Multiuser Engineering in the TIA Portal

TIA Portal V15

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1 Introduction

With multiuser engineering in the TIA Portal you can work with several users jointly and at the same time on a project. With the parallel editing of different objects within a multiuser project, you can considerably shorten the configuration times.

1.1 Overview

In TIA Portal as of V14 several server constellations for the functionality of multiuser engineering are available to you. This user example describes the parallel editing of projects with a “Temporary Multiuser Server” where the server functionality is realized on one workstation. On the workstation with the multiuser server, the multiuser server projects are also saved.

In order to work with several editors within the framework of multiuser engineering at the same time, an individual local session has to be created for each editor. The respective editor can insert their changes in the local session and then check-in and publish these changes in the multiuser server project. After the check-in, the changes from the local session are again available to all editors in the server project.

The following figure shows the “Temporary Multiuser Server” server constellation.

Figure 1-1: “Temporary Multiuser Server” server constellation

This application example describes the following aspects:
- Configuring and managing multiuser server
- Creating and managing multiuser server projects
- Creating and managing local session
- Marking and checking-in objects in the local session
- Updating local session
- Exporting local session as single-user project
- Editing objects in the server project view
1 Introduction

Note
Other server constellations can be found in the TIA Portal V15 Online help or the system manual "SIMATIC STEP 7 Basic/Professional V15 and SIMATIC WinCC V15":


1.2 Components used

This application example was created with the following hardware and software components:

Table 1-1: Hardware and software components

<table>
<thead>
<tr>
<th>Component</th>
<th>Number</th>
<th>Article number</th>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td>SIMATIC Field PG M5</td>
<td>3</td>
<td>6ES7717-......-0...</td>
<td>Alternatively, a different computer with TIA Portal V15 can also be used.</td>
</tr>
<tr>
<td>STEP 7 Professional V15</td>
<td>3</td>
<td>6ES7822-1...05-..</td>
<td>-</td>
</tr>
<tr>
<td>WinCC Advanced V15</td>
<td>3</td>
<td>6AV210-....5-0</td>
<td>-</td>
</tr>
<tr>
<td>TIA Portal Multiuser Engineering V15</td>
<td>3</td>
<td>6ES7823-1A.0...Y..</td>
<td>-</td>
</tr>
<tr>
<td>Switch</td>
<td>1</td>
<td>-</td>
<td>1 gigabit network</td>
</tr>
</tbody>
</table>

This application example consists of the following components:

Table 1-2: Components

<table>
<thead>
<tr>
<th>Component</th>
<th>File name</th>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td>Documentation</td>
<td>109740141_MultiUser_Engineering_DOC_v13_en.pdf</td>
<td>-</td>
</tr>
</tbody>
</table>
2 Engineering

2.1 Hardware configuration

The figure below shows the hardware configuration of the application: The workstations in this application example are connected in an office network via a switch.

Figure 2-1: Hardware configuration

Note When installing TIA Portal products on the different clients, make sure the same software products of the TIA Portals with identical versions are installed on all the engineering systems used.

Note To be able to work with multiuser engineering, a network has to be already set up whilst bearing in mind Windows settings, IP addresses, firewalls etc. The network can also be located within a Windows domain.
2.2 Configuration

2.2.1 Creating user accounts for clients on the multiuser server PG

For the office network described in Figure 2-1 you have to create the user accounts of the clients locally on the multiuser server. The accounts have to be identical to the accounts of the clients. With this approach the server can authenticate a local account with identical login data automatically to an existing server account.

Create the accounts on the multiuser server in the system control of Windows. In Windows 7, proceed as follows:

1. In the "Control Panel" click on "User accounts> Manage Accounts > Create New Account"

2. Enter the user name of the client, for example, "MultiuserClient1". Select the account type, e.g. "Standard user" and click on "Create Account".

Figure 2-2: Create new account

The new account is created.

3. Click the newly created account "MultiuserClient1" and then on "Create a password".

4. Enter the password for the "MultiuserClient1" account and confirm the password by clicking "Create password".
The password for the "MultiuserClient1" account is created.

5. Repeat steps 1 to 4 for the accounts of the other clients.

**Note**

When the server and the clients are member of the same Windows domain, the server and the clients have to use the same LAN and they have to be created on the domain controller.

