

# **BLUE Open Studio**

## **Import Tool for FactoryTalk™ ME/SE**

### **User Guide**

BOS-FACTORYTALK\_01  
12/2021

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# Safety Information

## Important Information

Read these instructions carefully, and look at the equipment to become familiar with the device before trying to install, operate, service, or maintain it. The following special messages may appear throughout this documentation or on the equipment to warn of potential hazards or to call attention to information that clarifies or simplifies a procedure.



The addition of this symbol to a “Danger” or “Warning” safety label indicates that an electrical hazard exists which will result in personal injury if the instructions are not followed.



This is the safety alert symbol. It is used to alert you to potential personal injury hazards. Obey all safety messages that follow this symbol to avoid possible injury or death.

### **DANGER**

**DANGER** indicates a hazardous situation which, if not avoided, **will result in** death or serious injury.

### **WARNING**

**WARNING** indicates a hazardous situation which, if not avoided, **could result in** death or serious injury.

### **CAUTION**

**CAUTION** indicates a hazardous situation which, if not avoided, **could result in** minor or moderate injury.

### **NOTICE**

**NOTICE** is used to address practices not related to physical injury.

## Please Note

Electrical equipment should be installed, operated, serviced, and maintained only by qualified personnel. No responsibility is assumed by Schneider Electric for any consequences arising out of the use of this material.

A qualified person is one who has skills and knowledge related to the construction and operation of electrical equipment and its installation, and has received safety training to recognize and avoid the hazards involved.

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## Introduction

The Import Tool for FactoryTalk™ allows you to convert a FactoryTalk application into an BLUE Open Studio project, and then deploy it on any supported platform. This tool was designed to import tags, screens, alarm configuration, and communication settings. After converting applications, you can also edit and enhance them, leveraging any native feature of BLUE Open Studio.

This document describes all interfaces supported by the Import Tool for FactoryTalk, as well as its limitations. Interfaces that are not explicitly described in this manual may not be supported. When necessary, you can use the standard Integrated Development Environment (IDE) from BLUE Open Studio to manually configure any interface that is not automatically converted by this tool.

This import wizard is sold as an add-on for BLUE Open Studio, and it requires a license to be enabled. For more information, consult your software vendor.

Also, if you are running BLUE Open Studio on a Windows operating system that has User Account Control (UAC) enabled, then you may have problems using this import wizard. Close the application, and then run it again as an administrator (i.e., right-click the BLUE Open Studio program icon, and then click **Run as administrator** on the shortcut menu).

### REMARKS:

- **This document describes the known limitations for this tool by the time that this document was written. If you identify additional limitations, please report them to your software vendor.**
- **If the Import Wizard finds any unexpected property when importing a screen, the whole screen will not be converted at all. Therefore, if you experience this behavior, please share the exported files from the screens that were not converted with your software vendor, so we can study the feasibility to address the limitation in a timely manner.**

## How to convert projects from FactoryTalk ME/SE to BLUE Open Studio

### Export tags from FactoryTalk project

1. Open FactoryTalk project;
2. In FactoryTalk View Studio, from the Tools menu, select **Tag Import and Export Wizard**;
3. Select **Export FactoryTalk View tag database to CSV file**;
4. Follow the instructions in the wizard;

### Export graphic displays from FactoryTalk project

1. Open FactoryTalk project;
2. In the Explorer windows, right-click the **Displays** editor or the Global Objects editor;
3. Select **Import and Export**;
4. Follow the instructions in the wizard;

### Export alarm files from FactoryTalk ME project

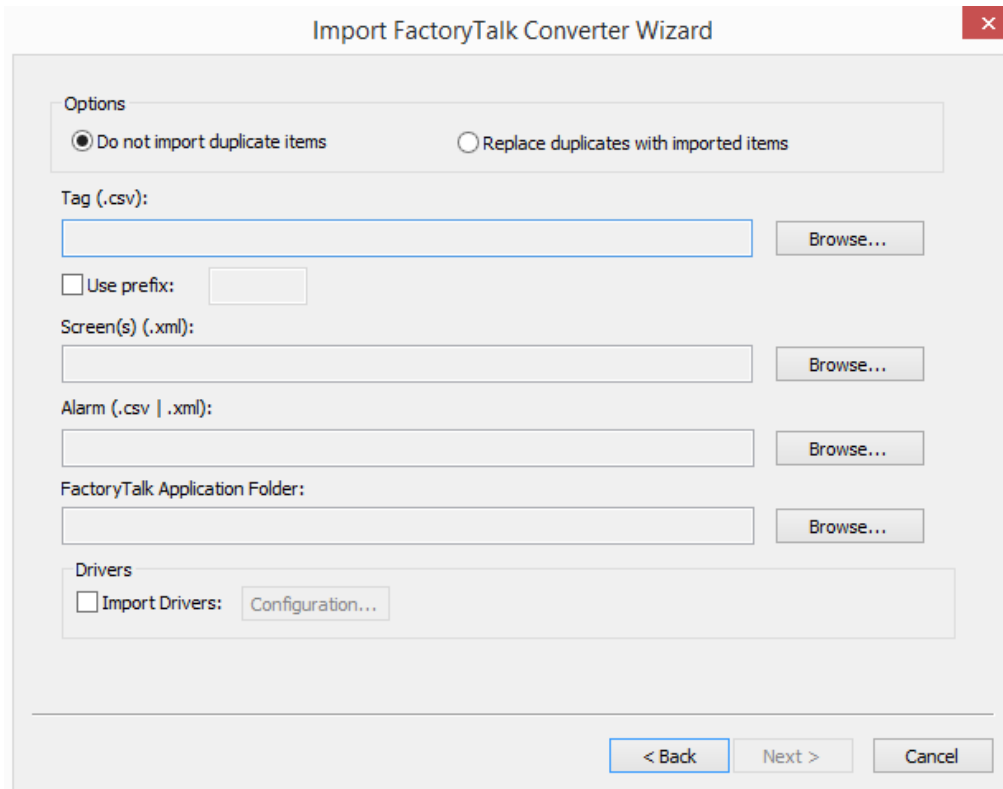
ALARMS ARE NOT CURRENTLY SUPPORTED BY THE IMPORT WIZARD WHEN USING FactoryTalk ME.

### Export alarm files from FactoryTalk SE project

1. Open FactoryTalk project;
2. In FactoryTalk View Studio, from the Tools menu, select **Tag Import and Export Wizard**;
3. Select **Export FactoryTalk View tag database to CSV file**;
4. Select Site Edition on Project Type;
5. Follow the instructions in the wizard;

### Importing files from FactoryTalk project on BLUE Open Studio

- Open Import Wizard:  
**Home > Import Wizard > Import Tool for FactoryTalk™**



### Options

Do not import duplicate items: When this option is selected, the following items are not imported in case there is already an equivalent in the current project:

- Tags Database (tags with the same name will not be imported)
- Screens (screens with the same name will not be imported)

### Importing Tag

Click **Browse** to select the .csv file exported from FactoryTalk application that you intend to import are stored.

### Use prefix

Select this option to specify a prefix that will be prepended to the names of the imported tags. It is useful to differentiate the imported tags from the tags created manually.

### Importing Screens

Click **Browse** to select the .xml file(s) exported from FactoryTalk application that you intend to import are stored. This option import the graphical screens (including their objects and animations) to BLUE Open Studio.

**Note:** Check the User Manual to know which objects are supported.

### Importing Alarm configuration

Click **Browse** to select the .csv (SE Projects) file exported from FactoryTalk application that you intend to import are stored. Alarm configuration from FactoryTalk ME (\*.xml files) are not supported by the Import Wizard.

### FactoryTalk Application Folder

Click **Browse** to select the directory where the FactoryTalk application are stored.

**Note:** If don't specify the application folder, images and parameters files will not be imported.

### Importing Drivers

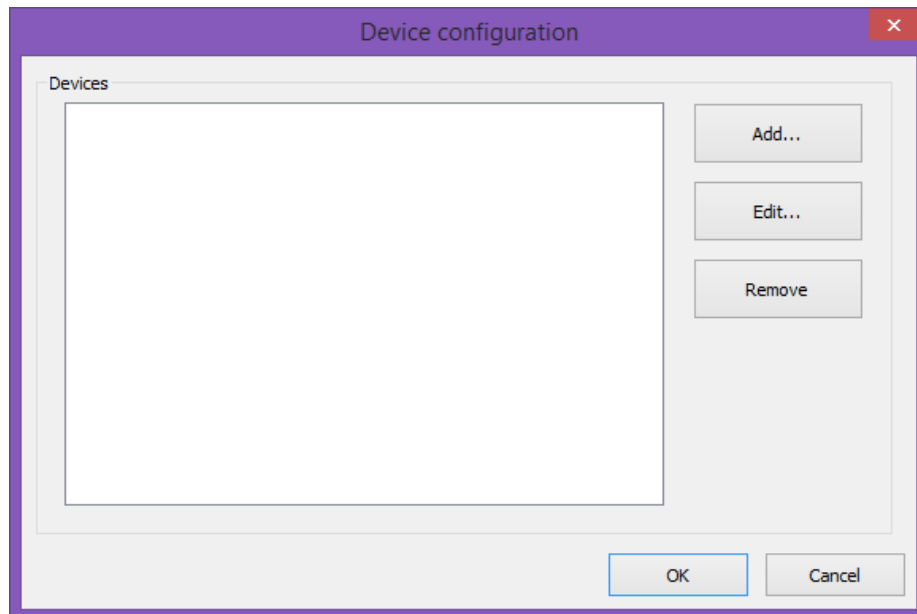
Check this option to import the driver configuration to BLUE Open Studio.

