

Content

- ◆ **Definition**
- ◆ **Key Role**
- ◆ **System Configuration**
- ◆ **Essential Functions**
- ◆ **Development Modules**
- ◆ **Development Environment**
- ◆ **Schedule**
- ◆ **Questions**

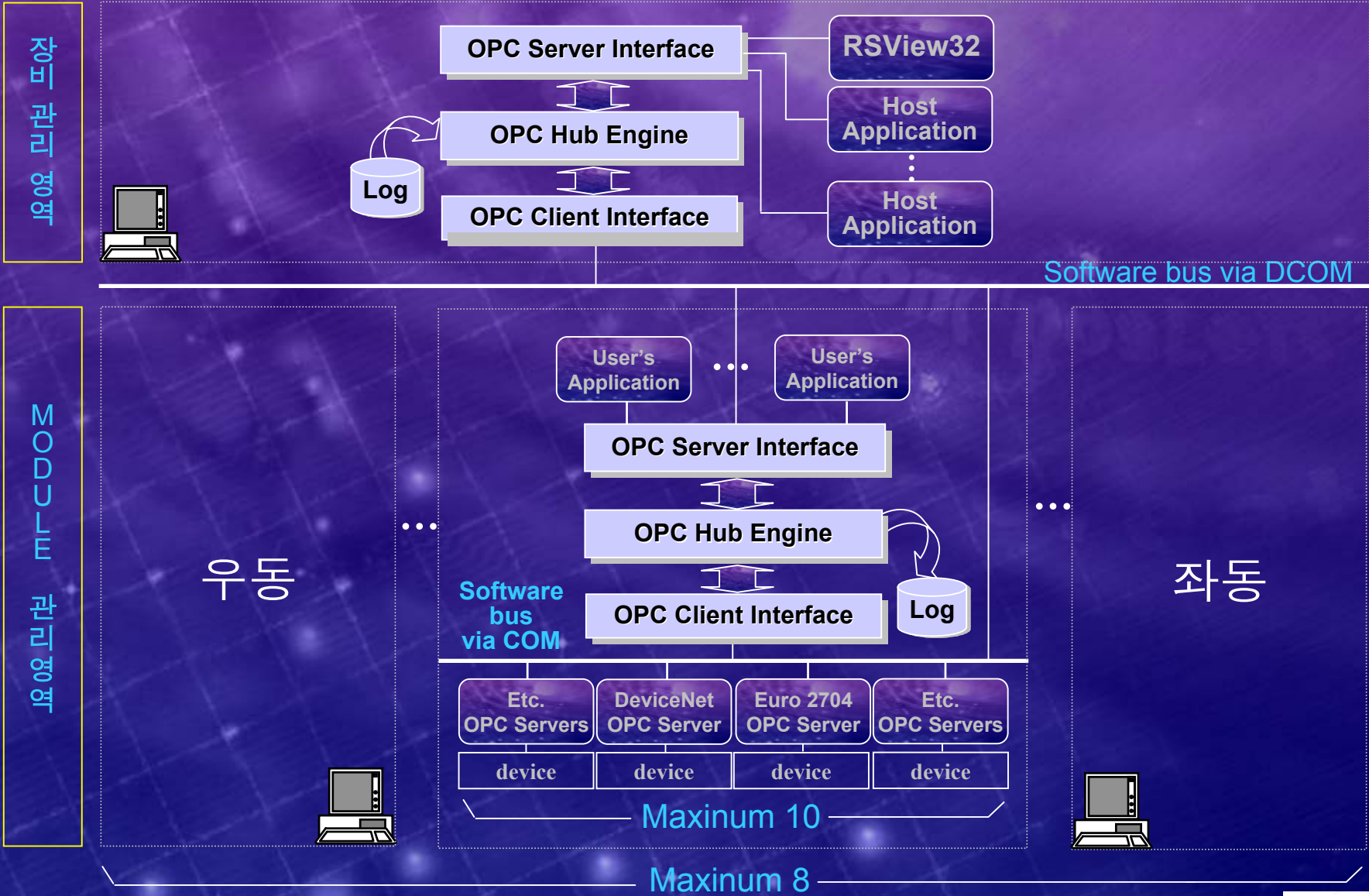
Definition

- ◆ OPC Server들과 OPC Client들간의 integration 및 data transfer를 지원하는 **OPC-compliant Hub application** 개발