If the server and the clients are in the same Windows domain, the account of the clients must not be created on the multiuser server.

More information can be found in the TIA Portal V15 Online help or the system manual "SIMATIC STEP 7 Basic/Professional V15 and SIMATIC WinCC V15":

2.2.2 Installing multiuser server

The multiuser server can be installed together with the TIA Portal. During the installation of the TIA Portal, select the "Multiuser server" option. The multiuser server can also be installed standalone without the TIA Portal.

Note
A description for the automated installation can also be found on the product DVD.

The tools for the configuration and management of the multiuser server are now available in all languages of the TIA Portal.

The multiuser server V14 and V15 can be used side by side. The multiuser server V15 also supports TIA Portal projects from V14, with corresponding functional scope.

In order to be able to work in a local session, you need a valid multiuser license for each local session.

2.2.3 Configuring the multiuser server

Configure the multiuser server with the graphic tool "MultiUser Server V15 Configuration".

To do this, proceed as follows:

1. Open the start menu by clicking the command “Start > All Programs > Siemens Automation > TIA Portal Multiuser”
2. Click the "MultiUser Server V15 Configuration" entry to open the configuration tool.
3. Enter the desired data and click on "Install service".
   Select how many project versions are to be available as "Rollback" in "Number of saved revisions.".
Note

You need enough free storage space on the multiuser server for the project management, depending on the respective project size and the number of project revisions held.

4. Start the new multiuser server by clicking the “Start service” button in the “Server status” area.

Figure 2-5: TIA Portal Multiuser Server - Configuration
The multiuser server is now configured and started.

Figure 2-6: TIA Portal Multiuser Server - Configuration

2.2.4 Managing the multiuser server

Creating server connection

Configure a new server connection with the graphic tool "Multiuser Server V15 Administration".

To do this, proceed as follows:

1. Click on the "Multiuser Server V15 Administration" entry to open the administration tool.
2. Add a connection to the desired multiuser server by clicking on "Add server". Enter the data for the management of the server in the "Add server" dialog. The data can be found in the "Configuration Tool" (see Figure 2-6). Click on "Add" to add the server connection.
The new server connection is shown in the left area of the Administration Tool.

3. Click the triangle of the new server connection to enable the connection. Confirm the certificate by clicking the “OK” button. Check the authenticity of the certificate by comparing the fingerprint of the certificate shown with the certificate that was created during the configuration. The fingerprint can be found in the “Server status” area in the “Client info” (see Figure 2-6).
Assigning access rights for the server

Create the rights for working with the multiuser server connections, with multiuser projects and with local session in "User Management". The rights concept is based on Windows access rights for folders and files.

To do this, proceed as follows:

1. Click on the "Multiuser Server V15 Administration" entry to open the administration tool.
2. Click on "User Management". The "User Management" opens and shows the possible settings on the right hand side.
3. You can use "User Management" to define explicit person-related authorizations for the following roles:
   - Manager (full access)
   - Contributor (partial access, no deleting)
   - Member (read authorization)

   Double-click on "<Add…>" to add new users for the displayed roles.

4. Enter the user, for example, "MultiuserClient1" in the "Select Users or Groups" dialog and click on "OK".
   To check your entry, click on "Check Names".

The new user is shown in its authorization group.

5. Repeat steps 4 and 5 to grant access rights to other users.
2.2.5 Adding multiuser server connection

For you to be able to work in the TIA Portal with the new server connection, add the new server connection to the TIA Portal on each client.

To do this, proceed as follows:

1. Select the command "Extras > Settings > Multiuser" in the TIA Portal. The "Multiuser server" tab is opened. An entry for the local server connection "Local Multiuser-Server" already exists.

2. Add a server connection to the desired multiuser server by clicking on "Add server connection".

Figure 2-11: Settings in the multiuser server connections

3. Enter the data for the management of the server in the "Add new Multiuser server connection" dialog. The data can be found in the "Configuration Tool" (see Figure 2-6).

   Click on "Add" to add the server connection.
Confirm the certificate by clicking the "OK" button.
The new multiuser server connection is added and displayed.

### 2.2.6 Creating the multiuser server project

**Note**

To create a multiuser-capable server project from a single user project, the single-user project has to fulfill the following requirements:

- The project already includes the entire hardware configuration with all connections.
- The project includes the required blocks already and is divided in technologically-oriented groups. With this division the individual editor can be assigned to a group.
- The project includes already all required project languages.

