



ibaPDA-Data-Store-MindSphere

Data streaming into MindSphere cloud

Manual
Issue 1.1

Measurement Systems for Industry and Energy

www.iba-ag.com

Manufacturer

iba AG
Koenigswarterstr. 44
90762 Fuerth
Germany

Contacts

Main office +49 911 97282-0
Fax +49 911 97282-33
Support +49 911 97282-14
Engineering +49 911 97282-13
E-mail iba@iba-ag.com
Web www.iba-ag.com

Unless explicitly stated to the contrary, it is not permitted to pass on or copy this document, nor to make use of its contents or disclose its contents. Infringements are liable for compensation.

© iba AG 2021, All rights reserved.

The content of this publication has been checked for compliance with the described hardware and software. Nevertheless, discrepancies cannot be ruled out, and we do not provide guarantee for complete conformity. However, the information furnished in this publication is updated regularly. Required corrections are contained in the following regulations or can be downloaded on the Internet.

The current version is available for download on our web site www.iba-ag.com.

| Version | Date | Revision - Chapter / Page | Author | Version SW |
|---------|---------|---------------------------|--------|------------|
| 1.1 | 12-2021 | Buffer | st | 7.3.0 |

Windows® and SQL Server® are brands and registered trademarks of Microsoft Corporation. MindSphere® is a registered trademark of Siemens AG.

Other product and company names mentioned in this manual can be labels or registered trademarks of the corresponding owners.

Content

| | | |
|----------|---|-----------|
| 1 | About this manual..... | 4 |
| 1.1 | Target group and previous knowledge | 4 |
| 1.2 | Notations | 5 |
| 1.3 | Used symbols..... | 6 |
| 2 | Introduction..... | 7 |
| 2.1 | System requirements..... | 8 |
| 3 | Data store configuration..... | 9 |
| 3.1 | Creating an asset in MindSphere..... | 9 |
| 3.2 | MindSphere data store configuration..... | 14 |
| 3.2.1 | Buffer | 16 |
| 3.3 | Signal selection | 20 |
| 3.4 | Trigger mode..... | 23 |
| 4 | Display in Fleet Manager | 27 |
| 4.1 | Create an Aspect..... | 28 |
| 4.2 | Create a Type | 29 |
| 4.3 | Create a virtual asset | 30 |
| 4.4 | Data mapping | 32 |
| 4.5 | Display of the data in Fleet Manager..... | 34 |
| 5 | Diagnostics..... | 36 |
| 5.1 | Data storage status | 36 |
| 5.2 | Diagnostics of data stores..... | 37 |
| 5.3 | Virtual diagnostics for MindSphere data store | 38 |
| 6 | Support and contact..... | 40 |

1 About this manual

This documentation describes the function and application of the data store *ibaPDA-Data-Store-MindSphere*.

This documentation is a supplement to the *ibaPDA* manual. Information about all the other characteristics and functions of *ibaPDA* may be found in the *ibaPDA* manual or in the online help.

You will find basic information about data storage in *ibaPDA* in the *ibaPDA* manual part 5.

1.1 Target group and previous knowledge

This documentation addresses qualified professionals, who are familiar with handling electrical and electronic modules as well as communication and measurement technology. A person is regarded as professional if he/she is capable of assessing the work assigned to him/her and recognizing possible risks on the basis of his/her specialist training, knowledge and experience and knowledge of the standard regulations.

This documentation in particular addresses persons, who are concerned with the configuration, test, commissioning or maintenance of the supported database, cloud or cluster storage technology. For the handling of *ibaPDA-Data-Store-MindSphere* the following basic knowledge is required and/or useful:

- Windows operating system
- Basic knowledge of *ibaPDA*
- Basic knowledge of databases, cloud or cluster storage technology

1.2 Notations

In this manual, the following notations are used:

| Action | Notation |
|-------------------------------|---|
| Menu command | Menu <i>Logic diagram</i> |
| Calling the menu command | <i>Step 1 – Step 2 – Step 3 – Step x</i> Example: Select the menu <i>Logic diagram - Add - New function block</i> . |
| Keys | <Key name> Example: <Alt>; <F1> |
| Press the keys simultaneously | <Key name> + <Key name> Example: <Alt> + <Ctrl> |
| Buttons | <Key name> Example: <OK>; <Cancel> |
| File names, paths | "Filename", "Path" Example: "Test.doc" |

1.3 Used symbols

If safety instructions or other notes are used in this manual, they mean:

Danger!



The non-observance of this safety information may result in an imminent risk of death or severe injury:

- Observe the specified measures.

Warning!



The non-observance of this safety information may result in a potential risk of death or severe injury!

- Observe the specified measures.

Caution!



The non-observance of this safety information may result in a potential risk of injury or material damage!

- Observe the specified measures

Note



A note specifies special requirements or actions to be observed.

Tip



Tip or example as a helpful note or insider tip to make the work a little bit easier.

Other documentation



Reference to additional documentation or further reading.

2 Introduction

Different types of data storage are available in *ibaPDA* for different purposes and methods of data storage. Depending on the licenses registered in the dongle, different types of data storage are available for configuration in the dialog.

This documentation describes the “MindSphere timebased data store” type of recording. This type of data store writes timebased data into the MindSphere cloud.

MindSphere is the cloud-based and open IoT operating system from Siemens for collecting, processing and evaluating data. In MindSphere, plants, machines and the entire structure of an industrial process are modeled using assets, types and aspects.

The connection to MindSphere cloud can basically be divided into two parts:

- The first part describes how to create a connection between *ibaPDA* and MindSphere to write data to MindSphere. See chapter ↗ *Data store configuration*, page 9.



- The second part describes how the data can be viewed with MindSphere Fleet Manager. This part is not required if there is another tool for viewing MindSphere data and MindSphere is only used as a data store. MindSphere Fleet Manager is only used to see that it contains data. Due to the limitations of Fleet Manager, detailed data cannot be measured or accessed. See chapter ↗ *Display in Fleet Manager*, page 27.

2.1 System requirements

The following system requirements are necessary when using data storage in the MindSphere cloud:

- MindAccess IoT Value Plan (MindSphere license from Siemens)
- *ibaPDA* v7.3.0 or higher
- License for *ibaPDA-Data-Store-MindSphere*

The licenses are staggered according to the number of signals that should be written into the MindSphere cloud. The number of used data stores is unlimited.

| Order no. | Product name | Description |
|-----------|--|--|
| 30.670180 | ibaPDA-Data-Store-Mind-Sphere-16 | Additional license for data streaming into MindSphere cloud, max. 16 signals |
| 30.670181 | ibaPDA-Data-Store-Mind-Sphere-64 | Additional license for data streaming into MindSphere cloud, max. 64 signals |
| 30.670182 | ibaPDA-Data-Store-Mind-Sphere-256 | Additional license for data streaming into MindSphere cloud, max. 256 signals |
| 30.670183 | ibaPDA-Data-Store-Mind-Sphere-1024 | Additional license for data streaming into MindSphere cloud, max. 1024 signals |
| 30.670191 | upgrade-ibaPDA-Data-Store-MindSphere-16 to 64 | License for extension from 16 to 64 signals |
| 30.670192 | upgrade-ibaPDA-Data-Store-MindSphere-64 to 256 | License for extension from 64 to 256 signals |
| 30.670193 | upgrade-ibaPDA-Data-Store-MindSphere-256 to 1024 | License for extension from 256 to 1024 signals |

Table 1: Available licenses for the MindSphere data storage

3 Data store configuration



Fig. 1: Connection ibaPDA - MindSphere

The following steps are necessary to write data to MindSphere.

- Create an asset in the MindSphere Asset Manager, see chapter ↗ *Creating an asset in MindSphere*, page 9
- Configure a MindSphere timebased data store in *ibaPDA*, see chapter ↗ *MindSphere data store configuration*, page 14
- Select signals, see chapter ↗ *Signal selection*, page 20
- Configure trigger (optional), see chapter ↗ *Trigger mode*, page 23

3.1 Creating an asset in MindSphere

After you have logged into your MindSphere account, open the Asset Manager.



Fig. 2: Open Asset Manager

Create an asset in the MindSphere Asset Manager. With a click on <+Create asset> you add a new asset.

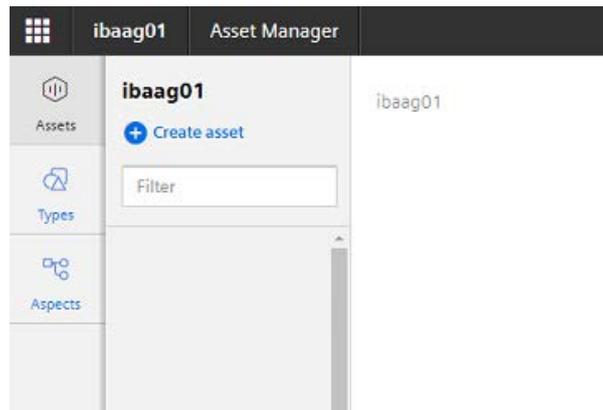


Fig. 3: Create asset

Select the type "MindConnectLib" for the connection with *ibaPDA*.

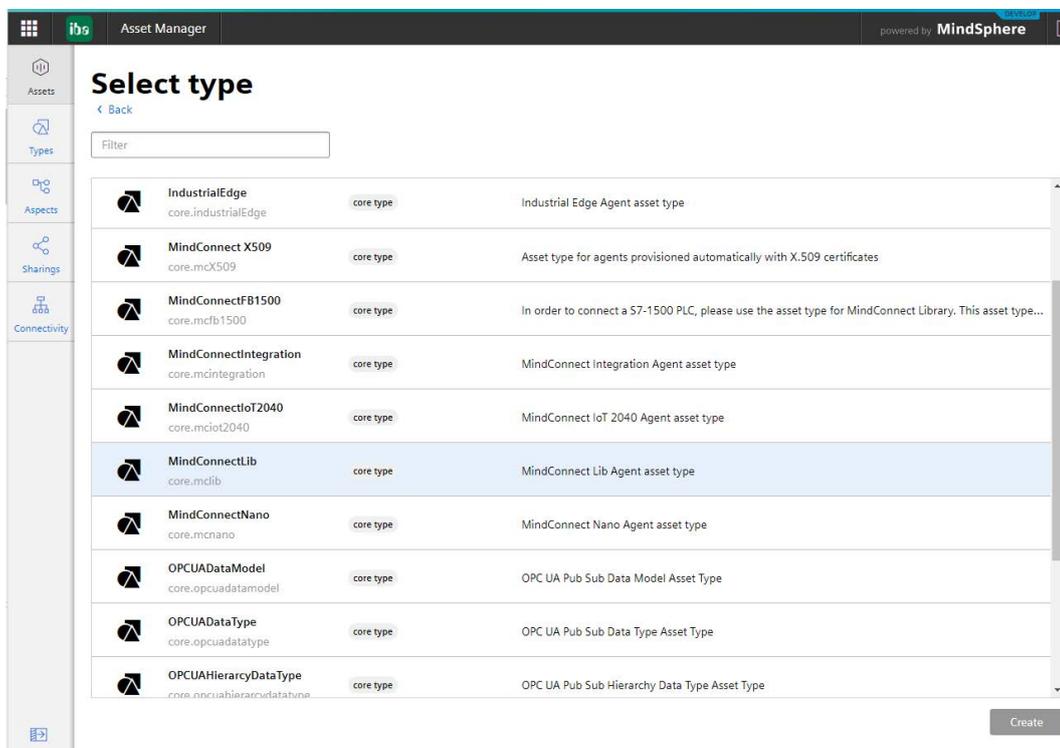


Fig. 4: Select asset type

Enter a unique name (in the example: *ibaPDA_MindConnectTest_Asset*) and optionally a description. The other fields are not relevant. Confirm with <Save>.

