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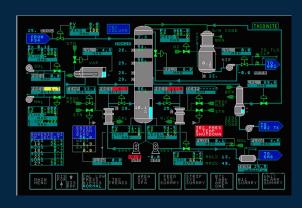


In the past...

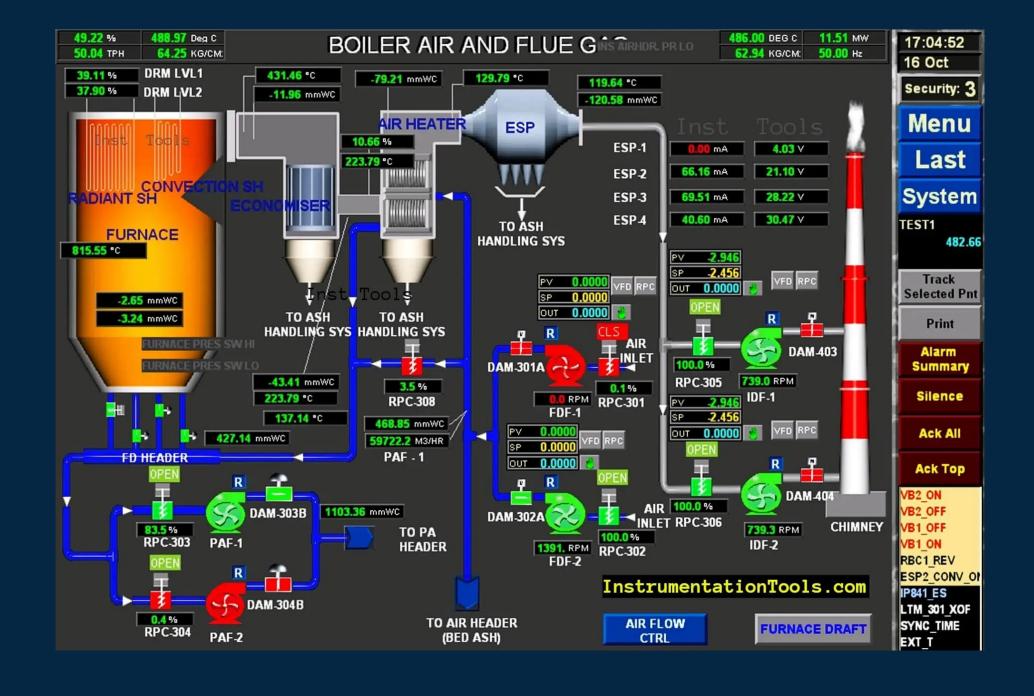
- HMI's were poorly designed, which compromised:
 - Safety
 - Quality
 - Profitability
- Made use of:
 - Many colours
 - Unnecessary graphics
 - Visual distractions
 - Unnecessary alarms
 - Lack of overall situational awareness

