




# WinCC V8.0 Architectures

[siemens.de/wincc-v8](https://siemens.de/wincc-v8)

# WinCC V8.0

## Symbol explanations

	WinCC single system
	WinCC Server
	WinCC UNI-Clients ( Standard-Client)
	WinCC Multi-Client
	WinCC WebUX Client
	WinCC WebNavigator Client

WinCC Engineering	
PC without WinCC	
WinCC Unified Panel	
Unified PC RT System	
S7 system components	
External database e.g.: SQL, Oracle, Access	 Ext
license needed on the computer	<div>123</div>



This set of slides provides an overview of common system architectures for WinCC V8 and which licenses are required on the participating WinCC stations.

# WinCC V8.0 Scalability

## Configuration principle and function tasks

Summery quantity structure – Following configurations were tested as typical scenarios

	Quantity	Comment
WinCC Server-Server communication	18 Servers	Connection to a multi-user system with MULIT-Clients has not been approved <ul style="list-style-type: none"><li>One server can access the data from up to 17 other servers or redundant pairs of servers</li><li>The server accessing the data behaves as a client in respect of the configuration and operation, except that a standard server cannot be configured</li></ul>
WinCC Server or redundant Server pairs	18 Servers	Access to a maximum of <b>18 WinCC servers</b> or redundant server pairs from WinCC MULTI-Clients
WinCC UNI-Clients (without their own project)	64 Clients	<b>Maximum of 64 WinCC UNI-Client's</b> interconnect to one Server. Redundant server pairs are possible
WinCC MULTI-Clients (with their own project)	50 Clients	<b>Maximum of 50 WinCC MULTI-Clients</b> in the WinCC distributed system. A maximum of 36 servers in the form of 18 redundant server pairs is possible
WinCC WebNavigator-Clients	150 Clients	
WinCC WebUX-Clients	100 Clients	As a typical scenario, we tested the simultaneous access of <b>100 WebUX-Clients</b> to one WebUX server <ul style="list-style-type: none"><li>100 clients are not a “hard” system limit – it is technically possible to connect more than 100 clients simultaneously</li><li>The performance depends on the employed hardware and the volume of process data</li></ul>

# WinCC V8.0 S7- process communication

## SIMATIC NET Licenses

**SIMATIC NET V18 license is required, if more than 8 x S7-connections are established.**

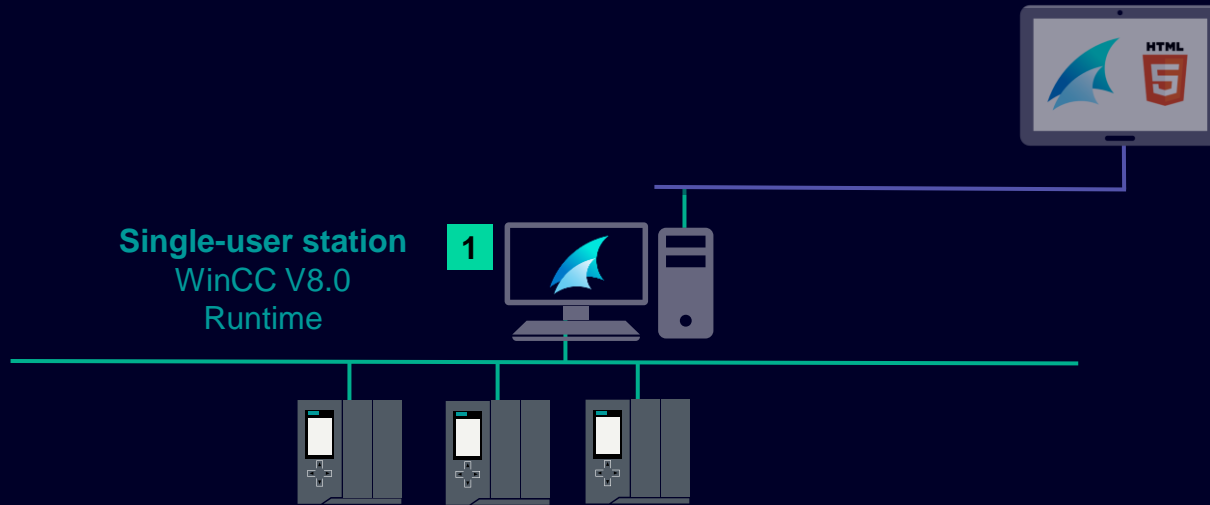
SIMATIC NET Licenses	Number of supported connections
SOFTNET-IE S7 V18 *	up to 64 connections
SOFTNET-IE S7 Extended V18 *	up to 64 Connections (S7 -300/400)
	+ 128 Connections (S7-1500)
	+ 128 Connections (S7-1200)
HARDNET-IE S7 V18 **	
up to 120 connections (system tested)	

\* The SOFTNET-IE S7 license is used for communication via **network card**.

\*\* The HARDNET-IE S7 license is used for communication via Industrial Ethernet CP (especially CP 1623).

# Single-user station

## Monitoring & Operating from a single PC

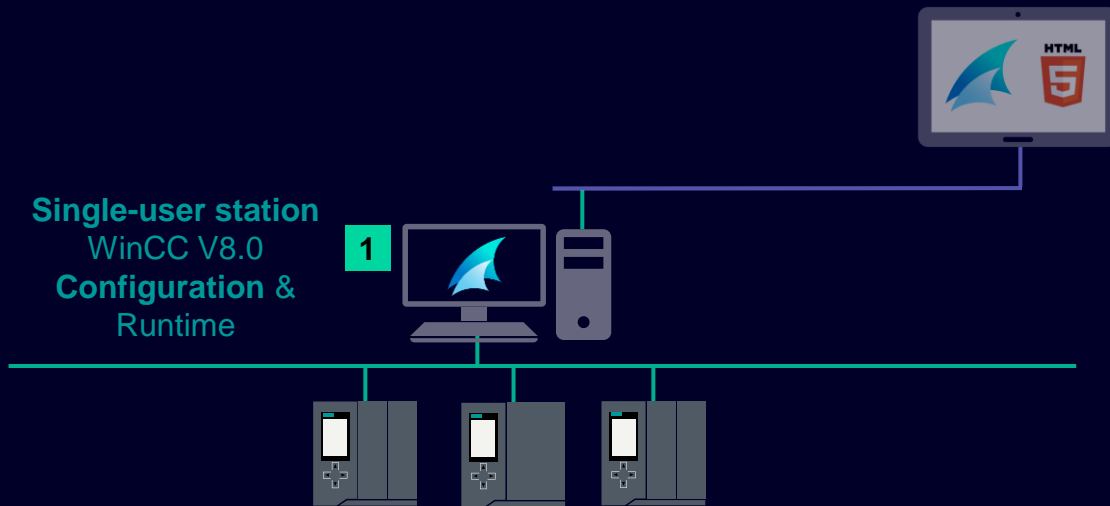


### Additional Information

- External Tags defined by size of license, unlimited number of internal tags are included in every RT/RC license
- base license already includes 512 archiving variables
- WebUX monitor license included in every RT/RC license