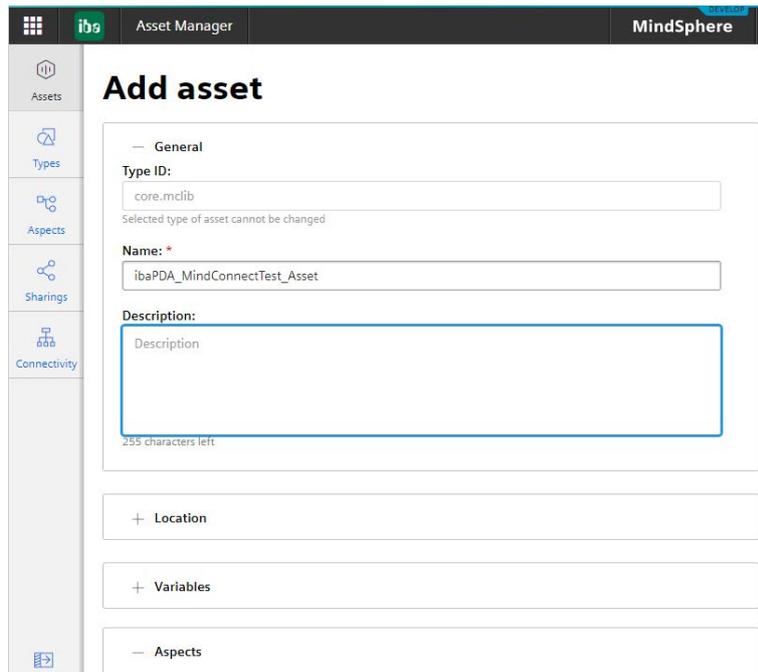


Fig. 5: New asset

The new asset is now available in the selection list on the left side.

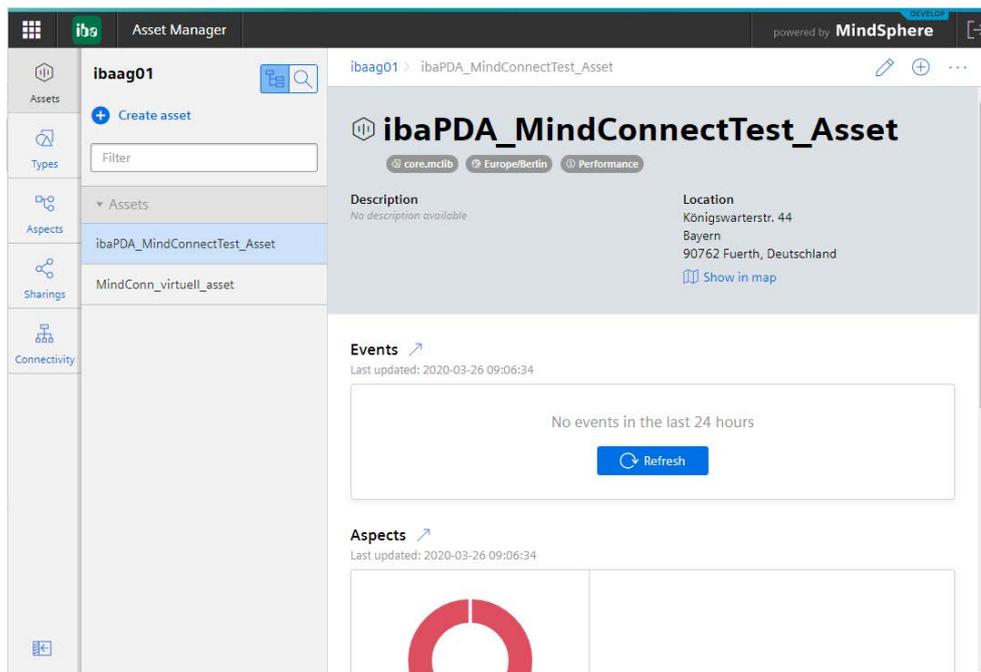


Fig. 6: Select asset

Open the asset by clicking the button at the top left (green arrow).

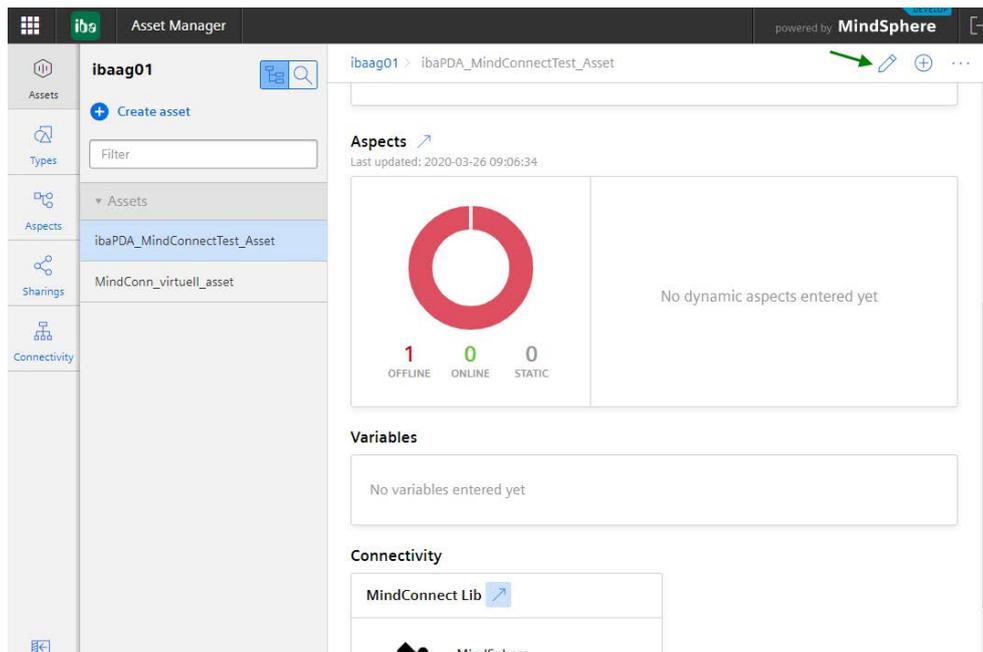


Fig. 7: Open asset

When you open the asset for the first time, you have to select a security profile. Select one of the security profiles and confirm with <Save>.

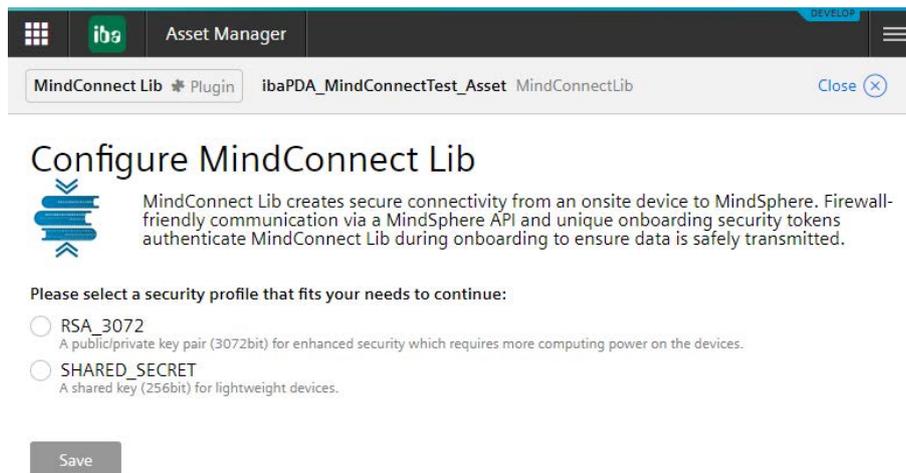


Fig. 8: Select security profile

Now the properties dialog of the asset appears. Create a boarding configuration with a click on the button <Generate onboarding key>.

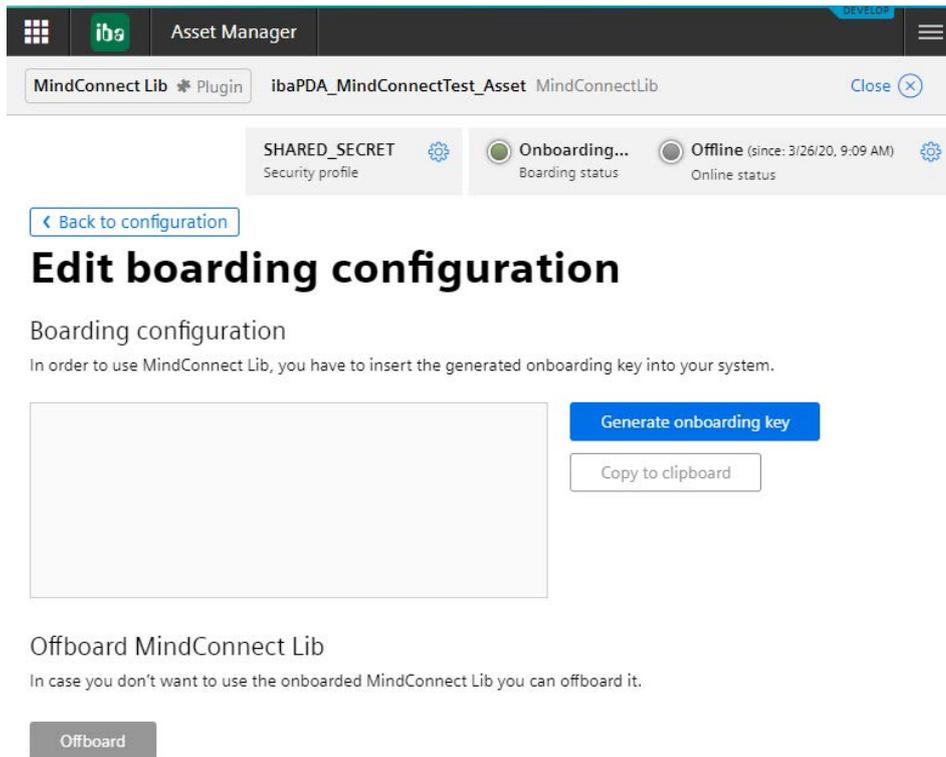


Fig. 9: Generate onboarding key

Copy the text (onboarding key) into the clipboard with a click on <Copy to clipboard>.

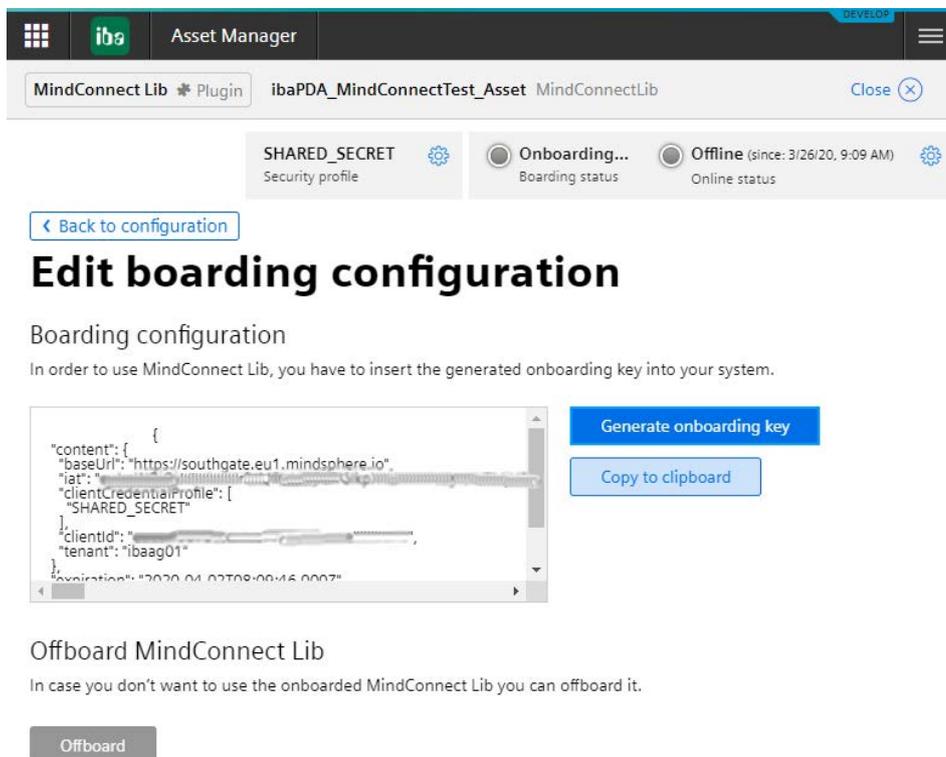


Fig. 10: Copy onboarding key

Now open *ibaPDA* and configure a *MindSphere timebased data store*. See the following chapters.

