



Your comments and suggestions on the operation of this software are welcome. Please address them to:

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Introduction to OPCAdmin

OPCAdmin is a tool that you can use to connect to your running OPC server that was built with OPC ToolWorX, and see (possibly also change) all kinds of statistical, debugging, internal, runtime, and configuration parameters and counters.

OPCAdmin is installed as a part of the OPC ToolWorX installation into the Tools subdirectory.

Connecting OPC Server

To connect an OPC server with the OPCAdmin utility, the OPC server must support special custom COM interfaces. These interfaces are contained in OPC ToolWorX (from version 3.1). New OPC servers created with the OPC ToolWorX 3.1 (and later) will automatically contain this support (interfaces).

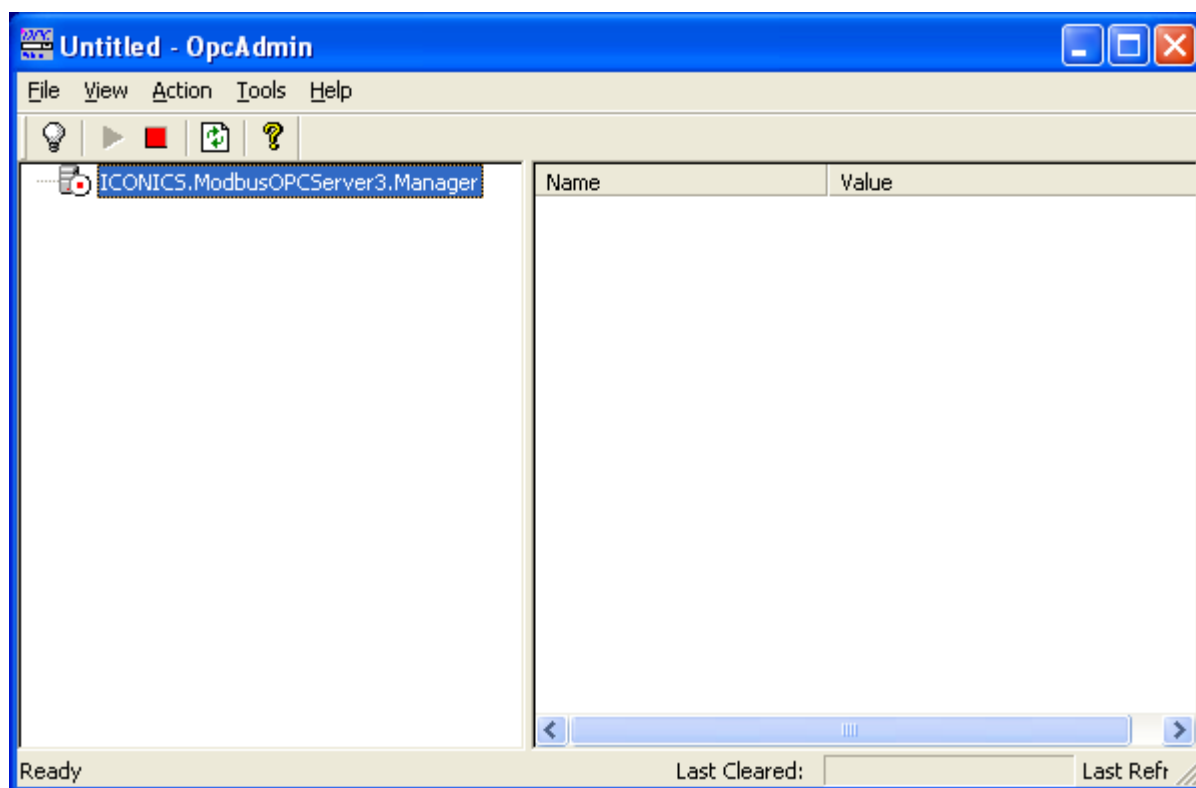
To connect to the OPC server, the ProgID of the “OPC Manager” COM creatable object must be specified as a program argument when the OPCAdmin is executed. The ProgID is a human-readable unique identifier for the COM component.