### 1. WinCC RT (Runtime)

# Single-user station with Engineering Monitoring & Operating from a single PC

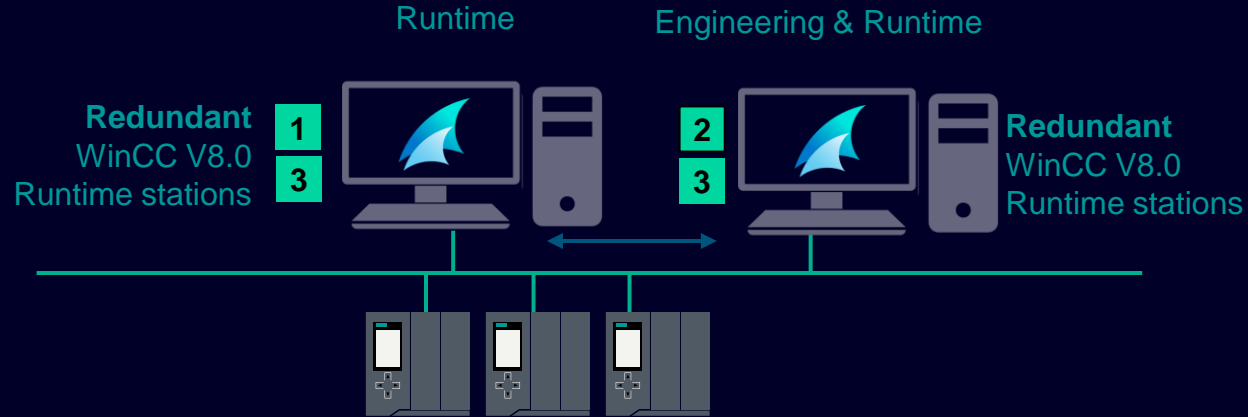


## Additional Information

- External Tags defined by size of license, unlimited number of internal tags are included in every RT/RC license
- **Engineering and Runtime on the same PC**
- base license already includes 512 archiving variables
- WebUX monitor license included in every RT/RC license

## 1. WinCC RC (Runtime & Configuration)

# Redundant engineering single-user stations



## Additional Information

Both stations work in parallel (both are connected to the process). In case of a breakdown of one of WinCC stations, the other takes over the archiving of messages, process Data and user archive data (Recipe).

Automatic synchronization of all archives after resumption of normal operation

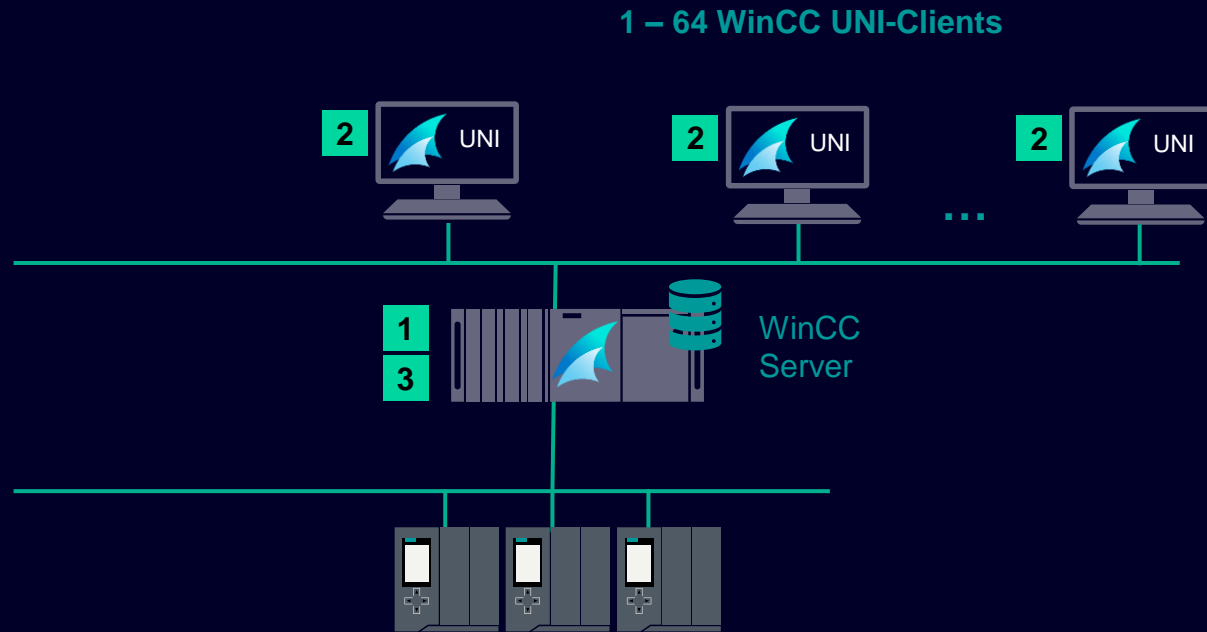
Redundancy package includes two licenses

1. WinCC RT (Runtime)
2. WinCC RC (Runtime & Engineering)
3. WinCC Redundancy (Package contains two licenses)



## Multi-user scenarios

### Central server with several operator stations – UNI-Client (Standard-client)



#### Please note

A Standard-Client has **no WinCC project** and is connected to one specific server from which he retrieves data and screens.

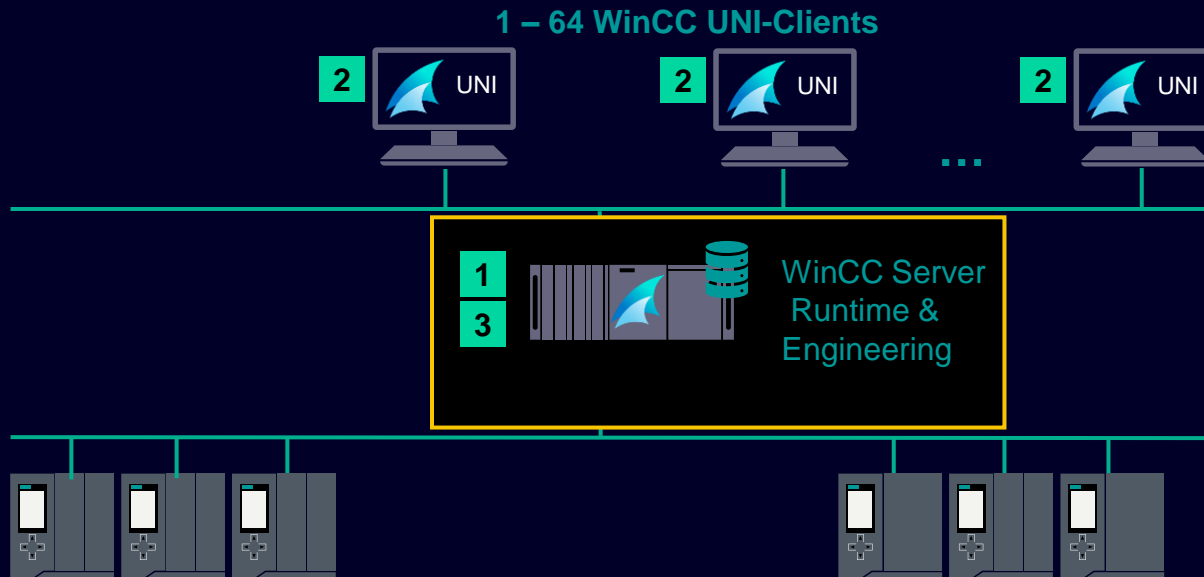
**Maximum of 64 WinCC UNI-Client's** interconnect to one Server.  
Redundant server pairs are possible