3.2 MindSphere data store configuration

First start the *ibaPDA* client. The dialog for data storage configuration can be opened in the *Configure – Data storage* main menu or by clicking on the button  in the main toolbar.

In order to add a new data store, click on the blue link *Add data store* in the tree structure. You can also right-click on the data store node in the tree structure and choose *Add data store* from the context menu.

Select *MindSphere timebased data store* for the recording of timebased data in a MindSphere cloud.

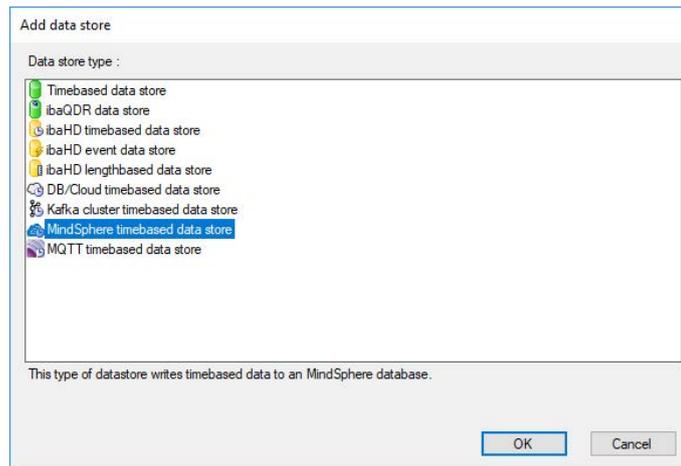


Fig. 11: Add a data store

The MindSphere data store configuration dialog appears.

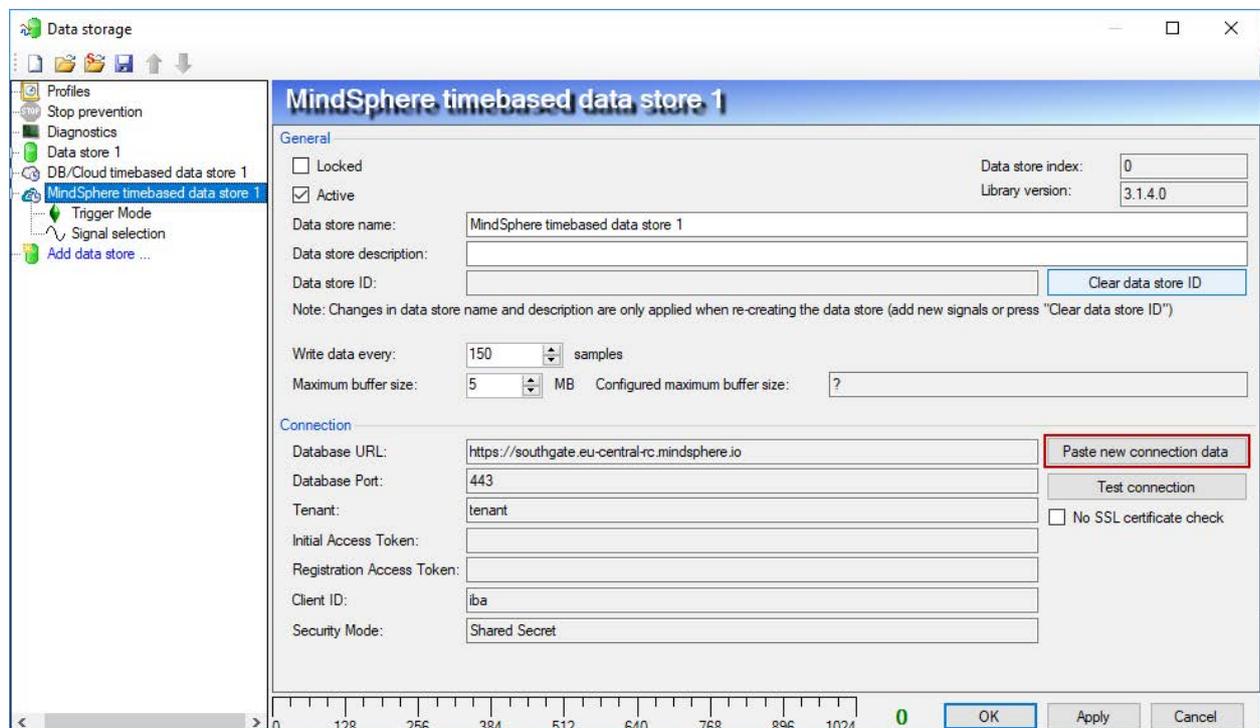


Fig. 12: Configure MindSphere data store

In the configuration dialog, click the button <Paste new connection data>. Paste the MindSphere connection data from the clipboard into the text field that opens and confirm with <OK>.

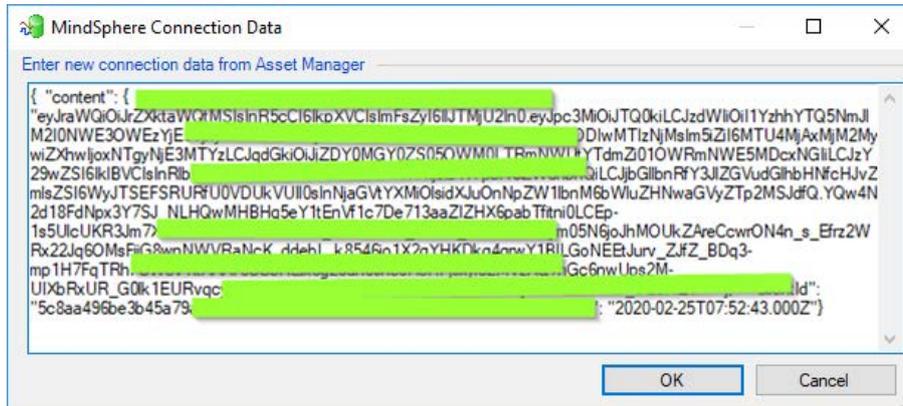


Fig. 13: Paste connection data

This defines the connection to the previously created asset and the fields in the *Connection* area are filled in automatically (display only). Use the <Test connection> button to test the connection.

Note



These steps need to be performed only once per asset. If *ibaPDA* cannot connect to the MindSphere any more due to Access Token problems, you might go to the Asset property page in MindSphere Asset Manager. Click on <Offboard>, copy the new connection key and enter it again in *ibaPDA*. Also the button <Clear data store ID> can be used to disconnect from MindSphere and create a new connection.

Further settings can be made in the configuration dialog:

Locked

A data store can be locked in order to prevent an accidental or unauthorized change of settings.

Active

A data store must be enabled in order to work. However, you can configure various data stores and disable data stores that are not required.

Data store name

You can enter a name for the data store here.

Data store description

You can also enter a description here.

Data store ID

This index is automatically assigned by the system and is only displayed here.

Note

As long as the data store ID remains the same, existing signals and their links within MindSphere are maintained. No signals are deleted in MindSphere, even if they do no longer exist in *ibaPDA*. By resetting the data store ID, the signals are newly created, i.e. signals that do not longer exist are also removed.

Write data every ... samples

Here you define the time base for writing the data. Normally, about up to 300 samples can be transferred to the MindSphere, but it will wait no longer than 30 seconds before uploading data. If different profiles are used, the data is sent when the number of samples is reached. This means that the fastest profile is relevant for the transmission.

While MindSphere basically supports time series data with 1 ms, FleetManager may have problems displaying values for times smaller than 1 s. So if you have slow data e.g. every 10 seconds, you should use a smaller value here. If you have more high-resolution data, you should use a larger value here to collect data before it is sent to MindSphere. This reduces the total load.

Maximum buffer size

The maximum buffer size determines how much data is buffered in *ibaPDA* in the event of a temporary connection loss with the MindSphere.

No SLL certificate check

If a connection to MindSphere is not possible due to a failed certificate check, the certificate chain check can be deactivated to bridge the gap. However, for security reasons the problem should be solved correctly, usually the relevant or correct certificates are missing in the Windows system certificate store.

3.2.1 Buffer

The data storage uses a memory buffer and additionally a file buffer that can be enabled optionally.

The file buffer can be activated for the following data stores:

- DB/Cloud timebased data store
- Kafka cluster timebased data store
- MindSphere timebased data store
- MQTT timebased data store
- ibaHD timebased data store
- ibaHD event data store
- ibaHD lengthbased data store

The data stores are subsequently referred to as the target system. File buffering is especially useful for ibaHD data stores, if *ibaHD-Server* as target system is connected to the data acquisition system *ibaPDA* via network connectivity with fluctuating bandwidth and/or temporary unavailability.

Data to be sent to the target system always passes through the internal *ibaPDA* memory buffer. If the connection to the target system exists, the data is sent there from the memory buffer immediately. If the connection is lost, or the data cannot be sent out fast enough, the data remain in the memory buffer. The memory buffer is located in the RAM of the *ibaPDA* computer and is therefore limited and volatile. If, for example, the acquisition is restarted, the buffered data will be lost. If the memory buffer grows beyond the configured size during ongoing acquisition, the oldest values are deleted and thus lost.

To improve this, a file buffer can additionally be enabled, which can buffer much larger amounts of data. The data is stored in files in a directory in a local drive of the *ibaPDA* server. When the file buffer is enabled, data is transferred from the overflowing memory buffer to the file buffer. If the acquisition is finished or restarted (e.g. by applying a modified IO configuration), data that may be in the memory buffer at this time is also transferred to the file buffer.

After reconnecting to the target system, the oldest data is always transferred first. Newer values are added to the buffer in the meantime. If there is still buffered data in the file buffer when the acquisition is started, it will be handled and processed in the same way. The data is saved in the format that was configured in the data store at the time of buffering and it is also sent in this format when the connection is established again.

You configure the buffering in the *Buffer* node of the respective data store.

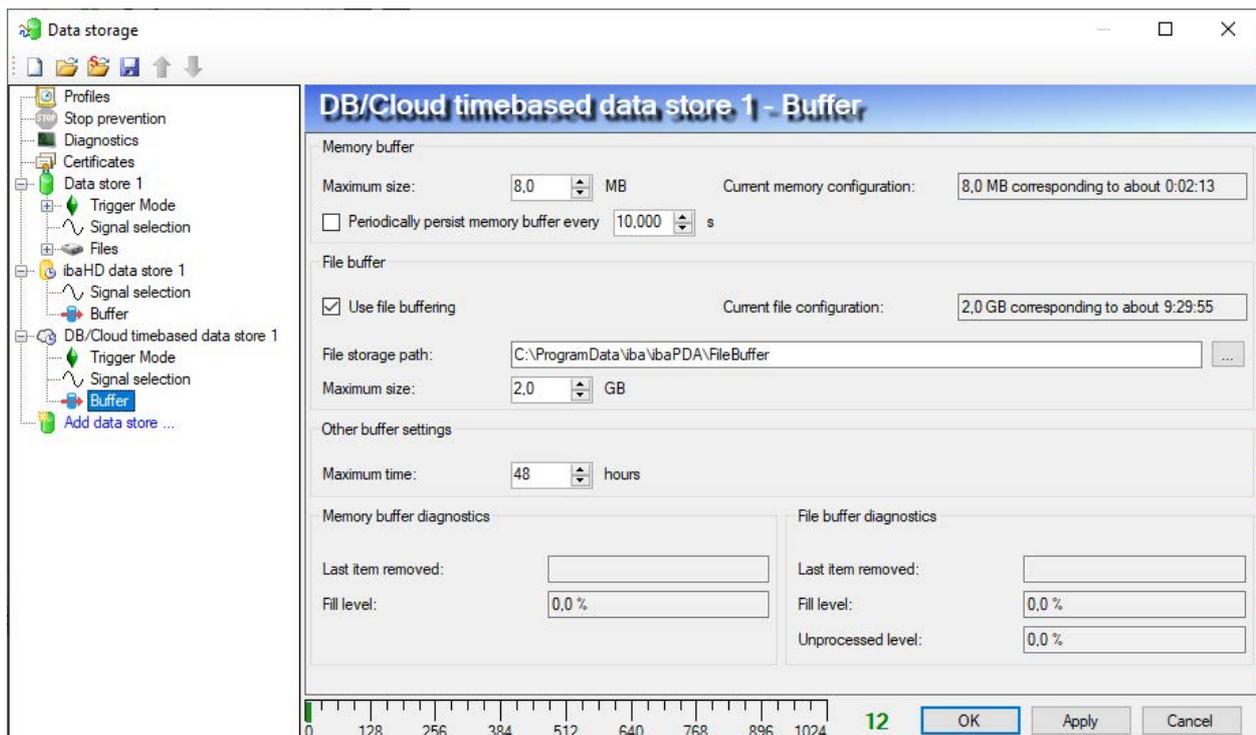


Fig. 14: Buffer configuration using the example of DB/Cloud data store

Memory buffer

The memory buffer is always enabled. It cannot be deactivated, since data to be transmitted always passes through the buffer before being forwarded to the target system.

