



# **Kymera Utility Scripts Module User Guide**

## Table of Contents

system.alert.createNotifier .....	3
system.client.moveProject .....	4
system.ctg.addPen .....	5
system.ctg.clearPens .....	6
system.ctg.deletePen .....	7
system.ctg.findPen .....	8
system.ctg.getDatabaseConnections .....	9
system.ctg.getPensList .....	10
system.ctg.getPensString .....	11
system.ctg.install .....	12
system.ctg.openGraph .....	13
system.ctg.updateGraph .....	14
system.menu.addText .....	15
system.menu.addTag .....	16
system.menu.remove .....	17
system.menu.clearMenu .....	18
system.net.httpGetBytes .....	19
system.stats.calculateMean .....	20
system.stats.calculateMedian .....	21
system.stats.getStdDev .....	22
system.stats.getLinearFit .....	23
system.stats.getSlope .....	24
system.stats.getCorrelation .....	25
system.stats.getMovingAverage .....	26
system.tag.getAttribute .....	27
system.tag.getChildren .....	28
system.window.getWindowInstance .....	29
system.window.openWindowInstance .....	30
system.window.closeWindowInstance .....	31

## system.alert.createNotifier

### Description

Creates a notification dialog in the top right corner of the screen, on top of all other components. Multiple dialogs can be spawned and will stack in a column with the newest message on the bottom.

### Syntax

```
system.alert.createNotifier (title, bodyText, time, bgColor, textColor)
```

### Parameters

- String** title – The title to display in the notification dialog.
- String** bodyText – The message to appear in the dialog, below the title.
- Integer** time – The time, in milliseconds, that the dialog is visible.
- Color** bgColor – The background color of the dialog.
- Color** textColor – The text color of the title and body text.

### Returns

nothing

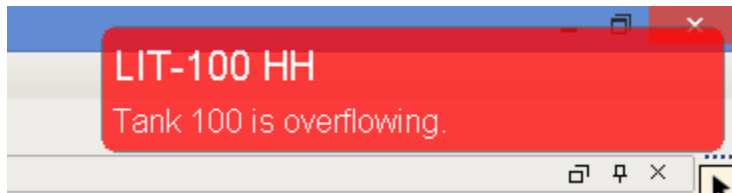
### Scope

Client, Designer

### Examples

The following snippet creates a dialog with a red background and white text that will display for 30 seconds.

```
system.alert.createNotifier('LIT-100 HH', 'Tank 100 is overflowing.', 30000, '#FF0000', 'white')
```



# system.client.moveProject

## Description

Allows you to move a client window from one screen to another.

## Syntax

```
system.client.moveProject ()
```

### Parameters

none

### Returns

nothing

### Scope

Client, Designer

```
system.client.moveProject (screenIndex)
```

### Parameters

**int** screenIndex – The screen index of to move the client window to.

### Returns

nothing

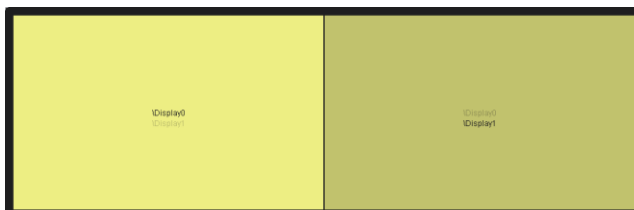
### Scope

Client, Designer

## Examples

This code snippet could be placed in a client Menubar script to allow users to move a full screen window from one screen to another. Once invoked, a popup displaying available screens allows you to select which screen to move window to.

```
system.client.moveProject ()
```



This code snippet would move the client window to the second monitor.

```
system.client.moveProject (1)
```

## system.ctg.addPen

### Description

Adds a pen to the Kymera CTG graph.

