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*We reserve the right to change the information in this manual without prior notice.

2014-11-06

DOPSoft User Manual



DOPSoft User Manual

www.deltaww.com

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Chapter 0 Revision Record

Release Date	Version	Revised Page(s)	Revision Contents
2012/07/17	DOPSoft-001	N/A	First release.
2014/03/01	DOPSoft-002	1. CH02 P.31 2. CH02 P.37 3. CH02 P.74 4. CH02 P.119 5. CH02 P.151 6. CH02 P.152 7. CH02 P.156 8. CH02 P.168 9. CH02 P.171 10. CH02 P.184 11. CH02 P.186 12. CH02 P.187 13. CH02 P.191 14. CH02 P.224、CH05 P.123 15. CH02 P.234 16. CH02 P.256 17. CH02 P.269 18. CH03 P.8~P.10 19. CH10 P.37 20. CH11 P.11、P.19	1. Add Make auto update data function. 2. Add when check password protect and execute make Ext. memory data, could select “Need to enter the password while copying screen data” function yes or not. 3. Add Synchronization of the content in text bank and the display text. 4. Add screen lock bit function. 5. Add prevent upload function. 6. Add Spanish system language. 7. Add print size ratio function. 8. Add default font style function. 9. Add after removing link connection will covert address function. 10. Add Modbus TCP Server Port. 11. Add Show warning in eRemote and eServer disconnection. 12. Add SMTP function. 13. Add Password setting cannot be null rule. 14. Add File Manage function.(Include FileSLot export and import button) 15. Add Real Time Clock Setting. 16. Add Turkish Interface. 17. Add Recipe CSV separator. 18. Add internal parameter for FW_VERSION1/2 and ALARM_COUNT and NET_STATUS1/NETSTATUS2 19. Add simple indicator could set text when status is on or off. 20. Add invisible address into numeric display and character display element.

Release Date	Version	Revised Page(s)	Revision Contents
2014/03/01	DOPSoft-002	21. CH13 P.9 22. CH13 P.15 23. CH14 P.14~P.15 24. CH15 P.31、P.5 25. CH15 P.33~P.34 26. CH16 P.8、P.12 27. CH19 P.40 28. CH20 P.1~P.26 29. CH23 P.4 30. CH23 P.54 31. CH23 P.57 32. CH24 P.16	21. Add the numeric format is Unsigned Decimal, a pop-up message of Data Overflow will show when entering the negative value. 22. Add Show ### when over range 23. Add Trend Graph element supports a total of 12 curves. 24. Add CSV file calculation and support DW and Char format in History function. 25. Add CSV title function. 26. Add Exit Screen Saver when Alarm is triggered and if display alarm LED or not function. 27. Add Grid Box element. 28. Add Embedded subscreen and Ladder monitor screen element. 29. Add RCP address rule with RCP65535 as Word data type, RCP65535.15 as Bit data type. 30. Add Indirect Recipe Index Register (*RCP) function. 31. Add Enhance Recipe function. 32. Add submacro protection.

Release Date	Version	Revised Page(s)	Revision Contents
2014/03/01	DOPSoft-002	33. CH24 ● ArrayCopy(P.80) ● SPRINTF(P.100) ● IPON(P.189) ● IPOFF(P.191) ● FileSlotRead(P.199) ● FileSlotWrite(P.200) ● FileSlotRemove(P.203) ● FileSlotGetLength(P.204) ● FileSlotExport(P.205) ● FileSlotImport(P.207) ● EXHISTORY(P.231) ● EXALARM(P.236) ● GetCircleCenter(P.246) ● ECAM(P.249) 34. CH26 P.16 35. CH26 P.17 36. CH27 37. CH28 P.1~P.22 38. Appendix A P.44 39. Appendix C P.3	33. Add macro command as below. ● ArrayCopy ● SPRINTF ● IPON ● IPOFF ● FileSlotRead ● FileSlotWrite ● FileSlotRemove ● FileSlotGetLength ● FileSlotExport ● FileSlotImport ● EXHISTORY ● EXALARM ● GetCircleCenter ● ECAM 34. Add support HMI model for Pictbridge 35. Add error code description for printer. 36. Add HMC model type support ECAM function. 37. Add G-CODE function. 38. Add PLC upload and download description. 39. Add communication error code description.

Chapter 1 Welcome to DOPSoft

The DOSSoft is the brand new software interface launched by the HMI interface (HMI) department of Delta Electronics. In addition to integrating the components and functions of conventional screen editors, it delivers greater convenience to use, quicker response, and more flexible component planning for users to plan multifunctional HMIs more easily and in simpler ways.

1-1 DOPSoft Operating Environment

The system requirements for running the DOPSoft are as follows:

Hardware/Software	Specifications
PC	Pentium 4.1Hz and above
RAM	1G MB and above
Disk Space	400 MB and above
Display	True color at 1024x768 or higher
Printer	Windows 2000/Windows XP/Windows Vista/Windows 7 /Windows 8 compatible printers
Operating System	Windows 2000 / Windows XP / Windows Vista / Windows 7 / Windows 8

Table 1-1-1

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Chapter 2 Operation Instructions of DOPSoft

This chapter provides the instructions for the installation of DOPSoft in Windows XP and Windows Vista/7 and the operations of associated editing screens.

2-1 Installation of DOPSoft

DOPSoft can be installed in operation systems such as Windows XP / Vista / Windows 7. Details of the installation in Windows XP and Windows 7 are described below, respectively. DOPSoft can be downloaded at the following link on the webpage of Delta: http://www.delta.com.tw/ch/product/em/download/download_main.asp?act=3&pid=3&cid=2&tpid=3

2-1-1 Installation of DOPSoft in Windows XP

Upon obtaining DOPSoft from the website of Delta, open you PC and log into Windows XP, followed by running DOPSoft. Once DOPSoft is opened, please follow the following instructions to conduct the installation:

- Please select [Language], where three languages Traditional Chinese, Simplified Chinese, and English are available. Upon completion of selection, please press [OK].



Figure 2-1-1 Installer language in Windows XP

- To install DOPSoft to other storage locations, please press [Browse]; if the default path is selected, please click [Next].

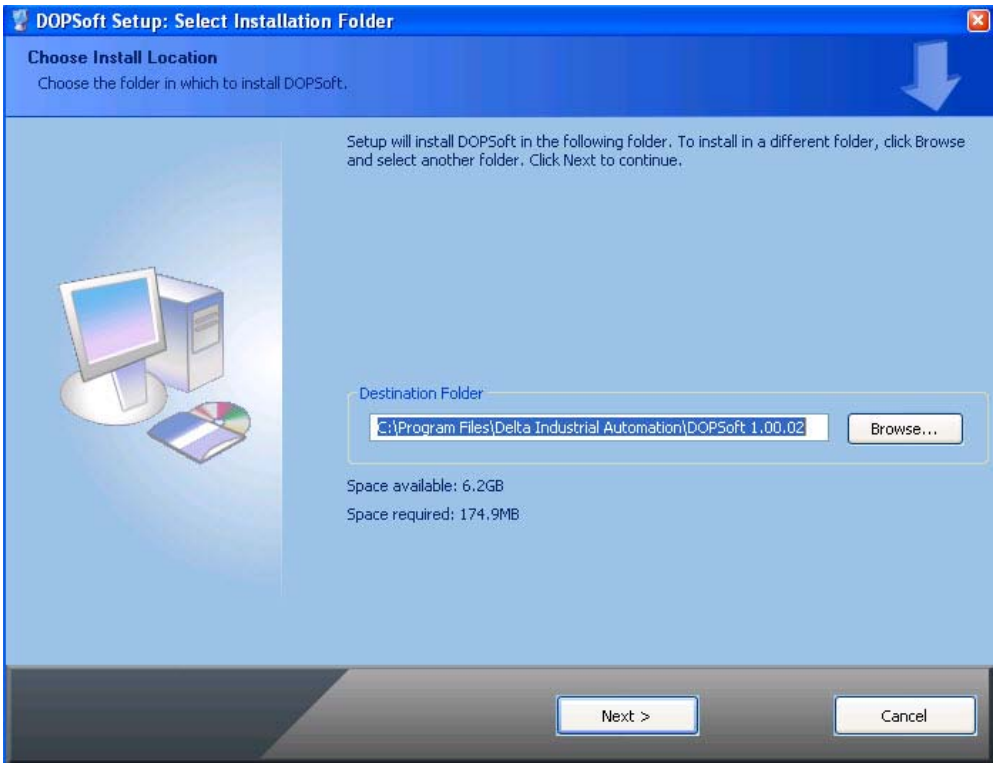


Figure 2-1-2 Select Installation Folder in Windows XP

◆ Please check if the DOPSoft component is checked, as shown in Figure 2-1-3 below, followed by clicking [Install].

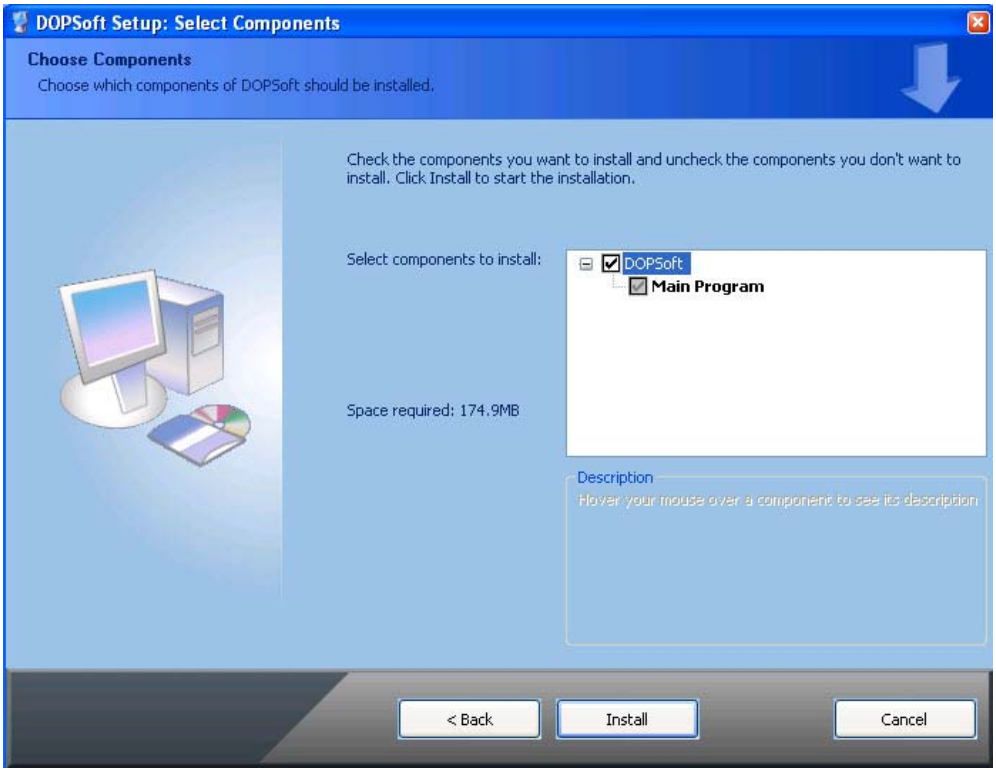


Figure 2-1-3 Select Components in Windows XP

- Once the installation is confirmed, the system will display the status bar that shows the progress of software installation.

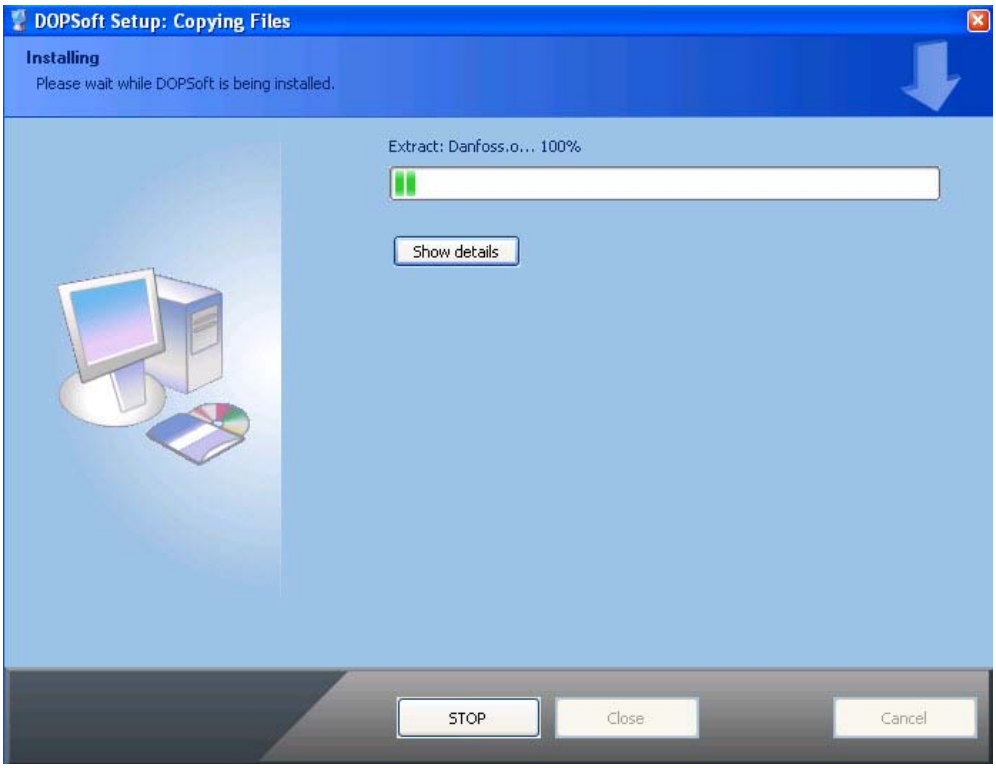


Figure 2-1-4 Process bar of installation in Windows XP

- After the installation is completed, the progress bar will show the corresponding status. Now please click [Close] to end the installation screen.

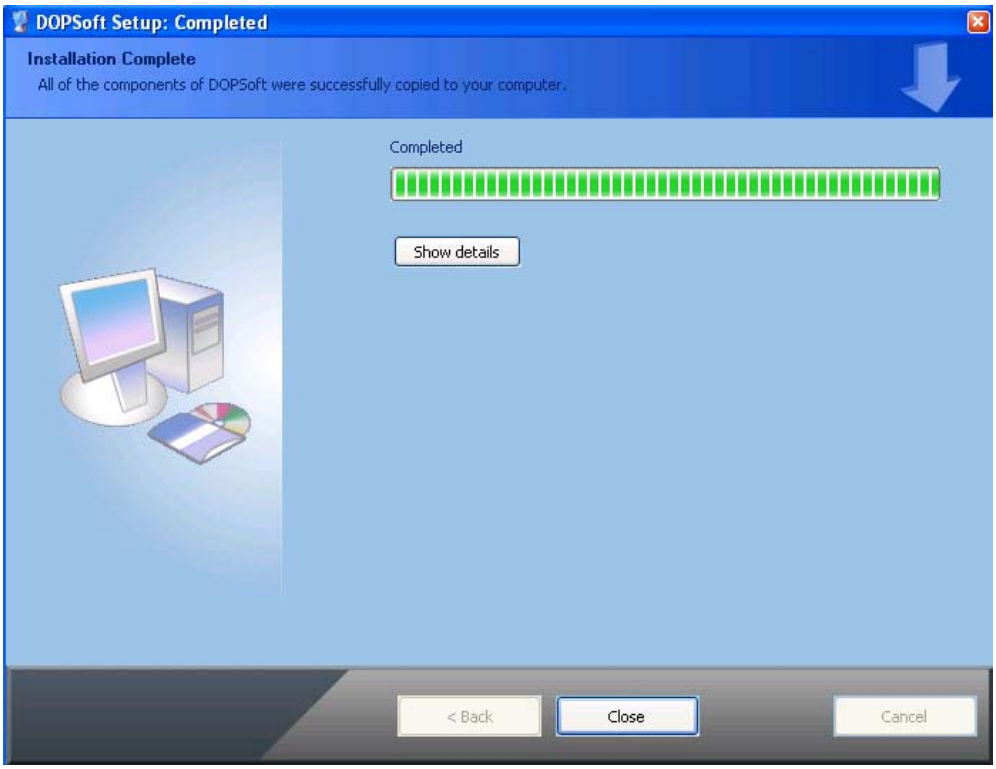


Figure 2-1-5 Installation complete in Windows XP

- Please click the toolbar at the bottom of PC on [Start]→ [All Programs]→ [Delta Industrial Automation]→ [HMI]→ [DOPSoft 1.00.00]→ [DOPSoft 1.00.00]to execute DOPSoft.

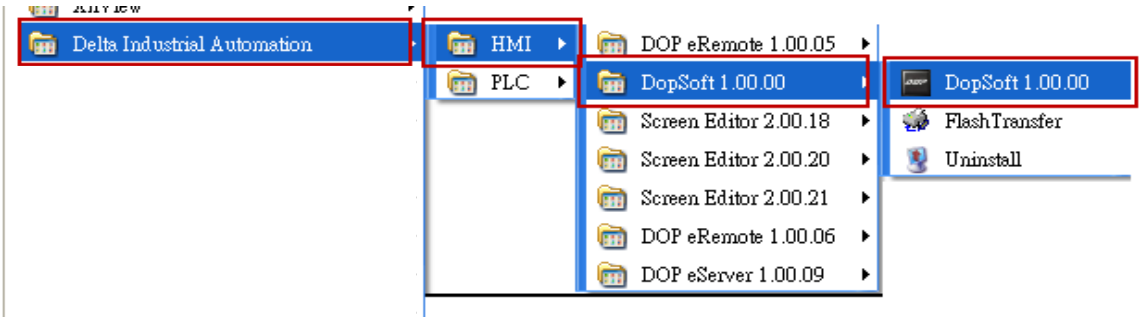


Figure 2-1-6 Execute DOPSoft from the installation path in Windows XP.

2-1-2 Installation of DOPSoft in Windows 7

Once acquiring DOPSoft from the website of Delta, open your PC and log into Windows 7. Please first go to [Control Panel]→ [User Accounts]→ [Change User Account Settings] to set the level of user control to [Do Not Notify], as shown in Figure 2-1-7 and 2-1-8.



Figure 2-1-7 Changing the settings of user account control in Windows 7

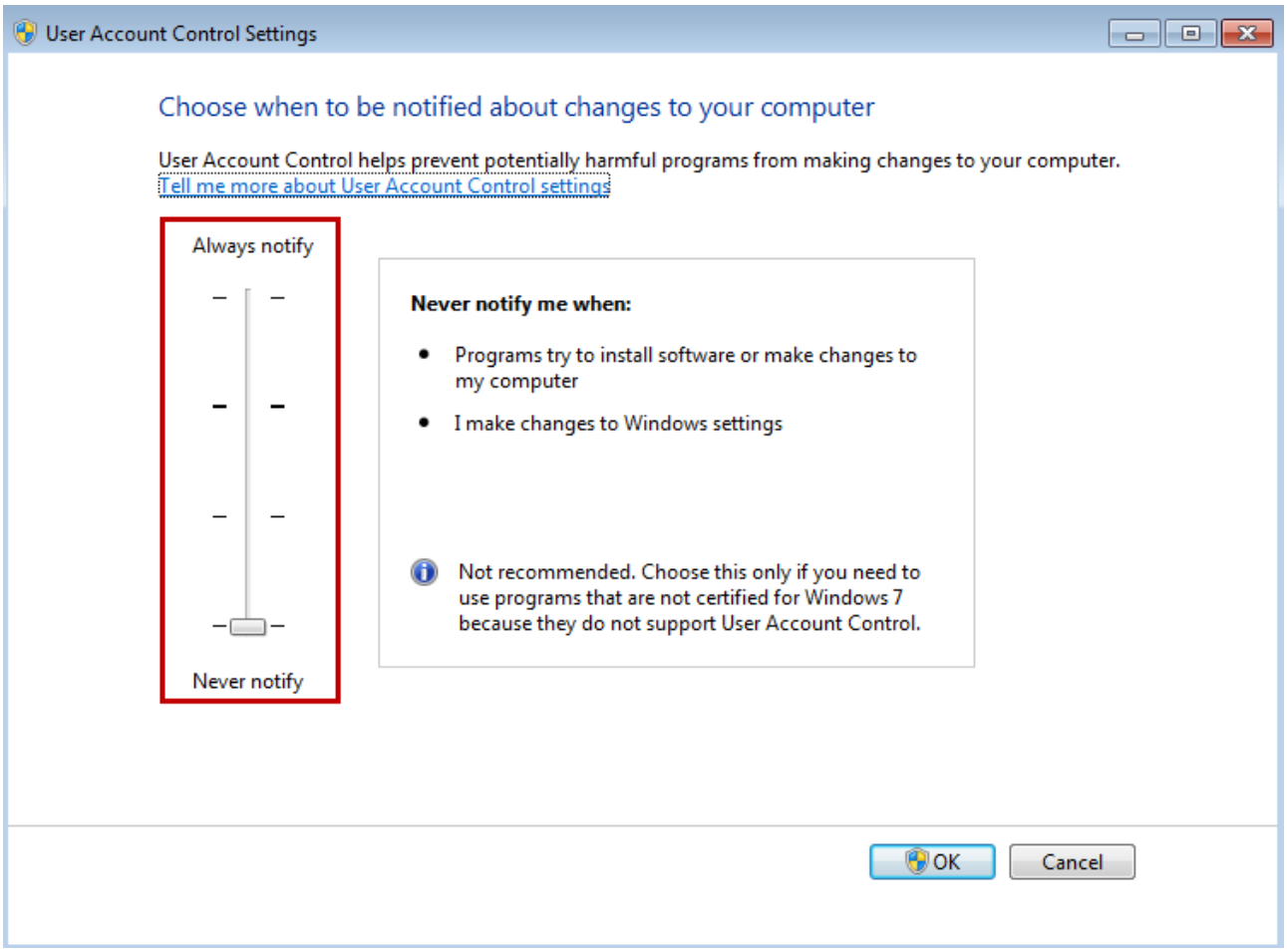


Figure 2-1-8 the user account control to “Do Not Notify” in Windows 7.

Upon completion of setting the user account control, please execute DOPSoft and follow the instructions below for installation:

- Please select [Language], where the three languages Traditional Chinese, Simplified Chinese, and English are available. Upon completion of selection, please press [OK].

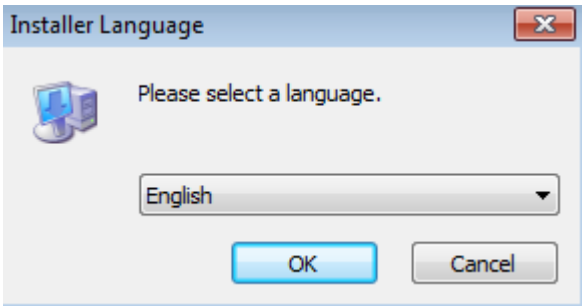


Figure 2-1-9 Installer language in Windows 7

- To install DOPSoft to other storage locations, please press [Browse]; if the default path is selected, please click [Next].

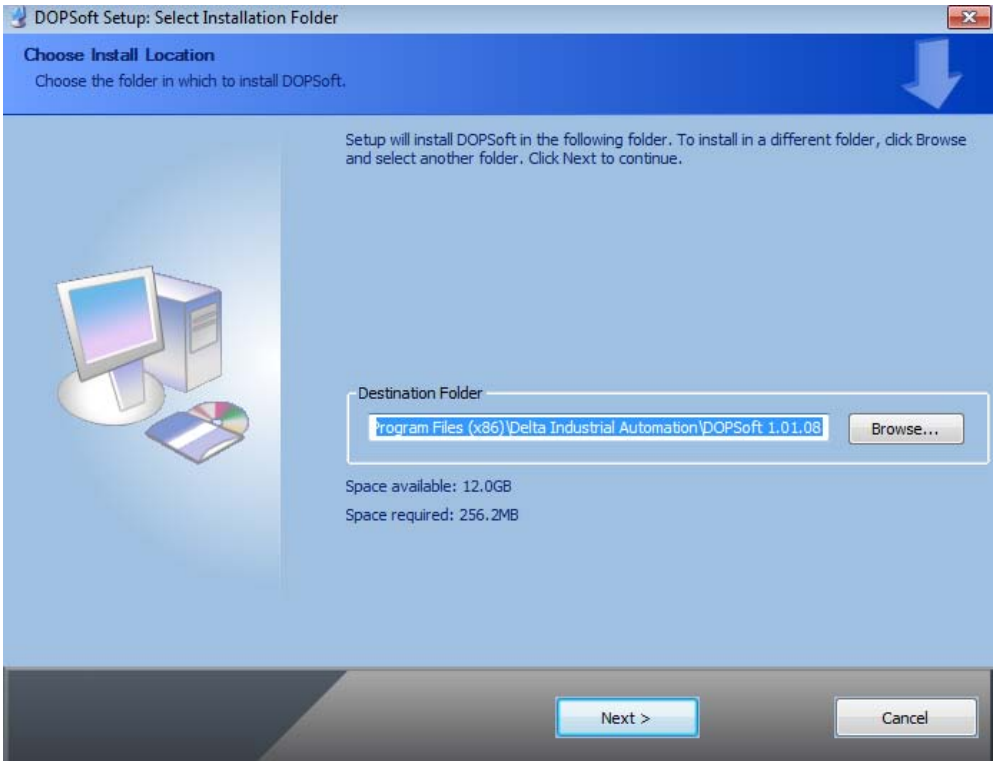


Figure 2-1-10 Select installation folder in Windows 7

◆ Please check if the DOPSoft device is checked, as shown in Figure 2-1-11 below, followed by clicking [Install].

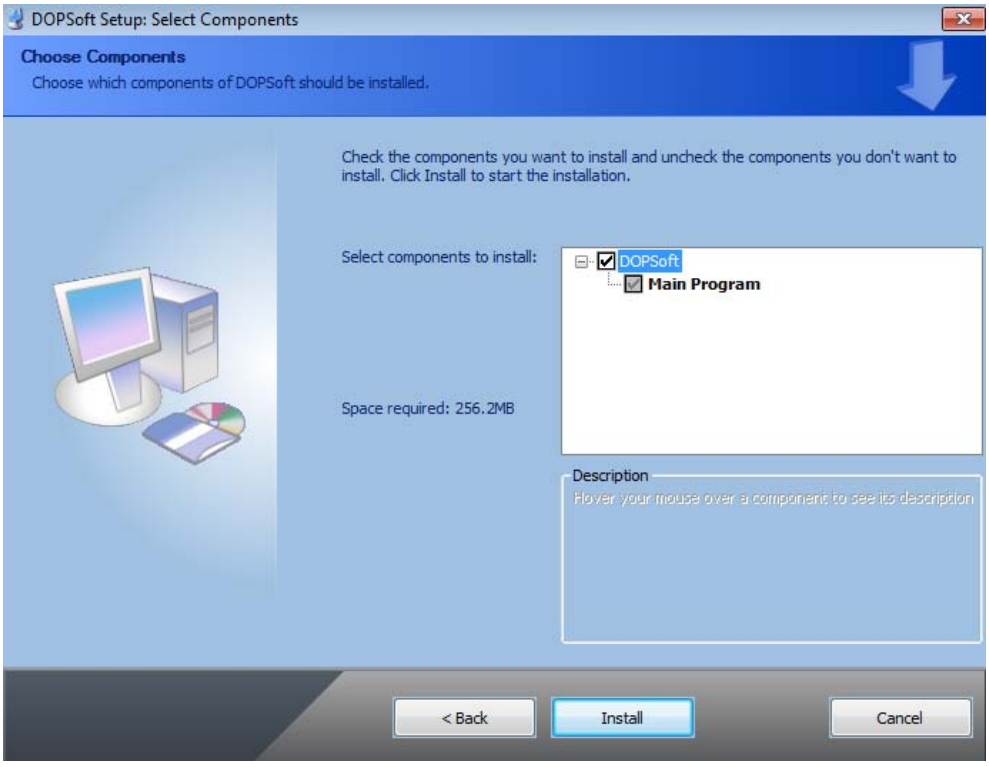


Figure 2-1-11 Select components in Windows 7

- Once the installation is confirmed, the system will display the status bar that shows the progress of software installation.

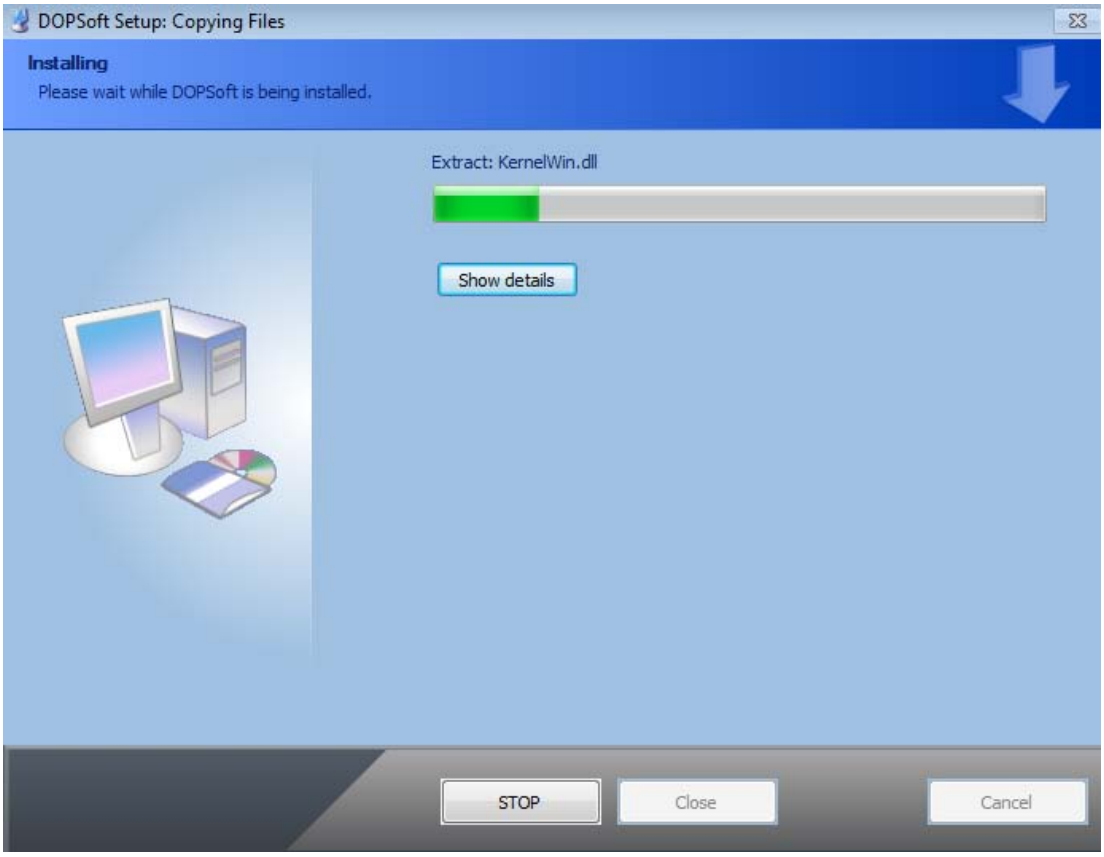


Figure 2-1-12 Progress bar of installation in Windows 7

- The Windows Security Authentication will pop up during installation, please select [Continue the Installation of this Driver], as shown in Figure 2-1-13.

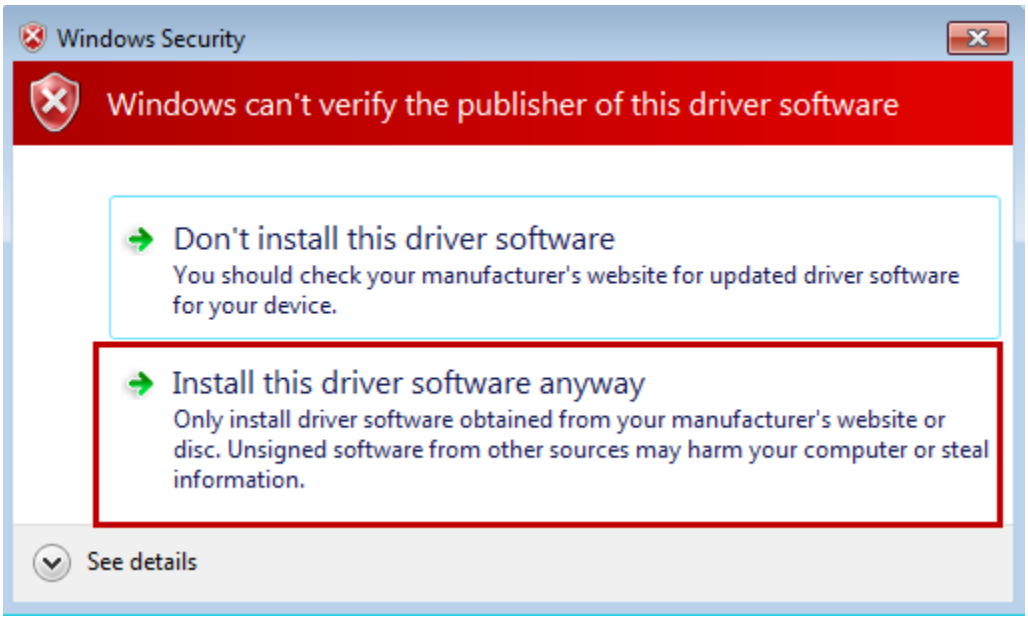


Figure 2-1-13 Security authentication in Windows 7.

- Once the installation is completed, the progress bar will show the corresponding status. Now please click [Close] to end the installation screen.

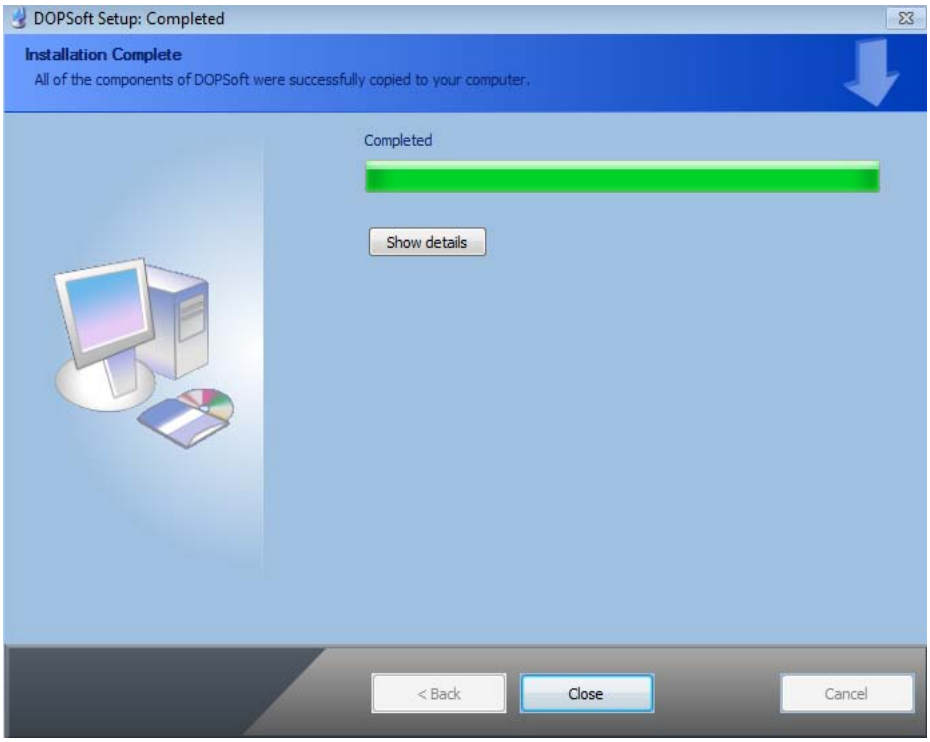


Figure 2-1-14 Installation is completed in Windows 7

- Please click the toolbar at the bottom of PC on [Start]→ [All Programs]→ [Delta Industrial Automation] →[HMI]→ [DOPSoft 1.01.0x]→ [DOPSoft 1.01.0x] to execute DOPSoft.

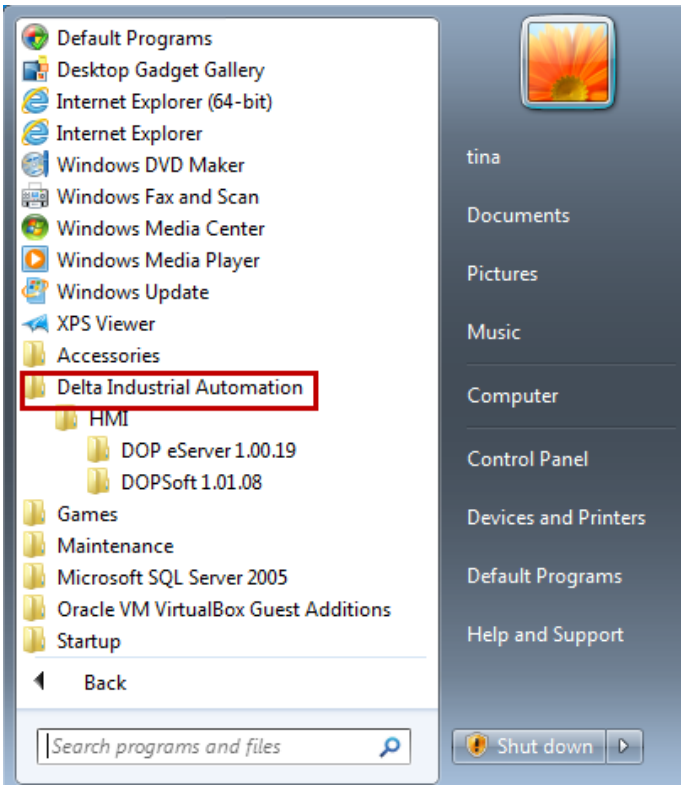


Figure 2-1-15 Execute DOPSoft from the installation path in Windows 7

2-2 Descriptions of DOPSoft Screen and Window Menu List

2-2-1 Execute DOPSoft

Click [Start]→ [All Programs]→ [Delta Industrial Automation]→ [HMI]→ [DOPSoft 1.00.00]→ [DOPSoft 1.00.00]to execute DOPSoft.

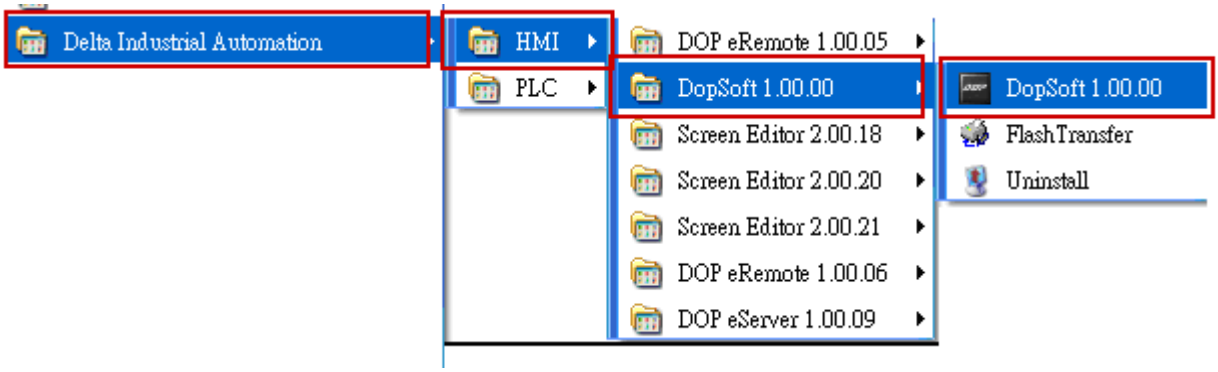


Figure 2-2-1 Execute DOPSoft.

Once the software is executed, a screen with no new project will show up, as shown in Figure 2-2-2.

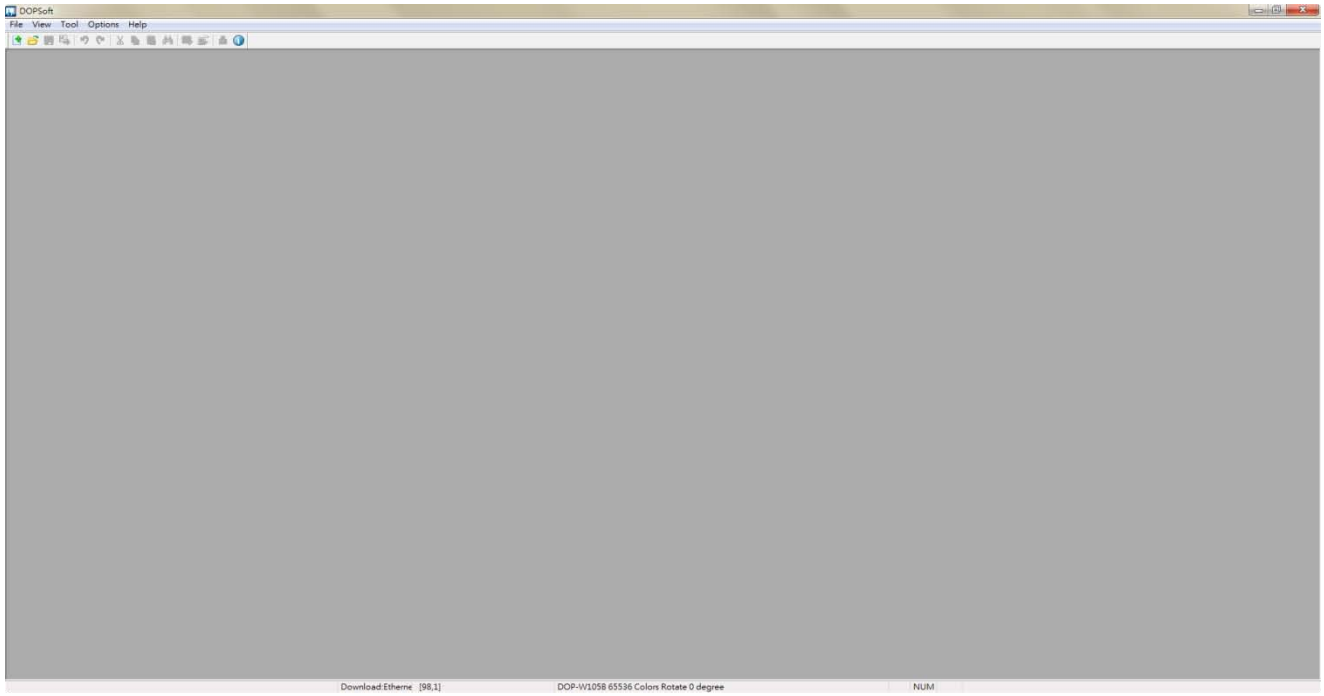


Figure 2-2-2 Screen that shows no new projects in DOPSoft.

2-2-1-1 Add New Projects

Please click or use the system-defined hotkey [Ctrl+N] to add a new project. The Configuration Wizard of DOPSoft will pop up, which allows the user to select the model number of HMI unit or printer and edit project and screen names. Upon completion of the basic configuration of the project, please click [Next] to configure the communication protocol.

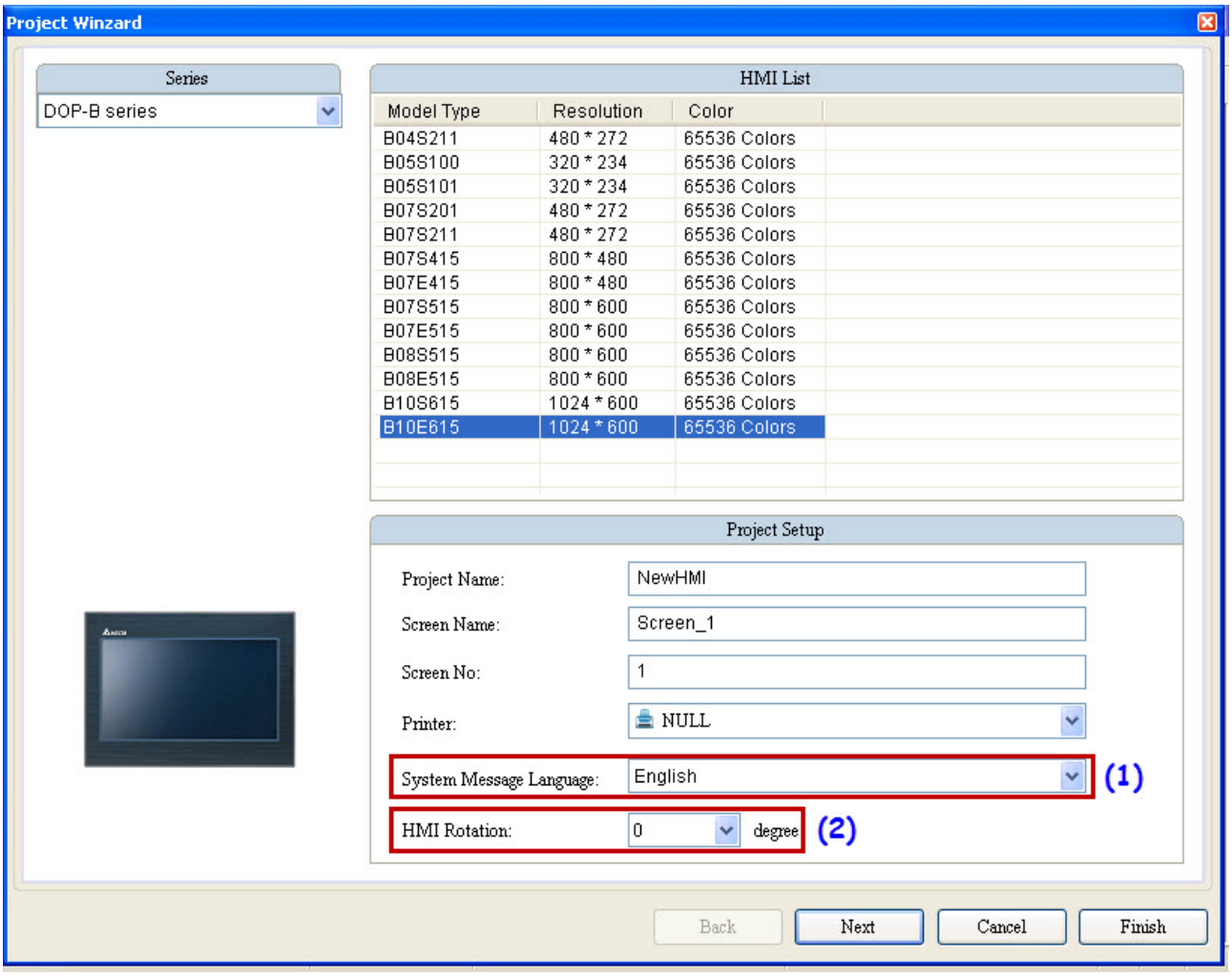


Figure 2-2-1-1 Project Wizard

No.	Item to Note	Description
(1)	System Message Language	English, Traditional Chinese, and Simplified Chinese are available for selection as the language of system index.
(2)	HMI Rotation	Select the degree for HMI rotation to be 0 degrees, 90 degrees, 180 degrees, and 270 degrees.

Table 2-2-1-1 Project Wizard

Regarding the communication setting, the user can set the model number of controller, select COM Port or Ethernet as the communication port, and communication Parameter between the HMI and controller, as shown in Figure 2-2-1-2.

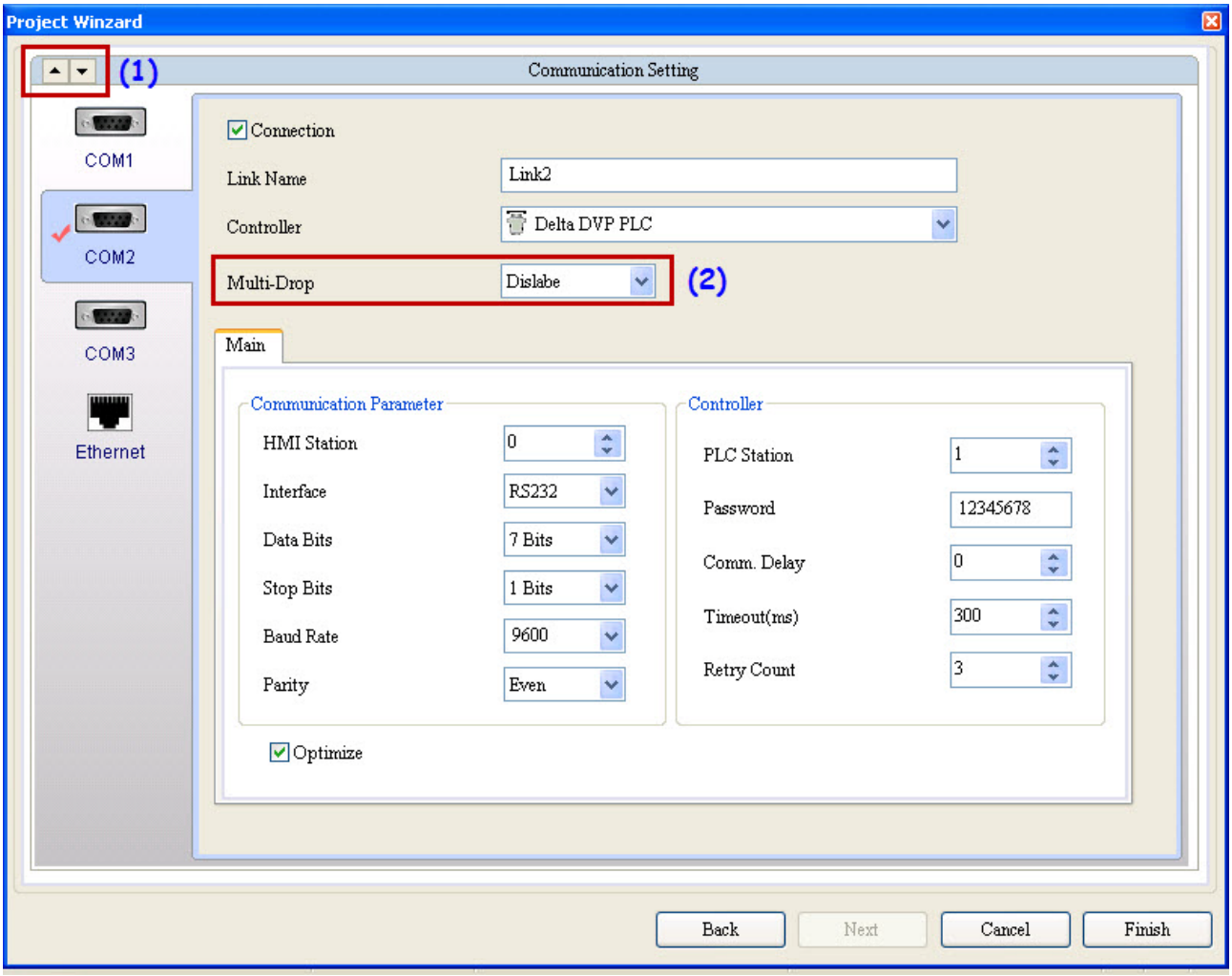


Figure 2-2-1-2 Project Wizard

Tag	Item to Note	Description
(1)	Up and Down Arrows	The user can use the up and down small arrows to switch between COM Port 1, COM Port 2, and COM Port 3.
(2)	Multi-Drop	To run the system in the Multi-Drop mode, one only needs to open the Multi-Drop mode by selecting Host or Client in the Multi-Drop. Select “Disable” to turn off the Multi-Drop communication.

Table 2-2-1-2 Project Wizard

If the communication is through Ethernet, please directly click the [Ethernet] icon to enter the configuration of network controller. Click  in the [Device] page to add a new Ethernet Link, configure parameters such as the model number of the associated controller, controller IP address, communication delay time, Timeout, and Retry Count, as shown in Figure 2-2-1-3.

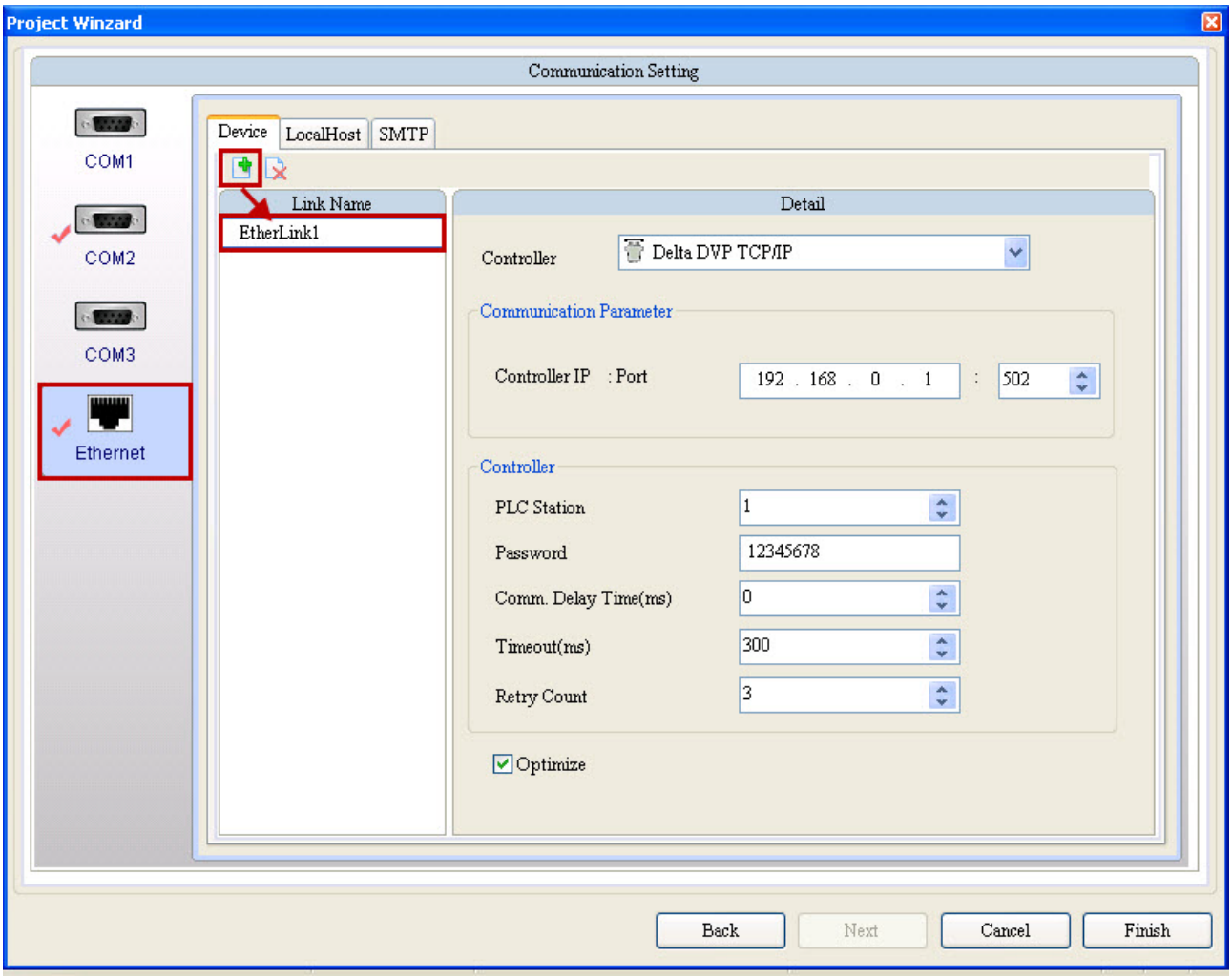


Figure 2-2-1-3 Project Wizard

One can also switch to the [Localhost] page to configure the IP address and enable network applications for the LocalHost of HMI, as shown in Figure 2-2-1-4.

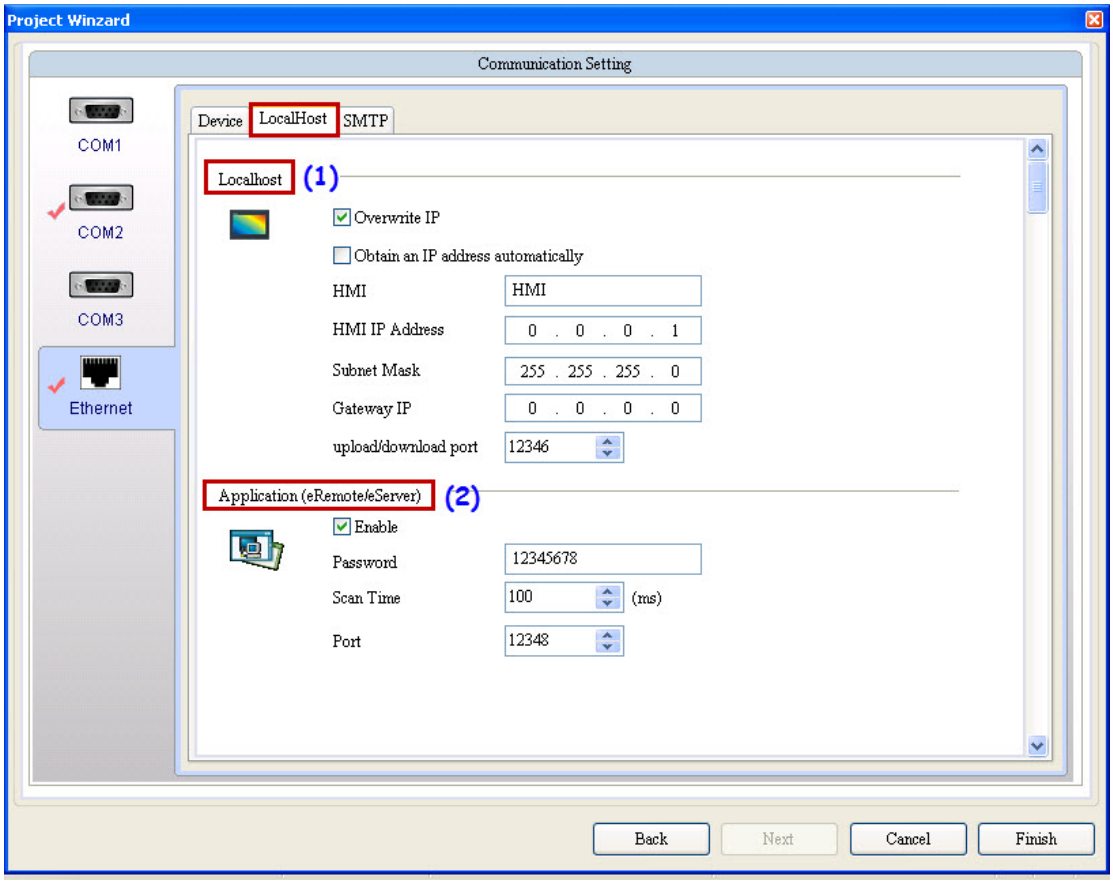


Figure 2-2-1-4 Project Wizard

Tag	Item to Note	Description
(1)	HMI Localhost	HMI local host indicates the IP address of the HMI. The IP address can be manually configured or automatically acquired. ➢ Unchecked [Overwrite IP]: When this option is unchecked, the HMI will use the default IP address 0.0.0.0. If the user chooses not to write in the IP from software, he/she can still change the IP address through the system screen [System Setting]→ [Network]. ➢ Check [Overwrite IP]: If this option is checked, it indicates the IP address is to be changed from the software end. As a result, the user can configure the parameters such as the IP address to write in and name of HMI unit. ➢ Check [Overwrite IP] and [Obtain an IP address automatically]:

		If both options are checked, it indicates that the HMI will acquire the IP address by DHCP mode. The user can learn about the current IP address by entering the system screen through [System Setting]→ [Network].
(2)	Application	Network application means that the HMI can be combined with eRemote and eServer software for applications. If the user wants to execute eServer or eRemote software, he/she must first check "Enable" in DOPSoft to activate the eServer and eRemote functions in the HMI. The associated link password and communication port also need to be configured.

Table 2-2-1-3 Project Wizard

Upon completion of all configurations, please click [Finish] to open the Project Edit Page in DOPSoft.

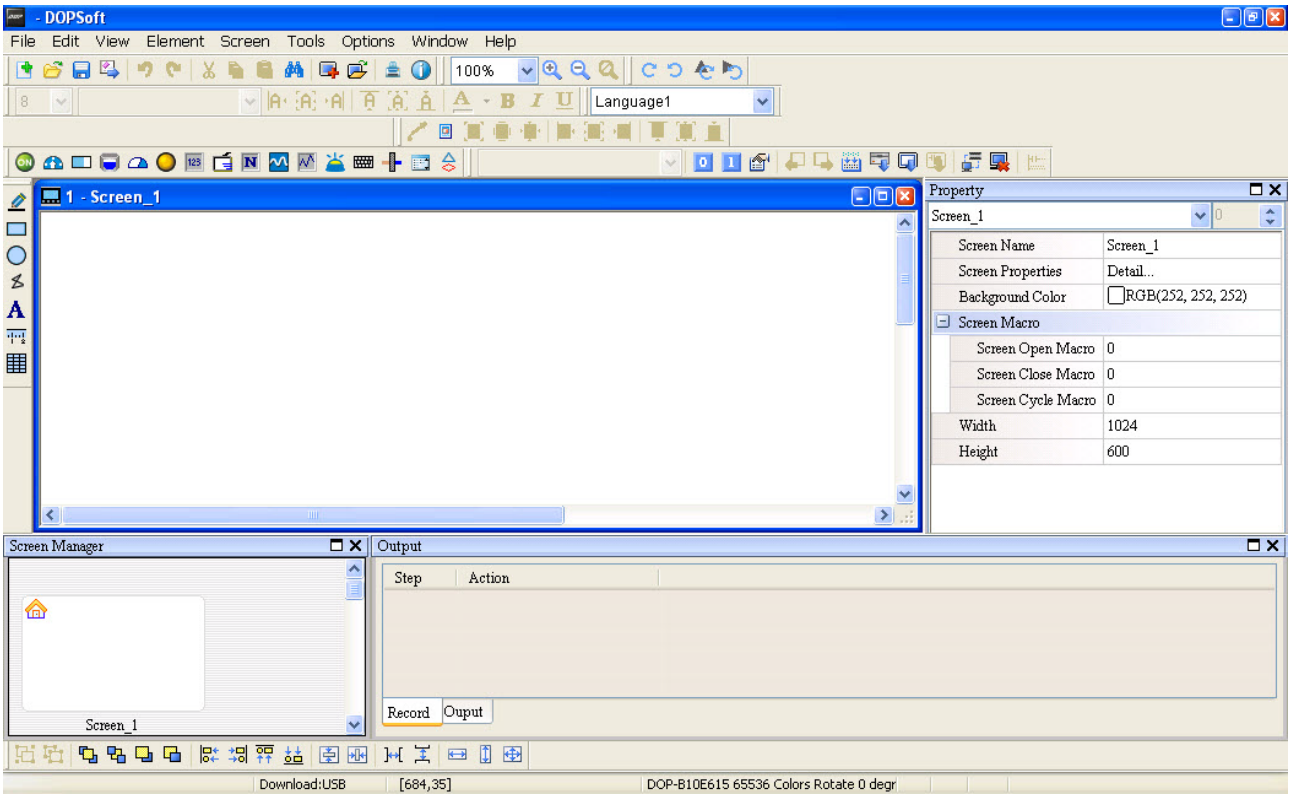


Figure 2-2-1-5 Edit screen of DOPSoft

2-2-1-2 Open Projects

To open project files saved previously in DOPSoft, one can click [File]→ [Open], as shown in Figure 2-2-1-6 below, click the icon in the toolbar, or use the system hotkey Ctrl+O.

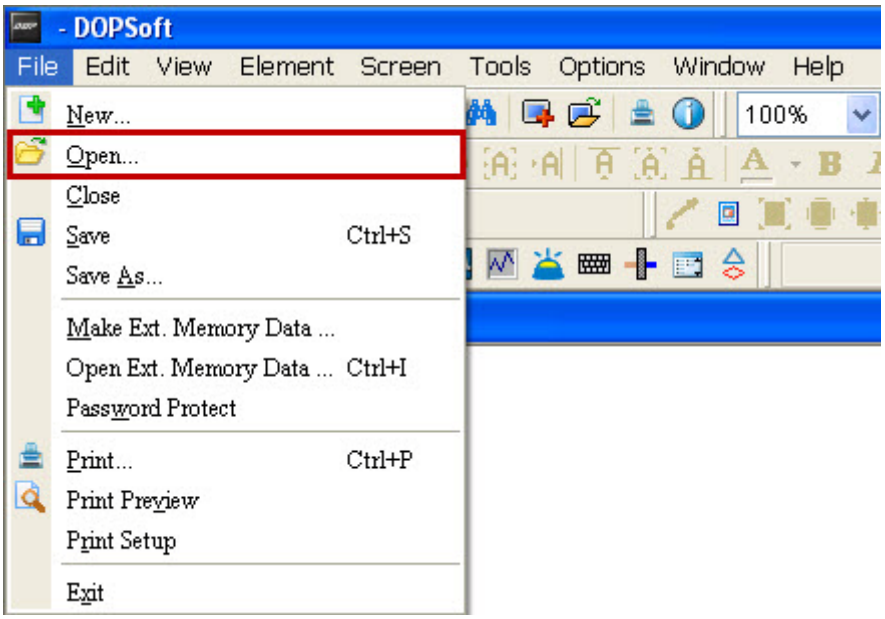


Figure 2-2-1-6 Option of Open Project

If the software editing window already contains a modified project, when another existing file is opened, the software will notify the changes and ask whether to save the file, as shown in Figure 2-2-1-7.

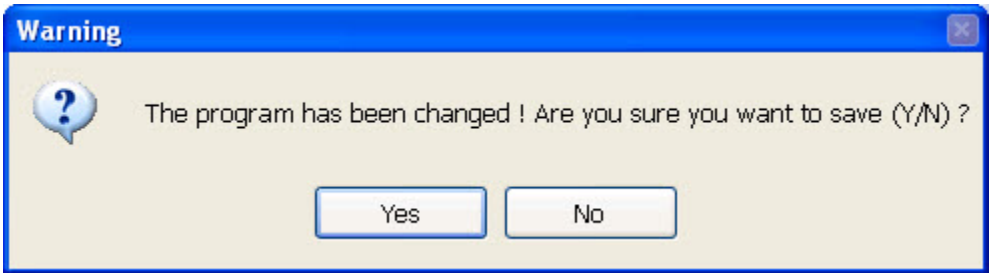


Figure 2-2-1-7 Window that prompts whether to save the existing file with changes.

Once the user chooses whether to save the changes, whether the decision is [Yes]that will save the file or [No]that will not save the file, the existing project file will be directly opened afterwards, as shown in Figure 2-2-1-8.

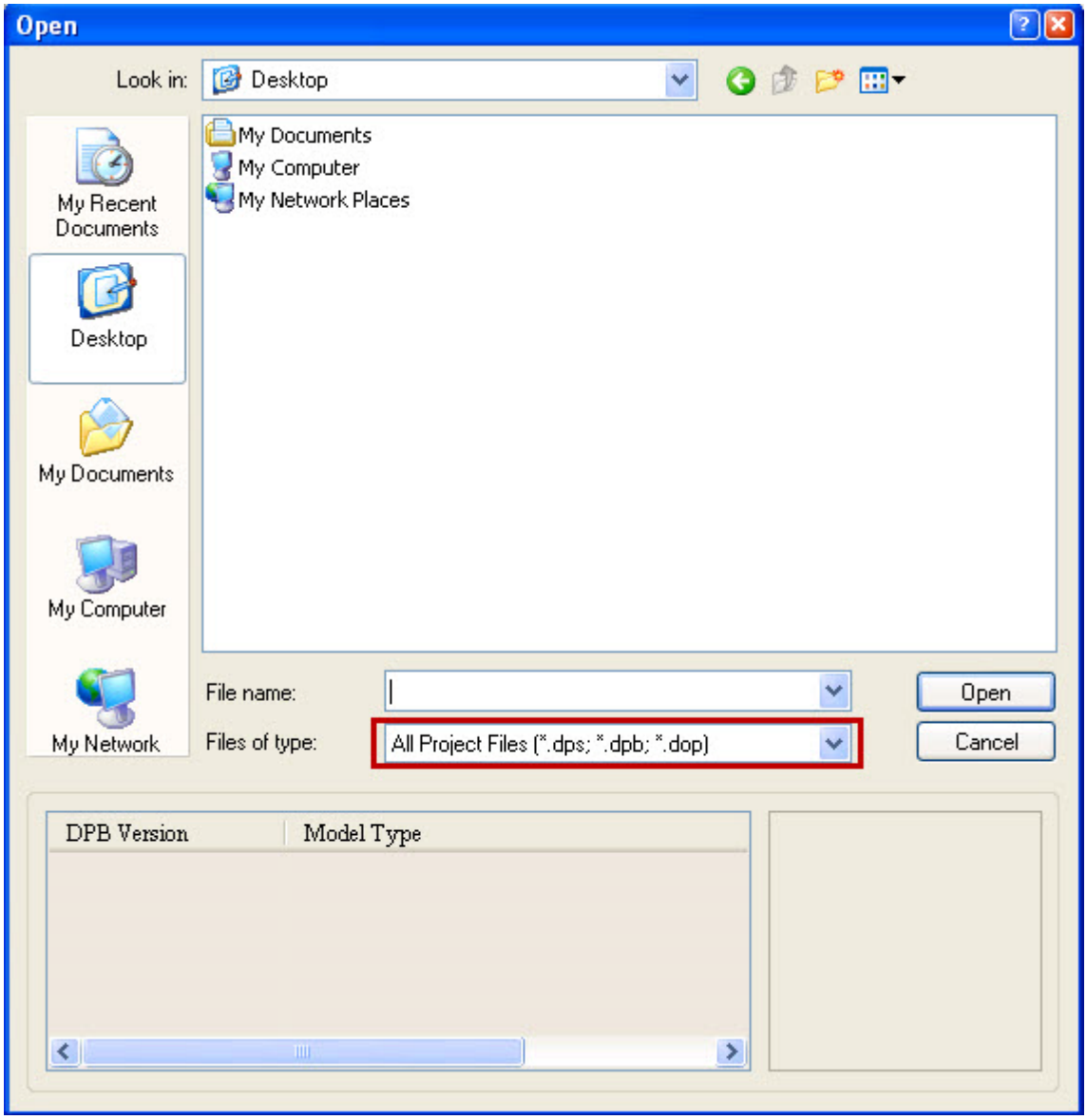


Figure 2-2-1-8 Open existing project

The file extension of DOPSoft is .dps. However, one can also open the .dpb files (Screen Editor 2.00.xx) and .dop files (Screen Editor 1.05.xx) edited by Screen Editor. To open the .dpb files, one simply copies the old screen data into DOPSoft for editing, where no changes are made. If one opens the .dop files, DOPSoft will convert all the data in series A HMI into series B HMI for scree editing. In this case, a window for HMIconversion will pop up to ask the user which series of HMI to use, as shown in Figs. 2-2-1-9 and 2-2-1-10.

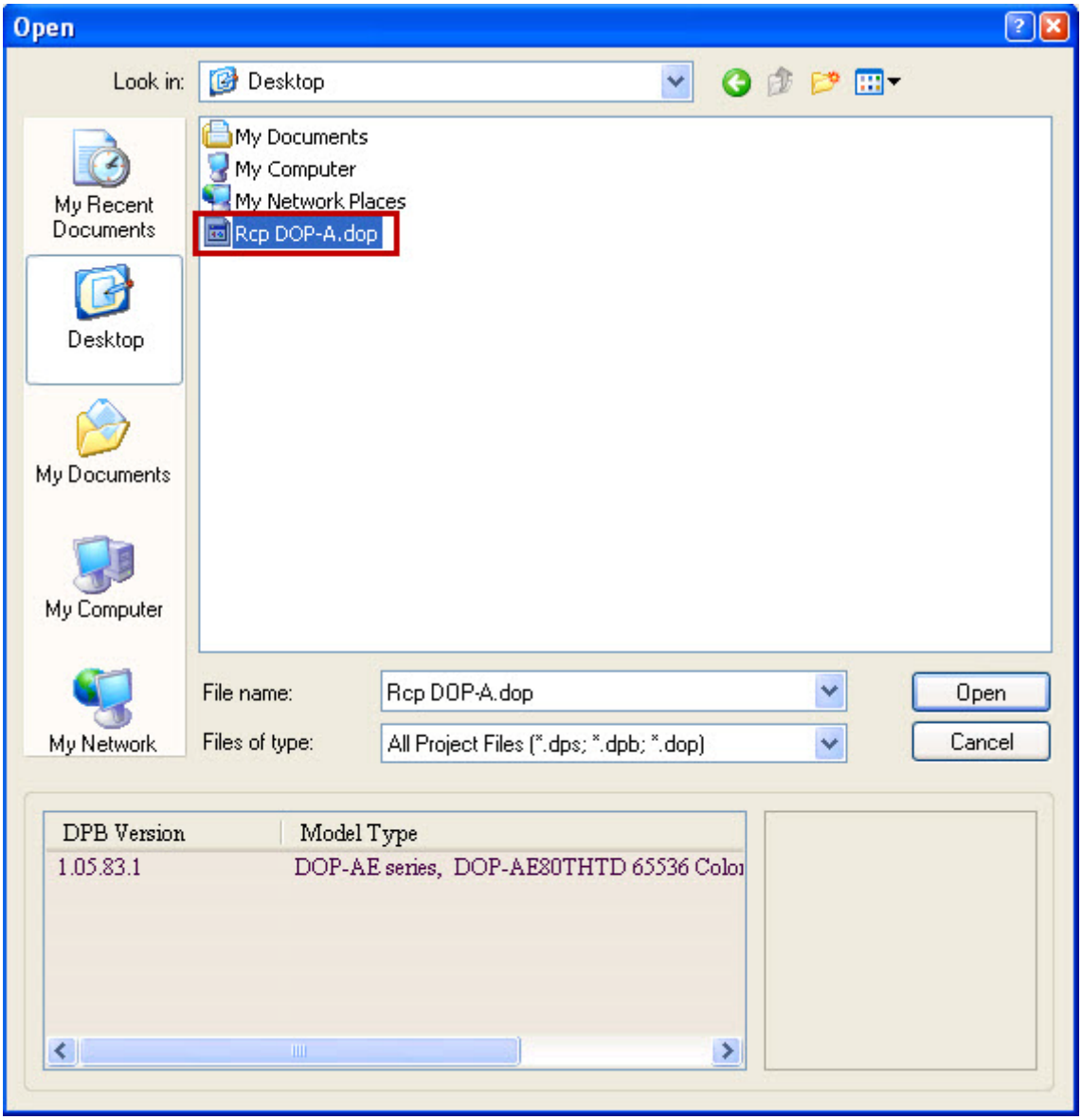


Figure 2-2-1-9 Open series A HMIfile.

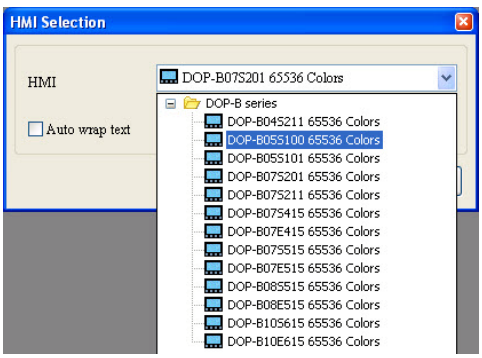


Figure 2-2-1-10 Select the HMImodel to change to

NOTE:

✓ When an old version of the HMI project is opened, such as the .dpb or .dop file edited in Screen Editor, if it has been edited by DOPSoft and the original file overwritten in file saving, the old version of Screen Editor won't be able to open this file again. Therefore, please save an additional copy of the original file as the backup for future uses.

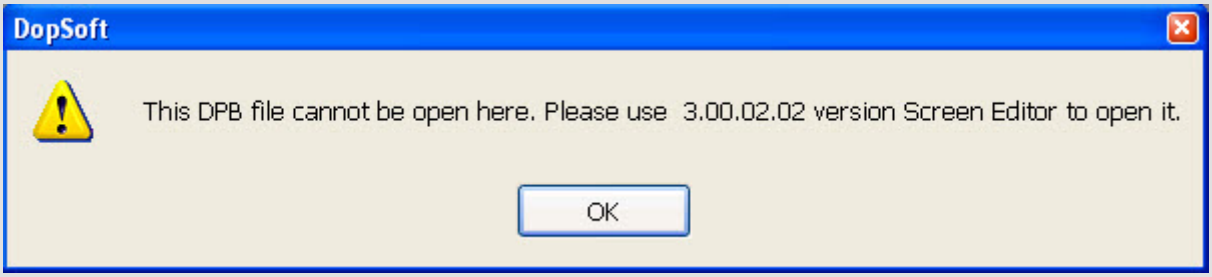


Figure 2-2-1-11 Unable to open the new version of file for editing

2-2-1-3 Save Projects

Projects can be saved in two ways: Save or Save As.

2-2-1-3-1 Save

To save the file, one can follow [File]→ [Save] to save the current project file, or do it through the icon in the toolbar, or use the hotkey Ctrl+S provided by the software. All these methods can save the file. When the above three actions are executed, the software will check if the project file to save is a new project or an existing one and make decisions accordingly. If a new project is to be saved, a window for saving as a new file will pop up for the user to save the current project, as shown in Figure 2-2-1-12. On the contrary, if the file to be saved is an existing project, no window will pop up when the file is saved. The current project will simply be saved.

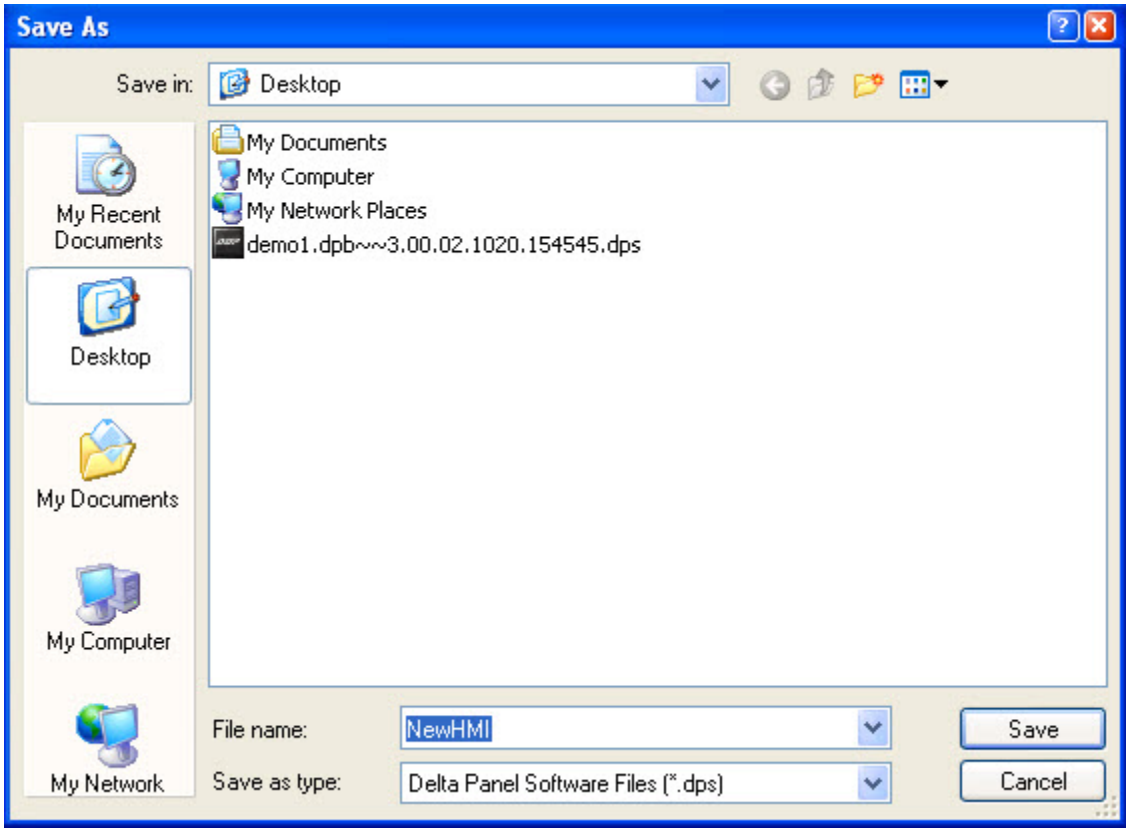


Figure 2-2-1-12 Save file

2-2-1-3-2 Save As

To save a file as a new file means saving the screen data currently being edited to the system hard drive disk with a different filename. This action can only be executed through choosing [File]→ [Save As]. In addition, this function will not consider whether the current project is a new file or an old one. Once this function is executed, a window for saving as new file will pop up, as shown in Figure 2-2-1-13. Once Save is clicked,

the path to save the project will be designated to that selected in the Save as new file action.

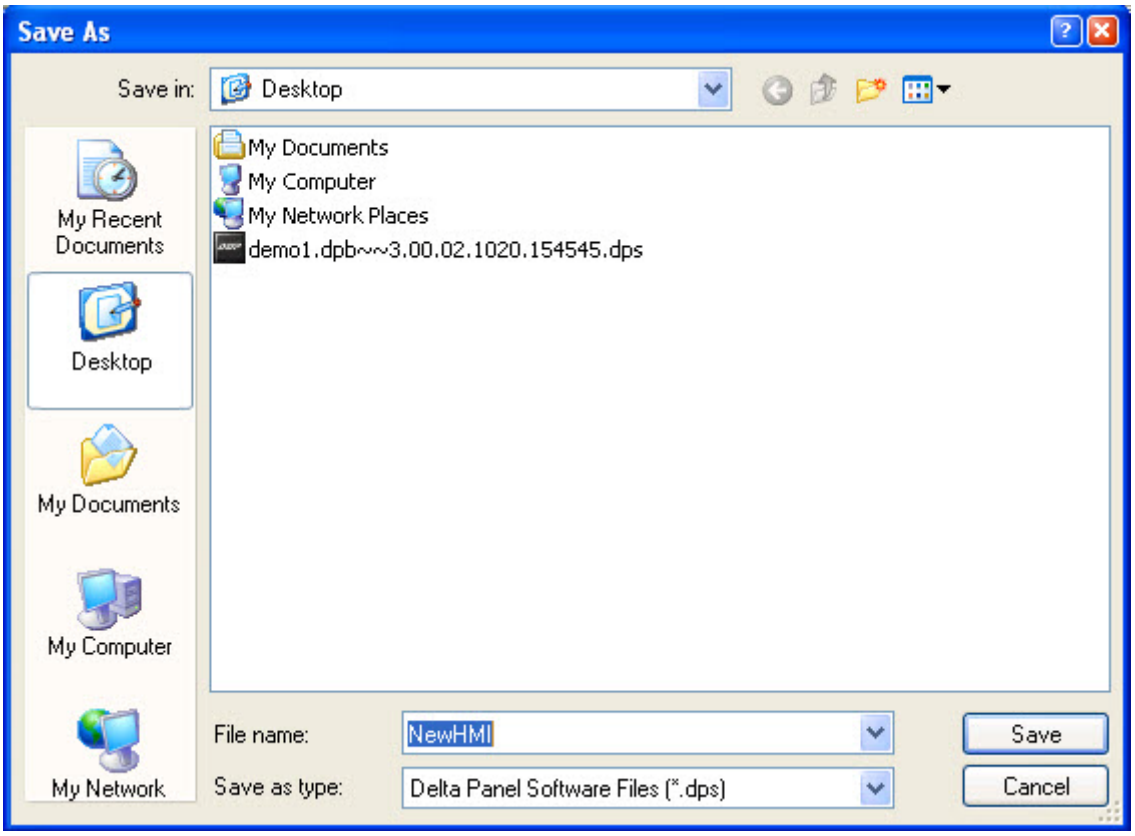


Figure 2-2-1-13 Save As

2-2-1-4 Close Project

Closing project means to end editing the project that is being currently edited. To execute this function, one can only go through [File]→ [Close]. Once it's being executed, if there is any project that have been edited in the window, a window for saving files will pop up to ask the user whether to save it. Clicking [Yes] will save the changed project followed by closing it, while clicking [No] will close the project directly without saving the changes. One can also click [Cancel] to abort the action of closing project.

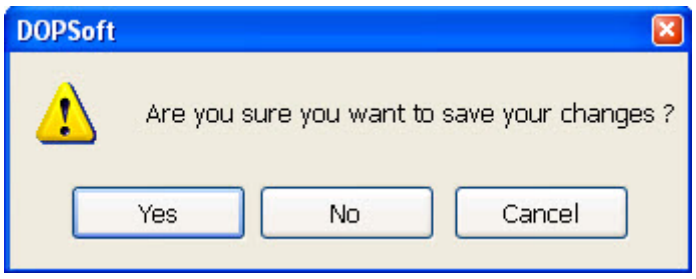


Figure 2-2-1-14 Close project

2-2-2 Window Function Bar

The editing window of DOPSoft consists of eight areas, including Menu, Toolbar, Element Tool (Element list and Element bank), Property, Output, Screen Manager, Edit Area, and Status Bar. The layout of these eight areas is shown in Figure 2-2-2-1.

The toolbar contains all standard Windows® programs, which can be rearranged as the toolbar in Windows®. For example, the device toolbar can be moved to the left side of the screen. The user can click and drag to place the toolbar to wherever is preferred, as shown in Figure 2-2-2-2.

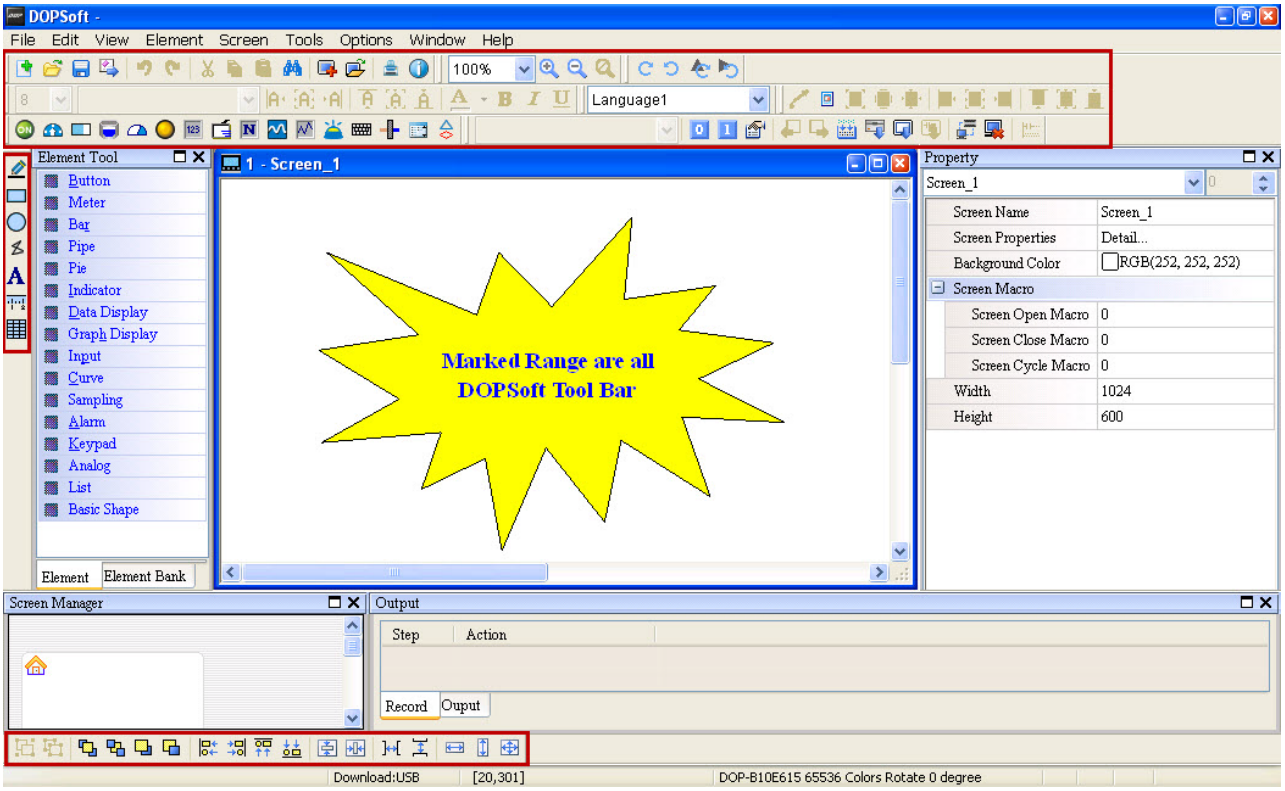


Figure 2-2-2-1 DOPSoft toolbar

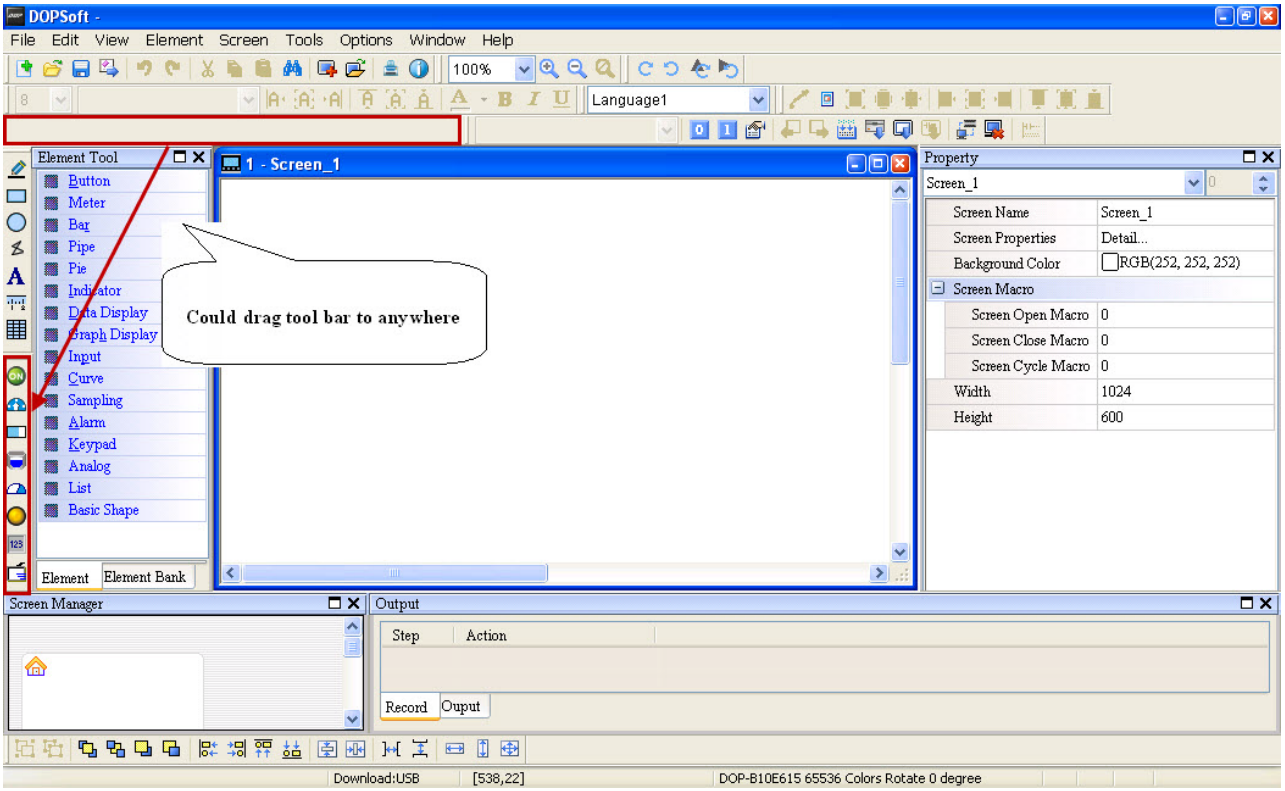


Figure 2-2-2-2 Click and drag toolbar in DOPSoft

◆ Menu

DOPSoft offers nine major items in its Menu.

檔案(F) 編輯(E) 檢視(V) 元件(M) 畫面(S) 工具(T) 選項(O) 視窗(W) 說明(H)

◆ Toolbar

DOPSoft offers eight major toolbars.

Standard bar

Text bar

Bitmap bar

Element bar

Layout bar

Zoom bar

Language Selection list

Drawing toolbar

◆ Element Tool

The Element Tool includes the element list and element bank, which provides the list of available elements and the bank to store the edited elements. The user can store the edited elements into the Element Bank and only needs to drag them to the screen editing window the next time they are to be used.

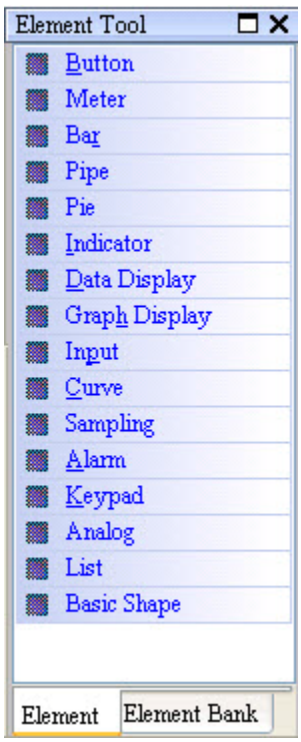


Figure 2-2-2-3 Element List

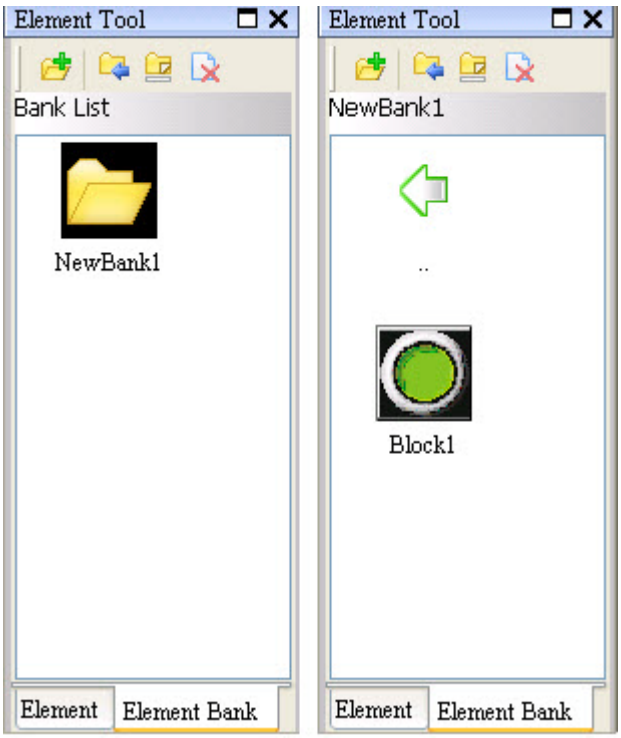


Figure 2-2-2-4 Element Bank

Figure 2-2-2-5 Description on how to create the Element Bank. (1) Please first click the Element Bank page. (2) Please click  to create a new Element Bank. (3) Please create an element. (4) Please click  to import the element data.

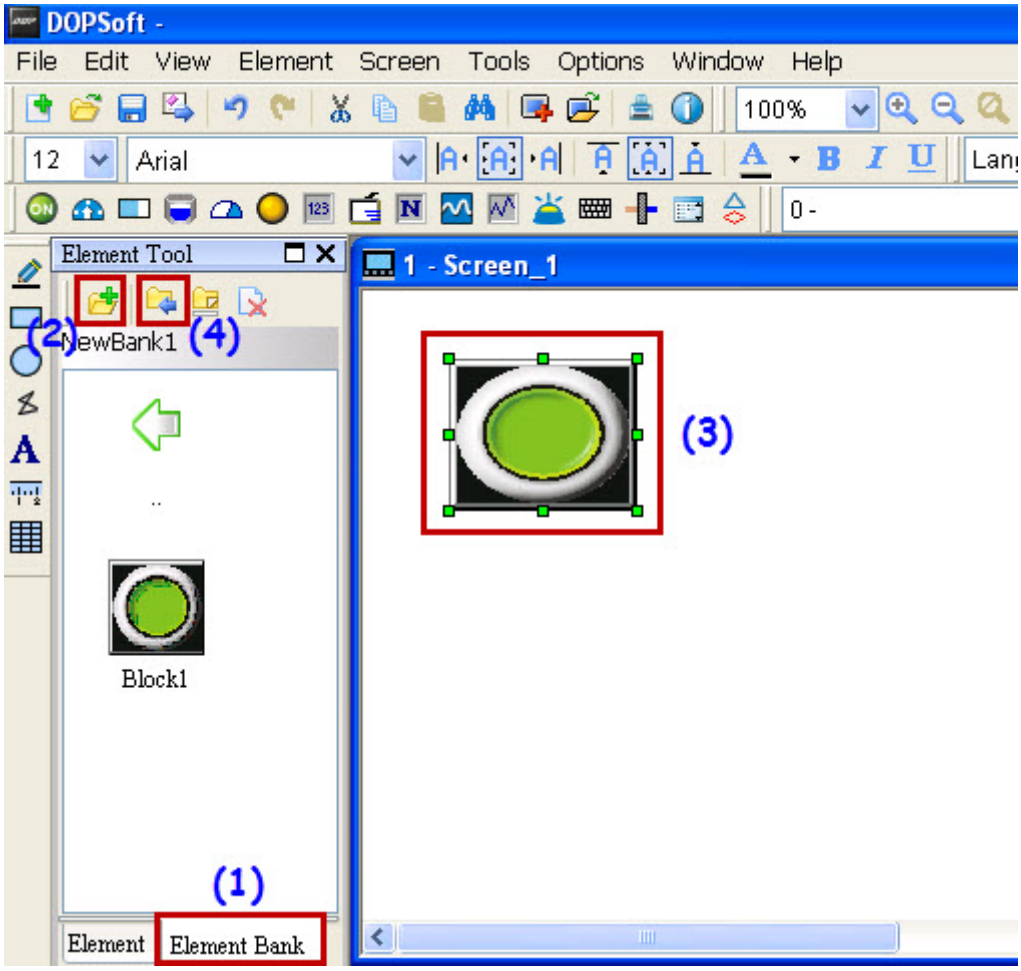


Figure 2-2-2-5 Steps of creating the Element Bank

◆ Property

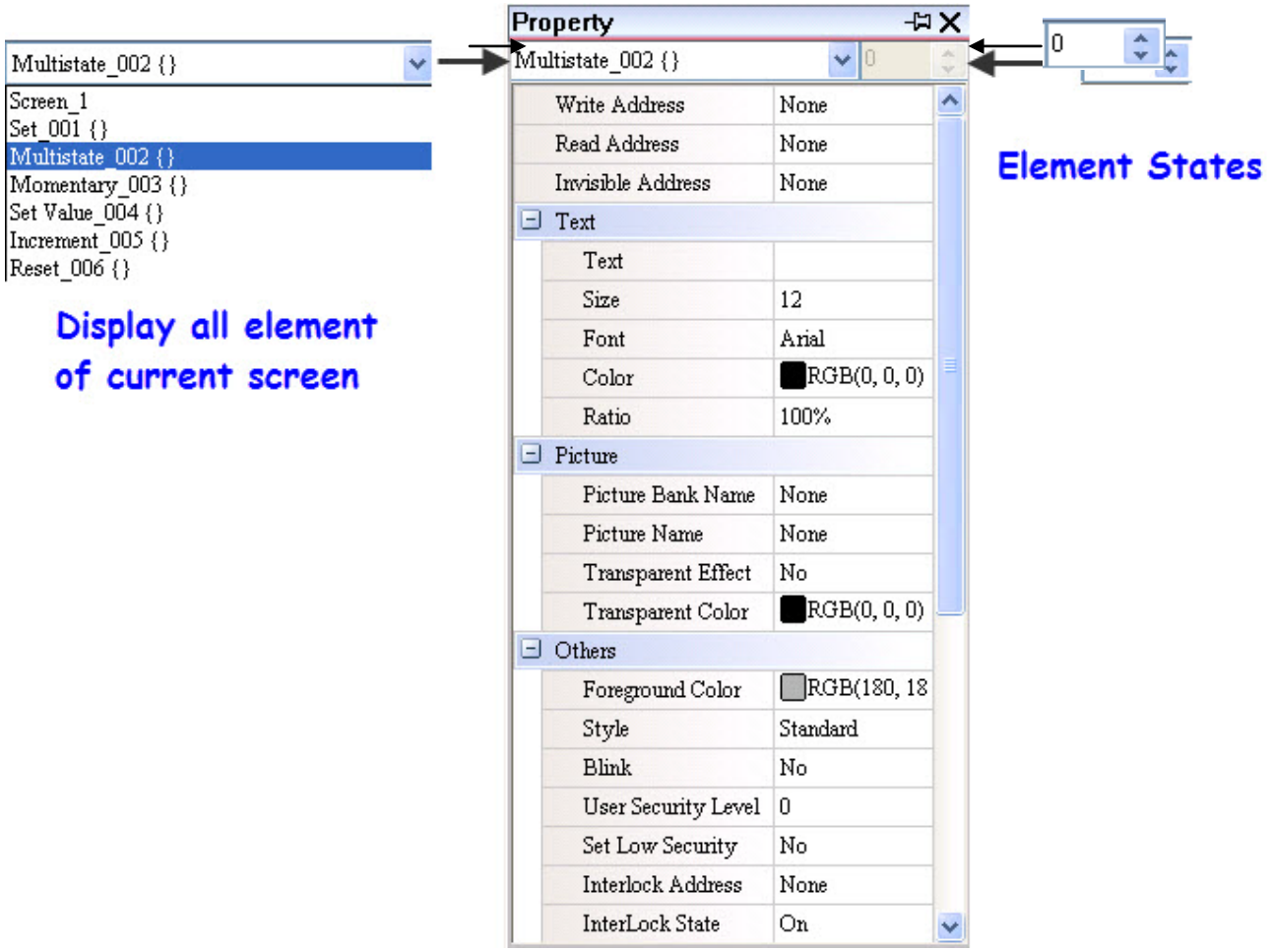


Figure 2-2-2-6 Property window

◆ Output

The Output records the editing actions of the user and the output messages after screen editing. When the editing function is executed, DOPSoft will conduct program compiling and the output field will generate the corresponding messages in case of errors. When the user clicks the error message, the system will jump to the screen where the device with error is located for debugging, as shown in Figure 2-2-2-7.

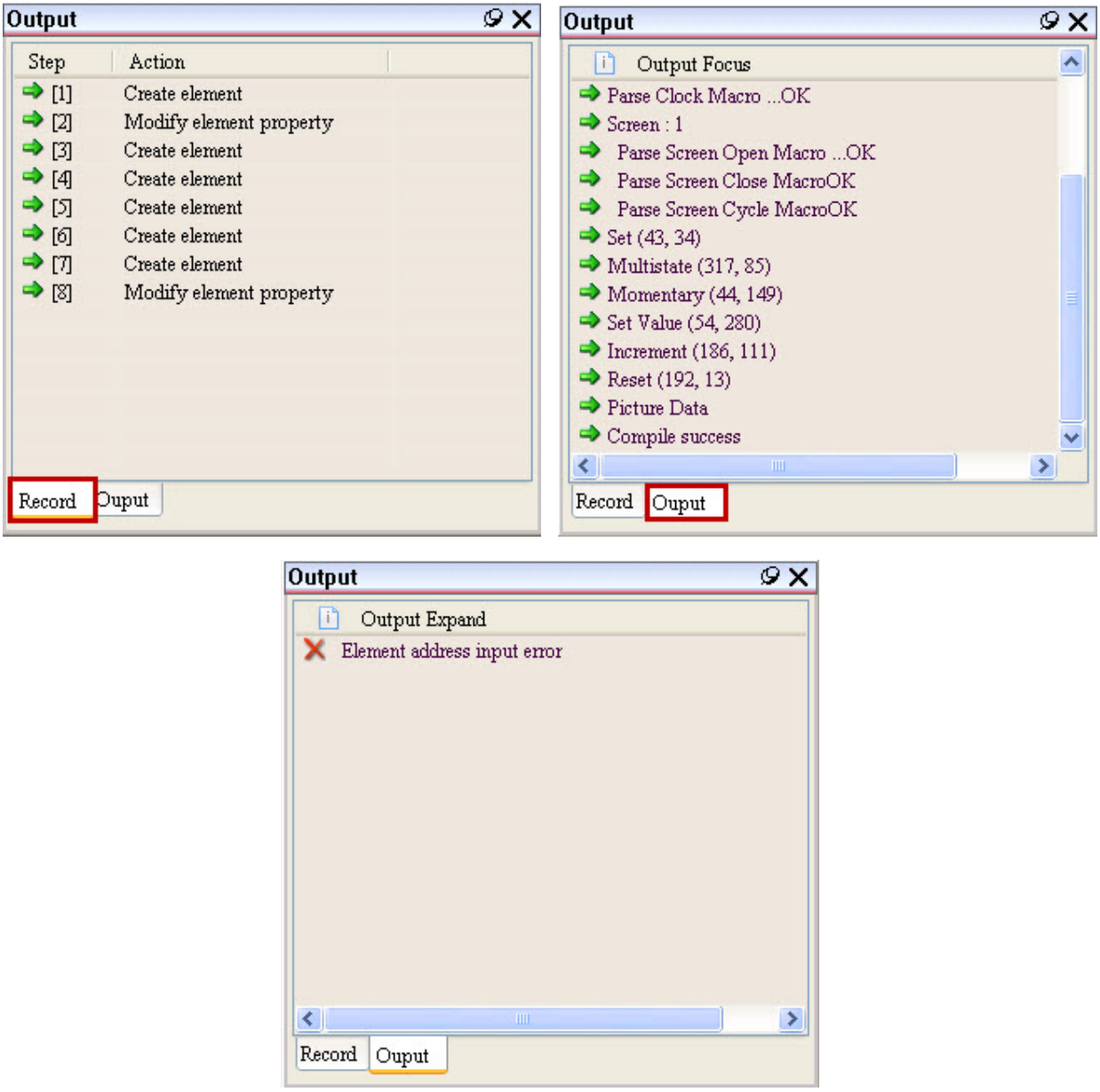


Figure 2-2-2-7 Output

◆ Screen Manager

If the user creates several screens, he/she can use the function of Screen Manager to preview the content, which allows the user to learn what types of devices are located in the screen without having to switch to the particular screen. One can also double click the screen of interest in the window to quickly switch to this particular screen.

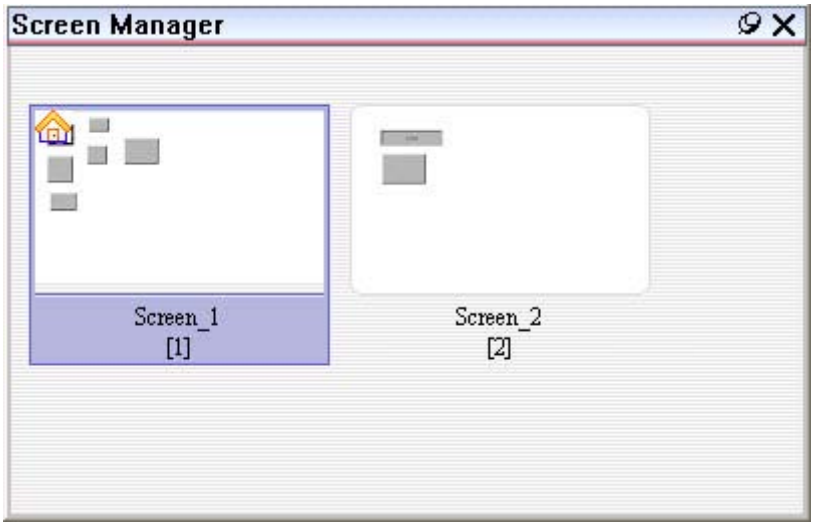


Figure 2-2-2-8 Screen Manager

◆ Status Bar

The status bar will display the current editing status, as shown in Figure 2-2-2-9.

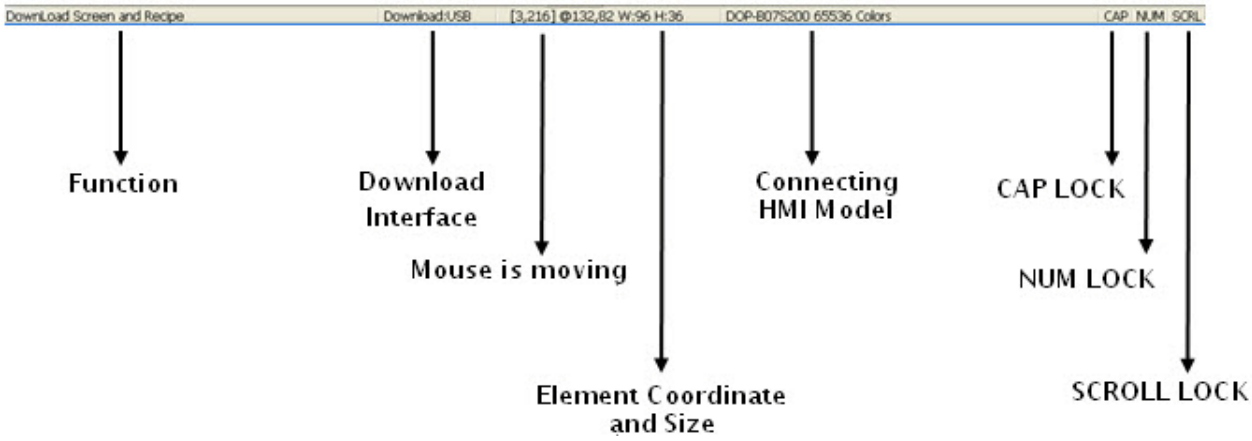


Figure 2-2-2-9 Status bar

◆ Edit Area

Proper editing range is provided according to the type of HMI selected by the user.

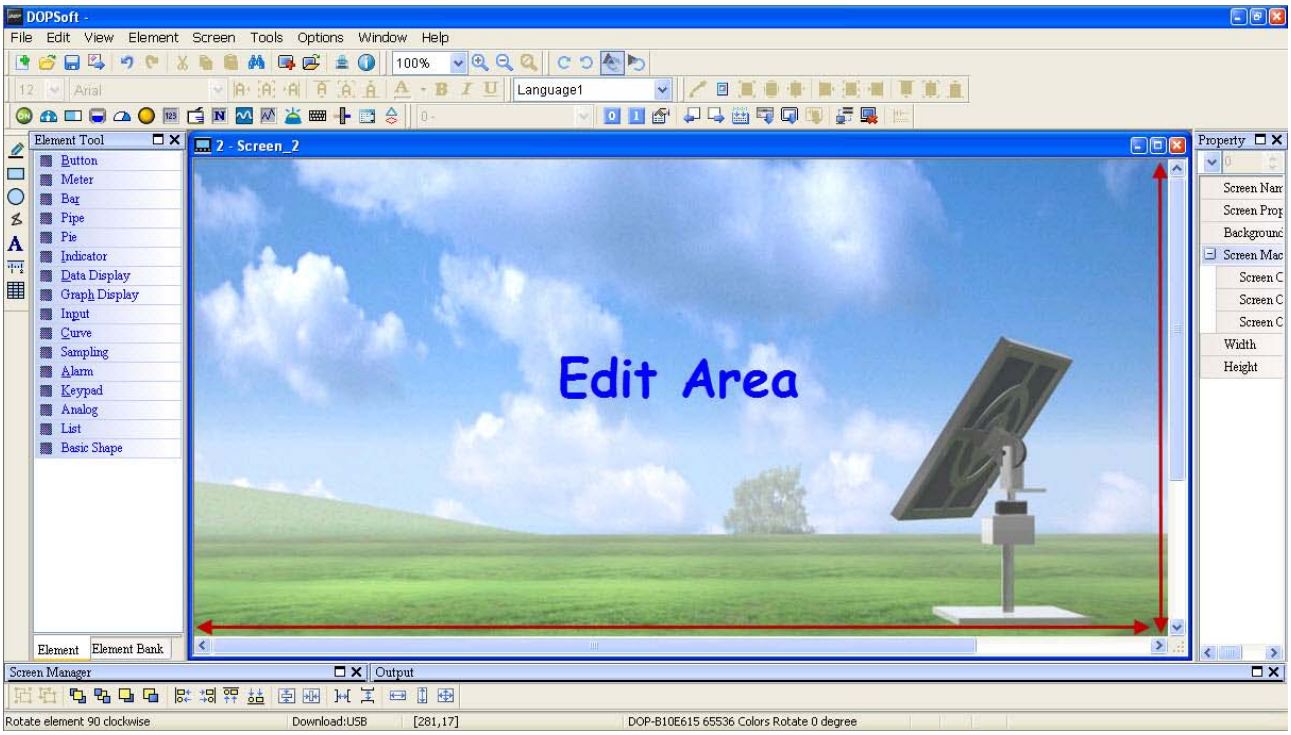


Figure 2-2-2-10 Edit area

2-2-3 File

The [File] in the Menu provides functions that include “Make Ext. Memory Data”, “Open Ext. Memory Data”, and “Password Protect”.

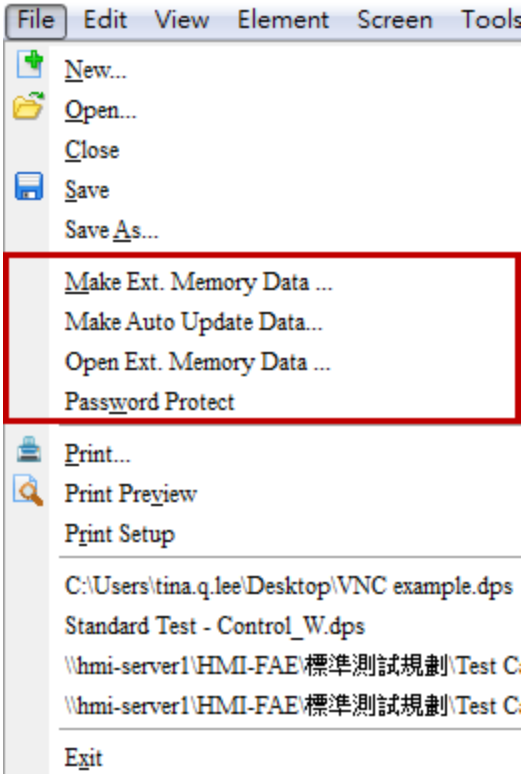


Figure 2-2-3-1 File in Menu

2-2-3-1 Make Ext. Memory Data

Once the action of creating the screen data file is executed, DOPSoft will automatically edit the current screen data. In the past, Screen Editor must first go through manual editing before the function of creating screen data file can be executed. Upon editing, a window will pop up for selection of directory path for file saving. Once the directory for file saving is selected, software will copy the edited screen data file to the designated directory, which normally is located in an SD card or a USB drive, as shown in Figure 2-2-3-2. The user can insert the SD card or USB drive into the HMI. Once the HMI is started, one can enter the system screen through [System Setting]→ [File Manager] for Copy File, F/W Update, and Multi Screen File. The details of these three functions will be described in the chapter of system screen in Appendix A.

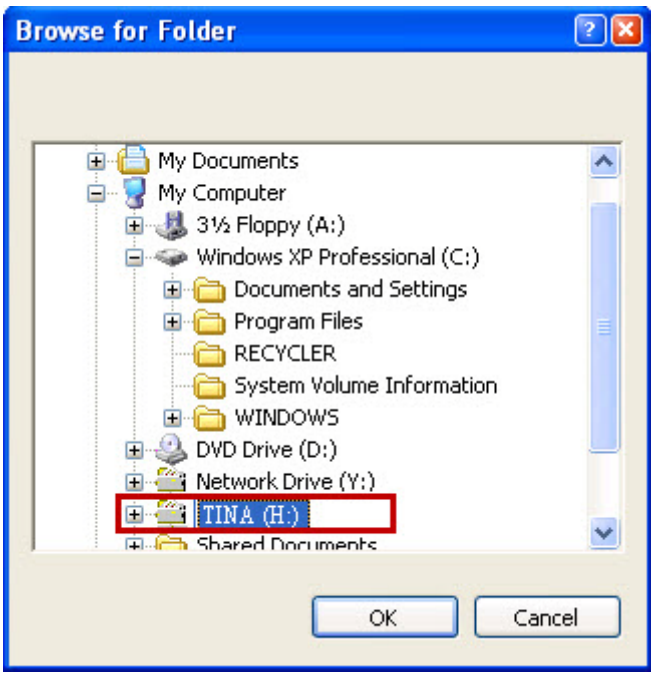


Figure 2-2-3-2 Directory to save the created screen data file.



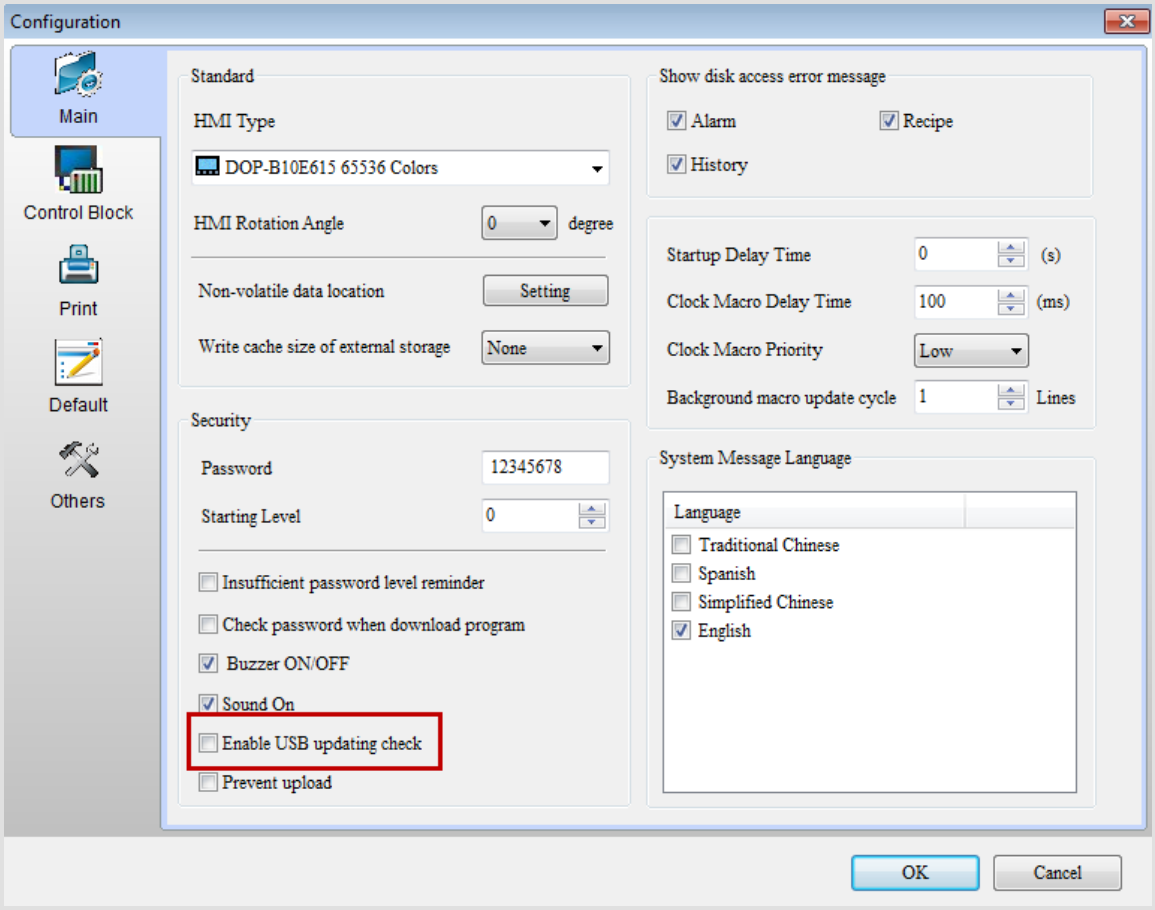
Figure 2-2-3-3 Completion of creating screen data

2-2-3-2 Make Auto Update Data

After execute Make Auto Update Data function, DOPSoft will compile the current data. A window will pop up for users to select the storage directory path. The software will copy the compiled data into the specified directory, which is usually either SD card or USB. See figure 2-2-3-4. This function is different from the function of creating data file. Before HMI is powered on or returning to the HMI screen, HMI does Disk AutoUpdate Check to the external device when inserting USB Disk. If it does, a message of "【Enter Auto Update Procedure】" will show (see figure 2-2-3-6). Click【Yes】, HMI will automatically update the firmware and its screen; click【No】, HMI will do nothing.

NOTE：

- ✓ If check "Enable USB updating check" and enter 【System Setting】→【File Manager】 to Copy File, users will be unable to copy files at the moment.
- ✓ If check "Enable USB updating check", and then execute Auto Update File, users will be able to update firmware only, not the screen file.



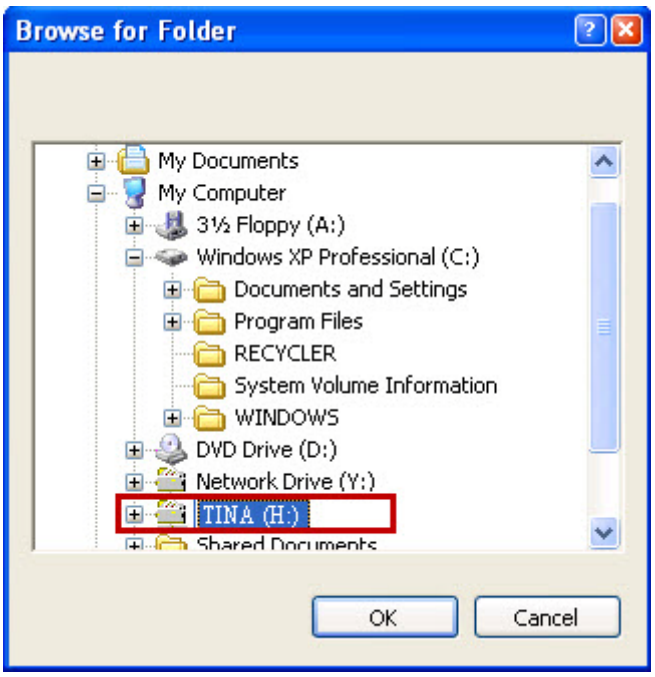


Figure 2-2-3-4 Storage directory for update file



Figure 2-2-3-5 The screen data is created successfully.

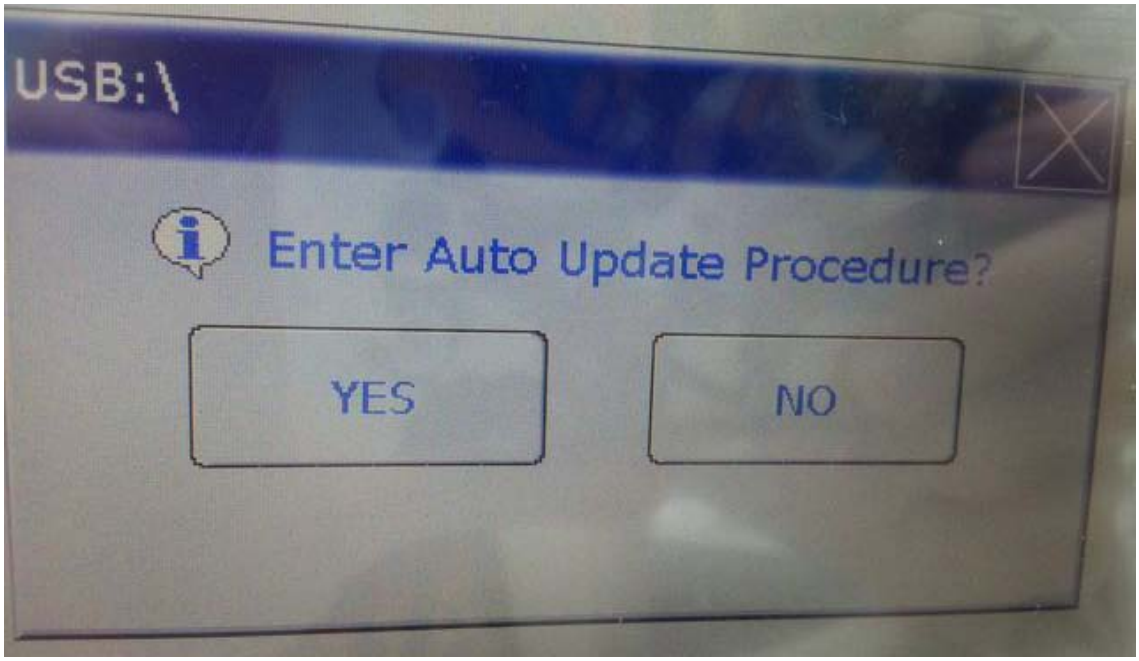


Figure 2-2-3-6 Message window of【Enter Auto Update Procedure】

When the update filed is created, one folder of HMI_AutoUP will be stored in external device.

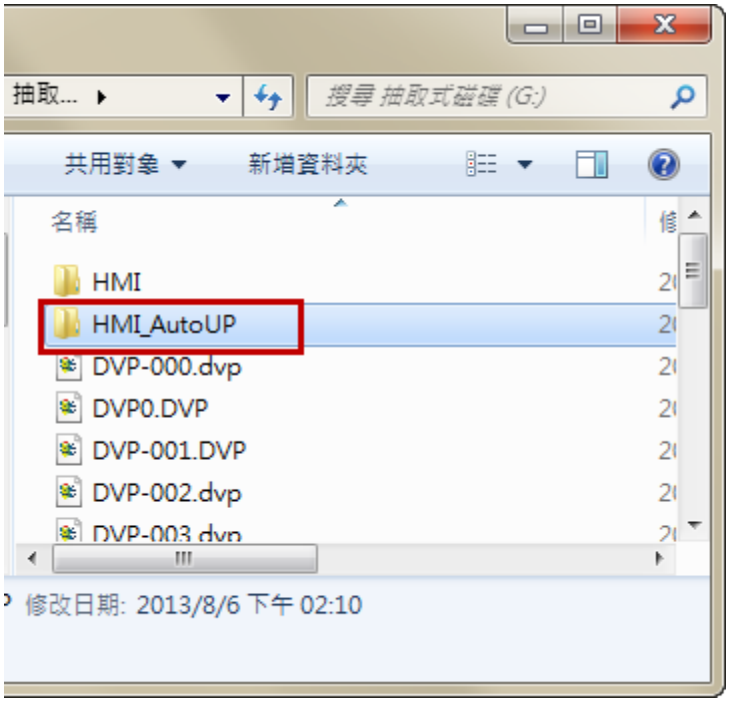


Figure 2-2-3-7 Folder is created after auto update the file

NOTE：

✓ If both USB Disk and SD Card have the folder of HMI_AutoUP and need to update firmware and screen data, HMI will update the data in USB Disk first, then SD Card.

Operating procedure of other functions are identical, users insert SD card or USB into HMI. When HMI is activated, enter 【System Setting】→【File Manager】 to Copy File, update F/W and Multi Screen File. These three functions will be elaborated in Appendix A.

2-2-3-3 Open Ext. Memory Data

When one clicks “Open Ext. Memory Data”, the software will pop up a window for the user to choose the directory to save the file, as shown in Figure 2-2-3-8.

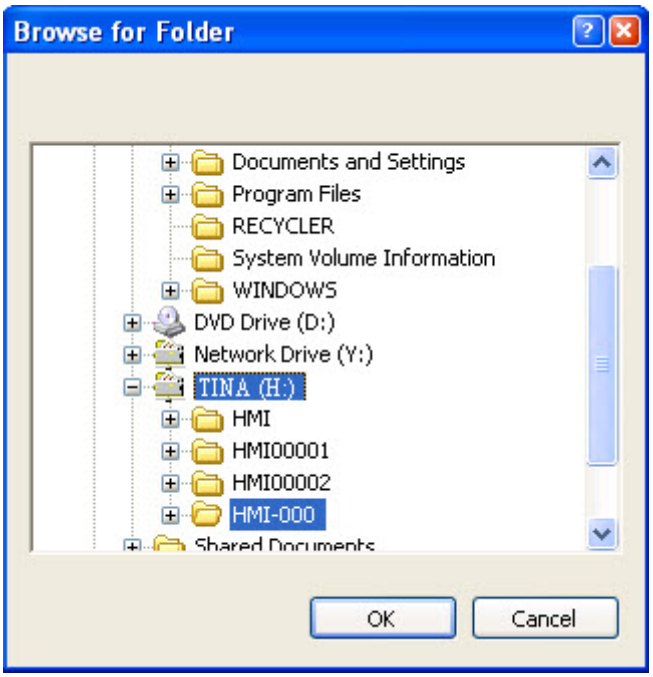


Figure 2-2-3-8 Choose screen data file

Once the screen data file is selected, the software will ask the user whether to rename and save the opened file, as shown in Figure 2-2-3-9

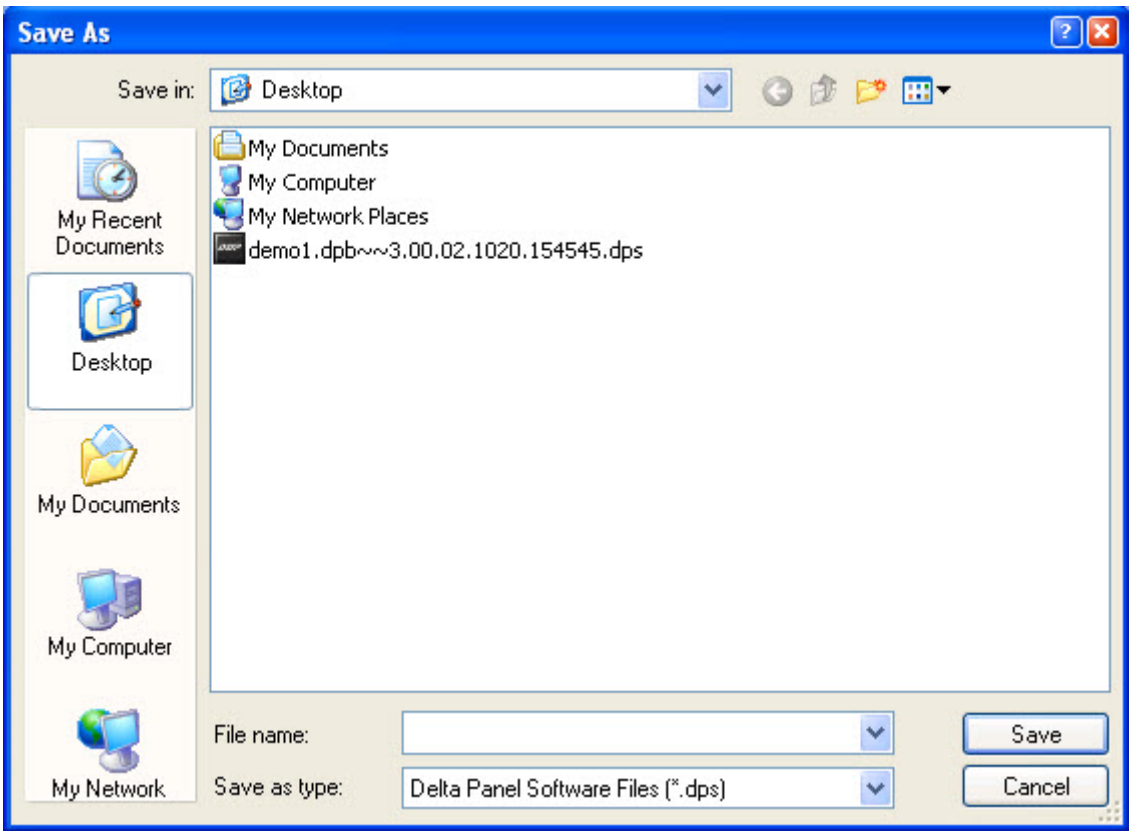


Figure 2-2-3-9 Save screen data file

2-2-3-4 Password Protect

To execute password protect, one can click directly [File]→ [Password Protect] to enable this function. After the user clicks this function, the software will pop up a window to notify the user that Password Protect is enabled.



Figure 2-2-3-10 Enable Password Protect

The user can click again on [File]→ [Password Protect] to check if this function is enabled in the current project file. If so, the result will be as shown in Figure 2-2-3-11.

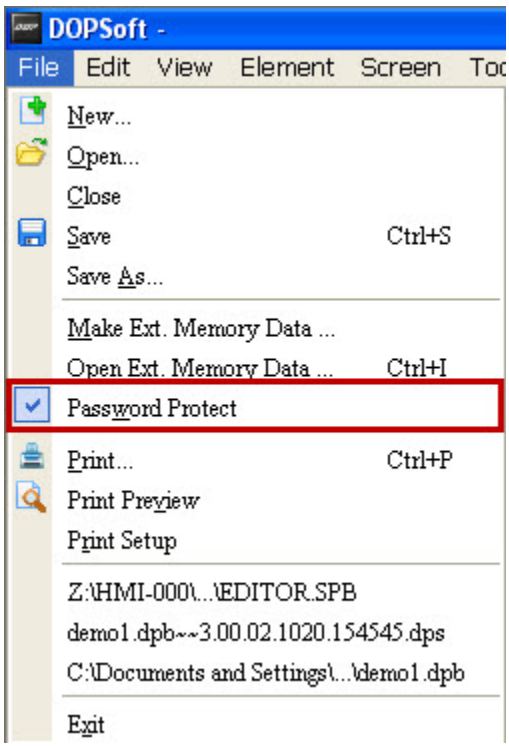


Figure 2-2-3-11 Password protect is successfully enabled.

Once the feature of Password Protect is enabled, the user can change the password. The password can be changed by modifying the default password “12345678” through [Options]→ [Configuration].

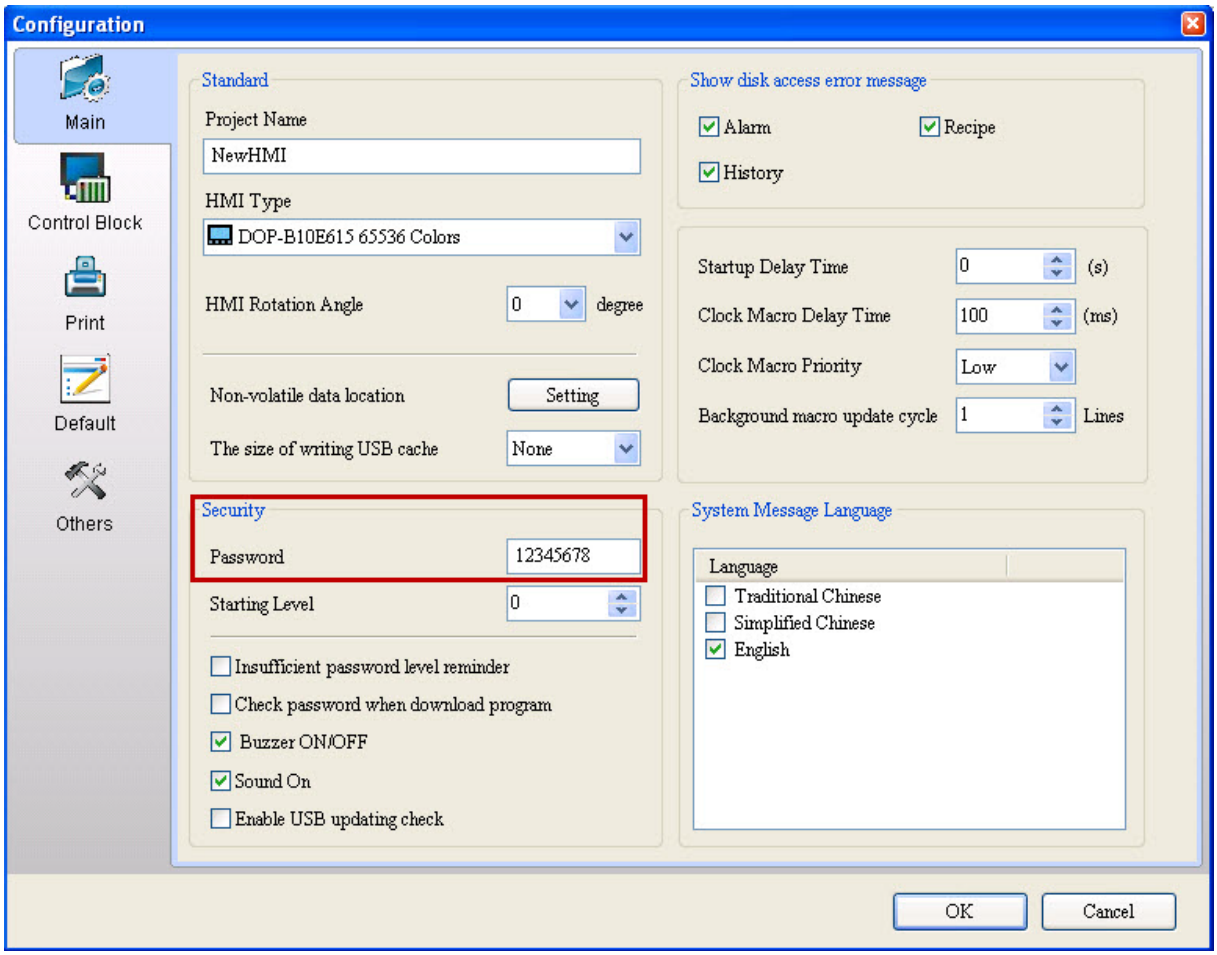


Figure 2-2-3-12 Set up password permission level

After the password is set, please close and save the project. When the project is opened the next time, the system will ask the user to enter password to open the file protected by password.

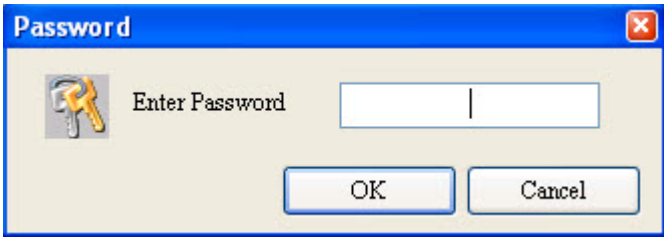


Figure 2-2-3-13 Password needs to be entered.

If the entered password is incorrect, the software will display the window with the message of incorrect password to notify the user.



Figure 2-2-3-14 Entered password is incorrect

Press [Retry] to enter the password again. Click [Cancel] to exit the window for password entry.

If the entered password is correct, the associated project can be opened.

To cancel password protect, one must click [File]→ [Password protect] to disable this function. Similarly, the software will also notify the user that password protect is disabled.



Figure 2-2-3-15 Cancel password protection.

The user can also click [File]→ [Password protect] again to check if password protect is disabled on the current project file. If so, the result is as shown in Figure 2-2-3-16, where the option of Password Protect is unchecked.

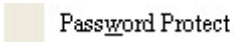
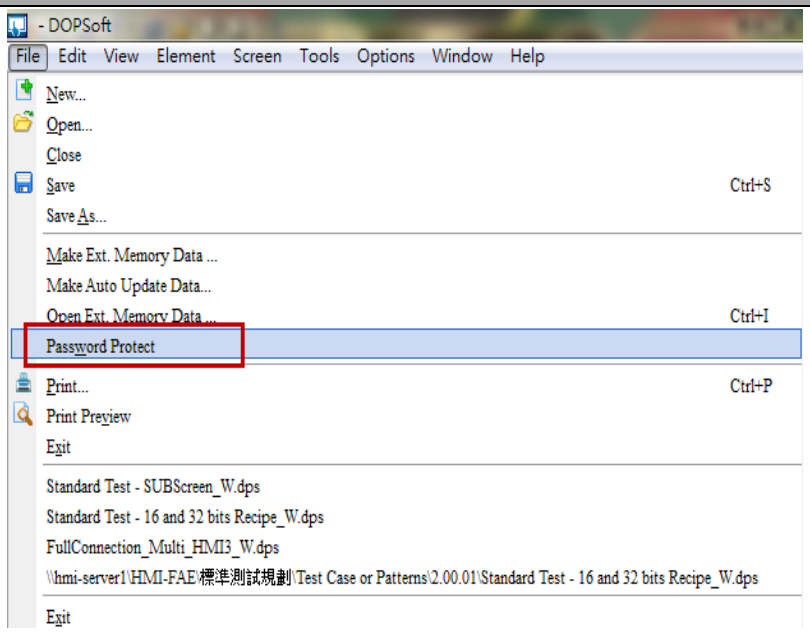
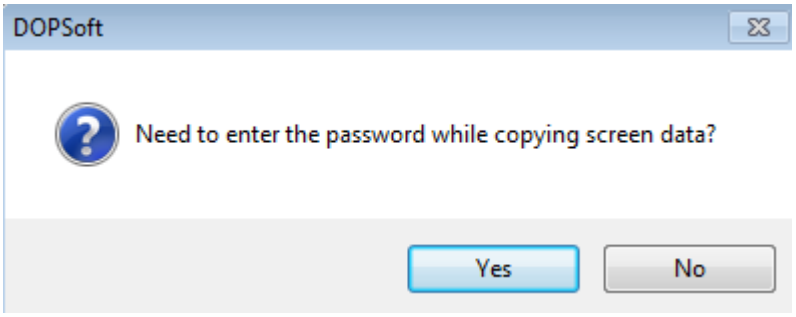


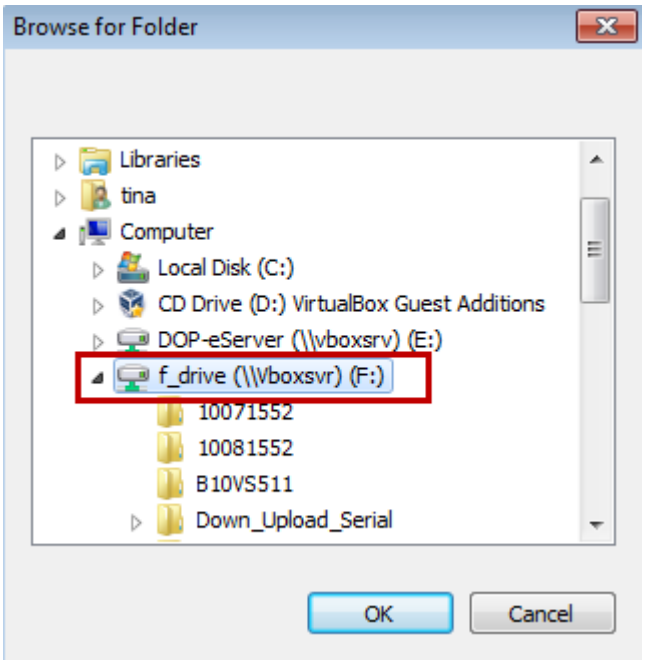
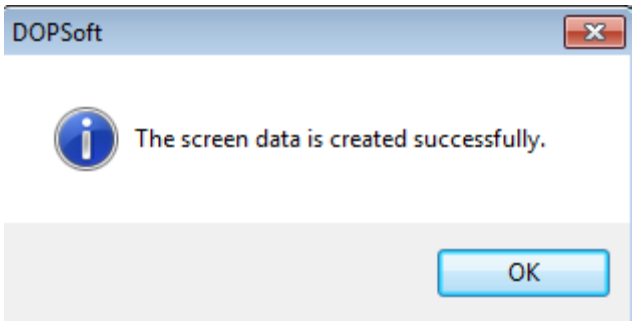
Figure 2-2-3-16 Password protect is cancelled successfully.

After cancelling Password Protect, please close and save the project. The next time when the project is opened, the user will not need to enter the password to open the project.

Password Protect can be executed with Creating Screen Data File. Users can decide whether to enter password and determine if Password Protect is needed when copying the file from external device to HMI. Please the descriptions below:

Password Protect Table 2-2-3-1 Example of Password Protect	
Check Password Protect	➢ Please click【File】→【Password Protect】.

Password Protect Table 2-2-3-1 Example of Password Protect	
	
Creating Screen Data File	Please click 【Creating Screen Data File】. A message will pop to ask if Password Protect is needed.  ➢ If users click【No】 and select the external storage device, when screen data file is created, please enter the system screen of HMI.

Password Protect Table 2-2-3-1 Example of Password Protect	
	 
Result	➢ Insert the external storage device to HMI, enter System Setting→File Manager and copy files from external device to HMI. Files can be copied without Password Protect.

2-2-4 Edit

The [Edit] in Menu offers the following functions for the user to utilize.

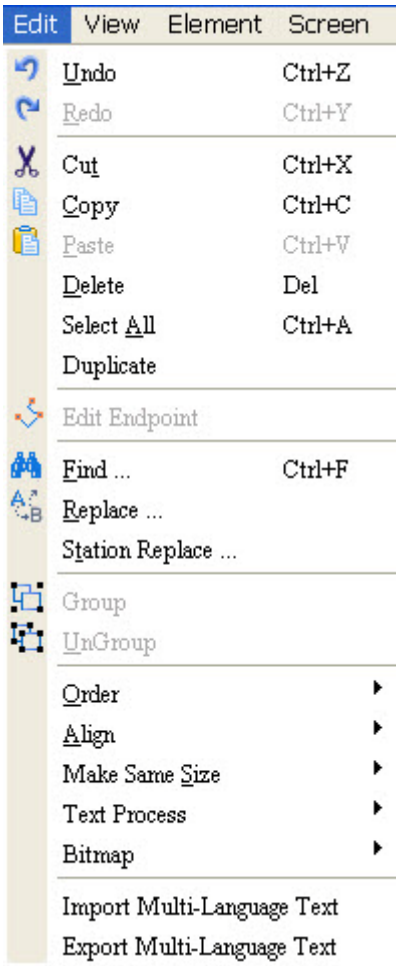


Figure 2-2-4-1 Option of Edit in Menu.

2-2-4-1 Duplicate

The function of Duplication allows one to execute Duplicate by directly selecting a certain device followed by clicking the right button of mouse. Or one can select a certain device and automatically increase or decrease address according to need to reduce the time for manual device address duplication. Click [File]→ [Duplicate] can also execute this function. Once this function is clicked, the result is as shown in Figure 2-2-4-2.

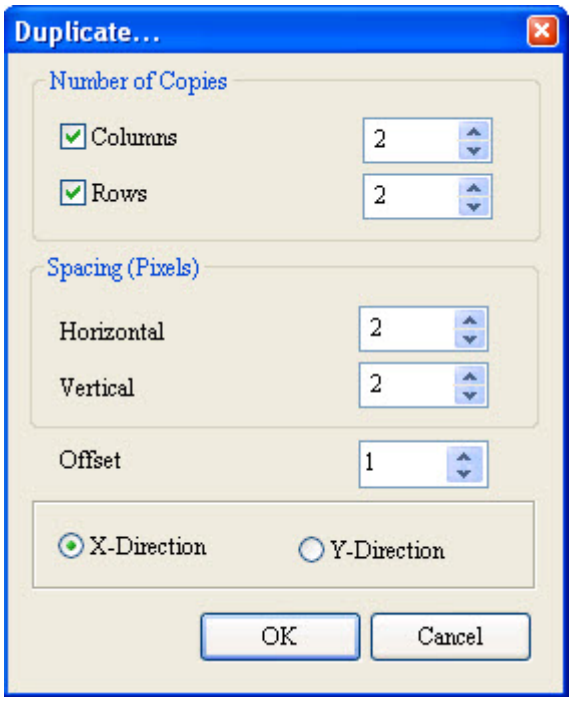


Figure 2-2-4-2 Duplicate

The following table describes the details in Duplicate, including Number of Copies, Spacing (Pixels), and Offset.

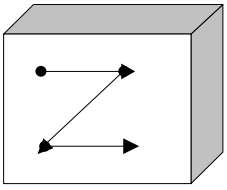
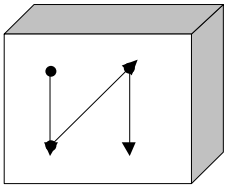
<table>
<tr><td rowspan="2">Number of Copies</td><td>Columns</td><td rowspan="2">In the quantity to duplicate, select the numbers to duplicate along the Columns (X) and vertical (Y) directions to obtain a total of X * Y devices. If duplication along only the X-Direction or Y-Direction is needed, one can do it by checking or unchecking the selections to enable or disable the corresponding duplication.</td></tr>
<tr><td>Rows</td></tr>
<tr><td rowspan="2">Spacing (Pixels)</td><td>Horizontal</td><td rowspan="2">The spacing refers to the spacing between each input device. Upon entry of the spacing, the new devices will be spaced out accordingly after duplication.</td></tr>
<tr><td>Vertical</td></tr>
<tr><td rowspan="2">Offset</td><td>X-Direction</td><td rowspan="2">The offset address can configure the number of addresses to increase (positive number) or decrease (negative number). Upon configuration, one can conduct the duplication along the X-Direction or Y-Direction. The device is set by the unit of Word, the increase/decrease will operate by Word. If the device is set by Bit, the increase/decrease will operate by Bit.
X-Direction | Y-Direction
   </td></tr>
<tr><td>Y-Direction</td></tr>
</table>

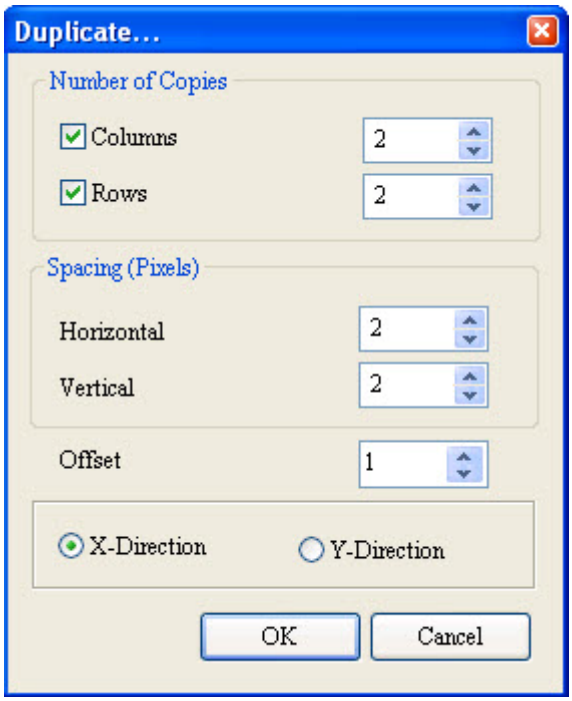
Table 2-2-4-1 Duplicate

Please refer to the table below for the example of how to configure Duplicate.

Example of Duplicate

Table 2-2-4-2 Example of Duplicate

Element Address	**Word**	**Bit**
	$0	$0.0

Number of Copies Spacing (Pixels) Offset	
Result of Execution	**Word**: W:$0 $0, W:$1 $1, W:$2 $2, W:$3 $3 **Bit**: W:$0.0 $0.0, W:$0.1 $0.1, W:$0.2 $0.2, W:$0.3 $0.3

2-2-4-2 Edit Endpoint

DOPSoft also offers the function of Edit Endpoint, which only applies to freeform, donut, “No” symbol, arc, and pie devices. Therefore, to use this function, one can only click [Edit]→ [Edit Endpoint] by first creating one of the above devices.

The following table lists the endpoints for editing by clicking [Edit]→ [Edit Endpoint] after

freeform, donut, “No” symbol, arc, and pie are created, as shown in Table 2-2-4-3.

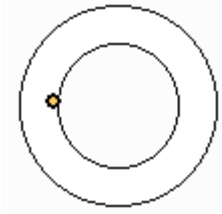
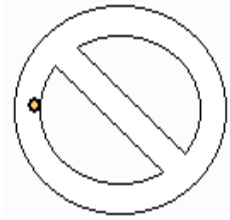
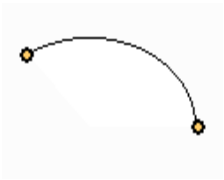
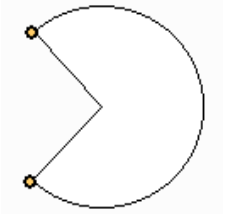
Before Edit Endpoint				
Freeform	**Donut**	**“No” Symbol**	**Arc**	**Pie**
				

Table 2-2-4-3 Before Edit Endpoint

The user can adjust the shapes by editing the endpoints, which highlights the flexibility of this function, as shown in Table 2-2-4-4.

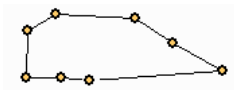
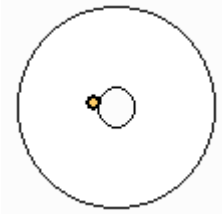
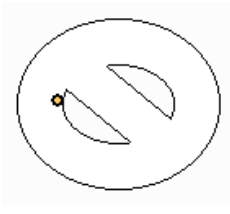
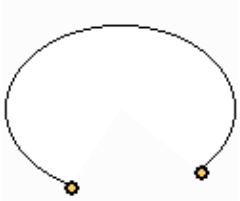
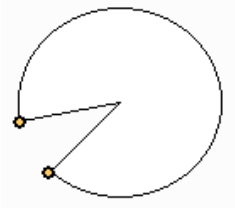
After Edit Endpoint				
Freeform	**Donut**	**“No” Symbol**	**Arc**	**Pie**
				

Table 2-2-4-4 After Edit Endpoint

2-2-4-3 Find

To find the designated texts and addresses, one can click [Edit]→ [Find] or use the hotkey CTRL + F provided by the system. This function can enable the user to quickly find the results. Once the Find function is clicked, please first enter the content to find, followed by choosing to search the current screen or All Screen in the find selections. The find type can be used to find the text, Read Address, Write Address, or All Address of the element, as shown in Figure 2-2-4-3.

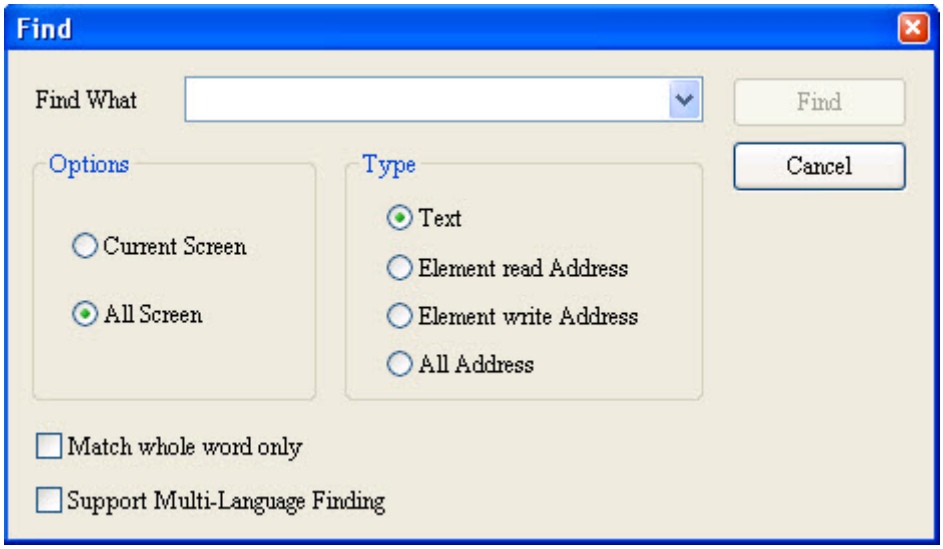


Figure 2-2-4-3 Find

Once the method of Find is verified, click “Find” and the system will start searching for the content that matches the entry. Once the matched content is located, the associated element will be output to the options in the output field. When one clicks the options in the output field, the cursor will automatically lock in this particular element, as shown in Figure 2-2-4-4.

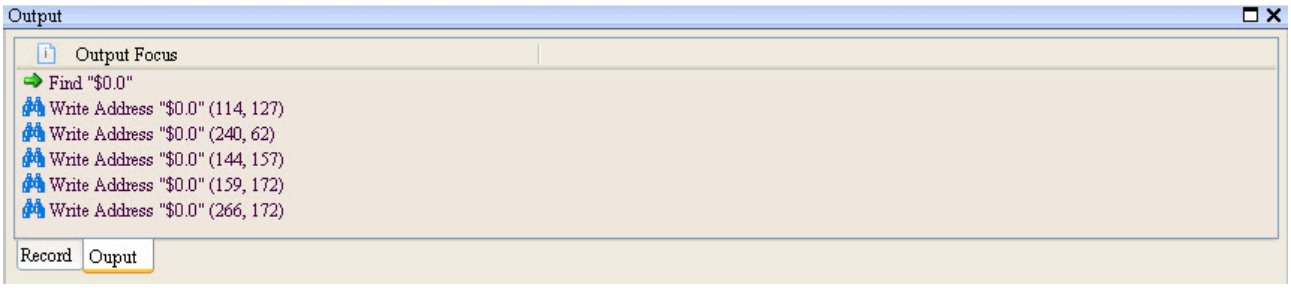
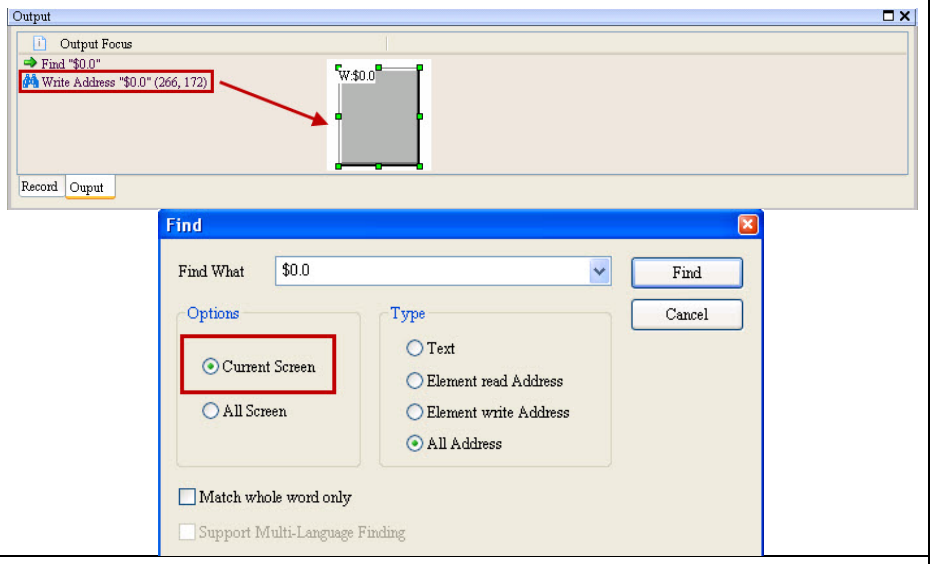
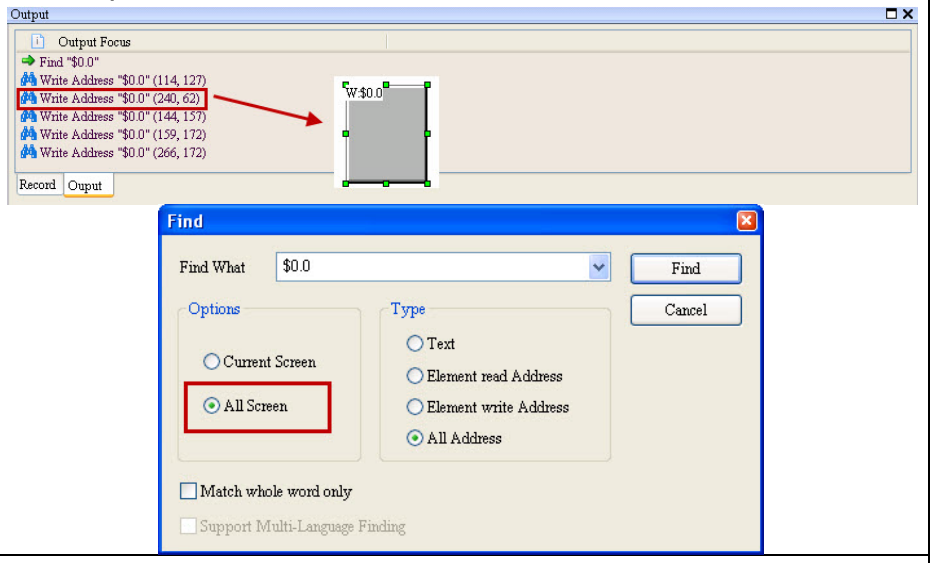


Figure 2-2-4-4 Output field

The detailed configuration screen of the Find function will be described below.

Find

Table2-2-4-5 Description of Find Function

Find What	Enter the data content to find.	
Options	Current Screen	The find is limited to the screen currently being edited. All devices in the current screen will be compared and those that match the find content will be displayed in the window of the output field. The user can double click in the Output to find the devices that are found. 
	All Screen	The find will cover All Screen and compare all elements in All Screen. Those that match the find content will be displayed in the window of output field. Similarly, the user can double click in the Output to find the elements that are found. 
Type	Text	Compare the text entered by element
	Element	Compare the read address of element

Find Table2-2-4-5 Description of Find Function		
	Read Address	
	Element Write Address	Compare the write address of element
	All Address	Compare the read and write addresses of element
Check box	Match whole word only	All entered find contents will be compared. If unchecked, it is a match if part of the entered contents are found. On the contrary, if checked, it is only a match when all entered contents match.
	Support Multi-Language Finding	Only effective when the find type is text. If unchecked, the matching is done by only finding texts in the current language. On the contrary, if checked, the matching will not be limited to the current language while all languages will be compared.

2-2-4-4 Replace

To replace a certain designated text or address, one can use [Edit] → [Replace] or use the hotkey CTRL + R provided by the system. Enter the content of Find What, followed by choosing Current Screen or All Screen in Options. The replacement type can be text, read address, or write address. The item for the Data Type is only available when the replacement type is Read Address or write address, with options of BIT, WORD, or DWORD, as shown in Figure 2-2-4-5.

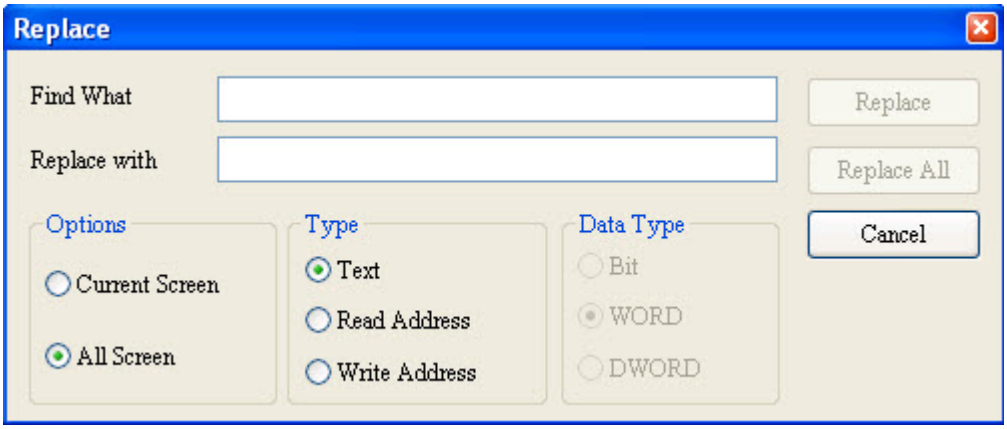


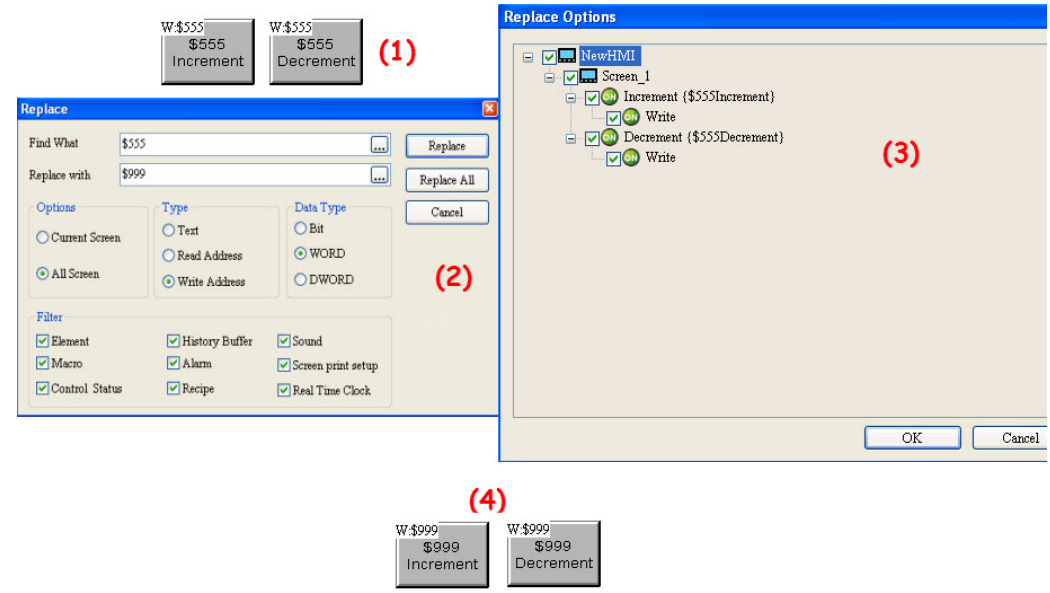
Figure 2-2-4-5 Replace

The detailed configuration screen of the Replace function will be described below.

Replace Table 2-2-4-6 Example of Replace		
Find What	Enter the data content to find	
Replacement Content	Enter the data content to replace	
Options	Current Screen	The search is only limited to the screen currently being edited and all elements in this screen will be compared. Those that match the search conditions will be substituted by order.
	All Screen	The search will cover All Screen and compare all elements therein. Those that match the search conditions will be substituted by order.
Replacement Type	Text	Replace those with matched text after search.
	Read Address	Replace those with matched Read Address after search.
	Write Address	Replace those with matched Write Address after search.
Data Type	Bit	The Data Type is only effective when the replacement type is Read Address or Write Address, with available options of Bit, WORD, or DWORD. Selection of Bit, WORD, or DWORD is determined by the format of the Data Type of the elements being searched.
	WORD	
	DWORD	
Filtering Condition	The filtering condition is only enabled when the replacement type is read address or write address, with available options of element, macro, Control State, History, alarm, recipe, sound, and Screen print setup.	
Example	(1) Set the Write Address for the add and minus buttons to be $555 (2) Execute the replacement function and enter the find content of [$555] and replacement content of [$999]. Since the address of the add and minus buttons are set to be the memory to write in, the replacement type is therefore selected to be [Write Address]. When the Data Type of the add and minus buttons is Word, [Word] must be selected. (3) Upon configuration, click [Replace All] to show the screen with No. (3). (4) Click [Yes] in screen No. (3) and the $555 of the add and minus buttons will be changed to $999.	

Replace

Table 2-2-4-6 Example of Replace



2-2-4-5 Station Replace

To replace the PLC address, one can directly click [Edit]→ [Station Replace]. This function allows the user to quickly obtain the station number, replace it with the new number, and select the link name and the associated replacement type. If there are multiple links in the project file, one can also select other link names and replace the corresponding station numbers.

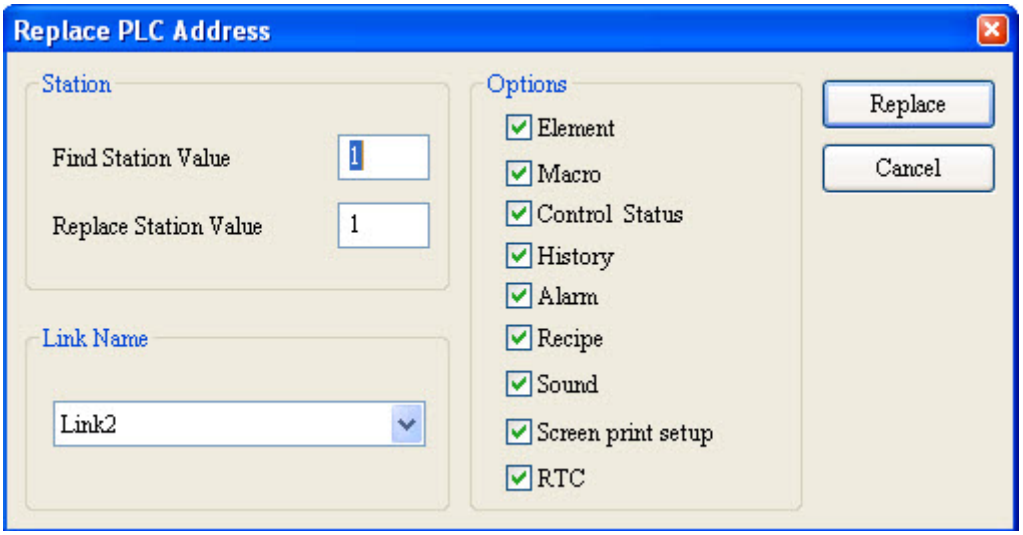
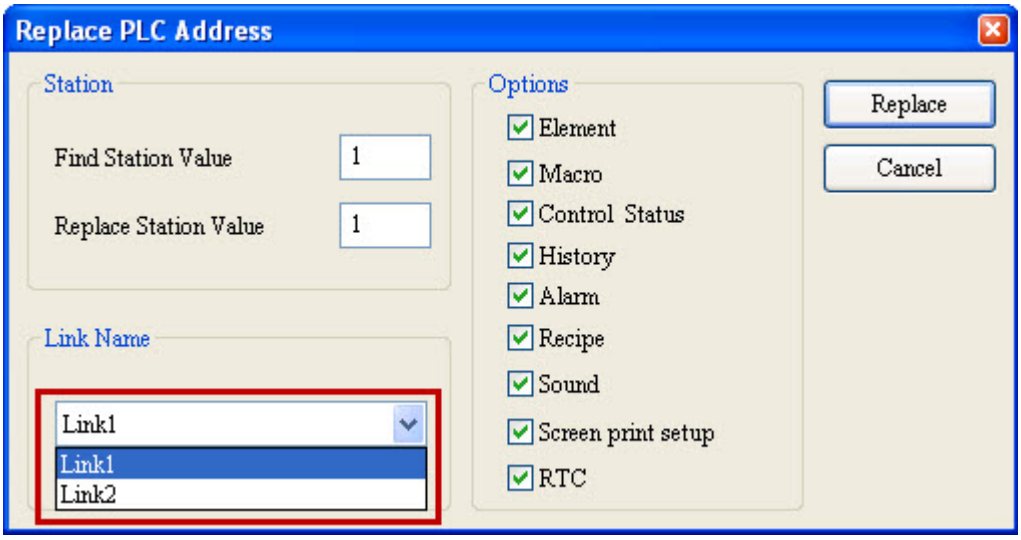
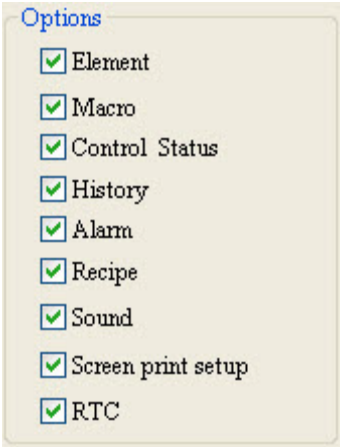


Figure 2-2-4-6 Replace PLC address

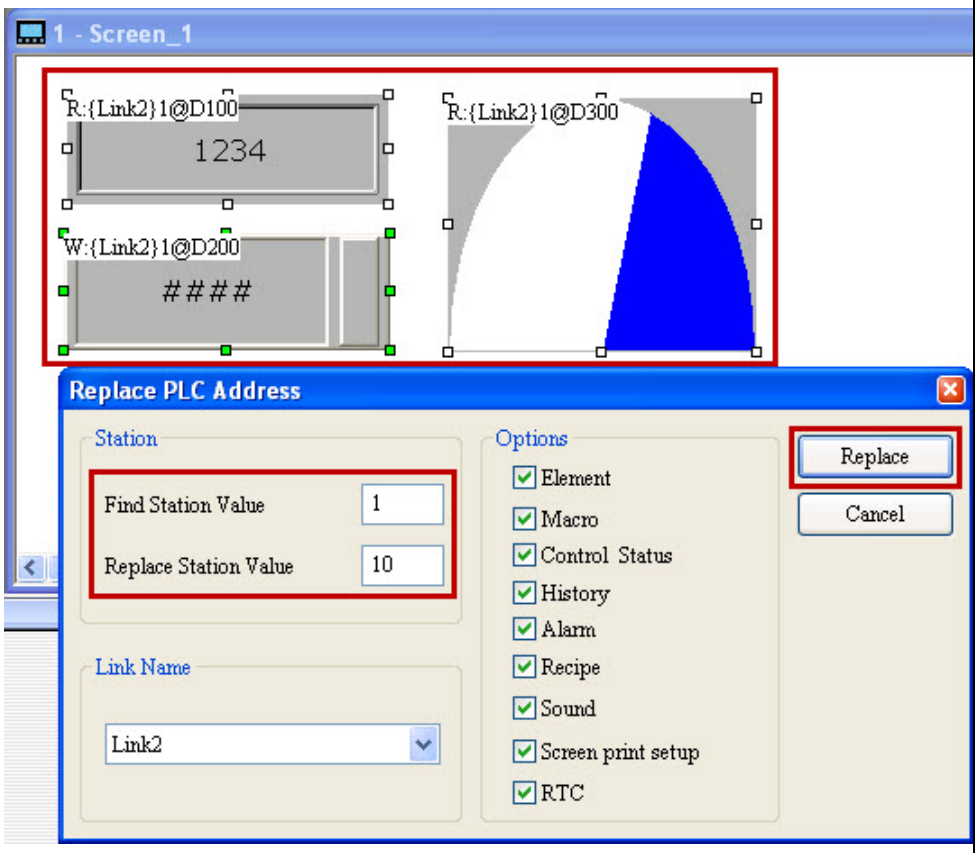
Replace PLC Address Table 2-2-4-7 Example of Replace PLC Address	
Find Station Value	Enter the data content to be found
Replace Station Value	Enter the data content that replaces the existing data
Link Name	The Link Name for replacement can be determined based on the Base Port created by the user, as shown in the figure below. 
Replacement type	There are eight categories in the replacement type available for the user to select from, which are listed in the figure below: 

Replace PLC Address

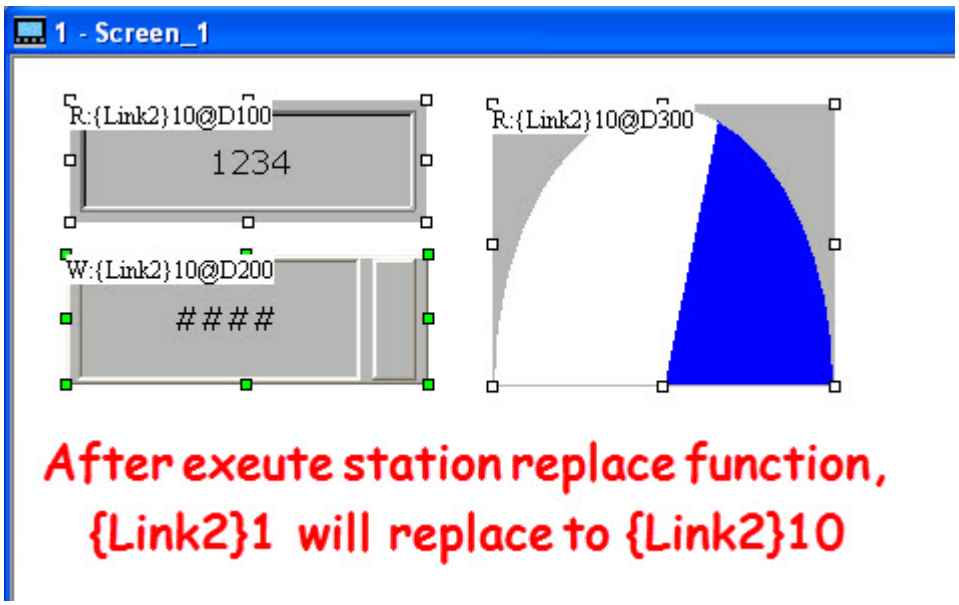
Table 2-2-4-7 Example of Replace PLC Address

Example

Before station number replacement

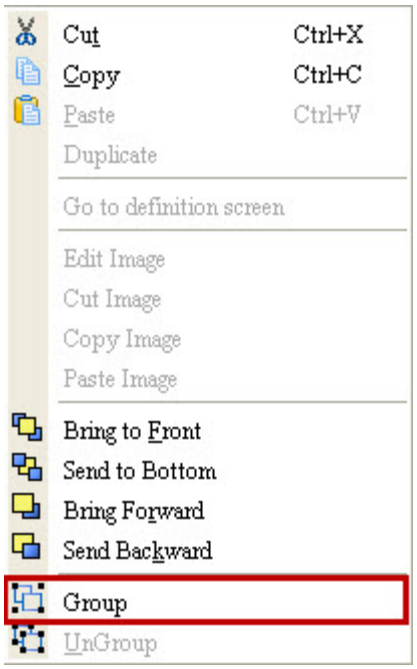


After station number replacement



2-2-4-6 Group

To utilize the Group function, please first select at least two elements before the Group action can be conducted. One can directly click [Edit]→ [Group] or click the group icon  in the Layout bar  , or use the [Group] menu by clicking the right button of the mouse.



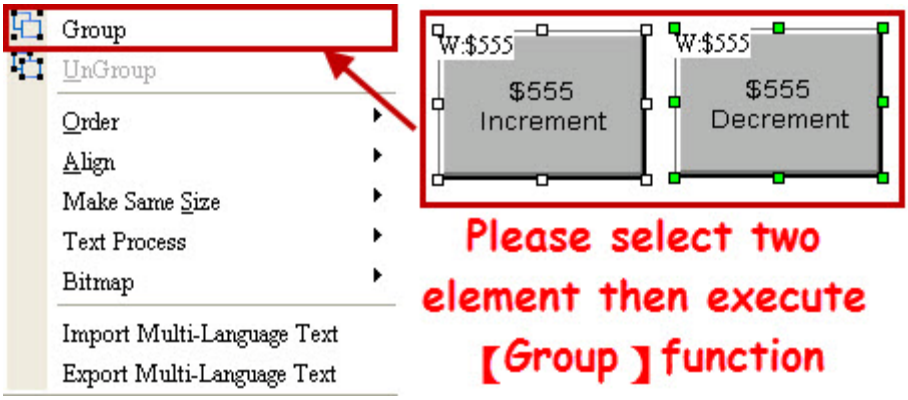
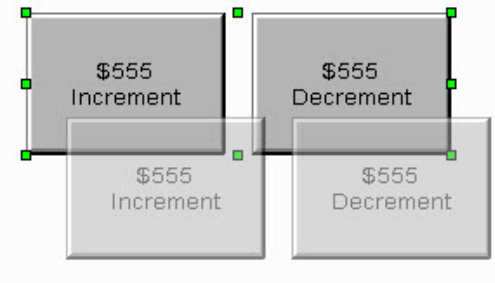
To edit the grouped elements as a single element, one only needs to click the grouped element and select the single element to edit, followed by double clicking the selected element to start editing.

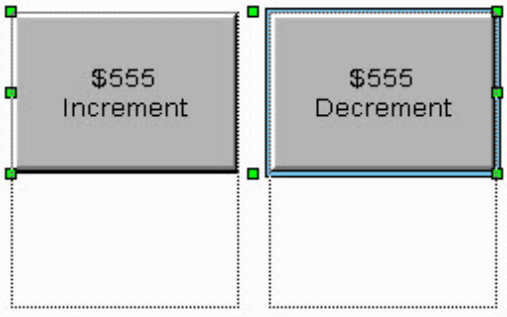
NOTE:

✓ Regardless of how many single elements are selected originally, once they are grouped, they will be treated as one single element by the software. For example, moving one element will move all the elements that are grouped together. Similarly, resizing one element will resize all the elements that are grouped together.

Group

Table 2-2-4-8 Example of Group function

<table>
<tr><td>Before grouping</td><td colspan="2"> 
</td></tr>
<tr><td>After grouping</td><td>Move
 

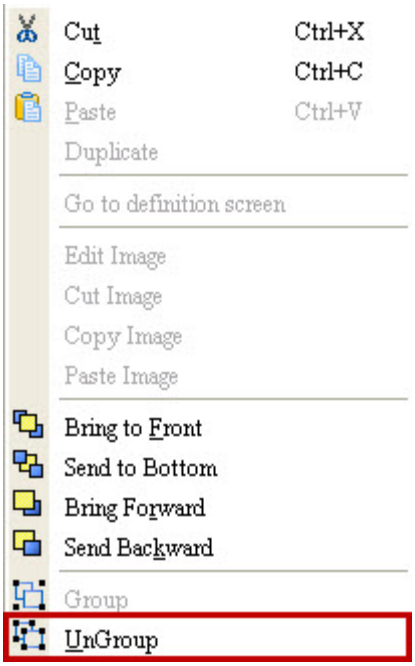
After grouping, the two elements move together</td><td>Resize
 

After grouping, the two elements are resized together</td></tr>
</table>

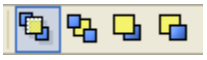
2-2-4-7 Ungroup

To use the ungroup function, please select grouped elements first. One can click directly [Edit]→ [Ungroup] or click the  icon in the Layout Bar

 , or use the [Ungroup] menu by clicking the right button of the mouse. The ungrouped elements will no longer be treated as one element and can only be processed individually.

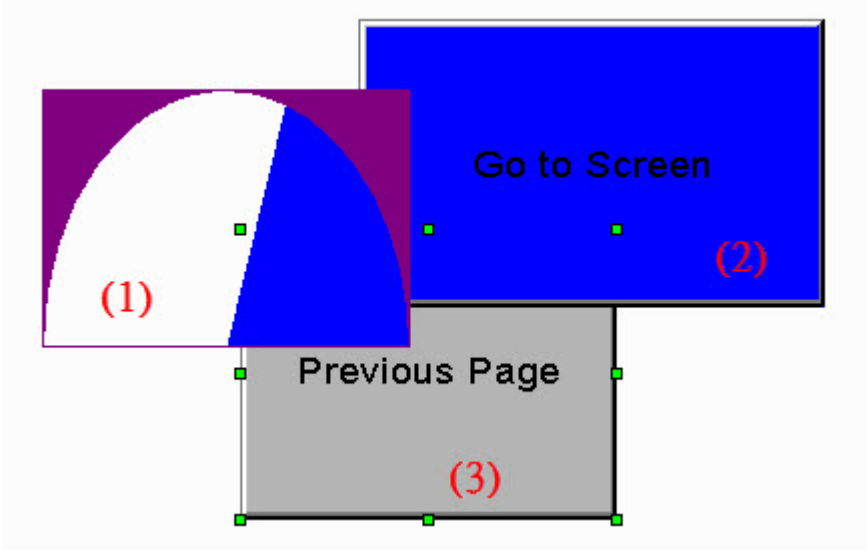
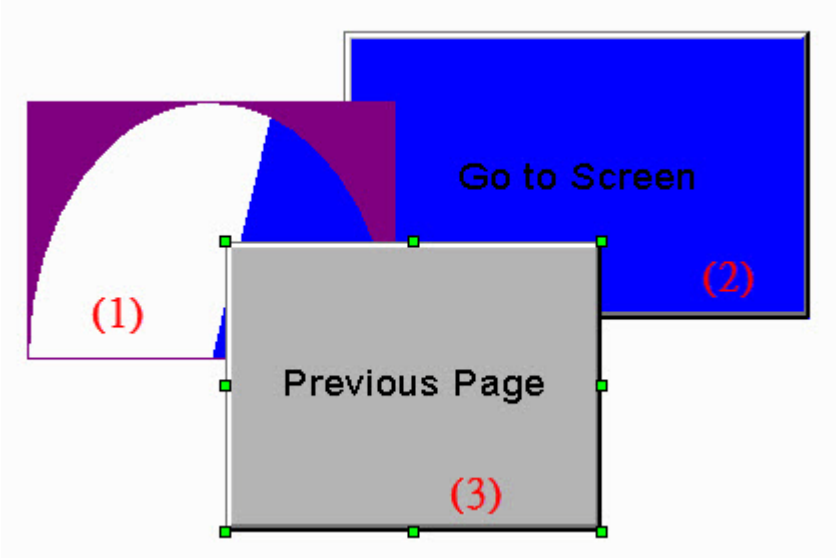

Cut Ctrl+X
Copy Ctrl+C
Paste Ctrl+V
Duplicate
Go to definition screen
Edit Image
Cut Image
Copy Image
Paste Image
Bring to Front
Send to Bottom
Bring Forward
Send Backward
Group
UnGroup

2-2-4-8 Order

The function Order includes the options of [Bring to Front], [Send to Bottom], [Bring Forward], and [Send Backward]. Once the order within the element is configured, the associated element order will vary with the sequence by which the elements are created, which will affect the order the elements are blocked by each other. The user can directly select [Edit]→ [Order] or click the  icon in the Layout Bar.

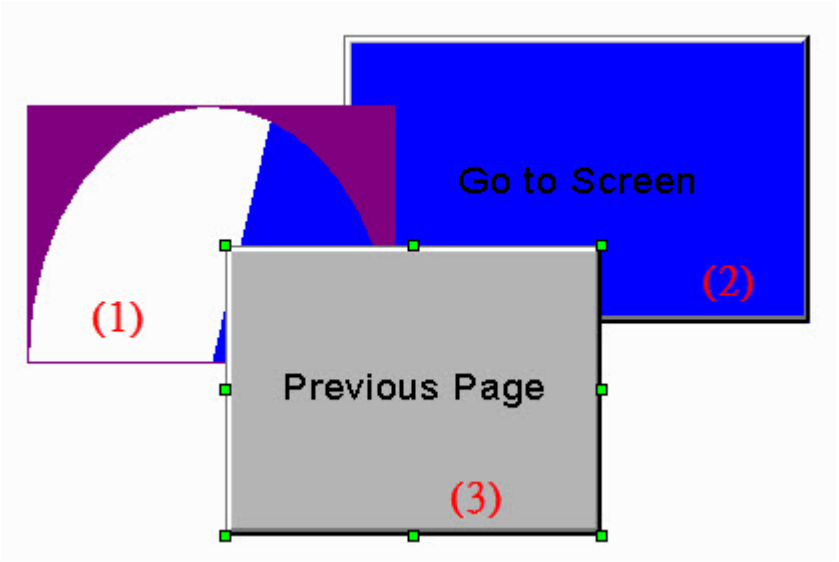
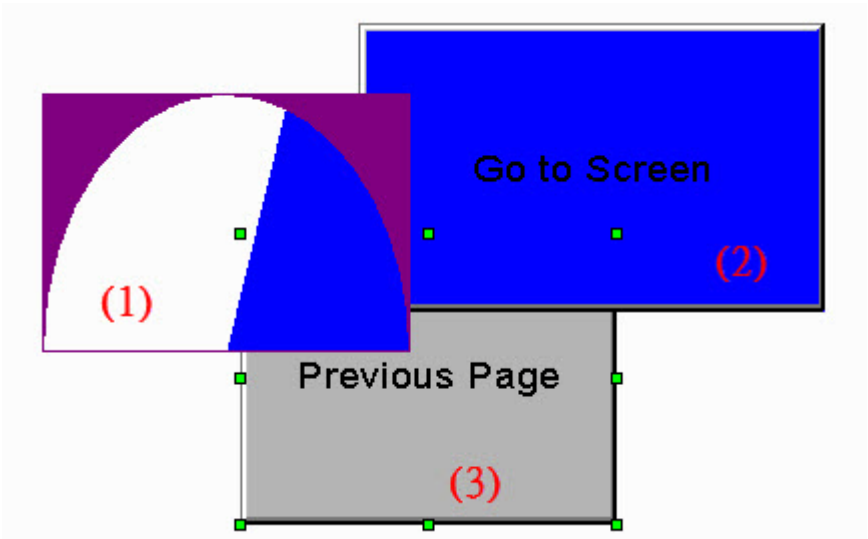
Order

Table2-2-4-9 Example of the function of order

Icon	Item	Content	
	Bring to Front	Before	The figure below contains three elements and No. (3) is selected for [Bring to Front] in this example. 
		After	After the process, No. (3) has been brought to the very top level of the three elements. 

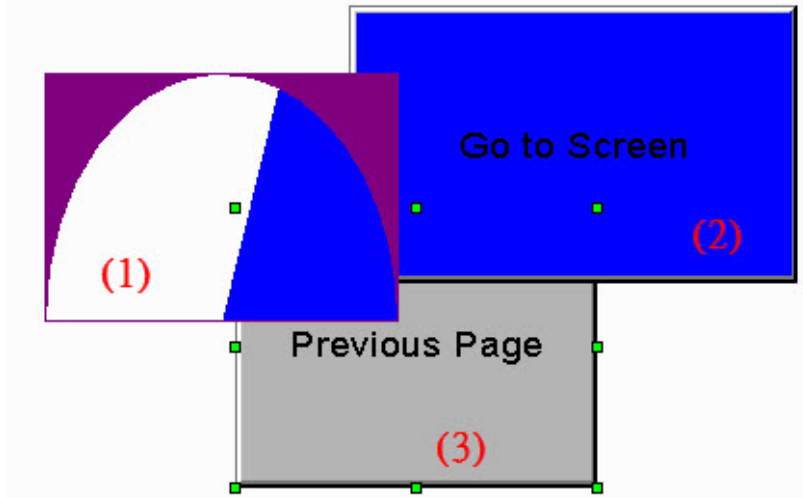
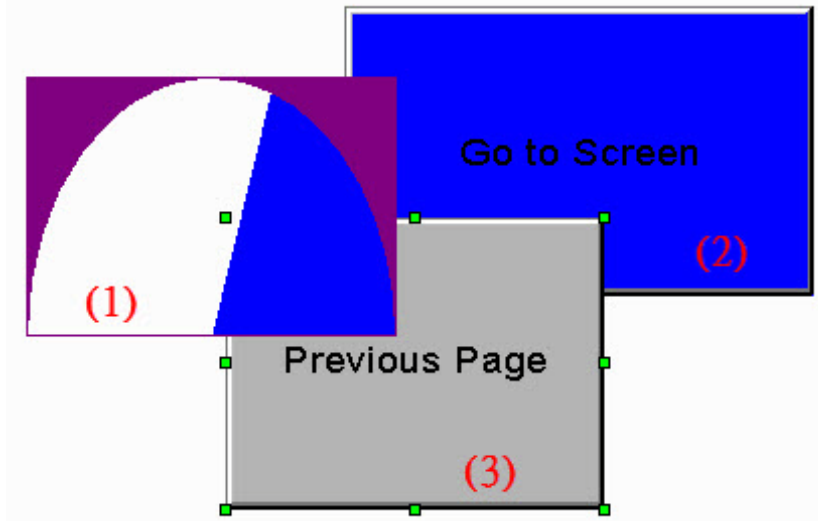
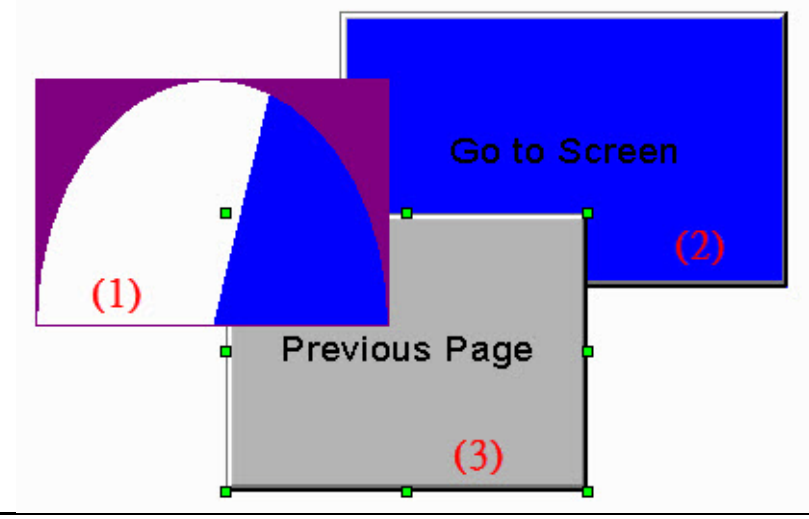
Order

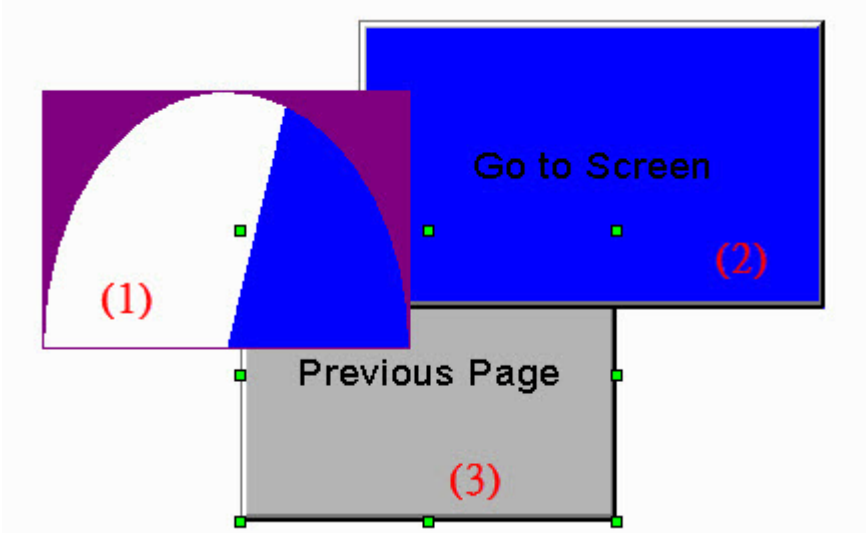
Table2-2-4-9 Example of the function of order

	Send to Bottom	Before	No. (3) is selected for [Send to Bottom]. 
		After	After the process, No. (3) has been sent to the very bottom level of the three elements. 

Order

Table2-2-4-9 Example of the function of order

	Bring Forward	Before	No. (3) is selected for [Bring Forward]. 
		After	After the process, No. (3) has been brought forward on top of the second elements. 
	Send Backward	Before	No. (3) is selected for [Send Backward]. 

Order Table2-2-4-9 Example of the function of order			
		After	After the process, No. (3) has been sent back by one level and located at the last level among the three elements. 

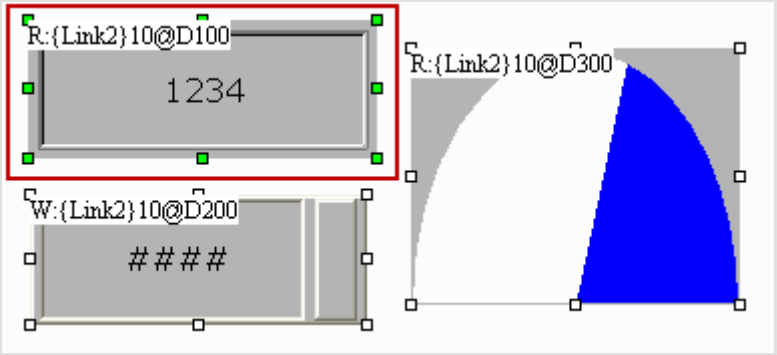
2-2-4-9 Align

The align functions allows the user to conduct actions such as [Align Left], [Align Right], [Align Top], [Align Bottom], [Centered], [Middle Centered], [Transverse Uniform Spacing], and [Longitudinal Uniform Spacing]. This function enables the user to align the coordinates of the elements. To execute this function, please directly select [Edit]→ [Align] or click the

 icon in the Layout Bar.

NOTE:

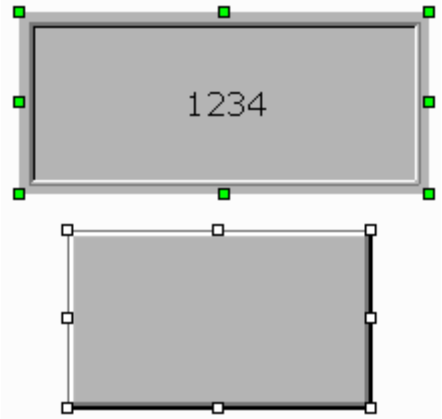
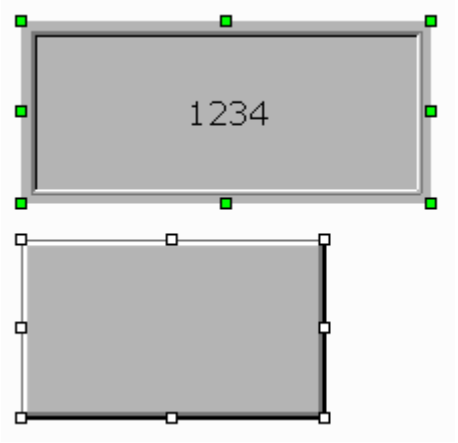
- ✓ The reference element is the one that is selected first. If multiple elements are selected, the one enclosed by the green frame is the reference element.



- ✓ [Align Left], [Align Right], [Align Top], and [Align Bottom] can only be executed when at least two elements are selected. This is because that the alignment needs to be done by using the left, right, top, and bottom coordinates of the reference element as the new coordinates of all elements.
- ✓ [Centered] and [Middle Centered]can be used on a single element, which will automatically align the center coordinate of the element according to the settings.
- ✓ [Transverse Uniform Spacing] and [Longitudinal Uniform Spacing] can only work when at least three elements are selected. To execute the horizontal uniform spacing, the software will calculate the horizontal spacing between adjacent elements and make it uniform through rearrangement. In the case of longitudinal uniform spacing, the software will calculate the height between adjacent elements and make it uniform through rearrangement.

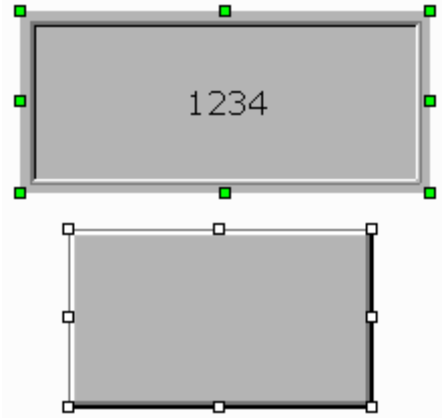
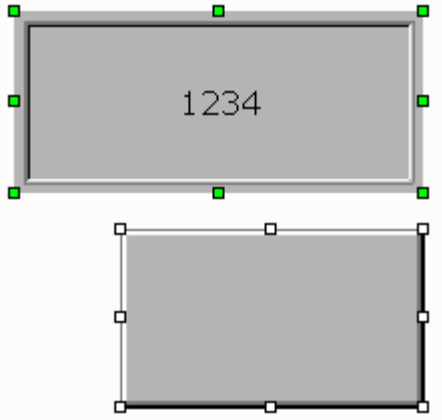
Align

Table 2-2-4-10 Example of the Align function

Icon	Item	Content	
	Align Left	Before	At least two elements need to be selected to execute Align Left. 
		After	

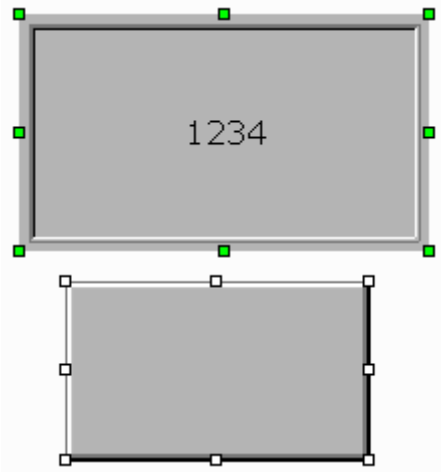
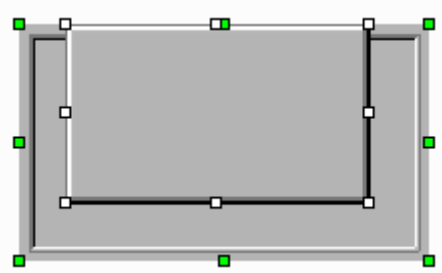
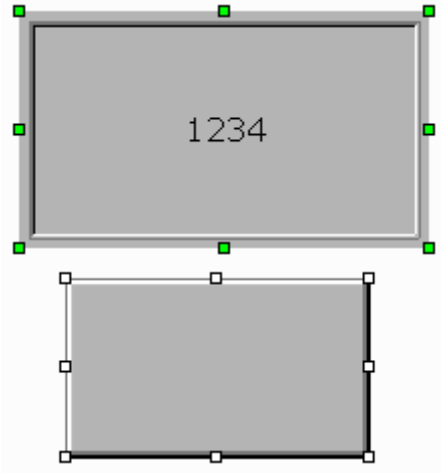
Align

Table 2-2-4-10 Example of the Align function

	Align Right	Before	At least two elements need to be selected to execute Align Right. 
		After	

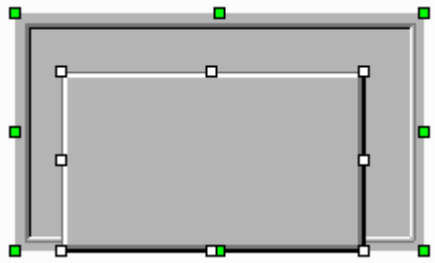
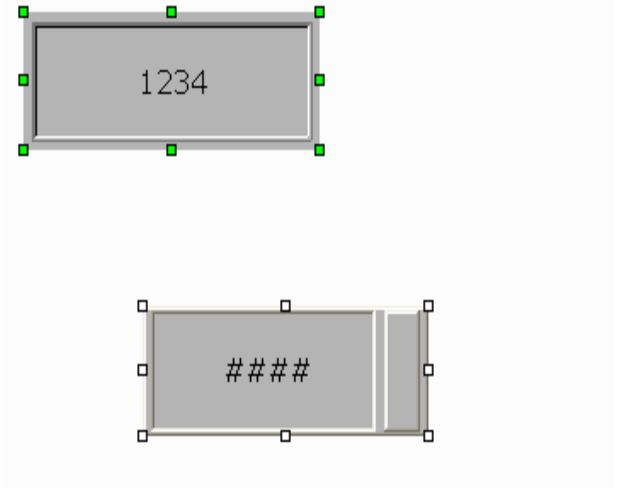
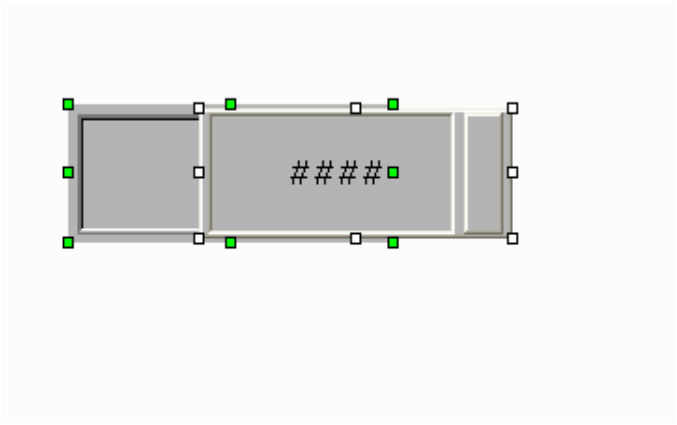
Align

Table 2-2-4-10 Example of the Align function

	Align Top	Before	At least two elements need to be selected to execute Align Top. 
		After	
	Align Bottom	Before	At least two elements need to be selected to execute Align Bottom. 

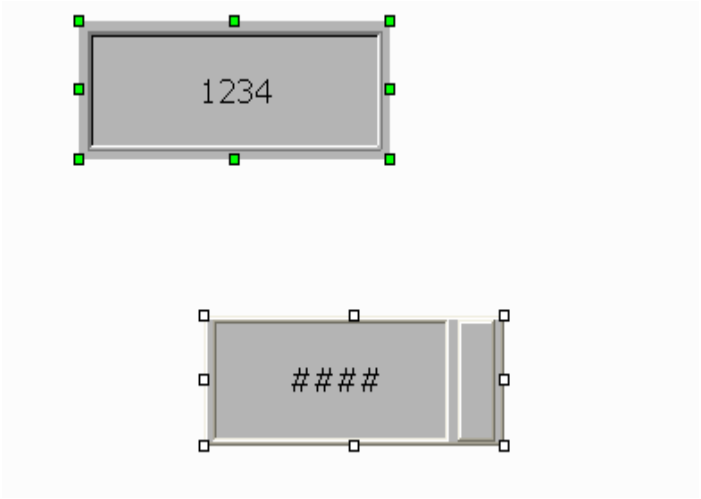
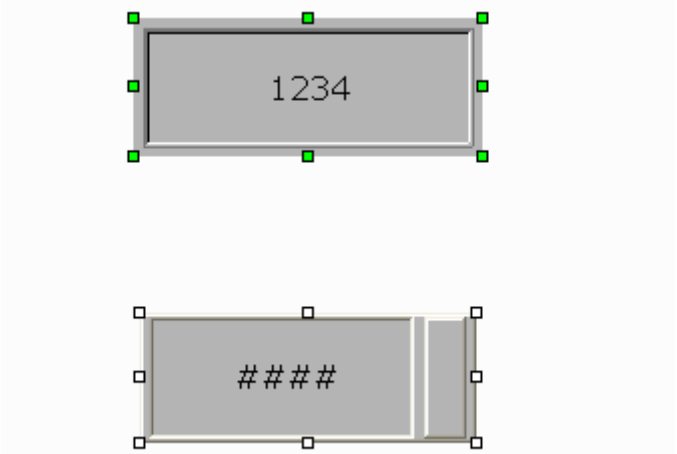
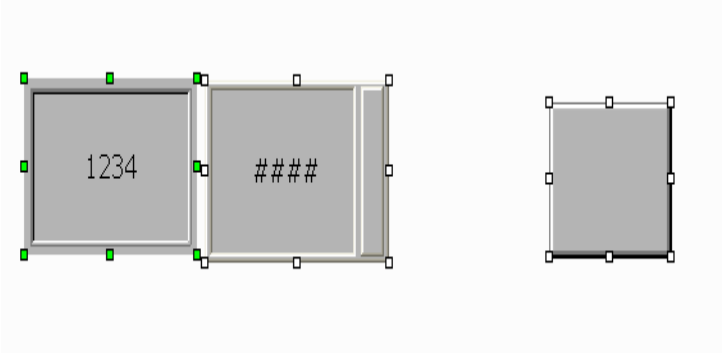
Align

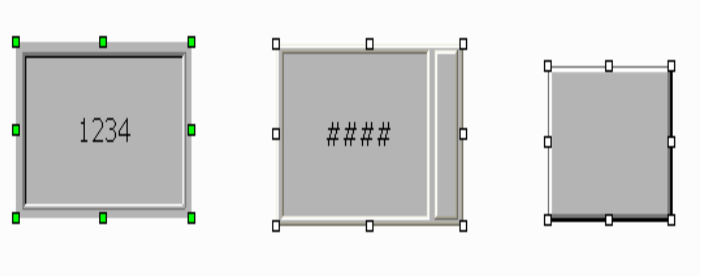
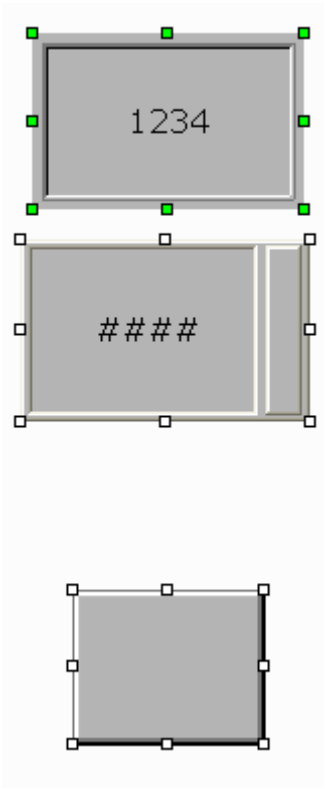
Table 2-2-4-10 Example of the Align function

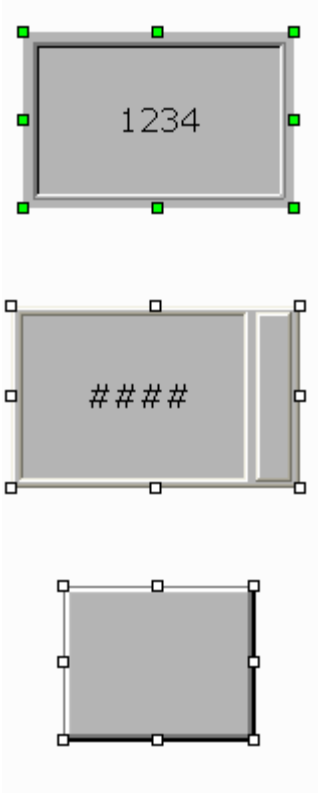
		After	
	Centered	Before	
		After	

Align

Table 2-2-4-10 Example of the Align function

	Middle Centered	Before	
		After	
	Transverse Uniform Spacing	Before	At least three elements need to be selected to execute transverse uniform spacing 

Align Table 2-2-4-10 Example of the Align function				
			After	The software will automatically calculate the transverse spacing between the three elements and make them the same 
	Longitudinal Uniform Spacing		Before	At least three elements need to be selected to execute longitudinal uniform spacing 

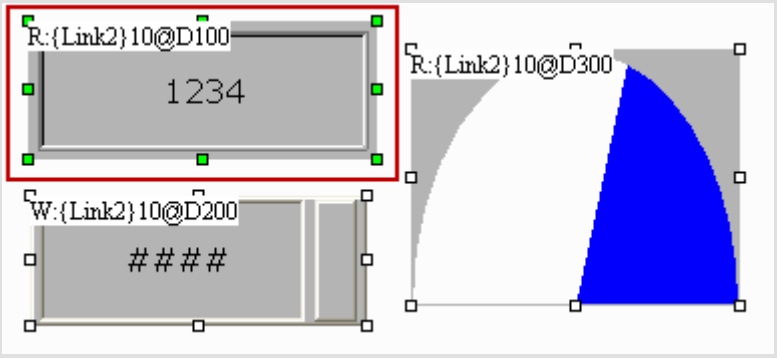
Align Table 2-2-4-10 Example of the Align function				
			After	The software will automatically calculate the longitudinal spacing between the three elements and make them the same 

2-2-4-10 Make Same Size

The uniform function includes [Uniform Width], [Uniform Height], and [Uniform Size], which allows the user to align the elements by their sizes. The user can directly use [Edit]→ [Make Same Size] or click the  icon in the Layout Bar.

NOTE:

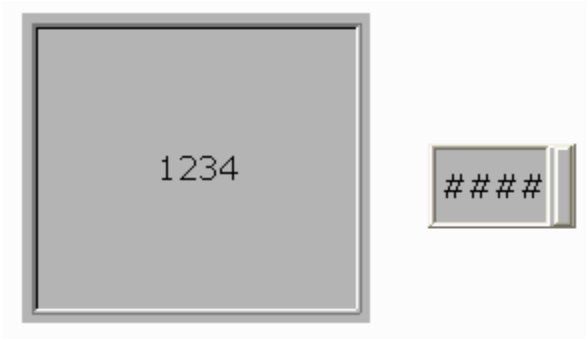
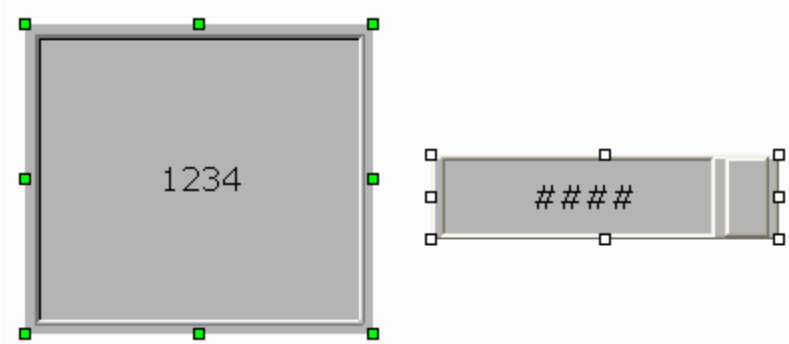
- ✓ The reference element is the one that is selected first. If multiple elements are selected, the one enclosed by the green frame is the reference element.

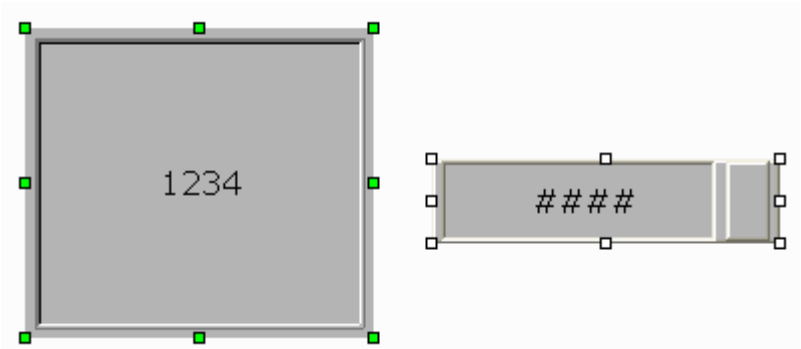
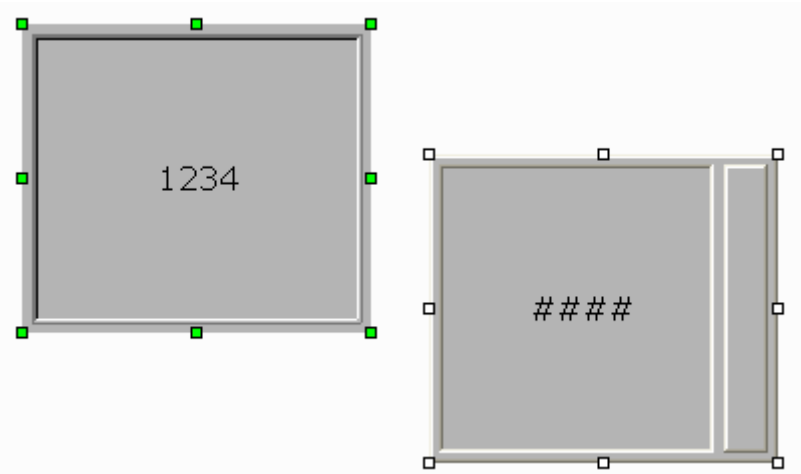


- ✓ To execute the Make Same Size function, please select at least two elements. The software will be based on the selected reference element to conduct uniform width, uniform height, or uniform size.

Make Same Size

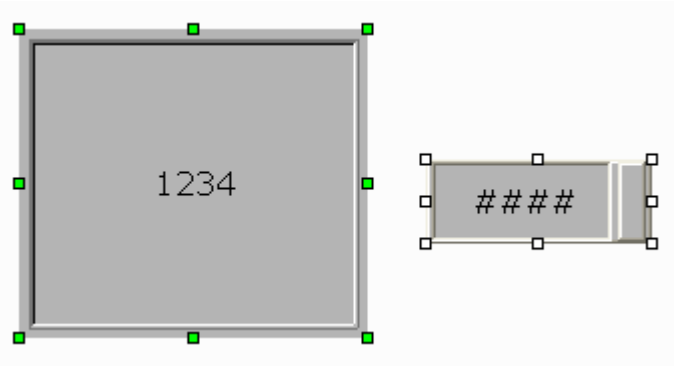
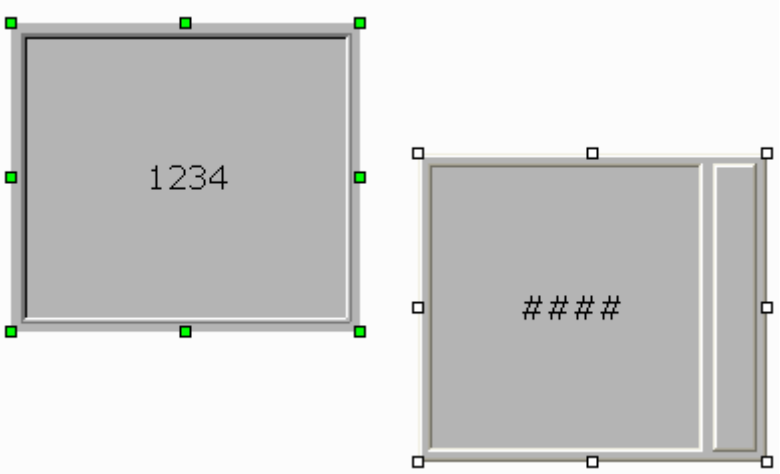
Table 2-2-4-10 Example of the Make Same Size function

Icon	Item	Content	
	Uniform Width	Before	Uniform Width is conducted with the element on the left as reference. 
		After	After the process, the element on the right will be resized to the same width as that of the reference element on the left. 

Make Same Size Table 2-2-4-10 Example of the Make Same Size function			
	Uniform Height	Before	Uniform Height is conducted with the element on the left as reference. 
		After	After the process, the element on the right will be resized to the same height as that of the reference element on the left. 

Make Same Size

Table 2-2-4-10 Example of the Make Same Size function

	Make Same Size	Before	Uniform Height is conducted with the element on the left as reference. 
		After	After the process, the element on the right will be changed to the same size as that of the reference element on the left. 

2-2-4-11 Text Process

This function can process the state of the element text, such as Align Left, Align Right, Centered, etc. The user can directly select [Edit]→ [Text Process] or click the  icon in the Text toolbar.

Text Process

Table 2-2-4-11 Example of Text Process

Icon	Item	Content	
	Align Text to Left	Before	
		After	
	Text Center Horizontally	Before	
		After	

Text Process

Table 2-2-4-11 Example of Text Process

	Align Text to Right	Before	
		After	
	Align Text to Top	Before	
		After	
	Text Center Vertically	Before	
		After	

Text Process			
Table 2-2-4-11 Example of Text Process			
	Align Text to Bottom	Before	
		After	

The function of Text Process further enables the user to link to the Text Bank to import existing texts into the selected element, as shown in the figure below.

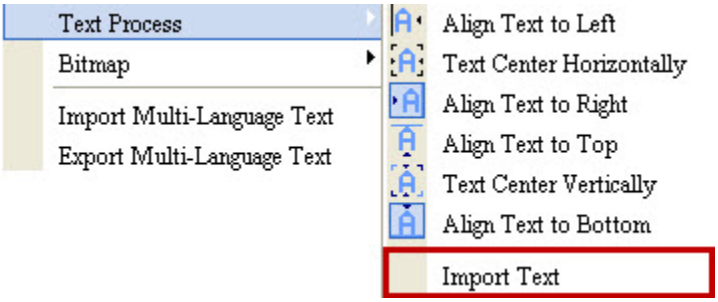


Figure 2-2-4-7 Import text into the Text Bank.

When Text Bank is used to create the text, the user can choose whether to use the fonts therein. If so, after text import, the fonts of texts in the corresponding elements will also be changed accordingly.

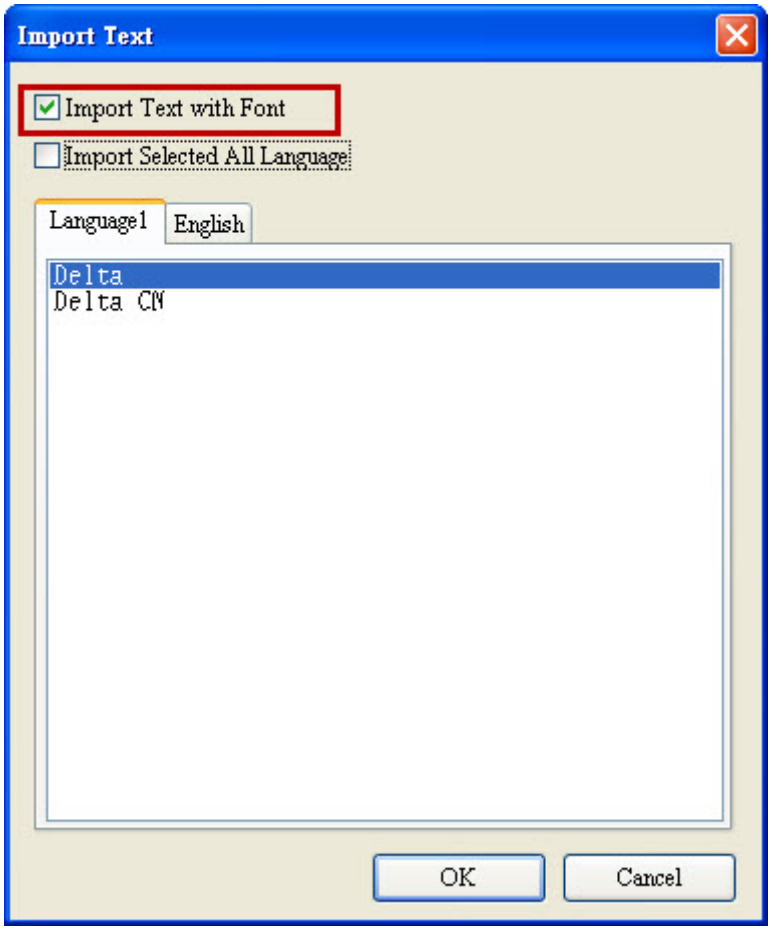


Figure 2-2-4-8 Use the font from the Text Bank on the imported texts.

In addition, if the user has created multiple languages, the associated text data can also be edited in advance in the Text Bank, as shown in Figure 2-2-4-9.

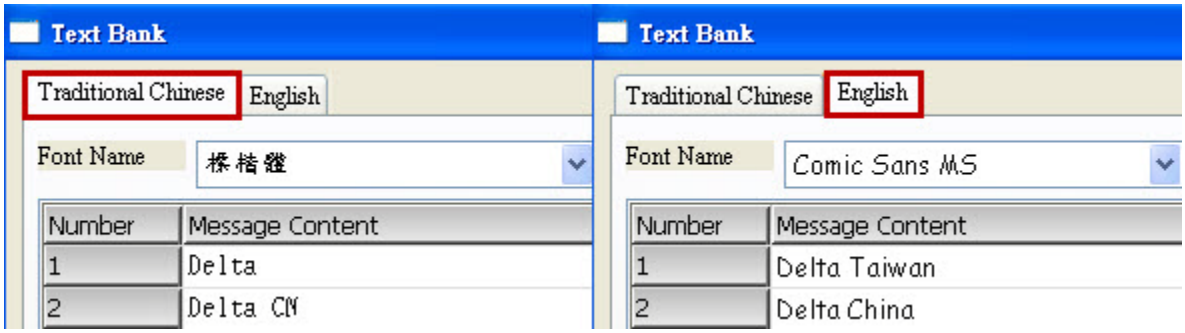


Figure 2-2-4-9 Editing texts of multiple languages in the Text Bank.

Execute [Text Process]→ [Import Text] and check [Import Selected All Languages], then the edited data of multiple languages in the Text Bank will be imported into the selected element.

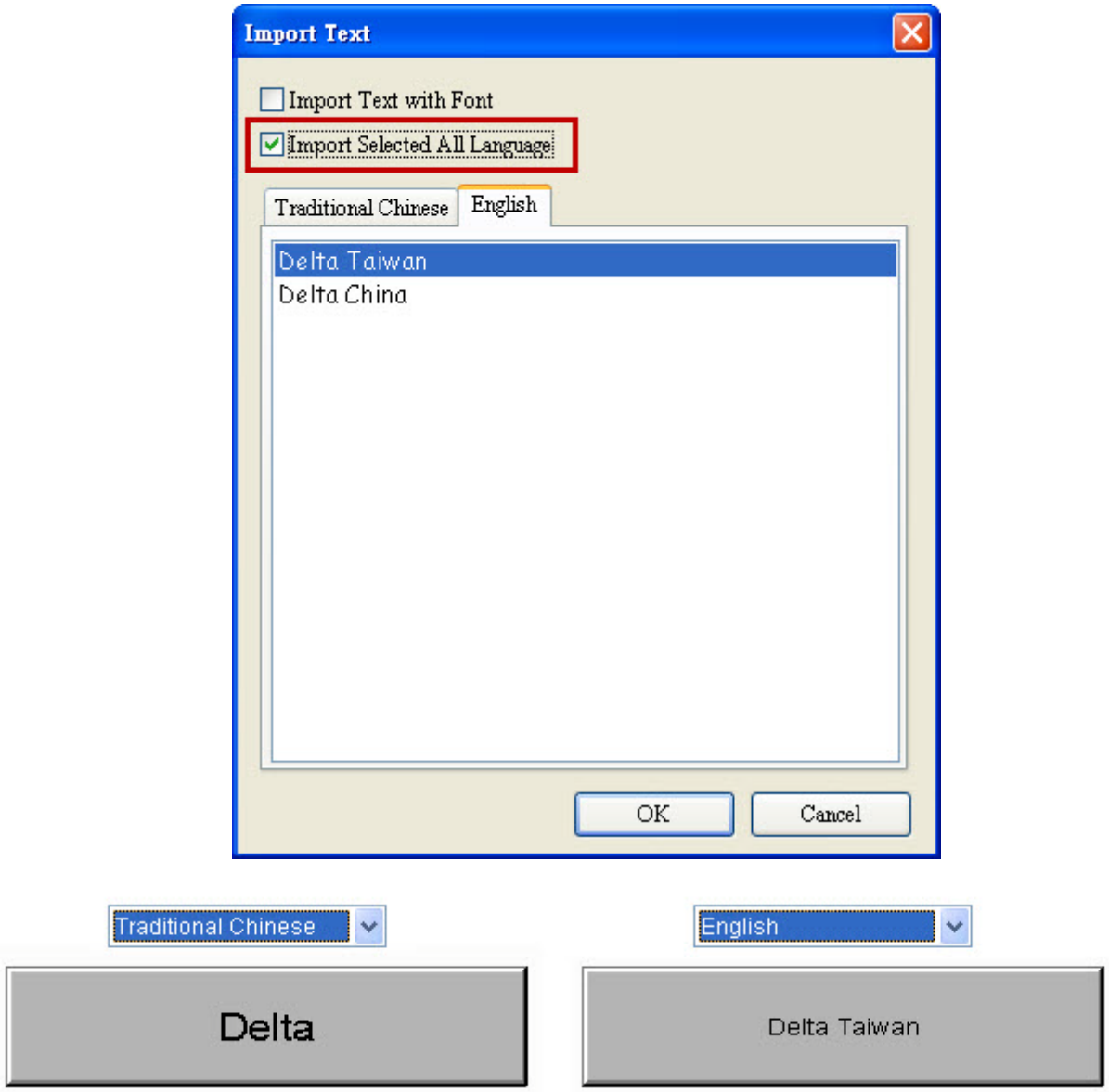


Figure 2-2-4-10 After import of multiple languages data from the Text Bank.

.

After importing the text from Text Bank, users can modify the text in Text Bank again. Then, click close. A message will pop up to ask if users are going to update the message. Choose【Yes】, the text will be updated immediately; choose【No】, the text will remain the same.

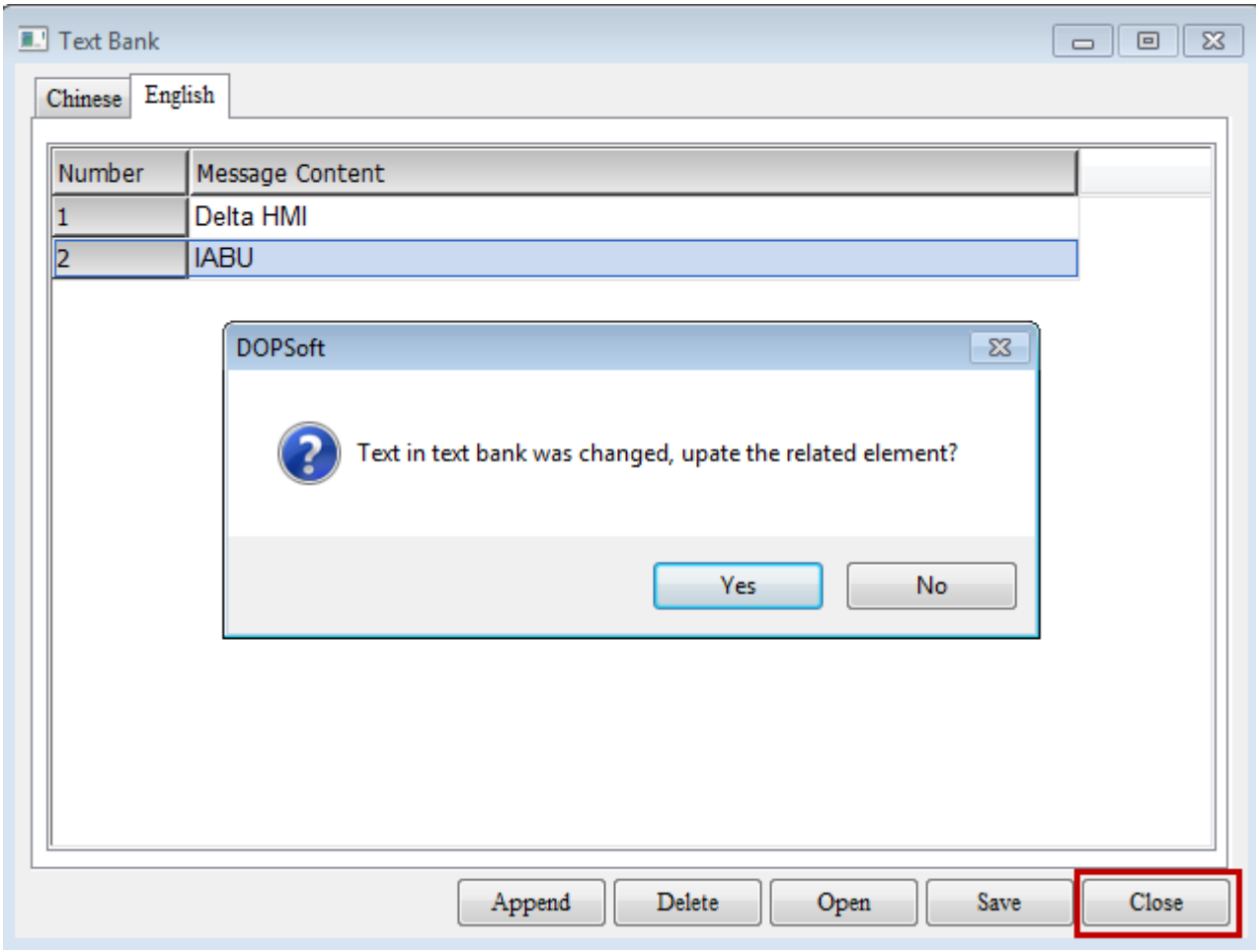


Figure 2-2-4-11 Synchronization of the content in text bank and the display text

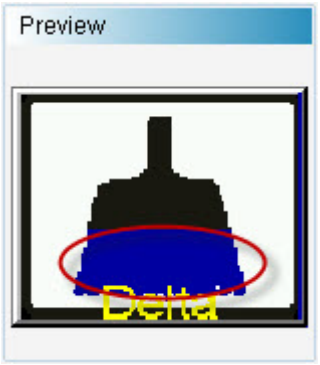
Please see 2-2-8-9 Introduction of Text Bank for details of how to create and utilize the Text Bank

2-2-4-12 Bitmap

This function can process the state of the element graph, such as Align Left, Align Right, and Centered, etc. The user can use [Edit] → [Bitmap] or click the Bitmap Bar  .

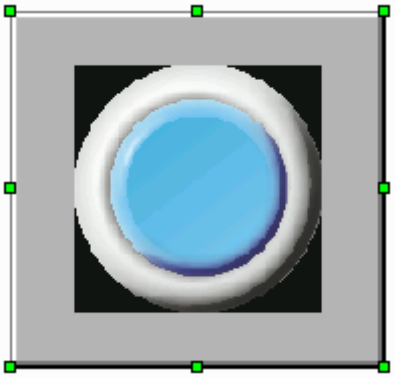
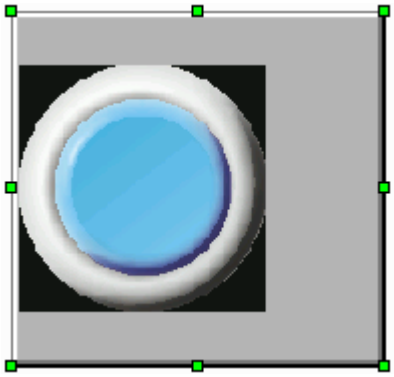
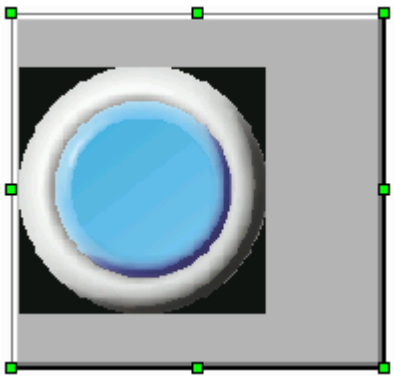
Bitmap

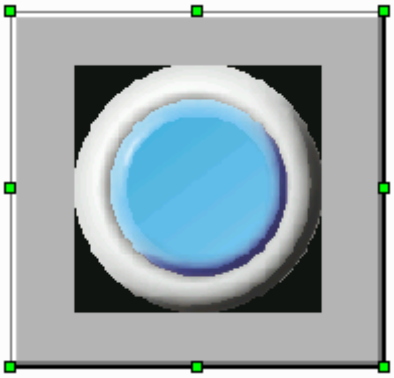
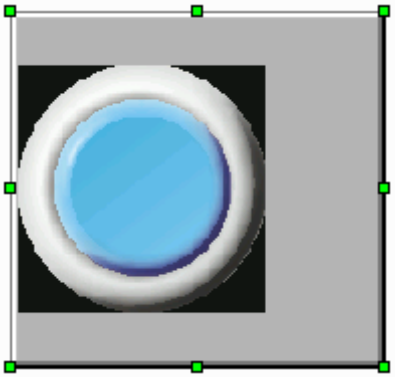
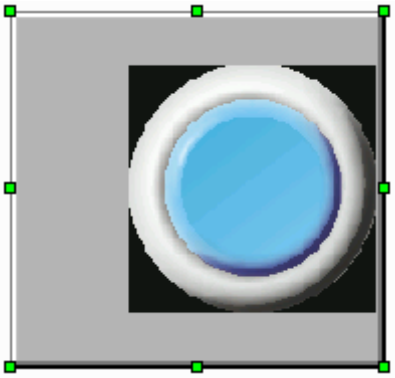
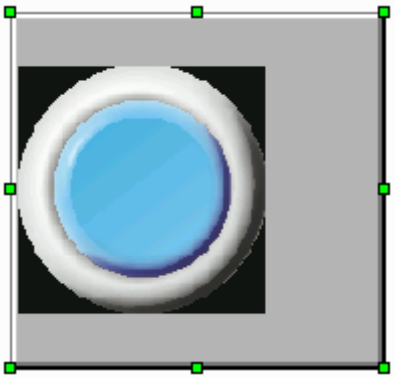
Table 2-2-4-12 Example of bitmap

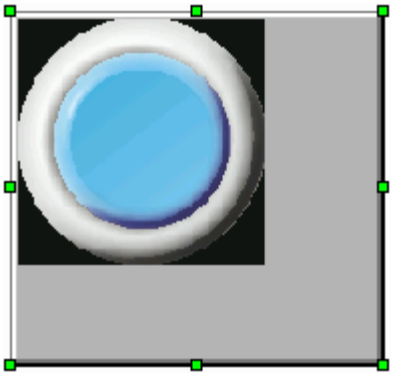
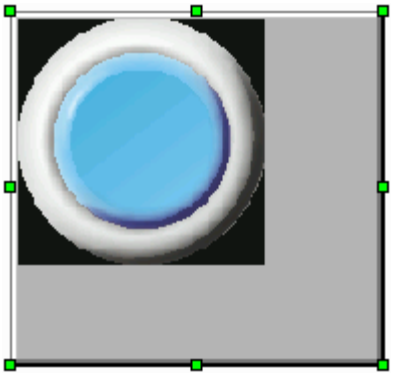
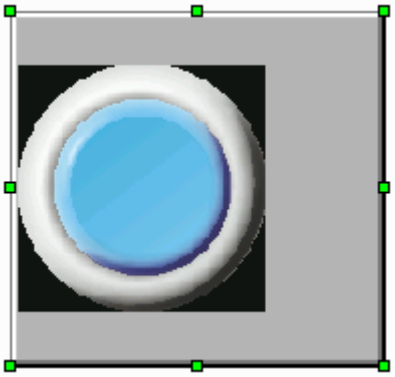
Icon	Item	Content
	Make Element Transparent	➢ This function can make a certain color in a graph transparent. In the example of the figure below, the foreground color of the element is set to be blue. When one graph is imported, one can use the Make Element Transparent  icon to click on the orange part on the broom. The software will change the orange part in the graph to transparent and only the blue foreground of the element will be visible.  Before:  After: 
	Process All States Graph Mode Switch	➢ If the user checks to process graphs with all states, it means that the element has various state values and the associated graph does no expand over the entire area. All graphs therein can be processed by checking this function, which avoids individual configurations and renders time-saving editing.

Bitmap

Table 2-2-4-12 Example of bitmap

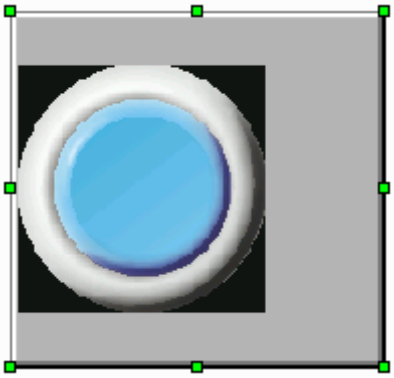
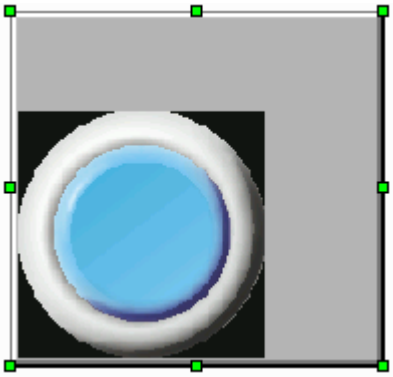
	Expand over all the area	All area	Maintained Aspect Ratio	Actual Size
	Expand with maintained aspect ration	Graph expands over all the element area	Graph will be expanded by the original aspect ratio, instead of its length and width.	Actual size means an expansion ratio of 1:1, with the graph displayed by its actual size on the element.
	Actual Size			
	Align Graph to Left	Before		
		After		
	Graph Center Horizontally	Before		

Bitmap Table 2-2-4-12 Example of bitmap				
			After	
	Align Graph To Right		Before	
			After	
	Align Graph to Top		Before	

Bitmap Table 2-2-4-12 Example of bitmap				
			After	
	Graph Center Vertically		Before	
			After	

Bitmap

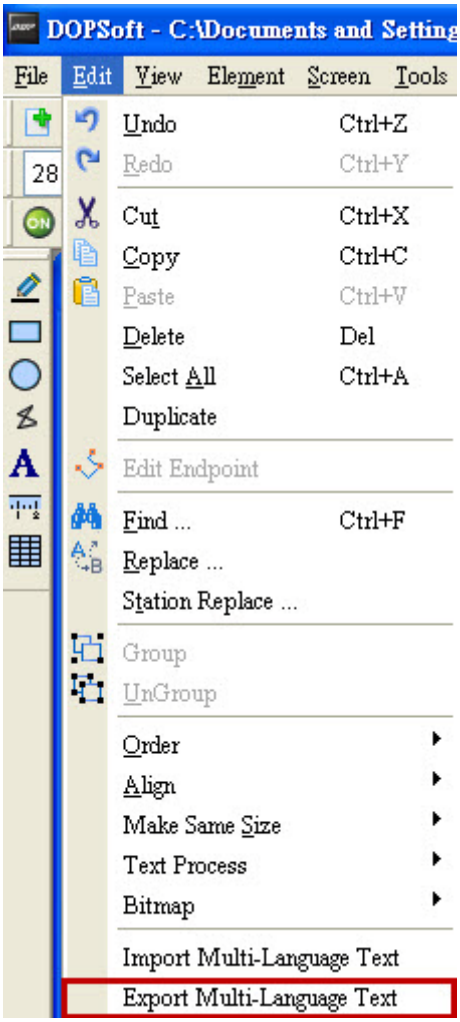
Table 2-2-4-12 Example of bitmap

	Align Graph to Bottom		Before	
			After	

2-2-4-13 Export/Import Multi-Language Text

DOPSoft provides functions that are different from Screen Editor, which are export and import of texts in multiple languages. The user can directly select [Edit]→ [Import Multi-Language Text]/ [Export Multi-Language Text]. The function of these two features enables the user to import or export the text quickly with ease when editing text data in multiple languages. It is particularly convenient when the user needs to edit text in multiple languages or multiple states, which can be done more easily by using this function. The format of all the files for import or export is .xls, which can be opened by Excel. The content of the file for export or import displays the language data for texts in all the elements on the screen.

◆ Export Multi-Language Text



After the user exports multi-languages text, the software will ask the user whether to save the exported file.

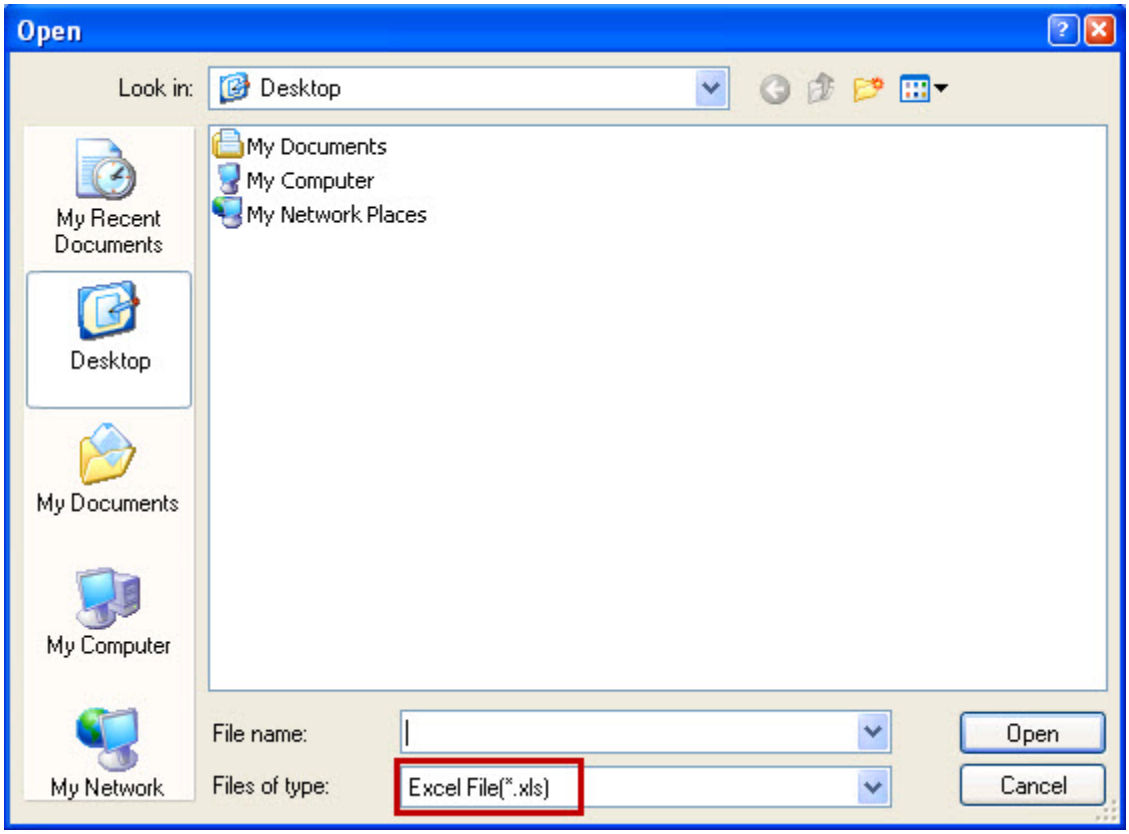


Figure 2-2-4-11 Save the file Export Multi-Language Text

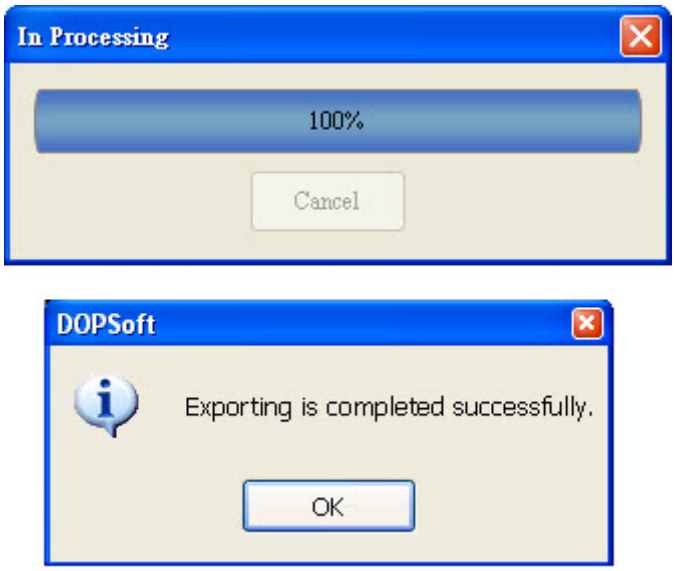


Figure 2-2-4-12 Completion of saving Export Multi-Language Text

Upon completion of saving, please open the associated file at the path where it is saved. One can find that the file will display the text data in multiple languages located in the current project, as shown in the figure below.

tina.xls

	D	E
1	Chinese	English
2		
3		
4		
5	$0.0	
6		
7		
8	換畫面	change screen
9		
10	回前頁	go back
11		
12	系統時間日期	system time and date
13		
14	系統目錄	system menu
15		
16	設定密碼表	set password table
17		
18	調整對比亮度	contrass
19		
20	設為最低權限	level 0
21		
22	輸出報表	report list
23		
24	擷取畫面	capture
25		
26	移除儲存媒體	remove storage
27		
28	匯出配方	Export Recipe
29		
30	匯入配方	Import Recipe
31		
32	觸碰校正	Calibrate
33		
34	語系切換至英文	change language to EN
35		

Figure 2-2-4-13 Content of Export Multi-Language Text

◆ Import Multi-Language Text

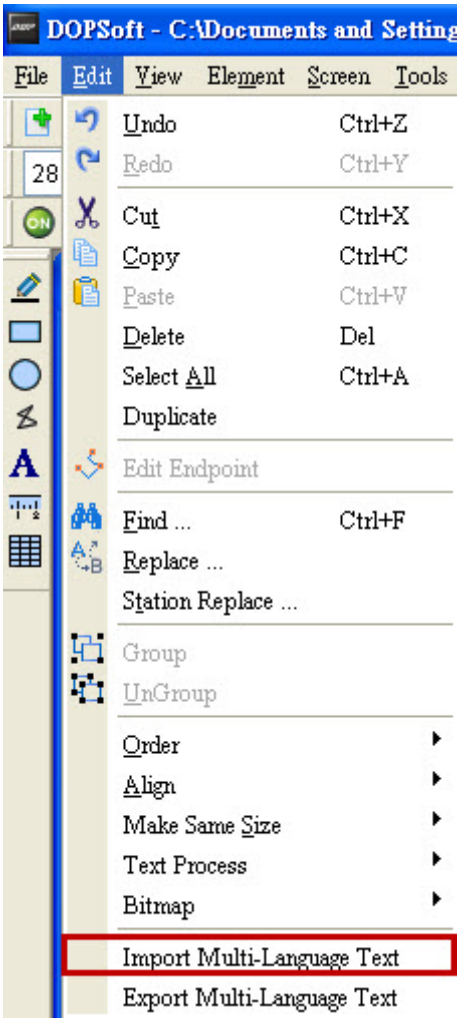
The user can first modify the text message in the exported text data in multiple languages, followed by import. In the example as shown in the figure below, the Chinese language $0.0 in line 5 is set as the ON button and the English On Button message is added.



tina.xls *

	D	E
1	Chinese	English
2		
3		
4		
5	設ON按鈕	ON Button
6		
7		
8	換畫面	change screen
9		
10	回前頁	go back
11		
12	系統時間日期	system time and date
13		
14	系統目錄	system menu
15		
16	設定密碼表	set password table
17		
18	調整對比亮度	contrass
19		
20	設為最低權限	level 0
21		
22	輸出報表	report list
23		
24	擷取畫面	capture
25		
26	移除儲存媒體	remove storage
27		
28	匯出配方	Export Recipe
29		
30	匯入配方	Import Recipe
31		
32	觸碰校正	Calibrate
33		
34	語系切換至英文	change language to EN
35		

Figure 2-2-4-14 Content of Import Multi-Language Text.



When the user Import Multi-Language Text, the software will ask the user to select which file to import.

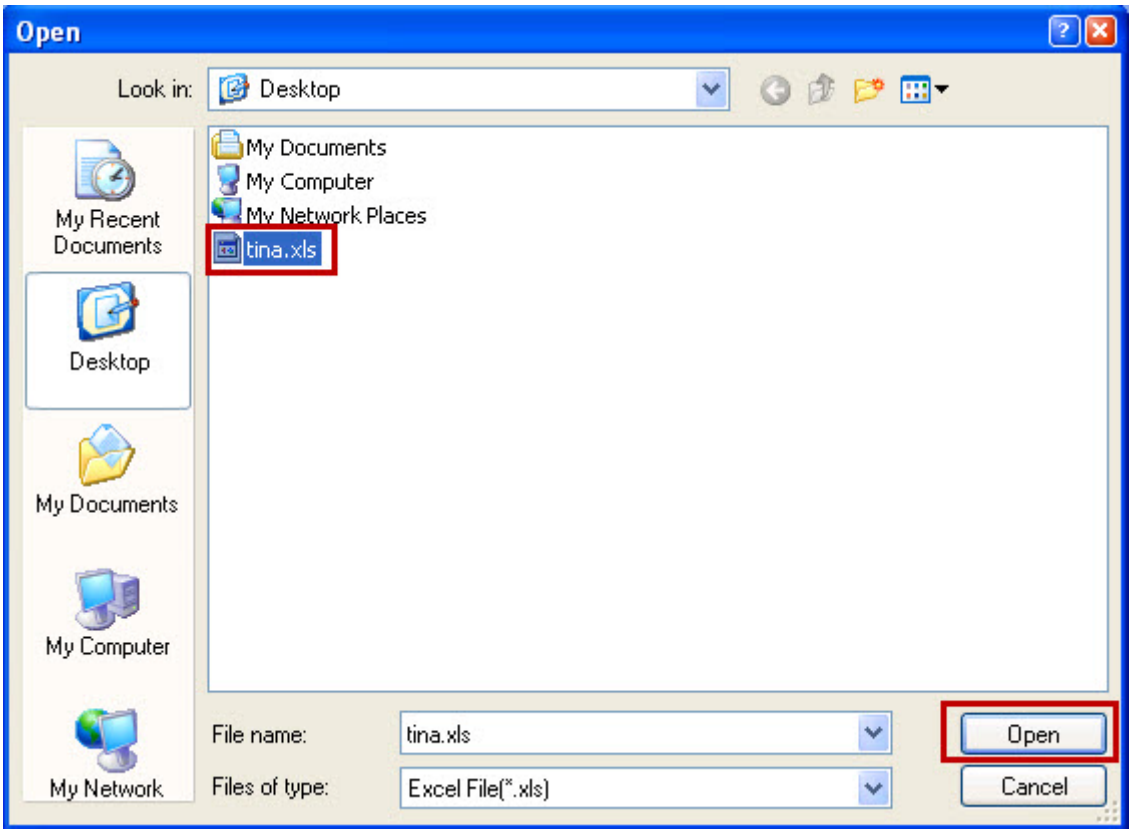


Figure 2-2-4-15 File of text in multiple languages to be imported

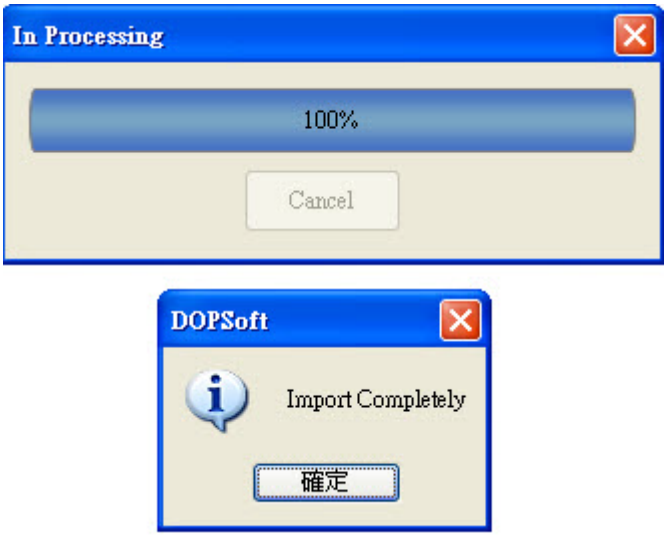
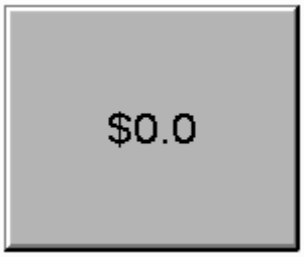


Figure 2-2-4-16 Completion of importing file of text in multiple languages

Once the text in multiple languages is imported, the user can check if the edited data has been completely imported.

Before	Chinese	English

Import		
After Import	**Chinese**	**English**
		

Please see Chapter 24 for complete details on how to use the multiple languages.

2-2-5 View

The [View] in the function menu provides the following functions for the user to utilize.

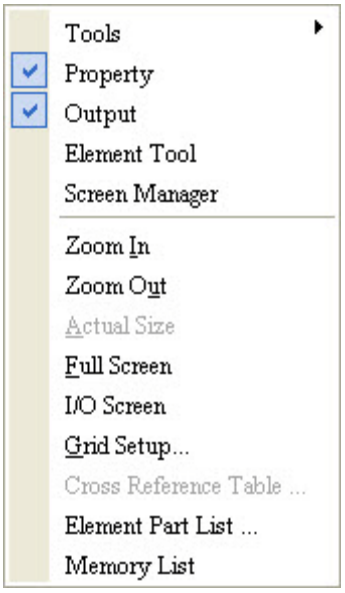


Figure 2-2-5-1 Function menu of View

Details of [Screen Manager], [Zoom In], [Zoom Out], [Actual Size], [Full Screen], [I/O Screen], [Grid Setup], [Cross Reference Table], [Element Part List], and [Memory List].

2-2-5-1 Screen Manager

DOPSoft provides the Screen Manager for the user to view the elements in all screen more easily. The user can use [View]→ [Screen Manager] to decide whether to display this window.

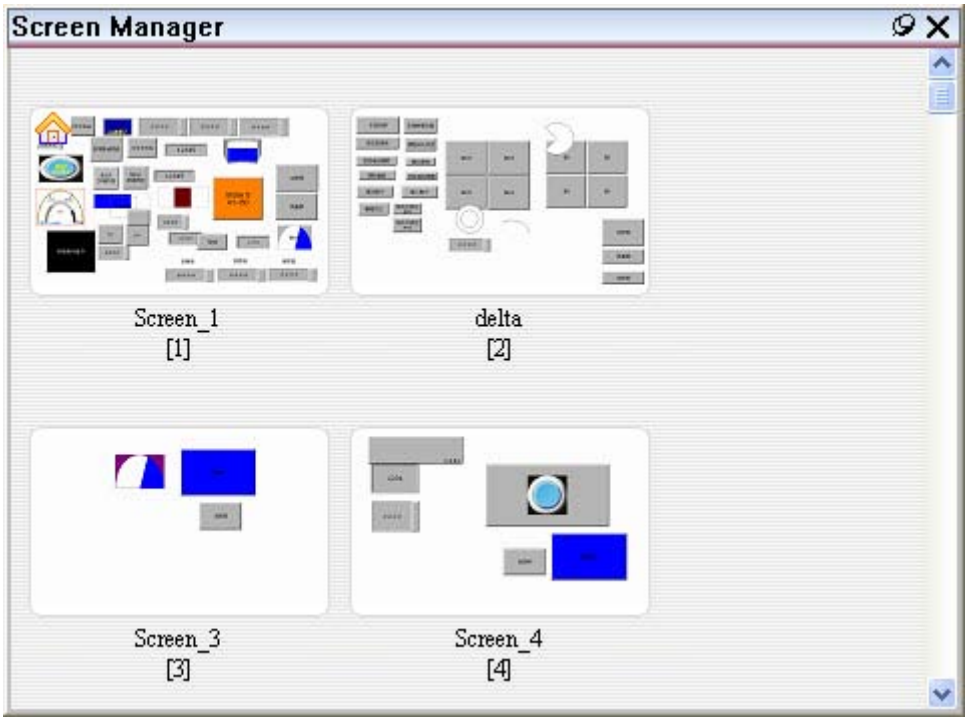
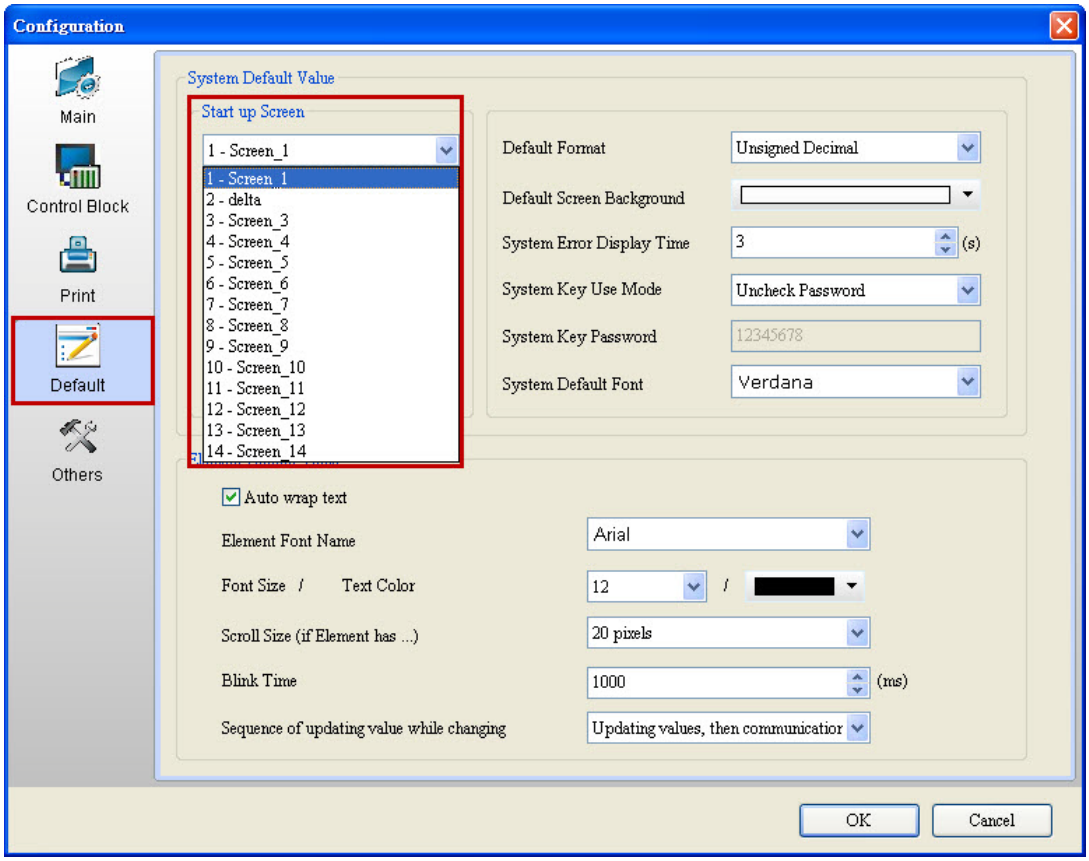


Figure 2-2-5-2 Screen Manager

In the Screen Manager, one can click the right button of mouse to execute certain actions involving the screen, as shown in the figure below.



Figure 2-2-5-3 Settings of Screen Manager

New Screen	This function is the same as [Screen]→ [New Screen]. Both can create a new screen. Please see 2-2-6-1 New Screen for details of configuration.
Edit	The user can directly click on a certain screen in the Screen Manager and press edit to go to the editing window of the selected screen.
Cut **Copy** **Paaste** **Delete**	The functions of cut, copy, paste and delete screens are the same as those through [Screen]→ [Cut]/ [Copy]/ [Paste]/ [Delete]. Please see 2-2-6-4 Cut Screen, 2-2-6-5 Copy Screen, 2-2-6-6 Paste Screen, and 2-2-6-7 Delete Screen for details of configuration.
Export	The Export function in the Screen Manager is the same as [Screen]→ [Export], both of which can export the selected screen and decide whether to display the frame. Please see 2-2-6-8 Export for details of configuration.
Rename	Rename refers to changing the name of a previously configured screen.
Set Default Screen	The function of set as default initial screen is the same as [Selection]→ [Configuration]→ [Default] in setting the default initial screen, both of which can configure the first screen to display once the HMI interface is started. 
Auxiliary Key	The Auxiliary Key only supports the HMI models equipped with this feature, such as B07S201 and B07S211. If the HMI model in use does not have Auxiliary Key, this function will be disabled. Please see 2-2-6-14 Auxiliary Key for details.
Screen Save	The screen protection has the same function as [Screen]→ [Screen Save Screen]. Please see 2-2-6-3 Screen Save Protection for details.

Screen	
Screen Properties	One can click the screen properties function to configure the features of screen. These include configuring whether the screen is the sub-screen and the name of the sub-screen, width and height of screen, and X-Y coordinates, etc. Please see 2-2-6-15 Screen Properties for details.

Table 2-2-5-1 Settings of Screen Manager

2-2-5-2 Zoom In

The user can use the function of Zoom In to enlarge the screen for the convenience of editing. The user can also directly click the  icon in the Zoom toolbar to enlarge the screen. Please see Table 2-2-5-2 below for details.

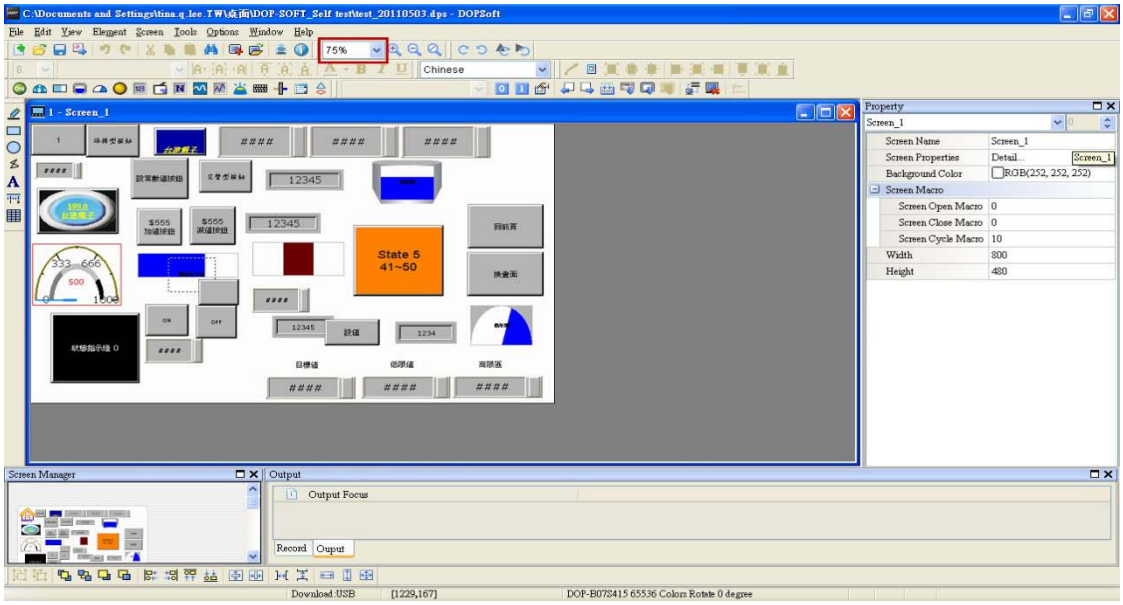
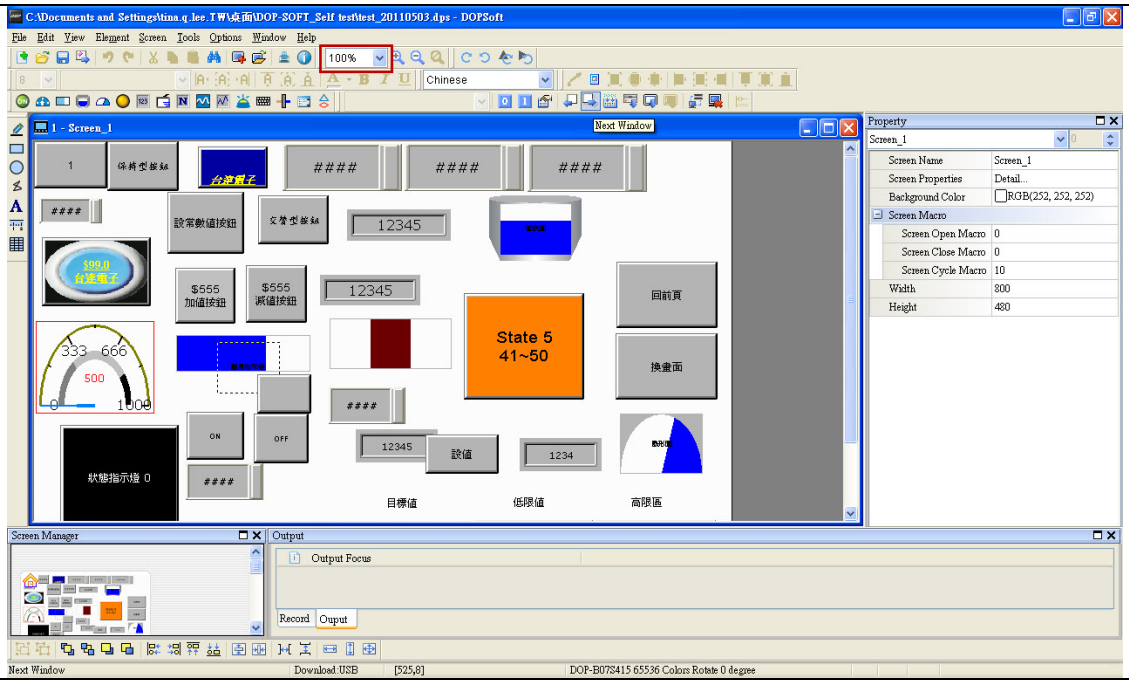
Screen size is 75% of window size before zoom in	
Screen size is 100% of window size after zoom in	

Table 2-2-5-2 Example of zoom in

2-2-5-3 Zoom Out

The user can use the function of Zoom Out to shrink the screen. The user can also directly click the  icon in the Zoom toolbar to shrink the screen. Please Table 2-2-5-3 below for details.

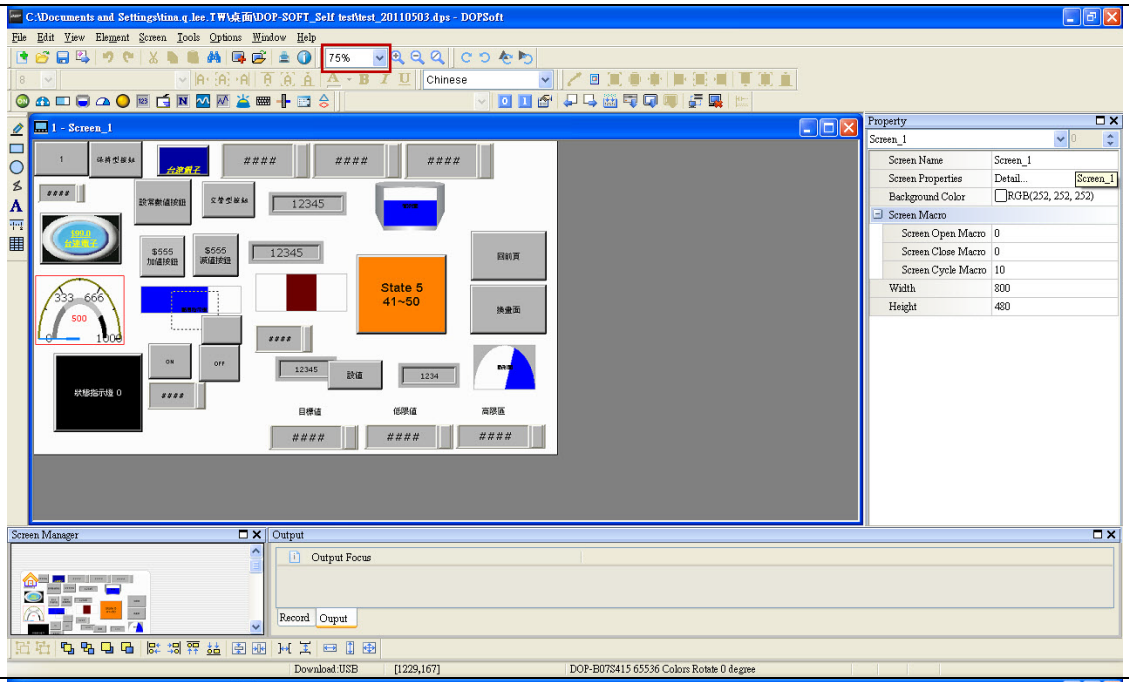
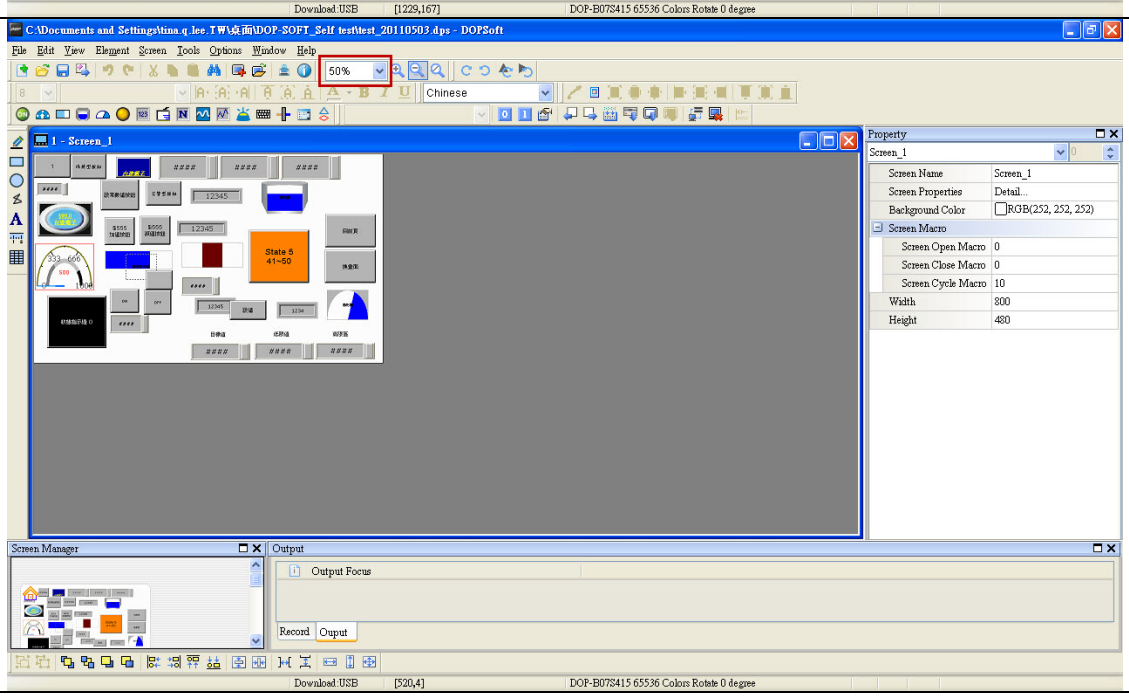
Screen size is 75% of window size before zoom out	
Screen size is 50% of window size before zoom out	

Table 2-2-5-3 Example of zoom out

2-2-5-4 Actual Size

The function of actual size is simply to restore the editing screen back to its original size by 100%, which is scaled with respect to the screen size of the HMI. The user can also directly click  icon in the Zoom toolbar to restore the screen back to 100%. Please see Table

2-2-5-4 below for details.

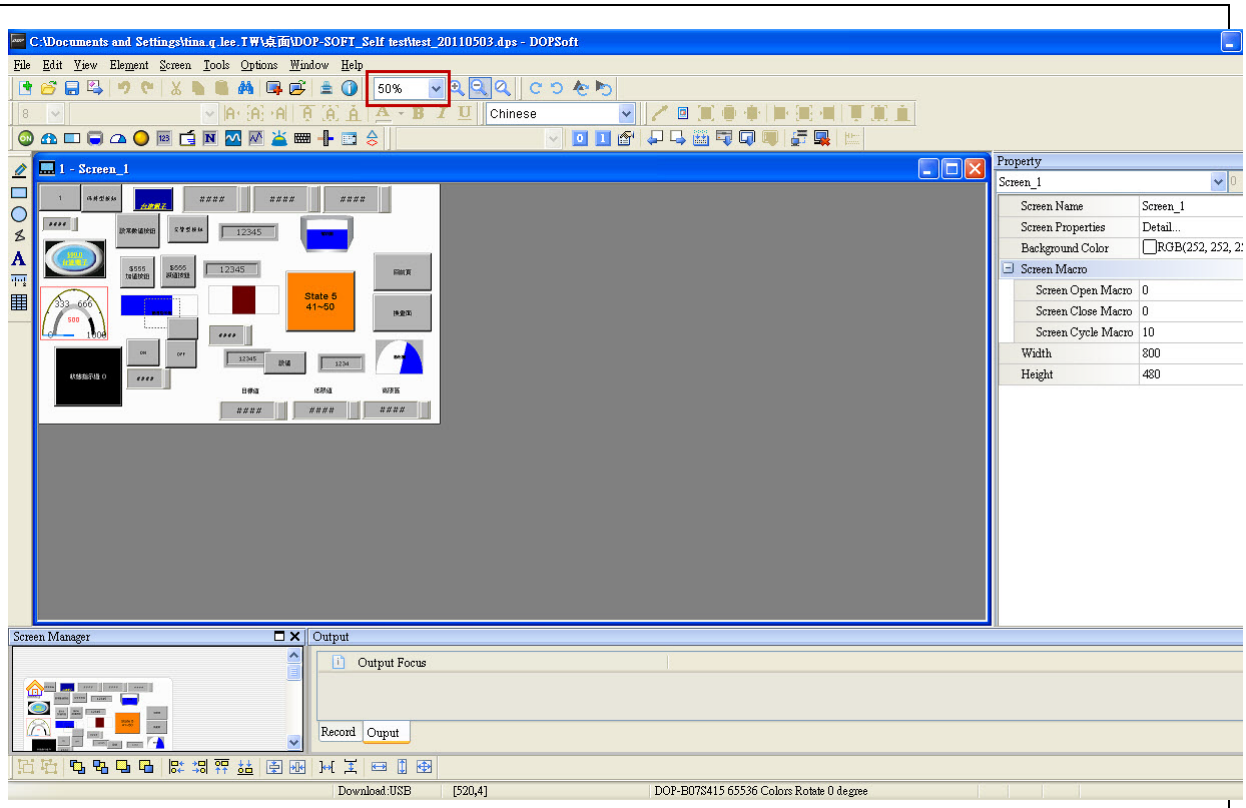
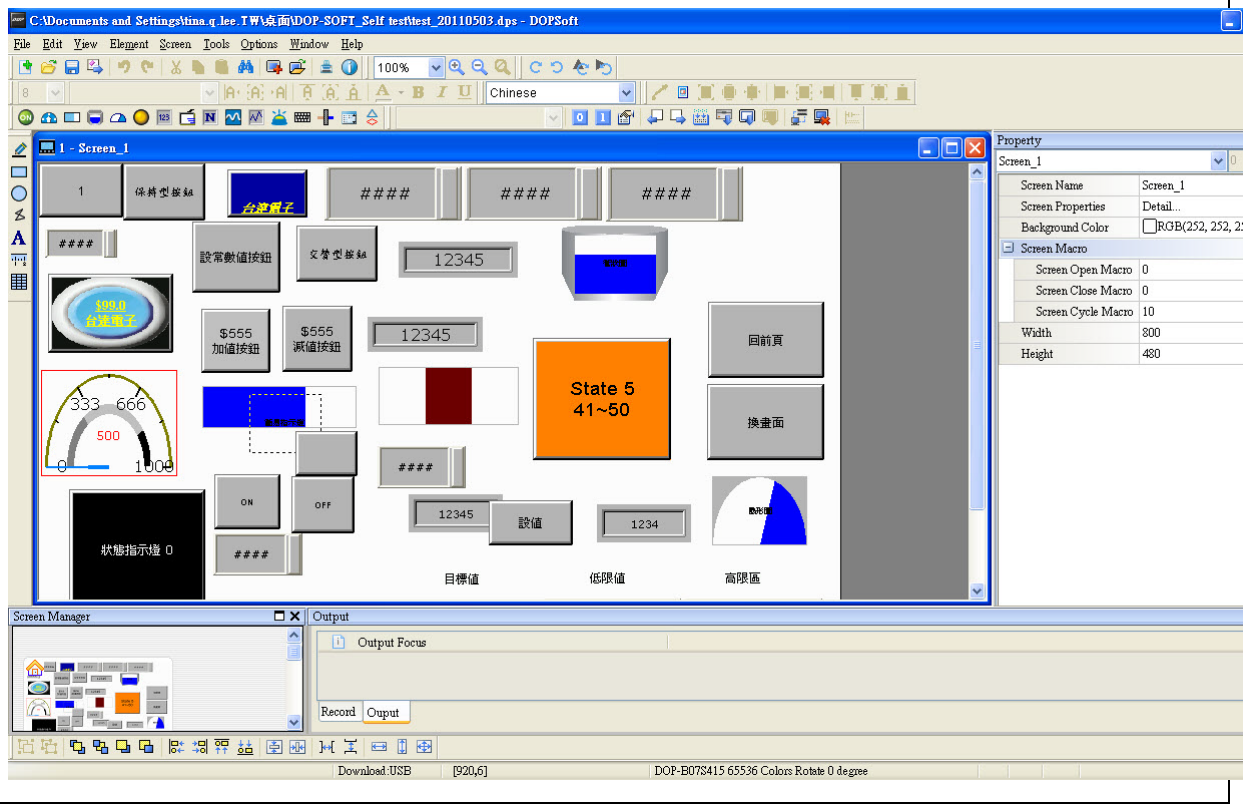
Screen size is 50% of window size before zoom out	
Screen size is 100% of window size after zoom out	

Table 2-2-5-4 Example of actual size

2-2-5-5 Full Screen

This function can display the editing screen in full screen mode. In addition, the number of macro lines configured in the screen will be displayed at the lower left corner of the screen. The user can click ESC or the left button of the mouse to exit the full screen mode.

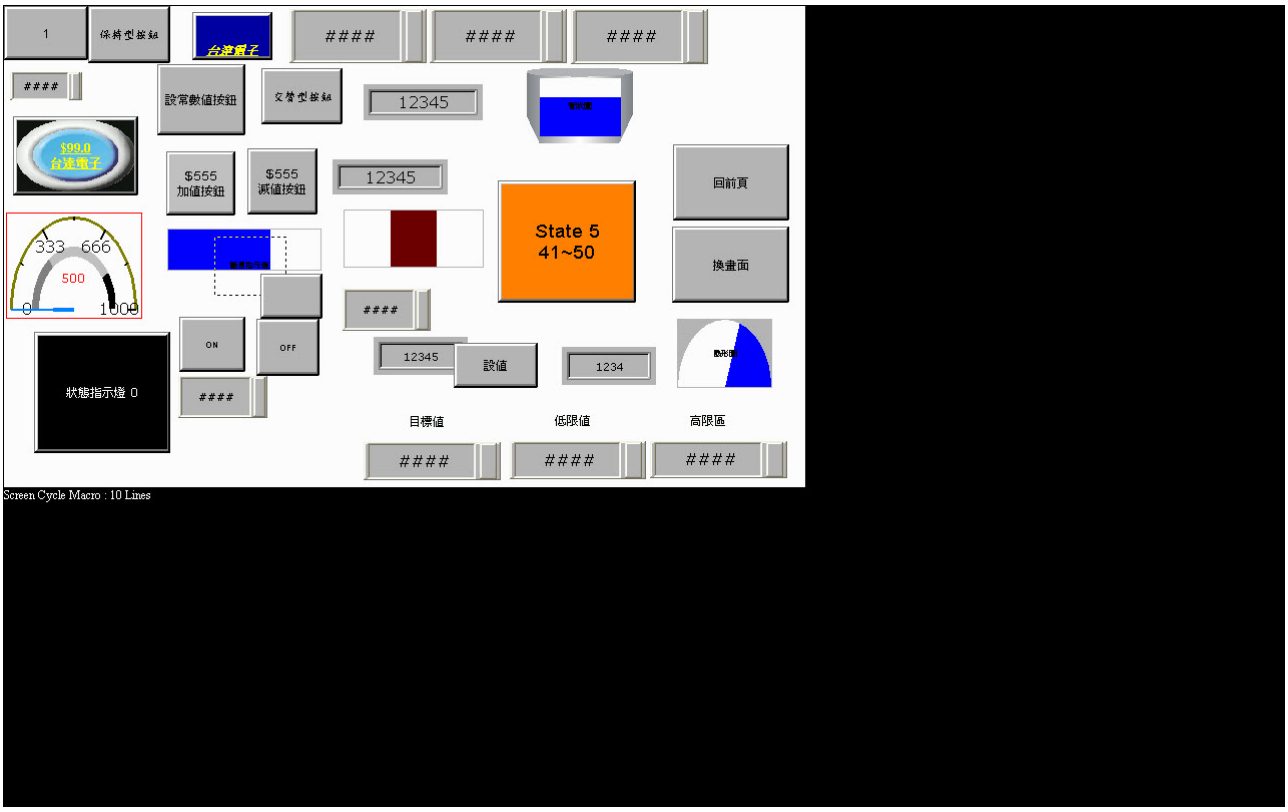


Figure 2-2-5-4 Full screen

2-2-5-6 I/O Screen

The function of this feature is approximately the same as full screen, with the only difference being that it will also display the memory address of the associated element. The number of macro lines therein will also be displayed and the full screen mode can be exited by clicking ESC or left button of mouse.

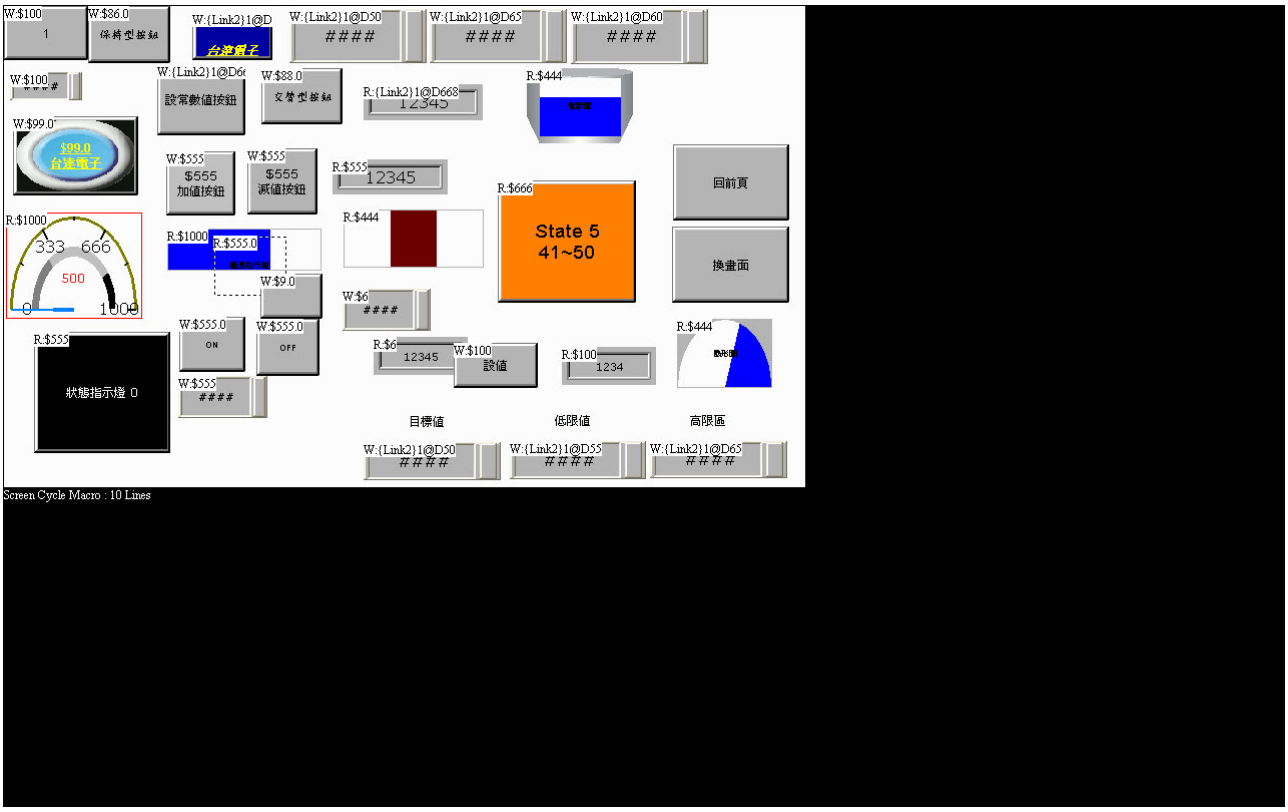


Figure 2-2-5-5 I/O Screen

2-2-5-7 Grid Setting

There are two items for selection in Grid Setting, which are Show Grid and Snap to Grid. When the user checks [Show Grid], the grid will display in the editing screen. [Snap to Grid] helps the user align the elements more easily when moving them. In addition, the user can also define his/her own grid spacing, which are integers between 4~50. The default horizontal and vertical spacing are both 4.

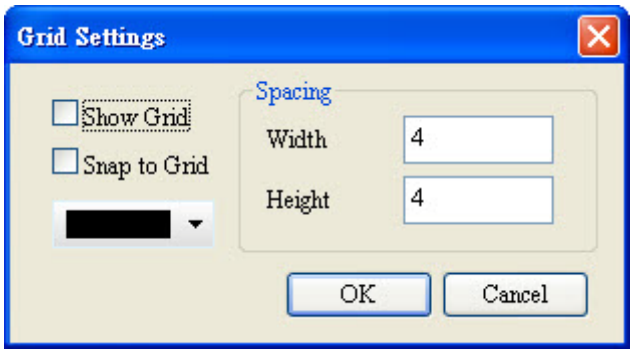
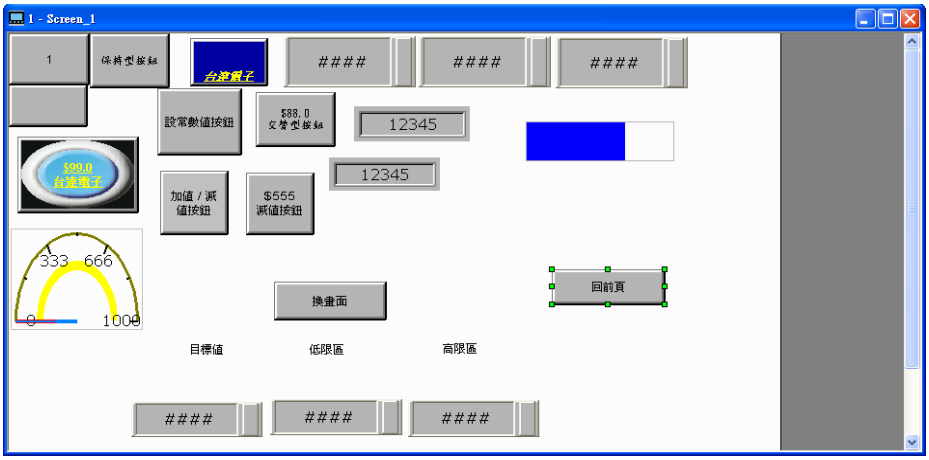


Figure 2-2-5-6 Grid Setting

Show Grid is not checked	

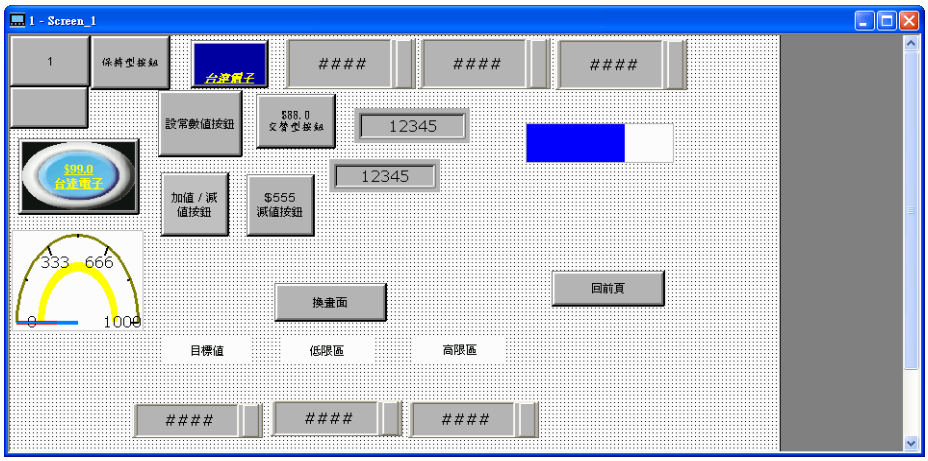
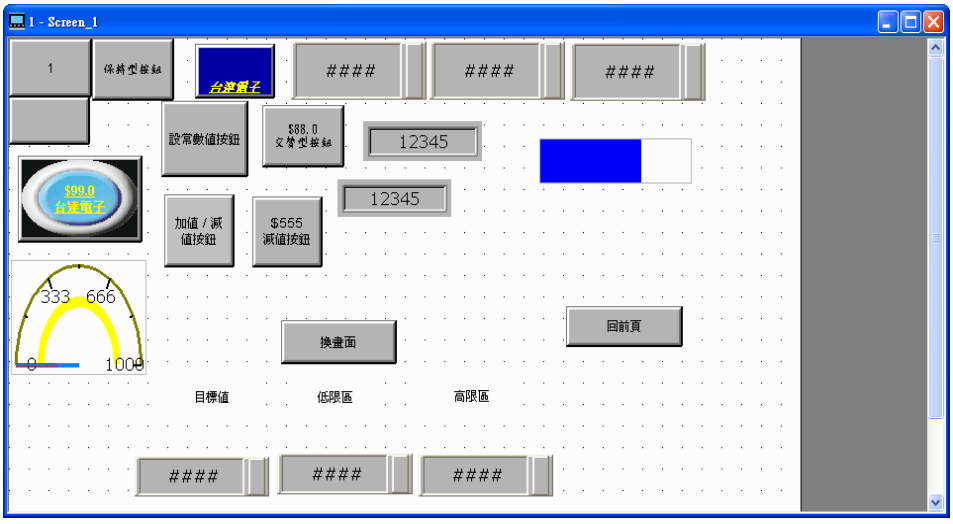
Show Grid is checked	
Grid Setting Spacing	Both the horizontal and vertical spacing are set to be 20. 

Table 2-2-5-5 Example of Grid Setting

2-2-5-8 Cross Reference Table

When the user creates or edits several elements, very often the same address will be used repeatedly by mistake. To avoid such incidence, the software provides the Cross Reference Table for the user to examine how and on what elements the address is used. It also provides Read Address, Write Address, and trigger memory addresses for the user to locate the associated address list more easily and quickly.

The user can examine the Read Address, Write Address, trigger memory address, invisible bit and ADP bit to learn their relationships. If the same address is used repeatedly, its properties can also be found by checking the associated element, macro command, or control area.

NOTE:

✓ To use the Cross Reference Table, please first select a certain element. It is noteworthy that the address listed in the cross reference table is the address that does not include the memory address of the current element.

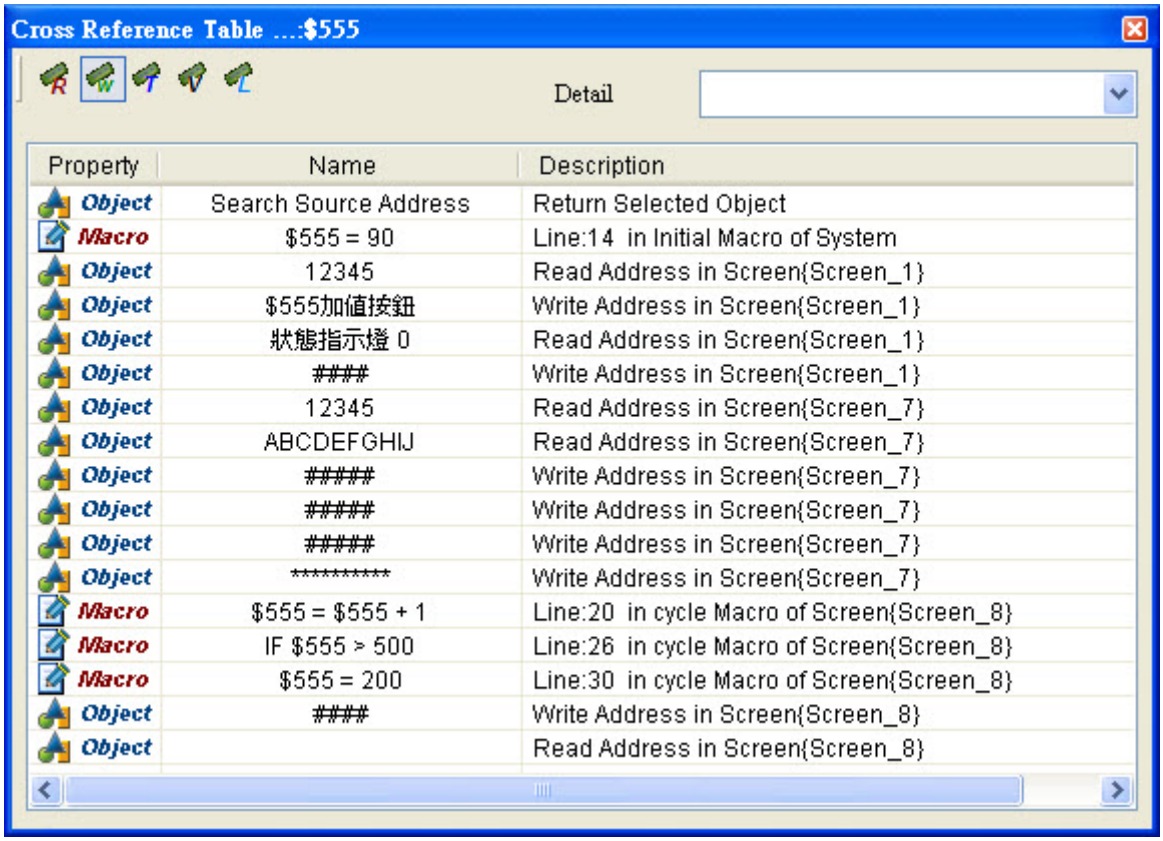


Figure 2-2-5-7 Cross Reference Table

2-2-5-9 Element Part list

The user can use the Element Part list to categorize all the screen elements according to their screen numbers and element types or addresses. The properties of each element will be listed by category, including element name, write address, read address, trigger address, trigger mode, active address, Interlock State, Data Type, Data Format, element coordinates, and width and height.

◆ Categorize by element type

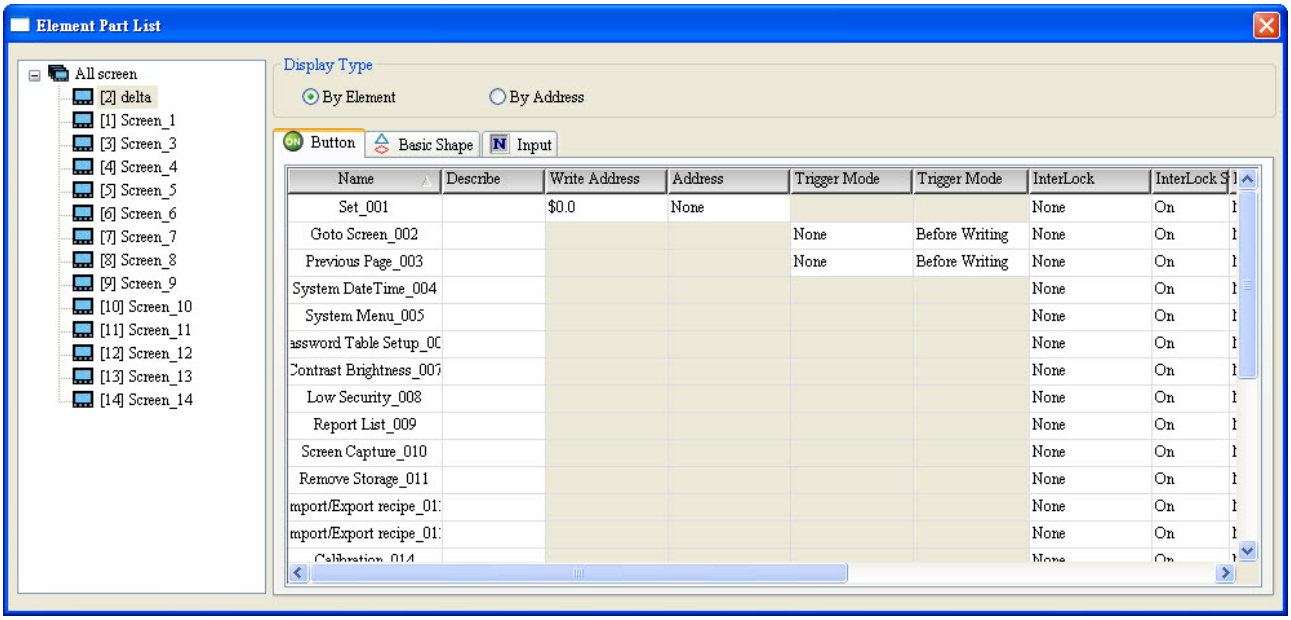


Figure 2-2-5-8 Element Part list-element type

◆ Categorize by address

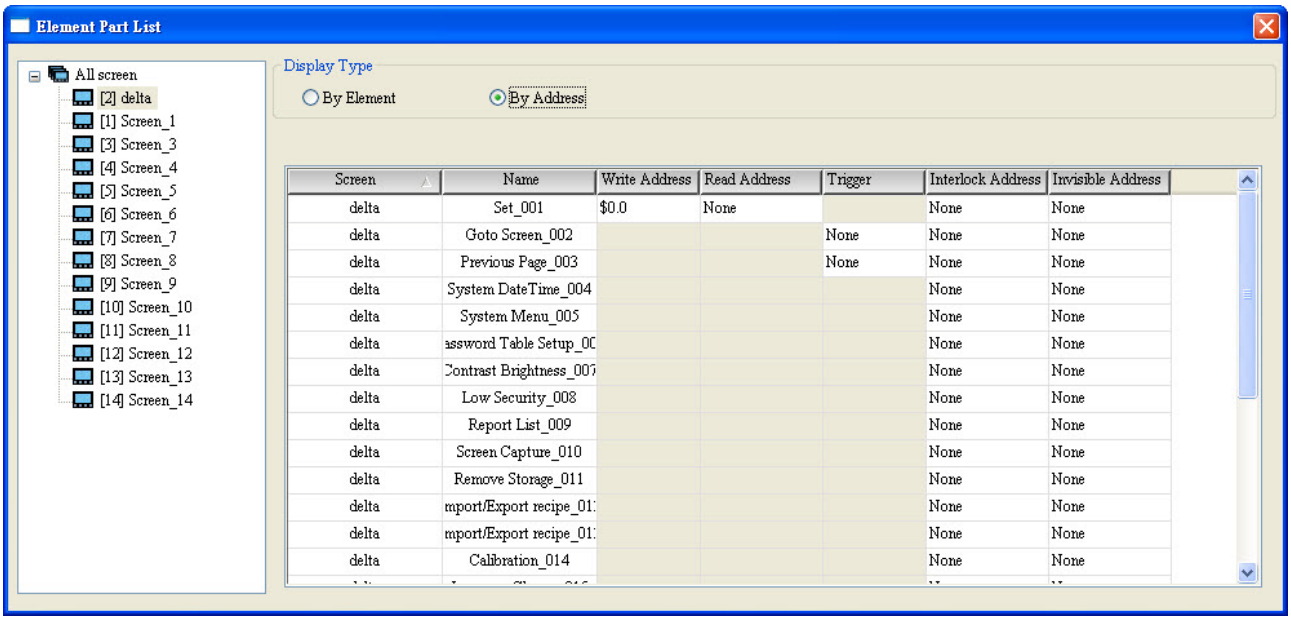
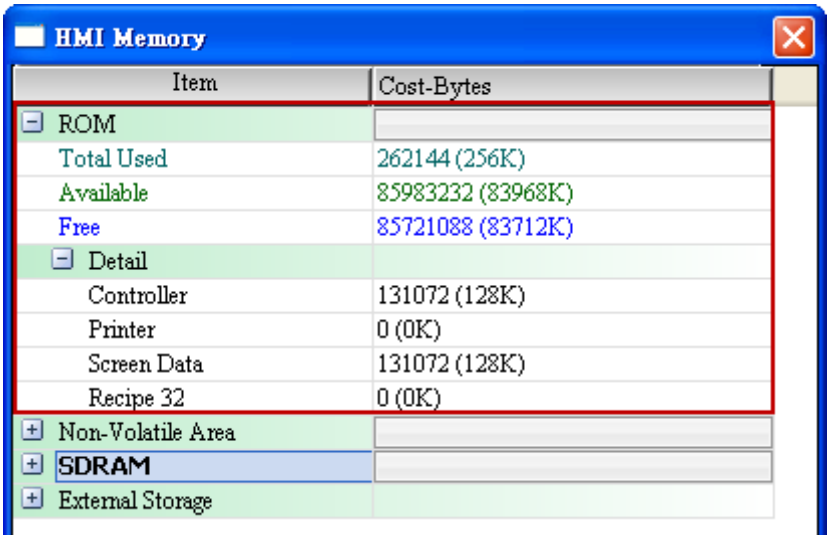
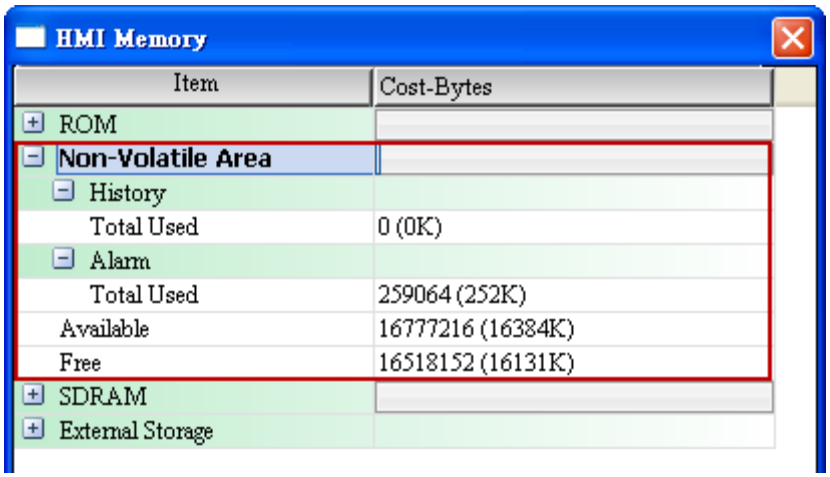
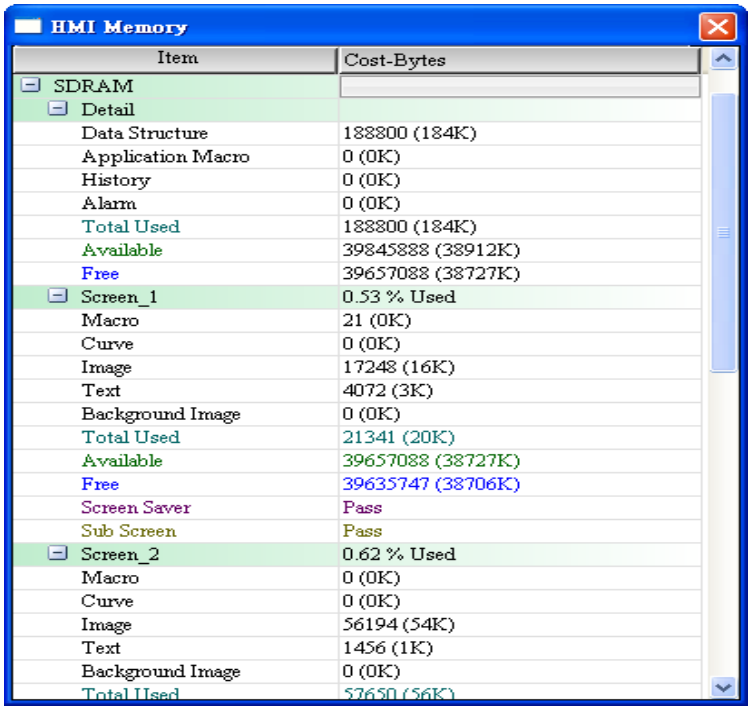


Figure 2-2-5-9 Element Part list-address

2-2-5-10 Memory List

The Memory List can be used to check the memory used by the designed HMI screen and the remaining capacity. The associated data will only be available after the user first creates a new project and completes editing. The content of the list contains the following four parts: ROM, Non-Volatile Area, SDRAM, and External Storage.

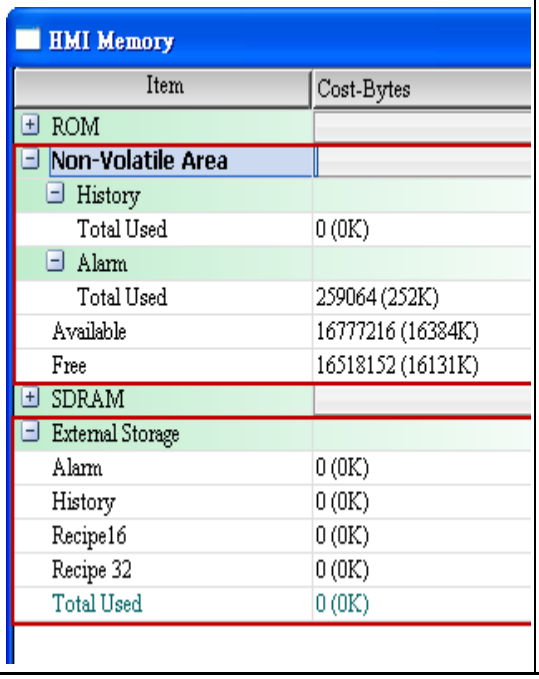
ROM	Actual size of the file after the screen is downloaded to the HMI (including recipe, screen data, printer data, etc.) 
Non-Volatile Area	The default storage location in case of power outage is static random access memory (SRAM). When the project file edited by the user contains data such as history and alarm, they can be used to check the usage. 
SDRAM	It displays the SRADM space required for the operation of each screen, where the usage is calculated by page. If the project has two pages, SDRAM will display data of two screens.



External Storage

This feature refers to the space used by external storage. When the location of non-volatile area is set as an external device such as USB disk or SD card, the data blocks originally stored in the non-volatile area (SRAM) will be moved to the external storage.

Non-volatile storage	USB Disk / SD card



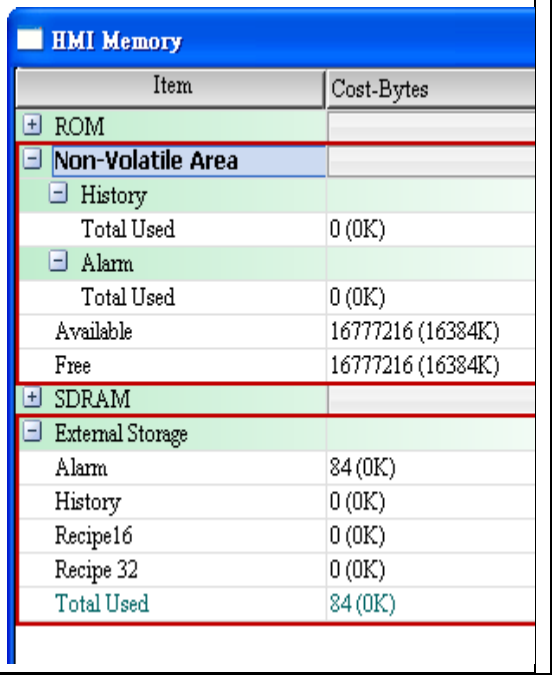


Table 2-2-5-6 Memory List

2-2-6 Screen

The [Screen] in the function menu offers the following features for the user to utilize.

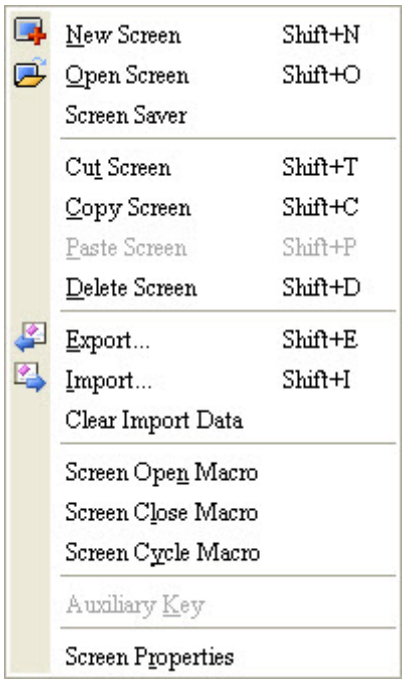


Figure 2-2-6-1 Function menu of screen

2-2-6-1 New Screen

To add a new screen for editing, please select [Screen]→ [New Screen], or click the  icon in the standard toolbar. One can also directly use the system hotkey [Shift + N]. Once the new screen is added, the user can define the screen name and number (ID) as preferred.

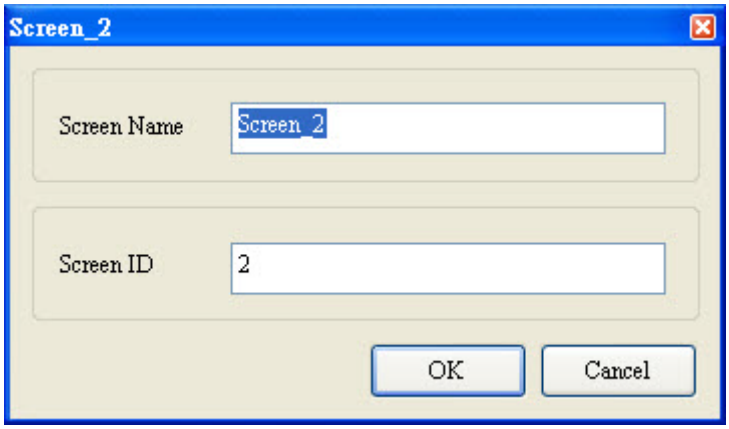


Figure 2-2-6-2 New screen

2-2-6-2 Open Screen

To open screens previously created, one can click [Screen]→ [Open Screen], or click the  icon in the standard toolbar. One can also use the system hotkey [Shift + O]. When the user selects the screen to open, all the elements in the associated screen can be seen in the preview screen on the right.

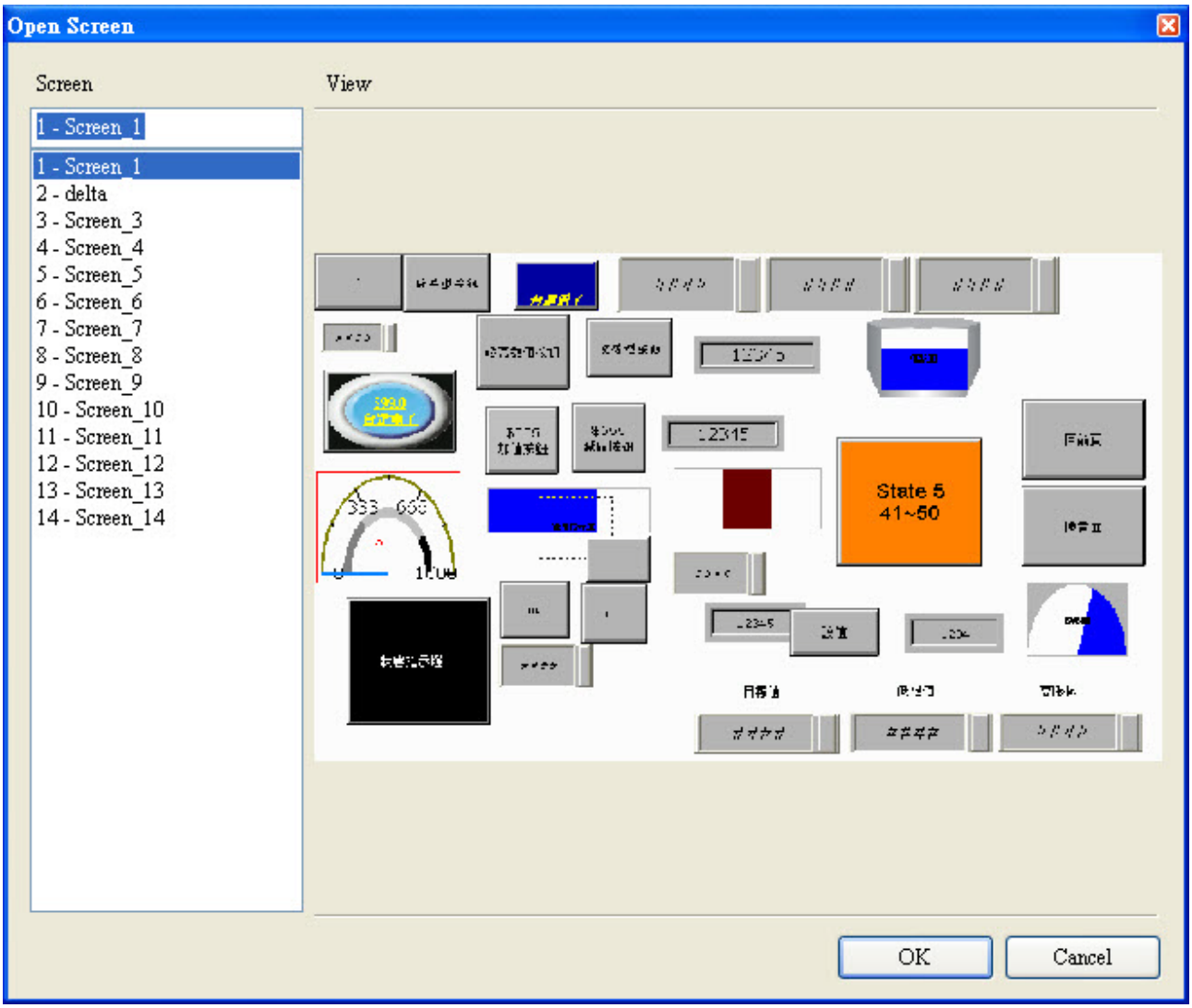
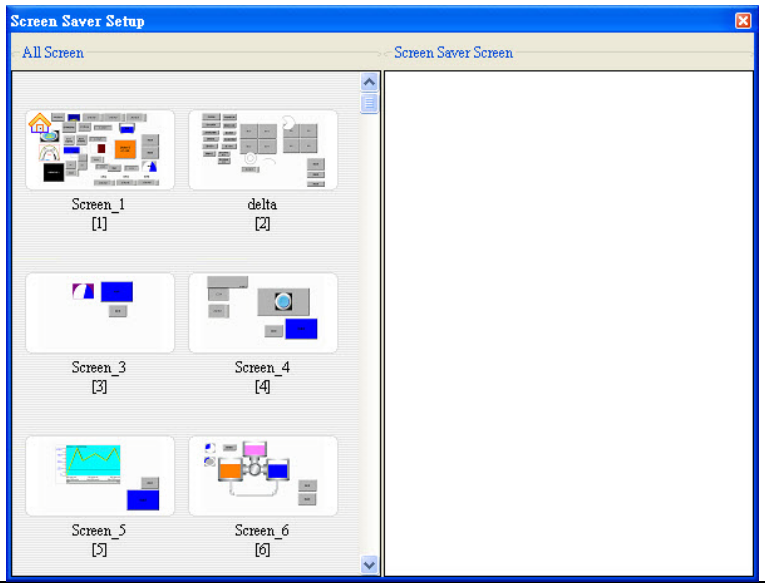
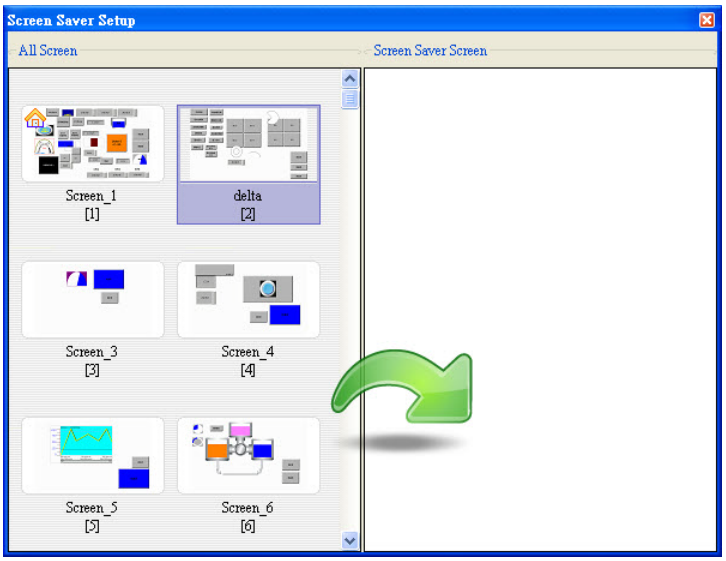


Figure 2-2-6-3 Open screen

2-2-6-3 Screen Saver Screen

In DOPSoft, the screen saver is set to use that of Windows. To set up the screen saver, one just needs to select the screen and drag it to the screen saver window on the right.

Step1	Click [Screen]→ [Screen Saver Screen] to enter editing of screen saver configuration. 
Step2	First, select the screen for screen saver on the left. Next, click and hold the left button of the mouse, a green arrow will appear that allows the user to drag the selected screen. 
Step3	Once the screen green arrow appears, one can start dragging the screen. The figure below shows screen with No. 2 has been dragged into screen saver.

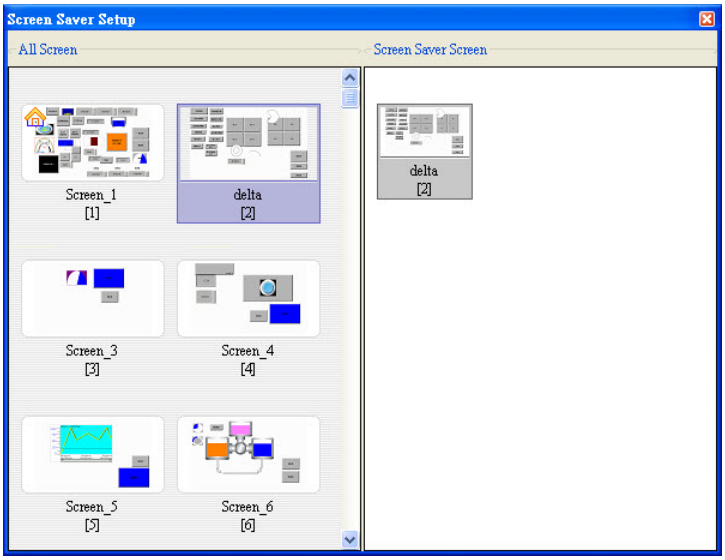
	

Table 2-2-6-1 Screen saver

2-2-6-4 Cut Screen

To cut a certain screen, one can click [Screen]→ [Cut Screen] or can directly use the system hotkey [Shift + T]. Similar to the cut function in text editing, cut screen can be followed by pasting the screen.

NOTE:

✓ Once the screen is cut, it cannot be recovered by undo.

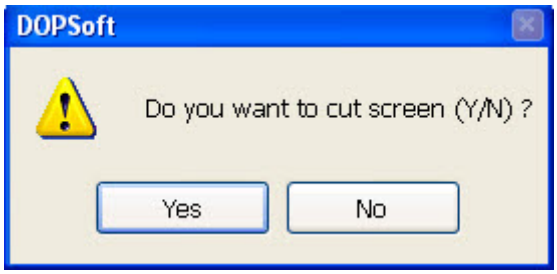


Figure 2-2-6-4 Cut screen

2-2-6-5 Copy Screen

To copy screen, one can click [Screen]→ [Cut Screen] or directly uses the system hotkey [Shift + C]. Once the screen is copied, if the past screen is selected, the copied screen will be pasted, which is similar to copy in text editing.

2-2-6-6 Paste Screen

To paste the screen, one can click [Screen]→ [Paste Screen] or directly uses the system hotkey [Shift + P]. The function of paste screen can be used after cut screen and copy screen. Once the screen is pasted, the software will automatically assign the associated screen number.

2-2-6-7 Delete Screen

To delete the screen, one can select [Screen]→ [Delete Screen] or directly uses the system hotkey [Shift + D].

NOTE:

✓ Once the screen is deleted, it cannot be restored by undo.

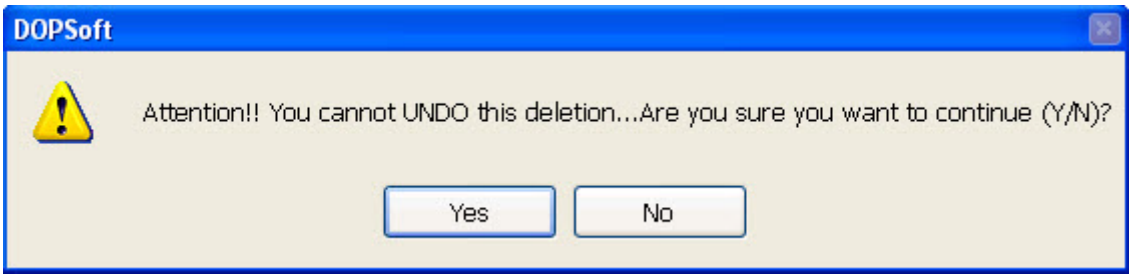


Figure 2-2-6-5 Delete Screen

2-2-6-8 Export

To save the screen data currently being edited to the hard drive disk in graphic format (.bmp file), one can click [Screen]→ [Export] or the icon in the standard toolbar. One can use the system hotkey [Shift + E].

Once the export action is done, the system will ask the user whether to show the frames on the exported screen.

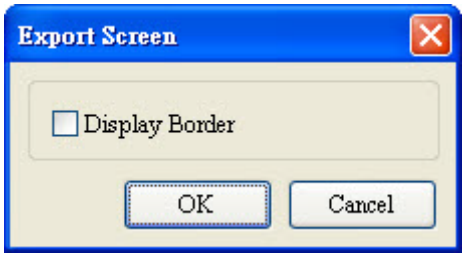


Figure 2-2-6-6 Export

When one clicks “Yes”, the default filename is HMI with the format of .bmp.

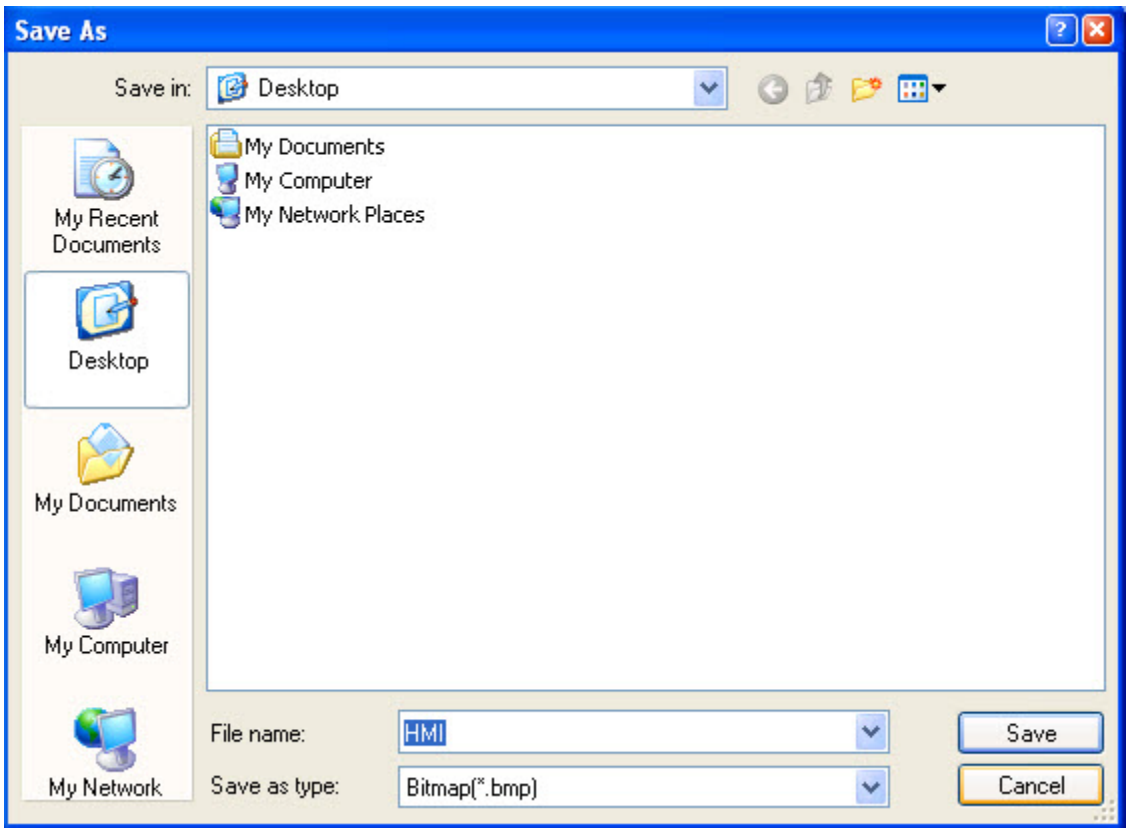


Figure 2-2-6-7 Export file

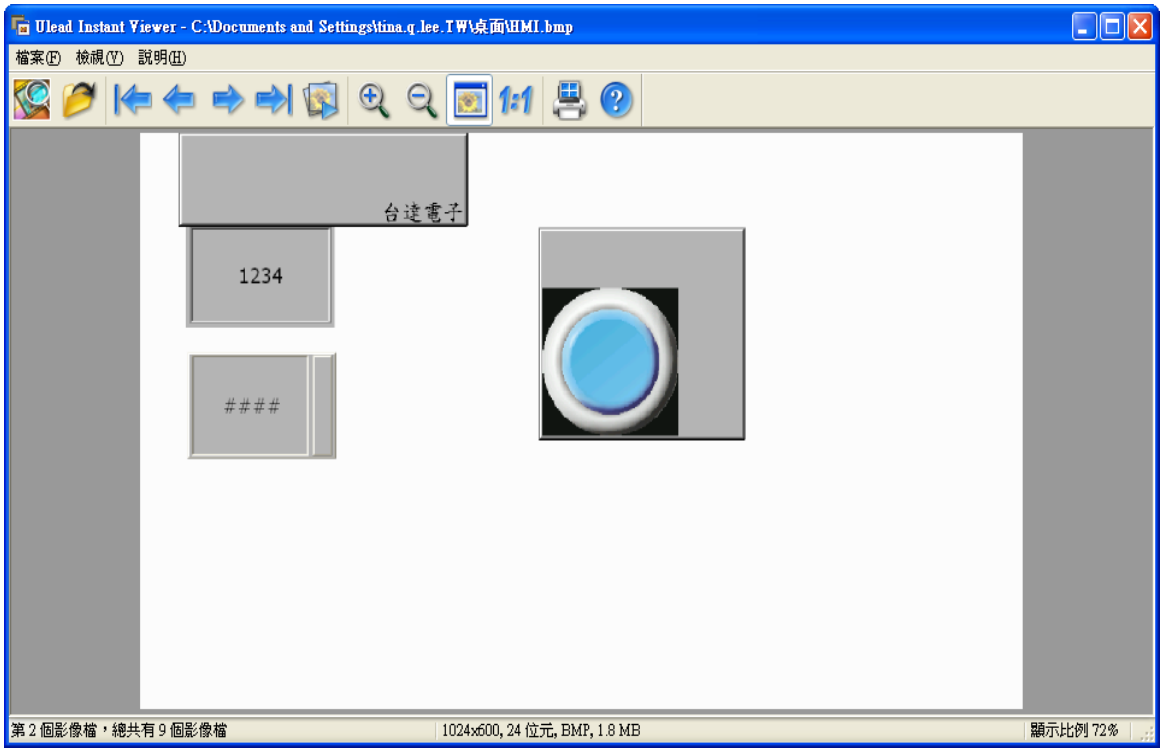


Figure 2-2-6-8 Format of the exported picture

If the option of show frame is checked, the picture will be framed by bold black borders.

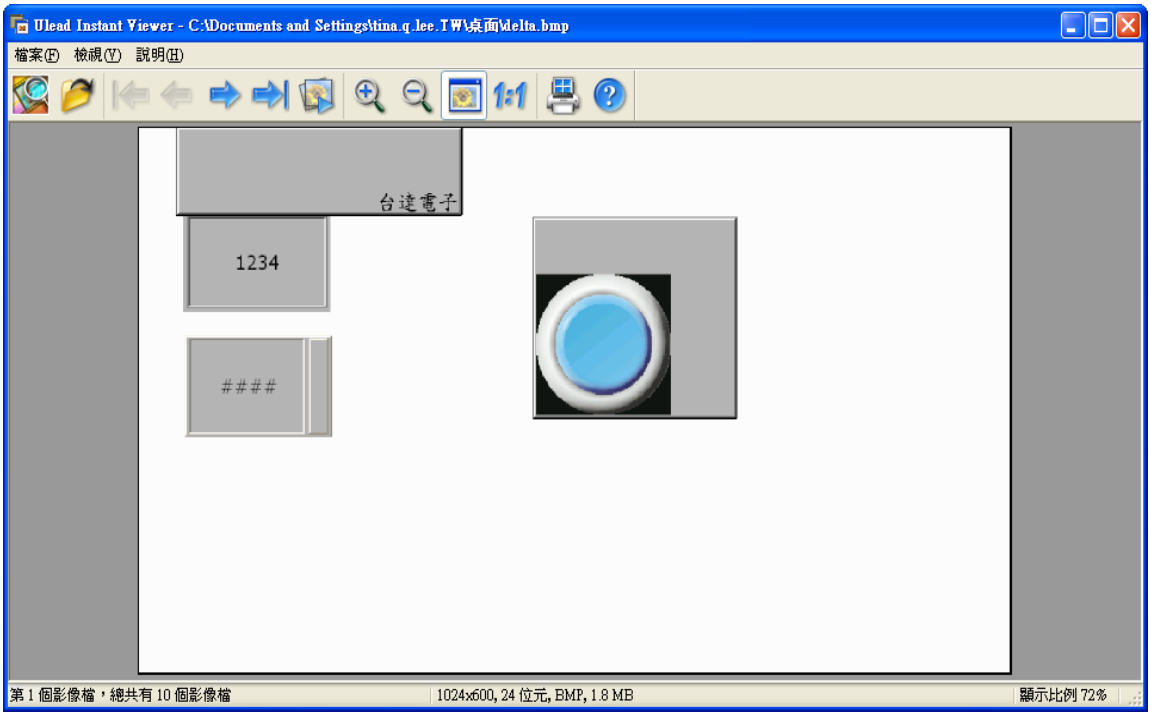


Figure 2-2-6-9 Picture format framed by black borders

2-2-6-9 Import

This feature involves loading any of the available pictures as the background figure of the associated screen. The formats available for import include BMP, JPG, GIF, ICO, and PNG. One can select [Screen]→ [Import] or use the system hotkey [Shift + I].