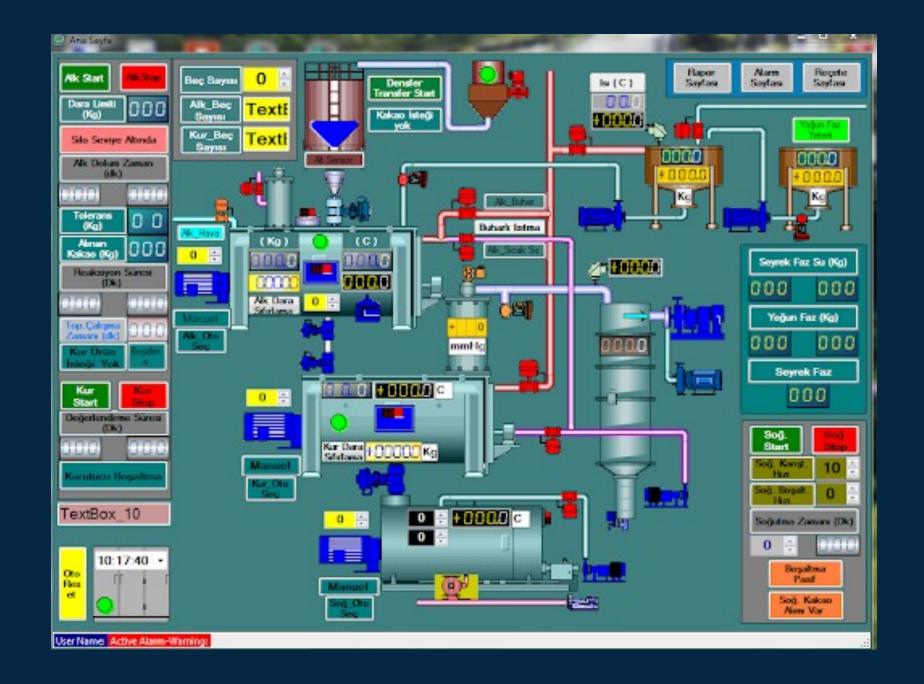






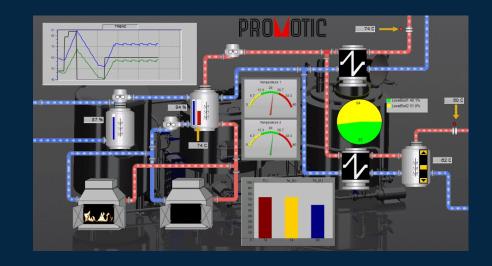






This resulted in....

- Lack of standards for visualizing information
- Inconsistent navigation
- Difficulty in understanding data being represented
- Bad alarm notifications
- Animations that meant nothing
- Operators not responding to abnormal situations timeously





What is a High-Performance HMI?

- Uses Standards
- Allows for easy and intuitive navigation and is easy to use
- Has more productive graphics
- Supports a smooth and stable operation of the process
- Based on the concept of visually contrasting critical and non-critical states
 - Easily identify abnormalities in the operation
- Allows the viewer to make the best decisions in the shortest amount of time

What makes a good operator interface?

Recognise and understand information with ease and speed

Have confidence in the control system

Simple

Intuitive

Confident Seamless

Anticipate and recognize quickly, and respond instantly

Complete their tasks and navigate seamlessly

We know what you are thinking



"High Performance HMI is just a bunch of boring, grayscale, featureless screens, and it can't make me a better operator."



"I need a complete, real-world representation of the process. That's all that makes sense.



"My screens are unique to my process. That High-Performance HMI stuff is cookie-cutter and one-size-fits-all. That doesn't apply to me.



I have been using the same screens for 10 years, I know where everything is.

It's not just 50 shades of grey

- It includes:
 - Shape and style
 - Typography
 - Colours
 - Navigation
 - Situational analysis
 - Intelligent alarming
 - Trending



Colour is used to draw attention

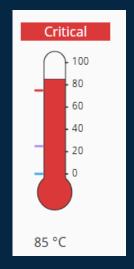
Warm Colours



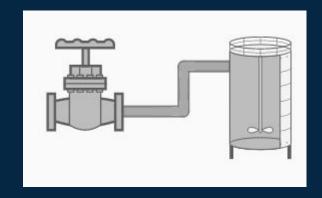


Alarms, Alerts, Warnings, Urgent Notifications



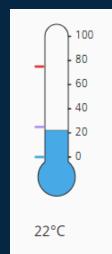


Contextual elements,
Assets, Labels,
Connectors



All clear, Good State, Normal





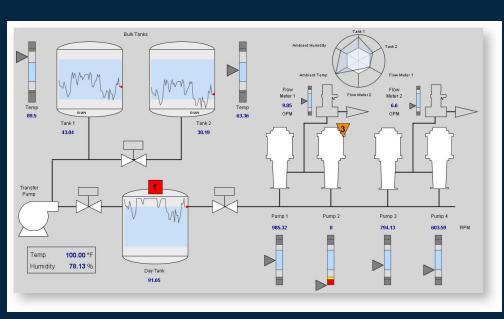


High-Performance HMI

- Typically simplistic
 - Gray-scale colours
 - Use the idea of visual contrasts to depict critical and non-critical states

• The idea is that when something goes wrong, the HMI will quickly guide the

operator to the source of the problem



Why do I need a High-Performance HMI?