If you want to work with multiuser engineering, create a multiuser server project on a client with the TIA Portal from a single-user project.

To do this, proceed as follows:

1. In the TIA Portal click on the "Project > Multiuser > Manage multi user server projects..." menu command.
2. Select the desired server connection from the drop-down list.
   By double-clicking on "<Add project to server>" a dialog opens, to select the project.
3. Set the desired path to the single-user project in the dialog or navigate via the "..." button to the desired directory. Select the project that you would like to add as multiuser server project. Enable the option box "Create local session" if you want to create a local session for the newly added multiuser server project. Click on "Add" to add the project as new multiuser server project.

4. Set the desired path for the local session in the dialog or navigate via the "..." button to the desired directory. Enter the name of the local session. If you want to open the new local session straight away, enable the option box "Open local session". Click on "Create" to create a new session.
2.2.7 Upgrading multiuser projects

In order to be able to use older multiuser projects and local sessions with the current version of the TIA Portal, these projects have to be upgraded first.

To do this, proceed as follows:

1. Before upgrading, save all existing local sessions in the multiuser server project.
2. Save the multiuser server project as a single-user project.
3. Upgrade the single-user project.
4. After upgrading from the single-user project, create another multiuser project.
5. From the upgraded multiuser project, create the local sessions again for all editors.

2.3 Working with local sessions

You can select and edit virtually all objects of STEP 7 and WinCC in the local session.

Note: A list of the objects for multiuser engineering that is supported by STEP 7 and WinCC can be found in the TIA Portal V15 Online help or in the system manual "SIMATIC STEP 7 Basic/Professional V15 and SIMATIC WinCC V15":


Note: You can edit non-supported objects in a local session but you cannot select them. Changes on non-supported objects are not accepted in the server project when checking in!
2.3.1 Assigning tasks to the editors

For several editors to be able to work jointly and smoothly on a project, you have to previously assign the objects to be edited to the individual editors. In this application example, the program is divided in groups. Each group is assigned to an editor as follows:

- Group "Tank": Editor to "Server"
- Group "Filling": Editor to "Client 1"
- Group "CoolingHeating": Editor to "Client 2"

Figure 2-16: Division of the user example in groups

2.3.2 Creating local session

For you to be able to work jointly on a multiuser server project, you have to create local sessions on the respective computers (clients). When creating the multiuser server project, a local session has already been created on the server.

To create local sessions for users, proceed as follows:

1. In the TIA Portal click on the "Project > Multiuser > Manage multi user server projects..." menu command.
2. Select the desired server from the drop-down list.
3. Select the desired multiuser server project and click on "<Create new local session>".
4. Set the desired path for the local session in the dialog or navigate via the "..." button to the desired directory. Enter the name of the local session. If you want to open the new local session straight away, enable the option box "Open local session". Click on "Create" to create a new session.

5. Repeat steps 1 to 3, to create local sessions for other user on the respective computers (clients).
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2.3.3 Opening local session

You have the following options to open a local session:
- In the TIA Portal via the respective multiuser server project
- In the TIA Portal via the "Projects last used"
- When the TIA Portal is closed with the Windows Explorer by double-clicking on the local session "<SessionName>.als15"

In order to open the appropriate Multiuser server project via a local session, proceed as follows:
1. In the TIA Portal click on the menu command "Project > Multiuser > Manage multiuser server projects…".
2. Select the desired server from the drop-down list.
3. Select the desired local session.
4. Click the "Open" button.

Figure 2-19: Dialog "Open local session"

The local session is opened and displayed.

2.3.4 Selecting objects in the local session

For you to be able to edit the objects of the multiuser server project in parallel, each editor has to select the objects assigned to them that they want to edit in their local session. You can mark the objects in your local session as follows:
- As soon as you open, copy, paste or delete an object in the local session in an editor of the TIA Portal, this object is automatically selected for check-in.
  This also applies to objects that are created in a subordinate way by the system during processing by the user (for example, system blocks etc.).
• By clicking (1) the displayed flags in the project navigation.
• Via the context menu command (2) "Mark objects for check-in". In this command you can select several objects at the same time.