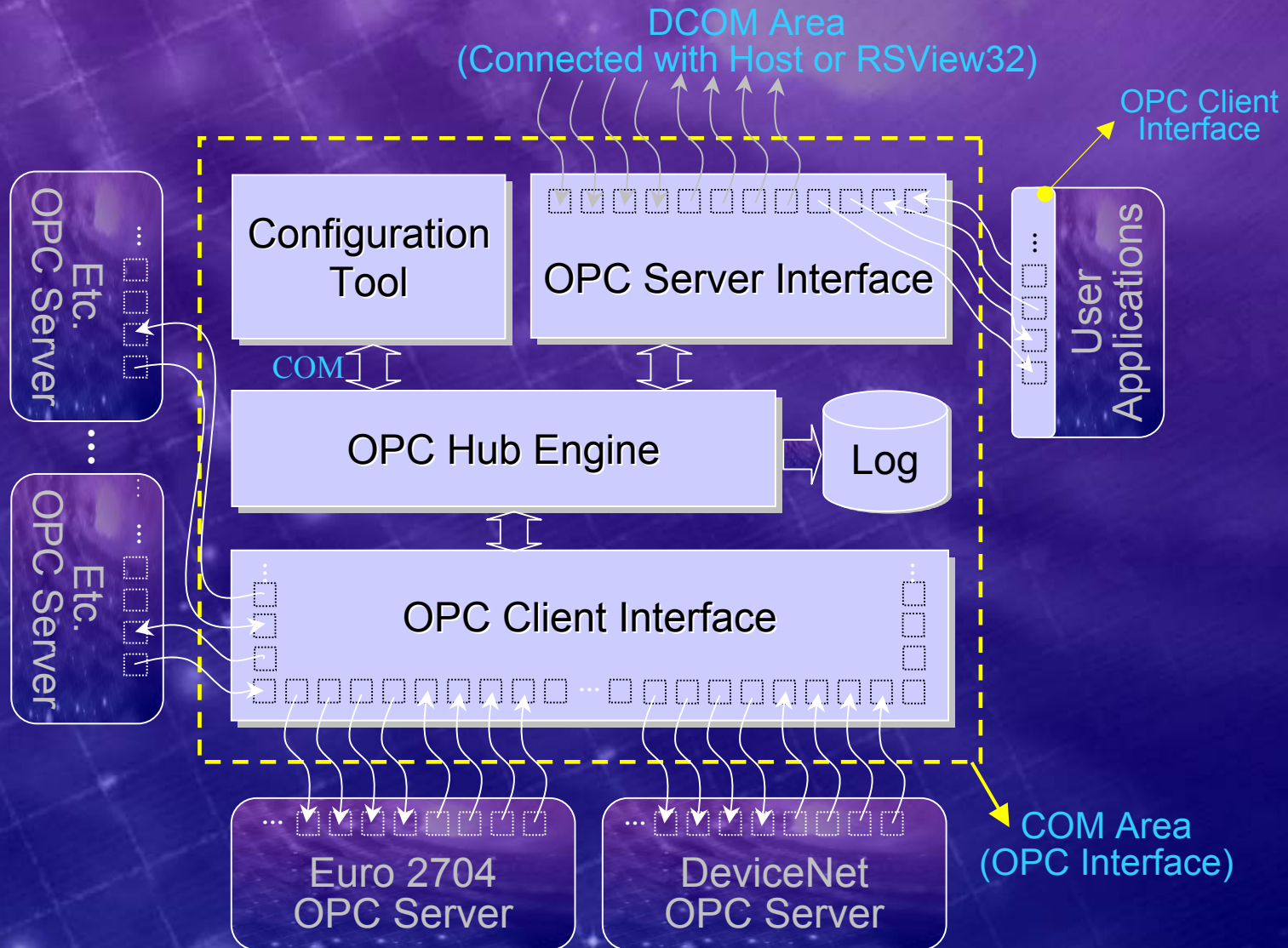
Key Role

- ◆ Data 취합 & Data transfer
 - OPC Servers ↔ **OPC Hub** ↔ OPC Clients
- ◆ Data Logging
- ◆ 시스템 신뢰성(**Reliability**) 확보

System Configuration



System Configuration – Cont.



Essential Functions

- ◆ Data 취합 및 Data Transfer
 - OPC Servers ↔ **OPC Hub** ↔ OPC Clients.
 - OPC Spec. 2.0, 1.0a 지원
- ◆ OPC Server 및 Tag browsing
- ◆ Tag의 값에 따라 callback function 호출
- ◆ OPC Server의 sudden death시, 자동 복구
- ◆ Data logging
 - ◆ Update rate: 100ms
 - ◆ Throughout: 10,000 reads per second
 - ◆ Data Conversion

Development Modules

- ◆ **OPC Client Interface Module**
 - Host와의 통신용 (Callback function 호출 지원)
 - OPC Server들과의 통신용
- ◆ **OPC Server Interface Module**
 - OPC Hub Engine 통신용
 - User Application 지원용
- ◆ **OPC Hub Engine**
- ◆ **OPC Server 및 Tag Browser**
- ◆ **Configuration Tool**
- ◆ **Log 관리자**

Development Environment

- ◆ 개발 Tool: Visual C++ 6.0
- ◆ Networking: COM/DCOM
- ◆ Communicaiton infrastructure
 - Ethernet network(TCP/IP)
- ◆ Database: MS Access