Maximum size

Enter here the maximum total size for items buffered in memory. If the maximum size is exceeded, there are 2 options:

- When file buffering is disabled, the oldest item in memory is deleted (and is lost forever).
- When file buffering is enabled, the oldest part of the buffer memory is moved to a buffer file.

Periodically persist memory buffer every ... s

This option can be enabled only if file buffering is enabled. If the option is enabled, the entire memory buffer is periodically swapped to a buffer file.

Enter a duration after which the memory buffer is periodically stored. It must be between 10 s and 600 s.

With this option you can ensure that as little data as possible is lost in case of a system failure.

Current memory configuration

Display of the approximate time period that can be temporarily stored in the memory buffer with the configured settings. Specified in d.hh:mm:ss.

File buffer**Use file buffering**

By default, the file buffer is not used. Here you can enable file buffering.

Current file configuration

Display of the approximate time period that can be temporarily stored in the file buffer with the configured settings. Specified in d.hh:mm:ss.

File storage path

In the *File storage path* field you can select a location for the files. You can enter the directory directly into the text field, or select it via the browse button <...>. The configured file directory must be located on a local hard disk of the *ibaPDA* server computer.

The same file directory can be used for several data stores, because the buffer files of a data store have a unique name. Files from different data stores can thus be distinguished by their name.

Maximum size

You can configure the maximum total size of the buffer files of a data store. The buffer files themselves have the file extension *.buf*, the index file for managing the buffer files has the extension *.info*. The maximum size is the total size of all these files. If the maximum buffer size is exceeded, the oldest buffer file is deleted.

Other buffer settings**Maximum time**

Stored data older than the maximum time will not be transferred to the target system. Files older than the maximum time can be deleted. You can enter a value between 1 and 1000 hours.

Memory buffer / File buffer diagnostics**Last item removed**

Indicates when the last item was taken from this part of the buffer.

Fill level

The fill level indicates what percentage of the buffer size is currently filled with buffered data.

Unprocessed level

Items transferred to the target system are not deleted immediately in the file buffer. Only when a buffer file is completely read, it is deleted. Therefore, it is possible that only a part of a buffer file contains data that has not yet been transferred. The fill level refers to the existing buffer files, while the "unprocessed level" indicates the percentage of data in the file buffer that has not yet been transferred.

3.3 Signal selection

For signals to be recorded, they must be assigned to a storage profile of the *Time* type.

Note



Additional information about the storage profiles can be found in the manual *ibaPDA*, part 5.

Mark the node *Signal selection* and select a storage profile in the profile list. Set a check mark in the selection fields next to the signals which you would like to assign to this profile.

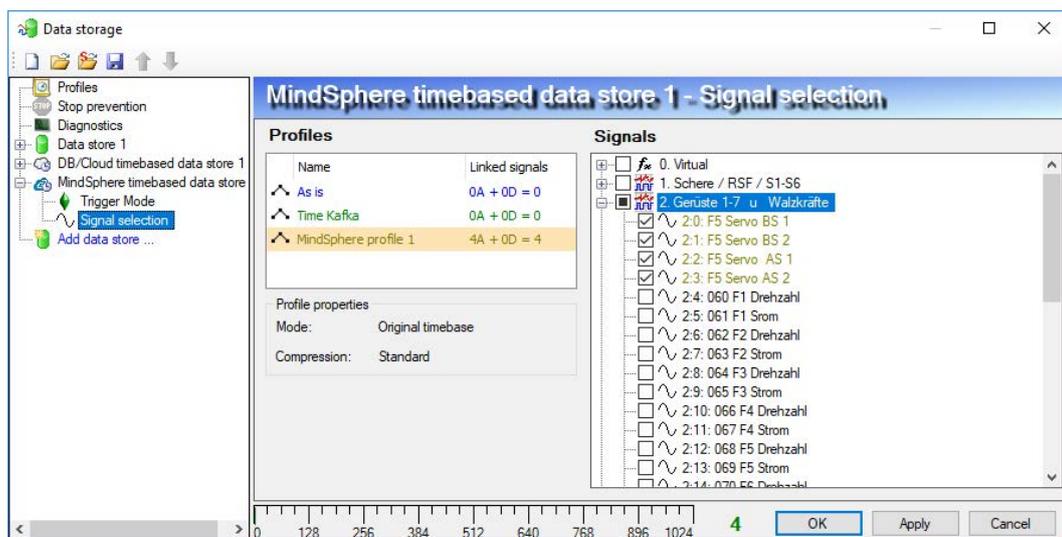


Fig. 15: Signal selection

Note



All data is sent to MindSphere as text. If you select a fast timebase in the profile, this can lead to many data/frames being sent to MindSphere. You can check this using the virtual diagnostic function for MindSphere (see chapter [Virtual diagnostics for MindSphere data store](#), page 38).

MindSphere data storages are licensed per number of written signals. The current number of selected signals in all MindSphere data storages is shown at the bottom of the dialog, similar to the number of configured signals in the I/O Manager. The length of the bar corresponds to the licensed number of signals. In the example above, a maximum of 1024 signals can be written via MindSphere data stores. 4 signals are currently already used.

Check signals in the MindSphere

Once the configuration is accepted, the configured signals are created in the asset. To check if the configuration in *ibaPDA* was correct, switch to the Asset Manager again and open the connected asset.

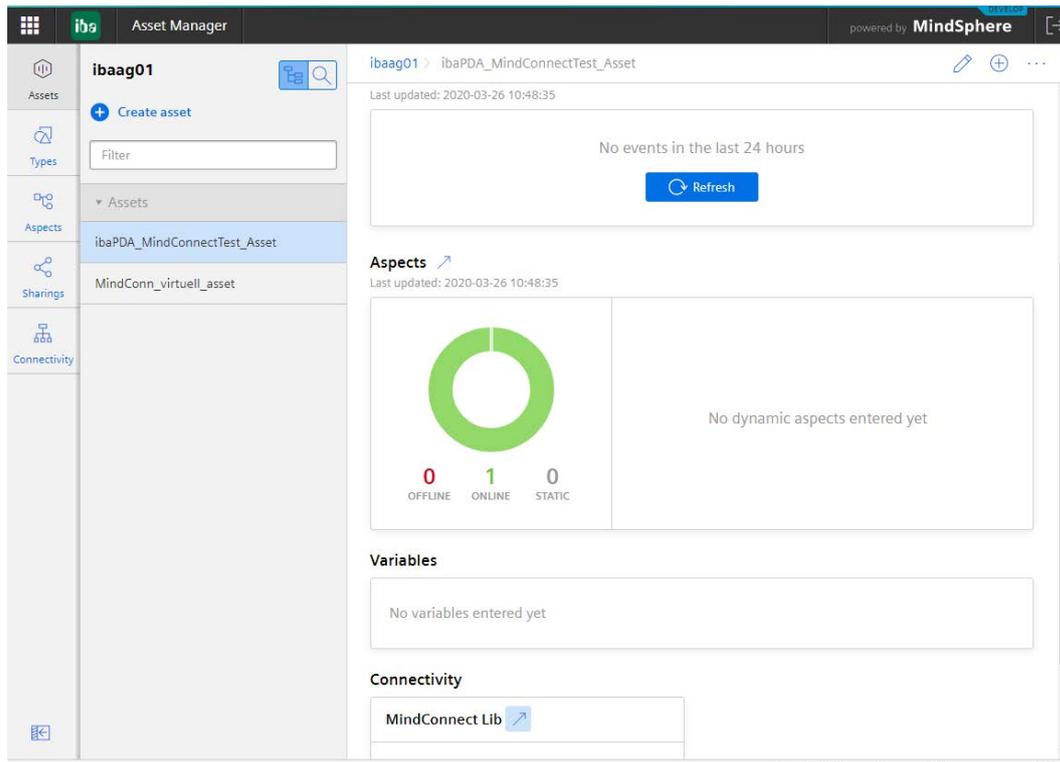


Fig. 16: Open asset again

Select the asset in the list and open the edit mode.

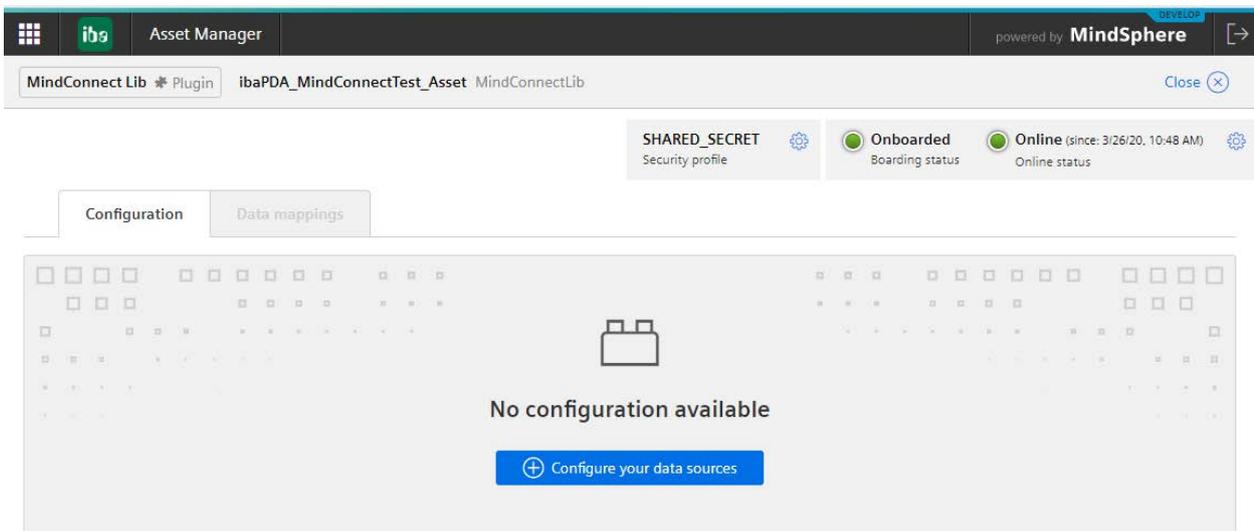


Fig. 17: Configuration tab

Click <+Configure your data sources>. Now you should see all selected signals from *ibaPDA* with their units. The use of units is mandatory in MindSphere. If the *ibaPDA* signal had no unit, "raw" is added automatically.