### Syntax

```
system.ctg.addPen (tagpath)
```

### Parameters

**String** tagpath – The tag path to the tag you want to add as a pen.

### Returns

nothing

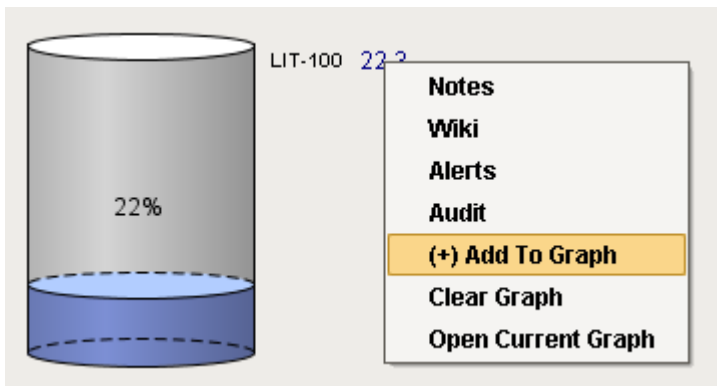
### Scope

Client, Designer

### Examples

You could build a pop-up menu on an analog template with a tagPath property and add the tag to the Kymera CTG graph.

```
system.ctg.addPen('analog/lit-100')
```



## system.ctg.clearPens

### Description

Clears all pens from the Kymera CTG graph.

### Syntax

```
system.ctg.clearPens ()
```

### Parameters

none

### Returns

nothing

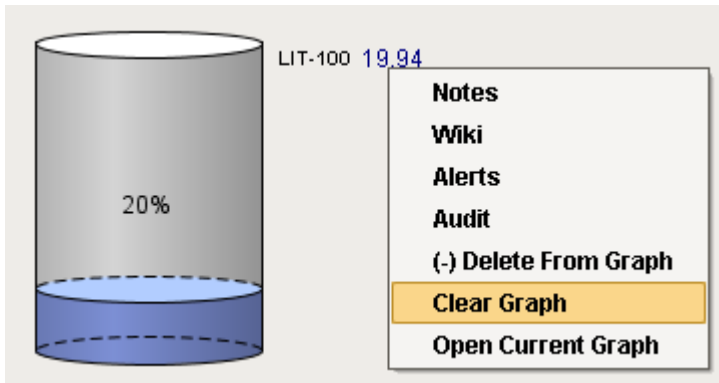
### Scope

Client, Designer

### Examples

You could build a pop-up menu on an analog template to remove all tags from the Kymera CTG graph.

```
system.ctg.clearPens ()
```



# system.ctg.deletePen

## Description

Deletes the specified pen from the Kymera CTG graph.

## Syntax

```
system.ctg.deletePen (tagpath)
```

## Parameters

**String** tagpath - The tag path to the pen you want to delete.

## Returns

nothing

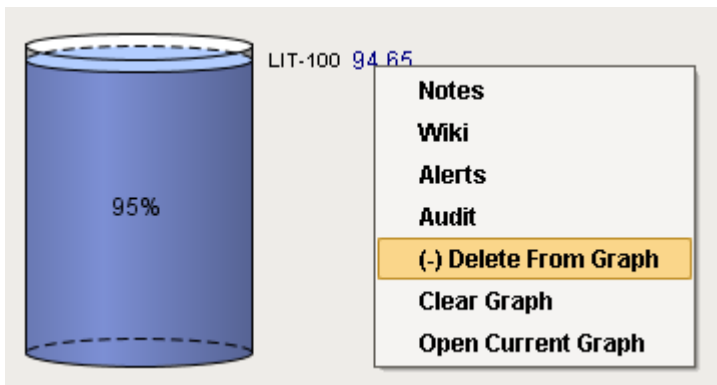
## Scope

Client, Designer

## Examples

You could build a pop-up menu on an analog template with a tagPath property and remove the tag from the Kymera CTG graph.

```
system.ctg.deletePen('analog/lit-100')
```



## system.ctg.findPen

### Description

Checks if the given pen exists on the Kymera CTG graph.

### Syntax

```
system.ctg.findPen(tagpath)
```

### Parameters

[String](#) tagpath - The tag path of the pen you want to find.

### Returns

[int](#) – The index of the pen in the internal list of pens on the Kymera CTG graph, or -1 if the pen does not exist

### Scope

Client, Designer

### Examples

This snippet would return the index of the analog tag LIT-100

```
system.ctg.findPen('analog/lit-100')
```



## system.ctg.getDatabaseConnections

### Description

Gets a list of active database connections.