For instance, for the ICONICS Modbus OPC server the OPCAdmin should be launched:

```
OPCAdmin.exe ICONICS.ModbusOPCServer3.Manager
```

OPCAdmin User Interface

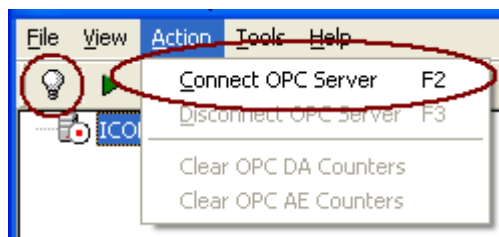
When you start the OPCAdmin with the OPC server, it will display the default application window, as shown in the figure below.



OPCAdmin User Interface

Connecting to OPC Server

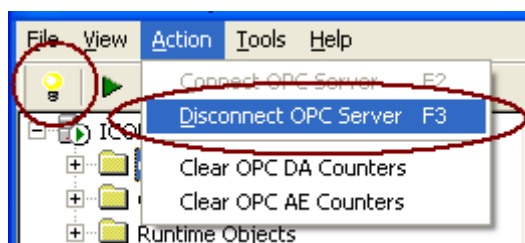
To start obtaining data from the server, the “Connect” operation to the server must be done. To do this, you can use the **Action → Connect OPC Server** command, press the F2 key, or click on the “bulb” icon, as shown in the figure below.



Connecting to OPC Server

Disconnecting OPC Server

To disconnect from the OPC server, you can use the **Action → Disconnect OPC Server** command, press the F3 key, or click on the “bulb” icon, as shown in the figure below.

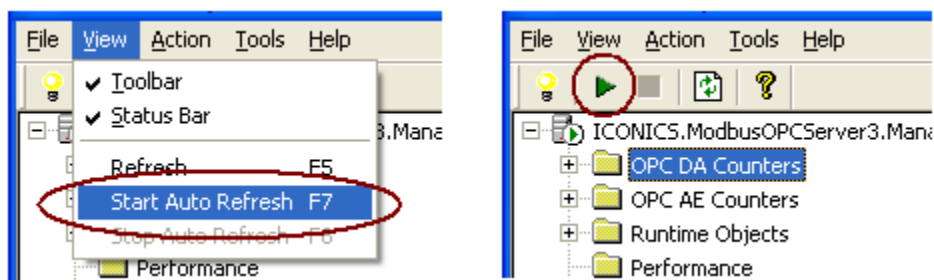


Disconnecting OPC Server

Auto Refresh and Manual Refresh

The OPCAdmin application can use two methods to get fresh data from the OPC server. It can get data automatically, with some period (Auto Refresh mode), or it can get data only when the Refresh (manual refresh) command is performed.

To switch the Auto Refresh mode on, use the **View → Start Auto Refresh** command, press the F7 key, or click on the “start” icon, as shown in the figure below.



Start Auto Refresh

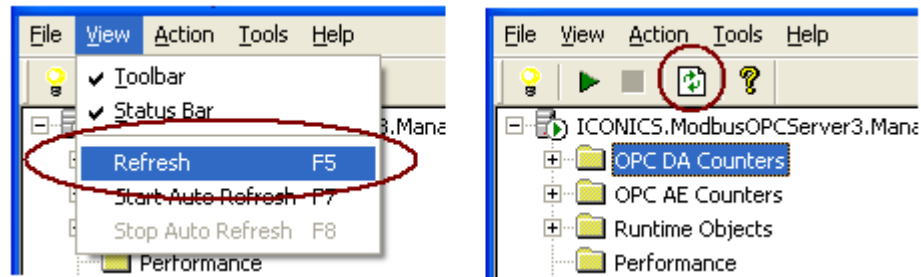
You can specify the period for automatic refresh under **Tools → Options → Refresh Rate**.