Figure 2-20: Marking objects by clicking (1) or with context menu command (2)

The flag of the marked object is displayed in color. The colors of the flags have the following meaning:

<table>
<thead>
<tr>
<th>Icon</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image_url" alt="Icon" /></td>
<td>The object can be marked for check-in.</td>
</tr>
<tr>
<td><img src="image_url" alt="Icon" /></td>
<td>The object is marked in the separate local session.</td>
</tr>
<tr>
<td><img src="image_url" alt="Icon" /></td>
<td>The object is marked in the separate local session that belongs to the same multiuser server project.</td>
</tr>
<tr>
<td><img src="image_url" alt="Icon" /></td>
<td>Conflict: The object was marked simultaneously in several local sessions.</td>
</tr>
<tr>
<td><img src="image_url" alt="Icon" /></td>
<td>Object is out-of-date: If one of the above icons is additionally marked with this overlay, the object no longer corresponds to the latest status of the server project and should by all means be updated.</td>
</tr>
</tbody>
</table>

The marked object can now be edited in the local session.
### 2.3.5 Checking-in edited objects in the server project

Once you have edited selected objects in the local session, you can check-in changes in the server project.

To do this, proceed as follows:

1. Click on the "Check-in" button in the multiuser toolbar. As a result, the multiuser editor opens in the "Check-in" view and shows all marked objects in the local session, that have been accepted when checking-in in the server project.

2. Open the folders displayed, check the objects displayed and selected them for check-in.

3. Click on the "Show conflicts" button in the function bar to display possible conflicts. Existing conflicts are displayed. To avoid data loss or unintentional overwriting, remove the conflicts displayed before checking in. If there are no conflicts, click this button again to return to the previous "Check-in" view.

4. The "Compile" option box is enabled by default.

5. Select the type of compilation from the drop-down list.

   By compiling the pending changes before checking-in, you make sure that you are checking-in an error-free project and passing it on to another editor.

6. Enter a comment on the change history in order to document the changes you made in the local session.

7. Click the "Start check-in" button to check-in all displayed objects into the Multiuser server project.

---

**Figure 2-21: Checking-in edited objects in the server project**

Before checking-in you can show the marked objects again in the server project view together with the current contents of the server project. For this display, enable the "Show server project view" option.
When you click this option, the server project view is opened in the project navigation before checking-in. Click the "Save changes" button to check-in your changes. When you click on the "Discard changes" button, your changes are discarded and not accepted into the server project.

Figure 2-22: Server project view

8. If you want to keep the selections in the local session even after checking-in, enable the option "Keep markings". Click on the “OK” button when you overwrite the local session with the more current contents of the server project. If you want to keep the local session, click on the "Keep local session" button.

Figure 2-23: Dialog "Checking-in"

Result

You will receive a message that the check-in was completed successfully. Your local session is updated and opened with the contents of the server project after successful check-in.

- Once the update is complete, the local session contains all changes that have been checked into the server project in the meantime.
- If new objects have been added to the server project, these objects are now also visible in your local session.
- If new objects have been deleted from the server project, these objects are now no longer available in your local session.
- Your markings in the local session are automatically deleted if you have not enabled the "Keep markings" option.
- The server connection is released again after check-in. The server status changes from "busy" to "available" in the display on the function bar.
2.3.6 Updating local session

Objects that change and check in other users are marked as "out-of-date" in your local session by the object status icon (see Table 2-1). If you want to transfer these objects of the other users in your local session, update your local session.

To do this, proceed as follows:

1. Click on the "Refresh local session" button in the multiuser toolbar. As a result, the multiuser editor opens in the update view and shows all selected objects in your local session. The objects selected by you are overwritten when updating. Only non-selected objects are synchronized with the contents of the server project.

2. Open the folders displayed, check the objects displayed and selected them for check-in.

3. Click on the "Show conflicts" button in the function bar to display possible conflicts. Existing conflicts are displayed. To avoid data loss or unintentional overwriting, remove the conflicts displayed before checking in. If there are no conflicts, click this button again to return to the previous "Check-in" view.

4. Click on the “Start refresh” button.

5. You receive the message that the update was completed successfully. Click "OK". If errors occur, you will get an error message.

Figure 2-24: Updating local session

All "out-of-date" objects in your local session were updated.

Result

- All unselected objects in your local session have been updated.
- The objects selected in your local session were not synchronized with the server status.

