

# Automation College

## Workbook For:

Name: \_\_\_\_\_

Company: \_\_\_\_\_

Course Date: \_\_\_\_\_

Course Number: 5731R210



Name \_\_\_\_\_

Date \_\_\_\_\_

**5731R210****Applied Display Builder****Course Description**

This 5-day course provides personnel responsible for building GUS displays, the skills and knowledge needed to apply the GUS Display Builder to a plant project. The Applied Display Builder course shows students how to organize a display build effort, provides more in-depth guidelines, and describes available GUS R210 display building tools. Upon completion, students will be able to build performant displays and apply them to a plant project.

**Course Modules**

<b>Module Name</b>	<b>Module No.</b>	<b>Time (hrs)</b>	<b>Student Signoff</b>	<b>Manager Signoff</b>
5731 R210 Course Description and Modules	M5731R210		_____	_____
5731 R210 Course Introduction	573101	0.5	_____	_____
Display Builder Architecture	573102	0	_____	_____
Examine Display Database	573103	2	_____	_____
Examine Display Building Conventions	573104	1	_____	_____
Review GUS R200/R210 Display Builder	573105	2	_____	_____
Apply Performant Scripting Techniques	573106	2	_____	_____
Script Performant Error Handlers	573107	3	_____	_____
Add Actors and Collectors to a Display	573108	3	_____	_____
Apply GUS Solution Pack (GSP)	573109	0	_____	_____
Script Performant Embedded Displays	573110	8	_____	_____
Build a Standard and Custom Change Zone	573111	4	_____	_____
5731 R210 Book 2 Cover	5731R210BK2	0	_____	_____
Insert a Custom Trend Control	573112	0	_____	_____
Insert Honeywell Controls and Objects	573113	2	_____	_____
Assess the Performance of a GUS Displays	573114	2	_____	_____
Document and Manage GUS Display Assets	573115	2	_____	_____
Manage Libraries Using Component Explorer	573116	4	_____	_____
Add ActiveX OLE Controls	573117	4	_____	_____
Display Authoring Tutorial	GU07211	0	_____	_____
Example Library	572023	0	_____	_____

+ Course manager approved equipment required.

\* Optional - check with your course manager.