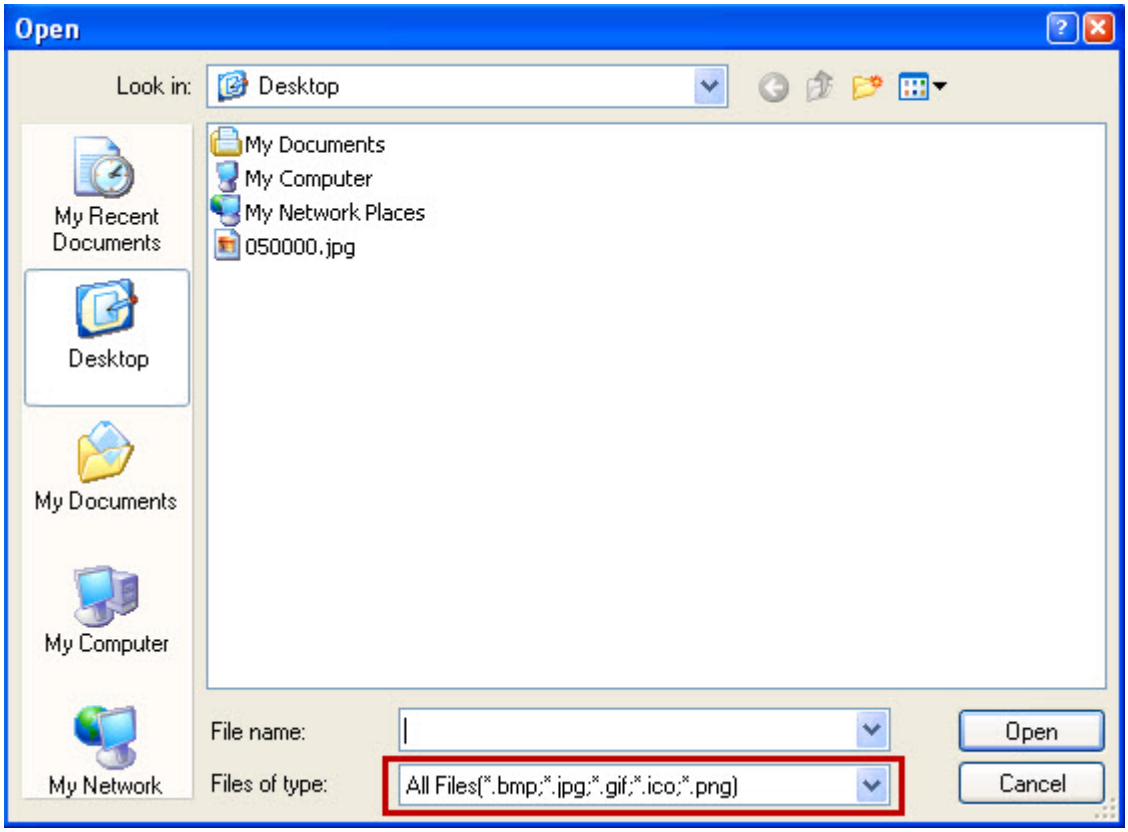


Figure 2-2-6-10 Supported formats for import

NOTE:

- ✓ Import base screen is different from selecting the base screen. The imported picture data will not be treated as element. After the base picture is edited, however, it will be saved in the associated screen as element.
- ✓ Please see 2-2-6-15 Screen Properties for the definition and method of use for the base screen.

2-2-6-10 Clear Import Data

If the user would like to clear imported base screen image, one can directly click [Screen]→ [Clear Imported Data] to remove the external background image used in the screen currently being edited.

2-2-6-11 Screen Open Macro

The screen open macro is the macro in the screen that will be automatically opened when the HMI switches to a new screen. To see how the screen open macro works, one can click [Screen]→ [Screen Open Macro] or click in the properties table on the right side of screen. Please see Chapter 23 Macro Commands for detailed descriptions.

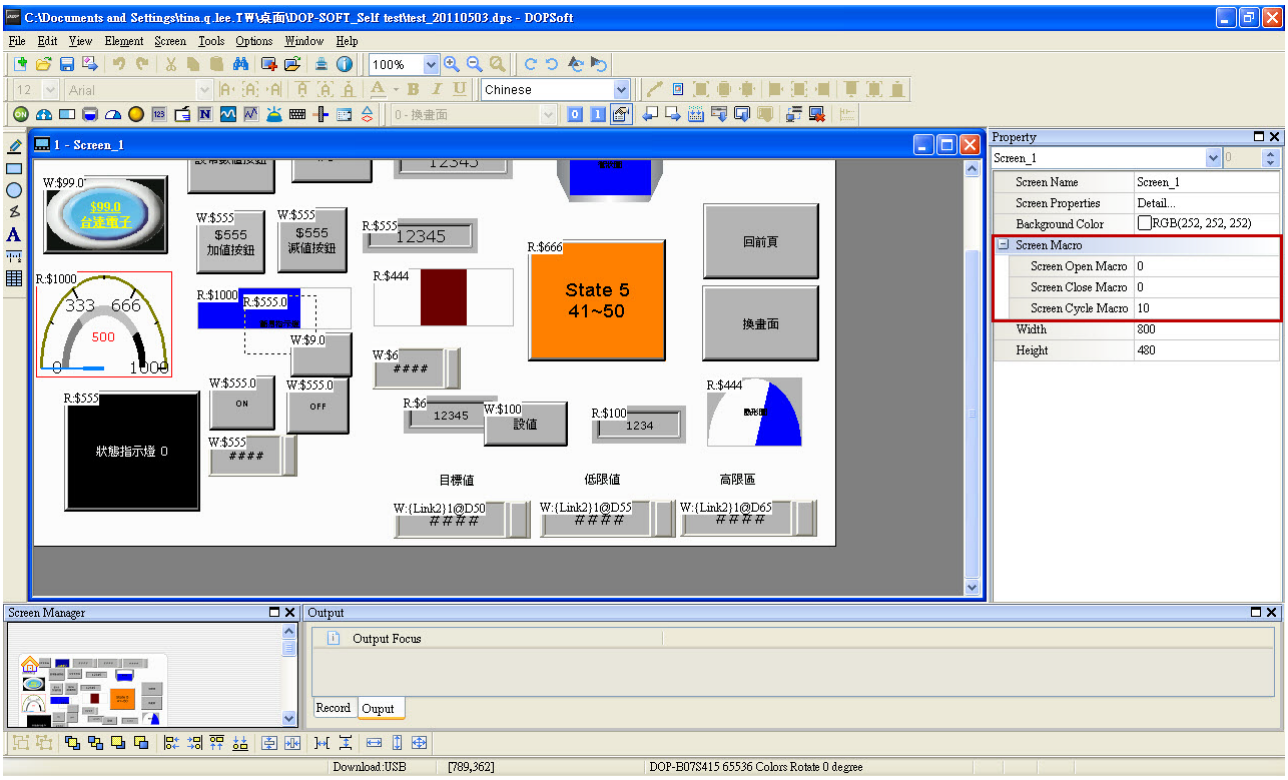


Figure 2-2-6-11 Properties of screen macro

2-2-6-12 Screen Close Macro

The screen close macro is the macro in the screen that will be automatically executed when the HMI exits a certain screen. To see how the screen close macro works, one can click [Screen]→ [Screen Close Macro] or click in the properties table on the right side of screen. Please see Chapter 23 Macro Commands for detailed descriptions.

2-2-6-13 Screen Cycle Macro

The screen cycle macro is the macro that constantly executes screen cycle by the cycle time set in [Macro Cycle Delay]. The user can click [Screen]→ [Screen Properties] to set [Macro Cycle Delay].

Please see Chapter 23 Macro Commands for detailed descriptions.

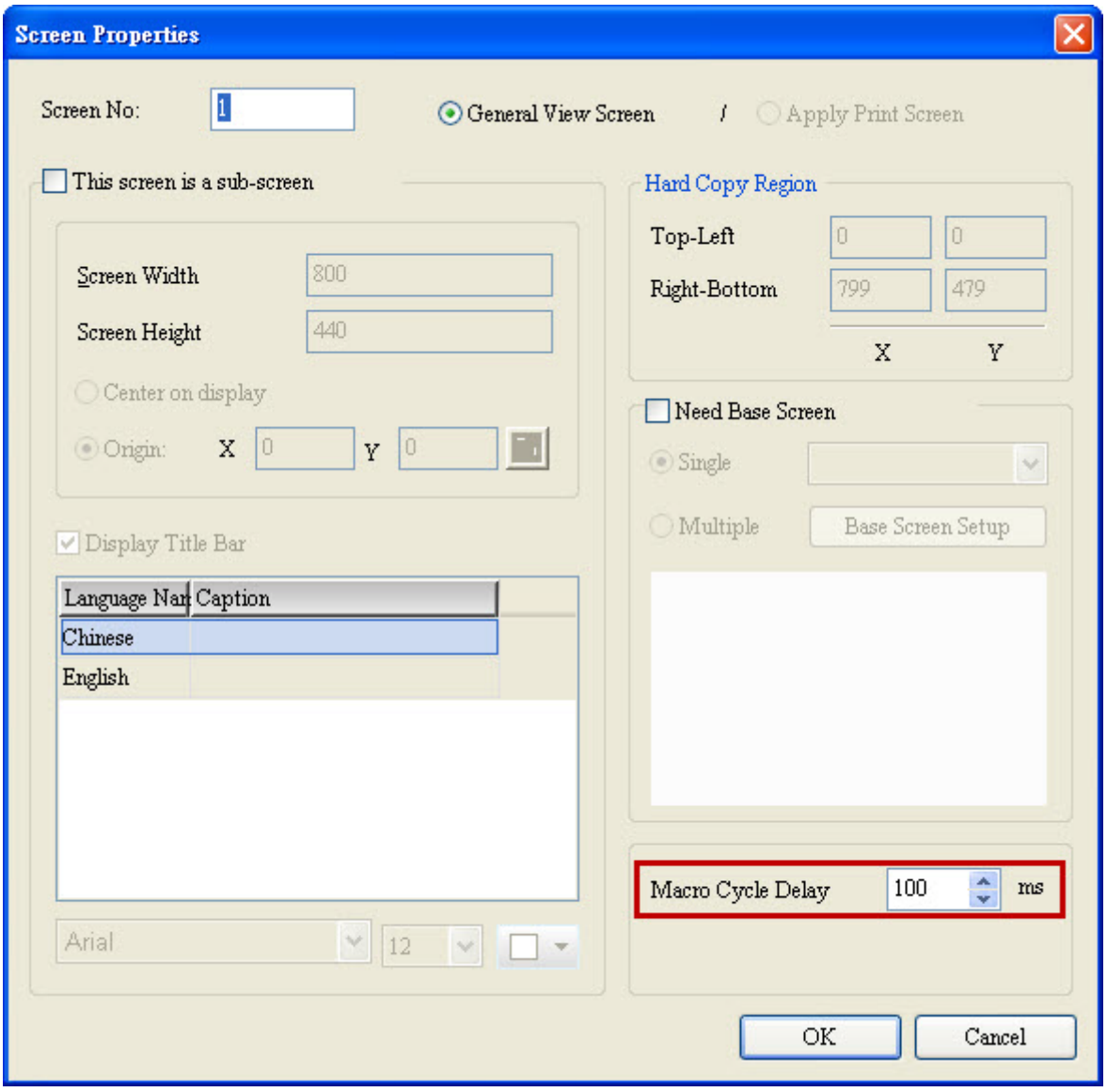


Figure 2-2-6-12 Delay of screen macro cycle

2-2-6-14 Auxiliary Key

Whether the Auxiliary Key is activated depends on the type of the HMI interface. At present, the DOP-B series Auxiliary Key for HMI only supports DOP-B07S201 and DOP-B07S211. If HMI other than these two models are selected, then [Screen]→ [Auxiliary Key] will appears as “Disable”. ON the contrary, if any of these two models is selected, it will appear as “Enable”.



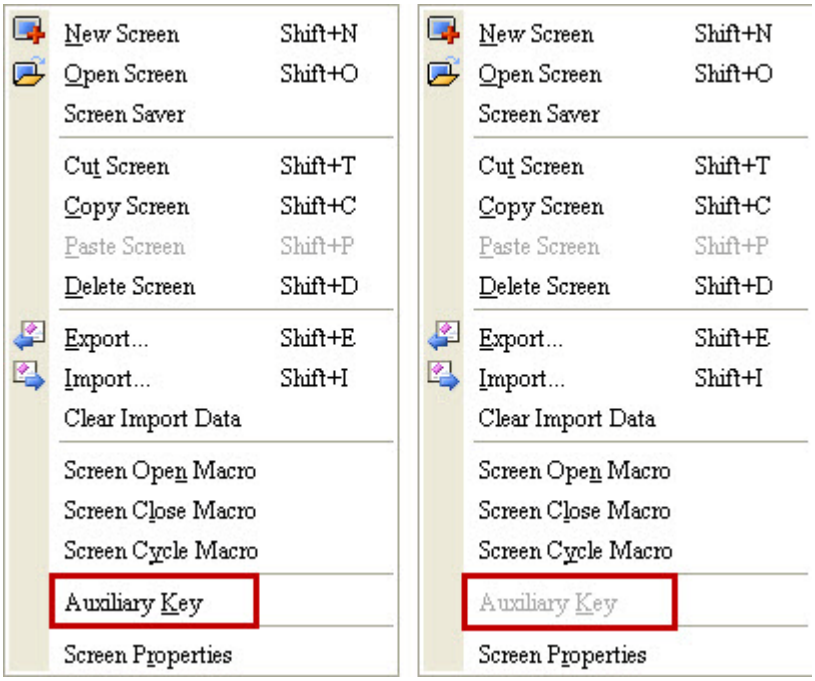


Figure 2-2-6-13 Options of Auxiliary Keys

The Auxiliary Key has Global and Local settings available for selection. After pressing [Auxiliary Key], the user can click on the Auxiliary Key to show the options of Local and Global.

NOTE:

✓ If both Local and Global settings are being configured, the software will choose to operate by the Local settings.



Figure 2-2-6-14 Local and Global

◆ Global

When the user configure key F1 to be [System Menu] and set it to [Global], it means that if there are ten screens, no matter which screen the user switches to, [System Menu] will always be executed whenever F1 is pressed.

◆ Local

When the user configure key F1 to be [System Menu] and set it to [Global] in the first screen, it means that [System Menu] will only be executed when F1 is pressed in the first screen.

2-2-6-15 Screen Properties

The function of Screen Properties is to configure the properties of screen, including setting all properties relevant to the screen. One can even decide whether to set a screen to be sub-screen and its title, width and height of screen, X-Y coordinates, etc. To utilize the screen properties feature, one can click [Screen]→ [Screen Properties] or select the screen properties in the properties table after clicking on a certain screen, as shown in Figs. 2-2-6-15 and 2-2-6-16.

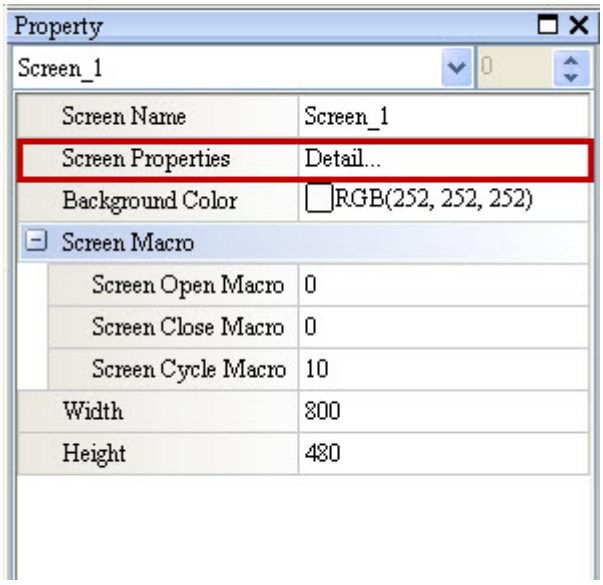


Figure 2-2-6-15 Screen properties

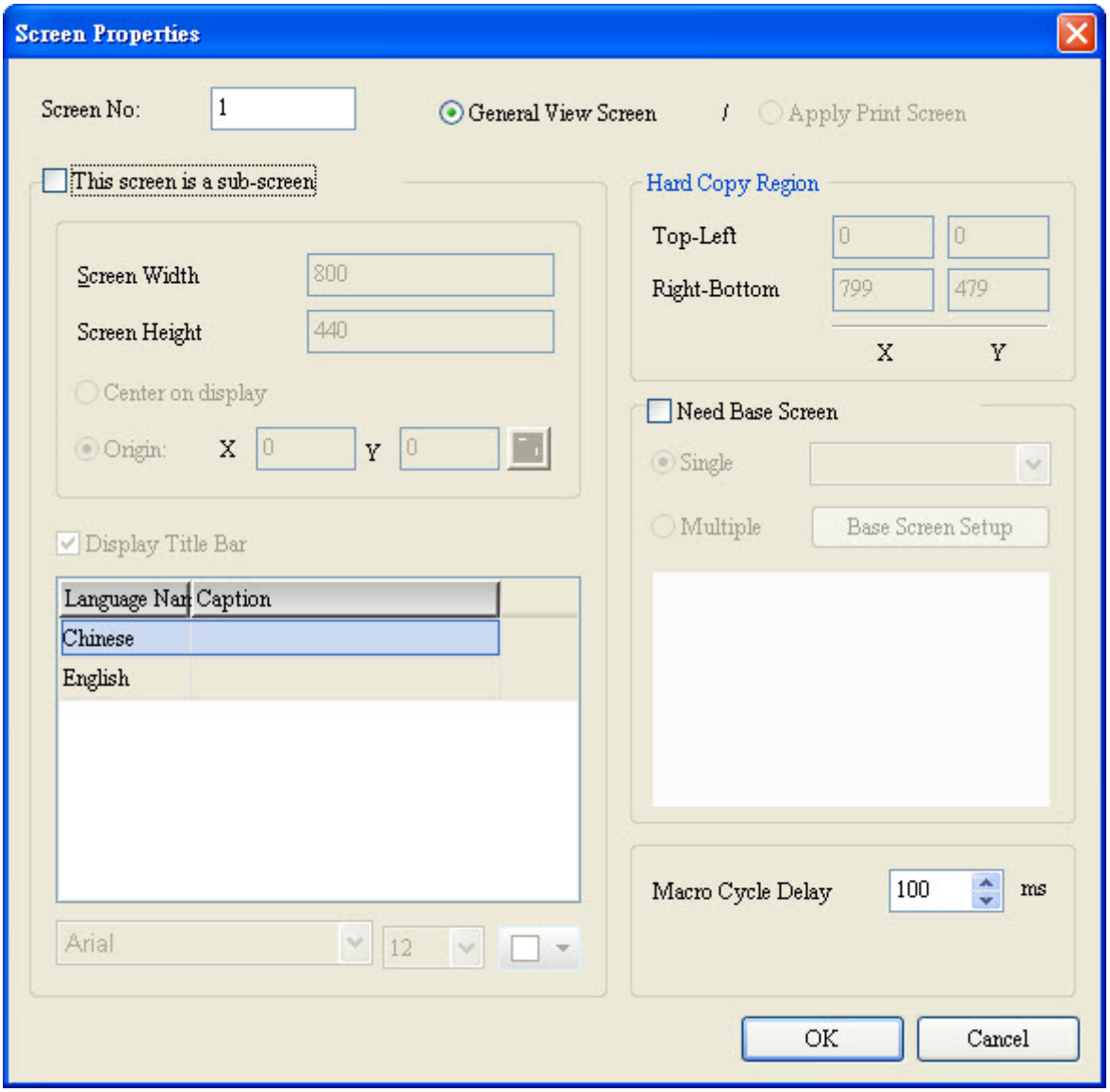
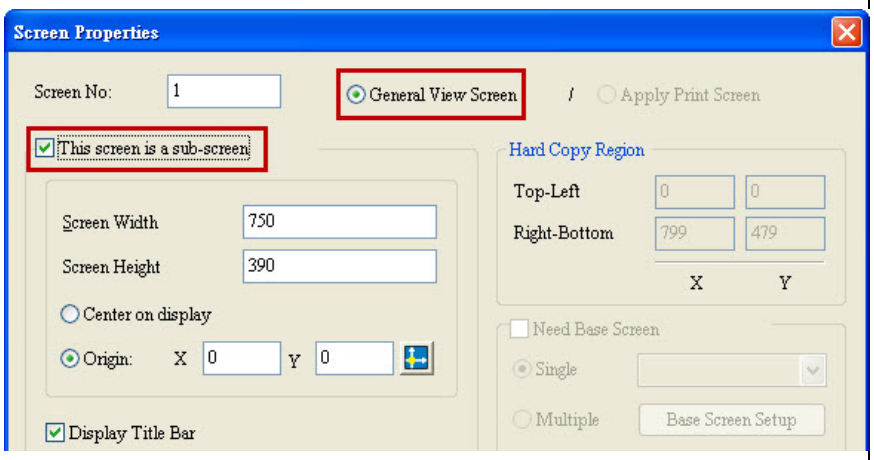
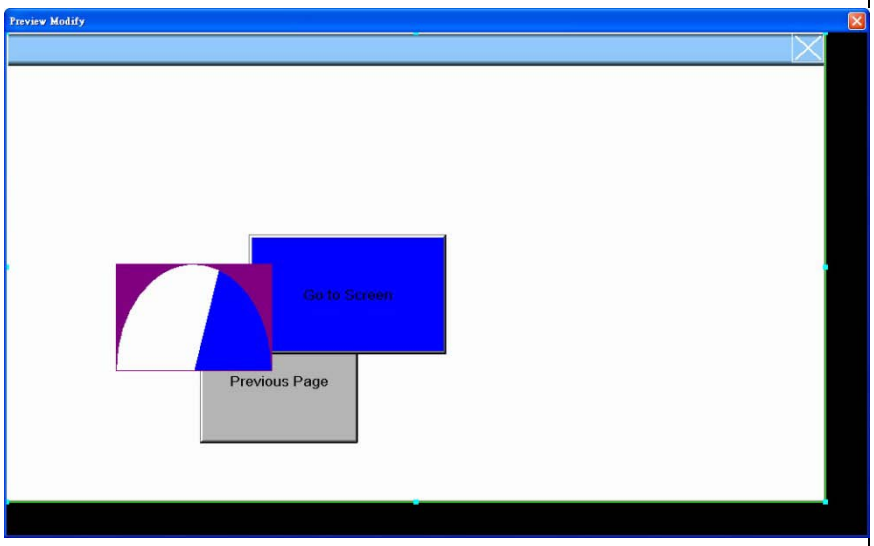
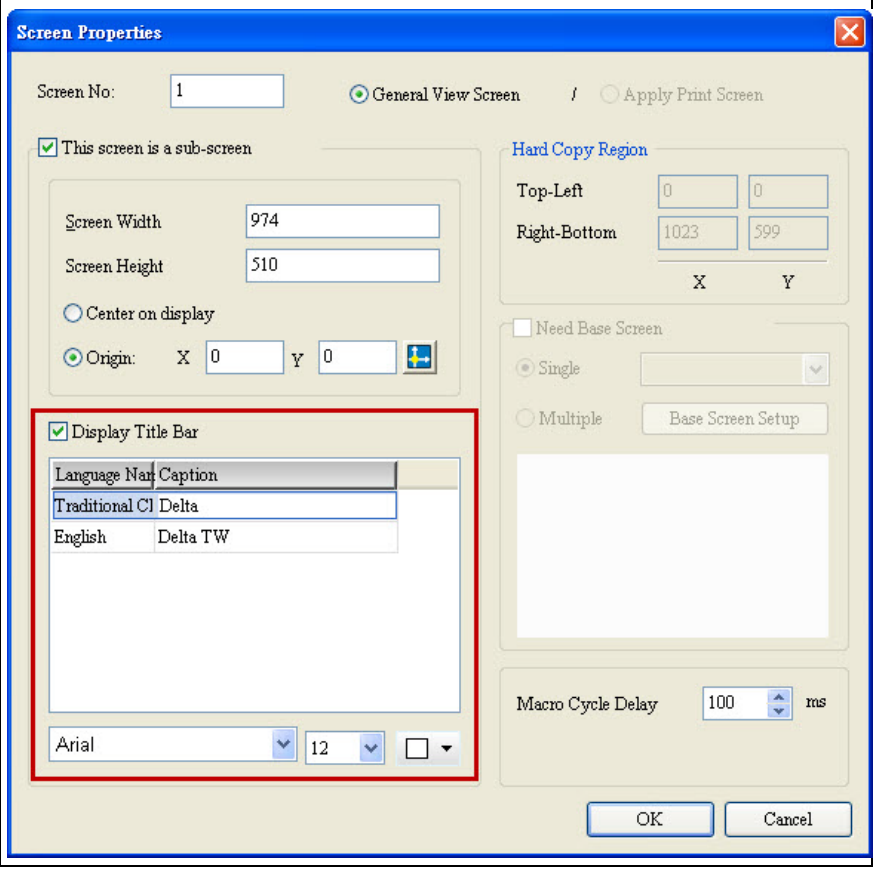
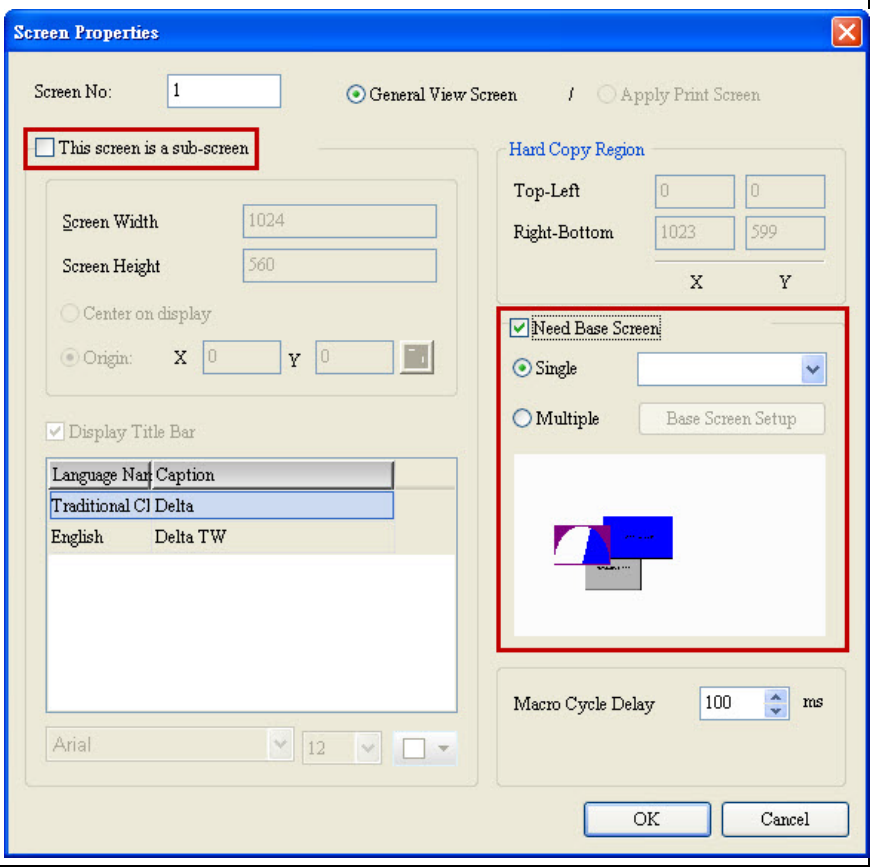


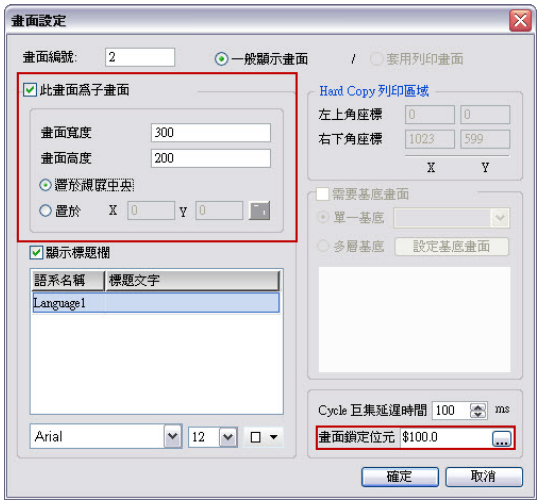
Figure 2-2-6-16 Configuration of screen properties

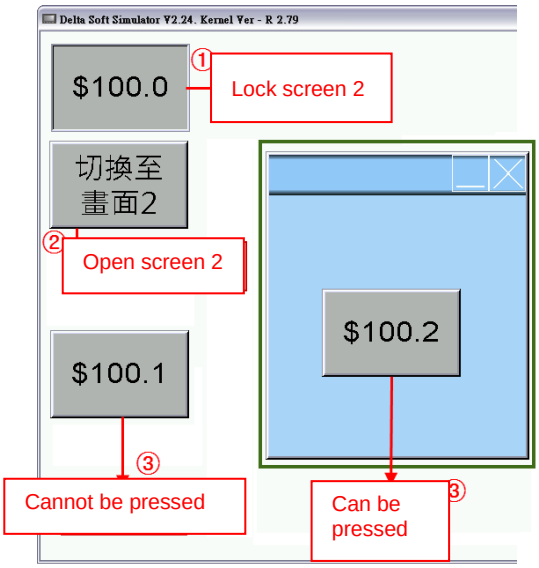
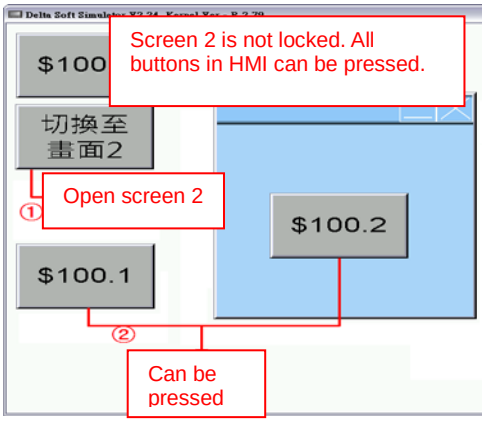
Please refer to Table 2-2-6-2 below for details on how to configure the screen properties.

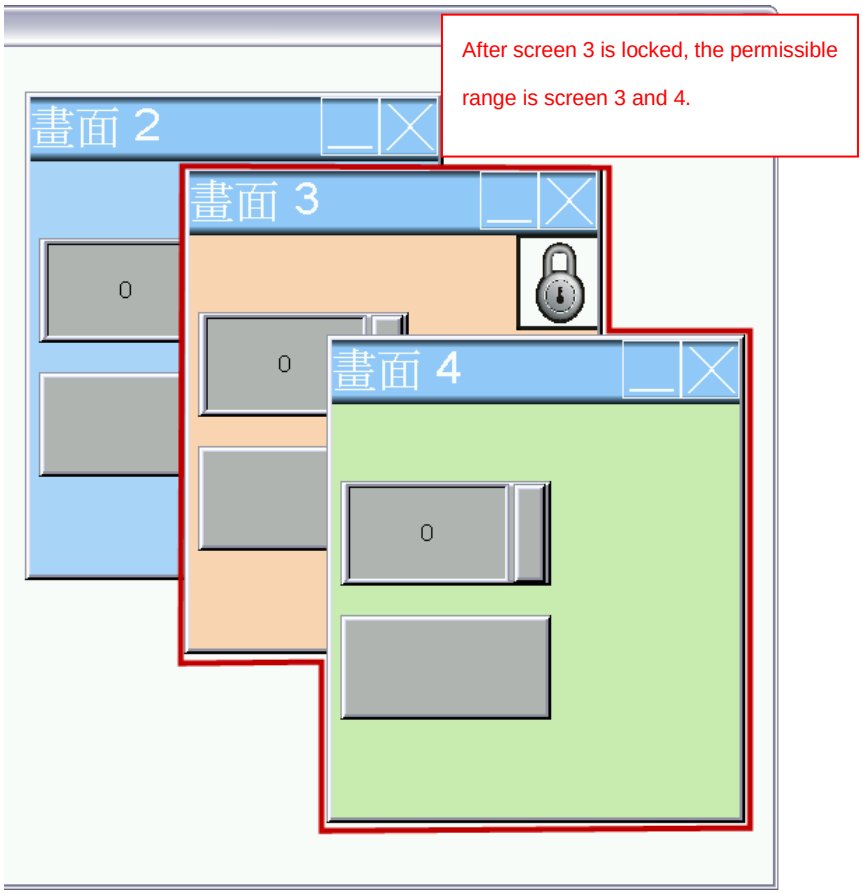
Item		Content of Description
Screen No.		The content number of screen No. can be 1 ~ 65535 and different screen cannot share the same number.
Screen Applications	General View Screen	Use as the general view screen.
	Apply Print Screen	➢ Specify the screen as the print screen. This option is only available when the project file has a designated printer model. Please see Chapter 25 Print Settings for details.
Settings of Sub-screen	Check	The selection of sub-screen can only be checked when [**General View Screen]** is selected.  NOTE: Only support open 16 sub-screens at the same time.
	Screen Width	Set the width of screen, with the unit of Pixel.
	Screen Height	Set the height of screen, with unit of Pixel.

<table>
<tr><th colspan="2">Item</th><th>Content of Description</th></tr>
<tr><td rowspan="2">Settings of Sub-screen</td><td>Display Location of Sub-screen</td><td>The sub-screen can be set automatically [Place at Screen Center] when opened or the user can specify the location. Please directly enter the coordinates or click  to enter modify preview to resize or move the location, as shown in the figure below:
 
</td></tr>
<tr><td>Display Title Bar</td><td>The user can decide as preferred whether to display the title bar and can also select the associated languages. The size, font, and color of text can also be changed.
 
</td></tr>
</table>

Item		Content of Description
Macro Cycle Delay		The interval of running screen Cycle macro, which ranges from 100ms ~ 5000ms, with the default delay of 100ms.
Hard Copy Region	Settings	This feature is only available when the project has a designated printer model. Please see Chapter 25 Print Settings for details.
	Top-left	Define the area to be printed through hard copy, with the unit of Pixel.
	Right-Bottom	
Base Screen	Check “Need Base Screen”	If [This screen is a sub-screen] is checked, the base screen option is unavailable for selection. Every screen can designate any screen as its base screen. Once the base screen is configured, it will be placed at the very bottom in the editing area as the background image. 
	Single	The user can go to any screen and use other screens as the base screen. “Single” means that only one screen is used as the base screen.
	Multiple	Similarly, "Multiple" also uses screens other than a screen itself as the base screen. The major difference between “Multiple” and “Single” lies in that more than one screen can be used as base screen in “Multiple”.

<table>
<tr><th>Item</th><th>Content of Description</th></tr>
<tr><td>Screen Locked Bit</td><td>
Users can use this bit to lock the screen. When the setting value is 1, the screen is locked. Users can only select the element on current screen. If the setting value is 0, the screen is unlocked. All elements on HMI can be chose. Users can use constant or memory address to control the screen locked bit.
<table>
<tr><td rowspan="2">Variables</td><td colspan="3">Type</td></tr>
<tr><td>Internal Memory</td><td>PLC Register</td><td>Constant</td></tr>
<tr><td>Screen Locked Bit</td><td>◎</td><td>◎</td><td>◎</td></tr>
</table>
<table>
<tr><th colspan="2">Example of Screen Locked Bit</th></tr>
<tr><td>Create the sub-screen</td><td>➢ Firstly, please create 2 pages. Set screen 2 as sub-screen and set the Screen Locked Bit as $100.0.
 
</td></tr>
<tr><td>Create maintained button</td><td>➢ Create two buttons on screen 1 and set the addresses as $100.0 and $100.1, respectively.
➢ Create one button on screen 2 and set the address as $100.2.
<table>
<tr><th colspan="4">Maintained button</th></tr>
<tr><td rowspan="2">Write to Memory address</td><td colspan="2">Screen 1</td><td>Screen 2</td></tr>
<tr><td>$100.0</td><td>$100.1</td><td>$100.2</td></tr>
</table></td></tr>
<tr><td>Create a button to change the screen</td><td>➢ Create a button to change the screen. Set this button to change the screen to screen 2.</td></tr>
</table>
</td></tr>
</table>

Item	Content of Description
	Example of Screen Locked Bit
Result	➢ Then, compile it and download into HMI. ➢ Press $100.0 button first and press the screen-changed button to go to screen 2. ➢ At the moment, screen 2 is locked, users can only choose $100.2, but not $100.1 in screen 1. Users have to close screen 2 in order to choose $100.1 button in screen 1.  ➢ On the contrary, if $100.0 button is not pressed and directly go to screen 2. Then, $100.1 button can be chose since screen 2 is not locked. 

Item	Content of Description
	✓ When desire to lock more than one screen, the screen opening sequence determines the range users can select. Screens after the locked one all can be chose. For example, the switching sequence is screen 1→ 2→ 3→ 4. If screen 3 is locked, the range users can choose is screen 3 and 4. Buttons in screen 3 and 4 all can be used.  NOTE： ✓ The embedded sub-screen does not support Screen Lock Bit. ✓ The sub-screen is still locked even when it is minimized. ✓ The sub-screen can be locked even when it has no title. Please remember to create the button for switching the screen. This is for avoiding the problem that sub-screen cannot be closed. ✓ For models without System Key (Please see Appendix A), when the screen is locked, long press the background can enter the system directory.

2-2-7 Tools

The [Tools] in the function menu offers the following features for the user to utilize.

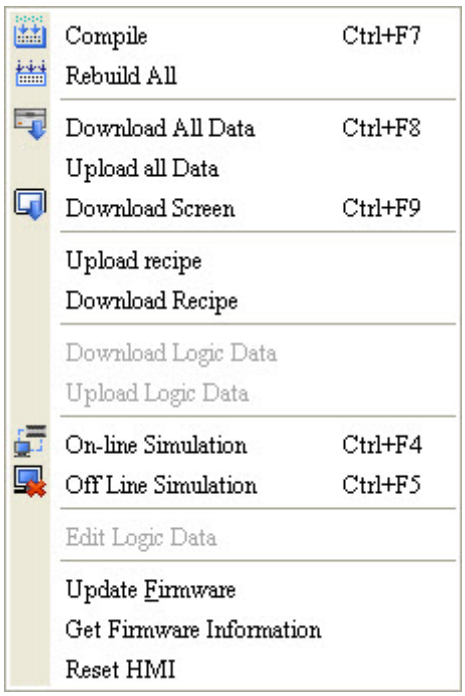


Figure 2-2-7-1 Function menu of tools

At present, DOPSoft has not made the features of Edit Logic and Upload/Download Logic available. Therefore, Logic parameter settings will not be addressed in this section.

2-2-7-1 Compile

To provide the user with more convenient operation and use of DOPSoft, the function of page compiling is made available. This compiling function is different from Rebuild All. For example, if several screens are created but the user only edits one of them, the user only needs to execute [Compile] instead of [Rebuild All], which can save the compiling time, unlike the time-consuming process with Rebuild All.

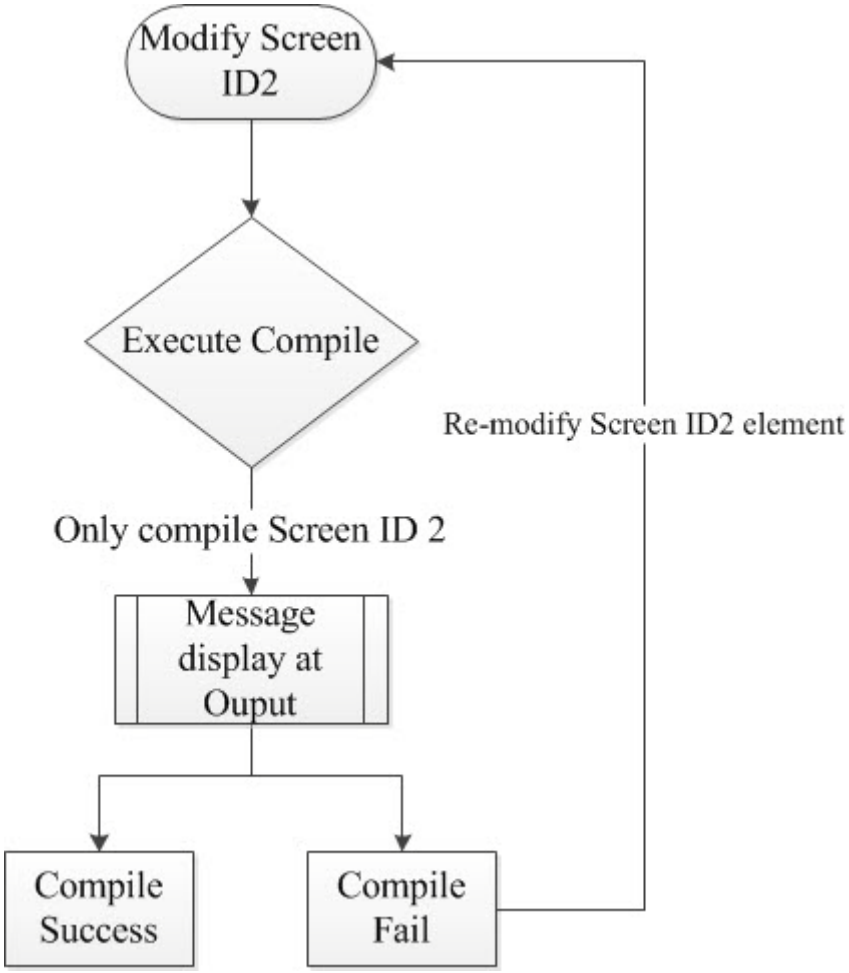


Figure 2-2-7-2 Flowchart of compiling

The user can click [Tools]→ [Compile], use the  icon in the Layout Bar, or the system hotkey [Ctrl+F7].

2-2-7-2 Rebuild All

The function of Rebuild All is the same as that of Compile, except it compiles All Screen. In the compiling process, all relevant messages will be displayed in the output field. In case of any compiling error, the associated error messages will also be displayed as a reminder to the user. The user can click on the messages generated and displayed in the output field to link to the elements where error occurs. The user can click [Tools]→ [Rebuild All] or click the  icon in the Layout Bar.

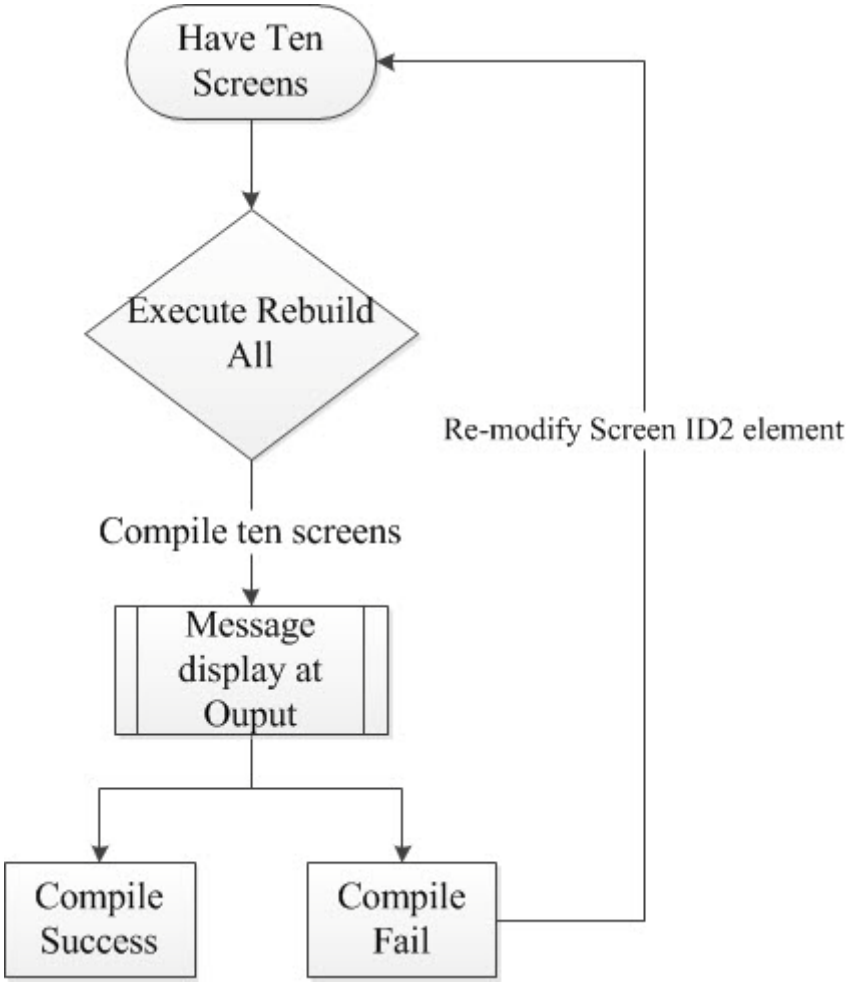


Figure 2-2-7-3 Flowchart of Rebuild All

Both Compile and Rebuild All are provided to ensure there is no error in the edited screen. The compiling message will be displayed in the output field. In case of errors after compiling, the associated error information will also be shown as a reminder to the user. The user can click on the message generated and displayed in the output field to link to the elements where the error occurs.

2-2-7-3 Download All Data

Download All Data will download both the screen data and recipe into the HMI. The user can click [Tools]→ [Download All Data] or directly click the  icon in the Layout Bar, or use the system hotkey [Ctrl+F8]. When the user executes Download All Data, the software will checks if HMI is connected to PC. If the communication between them is not established, an error message window will pop up during download as a warning to the user.

◆ Normal transmission

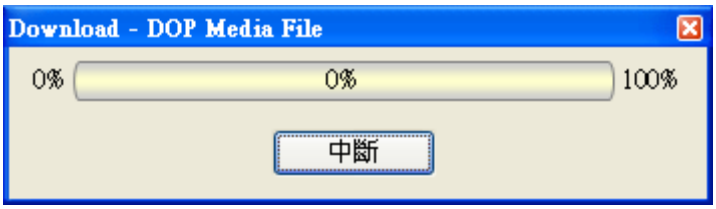


Figure 2-2-7-4 Download all data

◆ Abnormal transmission

Check USB channel	➢ Error message when opening USB   ➢ Error message when transmission cable is unplugged or interrupted during download. 
Check Model	➢ Incorrect HMI model No. 

Table 2-2-7-1 Check transmission in Download All Data

2-2-7-4 Upload All Data

When the user executes Upload All Data, the software will first ask the user to enter the password, as shown in Figure 2-2-7-5. The entered password is the system default password [12345678]. The user can change it in [Options]→ [Configuration].

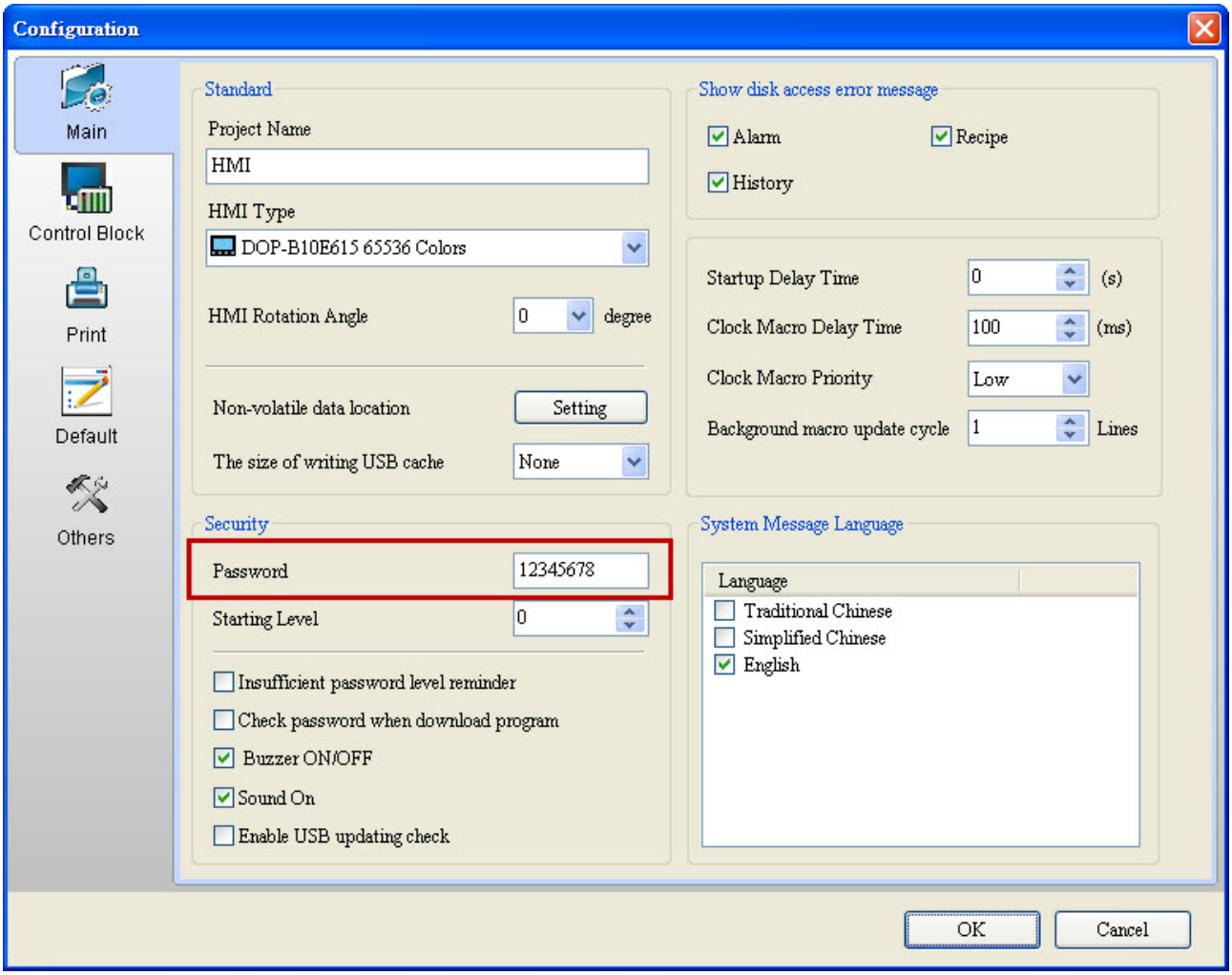


Figure 2-2-7-5 Set the security password

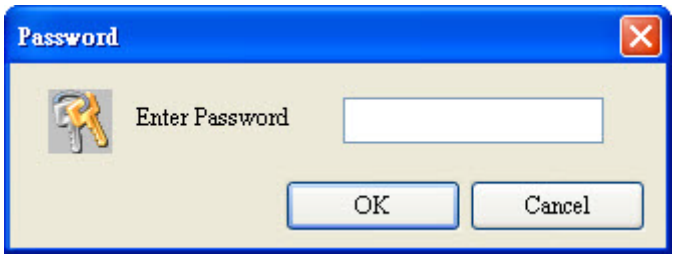


Figure 2-2-7-6 Upload all data

Upon entering the new password, the software will ask the user to save the screen to be uploaded, as shown in Figure 2-2-7-6.

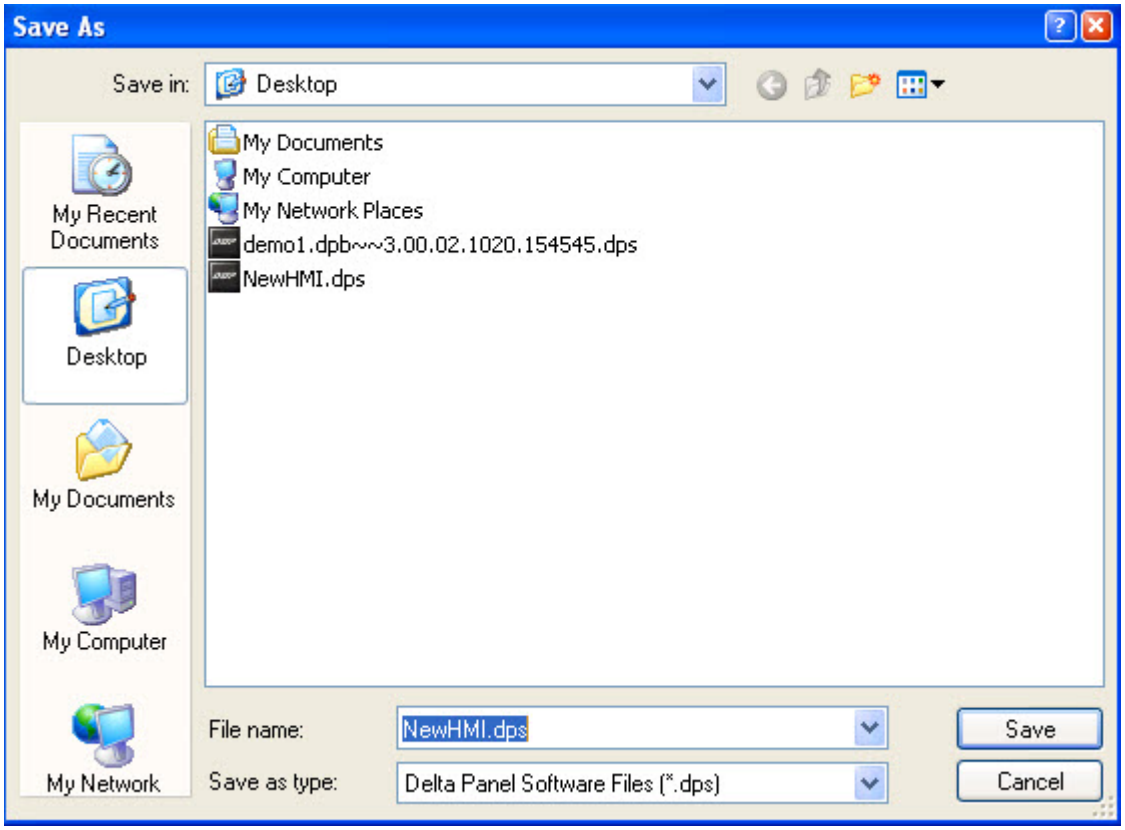


Figure 2-2-7-7 Save the uploaded file as a new file

Upon configuring the file to be saved and the associated path, the upload of screen data will start until 100% complete. One can also click Cancel to stop the upload.

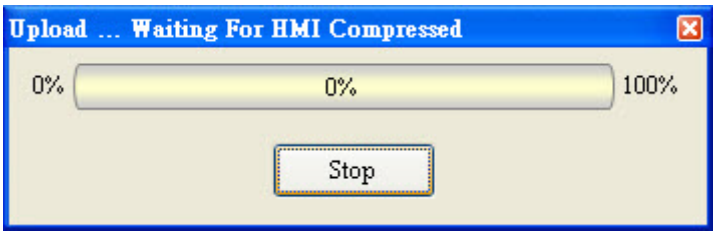


Figure 2-2-7-8 Data upload in progress

In addition to uploading the data to the PC end, the user can also check through [Options]→ [Environmental] to determine whether to send the graph data in upload.

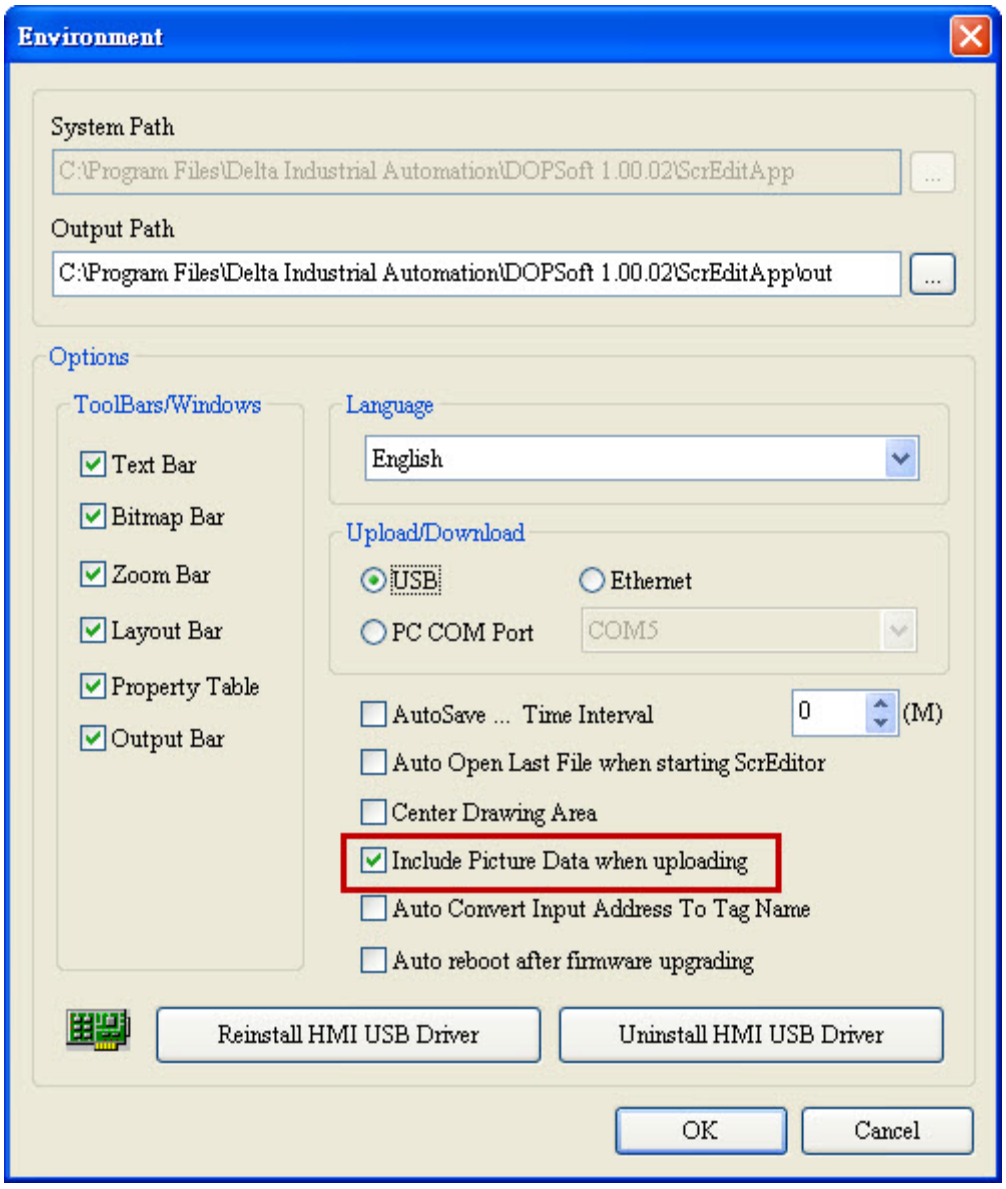


Figure 2-2-7-9 Include Picture Data when uploading

2-2-7-5 Download Screen Data

Download Screen Data refers to download the screen data only, which excludes the recipe data. Other than that, the download method is the same as Download All Data. The user can refer to 2-2-7-3 Download All Data for details. The user can select [Tools]→ [Download Screen Data] or directly click the  icon in the Layout Bar, or use the system hotkey [Ctrl+ F9].

2-2-7-6 Upload Recipe

Similar to Upload All Data, to execute Upload Recipe, the password must be entered to transmit the recipe to the PC end. The steps to set the password are the same as those described in 2-2-7-4 Upload All Data and please refer to the details therein.

2-2-7-7 Download Recipe

If the user only wants to download the recipe data, he/she simply has to execute Download Recipe. If only the recipe is modified, other screen data will not be changed. Executing this function can save the time in screen download. After recipe download, the software will ask the user to select the recipe file (.rcp) to download. Once it's selected, the recipe file can be downloaded to the HMI.

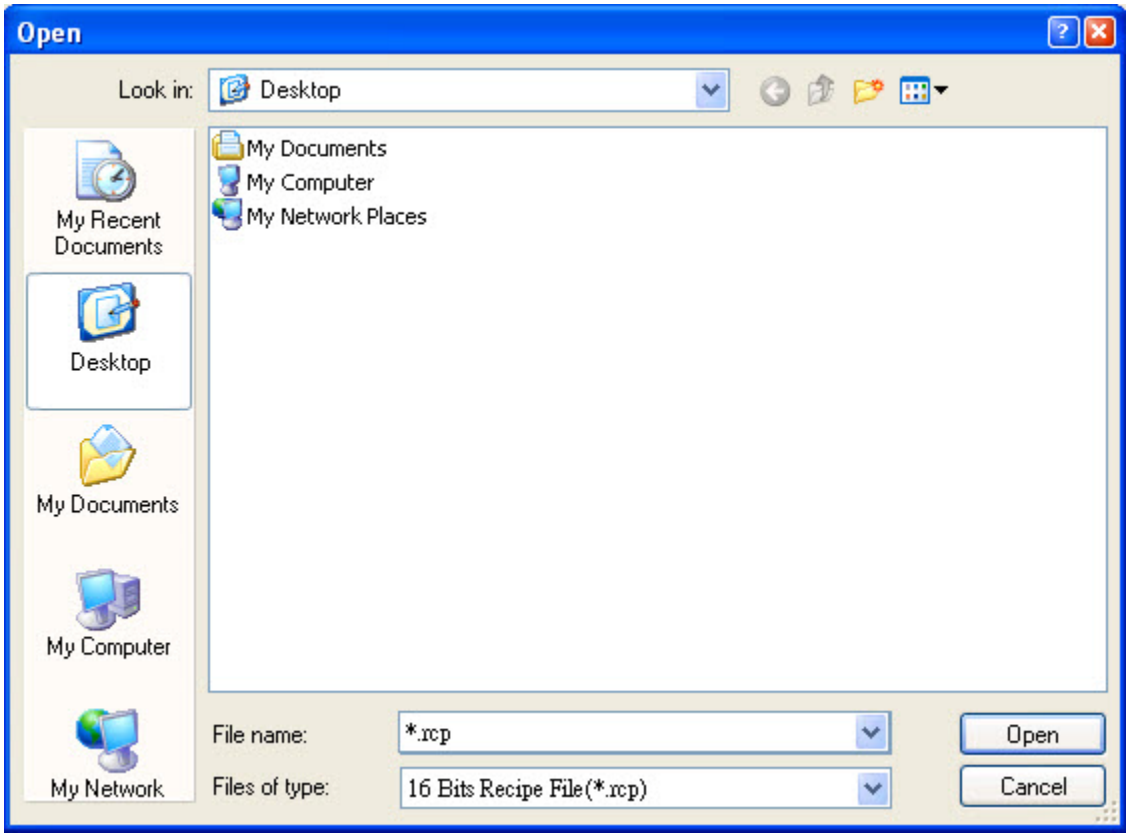


Figure 2-2-7-10 Select the recipe file to download

2-2-7-8 Download Logic Data

Execute Download Logic Data could download Logic data to HMC.

2-2-7-9 Upload Logic Data

Execute Upload Logic Data could upload logic data from HMC to PC.

2-2-7-10 On-line Simulation

On-line Simulation simulates the communication between HMI and PLC using PC, with the COM port and PLC as the communication interface. If the case of normal communication for On-line Simulation, PC can simulate the actual HMI operations. After On-line Simulation, the software will conduct compiling to check for any error in the screen. The user can click [Tools]→ [On-line Simulation] or click the  icon in the Layout Bar, or use the system hotkey [Ctrl+F4].

◆ Flow of On-line Simulation

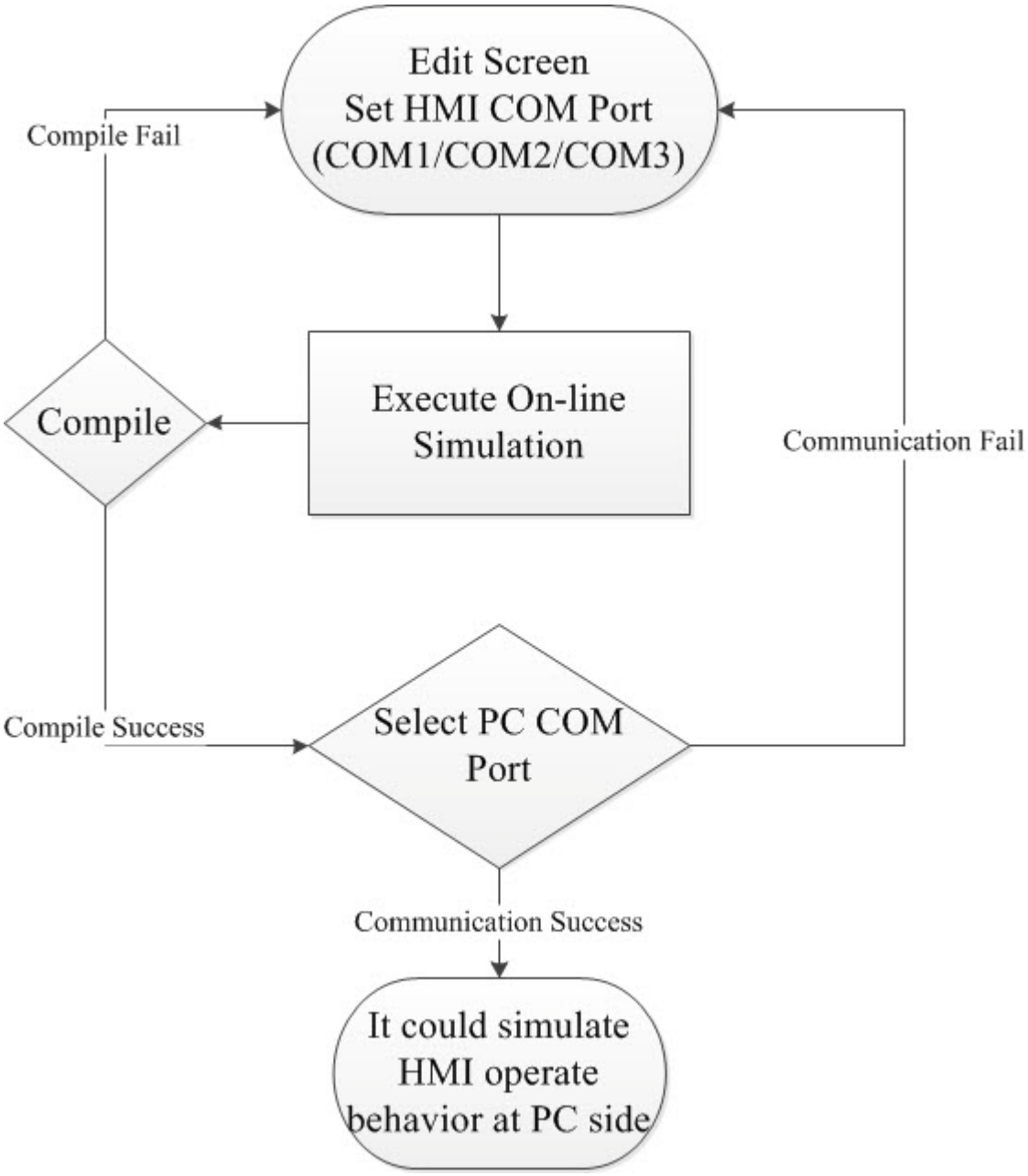


Figure 2-2-7-11 Flowchart of On-line Simulation

After the user executes On-line Simulation, the software will ask the user to set the number of the communication port at the PC end that corresponds to HMI, as shown in the figure below.

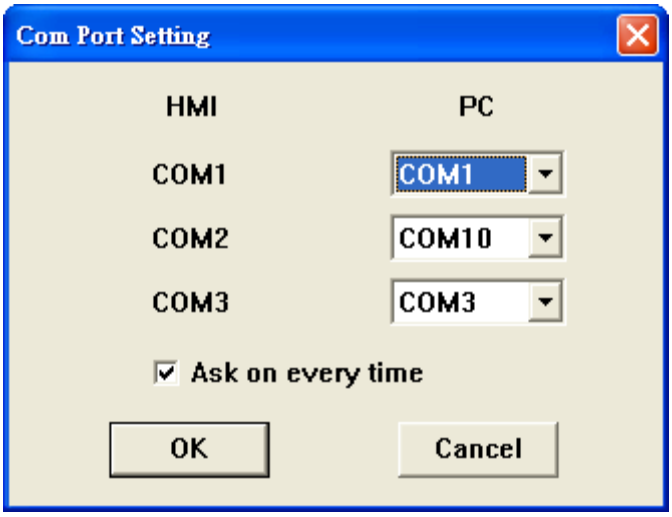


Figure 2-2-7-12 Com Port Setting

When all the settings are correct, the On-line Simulation can represent the communication between HMI and PLC.

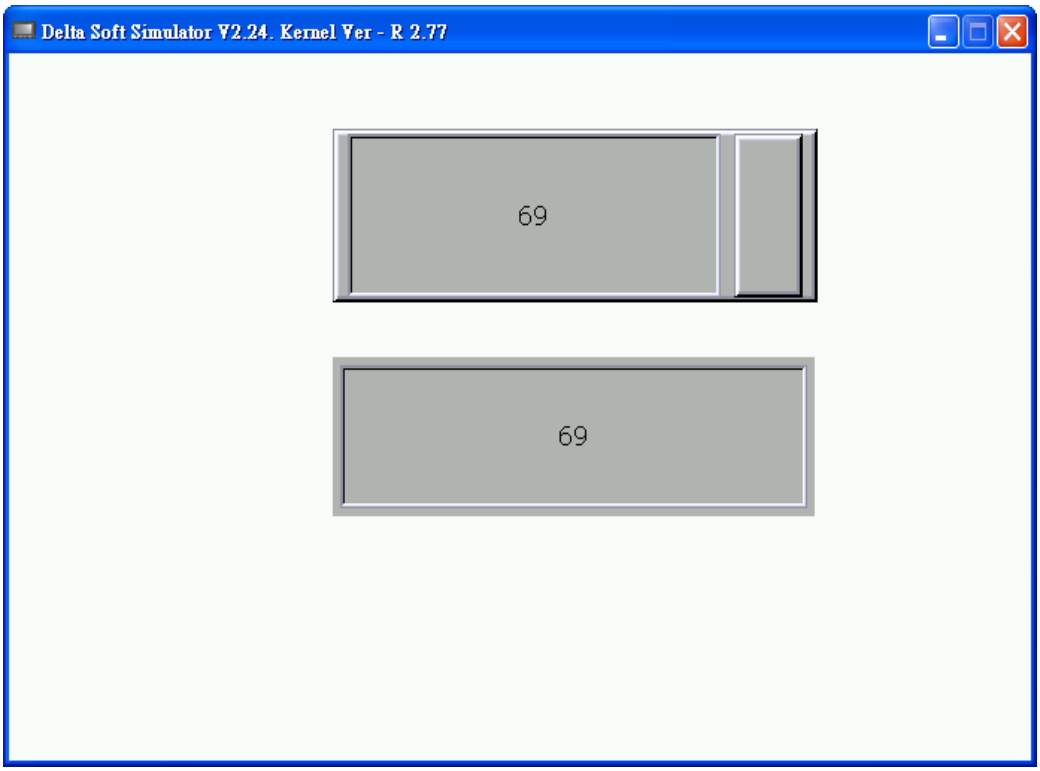


Figure 2-2-7-13 Result of On-line Simulation

The Com Port Setting window contains the [Ask on every time] option, which allows the user to determine whether the Com Port Setting window pops up every time On-line Simulation is executed. If [Ask on every time] is unchecked, please click the right button of

mouse in the On-line Simulation screen to select [Com Setting] to show the window in Figure 2-2-7-11 again.

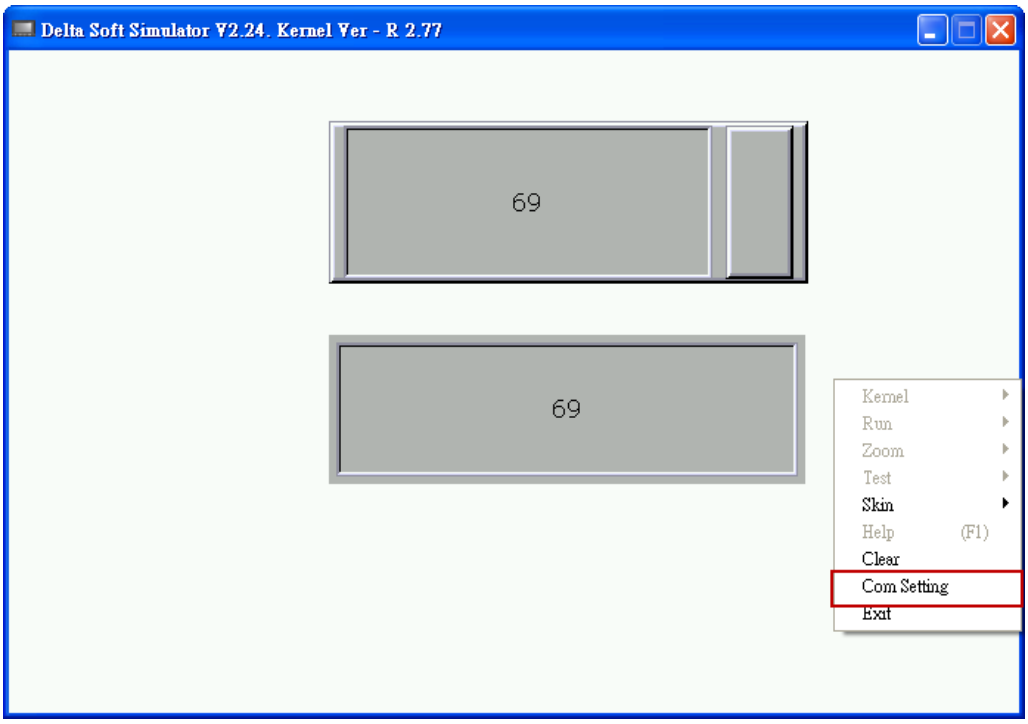


Figure 2-2-7-14 Click the right button of mouse to enter Com Setting

2-2-7-11 Off Line Simulation

The major difference between Off Line Simulation and On-line Simulation lies in that the former does not require the actual communication with PLC. Therefore, Off Line Simulation is mainly used to inspect the screen being edited, and check if the addresses of read/write memories and macro are correct. To utilize this feature, the user can select [Tools]→ [Off Line Simulation], or directly click the  icon in the Layout Bar or use the system hotkey [Ctrl+F5].

After Off Line Simulation, the software will also conduct compiling first and then enter the olline simulation screen, same as shown in Figure 2-2-7-12.

2-2-7-12 Edit Logic Data

When execute edit logic data, it will start Ladder Editor, please refer to HMC user manual for detail information.

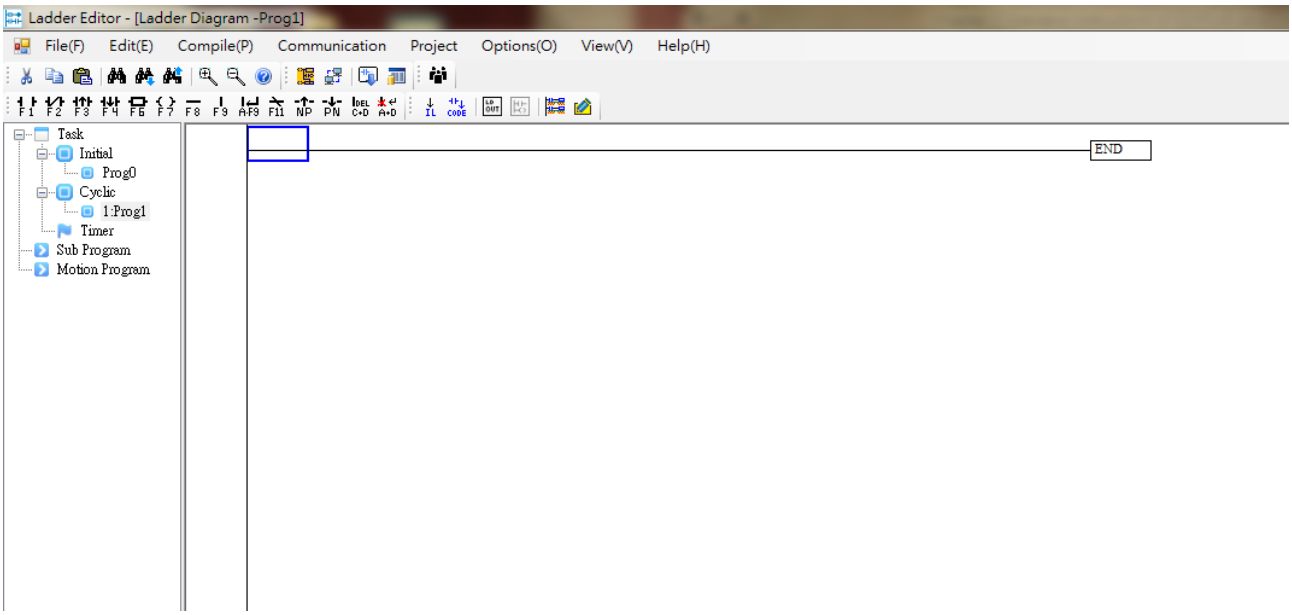


Figure 2-2-7-14 Ladder Editor Window

2-2-7-13 Update Firmware

Update Firmware is used mainly to update the firmware version of the HMI, which can ensure that the HMI is equipped with the most recent version of firmware and render more stable operation of HMI. As a result, prior to using DOPSoft, please once again verify that the software version is consistent with that of the HMI firmware.

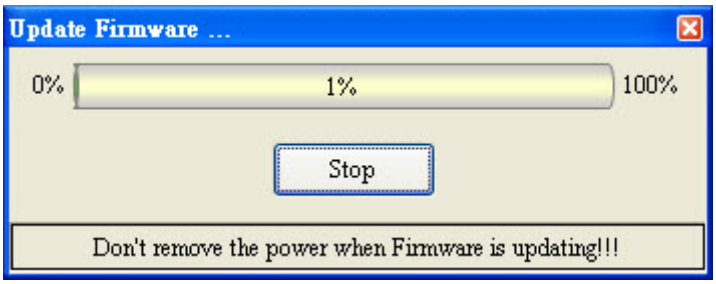


Figure 2-2-7-15 Update Firmware

2-2-7-14 Get Firmware Information

The user can acquire the related information of the current HMI firmware version by through the firmware serial number.

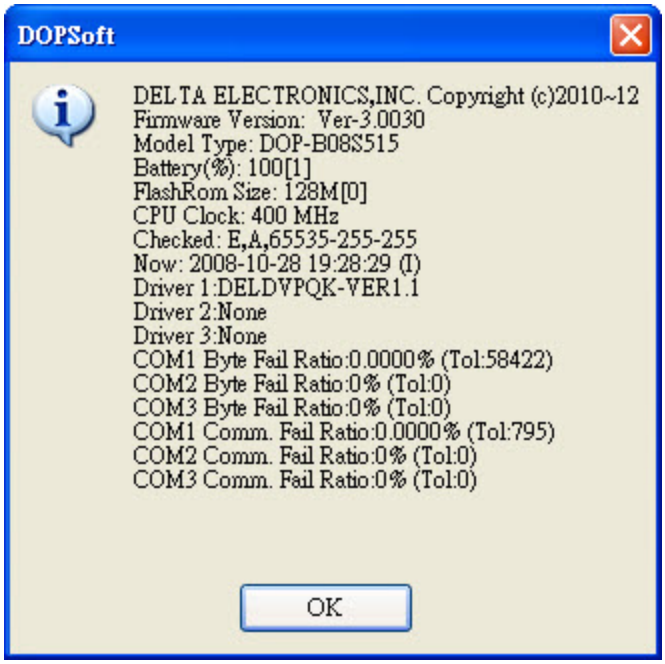


Figure 2-2-7-16 Get Firmware Information

2-2-7-15 Reset HMI

If the user forgets the security password set previously and checks [Check password when download program], password is needed when the software uploads all data back to the PC end. If the user wants to enter the system screen to format the screen, the format process also requires the password for authentication. In such situation, the HMI will be unable to conduct upload/download or format. As a result, DOPSoft allows the user to restore the HMI back to its default settings by executing [Reset HMI], which includes file formatting, removal of all screen data, and password deletion, etc.

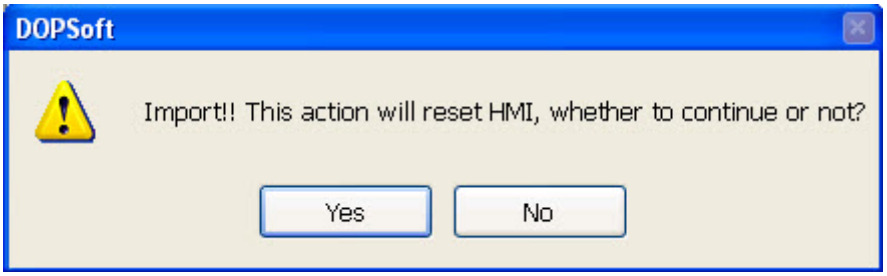


Figure 2-2-7-17 Reset HMI

When [Yes] is selected, the HMI will immediately execute the Recovery action.

NOTE:

- ✓ After the recovery, the HMI is restored to the default settings.
- ✓ After the recovery, all screen data will be deleted, including those of which the passwords are lost.

2-2-8 Options

The [Options] in the function menu provides the following features for the user to utilize.



Figure 2-2-8-1 Options Menu

The descriptions of [Alarm Setup], [History Setup], [Recipe], [32 bits recipe], [Submacro], [Initial Macro], [Background Macro], and [Clock Macro] will be given along with other functions in other sections.

2-2-8-1 Configuration

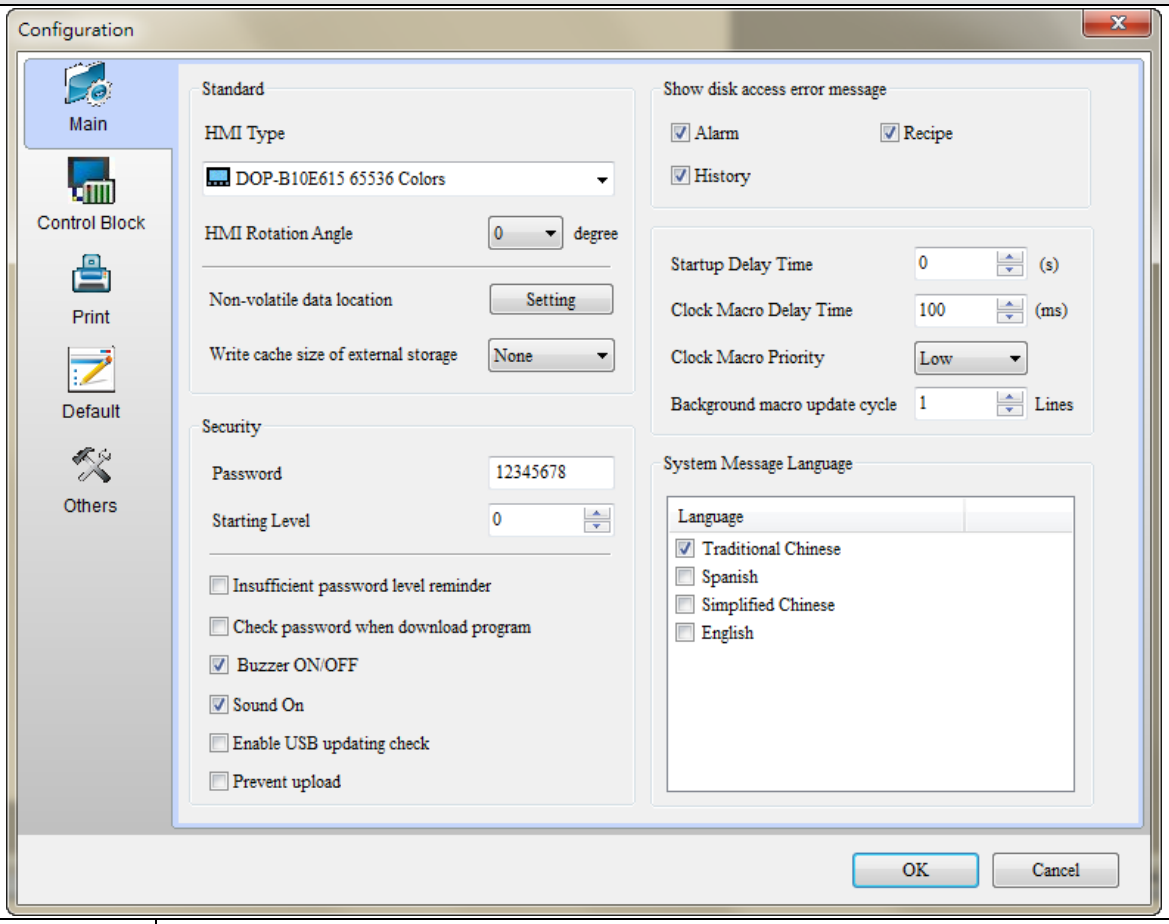
Configuration contains five pages: Main, Control, Default, print, and Others.

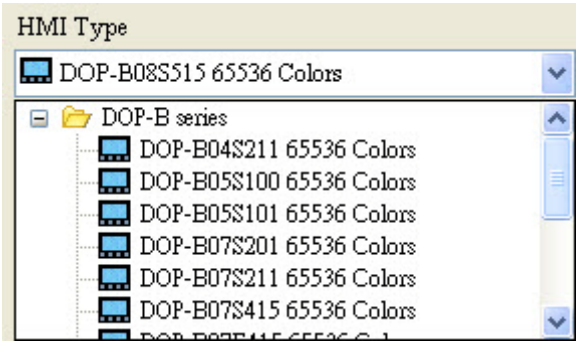
The content configurations of [Main], [Default], [Print], and [Others] will be described below.

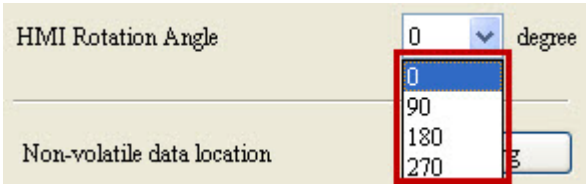
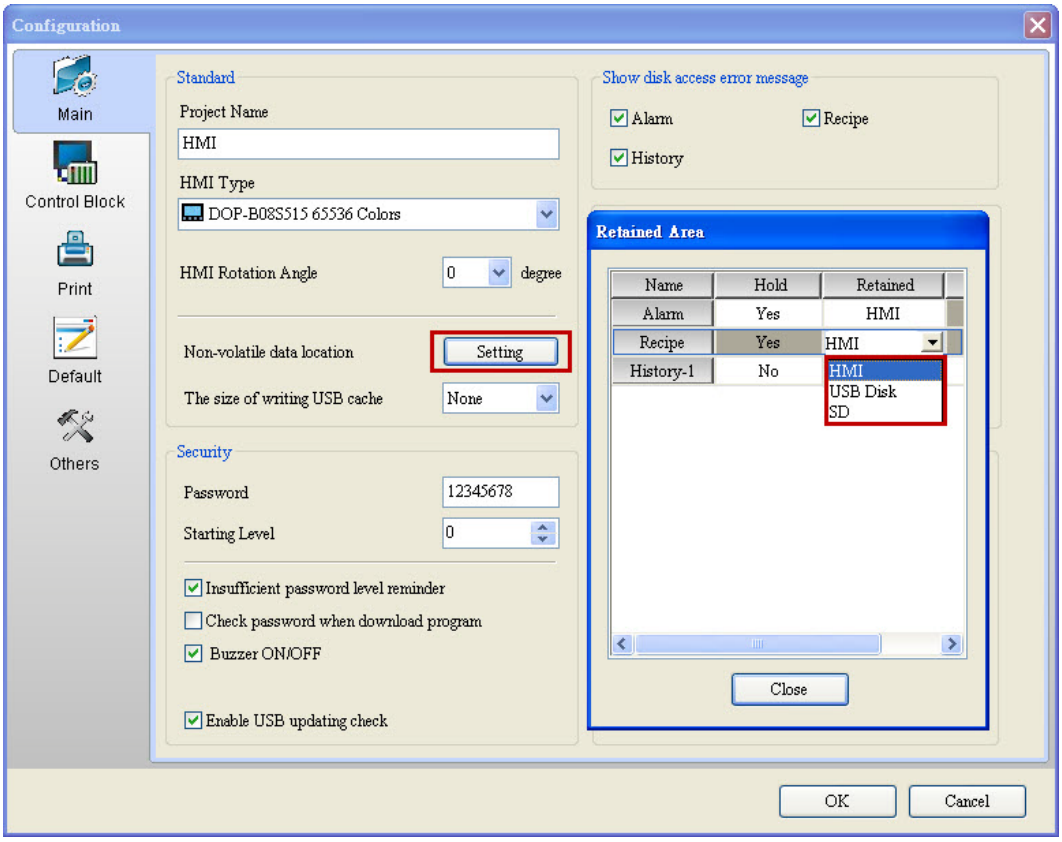
Please see Chapter 4, Control Area and Status Area, for details of Control command.

[Configuration]－ [Main]

Table 2-2-8-1 Configuration-Main

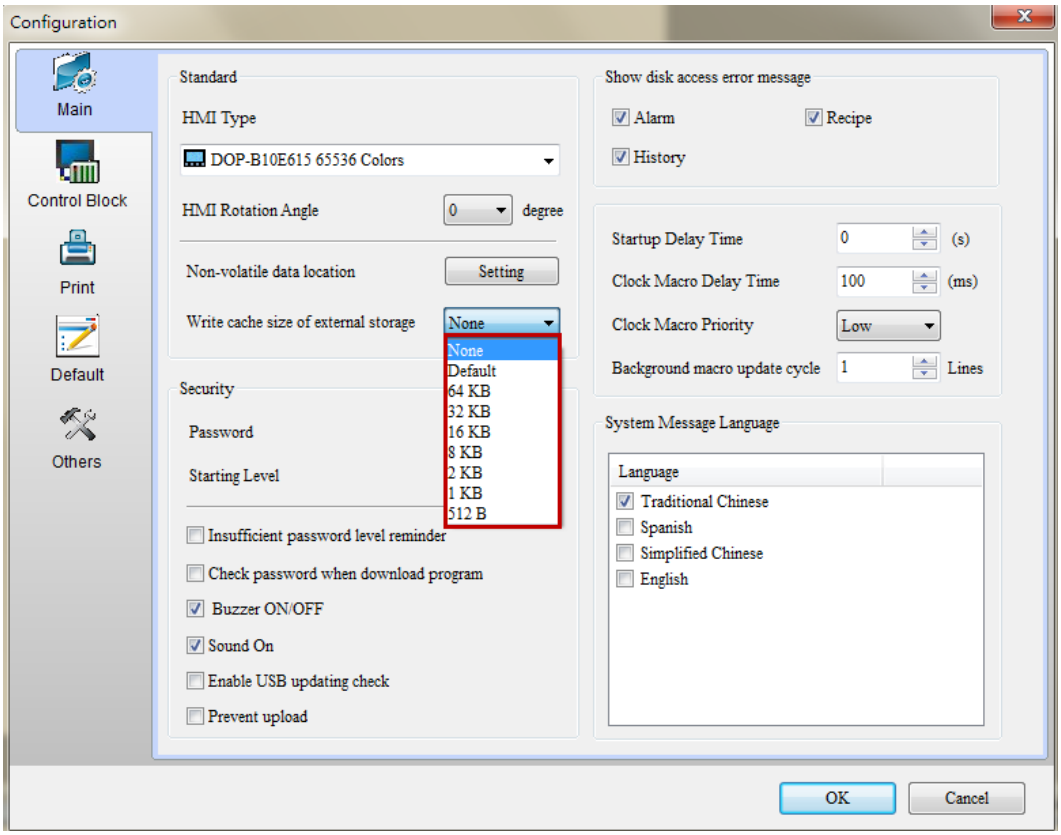


HMI Type	➢ One can select the HMI model.  ➢ The software will have different functions depending on which HMI model is selected. For example, models without network are unable to add new Ethernet link. Models without Auxiliary Key cannot utilize the associated function.

[Configuration]－ [Main] Table 2-2-8-1 Configuration-Main	
HMI Rotation Angle	➢ DOPSoft offers the function of HMI Rotation, which allows the user to decide the screen angle according to the actual need. Rotation angles of 0 degree, 90 degrees, 180 degrees, and 270 degrees. 
Non-volatile Data Location	➢ The non-volatile data location consist three major parts by categories: the first is alarm, second is recipe, and the third is History. If the user needs to access data in these three parts, he/she can choose where to save the data with available storage locations being HMI, USB disk and SD. ➢ The user can click [Setting] to enter the non-volatile data location for the configurations of alarm, recipe, and History. 
The size of writing USB cache	➢ The data written by HMI into USB disk will be temporarily stored in the cache. However, the size of writing USB cache applies only when the data size in cache is below this value. Data will not be actually written into the USB disk. This measure can avoid damaging the USB disk due to constant writing in.

[Configuration]－ [Main]

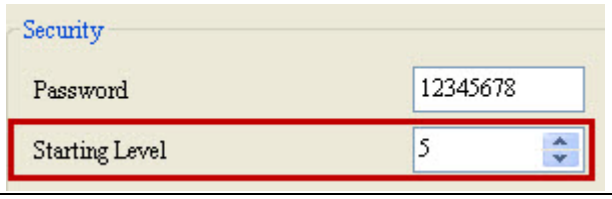
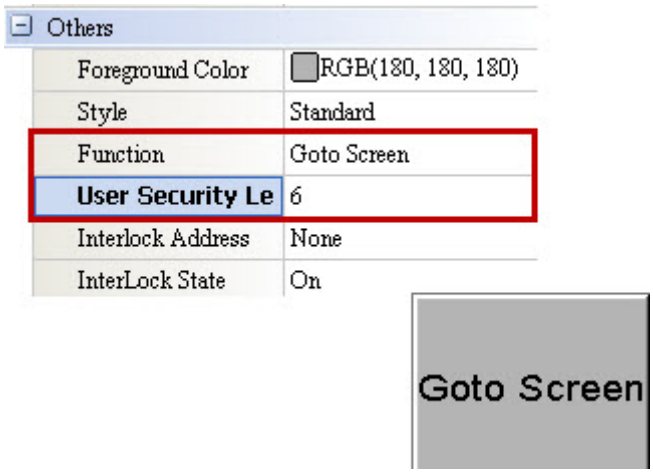
Table 2-2-8-1 Configuration-Main

	➢ If the data size the user plans to save is smaller than the buffer capacity or three is an unexpected outage, it may lead to data loss. To avoid such incidence, regular forced triggering the associated flag top write the data into the USB disk can be done to ensure the data exist. 
Security password	➢ The security password is the one with the highest security level in HMI, which is level 8. The default security password is [12345678], which is used to control upload and download of screen data and recipe (Password Authentication must be checked first), Password Protect, execution of system formatting, system file encryption, and copy file (Enable USB updating check must be checked first). The format for the password text is 0~F by hexadecimal unit. 
Starting Level	➢ The Starting Level must be used along with the user security level of each individual element properties. ➢ The Starting Level is the authorization level when HMI starts, which ranges from 0 ~ 7 with the default password of [12345678].

[Configuration]－ [Main]

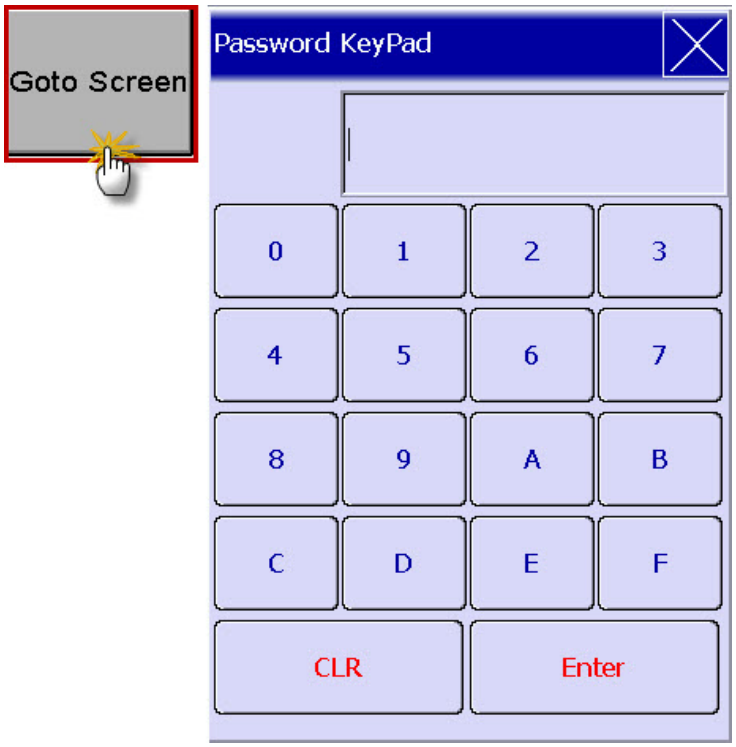
Table 2-2-8-1 Configuration-Main

➢ If the Starting Level is 5 and the Goto Screen button has a user level of 6, when the Goto Screen button is clicked, the system will ask the user to enter the password for user security level 6 to execute screen switching. On the contrary, if the user security level of Goto Screen button is below 5, no password is needed when it is clicked. Please see the table below for details.

[User security level] higher than [Starting Level]		
Step1	Set Starting Level to 5	Enter [Options]→ [Configuration] to set the Starting Level to 5. 
Step2	Set the user security level of Goto Screen to 6	Create the Goto Screen button and set the associated user security level to 6. 

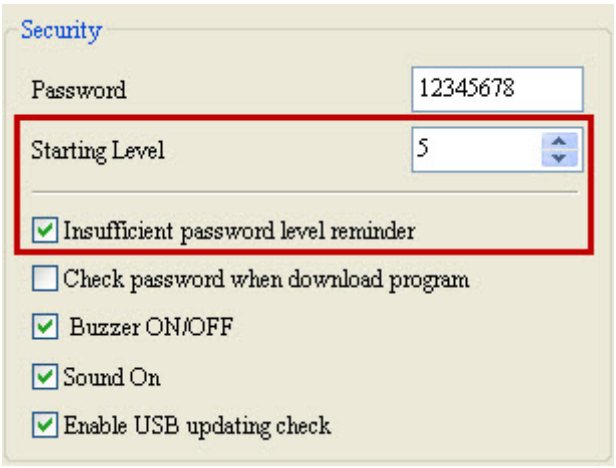
[Configuration]－ [Main]

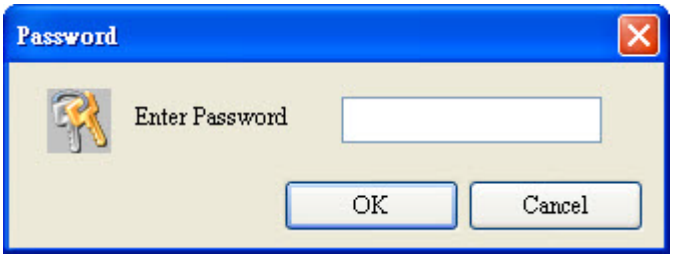
Table 2-2-8-1 Configuration-Main

	Step3	Execute Goto Screen upon downloading it to HMI	Please enter the password for user security level above 6 to execute the action of Goto Screen. Passwords for levels 0~7 can be changed through [Options]→ [Password setting]. Please see 2-2-8-3 Password Table Configuration for details. 
Insufficient Password Level Reminder	➢ If the user security level of an element is higher than the Starting Level and the user also checks this option, the  will appear upon being downloaded to HMI as a reminder to the user for insufficient password level. **[User security level] higher than [Starting Level]**		

[Configuration]－ [Main]

Table 2-2-8-1 Configuration-Main

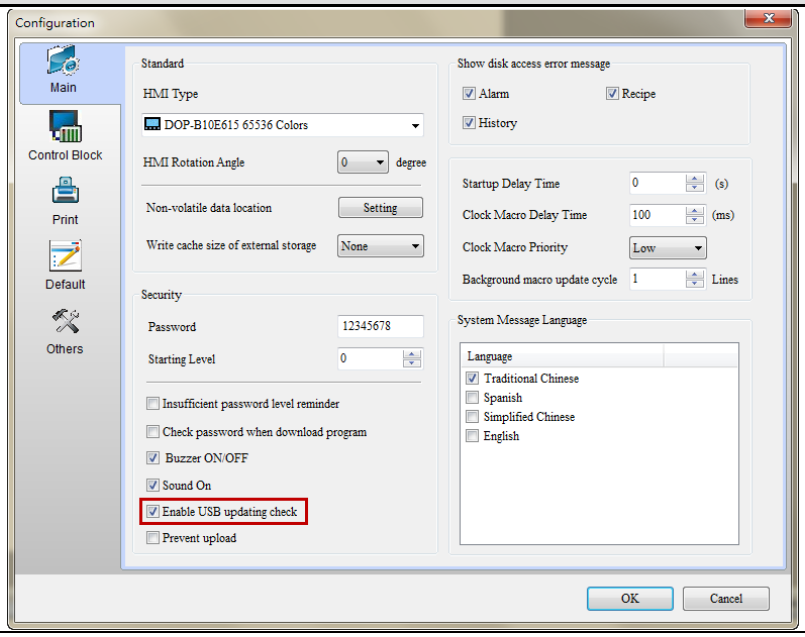
	Step1	Insufficient password level reminder when Set Starting Level is 5	Enter [Options]→ [Configuration] and set Starting Level to 5. Also check [Insufficient Password Level Reminder]. 
	Step2	Set the User Security Level of Goto Screen button to 6	Create the Goto Screen button and set the associated User Security Level to 6. 
	Step3	Edit the screen and download to HMI	Upon downloading the screen to HMI, one can find that the red lock icon appears on the Goto Screen button, as shown in the figure below. 
Enable / disable buzzer	➢ When Enable / disable buzzer is checked, it will be enable. If unchecked, it will be disable. The sounds of the HMI buzzer includes that for triggering button, message popup, HMI error, etc. AS a result, once the Buzzer is disable, HMI will not emit any sound.		

<table>
<tr><th colspan="2">[Configuration]－ [Main]
Table 2-2-8-1 Configuration-Main</th></tr>
<tr><td>Sound ON</td><td>➢ When Sound ON is checked, it means sound is activated for files with sound effect. If unchecked, there will be no audio output. Please see 2-2-8-6 Sound Setting for details.</td></tr>
<tr><td>Download Password</td><td>➢ If this option is checked, one must first download this setting to HMI before executing the download of screen data and recipe for the second time. The software will then ask the user to enter the Password.
 

It is only when the password is entered successfully can the screen data be downloaded to HMI. If unsuccessfully, a warning window will pop up to notify the user that download cannot be conducted due to incorrect password.
 
</td></tr>
<tr><td>Enable USB updating check</td><td>➢ Enable USB updating check mainly involves file encryption and file duplication. As a result, the user can encrypt the screen data and meanwhile configure the limit of times of duplication, which provides the user with safe and flexible file protection. Please see the description below for details:
<table><tr><td>Step1</td><td>➢ Enter [Options]→ [Configuration] and check [Enable USB updating check].</td></tr></table></td></tr>
</table>

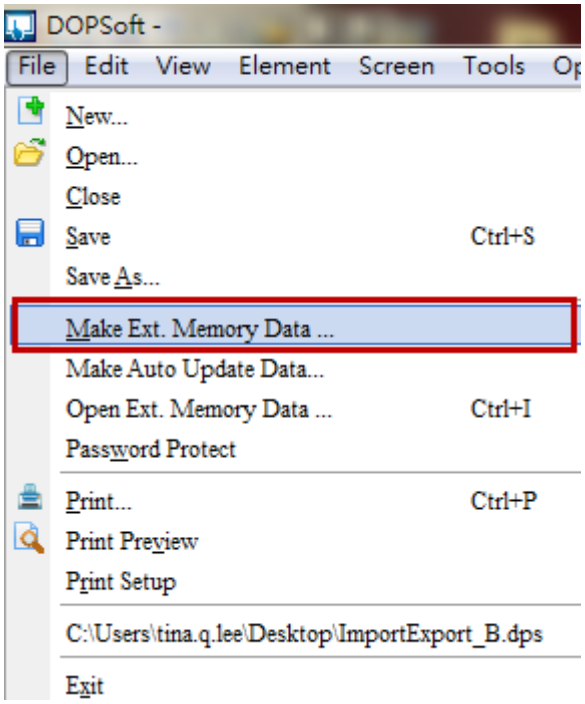
[Configuration]— [Main]

Table 2-2-8-1 Configuration-Main



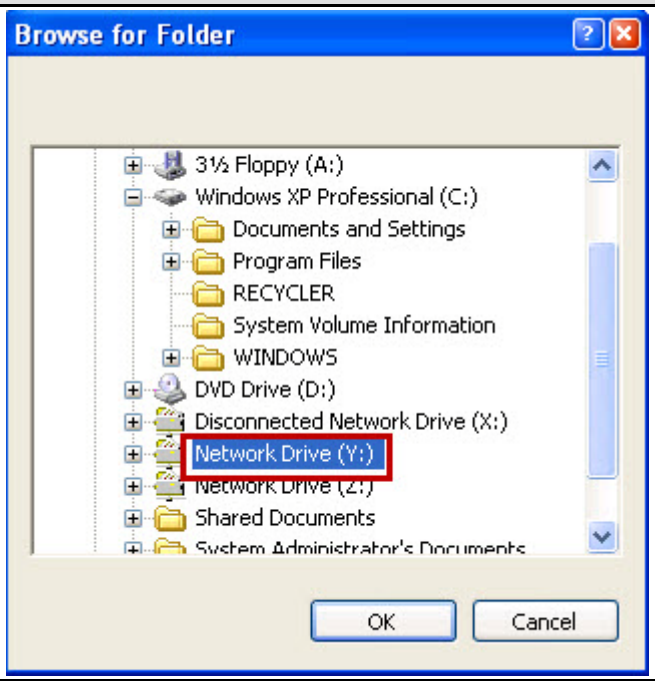
Step2

➢ Convert the edited screen into a screen data file. Click [File]→ [Make Ext. Memory Data] and choose to save the file in external disk such as USB Disk or SD card.



[Configuration]－ [Main]

Table 2-2-8-1 Configuration-Main



Step3

- Once the screen data file is created successfully, a confirmation window will appear.



Step4

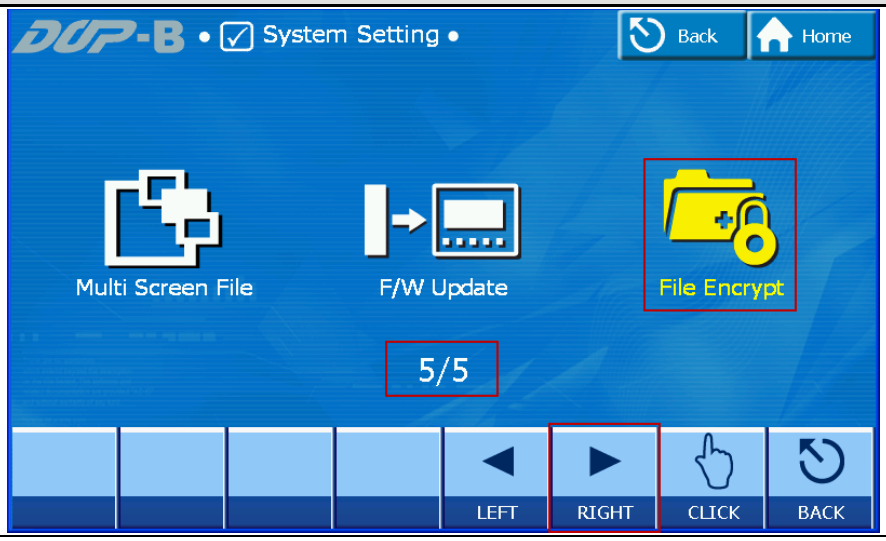
- Insert the external disk into HMI.
- Log in the HMI system screen and select [System Setting]→ [File Manager]→ [File Encrypt]. If the [File Encrypt] icon 

cannot be found in [File Manager], please click [

] to go to the next page.

[Configuration]－ [Main]

Table 2-2-8-1 Configuration-Main



Step5

➢ Select the screen data file to be encrypted and click [ENCRYT].



Step6

➢ The Security Password is requested to evaluate whether the user has valid authorization to execute file encryption.

[Configuration]－ [Main]

Table 2-2-8-1 Configuration-Main

		
	Step7	➢ Set the limit of times for file duplication. When the Copy Counter reaches 0, the associated screen file cannot be duplicated any more. 
	Step8	➢ Set the password that monitors the duplication. The system will ask for the [Copy Password] every time the file is copied.

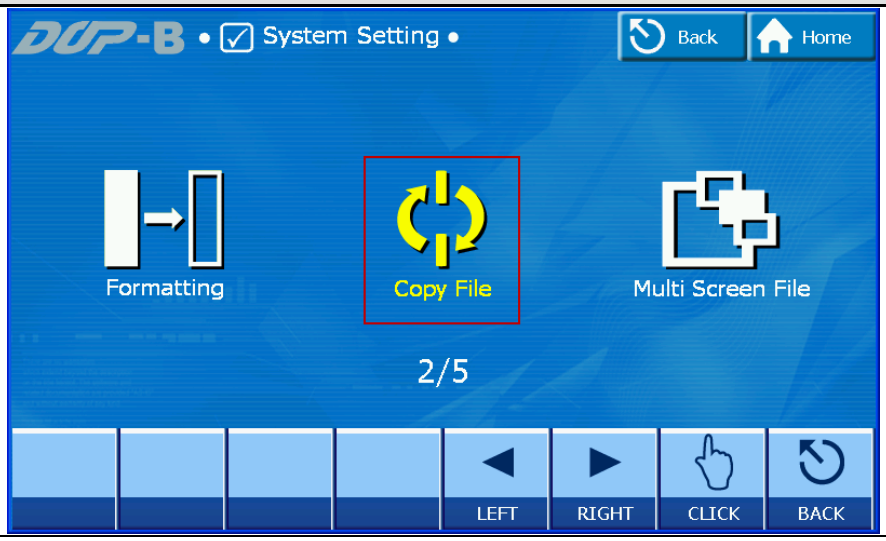
[Configuration]－ [Main]

Table 2-2-8-1 Configuration-Main

		
	Step9	➢ [File Encrypt Success!!] message is displayed, indicating successful encryption of screen file. 
	Step10	When the screen file is encrypted successfully, one can execute [Copy File] and use the copied file in the external disk or within HMI.

[Configuration]－ [Main]

Table 2-2-8-1 Configuration-Main



Step11

➢ Select the screen file encrypted successfully to be copied.



[Configuration]－ [Main]

Table 2-2-8-1 Configuration-Main

	Step12	➢ Once COPY is executed, the user will be asked to enter the Password.  ➢ If the entered Password is correct, the user will be asked to enter the Copy Password. Then the user can copy the file. 
	Step13	➢ Upon completion of copy, the system will display the remaining allowable times of duplication.

[Configuration]－ [Main]

Table 2-2-8-1 Configuration-Main



Step14

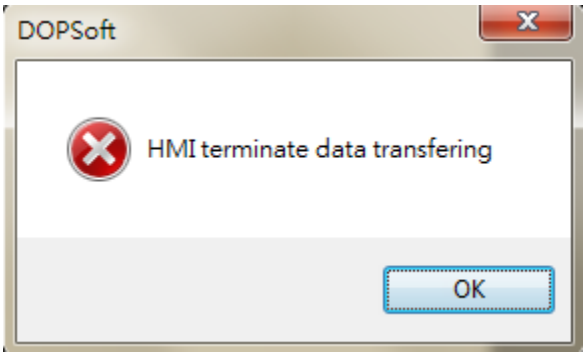
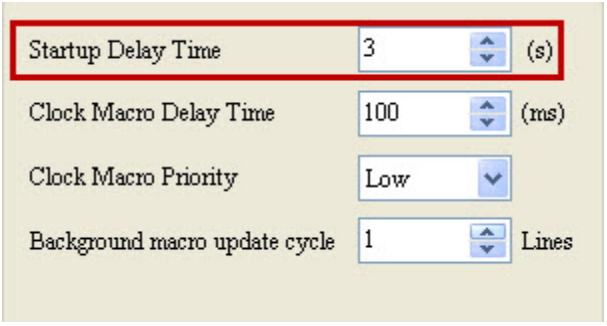
- When the number of remaining duplication times reaches 0, no more file copies can be executed.



Step15

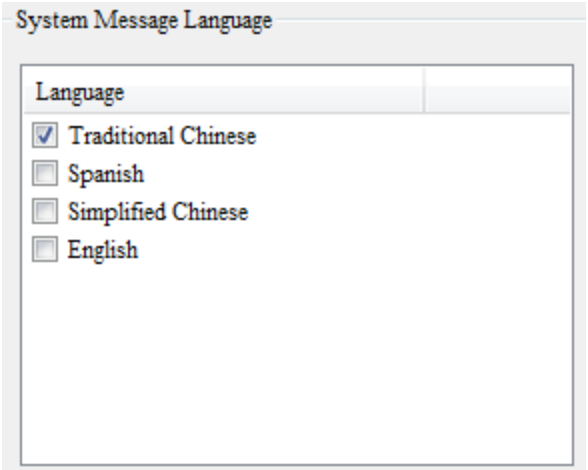
- If copy file is to be executed again, the system will display the following error message.



[Configuration]－ [Main] Table 2-2-8-1 Configuration-Main	
Prevent Upload	➢ This function works when users download the screen into HMI and then upload all data, DOPSoft will display the following message to inform users that the data is unable to be uploaded. 
Show disk access error message	➢ The non-volatile data location for alarm, History, and recipe can be USB disk or SD card. As a result, when the read/write in the external disk fails, one can use this option to decide whether to show the associated warning. ➢ The disk read/write failure means that if the non-volatile data location for history is USB disk but it cannot be detected by HMI and the data cannot be written. ➢ Therefore, if [Show disk access error message] is unchecked, when HMI cannot detect the USB Disk and is unable to write the data into it, no error message will appear to notify the user.
Startup Delay Time	➢ Startup Delay Time is set to wait for the controller to start, with a range of 0~ 255 seconds. ➢ If the Startup Delay Time is set to 3 seconds, once the file is downloaded to HMI, the system will countdown from 3 seconds to 0 second to start HMI, as shown in the figure below. 

[Configuration]－ [Main]

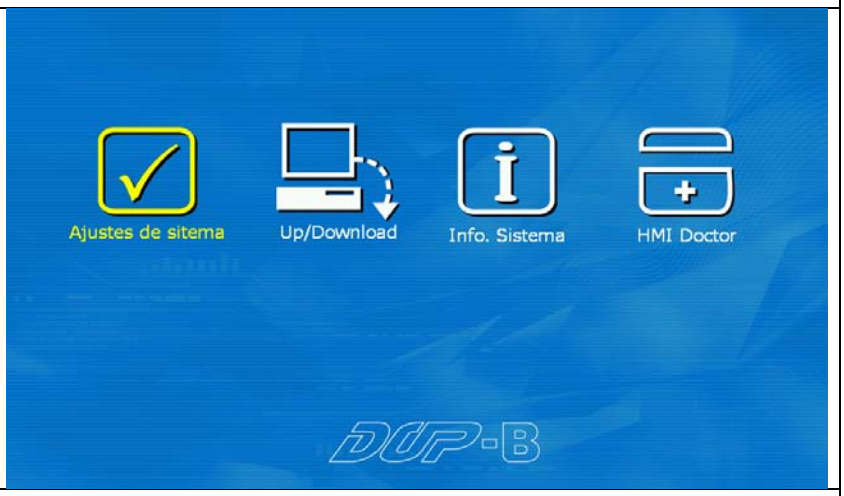
Table 2-2-8-1 Configuration-Main

	
Clock Marco Delay Time	➢ Clock Marco Delay Time has a range of 50 ms ~ 65535 ms. This time refers to the length of delay after each execution of Clock macro.
Clock Marco Priority	➢ Clock Marco Priority has three levels: low, medium, and high. ➢ This function determines the priority for Clock macro execution. Higher priority can ensure more precise Clock macro delay time.
Background marco update cycle	➢ Set the times of macro execution within each cycle. ➢ The range of numbers of lines is 1 ~ 512.
System Message Language	➢ System Message Language involves System Menu screen message, error message, warning message, etc., all of which can be set to Traditional Chinese, Spanish, Simplified Chinese, or English.  Shown below is the System Menu screen messages, which are set to Traditional Chinese, Spanish, Simplified Chinese, and English,

[Configuration]－ [Main]

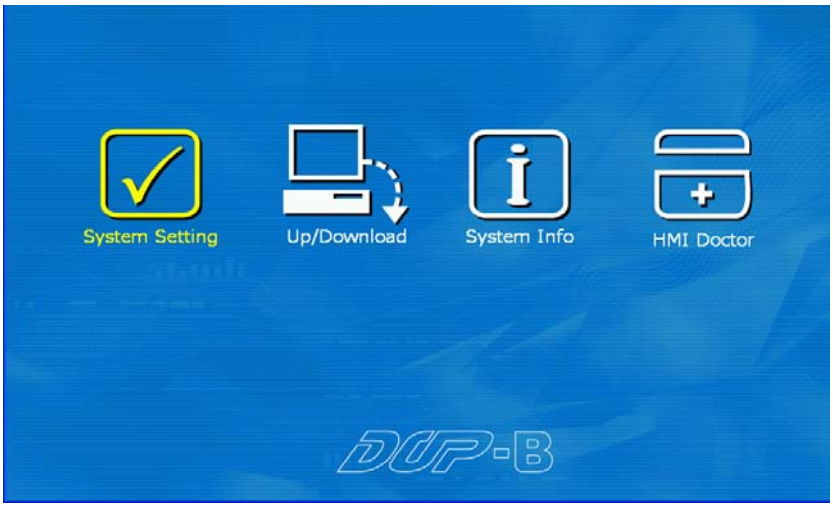
Table 2-2-8-1 Configuration-Main

respectively.

Traditional Chinese	
Spanish	
Simplified Chinese	

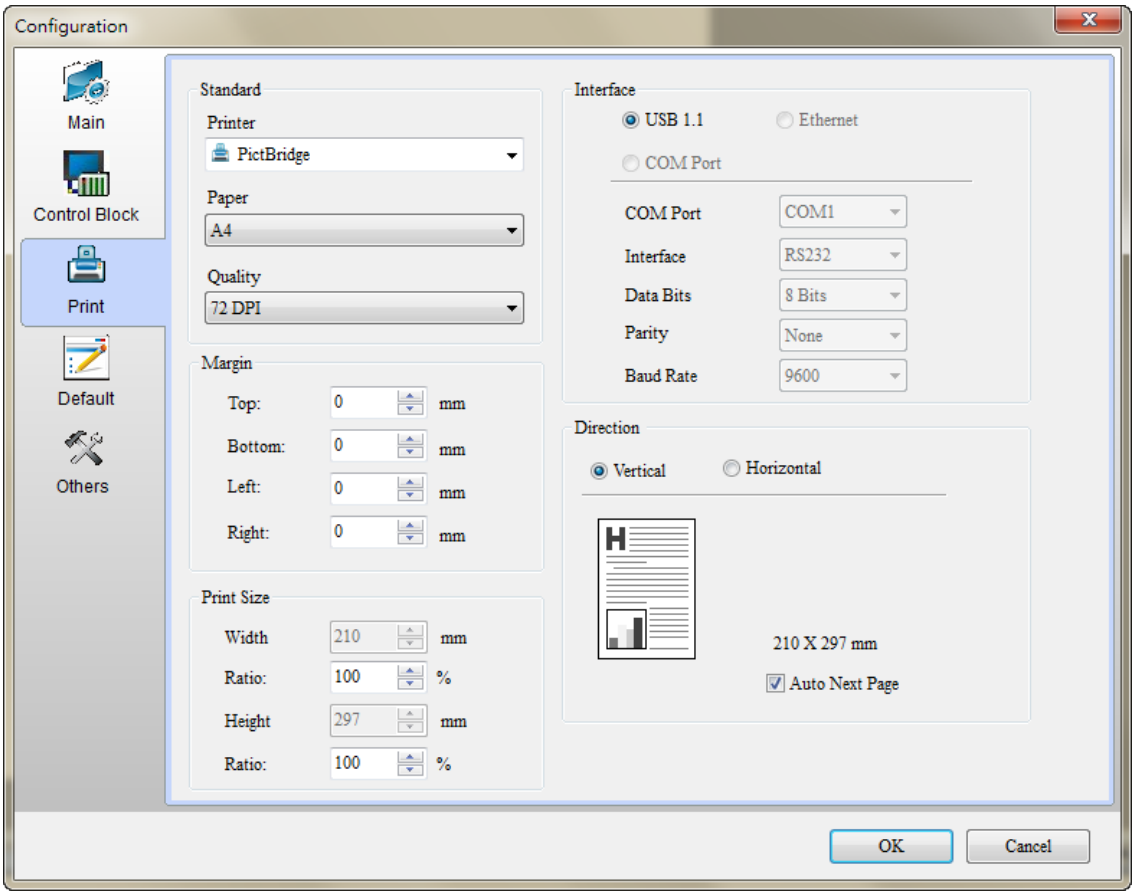
[Configuration]－ [Main]

Table 2-2-8-1 Configuration-Main

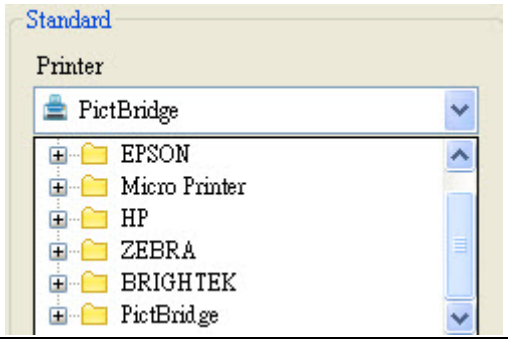
	English	

[Configuration]－ [Print]

Table 2-2-8-2 Configuration-Print

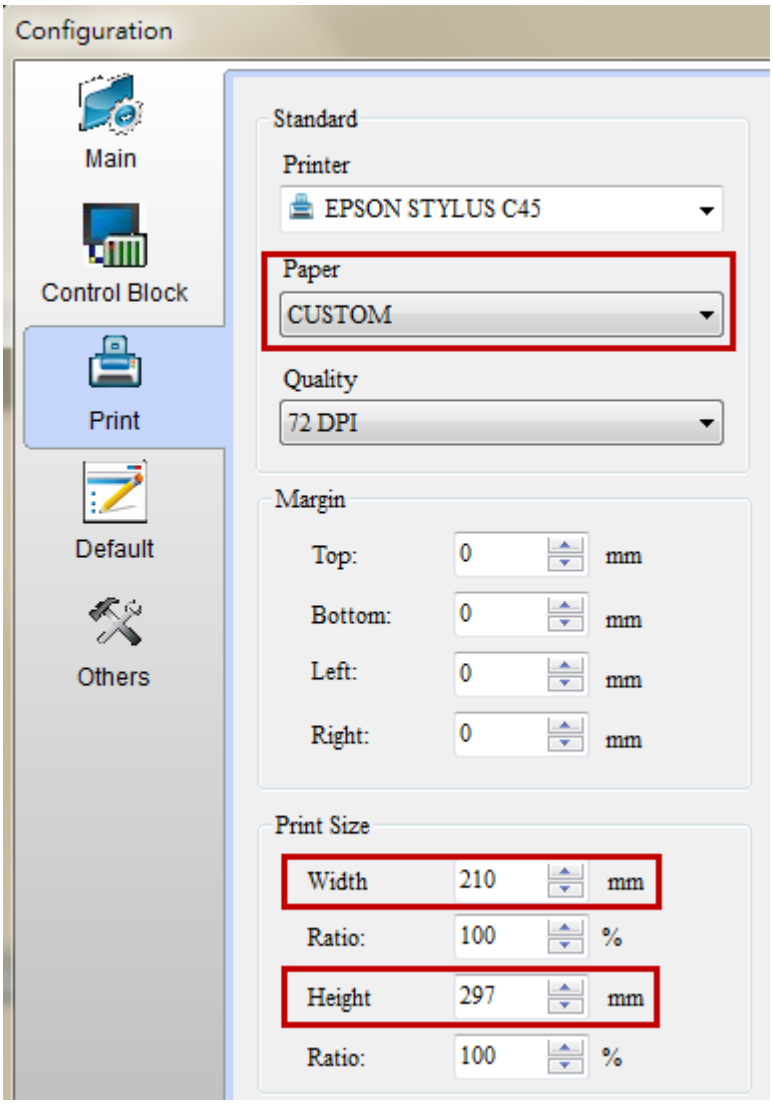
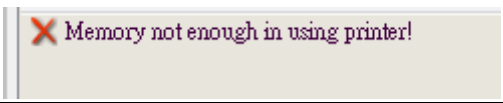


Print includes Screen Print and Hard Copy. Please see Chapter 25, Print Setting, for details of Print.

Printer	➢ The user can choose what type and model of printer to use. DOPSoft offers printer with the following brands for the user to choose. 
Paper	➢ The paper type will differ according to the printer model. In general, available options are A4, Letter, Report, and CUSTOM.
Quality	➢ Quality refers to the resolution of printer. ➢ Currently, the only available resolution is 72 DPI.
Margin	➢ The user can define the top, bottom, left, and right margins that are reserved in printing, namely, the regions to be left blank. ➢ The margin is measured by the unit of mm, with the range of 0 mm ~

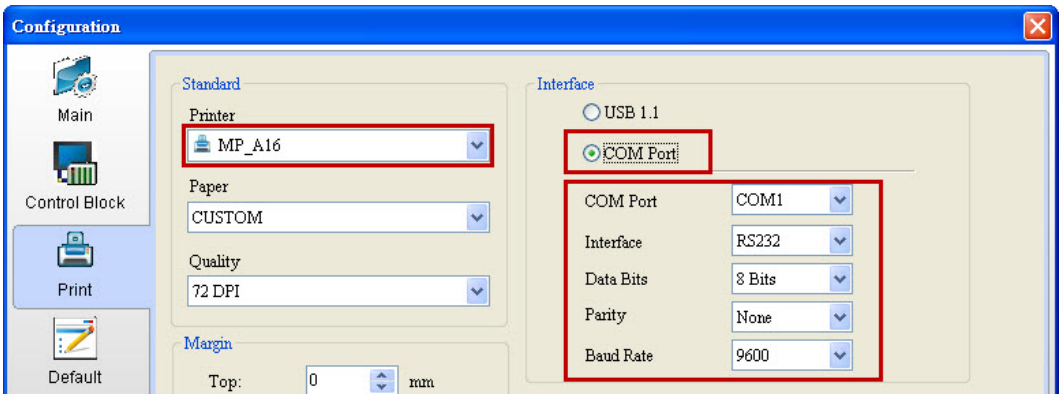
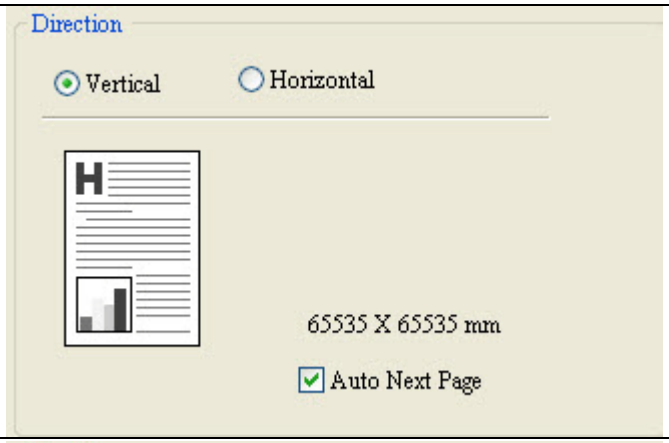
[Configuration]－ [Print]

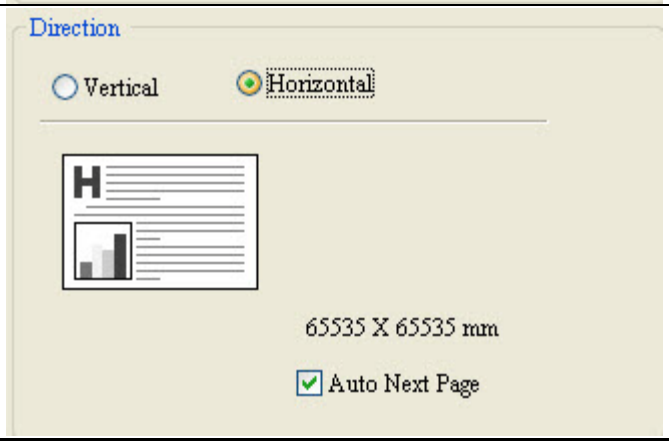
Table 2-2-8-2 Configuration-Print

	550 mm.
Print Size	➢ Print Size is only effective to set the width and height of printing when Paper is set to CUSTOM. ➢ Width and height of Print Size are measured by the unit of mm.  ➢ Width and height of Print Size can be set. It can be magnified to 400% and minimized to 10%. Its default is 100%. ➢ When the scaling ratio of width and height is set to high, a warning message will pop up after compiling. 
Interface	➢ The printer interface includes USB and COM Port, which are available for selection depending on the printer selected to be used. ➢ When COM Port is selected as the interface, the associated

[Configuration]－ [Print]

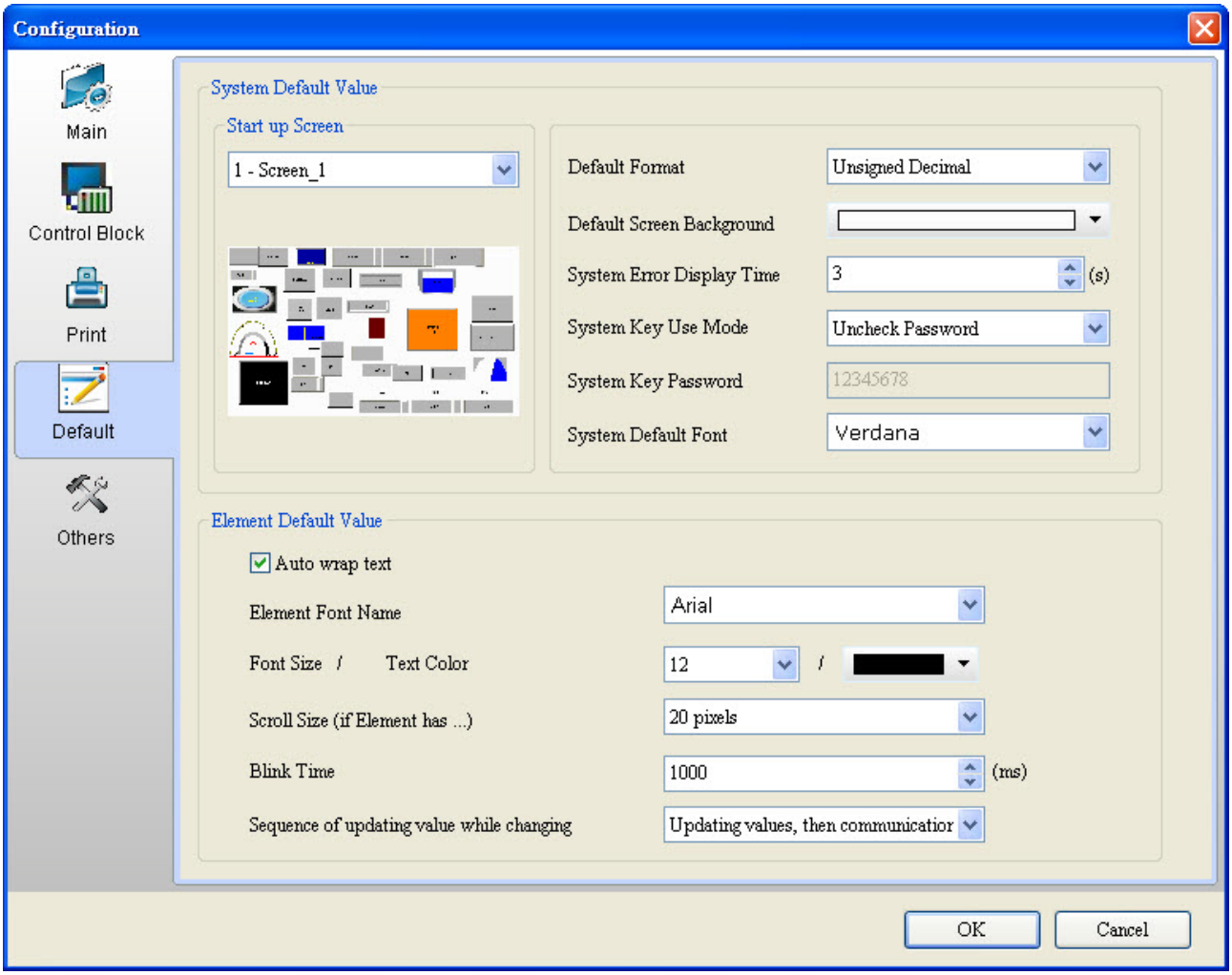
Table 2-2-8-2 Configuration-Print

<table>
<tr><td></td><td>communication port, interface, data bit, parity, and Baud rate must be configured to enable normal communication with the printer.
 
</td></tr>
<tr><td>Direction</td><td>➢ Direction for printing includes Vertical and Horizontal.
Vertical
 

Horizontal
 
</td></tr>
<tr><td>Auto Next Page</td><td>➢ Auto Next Page means that the printer will automatically back the paper and put on a new page to print. When the first page finishes printing, the printer will automatically change to the next page and continue printing. If unchecked, when the current page finishes printing, it will be backed and the user is asked to manually change the page.</td></tr>
</table>

[Configuration]－ [Default]

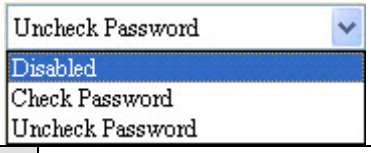
Table 2-2-8-3 Configuration-Default

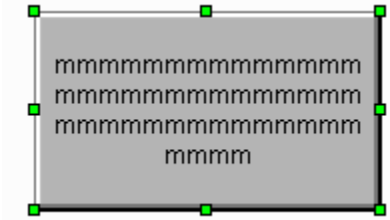


System Default	Start up Screen	➢ The initial screen when HMI starts. The user can choose other screens as preferred as the Start up screen, which is by default screen No. 1.
	Default Format	➢ This is the default Data Format in creating an element. All default formats are Unsigned Decimal.
	Default Screen Background	➢ This determines the background color of the HMI screen. The default background color is white.
	System Error Display Time	➢ This is the time that the error message is displayed in case of error. The default length of time is 3 and the available range is 0 second ~ 5 seconds. NOTE: ✓ When this number is set to 0 seconds, in case of any system error, no message will be displayed in HMI.
	System Key	➢ This refers to the normal response by HMI when the

[Configuration]－ [Default]

Table 2-2-8-3 Configuration-Default

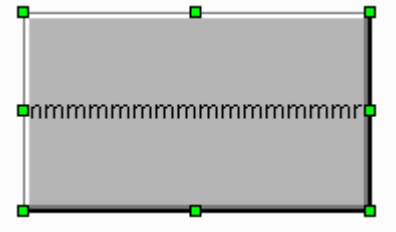
<table>
<tr><td rowspan="4"></td><td>Use Mode</td><td>System Key is pressed. Available options include [Disabled], [Check Password], [Uncheck Password].
 

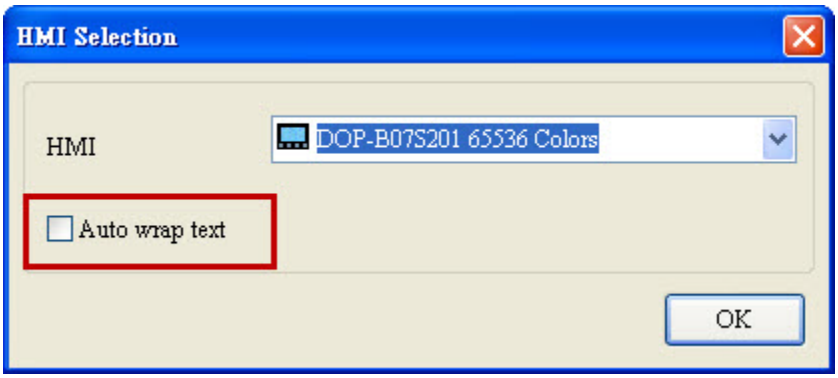
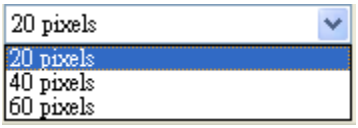
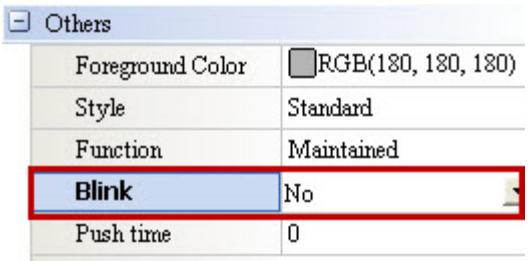
<table>
<tr><td>Disabled</td><td>If Disabled is checked, it means the HMI system screen cannot be accessed when the System Key is pressed.</td></tr>
<tr><td>Check Password</td><td>If Check Password is selected, it means the HMI system will ask the user to enter System Key Password when the System Key is pressed.</td></tr>
<tr><td>Uncheck Password</td><td>If Uncheck Password is selected, it means the HMI system screen can be accessed without entering the System Key Password.</td></tr>
</table></td></tr>
<tr><td>System Key Password</td><td>➢ System Key Password is needed when the System Key Use Mode is set to Check Password. The user can change the System Key Password as preferred and the default password is 12345678.</td></tr>
<tr><td>System Default Font</td><td>➢ The System Default Font is Verdana and the user can change the default font as preferred.
 
</td></tr>
<tr><td>Element Default Value</td><td>Auto wrap text</td><td>➢ If [Auto wrap text] is selected, when the text is entered into any element, it will be wrapped whenever it reaches the margin, as shown in the figure below.
 

➢ If [Auto wrap text] is not selected, the text will not be wrapped when it reaches the margin. Instead, it will extend across the margin, as shown in the figure below.</td></tr>
</table>

[Configuration]－ [Default]

Table 2-2-8-3 Configuration-Default

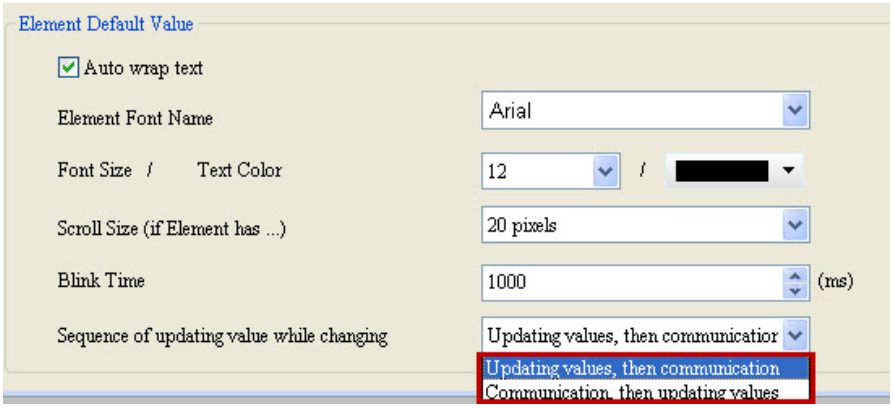
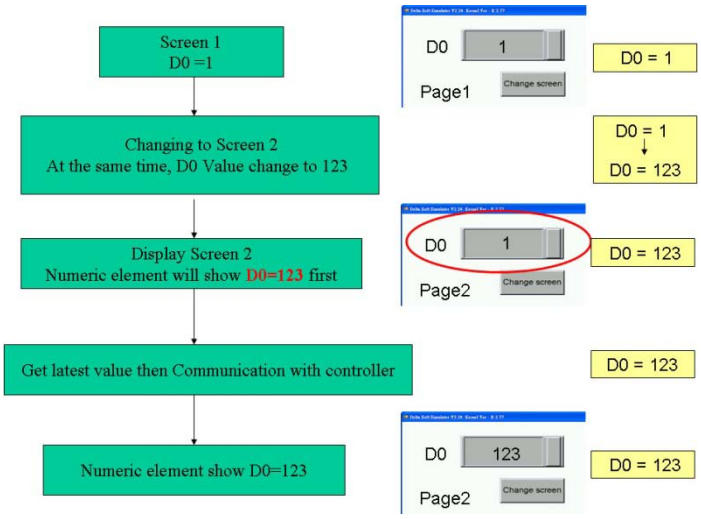
<table>
<tr><td></td><td></td><td> 

➢ In addition, if the user wants to convert .dop file (Series A program) to DOPSoft for editing, the window for Auto wrap text will pop up to the user for selection.

</td></tr>
<tr><td></td><td>Element Font Size/Text Color</td><td>➢ This refers to the default element font, font size, and text color in creating an element. The default element font is Arial, the default font size is 12, and the default text color is black.</td></tr>
<tr><td></td><td>Scroll Size</td><td>➢ This applies to elements that have scrolls, such as tables of history data and alarm. The default scroll size is 20 pixels and the available range is 20 ~ 60 pixels.

</td></tr>
<tr><td></td><td>Blink Time</td><td>➢ This refers to the [Blink] property of all created elements.


➢ Blink Time is only effective when [Blink] is set to YES. The default time is 1000ms and the available range is 500ms ~ 5000ms.</td></tr>
</table>

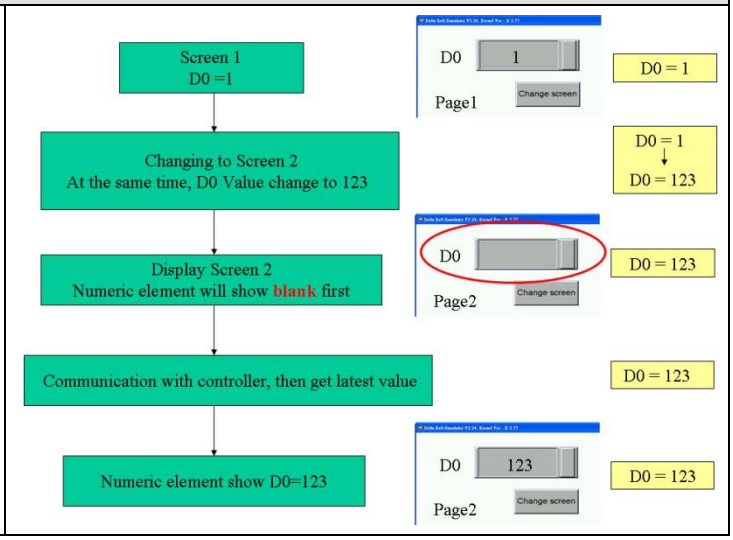
[Configuration]－ [Default]

Table 2-2-8-3 Configuration-Default

<table>
<tr><td></td><td>Sequence of updating value while changing</td><td colspan="2">➢ Since HMI is multiplexing, sometimes the numbers will not be displayed until after the communication is completed with system heavily occupied. To avoid misunderstanding by the user, the user has the option to decide the sequence of updating value while changing. The available options are [Updating values, then communication] and [Updating values after communication].
 
</td></tr>
<tr><td></td><td></td><td>Updating values, then communication</td><td>➢ With this option, all value readings are normal after changing screen and is not affected by communication.
 
</td></tr>
<tr><td></td><td></td><td>Updating values after communication</td><td>➢ The display of element value will be delayed due to changing screen.</td></tr>
</table>

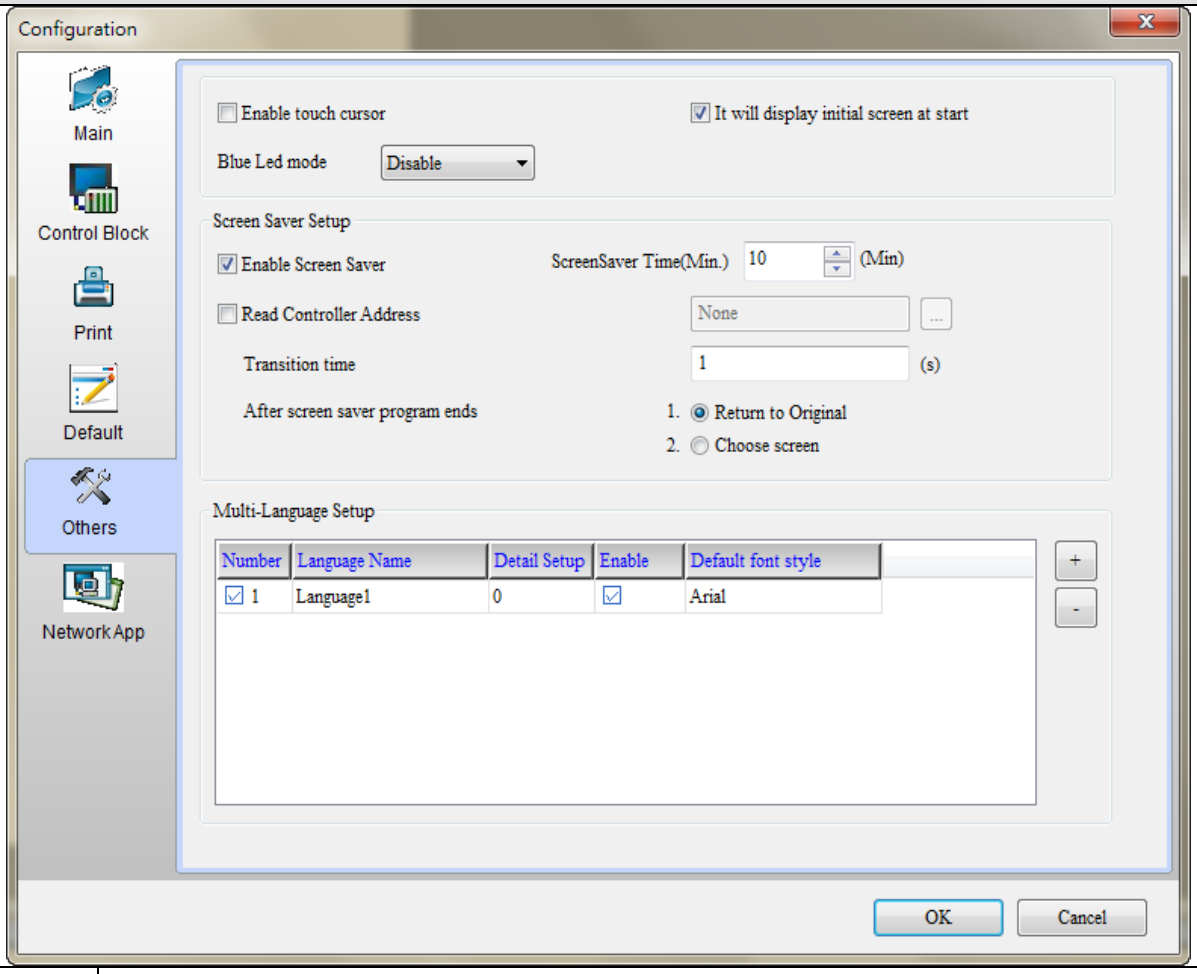
[Configuration]－ [Default]

Table 2-2-8-3 Configuration-Default

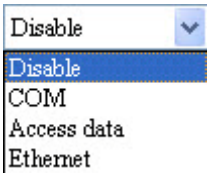


[Configuration]－ [Others]

Table 2-2-8-4 Configuration-Others

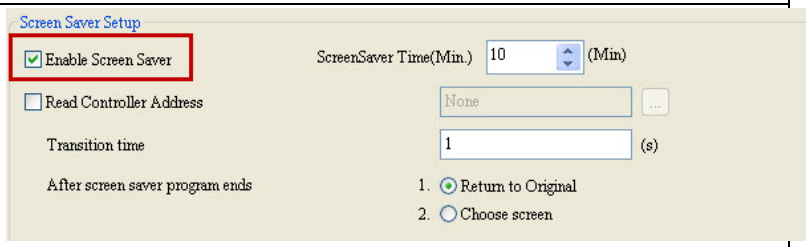
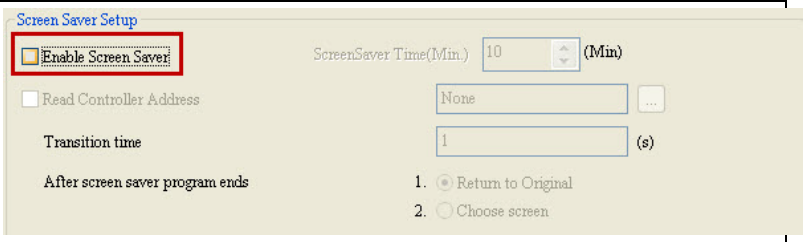


Enable touch cursor	➢ HMI provides the same cursor as in the Windows system. When the HMI screen is touched, the cursor icon will appear.

[Configuration]－ [Others] Table 2-2-8-4 Configuration-Others	
Start up Screen	➢ If Display Start up Screen is checked, it means the Start up screen will be displayed every time HMI starts, as in the figure below. The user can choose whether to display the Start up screen. 
Blue LED mode	➢ Blue LED mode has four modes: [Disable], [COM], [Access Data], and [Ethernet].  ➢ When the Blue LED mode is set to be COM, Access Data, or Ethernet, the system will show that Blue LED is blinking when the COM port is in communication, access data is in process, or Ethernet is in use, as shown in the figure below. 

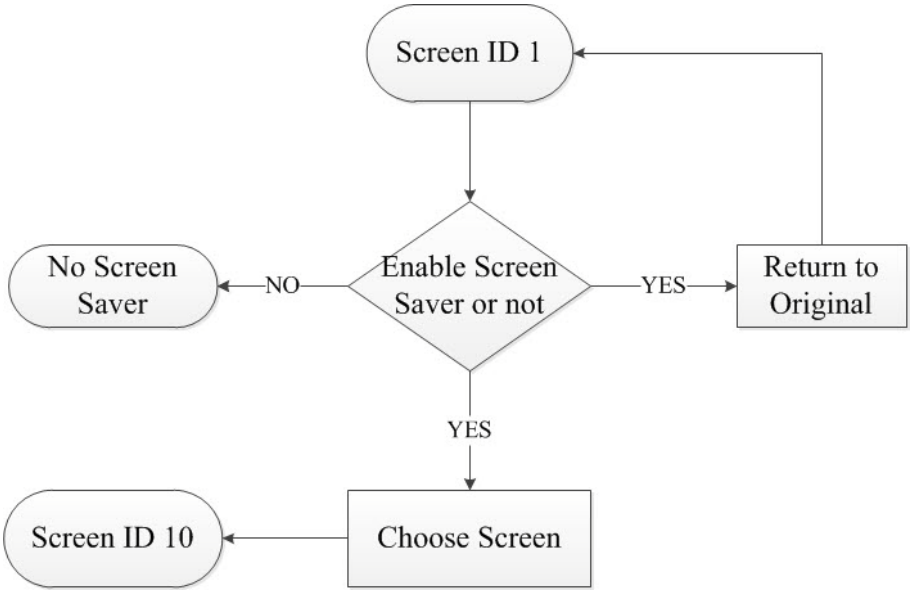
[Configuration]－ [Others]

Table 2-2-8-4 Configuration-Others

	Disable	➢ No display of Blue LED regardless of the HMI status.
	COM	➢ Blue LED will blink when COM is active.
	Access Data	➢ Blue LED will blink when access data is in process.
	Ethernet	➢ Blue LED will blink when the Ethernet is in use.
Screen Saver Setup	Enable Screen Saver	➢ Only when [Enable Screen Saver] is checked can the related screen saver settings be enabled. ➢ Once Screen Saver is enabled, touch the HMI screen once again to exit it. **Check**  **Uncheck**  ➢ If [Enable Screen Saver] is checked but there is no screen saver available for selection in [Screen]→ [Screen Saver], then the screen saver will appear as the dark screen in HMI. ➢ If [Enable Screen Saver] is not checked, even when a screen saver is edited in [Screen]→ [Screen Saver], the screen saver will not be enabled.
	Screen Saver Time	➢ If [Enable Screen Saver] is checked, the user can set the time HMI is idle before the screen saver starts. The range is 1 min. ~ 100 min. with the default time of 10 min.
	Transition time	➢ If [Enable Screen Saver] is checked, the user can set the Transition time, which is the time between screen transition. Its range is 1s ~ 255s, with the default time of 1s.
	After screen saver program ends	Return to original: ➢ If [Enable Screen Saver] is checked, the user can choose the screen to go to after screen saver program ends. It means after screen saver ends, the system will return to the screen when Enable Screen Saver was done.

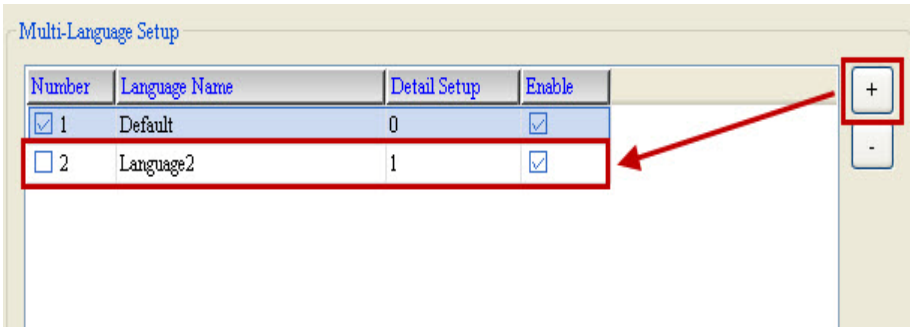
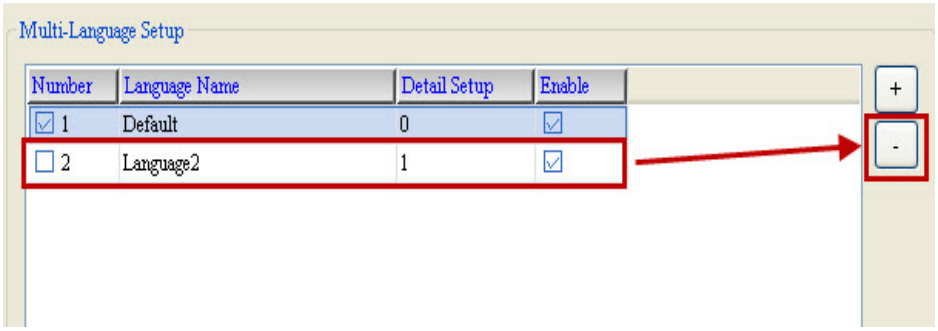
[Configuration]－ [Others]

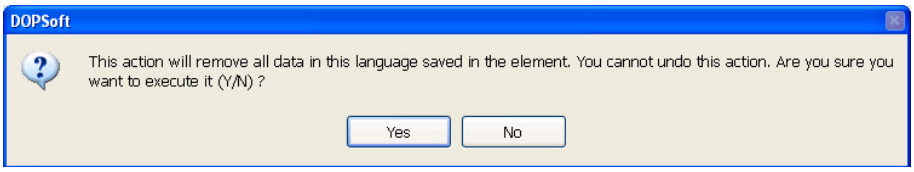
Table 2-2-8-4 Configuration-Others

<table>
<tr><td></td><td></td><td>Choose screen</td><td>➢ If [Enable Screen Saver] is checked, the user can also choose the number for the screen to go to after screen saver program ends. Choose screen means the user can choose the screen number and go to the associated screen after screen saver ends.</td></tr>
<tr><td></td><td></td><td colspan="2">The figure below shows the flowchart of screen saver:
 
</td></tr>
<tr><td>Read Controller Address</td><td colspan="3">➢ The user can trigger the Enable Screen Saver screen by checking [Read Controller Address]. If the memory address being read is 0, the screen saver will end. Otherwise, Enable Screen Saver is active.
➢ If [Read Controller Address] is not checked to control the Enable Screen Saver screen, screen saver will be activated by the wait time. In addition to setting it in software, the user can also set the wait time by entering the system screen→ [System Setting]→ [MISC.] to configure [Screen Saver Time(Min.)].</td></tr>
<tr><td rowspan="2">Multi-Language Setup</td><td colspan="3">➢ The function of Multi-Language supports up to 16 languages. All languages can be set up as long as it does not exceed 16 languages. Please see Chapter 24, Multi-Languages, for details.</td></tr>
<tr><td>Add</td><td colspan="2">➢ Multi-Language Setup allows the user to add, change, and delete the language settings. There is a default [Language 1], of which the user can change the name to Default. The user can add new languages by clicking the ＋ button on the right, as shown in the figure below.</td></tr>
</table>

[Configuration]－ [Others]

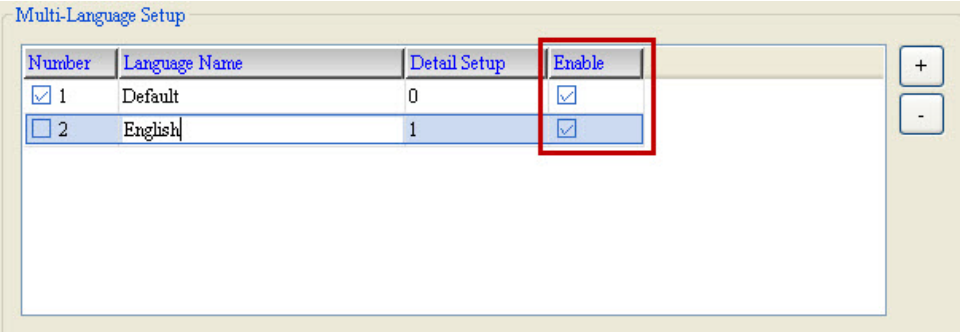
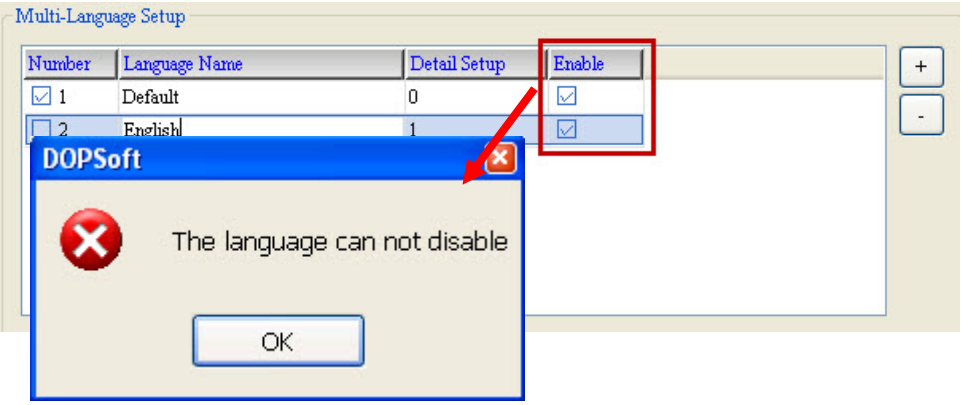
Table 2-2-8-4 Configuration-Others

<table>
<tr><td rowspan="4"></td><td></td><td colspan="2"> 
</td></tr>
<tr><td>Delete</td><td colspan="2">➢ To delete a language, please first select the language to be deleted, followed by clicking the － button on the right. After that, the software will open up a warning window that ask if the user wants to delete the language.
 

 
</td></tr>
<tr><td rowspan="2">Change</td><td>Language Name</td><td>➢ Language Name can be determined by the user according to the associated nation or other preferences.</td></tr>
<tr><td>Detail Setup</td><td>➢ Detail Setup contains the value by which the language is switched. Software will switch languages according to the [System Control Flag] in [Control Block]. The [Language Change] of button element also switches to the corresponding language according to this value.</td></tr>
</table>

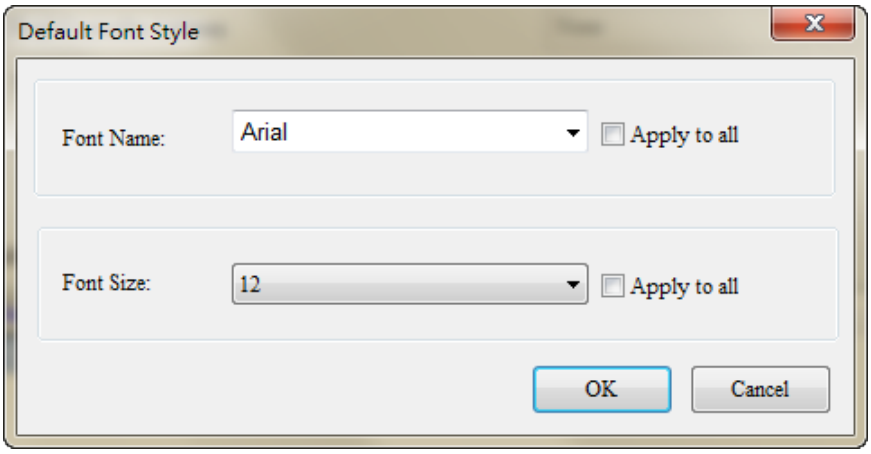
[Configuration]－ [Others]

Table 2-2-8-4 Configuration-Others

	Enable	➢ The user can decide whether to enable the newly added other languages. As shown in the figure below, the newly added language No.2 "English" is enabled.  ➢ If [Enable] for the [Default] language is unchecked, a warning window will pop up to notify the user that the associated language cannot be disabled. 

[Configuration]－ [Others]

Table 2-2-8-4 Configuration-Others

	Default Font Style	➢ According to the selected language, users can apply the default font name and size.  ➢ If users choose to apply font name or font size, it will only take effect to the newly created elements after applying. ➢ If users choose to apply both, font name and font size, the effect will be taken to the original and newly created elements. NOTE： ✓ Elements that applied with font name and font size are the one that users can enter text.

2-2-8-2 Communication Setting

If the user wants to configure the communication parameters or Ethernet communication settings, all can be done through [Options]→ [Communication Setting] to configure COM 1, COM 2, COM 3 and the associated Ethernet the parameters.

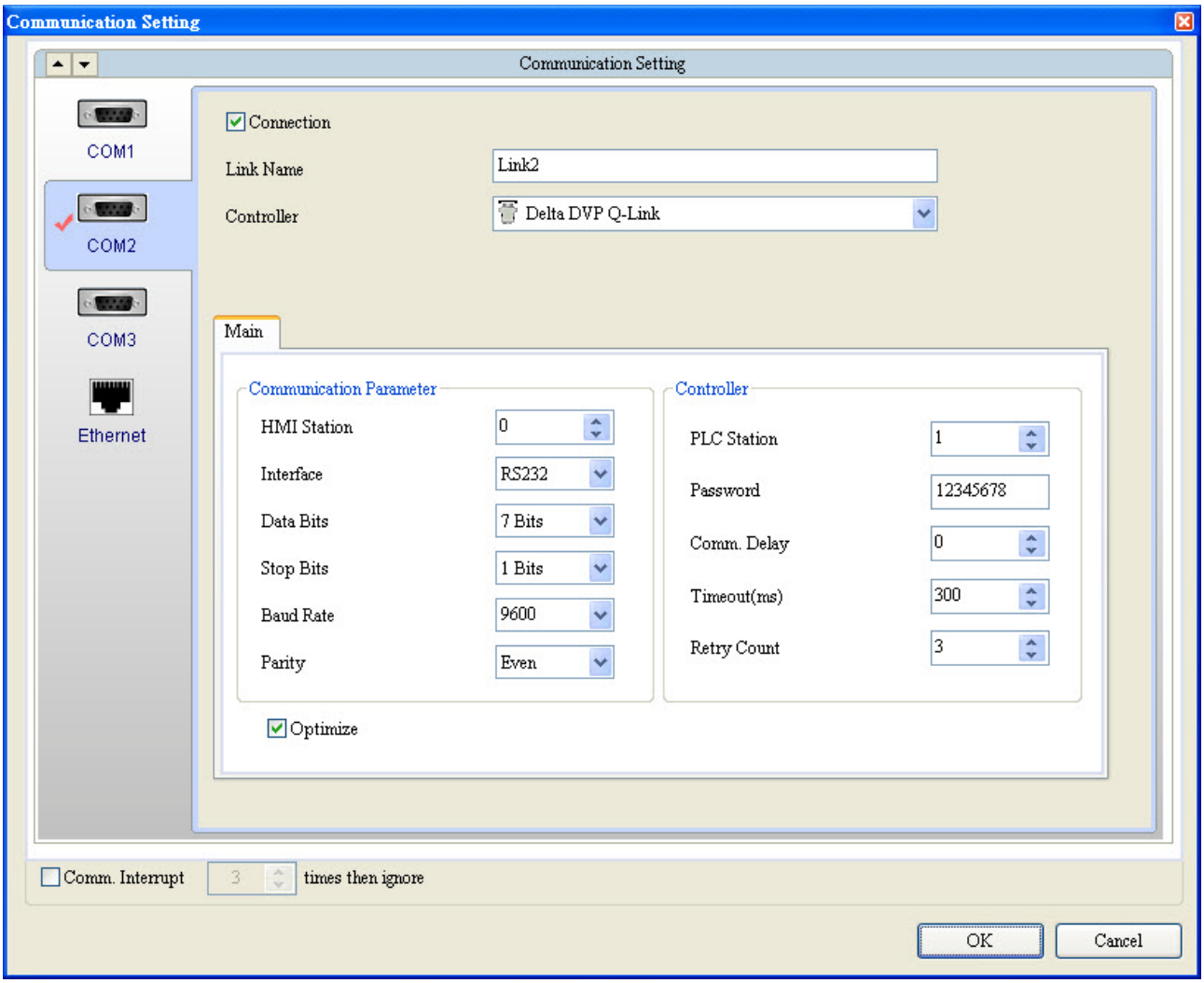
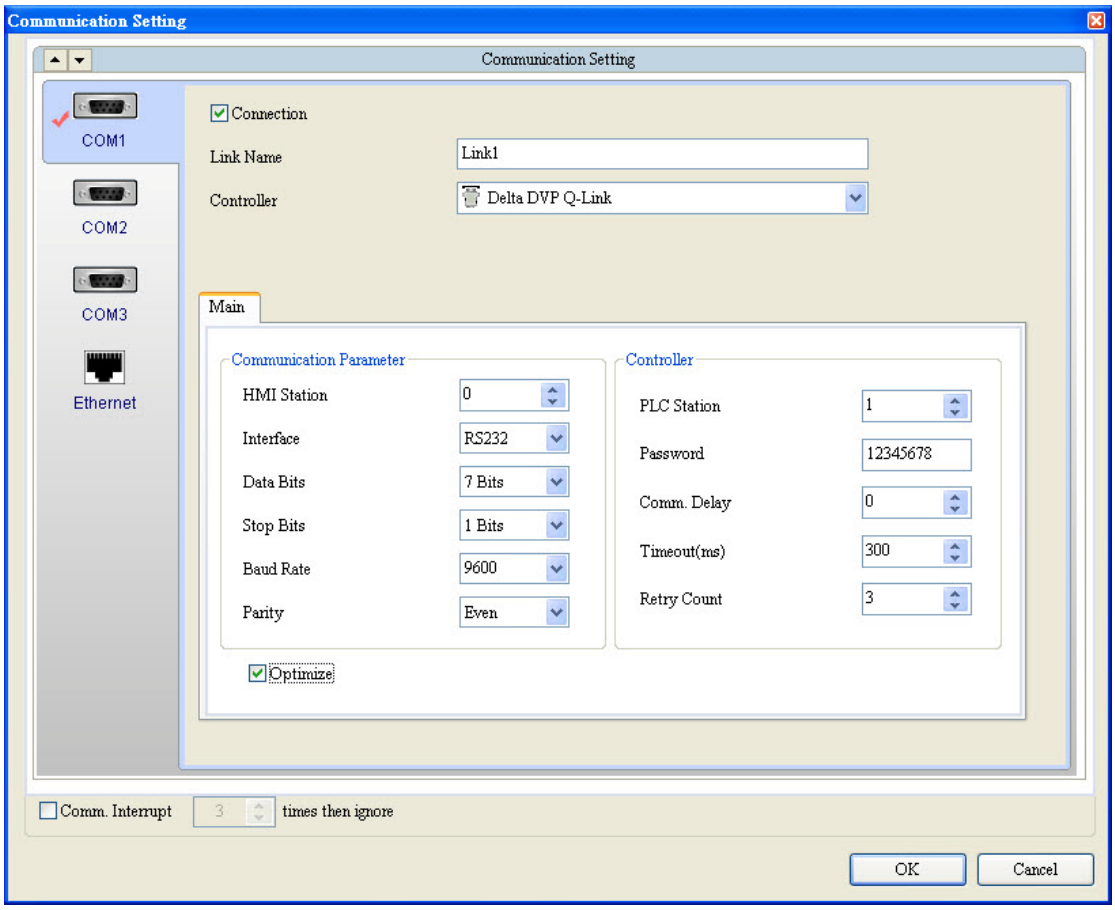


Figure 2-2-8-2 Communication setting

Details of communication parameters of COM ports, controller setting, and the associated Ethernet parameter setting will be given below.

[Communication Setting]

Table 2-2-8-5 Communication Setting

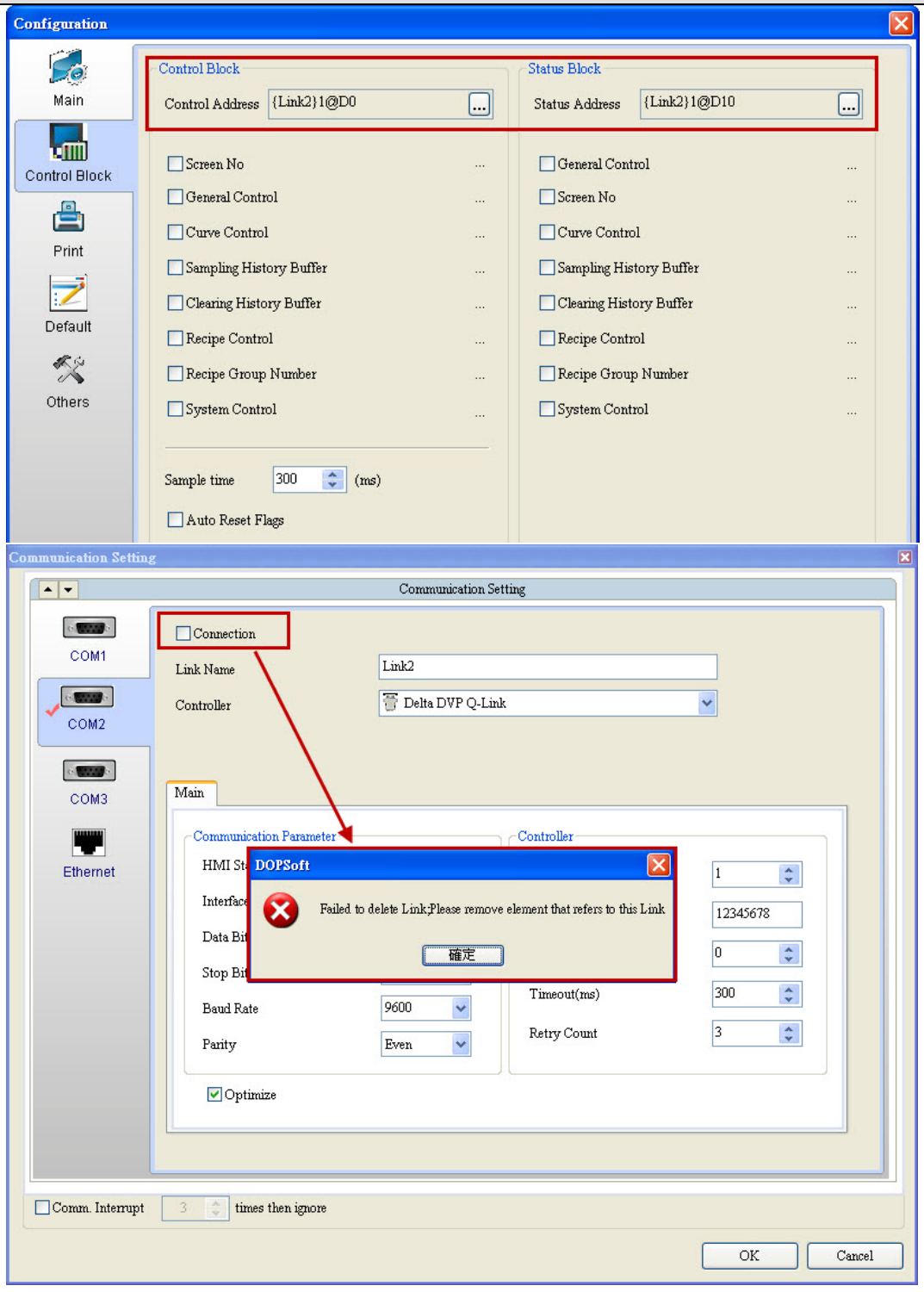


➢ **The following are detailed descriptions for the settings of communication parameters and controller of COM 1, COM 2, and COM 3.**

Connection	➢ [Connection] means to enable COM port for communication. The user can choose which COM port to be enabled, such as COM 1, COM 2, or COM 3. ➢ Only when [Connection] is checked can the user configure the associated [Link Name] and choose the [Controller] (i.e., PLC) to use. Please see the Link Manual for the selection and use of controllers. ➢ If [Connection] is unchecked, the software will detect that the current Link2 has been used in the Control Block and Status Block. A corresponding warning will pop up to remind the user that the link name cannot be removed since it is currently referenced by the element.

[Communication Setting]

Table 2-2-8-5 Communication Setting



➢ If the user wants to cancel using Link2 on COM 2, there are three options:

A. Add new controller on COM 1 or COM 3 and select to the same controller.

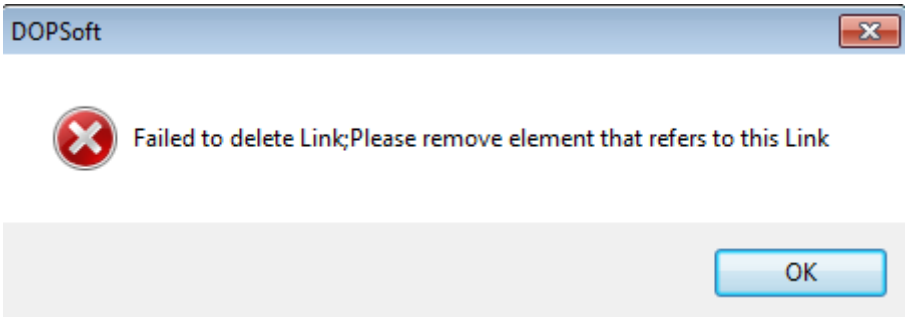
I. Add another Link on COM 3 or COM 1. Then, select the same controller. Click OK to complete the setting. (This example is to add COM 3.)

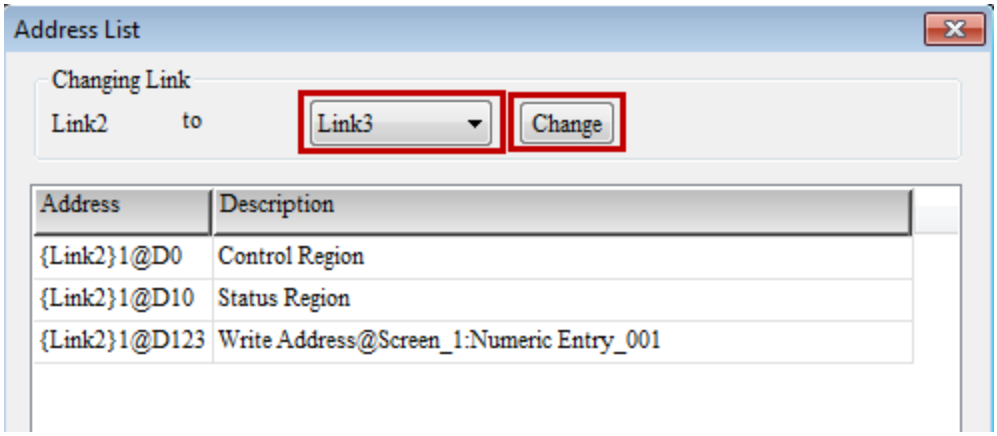
II. Cancel the connected selection on COM 2. A delet failed message

[Communication Setting]

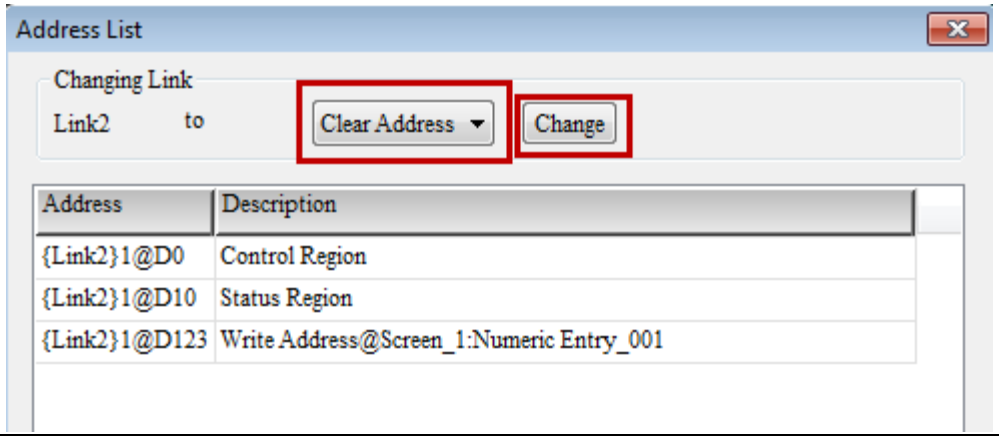
Table 2-2-8-5 Communication Setting

will pop up. Click OK to convert the Link address. Select the converting Link name (Link3), then click convert.



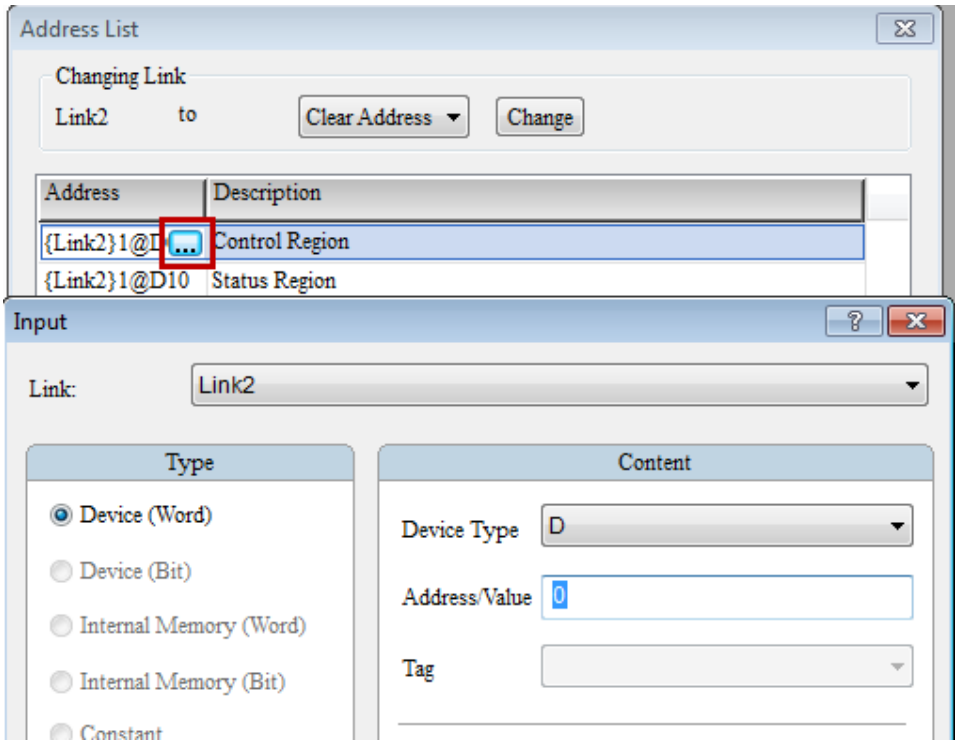


B. When adding different controller on COM 1 or COM 3, users can only choose to clear the address or setup each address directly.



[Communication Setting]

Table 2-2-8-5 Communication Setting

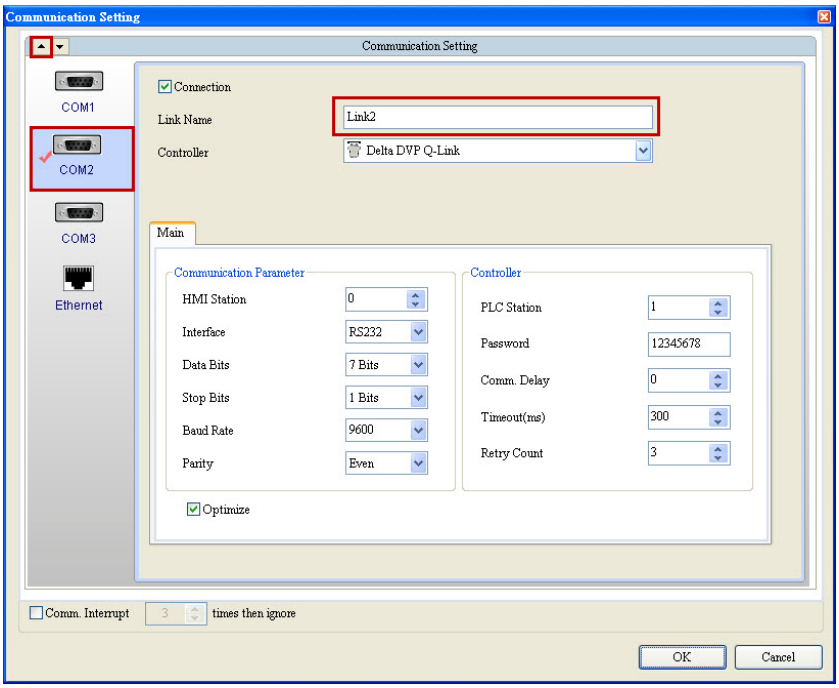


C. Use the feature of Move arrow to select COM Port on the upper left to move Link2 to COM 1. Once Link2 is moved, the user can go to COM 2 to check that Link Name has been changed to Link 1. As a result, this arrow is used to more Link directly to other communication ports.

Please see the following steps for details.

Step1

➢ Click the Move Up arrow on COM 2.

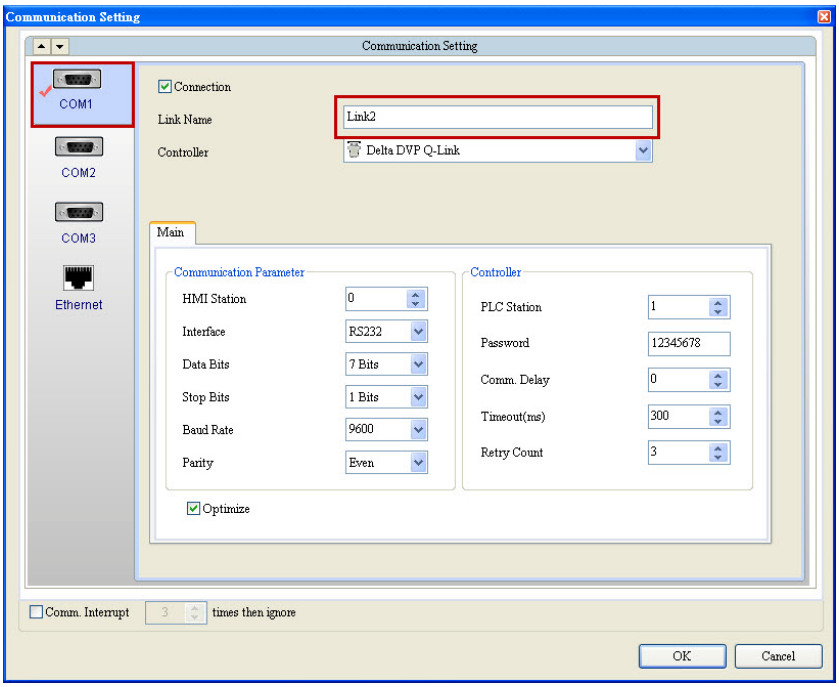


[Communication Setting]

Table 2-2-8-5 Communication Setting

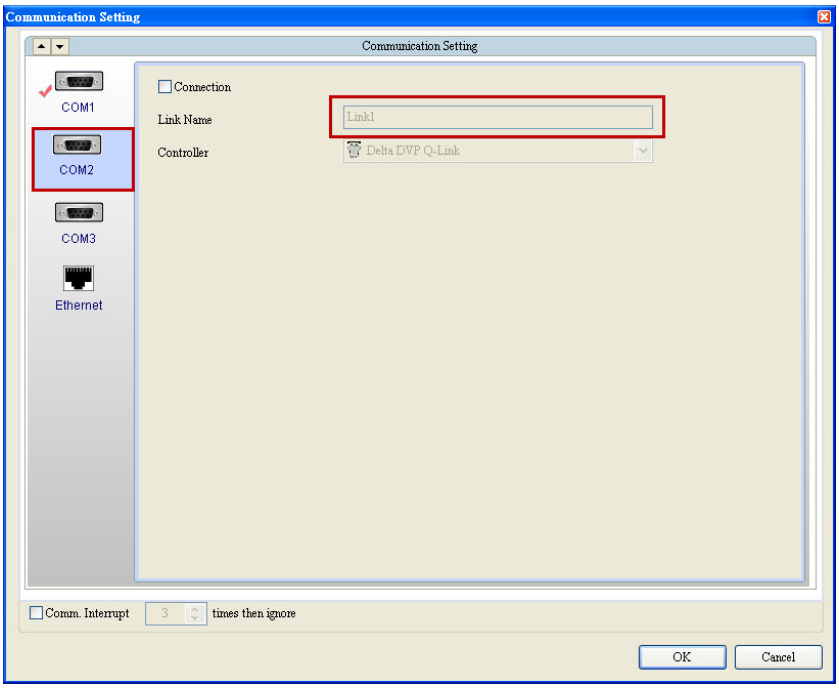
Step2

➢ After the previous step, Link 2 is moved to COM 1.



Step3

➢ Then check COM 2 and the Link Name of COM 2 is changed to Link 1.



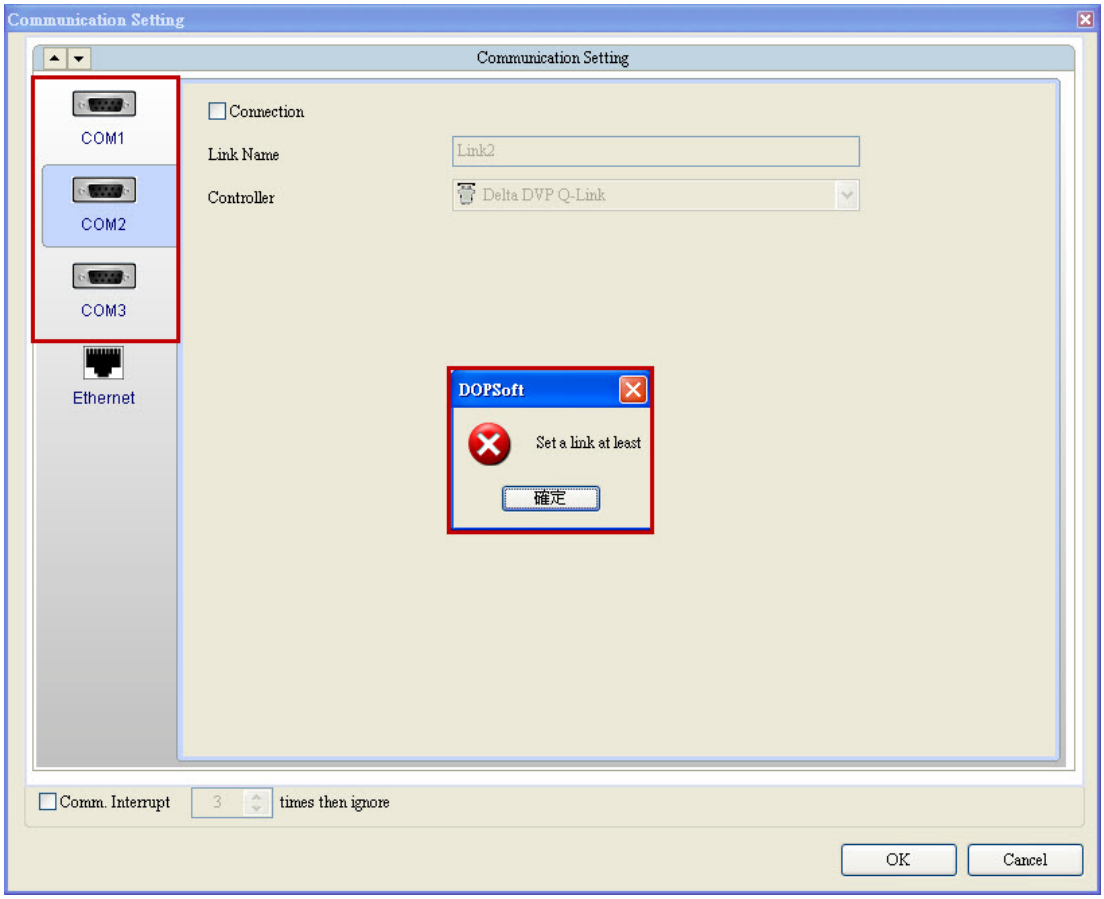
NOTE:

✓ Default link of COM 1 is Link 1, COM 2 is Link 2, and COM 3 is Link 3.

✓ When moving link through the Move Up/Down arrows and Link 2 is

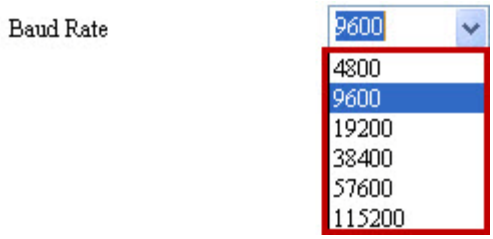
[Communication Setting]

Table 2-2-8-5 Communication Setting

<table>
<tr><td></td><td colspan="2">moved up to COM 1, the link of COM 2 becomes Link 1. Similarly, when Kink 2 is moved down to COM 2, the link of COM 2 becomes Link 3.
✓ Since such method of moving will not change the link name, the software will not show any warning message. How the Move Up/Down arrows work is the same as the function of the Move Up/Down in the old version Screen Editor.
➢ When the user cancels all links, the software will notify the user that there must be at least one link.
 
</td></tr>
<tr><td rowspan="2">Communication Parameter</td><td>HMI Station</td><td>➢ To set HMI Station Number, with a range of 1 ~ 255 and a default station number of 0.</td></tr>
<tr><td>Interface</td><td>➢ The interface is the method of transmission, including RS232, RS422, and RS485.
➢ When the user chooses COM 1, the only interface available is RS232. If COM 2 and COM 3 are selected, the available interfaces are RS232, RS422, and RS485.
<table>
<tr><th></th><th>COM 1</th><th>COM 2</th><th>COM 3</th></tr>
<tr><td>RS232</td><td>◎</td><td>◎</td><td>◎</td></tr>
</table></td></tr>
</table>

[Communication Setting]

Table 2-2-8-5 Communication Setting

			RS422		◎	◎	
			RS485		◎	◎	
	Data Bits	➢ The available Data Bits for the user to choose from are 7 Bits and 8 Bits.  ➢ Whether the format of Data bits is 7 Bits or 8 Bits, it all represents the length of the received data package.					
	Stop Bits	➢ The available options of Stop Bits are 1 Bits and 2 Btis.  ➢ Stop Bits represents informing the receiving end that the character signal of data has ended.					
	Baud Rate	➢ Baud Rate is available at 4800, 9600, 19200, 38400,57600, and 115200.  ➢ Baud Rate represents the speed of data transmission, with the unit of bps.					
	Parity	➢ The types of Parity include None (no parity), Odd (same odd number bits), and Even (same even number bits).  ➢ Parity is a mechanism used to check for error in data transmission, which includes checking by Odd parity, Even parity, and No parity.					
Controller	PLC Station	➢ PLC Station refers to that the software automatically creates a station for the associated PLC for the user after the user selects the controller to use.					

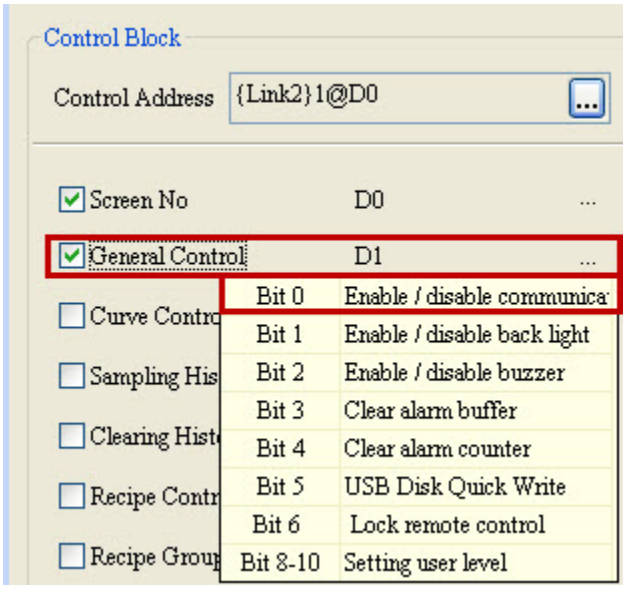
[Communication Setting]

Table 2-2-8-5 Communication Setting

		➢ The user can change the default station, with a range of 0 ~ 255.
	Password	➢ If the configured PLC requires password check, communication cannot be started without setting the corresponding password. The default password is 12345678.
	Communication Delay Time	➢ This refers to the time to wait after each communication, with a range of 0 ms ~ 255 ms. The default delay is 0 ms.
	Timeout (ms)	➢ This feature defines the time for Timeout after which there is no response of PLC. The range is 10 ms ~ 2000 ms and the default is 300 ms.
	Retry Count	➢ If there is no response from PLC after the communication starts, HMI will resend the communication command. If the preset Retry Count has been reached, HMI will display a warning message. The range is 0 ~ 15 times and the default is 3 times.
Optimize	➢ When [Optimize] is checked, the communication will be optimized when it accesses the element and speed up communication. If [Optimize] is unchecked, it will slow down the speed to access the element. ➢ By default this feature is checked. Therefore, all element address access referenced to this link will be optimized.	
Comm. Interrupt	 ➢ Only when [Comm. Interrupt] is checked is the Retry Count available to set. If checked, when communication interruption occurs and the Retry Count reaches the setting, HMI will not attempt connection with controller. The available range is 0 ~ 255 times and the default is 3 times. ➢ When HMI and controller ends communication because Comm. Interrupt reaches the set number and the user wants to resume the communication, he/she can control the status of communication switch by using Bit 0 in Control Block D1.	

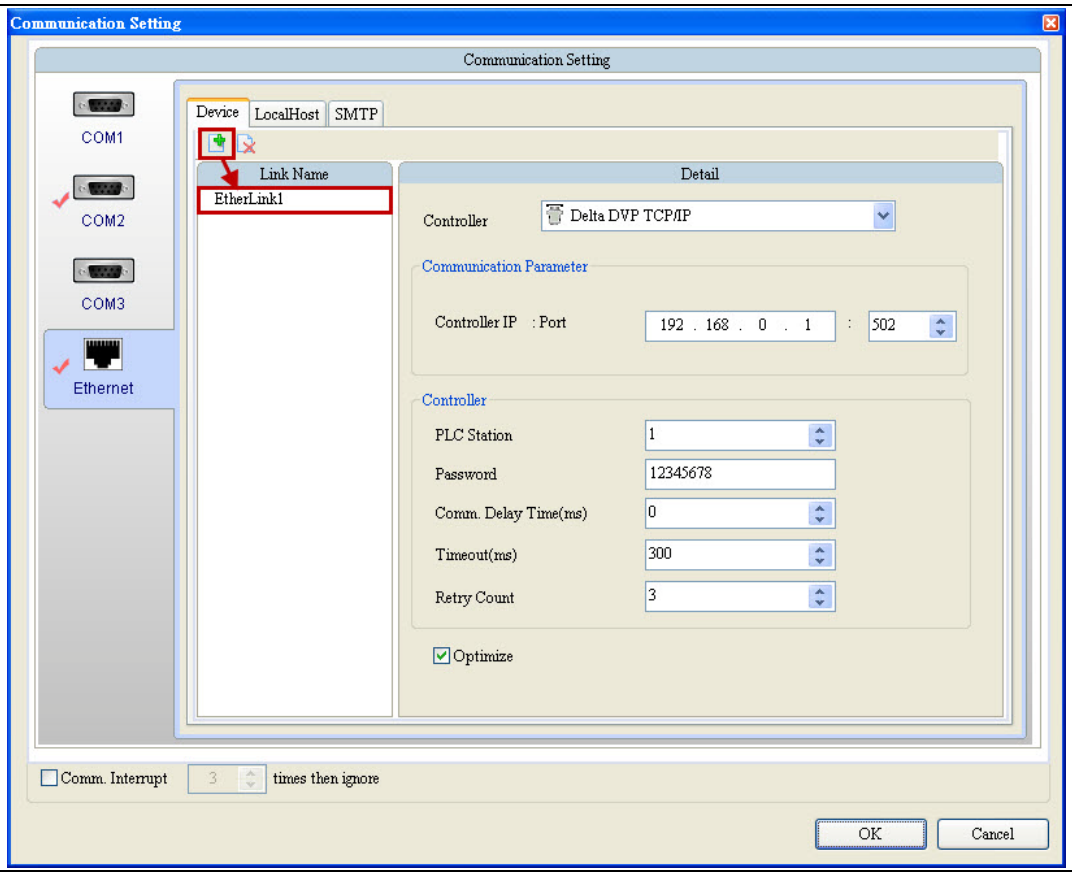
[Communication Setting]

Table 2-2-8-5 Communication Setting



➢ **The following are details of operation setting for Ethernet.**

Device



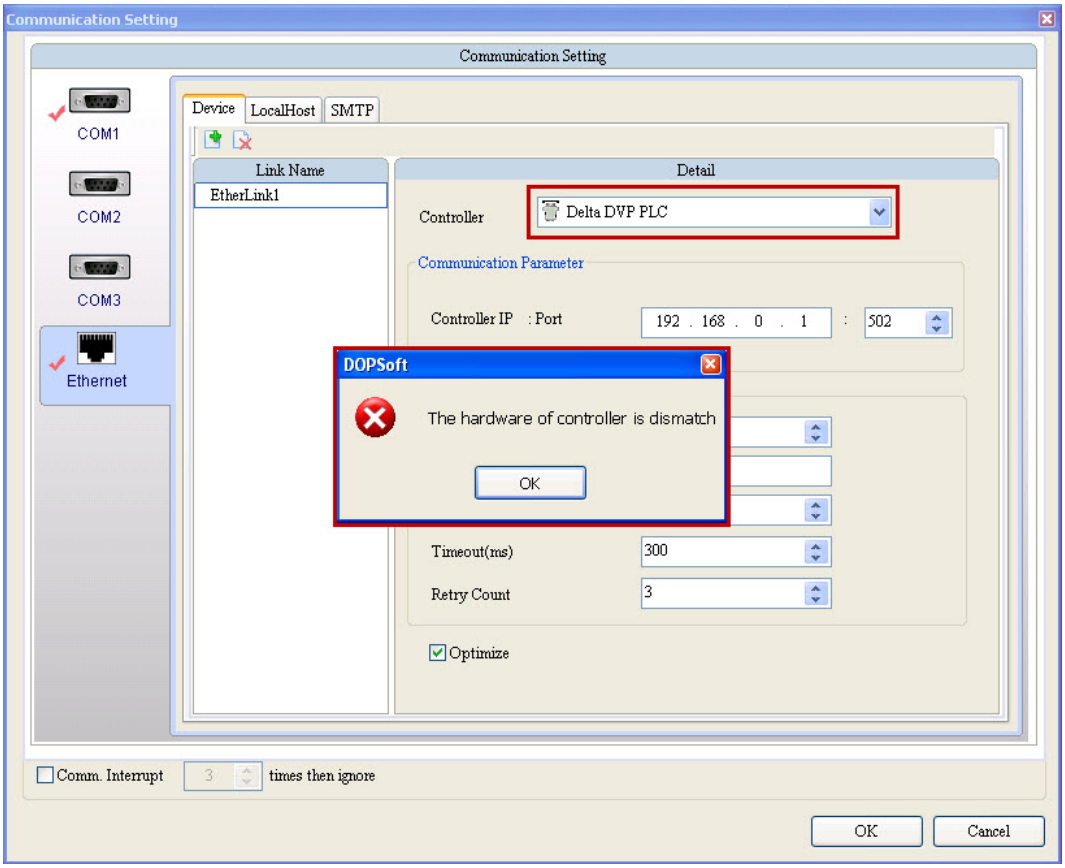
➢ Click the icon in [Device] page, a new [EtherLink1] link device will be added, which can be renamed by the user as preferred.

➢ After the new device is added, please select the controller to use. If a non-network PLC is selected, a warning will pop up to notify the user that

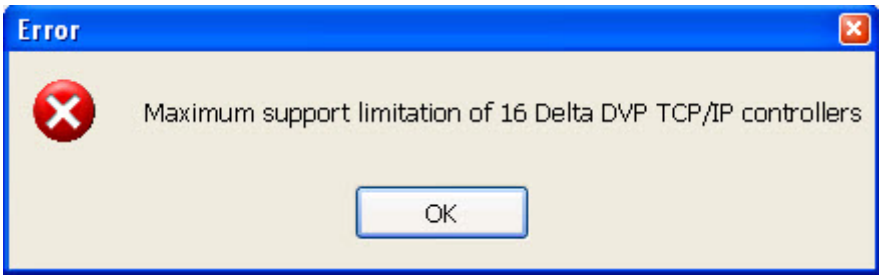
[Communication Setting]

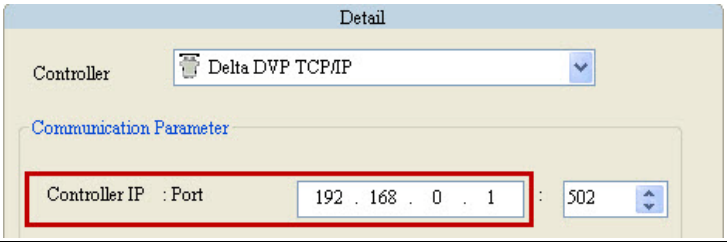
Table 2-2-8-5 Communication Setting

the associated hardware is dismatch.



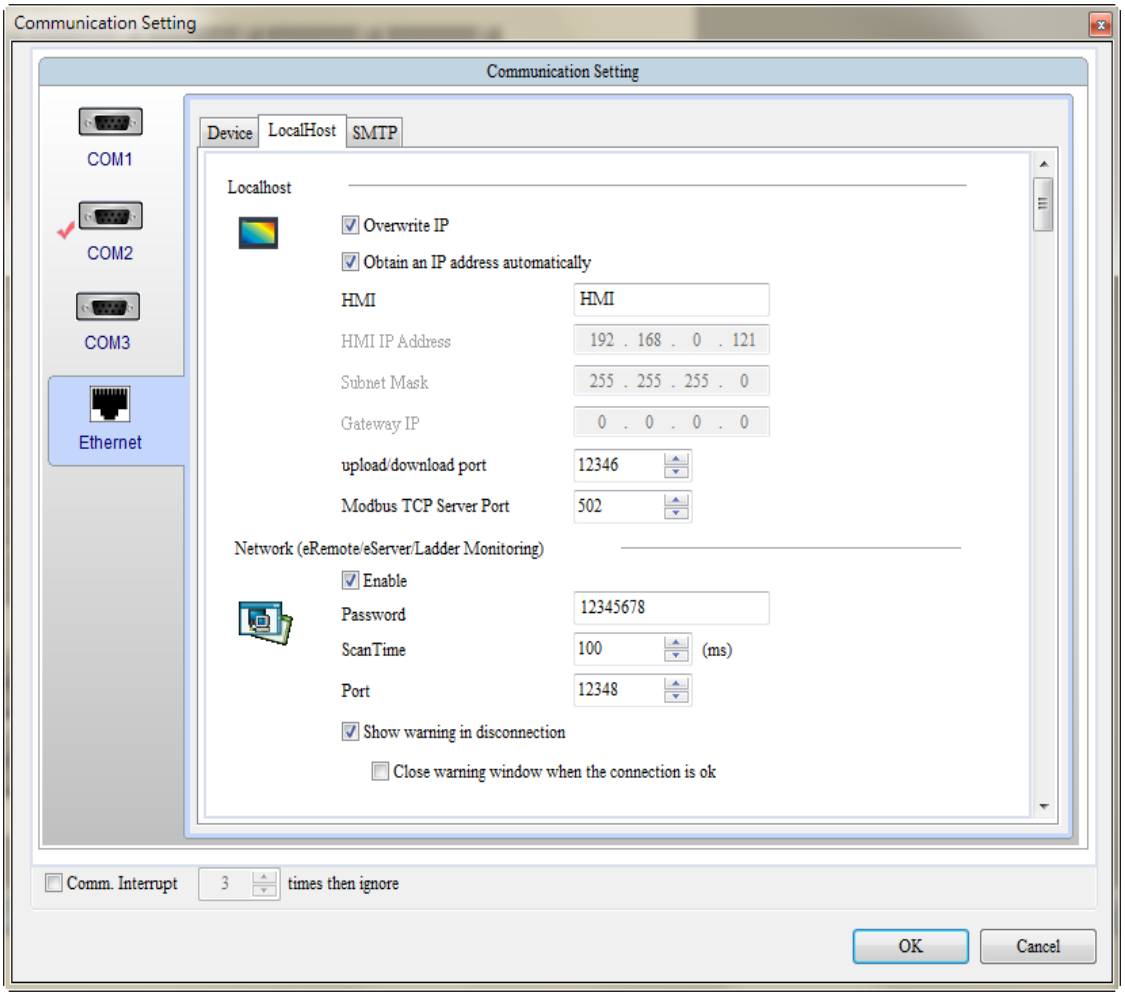
➢ Once the new network device is added, only two Protocols can be included. For example, they can be Delta DVP TCP/IP and S7 300 (ISO TCP), with each Protocol having up to 16 links. If any Protocol has more than 16 links, the software will pop up the warning message to notify the user that too many controllers are added, which exceeds the allowable number.



[Communication Setting] Table 2-2-8-5 Communication Setting			
	Communication Parameter	HMI Station	➢ This feature allows one to set HMI Station number, with a range of 1 ~ 255 and default of 0.
		Controller IP	➢ The user can set the IP address of PLC here. ➢ Please set the address that is located in the same network segment as HMI IP to ensure normal communication with HMI. 
		Port	➢ Port will vary with the controller selected by the user. The user can also change the port as preferred and the port setting of the associated PLC.
	Controller	PLC Station	➢ PLC Station refers to that the software automatically creates a station for the associated PLC for the user after the user selects the controller to use. ➢ The user can change the default station, with a range of 0 ~ 255.
		Password	➢ If the configured PLC requires password check, communication cannot be started without setting the corresponding password. The default password is 12345678.
		Comm. Delay Time	➢ This refers to the time to wait after each communication, with a range of 10 ms ~ 255 ms. The default delay is 0 ms.
		Timeout (ms)	➢ This feature defines the time for Timeout after which there is no response of PLC. The range is 10 ms ~ 2000 ms and the default is 300 ms.
		Retry Count	➢ If there is no response from PLC after the communication starts, HMI will resend the communication command. If the preset Retry Count has been reached, HMI will display a warning message. The range is 0 ~ 15 times

[Communication Setting]

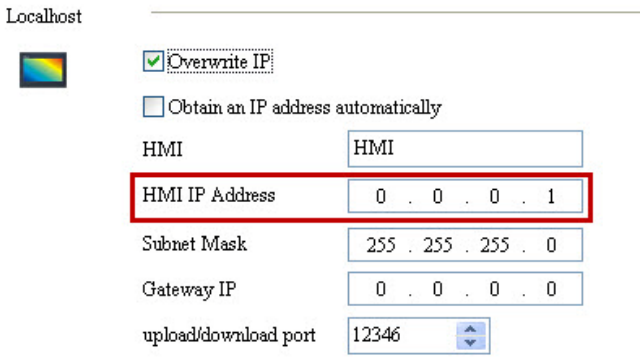
Table 2-2-8-5 Communication Setting

			and the default is 3 times.
	Optimize		➢ When [Optimize] is checked, the communication will be optimized when it accesses the element and speed up communication. If [Optimize] is unchecked, it will slow down the speed to access the element. ➢ By default this feature is checked. Therefore, all element address access referenced to this link will be optimized.
Local Host			
	Localhost	Overwrite IP	Localhost stands for the IP address of HMI, with options of Overwrite IP and Obtain an IP address automatically. ➢ [Overwrite IP] unchecked: When this option is unchecked, it means HMI will use the default IP address, which is 0.0.0.0. If the user chooses not to enter IP from software, he/she can change the IP through

[Communication Setting] Table 2-2-8-5 Communication Setting			
			[System Setting]→ [Network]. [Overwrite IP] checked: If Overwrite IP is checked, it means the IP is changed from software. The user can configure the IP address to write in and associated parameters such as HMI name.

[Communication Setting]

Table 2-2-8-5 Communication Setting

		Obtain an IP address automatically	➢ [Overwrite IP] must first be checked before [Obtain an IP address automatically] can be opened. ➢ When both are checked, it means HMI will obtain IP address through DHCP. If the user wants to know the current IP address, he/she can check through [System Setting]→ [Network] in the system screen.
		HMI Name	➢ The user can define the HMI name as preferred, which can be used to identify HMI. When remote monitoring or data logging is used over the network, the HMI name can be used to quickly identify the HMI being used.
		HMI IP address	➢ The HMI IP address must be located in the same network segment as the controller IP address. 
		Subnet Mask	➢ Subnet Mask is used for ”Network Fragment” and” Find Destination Location” , which has the same format of IP address and represented by bytes separated by decimal points.

IP Level	IP Address	Subnet Mask
Class A	1.x.x.x~126.x.x.x	255.0.0.0
Class B	128.0.x.x~191.255.x.x	255.255.0.0

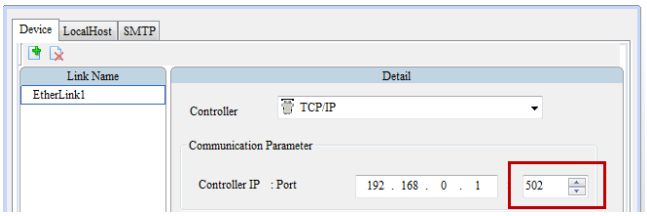
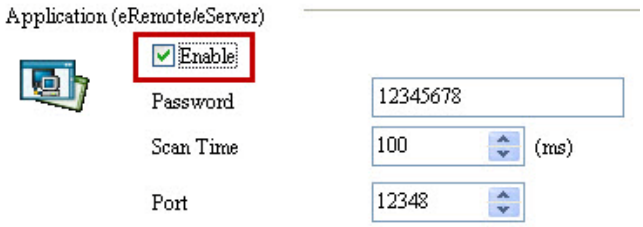
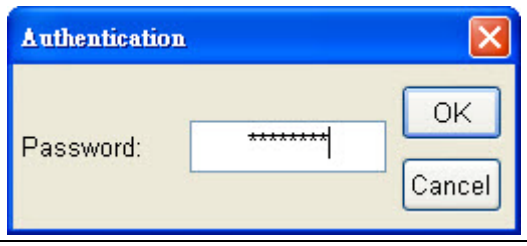
[Communication Setting]

Table 2-2-8-5 Communication Setting

			Class C | 192.0.0.x~223.255.255.x | 255.255.255.0 ➢ When configuring the IP address of each computer, the Subnet Mask must also be set. For Class C in the figure above, the first 3 bytes in its IP address is the Network ID. Therefore, the first 3 bytes in Subnet Mask are all 255. The last byte is Host ID, which is 0.
		Gateway IP	➢ The so-called Gateway is mostly used in connection with local area networks and large computer host systems. In general, however, Gateway is needed when systems on two different levels are connected. ➢ Gateway is the exit of local area network, through which all packages to be sent to internet network must pass and are transferred to other hosts on internet and eventually arrives at the destination host. ➢ If the user needs to connect to an external network, he/she can configure the Gateway address by the network rules. The default address is 0.0.0.0.
		Upload/Download port	➢ This port is the designated link address, which enables communication between different programs in the computer. There are 65536 such ports, some of which are reserved for specific programs. ➢ The default Upload/Download port of HMI is 12346.
		Modbus TCP Server Port	➢ The default communication port of Modbus TCP Server is 502. ➢ This communication port has to be the same as the one of Modbus TCP/IP controller.

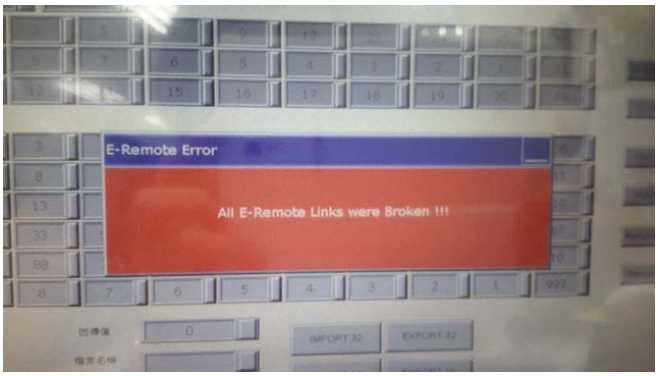
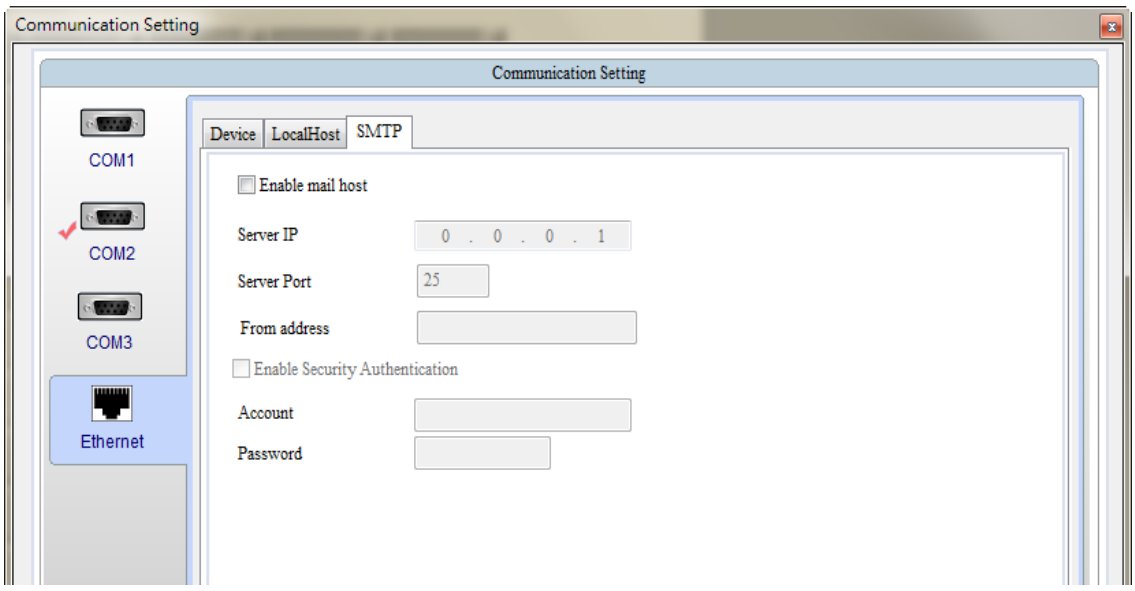
[Communication Setting]

Table 2-2-8-5 Communication Setting

			 ➢ Users can determine the communication port number. Please make sure the setting of both has to be the same.
	Application (eRemote/ eServer)	Enable	➢ Only when [Enable] is checked can [Password], [Scan Time], and [Port] be configured. 
		Password	➢ The password can be changed by the user as needed. The default is 12345678. ➢ This password is required when one needs to access or monitor HMI project data after executing eServer and eRemote. 
		Scan Time	➢ Scan Time is the interval between each scan by eServer and eRemote. The available range is 100 ms ~ 5000 ms and default is 100 ms.
		Port	➢ The port of eServer and eRemote is set to be 12348 and is different from the Upload/Download port in HMI. Different programs have their own designated

[Communication Setting]

Table 2-2-8-5 Communication Setting

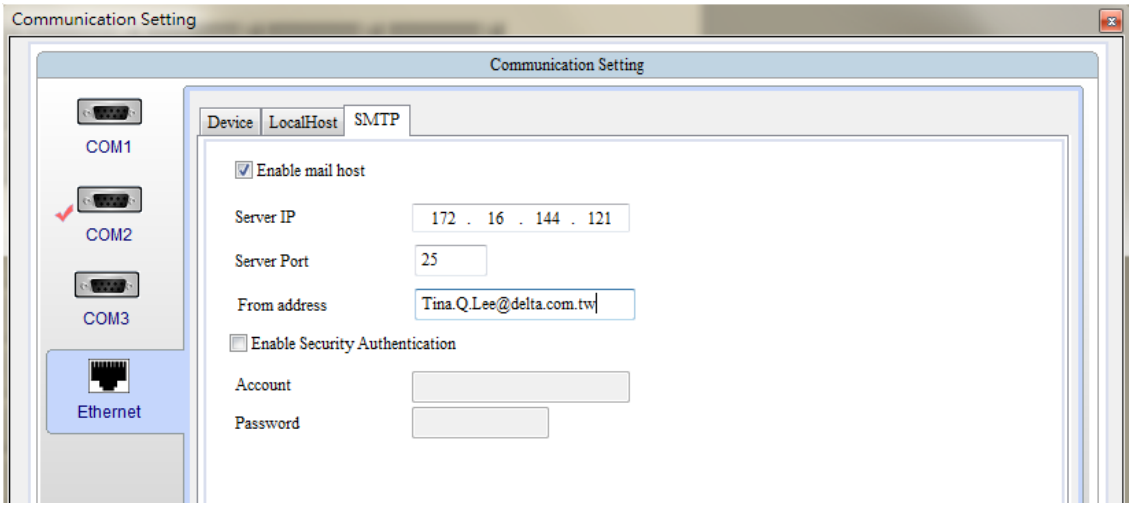
			ports.
		Show warning in disconnection	➢ This function is enabled once it is activated. ➢ When the communication between HMI and eServer or eRemote is disconnected, a warning message will show. 
		Close warning window when the connection is ok	➢ When “Show warning in disconnection” is checked, this function is activated. ➢ When the function is checked, the warning message will continuously pop up until the connection between HMI and eServer or eRemote is resumed. ➢ When the user does not check this function, the warning message will only pop up for once.
SMTP			

[Communication Setting]

Table 2-2-8-5 Communication Setting

- SMTP stands for Simple Mail Transport Protocol, which is used to transmit the mail to be sent out. SMTP is a protocol that regulates the mail transmission from the source address to the destination address and controls how the mails are transferred.
- DOPSoft offers the SMTP service for the user to receive the alarm by email in case of emergency.
- Once SMTP parameters are set, the user must enter [Options] → [Alarm Setup] → [Mail sever] to enter receiver's email address and related warning information.
- The setup steps are as follows:

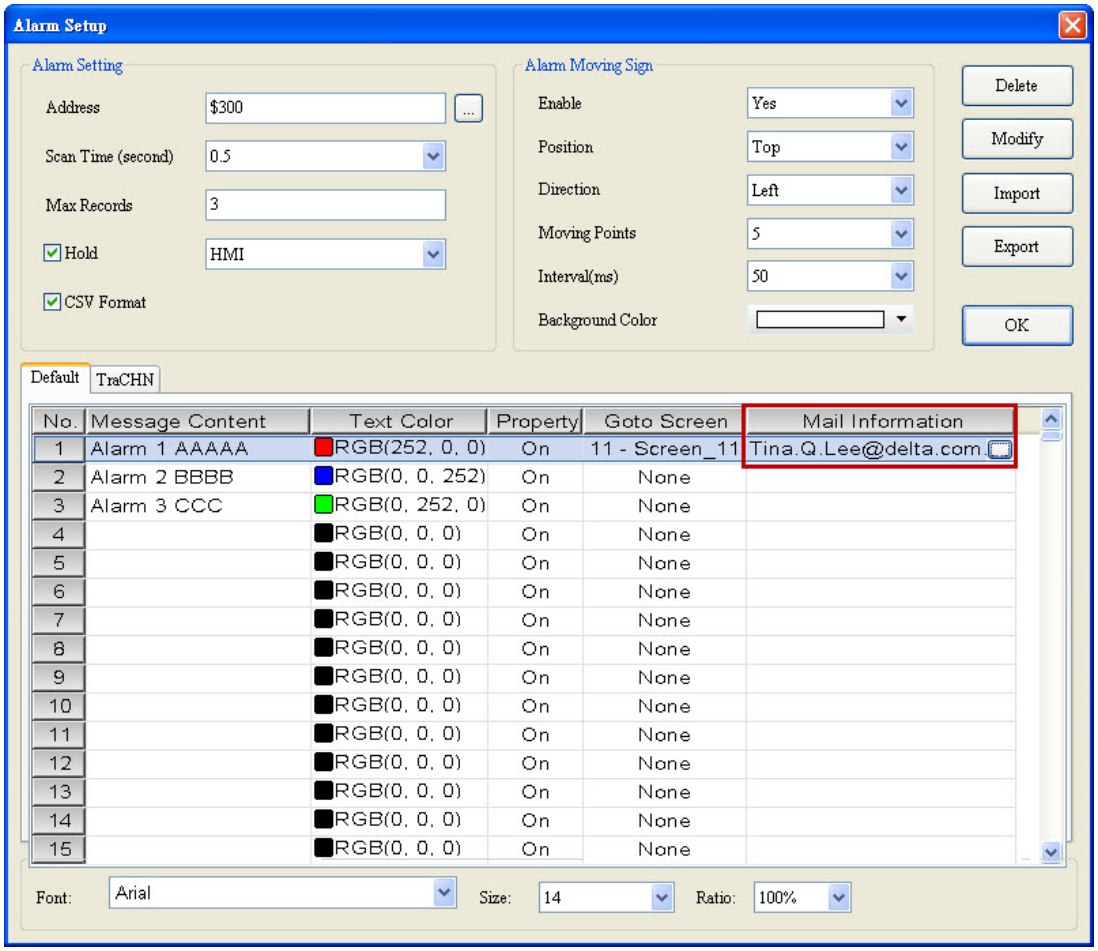
I. Enter the [Options]→ [Communication Setting]→ [Ethernet] page and set up SMTP.



II. Enter [Options]→ [Alarm Setup] to set up the email information.

[Communication Setting]

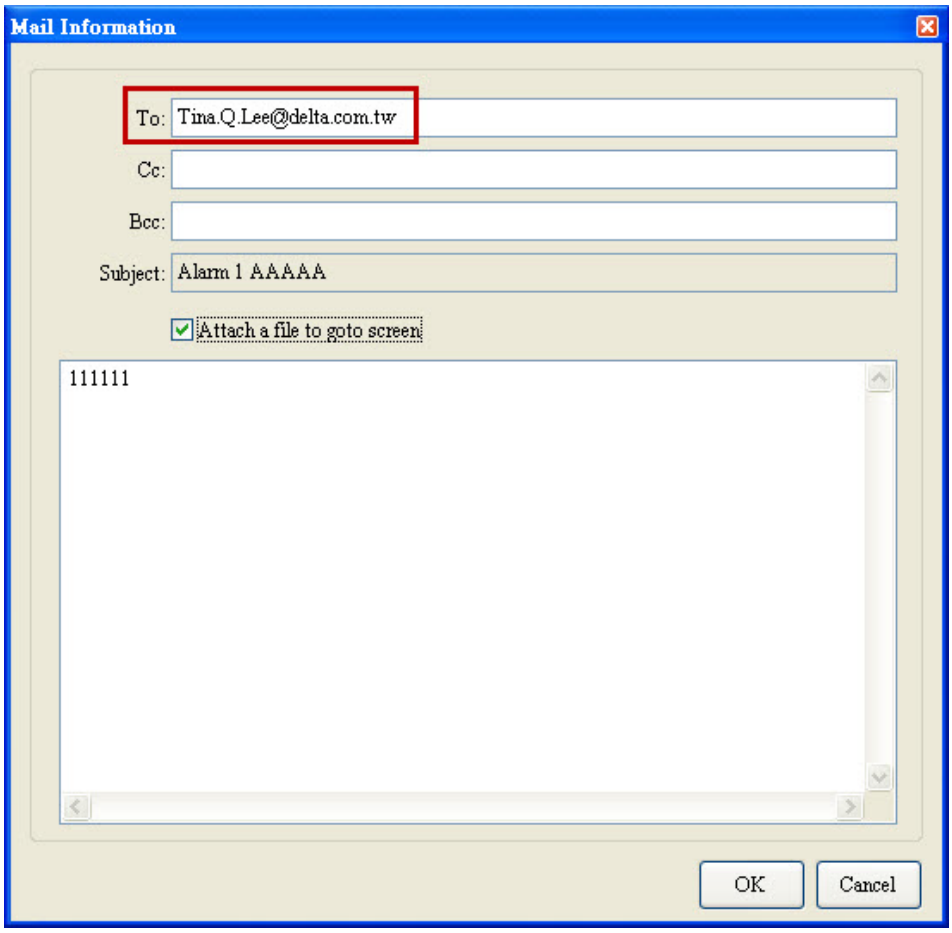
Table 2-2-8-5 Communication Setting



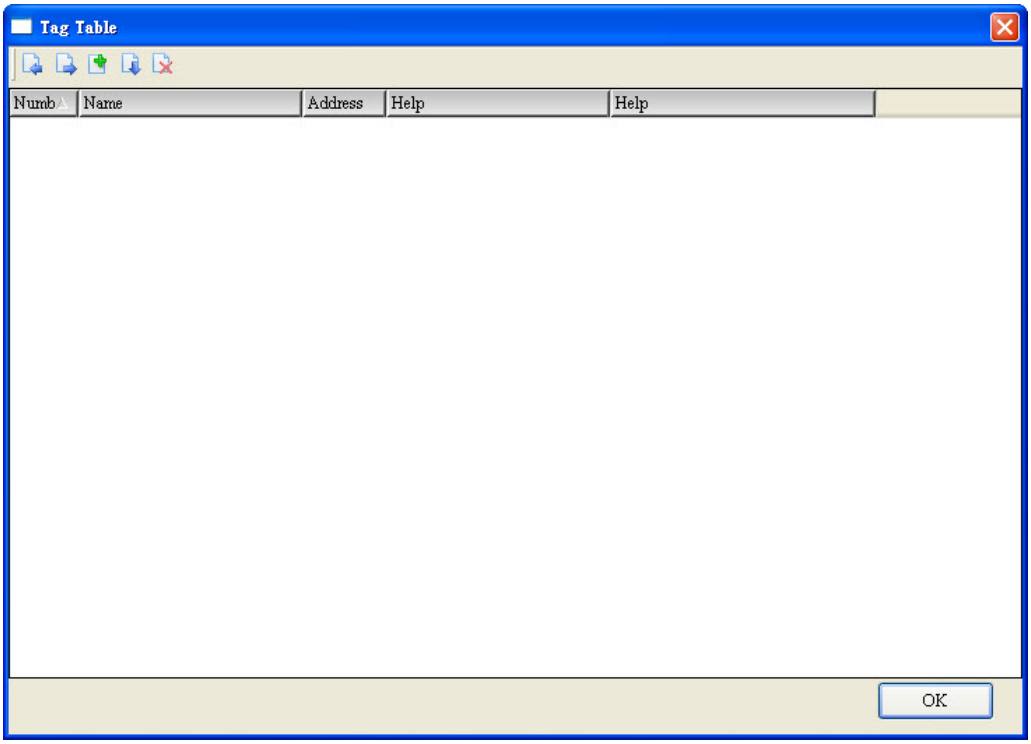
III. Enter the users to receive mails and check whether to send the alarm screen.

[Communication Setting]

Table 2-2-8-5 Communication Setting



IV. Check the mailbox to see if there is any new mail.



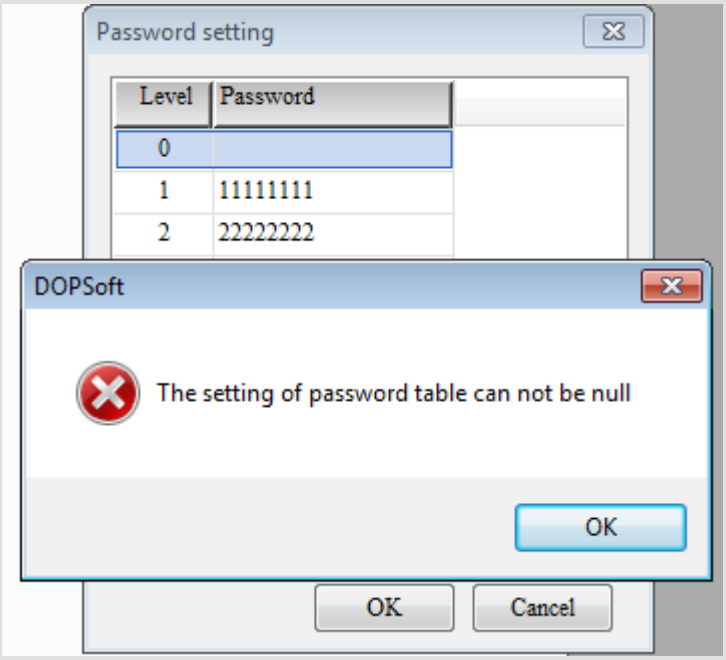
[Communication Setting] Table 2-2-8-5 Communication Setting			
	➢ If the user wants to enable SMTP, please first check [Enable Mail Host] before setting the host IP address, host port, account, and password security authentication.		
	Enable Mail Host	IP address of Mail Host	This IP address corresponds to the Mail Server created by user. Before using SMTP, please first have the Mail Server ready.
		Mail Host Port	The default mail host port is 25, which is the SMTP communication port.
		From Address	Please fill in sender's mail address.
	➢ Before enabling account security authentication, [Enable Mail Host] must first be checked before setting up the associated account and password.		
	Enable Security Authentication	Account	The account and password must comply with what is required by the SMTP server. When the SMTP Mail Server is being set up, if security authentication for account and password is checked, a set of account and associated password needs to be entered first. The entered account and password are used to check if the receiver is a legitimate system user at the backend to prevent unclaimed mails from occupying the system resource, which may cause invisible issue of mail security.
		Password	

2-2-8-3 Password Setting

Password Setting is mainly used to differentiate the permission level of HMI. There are seven permission levels, each of which has its default password.

NOTE：

✓ Password setting cannot be null.



Permission Level 0	No protection function is available. Any person can operate the system.
Permission Levels 1 ~ 7	Entry of password or override with high permission level is required to operate the system.
Permission Level 8	This is password for the highest permission level and is higher than those for levels 1 ~ 7. Meanwhile, this password is the protection password once a project is saved and is also used for Check password when download program and system file formatting.

Table 2-2-8-6 Table of permission levels.

When the user wants to change the password in each level, this can be done by changing the password entry through [Options]→ [Password Setting]. The entered password can have up to8 digits, which consist of numbers of 0 ~ 9 and alphabets of A ~ F regardless of capitalization or lower-case. The user can choose the digits and characters of the password as preferred with flexibility.

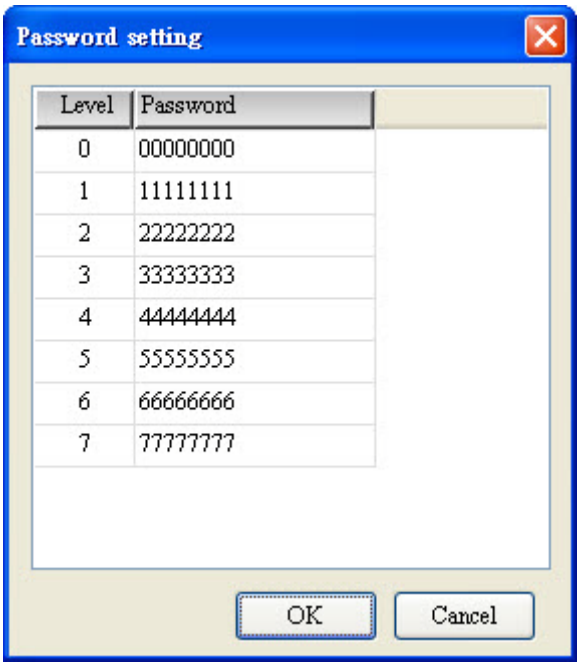


Figure 2-2-8-3 Password Editing.

The user can also change the password through the “Set up Password” button element.

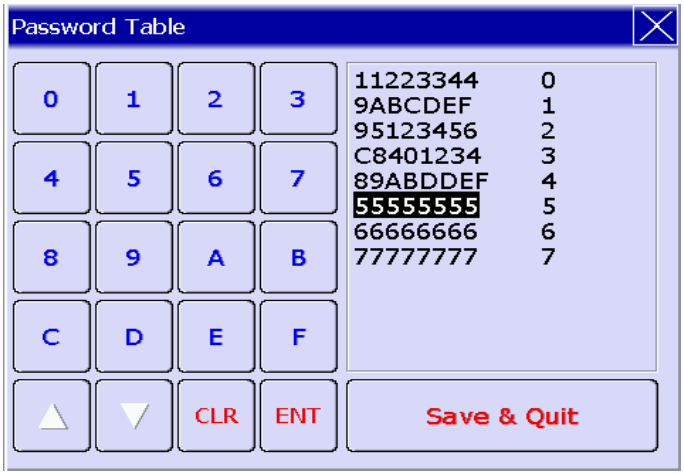


Figure 2-2-8-4 Set up password button

2-2-8-4 Tag Table

Tag Table is mainly used to help the user set up the stage for the memory address. For example, a certain address is $100 with a tag called TINA. In the future, every time when $100 needs to be entered, it can be replaced by TINA, as shown in the figure below.

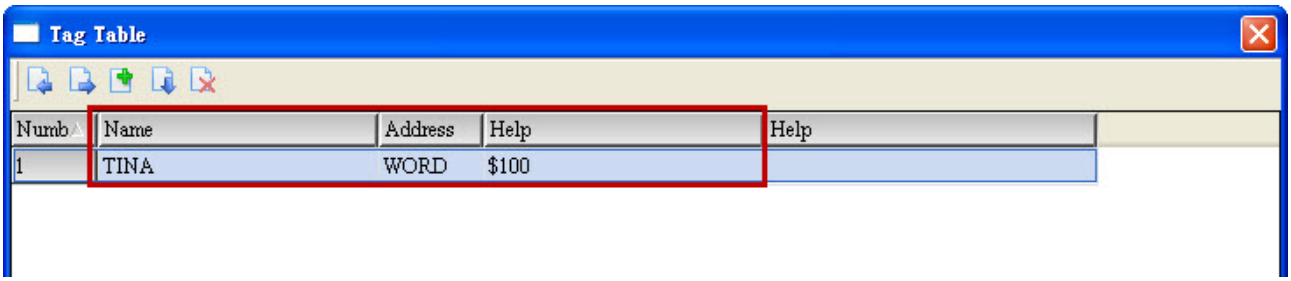


Figure 2-2-8-5 Tag Table

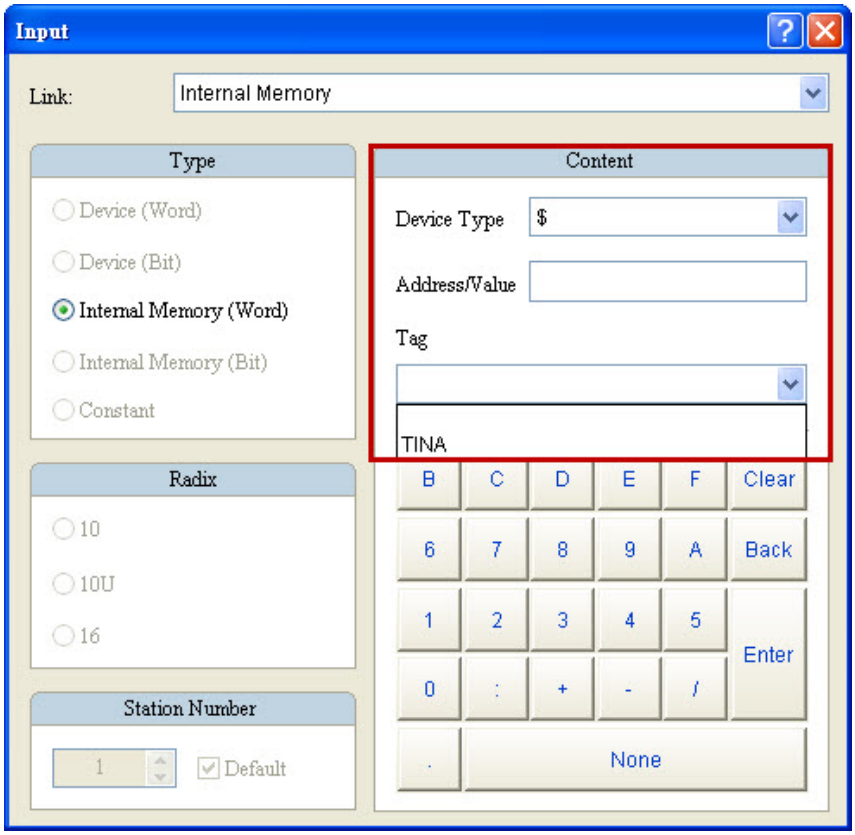
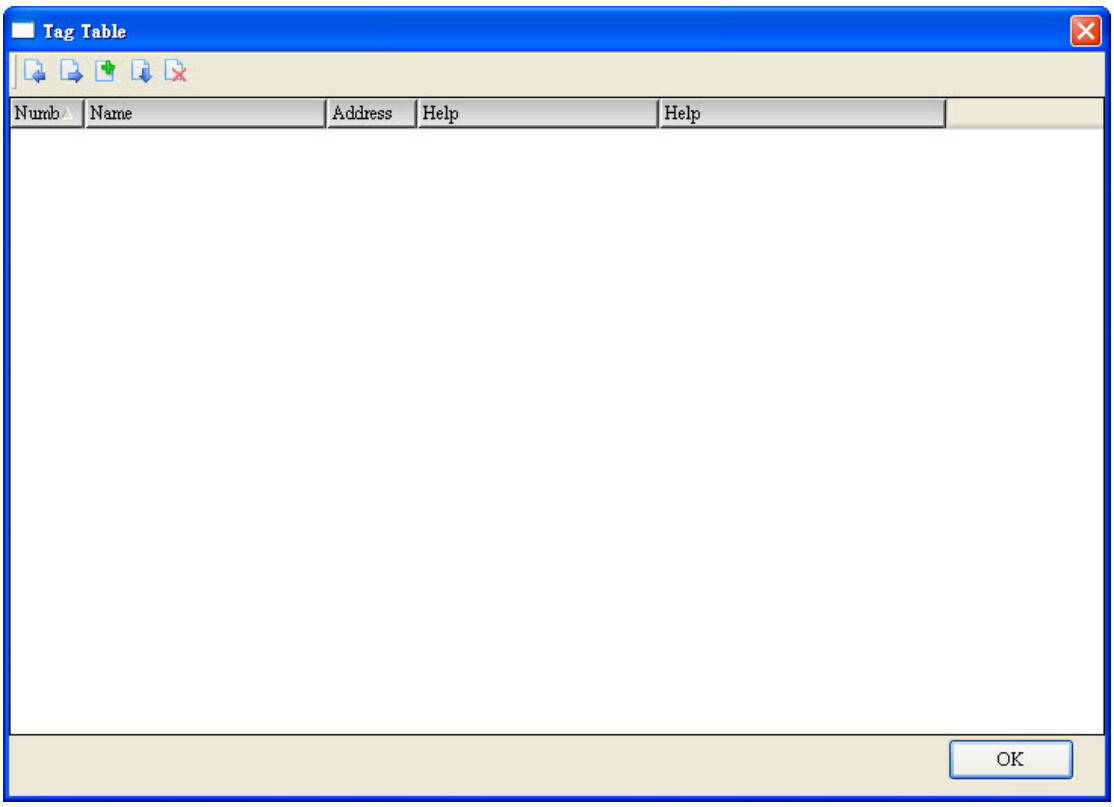


Figure 2-2-8-6 Set up tag.

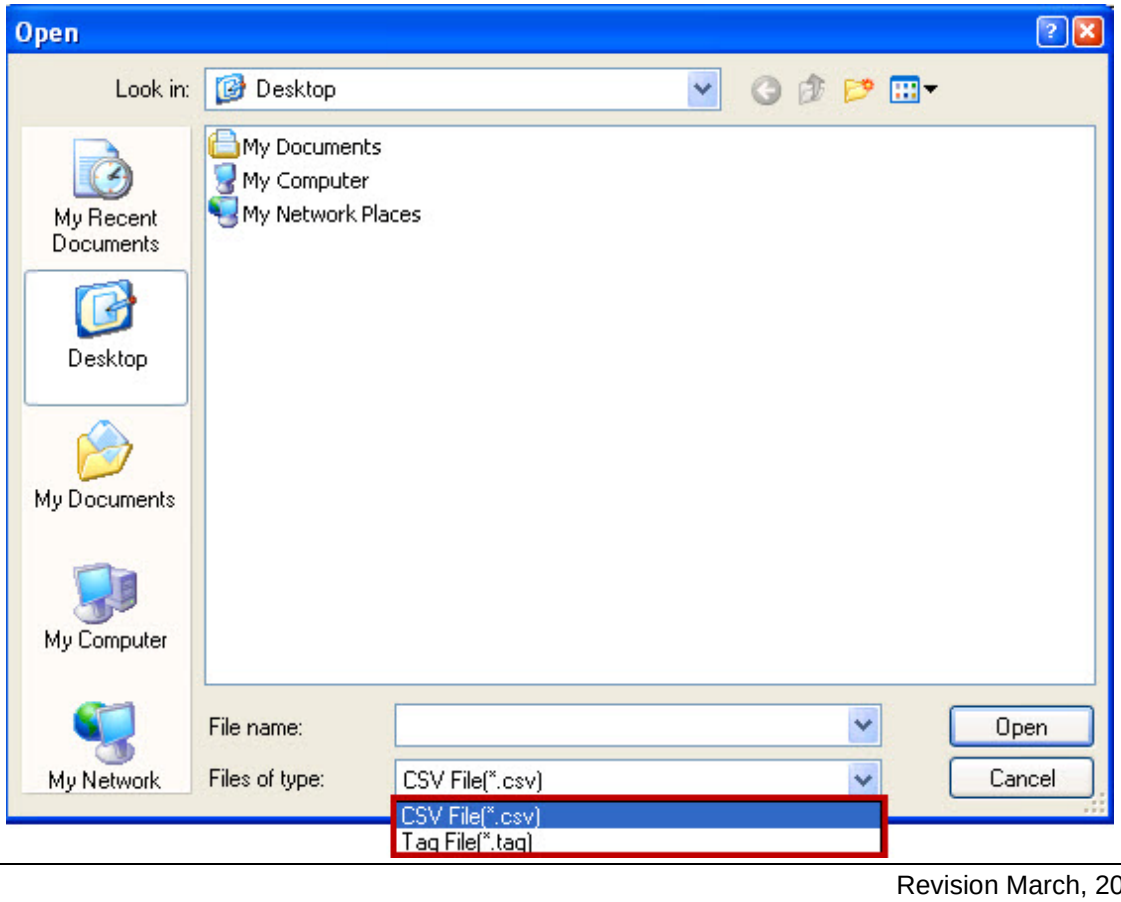
Descriptions of items in Tag Table are given below.

Tag Table

Table 2-2-8-7 Tag Table



Open	➢ The use can open the existing tag file or the CSV file in Tag Table.



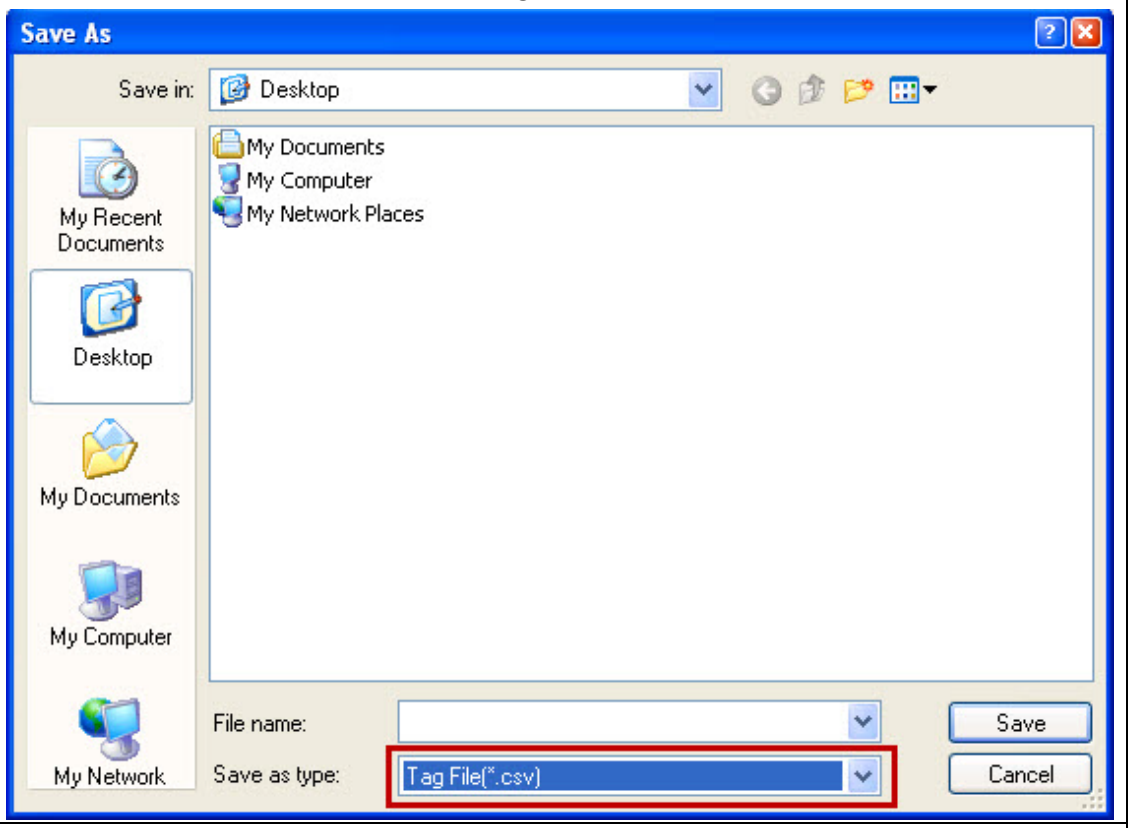
Tag Table

Table 2-2-8-7 Tag Table

Save As



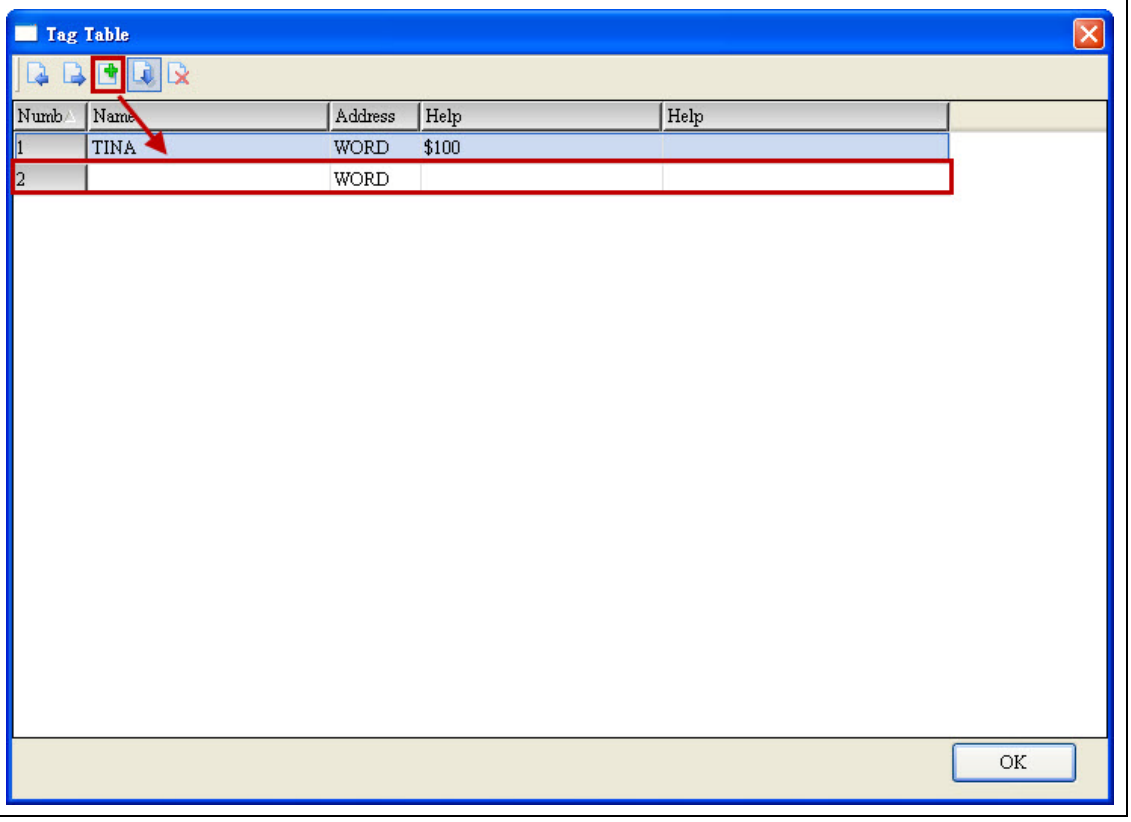
➢ The user can save the edited tag file as a new file in the format of CSV file.

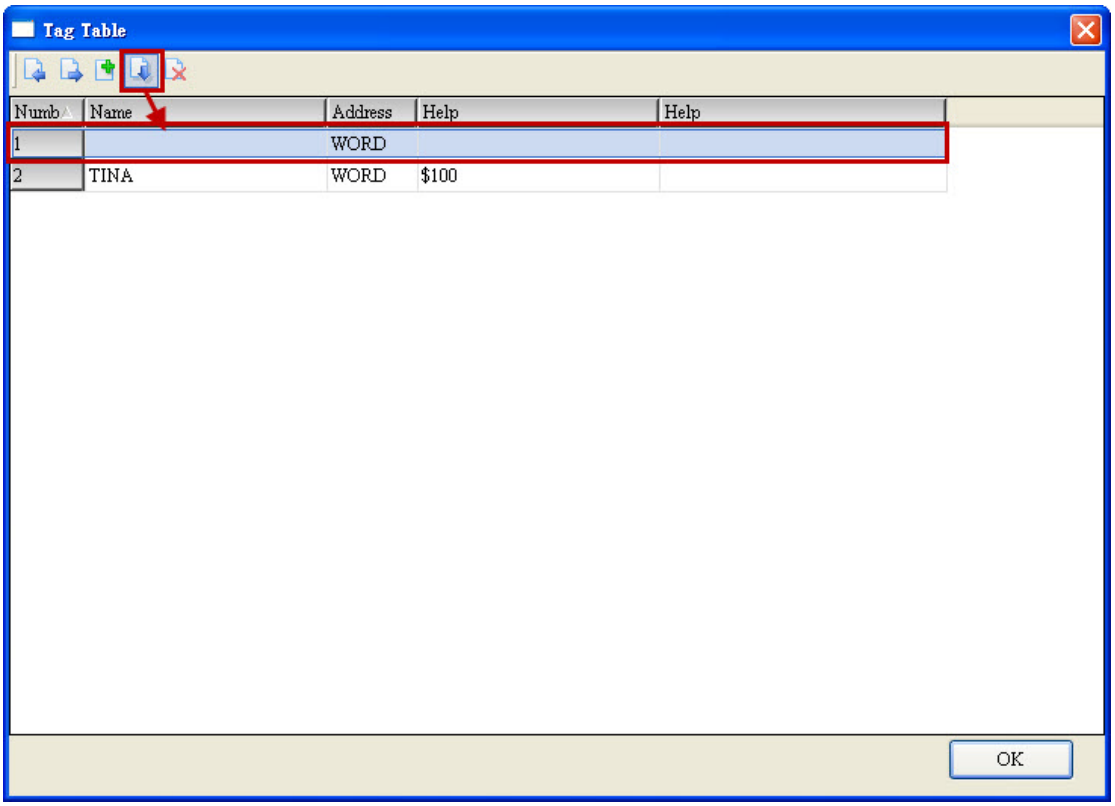
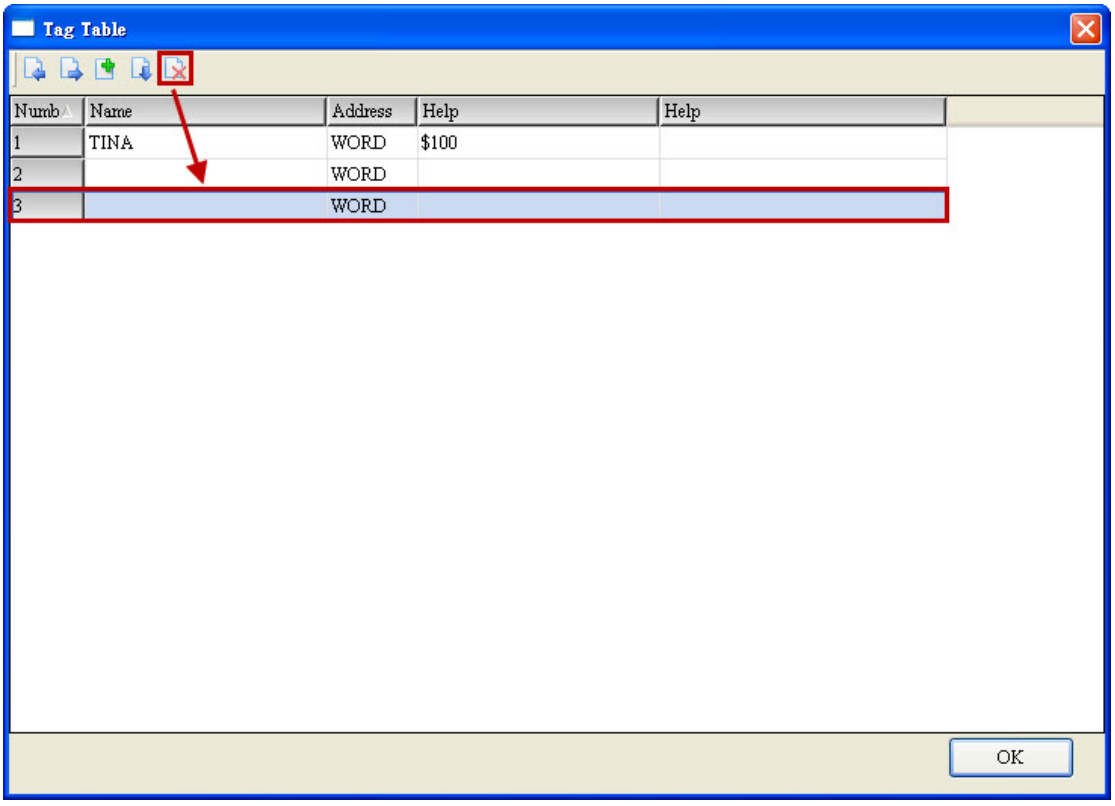


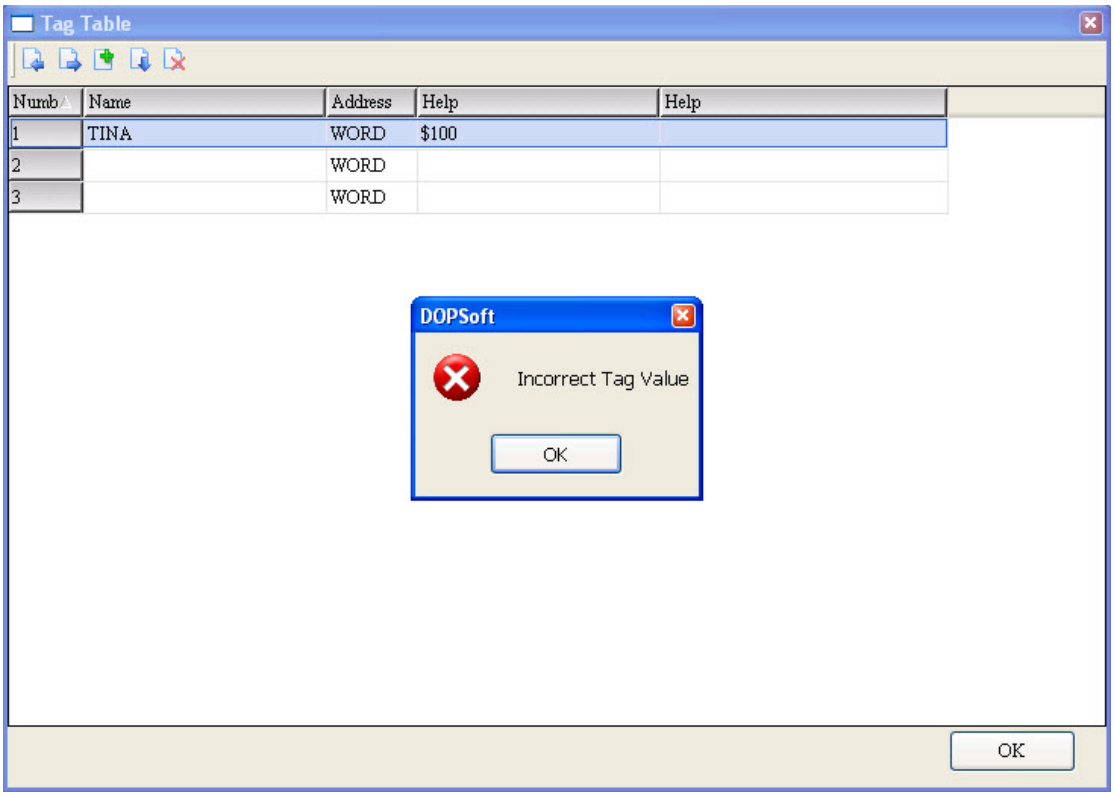
Add



➢ To Add new tag data, the user only has to click the Add icon to create the new data.



Tag Table Table 2-2-8-7 Tag Table	
Insert 	➢ Insert means to insert the new data above the existing data. 
Delete 	➢ Delete is used to remove the data that is selected by the user. 
Yes	➢ After the user makes changes or deletion, the “Yes” button must be

Tag Table Table 2-2-8-7 Tag Table	
	pressed to save the changes. In addition, if data is added or inserted but "Yes" is pressed without entering any data, the software will pop up a warning message to notify the user that the current tag data is incorrect. 

2-2-8-5 Print Typesetting

Prior to executing Print Typesetting, please check the following:

- ✓ **The screen selected for Goto Screen cannot be the Print screen.**
- ✓ **Print Screen cannot be the default screen.**
- ✓ **Print Screen cannot be the Base Screen.**
- ✓ **Print Screen cannot be the sub-screen.**
- ✓ **Print screen cannot be one used for screen saver.**

Print Typesetting includes [Print All] and [Custom Print].

[Print All] refers to when the user drags 4 screens to be printed to the Print Screen on the right, these 4 screens will all be printed. Printed screen can also be the history screen. The user can select the screen to be printed and choose the associated typesetting or remove the screen not to be printed.

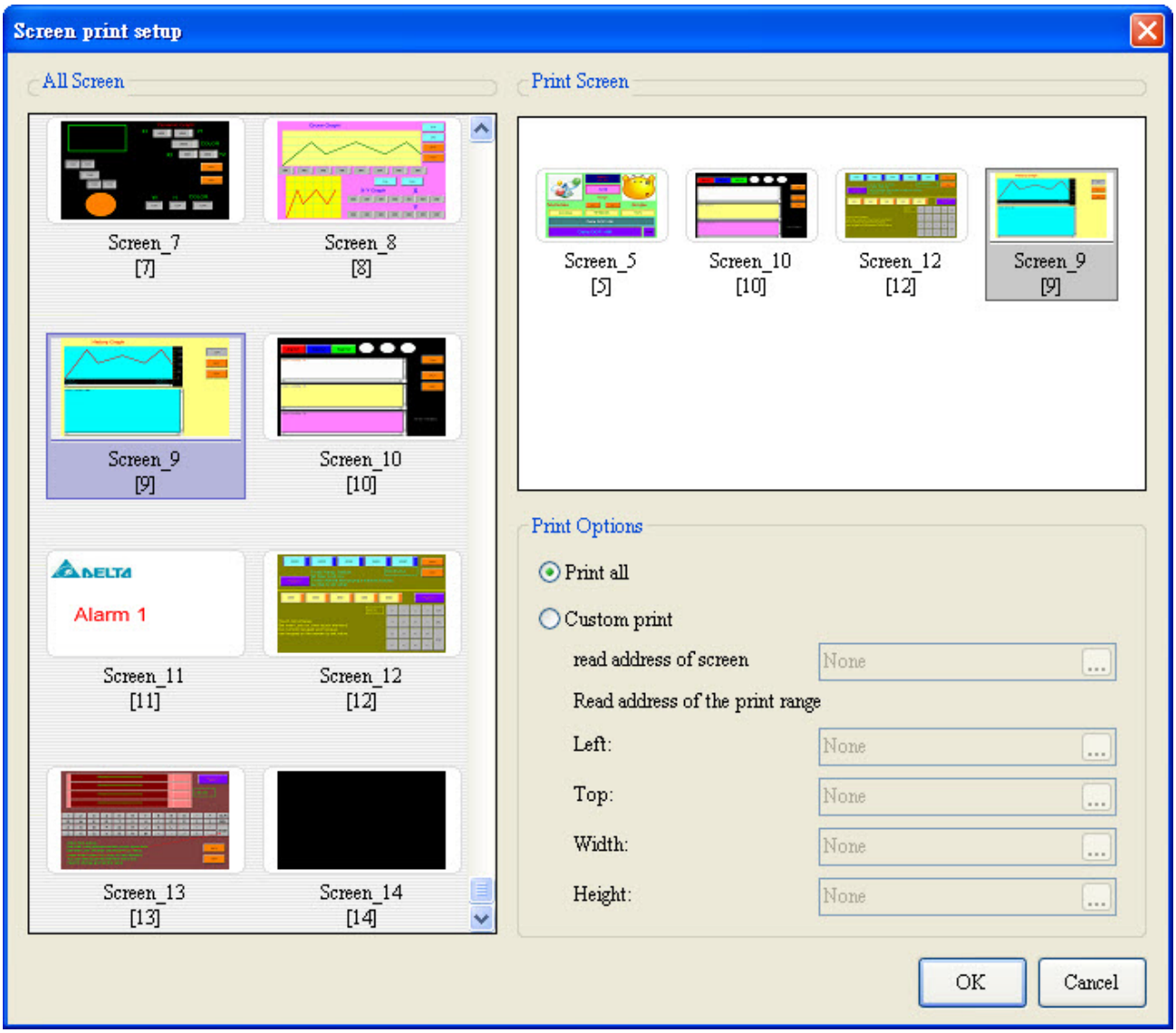


Figure 2-2-8-7 Screen of Print Typesetting Management.

[Custom Print] refers to the user defines the screen to be printed. Therefore, the read address of screen, height and width, X coordinate (Left), and Y coordinate (Top) can be changed. This function can work with flags in Control Block to output the Report button.

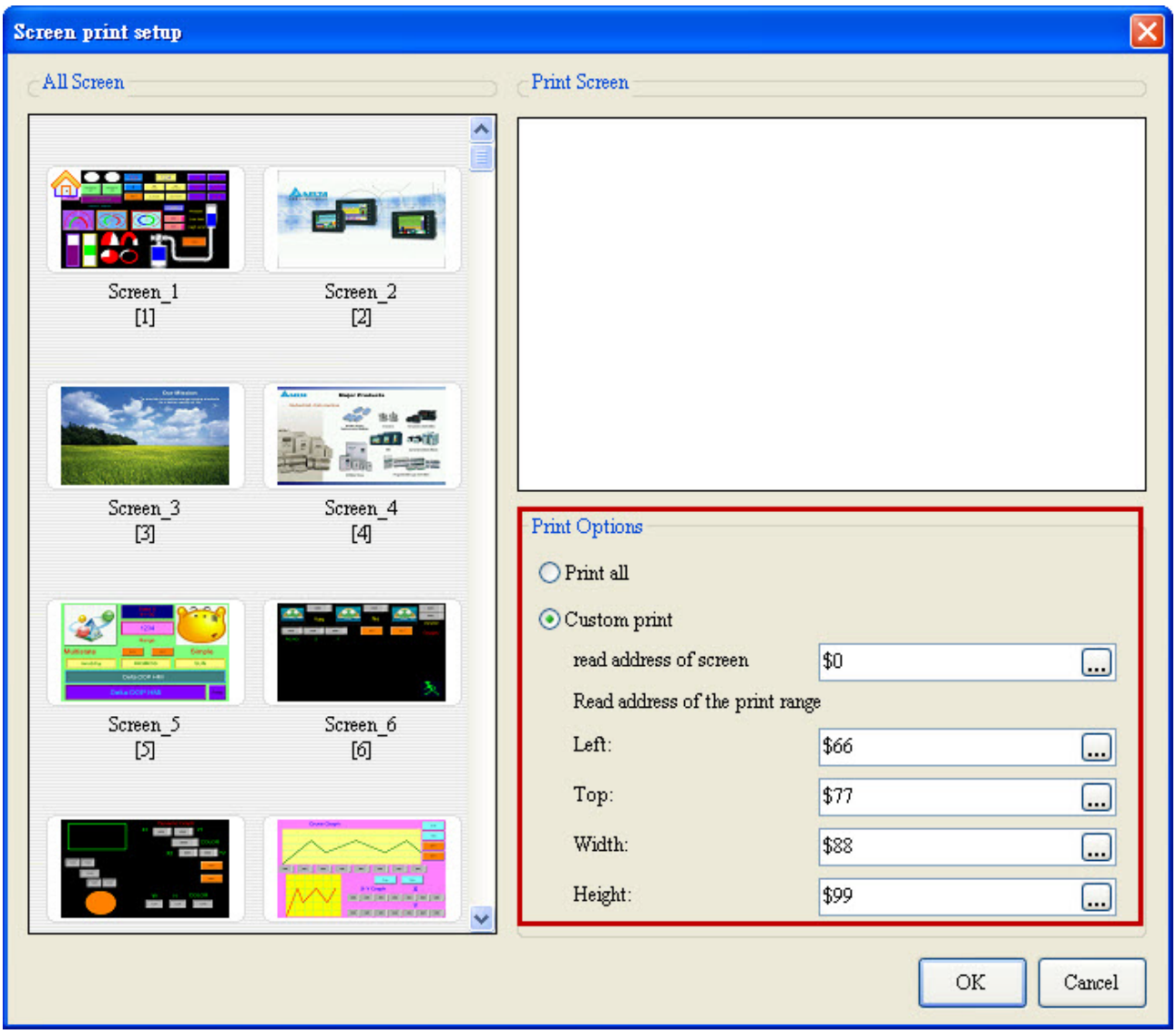


Figure 2-2-8-8 Screen of Custom Print.

Read Address of Screen	Read Address of Screen refers to the screen number of the screen to be printed. The user can set this number individually in the screen to be printed. When the entered value is 0, the entire screen in Print Type setting will be printed. This Read Address can also work with the Print Flag in Control Block.
Left	Set the X coordinate of the starting point of the range to be printed.
Top	Set the Y coordinate of the starting point of the range to be printed.
Width	Set the width of the area to be printed.
Height	Set the height of the area to be printed.

Table 2-2-8-9 Set the Custom Print screen.

2-2-8-6 Sound Setting

The user can utilize Sound Setting to inform the onsite operator whether there is any error. This function can be triggered by the Bit address of the sound file to send out the desired sound and can work with the numbers in Word buffer to play different sound files as designated. The audio formats supported by Sound Setting are MP3 and WAV. Currently, the models supported by Sound Setting are B07E415, B07E515, B08E515, and B10E615. If the project being edited is not on the model being supported, this feature will not be available for selection.

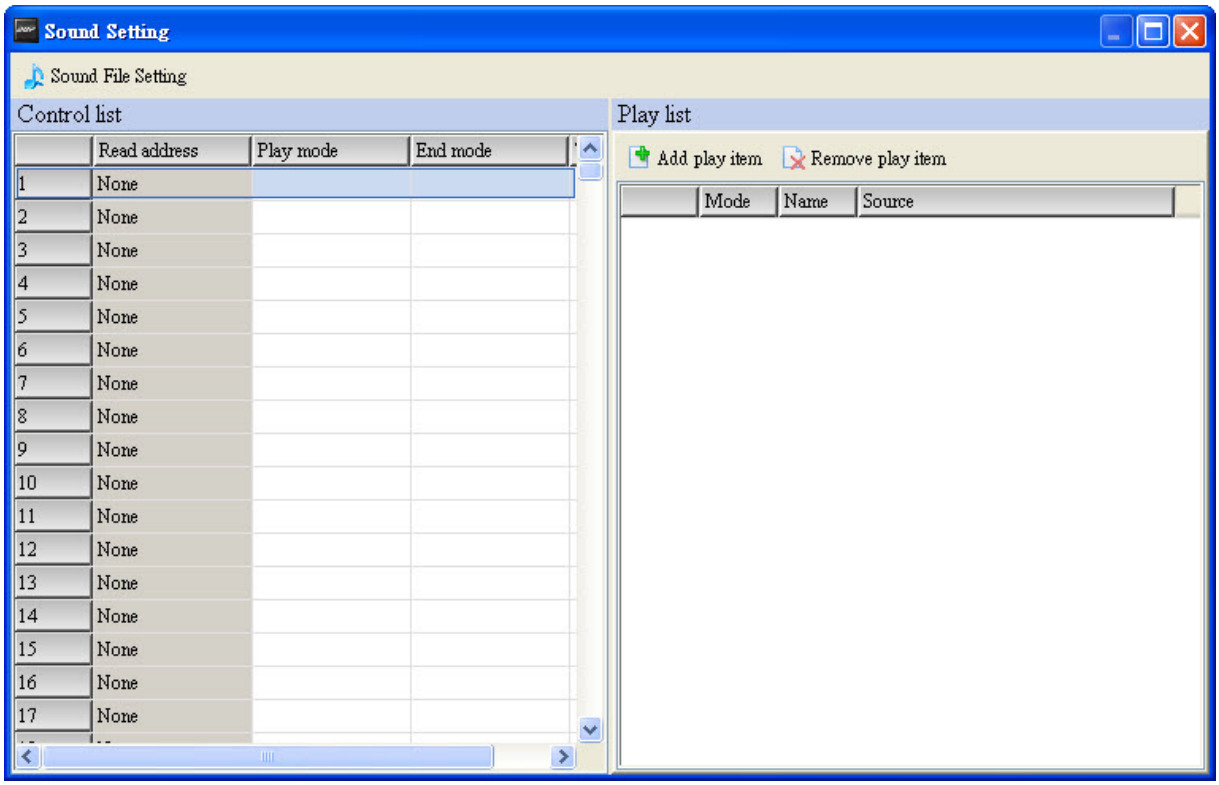


Figure 2-2-8-9 Sound Setting

Sound Setting can be described with three major items: I, Sound File Setting, II, Control List and III, Play List.

Sound File Setting involves add, delete, export, and where to save the sound files.

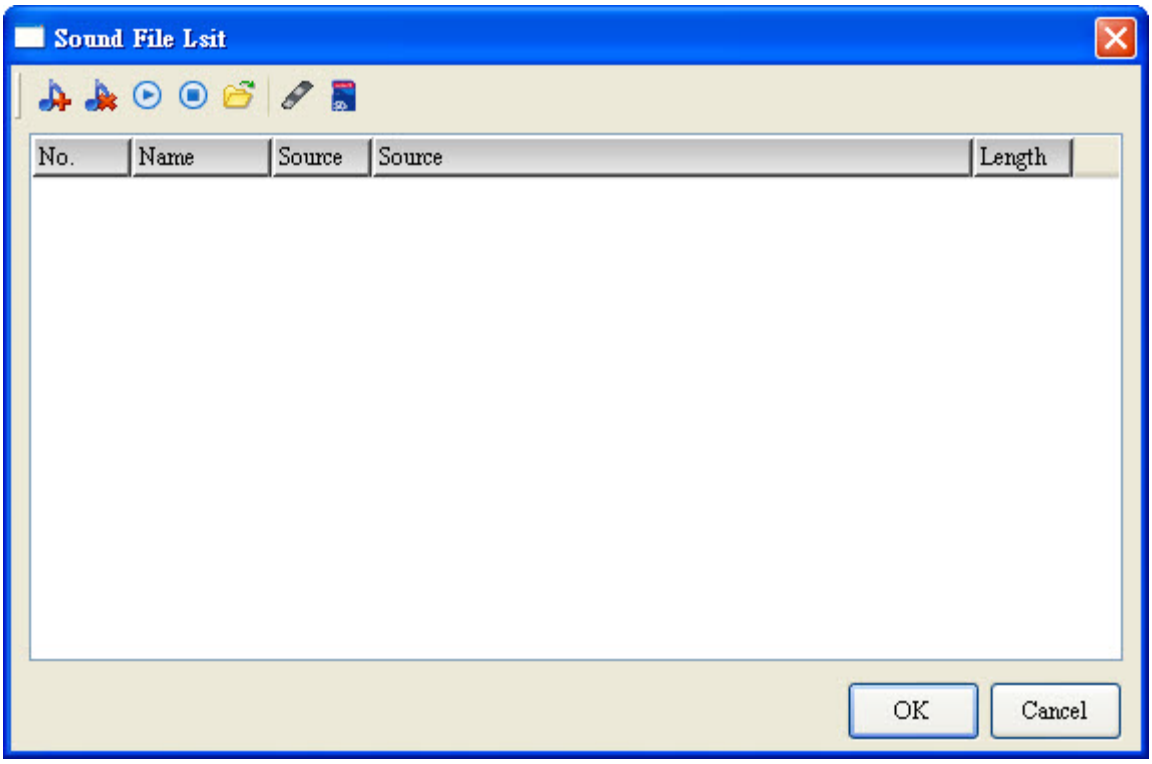


Figure 2-2-8-10 Sound Setting

Control List manages how the sound file is played, ended, and triggered.

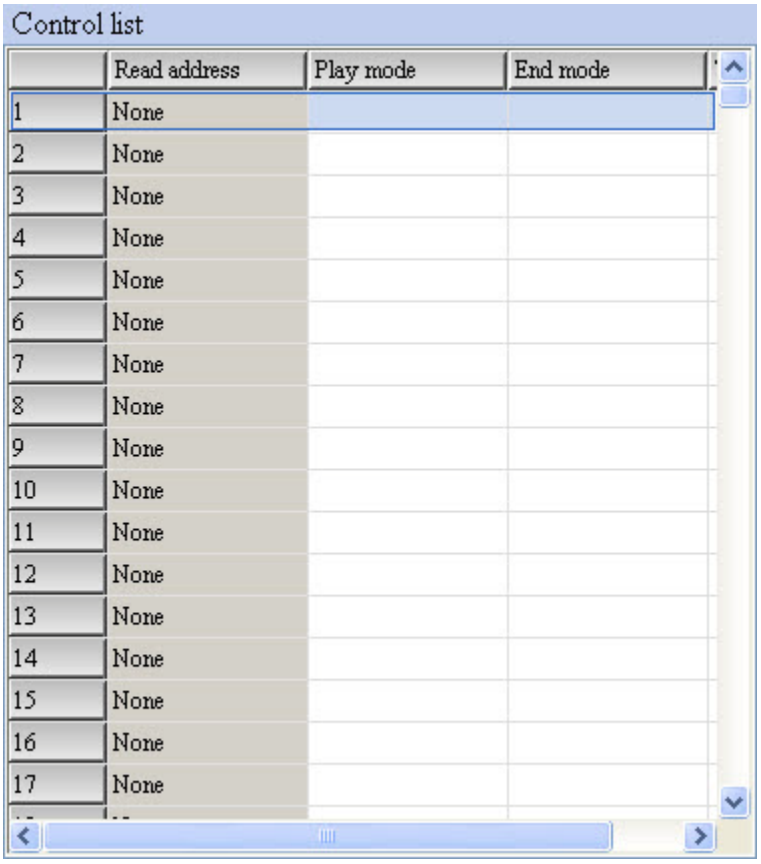


Figure 2-2-8-11 Control List

Play List decides if the sound file is to be played through reading Bit or Word.

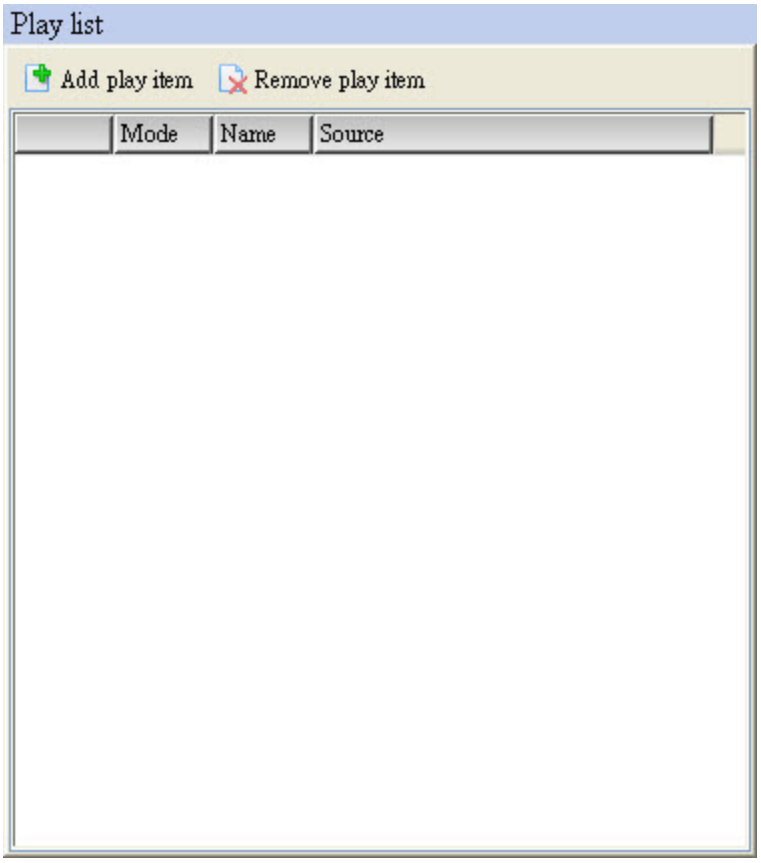
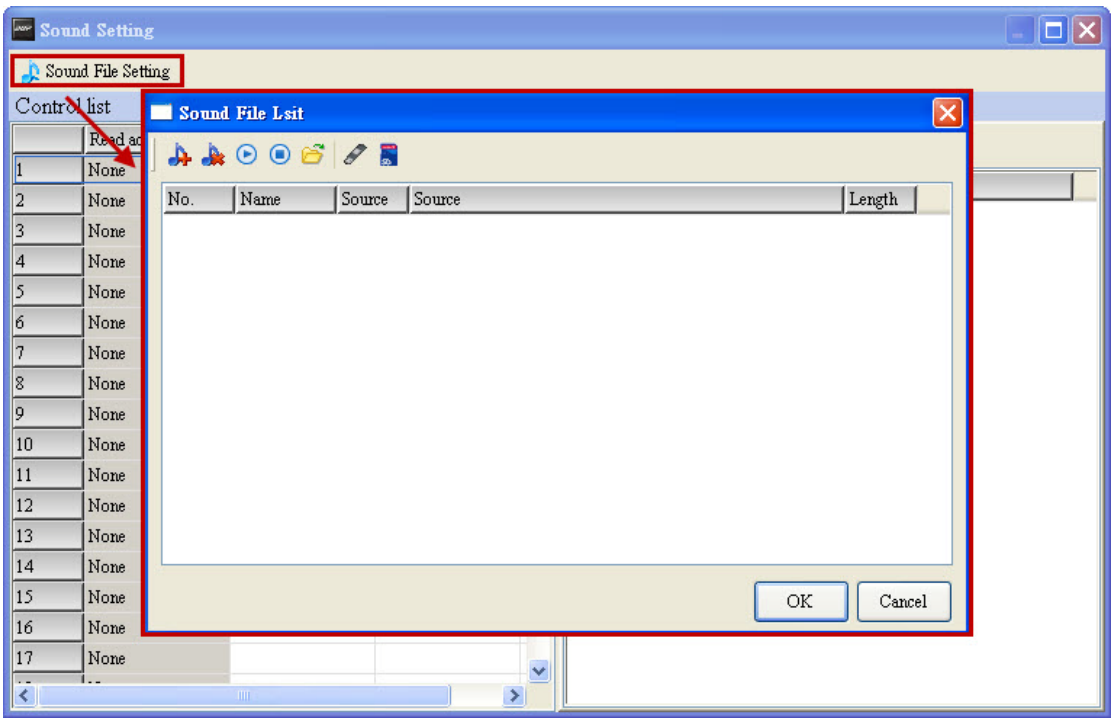


Figure 2-2-8-12 Play List

[Sound File Setting], [Control List], and [Play List]. Are described in the details below.

Sound File Setting

Table 2-2-8-9 Sound File Setting



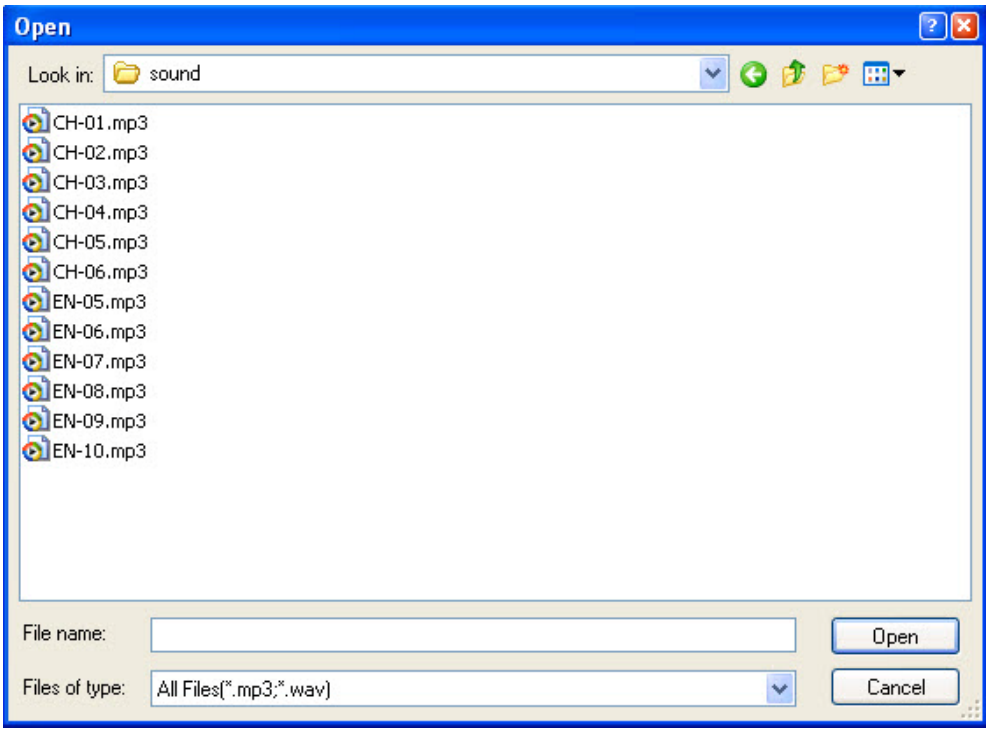
◆ Description of icons in Sound File toolbar

Add



➢ Once the Add icon is clicked, the system will ask the user to select the sound file to be played.

➢ The user can add up to 1000 (0 ~ 999) sound effect files.



Delete

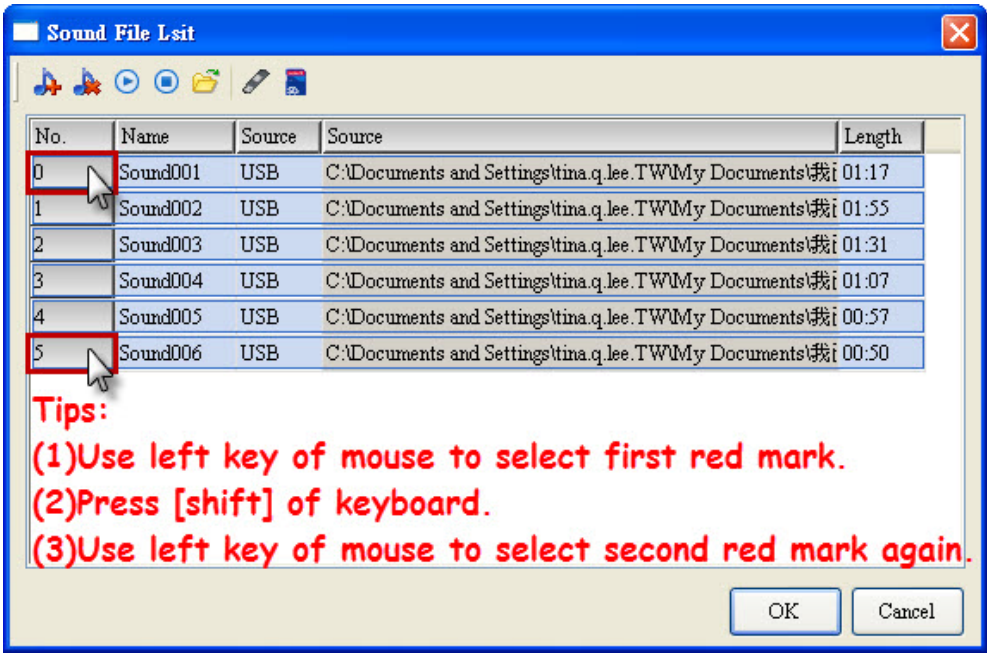
➢ Once the sound to add is selected, to delete a certain sound file or

Sound File Setting

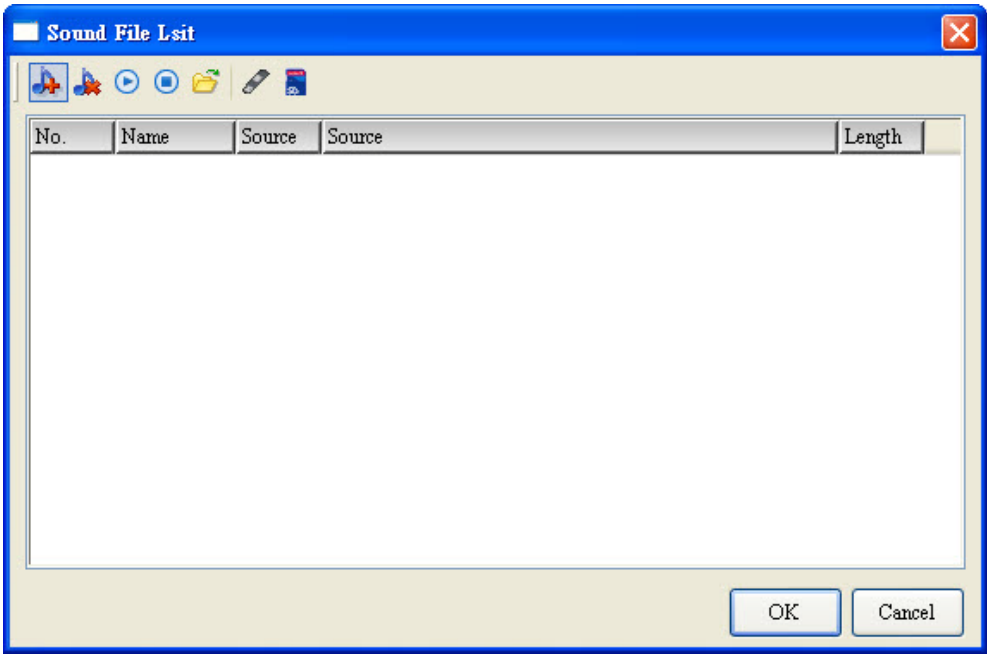
Table 2-2-8-9 Sound File Setting



multiple files, one can click the sound file or use SHIFT + left button of mouse or Ctrl + left button of mouse to select multiple file. Once the selection is done, one can click the Delete icon to execute deletion of sound files.



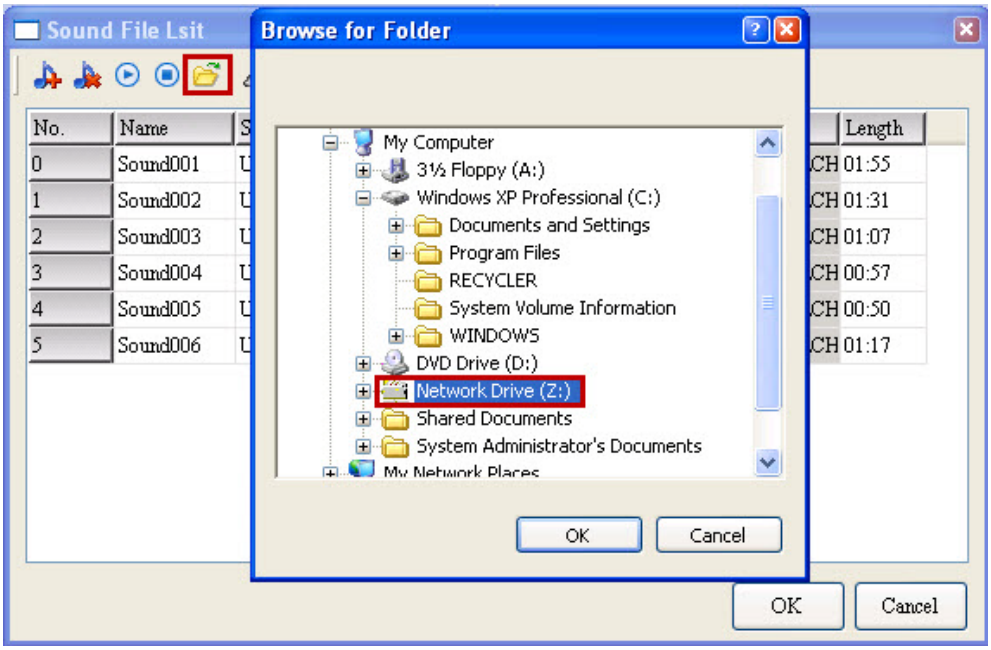
➢ List after deleting sound files.

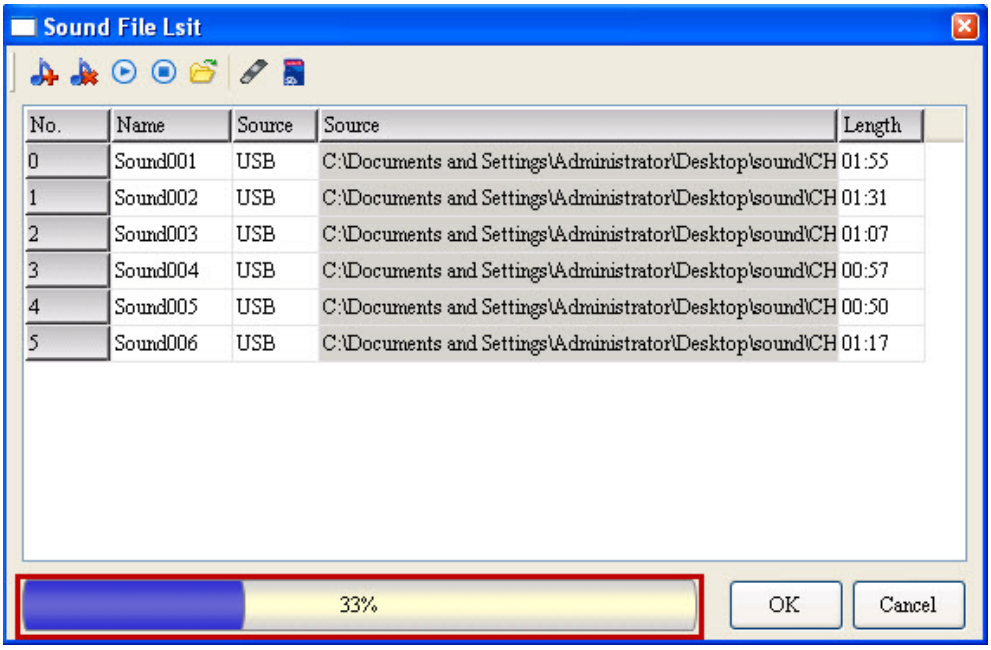
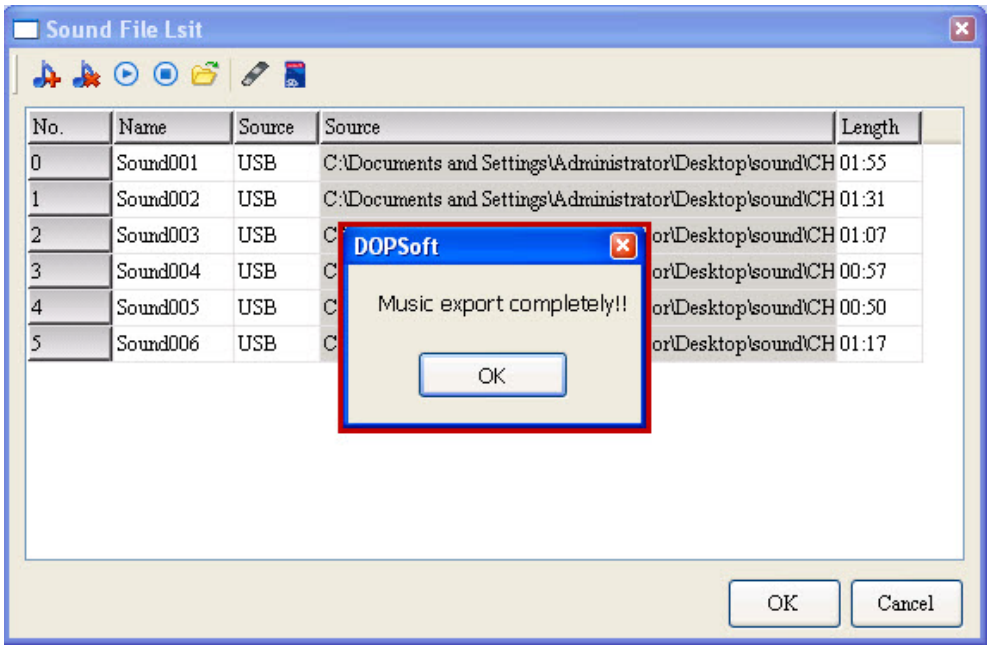


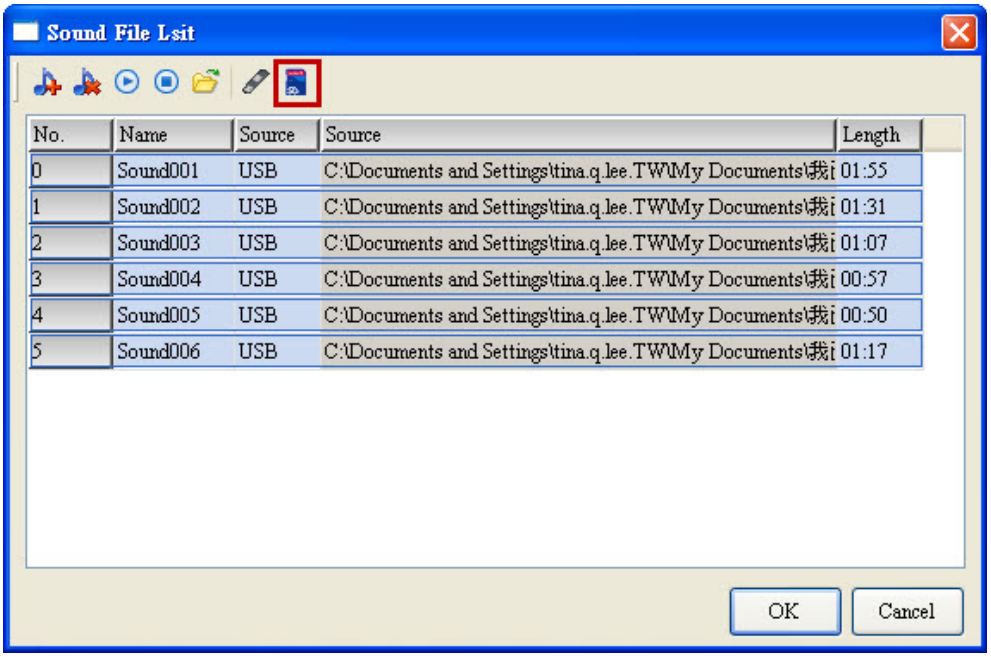
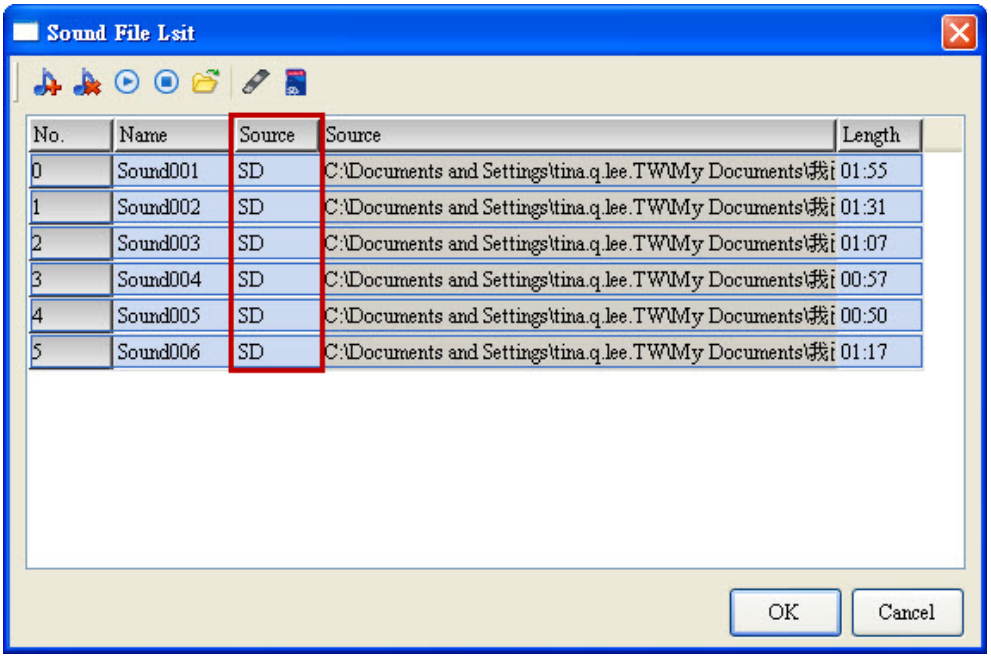
Play

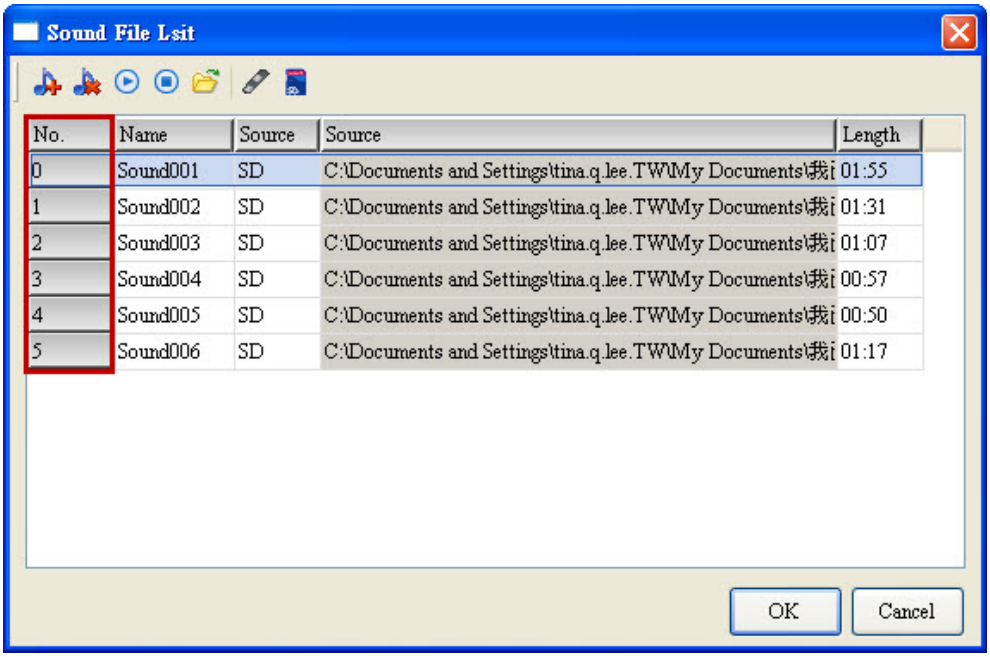
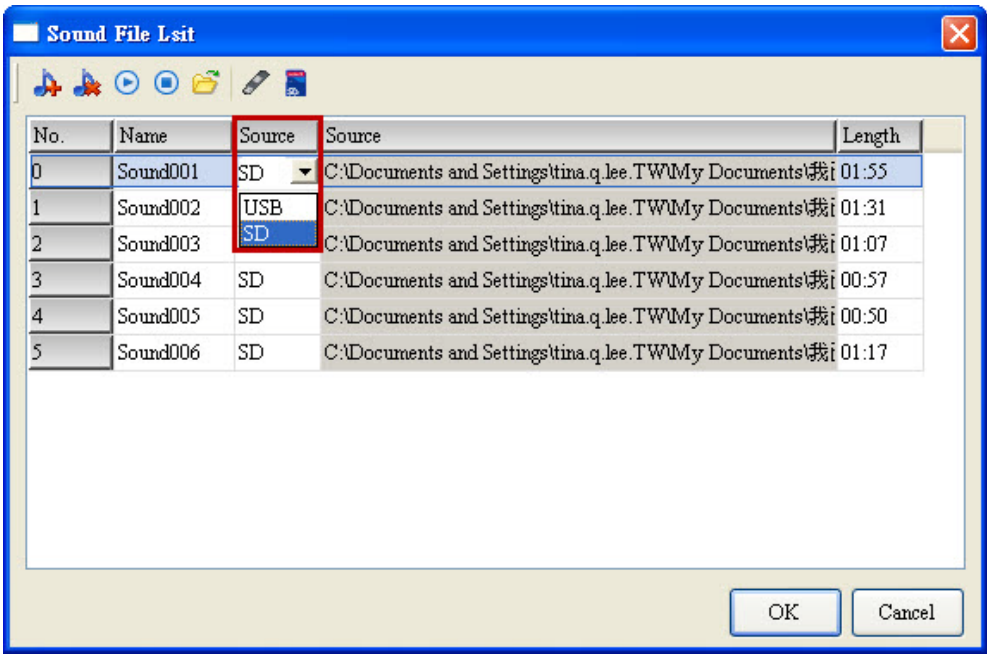


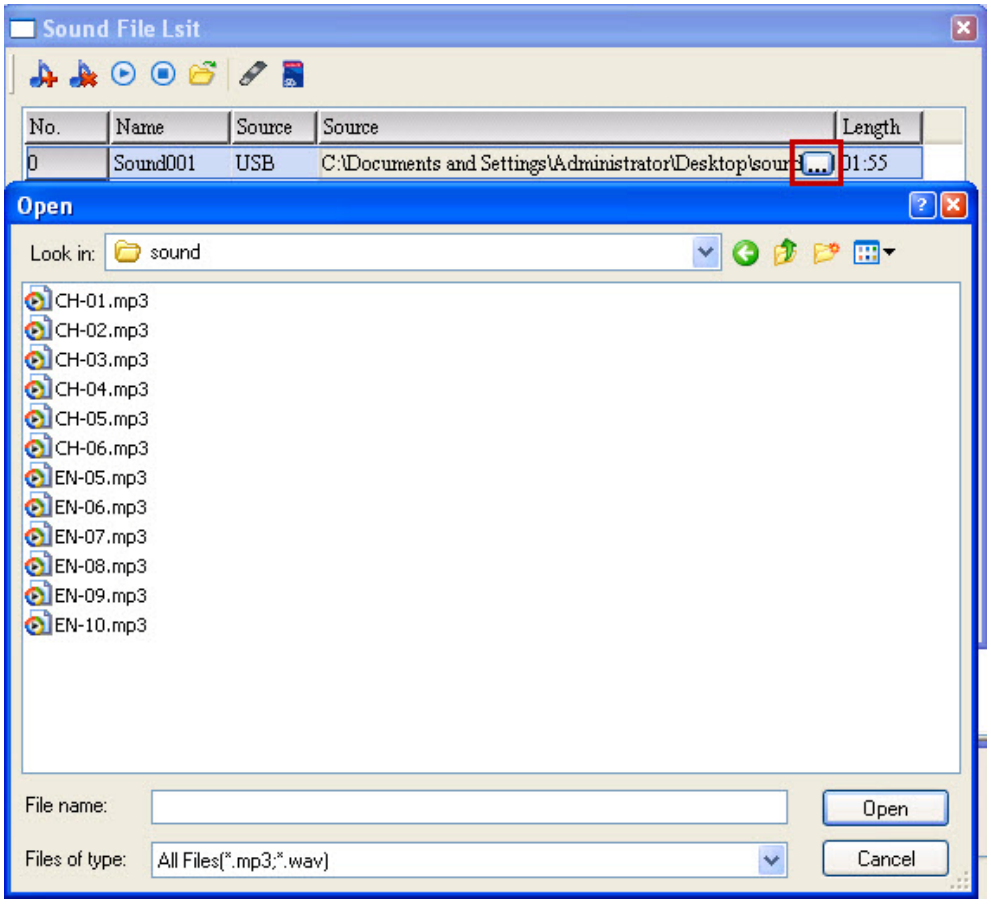
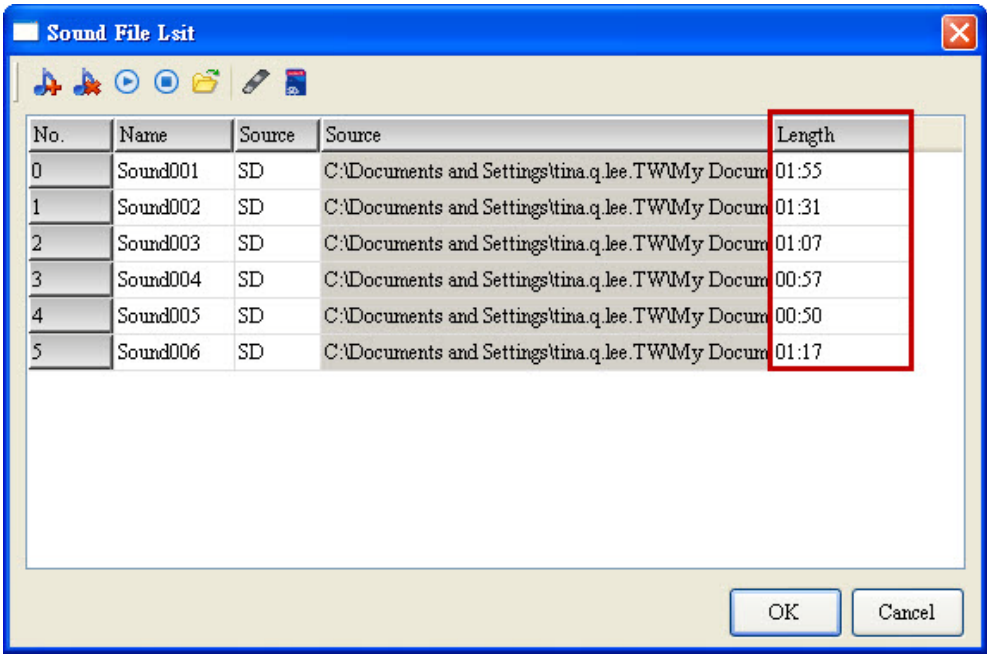
➢ The user can use this feature in Sound File Setting to play the selected sound files and check if the associated sound file can be played correctly.

Sound File Setting Table 2-2-8-9 Sound File Setting	
Stop	➢ The user can use this feature to stop playing the current sound file in play.
Export	➢ When a sound file is being exported, the software will ask the user to select which device to save the file. Please note that the root directory must be selected as the storage location. Namely, do not save the sound file in any file folder.  ➢ After the sound file is exported, one can see that the software is executing the export.

Sound File Setting Table 2-2-8-9 Sound File Setting	
	 ➢ Upon completion of export, the software will notify the user with a message that the sound file has been exported. 
Save to USB	➢ The function of saving sound files to USB or SD allows the user to more quickly change the storage location of multiple sound files. A single sound file can change its storage devices by using these two buttons. Selection of multiple sound files is the same as that for deleting files.

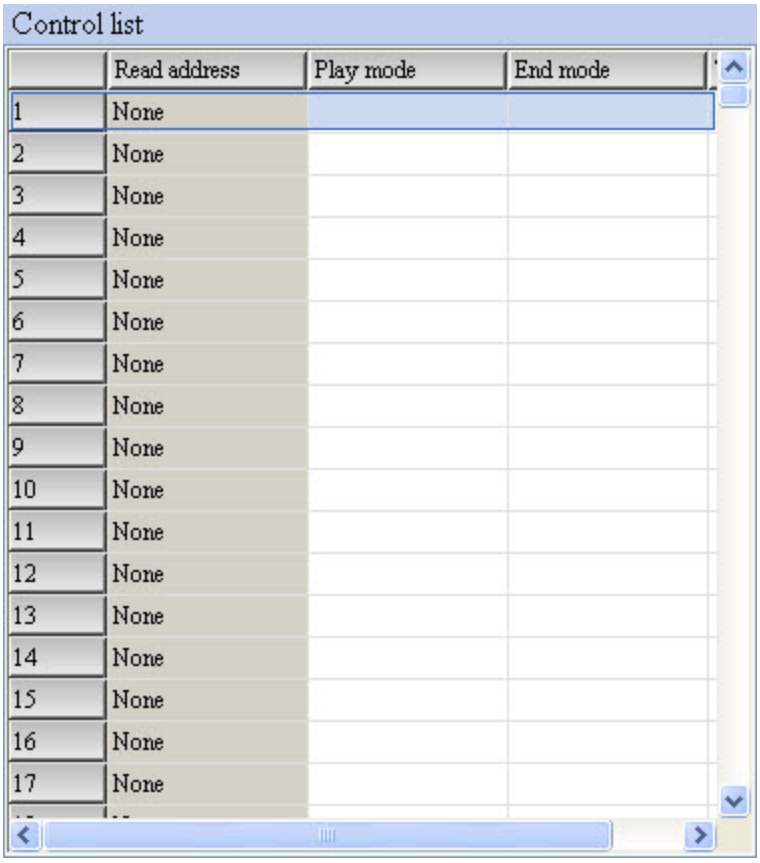
Sound File Setting Table 2-2-8-9 Sound File Setting	
Save to SD 	Please refer to the latter for details of use. ➢ Before changing the storage device to SD:  ➢ After changing the storage device to SD: 
◆ Description of Field Name	
Number	➢ Number is a major reference value in playing sound files. When the user uses Address Read in the Play List, the software will decide which sound file to play according to the preset memory addresses.

Sound File Setting Table 2-2-8-9 Sound File Setting	
	
Name	➢ The filename of the sound file added to the list will be displayed as Sound, with the first sound file starting at 001 and the following files go by Sound001, Sound002, and Sound003.
Data Location	➢ Available Data Locations are USB and SD. The user can change the Data Location as preferred with the default as USB. 
Source	➢ Source refers to the path and address of the sound file after being added. After adding the sound file, the user can change the source file, namely, replace other sound files.

Sound File Setting Table 2-2-8-9 Sound File Setting	
	
Length	➢ This feature displays the length of the associated sound file. 

Control List

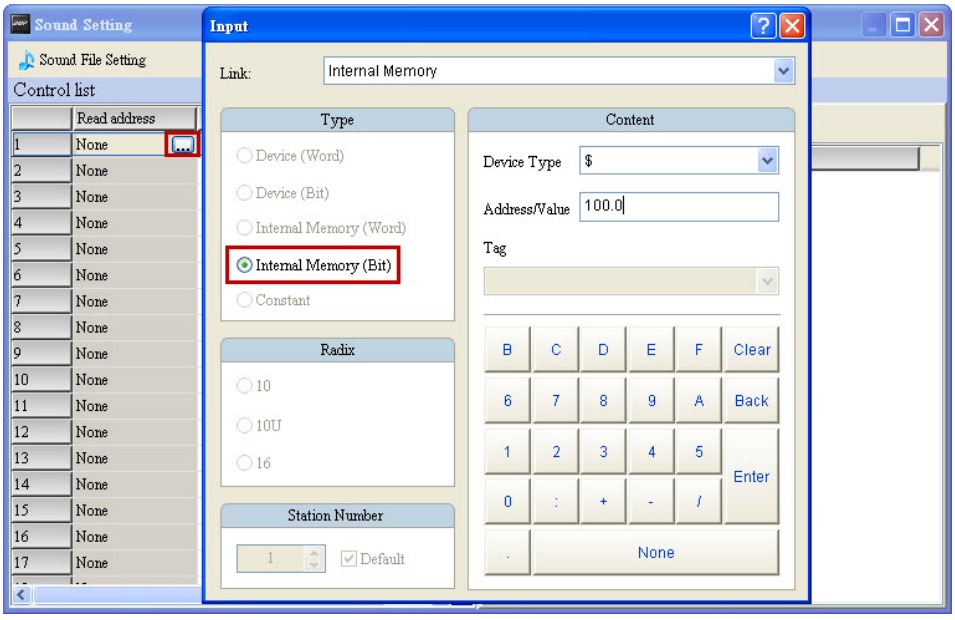
Table 2-2-8-10 Control List



- Control List includes read address, play mode, end mode, and trigger method.
- Control List can contain up to 512 pieces of data.

Read Address

- Read Address can only be set as Bit to trigger a certain sound file and start playing it.

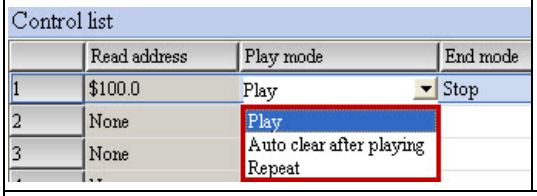


Mode	**Play Mode**	**End Mode**
	Play Mode in Control List	End Mode in Control List includes

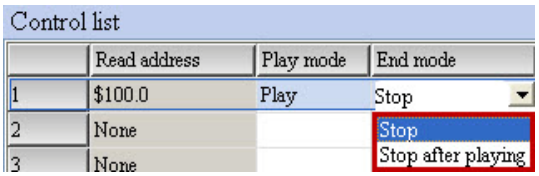
Control List

Table 2-2-8-10 Control List

includes [Play], [Auto clear after playing], and [Repeat].



[Stop] and [Stop after playing].

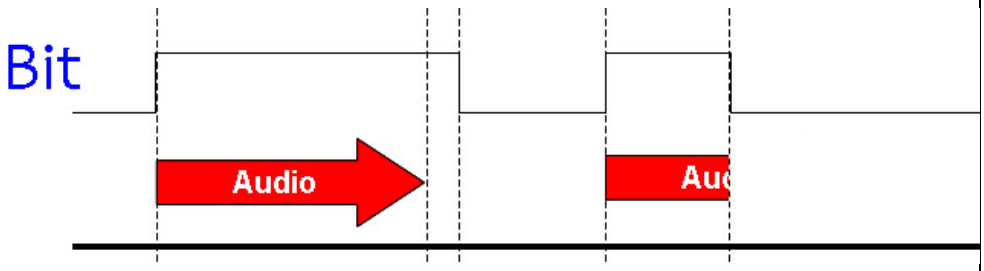


◆ **Play Mode: Play.**

➢ Play means the playing will begin immediately after Bit trigger.

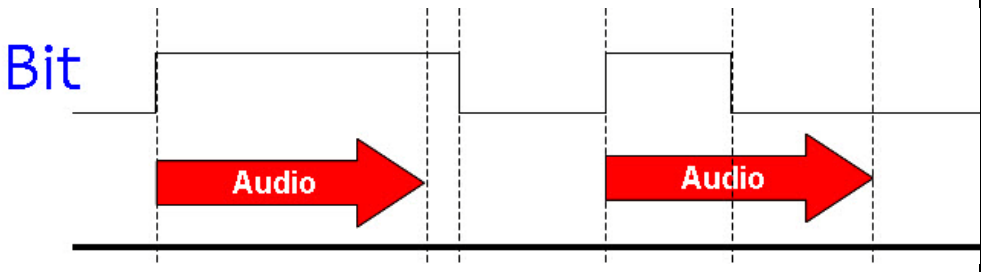
End **Mode: Stop**

➢ If End Mode is selected to stop, regardless if the sound file is still being played, it will stop immediately.



End Mode: **Stop after playing**

➢ If End Mode is selected to Stop after playing, the sound file will finish playing and stop.

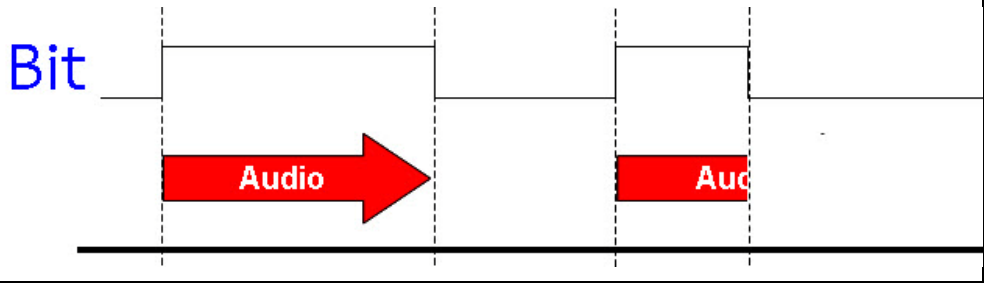


◆ **Play Mode: Auto clear after playing**

➢ Auto clear after playing means that the associated Bit will be cleared after the sound file finished playing.

➢ If the same address is selected to trigger two sound files, the associated Bit will be cleared after both files finish playing.

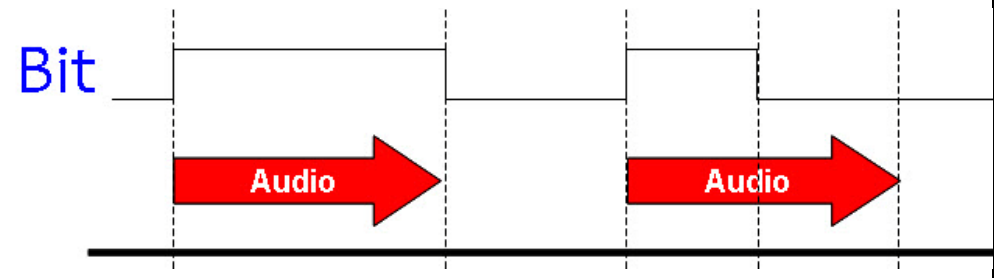
End Mode: **Stop**



Control List

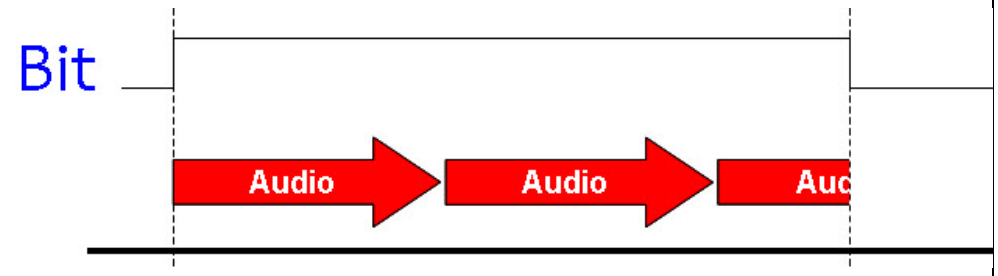
Table 2-2-8-10 Control List

End Mode: **Stop after playing**

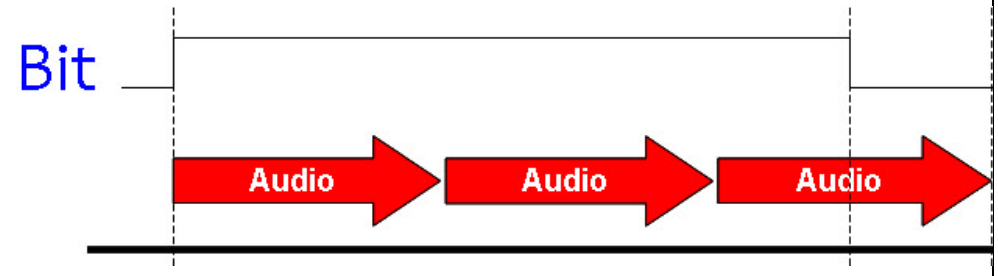


◆ **Play Mode: Repeat**

End Mode: **Stop**

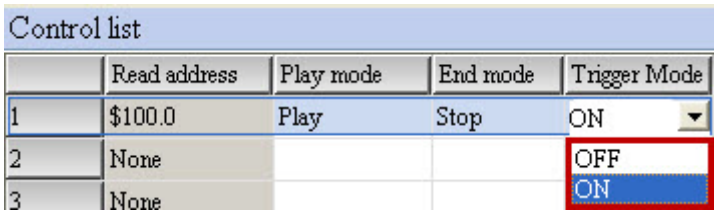


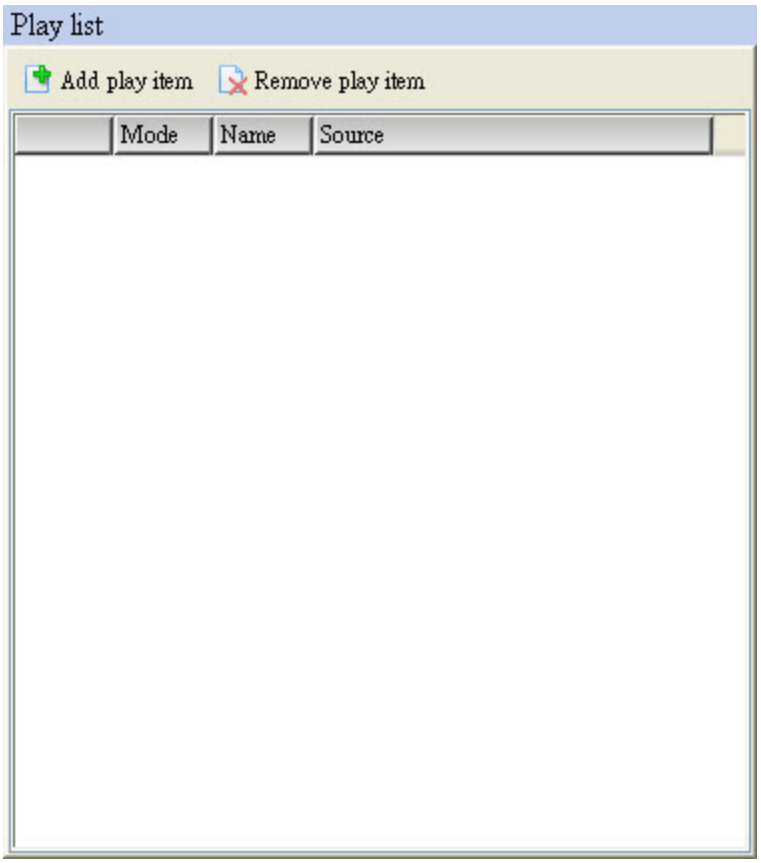
End Mode: **Stop after playing**



Trigger Method

➢ Trigger methods include ON and OFF status, which means the user needs to select to trigger the playing of sound file when the button is ON or OFF.



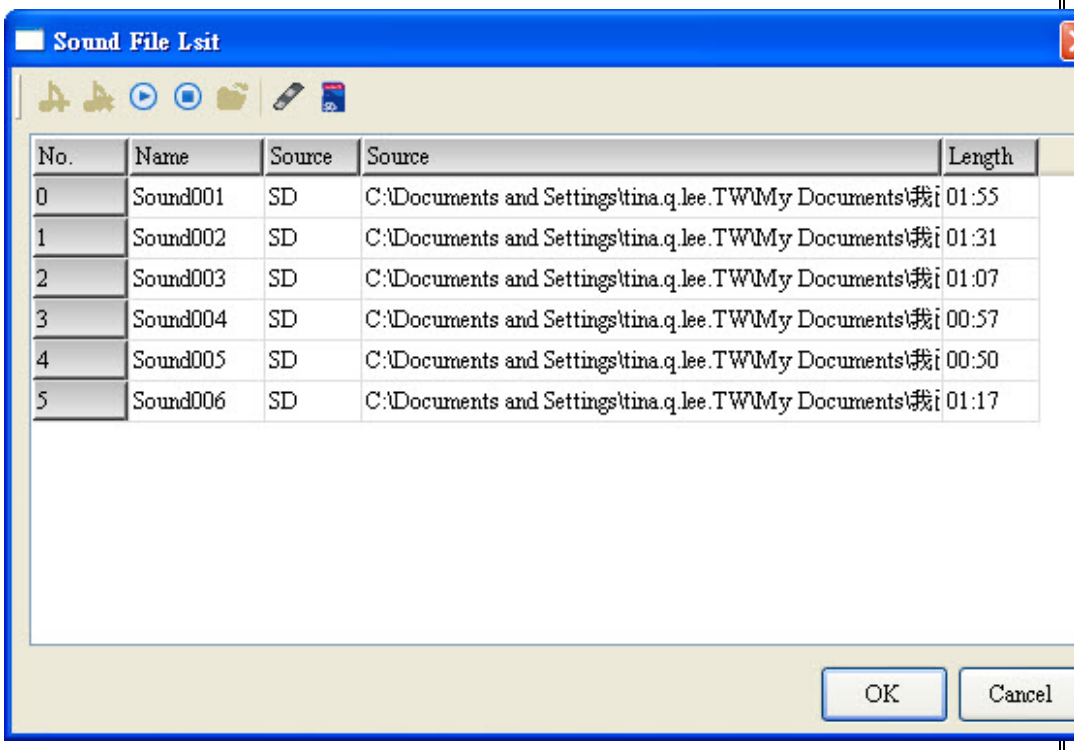
Play List Table 2-2-8-11 Play List

➢ Play List includes Add play item and Remove play item. ➢ Every trigger address in Play List can support up to 100 sound files. ➢ How the Play List is read depends on the sound files added to be played. ➢ The read methods include [File] and [Address].

Play List

Table 2-2-8-11 Play List

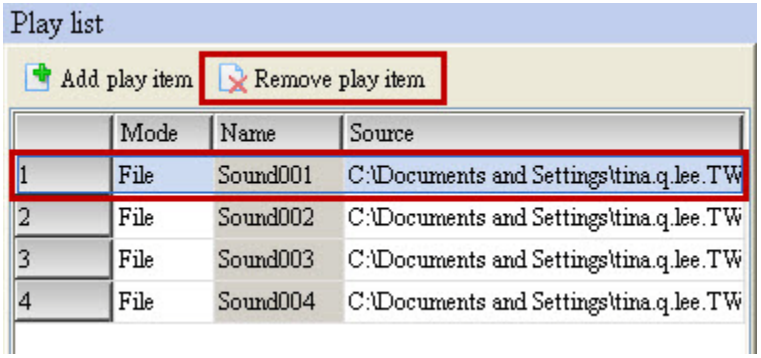
Add play item

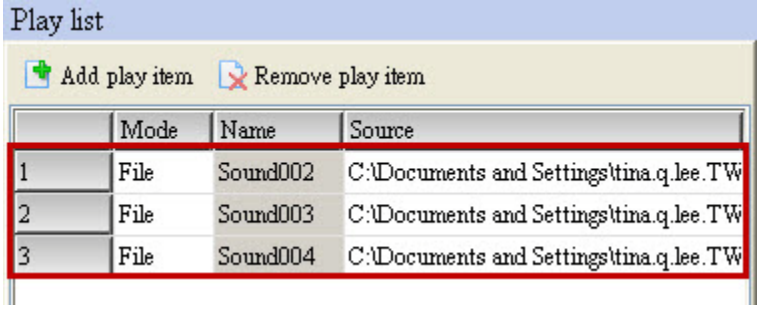
➢ When Add play item is selected, the software will ask the user to select the sound files to be added to Play List.

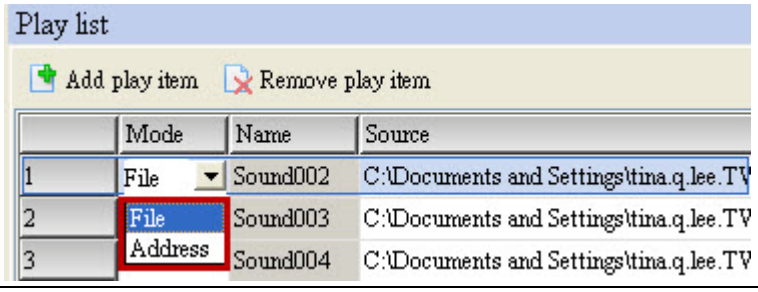
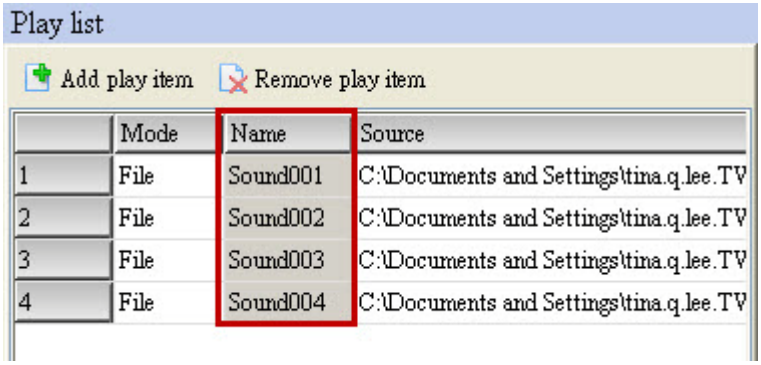
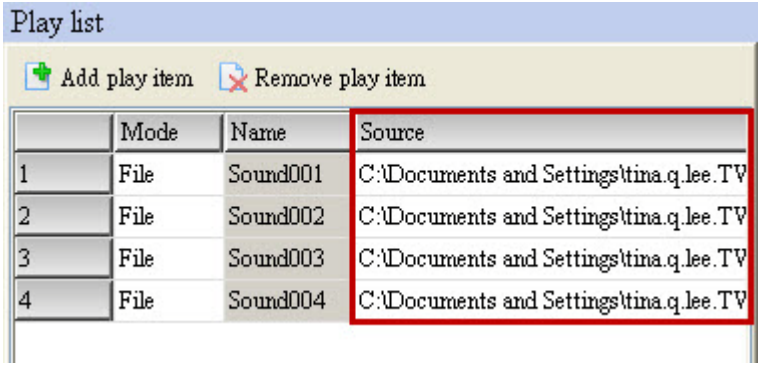


Remove play item

➢ For the sound files already added to Play List, the user can delete unwanted files as needed.





Play List Table 2-2-8-11 Play List	
Mode	➢ Mode includes File and Address. ➢ File: The user directly selects the sound files to be played in the list and add them to Play List. When the Bit in Control List is triggered, the selected sound files will be played. ➢ Address: A certain register address will be designated. When the trigger condition matches, the number entered into the register will be read and the corresponding number in [Sound File Setting]→ [Sound File List] to play the associated sound file. 
Name	➢ Name is defined by the fixed filename Sound with number starting at 001. The filenames of the subsequent files follow by Sound002, and Sound003, etc. 
Source	➢ [Source] in [Play List] cannot change the source path of the associated sound file. It can only be used to display purposes and allow the user to check the path of sound files. To change the actual source, please do it through [Source] in [Sound File Setting]. 

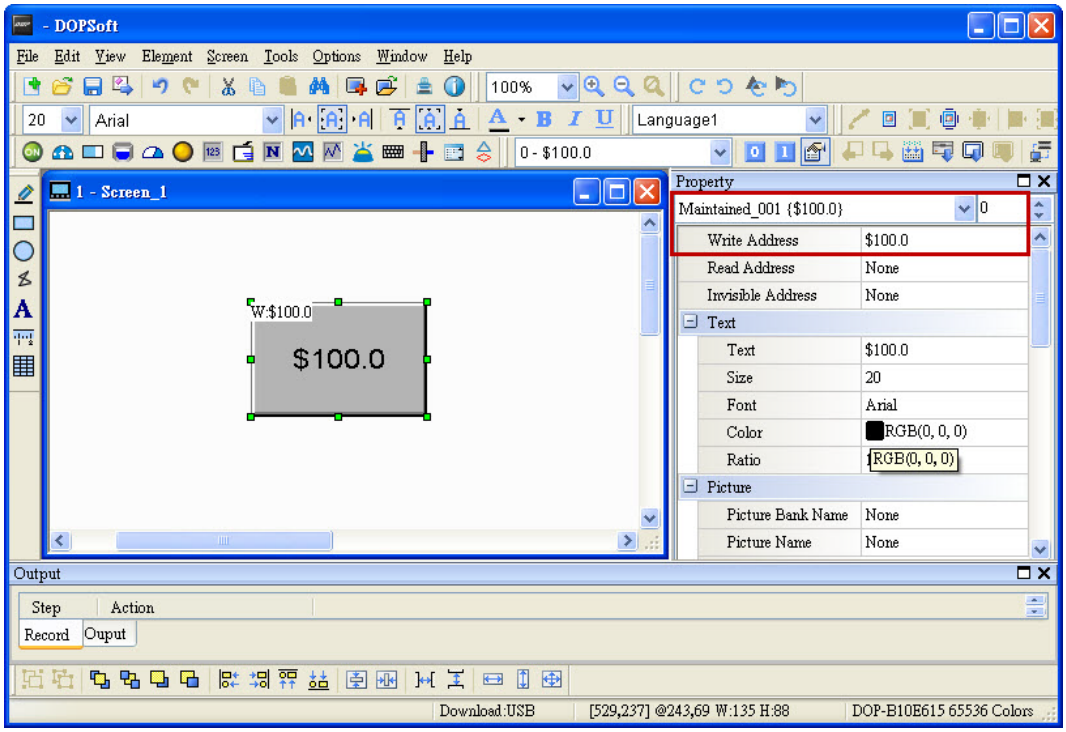
◆ The setup of Sound will be described below.