**Note:** Tags will be automatically replaced.



**Configuration...**

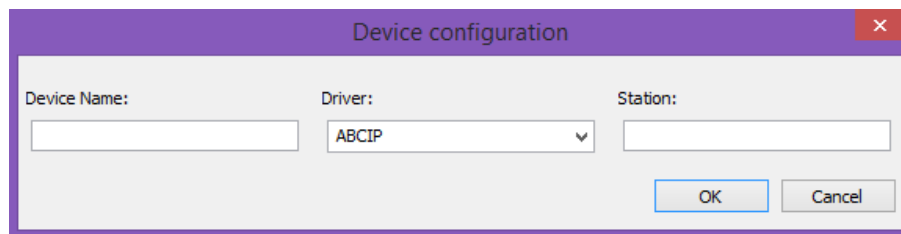
Figure 2. Devices configuration list

**Devices**

Shows the list of configured devices.

**Add...**

Figure 3. Device configuration



- **Device Name:** Specify device name exactly as it is in the FactoryTalk application.
- **Driver:** Select communication driver.
- **Station:** Type the device station of the PLC. The station syntax depends on the option selected on the Driver combo-box. Please consult the respective driver manual for more details.

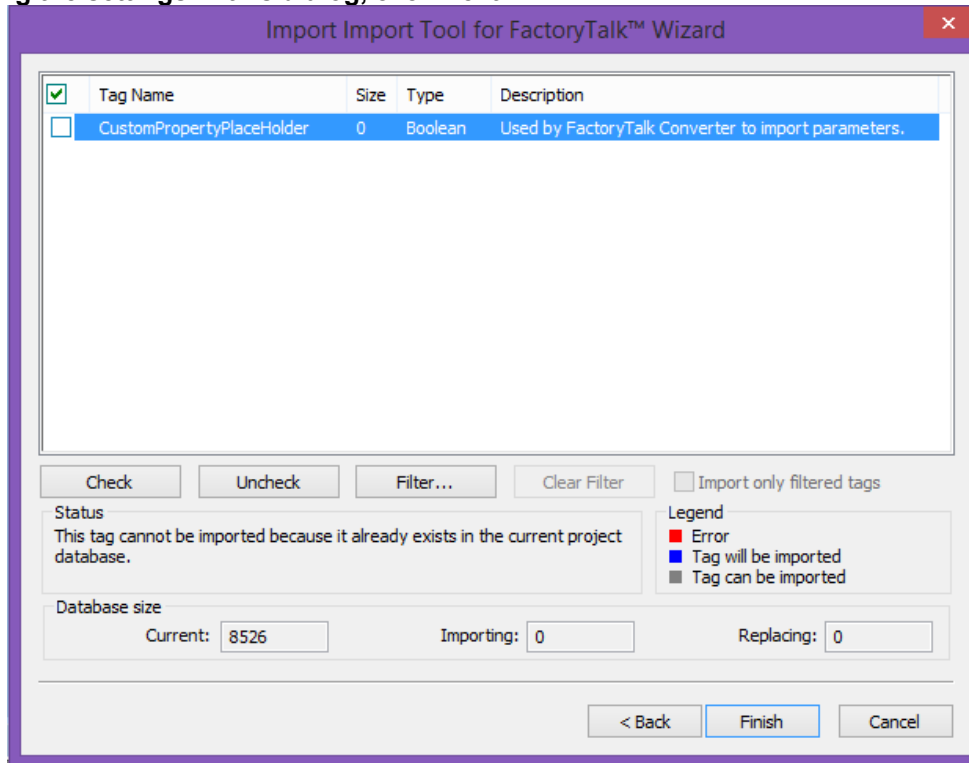
**Edit...**

Edit device from the list of configured devices.

**Remove**

Remove device from the List of configured devices.

**Importing Tag**  
**After configuring the settings in this dialog, click Next.**



The fields and settings that are common for all data Source Types include the following:

- Grid: Displays the list of tags found on the data source.
  - checkbox: Check to import the tag from the data source to the Tags Database of the current project.
  - TagName: Name of the tag
  - Size: Array size of the tag
  - Type: Data type of the tag (Boolean, Integer, Real, String or Class:<ClassName>)
  - Description: Description of the tag
- Check button: Click to select/import all tags in the grid
- Uncheck button: Click to uncheck all tags in the grid
- Filter button: Click to filter the tags. The Filter dialog will display, allowing you to specify a mask for each column in the grid. Wild cards (\* and ?) can be used to filter data.
- Clear Filter button: Click to reset the filter.
- Import Filtered Tags Only checkbox: Check this option to import only the tags that are visible in the grid (filtered).
- Status box: Displays a message describing the status of the tag currently selected in the grid. This information is especially useful to indicate why a tag cannot be imported.
- Legend box: Describes the meaning of the colors that represent tag status:

- (Red) Error: Tag cannot be imported because it is not supported by BLUE Open Studio. See the Status box for a detailed description of the error.
- (Blue) Tag will be imported: Tag will be imported after you click the Finish button.
- (Gray) Tag can be imported: Tag can be imported but it has not been checked.
- Database size box: Displays summary information regarding the current Import Wizard:
  - Current: Indicates the number of tags configured in the Project Tags database of the current project
  - Importing: Indicates the number of tags selected to be imported
  - Replacing: Indicates the number of tags configured in the Project Tags database of the current project that will be replaced by an imported tag with the same name.

After selecting the tags to import, click the Finish button, or click Cancel to abort the operation.

## Graphical Interface – Displays and Objects

This chapter describes the features supported when converting screens from FactoryTalk ME/SE to BLUE Open Studio, as well as the limitations.

Object	Property		Status	Remarks
<b>Display Settings (ME)</b>	<b>Display Type</b>	Replace	S	
		On Top	S	
		Cannot Be Replaced	N	
	Display Number		N	
	Security Code		N	
	Title Bar		S	
	Disable Initial Input Focus		N	
	Maximum Tag Update Rate		N	
	<b>Size</b>	Use Current Size	S	
		Specify Size in Pixels	S	
	<b>Position</b>	X	S	
		Y	S	
	Background Color > Color		S	
	Background Color		S	
	<b>Display Settings (SE)</b>	<b>Display Type</b>	Replace	S
Overlay			N	
On Top			S	
Allow Multiple Running Copies		N		
Cache After Displaying		N		
Title Bar		S		
System Menu		S		
Minimize Button		S		
Maximize Button		S		
Size to Main Windows at Runtime		N		
Show Last Acquired Value		N		
Maximum Tag Update Rate		N		

Object	Property		Status	Remarks
	Size	Use Current Size	S	
		Specify Size in Pixels	S	
	Resize	Allow Display to be Resized	N	
		When Resized	N	
	Position	Use Current Position	S	
		X	S	
		Y	S	
	Security Code		N	
	Background Color > Color		S	
	Background Color		S	
	Track Screen for Navigation		N	
	Navigation History Screen Name		N	
Text (ME/SE)	General	Text	S	
		Back Color	S	
		Fore Color	S	
		Size to fit	L	Always checked.
		Word wrap	N	
		Size	S	
		Alignment	L	MiddleLeft, Center and MiddleRight only.
		Insert Variable > Numeric > Tag	S	
		Insert Variable > Numeric > Literal number	S	
		Insert Variable > Numeric > Number of digits	S	
		Insert Variable > Numeric > Decimal places	S	

Object	Property	Status	Remarks	
		Insert Variable > Numeric > Fill left with	N	
		Insert Variable > String > Tag	S	
		Insert Variable > String > Literal string	S	
		Insert Variable > String > Fixed number of characters	S	
		Insert Variable > String > Right-most characters in string are displayed	N	
		Insert Variable > String > Show * character if string is longer than field width	N	
		Insert Variable > Time/Date	S	
		Back style	S	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
Image (ME/SE)	General	Image	S	Image file only be imported if specified FactoryTalk application path on import wizard.
		Image color	N	
		Image back color	N	
		Image blink	N	
		Image back style	S	
	Common	Size > Height	S	
		Size > Width	S	

Object	Property		Status	Remarks
		Position > Top	S	
		Position > Left	S	
		Other	N	
Panel (ME/SE)	General	Border style	L	Inset will be imported as Sunken on BLUE Open Studio. RaisedInset will be imported as Etched on BLUE Open Studio.
		Border width	S	
		Back style	S	
		Pattern style	N	
		Border uses back color	S	
		Pattern color	N	
		Back color	S	
		Border color	L	Only exports with line border.
		Blink	N	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
Arc (ME/SE)	General	Line style	L	None, Solid and Dash only.
		Back style	S	
		Pattern style	N	
		Fore color	S	
		Back color	S	
		Pattern color	N	
		Line width	S	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	