### Syntax

```
system.ctg.getDatabaseConnections ()
```

### Parameters

none

### Returns

[PyList](#) – A PyList containing the active database connections.

### Scope

Client, Designer

### Examples

```
datasources = system.ctg.getDatabaseConnections ()
```

## system.ctg.getPensList

### Description

Gets a list of the pens on the Kymera CTG graph.

### Syntax

```
system.ctg.getPensList()
```

### Parameters

none

### Returns

[PyList](#) – A PyList containing the pens on the Kymera CTG graph

### Scope

Client, Designer

### Examples

```
pens = system.ctg.getPensList()
```

## system.ctg.getPensString

### Description

Gets a comma separated string containing the pens on the Kymera CTG graph.

### Syntax

```
system.ctg.getPensString()
```

### Parameters

none

### Returns

[String](#) – A comma separated string of the pens on the Kymera CTG graph.

### Scope

Client, Designer

### Examples

```
pens = system.ctg.getPensString()
```

# system.ctg.install

## Description

Adds the Kymera CTG graph database tables to the specified datasource and imports the CTG windows into the current project.

The following tables are added:

ctg\_axes, ctg\_pens, ctg\_saved\_graph\_pens, ctg\_saved\_graphs, ctg\_subplots

The following windows are imported into a folder named 'CTG':

Add\_pens, Axis\_Edit, Pens\_Axes, Subplot\_Edit, Graph, Bulk\_Pen\_Creation, Pen\_Edit, Graph\_Save

## Syntax

```
system.ctg.install(datasource)
```

## Parameters

**String** datasource - The datasource to add the CTG database tables to.

## Returns

nothing

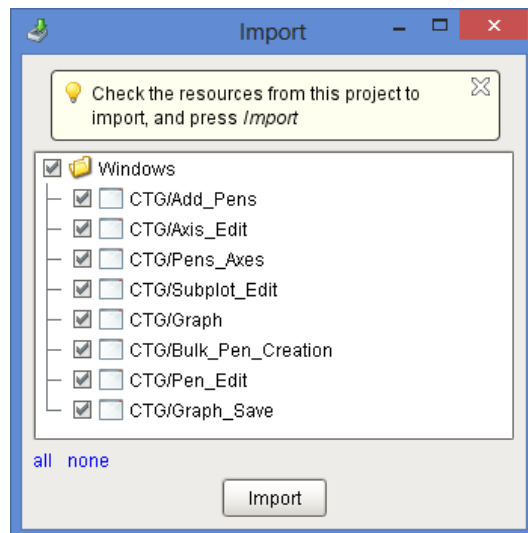
## Scope

Client, Designer

## Examples

This code snippet will install the CTG database tables to the default datasource and import the CTG windows into the current project.

```
system.ctg.install('')
```



## system.ctg.openGraph

### Description

Opens the Kymera CTG graph window.

### Syntax

```
system.ctg.openGraph ( )
```

### Parameters

none

### Returns

nothing

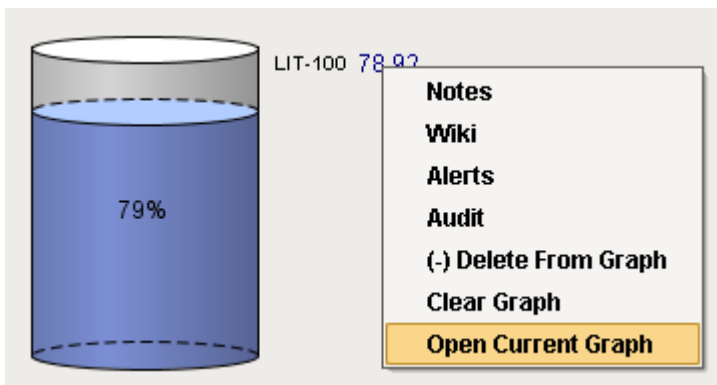
### Scope

Client, Designer

### Examples

You could build a pop-up menu on an analog template and open the Kymera CTG graph.

```
system.ctg.openGraph ( )
```



## system.ctg.updateGraph

### Description

Updates the Kymera CTG graph.

