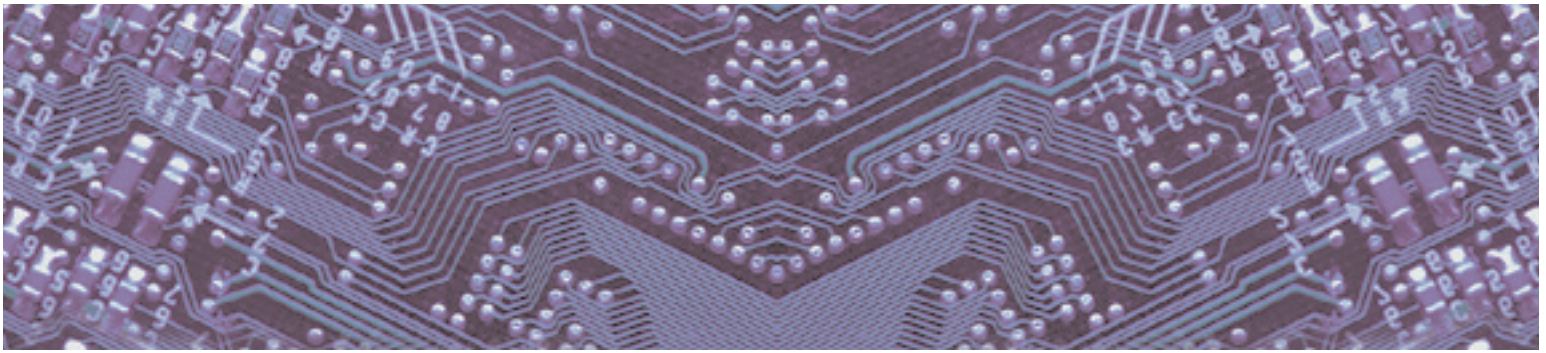


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What is the IDE used for?

The IDE is used to write, test, and debug DD files for devices all in one application.

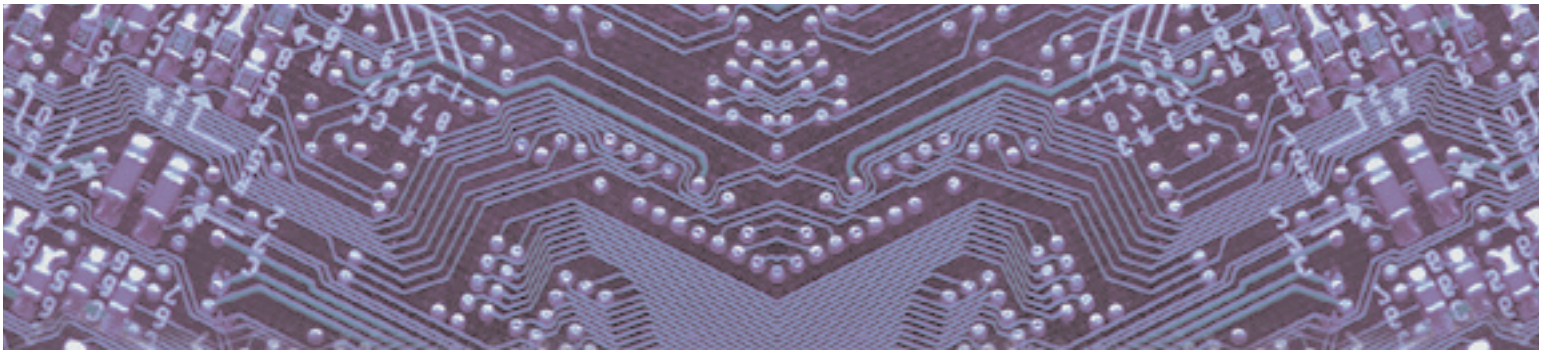
Why would I want to use the IDE?

The IDE makes developing, testing, and debugging your DD files easier and more efficient since all the tools you need are available in one application. You will no longer need a separate editor, Tokenizer, and viewer since the applications have been combined. Also, the IDE has some additional features such as a method debugger, project tree, and customizable tag files for quick code completion as you type.

What are the key features of the IDE?

The key features of the IDE include:

- A built-in text editor with customizable color-coding.
- A project-tree pane for file organization and reference.
- A viewer window to test your tokenized DD files with a simulation file or with a live device.
- An output window to display progress and errors during tokenizing.
- A watch window to view variables while debugging methods.
- A find window to do text searches on your project files.
- Customizable project settings which allow you to set and save different file and folder settings for different sessions.
- A method debugger which allows you to set breakpoints and step through your code as it executes.
- The ability to create tag files so variables and keywords can pop up as you type the code to your DD project files.