- Efficiency and accuracy
- Safety
- Standardization
- Simplicity
- Training



High-Performance Symbols

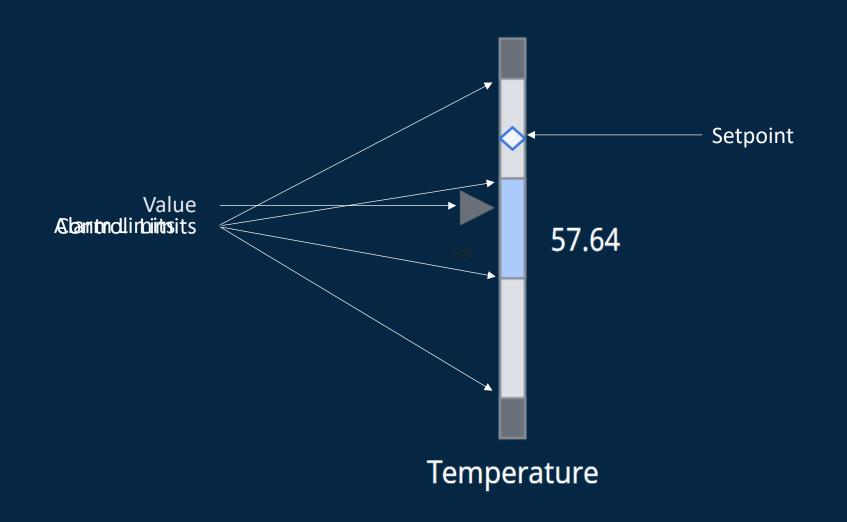
Let's look at an Analog Display

Temperature

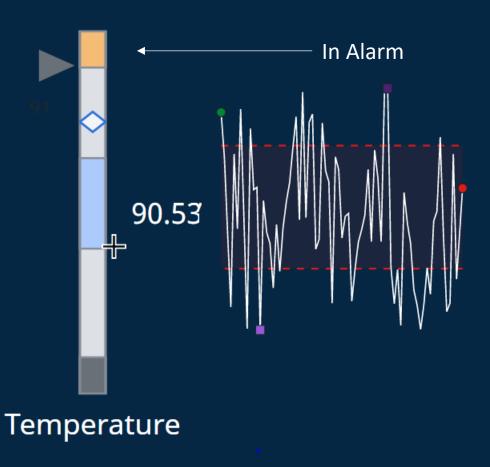


- What is the Setpoint?
- Is this close to an alarm limit or a control limit?
- What is the history of this value?

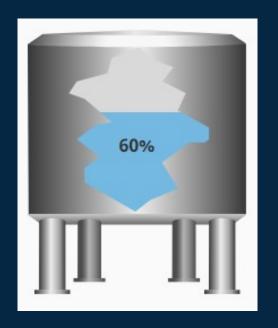
Something better?



Add A Sparkline

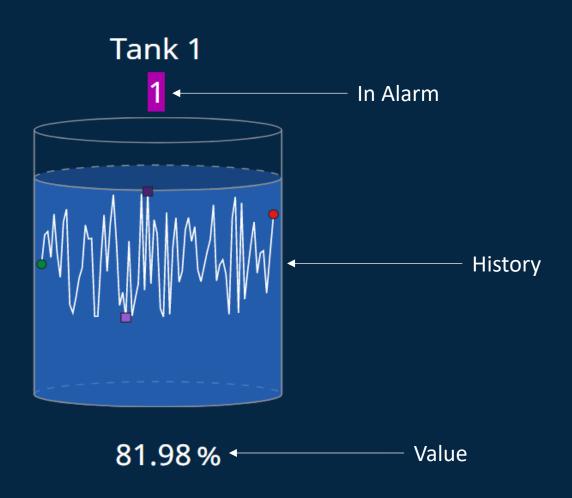


How about a Tank?