Object	Property		Status	Remarks
		Position > Left	S	
		Other	N	
Ellipse (ME/SE)	General	Line style	L	None, Solid and Dash only.
		Back style	S	
		Pattern style	N	
		Fore color	S	
		Back color	S	
		Pattern color	N	
		Line width	S	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
Position > Left		S		
Other	N			
Freehand (ME/SE)	General	Line style	L	None, Solid and Dash only.
		Back style	S	
		Pattern style	N	
		Fore color	S	
		Back color	S	
		Pattern color	N	
		Line width	S	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
Position > Left		S		
Other	N			
Line (ME/SE)	General	Line style	L	None, Solid and Dash only.
		Back style	S	
		Fore color	S	



Object	Property		Status	Remarks
		Back color	S	
		Line width	S	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
Polygon (ME/SE)	General	Line style	L	None, Solid and Dash only.
		Back style	S	
		Pattern style	N	
		Fore color	S	
		Back color	S	
		Pattern color	N	
		Line width	S	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
	Polyline (ME/SE)	General	Line style	L
Back style			S	
Pattern style			N	
Fore color			S	
Back color			S	
Pattern color			N	
Line width			S	
Common		Size > Height	S	
		Size > Width	S	
		Position > Top	S	

Object	Property		Status	Remarks
		Position > Left	S	
		Other	N	
Rectangle (ME/SE)	General	Line style	L	None, Solid and Dash only.
		Back style	S	
		Pattern style	N	
		Fore color	S	
		Back color	S	
		Pattern color	N	
		Line width	S	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
Position > Left		S		
Other		N		
Rounded Rectangle (ME/SE)	General	Line style	L	None, Solid and Dash only.
		Back style	S	
		Pattern style	N	
		Fore color	S	
		Back color	S	
		Pattern color	N	
		Line width	S	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
Position > Left		S		
Other		N		
Wedge (ME/SE)	General	Line style	L	None, Solid and Dash only.
		Back style	S	
		Pattern style	N	

Object	Property		Status	Remarks
		Fore color	S	
		Back color	S	
		Pattern color	N	
		Line width	S	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
Button (SE)	General > Style		N	
	Other	Capture cursor	N	
		Highlight when object has focus	N	
		Tab Index	N	
	Action	Action > Set tag to 1	L	Confirm Action not supported.
		Action > Set tag to 0	L	Confirm Action not supported.
		Action > Toggle tag value	S	
		Action > Set tag to 1 on press and to 0 on release	S	
		Action > Set tag to 0 on press and to 1 on release	S	
	Run Command		L	Confirm Action and Repeat rate (secs) not supported. (Check the list of commands supported)
	Up Appearance	General > Back style	S	
		General > Pattern style	N	
		General > Fore color	S	

Object	Property	Status	Remarks
	General > Back color	S	
	General > Pattern color	N	
	Caption > Font	S	
	Caption > Size	S	
	Caption > B	S	
	Caption > I	S	
	Caption > U	S	
	Caption > Insert Variable > Numeric > Tag	S	
	Caption > Insert Variable > Numeric > Literal number	S	
	Caption > Insert Variable > Numeric > Number of digits	S	
	Caption > Insert Variable > Numeric > Decimal places	S	
	Caption > Insert Variable > Numeric > Fill left with	N	
	Caption > Insert Variable > String > Tag	S	
	Caption > Insert Variable > String > Literal string	S	
	Caption > Insert Variable > String > Fixed number of characters	S	
	Caption > Insert Variable > String > Right-most characters in string are displayed	N	
	Caption > Insert Variable > String >	N	

Object	Property		Status	Remarks	
		Show * character if string is longer than field width			
		Caption > Insert Variable > Time/Date	S		
		Image settings > No image	S		
		Image settings > Use image reference	S		
		Image settings > Import file	N		
		Image settings > Scale image	S		
		Down Appearance		N	
		Disabled Appearance		N	
	Common		Size > Height	S	
			Size > Width	S	
			Position > Top	S	
			Position > Left	S	
			Other	N	
	Momentary Push Button (ME/SE)	General	Appearance > Border style	L	Inset will be imported as Sunken on BLUE Open Studio. RaisedInset will be imported as Etched on BLUE Open Studio.
				Appearance > Back style	S
			Appearance > Shape	L	Rectangle only.
			Appearance > Border width	S	
			Appearance > Border Uses Back Color	S	
			Appearance > Highlight color	N	

Object	Property	Status	Remarks
	Button settings > Button action	S	
	Button settings > Hold time	S	
	Touch margins > Horizontal margin	N	
	Touch margins > Vertical margin	N	
	Other > audio	S	
	Select state	S	
	General > Value	S	
	General > Back color	S	
	General > Border color	L	Only exports with line border.
	General > Blink	N	
	General > Pattern Style	N	
	General > Pattern color	N	
	Caption > Font	S	
	Caption > Caption color	S	
	Caption > Caption back color	N	
	Caption > Caption blink	N	
	Caption > Word wrap	S	
	Caption > Size	S	
	Caption > Alignment	S	
Caption > Insert Variable > Numeric > Tag	S		

Object	Property	Status	Remarks
	Caption > Insert Variable > Numeric > Literal number	S	
	Caption > Insert Variable > Numeric > Number of digits	S	
	Caption > Insert Variable > Numeric > Decimal places	S	
	Caption > Insert Variable > Numeric > Fill left with	N	
	Caption > Insert Variable > String > Tag	S	
	Caption > Insert Variable > String > Literal string	S	
	Caption > Insert Variable > String > Fixed number of characters	S	
	Caption > Insert Variable > String > Right-most characters in string are displayed	N	
	Caption > Insert Variable > String > Show * character if string is longer than field width	N	
	Caption > Insert Variable > Time/Date	S	
	Caption > B	S	
	Caption > /	S	
	Caption > <u></u>	S	
	Caption > Caption backstyle	N	
	Image settings	N	
Common	Size > Height	S	

Object	Property		Status	Remarks
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
	Connections	Value	S	
		Indicator	S	
Maintained Push Button (ME/SE)	General	Appearance > Border style	L	Inset will be imported as Sunken on BLUE Open Studio. RaisedInset will be imported as Etched on BLUE Open Studio.
		Appearance > Back style	S	
		Appearance > Shape	L	Rectangle only.
		Appearance > Border width	S	
		Appearance > Border Uses Back Color	S	
		Appearance > Highlight color	N	
		State settings > Next state based on	L	Current State only.
		Touch margins > Horizontal margin	N	
		Touch margins > Vertical margin	N	
		Other > audio	S	
	States	Select state	S	
		General > Value	S	
		General > Back color	S	
		General > Border color	L	Only exports with line border.
		General > Blink	N	



Object	Property	Status	Remarks
	General > Pattern Style	N	
	General > Pattern color	N	
	Caption > Font	S	
	Caption > Caption color	S	
	Caption > Caption back color	N	
	Caption > Caption blink	N	
	Caption > Word wrap	S	
	Caption > Size	S	
	Caption > Alignment	S	
	Caption > Insert Variable > Numeric > Tag	S	
	Caption > Insert Variable > Numeric > Literal number	S	
	Caption > Insert Variable > Numeric > Number of digits	S	
	Caption > Insert Variable > Numeric > Decimal places	S	
	Caption > Insert Variable > Numeric > Fill left with	N	
	Caption > Insert Variable > String > Tag	S	
	Caption > Insert Variable > String > Literal string	S	
	Caption > Insert Variable > String > Fixed number of characters	S	

Object	Property		Status	Remarks
		Caption > Insert Variable > String > Right-most characters in string are displayed	N	
		Caption > Insert Variable > String > Show * character if string is longer than field width	N	
		Caption > Insert Variable > Time/Date	S	
		Caption > B	S	
		Caption > /	S	
		Caption > <u></u>	S	
		Caption > Caption backstyle	N	
		Image settings	N	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
Connections	Value	S		
	Indicator	S		
Latched Push Button (ME/SE)	General	Appearance > Border style	L	Inset will be imported as Sunken on BLUE Open Studio. RaisedInset will be imported as Etched on BLUE Open Studio.
		Appearance > Back style	S	
		Appearance > Shape	L	Rectangle only.
		Appearance > Border width	S	

Object	Property	Status	Remarks	
		Appearance > Border Uses Back Color	S	
		Appearance > Highlight color	N	
		Button settings > Latch reset type	S	
		Touch margins > Horizontal margin	N	
		Touch margins > Vertical margin	N	
		Other > audio	S	
		Select state	S	
		General > Value	S	
		General > Back color	S	
		General > Border color	L	Only exports with line border.
		General > Blink	N	
		General > Pattern Style	N	
		General > Pattern color	N	
		Caption > Font	S	
		Caption > Caption color	S	
		Caption > Caption back color	N	
		Caption > Caption blink	N	
		Caption > Word wrap	S	
		Caption > Size	S	
		Caption > Alignment	S	

Object	Property	Status	Remarks
	Caption > Insert Variable > Numeric > Tag	S	
	Caption > Insert Variable > Numeric > Literal number	S	
	Caption > Insert Variable > Numeric > Number of digits	S	
	Caption > Insert Variable > Numeric > Decimal places	S	
	Caption > Insert Variable > Numeric > Fill left with	N	
	Caption > Insert Variable > String > Tag	S	
	Caption > Insert Variable > String > Literal string	S	
	Caption > Insert Variable > String > Fixed number of characters	S	
	Caption > Insert Variable > String > Right-most characters in string are displayed	N	
	Caption > Insert Variable > String > Show * character if string is longer than field width	N	
	Caption > Insert Variable > Time/Date	S	
	Caption > B	S	
	Caption > /	S	
	Caption > <u></u>	S	
	Caption > Caption backstyle	N	