1. WinCC RT (Runtime)

2. WinCC RT - Client

3. WinCC Server

# Multi-user stations with Engineering on the server



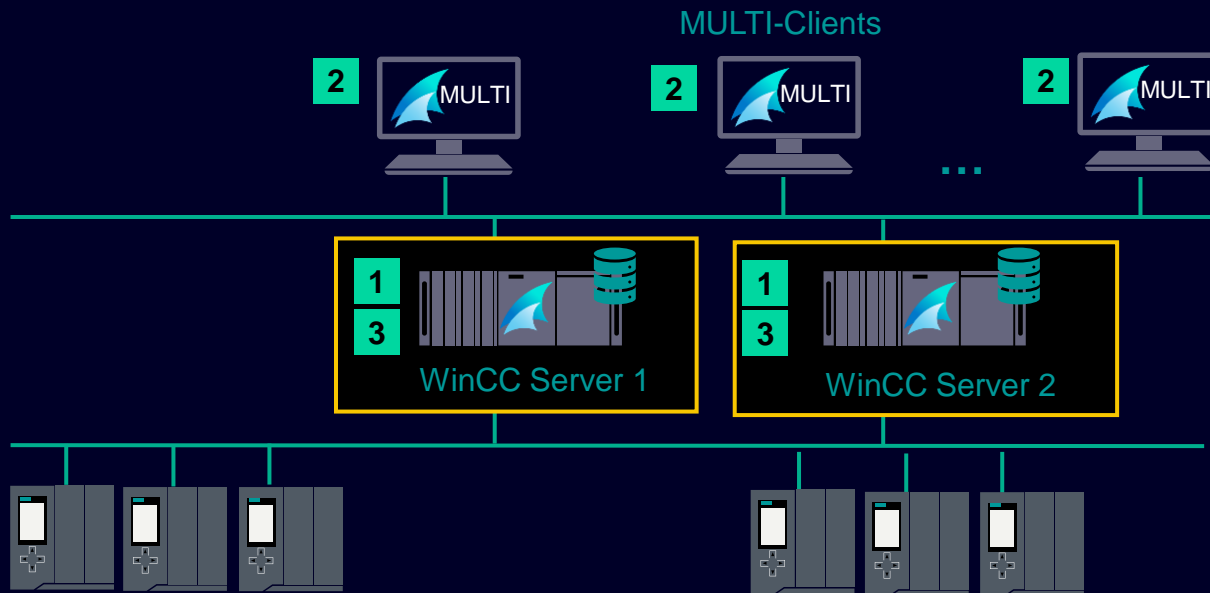
## Please note:

The Engineering & Runtime license (RC) is needed on the server if it is used for runtime and for local engineering.

1. WinCC RC (Runtime & Configuration)
2. WinCC RT - Client
3. WinCC Server

# Multi-user stations with multi-clients

## Clients with their own projects



### Please note:

A MULTI-Client can connect to several servers ,from which he retrieves tags, alarms and screens.

One MULTI-Client can connect to max. 18 servers (servers can be redundant) at the same time.

One WinCC Server can serv up to 50 MULTI-Clients.

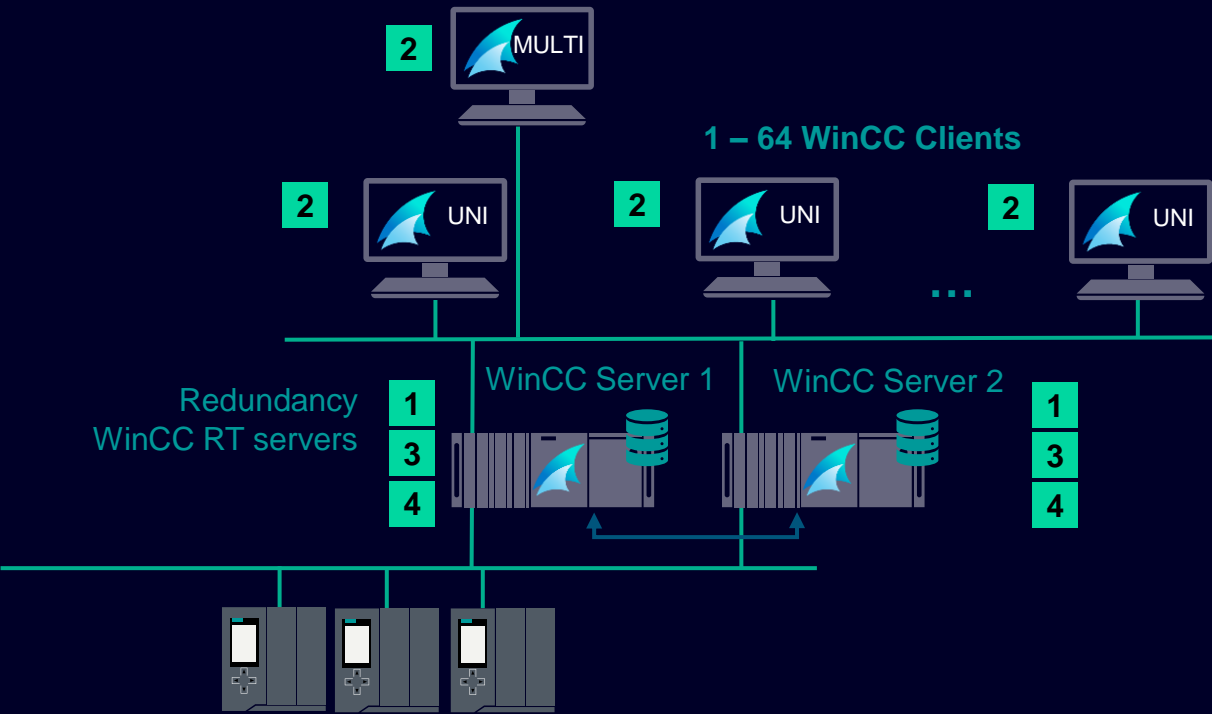
1. WinCC RT (Runtime)

2. WinCC RT - Client

3. WinCC Server

# Multi-Client stations/Server with Redundancy

## High availability



### Please note

Due to the redundancy of the servers, the Clients can continue to work in case of a server fails.  
The data is synchronized across the servers and the database is entirely replicated when operations return to normal.