Example of Sound

Table 2-2-8-12 Example of Sound

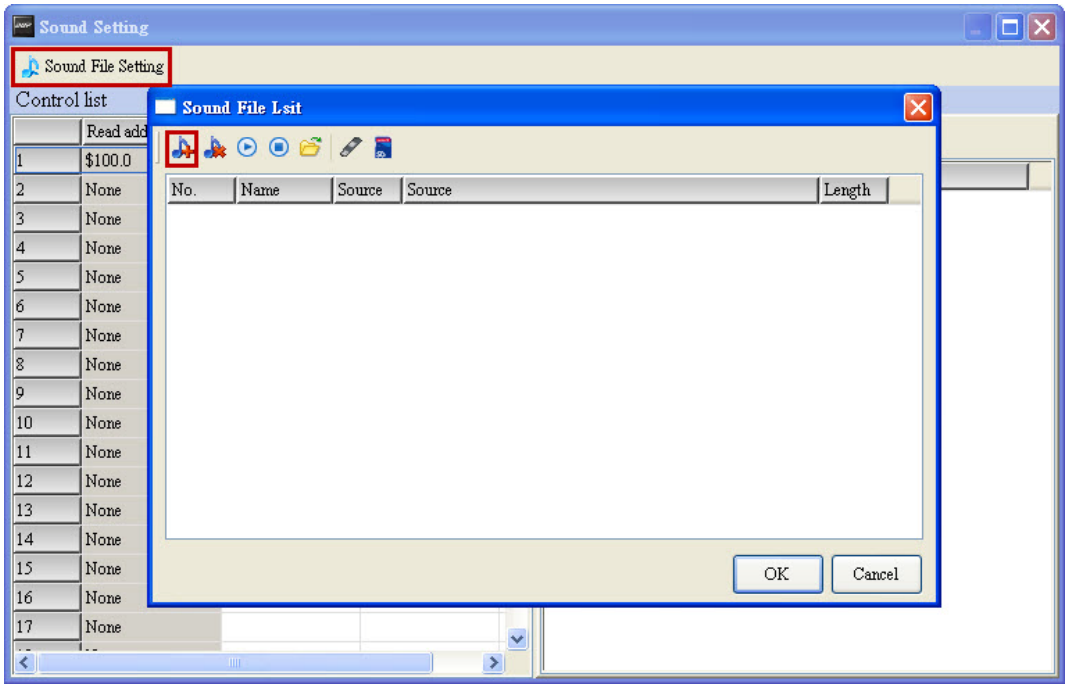
Step 1

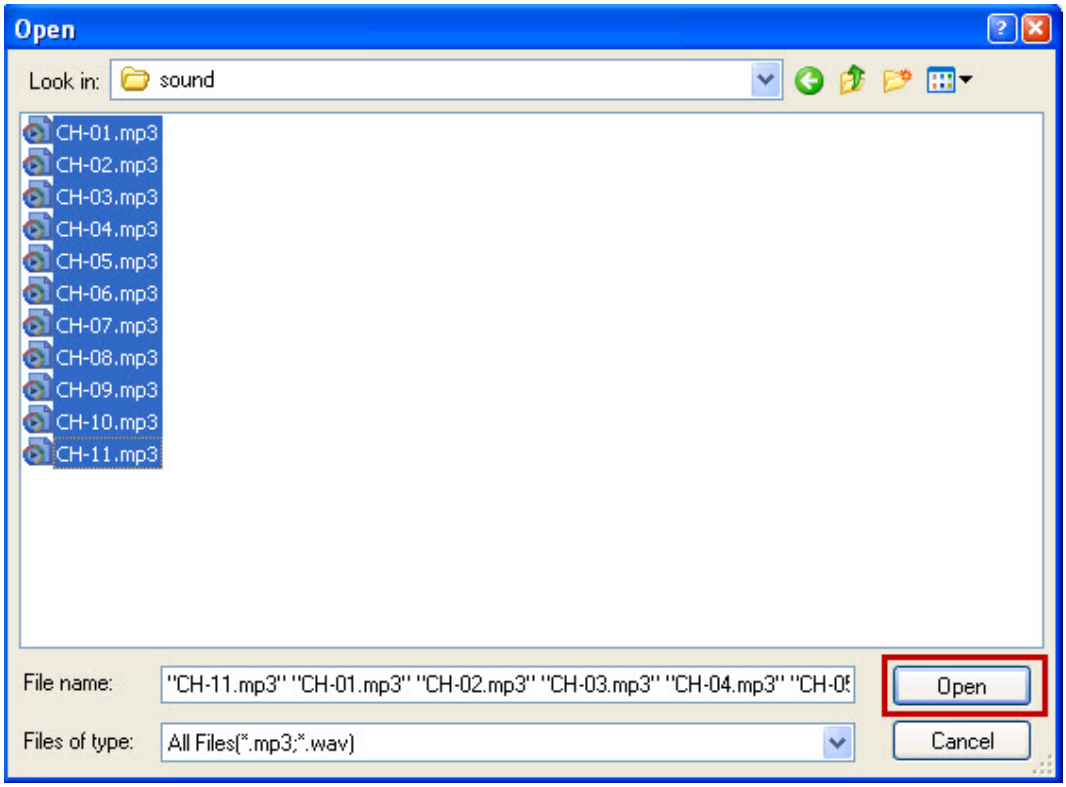
➢ Create an maintained button in the software edit screen of DOPSoft and set the write address to $100.0.



Step 2

➢ Enter [Options]→ [Sound Setting]→ [Sound File Setting] and click the Add icon  .



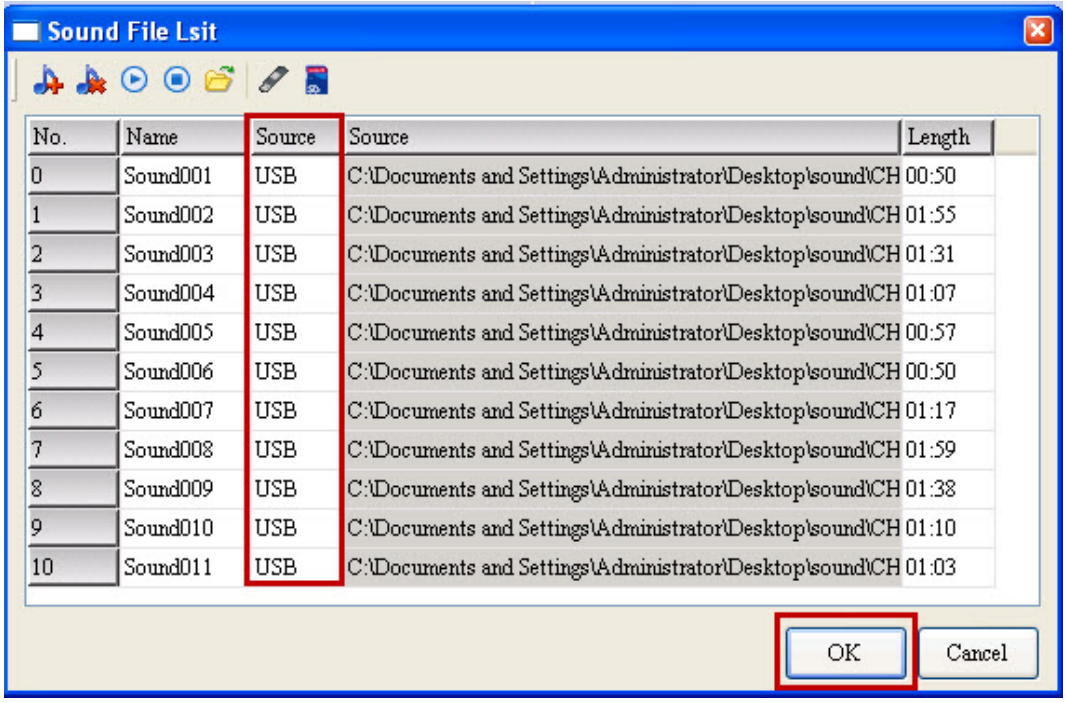
Example of Sound Table 2-2-8-12 Example of Sound	
Step 3	➢ Afterwards, please select the sound files to be added into the Sound File List. 

Example of Sound

Table 2-2-8-12 Example of Sound

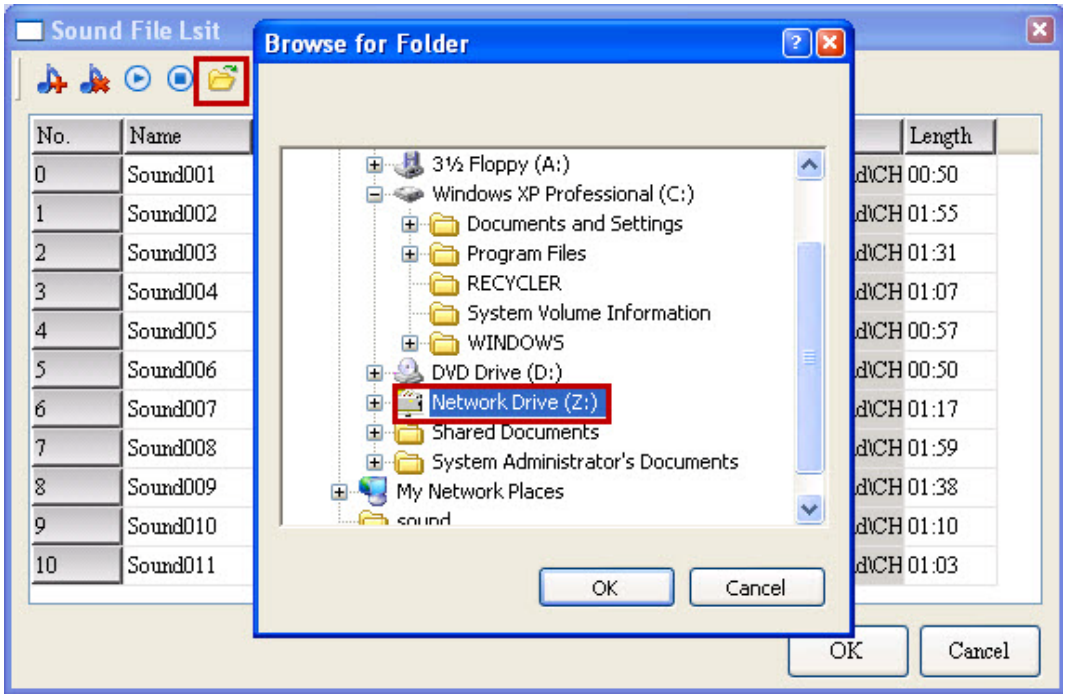
Step 4

➢ After adding the sound files, please select the data location to be [USB] and press [Yes].



Step 5

➢ Click Export to save data to USB disk. Please note that all sound files must be saved in the root directory and cannot be placed in any file folders.

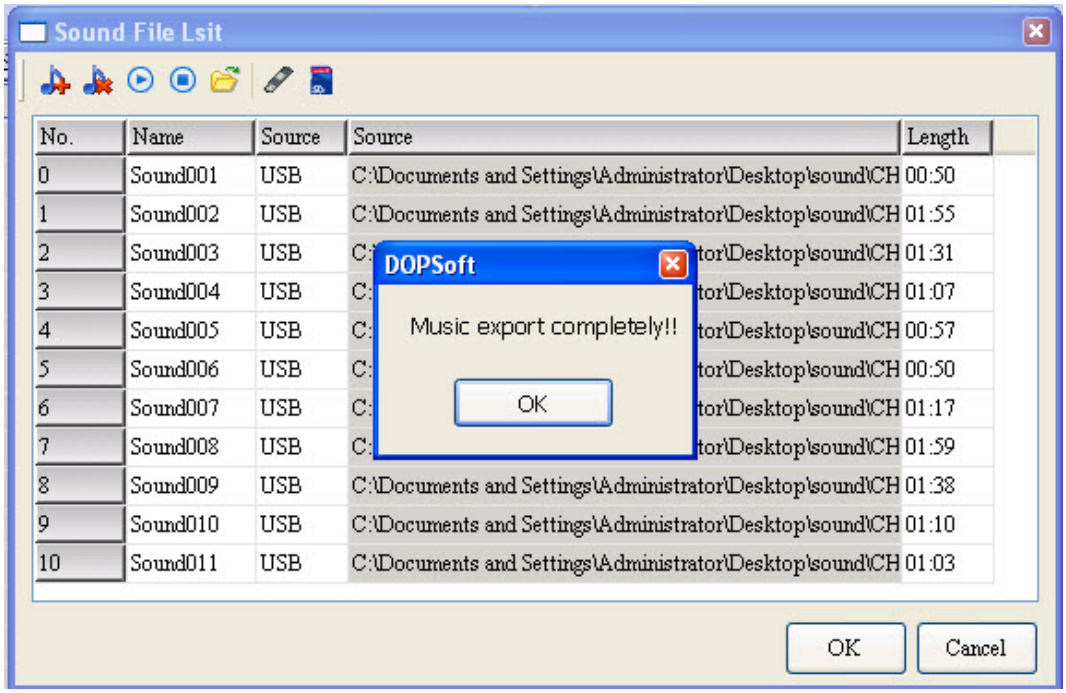


Step 6

➢ Once the export is completed, the message showing [Music export completely] will be displayed.

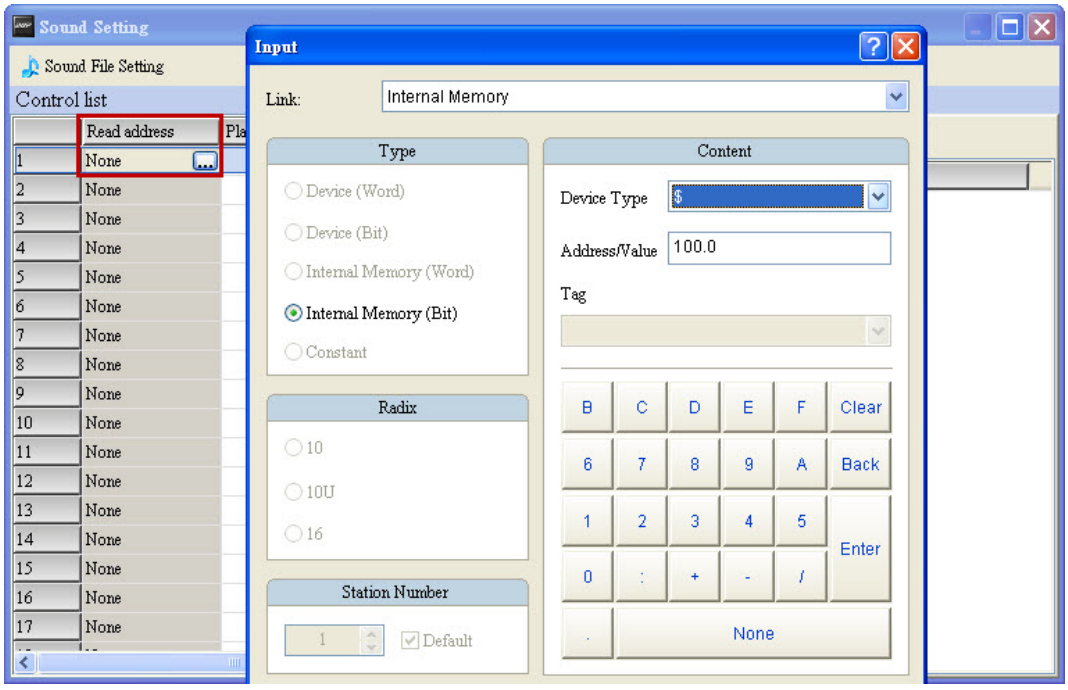
Example of Sound

Table 2-2-8-12 Example of Sound

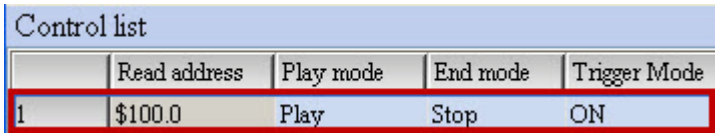


Step 7

➢ Set Read Address to $100.0 in Control List (this is the Write Address of the maintained button set up in Step1).



➢ Upon setting up Read Address, set the Play Mode to [Play], End Mode to [Stop], and trigger method to [ON].

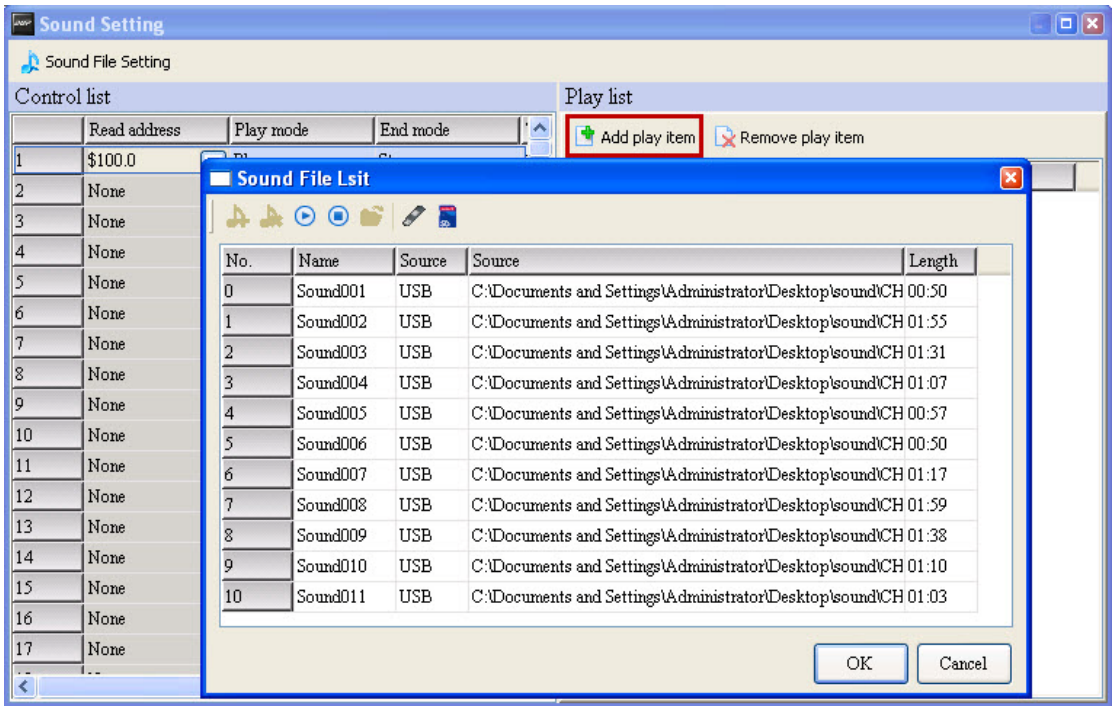


Example of Sound

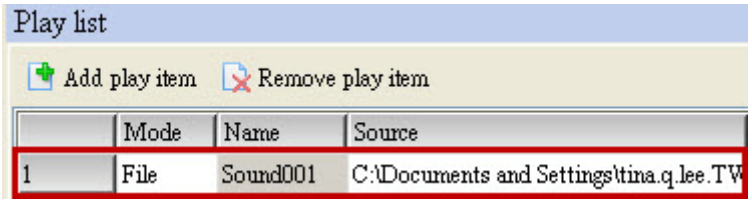
Table 2-2-8-12 Example of Sound

Step 8

➢ Click [Add play item] in Play List.



➢ Select Sound001 sound file and add it to Play List.



Step 9

File

➢ When the Use mode is File, the system will directly read the sound files set up in Play List to play.

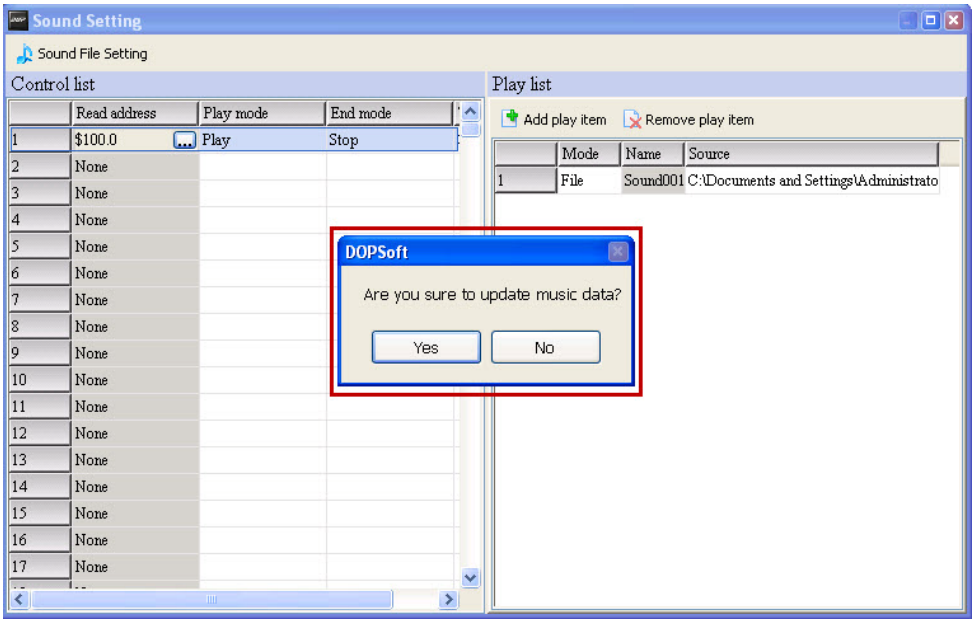


➢ To delete the sound file, please click it first and select [Remove play item] to remove the sound file.

➢ After the Sound Setting has been changed, when the X on Sound Setting window is clicked to exit the setting, the system will ask the user whether to update with the new sound file data. If [Yes] is clicked, the changes will be saved. When [No] is clicked, all changes will be canceled.

Example of Sound

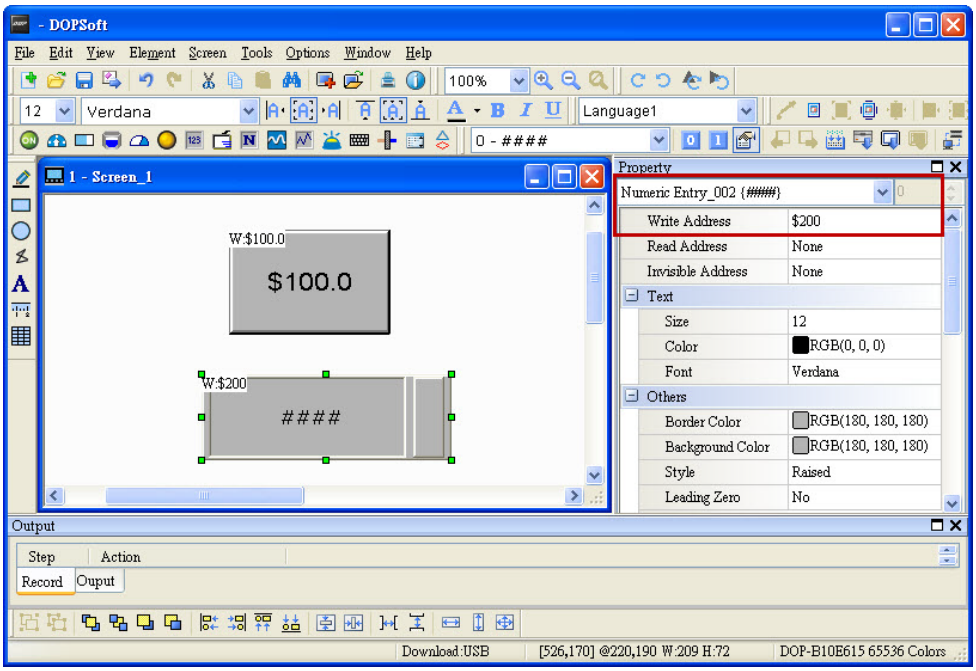
Table 2-2-8-12 Example of Sound



➢ Please first insert the external storage device such as USB into HMI and download the screen data into HMI and trigger $100.0 maintained button. The playback of the sound file is complete.

Address

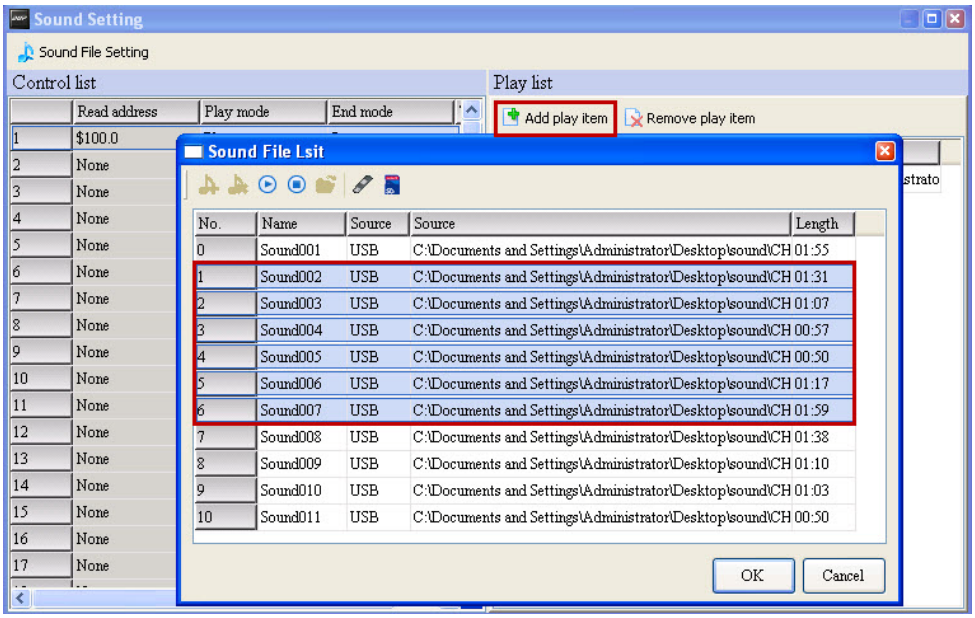
➢ Please create again a numerical input element in the software edit screen and set the write address to $200.



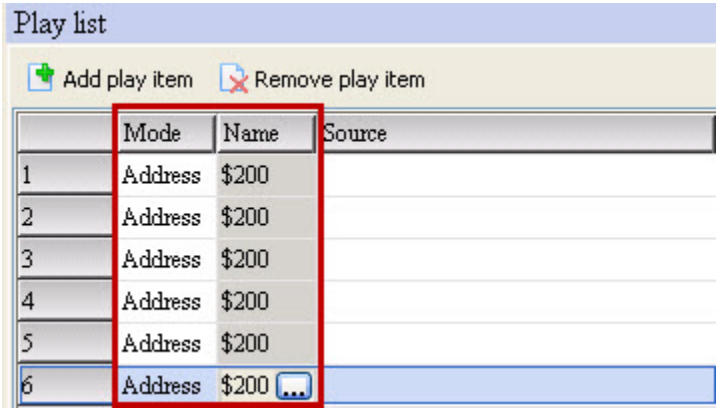
➢ Enter [Options]→ [Sound Setting]→ [Play List] and click [Add play item] to add multiple sound files to Play List.

Example of Sound

Table 2-2-8-12 Example of Sound

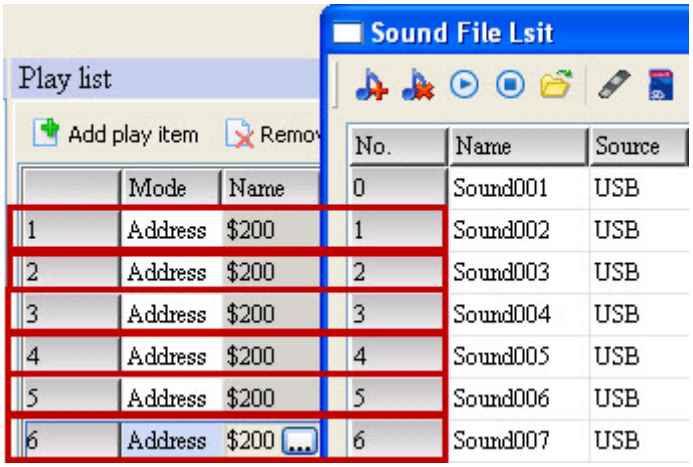


- Once Add play item is done, set Mode to Address and Read Address to $200. The user can use $200 to enter numbers in the associated sound file list.
- When $100.0 is entered for triggering Control List and the associated number is entered, the corresponding sound file can be played.

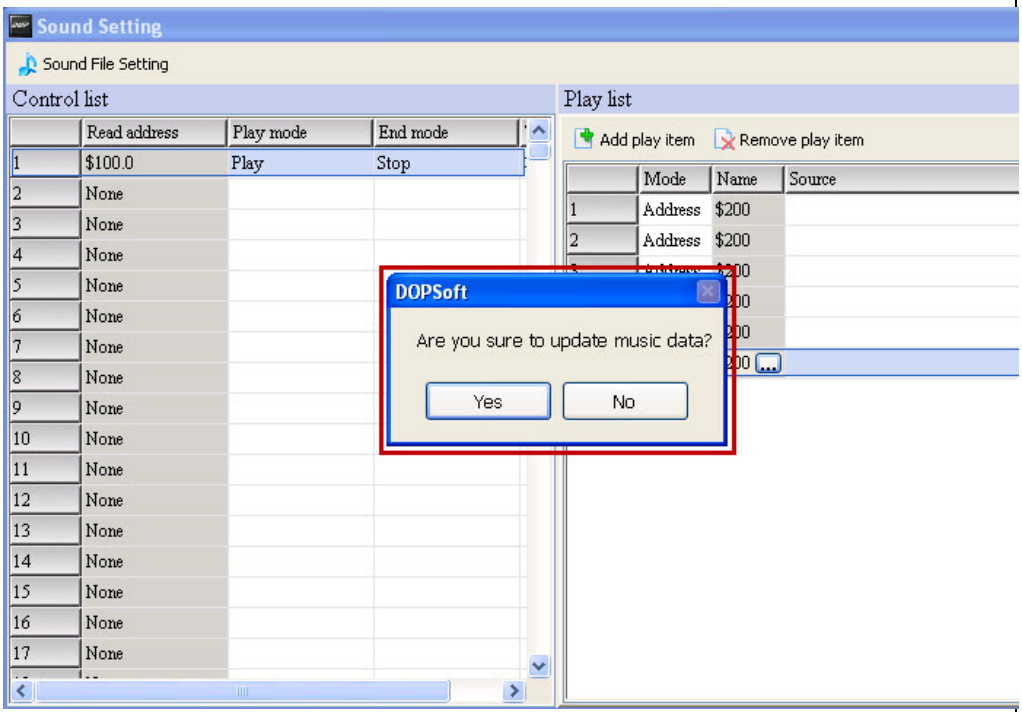


Example of Sound

Table 2-2-8-12 Example of Sound



- To delete the sound file, please click the file first and click [Remove play item] to remove the selected file.
- After the Sound Setting has been changed, when the X on Sound Setting window is clicked to exit the setting, the system will ask the user whether to update with the new sound file data. If [Yes] is clicked, the changes will be saved. When [No] is clicked, all changes will be canceled.



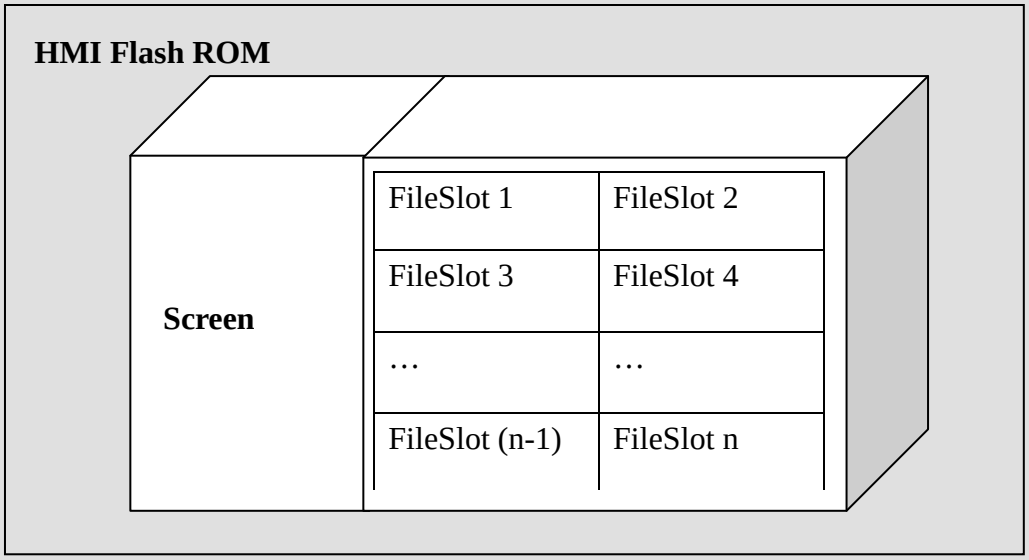
- Please first insert the external storage device such as USB into HMI and download the screen data into HMI. Set $200 for selection of sound and trigger $100.0 maintained button. The playback of the sound file is complete.

2-2-8-7 File Manage

In setting window of FileSlot management, users can plan the size and content of each FileSlot. FileSlot provides a more flexible and convenient way for users to program data storage and use. After creating FileSlot, the data content can be accessed and stored in register through macro command (FileSlotRead). Data in register can also be stored in these files, too. For example, the pickup arm procedure of each product is different. Users can store the procedure from each product into different FileSlots. Then, through accessing different FileSlots, switch the procedure within a very short time.

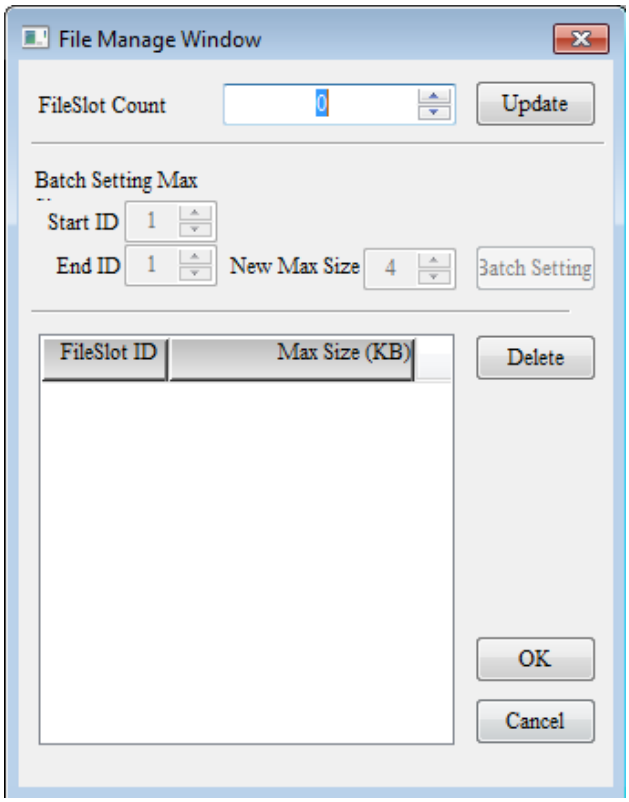
NOTE：

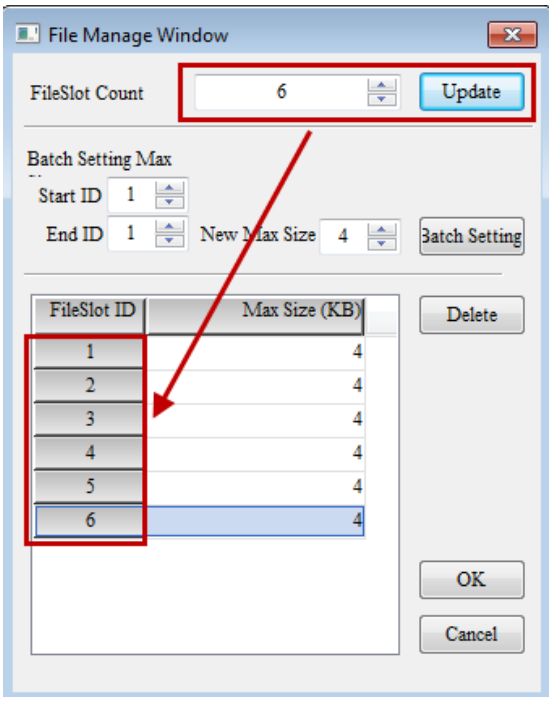
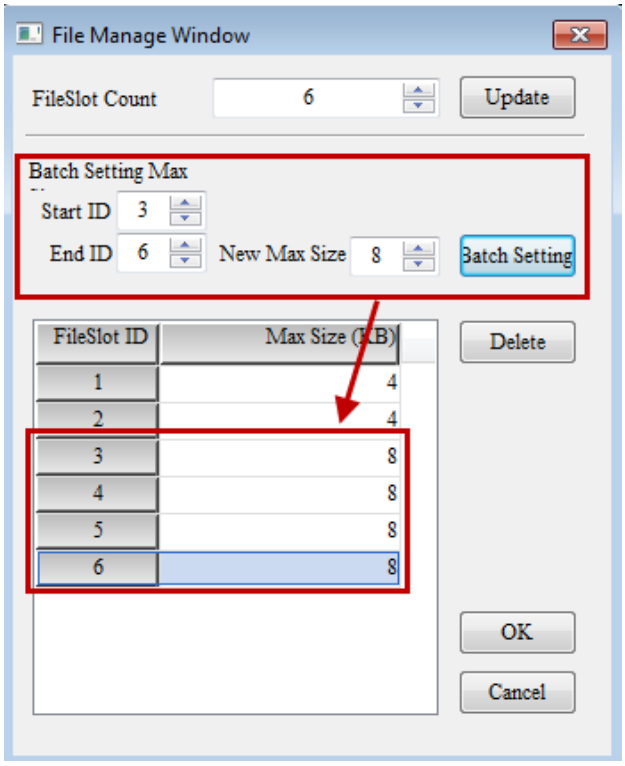
- ✓ Download FileSlot into HMI. The ROM will reserve the memory space which is required by FileSlot.

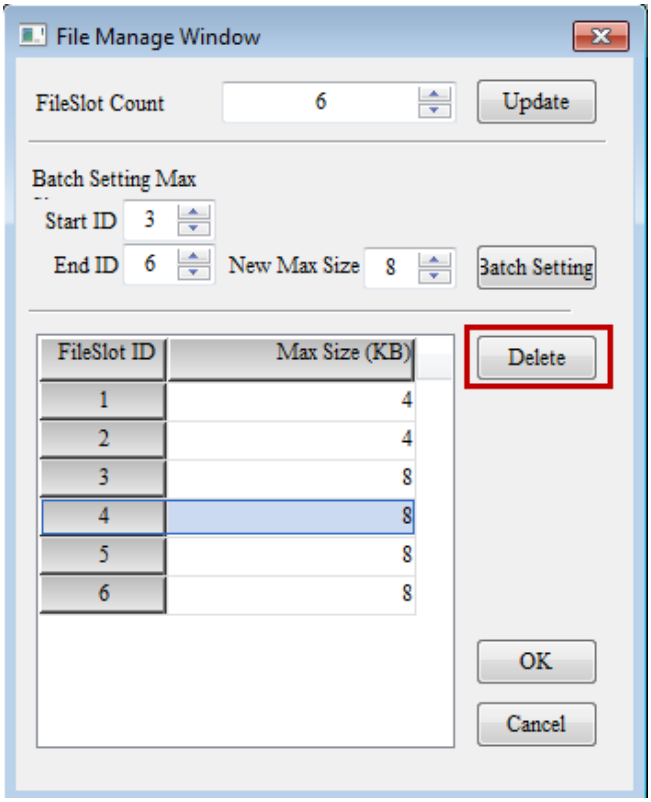


- ✓ Base on the consideration of HMI efficiency and data storage, when downloading the programmed FileSlot, HMI can only reserve the memory space. It is unable to create the file. Users have to use macro (FileSlotWrite, ImportFileSlot) to create the file.
- ✓ 【Format HMI】,【Reset】or remove the macro command (FileSlotRemove) of FileSlot has to be used to delete FileSlot file in HMI.
- ✓ When HMI has FileSlot file, to download the screen will not change the content of FileSlot. To copy the Screen Data File created by DopSoft and Auto Update File to FileSlot file through 【Copy File】in HMI system will not change the content, either.
- ✓ It is suggested that before re-programming the screen and FileSlot size, execute【Format HMI】or【Reset】.
- ✓ Function of【Copy File】can export the FileSlot file. The exporting file is stored in HMI-000\FILESLOT. Through this method, other FileSlot files can be imported into other HMI. If other HMI has FileSlot file, then the data will be covered.
- ✓ B03S210, B04S211, B05S100, B05S101, B07S201, B07S211 and B07S410 models do not support function of FileSlot.

Following describes the property of【File Manage】.

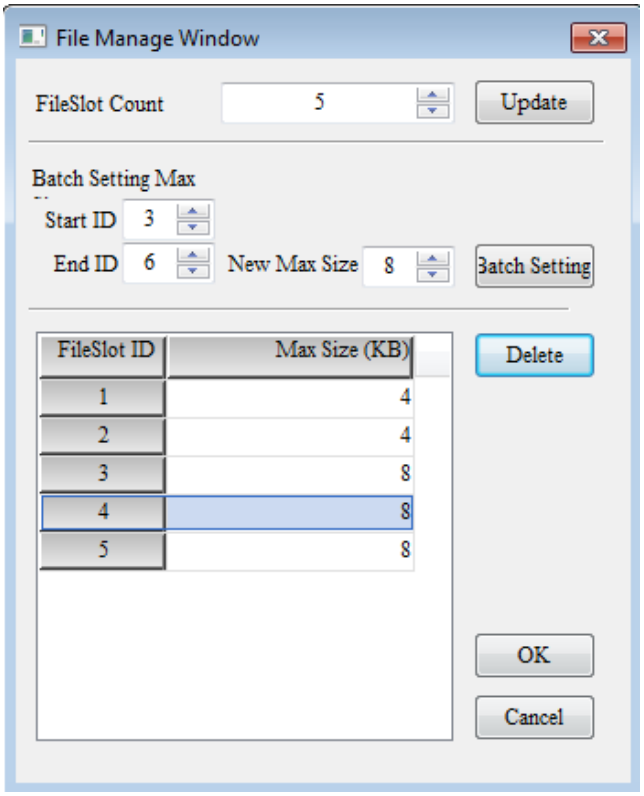
Property Setting of File Manage Table 2-2-8-13	
	
Total Number of FileSlot	➢ Enter the required number of FileSlot, 1024 at most.
Update	➢ Enter the total number of FileSlot and click【Update】to program the number . See as below. The total number of FileSlot is set to 6, then there are 6 FileSlots.

Property Setting of File Manage Table 2-2-8-13	
	
Max Size in Batch Setting	➢ The Max Size of FileSlot can be setup in batch. Enter 【Start ID】, 【End ID】and【New Max Size】, then click【Batch Setting】to specify the setting of New Max Size to FileSlot ID. See as below. The start ID is set to 3, end ID is 6 and the New Max Size is 8. The Max Size of FileSlot between ID3 and ID6 will be changed to 8. The rest will be remained as 4, the default value. 

Property Setting of File Manage Table 2-2-8-13		
Delete	➢ Use【Delete】button can delete FileSlot in the window of File Management.	
	Before	➢ Select one FileSlot and then click Delete. 
	After	➢ It had 6 FileSlots before. Now there are 5.

Property Setting of File Manage

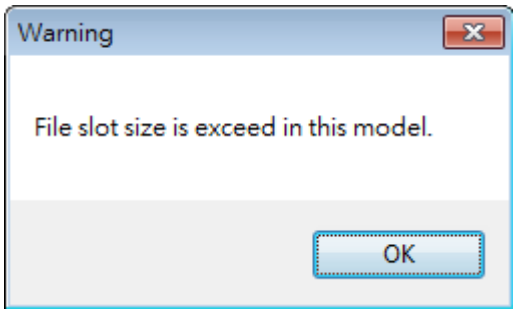
Table 2-2-8-13



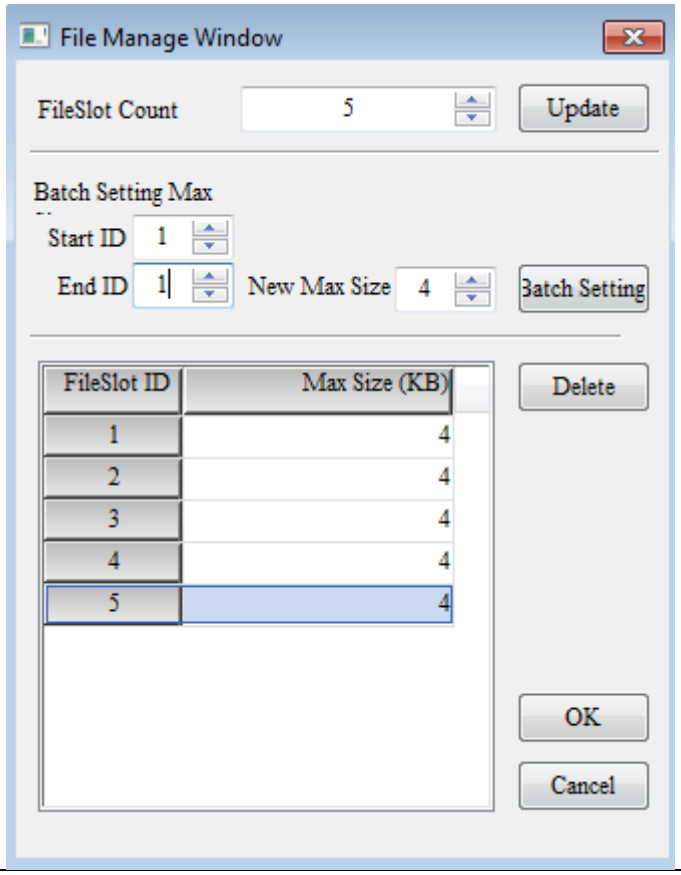
Max Size

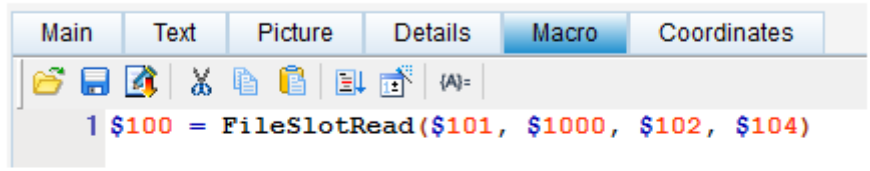
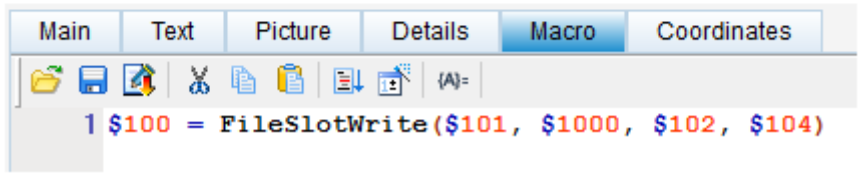
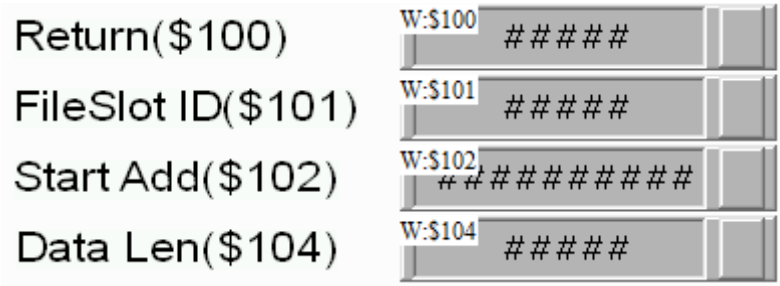
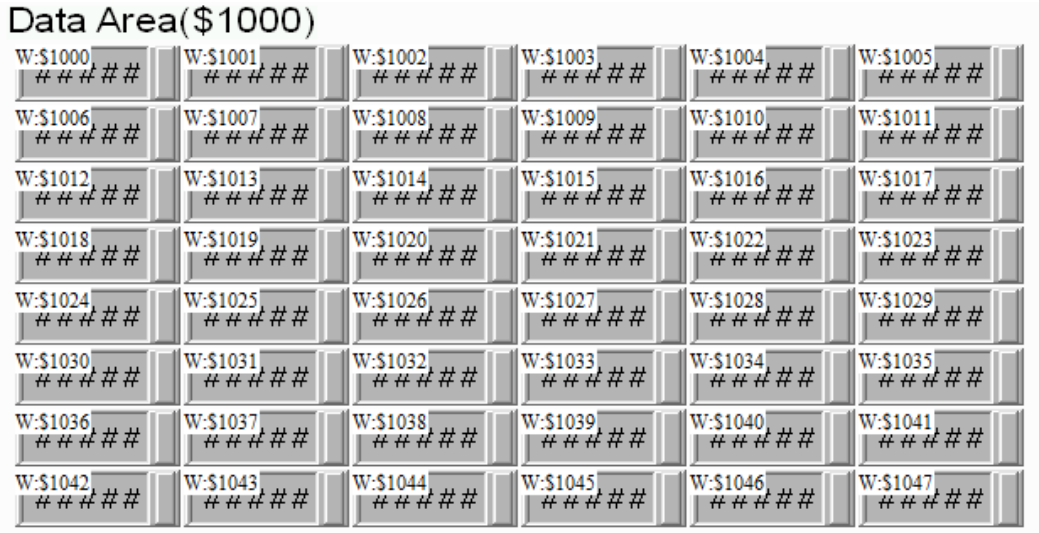
➢ Each FileSlot can setup the Max Size individually. The maximum value of Max Size is 102400KB and the minimum value is 4 KB and 64 KB, which varies with different models. See the following table:

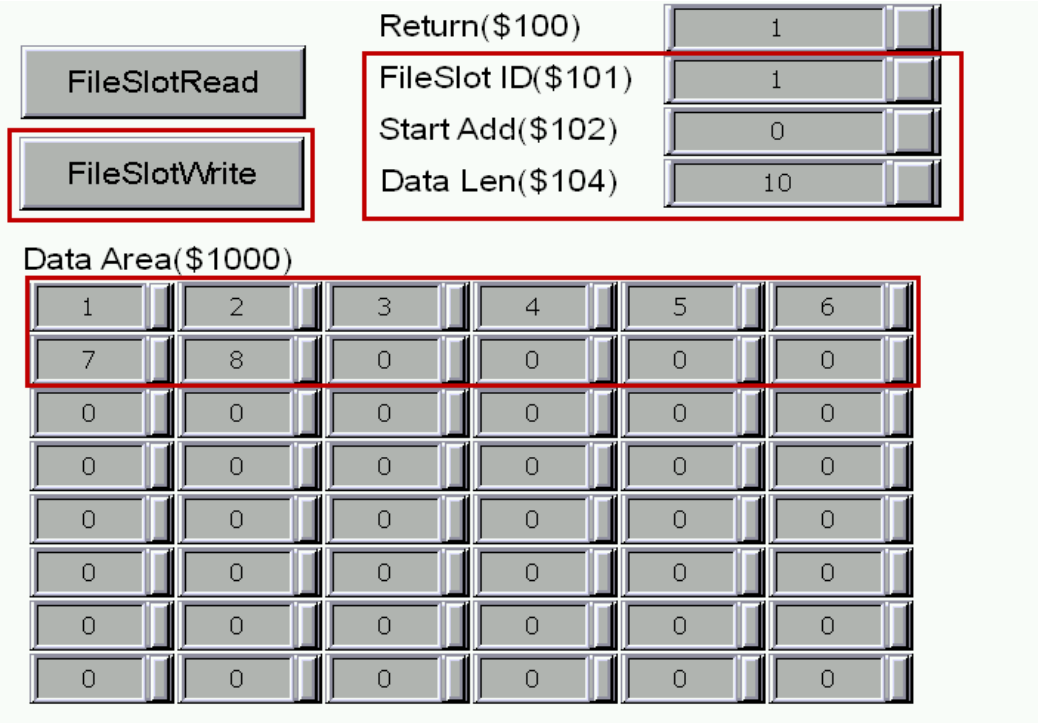
4KB	B03S211
	B03E211
	B07S411
	B07S401K
	B07S411K
	B07S415
	B07E415
	B07S515
	B07E515
	B08S515
	B08E515
	B10S411
	B10S511
	B10E515
	B10S615
	B10E615

<table>
<tr><th colspan="4">Property Setting of File Manage
Table 2-2-8-13</th></tr>
<tr><td></td><td></td><td></td><td>HMC07-N500H52</td></tr>
<tr><td></td><td></td><td></td><td>HMC08-N500S52</td></tr>
<tr><td></td><td></td><td rowspan="3">64KB</td><td>B05S111</td></tr>
<tr><td></td><td></td><td></td><td>B07PS415</td></tr>
<tr><td></td><td></td><td></td><td>B07PS515</td></tr>
<tr><td>OK</td><td colspan="3">➢ After setting up the property of FileSlot file management, click【OK】to save the previous change. If the total file size of programmed FileSlot is larger than the provided space of User Application in Flash ROM, a warning message will pop up. See as below. Please refer to the user manual of each model for further information about the space size of User Application in Flash ROM.
 
</td></tr>
<tr><td>Cancel</td><td colspan="3">➢ The file will not be saved if click 【Cancel】. The function is the same as click  on upper right corner.</td></tr>
</table>

Following introduces the example of 【File Manage】.

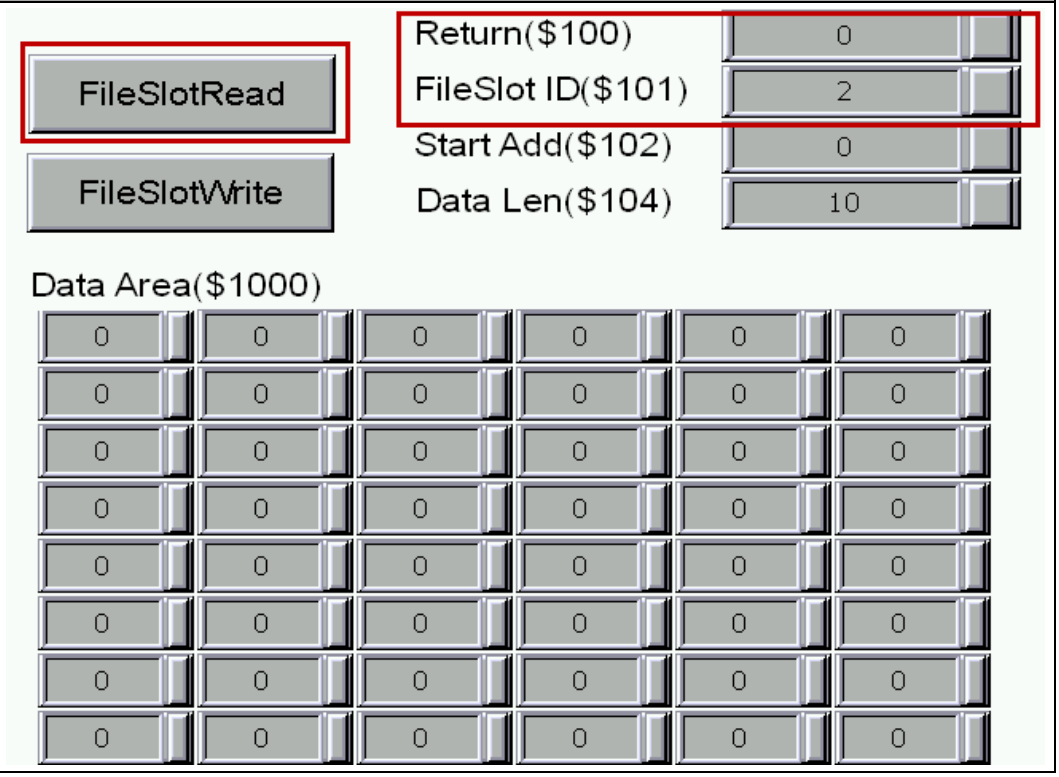
Example of File Manage 《Table 2-2-8-14》	
New FileSlot	➢ Enter【Option】→【File Management】。 ➢ Set the total number of FileSlot as 5. Click【Update】and the FileSlot number will show. Users can setup the Max. Size of each FileSlot. When the setting is complete, click【OK】to exit. 
Create the button of executing macro command	➢ Create two maintained buttons in DOPSoft edit screen and to setup the memory written address as \$50.0 and \$50.1. Then, enter FileSlotRead command **\$100 = FileSlotRead (\$101, \$1000, \$102, \$104)** and FileSlotWrite command, **\$100 = FileSlotWrite (\$101, \$1000, \$102, \$104)** in On macro, respectively.

Example of File Manage 《Table 2-2-8-14》	
	FileSlotRead  FileSlotWrite 
Create the numeric entry element	➢ Create the numeric entry element which corresponds to macro parameters on the screen. See as below:  ➢ Create the numeric entry element which can read the content of FileSlot on the screen. Its address is between $1000 and $1047. See as below: 

Example of File Manage 《Table 2-2-8-14》	
Result	➢ When elements are all created, please compile them and download the screen into HMI. ➢ Use macro FileSlotWrite to write the data into the specified file of FileSlot. The following example writes 10 words from data area into FileSlot which named 1 as its ID. Then, users can read the data via button of FileSlotRead.  ➢ Before using FileSlotRead, users have to use FileSlotWrite or FileSlotIMPORT to create the actual file. See as below. If desire to read FileSlot whose ID name is 2, it will be failed to do so since the file has not been created, the return value is 0.

Example of File Manage

《Table 2-2-8-14》



2-2-8-8 Real Time Clock Setting

This chapter mainly describes the updating function of real time clock provided by DOPSoft. Some PLC controller has no built-in Real-time clock (RTC), thus, it cannot be applied to the operation which is related to time setting, such as machine with daily timer setting, door access management and etc. If PLC controller has built-in RTC, the synchronous function provided by HMI enables users to synchronize the RTC of HMI with PLC or vice versa.

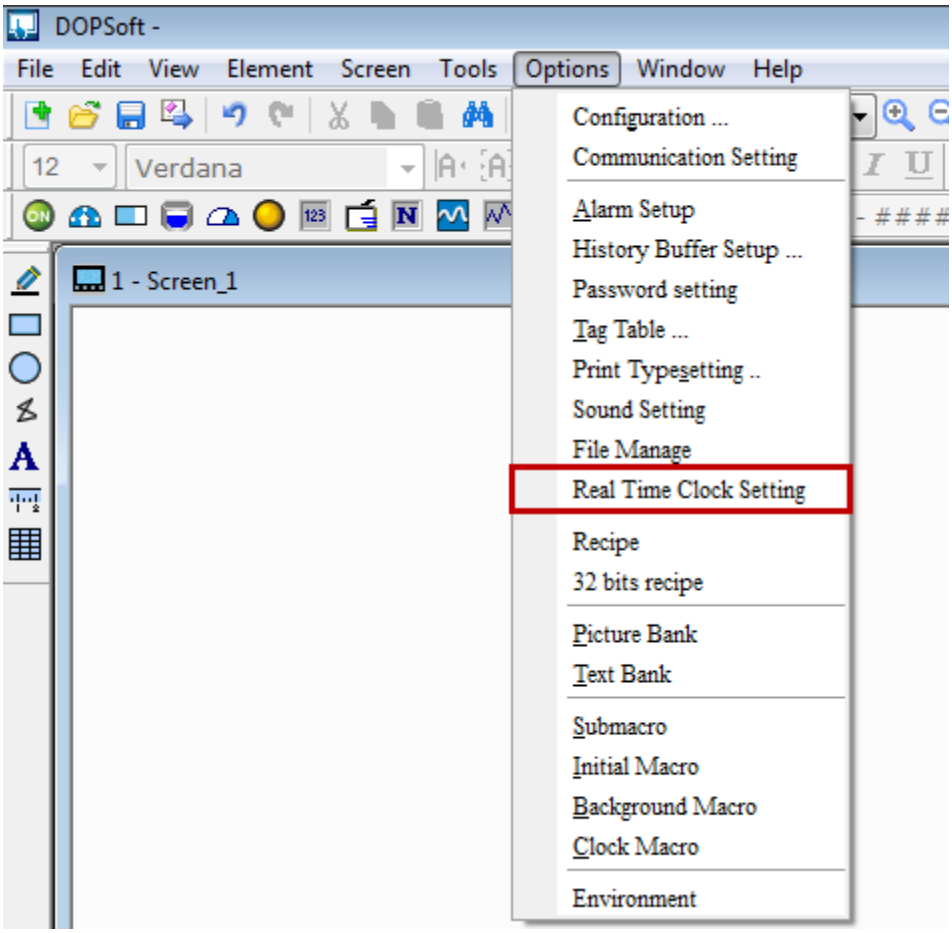


Figure 2-2-8-13 Update the Real Time Clock Setting

Users have to check【Enable RTC Updates】before update the calendar setting, which includes PLC connection setting and time setting.

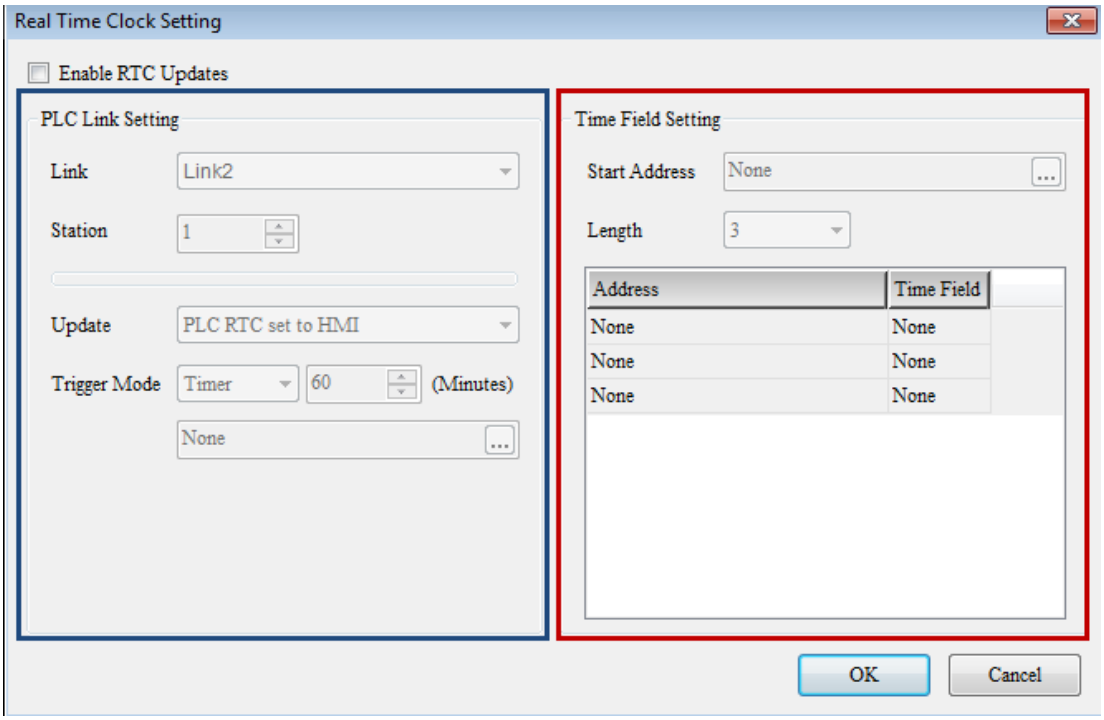
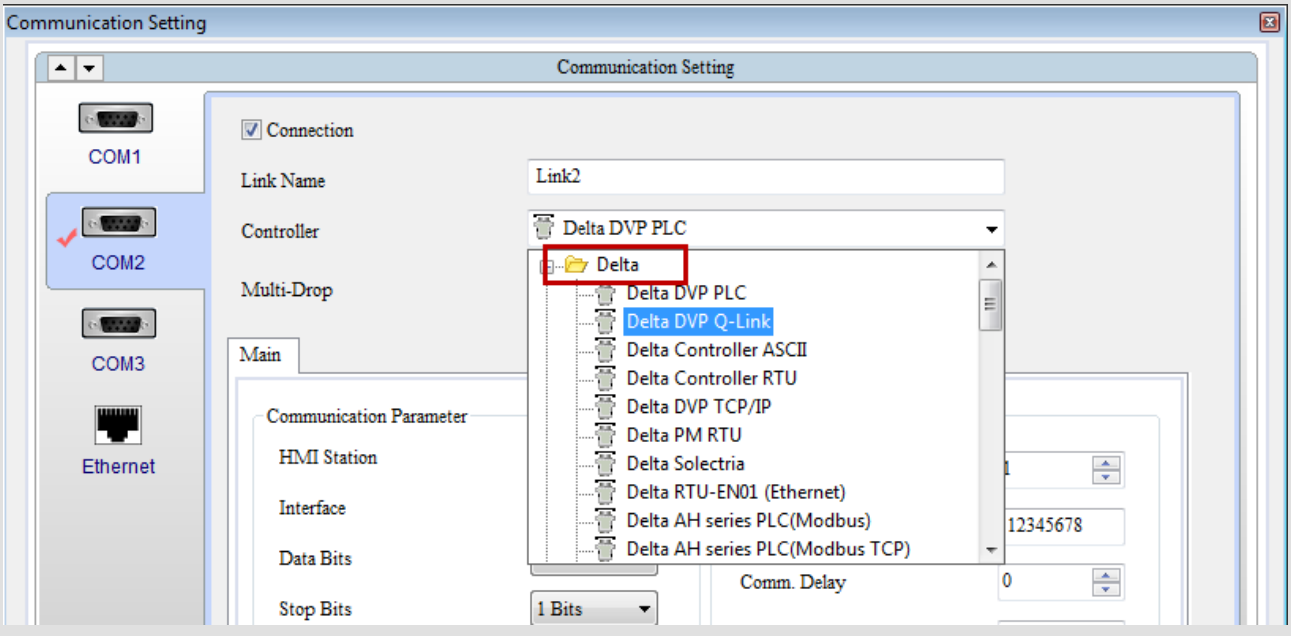


Figure 2-2-8-14 Interface of RTC update

NOTE:

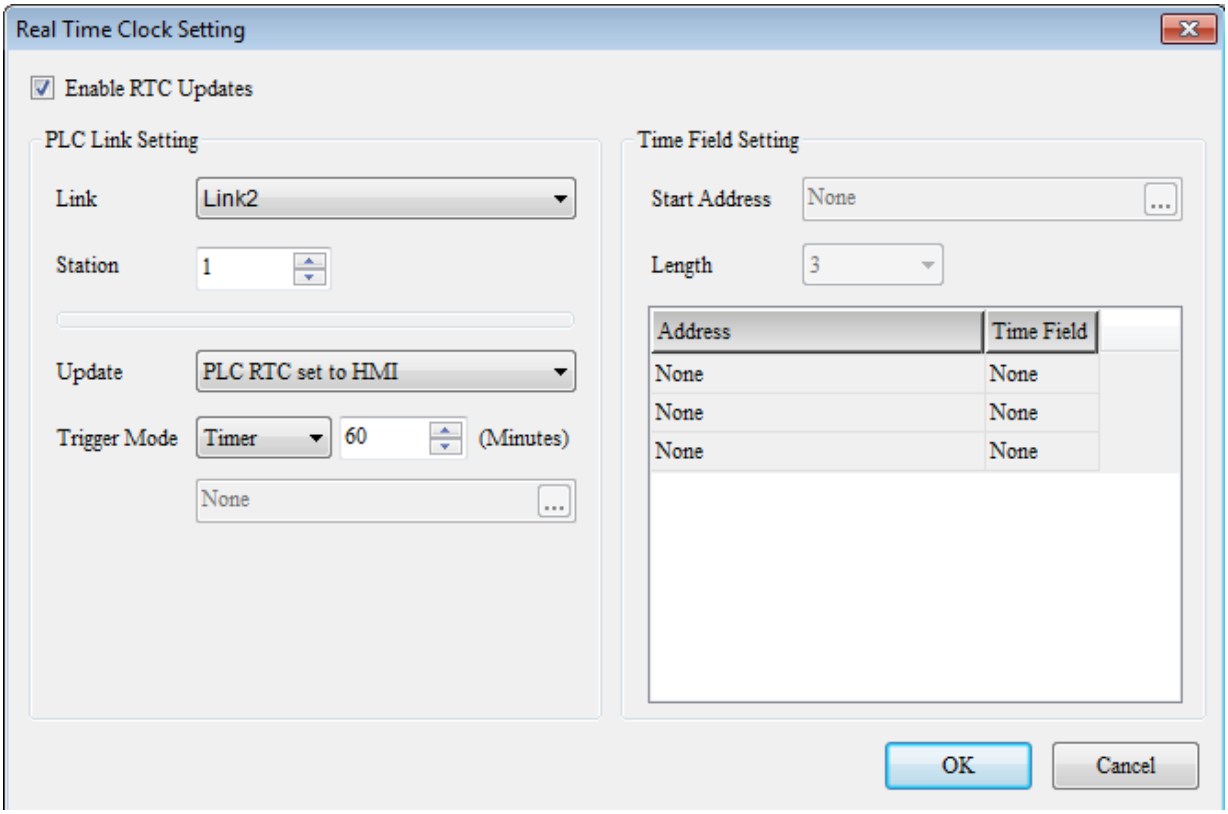
✓ When users choose Delta's PLC as the controller, time setting is no need. DOPSoft will automatically disable the function of time setting and HMI will automatically set the time field to the perpetual calendar (D1319~D1313) from Delta's PLC.

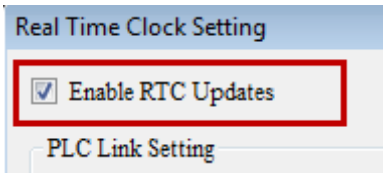
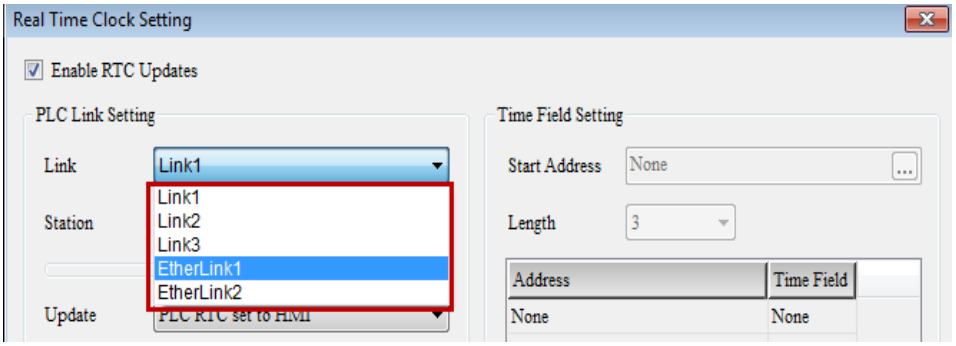


✓ Some old models of Delta's PLC (ES/SS/EC) do not support the function of RTC Update.

Property Description of RTC Update

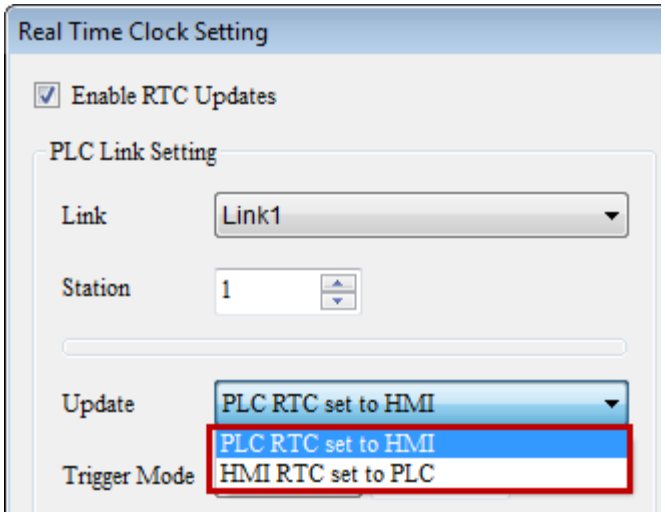
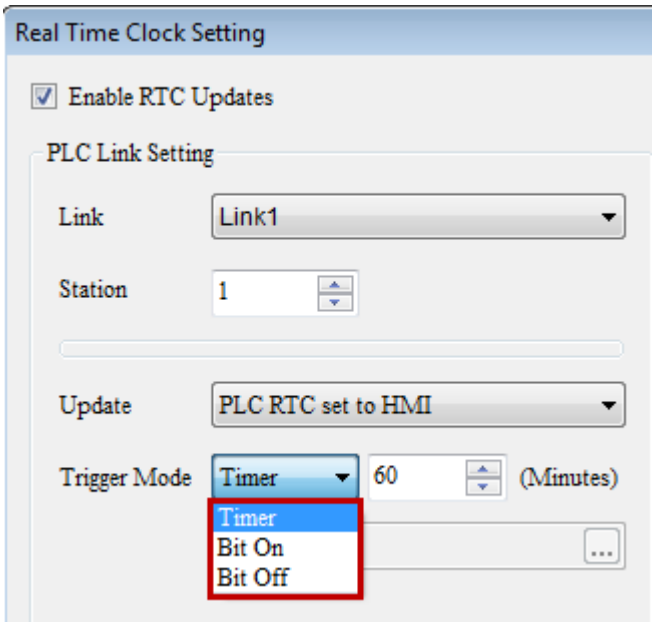
Table 2-2-8-15

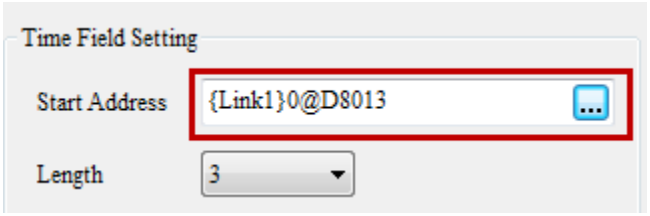
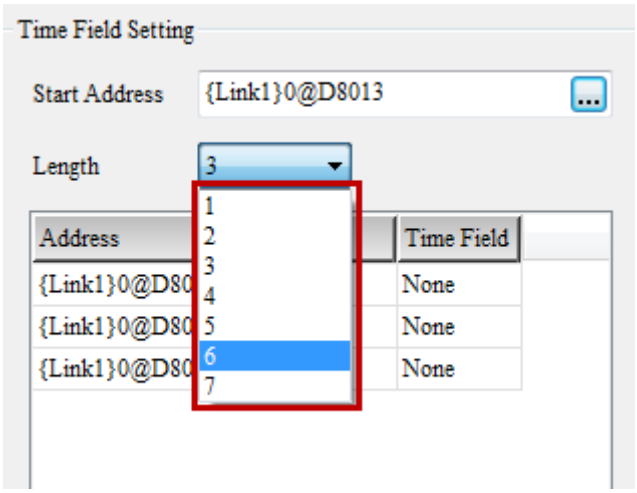


➢ **PLC connection setting**	
Enable RTC Updates	➢ Check to enable RTC updates 
Connection Name	➢ Choose one connection name, no matter the controller is COM1/COM2/COM3 or Ethernet. 
Station Number	➢ Setup the controller station number to update the time. ➢ If the chosen controller does not support the setting, this selection will be disabled.

Property Description of RTC Update

Table 2-2-8-15

Update Setting	➢ There are two modes for users:【Synchronize the HMI RTC time to PLC】or【Synchronize PLC RTC time to HMI】. 
Triggering Method	➢ Three triggering methods are provided:【Timer】,【Bit On】and【Bit Off】.  ➢ If select【Timer】, users can setup the cycle that system updates the setting, the minimum is 1 minute and the maximum is 1440 minutes (1 day). The default value is 60 minutes. ➢ If select【Bit On】, it means it updates the setting when Bit is ON. ➢ If select【Bit Off】, it means it updates the setting when Bit is OFF. ➢ If select【Bit On】or【Bit Off】, users have to select the triggering address, which is the internal memory or register address.
➢ **Time Field Setting**	

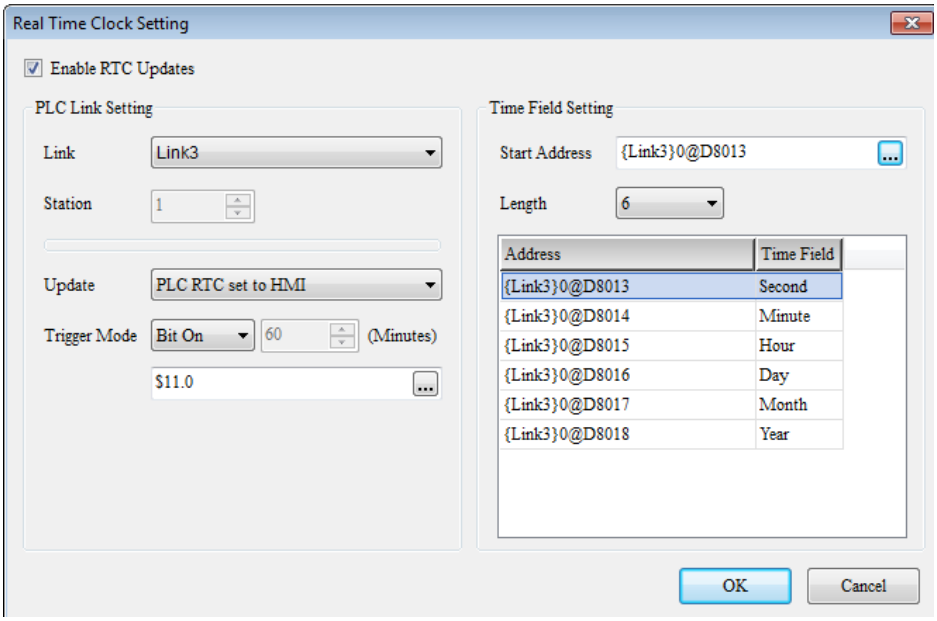
Property Description of RTC Update Table 2-2-8-15	
Start Address	➢ Setup the register address of RTC synchronization.  ➢ If the controller is Delta's PLC, then there is no need to setup the start address.
Length	➢ Users can select the length according to the number of synchronous time field setting. ➢ The minimum value is 1 and maximum is 7.  ➢ If the controller is Delta's PLC, then there is no need to setup the length.

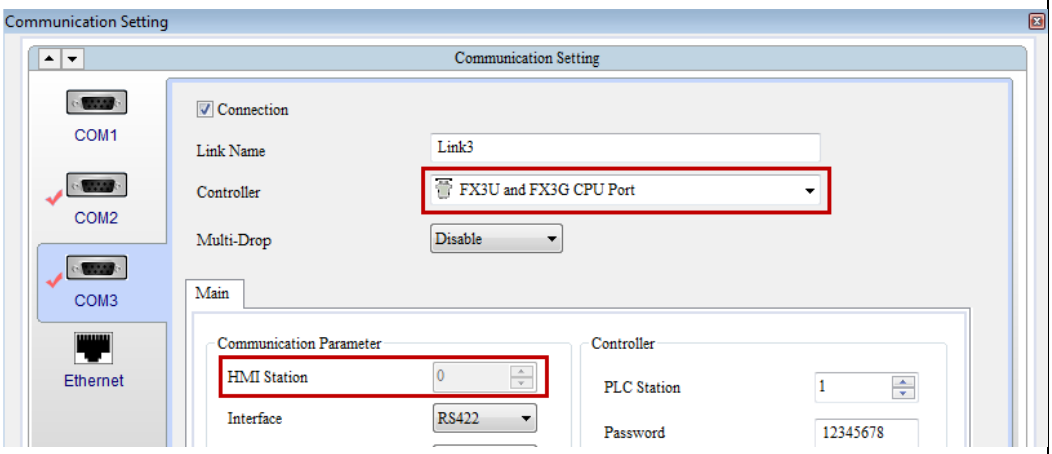
The following introduces the example of【RTC Update Setting】

Example of RTC Update Table 2-2-8-16	
Setting Steps of RTC update	➢ Step 1: Enter【Option】→【RTC Update Setting】 ➢ Step 2: Setup the related properties of updating the RTC: ● Enable Time Auto Update ● Select the connection name as Link3 (Mitsubishi – FX3U and FX3G CPU Port) ● Select the updating setting【Synchronize PLC RTC with HMI】 ● Triggering method:【Bit On】 ● Set the triggering address as $11.0 ● The start address is set to {Link3}1@D8013. ● Select 6 as the length. ● Select “Second” as the corresponding time field of {Link3}1@D8013. ● Select “Minute” as the corresponding time field of {Link3}1@D8014. ● Select “Hour” as the corresponding time field of {Link3}1@D8015. ● Select “Day” as the corresponding time field of {Link3}1@D8016. ● Select “Month” as the corresponding time field of {Link3}1@D8017. ● Select “Year” as the corresponding time field of {Link3}1@D8018. ➢ Please click OK to complete the setting. See the figure below. ➢ Mitsubishi – FX3U and FX3G CPU Port Controller does not need to setup station number, thus, there is no need to set it up in RTC Update Settin

Example of RTC Update

Table 2-2-8-16





Example of RTC Update

Table 2-2-8-16

Create Maintained Button

- Step 1: Create one maintained button and set its written memory address as $11.0.
- Step 2: Edit the text of state0 (maintained button) as “RTC TO HMI BIT OFF”, state1 as “RTC TO HMI BIT ON”. When the button is triggered, the foreground color will be red which means it is ON.

State 0	
State 1	

Create Numeric Entry Element

- Step 1: Create 6 numeric entry elements and set the address as {Link3}1@D8013 ~ {Link3}1@D8018 in sequence.
- Step 2: Create another 6 numeric entry elements and set the system parameters as TIME_YEAR, TIME_MONTH, TIME_DAY, TIME_HOUR, TIME_MINUTE, TIME_SECOND in sequence.

PLC address



System Parameters



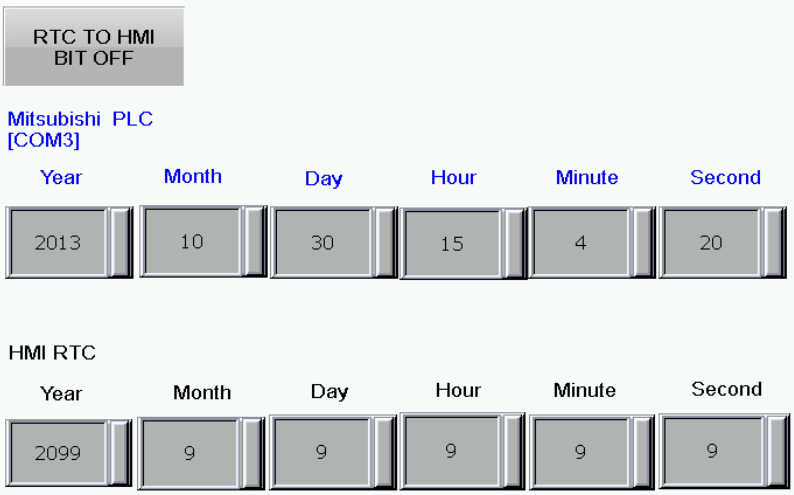
Example of RTC Update

Table 2-2-8-16

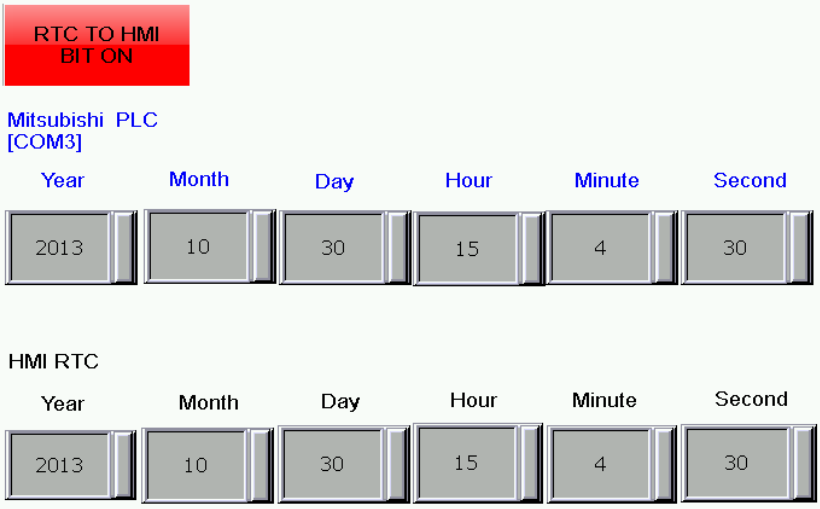
Result

➢ Please compile the elements and download them into HMI after all are created. When triggering maintained button (BIT ON) of RTC, the system will set RTC time of PLC to HMI. Thus, the system parameter inside HMI, TIME_YEAR, TIME_MONTH, TIME_DAY, TIME_HOUR, TIME_MINUTE and TIME_SECOND will be synchronized with PLC RTC.

BIT OFF



BIT ON

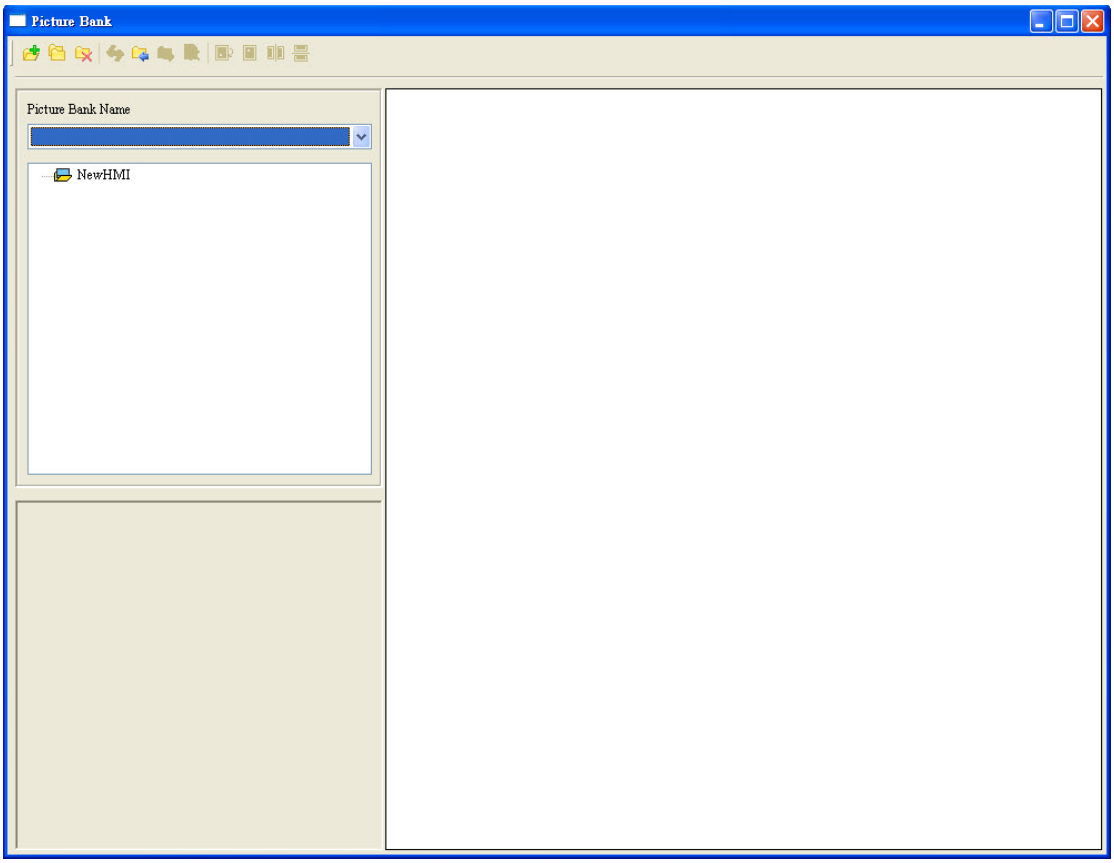


2-2-8-9 Picture Bank

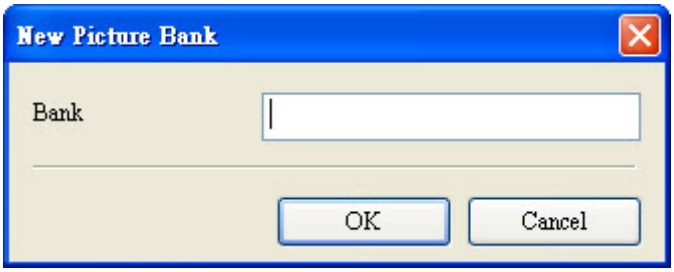
Picture Bank allows the user to apply the pictures more quickly on elements. As a result, the user can import pictures not provided by the system and make simple picture processing such as Inverse, Grayscale 256, Horizontal Mirror, and Vertical Mirror.

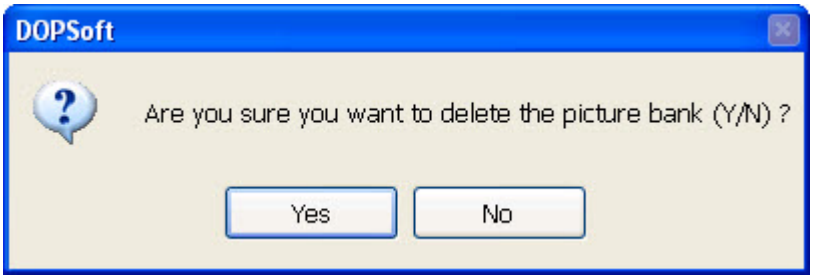
Picture Bank

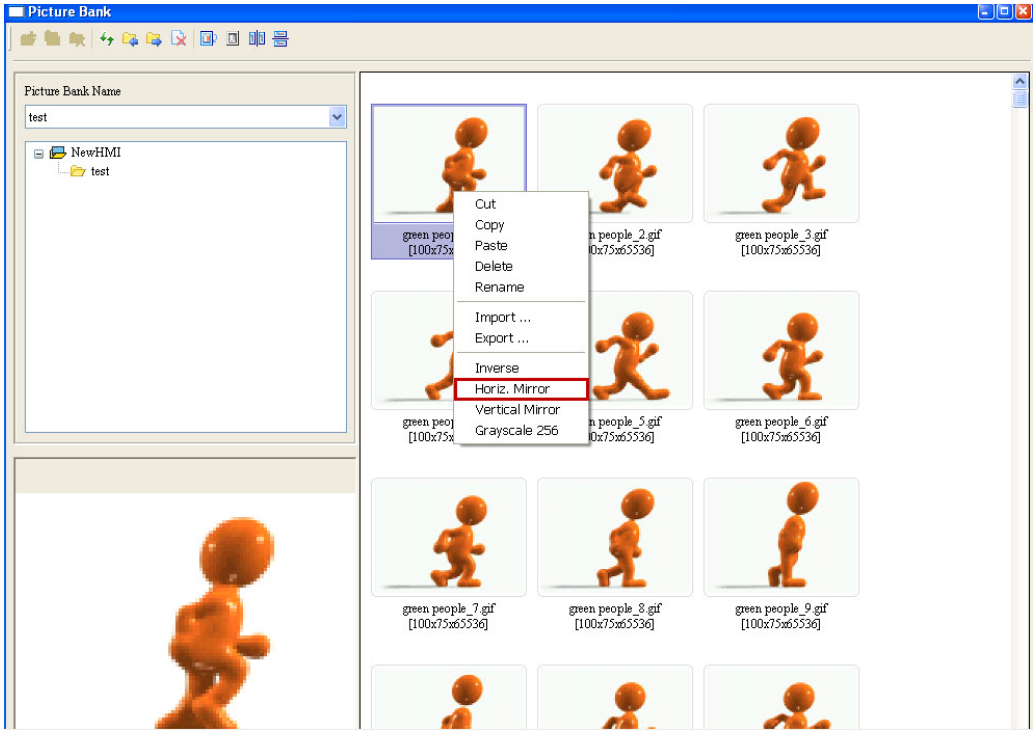
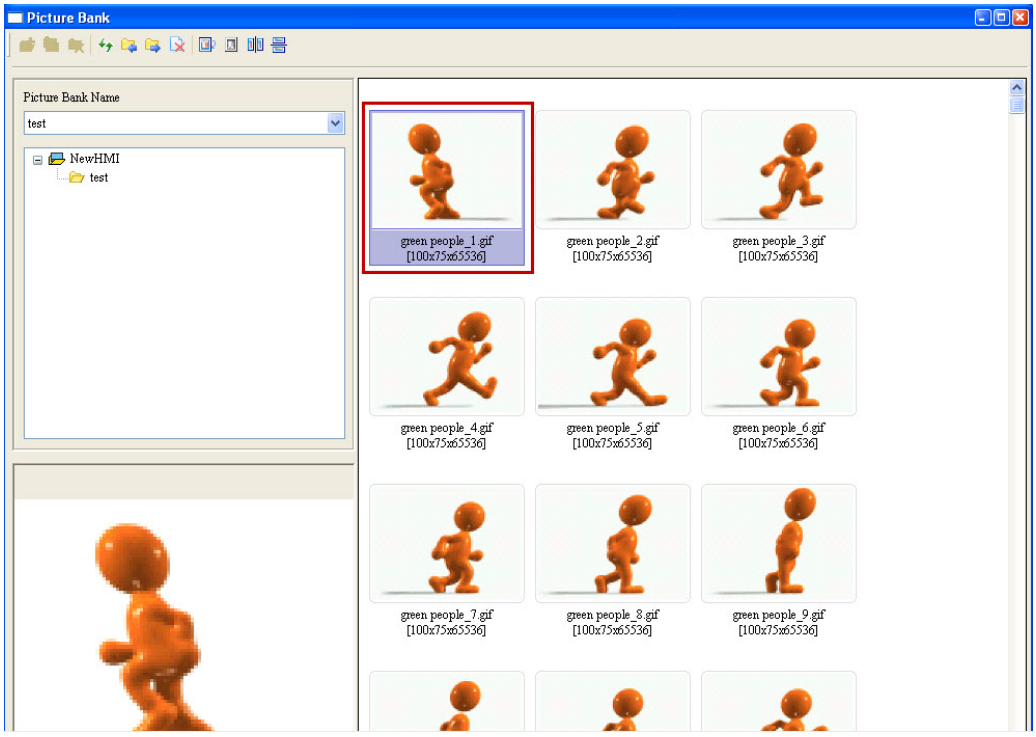
Table 2-2-8-17 Picture Bank

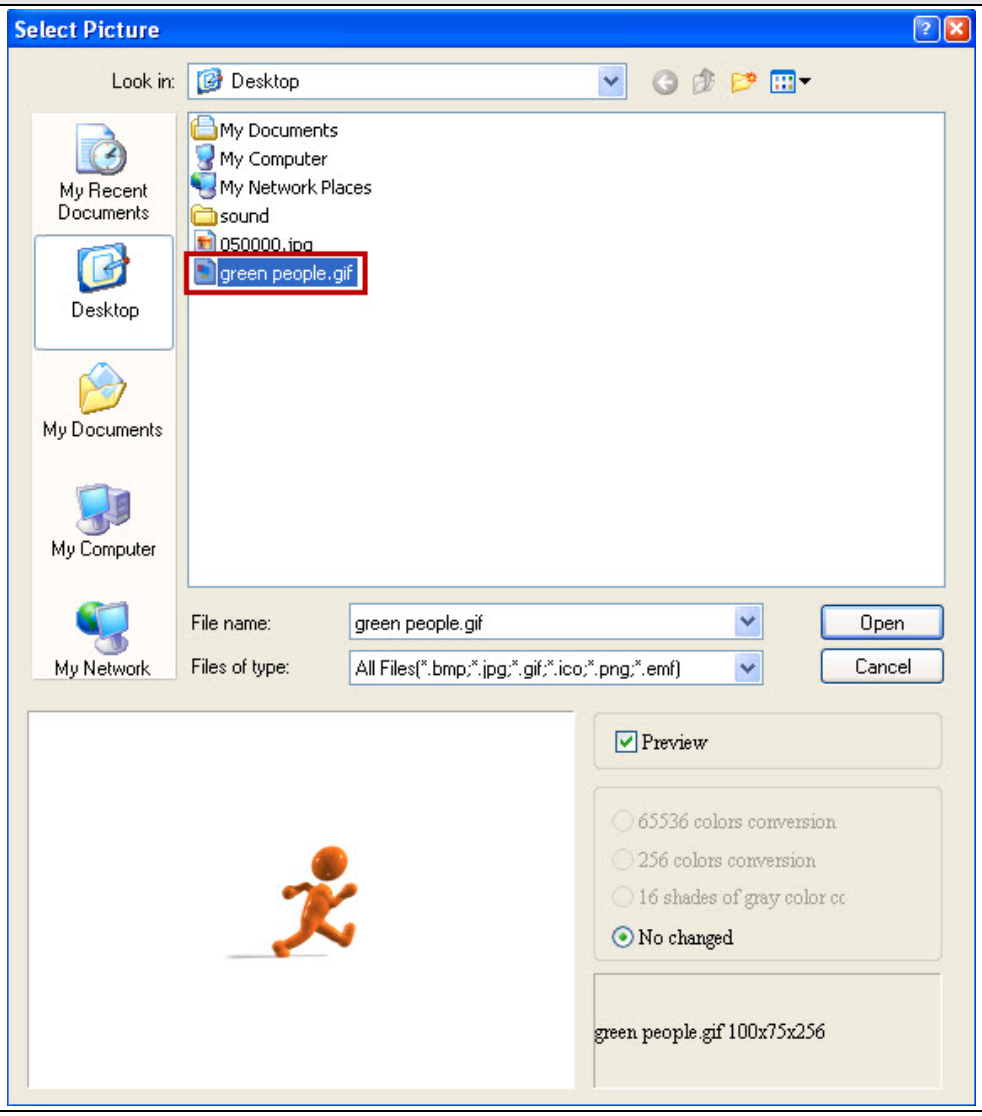


➢ Picture Bank provides features such as [Add Picture Bank], [Open/Install Picture Bank], [Remove Picture Bank], [Update Picture Bank Content], [Import Picture Data], [Export Picture Bank Content to File], [Delete], [Inverse], [Grayscale 256], [Horizontal Mirror], and [Vertical Mirror].

Add Picture Bank	➢ Once this button is clicked, the software will ask the user to enter the name of Picture Bank.  ➢ Once a new Picture Bank is added, the user can click [Import Picture Data] to load the picture into Picture Bank.

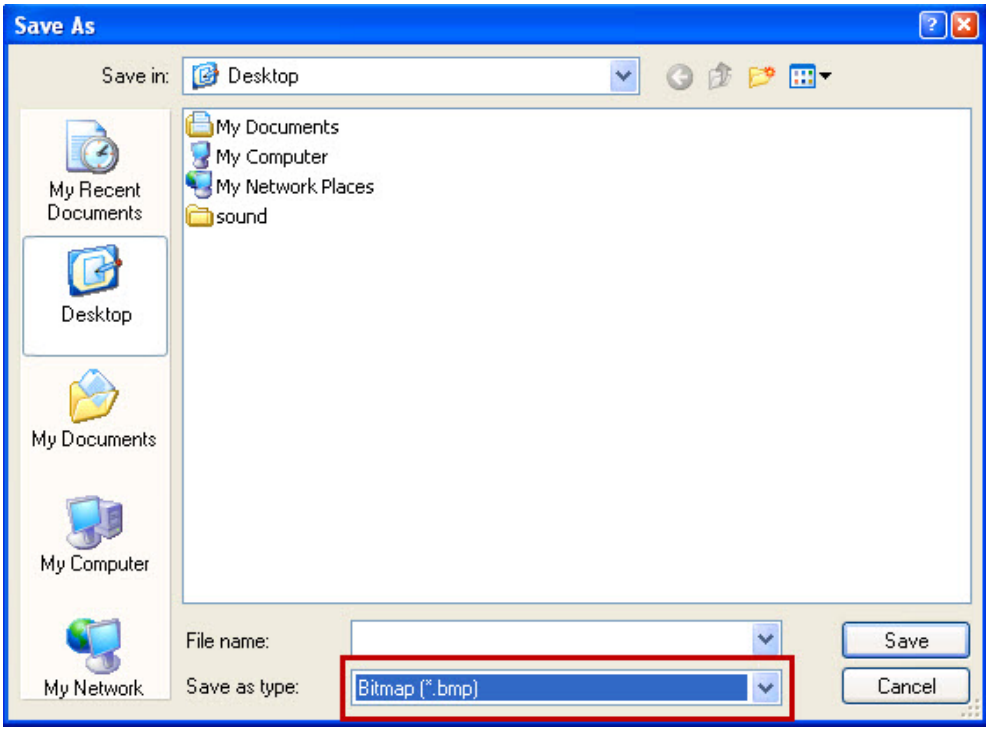
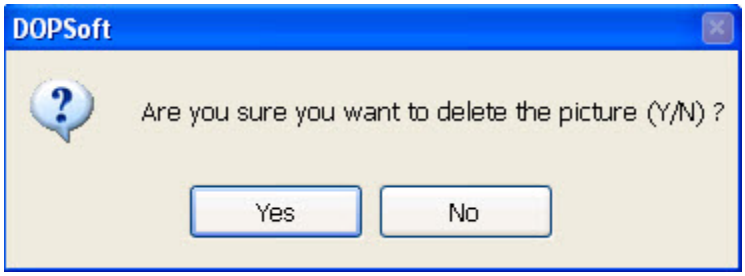
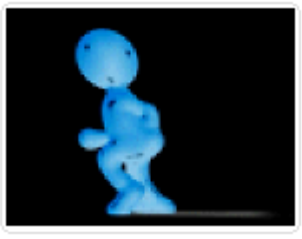
Picture Bank Table 2-2-8-17 Picture Bank	
Open/Install Picture Bank	➢ The feature of Open/Install Picture Bank allows the user to install the Picture Bank created in other projects using this button for future use. The user must choose where to save the old Picture Bank. 
Remove Picture Bank	➢ When Remove Picture Bank is selected, the system will display the message that asks if the user is sure to remove the selected Picture Bank. 
Update Picture Bank Content	➢ The button of Update Picture Bank Content only shows up when a picture is clicked. ➢ This feature mainly applies when the user has done simple processing of pictures such as Inverse, Grayscale 256, Horizontal Mirror, and Vertical Mirror. To update the changes made by processing, Update Picture Bank Content must be clicked. If not, the processing just made will become ineffective. ➢ When the user clicks the picture, please click the right button of mouse and select Inverse, Grayscale 256, Horizontal Mirror, or Vertical Mirror. Click Picture Bank Content again to enable the effect to be made on the selected picture.

Picture Bank Table 2-2-8-17 Picture Bank	
	 
Import Picture Data	➢ Once a new Picture Bank is added, the user can click this button to load the picture data into Picture Bank.

Picture Bank Table 2-2-8-17 Picture Bank	
	
Export Picture Bank Content to File	➢ Once the picture data is imported, the associated Picture Bank Content will be saved as .bmp file.

Picture Bank

Table 2-2-8-17 Picture Bank

<table>
<tr><td></td><td> 
</td></tr>
<tr><td>Delete</td><td>➢ Delete means to remove the imported picture data and the associated picture. Before deleting, the software will also ask if the user is sure about deleting the data.
 
</td></tr>
<tr><td>Inverse</td><td>➢ Inverse processing the original picture and display it as the negative.
<table><tr><th>Before Inverse</th><th>After Inverse</th></tr><tr><td>  </td><td>  </td></tr></table></td></tr>
<tr><td>Grayscale 256</td><td>➢ Grayscale 256 will display colors in the original picture with 256 levels of grayscale.
<table><tr><th>Before Grayscale 256</th><th>After Grayscale 256</th></tr></table></td></tr>
</table>

<table>
<tr><th colspan="3">Picture Bank
Table 2-2-8-17 Picture Bank</th></tr>
<tr><td></td><td>  </td><td>  </td></tr>
<tr><td>Horizontal Mirror</td><td colspan="2">➢ Horizontal Mirror creates the left/right mirror of the original picture.
<table><tr><th>Before Horizontal Mirror</th><th>After Horizontal Mirror</th></tr><tr><td>  </td><td>  </td></tr></table></td></tr>
<tr><td>Vertical Mirror</td><td colspan="2">➢ Vertical Mirror creates the Top/Bottom mirror of the original picture.
<table><tr><th>Before Vertical Mirror</th><th>After Vertical Mirror</th></tr><tr><td>  </td><td>  </td></tr></table></td></tr>
</table>

2-2-8-10 Text Bank

The user can edit certain text often used and save them in Text Bank. This way when texts need to be entered into the element, they can directly be loaded from the edited strings in Text Bank and no reentry is needed. As a result, the function of Text Process allows the user to connect with Text Bank to directly import the texts already created into the selected elements, as shown in the figure below.

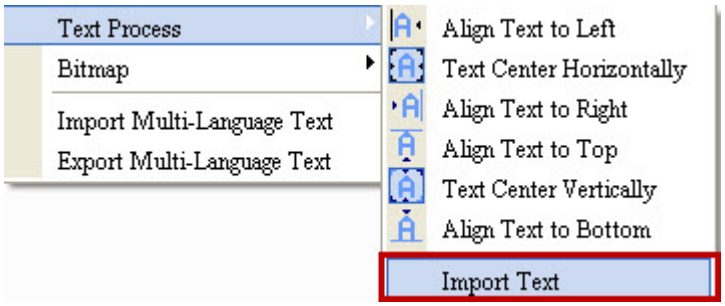


Figure 2-2-8-15 Import text from Text Bank

If multiple languages have been created by the user, the associated text data can also be edited in advance in Text Bank.

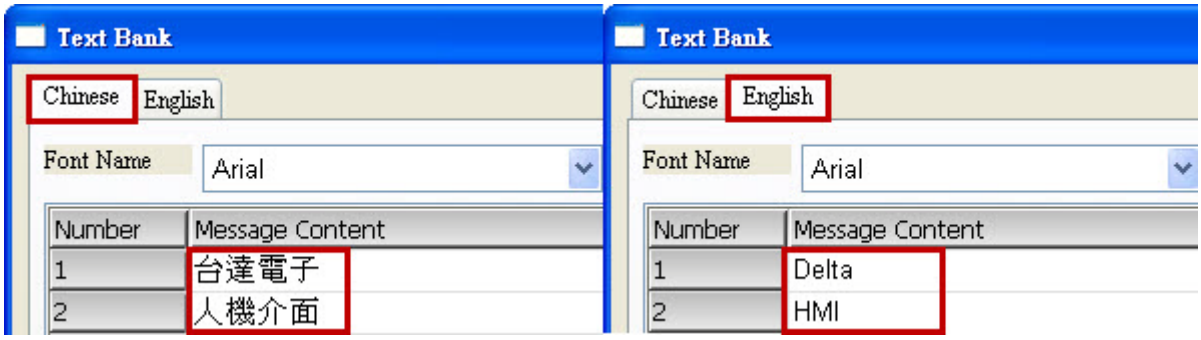
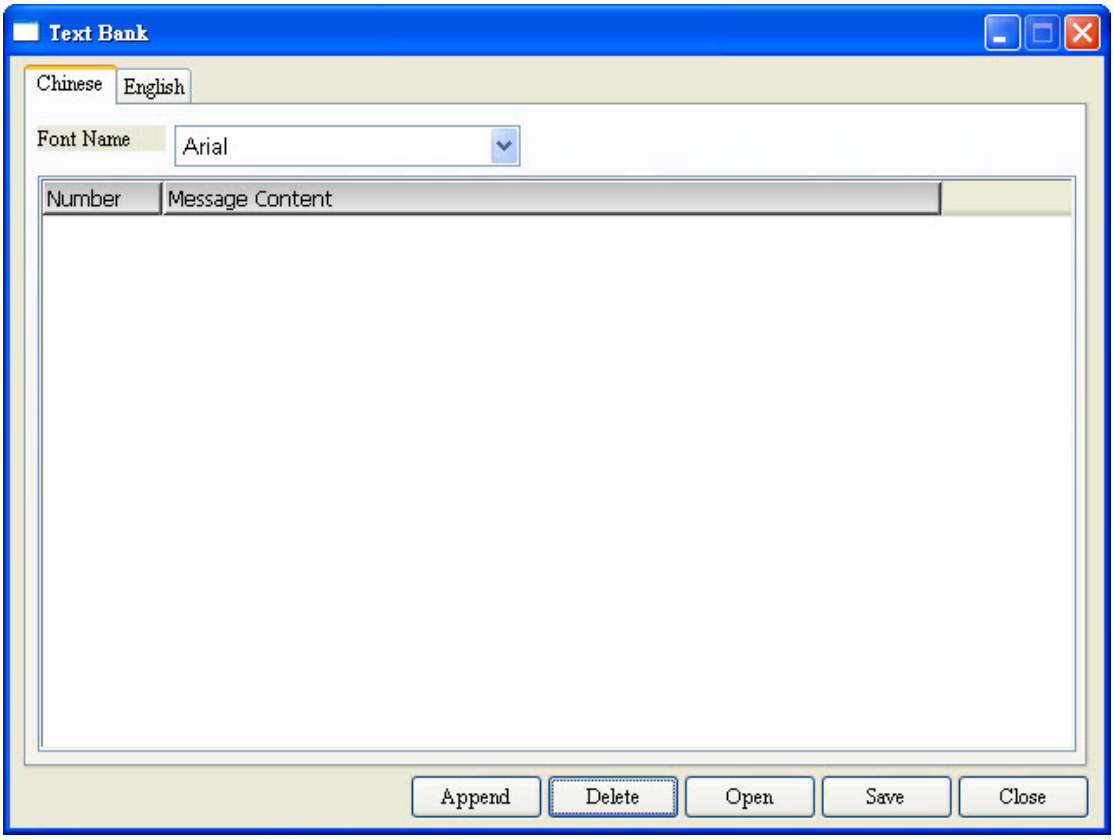
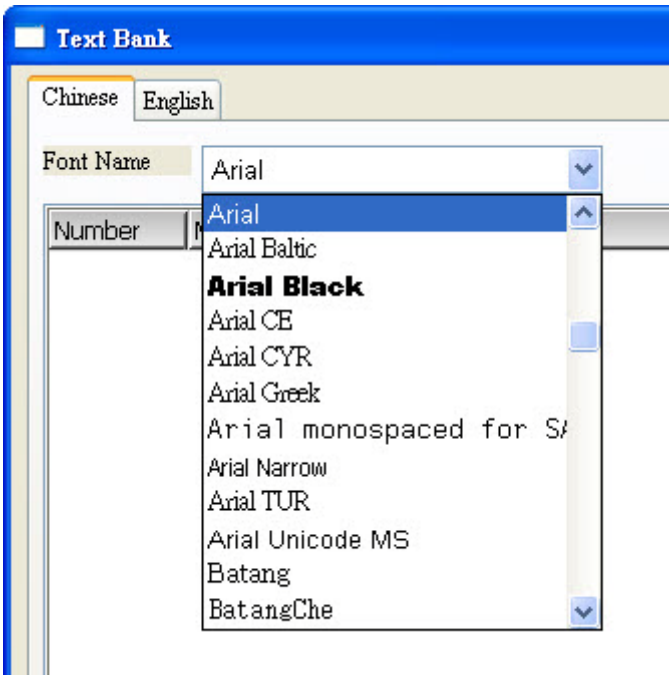
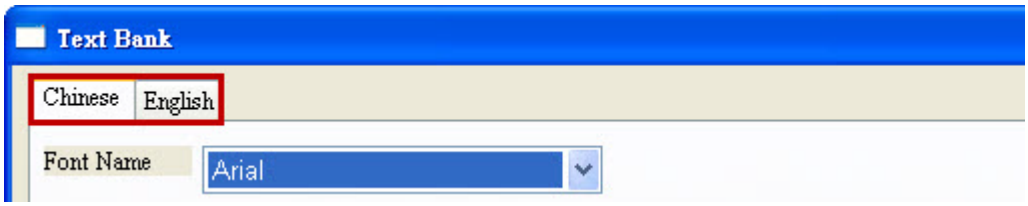
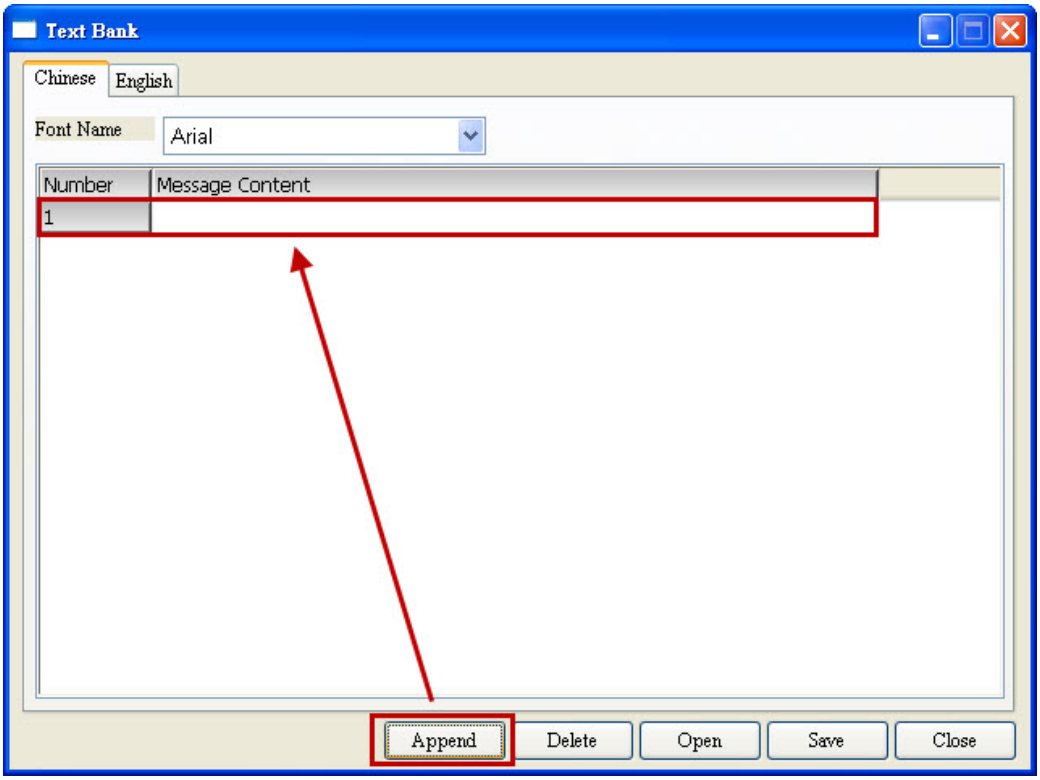
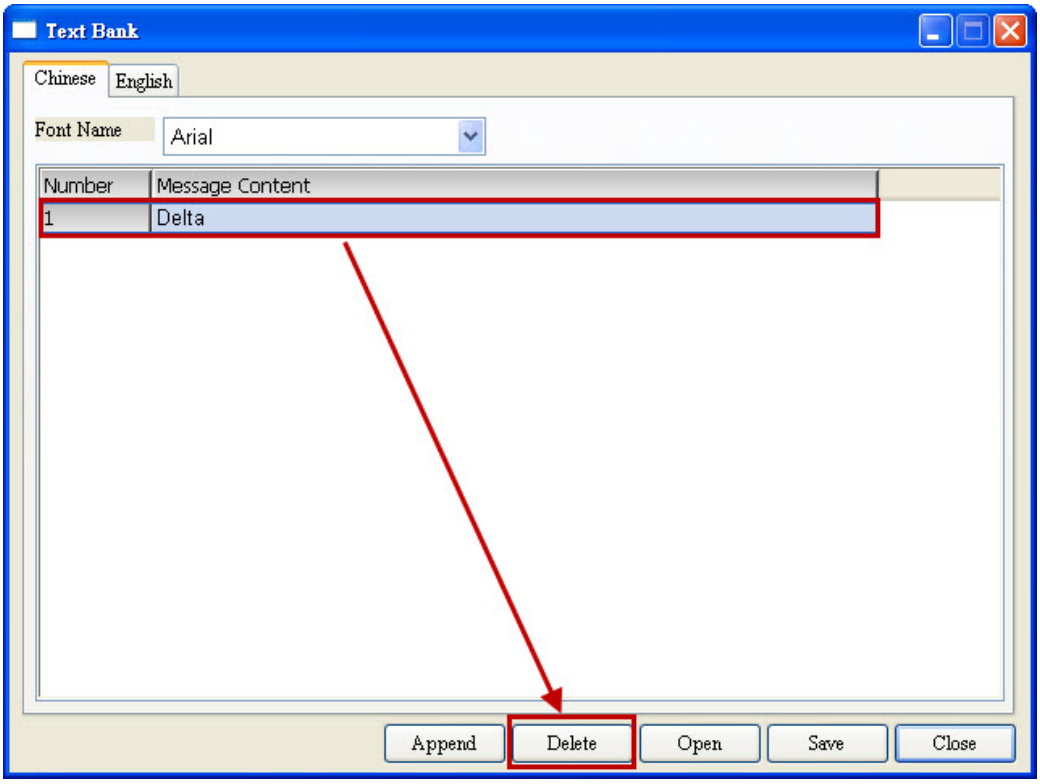
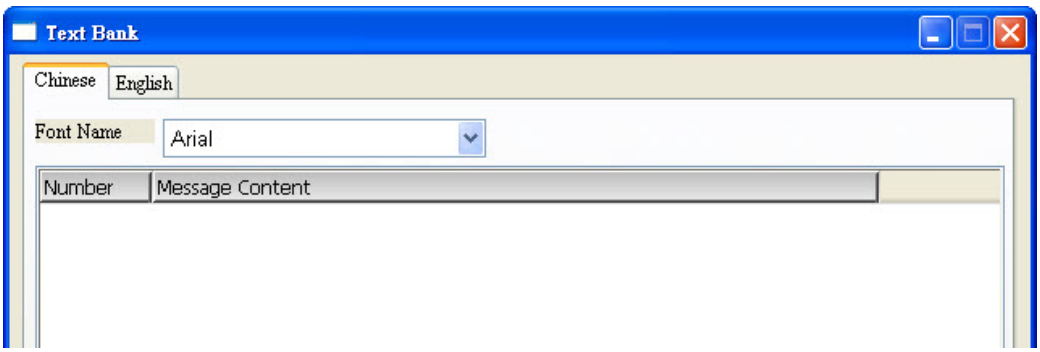
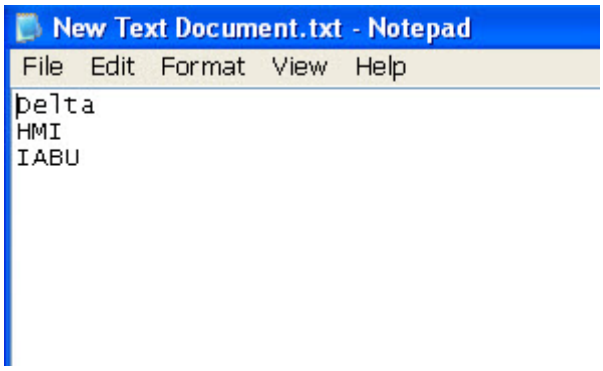
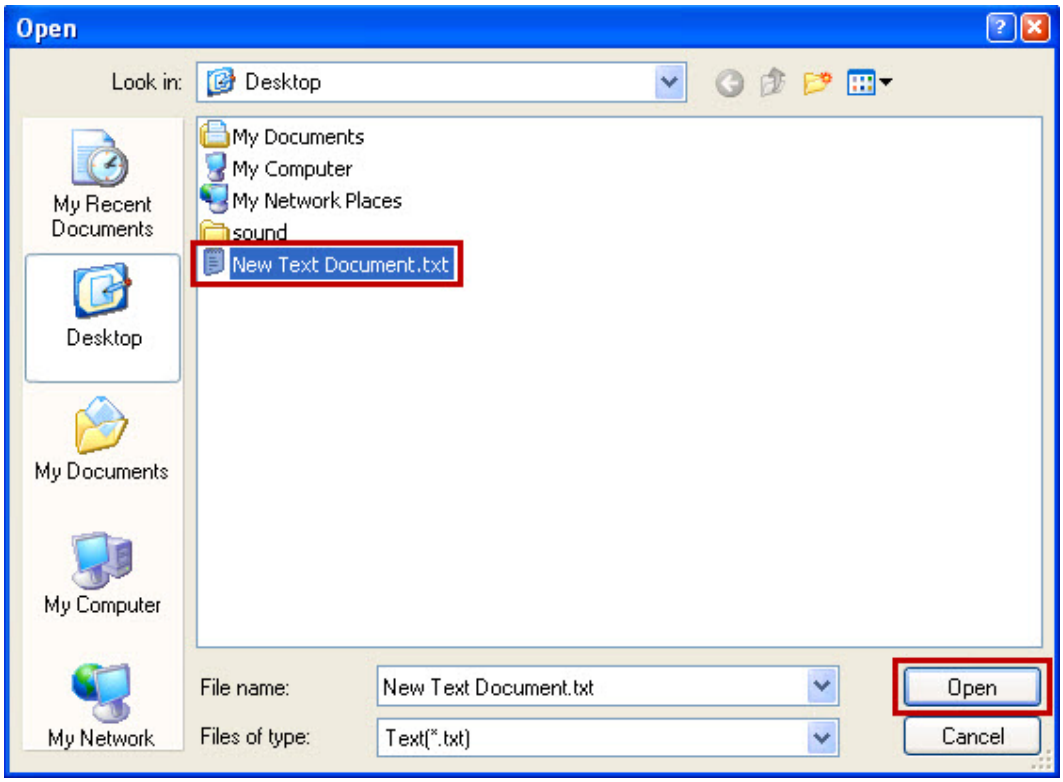
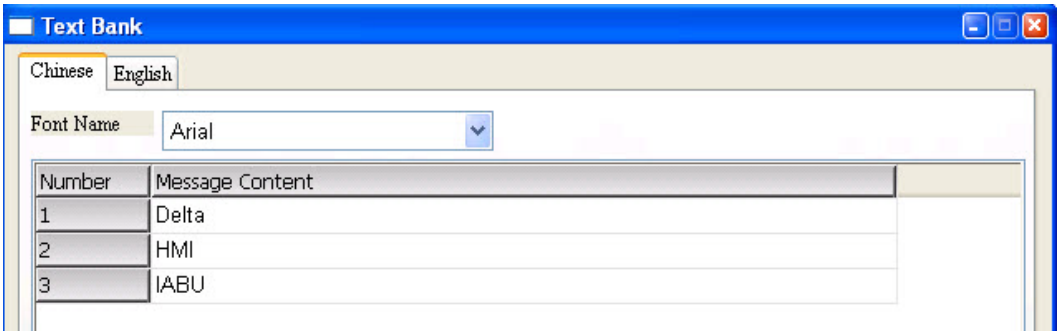


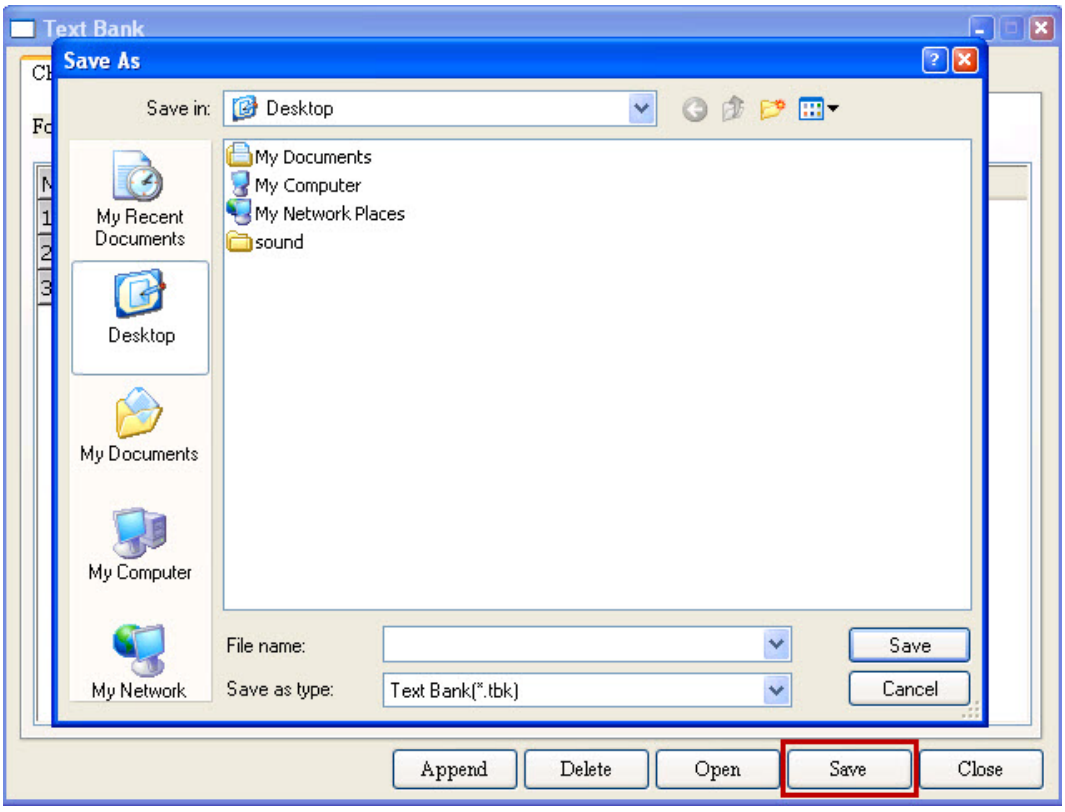
Figure 2-2-8-16 Text Bank Content in multiple languages

Text Bank Table 2-2-8-18 Text Bank

➢ Text Bank includes [Add], [Delete], [Open], [Save], and [Close]. ➢ Text Bank can also change the font of the entered texts.  ➢ If multiple languages have been created by the user, the corresponding language pages will be added accordingly.

Text Bank Table 2-2-8-18 Text Bank	
	
Add	➢ When the Add button is pressed, a new line of data is added for the user to fill in the content. 
Delete	➢ To delete the data line, please click the data to be removed first and click the Delete button.

Text Bank Table 2-2-8-18 Text Bank	
	 
Open	➢ The user can use this feature directly on the created text file (.txt) to import data. ➢ The figure below shows the created text file.  ➢ Click Open and select the text file to be imported.

Text Bank Table 2-2-8-18 Text Bank	
	 ➢ Once the text tile is opened, Text Bank will load the data therein. 
Save	➢ Save allows the user to export the content of Text Bank and save it as text file.

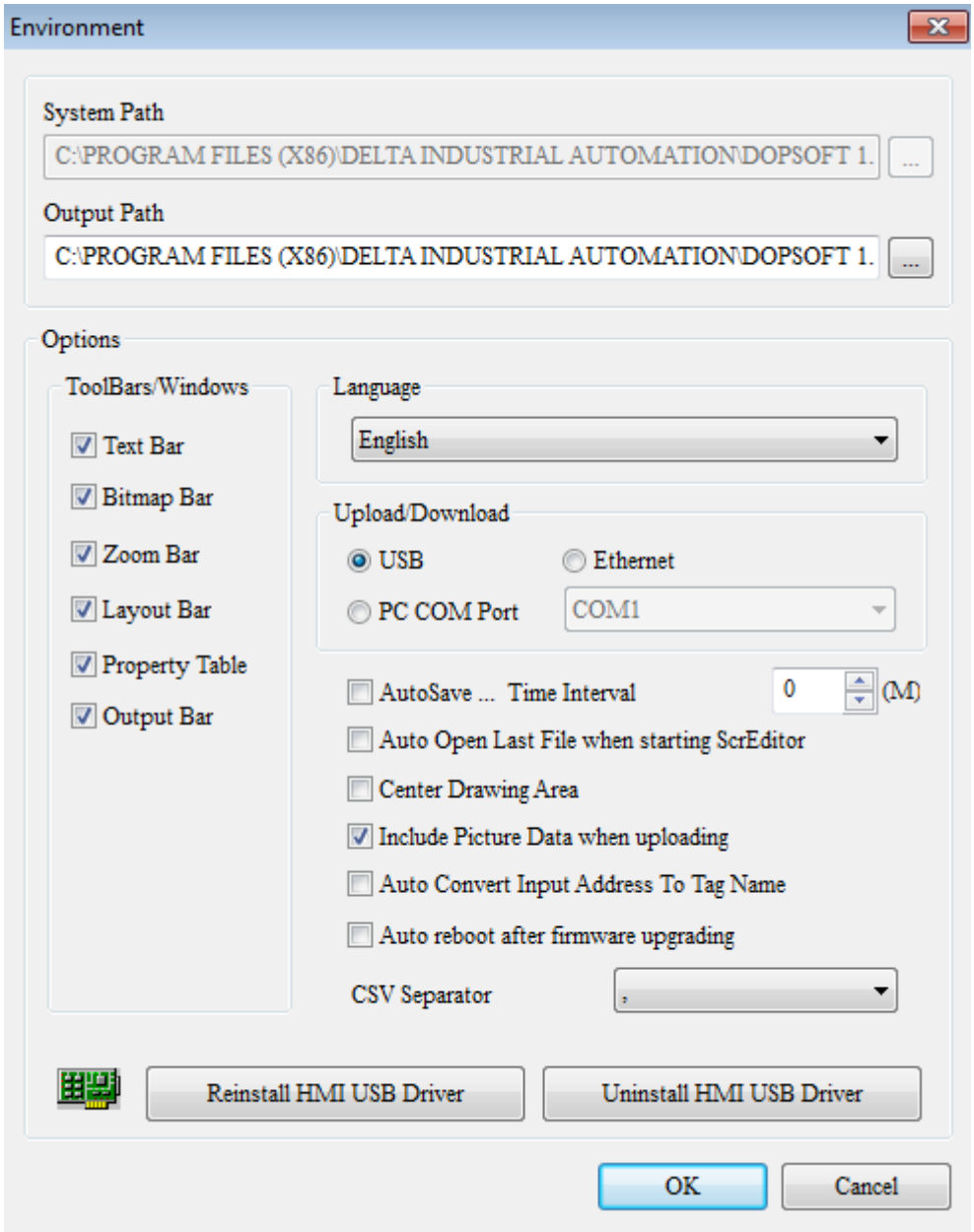
Text Bank Table 2-2-8-18 Text Bank	
	
Close	➢ Close means to exit the program.

2-2-8-11 Environment

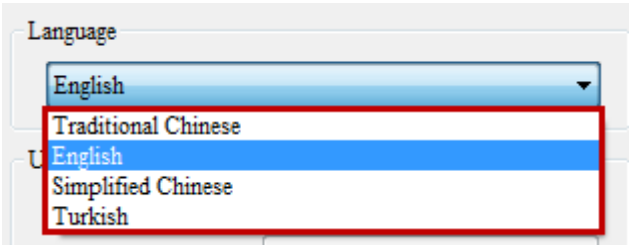
Environment allows the user to set up the environment parameters related to the HMI, including display of software language interface and download mode, which will be described individually below.

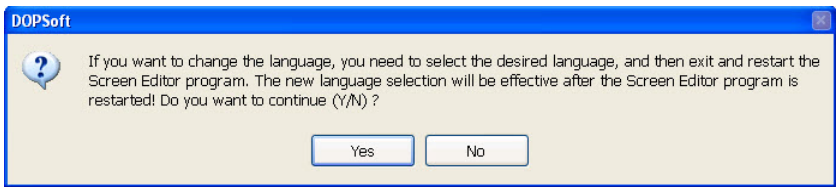
Environment

Table 2-2-8-19 Environment



➢ System path and output path can be checked in Environment. Display of system environment parameters such as toolbar, window, upload/download setup, and USB driver can also be set here.	
System Path	➢ This refers to the path to save file when the software executes files, including some reference data and dynamic-link library files (*.DLL), which will be saved in this path altogether. This item cannot be changed by the user as preferred.

<table>
<tr><th colspan="3">Environment
Table 2-2-8-19 Environment</th></tr>
<tr><td>Output Path</td><td colspan="2">➢ This refers to the output path for the CIN file after screen editing, to which some functions such as On-line Simulation, Off Line Simulation File Upload/Download will reference. As a result, unless necessary or there is no change in software version, please do not modify this path to avoid program execution error or failure to locate files.</td></tr>
<tr><td rowspan="6">Options</td><td>Text Bar</td><td rowspan="6">➢ The user can check here whether to display or not the toolbar and window next time.
➢ After checking this feature, the user must click Yes and exit the software. The setting just made will become enabled when the software is started again.</td></tr>
<tr><td>Bitmap Bar</td></tr>
<tr><td>Zoom Bar</td></tr>
<tr><td>Layout Bar</td></tr>
<tr><td>Property Table</td></tr>
<tr><td>Output Bar</td></tr>
<tr><td rowspan="4">Language</td><td rowspan="2">Traditional Chinese</td><td rowspan="4">➢ The software offers four languages for the user to choose from, which are Traditional Chinese, English, Simplified Chinese and Turkish.
 

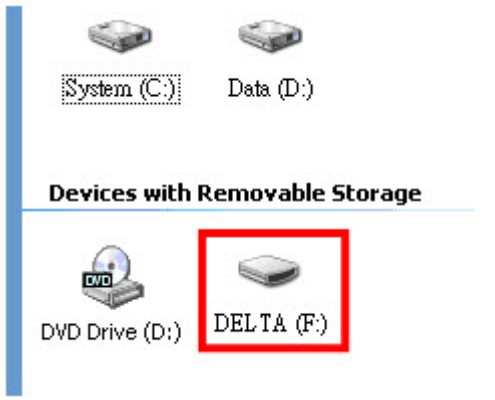
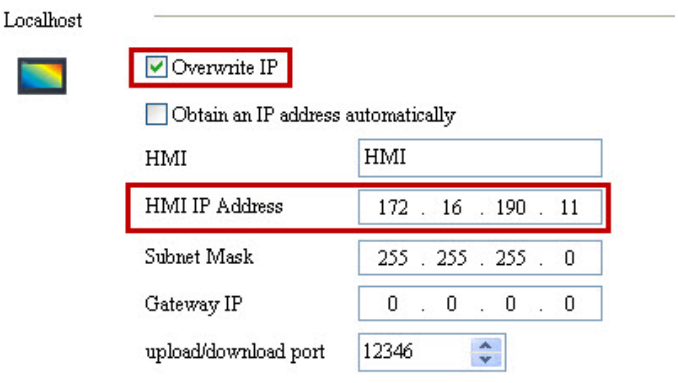
➢ When the user chooses one of the languages and click Yes, the software will display the message of "If you want to change the language, you need to select the desired language, and then exit and restart the Screen Editor program. The new language selection will be effective after the Screen Editor program is restarted! Do you want to continue (Y/N)?". If [Yes] is selected, the software will automatically close and restart. The user will find that the software interface has switched to the other language chosen earlier.
 
</td></tr>
<tr><td>English</td></tr>
<tr><td>Turkish</td></tr>
<tr><td>Simplified Chinese</td></tr>
<tr><td>Upload/Dow</td><td>USB</td><td>➢ The default Upload/Download setup between the</td></tr>
</table>

<table>
<tr><th colspan="3">Environment
Table 2-2-8-19 Environment</th></tr>
<tr><td>nload Setup</td><td></td><td>software and HMI is USB.
➢ There are two USB transmission modes, which are conventional mode (USBCommMode 0) that requires manual installation of drivers and USB Disk format (USBCommMode 1) that allows the user to upload/download HMI programs without installing the drivers.
➢ Except for HMI models of B05S100, B05S101, B07S201, and B07S211, all other models have mandatorily made Disk mode USBCommMode 1, which prohibits any alternation by user.
➢ USBCommMode 1 is compatible with Windows XP/Windows Vista/Windows 7.

➢ The follow two modes can only be changed by entering the system screen of HMI→System Setting→MISC.
USBCommMode 0: USBCommMode 0 is the conventional upload/download mode for USB, where manual installation of USB driver in HMI is needed to render normal upload/download in HMI.
USBCommMode 1: USBCommMode 1 is the USB Disk mode. When USBCommMode is set to 1, after the user saves the settings, the USB cable must be unplugged and plugged in again. After that, one can see a removable device named “DELTA” in My Computer.</td></tr>
</table>

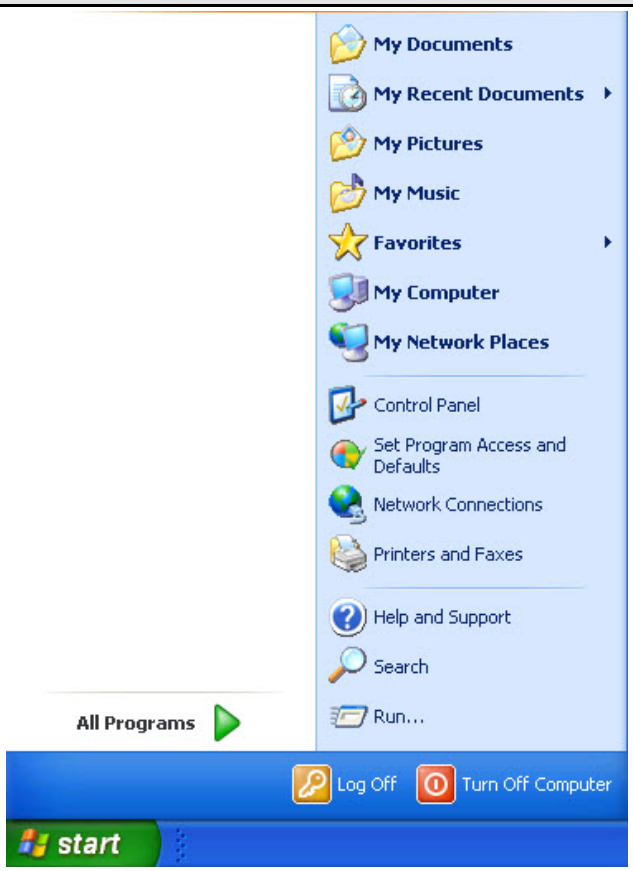
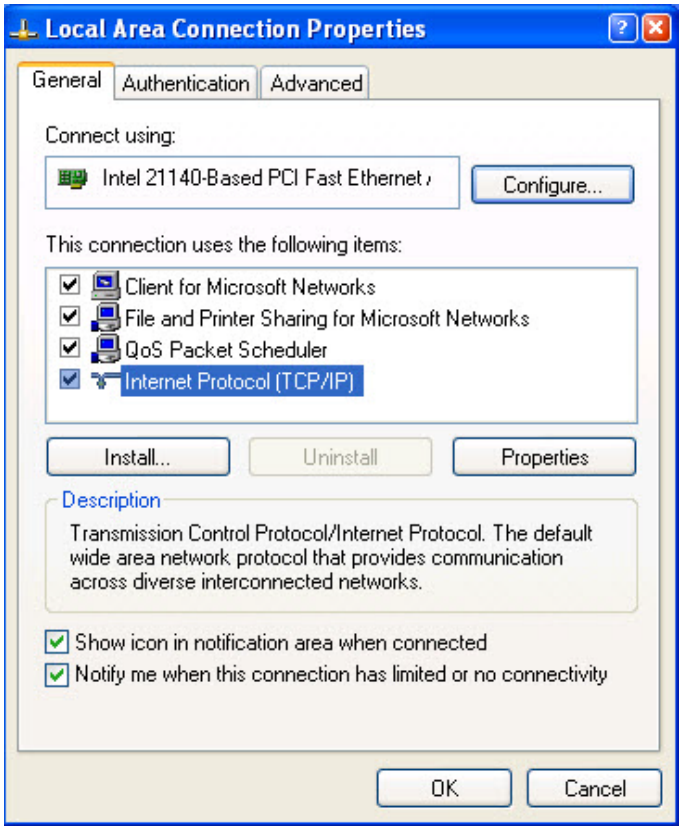
Environment

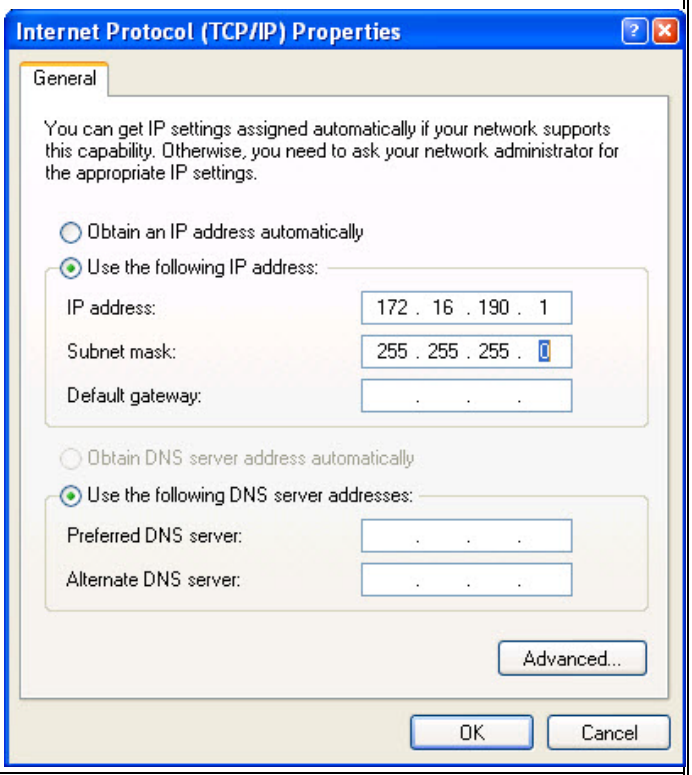
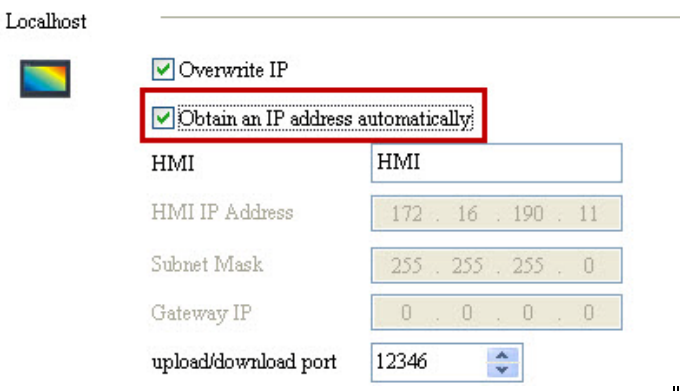
Table 2-2-8-19 Environment

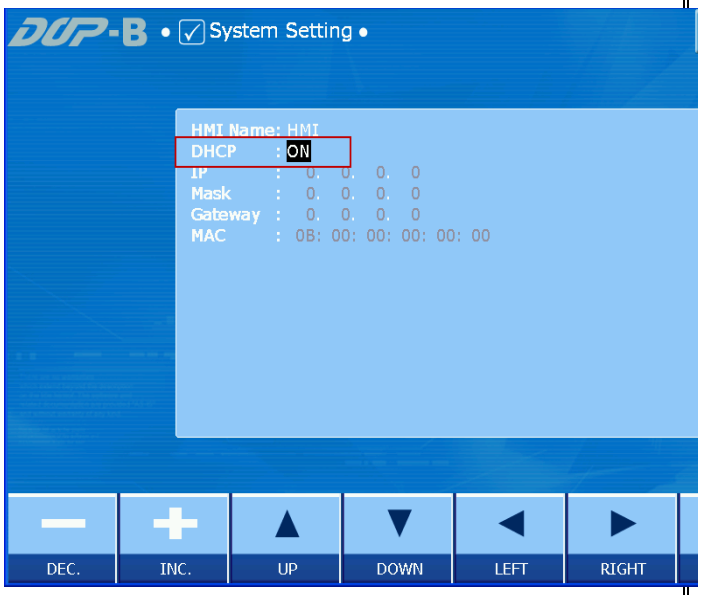
<table>
<tr><td></td><td></td><td></td><td> 
</td></tr>
<tr><td></td><td>Ethernet</td><td colspan="2">➢ Ethernet involves the transmission of upload and download on HMI through network.
➢ If Ethernet is used for upload/download, one has to make sure the IP addresses of HMI and computer are in the same network segment. Setup of HMI IP includes Custom IP and Obtain an IP address automatically.</td></tr>
<tr><td></td><td></td><td>CustomIP</td><td>➢ HMI end:
Enter [Options]→ [Communication Setting]→ [Ethernet] and set the customized IP address. The user can also enter the system screen→ [System Setting]→ [Network] to set the IP address.
The figure below shows the interface set up by software:
 

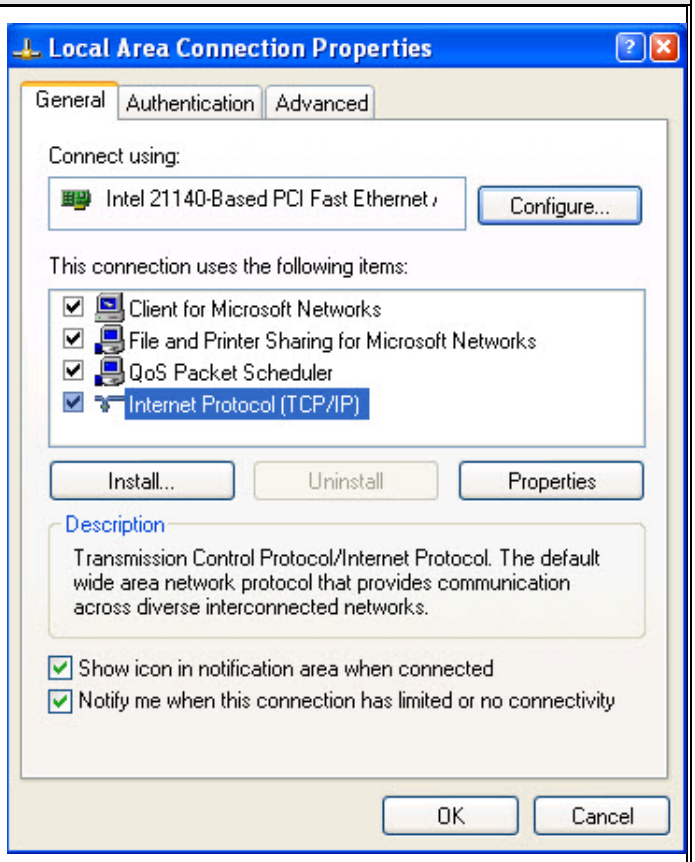
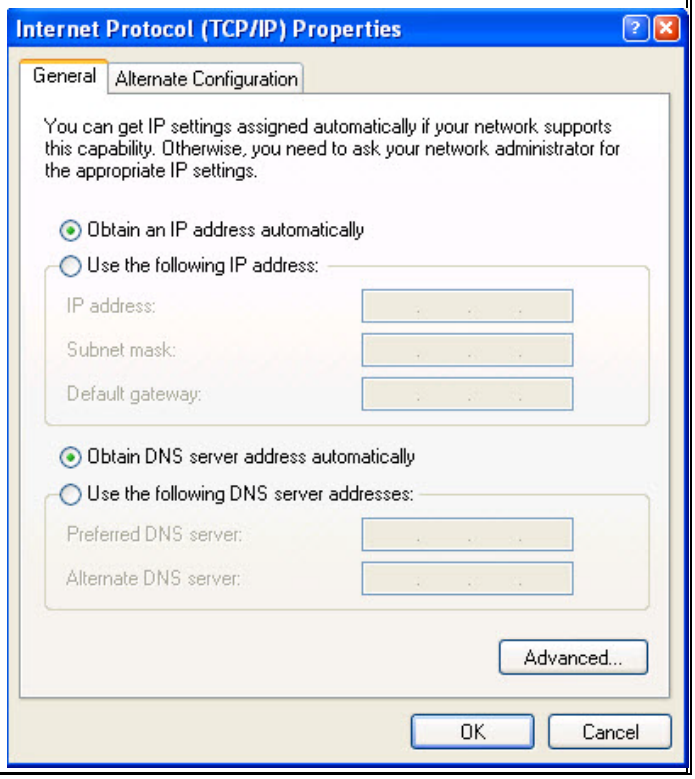
The figure below shows the interface set up by the system screen:</td></tr>
</table>

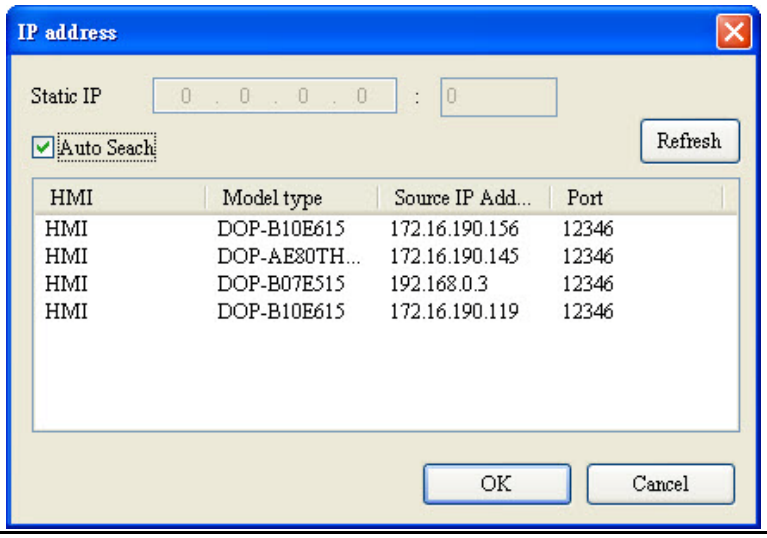
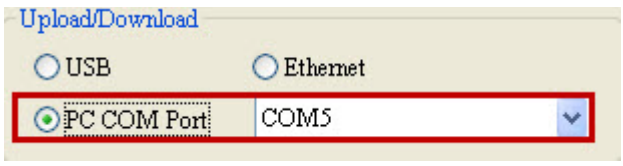
Environment			
Table 2-2-8-19 Environment			
			 ➢ Computer end: Select “Control Panel” in the Start Menu in Windows and select “Network Connections  ”. Then choose “Local Area Network  ” and select “Internet Protocol (TCP/IP)” in LAN settings.

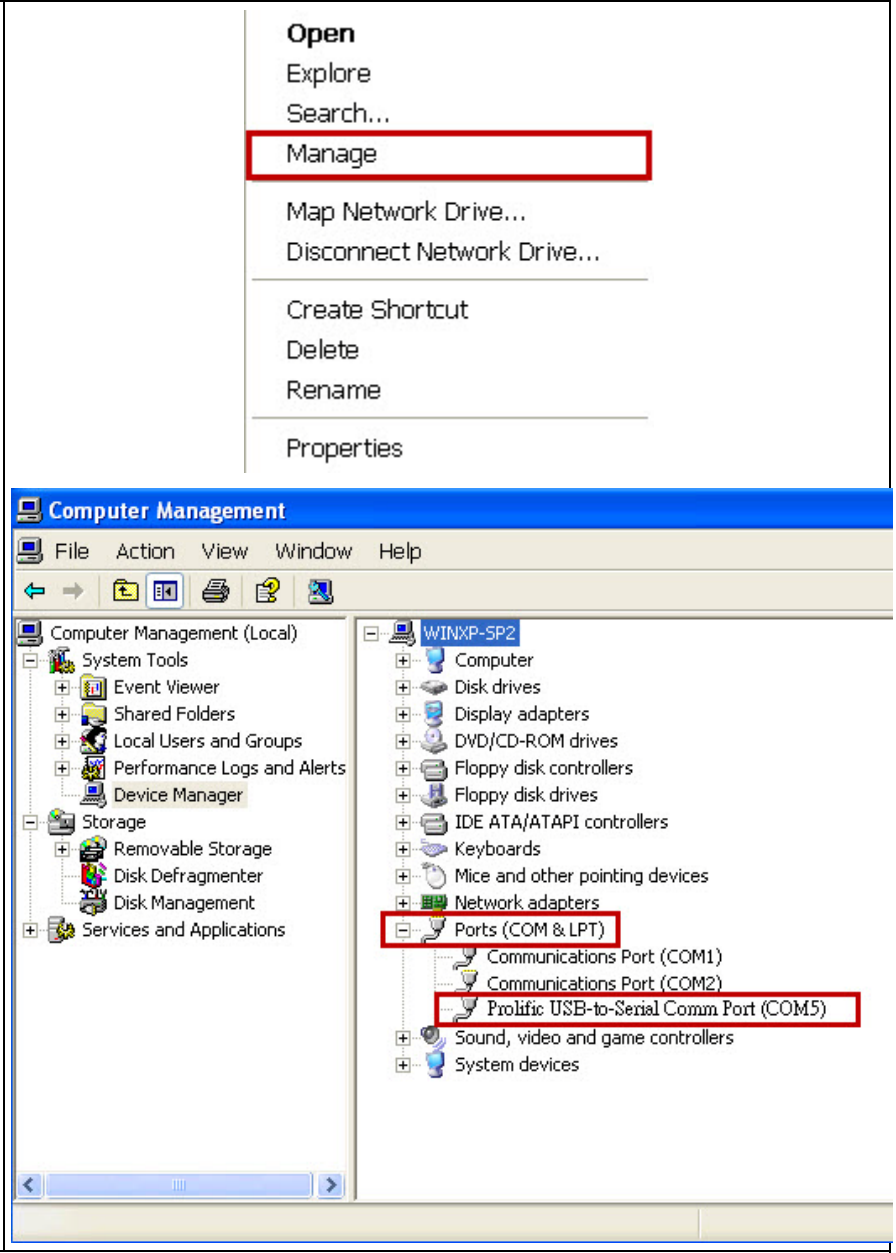
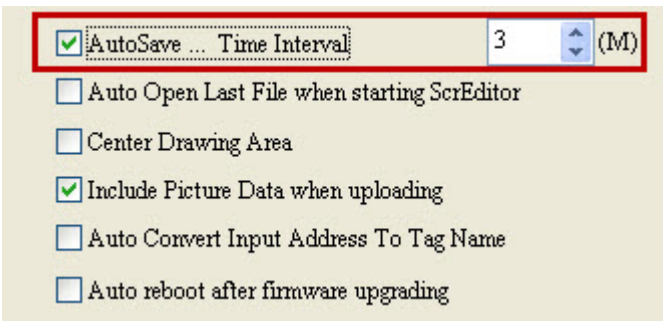
Environment			
Table 2-2-8-19 Environment			
			 

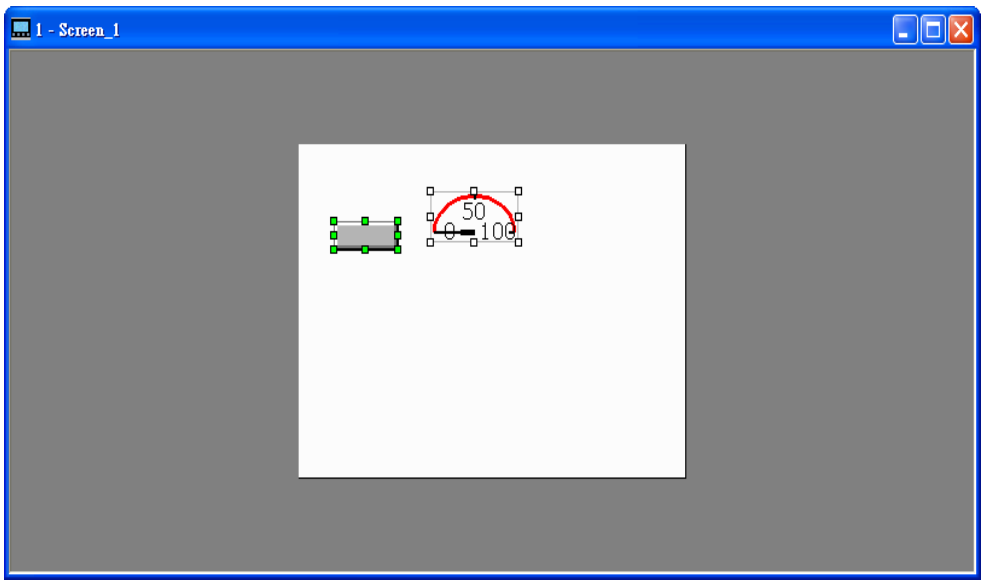
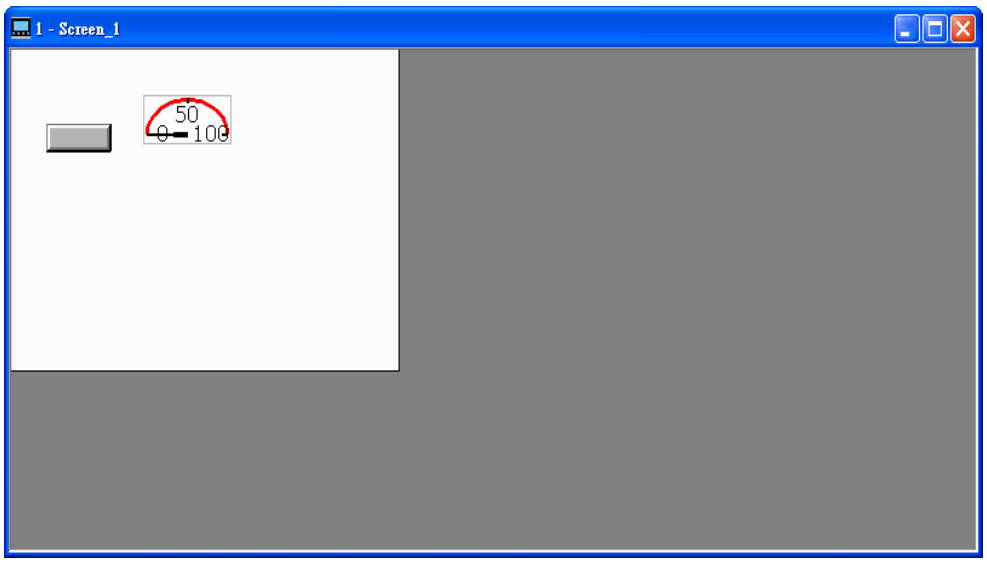
Environment Table 2-2-8-19 Environment			
			Click [Properties] to enter the configuration for TCP/IP, as shown in the figure below. 
		Obtain an IP address automatically	➢ HMI end: Obtain an IP address automatically means no setup of IP address is required. Instead, the IP is assigned to HMI by DHCP. The use can still enter the system screen→ [System Setting]→ [Network] to set DHCP to be ON. The figure below shows the interface set up by software:  The figure below shows the interface set up by

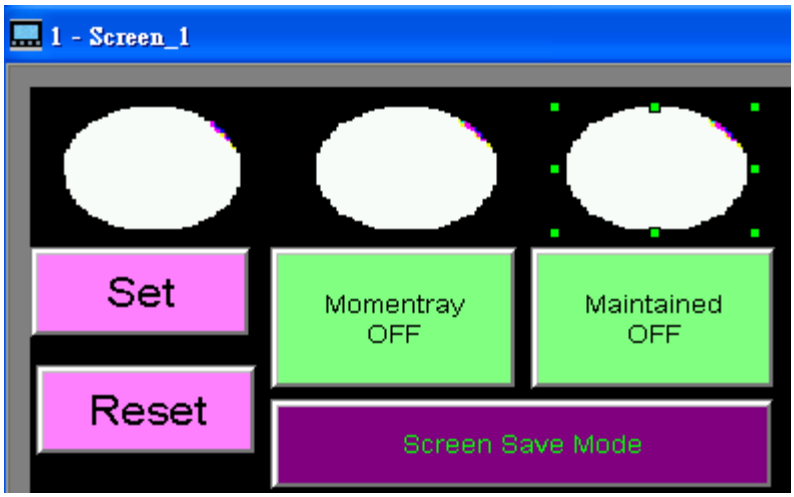
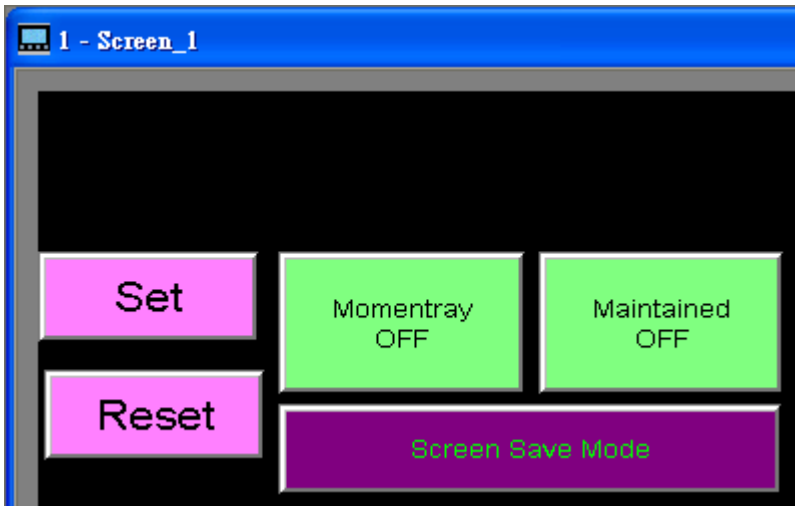
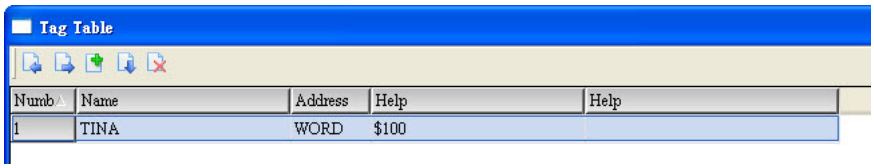
Environment Table 2-2-8-19 Environment			
			system screen:  ➢ Computer end: “Control Panel” in the Start Menu in Windows and select “Network Connections  ”. Then choose “Local Area Network  ” and select” Internet Protocol (TCP/IP)” in LAN settings.

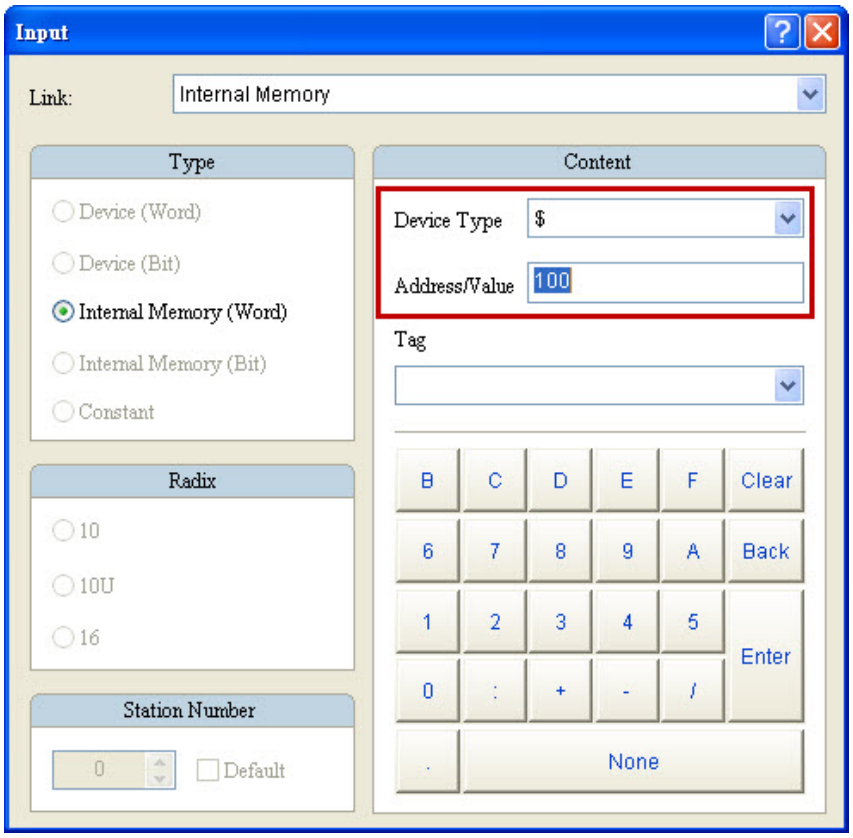
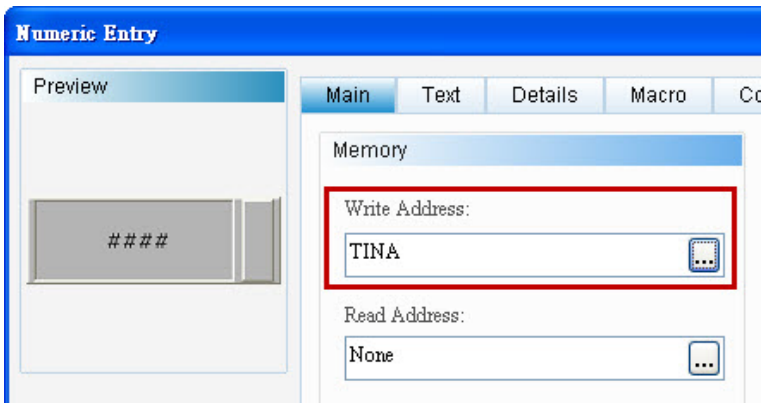
Environment			
Table 2-2-8-19 Environment			
			 Click [Properties] to enter the configuration for TCP/IP, as shown in the figure below. 

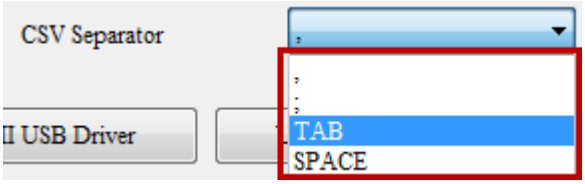
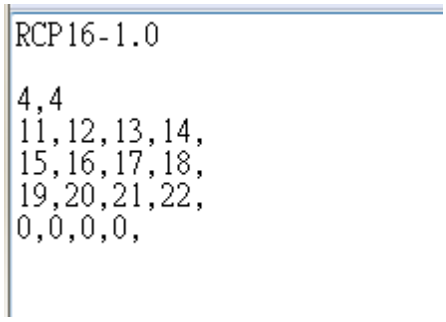
Environment Table 2-2-8-19 Environment		
		➢ After the HMI IP and the computer IP are configured in the same network segment, one can start upload/download transmission through Ethernet. When the user clicks Download Screen Data or Upload Screen Data, the software will automatically search the HMI located in the same segment. Press [Start Transmission] to download the HMI screen or upload data onto HMI. 
	PC Port	➢ PC Port refers to the COM port at PC end that conducts upload/download transmission with HMI. However, before choosing PC port for upload/download, one must first enter the system screen of HMI→ [Up/Download]→ [Standard Mode] and select COM 1 or COM 2 to stand by for operation. ➢ Then set the COM number on PC port at the software end.  ➢ To check the number, one can click the right button of the mouse on My Computer to enter [Manage] and check [Ports] to obtain the COM number at the computer end.

Environment Table 2-2-8-19 Environment		
		
Auto Sace…Time Intervcal	➢ The software allows the user to choose how often the software saves the projects being edited. The minimum length is 0 Min., meaning this option is not selected. If selected, the minimum default value is 3 Min., and the maximum is 120 Min. 	

Environment Table 2-2-8-19 Environment	
Auto Open Last File when starting ScrEditor	➢ When [Auto Open Last File when starting ScrEditor] is checked and as the user closes a project, the screen displayed next time when DOPSoft starts is the project being edited previously.
Center Drawing Area	➢ When “Center Drawing Area” is selected, the editing screen of software will be displayed in the block located at center.  ➢ If no selected, the default edit screen will be displayed, which is located on the upper left corner. 

<table>
<tr><th colspan="3">Environment
Table 2-2-8-19 Environment</th></tr>
<tr><td>Include Picture Data When Uploading</td><td colspan="2">➢ If the project being edited contains picture data but this option is not checked, all the associated picture data will not be uploaded when uploading screen data to HMI.
➢ Include Picture Data When Uploading is not checked
Original Screen Data
 
Screen Data after Upload
  </td></tr>
<tr><td>Auto Convert Input Address To Tag Name</td><td colspan="2">➢ This feature mainly allows the user to automatically convert the memory address of the elements to be created from existing data in the Tag Table into numerical codes for display.
➢ “Auto Convert Input Address To Tag Name” is checked
Step1
➢ Enter [Options]→ [Tag Table] to edit the numeric data.
 
Step2
➢ Enter [Options]→ [Environment] and select [Auto Convert Input Address To Tag Name].</td></tr>
</table>

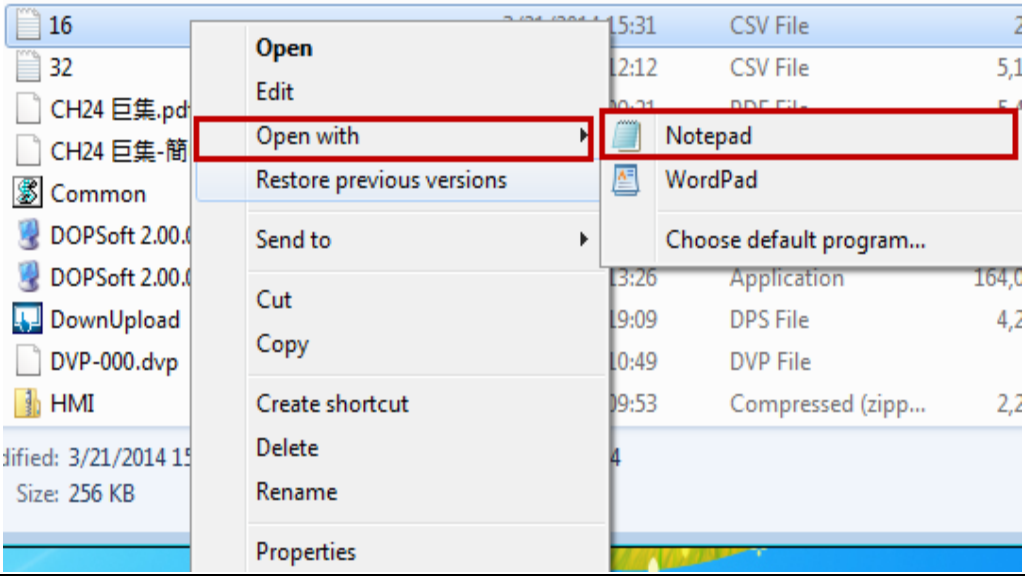
Environment Table 2-2-8-19 Environment		
		➢ Create a numeric element and set the write address to be $100. 
	Step3	➢ After entering the address, one will find out that the memory address has been automatically converted to numeric code and displayed as TINA. 

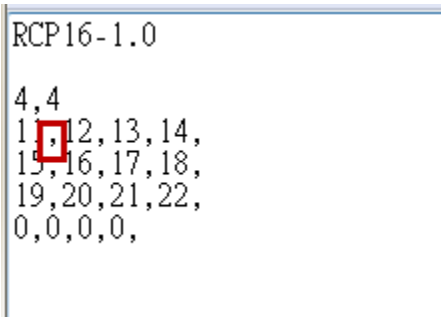
Environment Table 2-2-8-19 Environment	
Auto reboot after firmware upgrading	➢ When this option is checked, it means that HMI will restart after firmware upgrading and will not display the window with message [Update Firmware Succeed!!!] to notify the user.
Reinstall HMI USB Driver Uninstall HMI USB Driver	➢ After executing [Reinstall HMI USB Driver], the system will install the HMI USB driver again. ➢ After executing [Uninstall HMI USB Driver], the system will uninstall the HMI USB driver. ➢ These two features mainly address the issue that happens when upload/download fails using USB transmission, the user can restore the USB transmission between HMI and software to render normal upload/download through uninstallation and reinstallation of HMI USB driver.
Recipe CSV Separator	➢ Four kinds of delimiters are provided for users to separate the content in CSV file.  , 

Environment
Table 2-2-8-19 Environment

;	RCP16-1.0 4;4 11;12;13;14; 15;16;17;18; 19;20;21;22; 0;0;0;0;
TAB	RCP16-1.0 4 4 11 12 13 14 15 16 17 18 19 20 21 22 0 0 0 0
SPACE	RCP16-1.0 4 4 11 12 13 14 15 16 17 18 19 20 21 22 0 0 0 0

➢ Users can open the Notepad to make sure the displayed delimiter in CSV is correct.



Environment Table 2-2-8-19 Environment	
	

2-2-9 Window

The function of Window mainly enables the user to manage the order and display of windows more effectively.

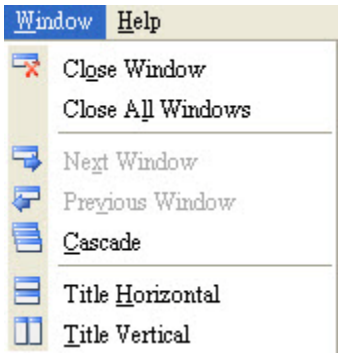


Figure 2-2-9-1 Window

2-2-9-1 Close Window

After execution of “Close Window”, the current editing screen displayed by the software will be closed.

2-2-9-2 Close All Windows

This feature executes the action of closing all windows, meaning all windows in the current project will be closed and end with no editing window.

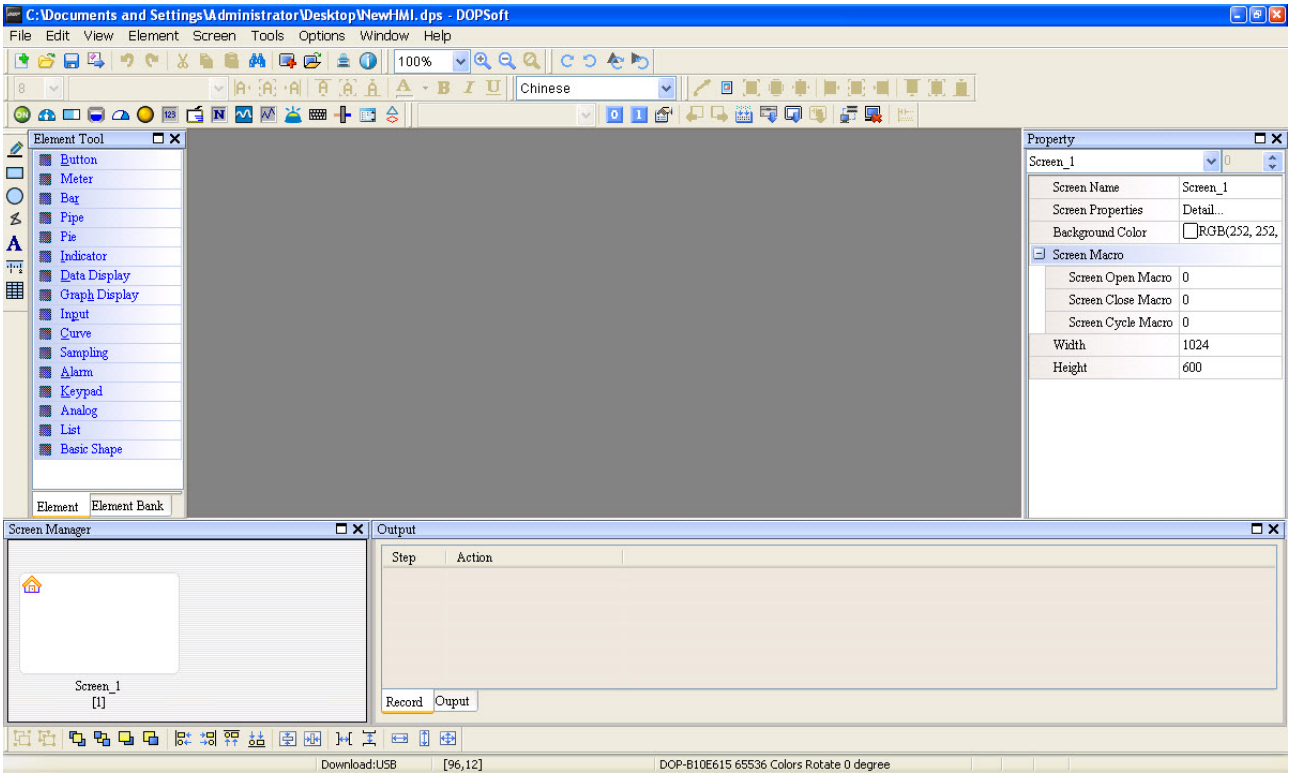


Figure 2-2-9-2 Close all windows

2-2-9-3 Next Window

Executing Next Window will start the next window by the order of ascending screen number.

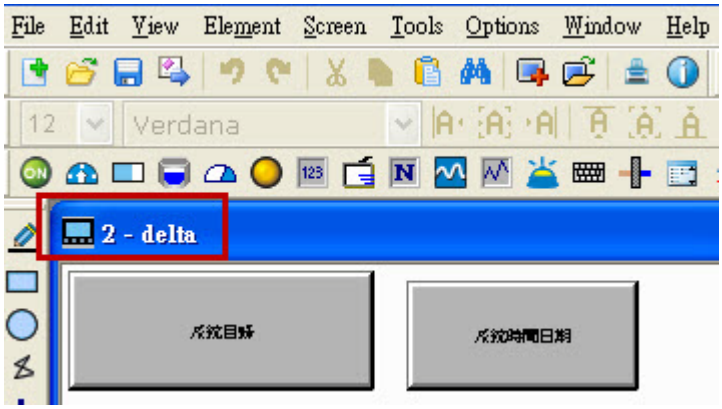
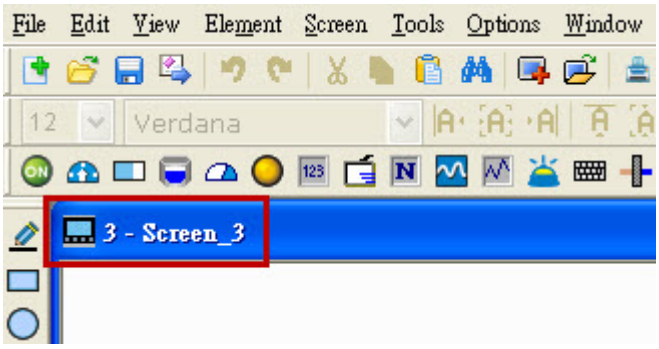
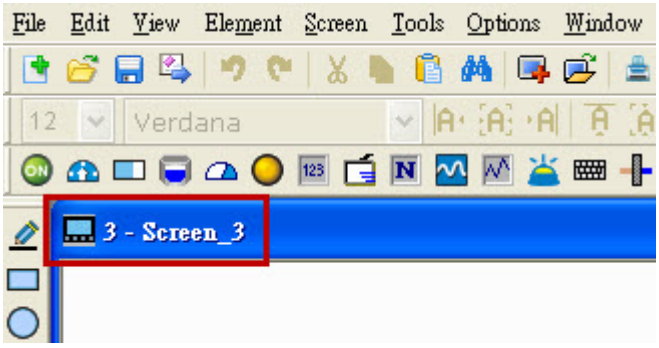
Before	
After	

Table 2-2-9-1 Next window

2-2-9-4 Previous Window

Executing Previous Window will start the next window by the order of descending screen number.

Before	

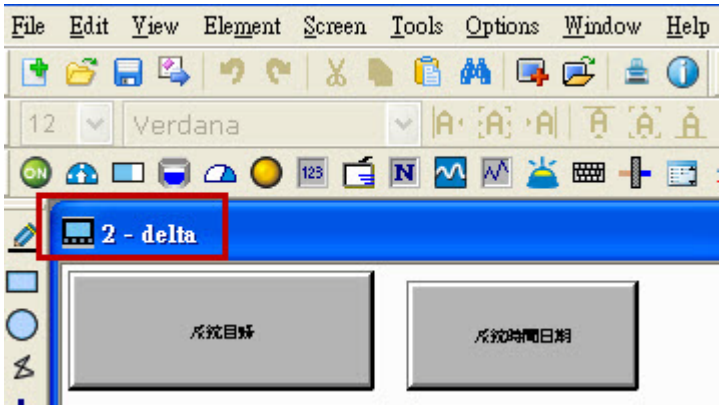
After	

Table 2-2-9-2 Previous window

2-2-9-5 Cascade

When Cascade is selected, all windows on the screen will be displayed in the Editing window by cascade.

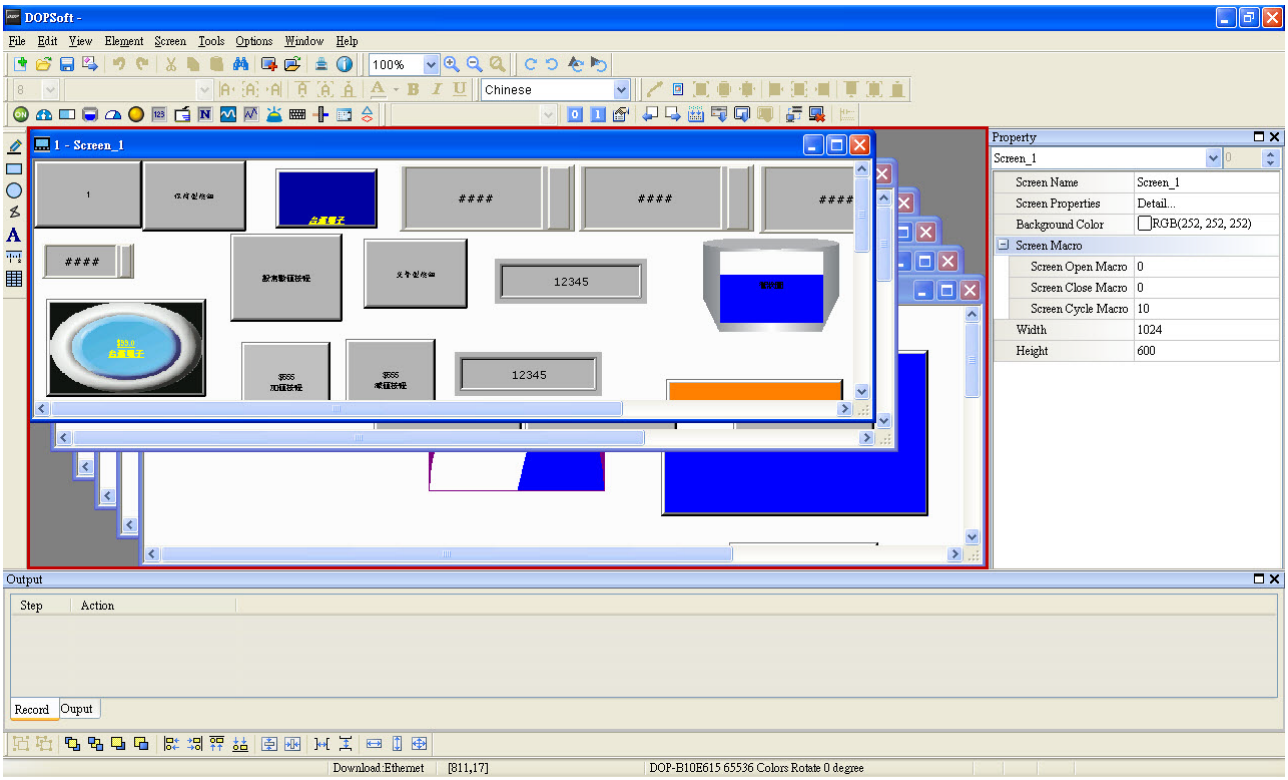


Figure 2-2-9-3 Cascade

2-2-9-6 Title Horizontally

When Tile Horizontally is executed, all windows will be displayed by tilting the screen horizontally.

NOTE:

✓ Tile Horizontally will determine the order to tile according to the current screen the user is working on.

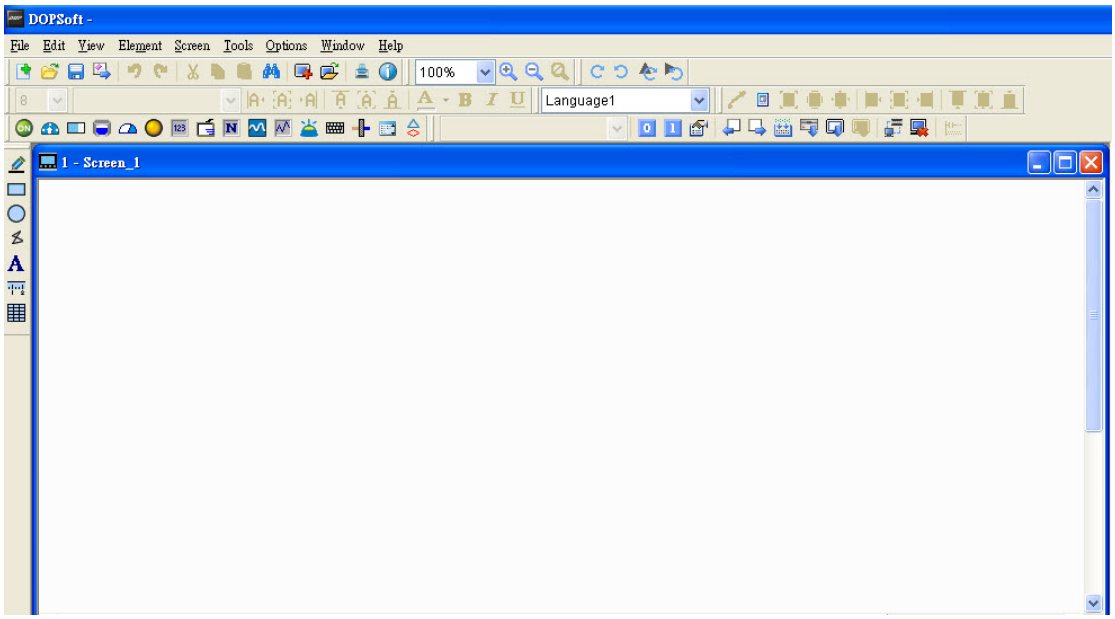
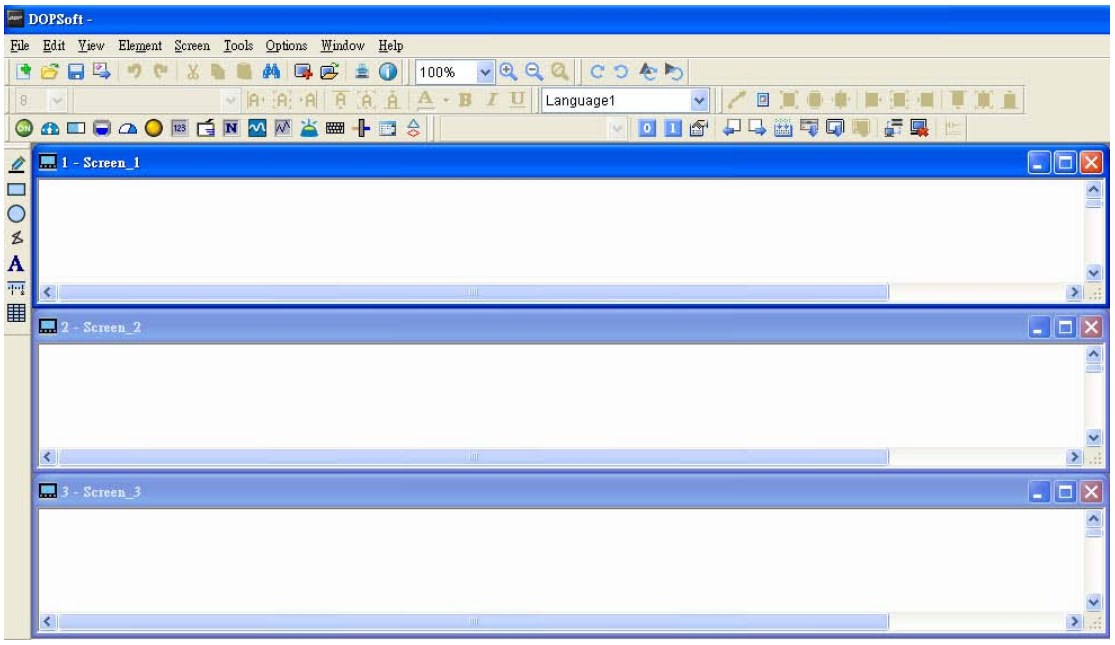
➢ **Currently Stay at Screen No.1**	
Before	
After	➢ The order of screen number is Screen No.1→Screen No.2→Screen No.3. 

Table 2-2-9-3 Tile Horizontally

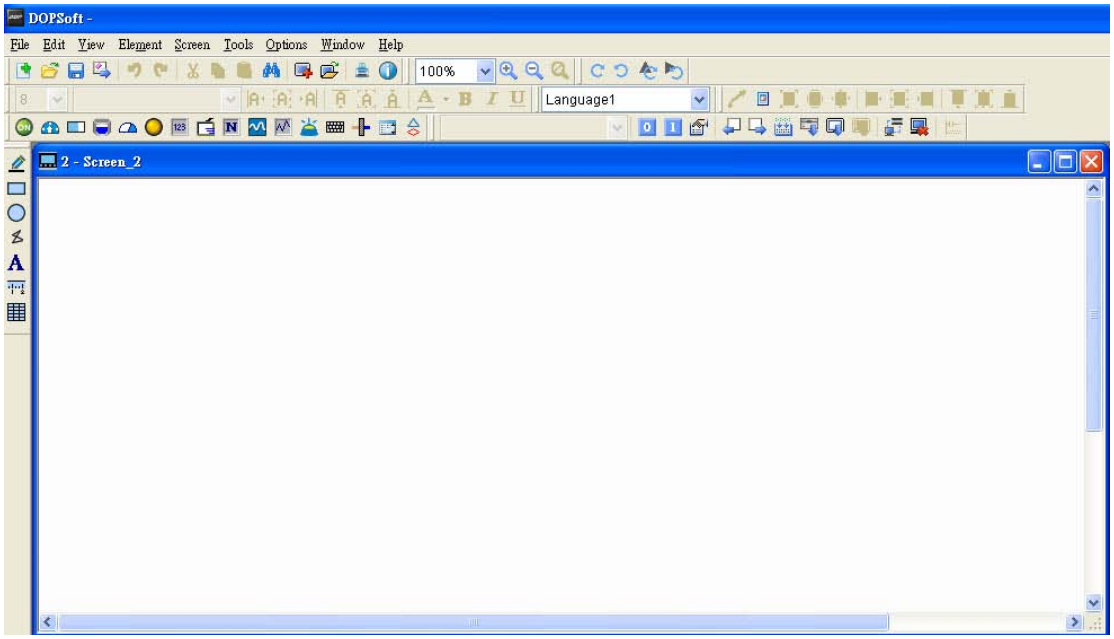
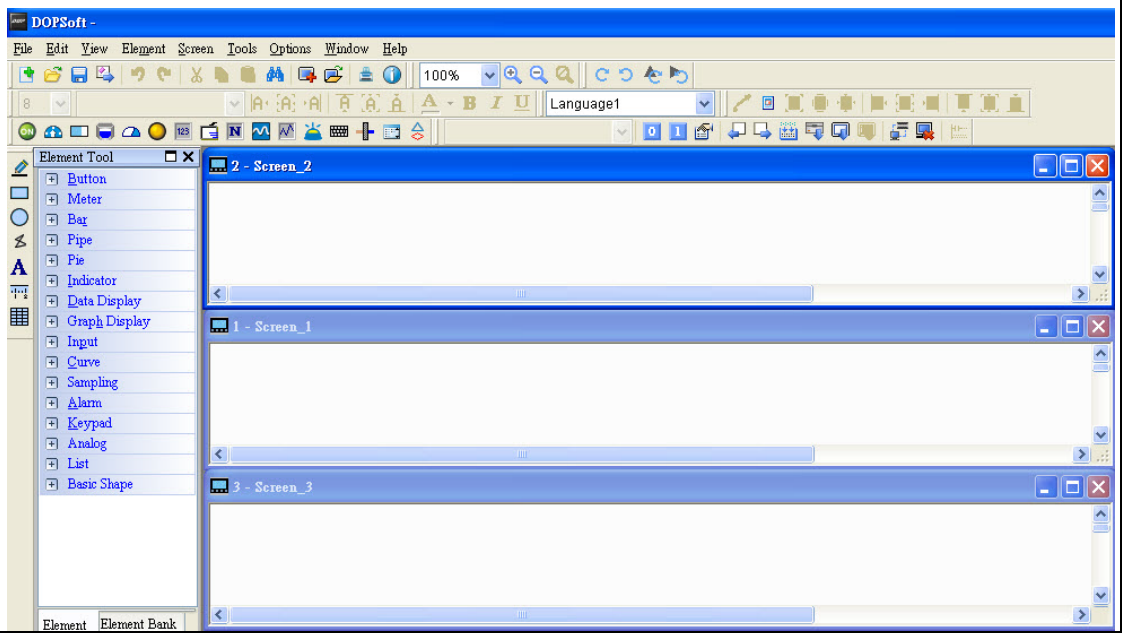
➢ **Currently stay at Screen No.2**	
Before	
After	➢ The order of Screen number is Screen No.2→Screen No.1→Screen No.3. 

Table 2-2-9-4 Tile Horizontally

2-2-9-7 Title Vertically

When Tile Vertically is executed, all the windows will tile the screen vertically.

NOTE:

✓ Same as Tile Horizontally, Tile Vertically will also determine the order to tile according to the current screen the user is working on.

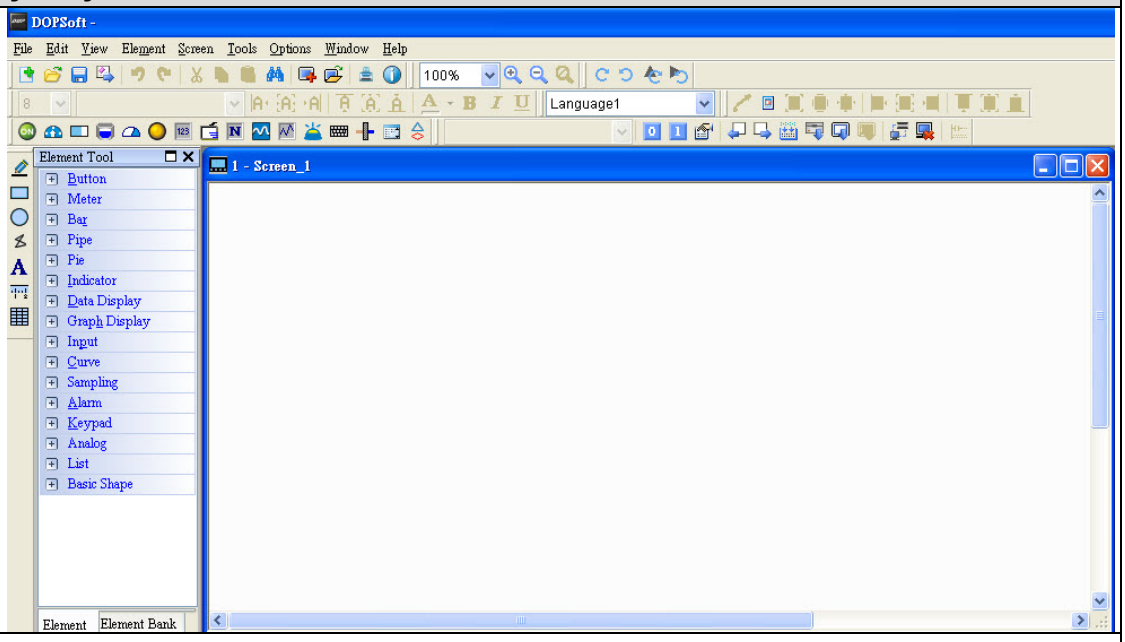
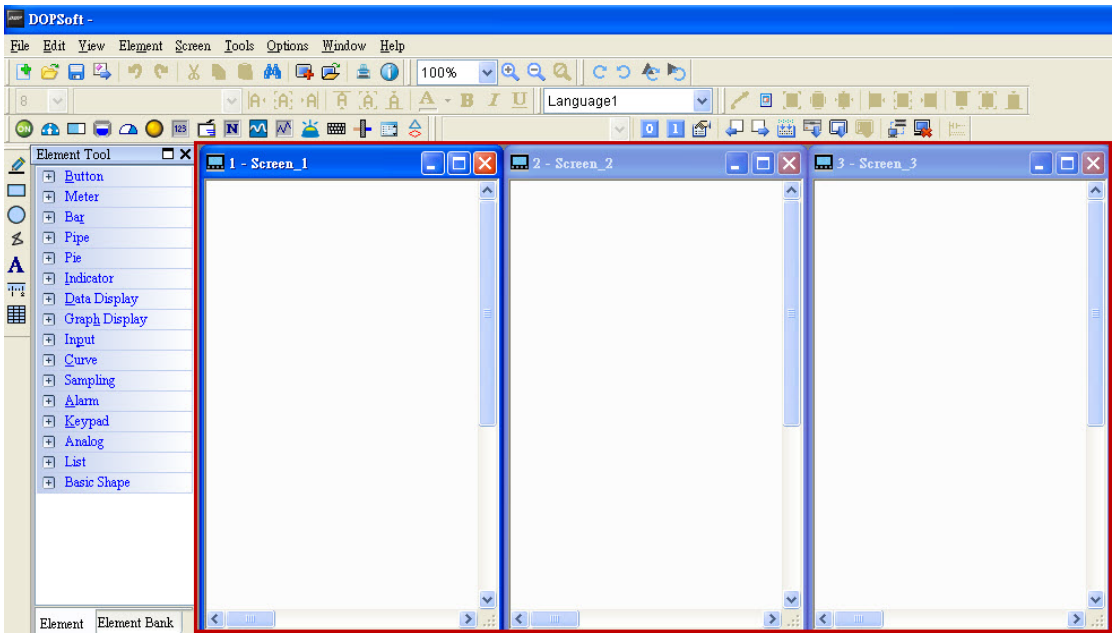
➢ **Currently stay at Screen No.1**	
Before	
After	➢ The order of Screen number is Screen No.1→Screen No.2→Screen No.3. 

Table 2-2-9-5 Tile Vertically

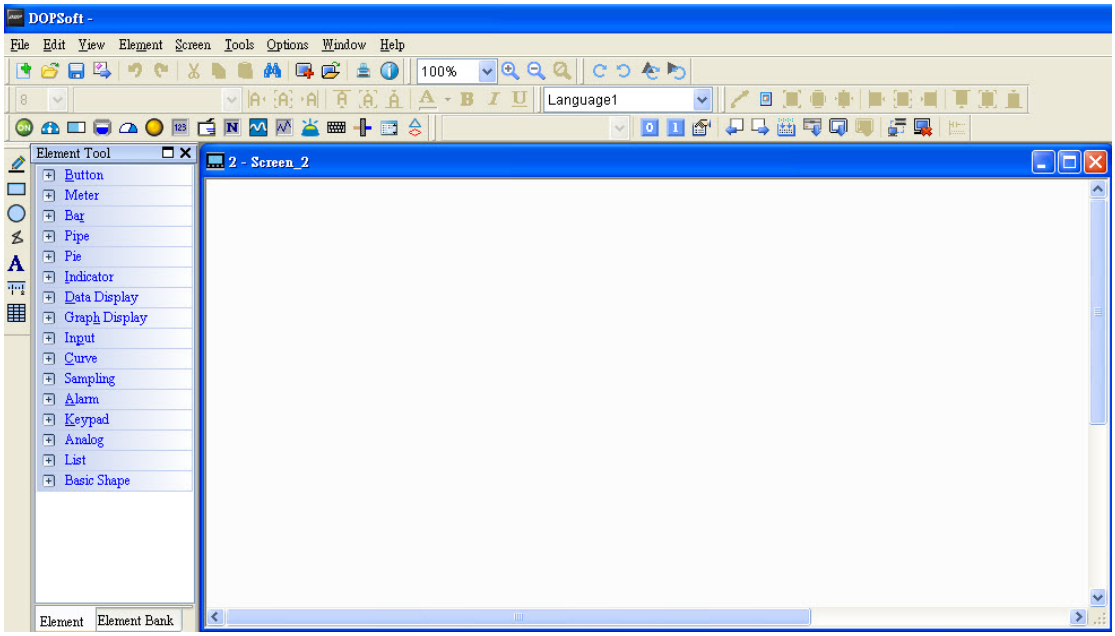
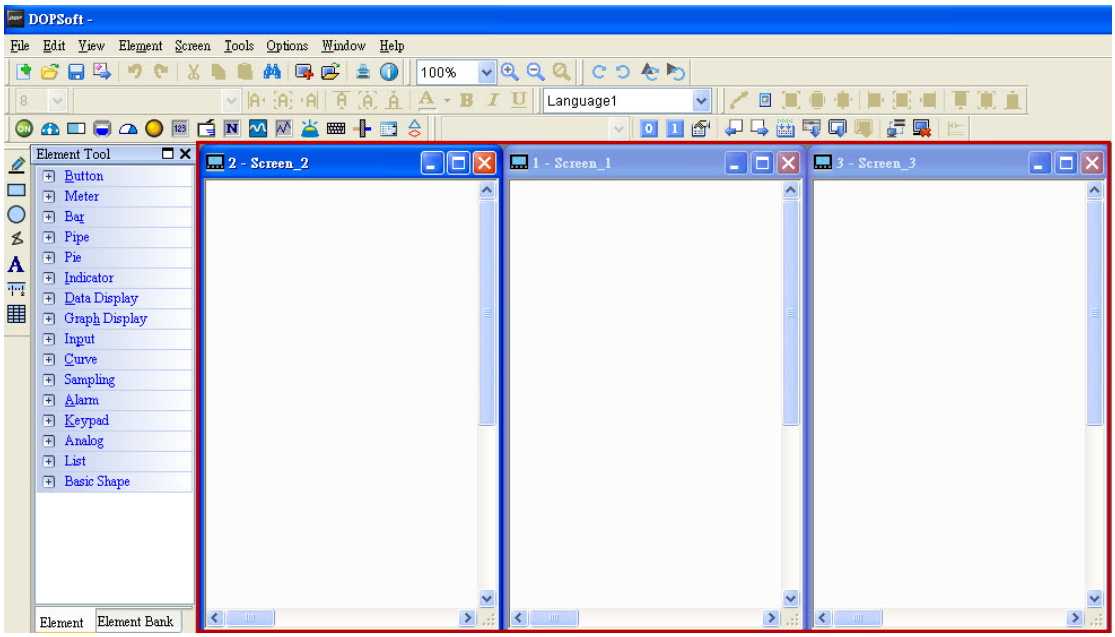
➢ Currently stay at Screen No.2	
Before	
After	➢ The order of Screen number is Screen No.2→Screen No.1→Screen No.3. 

Table 2-2-9-6 Tile Vertically

2-2-10 Help

The Help part mainly provides the user with information such as the current software version and firmware version through this toolbar.



Figure 2-2-10-1 Help menu

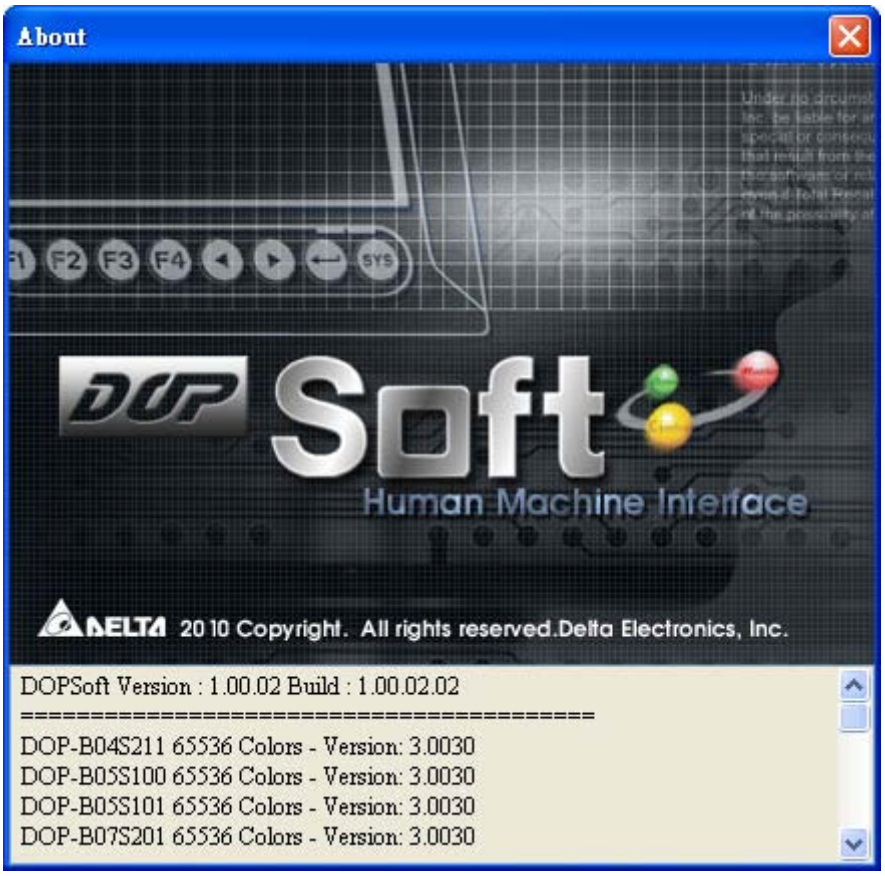


Figure 2-2-10-2 Information of software and firmware versions

2-2-11 How to Create a Project

After all the above descriptions, the user must have basic understandings of this software. Described in the following will be a simple example on how to create a new project.

2-2-11-1 Flowchart of Creating Project

Please see the flowchart below, which contains the basic steps of creating a new project.

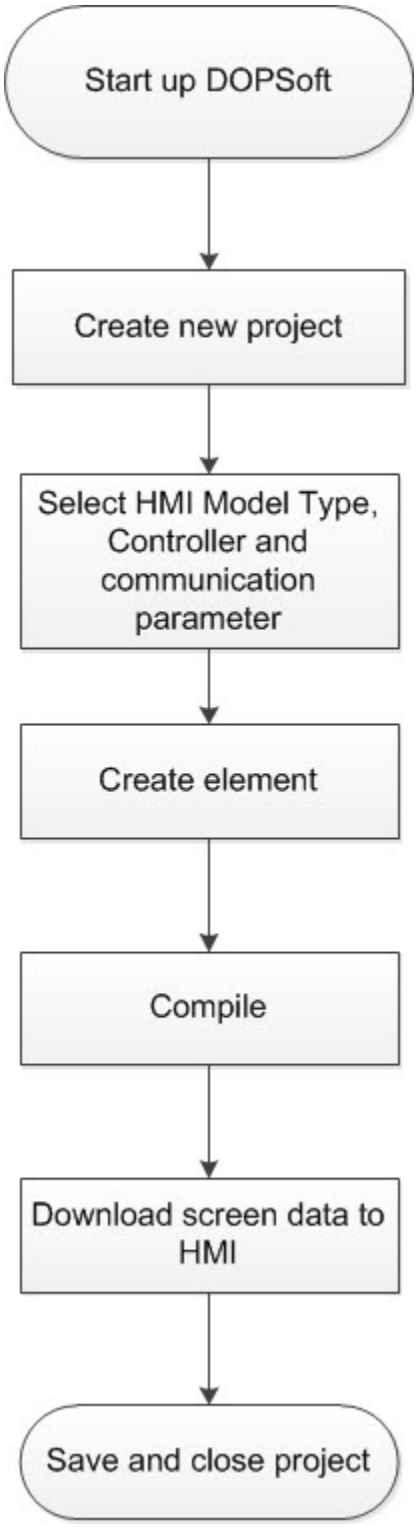


Figure 2-2-11-1 Flowchart of creating a project

In the last section, the process has been described through the flowchart starting from how to create a new project to end the project. In the following, the operation and setup of each step in the flowchart will be described below.

Open DOPSoft

1. Please click in the Desktop on the “ 

” icon or clock [Start]→ [All Programs]→ [Delta Industrial Automation]→ [HMI]→ [DOPSoft 1.00.xx] to execute DOPSoft 1.00.xx program.

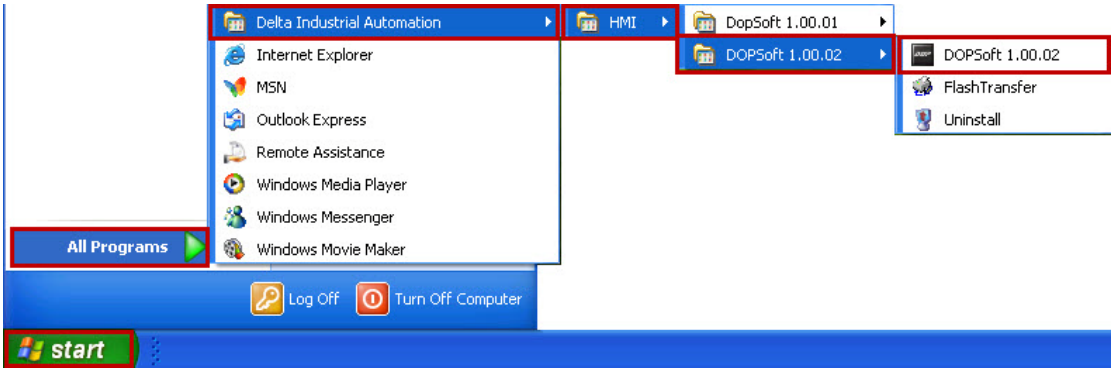


Figure 2-2-11-2 Open DOPSoft

2. After DOPSoft 1.00.00 program is executed, the following screen will be displayed.



Figure 2-2-11-3 Screen displayed by DOPSoft

Create a new project

3. Once DOPSoft is started successfully, the following window will appear. Please click the Add Project icon “ ” or select [File]→ [New] to create a new project.

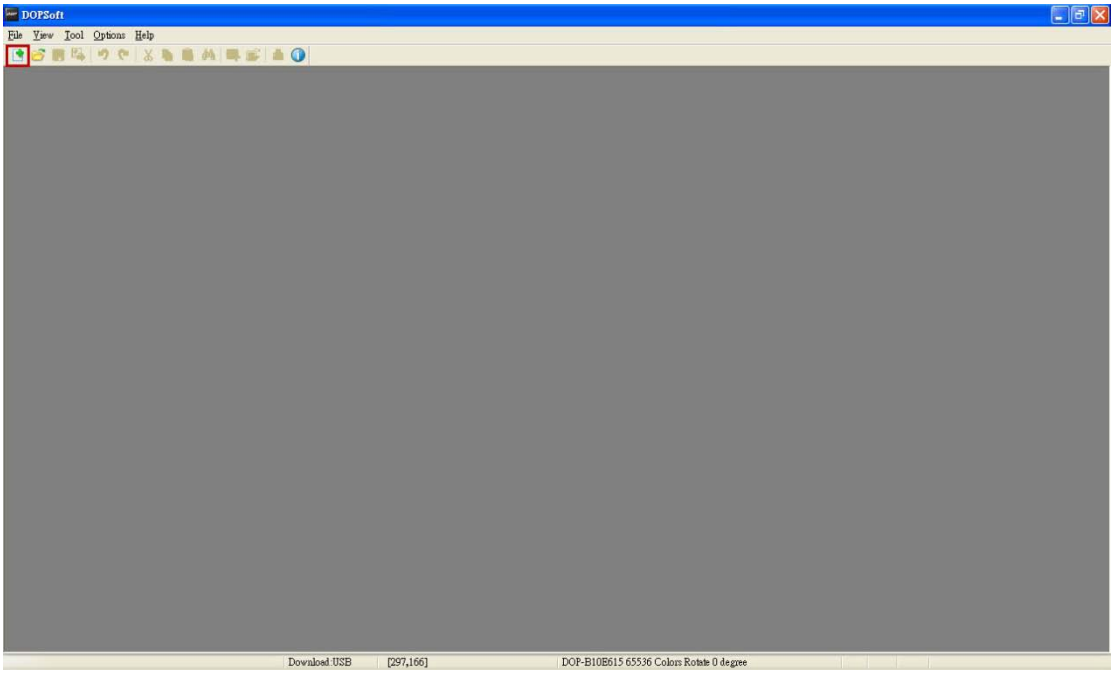


Figure 2-2-11-4 Clock the icon to create a new project

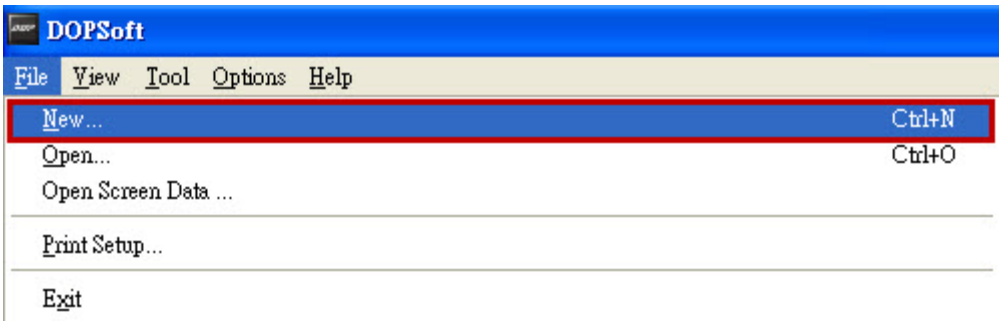


Figure 2-2-11-5 Click “New: to create a new project

Choose HMI model, controller and communication format

4. After the new project is created, the Project Wizard will appear to guide the user through the selections of HMI model, controller, and communication format. In the following example, model『**B10E615**』is selected and the associated project is named 『**test**』.

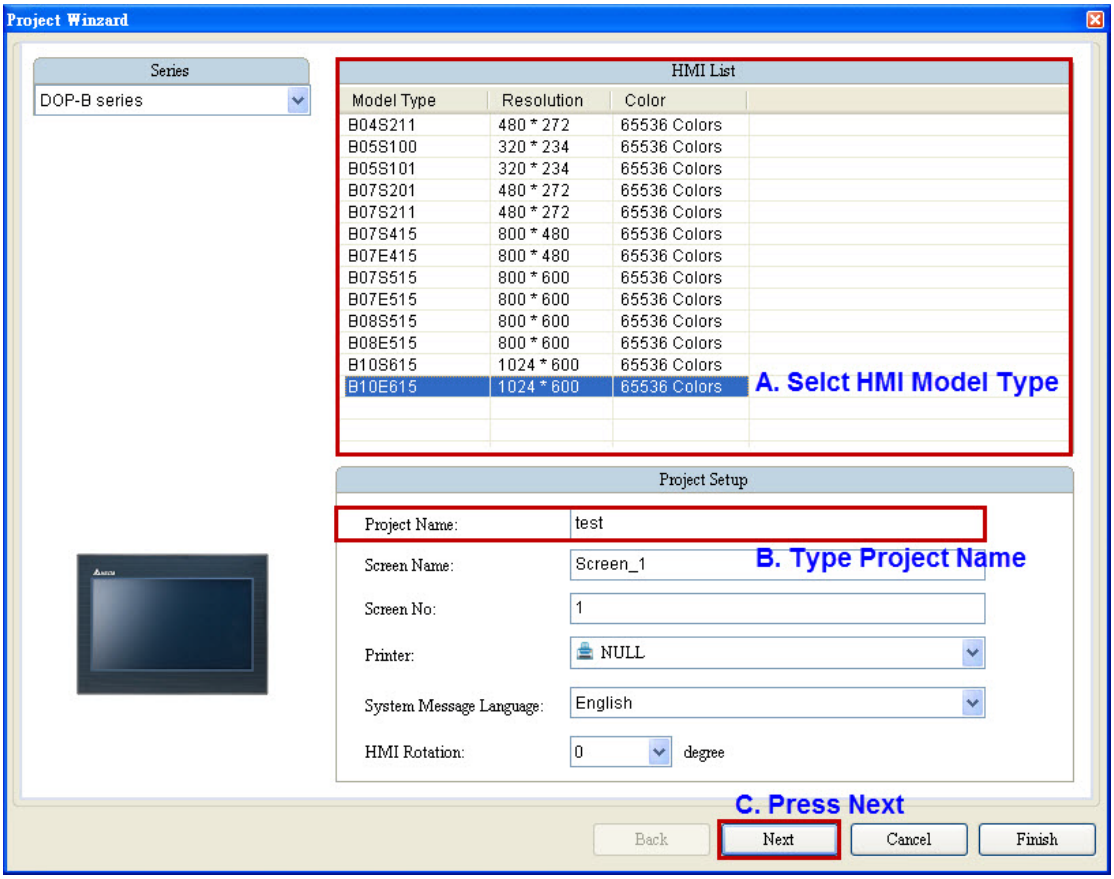


Figure 2-2-11-6 Select HMI model and enter project name

5. Next, please select COM port, controller, and communication format. The user can use the Up/Down arrows on the upper-left corner to move COM 1, COM 2, or COM 3 for use. Please see 2-2-8-2 Communication Setting for details. In the following example, 『**COM 2**』 is selected and controller is『**Delta DVP Q-Link**』.

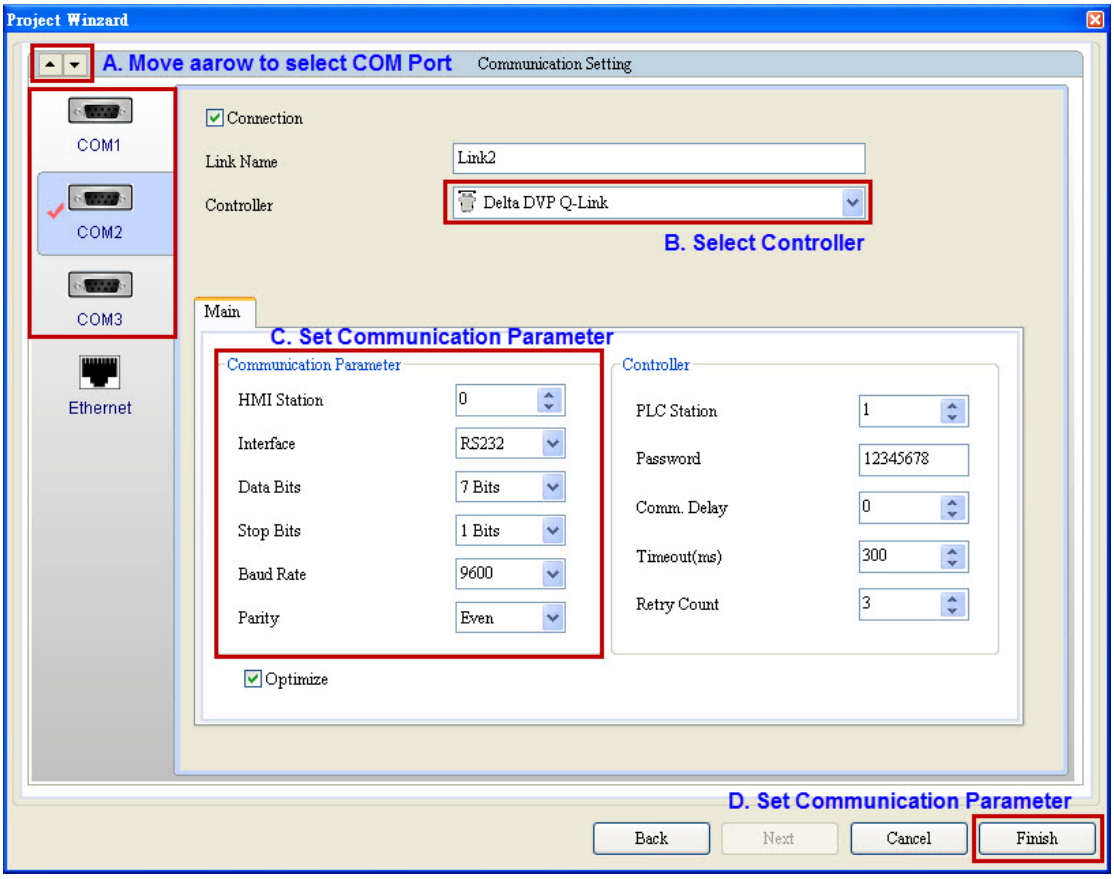
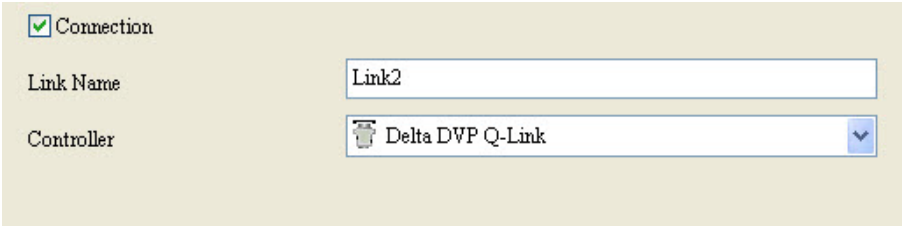


Figure 2-2-11-7 Select COM port, controller, and communication format.

The default controller in the beginning is Delta DVP Q-Link. As a result, please note that Delta DVP Q-Link controller does not support the multi-drop mode. To use multi-drop mode, please choose the controllers (e.g., Delta DVP PLC). The option of multi-drop can be found at the bottom of controller that allows the user to choose among Disable, Host, and Client. Please see Table 2-2-11-1 below.

Controller: Delta DVP Q-Link	➢ Do not support multi-drop and no option of “multi-drop” available for setup. 
Controller: Delta DVP PLC	➢ Supports multi-drop with option of “multi-drop” available for setup.

	Connection Link Name: Link2 Controller: Delta DVP PLC Multi-Drop: Dislabe

Table 2-2-11-1 Whether the controller supports multi-drop

Create Element

6. Once the Project Wizard is completed, a new project is created. Now one can start screen editing and element creation.

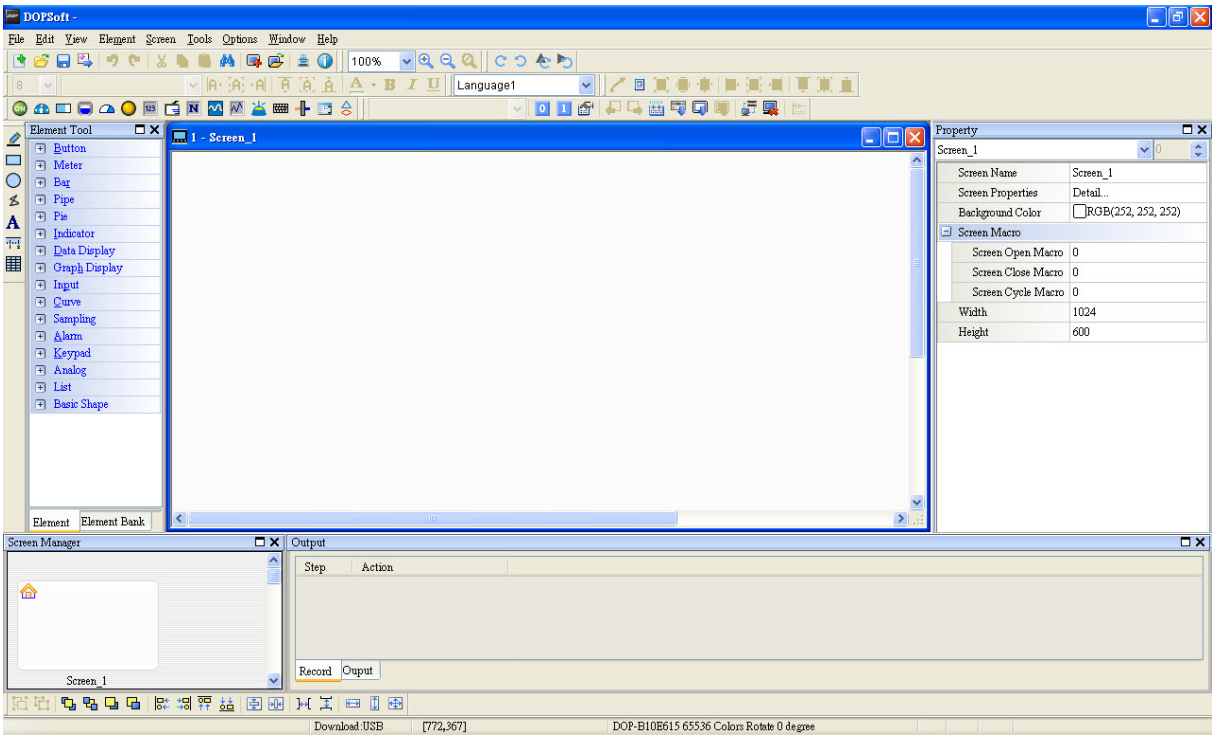
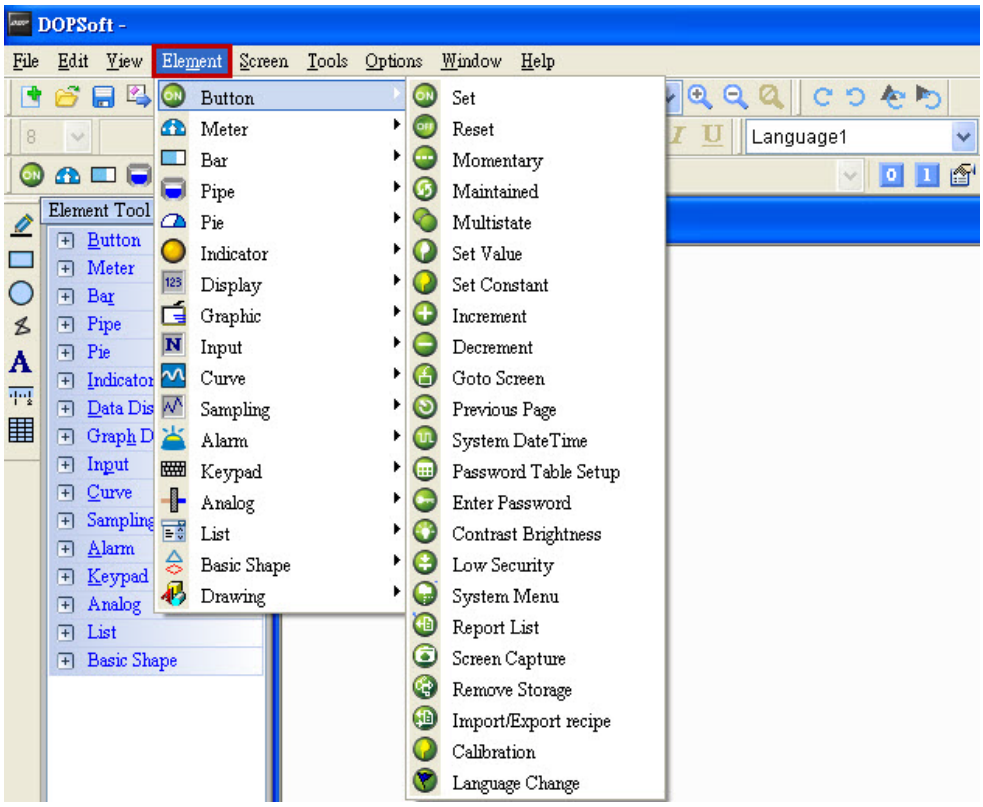
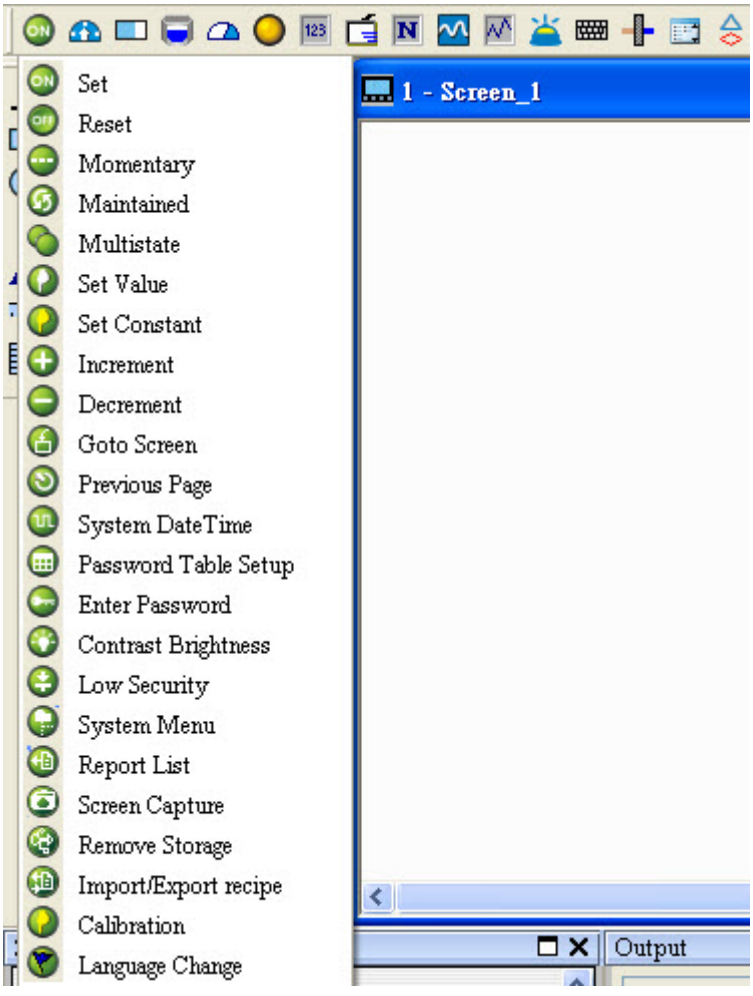


Figure 2-2-11-8 Edit

The following example is a simple demonstration through [Element]→ [Button]→ [**Set to ON**], [**Set to OFF**], [**Momentary**] and [**Maintained**] combined with [Element]→ [Indicator]→ [**Multistate Indicator**].

The software offers four methods for the user to create elements, which allow the user to choose as preferred.

Please see Table 2-2-11-2 below for detailed descriptions.

Menu	
Element Toolbar	

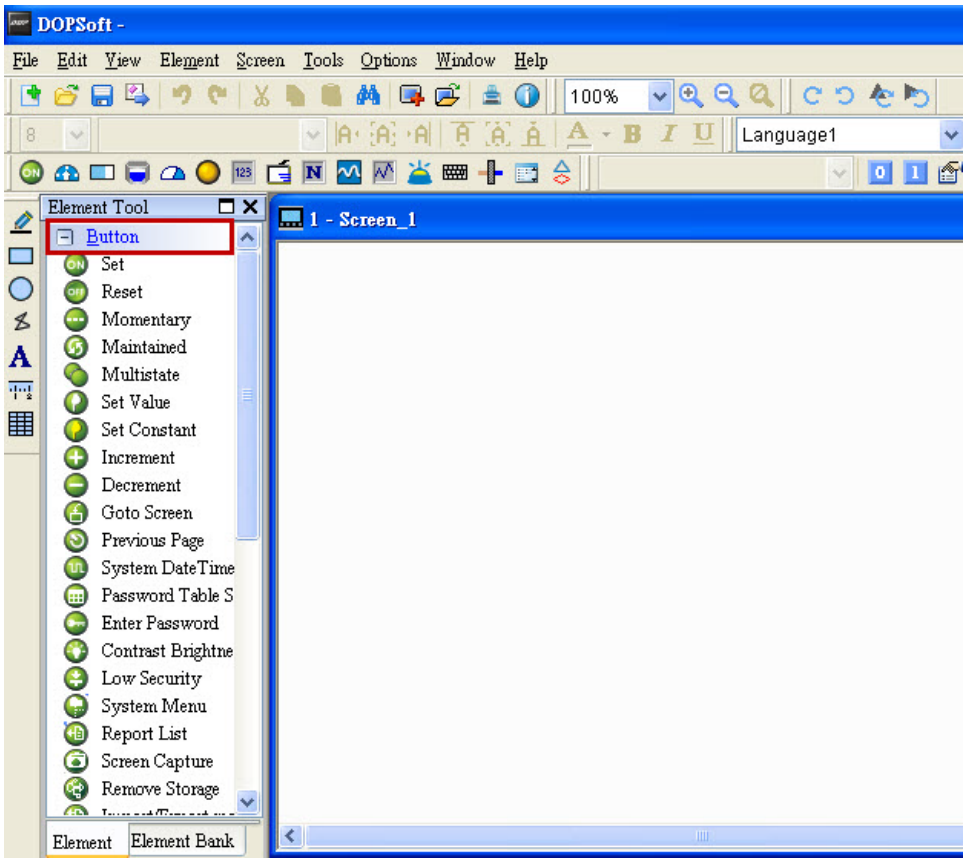
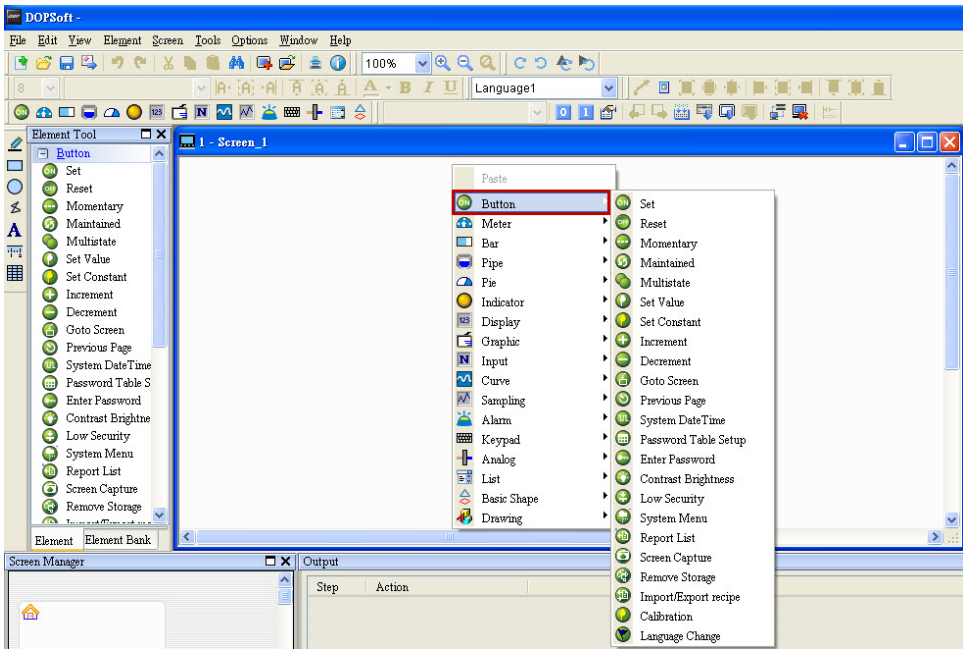
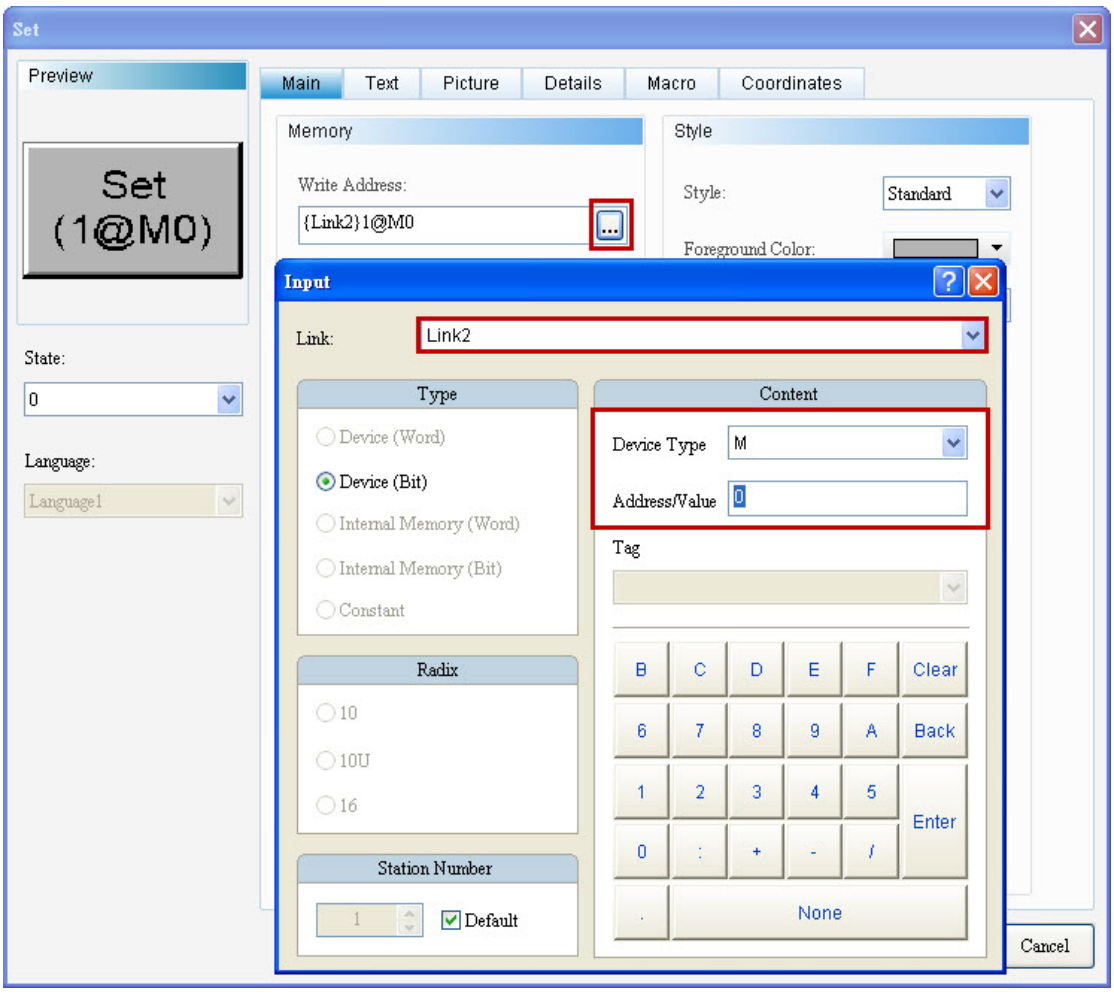
Element Window	
Click Right Button of Mouse in Edit Screen	

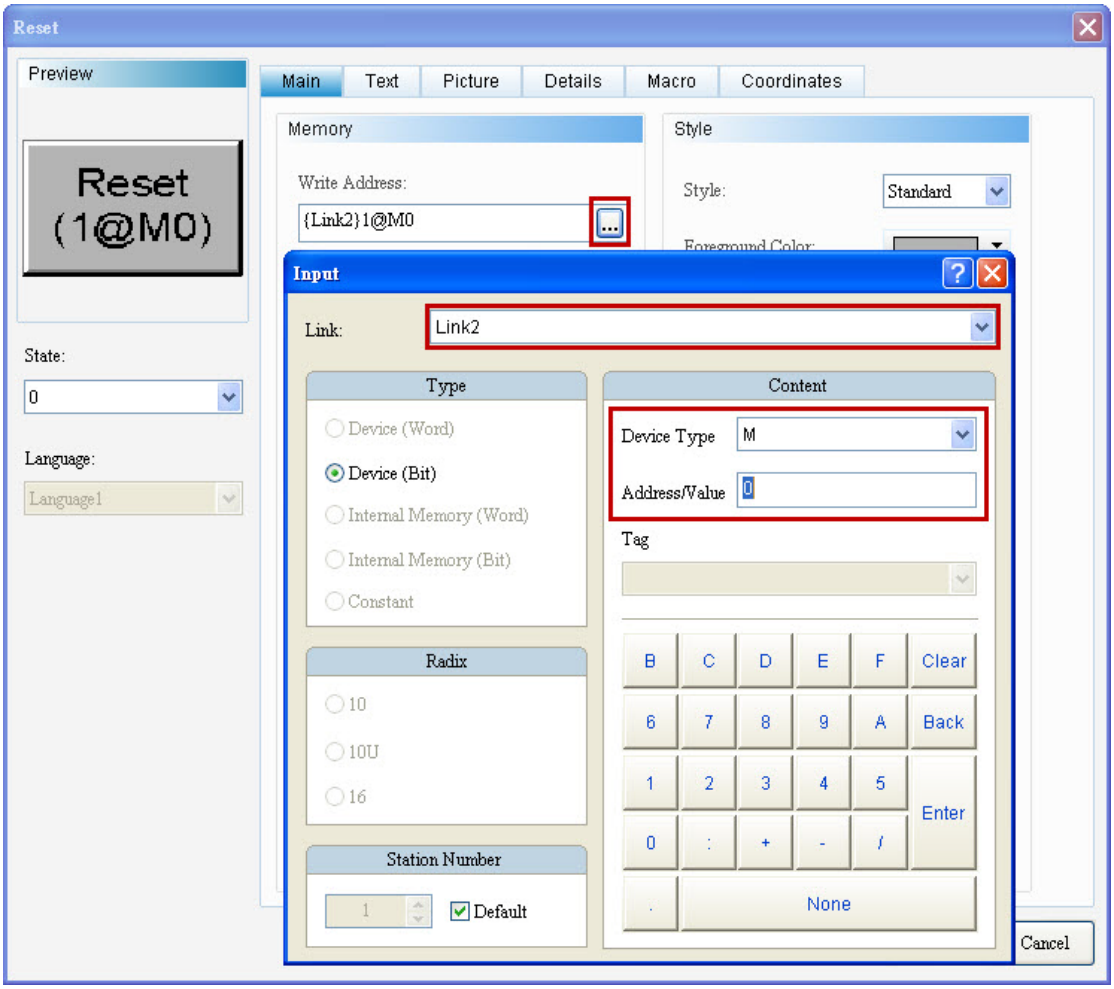
Table 2-2-11-2 Method to create elements.

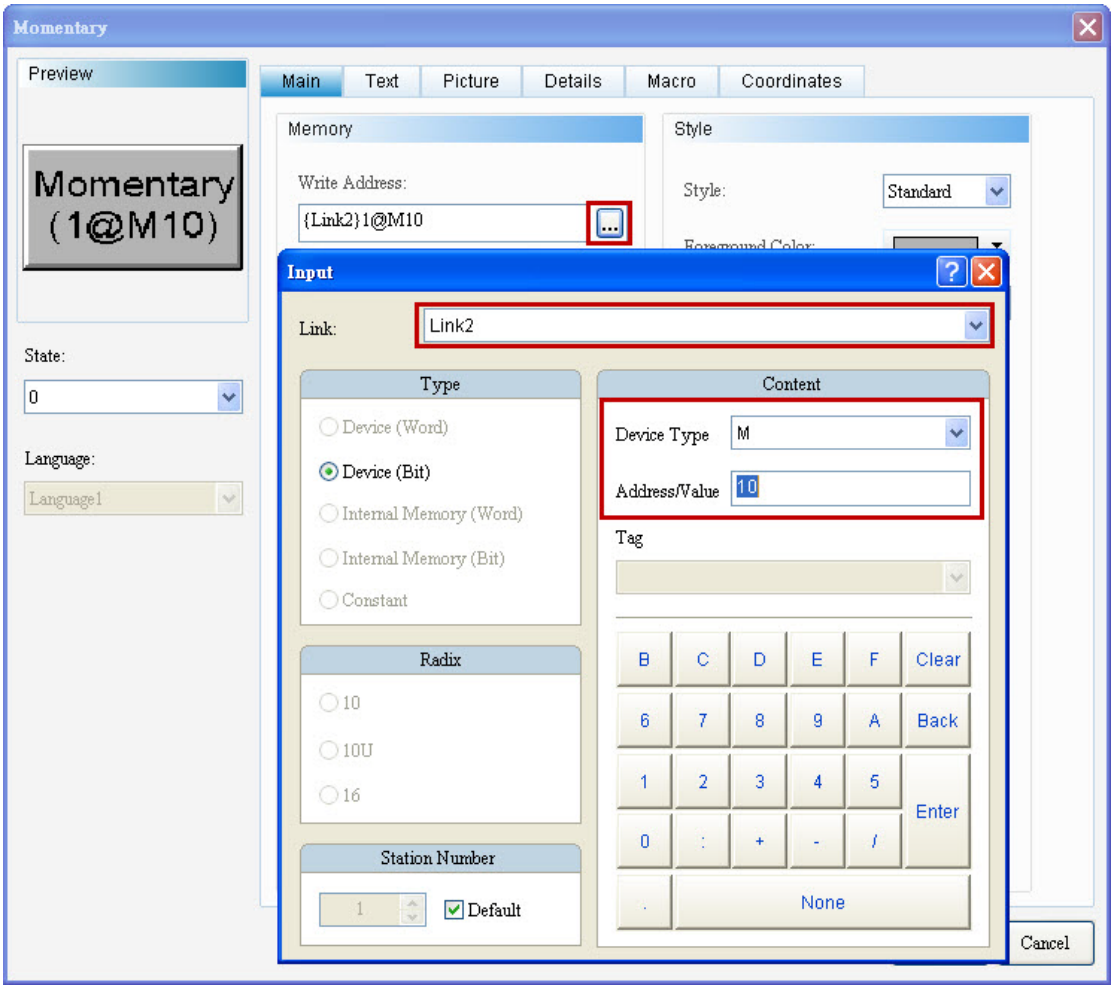
7. In the example, Menu is used to create properties of the button element in Set ON, Set Off, Momentary, Maintained, and Multistate Indicator of the Indicator element. Once the element is created, the associated memory address needs to be entered to enable the element actions. In order for the user to understand the functions of the element, the corresponding texts and memory addresses of all created elements are entered. Please see Table 2-2-11-3 below for the steps of creating elements.

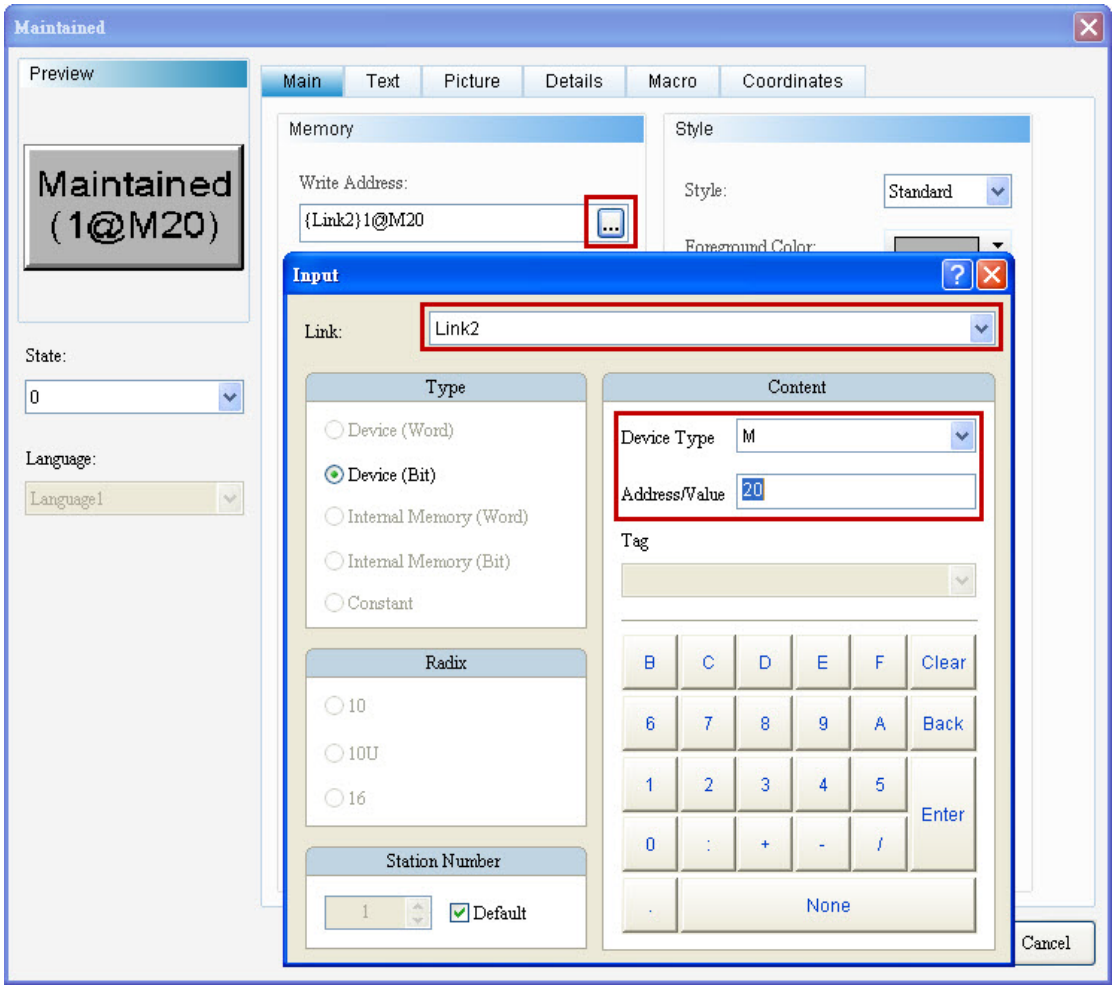
Description of Steps of Creating Elements

Table 2-2-11-3 Steps of Creating Elements

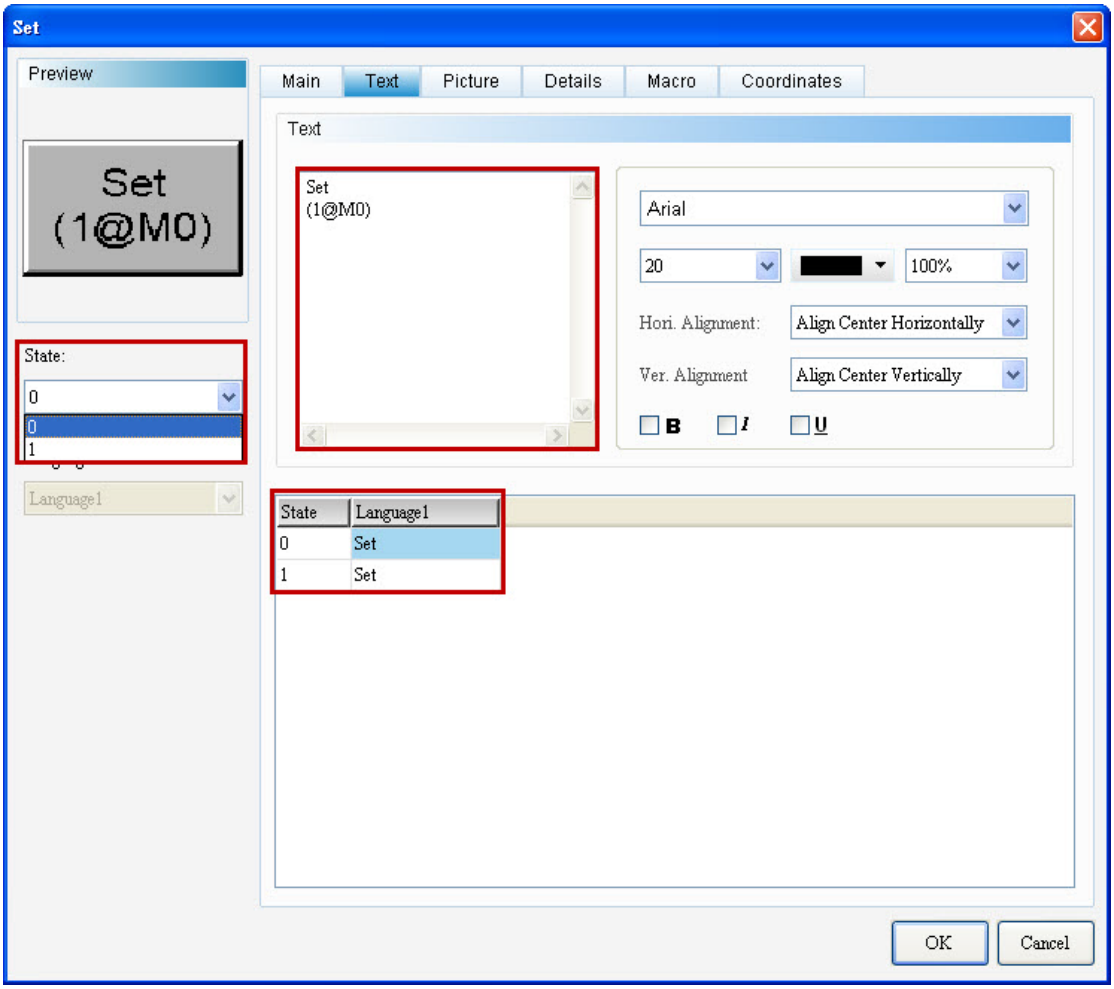
Step1	➢ Select [Element]→ [Button]→choose [Set ON], [Set OFF], [Maintained], and [Momentary] elements. ➢ Please double click the element or select it and use the Property Window to set the memory address, where write addresses of [Set ON] and [Set OFF] are **M0,** the write address of [Maintained] is **M10**, and that of [Momentary Button] is **M20**. 


Reset
Preview
Reset
(1@M0)
State:
0
Language:
Language1
Main
Text
Picture
Details
Macro
Coordinates
Memory
Write Address:
{Link2}1@M0
Style
Style:
Standard
Input
Link:
Link2
Type
Device (Word)
Device (Bit)
Internal Memory (Word)
Internal Memory (Bit)
Constant
Content
Device Type
M
Address/Value
0
Tag
Radix
10
10U
16
Station Number
1
Default
B
C
D
E
F
Clear
6
7
8
9
A
Back
1
2
3
4
5
Enter
0
:
+
-
/
.
None
Cancel

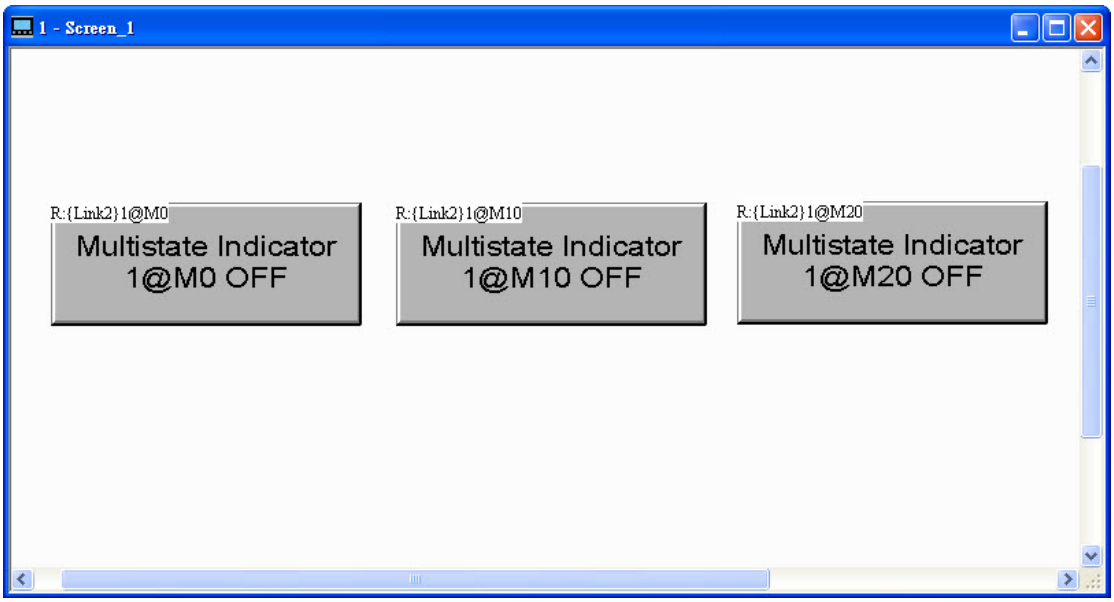

Momentary
Preview
Momentary
(1@M10)
State:
0
Language:
Language1
Main
Text
Picture
Details
Macro
Coordinates
Memory
Write Address:
{Link2}1@M10
Style
Style:
Standard
Input
Link:
Link2
Type
Device (Word)
Device (Bit)
Internal Memory (Word)
Internal Memory (Bit)
Constant
Radix
10
10U
16
Station Number
1
Default
Content
Device Type
M
Address/Value
10
Tag
B
C
D
E
F
Clear
6
7
8
9
A
Back
1
2
3
4
5
Enter
0
:
+
-
/
.
None
Cancel



- After double clicking on the element, enter the corresponding texts in the Content tab. The [Set ON] button is set to input **Set ON (1@M0)** for both State0 and State1; the [Set OFF] button is set to input **Set OFF (1@M0)** for both State0 and State1; the [Maintained] button is set to input **Maintained (1@M10)** for both State0 and State1; the [Momentary] button is set to input **Momentary (1@M20)** State0 and State1.

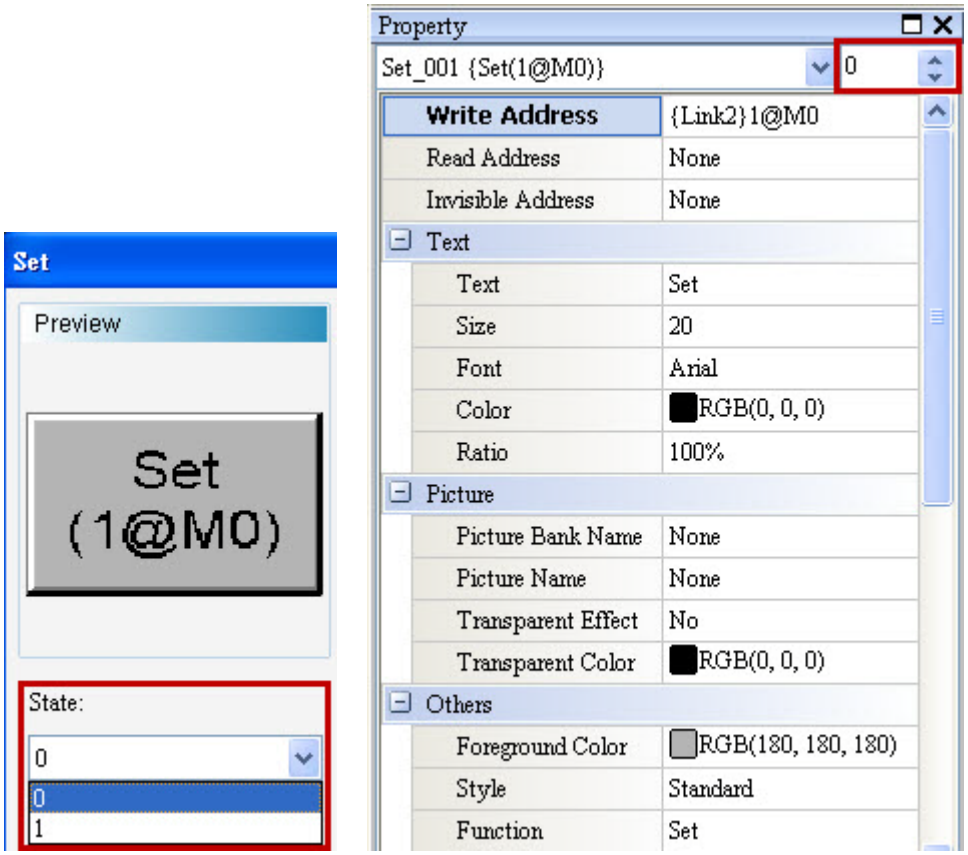


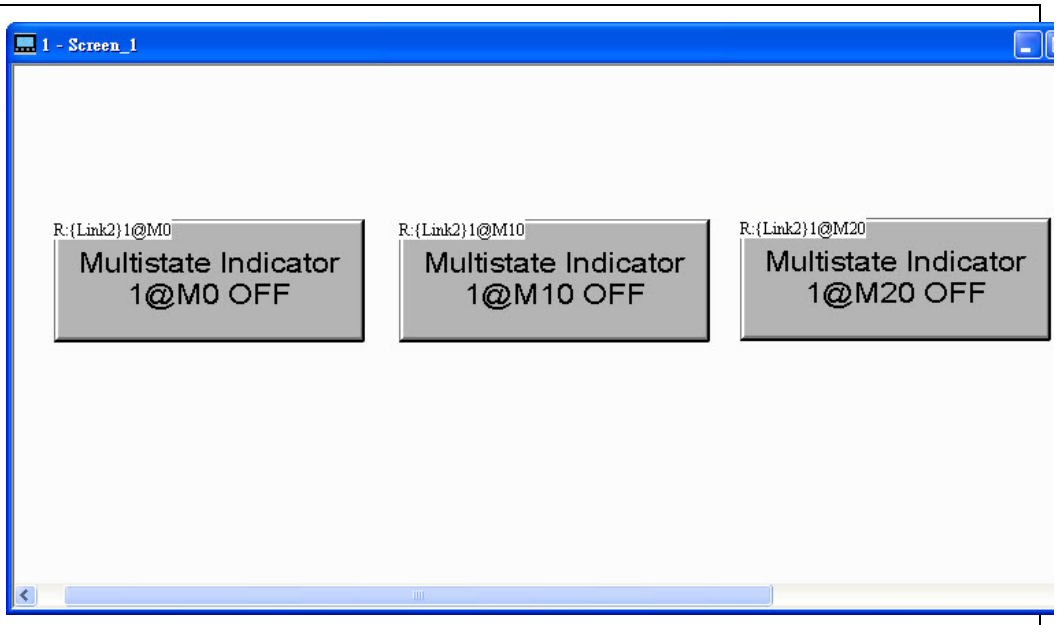
➢ Once the Set ON, Set OFF, Maintained, and Momentary elements are created, the figure below will be displayed.



NOTE:

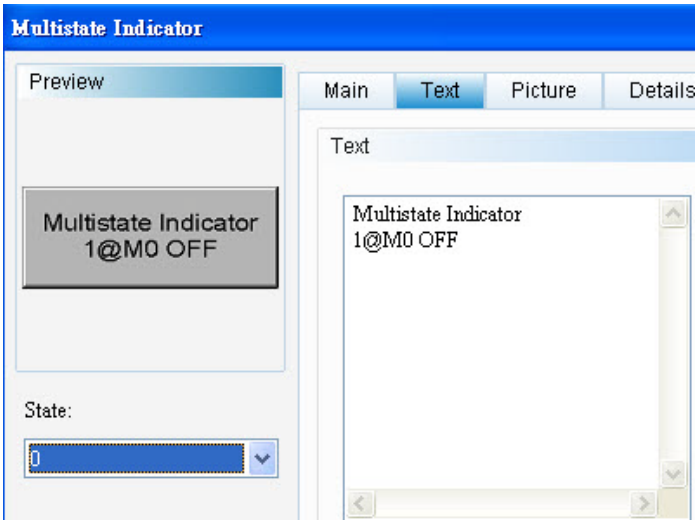
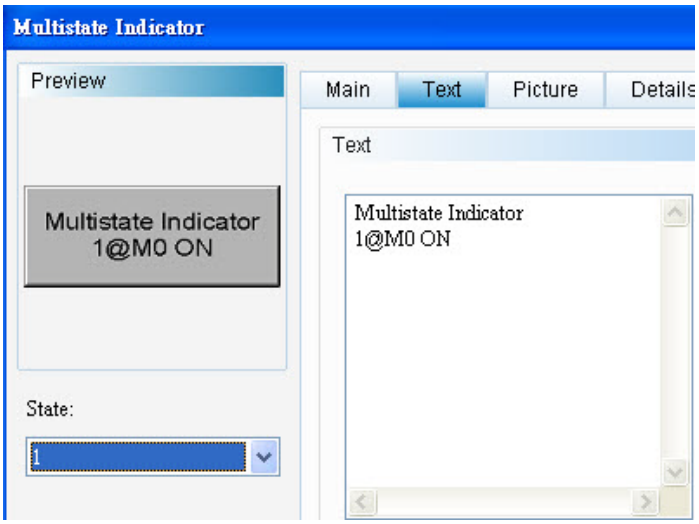
✓ Set ON, Set OFF, Maintained, Momentary all have states 0 and 1, on which the user can double click to enter the setup of State 0 and State 1

<table>
<tr><td></td><td>or check if it's State 0 or State 1 using the upper-right corner of the Property Window.
 
</td></tr>
<tr><td>Step2</td><td>➢ Click [Element]→ [Indicator]→select [Multistate Indicator] element. Please create <u>three Multistate Indicator</u> elements that correspond to the write addresses of Set ON/Set OFF, Maintained, and Momentary.
➢ Please double click the element or select the element, use the Property Window on the right to set the memory address. The setup method of memory is the same as that for the button element.
1. Set the write address of [Multistate Indicator] to be <u>M0</u> to correspond to Set ON and Set OFF.
2. Set the read address of [Multistate Indicator] to be <u>M10</u> to correspond to Maintained.
3. Set the read address of [Multistate Indicator] to be <u>M20</u> to correspond to Momentary.</td></tr>
</table>

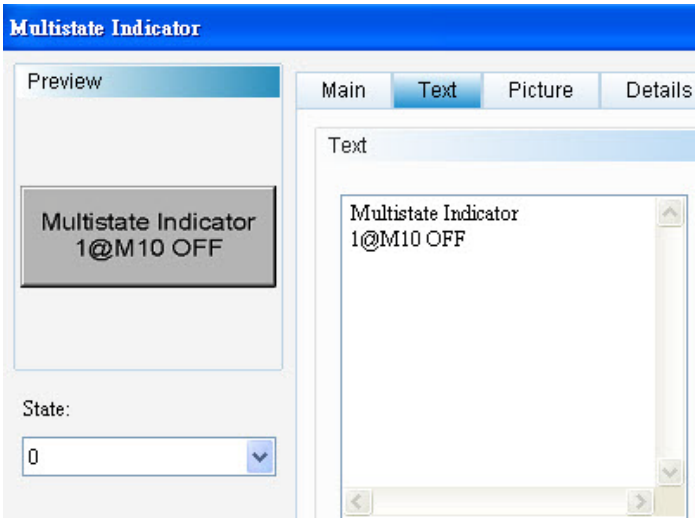
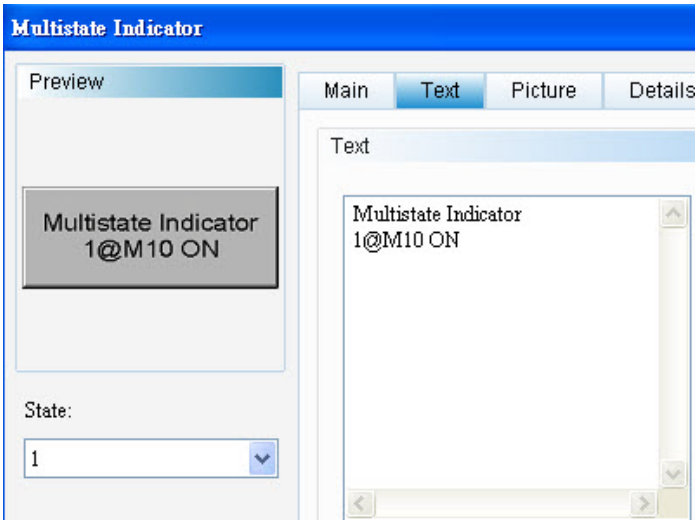


➢ After double clicking the element, enter the corresponding texts in the [Content] tab.

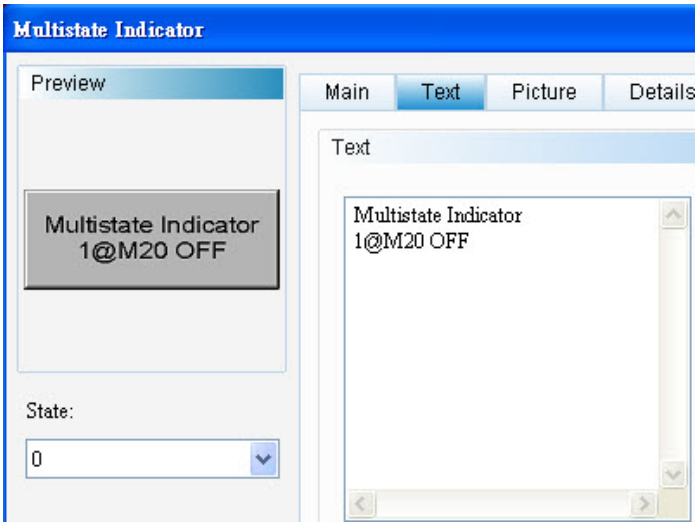
1. Enter **Multistate Indicator(1@M0) OFF** for State0 and **Multistate Indicator(1@M0) ON** for State1.

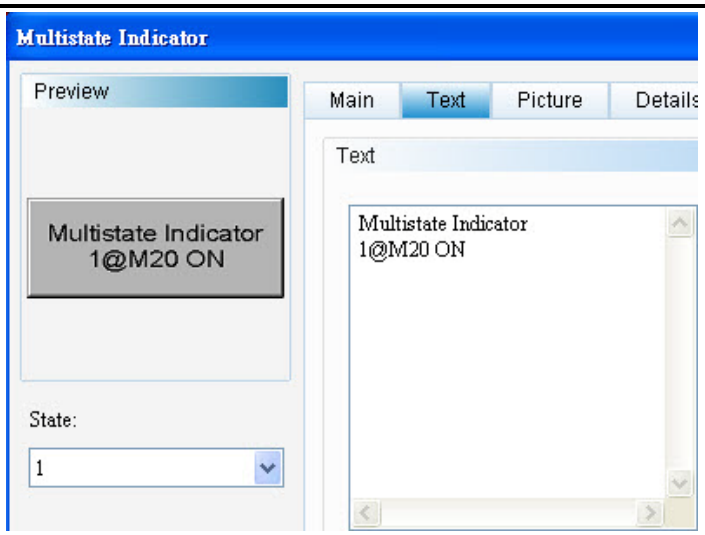
State 0	
State 1	

2. Enter **Multistate Indicator(1@M10) OFF** for State0 and **Multistate Indicator(1@M10)ON** for State1.

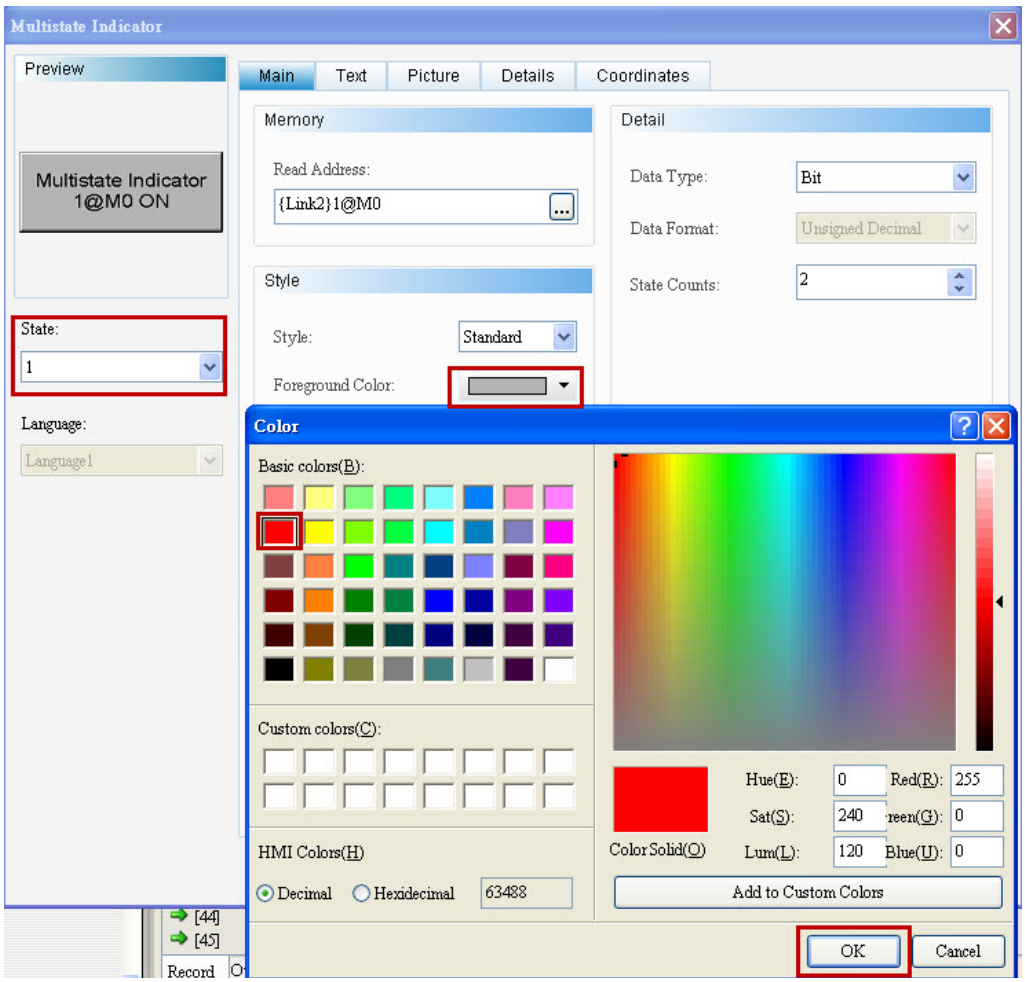
State 0	
State 1	

3. Enter **Multistate Indicator(1@M20) OFF** for State0 and **Multistate Indicator(1@M20) ON** for State1.

State 0	

State 1	

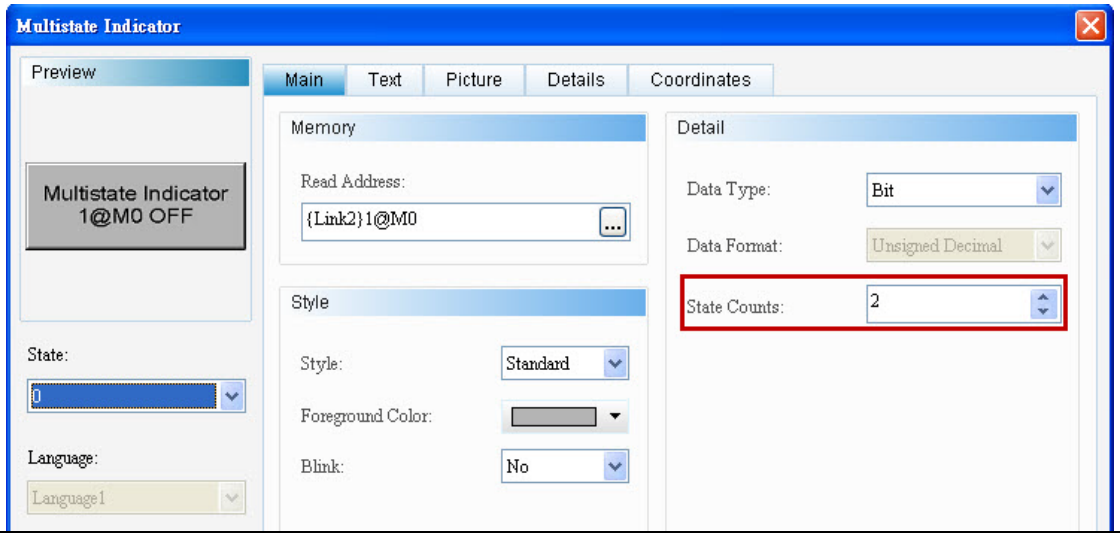
➢ Please double click the three Multistate Indicator elements and enter [Main] tab to change the [Foreground Color] for State1 to **Red** to differentiate between State0 and State1.



NOTE:

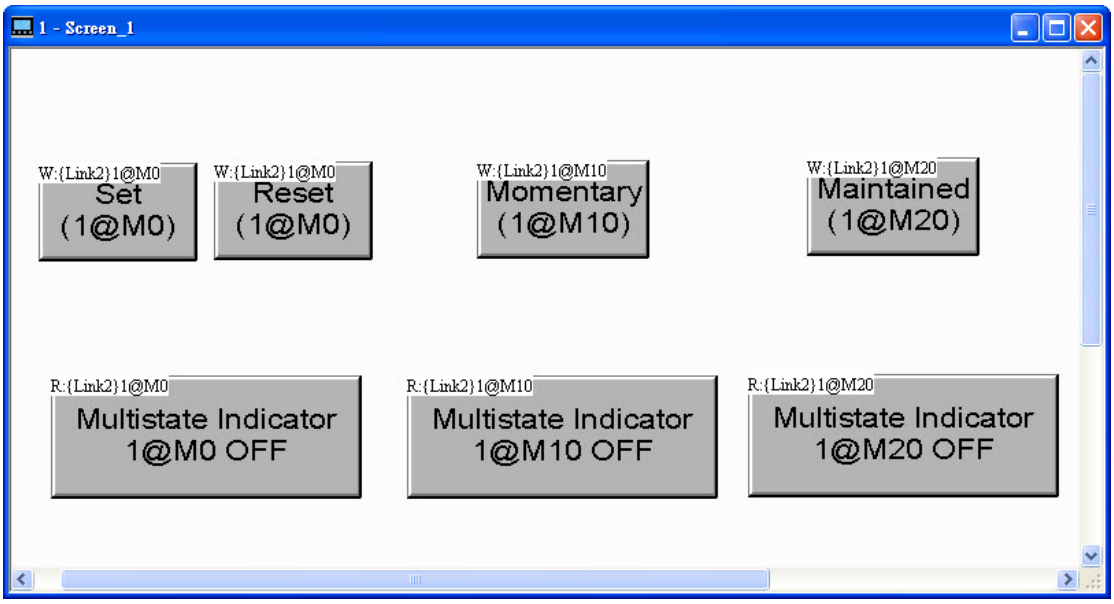
✓ The state value of Multistate Indicator will vary with the total number of states. Two states are available for Set ON, Set OFF, Maintained, and

Momentary (State0 and State1). The user can double click the element to access [State Counts] in the setup of General tab.



Step3

➢ After the element is created, the figure below will be displayed.



Compile

8. To complete the creation of all elements, please compile the elements on the screen to check for any errors. Compile is used to check if the correct memory format is used and correct address is entered. Two options are available for compiling as shown below:

◆ Compiling can be done through [Tools]→ [Rebuild All].

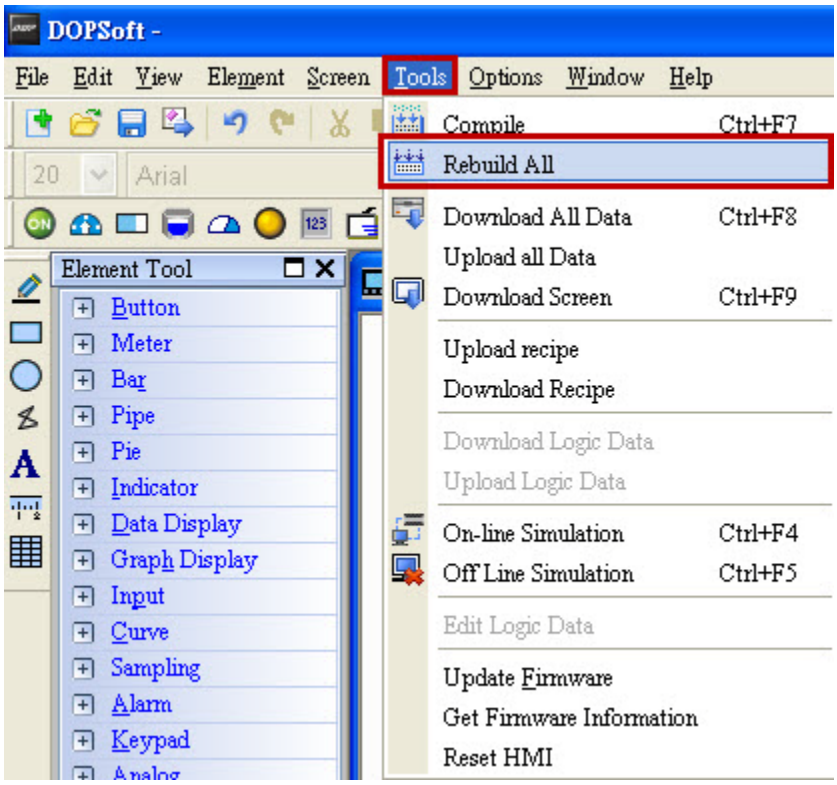


Figure 2-2-11-9 Rebuild All

◆ Use the Rebuild All icon 『 』 in the Layout bar



After compiling, the output message will be displayed, as shown in Figure 2-2-11-10 below.

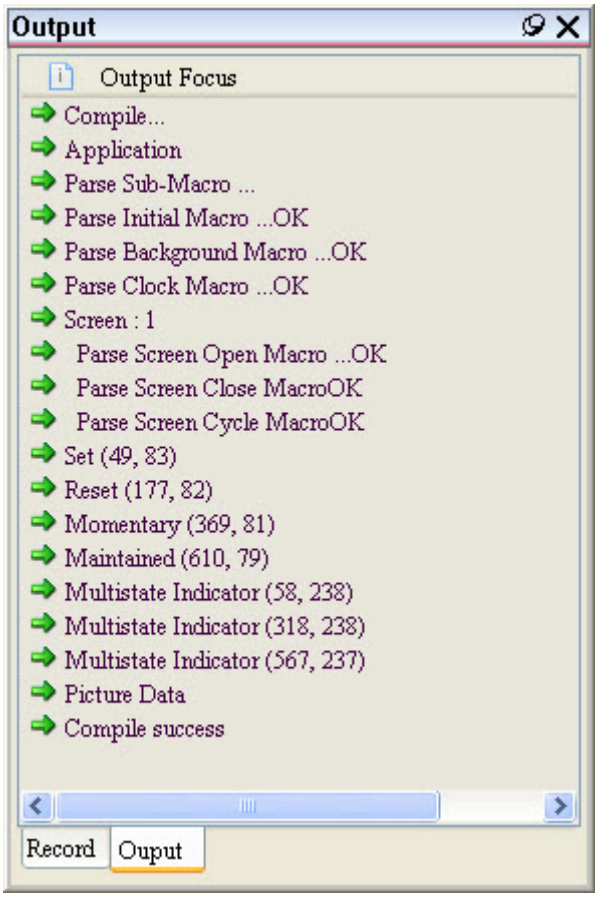


Figure 2-2-11-10 Compile Output

Download Screen Data to HMI

9. When compiling is successful, it means the screen layout created by the user is free of error. Now user can execute Download Screen Data to HMI. There are three ways to download screen data as described below:

◆ One way is through [Tools]→ [Download All Data] in Menu.

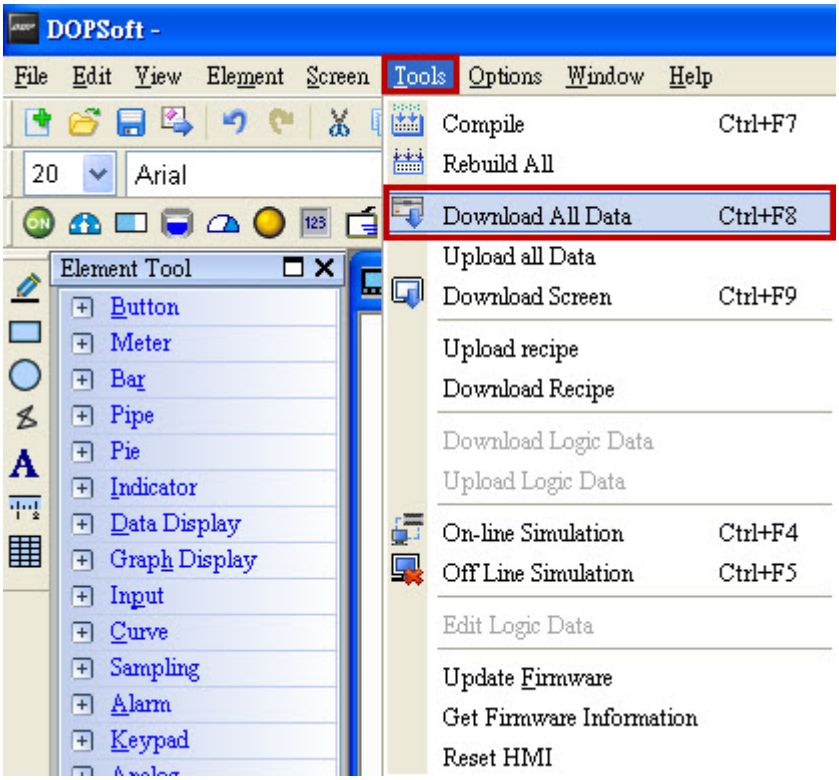


Figure 2-2-11-11 Option of Download All Data in Menu

- The other way is to use the Download Screen Data icon " " in the Layout bar



- The third way is to use the system hotkey『Ctrl + F8』.

Before executing downloading screen data, please verify that HMI has been connected with the computer through a USB cable and the PLC cable is connected to COM 2.



Figure 2-2-11-12 USB transmission interface

Upon verification, the screen data can be downloaded to HMI. And the software will display the download progress, as shown in the figure below.

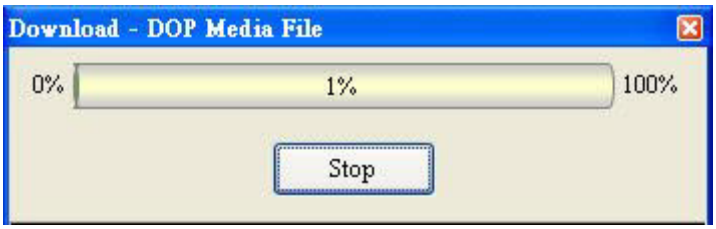
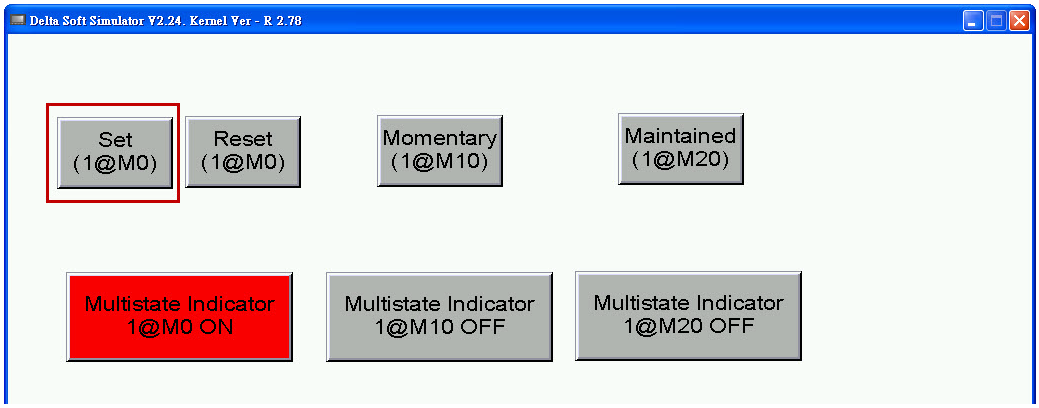
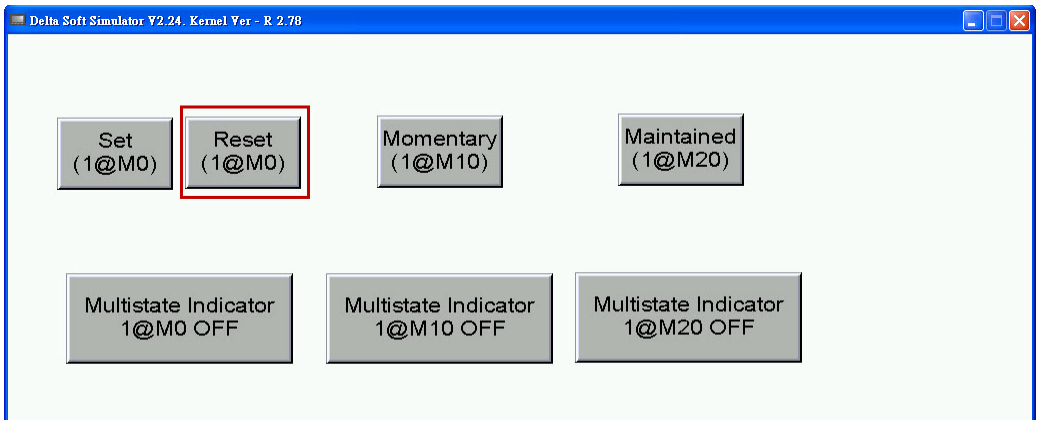


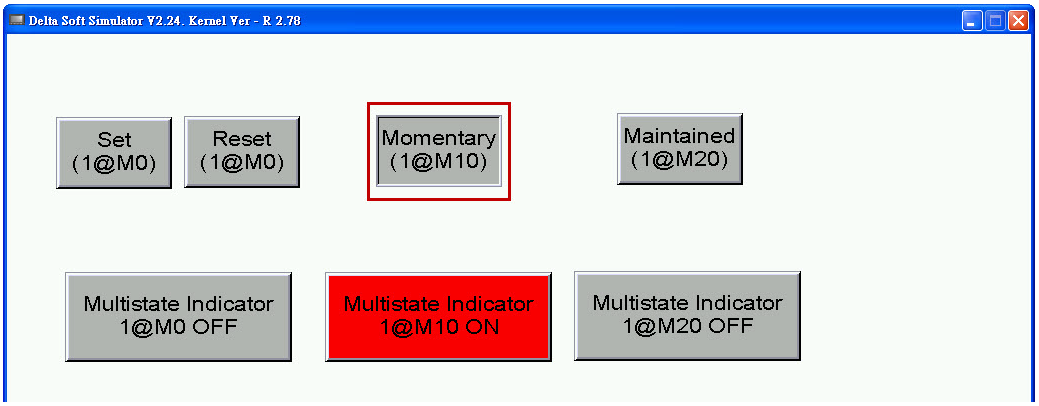
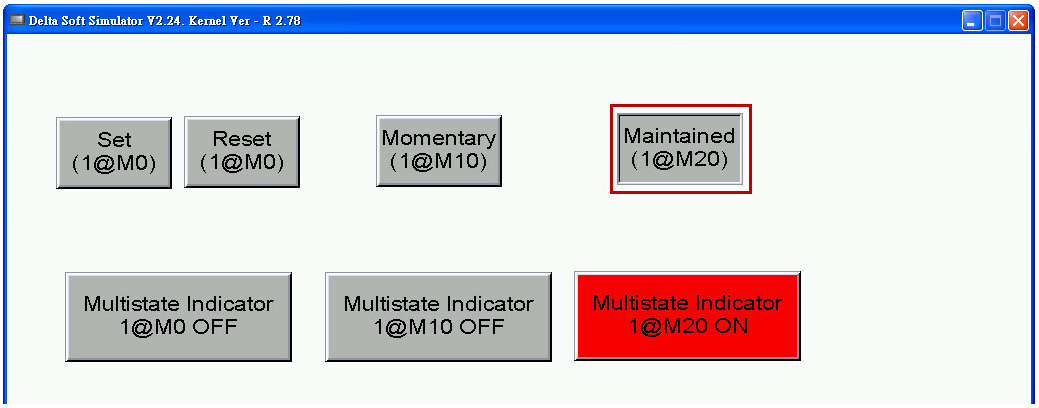
Figure 2-2-11-13 Downloading screen data

10. After screen data download is completed, one can check the screen at the HMI end to see if it is the same as that being edited at the computer end and if there is any error.
11. Description of execution.

Operation

Table 2-2-11-4 Description of Actions

Touch Button	Result
Set ON	➢ Touch Set ON button and one will find that when Set ON is pressed, Multistate Indicator1@M0 will display ON. 
Set OFF	➢ Touch Set OFF button, Multistate Indicator1@M0 will display OFF. 
Momentary	➢ Touch Maintained button, Multistate Indicator1@M10 will display ON. However, when the finger leaves the Maintained button, Multistate

<table>
<tr><td></td><td>Indicator1@M10 will display OFF.
 
</td></tr>
<tr><td>Maintained</td><td>➢ Touch the Momentary button, Multistate Indicator1@M20 will constantly display ON. Touch the Momentary button to cancel the ON state.
 
</td></tr>
</table>

Save and Close Project

12. Before closing the project, please save the screen that was being edited. There are three ways to save the project, which are described below:

◆ The first way is through [File]→ [Save] in Menu.

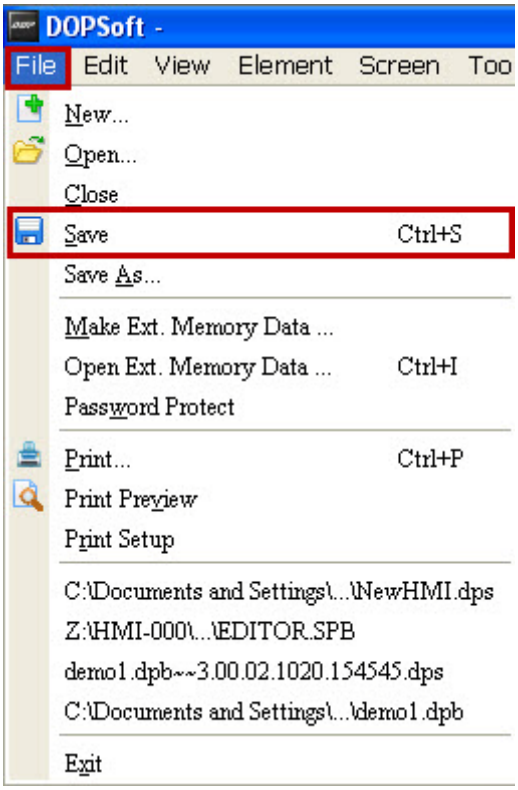


Figure 2-2-11-14 Option of Save in Menu

- The second way is to use the Save icon “ ” in Standard bar



- The third way is to use the system hotkey ”Ctrl + S”.

After the project is saved, the software will pop up a window that asks the user to choose where to save the project and enter the filename. However, [**test**] is already entered as the project name with the assistance of Project Wizard. When Save is clicked, the filename displayed is test. The user can still change the filename without affecting the project operation.

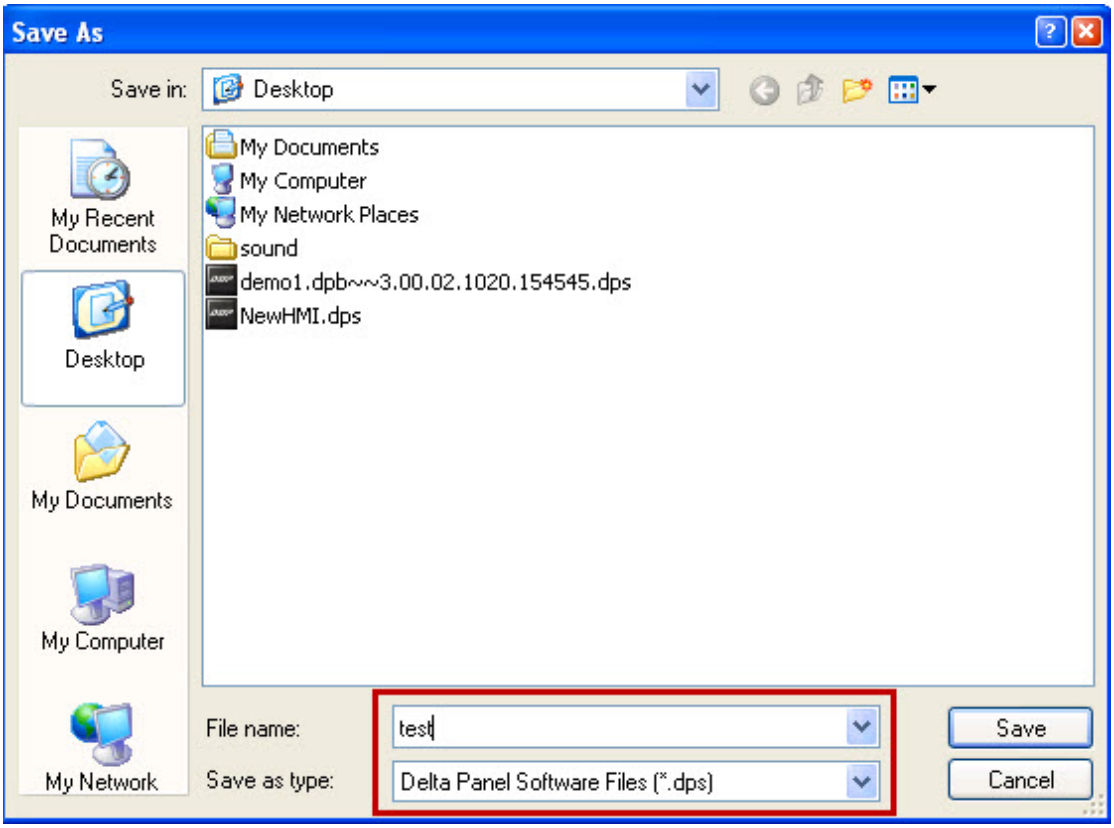


Figure 2-2-11-15 Save Window

13. After the project is saved, the user can go to the path where the file is saved to check if the associated project is there. To open the project again, one can double-click the file by mouse, or directly execute DOPSoft, or through [File]→ [Open], as shown in the figure below.

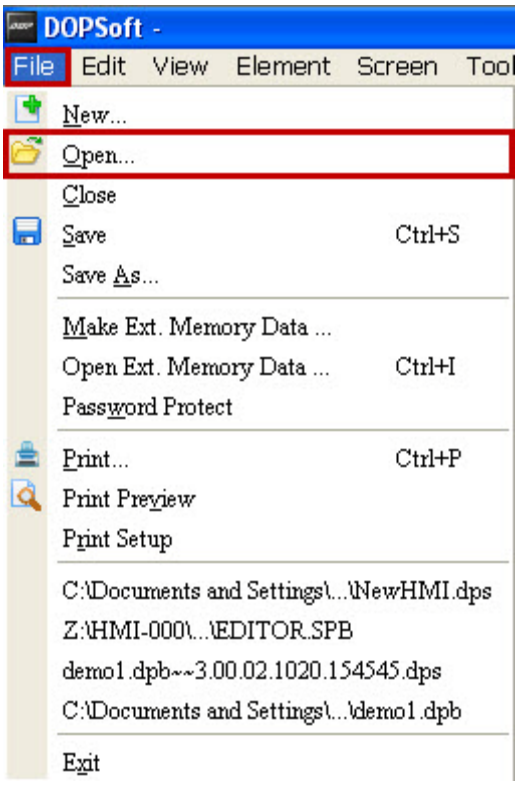


Figure 2-2-11-16 Option of Open in Menu

The existing file can also be opened by using the Open icon “  ” in Standard bar

 .

Chapter 3 Internal Memory

Delta human-machine provides registers of six different functions, including the internal register ($), the non-volatile internal register ($M), indirect addressing register (*$), recipe register (RCP), recipe number register (RCPNO), and recipe group register (RCPG).
The details of the RCP, RCPNO, and RCPG will be described in Chapter 22 along with the 16-bit and 32-bit recipes.

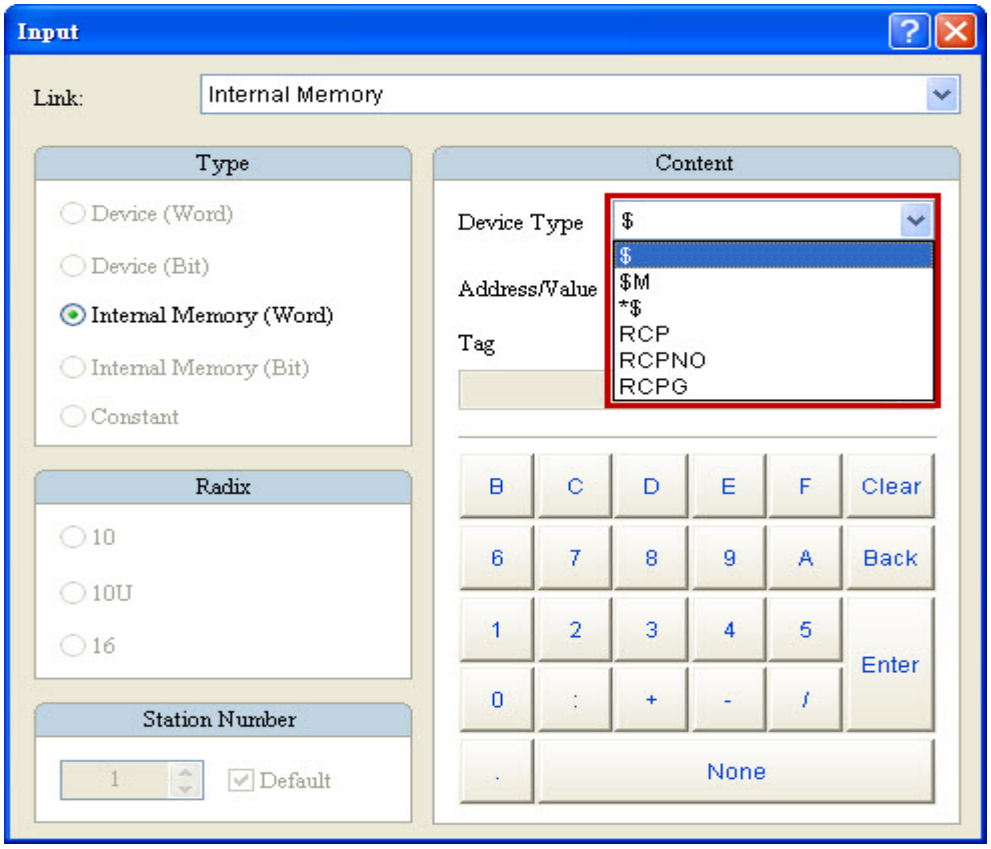


Figure 3-1-1 Internal memory classification

3-1 Internal Register ($)

The internal register is the memory in the human-machine available for free reading and supporting different configurations, such as the element communication address. As the internal register does not support the non-volatile function, when the human-machine is disconnected from the power supply, data in the register cannot be maintained. The human-machine provides a total of 65536 internal registers, each 16-bit.

Access Type	Element Type	Access Range
Word	$n	$0 - $65535
Bit	$n.b	$0.0 - $65535.15
Note: n = Word (0-65535); and b = Bit (0-15)		

Table 3-1-1 Internal Register

3-2 Non-volatile Internal Register ($M)

This type of internal registers provides the non-volatile function. When the human-machine is disconnected from the power supply, data in the register will be maintained. Users can record important value data in this type of internal register. The human-machine provides a total of 1024 non-volatile internal register ($M0.0 - $M1023.15), each being 16-bit.

Access Type	Element Type	Access Range
Word	$Mn	$0 - $1023
Bit	$Mn.b	$0.0 - $1023.15
Note: n = Word (0-1023); b = Bit (0-15).		

Table 3-2-1 Non-volatile internal registers

3-3 Indirect Addressing Register (*$)

The indirect addressing register does not provide the non-volatile function. When the human-machine is disconnected from the power supply, data in the register cannot be maintained.

Access Type	Element Type	Access Range
Word	*$n	$0 - $65535
Note: n = Word (0-65535).		

Table 3-3-1 Indirect Addressing Register

After obtaining the value from $n, the indirect addressing register *$n will use this value as the new address and access the value in this new address. For example, when $10 = 101 and $101 = 55, *$10 = 55, as shown in Figure 3-3-1.

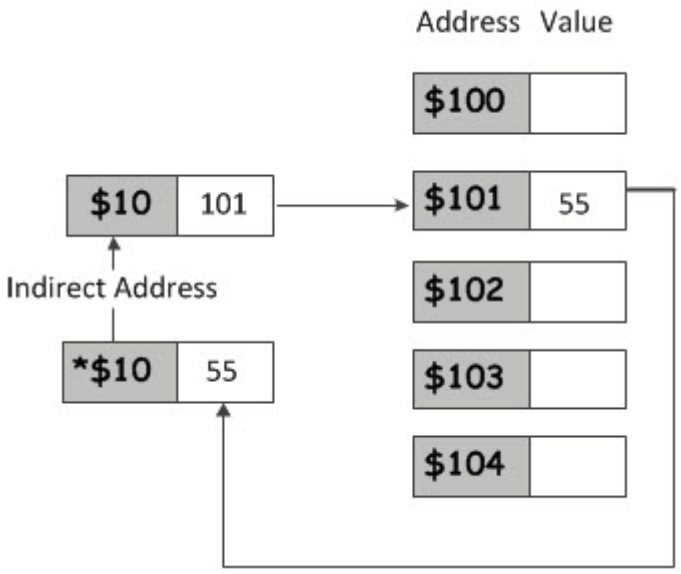


Figure 3-3-1 Illustration of Indirect addressing

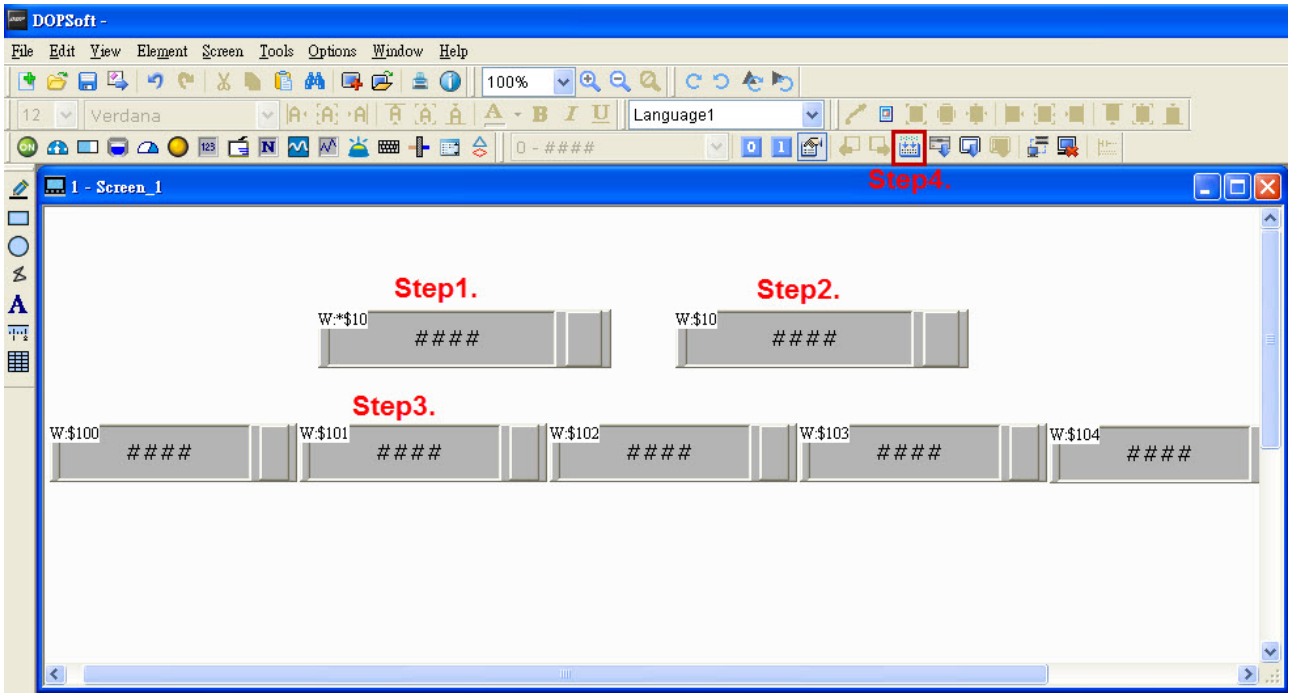


Figure 3-3-2 Example of indirect addressing registers

Function Element	Step	Actions
Indirect Addressing Registers	Step 1	Create a value, input the element, set write memory address as *$10.
	Step 2	Create a value, input the element, set write memory address as $10.
	Step 3	Create a value, input the element, set write memory address as $101.
	Step 4	Run compilation and download to the human-machine. Input “101” in element $10. Next, input

		any value in element $101. Then, all value data input by $101 will be generated by *$10.

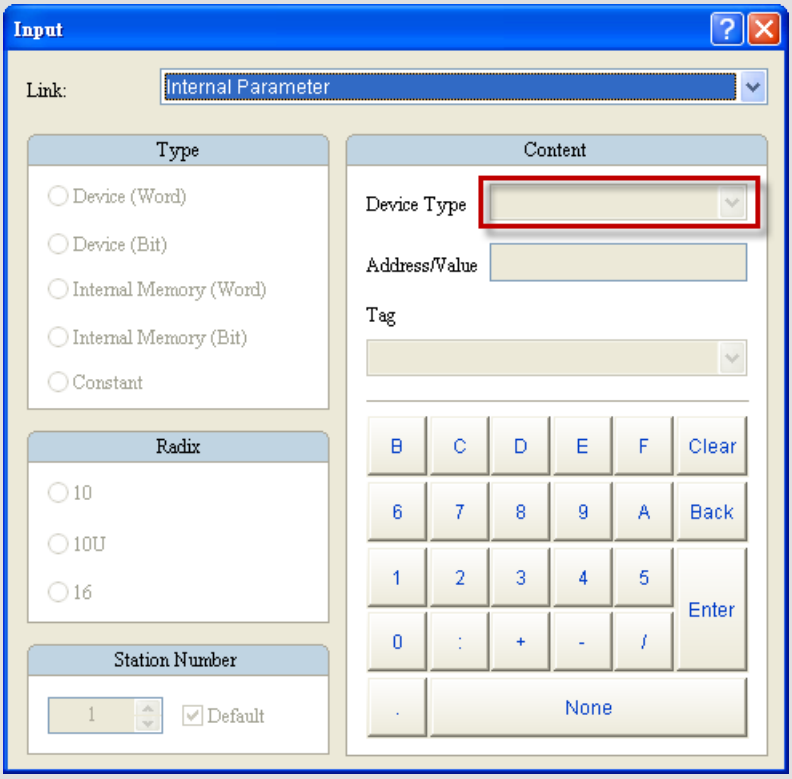
Figure 3-3-2 Indirect Addressing Register

3-4 Internal Parameter

Apart from six types of internal memories (the internal register ($), the non-volatile internal register ($M), indirect addressing register (*$), recipe register (RCP), recipe number register (RCPNO), and recipe group register (RCPG)), the human-machine provides the internal parameter function. This function allows users to understand the values of the human-machine's internal system status, including the system time value, the external storage device status, the touch X/Y coordinate, the touch status, the remaining battery volatge, and the network parameter.

NOTE:

✓ The internal parameter function is available only for Word elements. Users creating bit element will be unable to select this function.



When setting the memory address with the Word element, users can directly select the Internal Parameter from the pull-down menu of the "Link Name" to select the 24 types of internal parameters available from the human-machine.

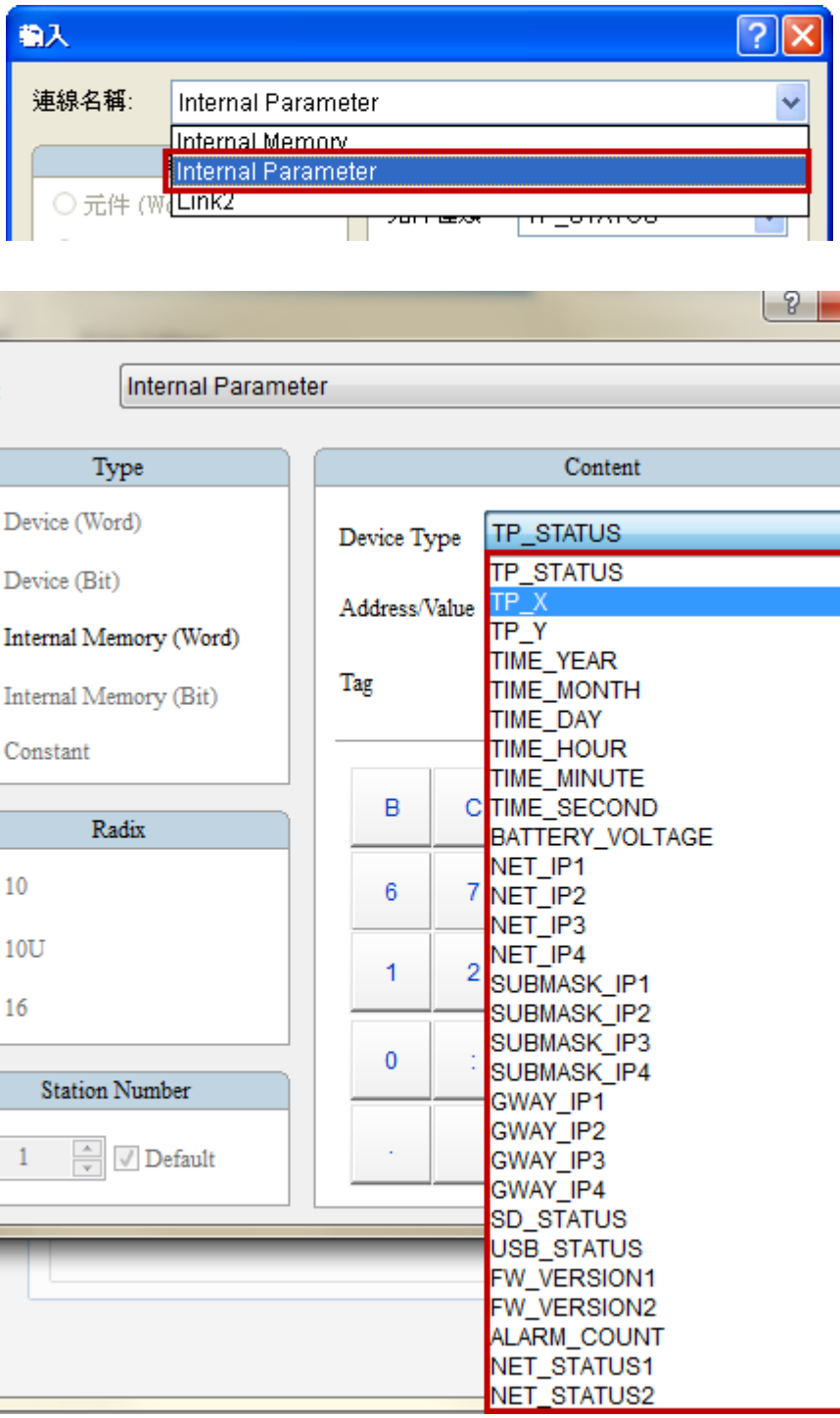
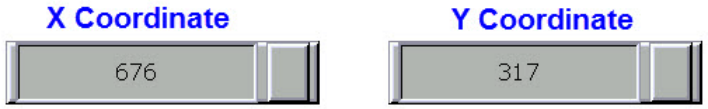
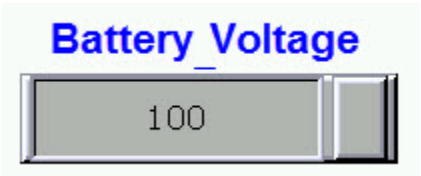


Figure 3-4-1 Internal parameters

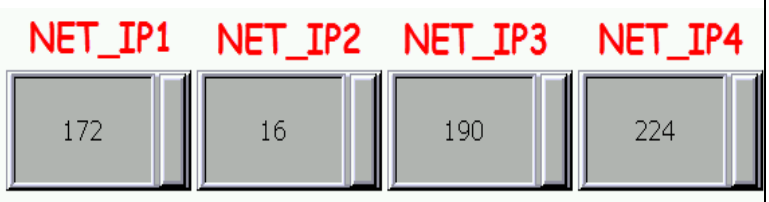
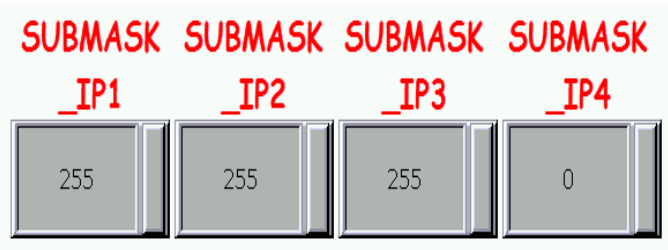
Internal Parameters

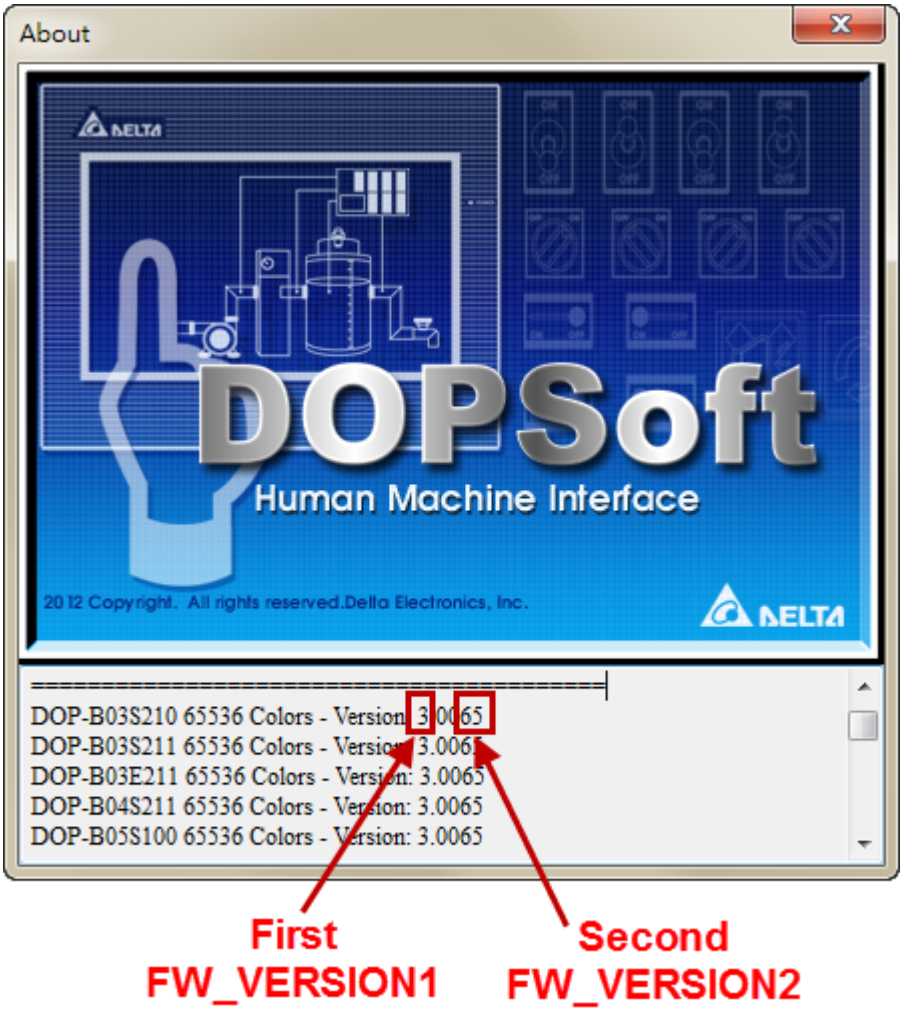
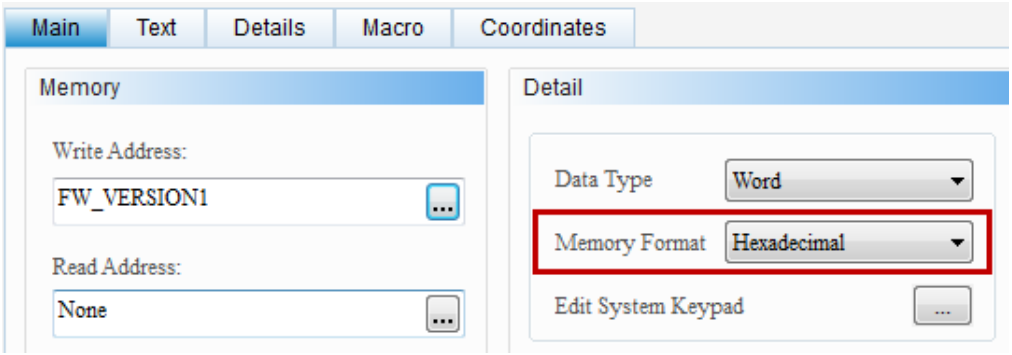
Table 3-4-1 Internal Parameters

<table>
<tr><td>TP_STATUS</td><td>➢ Human-machine panel status
<table>
<tr><th>Status Value</th><th>Results</th></tr>
<tr><td>0</td><td>Panel not touched: “0”</td></tr>
<tr><td>1</td><td>Panel is touched: “1”</td></tr>
</table></td></tr>
<tr><td>TP_X
TP_Y</td><td>➢ Touching the X/Y coordinate of the human-machine panel.
<table>
<tr><th>Coordinate Value</th><th>Results</th></tr>
<tr><td>X
Y</td><td> 
</td></tr>
</table></td></tr>
<tr><td>TIME_YEAR
TIME_MONTH
TIME_DAY
TIME_HOUR
TIME_MINUTE
TIME_SECOND</td><td>➢ Displays the system time of the human-machine, including yyyy/mm/dd/tt/mm/ss.
<table>
<tr><th>Time Value</th><th>Results</th></tr>
<tr><td>TIME_YEAR (yyyy)
TIME_MONTH (mm)
TIME_DAY (dd)
TIME_HOUR (tt)
TIME_MINUTE (mm)
TIME_SECOND (ss)</td><td> 
</td></tr>
</table></td></tr>
<tr><td>BATTER_VOLTAGE</td><td>➢ Displays the remaining battery voltage (%)

</td></tr>
<tr><td>NET_IP1</td><td>➢ Displays the human-machine IP address; e.g. 172.16.190.224:</td></tr>
</table>

Internal Parameters

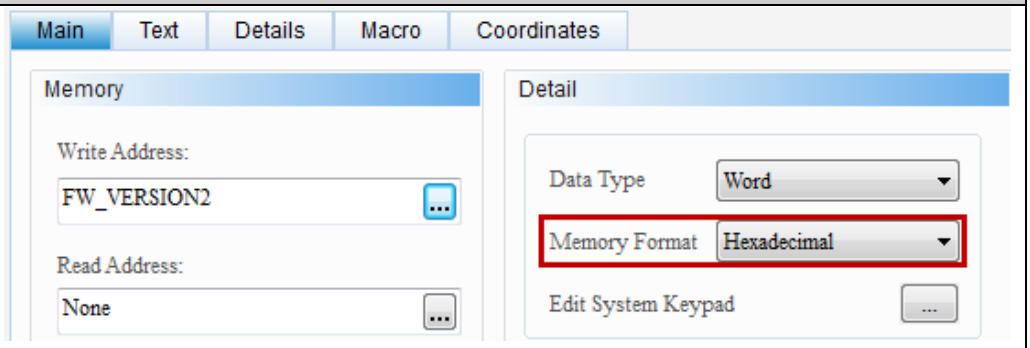
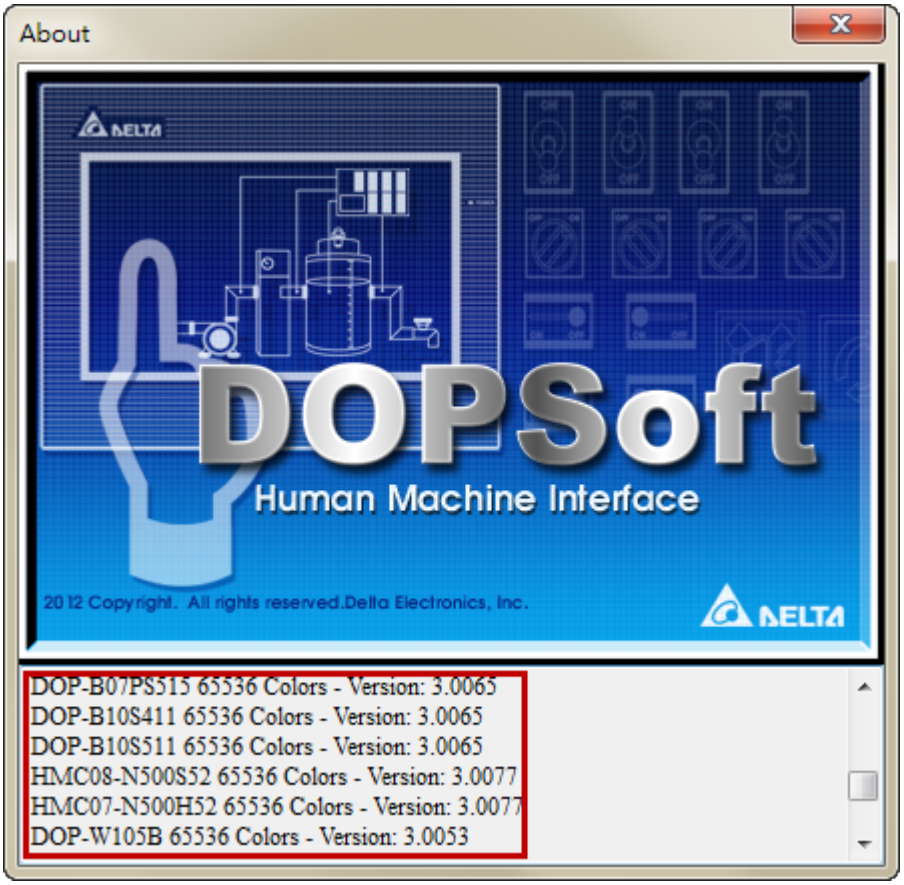
Table 3-4-1 Internal Parameters

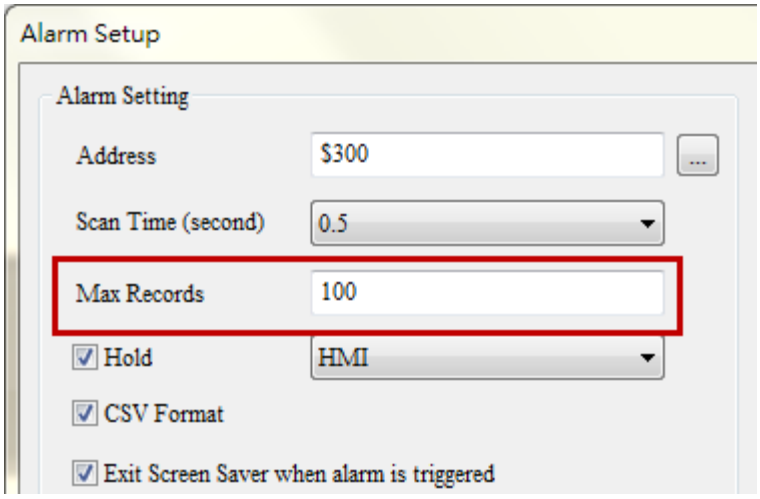
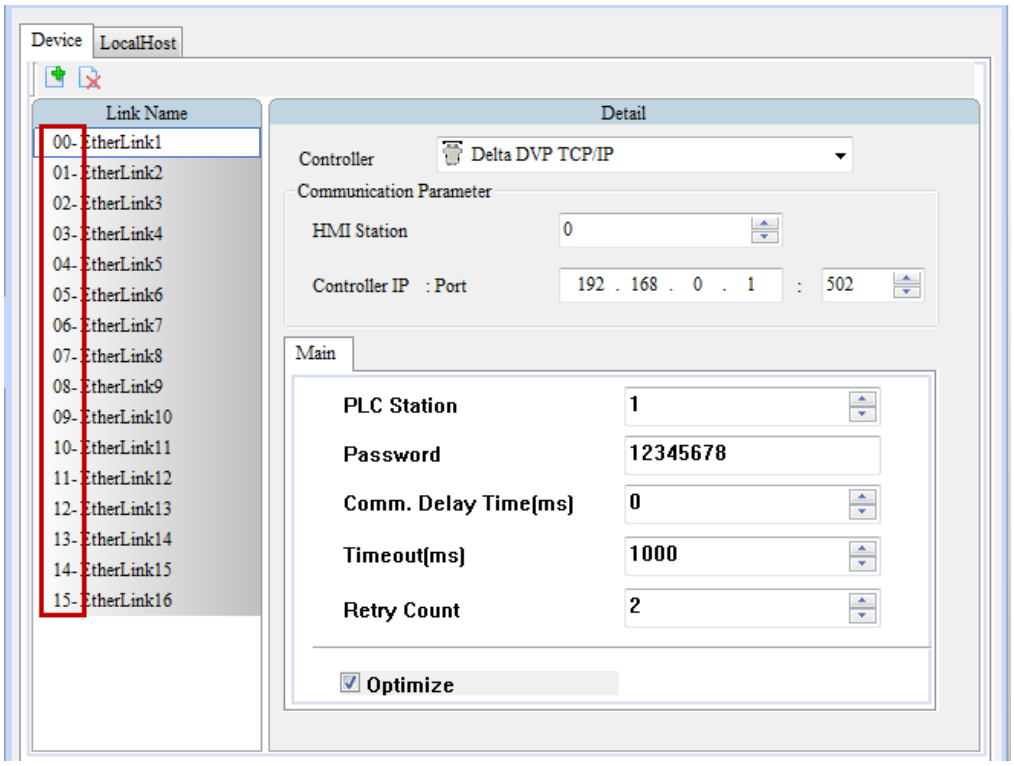
<table>
<tr><td>NET_IP2
NET_IP3
NET_IP4</td><td>
<table>
<tr><th>NET_IP</th><th>Results</th></tr>
<tr><td>NET_IP1
NET_IP2
NET_IP3
NET_IP4</td><td> 
</td></tr>
</table>
</td></tr>
<tr><td>SUBMASK_IP1
SUBMASK_IP2
SUBMASK_IP3
SUBMASK_IP4</td><td>
➢ Displays human-machine SUBMASK_IP address, e.g. 255.255.255.0:
<table>
<tr><th>SUBMASK_IP</th><th>Results</th></tr>
<tr><td>SUBMASK_IP1
SUBMASK _IP2
SUBMASK _IP3
SUBMASK _IP4</td><td> 
</td></tr>
</table>
</td></tr>
<tr><td>GWAY_IP1
GWAY_IP2
GWAY_IP3
GWAY_IP4</td><td>
➢ Display human-machine GATEWAY_IP address, e.g. 172.16.190.1:
<table>
<tr><th>GWAY_IP</th><th>Results</th></tr>
<tr><td>GWAY _IP1
GWAY _IP2
GWAY _IP3
GWAY _IP4</td><td> 
</td></tr>
</table>
</td></tr>
<tr><td>SD_STATUS</td><td>
➢ Displays the status of external SD storage of the human-machine:
<table>
<tr><th>Status Value</th><th>Results</th></tr>
<tr><td>0</td><td>No external SD: “0”</td></tr>
<tr><td>1</td><td>With external SD: “1”</td></tr>
</table>
</td></tr>
<tr><td>USB_STATUS</td><td>
➢ Displays the status of external USB storage of the human-machine:
<table>
<tr><th>Status Value</th><th>Results</th></tr>
<tr><td>0</td><td>No external USB: “0”</td></tr>
<tr><td>1</td><td>With external USB: “1”</td></tr>
</table>
</td></tr>
</table>

Internal Parameters **Table 3-4-1 Internal Parameters**	
FW_VERSION1	 ➢ It displays the main version number of HMI firmware. ➢ When setting up this parameter, please set the format as Hexadecimal. 
FW_VERSION2	➢ It displays the sub-version number of HMI firmware. ➢ When setting up this parameter, please set the format as Hexadecimal.

Internal Parameters

Table 3-4-1 Internal Parameters

	 ➢ It will display the corresponding sub-version number according to the series of HMI (B or HMC). See the figure below. The value of FW_VERSION2 shows 62 if it is B series. 74 is for HMC series. 
ALARM_COUNT	➢ It displays current alarm counts, including the triggering one and the ones that were cancelled. ➢ This function is used to remind users when the alarm reaches the max to save alarm counts, users can export the alarm so as to avoid the alarm data that saved earlier is removed.

Internal Parameters **Table 3-4-1 Internal Parameters**	
	
NET_STATUS1 / NET_STATUS2	➢ It can show if HMI is connected to the Net. ➢ Two Protocol connections are supported. One Protocol can have 16 connections (e.g. Delta_TCP/IP can have 16 connects at the same time). Thus, each NET_STATUS represents 16 connections. ➢ According to the EthernetLink device number in sequence, if it is connected, it displays 1; if not, it displays 0. ➢ When setting up this parameter, please set the format as Binary. 

Chapter 4 Control and Status Blocks

The Delta HMI provides both the command and status blocks for users to run or monitor part of the execution or status of system actions in the DOPSoft. Users can set the control the address of the command and status blocks from [Options]→[Configuration…]→[Control Block].