What are the IDE system requirements?

The IDE recommends the following PC configuration:

- Pentium-class PC
- Windows 2000 or Windows XP
- 136MB free space for installation (additional space needed for development and application settings)

Does the IDE replace the Tokenizer?

Yes, the IDE will replace the Tokenizer as a product offered by the Fieldbus Foundation.

Why should I use the new IDE instead of the old Tokenizer?

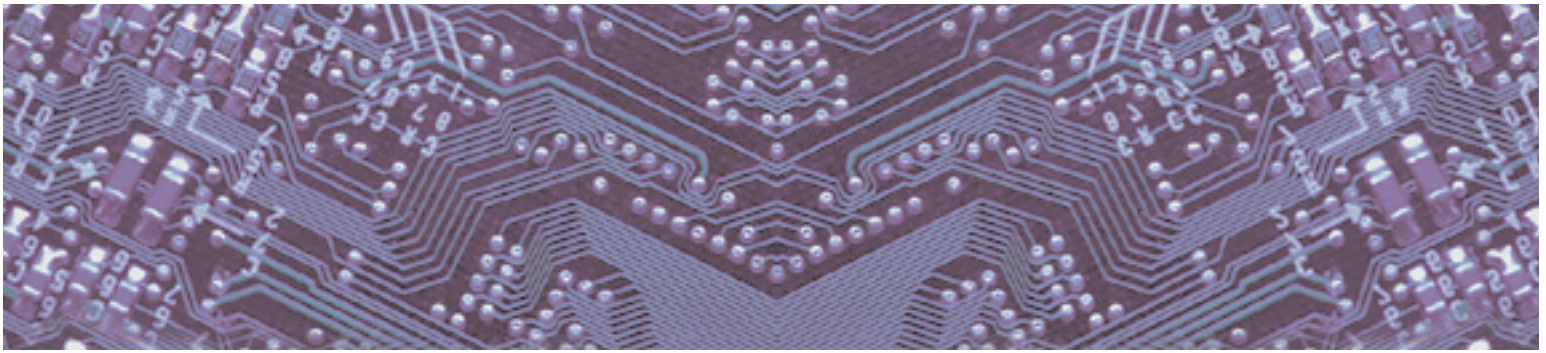
The IDE will be replacing the Tokenizer as a product offered by the Fieldbus Foundation. It is a more efficient and easier way to create, test, and debug DD files.

Is there training available for the IDE?

The IDE will be utilized for hands-on training in the Fieldbus Foundation's Device Description workshop.

How is the IDE licensed? Will it save my company money compared to how the Tokenizer was licensed?

The IDE is licensed on a per seat basis. Additional seats are available in 5-seat bundles. The cost for each 5-seat bundle is the same as the first seat, so users get 6 seats for the equivalent cost of 2 seats in the Tokenizer. This pricing will save your company money. The Tokenizer was also licensed on a per seat basis, however, each additional seat was priced the same as the first seat.



What type of maintenance is included with the IDE (or is available for purchase)?

The IDE comes with 90 days of maintenance included in the purchase price. At the conclusion of the initial 90-day period, an annual maintenance agreement is available.

Annual maintenance is available on a per year basis. Each bundled set of additional seats purchased will be added to the initial maintenance agreement. The annual price for maintenance will increase for each bundled set of additional seats purchased.

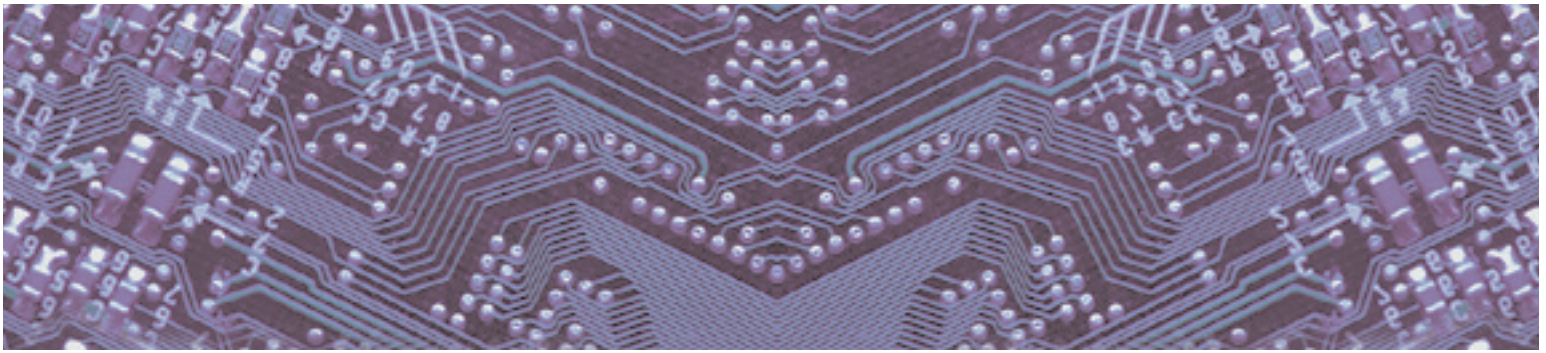
What resource benefits can I expect to see by using the IDE?