1. WinCC RT (Runtime)

2. WinCC RT - Client

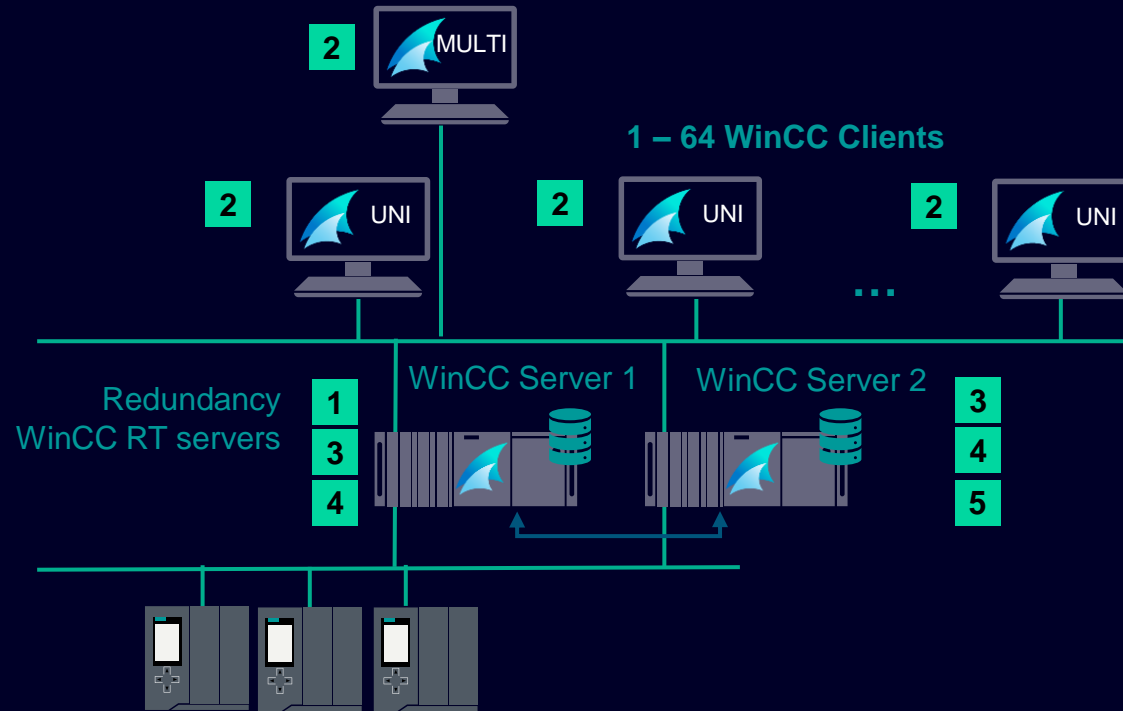
3. WinCC Server

4. WinCC Redundancy  
(Package contains two licenses)

End customer scenario  
Engineering done by System  
integrator

# Multi-Client stations/Server with Redundancy

## High availability



### Please note

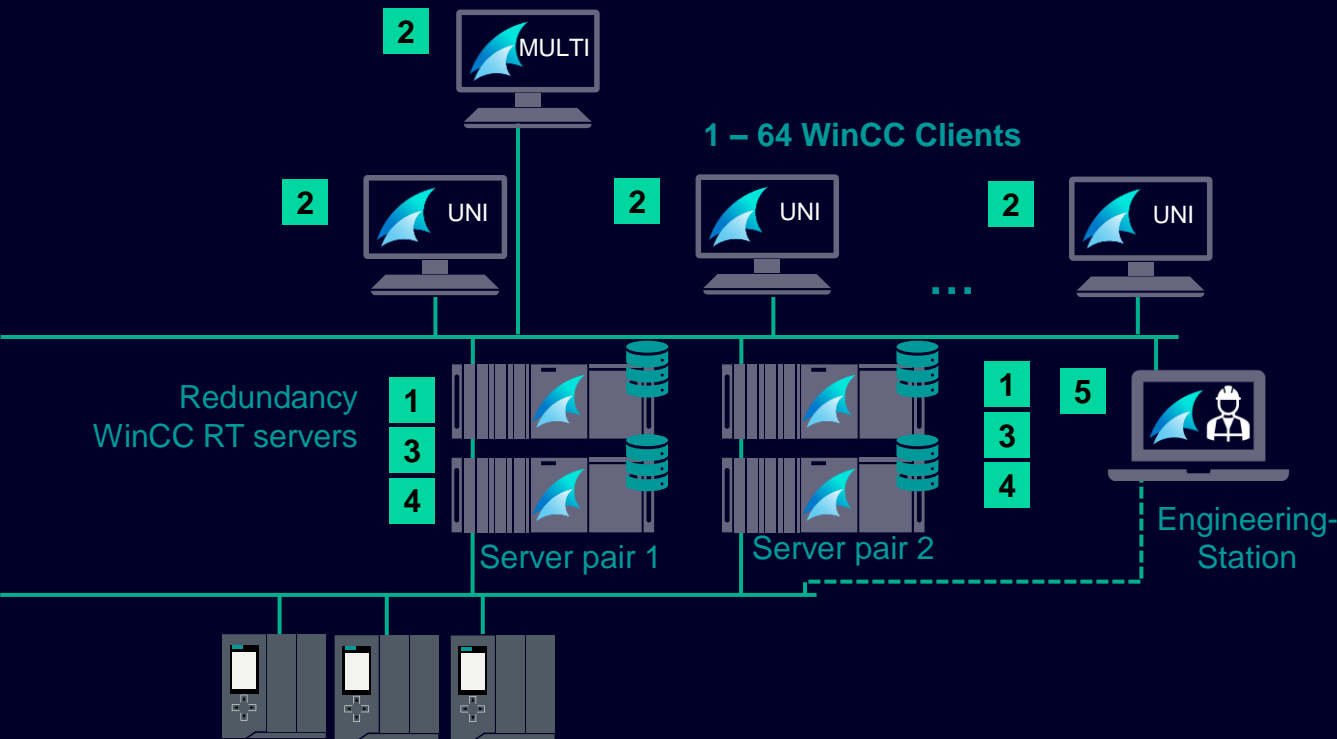
Due to the redundancy of the servers, the Clients can continue to work in case of a server fails.  
The data is synchronized across the servers and the database is entirely replicated when operations return to normal.

1. WinCC RT (Runtime)
2. WinCC RT - Client
3. WinCC Server
4. WinCC Redundancy  
(Package contains two licenses)
5. WinCC RC (Runtime & Configuration)

Engineering done on one of the  
servers  
Project distributed via WinCC Project  
Duplicator

# Multi-Client stations/Server with Redundancy

## High availability



### Please note

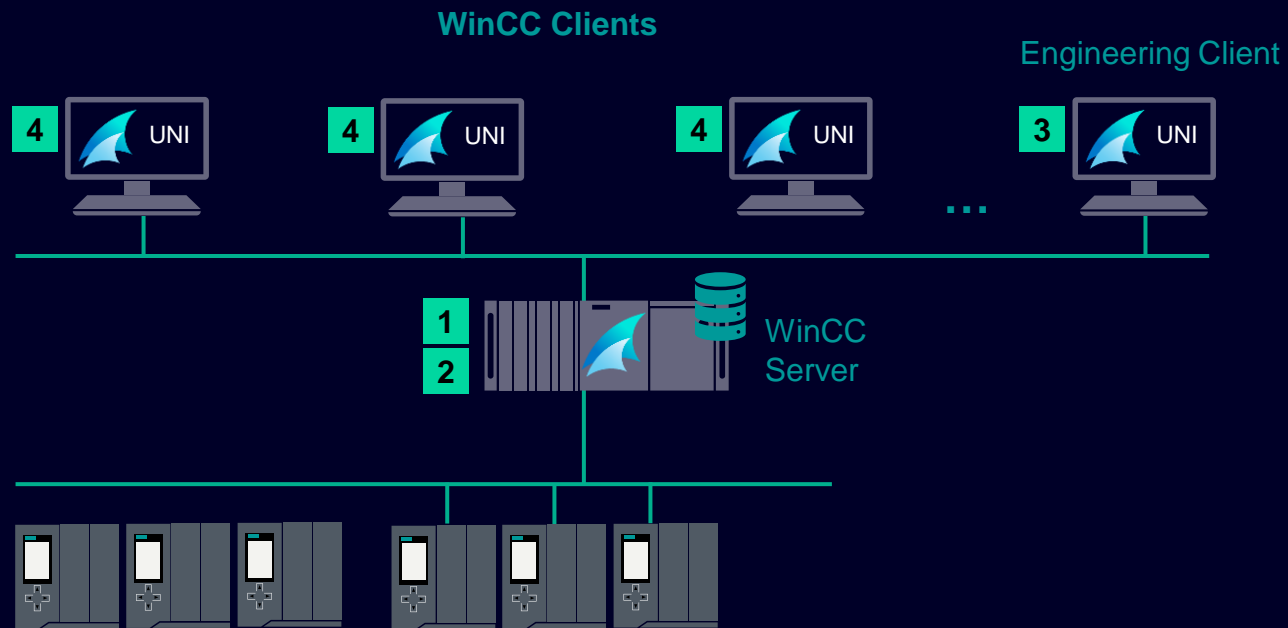
Due to the redundancy of the servers, the Clients can continue to work in case of a server fails.

The data is synchronized across the servers and the database is entirely replicated when operations return to normal.