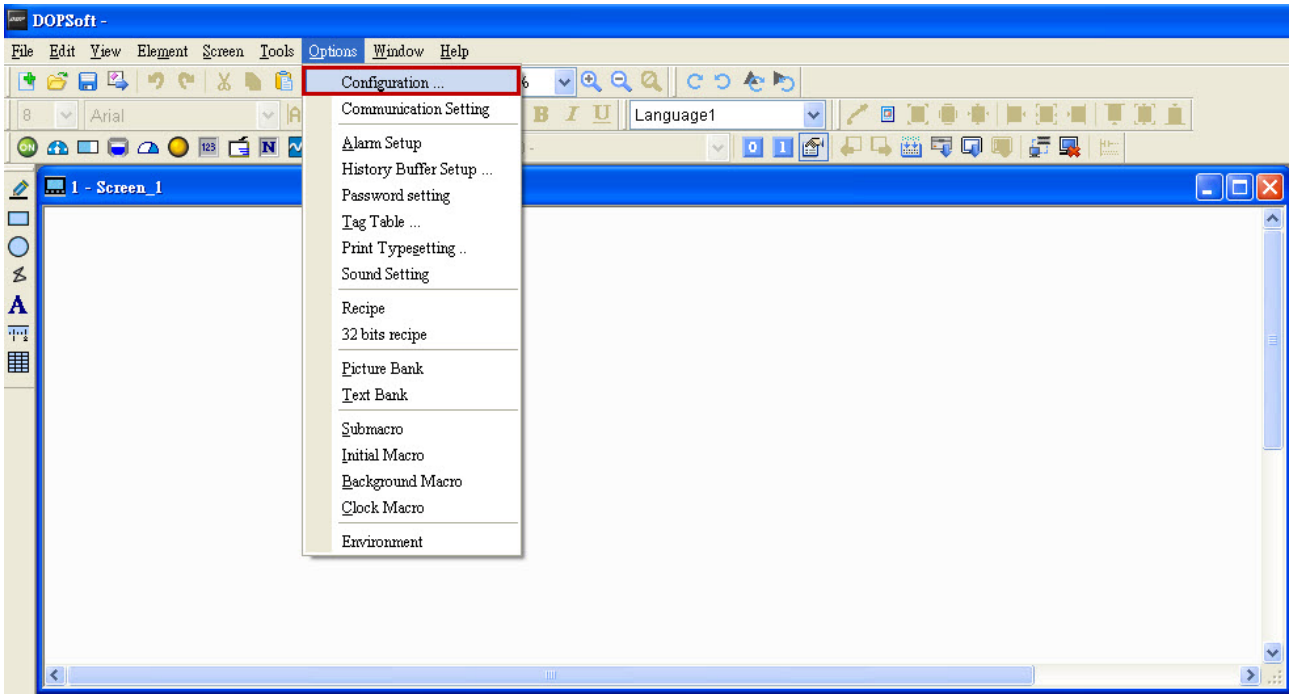


Figure 4-1-1 Configuration

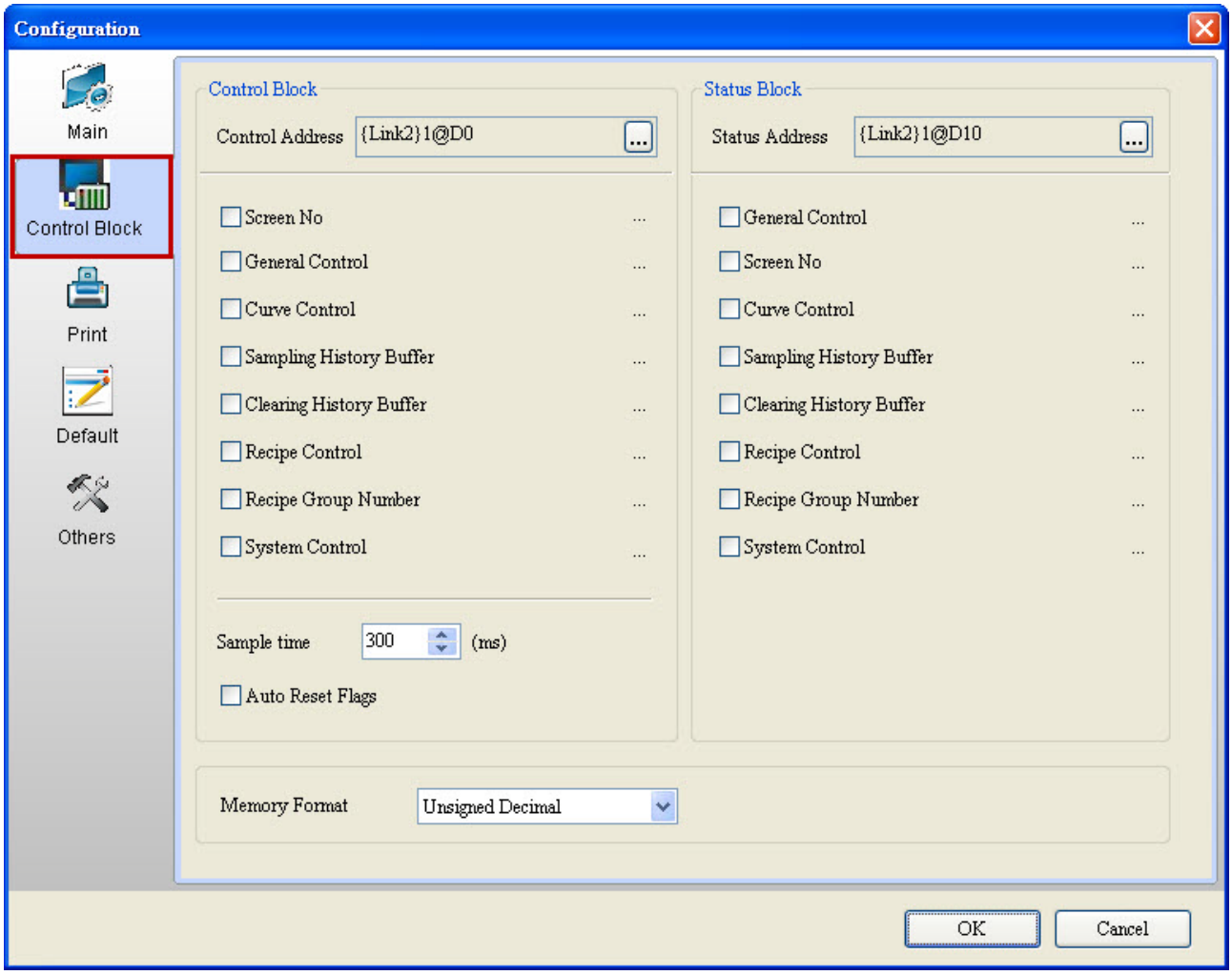


Figure 4-1-2 Control and Status Blocks

With a layout different from that of conventional screen editors, the DOPSoft allows users to customize their control and status blocks by selecting the required features. Take the control block for example, by selecting the [Screen No] and [Recipe Group Number] features, the layout of the control block will be automatically sorted by continuous address and will open and change the applications of the screen and recipe group number features, as shown in Figure 4-1-3.

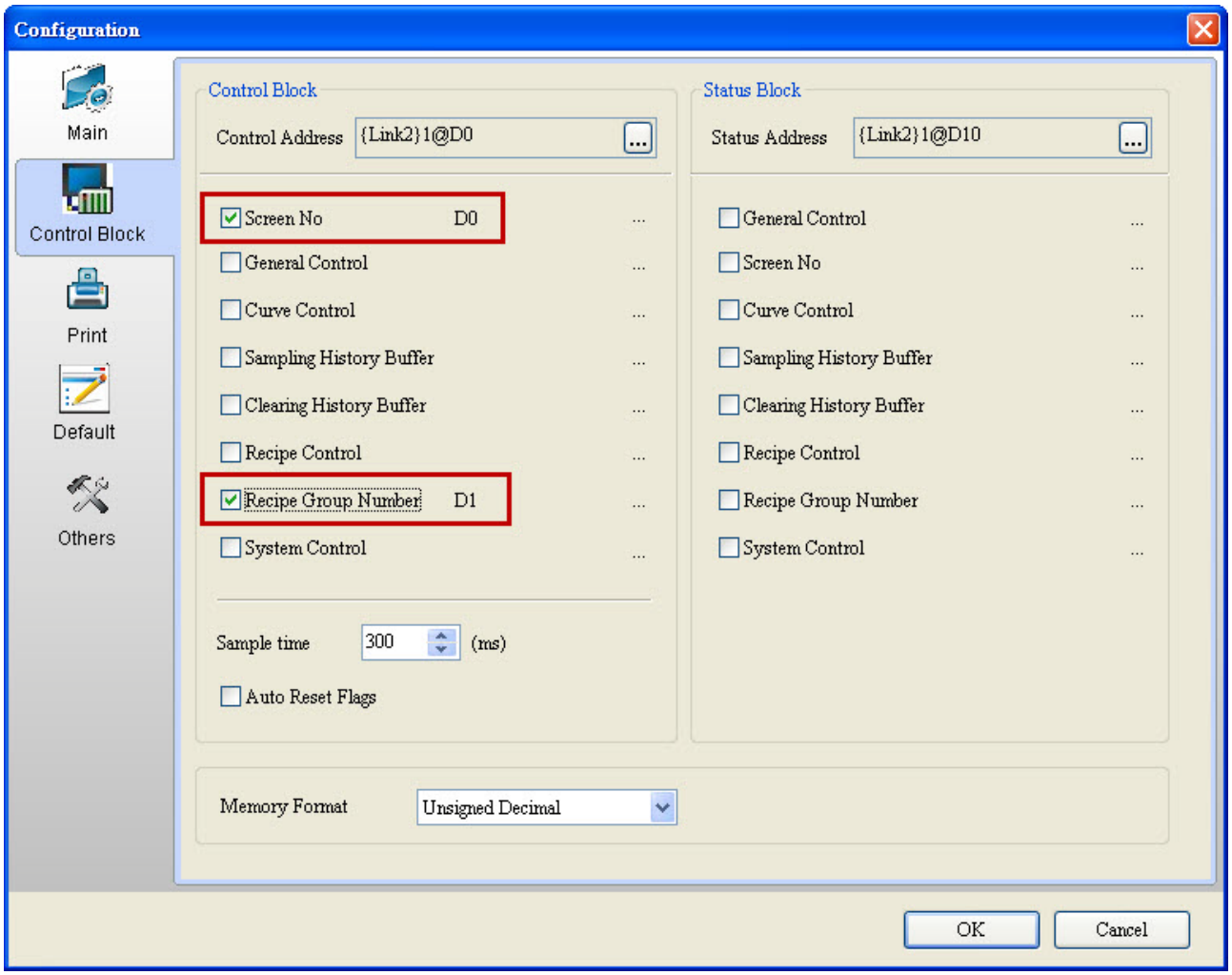


Figure 4-1-3 Description of the control block layout of the DOPSoft

If another feature is selected, such as the [General Control], the address will be sorted in ascending order to form the continuous memory layout as shown in Figure 4-1-4.

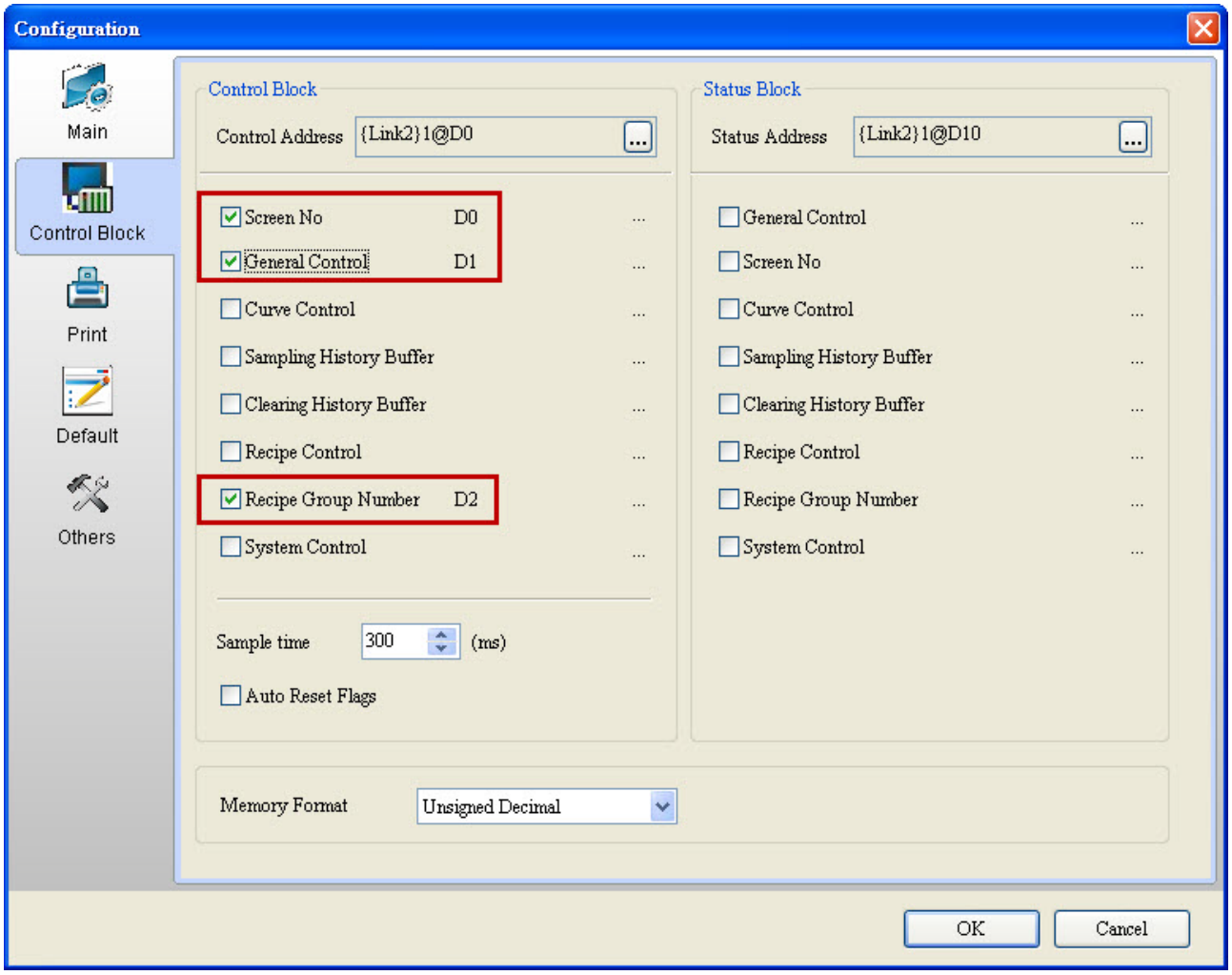
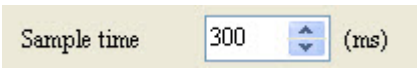


Figure 4-1-4 Description of the control block layout of the DOPSoft.

◆ Sample Time

This feature allows users to flexibly control the sampling time. The default is 300ms. This means the system will take a sample at every 300ms. The sample time range is 200ms-1000ms.



◆ Auto Reset Flags

Users wishing to use the same feature repeatedly in the control block should set the flag of this feature to OFF before re-activate the feature. With the “Auto Reset Flags” function, the HMI can automatically reset flags.

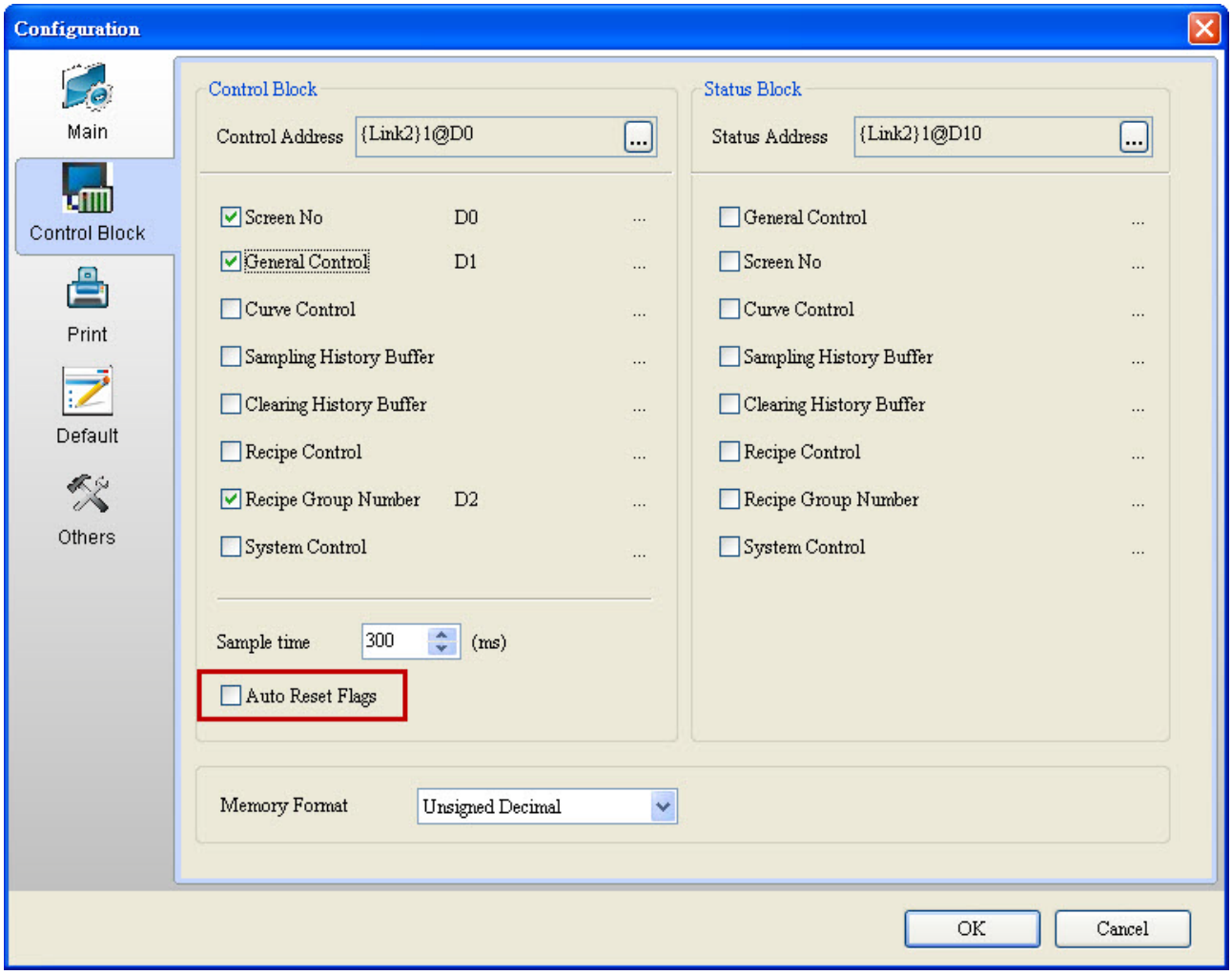


Figure 4-1-5 Auto Reset Flags

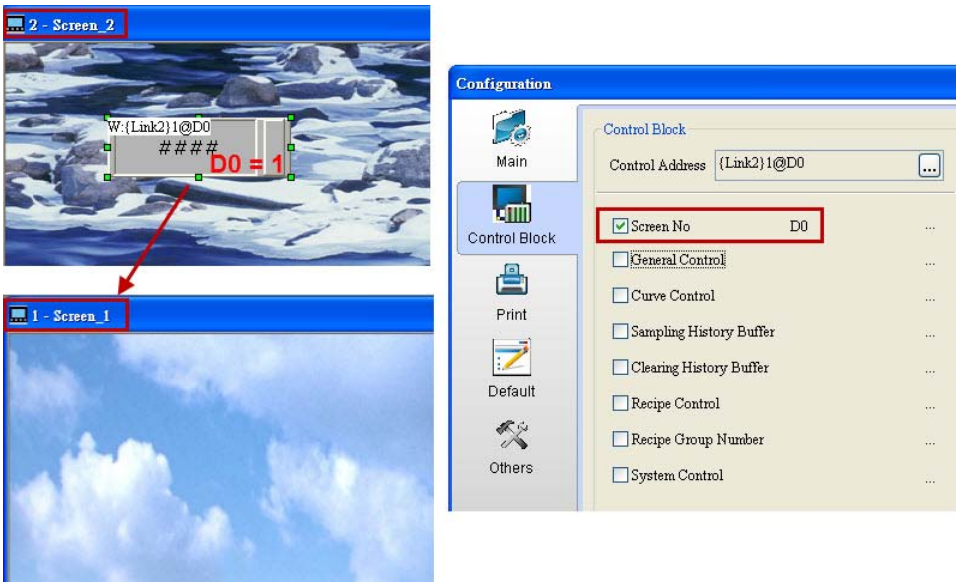
4-1 Control Block

Users can define the controller or the address of registers at a particular section in the control block set by the HMI. This way, users can operate the HMI actions by setting the control block. These actions include screen change, backlight off, user security level setup, sampling or clearing the curve and history buffer, recipe control, multi-language settings, and printing. The control block is a word-based continuous data block.

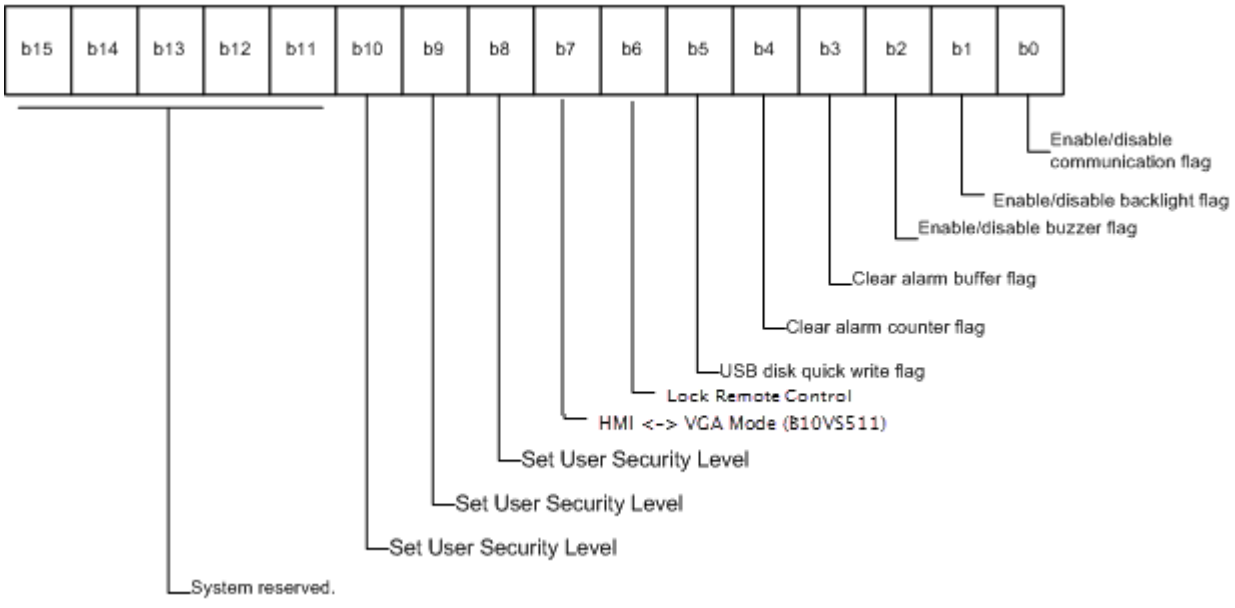
Control Block Register	Controller Register		Internal Memory	
	Register (D)	Demo Address	Register ($)	Demo Address
Screen No.	**D**n	**D**0	**$**n	**$**15
General Control	**D**n+1	**D**1	**$**n+1	**$**16
Curve Control	**D**n+2	**D**2	**$**n+2	**$**17
Sampling History Buffer	**D**n+3	**D**3	**$**n+3	**$**18
Clearing History Buffer	**D**n+4	**D**4	**$**n+4	**$**19
Recipe Control	**D**n+5	**D**5	**$**n+5	**$**20
Recipe Group Number	**D**n+6	**D**6	**$**n+6	**$**21
System Control Flag	**D**n+7	**D**7	**$**n+7	**$**22

Table 4-1-1 Control Block Register Type

◆ Screen Number Register

Screen Number Register Table 4-1-2 Control Block Screen Number Register	
Screen Nos. b0 to b15.	➢ Write the designated screen number to the register, and the HMI will immediately jump to that screen. ➢ As shown in the following example, by inputting the device number “D0” and the value “1” (D0=1), the HMI will jump to page 1. 

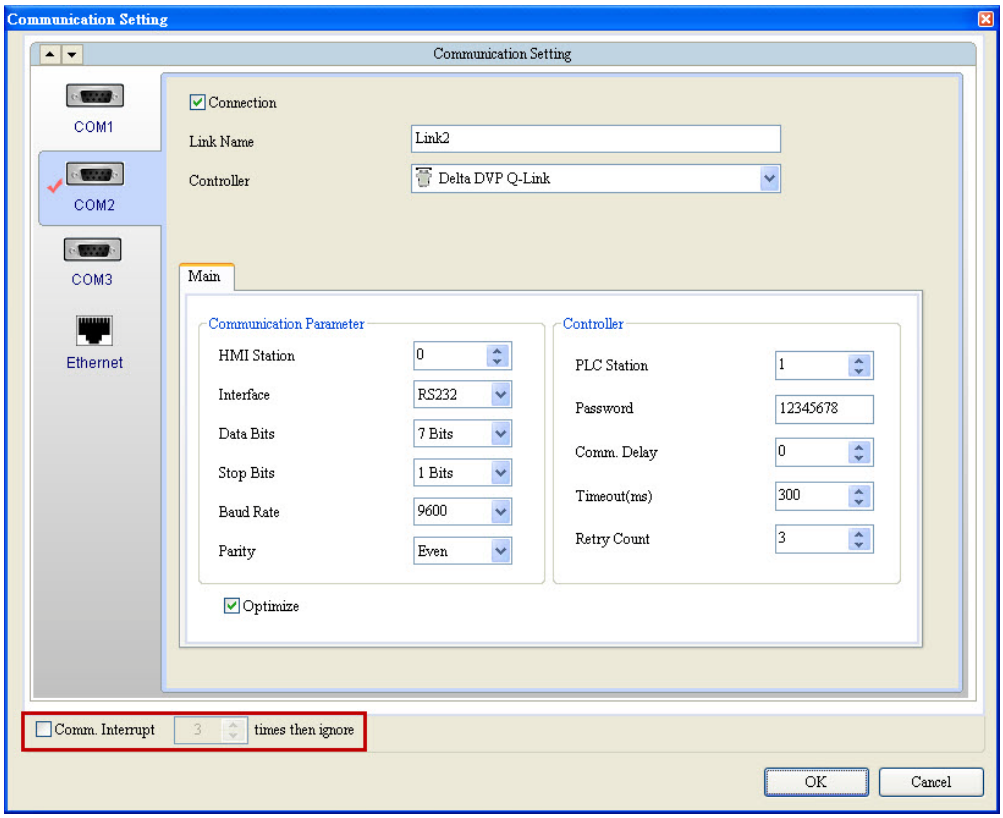
◆ Control Block—General Control Registers

General Control Registers Table 4-1-3 Control Block—General Control Registers


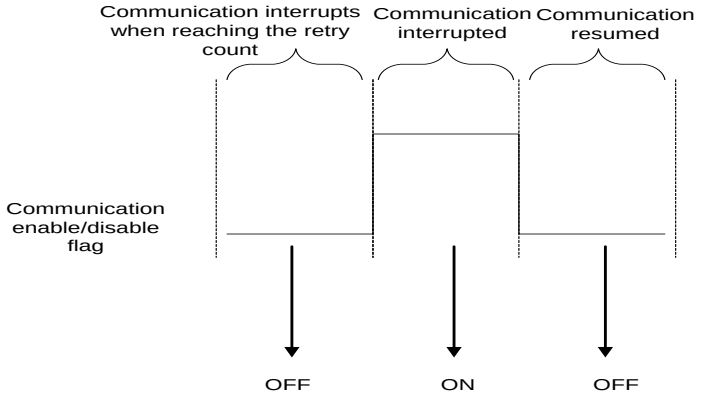
General Control Registers

Table 4-1-3 Control Block—General Control Registers

b0: Enable/disable communication	➢ Enables/disables the communication of the HMI. When using the enable/disable flag of this communication, users should select “Comm. Interrupt XXX times then ignore” and input the retry count from [Options]→[Communication Setting].

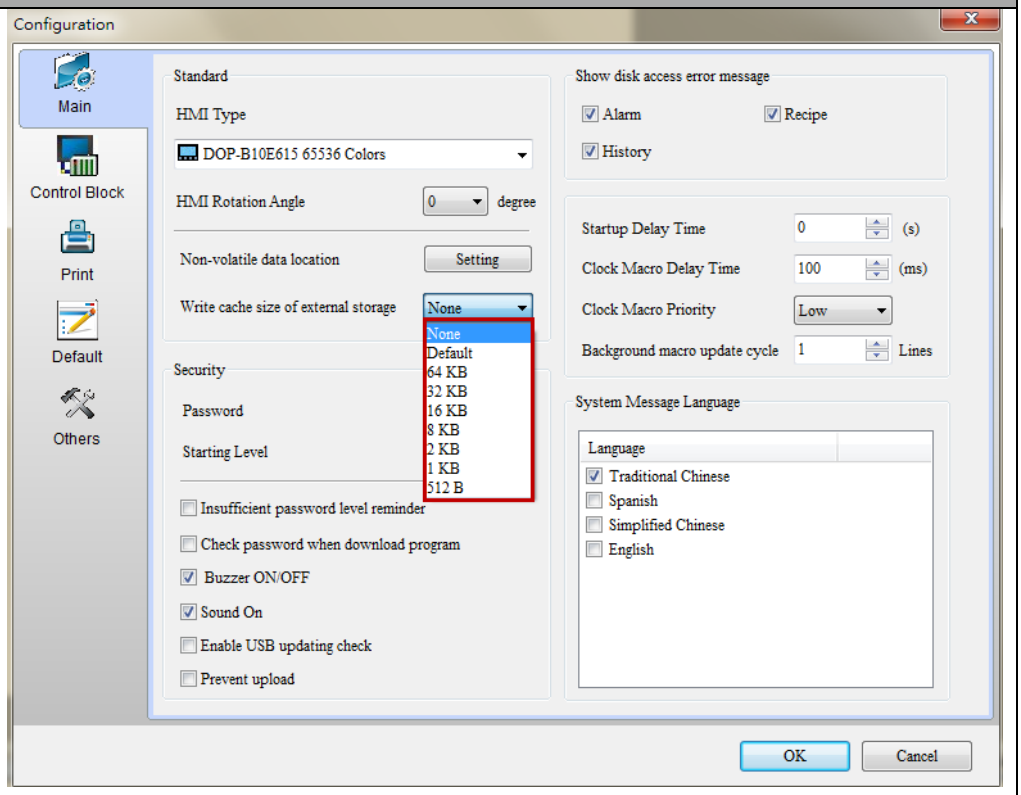


➢ In the communication between the HMI and the controller, when the communication reaches the set retry count, the HMI will interrupt the communication with the controller and set the flag to ON. At the same time, the communication will be interrupted and the communication error message box will not pop up (the communication between the HMI and other controllers will not be affected). Users can reset this flag to reactivate the communication between the HMI and the controller.



➢ This flag can only be used to resume communication after it is interrupted automatically and cannot be used to set the flag to ON

General Control Registers Table 4-1-3 Control Block—General Control Registers	
	to directly interrupt the communication between the HMI and controller. If it is necessary to manually disable or enable the communication between the HMI and controller, run the STATIONON/STATIONOFF macro commands. ➢ This flag is not applicable to “Auto Reset Flags”.
b1 - Enable/disable backlight	➢ Enables/disables HMI backlight. When the flag is ON, the HMI backlight is disabled. When the flag is OFF, the HMI backlight is enabled. ➢ This flag is not applicable to “Auto Reset Flags”.
b2 – Enable/disable buzzer	➢ Enables/disables HMI buzzer. When the flag is ON, the HMI buzzer is disabled. When the flag is OFF, the HMI buzzer is enabled. ➢ This flag is not applicable to “Auto Reset Flags”.
b3 – Clear alarm buffer	➢ Clears data in the HMI alarm buffer. If the flag is ON, the data in the alarm buffer will be cleared. Users must set the flag to OFF to reactive buffer before reusing it.
b4 – Clear alarm counter	➢ Clears data in the HMI alarm counter. If the flag is ON, the data in the alarm counter will be cleared. Users must set the flag to OFF to reactive buffer before reusing it.
b5 – USB Disk Quick Write	To quickly update data in the HMI cache to the USB disk. If the alarm, history or recipe is activated, and the USB disk is held, the HMI will update the cache data to the USB disk concurrently. Users must set the flag to OFF to reactive buffer before reusing it. ➢ The HMI will first store in the cache the data written to the USB disk. When the data do not each the default volume (as shown in the figure below), data in the cache will not be written to the USB disk, in order to prevent USB disk damage as a result of continuous writing. Part of the data will be lost when the data volume is smaller than the buffer capacity or there is an unexpected power interruption. To prevent this, users can force the system to activate this flag to write data to the USB disk to maintain data existence.

General Control Registers Table 4-1-3 Control Block—General Control Registers	
	
b6 – Lock Remote Control	➢ Enable/disble control can be operated eRemote. When the flag is ON, the eRemote could not be operated. When the flag is OFF, the eRemote could be operated. ➢ This flag is not applicable to “Auto Reset Flags”.
b7 – HMI <-> VGA Mode (B10VS511)	➢ This bit is only for DOP-B10VS511. ➢ When users trigger this bit in B10VS511, it could switch HMI to VGA mode. After into VGA mode, users just connect DMV with B10VS511 to use DMV. ➢ This flag is not applicable to “Auto Reset Flags”.

General Control Registers

Table 4-1-3 Control Block—General Control Registers

b8, b9, b10 – Set User Security Level

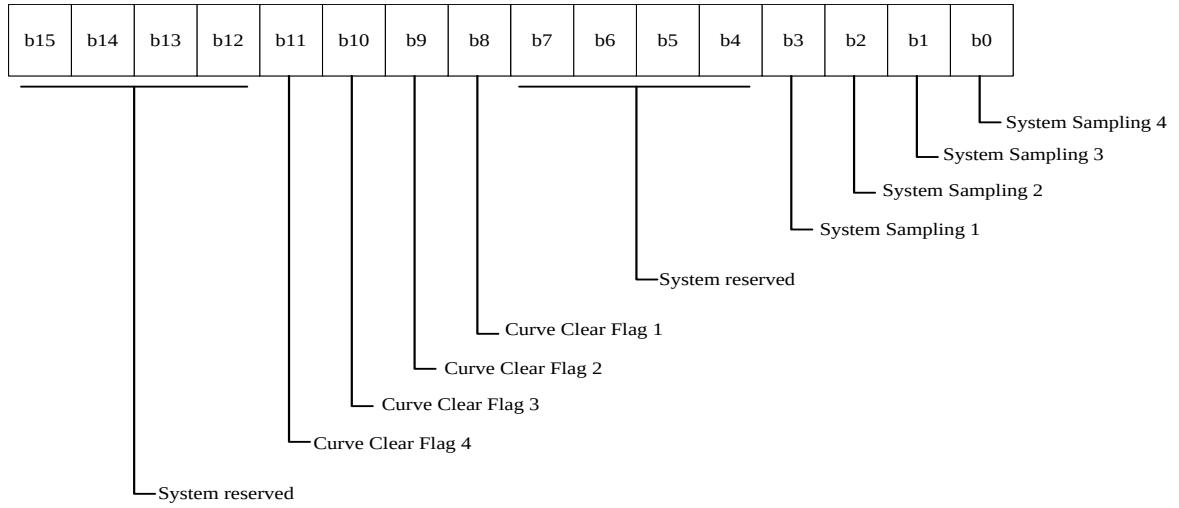
- Users can change the present security level of HMI users by activating the flag of Bits 8-10 provided by general control registers. The internal security level of the HMI includes:
  (1) Privilege 0-7: From the lowest to the highest;
  (2) Supreme Privilege: No need of control by these three flags.
- Users can set privilege 0-7 with these three flags as shown below:

Security Level	Flag Control		
	Bit 10	Bit 9	Bit 8
Security Level 0	0	0	0
Security Level 1	0	0	1
Security Level 2	0	1	0
Security Level 3	0	1	1
Security Level 4	1	0	0
Security Level 5	1	0	1
Security Level 6	1	1	0
Security Level 7	1	1	1

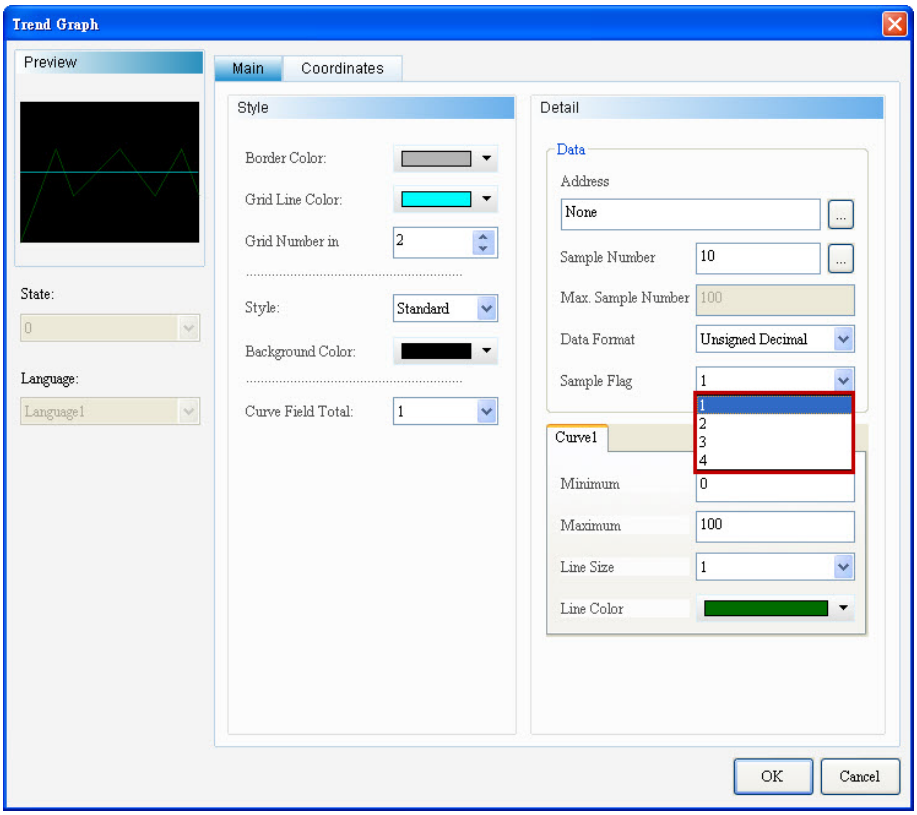
◆ Curve Control Register

Curve Control Register

Table 4-1-4 Control Block—Curve Control Register

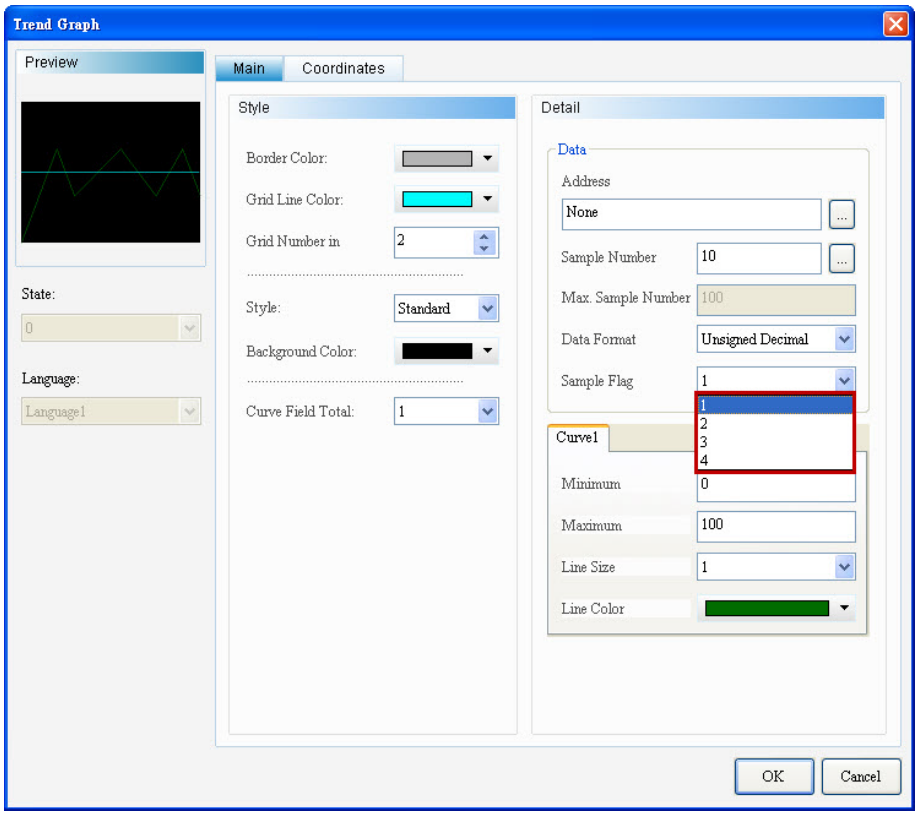


b0 ~ b3 – Curve Sampling Flags (1 ~ 4)	➢ The DOPSoft provides four curve sampling flags. Curves include the general curve and X-Y curve. The curve drawing action is controlled by the curve sampling flags. ➢ If these flags are ON, the corresponding curve elements will sample and draw the curve on the elements. Turn these flags OFF and reactivate them to use this function repeatedly. ➢ The sampling flag 1 of the curve element should correspond to the curve sampling flag 1, sampling flag 2 of the curve element to the curve sampling flag 2, etc.

Curve Control Register Table 4-1-4 Control Block—Curve Control Register	
	
b8 ~ b11 – Curve Clearing Flags (1 ~ 4)	➢ The DOPSoft provides four curve clearing flags. Curves include the general curve and X-Y curve. The curve clearing action is controlled by the curve sampling flags. ➢ If these flags are ON, the corresponding curve elements will clear the curve on the elements. Turn these flags OFF and reactivate them to use this function repeatedly. ➢ The sampling flag 1 of the curve element should correspond to the curve clearing flag 1, sampling flag 2 of the curve element to the curve clearing flag 2, etc.

Curve Control Register

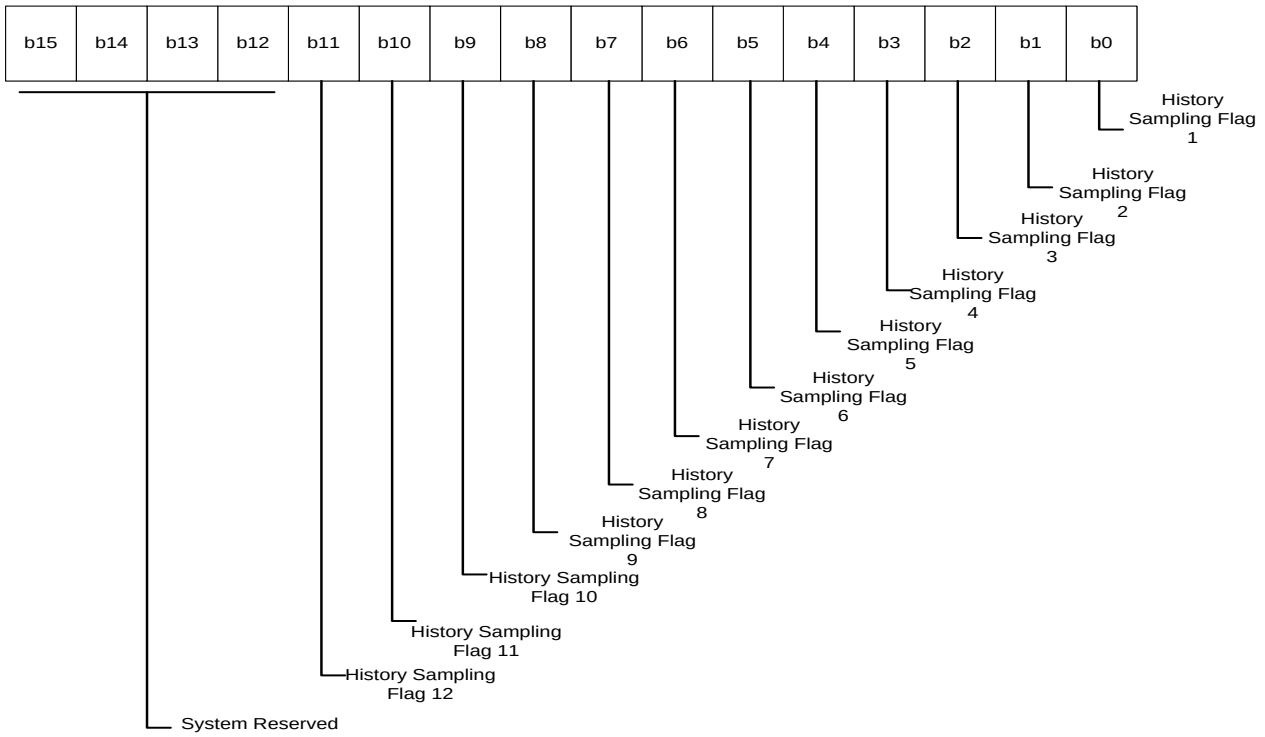
Table 4-1-4 Control Block—Curve Control Register



◆ History Sampling Register

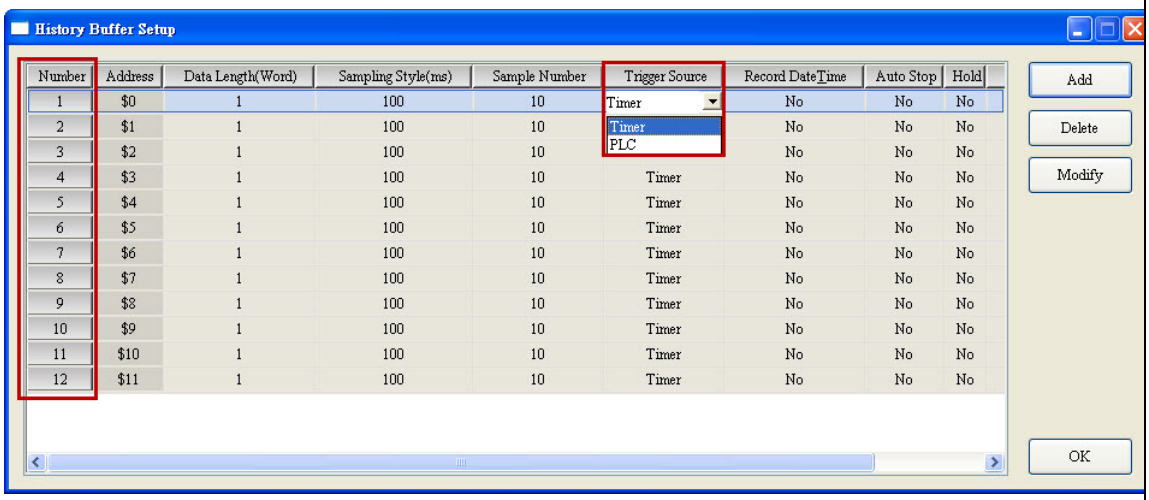
History Sampling Register

Table 4-1-5 Control Block—History Control Register



b0 ~ b11 – History Sampling Flags (1~12)

- It can record up to 12 sets of history data, and each set of history data corresponds to a history sampling flag. History can be activated by the [Timer] or [PLC]; i.e. it is activated by the history sampling flag.

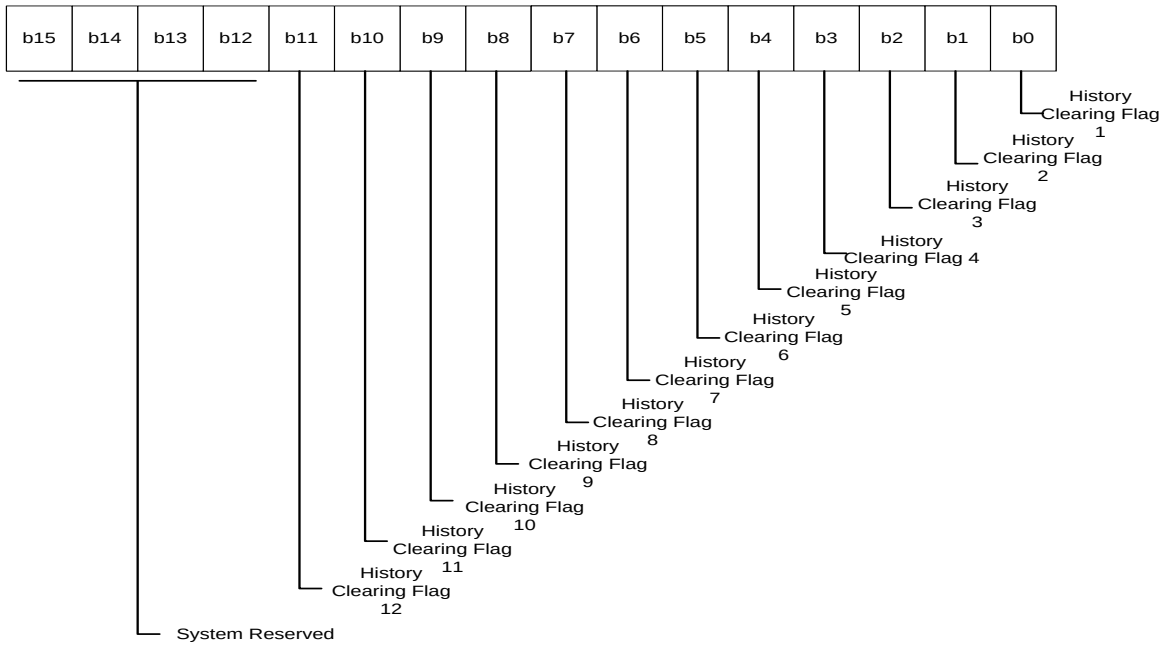


- Users can determine the sampling time by activating the history sampling flag. When the history sampling flag is ON, data are sampled once. Turn these flags off and reactivate them to use this function repeatedly.

◆ History Clearing Register

History Clearing Register

Table 4-1-6 Control Block-- History Clearing Register

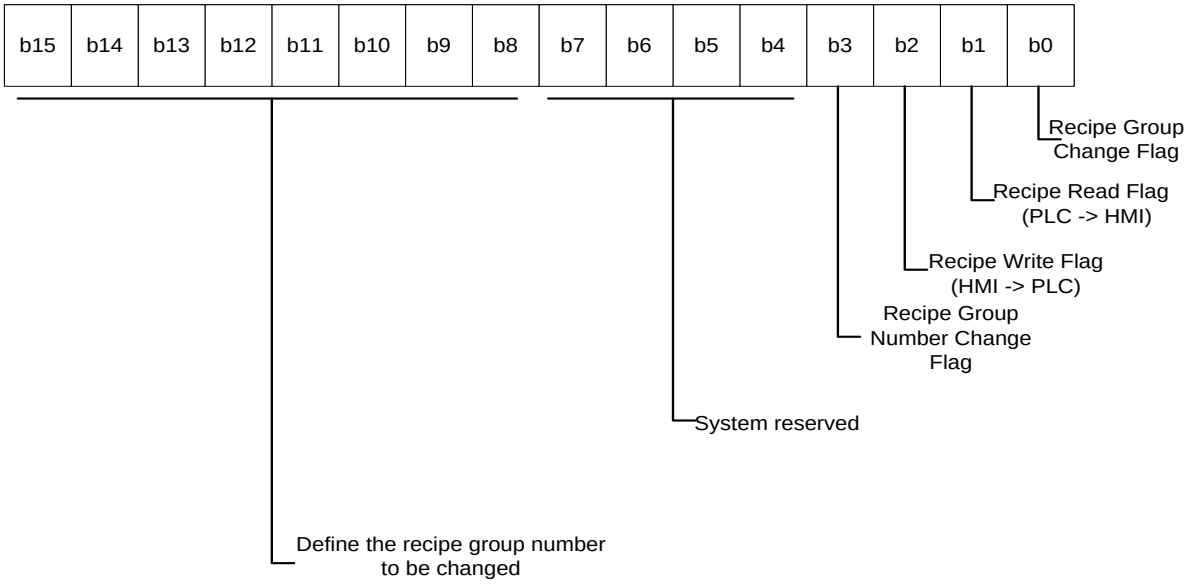


b0 ~ b11 – History Clearing Flags (1~12)	➢ Users can clear history data by activating the history clearing flag. When the history clearing flag is ON, history data are cleared. Turn these flags off and reactivate them to use this function repeatedly.

◆ Recipe Control Register

Recipe Control Register

Table 4-1-7 Control Block-- Recipe Control Register



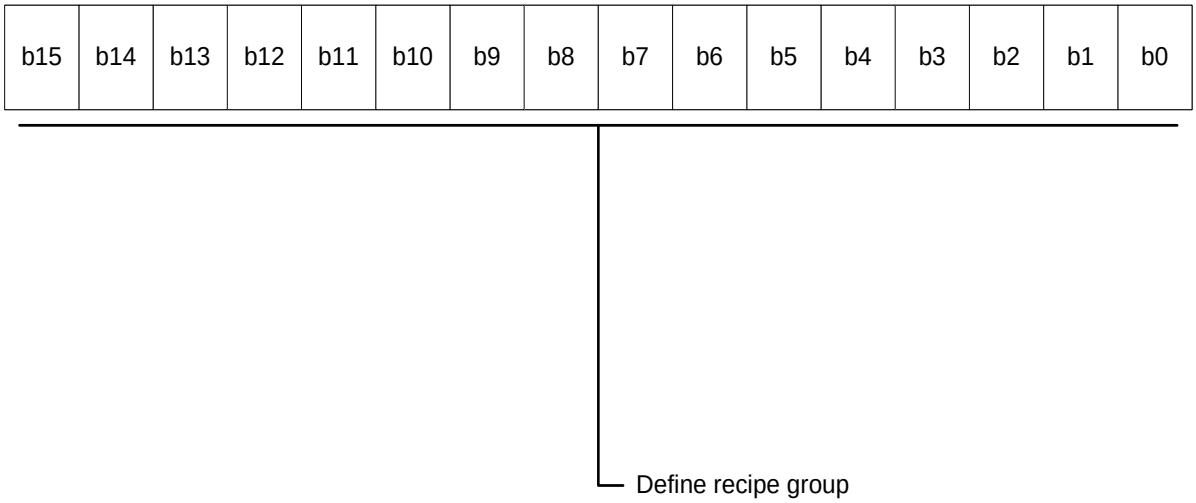
b0 – Recipe Group Number Change Flag	➢ For use on 16-bit recipes. ➢ Users can call or change a recipe group in two ways: (1) Change directly from the RCPNO of the HMI's internal register.  Value Input Element (2) Change with the recipe group change flag. ➢ Users wishing to change the HMI's recipe group number with this flag should write in the group control register (Table 4-1-18 Recipe Control Register) the recipe group to be changed before activating the recipe group change flag. ➢ When the recipe group change number flag is ON, the recipe group number will be change according to the number defined in the recipe group control register. Also, the RCPNO number in the internal register will be changed automatically. Turn the flag off and reactivate it to use this function repeatedly.
b1 – Recipe Read Flag (PLC →HMI)	➢ When the recipe read flag is ON, the HMI will read the recipe data in the controller and write in the recipe data register assigned. Turn the flag off and reactivate it to use this function

Recipe Control Register Table 4-1-7 Control Block-- Recipe Control Register	
	repeatedly.
b2 – Recipe Write Flag (HMI → PLC)	➢ When the recipe write flag is ON, the HMI will write the selected data in toe controller register. Turn the flag off and reactivate it to use this function repeatedly.
b3 – Recipe Group Change Flag	➢ For use on 32-bit recipes. ➢ Users can call or change a recipe group in two ways: (1) Change directly from the RCPG of the HMI's internal register.  Value Input Element (2) Change with the recipe group change flag. ➢ When the recipe group change flag is ON, the recipe group number will be change according to the number defined in the recipe group control register (b8 ~ b15). Also, the RCPG number in the internal register will be changed automatically. Turn the flag off and reactivate it to use this function repeatedly.
b8 ~ b15 – Define the number of the recipe groups to be changed	➢ Users can define the number of the recipe groups to be changed with the high bit groups Bits 8-15 from the recipe group control register. By activating the RCPG change flag, the HMI will change the number of the RCPG in the internal register, thus changing the recipe group.

◆ Recipe Group Control Register

Recipe Group Control Register

Table 4-1-8 Control Block-- Recipe Group Control Register

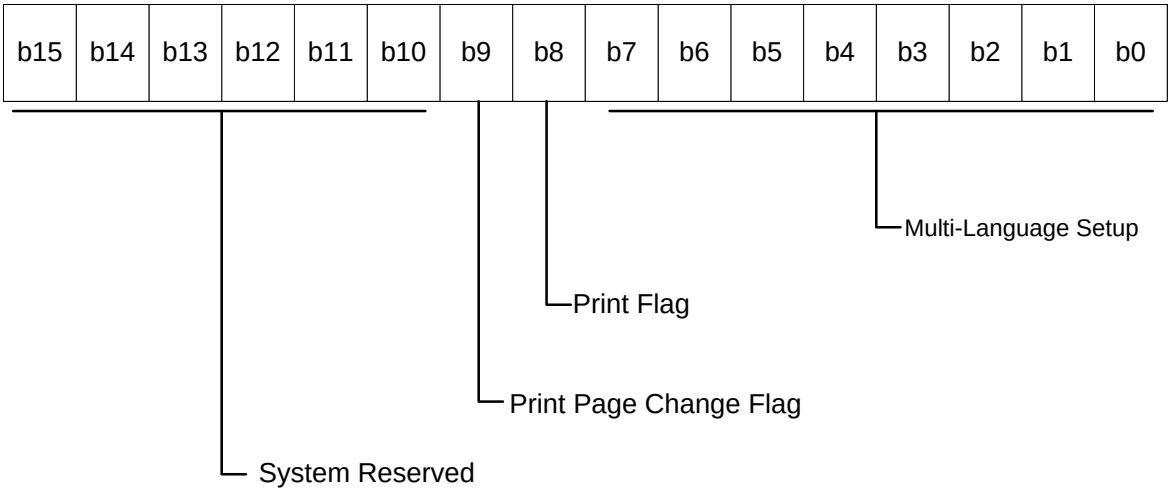


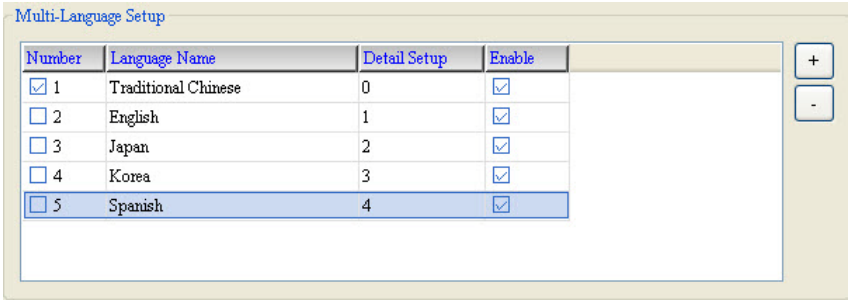
b0 ~ b15 – Define Recipe Group	➢ Users can define the number of the recipe group to be changed from the recipe group control register. By activating the recipe group change flag (Table 4-1-7 Recipe Control Register b0), the HMI will automatically change the RCPNO in the internal register, thus changing the recipe group.

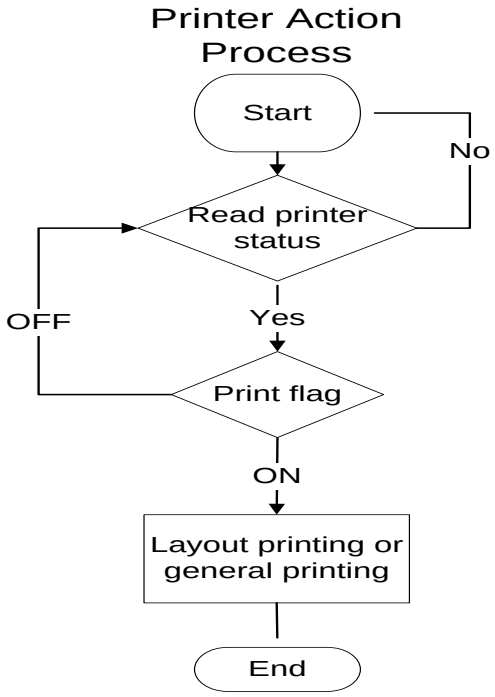
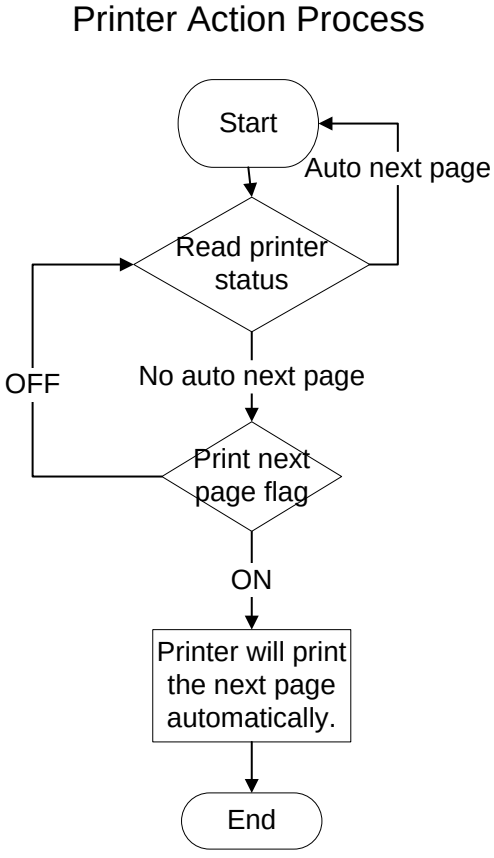
◆ System Control Flag Register

System Control Flag Register

Table 4-1-9 Control Block-- System Control Flag Register



b0 ~ b7 – Multi-language Setup	➢ Supports 16 languages. Users can change a language with the multi-language setup. Users can change a language from [Options]→ [Configuration...]→ [Others], as shown below. 
b8 – Print Flag	➢ The DOPSoft provides to printing options: (1) Print general screen (hard copy); (2) Screen layout. ➢ Please note that only one option can be used, and the screen layout mode is prioritized. ➢ When the print flag is ON, the printing task will be run according to the selected mode: print general screen or print screen layout. When the flag is OFF, the printer is idled

System Control Flag Register Table 4-1-9 Control Block-- System Control Flag Register	
	
b9 – Print Next Page Flag	➢ When the print next page flag is ON, the printer will automatically eject paper and turn to the next page. When the flag is OFF, the printer is idled. 

4-2 Status Block

The status block planned for the HMI allows users to define the address of the controllers or internal registers of the HMI. By configuring the status block, users can view the present status of the HMI, such as present screen number, present user security level, curves and history status, and the status of recipe control, multi-language, printing, etc. The status block is also a world-based continuous data block.

NOTE:

- ✓ If no control block is configured, the status block will be inactive. Also, the addresses in the control block and the status block cannot be the same.

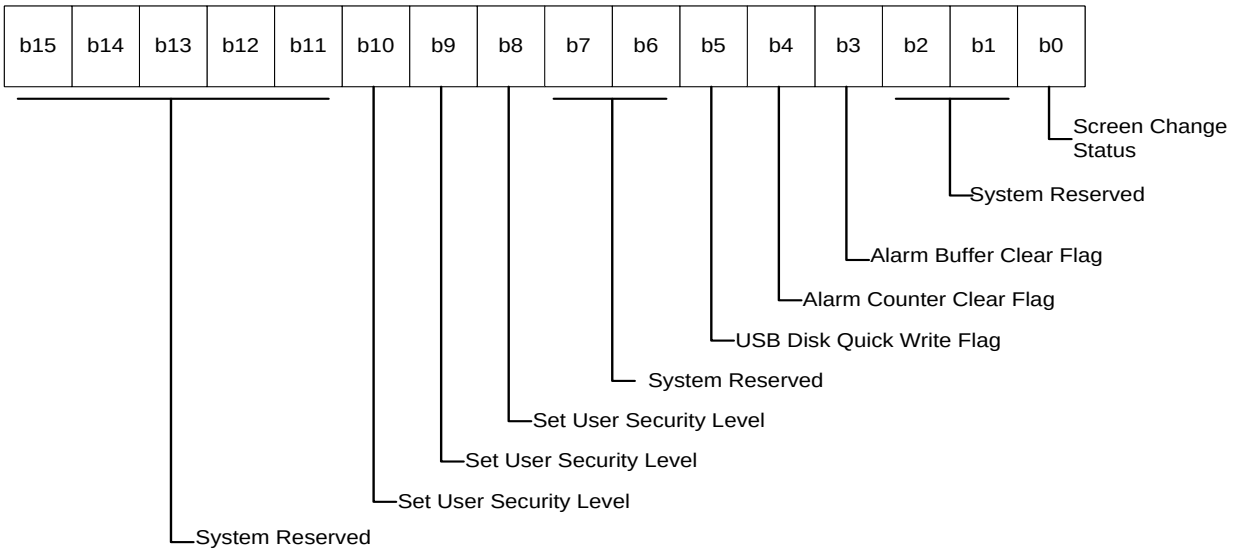
Status Block Register Types	Controller Register		Internal Memory	
	Register (D)	Demo Address	Register ($)	Demo Address
General Control Status	**D**n	**D**10	**$**n	**$**25
Screen Number Status	**D**n+1	**D**11	**$**n+1	**$**26
Curve Control Status	**D**n+2	**D**12	**$**n+2	**$**27
History Sampling Status	**D**n+3	**D**13	**$**n+3	**$**28
History Clearing Status	**D**n+4	**D**14	**$**n+4	**$**29
Recipe Control Status	**D**n+5	**D**15	**$**n+5	**$**30
Recipe Group Control Status	**D**n+6	**D**16	**$**n+6	**$**31
System Control Flag Status	**D**n+7	**D**17	**$**n+7	**$**32

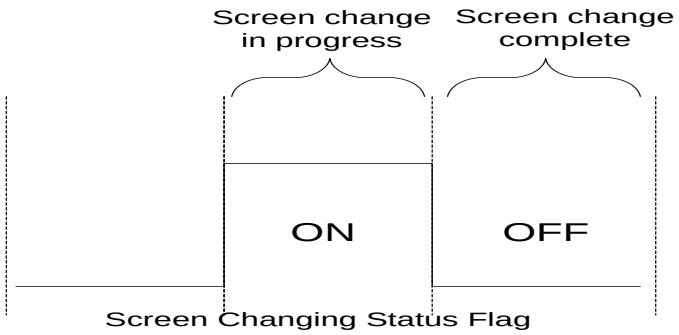
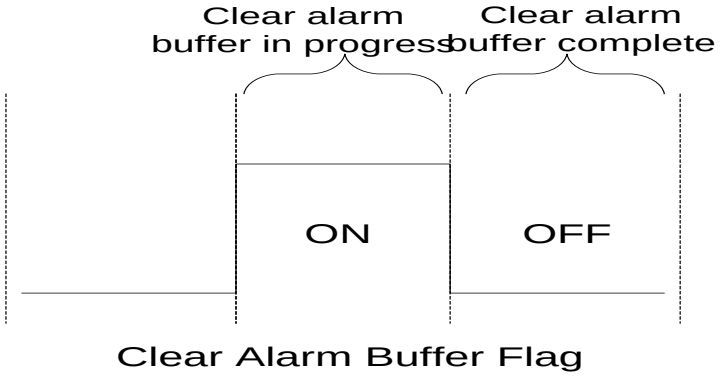
Table F4-2-1 Status Block Register Types

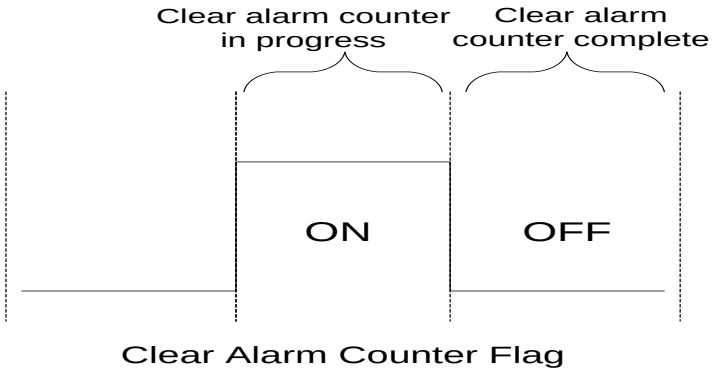
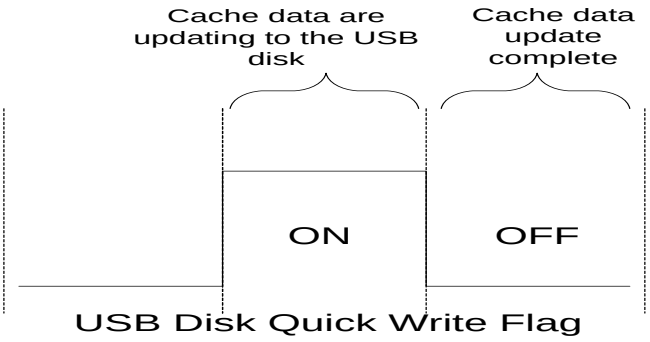
◆ General Control Status Register

General Control Status Register

Table 4-2-2 Status Block—General Control Status Registers



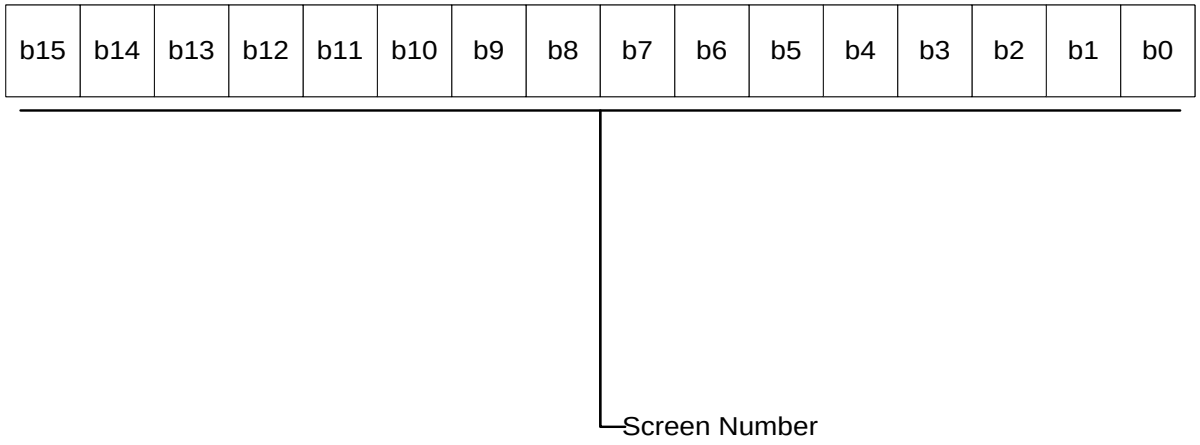
b0 – Screen Changing Status	➢ This flag is ON when screen change is in progress. ➢ This flag is OFF when screen change is completed. 
b3 – Clear Alarm Buffer	➢ This flag is ON when clear alarm buffer is in progress. ➢ This flag is OFF when clear alarm buffer is completed. 
b4 – Clear	➢ This flag is ON when clear alarm counter is in progress.

<table>
<tr><th colspan="2">General Control Status Register
Table 4-2-2 Status Block—General Control Status Registers</th></tr>
<tr><td>Alarm Counter</td><td>➢ This flag is OFF when clear alarm counter is completed.
 
</td></tr>
<tr><td>b5 – USB Disk Quick Write</td><td>➢ This flag is ON when HMI cache data are updating to the USB disk.
➢ This flag is OFF when data update is completed.
 
</td></tr>
<tr><td>b8 ~ b10 – Set User Security Level</td><td>➢ From Bits 8-10, we can find out the security level of present HMI operators.
<table>
<tr><th rowspan="2">Security Level</th><th colspan="3">Flag Control</th></tr>
<tr><th>Bit 10</th><th>Bit 9</th><th>Bit 8</th></tr>
<tr><td>Security Level 0</td><td>0</td><td>0</td><td>0</td></tr>
<tr><td>Security Level 1</td><td>0</td><td>0</td><td>1</td></tr>
<tr><td>Security Level 2</td><td>0</td><td>1</td><td>0</td></tr>
<tr><td>Security Level 3</td><td>0</td><td>1</td><td>1</td></tr>
<tr><td>Security Level 4</td><td>1</td><td>0</td><td>0</td></tr>
<tr><td>Security Level 5</td><td>1</td><td>0</td><td>1</td></tr>
<tr><td>Security Level 6</td><td>1</td><td>1</td><td>0</td></tr>
<tr><td>Security Level 7</td><td>1</td><td>1</td><td>1</td></tr>
</table></td></tr>
</table>

◆ Screen Number Status Register

Screen Number Status Register

Table 4-2-3 Status Block—Screen Number Status Register

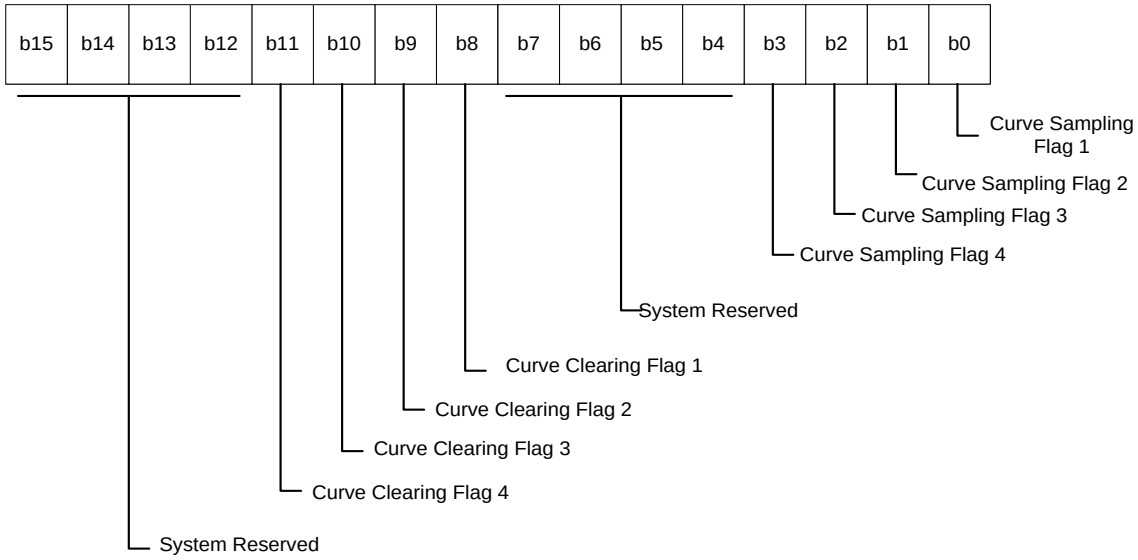


b0 ~ b15 – Screen Number Status	➢ Users can check the number of the last opened screen with this status register.

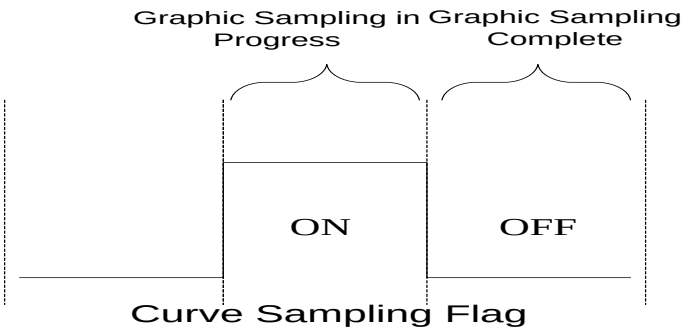
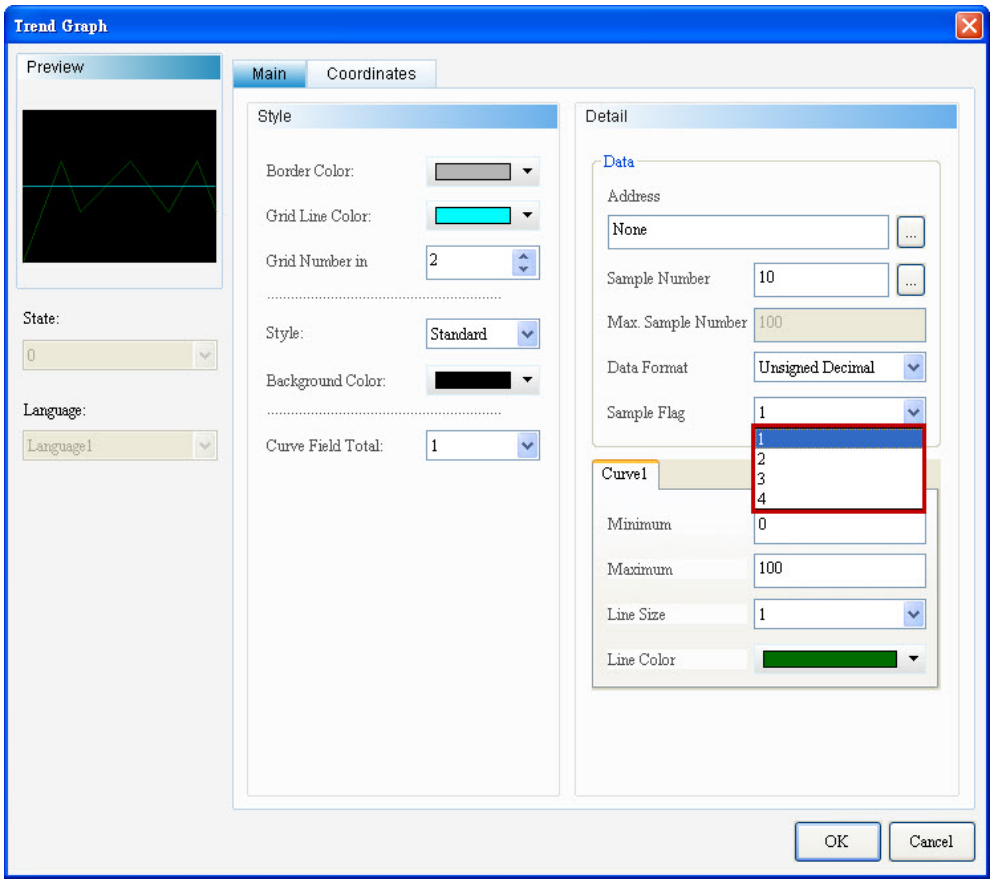
◆ Curve Control Status Stratus

Curve Control Status Stratus

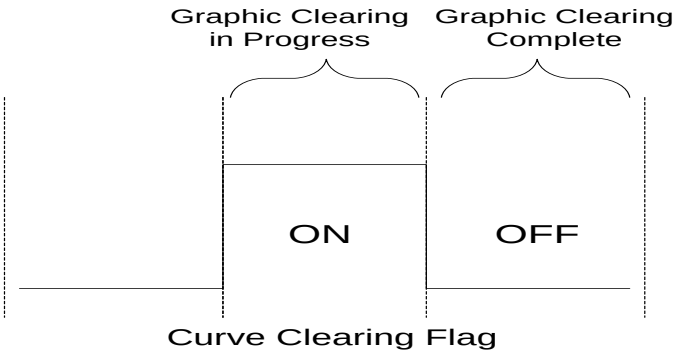
Table 4-2-4 Status Block-- Curve Control Status Stratus



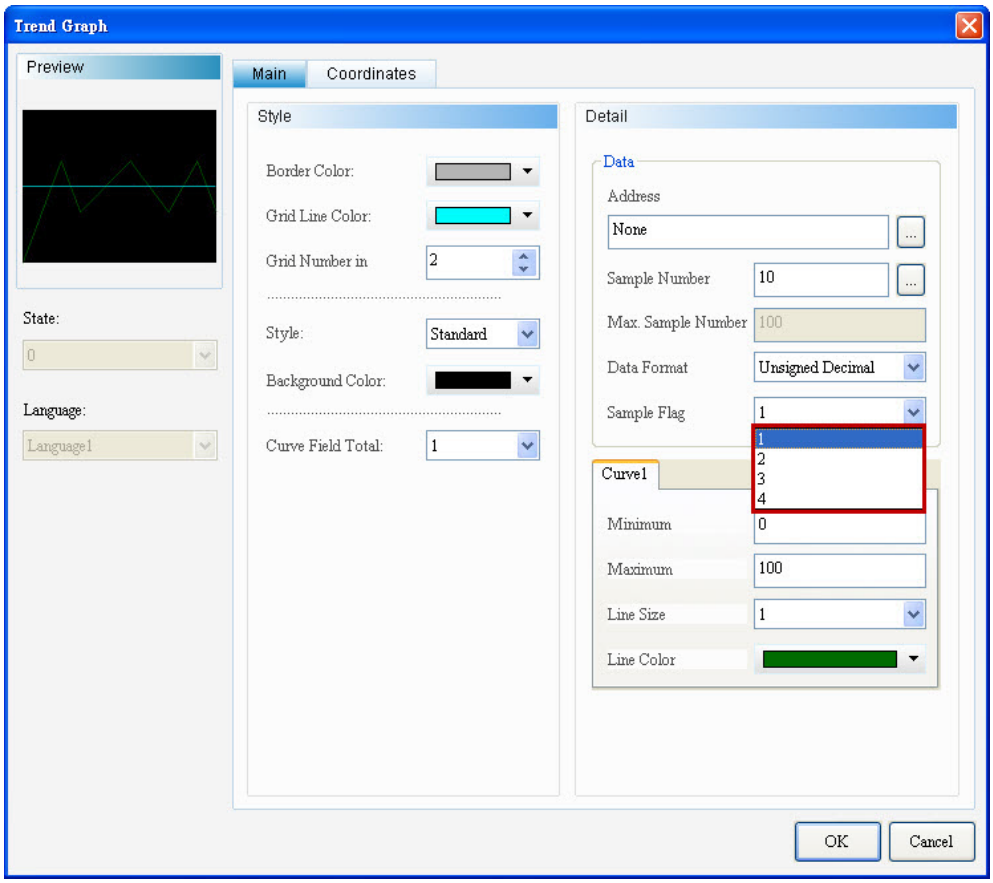
b0 ~ b3 – Curve Sampling Status Flags (1~4)	➢ The corresponding curve sampling status flag is ON when the element of general or X-Y curves samples data. The flag is OFF immediately after data sampling.

Curve Control Status Stratus Table 4-2-4 Status Block-- Curve Control Status Stratus	
	 ➢ The sampling flag 1 of the curve element should correspond to the curve sampling flag 1, sampling flag 2 of the curve element to the curve sampling flag 2, etc. 
b8 ~ b11 – Curve Clearing Status Flags (1~4)	➢ When the element of general or X-Y curves clears data, the corresponding curve sampling status flag is ON. The flag is OFF immediately after data clearing.

Curve Control Status Stratus Table 4-2-4 Status Block-- Curve Control Status Stratus	



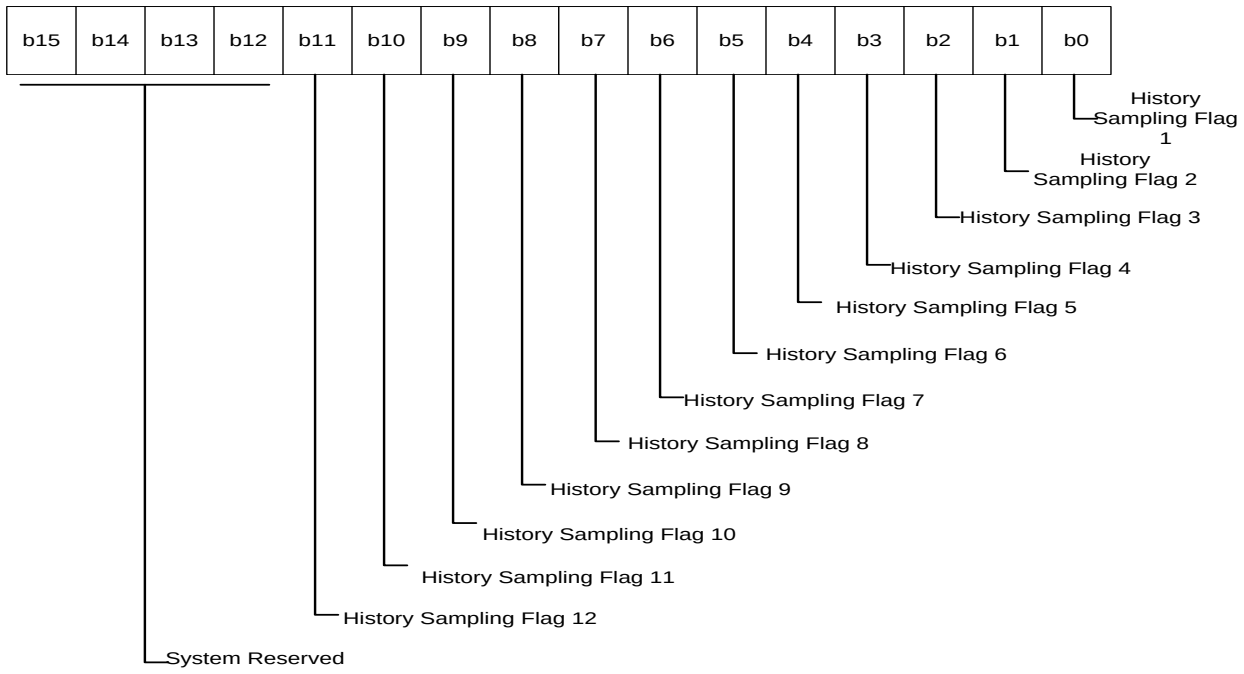
- The clearing flag 1 of the curve element should correspond to the curve clearing flag 1, clearing flag 2 of the curve element to the curve clearing flag 2, etc.

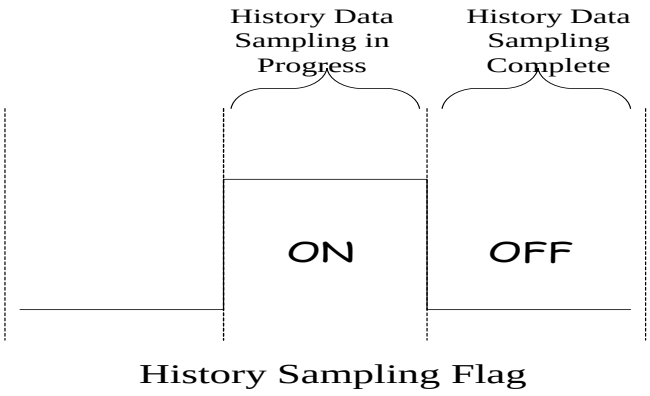


◆ History Sampling Status Register

History Sampling Status Register

Table 4-2-5 Status Block—History Sampling Status Register

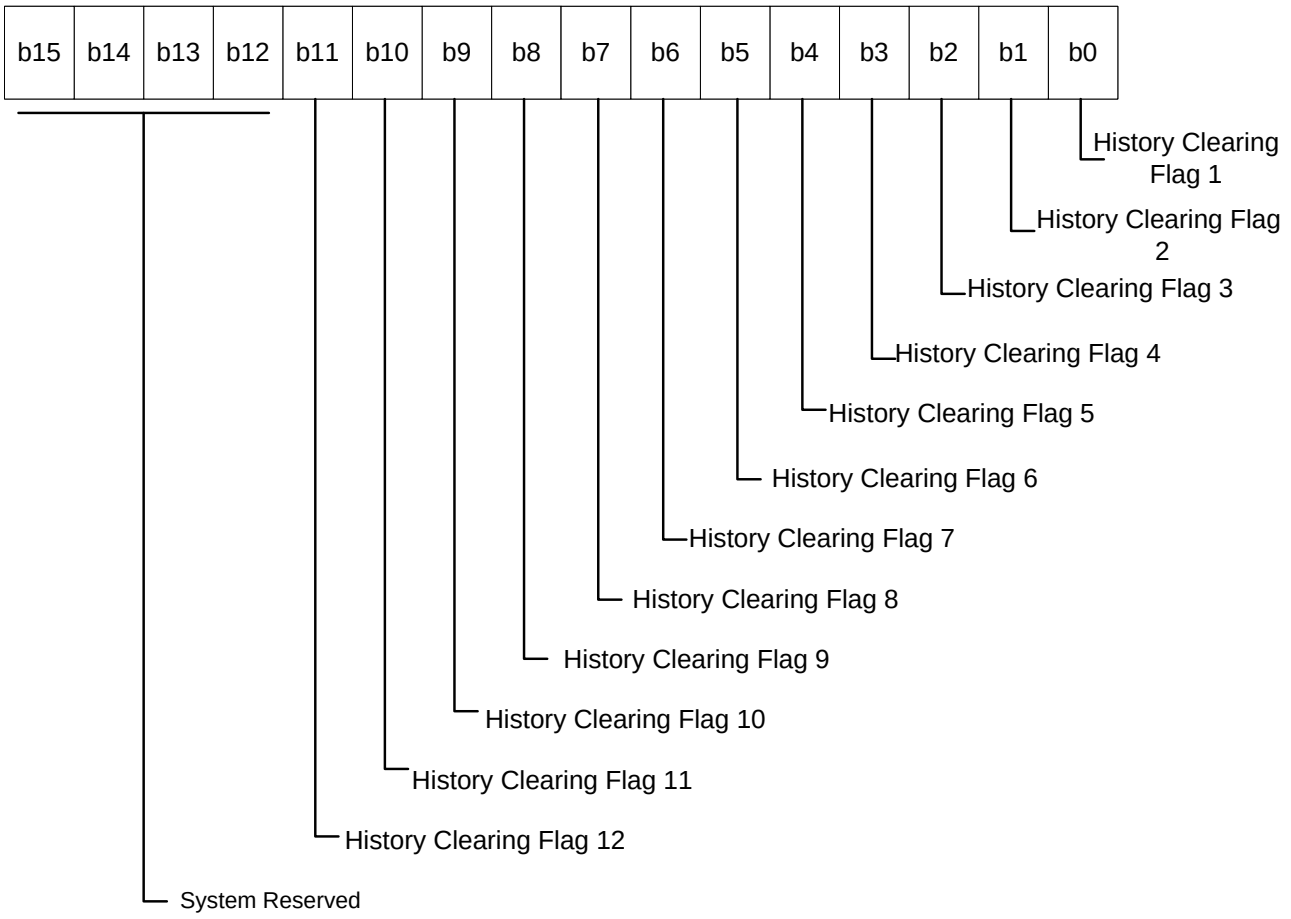


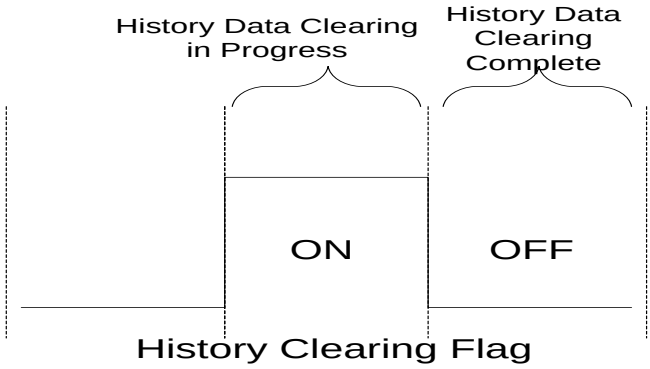
b0 ~ b11 – History Sampling Status Flags (1 ~ 12)	➢ When history sampling is in progress, the corresponding history sampling status flag is ON. The flag is OFF immediately after history sampling is completed.  History Sampling Flag

◆ Clear History State Register

Clear History State Register

Table 4-2-6 Clear History State Register

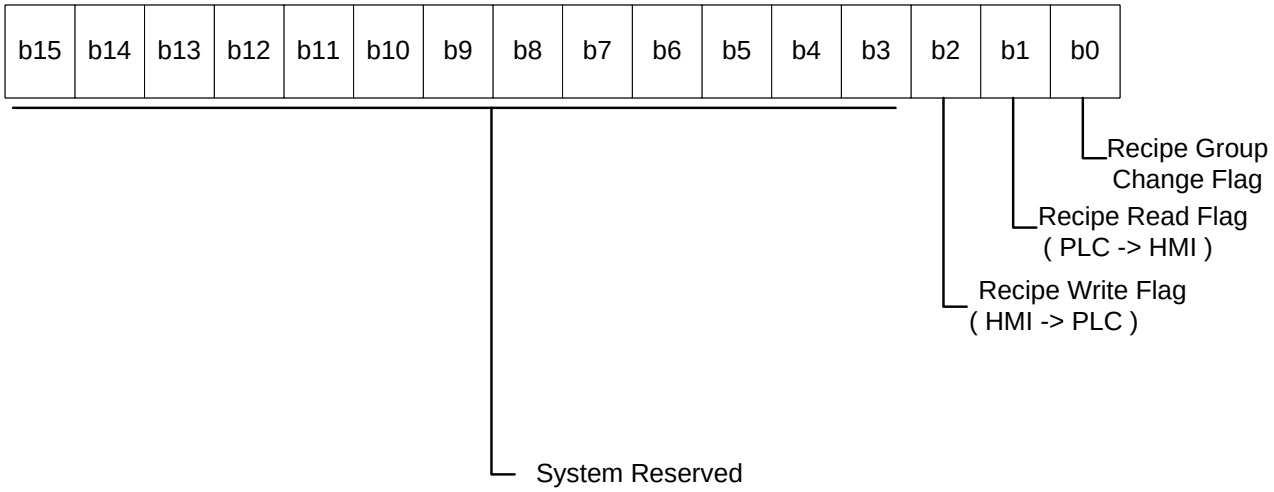


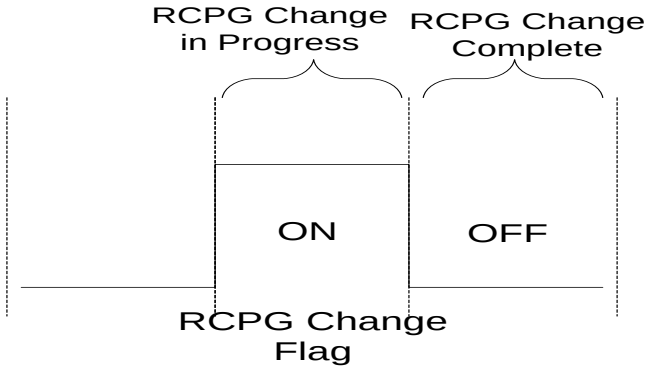
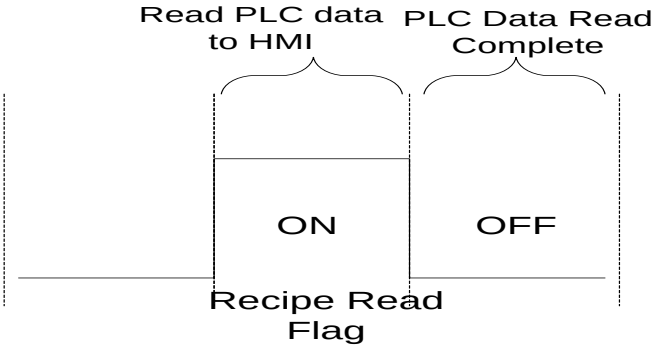
b0 ~ b11 –History Clearing Status Flags (1 ~ 12)	➢ When history clearing is in progress, the corresponding history clearing status flag is ON. The flag is OFF immediately after history clearing is completed. 

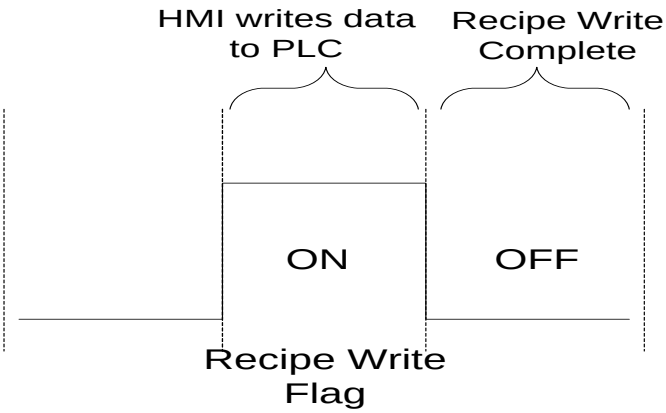
◆ Recipe Control Status Register

Recipe Control Status Register

Table 4-2-7 Status Block—Recipe Control Status Register



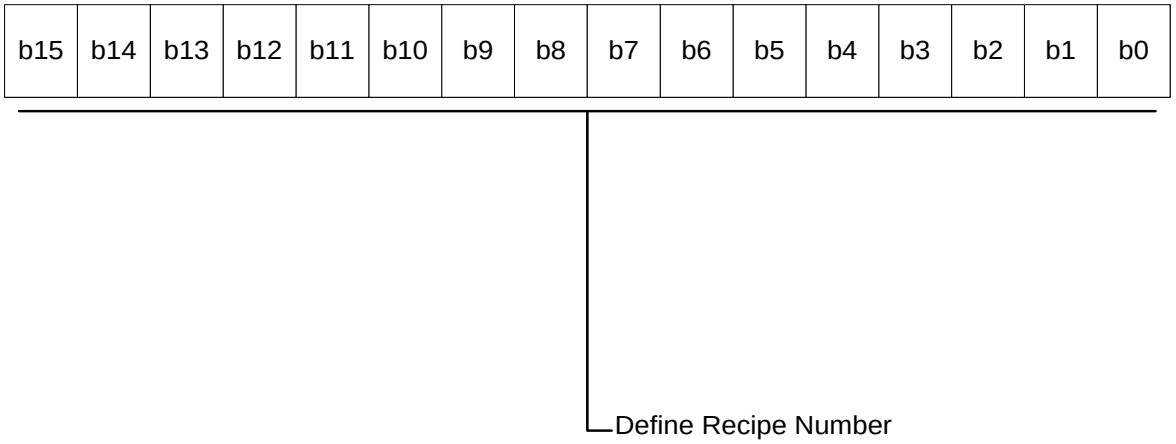
b0 – Recipe Number Change Status Flag	➢ When the control recipe group in the status block changes, the recipe group change status flag is ON. The flag is immediately OFF after changing the recipe group and updating the RCPNO. 
b1 – Recipe Read Status Flag	➢ When the HMI reads the data of a recipe group from the control block, the recipe read status flag is ON. The flag is OFF immediately after the data are read and saved. 
b2 – Recipe	➢ When the HMI sends the data of a recipe group to the control block,

Write Status Flag	the recipe write status flag is ON. The flag is OFF immediately after data are written to the control block. 

◆ Recipe Number Control Status Register

Recipe Number Control Status Register

Table 4-2-8 Status Block—Recipe Number Control Status Register

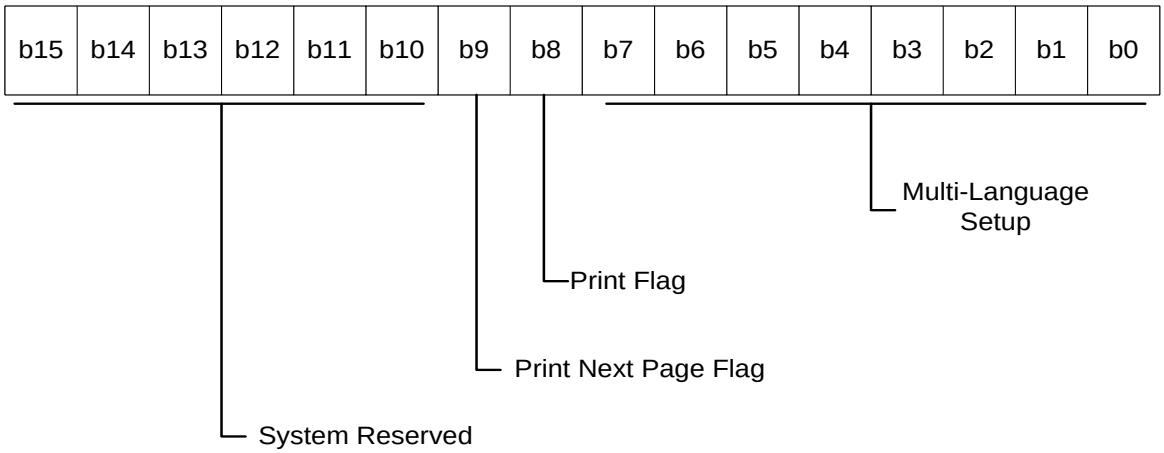


b0 ~ b15 – Recipe Number Definition Status	➢ Whether it is changing the value of the recipe number (RCPNO) register from the control block or HMI, as long as the value is changed, the value in the RCPNO register is updated to enable the control block to obtain the up-to-date recipe number from this register. ➢ This RCPNO definition flag must be used along with the RCPNO change flag. Please refer to Table 4-2-7 Recipe Control Stratus Register b0.

◆ System Control Status Register

System Control Status Register

Table 4-2-9 Status Block-- System Control Status Register



b0 ~ b7 – Multi-Language Setup	➢ Displays the corresponding status of the language in use.
b8 – Print Status Flag	➢ When the flag is ON, the printer is printing the display screen or edited screen of the HMI. When the flag is OFF, the printer is idled.
b9 – Print Next Page Status Flag	➢ When the flag is ON, the printer is ejecting paper to turn to the next page. When the flag is OFF, the printer is idled.

Chapter 5 Buttons

This chapter mainly describes the button meter elements provided in the DOPSoft and how they are operated and configured.

- Button Element Classification

Button 		Set
		Reset
		Momentary
		Maintained
		Multistate
		Set Value
		Set Constant
		Increment
		Decrement
		Goto Screen
		Previous Page
		System Date Time
		Password Table Setup
		Enter Password
		Contrast Brightness
		Low Security
		System Menu
		Report List
		Screen Capture
		Remove Storage
		Import/Export Recipe
		Calibration
		Language Change
		Import / Export FileSlot

Table 5-1-1 Button Element Classification

◆ Button Element Shared Properties

Button Element	Macro	Memory Read Memory	Memory Write	Invisible Address	Interlock Address	Picture (Picture Bank Name/Picture Name/Transparent Effect/Transparent Color)	Text (Input Text/ Font/ Size/ Color)	Interlock State	Blink
Set	ON	◎	◎	◎	◎	◎	◎	◎	◎
	Pre-action								
	Post-action								
Reset	OFF	◎	◎	◎	◎	◎	◎	◎	◎
	Pre-action								
	Post-action								
Momentary	ON	◎	◎	◎	◎	◎	◎	◎	◎
	OFF								
	Pre-action								
	Post-action								
Maintained	ON	◎	◎	◎	◎	◎	◎	◎	◎
	OFF								
	Pre-action								
	Post-action								
Multistate	Pre-action	◎	◎	◎	◎	◎	◎	◎	◎
	Post-action								
Set Value	Pre-action		◎	◎	◎	◎	◎	◎	
	Post-action								
Set Constant	Pre-action		◎	◎	◎	◎	◎	◎	
	Post-action								
Momentary	Pre-action	◎	◎	◎	◎	◎	◎	◎	
	Post-action								
Decrease	Pre-action	◎	◎	◎	◎	◎	◎	◎	
	Post-action								
Goto Screen	Pre-action			◎	◎	◎	◎	◎	
	Post-action								
Previous Page	Pre-action			◎	◎	◎	◎	◎	
	Post-action								
System Date Time	Pre-action			◎	◎	◎	◎	◎	
	Post-action								
Password Table Setup	Pre-action			◎	◎	◎	◎	◎	
	Post-action								
Enter Password	Pre-action			◎	◎	◎	◎	◎	
	Post-action								
Contrast Brightness	Pre-action			◎	◎	◎	◎	◎	
	Post-action								
Low Security	Pre-action			◎	◎	◎	◎	◎	
	Post-action								
System Menu	Pre-action			◎	◎	◎	◎	◎	
	Post-action								
Report List	Pre-action			◎	◎	◎	◎	◎	
	Post-action								

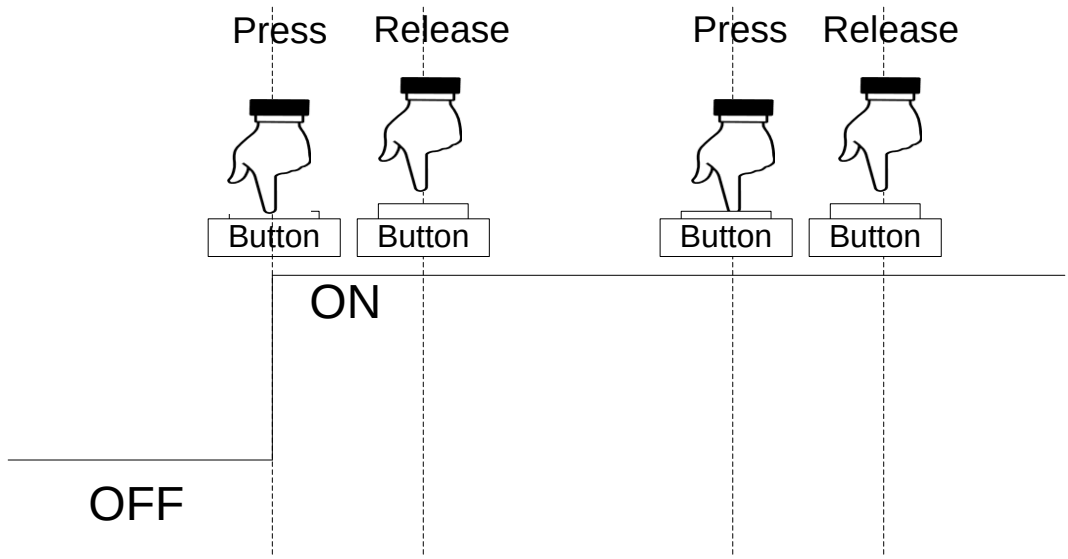
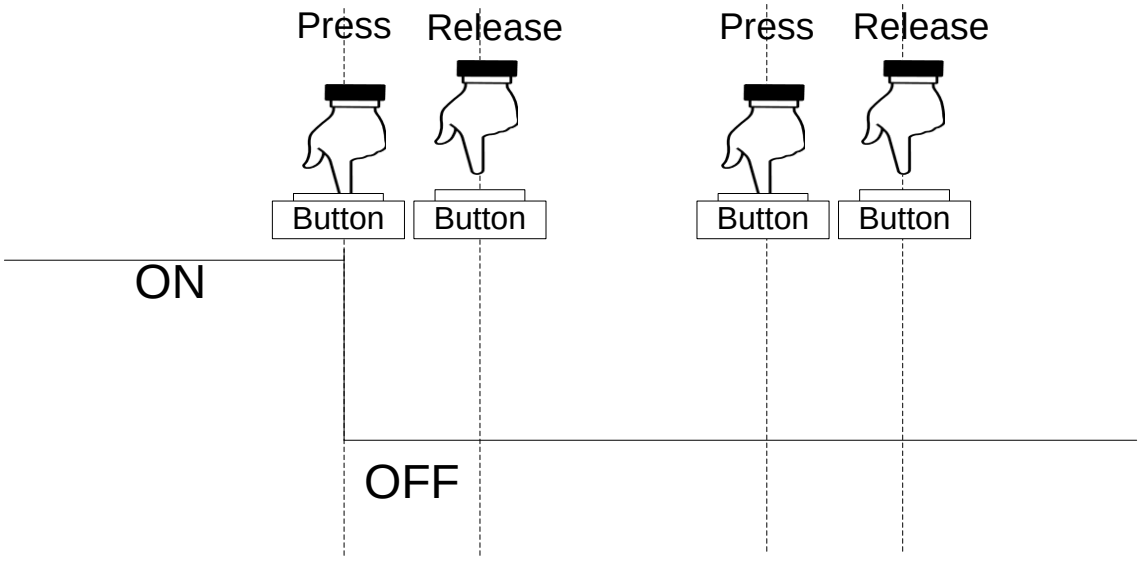
Button Element	Macro	Memory Read	Memory Write	Invisible Address	Interlock Address	Picture (Picture Bank Name/Picture Name/Transparent Effect/Transparent Color)	Text (Input Text/ Font/ Size/ Color)	Interlock State	Blink
Screen Capture	Pre-action			◎	◎	◎	◎	◎	
	Post-action								
Remove Storage	Pre-action			◎	◎	◎	◎	◎	
	Post-action								
Import/Export Recipe	Pre-action			◎	◎	◎	◎	◎	
	Post-action								
Calibration	Pre-action			◎	◎	◎	◎	◎	
	Post-action								
Language Change	Pre-action			◎	◎	◎	◎	◎	
	Post-action								
Import/Export FileSlot	Pre-action			◎	◎	◎	◎	◎	
	Post-action								

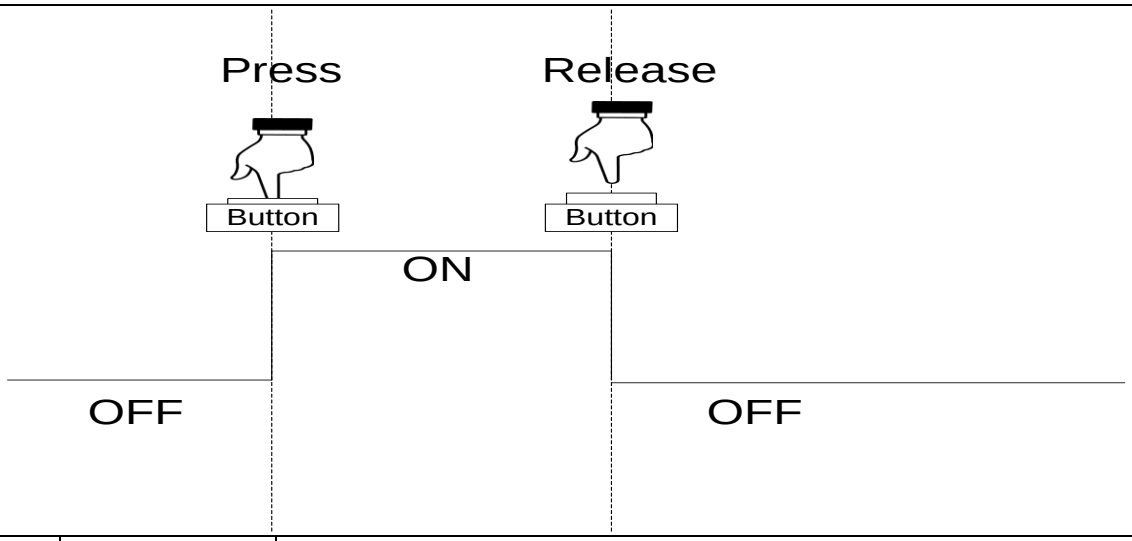
Table 5-1-2 Button Element Shared Properties

5-1 Set / Reset / Momentary / Maintained

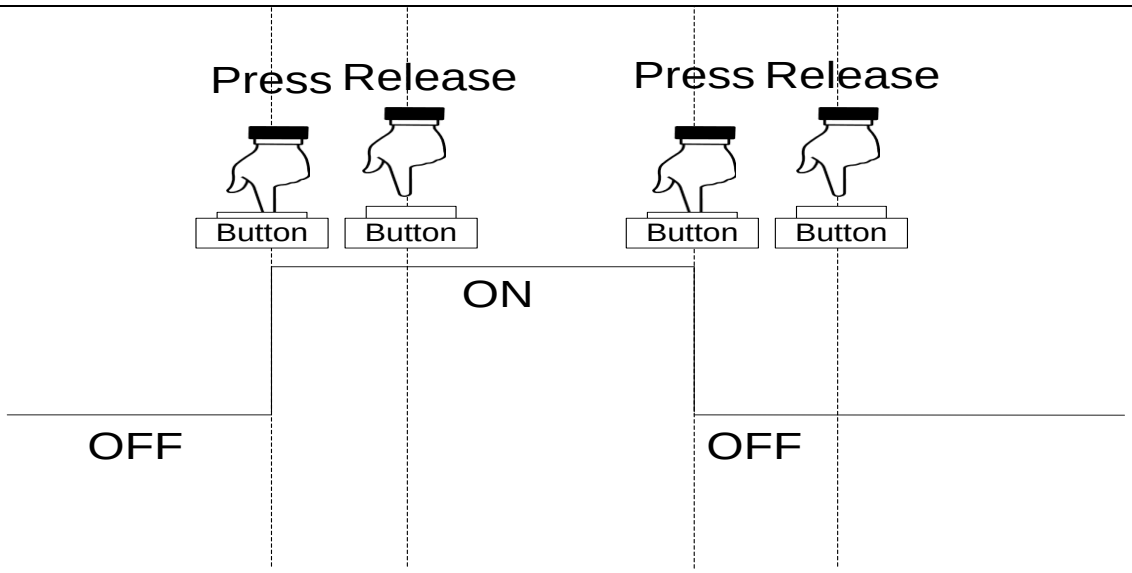
Set /Reset / Momentary / Maintained elements set or reset the communication addresses selected by touching the corresponding buttons or macros.

Users can create Set and Reset elements from [Element]→[Button], the button icons provided in the element toolbar, or by right-clicking the screen and select [Button] to create these elements.

<table>
<tr><td rowspan="2">  </td><td colspan="2"> 
</td></tr>
<tr><td>Set</td><td>➢ The Set button allows users to set the corresponding communication address to ON by touching the button. Users cannot set the state to OFF by touching the Set button again.</td></tr>
<tr><td rowspan="2">  </td><td colspan="2"> 
</td></tr>
<tr><td>Reset</td><td>➢ The Reset button allows users to set the corresponding communication address to OFF by touching the button. Users cannot set the state to ON by touching the Set button again.</td></tr>
</table>



	Momentary	➢ The Momentary button allows users to reverse the value of the selected communication address by touching the button. When users release the button, the original communication address is recovered. Users must touch the button continuously, in order to reverse the value of the communication address continuously.



	Maintained	➢ The Maintained button allows users to reverse the value of the selected communication address by touching the button. It is different from the Momentary button in a way that the communication address will continue to run reversely after it is released. Users need to touch the button again to recover the original value of the communication address.

Table 5-1-3 Differences among Set/Reset/Maintained/Momentary buttons

The DOPSoft also provides convenient composing tools for users to edit the properties of all elements by double-clicking the element, in order to easily edit the application screens.

Double-click the Set / Reset / Momentary / Maintained to call out the Set / Reset / Momentary / Maintained Properties screen as shown below.

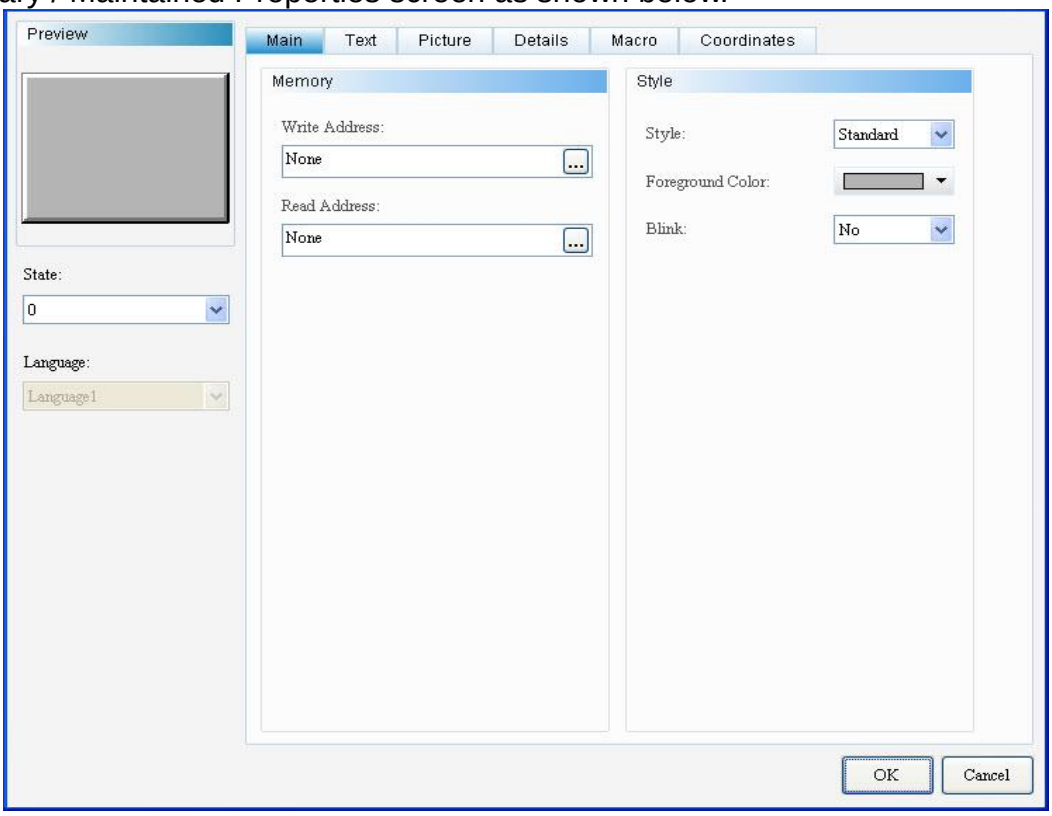


Figure 5-1-3 Set / Reset /Momentary/Maintained Properties

Set / Reset / Momentary / Maintained	
Function Page	**Content Description**
Preview	Views State 0 and State 1 and supports Multi-Language data display.
General	Sets Write Memory Address, Read Memory Address, Style, Foreground Color, and Blink.
Text	Sets the content, font, font size, font color, bold/italic/underline of font, scaling, and alignment of the text to be displayed.
Picture	Sets Picture Bank Name, Alignment, Picture Stretch Mode, and Transparent Color.
Advanced	**Set / Reset / Maintained**
	Sets Interlock Address, Interlock State, Invisible Address, User Security Level, Set Low Security, Push Time, and Enable Confirmation Box.
	Momentary
	Sets Interlock Address, Interlock State, Invisible Address, User Security Level, Set Low Security, Push Time, Enable Confirmation Box, and Enable OFF Prompt Tone.
Position	Sets the X-Y coordinate, width, and height of button elements.
Macro	Sets Edit Set (ON) Macro, Edit Reset (OFF) Macro, Before Macro, and After Macro.

Table 5-1-4 Set/Reset/Momentary/Maintained Function Page

◆ General

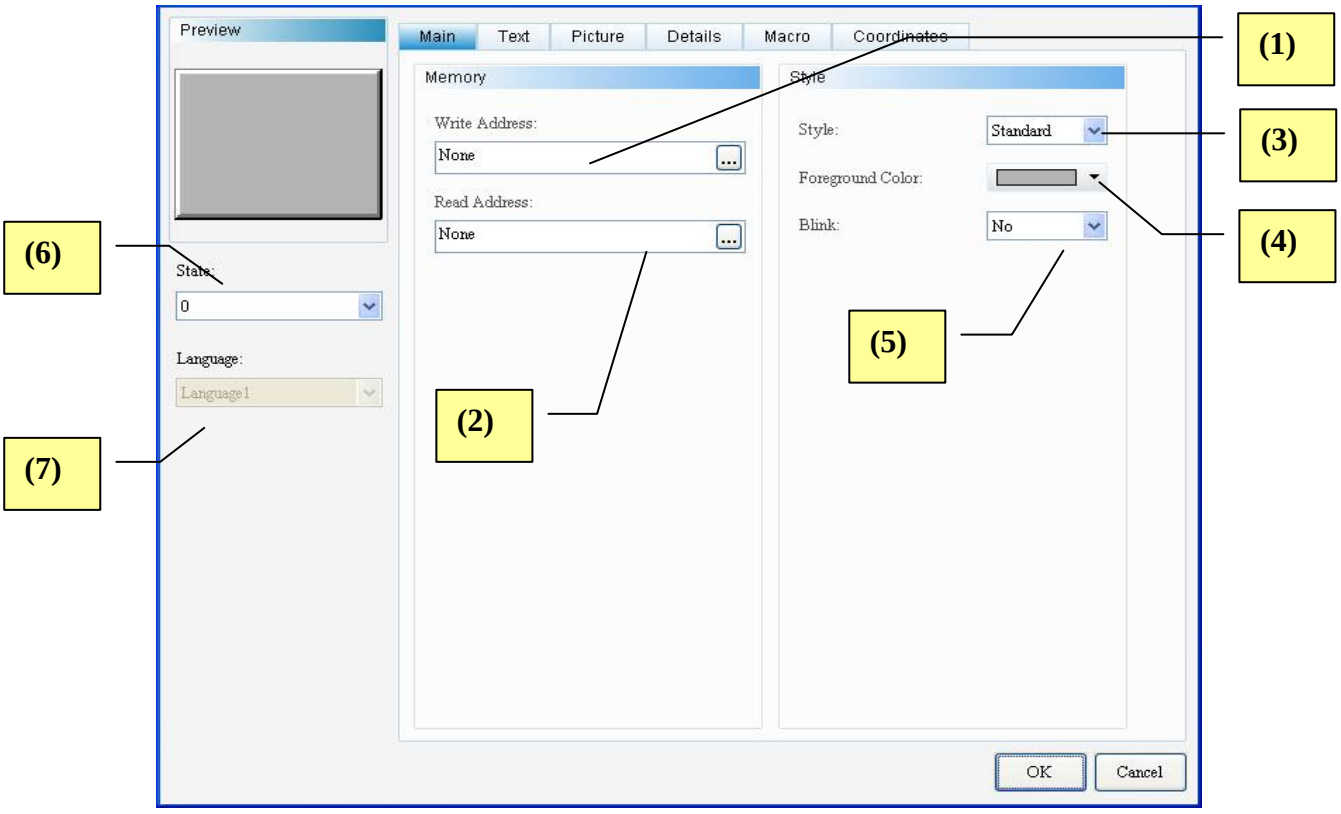
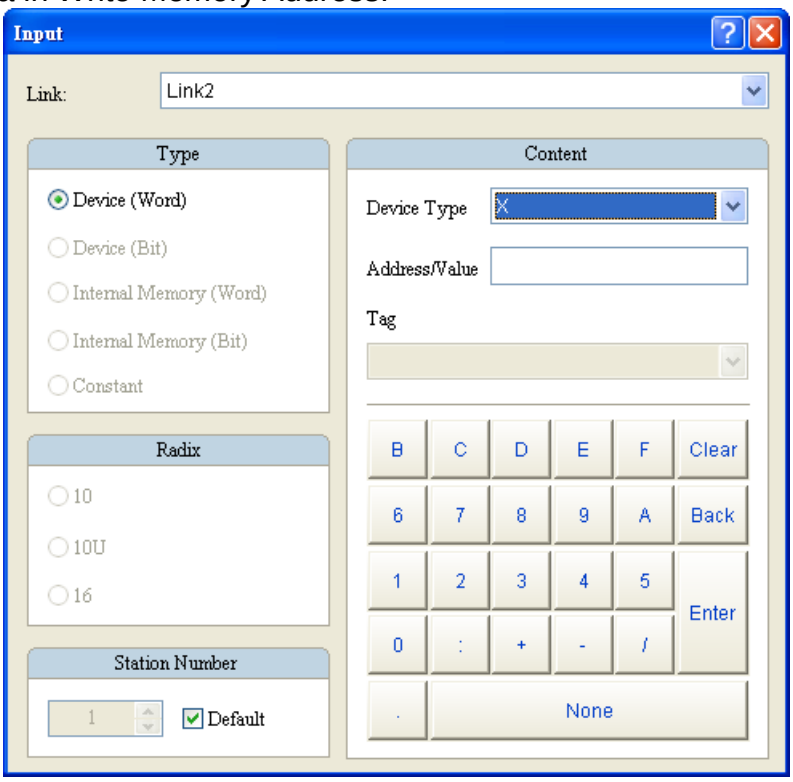
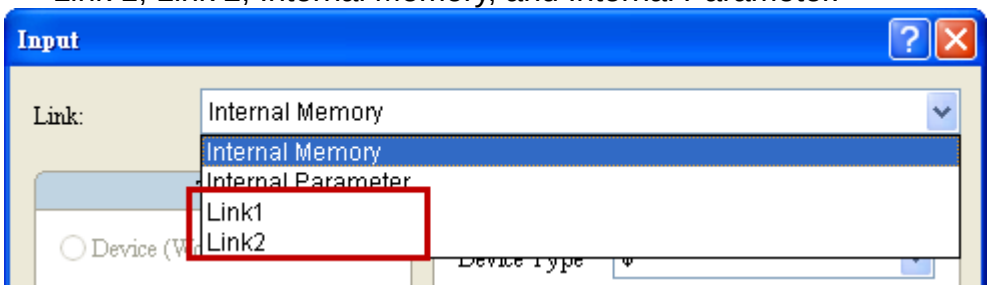
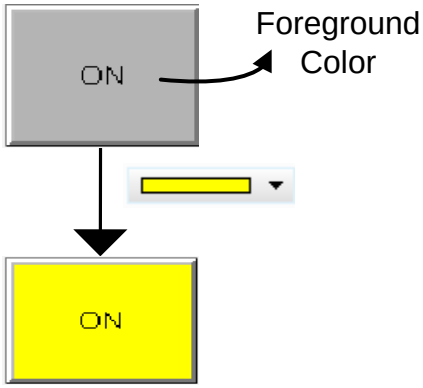
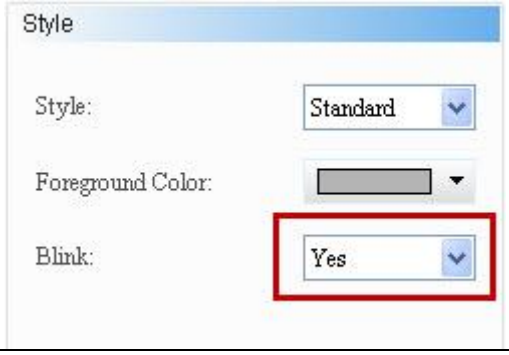
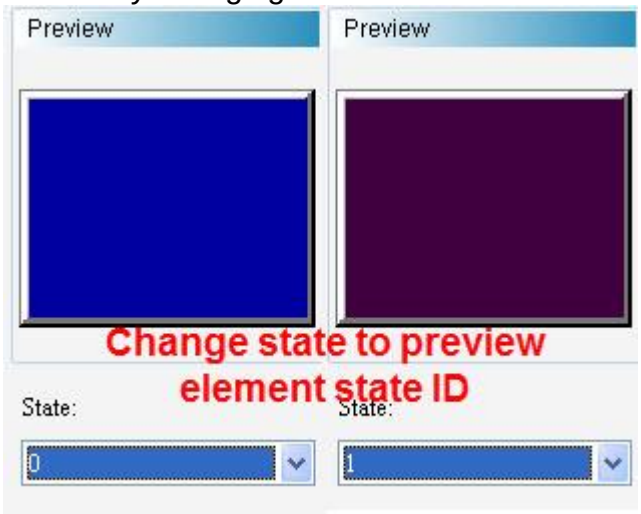
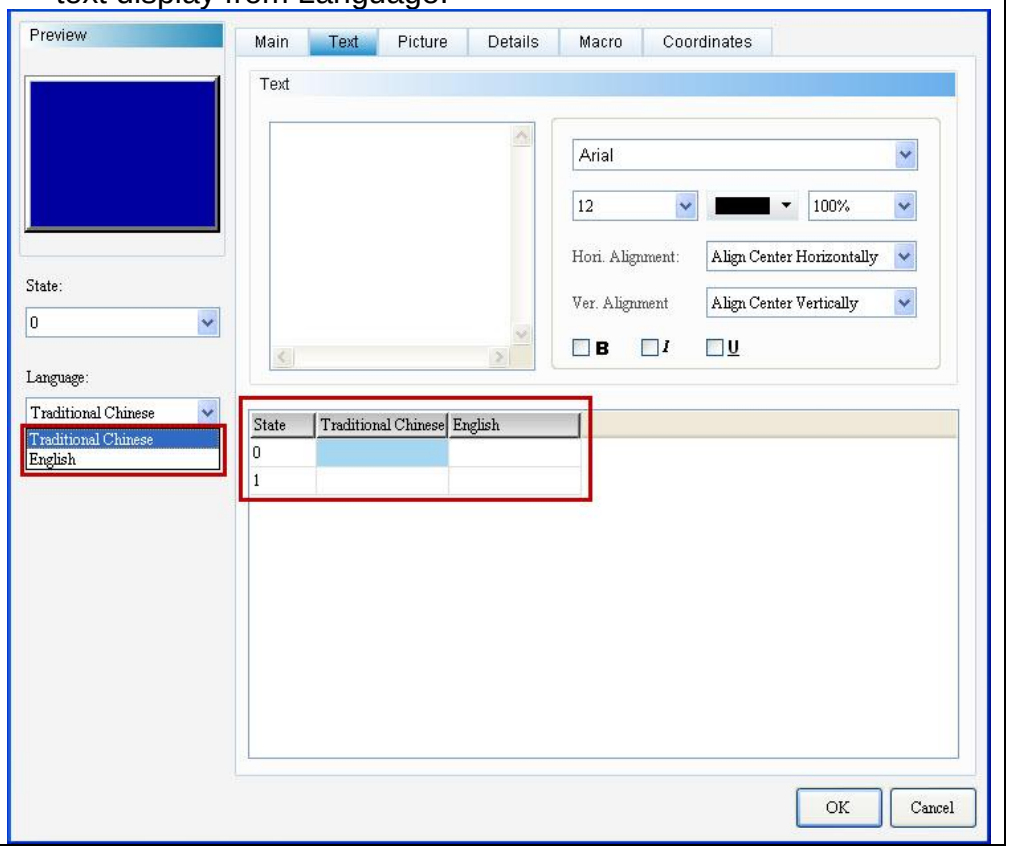


Figure 5-1-4 Set/Reset/Momentary/Maintained—Element General Properties Page

No.	Property	Function
(1)	Write Memory Address	➢ Users can select the address of internal memory or controller register. If only Write Memory Address is selected and Read Memory Address is not selected, HMI will automatically read the data in Write Memory Address.  ➢ Users can select the link for different communication devices from Link Name. The quantity of the selected links will be displayed in this item. If there are many connection devices, users can select the required links from the pull-down. As shown below, there are Link 1, Link 2, Internal Memory, and Internal Parameter.  ➢ After selecting links and style and inputting the correct addresses, press the OK button, and the corresponding data will be recorded in the selected elements.
(2)	Read Memory Address	➢ Users can select the address of internal memory or controller register. Others are the same as the Write Memory Address.

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td>(3)</td><td>Style</td><td>➢ There are four style, including Standard, Raised, Round, and Invisible. Users can change the element appearance with style.
<table>
<tr><th>Standard</th><th>Raised</th><th>Round</th><th>Invisible</th></tr>
<tr><td> 
</td><td> 
</td><td> 
</td><td> 
</td></tr>
</table></td></tr>
<tr><td>(4)</td><td>Foreground Color</td><td>➢ Sets foreground color of elements.
➢ When Style is “Invisible”, Foreground Color is disabled.

</td></tr>
<tr><td>(5)</td><td>Blink</td><td>➢ Uses can set blink prompt of elements when setting state change of buttons. The blink color is the opposite color of the foreground color.

</td></tr>
<tr><td>(6)</td><td>State</td><td>➢ Users can preview or change the parameters of the states of button elements by changing their states.

</td></tr>
</table>

No.	Property	Function
(7)	Language	➢ When language data are defined, users can edit the properties of text display from Language. 

◆ Text

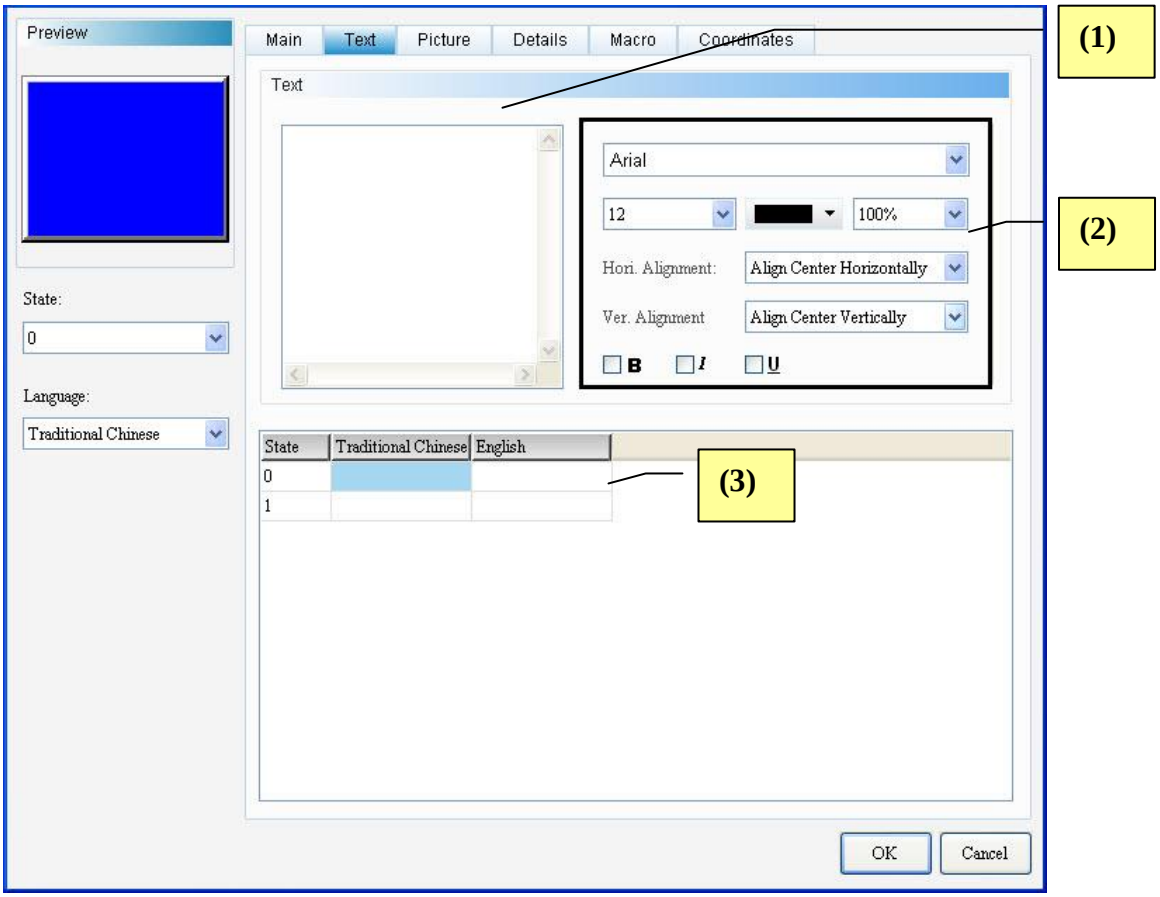
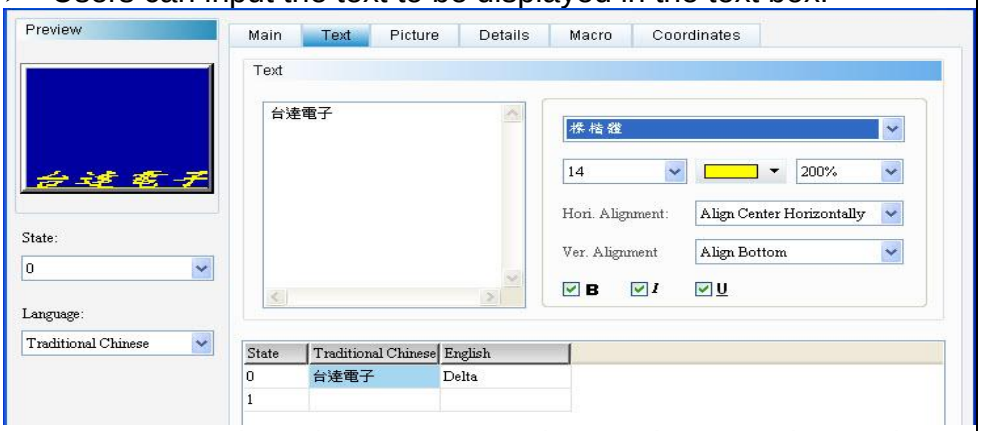


Figure 5-1-5 Set/Reset/Momentary/Maintained—Element Text Properties Page

No.	Property	Function
(1)	Text	➢ Users can input the text to be displayed in the text box.  ➢ Users can select elements supporting text input as shown above and press the SPACE bar on the keyboard to edit text.
(2)	Text Properties	➢ Sets text properties, including font type, font size, font color, scaling, text alignment, and bold/italic/underline of font. Please refer to the above figure for details about the results of text properties.
(3)	Multi-Language Text Data	➢ Users can add Multi-Language text data from the Multi-Language Text Page. As shown in the Text Properties Figure, users can input English text in the English field.

- Picture

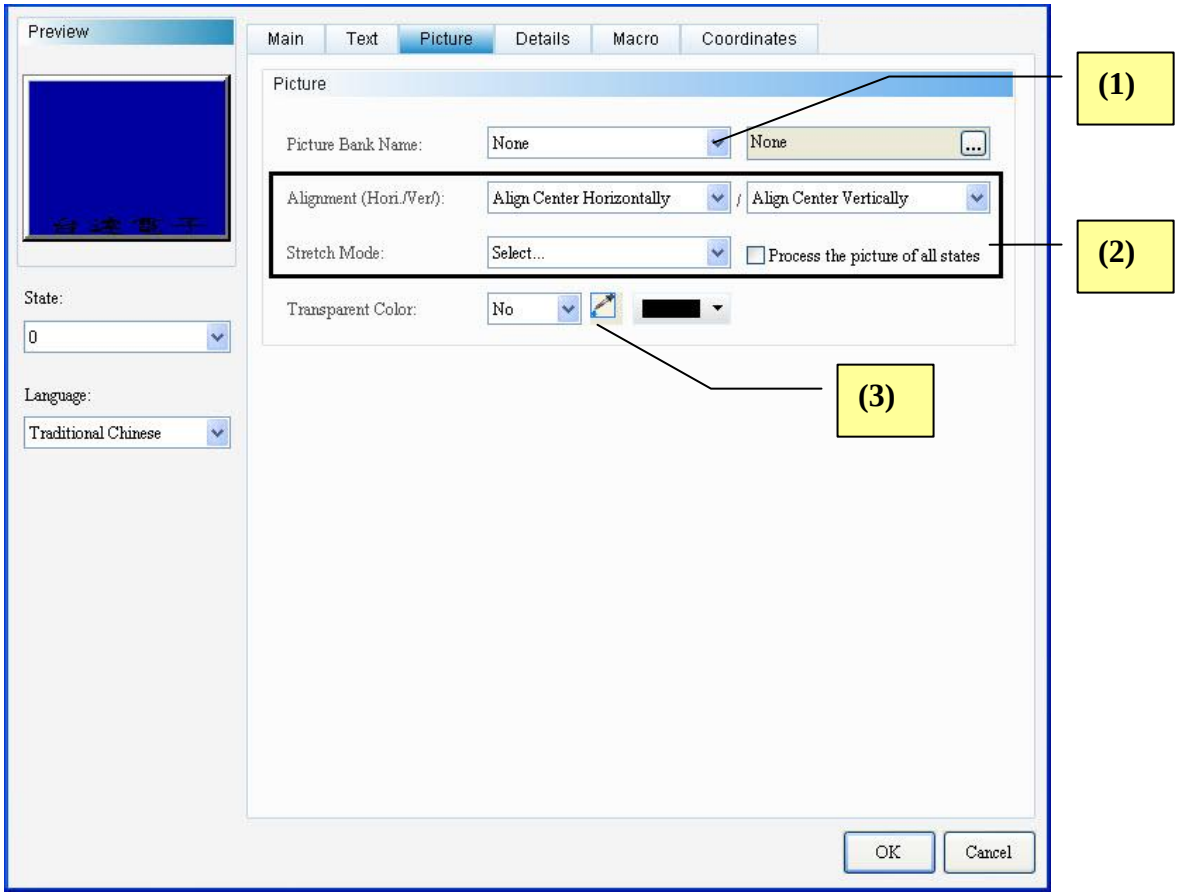
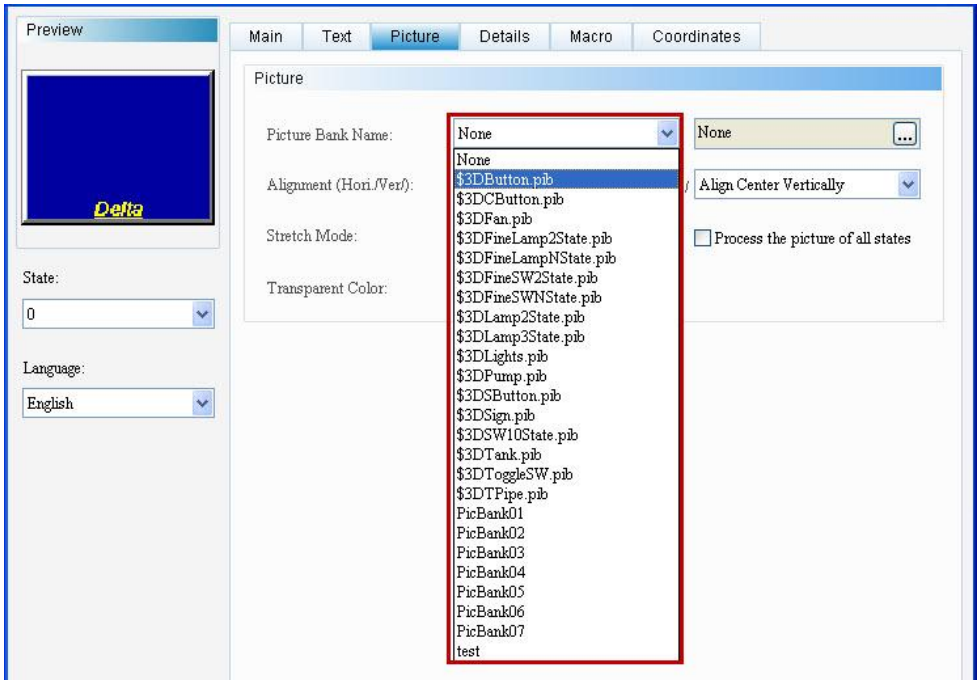
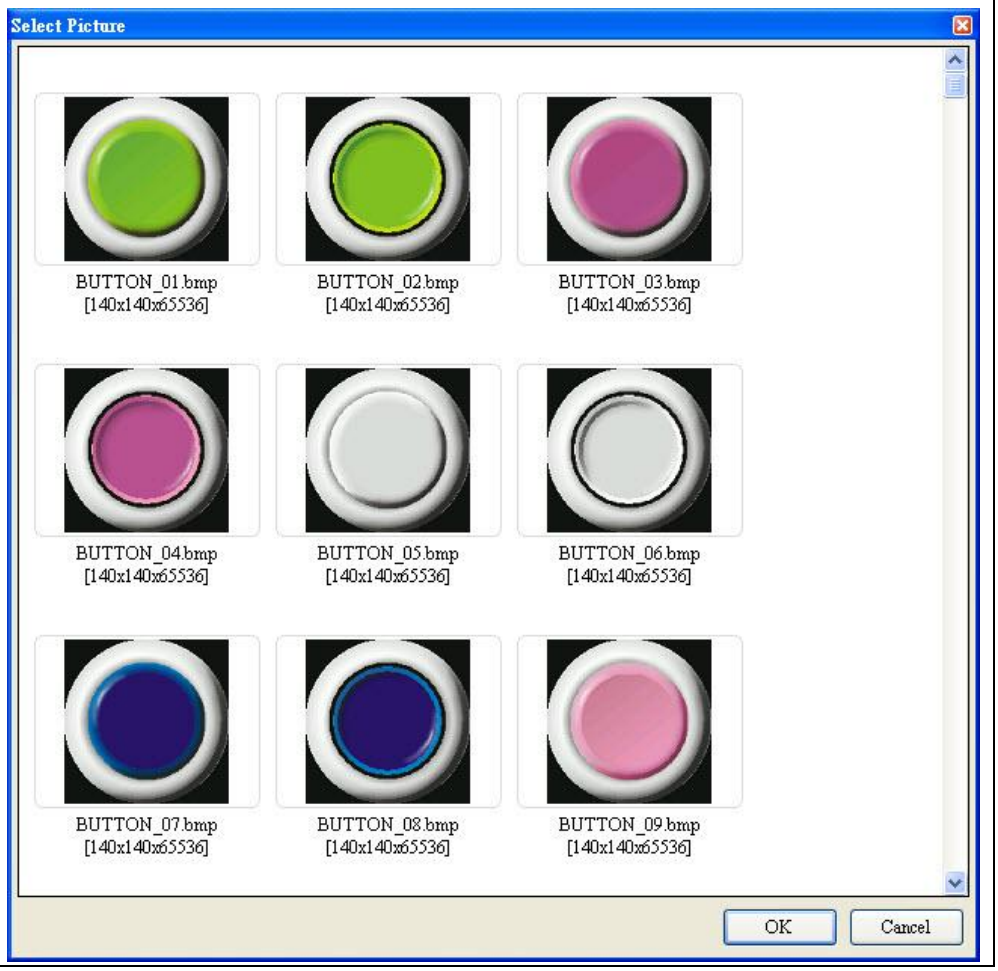
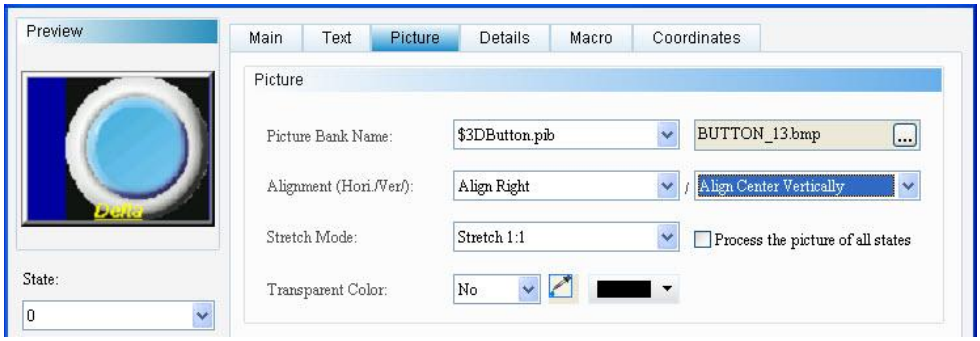
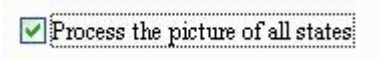


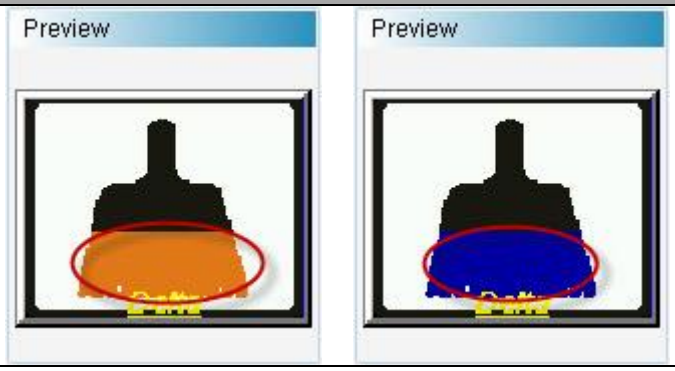
Figure 5-1-6 Set/Reset/Momentary/Maintained—Element Picture Properties Page

No.	Property	Function
(1)	Picture Bank Name	➢ The default value for Picture Bank Name is “None”. Users wishing to select a display picture can select the desired picture in the built-in picture bank from the pull-down menu.





<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td rowspan="2">(2)</td><td>Alignment</td><td>➢ Users can align pictures alignment with the alignment options.
 
</td></tr>
<tr><td>Stretch Mode</td><td>➢ Stretch modes include: Fill, Keep Aspect Ratio, and Actual Size.
<table><tr><th>Fill</th><th>Keep Aspect Ratio</th><th>Actual Size</th></tr><tr><td>In the “Fill” mode, the selected picture will fill up the entire display area.</td><td>In the “Keep Aspect Ratio” mode, the selected picture will fit in the display area proportionally according to the picture ratio.</td><td>In the “Actual Size” mode, the picture will be displayed in its original size in the display area.</td></tr><tr><td>  </td><td>  </td><td>  </td></tr></table>
➢ If “Process all state pictures” is selected, the system assumes that each element has multiple entries of state data, and some pictures may be unable to fill the entire display area. By selecting this item, users will not need to set individual pictures to save time editing.
 
</td></tr>
<tr><td>(3)</td><td>Transparent Color</td><td>➢ Users can set a color in the picture to transparent. In this case, by clicking the Transparent Color icon  and then the orange part of the loom, the DOPSoft will omit all orange parts in the picture and turn them into transparent; thus turning the foreground color transparent.
 
</td></tr>
</table>

No.	Property	Function
		

- Advanced

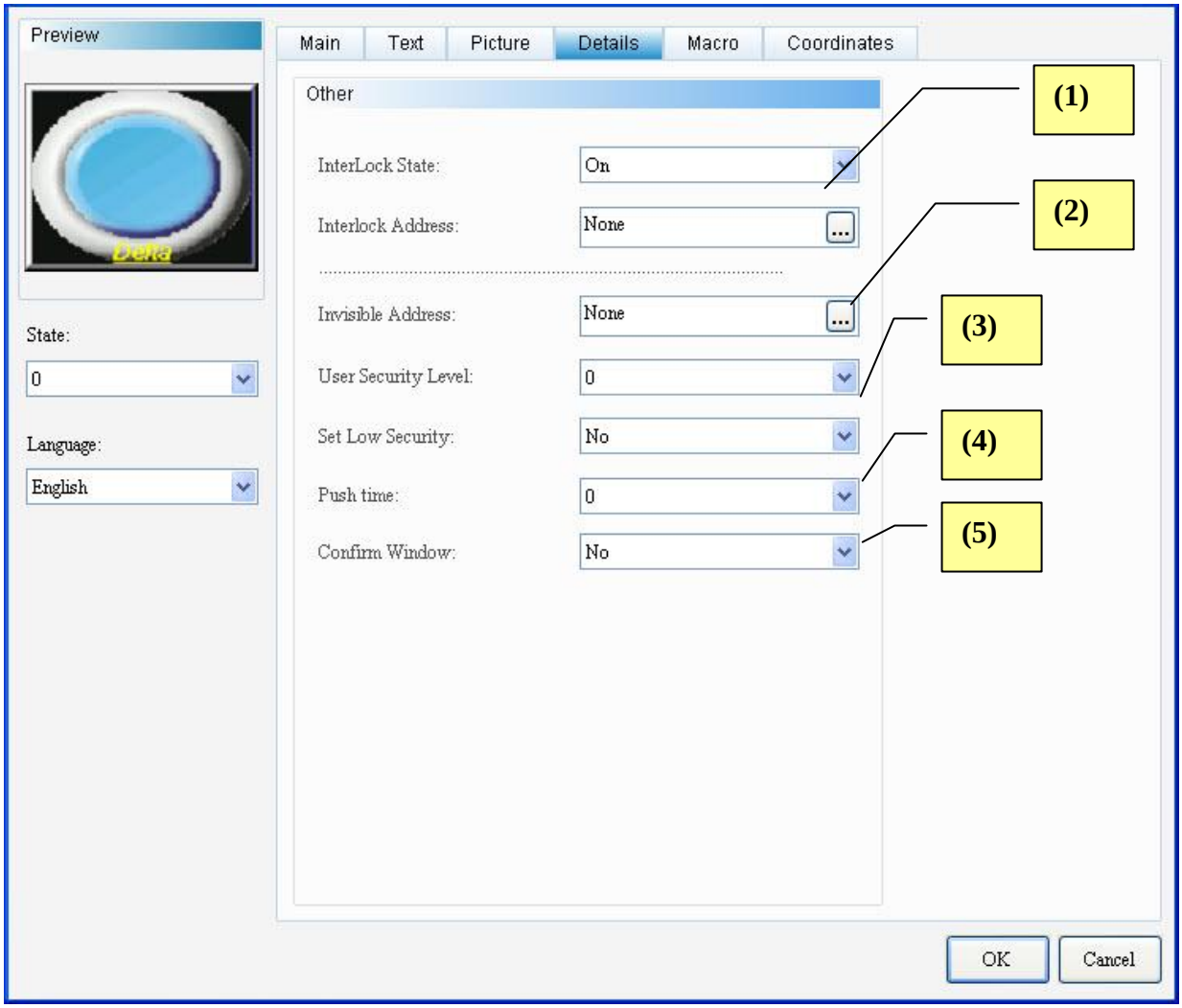
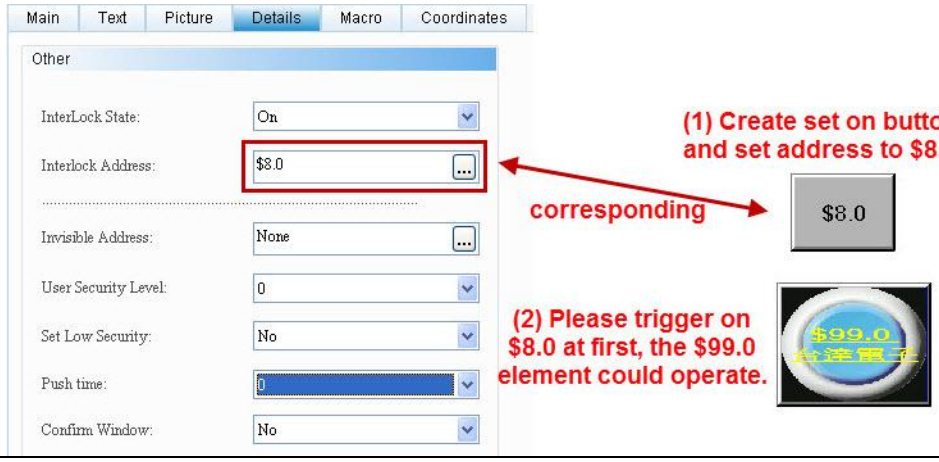
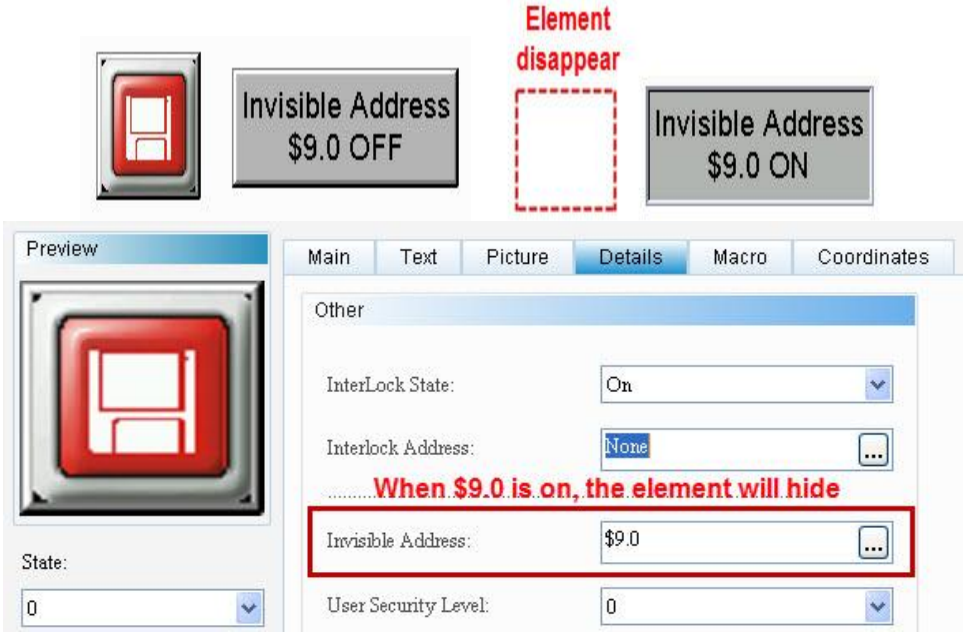
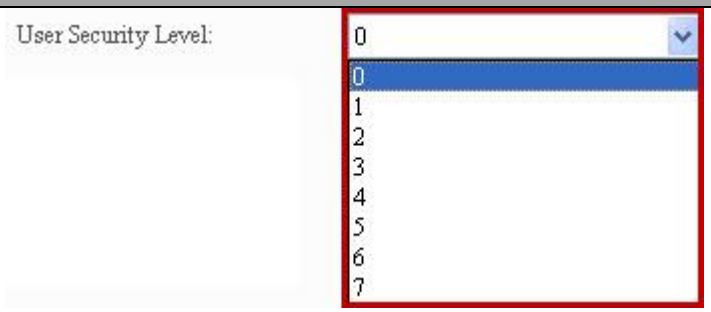


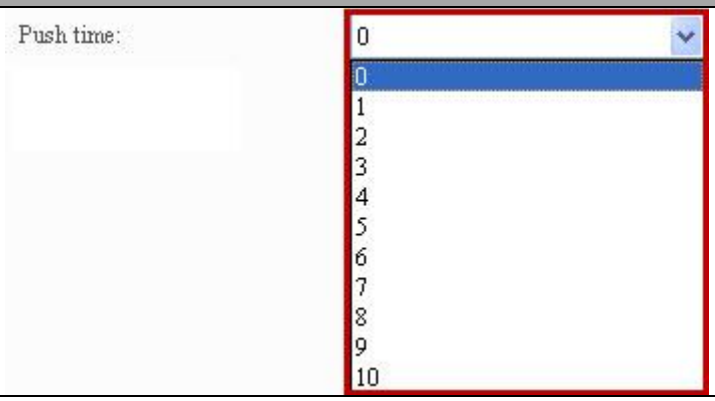
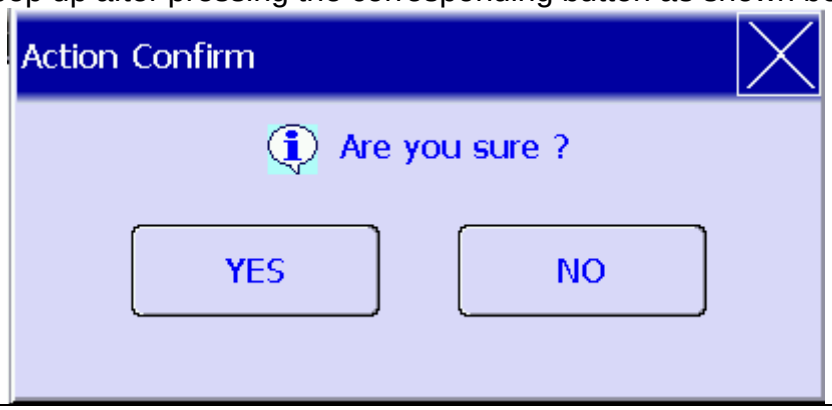
Figure 5-1-7 Set/Reset/Momentary/Maintained—Element Advanced Properties Page

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td rowspan="2">(1)</td><td>Interlock State</td><td>➢ Interlock Address allows users to operate an element from this particular address. It must be used along with Interlock State. If Interlock State is “OFF”, this means the interlock address is operable when the interlock state is “OFF”. In contrast, when Interlock State is “ON”, this means the interlock address is operable when the interlock state is “ON”.
➢ Examples of interlock address application are as follows:
1. First, create a button and set its address as “$8.0”. Next, set the original interlock address ($99.0) to “$8.0”.
2. To make Button $99.0 operable, users must press Button $8.0 first.</td></tr>
<tr><td>Interlock Address</td><td> 
</td></tr>
<tr><td>(2)</td><td>Invisible Address</td><td>➢ When Invisible Address is “ON”, the button element is hidden, and the corresponding function is disabled.
 
</td></tr>
</table>

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td rowspan="2">(3)</td><td>User Security Level</td><td> 

Sets the user security level of element activities. Only users with equal or higher security level corresponding to the element can activate the element.
After setting the user security level, when users activate the element, the password box will pop up and request users to input the password (the password can be changed from the password setup element, please see 5-7 Password Table).
</td></tr>
<tr><td>Set Low Security</td><td> 

If “YES” is selected for Set Low Security, HMI automatically sets the security level to the lowest every time users input the password. When users activate the element again, they will be requested to input again the password corresponding to the element.
</td></tr>
<tr><td>(4)</td><td>Push Time</td><td>
Sets the lapse time from button pushing to element activation. That is to say, users must press the button until the push time is out to activate the corresponding element, in order to avoid accidentally activating any actions. The range is 0-10 seconds.
</td></tr>
</table>

No.	Property	Function
		
(5)	Enable Confirmation Box	If Enable Confirmation Box is set to “YES”, the following dialog box will pop up after pressing the corresponding button as shown below: 

◆ Location

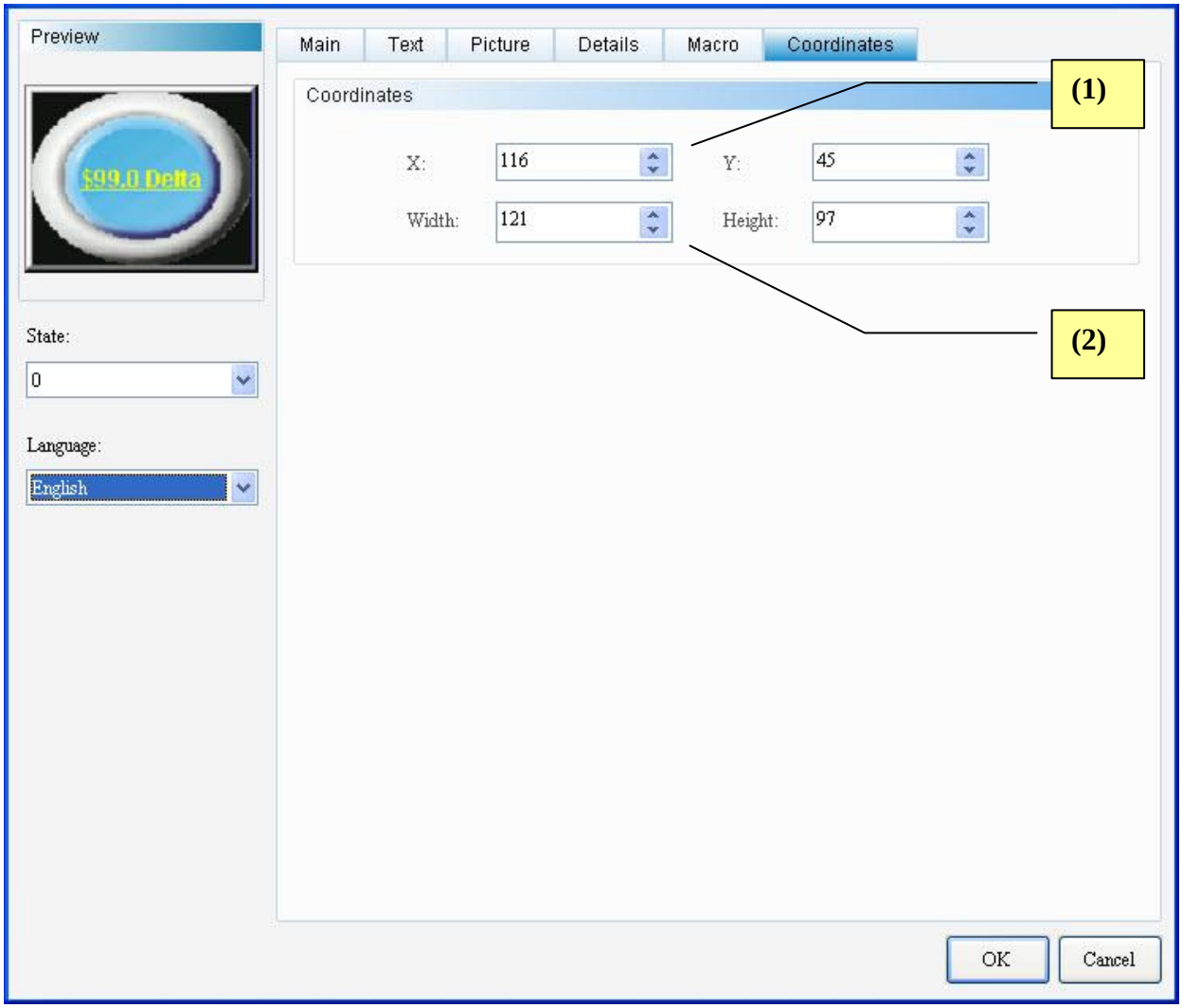


Figure 5-1-8 Set/Reset/Momentary/Maintained—Element Position Properties Page

No.	Property	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

- Macro

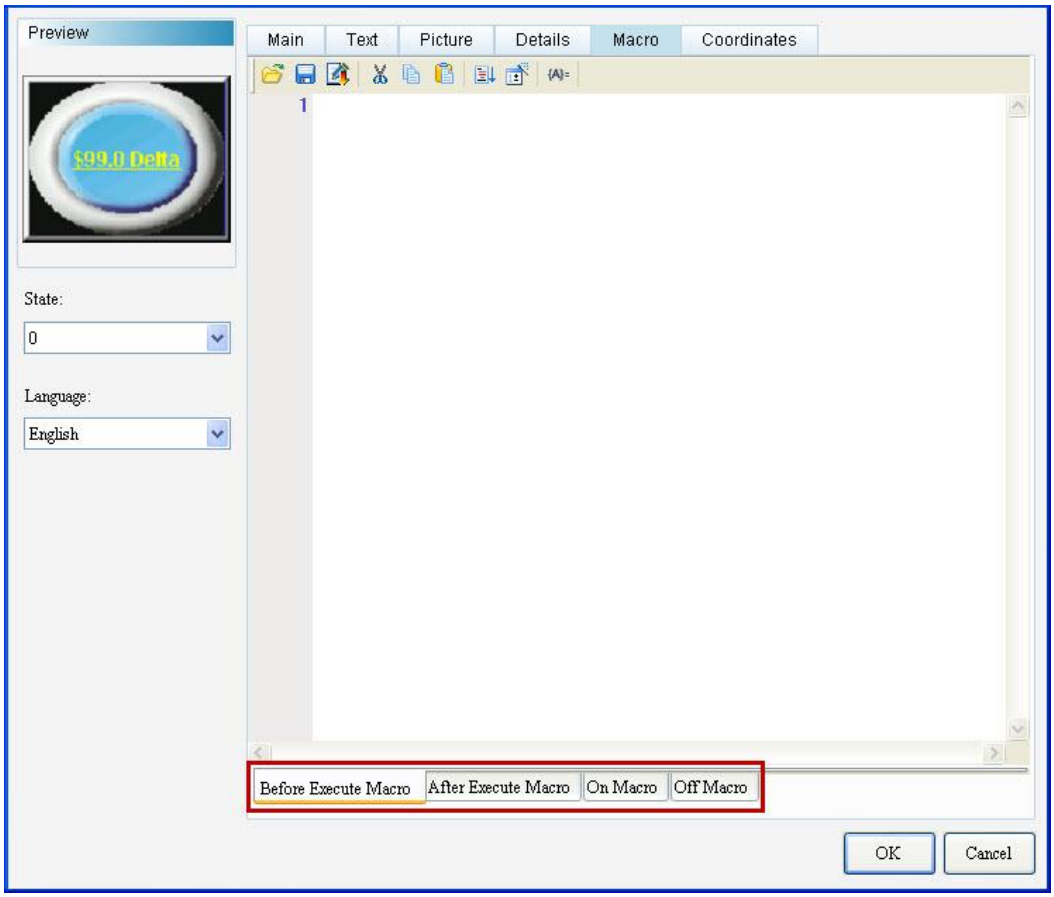
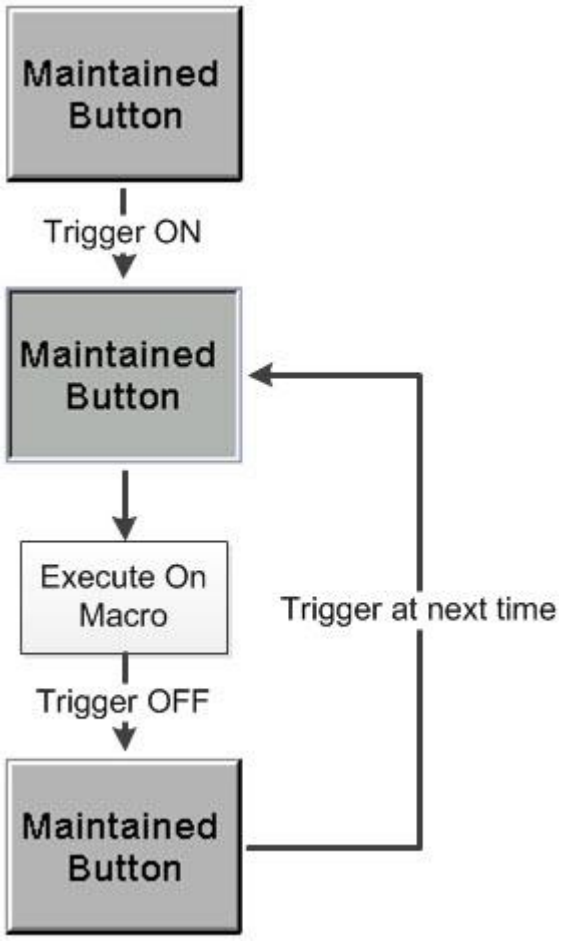
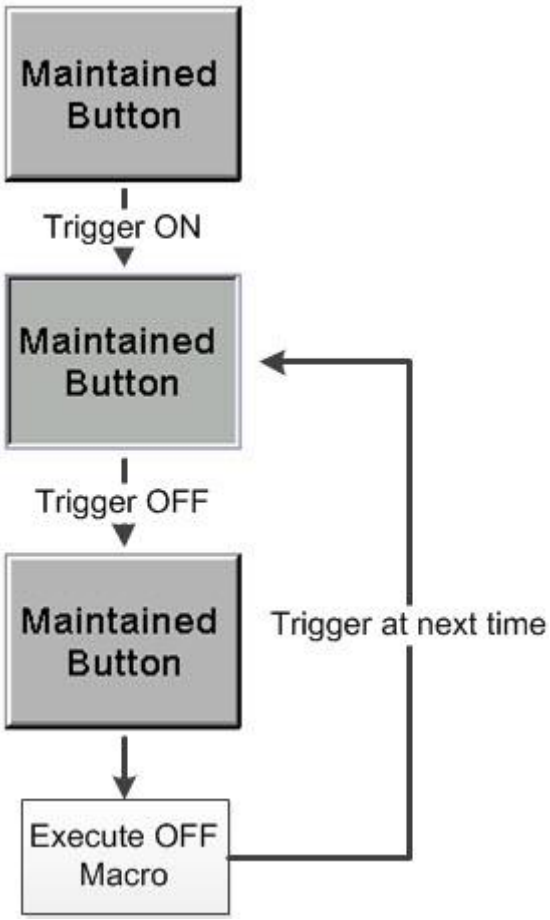
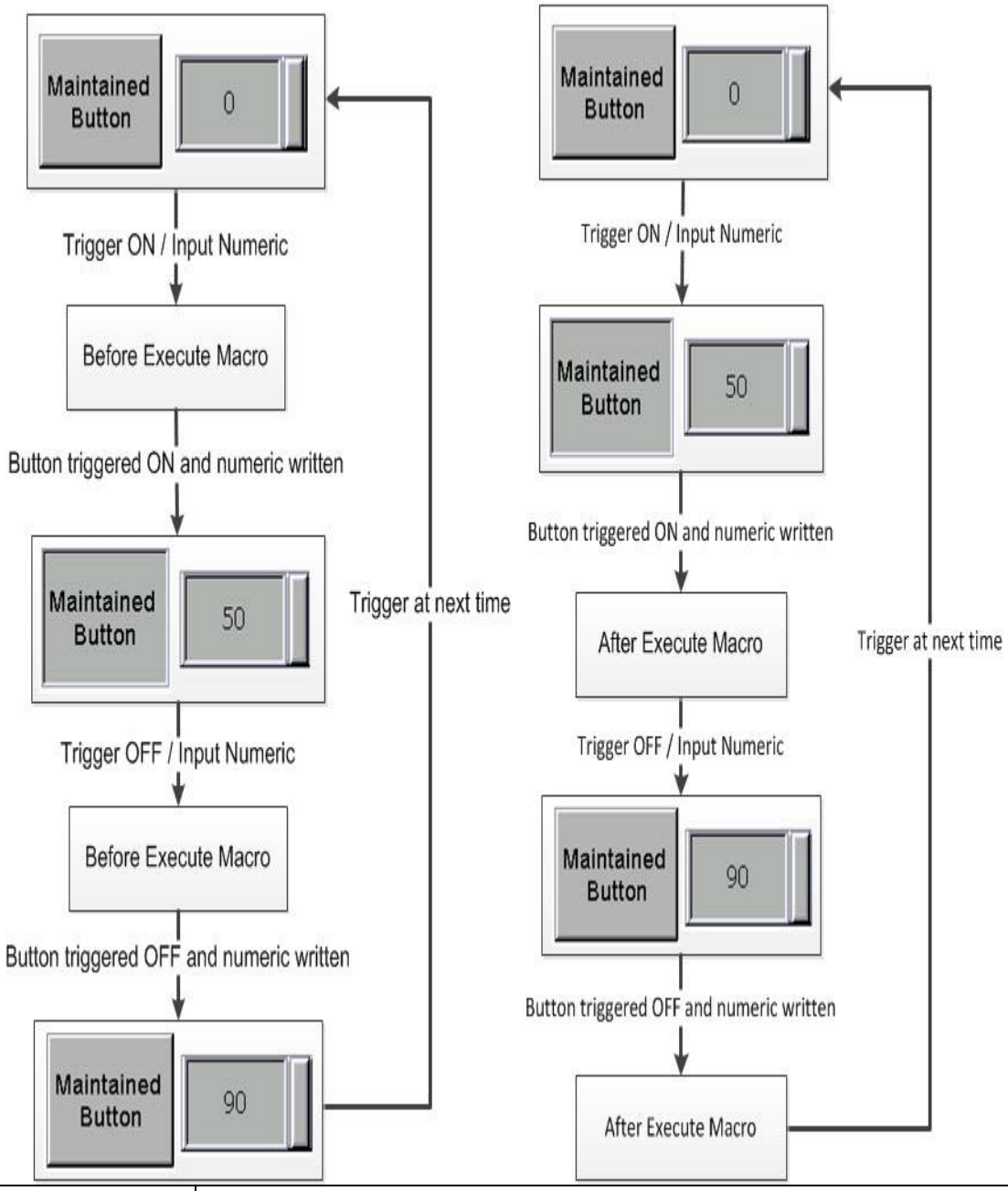


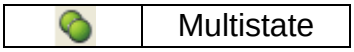
Figure 5-1-9 Set/Reset/Momentary/Maintained—Element Position Properties Page

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td rowspan="3">(1)</td><td colspan="2">➢ ON Macro Process
 

OFF Macro Propcess
 
</td></tr>
<tr><td>ON Macro</td><td rowspan="2">➢ When users touch the button to change the state to “ON”, HMI will run the commands in ON Macro. When users touch the button to change the state to “OFF”, HMI will run the commands in OFF Macro. If the button state is not changed by means of touching button (using external controller commands or other macros), HMI will not run the commands in both macros.
➢ Every time when users activate the ON and OFF states, HMI will run the commands in the respective macro once, without repeating these commands.</td></tr>
<tr><td>OFF Macro</td></tr>
<tr><td>(2)</td><td colspan="2">➢ The before execute macro and after execute macro processes are diagrammed below:</td></tr>
</table>

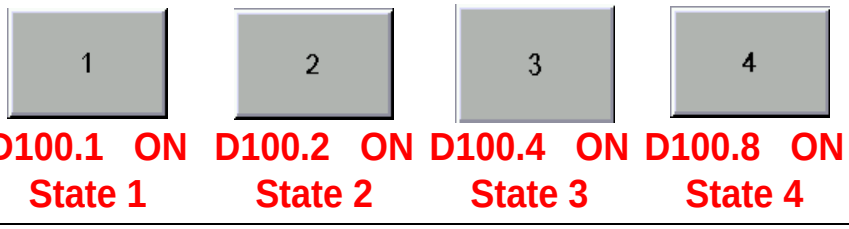
No.	Property	Function
		
	Before execute Macro	➢ When users touch the button element, HMI will first run the commands in the corresponding macro pre-action of the button action. If the button state is not changed by means of touching button (using external controller commands or other macros), HMI will not run the corresponding macro commands.
	After execute Macro	➢ After users touch the button element, HMI will first run the button action pre-action the commands in the corresponding macro. If the button state is not changed by means of touching button (using external controller commands or other macros), HMI will not run the corresponding macro commands.

5-2 Multistate



Multistate can be used to display different state pictures or state values. By setting the memory address of Multistate as “D100”, Data Type as “Word”, Total State Count as “4”, HMI will change states according to the sequence defined by users. Please refer to Table 5-2-1 Example of Multistate below.

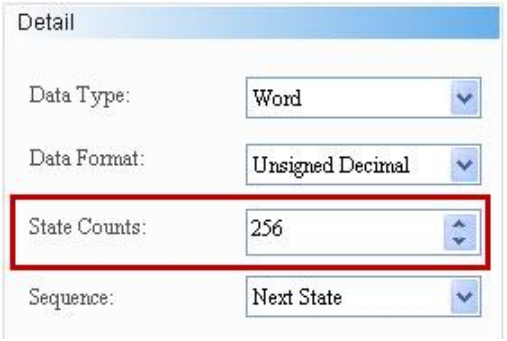
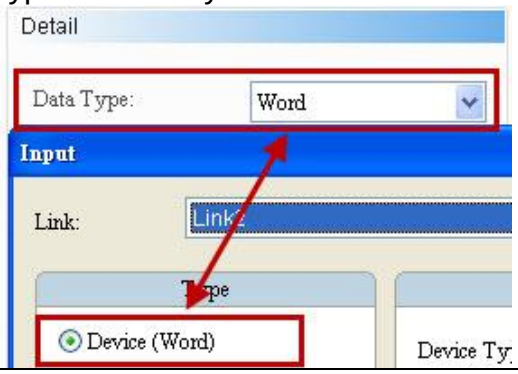
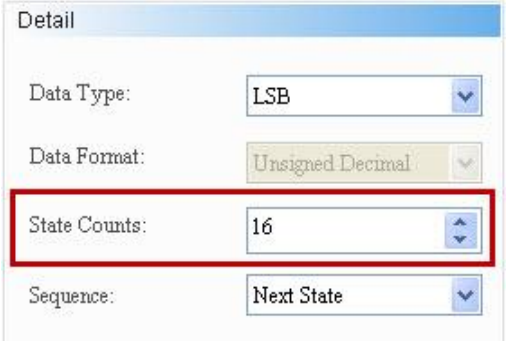
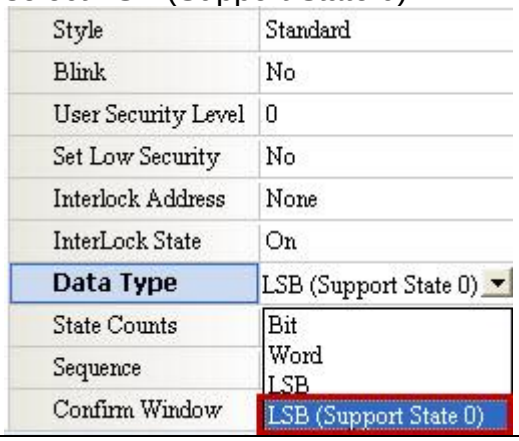
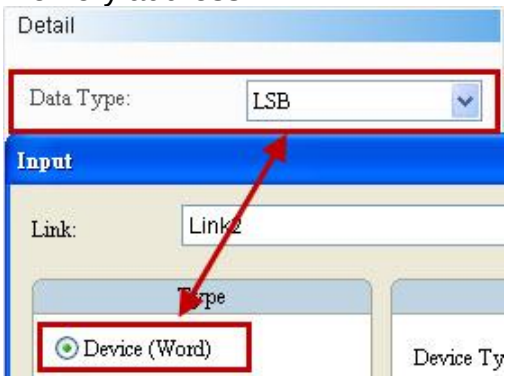
Example of Multistate
Table 5-2-1 Example of Multistate

Write Memory Address	D100
Data Type	Word
Change Sequence	Next Sequence
State Counts	4
Execution Results	

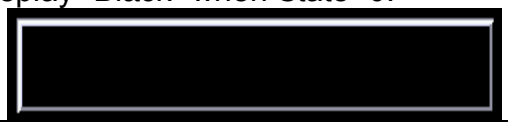
The Multistate Button Element supports four data types as shown in Table 5-2-2 below. Users wishing to add or remove total state count simply need to add or reduce state counts from State Counts in properties.

Multistate Button

Table 5-2-2 Example of Multistate Data Type

Data Type	State Counts	Memory Address
Word	If data type is “Word”, users can select 1-256 states. 	If data type is “Word”, “Word” is data type of memory address. 
LSB / LSB (Support 0 State)	If data type is “LSB”, the data in the register are first converted into binary data. Next, the present object state is determined according to the element with the lowest non-zero bit. If data type is “LSB”, users can select 1-16 states, except “State 0”.  If users wish to display “State 0”, please select LSB (Support State 0). 	If data type is “LSB” or LSB (Support State 0), “Word” is also data type of memory address. 

If users select “LSB”, the element will display “Black” when State=0.

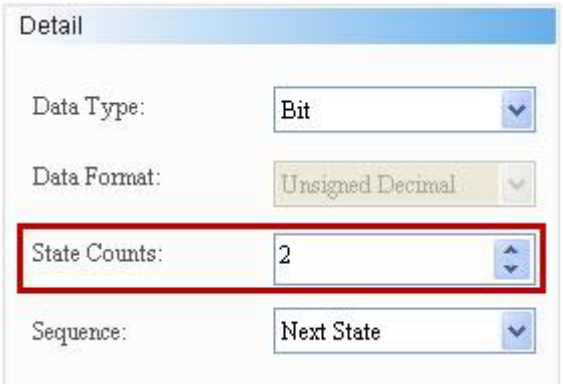


The examples in the following table show how state value is determined with the lowest non-zero element after converting from a decimal value into a binary value. There are also examples demonstrating how the DOPSoft determines the state value displayed with the lowest bit when the decimal values are 3 and 7.

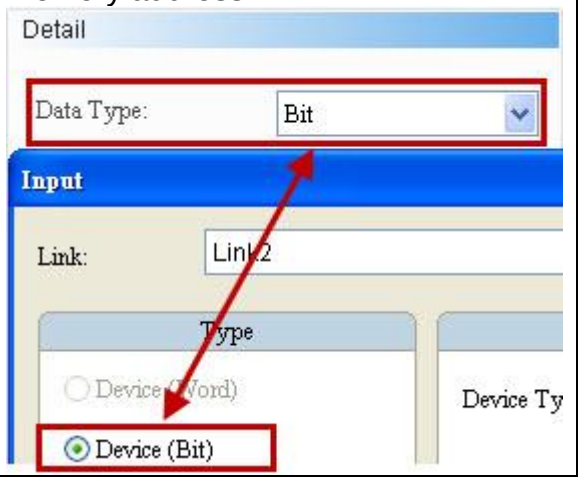
Decimal	Binary	State Value
0	**0000000000000000**	**State=0 when all bits are “0” [LSB (Support State 0) must be selected]**
1	0000000000000001	The lowest non-zero bit is bit 0, State=1
2	0000000000000010	The lowest non-zero bit is bit 1, State=2
3	**0000000000000011**	**The lowest non-zero bit is bit 0, State=1**
4	0000000000000100	The lowest non-zero bit is bit 2, State=3
7	**0000000000000111**	**The lowest non-zero bit is bit 0, State=1**
8	0000000000001000	The lowest non-zero bit is bit 3, State=4
16	0000000000010000	The lowest non-zero bit is bit 4, State=5
32	0000000000100000	The lowest non-zero bit is bit 5, State=6
64	0000000001000000	The lowest non-zero bit is bit 6, State=7
128	0000000010000000	The lowest non-zero bit is bit 7, State=8
256	0000000100000000	The lowest non-zero bit is bit 8, State=9
512	0000001000000000	The lowest non-zero bit is bit 9, State=10
1024	0000010000000000	The lowest non-zero bit is bit 10, State=11
2048	0000100000000000	The lowest non-zero bit is bit 11, State=12
4096	0001000000000000	The lowest non-zero bit is bit 12, State=13
8192	0010000000000000	The lowest non-zero bit is bit 13, State=14
16384	0100000000000000	The lowest non-zero bit is bit 14, State=15
32768	1000000000000000	The lowest non-zero bit is bit 15, State=16

Bit

If data type is “Bit”, only 2 states are available.



If data type is “Bit”, “Bit” is data type of memory address.



Double-click Multistate to call up the Multistate Properties screen as shown below.

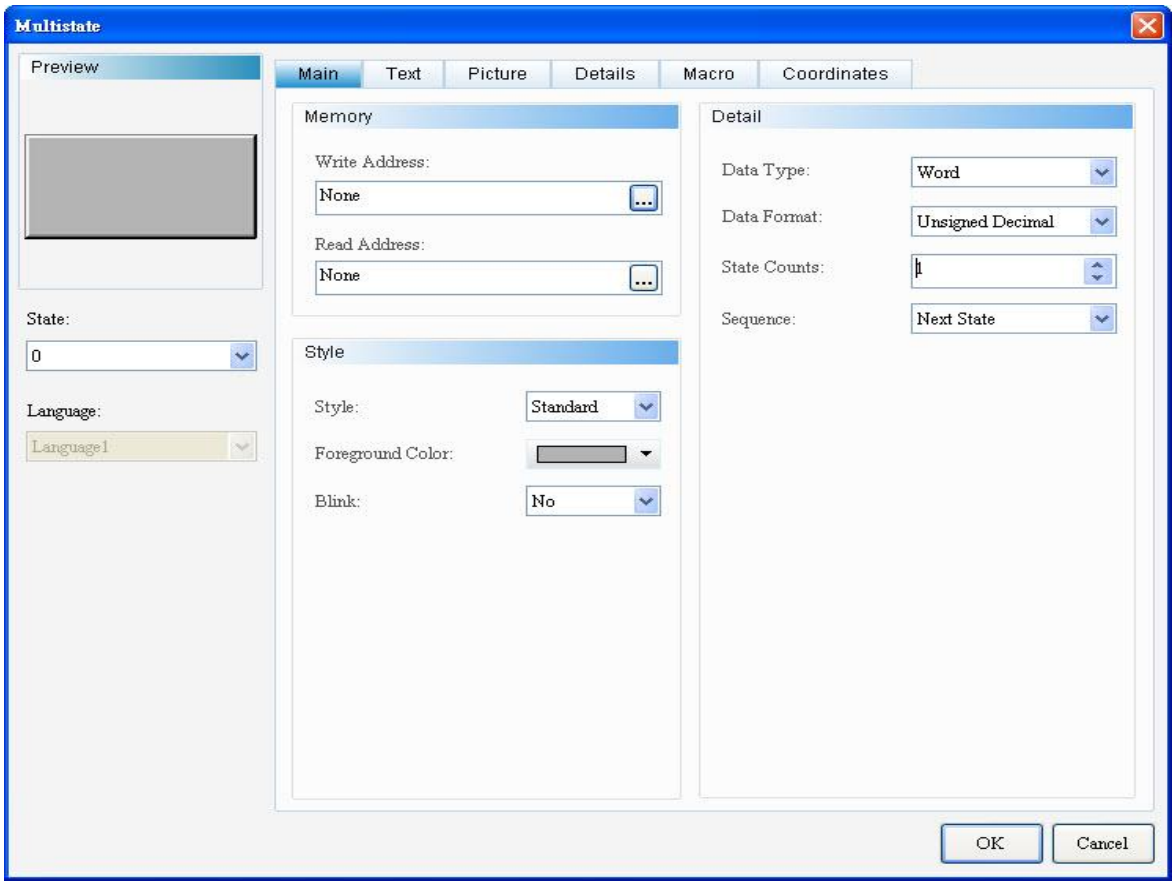


Figure 5-2-1 Multistate—Element Properties

Multistate	
Function Page	**Content Description**
Preview	Views multistate data and Multi-Language data.
General	Sets Write Memory Address, Read Memory Address, Style, Foreground Color, and Blink. Sets the Data Type, Data Format, State Counts, and Change Sequence of Multistate.
Text	Sets the content, font, font size, font color, bold/italic/underline of font, scaling, and alignment of the text to be displayed.
Picture	Sets Picture Bank Name, Alignment, Picture Stretch Mode, and Transparent Color.
Advanced	Sets Interlock Address, Interlock State, Invisible Address, User Security Level, Set Low Security, and Enable Confirmation Box.
Position	Sets the X-Y coordinate, width, and height of button elements.
Macro	Sets Pre-action Macro and Post-action Macro.

Table 5-2-3 Multistate Function Page

◆ General

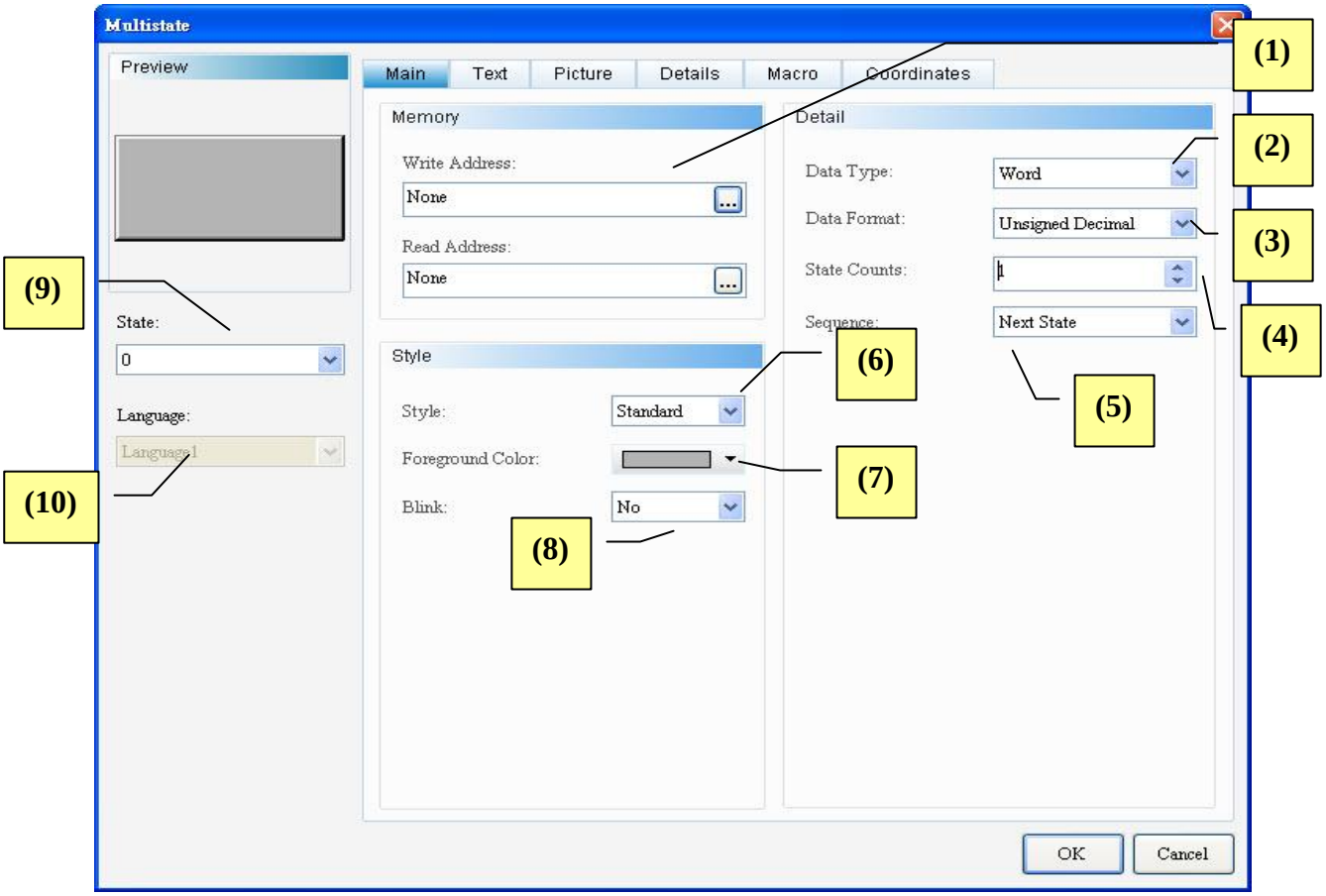
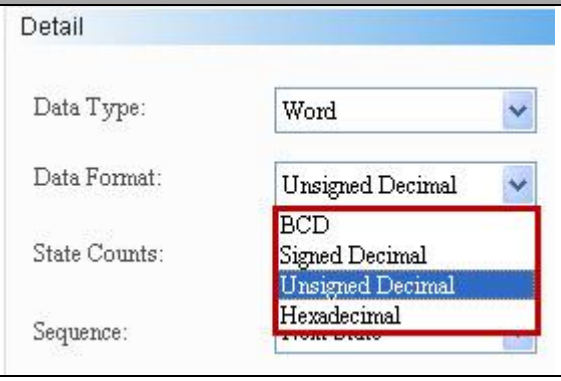
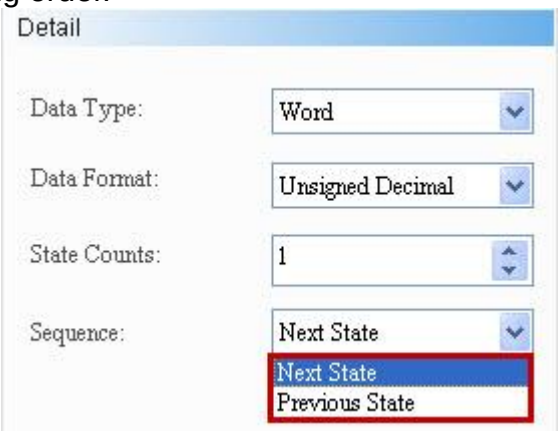
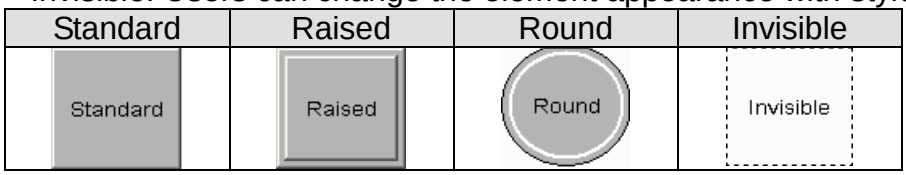
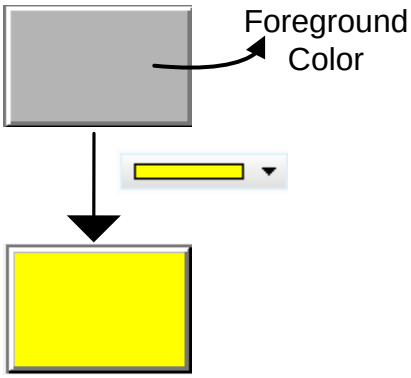
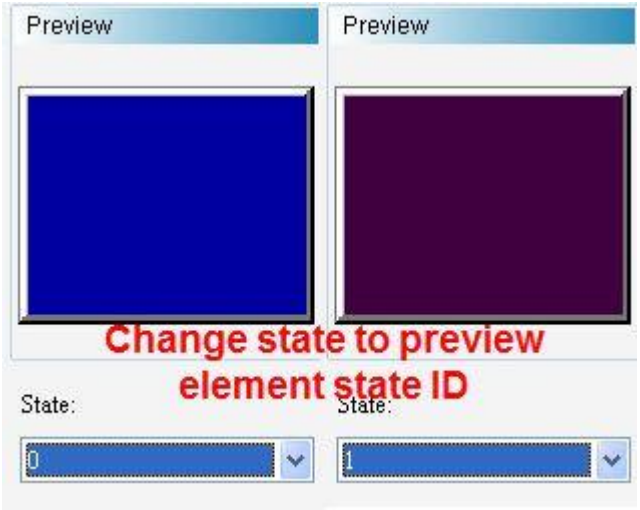
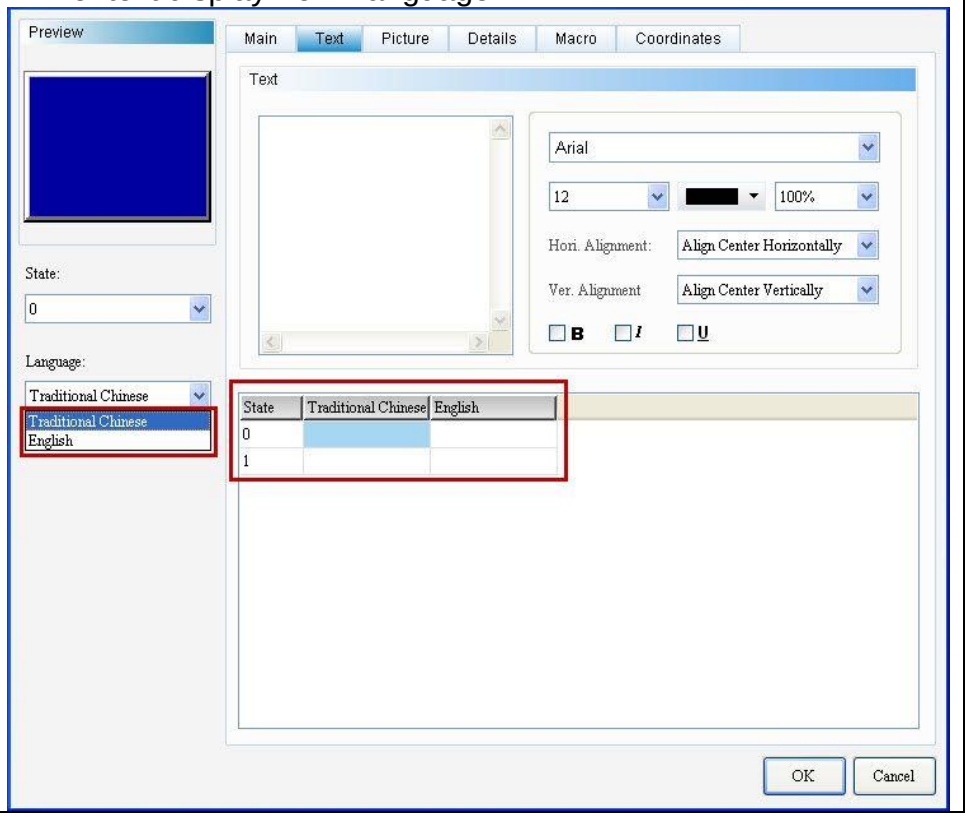


Figure 5-2-2 Multistate—Element General Properties Page

No.	Property	Function
(1)	Write Memory Address Read Memory Address	➢ Selects the address of internal memory or controller register. Memory type change is subject to the selected data type, including Word, LSB, and Bit, as shown in Table 5-2-2. If Write Memory Address is selected without selecting Read Memory Address, HMI will automatically read the data in the Write Memory Address. ➢ Selects link name or style. Please refer to 5-1Buttons for details.
(2)	Data Type	➢ Four options: Bit, Word, LSB, and LSB (Support State 0). Please refer to Table 5-2-2 for details.
(3)	Data Format	➢ Data format can only be selected when data type is “Word”. ➢ These formats include BCD, Signed Decimal, Unsigned Decimal, and Hexadecimal.

No.	Property	Function
		
(4)	State Counts	➢ Sets the state counts of Multistate Button elements. If data type is “Word”, users can select 1-256 states; if data type is “LSB”, users can select 16 states; if data type is “LSB (Support State 0)”, users can select 17 states; and if data type is “Bit”, users can select 2 states. Please refer to Table 5-2-2 for details.
(5)	Change Sequence	➢ Sets the change sequence of multistate button elements, including Next State and Previous State. ➢ Next State: When changing states, HMI change states in ascending order. ➢ Previous State: When changing states, HMI change states in descending order. 
(6)	Style	➢ There are four style, including Standard, Raised, Round, and Invisible. Users can change the element appearance with style. 
(7)	Foreground Color	➢ Sets foreground color of elements. ➢ When Style is “Invisible”, Foreground Color is disabled.

No.	Property	Function
		
(8)	Blink	➢ Uses can set blink prompt of elements when setting state change of buttons. The blink color is the opposite color of the foreground color. 
(9)	State	➢ The multistate element determines the state count according to the total state count defined by users. Users can view multisite with this. 

No.	Property	Function
(10)	Language	➢ When language data are defined, users can edit the properties of text display from Language. 

- Text

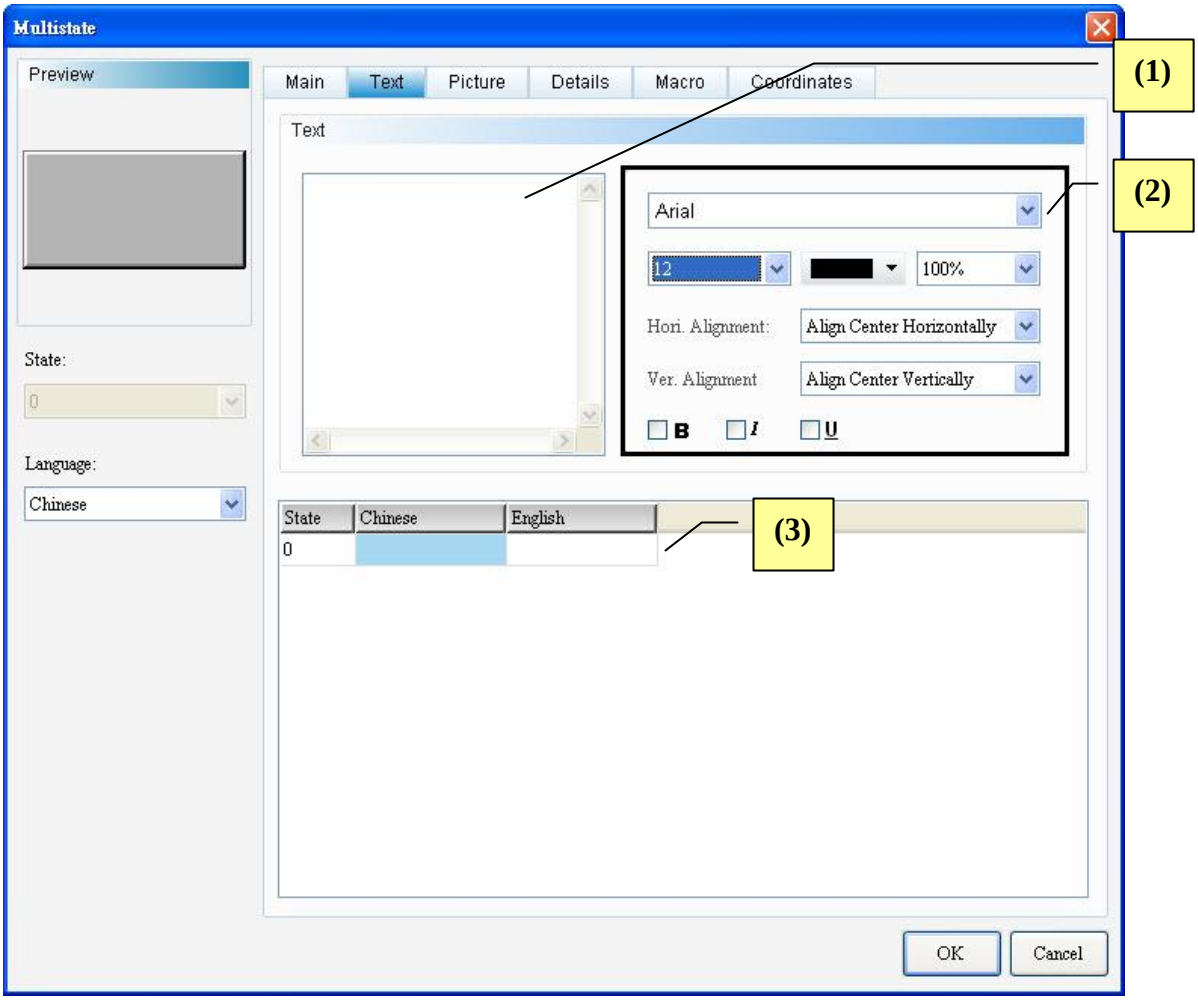
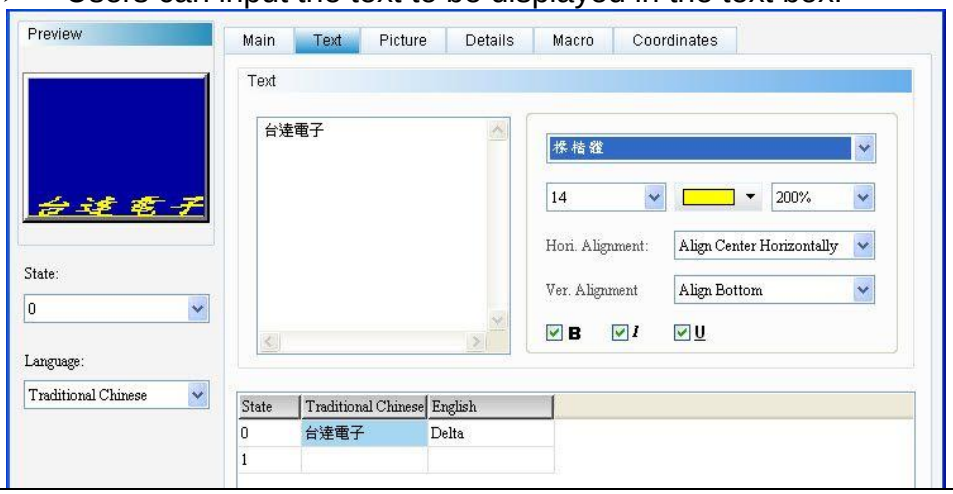


Figure 5-2-3 Multistate—Element Text Properties Page

No.	Property	Function
(1)	Text	➢ Users can input the text to be displayed in the text box. 
(2)	Text Properties	➢ Sets text properties, including font type, font size, font color, scaling, text alignment, and bold/italic/underline of font. Please refer to the above figure for details about the results of text properties.
(3)	Multi-Language Text Data	➢ Users can add Multi-Language text data from the Multi-Language Text Page. As shown in the Text Properties Figure, users can input English text in the English field.

◆ Picture

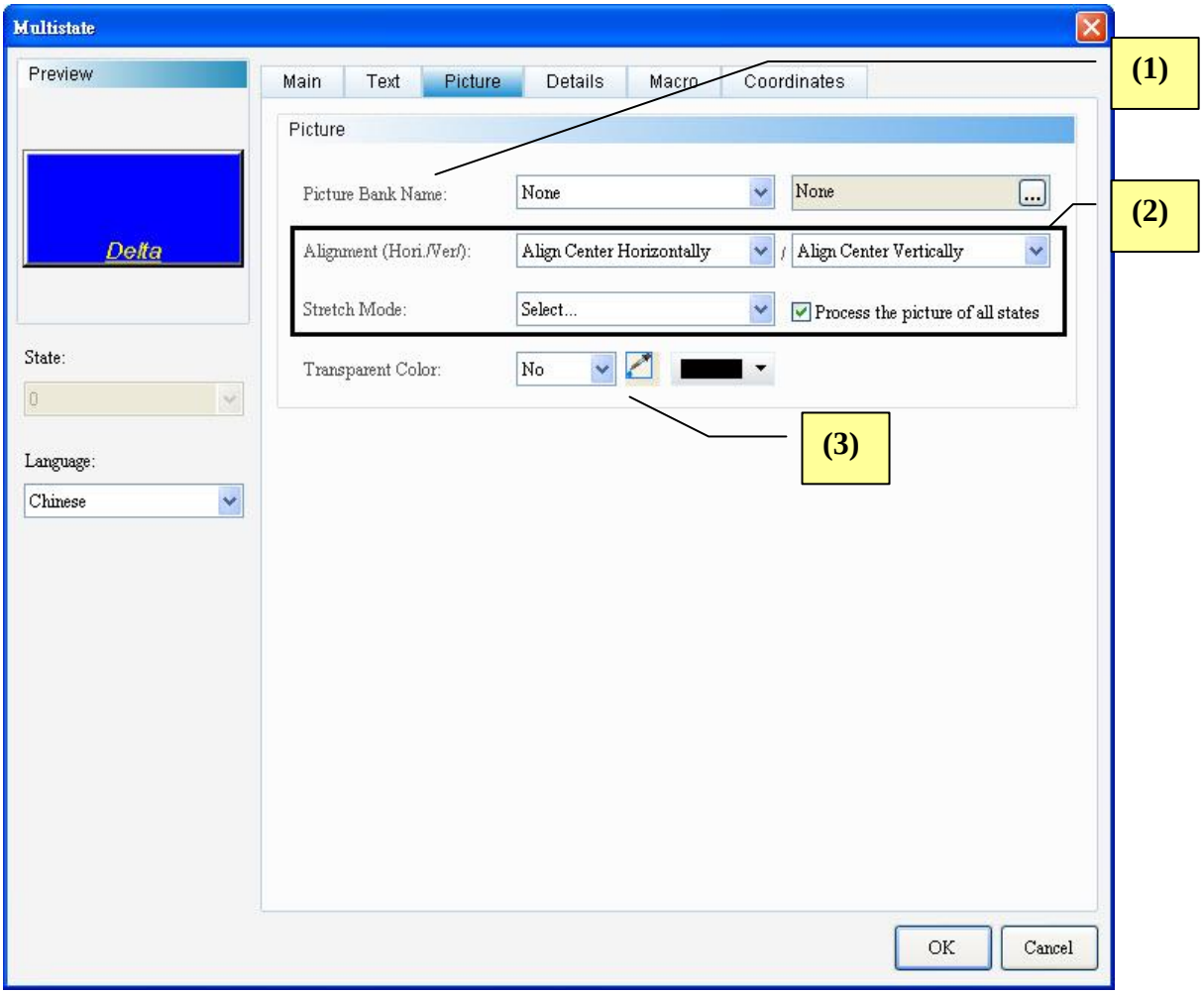
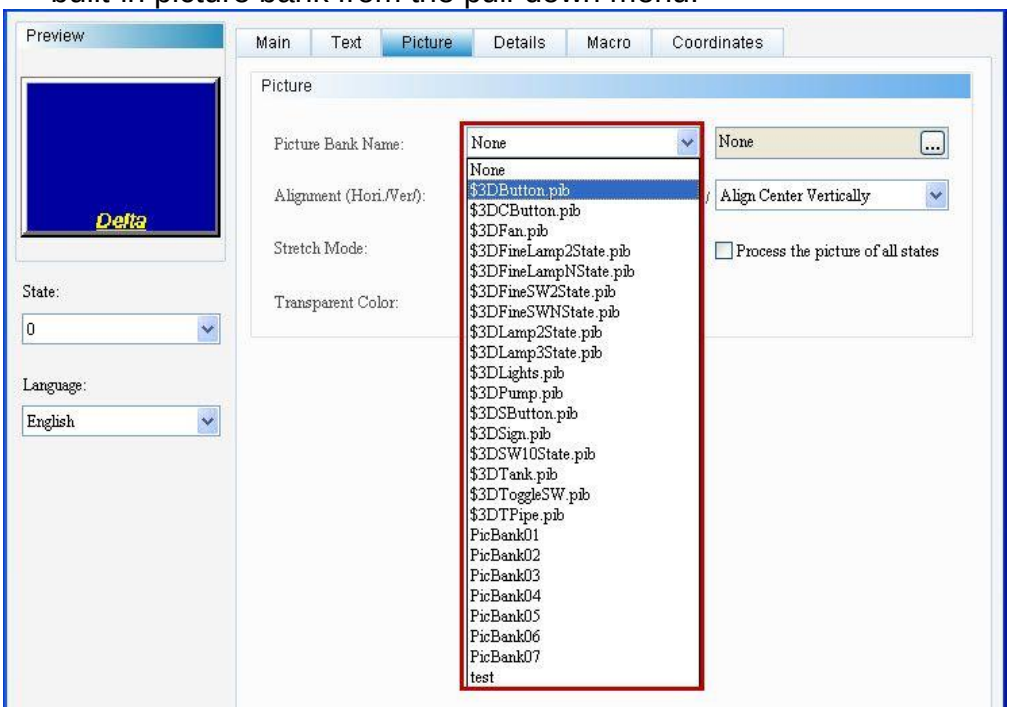
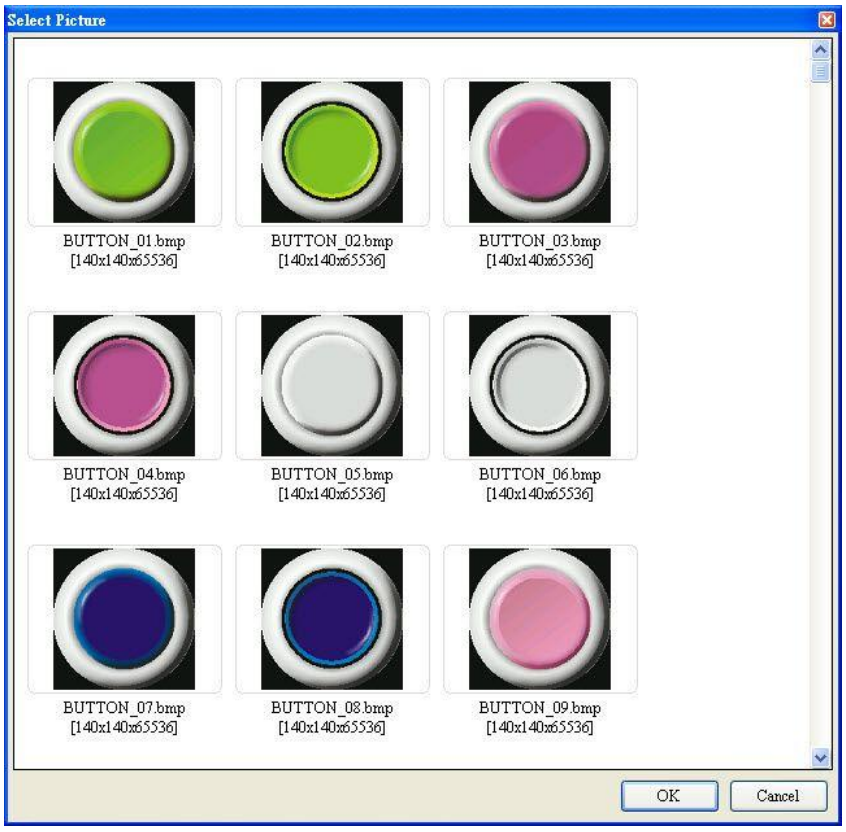
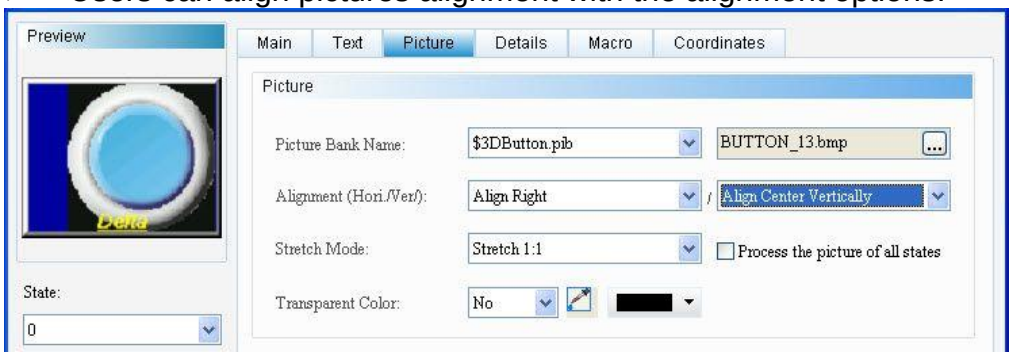


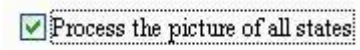
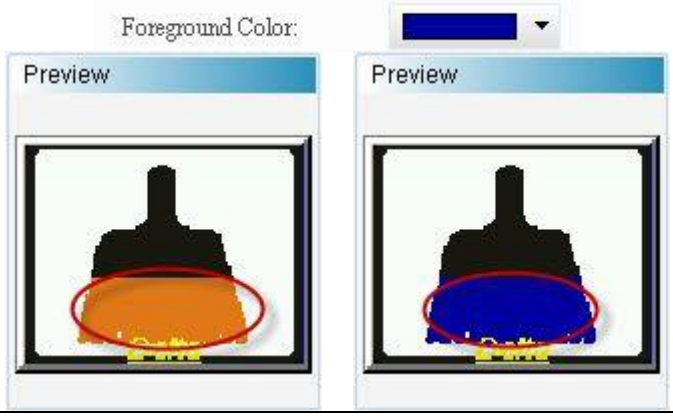
Figure 5-2-4 Multistate—Element Picture Properties Page

No.	Property	Function
(1)	Picture Bank Name	➢ The default value for Picture Bank Name is “None”. Users wishing to select a display picture can select the desired picture in the built-in picture bank from the pull-down menu.





<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td rowspan="2">(2)</td><td>Alignment</td><td>➢ Users can align pictures alignment with the alignment options.
 

➢ Stretch modes include: Fill, Keep Aspect Ratio, and Actual Size.
<table>
<tr><th>Fill</th><th>Keep Aspect Ratio</th><th>Actual Size</th></tr>
<tr><td>In the “Fill” mode, the selected picture will fill up the entire display area.</td><td>In the “Keep Aspect Ratio” mode, the selected picture will fit in the display area proportionally according to the picture ratio.</td><td>In the “Actual Size” mode, the picture will be displayed in its original size in the display area.</td></tr>
<tr><td>  </td><td>  </td><td>  </td></tr>
</table>
➢ If “Process all state pictures” is selected, the system assumes that each element has multiple entries of state data, and some pictures may be unable to fill the entire display area. By selecting this item, users will not need to set individual pictures to save time editing.
 
</td></tr>
<tr><td>(3)</td><td>Transparent Color</td><td>➢ Users can set a color in the picture to transparent. In this case, by clicking the Transparent Color icon  and then the orange part of the loom, the DOPSoft will omit all orange parts in the picture and turn them transparent; thus turning the foreground color transparent.
 
</td></tr>
</table>

◆ Advanced

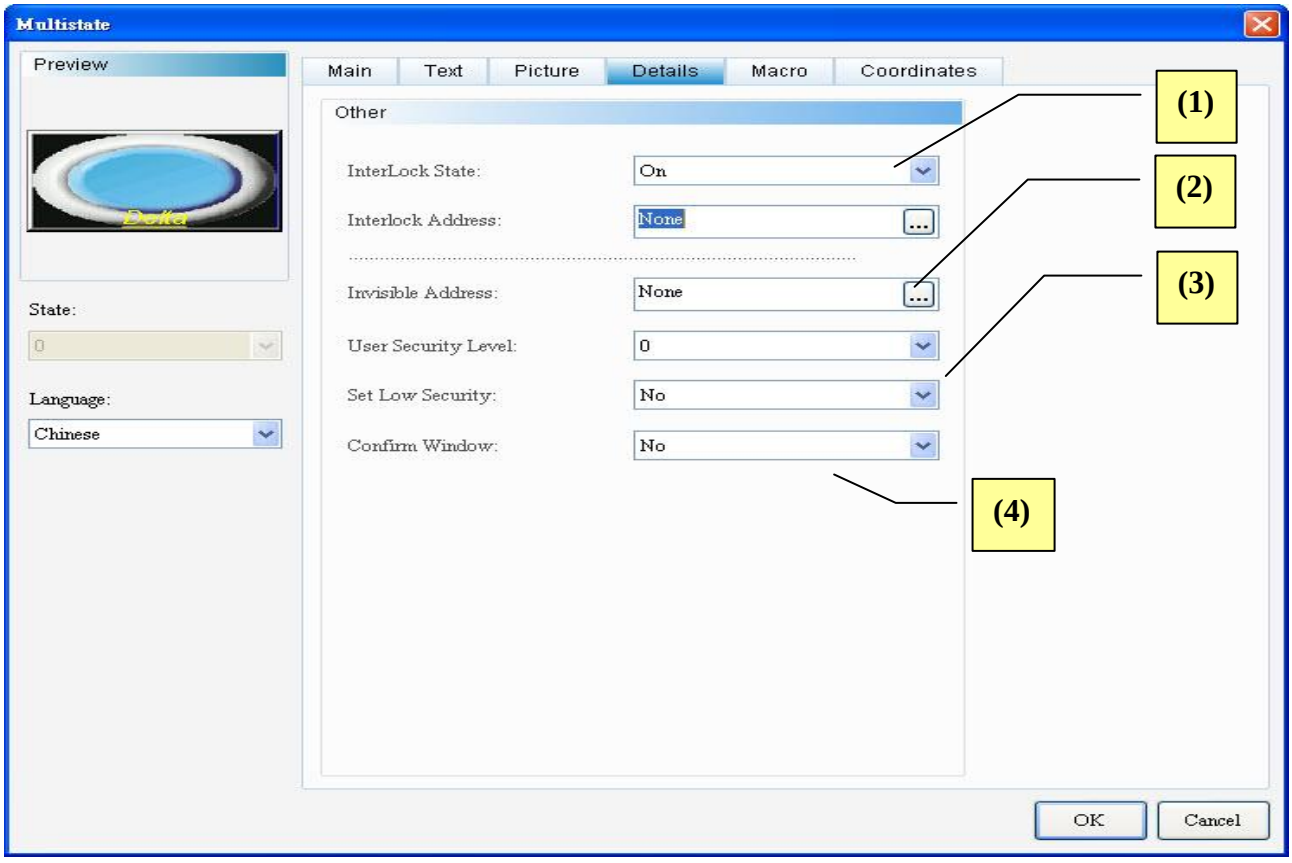
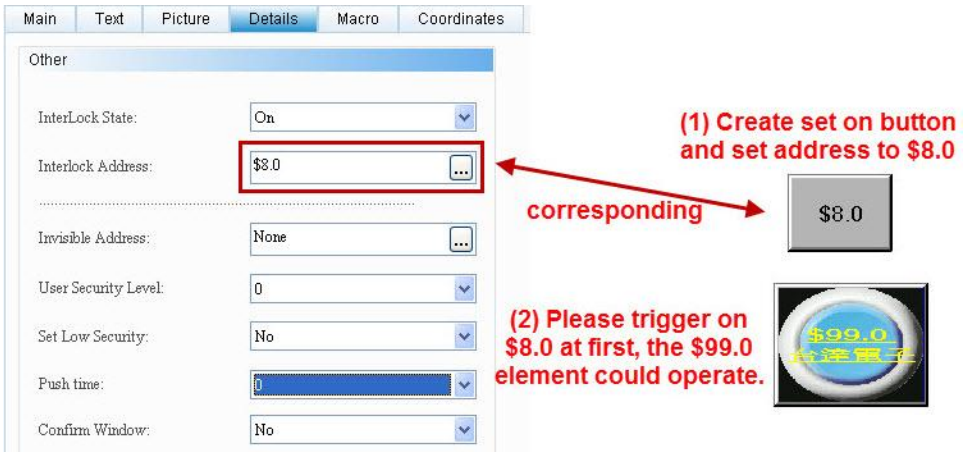
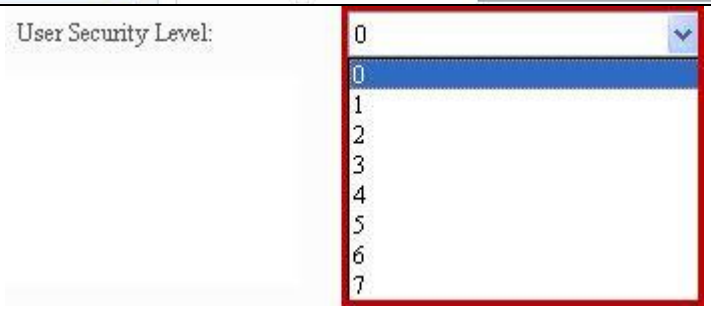
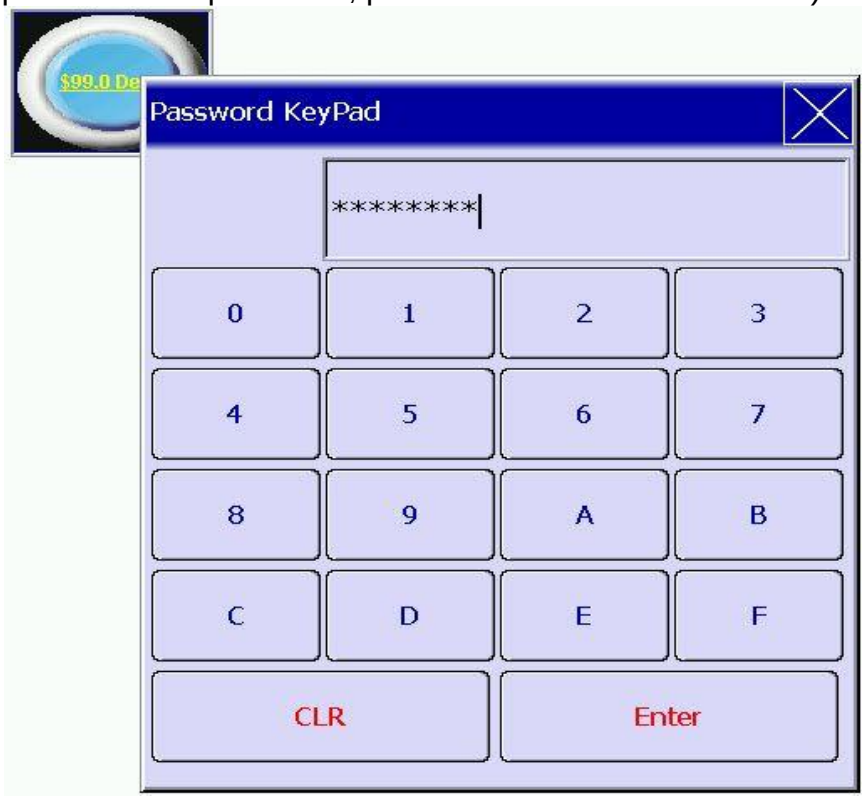
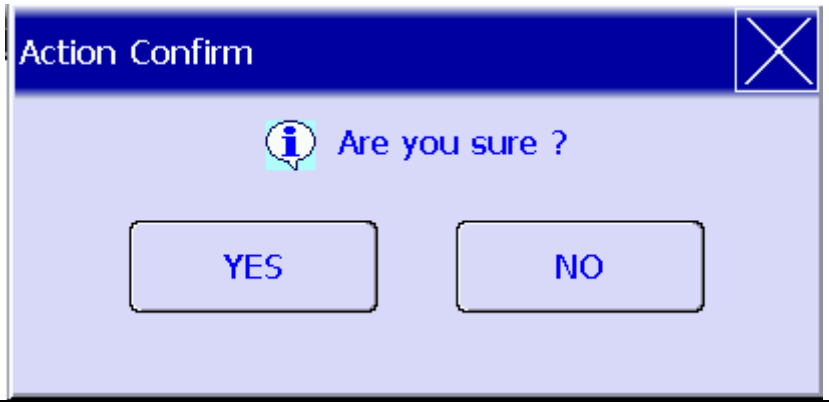


Figure 5-2-5 Multistate—Element Advanced Properties Page

No.	Property	Function
(1)	Interlock State	➢ Interlock Address allows users to operate an element from this particular address. It must be used along with Interlock State. If Interlock State is “OFF”, this means the interlock address is operable when the interlock state is “OFF”. In contrast, when Interlock State is “ON”, this means the interlock address is operable when the interlock state is “ON”. ➢ Examples of the interlock address application are as follows: 1. First, create a button and set its address as “$8.0”. Next, set the original interlock address ($99.0) to “$8.0”. 2. To make Button $99.0 operable, users must press Button $8.0 first.
	Interlock Address	

No.	Property	Function
(2)	Invisible Address	➢ When Invisible Address is “ON”, the button element is hidden, and the corresponding function is disabled. 
(3)	User Security Level	 ➢ Sets the user security level of element activities. Only users with equal or higher security level corresponding to the element can activate the element. ➢ After setting the user security level, when users activate the element, the password box will pop up and request users to input the password (the password can be changed from the

No.	Property	Function
	Set Low Security	password setup element, please see 5-7 Password Table).  ➢ If "YES" is selected for Set Low Security, HMI automatically sets the security level to the lowest every time users input the password. When users activate the element again, they will be requested to input again the password corresponding to the element.
(4)	Enable Confirmation Box	➢ If Enable Confirmation Box is set to "YES", the following dialog box will pop up after pressing the corresponding button as shown below: 

- Location

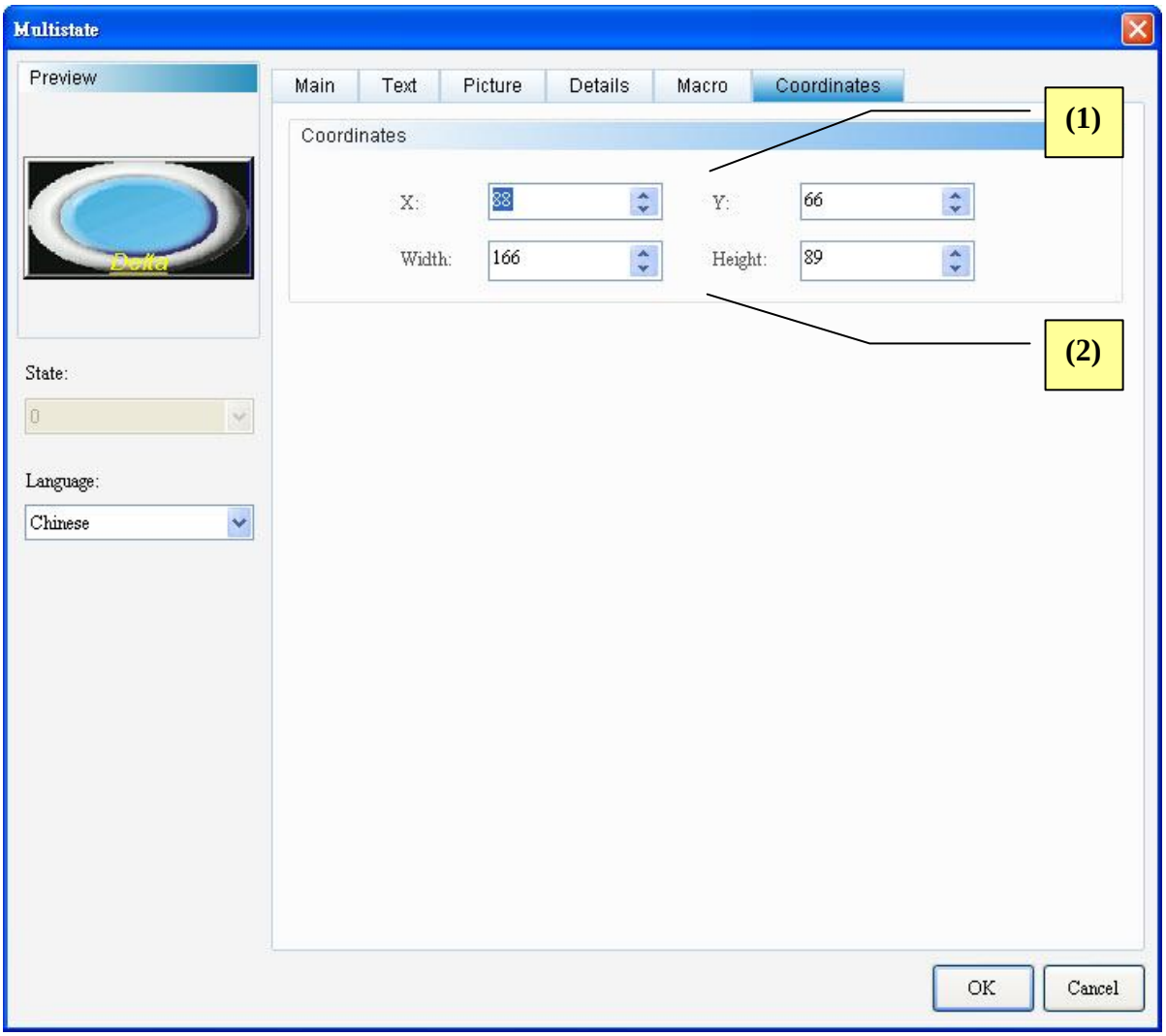


Figure 5-2-6 Multistate—Element Position Properties Page

No.	Property	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

- Macro

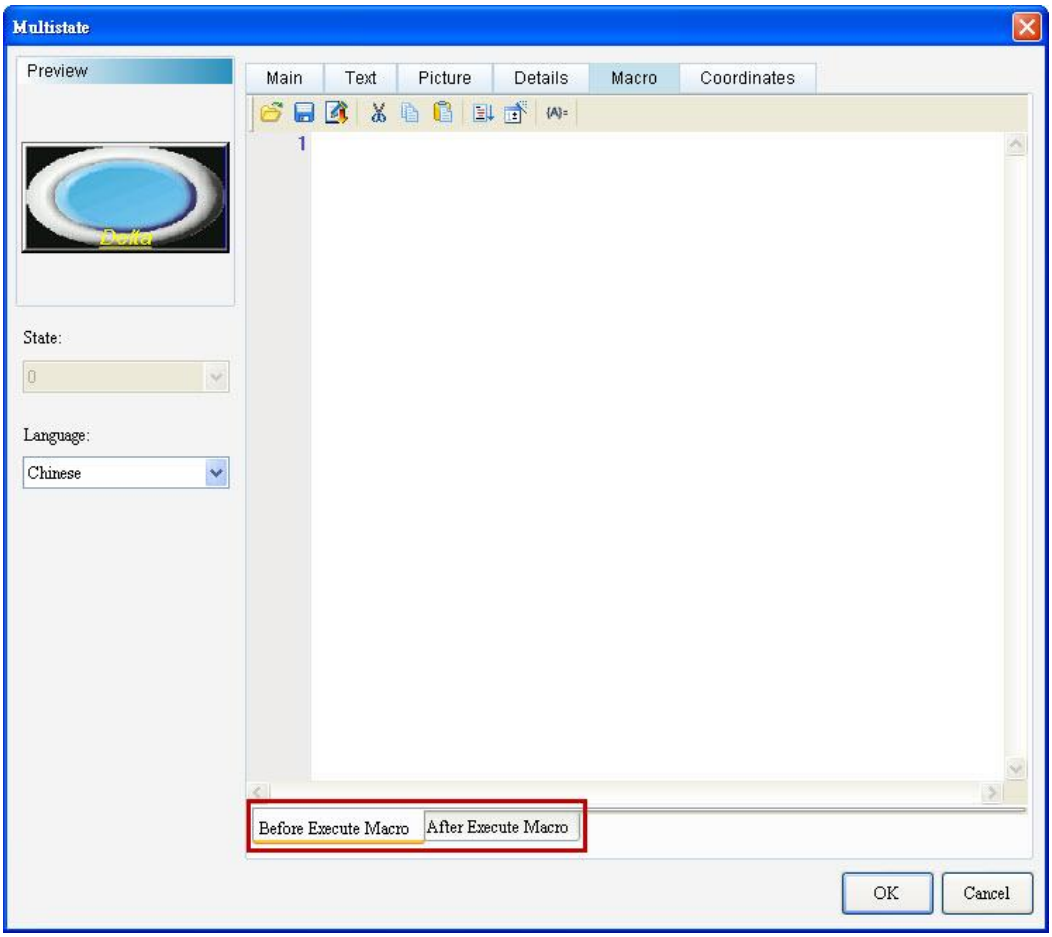
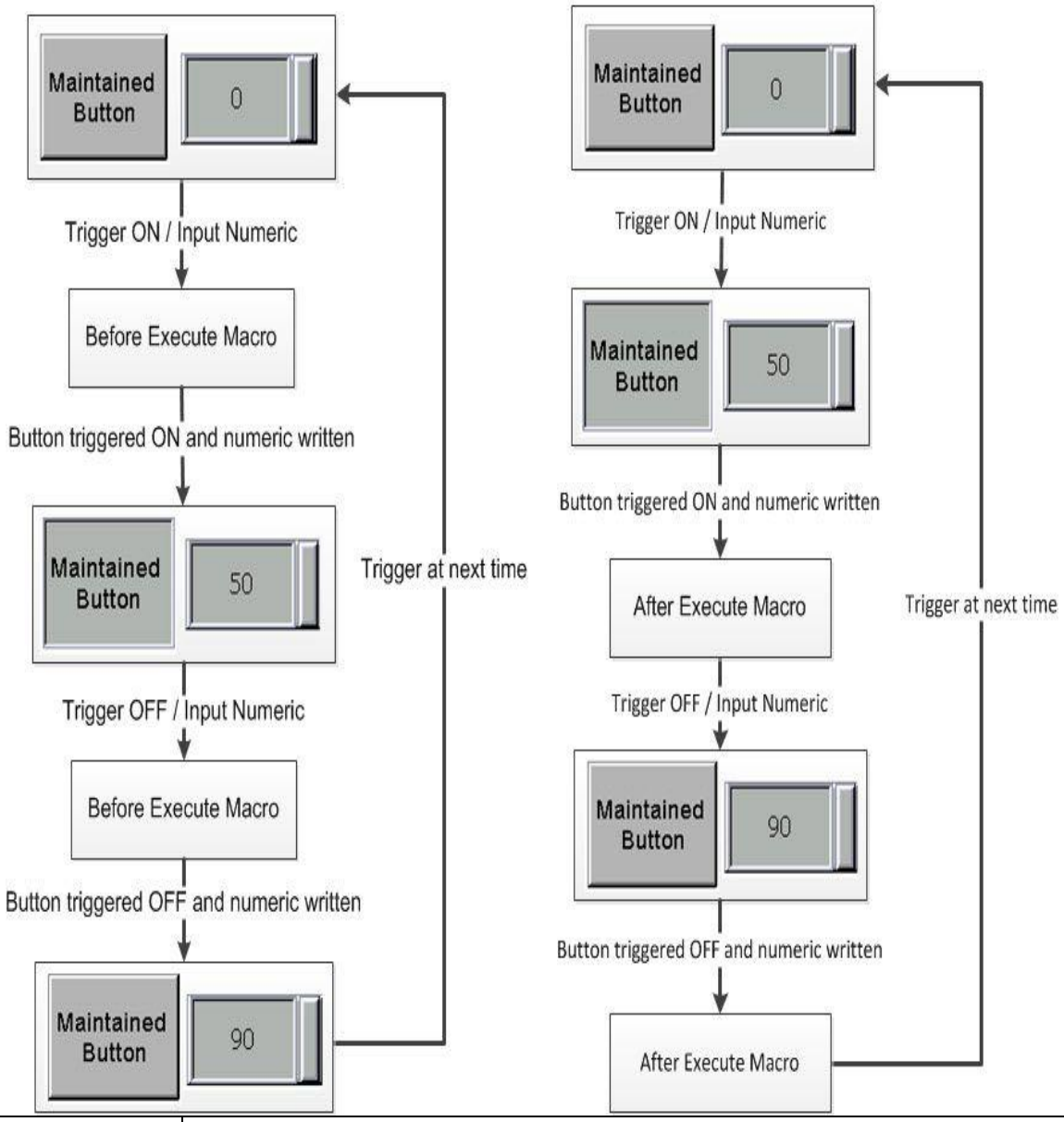


Figure 5-2-7Multistate—Element Position Properties Page

No.	Property	Function
(1)	➢ The before execute macro and after execute macro processes are diagrammed below: 	
	Before execute Macro	➢ When users touch the button element, HMI will first run the commands in the corresponding macro pre-action of the button action. If the button state is not changed by means of touching button (using external controller commands or other macros), HMI will not run the corresponding macro commands.
	After execute Macro	➢ After users touch the button element, HMI will first run the button action pre-action the commands in the corresponding macro. If the button state is not changed by means of touching button (using external controller commands or other macros), HMI will not run the corresponding macro commands.

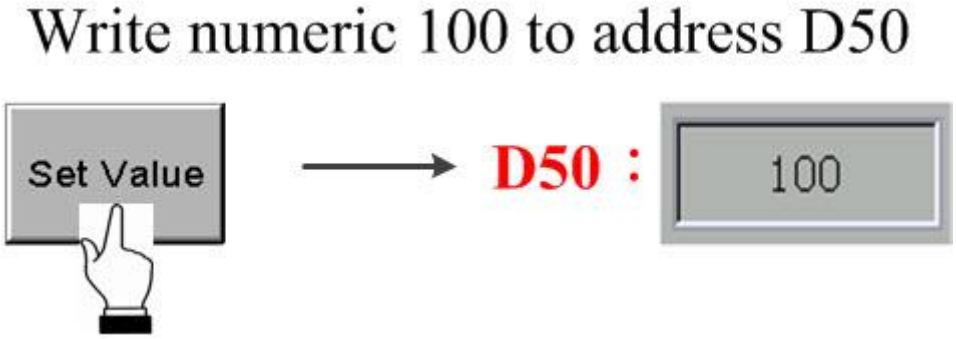
5-3 Set Value

	Set Value

After touching this button on HMI, the built-in Numeric Keypad will pop up for users to input values. Press the ENTER key and HMI will send the input values to the corresponding registers. Users can define the maximum and minimum limits of values. Users can also program how to activate the register addresses to activate the selected controller Bit addresses; i.e. pre-action or post-action. Please refer to Table 5-3-1 Example Set Value below.

Example of Set Value

Table 5-3-1 Example of Set Value

Write Memory Address	**Write Memory Address of Set Value Element**: D50 **Read Memory Address of Numeric Display Value**: D50
Execution Results	

Double-click Set Value to call out the Set Value Properties screen as shown below.

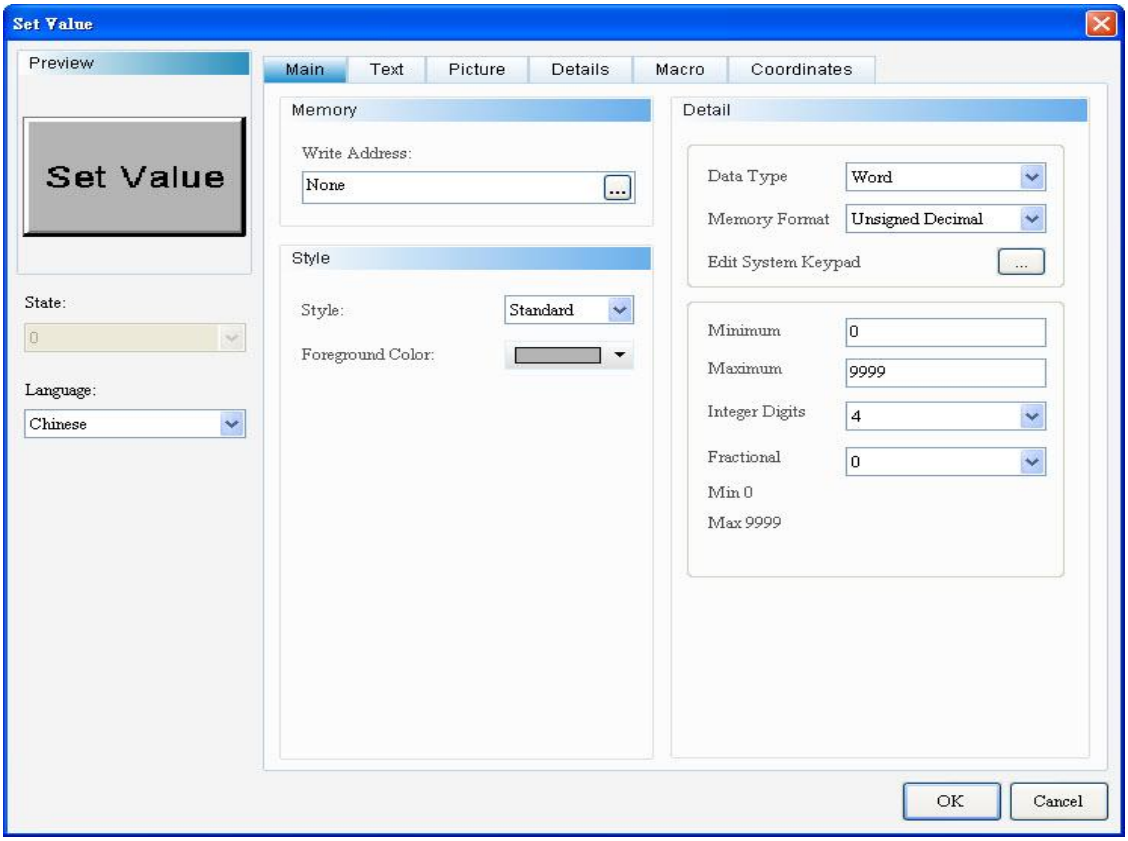


Figure 5-3-1 Set Value Element Properties

Set Value	
Function Page	**Content Description**
Preview	Views Multi-Language data and does not support multistate data.
General	Sets Write Memory Address, Style, and Foreground Color. Sets the Data Type and Data Format of Set Value elements; Keyboard Style, Maximum / Minimum Values, Integer Digit, and Decimal Place.
Text	Sets the content, font, font size, font color, bold/italic/underline of font, scaling, and alignment of the text to be displayed.
Picture	Sets Picture Bank Name, Alignment, Picture Stretch Mode, and Transparent Color.
Advanced	Sets Interlock Address, Interlock State, Activation Methods, Activation, Invisible Address, User Security Level, Set Low Security, Hide Character, Enable Confirmation Box, and Exceed Limit Reminder.
Position	Sets the X-Y coordinate, width, and height of button elements.
Macro	Sets Pre-action Macro and Post-action Macro.

Table 5-3-2 Set Value Function Page

◆ General

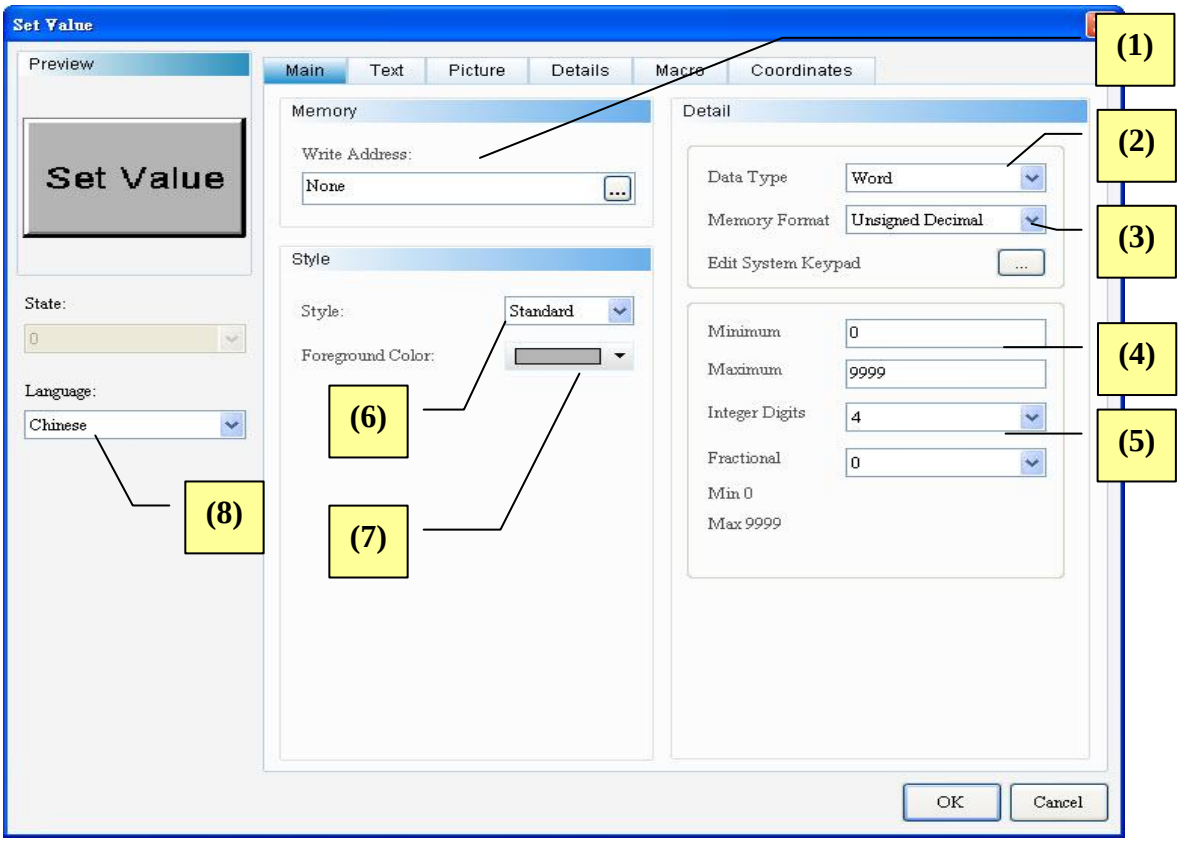
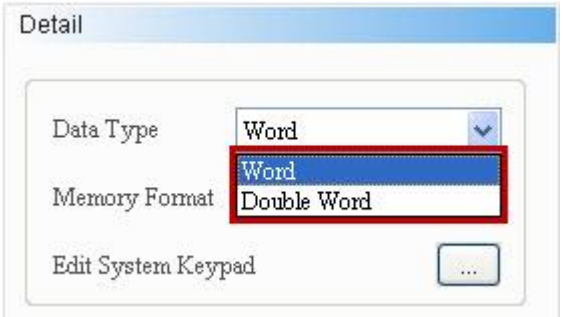
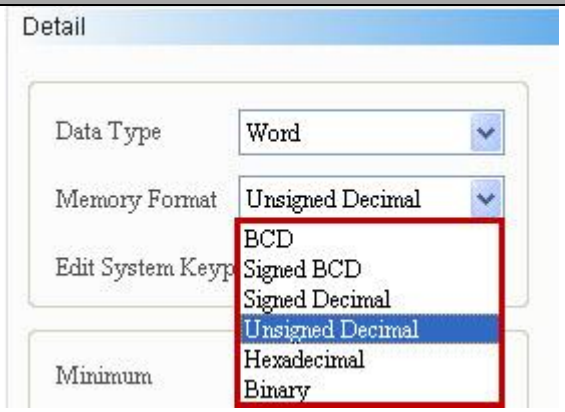
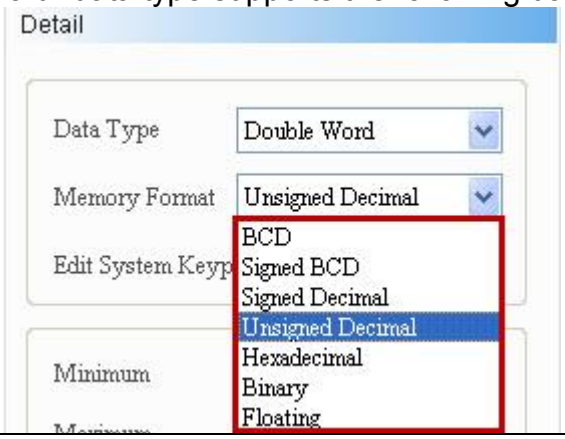
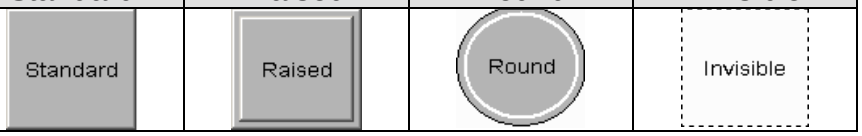
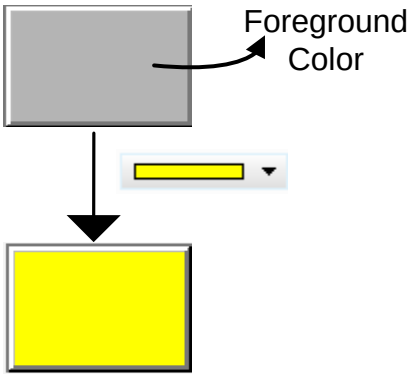
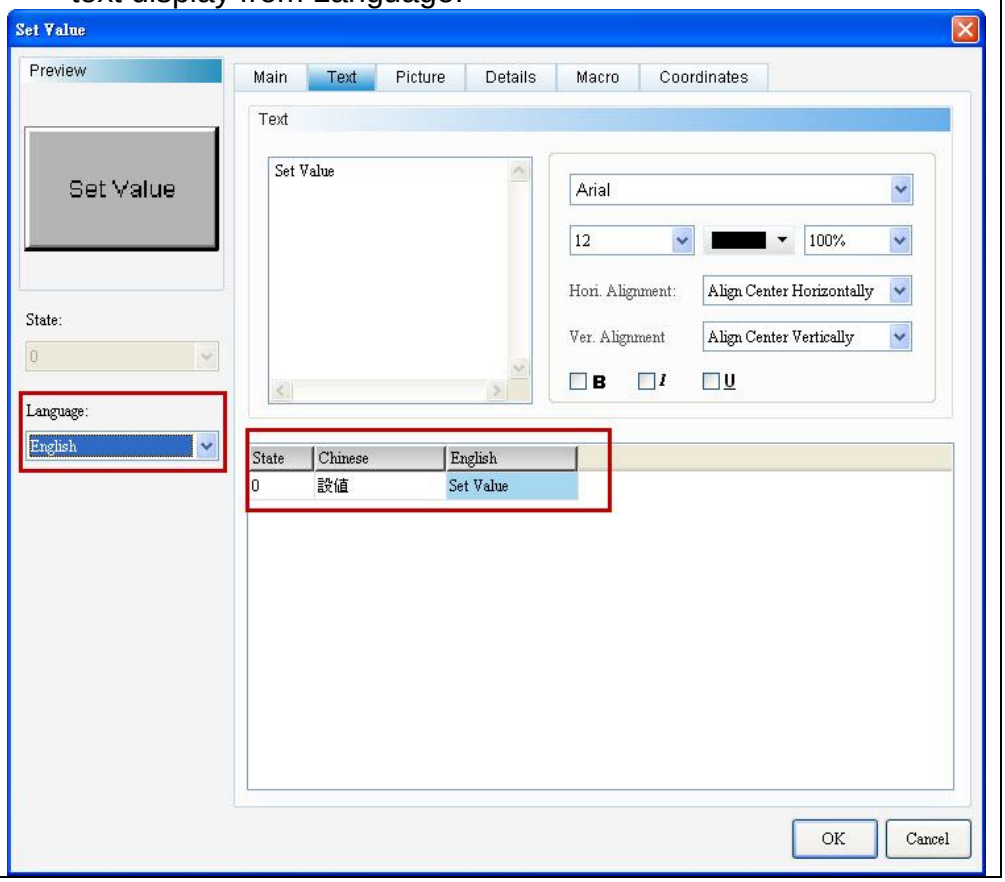


Figure 5-3-2 Set Value—Element General Properties Page

No.	Property	Function
(1)	Write Memory Address	➢ Selects the address of internal memory or controller register. Addresses must be in “Word” format. ➢ Selects link name or style. Please refer to 5-1 Buttons for details.
(2)	Data Type	➢ Data types include “Word” and “Double Word”. 
(3)	Data Format	➢ “Word” data type supports the following data formats:

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td></td><td></td><td> 

➢ “Double Word” data type supports the following data formats:

</td></tr>
<tr><td>(4)</td><td>Minimum Value / Maximum Value</td><td>➢ The data valid range of minimum numeric entry and maximum numeric entry is subject to the data type and data format.
<table>
<tr><th>Data Type</th><th>Data Format</th><th>Data Valid Range</th></tr>
<tr><td rowspan="6">Word</td><td>BCD</td><td>0~9999</td></tr>
<tr><td>Signed BCD</td><td>-999 ~ 9999</td></tr>
<tr><td>Signed Decimal</td><td>-32768~32767</td></tr>
<tr><td>Unsigned Decimal</td><td>0~65535</td></tr>
<tr><td>Hex</td><td>0~0xFFFF</td></tr>
<tr><td>Binary</td><td>0~0xFFFF</td></tr>
<tr><td rowspan="7">Double Word</td><td>BCD</td><td>0~99999999</td></tr>
<tr><td>Signed BCD</td><td>-9999999 ~ 99999999</td></tr>
<tr><td>Signed Decimal</td><td>-2147483648~2147483647</td></tr>
<tr><td>Unsigned Decimal</td><td>0~4294967295</td></tr>
<tr><td>Hex</td><td>0~0xFFFFFFFF</td></tr>
<tr><td>Binary</td><td>0~0xFFFFFFFF</td></tr>
<tr><td>Floating</td><td>0~9999999</td></tr>
</table></td></tr>
<tr><td>(5)</td><td>Integer Digit Decimal Place</td><td>➢ Users can define the integer digits and decimal places to be displayed.</td></tr>
</table>

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td>(6)</td><td>Style</td><td>➢ There are four Styles, including Standard, Raised, Round, and Invisible. Users can change the element appearance with style.
<table>
<tr><th>Standard</th><th>Raised</th><th>Round</th><th>Invisible</th></tr>
<tr><td> 
</td></tr>
</table></td></tr>
<tr><td>(7)</td><td>Foreground Color</td><td>➢ Sets foreground color of elements.
➢ When Style is “Invisible”, foreground color is disabled.
 
</td></tr>
<tr><td>(8)</td><td>Language</td><td>➢ When language data are defined, users can edit the properties of text display from Language.
 
</td></tr>
</table>

◆ Text

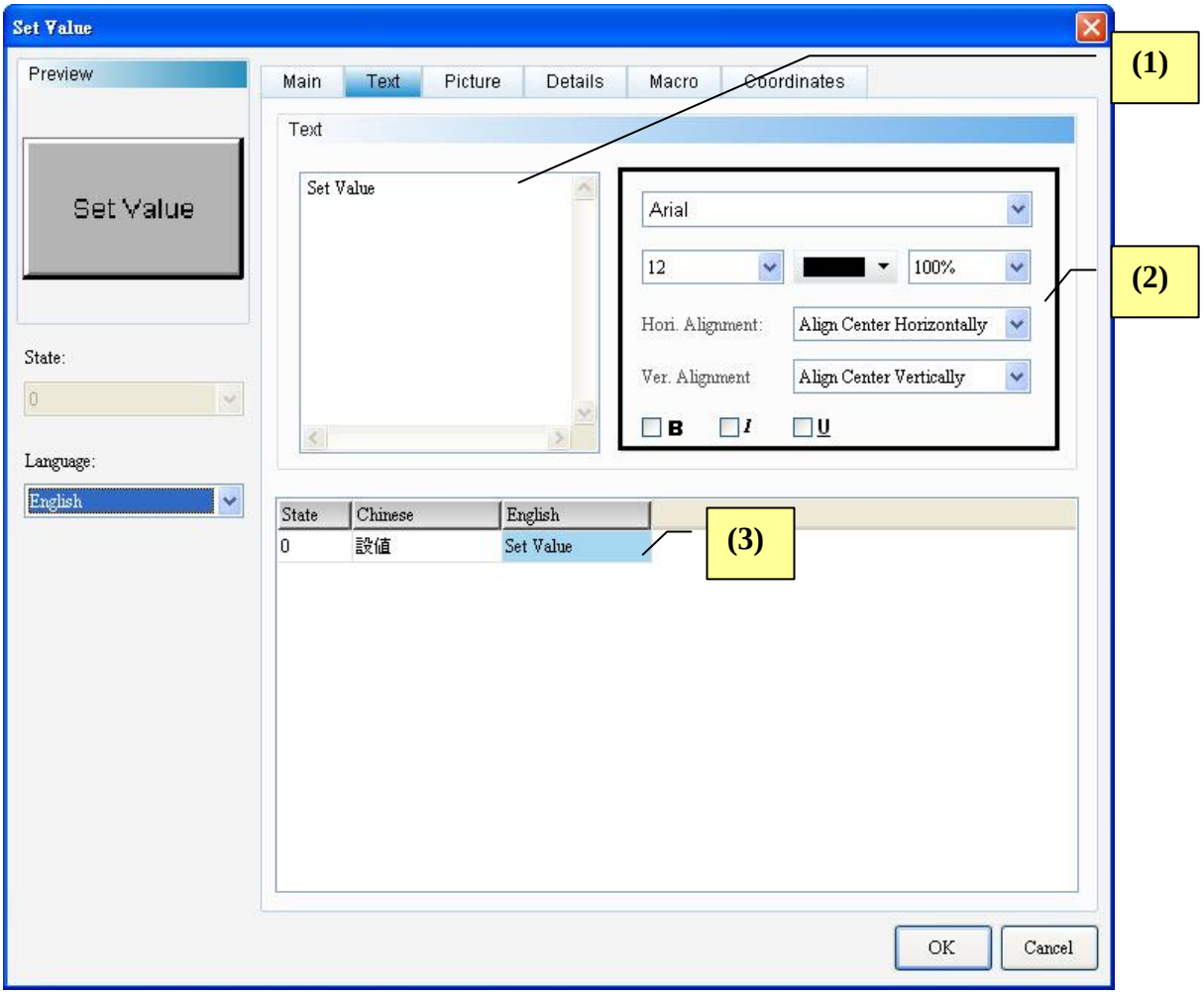
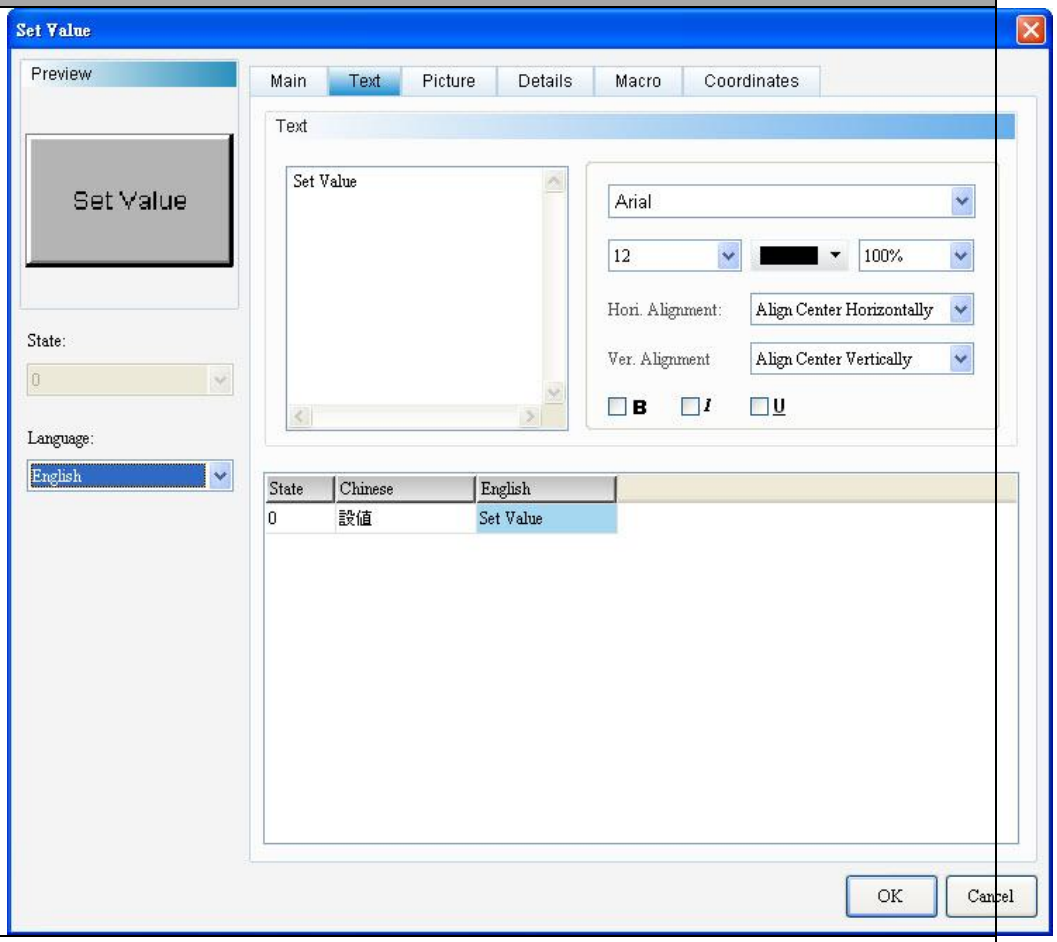


Figure 5-3-3 Set Value—Element Text Properties Page

No.	Property	Function
(1)	Text	➢ Users can input the text to be displayed in the text box.

No.	Property	Function
		
(2)	Text Properties	➢ Sets text properties, including font type, font size, font color, scaling, text alignment, and bold/italic/underline of font. Please refer to the above figure for details about the results of text properties.
(3)	Multi-Language Text Data	➢ Users can add Multi-Language text data from the Multi-Language Text Page. As shown in the Text Properties Figure, users can input English text in the English field.

- Picture

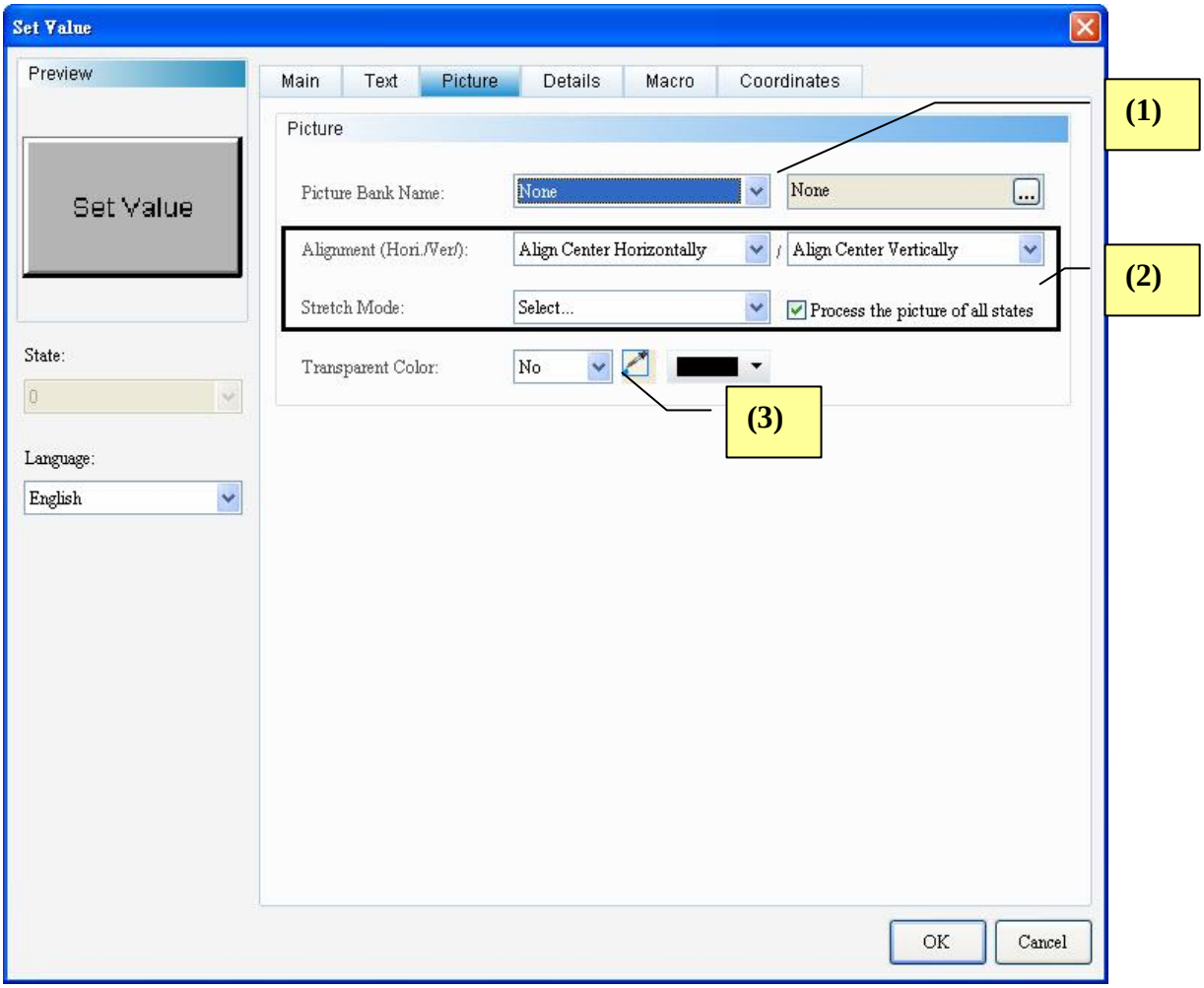
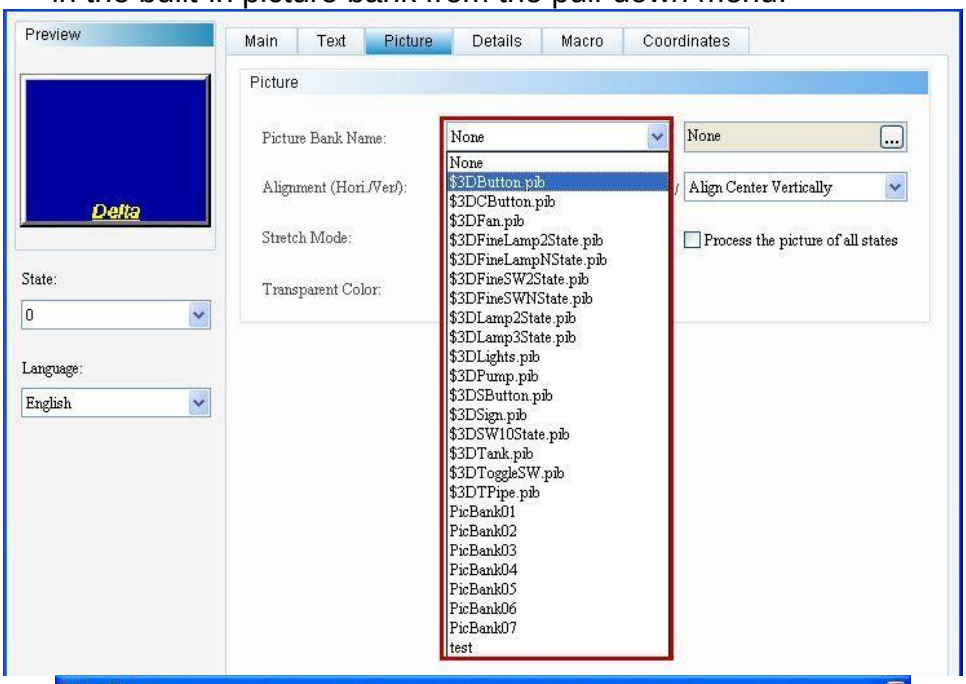
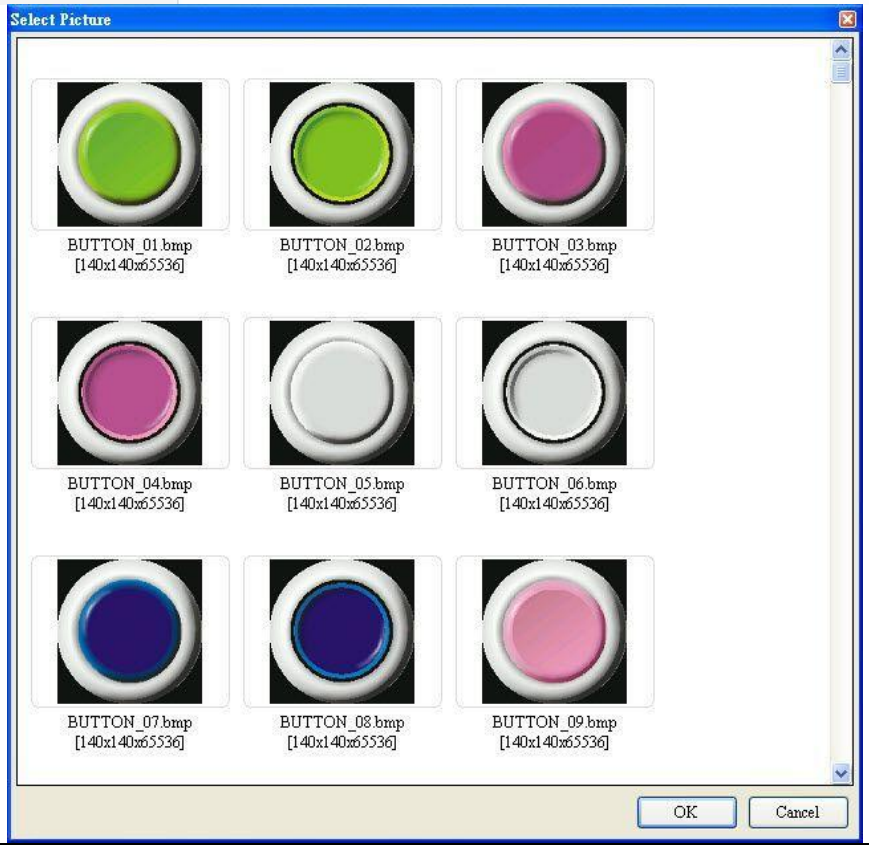
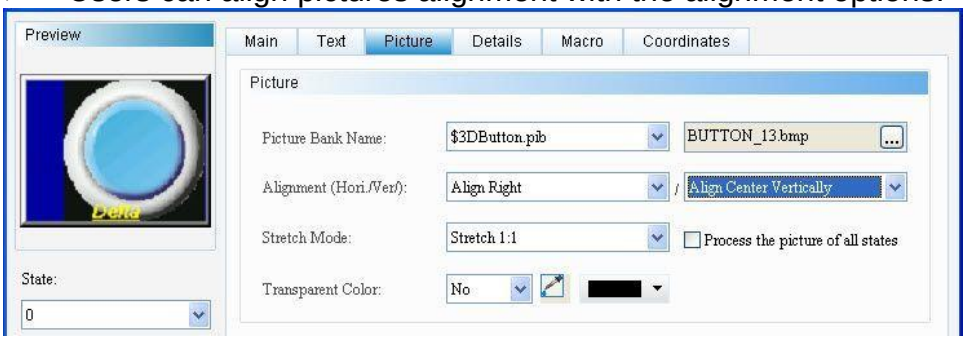
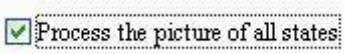
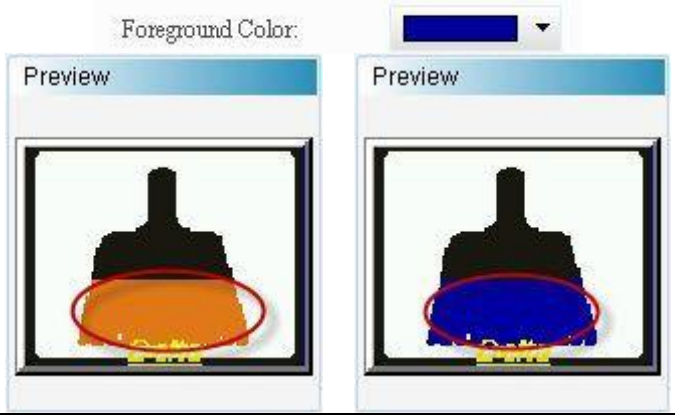


Figure 5-3-4 Set Value—Element Picture Properties Page

No.	Property	Function
(1)	Picture Bank Name	➢ The default value for Picture Bank Name is “None”. Users wishing to select a display picture can select the desired picture in the built-in picture bank from the pull-down menu.  

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td rowspan="2">(2)</td><td>Alignment</td><td>➢ Users can align pictures alignment with the alignment options.
 

➢ Stretch modes include: Fill, Keep Aspect Ratio, and Actual Size.
<table>
<tr><th>Fill</th><th>Keep Aspect Ratio</th><th>Actual Size</th></tr>
<tr><td>In the “Fill” mode, the selected picture will fill up the entire display area.</td><td>In the “Keep Aspect Ratio” mode, the selected picture will fit in the display area proportionally according to the picture ratio.</td><td>In the “Actual Size” mode, the picture will be displayed in its original size in the display area.</td></tr>
<tr><td>  </td><td>  </td><td>  </td></tr>
</table>
➢ If “Process all state pictures” is selected, the system assumes that each element has multiple entries of state data, and some pictures may be unable to fill the entire display area. By selecting this item, users will not need to set individual pictures to save time from editing.
 
</td></tr>
<tr><td>(3)</td><td>Transparent Color</td><td>➢ Users can set a color in the picture to transparent. In this case, by clicking the Transparent Color icon  and then the orange part of the loom, the DOPSoft will omit all orange parts in the picture and turn them into transparent; thus turning the foreground color transparent.
 
</td></tr>
</table>

◆ Advanced

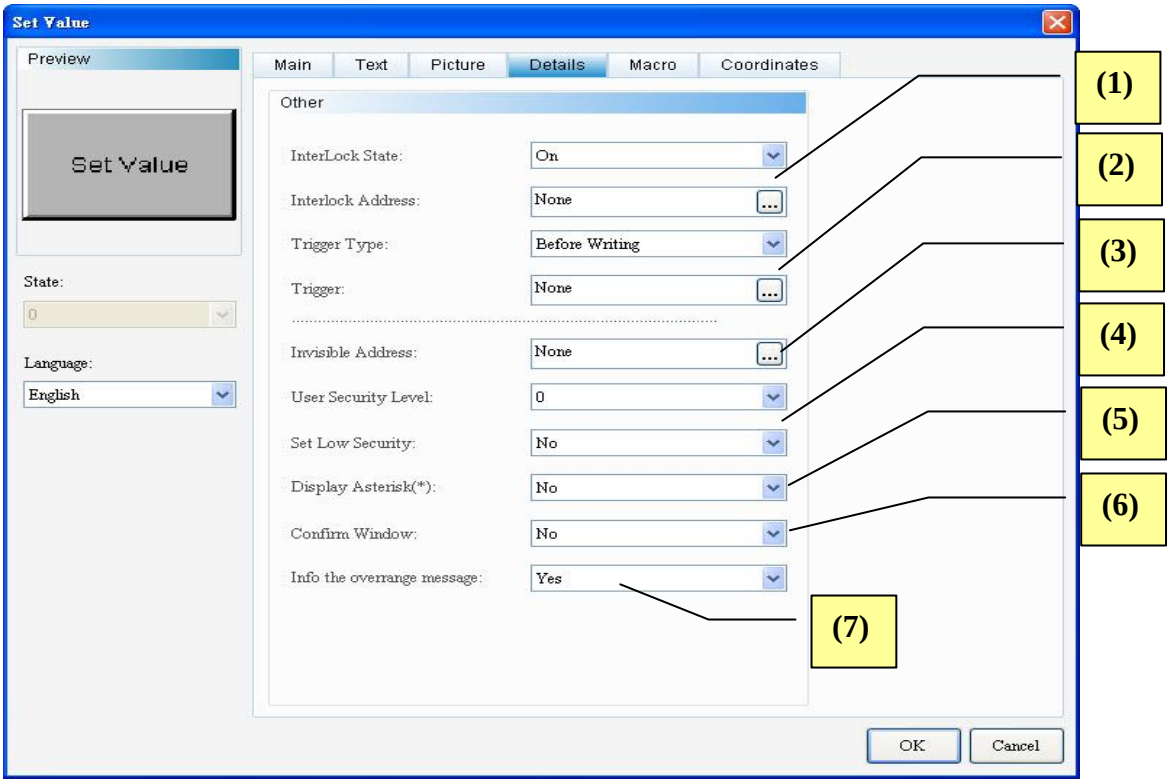
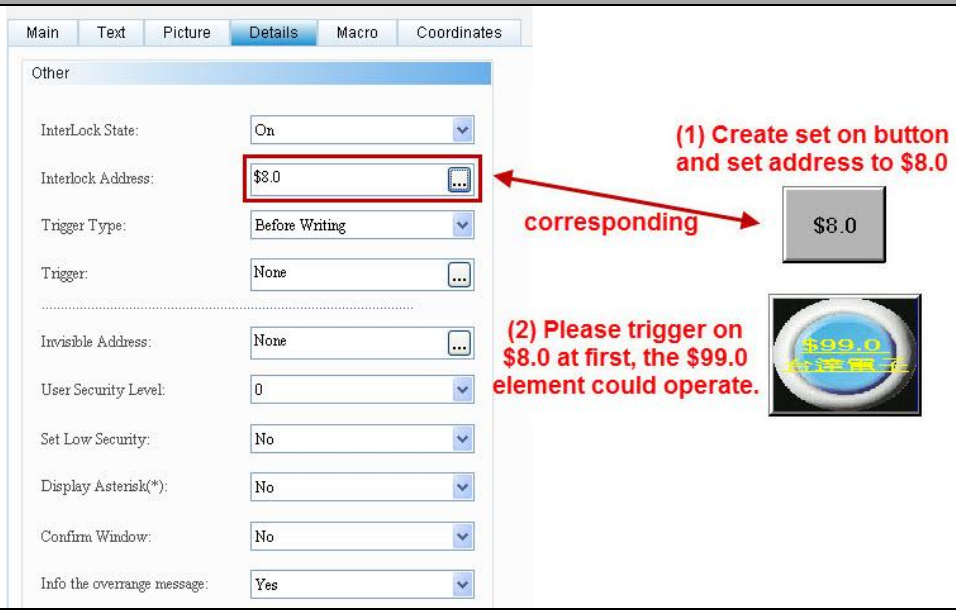
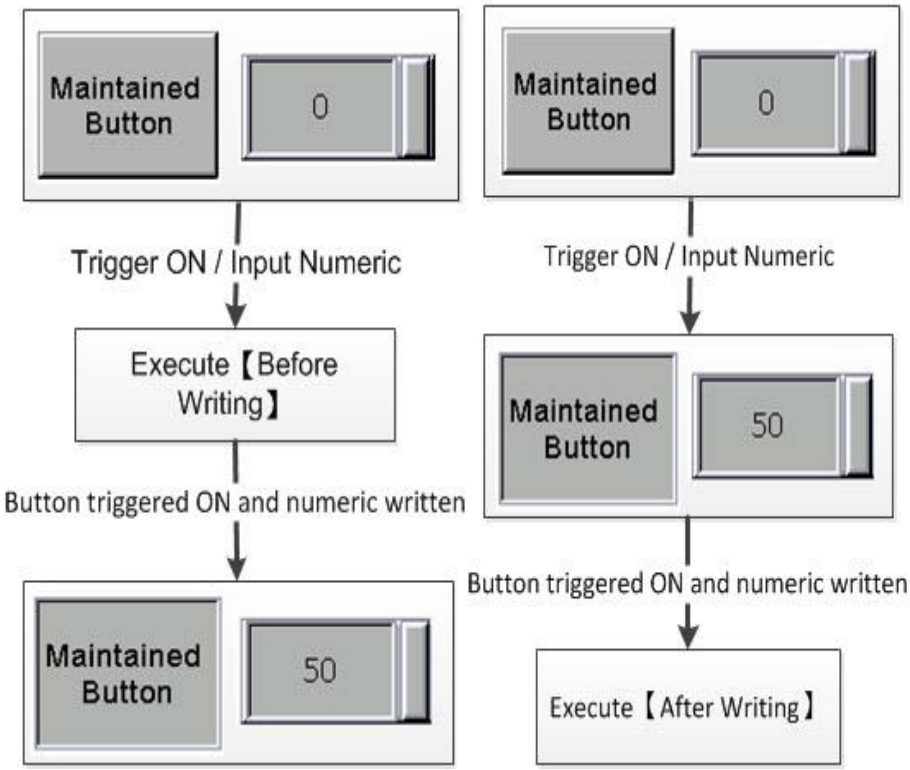
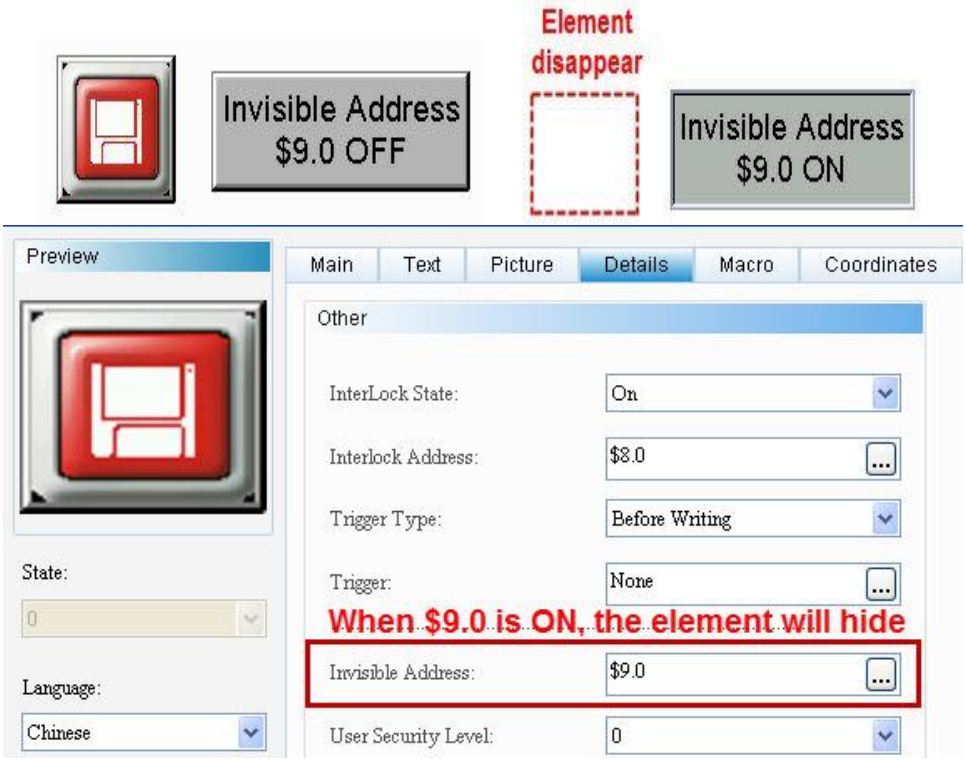
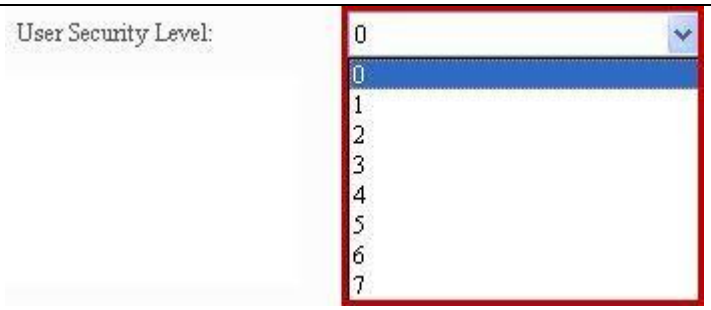
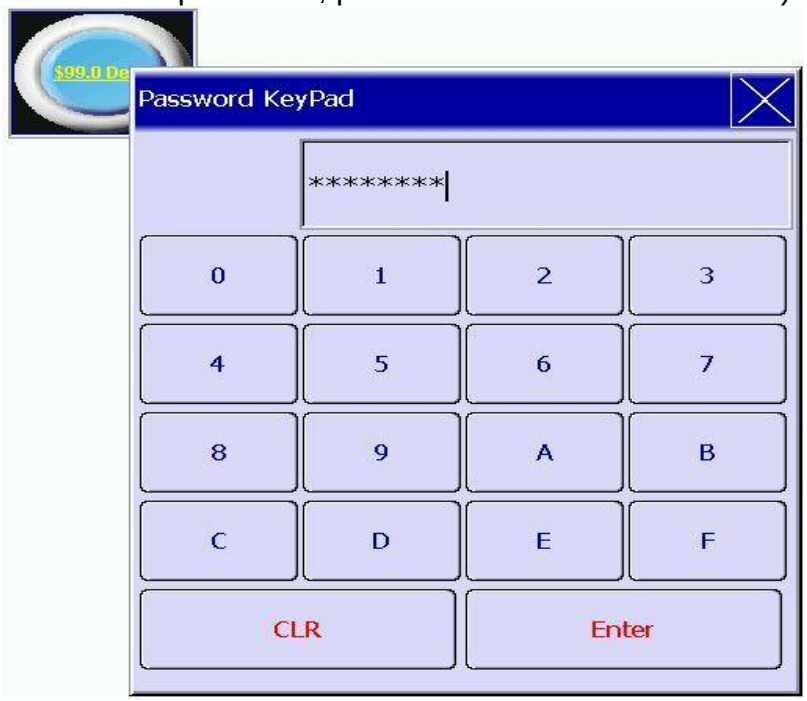
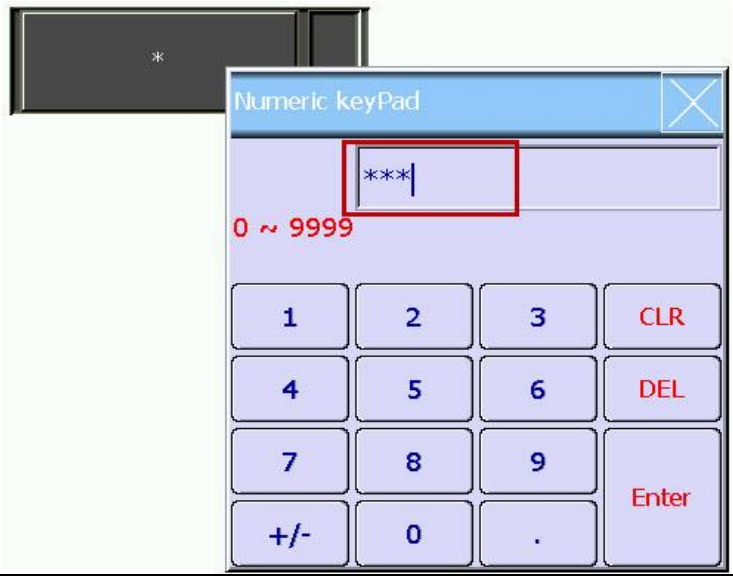


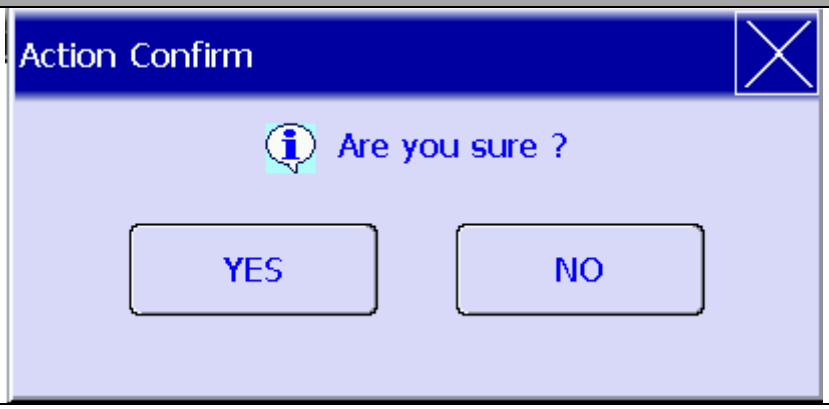
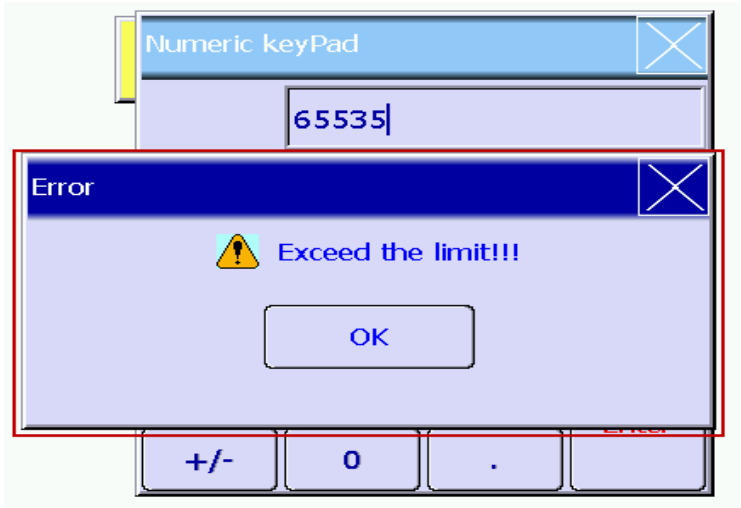
Figure 5-3-5 Set Value—Element Advanced Properties Page

No.	Property	Function
(1)	Interlock State	➢ Interlock Address allows users to operate an element from this particular address. It must be used along with Interlock State. If Interlock State is “OFF”, this means the interlock address is operable when the interlock state is “OFF”. In contrast, when Interlock State is “ON”, this means the interlock address is operable when the interlock state is “ON”. ➢ Examples of the interlock address application are as follows: 1. First, create a button and set its address to “$8.0”. Next, set the original interlock address ($99.0) to “$8.0”. 2. To make Button $99.0 operable, users must press Button $8.0 first.
	Interlock Address	

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td></td><td></td><td> 
</td></tr>
<tr><td rowspan="2">(2)</td><td>Trigger type</td><td>➢ Trigger type include before writing and after writing.
<table>
<tr><td rowspan="2">Trigger type</td><th>Before writing</th><th>After writing</th></tr>
<tr><td>The activation bit is ON before changing values.</td><td>Values are changed before the activation bit is ON.</td></tr>
</table>
➢ As the activation function only sets the activation address to ON, users must set the activation address of OFF before re-activation.</td></tr>
<tr><td>Trigger</td><td>➢ Before Writing:
 
</td></tr>
</table>

No.	Property	Function
(3)	Invisible Address	➢ When Invisible Address is “ON”, the button element is hidden, and the corresponding function is disabled. 
(4)	User Security Level	 ➢ Sets the user security level of element activities. Only users with equal or higher security level corresponding to the element can activate the element. ➢ After setting the user security level, when users activate the element, the password box will pop up and request users to input the password (the password can be changed from the

No.	Property	Function
	Set Low Security	password setup element, please see 5-7 Password Table).  ➢ If “YES” is selected for Set Low Security, HMI automatically sets the security level to the lowest every time users input the password. When users activate the element again, they will be requested to input again the password corresponding to the element.
(5)	Display Asterisk	➢ If “YES” is selected for Hide Character, all numbers input from the numeric keypad will be displayed as “***”, i.e. characters are hidden, as shown below: 
(6)	Enable Confirmation Box	➢ If Enable Confirmation Box is set to “YES”, the following dialog box will pop up after pressing the corresponding button as shown below:

No.	Property	Function
		
(7)	Exceed Limit Reminder	➢ If “YES” is selected for Exceed Limit Reminder, when the input value exceeds this range defined, an error message will pop up to remind users as shown below: 

◆ Location

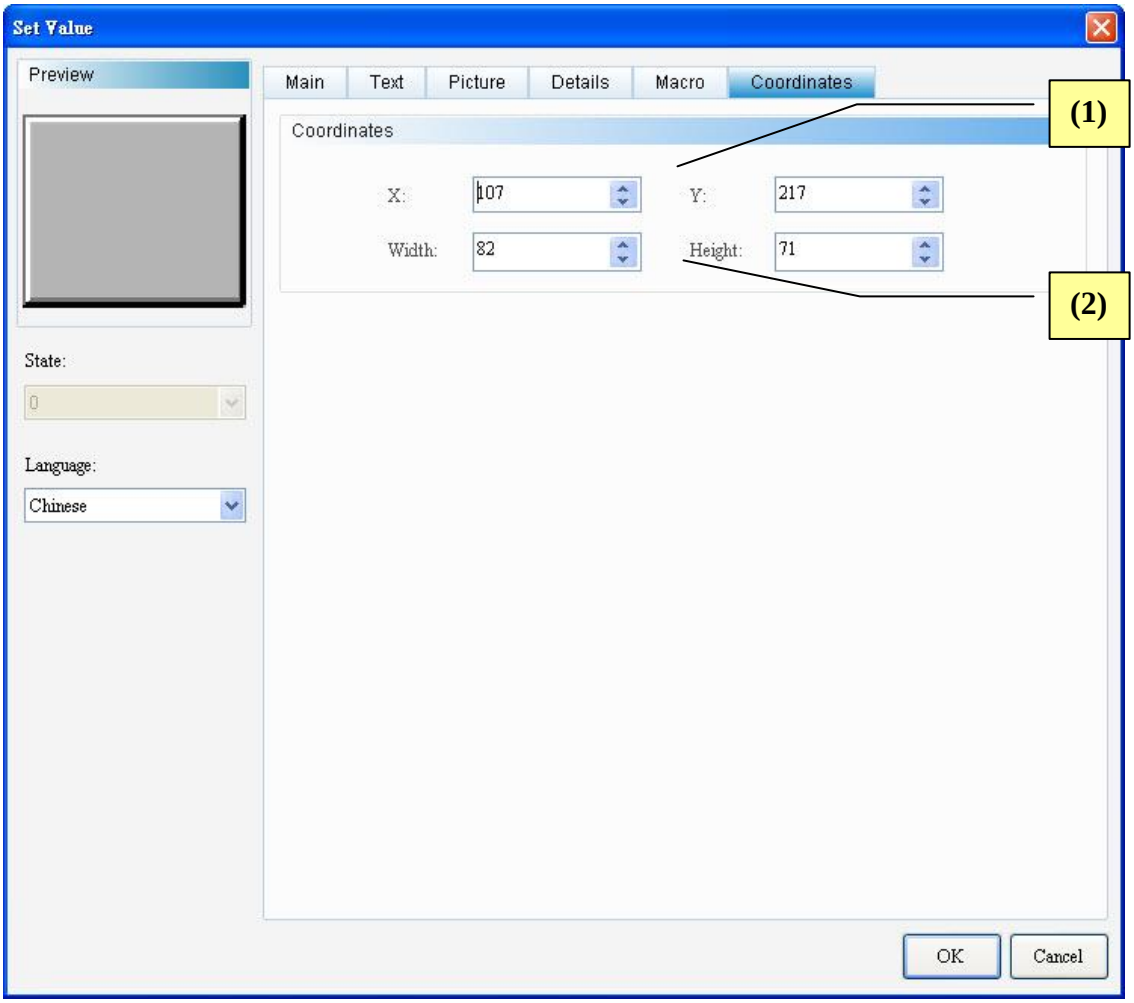


Figure 5-3-6 Set Value—Element Position Properties Page

No.	Property	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

- Macro

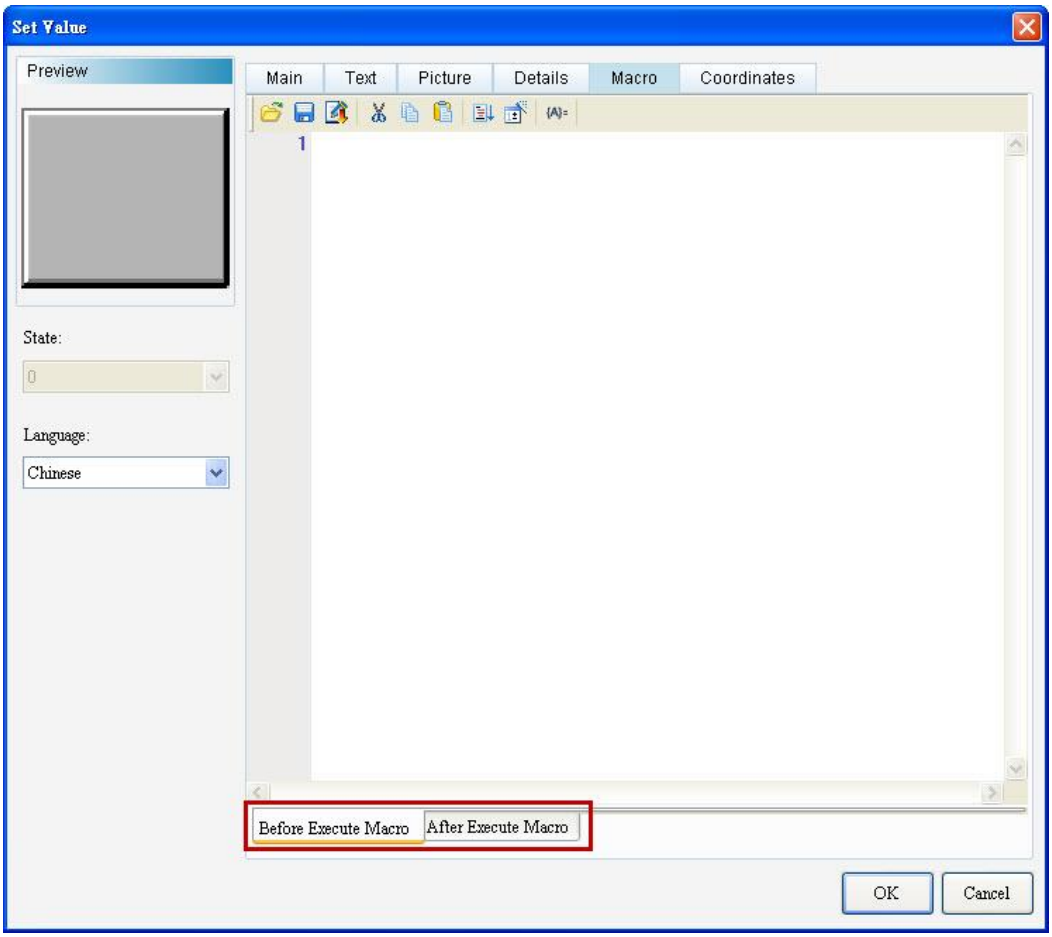
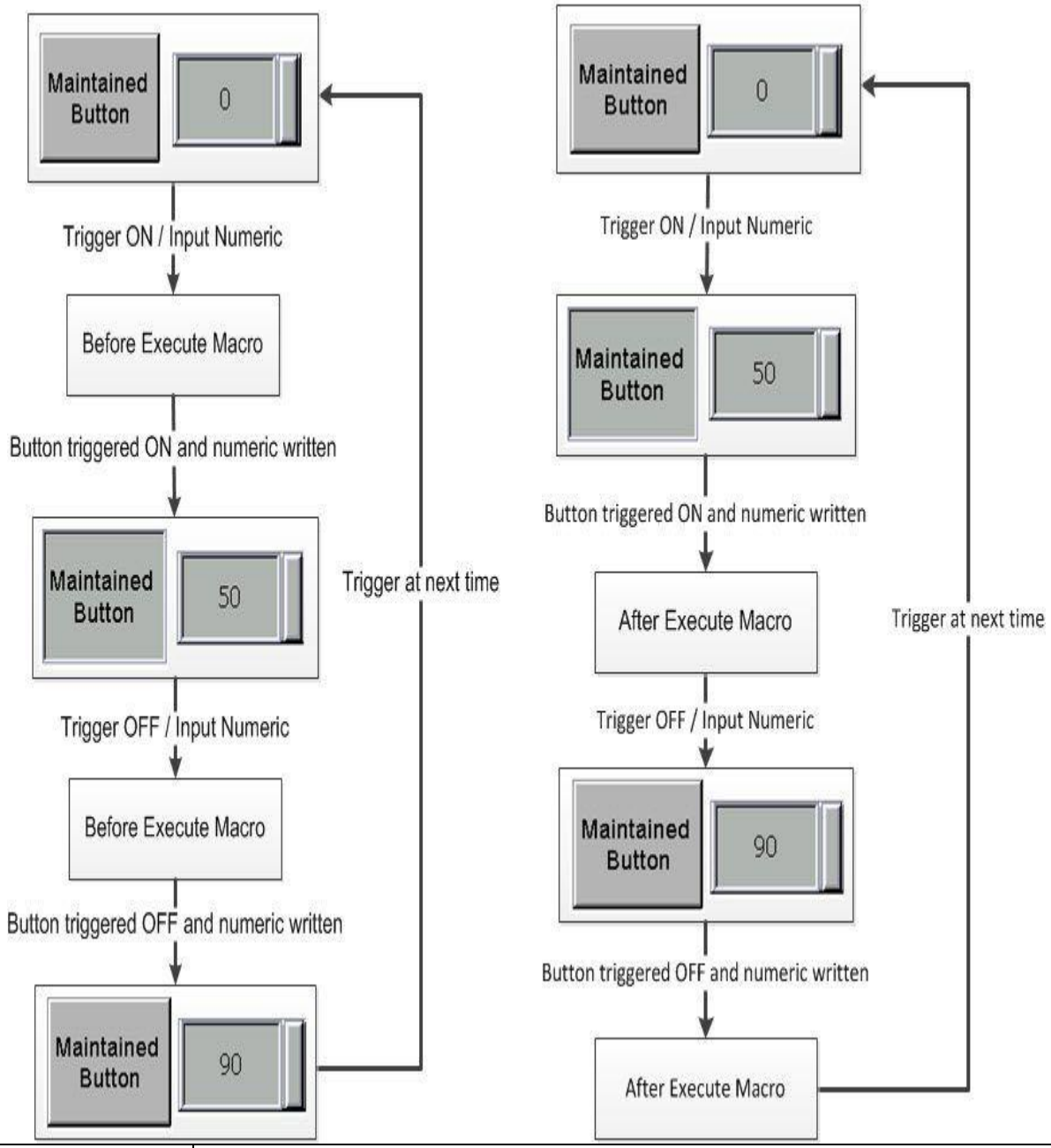


Figure 5-3-7 Set Value—Element Position Properties Page

No.	Property	Function
(1)		➢ The before execute macro and after execute macro processes are diagrammed below: 
	Before Execute Macro	➢ When users touch the button element, HMI will first run the commands in the corresponding macro pre-action of the button action. If the button state is not changed by means of touching button (using external controller commands or other macros), HMI will not run the corresponding macro commands.
	After Execute Macro	➢ After users touch the button element, HMI will first run the button action pre-action the commands in the corresponding macro. If the button state is not changed by means of touching button (using external controller commands or other macros), HMI will not run the corresponding macro commands.

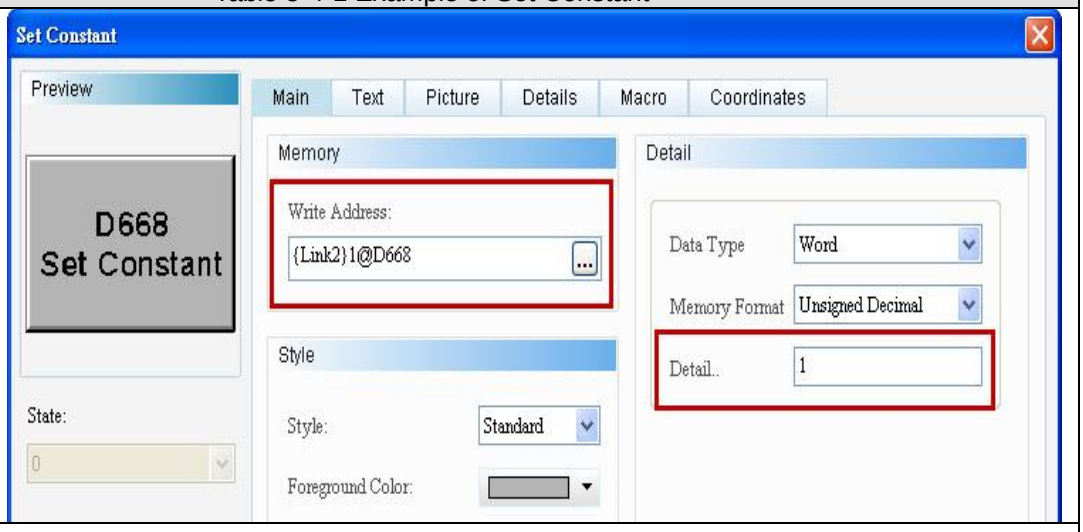
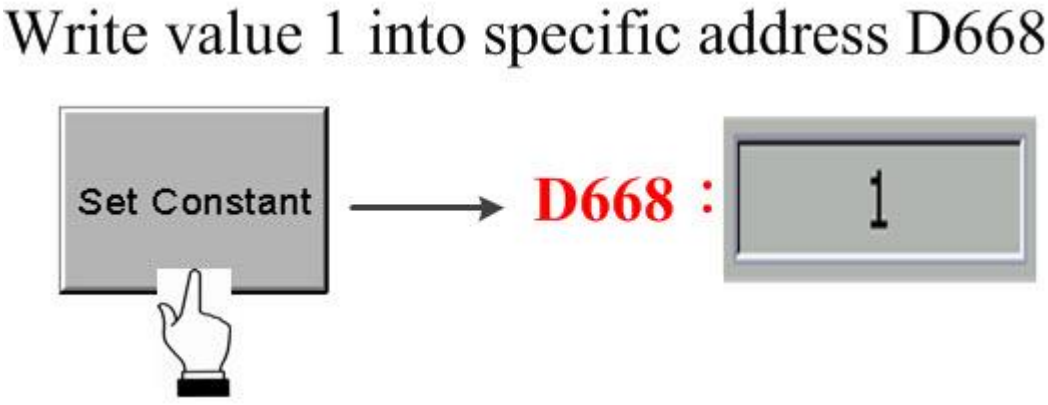
5-4 Set Constant

	Set Constant

After touching this button on HMI, HMI will change the register value into the selected constant. Please refer to Table 5-4-1 Example Set Constant below.

Example of Set Constant

Table 5-4-1 Example of Set Constant

Set Constant Element Memory Address Value of Set Constant Element	
Memory Address of Numeric Display Element	Create Numeric Display element and set address to D668. 
Data Type	Word
Execution Results	

Double-click Set Constant to call out the Set Constant Properties screen as shown below.

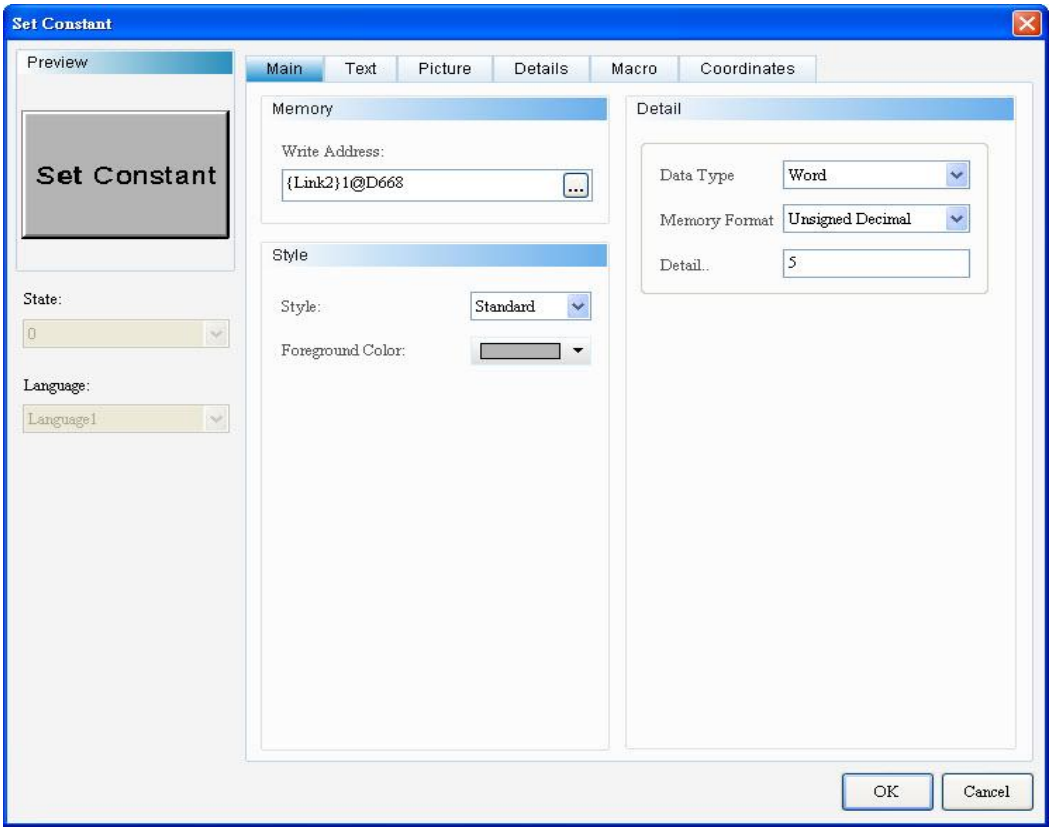


Figure 5-4-1 Set Constant Element Properties

Set Constant	
Function Page	**Content Description**
Preview	Views Multi-Language data and does not support multistate data.
General	Sets Write Memory Address, Style, and Foreground Color. Sets the Data Type, Data Format, and Value of Set Constant elements.
Text	Sets the content, font, font size, font color, bold/italic/underline of font, scaling, and alignment of the text to be displayed.
Picture	Sets Picture Bank Name, Alignment, Picture Stretch Mode, and Transparent Color.
Advanced	Sets Interlock Address, Interlock State, Activation Methods, Activation, Invisible Address, User Security Level, Set Low Security, and Enable Confirmation Box.
Position	Sets the X-Y coordinate, width, and height of button elements.
Macro	Sets Pre-action Macro and Post-action Macro.

Table 5-4-2 Set Constant Function Page

◆ General

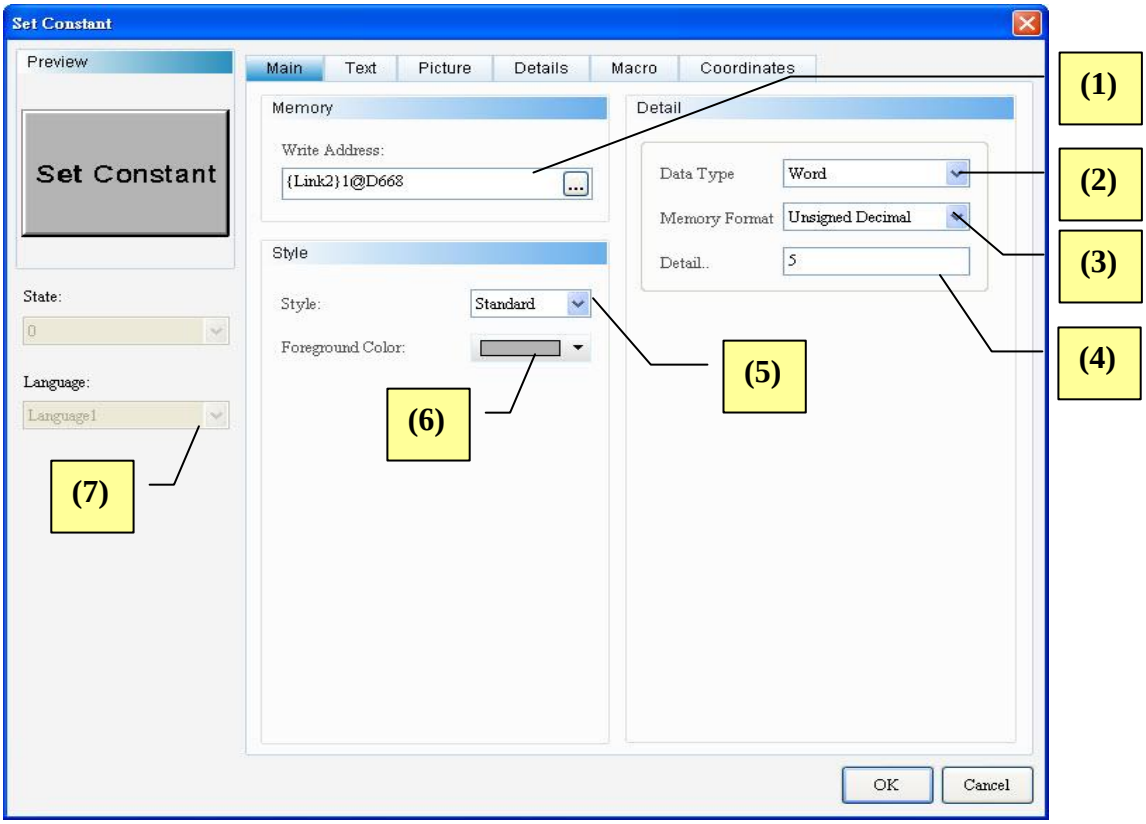
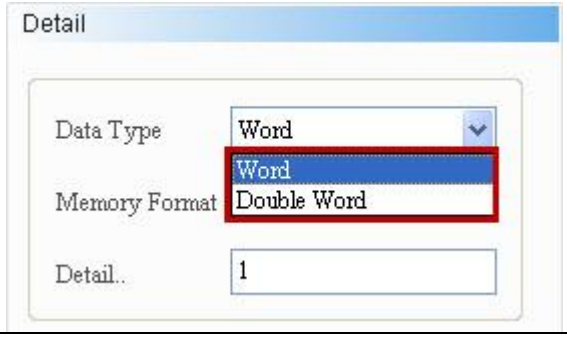
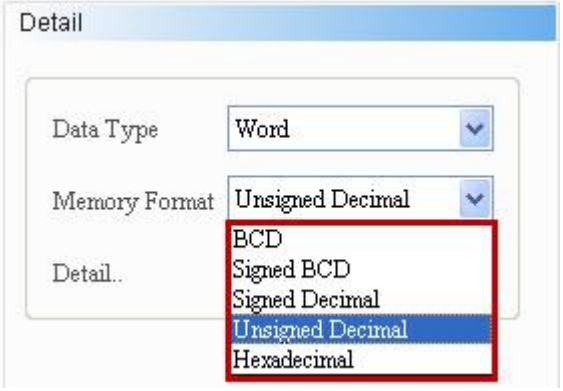
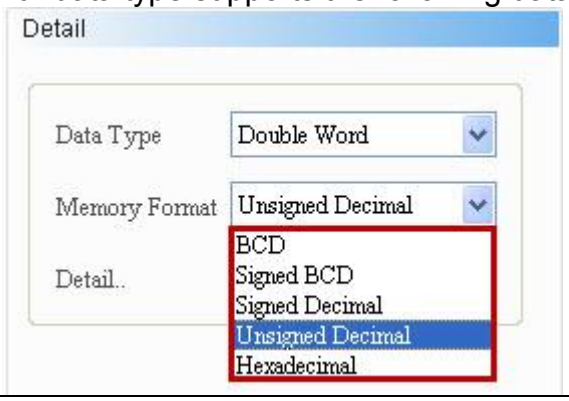
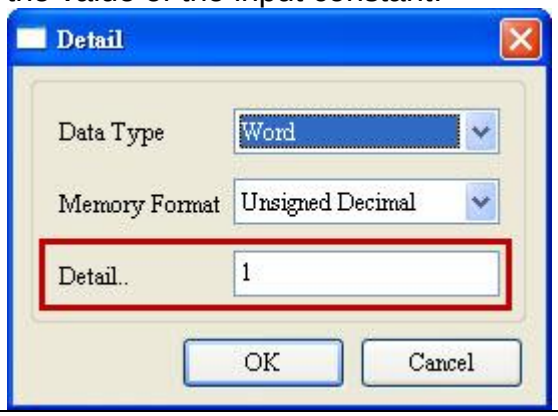
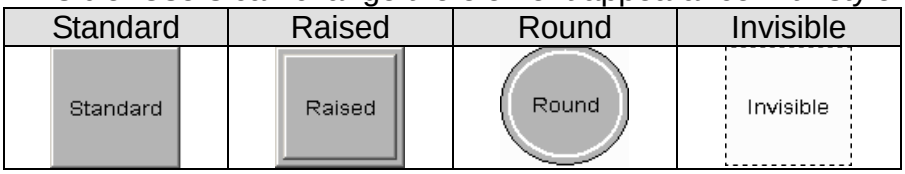
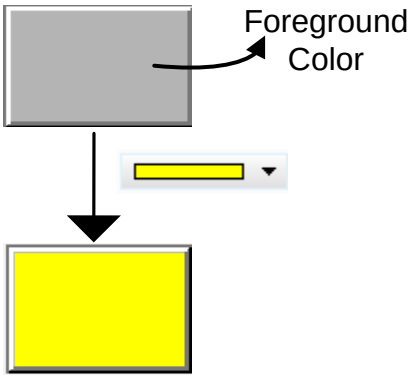
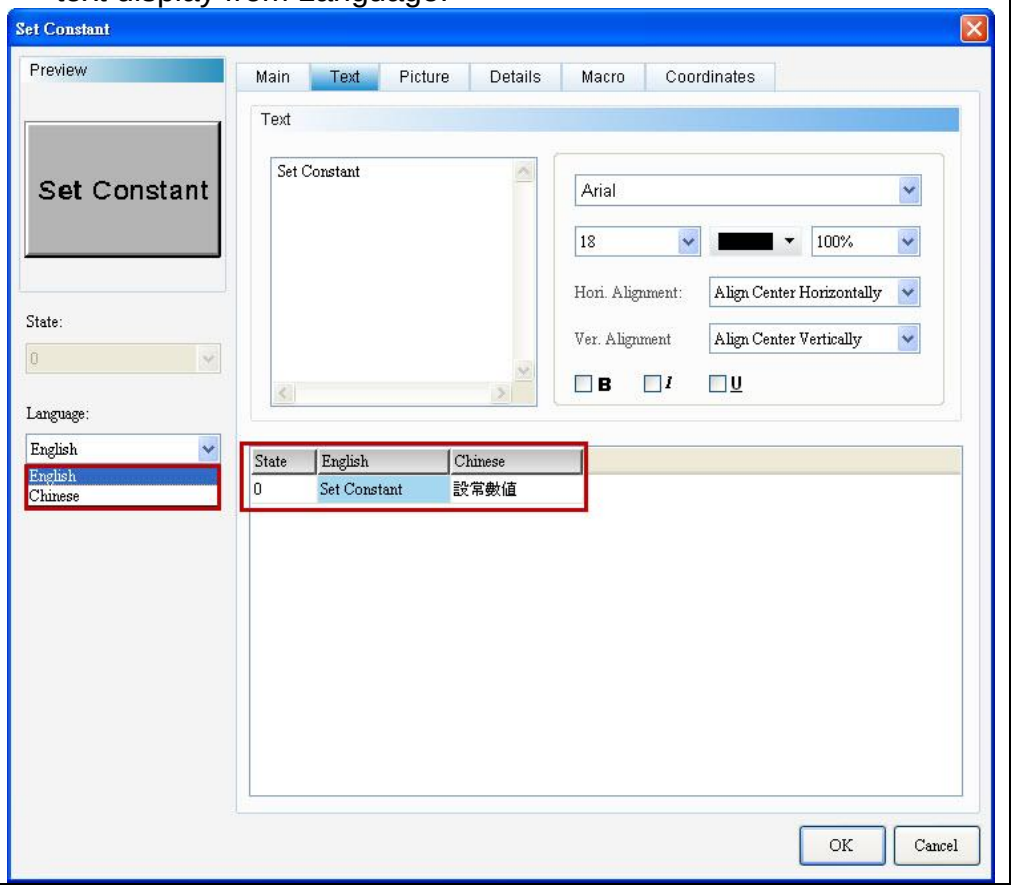


Figure 5-4-2 Set Constant—Element General Properties Page

No.	Property	Function
(1)	Write Memory Address	➢ Selects the address of internal memory or controller register. Addresses must be in “Word” format. ➢ Selects link name or style. Please refer to 5-1 Buttons for details.
(2)	Data Type	➢ Data types include “Word” and “Double Word”. 
(3)	Data Format	➢ “Word” data type supports the following data formats:

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td></td><td></td><td> 

➢ “Double Word” data type supports the following data formats:

</td></tr>
<tr><td>(4)</td><td>Detail</td><td>➢ Determines the value of the input constant.

</td></tr>
<tr><td>(5)</td><td>Style</td><td>➢ There are four Styles, including Standard, Raised, Round, and Invisible. Users can change the element appearance with style.

</td></tr>
<tr><td>(6)</td><td>Foreground Color</td><td>➢ Sets foreground color of elements.
➢ When Style is “Invisible”, foreground color is disabled.</td></tr>
</table>

No.	Property	Function
		
(7)	Language	➢ When language data are defined, users can edit the properties of text display from Language. 

◆ Text

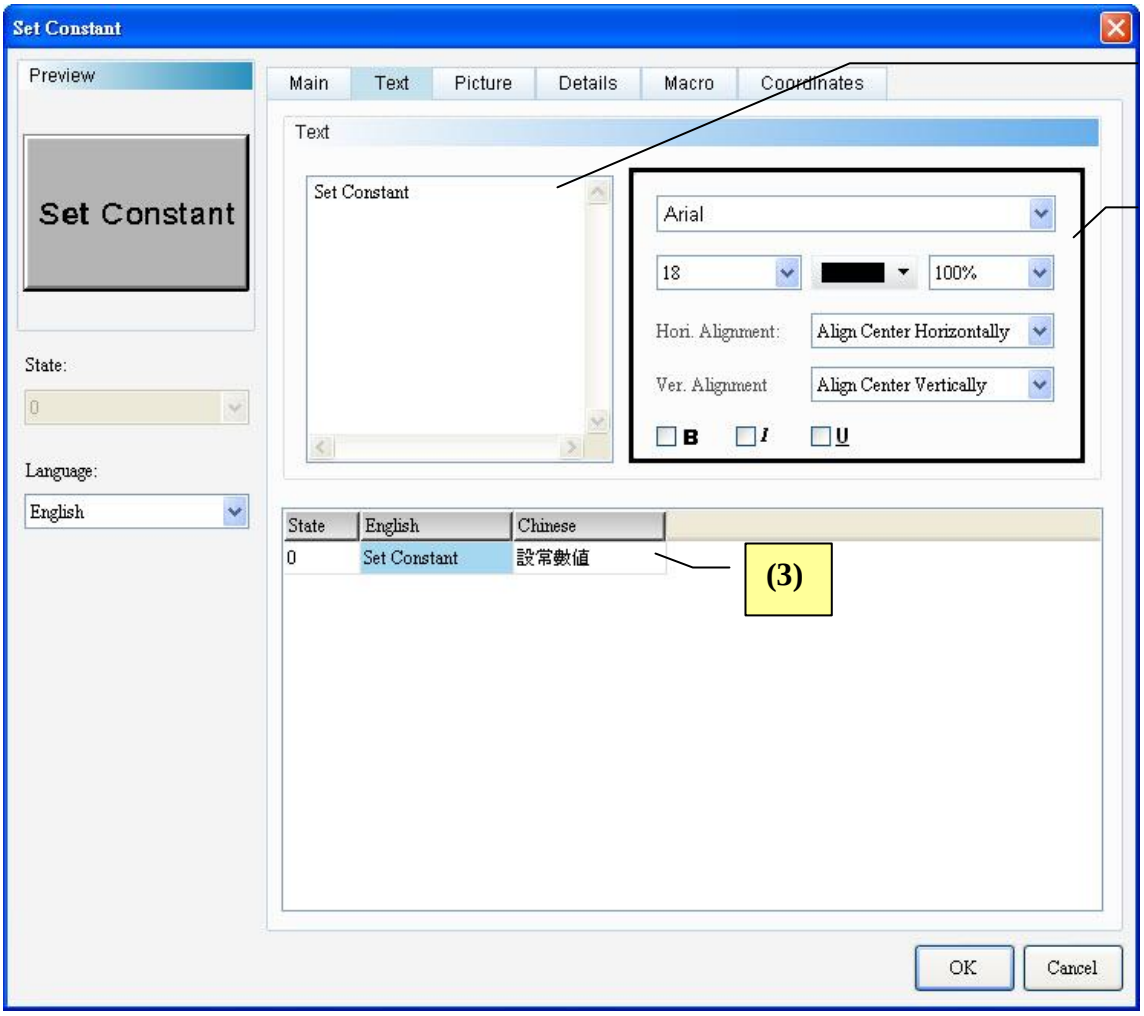
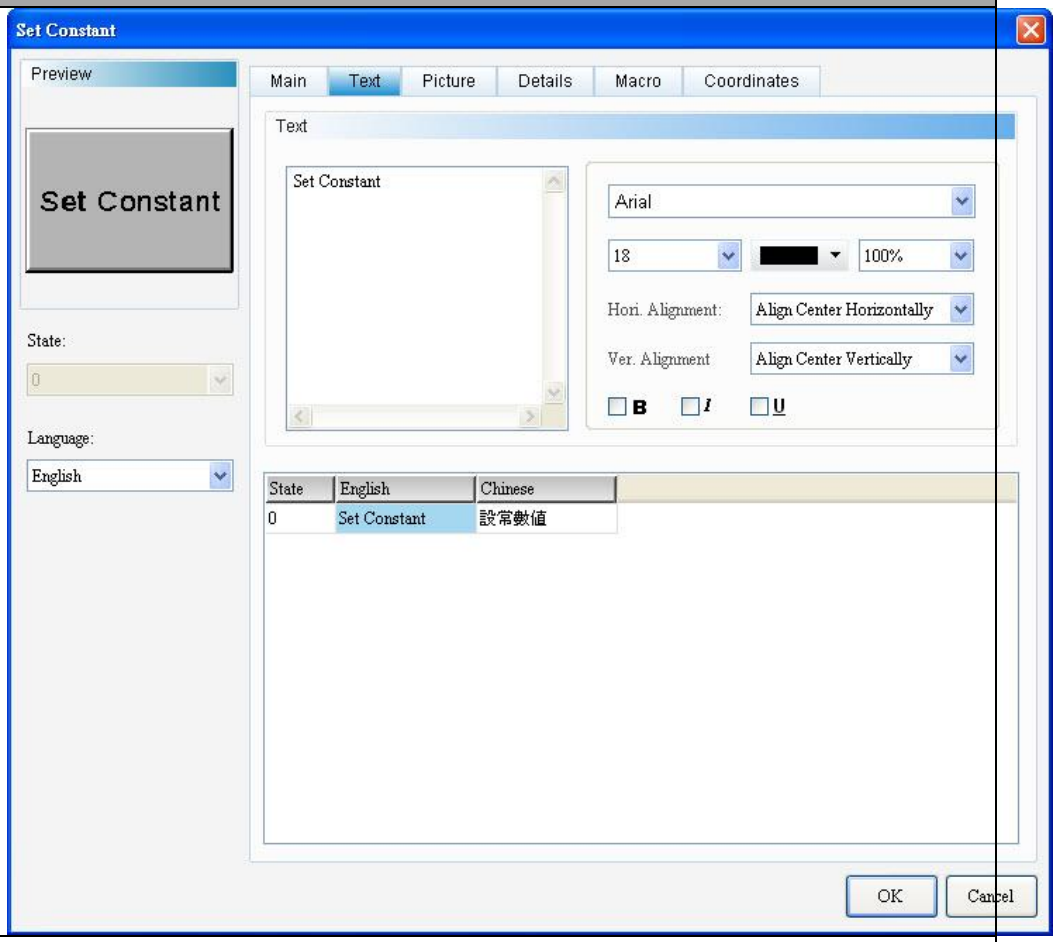


Figure 5-4-3 Set Constant—Element Text Properties Page

No.	Property	Function
(1)	Text	➢ Users can input the text to be displayed in the text box.

No.	Property	Function
		
(2)	Text Properties	➢ Sets text properties, including font type, font size, font color, scaling, text alignment, and bold/italic/underline of font. Please refer to the above figure for details about the results of text properties.
(3)	Multi-Language Text Data	➢ Users can add Multi-Language text data from the Multi-Language Text Page. As shown in the Text Properties Figure, users can input English text in the English field.