Object	Property		Status	Remarks
		Image settings	N	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
	Connections	Value	S	
		Indicator	S	
		Handshake	S	
Multistate Push Button (ME/SE)	General	Appearance > Border style	L	Inset will be imported as Sunken on BLUE Open Studio. RaisedInset will be imported as Etched on BLUE Open Studio.
		Appearance > Back style	S	
		Appearance > Shape	L	Rectangle only.
		Appearance > Border width	S	
		Appearance > Border Uses Back Color	S	
		Appearance > Highlight color	N	
		State settings > Number of states	S	
		State settings > Next state based on	L	Current State only.
		Touch margins > Horizontal margin	N	
		Touch margins > Vertical margin	N	
		Other > audio	S	
		States	Select state	S
	General > Value		S	

Object	Property	Status	Remarks
	General > Back color	S	
	General > Border color	L	Only exports with line border.
	General > Blink	N	
	General > Pattern Style	N	
	General > Pattern color	N	
	Caption > Font	S	
	Caption > Caption color	S	
	Caption > Caption back color	N	
	Caption > Caption blink	N	
	Caption > Word wrap	S	
	Caption > Size	S	
	Caption > Alignment	S	
	Caption > Insert Variable > Numeric > Tag	S	
	Caption > Insert Variable > Numeric > Literal number	S	
	Caption > Insert Variable > Numeric > Number of digits	S	
	Caption > Insert Variable > Numeric > Decimal places	S	
	Caption > Insert Variable > Numeric > Fill left with	N	
	Caption > Insert Variable > String > Tag	S	

Object	Property		Status	Remarks
		Caption > Insert Variable > String > Literal string	S	
		Caption > Insert Variable > String > Fixed number of characters	S	
		Caption > Insert Variable > String > Right-most characters in string are displayed	N	
		Caption > Insert Variable > String > Show * character if string is longer than field width	N	
		Caption > Insert Variable > Time/Date	S	
		Caption > B	S	
		Caption > /	S	
		Caption > <u></u>	S	
		Caption > Caption backstyle	N	
		Image settings	N	
	Timing	Auto Repeat setting	N	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
	Connections	Value	S	
		Indicator	S	
	Interlocked Push Button (ME/SE)	General	Appearance > Border style	L

Object	Property	Status	Remarks	
	Appearance > Back style	S		
	Appearance > Shape	L	Rectangle only.	
	Appearance > Border width	S		
	Appearance > Border Uses Back Color	S		
	Appearance > Highlight color	N		
	Button Value	S		
	Touch margins > Horizontal margin	N		
	Touch margins > Vertical margin	N		
	Other > audio	S		
	States	Select state	L	It is imported first state only, BLUE Open Studio works with only one state.
		General > Value	S	
		General > Back color	S	
		General > Border color	L	Only exports with line border.
		General > Blink	N	
		General > Pattern Style	N	
		General > Pattern color	N	
		Caption > Font	S	
		Caption > Caption color	S	
		Caption > Caption back color	N	
Caption > Caption blink		N		



Object	Property	Status	Remarks
	Caption > Word wrap	S	
	Caption > Size	S	
	Caption > Alignment	S	
	Caption > Insert Variable > Numeric > Tag	S	
	Caption > Insert Variable > Numeric > Literal number	S	
	Caption > Insert Variable > Numeric > Number of digits	S	
	Caption > Insert Variable > Numeric > Decimal places	S	
	Caption > Insert Variable > Numeric > Fill left with	N	
	Caption > Insert Variable > String > Tag	S	
	Caption > Insert Variable > String > Literal string	S	
	Caption > Insert Variable > String > Fixed number of characters	S	
	Caption > Insert Variable > String > Right-most characters in string are displayed	N	
	Caption > Insert Variable > String > Show * character if string is longer than field width	N	
	Caption > Insert Variable > Time/Date	S	

Object	Property		Status	Remarks
		Caption > B	S	
		Caption > I	S	
		Caption > U	S	
		Caption > Caption backstyle	N	
		Image settings	N	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
	Connections	Value	S	
Ramp Button (ME/SE)	General	Appearance > Border style	L	Inset will be imported as Sunken on BLUE Open Studio. RaisedInset will be imported as Etched on BLUE Open Studio.
		Appearance > Back style	S	
		Appearance > Shape	L	Rectangle only.
		Appearance > Border width	S	
		Appearance > Pattern style	N	
		Appearance > Border Uses Back Color	S	
		Appearance > Back color	S	
		Appearance > Border color	S	
		Appearance > Pattern color	N	
		Appearance > Highlight color	N	

Object	Property	Status	Remarks	
	Appearance > Blink	N		
	Button settings > Use variable lower/upper Limit	S		
	Button settings > Use variable ramp value	S		
	Button settings > Ramp up	S		
	Button settings > Ramp down	S		
	Button settings > Upper Limit	S		
	Button settings > Ramp value	S		
	Touch margins > Horizontal margin	N		
	Touch margins > Vertical margin	N		
	Other > audio	S		
	<b>States</b>	Select state	L	It is imported first state only, BLUE Open Studio works with only one state.
		General > Value	S	
		General > Back color	S	
		General > Border color	L	Only exports with line border.
		General > Blink	N	
		General > Pattern Style	N	
		General > Pattern color	N	
		Caption > Font	S	
		Caption > Caption color	S	
		Caption > Caption back color	N	

Object	Property	Status	Remarks
	Caption > Caption blink	N	
	Caption > Word wrap	S	
	Caption > Size	S	
	Caption > Alignment	S	
	Caption > Insert Variable > Numeric > Tag	S	
	Caption > Insert Variable > Numeric > Literal number	S	
	Caption > Insert Variable > Numeric > Number of digits	S	
	Caption > Insert Variable > Numeric > Decimal places	S	
	Caption > Insert Variable > Numeric > Fill left with	N	
	Caption > Insert Variable > String > Tag	S	
	Caption > Insert Variable > String > Literal string	S	
	Caption > Insert Variable > String > Fixed number of characters	S	
	Caption > Insert Variable > String > Right-most characters in string are displayed	N	
	Caption > Insert Variable > String > Show * character if string is longer than field width	N	

Object	Property		Status	Remarks
		Caption > Insert Variable > Time/Date	S	
		Caption > B	S	
		Caption > I	S	
		Caption > U	S	
		Caption > Caption backstyle	N	
		Image settings	N	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
	Connections	Value	S	
		Ramp	S	
Limit		S		
Numeric Display (ME)	General	Appearance > Border Style	L	Inset will be imported as Sunken on BLUE Open Studio. RaisedInset will be imported as Etched on BLUE Open Studio.
		Appearance > Back style	S	
		Appearance > Border width	S	
		Appearance > Pattern style	N	
		Appearance > Border Uses Back Color	S	
		Appearance > Back color	S	
		Appearance > Border color	L	Only exports with line border.

Object	Property	Status	Remarks		
		Appearance > Pattern color	N		
		Appearance > Fore color	N		
		Appearance > Blink	N		
		Text > Font	S		
		Text > Size	S		
		Text > B	S		
		Text > I	S		
		Text > U	S		
		Text > Alignment	S		
		Value settings > Number of digits	N		
		Value settings > Fill left with	N		
		Value settings > Decimal places	S		
		Common	Size > Height	S	
			Size > Width	S	
Position > Top	S				
Position > Left	S				
Other	N				
Connections	Value	S			
	Polarity	S			
Numeric Display (SE)	General	Expression	S		
		Show Digit Grouping	N		
		Field Length	S		
		Decimal Places	N		
		Format > Decimal	S		
		Format > Hexadecimal	S		

Object	Property	Status	Remarks	
		Format > Octal	N	
		Format > Binary	S	
		Format > Floating Point	N	
		Overflow	N	
		Leading Character	N	
		Justification	S	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
Other		N		
Numeric Input Enable (ME)	General	Appearance > Border style	L	Inset will be imported as Sunken on BLUE Open Studio. RaisedInset will be imported as Etched on BLUE Open Studio.
		Appearance > Back style	S	
		Appearance > Shape	L	Rectangle only.
		Appearance > Border width	S	
		Appearance > Pattern style	N	
		Appearance > Border Uses Back Color	S	
		Appearance > Back color	S	
		Appearance > Border color	L	Only exports with line border.
		Appearance > Pattern color	N	
		Appearance > Highlight color	N	

Object	Property	Status	Remarks
	Appearance > Blink	N	
	Touch margins > Horizontal margin	N	
	Touch margins > Vertical margin	N	
	Other > Audio	N	
	Other > Key navigation	N	
	Other > Take focus on press	N	
	Caption > Font	S	
	Caption > Caption color	S	
	Caption > Caption back color	N	
	Caption > Caption blink	N	
	Caption > Word wrap	S	
	Caption > Size	S	
	Caption > Alignment	S	
	Caption > Insert Variable > Numeric > Tag	S	
	Caption > Insert Variable > Numeric > Literal number	S	
	Caption > Insert Variable > Numeric > Number of digits	S	
	Caption > Insert Variable > Numeric > Decimal places	S	
	Caption > Insert Variable > Numeric > Fill left with	N	