1. WinCC RT (Runtime)
2. WinCC RT - Client
3. WinCC Server
4. WinCC Redundancy  
(Package contains two licenses)
5. WinCC RC (Runtime & Configuration)

Engineering done on dedicated  
Engineering Stations  
Project distributed via SIMATIC  
Manager to all Servers

# Multi-user stations with Engineering from an Engineering Client



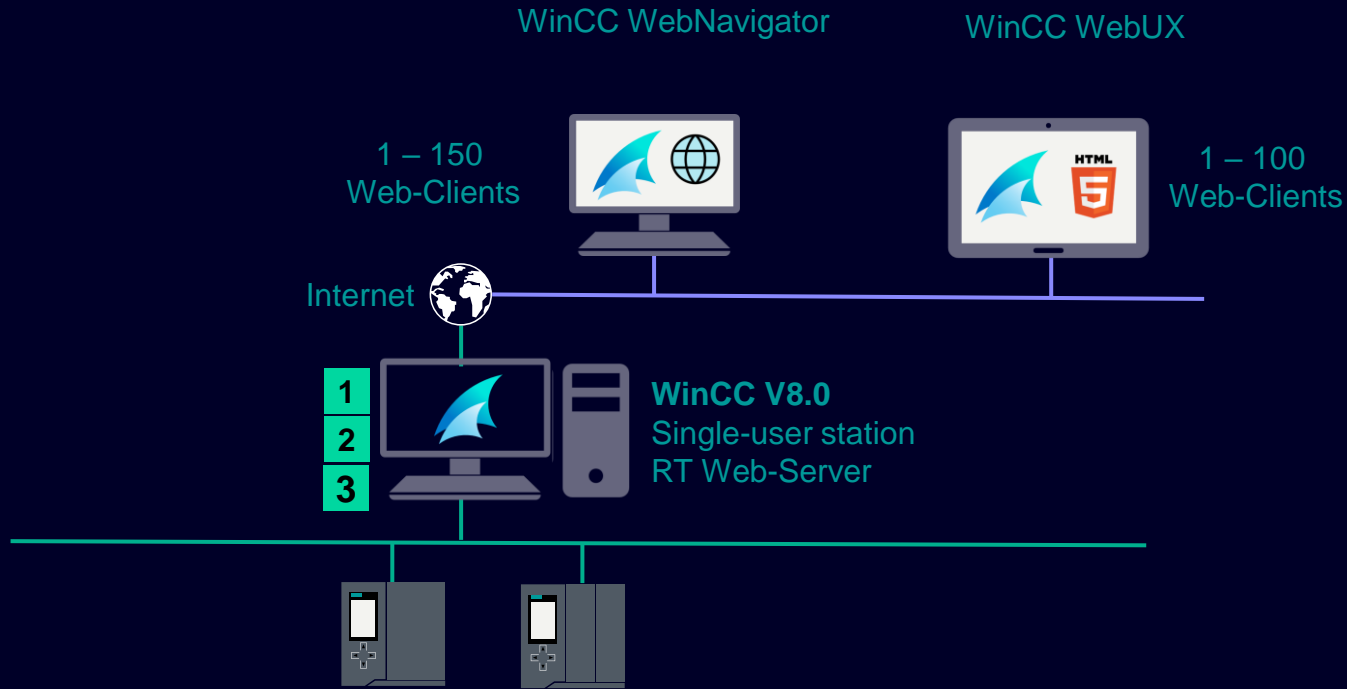
## Please note

A WinCC client with RC Client license can be used as a Remote Engineering Client opening the project on the WinCC Server who can have any RT license.

1. WinCC RT (Runtime)
2. WinCC Server
3. WinCC RC-Client
4. WinCC RT-Client

# Single-user station Web-server

## Remote monitoring/operation stations and display and analysis for Web-client



### Additional Information

#### WinCC/WebNavigator

for Web-Clients which run under a Windows operating system 1-150 Webclients (use "App"WinCC Viewer RT)

#### WinCC/WebUX

for Web-Clients which run under a HTML 5 Browser 1-100 Webclients

1. WinCC RT (Runtime)
2. WinCC WebNavigator\*
3. WinCC WebUX\*

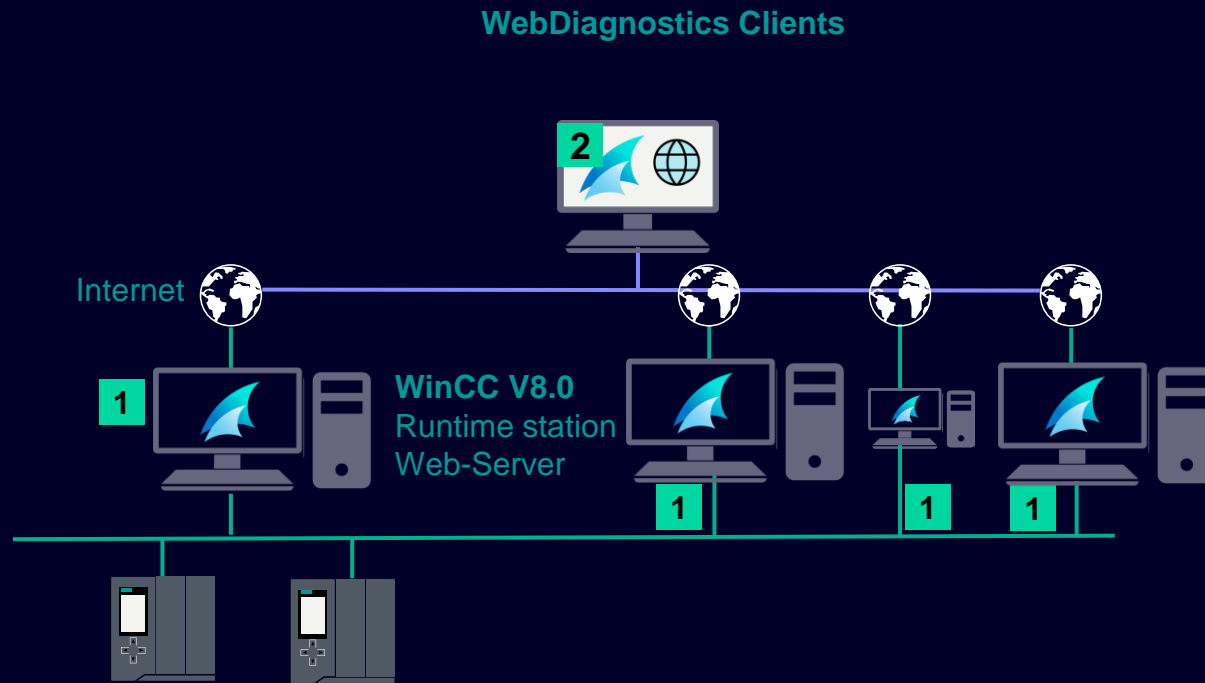
\*Web-licenses per connection on the server  
> High flexibility

WinCC can host both Web Servers at the same time, on the same machine



# Single-user station Web-server

## Remote monitoring/operation stations and display and analysis for Web-client



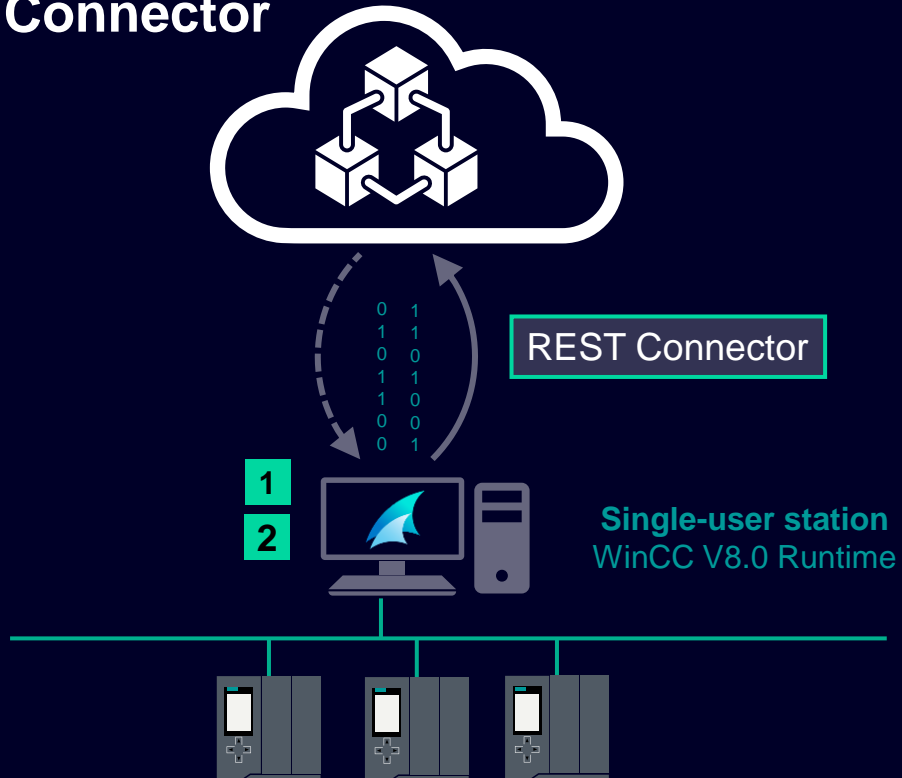
### Additional Information

- WebNavigator Server is running and configured on the WinCC Runtime Stations.
- WebDiagnostic client has its license locally on the client and can connect to each of the Webservers individually.
- This is only available for WebNavigator.