### Syntax

```
system.ctg.updateGraph ()
```

### Parameters

none

### Returns

nothing

### Scope

Client, Designer

### Examples

Use this method after adding or removing pens from the Kymera CTG graph to update the graph with the new pens.

```
system.ctg.updateGraph ()
```

## system.menu.addText

### Description

Adds text to the menu bar in the Ignition client window. Subsequent text added will be added to the right side of existing text on the menu bar.

### Syntax

```
system.menu.addText(text)
```

### Parameters

**String** text – The text to display on the menu bar.

### Returns

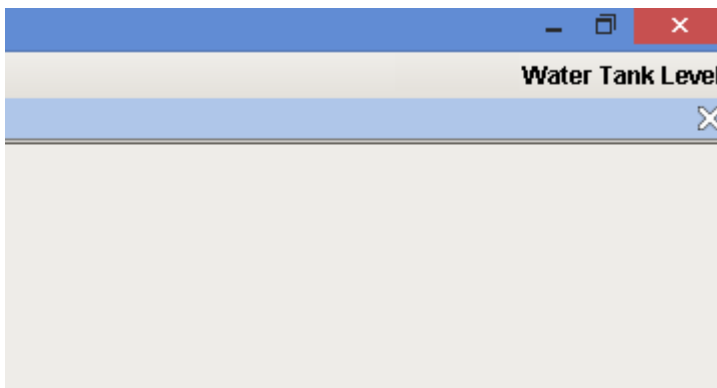
nothing

### Scope

Client, Designer

### Examples

```
system.menu.addText('Water Tank Level')
```



## system.menu.addTag

### Description

Adds tag data to the menu bar in the Ignition client window. The displayed data will update as the tag data updates.

### Syntax

```
system.menu.addTag (tagPath, format)
```

### Parameters

**String** tagpath – The tagpath to the tag you want to display.

**String** format – The format string for numerical data to display

### Returns

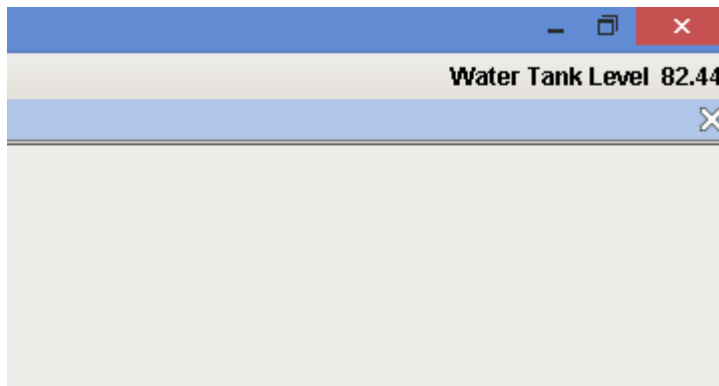
nothing

### Scope

Client, Designer

### Examples

```
system.menu.addTag('analog/lit100/eu', '#,##0.##')
```





## system.menu.remove

### Description

Removes specified item from the menu bar. Text added using addText() is added as a whole, so it must be removed as a whole.

### Syntax

```
system.menu.remove (string)
```

### Parameters

**String** *string* – The string to remove from the menu bar, or the tagpath of the item to remove from the menu bar.

### Returns

nothing

### Scope

Client, Designer

### Examples

This snippet removes text added to the menu bar with addText()

```
system.menu.remove('Preparing Export Data...')
```

system.menu.remove('Preparing') will not remove just the word 'Preparing', since the full text must be matched.

This snippet removes tag data added to the menu bar with addTag()

```
system.menu.remove('analog/lit100/eu')
```

## system.menu.clearMenu

### Description

Removes all added items from the menu bar.

### Syntax

```
system.menu.clearMenu()
```

### Parameters

none

### Returns

nothing

### Scope

Client, Designer

### Examples

```
system.menu.clearMenu()
```

## system.net.httpGetBytes

### Description

Returns data from a URL as a byte array.