To switch the Auto Refresh mode off, use the **View → Stop Auto Refresh** command, press F8 key, or click on the “stop” icon, as shown in the figure below.



Stop Auto Refresh

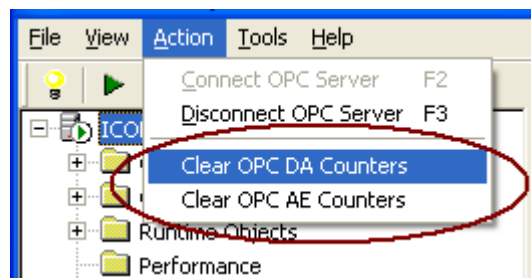
To perform a manual refresh, use the **View → Refresh** command, press the F5 key, or click on the “refresh” icon, as shown in the figure below.



Manual Refresh

Clearing OPC DA and OPC AE Counters

You can tell the OPC server to zero its OPC DA or OPC AE counters. This can be very handy when debugging the server to see a number of certain OPC calls made during some period of time. To clear the counters, use the **Action → Clear OPC DA Counters** or **Action → Clear OPC AE Counters** command, as shown in the figure below.



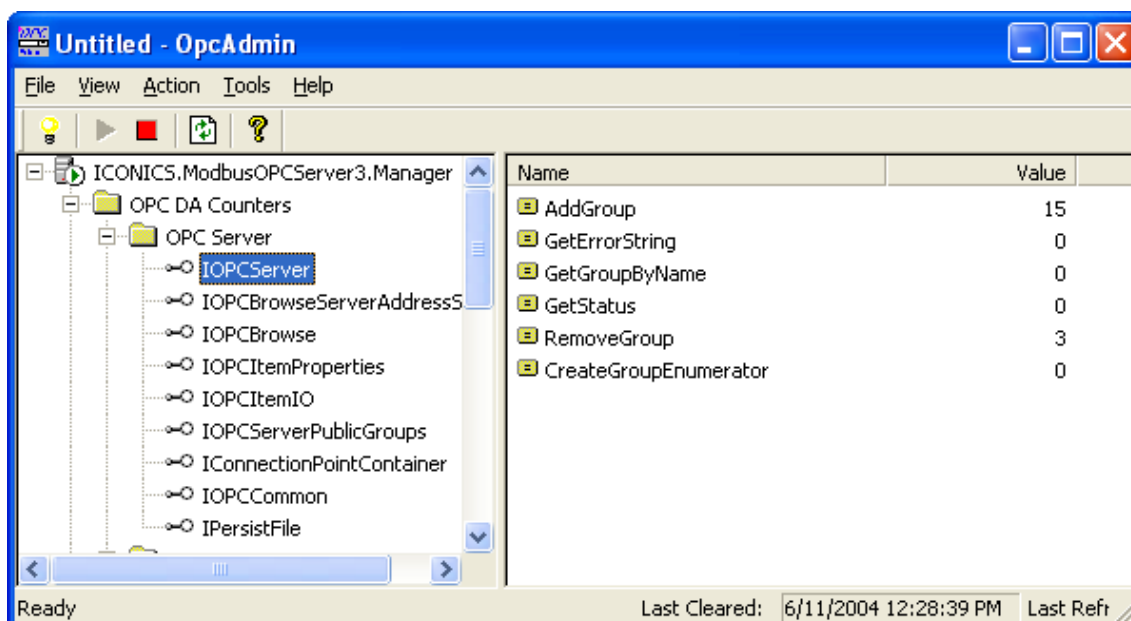
Clearing OPC DA and OPC AE Counters

OPCAdmin Information categories

This section describes the categories of data that the OPCAdmin retrieves from an OPC servers and displays for user