◆ Picture

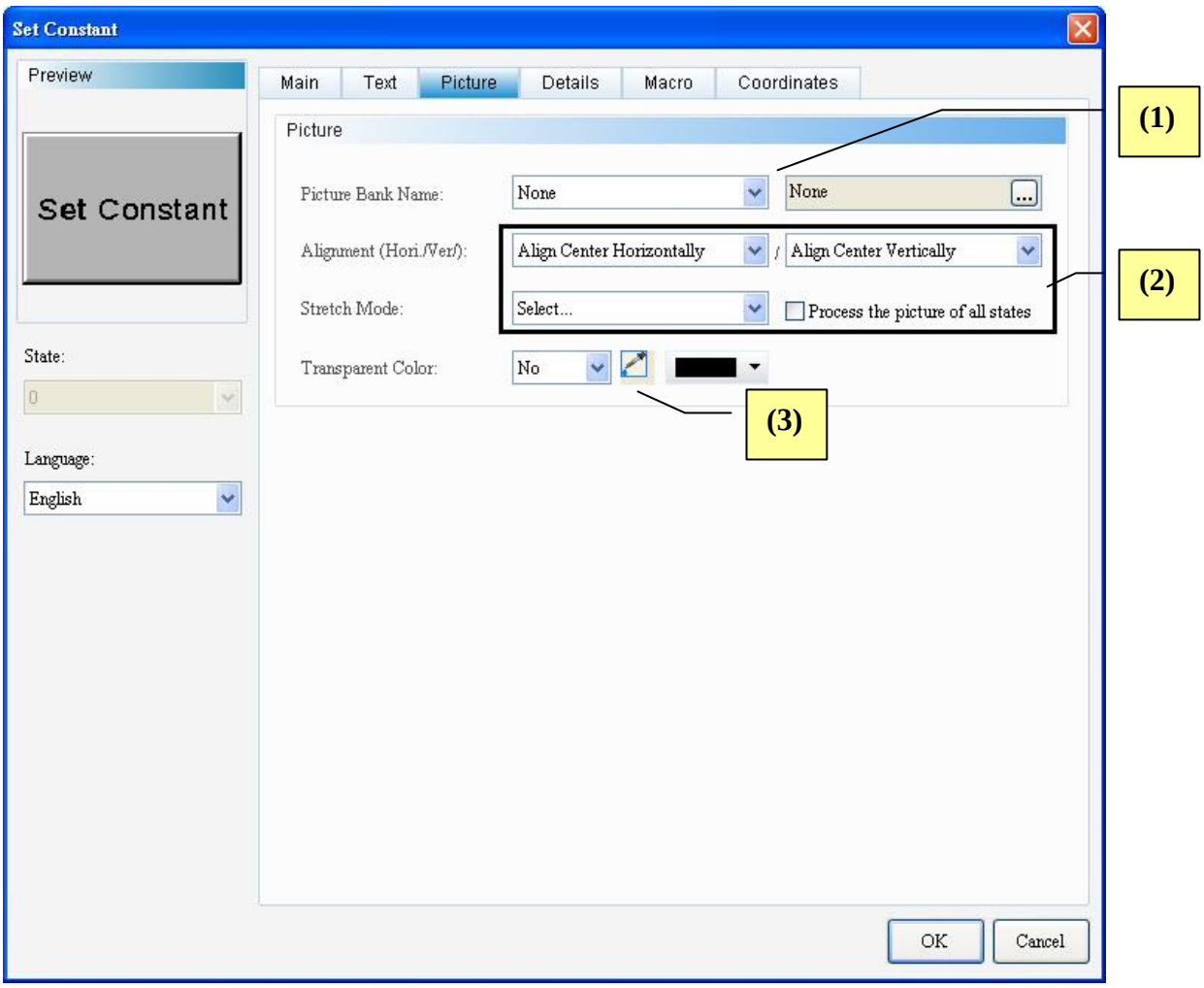
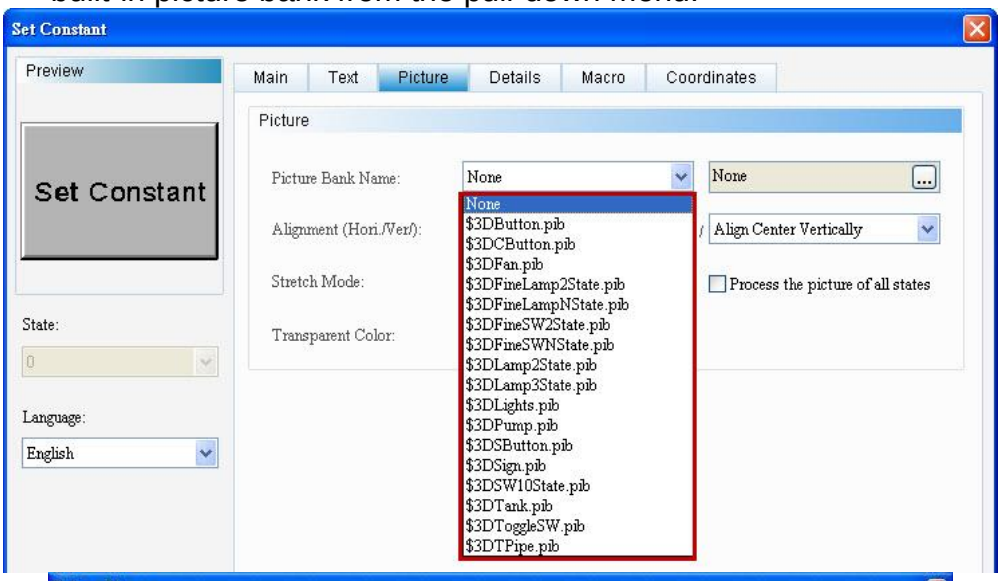
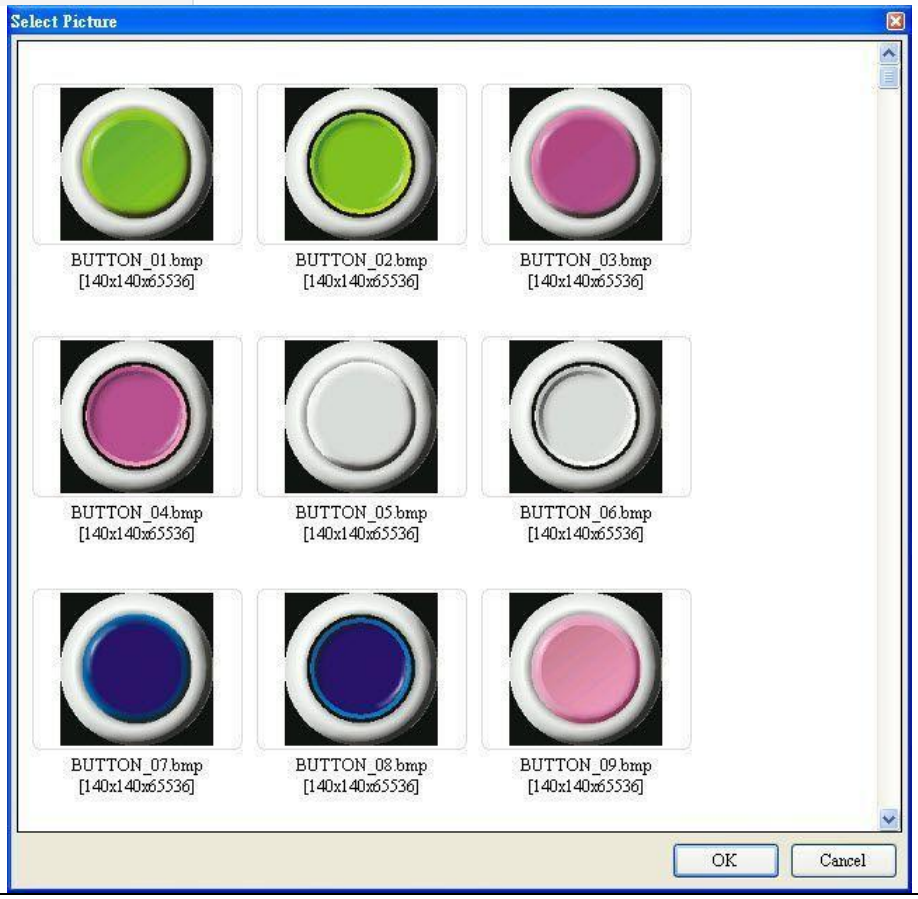
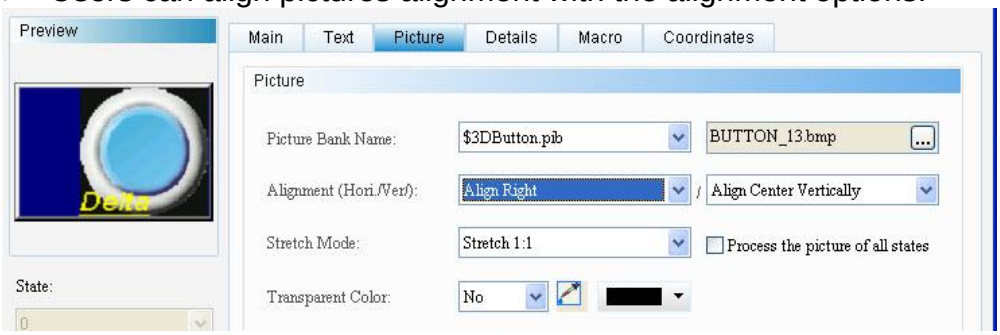
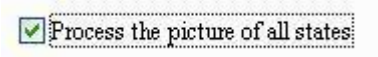
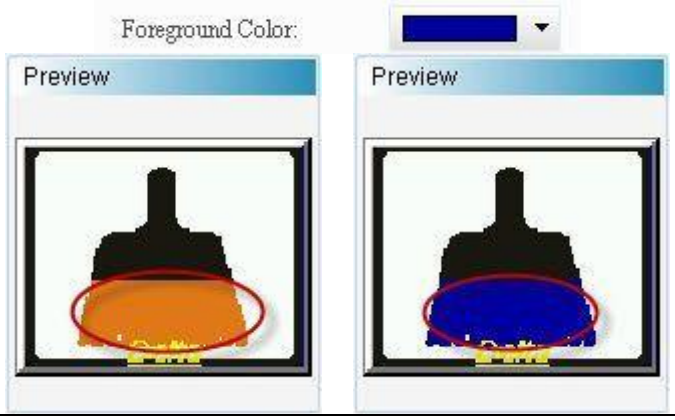


Figure 5-4-4 Set Constant—Element Picture Properties Page

No.	Property	Function
(1)	Picture Bank Name	➢ The default value for Picture Bank Name is “None”. Users wishing to select a display picture can select the desired picture in the built-in picture bank from the pull-down menu.  

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td rowspan="2">(2)</td><td>Alignment</td><td>
➢ Users can align pictures alignment with the alignment options.


➢ Stretch modes include: Fill, Keep Aspect Ratio, and Actual Size.
<table>
<tr><th>Fill</th><th>Keep Aspect Ratio</th><th>Actual Size</th></tr>
<tr><td>In the “Fill” mode, the selected picture will fill up the entire display area.</td><td>In the “Keep Aspect Ratio” mode, the selected picture will fit in the display area proportionally according to the picture ratio.</td><td>In the “Actual Size” mode, the picture will be displayed in its original size in the display area.</td></tr>
<tr><td>  </td><td>  </td><td>  </td></tr>
</table>
➢ If “Process all state pictures” is selected, the system assumes that each element has multiple entries of state data, and some pictures may be unable to fill the entire display area. By selecting this item, users will not need to set individual pictures to save time editing.


</td></tr>
<tr><td>(3)</td><td>Transparent Color</td><td>
➢ Users can set a color in the picture to transparent. In this case, by clicking the Transparent Color icon  and then the orange part of the loom, the DOPSoft will omit all orange parts in the picture and turn them transparent; thus turning the foreground color transparent.


</td></tr>
</table>

◆ Advanced

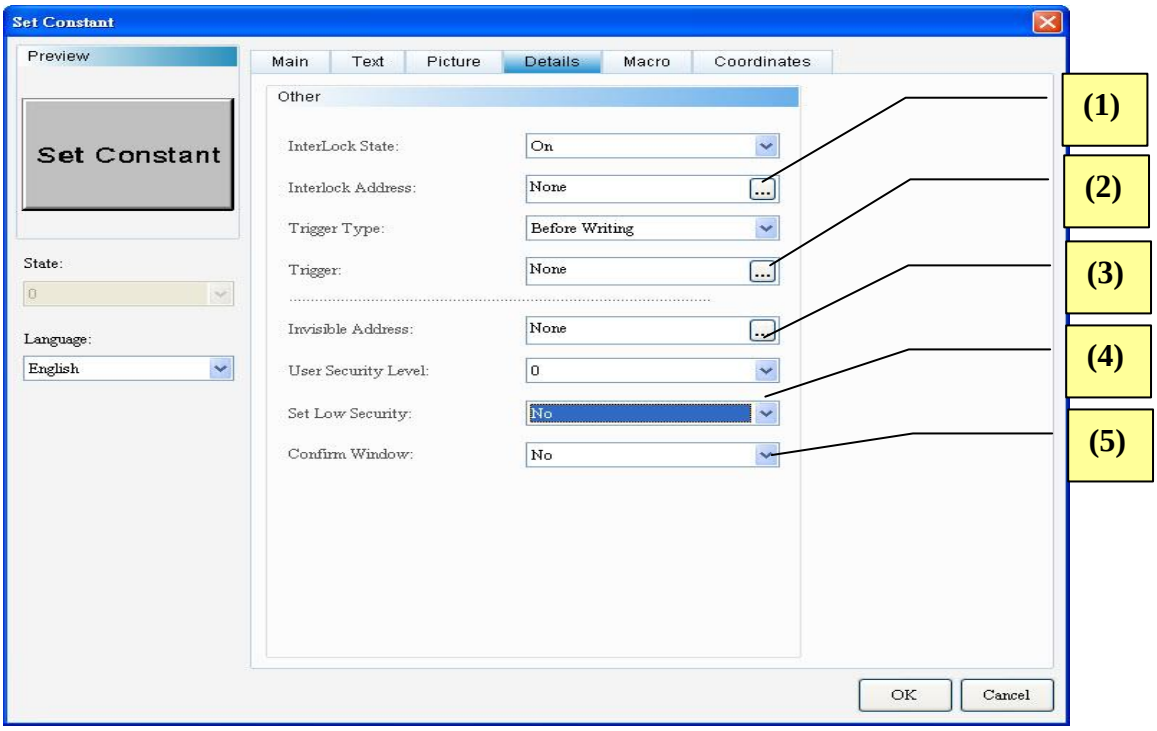
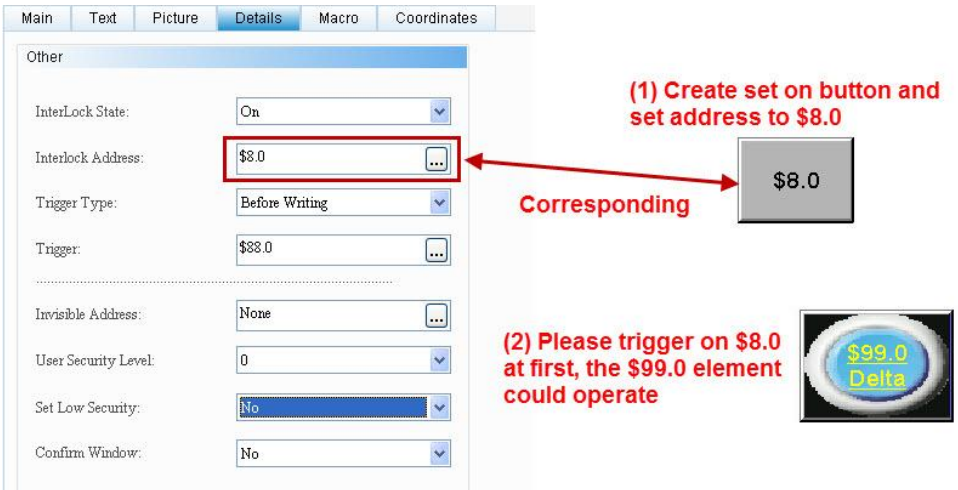
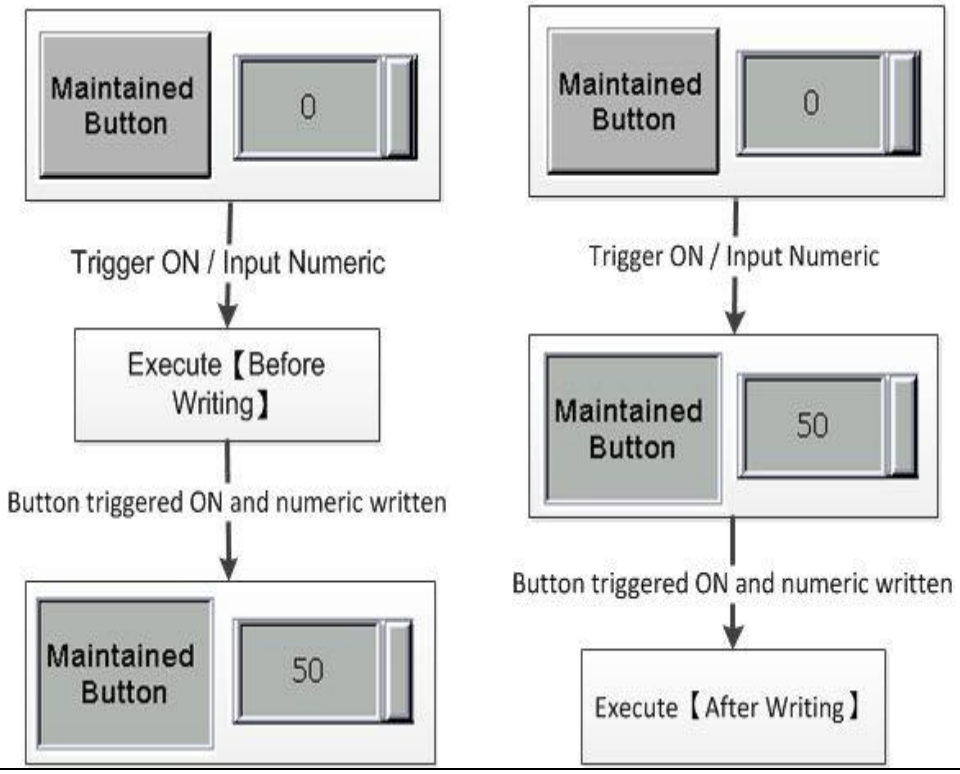


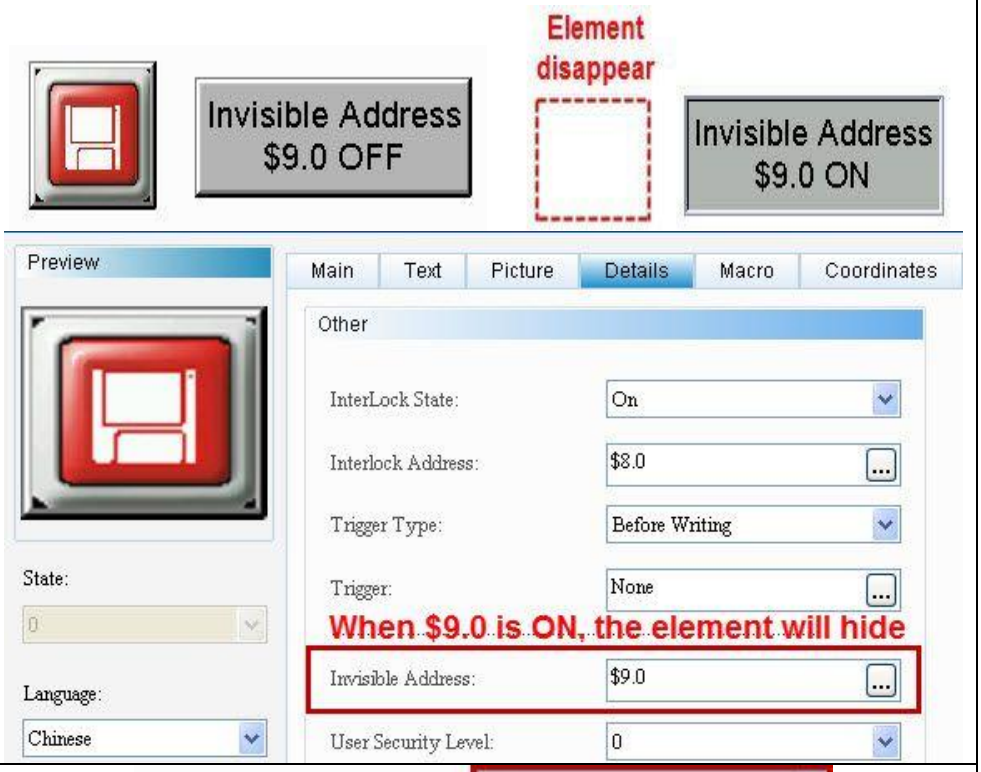
Figure 5-4-5 Set Constant—Element Advanced Properties Page

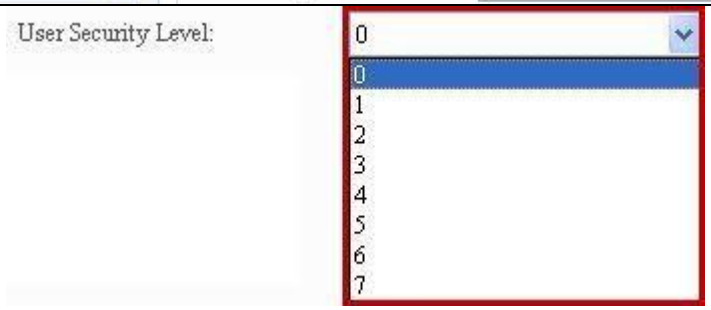
<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td rowspan="2">(1)</td><td>Interlock State</td><td>➢ Interlock Address allows users to operate an element from this particular address. It must be used along with Interlock State. If Interlock State is “OFF”, this means the interlock address is operable when the interlock state is “OFF”. In contrast, when Interlock State is “ON”, this means the interlock address is operable when the interlock state is “ON”.
➢ Examples of interlock address application are as follows:
1. First, create a button and set its address as “$8.0”. Next, set the original interlock address ($99.0) to “$8.0”.
2. To make Button $99.0 operable, users must press Button $8.0 first.</td></tr>
<tr><td>Interlock Address</td><td> 
</td></tr>
<tr><td rowspan="2">(2)</td><td>Trigger type</td><td rowspan="2">➢ Trigger type include before writing and after writing.
<table><tr><th>Trigger type</th><th>Before writing</th><th>After writing</th></tr><tr><td></td><td>The activation bit is ON</td><td>Values are changed</td></tr></table></td></tr>
<tr><td>Trigger</td></tr>
</table>

No.	Property	Function
		before changing values. | before the activation bit is ON.

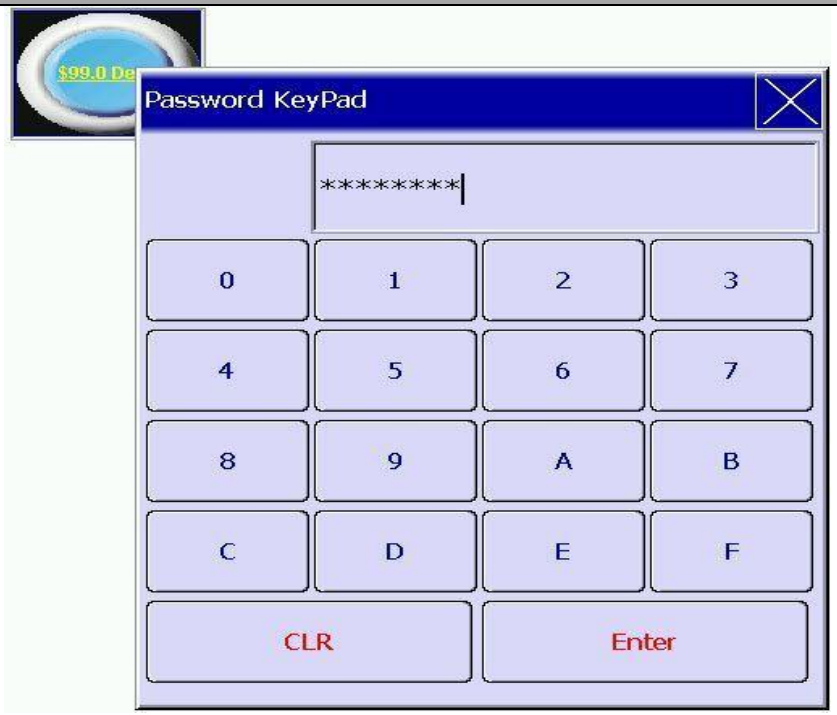
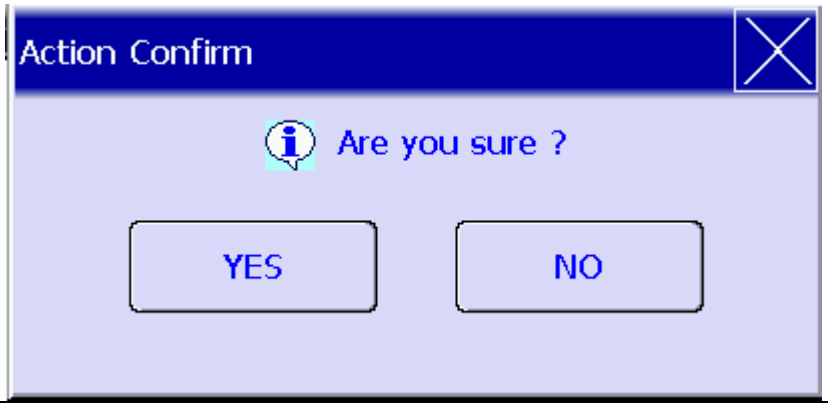
- Users can create a button element, set its memory address, select Write Before Act or Write After Act to activate the controller Bit address to ON.
- As the activation function only sets the activation address to ON, users must set the activation address of OFF before re-activation.
- Before writing: After writing:



<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td>(3)</td><td>Invisible Address</td><td>
➢ When Invisible Address is “ON”, the button element is hidden, and the corresponding function is disabled.


</td></tr>
<tr><td rowspan="2">(4)</td><td>User Security Level</td><td>


➢ Sets the user security level of element activities. Only users with equal or higher security level corresponding to the element can activate the element.
➢ After setting the user security level, when users activate the element, the password box will pop up and request users to input the password (the password can be changed from the password setup element, please see 5-7 Password Table).
</td></tr>
<tr><td>Set Low Security</td></tr>
</table>

No.	Property	Function
		 ➢ If “YES” is selected for Set Low Security, HMI automatically sets the security level to the lowest every time users input the password. When users activate the element again, they will be requested to again input the password corresponding to the element.
(5)	Enable Confirmation Box	➢ If Enable Confirmation Box is set to “YES”, the following dialog box will pop up after pressing the corresponding button as shown below: 

◆ Location

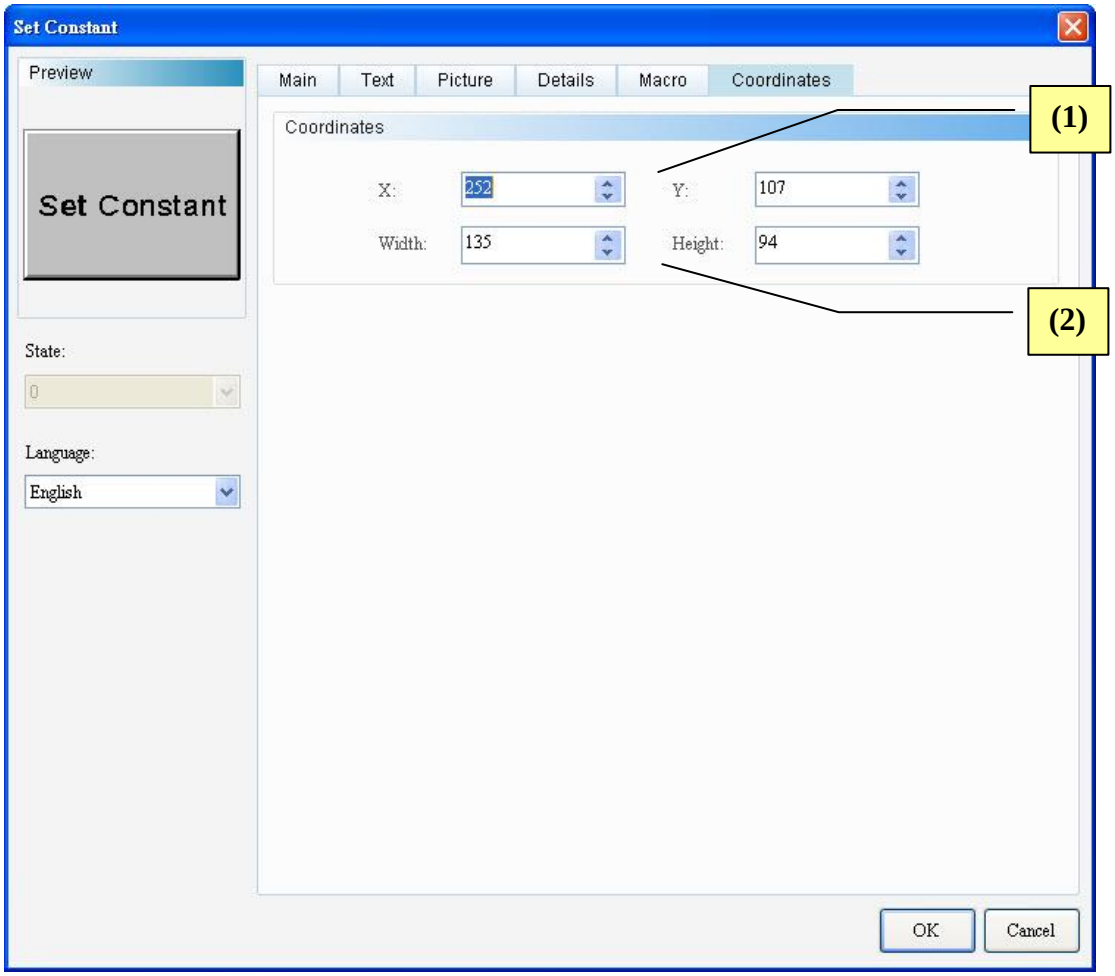


Figure 5-4-6 Set Constant—Element Position Properties Page

No.	Property	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

- Macro

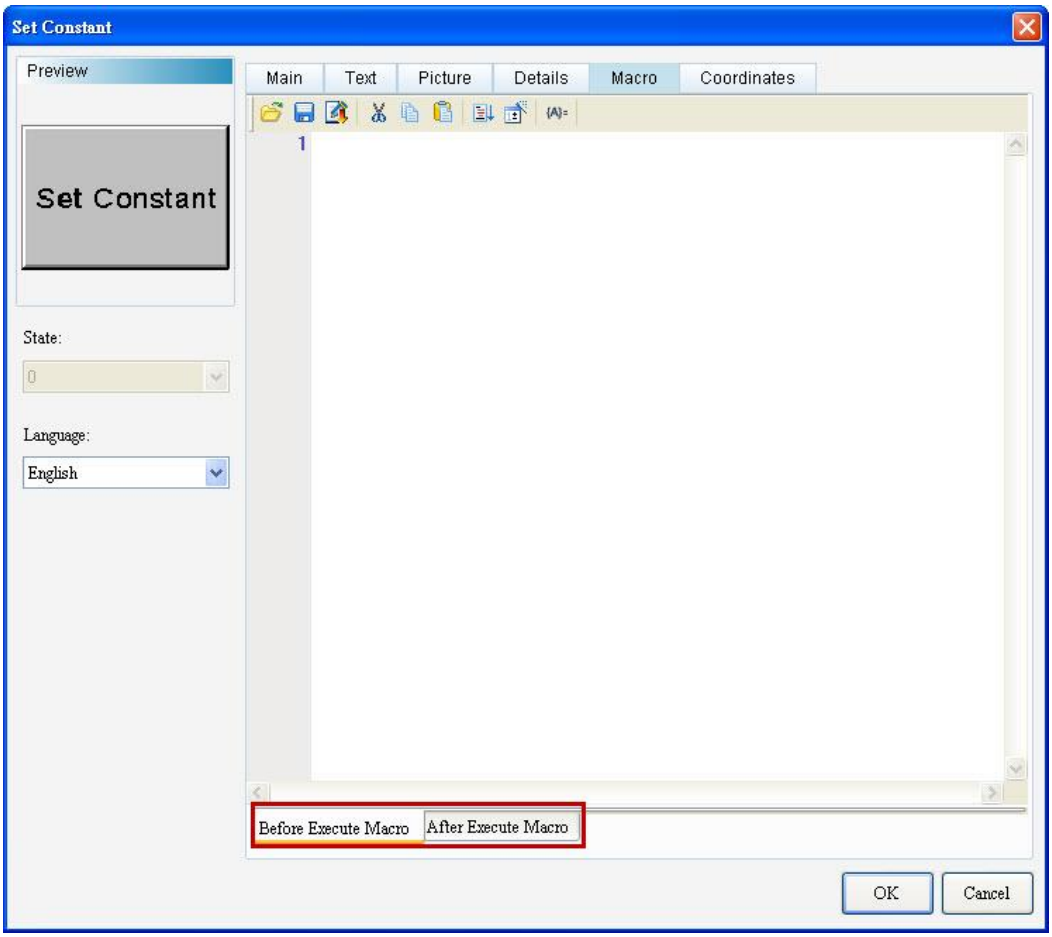
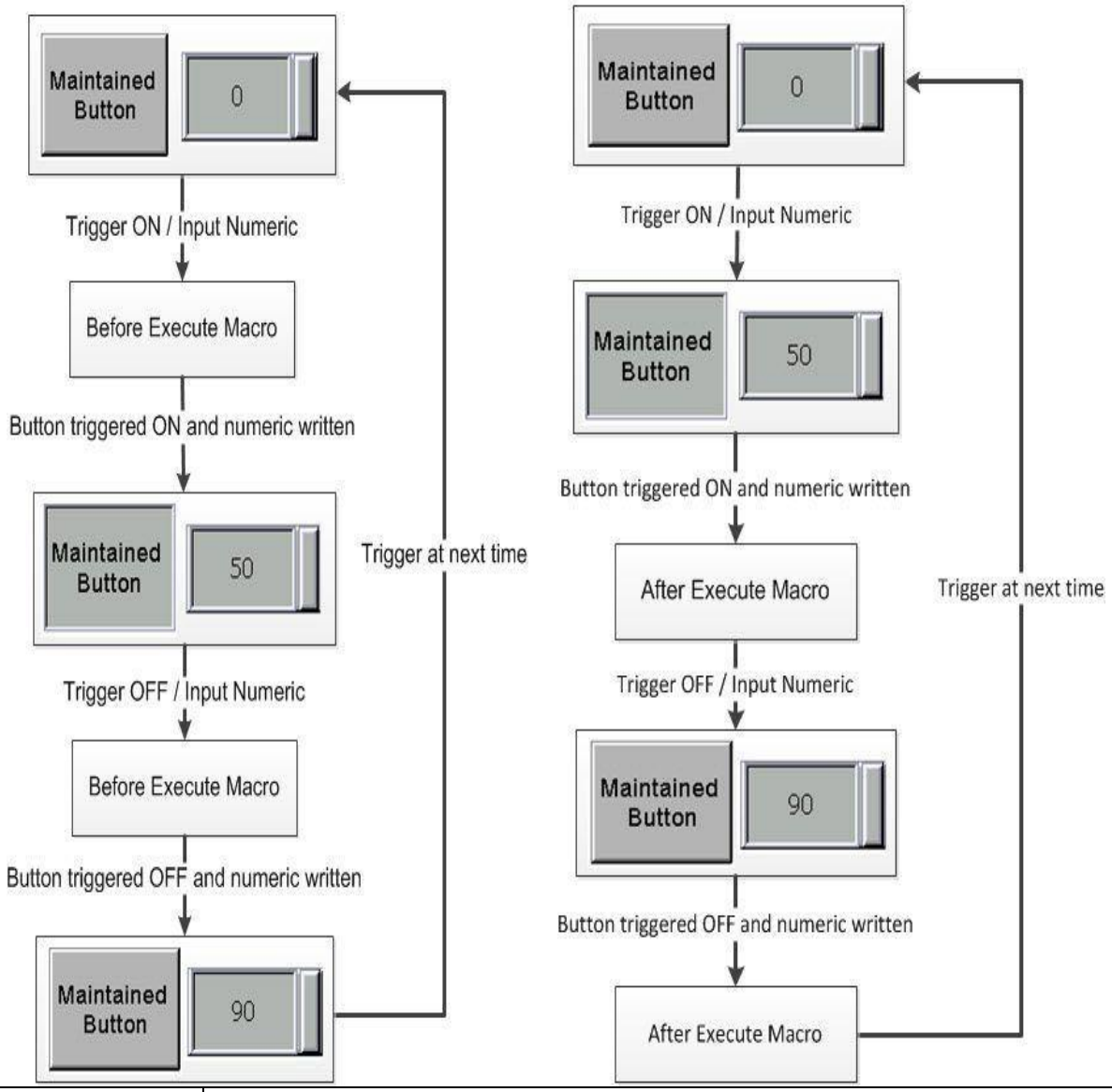


Figure 5-4-7 Set Constant—Element Position Properties Page

No.	Property	Function
(1)		➢ The before execute macro and after execute macro processes are diagrammed below: 	
	Before Execute Macro	➢ When users touch the button element, HMI will first run the commands in the corresponding macro pre-action of the button action. If the button state is not changed by means of touching button (using external controller commands or other macros), HMI will not run the corresponding macro commands.
	After Execute Macro	➢ After users touch the button element, HMI will first run the button action to pre-action the commands in the corresponding macro. If the button state is not changed by means of touching button (using external controller commands or other macros), HMI will not run the corresponding macro commands.

5-5 Increment / Decrement

	Increment
	Decrement

After touching the Increment or Decrement button on HMI, HMI will first read the register value into and increment or decrement the selected value. Finally, HMI will write the results to the corresponding register. If the value increased or decreased exceeds the set upper or lower limit, the Increment or Decrement button will maintain the upper or lower limit value in the corresponding register.

Example of Increment / Decrement

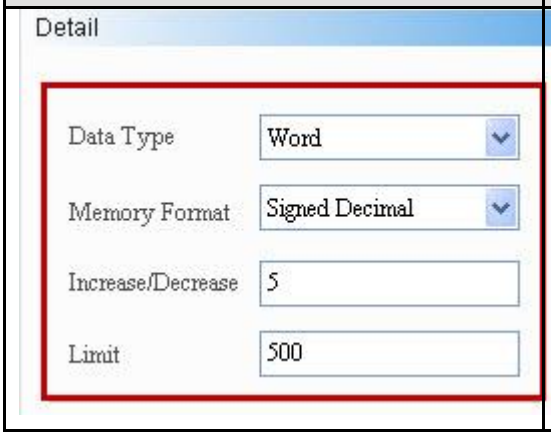
Table 5-5-1 Example of Increment / Decrement

Memory Address

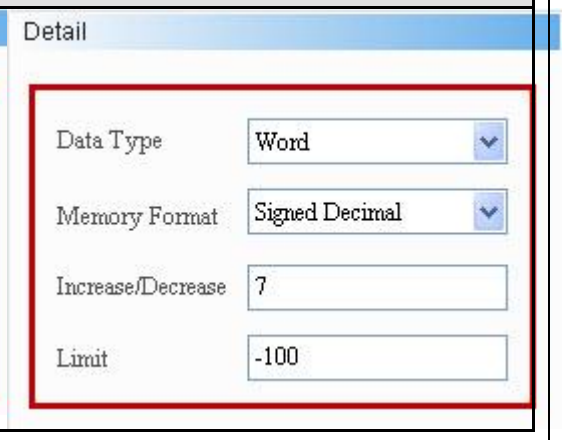
Write Memory Address of Increment	Write Memory Address of Decrement	Read Memory Address of Numeric Display
$555	$555	$555

Increment / Decrement Values

Increment

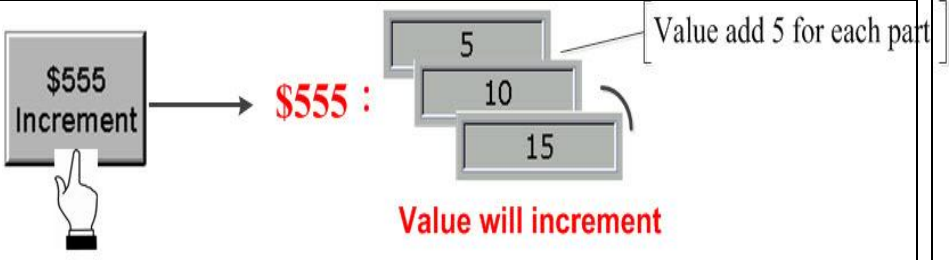


Decrement

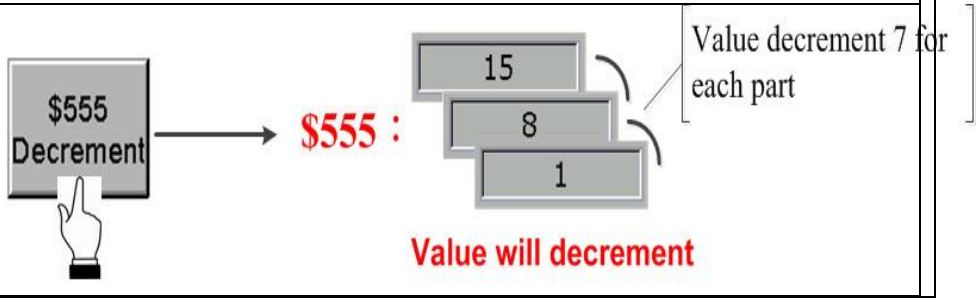


Execution Results

Increment



Decrement



Double-click Increment / Decrement to call out the Increment / Decrement Properties screen as shown below.

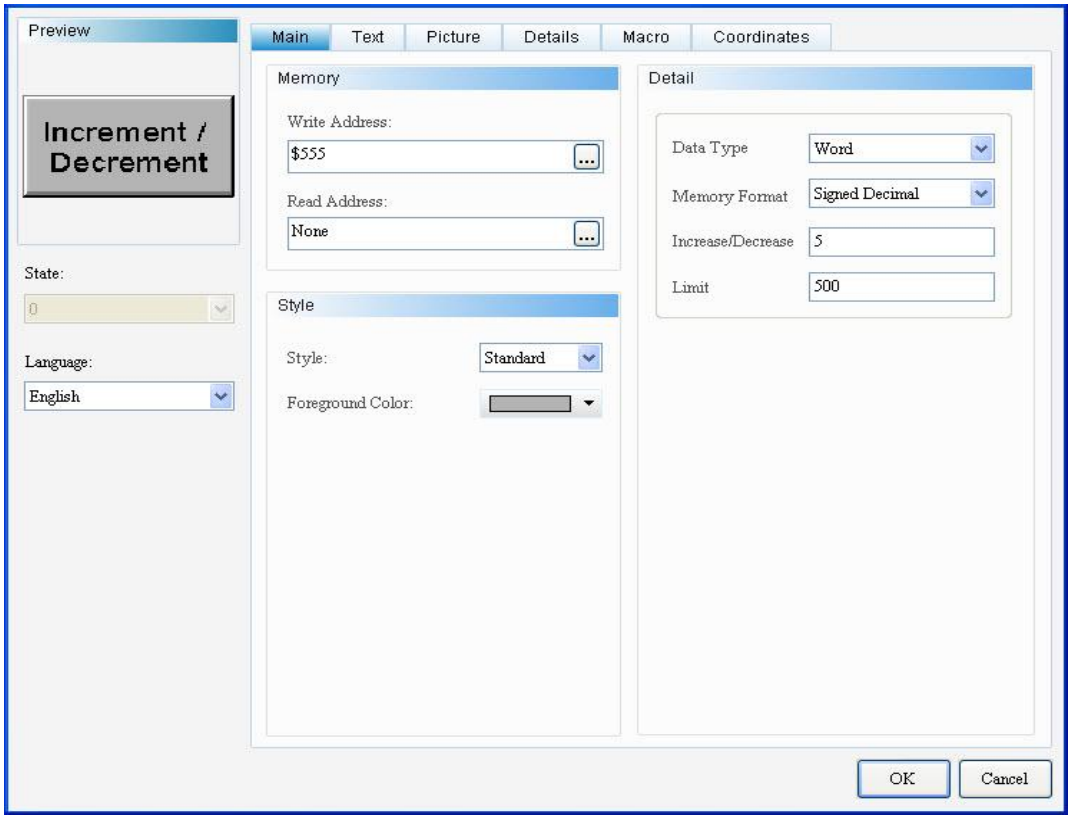


Figure 5-5-1 Increment / Decrement Element Properties

Increment / Decrement	
Function Page	**Content Description**
Preview	Views Multi-Language data and does not support multistate data.
General	Sets Write Memory Address, Read Memory Address, Style, and Foreground Color. Sets the Data Type, Data Format, Increment / Decrement Value, and Upper/Lower Exceed Limit of Momentary / Decrement elements.
Text	Sets the content, font, font size, font color, bold/italic/underline of font, scaling, and alignment of the text to be displayed.
Picture	Sets Picture Bank Name, Alignment, Picture Stretch Mode, and Transparent.
Advanced	Sets Interlock Address, Interlock State, Activation Methods, Activation, Invisible Address, User Security Level, Set Low Security, and Enable Confirmation Box.
Position	Sets the X-Y coordinate, width, and height of button elements.
Macro	Sets Pre-action Macro and Post-action Macro.

Table 5-5-2 Set Constant Function Page

◆ General

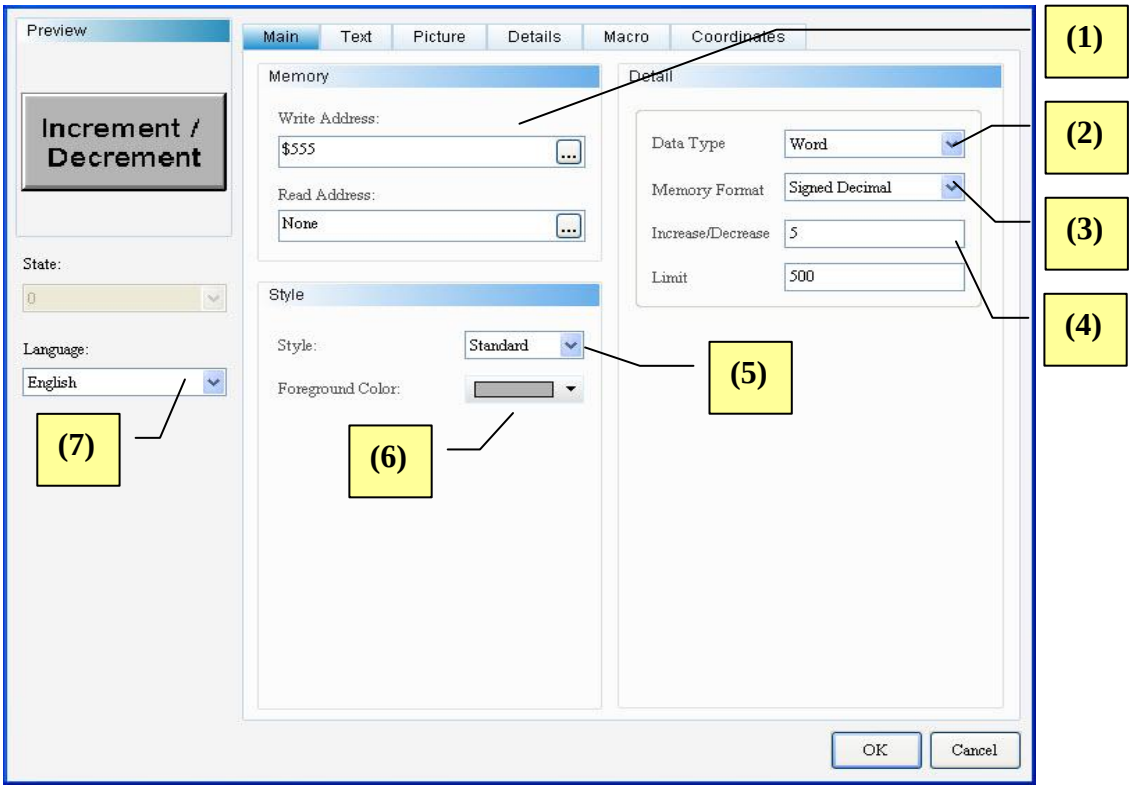
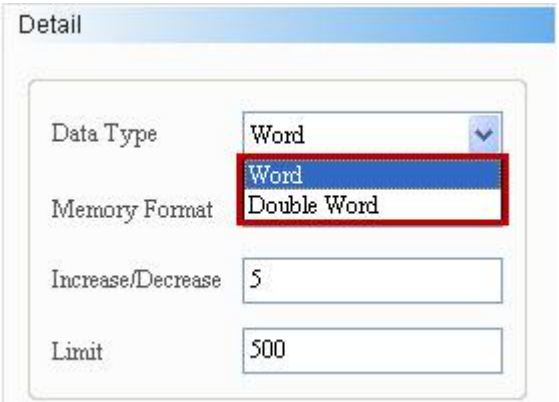
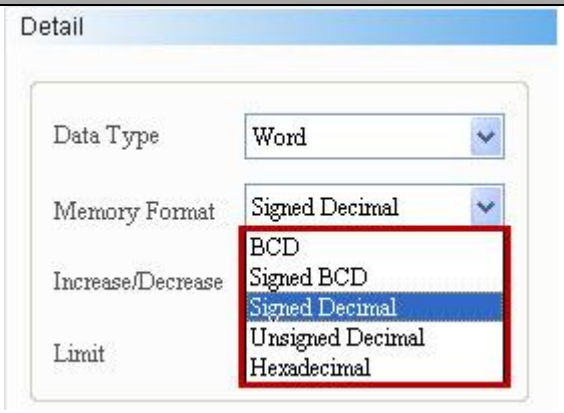
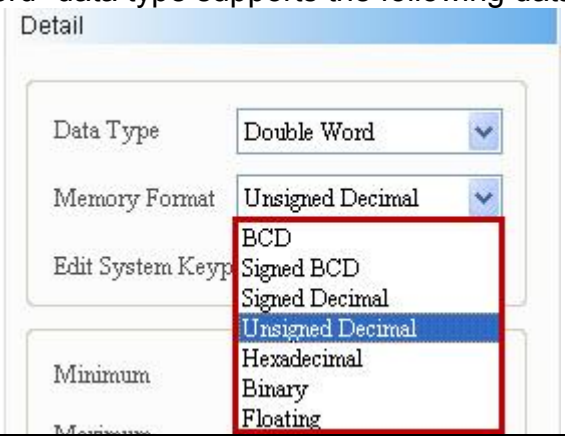
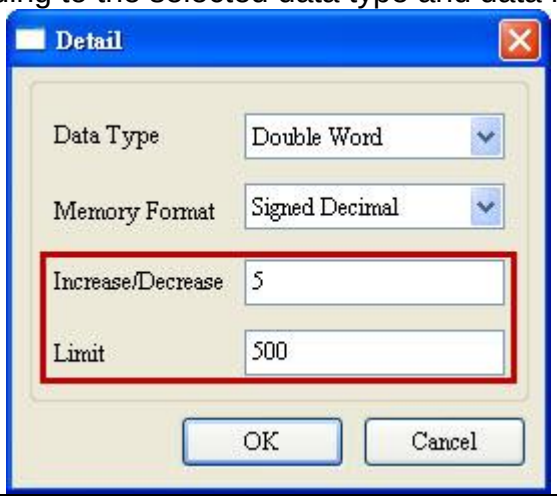
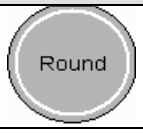
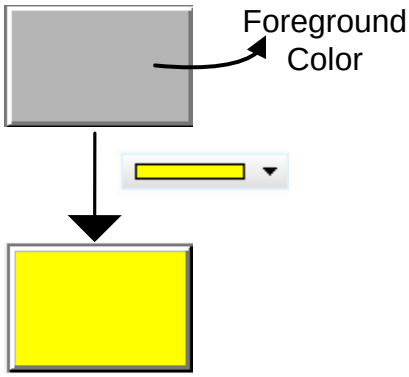


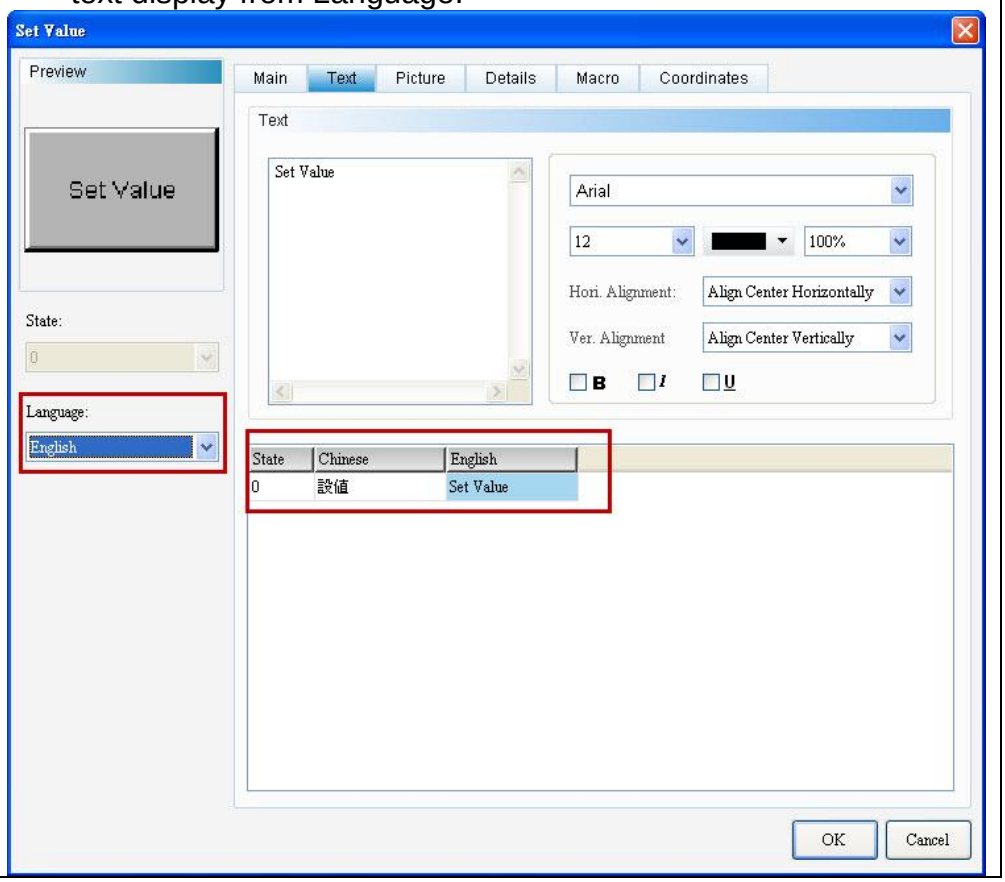
Figure 5-5-2 Increment / Decrement—Element General Properties Page

No.	Property	Function
(1)	Write Memory Address Read Memory Address	➢ Selects the address of internal memory or controller register. Addresses must be in “Word” format. ➢ Selects link name or style. Please refer to 5-1 Buttons for details.
(2)	Data Type	➢ Data types include “Word” and “Double Word”. 
(3)	Data Format	➢ “Word” data type supports the following data formats:

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td></td><td></td><td> 

➢ “Double Word” data type supports the following data formats:

</td></tr>
<tr><td rowspan="2">(4)</td><td>Increment / Decrement Value</td><td rowspan="2">➢ Increment / Decrement Value means the value increased or decreased when touching the Increment or Decrement button.
➢ Upper/Lower Limit means the range of the value increased or decreased. After pressing the OK button, the DOPSoft will check the range of input Increment / decrement value and upper/lower Limit according to the selected data type and data format.
 
</td></tr>
<tr><td>Upper/Lower Limit</td></tr>
</table>

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td>(5)</td><td>Style</td><td>➢ There are four Styles, including Standard, Raised, Roundg, and Invisible. Users can change the element appearance with style.
<table>
<tr><th>Standard</th><th>Raised</th><th>Round</th><th>Invisible</th></tr>
<tr><td> 
</td><td> 
</td><td> 
</td><td> 
</td></tr>
</table></td></tr>
<tr><td>(6)</td><td>Foreground Color</td><td>➢ Sets foreground color of elements.
➢ When Style is “Invisible”, foreground color is disabled.
 
</td></tr>
</table>

No.	Property	Function
(7)	Language	➢ When language data are defined, users can edit the properties of text display from Language. 

◆ Text

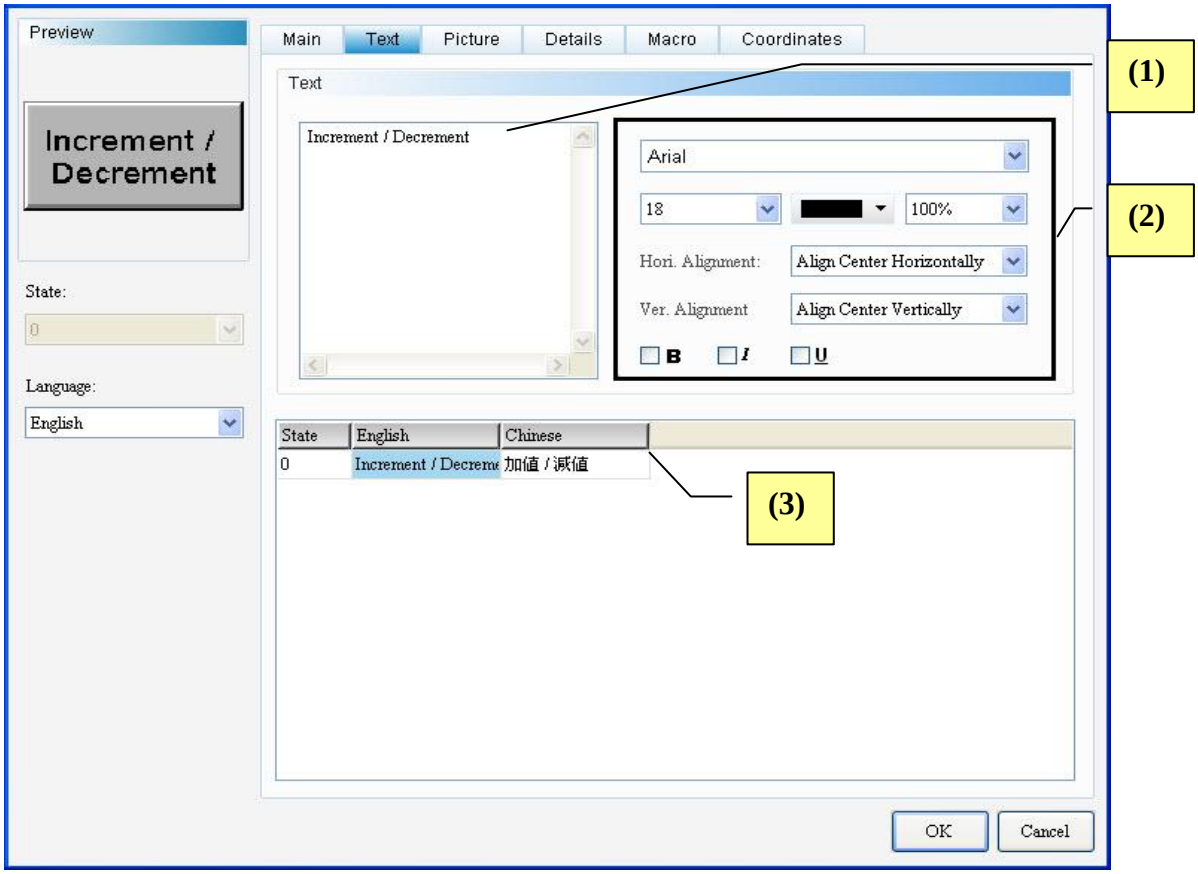
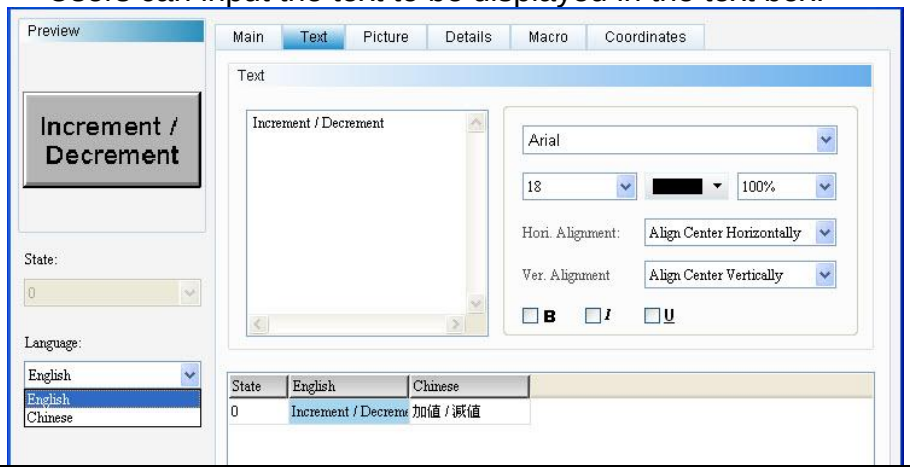


Figure 5-5-3 Increment / Decrement Element Text Properties Page

No.	Property	Function
(1)	Text	➢ Users can input the text to be displayed in the text box. 
(2)	Text Properties	➢ Sets text properties, including font type, font size, font color, scaling, text alignment, and bold/italic/underline of font. Please refer to the above figure for details about the results of text properties.
(3)	Multi-Language Text Data	➢ Users can add Multi-Language text data from the Multi-Language Text Page. As shown in the Text Properties Figure, users can input English text in the English field.

◆ Picture

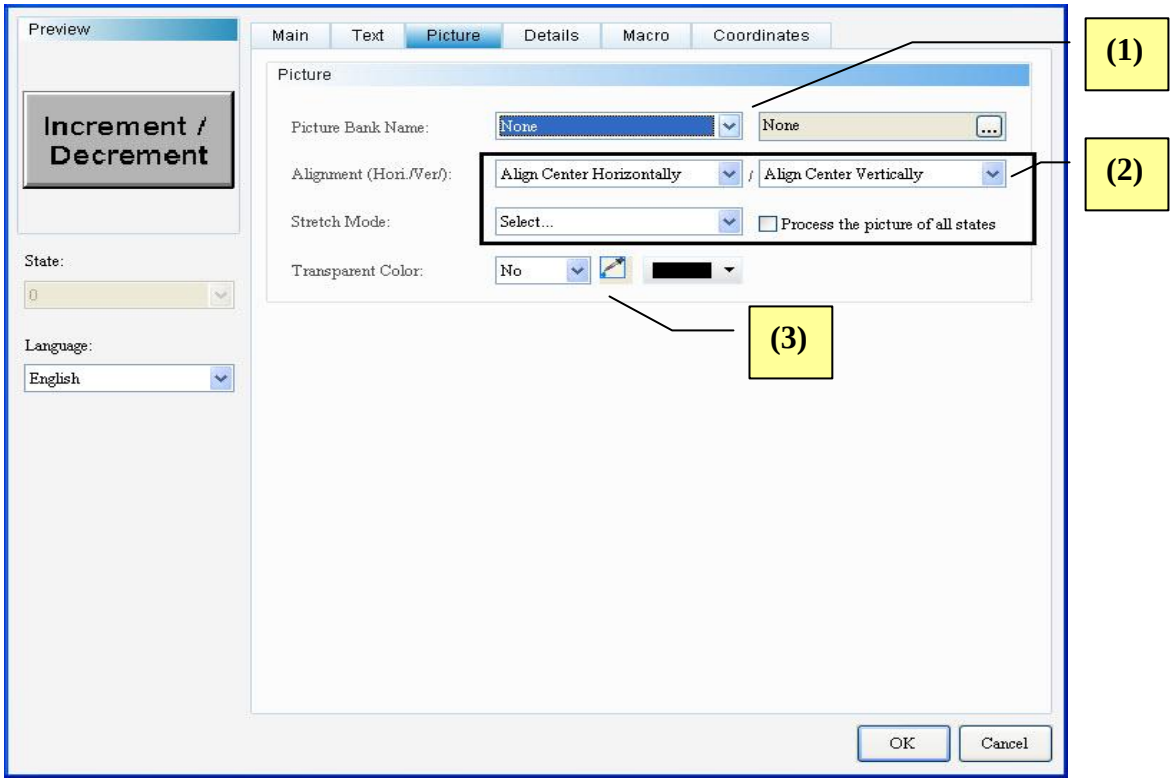
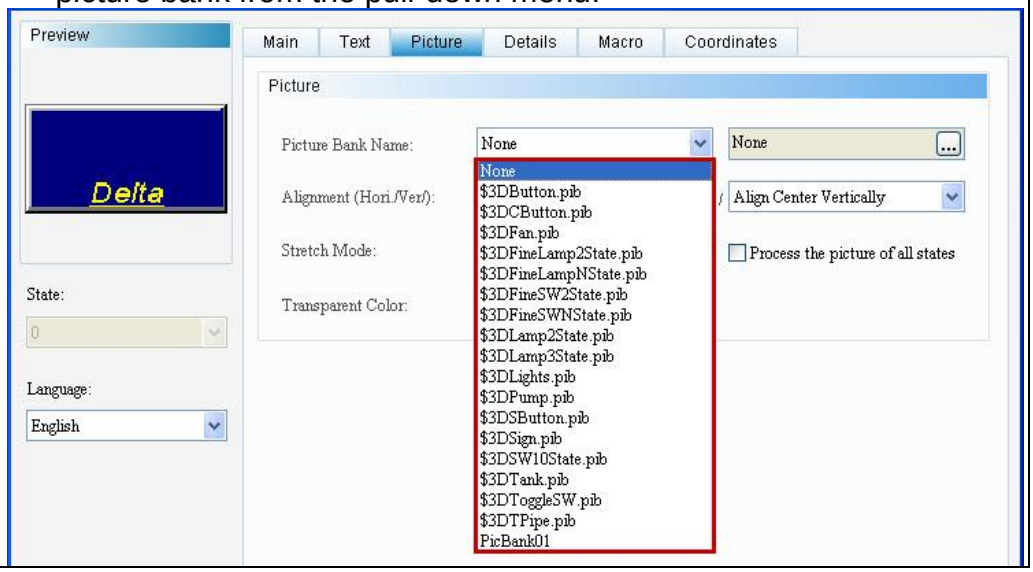
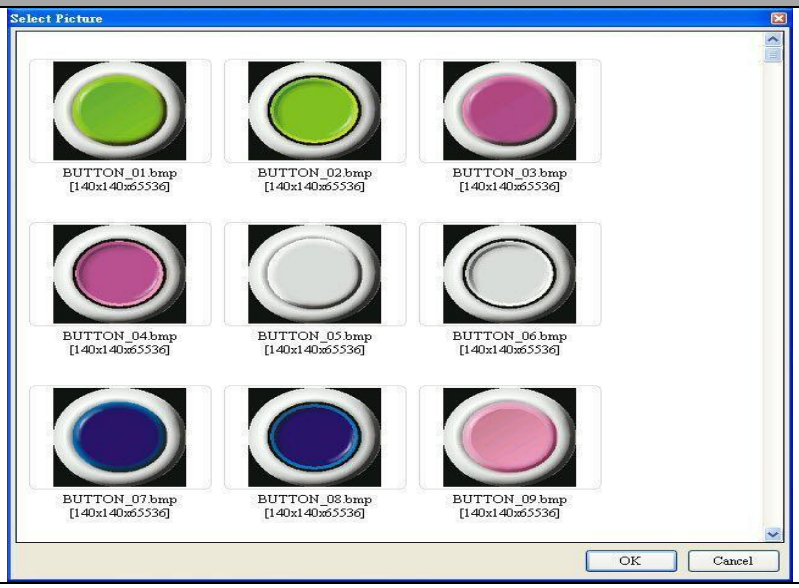
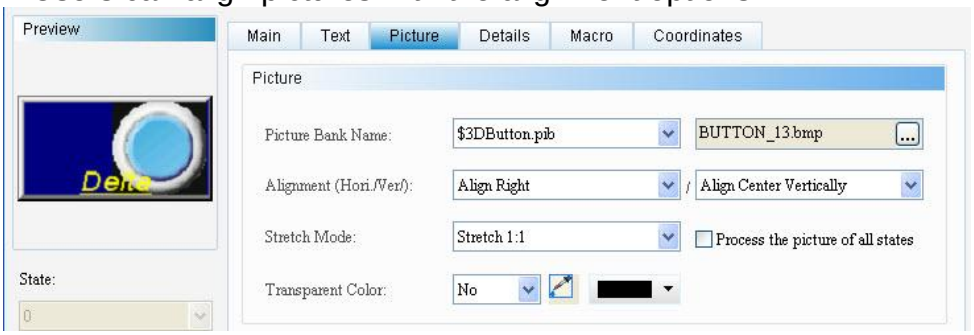
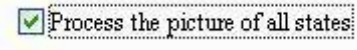
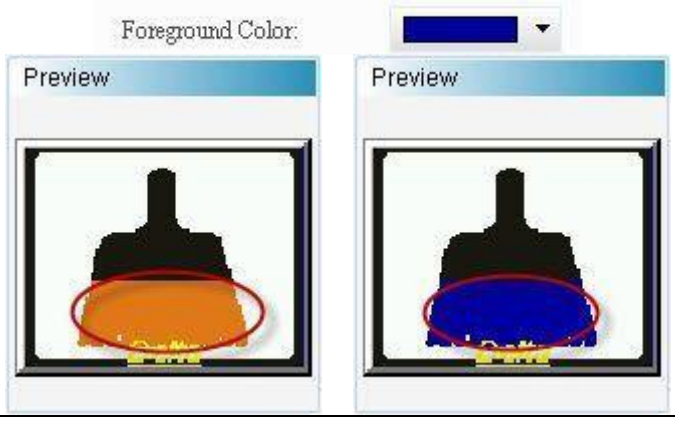


Figure 5-5-4 Increment / Decrement—Element Picture Properties Page

No.	Property	Function
(1)	Picture Bank Name	➢ The default value for Picture Bank Name is “None”. Users wishing to select a display picture can select the desired picture in the built-in picture bank from the pull-down menu. 

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td></td><td></td><td> 
</td></tr>
<tr><td rowspan="2">(2)</td><td>Alignment</td><td>➢ Users can align pictures with the alignment options.
 

➢ Stretch modes include: Fill, Keep Aspect Ratio, and Actual Size.
<table>
<tr><th>Fill</th><th>Keep Aspect Ratio</th><th>Actual Size</th></tr>
<tr><td>In the “Fill” mode, the selected picture will fill up the entire display area.</td><td>In the “Keep Aspect Ratio” mode, the selected picture will fit in the display area proportionally according to the picture ratio.</td><td>In the “Actual Size” mode, the picture will be displayed in its original size in the display area.</td></tr>
<tr><td>  </td><td>  </td><td>  </td></tr>
</table>
➢ If “Process all state pictures” is selected, the system assumes that each element has multiple entries of state data, and some pictures may be unable to fill the entire display area. By selecting this item, users will not need to set individual pictures to save time editing.
 
</td></tr>
<tr><td>Stretch Mode</td><td></td></tr>
</table>

No.	Property	Function
(3)	Transparent Color	➢ Users can set a color in the picture to transparent. In this case, by clicking the Transparent Color icon and then the orange part of the loom, the DOPSoft will omit all orange parts in the picture and turn them into transparent; thus turning the foreground color transparent. 

◆ Advanced

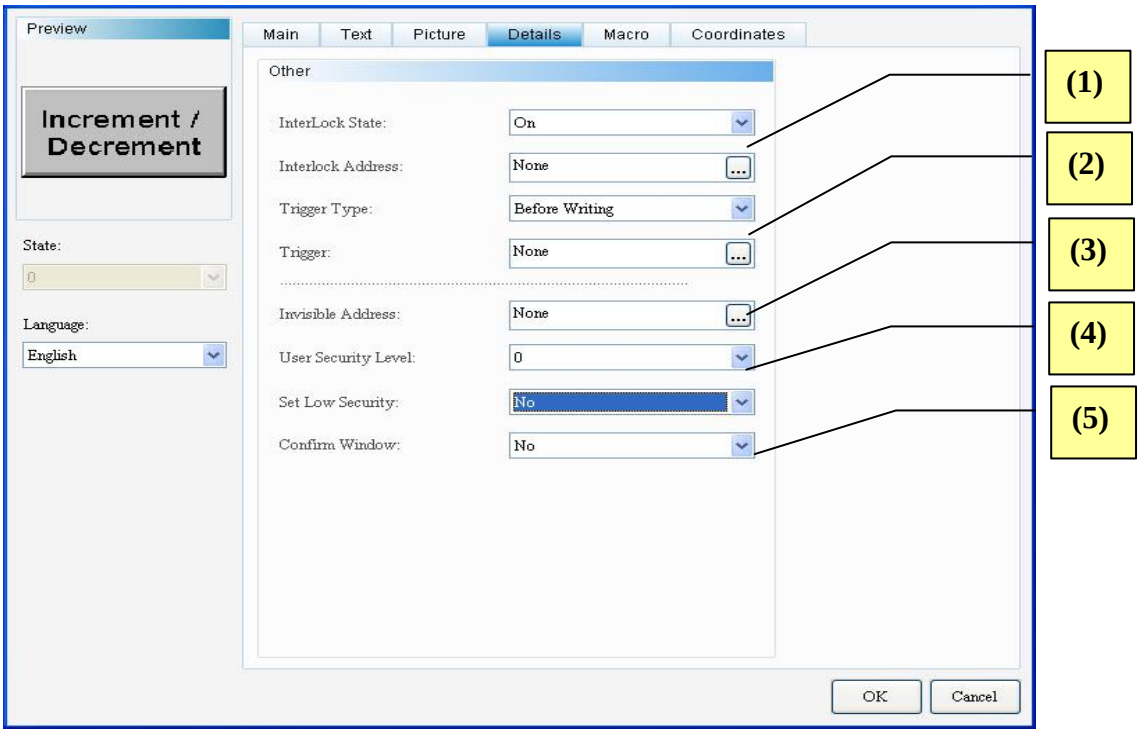
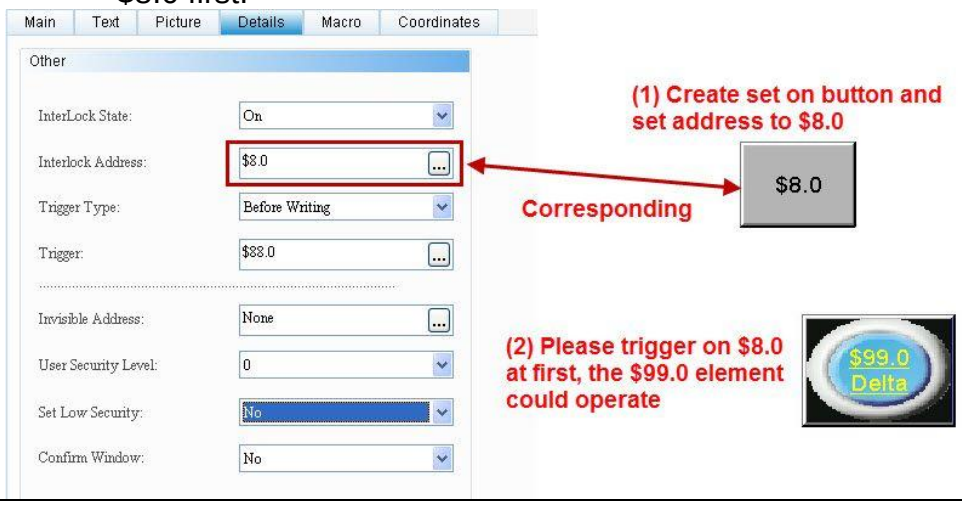
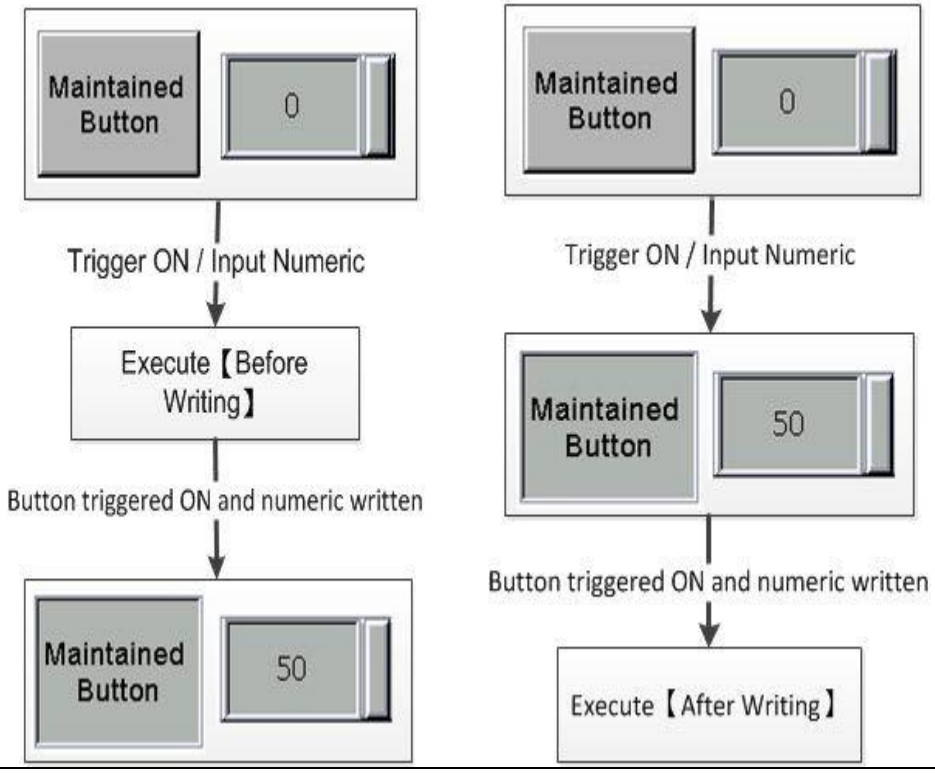
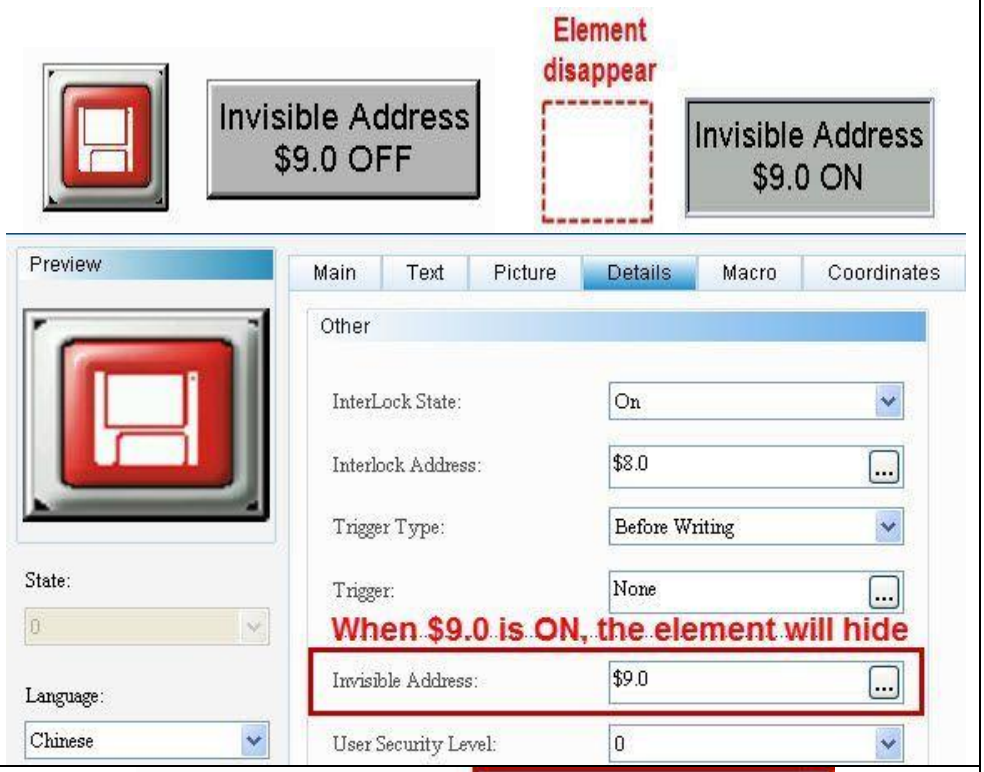


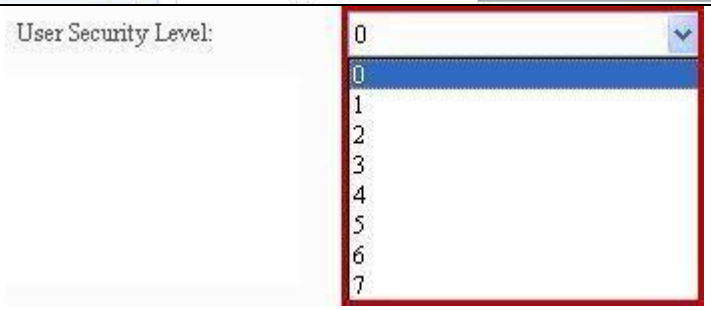
Figure 5-5-5 Increment / Decrement—Element Advanced Properties Page

No.	Property	Function Description
(1)	Interlock State	➢ Interlock Address allows users to operate an element from this particular address. It m ➢ Ust be used along with Interlock State. If Interlock State is “OFF”, this means the interlock address is operable when the interlock state is “OFF”. In contrast, when Interlock State is “ON”, this means the interlock address is operable when the interlock state is “ON”. ➢ Examples of interlock address application are as follows: 1. First, create a button and set its address as “$8.0”. Next, set the original interlock address ($99.0) to “$8.0”. 2. To make Button $99.0 operable, users must press Button $8.0 first.
	Interlock Address	

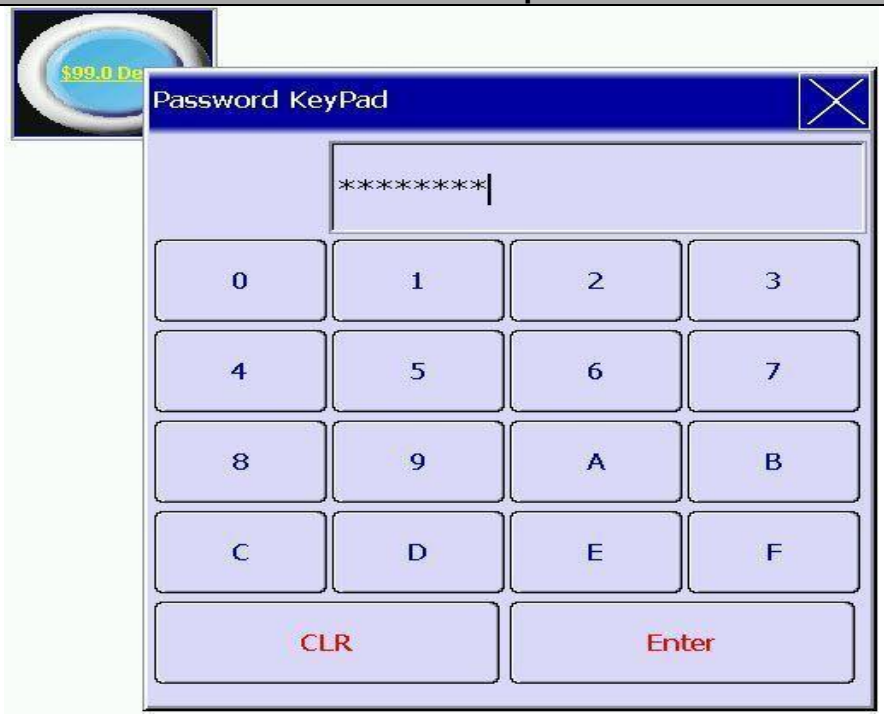
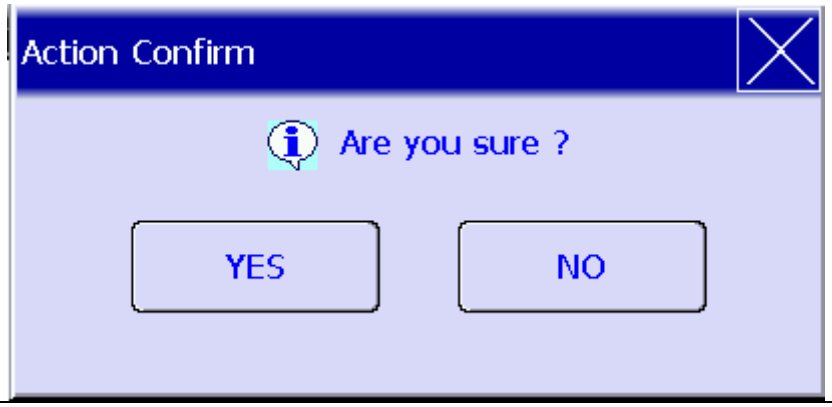
<table>
<tr><th>No.</th><th>Property</th><th>Function Description</th></tr>
<tr><td rowspan="2">(2)</td><td>Trigger type</td><td>
➢ Trigger type include before writing and after writing.
<table>
<tr><td rowspan="2">Trigger type</td><th>Before writing</th><th>After writing</th></tr>
<tr><td>The activation bit is ON before changing values.</td><td>Values are changed before the activation bit is ON.</td></tr>
</table>
➢ Users can create a button element, set its memory address, and select Pre-writing activation or Post-writing activation to activate the controller Bit address to ON.
➢ As the activation function only sets the activation address to ON, users must set the activation address of OFF before re-activation.
➢ Before writing: After writing:
</td></tr>
<tr><td>Trigger</td><td>


</td></tr>
</table>

<table>
<tr><th>No.</th><th>Property</th><th>Function Description</th></tr>
<tr><td rowspan="2">(3)</td><td>Invisible Address</td><td>
➢ When Invisible Address is “ON”, the button element is hidden, and the corresponding function is disabled.


</td></tr>
<tr><td rowspan="2">(4)</td><td>User Security Level</td><td rowspan="2">


➢ Sets the user security level of element activities. Only users with equal or higher security level corresponding to the element can activate the element.
➢ After setting the user security level, when users activate the element, the password box will pop up and request users to input the password (the password can be changed from the password setup element, please see 5-7 Password Table).
</td></tr>
<tr><td>Set Low Security</td></tr>
</table>

No.	Property	Function Description
		 ➢ If "YES" is selected for Set Low Security, HMI automatically sets the security level to the lowest every time users input the password. When users activate the element again, they will be requested to input again the password corresponding to the element.
(5)	Enable Confirmation Box	➢ If Enable Confirmation Box is set to "YES", the following dialog box will pop up after pressing the corresponding button as shown below: 

◆ Location

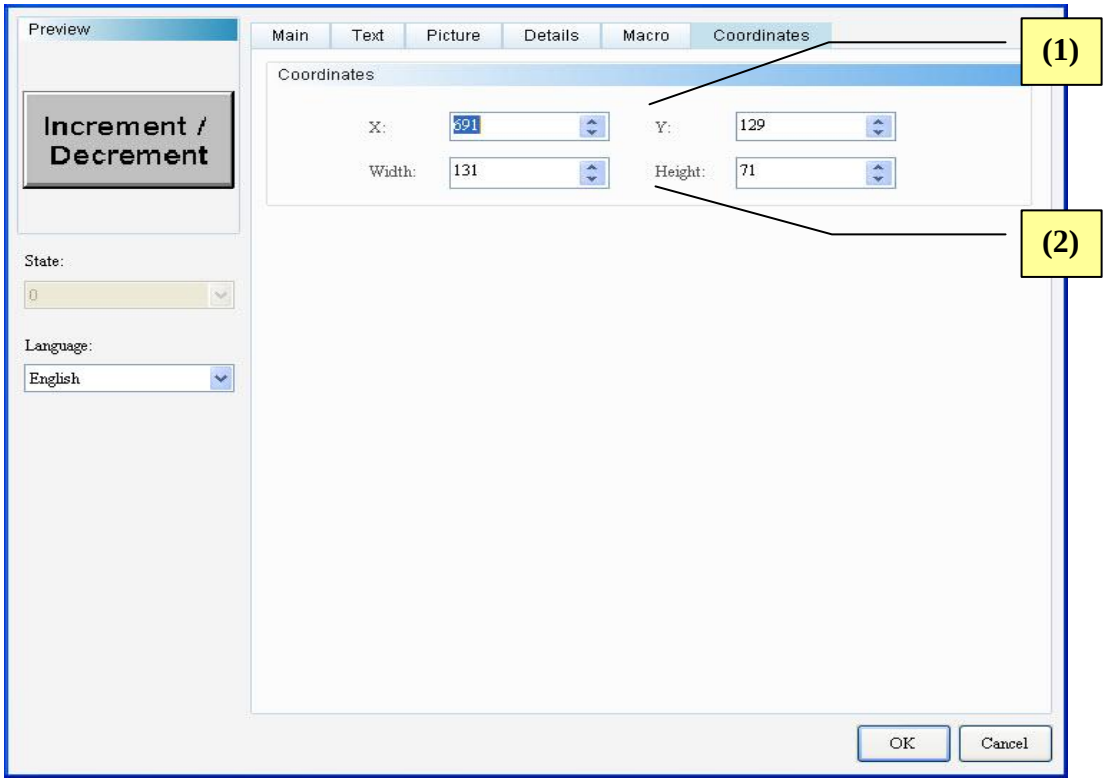


Figure 5-5-6 Increment / Decrement—Element Position Properties Page

No.	Property	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

◆ Macro

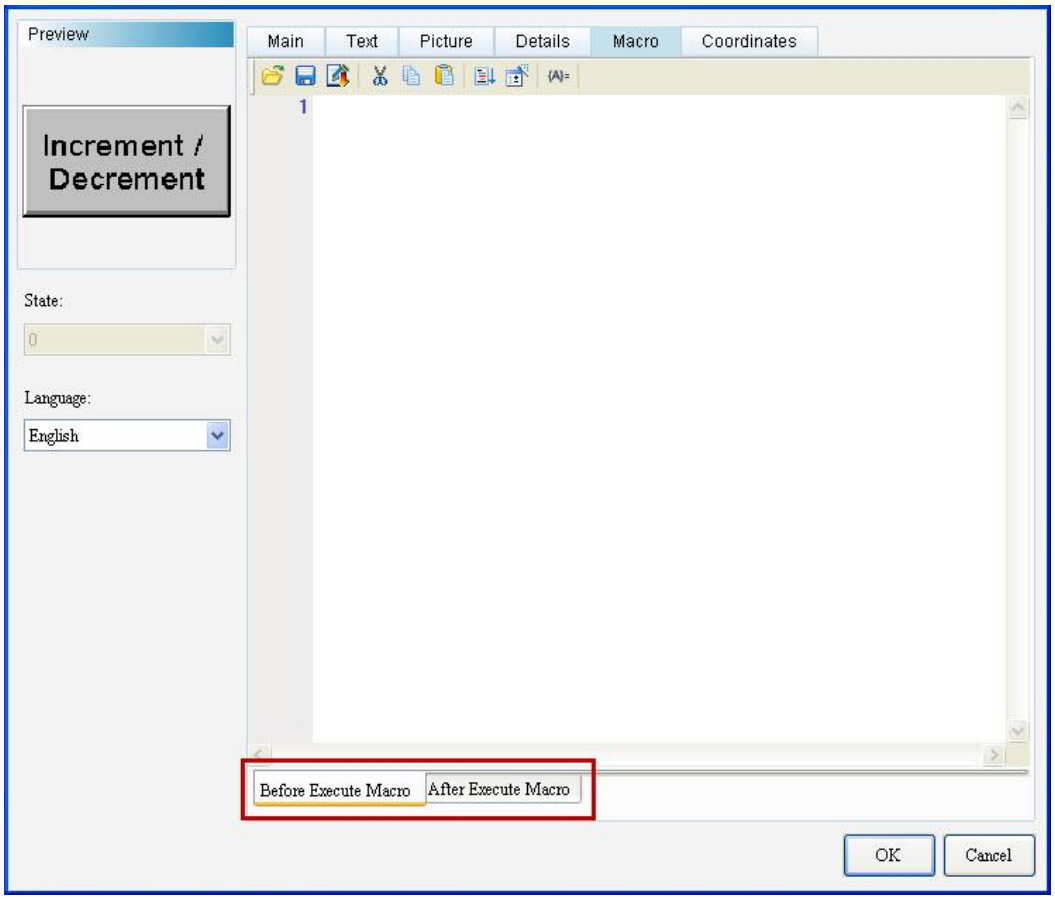
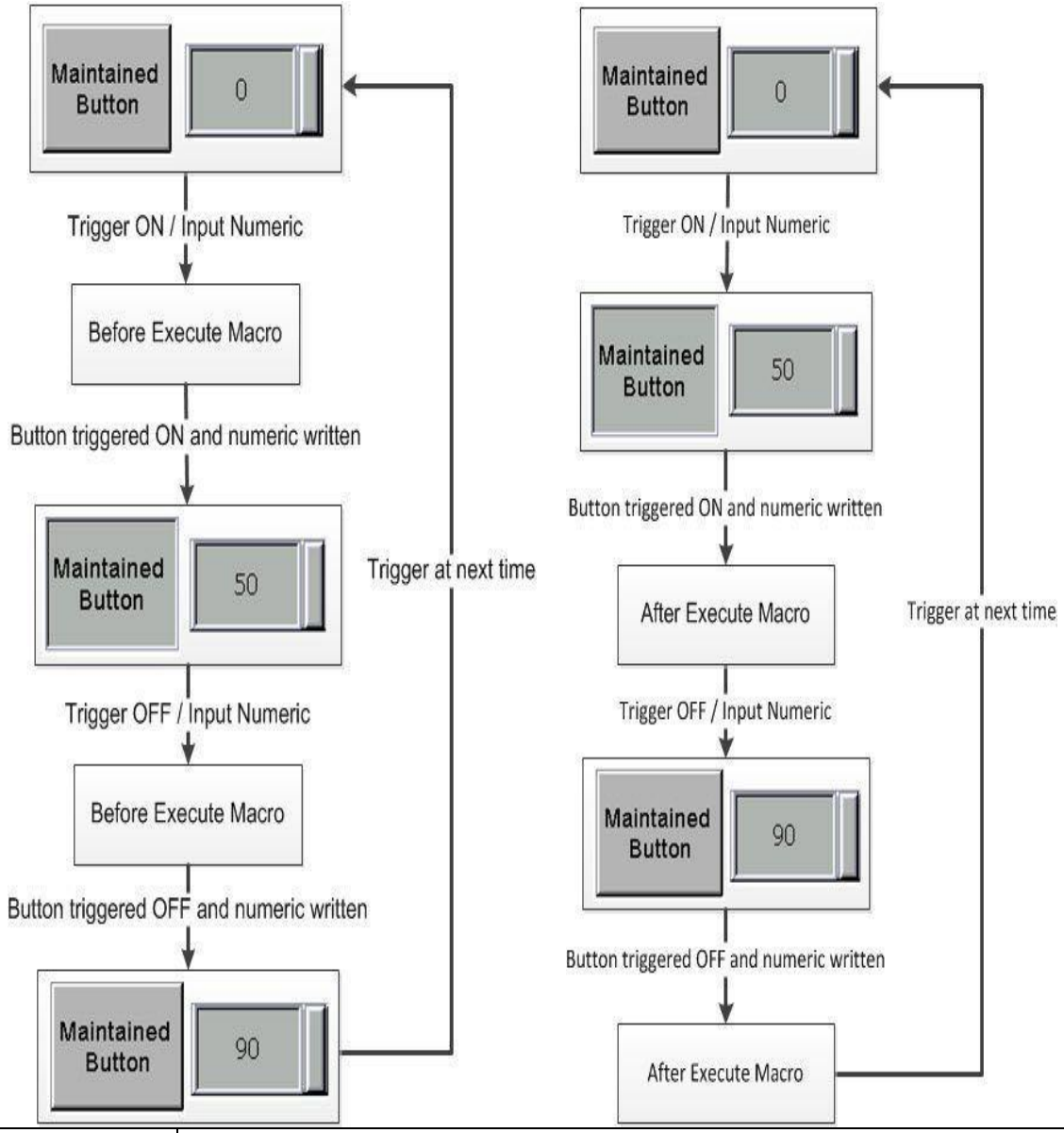


Figure 5-5-7 Increment / Decrement—Element Position Properties Page

No.	Property	Function
(1)		➢ The before execute macro and after execute macro processes are diagrammed below: 
	Before Execute Macro	➢ When users touch the button element, HMI will first run the commands in the corresponding macro pre-action of the button action. If the button state is not changed by means of touching button (using external controller commands or other macros), HMI will not run the corresponding macro commands.
	After Execute Macro	➢ After users touch the button element, HMI will first run the button action pre-action for the commands in the corresponding macro. If the button state is not changed by means of touching button (using external controller commands or other macros), HMI will not run the corresponding macro commands.

5-6 Goto Screen / Previous Page

	Goto Screen
	Previous Page

The DOPSoft provides two types of Goto Screen buttons as shown below:

- Goto Screen: When users touch the Goto Screen button on HMI, HMI will go to the selected screen.
- Previous Page: When users touch the Previous Page button on HMI, HMI will go to the previous screen.
- Back: When users touch the Back button on HMI, HMI will record the previous Goto Screen sequence, such as Screen 1→ Screen 3→ Screen 2. Next, HMI will run the Back button function. In this case, the screen change sequence is Screen 2→ Screen 3→ Screen 1.

The [Back] button options are found in the Goto Screen and Previous Page properties pages. Users can select [Goto Screen], [Previous Page], and [Back] in the properties page.

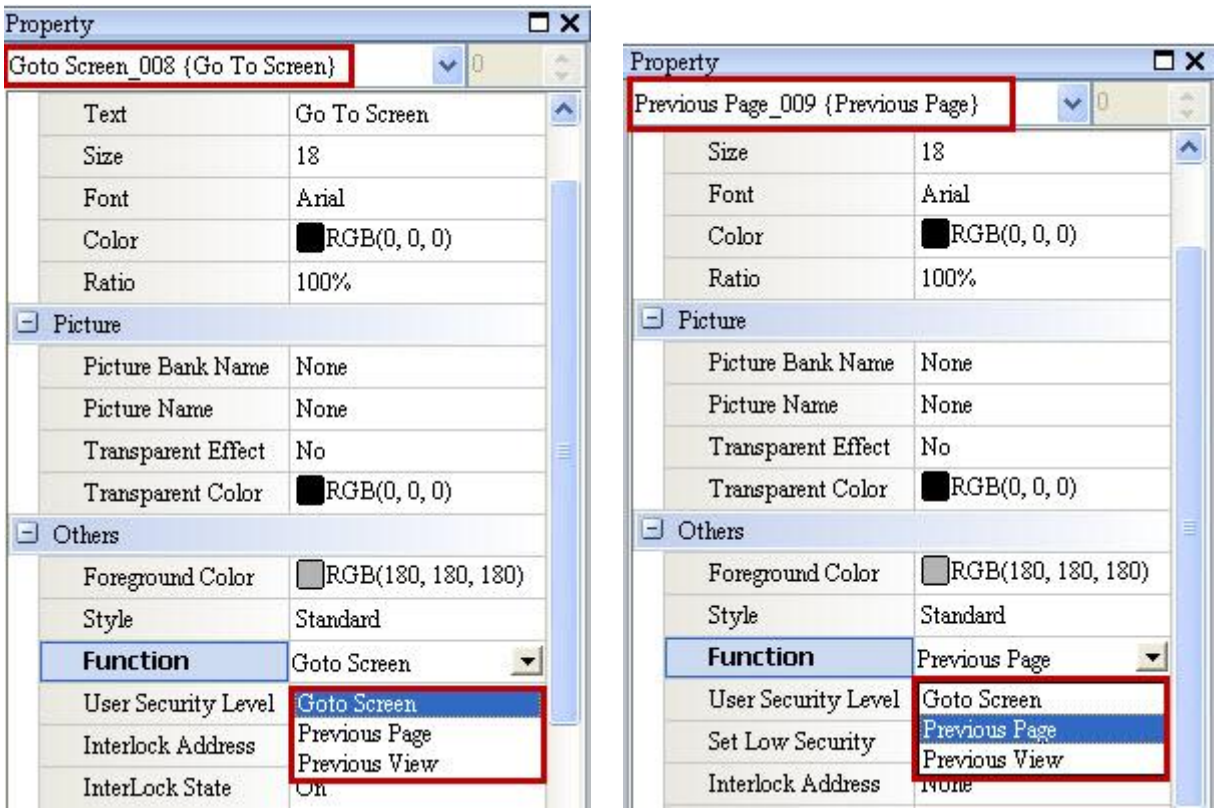
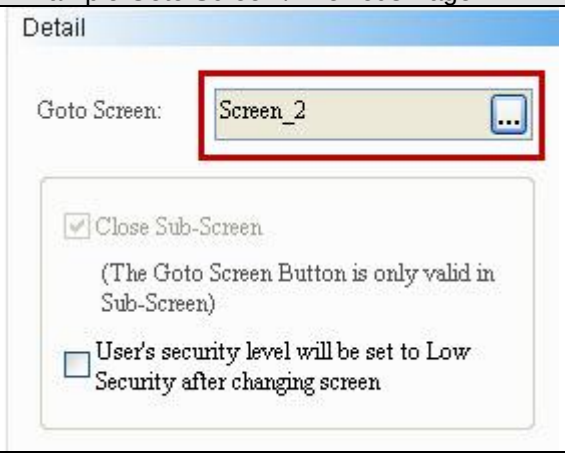
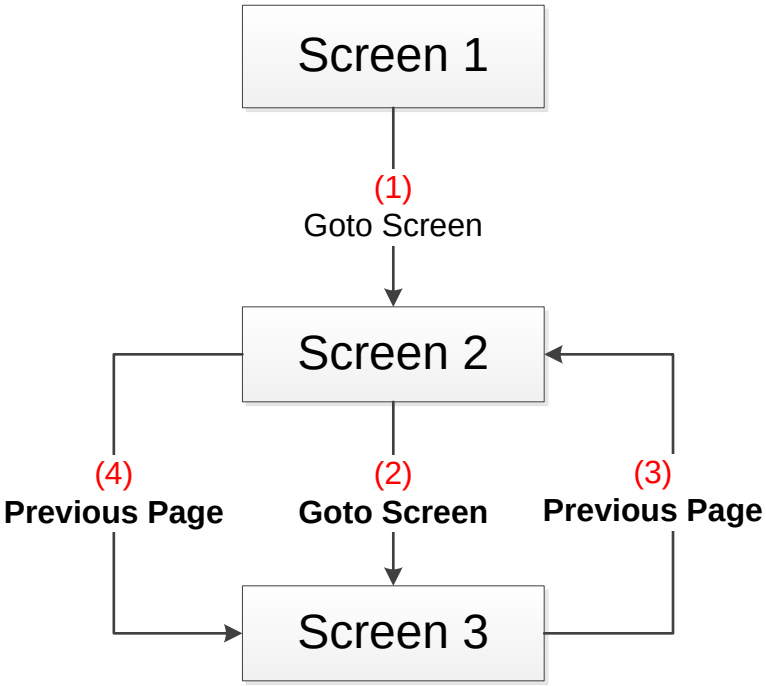
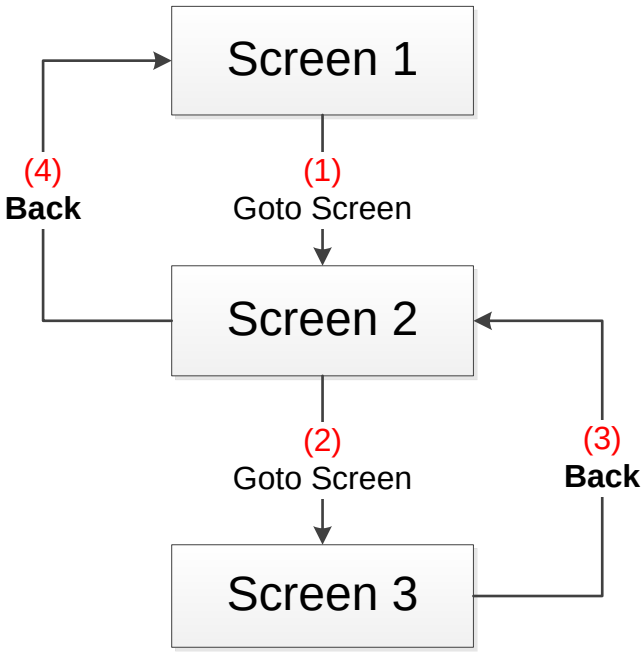


Figure 5-6-1 Goto Screen / Previous Page Element Properties

Example of Goto Screen / Previous Page

Table 5-6-1 Example Goto Screen / Previous Page

The Goto Screen item in the Goto Screen element	
Execution Results	➢ Touch the Goto Screen button to go to the selected screen.  ➢ Touch the Previous Page button to change to the previous screen displayed on HMI. 

	➢ When activating the Back button, HMI will record the previous Goto Screen sequence, such as Screen 1→ Screen 2→ Screen 3. Next, HMI will run the Back button function. In this case, the screen change sequence is Screen 3→ Screen 2→ Screen 1 

Double-click Goto Screen / Previous Page to call out the Goto Screen / Previous Page Properties screen as shown below.

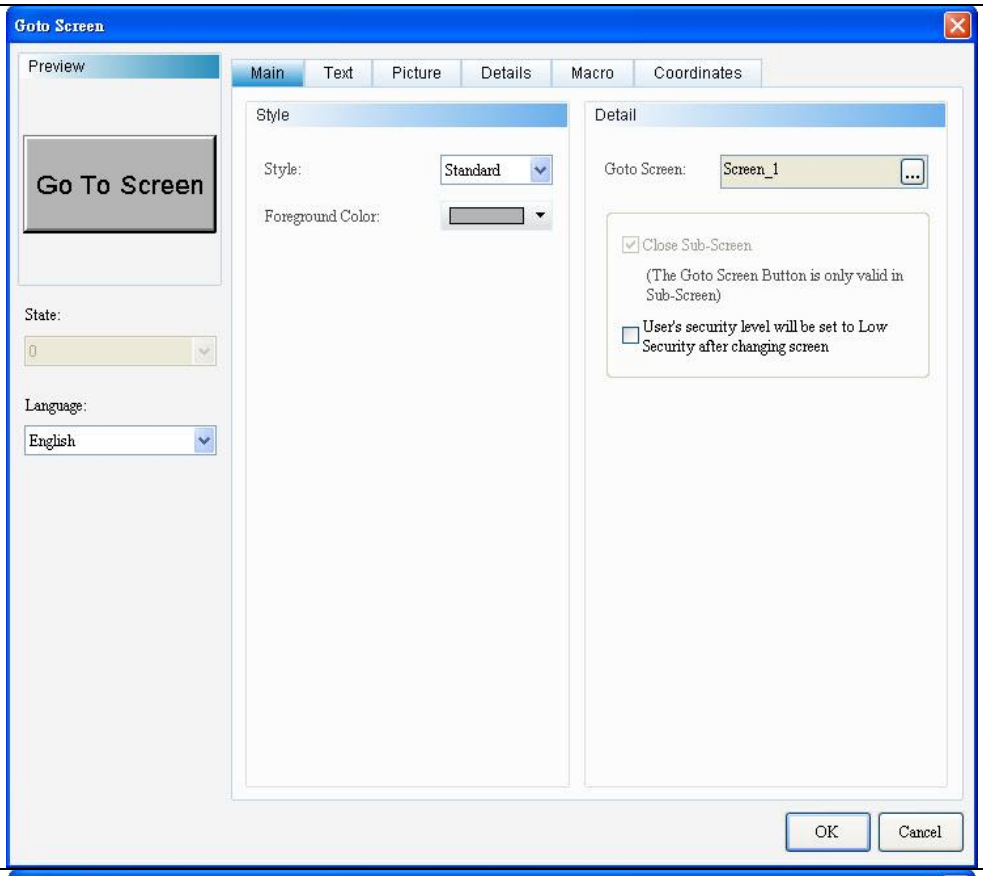
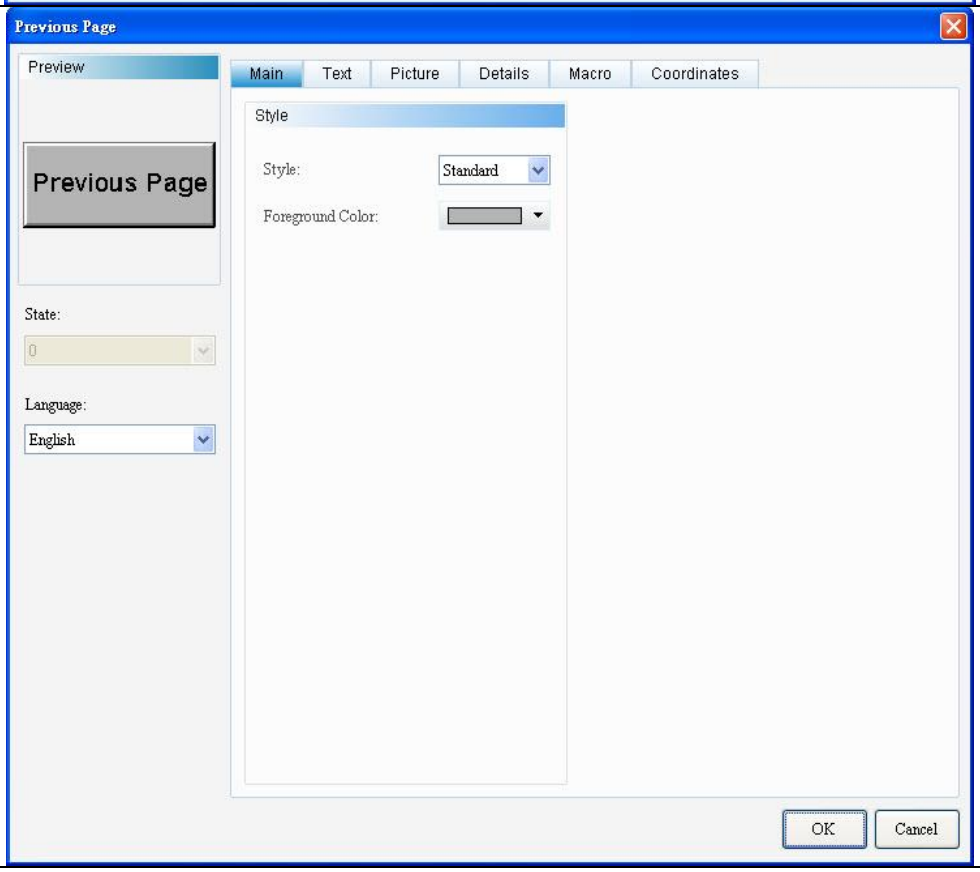
Goto Screen	
Previous Page	

Figure 5-6-2 Goto Screen / Previous Page Element Properties

Goto Screen / Previous Page	
Function Page	**Content Description**
Preview	Views Multi-Language data and does not support multistate data.
General	Set Style and Foreground Color. Sets the Change Screen, Close Window, and Low Security after Goto Screen features of Goto Screen elements.
Text	Sets the content, font, font size, font color, bold/italic/underline of font, scaling, and alignment of the text to be displayed.
Picture	Sets Picture Bank Name, Alignment, Picture Stretch Mode, and Transparent Color.
Advanced	**Goto Screen**
	Sets Interlock Address, Interlock State, Activation Methods, Activation, Invisible Address, User Security Level, and Enable Confirmation Box.
	Previous Page
	Sets Interlock Address, Interlock State, Activation Methods, Activation, Invisible Address, User Security Level, Set Low Security, and Enable Confirmation Box.
Position	Sets the X-Y coordinate, width, and height of button elements.
Macro	Sets Pre-action Macro and Post-action Macro.

Table 5-6-2 Goto Screen / Previous Page Function Page

◆ General

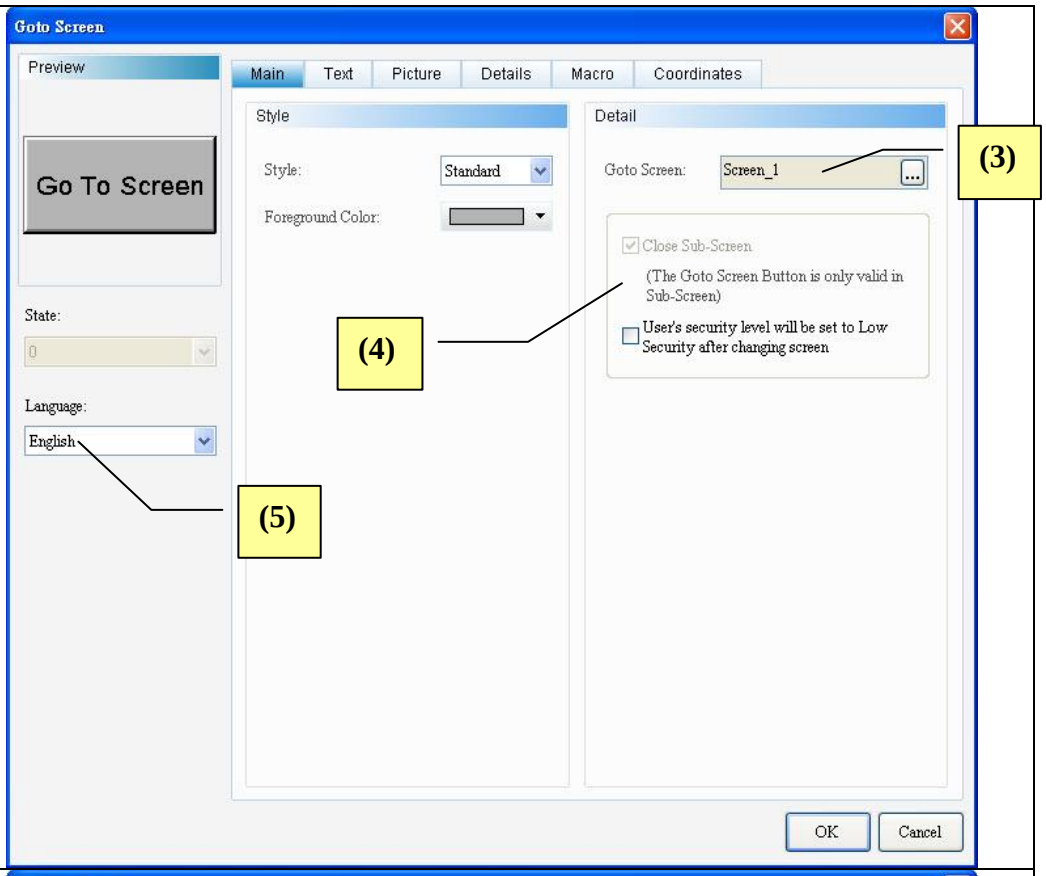
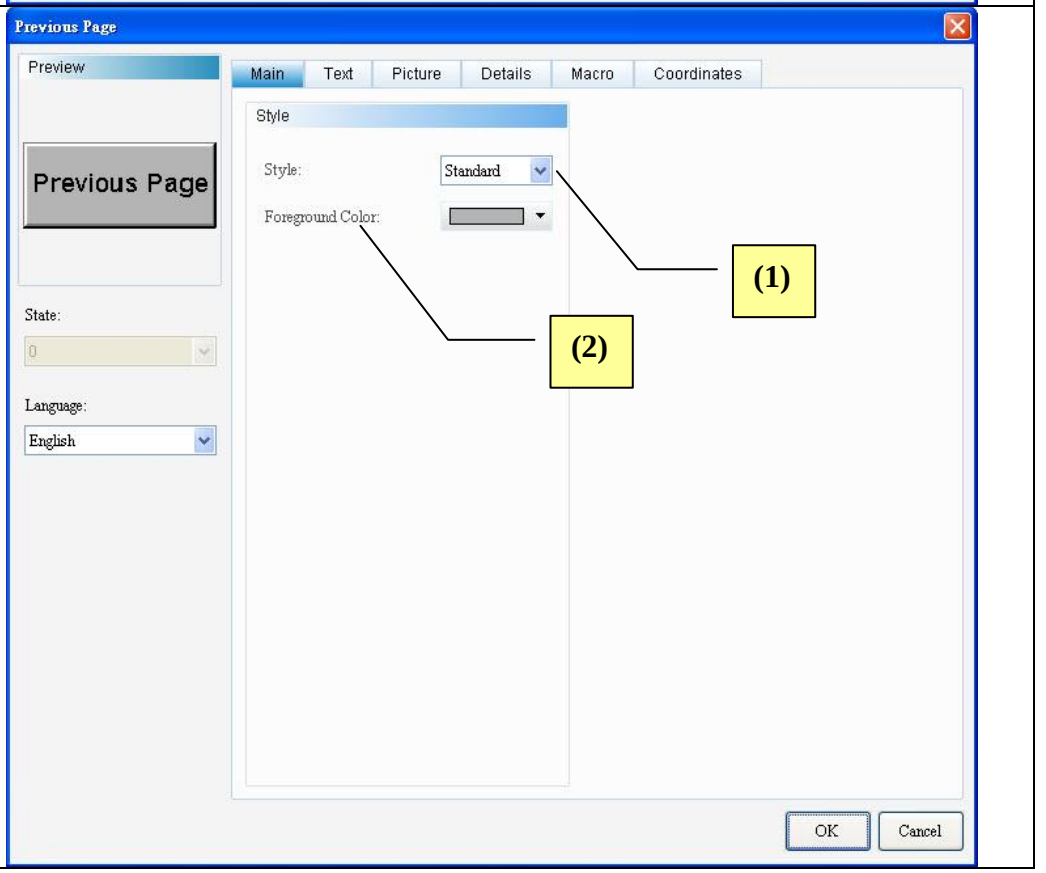
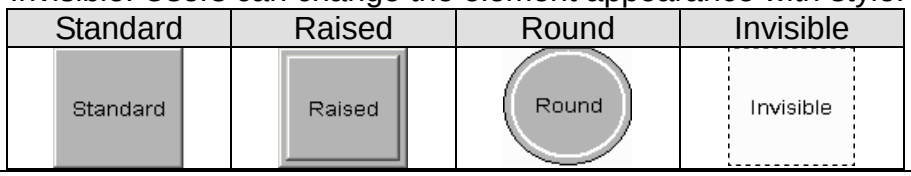
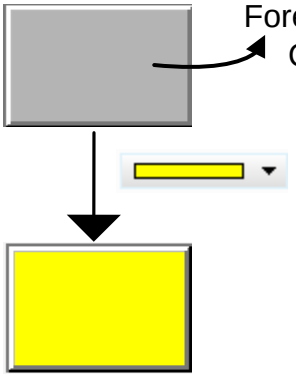
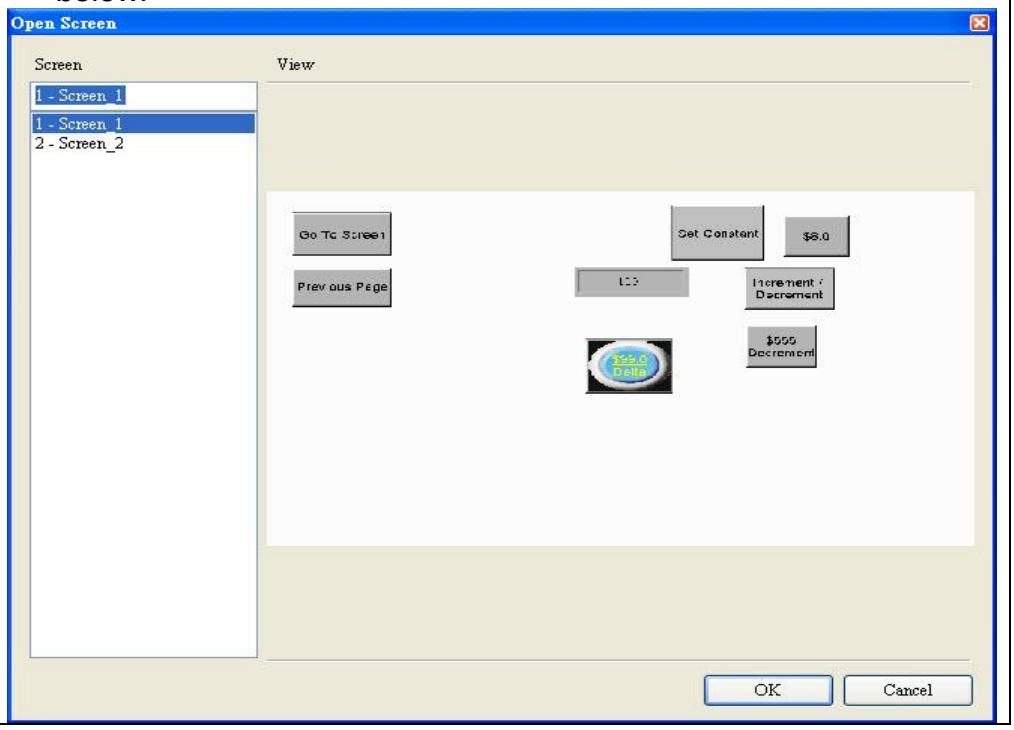
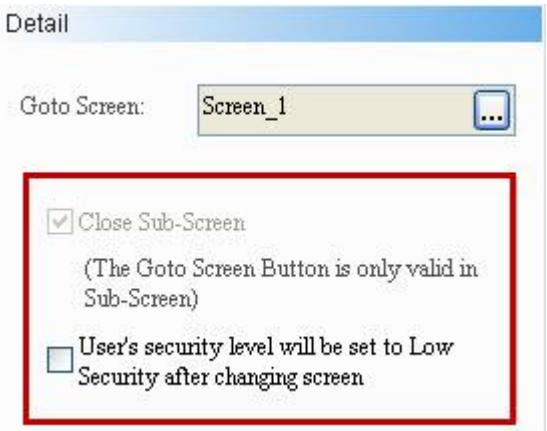
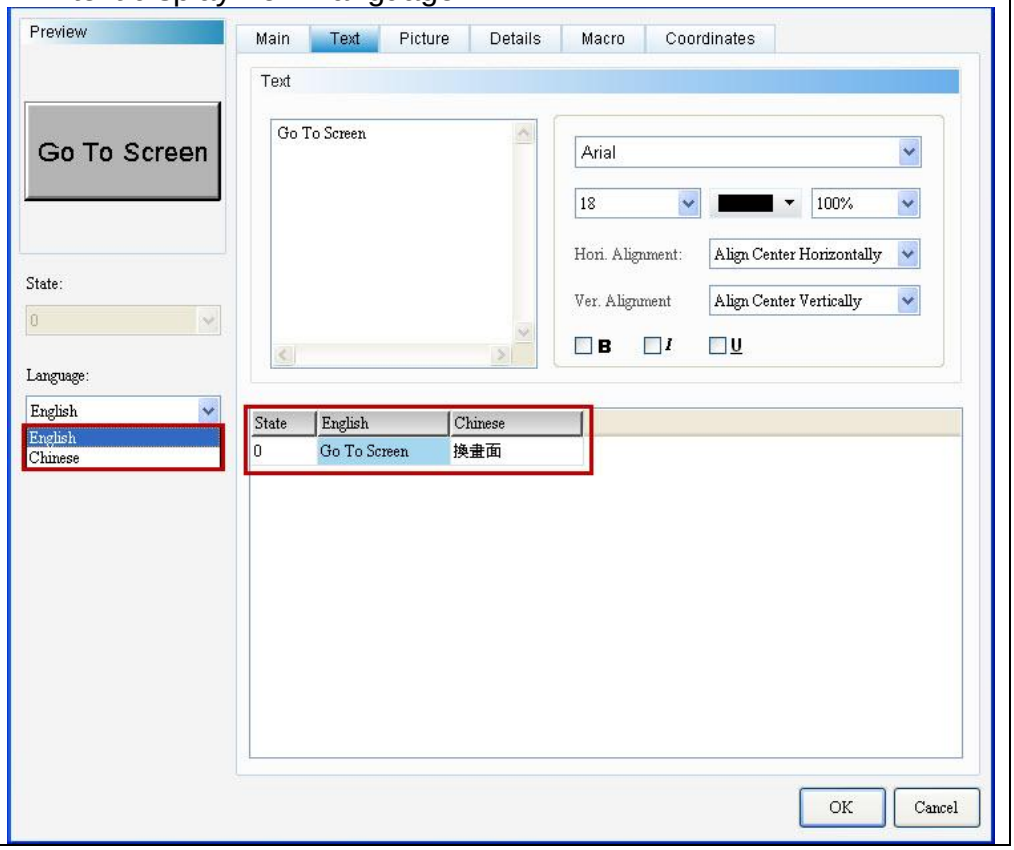
Goto Screen	
Previous Page	

Figure 5-6-3 Goto Screen / Previous Page—Element General Properties Page

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td>(1)</td><td>Style</td><td>➢ There are four Styles, including Standard, Raised, Round, and Invisible. Users can change the element appearance with style.
 
</td></tr>
<tr><td>(2)</td><td>Foreground Color</td><td>➢ Sets foreground color of elements.
➢ When Style is “Invisible”, foreground color is disabled.
 
</td></tr>
<tr><td>(3)</td><td>Change Screen</td><td> 

➢ Click the button shown in the above red frame. The Select Screen window will pop up. Select the screen to be changed as shown below:
 
</td></tr>
</table>

No.	Property	Function
(4)	Close Window Goto Screen after Low Security	➢ The Close Window item will only be enabled after a Goto Screen button is created for a window. When the Goto Screen button is activated, the screen will be changed and the present window will be closed. ➢ Forces to set user security level to the lowest after pressing the button to prevent the unintended uses of buttons. 
(5)	Language	➢ When language data are defined, users can edit the properties of text display from Language. 

◆ Text

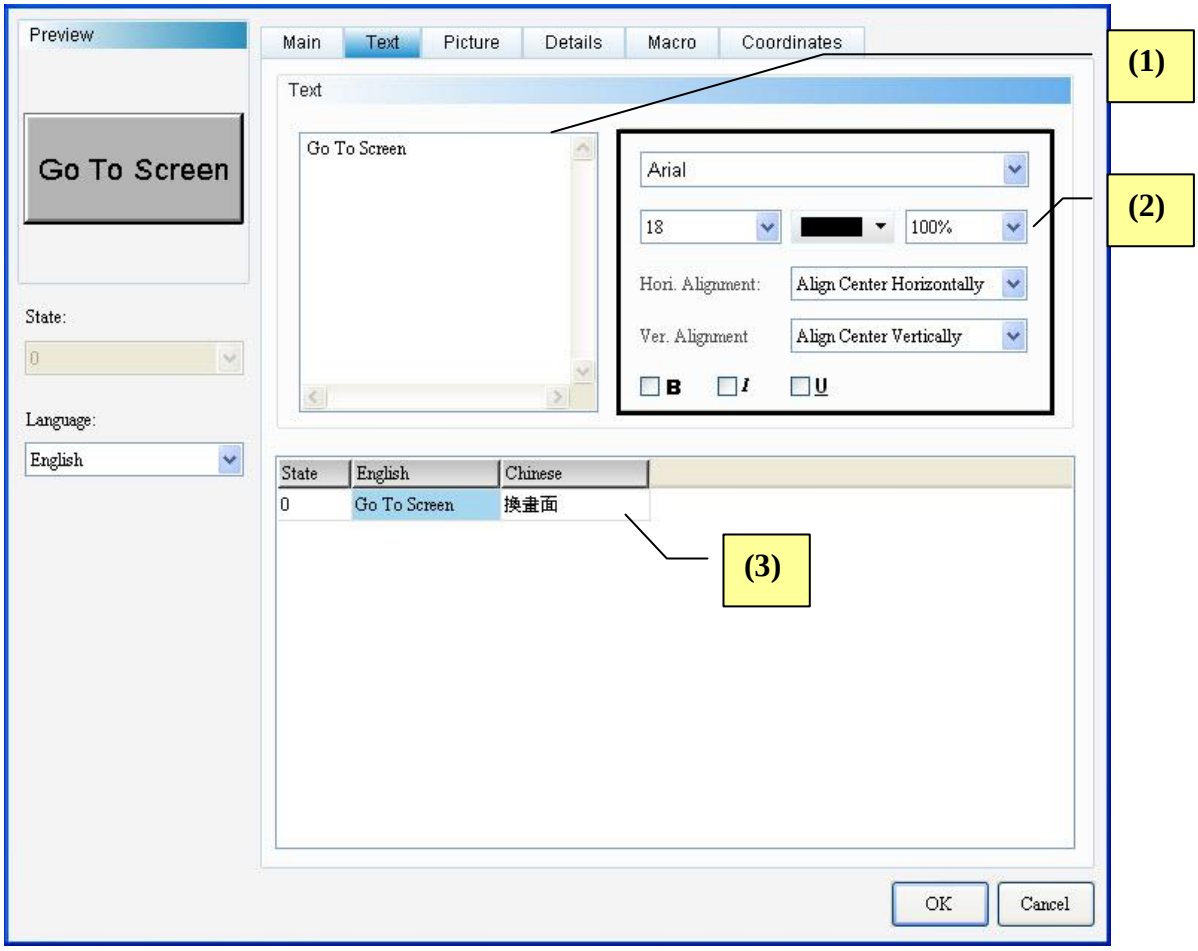
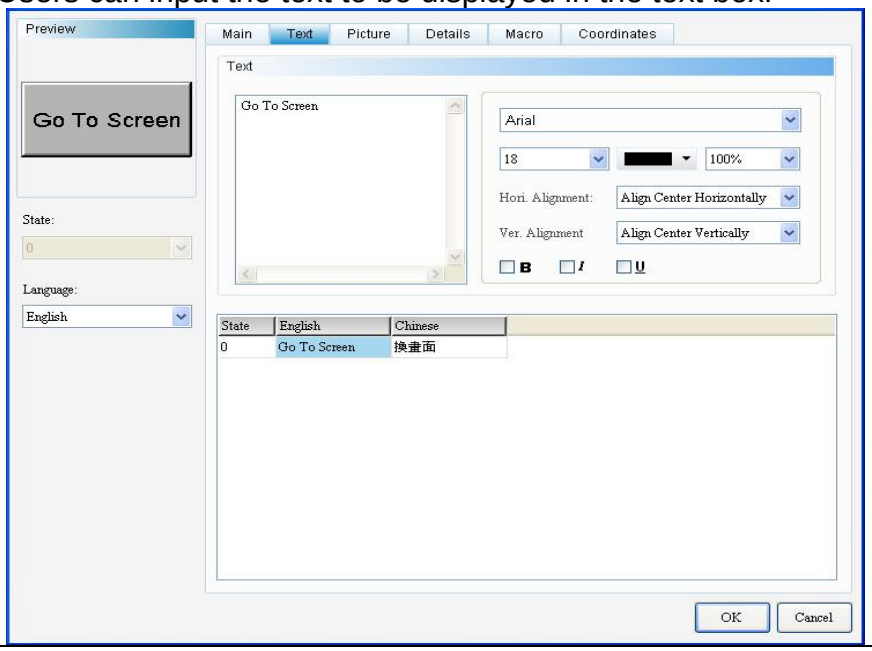


Figure 5-6-4 Goto Screen / Previous Page Element Text Properties Page

No.	Property	Function
(1)	Text	➢ Users can input the text to be displayed in the text box. 
(2)	Text Properties	➢ Sets text properties, including font type, font size, font color, scaling, text alignment, and bold/italic/underline of font. Please refer to the

No.	Property	Function
		above figure for details about the results of text properties.
(3)	Multi-Language Text Data	➢ Users can add Multi-Language text data from the Multi-Language Text Page. As shown in the Text Properties Figure, users can input English text in the English field.

◆ Picture

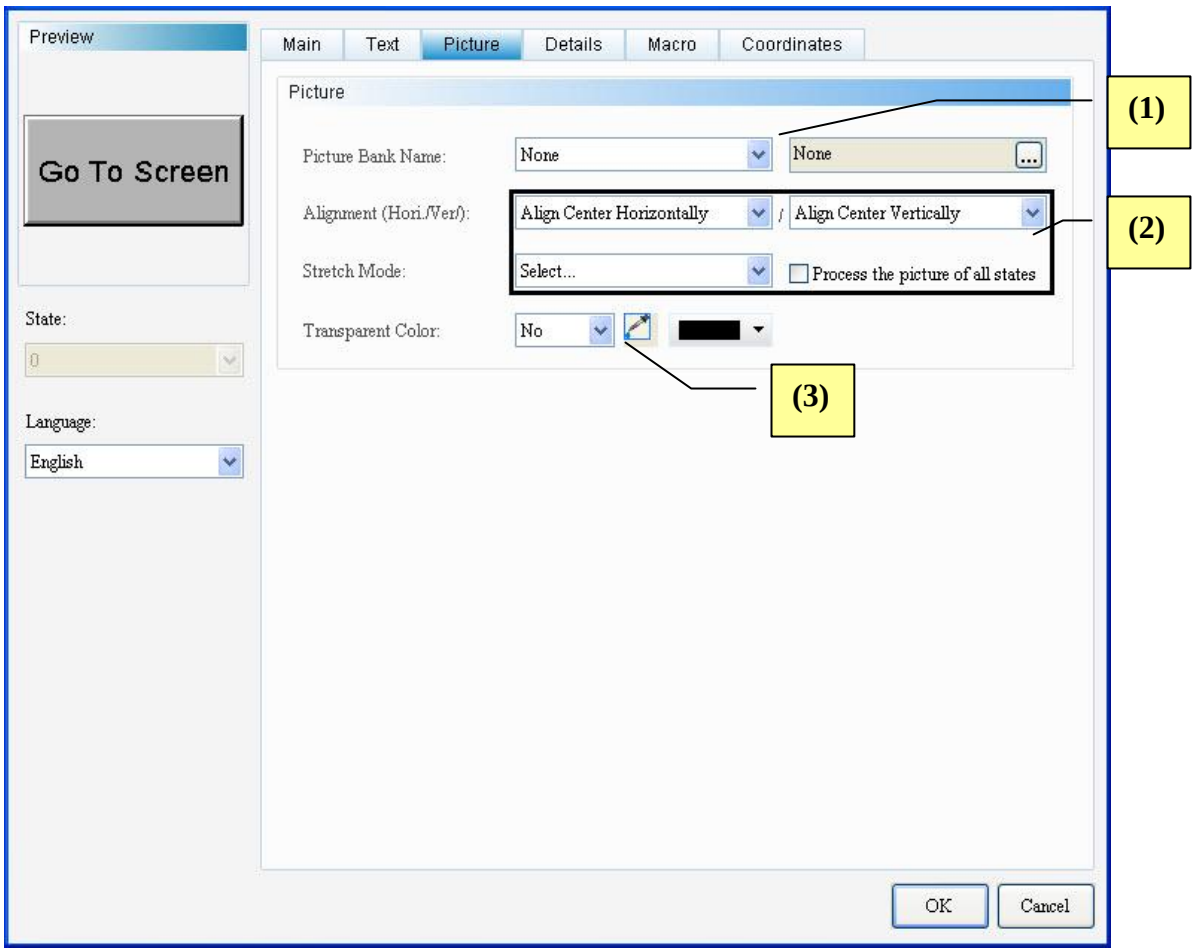
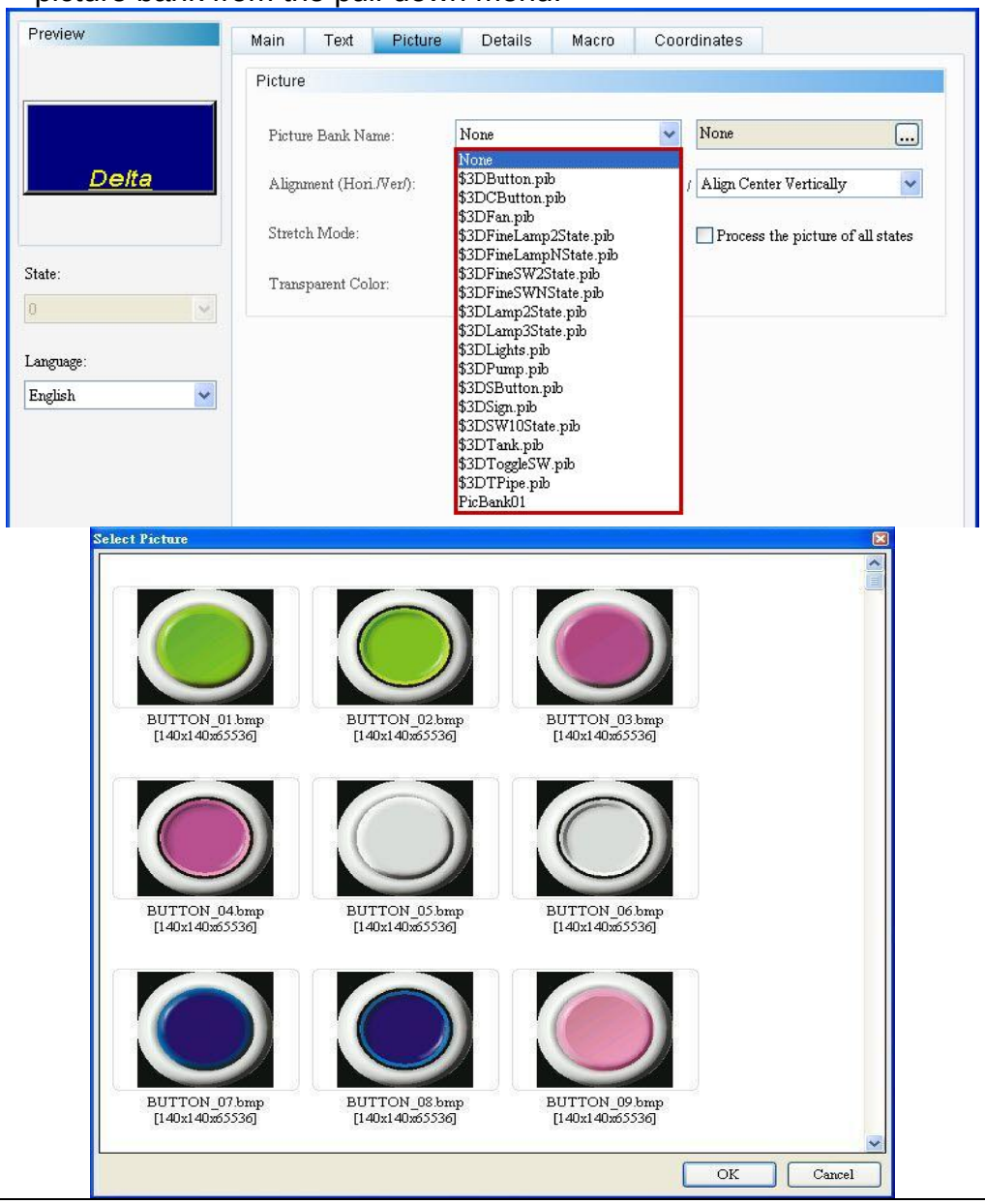
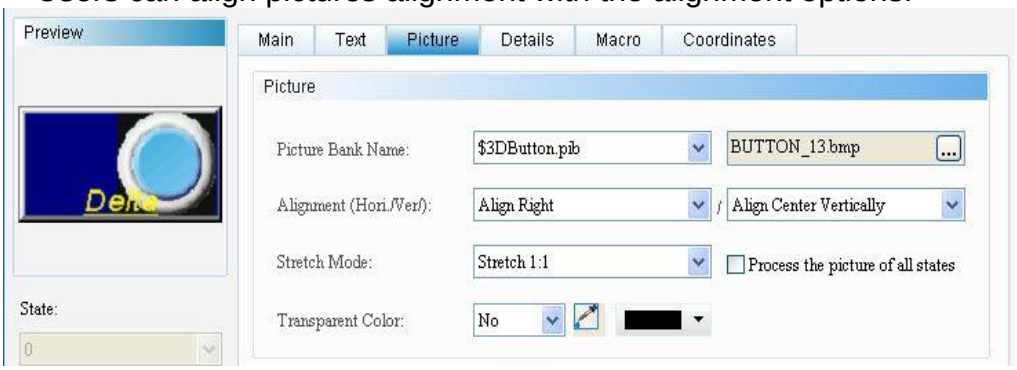
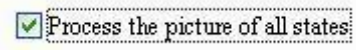
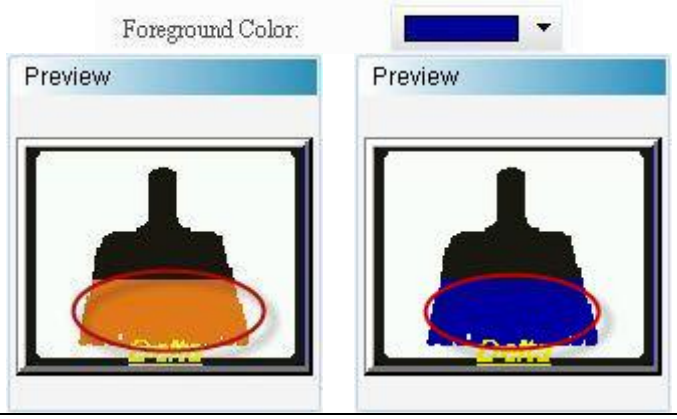


Figure 5-6-5 Goto Screen / Previous Page—Element Picture Properties Page

No.	Property	Function
(1)	Picture Bank Name	➢ The default value for Picture Bank Name is “None”. Users wishing to select a display picture can select the desired picture in the built-in picture bank from the pull-down menu. 

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td rowspan="2">(2)</td><td>Alignment</td><td>➢ Users can align pictures alignment with the alignment options.
 

➢ Stretch modes include: Fill, Keep Aspect Ratio, and Actual Size.</td></tr>
<tr><td>Stretch Mode</td><td>
<table>
<tr><th>Fill</th><th>Keep Aspect Ratio</th><th>Actual Size</th></tr>
<tr><td>In the “Fill” mode, the selected picture will fill up the entire display area.</td><td>In the “Keep Aspect Ratio” mode, the selected picture will fit in the display area proportionally according to the picture ratio.</td><td>In the “Actual Size” mode, the picture will be displayed in its original size in the display area.</td></tr>
<tr><td>  </td><td>  </td><td>  </td></tr>
</table>
➢ If “Process all state pictures” is selected, the system assumes that each element has multiple entries of state data, and some pictures may be unable to fill the entire display area. By selecting this item, users will not need to set individual pictures to save time from editing.
 

</td></tr>
<tr><td>(3)</td><td>Transparent Color</td><td>➢ Users can set a color in the picture to transparent. In this case, by clicking the Transparent Color icon  and then the orange part of the loom, the DOPSoft will omit all orange parts in the picture and turn them into transparent; thus turning the foreground color transparent.
 

</td></tr>
</table>

◆ Advanced

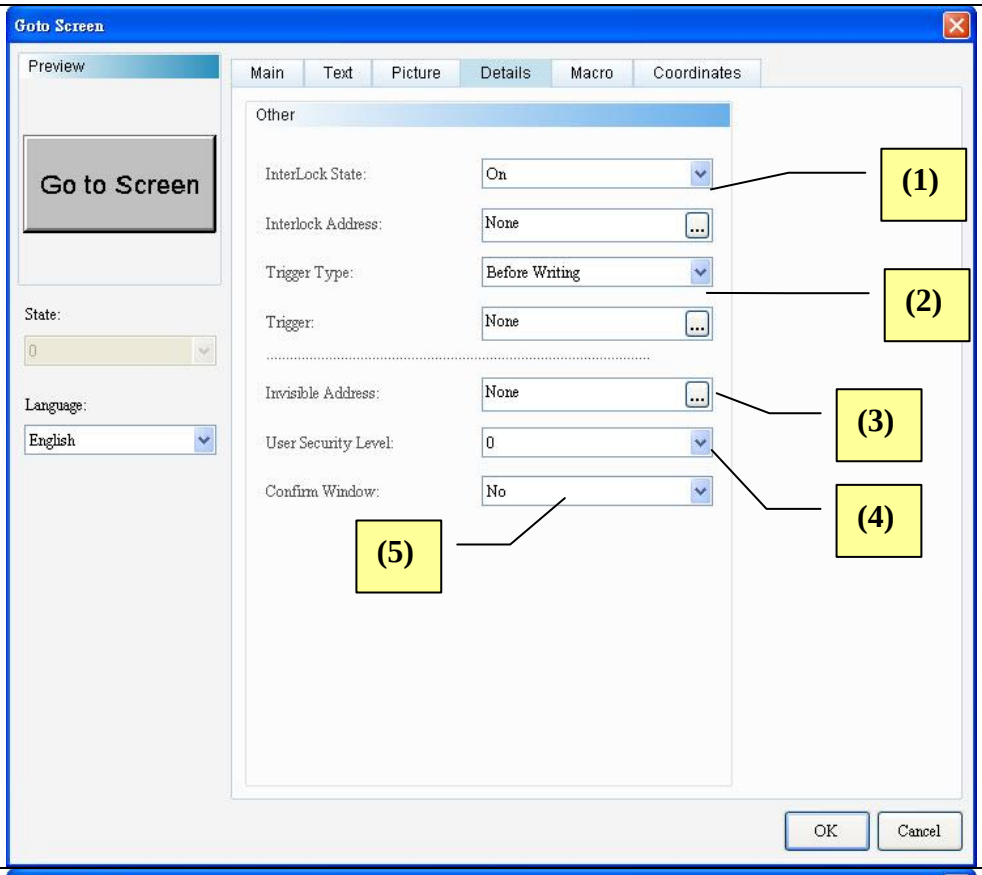
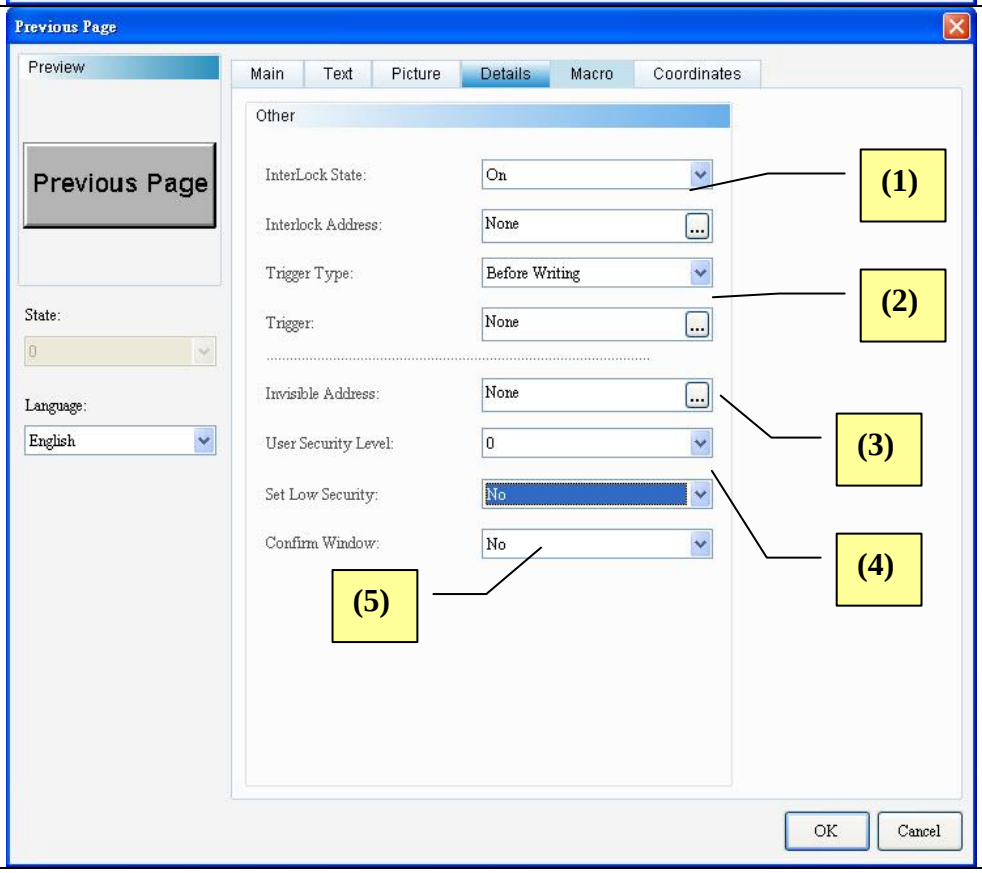
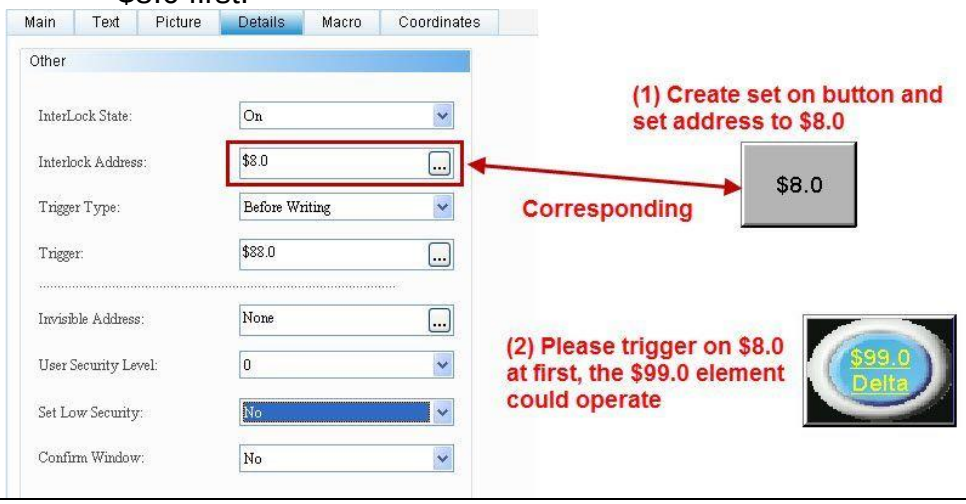
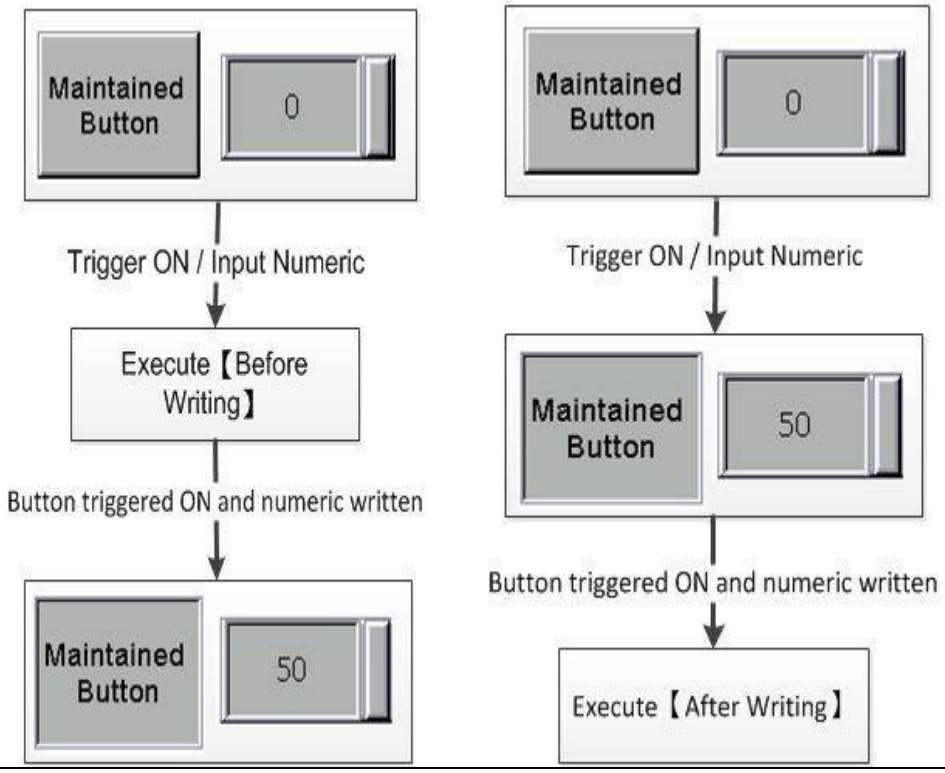
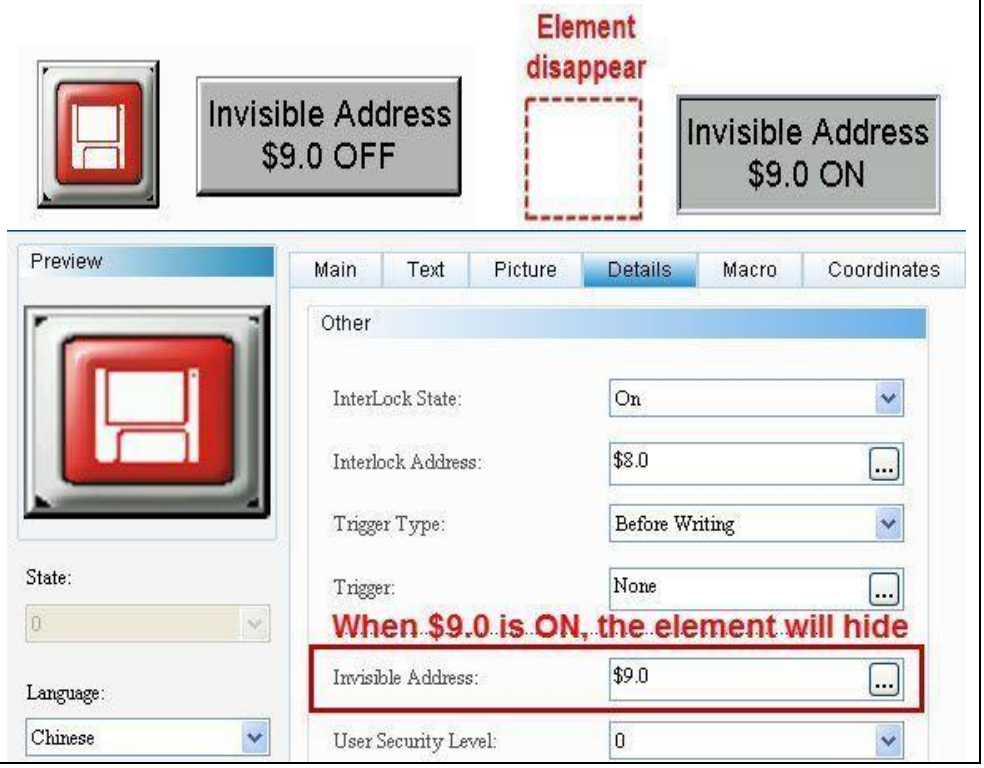
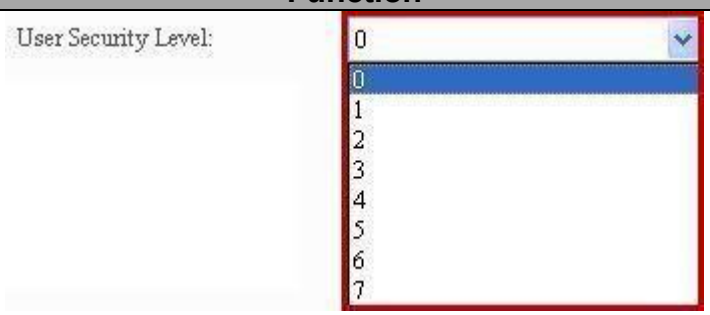
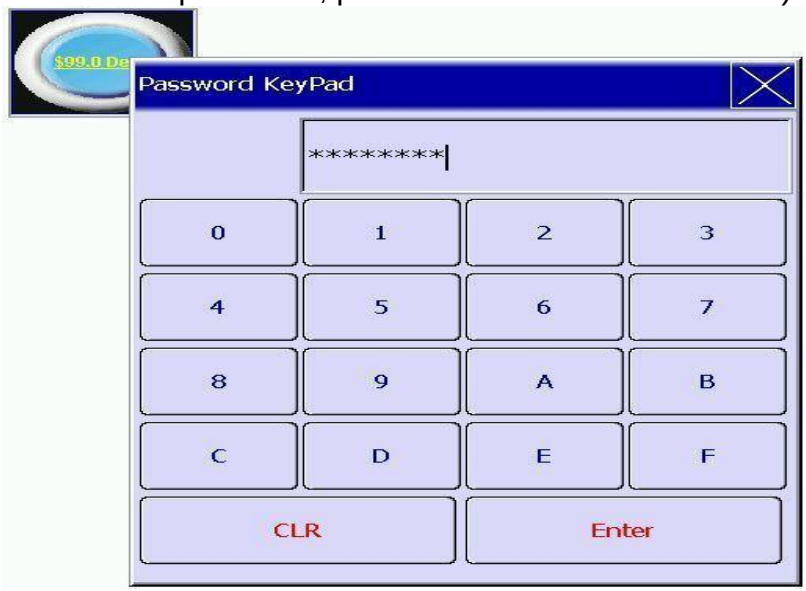
Goto Screen	
Previous Page	

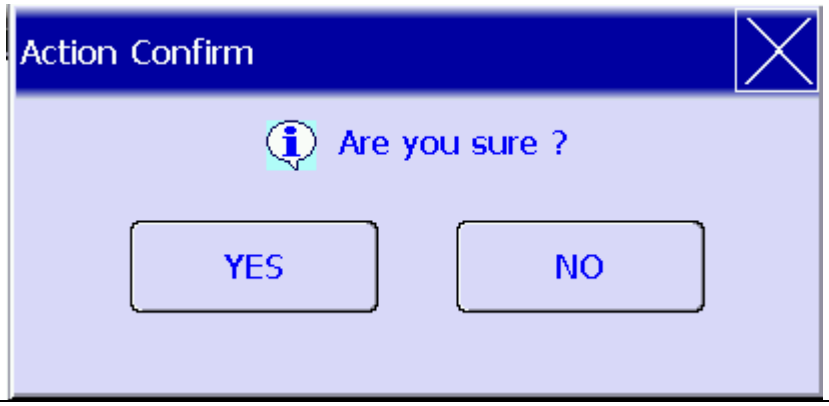
Figure 5-6-6 Goto Screen / Previous Page—Element Advanced Properties Page

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td rowspan="2">(1)</td><td>Interlock State</td><td rowspan="2">➢ Interlock Address allows users to operate an element from this particular address. It must be used along with Interlock State. If Interlock State is “OFF”, this means the interlock address is operable when the interlock state is “OFF”. In contrast, when Interlock State is “ON”, this means the interlock address is operable when the interlock state is “ON”.
➢ Examples of interlock address application are as follows:
1. First, create a button and set its address as “$8.0”. Next, set the original interlock address ($99.0) to “$8.0”.
2. To make Button $99.0 operable, users must press Button $8.0 first.
 
</td></tr>
<tr><td>Interlock Address</td></tr>
<tr><td rowspan="2">(2)</td><td>Trigger type</td><td>➢ Trigger type include before writing and after writing.
<table><tr><td rowspan="2">Trigger type</td><th>Before writing</th><th>After writing</th></tr><tr><td>The activation bit is ON before changing values.</td><td>Values are changed before the activation bit is ON.</td></tr></table>➢ Users can create a button element, set its memory address, and select Pre-writing activation or Post-writing activation to activate the controller Bit address to ON.
➢ As the activation function only sets the activation address to ON, users must set the activation address of OFF before re-activation.
➢ Before writing: After writing:</td></tr>
<tr><td>Trigger</td></tr>
</table>

No.	Property	Function
		
(3)	Invisible Address	➢ When Invisible Address is "ON", the button element is hidden, and the corresponding function is disabled. 

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td rowspan="2">(4)</td><td>User Security Level</td><td rowspan="2"> 

Sets the user security level of element activities. Only users with equal or higher security level corresponding to the element can activate the element.
After setting the user security level, when users activate the element, the password box will pop up and request users to input the password (the password can be changed from the password setup element, please see 5-7 Password Table).


If “YES” is selected for Set Low Security, HMI automatically sets the security level to the lowest every time users input the password. When users activate the element again, they will be requested to input again the password corresponding to the element.</td></tr>
<tr><td>Set Low Security</td></tr>
<tr><td>(5)</td><td>Enable Confirmation Box</td><td>If Enable Confirmation Box is set to “YES”, the following dialog box will pop up after pressing the corresponding button as shown below:

</td></tr>
</table>

◆ Location

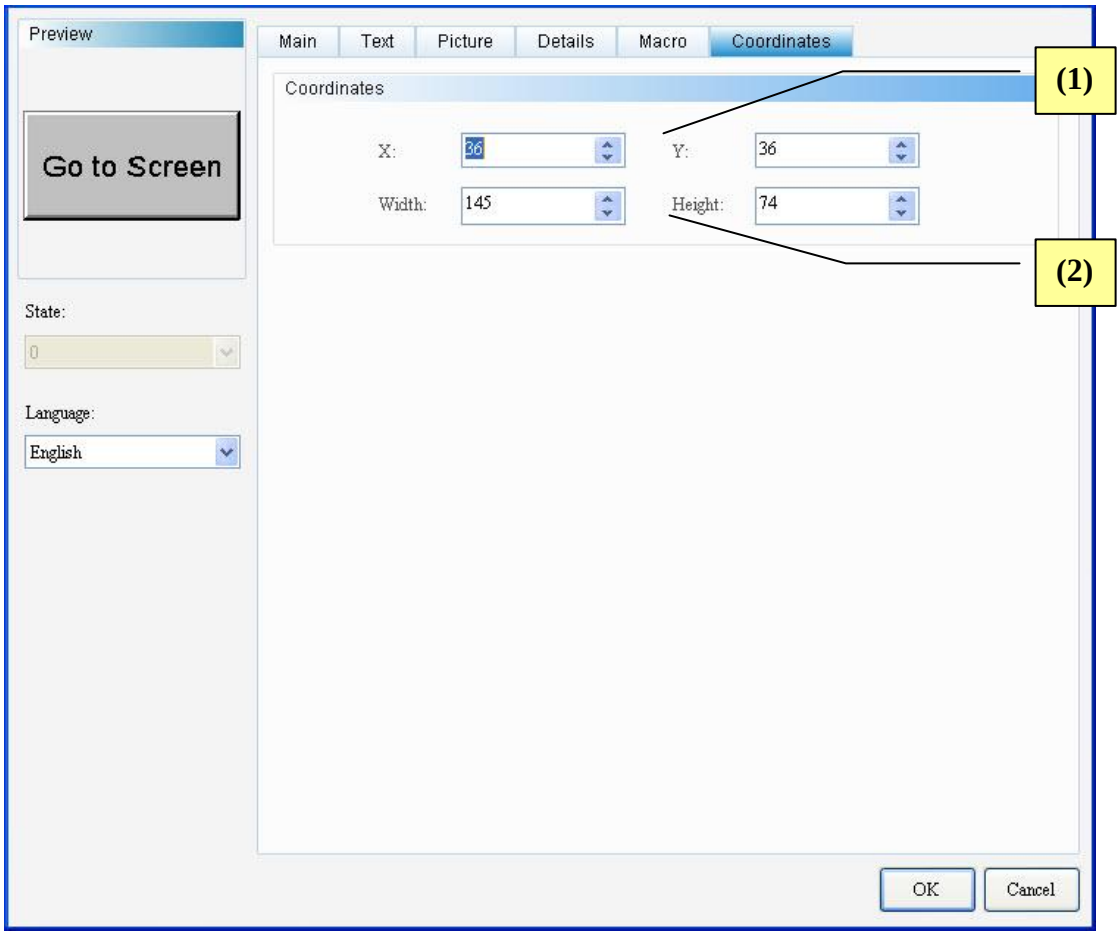


Figure 5-6-7 Goto Screen / Previous Page—Element Position Properties Page

No.	Property	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

- Macro

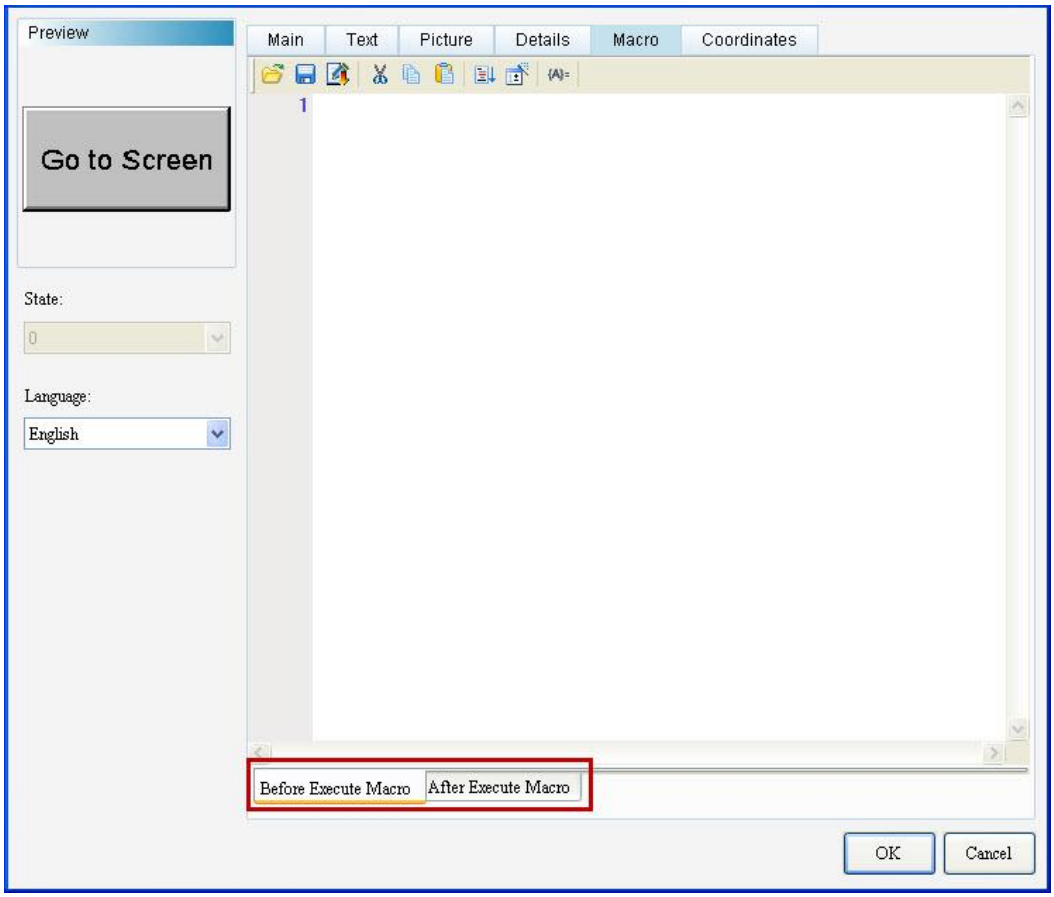
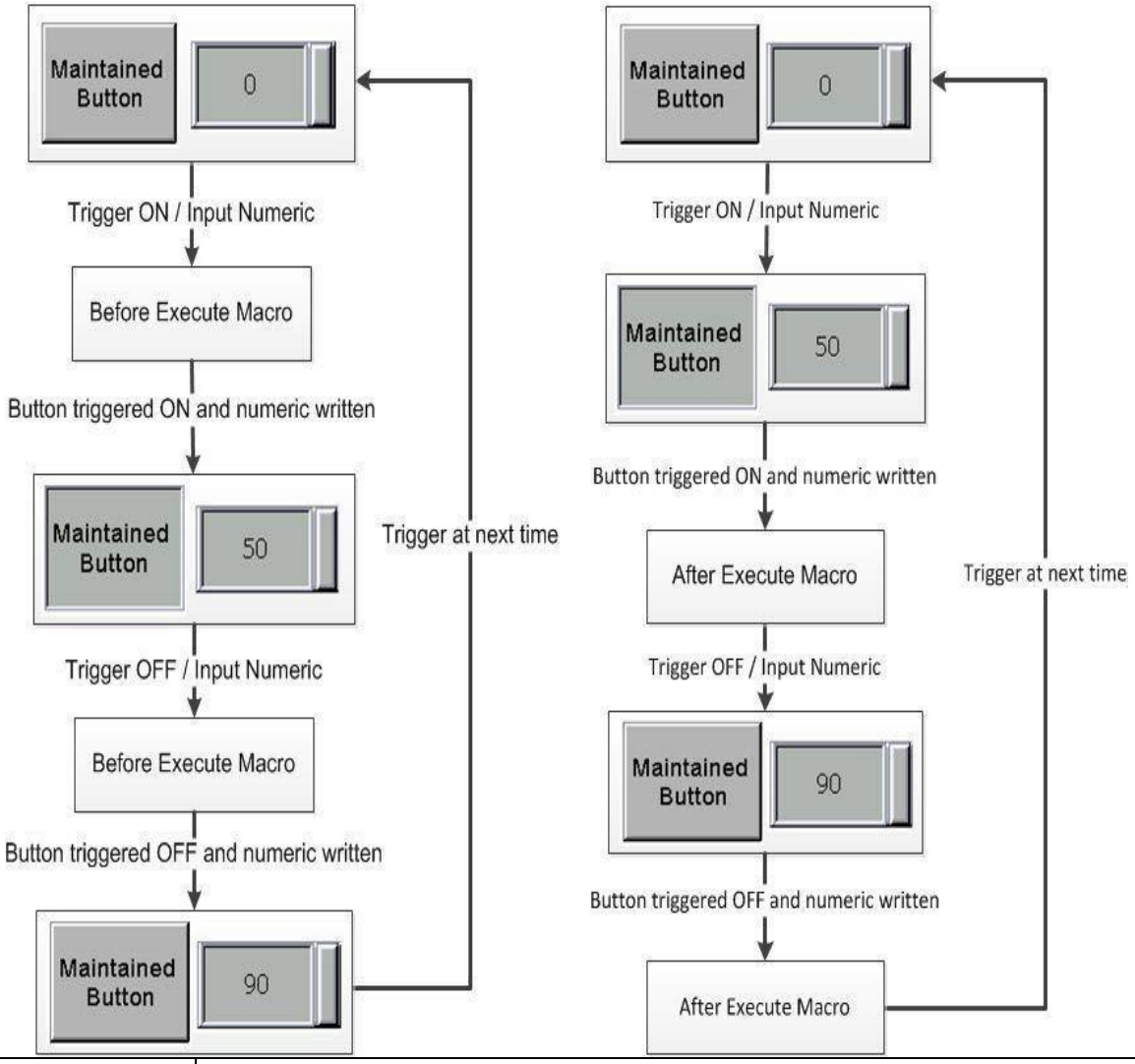


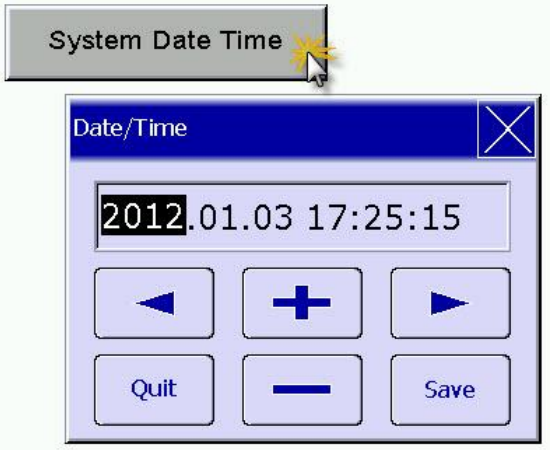
Figure 5-6-8 Goto Screen / Previous Page—Element Position Properties Page

No.	Property	Function
(1)	➢ The before execute macro and after execute macro processes are diagrammed below: 	
	Before Execute Macro	➢ When users touch the button element, HMI will first run the commands in the corresponding macro pre-action the button action. If the button state is not changed by means of touching button (using external controller commands or other macros), HMI will not run the corresponding macro commands.
	After Execute Macro	➢ After users touch the button element, HMI will first run the button action pre-action the commands in the corresponding macro. If the button state is not changed by means of touching button (using external controller commands or other macros), HMI will not run the corresponding macro commands.

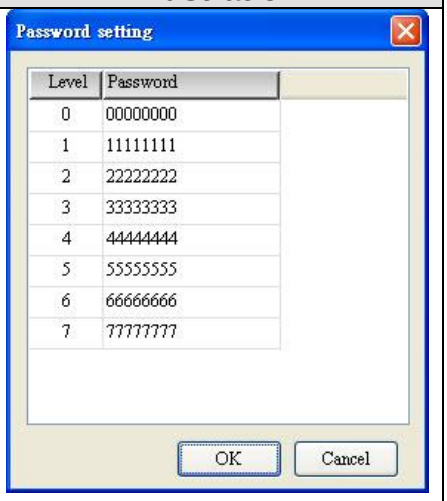
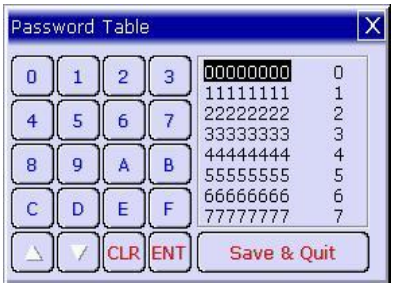
5-7 Other Elements

There are 12 other button elements including System Date Time, Password Table Setup, Enter Password, Contrast Brightness, Low Security, System Menu, Report List, Screen Capture, Remove USB, Import/Export Recipe, Calibration, and Language Change. The properties of these elements are described below.

5-7-1 System Date Time

Icon	Name	Properties	Illustration
	System Date Time	➢ Users can touch the System Date Time button on HMI to directly set the system date and time. ➢ This function is the same as that of the Set Data / Time on the HMI screen.	

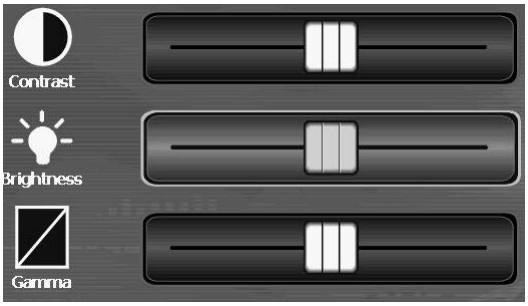
5-7-2 Password Table Setup

Icon	Name	Properties	Illustration
	Password Table Setup	➢ Users can select the Password Table under [Options]→ Password Table button. The password of all security levels can be set from this table. After setting passwords, download them to HMI. ➢ Users wishing to change the password on a running HMI can press the Password Table Setup button. The system will open the Password Table according to the security level defined in the User Security Level in Password Table Setup. ➢ Users with a security level lower than the set security level are unable to open the Password Table, and the Enter Password will pop up. ➢ The security level of the input password determines if users can run Password Table Setup. Simply speaking, only passwords with a security level higher than the security defined in the User Security Level can run Password Table Setup. After opening Password Table Setup, users can only change passwords with a security level equivalent to or lower than the present password.	  Superior Password  Security Level = 4.

5-7-3 Enter Password

Icon	Name	Properties	Illustration
	Enter Password	➢ Enter Password button is an interface for users to enter the password in HMI.	

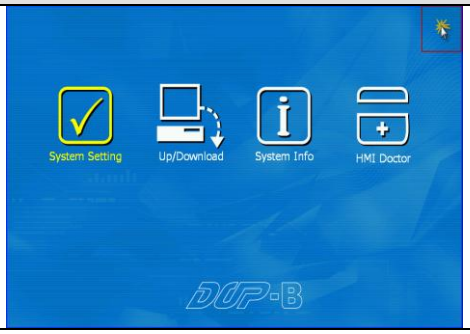
5-7-4 Contrast Brightness

Icon	Name	Properties	Illustration
	Contrast Brightness	➢ Changes HMI contrast and brightness. Touch the Contrast Brightness button, the “LCD Modulate” window will pop up for users to adjust HMI contrast and brightness. ➢ B05S100 / B05S101 / B07S201 / B07S211 support Gamma Adjust and Brightness Adjust. In later models, such as B07S(E)415 / B07S(E)515 / B08S(E)515 / B10S(E)615, users can only adjust brightness.	

5-7-5 Low Security

Icon	Name	Properties	Illustration
	Low Security	➢ Touch the Low Security button will set the User Security Level to the lowest. Users can set User Security Level in all software elements, in order to prevent system parameters from interpolation or random access, which will result in system errors.	

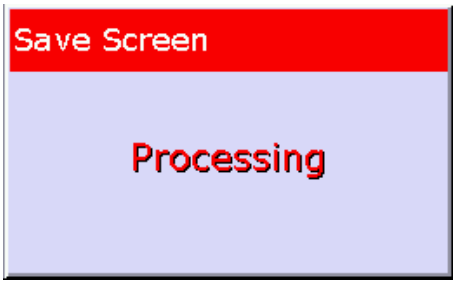
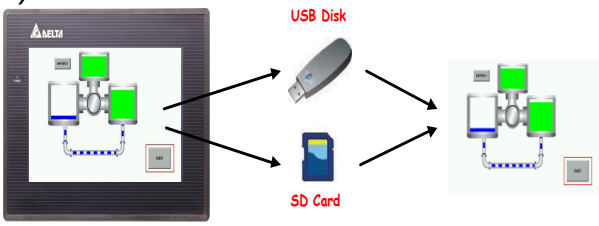
5-7-6 System Menu

Icon	Name	Properties	Illustration
	System Menu	➢ Touch the System Menu button, HMI will go to the System Menu screen as shown on the right. Touch the upper right corner of the System Menu screen or hold the HMI System button for 3 seconds to return to the normal HMI screen.	

5-7-7 Report List

Icon	Name	Properties	Illustration
	Report List	➢ The Report List button provides 3 storage options: USB Disk, Printer, and SD. ➢ Users can select the device according to the desired storage. Touch the Report List button to output data to the selected storage.	

5-7-8 Screen Capture

Icon	Name	Properties	Illustration
	Screen Capture	➢ Screen Capture allows users to capture and store the present HMI screen to an external storage device. Storage types include USB Disk and SD as shown in Figure (1) on the right. ➢ Touch the Screen Capture button. The Save Screen message box will pop up, informing users screen capture data are saved in the selected storage as shown in Figure (2) on the right. ➢ After storing the captured screens in the selected storage, users can check the corresponding files from the external storage. File folders are named by date and files are named by the time (HH:mm:ss) when the files are saved. ➢ Files are output in .bmp format as shown in Figure (4) on the right.	(1)  (2)  (3)  (4) 

5-7-9 Remove Storage

Icon	Name	Properties	Illustration
	Remove Storage	➢ **Prevents the loss of data of storage connected to HMI. Run Remove Storage before shutting down HMI, replacing or removing storage.** ➢ Touch the Remove Storage button. A message box informing users that the storage has been removed will pop up as shown in Figure (1) on the right. ➢ Supports two types of storage: USB Disk and SD, as shown in Figure (2) on the right.	(1)  (2) 

5-7-10 Import/Export Recipe

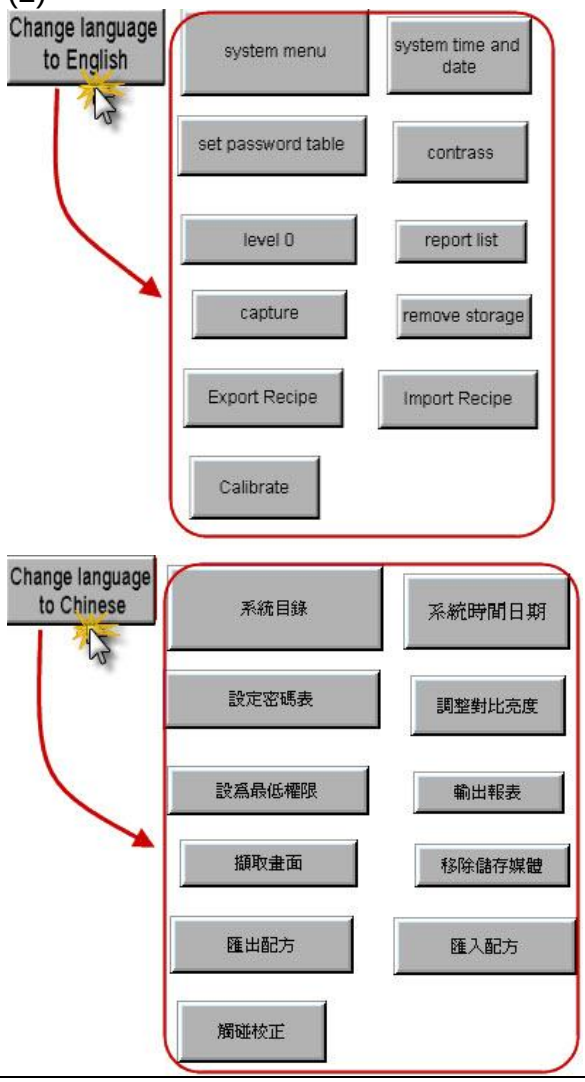
Icon	Name	Properties	Illustration
	Import/ Export Recipe	➢ Users must first edit and open a recipe before running Import/Export Recipe. Otherwise, the button is disabled. ➢ Users can define the function of the Import/Export Recipe to import or export as shown in Figure (1) on the right. ➢ Users can also define the media type, including USB Disk and SD as shown in Figure (2) on the right. ➢ Touch the Import/Export Recipe button, a message box informing users that import or	(1)  (2)  (3)

		export is in progress will pop up as shown in Figure (3) on the right. ➢ All recipes are exported in CSV files and stored in default folder HMI-000 in HMI.	

5-7-11 Calibration

Icon	Name	Properties	Illustration
	Calibration	➢ Calibration allows users to calibrate the touch action. ➢ As shown on the right, click the Calibration button, HMI will go to the calibration screen.	

5-7-12 Language Change

Icon	Name	Properties	Illustration
	Language Change	➢ Language Change allows users to quickly change the display language. ➢ As shown in Figure (2) on the right, when English is selected after touching the Language Change button, HMI data will be displayed in English. ➢ Users must first enable the Multi-Language function before using the Language Change button. Please refer to Section 24 Multi-Language for details.	(1)  (2) 

5-7-13 Import / Export FileSlot

Icon	Element Name	Element Feature	Description
	Import / Export FileSlot	➢ Before using import / export FileSlot button, please setup the number of FileSlot and its size first. Otherwise, the button is invalid. ➢ Import / export FileSlot button can be	(1)

set as Import or Export. See figure (1) on the right. Import represents importation while Export represents exportation.

- Import / export FileSlot button needs to specify FileSlot ID. See figure (2) on the right. FileSlot ID can be a memory address or a constant.



(2)



(3)



Memory Usage			
Variable	**Internal Memory**	**PLC Register**	**Constant**
FileSlot ID	◎	◎	◎

- Touch import FileSlot or export FileSlot button, a window of file manager will pop up. Users can select the target position of import / export. See figure (3) on the right. Users also can enter the filename into the place where the arrowhead pointed.
- After importing FileSlot, macro FileSlotRead is required to read the data to register.

Example of Other Element Shared Properties

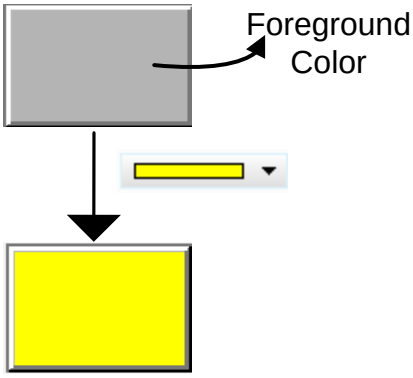
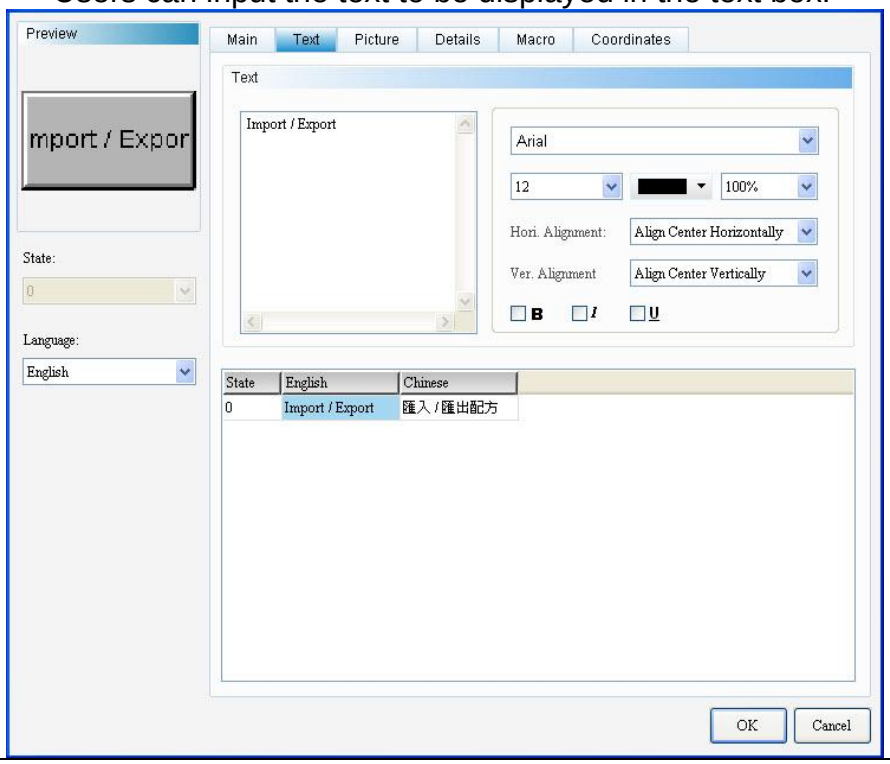
Table 5-7-1 Example of Other Element Shared Properties

Function Page	Property	Function
General	Style	➢ There are four Styles, including Standard, Raised, Round, and Invisible. Users can change the element appearance with style.
	Foreground Color	➢ Sets foreground color of elements. ➢ When Style is “Invisible”, foreground color is disabled.

Standard	Raised	Round	Invisible
Standard	Raised	Round	Invisible

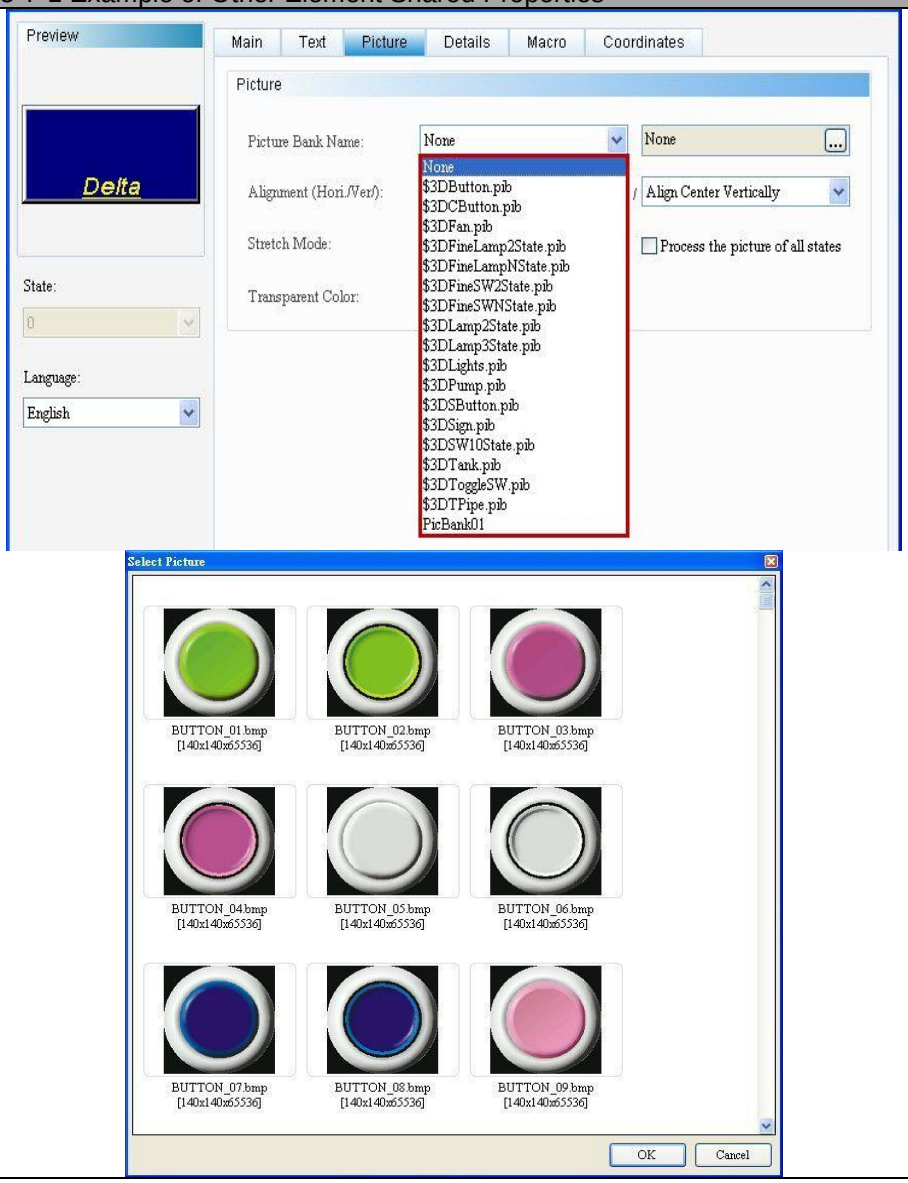
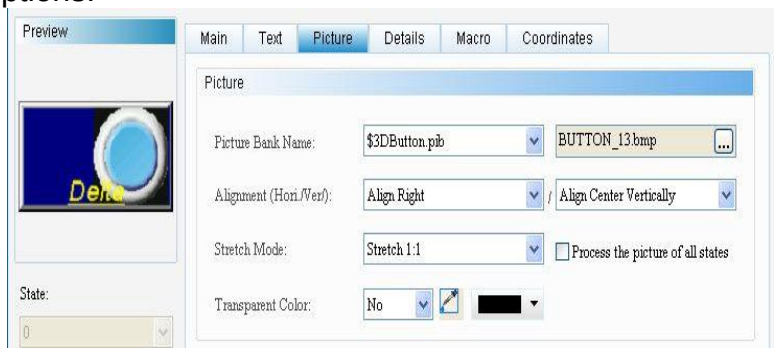
Example of Other Element Shared Properties

Table 5-7-1 Example of Other Element Shared Properties

		
Text	Text	➢ Users can input the text to be displayed in the text box. 
	Text Properties	➢ Users can set text properties, including font type, font size, font color, scaling, text alignment, and bold/italic/underline of font.
	Multi-Language Text Data	➢ Users can add Multi-Language text data from the Multi-Language Text Page. As shown in the Text Properties Figure, users can input English text in the English field.
Picture	Picture Bank Name	➢ The default value for Picture Bank Name is “None”. Users wishing to select a display picture can select the desired picture in the built-in picture bank from the pull-down menu.

Example of Other Element Shared Properties

Table 5-7-1 Example of Other Element Shared Properties

		
	Alignment	➢ Users can align pictures alignment with the alignment options. 

Example of Other Element Shared Properties

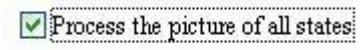
Table 5-7-1 Example of Other Element Shared Properties

Stretch Mode

- Stretch modes include: Fill, Keep Aspect Ratio, and Actual Size.

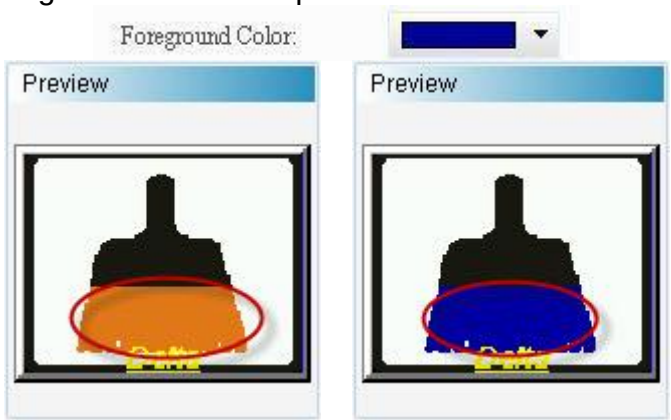
Fill	Keep Aspect Ratio	Actual Size
In the “Fill” mode, the selected picture will fill up the entire display area.	In the “Keep Aspect Ratio” mode, the selected picture will fit in the display area proportionally according to the picture ratio.	In the “Actual Size” mode, the picture will be displayed in its original size in the display area.
		

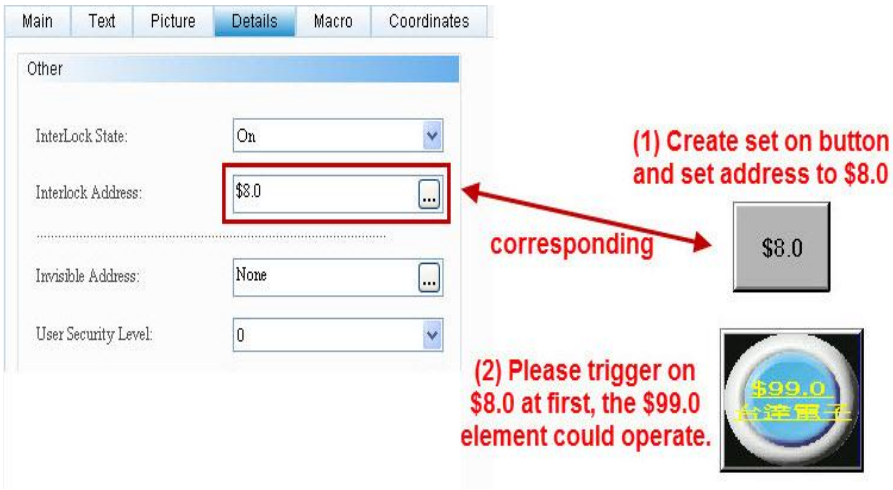
- If “Process all state pictures” is selected, the system assumes that each element has multiple entries of state data, and some pictures may be unable to fill the entire display area. By selecting this item, users will not need to set individual pictures to save time from editing.



Transparent Color

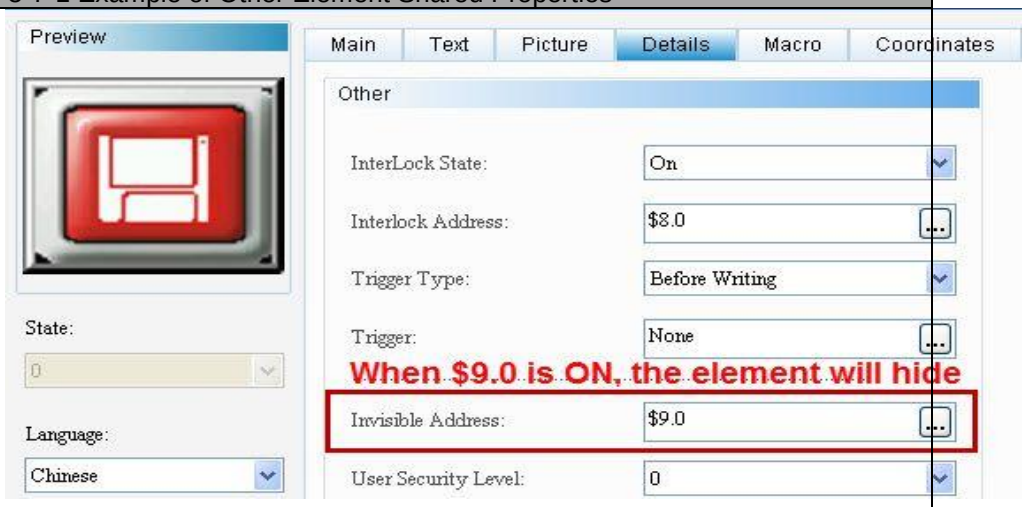
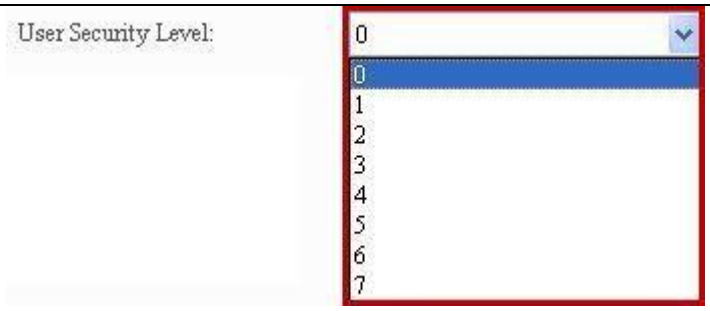
- Users can set a color in the picture to transparent. In this case, by clicking the Transparent Color icon  and then the orange part of the loom, the DOPSoft will omit all orange parts in the picture and turn them transparent; thus turning the foreground color transparent.

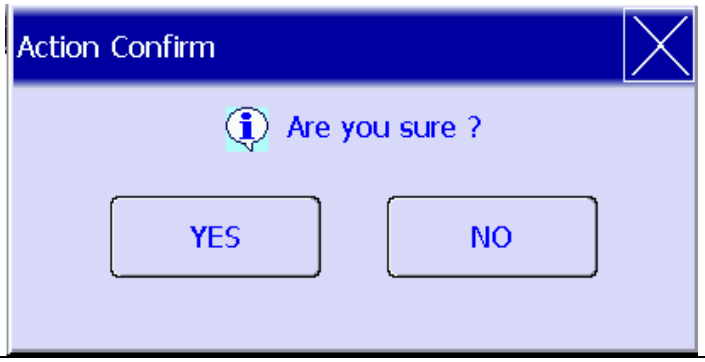


<table>
<tr><th colspan="3">Example of Other Element Shared Properties
Table 5-7-1 Example of Other Element Shared Properties</th></tr>
<tr><td rowspan="3">Adanced</td><td>Interlock State</td><td rowspan="2">➢ Interlock Address allows users to operate an element from this particular address. It must be used along with Interlock State. If Interlock State is “OFF”, this means the interlock address is operable when the interlock state is “OFF”. In contrast, when Interlock State is “ON”, this means the interlock address is operable when the interlock state is “ON”.
➢ Examples of interlock address application are as follows:
1. First, create a button and set its address as “$8.0”. Next, set the original interlock address ($99.0) to “$8.0”.
2. To make Button $99.0 operable, users must press Button $8.0 first.
 
</td></tr>
<tr><td>Interlock Address</td></tr>
<tr><td>Invisible Address</td><td>➢ When Invisible Address is “ON”, the button element is hidden, and the corresponding function is disabled.
 
</td></tr>
</table>

Example of Other Element Shared Properties

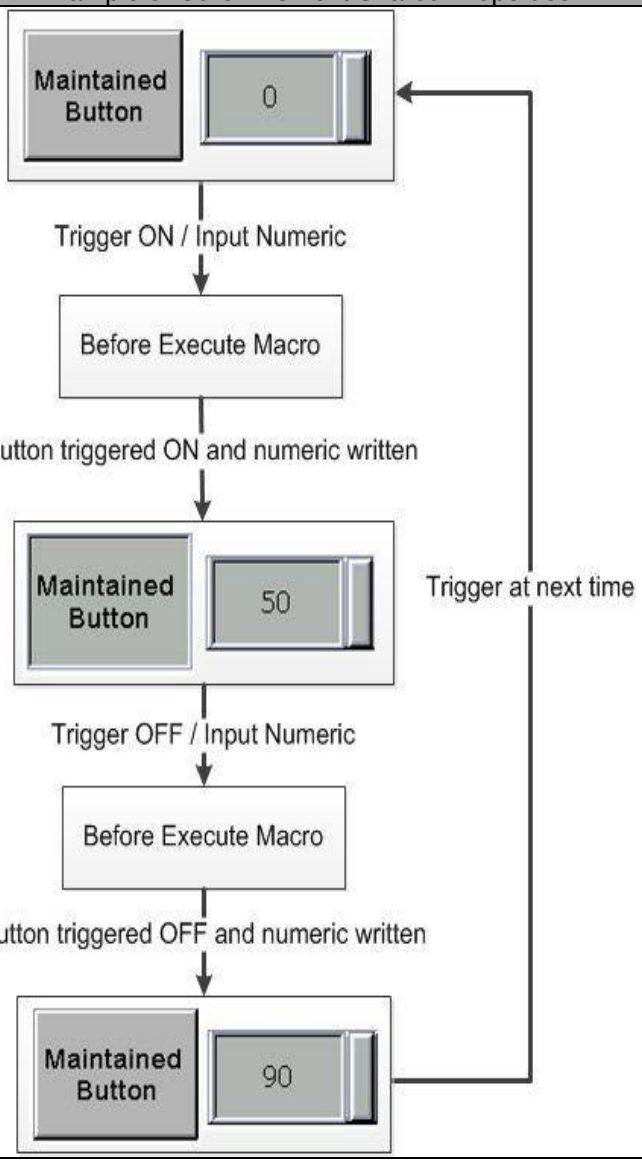
Table 5-7-1 Example of Other Element Shared Properties

<table>
<tr><td rowspan="3"></td><td></td><td> 
</td></tr>
<tr><td>User Security Level</td><td> 

Sets the user security level of element activities. Only users with equal or higher security level corresponding to the element can activate the element.
After setting the user security level, when users activate the element, the password box will pop up and request users to input the password (the password can be changed from the password setup element, please see 5-7 Password Table).</td></tr>
<tr><td>Enable Confirmation Box</td><td>If Enable Confirmation Box is set to “YES”, the following dialog box will pop up after pressing the corresponding button as shown below: 
</td></tr>
<tr><td rowspan="2">Position</td><td>X-value and Y-value</td><td>Sets the upper left X-coordinate and Y-coordinate of elements.</td></tr>
<tr><td>Width and Height</td><td>Sets element width and height.</td></tr>
<tr><td>Macro</td><td colspan="2">The before execute macro and after execute macro processes are diagrammed below:</td></tr>
</table>

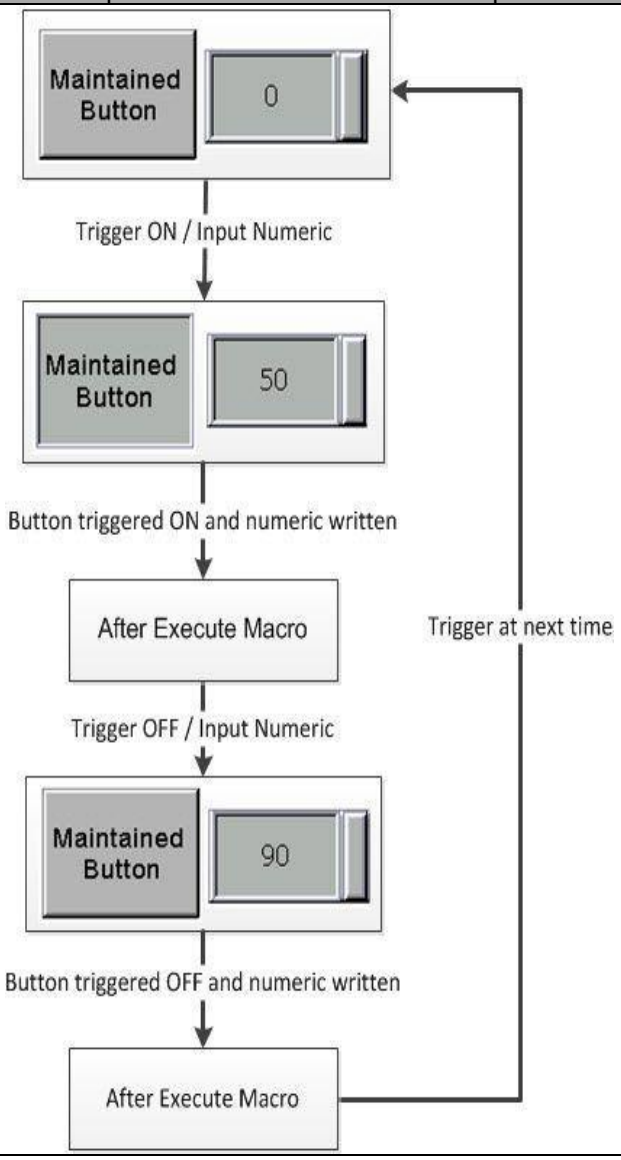
Example of Other Element Shared Properties

Table 5-7-1 Example of Other Element Shared Properties



Example of Other Element Shared Properties

Table 5-7-1 Example of Other Element Shared Properties



Before Execute Macro	➢ When users touch the button element, HMI will first run the commands in the corresponding macro pre-action of the button action. If the button state is not changed by means of touching button (using external controller commands or other macros), HMI will not run the corresponding macro commands.
After Execute Macro	➢ After users touch the button element, HMI will first run the button action pre-action the commands in the corresponding macro. If the button state is not changed by means of touching button (using external controller commands or other macros), HMI will not run the corresponding macro commands.

Chapter 06 Meter

This chapter mainly describes the meter elements provided in the DOPSoft and how they are operated and configured.

◆ Meter Element Classification:

Meter 		Meter (1)
		Meter (2)
		Meter (3)

Table 6-1-1 Meter Element Classification

◆ Meter Element Shared Properties

Meter Element	Read Address	Write Address	Target Value	Enable Range Numeric Entry	Target Value and Higher/Lower Limits as Variable	Style (Mark Count/Secondary Mark Count/Hand Color/Mark Color/ Scale Color/Border Color/ Lower Limit range Color/ Higher Limit range Color/ Style/ Foreground Color/ Background Color)	Settings (Data Type/Data Format/ Minimum Value Entry / Maximum Value Entry)
Meter (1)	◎		◎	◎	◎	◎	◎
Meter (2)	◎		◎	◎	◎	◎	◎
Meter (3)	◎		◎	◎	◎	◎	◎

Table 6-1-2 Meter Element Shared Properties

6-1 Meter (1)/Meter (2)/Meter (3)

	Meter (1)
	Meter (2)
	Meter (3)

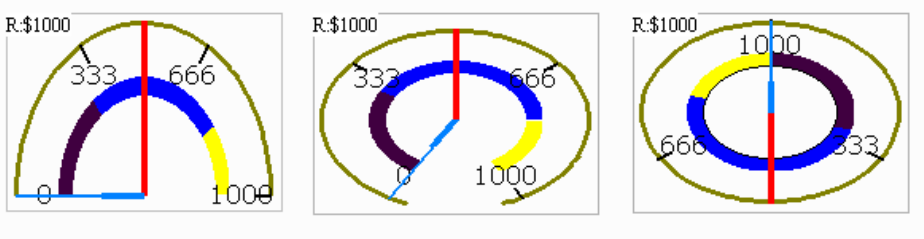
The DOPSoft provides users with 3 types of meters to display the quantitative value of the memory addresses they have configured, and if these values exceed the upper and lower limits. Users can define the memory address of the target value, higher limit value, and lower limit value of the meter, in order to enhance the flexibility of meter functions and meet user demands. Users can also define different colors for the lower limit, higher limit and target values, in order to clearly identity these values in the meter. Please refer to the example in Table 6-1-3 for details.

Examples of Meter (1) / Meter (2) / Meter (3)

Table 6-1-3 Examples of Meter Element Properties

Read Memory Address

$1000



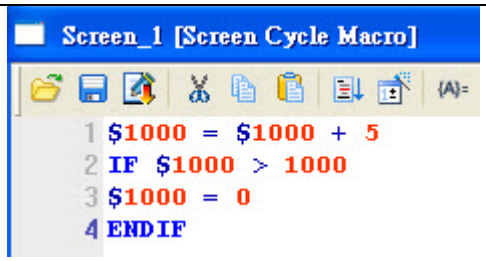
Properties

Data Type	Data Format	Minimum Value Entry	Maximum Value Entry
Word	Unsigned Decimal	0	1000

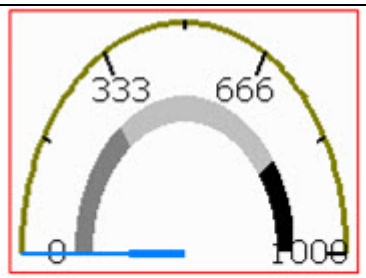
Enable Range Numeric Entry

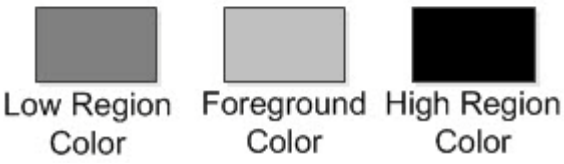
Lower Limit Attribute		Higher Limit Attribute	
Lower Limit range Color	Lower Limit range Value	Higher Limit range Color	Higher Limit range Value
	300		800

Screen Cycle Macro



Meter Element Legend





Execution Results

By downloading the edited screen to the HMI, the HMI will run the programs in the screen cycle macro and display the results in the corresponding memory addresses defined in the meter elements in the accumulation process.

Double-click the Meter Element item to call out the following Element Properties page.

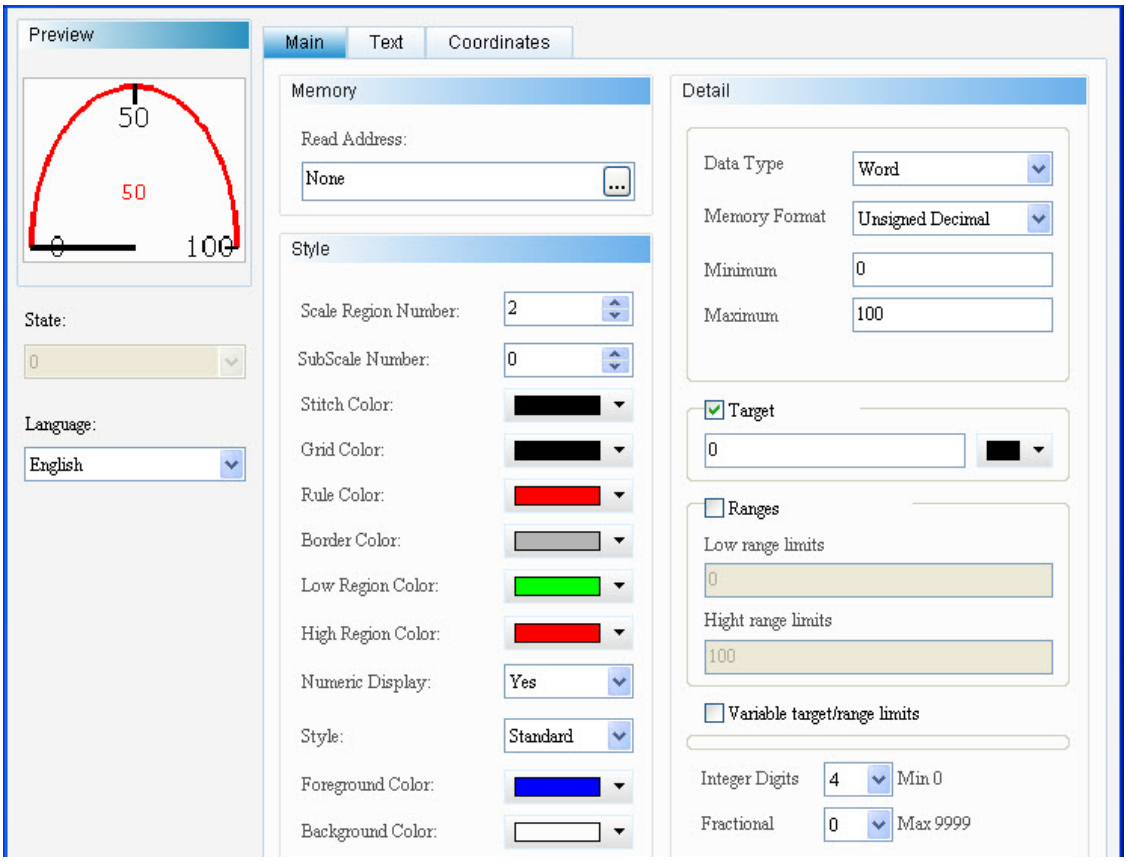


Figure 6-1-1 Meter—Element Properties Page

Meter(1) / Meter(2) / Meter(3)	
Function Page	**Content Description**
Preview	Supports only multi-language display of data and does not support multi-state display.
General	Sets read memory address, Style, foreground color, and background color. Sets mark count, secondary mark count, hand color, mark color, scale color, border color, lower limit range color, and higher limit range color. Sets element Data Type, Data Format, Minimum Value Entry, and Maximum Value Entry. Sets show/hide target value and target value color; enables range Numeric Entry, target value and higher/lower values as variable, integer digits, and decimal places.
Text	Sets text content to be displayed and text properties, including font type, font size, font color, display format, scaling, text alignment, and bold/italic/underline of font.
Position	Sets the X-Y coordinate, width, and height of button elements.

Figure 6-1-4 Meter—Function Page

◆ General

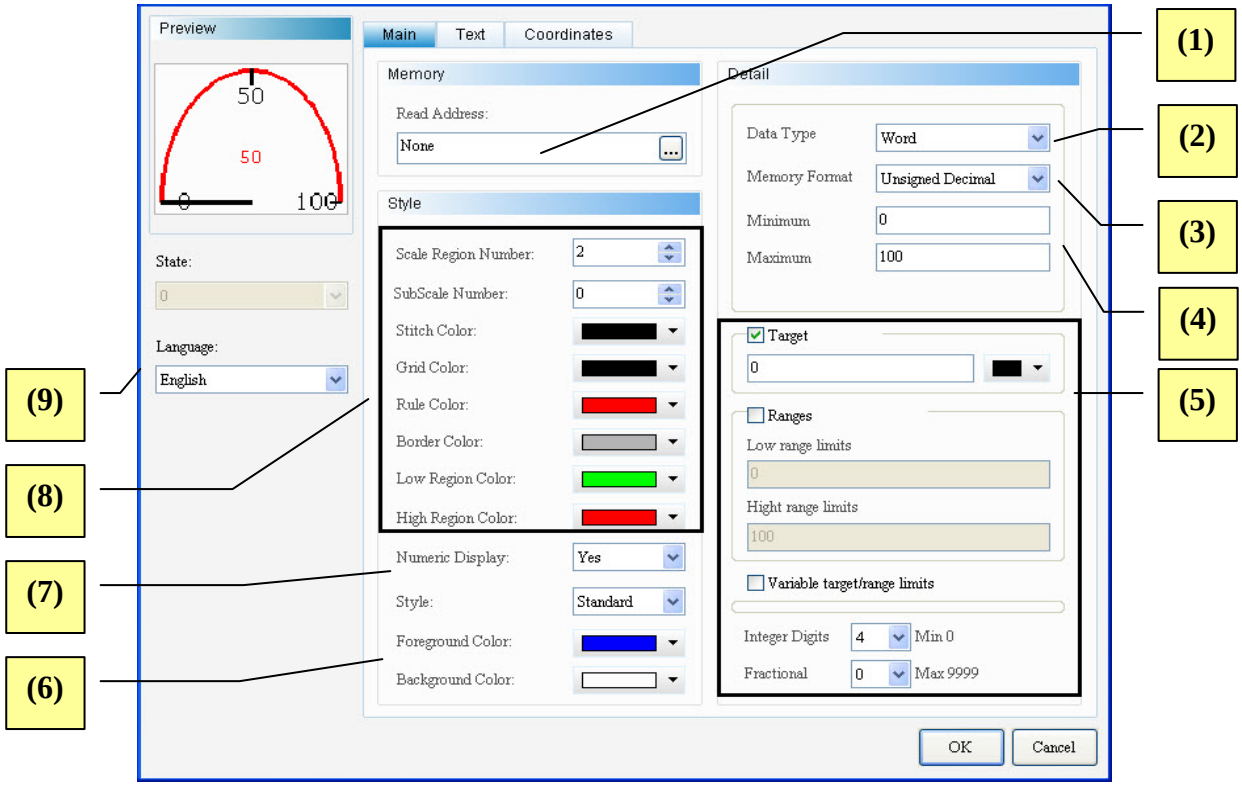
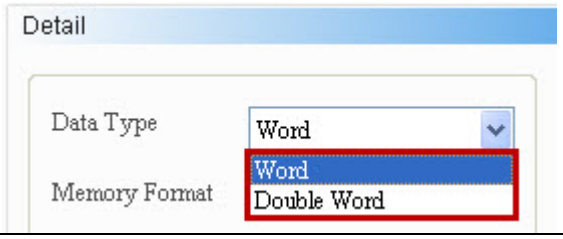
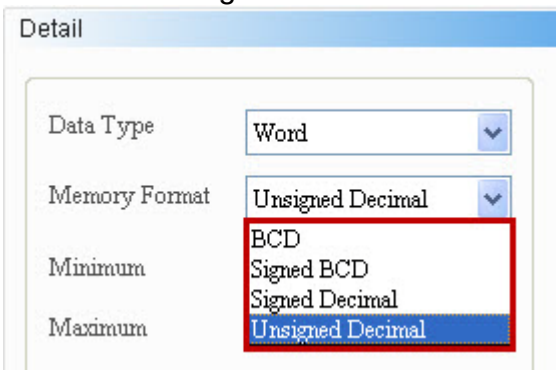
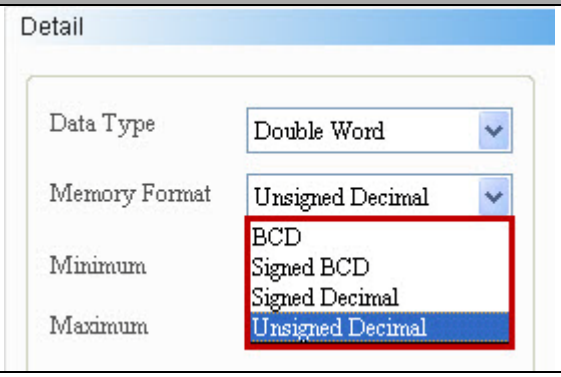
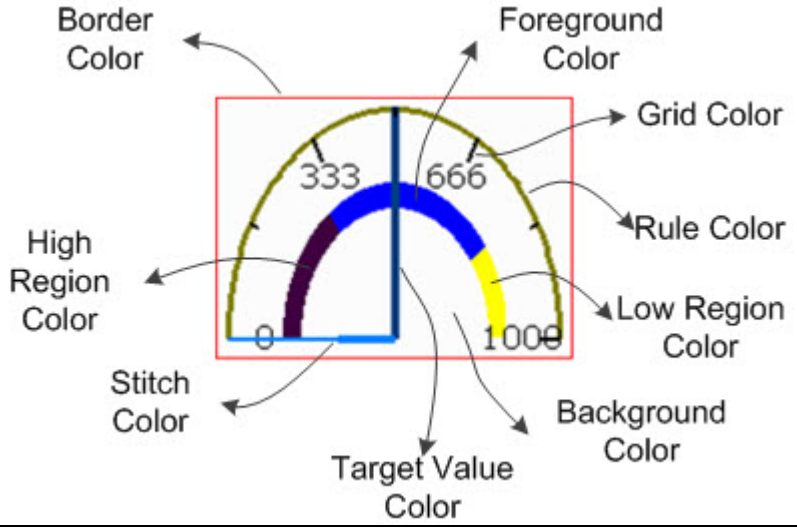
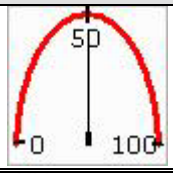
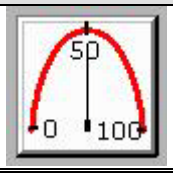
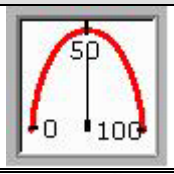
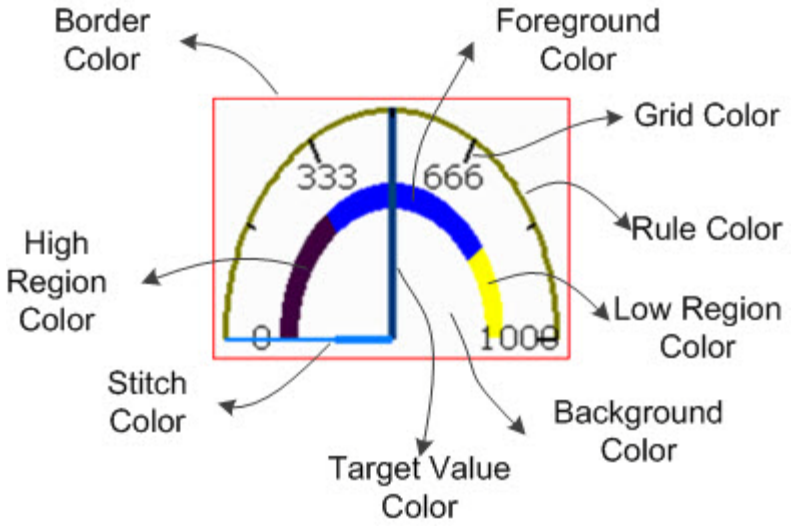


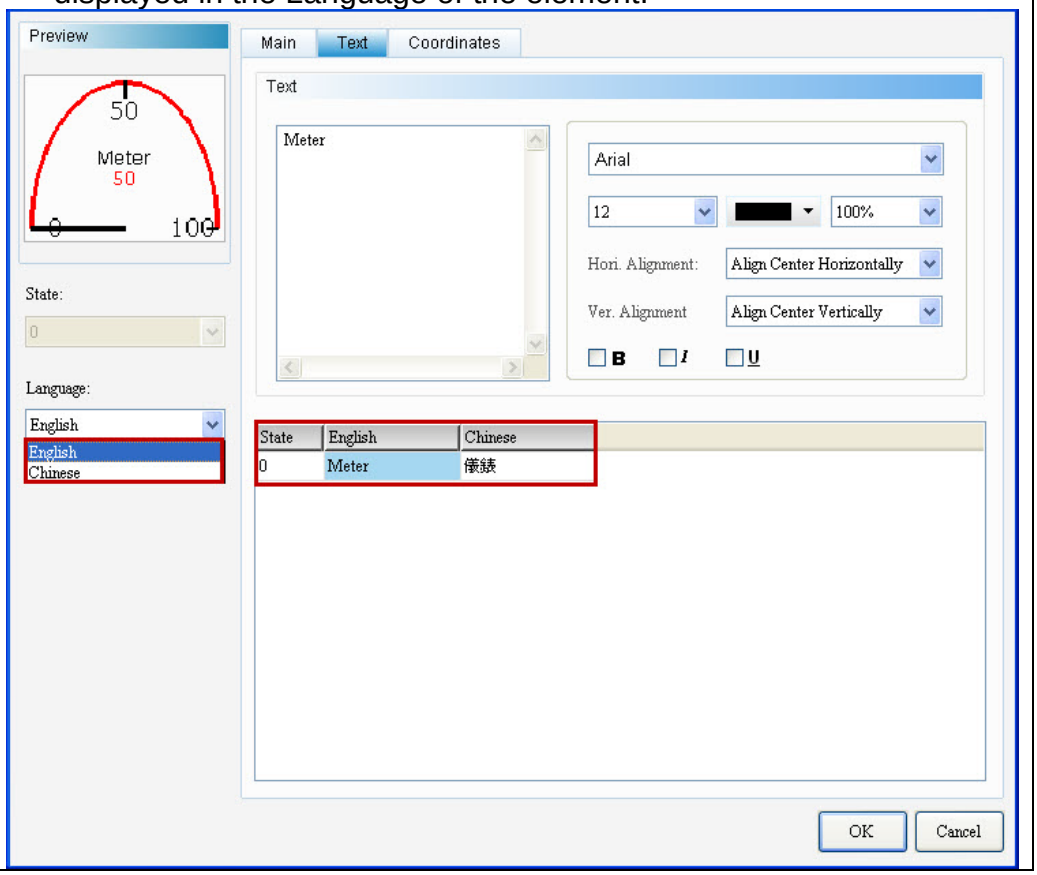
Figure 6-1-2 Meter—Element General Properties Page

No.	Property	Function
(1)	**Read Memory Address**	➢ Selects the address of internal memory or controller register. The memory type should be Word only. ➢ Selects Link Name or Style. Please refer to 5-1 Button for details.
(2)	**Data Type**	➢ Two options: Word and Double Word. 
(3)	**Data Format**	➢ "Word" supports the following Data Formats:  ➢ "Double Word" supports the following Data Formats:

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td></td><td></td><td> 
</td></tr>
<tr><td>(4)</td><td>Minimum/ Maximum Value Entry</td><td>➢ The valid range of the Minimum and Maximum Value changes according to the Data Type and Data Format selected as shown in the following table:
<table>
<tr><th>Data Type</th><th>Data Format</th><th>Value Valid Range</th></tr>
<tr><td rowspan="4">Word</td><td>BCD</td><td>0~9999</td></tr>
<tr><td>Signed BCD</td><td>-999 ~ 9999</td></tr>
<tr><td>Signed Decimal</td><td>-32768~32767</td></tr>
<tr><td>Unsigned Decimal</td><td>0~65535</td></tr>
<tr><td rowspan="4">Double Word</td><td>BCD</td><td>0~99999999</td></tr>
<tr><td>Signed BCD</td><td>-9999999 ~ 99999999</td></tr>
<tr><td>Signed Decimal</td><td>-2147483648~2147483647</td></tr>
<tr><td>Unsigned Decimal</td><td>0~4294967295</td></tr>
</table></td></tr>
<tr><td>(5)</td><td>Display Format</td><td>
<table>
<tr><td>Target Display</td><td>If the “Target Value and Higher/Lower Limit Values as Variable” item is not selected, users can only input a constant value to restrict the target display value of meters. Users can also set the display color.</td></tr>
<tr><td>Enable Range Numeric Entry</td><td>“Enable Range Numeric Entry” includes the value of the lower and higher limits. Like the case in Target Display, if the “Target Value and Higher/Lower Limit Values as Variable” item is not selected, users can only input a constant value in the lower and higher limits to restrict the value of the lower and higher limits of meters.</td></tr>
<tr><td>Target Value and Higher/Lower Limit Values as Variable</td><td>By selecting this item, users can define the display value of the target value, lower higher limit value, and higher limit value dynamically controlled by memory address.</td></tr>
<tr><td>Integer Digits</td><td rowspan="2">Users can define the number of digits for integers and the places of decimals to be displayed in meters.</td></tr>
<tr><td>Decimal Places</td></tr>
</table>
</td></tr>
<tr><td>(6)</td><td>Foreground and Background Colors</td><td>➢ Sets the foreground and background colors of elements.</td></tr>
</table>

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td></td><td></td><td> 
</td></tr>
<tr><td>(7)</td><td>Style</td><td>➢ Styles include Standard, Raised, and Sunken. Users can change the appearance display of elements.
<table>
<tr><th>Standard</th><th>Raised</th><th>Sunken</th></tr>
<tr><td> 
</td><td> 
</td><td> 
</td></tr>
</table></td></tr>
<tr><td>(8)</td><td>Type</td><td> 

<table>
<tr><td>Mark Count</td><td>From 1 to 10 marks.</td></tr>
<tr><td>Secondary Mark Count</td><td>From 0 to 99 marks.</td></tr>
<tr><td>Hand Color</td><td>Users can define the color of the hand.</td></tr>
<tr><td>Mark Color</td><td>Users can define the color of the mark.</td></tr>
<tr><td>Scale Color</td><td>Users can define the color of the scale.</td></tr>
<tr><td>Border Color</td><td>Users can define the color of the border.</td></tr>
<tr><td>Lower Limit Range Color</td><td>Users can define the color of the lower limit range.</td></tr>
<tr><td>Higher Limit Range Color</td><td>Users can define the color of the higher limit range.</td></tr>
</table></td></tr>
</table>

No.	Property	Function
(9)	**Language**	➢ When text data are defined, users can edit the text properties to be displayed in the Language of the element. 

◆ Text

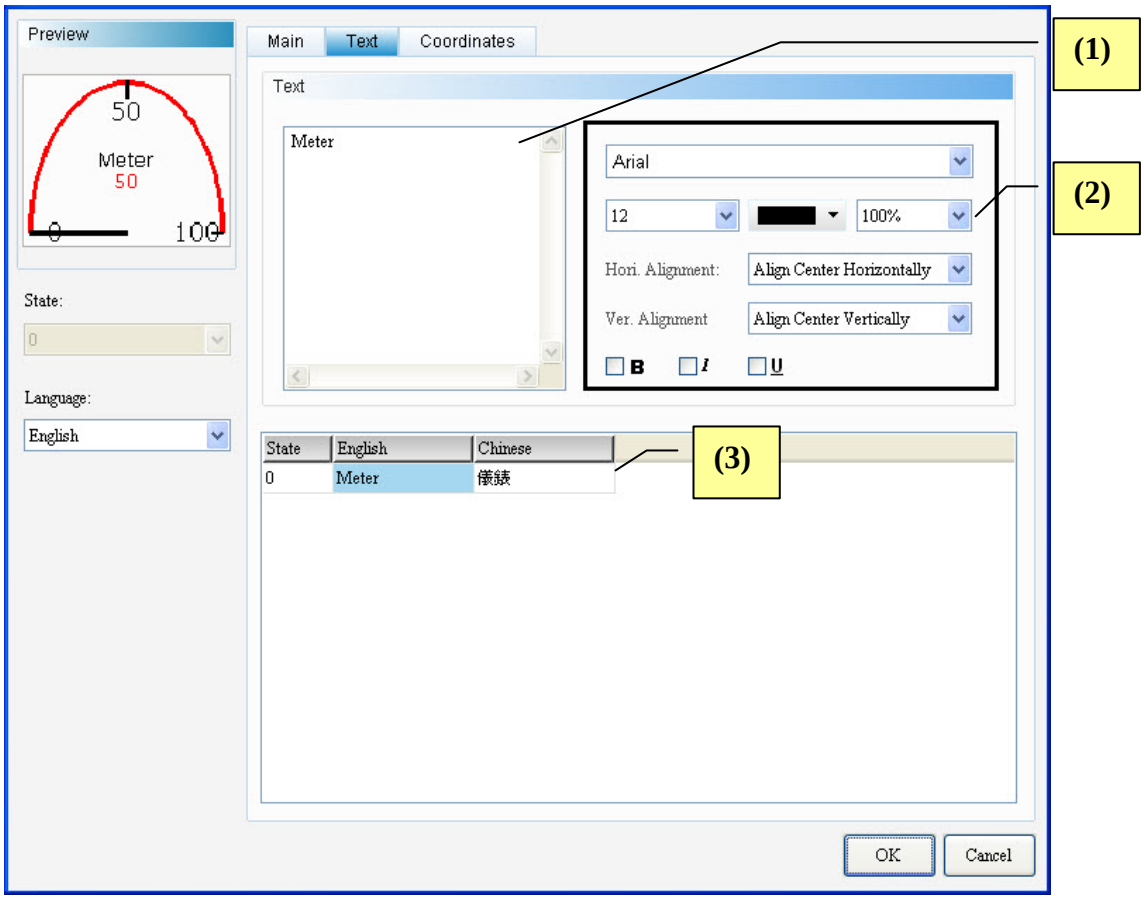
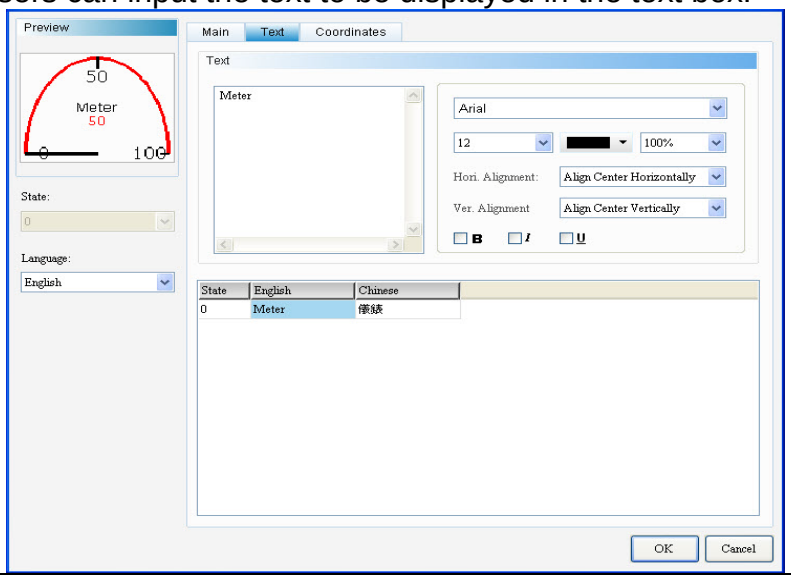


Figure 6-1-3 Meter—Element Text Properties Page

No.	Property	Functions
(1)	**Text**	➢ Users can input the text to be displayed in the text box. 
(2)	**Text Properties**	➢ Sets text properties, including font type, font size, font color, scaling, text alignment, and bold/italic/underline of font. Please refer to the above figure for details about the results of text properties.

No.	Property	Functions
(3)	**Multi-Language Text Data**	➢ Users can add Multi-Language text data from the Multi-Language Text Page. As shown in the Text Properties Figure, users can input English text in the English field.

◆ Location

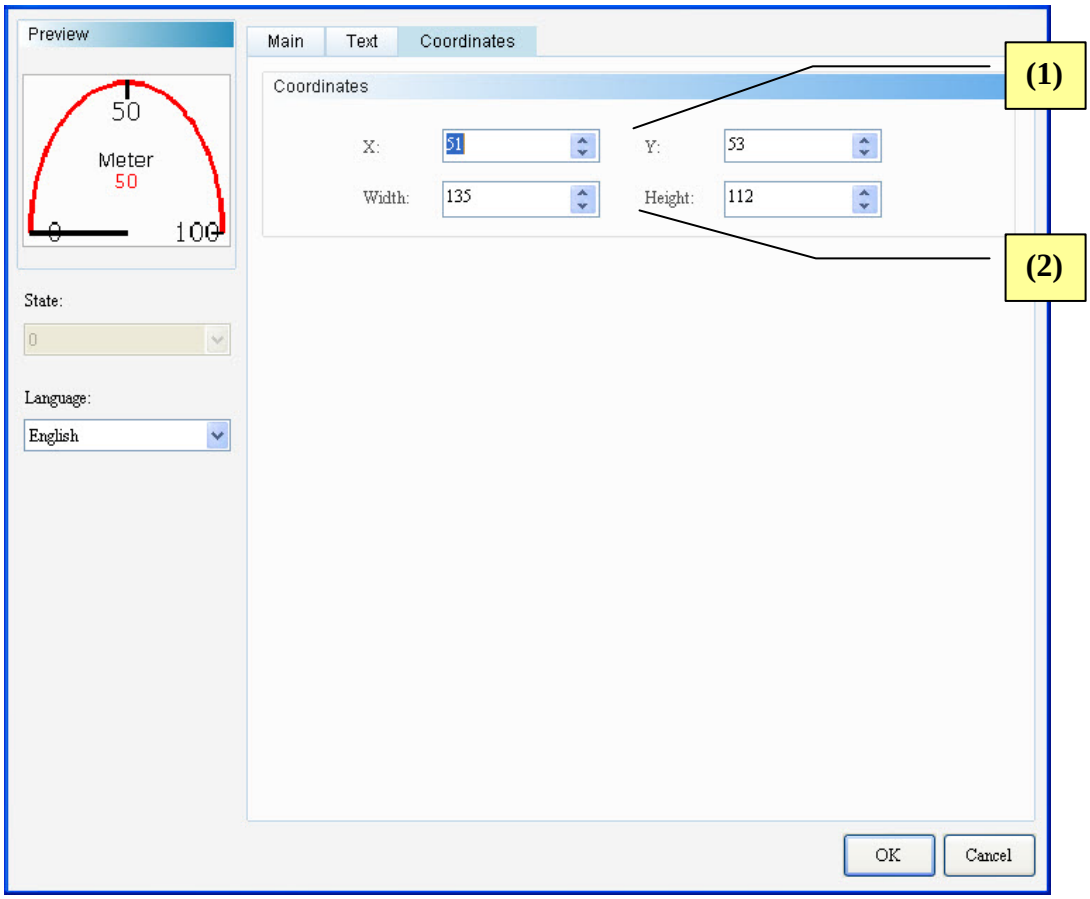


Table 6-1-4 Meter—Element Position Properties Page

No.	Property	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

Chapter 07 Bar

This chapter mainly describes the Bar elements provided in the DOPSoft and how they are operated and configured.

◆ Bar Element Classification

Bar 		Normal
		Differential

Table 7-1-1 Bar Element Classification

◆ Bar Element Shared Properties

Bar Element	Read Address	Write Address	Target Value	Enable Range Numeric Entry	Target Value and Higher/Lower Limits (deviations) as Variable	Display Deviation	Style (Display Format/ Border Color/ Lower Limit Range Color/ Higher Limit Range Color/ Style/ Foreground Color/ Background Color)	Settings (Data Type/Data Format/ Minimum Value Entry/ Maximum Value Entry)
Normal	◎		◎	◎	◎		◎	◎
Differential	◎		◎		◎	◎	◎ (No lower/higher limit range colors	◎

Table 7-1-2 Bar Element Shared Properties

7-1 Normal

	Normal

Normal display on the HMI the register values of the corresponding read memory addresses in ascending order. Like the meter elements, users can define the memory address of the target value, higher limit value, and lower limit value in the Normal, in order to enhance the flexibility of Normal functions and meet user demands. Users can also define different colors for the lower limit, higher limit and target values, in order to clearly identify these values in the Normal. Please refer to Table 7-1-3 below for details.

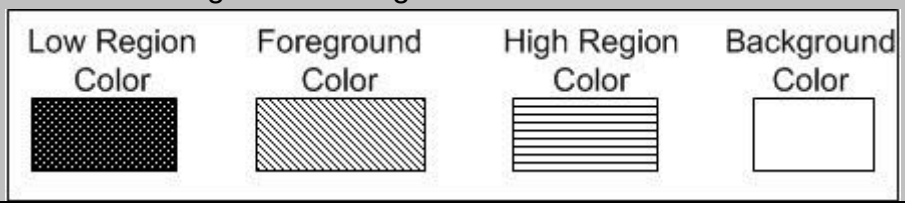
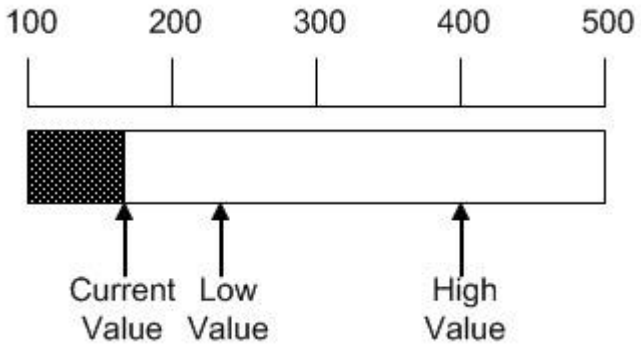
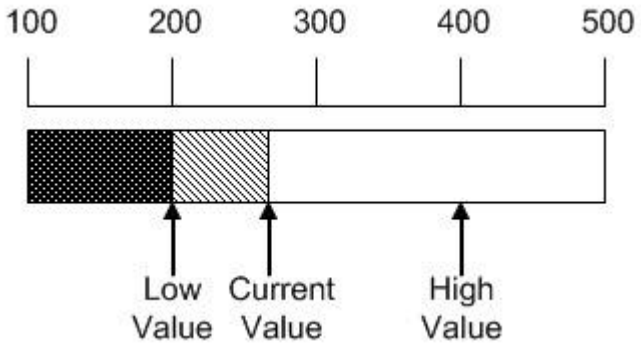
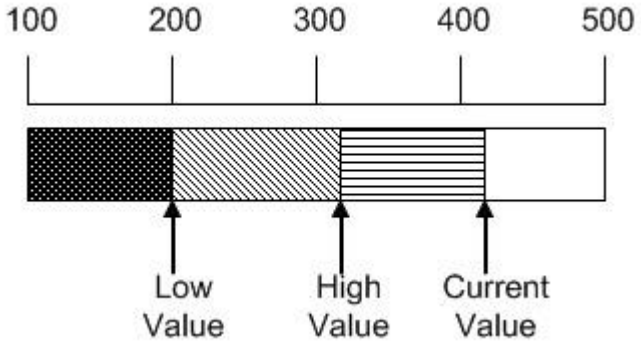
➢ Identify the lower and higher limit ranges of a Normal with different colors. 	
(1)	
(2)	
(3)	

Table 7-1-3 Normal—Identification of Low/High Limit Ranges by Color

Examples of Normal

Table 7-1-4 Normal—Element Examples

Read Memory Address

$1000

Properties

Data Type	Data Format	Minimum Value Entry	Maximum Value Entry
Word	Unsigned Decimal	0	1000

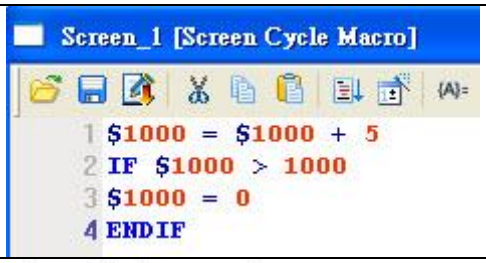
Target Numeric Display

Target Value Color	Target Value
	500

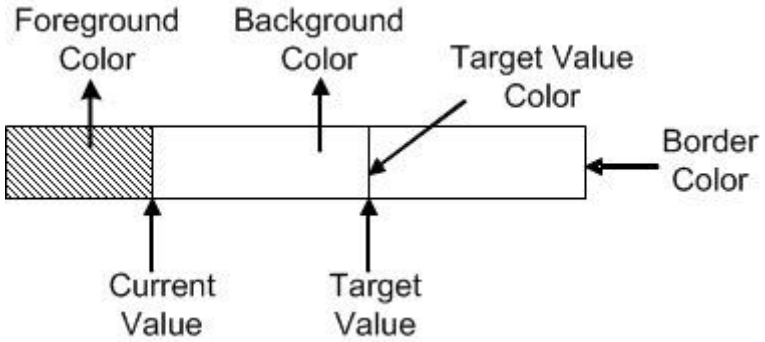
Enable Range Numeric Entry

Lower Limit Range Properties		Higher Limit Range Properties	
Lower Limit Range Color	Lower Limit Range Value	Higher Limit Range Color	Higher Limit Range Value
	300		800

Screen Cycle Macro

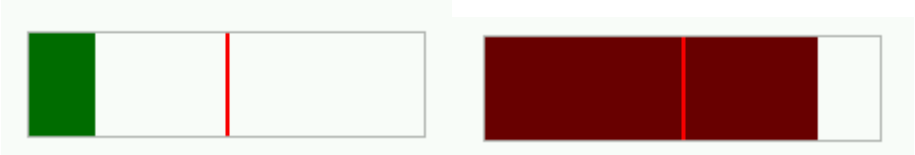


Legend of Normal Charge Elements



Execution Results

By downloading the edited screen to the HMI, the HMI will run the programs in the screen cycle macro and display the results in the corresponding memory addresses defined in the Normal elements in the accumulation process.



Green when value <300 Brown when value >800

Double-click the Normal Element item to call out the following NormalElement Properties page.

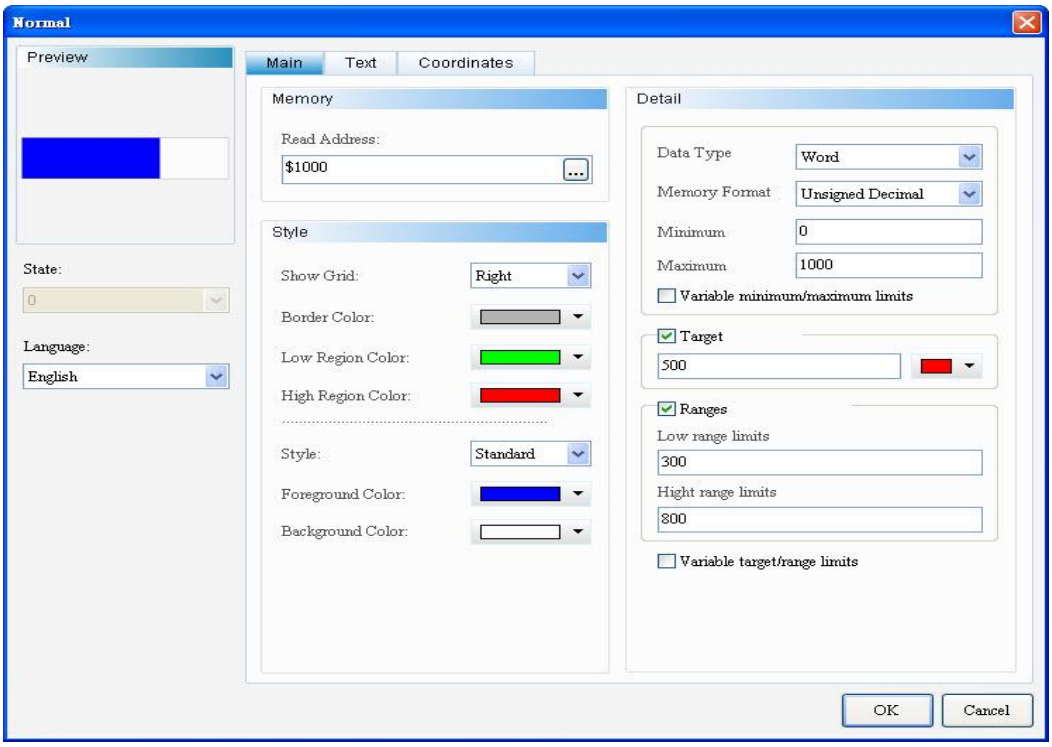


Figure 7-1-1 Normal—Element Properties Page

Normal	
Function page	**Content Description**
Preview	Supports only Multi-Language display of data and does not support multi-state display.
General	Sets read memory address, Style, foreground color, and background color. Sets display format, frame color, lower limit range color, and higher limit range color. Sets element Data Type, Data Format, Minimum Value Entry, Maximum Value Entry and variable minimum and maximum limits. Sets show/hide target value and target value color; enables range Numeric Entry; and enables target value and higher/lower limit values as variables.
Text	Sets text content to be displayed and text properties, including font type, font size, font color, bold/italic/underline of font, scaling, and text alignment.
Position	Sets the X-Y coordinate, width, and height of button elements.

Table 7-1-5 Normal—Function Page

◆ General

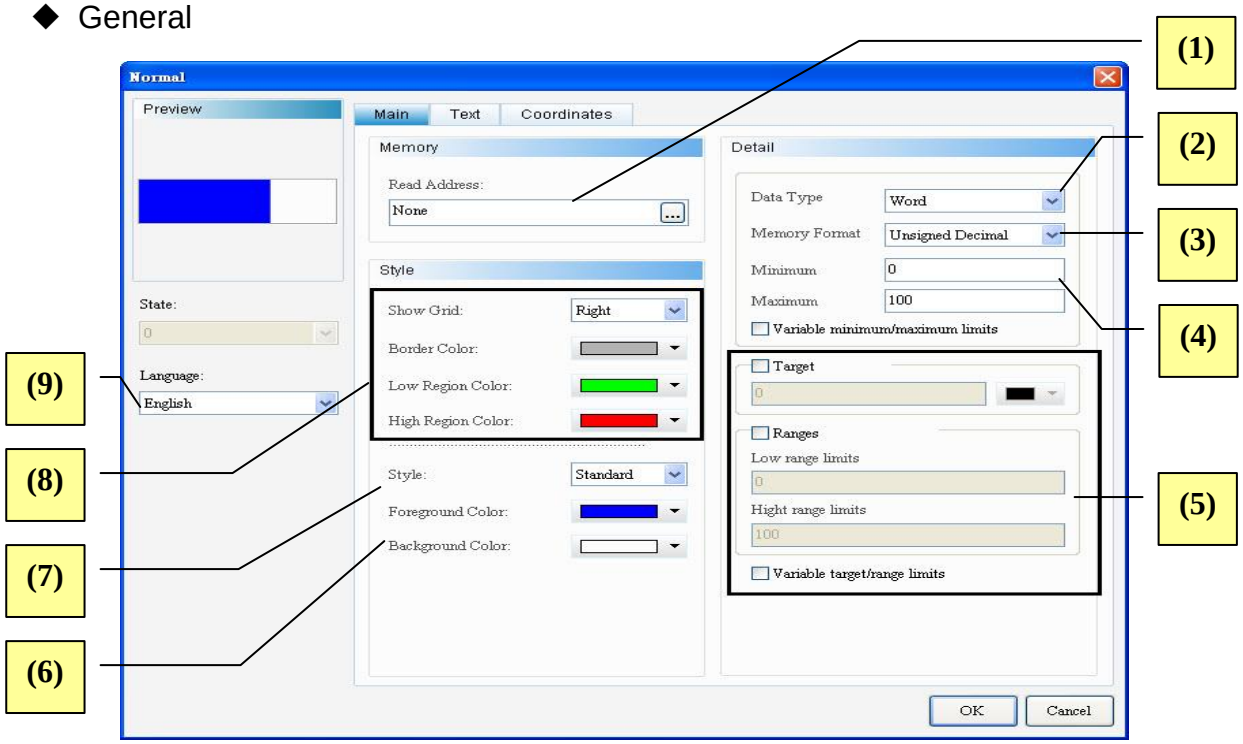
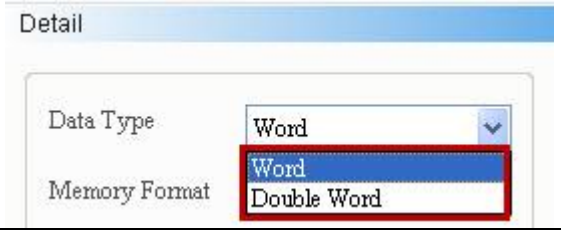
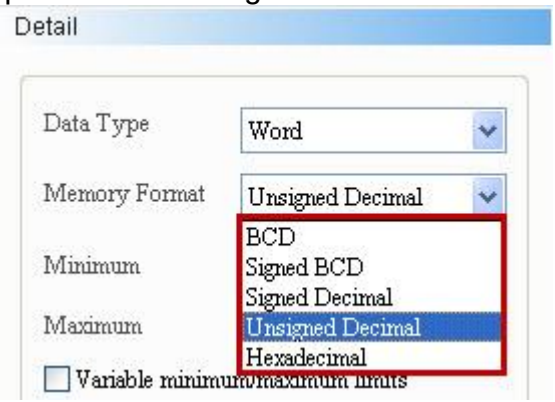
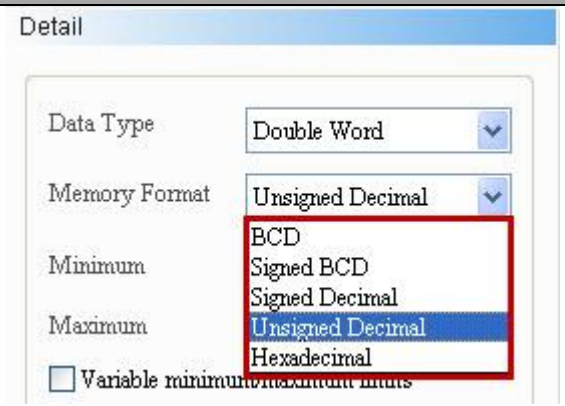
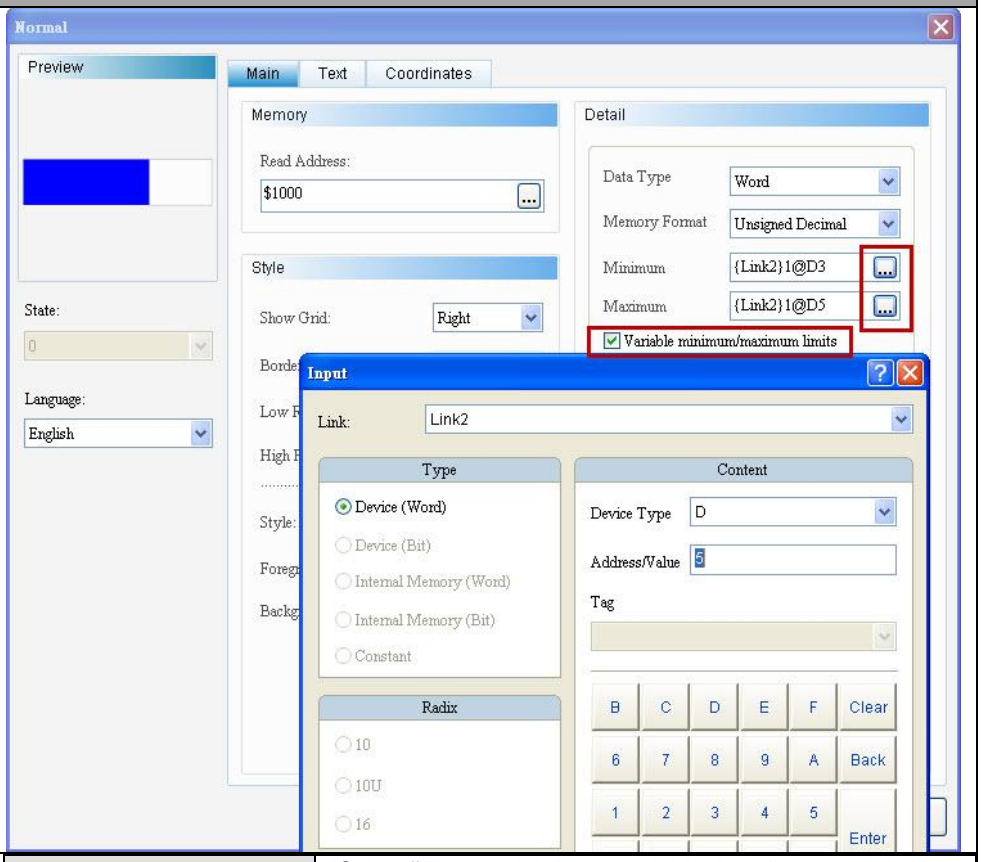
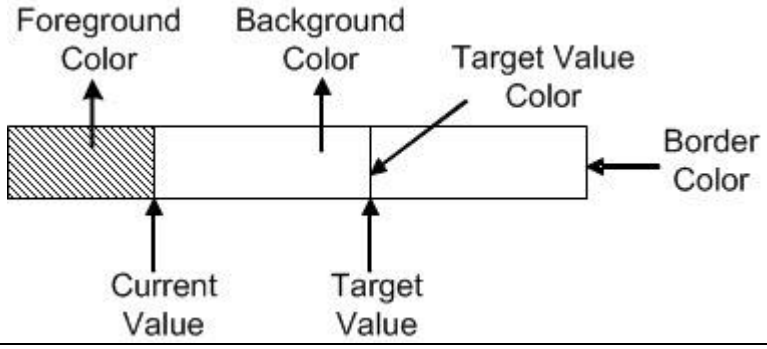


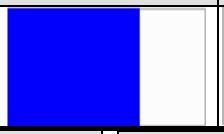
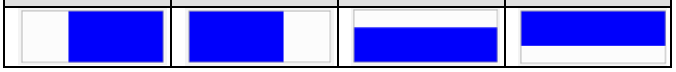
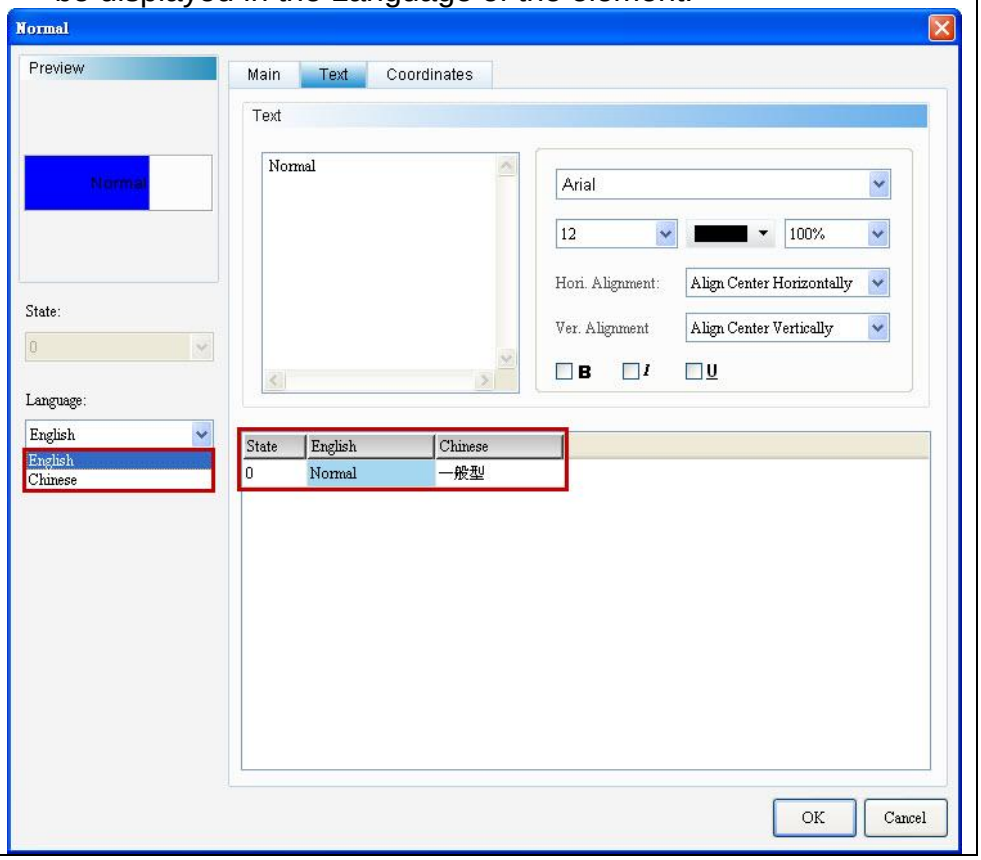
Figure 7-1-2 Normal—Element General Properties Page

No.	Property	Function
(1)	**Read Memory Address**	➢ Selects the address of internal memory or controller register. The memory type should be Word only.
(2)	**Data Type**	➢ Two options: Word and Double Word. 
(3)	**Data Format**	➢ "Word" supports the following Data Formats:  ➢ "Double Word" supports the following Data Formats:

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td></td><td></td><td> 
</td></tr>
<tr><td rowspan="2">(4)</td><td>Minimum/ Maximum Value Entry</td><td>➢ The valid range of the minimum and maximum Numeric Entry changes according to the Data Type and Data Format selected as shown in the following table:
<table>
<tr><th>Data Type</th><th>Data Format</th><th>Value Valid Range</th></tr>
<tr><td rowspan="5">Word</td><td>BCD</td><td>0~9999</td></tr>
<tr><td>Signed BCD</td><td>-999 ~ 9999</td></tr>
<tr><td>Signed Decimal</td><td>-32768~32767</td></tr>
<tr><td>Unsigned Decimal</td><td>0~65535</td></tr>
<tr><td>Hexadecimal</td><td>0~0xFFFF</td></tr>
<tr><td rowspan="5">Double Word</td><td>BCD</td><td>0~99999999</td></tr>
<tr><td>Signed BCD</td><td>-9999999 ~ 99999999</td></tr>
<tr><td>Signed Decimal</td><td>-2147483648~2147483647</td></tr>
<tr><td>Unsigned Decimal</td><td>0~4294697295</td></tr>
<tr><td>Hexadecimal</td><td>0~0xFFFFFFFF</td></tr>
</table></td></tr>
<tr><td>Variable Minimum/Maximum limits</td><td>➢ Enable this option then user could custom the minimum and maximum address and input wanted value to decide the minimum and maximum value.</td></tr>
</table>

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td></td><td></td><td> 
</td></tr>
<tr><td rowspan="3">(5)</td><td rowspan="3">Display Format</td><td>Target Display</td><td>If the “Target Value and Higher/Lower Limit Values as Variable” item is not selected, users can only input a constant to restrict the target display value of Normal. Users can also set the display color.</td></tr>
<tr><td>Enable Range Numeric Entry</td><td>“Enable Range Numeric Entry” includes the value of the lower and higher limits. Like the case in Target Display, if the “Target Value and Higher/Lower Limit Values as Variable” item is not selected, users can only input a constant in the lower and higher limits to restrict the value of the lower and higher limits of Normal.</td></tr>
<tr><td>Target Value and Higher/Lower Limit Values as Variable</td><td>By selecting this item, users can define the display value of the target value, lower higher limit value, and higher limit value dynamically controlled by memory address.</td></tr>
<tr><td>(6)</td><td>Foreground and Background Colors</td><td colspan="2">➢ Sets the foreground and background colors of elements.</td></tr>
</table>

No.	Property	Function
		

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td>(7)</td><td>Style</td><td>➢ Styles include Standard, Raised, and Sunken. Users can change the appearance display of elements.
<table>
<tr><th>Standard</th><th>Raised</th><th>Sunken</th></tr>
<tr><td>  </td><td>  </td><td>  </td></tr>
</table></td></tr>
<tr><td>(8)</td><td>Style</td><td>
<table>
<tr><td>Display Format</td><td>
<table>
<tr><th>Left</th><th>Right</th><th>Top</th><th>Bottom</th></tr>
<tr><td>  </td></tr>
</table>
</td></tr>
<tr><td>Border Color</td><td>Users can define the color of the border.</td></tr>
<tr><td>Lower Limit Range Color</td><td>Users can define the color of the lower limit range.</td></tr>
<tr><td>Higher Limit Range Color</td><td>Users can define the color of the higher limit range.</td></tr>
</table>
</td></tr>
<tr><td>(9)</td><td>Language</td><td>➢ When text data are defined, users can edit the text properties to be displayed in the Language of the element.

</td></tr>
</table>

◆ Text

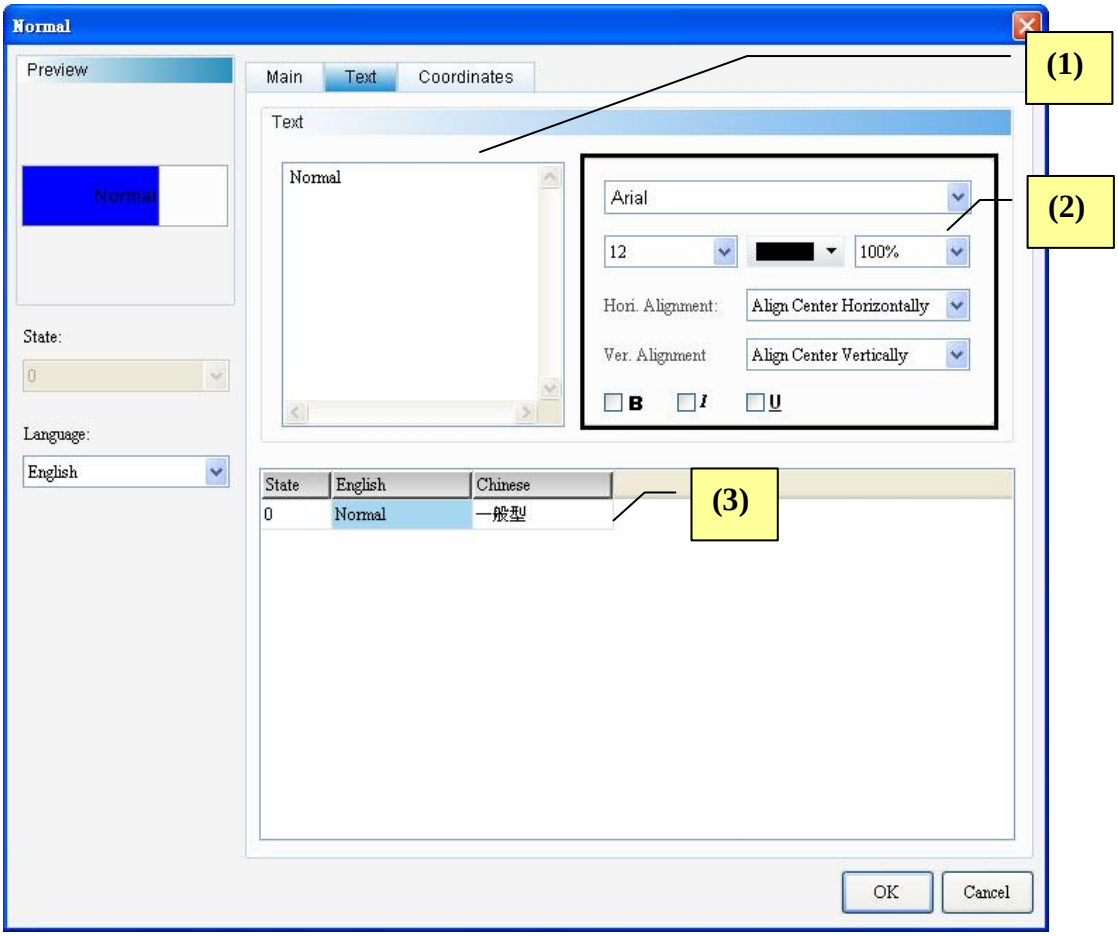
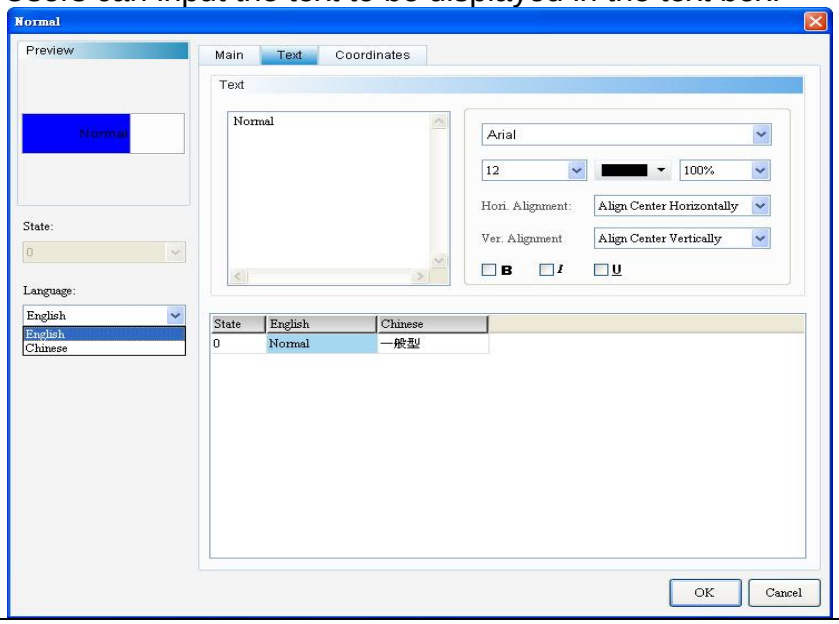


Figure 7-1-3 General Bar—Element Text Properties Page

No.	Property	Function
(1)	Text	➢ Users can input the text to be displayed in the text box. 
(2)	Text Properties	➢ Sets text properties, including font type, font size, font color, scaling, text alignment, and bold/italic/underline of font. Please refer to the above figure for details about the results of text

No.	Property	Function
		properties.
(3)	**Multi-Language Text Data**	➢ Users can add Multi-Language text data from the Multi-Language Text Page. As shown in the Text Properties Figure, users can input English text in the English field.

◆ Location

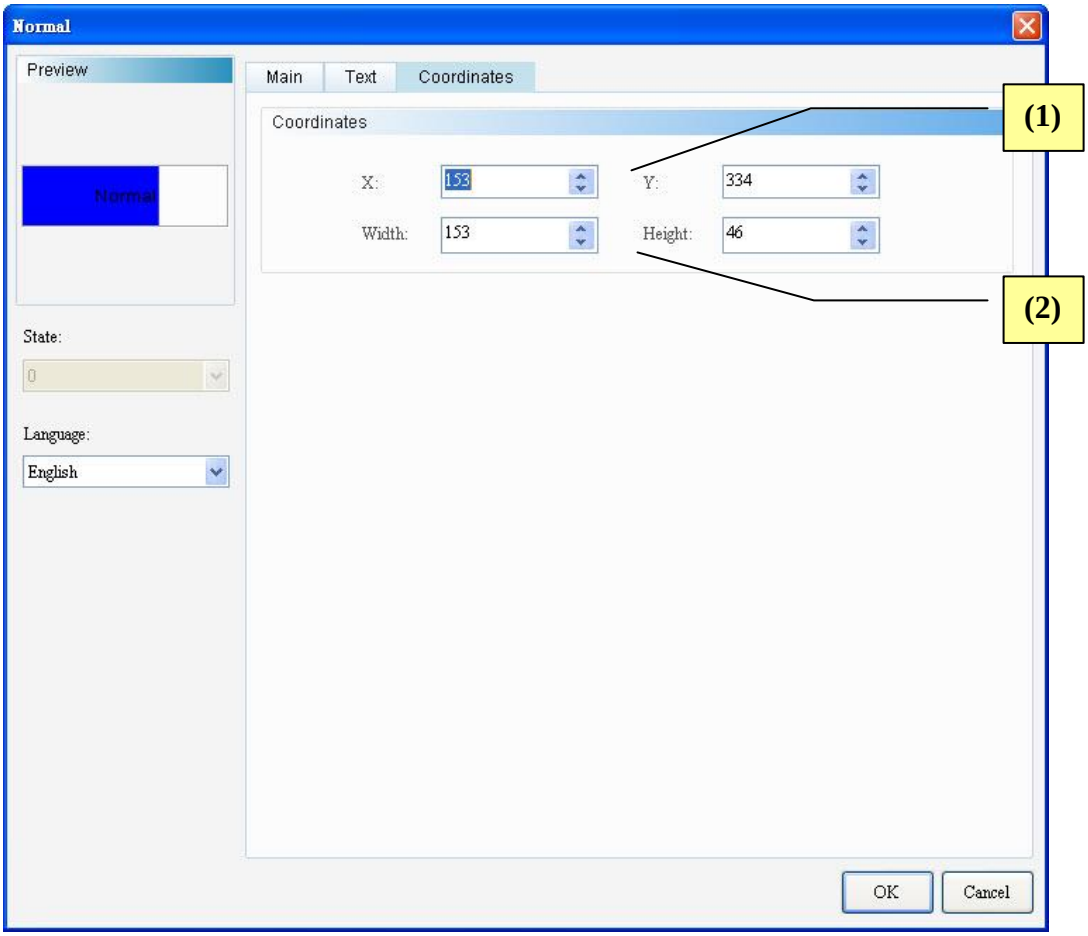


Figure 7-1-4 General Bar—Element Position Properties Page

No.	Property	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

7-2 Differential

	Differential

Differential display on the HMI the deviation value obtained by subtracting the values in the read memory address and the target value defined. Like the case of Normal elements, users can define the memory address of the target value, higher limit value, and lower limit value, in order to enhance the flexibility of Differential functions and meet the user demands as shown in Table 7-2-1 below.

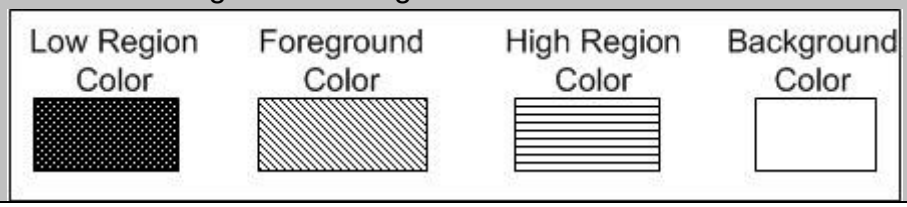
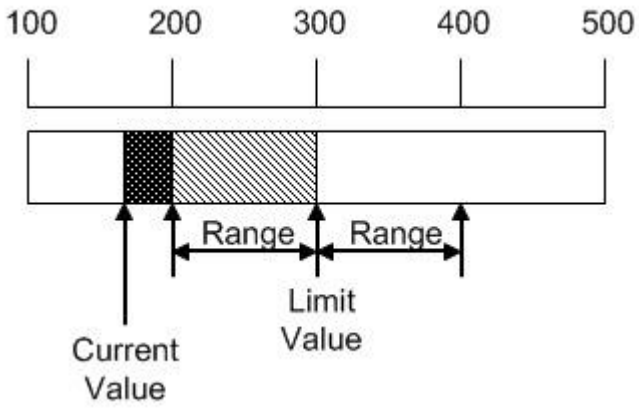
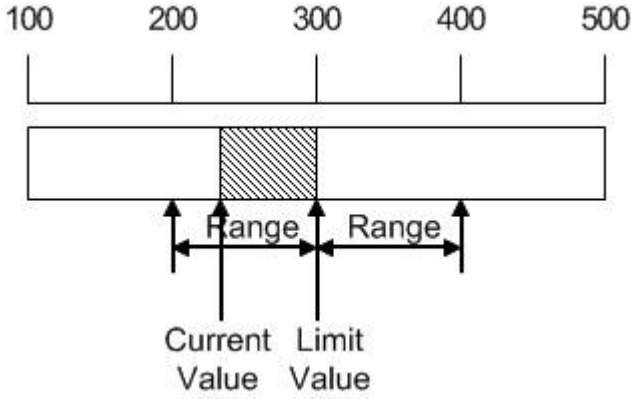
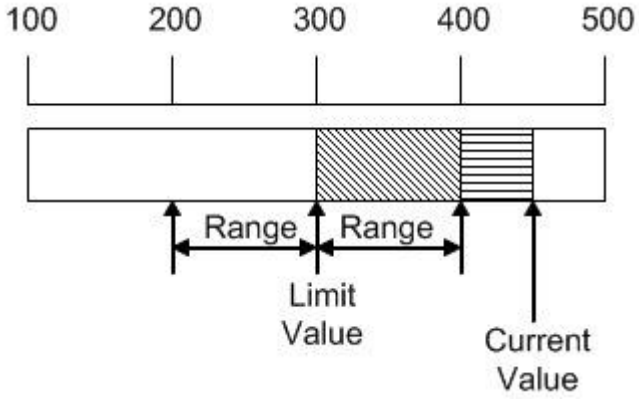
➢ Identify the lower and higher limit ranges of a Differential with different colors. 	
(1)	
(2)	
(3)	

Table 7-2-1 Differential—Identification of Low/High Limit Ranges by Color

Element Examples of Differential

Figure 7-2-2 Differential—Element Examples

Read Memory Address

Differential Element		Numeric Entry Element	
Read Memory Address	$444	Write Memory Address	$444





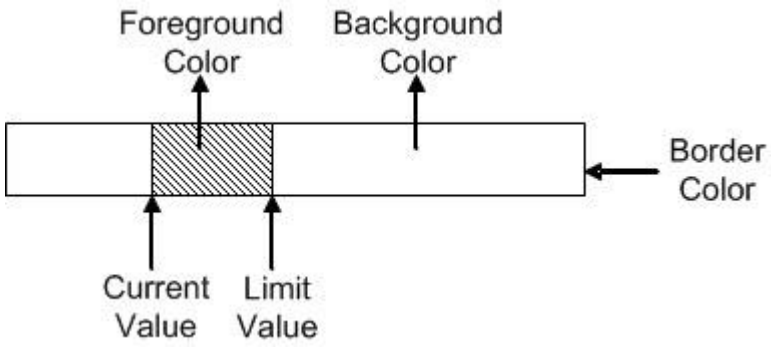
Properties

Data Type	Data Format	Minimum Value Entry	Maximum Value Entry
Word	Unsigned Decimal	0	100

Target Display

Deviation Color	Deviation Value	Target Value
	25	50

Legend of Differential



Execution Results

By downloading the edited screen to the HMI, run the Numeric Entry element. After inputting the values, the deviation will be displayed according to the Numeric Entry.

Brown red when the deviation is ±25.	
The foreground is blue when the deviation outranges ±25.	

Double-click the Deviation Bar Element item to call out the following Deviation Bar Element Properties page.

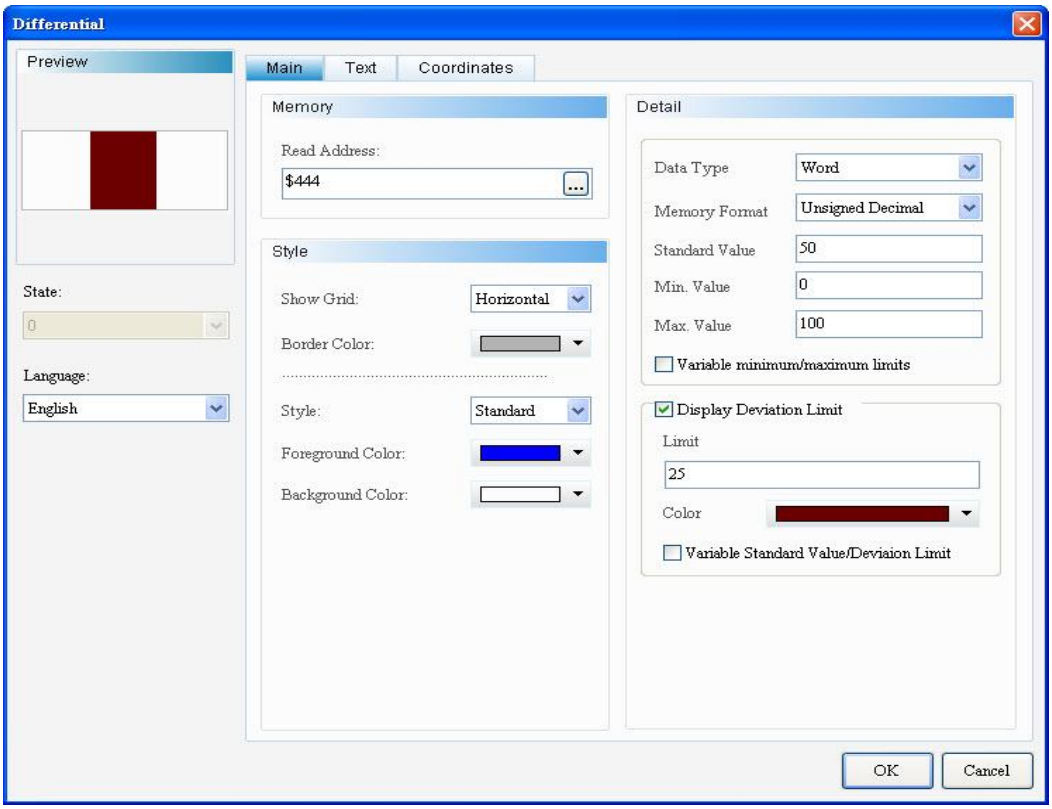


Table 7-2-1 Differential—Element Properties

Differential	
Function page	**Content Description**
Preview	Supports only Multi-Language display of data and does not support multi-state display.
General	Sets read memory address, Style, foreground color, and background color. Sets display format and border color. Sets element Data Type, Data Format, Target Value, Minimum Value Entry, Maximum Value Entry and variable minimum and maximum limits. Sets show/hide deviation and deviation color; and enables target value and higher/lower limit values as variable.
Text	Sets text content to be displayed and text properties, including font type, font size, font color, bold/italic/underline of font, scaling, and text alignment.
Position	Sets the X-Y coordinate, width, and height of button elements.

Table 7-2-3 Deviation Bar—Function Page

◆ General

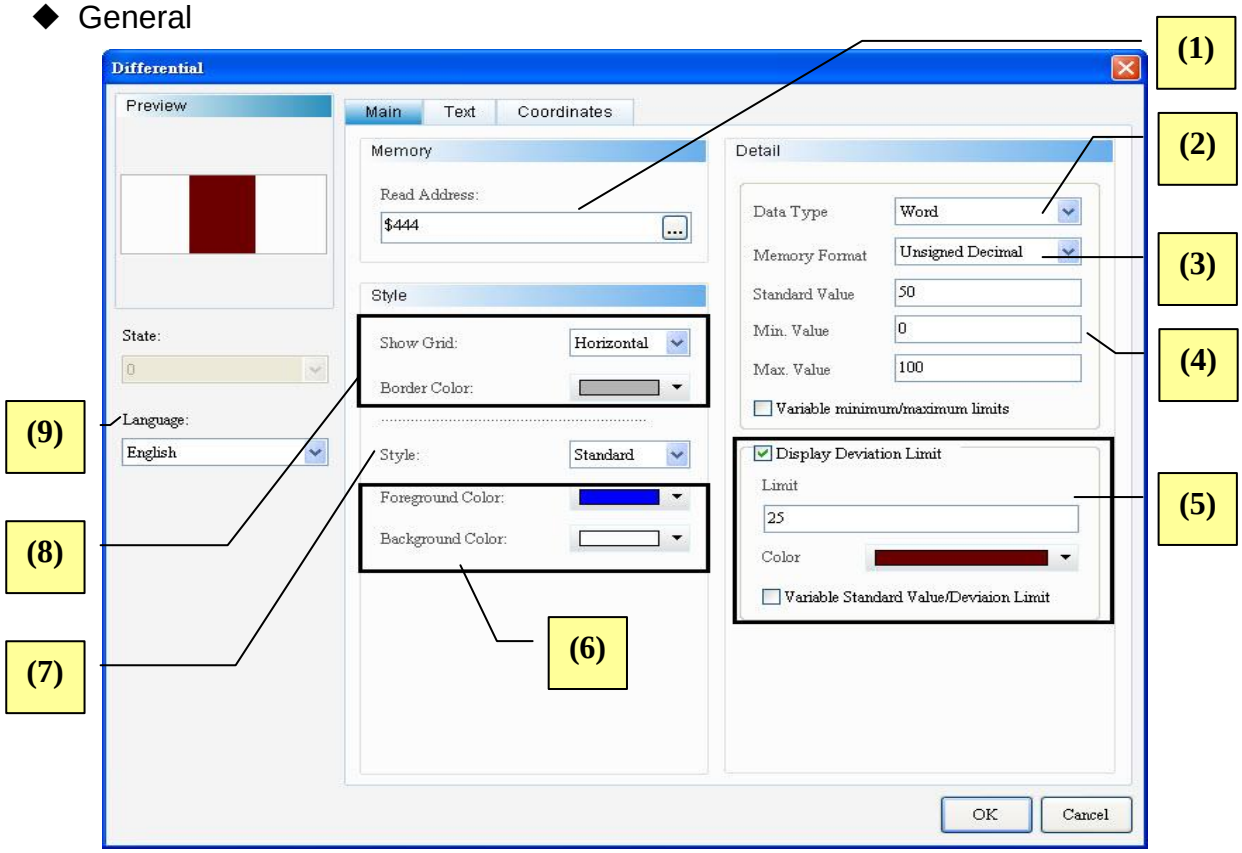
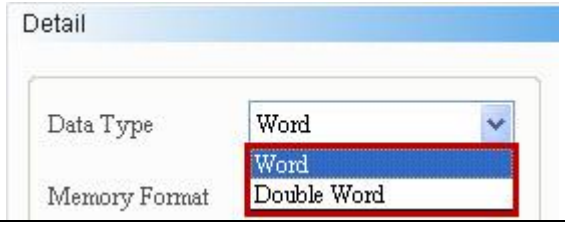
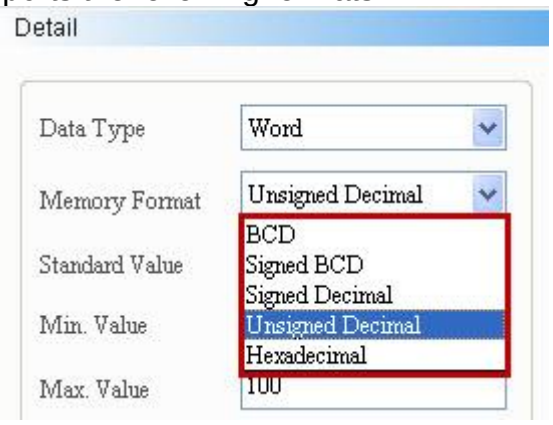
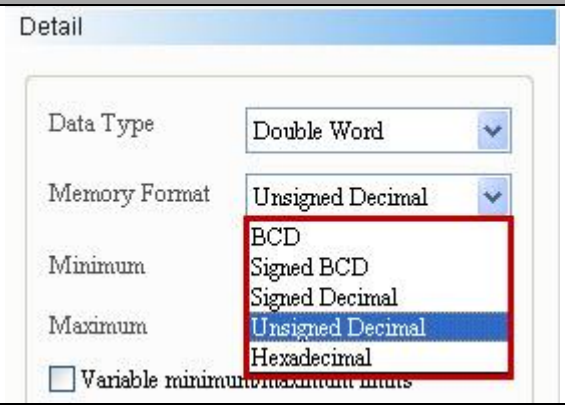


Figure 7-2-2 Deviation Bar—Element General Properties Page

No.	Property	Function
(1)	**Read Memory Address**	➢ Selects the address of internal memory or controller register. The memory type should be Word only.
(2)	**Data Type**	➢ Two options: Word and Double Word. 
(3)	**Data Format**	➢ "Word" supports the following formats:  ➢ "Double Word" supports the following formats:

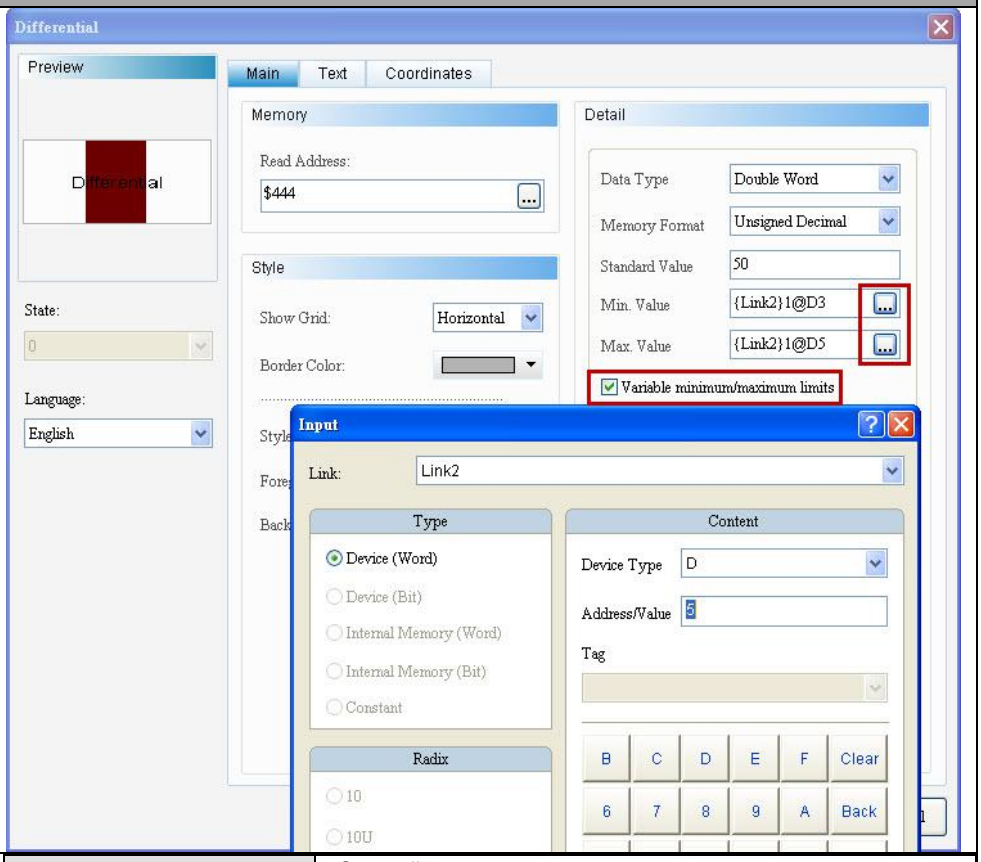
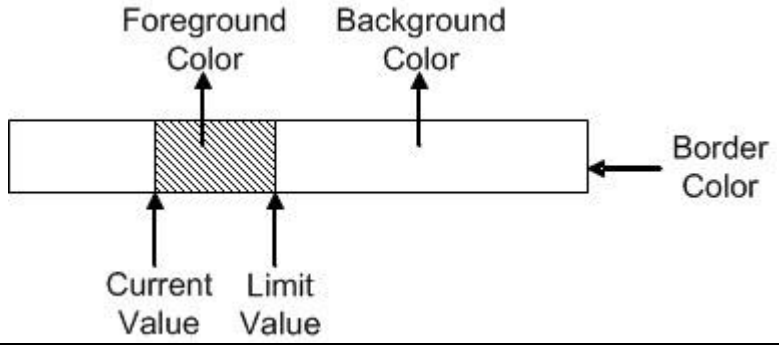
<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td></td><td></td><td> 
</td></tr>
<tr><td rowspan="2">(4)</td><td>Target Value, Minimum/ Maximum Value Entry</td><td>

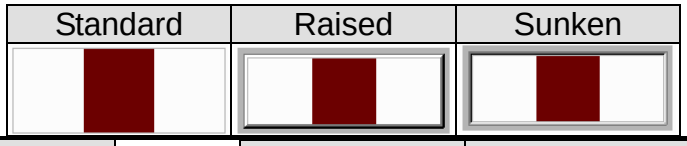
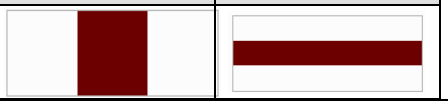
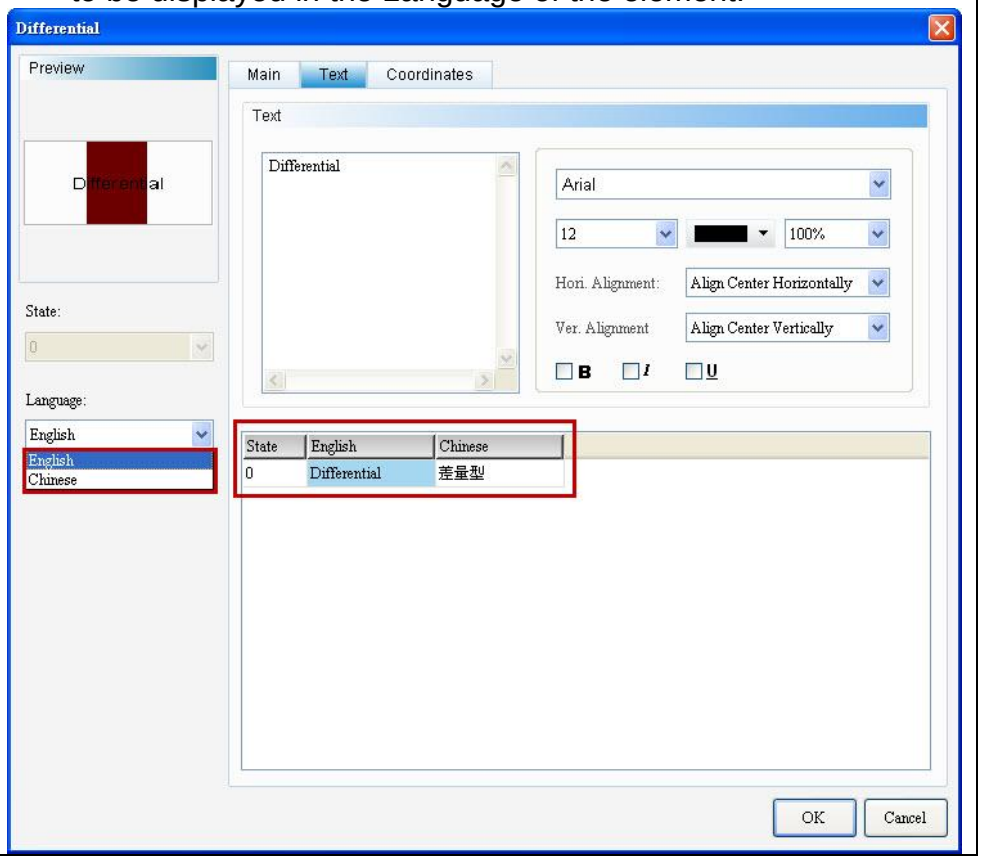
If the “Target Value and Higher/Lower Limit Values as Variable” item is not selected, users can only input a constant to restrict the target value of the Differential.
The valid range of the minimum and maximum Numeric Entry changes according to the Data Type and Data Format selected as shown in the following table:

<table>
<tr><th>Data Type</th><th>Data Format</th><th>Value Valid Range</th></tr>
<tr><td rowspan="5">Word</td><td>BCD</td><td>0~9999</td></tr>
<tr><td>Signed BCD</td><td>-999 ~ 9999</td></tr>
<tr><td>Signed Decimal</td><td>-3278~32767</td></tr>
<tr><td>Unsigned Decimal</td><td>0~65535</td></tr>
<tr><td>Hexadecimal</td><td>0~0xFFFF</td></tr>
<tr><td rowspan="5">Double Word</td><td>BCD</td><td>0~99999999</td></tr>
<tr><td>Signed BCD</td><td>-9999999 ~ 99999999</td></tr>
<tr><td>Signed Decimal</td><td>-2147483648~2147483647</td></tr>
<tr><td>Unsigned Decimal</td><td>0~4294697295</td></tr>
<tr><td>Hexadecimal</td><td>0~0xFFFFFFFF</td></tr>
</table>
</td></tr>
<tr><td>Variable Minimum/Maximum limits</td><td>

Enable this option then user could custom the minimum and maximum address and input wanted value to decide the minimum and maximum value.

</td></tr>
</table>

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td></td><td></td><td> 
</td></tr>
<tr><td rowspan="2">(5)</td><td rowspan="2">Display Deviation</td><td>Deviation</td><td>If the “Target Value and Higher/Lower Limit Values as Variable” item is not selected, users can only input a constant to restrict the deviation of the Differential. Alternatively, users can indicate the deviation by color.</td></tr>
<tr><td>Target Value and Higher/Lower Limit Values as Variable</td><td>By selecting this item, users can define the display value of the target value, lower higher limit value, and higher limit value dynamically controlled by memory address.</td></tr>
<tr><td>(6)</td><td>Foreground and Background Colors</td><td colspan="2">➢ Sets the foreground and background colors of elements.
 
</td></tr>
</table>

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td>(7)</td><td>Style</td><td>➢ Styles include Standard, Raised, and Sunken. Users can change the appearance display of elements.
 
</td></tr>
<tr><td>(8)</td><td>Style</td><td><table>
<tr><td rowspan="2">Display Format</td><td></td><td>Horizontal</td><td>Vertical</td></tr>
<tr><td colspan="3">  </td></tr>
<tr><td>Border Color</td><td colspan="3">Users can define the border color.</td></tr>
</table></td></tr>
<tr><td>(9)</td><td>Language</td><td>➢ When text data are defined, users can edit the text properties to be displayed in the Language of the element.
 
</td></tr>
</table>

◆ Text

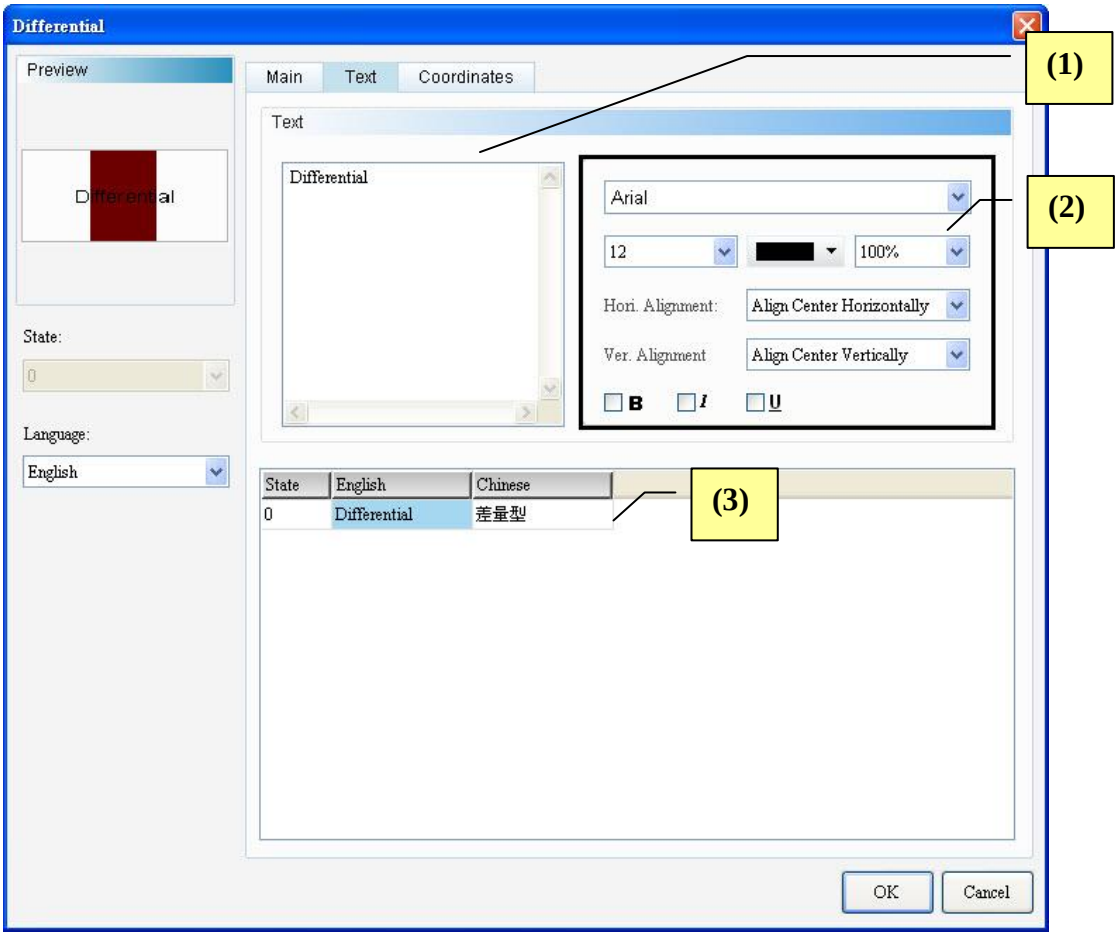
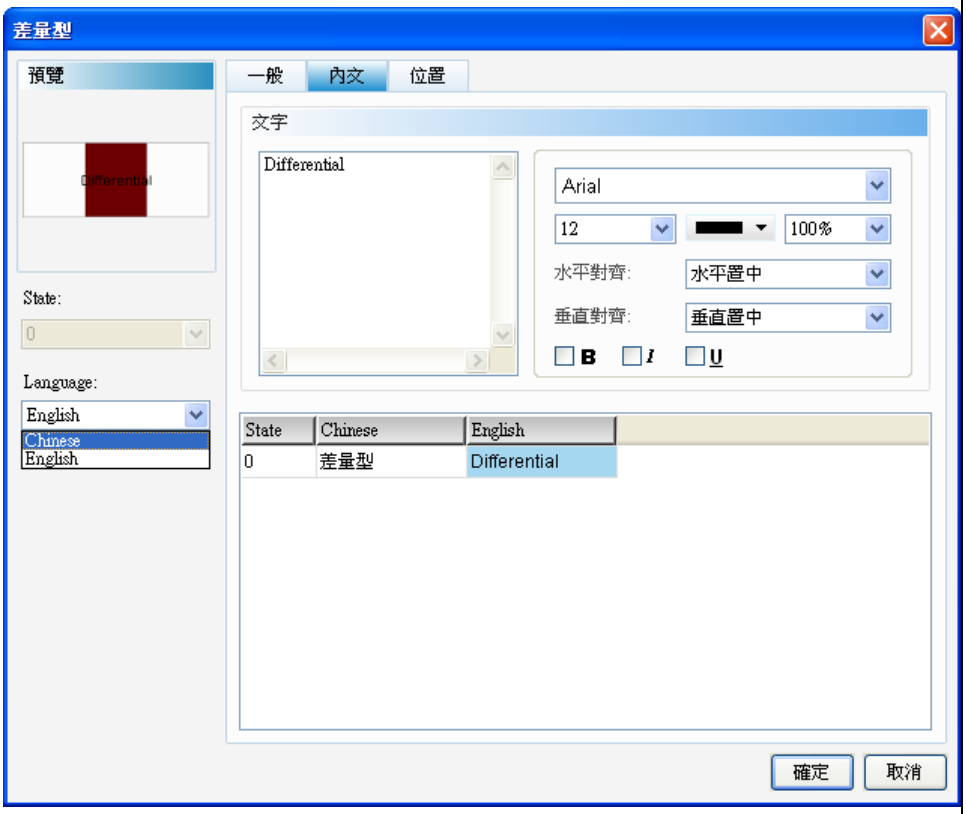


Figure 7-2-3 Differential—Element Text Properties Page

No.	Property	Function
(1)	**Text**	➢ Users can input the text to be displayed in the text box. 
(2)	**Text Properties**	➢ Sets text properties, including font type, font size, font color, scaling, text alignment, and bold/italic/underline of font. Please refer to the above figure for details about the results of text properties.
(3)	**Multi-Language Text Data**	➢ Users can add Multi-Language text data from the Multi-Language Text Page. As shown in the Text Properties Figure, users can input English text in the English field.

◆ Location

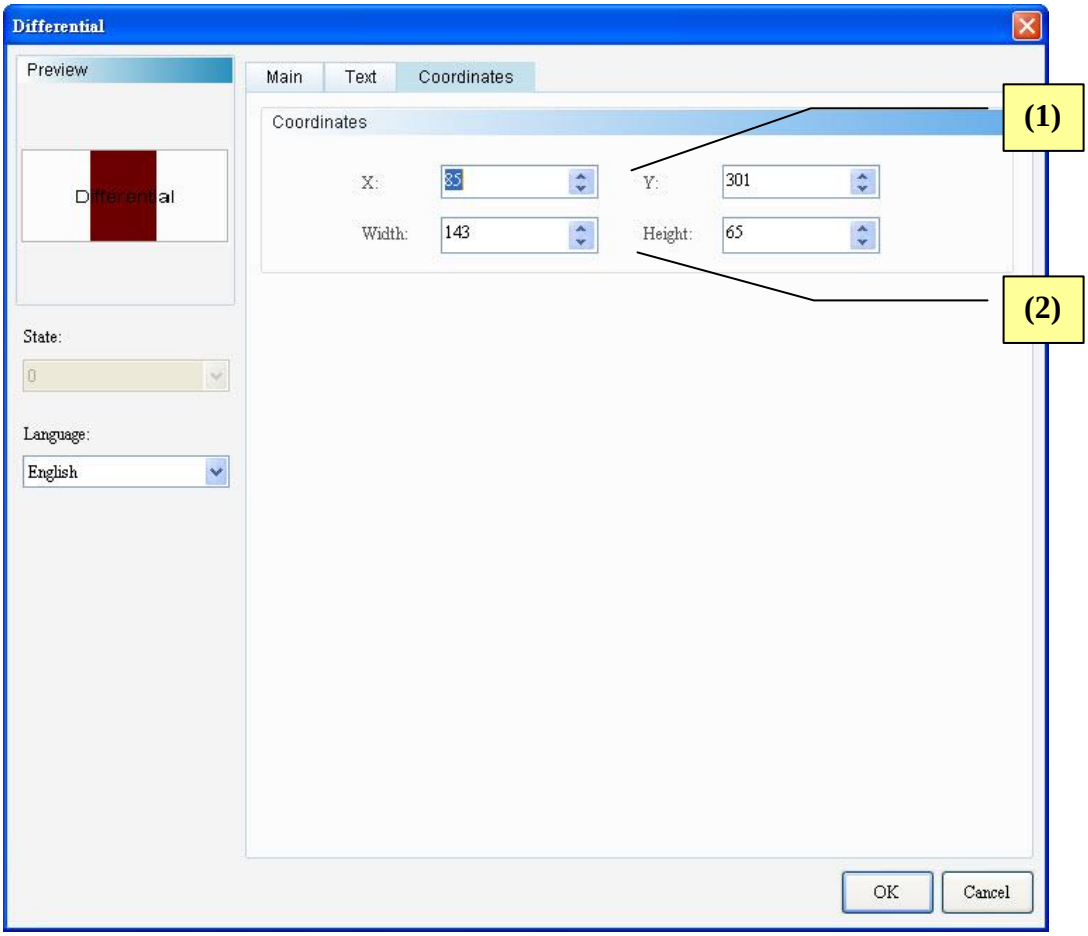


Figure 7-2-4 Differential—Element Position Properties Page

No.	Property	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

Chapter 08 Pipe

This chapter mainly describes the Pipe elements provided in the DOPSoft and how they are operated and configured.

◆ Pipe Element Classification

Pipe 		Pipe (1)
		Pipe (2)
		Pipe (3)
		Pipe (4)
		Pipe (5)
		Pipe (6)
		Pipe (7)

Table 8-1-1 Pipe Element Classification

◆ Pipe Element Shared Properties

Pipe Element	Read Address	Write Address	Target Value	Enable Range Numeric Entry	Target Value and Higher/ Lower Limits as Variable	Target Display	Style (Level Color/Cylinder Color/Lower Limit Range Color/ Higher Limit Range Color/ Element Type)	Settings (Data Type/Data Format/ Minimum Numeric Entry/ Maximum Numeric Entry)	Pipe Diameter	Flowing Cursor Color
Pipe (1)	◎		◎	◎	◎	◎	◎	◎		
Pipe (2)	◎		◎	◎	◎	◎	◎	◎		
Pipe (3)									◎	
Pipe (4)							◎ (Element Type Only)		◎	
Pipe (5)							◎ (Element Type Only)		◎	
Pipe (6)	◎								◎	◎
Pipe (7)	◎								◎	◎

Table 8-1-2 Pipe—Element Shared Properties

8-1 Pipe (1) / Pipe (2)

	Pipe (1)
	Pipe (2)

Shape is the only difference between Pipe (1) and Pipe (2), and all other functions are the same. The following introduces Pipe (1). The value of the register corresponding to the read memory of the Pipe will be displayed on the Pipe according to the target value, lower limit value and higher limit value defined by users. The elements of Pipe (1) are the same as that of the bar chart. Users can define the memory address of the target value, higher limit value, and lower limit value of the Pipe, in order to enhance the flexibility of Pipe functions and meet user demands as shown in Table 8-1-3 below. Users can also define different colors for the lower limit, higher limit and target values, in order to clearly identity these values in the Pipe.

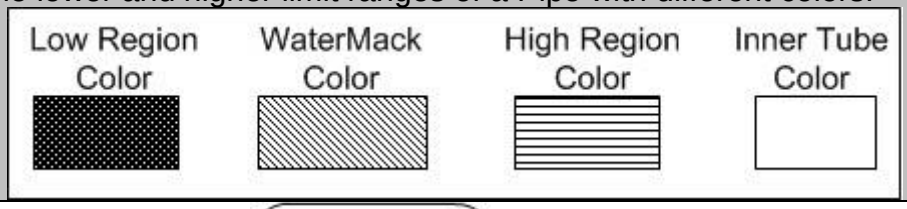
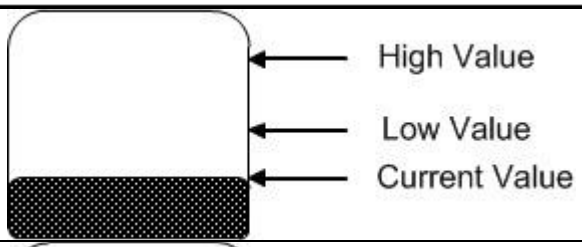
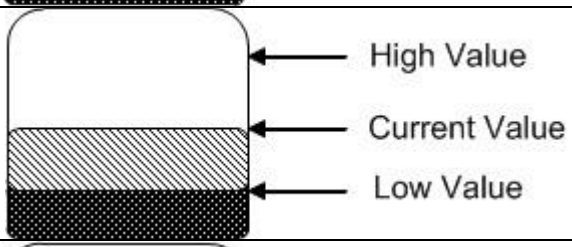
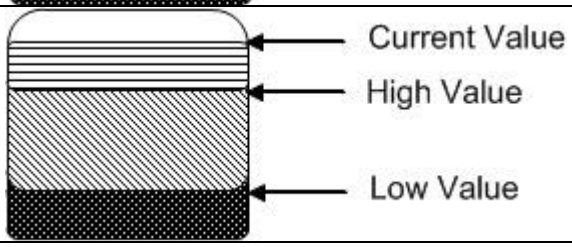
➢ Identify the lower and higher limit ranges of a Pipe with different colors. 	
(1)	
(2)	
(3)	

Table 8-1-3 Pipe (1)/Pipe (2)—Identification of Low/High Limit Ranges by Color

Examples of Pipe (1)

Table 8-1-3 Pipe (1)—Element Examples

Read Memory Address

Pipe (1) Element		Numeric Entry Element	
Read Memory Address	$444	Write Memory Address	$444





Properties

Data Type	Data Format	Minimum Numeric Entry	Maximum Numeric Entry
Word	Unsigned Decimal	0	100

Target Value and Higher/Lower Limit Values as Variable

Numeric Entry Element		Numeric Entry Element		Numeric Entry Element	
Write Memory Address	{Link2}1@D50	Write Memory Address	{Link2}1@D55	Write Memory Address	{Link2}1@D65







Target Numeric Display

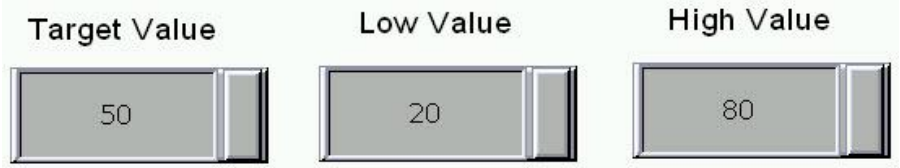
Target Value Color	Target Value
	{Link2}1@D50

Enable Range Numeric Entry

Lower Limit Value Properties		Higher Limit Value Properties	
Lower Limit Range Color	Lower Limit Range Value	Higher Limit Range Color	Higher Limit Range Value
	{Link2}1@D55		{Link2}1@D65

Execution Results

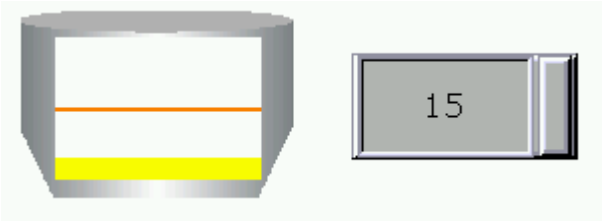
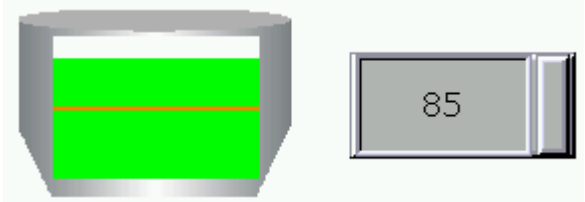
Target Value Low Limit Value High Limit Value



Target Value

- Input “50” as the target value, and select “Orange” as the target value color.



Examples of Pipe (1) Table 8-1-3 Pipe (1)—Element Examples		
	Low Limit Value	➢ Numeric Entry “15”, smaller than the lower limit value of “20”, and select “Yellow” as the lower limit value color. 
	High Limit Value	➢ Numeric Entry “85”, greater than the upper limit value of “80”, and select “Green” as the upper limit value color. 

Double-click the Pipe (1) Element item to call out the following Pipe (1) Element Properties page.

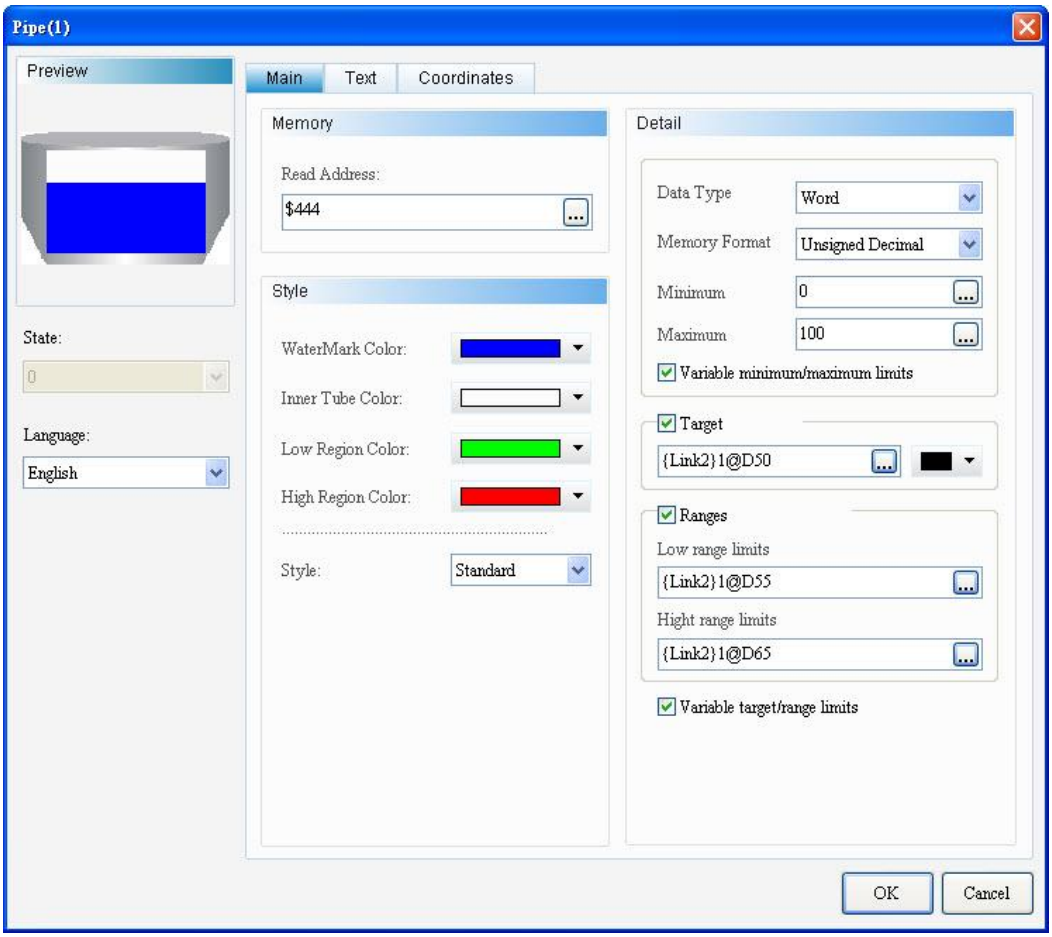


Figure 8-1-1 Pipe (1)—Element Properties

Pipe (1)	
Function Page	**Content Description**
Preview	Supports only multilingual display of data and does not support multi-state display.
General	Sets read memory address and element type. Sets level color, cylinder color, lower limit range color, and higher limit range color. Sets element Data Type, Data Format, minimum Numeric Entry, maximum Numeric Entry and variable minimum and maximum limits. Sets show/hide target value and target value color; enables the range Numeric Entry; and enables target value and higher/lower limit values as variable.
Text	Sets text content to be displayed and text properties, including font type, font size, font color, bold/italic/underline of font, scaling, and text alignment.
Position	Sets the X-Y coordinate, width, and height of button elements.

Table 8-1-4 Pipe (1)—Function Page

◆ General

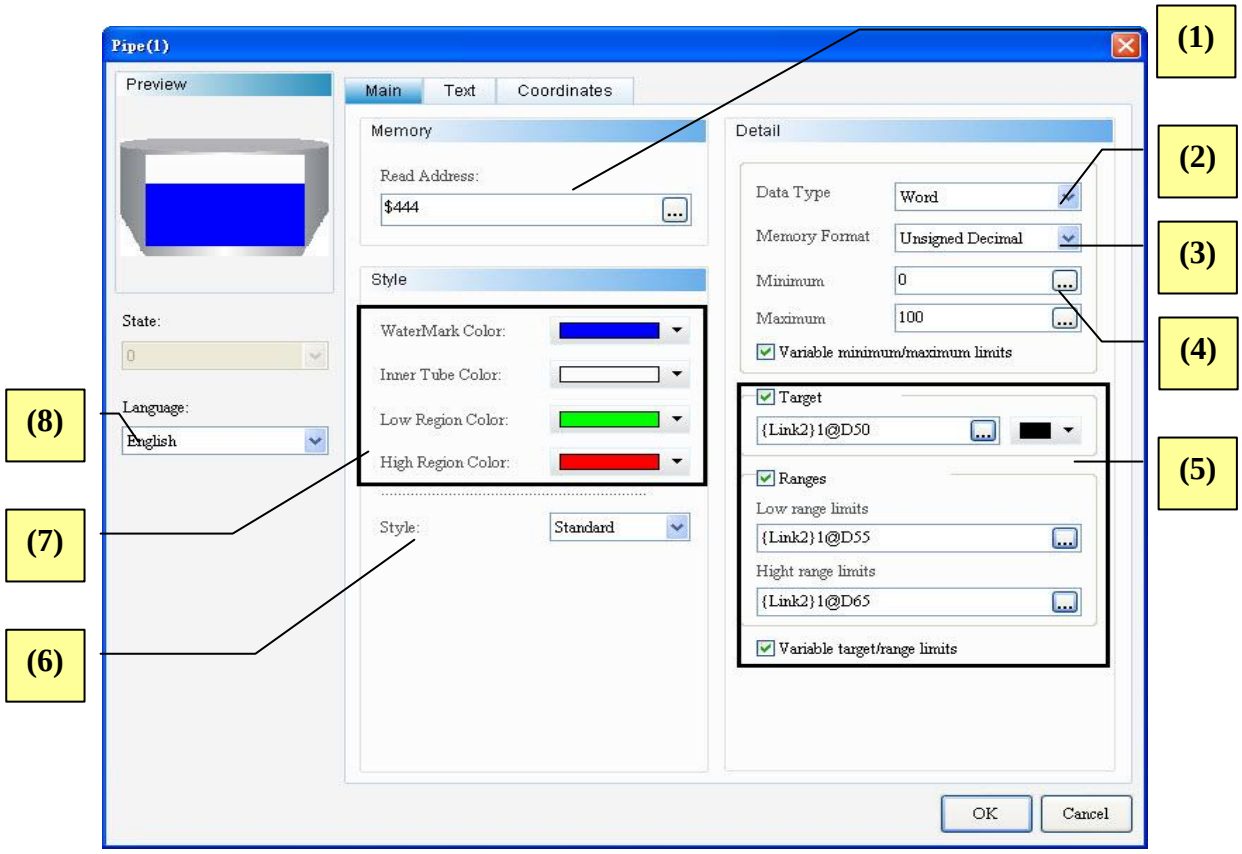
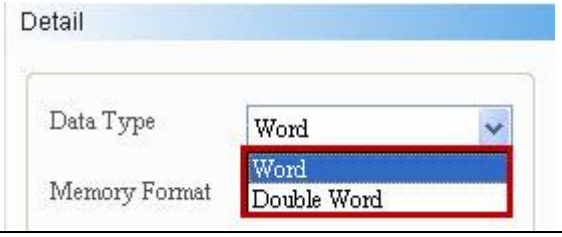
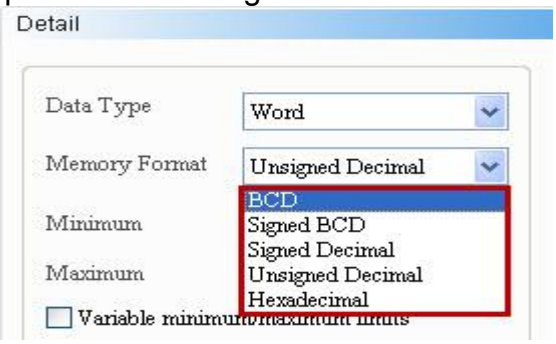
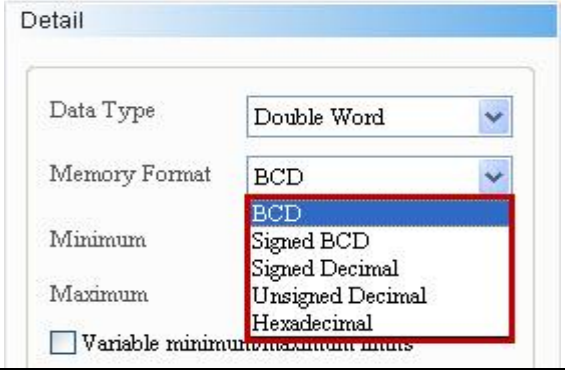
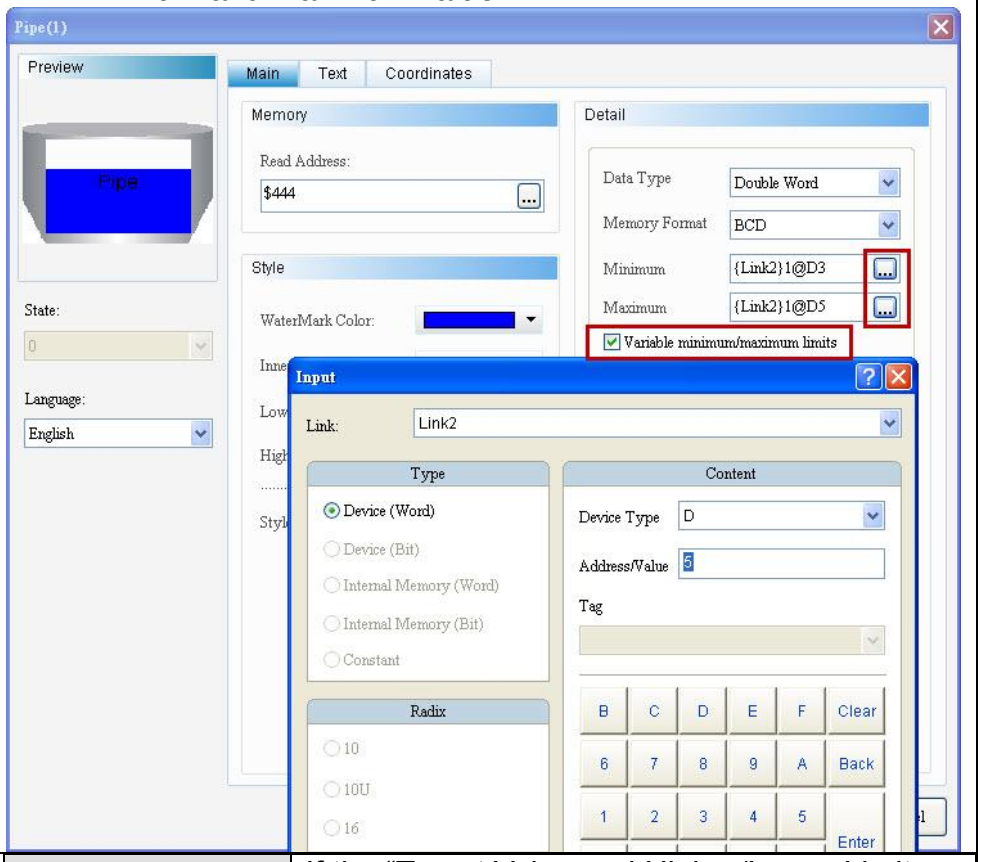
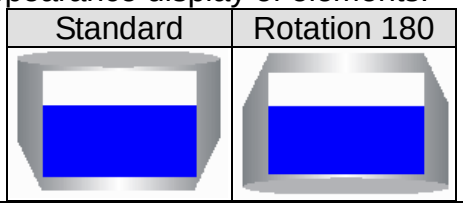
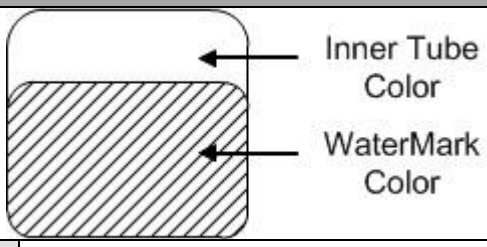


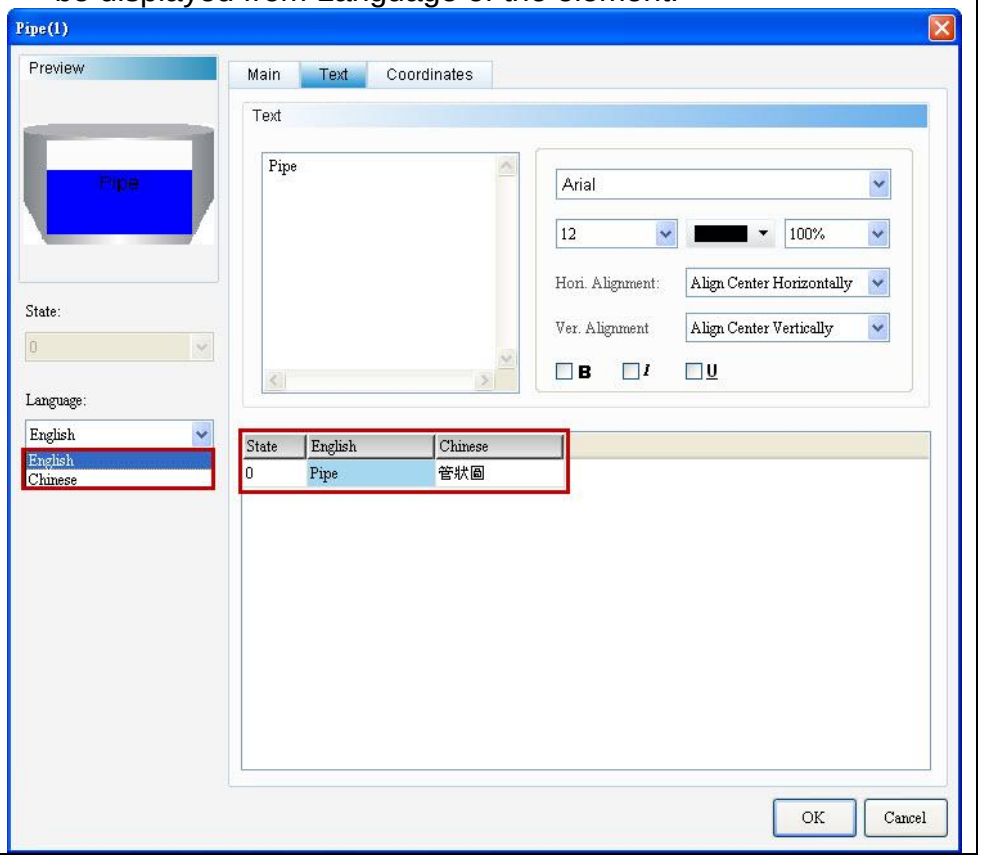
Figure 8-1-2 Pipe (1)—Element General Properties Page

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td>(1)</td><td>Read Memory Address</td><td>➢ Selects the address of internal memory or controller register. The memory type should be Word only.</td></tr>
<tr><td>(2)</td><td>Data Type</td><td>➢ Two options: Word and Double Word.
 
</td></tr>
<tr><td>(3)</td><td>Data Format</td><td>➢ “Word” supports the following Data Formats:
 

➢ “Double Word” supports the following Data Formats:
 
</td></tr>
<tr><td rowspan="2">(4)</td><td rowspan="2">Minimum/ Maximum Numeric Entry</td><td>➢ The valid range of the minimum and maximum Numeric Entry changes according to the Data Type and Data Format selected as shown in the following table:
<table>
<tr><th>Data Type</th><th>Data Format</th><th>Value Valid Range</th></tr>
<tr><td rowspan="5">Word</td><td>BCD</td><td>0~9999</td></tr>
<tr><td>Signed BCD</td><td>-999 ~ 9999</td></tr>
<tr><td>Signed Decimal</td><td>-32768~32767</td></tr>
<tr><td>Unsigned Decimal</td><td>0~65535</td></tr>
<tr><td>Hexadecimal</td><td>0~0xFFFF</td></tr>
<tr><td rowspan="5">Double Word</td><td>BCD</td><td>0~99999999</td></tr>
<tr><td>Signed BCD</td><td>-9999999 ~ 99999999</td></tr>
<tr><td>Signed Decimal</td><td>-2147483648~2147483647</td></tr>
<tr><td>Unsigned Decimal</td><td>0~4294967295</td></tr>
<tr><td>Hexadecimal</td><td>0~0xFFFFFFFF</td></tr>
</table></td></tr>
<tr><td>Variable</td><td>➢ Enable this option then user could custom the minimum and</td></tr>
</table>

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td></td><td>Minimum/Maximum limits</td><td>maximum address and input wanted value to decide the minimum and maximum value.
 
</td></tr>
<tr><td rowspan="3">(5)</td><td rowspan="3">Display Format</td><td>Target Display</td><td>If the “Target Value and Higher/Lower Limit Values as Variable” item is not selected, users can only input a constant to restrict the target display value of the Pipe. Users can also set the display color.</td></tr>
<tr><td>Enable Range Numeric Entry</td><td>“Enable Range Numeric Entry” includes the value of the lower and higher limits. Like the case in Target Display, if the “Target Value and Higher/Lower Limit Values as Variable” item is not selected, users can only input a constant in the lower and higher limits to restrict the value of the lower and higher limits of the Pipe.</td></tr>
<tr><td>Target Value and Higher/Lower Limit Values as Variable</td><td>By selecting this item, users can define the display value of the target value, lower higher limit value, and higher limit value dynamically controlled by memory address.</td></tr>
<tr><td>(6)</td><td>Element Type</td><td>➢ Element types include Standard and Rotation 180. Users can change the appearance display of elements.
 
</td></tr>
</table>

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td>(7)</td><td>Style</td><td>


<table>
<tr><td>Level Color</td><td>Users can define the color of the water level.</td></tr>
<tr><td>Cylinder Color</td><td>Users can define the color of the cylinder’s outer frame.</td></tr>
<tr><td>Lower Limit Range Color</td><td>Users can define the color of the lower limit range. See Table 8-1-3 for more.</td></tr>
<tr><td>Higher Limit Range Color</td><td>Users can define the color of the higher limit range. See Table 8-1-3 for more.</td></tr>
</table>
</td></tr>
<tr><td>(8)</td><td>Language</td><td>
➢ When text data are defined, users can edit the text properties to be displayed from Language of the element.


</td></tr>
</table>

◆ Text

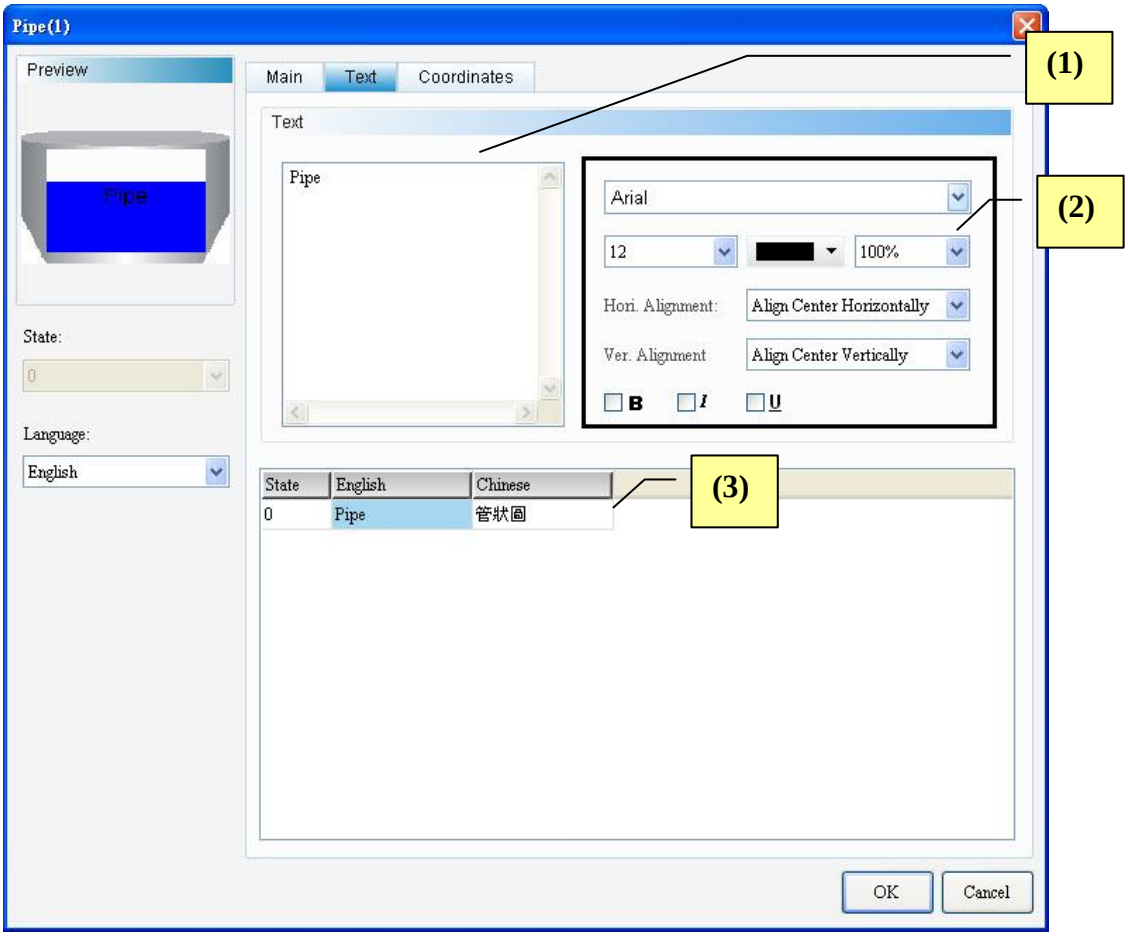
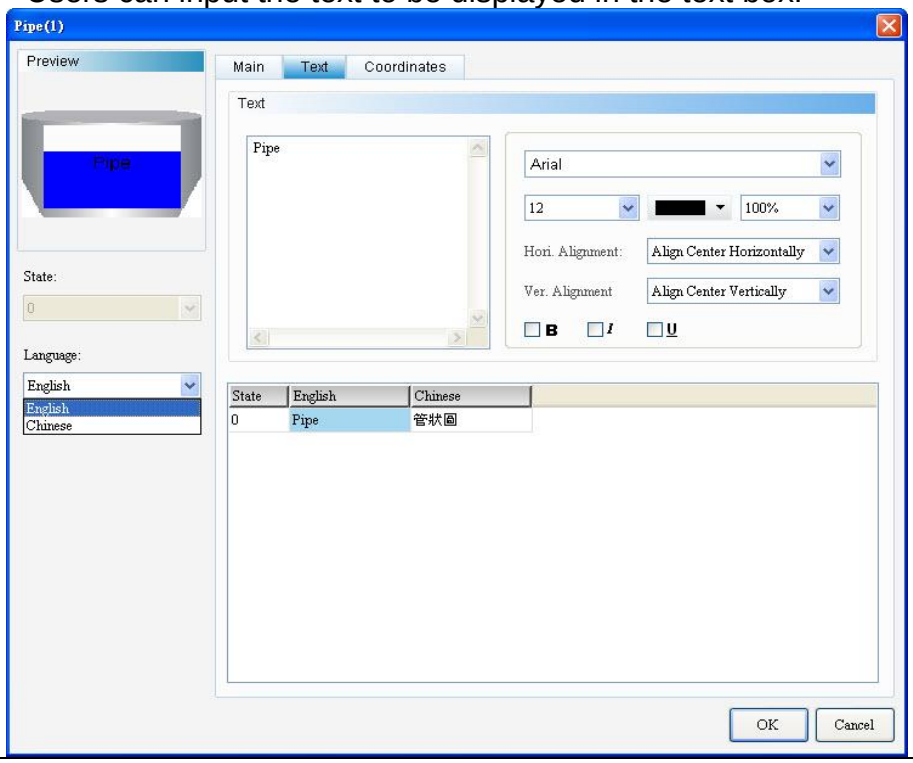


Figure 8-1-3 Pipe (1)—Element Text Properties Page

No.	Property	Functions
(1)	Text	➢ Users can input the text to be displayed in the text box. 

No.	Property	Functions
(2)	**Text Properties**	➢ Sets text properties, including font type, font size, font color, scaling, text alignment, and bold/italic/underline of font. Please refer to the above figure for details about the results of the text properties.
(3)	**Edit Multilingual Text Data**	➢ Allows users to add multilingual text data. As shown in the Text Properties Figure, users can input English text in the English field.