Object	Property	Status	Remarks
	Caption > Insert Variable > String > Tag	S	
	Caption > Insert Variable > String > Literal string	S	
	Caption > Insert Variable > String > Fixed number of characters	S	
	Caption > Insert Variable > String > Right-most characters in string are displayed	N	
	Caption > Insert Variable > String > Show * character if string is longer than field width	N	
	Caption > Insert Variable > Time/Date	S	
	Caption > B	S	
	Caption > /	S	
	Caption > <u></u>	S	
	Caption > Caption backstyle	N	
	Image settings > Image	L	Image file only be imported if specified FactoryTalk application path on import wizard.
	Image settings > Image color	N	
	Image settings > Image blink	N	
	Image settings > Image scaled	L	Always enabled
	Image settings > Image back style	S	
	Image settings > Alignment	N	

Object	Property	Status	Remarks	
	Numeric	Pop-up settings > Numeric pop-up	N	
		Min/max range and ramp settings > Minimum value	S	
		Min/max range and ramp settings > Maximum value	S	
		Min/max range and ramp settings > Ramp value	N	
		Min/max range and ramp settings > Use variable minimum/maximum	S	
		Decimal point settings > Decimal point	N	
		Decimal point settings > Fixed position output	N	
		Decimal point settings > Digits after decimal	N	
	Timing	Timing and handshake settings	N	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
	Connections	Value	S	
		Optional Exp	N	
		Enter	N	
		Enter Handshake	N	
		Minimum	S	
		Maximum	S	

Object	Property	Status	Remarks	
Numeric Input (SE)	General	Tag	S	
		Tab index	N	
		Default data	N	
		Field length	N	
		Decimal places	N	
		Format > Decimal	S	
		Format > Hexadecimal	S	
		Format > Octal	N	
		Format > Binary	S	
		Format > Floating Point	N	
		Overflow	N	
		Justification	N	
		Leading Character	N	
		Display On-screen Keyboard	N	
		Security	N	
		Continuously update	N	
		Discard input and resume updating when focus is lost	N	
	Confirm Numeric Entry	N		
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
	Connections	Value	S	
Minimum		S		
Maximum		S		

Object	Property	Status	Remarks
Navigation Button (SE)		N	Object not supported.
Numeric Input Cursor Point (ME)		N	Object not supported.
String Display (ME)	General	Appearance > Border Style	L Inset will be imported as Sunken on BLUE Open Studio. RaisedInset will be imported as Etched on BLUE Open Studio.
		Appearance > Back style	S
		Appearance > Border width	S
		Appearance > Pattern style	N
		Appearance > Border Uses Back Color	S
		Appearance > Back color	S
		Appearance > Border color	L Only exports with line border.
		Appearance > Pattern color	N
		Appearance > Fore color	N
		Appearance > Blink	N
		Text > Font	S
		Text > Size	S
		Text > B	S
		Text > /	S
		Text > <u></u>	S
		Text > Alignment	S
		Value settings > Number of digits	N
Value settings > Fill left with	N		

Object	Property		Status	Remarks
		Value settings > Decimal places	S	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
	Connections	Value	S	
String Display (SE)	General	Expression	S	
		Dimensions > Width	S	
		Dimensions > Height	S	
		Character > Offset	N	
		Character > Justification	S	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
String Input Enable (ME)	General	Appearance > Border style	L	Inset will be imported as Sunken on BLUE Open Studio. RaisedInset will be imported as Etched on BLUE Open Studio.
		Appearance > Back style	S	
		Appearance > Shape	L	Rectangle only.
		Appearance > Border width	S	
		Appearance > Pattern style	N	

Object	Property	Status	Remarks
	Appearance > Border Uses Back Color	S	
	Appearance > Back color	S	
	Appearance > Border color	L	Only exports with line border.
	Appearance > Pattern color	N	
	Appearance > Highlight color	N	
	Appearance > Blink	N	
	Touch margins > Horizontal margin	N	
	Touch margins > Vertical margin	N	
	Other > Audio	N	
	Other > Key navigation	N	
	Other > Take focus on press	N	
	Caption > Font	S	
	Caption > Caption color	S	
	Caption > Caption back color	N	
	Caption > Caption blink	N	
	Caption > Word wrap	S	
	Caption > Size	S	
	Caption > Alignment	S	
	Caption > Insert Variable > Numeric > Tag	S	

Object	Property	Status	Remarks
	Caption > Insert Variable > Numeric > Literal number	S	
	Caption > Insert Variable > Numeric > Number of digits	S	
	Caption > Insert Variable > Numeric > Decimal places	S	
	Caption > Insert Variable > Numeric > Fill left with	N	
	Caption > Insert Variable > String > Tag	S	
	Caption > Insert Variable > String > Literal string	S	
	Caption > Insert Variable > String > Fixed number of characters	S	
	Caption > Insert Variable > String > Right-most characters in string are displayed	N	
	Caption > Insert Variable > String > Show * character if string is longer than field width	N	
	Caption > Insert Variable > Time/Date	S	
	Caption > B	S	
	Caption > /	S	
	Caption > <u>  </u>	S	
	Caption > Caption backstyle	N	
	Image settings > Image	L	Image file only be imported if specified FactoryTalk application path on import wizard.

Object	Property	Status	Remarks		
		Image settings > Image color	N		
		Image settings > Image blink	N		
		Image settings > Image scaled	L	Always enabled	
		Image settings > Image back style	S		
		Image settings > Alignment	N		
		Pop-up settings > String pop-up	N		
		Pop-up settings > Fill character	N		
	String	Pop-up settings > Number of input characters	N		
		Pop-up settings > Fill character	N		
		Pop-up settings > Mask scratchpad	N		
		Timing	Timing and handshake settings	N	
		Common	Size > Height	S	
	Size > Width		S		
	Position > Top		S		
	Position > Left		S		
	Other		N		
	Connections	Value	S		
		Enter	N		
		Enter Handshake	N		
	String Input (SE)	General	Tag	S	
Tab index			N		
Default data			N		
Dimensions > Width			S		



Object	Property	Status	Remarks	
		Dimensions > Height	S	
		Justification > Left	S	
		Justification > Center	S	
		Justification > Right	S	
		Display On-screen Keyboard	N	
		Security	N	
		Continuously	N	
		Discard input and resume updating when focus is lost	N	
		Confirm String Entry	N	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
Other		N		
Goto Display Button (ME)	General	Appearance > Border style	L	Inset will be imported as Sunken on BLUE Open Studio. RaisedInset will be imported as Etched on BLUE Open Studio.
		Appearance > Back style	S	
		Appearance > Shape	L	Rectangle only.
		Appearance > Border width	S	
		Appearance > Pattern style	N	
		Appearance > Border Uses Back Color	S	

Object	Property	Status	Remarks
	Appearance > Back color	S	
	Appearance > Border color	S	
	Appearance > Pattern color	N	
	Appearance > Highlight color	N	
	Appearance > Blink	N	
	Display settings > Display	S	
	Display settings > Parameter file	S	
	Display settings > Parameter list	S	
	Display settings > Display position	N	
	Display settings > Use Variable Display Position	S	
	Touch margins > Horizontal margin	N	
	Touch margins > Vertical margin	N	
	Other > Audio	S	
	Label	Caption > Font	S
Caption > Caption color		S	
Caption > Caption back color		N	
Caption > Caption blink		N	
Caption > Word wrap		S	
Caption > Size		S	
Caption > Alignment		S	

Object	Property	Status	Remarks
	Caption > Insert Variable > Numeric > Tag	S	
	Caption > Insert Variable > Numeric > Literal number	S	
	Caption > Insert Variable > Numeric > Number of digits	S	
	Caption > Insert Variable > Numeric > Decimal places	S	
	Caption > Insert Variable > Numeric > Fill left with	N	
	Caption > Insert Variable > String > Tag	S	
	Caption > Insert Variable > String > Literal string	S	
	Caption > Insert Variable > String > Fixed number of characters	S	
	Caption > Insert Variable > String > Right-most characters in string are displayed	N	
	Caption > Insert Variable > String > Show * character if string is longer than field width	N	
	Caption > Insert Variable > Time/Date	S	
	Caption > B	S	
	Caption > /	S	
	Caption > <u>  </u>	S	
	Caption > Caption backstyle	N	

Object	Property		Status	Remarks
		Image settings > Image	L	Image file only be imported if specified FactoryTalk application path on import wizard.
		Image settings > Image color	N	
		Image settings > Image blink	N	
		Image settings > Image scaled	L	Always enabled
		Image settings > Image back style	S	
		Image settings > Alignment	N	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
	Connections	Display Name	S	
		Top Position	N	
		Left Position	N	
Return to Display (ME)	General	Appearance > Border style	L	Inset will be imported as Sunken on BLUE Open Studio. RaisedInset will be imported as Etched on BLUE Open Studio.
		Appearance > Back style	S	
		Appearance > Shape	L	Rectangle only.
		Appearance > Border width	S	
		Appearance > Pattern style	N	
		Appearance > Border Uses Back Color	S	