The screenshot shows the Asset Manager interface. At the top, there is a header with the 'iba' logo and 'Asset Manager' text. Below this, a breadcrumb trail shows 'MindConnect Lib' (with a star icon and 'Plugin' label), 'ibaPDA_MindConnectTest_Asset', and 'MindConnectLib'. A 'Close' button with an 'x' icon is on the right. Below the breadcrumb, there are three status indicators: 'SHARED_SECRET' (Security profile), 'Onboarded' (Boarding status), and 'Online' (since: 3/26/20, 10:48 AM) (Online status). Below these are two tabs: 'Configuration' and 'Data mappings'. A blue button with a pencil icon and 'Enter edit mode' text is located below the tabs. Below the button, a summary bar shows 'Configuration ID: 1585216571488', '1 Data source', and '0/2 Data points are linked'. Below this is a section for 'MindSphere TimeBased' with '2 Data points'. A table displays the data points:

| Data point | Data point ID | Linked | Data type | Unit |
|------------|---------------|--------|-----------|------|
| Virtual0 | 1585216460780 | | DOUBLE | raw |
| Virtual11 | 1585216545212 | | DOUBLE | raw |

Fig. 18: Displaying the signals in the asset

3.4 Trigger mode

The description applies to the following types of data stores:

- Database/cloud timebased
- Kafka cluster timebased
- MindSphere timebased
- MQTT timebased.

In the *Trigger Mode* node, you determine when data is recorded.

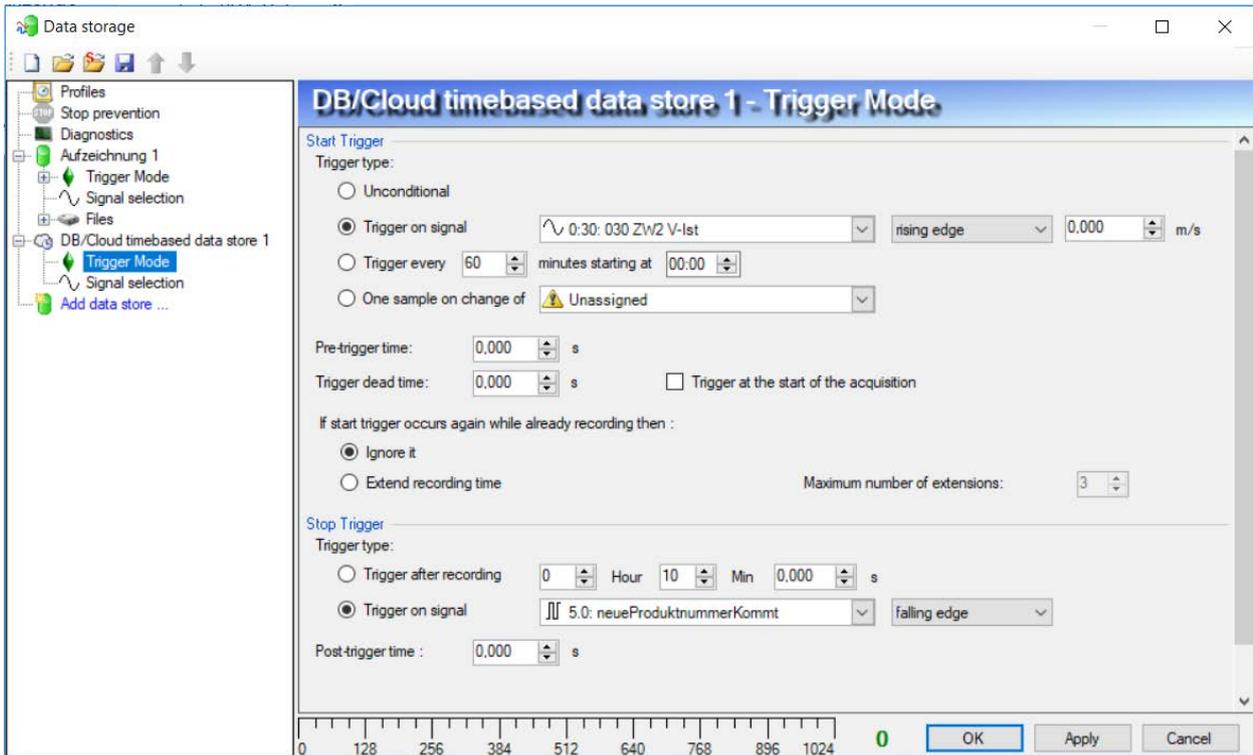


Fig. 19: Trigger mode, Database/cloud example

Start trigger

You initially choose whether you would like to continuously record or it should be fired by a trigger.

Unconditional

The data is continuously recorded with this selection. In this case, the recording will start immediately at the start of the measurement or when pressing the "GO" button.

Trigger on signal

If you want the trigger to fire on a measured signal or a virtual signal, you need to check *Trigger on signal* in the option field. In the fields next to this, define the properties of the trigger signal.

- Field 1: Drop-down list for signal selection (available analog and digital signals)
- Field 2: Drop-down list for selecting edges or levels
- Field 3: Drop-down list for selecting the trigger level value given in the specific physical unit (field 3 is only enabled in case of analog trigger signals)

Both analog and digital signals can serve as triggers. The signal to trigger on is to be selected from the drop-down lists (see picture below, field 1). In the drop-down list, you will find the well-known signal tree containing available signals. Select the signal you want to use as trigger signal.

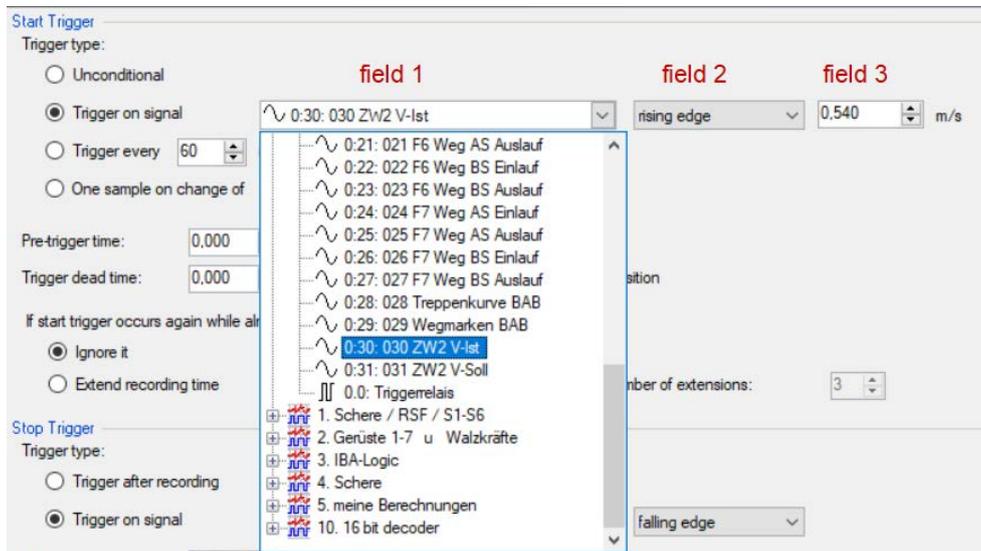


Fig. 20: Configuring "Trigger on signal"

Depending on whether a digital or an analog signal was selected, the fields 2 or 3, respectively, are offered allowing the trigger event to be defined more specifically.

As for analog signals, you can choose between level or edge triggers including a predefined level (field 3).

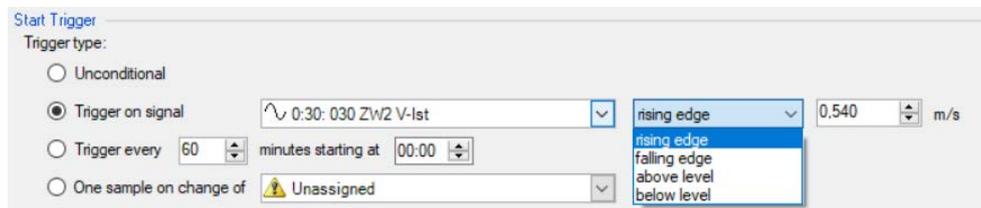


Fig. 21: Configuring "Trigger on signal", analog signal, edge or level

As for digital signals, you can choose between level or edge triggers including the 2 levels logical 0 (FALSE) and logical 1 (TRUE).

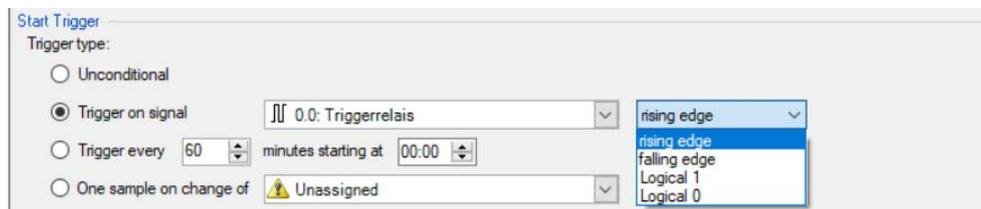


Fig. 22: Configuring "Trigger on signal", digital signal

Trigger every ...

If you want to use a start trigger always at a certain time regularly, you can check the "Trigger every ... minutes starting at ..." option. Enter the period given in minutes, or select it from the

input field. Value range is from 0 to 1440, which equals one day. Then enter or select the start time for the first trigger. Value range is from 00:00 to 23:59, which equals one day.

One sample on change of

When the value of the selected signal changes, a sample is recorded. The recording will stop after one sample, until the next signal change is detected. A deadtime can be configured to determine a minimum amount of time between samples. Before the deadtime has elapsed, no new sample will be recorded.

Pre-trigger time

You can configure a pre-trigger time and then the recording begins by the pre-trigger time before the trigger event. If the trigger condition is met, the incoming data is added to the data buffered during the pre-trigger time.

Trigger dead time

This property is available for the start triggers "Trigger on signal", "Trigger every ..." and "One sample on change of". The trigger dead time determines the time of suppressing subsequent triggers after a trigger occurred.

If the dead time, for instance, is set to 5 seconds, all other triggers are ignored for the duration of 5 seconds after the first trigger occurrence.

Trigger at the start of the acquisition

If you want the recording to start immediately at acquisition start or as soon as you apply a new data storage configuration, you also need to check the *Trigger on acquisition start* option. If you do not enable this option, the recording first starts once the trigger is fired.

If start trigger occurs again while file is already recording, then:

You can determine here what should happen if a new start trigger occurs while a recording is already running.

- Ignore it:
Selecting this option will cause the system to ignore any new start trigger during a running recording for as long as the stop trigger occurs
- Extend recording time:
If this option is enabled, it extends the duration of the running recording upon occurrence of another start trigger during an ongoing recording. This occurs as often as set in the "Maximum number of extensions on single file" field. If the max. number of extensions is reached, all subsequent start triggers will be ignored. Of course, the recording is stopped immediately by any stop trigger.

Stop trigger

The settings for the stop trigger are made in the same way as those for the start trigger. Here, both analog and digital signals can also be used as triggers.

Trigger after recording of x hours x minutes x seconds

Here you can configure a time span according to which the recording is ended - after the occurrence of the start trigger.

Trigger on signal

See explanation for start trigger above.

Post trigger time

You can configure a post trigger time and then the recording ends by the post trigger time after the stop trigger event.

4 Display in Fleet Manager

Several steps are necessary for the signals to be displayed in Fleet Manager.