### Syntax

```
system.net.httpGetBytes (urlString)
```

### Parameters

**String** urlString – The url to get data from.

### Returns

**byte[]** – A byte array containing the data from the URL.

### Scope

All

### Examples

This snippet would grab a PDF file from the web, save it to the Temp folder and open the PDF.

```
bytes = system.net.httpGetBytes('http://files.inductiveautomation.com/sellsheets/  
Intro_to_Ignition.pdf ')  
file = system.file.getTempFile('pdf')  
system.file.writeFile(file, bytes)  
system.net.openURL(file)
```

## system.stats.calculateMean

### Description

Calculates the mean of the data sample.

### Syntax

```
system.stats.calculateMean(values, includeNullAndNaN)
```

### Parameters

**Number[]** values – An array of numeric type values to calculate the mean of.

**Boolean** includeNullAndNaN – If false (0), Null and NaN values will be ignored. If True (1), any Null and NaN values present will cause a return value of NaN.

### Returns

**Double** – The mean of the data sample.

### Scope

All

### Examples

```
system.stats.calculateMean([1, 2, 3, None], 0)  
...returns 2.0
```

```
system.stats.calculateMean([1, 2, 3, None], 1)  
...returns NaN
```

## system.stats.calculateMedian

### Description

Calculates the median of the data sample. The data will sorted automatically in ascending order.

### Syntax

```
system.stats.calculateMedian(values)
```

### Parameters

**Number[]** values – An array of numeric type values to calculate the median of. Null values are not permitted.

### Returns

**Double** – The median of the data sample.

### Scope

All

### Examples

```
system.stats.calculateMedian([1, 2, 5, 4, 3])  
...returns 3.0
```

## system.stats.getStdDev

### Description

Calculates the standard deviation of the data sample.

### Syntax

```
system.stats.getStdDev (data)
```

### Parameters

**Number[]** data - An array of numeric type values to calculate the standard deviation of. Nulls are not permitted.

### Returns

**Double** – The standard deviation of the data sample.

### Scope

All

### Examples

```
system.stats.getStdDev([2,4,4,4,5,5,7,9])  
...returns 2.1380899353
```

## system.stats.getLinearFit

### Description

Fits a straight line to a set of (x, y) data, returning the slope and intercept.

### Syntax

```
system.stats.getLinearFit(xData, yData)
```

### Parameters

**Number[]** xData – An array containing the x-data. Nulls are not permitted.

**Number[]** yData – An array containing the y-data. Nulls are not permitted.

### Returns

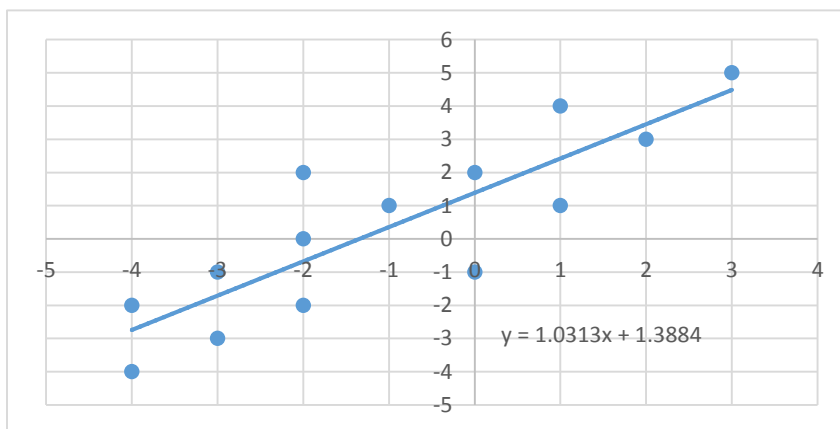
**Double[]** – An array with the intercept in [0] and the slope in [1]

### Scope

All

### Examples

```
xData = [-4, -4, -3, -3, -2, -2, -2, -1, 0, 0, 1, 1, 2, 3]
yData = [-4, -2, -3, -1, 2, 0, -2, 1, 2, -1, 4, 1, 3, 5]
linearFit = system.stats.getLinearFit(xData, yData)
print 'Intercept: ' + str(linearFit[0]), ' Slope: ' + str(linearFit[1])
...returns Intercept: 1.38839285714 , Slope: 1.03125
```



Data plotted to show regression line, intercept and line equation.

