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1 //*****登录重试按钮*****
2 #include "apdefap.h"
3 void OnClick(char* lpszPictureName, char* lpszObjectName, char* lpszPropertyName)
4 {
5 SetVisible(lpszPictureName, "@ERROR", FALSE);
6 SetOperation(lpszPictureName, "@LoginIn", TRUE);
7 SetOperation(lpszPictureName, "@PasswordIn", TRUE);
8 SetOperation(lpszPictureName, "@OK", TRUE);
9 Set_Focus(lpszPictureName, "@LoginIn");
10 SetVisible(lpszPictureName, lpszObjectName, FALSE);
11 }
12
13 //*****登录按钮*****
14 #include "apdefap.h"
15 void OnClick(char* lpszPictureName, char* lpszObjectName, char* lpszPropertyName)
16 {
17 #pragma code ("UseAdmin.DLL")
18 #include "pwrnt_api.h"
19 #pragma code ()
20 HWND hWnd=NULL;
21 if (PWRTSilentLogin(GetInputValueChar(lpszPictureName, "@LoginIn"), GetInputValueChar(lpszPictureName, "@
22 {
23 SetOperation(lpszPictureName, "@OK", FALSE);
24 SetOperation(lpszPictureName, "@LoginIn", FALSE);
25 SetOperation(lpszPictureName, "@PasswordIn", FALSE);
26 SetVisible(lpszPictureName, "@ERROR", TRUE);
27 SetVisible(lpszPictureName, "@REPEAT", TRUE);
28 Set_Focus(lpszPictureName, "@REPEAT");
29 }
30 else
31 {
32 if (GetLanguage ()==0x0804 && GetLanguage ()==0x0404)
33 //获取窗口中文句柄 (简体中文和繁体中文)
34 hWnd=FindWindow(NULL, "WinCC-运行系统 - ");
35 if (GetLanguage ()==0x0409)
36 //获取窗口英文句柄
37 hWnd=FindWindow(NULL, "WinCC-Runtime - ");
38 //设置窗口位置, 大小
39 SetWindowPos(hWnd, HWND_TOP, 0, 0, 1680, 1050, 0);
40 OpenPicture("MainPicture.Pdl"); //Return-Type: void
41 }
42 }
43
44 //*****登录窗口退出按钮*****
45 #include "apdefap.h"
46 void OnClick(char* lpszPictureName, char* lpszObjectName, char* lpszPropertyName)
47 {
48 #pragma option(mbcS)
49 // WINCC:TAGNAME_SECTION_START
50 // syntax: #define TagNameInAction "DMTagName"
51 // next TagID : 1
52 // WINCC:TAGNAME_SECTION_END
53
54 // WINCC:PICNAME_SECTION_START
55 // syntax: #define PicNameInAction "PictureName"
56 // next PicID : 1
57 // WINCC:PICNAME_SECTION_END
58 DeactivateRTProject (); //Return-Type: BOOL
59 //Return-Type: BOOL
60 }
61
62
63 //*****打开主画面窗口*****
64 #include "apdefap.h"
65 void OnOpenPicture(char* lpszPictureName, char* lpszObjectName, char* lpszPropertyName)
66 {
67 HWND hWnd=NULL;
68 if (GetLanguage ()==0x0804 && GetLanguage ()==0x0404)
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```
69 //获取窗口中文句柄
70 hWnd=FindWindow(NULL,"WinCC-运行系统 - ");
71 if(GetLanguage ()==0x0409)
72 //获取窗口英文句柄
73 hWnd=FindWindow(NULL,"WinCC-Runtime - ");
74 //设置窗口位置,大小
75 SetWindowPos(hWnd,HWND_TOP,0,0,1680,1050,0);
76 }
77 //*****主画面退出按钮*****
78 #include "apdefap.h"
79 void OnClick(char* lpszPictureName, char* lpszObjectName, char* lpszPropertyName)
80 {
81 #pragma option(mbcx)
82 // WINCC:TAGNAME_SECTION_START
83 // syntax: #define TagNameInAction "DMTagName"
84 // next TagID : 1
85 // WINCC:TAGNAME_SECTION_END
86
87 // WINCC:PICNAME_SECTION_START
88 // syntax: #define PicNameInAction "PictureName"
89 // next PicID : 1
90 // WINCC:PICNAME_SECTION_END
91 SetVisible(lpszPictureName,"ExitWindow",TRUE); //Return-Type: BOOL
92 }
93 //*****退出画面退出按钮*****
94 #include "apdefap.h"
95 void OnClick(char* lpszPictureName, char* lpszObjectName, char* lpszPropertyName)
96 {
97 #pragma option(mbcx)
98 // WINCC:TAGNAME_SECTION_START
99 // syntax: #define TagNameInAction "DMTagName"
100 // next TagID : 1
101 // WINCC:TAGNAME_SECTION_END
102
103 // WINCC:PICNAME_SECTION_START
104 // syntax: #define PicNameInAction "PictureName"
105 // next PicID : 1
106 // WINCC:PICNAME_SECTION_END
107 ExitWinCC();
108
109 }
110 //*****退出画面取消按钮*****
111 #include "apdefap.h"
112 void OnClick(char* lpszPictureName, char* lpszObjectName, char* lpszPropertyName)
113 {
114
115 #pragma option(mbcx)
116 // WINCC:TAGNAME_SECTION_START
117 // syntax: #define TagNameInAction "DMTagName"
118 // next TagID : 1
119 // WINCC:TAGNAME_SECTION_END
120
121 // WINCC:PICNAME_SECTION_START
122 // syntax: #define PicNameInAction "PictureName"
123 // next PicID : 1
124 // WINCC:PICNAME_SECTION_END
125 SetVisible("MainPicture.Pdl","ExitWindow",FALSE); //Return-Type: BOOL
126 }
```