◆ Position

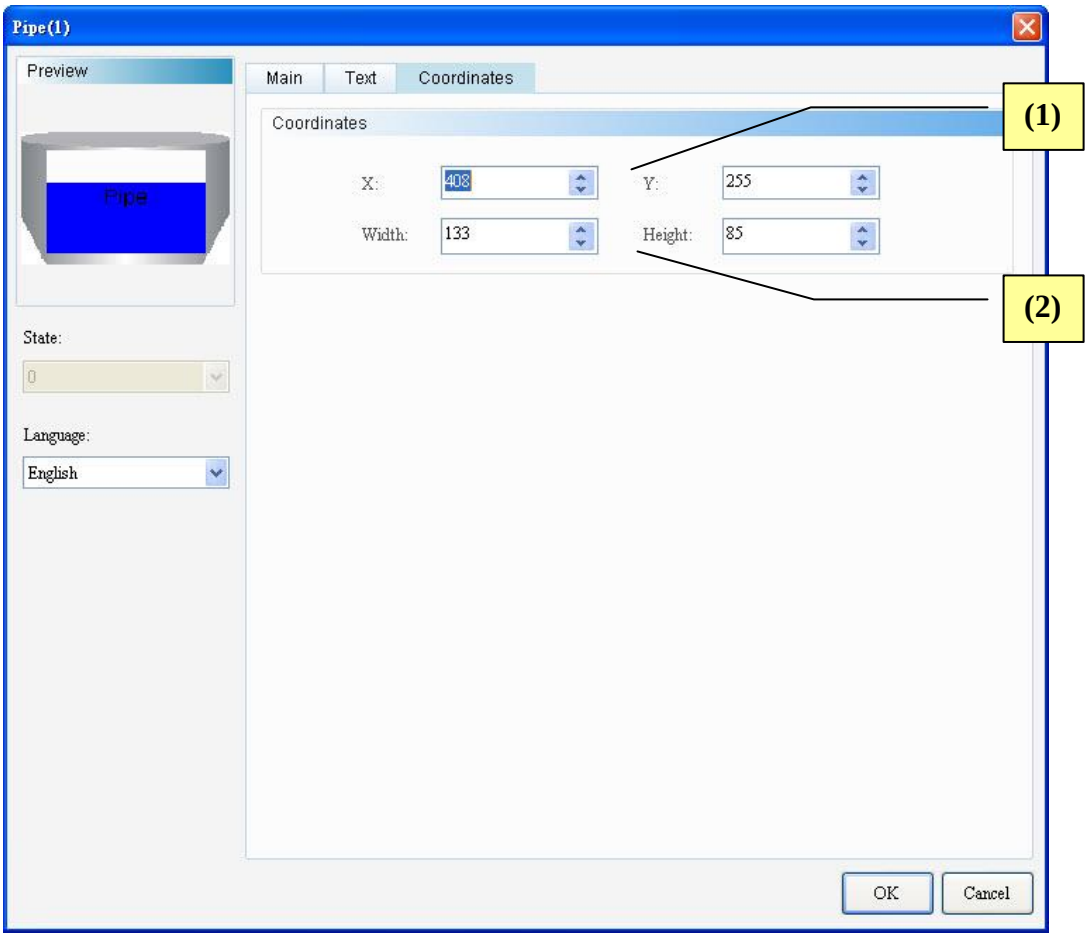


Figure 8-1-4 Pipe (1)—Element Position Properties Page

No.	Property	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

8-2 Pipe (3) / Pipe (4) / Pipe (5)

	Pipe (3)
	Pipe (4)
	Pipe (5)

Pipe (3) / Pipe (4) / Pipe (5) are for connecting with Pipe (1) / Pipe (2) / Pipe (6) / Pipe (7). Therefore, these three Pipes do not have parameters including write/read memory addresses and values. Users can only define their pipe diameter and turning angle.

Pipe (3) / Pipe (4) / Pipe (5)	
Function page	**Content Description**
Preview	These three Pipes are for connecting with other Pipes and do not support multi-state or multilingual data editing.
General	Sets pipe diameter and element type.
Position	Sets the X-Y coordinate of button elements.

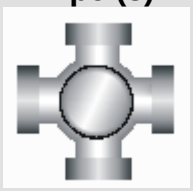
Table 8-2-1 Pipe (3) /Pipe (4) /Pipe (5)—Function Page

◆ General

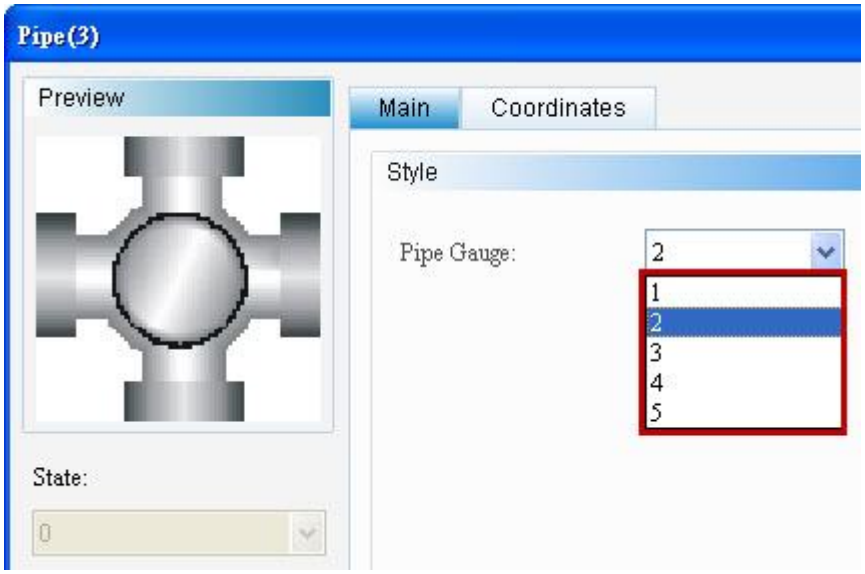
Pipe (3) / Pipe (4) / Pipe (5) General Properties Page

Table 8-2-2 Pipe (3) / Pipe (4) / Pipe (5)—Display Style

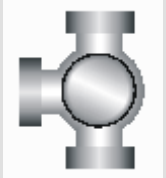
Pipe (3)



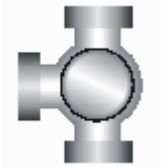
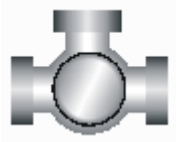
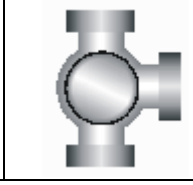
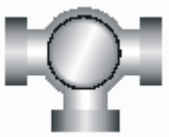
- Pipe diameter ranges from 1~5.

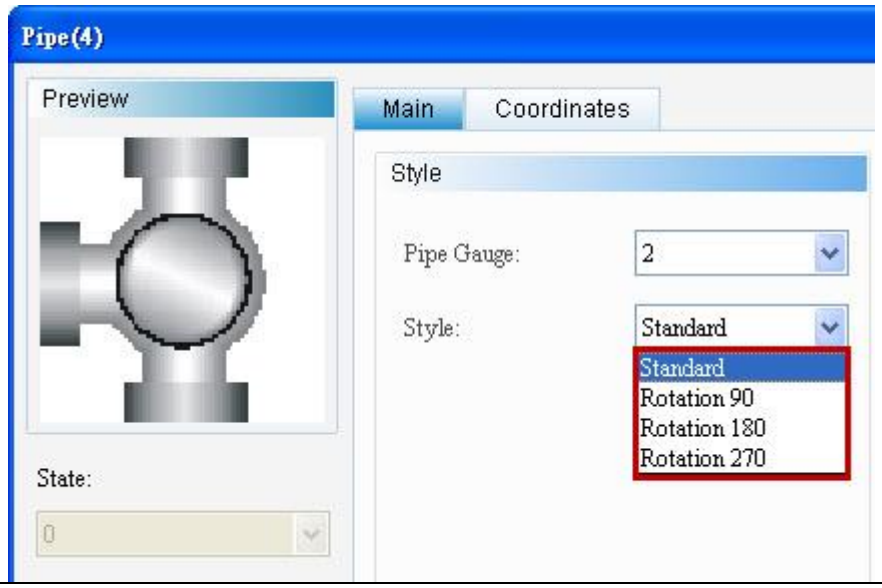


Pipe (4)



- Pipe diameter ranges from 1~5.
- Element types include Standard, Rotation 90, Rotation 180, and Rotation 270. Users can change the appearance display of elements.

Standard	Rotation 90	Rotation 180	Rotation 270
			

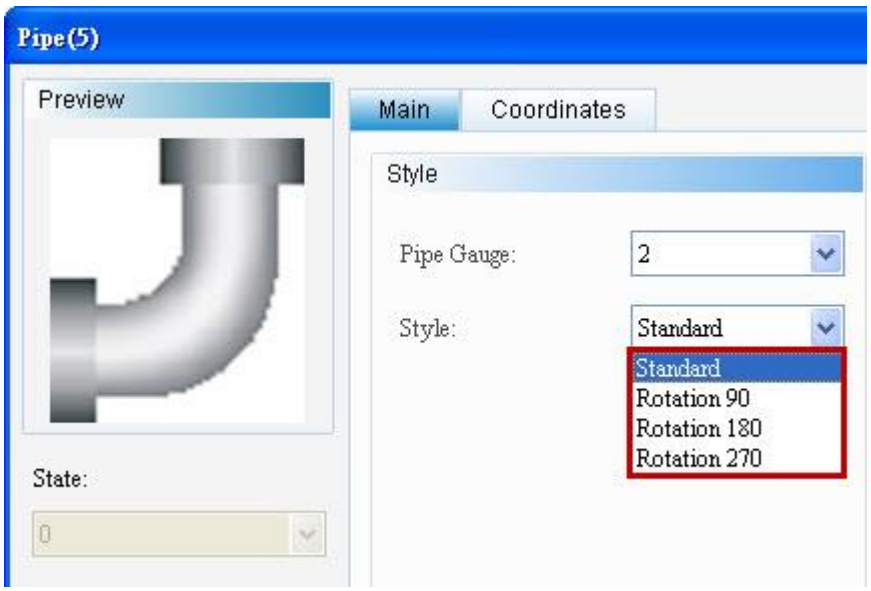


Pipe (5)



- Pipe diameter ranges from 1~5.
- Element types include Standard, Rotation 90, Rotation 180, and Rotation 270. Users can change the appearance display of elements.

Standard	Rotation 90	Rotation 180	Rotation 270
			



◆ Position

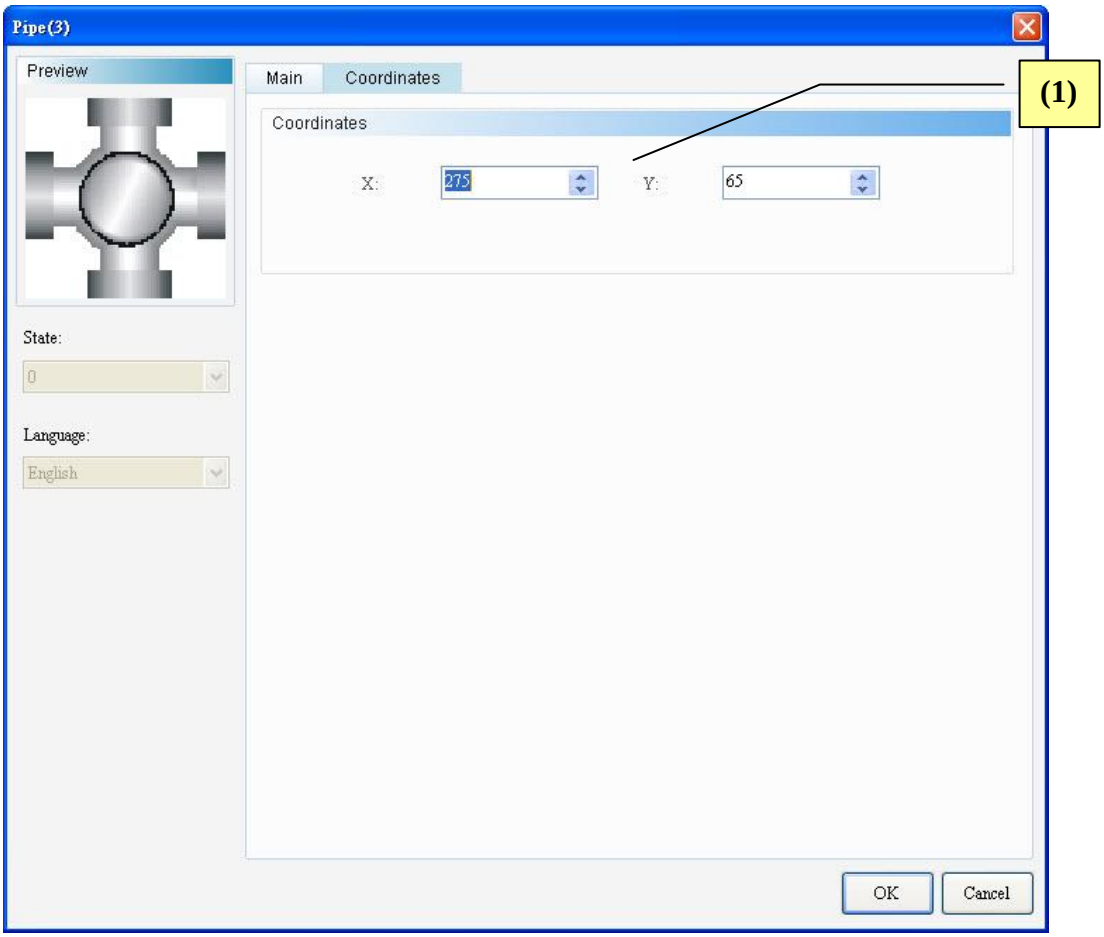


Figure 8-2-1 Pipe (3) /Pipe (4) /Pipe (5)—Element Position Properties Page

No.	Property	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.

8-3 Pipe (6) / Pipe (7)

	Pipe (6)
	Pipe (7)

Pipe (6) and Pipe (7) are Pipe icons and can show water flow. Users can define the flow direction and color of these Pipes. Therefore, their read memory addresses can be defined.

Pipe (6) / Pipe (7)	
Function page	**Content Description**
Preview	Pipe (6) and Pipe (7) are for controlling water flow direction and do not support multi-state or multilingual data editing.
General	Sets read memory address, pipe diameter, and flow cursor color.
Position	Sets the X-Y coordinate of button elements.

Table 8-3-1 Pipe (6) / Pipe (7)—Function Page

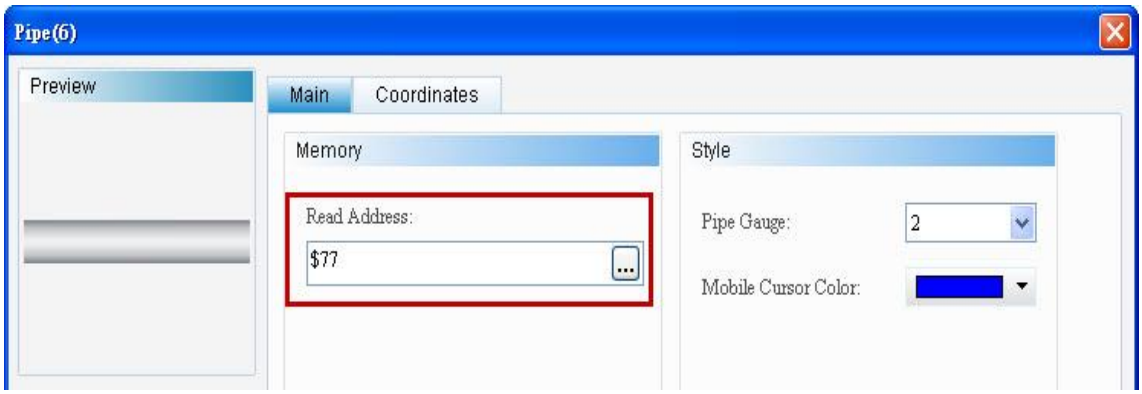
◆ General

Pipe(6) / Pipe(7) General Properties Page

Table 8-3-2 Pipe (6) / Pipe (7)—Display Style

Pipe (6)
Pipe(7)

➢ Sets read memory address for defining water flow effect and direction.



Pipe (6)		
Flow Direction	Right → Left	Read Memory Address = 1
	Left → Right	Read Memory Address = 2

Pipe(7)		
Flow Direction	Top → Down	Read Memory Address = 2
	Bottom → Up	Read Memory Address = 1

➢ Pipe diameter ranges from 1~5.
➢ Users can define the cursor color of water flow to be displayed.

- Position

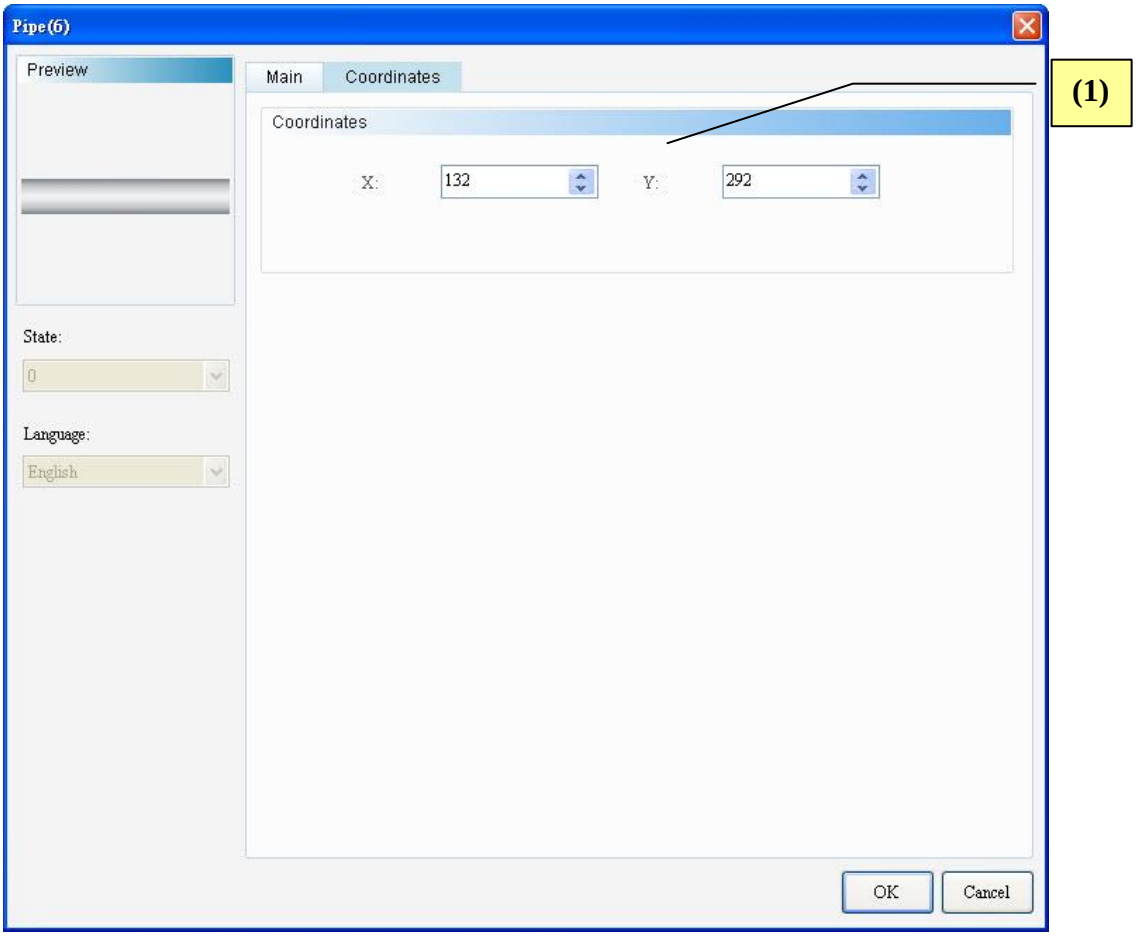


Figure 8-3-1 Pipe(6) / Pipe(7)—Element Position Properties Page

No.	Property	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.

Chapter 09 Pie

This chapter mainly describes the pie elements provided in the DOPSoft and how they are operated and configured.

- Pie Element Classification

Pie 		Pie (1)
		Pie (2)
		Pie (3)
		Pie (4)

Table 9-1-1 Pie Element Classification

- Pie Element Shared Properties

Pie Element	Read Address	Write Address	Target Value	Enable Range Numeric Entry	Target Value and Higher/ Lower Limits as Variable	Target Display	Style (Frame Color/ Low Limit Range Color/ High Limit Range Color/ Style/ Foreground Color/ Background Color)	Settings (Data Type/ Data Format/ Minimum Numeric Entry/ Maximum Numeric Entry)
Pie (1)	◎		◎	◎	◎	◎	◎	◎
Pie (2)	◎		◎	◎	◎	◎	◎	◎
Pie (3)	◎		◎	◎	◎	◎	◎	◎
Pie (4)	◎		◎	◎	◎	◎	◎	◎

Table 9-1-2 Pie—Element Shared Properties

9-1 Pie (1) / Pie (2) / Pie (3) / Pie (4)

	Pie (1)
	Pie (2)
	Pie (3)
	Pie (4)

Shape is the only difference among Pie (1), Pie (2), Pie (3) and Pie (4), and all other functions are the same. The following introduces the elements of Pie (1). The value of the register corresponding to the read memory of the pie will be displayed on the pie according to the target value, lower limit value and higher limit value defined by users. The elements of Pie (1) are the same as that of the meter. Users can define the memory address of the target value, higher limit value, and lower limit value of the pie, in order to enhance the flexibility of pie functions and meet user demands. Users can also define different colors for the lower limit, higher limit and target values, in order to clearly identity these values in the pie as shown in Table 9-1-3 below.

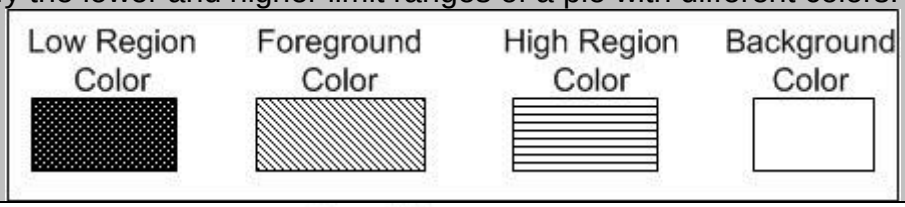
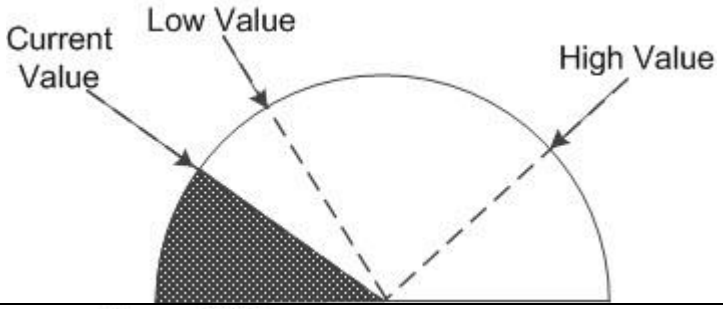
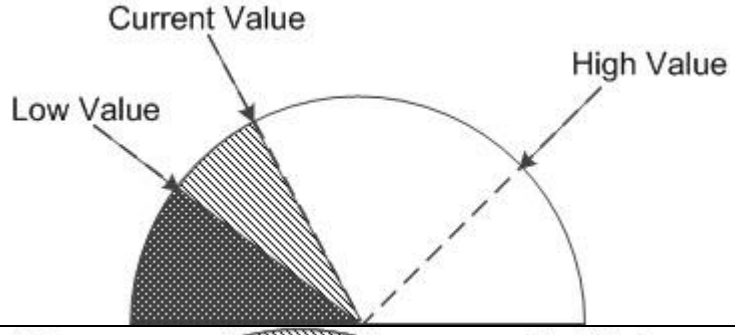
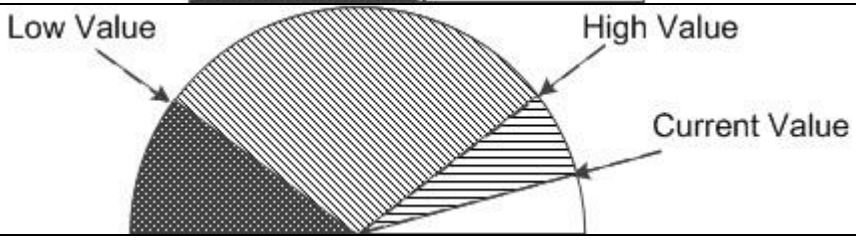
➢ Identify the lower and higher limit ranges of a pie with different colors. 	
(1)	
(2)	
(3)	

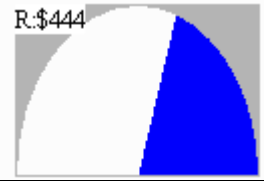
Table 9-1-3 Pie (1) —Identification of Low/High Limit Ranges by Color

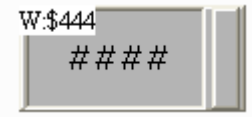
Examples of Pie (1)

Table 9-1-4 Pie (1)—Element Examples

Read Memory Address

Pie (1) Element		Numeric Entry Element	
Read Memory Address	$444	Write Memory Address	$444





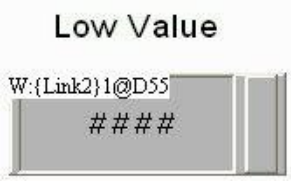
Properties

Data Type	Data Format	Minimum Value Entry	Maximum Value Entry
Word	Unsigned Decimal	0	100

Target Value and Higher/Lower Limit Values as Variable

Numeric Entry Element		Numeric Entry Element		Numeric Entry Element	
Write Memory Address	{Link2} 1@D50	Write Memory Address	{Link2} 1@D55	Write Memory Address	{Link2} 1@D65







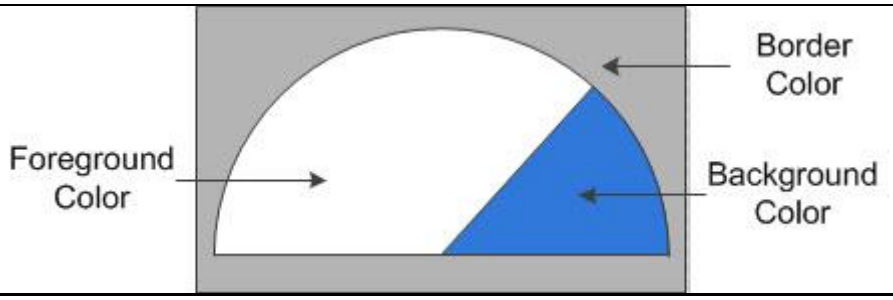
Target Display

Target Value Color	Target Value
	{Link2}1@D50

Enable Range Numeric Entry

Lower Limit Value Properties		Higher Limit Value Properties	
Lower Limit Range Color	Lower Limit Range Value	Higher Limit Range Color	Higher Limit Range Value
	{Link2}1@D55		{Link2}1@D65

Legend of Pie (1) Elements

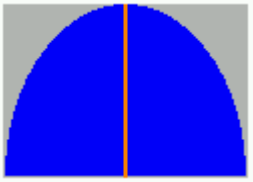
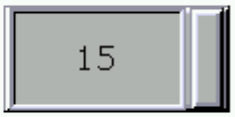
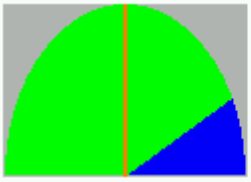
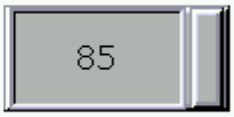


Execution Results



Examples of Pie (1)

Table 9-1-4 Pie (1)—Element Examples

Target Value	➢ Input “50” as the target value, and select ➢ “Orange” as the target value color. 
Lower Limit Value	➢ Numeric Entry “15”, smaller than the lower limit value of “20”, and select “Yellow” as the lower limit value color.  
Higher Limit Value	➢ Numeric Entry “85”, greater than the upper limit value of “80”, and select “Green” as the upper limit value color.  

Double-click the Pie (1) Element item to call out the following Pie (1) Element Properties page.

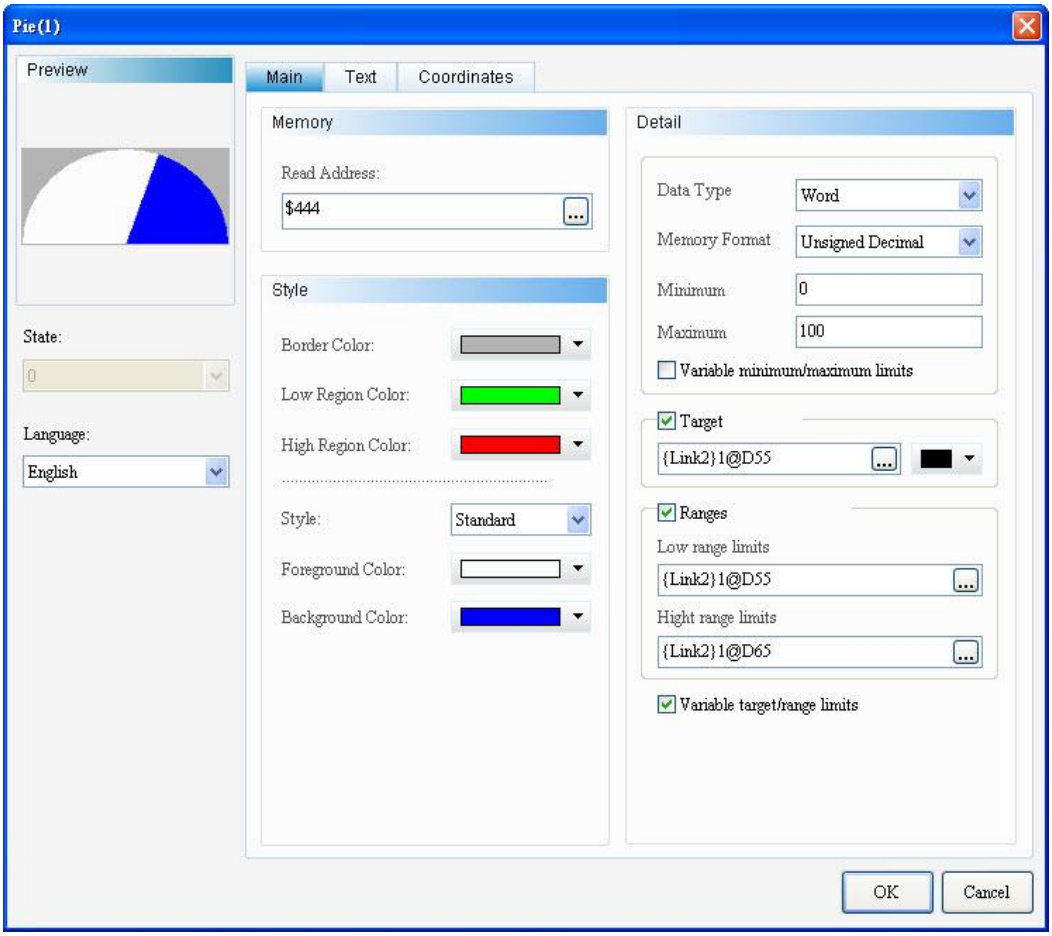


Figure 9-1-1 Pie (1)—Element Properties

Pie (1)	
Function Page	**Content Description**
Preview	Supports only multilingual display of data and does not support multi-state display.
General	Sets read memory address, Style, foreground color, and background color. Sets border color, lower limit range color, and higher limit range color. Sets element Data Type, Data Format, Minimum Value Entry, Maximum Value Entry and variable minimum and maximum limits. Sets show/hide target value and target value color; enables range Numeric Entry; and enables target value and higher/lower limit values as variable.
Text	Sets text content to be displayed and text properties, including font type, font size, font color, bold/italic/underline of font, scaling, and text alignment.
Position	Sets the X-Y coordinate, width, and height of button elements.

Table 9-1-5 Pie (1)—Function Page

◆ General

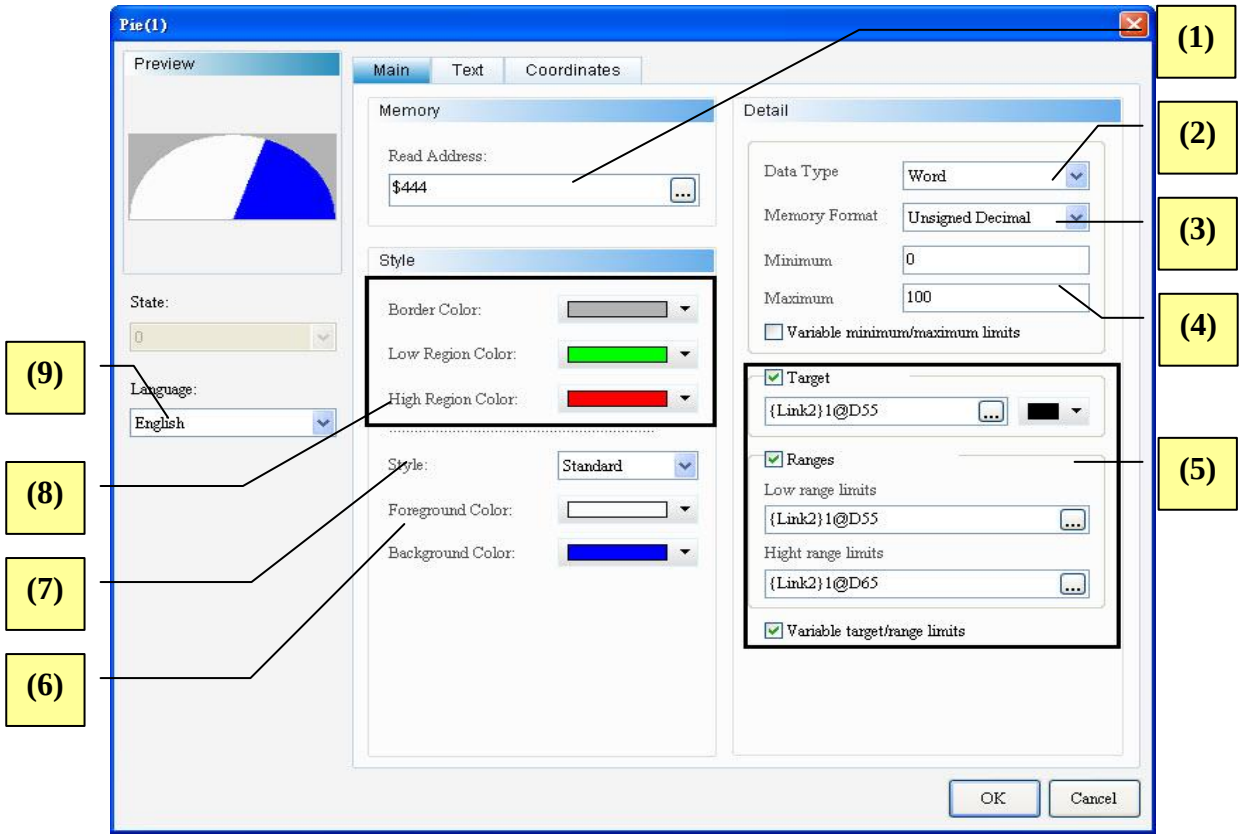
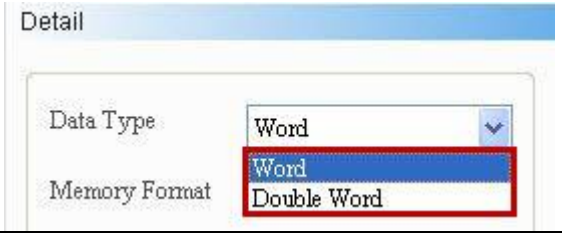
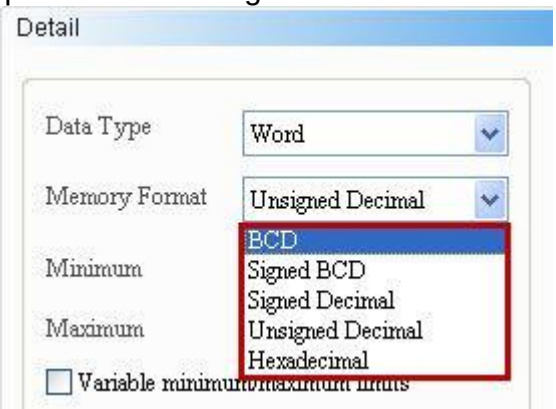
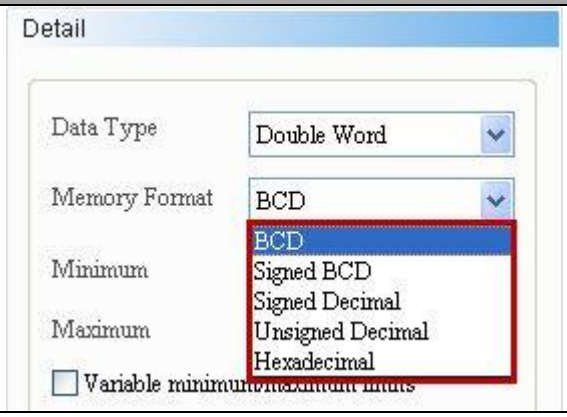
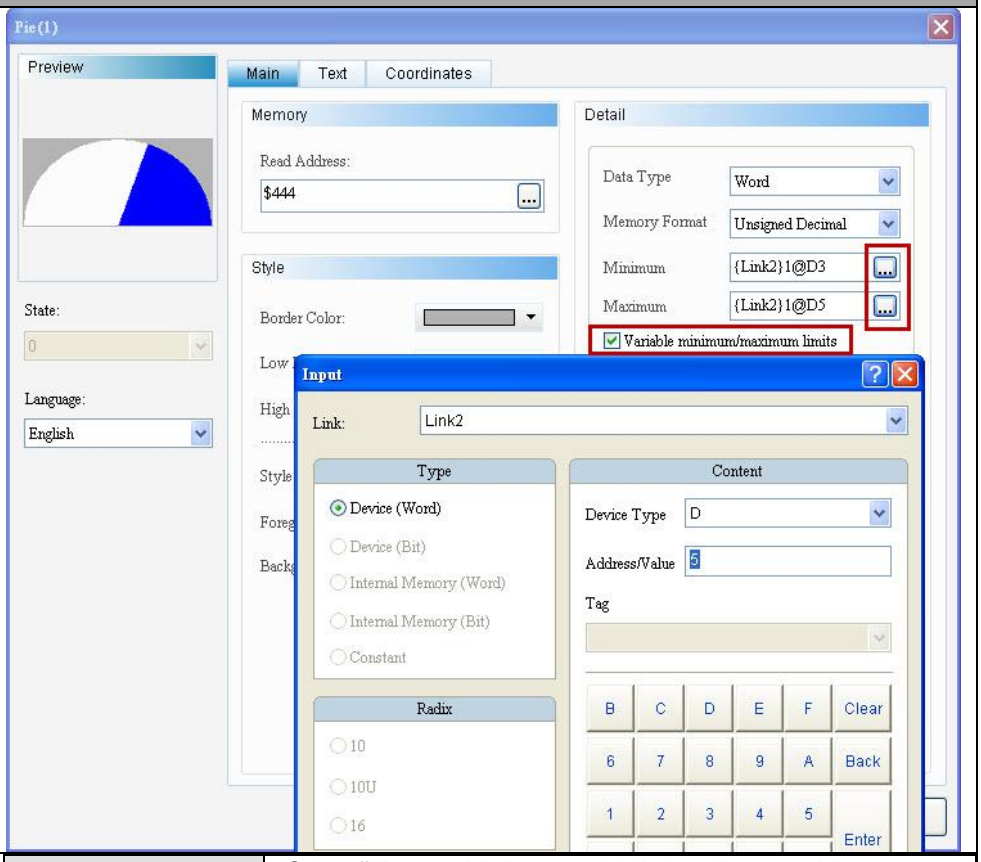
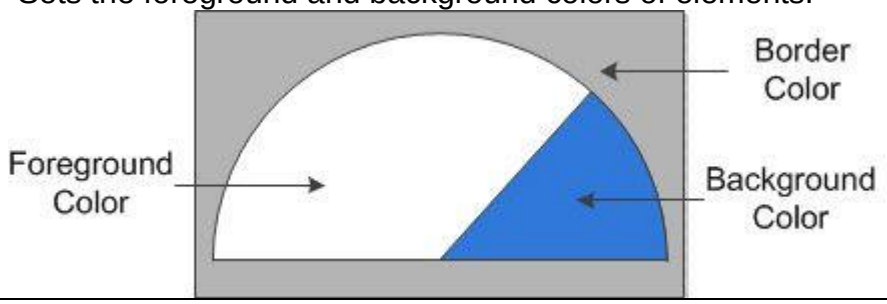
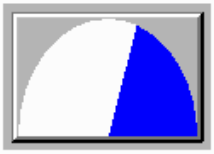
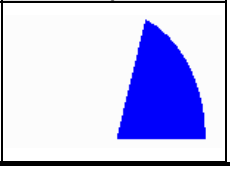
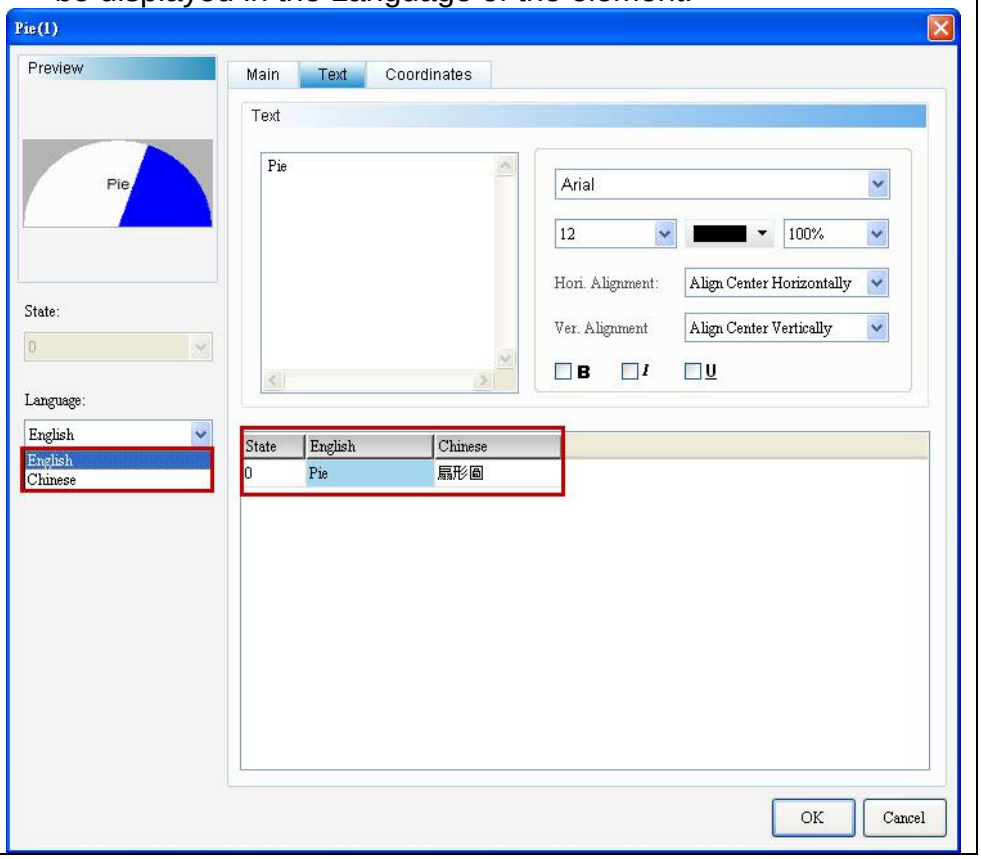


Figure 9-1-2 Pie (1)—Element General Properties Page

No.	Property	Function
(1)	**Read Memory Address**	➢ Selects the address of internal memory or controller register. The memory type should be Word only.
(2)	**Data Type**	➢ Two options: Word and Double Word. 
(3)	**Data Format**	➢ "Word" supports the following Data Formats:  ➢ "Double Word" supports the following Data Formats:

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td></td><td></td><td> 
</td></tr>
<tr><td rowspan="2">(4)</td><td>Minimum/ Maximum Value Entry</td><td>➢ The valid range of the Minimum and Maximum Value Entry changes according to the Data Type and Data Format selected as shown in the following table:
<table>
<tr><th>Data Type</th><th>Data Format</th><th>Value Valid Range</th></tr>
<tr><td rowspan="4">Word</td><td>BCD</td><td>0~9999</td></tr>
<tr><td>Signed BCD</td><td>-999 ~ 9999</td></tr>
<tr><td>Signed Decimal</td><td>-32768~32767</td></tr>
<tr><td>Unsigned Decimal</td><td>0~65535</td></tr>
<tr><td rowspan="4">Double Word</td><td>Hexadecimal</td><td>0~0xFFFF</td></tr>
<tr><td>BCD</td><td>0~99999999</td></tr>
<tr><td>Signed BCD</td><td>-9999999 ~ 99999999</td></tr>
<tr><td>Signed Decimal</td><td>-2147483648~2147483647</td></tr>
<tr><td>Unsigned Decimal</td><td>0~4294967295</td></tr>
<tr><td>Hexadecimal</td><td>0~0xFFFFFFFF</td></tr>
</table></td></tr>
<tr><td>Variable Minimum/Maximum limits</td><td>➢ Enable this option then user could custom the minimum and maximum address and input wanted value to decide the minimum and maximum value.</td></tr>
</table>

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td></td><td></td><td> 
</td></tr>
<tr><td rowspan="3">(5)</td><td rowspan="3">Display Format</td><td>Target Display</td><td>If the “Target Value and Higher/Lower Limit Values as Variable” item is not selected, users can only input a constant to restrict the target display value of the pie. Users can also set the display color.</td></tr>
<tr><td>Enable Range Numeric Entry</td><td>“Enable Range Numeric Entry” includes the value of the lower and higher limits. Like the case in Target Display, if the “Target Value and Higher/Lower Limit Values as Variable” item is not selected, users can only input a constant in the lower and higher limits to restrict the value of the lower and higher limits of the pie.</td></tr>
<tr><td>Target Value and Higher/Lower Limit Values as Variable</td><td>By selecting this item, users can define the display value of the target value, lower higher limit value, and higher limit value dynamically controlled by memory address.</td></tr>
<tr><td>(6)</td><td>Element Foreground Color and Element Background Color</td><td>➢ Sets the foreground and background colors of elements. 
</td></tr>
</table>

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td>(7)</td><td>Style</td><td>➢ Element Styles include Standard, Raised, Sunken, and Transparent. Users can change the appearance display of elements.
<table>
<tr><th>Standard</th><th>Raised</th><th>Sunken</th><th>Transparent</th></tr>
<tr><td>  </td><td>  </td><td>  </td><td>  </td></tr>
</table></td></tr>
<tr><td>(8)</td><td>Style</td><td>
<table>
<tr><td>Border Color</td><td>Users can define the frame color. Please refer to the foreground and background colors for more.</td></tr>
<tr><td>Lower Limit Range Color</td><td>Users can define the color of the lower limit range. See Table 9-1-3 for more.</td></tr>
<tr><td>Higher Limit Range Color</td><td>Users can define the color of the higher limit range. See Table 9-1-3 for more.</td></tr>
</table>
</td></tr>
<tr><td>(9)</td><td>Language</td><td>➢ When text data are defined, users can edit the text properties to be displayed in the Language of the element.


</td></tr>
</table>

◆ Text

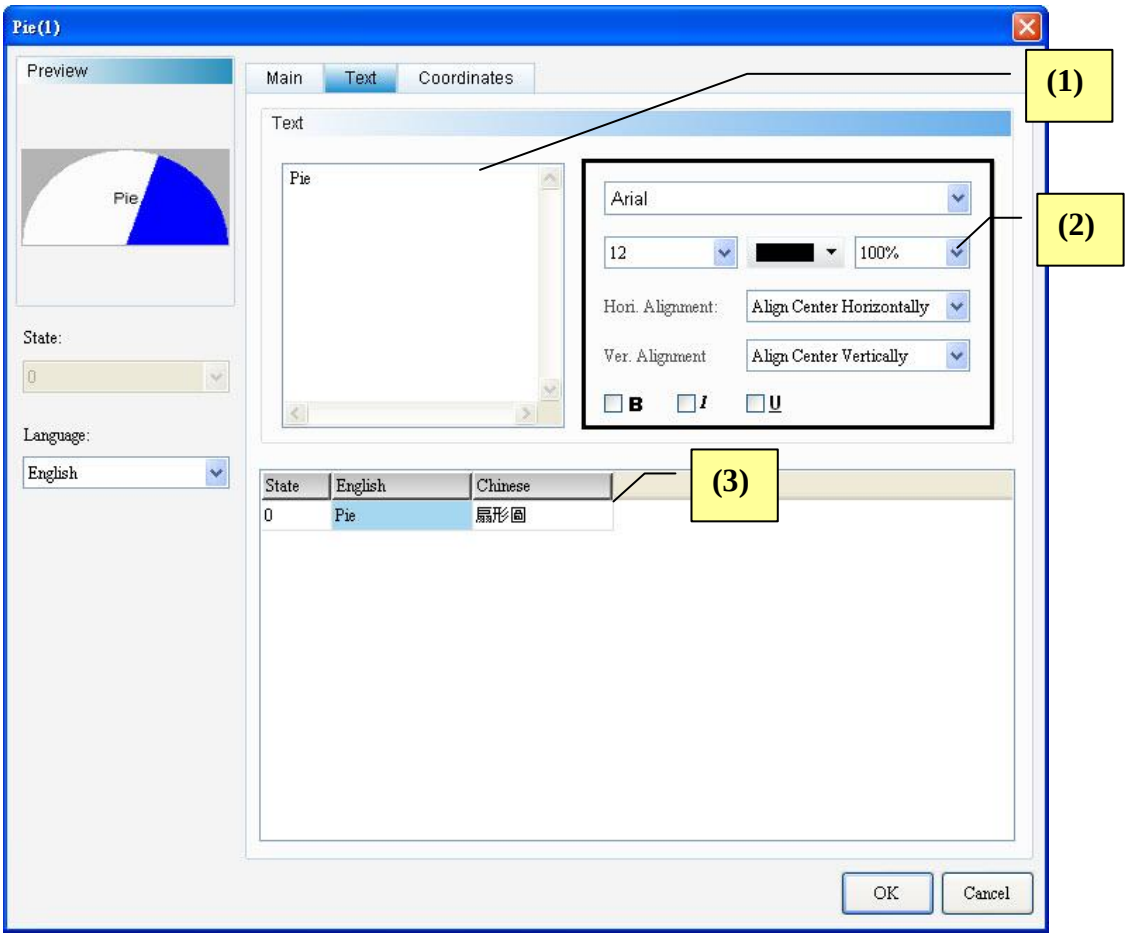
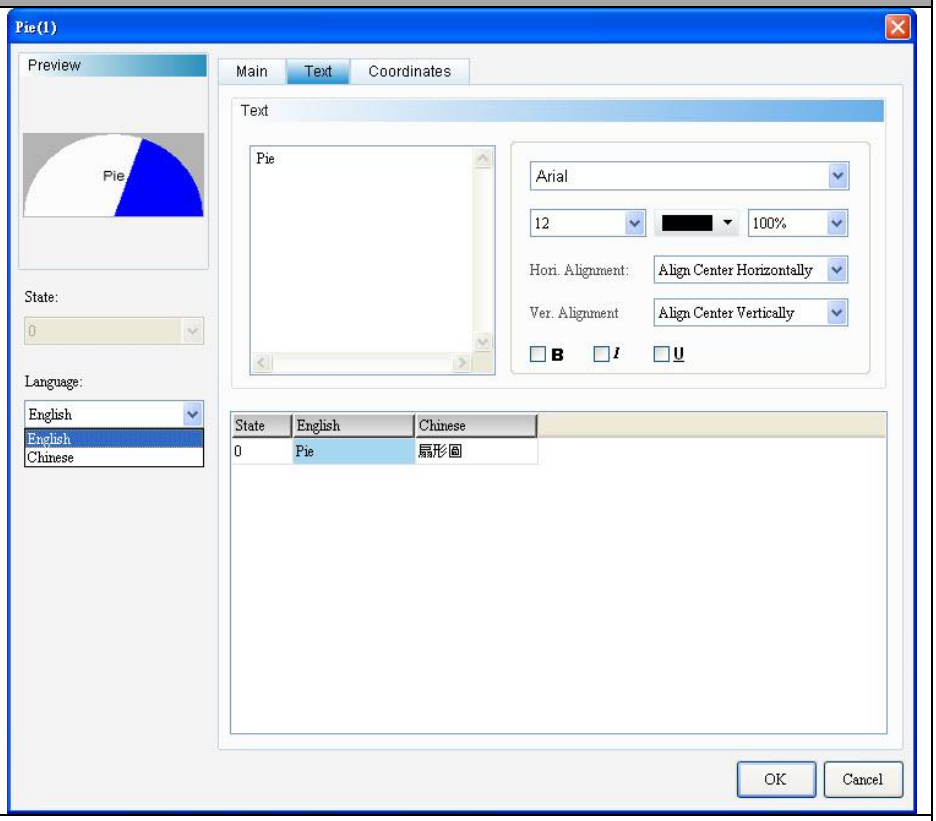


Figure 9-1-3 Pie (1)—Element Text Properties Page

No.	Property	Function
(1)	**Text**	➢ Users can input the text to be displayed in the text box.

No.	Property	Function
		
(2)	**Text Properties**	➢ Sets text properties, including font type, font size, font color, scaling, text alignment, and bold/italic/underline of font. Please refer to the above figure for details about the results of text properties.
(3)	**Edit Multi-Language Text Data**	➢ Allows users to add Multi-Language text data. As shown in the Text Properties Figure, users can input English text in the English field.

◆ Position

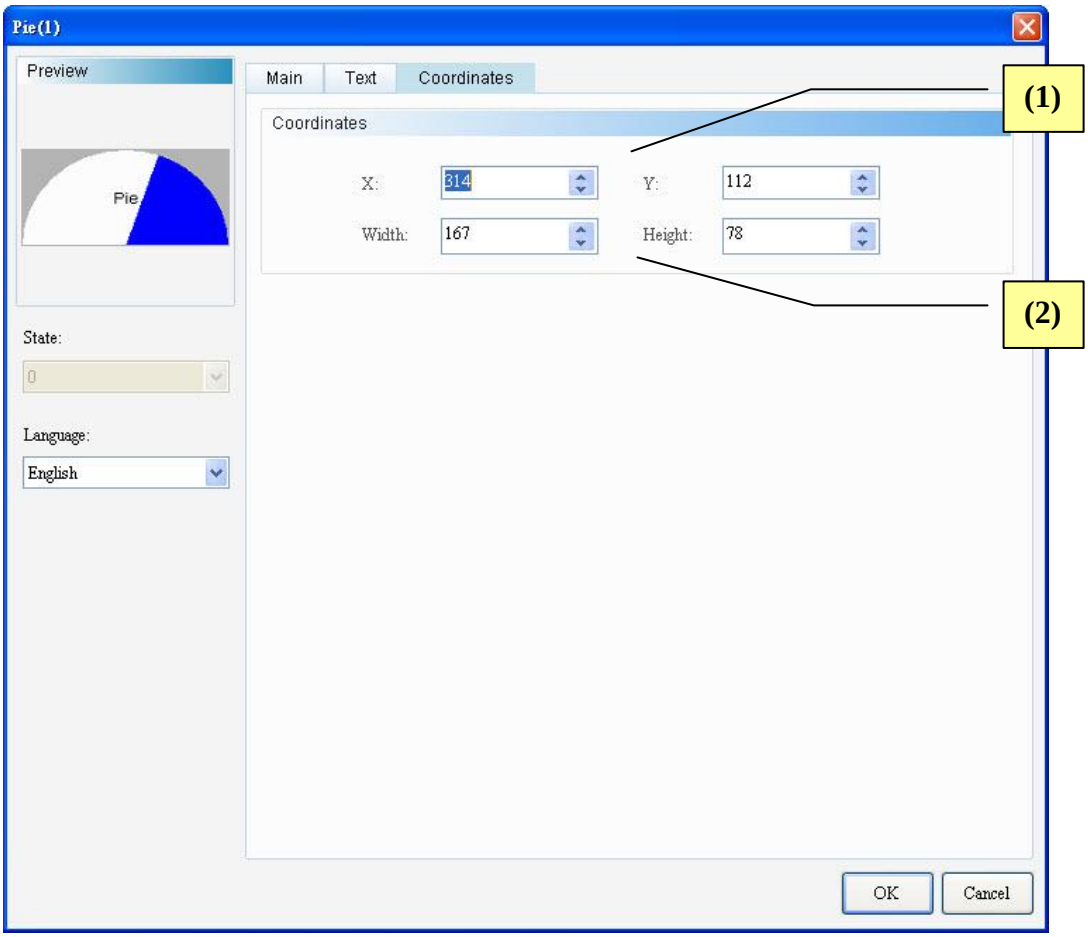


Figure 9-1-4 Pie (1)—Element Position Properties Page

No.	Property	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

Chapter 10 Indicators

This chapter mainly describes the indicator elements provided in the DOPSoft and how they are operated and configured.

- Indicator Element Classification:

Indicators 		Multistate Indicator
		Value Range Indicator
		Simple Indicator

Table 10-1-1 Indicator Element Classification

- Indicator Element Shared Properties

Indicator Element	Read Address	Write Address	Invisible Address	XOR Color	Range (Constant and Variable)	Redraw	Style (Element Type/ Foreground Color/Blink)	Settings (Data Type/ Data Format/ State Counts)
Multistate Indicator.	◎		◎				◎	◎
Value Range Indicator	◎				◎		◎	◎
Simple Indicator	◎			◎		◎		

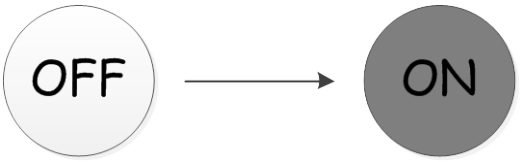
Table 10-1-2 Indicator Element Shared Properties

10-1 Multistate Indicators

	Multistate Indicator

The function of a Multistate Indicator is to indicate the state of a particular memory address. Whether the Data Type is Bit, LSB, or Word, the indicator will remind users of the state changes of its corresponding memory address when it is read. Therefore, when users wish to display an important state or important message with an indicator, they can configure the indicator to alert the state value changes and even more messages with such changes. This way, users can finish the corresponding task the first time.

Indicator display can be ON or OFF:



Pictures or colors can also be used to indicate a state change.



Please refer to Table 10-1-3 below for the example of Multistate Indicators.

Example of Multistate Indicators

Table 10-1-3 Example of Multistate Indicators

Read Memory Address

Multistate Indicator Element		Value Input Element	
Read Memory Address	$555	Write Memory Address	$555





Properties

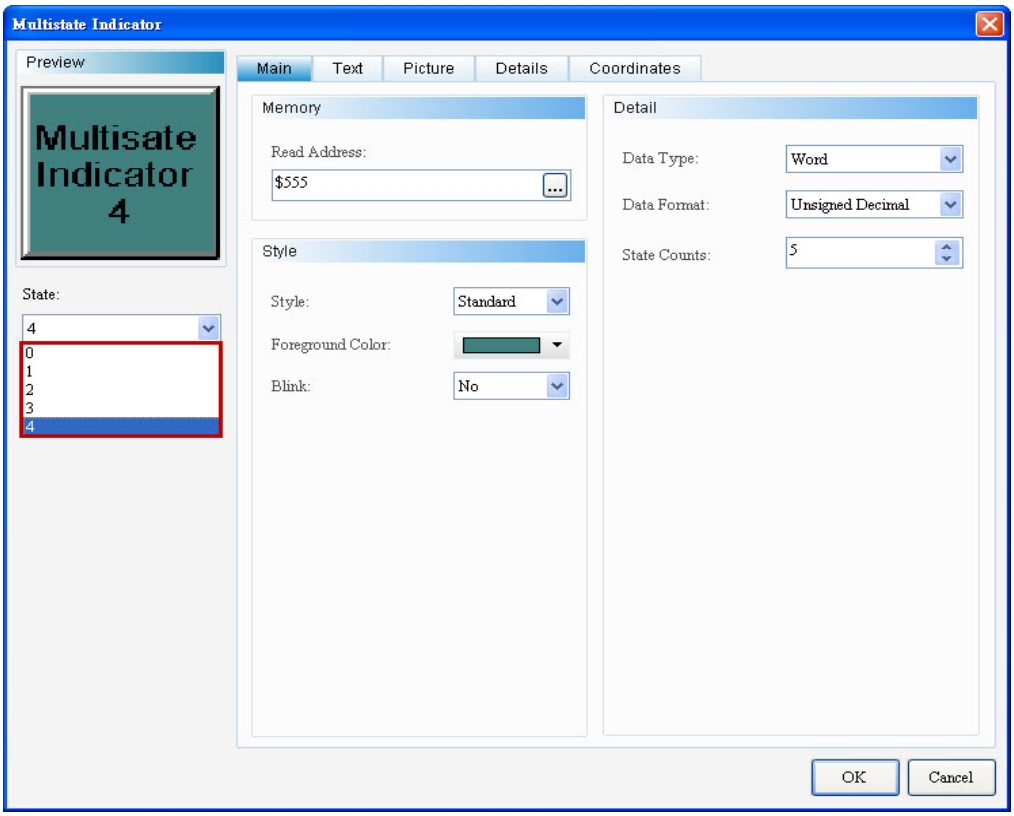
Data Type	Data Format	State Counts
Word	Unsigned Decimal	5

Element Foreground Color

State 0	State 1	State 2	State 3	State 4
Multisate Indicator 0	Multisate Indicator 1	Multisate Indicator 2	Multisate Indicator 3	Multisate Indicator 4

Multistate Indicator Legend

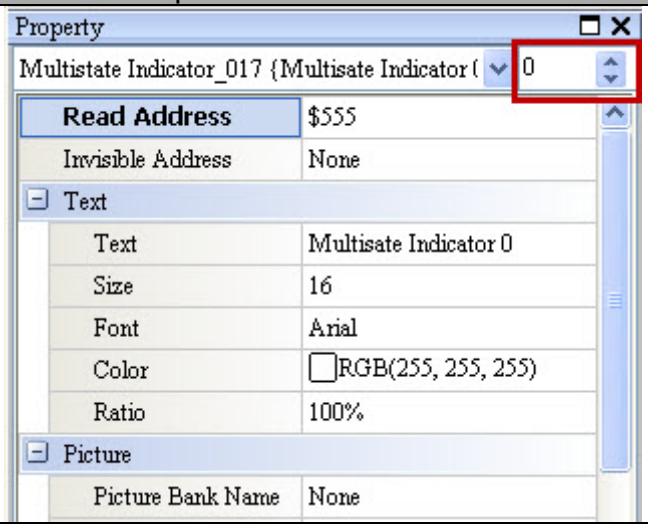
- Double-click the element to view the picture of individual states. In this example, there are five states, with value ranging from 0 to 4 as shown inside the red frame below.



- Users can switch state from the box on the upper right corner in the Properties window of the element.

Example of Multistate Indicators

Table 10-1-3 Example of Multistate Indicators



Execution Results

- After downloading the element, the initial value of a Multistate Indicator is “0”. Next, run the value input element.



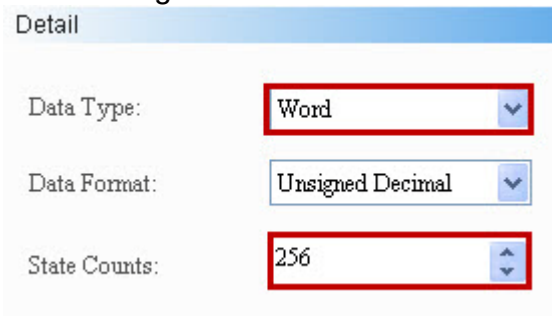
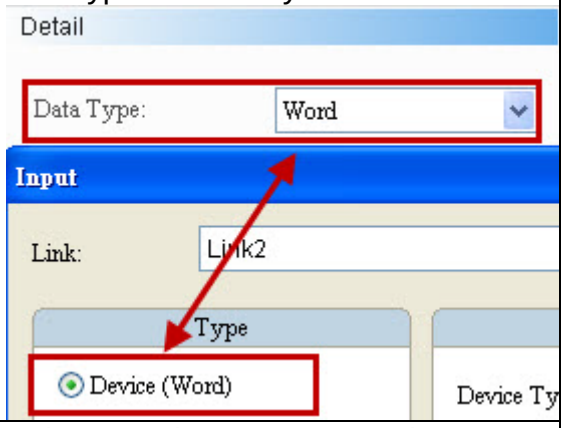
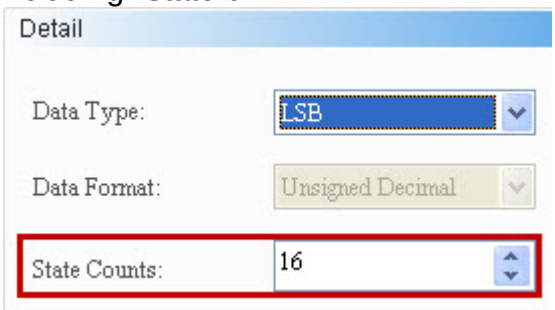
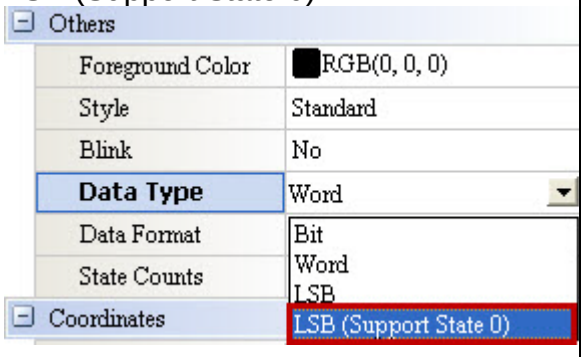
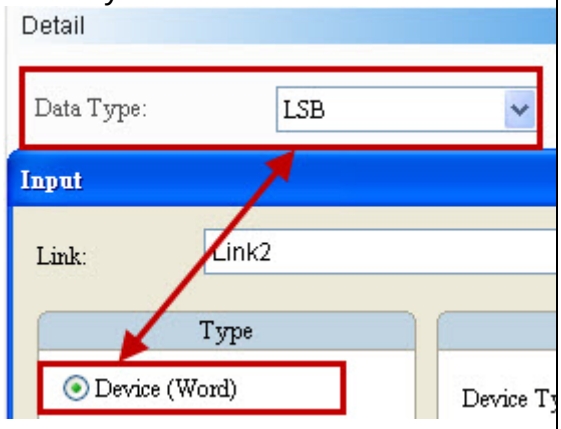
Multistate Indicator 0

Value = 0	Value = 1	Value = 2	Value = 3	Value = 4
Multisate Indicator 0	Multisate Indicator 1	Multisate Indicator 2	Multisate Indicator 3	Multisate Indicator 4

The Multistate Indicator supports four types of Data Types as described in Table 10-1-4. If users wish to add or remove State Counts, simply add or reduce the State Counts value in the Properties.

Multistate Indicator

Table 10-1-4 Description of Multistate Indicator Data Types

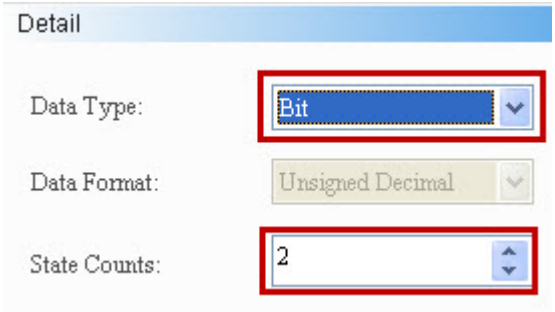
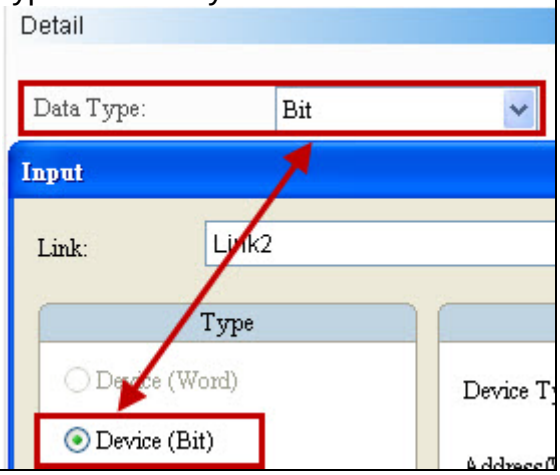
Data Type	State Counts	Memory Address
Word	If the Data Type is “Word”, the State Counts ranges from 1 to 256. 	If the data type is “Word”, “Word is the data type of memory address. 
LSB / LSB (Support 0 State)	If the data type is “LSB”, the data in the register are first converted into binary data. Next, the object state is determined according to the element with the lowest non-zero bit. If the Data Type is “LSB”, the State Counts ranges from 1 to 16, not including “State 0”.  If users wish to use “State 0”, select LSB (Support State 0). 	If data type is “LSB” or LSB (Support State 0), “Word” is also data type of memory address. 

If users select “LSB” only, the element will display “Black” when State=0.



The examples in the following table show how the stated value is determined with the lowest non-zero bit after converting from a decimal value into a binary value. There are also examples demonstrating how the DOPSoft determines the state Numeric Displayed with the lowest bit when the decimal values are 3 and 7.

Decimal	Binary	State Value
0	**0000000000000000**	**State=0 when all bits are “0” [LSB (Support State 0) must be selected]**
1	0000000000000001	The lowest non-zero bit is bit 0, State=1.
2	0000000000000010	The lowest non-zero bit is bit 1, State=2.
3	**0000000000000011**	**The lowest non-zero bit is bit 0, State=1.**
4	0000000000000100	The lowest non-zero bit is bit 2, State=3.
7	**0000000000000111**	**The lowest non-zero bit is bit 0, State=1.**
8	0000000000001000	The lowest non-zero bit is bit 3, State=4.
16	0000000000010000	The lowest non-zero bit is bit 4, State=5.
32	0000000000100000	The lowest non-zero bit is bit 5, State=6.
64	0000000001000000	The lowest non-zero bit is bit 6, State=7.
128	0000000010000000	The lowest non-zero bit is bit 7, State=8.
256	0000000100000000	The lowest non-zero bit is bit 8, State=9.
512	0000001000000000	The lowest non-zero bit is bit 9, State=10.
1024	0000010000000000	The lowest non-zero bit is bit 10, State=11.
2048	0000100000000000	The lowest non-zero bit is bit 11, State=12.
4096	0001000000000000	The lowest non-zero bit is bit 12, State=13.
8192	0010000000000000	The lowest non-zero bit is bit 13, State=14.
16384	0100000000000000	The lowest non-zero bit is bit 14, State=15.
32768	1000000000000000	The lowest non-zero bit is bit 15, State=16.

Bit	If the Data Type is “Bit”, only 2 states are available. 	If the data type is “Bit”, “Bit” is the data type of memory address. 

Double-click the Multistate Indicator item to call out the following Multistate Indicator Properties page.

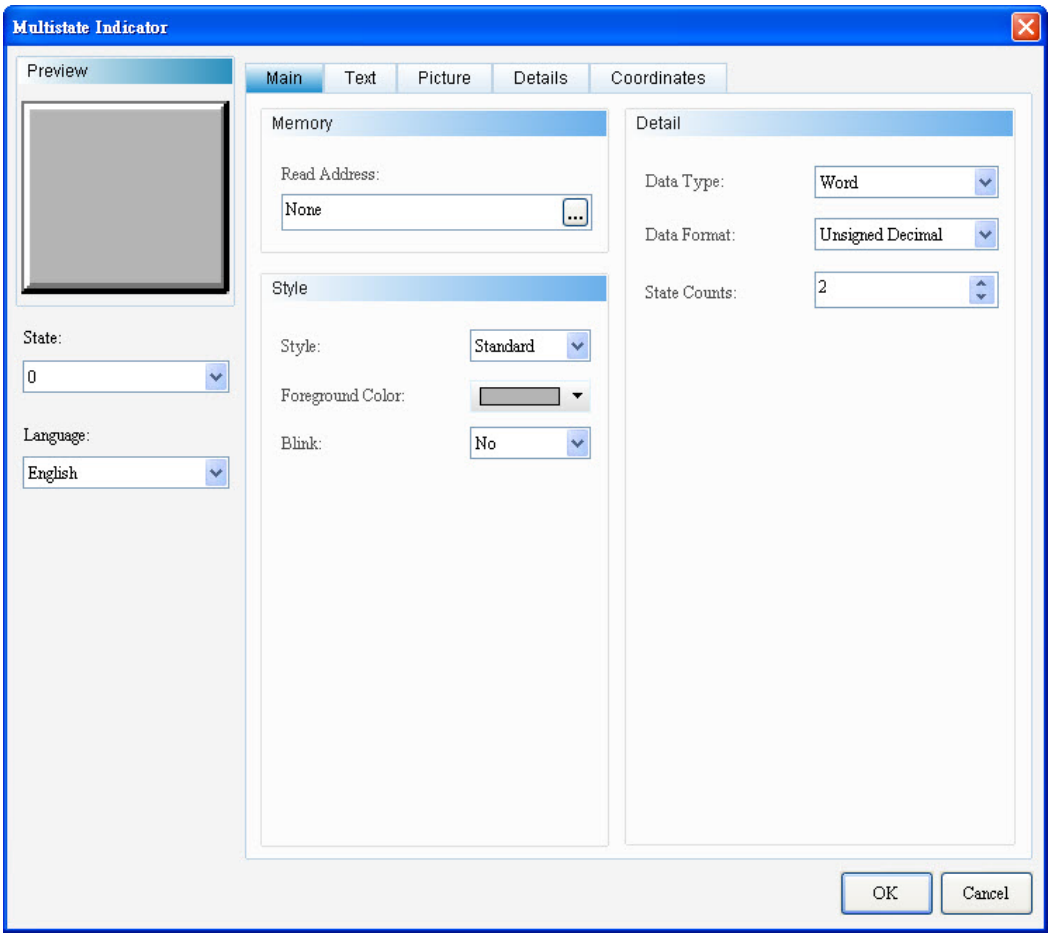


Figure 10-1-1 Multistate Indicator Properties

Multistate Indicator	
Function Page	**Content Description**
Preview	Views the multistate value and multilingual data to be indicated.
General	Sets read memory address, element type, foreground color, and blink. Sets the Data Type, Data Format and value count of Multistate Indicators.
Text	Sets text content to be displayed and text properties, including font type, font size, font color, bold/italic/underline of font, scaling, and text alignment.
Picture	Sets picture bank name, alignment, picture stretch mode, and transparent color.
Advanced	Sets invisible address.
Position	Sets the X-Y coordinate, width, and height of the element.

Table 10-1-5 Multistate Indicator Function Page

◆ General

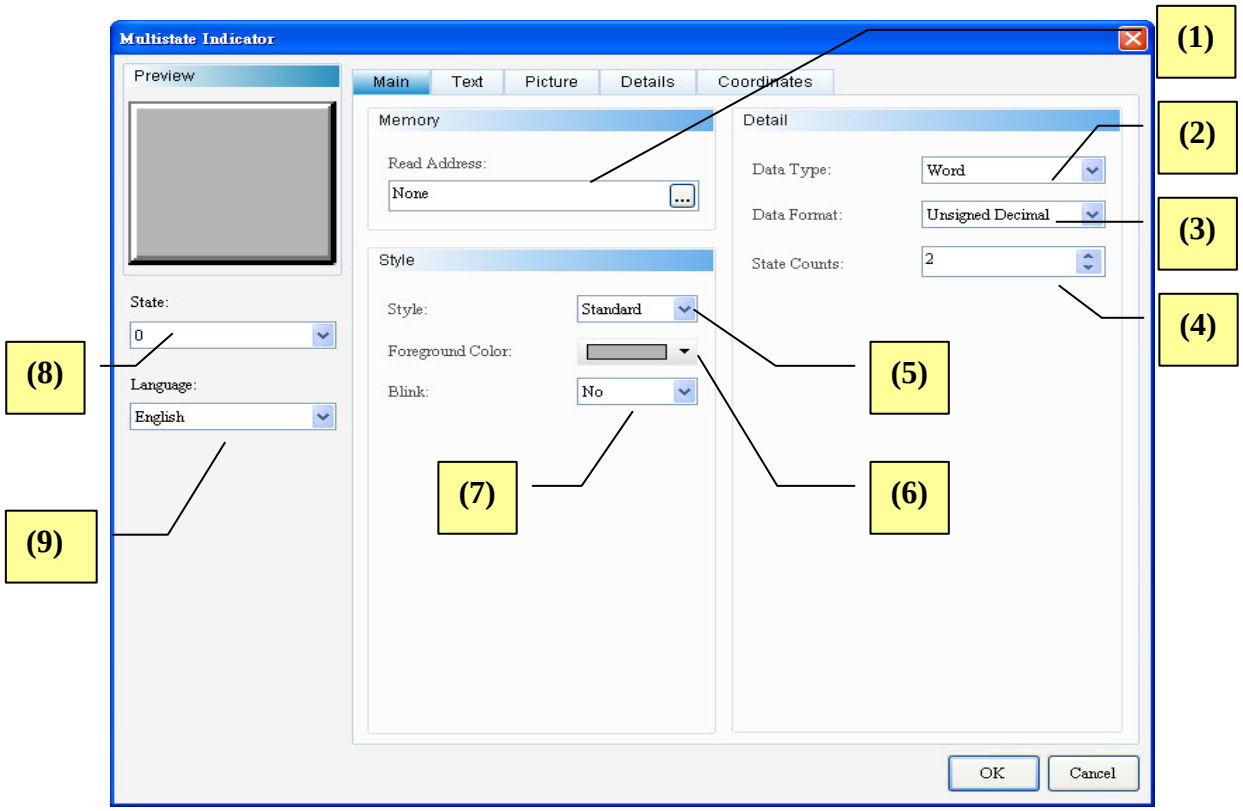
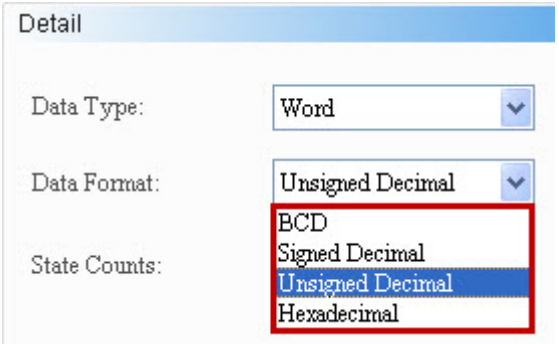
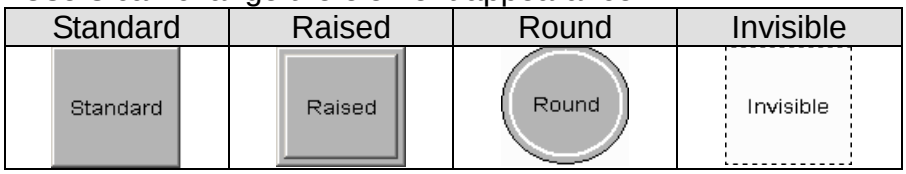
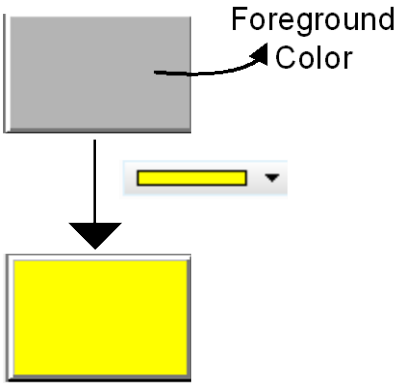
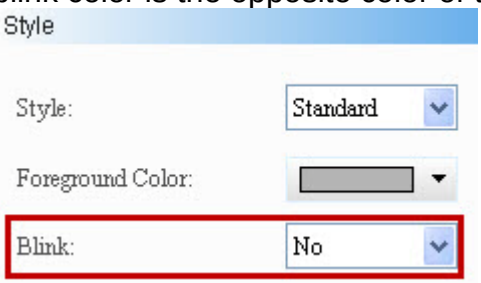
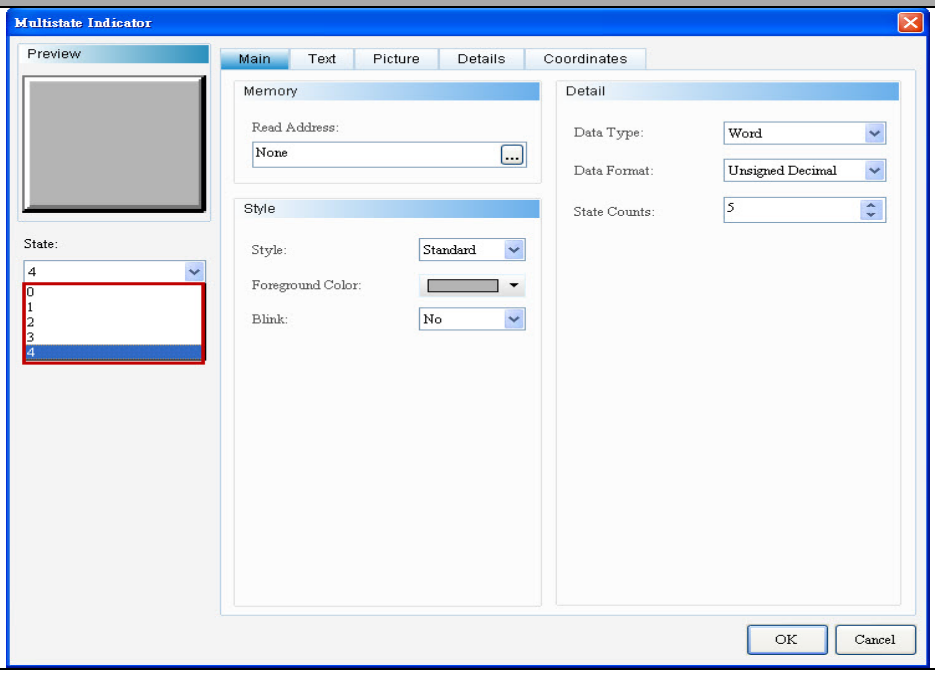
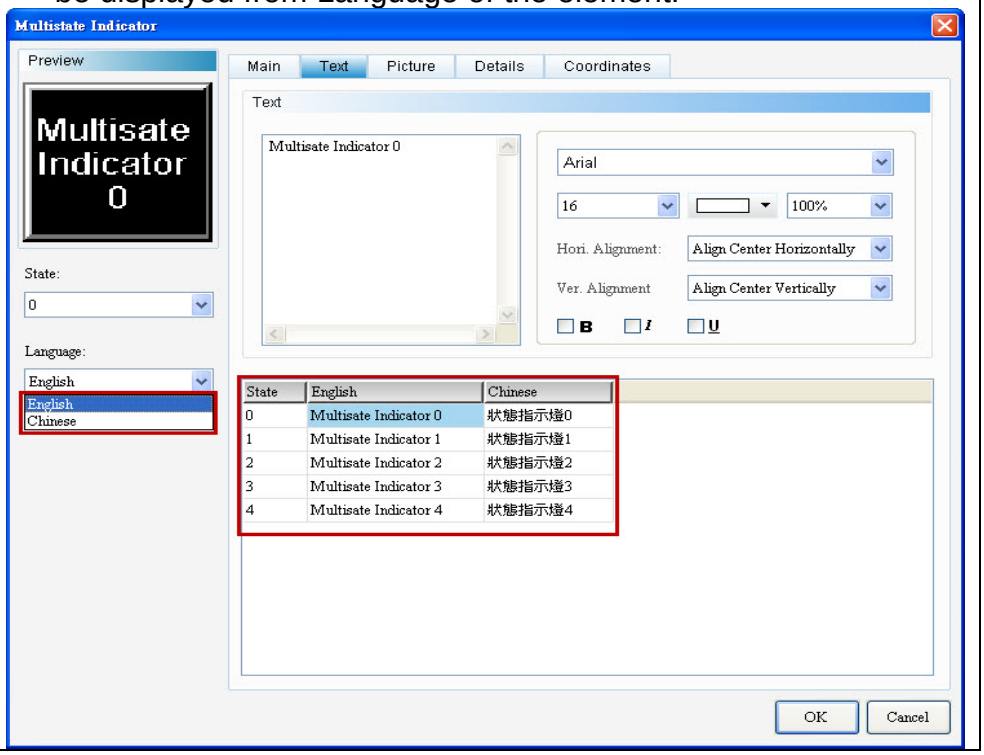


Figure 10-1-2 Multistate Indicator—Element General Properties Page

No.	Property	Function
(1)	**Read Memory Address**	➢ Selects the address of internal memory or controller register. The memory type changes based on the selected Data Type, including Word, LSB and Bit, as shown in Table 10-1-4. ➢ Selects link name or element type. Please refer to 5-1 Buttons for the details.
(2)	**Data Type**	➢ Four options: Bit, Word, LSB, and LSB (Support State 0). Please refer to Table 10-1-4 for the details.
(3)	**Data Format**	➢ Data format can only be selected when the Data Type is “Word”. ➢ These formats include BCD, Signed Decimal, Unsigned Decimal, and Hexadecimal. 
(4)	**State Counts**	➢ Sets the total State Counts of Multistate Indicators. If the Data Type is “Word”, users can select 1-256 states; if the Data Type is “LSB”, users can select 16 states; if the Data Type is “LSB (Support State 0)”, users can select 17 states; and if the Data Type is “Bit”, users can select 2 states. Please refer to Table

No.	Property	Function
		10-1-4 for details.
(5)	**Element Type**	➢ Element types include Standard, Raised, Round, and Invisible. Users can change the element appearance. 
(6)	**Element Foreground Color**	➢ Sets element foreground color. ➢ If element type is “Invisible”, frame color is disabled. 
(7)	**Blink**	➢ Defines if indicators blink when switching from one state to another. The blink color is the opposite color of the state color. 
(8)	**State**	➢ Previews or changes the state parameters of button elements by switching states.

No.	Property	Function
		
(9)	**Language**	➢ When text data are defined, users can edit the text properties to be displayed from Language of the element. 

◆ Text

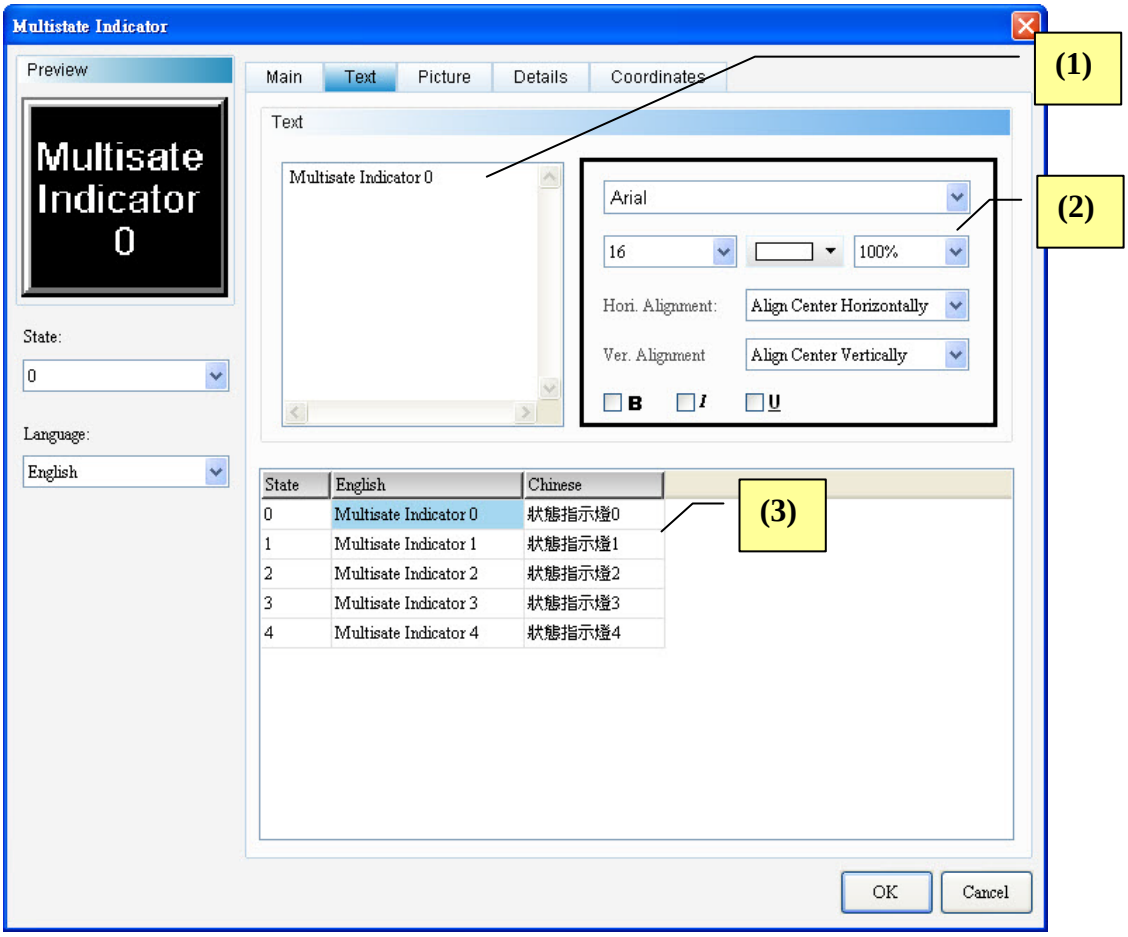
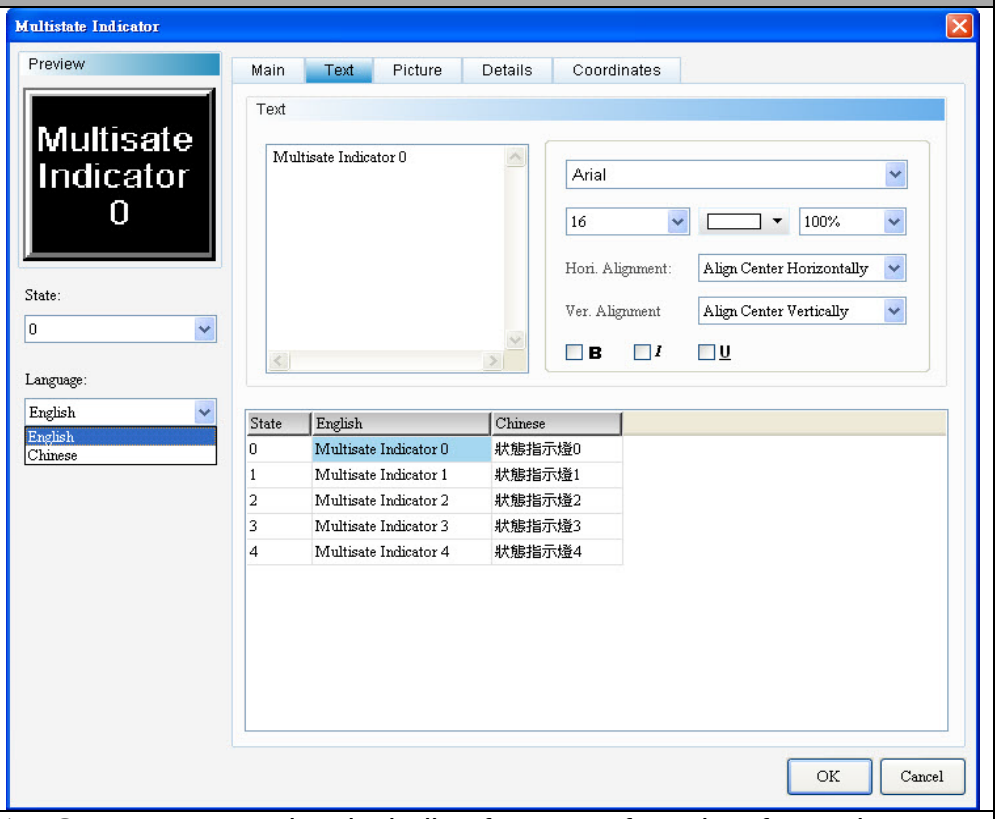


Figure 10-1-3: Multistate Indicator—Element Text Properties Page

No.	Property	Functions
(1)	Text	➢ Users can input the text to be displayed in the text box.

No.	Property	Functions
		
(2)	**Text Properties**	➢ Sets text properties, including font type, font size, font color, scaling, text alignment, and bold/italic/underline of font. Please refer to the above figure for details about the results of text properties.
(3)	**Multilingual Text Data**	➢ Allows users to add multilingual text data. As shown in the Text Properties Figure, users can input English text in the English field.

◆ Picture

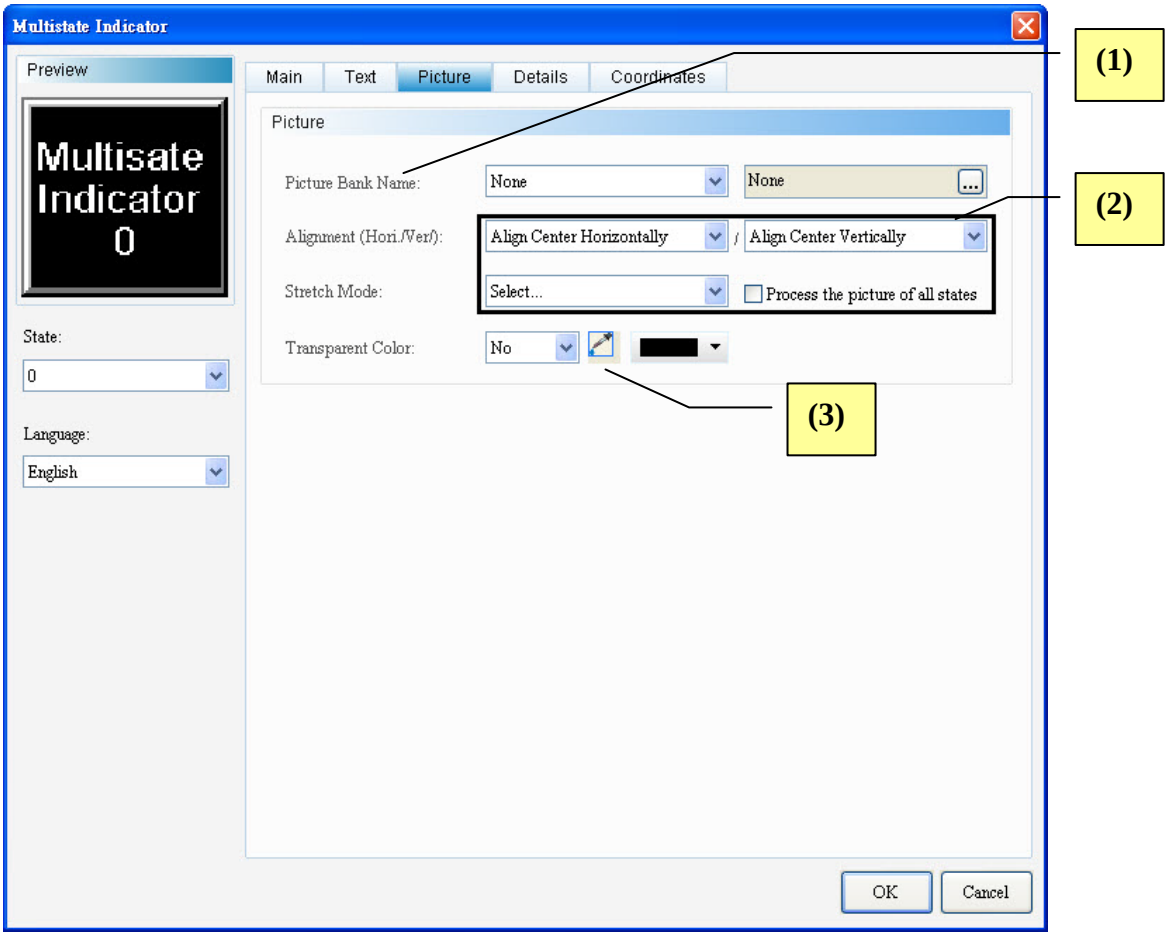
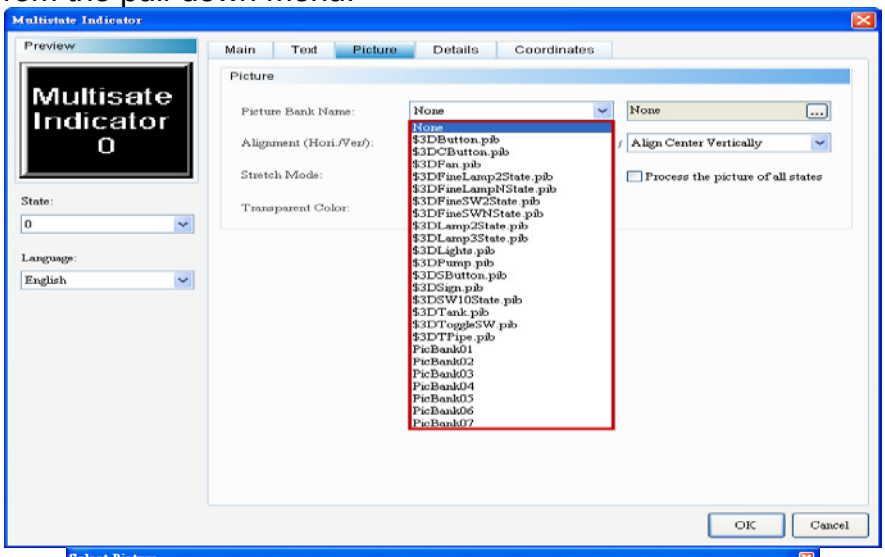
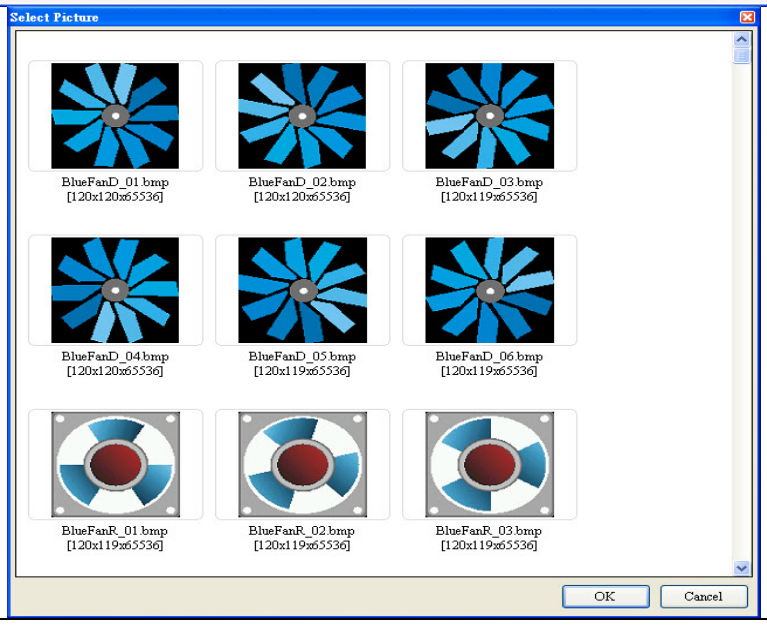
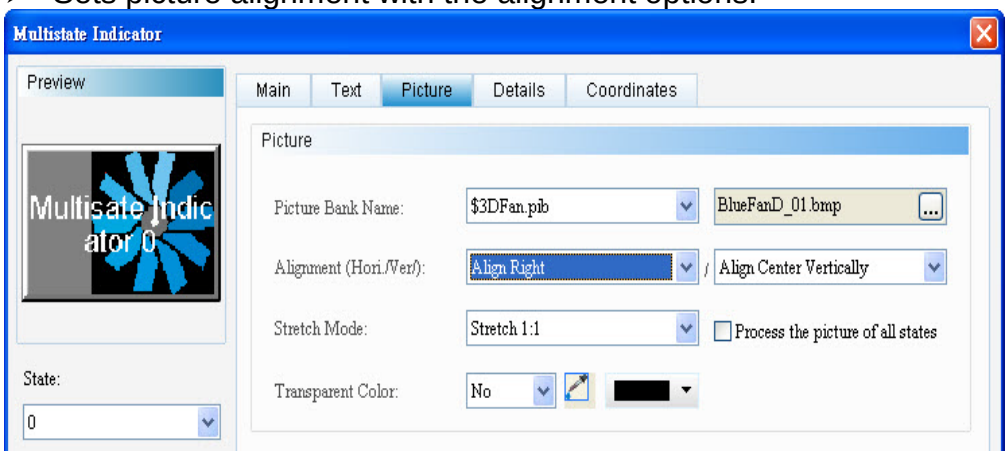
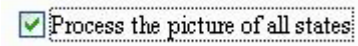
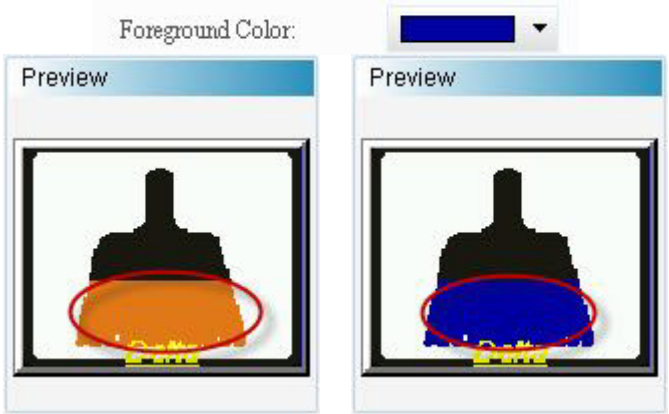


Figure 10-1-4 Multistate Indicator—Element Picture Properties Page

No.	Property	Function
(1)	**Picture Bank Name**	➢ The default setting of the Picture Bank Name item is “None”. Users can select the picture to be displayed from the built-in picture bank from the pull-down menu.  
(2)	**Alignment**	➢ Sets picture alignment with the alignment options. 

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td></td><td>Stretch Mode</td><td>
➢ Stretch modes include: Fill, Keep Aspect Ratio, and Actual Size.
<table>
<tr><th>Fill</th><th>Keep Aspect Ratio</th><th>Actual Size</th></tr>
<tr><td>In the “Fill” mode, the selected picture will fill up the entire display area.</td><td>In the “Keep Aspect Ratio” mode, the selected picture will fit in the display area proportionally according to the original aspect ratio.</td><td>In the “Actual Size”, the picture will be displayed in its original size in the display area.</td></tr>
<tr><td>  </td><td>  </td><td>  </td></tr>
</table>
➢ If the “Process all state pictures” is selected, the system assumes that each element has multiple state values, and some pictures may be unable to fill the entire display area. By selecting this item, users will not need to set individual pictures to save time editing.
 
Process the picture of all states
</td></tr>
<tr><td>(3)</td><td>Transparent Color</td><td>
➢ Sets some colors in the picture to transparent. In this case, by selecting the Transparent Color icon  and clicking the orange part of the loom, the DOPSoft will omit all the orange parts in the picture and turn them transparent. This is to say, these part will be displayed in the same color of the foreground.
 
Foreground Color:
Preview
Preview
</td></tr>
</table>

◆ Advanced

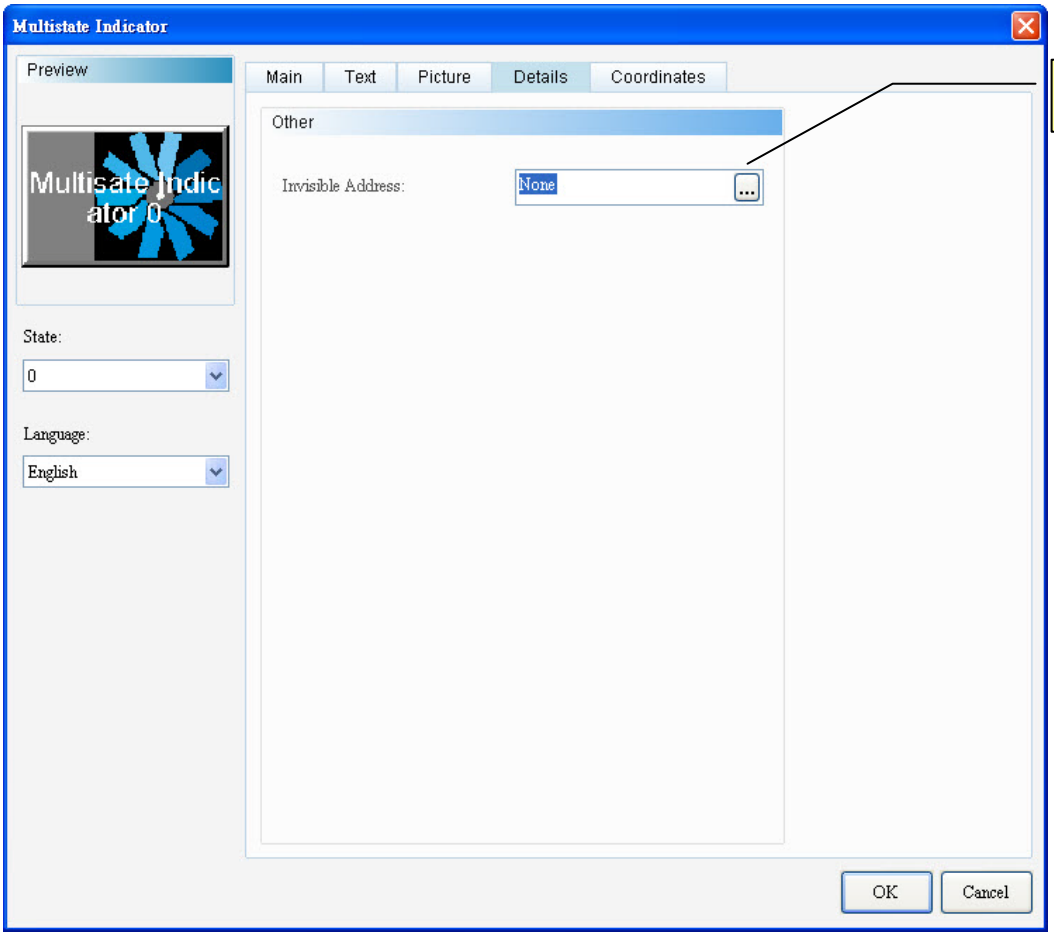
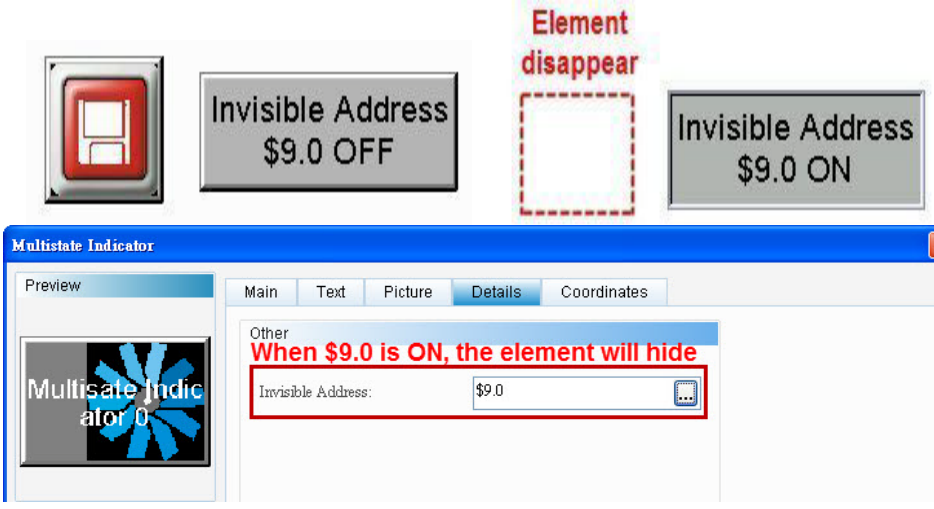


Figure 10-1-5 Multistate Indicator—Element Advanced Properties Page

No.	Property	Function
(1)	**Invisible Address**	➢ When the Invisible Item is “On”, button elements are hidden, and the corresponding button functions are disabled. 

◆ Position

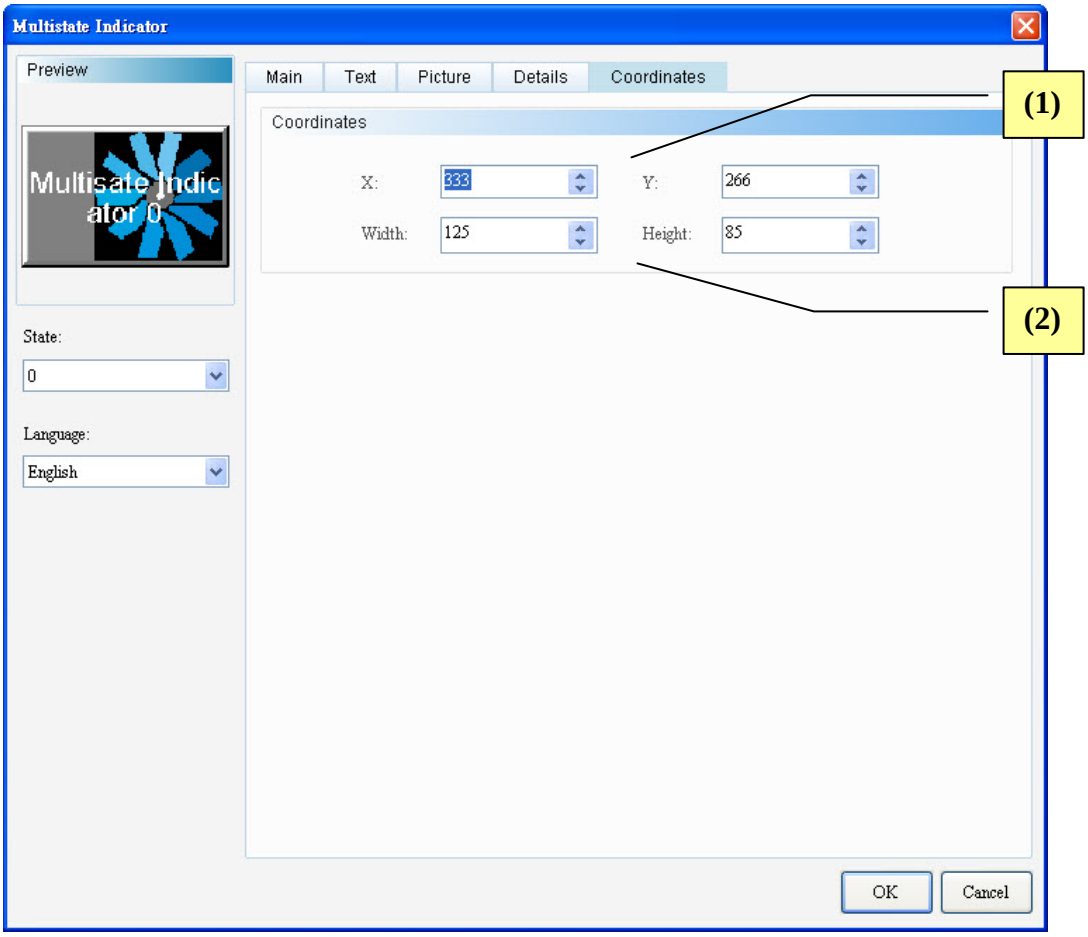


Figure 10-1-6 Multistate Indicator—Element Position Properties Page

No.	Property	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

10-2 Range Indicators

	Range Indicator

Like the case of the Multistate Indicator, the range indicator indicates the state of an address. Based on the value and its range in the read memory address, the HMI displays different states for different value ranges. Please refer to Table 10-2-1 below for the details about the range indicators.

Example of Range Indicators

Table 10-2-1 Example of Range Indicators

Read Memory Address

Range Indicator	
Read Memory Address	$666

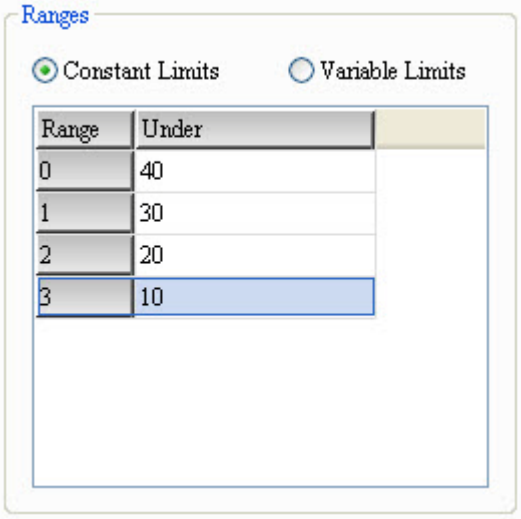
R:$666

Range Indicator

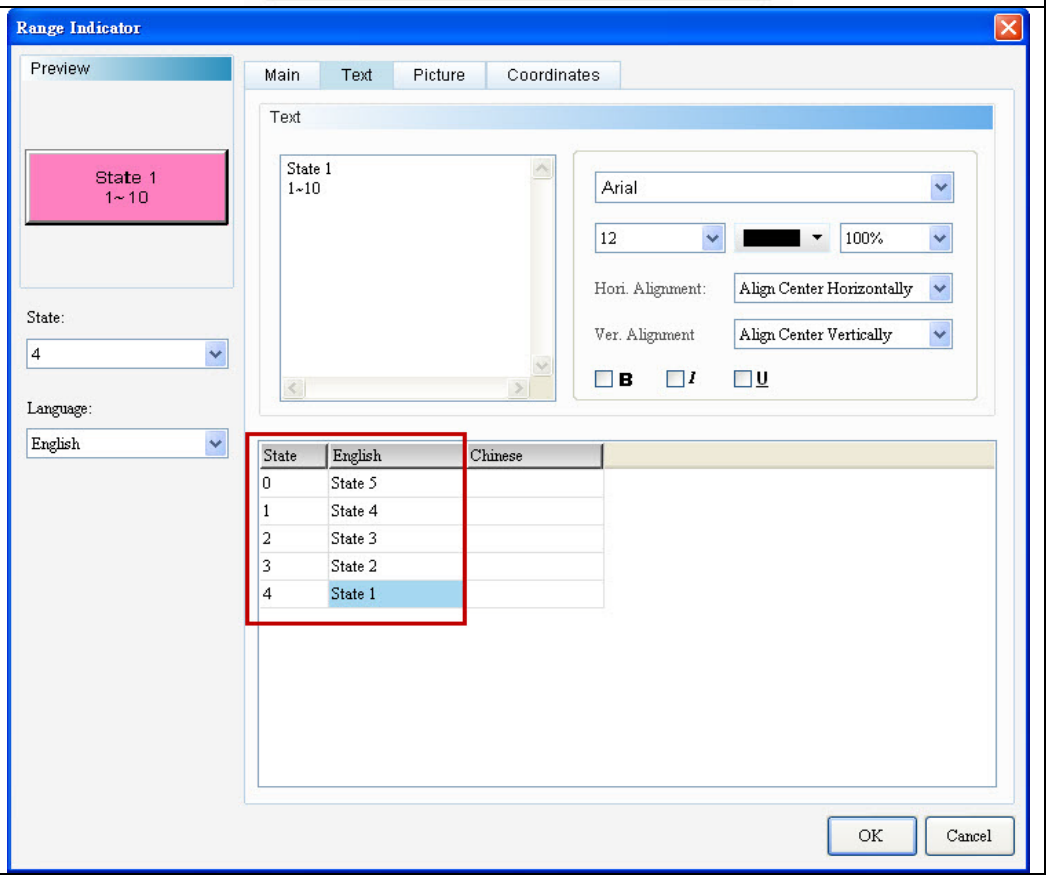
Properties

Data Type	Data Format	State Counts
Word	Unsigned Decimal	5

Range



Input Text Message



Example of Range Indicators

Table 10-2-1 Example of Range Indicators

<table>
<tr><td></td><td>

➢ **Inputs text for individual states**

<table>
<tr><td>State 0</td><td>State 1</td><td>State 2</td><td>State 3</td><td>State 4</td></tr>
<tr><td>State 5
41~50</td><td>State 4
31~40</td><td>State 3
21~30</td><td>State 2
11~20</td><td>State 1
1~10</td></tr>
</table>

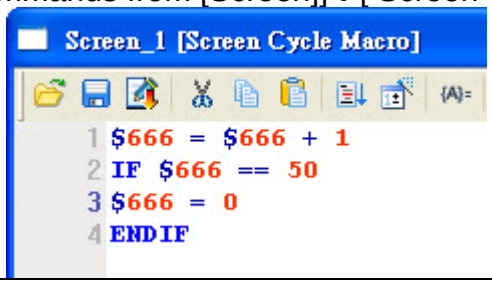
</td></tr>
<tr><td>Foreground Color</td><td>

➢ **Sets the element foreground color of individual states.**

<table>
<tr><td>State 0</td><td>State 1</td><td>State 2</td><td>State 3</td><td>State 4</td></tr>
</table>

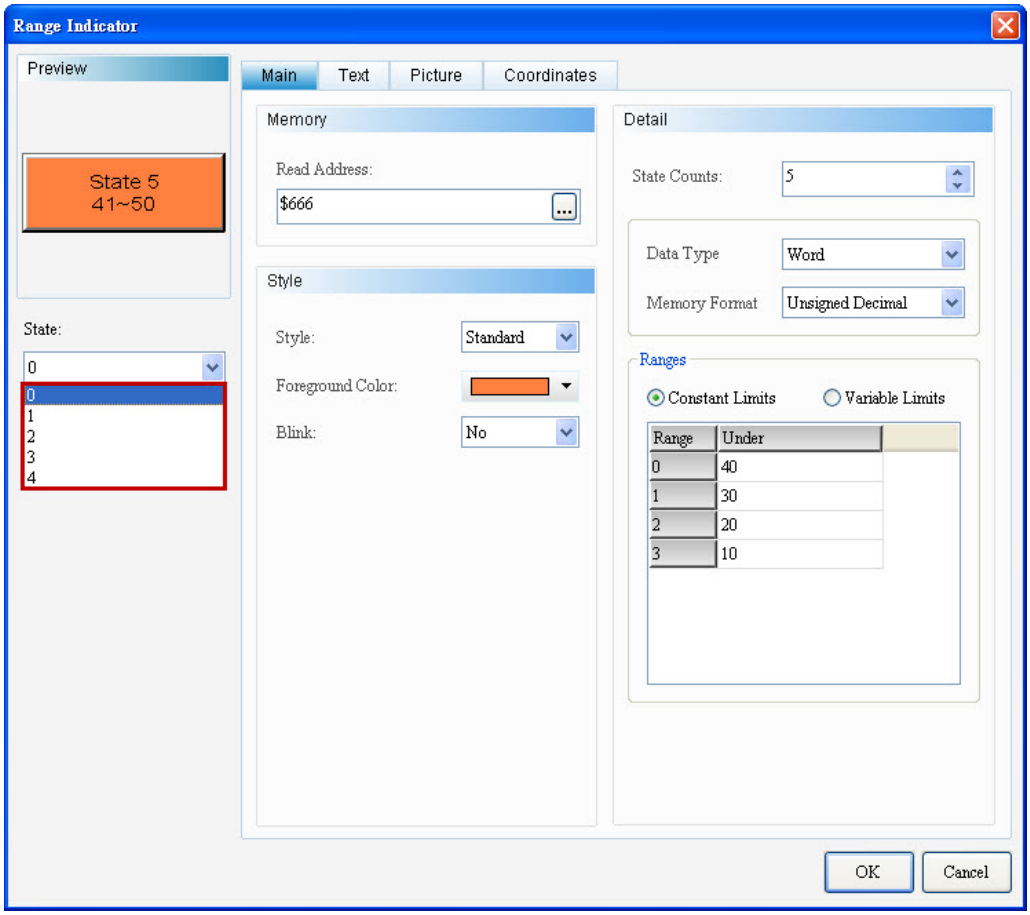
</td></tr>
<tr><td>Screen Cycle Macro</td><td>

➢ Input macro commands from [Screen]]→[Screen Cycle Macro]



</td></tr>
<tr><td>Value Range Indicator Legend</td><td>

➢ Double-click the element to view the picture of individual states. In this example, there are five states, with value ranging from 0 to 4 as shown inside the red frame below.

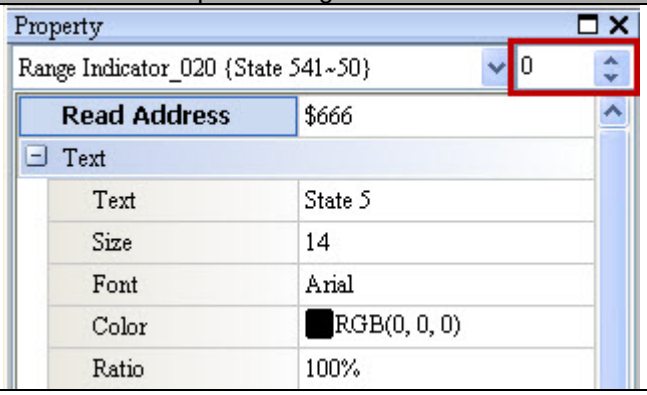


➢ Users can switch state from the box on the upper right corner in the Properties window of the element.

</td></tr>
</table>

Example of Range Indicators

Table 10-2-1 Example of Range Indicators



Execution Results

- Compile the screens and download them to the HMI. The range indicator will display the state value of individual states in the range indicator according to the value and range defined read from the corresponding memory address.

- **The display result of individual states after execution.**

State 0	State 1	State 2	State 3	State 4
State 5 41~50	State 4 31~40	State 3 21~30	State 2 11~20	State 1 1~10

Double-click the Range Indicator item to call out the following Range Properties page.

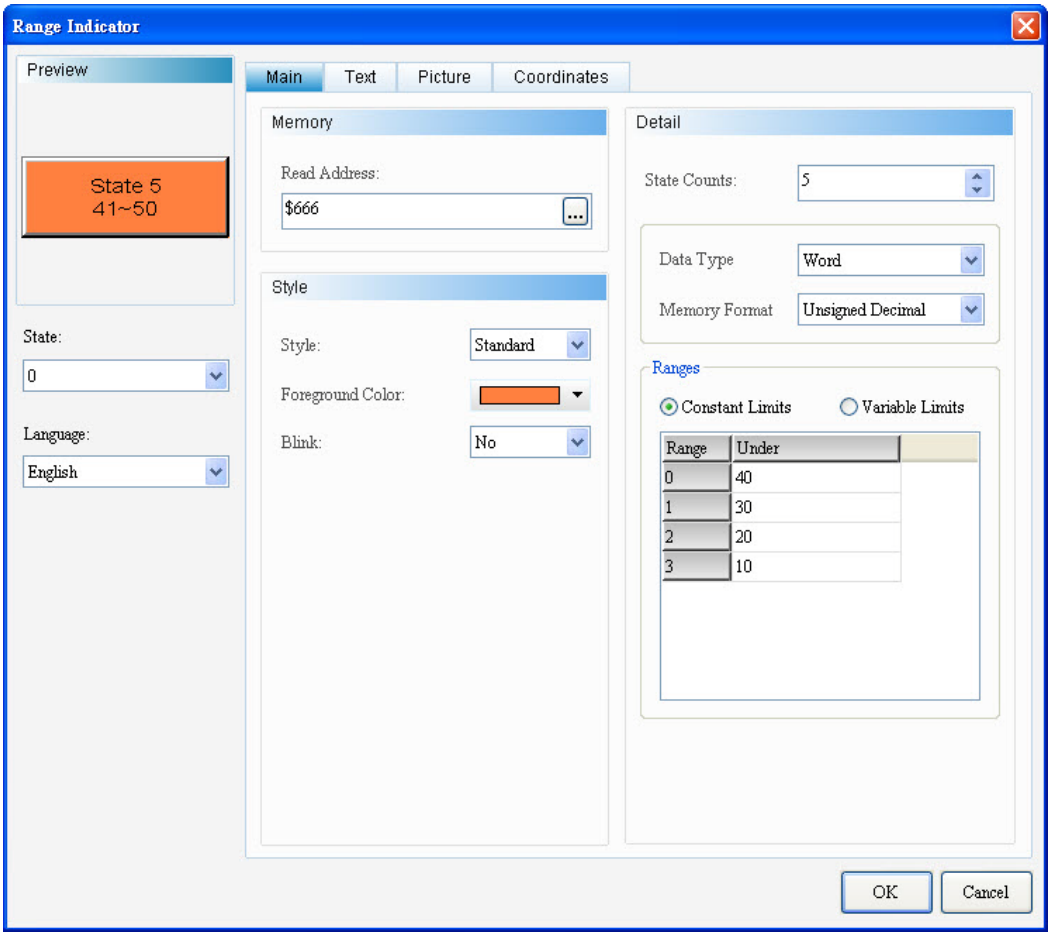


Figure 10-2-1 Range Indicator Properties

Range Indicator	
Function Page	**Content Description**
Preview	Views the multistate value and multilingual data of elements.
General	Sets read memory address, element type, foreground color, and blink. Sets the Data Type, Data Format, value count, and value range (constant and variable) of value range indicators.
Text	Sets text content to be displayed and text properties, including font type, font size, font color, bold/italic/underline of font, scaling, and text alignment.
Picture	Sets picture bank name, alignment, picture stretch mode, and transparent color.
Position	Sets the X-Y coordinate, width, and height of button elements.

Table 10-2-2 Range Indictor Function Page

◆ General

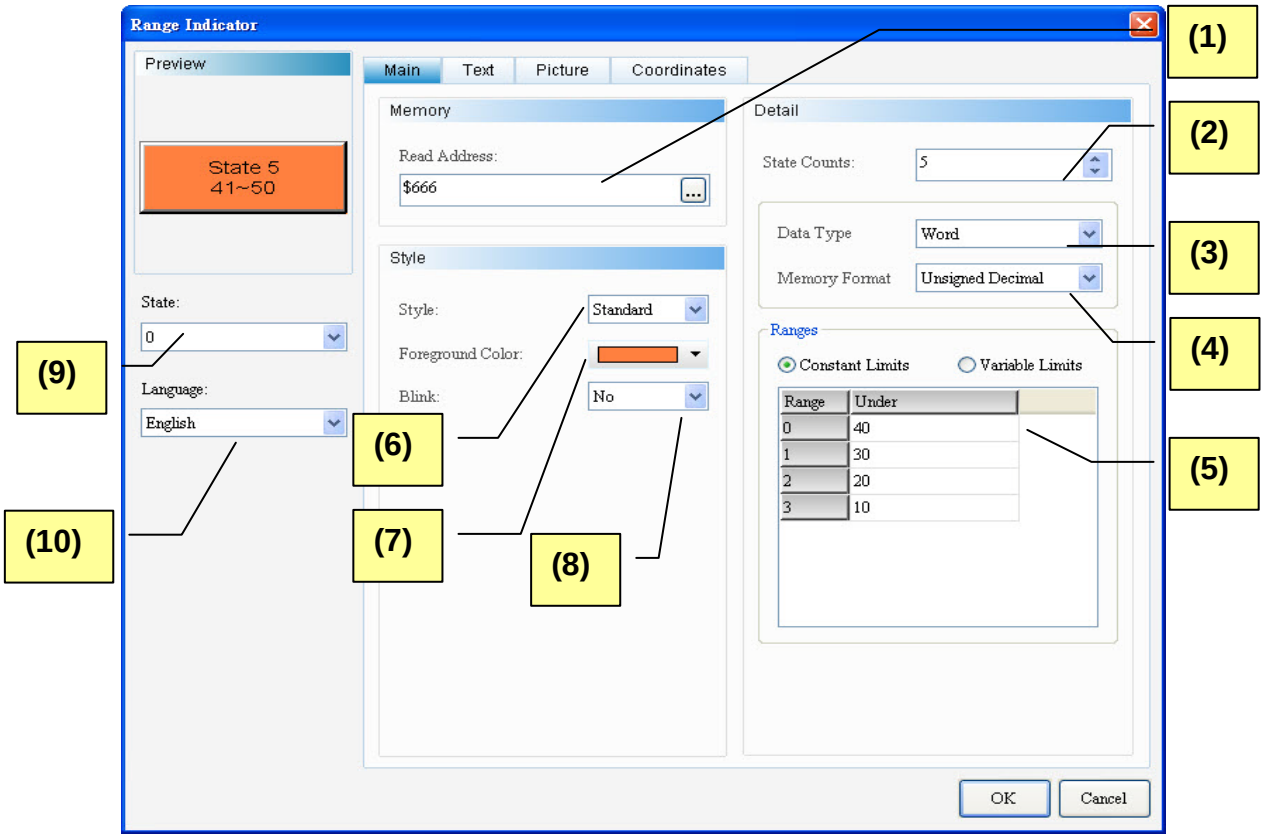
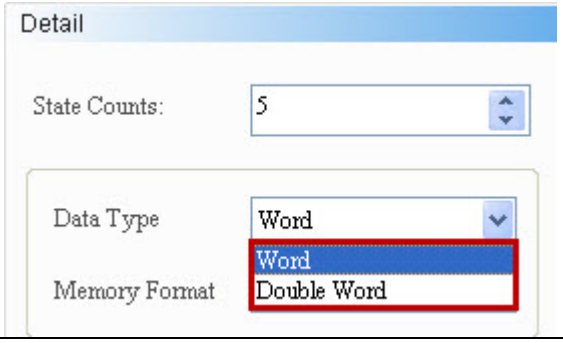
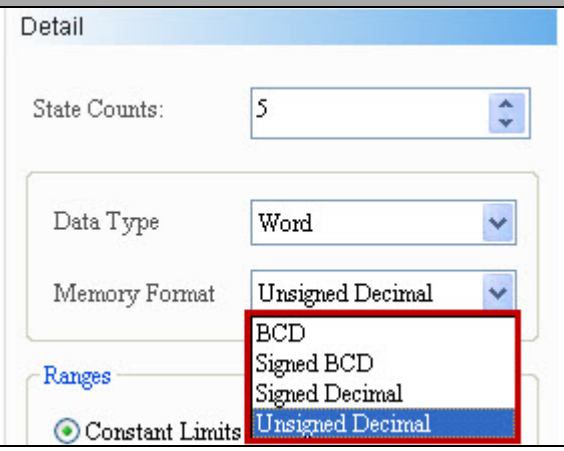
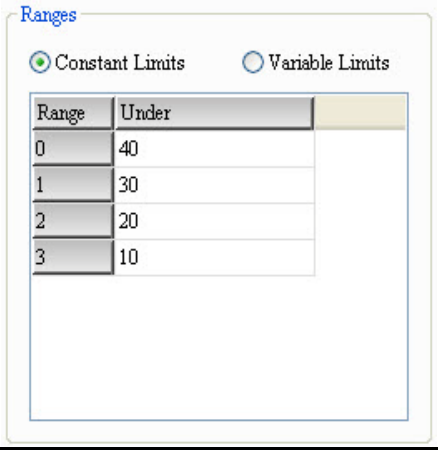
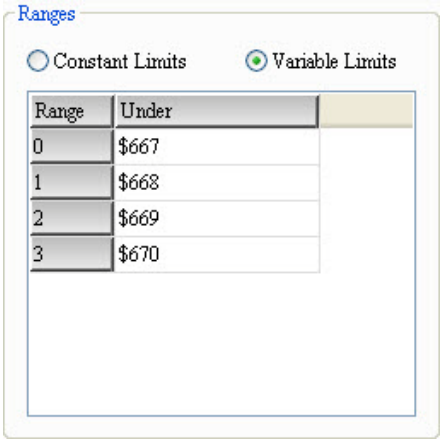


Figure 10-2-2 Range Indicator—Element General Properties Page

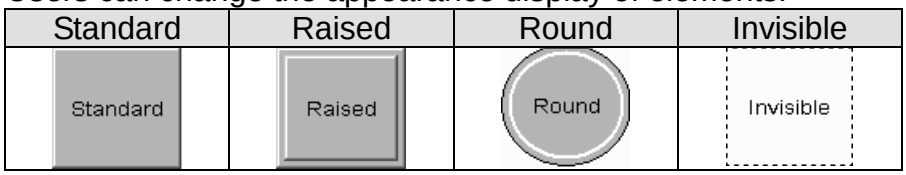
No.	Property	Function
(1)	**Read Memory Address**	➢ Selects the address of internal memory or controller register.
(2)	**State Counts**	➢ Sets the total State Counts of range indicators. If the Data Type is "Word" or "Double Word", users can set 1-256 states.
(3)	**Data Type**	➢ Two options: "Word" and "Double Word". 
(4)	**Unit Format**	➢ Both "Word" and "Double Word" units include BCD, Signed BCD, Signed Decimal, and Unsigned Decimal formats.

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td></td><td></td><td> 
</td></tr>
<tr><td>(5)</td><td>Range</td><td>

The range indicator can be “constant” and “variable”.
If “constant” is selected, input “constant” for values. If “variable” is selected, the value is decided according to the memory address; provided that memory addresses should be continuous.

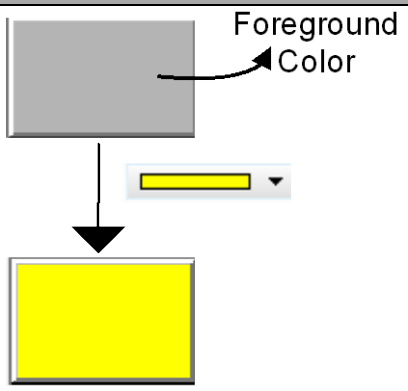
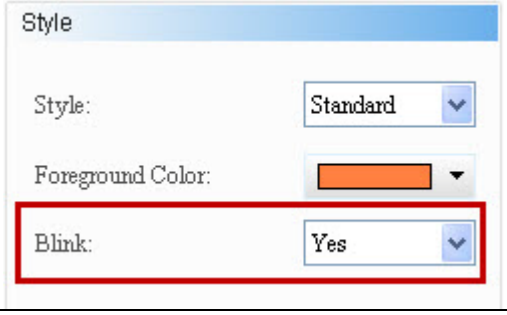
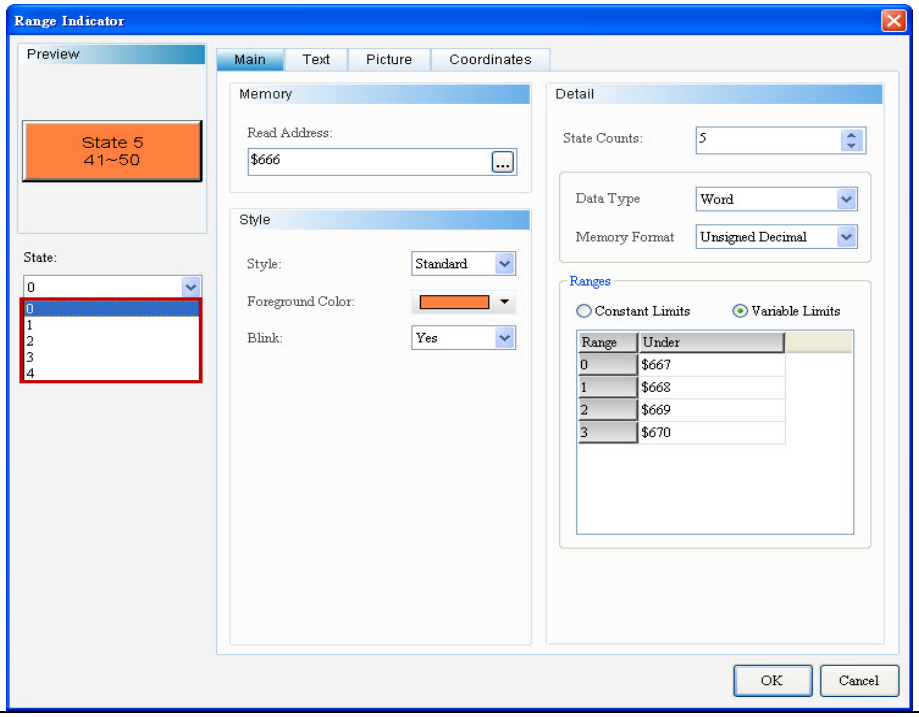
<table>
<tr><th>Constant</th><th>Variable</th></tr>
<tr><td>Input only constants for values in descending order from top to bottom.
 
</td><td>If the memory address to $666, the range will include memory addresses $666-$670.
 
</td></tr>
</table>
</td></tr>
<tr><td>(6)</td><td>Element Type</td><td>

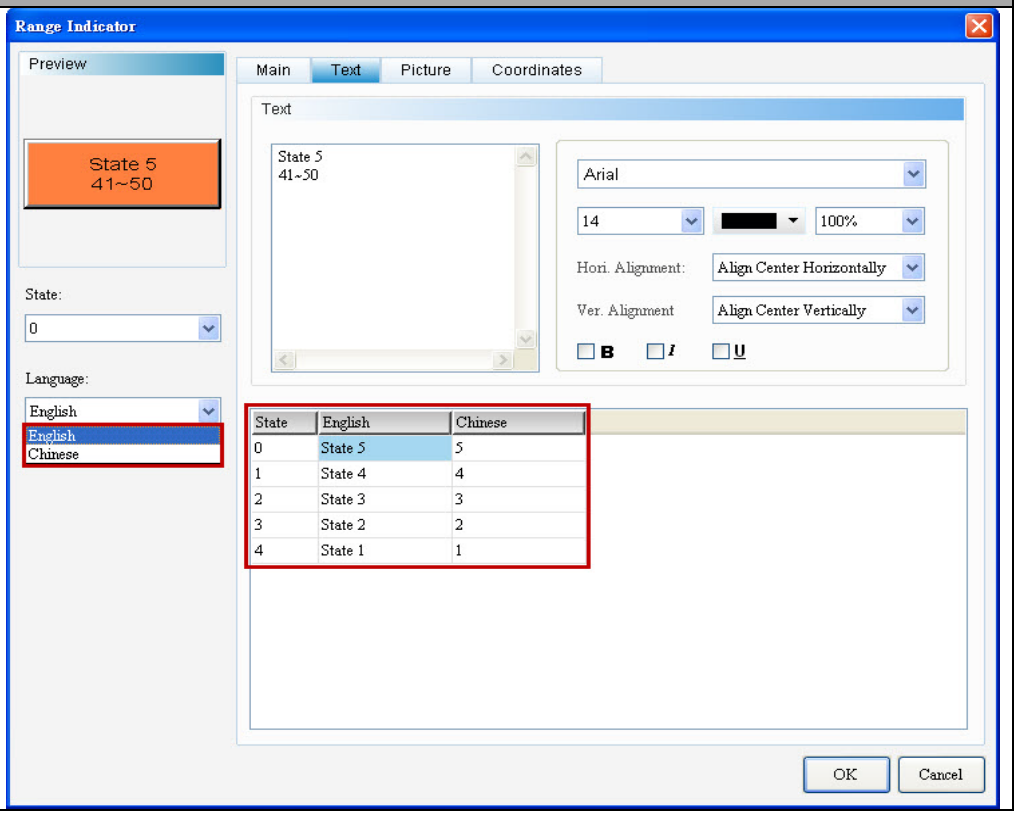
Element types include Standard, Raised, Round, and Invisible. Users can change the appearance display of elements.


</td></tr>
<tr><td>(7)</td><td>Element Foreground Color</td><td>

Sets element foreground color.
If element type is “Invisible”, frame color is disabled.

</td></tr>
</table>

No.	Property	Function
		
(8)	**Blink**	➢ Defines if indicators blink when switching from one state to another. The blink color is the opposite color of the state color. 
(9)	**State**	➢ Views state values from state. 
(10)	**Language**	➢ When text data are defined, users can edit the text properties to be displayed from Language of the element.

No.	Property	Function
		

◆ Text

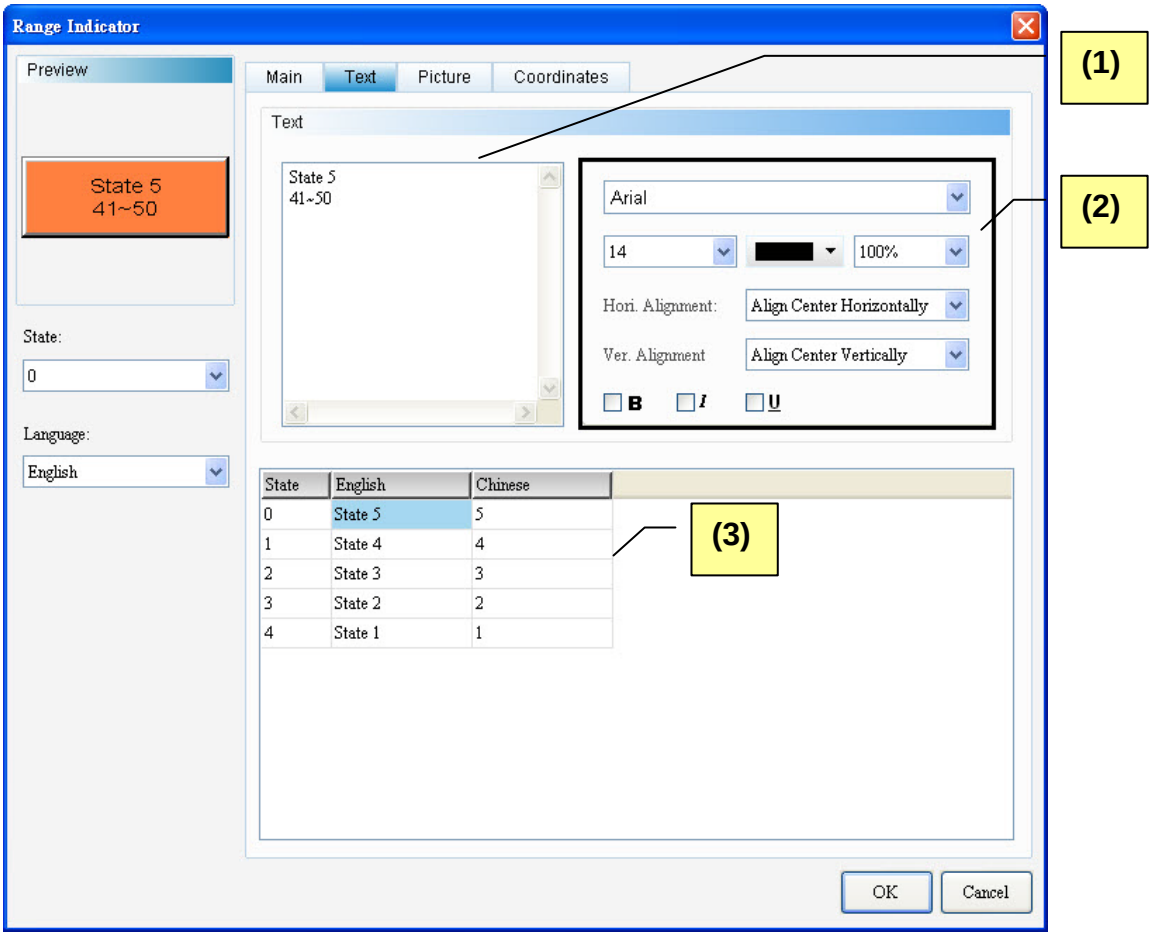
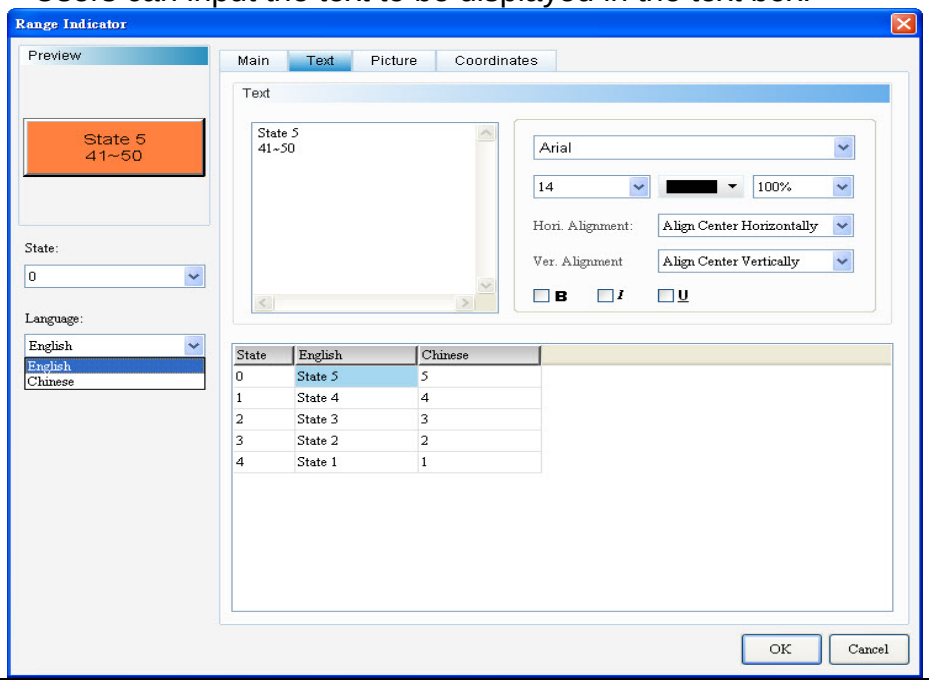


Figure 10-2-3 Range Indicator—Element Text Properties Page

No.	Property	Functions
(1)	**Text**	➢ Users can input the text to be displayed in the text box. 

No.	Property	Functions
(2)	**Text Properties**	➢ Sets text properties, including font type, font size, font color, scaling, text alignment, and bold/italic/underline of font. Please refer to the above figure for details about the results of text properties.
(3)	**Multilingual Text Data**	➢ Allows users to add multilingual text data. As shown in the Text Properties Figure, users can input English text in the English field.

◆ Picture

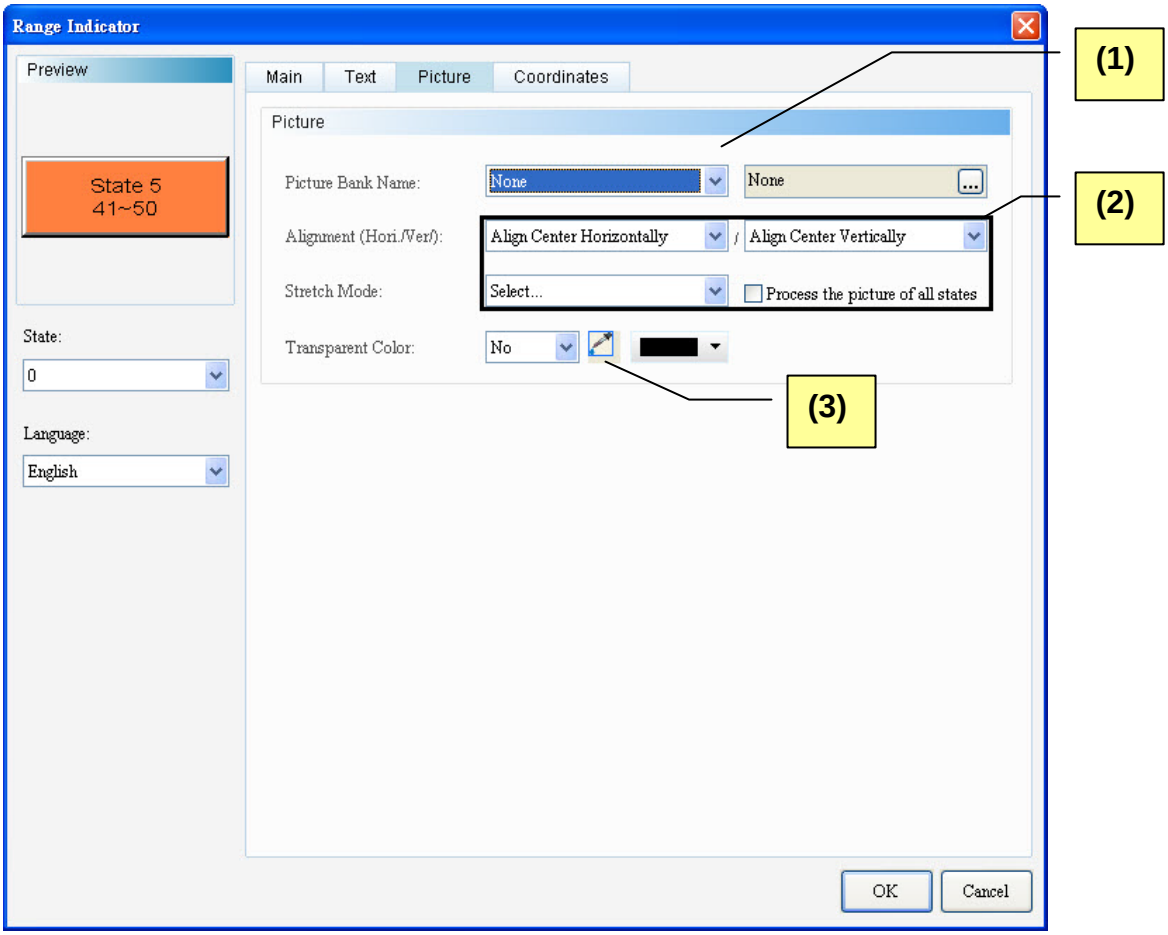
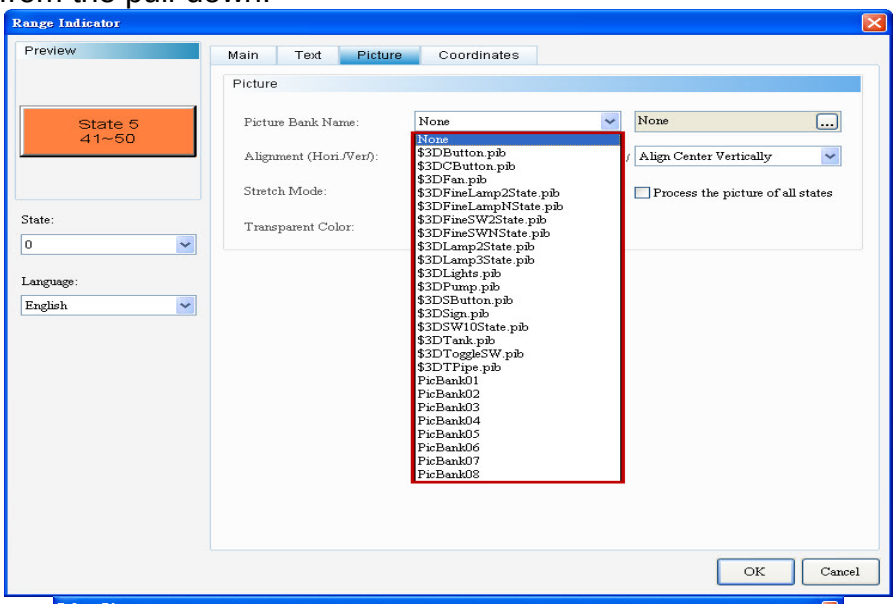
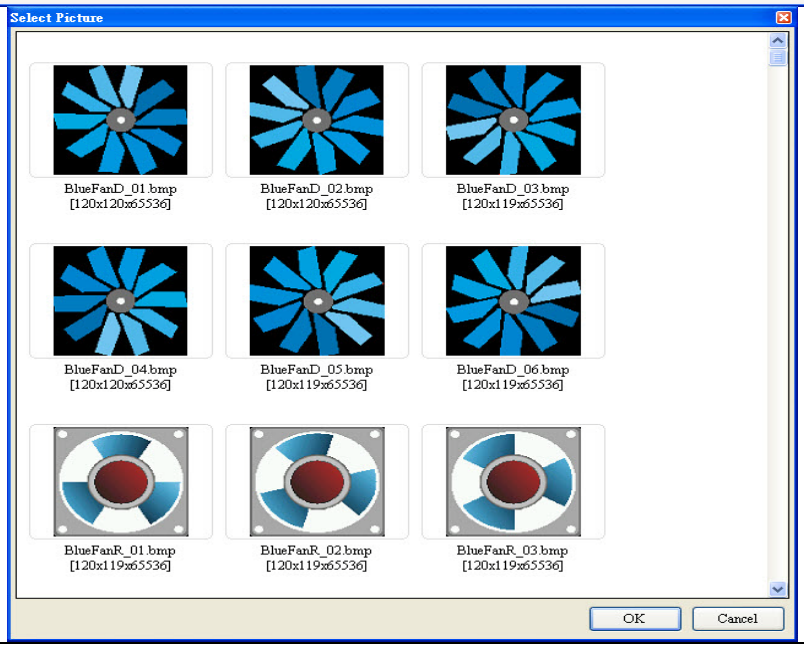
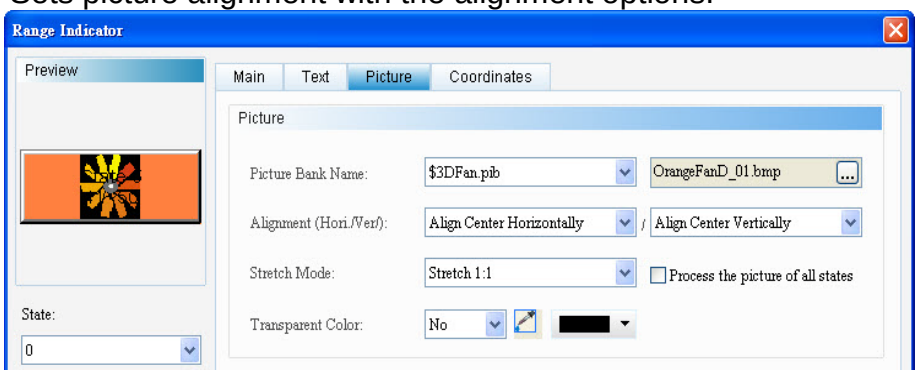
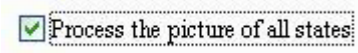
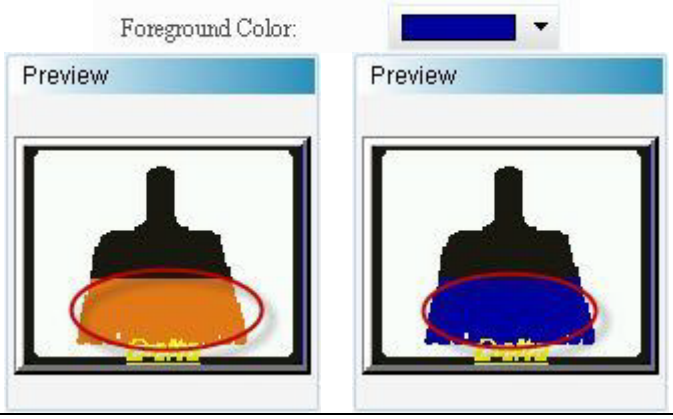


Figure 10-2-4 Range Indicator—Element Picture Properties Page

No.	Property	Function
(1)	**Picture Bank Name**	➢ The default setting of the Picture Bank Name item is “None”. Users can select the picture to be displayed from the built-in picture bank from the pull-down.  
(2)	**Alignment**	➢ Sets picture alignment with the alignment options. 

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td></td><td>Stretch Mode</td><td>
➢ Stretch modes include: Fill, Keep Aspect Ratio, and Actual Size.
<table>
<tr><th>Fill</th><th>Keep Aspect Ratio</th><th>Actual Size</th></tr>
<tr><td>In the “Fill” mode, the selected picture will fill up the entire display area.</td><td>In the “Keep Aspect Ratio” mode, the selected picture will fit in the display area proportionally according to the original aspect ratio.</td><td>In the “Actual Size”, the picture will be displayed in its original size in the display area.</td></tr>
<tr><td>  </td><td>  </td><td>  </td></tr>
</table>
➢ If the “Process all state pictures” is selected, the system assumes that each element has multiple state values, and some pictures may be unable to fill the entire display area. By selecting this item, users will not need to set individual pictures to save time editing.


</td></tr>
<tr><td>(3)</td><td>Transparent Color</td><td>
➢ Sets some colors in the picture to transparent. In this case, by selecting the Transparent Color icon  and clicking the orange part of the loom, the DOPSoft will omit all orange parts in the picture and turn them transparent. This is to say, these part will be displayed in the same color as the foreground.


</td></tr>
</table>

◆ Position

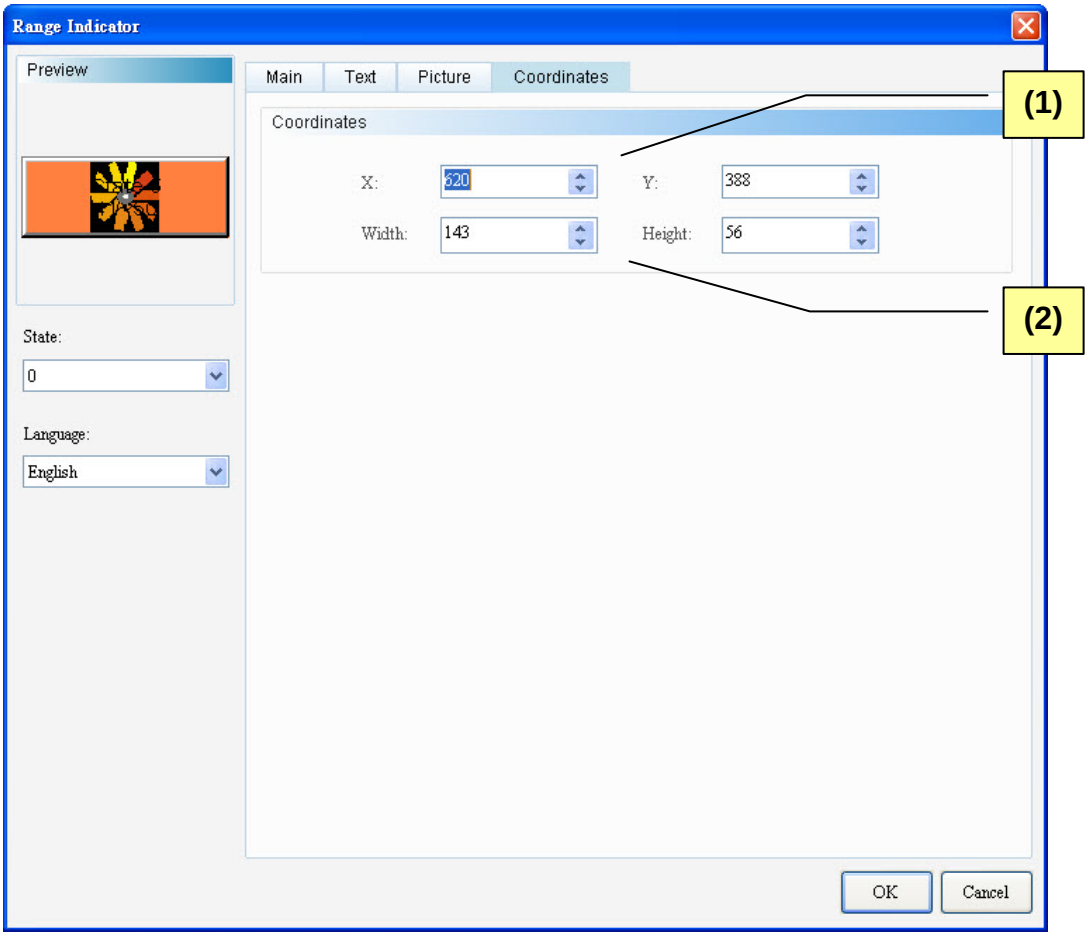


Figure 10-2-5 Range Indicator—Element Position Properties Page

No.	Property	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

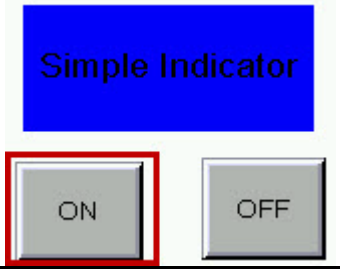
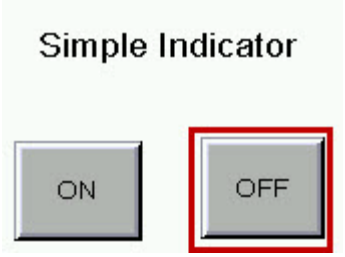
10-3 Simple Indicators

	Simple Indicator

Simple indicators provide two states, ON and OFF, for users to change the XOR colors according to the state switch. Users can use the simple indicator to indicate state switch (ON/OFF) along with the button elements and identify the state with XOR colors. Please see Table 9-3-1 below for details.

Example of Simple Indicators

Table 10-3-1 Example of Simple Indicators

<table>
<tr><td>Read Memory Address</td><td>
<table>
<tr><th colspan="2">ON/OFF Elements</th><th colspan="2">Simple Indicator Elements</th></tr>
<tr><td>Write Memory Address</td><td>$555.0</td><td>Read Memory Address</td><td>$555.0</td></tr>
<tr><td colspan="2"> 
</td><td colspan="2"> 
</td></tr>
</table>
</td></tr>
<tr><td>Properties</td><td>
<table>
<tr><th>XOR Color</th><th>Redraw</th></tr>
<tr><td>  </td><td>NO</td></tr>
</table>
</td></tr>
<tr><td>Execution Results</td><td>
➢ Compile the screens and download them to the HMI. The simple indicator switches within ON/OFF according to the memory address read. When users press the ON button, the simple indicator will switch to State 1; when users press the OFF button, the simple indicator will switch to State 0.
<table>
<tr><th>State 0</th><th>State 1</th></tr>
<tr><td> 
</td><td> 
</td></tr>
</table>
</td></tr>
</table>

Double-click the Simple Indicator item to call out the following Simple Indicator Properties page.

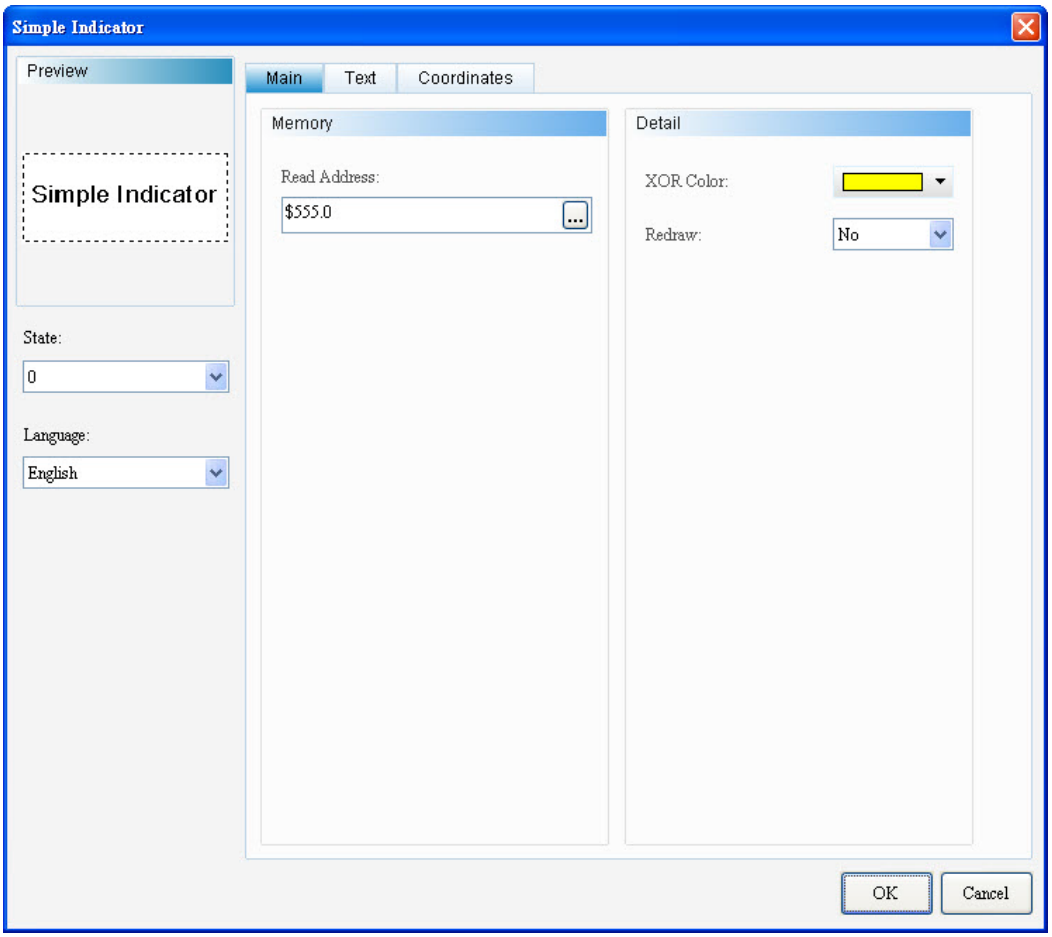


Figure 10-3-1 Simple Indicator Properties

Simple Indicator	
Function Page	**Content Description**
Preview	Views the multistate value and multilingual data of elements.
General	Sets read memory address, XOR color, and redraw.
Text	Sets text content to be displayed and text properties, including font type, font size, and font color, bold/italic/underline of font, scaling, and text alignment.
Position	Sets the X-Y coordinate, width, and height of button elements.

Table 10-3-2 Simple Indicator Function Page

◆ General

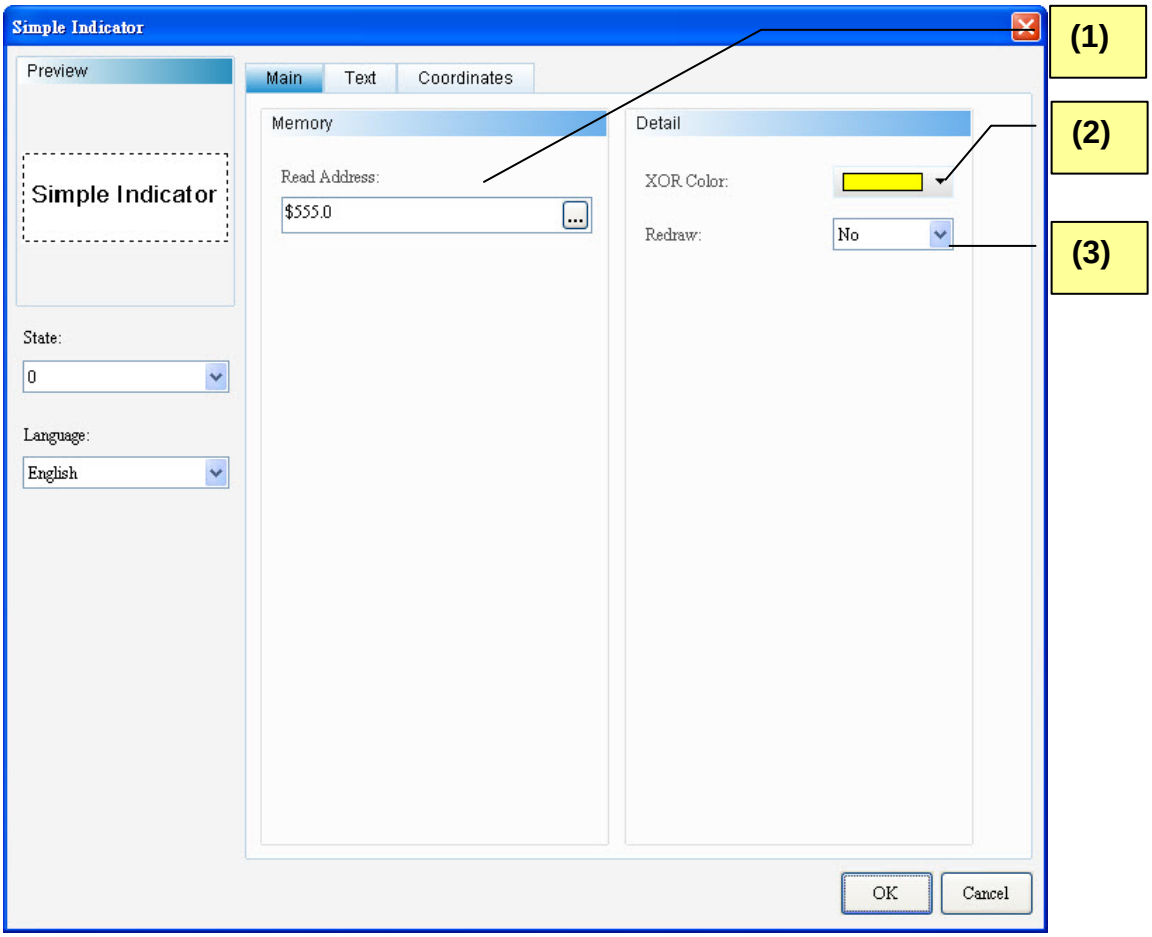
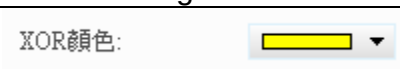


Figure 10-3-2 Simple Indicator—Element General Properties Page

No.	Property	Function
(1)	Read Memory Address	➢ Selects the address of internal memory or controller register. Simple indicators support on the Bit Data Format.
(2)	XOR Color	➢ Sets background XOR color.  **Before XOR**:  **After XOR**: 
(3)	Redraw	➢ If “Yes” is selected, users can smoothly read the data of element dynamic changes by overlapping the element on the dynamic elements. If “No” is selected, the data of element dynamic changes are unable to read. **YES**:  **NO**: 

◆ Text

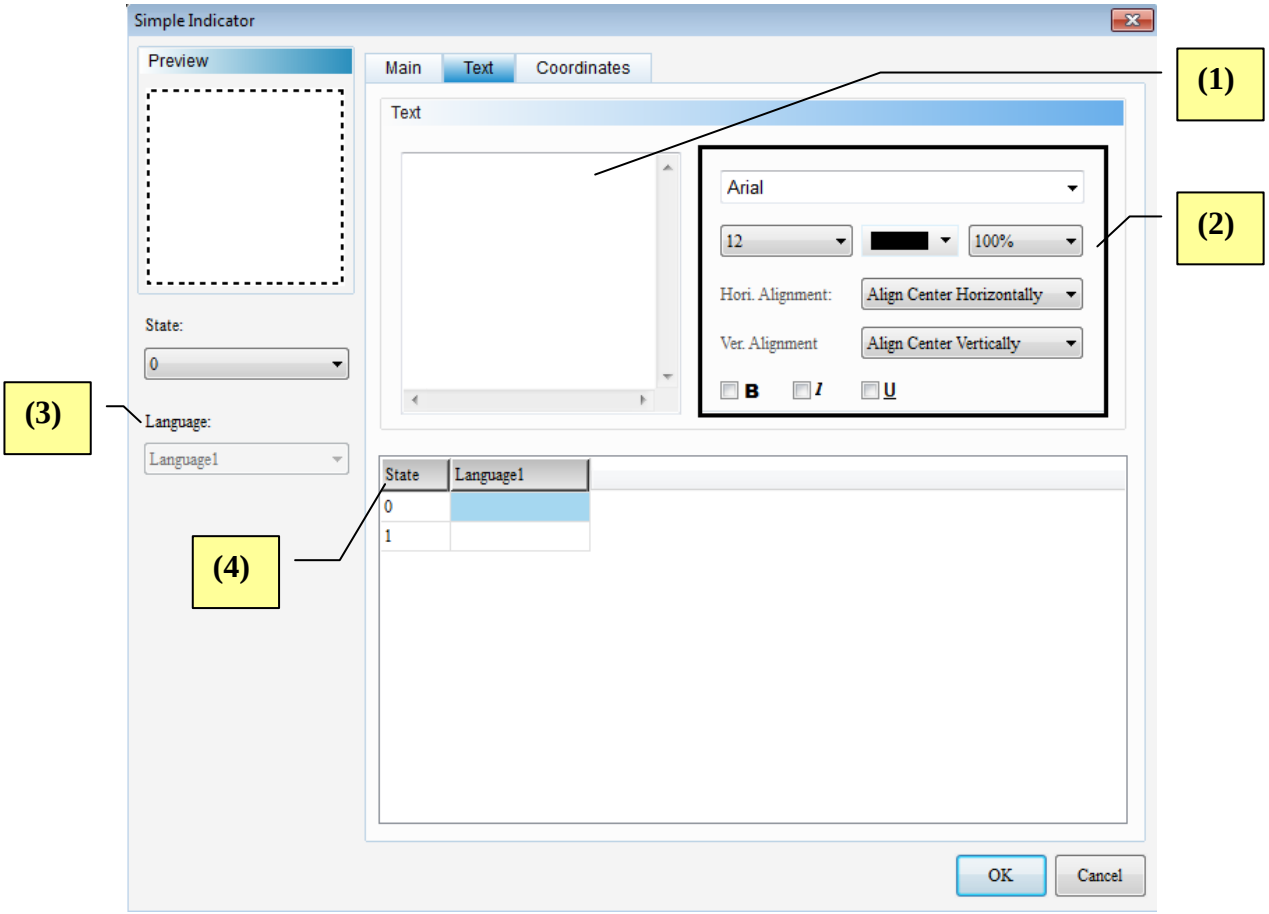
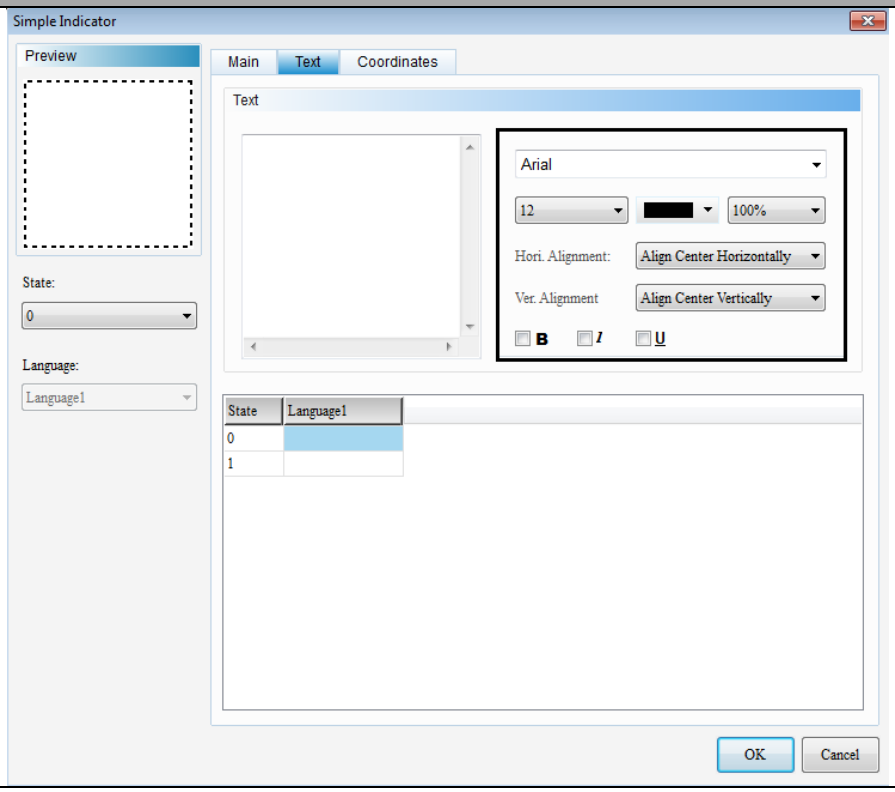


Figure 10-3-3 Simple Indicator—Element Text Properties Page

No.	Property	Functions
(1)	Text	➢ Users can input the text to be displayed in the text box.

No.	Property	Functions
		
(2)	Text Properties	➢ Sets text properties, including font type, font size, font color, scaling, text alignment, and bold/italic/underline of font. Please refer to the above figure for details about the results of text properties.
(3)	Language	➢ When text data are defined, users can edit the text properties to be displayed from Language of the element.
(4)	State	➢ State 0 and State 1 provided by simple indicator are for users to enter text messages.

◆ Position

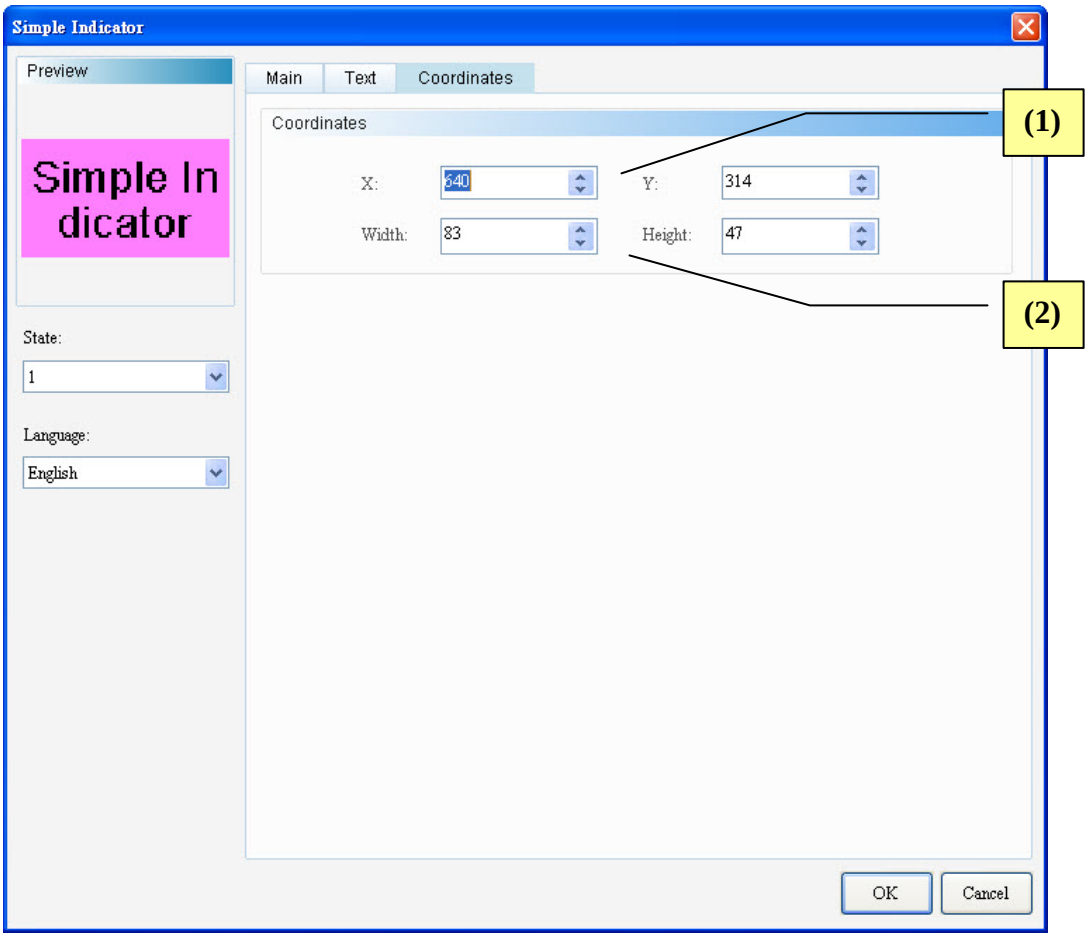


Figure 10-3-4 Simple Indicator—Element Position Properties Page

No.	Property	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

Chapter 11 Display

This chapter mainly describes the display elements provided in the DOPSoft and how they are operated and configured.

◆ Display Element Classification

Display 		Numeric Display
		Character Display
		Date Display
		Time Display
		Day-of-week Display
		Prestored Message display
		Moving Sign

Table 11-1-1 Display Element Classification

◆ Display Element Shared Properties

Display Element	Read Address	Write Address	Invisible Address	String Length	Pad Left 0	Date Format	Time Format	Gain/Offset	Style (Element Type/ Element Background Color/ Border Color)	Properties (Display Direction/ Time Interval/ Moving Points)	Properties (Data Type/ Data Format/ Integer digit/ Decimal Place/ State Count)
Numeric Display	◎		◎		◎			◎	◎		◎ (No state count)
Character Display	◎		◎	◎					◎		
Data Display						◎			◎		
Time Display							◎		◎		
Day-of week Display									◎		
Prestored Message display	◎								◎		◎ (No integer or decimal)
Moving Sign	◎								◎	◎	◎ (No integer or decimal)

Table 11-1-2 Display Element Shared Properties

11-1 Numeric Display

	Numeric Display

The Numeric Display reads the value content of memory address and displays the value on the element. Data Display also displays state response value of other elements, such as “0” or “1”.

Example of Numeric Display

Table 11-1-3 Example of Numeric Display

Read Memory Address

Numeric Display Element		Numeric Entry Element	
Read Memory Address	$555	Write Memory Address	$555





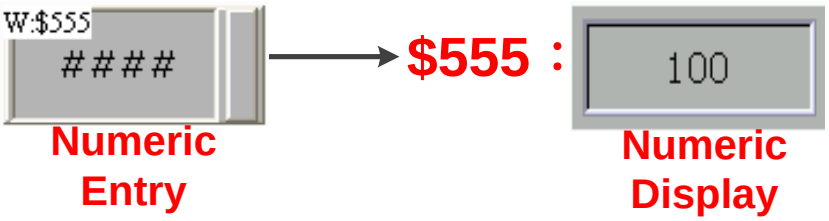
Properties

Numeric Display Element			
Data Type	**Data Format**	**Integer digit**	**Decimal Place**
Word	Unsigned Decimal	4	0

Execution Results

- After creating elements, run Compile and download them to the HMI. Next. Input “100” in Numeric Entry element and the Numeric Entry in the Numeric Display element.

Input value “100” and write to the chosen address ($555)



The numeric display supports two data types: [Word] and [Double Word]. The valid range of numeric display is as shown in Table 11-1-4 below.

Numeric Display

Table 11-1-4 Valid Range of Numeric Display

		Data Format	Valid Range of Numeric Display	
Word		BCD	0~9999	
		Signed BCD	-999 ~ 9999	
		Signed Decimal	-3278~32767	
		Unsigned Decimal	0~65535	
		Hex	0~0xFFFF	
		Binary	0~0xFFFF	

		Data Format	Valid Range of Numeric Display	
Double Word		BCD	0~99999999	
		Signed BCD	-9999999 ~ 99999999	
		Signed Decimal	-2147483648~2147483647	
		Unsigned Decimal	0~4294697295	
		Hex	0~0xFFFFFFFF	
		Binary	0~0xFFFFFFFF	
		Floating	0~9999999	

Double click the Numeric Display to call out the Numeric Display Properties screen as shown below.

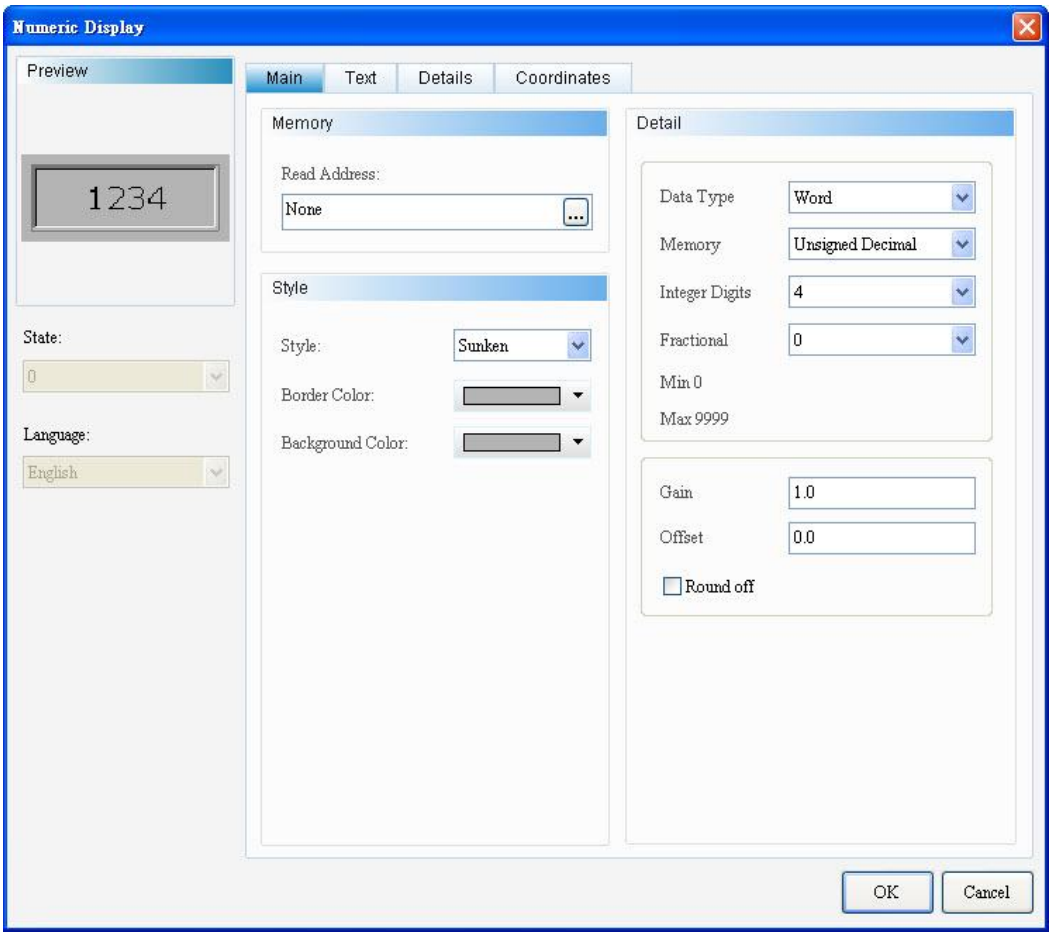


Figure 11-1-1 Numeric Display Properties

Numeric Display	
Function Page	**Content Description**
Preview	The Numeric Display element does not support multistate and multilingual data display.
General	Sets read memory address, element type, element background color, and element Border Color. Sets data type, data format, integer digit, decimal place, gain, gain, and offset.
Text	Sets the font type, font size, font color, alignment, and content of the text to be displayed.
Advanced	Pads left zero.
Position	Sets the X-Y coordinate, width, and height of elements.

Table 11-1-5 Numeric Display Function Page

◆ General

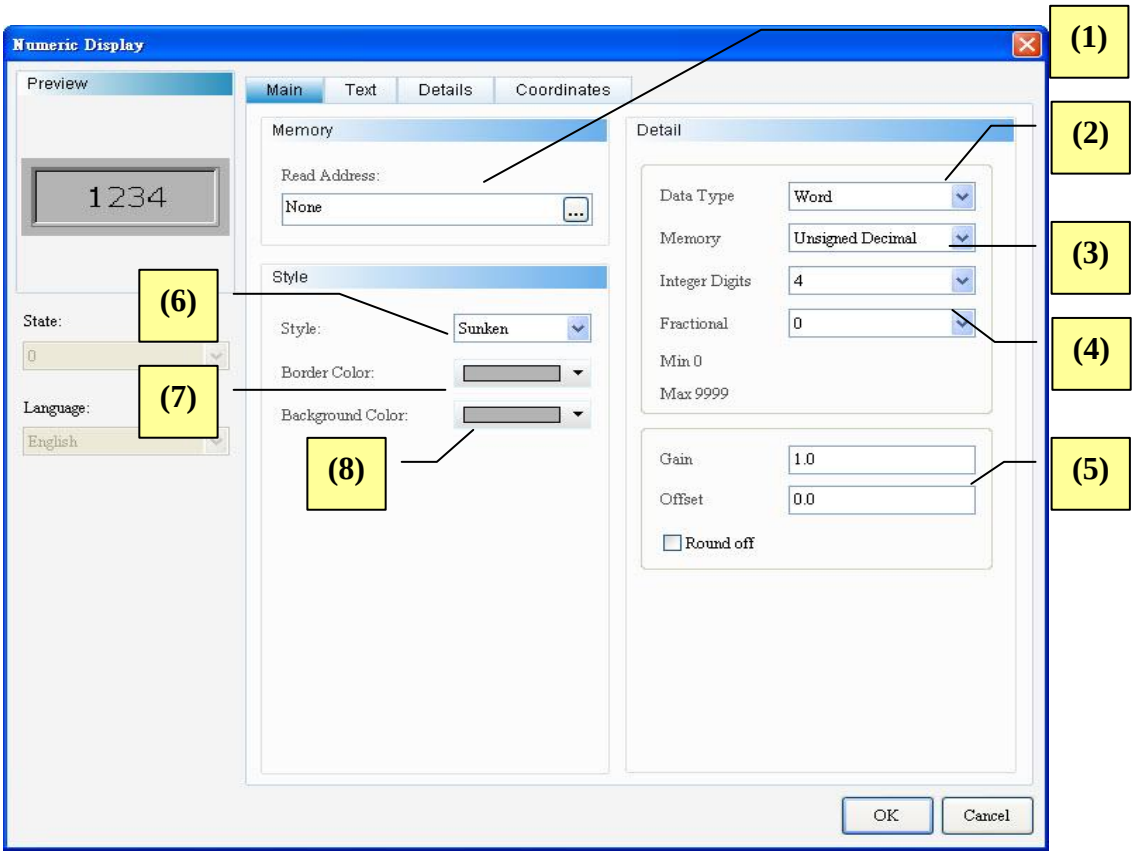
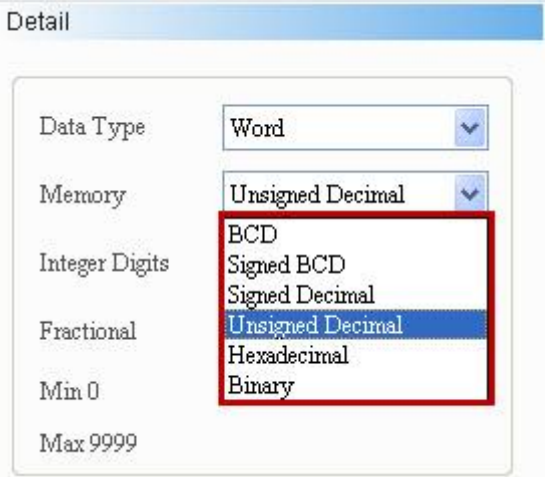
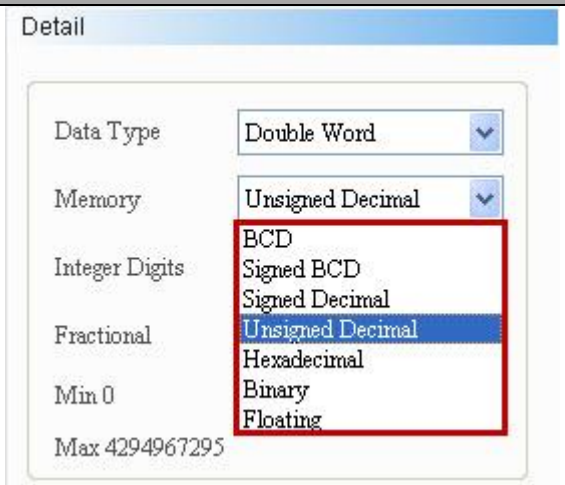
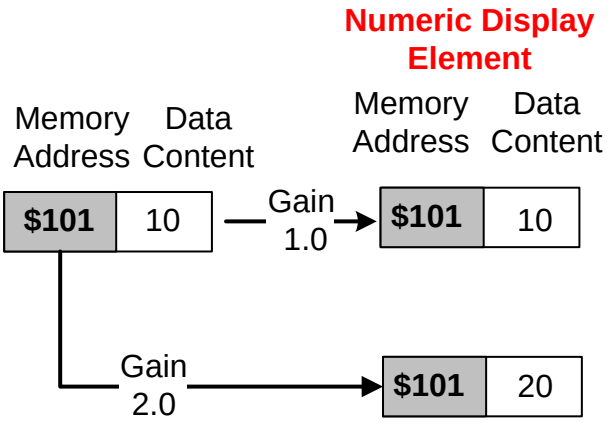
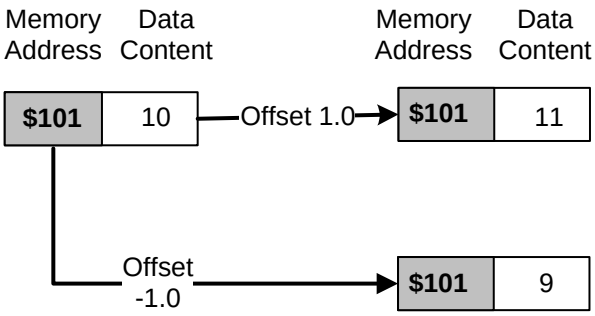
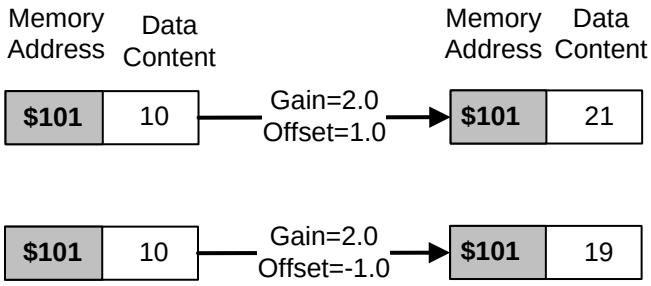
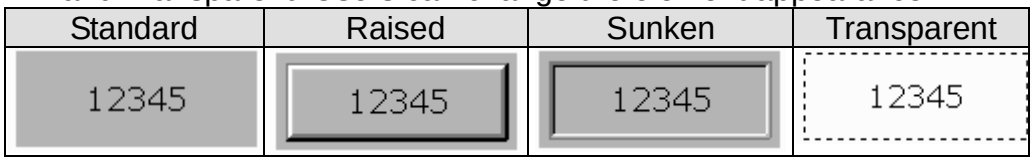
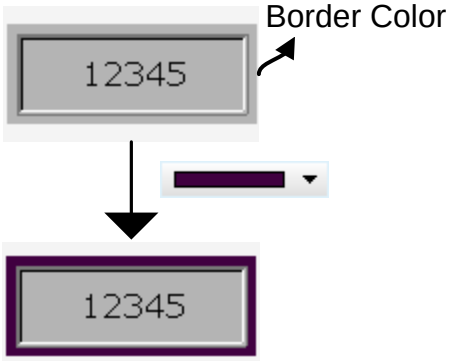


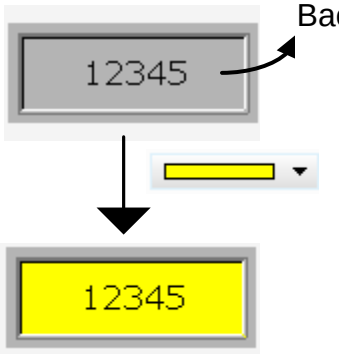
Figure 11-1-2 Numeric Display—Element General Properties Page

No.	Property	Function
(1)	Read Memory Address	➢ Selects the address of internal memory or controller register. ➢ Selects link name or element type. Please refer to 5-1 Buttons.
(2)	Data Type	➢ Two options: “Word” and “Double Word”. Please refer to Table 11-1-4 for details.
(3)	Data Format	➢ If data type is “Word”, the data formats are as follows:  ➢ If data type is “Double Word”, the data formats are as follows:

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td></td><td></td><td> 
</td></tr>
<tr><td>(4)</td><td>Integer Digit Decimal Place</td><td>➢ Defines the digit of integers and the place of decimals.
➢ Instead of true decimal places, Decimal Place here means the display format. True decimal places can only be defined from this item after selecting “Floating” in Data Format.</td></tr>
<tr><td>(5)</td><td>Gain/ Offset</td><td>➢ Equation for calculating Gain and Offset: y = (a)x + (b).
<table>
<tr><th>y</th><th>a</th><th>x</th><th>b</th></tr>
<tr><td>Element Numeric Display</td><td>Gain Value</td><td>Register Actual Value</td><td>Offset Value</td></tr>
</table>
➢ The numeric display element will multiply the actual value in the register by the gain value before displaying the product on the HMI screen. The default gain is “1.0”. If gain is “2.0”, the Numeric Displayed in the element is “20” when the register actual value is “10”.


➢ The numeric display element will add the offset value to the register actual value before displaying the sum on the HMI screen. The default offset is “0.0”. If offset is “1.0”, the Numeric Displayed in the element is “11” when the register actual value is “10”. By contrast, if offset is “-1.0”, the Numeric Displayed in the element is “9” when the register actual value is “10”.</td></tr>
</table>

No.	Property	Function
		Numeric Display Element  ➢ The following examples show [Gain=2.0/Offset=1.0] and [Gain=2.0/Offset-1.0.] **Numeric Display Element**  ➢ After selecting “Round Off before Display”, values will be rounded off before displaying on the numeric display element.
(6)	Element Type	➢ There are four element types, including Standard, Raised, Sunken, and Transparent. Users can change the element appearance. 
(7)	Border Color	➢ Sets element Border Color. ➢ If element type is “Transparent”, Border Color is disabled. 
(8)	Element Backgroun	➢ Sets element background color. ➢ If element type is “Transparent”, background color is disabled.

No.	Property	Function
	d Color	

◆ Text

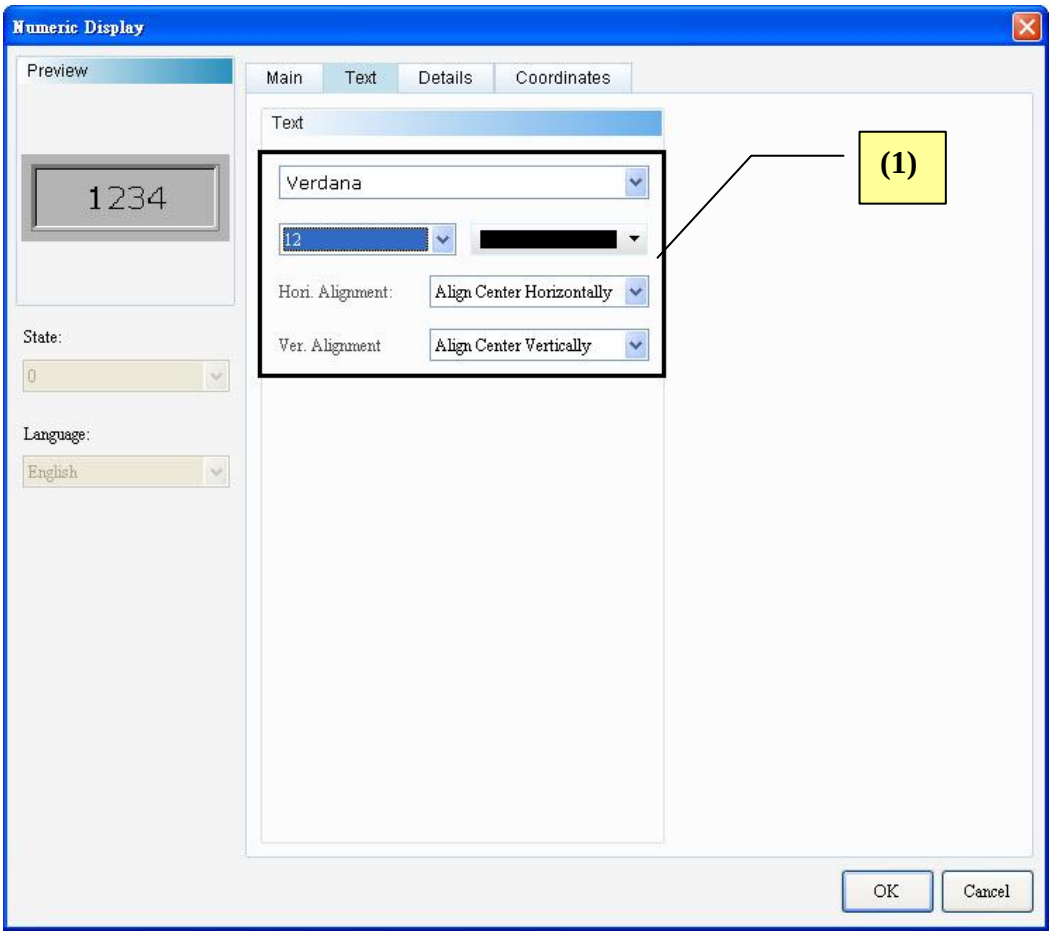


Figure 11-1-3 Numeric Display—Element Text Properties Page

No.	Property	Function Description
(1)	**Text Properties**	Sets text properties, including font type, font size, font color, and text alignment.

◆ Advanced

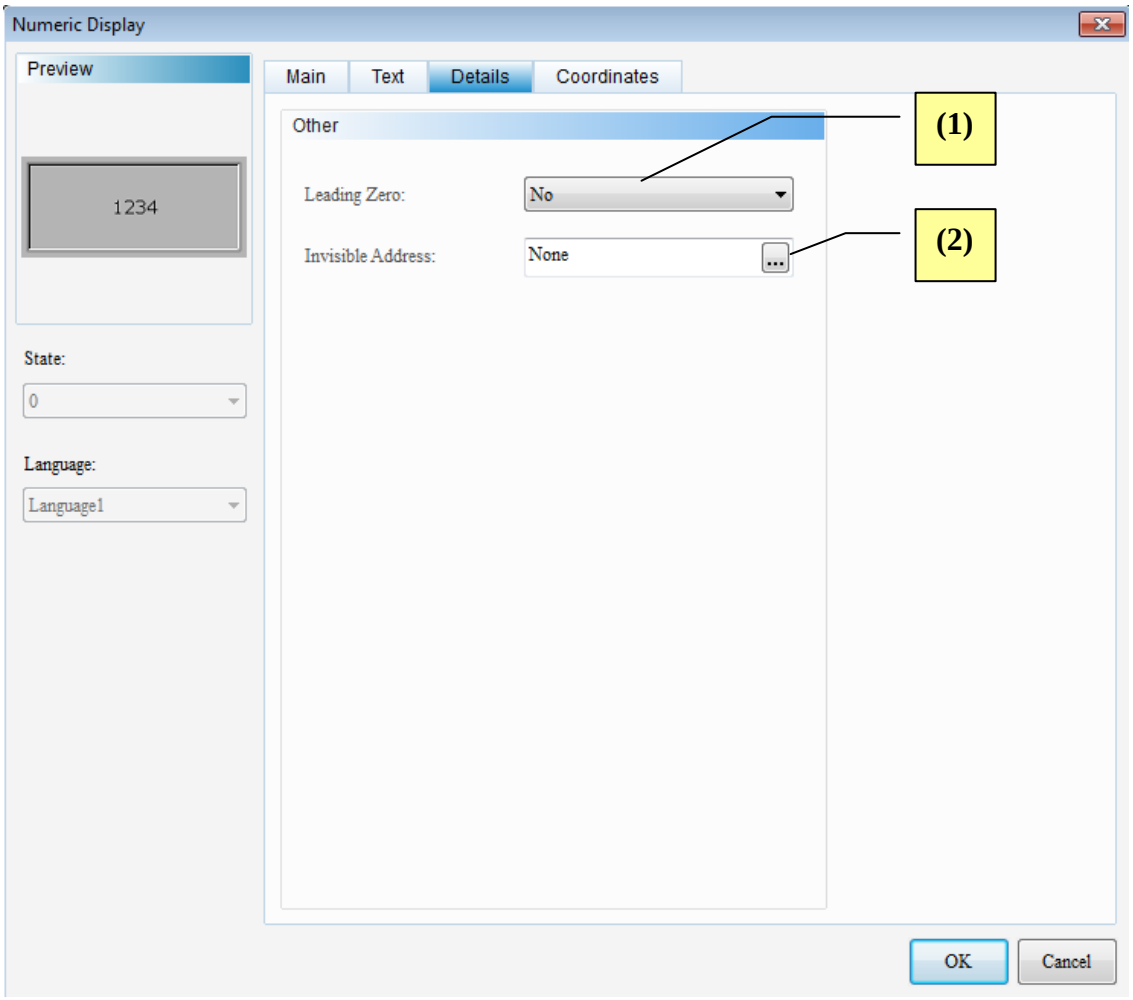
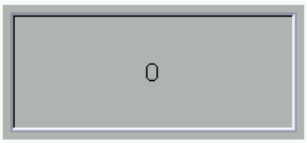


Figure 11-1-4 Numeric Display—Element Advanced Properties Page

No.	Property	Function Description
(1)	Leading Zero	➢ Leading Zero is determined according to the number of digits of an integer as show in the example below: **Integer Digital is 5** ☑ Leading Zero ☐ Leading Zero 00050 50

<table>
<tr><th>No.</th><th>Property</th><th>Function Description</th></tr>
<tr><td>(2)</td><td>Invisible Address</td><td>➢ When the invisible address is on, the numeric display element will be hidden and it will be unable to execute other functions.
<table>
<tr><td>Invisible Address ON</td><td> 
</td></tr>
<tr><td>Invisible Address OFF</td><td> 


</td></tr>
</table></td></tr>
</table>

◆ Position

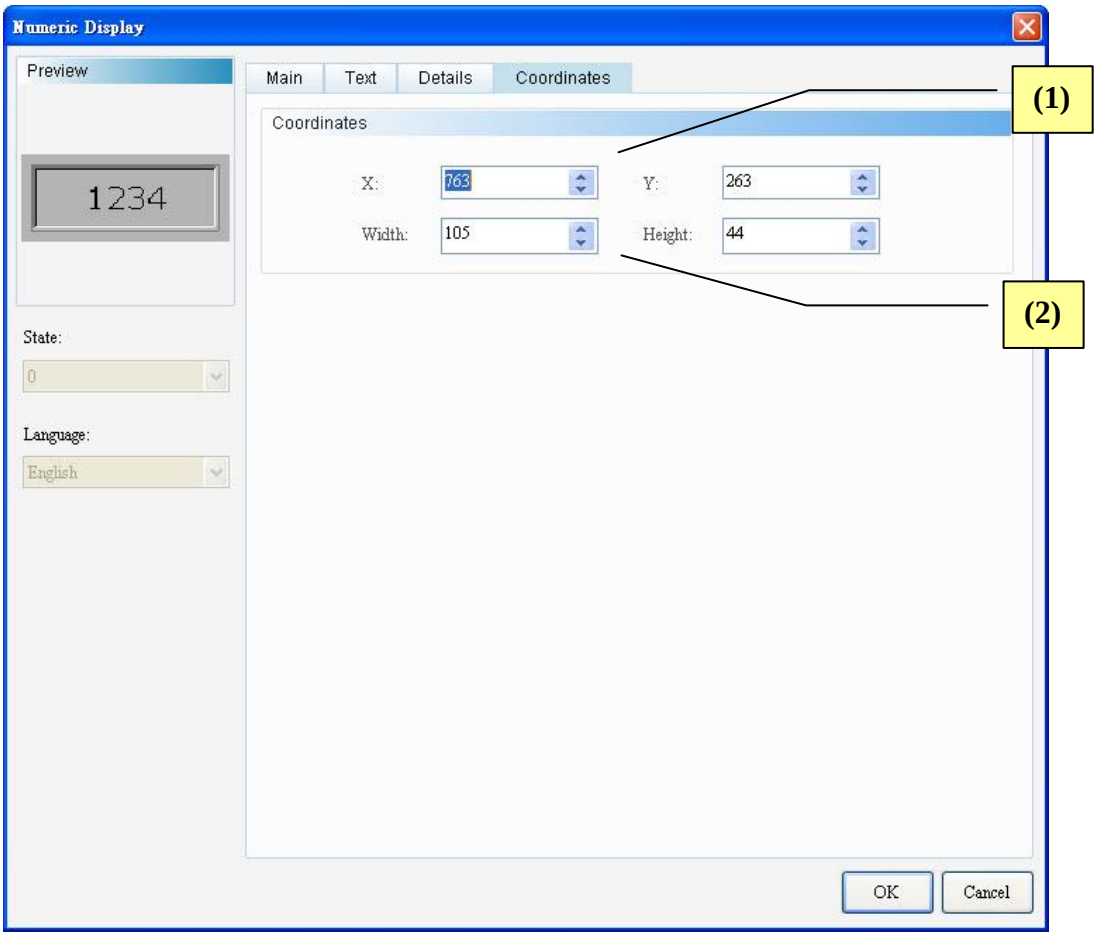


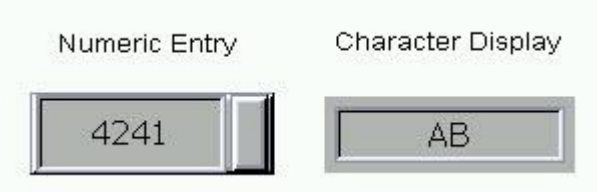
Figure 11-1-5 Numeric Display—Element Position Properties

No.	Property	Function Description
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

11-2 Character Display

	Character Display

The Character Display is for displaying text. Therefore, all data must be input in readable ASCII code. The DOPSoft transfers the ASCII code into characters before displaying on the Character Display. The Character Display is an element reading byte. As the default data format of the Numeric Entry element is “Word” making up of double byte, one word represents two bytes. However, it is necessary for the Character Display element to exchange the high and low bytes before reading data and displaying the actual text data. For example, if $0 is 4241 (Hex), after high/low byte exchange, it is “AB” in the Character display.



The following table is the cross reference of data format and characters. The examples below simply include A to G only, and the rest is composed according to the same theory.

Unsigned Decimal	Hexadecimal	Character
65	41	A
66	42	B
67	43	C
68	44	D
69	45	E
70	46	F
71	47	G

Table 11-2-1 ASCII Code Cross Reference Table

Please refer to Table 11-2-1 Example Character Display below.

Example of Character Display

Table 11-2-2 Example of Character Display

Read Memory Address

Character Display Element		Numeric Entry Element	
Read Memory Address	$555	Write Memory Address	$555





Properties

Character Display Element	
String Length	**4**

- Characters of Character Display are displayed according to the corresponding data format as shown in 11-2-1.

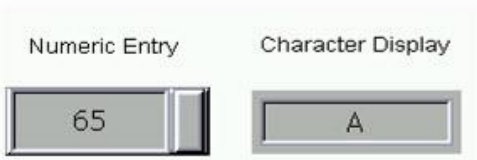
Numeric Entry Element		
Data Type	**Data Format**	**Integer digit**
Word	**Unsigned Decimal**	**4**

Numeric Entry Element		
Data Type	**Data Format**	**Integer digit**
Word	**Hexadecimal**	**4**

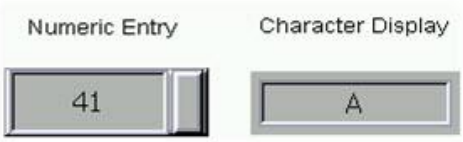
Execution Results

- Compile screens and download them to the HMI. The Character Display element will display the corresponding characters according to the data read from the memory address and the selected data format.

Unsigned Decimal



Hexadecimal



Double-click the Character Display to call out the Character Display Properties screen as shown below.

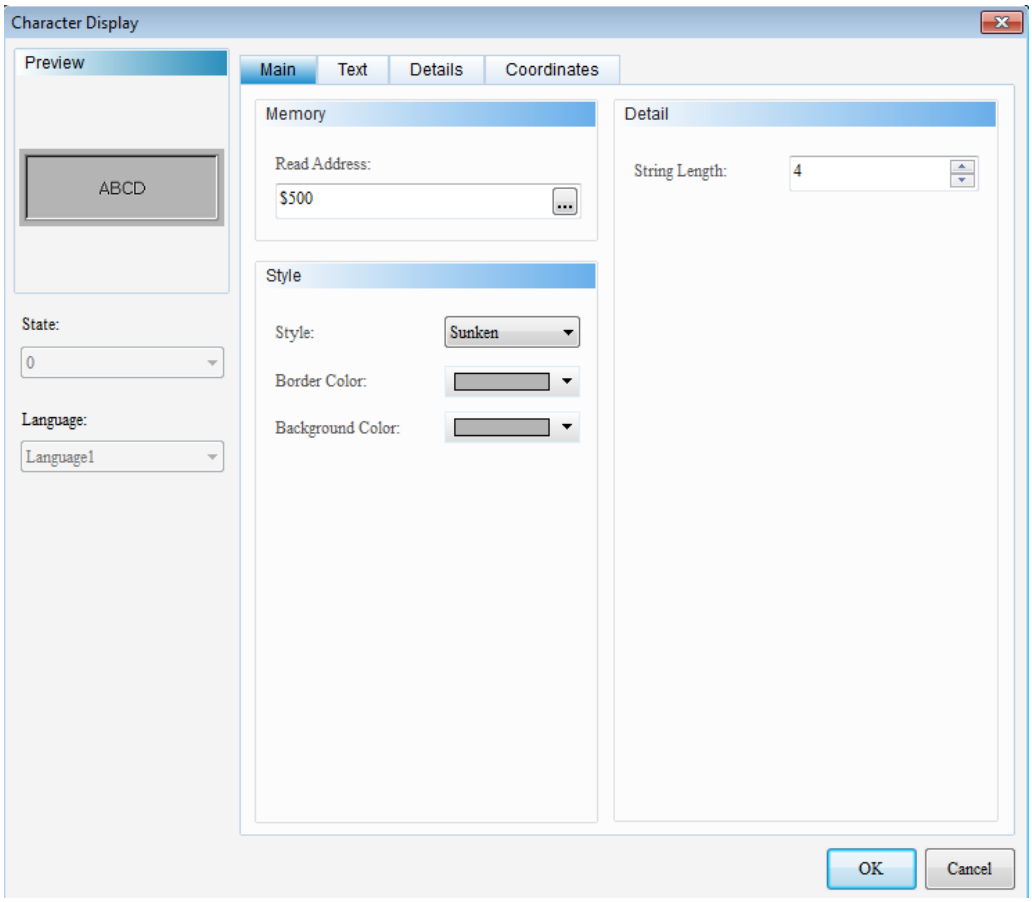


Figure 11-2-1 Character Display Properties

Character Display	
Function Page	**Content Description**
Preview	The Character Display element does not support multistate or multilingual data display.
General	Sets read memory address, element style, background color, and Border Color. Sets string length.
Text	Sets the font type, font size, font color, alignment, and content of the text to be displayed.
Details	Sets Invisible Address
Position	Sets the X-Y coordinate, width, and height of elements.

Table 11-2-3 Character Display Function Page

◆ General

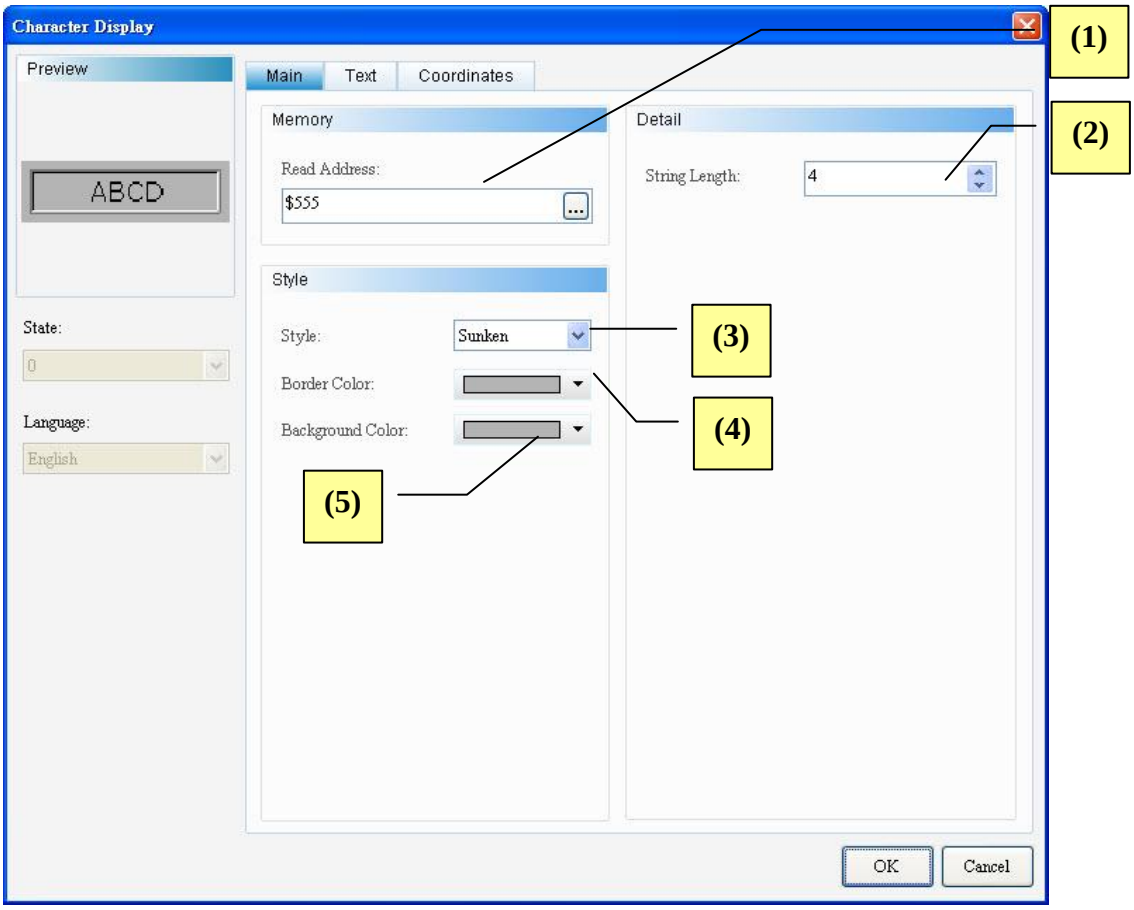
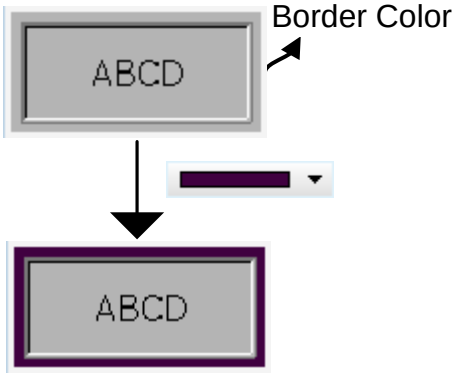
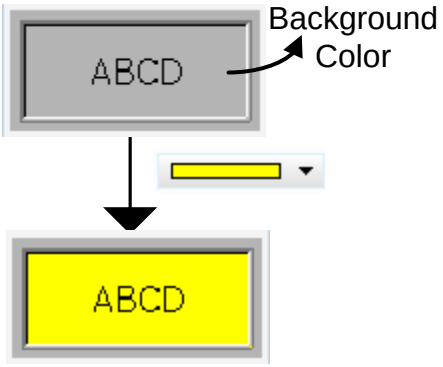


Figure 11-2-2 Character Display—Element General Properties

No.	Property	Function
(1)	Read Memory Address	➢ Selects the address of internal memory or controller register. ➢ Selects link name or element type. Please refer to 5-1 Buttons for details.
(2)	String Length	➢ The range of string length is 1~256.
(3)	Element Type	➢ There are four element types, including Standard, Raised, Sunken, and Transparent. Users can change the element appearance. Standard: ABCD Raised: ABCD Sunken: ABCD Transparent: ABCD
(4)	Border Color	➢ Sets element Border Color. ➢ If element type is “Transparent”, Border Color is disabled.

No.	Property	Function
		
(5)	Element Background Color	➢ Sets element background color. ➢ If element type is “Transparent”, background color is disabled. 

◆ Text

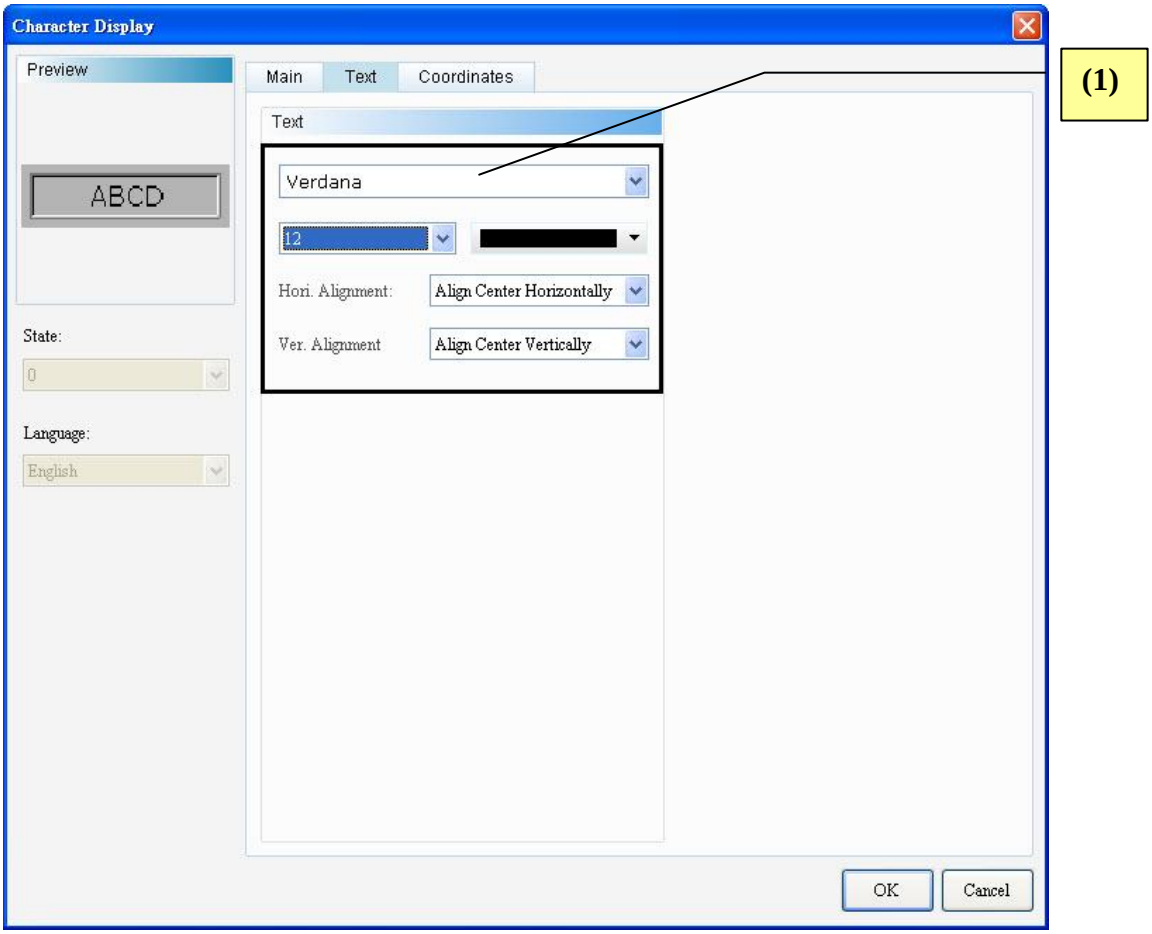


Figure 11-2-3 Character Display—Element Text Properties Page

No.	Property	Function Description
(1)	**Text Properties**	➢ Sets text properties, including font type, font size, font color, and text alignment.

◆ Details

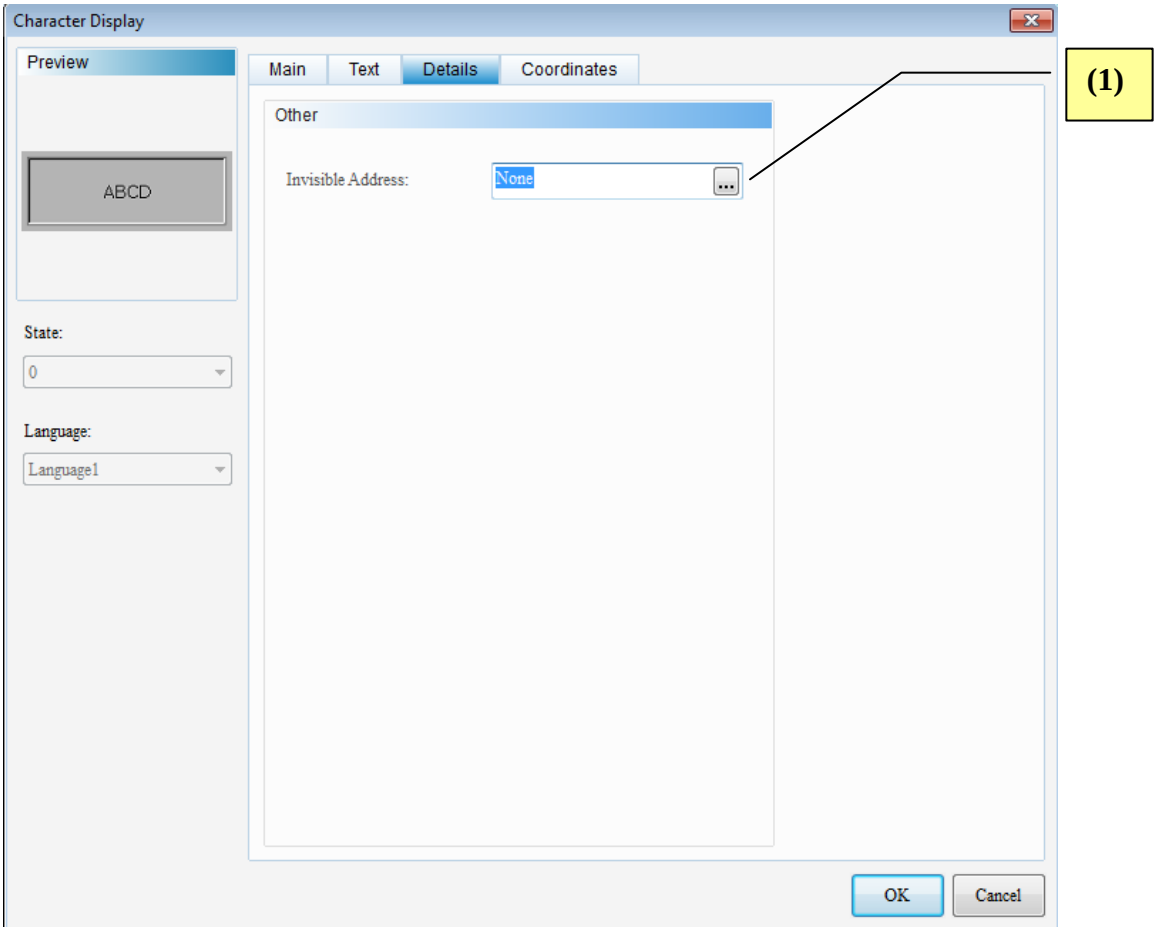
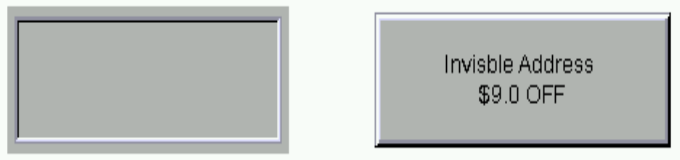


Figure 11-2-4 Character Display—Element Details Properties Page

No.	Property	Function Description
(1)	**Invisible Address**	➢ When the invisible address is on, the character display element will be hidden and it will be unable to execute other functions.

Invisible Address ON	
Invisible Address OFF	

◆ Position

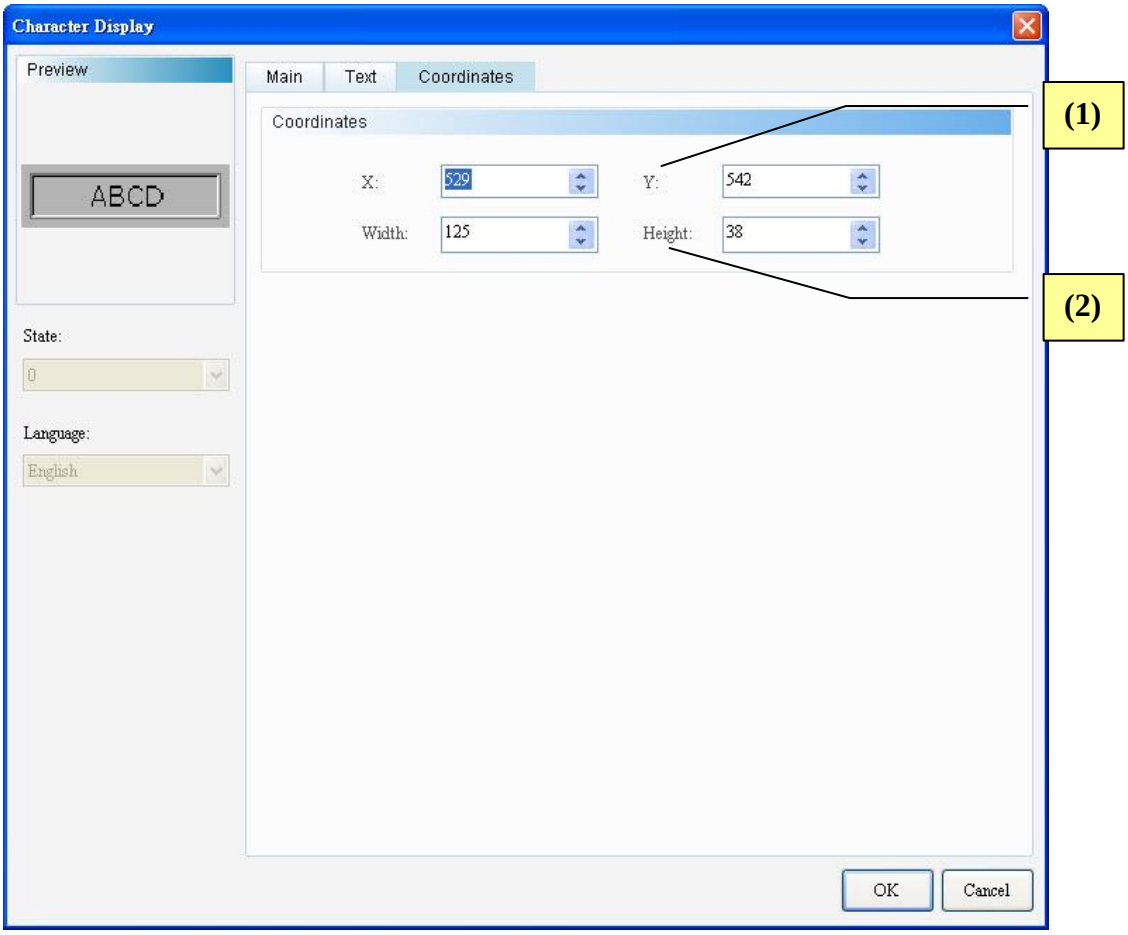


Figure 11-2-5 Character Display—Element Position Properties

No.	Property	Function Description
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

11-3 Date Display / Time Display / Day-of-week Display

	Date Display
	Time Display
	Day-of-week Display

The Date Display, Time Display, and Day-of-week Display show the date, time, and day of the HMI. Users can define the format of Date Display and Time Display and edit Day-of-week Display with multiple languages. Please refer to 11-3-1 Example of Date Display / Time Display / Day-of-week Display for details.

Example of Date Display / Time Display / Day-of-week Display

Table 11-3-1 Example of Date Display / Time Display / Day-of-week Display

Date Display

Date Display Element		Date Format Options
Date Format Properties	mm/dd/yy	mm/dd/yy dd/mm/yy dd.mm.yy yy.mm.dd yy/mm/dd mm.dd mm/dd

Time Display

Time Display Element		Time Format Options
Time Format Properties	HH:MM:SS	HH:MM:SS HH:MM

Day-of-week Display

- If multi-language is established, users can edit day with multiple languages from the element.

State	English	Chinese
0	SUN	日
1	MON	一
2	TUE	二
3	WED	三
4	THR	四
5	FRI	五
6	SAT	六

Execution Results

- Compile screens and download to the HMI, the display on the HMI is shown below:

Date Display	Time Display	Day-of-week Display	
		Chinese	English
06/14/2011	17:30:49	二	TUE

11-3-1 Date Display

Double-click the Date Display to call out the Date Display Properties screen as shown below.

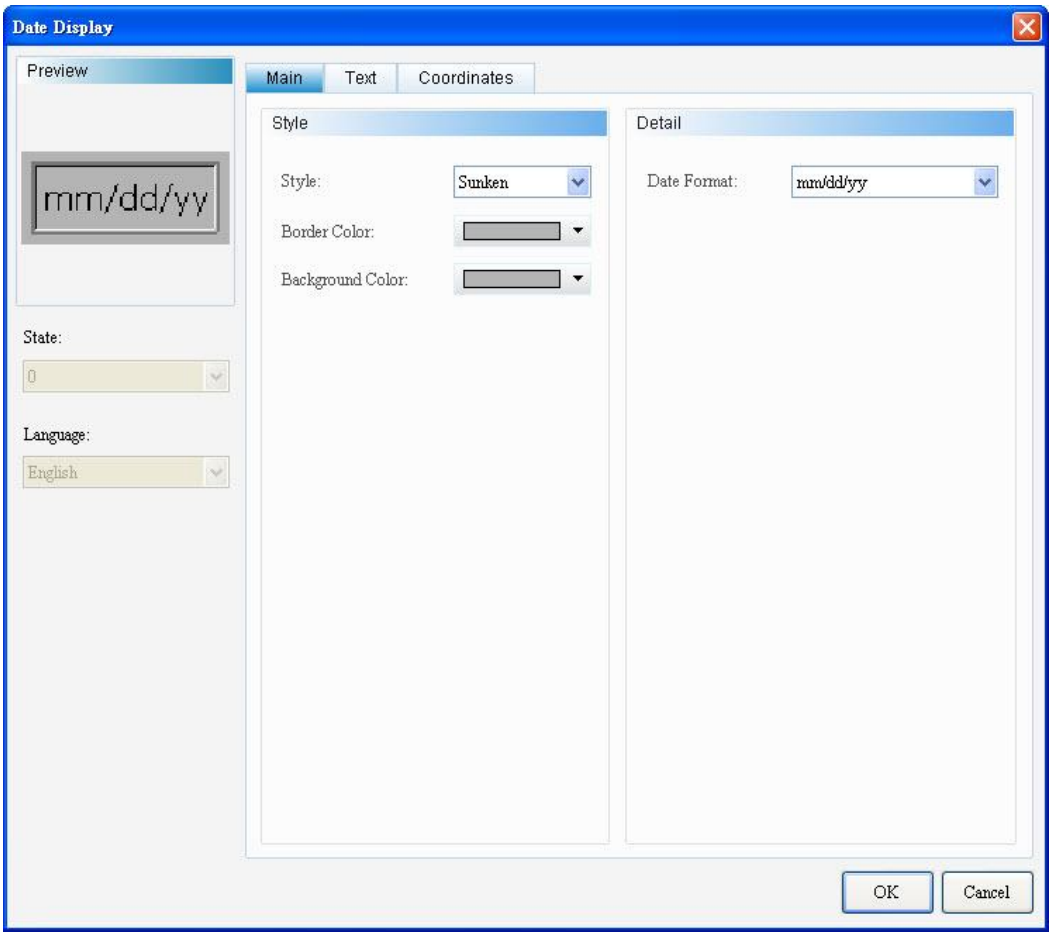


Figure 11-3-1-1 Date Display Properties

Date Display	
Function Page	**Content Description**
Preview	The Date Display displays the HMI system date and does not support multistate and multilingual data display.
General	Sets element type, element Border Color, and element background color. Sets date display format.
Text	Sets the font type, font size, font color, alignment, and content of the text to be displayed.
Position	Sets the X-Y coordinate, width, and height of elements.

Table 11-3-1-1 Date Display Function Page

◆ General

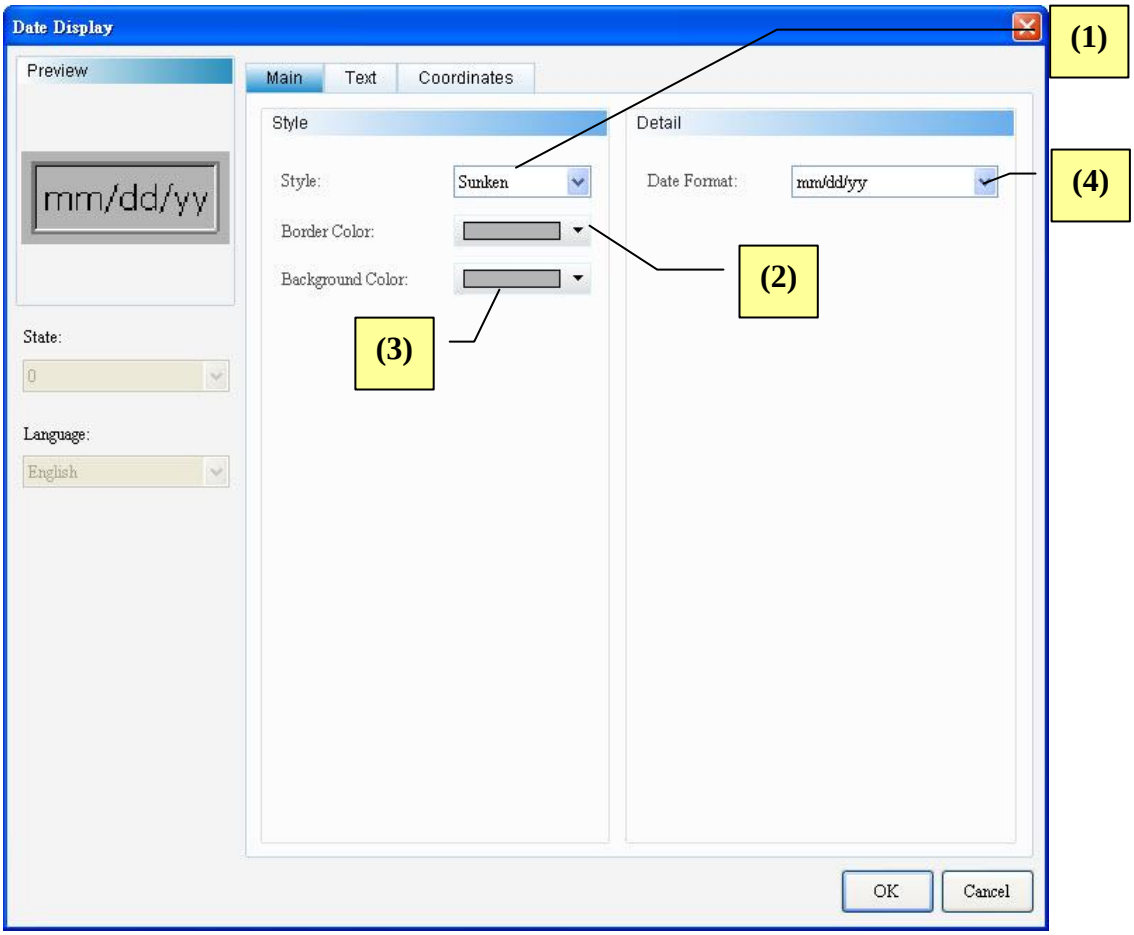
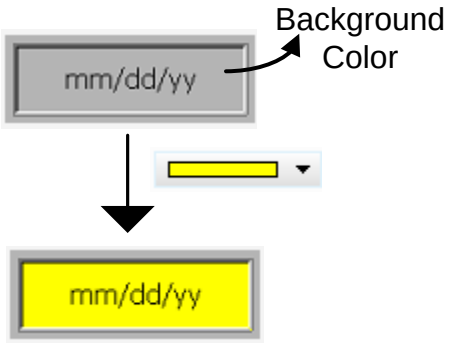
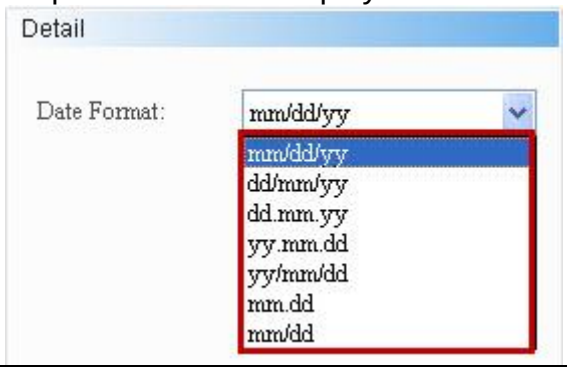


Figure 11-3-1-2 Date Display—Element General Properties Page

No.	Property	Function
(1)	Element Type	➢ There are four element types, including Standard, Raised, Sunken, and Transparent. Users can change the element appearance. Standard: mm/dd/yy Raised: mm/dd/yy Sunken: mm/dd/yy Transparent: mm/dd/yy
(2)	Border Color	➢ Sets element Border Color. ➢ If element type is “Transparent”, Border Color is disabled. Border Color mm/dd/yy mm/dd/yy

No.	Property	Function
(3)	Background Color	➢ Sets element background color. ➢ If element type is “Transparent”, background color is disabled. 
(4)	Date Display Format	➢ The DOPSoft provides 7 date display formats for users to select. 

◆ Text

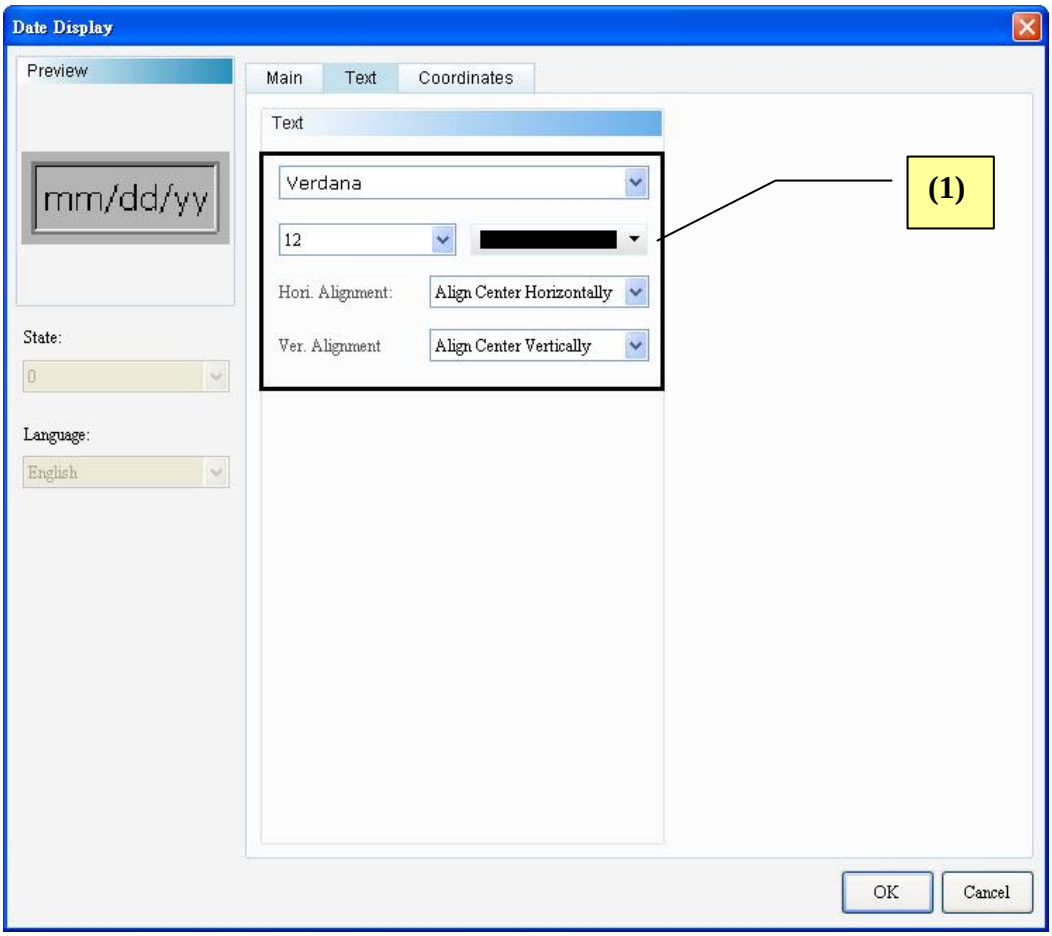


Figure 11-3-1-3 Date Display—Element Text Properties Page

No.	Property	Function Description
(1)	**Text Properties**	➢ Sets text properties, including font type, font size, font color, and text alignment.

◆ Position

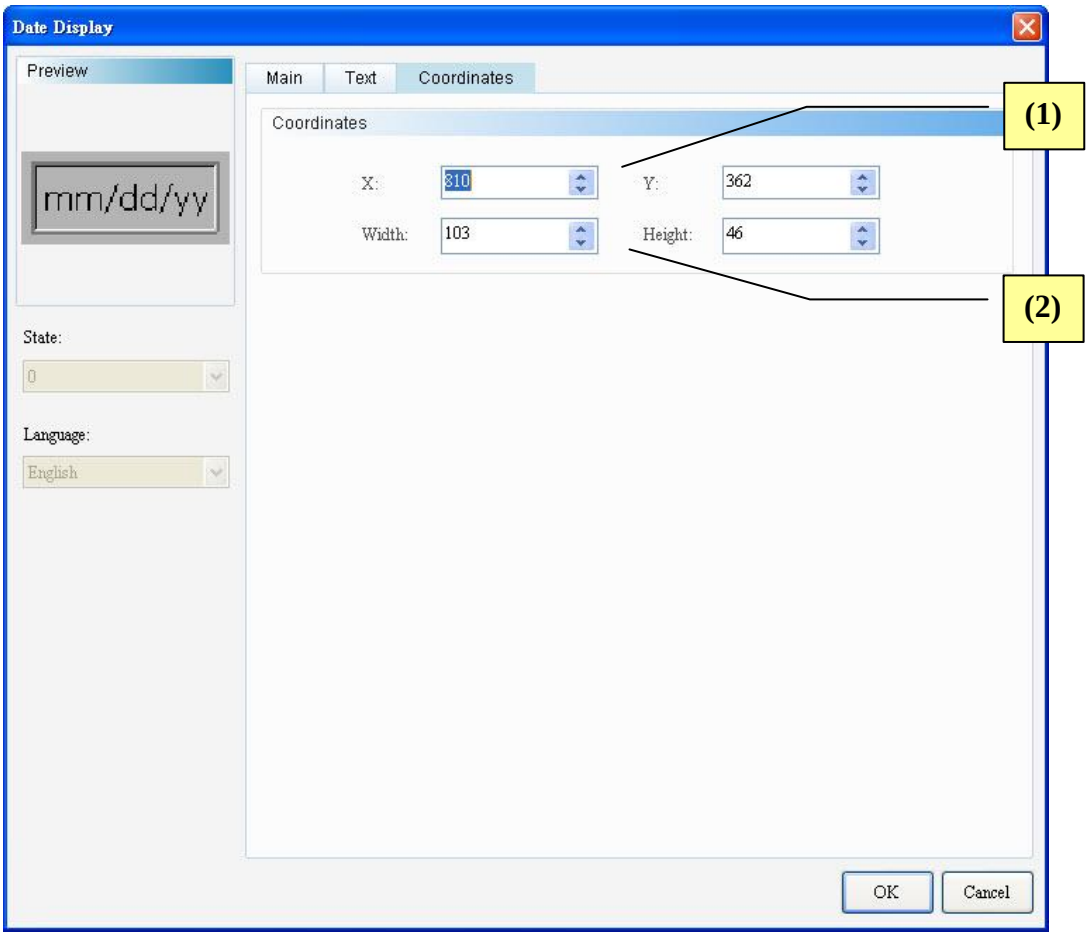


Figure 11-3-1-4 Date Display—Element Position Properties Page

No.	Property	Function Description
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

11-3-2 Time Display

Double-click the Time Display to call out the Time Display Properties screen as shown below.

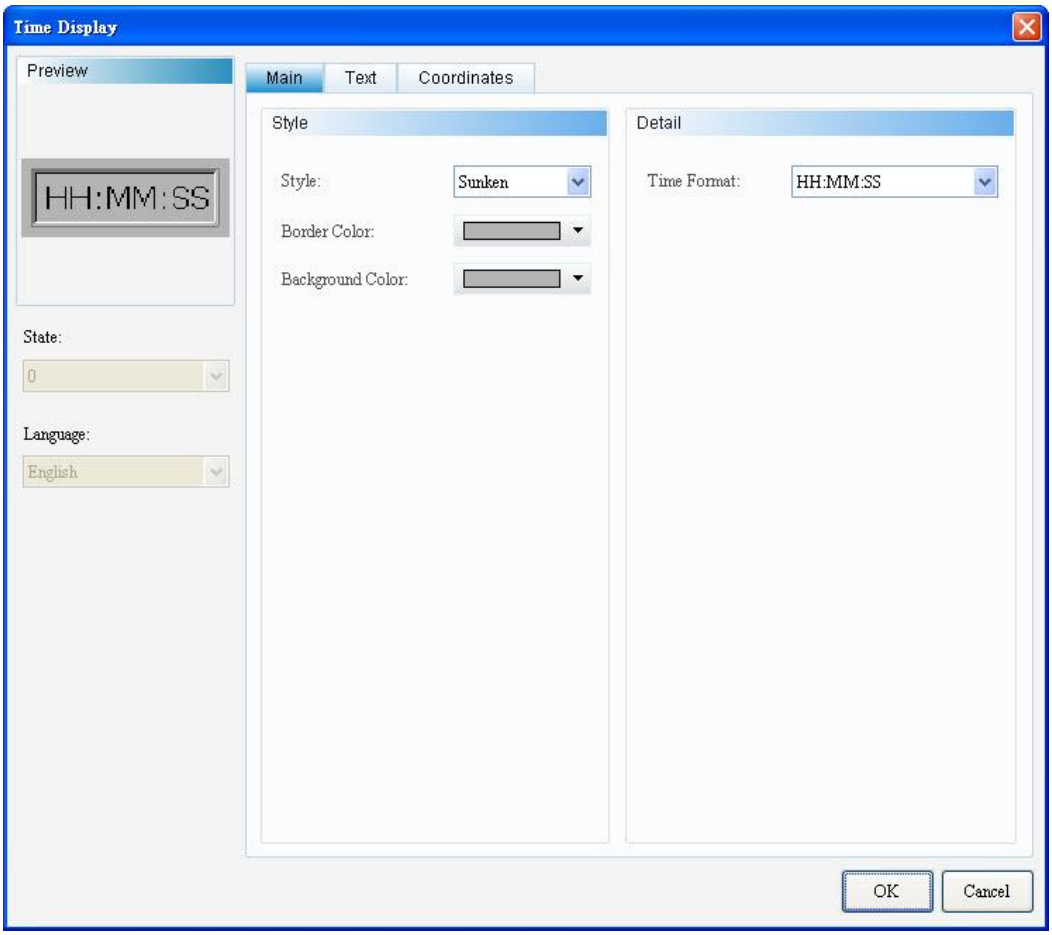


Figure 11-3-2-1 Time Display Properties

Time Display	
Function Page	**Content Description**
Preview	The Time Display displays the HMI system time and does not support multistate and multilingual data display.
General	Sets element type, element Border Color, and element background color. Sets time display format.
Text	Sets the font type, font size, font color, alignment, and content of the text to be displayed.
Position	Sets the X-Y coordinate, width, and height of elements.

Table 11-3-2-1 Time Display Function Page

◆ General

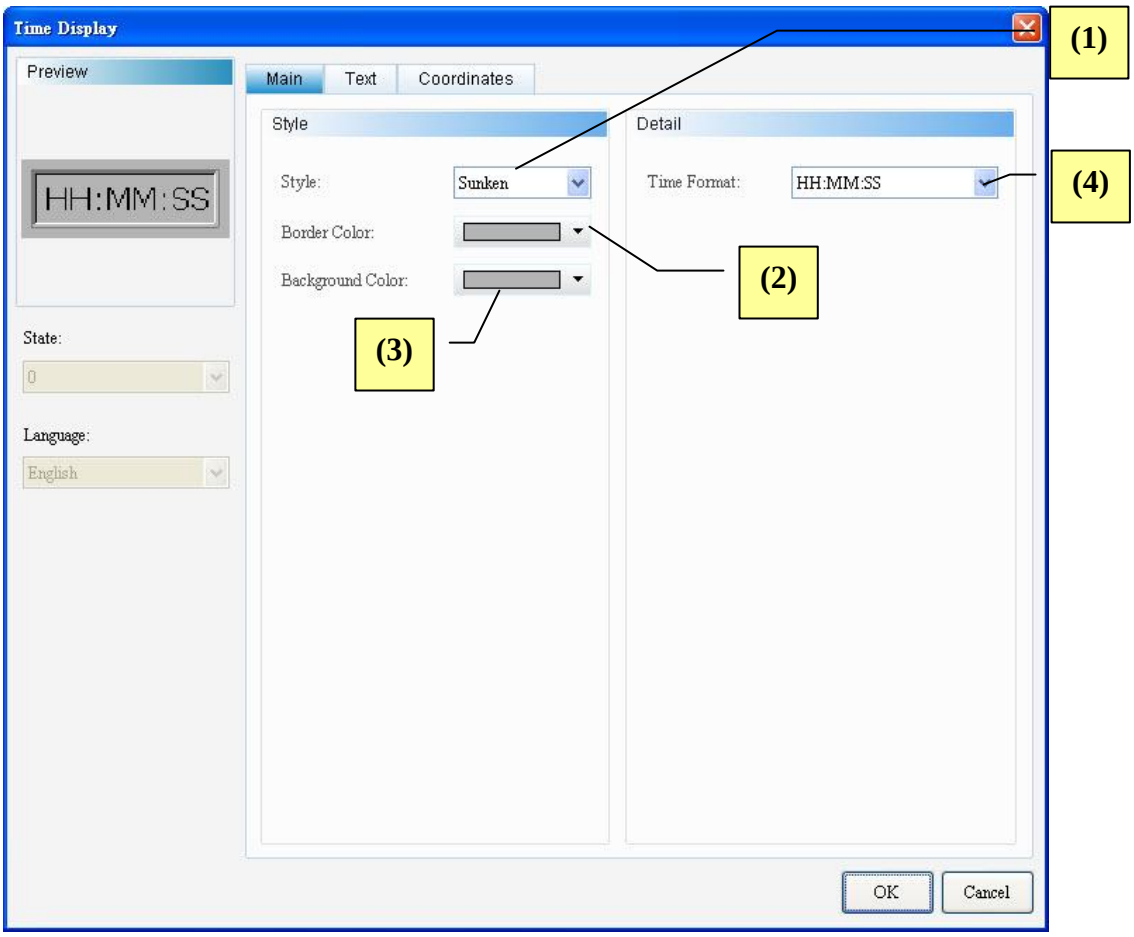
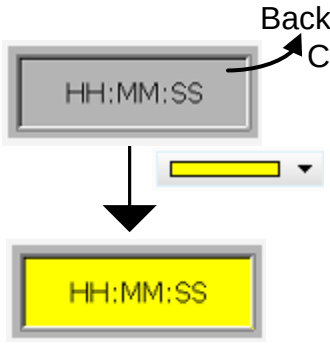
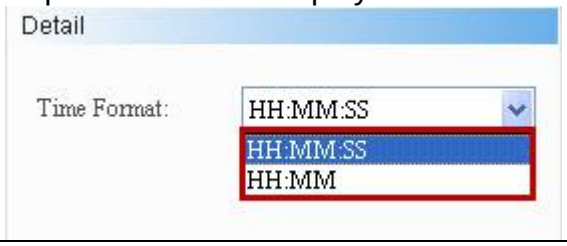


Figure 11-3-2-2 Time Display—Element General Properties Page

No.	Property	Function
(1)	Element Type	➢ There are four element types, including Standard, Raised, Sunken, and Transparent. Users can change the element appearance. Standard: HH:MM:SS Raised: HH:MM:SS Sunken: HH:MM:SS Transparent: HH:MM:SS
(2)	Border Color	➢ Sets element Border Color. ➢ If element type is “Transparent”, Border Color is disabled. Border Color HH:MM:SS HH:MM:SS

No.	Property	Function
(3)	Background Color	➢ Sets element background color. ➢ If element type is “Transparent”, background color is disabled. 
(4)	Time Display Format	➢ The DOPSoft provides 2 time display formats for users to select. 

◆ Text

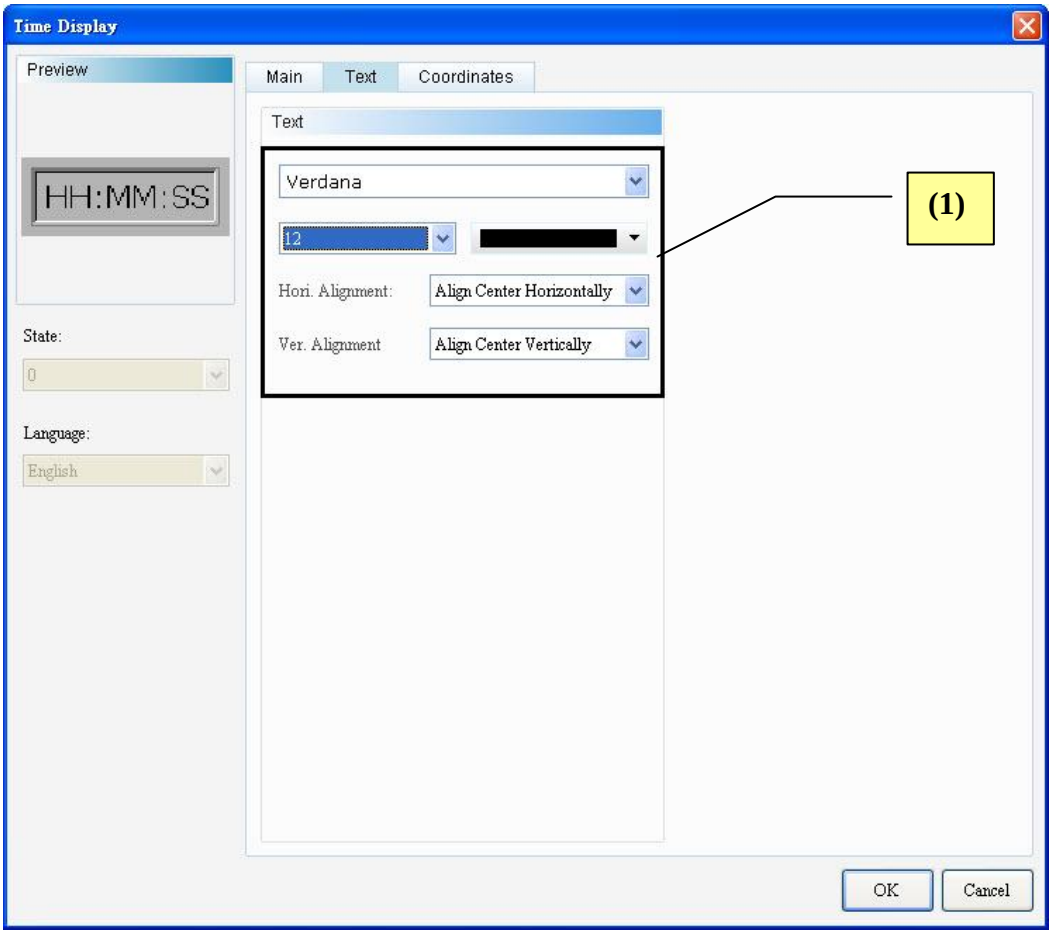


Figure 11-3-2-3 Time Display—Element Text Properties Page

No.	Property	Function Description
(1)	**Text Properties**	➢ Sets text properties, including font type, font size, font color, and text alignment.

◆ Position

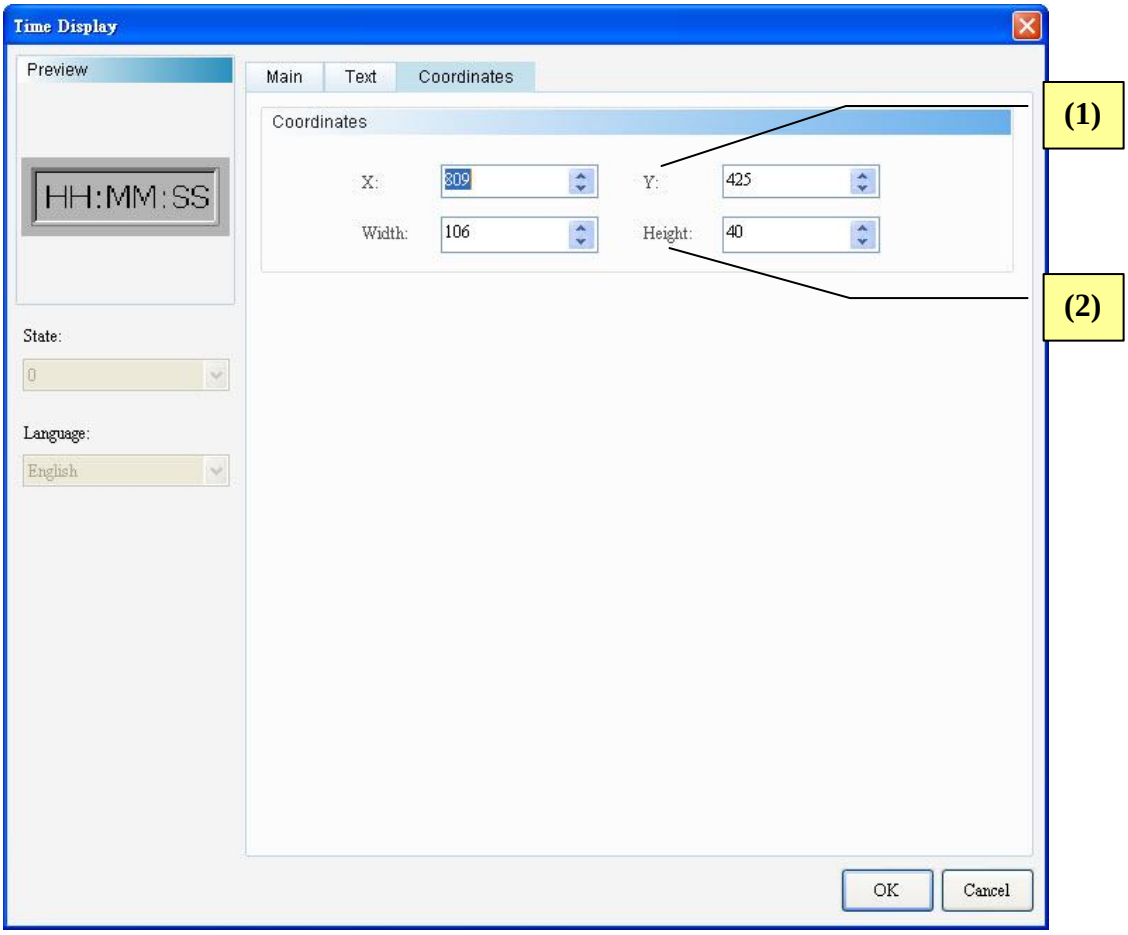


Figure 11-3-2-4 Time Display—Element Position Properties Page

No.	Property	Function Description
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

11-3-3 Day-of-week Display

Double-click the Day-of-week Display to call out the Day-of-week Display Properties screen as shown below.

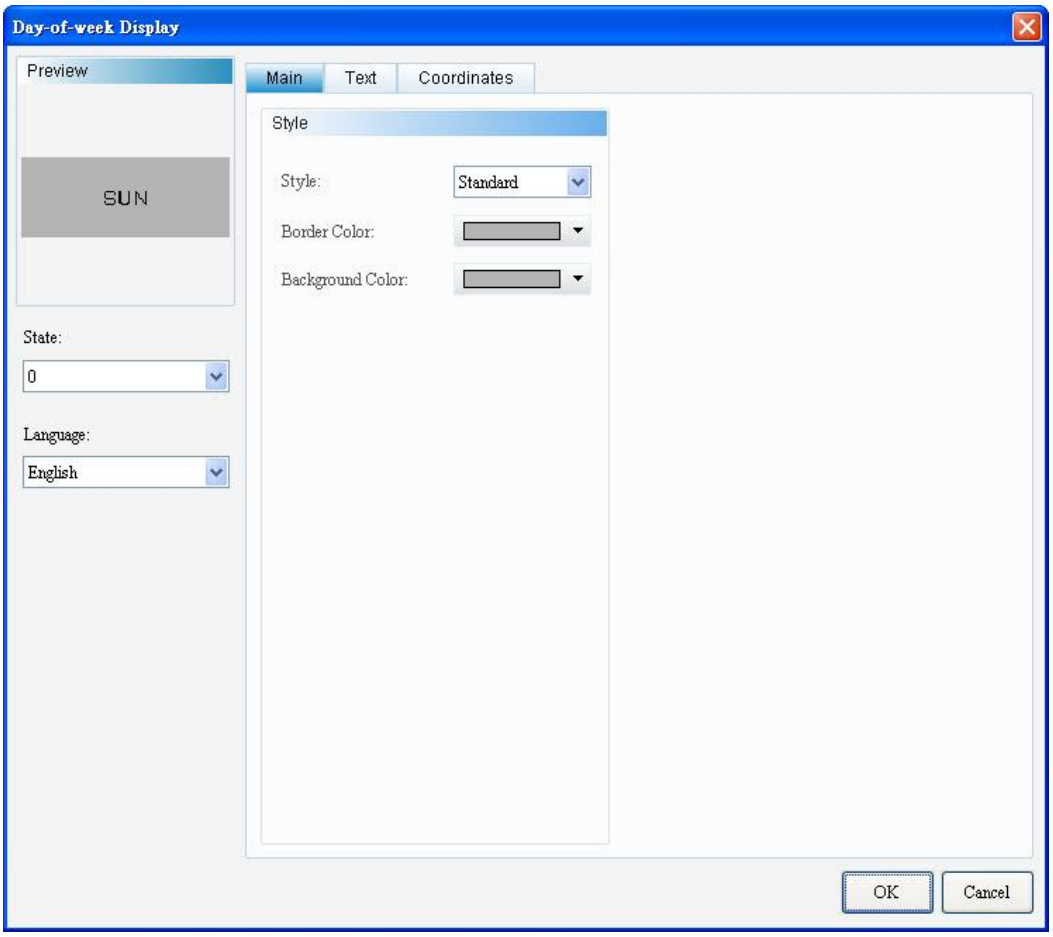


Figure 11-3-3-1 Day-of-week Display Properties

Day-of-week Display	
Function Page	**Content Description**
Preview	Besides displaying the HMI system day, Day-of-week Display also supports multistate and multilingual data display.
General	Sets element type, element Border Color, and element background color.
Text	Sets the content, font type, font size, font color, bold/italic/underline of font, scaling, and alignment of the text to be displayed. Edits text in Day-of-week Display. If multi-language is established, users can edit the data in other languages.
Position	Sets the X-Y coordinate, width, and height of elements.

Table 11-3-3-1 Day-of-week Display Function Page

◆ General

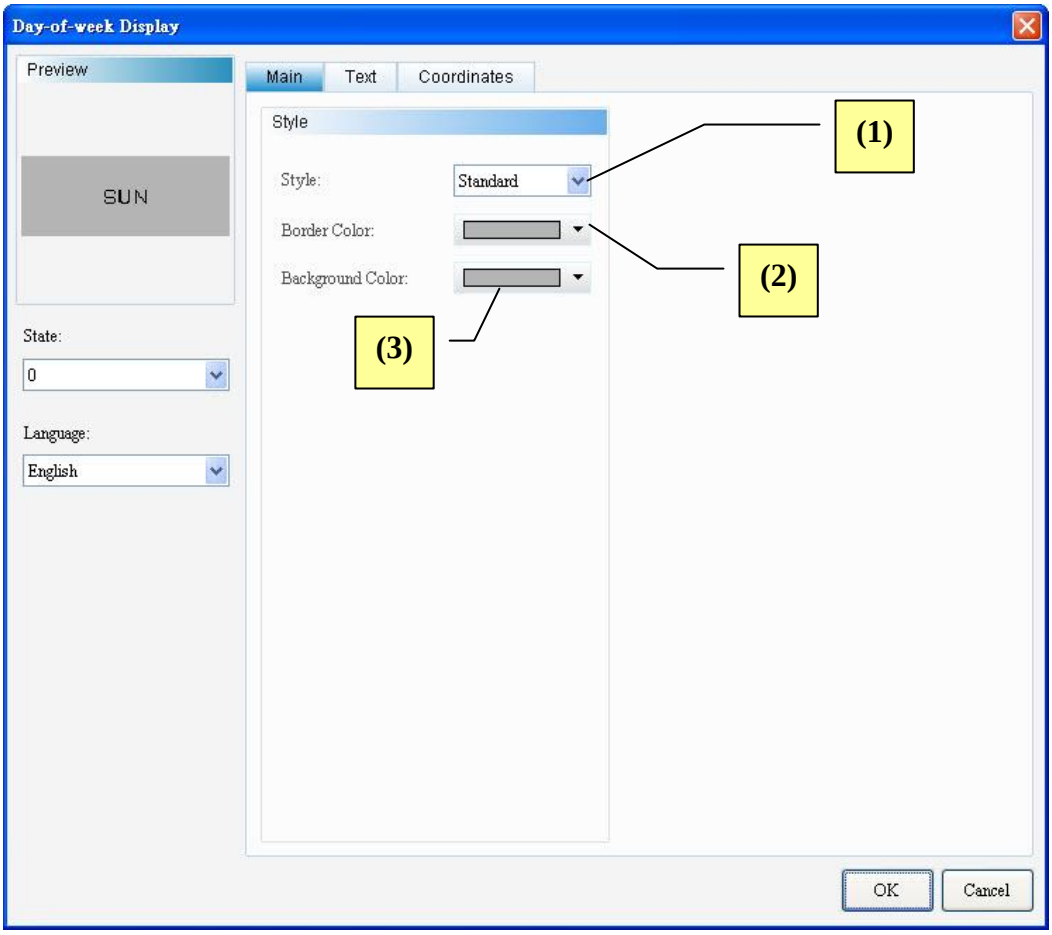
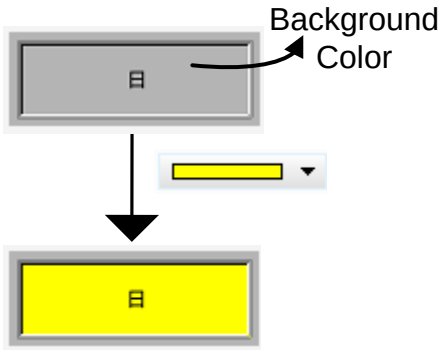


Figure 11-3-3-2 Day-of-week Display—Element General Properties Page

No.	Property	Function
(1)	Element Type	➢ There are four element types, including Standard, Raised, Sunken, and Transparent. Users can change the element appearance. Standard | Raised | Sunken | Transparent
(2)	Border Color	➢ Sets element Border Color. ➢ If element type is “Transparent”, Border Color is disabled. Border Color

No.	Property	Function
(3)	Background Color	➢ Sets element background color. ➢ If element type is “Transparent”, background color is disabled. 

◆ Text

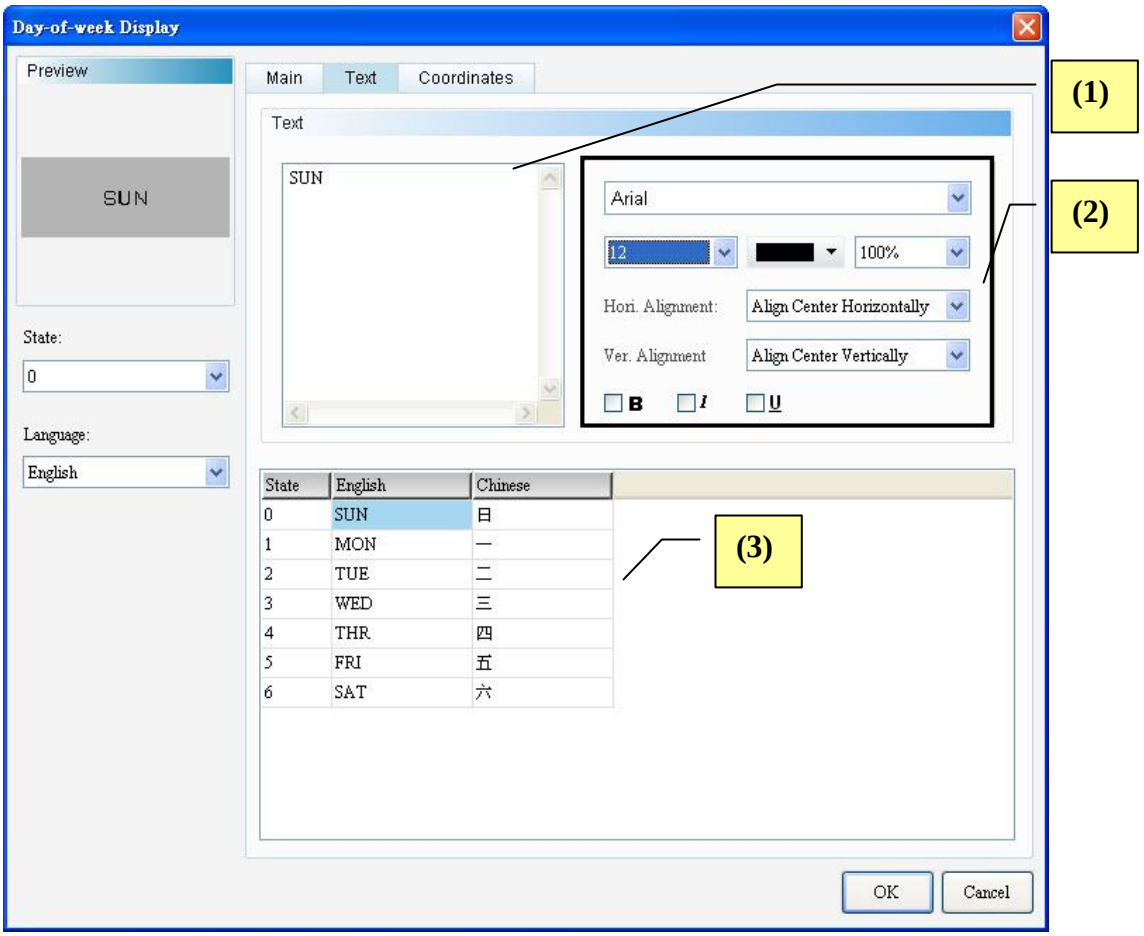
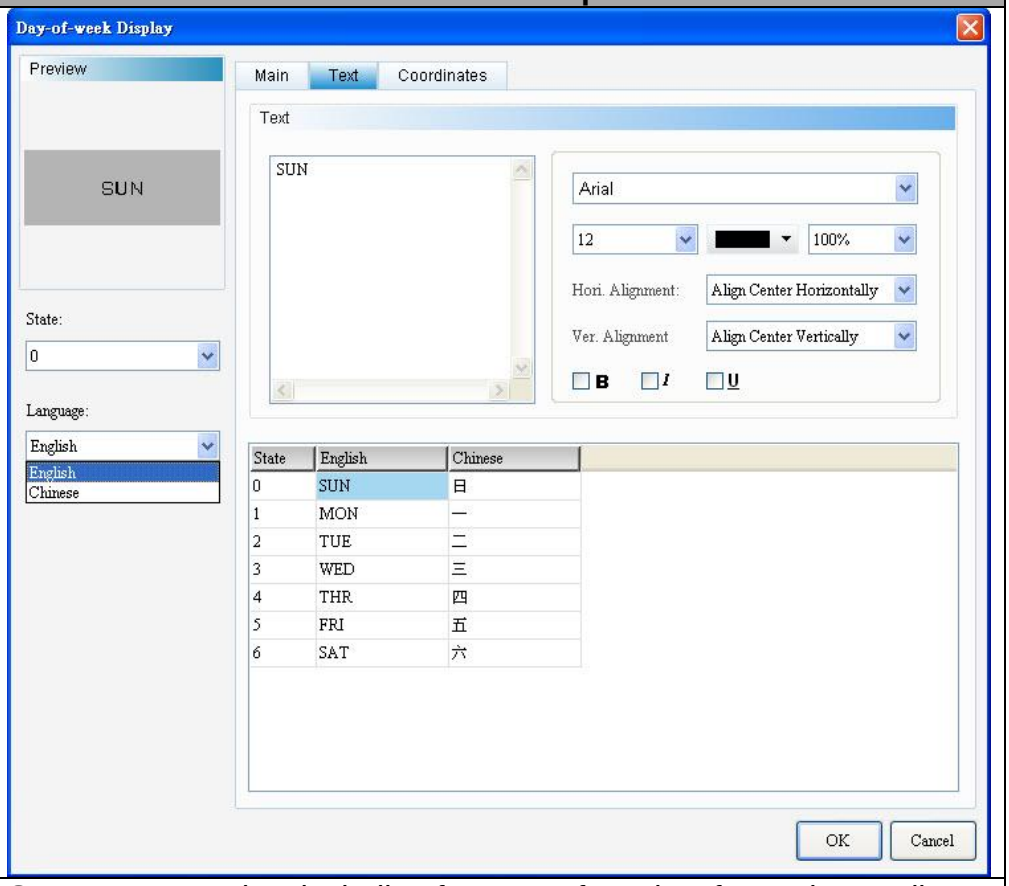


Figure 11-3-3-3 Day-of-week Display—Element Text Properties Page

No.	Property	Function Description
(1)	Text	Users can input the text to be displayed in the text box.

No.	Property	Function Description
		
(2)	Text Properties	Sets text properties, including font type, font size, font color, scaling, text alignment, and bold/italic/underline of font. Please refer to the above figure for details about the results of text properties.
(3)	Edit Multilingual Text Data	If multilingual text data are created, users can edit multilingual text data here. As shown in the Text Properties Figure, users can input English text in the English field.

◆ Position

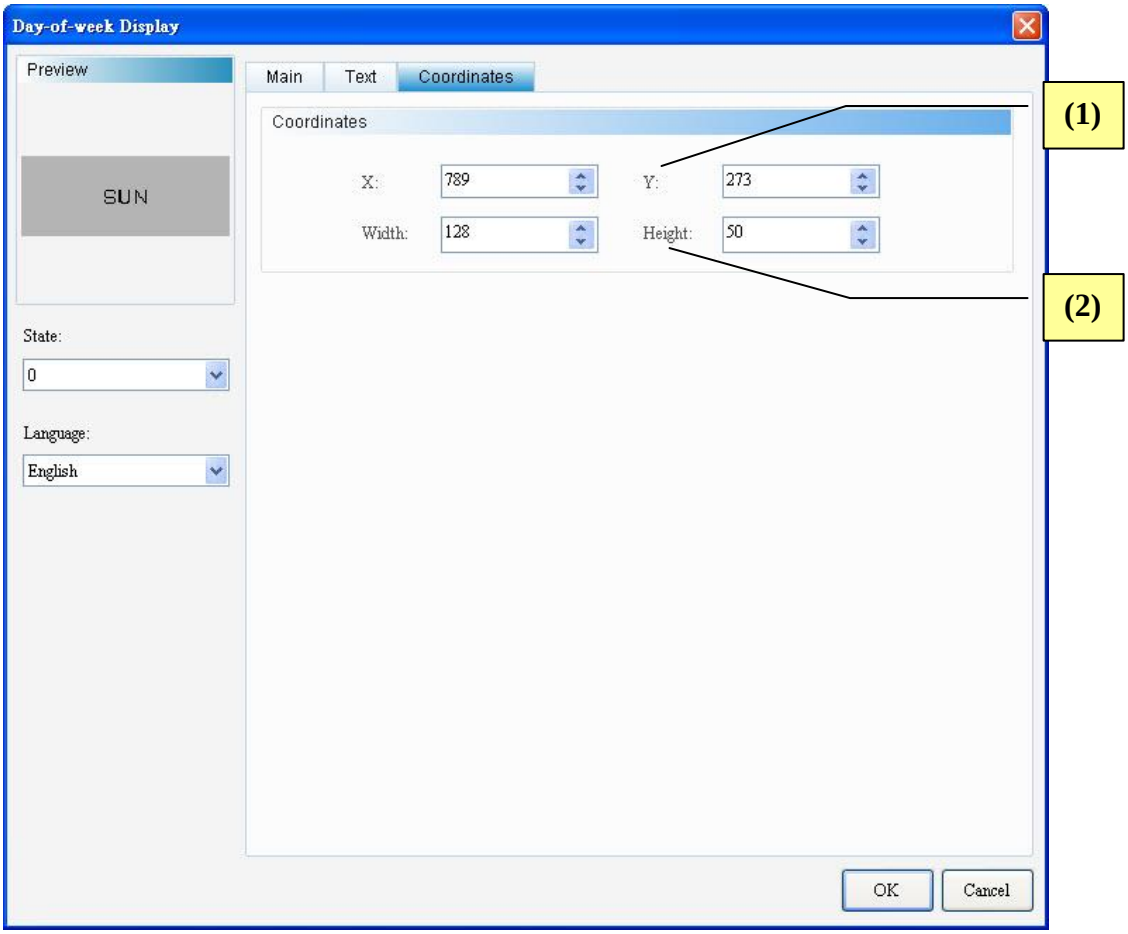
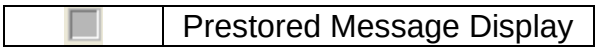


Figure 11-3-3-4 Day-of-week Display—Element Position Properties Page

No.	Property	Function Description
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

11-4 Prestored Message Display



Users can display the state text message to be switched with Prestored Message Display and read the corresponding state text with the selected memory address. Please refer to Table 11-4-1 Example of Prestored Message Display.

Example of Prestored Message Display

Table 11-4-1 Example of Prestored Message Display

Read Memory Address

Prestored Message Display Element		Numeric Entry Element	
Read Memory Address	$13	Write Memory Address	$13





Properties

Prestored Message Display Element		
Data Type	**Data Format**	**State Count**
Word	Unsigned Decimal	3

State Display Text

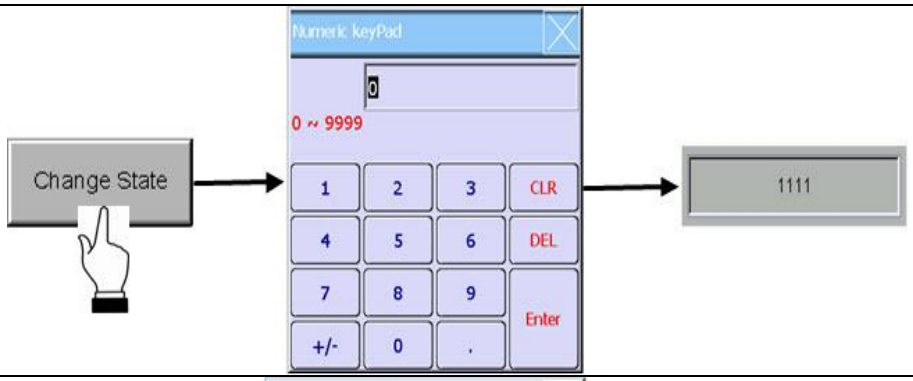
- Double-click the Prestored Message Display to enter [Text] and edit the text message to be displayed.

State	Chinese	English
0	1111	
1	222	
2	333	

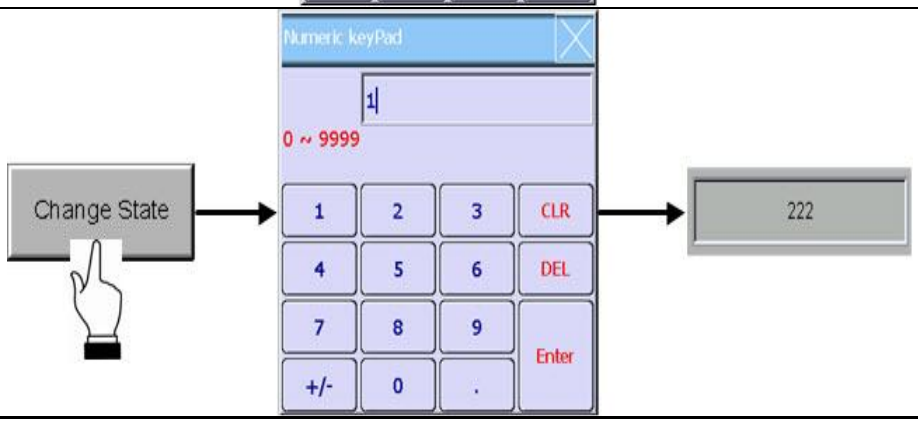
Execution Results

- After creating the element, run Compile and download the element to the HMI. Next, input orderly 0, 1, and 2 with the numeric entry element. Then, the Prestored Message Display element will display the corresponding state text.

Input "0" from the numeric entry element.

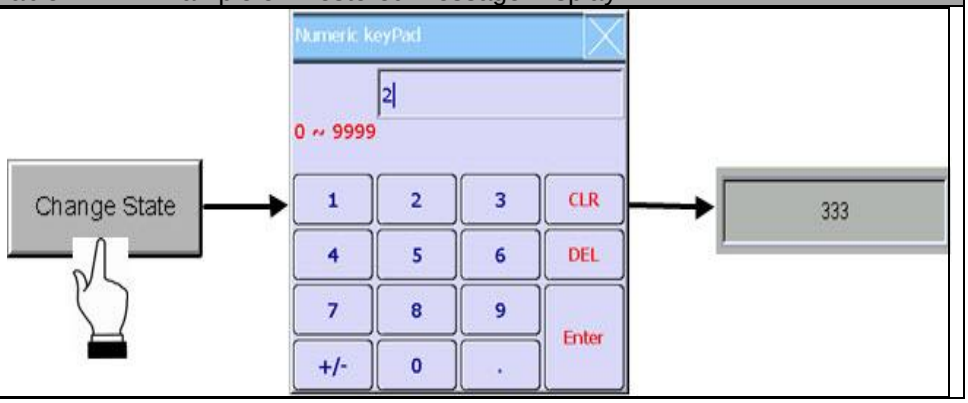


Input "1" from the numeric entry element.



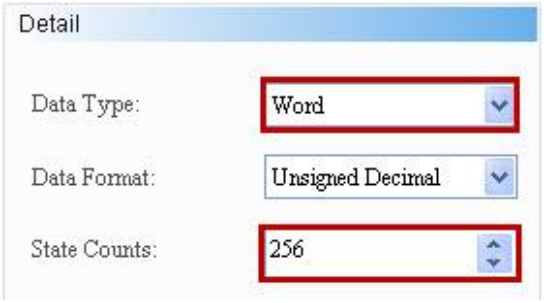
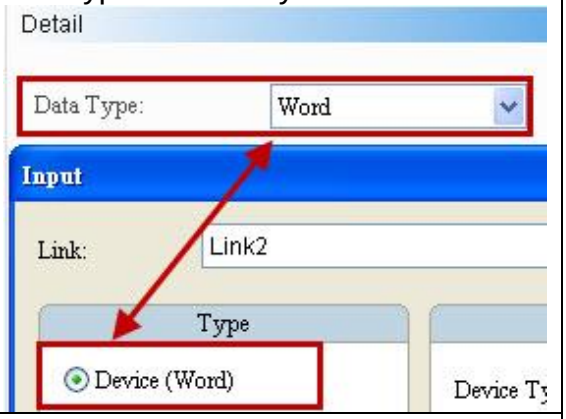
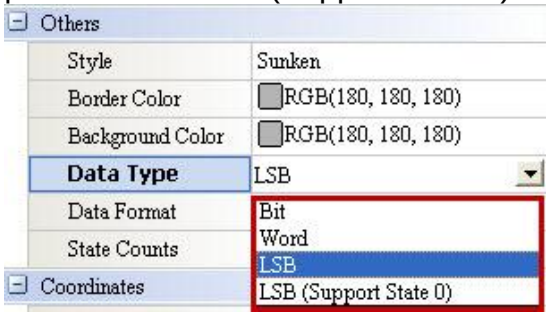
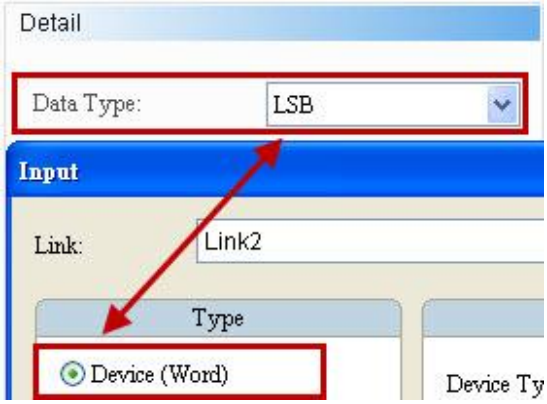
Example of Prestored Message Display

Table 11-4-1 Example of Prestored Message Display

	Input "2" from the numeric entry element.	

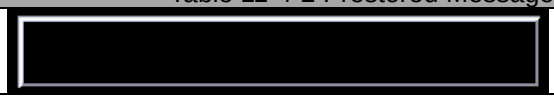
Prestored Message Display supports four data types as shown in Table 11-4-2 below. Users wishing to add or remove state count simply need to add or reduce the state count in the properties.

Prestored Message Display
Table 11-4-2 Prestored Message Display Data Types

Data Type	State Counts	Memory Address
Word	If data type is “Word”, users can select 1-256 states. 	If data type is “Word”, “Word” is the data type of memory address. 
LSB / LSB (Support State 0)	If the data type is “LSB”, the data in the register are first converted into binary data. Next, the present object state is determined according to the element with the lowest non-zero bit. If the data type is “LSB”, users can select 1-16 states, except “State 0”.  If users wish to display “State 0”, please select LSB (Support State 0).  If users select “LSB”, the element will display “Black” when State=0.	If the data type is “LSB” or LSB (Support State 0), “Word” is the data type of memory address. 

Prestored Message Display

Table 11-4-2 Prestored Message Display Data Types



The examples in the following table show how state value is determined with the lowest non-zero bit after converting from a decimal value into a binary value. There are also examples demonstrating how the DOPSoft determines the state Numeric Displayed with the lowest bit when the decimal values are 3 and 7.

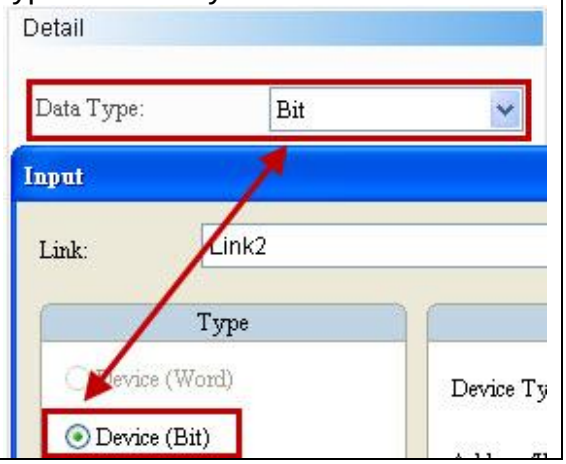
Decimal	Binary	State Value
0	**0000000000000000**	**State=0 when all bits are "0" [LSB (Support State 0) must be selected]**
1	0000000000000001	The lowest non-zero bit is bit 0, State=1.
2	0000000000000010	The lowest non-zero bit is bit 1, State=2.
3	**0000000000000011**	**The lowest non-zero bit is bit 0, State=1.**
4	0000000000000100	The lowest non-zero bit is bit 2, State=3.
7	**0000000000000111**	**The lowest non-zero bit is bit 0, State=1.**
8	0000000000001000	The lowest non-zero bit is bit 3, State=4.
16	0000000000010000	The lowest non-zero bit is bit 4, State=5.
32	0000000000100000	The lowest non-zero bit is bit 5, State=6.
64	0000000001000000	The lowest non-zero bit is bit 6, State=7.
128	0000000010000000	The lowest non-zero bit is bit 7, State=8.
256	0000000100000000	The lowest non-zero bit is bit 8, State=9.
512	0000001000000000	The lowest non-zero bit is bit 9, State=10.
1024	0000010000000000	The lowest non-zero bit is bit 10, State=11.
2048	0000100000000000	The lowest non-zero bit is bit 11, State=12.
4096	0001000000000000	The lowest non-zero bit is bit 12, State=13.
8192	0010000000000000	The lowest non-zero bit is bit 13, State=14.
16384	0100000000000000	The lowest non-zero bit is bit 14, State=15.
32768	1000000000000000	The lowest non-zero bit is bit 15, State=16.

Bit

If the data type is "Bit", only 2 states are available.



If the data type is "Bit", "Bit" is the data type of memory address.



Double-click the Prestored Message Display to call out the following Prestored Message Display Properties screen as shown below.

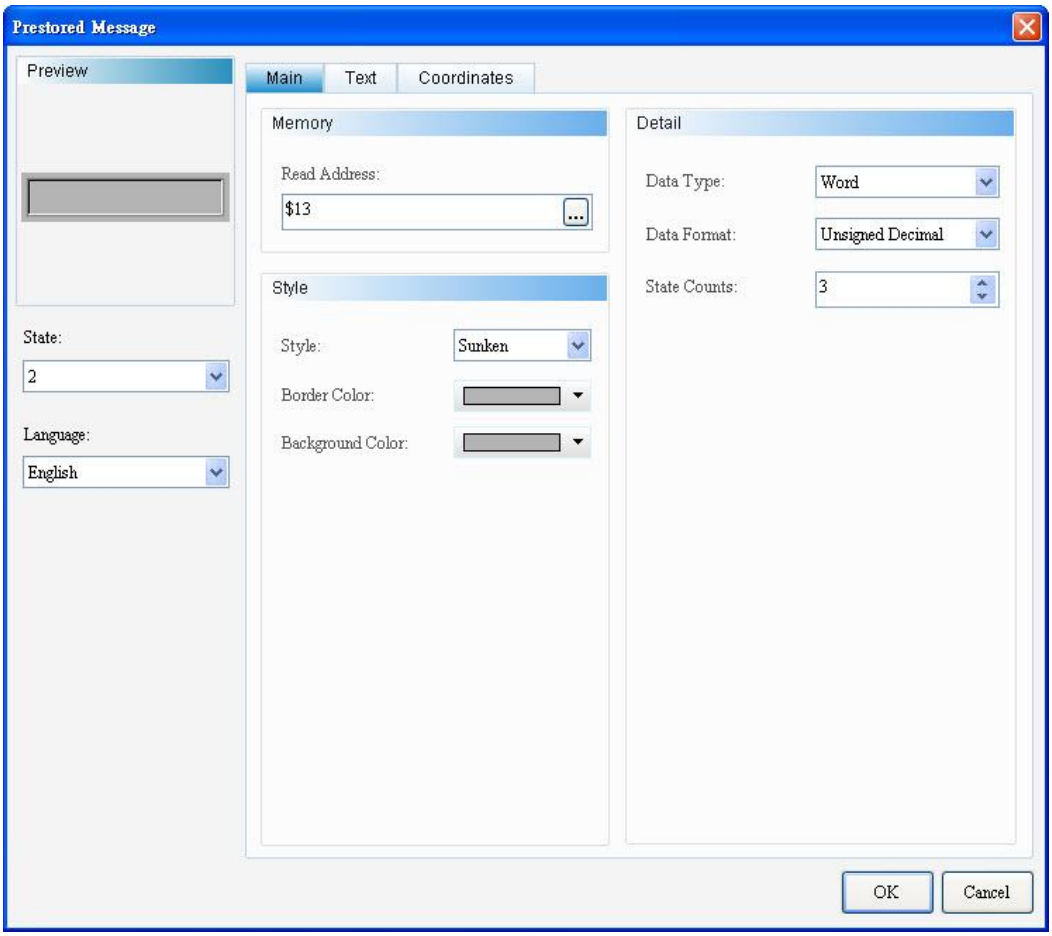


Figure 11-4-1 Prestored Message Display Properties

Prestored Message Display	
Function Page	**Content Description**
Preview	Views the multistate value and multilingual data to be displayed.
General	Sets read memory address, element type, background color, and Border Color. Sets data type, data format, and state count.
Text	Sets text content to be displayed and text properties, including font type, font size, font color, bold/italic/underline of font, scaling, and text alignment.
Position	Sets the X-Y coordinate, width, and height of the element.

Table 11-4-3 Prestored Message Display Function Page

◆ General

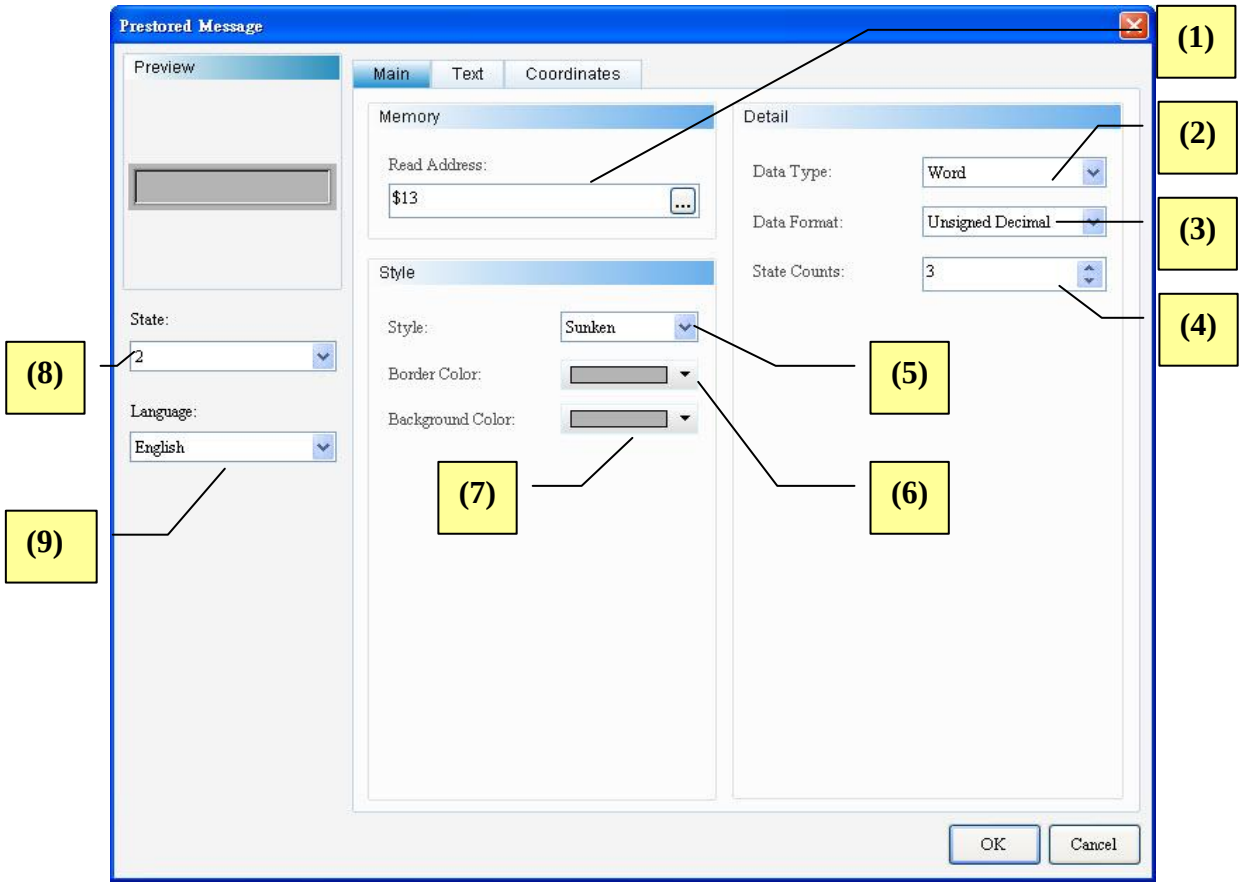
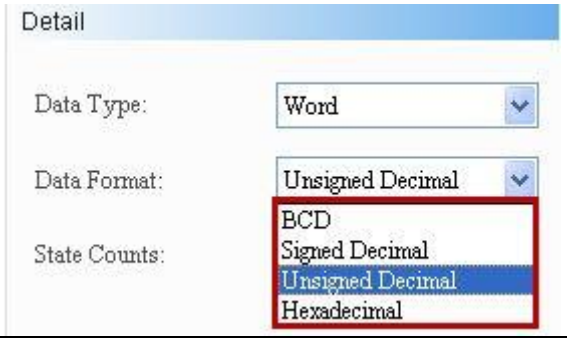
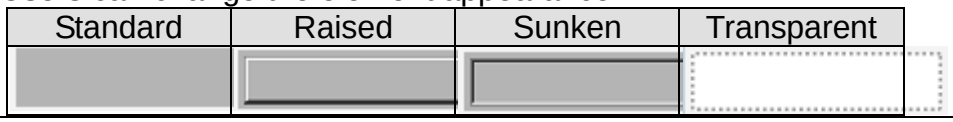
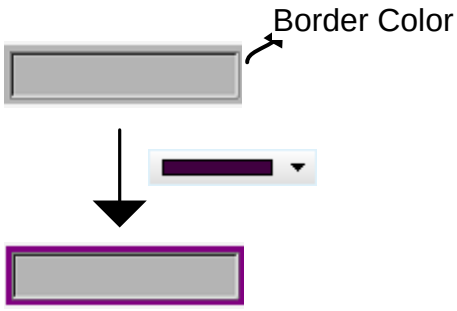
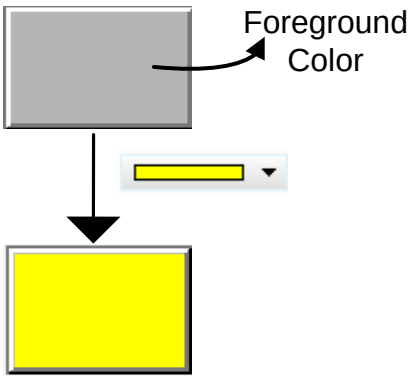
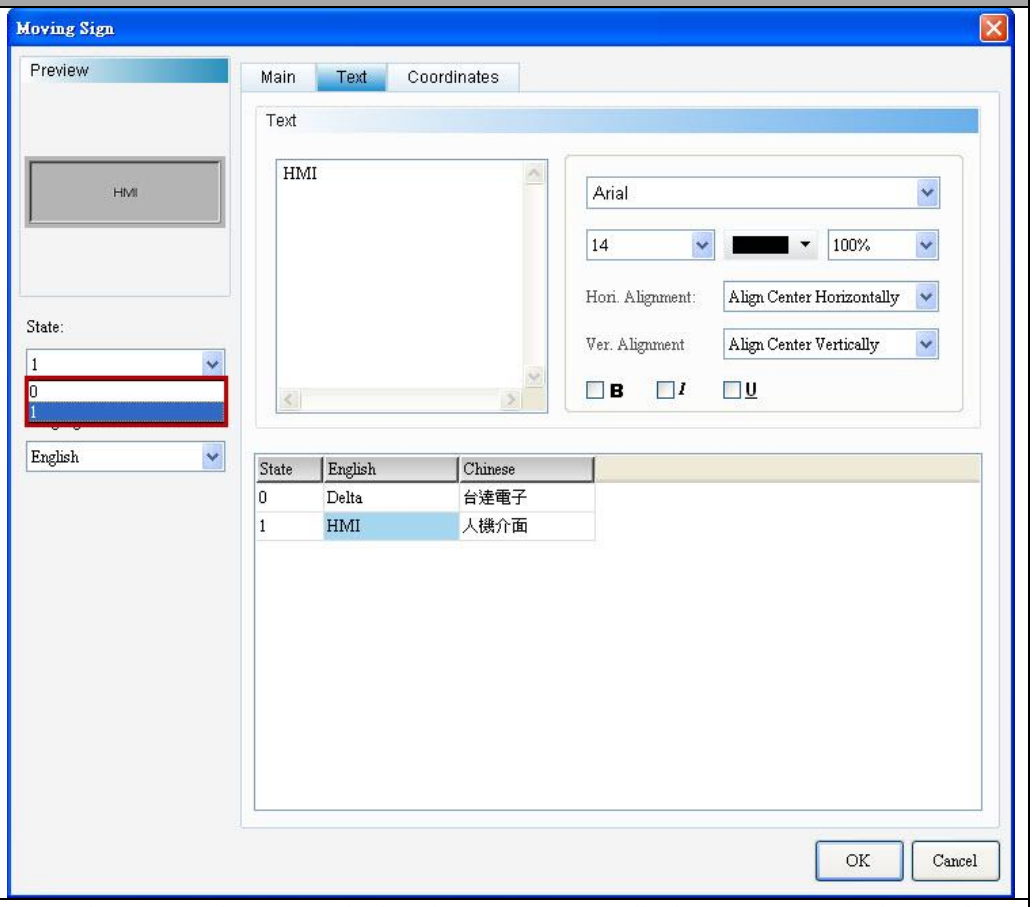
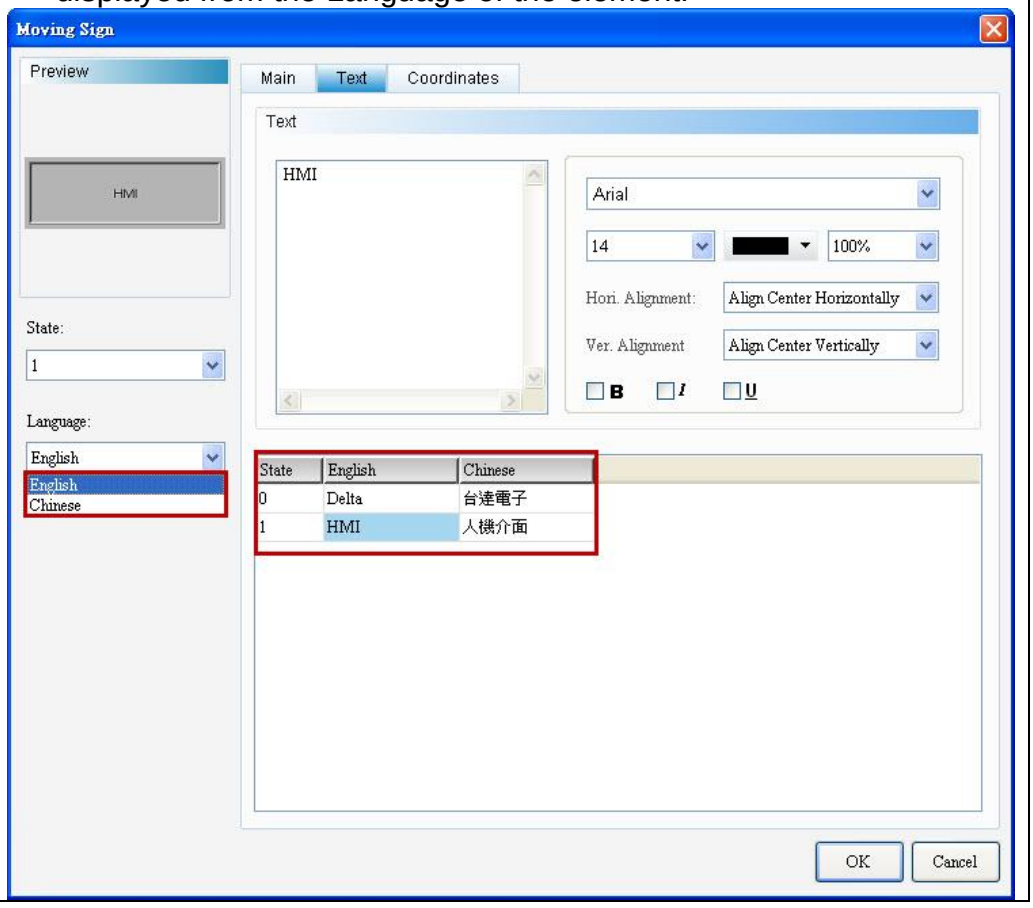


Figure 11-4-2 Prestored Message Display—Element General Properties Page

No.	Property	Function
(1)	Read Memory Address	➢ Selects the address of internal memory or controller register. The memory type changes based on the selected data type, including Word, LSB and Bit, as shown in Table 11-4-2. ➢ Selects link name or element type. Please refer to 5-1 Buttons for details.
(2)	Data Type	➢ Four options: Bit, Word, LSB, and LSB (Support State 0). Please refer to Table 11-4-2 for details.
(3)	Data Format	➢ Data format can only be selected when the data type is “Word”. ➢ These formats include BCD, Signed Decimal, Unsigned Decimal, and Hexadecimal. 
(4)	State Count	➢ Sets the total state count of Prestored Message Display. If the data type is “Word”, users can select 1-256 states; if the data type is “LSB”, users can select 16 states; if the data type is “LSB (Support State 0)”, users can select 17 states; and if the data type is “Bit”,

No.	Property	Function
		users can select 2 states. Please refer to Table 11-4-2 for details.

No.	Property	Function
(5)	Element Type	➢ Element types include Standard, Raised, Round, and Transparent. Users can change the element appearance. 
(6)	Border Color	➢ Sets element Border Color. ➢ If element type is “Transparent”, Border Color is disabled. 
(7)	Foreground Color	➢ Sets element foreground color. ➢ If element type is “Transparent”, Border Color is disabled. 
(8)	State	➢ Previews or changes the state parameters of button elements by switching states.

No.	Property	Function
		
(9)	Language	➢ When text data are defined, users can edit the text properties to be displayed from the Language of the element. 

◆ Text

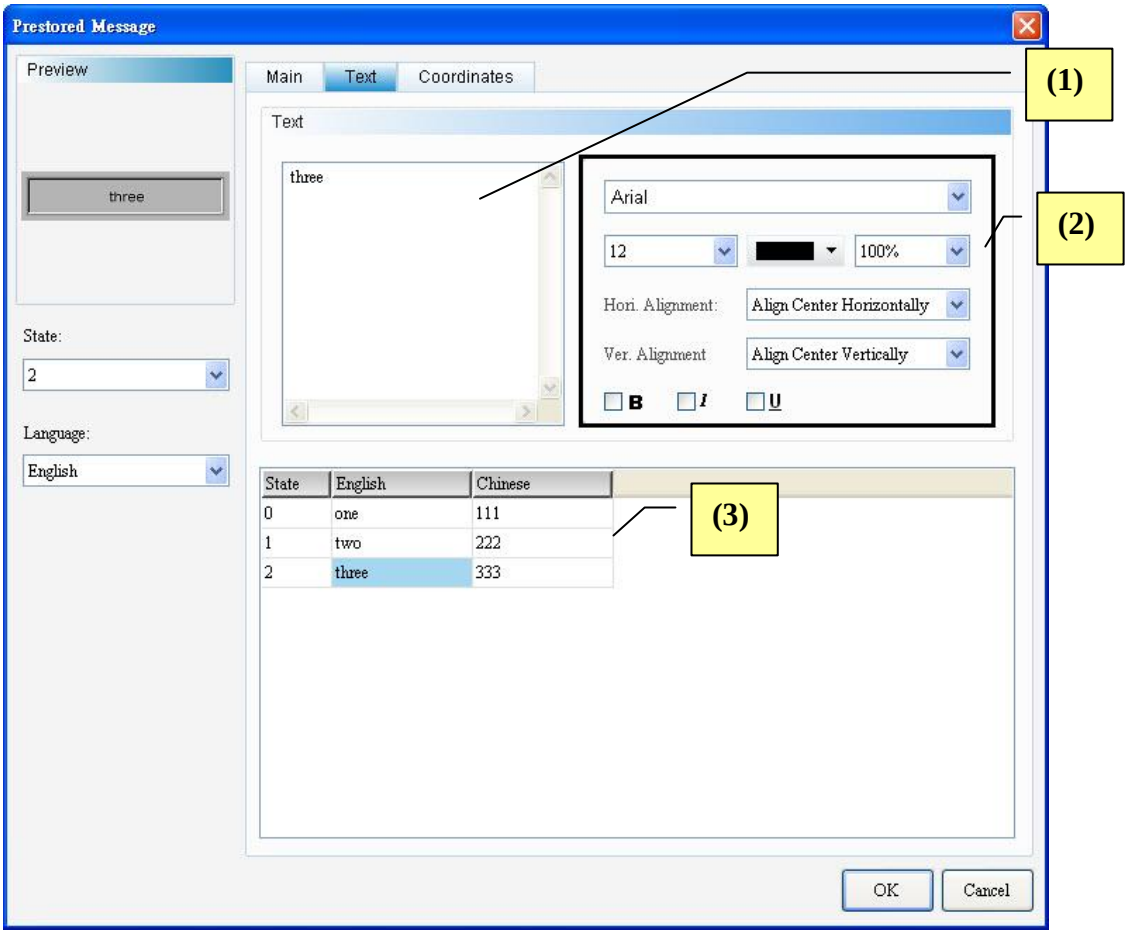
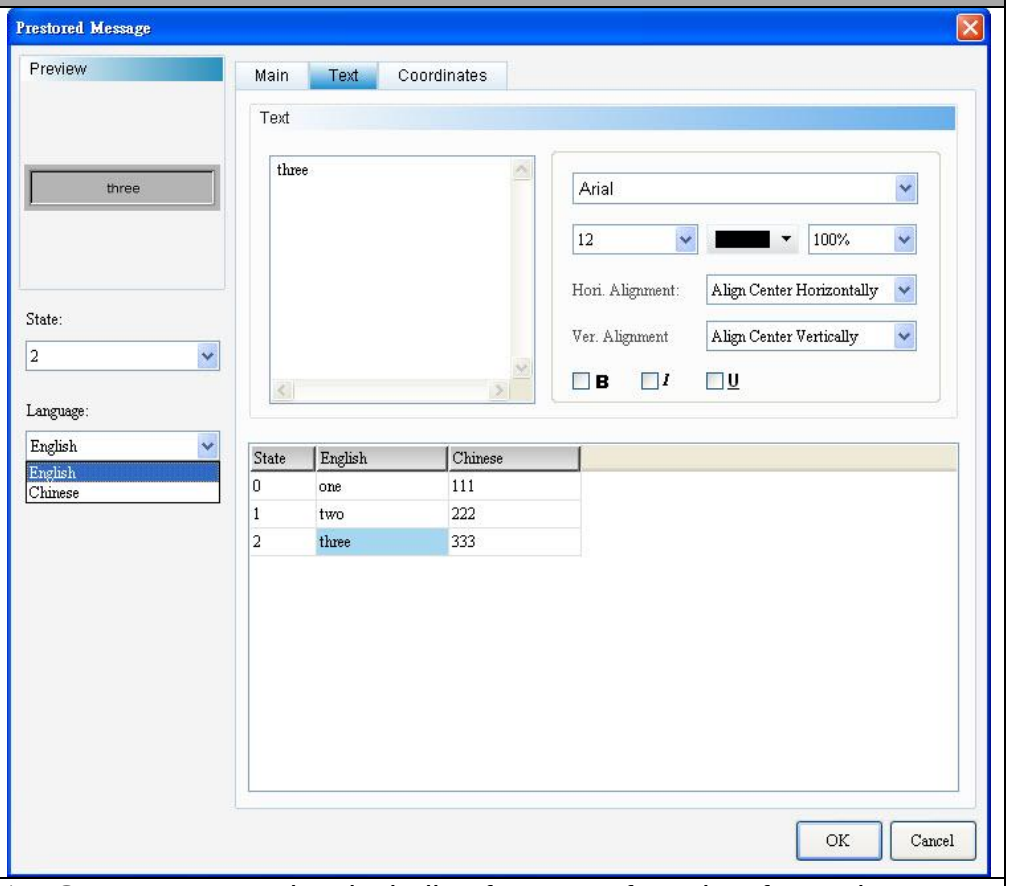


Figure 11-4-3 Prestored Message Display—Element Text Properties Page

No.	Property	Functions
(1)	Text	➢ Users can input the text message to be displayed in the text box.

No.	Property	Functions
		
(2)	Text Properties	➢ Sets text properties, including font type, font size, font color, scaling, text alignment, and bold/italic/underline of font. Please refer to the above figure for details about the results of text properties.
(3)	Edit Multilingual Text Data	➢ If multilingual text data are created, users can edit multilingual text data here. As shown in the Text Properties Figure, users can input English text in the English field.

◆ Position

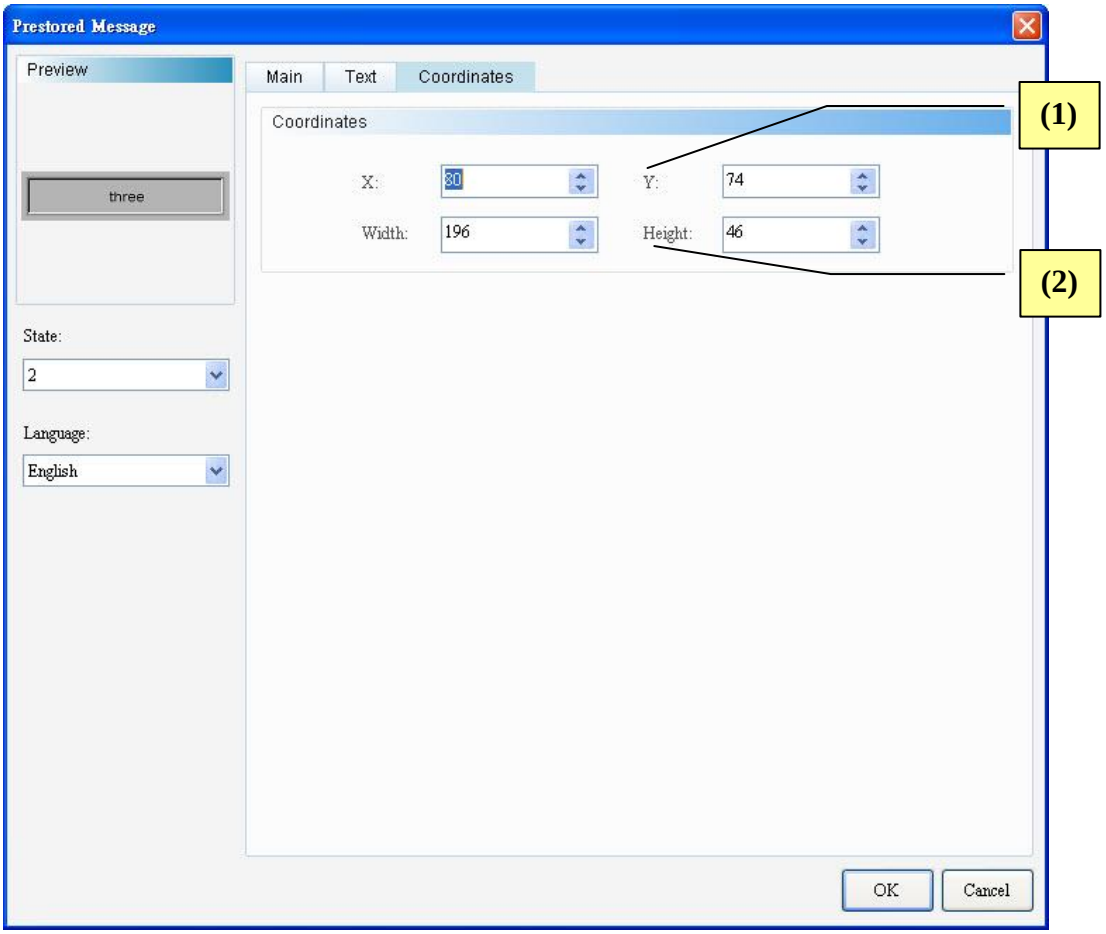


Figure 11-4-4 Prestored Message Display—Element Position Properties Page

No.	Property	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

11-5 Moving Sign

	Moving Sign

Besides displaying the text message to be switched with the Prestored Message Display, users can display text messages with the Moving Sign. Also, users can adjust the direction, moving points, and time interval of Character Display. Please refer to Table 11-5-1 Example of Moving Sign below for details.

Example of Moving Sign

Table 11-5-1 Example of Moving Sign

Read Memory Address

Moving Sign Element		Maintained Element	
Read Memory Address	$55.0	Write Memory Address	$55.0





Properties

Moving Sign Element				
Data Type	**State Count**	**Direction**	**Moving Points**	**Time Interval**
Bit	2	Left	1	100 (ms)

State Display Text

- Double-click the Prestored Message Display to enter [Text]. Edit the text message to be displayed.

State	English	Chinese
0	Delta	
1	HMI	

Execution Results

- After creating the element, run Compile and download the element to the HMI. Next, switch “State 0” and “State 1” with the maintained element. Then, the Moving Sign element will display the corresponding state text.

State 0



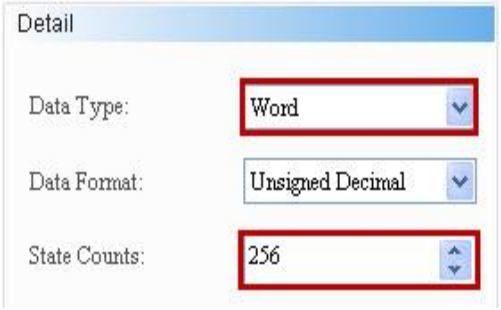
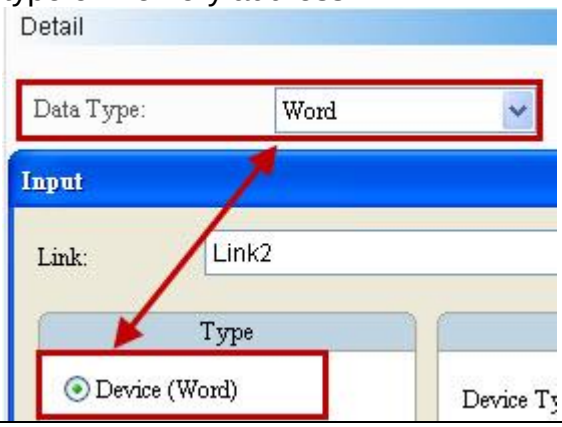
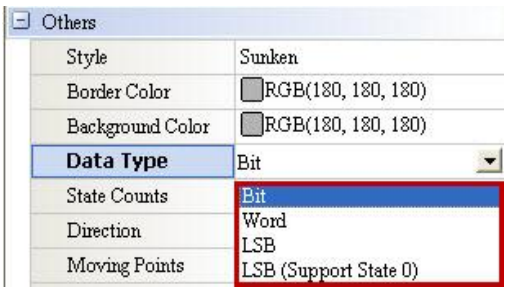
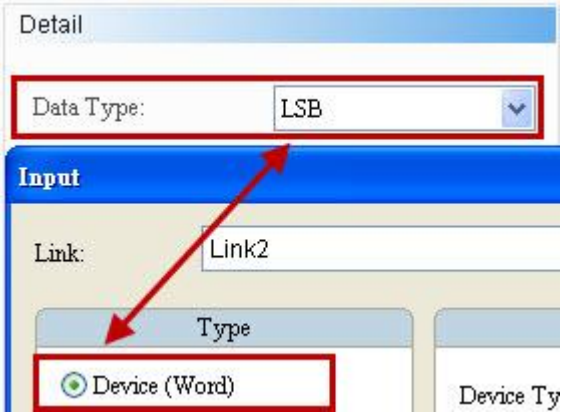
State 1



Moving Sign supports four data types as shown in Table 11-5-2. Users wishing to add or remove state count simply need to add or reduce the state count in the properties.

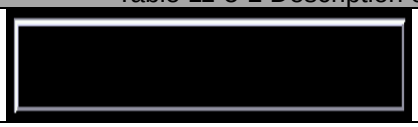
Moving Sign

Table 11-5-2 Description of Moving Sign Data Types

Data Type	State Count	Memory Address
Word	If data type is “Word”, users can select 1-256 states. 	If data type is “Word”, “Word” is the data type of memory address. 
LSB / LSB (Support State 0)	If the data type is “LSB”, the data in the register are first converted into binary data. Next, the present object state is determined according to the element with the lowest non-zero bit. If the data type is “LSB”, users can select 1-16 states, except “State 0”.  If users wish to display “State 0”, please select LSB (Support State 0).  If users select “LSB”, the element will display “Black” when State=0.	If the data type is “LSB” or LSB (Support State 0), “Word” is also the data type of memory address. 

Moving Sign

Table 11-5-2 Description of Moving Sign Data Types



The examples in the following table show how state value is determined with the lowest non-zero bit after converting from a decimal value into a binary value. There are also examples demonstrating how the DOPSoft determines the state Numeric Displayed with the lowest bit when the decimal values are 3 and 7.

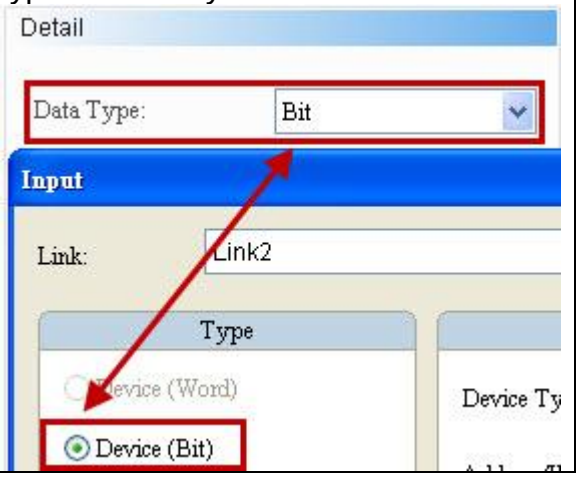
Decimal	Binary	State Value
0	**0000000000000000**	**State=0 when all bits are "0" [LSB (Support State 0) must be selected]**
1	0000000000000001	The lowest non-zero bit is bit 0, State=1.
2	0000000000000010	The lowest non-zero bit is bit 1, State=2.
3	**0000000000000011**	**The lowest non-zero bit is bit 0, State=1.**
4	0000000000000100	The lowest non-zero bit is bit 2, State=3.
7	**0000000000000111**	**The lowest non-zero bit is bit 0, State=1.**
8	0000000000001000	The lowest non-zero bit is bit 3, State=4.
16	0000000000010000	The lowest non-zero bit is bit 4, State=5.
32	0000000000100000	The lowest non-zero bit is bit 5, State=6.
64	0000000001000000	The lowest non-zero bit is bit 6, State=7.
128	0000000010000000	The lowest non-zero bit is bit 7, State=8.
256	0000000100000000	The lowest non-zero bit is bit 8, State=9.
512	0000001000000000	The lowest non-zero bit is bit 9, State=10.
1024	0000010000000000	The lowest non-zero bit is bit 10, State=11.
2048	0000100000000000	The lowest non-zero bit is bit 11, State=12.
4096	0001000000000000	The lowest non-zero bit is bit 12, State=13.
8192	0010000000000000	The lowest non-zero bit is bit 13, State=14.
16384	0100000000000000	The lowest non-zero bit is bit 14, State=15.
32768	1000000000000000	The lowest non-zero bit is bit 15, State=16.

Bit

If the data type is "Bit", only 2 states are available.



If the data type is "Bit", "Bit" is the data type of memory address.



Double-click the Moving Sign to call out the following Moving Sign Properties screen as shown below.

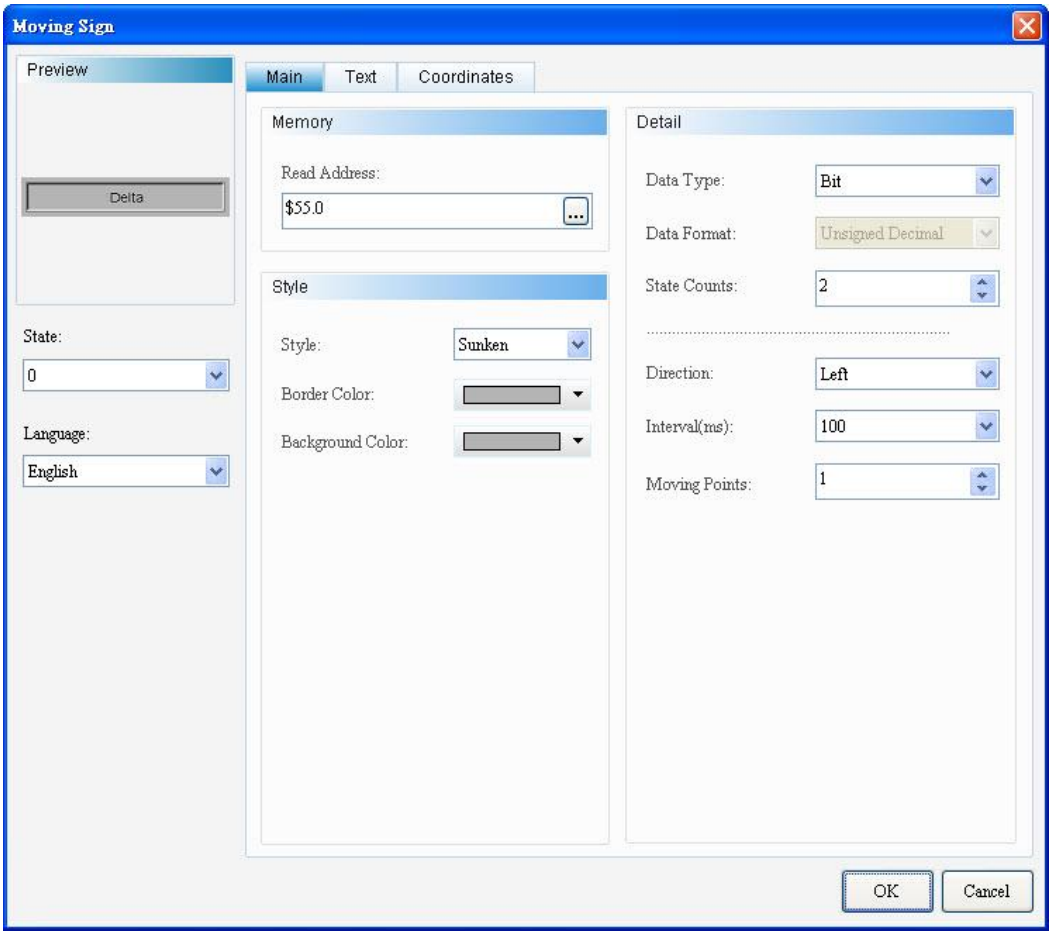


Figure 11-5-1 Moving Sign Properties

Moving Sign	
Function Page	**Content Description**
Preview	Views the multistate value and multilingual data to be displayed.
General	Sets read memory address, element type, background color, and Border Color. Sets data type, data format, state count, display direction, time interval (ms), and moving points.
Text	Sets text content to be displayed and text properties, including font type, font size, font color, bold/italic/underline of font, scaling, and text alignment.
Position	Sets the X-Y coordinate, width, and height of the element.