## system.stats.getSlope

### Description

Finds the slope of a regression line using least squares.

### Syntax

```
system.stats.getSlope (xData, yData)
```

### Parameters

**Number[]** xData – An array containing the x-data. Nulls are not permitted.

**Number[]** yData - An array containing the y-data. Nulls are not permitted.

### Returns

**double** – The slope of the regression line.

### Scope

All

### Examples

```
xData = [-4, -4, -3, -3, -2, -2, -2, -1, 0, 0, 1, 1, 2, 3]
yData = [-4, -2, -3, -1, 2, 0, -2, 1, 2, -1, 4, 1, 3, 5]
print system.stats.getSlope(xData, yData)
...returns 1.03125
```



## system.stats.getCorrelation

### Description

Calculates the correlation between two datasets. Both arrays should contain the same number of items. Null values are treated as zero.

### Syntax

```
system.stats.getCorrelation(data1, data2)
```

### Parameters

`Number[] data1` – The first dataset.

`Number[] data2` – The second dataset.

### Returns

`double` – The correlation between the datasets.

### Scope

All

### Examples

```
xData = [-4, -4, -3, -3, -2, -2, -2, -1, 0, 0, 1, 1, 2, 3]
yData = [-4, -2, -3, -1, 2, 0, -2, 1, 2, -1, 4, 1, 3, 5]
print system.stats.getCorrelation(xData, yData)
...returns 0.853501266116
```

# system.stats.getMovingAverage

## Description

Returns a data set for a moving average on the data set passed in.

## Syntax

```
system.stats.getMovingAverage (xData, yData, period)
```

## Parameters

**Number[]** xData – An array containing the x-data.

**Number[]** yData – An array containing the y-data.

**int** period – The period to average the data over. Can not be longer than the length of the dataset.

## Returns

**double[][]** – A 2 dimensional array containing the (x,y) data.

## Scope

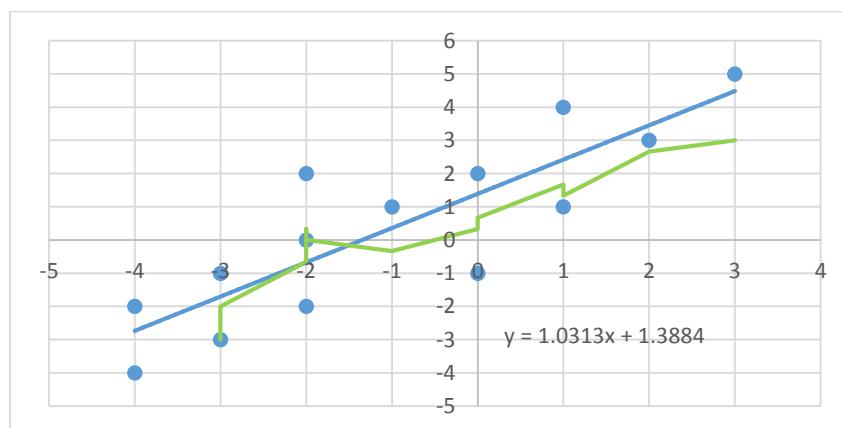
All

## Examples

```
xData = [-4, -4, -3, -3, -2, -2, -2, -1, 0, 0, 1, 1, 2, 3]
yData = [-4, -2, -3, -1, 2, 0, -2, 1, 2, -1, 4, 1, 3, 5]
avgData = system.stats.getMovingAverage(xData, yData, 3)
avgDataString = ''

for data in avgData:
    avgDataString += '(' + str(data[0]) + ',' + str(round(data[1], 2)) + '), '

print avgDataString[:-2]
...returns (-3.0,-3.0), (-3.0,-2.0), (-2.0,-0.67), (-2.0,0.33), (-2.0,0.0), (-1.0,-0.33), (0.0,0.33),
(0.0,0.67), (1.0,1.67), (1.0,1.33), (2.0,2.67), (3.0,3.0)
```



Moving average results plotted (in green) over top of regression line (in blue).

