

Operations Required Prior to an Update of Unity Pro with Control Expert



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Introduction

Before updating Unity Pro with Control Expert, it is recommended that the current project files be saved.

If the previous installed version is earlier than Unity Pro 4.0, the following items must also be saved:

- Custom libraries
- Private ASI catalog

In addition, refer to [specific updates](#) for older versions of Unity Pro.

NOTE: If the version currently installed on the workstation is **incomplete** for any reason, it must be uninstalled before updating. Then, the new version of Control Expert must be installed using the [first time installation procedure](#).

Export Current Project Files

This step consists of generating files that are used to migrate projects to Control Expert. Export current projects from the project file format (*.STU) into an archive application file format (*.STA). It is also recommended to export into an application exchange file format (*.XEF).

The file types are:

- *.STU files from previous versions of Unity Pro are not readable on the new version of Control Expert.
- *.STA files are archive files compatible between different versions of Control Expert and Unity Pro. However, these files can only be created for projects that can be successfully built. The advantage of this format is the capability to connect to the PLC after opening the project on a newer version of Control Expert.
- *.XEF files are used for exporting a global project without global DTMs configuration and are compatible with all versions of Control Expert or Unity Pro. Importing an *.XEF file requires a **Rebuild All** of the project.
- *.ZEF files are used for exporting projects with global DTMs configuration and are compatible with all versions of Control Expert or Unity Pro. Importing an *.ZEF file requires a **Rebuild All** of the project.

For additional information about file formats, refer to:

- [Service in Offline Mode](#)
- [Users Applications and Projects File Formats](#)

For additional information about project compatibilities with Unity Pro versions and PLC firmware, refer to **Start → Programs → Schneider Electric → SoCollaborative → Unity Pro → ReleaseNotes**.

Create Archived Application File (*.STA)

The following table describes the procedure for generating *.STA files:

Step	Action
1	Launch the current Unity Pro software: Start → Programs → Schneider Electric → SoCollaborative → Unity Pro → Unity Pro xx (xx refers to Unity Pro package).
2	Open the project (*.STU file): <ul style="list-style-type: none"> • File → Open. • Select the project (*.STU file). • Click Open.
3	File → Save Archive , see note below.
4	Choose a location for the file to be saved. Do not save files in the default Schneider Electric

	<p>directory: C:\Program Files\Schneider Electric\Unity Pro or C:\Program Files (x86)\Schneider Electric\Unity Pro Files saved in this directory may be deleted during Control Expert installation.</p>
5	Click Save .
6	Remember the location where the *.STA file is stored on the terminal as it is needed when recovering the project.

NOTE:

The **Save Archive** function is only available if:

- The project has been generated.
- The **Tools** → **Project Settings** → **General** → **PLC embedded data** → **Upload information**, option is selected and at least **Comments** or **Animation tables** is selected.

Create Application Exchange File (*.XEF or *.ZEF)

The following table describes the procedure for generating *.XEF or *.ZEF files:

Step	Action
1	Launch the current Unity Pro software: Start → Programs → Schneider Electric → SoCollaborative → Unity Pro → Unity Pro xx (xx refers to Unity Pro package).
2	Open the project (*.STU file): <ul style="list-style-type: none"> • File → Open. • Select the project (*.STU file). • Click Open.
3	File → Export Project .
4	Choose a location for the file to be saved. Do not save files in the default Schneider Electric directory: C:\Program Files\Schneider Electric\Unity Pro or C:\Program Files (x86)\Schneider Electric\Unity Pro Files saved in this directory may be deleted during Control Expert installation.
5	Click Export and select the export file format (*.ZEF or *.XEF).
6	Remember the location where the *.ZEF or *.XEF file is stored on the workstation as it is needed when recovering the project.

Save Custom Libraries

Save custom libraries and families as follows:

Step	Action
1	Launch the current Unity Pro software: Start → Programs → Schneider Electric → SoCollaborative → Unity Pro → Unity Pro xx (xx refers to Unity Pro package).
2	Tools → Types Library Manager .
3	Select 1 custom family.
4	Right-click the selected custom family.

5	Click Create an installable family .
6	Choose a location for the installable family to be saved.
7	If <i>sub-types</i> need to be included, select Include sub-types check box.
8	Click OK . Do not save files in the default Schneider Electric directory: C:\Program Files\Schneider Electric\Unity Pro or C:\Program Files (x86) \Schneider Electric\Unity Pro Files saved in this directory will be deleted during Control Expert installation.
9	Save other custom libraries by repeating steps 3 to 8.
10	Exit the <i>Types Library Manager</i> by clicking Close in the <i>Types Library Manager</i> dialog.

After the storage location is defined and the settings saved, several *DSC* files containing the custom library settings will be created.

For more information, refer to [Types Library Manager](#).

Save the Private ASI Catalog

If a private *ASI* catalog is used, copy the following files to another directory where they can be recuperated later:

- ...|Schneider Electric|ConfCatalog|Database|Asi |1031|private.ctg, private2.ctg
- ...|Schneider Electric|ConfCatalog|Database|Asi |1033|private.ctg, private2.ctg
- ...|Schneider Electric|ConfCatalog|Database|Asi |1034|private.ctg, private2.ctg
- ...|Schneider Electric|ConfCatalog|Database|Asi |1036|private.ctg, private2.ctg
- ...|Schneider Electric|ConfCatalog|Database|Asi |1040|private.ctg, private2.ctg
- ...|Schneider Electric|ConfCatalog|Database|Asi |2052|private.ctg, private2.ctg

NOTE: Do not save files in the default Schneider Electric directory: C:\Program Files\Schneider Electric\Unity Pro or C:\Program Files (x86)\Schneider Electric\Unity Pro. Files saved in this directory will be deleted during Control Expert installation.

Specific Update Considerations

The following are specific update considerations related to older versions of Unity Pro:

- For Unity Pro V5.0:
The Installer of DTM library cannot completely manage uninstallation of the previous DTMs installed with Unity Pro V5.0. This may lead to incorrect installation of the DTMs (especially the Generic DTMs). Uninstall previous versions of the LOKI and Generic DTMs (using the Windows add or remove Programs function) before installation of Control Expert.
- For Unity Pro versions earlier than Unity Pro 3.0:
For projects that were built with an earlier version than Unity Pro 3.0, packing the PLC memory in RUN on Premium may lead to stop the PLC. In order to avoid this behavior, after opening the *STA* archive file, perform a **Rebuild All** of the project. Rebuilding the project involves a STOP of the PLC as well as a full download of the project.
For more information, refer to [Service in Offline Mode](#).
- For Unity Pro versions earlier than Unity Pro 2.0:
As the pin layout for the elementary function block **COM_DB** was changed with Unity Pro 2.0, applications containing this EF and designed with an earlier version need to be exported and imported. Moreover, new variables must be assigned on the inputs and outputs of the EF.
For more information, refer to [COMP_DB: Comparison](#).

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