

## SIMATIC WinCC Unified 2, Advanced

### General Information

Course Code	SCT-TIA-UWCC2
Global Code	TIA-UWCC2
Length	2 Days
CEUs	1.3

### Audience

This course is relevant for personnel who are tasked with creating and/or editing HMI projects. This includes Programmers, Operators, Commissioning Engineers, Configuration Engineers, Maintenance Personnel, Repair Personnel, and Service Personnel who want to learn more about WinCC Unified in the SCADA environment.

### Prerequisites

- SIMATIC WinCC Unified 1, System Course

### Profile

Building on the system course (TIA-UWCC1), course topics are conveyed based on WinCC Unified PC Runtime. Upon completion of the course, you will be able to use WinCC Unified PC Runtime with confidence and create your own HMI / SCADA projects with WinCC Unified Engineering. The course involves creating and/or editing HMI projects for the WinCC Unified PC Runtime. Students will expand on the skills learned in the System Course and will provide students with a great deal of new information so that they can work confidently with WinCC Unified and WinCC Unified PC Runtime.

### Objectives

*Upon completion of this course, the student shall be able to:*

- Perform HMI - device update.
- Create and load project (PC).
- Connecting WinCC Unified Clients to the WinCC Unified Runtime and Certificate Handling.
- DB - Set up archiving for large amounts of data.
- Create parameter sets (recipes) and communicate for control.
- Reporting and application of templates.
- Efficient engineering and design with templates, applications, and options.
- Decentralized system configurations (collaboration) and certificate handling advantages.
- Training on the new HMI system, WinCC Unified, directly from the manufacturer.
- Can-do is better than know-how. Upon completion of the course, you will have mastered WinCC Unified by performing numerous practical exercises.
- Introduction to the new HTML5-based WinCC Unified. Get a personal impression of the performance.

### Topics

1. HMI - Device update
2. Creating and loading projects (PC)
3. WinCC Unified clients
4. DB - Logging for large volumes of data
5. Parameter sets (recipes)
6. Reporting
7. Efficient engineering and design
8. Collaboration