OPC DA Counters

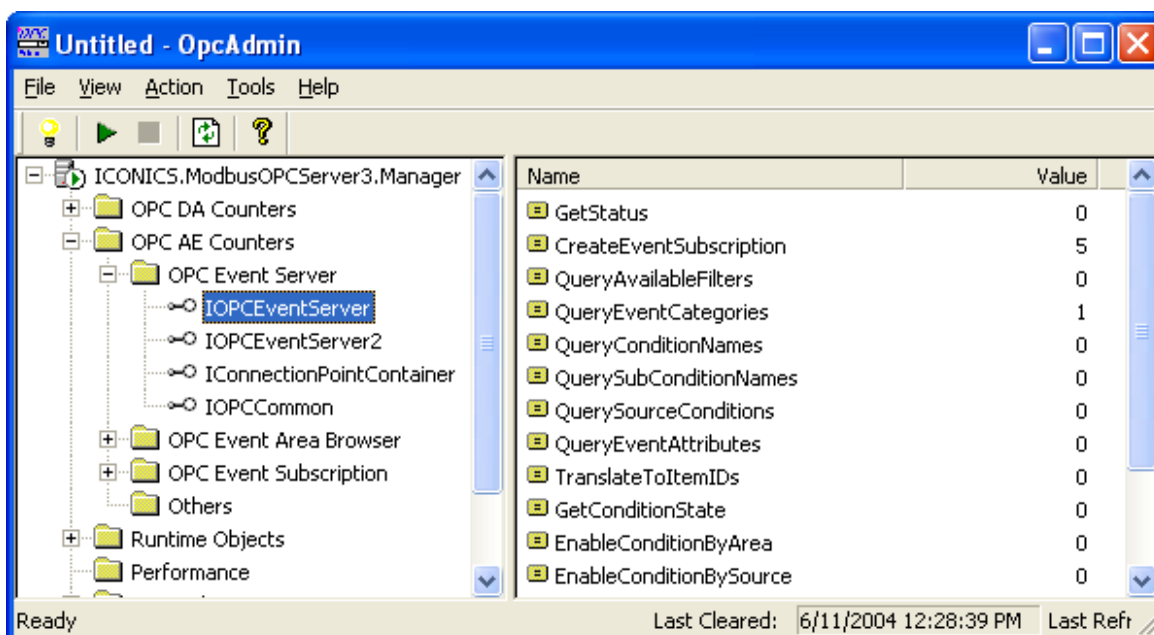
The OPC DA Counters tree displays counters for all OPC DA interfaces and methods, categorized into the objects (OPC Server, OPC Group) defined by OPC specifications for Data Access servers, as shown in the figure below. Information under these objects is further subdivided based on the DA Interfaces.



OPC DA Counters

OPC AE Counters

The OPC AE Counters tree displays counters for all OPC AE interfaces and methods, categorized into the objects (OPC Event Server, OPC Event Subscription, OPC Event Area Browser) defined by OPC specifications for Alarms and Events servers, as shown in the figure below. Information under these objects is further subdivided based on the AE Interfaces.