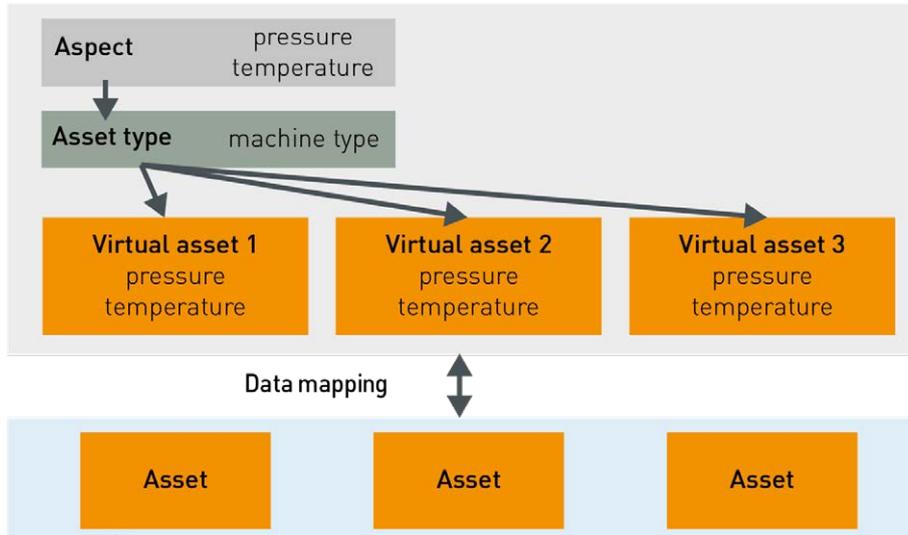


Fig. 23: Procedure for the display in Fleet Manager

- Create an aspect (=data structure), see chapter ↗ *Create an Aspect*, page 28
- Create an asset type (= machine type) and link it to the aspect, see chapter ↗ *Create a Type*, page 29
- Create a virtual asset with the previously defined asset type, see chapter ↗ *Create a virtual asset*, page 30
- Perform a data mapping between the asset into which the data is written by *ibaPDA* (from chapter ↗ *Creating an asset in MindSphere*, page 9) and the virtual asset, see chapter ↗ *Data mapping*, page 32. For better differentiation, the asset in which the data is written by *ibaPDA* will be called "connect asset" in the following.

Other documentation



Please refer to the MindSphere documentation for detailed information on using the Fleet Manager.

4.1 Create an Aspect

To display signals in MindSphere Fleet Manager, a "digital twin" must be created.

Define an aspect in which you create the "twins" of signals from *ibaPDA* with the same data type and the same unit as it was created in the asset. That means, for each selected signal in the data store in *ibaPDA* you create a variable in MindSphere Aspect.

Switch to the *Aspects* tab and create a new Aspect by clicking <+Add aspect>.

Fig. 24: Create an Aspect

Enter a name (here in the example: `ibaPDA_MindSphere_ASPECT`) and a description and select the category:

- Dynamic (aspect is used for time series)
- Static (aspect is used for static data)

Click on <+Add variable> and enter the signals from the *ibaPDA* data storage as variables (variable name = signal name). When creating the variables, it is important that the data type and the unit correspond to the signals in *ibaPDA*. (*ibaPDA* float = double !) Select "raw" for each signal without unit.

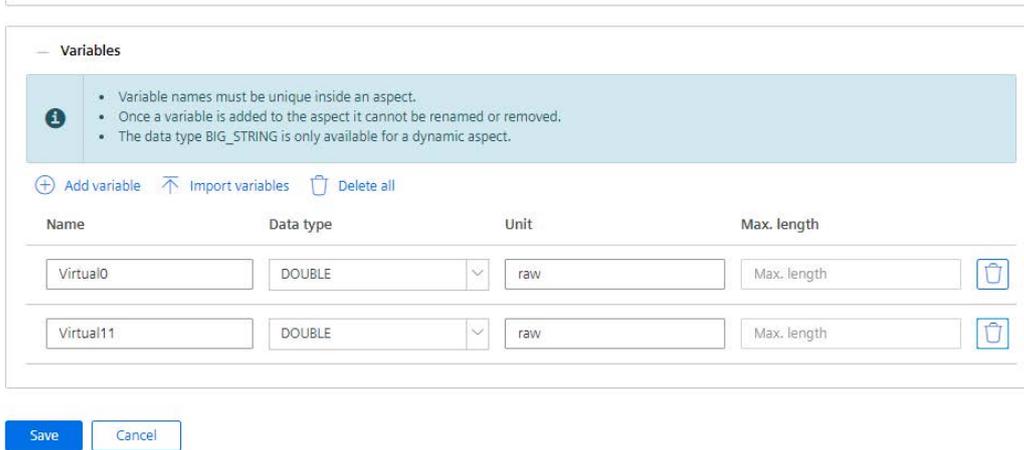


Fig. 25: Variables list

4.2 Create a Type

Now create a new type in the *Types* tab that references the defined aspect.

Mark *BasicDevice* in the list on the left and click <+Create type>.

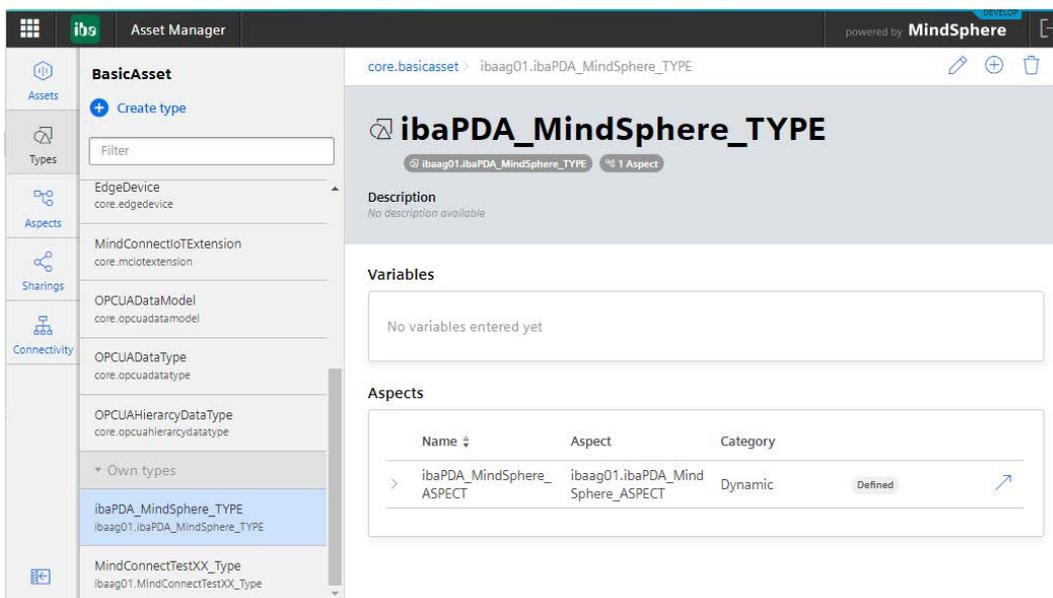


Fig. 26: Add type

Enter a name and a description for the type. Add the previously defined aspect under *Aspects* by clicking <Browse aspect>.

Edit type

— Type information

Parent type:

Parent type due to hierarchical order

Type ID:

Type ID cannot be changed after creation

Name: *

Name cannot be changed after creation

Description:

255 characters left

+ Image

+ Variables

— Aspects

[+ Add aspect](#) [🔍 Browse aspects](#)

| Name | Aspect | Category | | |
|---|---|----------|---------|--|
| > <input type="text" value="ibaPDA_MindSphere_ASPECT"/> | <input type="text" value="ibaag01.ibaPDA_MindSphere_ASPECT"/> | Dynamic | Defined | |

Fig. 27: Edit type

4.3 Create a virtual asset

Create a virtual asset, the so called virtual twin, with the previously defined type. The connect asset, that was created in chapter [↗ Creating an asset in MindSphere, page 9](#), is the connection to *ibaPDA*.

The "virtual" asset is the one linked to the type you created. Both assets are connected via data mapping.

Create a new asset by clicking <+Create asset> and select the previously defined type (here: *ibaPDA_MindSphere_TYPE*).

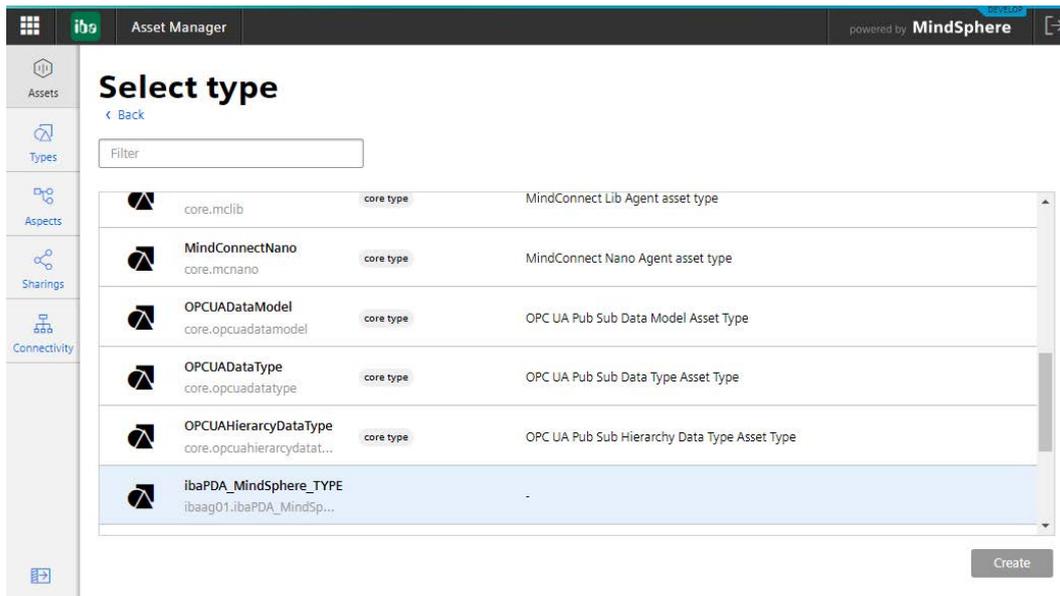


Fig. 28: Select type

Enter a name and confirm with <Save>. The connect asset and the virtual asset are now displayed in the list.

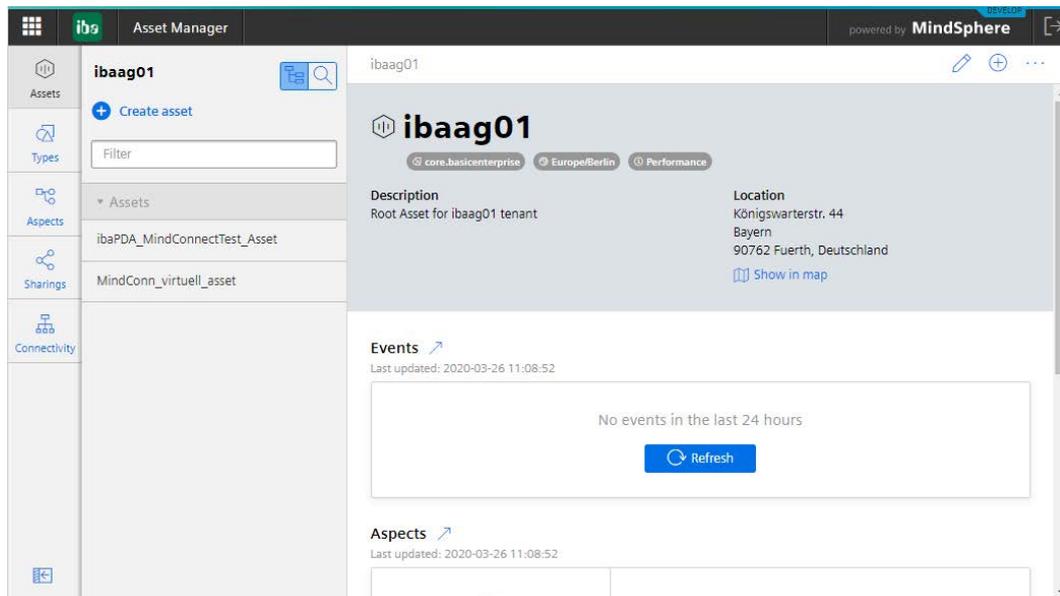


Fig. 29: Select asset type

4.4 Data mapping

The last step is to link the variables of the connect asset and the virtual asset.

Open the property page of the connect asset (ibaPDA_MindSphereTest_Asset). It should now have the state *Onboarded*.

Switch to the *Data mappings* tab. The configuration of the data source is displayed here, i.e. the signals with the names and description as defined in *ibaPDA* (here: MindSphere TimeBased).

