

Description: This document is intended for users who deploy a GENESIS64 v10.61 application with WebHMI clients in redundancy scenarios

OS Requirement: Windows Server 2003 x64/Vista x64/ Server 2008 x64 / Windows 7 x64 / Server 2008 R2 x64.

General Requirement: GENESIS64 version 10.61.

Introduction

When deploying a GENESIS64 10.61 redundancy application, please refer to help documentation and the following application notes:

- *GENESIS64 - Redundancy Quick Start*
- *Hyper Historian - Redundancy Setup Options*

This application note discusses the client side settings that are needed to set up the web-client (WebHMI client) to connect to the pair of GENESIS64 servers.

Client Machine Configuration

The client machines typically connect to the GENESIS64 server and read OPC data as well as security, licensing and other information. There are two different GENESIS64 client machines with respect to the communication settings configuration: The GENESIS64 (thick) client and the WebHMI (thin) client.

GENESIS64 Client Settings

The settings for the GENESIS64 client machines are fully described in related application note “*GENESIS64 - Redundancy Quick Start*” and the settings can be made directly in Workbench specifying the FrameWorX server location – see Figure 1.

1. Open Workbench and in the Tools ribbon click on the Default FrameWorX Server Location icon.
2. This opens a dialog where you can specify your primary and secondary GENESIS64 server nodes, using either the HTTP or NET.TCP communication channels, as depicted in Figure 1. You will need to change the “PrimaryServer” and “SecondaryServer” placeholders to match your actual server node names.
3. Also note that “Auto Switch Back to Primary” can be enabled as to redirect all clients back to the Primary server from secondary when the Primary server is available again.
4. For details about load balancing please refer to the GENESIS64 documentation.

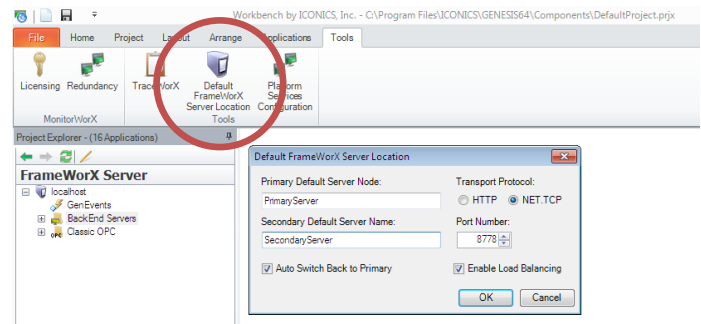


Figure 1 - Setting up Default FrameWorX Server Location

WebHMI Client Settings

There is no graphical interface that can be used to set up the communications for WebHMI clients in GENESIS64 10.61, however, the settings are very similar to those needed for the GENESIS64 Clients as discussed above.

When the WebHMI client connects to the GENESIS64 server it will download and use the file “Client.deploy.xml” from this location on the GENESIS64 server:

C:\Program Files\ICONICS\GENESIS64\Components

We can either configure this file manually or use an existing “Client.local.xml” file. To take advantage of an existing file, configure Workbench as depicted in Figure 1, then make a copy of “Client.local.xml” from this location:

C:\ProgramData\ICONICS

Copy this file into the Components folder mentioned above on both the Primary and Secondary GENESIS64 servers.

NOTE: The Workbench settings can be made and the file can be created directly on one of the GENESIS64 servers. This is actually not needed on the server itself and as such you can undo the change to the default settings after backing up the “Client.local.xml” file.

In the C:\ProgramData\ICONICS directory there will already be a file named “Client.deploy.xml”. Rename or backup this file, then rename your newly copied “Client.local.xml” to “Client.deploy.xml”. Make sure to do this on both the Primary and Secondary GENESIS64 servers.

The final step is to open your WebHMI project on a client machine. This will force the download of the “Client.deploy.xml” file. Now you can try to disconnect the Primary GENESIS64 server and watch the WebHMI client switch to the Secondary GENESIS64 server for its data.