Object	Property	Status	Remarks	
	Appearance > Back color	S		
	Appearance > Border color	L	Only exports with line border.	
	Appearance > Pattern color	N		
	Appearance > Highlight color	N		
	Appearance > Blink	N		
	Touch margins > Horizontal margin	N		
	Touch margins > Vertical margin	N		
	Other > Audio	S		
	Label	Caption > Font	S	
		Caption > Caption color	S	
		Caption > Caption back color	N	
		Caption > Caption blink	N	
		Caption > Word wrap	S	
		Caption > Size	S	
		Caption > Alignment	S	
Caption > Insert Variable > Numeric > Tag		S		
Caption > Insert Variable > Numeric > Literal number		S		
Caption > Insert Variable > Numeric > Number of digits		S		
Caption > Insert Variable > Numeric > Decimal places	S			

Object	Property	Status	Remarks
	Caption > Insert Variable > Numeric > Fill left with	N	
	Caption > Insert Variable > String > Tag	S	
	Caption > Insert Variable > String > Literal string	S	
	Caption > Insert Variable > String > Fixed number of characters	S	
	Caption > Insert Variable > String > Right-most characters in string are displayed	N	
	Caption > Insert Variable > String > Show * character if string is longer than field width	N	
	Caption > Insert Variable > Time/Date	S	
	Caption > B	S	
	Caption > /	S	
	Caption > <u></u>	S	
	Caption > Caption backstyle	N	
	Image settings > Image	L	Image file only be imported if specified FactoryTalk application path on import wizard.
	Image settings > Image color	N	
	Image settings > Image blink	N	
	Image settings > Image scaled	L	Always enabled
	Image settings > Image back style	S	

Object	Property		Status	Remarks
	Common	Image settings > Alignment	N	
		Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
Close Display (ME)	General	Appearance > Border style	L	Inset will be imported as Sunken on BLUE Open Studio. RaisedInset will be imported as Etched on BLUE Open Studio.
		Appearance > Back style	S	
		Appearance > Shape	L	Rectangle only.
		Appearance > Border width	S	
		Appearance > Pattern style	N	
		Appearance > Border Uses Back Color	S	
		Appearance > Back color	S	
		Appearance > Border color	S	
		Appearance > Pattern color	N	
		Appearance > Highlight color	N	
		Appearance > Blink	N	
		Value > Write on close	N	
		Touch margins > Horizontal margin	N	
		Touch margins > Vertical margin	N	

Object	Property	Status	Remarks
		S	
	Other > Audio	S	
	Caption > Font	S	
	Caption > Caption color	S	
	Caption > Caption back color	N	
	Caption > Caption blink	N	
	Caption > Word wrap	S	
	Caption > Size	S	
	Caption > Alignment	S	
	Caption > Insert Variable > Numeric > Tag	S	
	Caption > Insert Variable > Numeric > Literal number	S	
	Caption > Insert Variable > Numeric > Number of digits	S	
	Caption > Insert Variable > Numeric > Decimal places	S	
	Caption > Insert Variable > Numeric > Fill left with	N	
	Caption > Insert Variable > String > Tag	S	
	Caption > Insert Variable > String > Literal string	S	
	Caption > Insert Variable > String > Fixed number of characters	S	
Caption > Insert Variable > String > Right-most	N		



Object	Property	Status	Remarks	
	characters in string are displayed			
	Caption > Insert Variable > String > Show * character if string is longer than field width	N		
	Caption > Insert Variable > Time/Date	S		
	Caption > B	S		
	Caption > /	S		
	Caption > <u></u>	S		
	Caption > Caption backstyle	N		
	Image settings > Image	L	Image file only be imported if specified FactoryTalk application path on import wizard.	
	Image settings > Image color	N		
	Image settings > Image blink	N		
	Image settings > Image scaled	L	Always enabled	
	Image settings > Image back style	S		
	Image settings > Alignment	N		
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
Position > Left		S		
Other		N		
Connections	Value	S		
List Display Selector (ME)		N	Object not supported.	

Object	Property	Status	Remarks	
<b>Multistate Indicator (ME/SE)</b>	<b>General</b>	<b>Appearance &gt; Border style</b>	L	Inset will be imported as Sunken on BLUE Open Studio. RaisedInset will be imported as Etched on BLUE Open Studio.
		<b>Appearance &gt; Back style</b>	S	
		<b>Appearance &gt; Shape</b>	L	Rectangle only.
		<b>Appearance &gt; Border width</b>	S	
		<b>Appearance &gt; Border Uses Back Color</b>	S	
		<b>State settings &gt; Number of states</b>	S	
		<b>State settings &gt; Trigger type</b>	L	Value only.
	<b>States</b>	<b>Select state</b>	S	
		<b>General &gt; Value</b>	S	
		<b>General &gt; Back color</b>	S	
		<b>General &gt; Border color</b>	L	Only exports with line border.
		<b>General &gt; Blink</b>	N	
		<b>General &gt; Pattern Style</b>	N	
		<b>General &gt; Pattern color</b>	N	
		<b>Caption &gt; Font</b>	S	
		<b>Caption &gt; Caption color</b>	S	
		<b>Caption &gt; Caption back color</b>	N	
		<b>Caption &gt; Caption blink</b>	N	
		<b>Caption &gt; Word wrap</b>	S	

Object	Property	Status	Remarks
	Caption > Size	S	
	Caption > Alignment	S	
	Caption > Insert Variable > Numeric > Tag	S	
	Caption > Insert Variable > Numeric > Literal number	S	
	Caption > Insert Variable > Numeric > Number of digits	S	
	Caption > Insert Variable > Numeric > Decimal places	S	
	Caption > Insert Variable > Numeric > Fill left with	N	
	Caption > Insert Variable > String > Tag	S	
	Caption > Insert Variable > String > Literal string	S	
	Caption > Insert Variable > String > Fixed number of characters	S	
	Caption > Insert Variable > String > Right-most characters in string are displayed	N	
	Caption > Insert Variable > String > Show * character if string is longer than field width	N	
	Caption > Insert Variable > Time/Date	S	
	Caption > B	S	
	Caption > /	S	

Object	Property		Status	Remarks
		Caption > <u>U</u>	S	
		Caption > Caption backstyle	N	
		Image settings	N	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
	Connections	Indicator	S	
	Symbol (ME/SE)			N
List Indicator (ME/SE)			N	Object not supported.
Bar Graph (ME/SE)	General	Appearance > Border Style	L	Inset will be imported as Sunken on BLUE Open Studio. RaisedInset will be imported as Etched on BLUE Open Studio.
		Appearance > Back style	S	
		Appearance > Border width	S	
		Appearance > Fill style	S	
		Appearance > Border Uses Back Color	S	
		Appearance > Back color	S	
		Appearance > Border color	L	Only exports with line border.
		Appearance > Fill color	S	
	Bar graph settings	Minimum value	S	
		Maximum value	S	
		Fill direction	S	

Object	Property		Status	Remarks
	Thresholds		N	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
	Connections	Value	S	
Gauge (ME/SE)	General		N	Object is imported as Gauge BLUE Open Studio's symbol.
	Display	Value settings > Minimum value	S	
		Value settings > Maximum value	S	
		Legend settings	N	
		Threshold settings	N	
	Common	Size > Height	N	
		Size > Width	N	
		Position > Top	S	
		Position > Left	S	
		Other	N	
	Connections	Value	S	
	Scale (ME/SE)	Appearance	Border style	L
Line style			L	None, Solid and Dash only.
Back style			L	Transparent only.
Border width			N	
Line width			S	
Border uses back color			N	
Back color			N	
Border color			N	

Object	Property		Status	Remarks
		Fore color	S	
		Blink	N	
	Scale Setup	Tick direction	S	
		Major ticks	S	
		Minor ticks	S	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
Pause Trend Button (ME)			N	Object not supported.
Next Pen Button (ME)			N	Object not supported.
Trend (ME/SE)			N	Object not supported.
Key Buttons (ME/SE) – Backspace, End, Enter, Home, Move Left, Move Right, Move Down, Move up, Page Down, Page up	General	Appearance > Border style	L	Inset will be imported as Sunken on BLUE Open Studio. RaisedInset will be imported as Etched on BLUE Open Studio.
		Appearance > Back style	S	
		Appearance > Shape	L	Rectangle only.
		Appearance > Border width	S	
		Appearance > Pattern style	N	
		Appearance > Border Uses Back Color	S	
		Appearance > Back color	S	
		Appearance > Border color	L	Only exports with line border.
		Appearance > Pattern color	N	

Object	Property	Status	Remarks
	Appearance > Highlight color	N	
	Appearance > Blink	N	
	Touch margins > Horizontal margin	N	
	Touch margins > Vertical margin	N	
	Other > Audio	S	
	Other > Send press to > Object With Focus	S	
	Other > Send press to > Linked Object	N	
	Label	Caption > Font	S
		Caption > Caption color	S
		Caption > Caption back color	N
		Caption > Caption blink	N
		Caption > Word wrap	S
		Caption > Size	S
		Caption > Alignment	S
		Caption > Insert Variable > Numeric > Tag	S
		Caption > Insert Variable > Numeric > Literal number	S
		Caption > Insert Variable > Numeric > Number of digits	S
		Caption > Insert Variable > Numeric > Decimal places	S