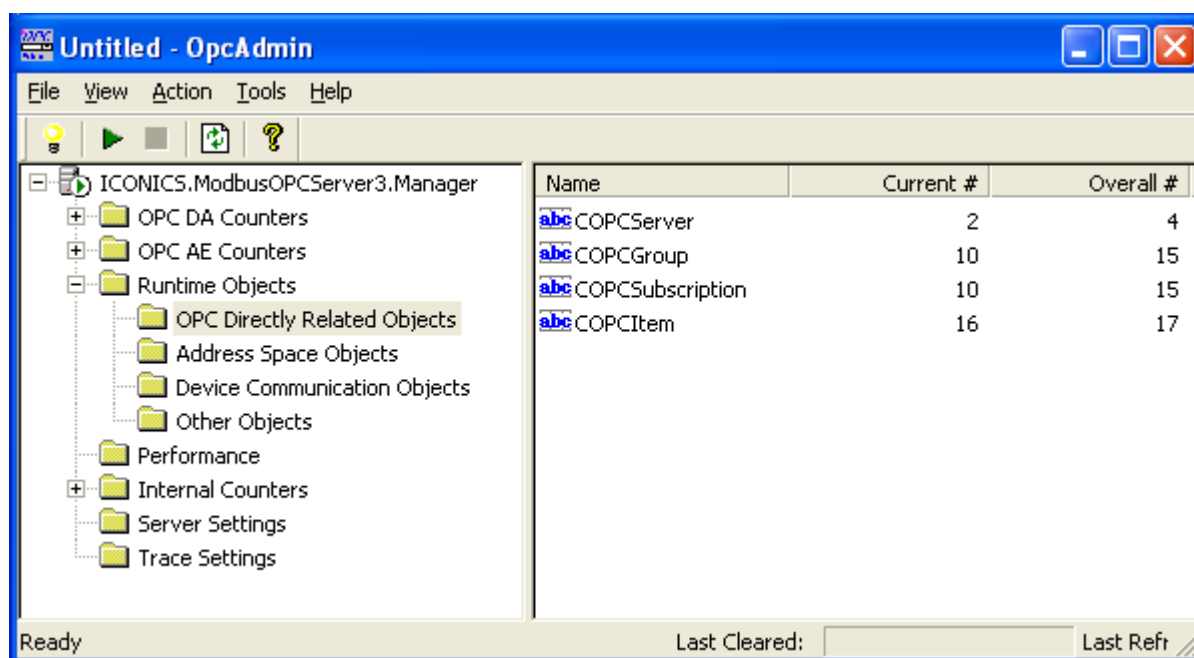


OPC AE Counters

Runtime Objects

The Runtime Objects tree displays numbers of objects of important internal toolkit's C++ classes created in the server, as shown in the figure below. It is subdivided into several categories. There are two values displayed for each item:

- Current #: number of objects of current class that are created and exist at this moment.
- Overall #: number of objects of current class that were created up to this moment, including the ones that were already deleted



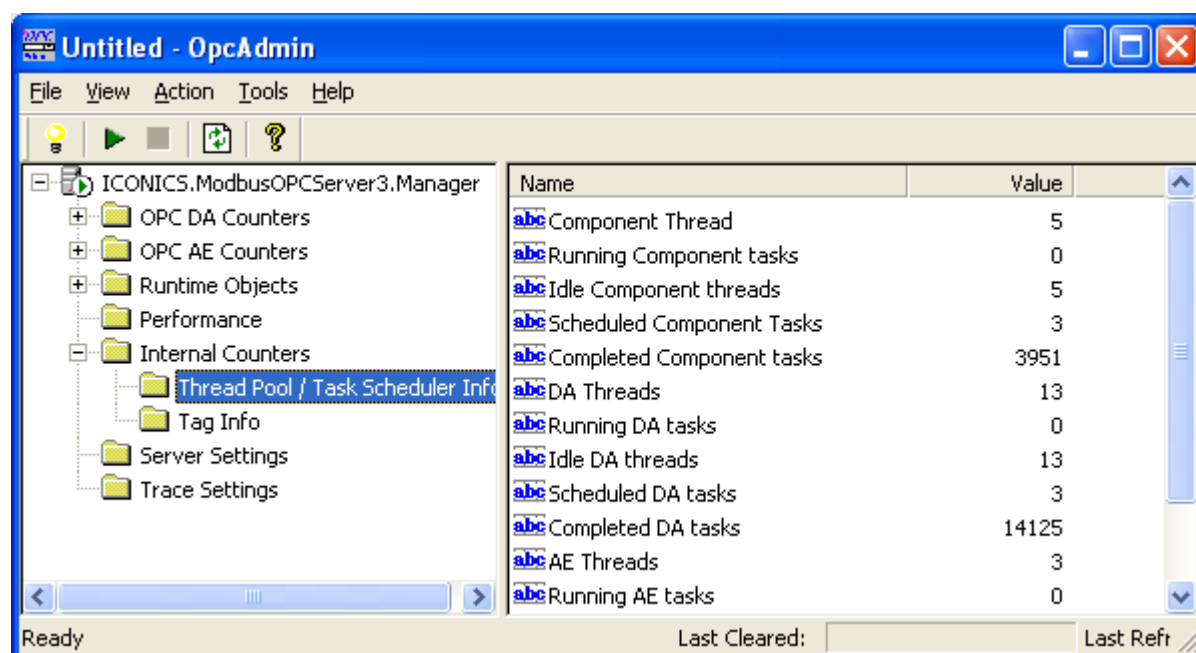
Runtime Objects

Performance

The Performance tree contains counters that are related to the performance of the server (not in version 3.1).

