EC-*gfx*Program

Graphical Programming Interface for Programmable Controllers

Overview

Distech Controls EC-*gfx*Program is a graphical programming interface that allows you to visually assemble building blocks together as necessary to create a custom control sequence for any HVAC/building automation application. By “dragging and dropping” a few block objects from the EC-*gfx*Program’s vast library and connecting them with a simple “click, select, and release” process, you can quickly and easily assemble common control sequences and customized applications specific to your needs.

Features & Benefits

- Block-oriented programming reduces user’s learning curve and results in fewer errors making it a faster and more intuitive programming method
- Easily troubleshoot your application in real-time through live-debugging that shows block input and output values of the code being executed
- Supplied toolbox includes more than 100 predefined functions split into many categories including HVAC, Comparators, Logic, Math and others
- Send your terminal application code to multiple devices at once for easier deployment and update
- Quick access to manage, monitor, and override the values of Inputs, Outputs, Constants, Variables, and Network Variables through the Resource Viewer
- Resource configuration window supports batch object configuration. View the resources tree, select multiple objects, and change the shared parameters of all the selected objects all at once.
- Configure ECB and ECL Series controller’s built-in schedules and holidays directly from within EC-*gfx*Program with EC-Schedule, an easy-to-use point, drag, and click interface
- Live Trend block allows you to view and optimize system response and PID tuning by monitoring controlled variables in real time
- With the offline controller emulator, easily create and troubleshoot code without having to connect to a live controller thus providing accessibility in the comfort of your own office or while travelling.

EC-*gfx*Program User Interface

Resource Viewer Pane
Displays information about all hardware IOs, wireless inputs, network variables, constants and variables, such as name, value, and mode.
Favorites are a convenient way to organize and access resources that are important to you, thereby making system-critical information readily available.

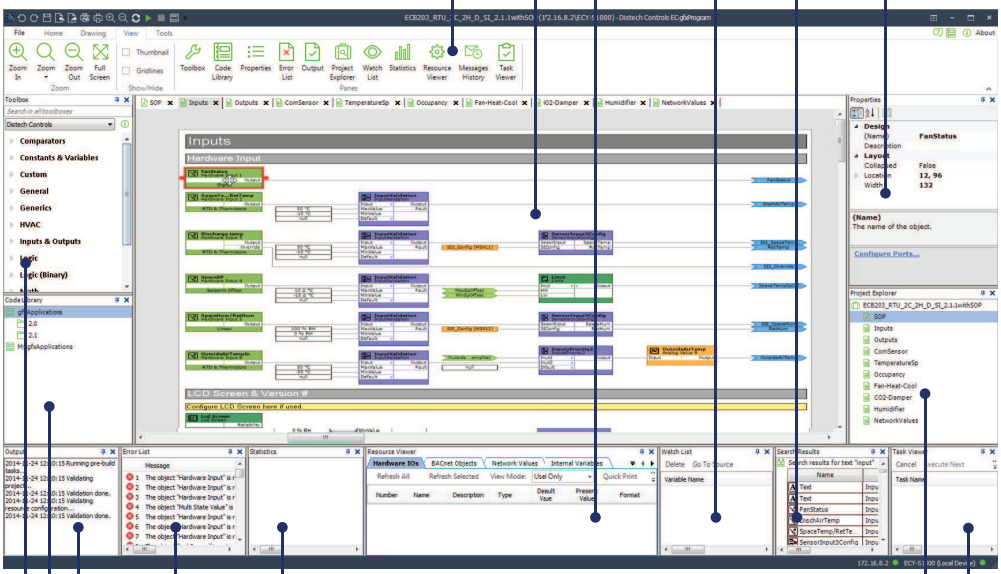
Programming Sheet
Main section of the user interface where device programming is done. “Drag and drop” block objects from the Toolbox then connect them together with a “click, select, and release” to build a control sequence.

Ribbon Bar
Ribbon bar that allows for easy access to commonly-used functions.

Watch List Pane
Monitor a selection of process values during debug mode for troubleshooting.

Search Results Pane
Search for objects based on text entered in the object’s properties, type of block, or port names.

Properties Pane
Used to define the properties for each block object, text document, Programming Sheet and the project itself. The properties are shown for the currently selected item.



Statistics Pane
After a control sequence is compiled, this pane displays certain statistics such as memory usage, resource usage, compiling time, etc.

Task View Pane
Tasks waiting to be processed.

Project Explorer
Tree-view list for easy navigation through the block objects and Programming Sheets.

Error List Pane
Displays errors when compiling the control sequence to the controller. This helps you to troubleshoot and debug problems.

Output Pane
Displays build progress and information.

Code Library Pane
Library containing saved pieces of code (or snippets) and projects that can be “dragged and dropped” onto the Programming Sheet.

Toolbox Pane Bar
Library containing block objects that can be “dragged and dropped” onto the Programming Sheet to build a control sequence. The block objects can be organized into more than 12 categories. You can select purpose-built toolboxes you have created with the Toolbox Builder to apply standard control methods to your project. A search tool allows you to find blocks quickly.

System Requirements

Operating System	Microsoft Windows 8.1 or later
Processor	Minimum required by Operating System
Memory	Minimum required by Operating System
Display	1024 × 768-pixel resolution or greater
Hard Drive	Minimum required by Operating System
Network Support	Ethernet adapter (10/100MB with RJ45 connector) or Wi-Fi adapter
Internet Connection	Full-time high-speed ISP recommended for remote site access (56K modem at minimum)

Specifications subject to change without notice.
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