The screenshot shows the 'Data mappings' tab in the Asset Manager. At the top, there are tabs for 'MindConnect Lib', 'Plugin', and 'ibapda_MindConnectTest_Asset'. Below the tabs, there are status indicators: 'SHARED_SECRET Security profile', 'Onboarded Boarding status', and 'Online (since: 3/26/20, 10:48 AM) Online status'. The main content area shows a table with the following data points:

| Data point | Data mapping |
|--------------------------|-------------------------------|
| Virtual0 raw, DOUBLE | Link variable |
| Virtual11 raw, DOUBLE | Link variable |

Fig. 30: Data mappings

Here every signal must be newly linked. To do this, click on <Link variable> for each signal and select the created "virtual" asset in the following dialog (here: MindConn_virtual_asset). Only compatible assets are displayed.

Note



Use the buttons <Up> or <Down> to navigate to the appropriate MindSphere directory where the "virtual" assets are stored.

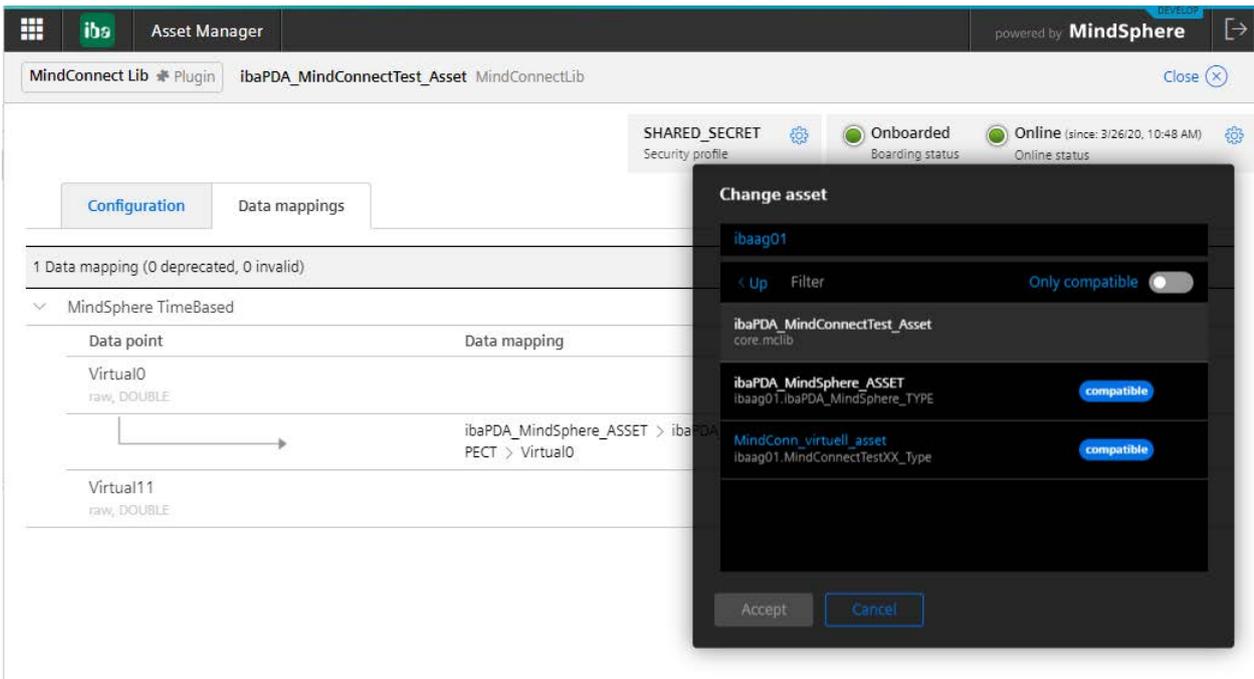


Fig. 31: Select virtual asset

In the next step, select the variables. Those that can be linked are highlighted. It is important that data type and unit match. Confirm the selection with <Accept>.

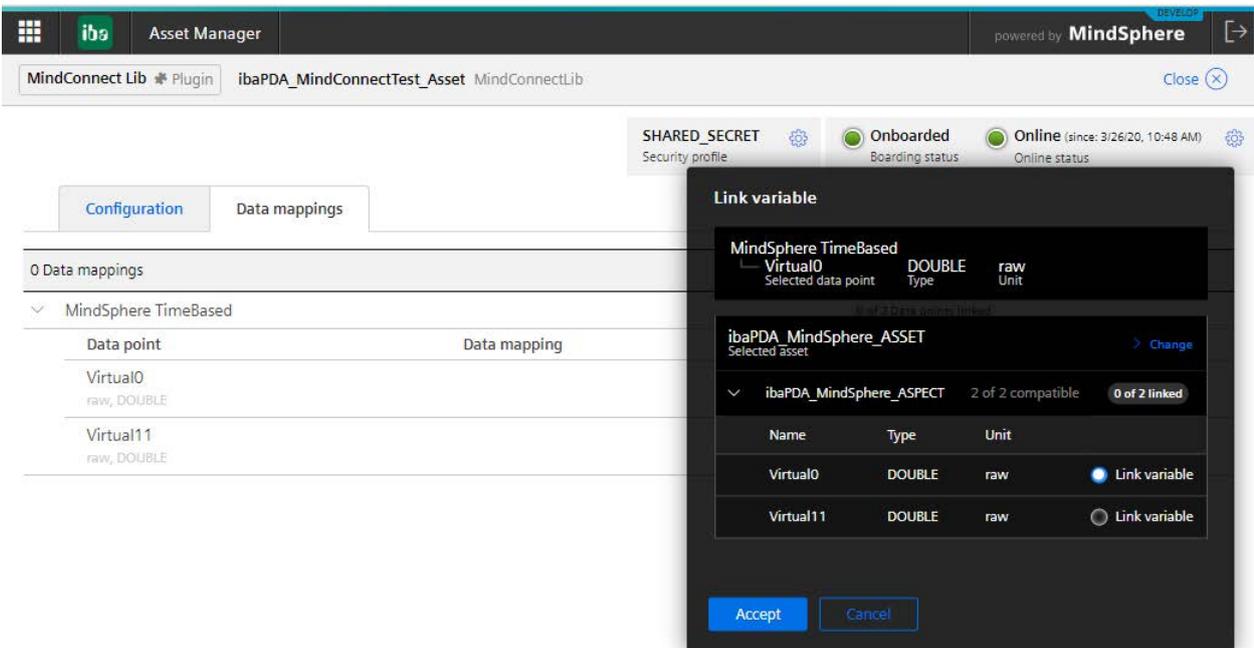


Fig. 32: Link variables

Repeat the procedure for the other variables and the following display will be shown:

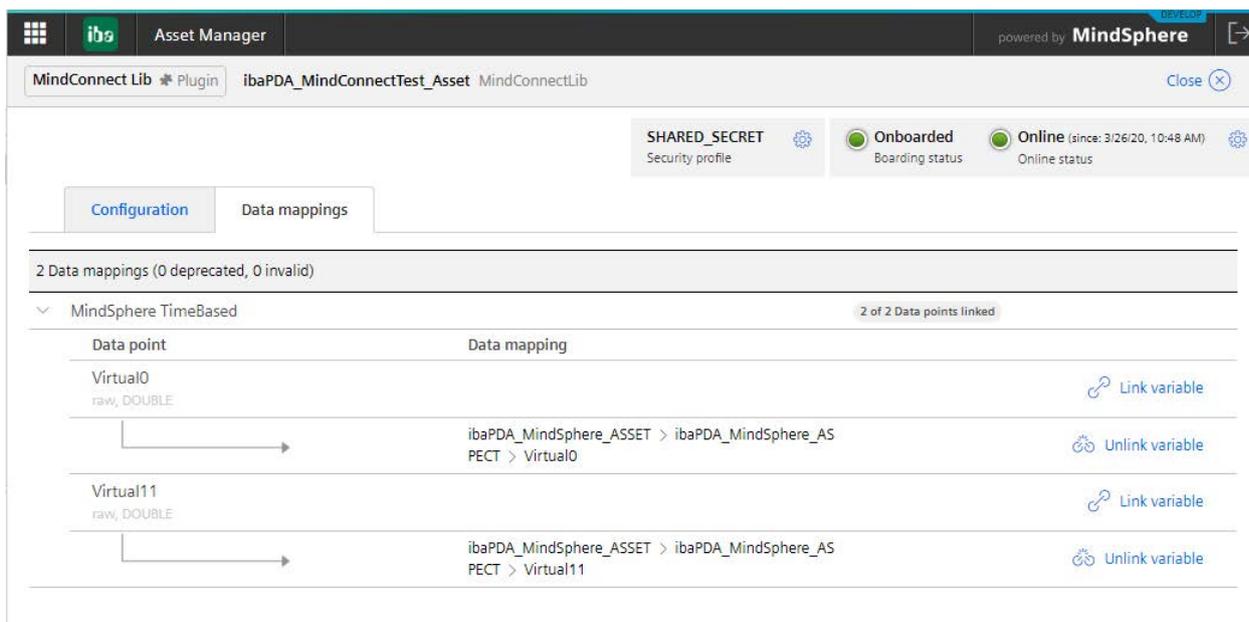


Fig. 33: Display of the mapped variables

Note



If you change the signals selected in *ibaPDA* that are to be stored in MindSphere, the asset data source must be updated by *ibaPDA*. This will automatically remove all signal connections from MindSphere and you will have to link all signals again.

4.5 Display of the data in Fleet Manager

The display in Fleet Manager is only used to check whether data from *ibaPDA* is available in MindSphere.

All defined assets are displayed in Fleet Manager. A trend graph can only be displayed for virtual assets, not for connect assets.

In this view you can filter the visualized signals by unit, you can zoom and pan. The default view is set to UTC time. However, you can change the setting to "browser" time to adapt it to your local time zone.

Here in the example you can see the signal data in *MindConnect_VirtualTest2*.

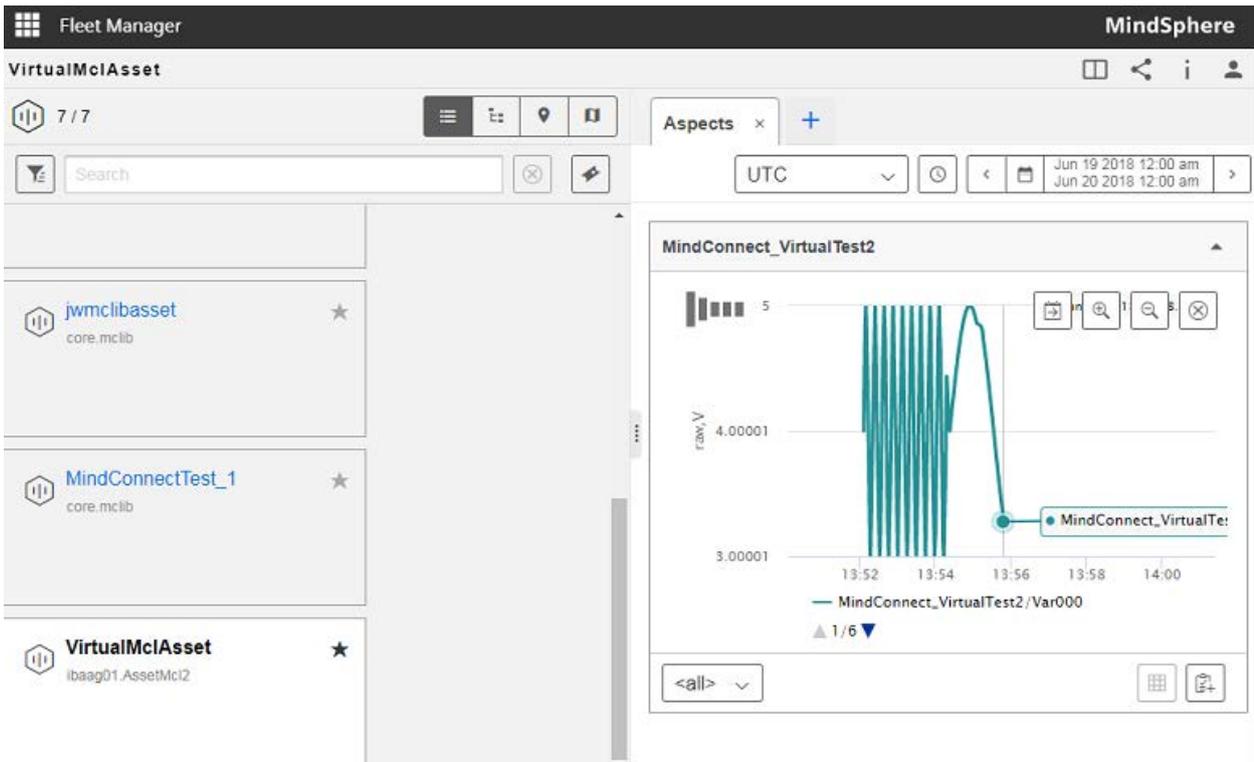


Fig. 34: Display in Fleet Manager

Analog values are displayed as trend graphs, connection status or Boolean values in the table view.