Updating the local session can be reversed if required. To do this, click the "Restore" button after the update in the Multiuser editor. This restores your local session with the contents before the update.
Note: The “Restore” button is only active after an update has been performed, as long as the contents of the local session can be restored to the latest state.

2.3.7 Exporting local session as single-user project

A local session can be exported as single-user project. Thus, you can continue to edit the project, even when there is no multiuser server connection.

If a local session is detected as invalid when opened, you will be asked whether you want to export as a single-user project. This allows you to save the work results from the local session in a single-user project and continue to use them.

You can copy the changed objects in the single-user project and add it later to the local session or in the server project.

In order to export a local session as a single-user project, proceed as follows:

1. In the TIA Portal click on the “Project > Multiuser > Manage multi user server projects…” menu command.
2. Select the desired server from the drop-down list.
3. Select the local session that you want to export and click the “Export as single-user project” command in the context menu.
   To do this, the local session has to be closed.

Figure 2-25: Dialog “Manage multiuser server projects”

In the following dialog, the name for the local session and the storage location are already preset.
4. Enter the desired storage location in “Export to” or navigate to the desired storage location and click “Export”. The storage location (target directory) has to be empty.

Figure 2-26: Dialog “Export as single-user project”

The local session was exported successfully.

2.3.8 Editing library objects in local sessions

**Note**

Library objects should only be edited in the server project view, since this does not cause inconsistencies in the server project. Although you can edit library objects from the project library in the local session, this can lead to inconsistencies with the server project. Therefore, it is recommended to edit and save library objects only from the server project view.

Markers for checking in

The individual library objects within the project library are selected in the same way as in the project navigation for multiuser engineering (see 2.3.4).

Figure 2-27: Marked library objects in the "Libraries" task card
Checking in of types and master copies

Changes to types and copy templates are checked into the multiuser server project in the same way as all other objects within the local session (see 2.3.5). When you check in a type, always all versions of the type are checked in.

Figure 2-28: Marked library objects in the "Libraries" task card
2.4 Working in the server project view

You cannot mark and check-in all objects in the local session. Non-supported objects can be added or edited directly in the Multiuser engineering in the server project view.

2.4.1 Opening server project view

In order to open the server project view, proceed as follows:
1. Open the desired local session.
2. Click the "Open/close server project view" icon in the Multiuser taskbar.

The server project view is displayed and the project can be changed in the server project view. Add, for example, a new block.

The icon 🗝️ (see Table 2-2) on the multiuser toolbar indicates that the server project is locked in the local session. This means that you cannot check-in changes in the local session.
2 Engineering

Table 2-2: Server status legend

<table>
<thead>
<tr>
<th>Icon</th>
<th>Meaning</th>
</tr>
</thead>
</table>
| ![Green Circle](image1.png) | **Server status “connected”**  
This icon indicates that the associated multiuser server is available. |
| ![Red Circle](image2.png) | **Server status “locked”**  
This icon indicates that the associated multiuser server is currently used by a user and is therefore currently locked. |
| ![Gray Circle](image3.png) | **Server status “not connected”**  
This icon indicates that the associated multiuser server is not connected. |
| ![Blue Circle](image4.png) | **Server status “Work offline”**  
This icon indicates that there is no connection to the multiuser server because you have enabled the "Work offline" function. |
| ![Overlay Icon](image5.png) | This overlay icon indicates that there is a newer version of the server project on the multiuser server. |

2.4.2 Closing server project view

To close the server project view, click the "Open/close server project view" icon again in the multiuser taskbar.

Click on "Yes" in the dialog that follows to save your changes.

The server project view is then closed. The icon ![Green Circle](image1.png) (see Table 2-2) in the multiuser taskbar shows that the server is released again.

For the new block to be displayed in the local sessions, update the local session (see 2.3.6).
2.5 History for projects

2.5.1 Display of history

With the administration tool you can show the history of the projects created. To do this, proceed as follows:

1. Click on the "Multiuser Server V15 Administration" entry to open the administration tool.
2. Click on "History" underneath the desired multiuser project on the left hand side. The project history with the saved project revisions (versions) is displayed.
3. Click on the "Show details" button.

The history shows, for example, the check-in comment (1). In the "Changed objects" tab (2) you can see all changed objects of the selected revision.