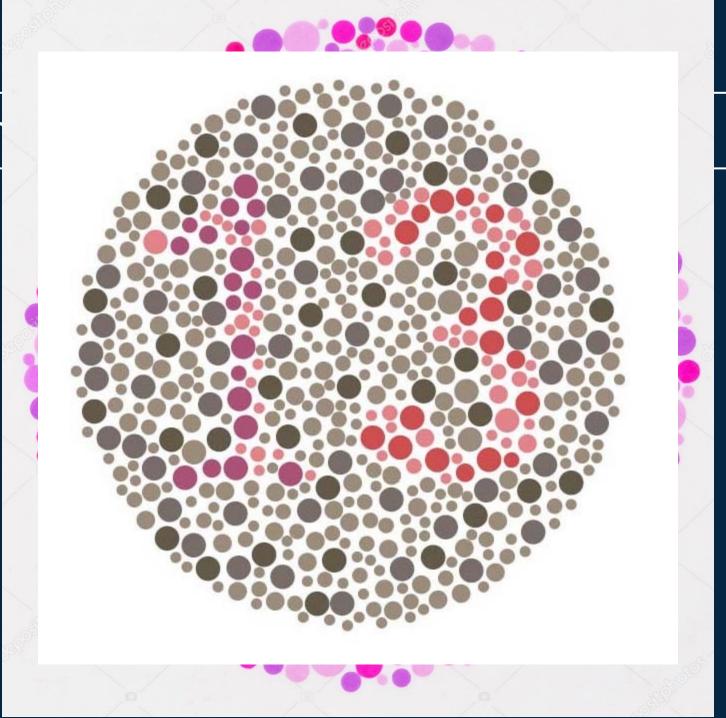




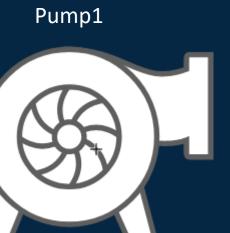
Better?



Colour Blir



Motors etc.



Running





Themes

- Ignition has built-in themes
 - Light
 - Light Cool
 - Light Warm
 - Dark
 - Dark Cool
 - Dark Warm
- There is a colour swatch for each of these themes

| | light | light-cool | light-warm | dark | dark-cool | dark-warm |
|-------------|-------|------------|------------|------|-----------|-----------|
| neutral-10 | | | | | | |
| neutral-20 | | | | | | |
| neutral-30 | | | | | | |
| neutral-40 | | | | | | |
| neutral-50 | | | | | | |
| neutral-60 | | | | | | |
| neutral-70 | | | | | | |
| neutral-80 | | | | | | |
| neutral-90 | | | | | | |
| neutral-100 | | | | | | |
| seq-1 | | | | | | |
| seq-2 | | | | | | |
| seq-3 | | | | | | |
| seq-4 | | | | | | |
| seq-5 | | | | | | |
| seq-6 | | | | | | |
| div-1 | | | | | | |

Themes – How do we use them?

- Styles and Style Classes
- Perspective Session Props theme
- Colours
- Custom Theme

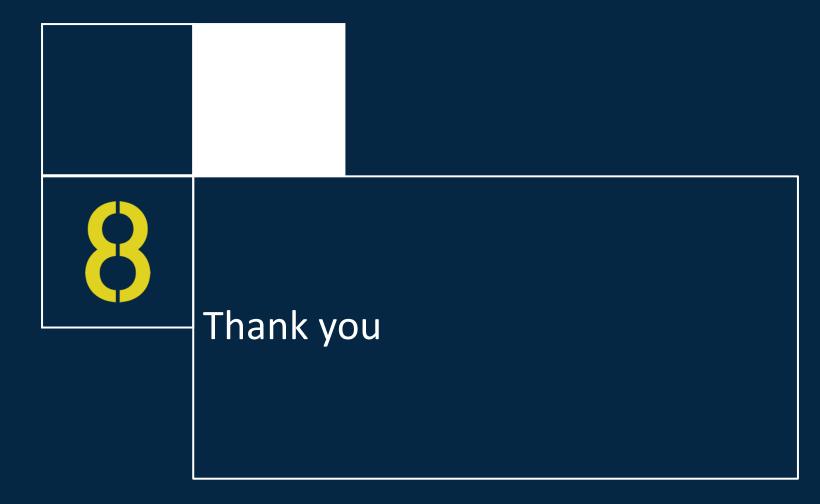
More information

- Design Like a Pro: Exceptional Industry-Specific HMIs
- Design Like a Pro: Mobile-Responsive HMIs for Any Screen
- The Art of Displaying Industrial Data
- Design Like a Pro: Developing & Deploying Perspective Applications as HMIs
- Design Like a Pro: How to Best Plan Your Perspective Project



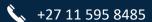
To Summarize

- Use Analog Indicators with moving pointers instead of numerical displays
- Access to trend data is critical
- Greyscale is preferred over multiple colours
- Text must be consistent across the project
- Navigation must be simple
- HMI must be intuitive and easy to use









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