Internal Counters

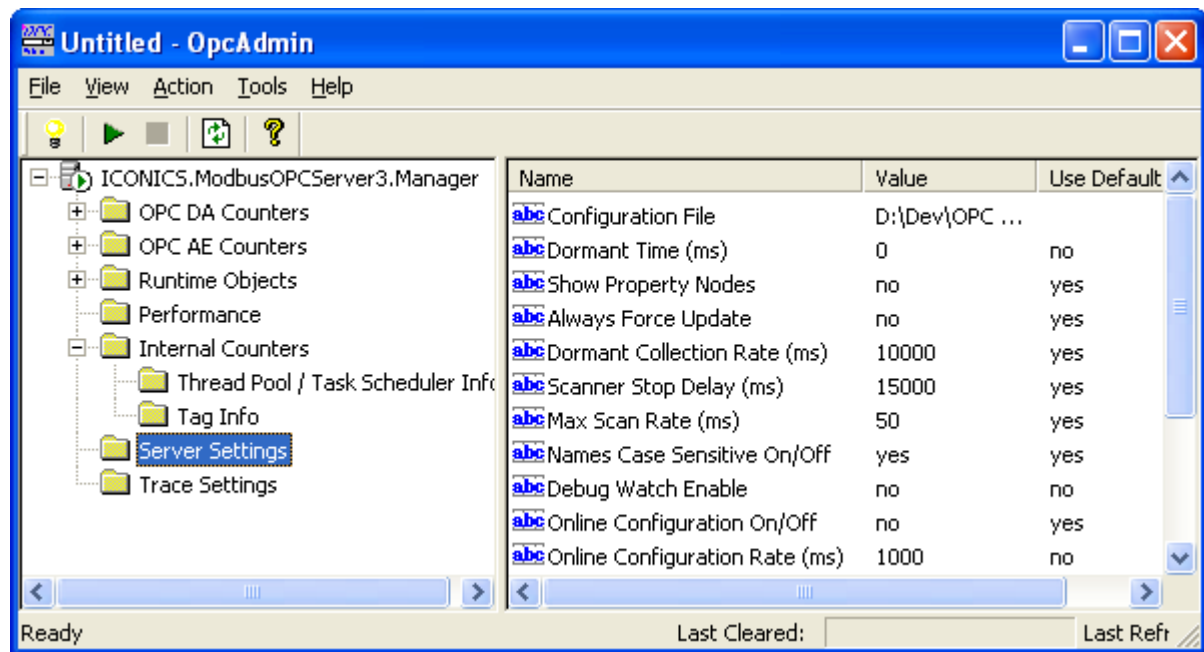
The Internal Counters tree contains other informative counters that the servers provide, and that do not fall into any of previous categories, as shown in the figure below. These are all highly internal counters, and can be used for debugging purposes.



Internal Counters

Server Settings

In the Server Settings tree you can find most of the internal setting for the server, as shown in the figure below. You can modify the values of each setting. There is also a visible notification whether the setting is set to its default. You can also tell any setting to use its default value. See more information on server settings in the OPC ToolWorX User's Guide, section 4.1.9.2 - Server's internal settings.



Server Settings

Trace Settings

In the Trace Settings tree you can find the settings for TraceWorX32 module that the OPC servers use for tracing into XML file. See more information on TraceWorX32 settings in OPC ToolWorX User's Guide, section 6.1.1 - TraceWorX32 logging module, or in separate Appendix describing the TraceWorX32 in more detail.