum of this SPD.

The above information is valid at time of release. Please contact your local Digital office for the most up-to-date information.

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