## system.tag.getAttribute

### Description

Gets the value of the specified attribute

### Syntax

```
system.tag.getAttribute (tagpath, attribute)
```

### Parameters

**String** tagpath – The path of the tag to get the attribute of.

**String** attribute – The tag attribute to get.

### Returns

**Object** – The value of the specified attribute.

### Scope

Client, Designer

### Examples

```
print system.tag.getAttribute('analog/lit-100/eu', 'EngHigh')  
...returns 100.0
```

# system.tag.getChildren

## Description

Gets the immediate children under the specified tag path

## Syntax

```
system.tag.getChildren (tagpath)
```

## Parameters

**String** tagpath – The path of the location to get the children of. Can be a path to a folder or tag.

## Returns

**PyList** – A list containing the children.

## Scope

Client, Designer

## Examples

Tag	Value	Data Type
<b>Tags</b>		
Data Types		
Analog		
LIT-100		Analog
EU	32.25	Float8
FLTLL	0	Int4
HALL	0	Int4
HHALL	0	Int4
LALL	0	Int4
LLALL	0	Int4
Random Analog		Analog
Discrete		
Random		
ESD	<input type="checkbox"/>	Boolean
System		
Client		
All Providers		

This snippet returns all items under 'Tags'

```
print system.tag.getChildren('')
...returns ['Discrete', 'Random', 'ESD', 'Analog']
```

This snippet returns all the tags in the 'Analog' folder

```
print system.tag.getChildren('Analog')
...returns ['LIT-100', 'Random Analog 1']
```

This snippet returns all the tags in the LIT-100 UDT

```
print system.tag.getChildren('Analog/LIT-100')
...returns ['EU', 'LALL', 'HALL', 'FLTLL', 'LLALL', 'HHALL']
```

## system.window.getWindowInstance

### Description

Gets the specified window instance if it is open, and if it was opened with `system.window.openWindowInstance()`

### Syntax

```
system.window.getWindowInstance (window, instanceId)
```

### Parameters

`String` window – The name of the window.

`String` instanceId – The instance id of the specific window.

### Returns

`FPMIWindow` – A reference to the specified window.

### Scope

Client, Designer

### Examples

This snippet checks if a window opened with `system.window.openWindowInstance()` is open.

```
window = system.window.getWindowInstance('Motor', 'P-138')
if window != None:
    print 'Motor P-138 is open'
...returns 'Motor P-138 is open'
```

## system.window.openWindowInstance

### Description

Opens a specific instance of a window. If the window with the specified instanceId is already open, it will gain focus. If it is not open, it will be opened and the instanceId will be assigned to an internal property. If parameters are passed, they will be set on the window.

### Syntax

```
system.window.openWindowInstance (window, instanceId)
```

#### Parameters

**String** window – The name of the window.

**String** instanceId – The instance id of the window.

#### Returns

**FPMIWindow** – A reference to the opened window.

#### Scope

Client, Designer

```
system.window.openWindowInstance (window, instanceId, params)
```

#### Parameters

**String** window – The name of the window.

**String** instanceId – The instance id of the window.

**PyDictionary** params – A dictionary of parameters to pass into the window. The keys in the dictionary must match dynamic property names on the target window's root container. The values for each key will be used to set those properties

#### Returns

**FPMIWindow** – A reference to the opened window.

#### Scope

Client, Designer

### Examples

This code snippet opens an instance of the 'Motor' window.

```
system.window.openWindowInstance('Motor', 'P-138')
```

This code snippet opens an instance of the 'Motor' window and sets a custom property called 'tagPath'.

```
system.window.openWindowInstance('Motor', 'P-138', {'tagPath':'Motor/P-138'})
```

## system.window.closeWindowInstance

### Description

Closes the specified window instance if it is open, and if it was opened with `system.window.openWindowInstance()`

### Syntax

```
system.window.closeWindowInstance (window, instanceId)
```

### Parameters

`String` window – The name of the window.

`String` instanceId – The instance id of the specific window.

### Returns

nothing

### Scope

Client, Designer

### Examples

This code snippet closes an instance of the 'Motor' window.

```
system.window.closeWindowInstance('Motor', 'P-138')
```