Table 11-5-3 Moving Sign Function Page

◆ General

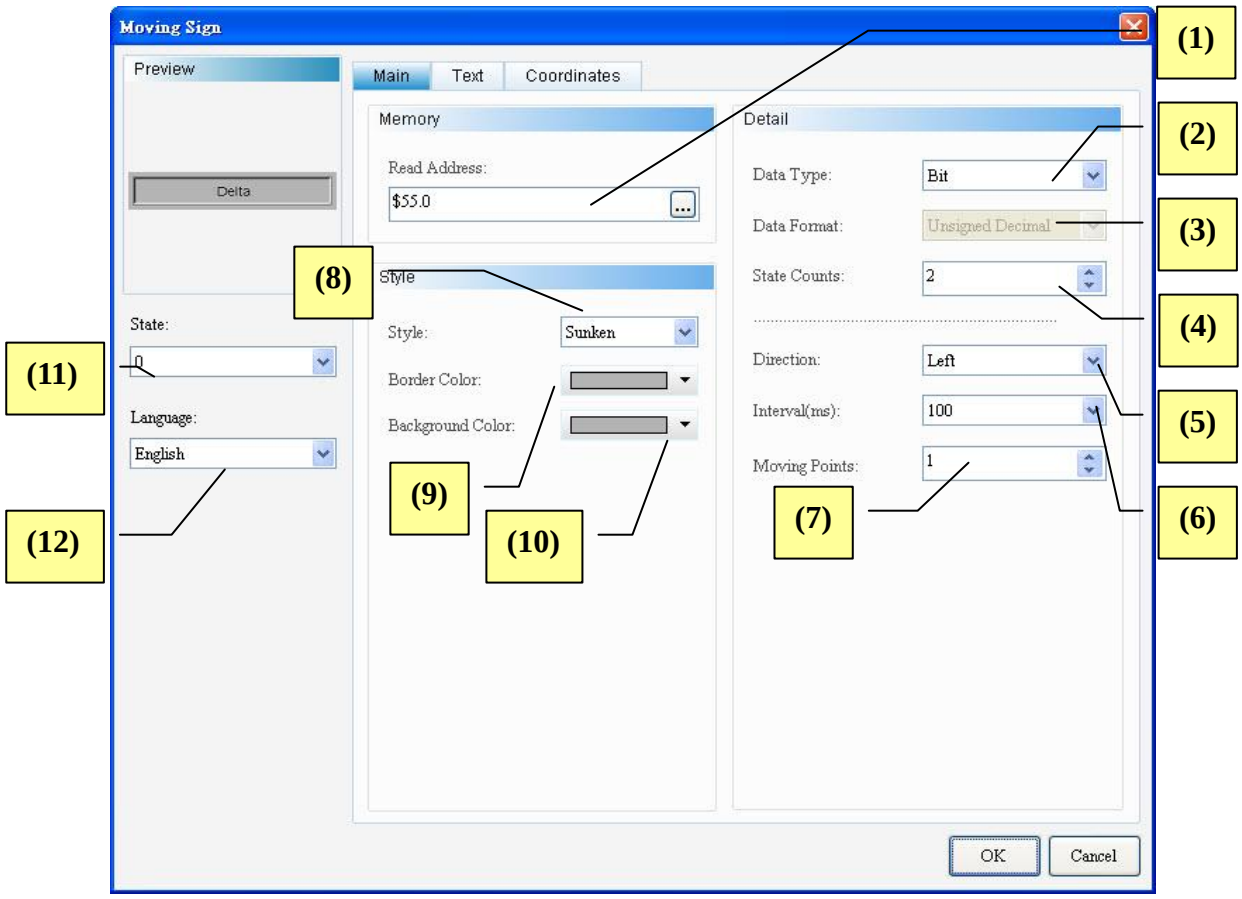
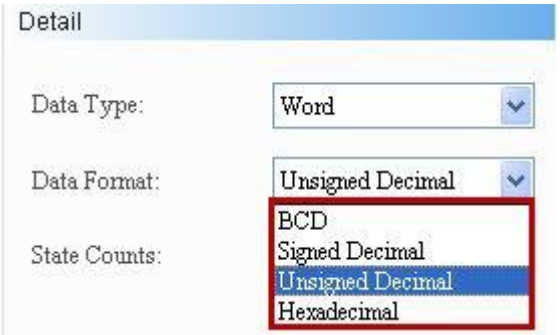
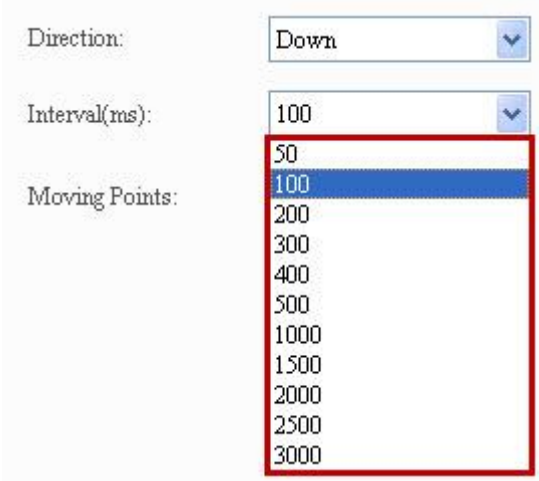
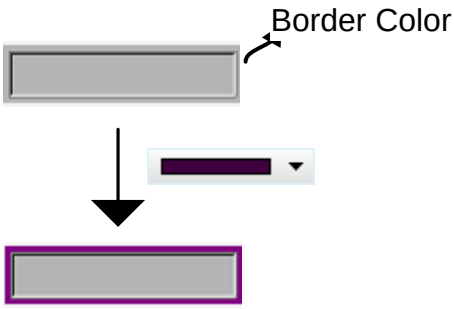
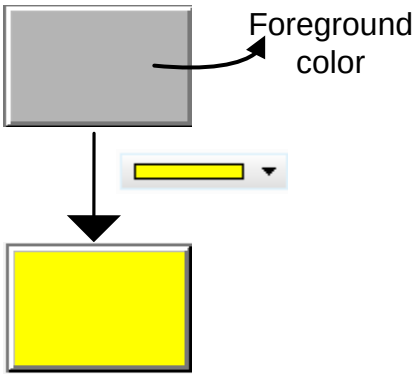
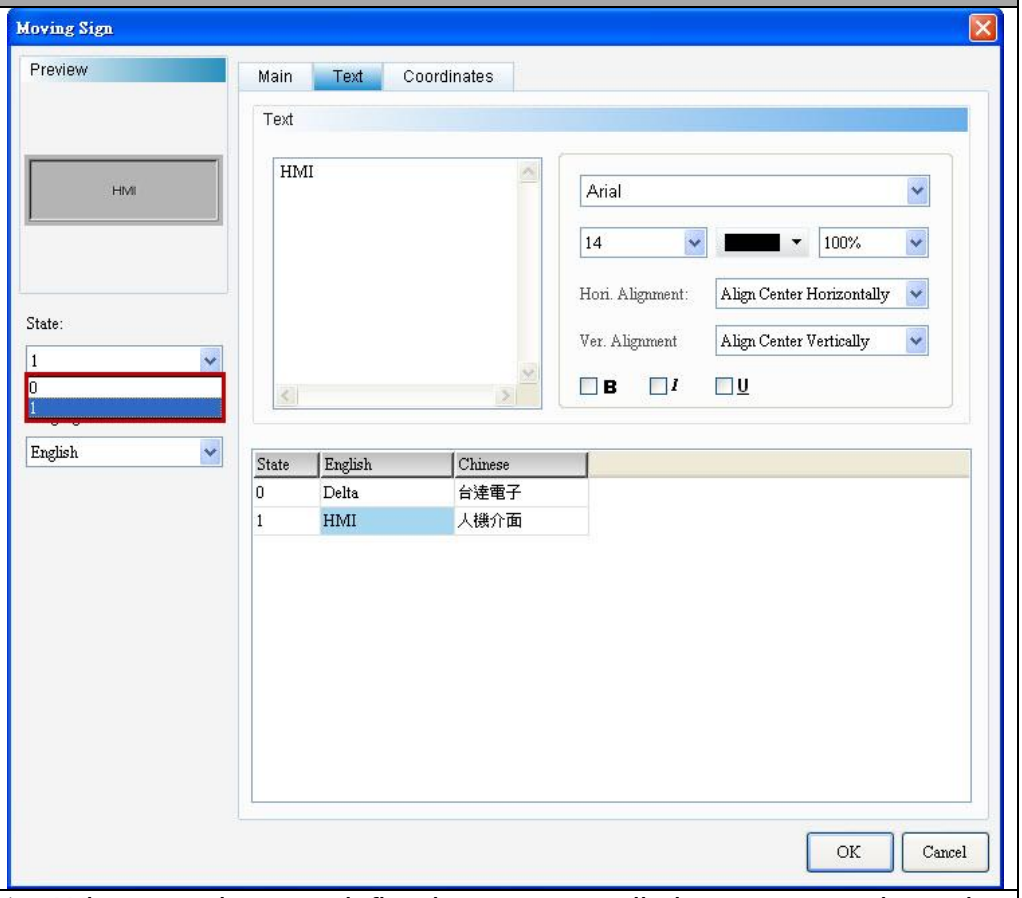
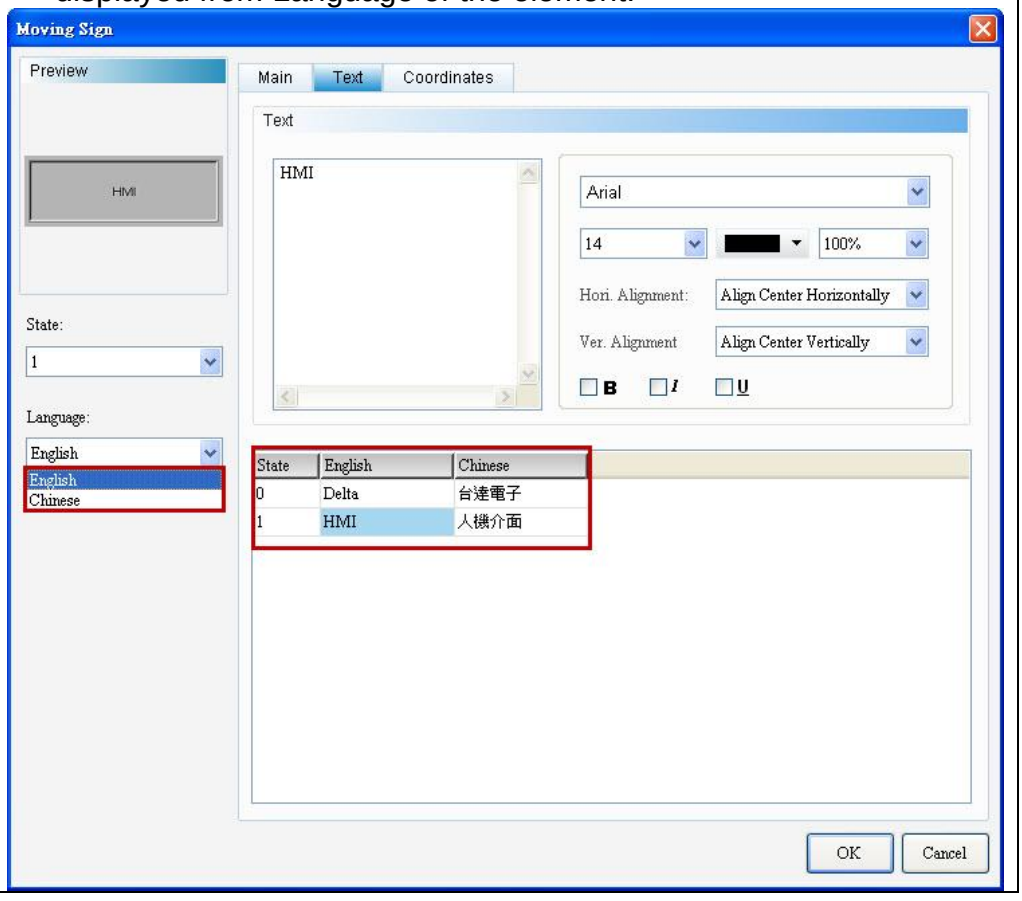


Figure 11-5-2 Moving Sign—Element General Properties Page

No.	Property	Function
(1)	Read Memory Address	➢ Selects the address of internal memory or controller register. The memory type changes based on the selected data type, including Word, LSB and Bit, as shown in Table 11-5-2. ➢ Selects link name or element type. Please refer to 5-1 Buttons for details.
(2)	Data Type	➢ Four options: Bit, Word, LSB, and LSB (Support State 0). Please refer to Table 11-5-2 for details.
(3)	Data Format	➢ Data format can only be selected when the data type is “Word”. ➢ These formats include BCD, Signed Decimal, Unsigned Decimal, and Hexadecimal. 

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td>(4)</td><td>State Counts</td><td>➢ Sets the total state count of Moving Sign. If the data type is “Word”, users can select 1-256 states; if the data type is “LSB”, users can select 16 states; if the data type is “LSB (Support State 0)”, users can select 17 states; and if the data type is “Bit”, users can select 2 states. Please refer to Table 11-5-2 for details.</td></tr>
<tr><td>(5)</td><td>Display Direction</td><td>➢ Display directions include Left, Right, Up, and Down. Users can define the direction of the text to be displayed.
<table>
<tr><td>Left</td><td>➢ From right to left.
  </td></tr>
<tr><td>Right</td><td>➢ From left to right
  </td></tr>
<tr><td>Up</td><td>➢ From bottom up.
  </td></tr>
<tr><td>Down</td><td>➢ From top to bottom.
  </td></tr>
</table></td></tr>
<tr><td>(6)</td><td>Time Interval (ms)</td><td>➢ Time interval refers to the interval between two movements of the same message. The unit is mS. The distance of movement is defined in the “Moving Points”.
  </td></tr>
<tr><td>(7)</td><td>Moving Points</td><td>➢ The greater the value, the greater the distance of each movement. The range is 1-50, and the unit is pixel.</td></tr>
<tr><td>(8)</td><td>Element Type</td><td>➢ Element types include Standard, Raised, Round, and Transparent. Users can change the element appearance.
<table>
<tr><td>Standard</td><td>Raised</td><td>Sunken</td><td>Transparent</td></tr>
</table></td></tr>
</table>

No.	Property	Function
		
(9)	Border Color	➢ Sets element Border Color. ➢ If element type is “Transparent”, the Border Color is disabled. 
(10)	Element Foreground Color	➢ Sets element foreground color. ➢ If element type is “Transparent”, Border Color is disabled. 
(11)	State	➢ Previews or changes the state parameters of button elements by switching states.

No.	Property	Function
		
(12)	Language	➢ When text data are defined, users can edit the text properties to be displayed from Language of the element. 

◆ Text

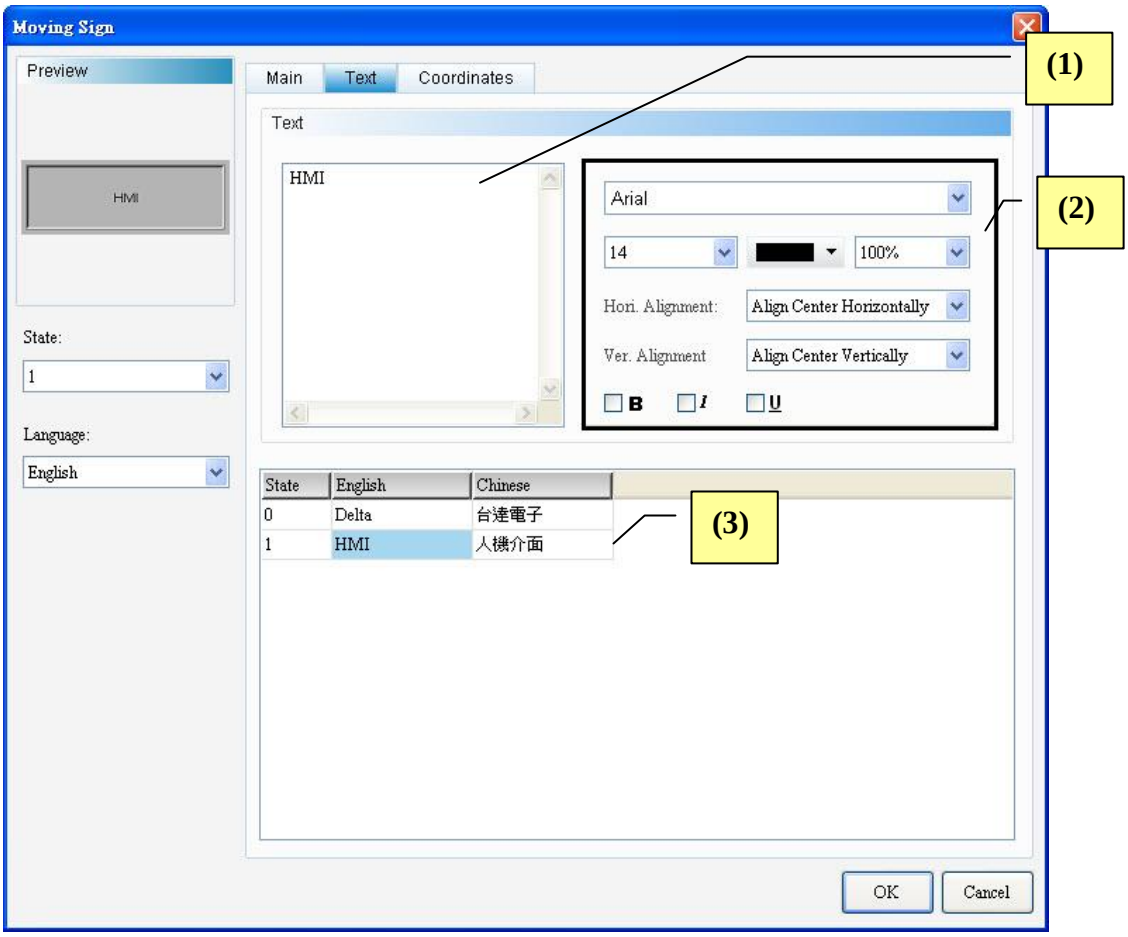
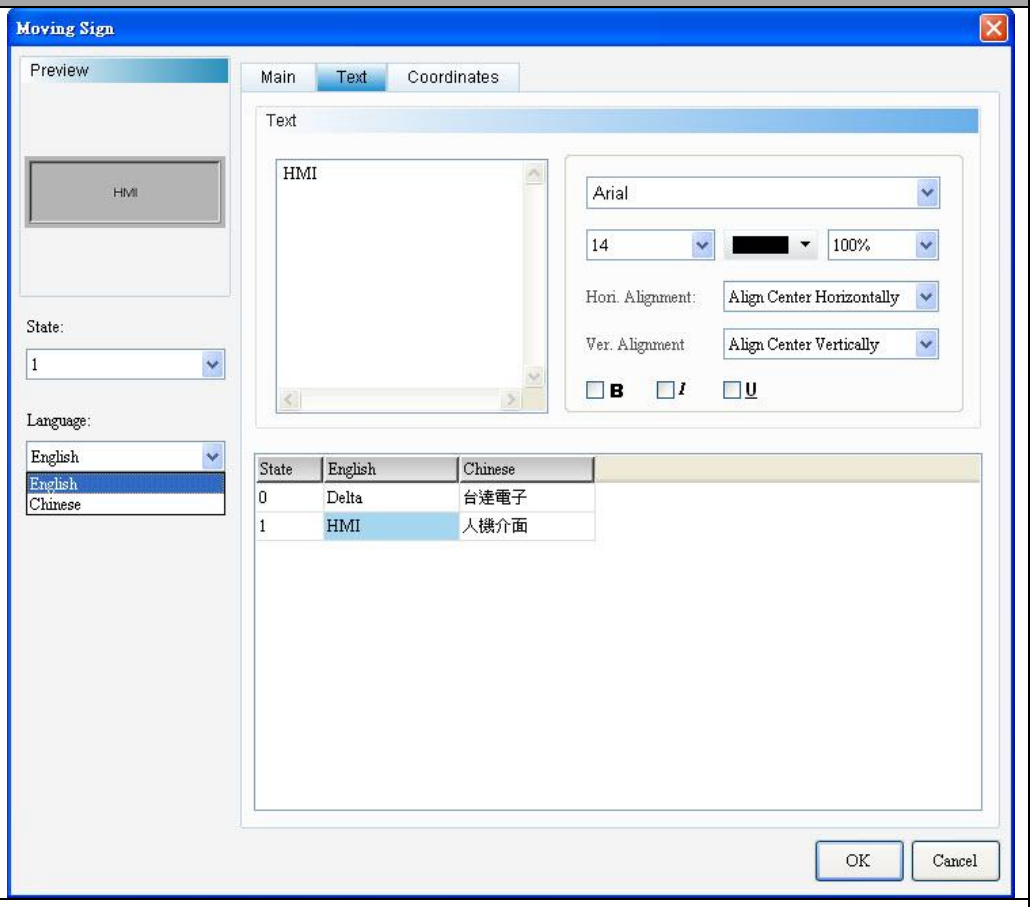


Figure 11-5-3 Moving Sign—Element Text Properties Page

No.	Property	Functions
(1)	Text	➢ Users can input the text message to be displayed in the text box.

No.	Property	Functions
		
(2)	Text Properties	➢ Sets text properties, including font type, font size, font color, scaling, text alignment, and bold/italic/underline of font. Please refer to the above figure for details about the results of text properties.
(3)	Edit Multilingual Text Data	➢ If multilingual text data are created, users can edit multilingual text data here. As shown in the Text Properties Figure, users can input English text in the English field.

◆ Position

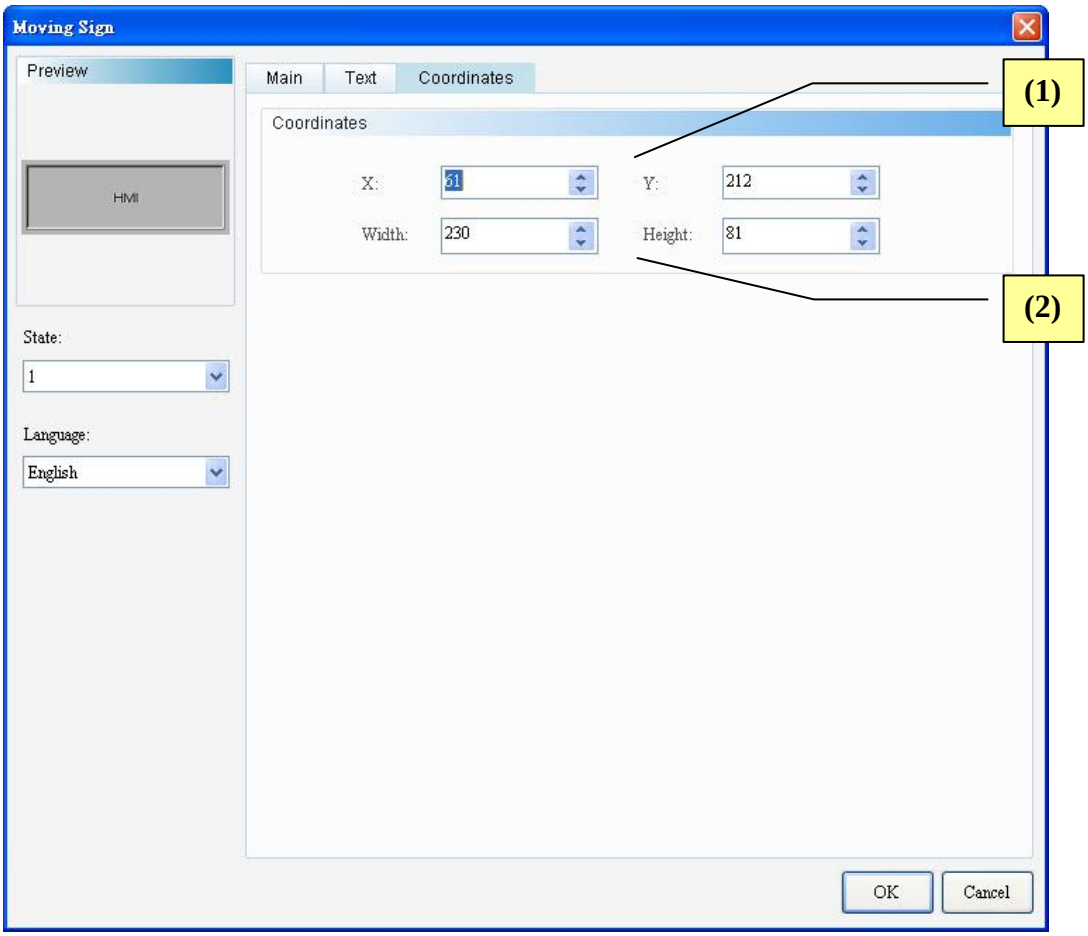


Figure 11-5-4 Moving Sign—Element Position Properties Page

No.	Property	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

Chapter 12 Graph Display

This chapter mainly describes the graph display elements provided in the DOPSoft and how they are operated and configured.

◆ Graph Display Element Classification

Graph Display 		State Graphic
		Animated Graphic
		Dynamic Line
		Dynamic Rectangle
		Dynamic Ellipse
		Real Image

Table 12-1-1 Graph Display Element Classification

◆ Graph Display Element Shared Properties

Graph Display Element	Address	Write Address	HMI Station/ Communication Port Transmission/	Auto Picture Change/ Picture Change Time	Clear Picture	Style (Foreground Color/ Transparent Color/ Line Type/ Line Width/ Line Color/Blink/Round Corner Radius)	Properties (Position Changeability/ Size Changeability/Variable Color/ Variable Central point/ Variable Radius)	Properties (Data Type/ Data Format/ State Counts)
State Graphic	◎			◎		◎ (Supports only Foreground Color and Transparent Color)		◎
Animated Graphic	◎				◎			◎
Dynamic Line	◎					◎ (Supports only Line Type, Line Color, Line Width, and Line Blink)	◎ (Supports only Position Changeability and Variable Color)	◎ (Supports only Data Format)

Graph Display Element	Address	Write Address	HMI Station/ Transmission/ Communication Port	Auto Picture Change/ Picture Change Time	Clear Picture	Style (Foreground Color/ Transparent Color/ Line Type/ Line Width/ Line Color/Blink/Round Corner Radius)	Properties (Position Changeability/ Size Changeability/Variable Color/ Variable Central point/ Variable Radius)	Properties (Data Type/ Data Format/ State Counts)
Dynamic Rectangle	◎					◎ (Supports only Line Color, Line Width, Round Corner Radius, Blink, Foreground Color, and Transparent Color)	◎ (Supports only Position Changeability, Variable Color, and Size Changeability)	◎ (Supports only Data Format)
Dynamic Ellipse	◎					◎ (Supports only Line Color, Line Width, Blink, Foreground Color, and Transparent Color)	◎ (Supports only Variable Central point, Variable Color, and Variable Radius)	◎ (Supports only Data Format)
Real Image	◎		◎			◎ (Supports only Foreground Color)		

Table 12-1-2 Graph Display Element Shared Properties

12-1 State Graphic

	State Graphic

Users can create various state pictures in State Graphic to read state data from the selected address, in order to display the selected state pictures on the HMI.
Examples of the three applications are described below. Table 12-1-3 show “Auto Picture Change” is NO. Table 12-1-4 shows “Auto Graph Chang” is YES. Table 12-1-5 shows “Auto Picture Change” is Variation.

Example of State Graphic

Table 12-1-3 Example of State Graphic

Read Address

State Graphic Element		Numeric Entry Element	
Read Address	$326	Write Address	$326





Picture

Set State Graphic		
State 0	**State 1**	**State 2**

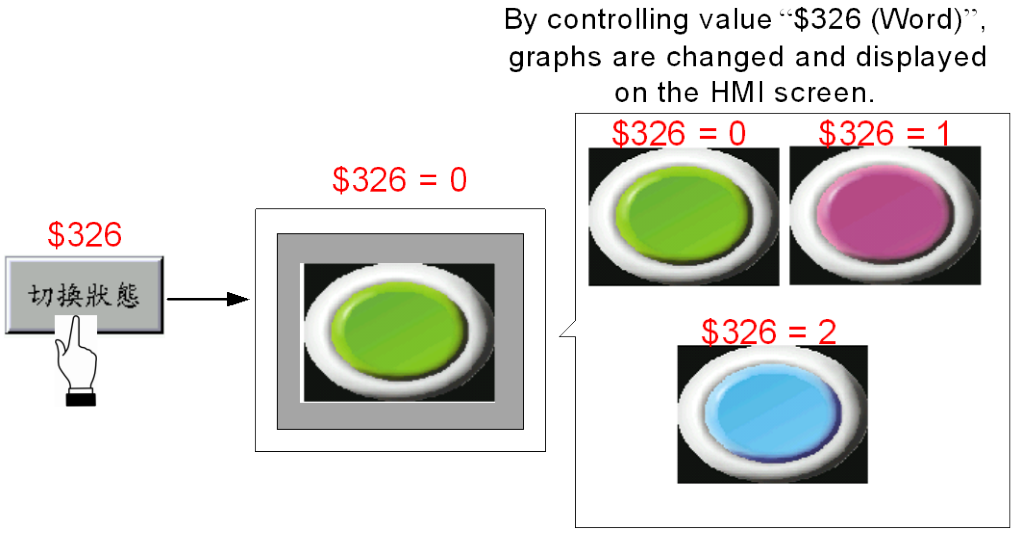


Properties

State Graphic Element			
Data Type	**Data Format**	**State Counts**	**Auto Picture Change**
Word	Unsigned Decimal	3	No

Execution Results

- After creating the element, run Compile and download it to the HMI. Next, input a value in the Numeric Entry element. Then, State Graphic will display the state pictures corresponding to the input value.



Example of State Graphic

Table 12-1-4 Example of State Graphic

Read Address

State Graphic Element		Numeric Entry Element	
Read Address	$326	Write Address	$326





Picture

Set State Graphic		
State 0	**State 1**	**State 2**





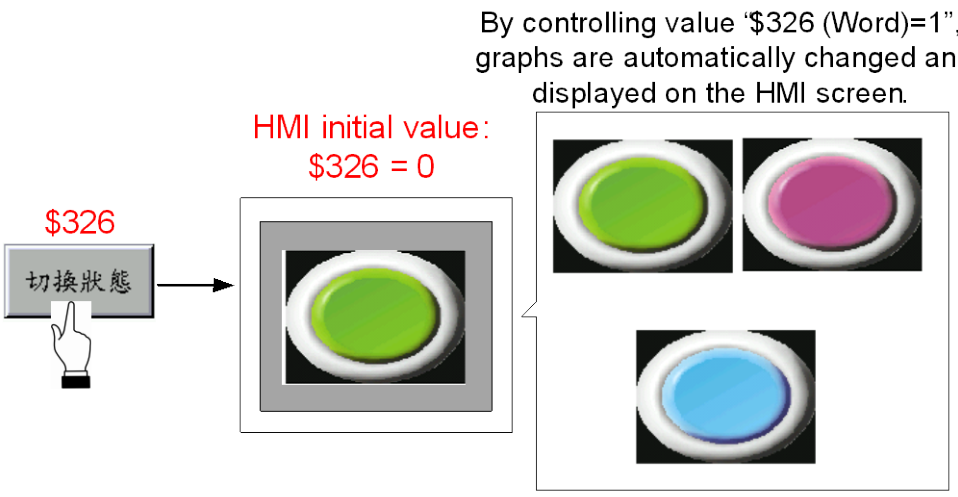


Properties

State Graphic Element			
Data Type	**Data Format**	**State Counts**	**Auto Picture Change**
Word	Unsigned Decimal	3	YES

Execution Results

- After creating the element, run Compile and download it to the HMI. Next, input a non-zero value in the Numeric Entry element. Then, State Graphic will automatically change and display the selected pictures according to the defined picture change time. If the input value is “0”, State Graphic will reset to the initial state without executing any action.



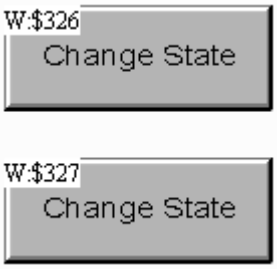
Example of State Graphic

Table 12-1-5 Example of State Graphic

Read Address

State Graphic Element		Numeric Entry Element		Numeric Entry Element	
Read Address	$326	Write Address	$326	Write Address	$327





Picture

Set State Graphic		
State 0	**State 1**	**State 2**



Properties

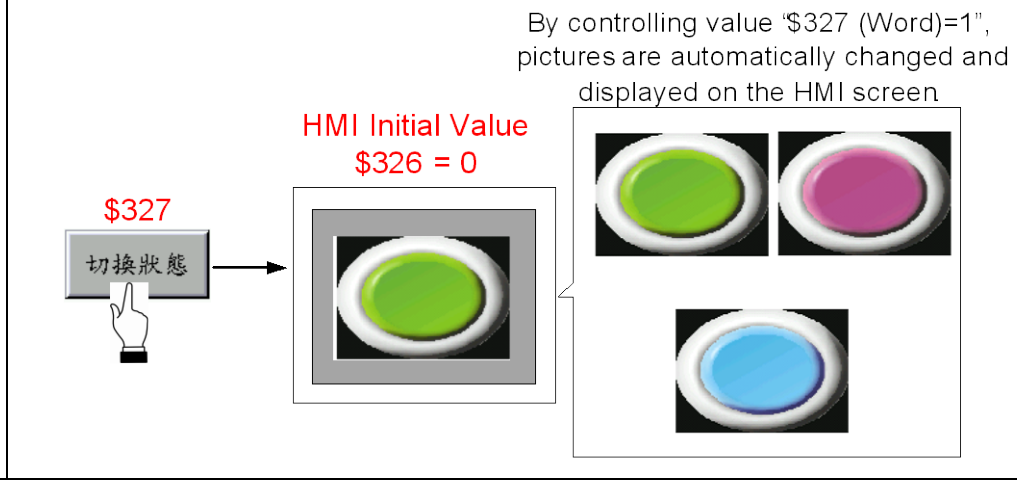
State Graphic Element			
Data Type	**Data Format**	**State Counts**	**Auto Picture Change**
Word	Unsigned Decimal	3	Variation

Execution Results

- The Read Address in the State Graphic element represents the register for changing state pictures. The **[Read Address+1]** allows users to access to the register for setting Auto Picture Change as Variation.
- After creating the element, run Compile and download it to the HMI. Next, select Numeric Entry Element {$327} and input a non-zero value in the element. Then, State Graphic will automatically change and display the selected pictures according to the defined picture change time. When selecting Numeric Entry Element {$326} and inputting the corresponding state graphic data in the element
- If the input data in Numeric Entry Element {$327} is “0”, State Graphic will stop Auto Picture Change.

Example of State Graphic

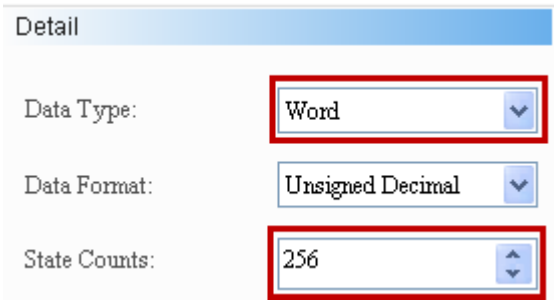
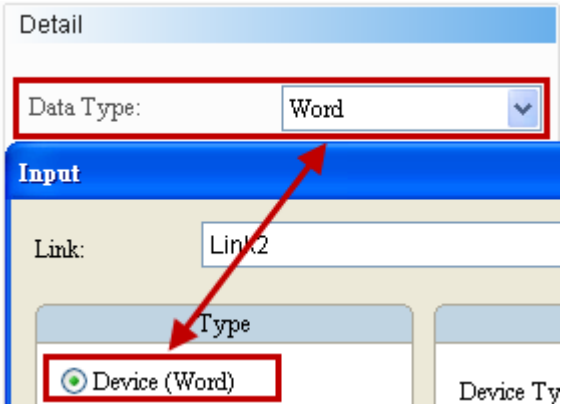
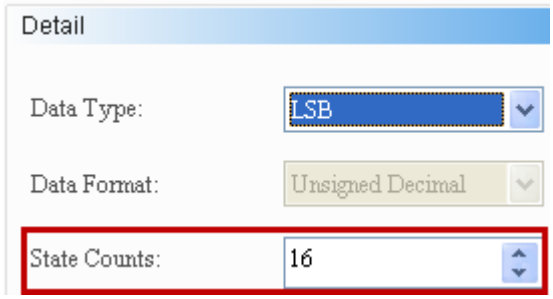
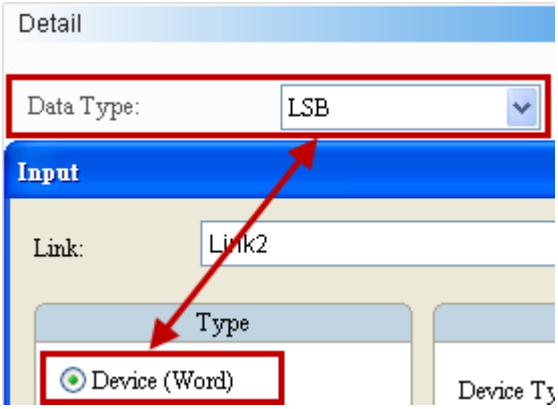
Table 12-1-5 Example of State Graphic



State Graphic supports four data types as shown in Table 12-1-4 below. If users need to add or remove state counts, simply add or reduce state counts from the State Counts in the properties.

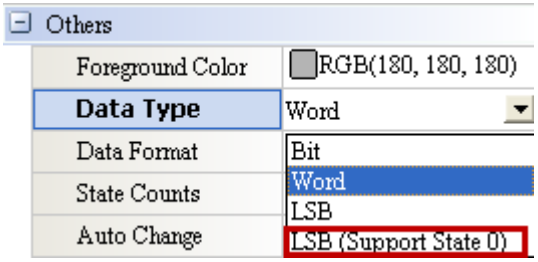
State Graphic

Table 12-1-4 State Graphic Data Type

Data Type	State Counts	Memory Address
Word	If data type is “Word”, users can select 1-256 states. 	If data type is “Word”, “Word” is data type of memory address. 
LSB / LSB (Support State 0)	If data type is “LSB”, the data in the register are first converted into binary data. Next, the present object state is determined according to the element with the lowest non-zero bit. If data type is “LSB”, users can select 1-16 states, except “State 0”.  If users wish to display “State 0”, please select LSB (Support State 0).	If data type is “LSB” or LSB (Support State 0), “Word” is also data type of memory address. 

State Graphic

Table 12-1-4 State Graphic Data Type



If users select “LSB”, the element will display “black” when State=0.

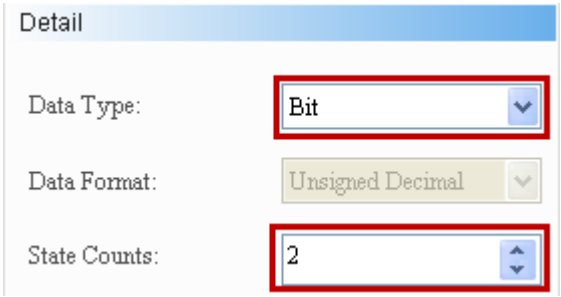
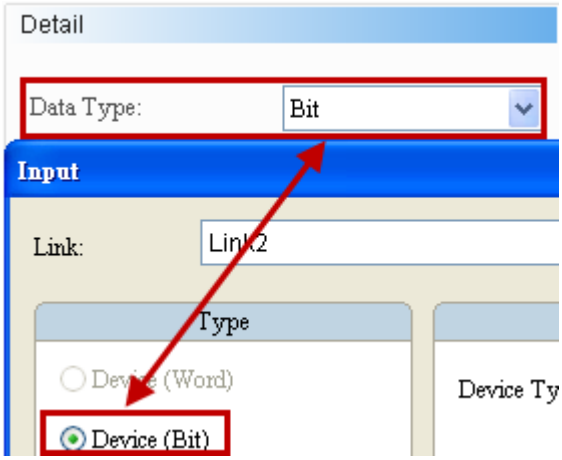


The examples in the following table show how state value is determined with the lowest non-zero element after converting from a decimal value into a binary value. There are also examples demonstrating how the DOPSoft determines the state value displayed with the lowest bit when the decimal values are 3 and 7.

Decimal	Binary	State Value
0	**0000000000000000**	**State=0 when all bits are “0” [LSB (Support State 0) must be selected]**
1	0000000000000001	The lowest non-zero bit is bit 0, State=1.
2	0000000000000010	The lowest non-zero bit is bit 1, State=2.
3	**0000000000000011**	**The lowest non-zero bit is bit 0, State=1.**
4	0000000000000100	The lowest non-zero bit is bit 2, State=3.
7	**0000000000000111**	**The lowest non-zero bit is bit 0, State=1.**
8	0000000000001000	The lowest non-zero bit is bit 3, State=4.
16	0000000000010000	The lowest non-zero bit is bit 4, State=5.
32	0000000000100000	The lowest non-zero bit is bit 5, State=6.
64	0000000001000000	The lowest non-zero bit is bit 6, State=7.
128	0000000010000000	The lowest non-zero bit is bit 7, State=8.
256	0000000100000000	The lowest non-zero bit is bit 8, State=9.
512	0000001000000000	The lowest non-zero bit is bit 9, State=10.
1024	0000010000000000	The lowest non-zero bit is bit 10, State=11.
2048	0000100000000000	The lowest non-zero bit is bit 11, State=12.
4096	0001000000000000	The lowest non-zero bit is bit 12, State=13.
8192	0010000000000000	The lowest non-zero bit is bit 13, State=14.
16384	0100000000000000	The lowest non-zero bit is bit 14, State=15.
32768	1000000000000000	The lowest non-zero bit is bit 15, State=16.

State Graphic

Table 12-1-4 State Graphic Data Type

Bit	If data type is “Bit”, only 2 states are available. 	If data type is “Bit”, “Bit” is data type of memory address. 

Double-click State Graphic to call out the State Graphic Properties screen as shown below.

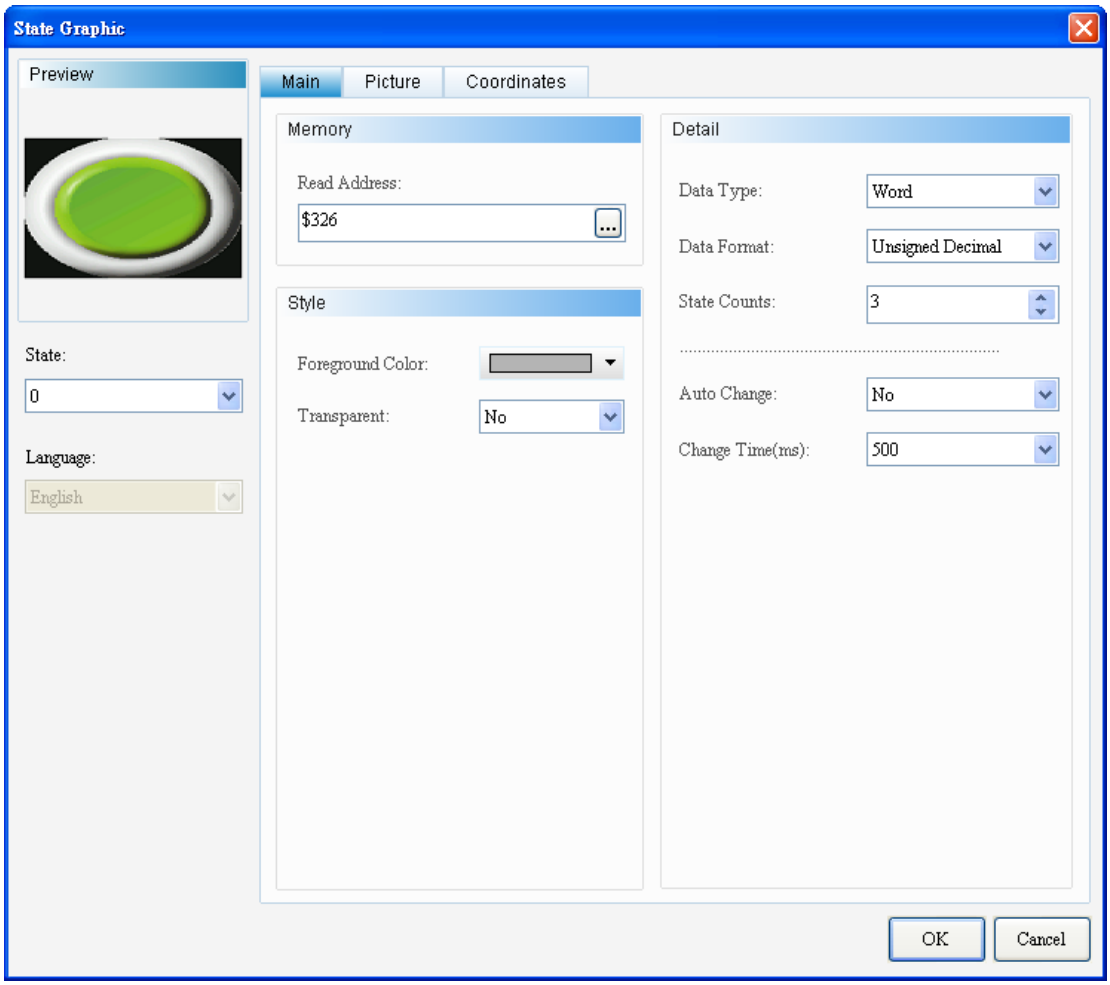


Figure 12-1-1 State Graphic Properties

State Graphic	
Function Page	**Content Description**
Preview	Views the multistate data but dose not support multilingual data display.
General	Sets Read Address, Foreground Color, and transparent color. Sets data type, data format, state counts, Auto Picture Change, and picture change time.
Picture	Sets picture bank name, alignment, stretch mode, and picture transparent color.
Position	Sets the X-Y coordinate, width, and height of the element.

Table 12-1-5 State Graphic Function Page

◆ General

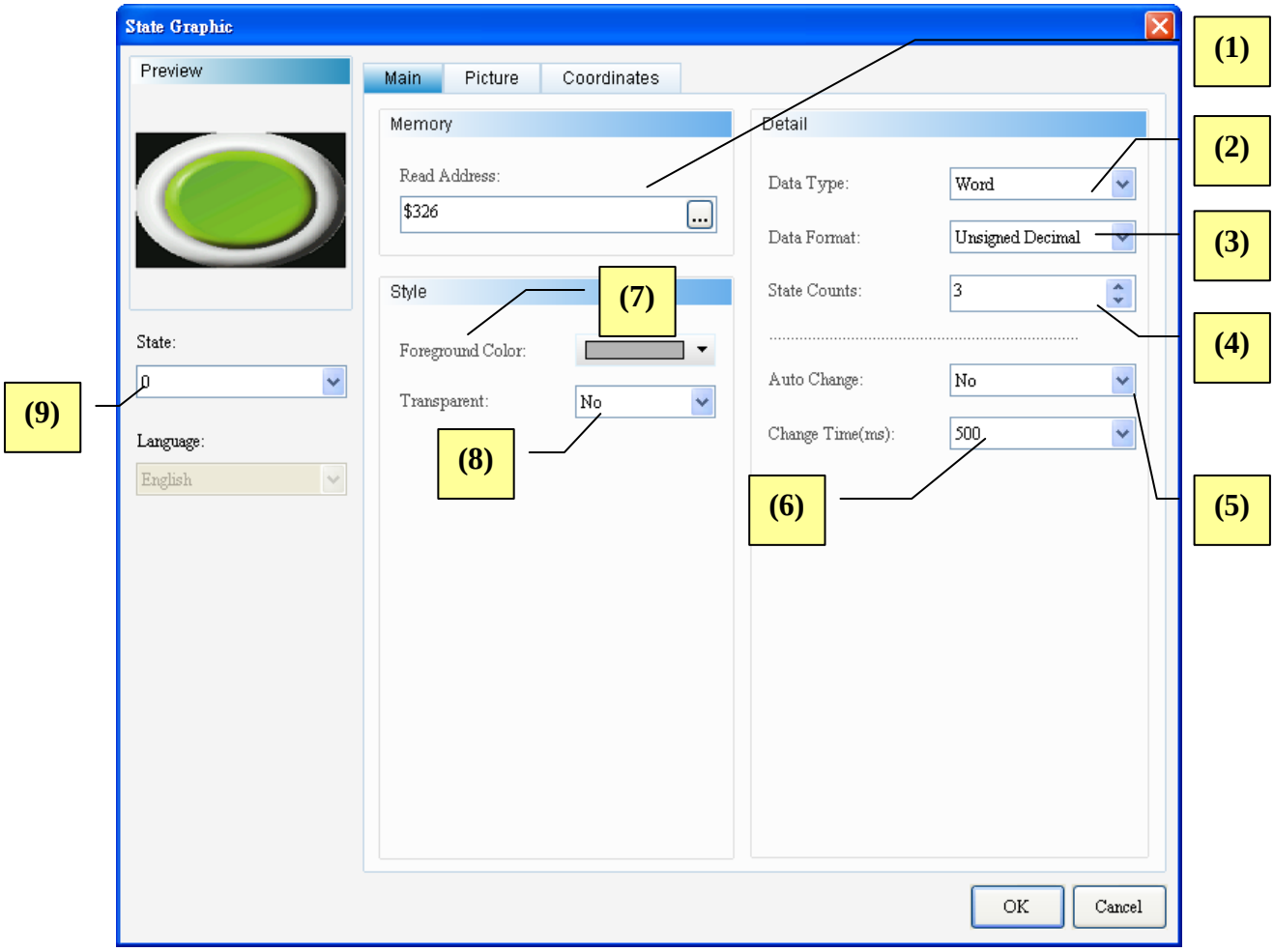
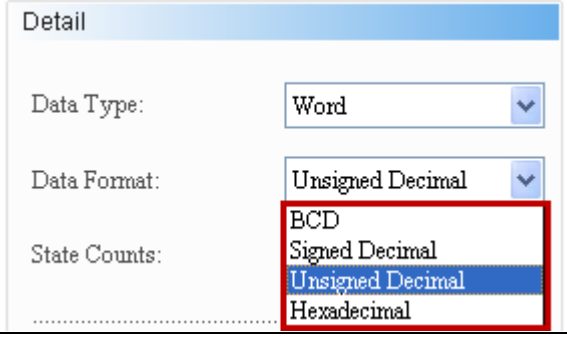
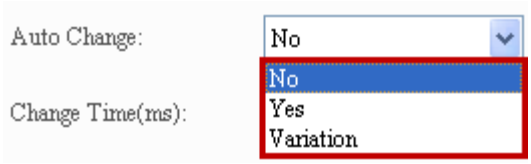
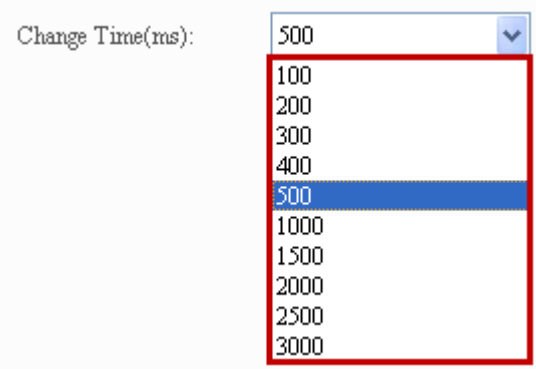
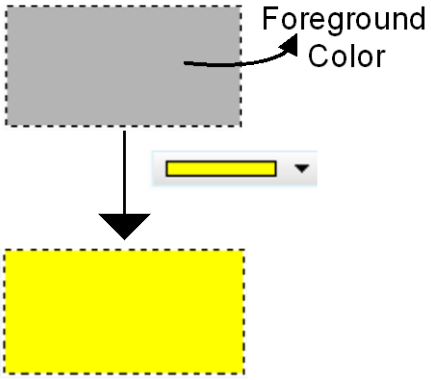
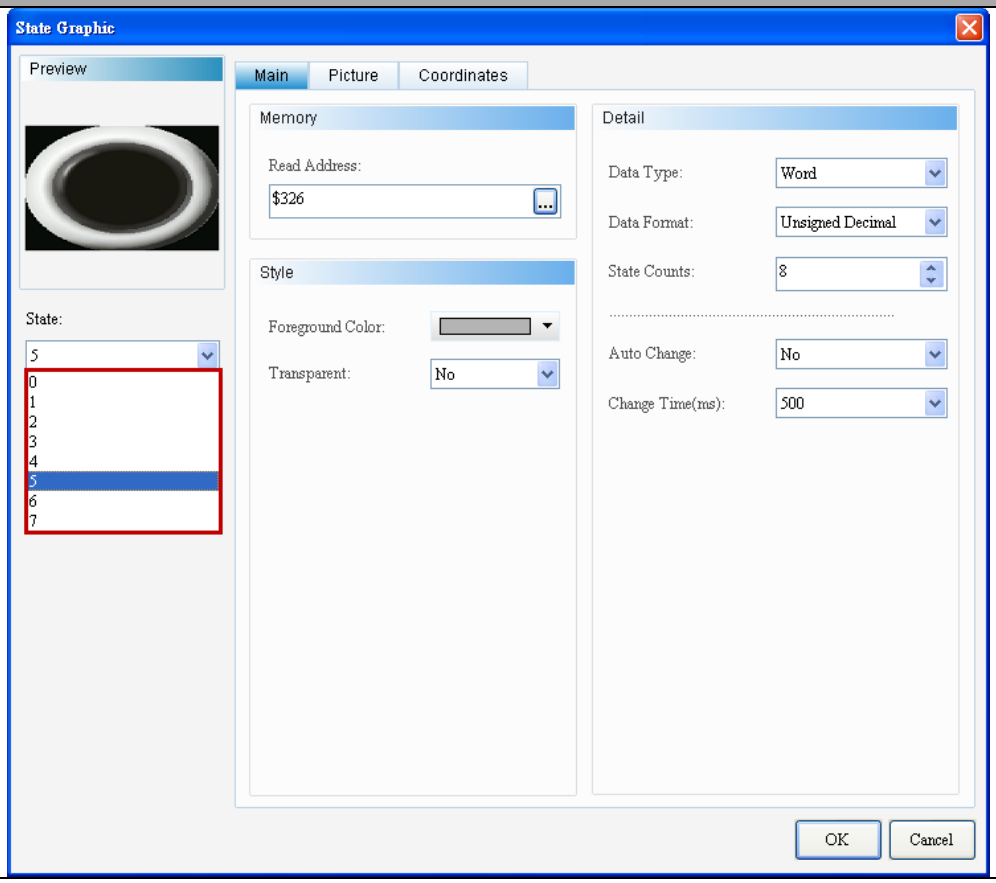


Figure 12-1-2 State Graphic—Element General Properties Page

No.	Property	Function
(1)	Read Address	➢ Selects the address of internal memory or controller register. The memory type changes based on the selected data type, including Word, LSB and Bit, as shown in Table 12-1-4. ➢ Selects link name or element type. Please refer to 5-1 Buttons for details.
(2)	Data Type	➢ Four options: Bit, Word, LSB, and LSB (Support State 0). Please refer to Table 12-1-4 for details.
(3)	Data Format	➢ Data format can only be selected when data type is “Word”. ➢ These formats include BCD, Signed Decimal, Unsigned Decimal, and Hexadecimal.

No.	Property	Function
		
(4)	State Counts	➢ Sets the total state count of State Graphic elements. If data type is "Word", users can select 1-256 states; if data type is "LSB", users can select 16 states; if data type is "LSB (Support State 0)", users can select 17 states; and if data type is "Bit", users can select 2 states. Please refer to Table 12-1-4 for details.
(5)	Auto Picture Change	➢ There are 3 options for Auto Picture Change: "Yes", "No", and "Variation". 
(6)	Picture change time	➢ Picture change time ranges from 100-3000 ms. 

No.	Property	Function
(7)	Foreground Color	➢ Sets Foreground Color. ➢ If Transparent Color is “Yes”, Foreground Color is disabled. 
(8)	Transparent Color	➢ After selecting “Yes” for the Transparent Color, the result is as shown below:  ➢ Users can select any color in the picture to become transparent with the Transparent Color. By clicking the Transparent Color icon and then the black button section, the DOPSoft will omit coloring the black section in the picture to make it transparent.   ➢ By selecting Transparent Color for both the element and the picture, the result is as shown below: 
(9)	State	➢ Users can preview or change the parameter of all button element states by changing state.

No.	Property	Function
		

◆ Graph

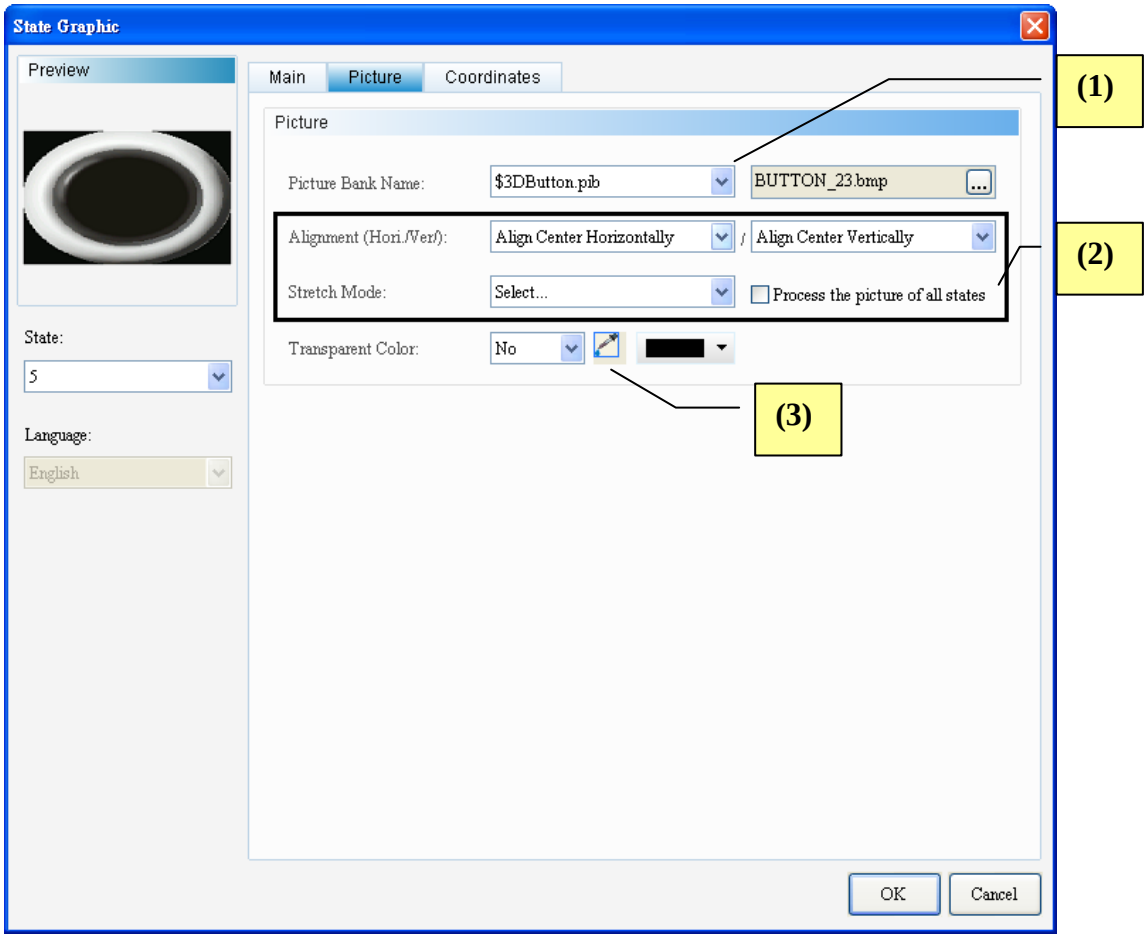
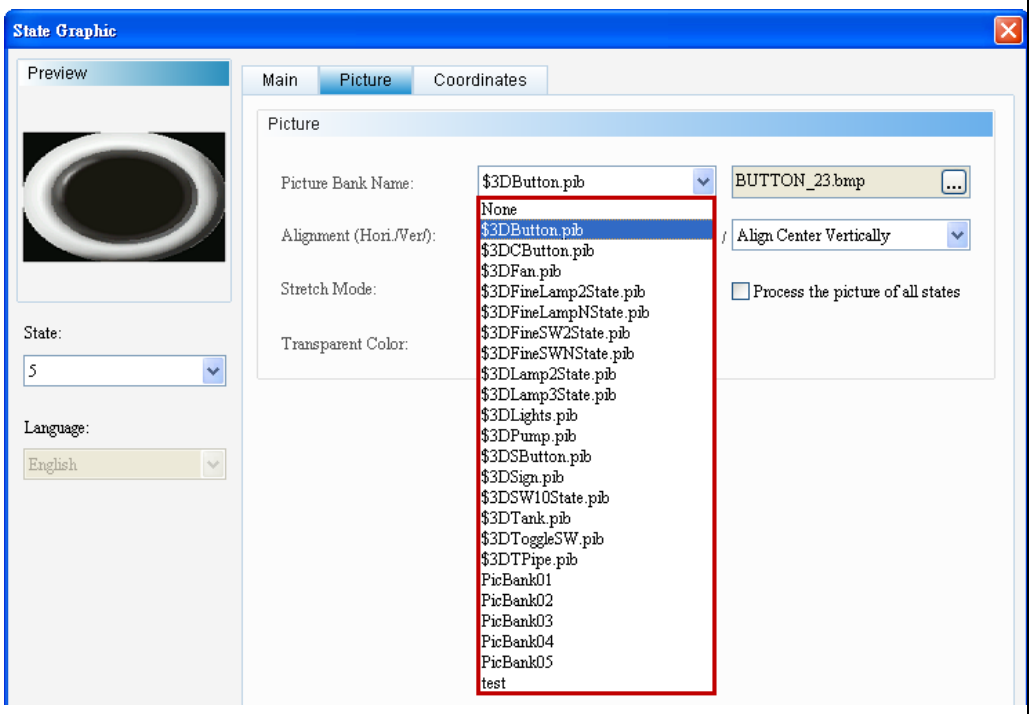
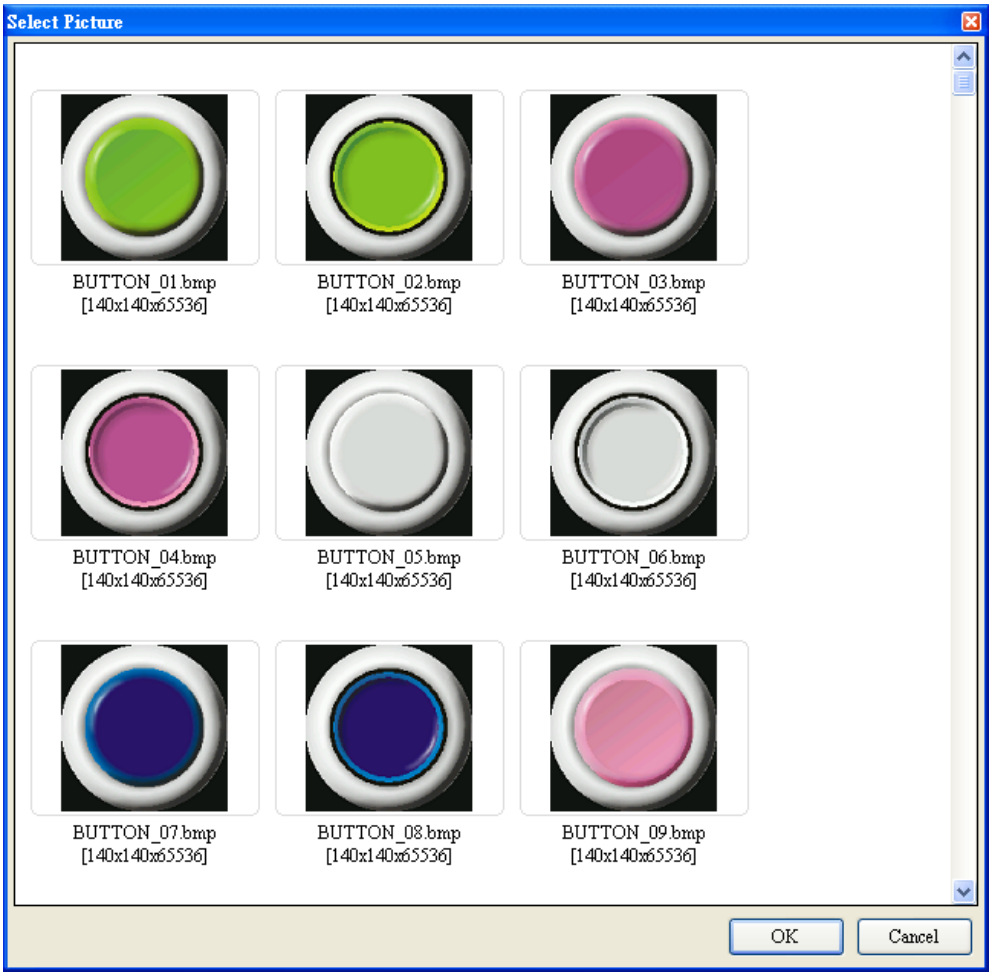
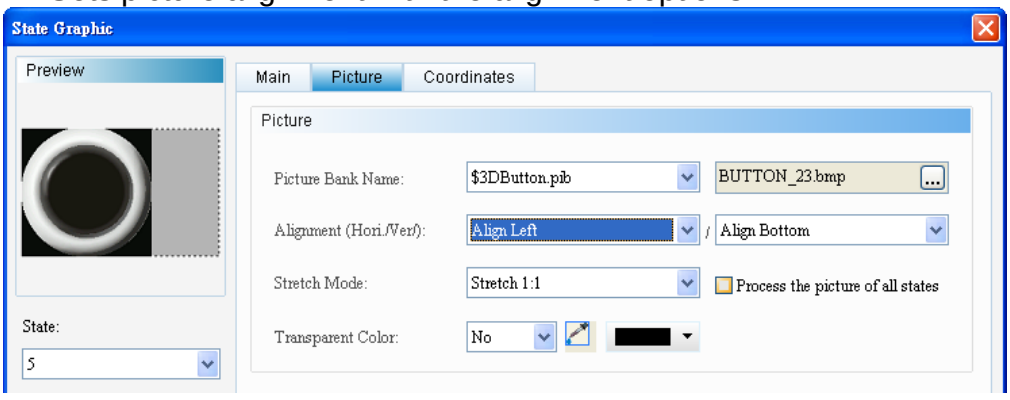
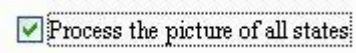
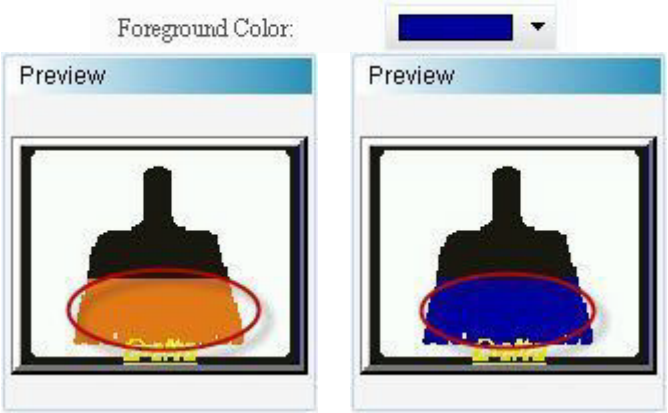


Figure 12-1-3 State Graphic—Element Graph Properties Page

No.	Property	Function Description
(1)	Picture bank name	➢ The default picture bank name is “None”. Users can select in the built-in bank the picture to be displayed from the pull-down. 

No.	Property	Function Description
		
(2)	Alignment	➢ Sets picture alignment with the alignment options. 

<table>
<tr><th>No.</th><th>Property</th><th>Function Description</th></tr>
<tr><td></td><td>Stretch Mode</td><td>
➢ Stretch modes include: Fill, Keep Aspect Ratio, and Actual Size.
<table>
<tr><th>Fill</th><th>Keep Aspect Ratio</th><th>Actual Size</th></tr>
<tr><td>In the “Fill” mode, the selected picture will fill up the entire display area.</td><td>In the “Keep Aspect Ratio” mode, the selected picture will fit in the display area proportionally according to the picture ratio</td><td>In the “Actual Size” mode, the picture will be displayed in its original size in the display area.</td></tr>
<tr><td>  </td><td>  </td><td>  </td></tr>
</table>
➢ If “Process all state pictures” is selected, the system assumes that each element has multiple entries of state data, and some pictures may be unable to fill the entire display area. By selecting this item, users will not need to set individual pictures to save time from editing.


</td></tr>
<tr><td>(3)</td><td>Select Transparent Color</td><td>
➢ Sets a color in the picture to transparent. In this case, by clicking the Transparent Color icon  and then the orange part of the loom, the DOPSoft will omit all orange parts in the picture and turn them into transparent.


</td></tr>
</table>

◆ Position

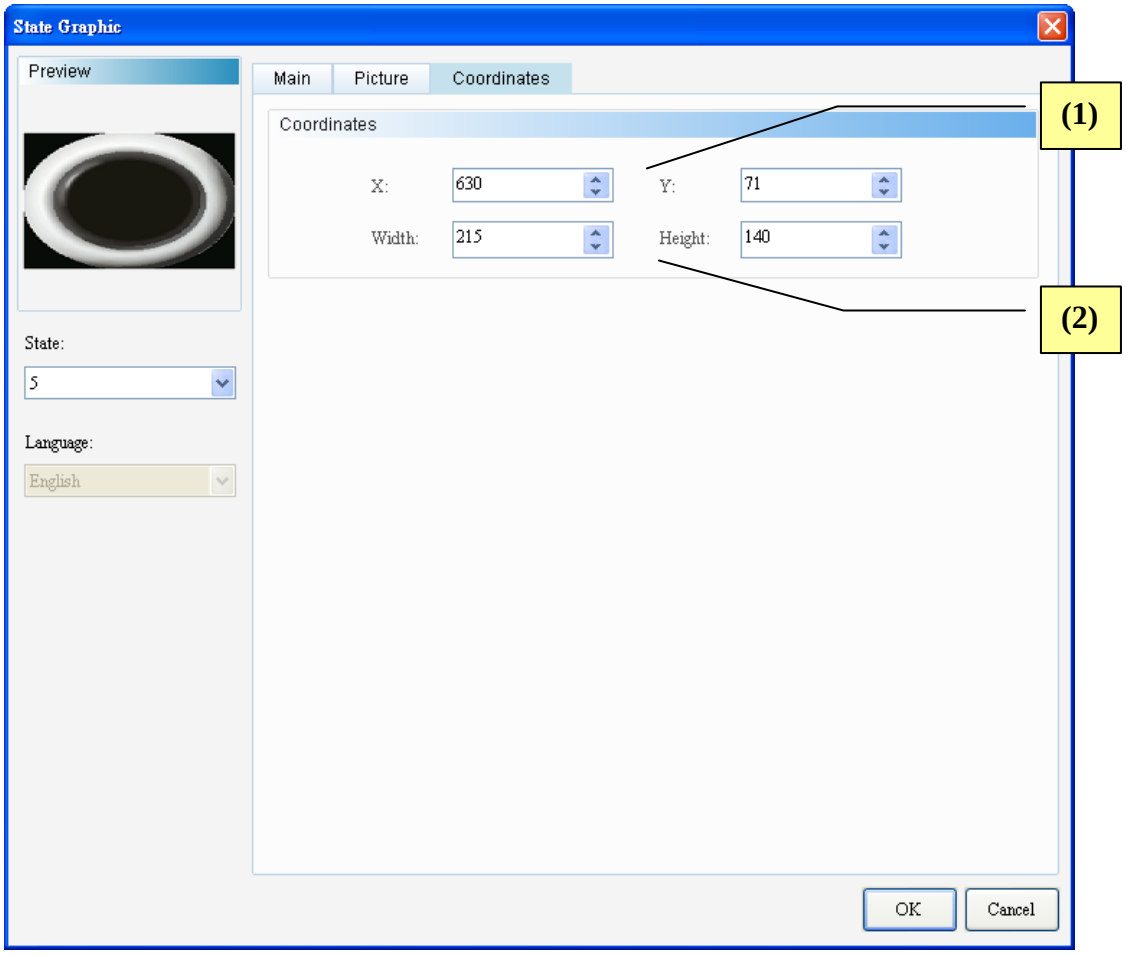


Figure 12-1-4 State Graphic—Element Position Properties Page

No.	Property	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

12-2 Animated Graphic

	Animated Graphic

Users can create multiple state pictures or import GIF image files with Animated Graphic. The DOPSoft will automatically decompose this image file into consecutive pictures. Next, the DOPSoft will correspond to the pictures changed by the element the data read from its Read Address. Users can also control the Animated Graphic position. Please refer to Table 12-2-1 Example of Animated Graphic below.

Example of Animated Graphic

Table 12-2-1 Example of Animated Graphic

Read Address

Animated Graphic Element	
Read Address	$444



Create Picture Bank and Import Image files

- Step 1: Enter [Option]→ [Picture Bank] and click the icon to create a new picture bank and name it *test*.



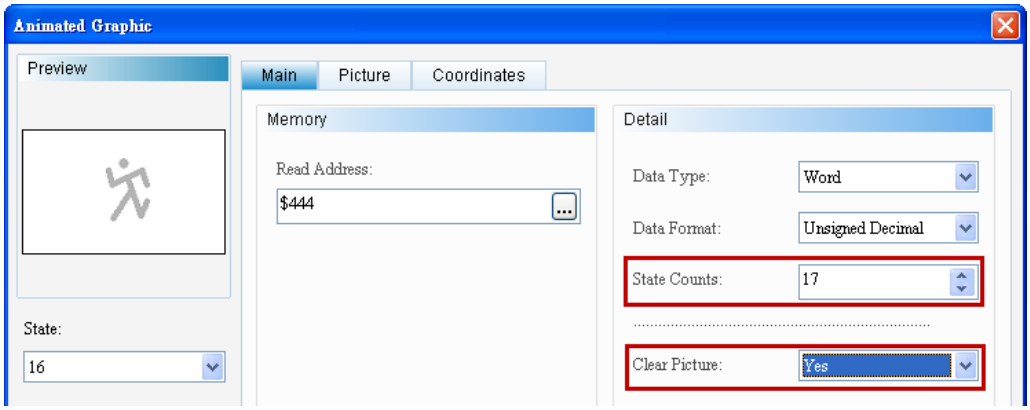
- Step 2: Click the icon and import the selected image file. In this example, it is a GIF file.



- Step 3: After importing the selected GIF file, the picture bank will decompose it into 17 pictures as shown below:

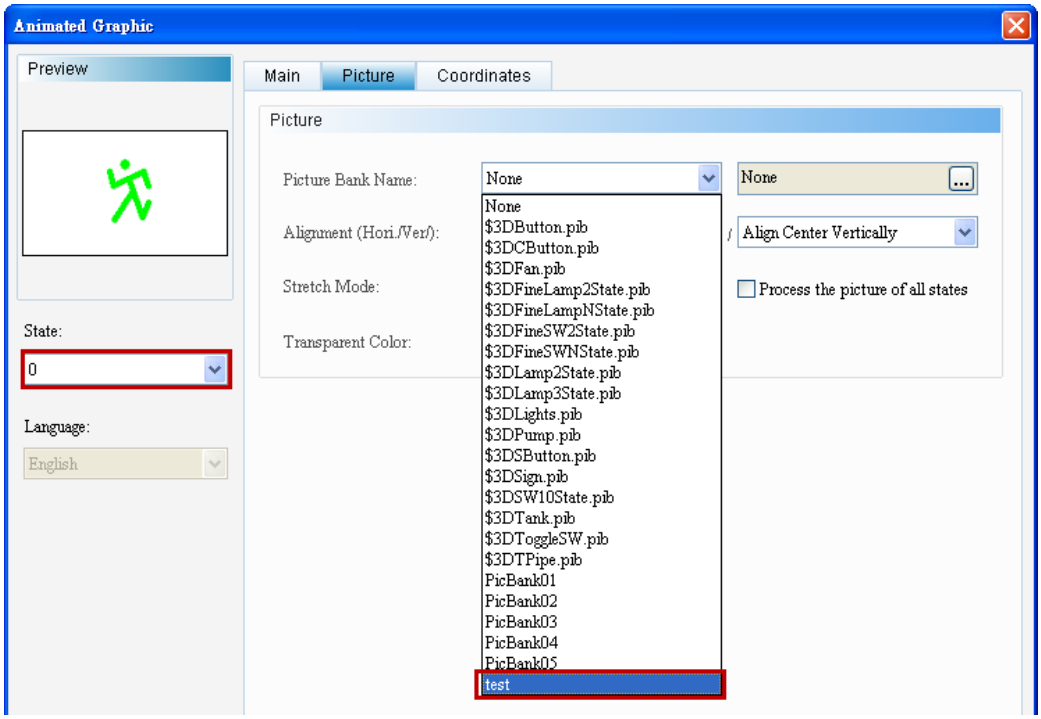
Example of Animated Graphic

Table 12-2-1 Example of Animated Graphic

<table>
<tr><td></td><td> 
</td></tr>
<tr><td>Configure Animated Graphic Properties</td><td>➢ Set [State Counts] to “17”. The 17 pictures decomposed in the picture bank will be displayed.
➢ If [Clear Picture] is “Yes”, not ghost effect of the previous picture will be displayed on the screen when changing from one picture to another.
 
</td></tr>
<tr><td>Select Pictures for State 0-State 16</td><td>➢ Step 1: Double-click Animated Graphic to enter the [Picture] page. Select “0” from [State] and “test” for the picture bank name.</td></tr>
</table>

Example of Animated Graphic

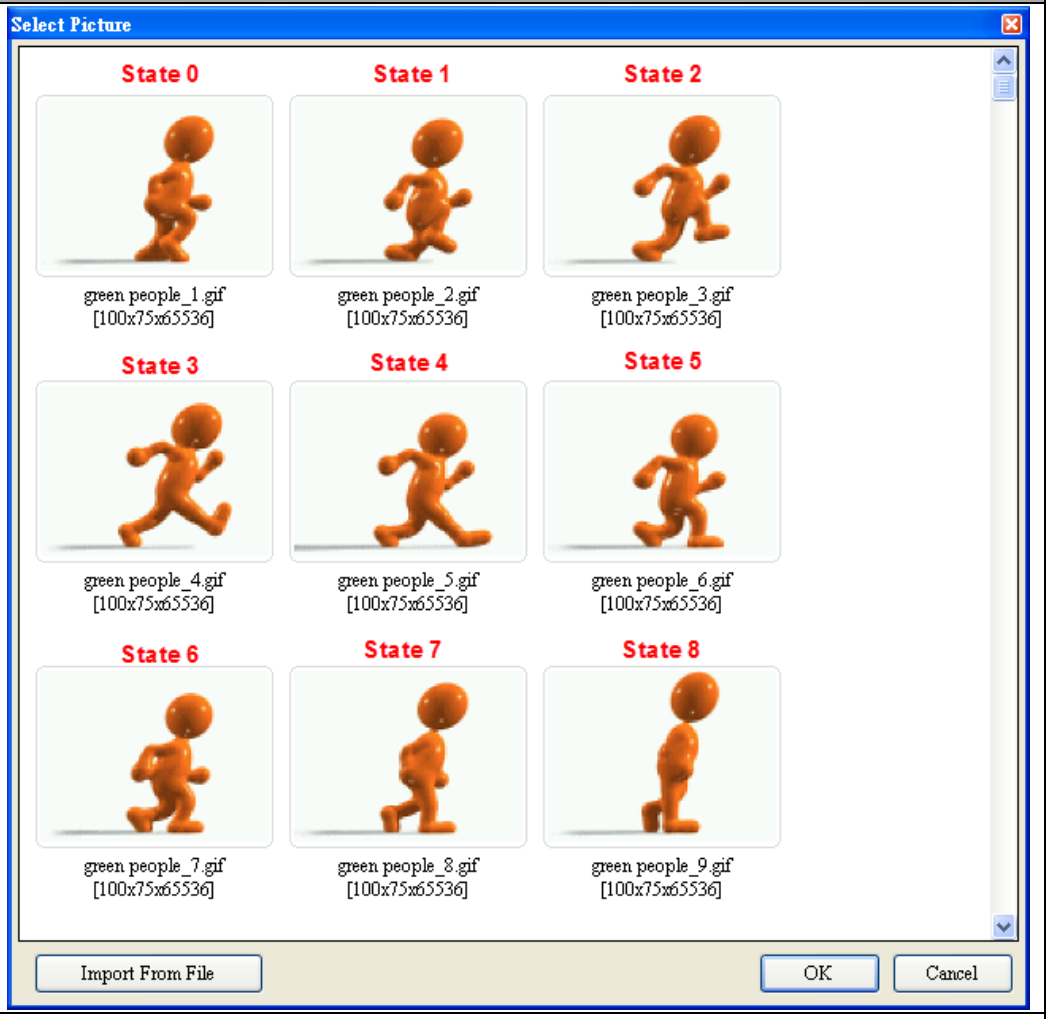
Table 12-2-1 Example of Animated Graphic



➢ Step 2: Open the *test* picture bank, select the first picture to be displayed in State 0, the second picture to be displayed in State 1, and so on.

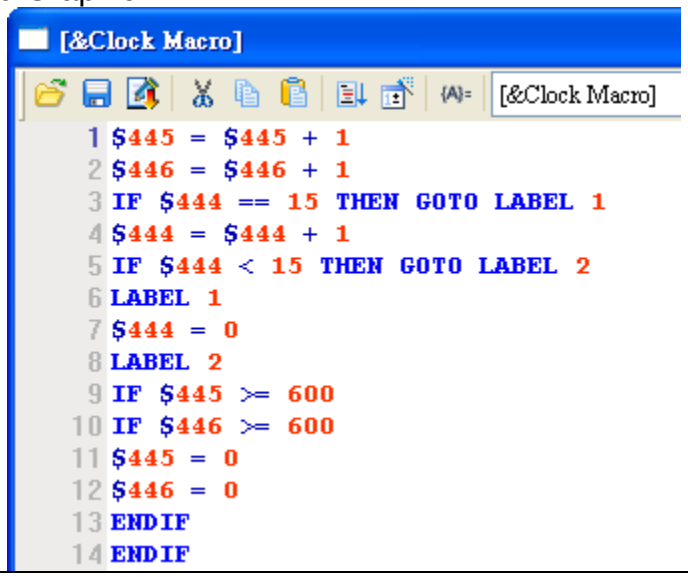
Example of Animated Graphic

Table 12-2-1 Example of Animated Graphic



Edit Clock Macro

- Enter [Options]→ [Clock Macro] as shown below:
- "$445" represents **[Read Address +1]**, the X-position of the Animated Graphic.
- "$446" represents **[Read Address +2]**, the Y-position of the Animated Graphic.

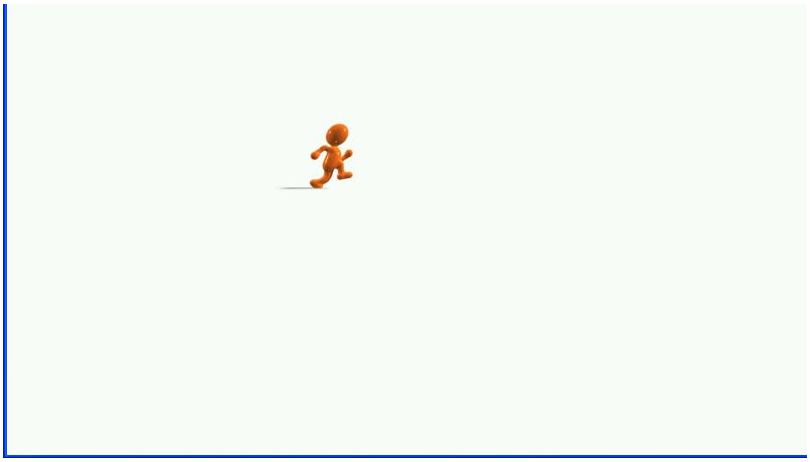


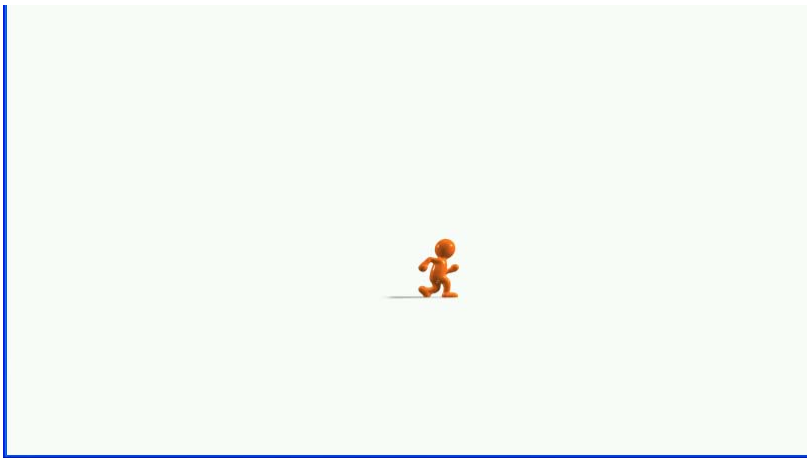
Example of Animated Graphic

Table 12-2-1 Example of Animated Graphic

Execution Results	➢ Compile the screen and download it to the HMI. This little orange person will move according to the memory addresses retrieved by the X-axis and Y-axis as shown below.



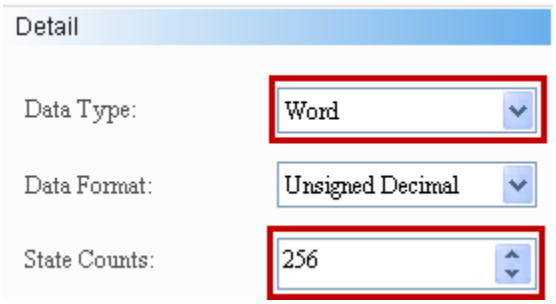
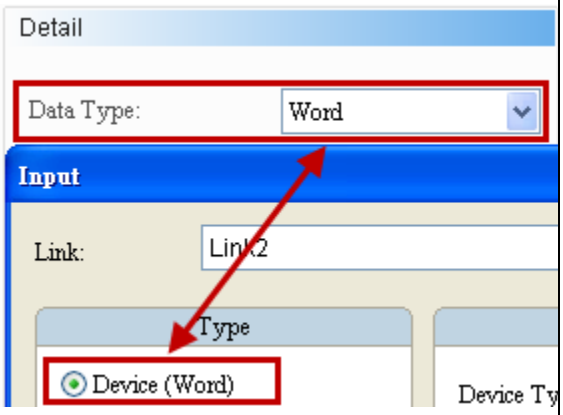
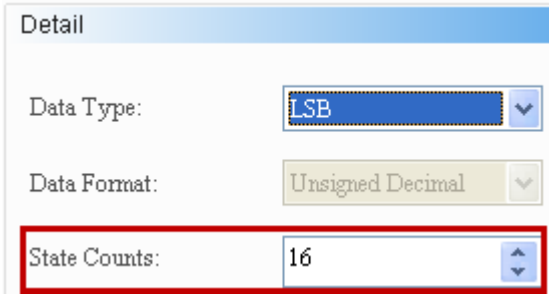
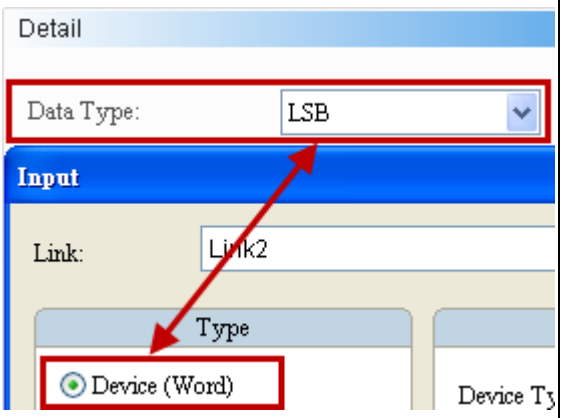




Animated Graphic supports three data types as shown in Table 12-2-2 below. If users need to add or remove state counts, simply add or reduce state counts from the State Counts in the properties.

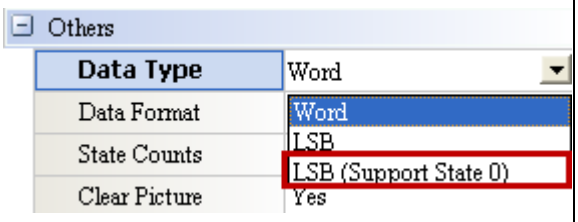
Animated Graphic

Table 12-2-2 Example of Animated Graphic Data Type

Data Type	State Counts	Memory Address
Word	If data type is “Word”, users can select 1-256 states. 	If data type is “Word”, “Word” is data type of memory address. 
LSB / LSB (Support State 0)	If data type is “LSB”, the data in the register are first converted into binary data. Next, the present object state is determined according to the element with the lowest non-zero bit. If data type is “LSB”, users can select 1-16 states, except “State 0”.  If users wish to display “State 0”, please select LSB (Support State 0).	If data type is “LSB” or “LSB (Support State 0)”, “Word” is also data type of memory address. 

Animated Graphic

Table 12-2-2 Example of Animated Graphic Data Type



If users select “LSB”, the element will display “?” when State=0.



The examples in the following table show how state value is determined with the lowest non-zero element after converting from a decimal value into a binary value. There are also examples demonstrating how the DOPSoft determines the state value displayed with the lowest bit when the decimal values are 3 and 7.

Decimal	Binary	State Value
0	**0000000000000000**	**State=0 when all bits are “0” [LSB (Support State 0) must be selected]**
1	0000000000000001	The lowest non-zero bit is bit 0, State=1.
2	0000000000000010	The lowest non-zero bit is bit 1, State=2.
3	**0000000000000011**	**The lowest non-zero bit is bit 0, State=1.**
4	0000000000000100	The lowest non-zero bit is bit 2, State=3.
7	**0000000000000111**	**The lowest non-zero bit is bit 0, State=1.**
8	0000000000001000	The lowest non-zero bit is bit 3, State=4.
16	0000000000010000	The lowest non-zero bit is bit 4, State=5.
32	0000000000100000	The lowest non-zero bit is bit 5, State=6.
64	0000000001000000	The lowest non-zero bit is bit 6, State=7.
128	0000000010000000	The lowest non-zero bit is bit 7, State=8.
256	0000000100000000	The lowest non-zero bit is bit 8, State=9.
512	0000001000000000	The lowest non-zero bit is bit 9, State=10.
1024	0000010000000000	The lowest non-zero bit is bit 10, State=11.
2048	0000100000000000	The lowest non-zero bit is bit 11, State=12.
4096	0001000000000000	The lowest non-zero bit is bit 12, State=13.
8192	0010000000000000	The lowest non-zero bit is bit 13, State=14.
16384	0100000000000000	The lowest non-zero bit is bit 14, State=15.
32768	1000000000000000	The lowest non-zero bit is bit 15, State=16.

Double-click Animated Graphic to call out the Animated Graphic Properties screen as shown below.

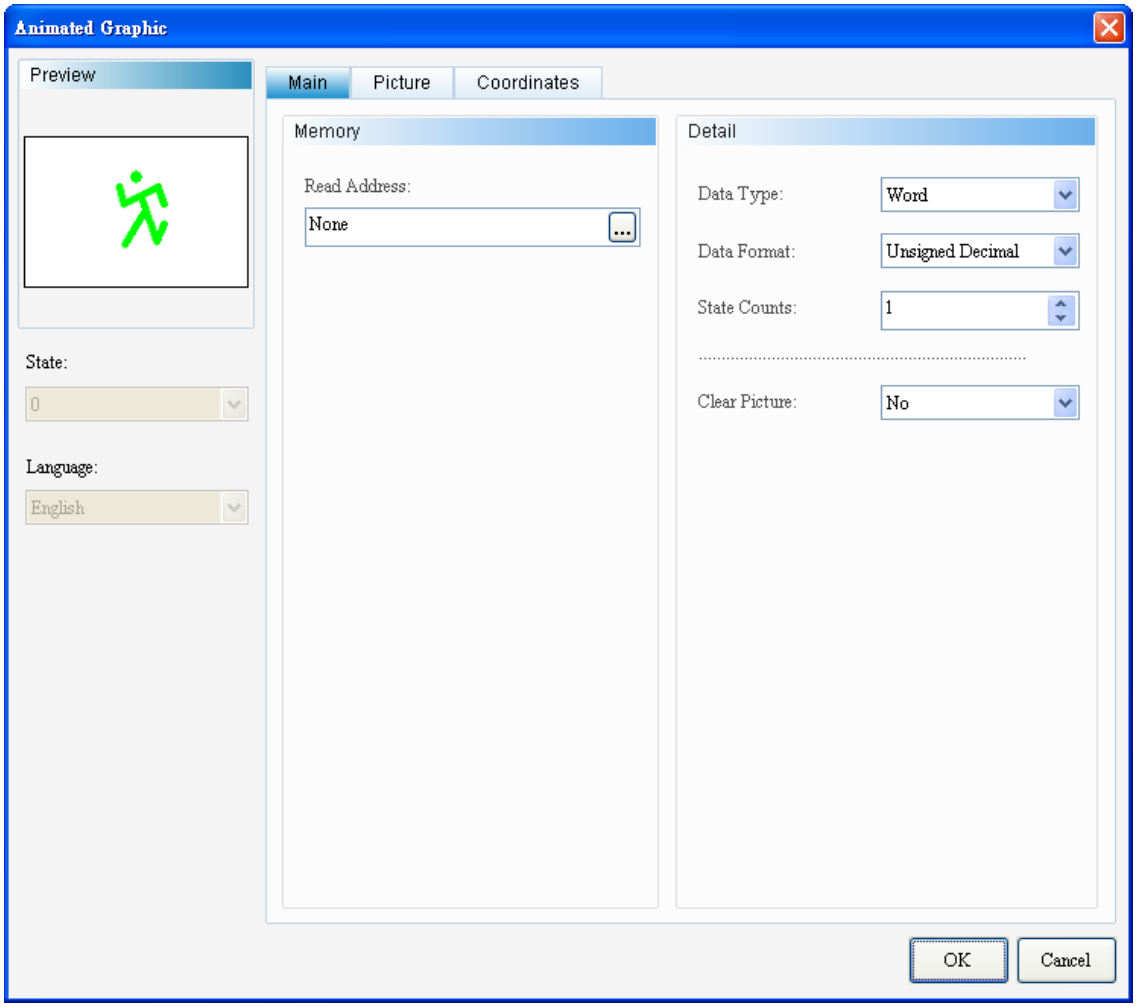


Figure 12-2-1 Animated Graphic Properties

Animated Graphic	
Function Page	**Content Description**
Preview	Views the multistate data but dose not support multilingual data display.
General	Sets Read Address, data type, data format, status counts, and clear picture.
Picture	Sets picture bank name, alignment, stretch mode, and picture transparent color.
Position	Sets the X-Y coordinate, width, and height of the element.

Table 12-2-3 Animated Graphic Function Page

◆ General

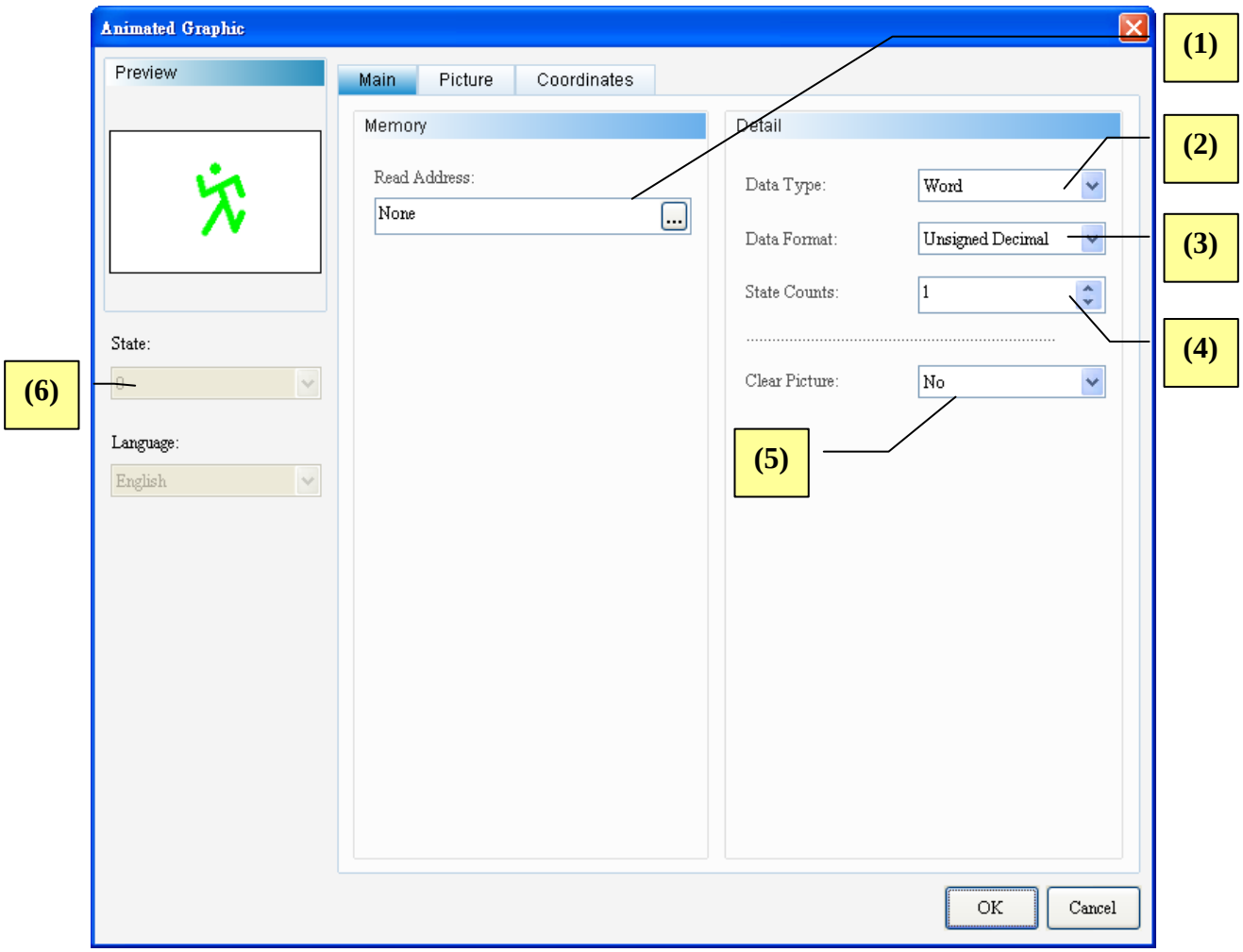
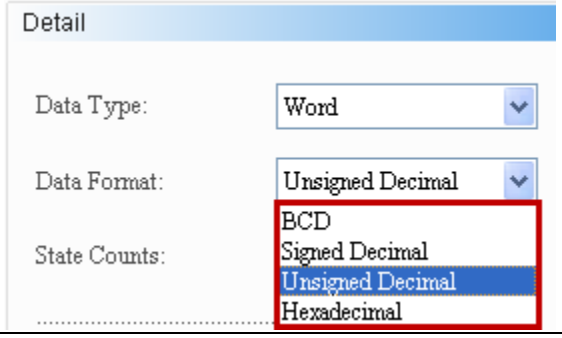
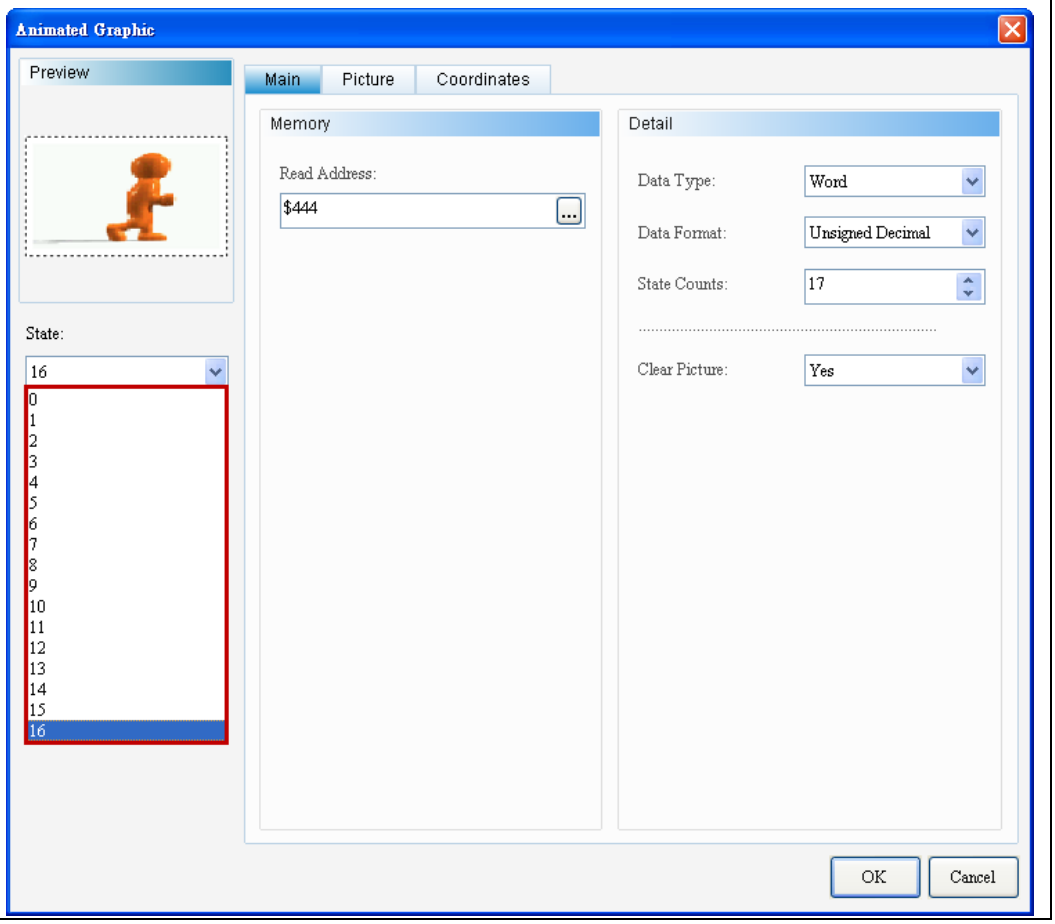


Figure 12-2-2 Animated Graphic—Element General Properties Page

No.	Property	Function
(1)	Read Address	➢ Selects the address of internal memory or controller register. ➢ The data of the Read Address are the reference for Animated Graphic change. ➢ **[Read Address+1]** is the X-position of Animated Graphic movements. ➢ **[Read Address+2]** is the Y-position of Animated Graphic movements. ➢ elects link name or element type. Please refer to 5-1 Buttons for details.
(2)	Data Type	➢ Three options: Word, LSB, and LSB (Support State 0). Please refer to Table 12-2-2 for details.
(3)	Data Format	➢ Data format can only be selected when data type is “Word”. ➢ These formats include BCD, Signed Decimal, Unsigned Decimal, and Hexadecimal.

No.	Property	Function
		
(4)	State Counts	➢ Sets the total state count of Animated Graphic elements. If data type is “Word”, users can select 1-256 states; if data type is “LSB”, users can select 16 states; and if data type is “LSB (Support State 0)”, users can select 17 states. Please refer to Table 12-2-2 for details.
(5)	Clear Picture	➢ Enables clearing a previous Animated Graphic picture in the movement or state picture change. If “No” is selected, the previous state picture is displayed on the HMI screen in Animated Graphic movements.
(6)	State	➢ Users can preview or change the parameter of all button element states by changing state. 

◆ Graph

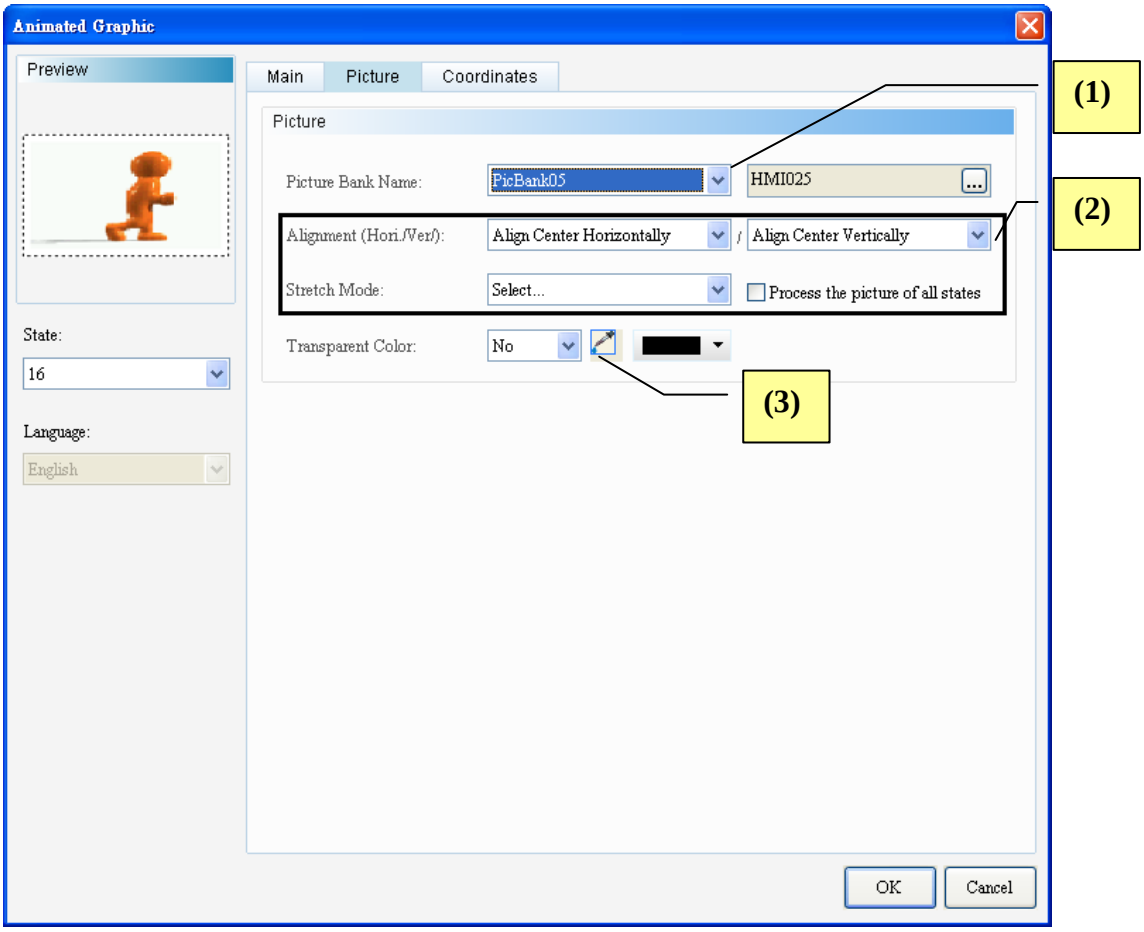
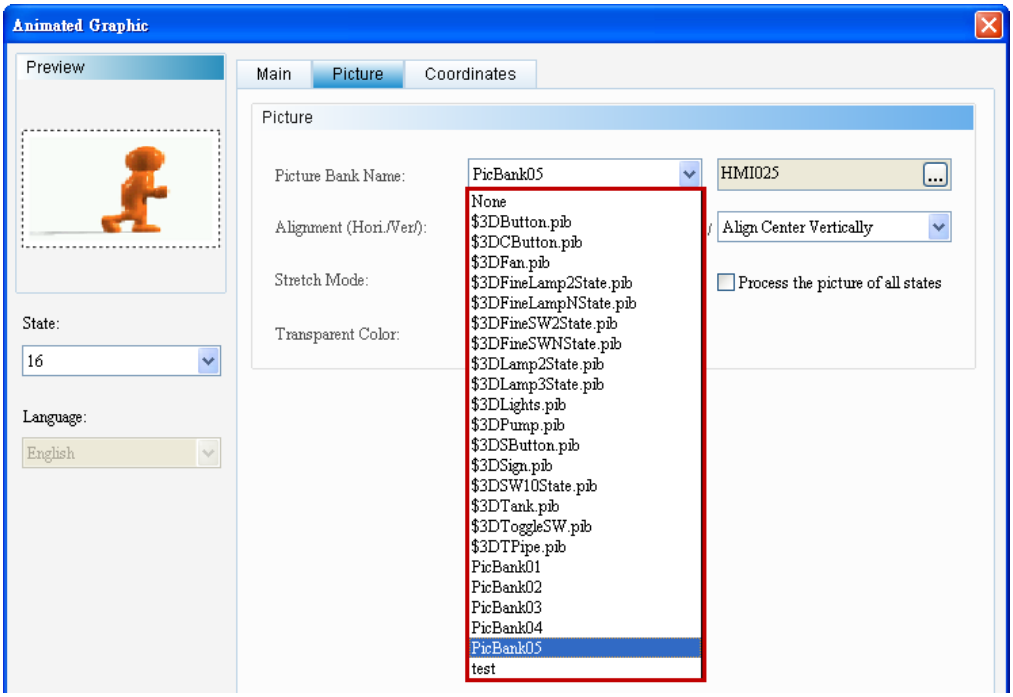
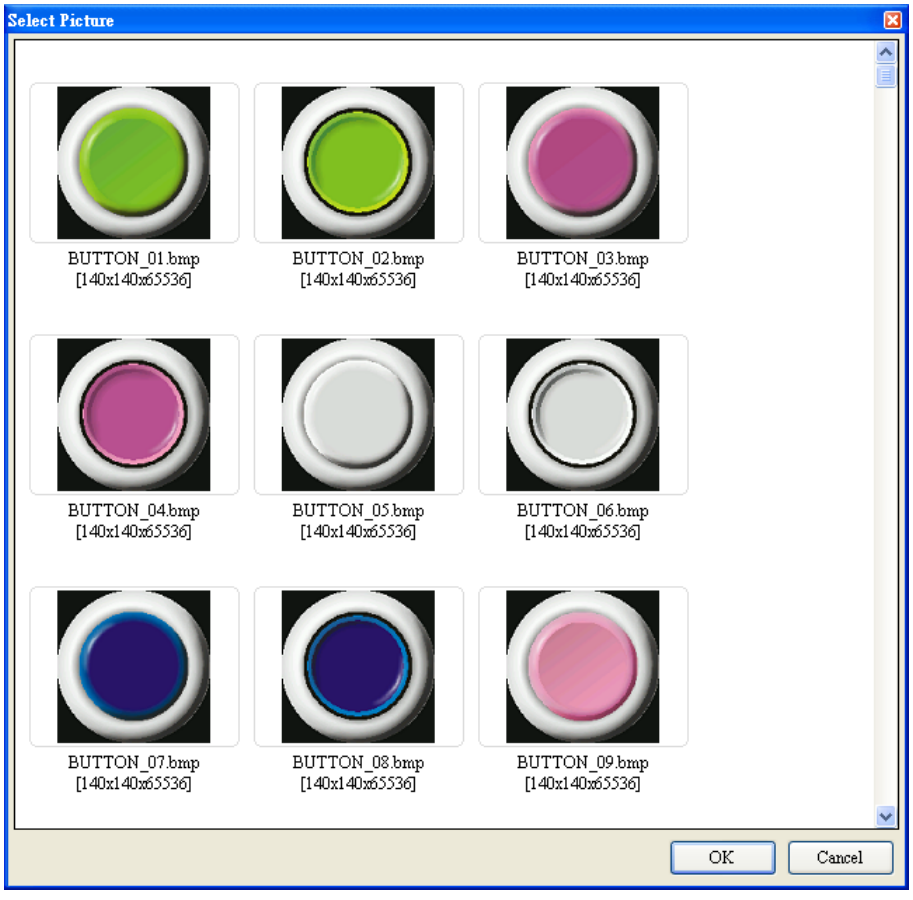
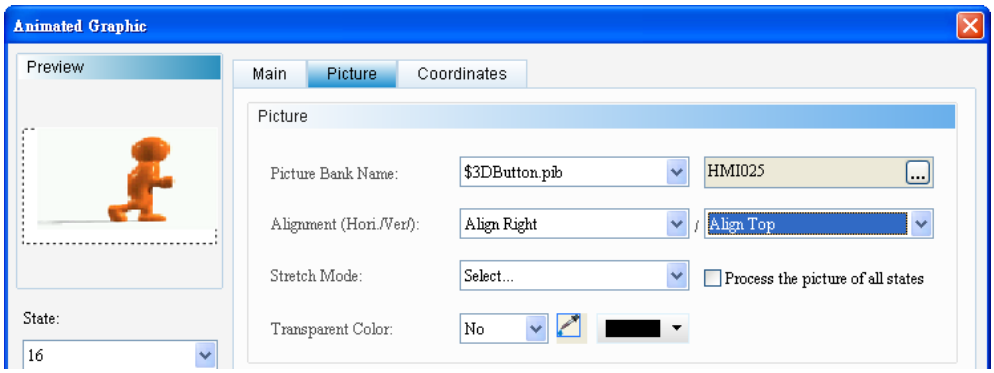
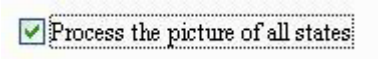


Figure 12-2-3 Animated Graphic—Element Graph Properties Page

No.	Property	Function Description
(1)	Picture bank name	➢ The default picture bank name is “None”. Users can select in the built-in bank the picture to be displayed from the pull-down.  

<table>
<tr><th>No.</th><th>Property</th><th>Function Description</th></tr>
<tr><td rowspan="2">(2)</td><td>Alignment</td><td>➢ Sets picture alignment with the alignment options.
 
</td></tr>
<tr><td>Stretch Mode</td><td>➢ Stretch modes include: Fill, Keep Aspect Ratio, and Actual Size.
<table>
<tr><th>Fill</th><th>Keep Aspect Ratio</th><th>Actual Size</th></tr>
<tr><td>In the “Fill” mode, the selected picture will fill up the entire display area.</td><td>In the “Keep Aspect Ratio” mode, the selected picture will fit in the display area proportionally according to the picture ratio</td><td>In the “Actual Size” mode, the picture will be displayed in its original size in the display area.</td></tr>
<tr><td>  </td><td>  </td><td>  </td></tr>
</table>
➢ If “Process all state pictures” is selected, the system assumes that each element has multiple entries of state data, and some pictures may be unable to fill the entire display area. By selecting this item, users will not need to set individual pictures to save time from editing.
 
</td></tr>
<tr><td>(3)</td><td>Select Transparent Color</td><td>➢ Sets a color in the picture to transparent. In this case, by clicking the Transparent Color icon  and then the black part of the button, the DOPSoft will omit all black area in the picture and make it look transparent.
   </td></tr>
</table>

◆ Position

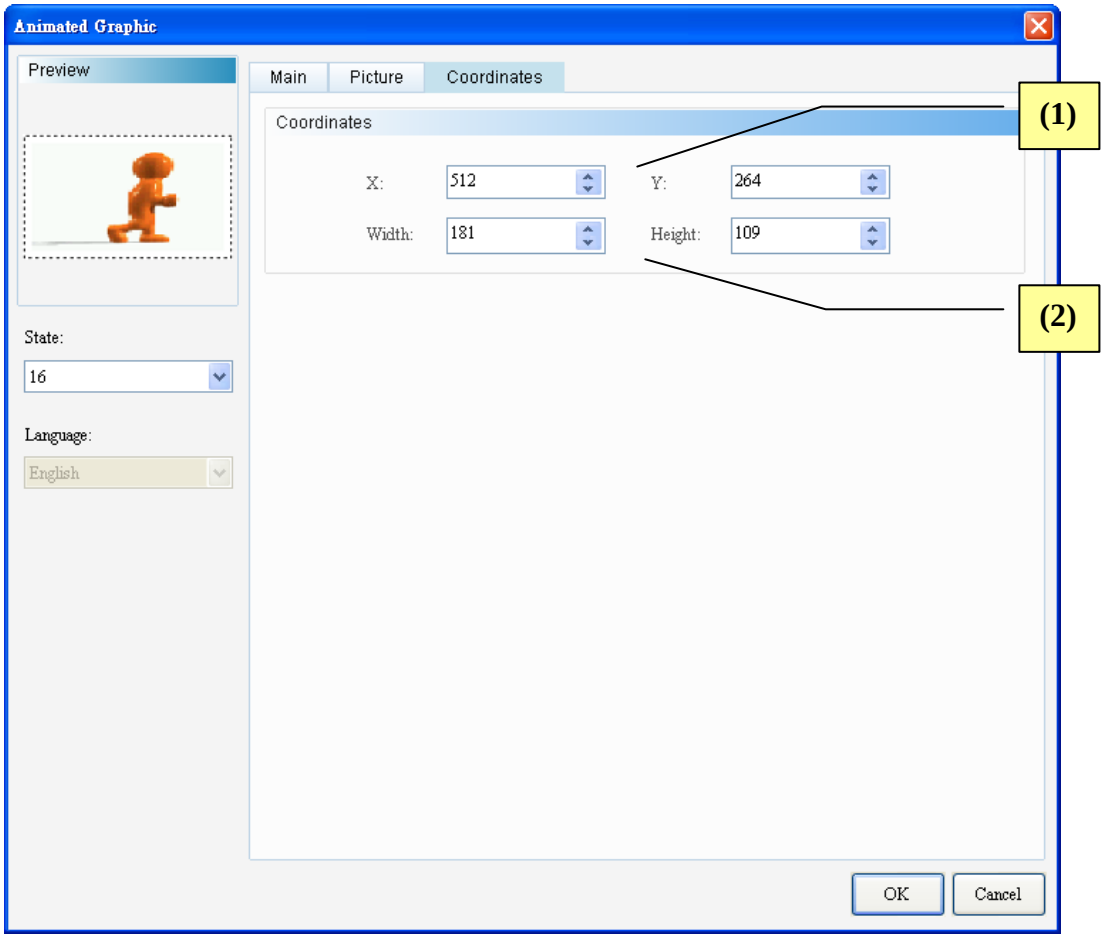


Figure 12-2-4 Animated Graphic—Element Position Properties Page

No.	Property	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

12-3 Dynamic Line

	Dynamic Line

The Dynamic Line controls the position of line movements and the color changes of lines and blink according to the Read Address defined by users. Please refer to Table 12-3-1 Example of Dynamic Line below

Example of Dynamic Line

Table 12-3-1 Example of Dynamic Line

Crate Dynamic Line Elements

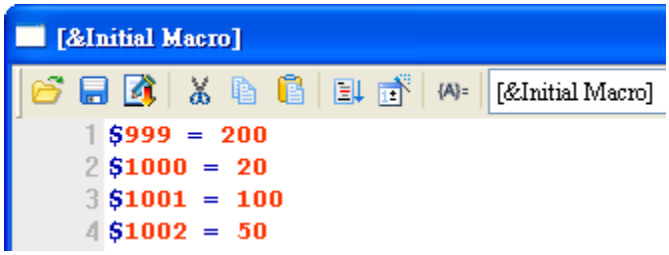
Dynamic Line		Line Type	Line Width
Read Address	$999	Line Style: ⟷	8

Properties

Position Changeability	Variable Color	Blink
Yes	Yes	Yes

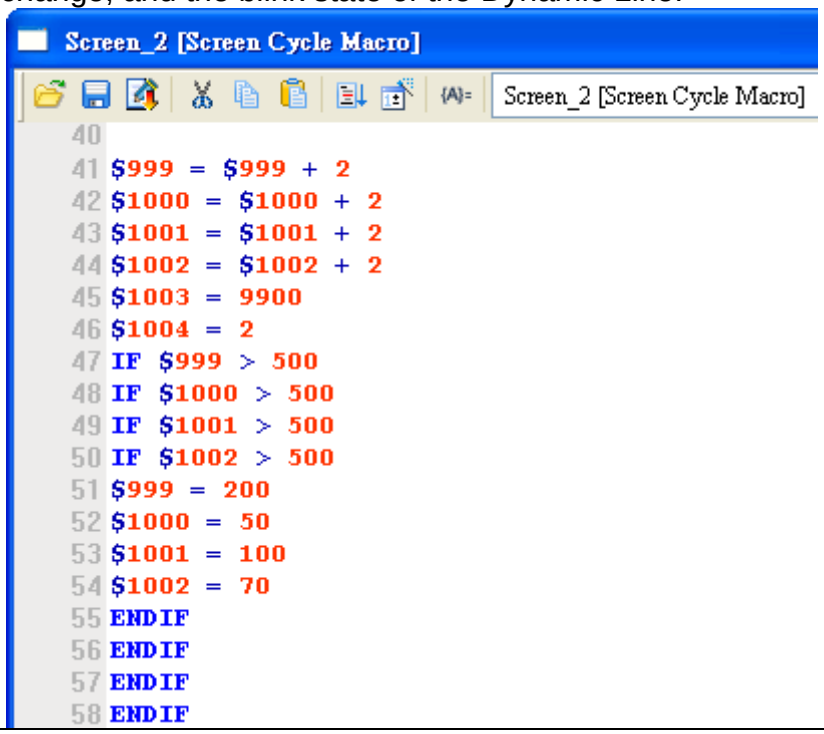
Edit Initial Macro

➢ Enter [Options]→ [Initial Macro] and edit the flowing macro commands. These commands define the initial position of the X-Y coordinate of the Dynamic Line.



Edit Screen Cycle Macro

➢ Enter [Screen]→ [Screen Cycle Macro] and edit the following macro commands. These commands define the X-Y coordinate of the path, the color change, and the blink state of the Dynamic Line.



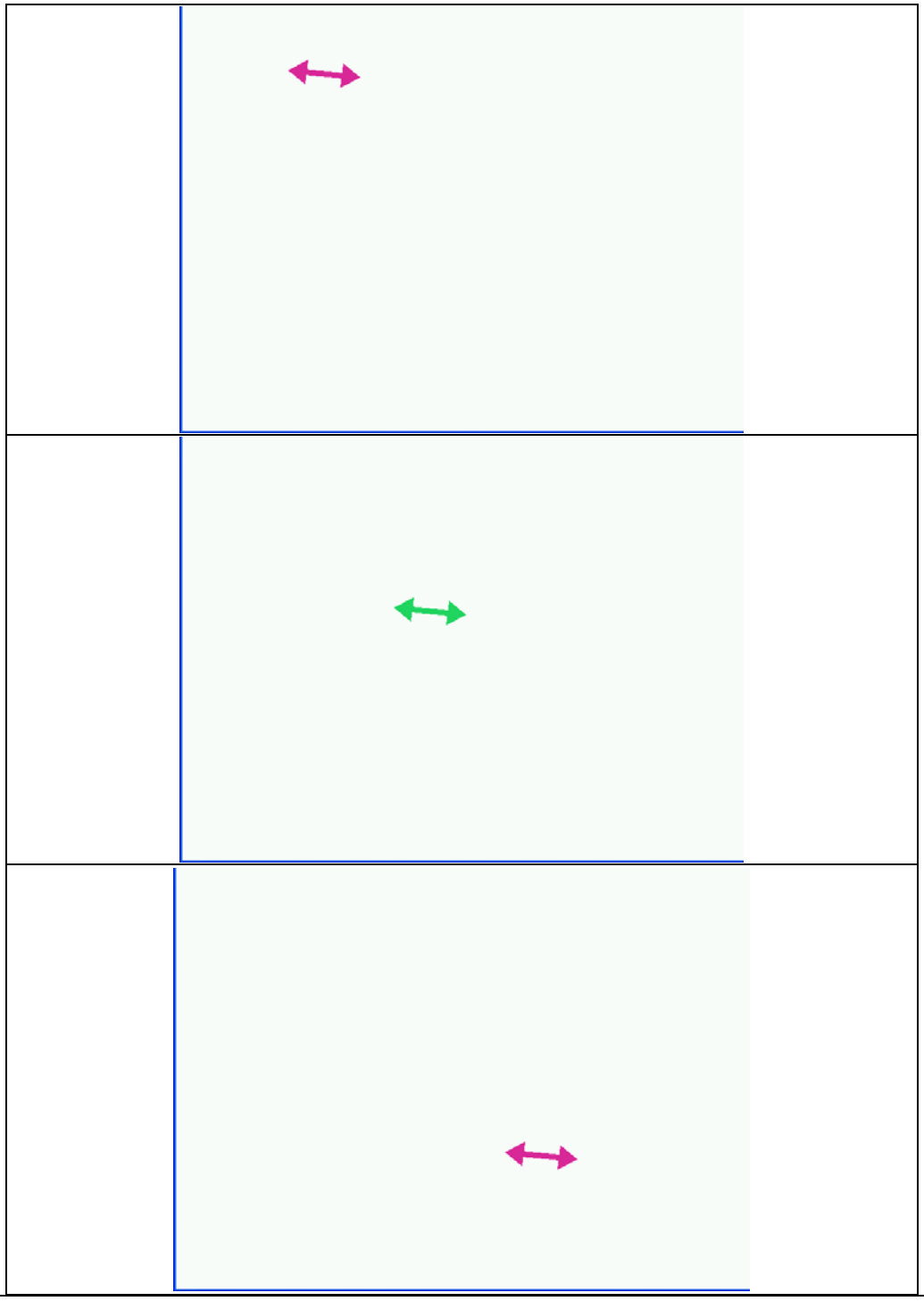
Execution Results

➢ Compile screens and download them to the HMI. The dynamic line will be displayed on the HMI screen according to the X-Y path, color and

Example of Dynamic Line

Table 12-3-1 Example of Dynamic Line

blink state defined in the Read Address.



Double-click Dynamic Line to call out the Dynamic Line Properties screen as shown below.

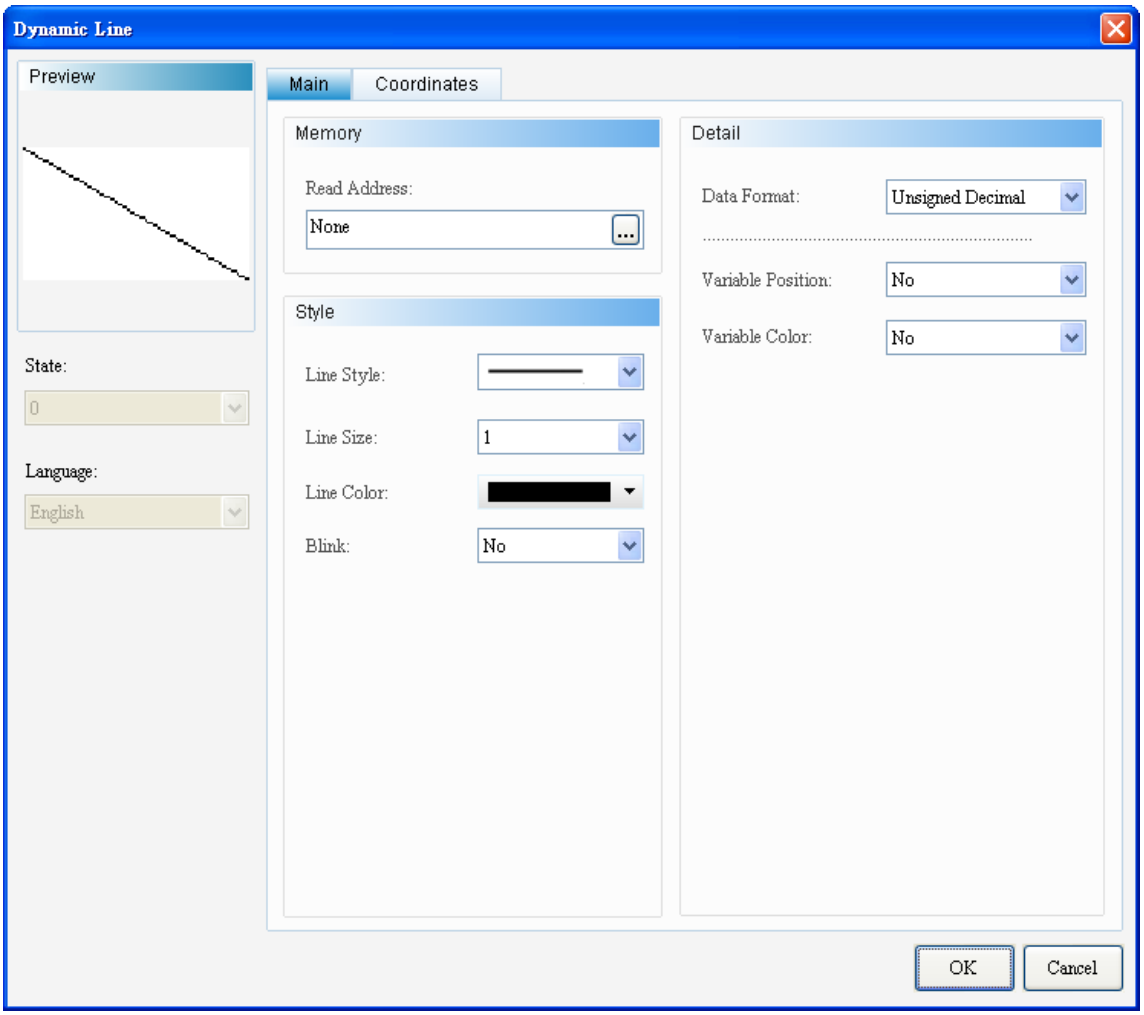


Figure 12-3-1 Dynamic Line Properties

Dynamic Line	
Function Page	**Content Description**
Preview	Neither multistate data display nor multilingual data display is supported.
General	Sets Read Address, line type, line size, line color, and blink. Sets data format, Variable Position, and Variable Color.
Position	Sets the X-Y coordinate, width, and height of the element.

Table 12-3-2 Dynamic Line Function Page

◆ General

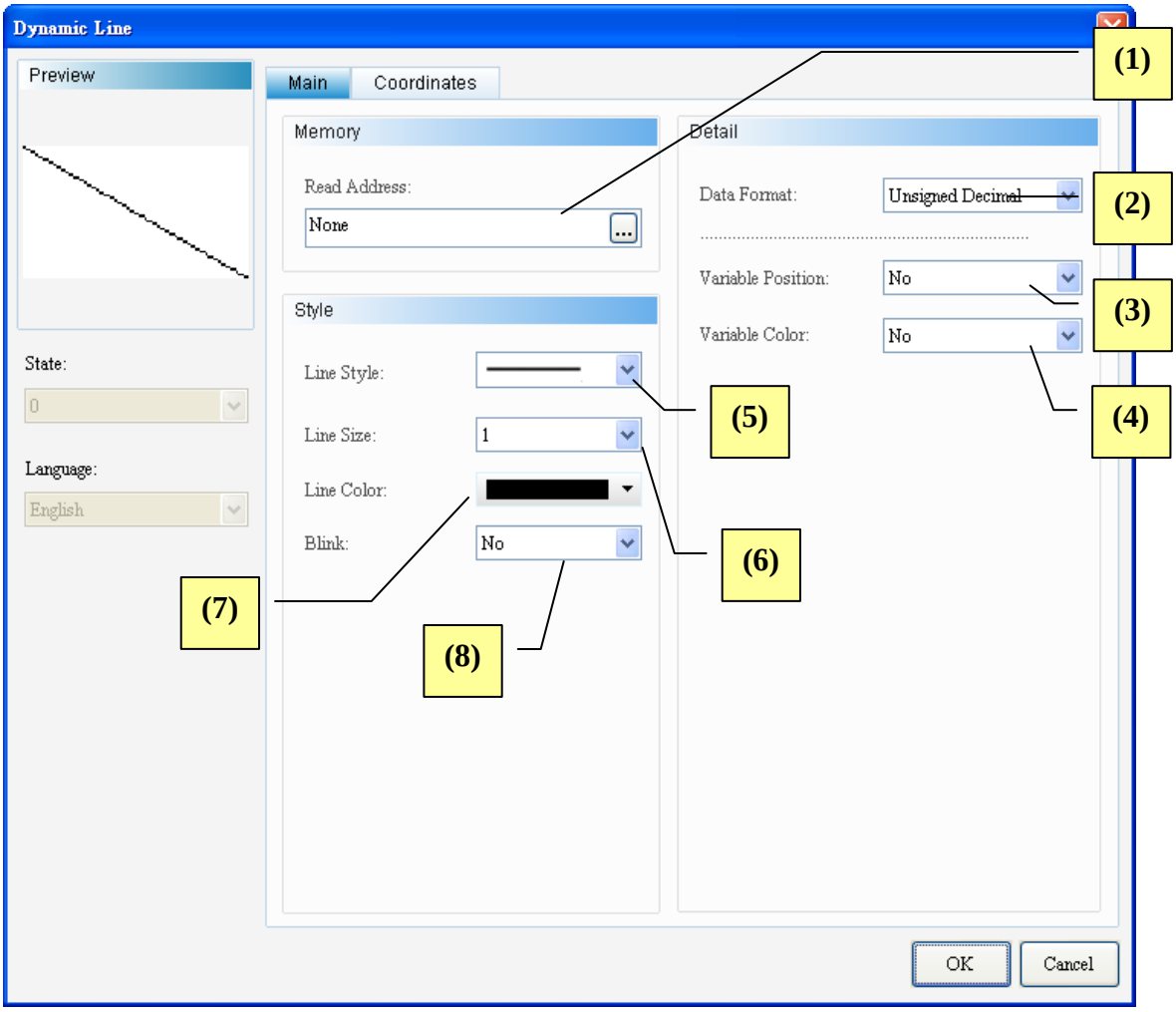
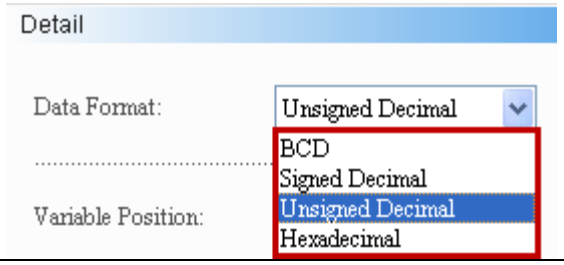
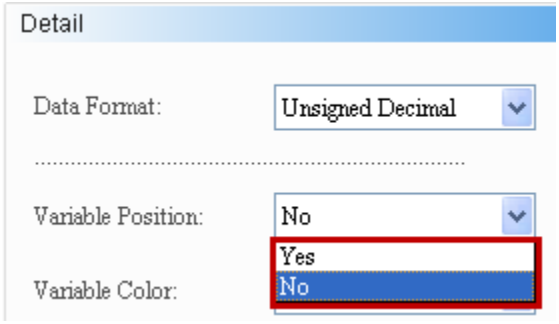
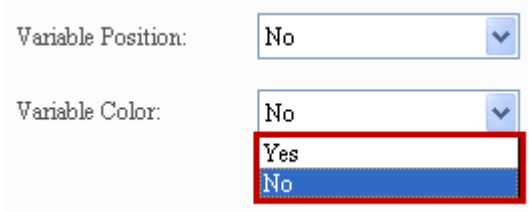
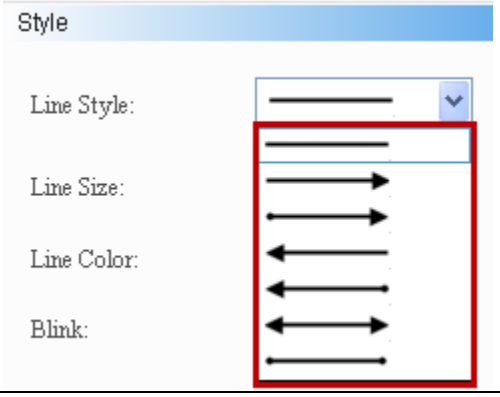
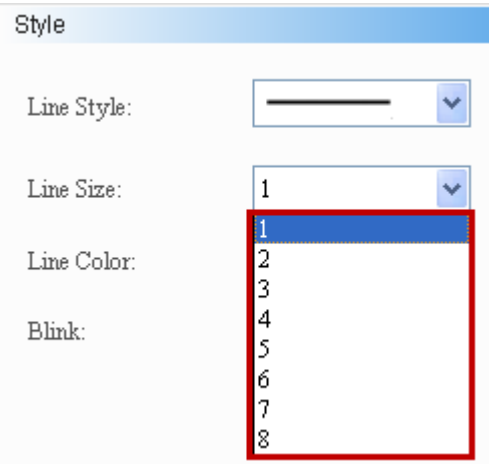
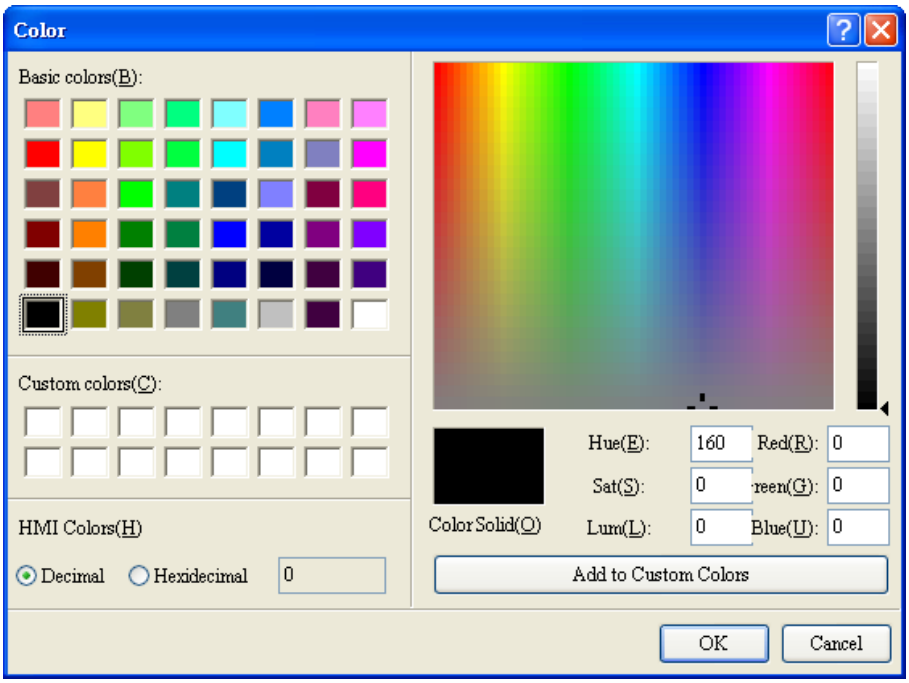
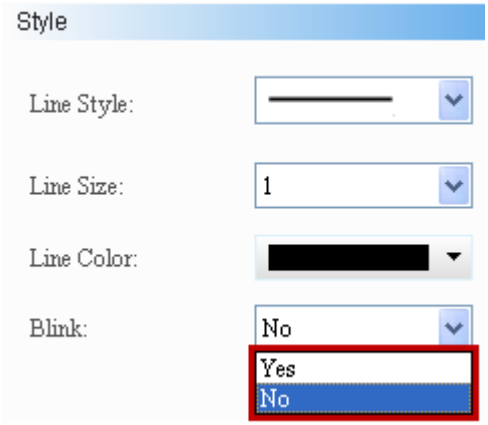


Figure 12-3-2 Dynamic Line—Element General Properties Page

No.	Property	Function
(1)	Read Address	➢ Selects the address of internal memory or controller register. ➢ If [Position Changeability] is “Yes”, the data of the Read Address is the X- coordinate of the dynamic line’s start. ➢ If [Position Changeability] is “Yes”, the **[Read Address+1]** is the Y-coordinate of the dynamic line’s start. ➢ If [Position Changeability] is “Yes”, the **[Read Address+2]** is the X-coordinate of the dynamic line’s destination. ➢ If [Position Changeability] is “Yes”, the **[Read Address+3]** is the Y-coordinate of the dynamic line’s destination. ➢ If [Variable Color] is “Yes”, **[Read Address+4]** is the color of the dynamic line, and its range is 0~65535. ➢ If [Blink] is “Yes”, **[Read Address+5]** is the blink state of the dynamic line. If the value is greater than 1, the dynamic line blinks at the blink state; if the value is “0”, the dynamic line does not

No.	Property	Function
		blink. ➢ Selects link name or element type. Please refer to 5-1 Buttons for details.
(2)	Data Format	➢ Four options: BBCD, Signed Decimal, Unsigned Decimal, and Hexadecimal. 
(3)	Variable Position	➢ The options for Position Changeability include “Yes” and “No”.  ➢ When “Yes” is selected, this means the dynamic line position is changeable. When “No” is selected, the dynamic line position is unchangeable.
(4)	Variable Color	➢ The options for Variable Color include “Yes” and “No”.  ➢ When “Yes” is selected, this means the dynamic line color is changeable. When “No” is selected, the dynamic line color is unchangeable. The range is 0~65535.
(5)	Line Style	➢ There seven types of line for users to select.

No.	Property	Function
		
(6)	Line Size	➢ There are eight levels of line width, ranging from 1-8. 
(7)	Line Color	➢ Users can define the color of line display. 

No.	Property	Function
(8)	Blink	➢ The options for Blink include “Yes” and “No”.  ➢ When “Yes” is selected, this means the dynamic line blinks on the screen. When “No” is selected, the dynamic line does not blink on the screen. If the value is greater than “1”, the dynamic line blinks at the blink state. If the value is “0”, the dynamic line does not blink.

◆ Position

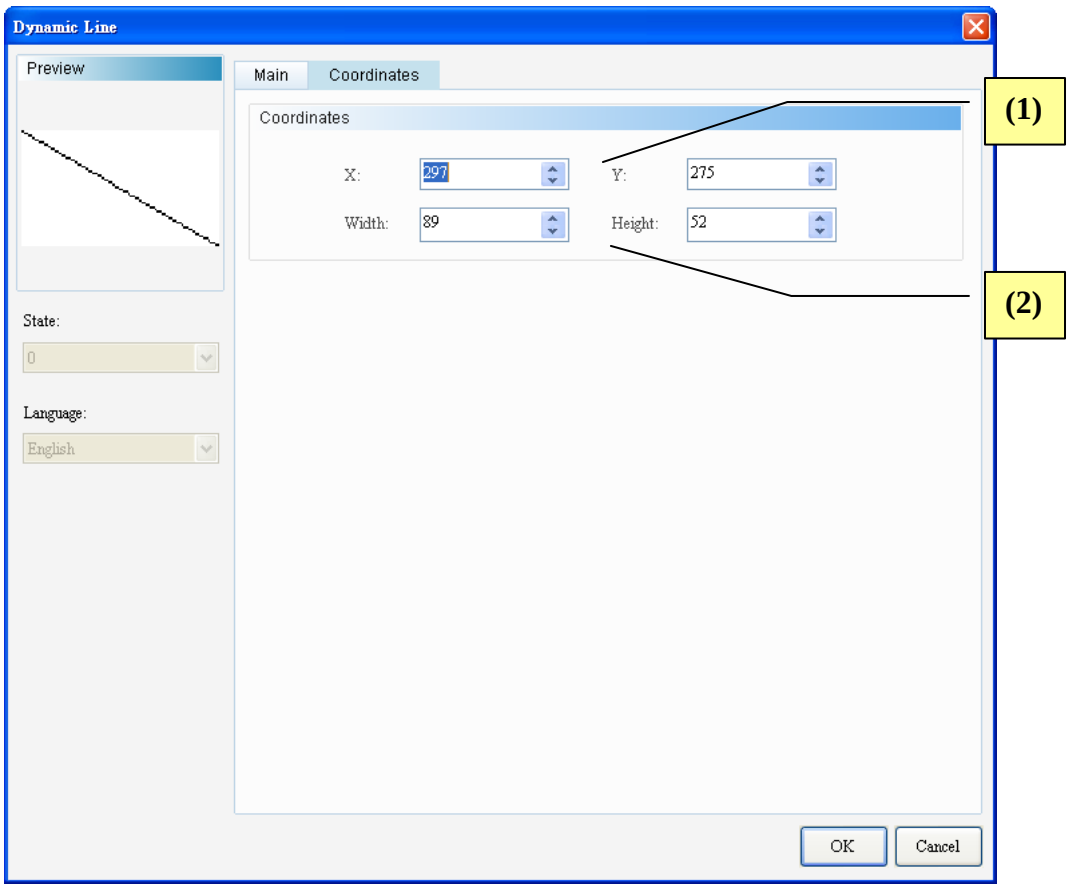


Figure 12-3-3 Dynamic Line—Element Position Properties Page

No.	Property	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

12-4 Dynamic Rectangle

	Dynamic Rectangle

The Dynamic Rectangle controls the position of rectangle movements, and the color and size change and blink of the rectangle according to the Read Address defined by users. Please refer to Table 12-4-1 Example of Dynamic Rectangle below.

Example of Dynamic Rectangle

Table 12-4-1 Example of Dynamic Rectangle

Create Dynamic Rectangle Element

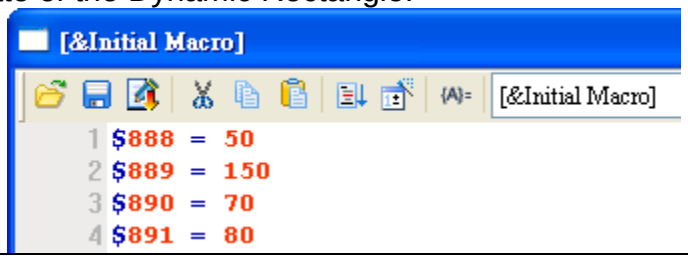
Dynamic Rectangle		Line Width
Read Address	$888	5

Properties

Position Changeability	Variable Color	Size Changeability	Blink
Yes	Yes	Yes	Yes

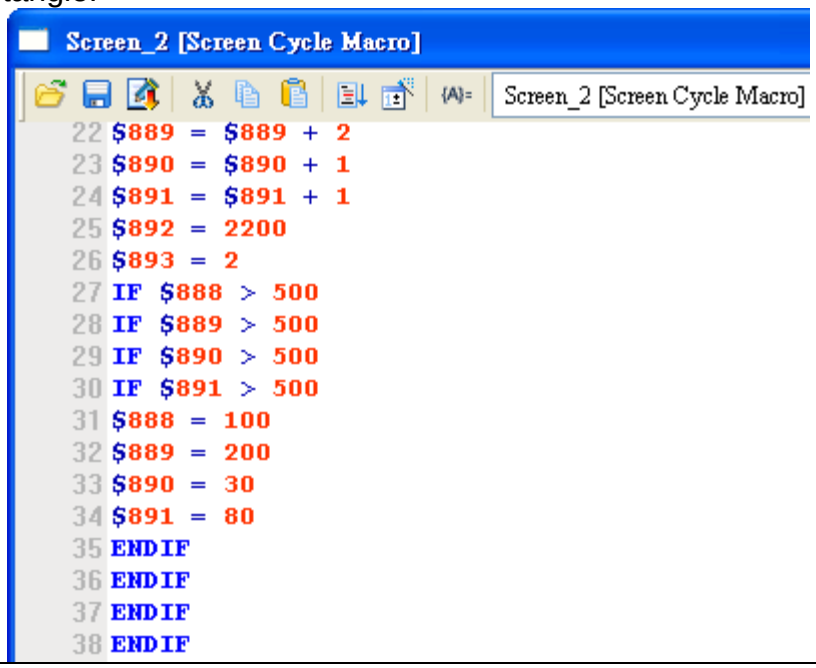
Edit Initial Macro

➢ Enter [Options]→ [Initial Macro] and edit the flowing macro commands. These commands define the initial position of the X-Y coordinate of the Dynamic Rectangle.



Edit Screen Cycle Macro

➢ Enter [Screen]→ [Screen Cycle Macro] and edit the following macro commands. These commands define the X-Y coordinate of the path, the color and size changes, and the blink state of the Dynamic Rectangle.

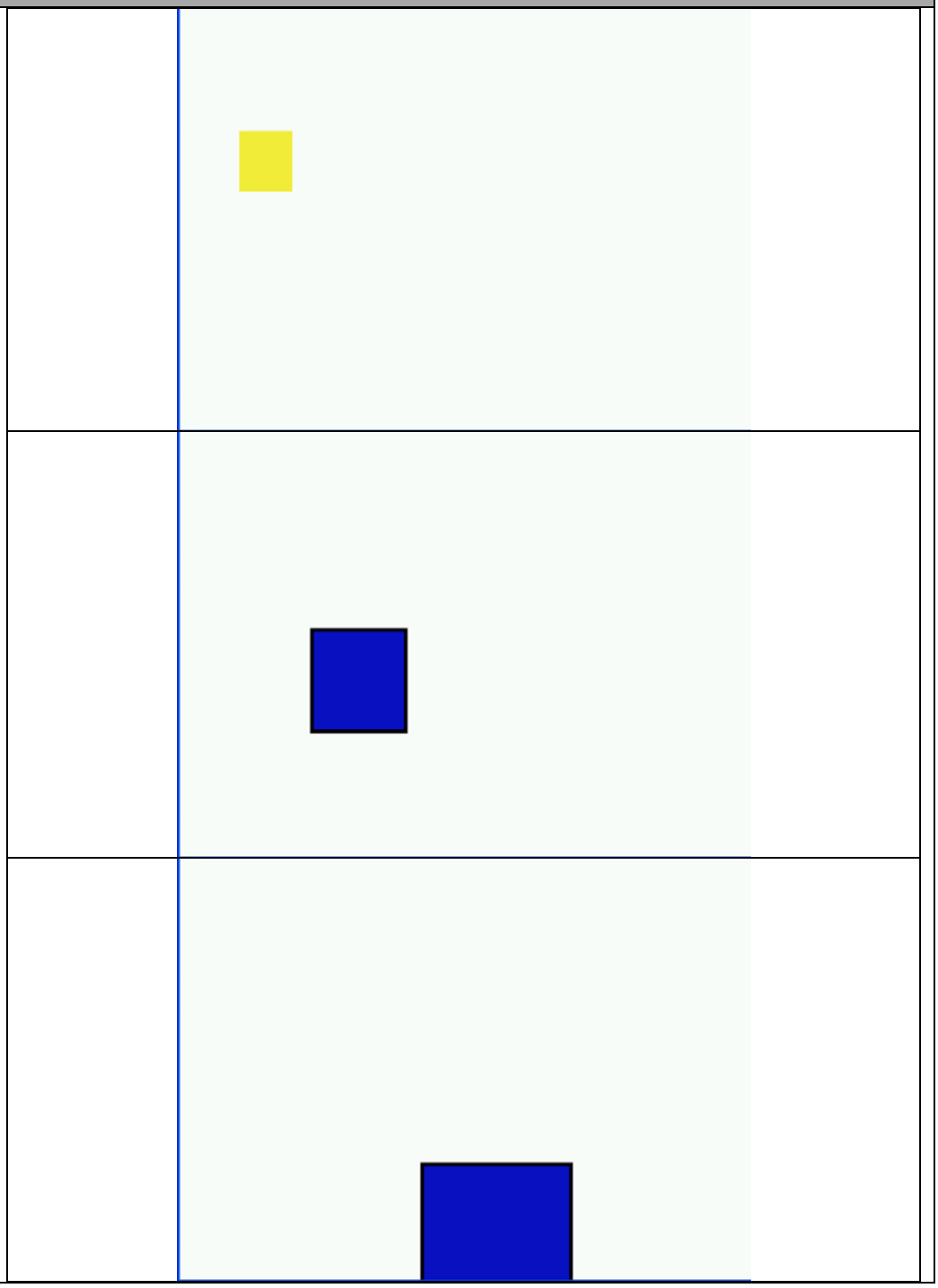


Result

➢ After compile and download screen data to HMI, the dynamic rectangle will auto move and change size according to setting macro command.

Example of Dynamic Rectangle

Table 12-4-1 Example of Dynamic Rectangle



Double-click Dynamic rectangle to call out the Dynamic rectangle Properties screen as shown below.

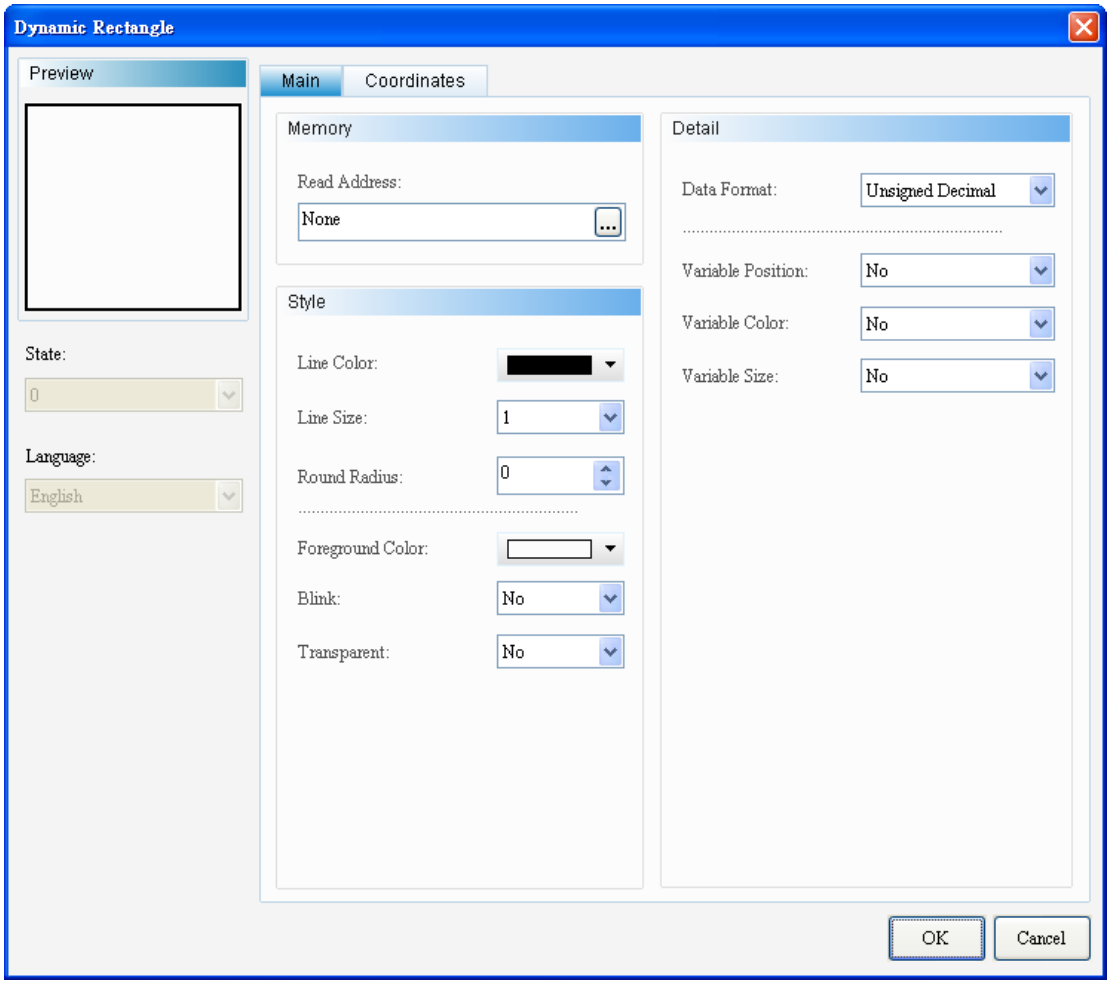


Figure 12-4-1 Dynamic Rectangle properties

Dynamic Rectangle	
Function page	**Content Description**
Preview	No multi-state and multi-language data to preview.
General	Set Read address, Line Color, Line Size, Round Radius, Foreground Color, Blink, and Transparent. Set Data format, Variable Position, Variable Color and Variable Size.
Position	Sets the X-Y coordinate, width, and height of the element.

Table 12-4-2 Dynamic Rectangle function page

◆ General

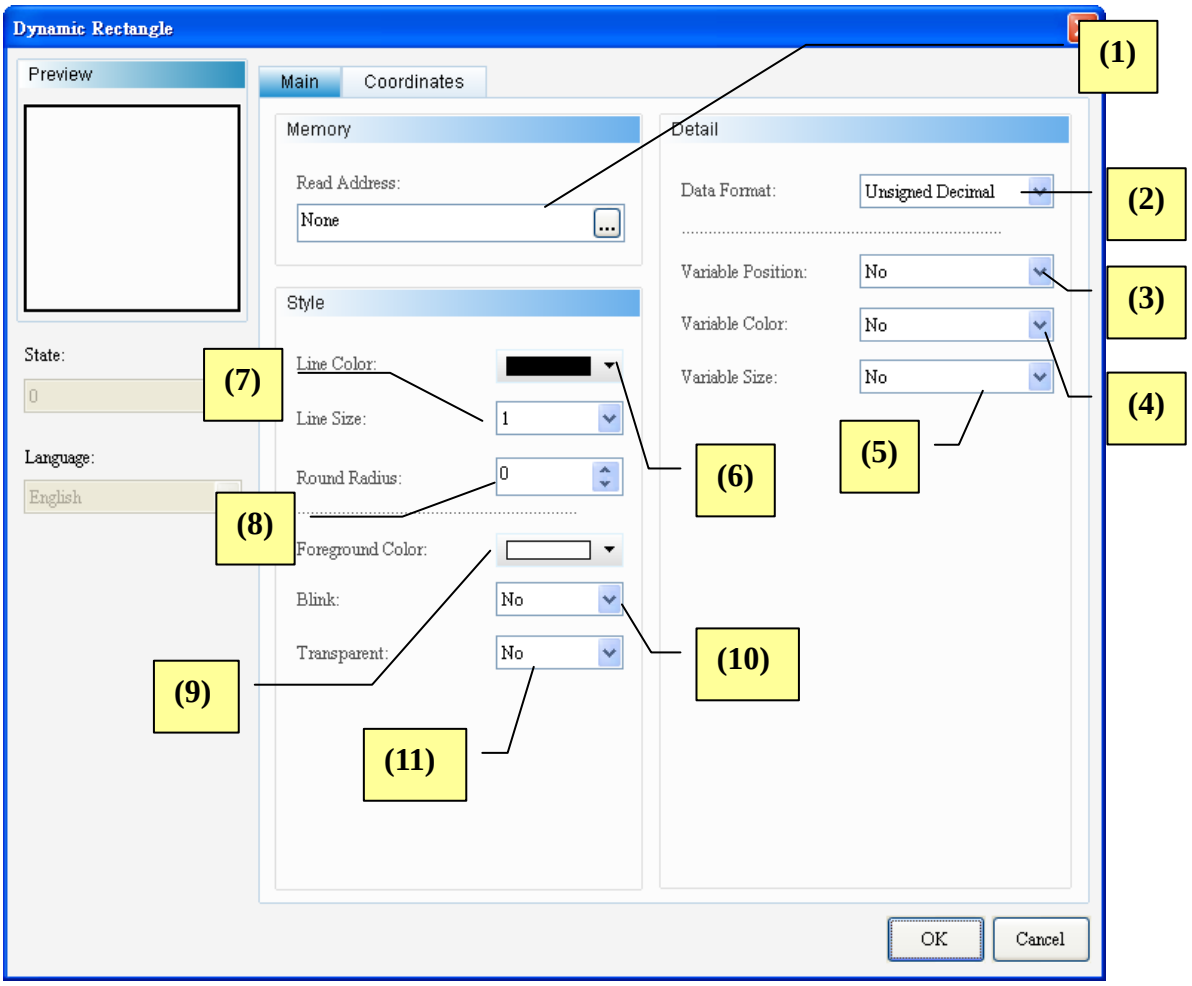
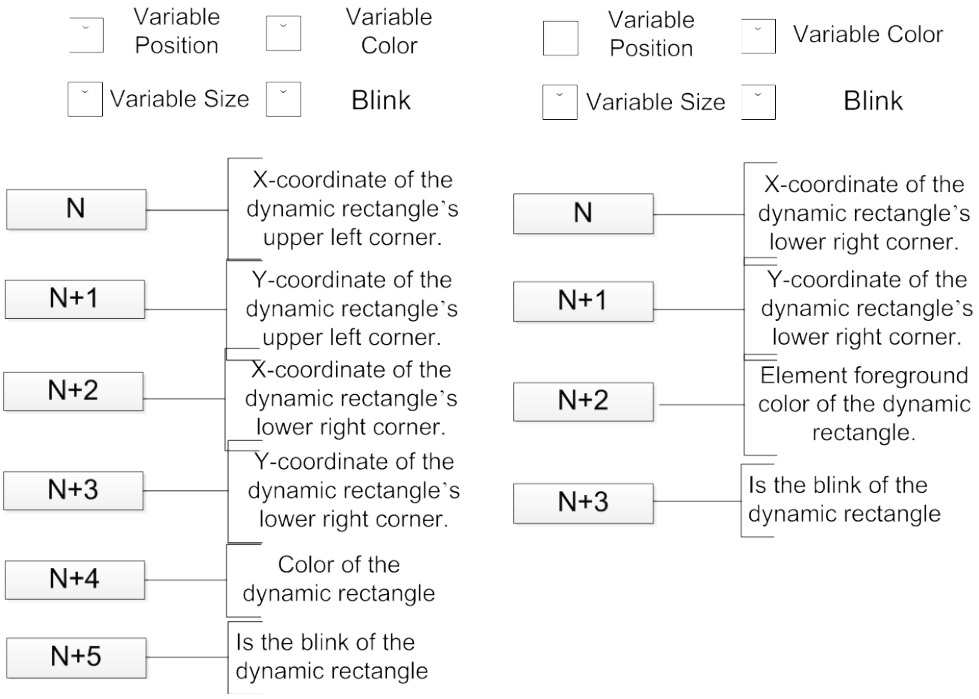
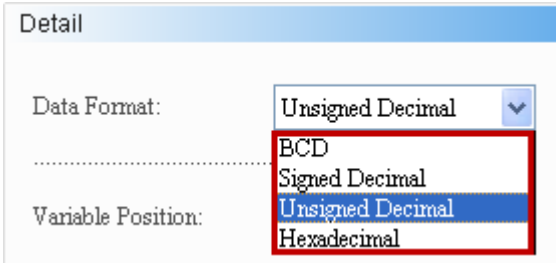
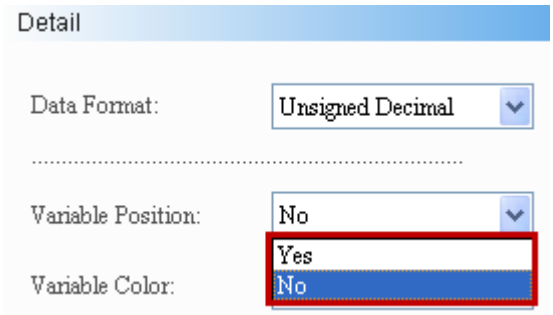
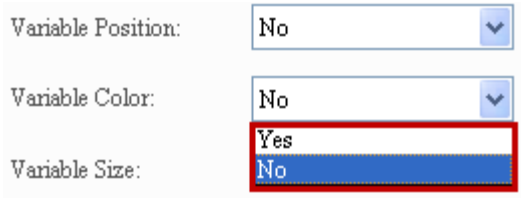
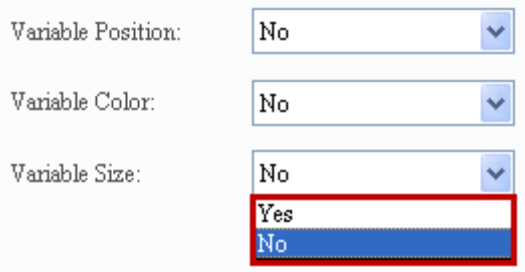
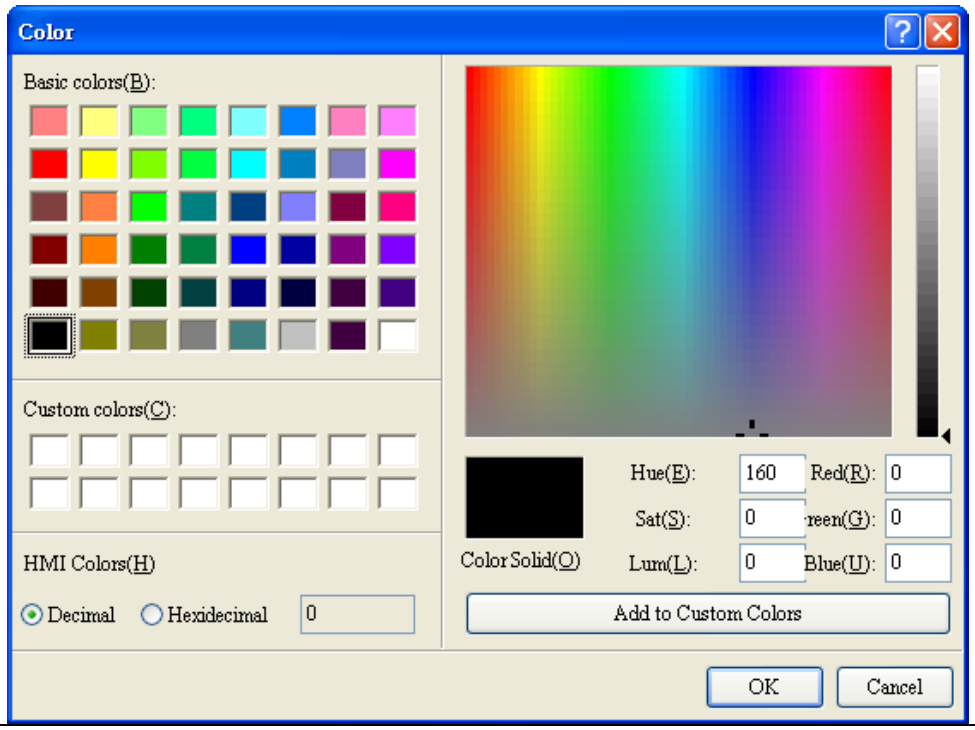
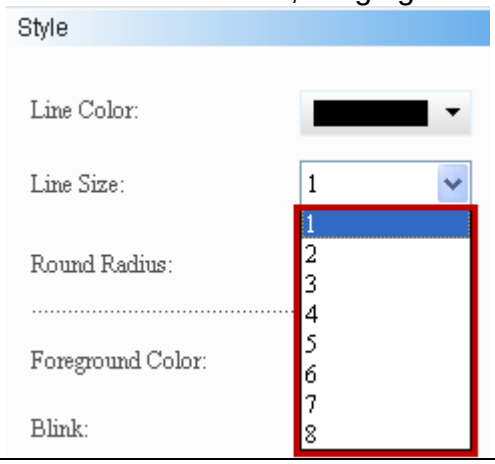
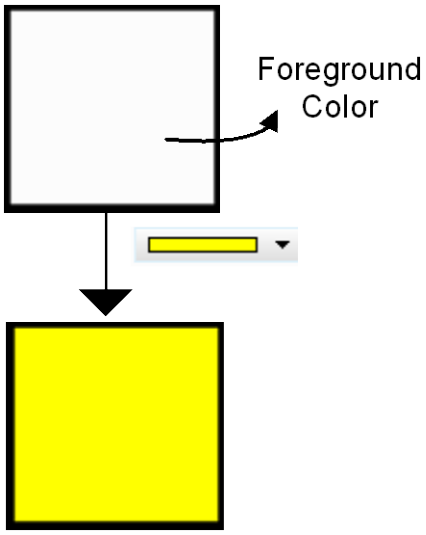
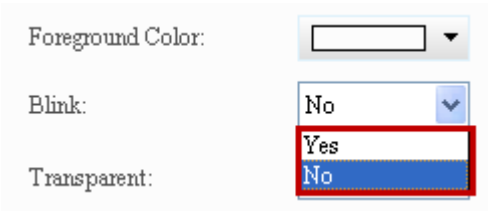


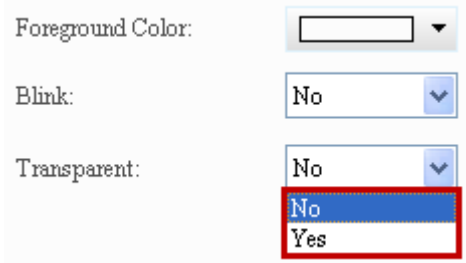
Figure 12-4-2 Dynamic Rectangle—Element General Properties Page

No.	Property	Function
(1)	Read Address	➢ Selects the address of internal memory or controller register. ➢ If [Position Changeability] is “Yes”, the data of the Read Address is the X-coordinate of the dynamic rectangle’s upper left corner. ➢ If [Position Changeability] is “Yes”, **[Read Address+1]** is the Y-coordinate of the dynamic rectangle’s upper left corner. ➢ If [Size Changeability] is “Yes”, **[Read Address+2]** is the X-coordinate of the dynamic rectangle’s lower right corner. ➢ If [Size Changeability] is “Yes”, **[Read Address+3]** is the Y-coordinate of the dynamic rectangle’s lower right corner. ➢ If [Variable Color] is “Yes”, **[Read Address+4]** is the dynamic rectangle’ color, and the range is 0-65535. ➢ If [Blink] is “Yes”, **[Read Address+5]** is the blink state of the dynamic rectangle. If the value is greater than 1, the dynamic rectangle blinks at the blink state; if the value is “0”, the dynamic rectangle does not blink. ➢ Selects link name or element type. Please refer to 5-1 Buttons for details.

No.	Property	Function
		➢ If [Position Changeability] is “no”, the corresponding memory address will be replaced automatically. 
(2)	Data Format	➢ Four options: BCD, Signed Decimal, Unsigned Decimal, and Hexadecimal. 
(3)	Position Changeability	➢ The options for Position Changeability include “Yes” and “No”.  ➢ When “Yes” is selected, this means the dynamic rectangle position is changeable. When “No” is selected, the dynamic rectangle position is unchangeable. However, the rectangle size is still

No.	Property	Function
		changeable.
(4)	Variable Color	➢ The options for Variable Color include “Yes” and “No”.  ➢ When “Yes” is selected, this means the dynamic rectangle color is changeable. When “No” is selected, the dynamic rectangle color is unchangeable. The range is 0-65535.
(5)	Size Changeability	➢ The options for Size Changeability include “Yes” and “No”.  ➢ When “Yes” is selected, this means users can change the rectangle size by changing the lower right corner coordinate of the dynamic rectangle. When “No” is selected, the rectangle size is unchangeable.
(6)	Line Color	➢ Users can define the color of line display. 

No.	Property	Function
(7)	Line Width	➢ There are eight levels of line width, ranging from 1-8. 
(8)	Round Corner Radius	➢ The length of round corner radius is determined by the rectangle's height and width. The minimum value of the rectangle element (H2, W2) is the maximum acceptable value for the round corner radius.
(9)	Foreground Color	➢ Sets the foreground color of the element. 
(10)	Blink	➢ The options for Blink include "Yes" and "No".  ➢ When "Yes" is selected, this means the dynamic rectangle blinks on the screen. When "No" is selected, the dynamic rectangle does not blink on the screen. If the value is greater than "1", the dynamic rectangle blinks at the blink state. If the value is "0", the dynamic rectangle does not blink.
(11)	Transparent Color	➢ The options for Transparent Color include "Yes" and "No".

No.	Property	Function
		 ➢ If Transparent Color is “Yes”, the Foreground Color is disabled. ➢ If Transparent Color is “Yes”, the color of the dynamic rectangle is displayed only on the rectangle’s frame, and the inside of the rectangle is transparent.

◆ Position

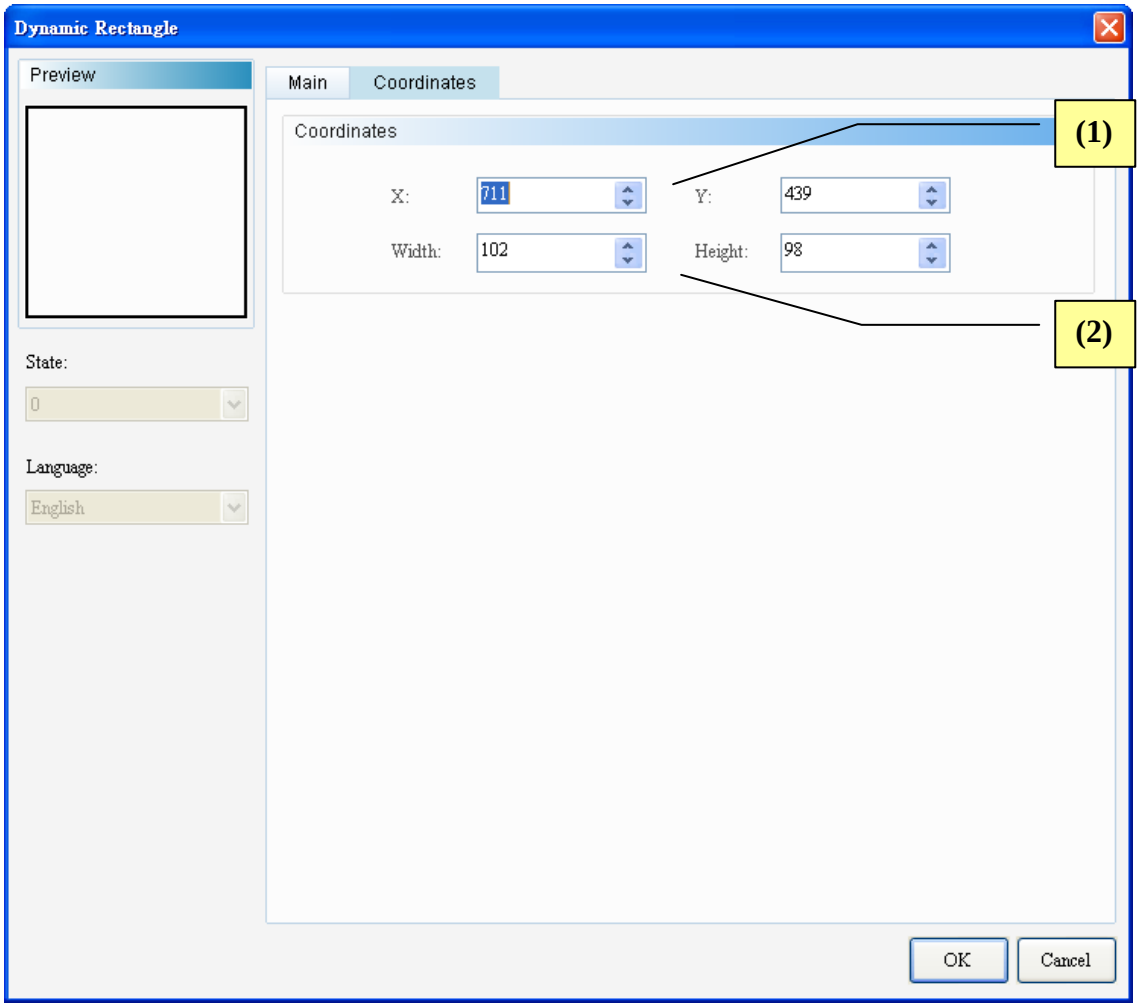


Figure 12-4-3 Dynamic Rectangle—Element Position Properties Page

No.	Property	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

12-5 Dynamic Ellipse

	Dynamic Ellipse

The Dynamic Ellipse controls the position of oval movements, and the color and size change and blink of the oval according to the Read Address defined by users. Please refer to Table 12-5-1 Example of Dynamic Ellipse below.

Example of Dynamic Ellipse

Table 12-5-1 Example Dynamic Ellipse

Create Dynamic Ellipse Element

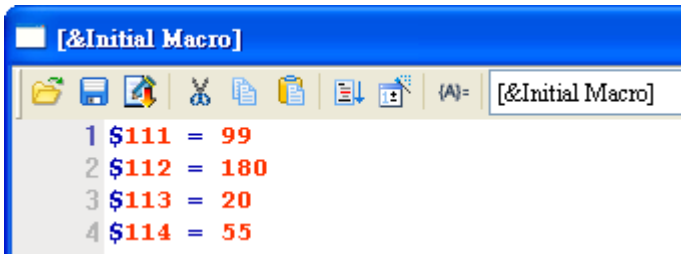
Dynamic Ellipse		Line Width
Read Address	$111	3

Properties

Variable Color	Variable Central point	Variable Radius	Blink
Yes	Yes	Yes	Yes

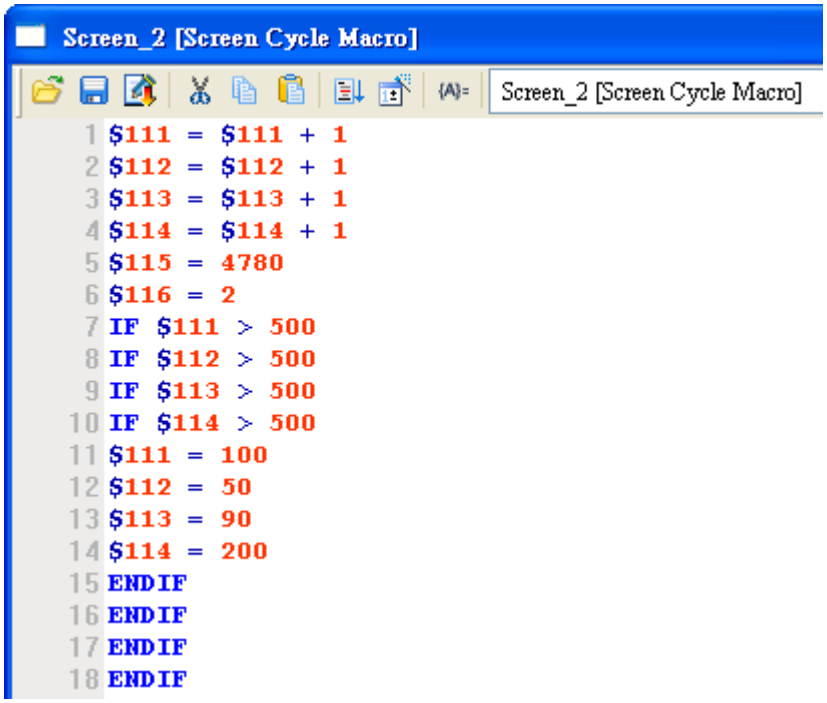
Edit Initial Macro

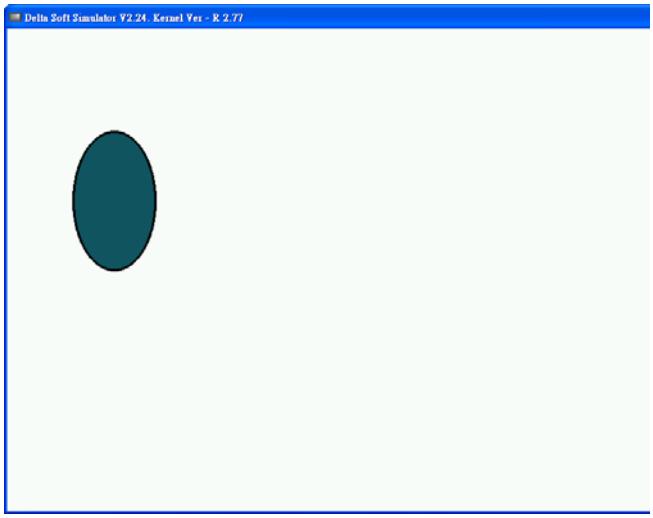
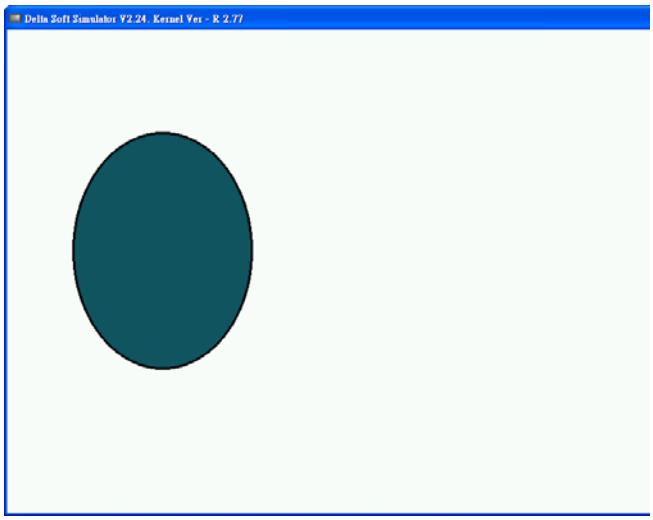
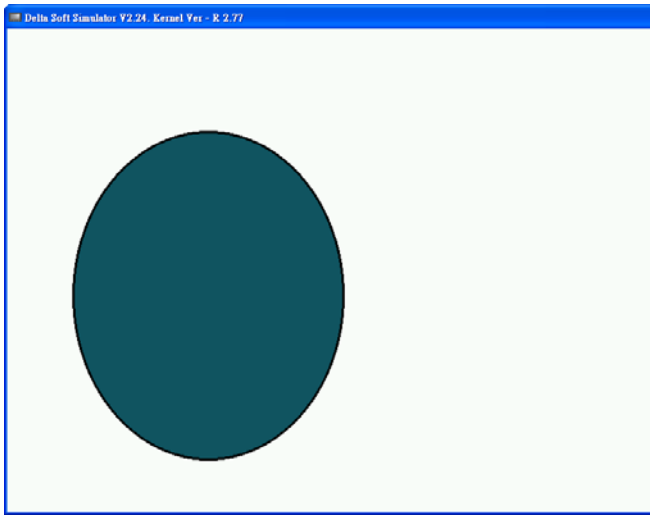
➢ Enter [Options]→ [Initial Macro] and edit the flowing macro commands. These commands define the initial position of the X-Y coordinate of the Dynamic Ellipse.



Edit Screen Cycle Macro

➢ Enter [Screen]→ [Screen Cycle Macro] and edit the following macro commands. These commands define the X-Y coordinate of the path, the color and size changes, and the blink state of the Dynamic Ellipse.



Example of Dynamic Ellipse Table 12-5-1 Example Dynamic Ellipse	
Execution Results	➢ Compile screens and download them to the HMI. The Dynamic Ellipse will be displayed on the HMI screen according to the X-Y path, color, size, and blink state defined in the Read Address.   

Double-click Dynamic Line to call out the Dynamic Ellipse Properties screen as shown below.

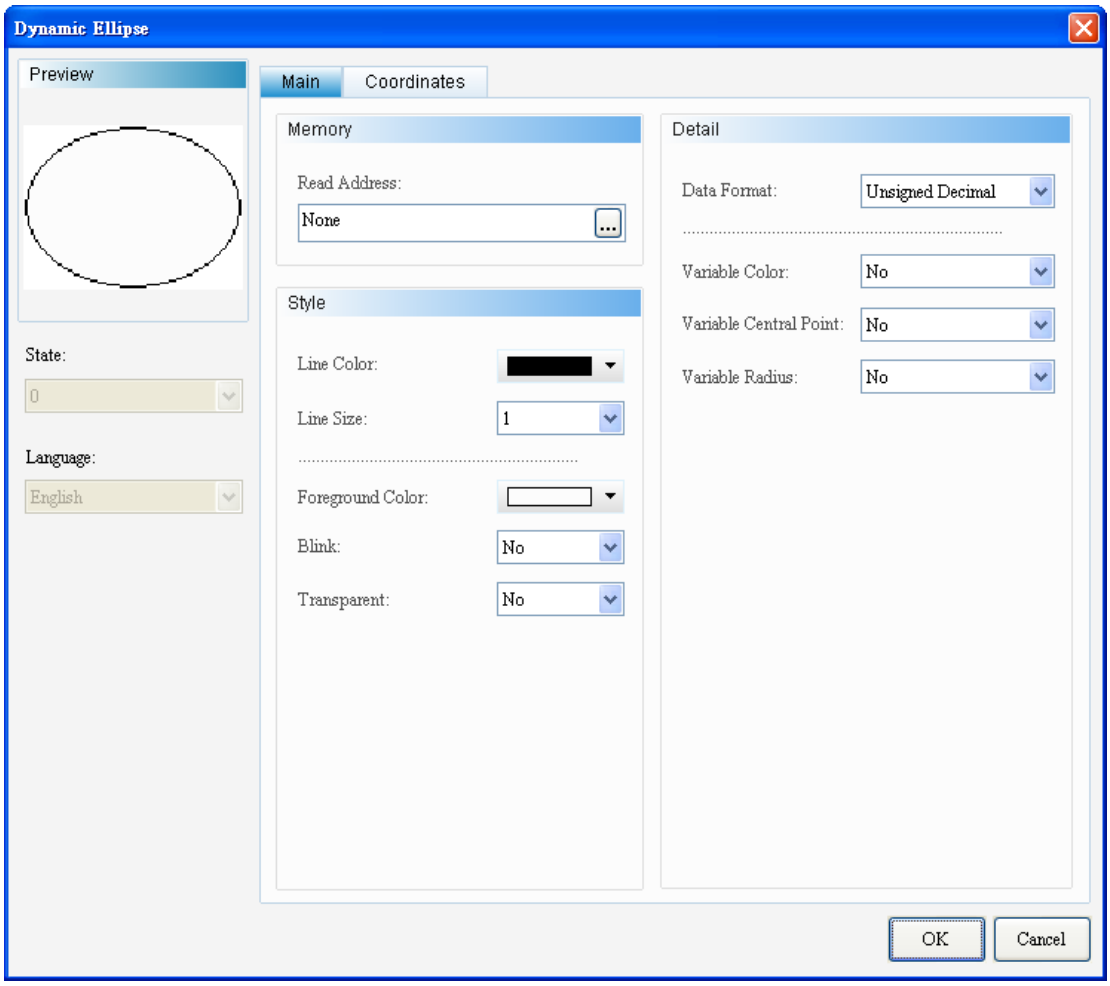


Figure 12-5-1 Dynamic Ellipse Properties

Dynamic Ellipse	
Function Page	**Content Description**
Preview	Neither multistate data display nor multilingual data display is supported.
General	Sets Read Address, line color, line size, foreground color, blink, and transparent. Sets data format, Variable color, Variable central point, and Variable radius.
Position	Sets the X-Y coordinate, width, and height of the element.

Table 12-5-2 Dynamic Ellipse Function Page

◆ General

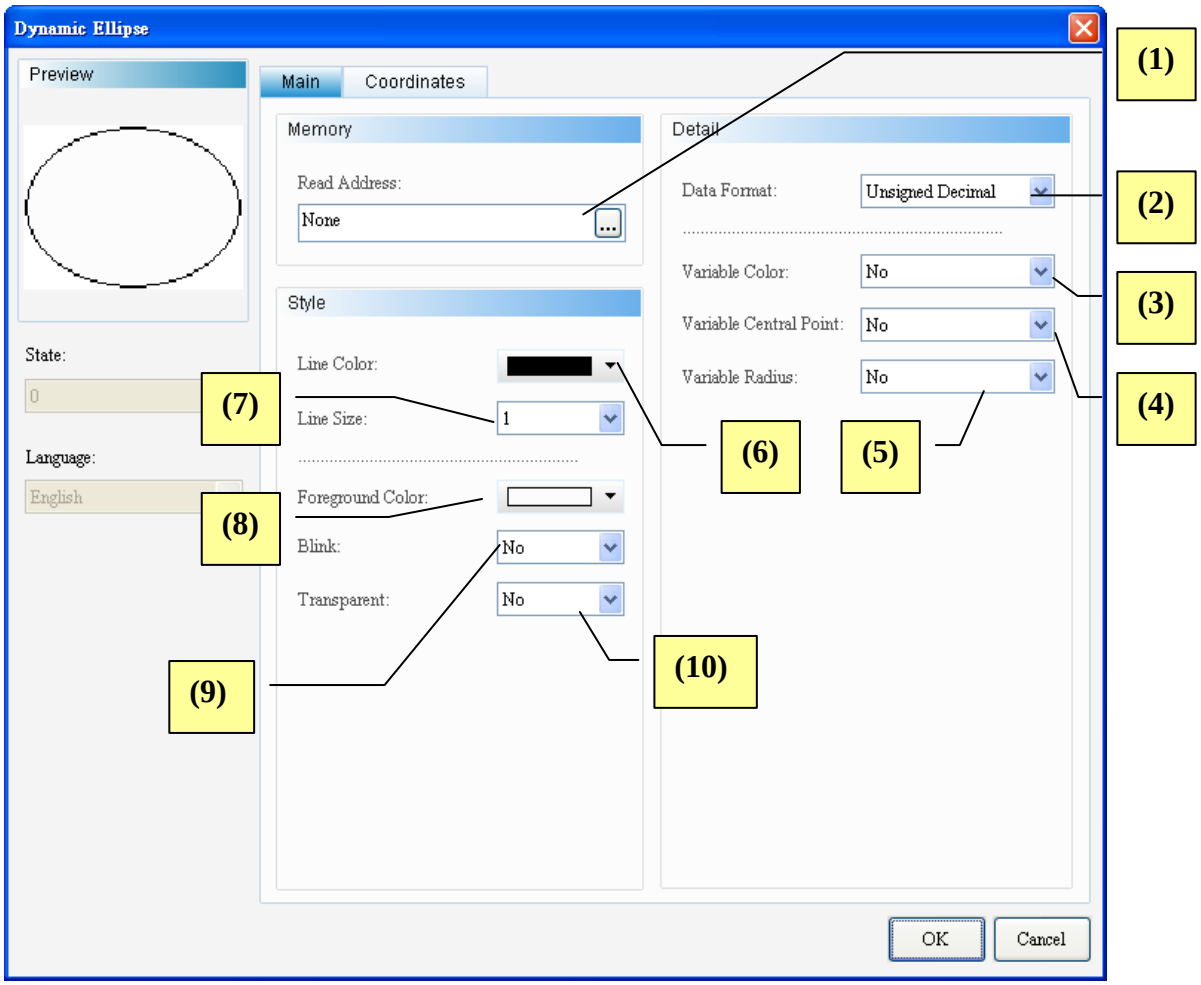
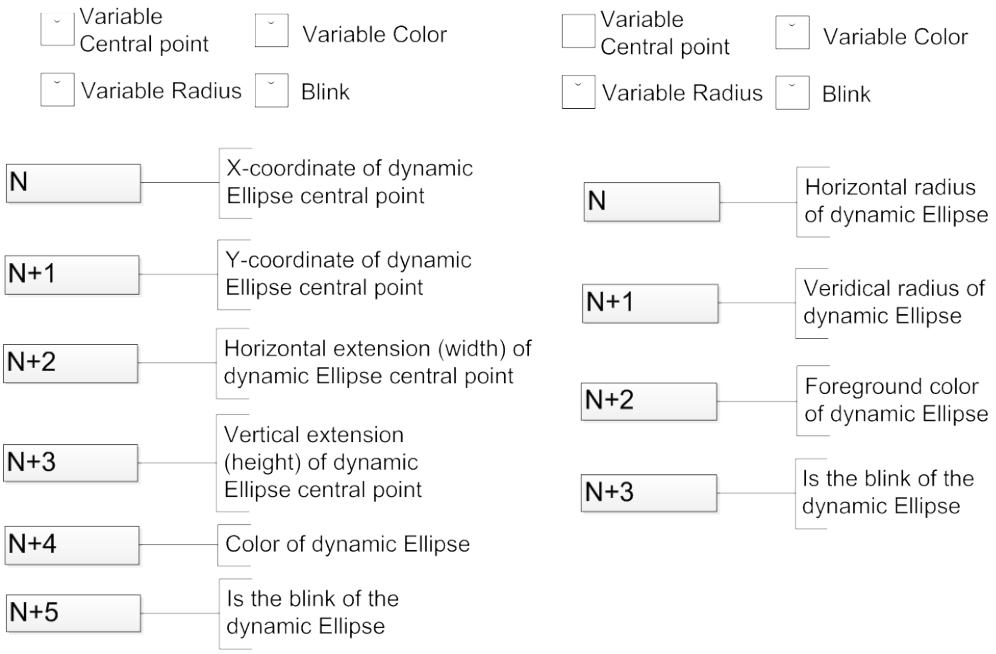
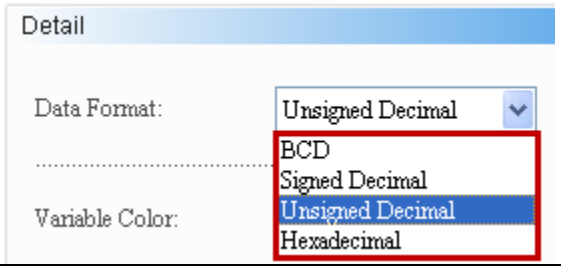
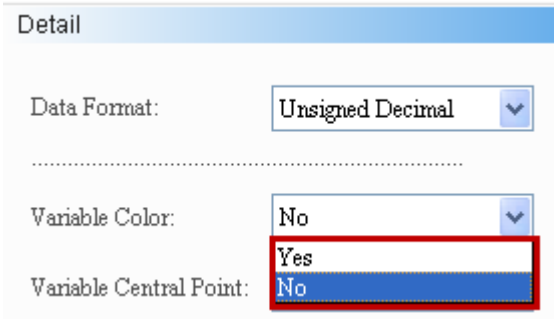
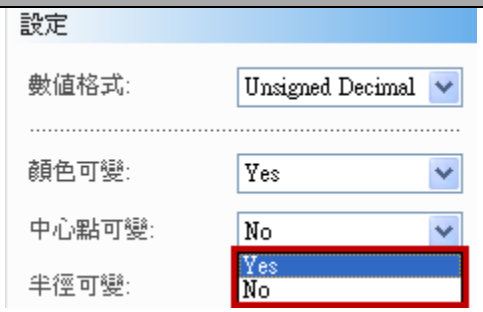
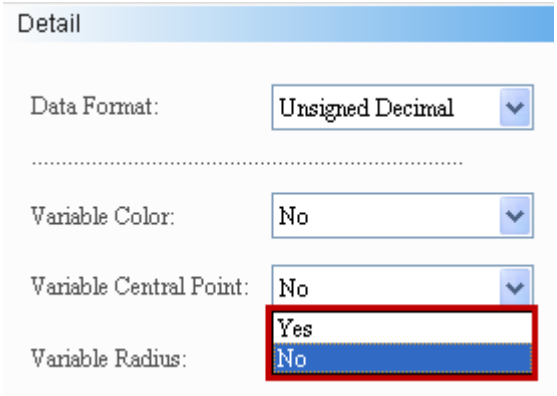


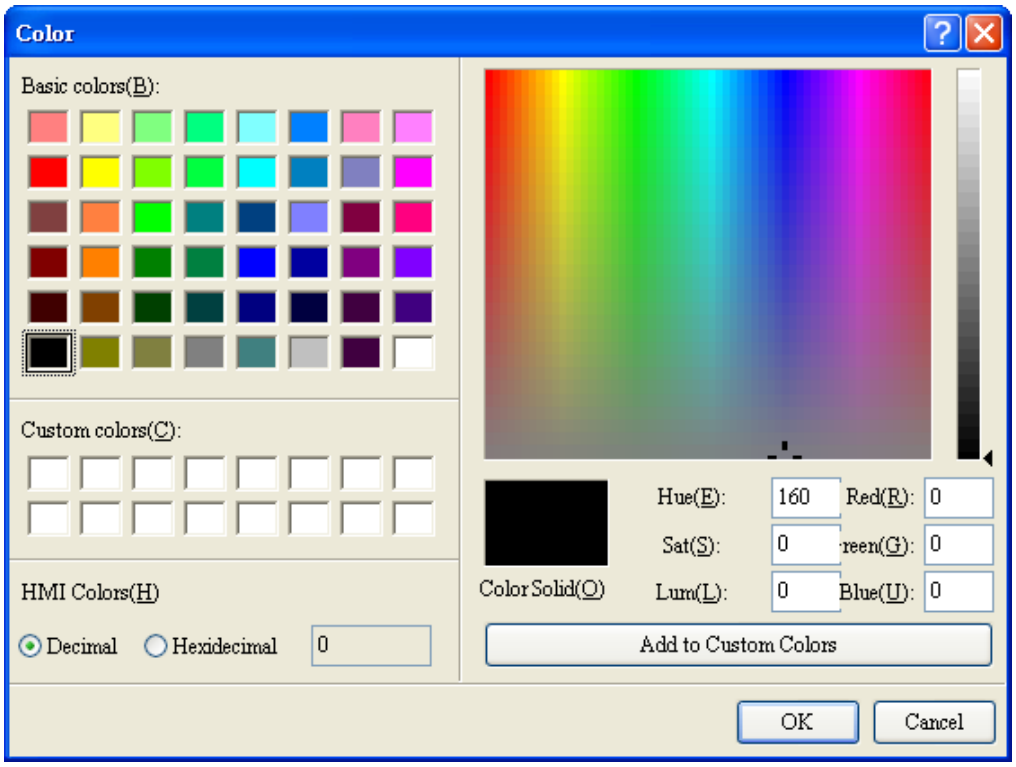
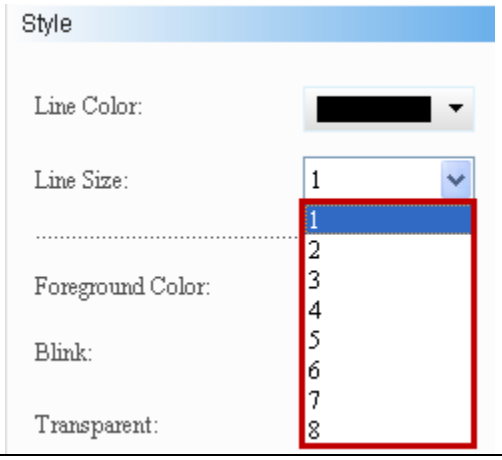
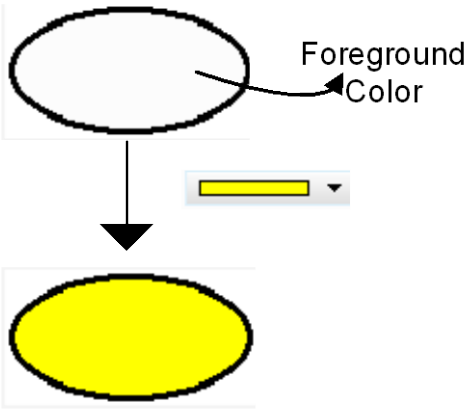
Figure 12-5-2 Dynamic Ellipse—Element General Properties Page

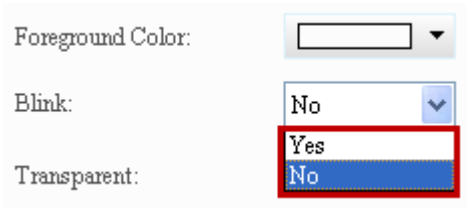
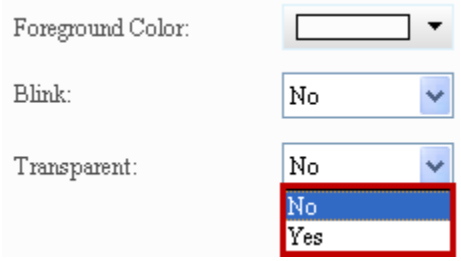
No.	Property	Function
(1)	Read Address	➢ Selects the address of internal memory or controller register. ➢ If [Variable Central point] is “Yes”, the data of the Read Address is the X-coordinate of the Dynamic Ellipse’s center. ➢ If [Variable Central point] is “Yes”, **[Read Address+1]** is the Y-coordinate of the Dynamic Ellipse’s center. ➢ If [Variable Radius] is “Yes”, **[Read Address+2]** is the horizontal extension, also width, of the Dynamic Ellipse. ➢ If [Variable Radius] is “Yes”, **[Read Address+3]** is the vertical extension, also height, of the Dynamic Ellipse. ➢ If [Variable Color] is “Yes”, **[Read Address+4]** is the Dynamic Ellipse’ color, and the range is 0-65535. ➢ If [Blink] is “Yes”, **[Read Address+5]** is the blink state of the Dynamic Ellipse. If the value is greater than 1, the Dynamic Ellipse blinks at the blink state; if the value is “0”, the Dynamic Ellipse does not blink. ➢ Selects link name or element type. Please refer to 5-1 Buttons for

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td></td><td></td><td>details.
➢ If [Variable Central point] is “No”, the corresponding memory address will be replaced automatically.
 
</td></tr>
<tr><td>(2)</td><td>Data Format</td><td>➢ Four options: BCD, Signed Decimal, Unsigned Decimal, and Hexadecimal.
 
</td></tr>
<tr><td>(3)</td><td>Variable Color</td><td>➢ The options for Variable Color include “Yes” and “No”.
 

➢ When “Yes” is selected, this means the Dynamic Ellipse color is changeable. When “No” is selected, the Dynamic Ellipse color is unchangeable. The range is 0-65535.</td></tr>
<tr><td>(4)</td><td>Variable</td><td>➢ The options for Variable Central point include “Yes” and “No”.</td></tr>
</table>

No.	Property	Function
	Central point	 ➢ When “Yes” is selected, this means the Dynamic Ellipse center is changeable. When “No” is selected, the Dynamic Ellipse center is unchangeable. However, the oval rectangle size is still extendable.
(5)	Variable Radius	➢ The options for Variable Radius include “Yes” and “No”.  ➢ When “Yes” is selected, this means the Dynamic Ellipse size is extendable. When “No” is selected, the Dynamic Ellipse size is non-extendable.
(6)	Line Color	➢ Users can define the color of line display.

No.	Property	Function
		
(7)	Line Width	➢ There are eight levels of line width, ranging from 1-8. 
(8)	Foreground Color	➢ Sets the foreground color of the element. 
(9)	Blink	➢ The options for Blink include “Yes” and “No”.

No.	Property	Function
		 ➢ When “Yes” is selected, this means the Dynamic Ellipse blinks on the screen. When “No” is selected, the Dynamic Ellipse does not blink on the screen. ➢ If the value is greater than “1”, the Dynamic Ellipse blinks at the blink state. If the value is “0”, the Dynamic Ellipse does not blink.
(10)	Transparent Color	➢ The options for Transparent Color include “Yes” and “No”.  ➢ If Transparent Color is “Yes”, the Foreground Color is disabled. ➢ If Transparent Color is “Yes”, the color of the Dynamic Ellipse is displayed only on the oval’s frame, and the inside of the oval is transparent.

◆ Position

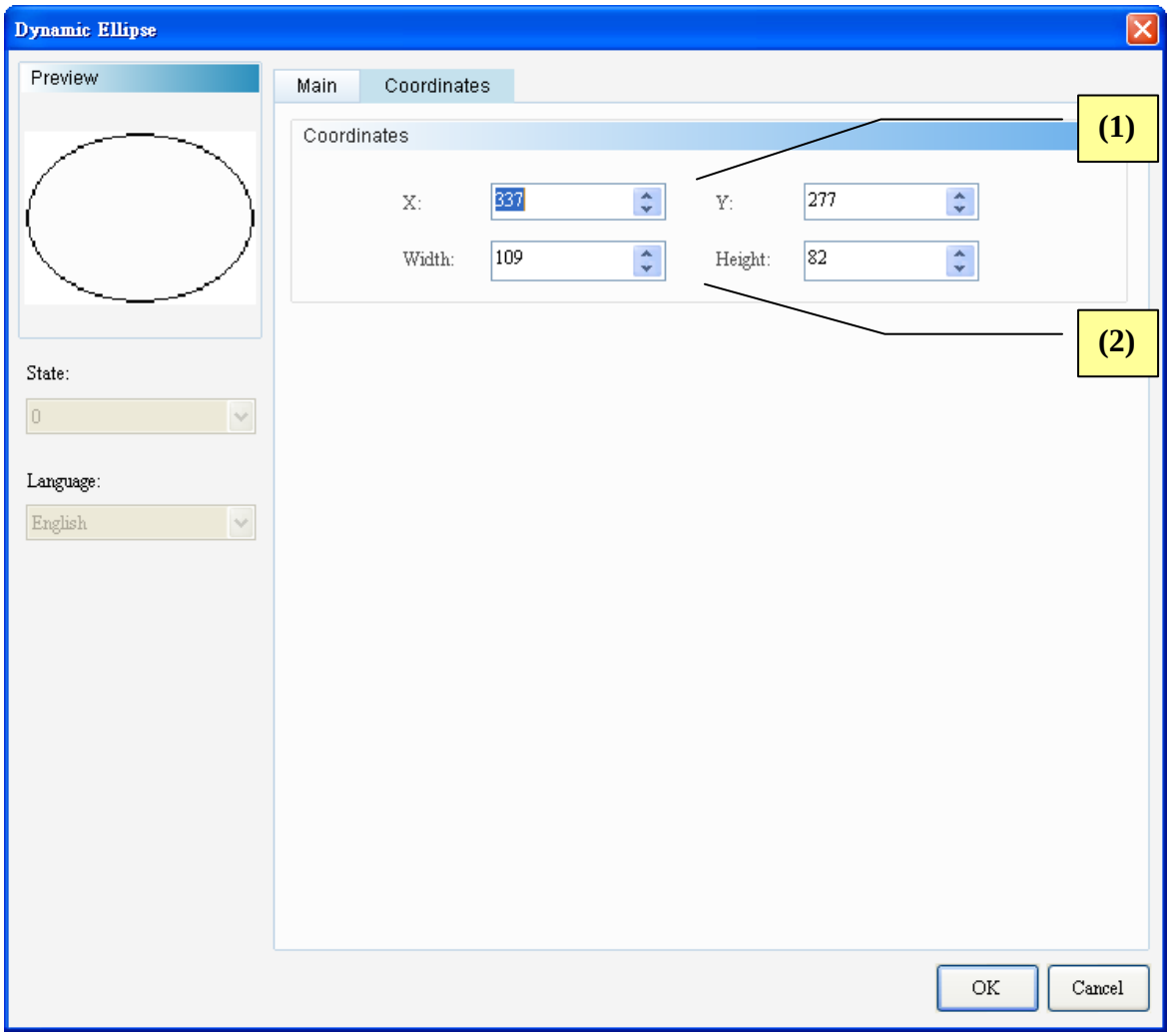


Figure 12-5-3 Dynamic Ellipse—Element Position Properties Page

No.	Property	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

12-6 Real Image

	Real Image

The Real Image allows users to program external applications with the ImgTrans.dll provided by the DOPDSoft to upload pictures to the HMI. There are many Real Image elements on the same editing screen. Software will dynamically allocate the available memory size according to the Real Image elements created and the size of pictures to be uploaded. Please refer to Table 12-6-1 Example of Real Image below.

1. Data Structure Definition:

```
typedef struct _ETHER_INFO
{
        char        szIP[32];
        WORD    IPPort;
} ETHER_INFO;
```

,szIP is a string representing the IP address for Ethernet communication.
,IPPort is the for Ethernet communication port.

```
typedef struct _COMM_INFO
{
        char                szCOM[10];
        unsigned long    dwStation
        ETHER_INFO    EtherInfo;
 } COMM_INFO;
```

, szCOM is a string, the input value is COM1, COM2, COM3, …; if Ethernet is used, set string to “EHERNET”.
, without station, set dwStation to -1 (set “-1” for Ethernet); with station, set dwStation>0 function.

2. Function List:
   (1) int hmOpen(const COMM_INFO* pCommInfo);
   (2) int hmSendImageFromFile(LPCTSTR szFileName);
   (3) int hmSendImageFromFileByStation(LPCTSTR szFileName, int nStation);
   (4) HANDLE hmAsyncSendImageFromFile(LPCTSTR szFileName);
   (5) HANDLE hmAsyncSendImageFromFileByStation(LPCTSTR szFileName, int nStation);
   (6) int hmSendImage(HBITMAP hbmp);
   (7) int hmSendImageByStation(HBITMAP hbmp, int nStation);
   (8) HANDLE hmAsyncSendImage(HBITMAP hbmp);
   (9) HANDLE hmAsyncSendImageByStation(HBITMAP hbmp, int nStation);
   (10) int hmAbortAction();
   (11) int hmClose();

3. Function Description

(1) Function: int hmOpen(const COMM_INFO* pCommInfo);
Input value: COMM_INFO structure
Respond value: 1: Success, 0: Failure
Description: When starting HMI communication, input COM Port string, e.g. COM1, COM2, etc.

(2) Function: int SendImageFromFile(LPCTSTR szFileName);
Input value: Name of image files
Respond value: 1: Success, 0: Failure
Description: After converting the input graphic format into the element width, element height and element bit of the HMI, start transmitting graphic data to the HMI. This is a synchronous function which will only return after data transmission is completed.

(3) Function: int SendImageFromFileByStation(LPCTSTR szFileName, int nStation);
Input value: Name of image files, HMI Station (must be >0)
Respond value: 1: Success, 0: Failure
Description: After converting the input graphic format into the element width, element height and element bit of the HMI, start transmitting graphic data to the selected HMI station. This is a synchronous function which will only return after data transmission is completed.

(4) Function: HANDLE hmAsyncSendImageFromFile(LPCTSTR szFileName);
Input value: Name of image files
Respond value: 0: Failure, not 0 is thread handle
Description: After converting the input graphic format into the element width, element height and element bit of the HMI, start transmitting graphic data to the HMI. This is an asynchronous function. Users can obtain the thread handle of the graphic data being transmitted to run the relevant computing.

(5) Function: HANDLE hmAsyncSendImageFromFileByStation(LPCTSTR szFileName, int nStation);
Input value: Name of image files, HMI Station (must be >0)
Respond value: 0: Failure, not 0 is thread handle
Description: After converting the input graphic format into the element width, element height and element bit of the HMI, start transmitting graphic data to the selected HMI station. This is an asynchronous function.

Users can obtain the thread handle of the graphic data being transmitted to run the relevant computing.

(6) Function: int hmSendImage(HBITMAP hbmp);
Input value: Window HBITMAP Handle
Respond value: 1: Success, 0: Failure
Description: After converting the input graphic format into the element width, element height and element bit of the HMI, start transmitting graphic data to the HMI. This is a synchronous function which will only return after data transmission is completed.

(7) Function: int hmSendImageByStation(HBITMAP hbmp, int nStation);
Input value: Window HBITMAP Handle, HMI Station (must be >0)
Respond value: 1: Success, 0: Failure
Description: After converting the input graphic format into the element width, element height and element bit of the HMI, start transmitting graphic data to the selected HMI station. This is a synchronous function which will only return after data transmission is completed.

(8) Function: HANDLE hmAsyncSendImage(HBITMAP hbmp);
Input value: Window HBITMAP Handle
Respond value: 0: Failure, not 0 is thread handle
Description: After converting the input graphic format into the element width, element height and element bit of the HMI, start transmitting graphic data to the HMI. This is an asynchronous function. Users can obtain the thread handle of the graphic data being transmitted to run the relevant computing.

(9) Function: HANDLE hmAsyncSendImage(HBITMAP hbmp, int nStation);
Input value: Window HBITMAP Handle, HMI Station (must be >0)
Respond value: 0: Failure, not 0 is thread handle
Description: After converting the input graphic format into the element width, element height and element bit of the HMI, start transmitting graphic data to the selected HMI station. This is an asynchronous function. Users can obtain the thread handle of the graphic data being transmitted to run the relevant computing.

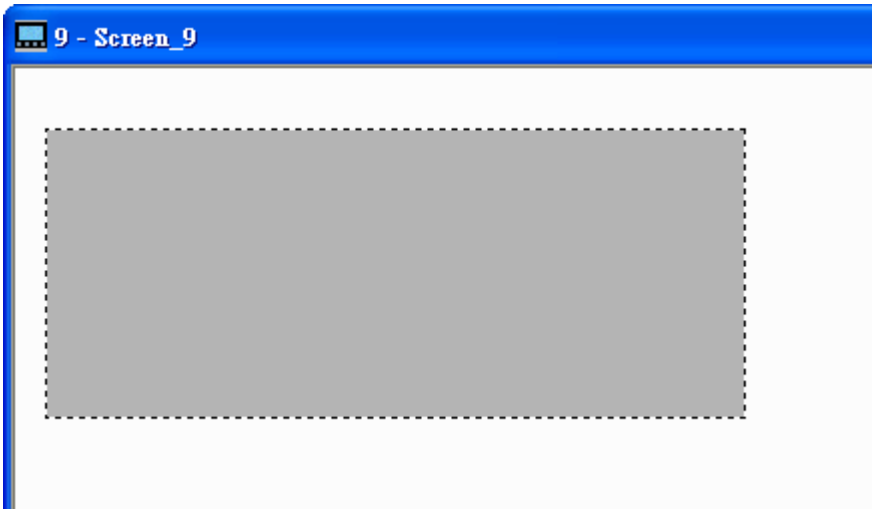
(10) Function: int hmAbortAction();

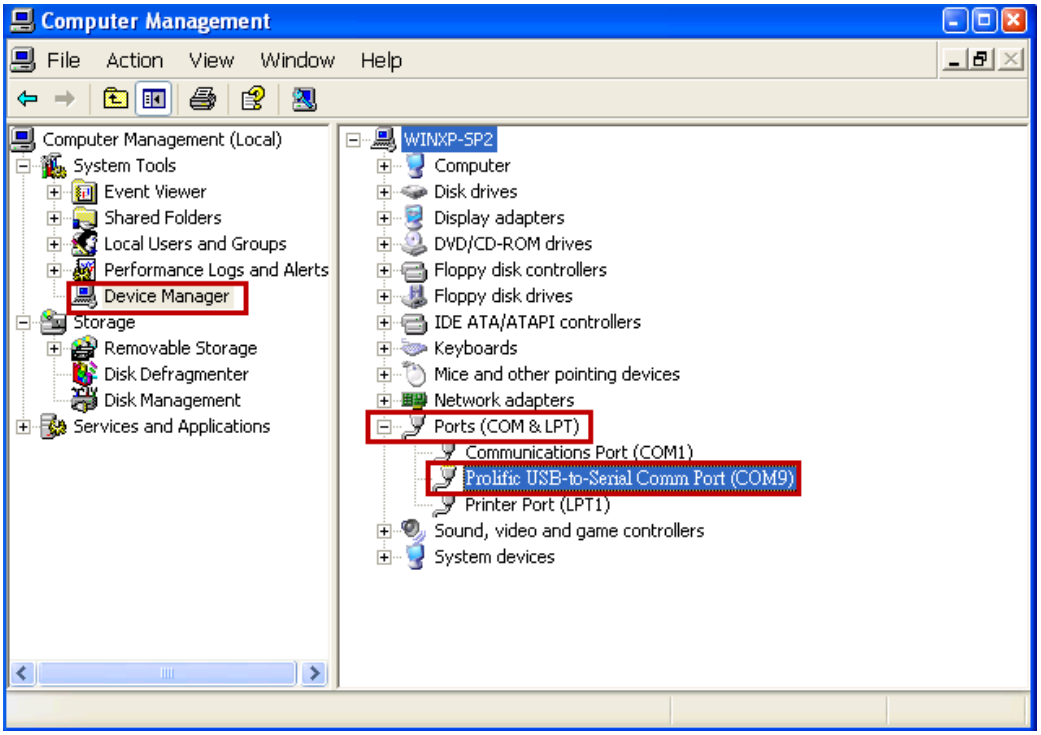
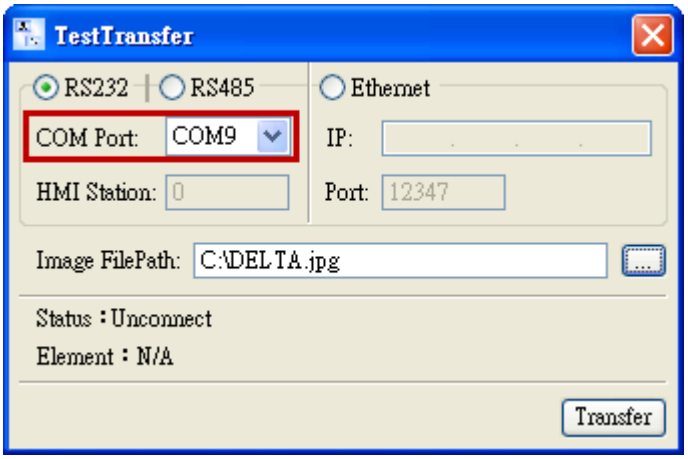
Input value: None
Respond value: 0: Failure, 1: Succes
Description: Interrupt graphic data transmission in asynchronous functions.

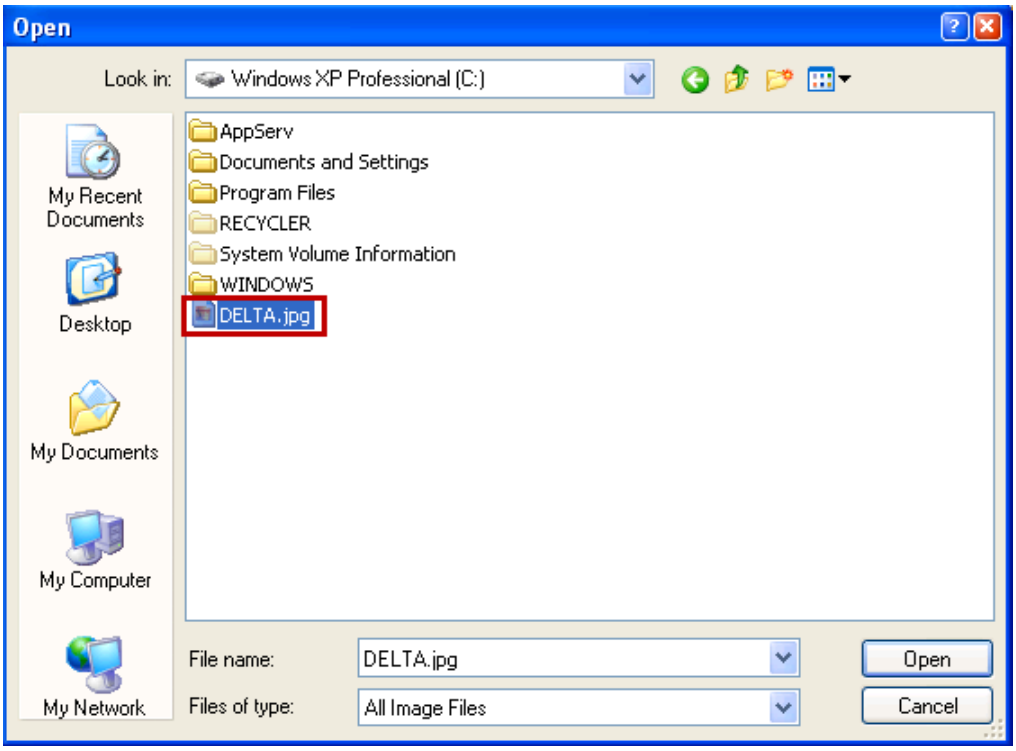
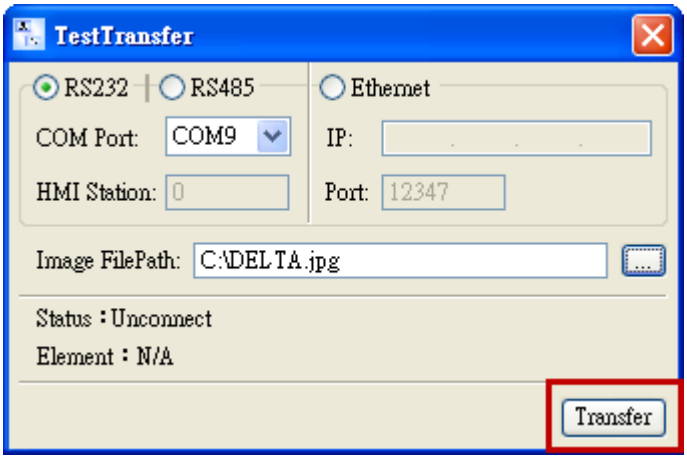
(11) Function: int hmClose();
Input value: None
Respond value: 1: Success, 0: Failure
Description: Shut down HMI communication (When Dll ends, this function will be wakened automatically.)

Example of Real Image

Table 12-6-1 Example of Real Image

<table>
<tr><td>Create Real Image Element</td><td>➢ Create a Real Image element in the HMI editing screen.
 
</td></tr>
<tr><td>Properties</td><td>➢ This is the communication port between the HMI and PC. Default is COM2, using RS232 interface.
<table>
<tr><th>HMI Station</th><th>Transmission</th><th>Communication Port</th></tr>
<tr><td>1</td><td>RS232</td><td>COM2</td></tr>
</table></td></tr>
<tr><td>Compile</td><td>➢ Create the real-tie graph display element and set its transmission and communication port. Then, compile and download the screen to the HMI.</td></tr>
</table>

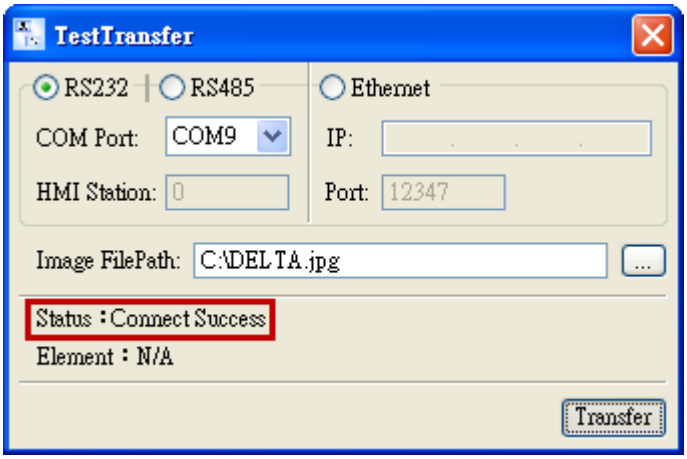
Example of Real Image Table 12-6-1 Example of Real Image	
Open TestTransfer.exe	➢ Connect the PC with the HMI with a USB to COM cable. ➢ Click [Control Panel]→ [Administrative Tool]→ [Computer Management]→ [Device Manager]→ [Ports (Com & LPT)] to check the ports on the PC as shown below.  ➢ Open [My Computer]→ Enter the following path [C:\Program Files\Delta Industrial Automation\DopSoft 1.00.xx\Utility\ImgTrans], select [TestTransfer.exe]. Run this tool to select [COM9] as the COM Port between the PC and HMI. Next, select the image file to be uploaded. In the following example, the file is C:\DELTA.jpg as shown below. 

Example of Real Image Table 12-6-1 Example of Real Image	
	 ➢ The following shows the image in the image file DELTA.jpg: 
Execution Results	➢ After selecting the image file to be uploaded, click the [Transfer] button.  ➢ If connection succeeded, the message Connect Success will be

Example of Real Image

Table 12-6-1 Example of Real Image

displayed in Status as shown below.



- Then, the Real Image element on the HMI will display the uploaded image.



Double-click Real Image to bring out the Real Image Properties screen as shown below.

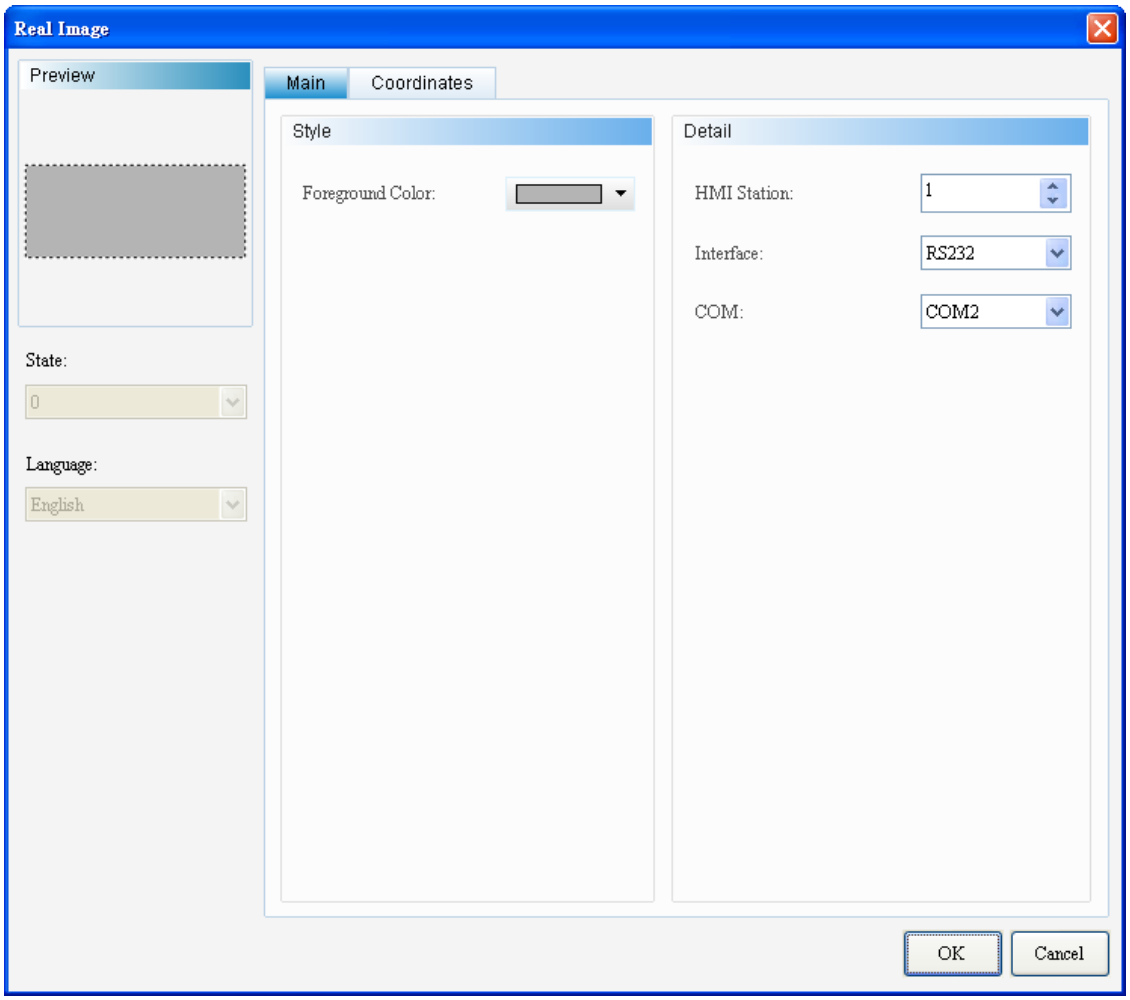


Figure 12-6-1 Real Image Properties

Real Image	
Function Page	**Content Description**
Preview	Neither multistate data display nor multilingual data display is supported.
General	Sets Foreground Color. Sets HMI Station, Transmission, and Communication Port.
Position	Sets the X-Y coordinate, width, and height of the element.

Table 12-6-2 Real Image Function Page

◆ General

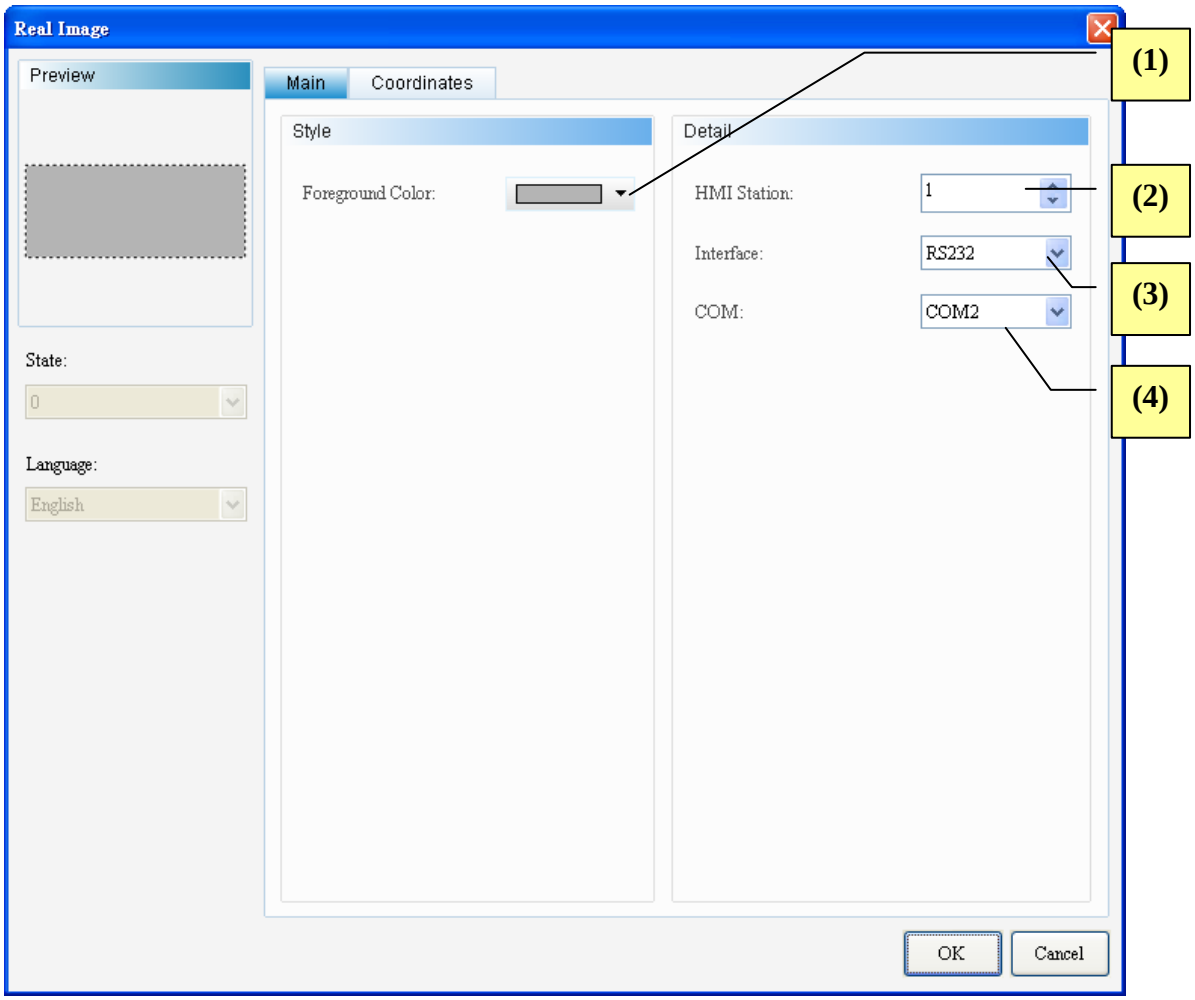
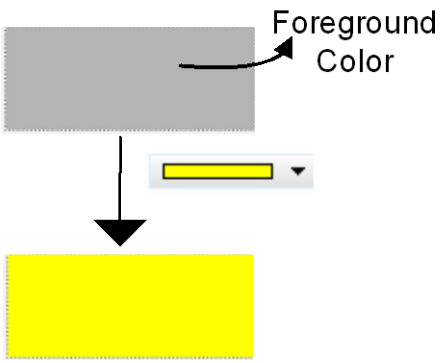
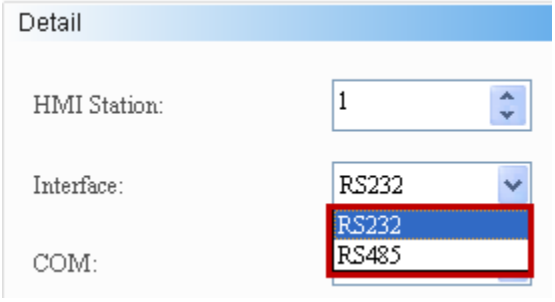
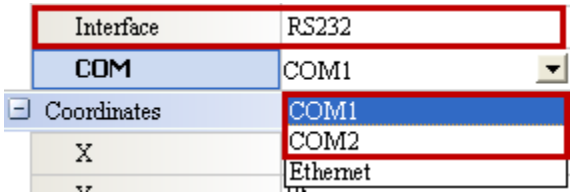
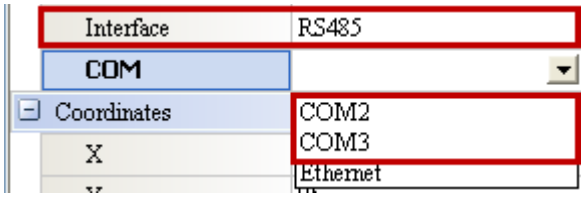


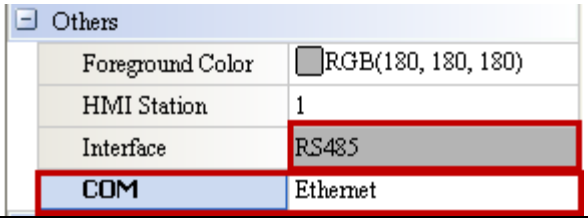
Figure 12-6-2 Real Image—Element General Properties Page

No.	Property	Function
(1)	Foreground Color	➢ Sets the foreground color of the element. 
(2)	HMI Station	➢ The HMI Station option is mainly designed for transmission over RS485. The range is 1-255, and default is “1”. Users connecting multiple HMIs with the RS485 can distinguish individual HMIs with the HMI Station option.
(3)	Transmission	➢ Transmission interfaces include RS232 and RS485.

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td></td><td></td><td> 

➢ Transmission with the RS232 is over COM1 and COM2.
➢ Transmission with the RS485 is over COM2 and COM3.</td></tr>
<tr><td>(4)</td><td>Communication Port</td><td>➢ Communication ports include COM1, COM2, COM3, and Ethernet. Different devices use different communication ports for transmission.
 



➢ Communication ports are the COM ports on the HMI. Do not share the same COM port with the PLC. For example, if COM1 is assigned for PLC communication, select only COM2 or COM3 for HMI communication. If COM1 is assigned for PLC communication and RS232 for PLC transmission, select only COM2.
➢ If Ethernet is selected as the communication port, the Transmission item will turn grey and be disabled.
 
</td></tr>
</table>

◆ Position

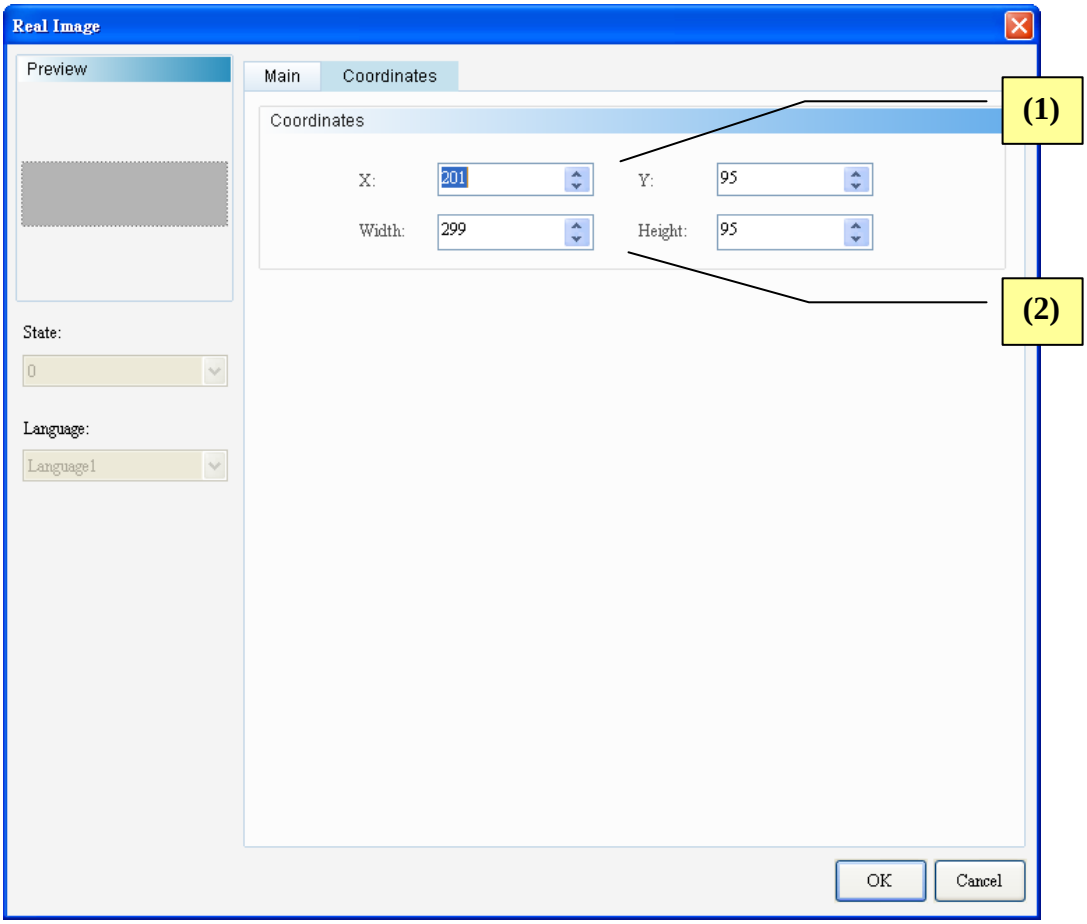


Figure 12-6-3 Real Image—Element Position Properties Page

No.	Property	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

The following describes the library path and functions

Library	
Library Path	➢ C:\Program Files\Delta Industrial Automation\DopSoft 1.00.01\Utility\ImgTrans
Library Description	➢ Load ImgTrans.dll ➢ Data Structure Definition typedef struct _COMM_INFO { char szCOM[8]; } COMM_INFO; szCOM is a string, the input value is COM1, COM2, COM3, etc. ➢ Function List (12) int hmOpen(const COMM_INFO* pCommInfo); (13) int hmSendImageFromFile(LPCTSTR szFileName); (14) HANDLE hmAsyncSendImageFromFile(LPCTSTR szFileName); (15) int hmSendImage(HBITMAP hbmp); (16) HANDLE hmAsyncSendImage(HBITMAP hbmp); (17) int hmAbortAction(); (18) int hmClose(); ➢ Function Description: (1) Function: int hmOpen(const COMM_INFO* pCommInfo)； Input value: COMM_INFO structure Respond value: 1: Success, 0: Failure Description: When starting HMI communication, input COM Port string, e.g. COM1, COM2, etc. (2) Function: int SendImageFromFile(LPCTSTR szFileName)； Input value: Name of image file Respond value: 1: Success, 0: Failure Description: After converting the input graphic format into the element width, element height and element bit of the HMI, start transmitting graphic data to the HMI. This is a synchronous function which will only return after data transmission is completed. (3) Function: HANDLE hmAsyncSendImageFromFile(LPCTSTR szFileName)；

Library	
	Input value: Name of image files Respond value: 0: Failure, not 0 is thread handle Description: After converting the input graphic format into the element width, element height and element bit of the HMI, start transmitting graphic data to the HMI. This is an asynchronous function. Users can obtain the thread handle of the graphic data being transmitted to run the relevant computing. (4) Function: int hmSendImage(HBITMAP hbmp)； Input value: Window HBITMAP Handle Respond value: 1: Success, 0: Failure Description: After converting the input graphic format into the element width, element height and element bit of the HMI, start transmitting graphic data to the HMI. This is a synchronous function which will only return after data transmission is completed. (5) Function: HANDLE hmAsyncSendImage(HBITMAP hbmp)； Input value: Window HBITMAP Handle Respond value: 0: Failure, not 0 is thread handle

Chapter 13 Input

This chapter mainly describes the input elements provided in the DOPSoft and how they are operated and configured.

◆ Input Element Classification

Input 		Numeric Entry
		Character Entry
		Barcode

Table 13-1-1 Input Element Classification

◆ Input Element Shared Properties

Input Element	Read Address	Write Address	Invisible Address	Popup Enable Address	Macro (Pre-action Macro/ Post-action Macro)	Gain/ Offset	String Length	Pad Left Zero	Interlock Address / Interlock State
Numeric Entry	◎	◎	◎		◎	◎		◎	◎
Character Entry	◎	◎	◎		◎		◎		◎
Barcode	◎	◎	◎	◎	◎		◎		◎

Input Element	Style (Style/ Background Color/Border Color)	Activation Methods/ Activation Address	User Security Level/Set Low Security/Hide Character	Enable Input Methods	Exceed Limit Reminder	Properties (Data Type/Data Format/Integer Digit/Decimal Place/Minimum Value/Maximum)
Numeric Entry	◎	◎	◎	◎	◎	◎
Character Entry	◎	◎	◎	◎		
Barcode	◎	◎	◎	◎		

Table 13-1-2 Input Element Shared Properties

13-1 Numeric Entry

N	Numeric Entry

With the numeric keypad provided by the Numeric Entry element, users can input a value to the selected write memory address. Next, after reading this value with the element read memory, such as data display element, this value is displayed on the HMI. Please refer to Table 13-1-3 Example of Numeric Entry below.

Example of Numeric Entry

Table 13-1-3 Example of Numeric Entry

Read Memory Address

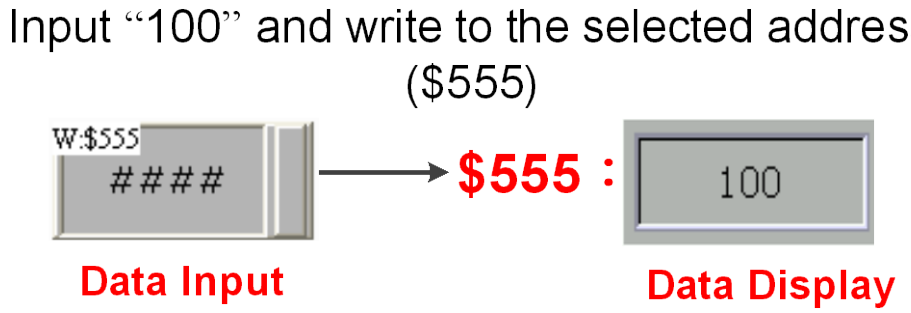
Numeric Entry Element		Data Display Element	
Write Memory Address	$555	Read Memory Address	$555
			

Properties

Numeric Entry Element			
Data Type	**Data Format**	**Integer Digit**	**Decimal Place**
Word	Unsigned Decimal	4	0

Execution Results

- After creating the element, compile and download it to the HMI. Next, input "100" with the Numeric Entry element, the data display element will display this value.



Numeric Entry supports two data types, “Word” and “Double Word”. The valid range of the Numeric Entry data is described in Table 13-1-4 below.

Numeric Entry

Table 13-1-4 Numeric Entry Valid Range

		Data Format	Data Valid Range	
Word		BCD	0~9999	
		Signed BCD	-999 ~ 9999	
		Signed Decimal	-32768~32767	
		Unsigned Decimal	0~65535	
		Hex	0~0xFFFF	
		Binary	0~0xFFFF	
Double Word		**Data Format**	**Data Valid Range**	
		BCD	0~99999999	
		Signed BCD	-9999999 ~ 99999999	
		Signed Decimal	-2147483648~2147483647	
		Unsigned Decimal	0~4294697295	
		Hex	0~0xFFFFFFFF	
		Binary	0~0xFFFFFFFF	
		Floating	0~9999999	

Double-click Numeric Entry to call out the Numeric Entry Properties screen as shown below.

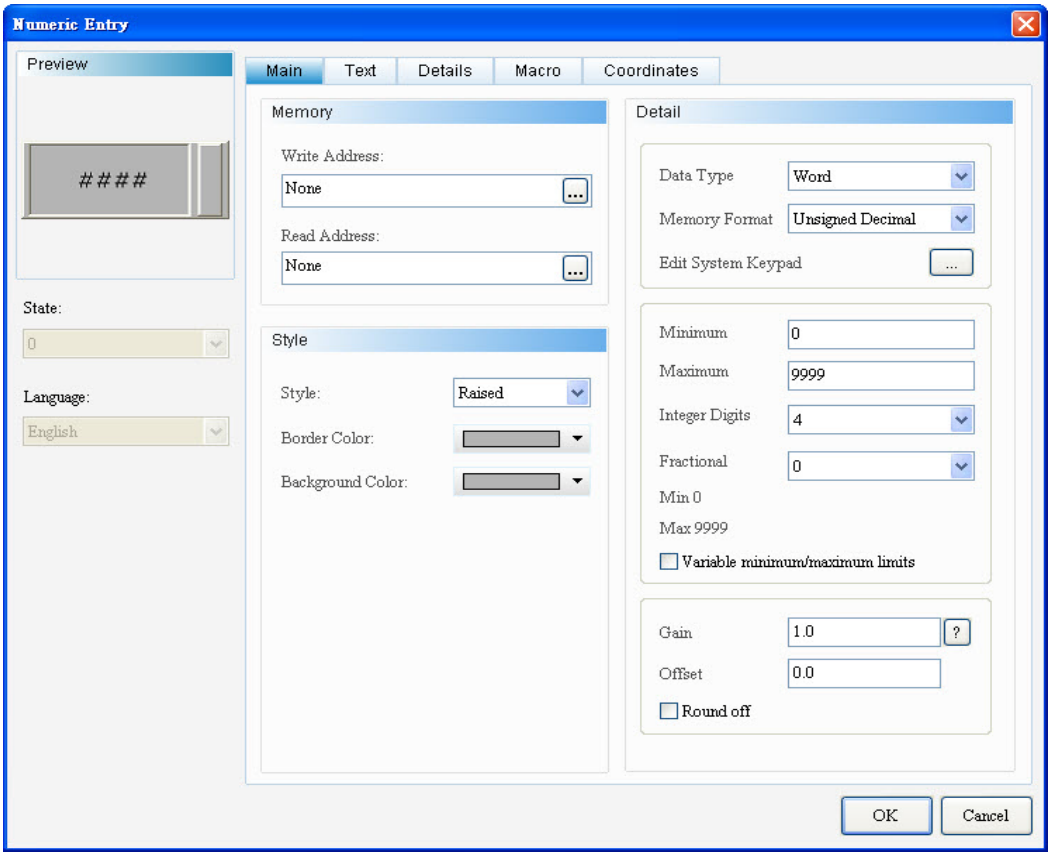


Figure 13-1-1 Numeric Entry Properties

Numeric Entry	
Function Page	**Content Description**
Preview	Supports neither multistate nor Multi-Language data display.
General	Sets Read Memory Address, Write Memory Address, Style, Background Color, and Border Color. Sets Data Type, Data Format, Integer Digit, Decimal Place, Minimum Value, Maximum Value, and Gain/Offset.
Text	Sets the font type, font size, font color, and alignment of the text to be displayed.
Advanced	Sets Enable Input Methods, Interlock State, Interlock Address, Activation Methods, Activation Address, Invisible Address, Pad Left Zero, Exceed Limit Reminder, User Security Level, Set Low Security, and Hide Character.
Position	Sets the X-Y coordinate, width, and height of elements.

Table 13-1-5 Numeric Entry Function Page

◆ General

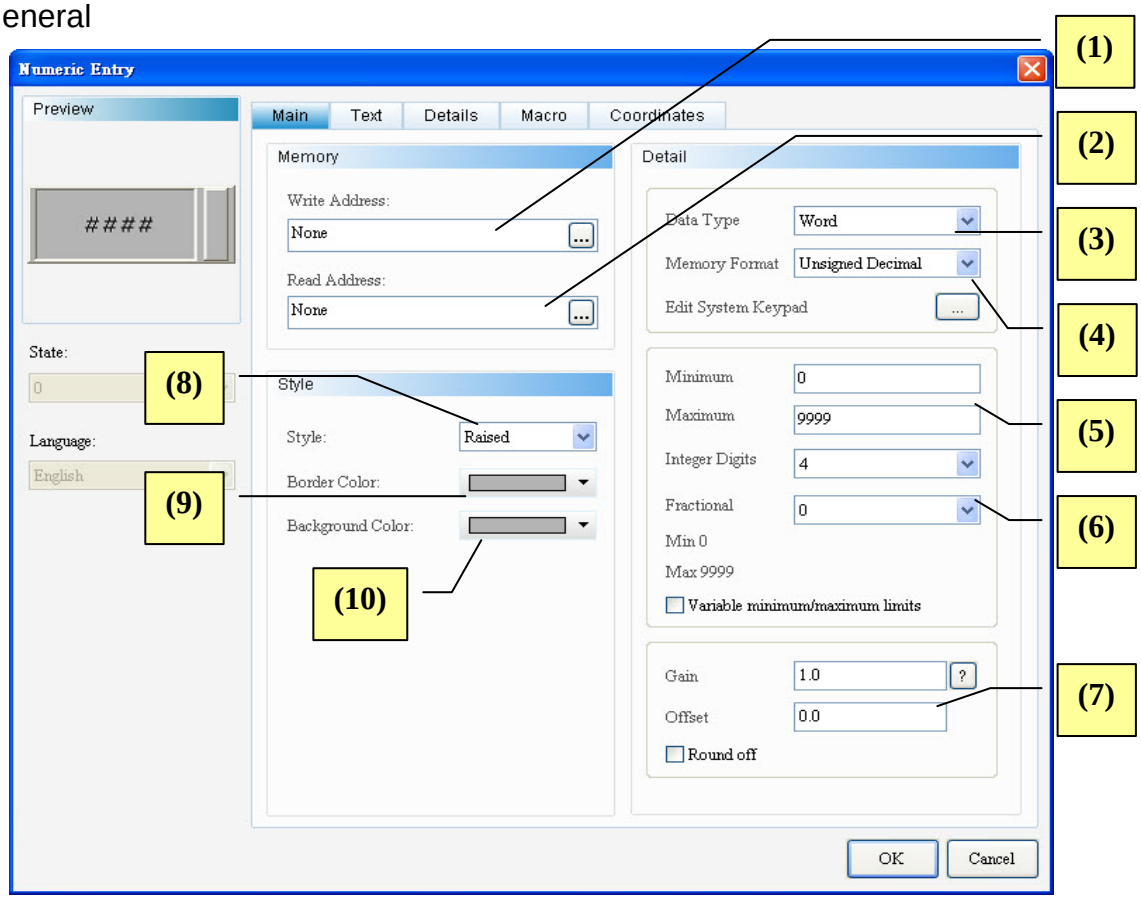
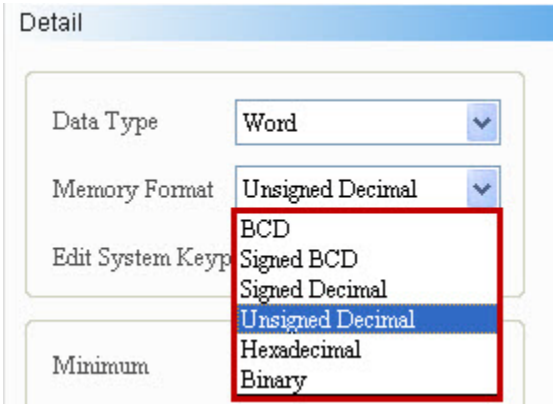
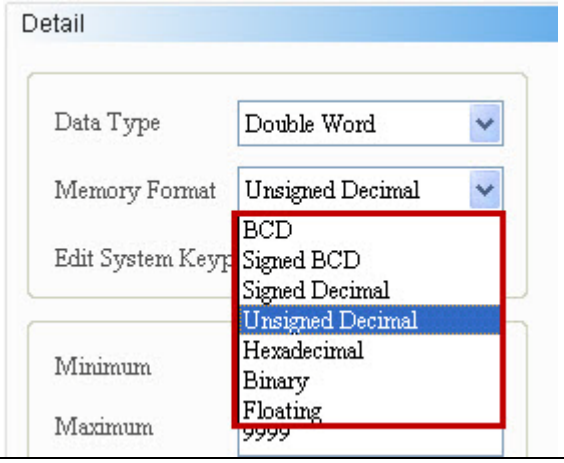
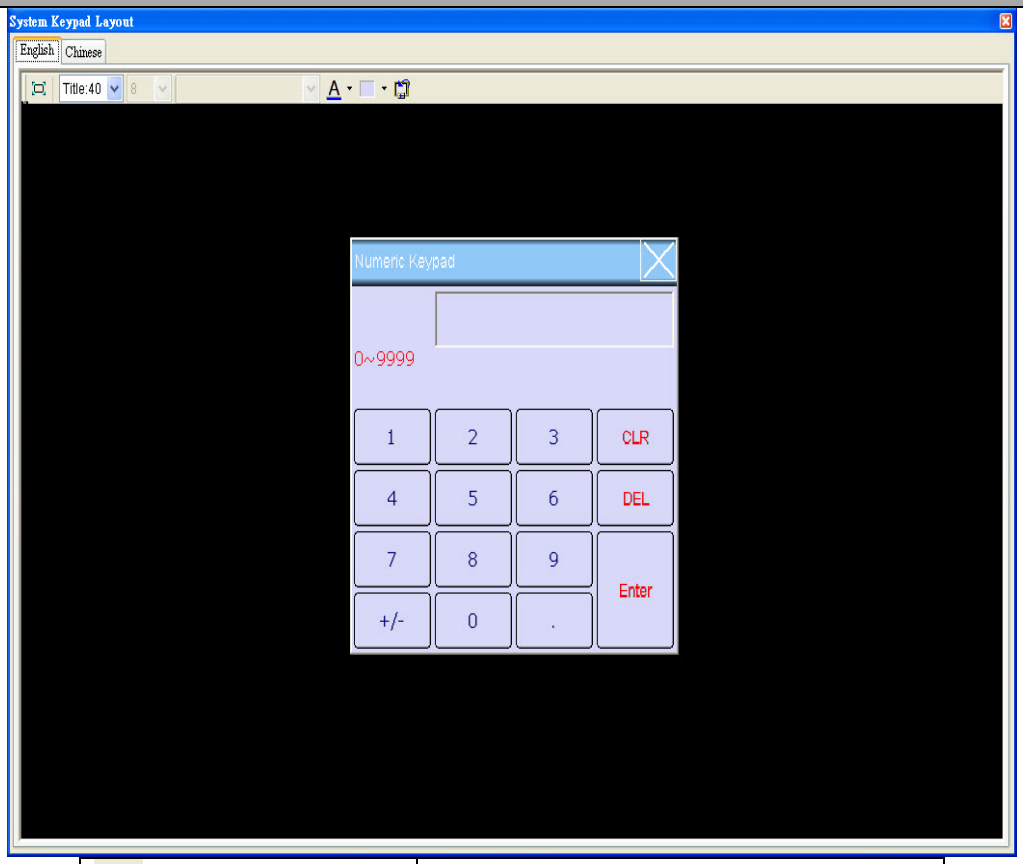


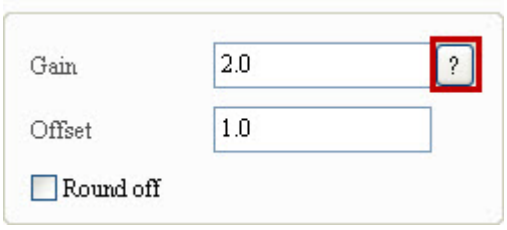
Figure 13-1-2 Numeric Entry—Element General Properties Page

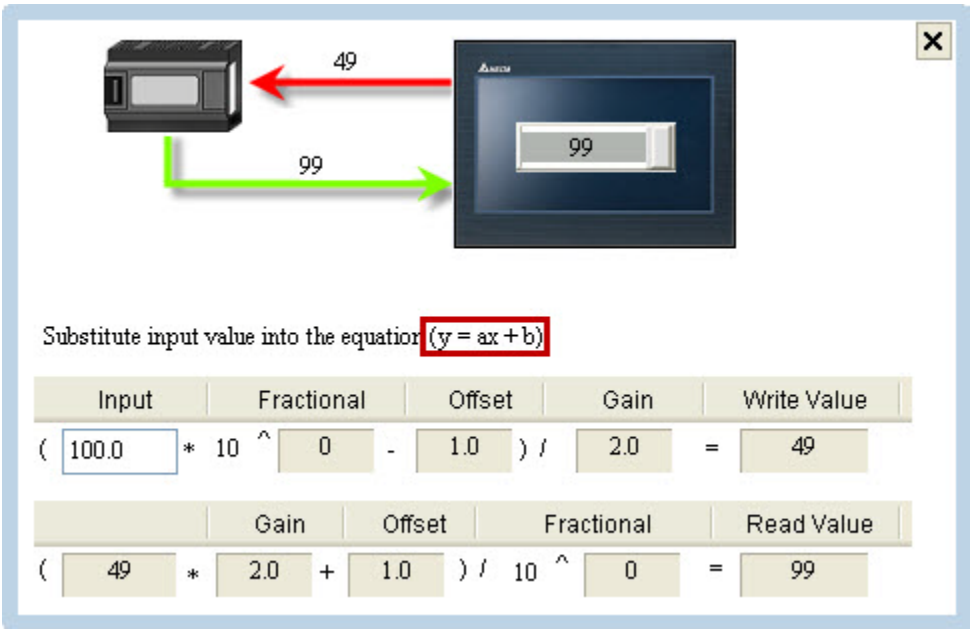
No.	Property	Function
(1)	Write Memory Address	➢ Selects the address of internal memory or controller register. ➢ Selects link name or Style. Please refer to 5-1 Buttons.
(2)	Read Memory Address	➢ Selects the address of internal memory or controller register. ➢ Selects link name or Style. Please refer to 5-1 Buttons.
(3)	Data Type	➢ Two options: “Word” and “Double Word”. Please refer to Table 13-1-4 for details.
(4)	Data Format	➢ If data type is “Word”, the data formats are as follows:

No.	Property	Function
		 ➢ If data type is “Double Word”, the data formats are as follows: 
	Edit Numeric Keypad	➢ Edit Numeric Keypad allows users to adjust the numeric keypad size; title size; the font size, font type and font color of data display; and the background color of numeric keypad window.

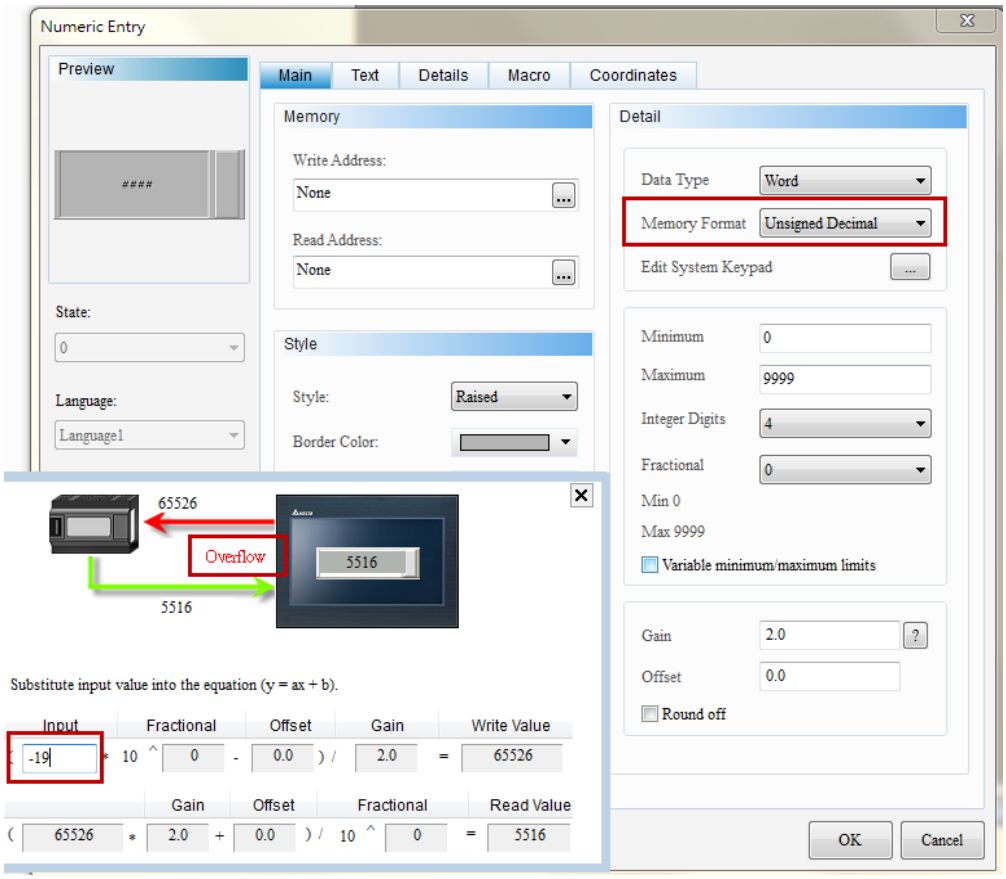
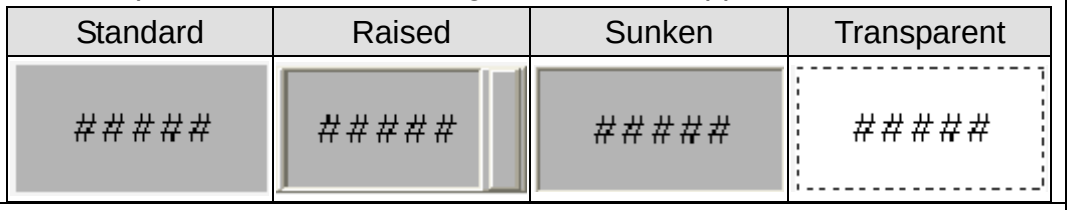
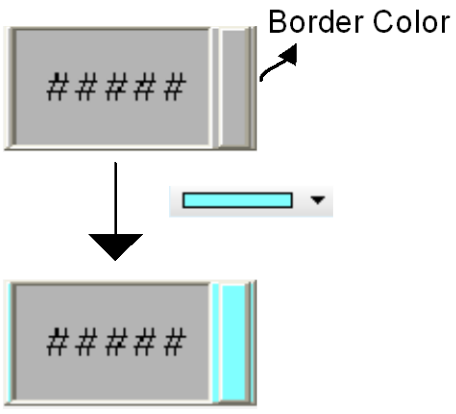
<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td></td><td></td><td>


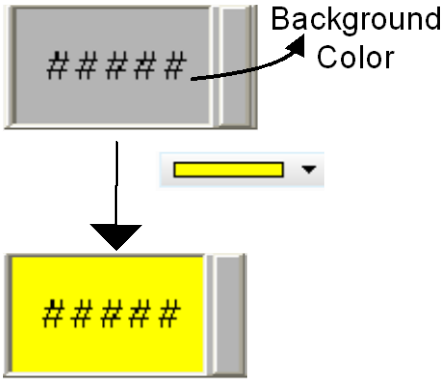
<table>
<tr><td></td><td>Selects system numeric keypad size</td></tr>
<tr><td>Title:40</td><td>Sets title height</td></tr>
<tr><td>10</td><td>Sets font size.</td></tr>
<tr><td>Arial</td><td>Selects font type.</td></tr>
<tr><td>A</td><td>Sets font color.</td></tr>
<tr><td></td><td>Selects background color</td></tr>
<tr><td></td><td>Default size</td></tr>
</table>
</td></tr>
<tr><td>(5)</td><td>Minimum Value / Maximum Value</td><td>
➢ The data valid range of minimum value and maximum value is subject to the data type and data format.
<table>
<tr><th>Data Type</th><th>Data Format</th><th>Data Valid Range</th></tr>
<tr><td rowspan="6">Word</td><td>BCD</td><td>0~9999</td></tr>
<tr><td>Signed BCD</td><td>-999 ~ 9999</td></tr>
<tr><td>Signed Decimal</td><td>-32768~32767</td></tr>
<tr><td>Unsigned Decimal</td><td>0~65535</td></tr>
<tr><td>Hex</td><td>0~0xFFFF</td></tr>
<tr><td>Binary</td><td>0~0xFFFF</td></tr>
<tr><td rowspan="4">Double Word</td><td>BCD</td><td>0~99999999</td></tr>
<tr><td>Signed BCD</td><td>-9999999 ~ 99999999</td></tr>
<tr><td>Signed Decimal</td><td>-2147483648~2147483647</td></tr>
<tr><td>Unsigned Decimal</td><td>0~4294967295</td></tr>
</table>
</td></tr>
</table>

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td></td><td></td><td>
<table>
<tr><td></td><td>Hex</td><td>0~0xFFFFFFFF</td></tr>
<tr><td></td><td>Binary</td><td>0~0xFFFFFFFF</td></tr>
<tr><td></td><td>Floating</td><td>0~9999999</td></tr>
</table>
</td></tr>
<tr><td>(6)</td><td>Integer Digit
Decimal Place</td><td>➢ Users can define the integer digits and decimal places to be displayed.
➢ Instead of true decimal places, Decimal Place here means the display format. True decimal places can only be defined from this item after selecting “Floating” in Data Format.</td></tr>
<tr><td>(7)</td><td>Gain
Offset</td><td>➢ Equation for calculating Gain and Offset: y = (a)x + (b).
<table>
<tr><th>y</th><th>a</th><th>x</th><th>b</th></tr>
<tr><td>Calculation results</td><td>Gain value</td><td>Input Value</td><td>Offset/Gain Values</td></tr>
</table>
➢ If the Gain or Offset defined is a decimal, please select “Floating” in Data Format.
➢ Numeric Entry provides the estimation button for users to understand the gain and offset calculations more simply and clearly as shown below:




➢ After selecting “Round Off before Display”, values will be rounded off before displaying on the numeric display element.
➢ If the numeric format is【Unsigned Decimal】, a pop-up message of【Data Overflow】will show when entering the negative value.</td></tr>
</table>

No.	Property	Function
		
(8)	Style	➢ There are four Styles, including Standard, Raised, Sunken, and Transparent. Users can change the element appearance. 
(9)	Border Color	➢ Sets border color of elements. ➢ When Style is “Transparent” or “Sunken”, the Border Color is disabled. 
(10)	Background	➢ Sets background color of elements.

No.	Property	Function
	Color	➢ When Style is “Transparent”, the background color is disabled. 

◆ Text

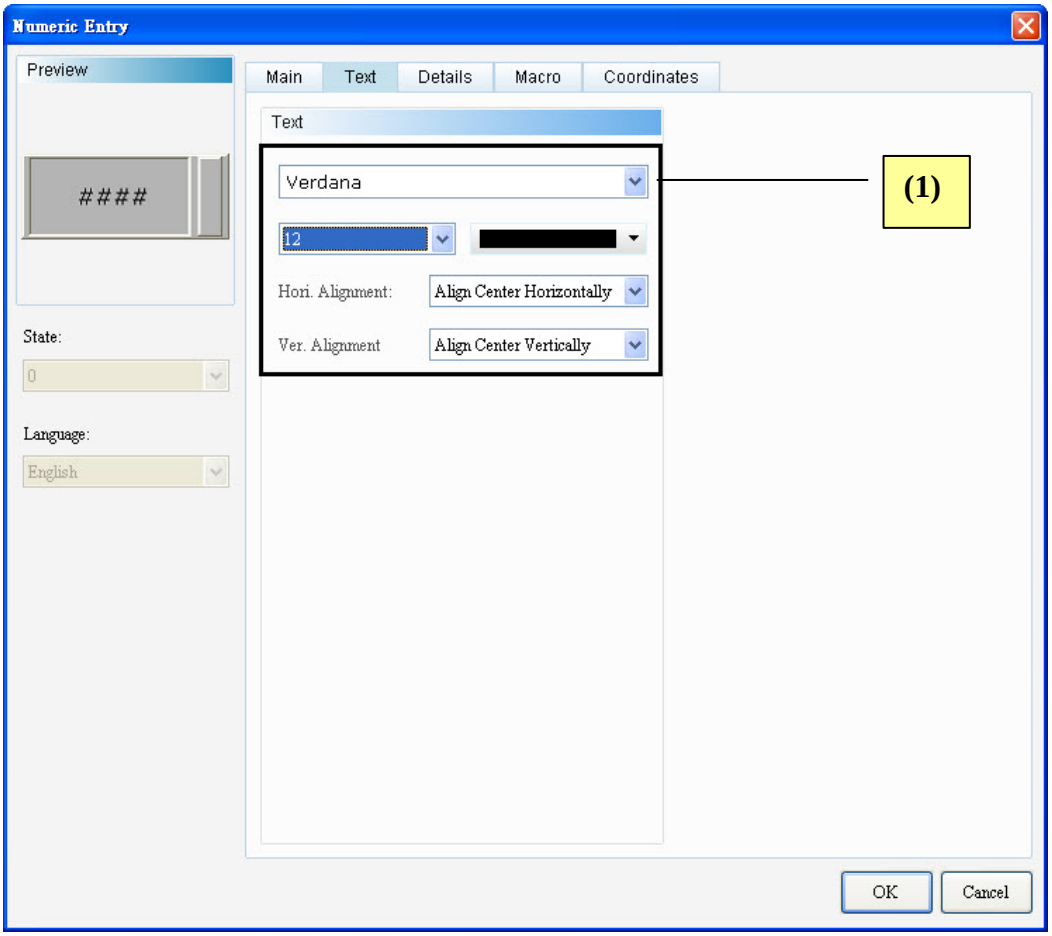


Figure 13-1-3 Numeric Entry—Element Text Properties Page

No.	Property	Function
(1)	**Text Properties**	➢ Sets text properties, including font type, font size, font color, and text alignment.

◆ Advanced

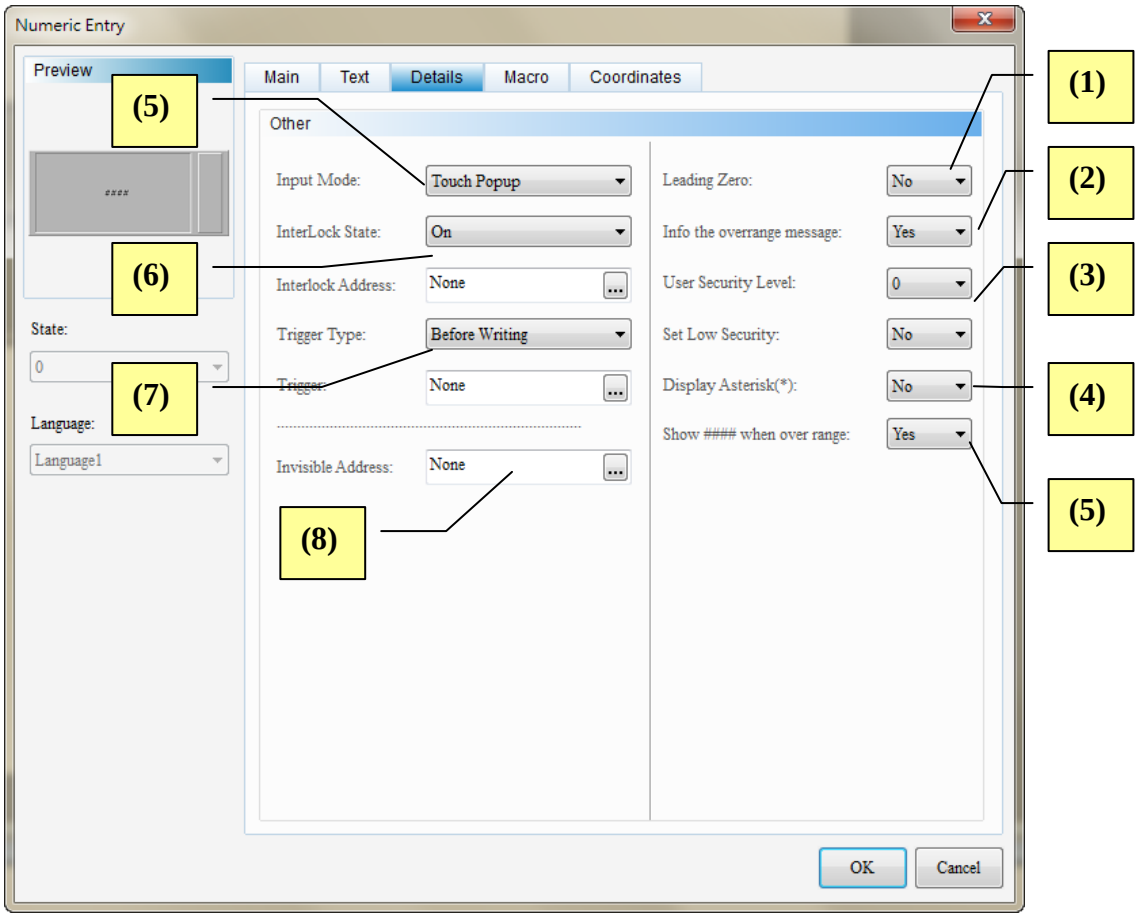
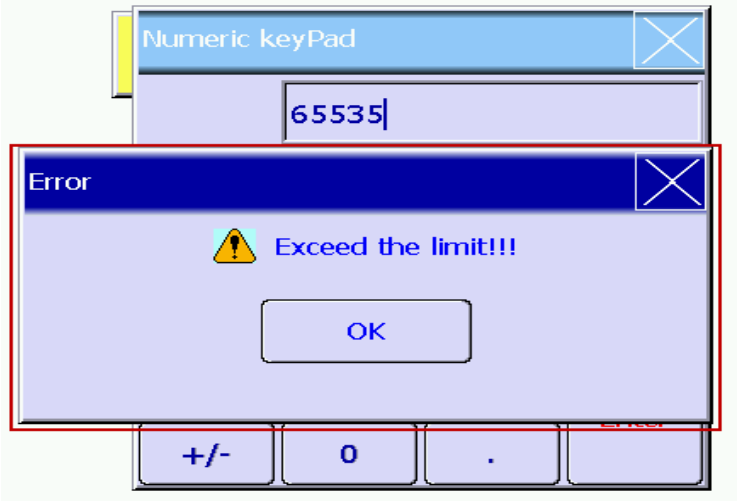
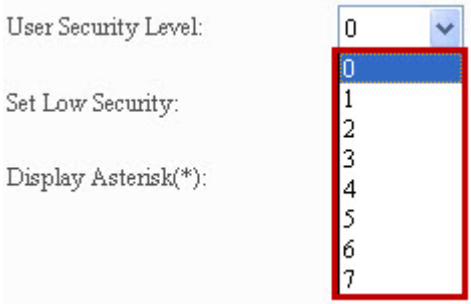
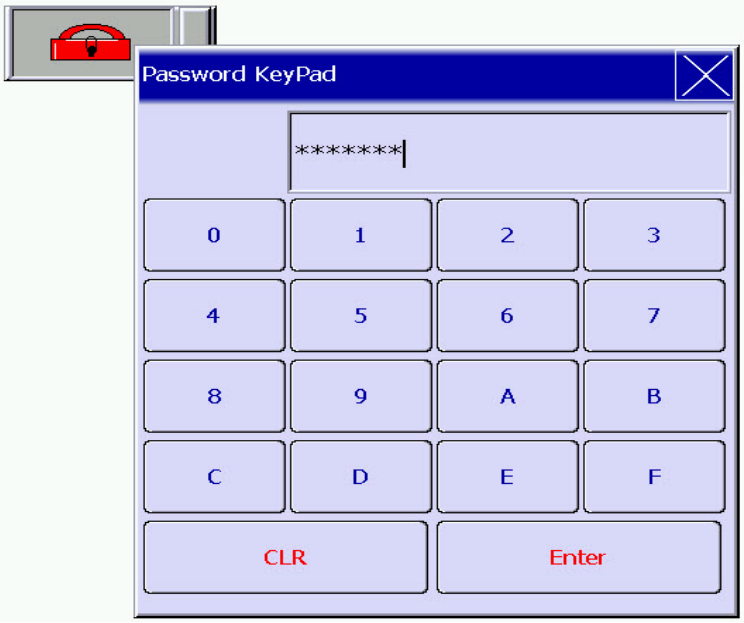


Figure 13-1-4 Numeric Entry—Element Advanced Properties Page

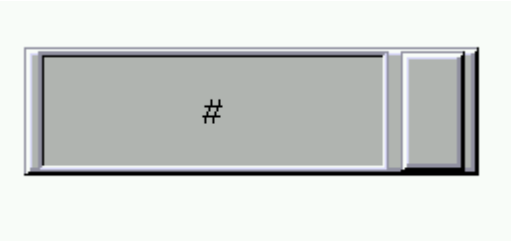
No.	Property	Function
(1)	Pad Left Zero	➢ Pad Left Zero is determined according to the number of digits of an integer as show in the example below. Integer Digits is 5 ☑ Leading Zero 00181 ☐ Leading Zero 181
(2)	Info the over range message	➢ If “YES” is selected for Info the over range message, when the input value exceeds this range defined, an error message will pop up to remind users as shown below:

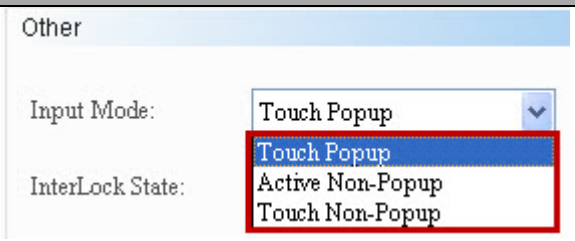
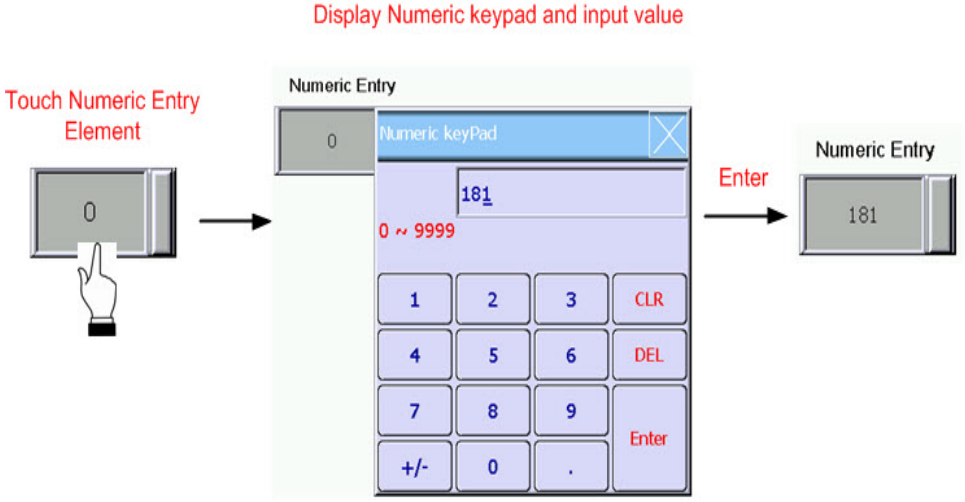
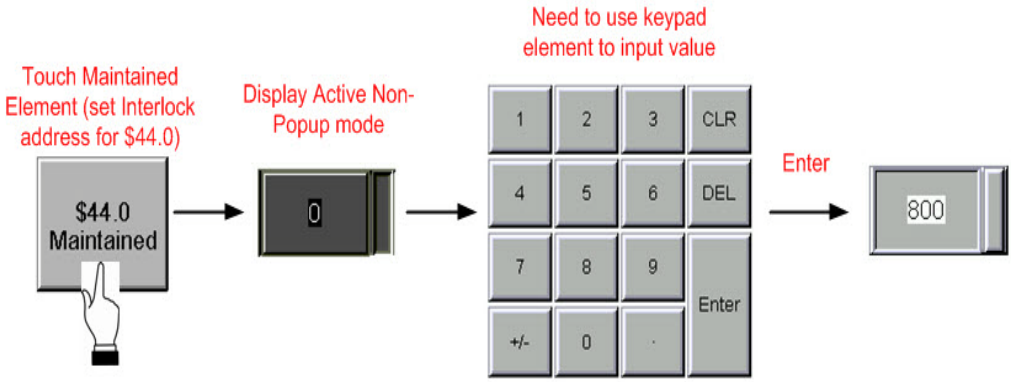
<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td></td><td></td><td> 
</td></tr>
<tr><td rowspan="2">(3)</td><td>User Security Level</td><td> 

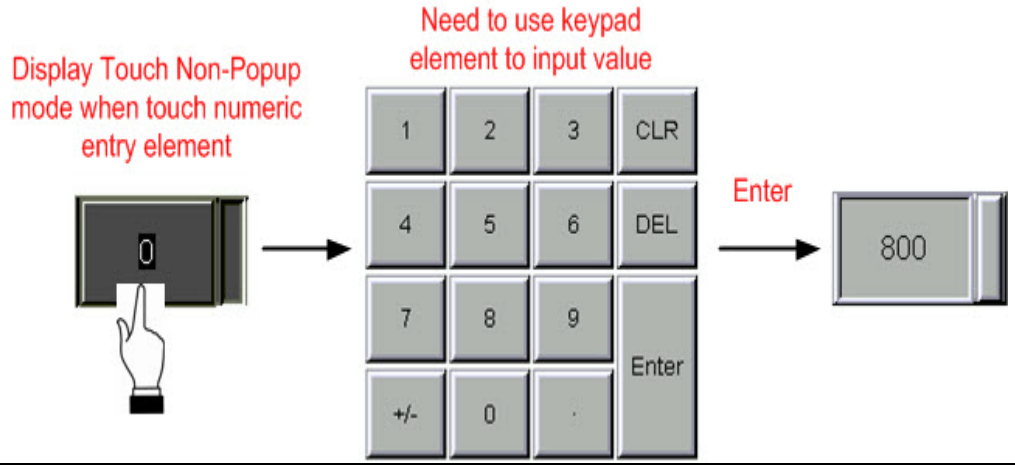
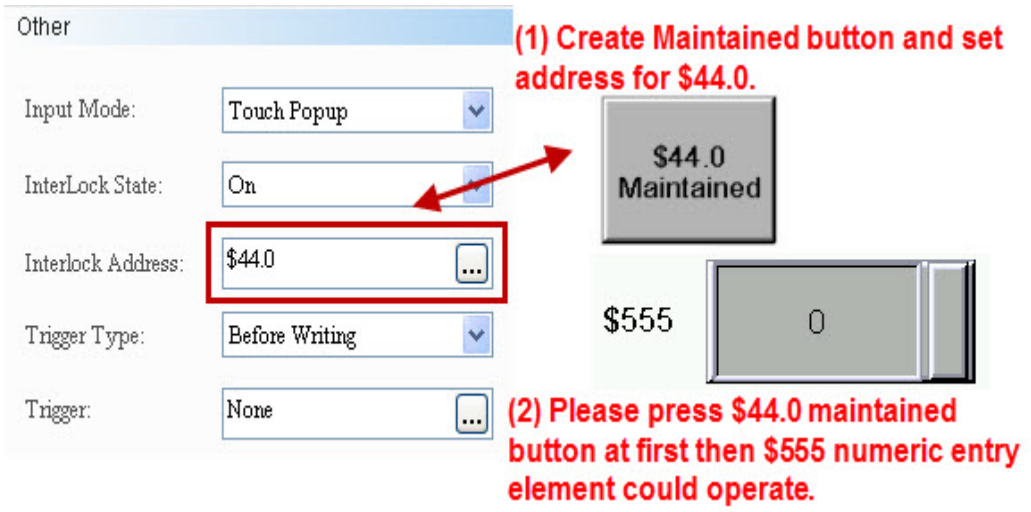
Sets the user security level of element activities. Only users with equal or higher security level corresponding to the element can activate the element.
After setting the user security level, when users activate the element, the password box will pop up and request users to input the password (the password can be changed from the password setup element, please see 5-7 Password Table).

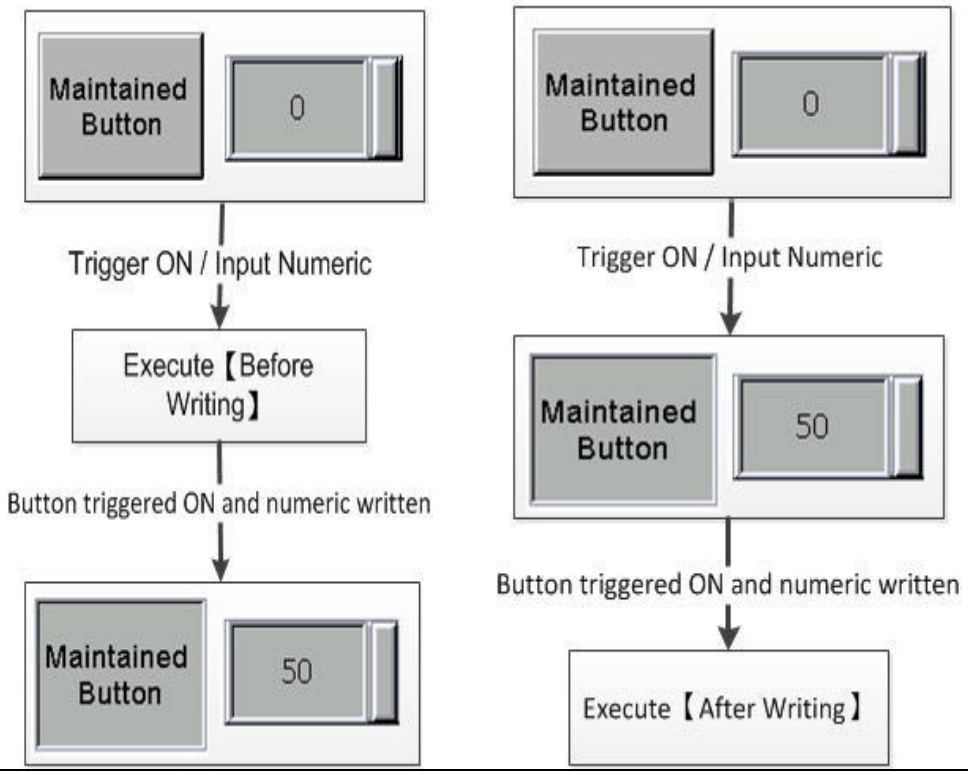


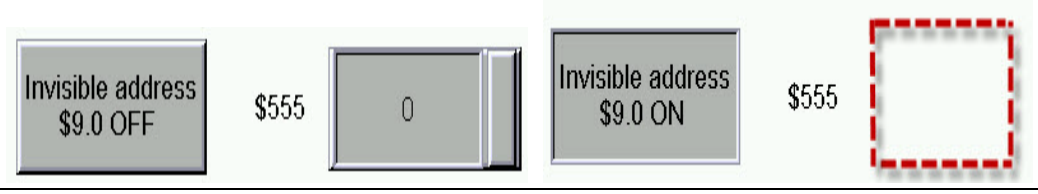
If “YES” is selected for Set Low Security, HMI automatically sets the security to the lowest level every time users input the password.
</td></tr>
<tr><td>Set Low Security</td></tr>
</table>

No.	Property	Function
		When users activate the element again, they will be requested to input again the password corresponding to the element.
(4)	Display Asterisk	➢ If “YES” is selected for Hide Character, all numbers input from the numeric keypad will be displayed as “***”, i.e. characters are hidden, as shown below. 
(5)	Show ### when over range	➢ When this selection is set to YES, if the value is not within the range, then it will display ###. ➢ Set the minimum value as 10 and the maximum value as 50. After executing the command, since the default value is 0 and 0 is not within the range, 10 ~ 60, it displays #. 
(6)	Input Mode	➢ Input Mode includes touch popup, active non-popup, and touch non-popup. “Touch Popup” is the default input method for Numeric Entry elements.

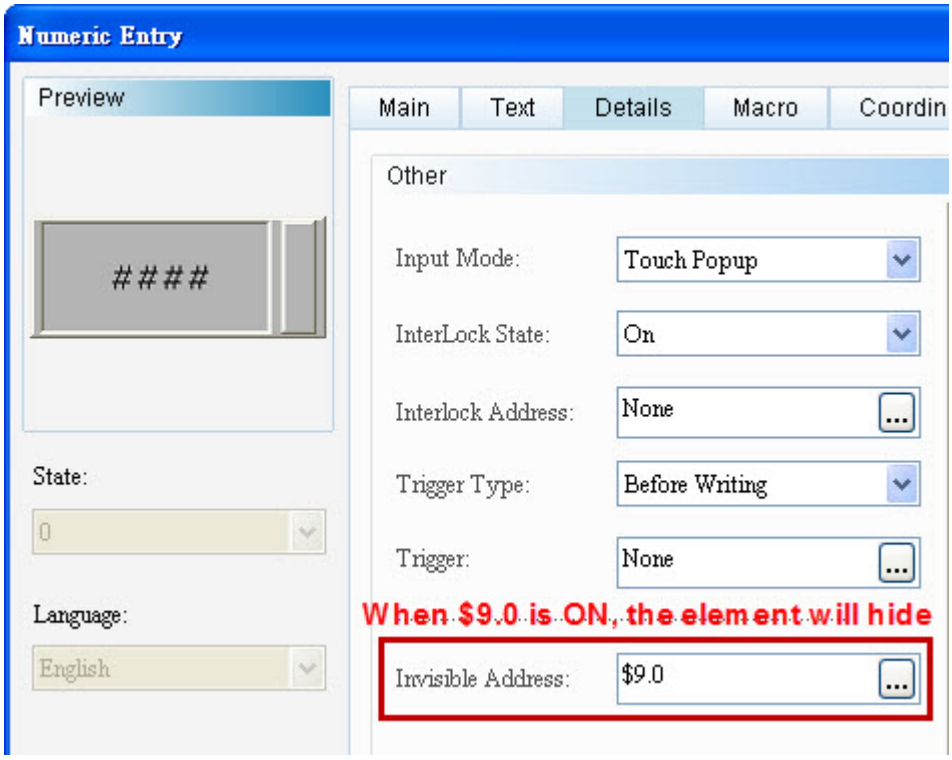
No.	Property	Function
		 ➢ Touch Popup means after touching a Numeric Entry element, the numeric keypad will pop up.  ➢ No numeric keypad will pop up for both Active non-Popup and Touch non-Popup. Users must create an additional keypad element to operate the HMI. ➢ Active non-Popup must be used along with Interlock Address. Set the interlock address of the Numeric Entry element as “$44.0”, and create a maintained element and set its write memory address as “$44.0”:  ➢ Like the case of Active non-Popup, no keypad will pop up in Touch non-Popup. Therefore, an additional keypad is needed to input numeric data.

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td></td><td></td><td> 
</td></tr>
<tr><td rowspan="2">(7)</td><td>Interlock State</td><td rowspan="2">➢ Interlock Address allows users to operate an element from this particular address. It must be used along with Interlock State. If Interlock State is “OFF”, this means the interlock address is operable when the interlock state is “OFF”. In contrast, when Interlock State is “ON”, this means the interlock address is operable when the interlock state is “ON”.
➢ The operations are as follows:
1. First, create a maintained button and set its write memory address as “$44.0”. Next, set its write memory as “$555” from the Numeric Entry element and the interlock address of the Character Entry element as “$44.0”.
2. To make Numeric Entry Element $555 operable, press the maintained button $44.0 to enable $555.
 
</td></tr>
<tr><td>Interlock Address</td></tr>
</table>

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td rowspan="2">(8)</td><td>Trigger type</td><td rowspan="2">
➢ Trigger type include before writing and after writing.
<table>
<tr><td rowspan="2">Trigger type</td><th>Before writing</th><th>After writing</th></tr>
<tr><td>The activation bit is ON before changing values.</td><td>Values are changed before the activation bit is ON.</td></tr>
</table>
➢ As the activation function only sets the trigger address to ON, users must set the trigger address of OFF before re-activation.
➢ Before writing: After writing:


</td></tr>
<tr><td>Trigger</td></tr>
<tr><td>(9)</td><td>Invisible Address</td><td>When Invisible Address is “ON”, the button element is hidden, and the corresponding function is disabled.


</td></tr>
</table>

No.	Property	Function
		

◆ Location

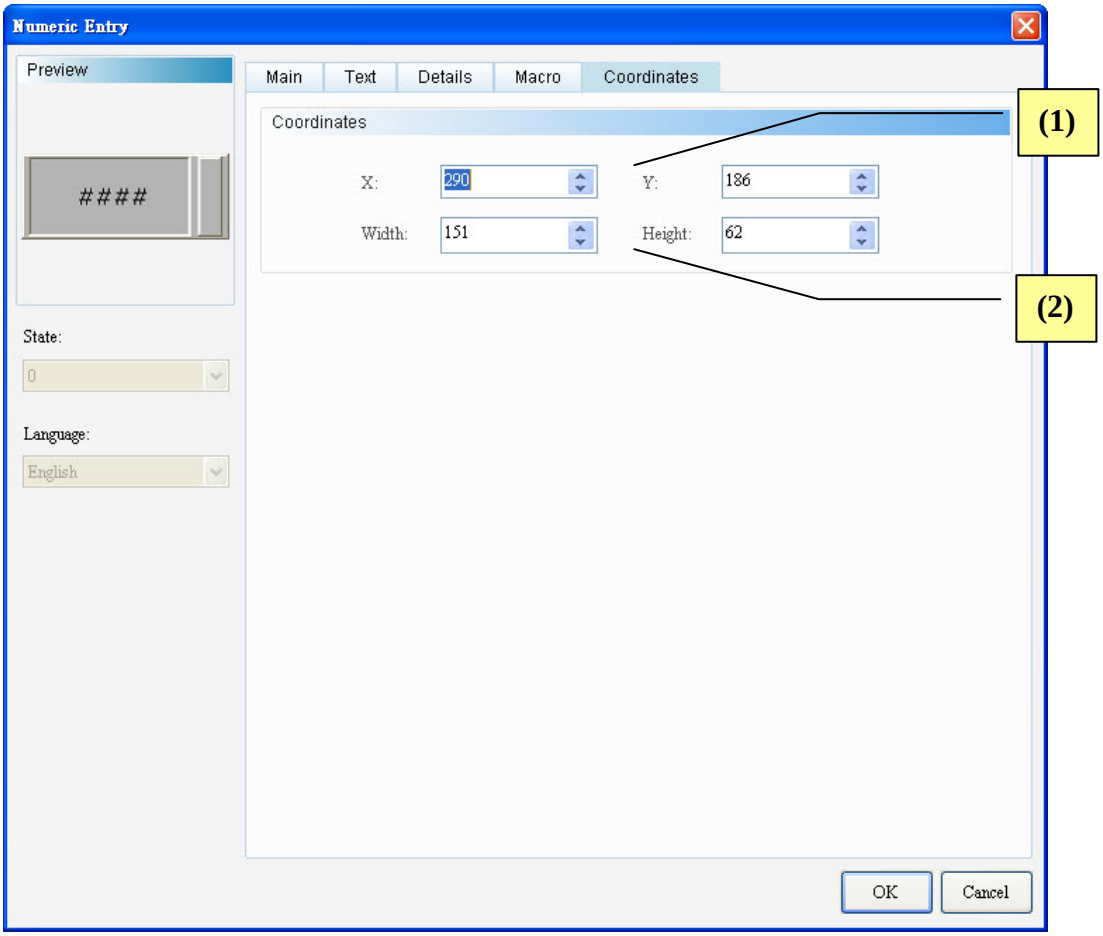


Figure 13-1-5 Numeric Entry—Element Position Properties Page

No.	Property	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

◆ Macro

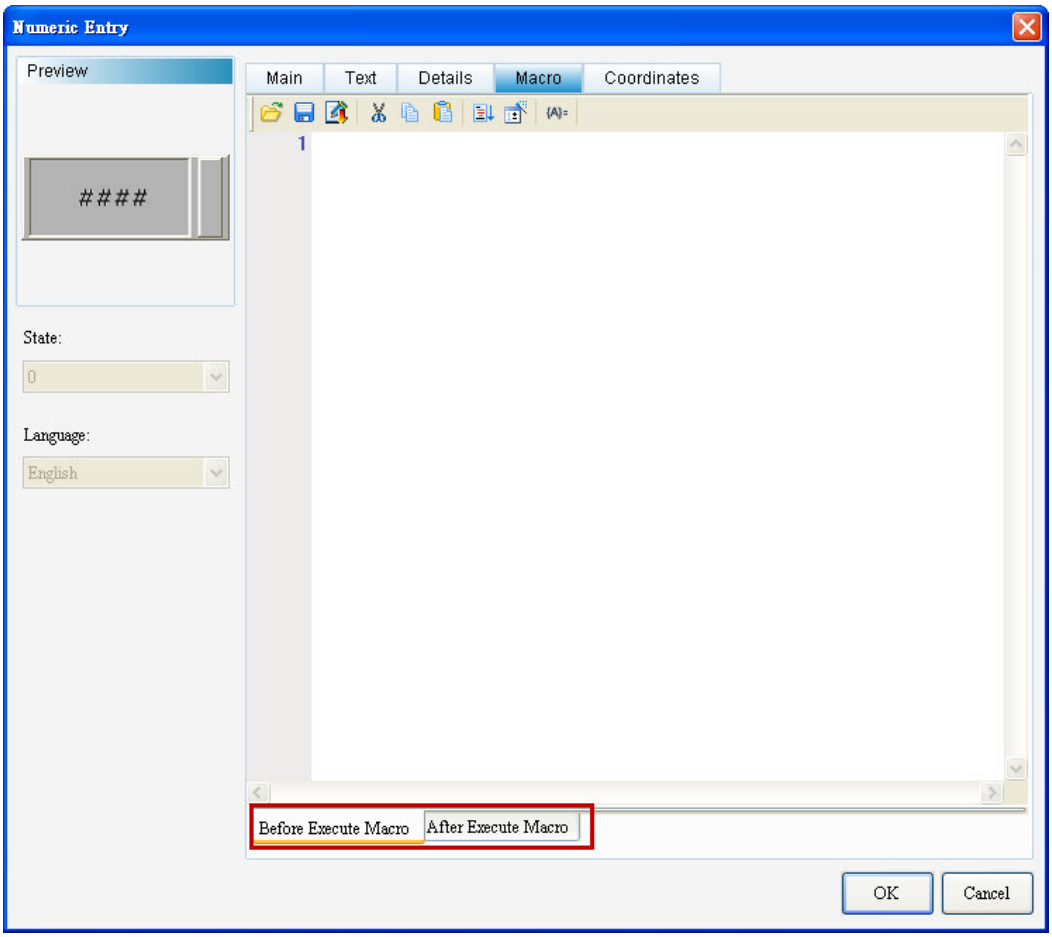
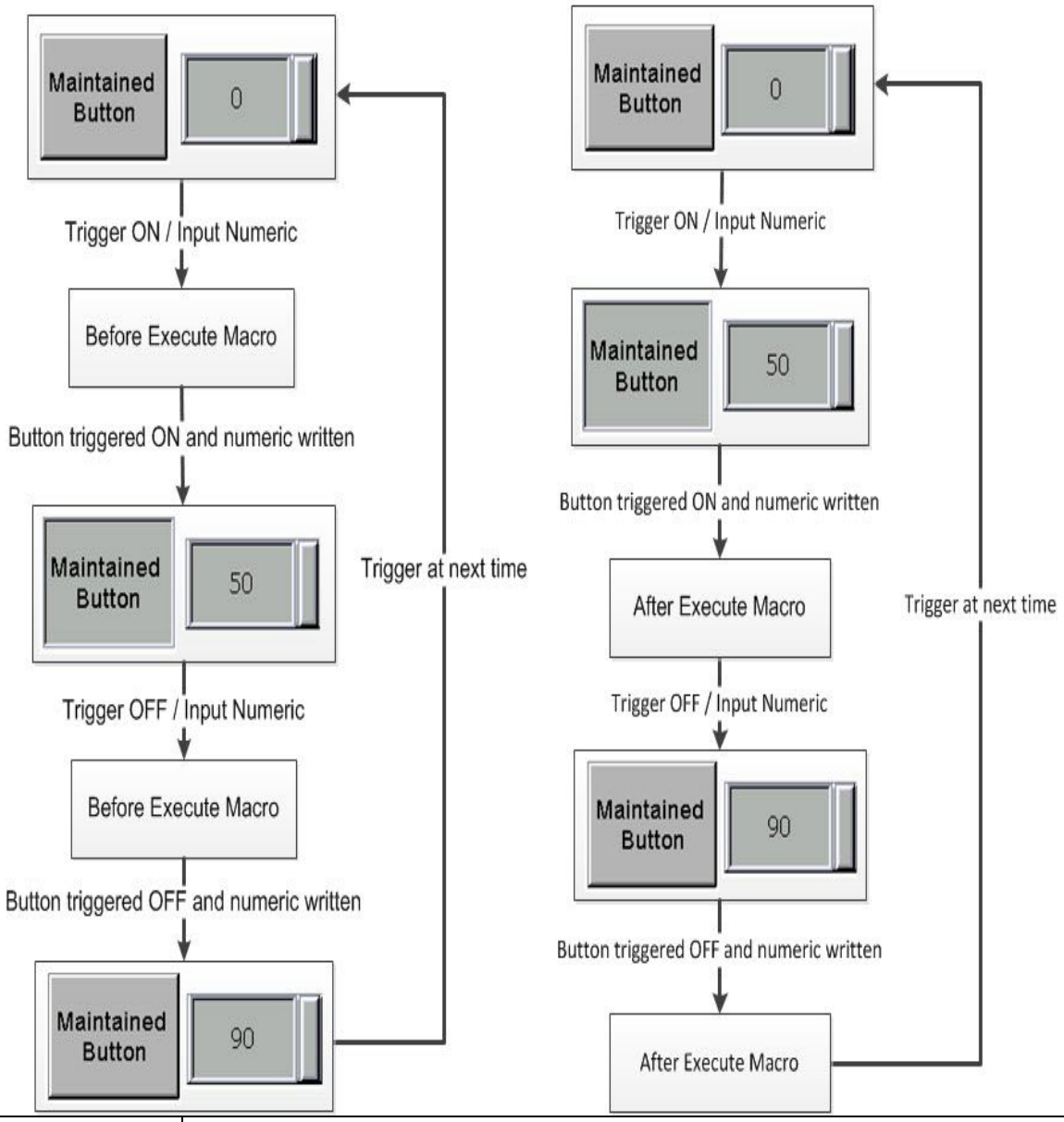


Figure 13-1-6 Numeric Entry—Element Position Properties Page

No.	Property	Function
(1)	➢ The before execute macro and after execute macro processes are diagrammed below: 	
	Before execute Macro	➢ When users touch the button element, HMI will first run the commands in the corresponding macro pre-action of the button action. If the button state is not changed by means of touching button (using external controller commands or other macros), HMI will not run the corresponding macro commands.
	After execute Macro	➢ After users touch the button element, HMI will first run the button action pre-action the commands in the corresponding macro. If the button state is not changed by means of touching button (using external controller commands or other macros), HMI will not run the corresponding macro commands.

13-2 Character Entry

A	Character Entry

Character Entry supports only the ASCII code. Therefore, only characters will be accepted for both display and input. Users can switch to the ASCII input mode from the ALT key as shown below.



Figure 13-2-1 ASCII Keyboard



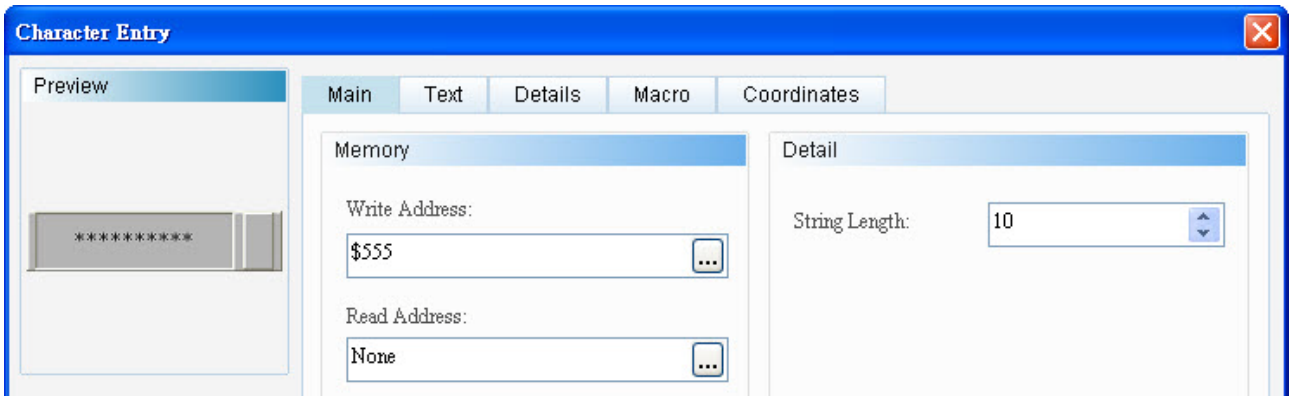
Figure 13-2-2 ASCII Keyboard

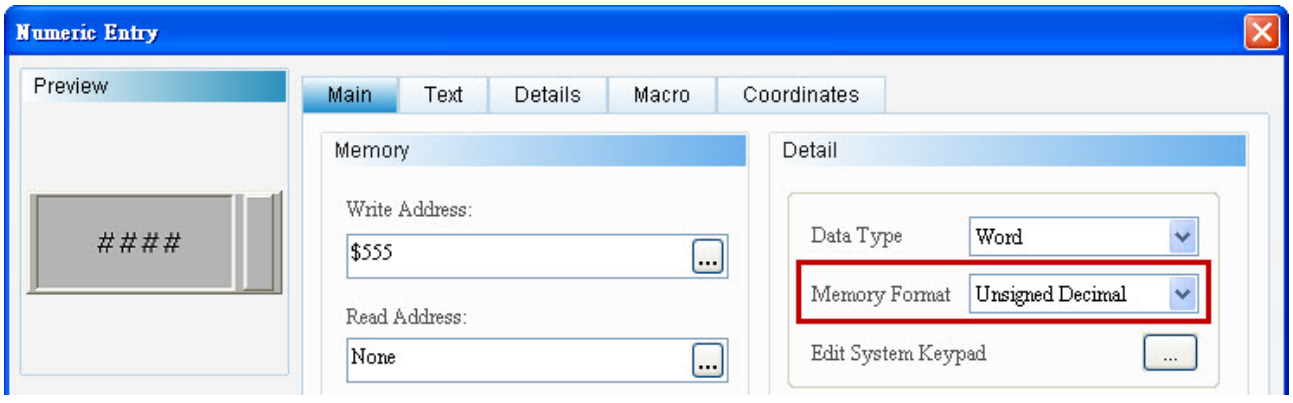
The following table shows the data format and character cross reference. The table below shows only characters from A to G, and the rest is in the same theory.

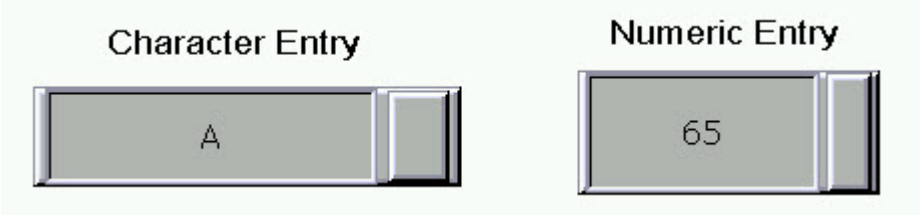
Unsigned Decimal	Hexadecimal	Character
65	41	A
66	42	B
67	43	C
68	44	D
69	45	E
70	46	F
71	47	G

Table 13-2-1 ASCII Conversion Table

As shown in Table 13-2-1, if users input the character **A** from the Character Entry element, the code **65 (Unsigned Decimal)** will be displayed on the Numeric Entry element.







Please refer to Table 13-2-2 Example of Character Entry below.

Example Character Entry

Table 13-2-2 Example of Character Entry

Read Memory Address

Character Entry Element		Numeric Entry Element	
Write Memory Address	$555	Write Memory Address	$555
			

Properties

Character Entry Element	
String Length	10

Numeric Entry Element			
Data Type	**Data Format**	**Integer Digit**	**Decimal Place**
Word	Unsigned Decimal	5	0

Execution Results

- After creating the element, compile and download it to the HMI. Next, input "A" from the Character Entry element, after displaying the corresponding ASCII code (A), the value "65" (unsigned decimal) will be displayed on the Numeric Entry element.

Input "A", and the value corresponding to this ASCII code will be written in the selected address ($555) and displayed as "65".



Double-click Character Entry to call out the Character Entry Properties screen as shown below.

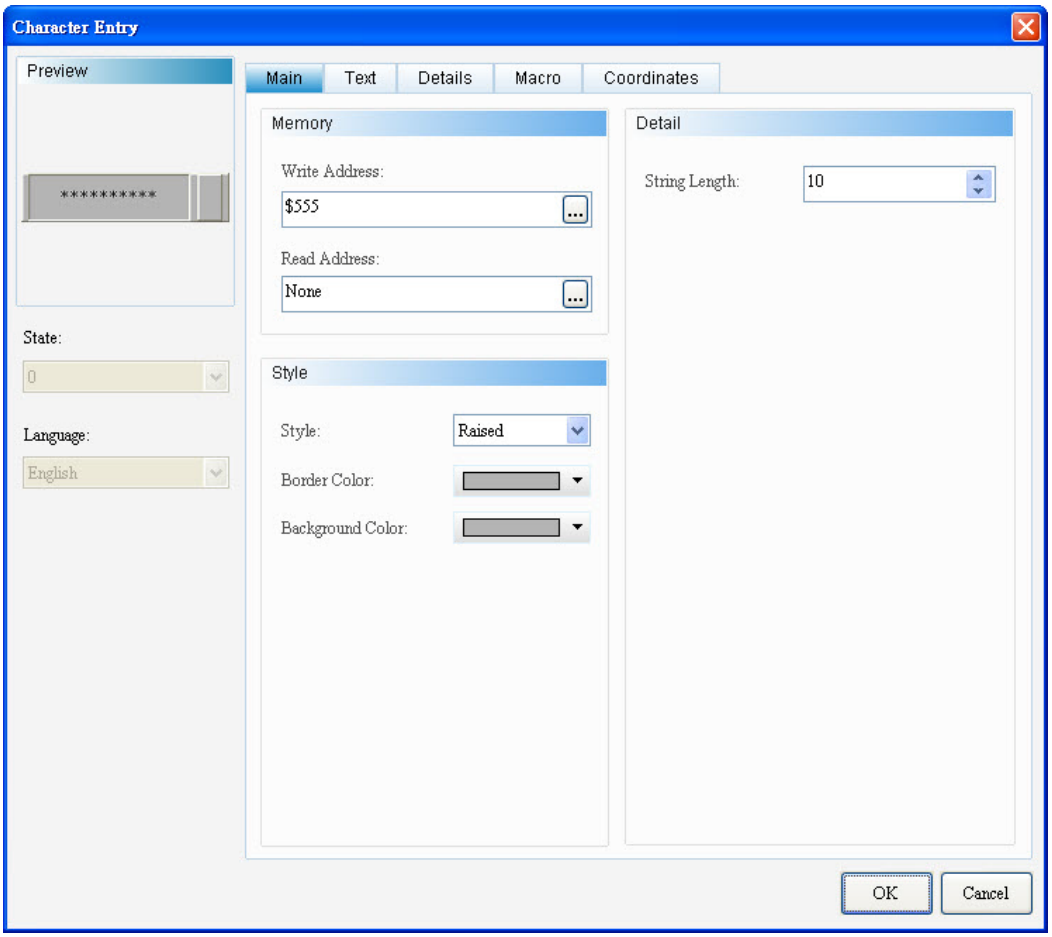


Figure 13-2-3 Character Entry Properties

Character Entry	
Function Page	**Content Description**
Preview	Supports neither multistate nor Multi-Language data display.
General	Sets Read Memory Address, Write Memory Address, Style, Background Color, Border Color. Set String Length.
Text	Sets the font type, font size, font color, and alignment of the text to be displayed.
Advanced	Sets Enable Input Methods, Interlock State, Interlock Address, Activation Methods, Activation Address, Invisible Address, User Security Level, Low Security, and Hide Character.
Position	Sets the X-Y coordinate, width, and height of elements.

Table 13-2-3 Character Entry Function Page

◆ General

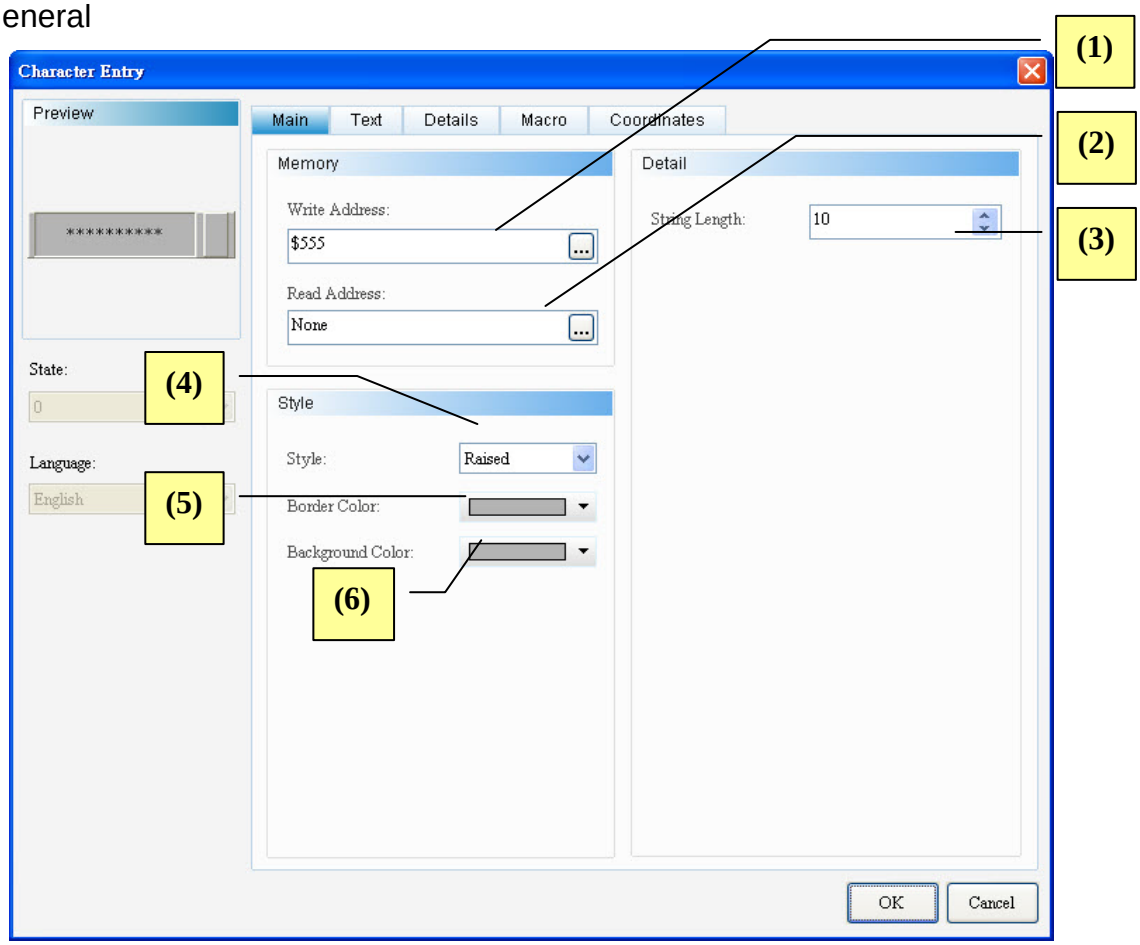
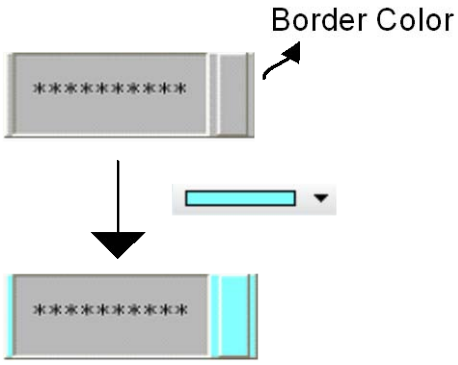
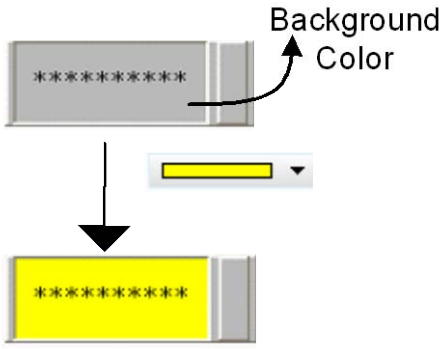


Figure 13-2-4 Character Entry Element General Properties Page

No.	Property	Function
(1)	Write Memory Address	➢ Selects the address of internal memory or controller register. ➢ Selects link name or Style. Please refer to 5-1 Buttons.
(2)	Read Memory Address	➢ Selects the address of internal memory or controller register. ➢ Selects link name or Style. Please refer to 5-1 Buttons.
(3)	String Length	➢ String Length: 1 to 256.
(4)	Style	➢ There are four Styles, including Standard, Raised, Sunken, and Transparent. Users can change the element appearance. Standard: ********** / Raised: ********** / Sunken: ********** / Transparent: **********
(5)	Border Color	➢ Sets border color of elements. ➢ When Style is “Transparent” or “Sunken”, Border Color is disabled.

No.	Property	Function
		
(6)	Background Color	➢ Sets background color of elements. ➢ When Style is “Transparent”, background color is disabled. 

◆ Text

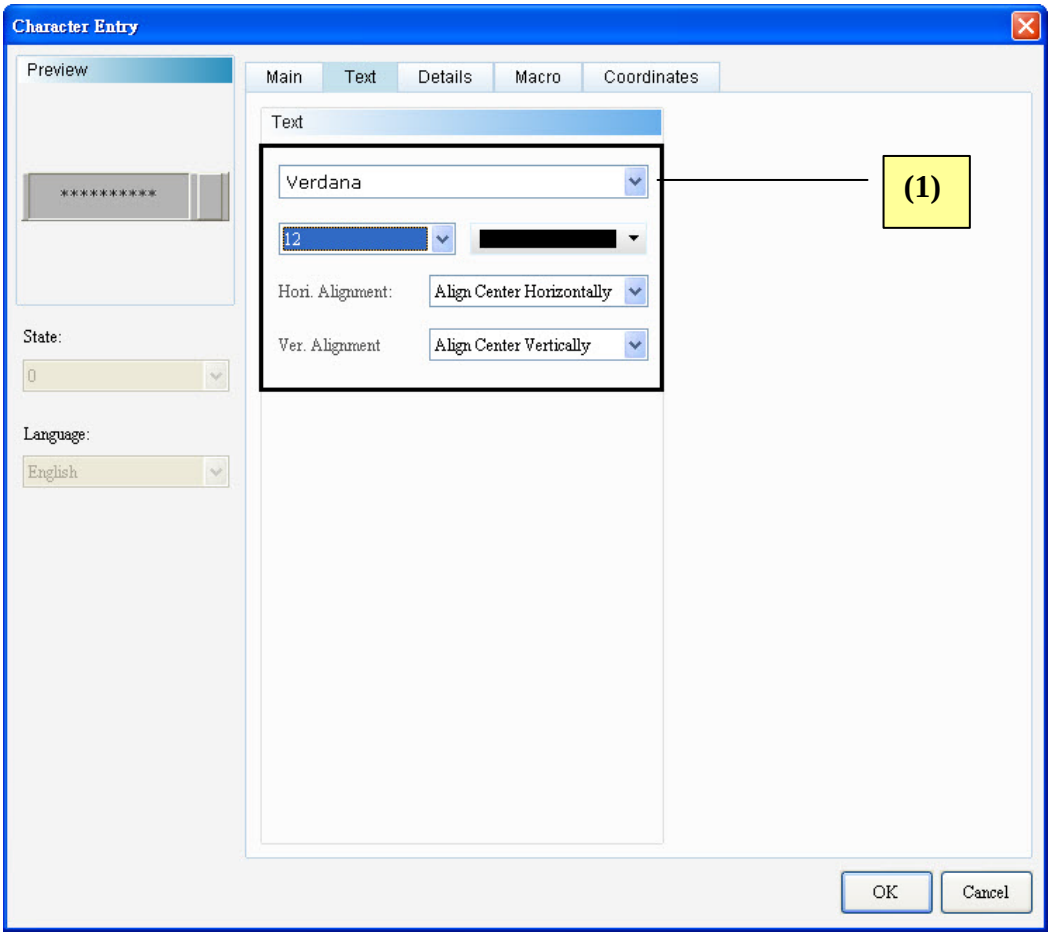


Figure 13-2-5 Character Entry Element Text Properties Page

No.	Property	Function
(1)	**Text Properties**	➢ Sets text properties, including font type, font size, font color, and text alignment.

◆ Advanced

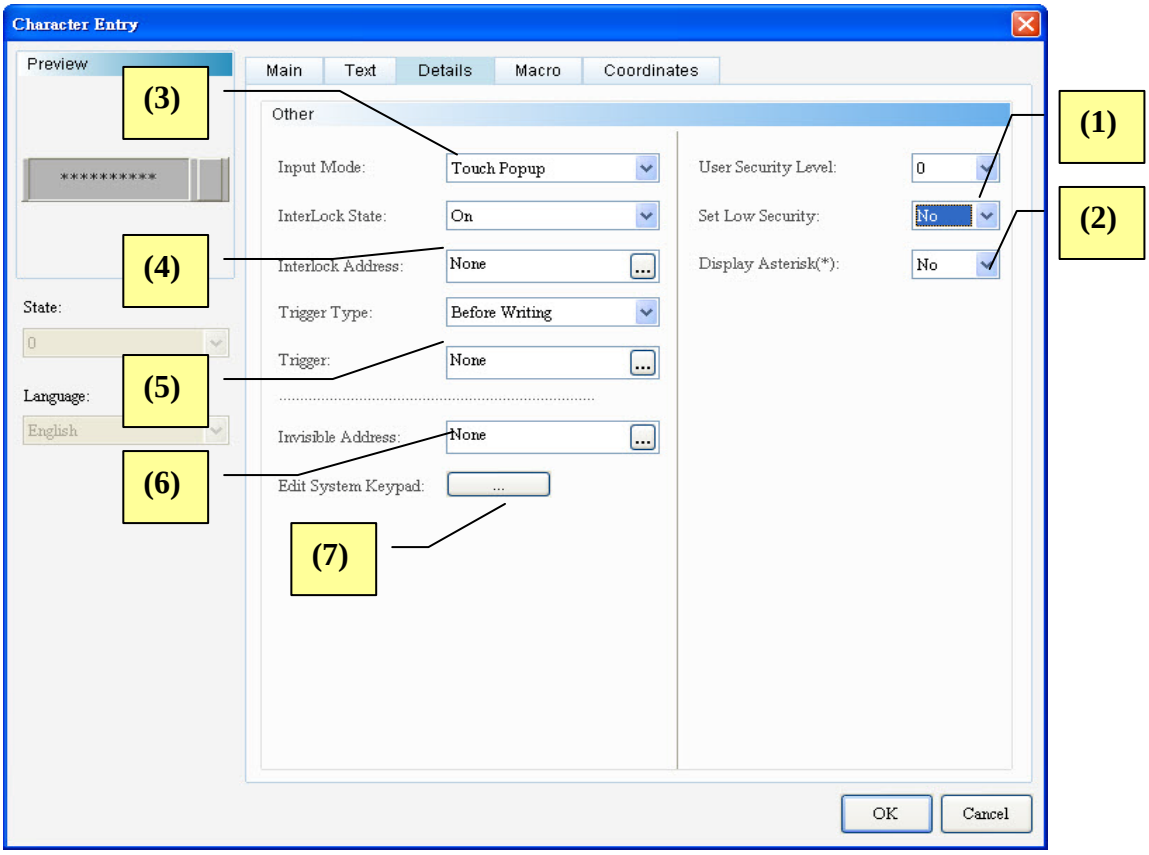
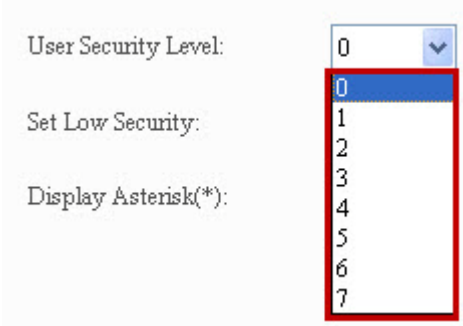
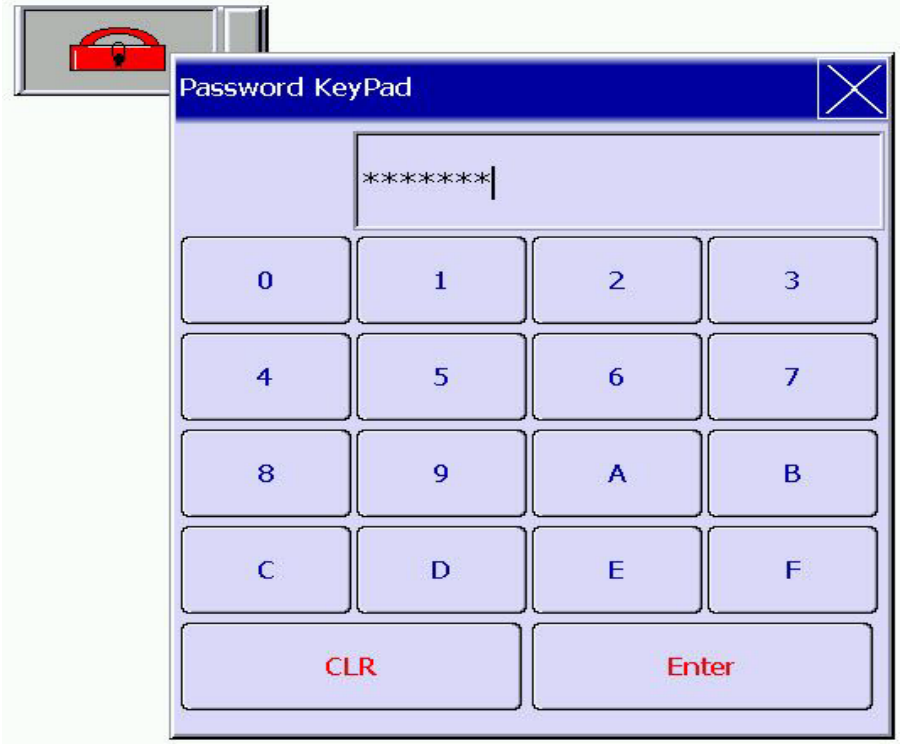
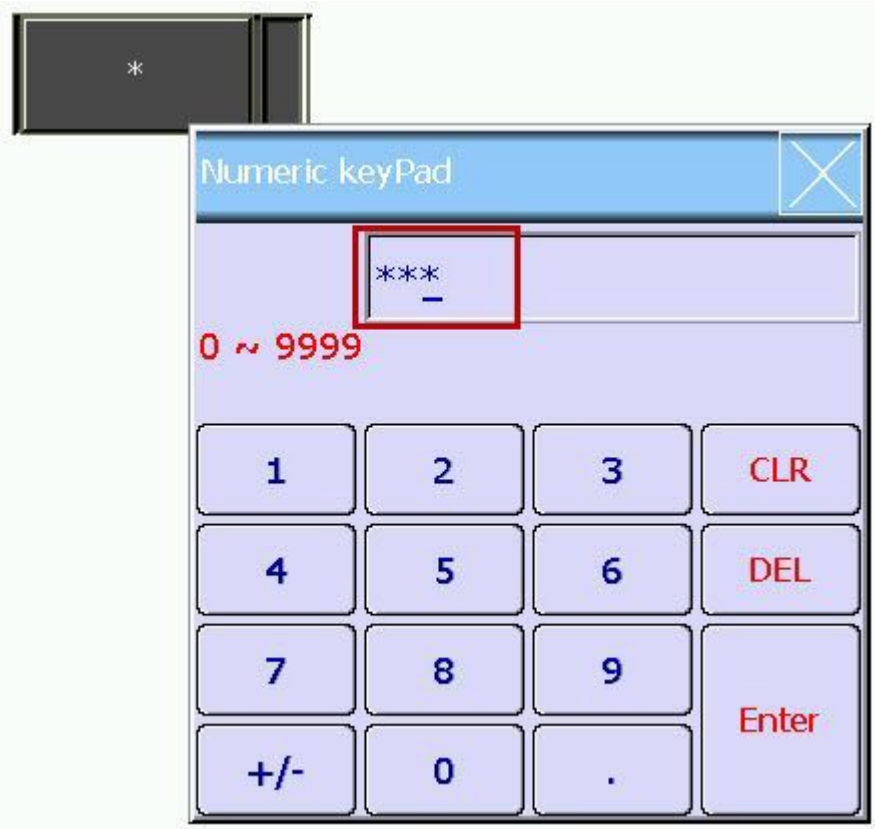
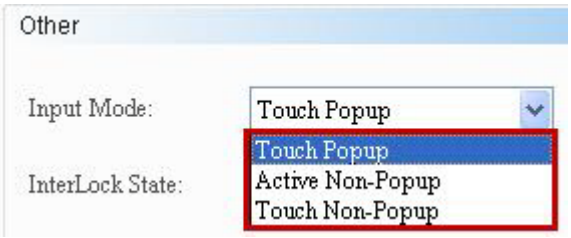
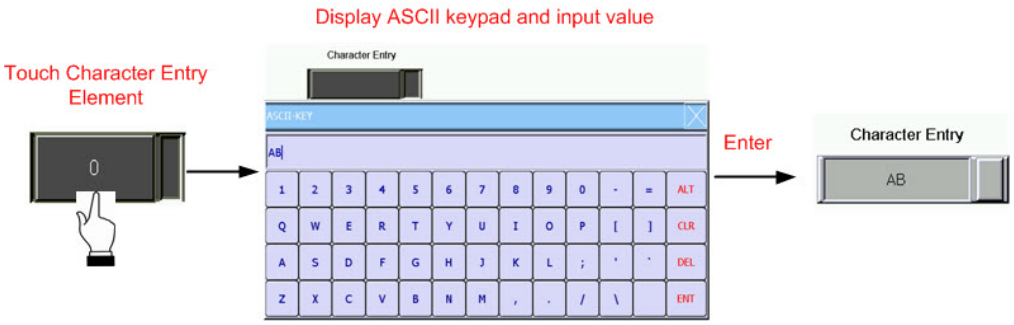
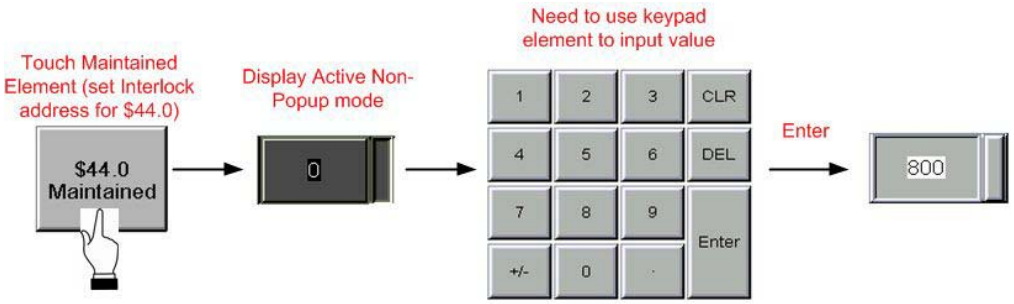
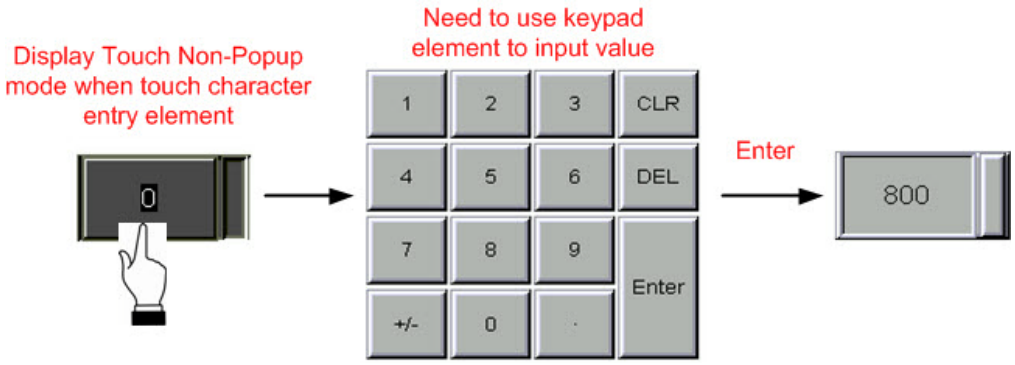


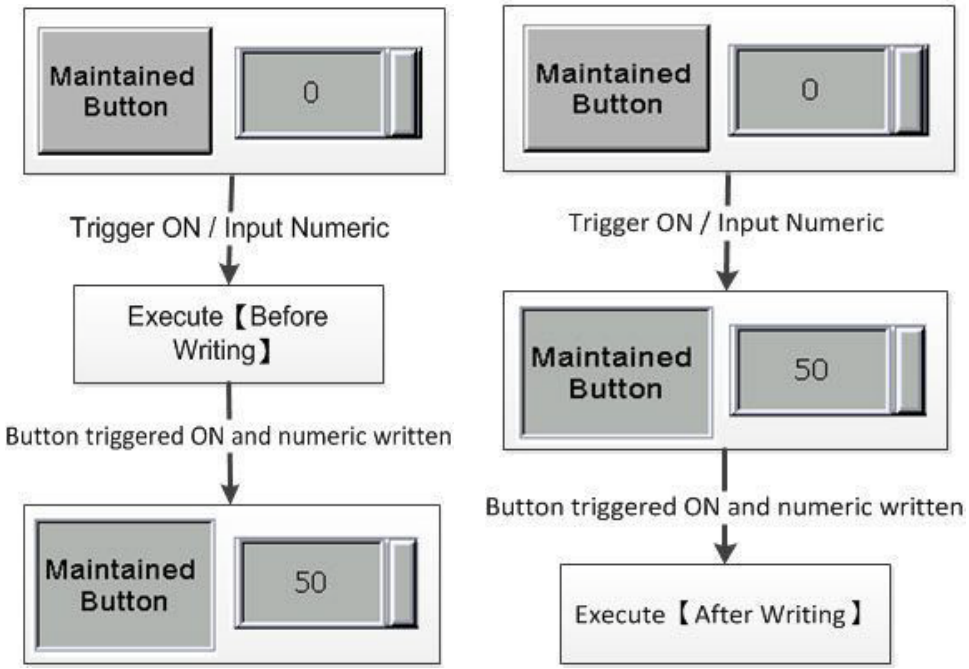
Figure 13-2-6 Character Entry Element Advanced Properties Page

No.	Property	Function
(1)	User Security Level	
	Set Low Security	➢ Sets the user security level of element activities. Only users with equal or higher security level corresponding to the element can activate the element. ➢ After setting the user security level, when users activate the element, the password box will pop up and request users to input the password (the password can be changed from the password setup element, please see 5-7 Password Table).

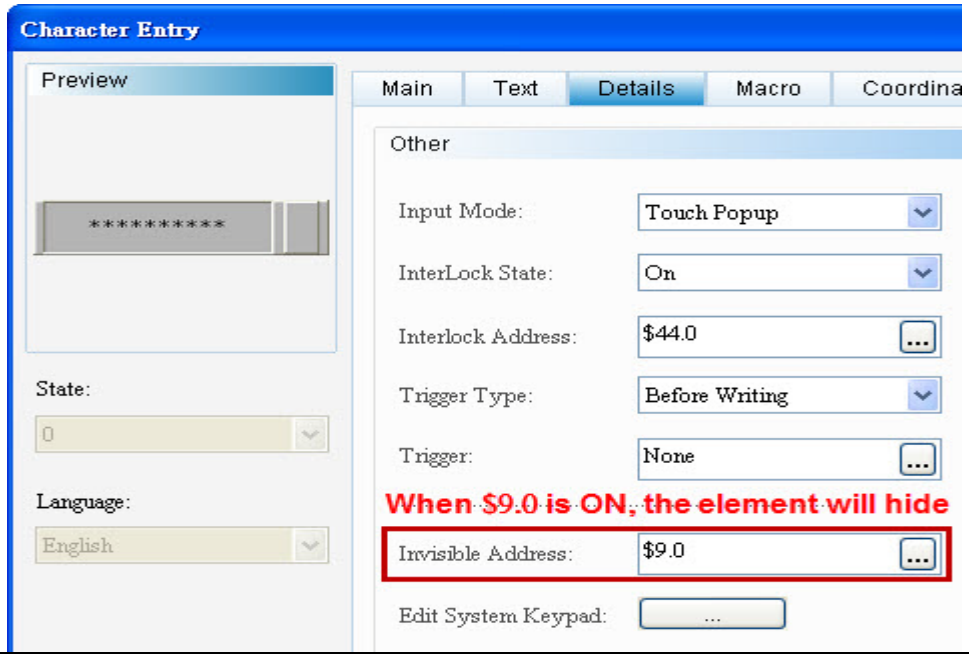
No.	Property	Function
		 ➢ If “YES” is selected for Set Low Security, HMI automatically sets the security to the lowest level every time users input the password. When users activate the element again, they will be requested to input again the password corresponding to the element.
(2)	Display Asterisk	➢ If “YES” is selected for Hide Character, all numbers input from the numeric keypad will be displayed as “***”, i.e. characters are hidden, as shown below.