You can expect to see benefits in project development time since the IDE was designed to make development more efficient and easier.

Will the IDE speed up development time and achieve faster time to market for my devices?

Yes, the IDE was designed to speed up development time by combining all the tools you need in one application, as well as including the following features:

- Method debugger with watch window.
- Syntax highlighting.
- Errors in output window link back to source code.
- Customizable project settings.
- A global file search tool.
- Customizable tag files for automatic code completion.
- A project resource tree for management and development.



How are methods dealt with in the IDE? Can I do anything special to or with them?

You can use the method debugger feature of the IDE to help test and debug your methods. You can set several breakpoints within your methods. Once you have set your breakpoints, you can run through a method and it will perform operations until you have reached a breakpoint. At this point, you can determine if your methods are operating properly in an incremental fashion. You can also see the value of variables and parameters in the watch window.

What software is built into the IDE?

Visual SlickEdit is integrated into the IDE. It is an advanced text editor with customizable color-coding and tag-file options which makes code development easier.

Can I view charts and graphs in the IDE?

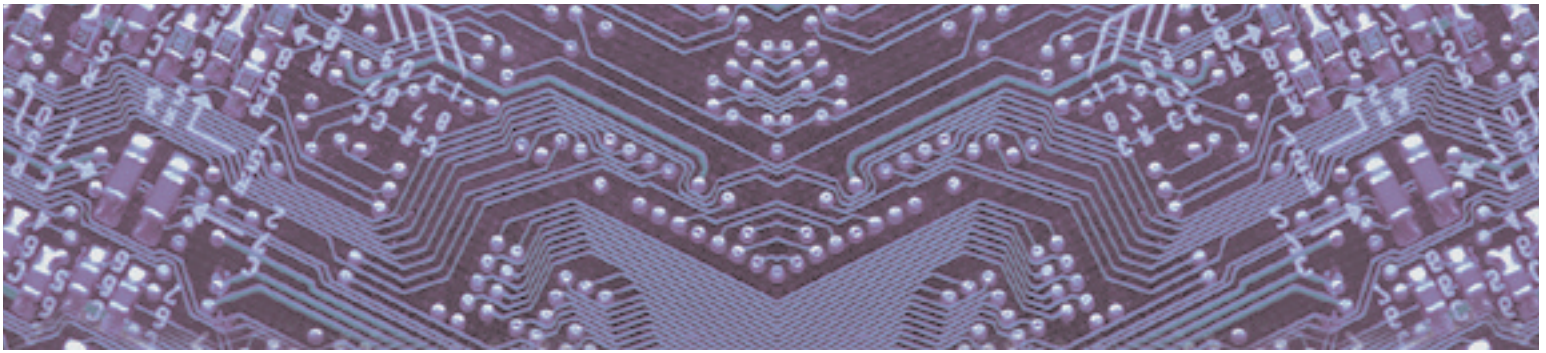
Yes, you can view charts and graphs in the viewer window. If you are connected to a live device, you can see data in the charts and graphs in real time or you can use simulation files to present data.

Can I view menus in the IDE? How are they represented?

Yes, you can view menus in the IDE. They are represented as pull-down menu buttons in the viewer window.

What additional components are necessary to develop a DD?

In addition to the IDE, the DD Registered Library subscription (DL-006) is necessary to import standard block and parameter definitions.



What is the EDDL?

EDDL is an acronym for Electronic Device Description Language and is the superset specification of the descriptive technology language currently shared by the Fieldbus Foundation, HART Communication Foundation and Profibus Organization. EDDL is specified in both the ISA 104 Standard and the IEC 61804-2 International Standard. The Fieldbus Foundation's Device Description Technology is a fully defined subset of the ISA 104 and IEC 61804-2 "EDDL" standards.