1. WinCC RT (Runtime)

2. WinCC WebDiagnostic Client

# WinCC V8.0 IT/OT Integration REST Connector



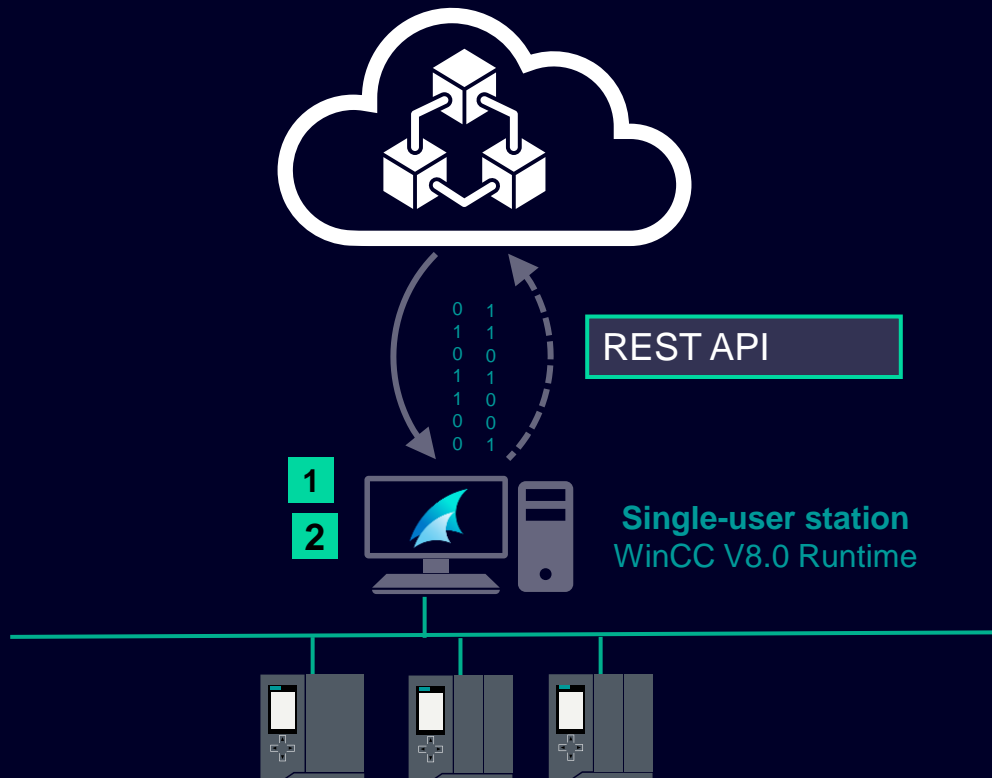
## Additional Information

- REST Connector post data to external IT-application or get data from them
- Notification based on alarms in WinCC
- Data Exchange based on process value changes or user-defined cycles

1. WinCC RT (Runtime)

2. WinCC Connectivity Pack or  
WinCC REST Connect

# WinCC V8.0 IT/OT Integration REST API



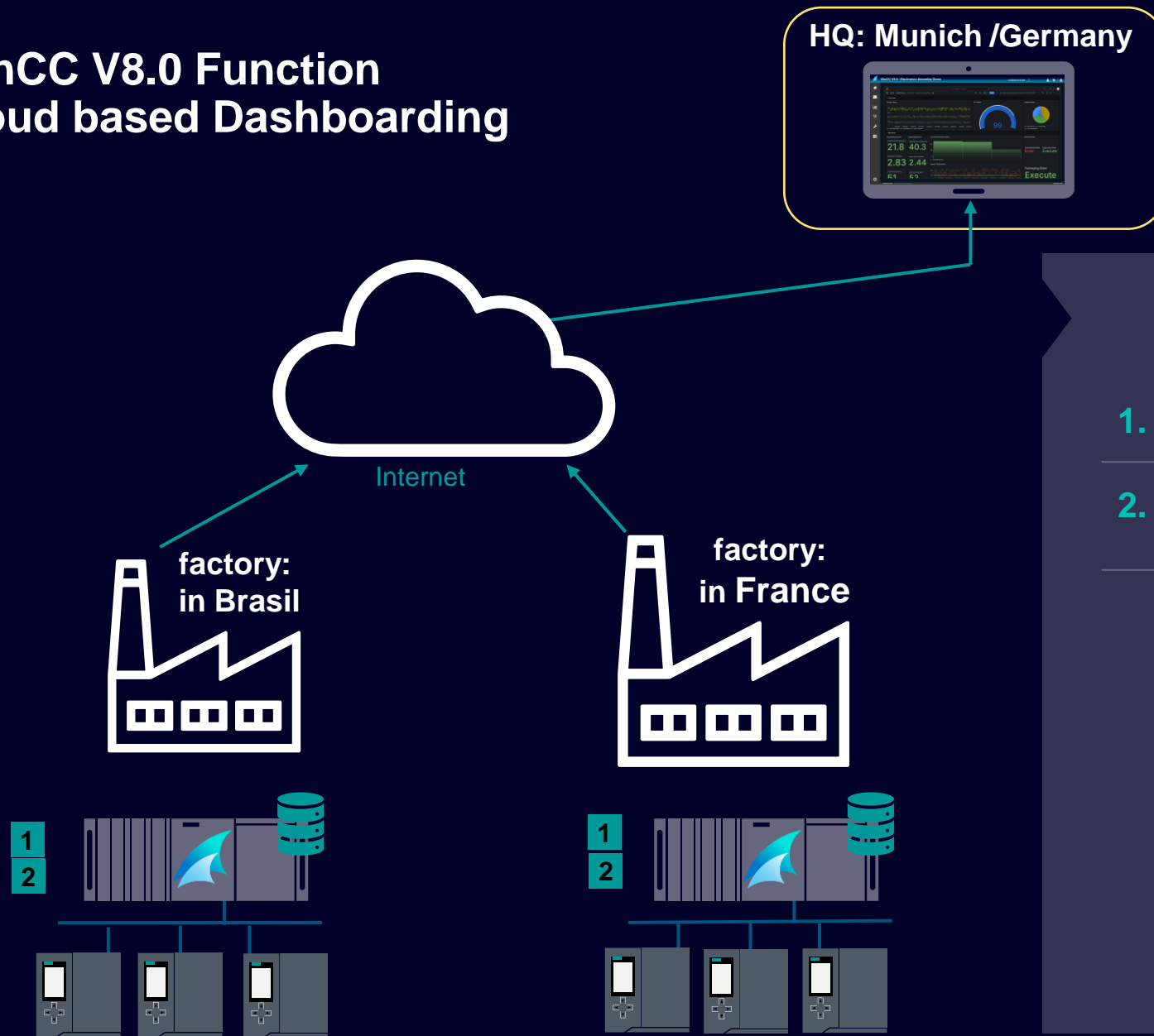
## Additional Information

- REST API allows other applications and systems to send REST requests to WinCC to read the configuration data of the tag management or to read/write RT values or Archive tags