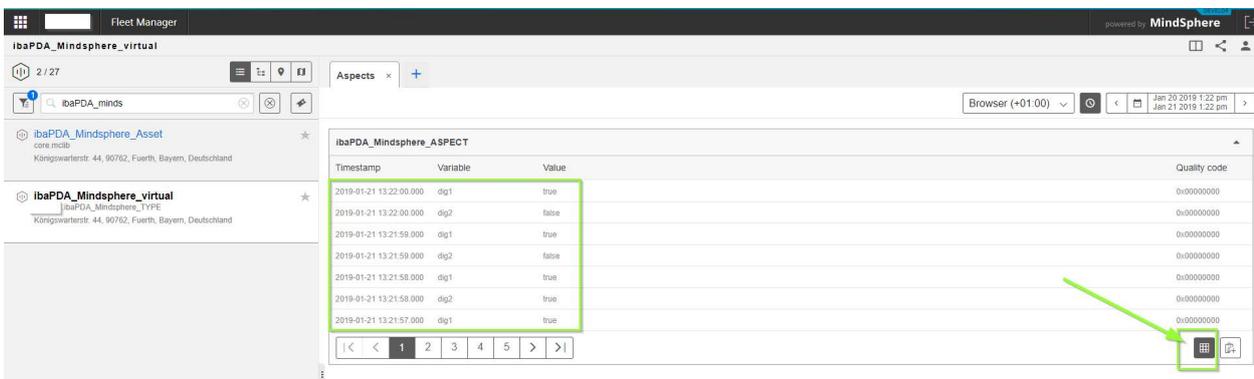


Fig. 35: Display of the Boolean values in the table

Using the timepicker you can select a time range.

To zoom in and out, you can use the magnifying glass buttons or the mouse wheel while holding down the <Ctrl> key. By selecting "ALL" all analog signals are displayed, the digital signals are displayed in the table view.

5 Diagnostics

5.1 Data storage status

The data storage status window shows the current status of the data stores.

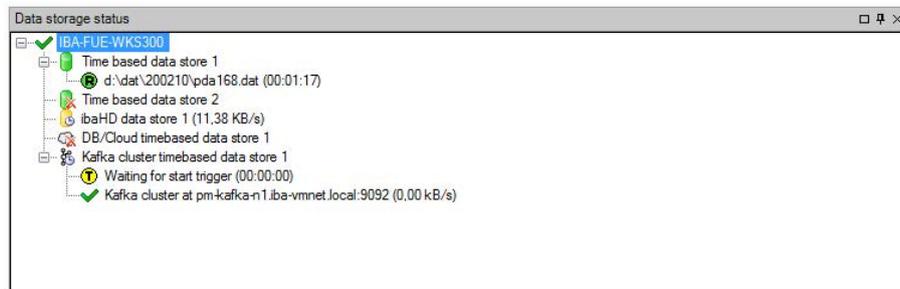


Fig. 36: Example of data storage status window

All defined data stores and their respective status are displayed here, depending on the data store, with server address, acquisition duration, write speed, etc.

The icon in front of the name indicates the current status of the storage:

-  Wait for the start trigger (only for triggered recording)
-  Recording in progress
-  Post-trigger phase; stop trigger occurred, but acquisition continues until the post-trigger time is over

Disabled or faulty data store is indicated by a red cross in the data store icon.

Right-clicking on this node allows you to manually send a start or stop trigger.

5.2 Diagnostics of data stores

The *Diagnostics* node in the data storage tree offers information about the system load by the data stores. The measurement must be running.

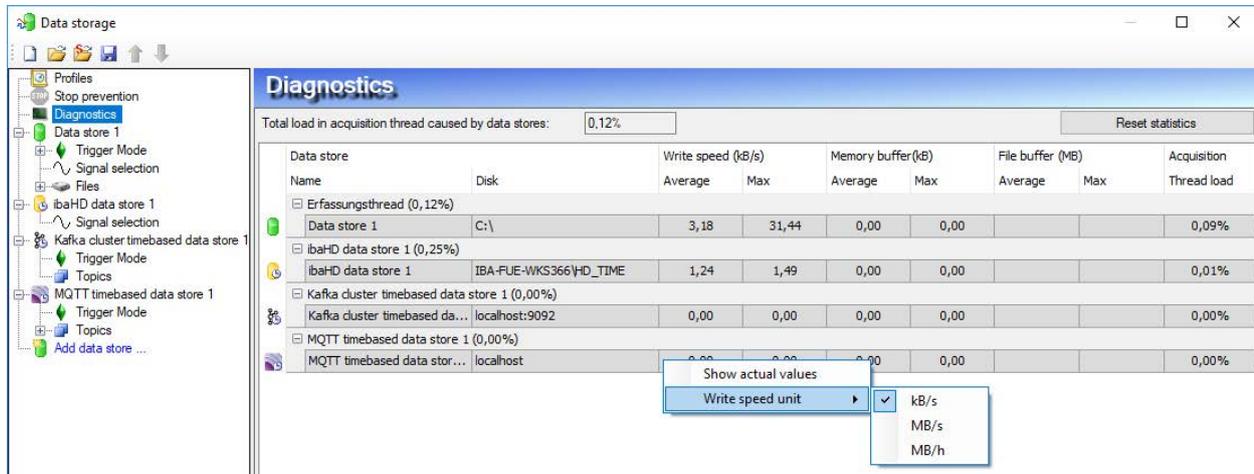


Fig. 37: Diagnostics of data stores

The performance values of all data stores are shown in the table. There is one row per data store. The rows are grouped according to the threads that write the data.

In each group row is the name of the thread and (in brackets) its share of the load. The load average is displayed by default. But, you can switch between the average and actual value using the context menu.

The *Disk* column indicates the respective target to which the data is written, for example a hard disk partition, the address of the database, the address of the Kafka cluster, etc. The *Write speed* indicates how fast the data is written.

The *Memory buffer (kB)* columns indicate how much data is buffered in *ibaPDA*. The columns *File buffer (MB)* indicate how much data is buffered in the file buffer.

The *Acquisition Thread load* column indicates various information depending on the data stores. For timebased data stores, the *Acquisition Thread load* column indicates the amount of time needed for the run length encoding and writing to a disk or in a Kafka cluster. For database/ cloud, MQTT and MindSphere data stores, the column indicates the load caused by the analysis of the triggers and creation of the row data.

For HD data stores, the partial processing time will be displayed, that is used for the creation of the data to be written on the HD server. These values already contain the run length encoding for time-based stores, event trigger calculation for event-based stores and the calculation of the length-based data for length-based stores.

Additional information about diagnostics can be found in the *ibaPDA* manual, part 5.

5.3 Virtual diagnostics for MindSphere data store

Using the virtual function *DataStoreInfoMindSphere* in *ibaPDA* you can request information about MindSphere data store.

To do this, create a module of type *Virtual* at the *Virtual* data interface in the I/O Manager. Open the expression builder by clicking the <fx> button and select the *DataStoreInfoMindSphere* function.

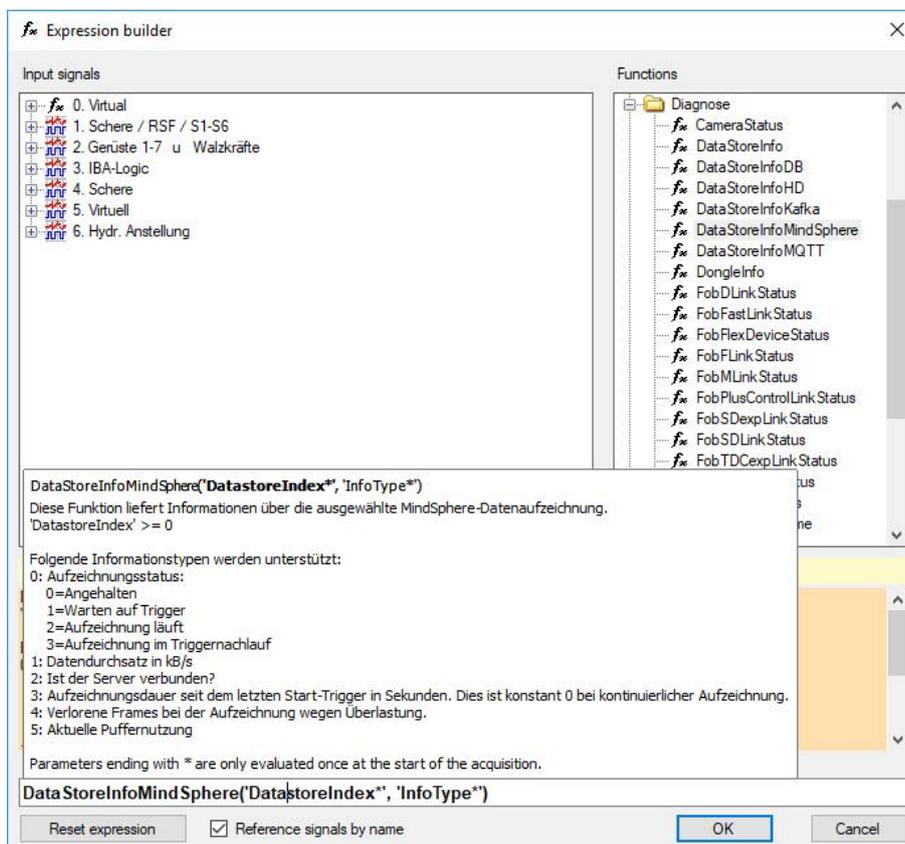


Fig. 38: Diagnostic function in the expression builder

The following information types are supported:

| Information types | Possible results |
|---|--|
| 0: Recording status | 0 = stopped 1 = waiting for trigger 2 = recording 3 = post-trigger time |
| 1: Data transmission rate in kB/s | |
| 2: Server connected? | |
| 3: Recording time since last start trigger | 0 = continuous recording |
| 4: Lost frames during recording due to overload | |
| 5: Current buffer usage | |

Table 2: Information types and possible function results

Note on information type 2: “Server connected?”

If you enable *Offboard* in MindSphere, the current data store ID still exists and the data can be written to MindSphere. The data store ID remains valid for several hours. If a new one is created internally after this time, the connected state is lost and no more data is written. When you stop/start the *ibaPDA* acquisition, a new data store ID is requested and the system recognizes that the connection no longer exists.

6 Support and contact

Support

Phone: +49 911 97282-14
Fax: +49 911 97282-33
Email: support@iba-ag.com

Note



If you need support for software products, please state the license number or the CodeMeter container number (WIBU dongle). For hardware products, please have the serial number of the device ready.

Contact

Headquarters

iba AG
Koenigswarterstrasse 44
90762 Fuerth
Germany

Phone: +49 911 97282-0
Fax: +49 911 97282-33
Email: iba@iba-ag.com

Mailing address

iba AG
Postbox 1828
D-90708 Fuerth, Germany

Delivery address

iba AG
Gebhardtstrasse 10
90762 Fuerth, Germany

Regional and Worldwide

For contact data of your regional iba office or representative please refer to our web site

www.iba-ag.com.