Object	Property	Status	Remarks
	Caption > Insert Variable > Numeric > Fill left with	N	
	Caption > Insert Variable > String > Tag	S	
	Caption > Insert Variable > String > Literal string	S	
	Caption > Insert Variable > String > Fixed number of characters	S	
	Caption > Insert Variable > String > Right-most characters in string are displayed	N	
	Caption > Insert Variable > String > Show * character if string is longer than field width	N	
	Caption > Insert Variable > Time/Date	S	
	Caption > B	S	
	Caption > /	S	
	Caption > <u></u>	S	
	Caption > Caption backstyle	N	
	Image settings > Image	L	Image file only be imported if specified FactoryTalk application path on import wizard.
	Image settings > Image color	N	
	Image settings > Image blink	N	
	Image settings > Image scaled	L	Always enabled
	Image settings > Image back style	S	



Object	Property		Status	Remarks
		Image settings > Alignment	N	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
		Connections	Value	S
	Optional Exp		N	
	Enter		N	
	Enter Handshake		N	
	Minimum		S	
	Maximum		S	
	Control List Selector (ME/SE)			N
Pilot Control List Selector (ME/SE)			N	Object not supported.
Local Message Display (ME/SE)			N	Object not supported. (Future Release)
Login Button (ME)			N	Object not supported. (Future Release)
Logout Button (ME)			N	Object not supported. (Future Release)
Password Button (ME)			N	Object not supported. (Future Release)
Macro Button (ME)			N	Object not supported.
Print Button (ME)	General	Appearance > Border style	L	Inset will be imported as Sunken on BLUE Open Studio. RaisedInset will be imported as Etched on BLUE Open Studio.
		Appearance > Back style	S	
		Appearance > Shape	L	Rectangle only.

Object	Property	Status	Remarks
	Appearance > Border width	S	
	Appearance > Pattern style	N	
	Appearance > Border Uses Back Color	S	
	Appearance > Back color	S	
	Appearance > Border color	L	Only exports with line border.
	Appearance > Pattern color	N	
	Appearance > Highlight color	N	
	Appearance > Blink	N	
	Touch margins > Horizontal margin	N	
	Touch margins > Vertical margin	N	
	Other > Audio	S	
	Caption > Font	S	
	Caption > Caption color	S	
	Caption > Caption back color	N	
	Caption > Caption blink	N	
	Caption > Word wrap	S	
	Caption > Size	S	
	Caption > Alignment	S	
	Caption > Insert Variable > Numeric > Tag	S	

Object	Property	Status	Remarks
	Caption > Insert Variable > Numeric > Literal number	S	
	Caption > Insert Variable > Numeric > Number of digits	S	
	Caption > Insert Variable > Numeric > Decimal places	S	
	Caption > Insert Variable > Numeric > Fill left with	N	
	Caption > Insert Variable > String > Tag	S	
	Caption > Insert Variable > String > Literal string	S	
	Caption > Insert Variable > String > Fixed number of characters	S	
	Caption > Insert Variable > String > Right-most characters in string are displayed	N	
	Caption > Insert Variable > String > Show * character if string is longer than field width	N	
	Caption > Insert Variable > Time/Date	S	
	Caption > B	S	
	Caption > /	S	
	Caption > <u></u>	S	
	Caption > Caption backstyle	N	
	Image settings > Image	L	Image file only be imported if specified FactoryTalk application path on import wizard.

Object	Property	Status	Remarks	
		Image settings > Image color	N	
		Image settings > Image blink	N	
		Image settings > Image scaled	L	Always enabled
		Image settings > Image back style	S	
		Image settings > Alignment	N	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
Shutdown Button (ME)	General	Appearance > Border style	L	Inset will be imported as Sunken on BLUE Open Studio. RaisedInset will be imported as Etched on BLUE Open Studio.
		Appearance > Back style	S	
		Appearance > Shape	L	Rectangle only.
		Appearance > Border width	S	
		Appearance > Pattern style	N	
		Appearance > Border Uses Back Color	S	
		Appearance > Back color	S	
		Appearance > Border color	L	Only exports with line border.
		Appearance > Pattern color	N	

Object	Property	Status	Remarks	
	Appearance > Highlight color	N		
	Appearance > Blink	N		
	Touch margins > Horizontal margin	N		
	Touch margins > Vertical margin	N		
	Other > Audio	S		
	Label	Caption > Font	S	
		Caption > Caption color	S	
		Caption > Caption back color	N	
		Caption > Caption blink	N	
		Caption > Word wrap	S	
		Caption > Size	S	
		Caption > Alignment	S	
		Caption > Insert Variable > Numeric > Tag	S	
		Caption > Insert Variable > Numeric > Literal number	S	
		Caption > Insert Variable > Numeric > Number of digits	S	
		Caption > Insert Variable > Numeric > Decimal places	S	
		Caption > Insert Variable > Numeric > Fill left with	N	
		Caption > Insert Variable > String > Tag	S	

Object	Property	Status	Remarks
	Caption > Insert Variable > String > Literal string	S	
	Caption > Insert Variable > String > Fixed number of characters	S	
	Caption > Insert Variable > String > Right-most characters in string are displayed	N	
	Caption > Insert Variable > String > Show * character if string is longer than field width	N	
	Caption > Insert Variable > Time/Date	S	
	Caption > B	S	
	Caption > /	S	
	Caption > <u></u>	S	
	Caption > Caption backstyle	N	
	Image settings > Image	L	Image file only be imported if specified FactoryTalk application path on import wizard.
	Image settings > Image color	N	
	Image settings > Image blink	N	
	Image settings > Image scaled	L	Always enabled
	Image settings > Image back style	S	
	Image settings > Alignment	N	
	Common Size > Height	S	
	Common Size > Width	S	

Object	Property	Status	Remarks	
	Position > Top	S		
	Position > Left	S		
	Other	N		
Time Date Display (ME/SE)	Appearance > Border style	L	Inset will be imported as Sunken on BLUE Open Studio.  RaisedInset will be imported as Etched on BLUE Open Studio.	
		S		
	Appearance > Back style	S		
	Appearance > Border width	S		
	Appearance > Pattern style	N		
	Appearance > Border Uses Back Color	S		
	Appearance > Back color	S		
	Appearance > Border color	S		
	Appearance > Pattern color	N		
	Appearance > Highlight color	N		
	Appearance > Blink	N		
	Text > Font	S		
	Text > Size	S		
	Text > B	S		
	Text > /	S		
	Text > <u></u>	S		
	Text > Alignment	S		
	Time and date format		S	
	Common	Size > Height	S	
		Size > Width	S	

Object	Property	Status	Remarks
	Position > Top	S	
	Position > Left	S	
	Other	N	
ActiveX Control (ME/SE)		N	Object not supported.
RecipePlus Button (ME/SE)		N	Object not supported.
RecipePlus Selector (ME/SE)		N	Object not supported.
RecipePlus Table (ME/SE)		N	Object not supported.
Recipe (SE)		N	Object not supported.
Language Switch Button (ME)		N	Object not supported.
Symbol Factory (ME/SE)		S	Supported.

**S:Supported; N:Not Supported; L:Supported with Limitations**



## Graphical Interface – Animations

This chapter describes the features supported when converting screens object animations from FactoryTalk ME/SE to BLUE Open Studio, as well as the limitations.

Category	Type	Status	Remarks
Visibility (ME/SE)	Expression	S	
	Tags	S	
	Expression...	S	
	Expression true state	L	Always visible.
Color (ME/SE)	Expression	S	
	Tags	S	
	Expression...	S	
	Value	S	
	Line	N	
	Fill	S	
	Fill Style	L	Shaded not supported. FactoryTalk don't exports Gradient.
	Blink	L	The second color is always the object.
	Blink rate (Seconds)	L	BLUE Open Studio accepts only slow and fast, (values >= 1) = fast and (values < 1) = slow
Horizontal/Vertical Position (ME/SE)	Expression	S	
	Tags	S	
	Expression...	S	
	Expression range > Use tag's min and max property values	L	Export only value min and max at the moment.
	Expression range > Use constant	S	
	Expression range > Read from tags	N	
	Vertical offset (Pixels)	S	
Height / Width (ME/SE)	Expression	S	
	Tags	S	

Category	Type	Status	Remarks
	Expression...	S	
	Expression range > Use tag's min and max property values	L	Export only value min and max at the moment.
	Expression range > Use constant	S	
	Expression range > Read from tags	N	
	Vertical change (Percent)	S	
	Anchor	S	
Fill (ME/SE)	Expression	S	
	Tags	S	
	Expression...	S	
	Expression range > Use tag's min and max property values	L	Export only value min and max at the moment.
	Expression range > Use constant	S	
	Expression range > Read from tags	N	
	Fill (Percent)	S	
	Fill Direction	S	
	Inside Only	L	Checked only.
Rotation (ME/SE)	Expression	S	
	Tags	S	
	Expression...	S	
	Expression range > Use tag's min and max property values	L	Export only value min and max at the moment.
	Expression range > Use constant	S	
	Expression range > Read from tags	N	
	Rotation (Degrees)	S	

Category	Type	Status	Remarks
	Center of rotation	L	LeftTop, LeftBottom, Center, RightTop and RightBottom only.
	Note: Rotation support only Line, Polygon and Polyline		
Horizontal/Vertical Slider (ME/SE)	Expression	S	
	Tags	S	
	Expression...	S	
	Expression range > Use tag's min and max property values	L	Export only value min and max at the moment.
	Expression range > Use constant	S	
	Expression range > Read from tags	N	
	Horizontal/Vertical offset (Pixels)	S	
Touch (ME/SE)		N	Not supported.
OLE Verb (ME/SE)		N	Not supported.