1. WinCC RT (Runtime)

2. WinCC Connectivity Pack or  
WinCC REST Connect

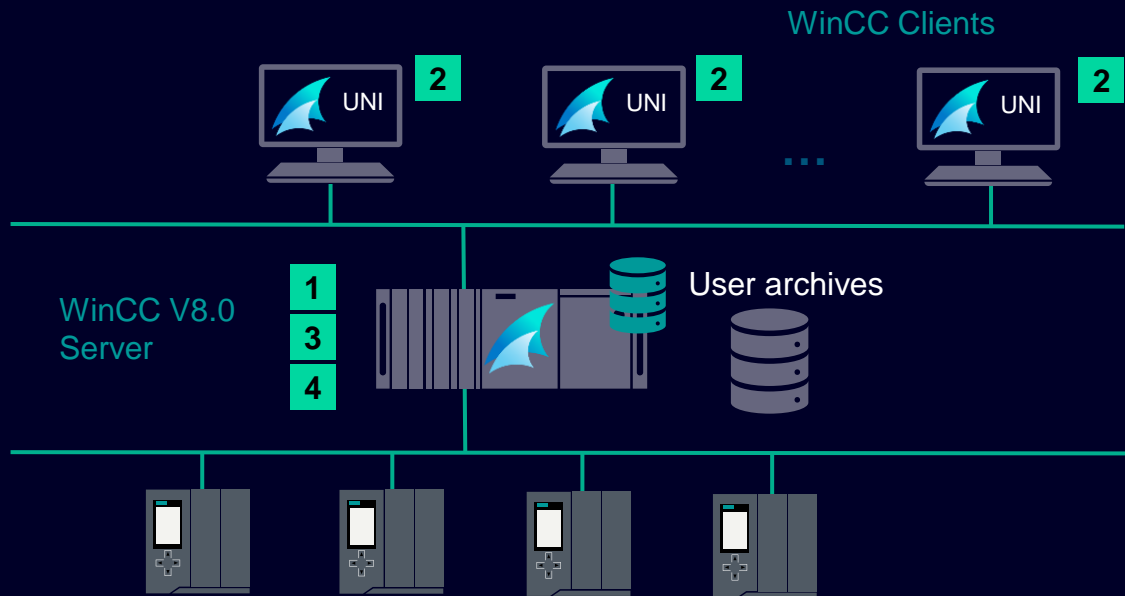
# WinCC V8.0 Function Cloud based Dashboarding



1. WinCC RT (Runtime)
2. WinCC Connectivity Pack or WinCC REST Connect

# WinCC V8.0 User archives

## Recipe management and control



- WinCC user archives allows a user to manage his archives in the form of tables
- E.g.: Management of recipes – management of batch parameters, etc
- The user archive license is on the server
- no user archives license is required on client side

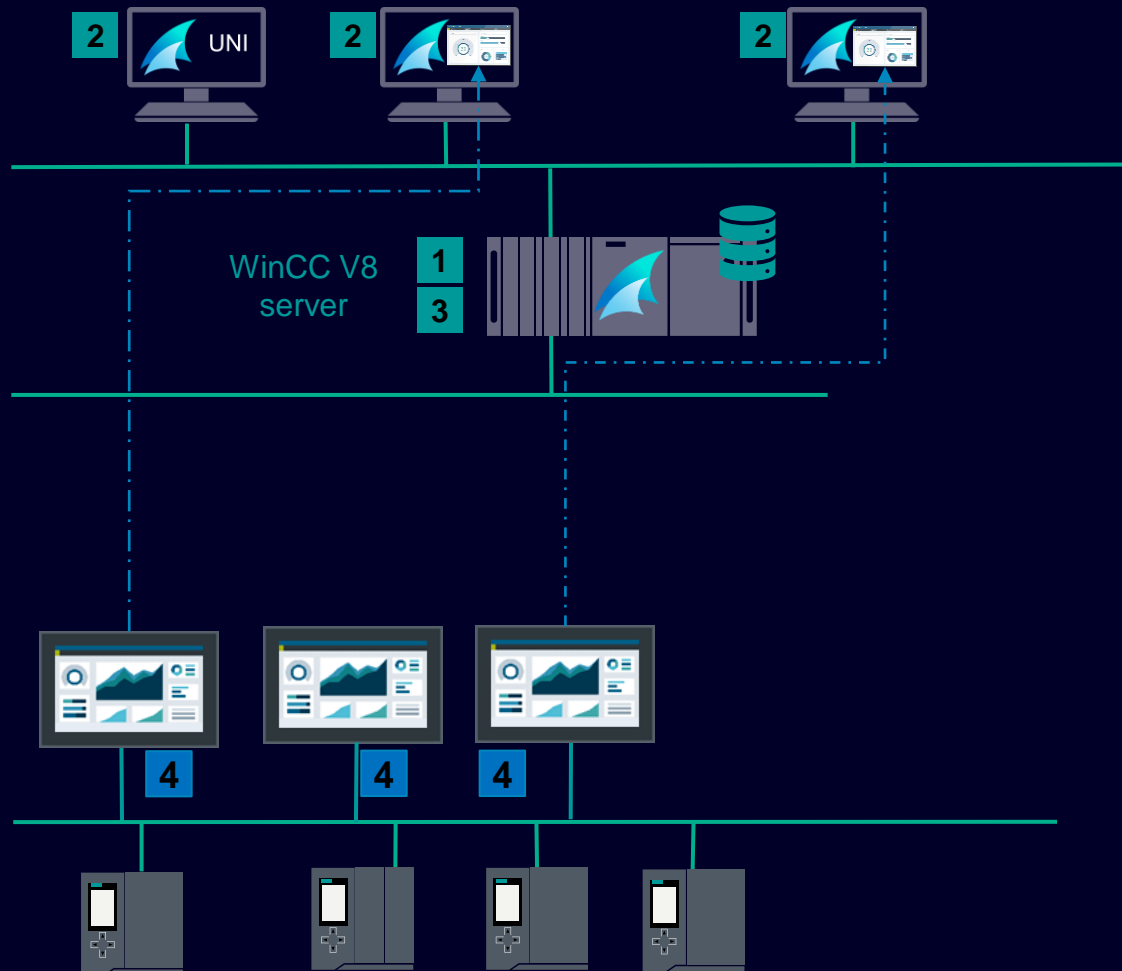
1. WinCC RT (Runtime)