Figure 2-30: TIA Portal Multiuser Server - Administration

![Figure 2-30: TIA Portal Multiuser Server - Administration](image-url)
2.5.2 Exporting server project as single-user project

With the administration tool you can export a revision as single-user project. To do this, proceed as follows:

1. Click on the "Multiuser Server V15 Administration" entry to open the administration tool.
2. Click on "History" underneath the desired multiuser project on the left hand side. The project history with the saved project revisions (versions) is displayed.
3. Select the revision that you want to export as single-user project.
4. Click on the "Export selected revision" button.

5. Select the desired storage path in the dialog that follows and click "OK".

2.5.3 Rolling back session to the selected revision

With the administration tool you can roll back a selected session to the selected revision (version). To do this, proceed as follows:

1. Click on the "Multiuser Server V15 Administration" entry to open the administration tool.
2. Click on "History" underneath the desired multiuser project on the left hand side. The project history with the saved project revisions (versions) is displayed.
3. Select the revision to which you would like to roll back.
4. Click on the "Rollback to selected revision" button.
A new row is created that shows the new revision.

**Note** How many revisions are available as "Rollback" is already set when configuring the multiuser server. A maximum of 10 revisions are possible.

### 2.5.4 Revision backup

In order to prevent revisions from being automatically deleted, you can back up a revision worth preserving.

To do this, proceed as follows:

1. Click on the "Multiuser Server V15 Administration" entry to open the administration tool.
2. Click on "History" underneath the desired multiuser project on the left hand side. The project history with the saved project revisions (versions) is displayed.
3. Select the revision that you want to save.
4. Click on the "Save revision" button.
5. If desired, enter a comment on the revision and confirm the prompt for saving the selected revision.
In the "Availability" column, a closed lock is then displayed as an icon.

### 2.5.5 Exporting the project history

You can export the project history in XML for further evaluations.

To do this, proceed as follows:

1. Click on the "Multiuser Server V15 Administration" entry to open the administration tool.
2. Click on "History" underneath the desired multiuser project on the left hand side. The project history with the saved project revisions (versions) is displayed.
3. Select the desired revisions.
4. Click on the "Export history" button.

In the subsequent dialog select the desired storage path and click on "Save" to store the desired history entries in XML format.
3 Appendix

3.1 Service and Support

Industry Online Support

Do you have any questions or need support?
Siemens Industry Online Support offers access to our entire service and support know-how as well as to our services.
Siemens Industry Online Support is the central address for information on our products, solutions and services.
Product information, manuals, downloads, FAQs and application examples – all information is accessible with just a few mouse clicks at https://support.industry.siemens.com/.

Technical Support

Siemens Industry’s Technical Support offers quick and competent support regarding all technical queries with numerous tailor-made offers – from basic support to individual support contracts.
Please address your requests to the Technical Support via the web form: www.siemens.en/industry/supportrequest.

Service offer

Our service offer comprises, among other things, the following services:
- Product Training
- Plant Data Services
- Spare Parts Services
- Repair Services
- On Site and Maintenance Services
- Retrofit and Modernization Services
- Service Programs and Agreements
Detailed information on our service offer is available in the Service Catalog: https://support.industry.siemens.com/cs/sc

Industry Online Support app

Thanks to the “Siemens Industry Online Support” app, you will get optimum support even when you are on the move. The app is available for Apple iOS, Android and Windows Phone.
3 Appendix

3.2 Links and literature

Table 3-1

<table>
<thead>
<tr>
<th>No.</th>
<th>Topic</th>
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| 1   | Siemens Industry Online Support  
https://support.industry.siemens.com |
| 2   | Link to this entry  
| 3   | SIMATIC STEP 7 Professional V14.0  
System Manual  
| 4   | SIMATIC STEP 7 Basic/Professional V15 and SIMATIC WinCC V15 system manual  

3.3 Change documentation

Table 3-2

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<tr>
<th>Version</th>
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<th>Modification</th>
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<td>02/2017</td>
<td>First version</td>
</tr>
<tr>
<td>V1.2</td>
<td>08/2017</td>
<td>Information about multiuser license added</td>
</tr>
<tr>
<td>V1.3</td>
<td>06/2018</td>
<td>Update to TIA Portal Multiuser Engineering V15</td>
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