**S:Supported; N:Not Supported; L:Supported with Limitations**

## COMMANDS (SE)

This chapter describes commands supported when converting applications from FactoryTalk SE to BLUE Open Studio, as well as the limitations.

Commands not supported will be imported with the following syntax:

//COMMAND\_NOT\_SUPPORTED: <Command\_Name>”

For example:

//COMMAND\_NOT\_SUPPORTED: AppAbort”

Therefore, you can use the Global Find tool to look for the //COMMAND\_NOT\_SUPPORTED text and manually edit each instance that is not automatically supported.

Category	Type	Command	Status	Remarks
System	Tag and Database	=	S	
		Ramp	S	
		Set	S	
		Toggle	S	
	External Applications	AppAbort	N	
		AppActive	N	
		AppStart	S	
		DDEExecute	N	
		OpenRSLogix5000	N	
	Multimedia	Beep	N	
		PlayWave	N	
	Framework	Define	N	
		Help	N	
		Pause	N	
		PrintDisplay	N	
		ScreenPrint	N	
		SendKeys	N	
	Languages	Language	N	
		Security	Login	S

Category	Type	Command	Status	Remarks
		Logout	S	
		Password	S	
	Activity Log	Remark	S	
Graphics	Navigation	Abort	S	
		Display	L	File, /X, /Y, /H, /W, /P and /T only.
		DisplayNavigationHistory	N	
		DisplayNextScreen	N	
		DisplayPreviousScreen	N	
		NextWindow	N	
		PrevWindow	N	
		PullForward	S	
		PushBack	N	
		SetFocus	N	
	Cache	FlushCache	N	
	Object Methods	Invoke	N	
	Cursor Movement	NextPosition	N	
		Position	N	
		PrevPosition	N	
	Recipe Management	Download	N	
		DownloadAll	N	
		RecipeRestore	N	
		RecipeSave	N	
		Upload	N	
		UploadAll	N	
Alarms	Acknowledge		S	
	AcknowledgeAll		N	
	AlarmAcceptEdits		N	
	AlarmEvent		N	

Category	Type	Command	Status	Remarks
		AlarmLogNewFile	N	
		AlarmLogOff	N	
		AlarmLogOn	N	
		AlarmLogRemark	N	
		AlarmLogSendToOdbc	N	
		AlarmOff	N	
		AlarmOn	N	
		AlarmPrintOff	N	
		AlarmPrintOn	N	
		HandshakeOff	N	
		HandshakeOn	N	
		Identify	N	
		Silence	N	
		SilenceAll	N	
		SuppressOff	N	
		SuppressOffAll	N	
		SuppressOn	N	
Data Log		DataLogChangeRate	N	
		DataLogMergeToPrimary	N	
		DataLogNewFile	N	
		DataLogOff	N	
		DataLogOn	N	
		DataLogRenameFile	N	
		DataLogSnapshot	N	
		DataLogSwitchBack	N	
Logic and Control	Derived Tags	DerivedOff	N	
		DerivedOn	N	
	DisplayClient	DisplayClientClose	N	
		DisplayClientOpen	N	

Category	Type	Command	Status	Remarks
	Events	EventOff	N	
		EventOn	N	
	Flow Control	If	S	
	Client Keys	Key	N	
	Macro			N

**S:Supported; N:Not Supported; L:Supported with Limitations**

## EXPRESSIONS (ME/SE)

This chapter describes expressions supported when converting applications from FactoryTalk ME/SE to BLUE Open Studio, as well as the limitations.

Category	Expression	Status	Remarks	
If	If	S		
	Then	S		
	Else	S		
Logical	AND or &&	S		
	OR or	S		
	NOT	S		
Relational	< or LT	S		
	<= or LE	S		
	> or GT	S		
	>= or GE	S		
	<> or NE	S		
	== or EQ	S		
Arithmetic	+ or Plus	S		
	- or Minus	S		
	/ or Divide	S		
	* or Multiply	S		
	% or Modulus	S		
	** or Exponent	S		
Bitwise	& or AND	S		
	or OR	S		
	^ or XOR	S		
	>> or Right Shift	S		
	<< or Left Shift	S		
	~ or Complement	S		
Functions	Math	Arccos	S	
		Arccosd	S	



Category	Expression	Status	Remarks	
	Arcsin	S		
	Arcsind	S		
	Arctan	S		
	Arctand	S		
	Cos	S		
	Cosd	S		
	Log	S		
	Log10	S		
	Sin	S		
	Sind	S		
	Sqrt	S		
	Tan	S		
	Tand	S		
	Security	CurrentUserHasCode	N	
		CurrentUserName	N	
Language	Current Language	N		
Tags		S	Supported.	

**S:Supported; N:Not Supported; L:Supported with Limitations**

## Alarms

This chapter describes the alarm types supported when converting applications from FactoryTalk SE to BLUE Open Studio, as well as the limitations. Alarms configured on FactoryTalk ME are not converted to BLUE Open Studio.

Category	Condition	Status	Remarks	
Alarm (ME)		N	Not supported.	
Alarm (SE)	Digital Alarm	Alarm States > Alarm Type > On	S	
		Alarm States > Alarm Type > Off	S	
		Alarm States > Alarm Type > Any Change	N	
		Alarm States > Alarm Type > Changes to On	N	
		Alarm States > Alarm Type > Changes to Off	N	
		Alarm States > Alarm Label	S	
		Alarm States > Severity	N	
		Alarm States > In Alarm Messages > System Defaults	N	
		Alarm States > In Alarm Messages > User Defaults	N	
		Alarm States > In Alarm Messages > Custom Message	S	
		Alarm States > In Alarm Messages > File	N	
		Alarm States > In Alarm Messages > Printer	S	
		Alarm Messages	N	
	Advanced	N		
Analog Alarm	Alarm Thresholds > Select Threshold	L	<p><b>Accept 4 threshold only.</b></p> <p><b>Increasing:</b> Will be imported 4 threshold that contain most severity, case severities are equal will be imported the element with most value.</p>	

Category	Condition		Status	Remarks
				<b>Decreasing:</b> Will be imported 4 threshold that contain most severity, case severities are equal will be imported the element with less value.
		<b>Alarm Thresholds &gt; Threshold</b>	<b>S</b>	
		<b>Alarm Thresholds &gt; Alarm Label</b>	<b>S</b>	
		<b>Alarm Thresholds &gt; Severity</b>	<b>S</b>	
		<b>Alarm Thresholds &gt; In Alarm Messages &gt; System Defaults</b>	<b>N</b>	
		<b>Alarm Thresholds &gt; In Alarm Messages &gt; User Defaults</b>	<b>N</b>	
		<b>Alarm Thresholds &gt; In Alarm Messages &gt; Custom Message</b>	<b>S</b>	
		<b>Alarm Thresholds &gt; In Alarm Messages &gt; File</b>	<b>N</b>	
		<b>Alarm Thresholds &gt; In Alarm Messages &gt; Printer</b>	<b>S</b>	
		<b>Alarm Messages</b>	<b>N</b>	
		<b>Advanced</b>	<b>N</b>	

**S:Supported; N:Not Supported; L:Supported with Limitations**

## Communication Interface

When importing applications from FactoryTalk SE/ME projects, the communication interface can be converted using the following drivers from BLUE Open Studio:

Driver Name	Manufacturer	Device	Interface	Protocol
ABCIP	Allen-Bradley	ControlLogix, MicroLogix	Ethernet	Ethernet/IP (CIP)
ABTCP	Allen-Bradley	PLC2, PLC5, SLC500	Ethernet	DF1
ABKE	Allen-Bradley	PLC2, PLC5, SLC500	Serial	DF1
ABENI	Allen-Bradley	PLC2, PLC5, SLC500	Ethernet to Serial	DF1

Look at the chapter “How to convert projects from FactoryTalk ME/SE to BLUE Open Studio” for instructions on how to link BLUE Open Studio drivers to Device Names on the FactoryTalk ME/SE application.

## TIPS AND TRICKS

### Startup Screen

#### Checking startup screen on FactoryTalk View

1. Open FactoryTalk project;
2. In the Explorer windows, right-click the **Startup** editor or the Global Objects editor;
3. The startup dialog opens;
4. **Initial graphic** field contains the startup screen.

#### Specifying the startup screen on BLUE Open Studio

1. On the **Project** tab of the ribbon, in the **Settings** group, click **Viewer**. The Project Settings dialog is displayed with the **Viewer** tab selected.
2. In the **Startup screen** box, type main.scr. When you run the project, it will automatically display the main screen (or whichever screen you specify) first. You can specify a screen before you create it, but if the screen has been created, then you can also select it from the list.
3. Click **OK**.