2. WinCC Client

3. WinCC Server

4. WinCC UserArchive

# WinCC V8: Build a bridge to unified Screen Access



1. WinCC RT (Runtime)

2. WinCC RT-Client

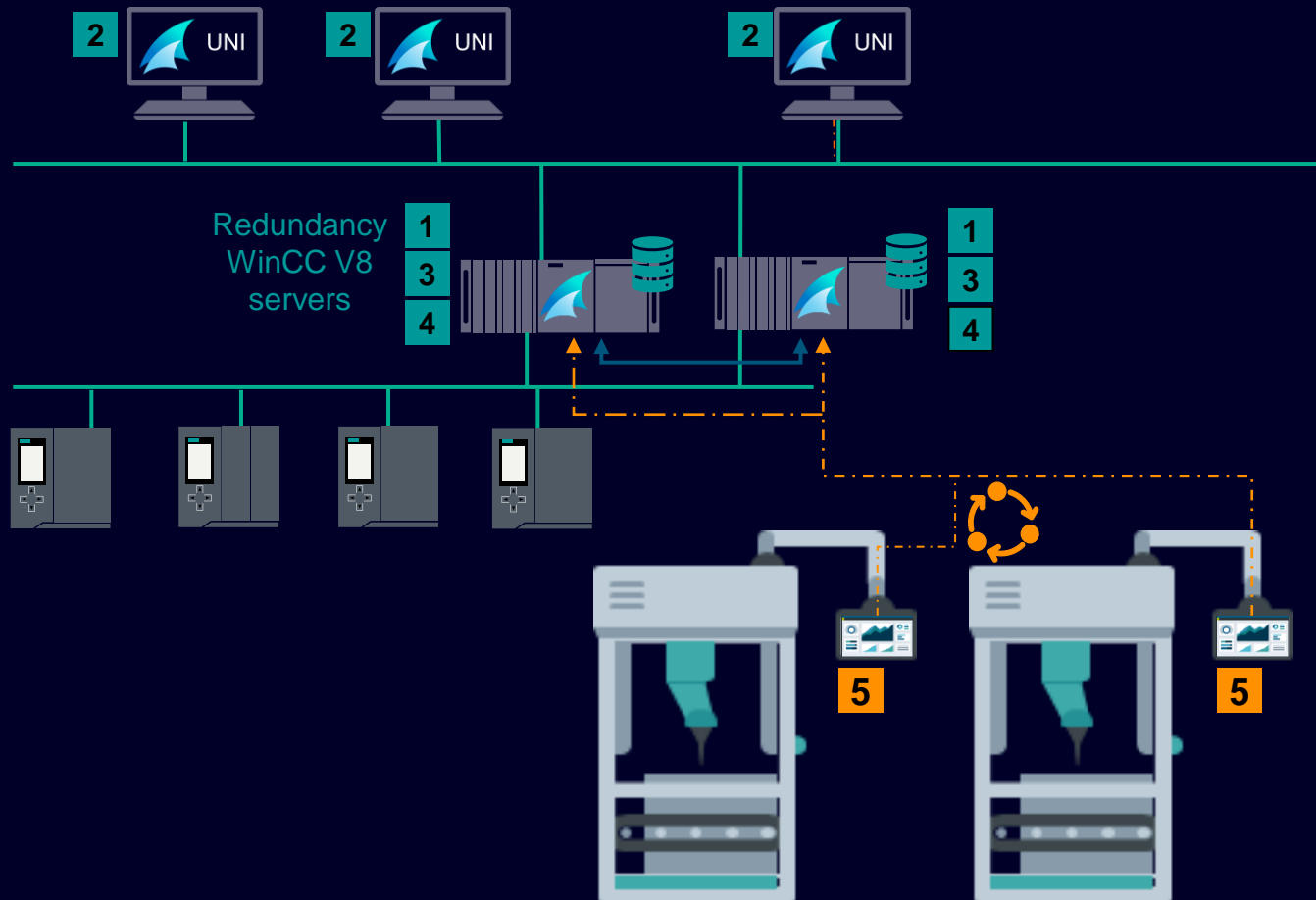
3. WinCC Server

4. WinCC Unified Client Access

**Pictures Access from WinCC V8.0 to WinCC Unified**

- Unified Client Operate

# WinCC V8: Build a bridge to unified Tag Collaboration



1. WinCC RT (Runtime)

2. WinCC RT-Client

3. WinCC Server

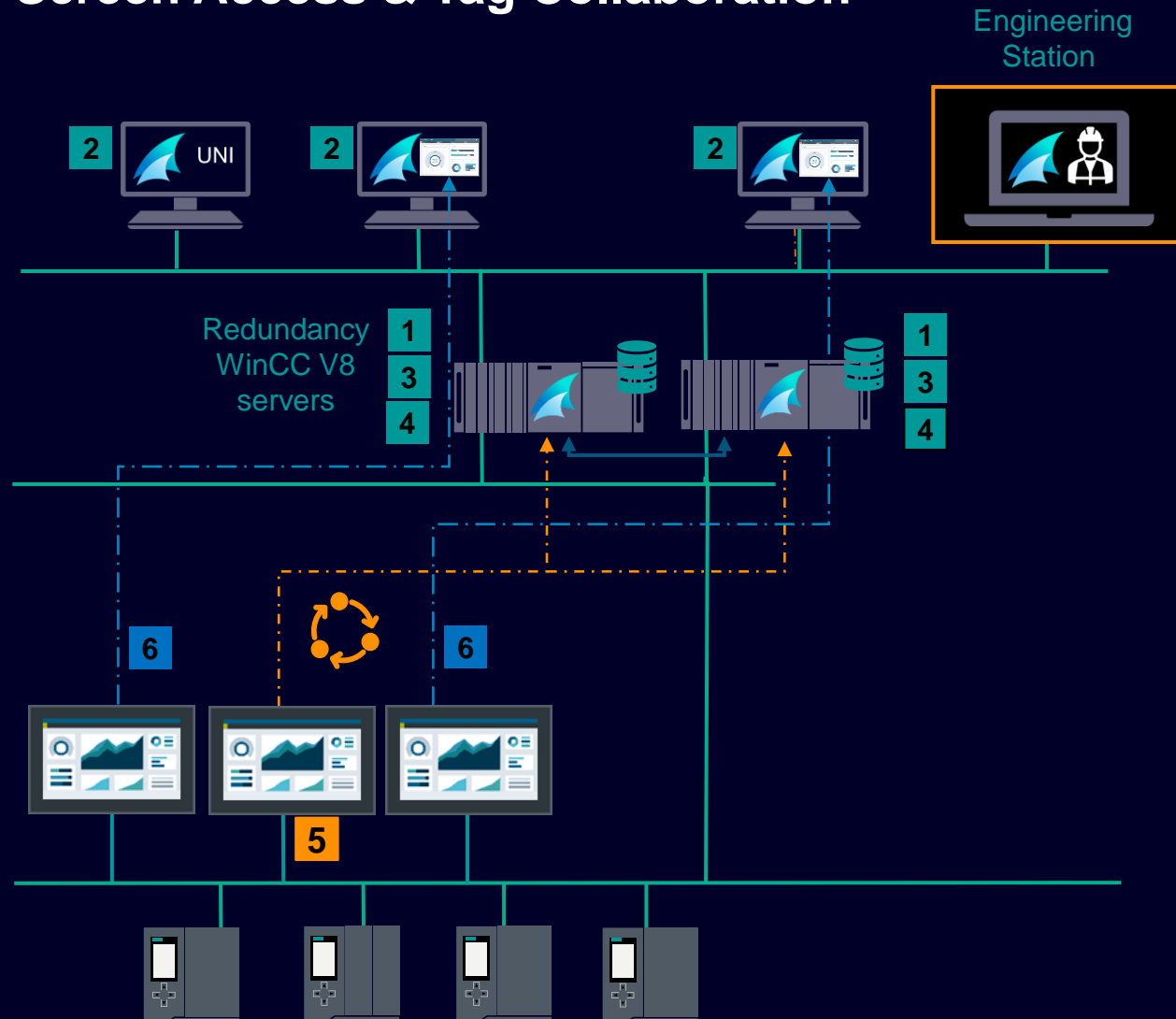
4. WinCC Redundancy

5. WinCC Unified Collaboration

Tag connection  
from Unified to WinCC V8.0

- Connectivity Pack License
- Unified Collaboration License

# WinCC V8: Build a bridge to unified Screen Access & Tag Collaboration



1. WinCC RT (Runtime)

2. WinCC RT-Client

3. WinCC Server

4. WinCC Redundancy

5. WinCC Unified Collaboration  
(for Tag access)

6. WinCC Unified Client Access  
(for Screen Integration)



WinCC architectures  
with advanced options  
will follow in next  
version

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