



Glossary

Architecture – Refers to the object model used to develop custom DataLinks or for Scripting.

Auto Refresh – Variable interval refresh of data in the Management Console. With this set, data changes will be evident almost instantaneously with when it is read in.

Collection – A data structure containing an array of several elements. Used in the I/Gear Object Model and in scripting.

Command – An operation used to define data exchange between other devices or systems. A Command can be configured as an Input Command or Output Command.

Command Trigger – A boolean expression that determines when a given Command should be executed.

Configuration – References the current setup of DataLinks, Commands, etc on the I/Gear Server.

DataLink – Software component designed to communicate with a particular device or system

DataPoint – A structure used to store incoming data. DataPoints can be dependent on an Input Command or added as a User DataPoint.

Device - A piece of equipment or a software system that is capable of sharing information. (I.e. PLCs, Databases, Barcode Scanners, Message Displays, ERP Systems.)

Device Object – An MTS-aware, ActiveX object that understands all of the details for communicating with given physical device.

Engine - A Windows 2000 Service acting as a middle-tier embodying the various components of I/Gear that make it extensible.

Event Log – A text file tracking events that occur in the I/Gear Engine, Command, or Script.

Event Method – A predefined function to determine if an event activity has occurred. (i.e. Tag Refresh, Tag Change, etc.)

Formula – An expression applied to a DataPoint to obtain its Value. Formulas can reference other DataPoints.

GUID (Globally Unique Identifier) – A string of alphanumeric characters that uniquely identifies the device or object in the system.

History – A log of events for a Command or Script.

Input Command – An operation that is performed by a given device object to read data from a physical device and place it in Physical Tags.

License – A unique key and name combination used to enable and disable functions of I/Gear and the installed DataLinks.

Macro - a set of procedures automated by a script or application to perform a common task.

Management Console – a point-and-click interface for configuring and monitoring I/Gear.

Output Command - An operation that is performed by a given device object to write data from tags to a physical device.

Processes – Threads running in I/Gear that handle triggering, Command execution, and data.

Queue – A data type where entries wait to be processed on order of receipt. In I/Gear they are used to manage Command and Script behaviors.

Raw Data - Data that is stored directly from the device in the DataPoint without having any formulas and other processing applied to it.

Script – User-defined VBScript or JScript macros that can be used to implement business logic rules to define the data-flow between physical devices or systems

Server State – The current status of the Server, such as stopped, paused, or running.

Service Manager – A taskbar application for controlling the I/Gear Engine state.

System DataPoint – A DataPoint referenced from within I/Gear that provide internal information such as server name and current system time.

System Log – A log of events and errors occurring at the I/Gear Engine level.

System Summary Report – A generated report of the current configuration.

Trigger – An expression for determining when a Command or Script will execute. There are three types – Basic, Custom, and External.

User DataPoint – A global level DataPoint allowing a default value be defined.

Value - The value of a DataPoint that is the result of applying the given Formula of the DataPoint to the DataPoint raw data.

VBScript - A scripting language used to implement Scripts and Formulas in I/Gear.