What is the EDDL cooperative effort?

The EDDL cooperative effort is a working group composed of members of the Fieldbus Foundation, OPC Foundation, HART Communication Foundation and Profibus Organization to provide common extensions to the IEC 61804-2 EDDL International Standard. The extensions build upon the existing EDDL standard.

What did the EDDL cooperative deliver?

Built on IEC 61804-2 standards, the EDDL extensions provide powerful, advanced visualization capabilities for diagnostics, complex calibration procedures, persistent data storage and algorithmic relationships. The new extensions are ideal for advanced device applications such as valve signatures and radar level sensor configuration.

Why use EDDL?

You have unrestricted access to the most widely used, interoperable descriptive language in the automation industry.

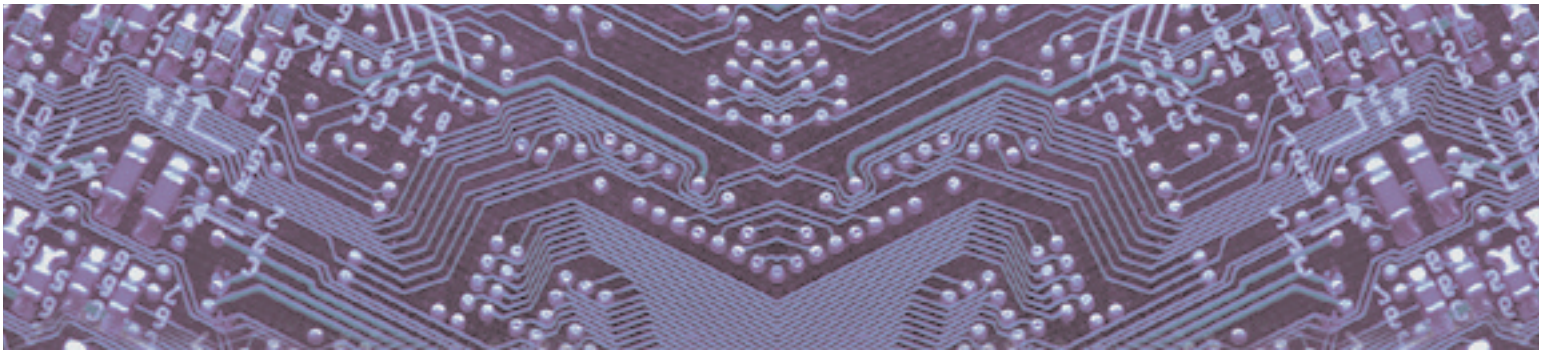
EDDL is forward and backward compatible, preserving your investment and expanding device capability at the same time.

EDDL provides uniform configuration/setup, operation and diagnostics/maintenance features in an interoperable, multi-vendor environment.

EDDL requires no proprietary driver development. EDDL has built-in revision control.

EDDL defines a single EDD for all hosts and OS platforms.





How do I obtain support?

If you have a Fieldbus Forums account, send an e-mail to support@fieldbus.org and request access to the **DD IDE Support Forum**.

Please include your **forum username** in the e-mail. (You must send this e-mail after account activation so proper permissions can be set.)

After you have received notification that **DD IDE Support Forum** access is active, go to the **DD IDE Support Forum** product support section of Fieldbus Forums.

If you do not have access to the Fieldbus Forums and wish to join, please be sure to follow registration guidance at <http://forums.fieldbus.org>.

If you need assistance, please contact us. You may e-mail support@fieldbus.org at any time with product questions. Or call (512) 794-8890.

Is any training available?

The Fieldbus Foundation offers the Device Description Workshop to guide manufacturers on the best practices for creating a Device Description. Refer to the Fieldbus Foundation website, <http://www.fieldbus.org>, for course schedule.

What is new in IDE Release 1.1.0?

The DD-IDE Version 1.1 supports updates to the Device Description Language Specification Release 5.1 (FF-900 5.1).

This release supports a new referencing technique (sometimes referred to as cross block referencing) and several new built-ins that enable the creation of device level menus. Device level menus permit a single DD menu to access items, such as block parameters, from multiple blocks. A DD method called from these menus can also access parameters from multiple blocks in the device.

In addition, this release supports creating a device description from a Unicode (UTF-8 encoded) source file, expanding the number of languages that can be implemented into strings in a device description.

Finally, this release provides enhancements to the visualization engine including enhanced support for the grid interface.