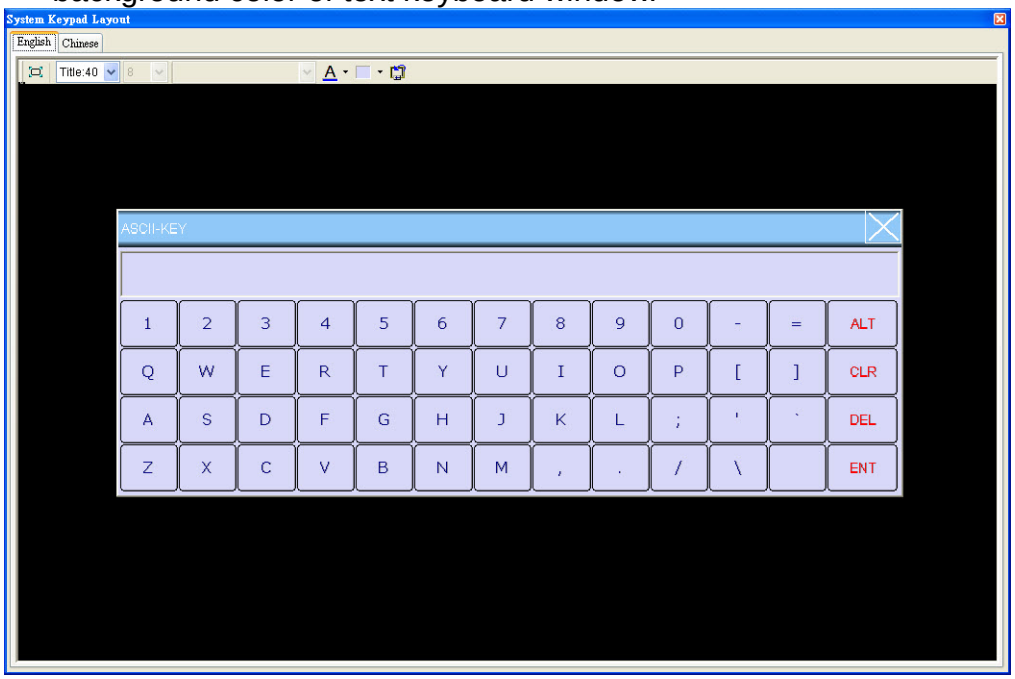
No.	Property	Function
		
(3)	Enable Input Methods	➢ Enable Input Methods include touch popup, active non-popup, and touch non-popup. “Touch Popup” is the default input method for Character Entry.  ➢ Touch Popup means after touching a Character Entry element, the keyboard will pop up.  ➢ No numeric keypad will pop up for both Active non-Popup and Touch non-Popup. Users must create an additional keypad

No.	Property	Function
		element to operate the HMI. ➢ Active non-Popup must be used along with Interlock Address. Set the interlock address of the Character Entry element as “$44.0”, and create a maintained element and set its write memory address as “$44.0”:  ➢ Like the case of Active non-Popup, no keyboard will pop up in Touch non-Popup. Therefore, an additional keyboard is needed to input text. 
(4)	Interlock State	➢ Interlock Address allows users to operate an element from this particular address. It must be used along with Interlock State. If Interlock State is “OFF”, this means the interlock address is operable when the interlock state is “OFF”. In contrast, when Interlock State is “ON”, this means the interlock address is operable when the interlock state is “ON”. ➢ The operations are as follows: 1. First, create a maintained button and set its write memory

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td></td><td>Interlock Address</td><td>address as “$44.0”. Next, set its write memory as “$555” from the Character Entry element and the interlock address of the Character Entry element as “$44.0”.
2. To make Character Entry Element $555 operable, press the maintained button $44.0 to enable $555.
 
</td></tr>
<tr><td rowspan="2">(5)</td><td>Trigger type</td><td>➢ Trigger type include before writing and after writing.
<table><tr><td rowspan="2">Trigger type</td><th>Before writing</th><th>After writing</th></tr><tr><td>The activation bit is ON before changing values.</td><td>Values are changed before the activation bit is ON.</td></tr></table></td></tr>
<tr><td>Trigger</td><td>➢ As the activation function only sets the activation address to ON, users must set the activation address of OFF before re-activation.
➢ Before writing: After writing:
 
</td></tr>
<tr><td>(6)</td><td>Invisible Address</td><td>➢ When Invisible Address is “ON”, the button element is hidden, and the corresponding function is disabled.</td></tr>
</table>

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td></td><td></td><td>

</td></tr>
<tr><td>(7)</td><td>Edit System Keyboard</td><td>
➢ Edit System Keyboard allows users to adjust keyboard size; title size; the font size, font type and font color of data display; and the background color of text keyboard window.


<table>
<tr><td></td><td>Selects system keyboard size</td></tr>
<tr><td>Title:40</td><td>Sets title height</td></tr>
<tr><td>10</td><td>Sets font size</td></tr>
</table>
</td></tr>
</table>

No.	Property	Function			
				Selects font type	
				Sets font color	
				Selects background color	
				Default size	

◆ Location

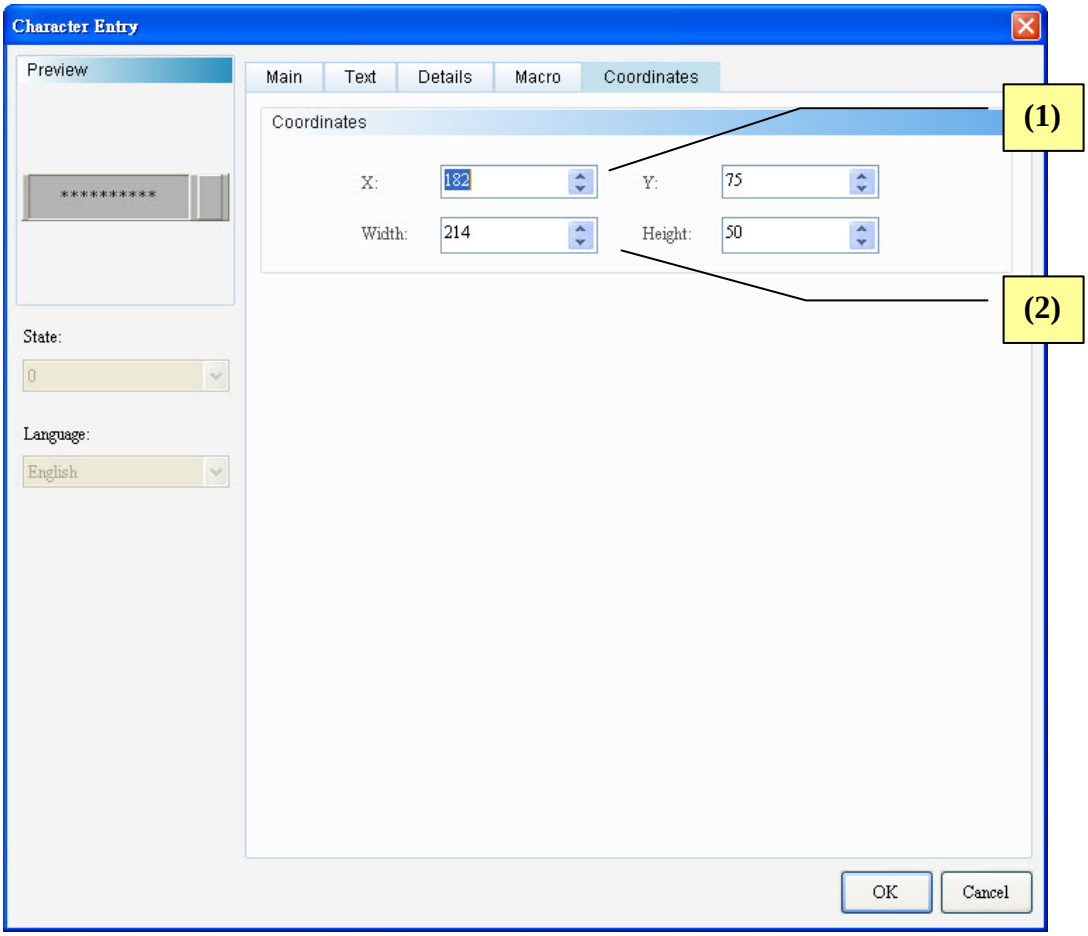


Figure 13-2-7 Character Entry Element Position Properties Page

No.	Property	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

◆ Macro

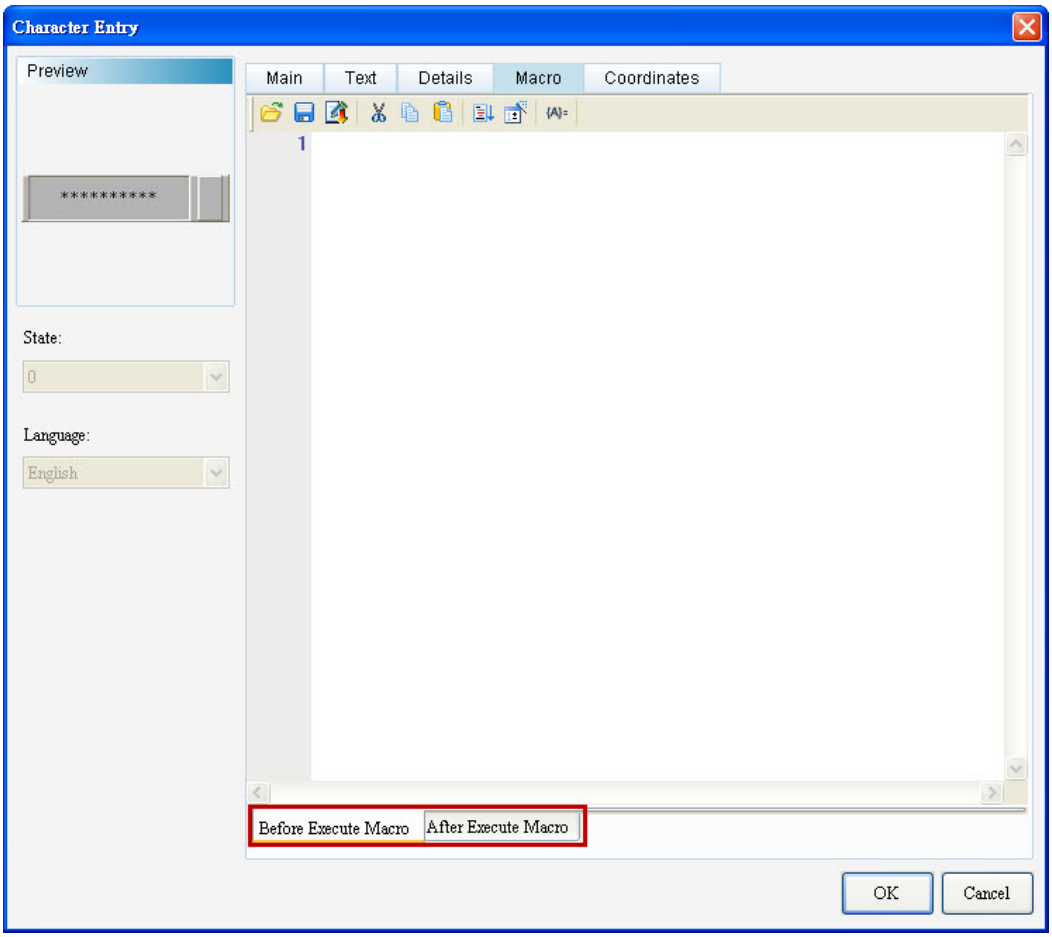
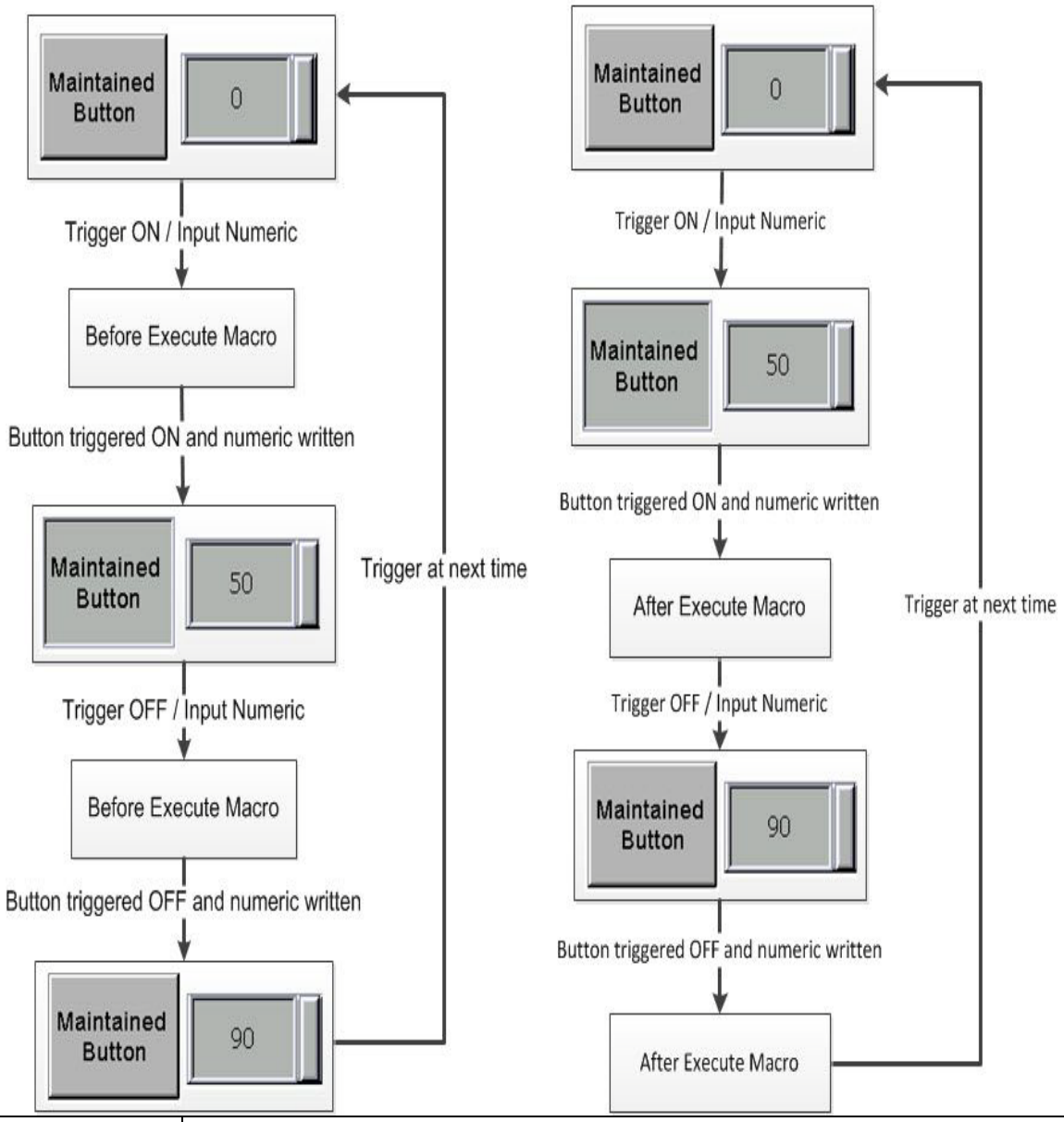


Figure 13-2-8 Character Entry—Element Position Properties Page

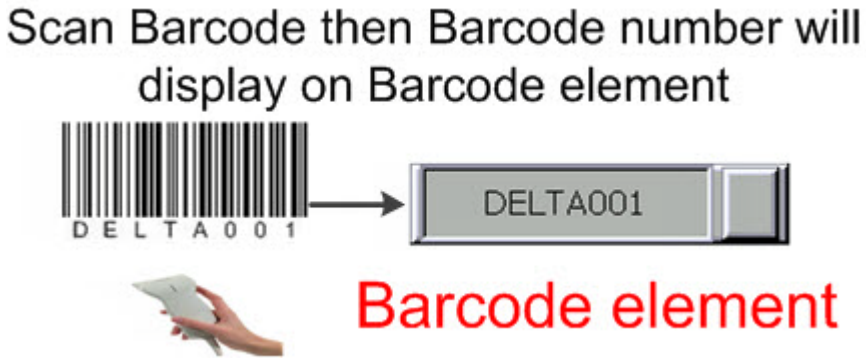
No.	Property	Function
(1)		➢ The before execute macro and after execute macro processes are diagrammed below: 
	Before execute Macro	➢ When users touch the button element, HMI will first run the commands in the corresponding macro pre-action of the button action. If the button state is not changed by means of touching button (using external controller commands or other macros), HMI will not run the corresponding macro commands.
	After execute Macro	➢ After users touch the button element, HMI will first run the button action pre-action the commands in the corresponding macro. If the button state is not changed by means of touching button (using external controller commands or other macros), HMI will not run the corresponding macro commands.

13-3 Barcode

	Barcode

Barcode supports only the ASCII 1D barcode. The display and input formats are the same as that of Character Entry. The HMI supports all barcode readers requiring no additional drivers.

Please refer to Table 13-3-1 Example of Barcode below.

<table>
<tr><th colspan="3">Example of Barcode
Table 13-3-1 Example of Barcode</th></tr>
<tr><td>Read Memory Address</td><td><table><tr><th colspan="2">Barcode Element</th></tr><tr><td>Write Memory Address</td><td>$555</td></tr><tr><td colspan="2"> 
</td></tr></table></td><td></td></tr>
<tr><td>Properties</td><td><table><tr><th colspan="2">Barcode Element</th></tr><tr><td>String Length</td><td>10</td></tr></table></td><td></td></tr>
<tr><td>Execution Results</td><td colspan="2">➢ After creating the element, compile and download it to the HMI. Next, connect the barcode reader to HMI. HMI will beep once after identifying it. Then, scan the barcode, and it will appear on the Barcode Element.
 
</td></tr>
</table>

Double-click Barcode to call out the Barcode Properties screen as shown below.

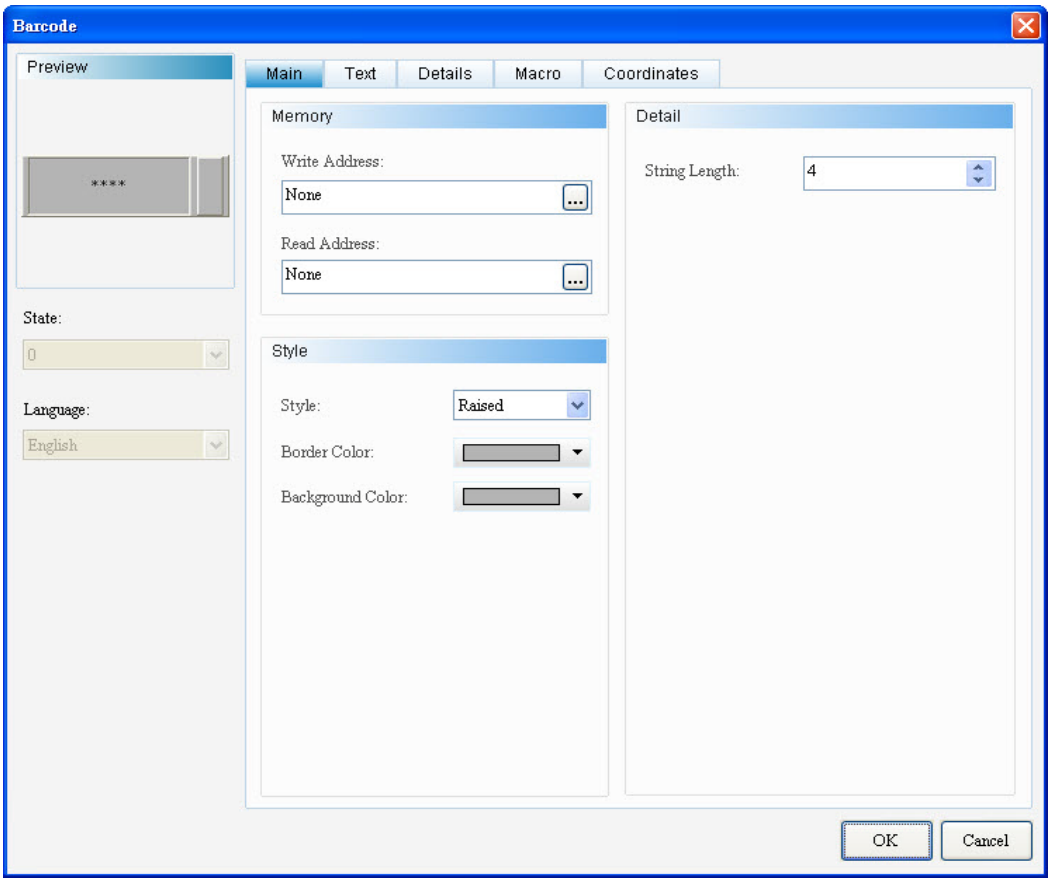


Figure 13-3-1 Barcode Properties

Barcode	
Function Page	**Content Description**
Preview	Supports neither multistate nor Multi-Language data display.
General	Sets Read Memory Address, Write Memory Address, Style, Background Color, Border Color. Set String Length.
Text	Sets the font type, font size, font color, and alignment of the text to be displayed.
Advanced	Sets Enable Input Methods, Popup Enable Address, Interlock State, Interlock Address, Activation Methods, Activation Address, Invisible Address, User Security Level, Low Security, and Hide Character.
Position	Sets the X-Y coordinate, width, and height of elements.

Table 13-3-2 Barcode Function Screen

◆ General

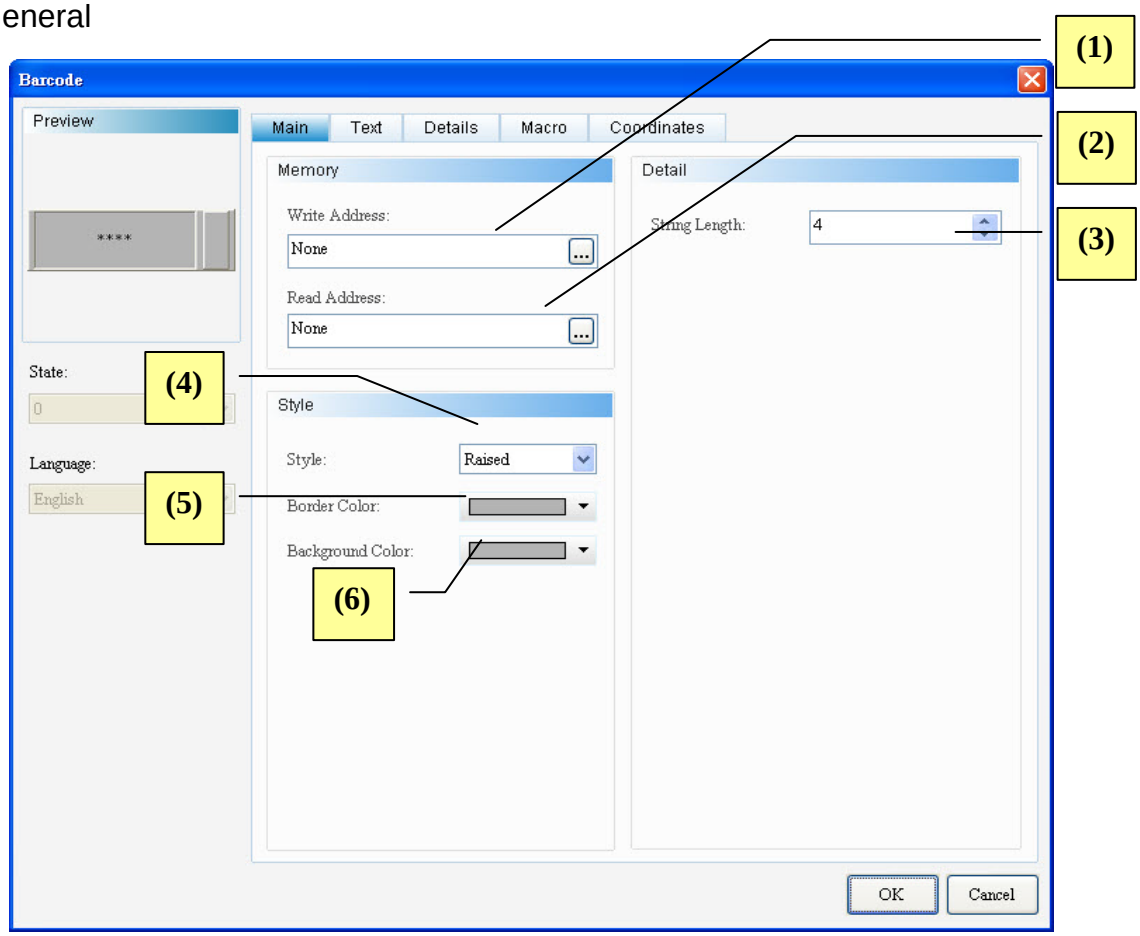
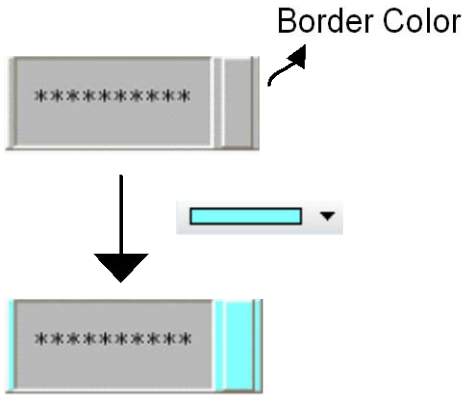
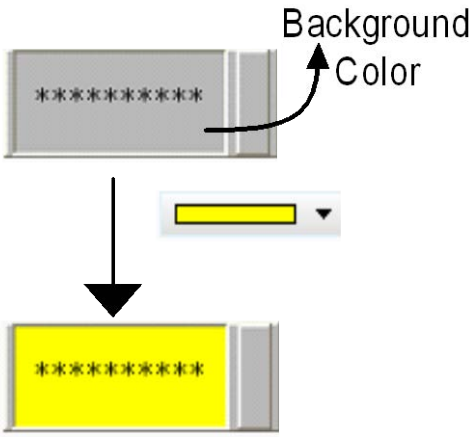


Figure 13-3-2 Barcode Element General Properties Page

No.	Property	Function
(1)	Write Memory Address	➢ Selects the address of internal memory or controller register. ➢ Selects link name or Style. Please refer to 5-1 Buttons.
(2)	Read Memory Address	➢ Selects the address of internal memory or controller register. ➢ Selects link name or Style. Please refer to 5-1 Buttons.
(3)	String Length	➢ String Length: 1 to 256.
(4)	Style	➢ There are four Styles, including Standard, Raised, Sunken, and Transparent. Users can change the element appearance. Standard: ********** / Raised: ********** / Sunken: ********** / Transparent: **********
(5)	Border Color	➢ Sets border color. ➢ When Style is “Transparent” or “Sunken”, Border Color is disabled.

No.	Property	Function
		
(6)	Background Color	➢ Sets background color of elements. ➢ When Style is “Transparent”, background color is disabled. 

◆ Text

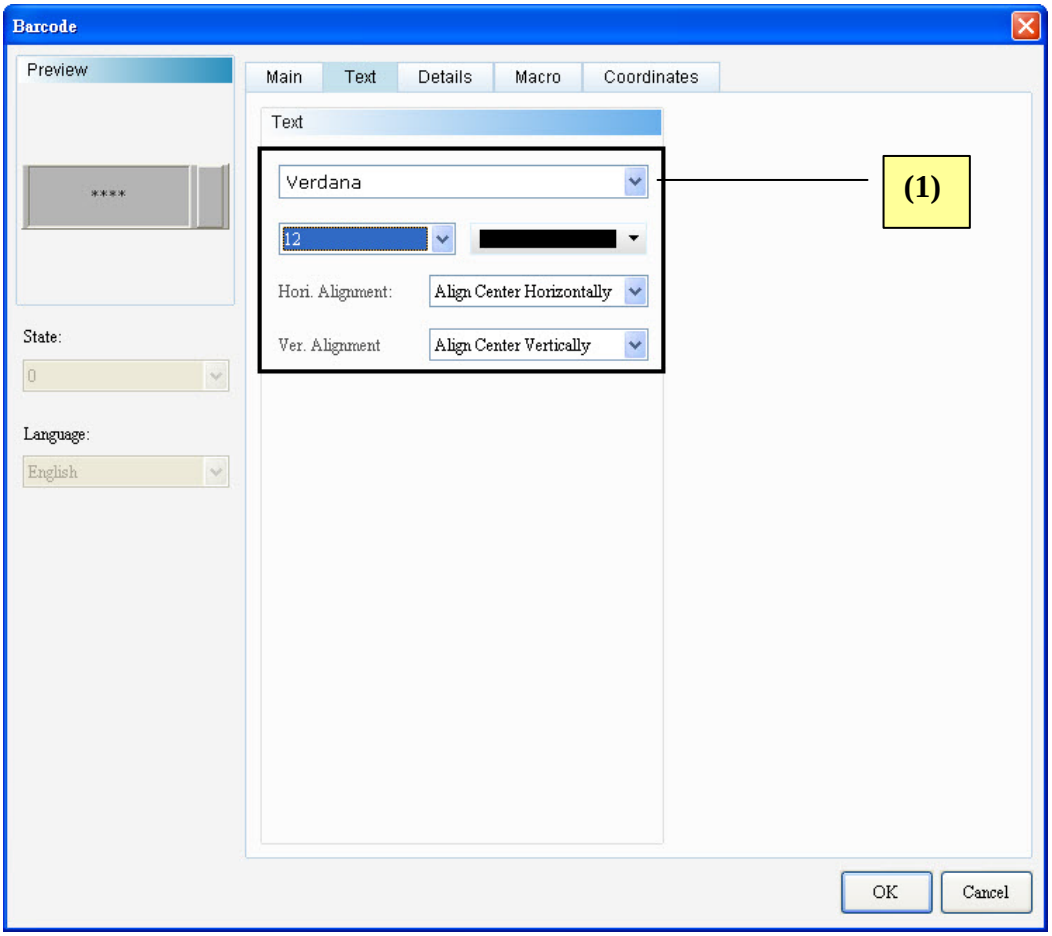


Figure 13-3-3 Barcode Element Text Properties Page

No.	Property	Function
(1)	**Text Properties**	➢ Sets text properties, including font type, font size, font color, and text alignment.

◆ Advanced

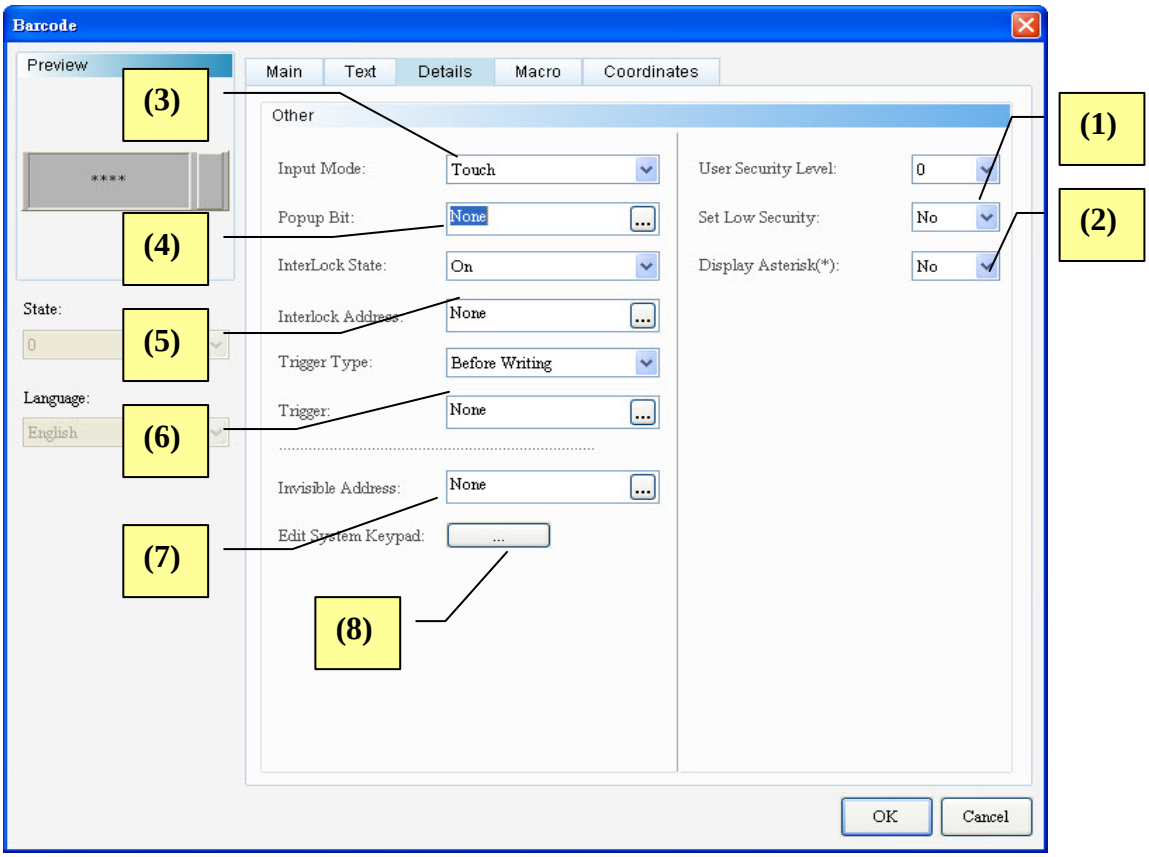
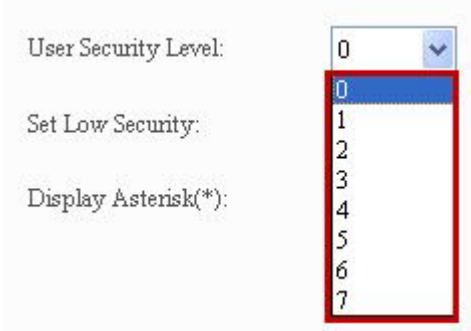
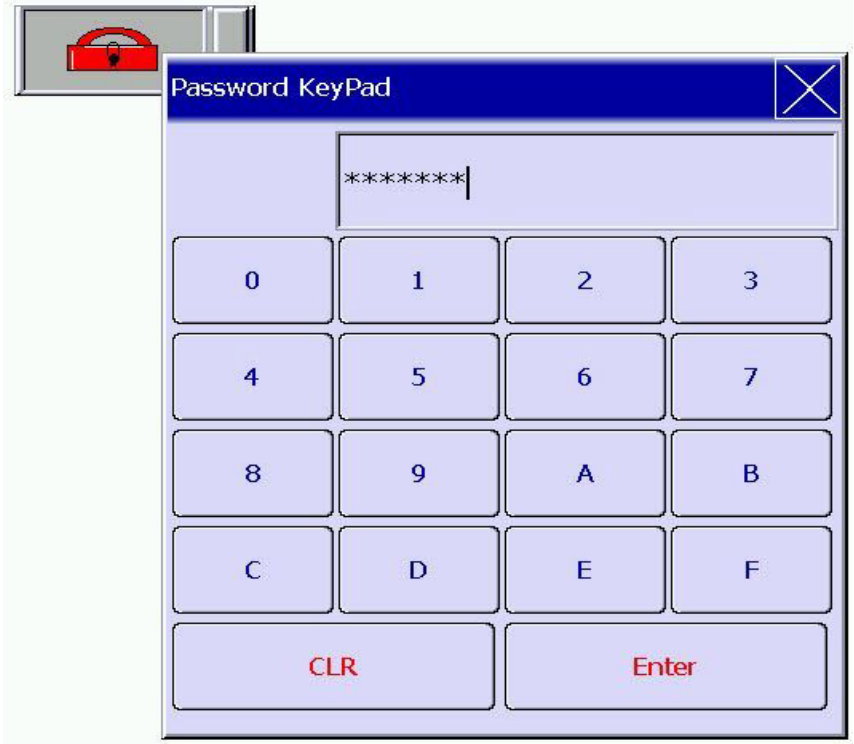
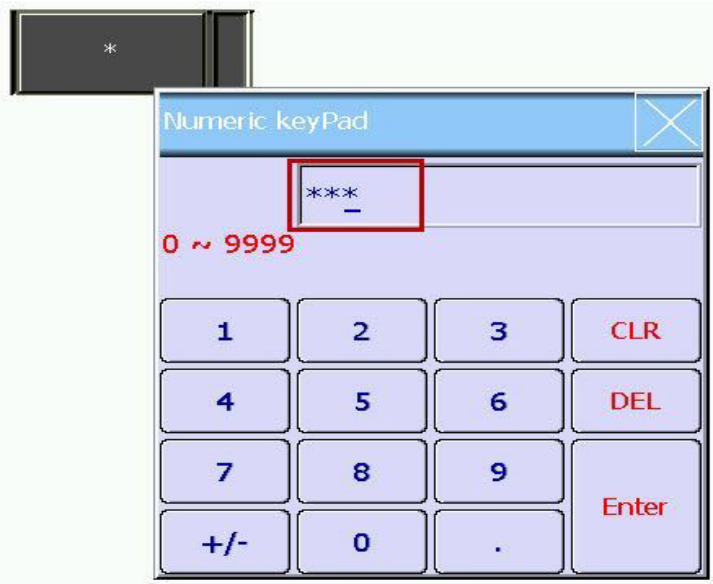
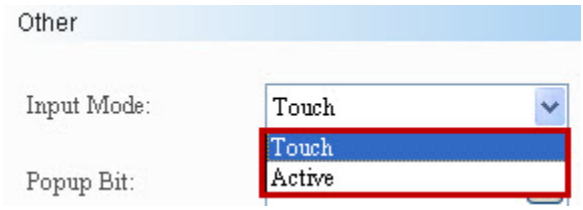
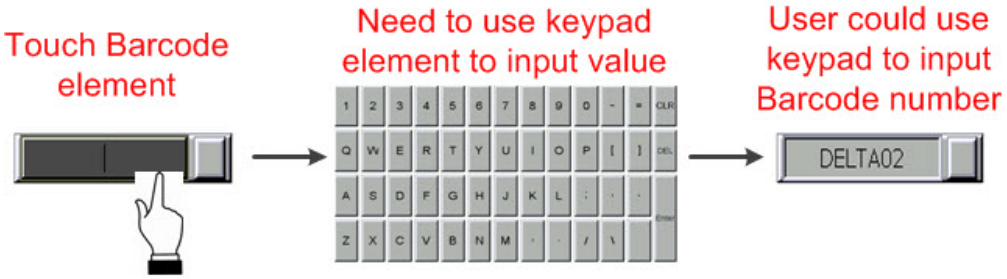
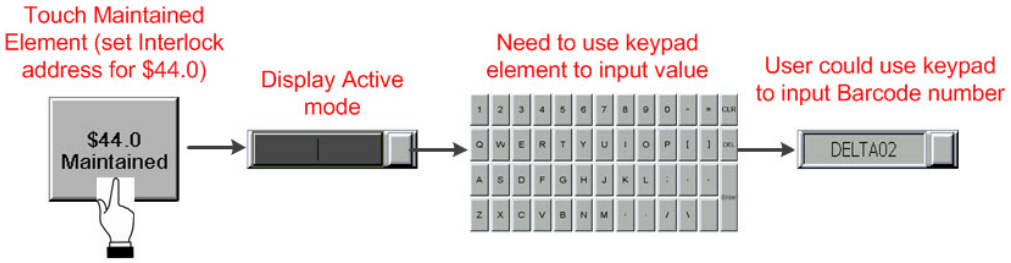
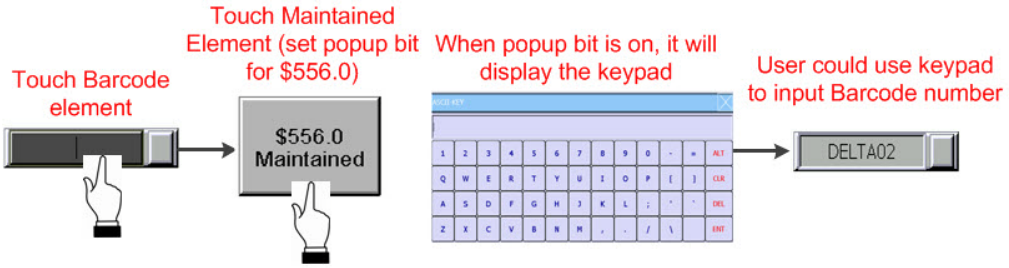


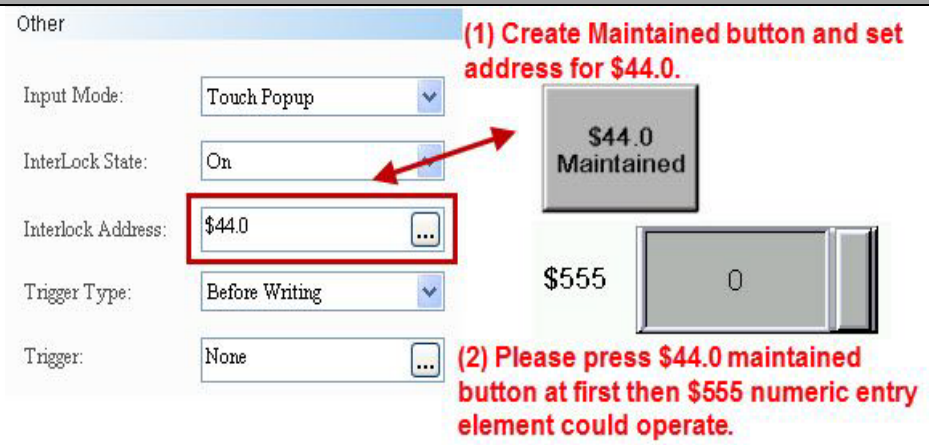
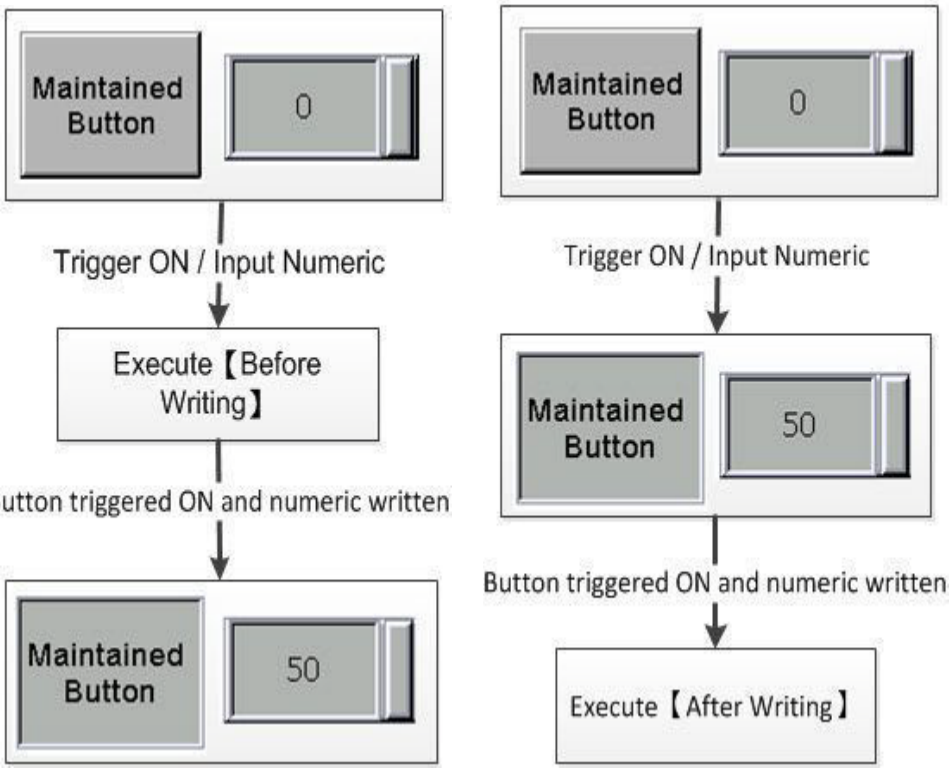
Figure 13-3-4 Barcode Element Advanced Properties Page

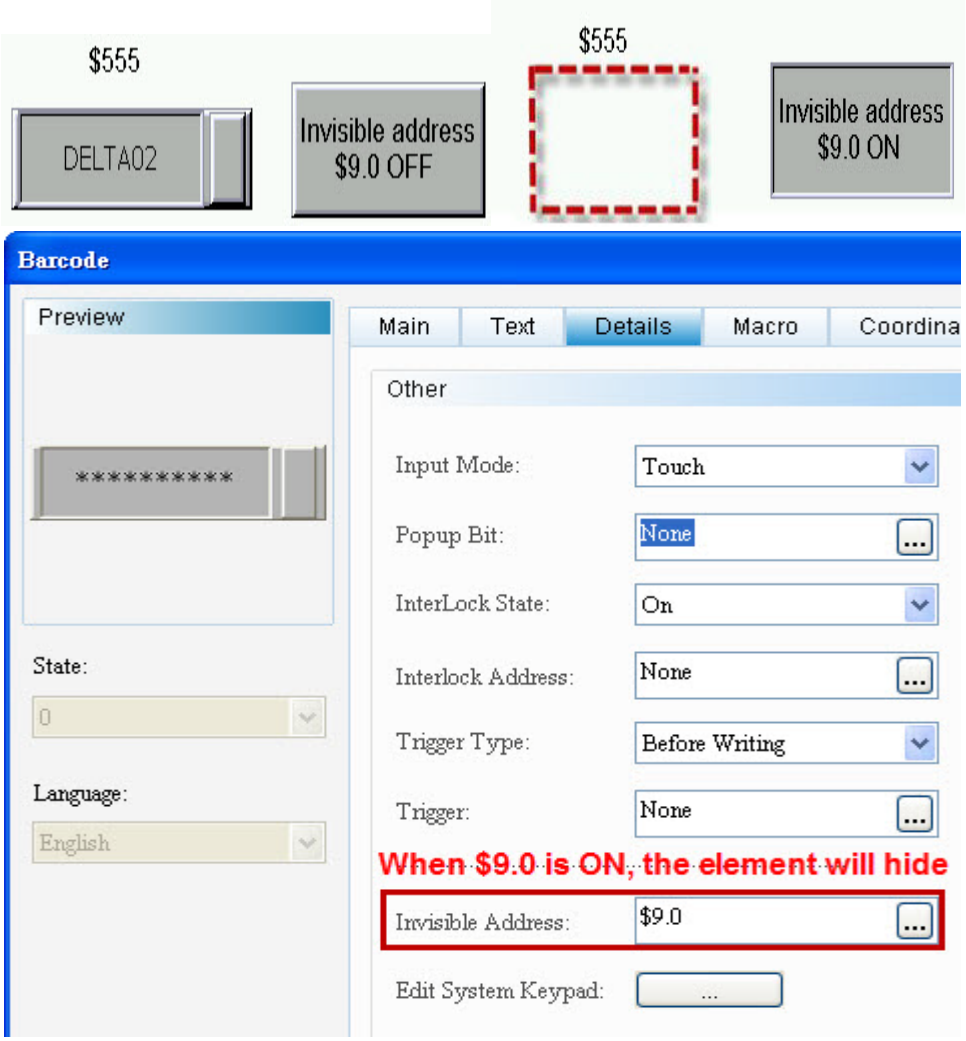
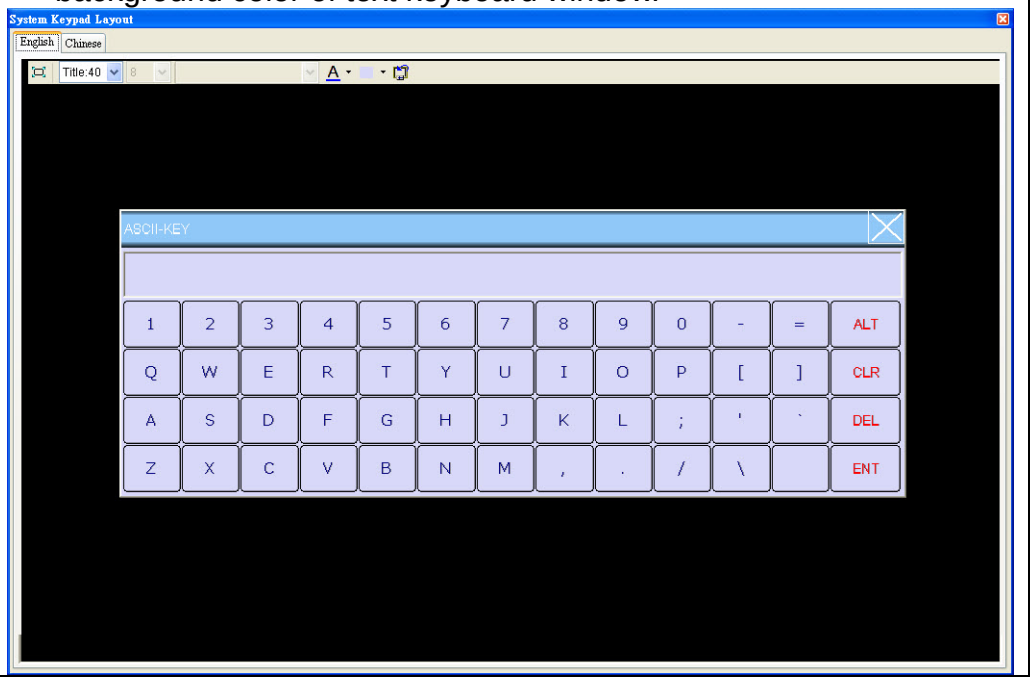
No.	Property	Function
(1)	User Security Level Set Low Security	 ➢ Sets the user security level of element activities. Only users with equal or higher security level corresponding to the element can activate the element. ➢ After setting the user security level, when users activate the element, the password box will pop up and request users to input the password (the password can be changed from the password setup element, please see 5-7 Password Table).

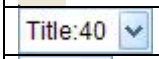
No.	Property	Function
		 ➢ If “YES” is selected for Set Low Security, HMI automatically sets the security to the lowest level every time users input the password. When users activate the element again, they will be requested to input again the password corresponding to the element.
(2)	Display Asterisk	➢ If “YES” is selected for Hide Character, all numbers input from the numeric keypad will be displayed as “***”, i.e. characters are hidden, as shown below. 

No.	Property	Function
(3)	Input Mode	➢ Input Mode include touch and active. “Touch” is the default input method for Barcode elements.  ➢ Touch means after touching the Barcode element, the element blinks and scans the barcode or use keypad to input numeric. The element will not be displayed until a barcode is scanned.   ➢ Active must be used along with Interlock Address. Set the interlock address of the Barcode element as “$44.0”, and create a maintained element and set its write memory address as “$44.0”. Also, set Enable Input Methods to “Active” to directly input a barcode from a barcode reader or additional keyboard. 

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td></td><td></td><td> 
</td></tr>
<tr><td>(4)</td><td>Popup Bit</td><td>➢ Popup bit allows users to input barcodes on their own. “ON” means users can input barcodes manually; while “NO” means manual input is disabled.
➢ Popup bit can only be used when Input Mode is set to “Touch”. If Input Mode is set to “Active”, it means no keyboard will pop up, and Popup bit is disabled.
➢ Input Mode as “Touch”:
■ Set Popup bit of Barcode Element as $556.0. After touching the Barcode element, activate Popup bit, and the ASCII keyboard will pop up.
 
</td></tr>
<tr><td rowspan="2">(4)</td><td>Interlock State</td><td rowspan="2">➢ Interlock Address allows users to operate an element from this particular address. It must be used along with Interlock State. If Interlock State is “OFF”, this means the interlock address is operable when the interlock state is “OFF”. In contrast, when Interlock State is “ON”, this means the interlock address is operable when the interlock state is “ON”.
➢ The operations are as follows:
1. First, create a maintained button and set its write memory address as “$44.0”. Next, set its write memory as “$555” from the Numeric Entry element and the interlock address of the Character Entry element as “$44.0”
2. To make Barcode Element $555 operable, press the maintained button $44.0 to enable $555.</td></tr>
<tr><td>Interlock Address</td></tr>
</table>

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td></td><td></td><td> 
</td></tr>
<tr><td rowspan="2">(5)</td><td>Trigger type</td><td>➢ Trigger type include before writing and after writing.
<table>
<tr><td rowspan="2">Trigger type</td><th>Before writing</th><th>After writing</th></tr>
<tr><td>The activation bit is ON before changing values.</td><td>Values are changed before the activation bit is ON.</td></tr>
</table>
➢ As the activation function only sets the activation address to ON, users must set the activation address of OFF before re-activation.
➢ Before writing: After writing

</td></tr>
<tr><td>Trigger</td></tr>
<tr><td>(6)</td><td>Invisible Address</td><td>➢ When Invisible Address is “ON”, the button element is hidden, and the corresponding function is disabled.</td></tr>
</table>

No.	Property	Function
		
(7)	Edit System Keyboard	➢ Edit System Keyboard allows users to adjust keyboard size; title size; the font size, font type and font color of data display; and the background color of text keyboard window. 

No.	Property	Function		
				Selects system keyboard size
				Sets title height
				Sets font size
				Selects font type
				Sets font color
				Selects background color
				Default size

◆ Location

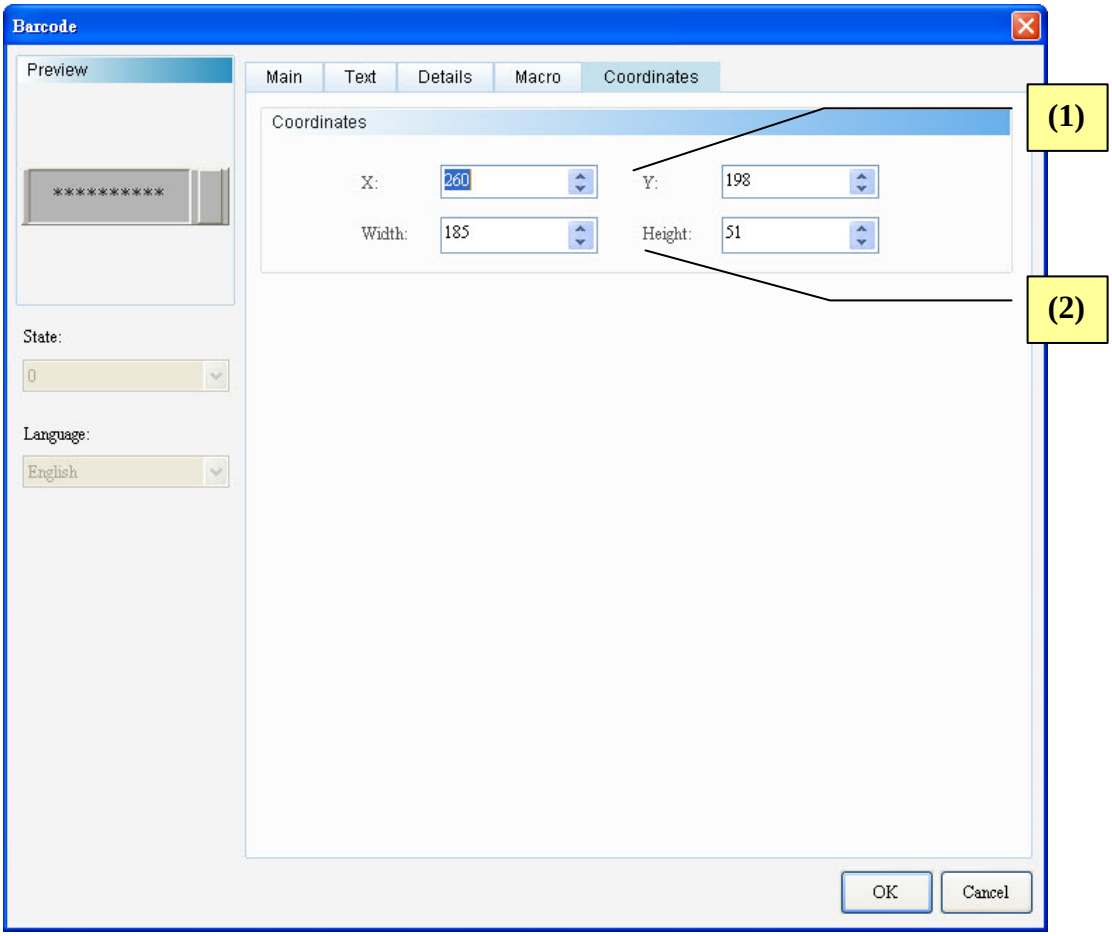


Figure 13-3-5 Barcode Element Position Properties Page

No.	Property	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

◆ Macro

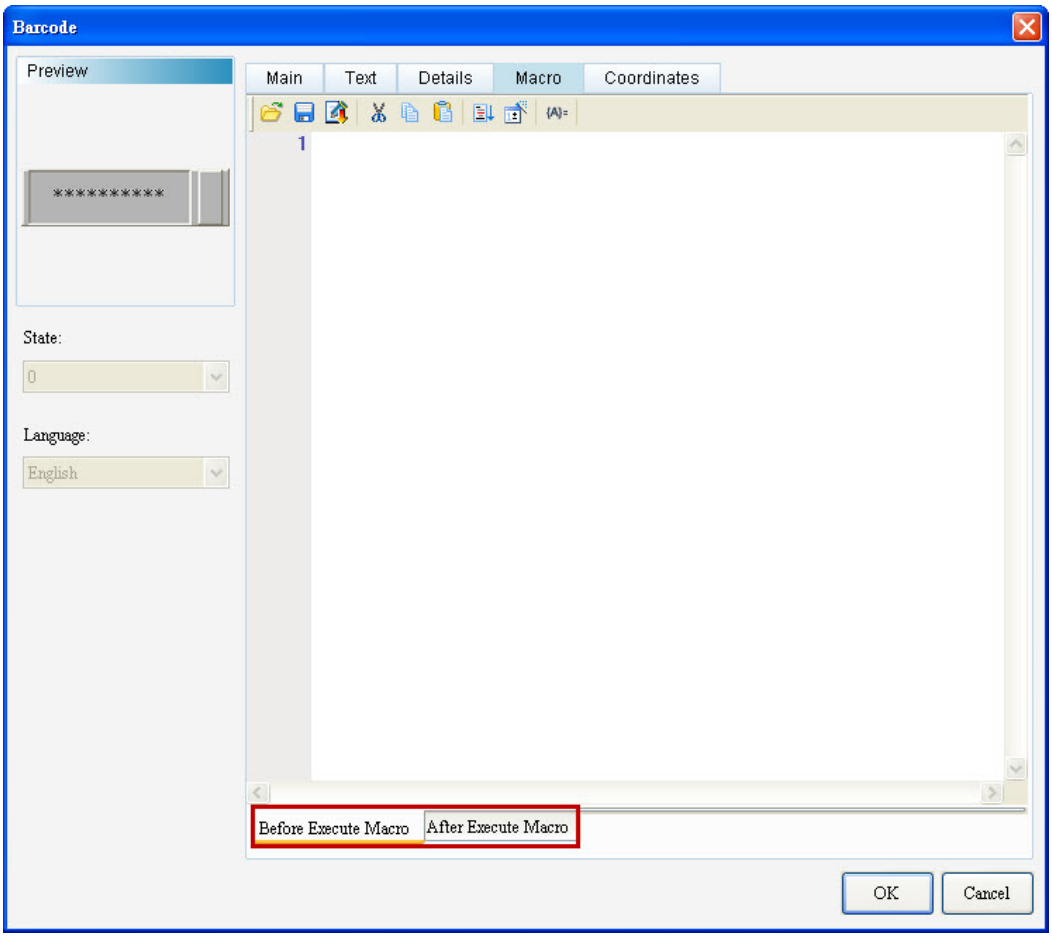
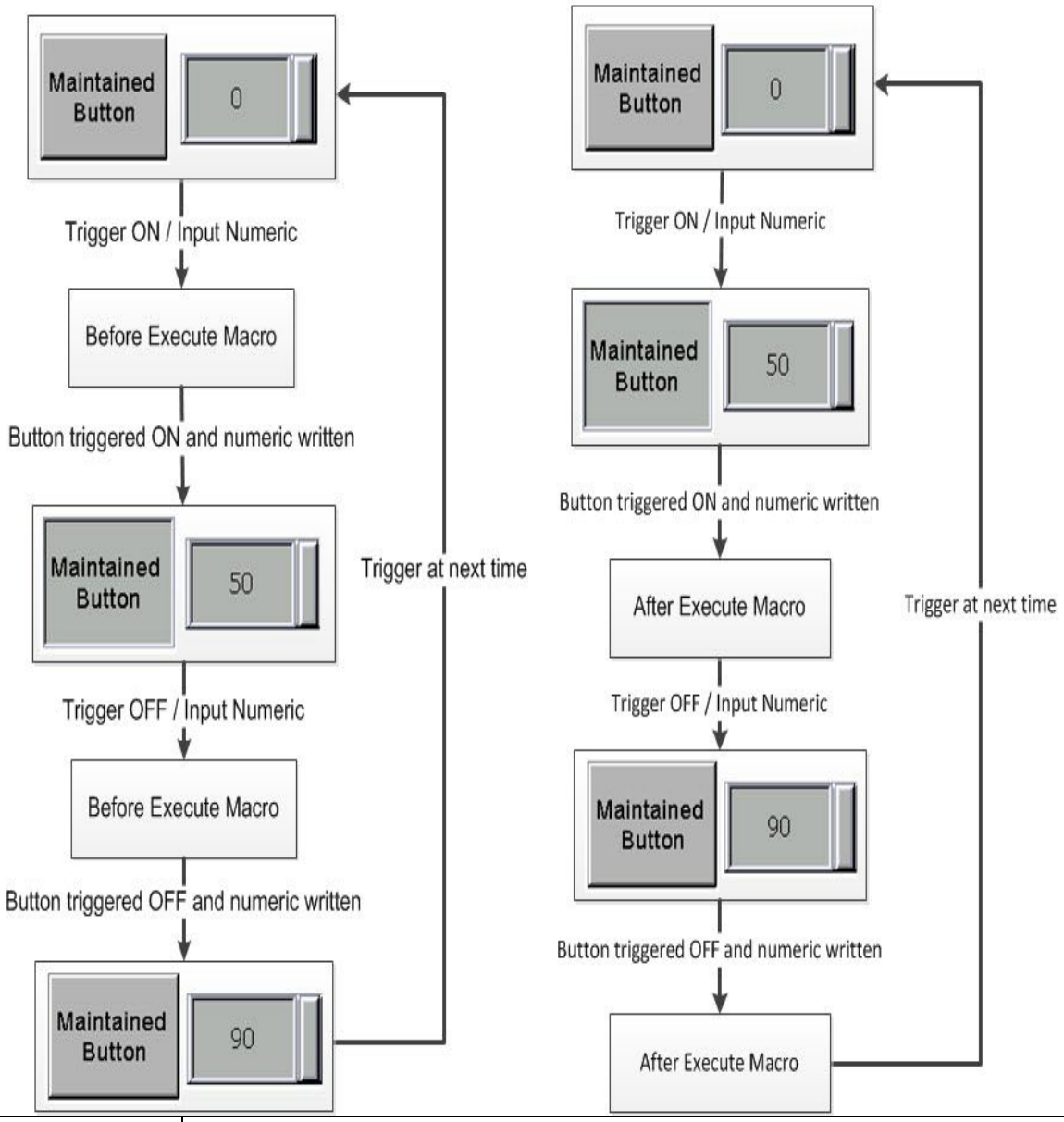


Figure 13-3-6 Barcode—Element Position Properties Page

No.	Property	Function
(1)		➢ The before execute macro and after execute macro processes are diagrammed below: 
	Before execute Macro	➢ When users touch the button element, HMI will first run the commands in the corresponding macro pre-action of the button action. If the button state is not changed by means of touching button (using external controller commands or other macros), HMI will not run the corresponding macro commands.
	After execute Macro	➢ After users touch the button element, HMI will first run the button action pre-action the commands in the corresponding macro. If the button state is not changed by means of touching button (using external controller commands or other macros), HMI will not run the corresponding macro commands.

Chapter 14 Curve

This chapter mainly describes the curve elements provided in the DOPSoft and how they are operated and configured.

◆ Curve Element Classification

Curve 		Trend Graph
		X-Y Chart
		X-Y Distribution
		Curve Input

Table 14-1-1 Curve Element Classification

◆ Curve Element Shared Properties

Curve Element	Read Address	Write Address	Style (Border Color/Grid Color/Horizontal Grid Count/Element Type/ Element Background Color/Curve Count)	Total Horizontal Line Count/ Total Vertical Line Count	Link Two Adjacent Points	Graph Type	Show Grid Line	Minimum Numeric Entry/Maximum Numeric Entry/ Line Width/Line Color
Trend Graph	◎		◎					◎
X-Y Chart	◎		◎ (No Horizontal Grid Count)	◎	◎			◎
X-Y Distribution	◎		◎ (No Horizontal Grid Count and Curve Count)	◎				
Curve Input	◎		◎			◎	◎	◎

Curve Element	Sample size	H. Min. Value/ H. Max. Numeric Entry/ V. Min. Value/ V. Max. Numeric Entry	X/Y/Color/Connection/ X-Minimum Numeric Entry/X-Maximum Numeric Entry/ Y-Minimum Numeric Entry/Y-Maximum Numeric Entry	Sampling Points/ Data Format	Max. Display Points/ Sampling Flag	Control Address	H. Read Address/V. Read Address	Continuous Address	Clear Flag After Sampling
Trend Graph				◎	◎				
X-Y Chart		◎		◎	◎		◎		
X-Y Distribution	◎		◎			◎		◎	◎
Curve Input				◎					

Table 14-1-2 Curve Element Shared Properties

14-1 Trend Graph

	Trend Graph

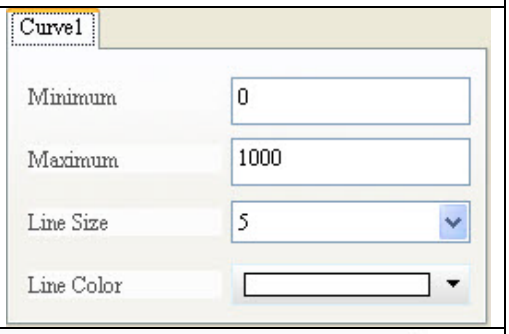
The Trend Graph is drawn according to the read address selected by users. Users can also define the curve count that is displayed. A Trend Graph element supports a total of 4 curves. This element draws curves with the curve sampling flags under from [Options]→ [Configuration…]→ [Control Block]→ [Curve Control]. Curve Sampling Flags 1-4 correspond to Sampling Flag 1-4 in the Trend Graph element.

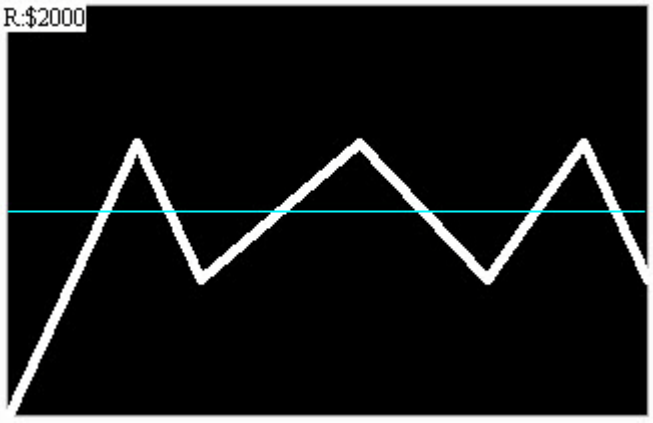
Please refer to 14-1-3 Example of Trend Graph below.

Example of Trend Graph

Table 14-1-3 Example of Trend Graph

Trend Graph Element

Read Address	$2000
Sampling Points	5
Sampling Flag	1
Curve Count	1
Minimum Numeric Entry/Maximum Numeric Entry Line Width/Line Color	



Trend Graph Element

- Create a Trend Graph element and set the relevant parameters.

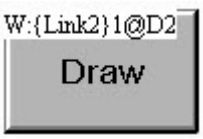
Numeric Entry Element

- Five numeric entry elements are created because the sampling point setting of Trend Graphs is “5”. As it needs 5 sampling points for a curve element to draw a curve, five addresses are read from Read Address $2000 defined by the Trend Graph. These addresses are: $2000, $2001, $2002, $2003, and $2004.

Numeric Entry Element					
Write Memory Address	$2000	$2001	$2002	$2003	$2004

Set Constant Element

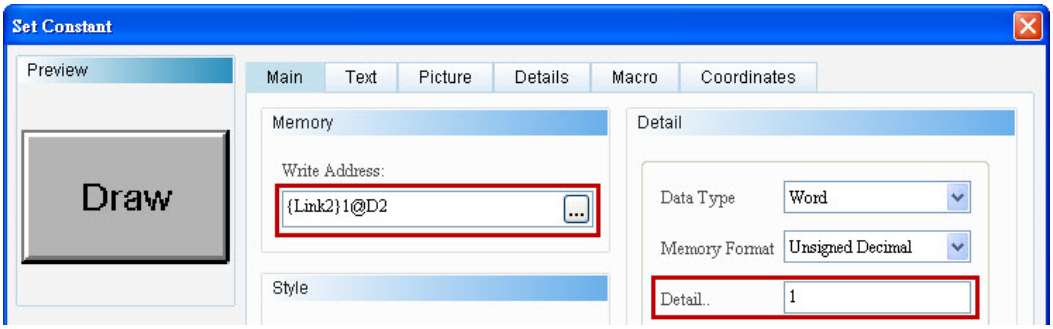
- Create the Set Constant Element and set its Write Memory Address as “D2”. This address (D2) is used by the curve control flag in the control block.

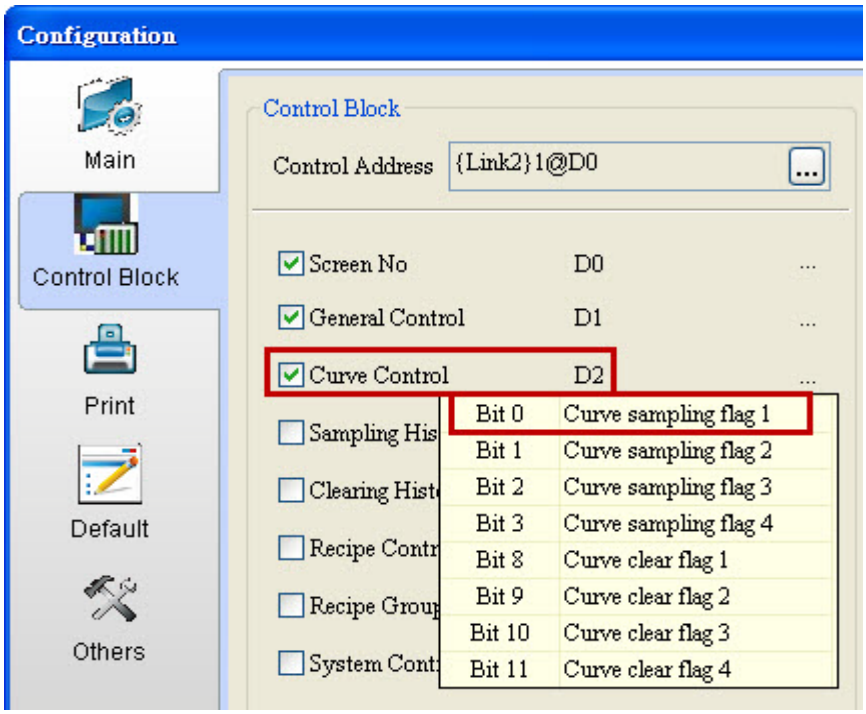


- Set “1” for the Set Constant Element. “1” corresponds to **Bit 0 Curve Sampling Flag 1**; “2” corresponds to **Bit 1 Curve Sampling Flag 2**; “4” corresponds to **Bit 2 Curve Sampling Flag 3**, and so on. Users will also discover that “1” is the sampling flag setting of the Trend Graph Element.

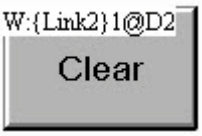
Example of Trend Graph

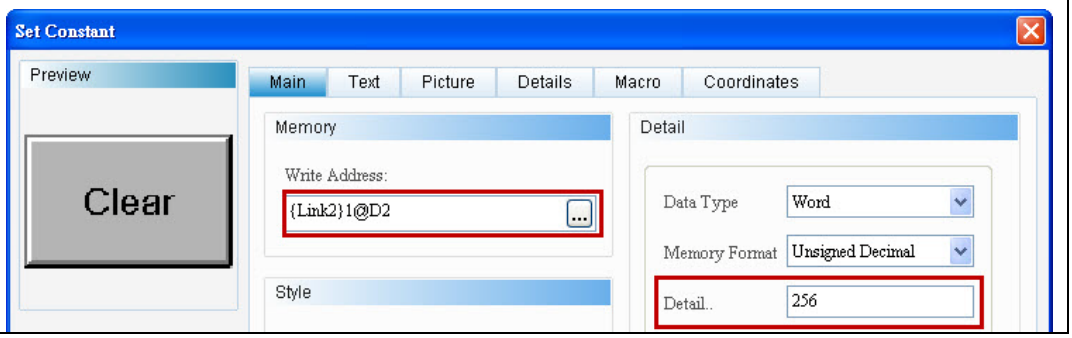
Table 14-1-3 Example of Trend Graph





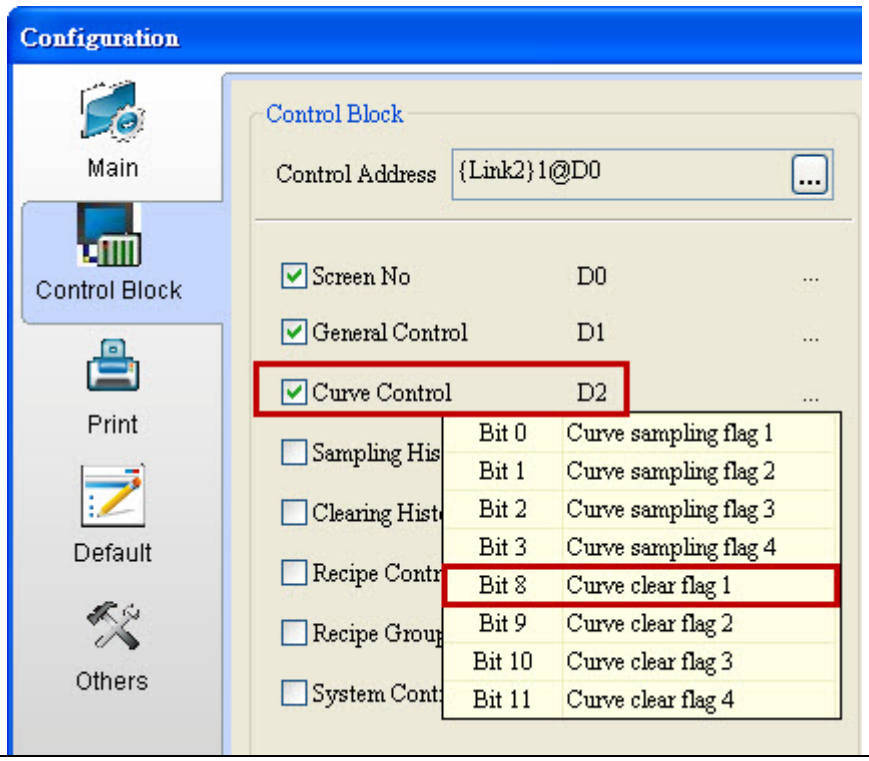
- Create another Set Constant Element. Also set “D2” as the Write Memory Address, and “256” the constant. “256” corresponds to **Bit 8 Curve Clearing Flag 1**





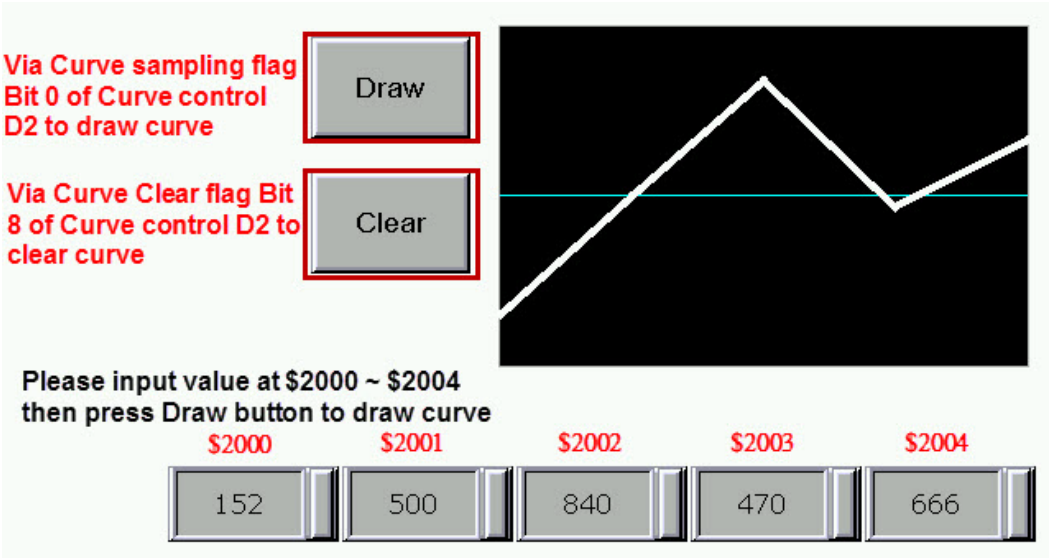
Example of Trend Graph

Table 14-1-3 Example of Trend Graph



Execution Results

- After creating elements, run Compile and download them to HMI. Next, input a random value from the Numeric Entry Element, the Trend Graph Element will draw curves according to this value.



Double-click Trend Graph to call out the Trend Graph Properties screen as shown below.

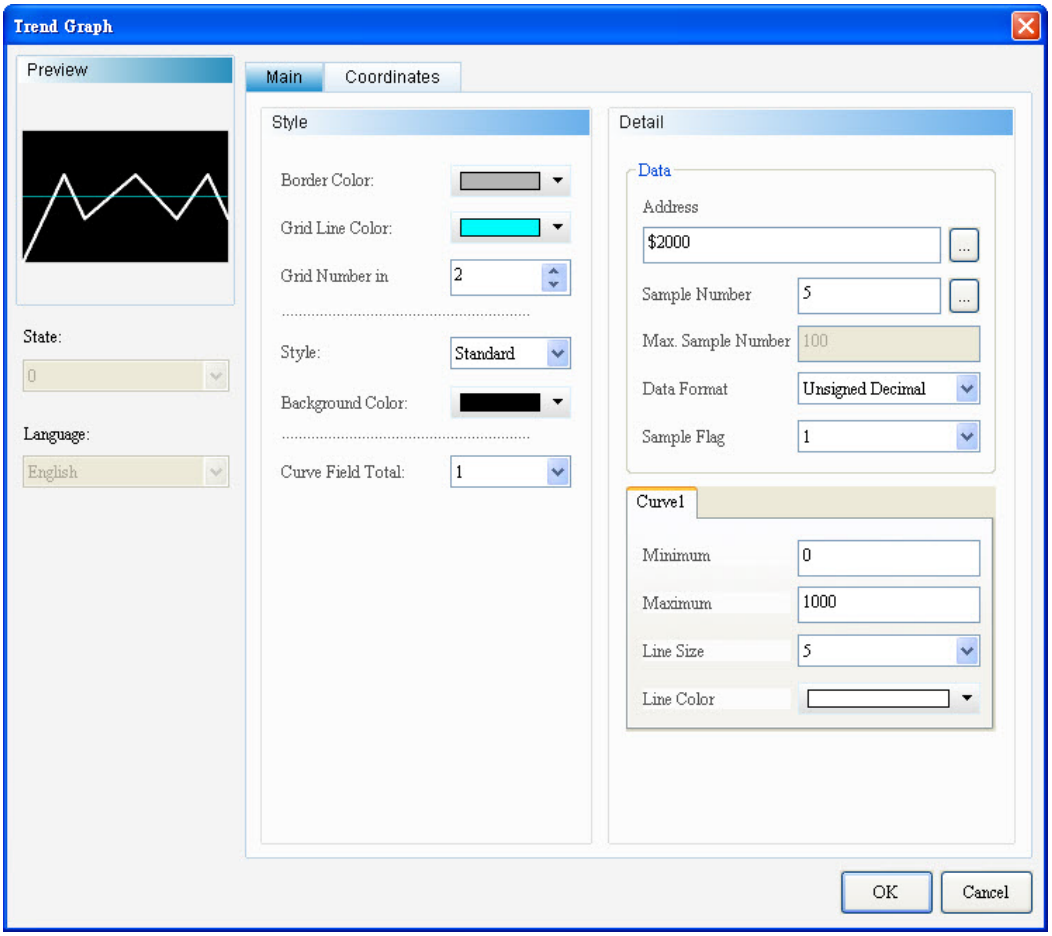


Figure 14-1-1 Trend Graph Properties

Trend Graph	
Function page	**Content Description**
Preview	Supports neither multistate data nor multilingual data display.
General	Sets Read Address, Sampling Points, Max. Display Points, Data Format, Sampling Flag, Minimum Numeric Entry, Maximum Numeric Entry, Line Width, and Line Color. Sets Border Color, Grid Color, Horizontal Grid Count, Element Type, Element Background Color, and Curve Count.
Position	Sets the X-Y coordinate, width, and height of button elements.

Table 14-1-4 Trend Graph Function Page

◆ General

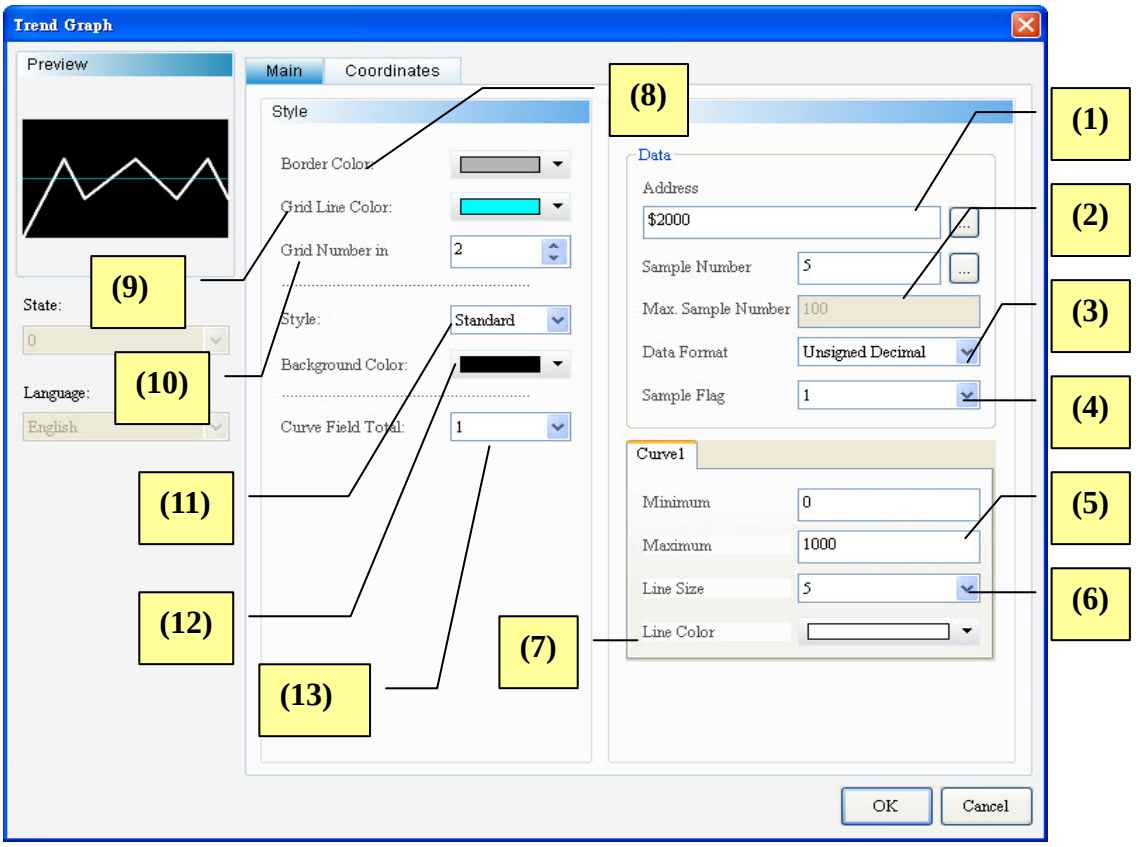
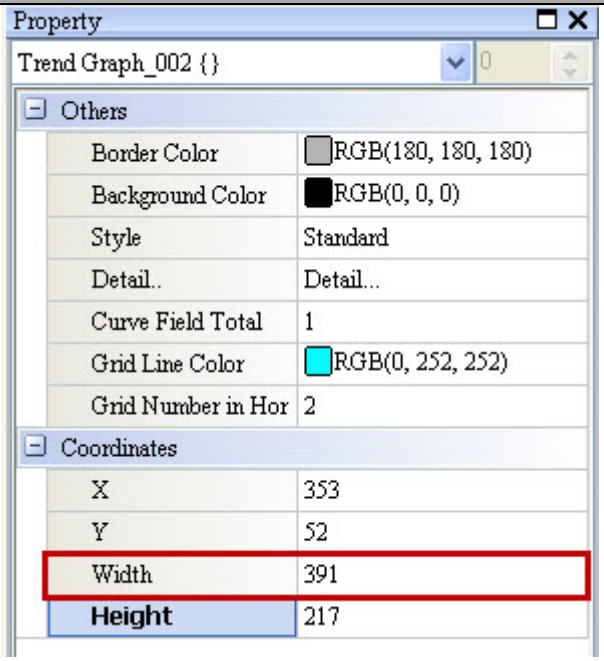


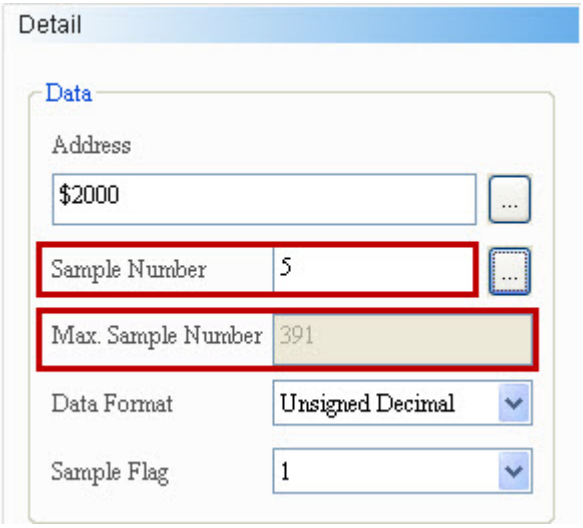
Figure 14-1-2 Trend Graph—Element General Properties Page

No.	Property	Function
(1)	Read Address	➢ Selects the address of internal memory or controller register. ➢ Selects link name or element type. Please refer to 5-1 Buttons.
(2)	Sampling Points/ Max. Display Points	➢ The size of sampling points is determined by element width and element type. When element type “Standard” is selected in the Trend Graph element and element width is “391”, the maximum display points are “391”. When element type “Raise” or “Sunken” is selected in the Trend Graph element (Border width is 7 points) and element width is 391, the maximum display points are 377 (391-(7*2)=377).

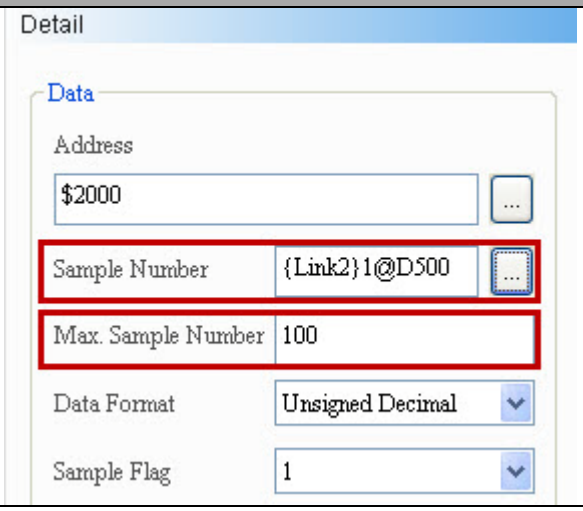
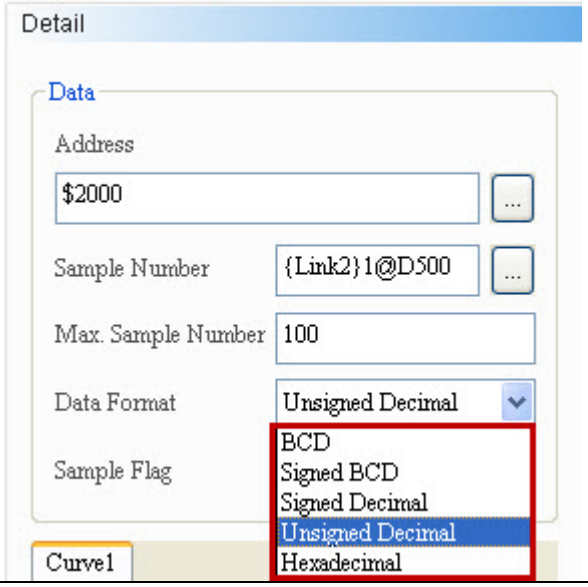
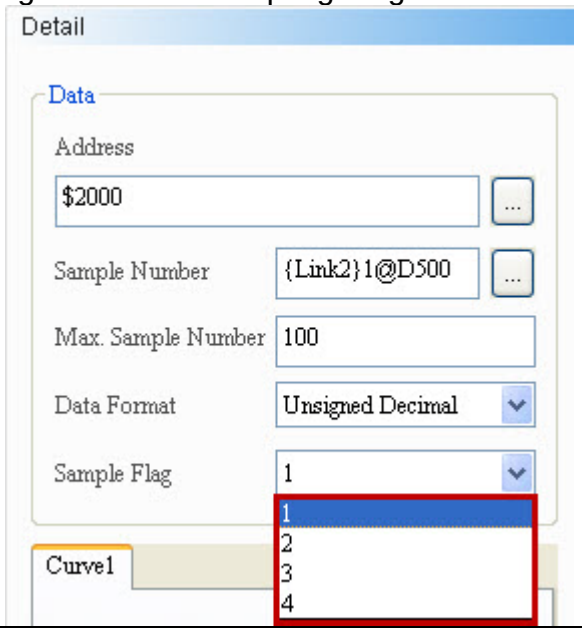
No.	Property	Function

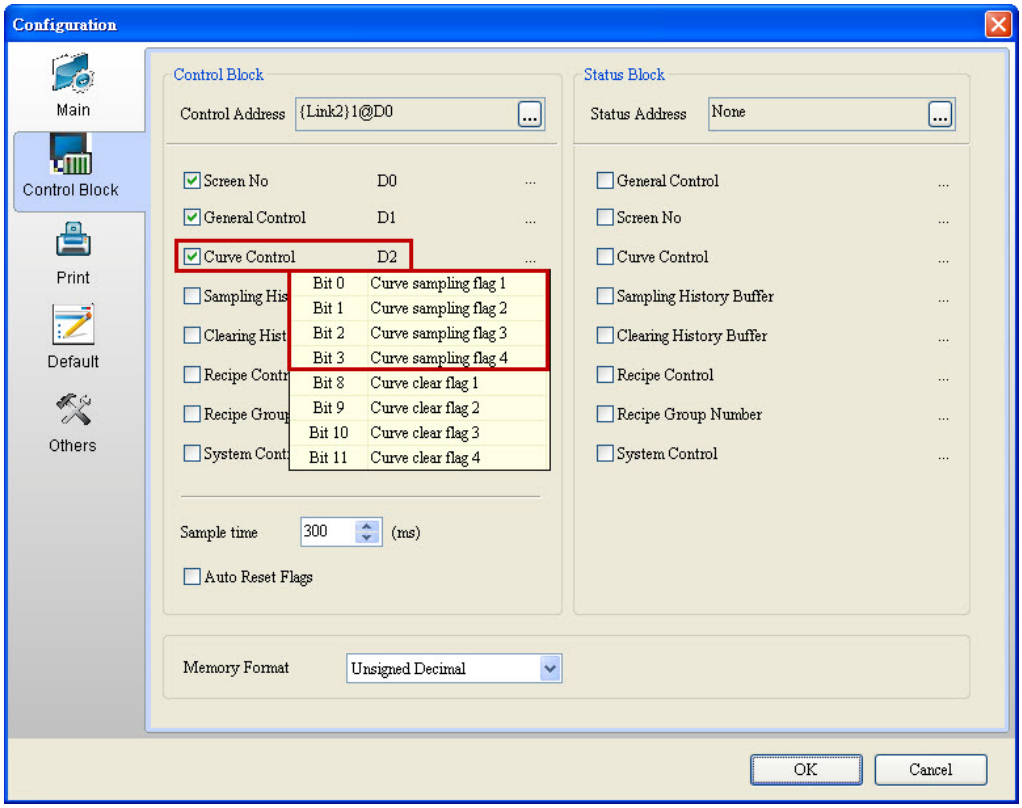


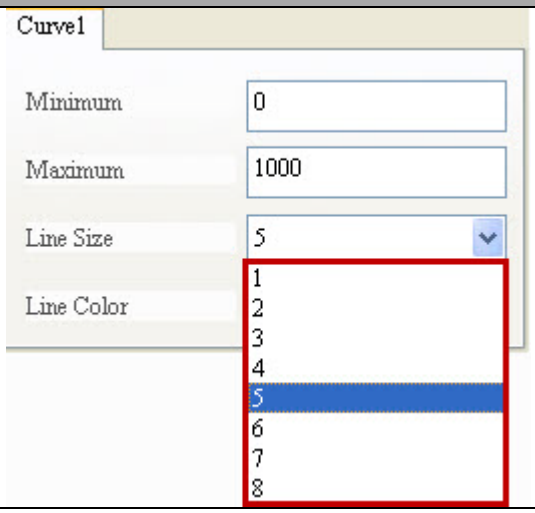
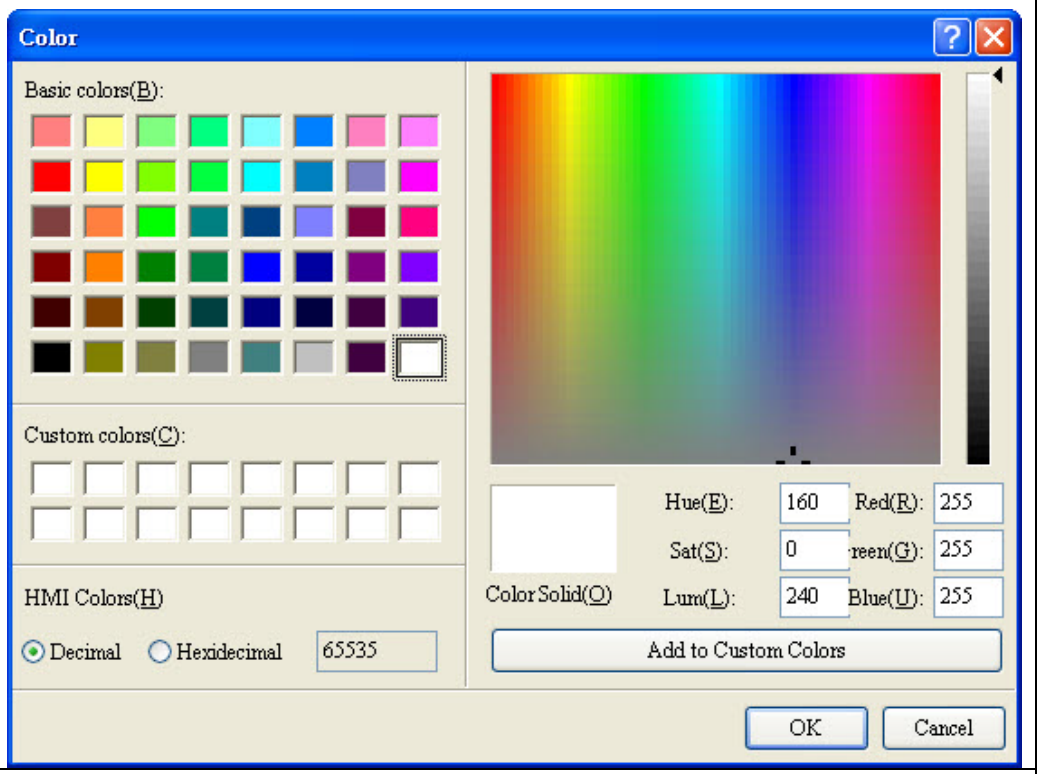
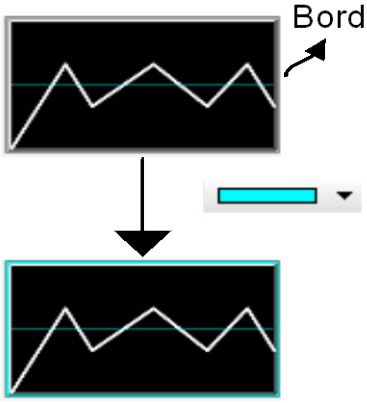
- "Sampling Points" can be a constant or a variable.
- When "Sampling Points" is a constant, Max. Display Points will turn grey and is disabled.

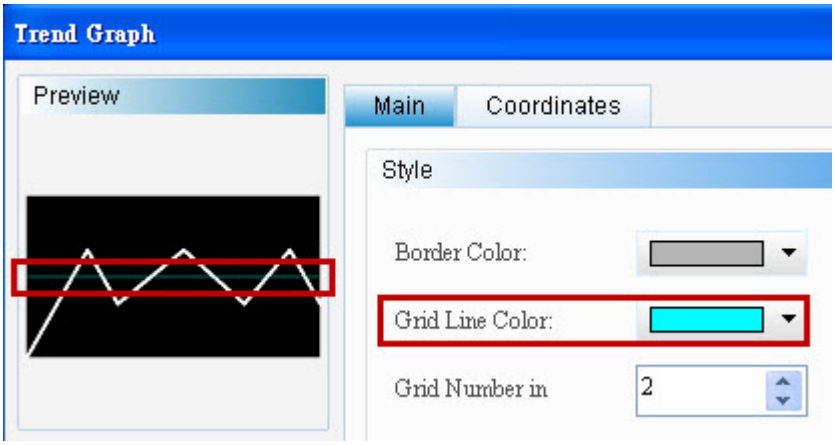
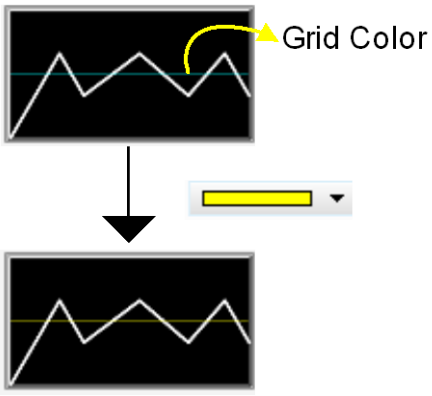
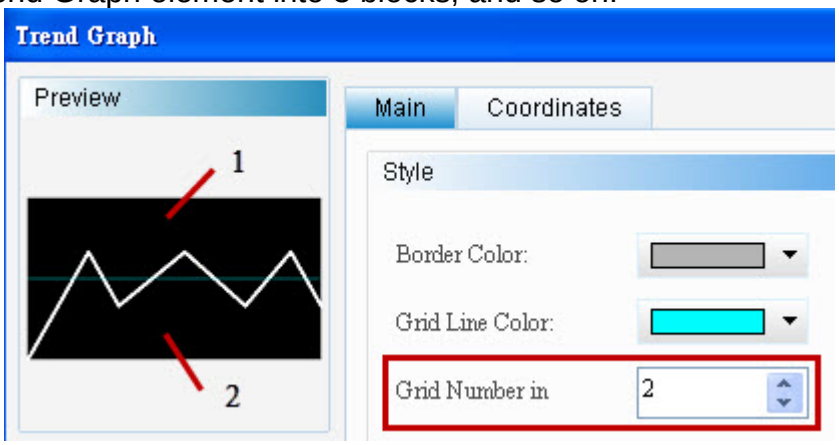


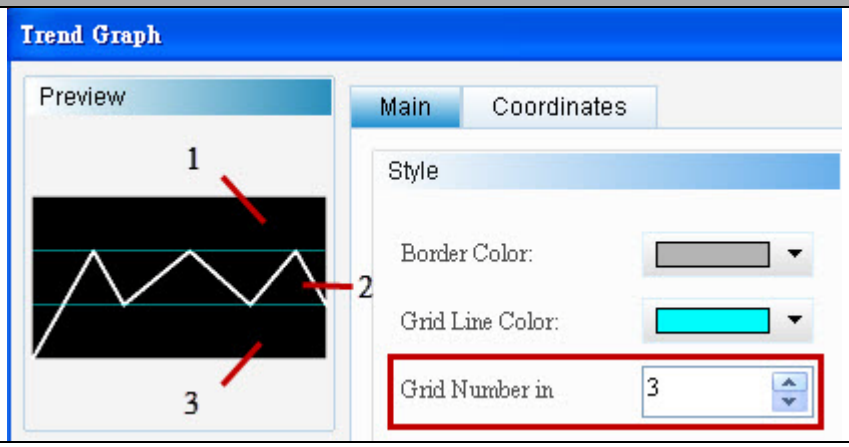
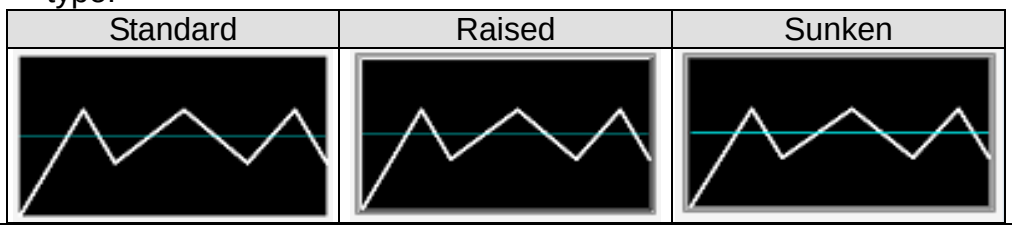
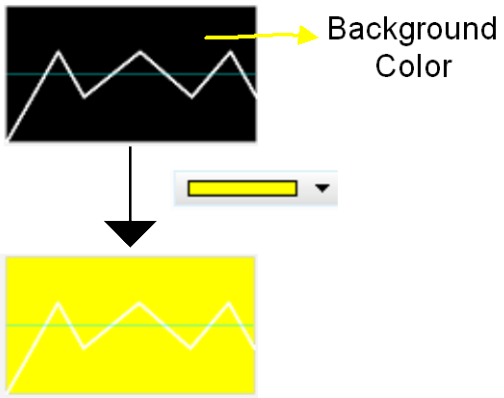
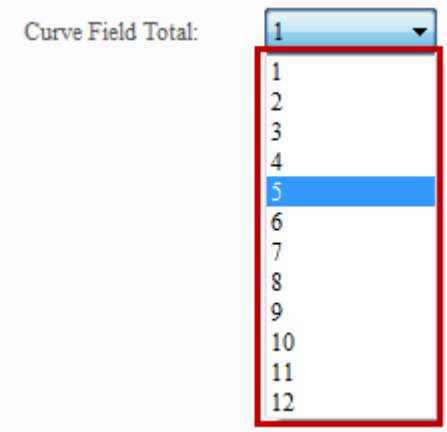
- When "Sampling Points" is a variable, users can define its Read Address. Also, users must set Max. Display Points depending on element width. If the value of "Sampling Points" is greater than the value of "Max. Display Points", the DOPSoft only sample the value of "Max. Display Points".

No.	Property	Function
		
(3)	Data Format	➢ Trend Graph supports the following data formats: 
(4)	Sampling Flag	➢ There are 4 sampling flags corresponding respectively to Curve Sampling Flag 1 to Curve Sampling Flag 4 in the control block. 

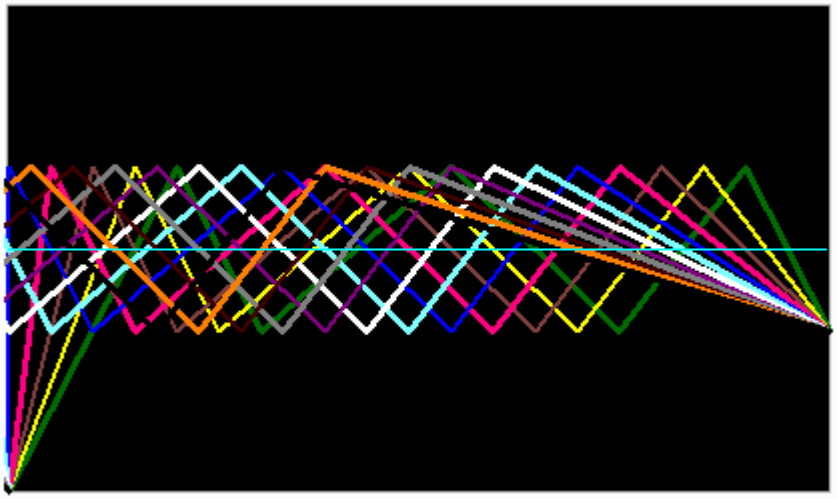
<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td></td><td></td><td> 
</td></tr>
<tr><td>(5)</td><td>Minimum Numeric Entry / Maximum Numeric Entry</td><td>➢ The valid range of minimum numeric entry and maximum numeric entry is subject to the data type and data format.
<table>
<tr><th>Data Type</th><th>Data Format</th><th>Data Valid Range</th></tr>
<tr><td rowspan="5">Word</td><td>BCD</td><td>0~9999</td></tr>
<tr><td>Signed BCD</td><td>-999 ~ 9999</td></tr>
<tr><td>Signed Decimal</td><td>-32768~32767</td></tr>
<tr><td>Unsigned Decimal</td><td>0~65535</td></tr>
<tr><td>Hex</td><td>0~0xFFFF</td></tr>
</table></td></tr>
<tr><td>(6)</td><td>Line Width</td><td>➢ There are eight levels of line width, ranging from 1-8.</td></tr>
</table>

No.	Property	Function
		
(7)	Line Color	➢ Users can define the color of line display. 
(8)	Border Color	➢ Users can define the Border Color of the Trend Graph element 

No.	Property	Function
(9)	Grid Color	➢ Grid Color is the color of the grid line in the Trend Graph. The default color is  .  ➢ Users can change the grid color. 
(10)	Horizontal Grid Count	➢ The maximum horizontal grid count is “50”. ➢ Horizontal grids are used to separate the blocks in the Trend Graph element. Default count is “2”. This means there is one grid line separating the Trend Graph element into two blocks. If the maximum horizontal grid count is “3”, there are two grid lines separating the Trend Graph element into 3 blocks, and so on. 

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td></td><td></td><td> 
</td></tr>
<tr><td>(11)</td><td>Element Type</td><td>➢ There are three element types, including Standard, Raised, and Sunken. Users can change the element appearance with element type.
 
</td></tr>
<tr><td>(12)</td><td>Element Background Color</td><td>➢ Users can set the background color of elements.
 
</td></tr>
<tr><td>(13)</td><td>Curve Count</td><td>➢ Trend Graph element supports a total of 12 curves.
 

Curve Count
➢ Select 12 curves. Users can also change the width and color of the curve.</td></tr>
</table>

No.	Property	Function
		 ➢ If the users desire to use 12 curves, they just need to do consecutive address sampling of the setup accessing address. Assume the accessing address is **$1000**, the sampling point is **5.** Then, **60** sampling points are needed for **12** curves. Thus, the accessing address is **$1000 ~ $1059**.

◆ Position

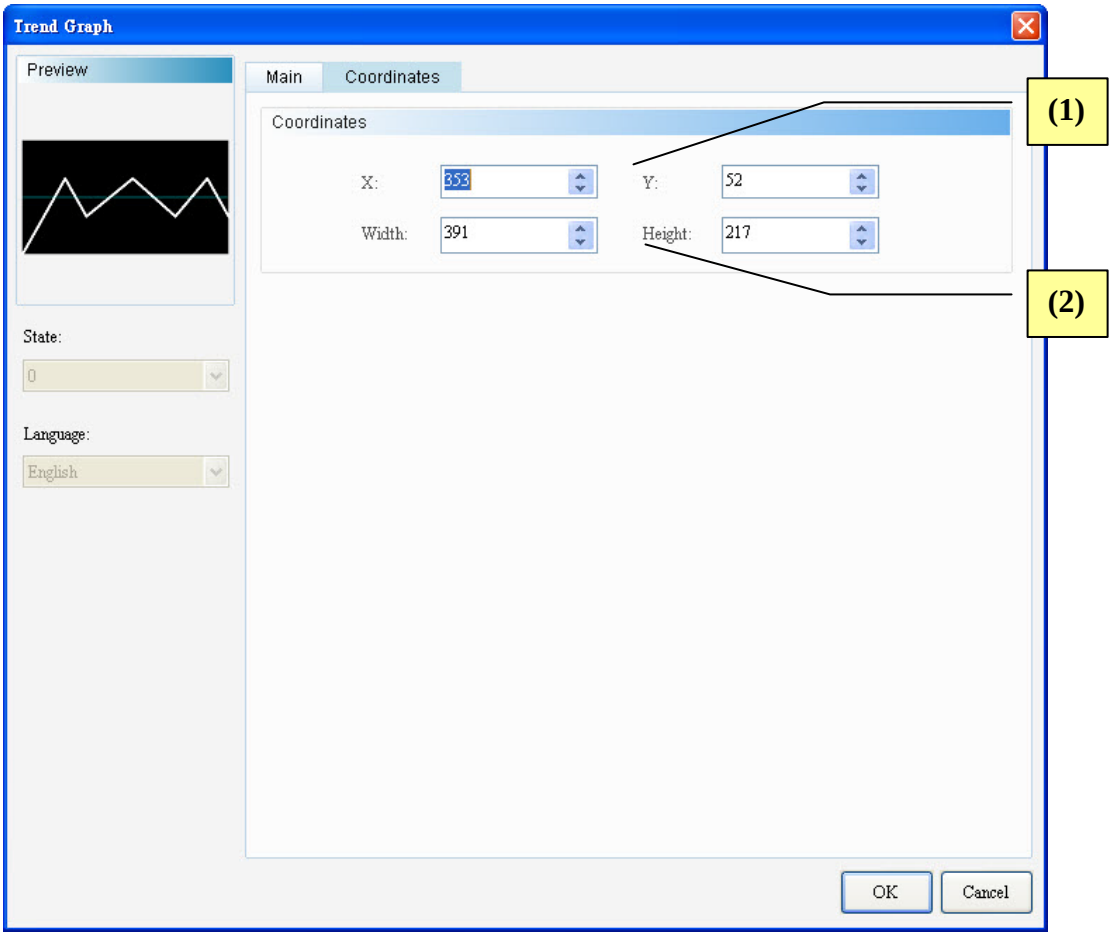


Figure 14-1-3 Trend Graph Element Position Properties Page

No.	Property	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

14-2 X-Y Chart

	X-Y Chart

The X-Y Chart is drawn according to the H. Read Address and V. Read Address selected by users. Users can also define the curve count displayed, and if X and Y points are connected. An X-Y Chart element supports a total of 4 curves. This element draws curves with the curve sampling flags under from [Options]→ [Configuration…]→ [Control Block]→ [Curve Control]. Curve Sampling Flags 1-4 correspond to Sampling Flag 1-4 in the X-Y Chart element.

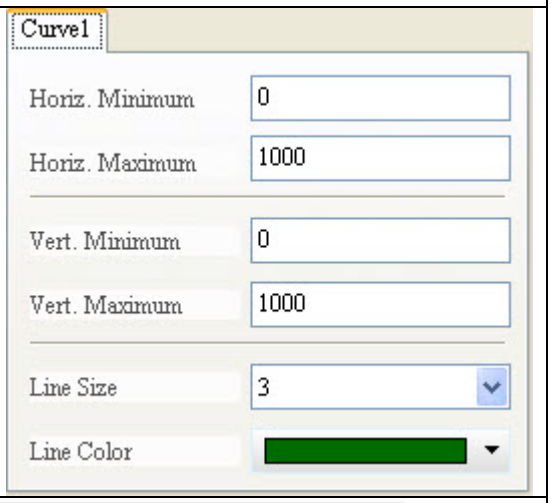
Please refer to 14-2-1 Example of X-Y Chart below.

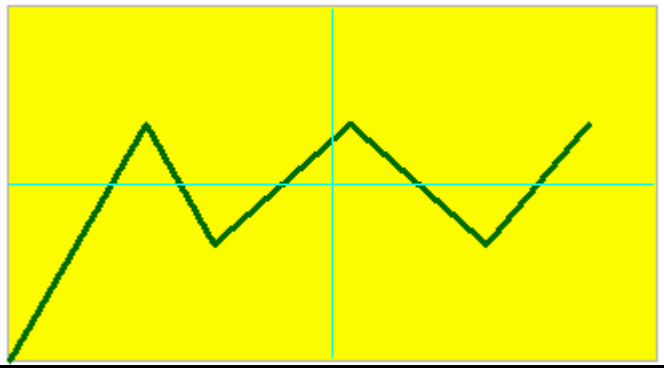
Example of X-Y Chart

Table 14-2-1 X-Y Example of X-Y Chart

X-Y Chart Element

➢ Create an X-Y Chart element and set the relevant parameters.

H. Read Address	$3000
V. Read Address	$4000
Sampling Points	5
Sampling Flag	1
Curve Count	1
Link Two Adjacent Points	Yes
H. Min. Value H. Max. Value V. Min. Value V. Max. Value Line Width Line Color	



Numeric Entry Element

➢ Five numeric entry elements are created respectively according to the H. Read Address and V. Read Address because the sampling point setting of X-Y Charts is “5”. As it needs 5 sampling points to draw a curve, the X-axis and Y-axis will each sample 5 points to draw an X-Y Chart. Therefore, the X-Y Chart element will read 5 addresses from “$3000” as H. Read Address and 5 addresses from “$4000” as V. Read Address. These addresses include $3000, $3001, $3002, $3003 and $3004 as H. Read Address; and $4000, $4001, $4002, $4003 and $4004 as V. Read Address.

Numeric Entry Element					
Write Memory Address	$3000	$3001	$3002	$3003	$3004
Write Memory Address	$4000	$4001	$4002	$4003	$4004

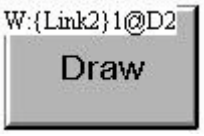
Set Constant

➢ Create the Set Constant Element and set its Write Memory Address as “D2”. This address (D2) is used by the curve control flag in the control block.

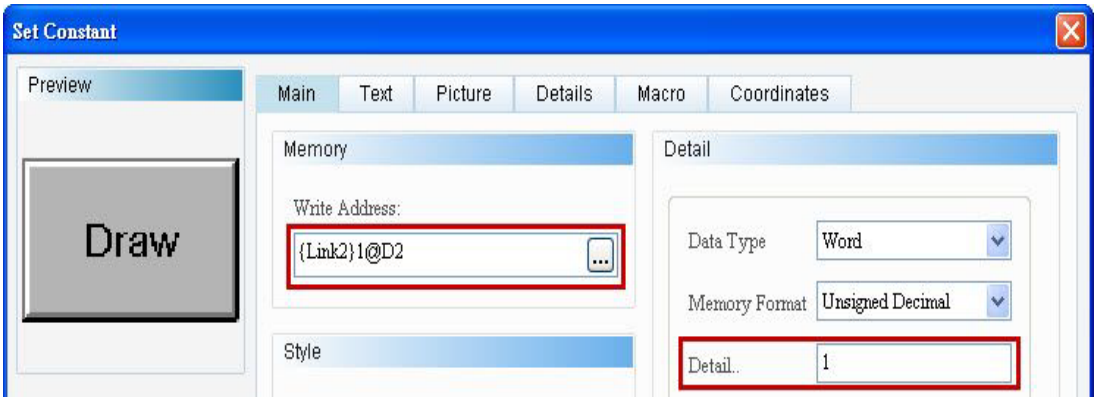
Example of X-Y Chart

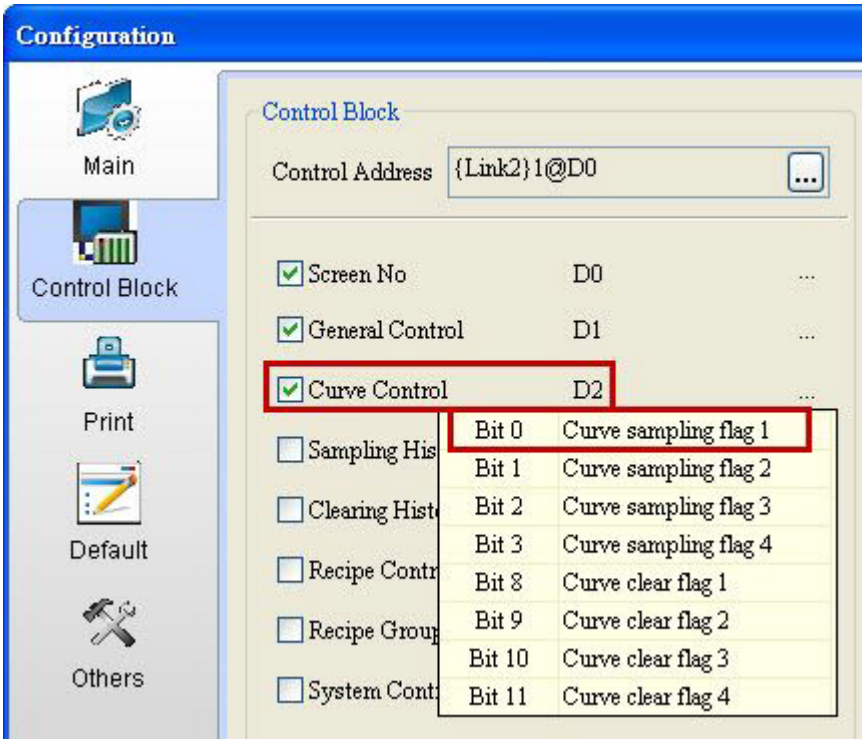
Table 14-2-1 X-Y Example of X-Y Chart

Element

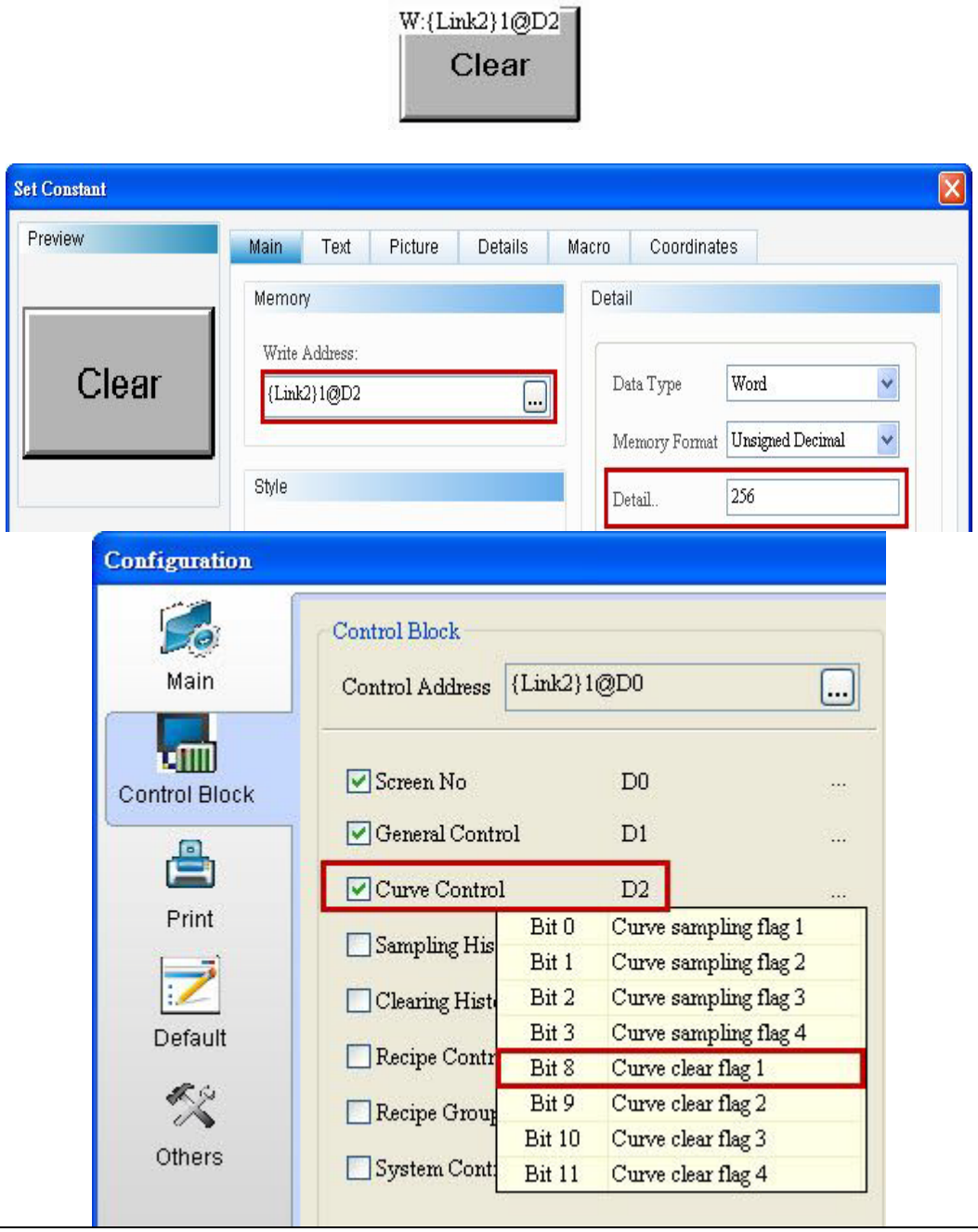


- Set “1” for the Set Constant Element. “1” corresponds to **Bit 0 Curve Sampling Flag 1**; “2” corresponds to **Bit 1 Curve Sampling Flag 2**; “4” corresponds to **Bit 2 Curve Sampling Flag 3**, and so on. Users will also discover that “1” is the sampling flag setting of the Trend Graph Element.



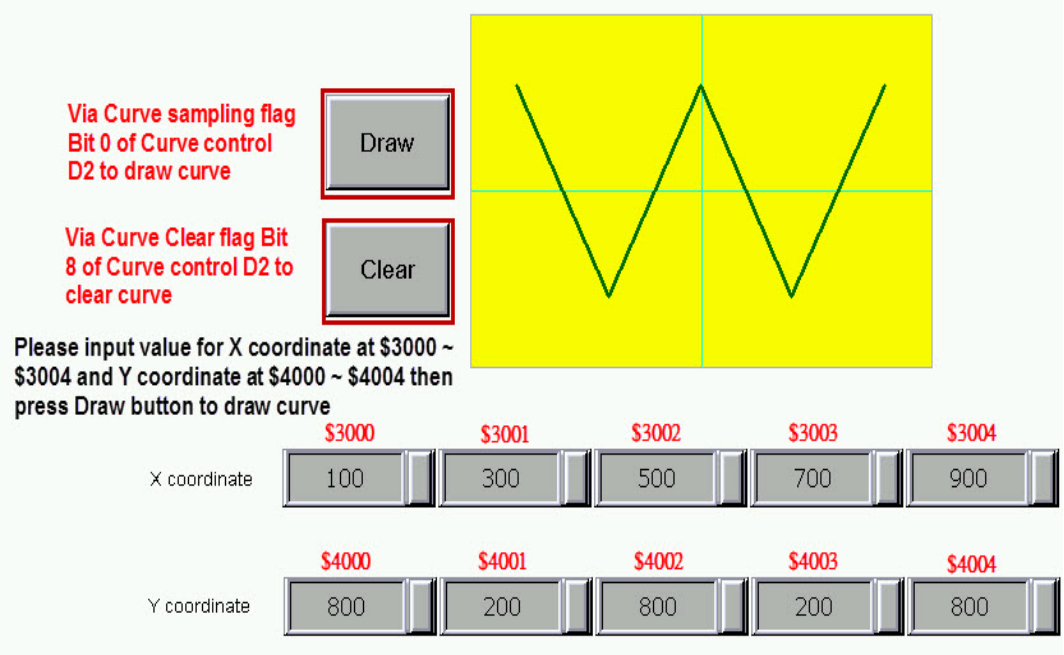


- Create another Set Constant Element. Also set “D2” as the Write Memory Address, and “256” the constant. “256” corresponds to **Bit 8 Curve Clearing Flag 1**.

Example of X-Y Chart Table 14-2-1 X-Y Example of X-Y Chart	
	
Execution Results	➢ After creating elements, run Compile and download them to HMI. Next, input a random value for X-axis and Y-axis respectively from the Numeric Entry Element, the X-Y Chart Element will draw curves according to these values.

Example of X-Y Chart

Table 14-2-1 X-Y Example of X-Y Chart



Double-click X-Y Chart to call out the X-Y Chart Properties screen as shown below.

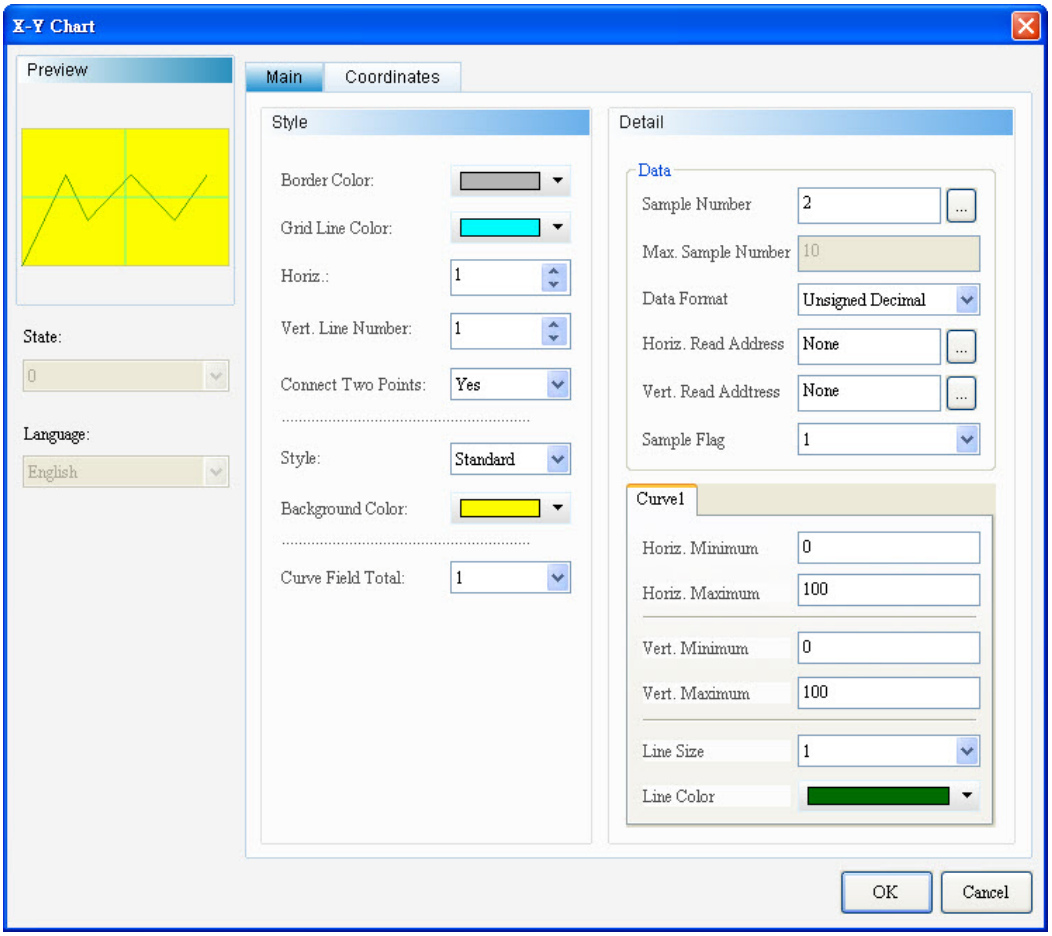


Figure 14-2-1 X-Y Chart Properties

X-Y Chart	
Function Page	**Content Description**
Preview	Supports neither multistate data nor multilingual data display.
General	Sets H. Read Address, V. Read Address, Sampling Points, Max. Sampling Points, Data Format, Sampling Flag, H. Min. Value, H. Max. Numeric Entry, V. Min. Value, V. Max. Numeric Entry, Line Width, and Line Color. Sets Border Color, Grid Color, Total Horizontal Curve Count, Total Vertical Line Count, Link Two Adjacent Points, Element Type, Element Background Color, and Curve Count.
Position	Sets the X-Y coordinate, width, and height of button elements.

Table 14-2-2 X-Y Chart Function Page

◆ General

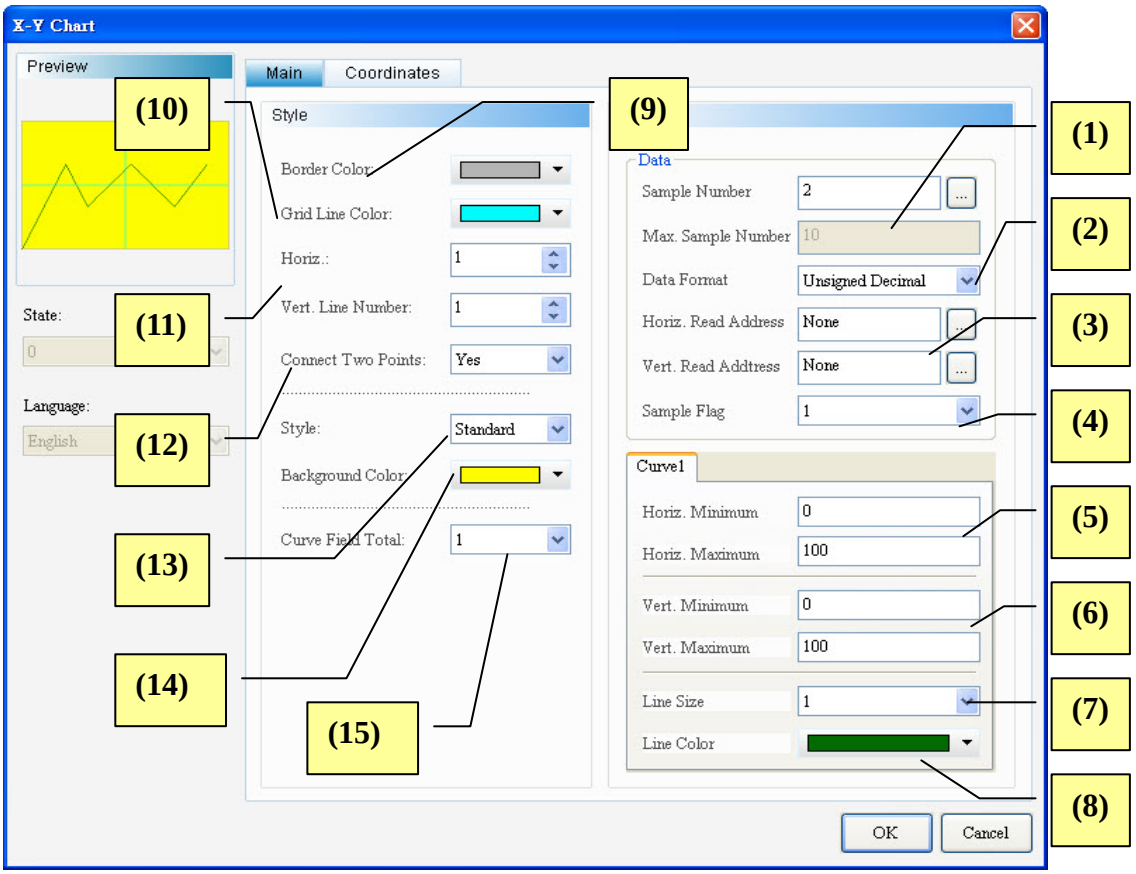
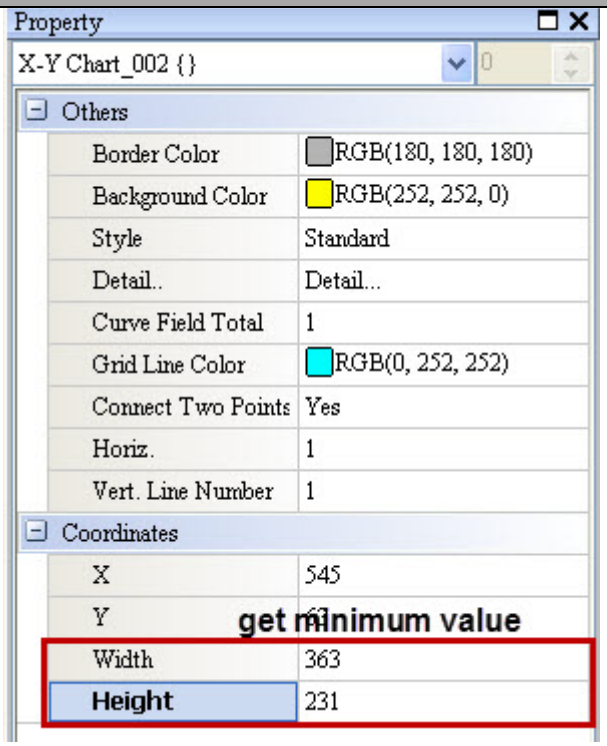
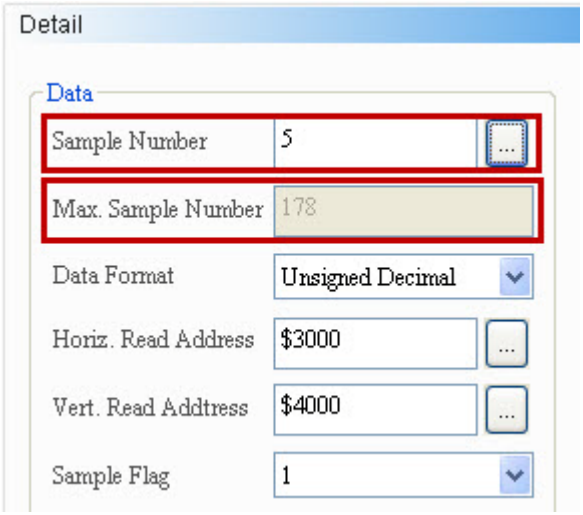
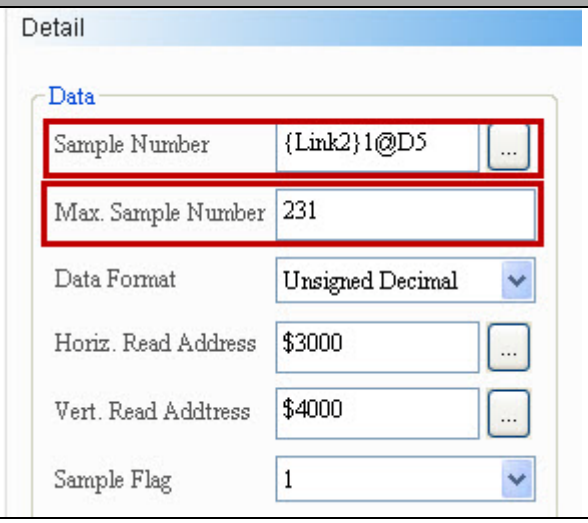
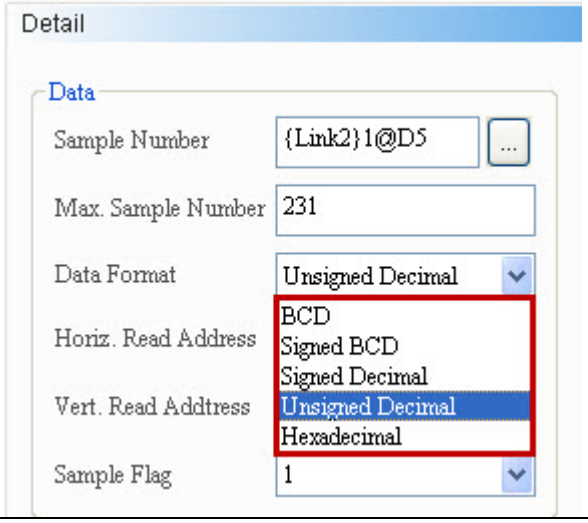
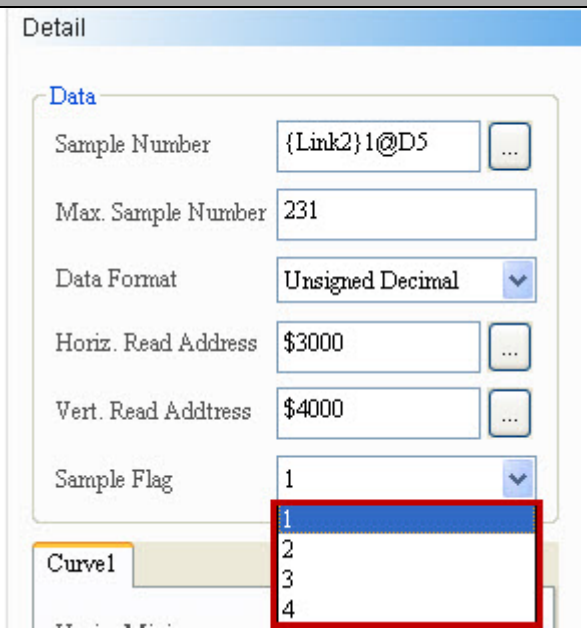


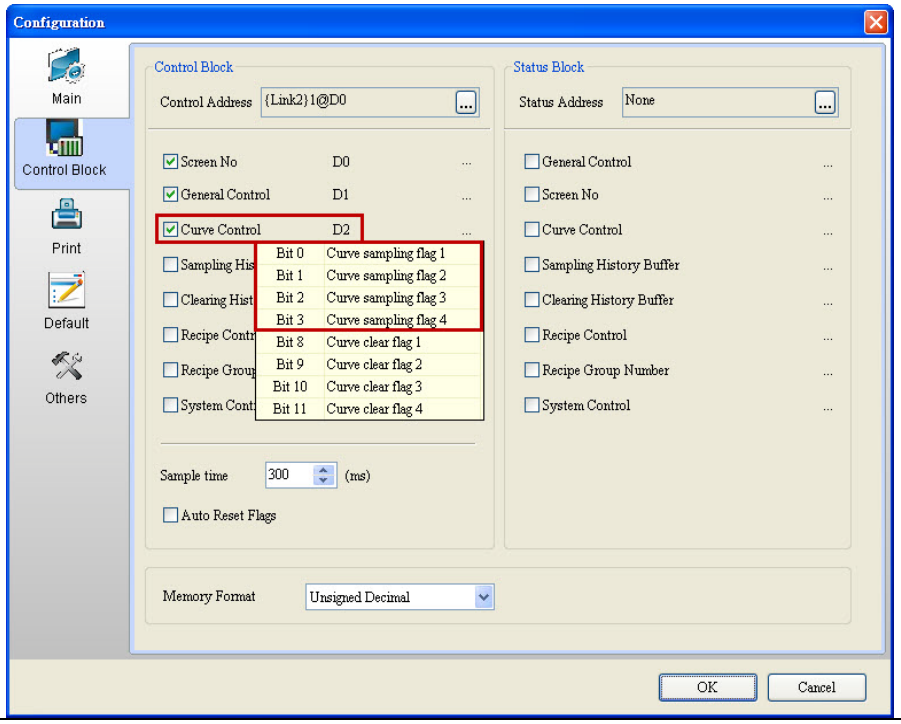
Figure 14-2-2 X-Y Chart Element—General Properties Page

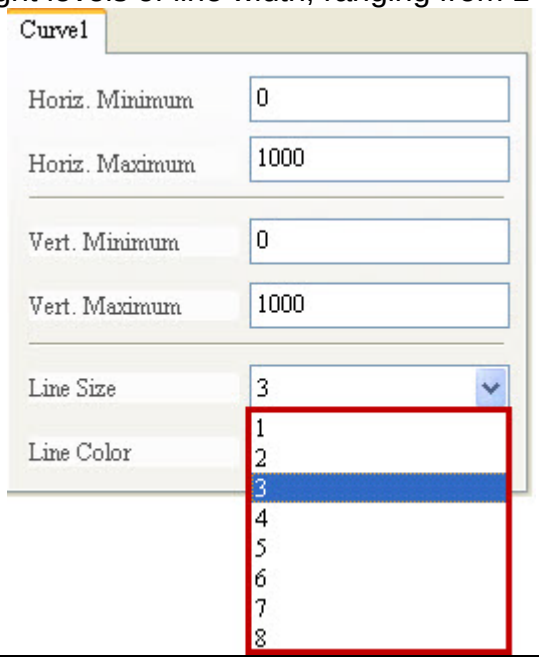
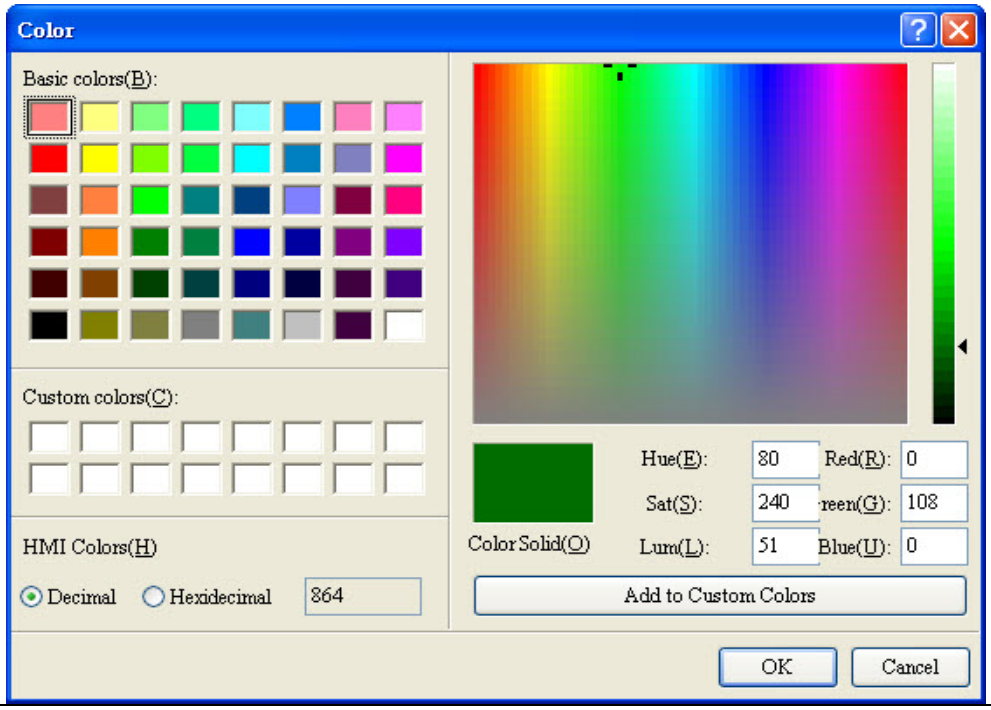
No.	Property	Function
(1)	Sampling Points / Max. Sampling Points	➢ The size of sampling points is determined by element width and element type. When element type “Standard” is selected in the X-Y Chart element, and element width is “363” and minimum height is “231”, the maximum display points are “231” (based on the minimum value of element width and height). When element type “Raise” or “Sunken” is selected in the X-Y Chart element (Border width is 7 points) and element width is 231, the maximum display points are 217 (231-(7*2)=217).

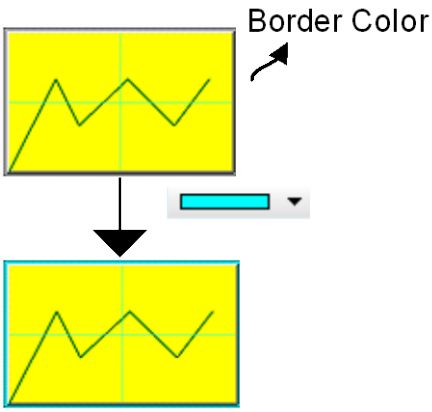
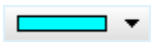
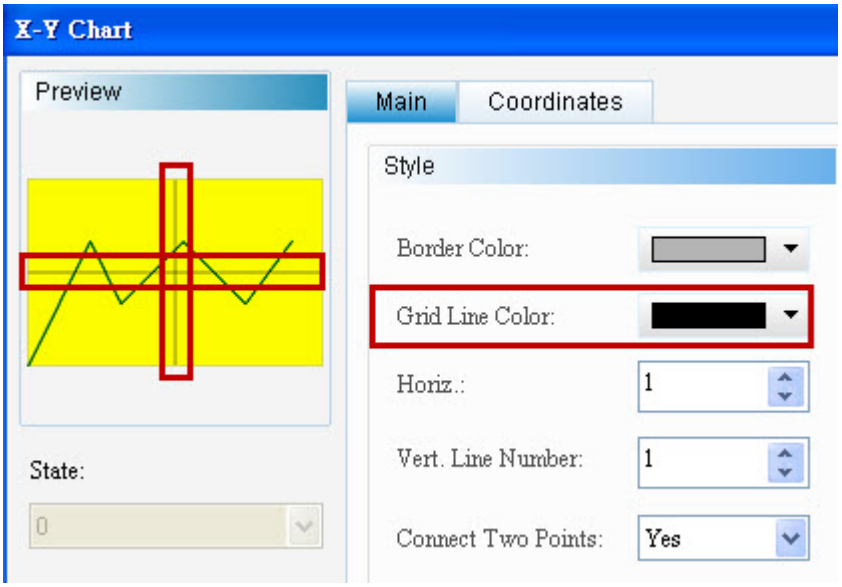
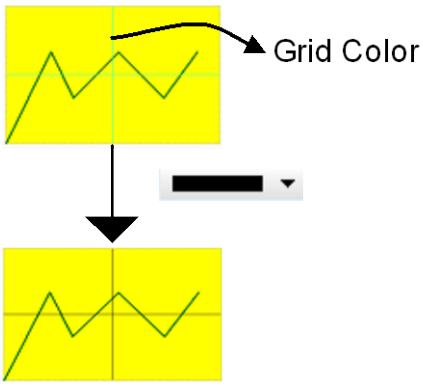
No.	Property	Function
		 ➢ "Sampling Points" can be a constant or a variable. When "Sampling Points" is a constant, Max. Display Points will turn grey and is disabled.  ➢ When "Sampling Points" is a variable, users can define its Read Address. Also, users must set Max. Display Points depending on the minimum value of element width and height. If the value of "Sampling Points" is greater than the value of "Max. Sampling Points", the DOPSoft only sample the value of "Max. Sampling Points".

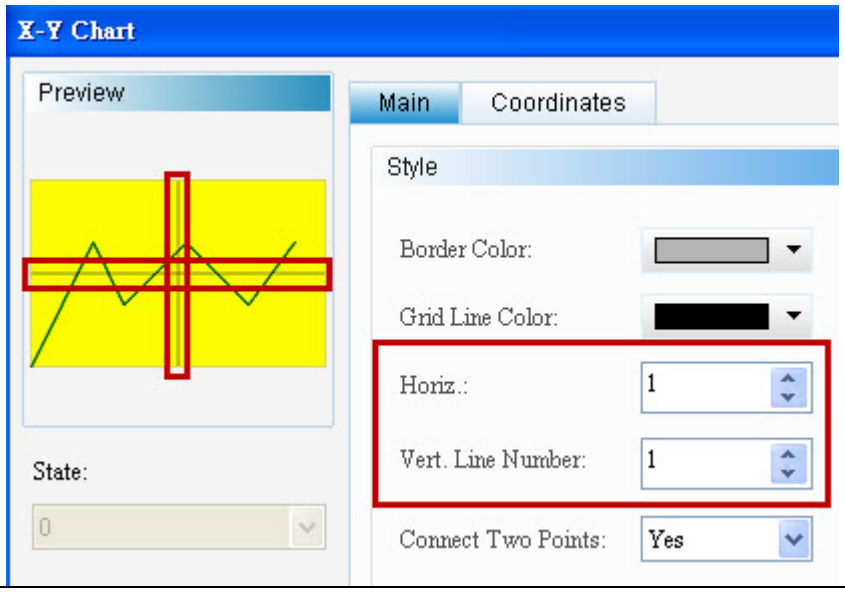
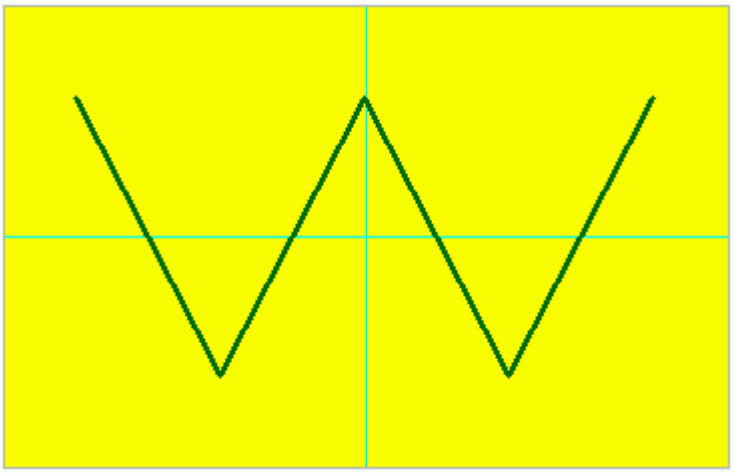
<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td></td><td></td><td> 
</td></tr>
<tr><td>(2)</td><td>Data Format</td><td>➢ X-Y Chart supports the following data formats: 
</td></tr>
<tr><td rowspan="2">(3)</td><td>H. Read Address
V. Read Address</td><td>➢ H. Read Address represents the X-axis and V. Read Address the Y-axis.
➢ Users can select the address of the internal memory or controller register of the H. Read Address and V. Read Address.
➢ Selects link name or element type. Please refer to 5-1 Buttons.</td></tr>
<tr><td>(4)</td><td>Sampling Flag</td><td>➢ There are 4 sampling flags corresponding respectively to Curve Sampling Flag 1 to Curve Sampling Flag 4 in the control block.</td></tr>
</table>

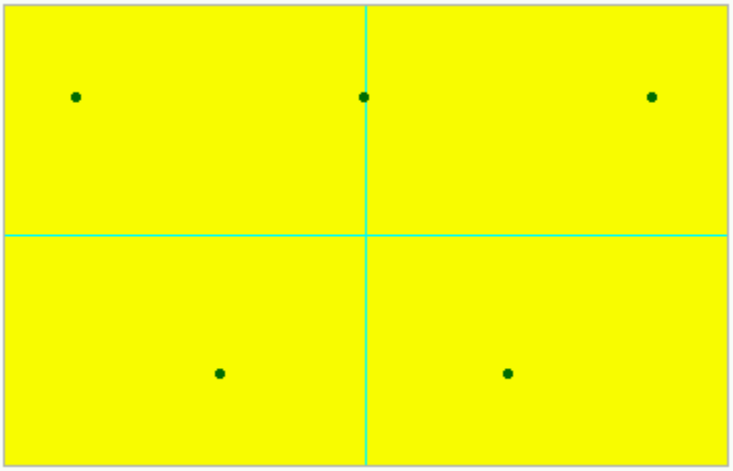
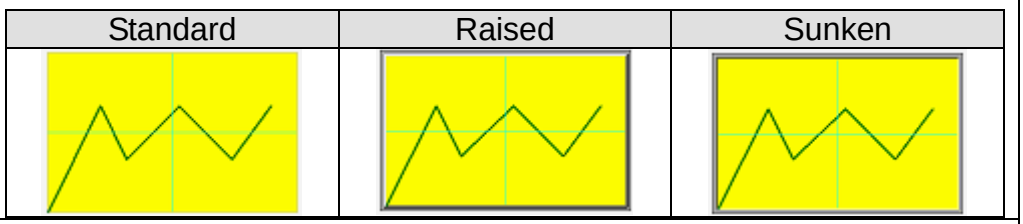
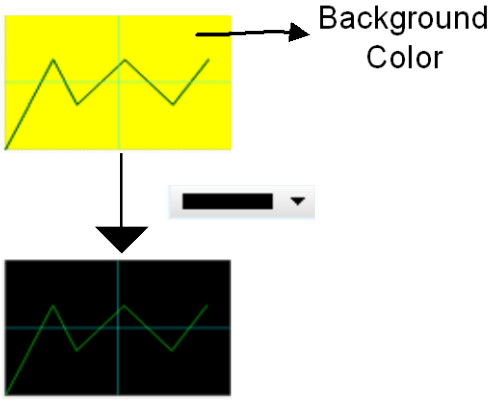
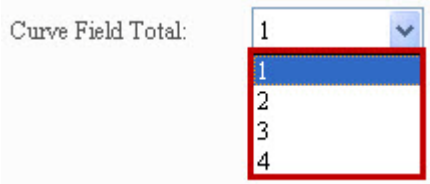
<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td></td><td></td><td> 

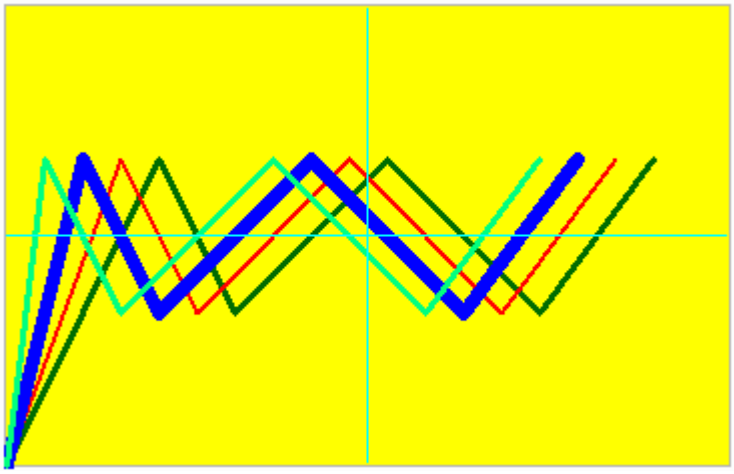

</td></tr>
<tr><td>(5)</td><td>H. Min. Value / H. Max. Numeric Entry</td><td>➢ The valid range of minimum numeric entry and maximum numeric entry is subject to the data type and data format.
<table>
<tr><th>Data Type</th><th>Data Format</th><th>Data Valid Range</th></tr>
<tr><td rowspan="5">Word</td><td>BCD</td><td>0~9999</td></tr>
<tr><td>Signed BCD</td><td>-999 ~ 9999</td></tr>
<tr><td>Signed Decimal</td><td>-32768~32767</td></tr>
<tr><td>Unsigned Decimal</td><td>0~65535</td></tr>
<tr><td>Hex</td><td>0~0xFFFF</td></tr>
</table></td></tr>
</table>

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td>(6)</td><td>V. Min. Value / V. Max. Numeric Entry</td><td>➢ The valid range of minimum numeric entry and maximum numeric entry is subject to the data type and data format.
<table>
<tr><th>Data Type</th><th>Data Format</th><th>Data Valid Range</th></tr>
<tr><td rowspan="5">Word</td><td>BCD</td><td>0~9999</td></tr>
<tr><td>Signed BCD</td><td>-999 ~ 9999</td></tr>
<tr><td>Signed Decimal</td><td>-32768~32767</td></tr>
<tr><td>Unsigned Decimal</td><td>0~65535</td></tr>
<tr><td>Hex</td><td>0~0xFFFF</td></tr>
</table></td></tr>
<tr><td>(7)</td><td>Line Width</td><td>➢ There are eight levels of line width, ranging from 1-8.
 
</td></tr>
<tr><td>(8)</td><td>Line Color</td><td>➢ Users can define the color of line display.
 
</td></tr>
</table>

No.	Property	Function
(9)	Border Color	➢ Users can define the Border Color of the X-Y Chart element 
(10)	Grid Color	➢ Grid Color is the color of the grid line in the X-Y Chart. The default color is  .  ➢ Users can change the grid color. 

No.	Property	Function
(11)	Total Horizontal Curve Count / Total Vertical Line Count	➢ Both Total Horizontal Curve Count and Total Vertical Line Count support the maximum of “99”. ➢ Total Horizontal Curve Count refers to the number of curves on the X-axis. Total Vertical Line Count refers to the number of curves on the Y-axis. Default is 1. 
(12)	Link Two Adjacent Points	➢ Options for Link Two Adjacent Points include “Yes” or “No”. ➢ If “Yes” is selected, the X-coordinate and the Y-coordinate will form a curve.  ➢ If “No” is selected, the coordinate of X-axis and Y-axis is displayed

No.	Property	Function
		
(13)	Element Type	➢ There are three element types, including Standard, Raised, and Sunken. Users can change the element appearance with element type. 
(14)	Element Background Color	➢ Users can set the background color of elements. 
(15)	Curve Count	➢ Every X-Y Chart element supports a total of 4 curves.  ➢ Select 4 curves. Users can also change the line width and line color of these curves.

No.	Property	Function
		 ➢ Users wishing to use 4 curves only need to set continuous addresses in the H. Read Address and V. Read Address. If the H. Read Address is "**$3000**", the V. Read Address is "**$4000**", and Sampling Points is "**5**", it needs **40** sampling points for **4** curves (X and Y each 20). Therefore, the Read Address should be **$3000-$3019** and **$4000-$4019**.

◆ Position

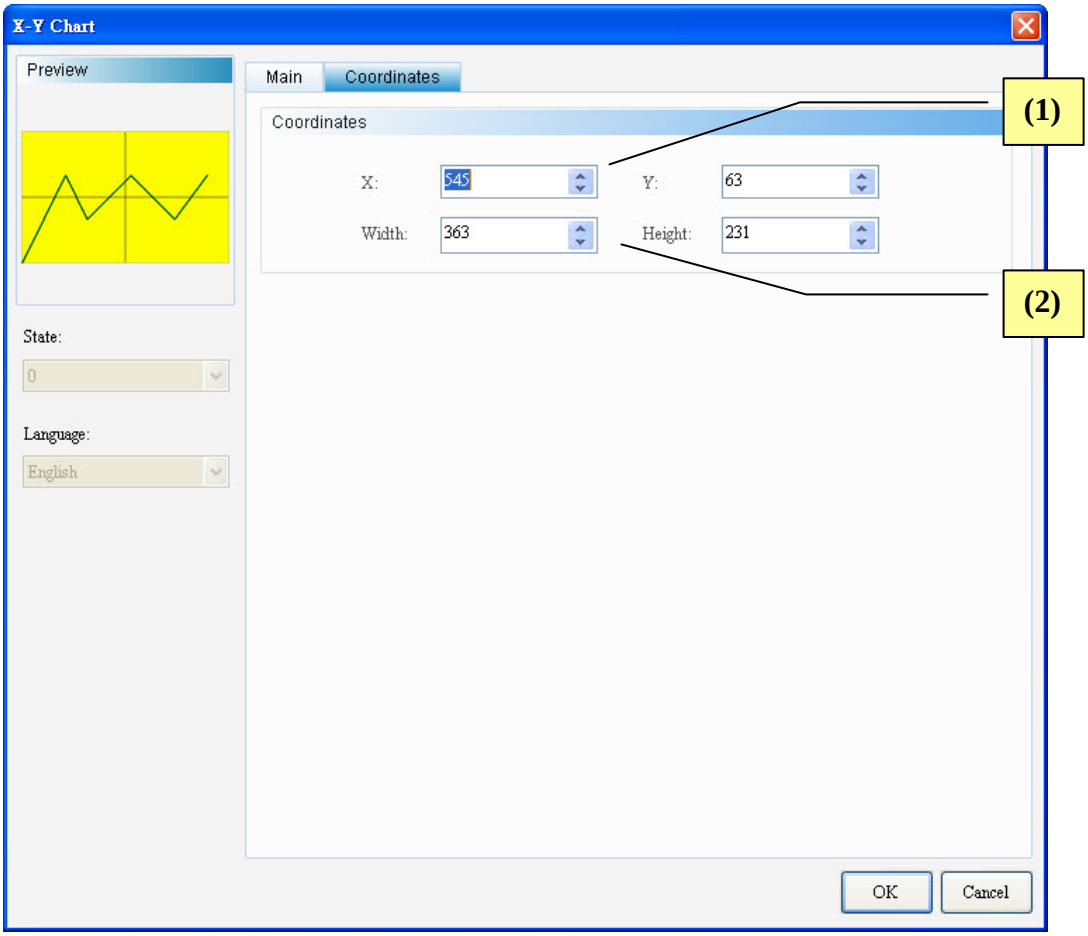


Figure 14-2-3 X-Y Chart Element Position Properties Page

No.	Property	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

14-3 X-Y Distribution

	X-Y Distribution

The X-Y Distribution allows users to use continuous addresses as the read address and continuously sample points on the X-axis and Y-axis, and there is no upper limit for sampling points. Although the X-Y Chart also uses continuous addresses, its sampling points are determined by the element type, element width, and element height. If “Continuous Address” is not selected, users can define the read address for both X and Y. Users can also define Color and Connection as the read address or a constant. By contrast, if “Continuous Address” is selected, both X and Y are continuous addresses, and the color will automatically continue the address of X and Y. In this case, users can only change Color into a constant without changing its address.

An X-Y Distribution element can sample the maximum of 4 points. This element is different from the Trend Graph and X-Y Chart elements in a way that it does not need to draw curves with the curve sampling flags under from [Options]→ [Configuration…]→ [Control Block]→ [Curve Control]. This is because it has its own control flag where Bit 0 is sampling and Bit 1 is clearing.

Please refer to Table 14-3-1 Example of X-Y Distribution below.

Example of X-Y Distribution

Table 14-3-1 Example of X-Y Distribution

X-Y Distribution Element

➢ Create an X-Y Distribution element and set the relevant parameters.

X-Y Distribution Element

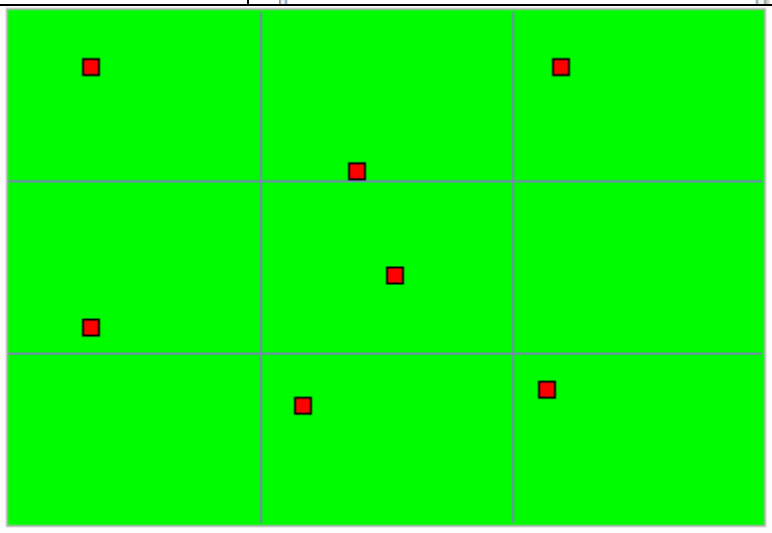
Continuous Address	☑ Continuous Address
Sample size	2
Sample Properties	Sample 0 / Sample 1

Sample 0

Name	Address
X	$20
Y	$21
Color	$22
Connection	$23
X Min.	0
X Max.	1000
Y Min.	0
Y Max.	1000

Sample 1

Name	Address
X	$30
Y	$31
Color	$32
Connection	$33
X Min.	0
X Max.	1000
Y Min.	0
Y Max.	1000



Example of X-Y Distribution

Table 14-3-1 Example of X-Y Distribution

Numeric Entry Element

- As the sample size is “2”, there are two conditions: Sample 0 and Sample 1.
- Create numeric entry elements $20-$23 as the X, Y, color, and connection of Sample 0.
- Create numeric entry elements $30-$33 as the X, Y, color, and connection of Sample 1.

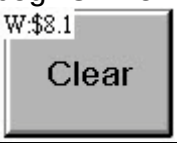
Sampling Points	X	Y	Color	Connection
Sample 0	$20	$21	$22	$23
Sample 1	$30	$31	$32	$33

Set Constant Element

- Create a maintained button element, with Write Memory Address is “$8.0”. This means sampling begins when Bit 0 is “ON”

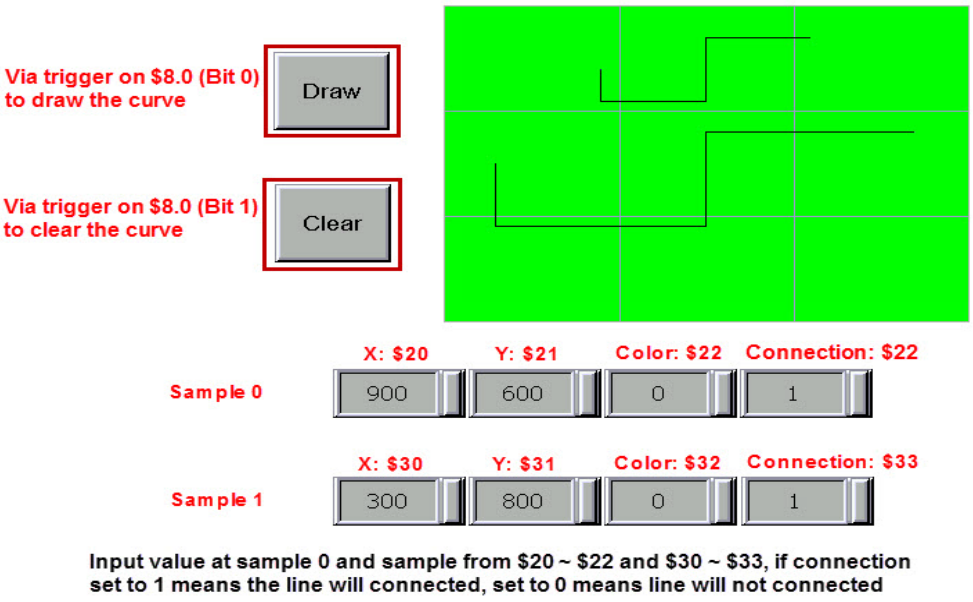


- Create another maintained button element, with Write Memory Address is “$8.1”. This means clearing begins when Bit 1 is “ON”



Execution Results

- After creating elements, run Compile and download them to HMI. Next, input a random value for X-axis and Y-axis respectively from the Numeric Entry Element, the X-Y Chart Element will draw curves according to these values.



Double-click X-Y Distribution to call out the X-Y Distribution Properties screen as shown below.

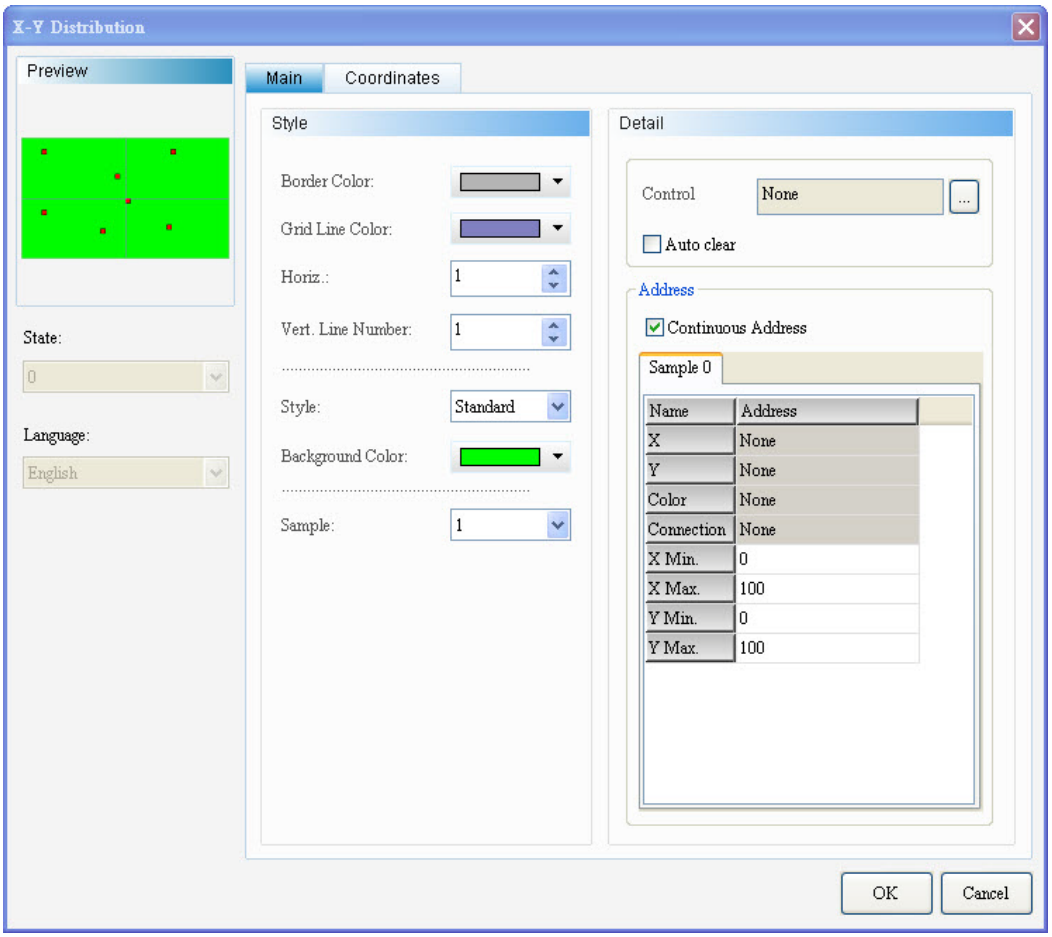


Figure 14-3-1 X-Y Distribution Properties

X-Y Distribution	
Function Page	**Content Description**
Preview	Supports neither multistate data nor multilingual data display.
General	Sets Control Address, Clear Flag after Sampling, Continuous Address, X-Y Color and Connection after Sampling, Read Address, Sample size, X-Minimum Numeric Entry, X-Maximum Numeric Entry, Y-Minimum Numeric Entry, and Y-Maximum Numeric Entry. Sets Border Color, Grid Color, Total Horizontal Curve Count, Total Vertical Line Count, Element Type, and Element Background Color.
Position	Sets the X-Y coordinate, width, and height of button elements.

Table 14-3-2 X-Y Distribution Function Page

◆ General

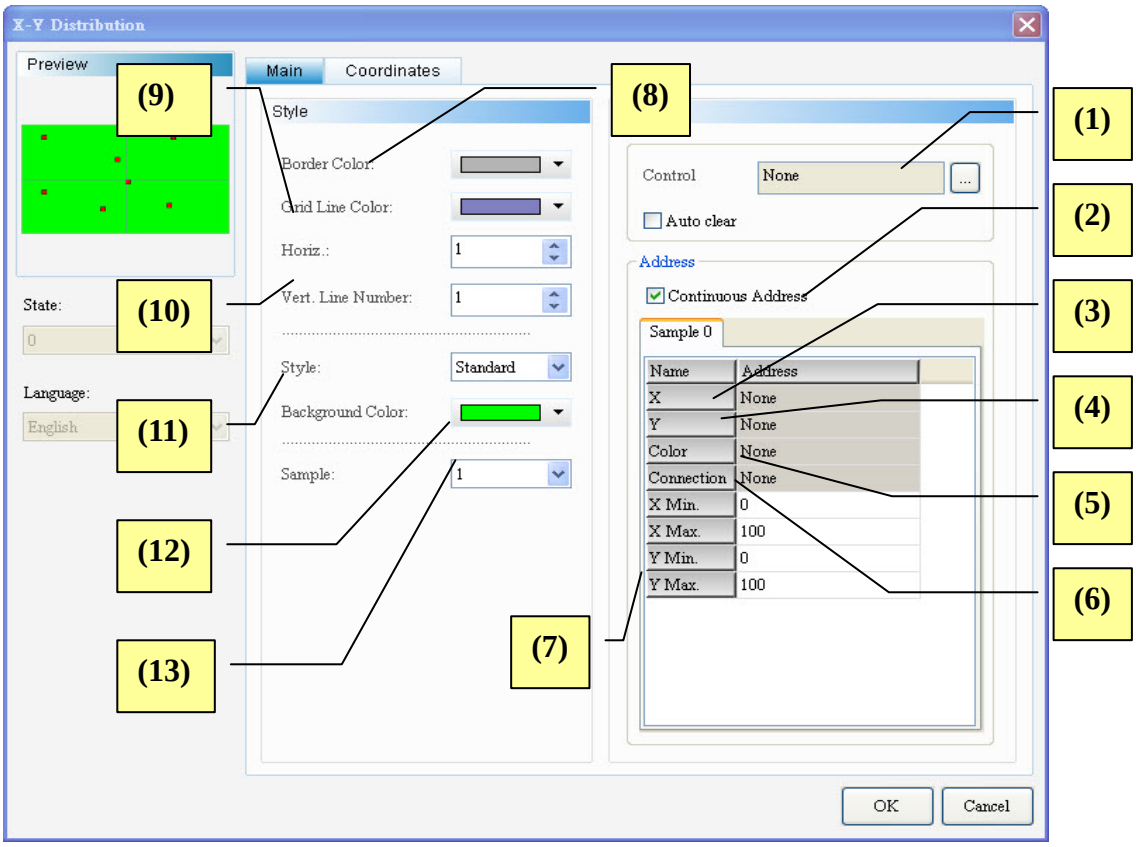
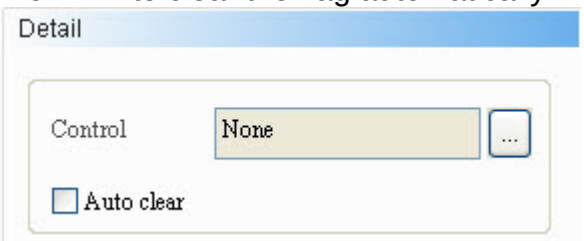
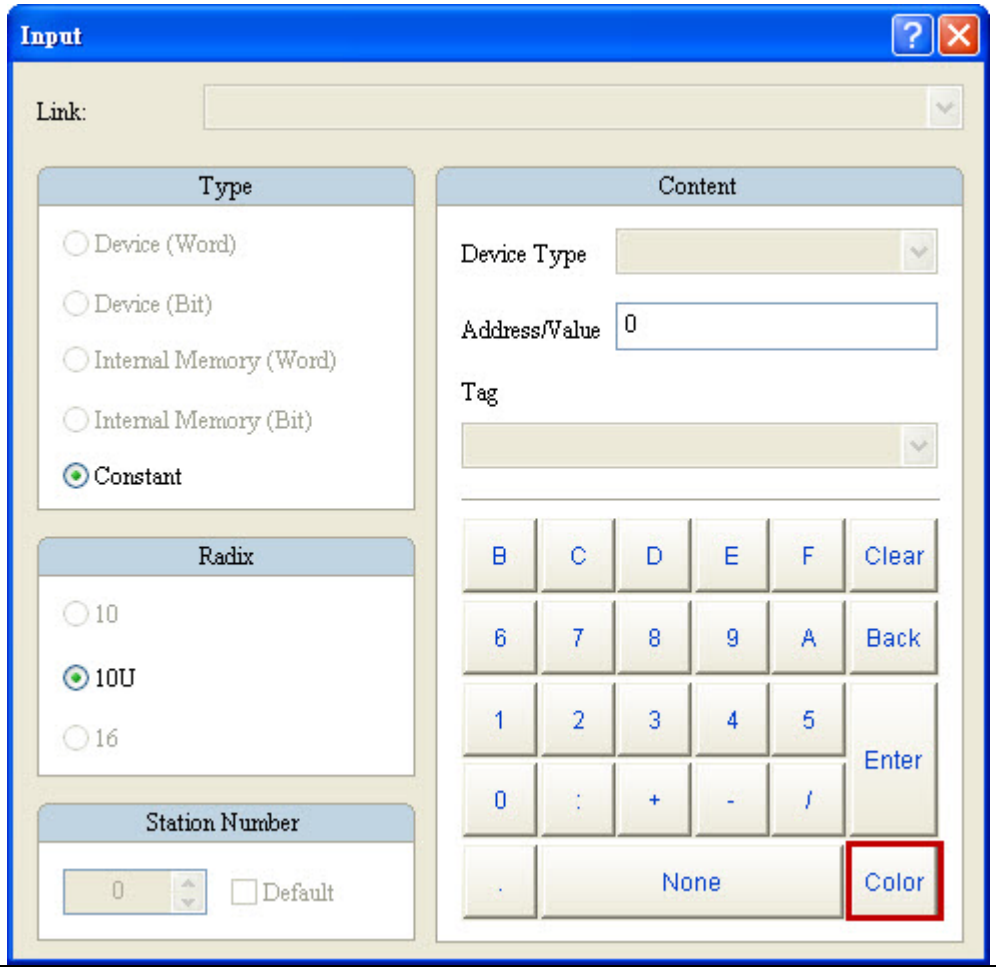
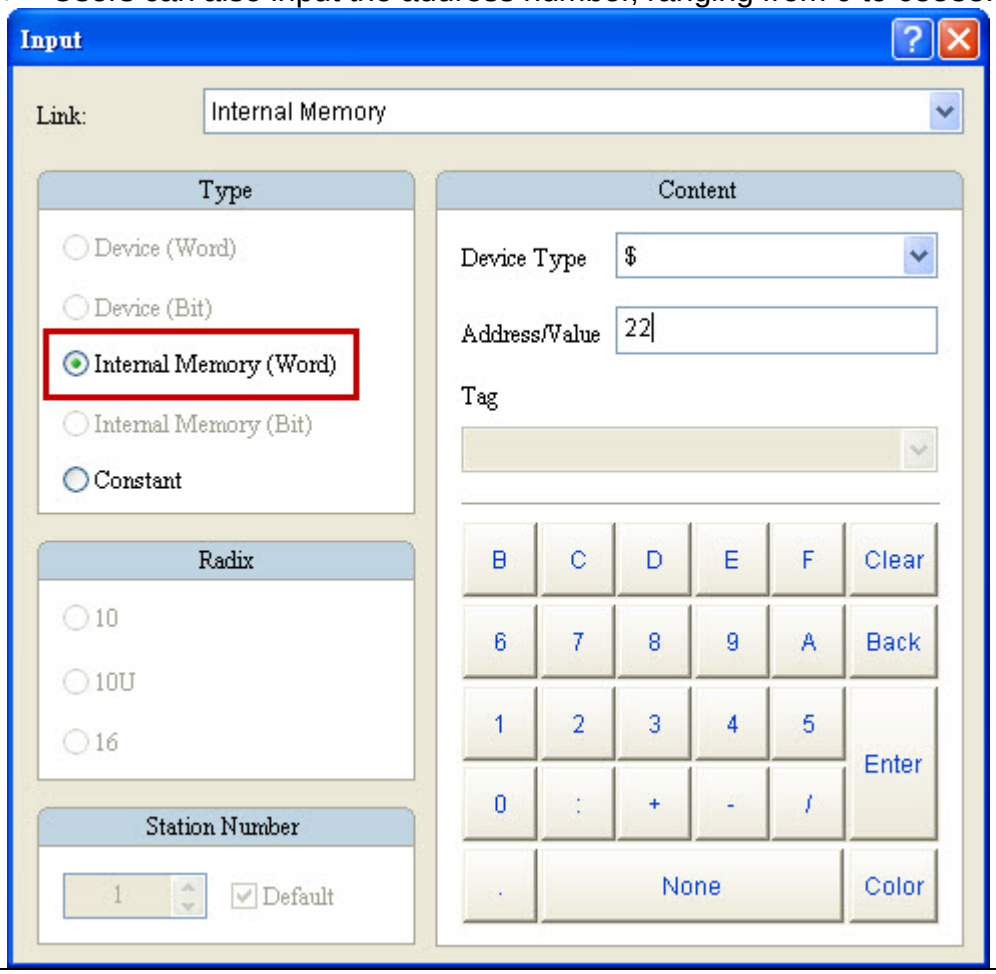
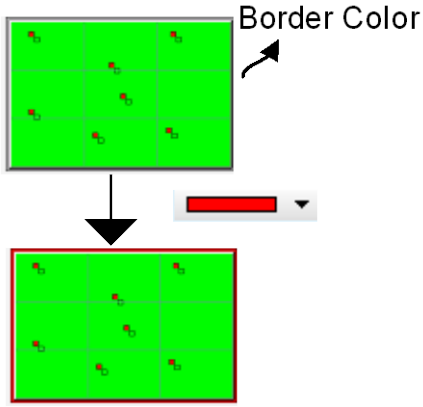
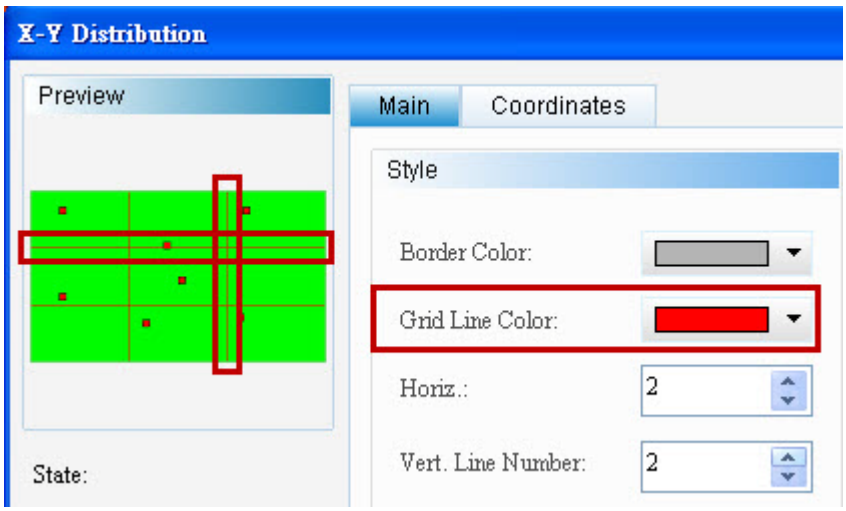
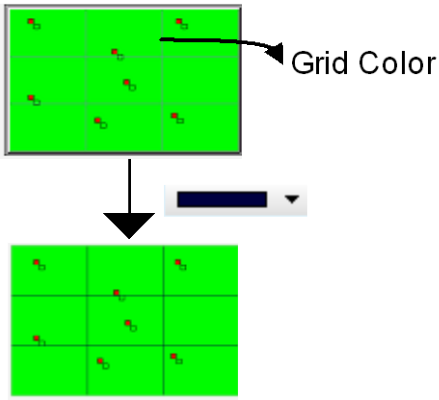


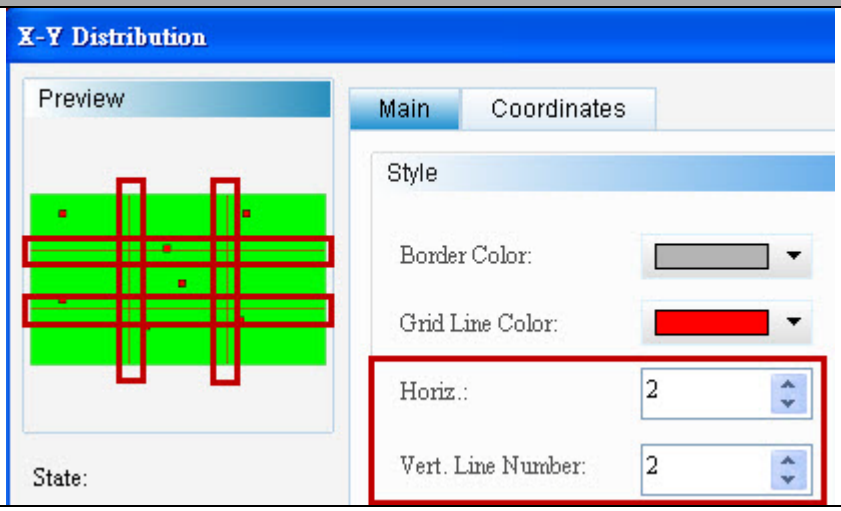
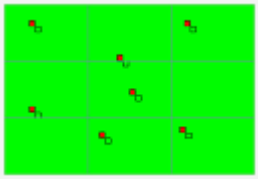
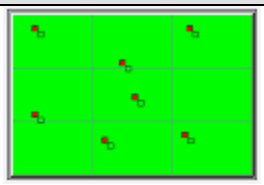
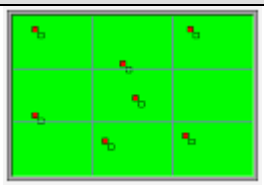
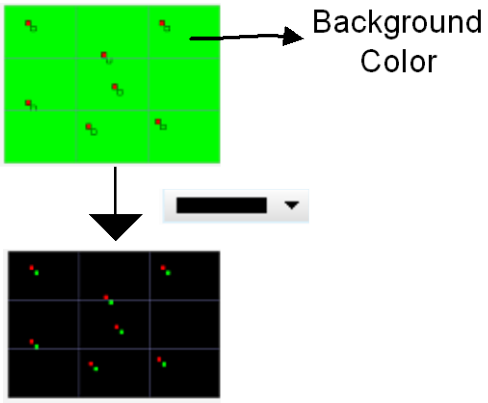
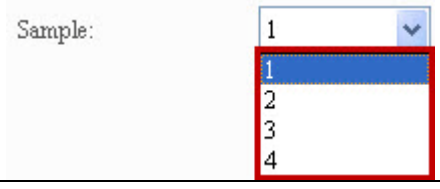
Figure 14-3-2 X-Y Distribution Element General Properties Page

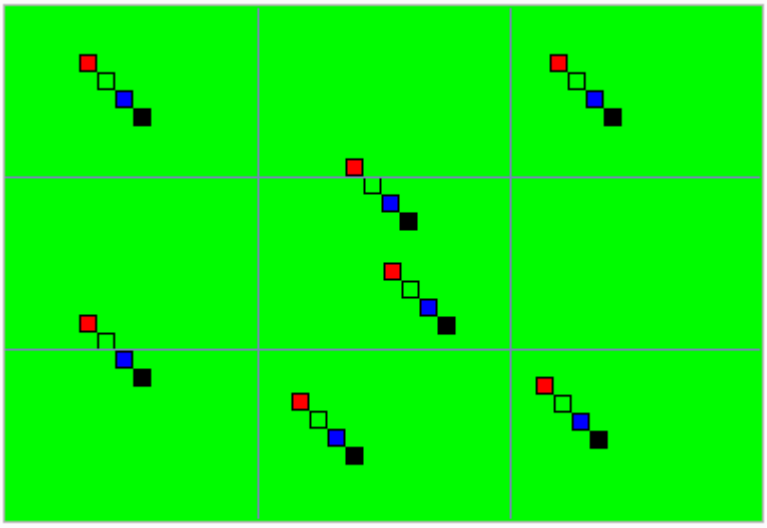
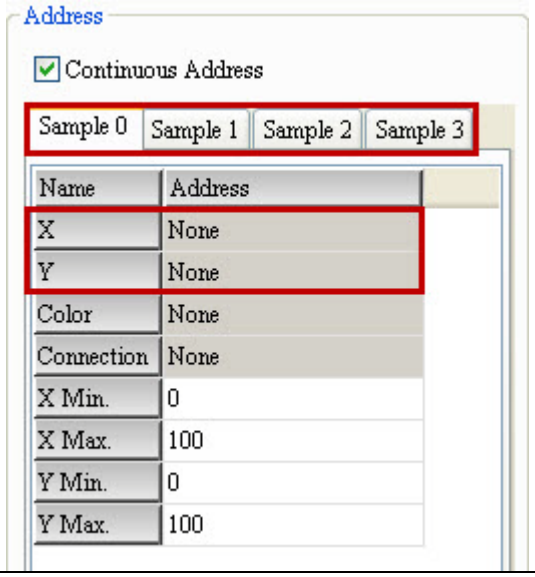
No.	Property	Function
(1)	Control Address	➢ Control Address is the independent curve control flag of the X-Y Distribution. Users will not need to sample data with the curve control flags in the control block. Users can select the internal memory or controller register of this control address. ➢ Selects link name or element type. Please refer to 5-1 Buttons. ➢ Activate Bit 0 to draw the curve with sampling points and Bit 1 to clear sampling points. ➢ The curve control flag of the X-Y real-time curve draws the curve only with the data of one point in every time of activation. Users wishing to draw the curve with data of another sampling point must set the flag to OFF and reactivate the flag. Users can select the "Auto clear" for HMI to clear the flag automatically. 

No.	Property	Function
(2)	Continuous Address	➢ If “Continuous Address” is selected, the address of Y, Color and Connection will continue the address selected for X. If X-address is “$1000”, the address of Y, Color and Connection will be $1001-$1003. Also, users wishing to change the read address of X and Y can only change the X-address. Users wishing to change the read address of Color or Connection can only change it into a constant without changing its address. ➢ If “Continuous Address” is not selected, the address of X, Y, Color, and Connection are discontinuous. Users can define their read address according to their preferences. Also, the read address of Color and Connection can be changed into a read address or a constant.
(3)	X	➢ Selects the address of the internal memory or controller register of X-coordinate. ➢ Selects link name or element type. Please refer to 5-1 Buttons.
(4)	Y	➢ Selects the address of the internal memory or controller register of Y-coordinate. ➢ Selects link name or element type. Please refer to 5-1 Buttons.
(5)	Color	➢ Selects the address of the internal memory or controller register or a constant of Color-coordinate. ➢ Selects link name or element type. Please refer to 5-1 Buttons. ➢ Selects a constant as color to directly select the sampling point color from Color. 

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td></td><td></td><td>➢ Users can also input the address number, ranging from 0 to 65535.
 
</td></tr>
<tr><td>(6)</td><td>Connection</td><td>➢ Selects the address of the internal memory or controller register or a constant of Connection-coordinate.
➢ Selects link name or element type. Please refer to 5-1 Buttons.
➢ Connection means if it is to connect with previous sampling point to form a curve. Set constant=1 for connection or constant=0 for no connection.</td></tr>
<tr><td>(7)</td><td>X-Minimum Numeric Entry / X-Maximum Numeric Entry/Y-Minimum Numeric Entry/Y-Maximum Numeric Entry</td><td>➢ The valid range of X/Y minimum numeric entry and X/Y maximum numeric entry is subject to the data type and data format.
<table>
<tr><th>Data Type</th><th>Data Format</th><th>Data Valid Range</th></tr>
<tr><td rowspan="5">Word</td><td>BCD</td><td>0~9999</td></tr>
<tr><td>Signed BCD</td><td>-999 ~ 9999</td></tr>
<tr><td>Signed Decimal</td><td>-32768~32767</td></tr>
<tr><td>Unsigned Decimal</td><td>0~65535</td></tr>
<tr><td>Hex</td><td>0~0xFFFF</td></tr>
</table></td></tr>
</table>

No.	Property	Function
(8)	Border Color	➢ Users can define the Border Color of the X-Y Distribution element. 
(9)	Grid Color	➢ Grid Color is the color of the grid line in the X-Y Distribution. The default color is  .  ➢ Users can change the grid color. 
(10)	Total Horizontal Curve Count / Total Vertical Line Count	➢ Both Total Horizontal Curve Count and Total Vertical Line Count support the maximum of “99”. ➢ Total Horizontal Curve Count refers to the number of curves on the X-axis. Total Vertical Line Count refers to the number of curves on the Y-axis. Default is 2.

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td></td><td></td><td> 
</td></tr>
<tr><td>(11)</td><td>Element Type</td><td>➢ There are three element types, including Standard, Raised, and Sunken. Users can change the element appearance with element type.
<table>
<tr><th>Standard</th><th>Raised</th><th>Sunken</th></tr>
<tr><td>  </td><td>  </td><td>  </td></tr>
</table></td></tr>
<tr><td>(12)</td><td>Element Background Color</td><td>➢ Users can set the background color of elements.

</td></tr>
<tr><td>(13)</td><td>Sample size</td><td>➢ An X-Y Distribution element supports a maximum of 4 sets of samples.

</td></tr>
</table>

No.	Property	Function
		 ➢ User wishing to use 4 sets of samples only need to set the X and Y read addresses of Sample 0, Sample 1, Sample 2, and Sample 3 to run sampling. 

◆ Position

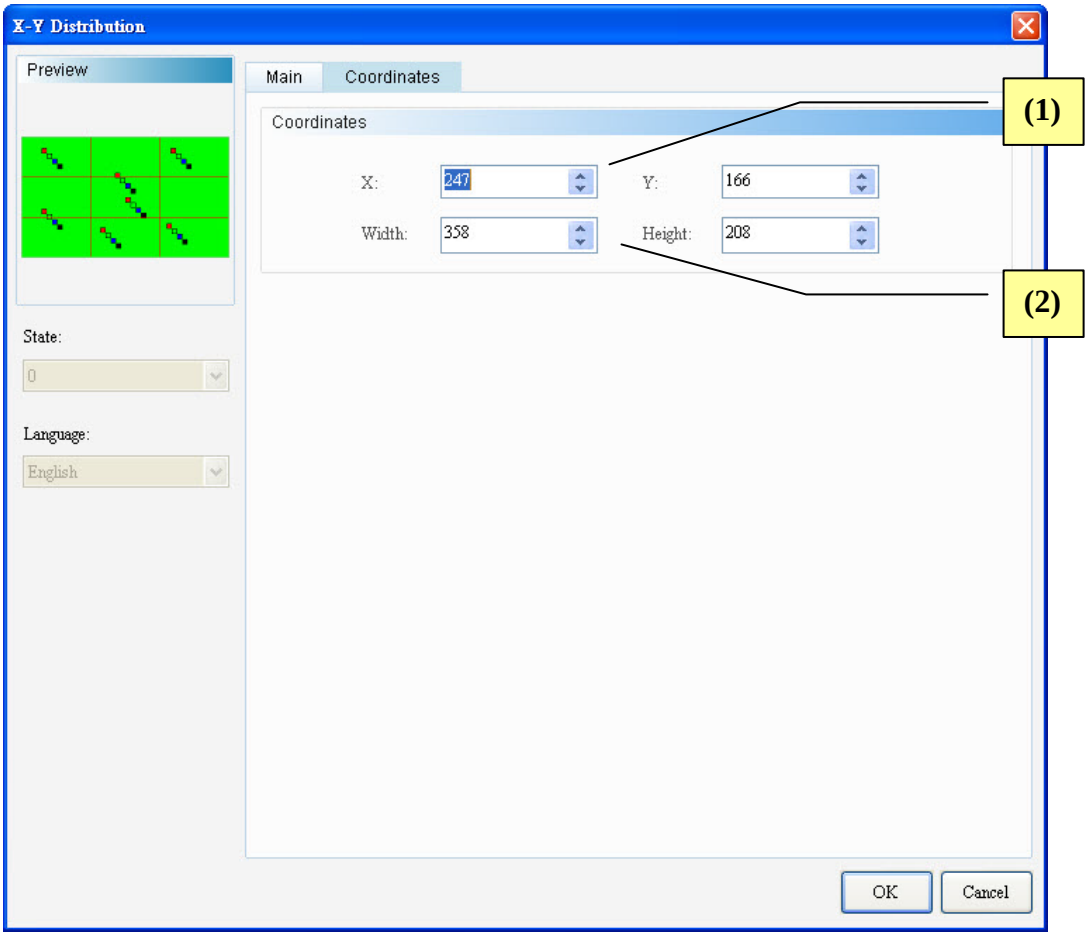


Figure 14-3-3 X-Y Distribution—Element Position Properties Page

No.	Property	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

14-4 Curve Input

	Curve Input

Curve Input takes sample from continuous addresses and draw curves based on the read address selected by users. Users can also touch the Curve Input element to move the curve to the desired display position. Curve Input provides two types of graphs, broken line and block graphs, each has different effects.

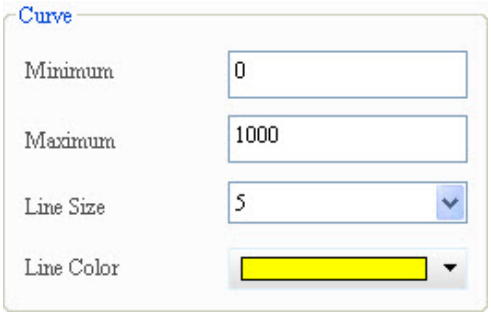
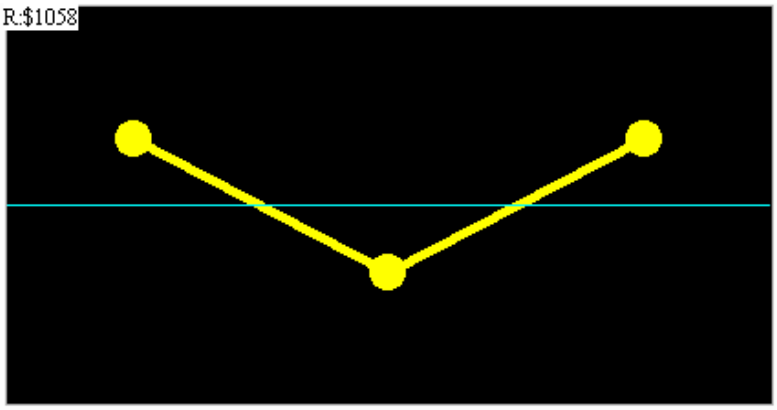
Please refer to Table 14-4-1 Example of Curve Input below.

Example of Curve Input

Table 14-4-1 Example of Curve Input

Curve Input Element

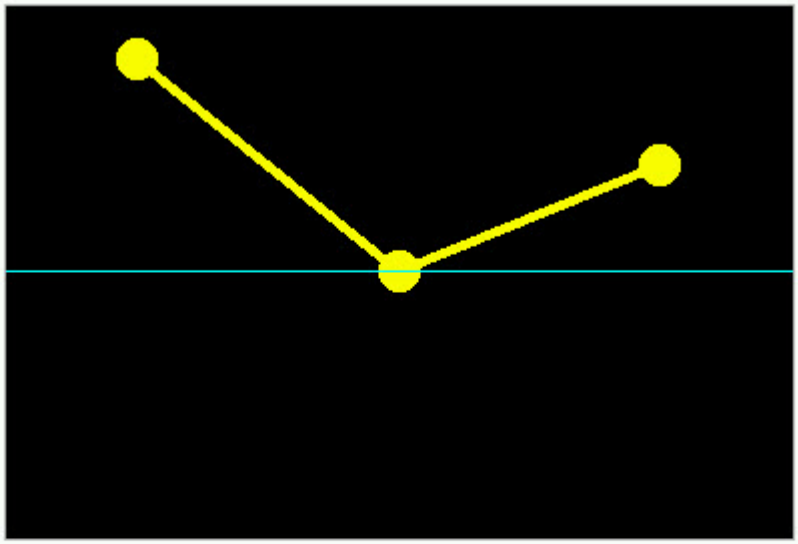
➢ Create a Curve Input element and set the relevant parameters.

Curve Input Element	
Read Address	$1058
Sampling Points	3
Graph Type	Broken Line
Minimum Value Maximum Value Line Width Line Color	
	

Numeric Entry Element

➢ Three numeric entry elements are created because the sampling point setting is “3”. As it needs 3 sampling points to draw a curve, 3 addresses are read orderly from Read Address $1058 defined by Curve Input. These addresses are $1058, $1059, and $1060.

Numeric Entry Element			
Write Memory Address	$1058	$1059	$1060

Example of Curve Input Table 14-4-1 Example of Curve Input	
Execution Results	➢ After creating elements, run Compile and download them to HMI. Next, input a random value from the Numeric Entry Element, Curve Input will draw curves according to these values. Users can also touch the Curve Input element to move the curve to the desired display location.   **User could input value at $1058 ~ $1060 or directly touch curve input element to move curve line**

Double-click Curve Input to call out the Curve Input Properties screen as shown below.

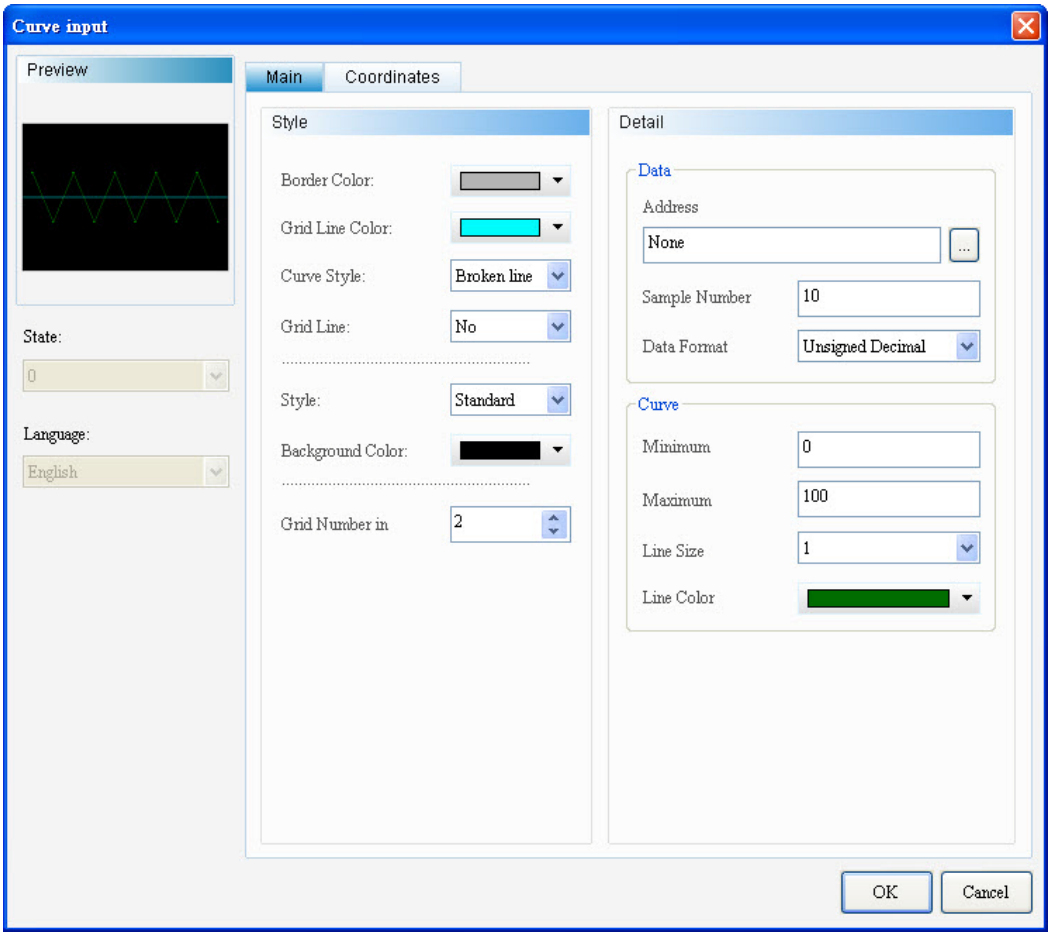


Figure 14-4-1 Curve Input Properties

Curve Input	
Function Page	**Content Description**
Preview	Supports neither multistate data nor multilingual data display.
General	Sets Read Address, Sampling Points, Data Format, Sampling Flag, Minimum Numeric Entry, Maximum Numeric Entry, Line Width, and Line Color. Sets Border Color, Grid Color, Graph Type, Show Grid Line, Element Type, Element Background Color, and Horizontal Grid Count.
Position	Sets the X-Y coordinate, width, and height of button elements.

Table 14-4-2 Curve Input Function Page

◆ General

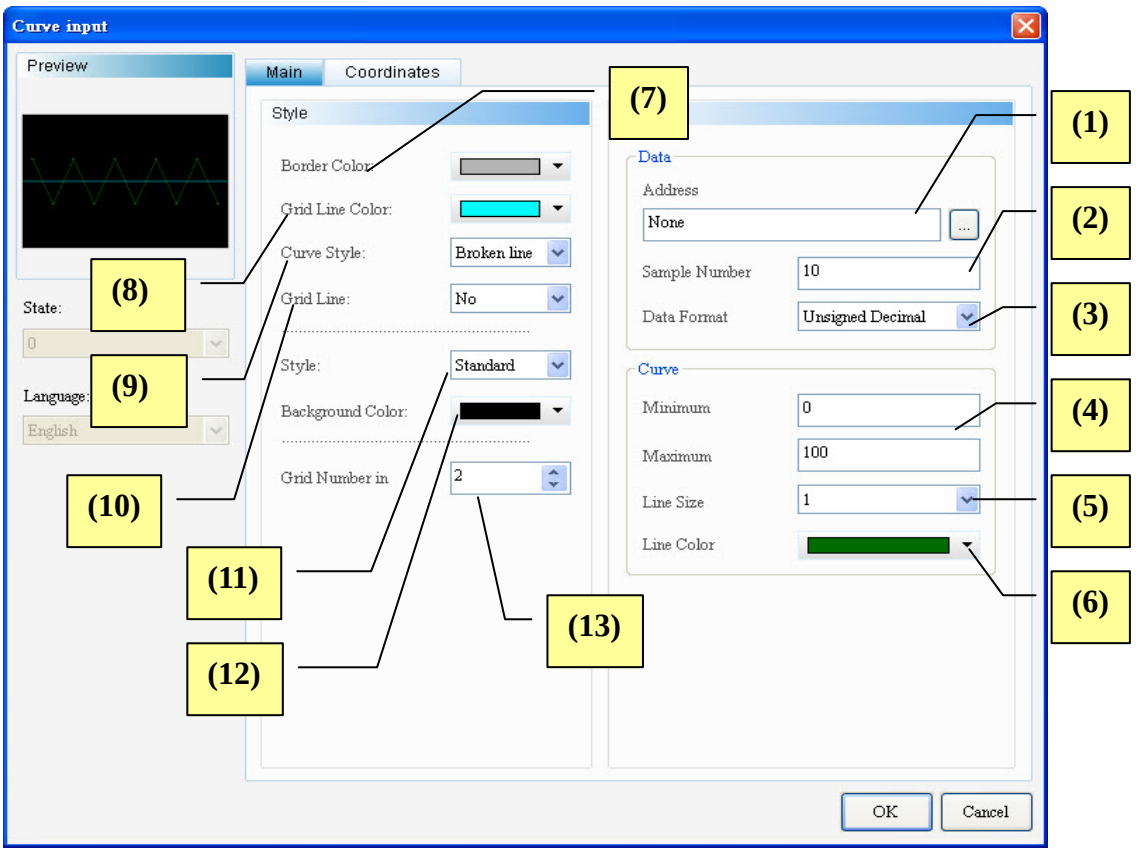
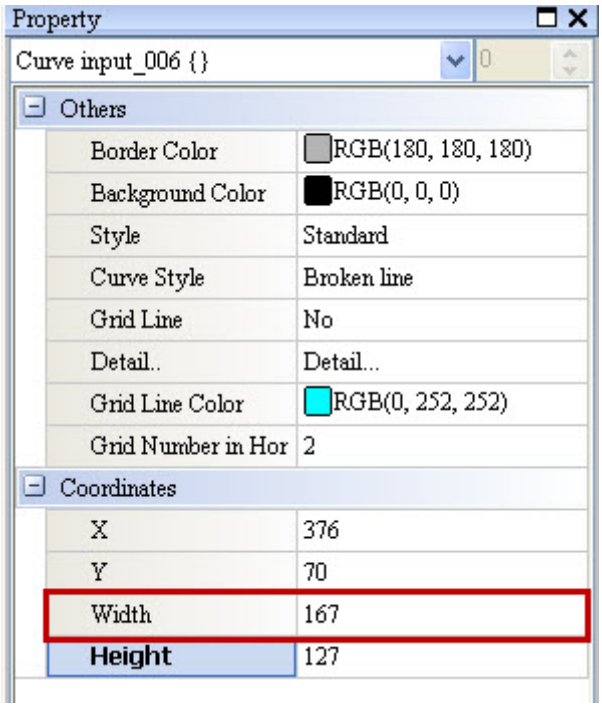
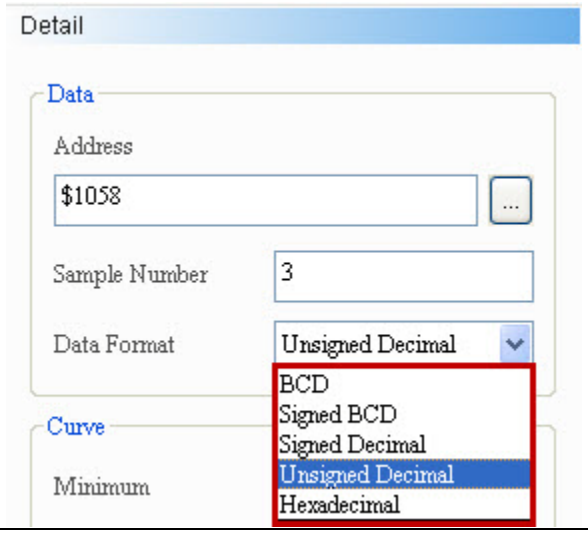
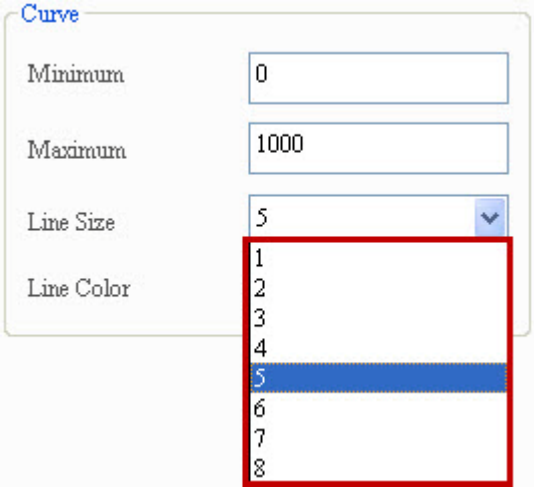
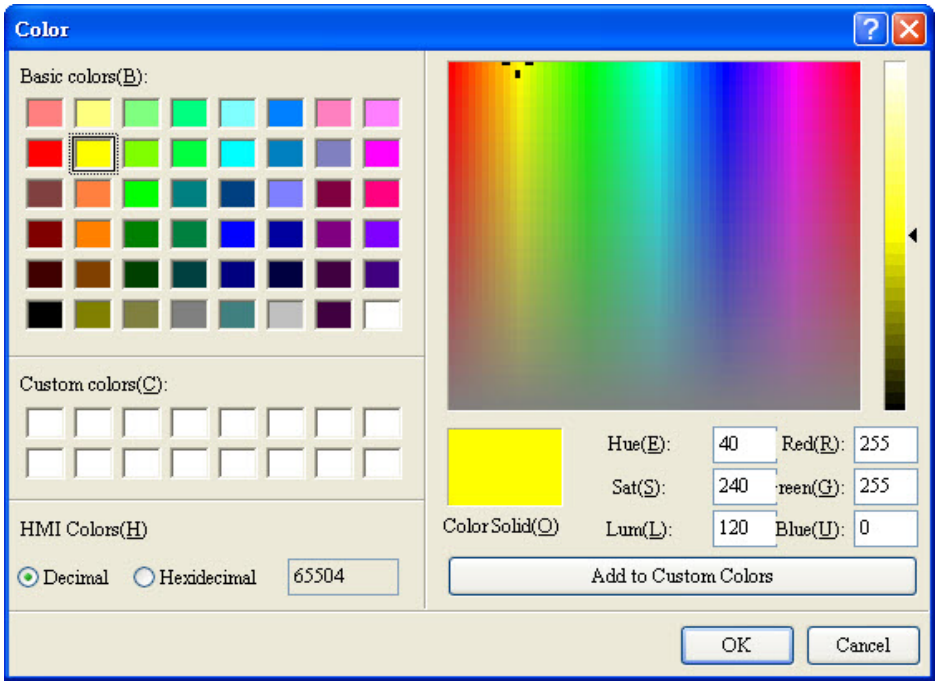
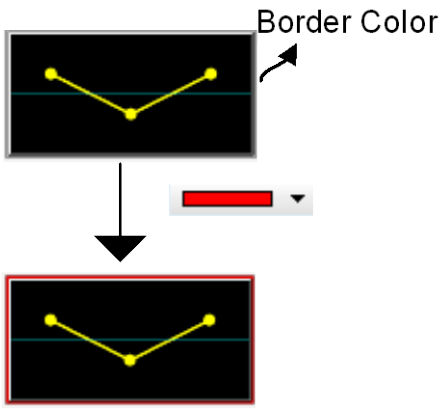
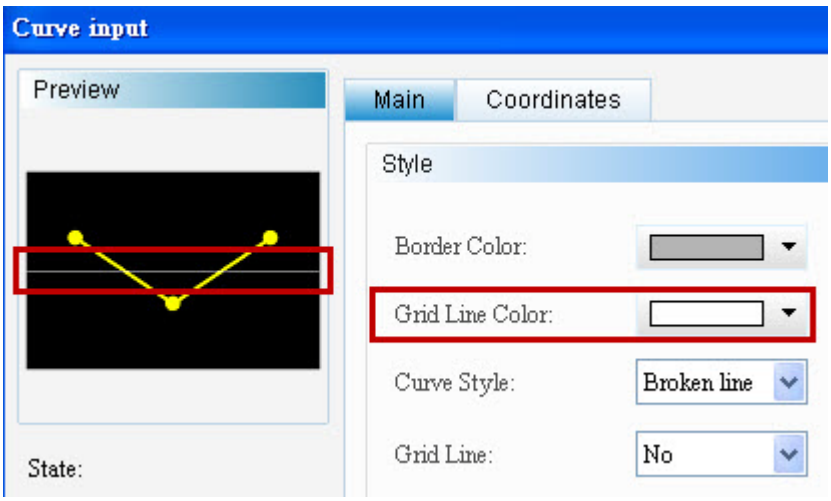
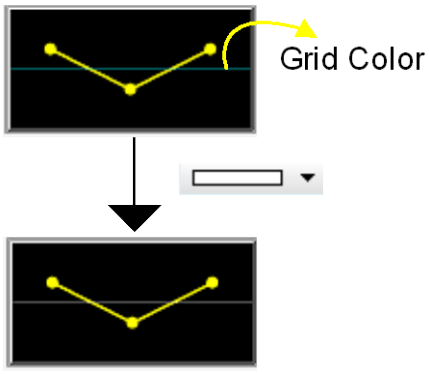


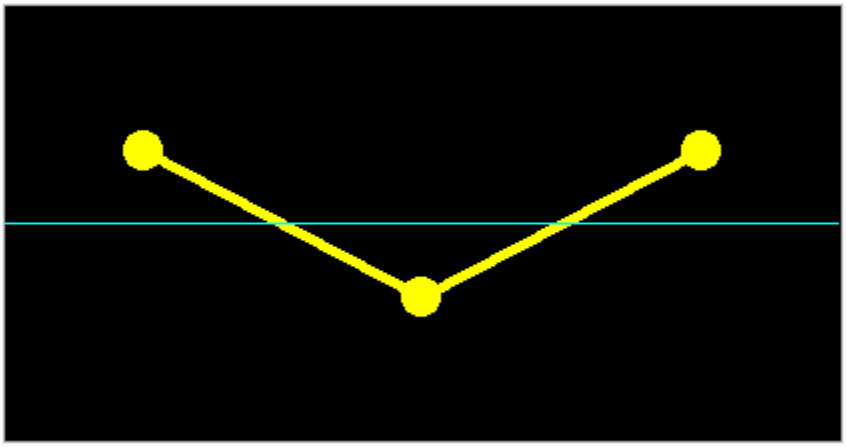
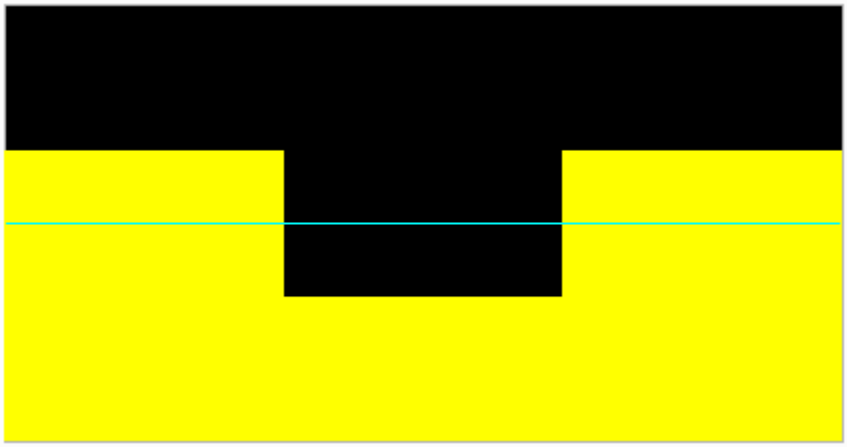
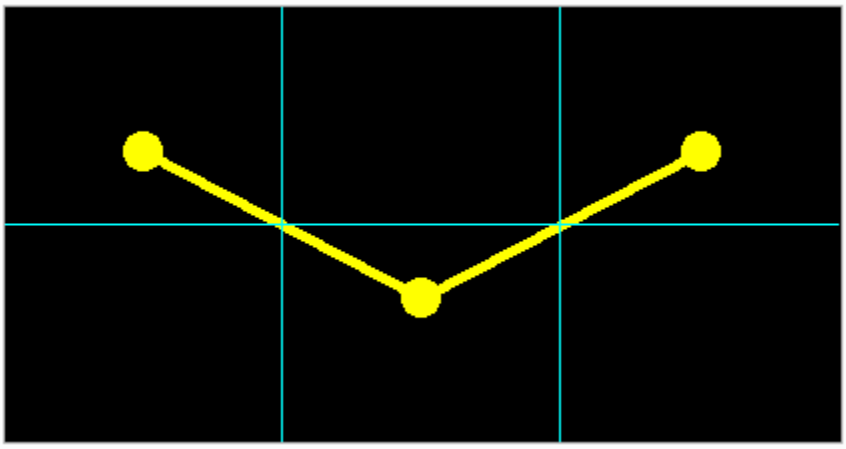
Figure 14-4-2 Curve Input—Element General Properties Page

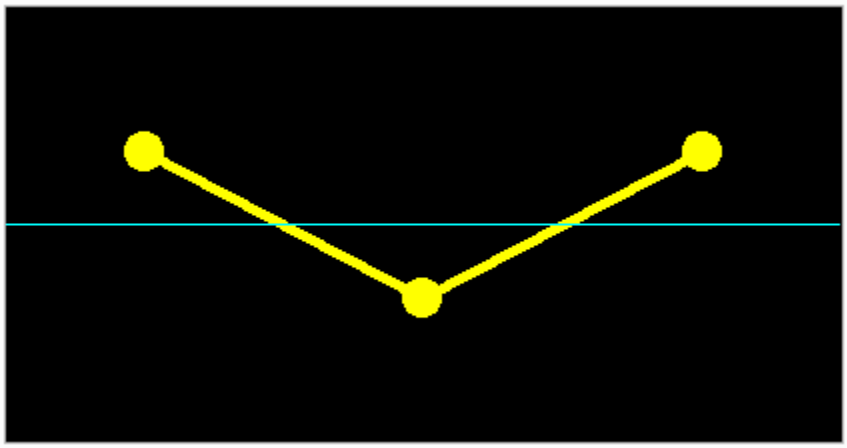
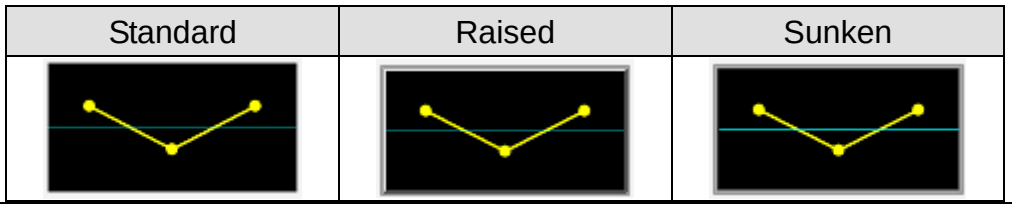
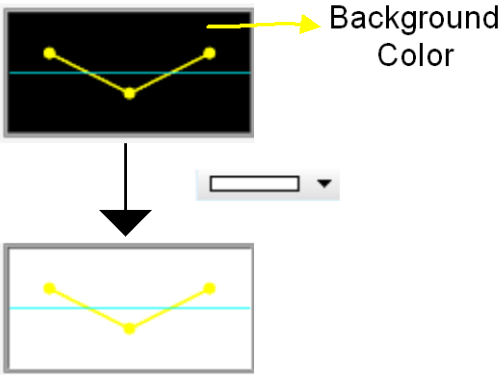
No.	Property	Function
(1)	Read Address	➢ Selects the address of internal memory or controller register. ➢ Selects link name or element type. Please refer to 5-1 Buttons.
(2)	Sampling Points	➢ The value of Sampling Points must be a constant. ➢ The size of sampling points is determined by element width and element type. When element type “Standard” is selected in the Curve Input element, and element width is “167”, the maximum display points are “167”. When element type “Raise” or “Sunken” is selected in the Curve Input element (Border width is 7 points) and element width is 167, the maximum display points are 153 (167-(7*2)=153).

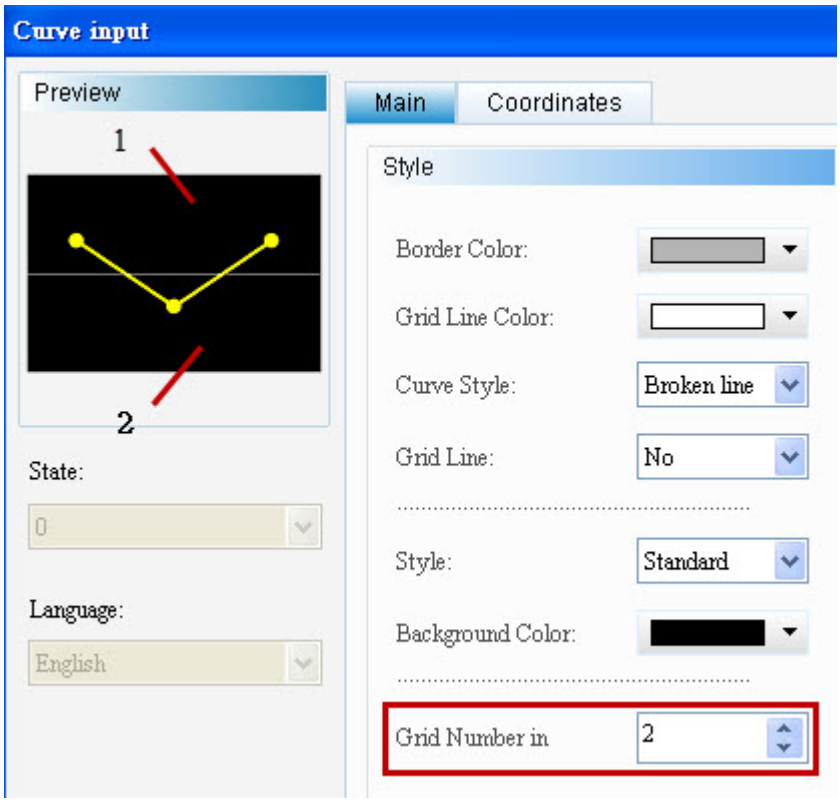
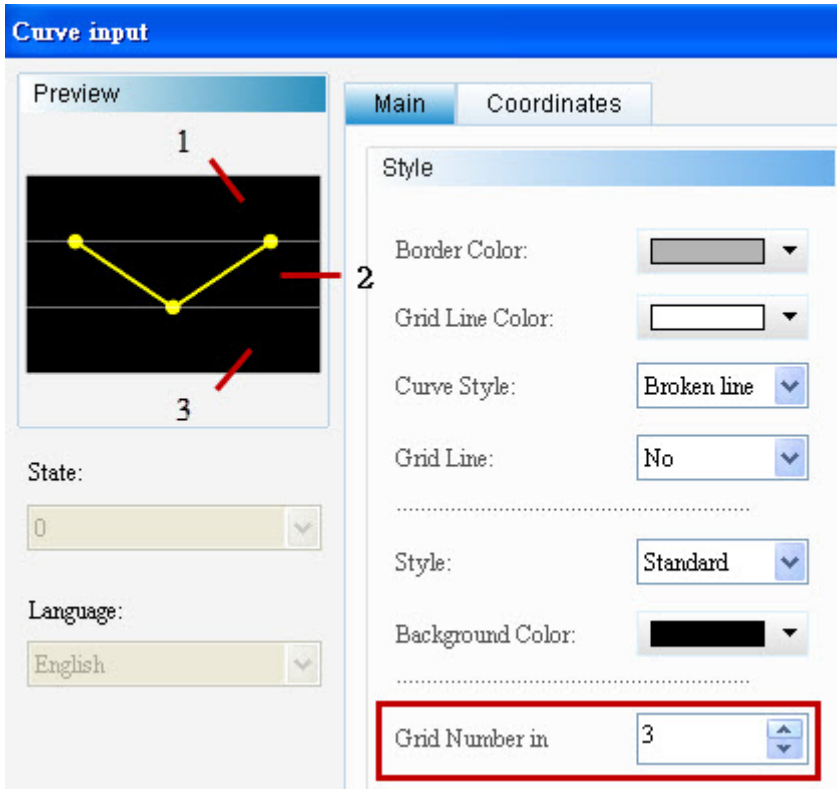
<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td></td><td></td><td> 
</td></tr>
<tr><td>(3)</td><td>Data Format</td><td>➢ Curve Input supports the following data formats:
 
</td></tr>
<tr><td>(4)</td><td>Minimum Numeric Entry / Maximum Numeric Entry</td><td>➢ The valid range of minimum numeric entry and maximum numeric entry is subject to the data type and data format.
<table>
<tr><th>Data Type</th><th>Data Format</th><th>Data Valid Range</th></tr>
<tr><td rowspan="5">Word</td><td>BCD</td><td>0~9999</td></tr>
<tr><td>Signed BCD</td><td>-999 ~ 9999</td></tr>
<tr><td>Signed Decimal</td><td>-32768~32767</td></tr>
<tr><td>Unsigned Decimal</td><td>0~65535</td></tr>
<tr><td>Hex</td><td>0~0xFFFF</td></tr>
</table></td></tr>
</table>

No.	Property	Function
(5)	Line Width	➢ There are eight levels of line width, ranging from 1-8. 
(6)	Line Color	➢ Users can define the color of line display. 
(7)	Border Color	➢ Users can define the Border Color of the Curve Input element.

No.	Property	Function
		
(8)	Grid Color	➢ Grid Color is the color of the grid line in the Curve Input. The default color is  .  ➢ Users can change the grid color. 
(9)	Graph Type	➢ There two graph types: broken line and block graphs.

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td rowspan="2"></td><td rowspan="2"></td><td>Broken line</td><td>  </td></tr>
<tr><td>Block graphs</td><td>  </td></tr>
<tr><td>(10)</td><td>Show Grid Line</td><td colspan="2">➢ Options for Show Grid Line: Yes or No.
Yes  </td></tr>
</table>

<table>
<tr><th>No.</th><th>Property</th><th>Function</th></tr>
<tr><td></td><td></td><td>No
  </td></tr>
<tr><td>(11)</td><td>Element Type</td><td>➢ There are three element types, including Standard, Raised, and Sunken. Users can change the element appearance with element type.
  </td></tr>
<tr><td>(12)</td><td>Element Background Color</td><td>➢ Users can set the background color of elements.
  </td></tr>
<tr><td>(13)</td><td>Horizontal Grid Count</td><td>➢ The maximum horizontal grid count is “50”.
➢ Horizontal grids are used to separate the blocks in the Curve Input element. Default count is “2”. This means there is one grid line separating the Curve Input element into two blocks. If the maximum horizontal grid count is “3”, there are two grid lines separating the Trend Graph element into 3 blocks, and so on.</td></tr>
</table>

No.	Property	Function
		 

◆ Location

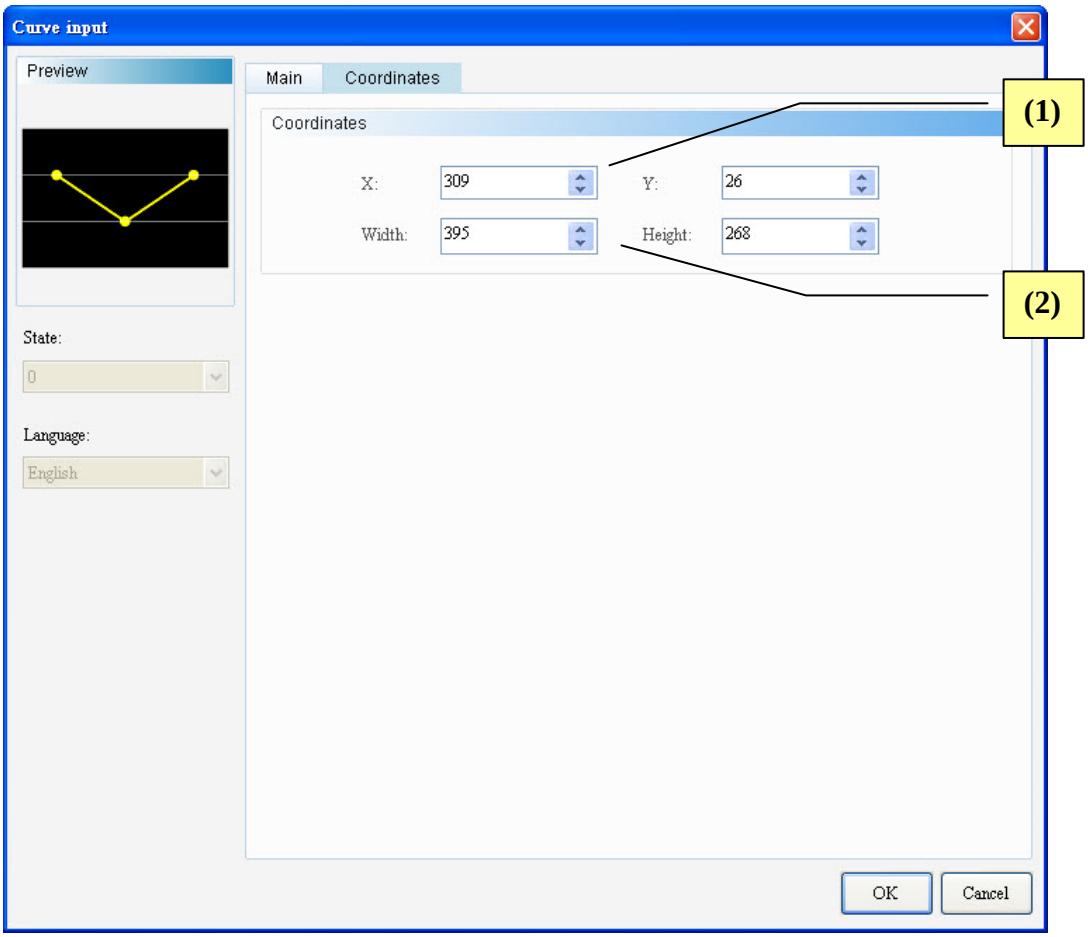


Figure 14-4-3 Curve Input—Element Position Properties Page

No.	Property	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

Chapter 15 Sampling

This chapter describes the sampling components that the DOPSoft software provides and how to operate History Setup.

◆ Classification of sampling components:

Sampling 		Historical Trend Graph
		Historical Data Table
		Historical Event Table

Table 15-1-1 Classification of sampling components

◆ Common properties of sampling components

History Elements	Read Address	Write Address	Style (Border Color/ Grid Color/ Grid number in Horizontal/ Foreground Color/ Background Color/ Curve Field)	Buffer Number	Time Format/ Date Format/ Show Color	Display Time/Date Labels	Global Range	Data No./ Min. Value/ Max. Value/ Line Size/ Line Color
Historical Trend Graph	◎		◎	◎	◎	◎	◎	◎
Historical Data Table	◎		◎ (Only border and Background Colors)	◎	◎			◎ (Only data no.)
Historical Event Table	◎		◎ (Only border and Background Colors)	◎	◎			◎ (Only data no.)

History Elements	History Buffer Setup	Set Scale	Min. Value/ Max. Value	Data Type/ Data Format	Integer Digits/ Fractional Digits	Display High value/Display Low value	Column Counts/ Column Width/ Leading Zero	State
Historical Trend Graph	◎	◎	◎	◎	◎	◎		
Historical Data Table	◎			◎	◎		◎	
Historical Event Table	◎			◎				◎

Table 15-1-2 Common properties of sampling components

15-1 History Setup

We will explain how to use the History Setup function before describing the sampling components. The History Setup is used to set the properties such as address, length of the data type, sampling points, trigger source, whether to record the time and date, whether to store the data in an external device or output a file to the CSV file. The History data that the user edited will be run using the formula provided by the software. The size data calculated will be stored in the preset retained area. If the data are stored in HMI, the size of the History varies depending on the HMI model. For more information, refer to the Hardware Specifications in the HMI Installation Manuel for the description of the non-volatile internal memory. If the data are stored in an external device (such as USB Disk, SD Card), the size of that device prevails.

Two log files are generated when history data are downloaded to HMI: DAT and CSV.

1. DAT file formulas

Each history data is stored as a Hxxxx.dat file. xxxx is the ordinal number of the history data record. Each.dat file has the following capacity.

$$\frac{\{[6Bytes(a)+2Bytes(b)]\times N(c)\}}{1024\times1024}=\text{Actual file size } MBytes$$

a	Time/date data
b	Data type
c	Sample number

Additional history data will occupy extra header size.

$$\{[8\text{Bytes(a)}]\times\text{N(b)}\}=\text{Actual file size Bytes}$$

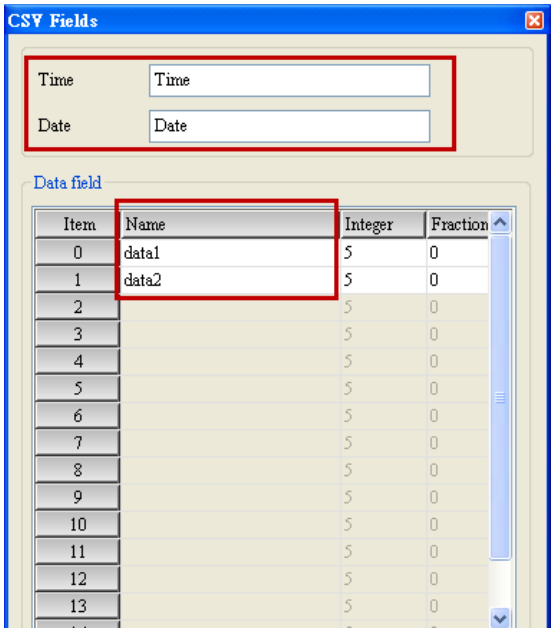
a	Header of each history data
b	Sample number

2. CSV file formulas

CSV file formulas are allocated by dynamic. According to every word is 2 byte, and every item have to separate by “，” then it also calculate 2 byte. Every rows ends also need 0x0D and 0x0A command that it calculate 4 byte.

As below will illustration how to calculate CSV file size.

■ Topic rows



For example illustrate how to calculate topic raw data size.

➢ Every word occupied 2 bytes (Word * 2 bytes)

Header	**Time Name (Time)**	**,**	**Date Name (Date)**	**,**	**Data field Name (Data1)**	**Ends**
2 Bytes	8 Bytes	2 Bytes	8 Bytes	2 Bytes	10 Bytes	4 Bytes
Total 36 Bytes						

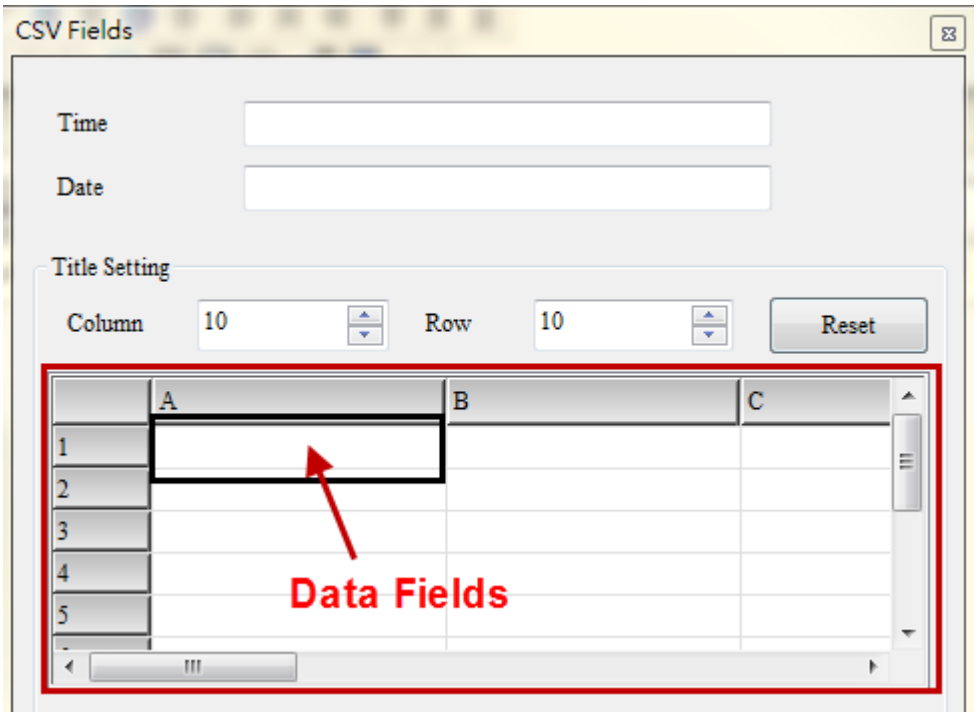
➢ Every word occupied 2 bytes (Word * 2 bytes)

Header	**Time Name (Time)**	**,**	**Date Name (Date)**	**,**	**Data field Name (資料 1)**	**Ends**
2 Bytes	4 Bytes	2 Bytes	4 Bytes	2 Bytes	6 Bytes	4 Bytes
Total 24 Bytes						

➢ Every word occupied 2 bytes (Word * 2 bytes)

Header	**Time Name (Time)**	**,**	**Date Name (Date)**	**,**	**Data field Name (Data 1)**	**Data field Name (Data 2)**	**Ends**
2 Bytes	4 Bytes	2 Bytes	4 Bytes	2 Bytes	6 Bytes	6 Bytes	4 Bytes
Total 30 Bytes							

■ Data Fields



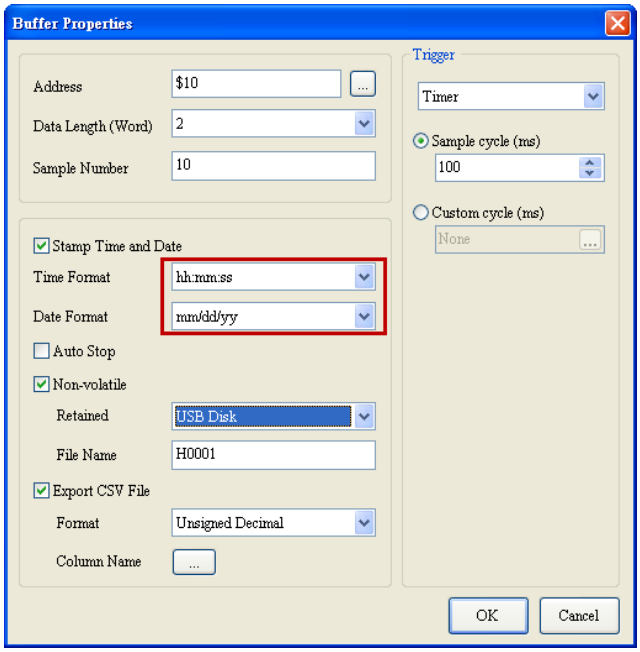
CSV fields supports up to 10* columns and 10* rows.

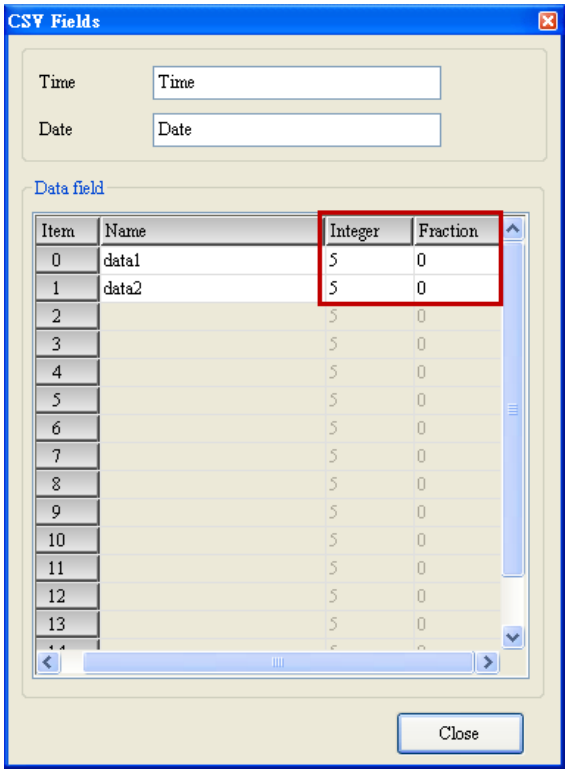
Each data field supports 128 Bytes and each word occupies 2 Bytes.

- Calculating method: each word occupies 2 Bytes (word count* 2 Bytes).
- Column* row = 2*2

A1 Setting value	**CSV Separator**	**B1 Setting value**	**CSV Separator**	**A2 Setting value**	**CSV Separator**	**B2 Setting value**	**New line**
123	**,**	**Delta**	**,**	**abc**	**,**	**QWE**	
6 Bytes	2 Bytes	8 Bytes	2 Bytes	6Bytes	2 Bytes	6 Bytes	4 Bytes
36 Bytes in total							

■ Data rows





➢ Every word occupied 2 bytes (Word * 2 bytes)

Time Format (hh:mm:ss)	,	Date Format (mm/dd/yyyy)	,	Integer (5)	Fraction (0)	Ends
16 Bytes	2 Bytes	20 Bytes	2 Bytes	10 Bytes	0 Bytes	4 Bytes
Total 54 Bytes						

➢ Every word occupied 2 bytes (Word * 2 bytes)

Time Format (hh:mm)	,	Date Format (mm.dd)	,	Integer (4)	Fraction (1)	Ends
10 Bytes	2 Bytes	10 Bytes	2 Bytes	8 Bytes	2 Bytes	4 Bytes
Total 38 Bytes						

➢ Every word occupied 2 bytes (Word * 2 bytes)

Time Format (N/A)	,	Date Format (N/A)	,	Data1		Data2		Ends
				Integer (4)	Fraction (1)	Integer (3)	Fraction (2)	
0 Bytes	2 Bytes	0 Bytes	2 Bytes	8 Bytes	8 Bytes	6 Bytes	4 Bytes	4 Bytes
Total 34 Bytes								

Every data rows data size have to multiplied by sample number N(a).

The CSV file size is equal to topic rows plus data rows multiplied by sample number.

The formula is as below：

$$\frac{(Topic\ row\ size\ \text{Bytes} + Data\ row\ size\ \text{Bytes} + Data\ field\ \text{Bytes}) \times N(a)}{1024 \times 1024} = CSV\ \ file\ size\ MBytes$$

a	Sample number

This chapter will introduce all history elements used function; it includes History buffer setup, Historical Trend Graph, Historical data table, Historical Event table.

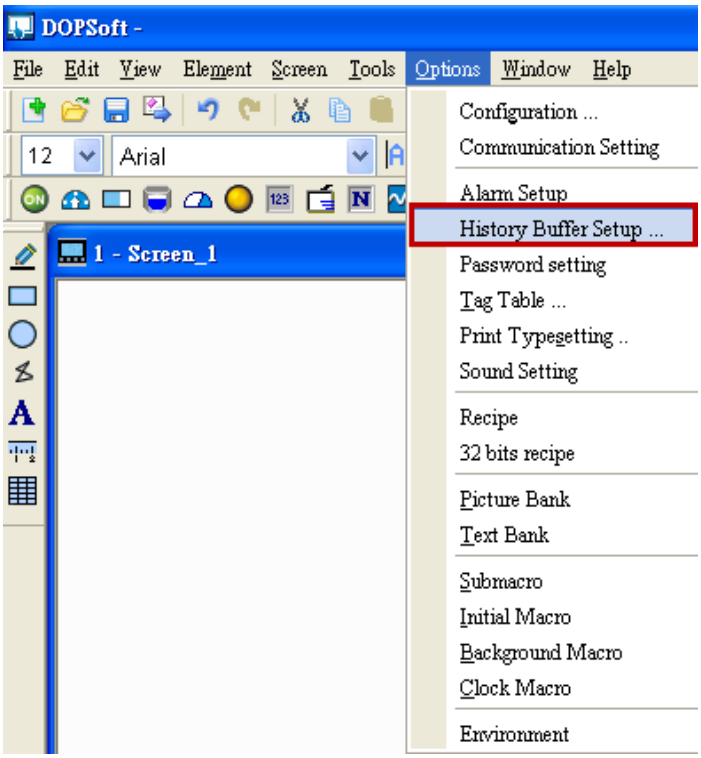
Please refer to as below table 15-1-3 History Buffer setup example.

History Setup Example

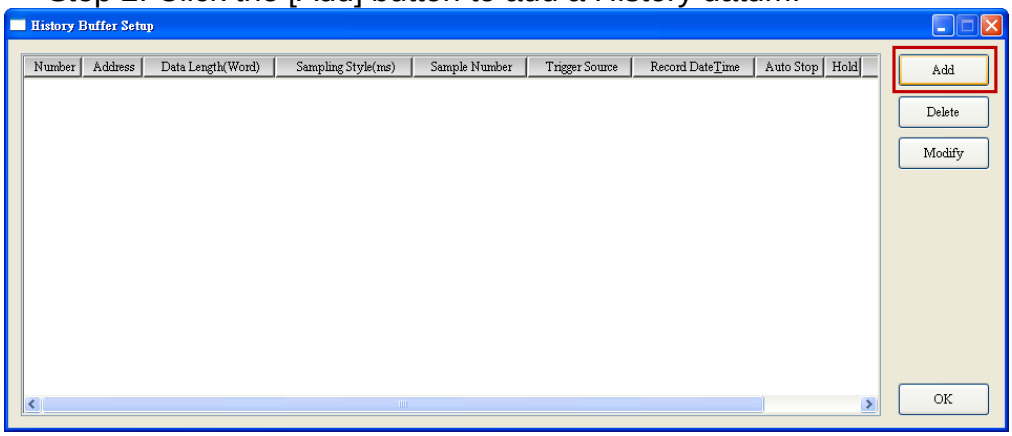
Table 15-1-3 History Setup Example

History Setup steps

➢ Step 1: Enter [Options] → [History Setup] to set up the property of the history data.



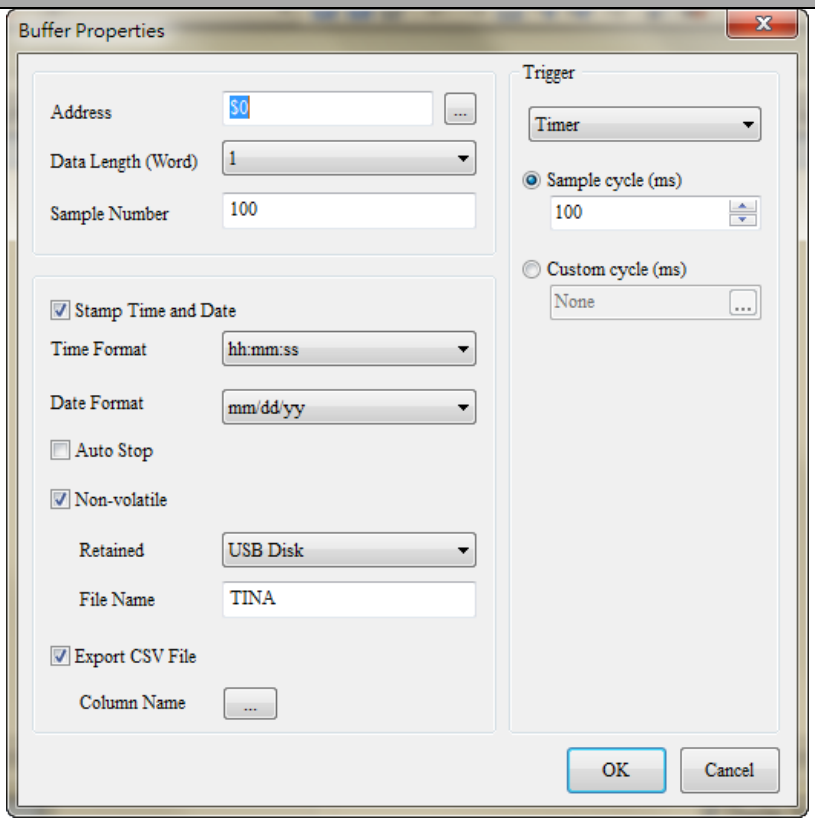
➢ Step 2: Click the [Add] button to add a History datum.



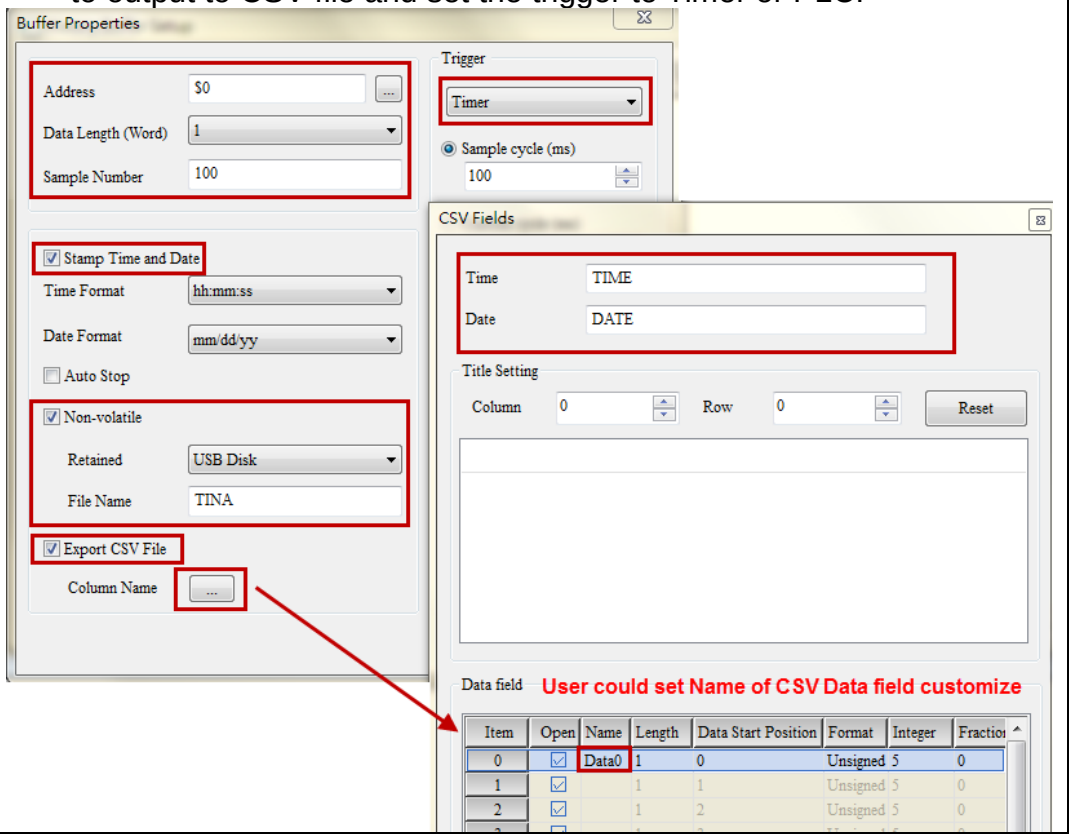
➢ Step 3: Set the buffer property as below:

History Setup Example

Table 15-1-3 History Setup Example



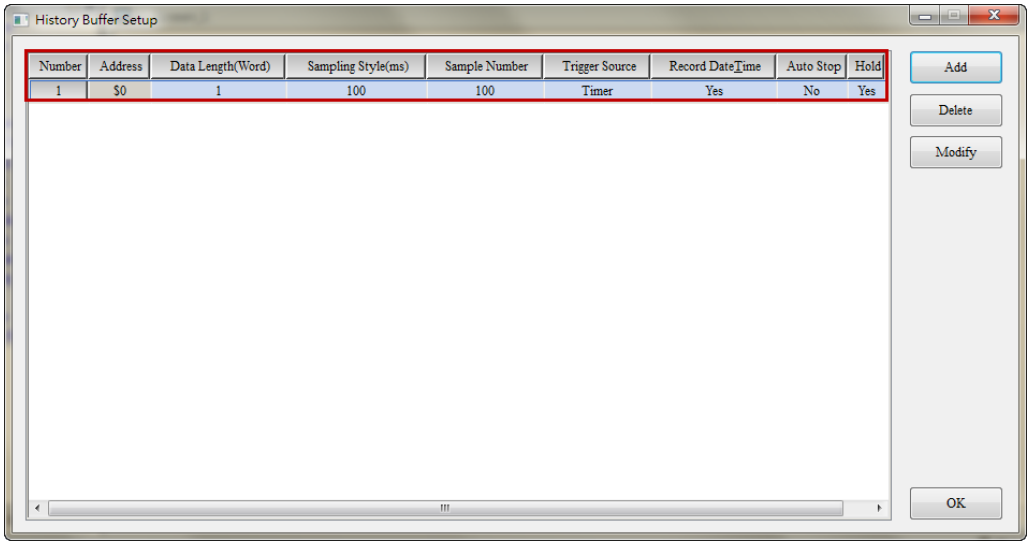
➢ Set the address and whether to record the time and date. Set the non-volatile data location to HMI, USB Disk or SD Card. Set whether to output to CSV file and set the trigger to Timer or PLC.



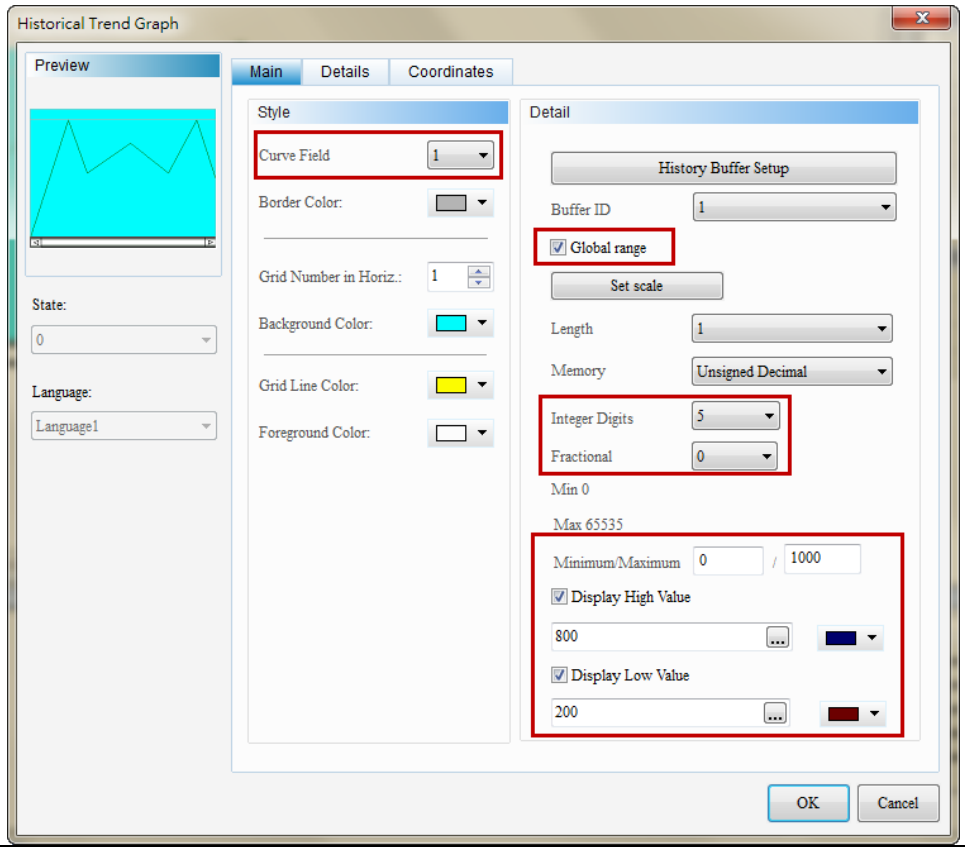
History Setup Example

Table 15-1-3 History Setup Example

➢ Step 4: After all the above-mentioned settings are completed, a datum is added to the buffer.

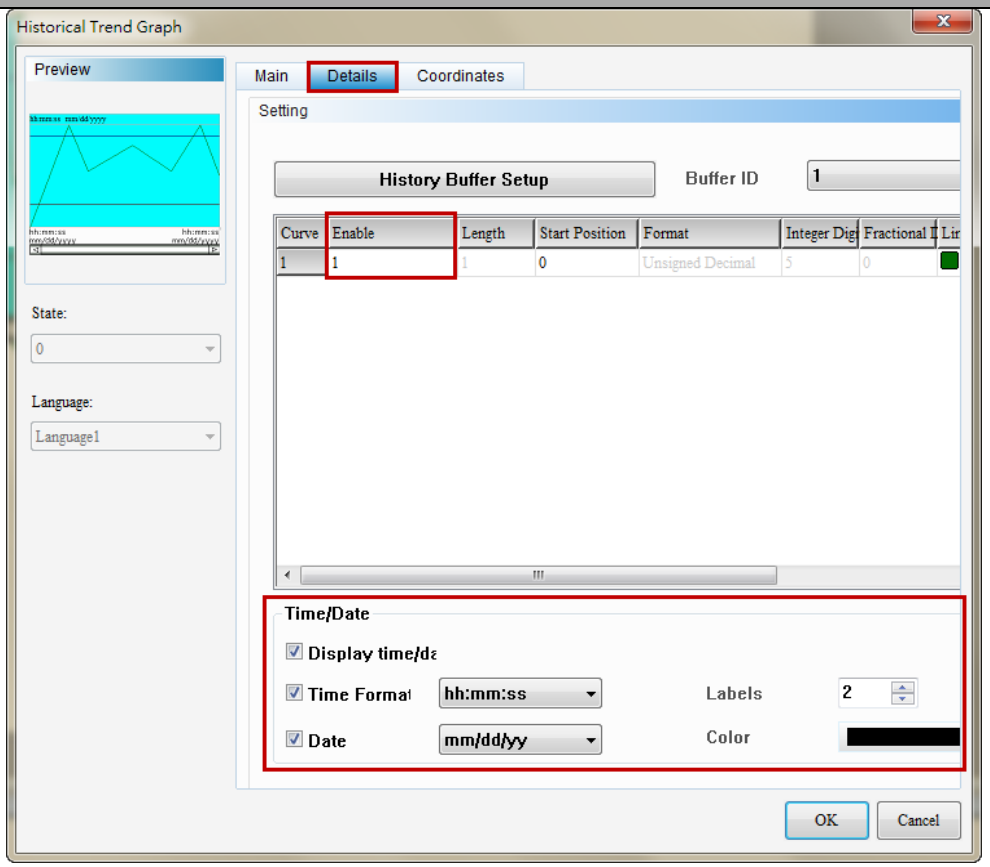


➢ Step 5: Create the element of historical trend graph and setup its property, such as time/date display, integer digits and fractional and whether to use global range. Then, go to details setting range to set curve 1 as 1 to access the data.

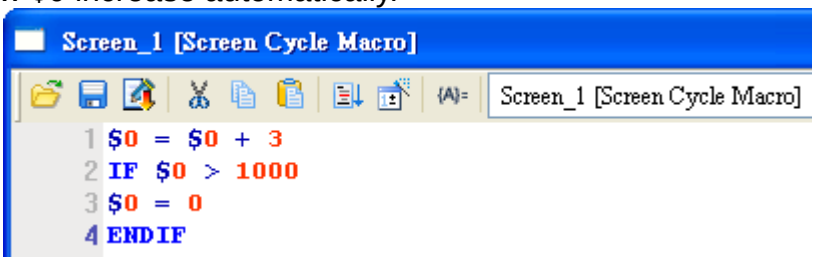


History Setup Example

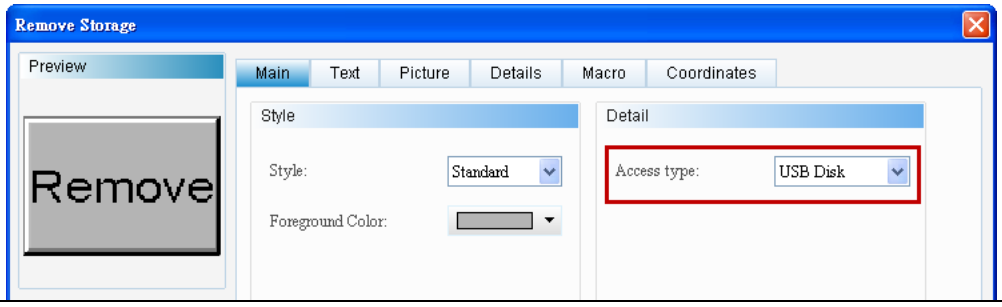
Table 15-1-3 History Setup Example



➢ Step 6: Enter [Screen] → [Screen Cycle Macro]. Edit the action to allow $0 increase automatically.



➢ Step 7: Create the Remove Storage button and set the Access Type to USB Disk. This action ensures writing the data to the USB Disk correctly. If the USB Disk is pulled out without executing the removal action, the data may be read/written incorrectly leading to corruption of the saved file.



History Setup Example

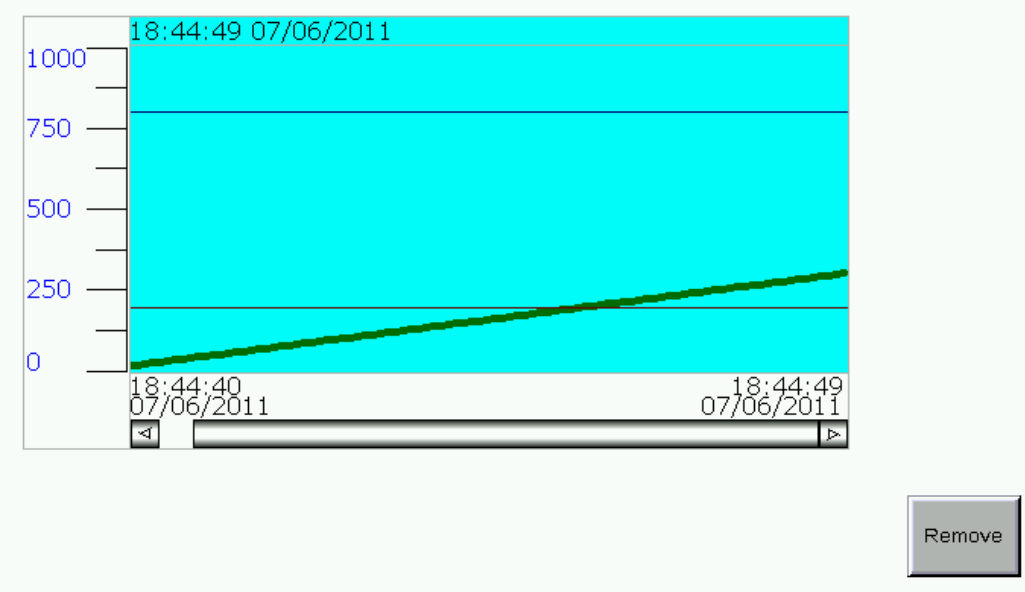
Table 15-1-3 History Setup Example

Execution Results

➢ After the setting of the History and the creation of the Historical Trend Graph and Remove Storage components are completed, perform the compilation and download the data to HMI. Since the retained area in this example is set to USB Disk, H.had and TINA.dat will be generated and stored in the USB Disk when HMI reads the screen. The History function will then execute the action in the Screen Cycle Macro to modify the data, and store on the USB Disk in CSV file format. To stop the storage, press the Remove button and remove the external device to ensure the correctness of the data.







History Setup Example

Table 15-1-3 History Setup Example

- Press the Remove button and the following message appears to inform the user that the USB Disk has been removed.



- The user can insert the USB Disk in the PC to read the CSV file and make sure that the data and file name are correct. The file name in this example is TINA. The path to save all CSV files is HMI\HMI-000\CSV\xxxxxxxx.CSV.

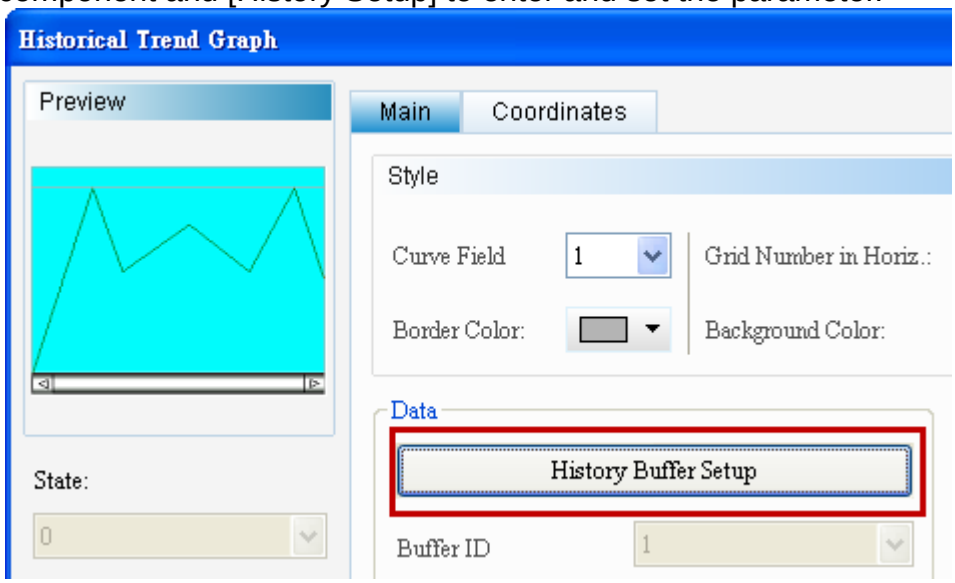
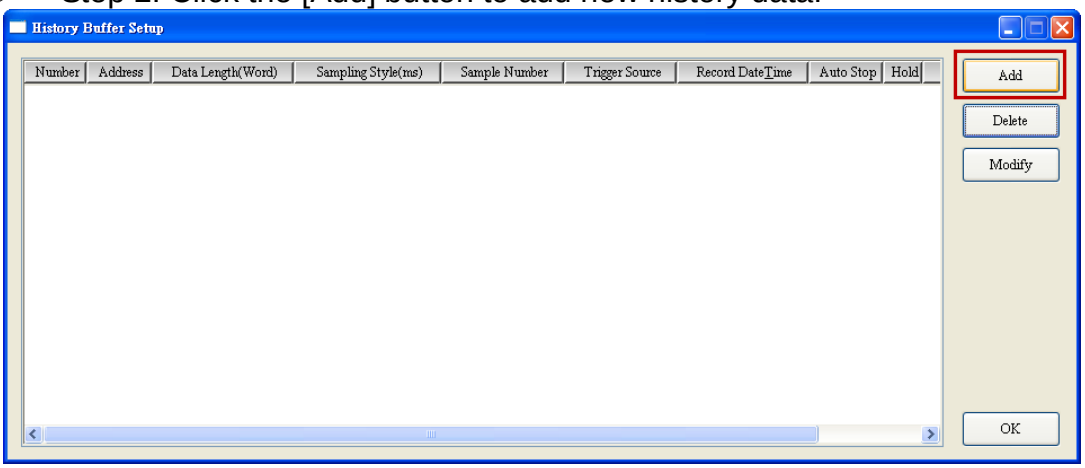
Tina.csv

	A	B	C
1	TIME	DATE	data0
2	14:37:46	07/06/2011	483
3	14:37:46	07/06/2011	486
4	14:37:46	07/06/2011	489
5	14:37:46	07/06/2011	495
6	14:37:47	07/06/2011	498
7	14:37:47	07/06/2011	498
8	14:37:47	07/06/2011	501
9	14:37:47	07/06/2011	504
10	14:37:47	07/06/2011	507
11	14:37:47	07/06/2011	510
12	14:37:48	07/06/2011	513
13	14:37:48	07/06/2011	519
14	14:37:48	07/06/2011	522
15	14:37:48	07/06/2011	525
16	14:37:48	07/06/2011	528
17	14:37:48	07/06/2011	531
18	14:37:49	07/06/2011	534
19	14:37:49	07/06/2011	537
20	14:37:49	07/06/2011	540
21	14:37:49	07/06/2011	543
22	14:37:49	07/06/2011	543
23	14:37:50	07/06/2011	549
24	14:37:50	07/06/2011	552
25	14:37:50	07/06/2011	552

Refer to the Historical Trend Graph example in Table 15-1-4.

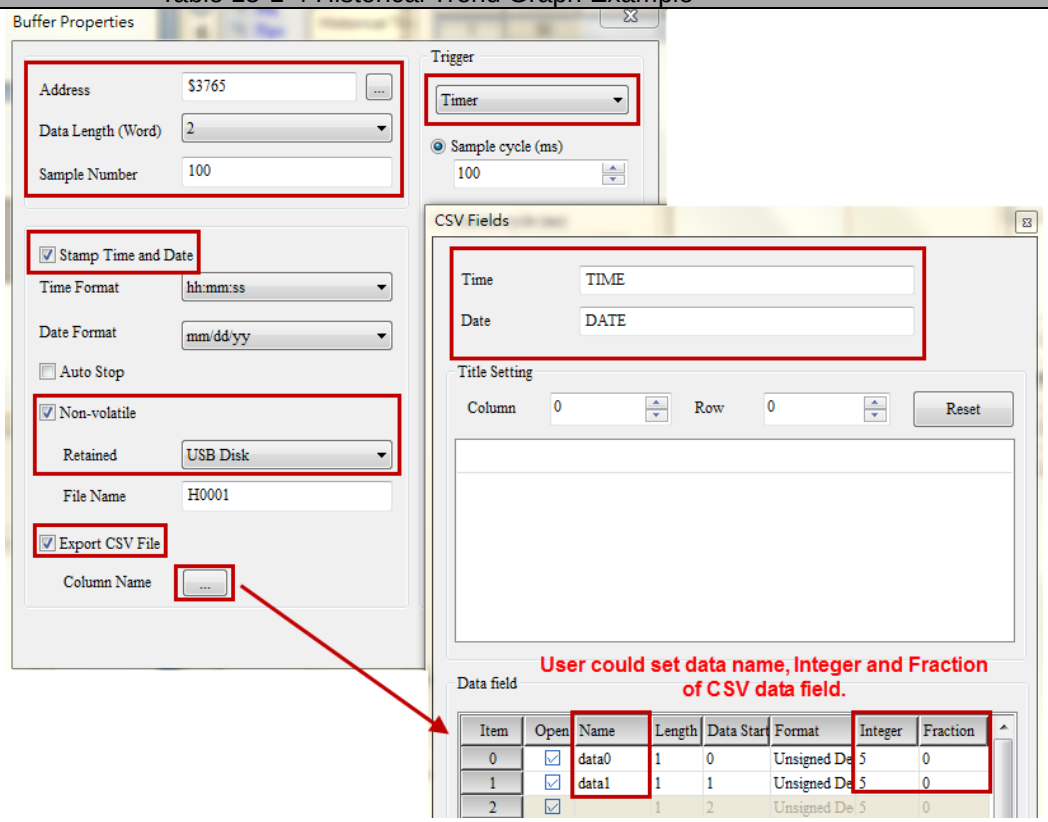
Historical Trend Graph Example

Table 15-1-4 Historical Trend Graph Example

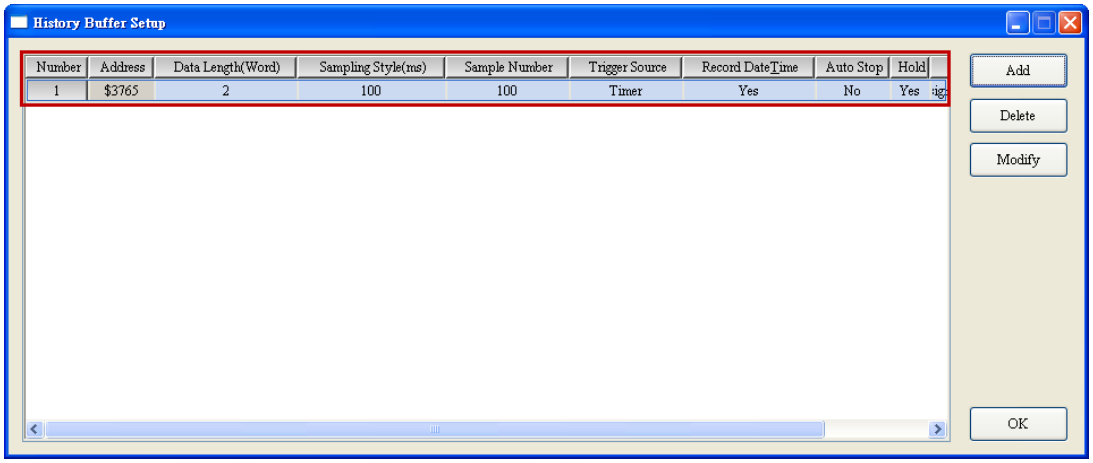
Add Historical Trend Graph Component	➢ Step 1: Create the Historical Trend Graph component. Double click this component and [History Setup] to enter and set the parameter.  ➢ Step 2: Click the [Add] button to add new history data.  ➢ Step 3: Set the Address to $3765, Data length to 2, sample number to 100. Check Record Time/Date and use the default H0001 as the file name. Set the Non-volatile Data Location to USB Disk and check Output to CSV File. Set the Field Name and define the Trigger as Timer.

Historical Trend Graph Example

Table 15-1-4 Historical Trend Graph Example



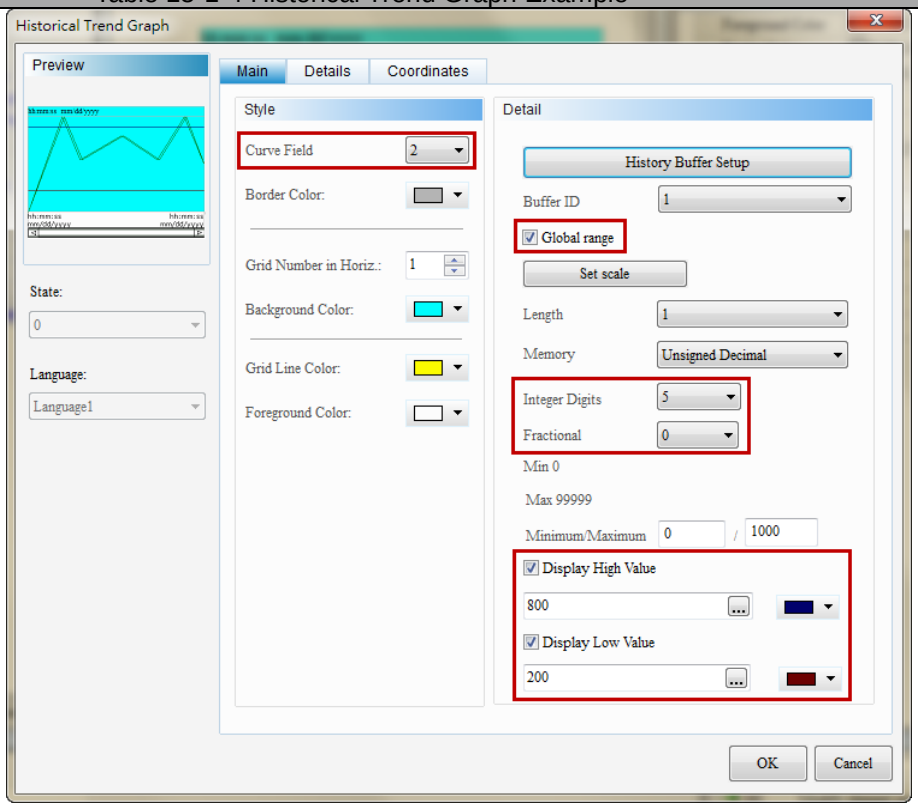
Step 4: After all the above-mentioned settings are completed, a datum is added to the buffer.



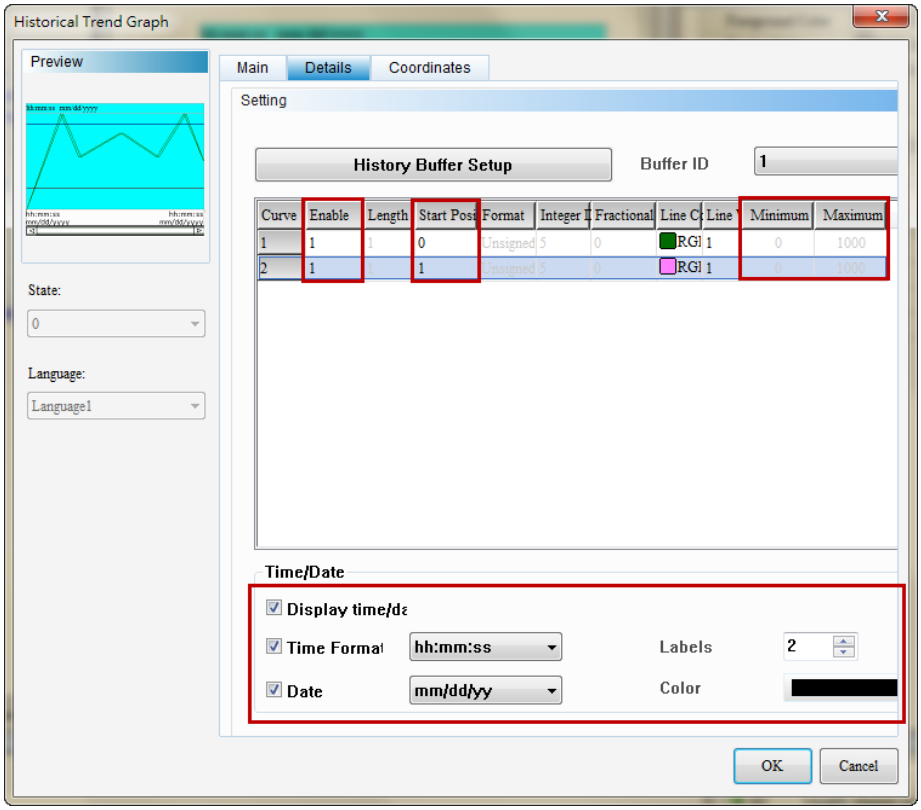
Step 5: Then configure other settings of the Historical Trend Graph, such as time/date display, integer and fractional and whether to use the global range. Also, go to Details Setting to set 1 as activation of curvilineal data capturing. Since you have already checked to use global range, it is unable to setup minimum and maximum value for each curve.

Historical Trend Graph Example

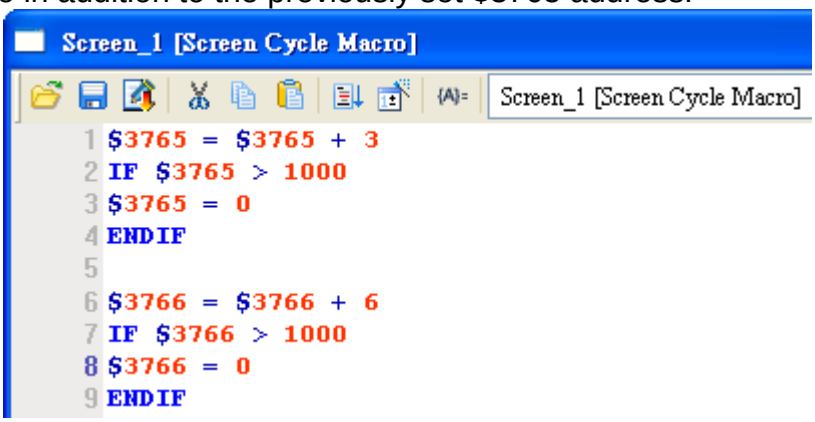
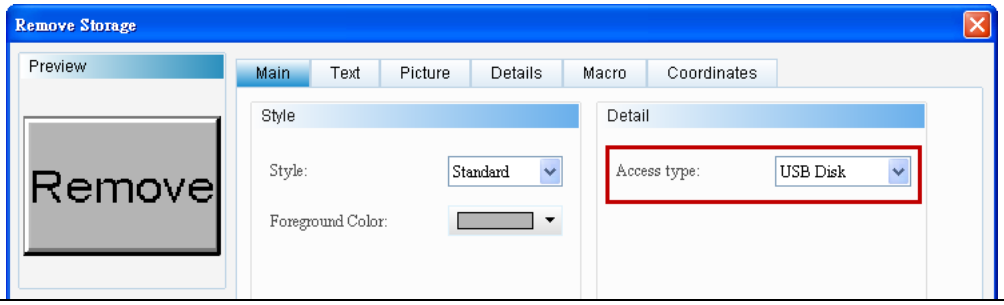
Table 15-1-4 Historical Trend Graph Example



In Details Setting page, set 1 as activation of curvilinear data capturing. Then, set the start position of curve 1 and 2 to 0 and 1, respectively. Since you have already checked to use global range, it is unable to setup minimum and maximum value for each curve.



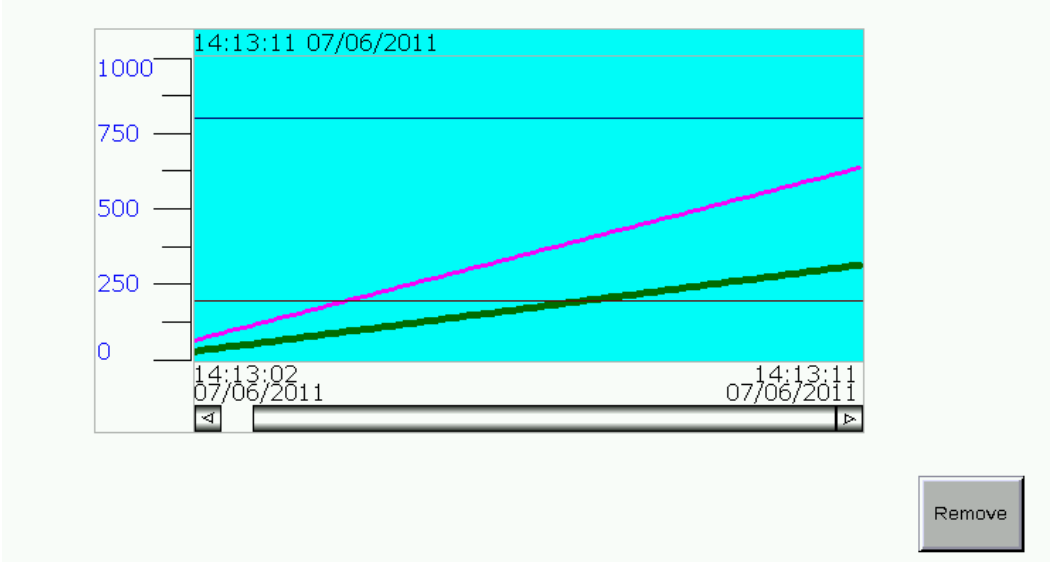
Historical Trend Graph Example
Table 15-1-4 Historical Trend Graph Example

	➢ Step 6: Enter [Screen] → [Screen Cycle Macro]. Edit the action to modify the data in the History and store it in the external storage device USB Disk. Since two Words are read for the Data Type, two data locations are available for access and, thus, there is a $3766 data address in the macro in addition to the previously set $3765 address.  ➢ Step 7: Create the Remove Storage button and set the Access Type to USB Disk. This action ensures writing the data to the USB Disk correctly. If the USB Disk is pulled out without executing the removal action, the data may be read/written incorrectly leading to corruption of the saved file. 
Execution Results	➢ After the creation of the History and Remove Storage components is completed, perform the compilation and download the data to HMI. Since the retained area in this example is set to USB Disk, H.had and H0001.dat will be generated and stored in the USB Disk when HMI reads the screen. The History function will then execute the action in the Screen Cycle Macro to modify the data, and store it on the USB Disk in CSV file format. To stop the storage, press the Remove button and remove the external device to ensure the correctness of the data. 

Historical Trend Graph Example

Table 15-1-4 Historical Trend Graph Example





- Press the Remove button and the following message appears to inform the user that the USB Disk has been removed.



- The user can insert the USB Disk in the PC to read the CSV file and make sure that the data and file name are correct. The file name in this example is H0001. The path to save all CSV files is HMI\HMI-000\CSV\filename.CSV.

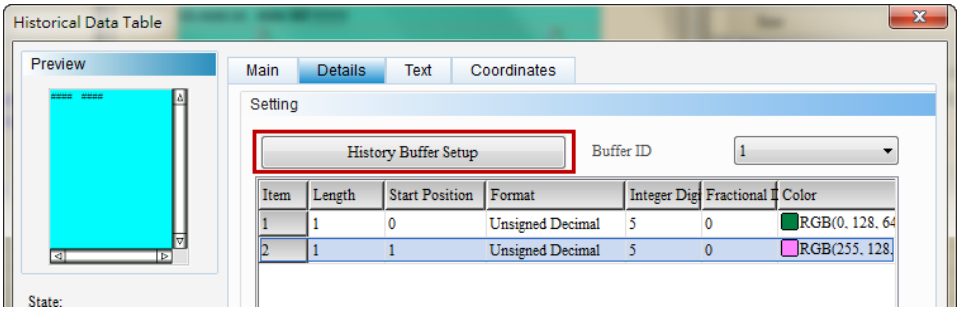
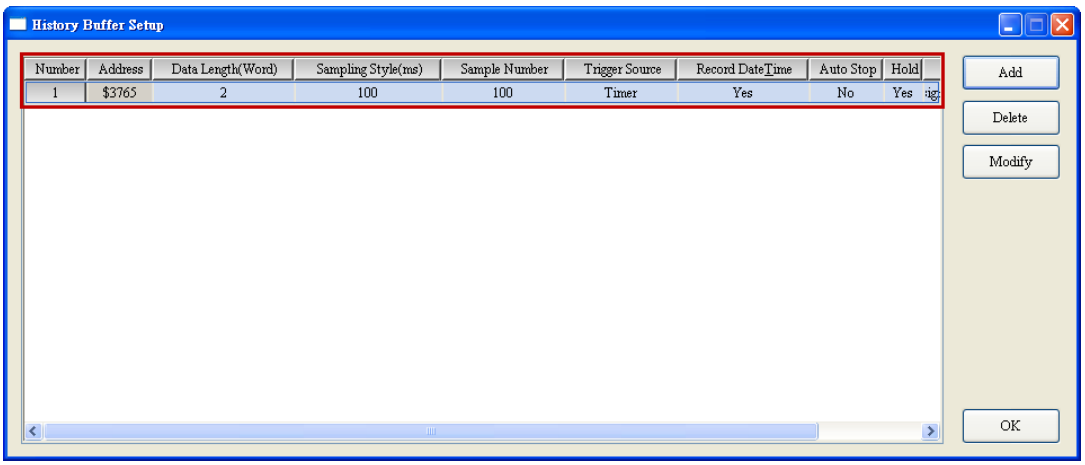
Historical Trend Graph Example

Table 15-1-4 Historical Trend Graph Example

H0001.csv

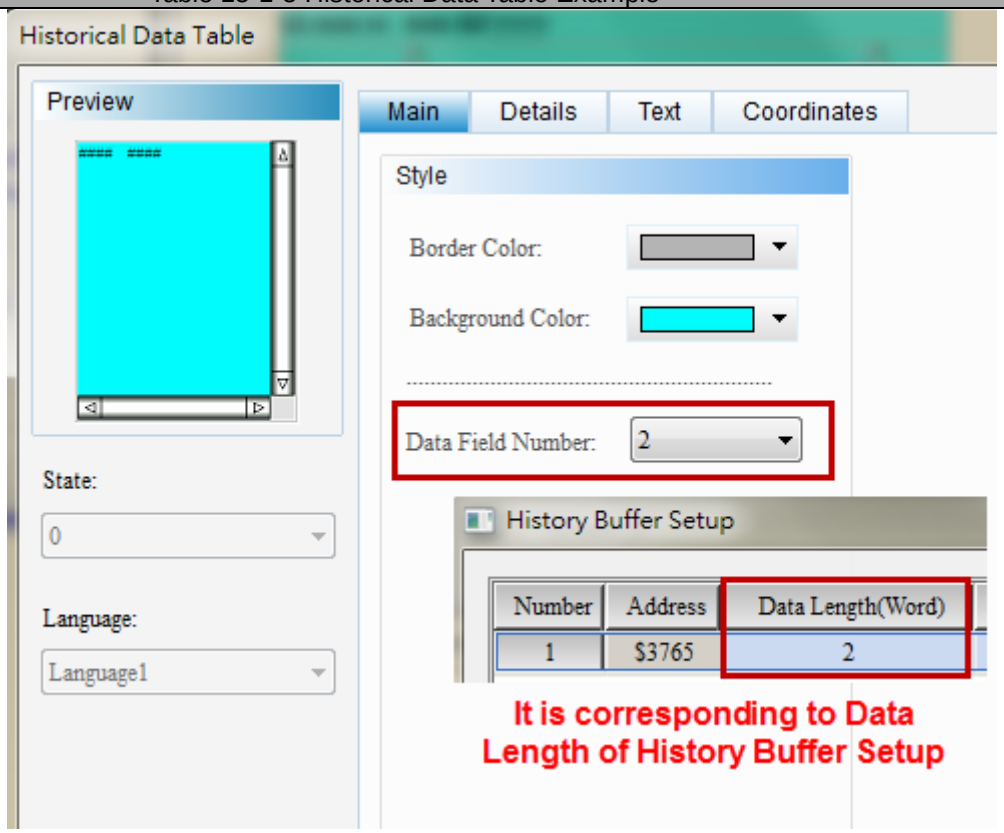
	A	B	C	D
1	TIME	DATE	data0	data1
2	11:45:32	07/06/2011	669	336
3	11:45:32	07/06/2011	672	342
4	11:45:32	07/06/2011	675	348
5	11:45:32	07/06/2011	678	354
6	11:45:33	07/06/2011	681	360
7	11:45:33	07/06/2011	684	366
8	11:45:33	07/06/2011	690	378
9	11:45:33	07/06/2011	693	384
10	11:45:33	07/06/2011	693	384
11	11:45:33	07/06/2011	696	390
12	11:45:34	07/06/2011	702	402
13	11:45:34	07/06/2011	702	402
14	11:45:34	07/06/2011	705	408
15	11:45:34	07/06/2011	708	414
16	11:45:34	07/06/2011	711	420
17	11:45:34	07/06/2011	714	426
18	11:45:35	07/06/2011	717	432
19	11:45:35	07/06/2011	720	438
20	11:45:35	07/06/2011	723	444
21	11:45:35	07/06/2011	726	450
22	11:45:35	07/06/2011	729	456
23	11:45:35	07/06/2011	732	462
24	11:45:36	07/06/2011	735	468
25	11:45:36	07/06/2011	738	474
26	11:45:36	07/06/2011	744	486

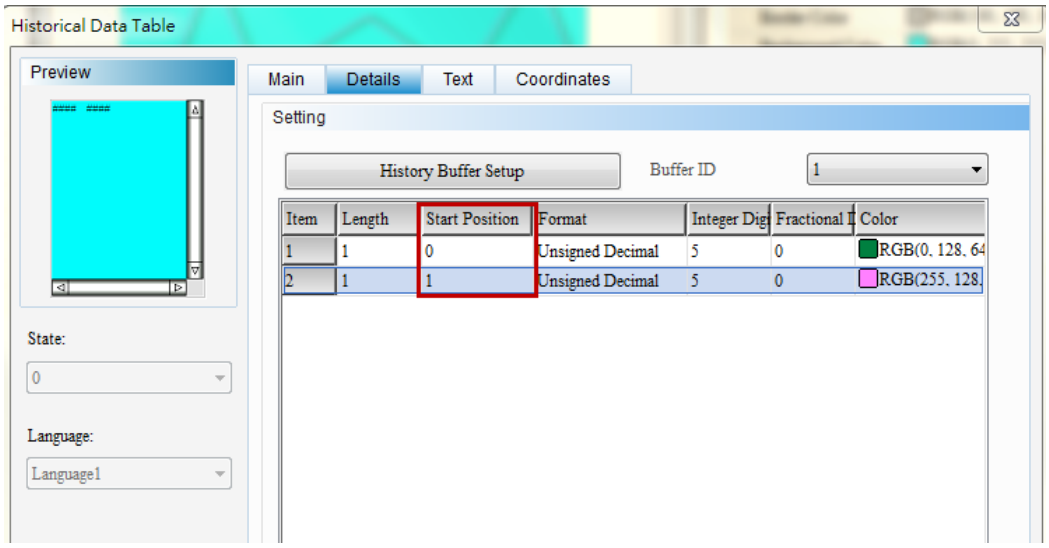
Refer to the Historical Data Table example in Table 15-1-5.

Historical Data Table Example Table 15-1-5 Historical Data Table Example	
Add Historical Data Table Component	The Historical Data Table example is described in conjunction with the Historical Trend Graph example in Table 15-1-4. Use the previously created Historical Trend Graph and perform the settings below. ➢ Step 1: Create the Historical Data Table component. Double click this component and click [History Setup]. You can see the data created in Table 15-1-4 Historical Trend Graph Example. Refer to the link.   ➢ Step 2: Set the Column Counts to 2 (corresponding to the Data Type 2 of the History). When the Column Counts 2 is selected, relevant parameters of Data 1 and Data 2 must be set up. Set the data location of Data 1 to 0 and the data location of Data 2 to 1. Set the color for the value to be displayed. Check Display Time/Date.

Historical Data Table Example

Table 15-1-5 Historical Data Table Example





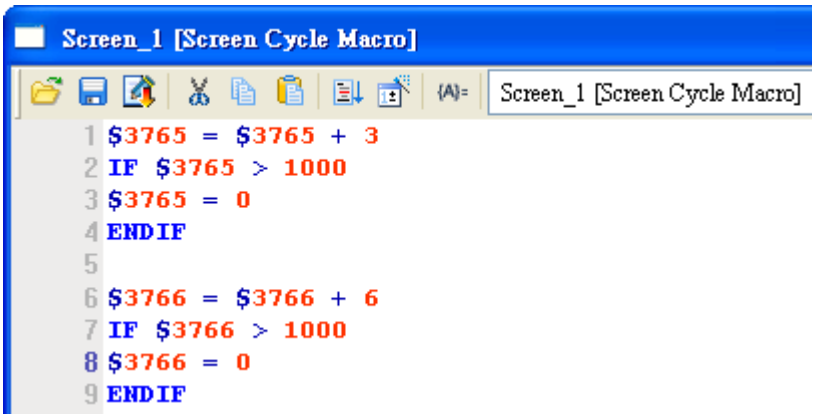
Step 3: The created Historical Data Table is shown below.

Historical Data Table Example

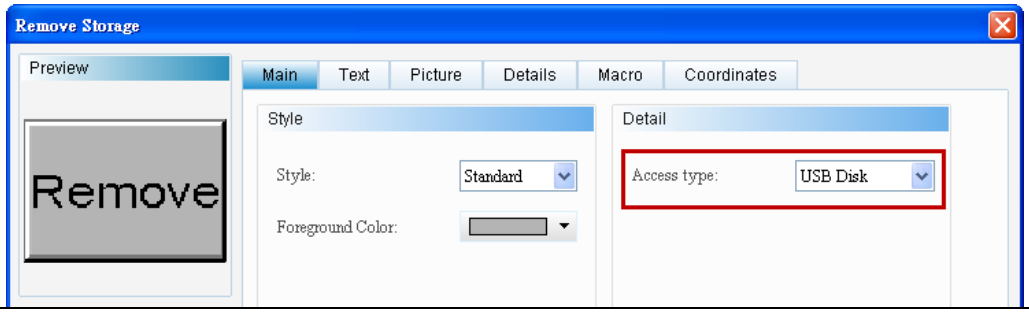
Table 15-1-5 Historical Data Table Example



- Step 4: Enter [Screen] → [Screen Cycle Macro]. Edit the action to modify the data in the History and store it in the external storage device USB Disk. Since two Words are read for the Data Type and the Column Counts is 2, the Historical Data Table will display two columns to read the two data locations.



- Step 5: Create the Remove Storage button and set the Access Type to USB Disk. This action ensures writing the data to the USB Disk correctly. If the USB Disk is pulled out without executing the removal action, the data may be read/written incorrectly leading to corruption of the saved file.



Historical Data Table Example

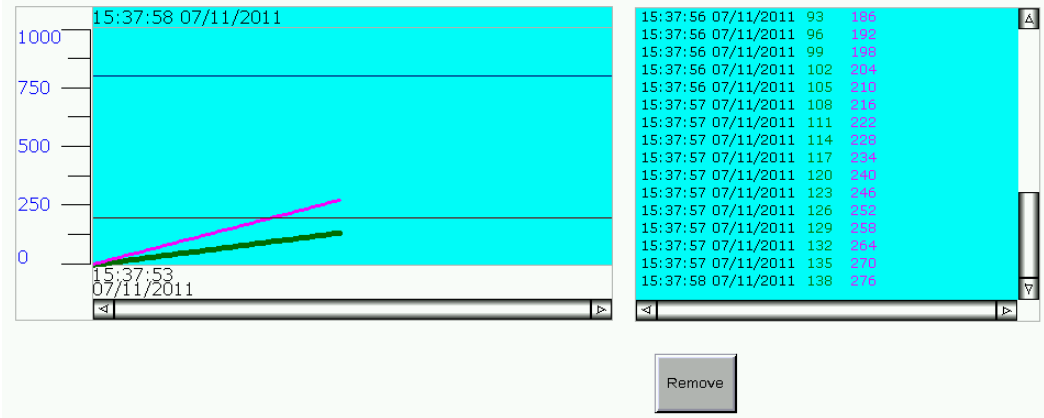
Table 15-1-5 Historical Data Table Example

Execution Results

➢ After the creation of the History and Remove Storage components is completed, perform the compilation and download the data to HMI. Since the retained area in this example is set to USB Disk, H.had and H0001.dat will be generated and stored in the USB Disk when HMI reads the screen. The History function will then execute the action in the Screen Cycle Macro to modify the data, and stored it in the USB Disk in CSV file format. To stop the storage, press the Remove button and remove the external device to ensure the correctness of the data.







➢ Press the Remove button and the following message appears to inform the user that the USB Disk has been removed.

Historical Data Table Example Table 15-1-5 Historical Data Table Example	
	

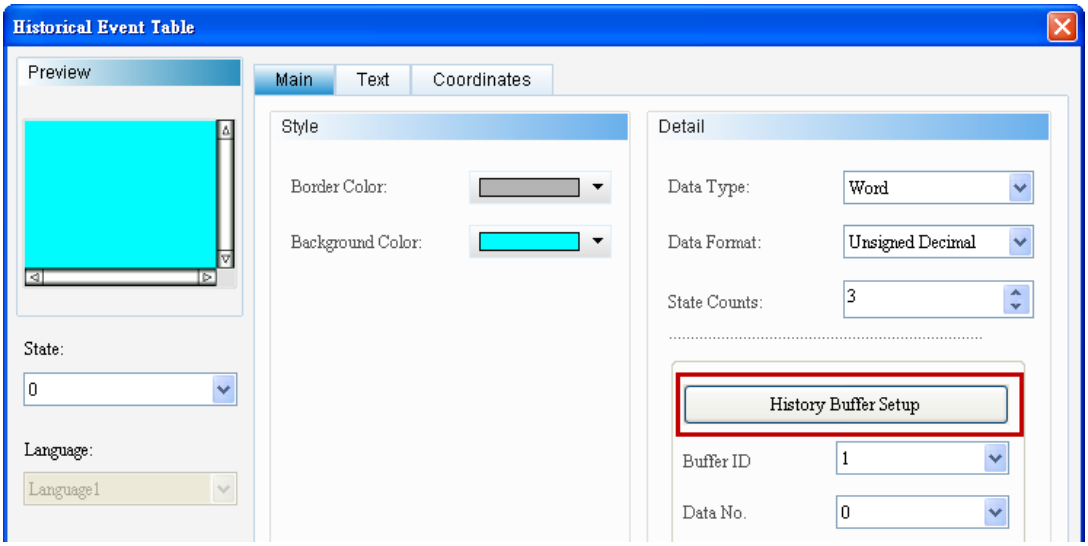
Refer to the Historical Event Table example in Table 15-1-6.

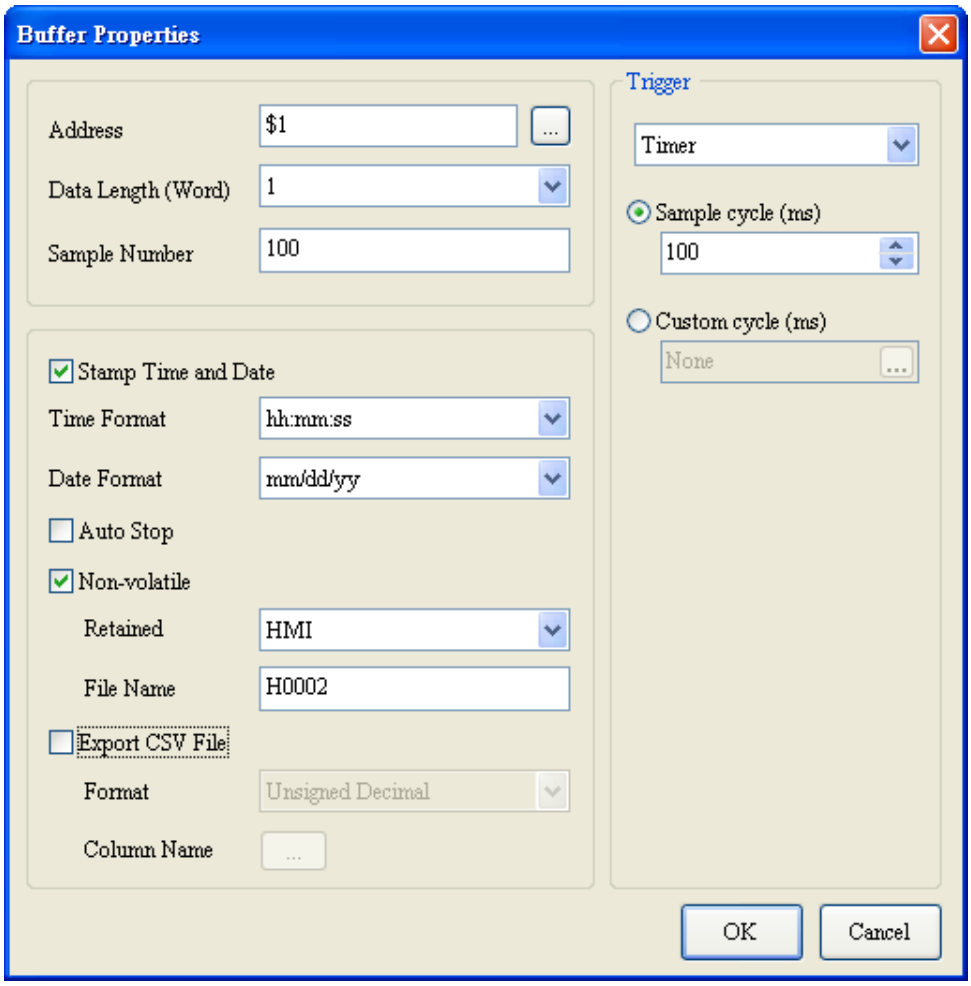
Historical Event Table Example

Table 15-1-6 Historical Event Table Example

Add Historical Event Table Component

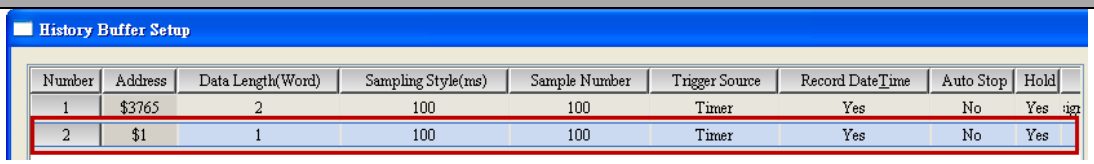
➢ Step 1: Create the Historical Event Table component. Double click this component and click [History Setup] to create a new data buffer. Set the Address to 1 and set the Data Type to $1. Then set the Non-volatile Data Location to HMI.



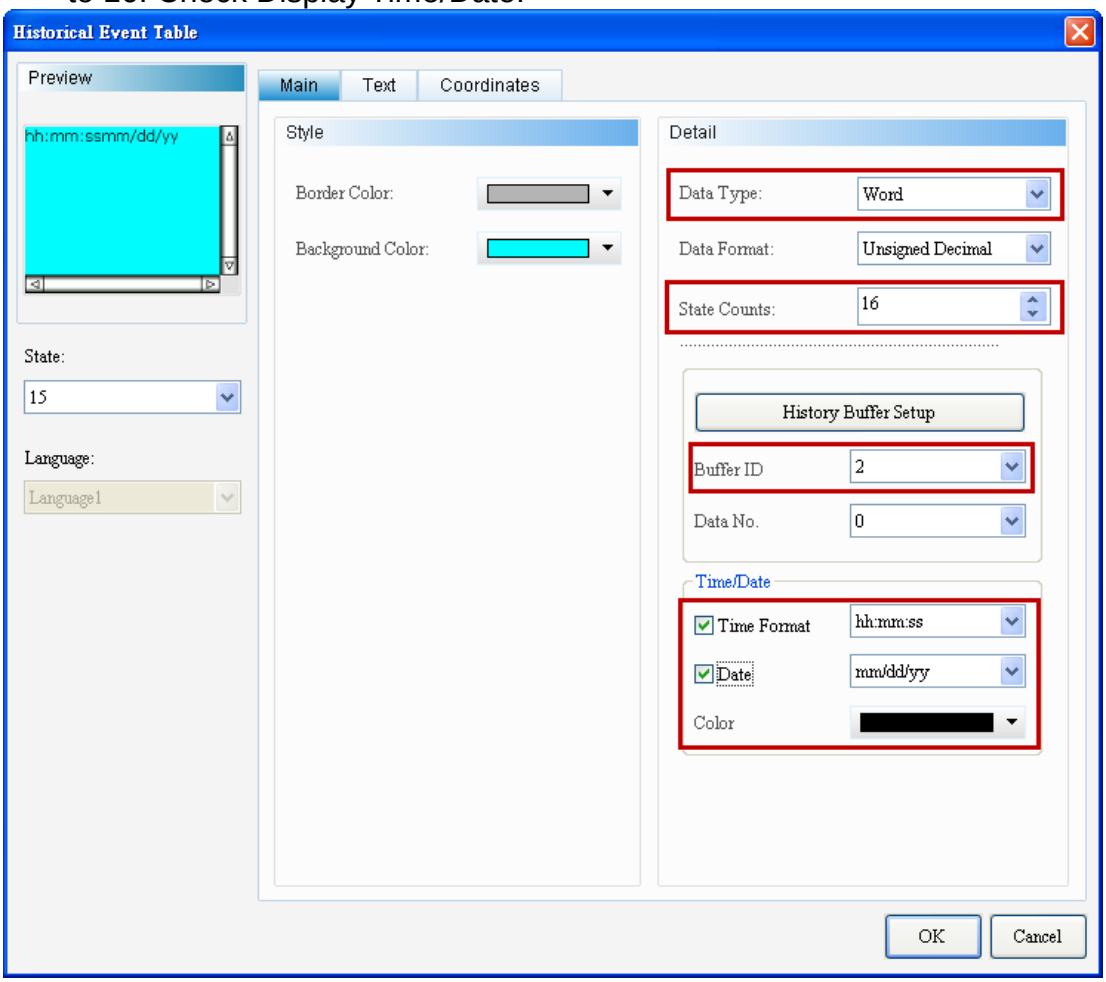


Historical Event Table Example

Table 15-1-6 Historical Event Table Example



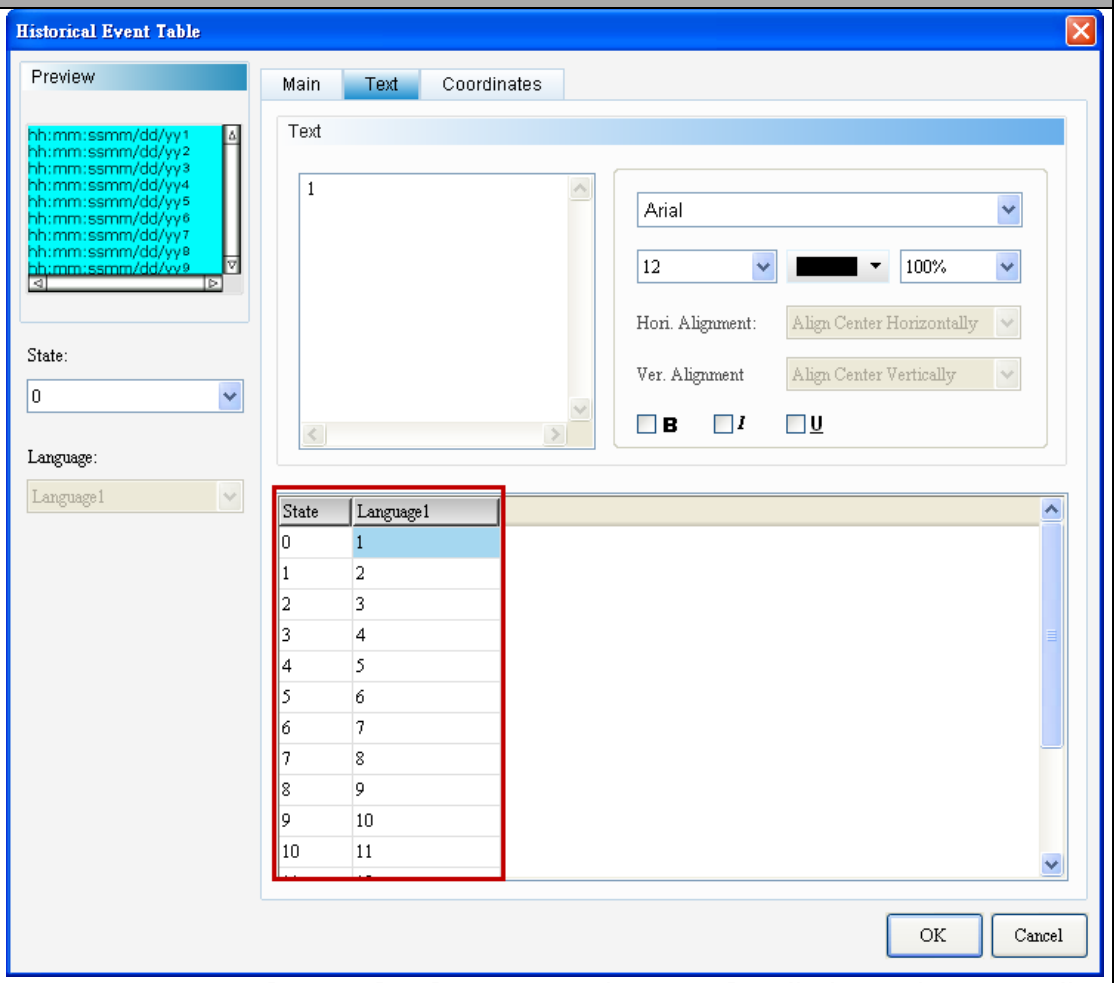
➢ Step 2: Set the Buffer Number to 2 corresponding to the number (2) of the history data buffer. Set the Data Type to Word and the State Counts to 16. Check Display Time/Date.



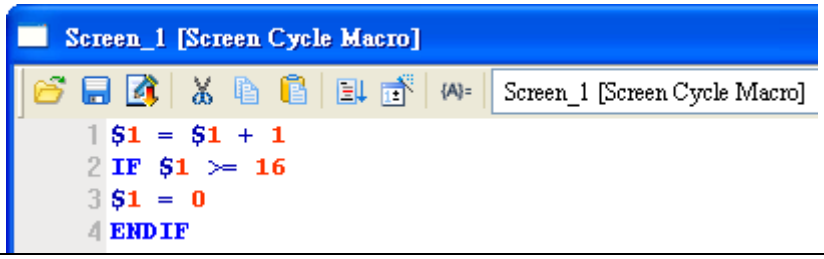
➢ Step 3: Enter the [Text] page to edit the text message to be displayed.

Historical Event Table Example

Table 15-1-6 Historical Event Table Example

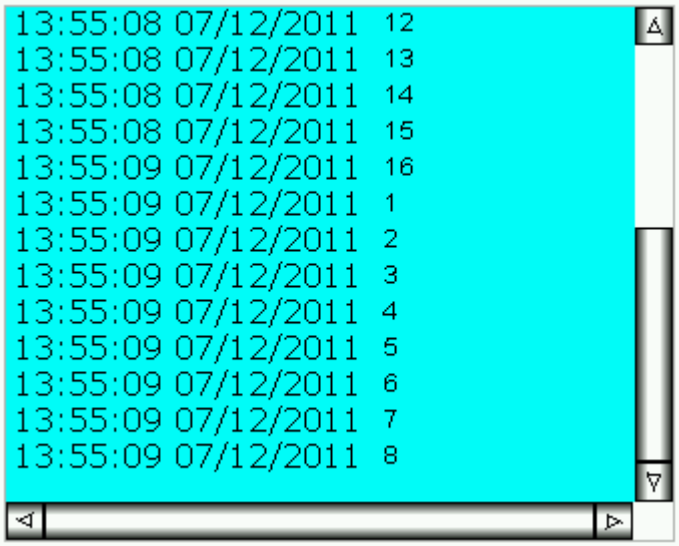


➢ Step 4: Enter [Screen] → [Screen Cycle Macro]. Edit the action to modify the data in the History and display the user-customized text message in Historical Event Table.



Execution Results

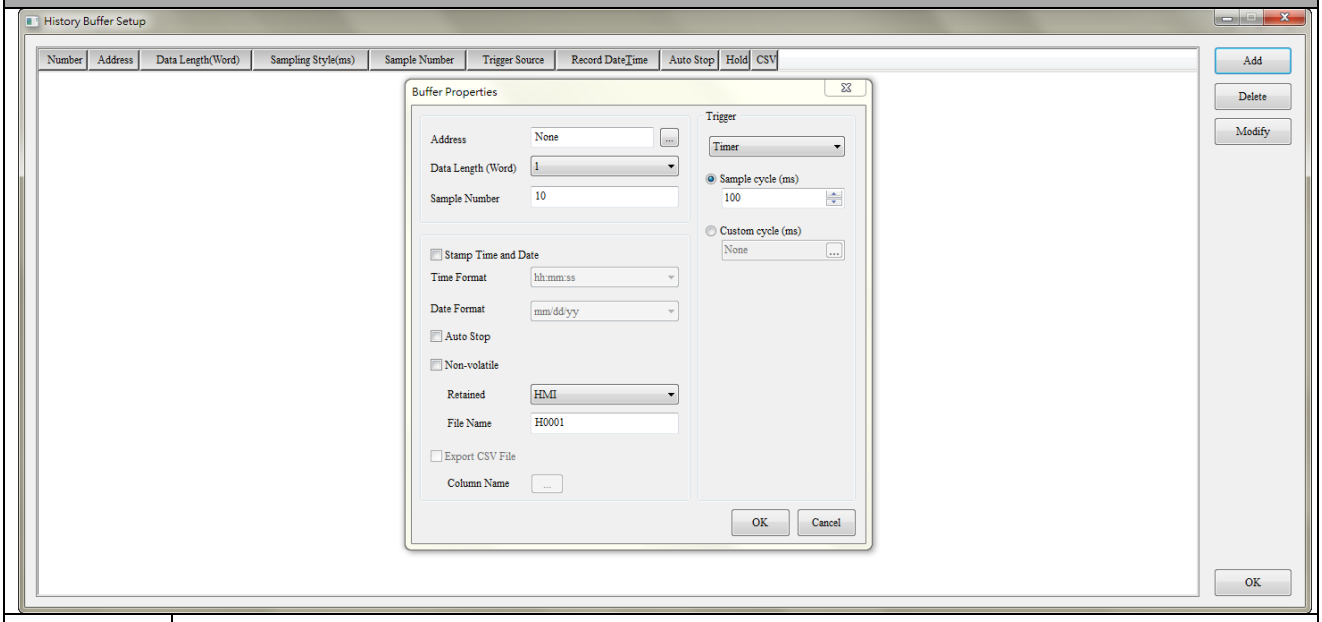
➢ After the creation of the Historical Event Table component is completed, perform the compilation and download the data to HMI. The Historical Event Table function will then execute the action in the Screen Cycle Macro to modify the data, and display the user-customized text message in this component.

Historical Event Table Example Table 15-1-6 Historical Event Table Example	
	

Present all example of Sampling, the History Setup properties are described in detail below.

History Setup Properties

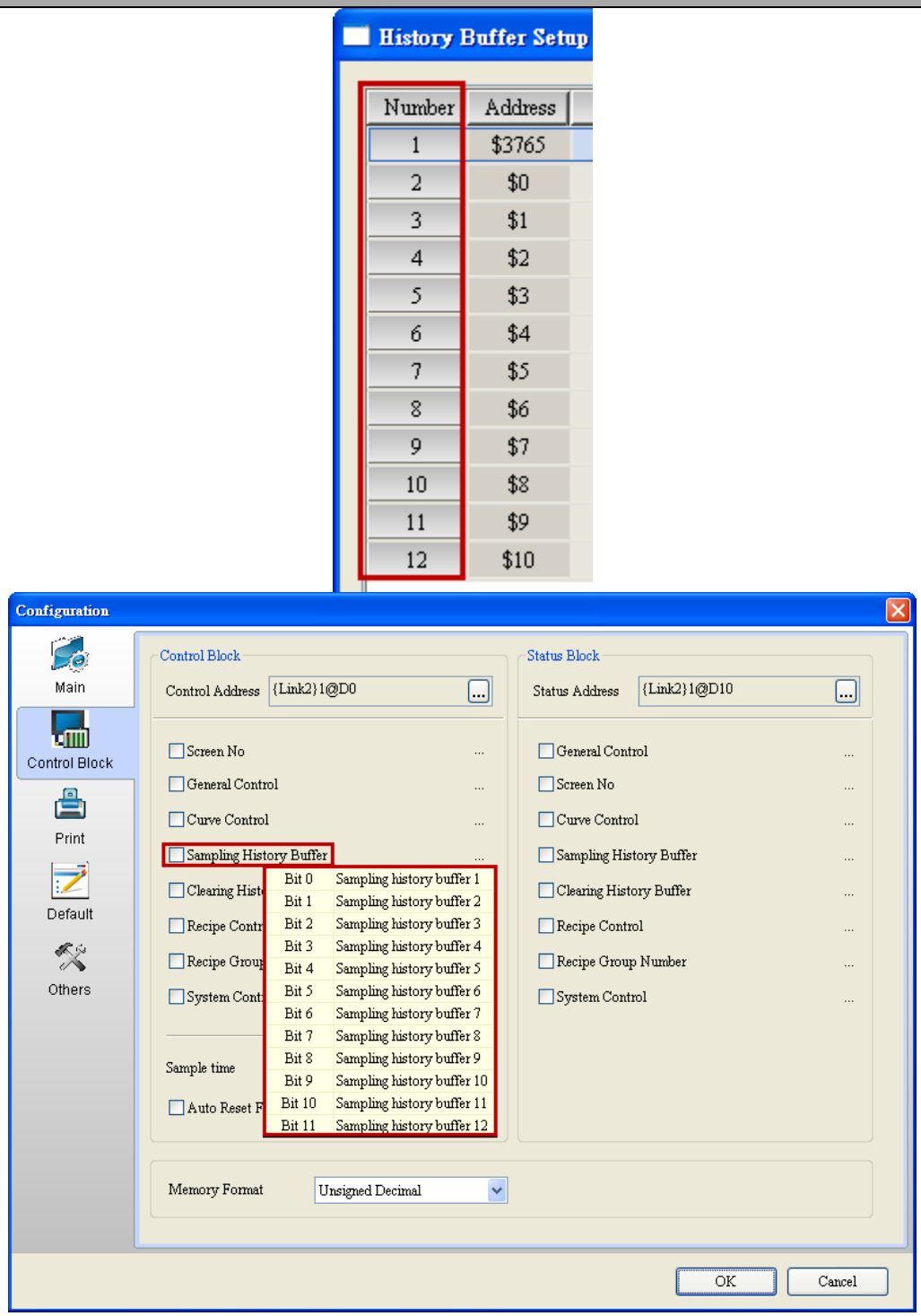
Table 15-1-7 History Setup Properties



Add	➢ [Add] can be used to create additional data buffers. This property supports up to 12 buffers and the data in these buffers correspond individually to the Sampling History Flag 1~12 and Clearing History Flag 1~12 in the Control Block area.

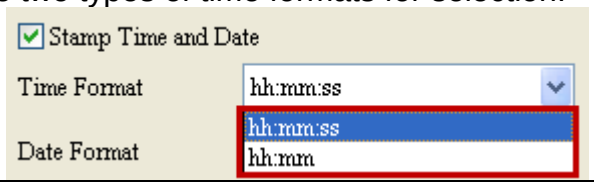
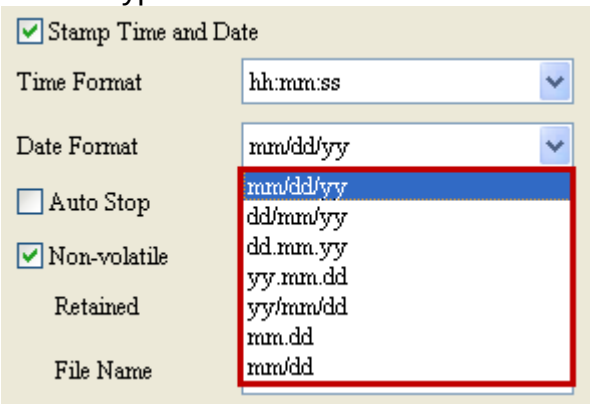
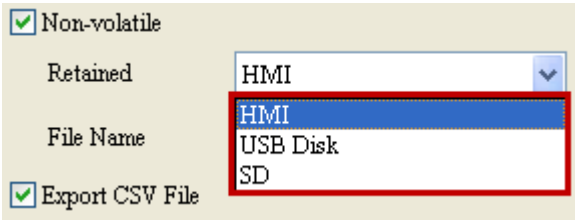
History Setup Properties

Table 15-1-7 History Setup Properties

Delete Modify	 ➢ Press the [Delete] button to delete a data buffer. ➢ Press the [Modify] to enter the buffer property window. You can change property settings from the window.
Address	➢ Selects the address of internal memory or controller register. ➢ Selects link name or element type. Please refer to 5-1 Button.
Data Type (Word)	➢ The data type defines the number of Words to be samples. It indicates the length of data and supports up to 30 consecutive Words.

History Setup Properties

Table 15-1-7 History Setup Properties

<table>
<tr><td>Sampling Points</td><td colspan="2">➢ The sampling points are the number of data to be recorded. It is usually used in conjunction with the Auto Stop option. If the Auto Stop is checked, the recording stops automatically when the setting in the Sampling Points field is reached. If the Auto Stop is not checked, the recording will not stop when the setting in the Sampling Points field is reached. Instead, the recording starts from the first data again and overrides the previous data.
➢ The Sampling Points function supports up to 9999999.</td></tr>
<tr><td rowspan="2">Record Time/ Date</td><td>Time format</td><td>➢ There are two types of time formats for selection.
 
</td></tr>
<tr><td>Date format</td><td>➢ There are seven types of date formats for selection.
 
</td></tr>
<tr><td>Auto Stop</td><td colspan="2">➢ The Auto Stop option determines whether recording stops automatically when the setting in the Sampling Points is reached.
➢ If the Auto Stop is checked, the recording stops automatically when the setting in the Sampling Points field is reached. If the Auto Stop is not checked, the recording will not stop when the setting in the Sampling Points field is reached. Instead, the recording starts from the first data again and overrides the previous data.</td></tr>
<tr><td rowspan="2">Hold</td><td>Data Location</td><td>➢ The data location is HMI, USB Disk or SD Card.
 

➢ If HMI is checked, data will be recorded in HMI SRAM in case of outage.
➢ When the Output to CSV File is selected, select USB Disk or SD Card as the retained area.</td></tr>
<tr><td>File Name</td><td>➢ The file name is H0001 by default. The user can change the file name as required. This function supports English and cipher input with the length up to 8 characters or digits.</td></tr>
<tr><td>Output to CSV File</td><td>Data Type</td><td>➢ The supported data format will be different according to the length, 1 word or 2 words. Please refer to the followings:</td></tr>
</table>

History Setup Properties

Table 15-1-7 History Setup Properties

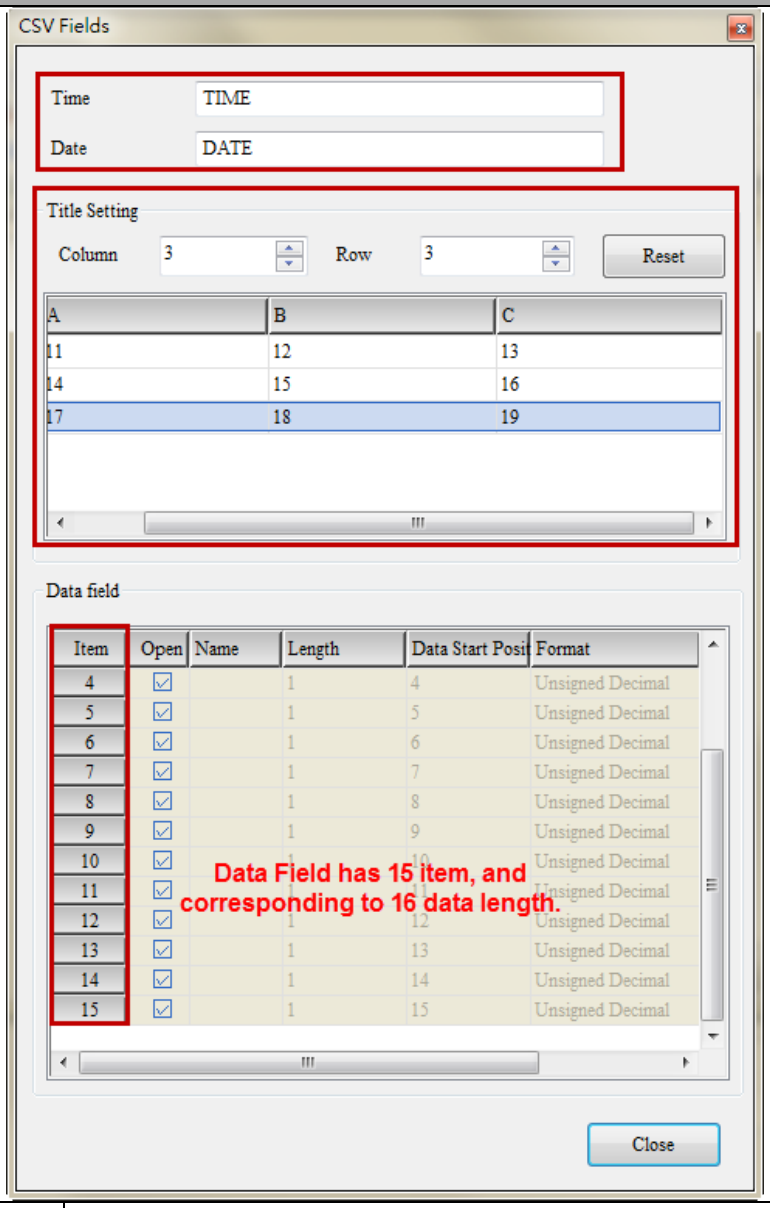
<table>
<tr><td></td><td></td><td>

In format of Char, if the length is 1, it represents 2 Chars; if the length is 2, it represents 4 Chars.
When the length is over 3, Char is the only format it supports.

<table>
<tr><th colspan="3">Length is 1</th></tr>
<tr><th>Data Type</th><th>Format</th><th>Permissible Range</th></tr>
<tr><td rowspan="6">Word</td><td>BCD</td><td>0~9999</td></tr>
<tr><td>Signed BCD</td><td>-999 ~ 9999</td></tr>
<tr><td>Signed Decimal</td><td>-32768~32767</td></tr>
<tr><td>Unsigned Decimal</td><td>0~65535</td></tr>
<tr><td>Hex</td><td>0~0xFFFF</td></tr>
<tr><td>Char</td><td>2 words</td></tr>
<tr><th colspan="3">Length is 2</th></tr>
<tr><th>Data Type</th><th>Format</th><th>Permissible Range</th></tr>
<tr><td rowspan="7">DWord</td><td>BCD</td><td>0~99999999</td></tr>
<tr><td>Signed BCD</td><td>-9999999 ~ 99999999</td></tr>
<tr><td>Signed Decimal</td><td>-2147483648~2147483647</td></tr>
<tr><td>Unsigned Decimal</td><td>0~4294697295</td></tr>
<tr><td>Hex</td><td>0~0xFFFFFFFF</td></tr>
<tr><td>Char</td><td>4 words</td></tr>
<tr><td>Floating</td><td>0~9999999</td></tr>
</table>
</td></tr>
<tr><td></td><td>Field Name</td><td>➢ The user can input the file name to be displayed to the output CSV file, including the time, date and data names. The sum of the integer and decimal places can only support 5 digits, because the length of the data type read is defined as Word.</td></tr>
</table>

History Setup Properties

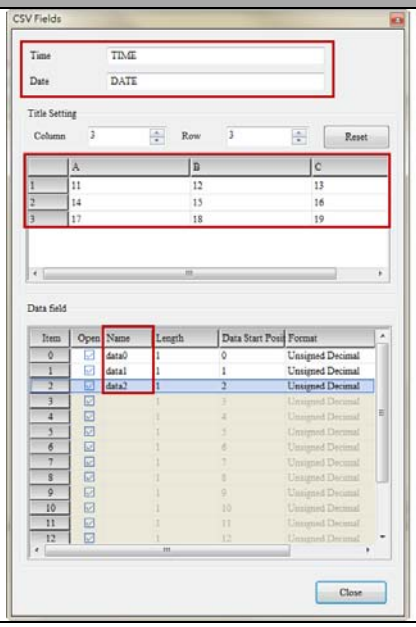
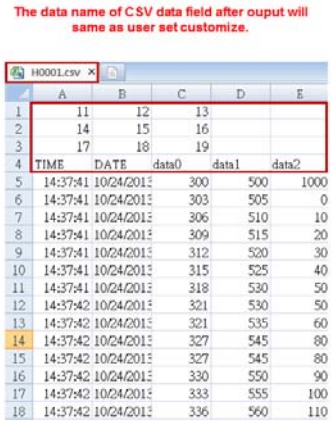
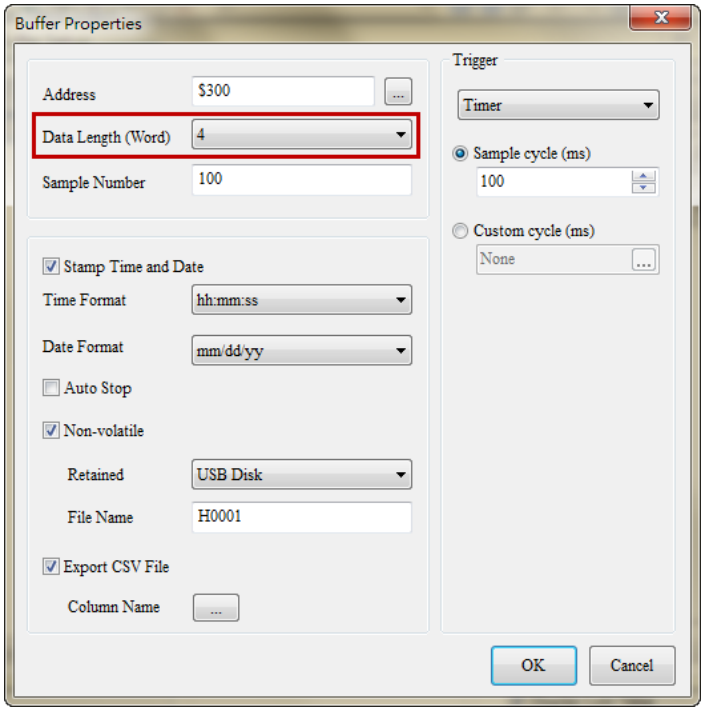
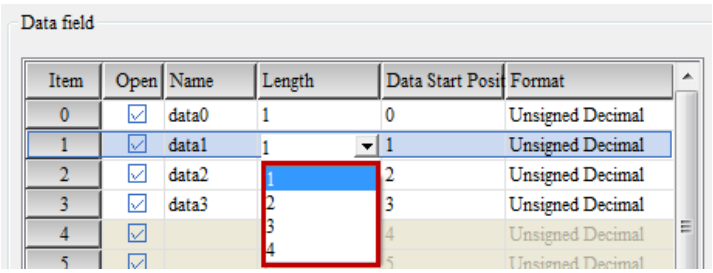
Table 15-1-7 History Setup Properties



Time Name	➢ The time, data and value field names are user-customizable. The naming format supports all languages.
Date Name	

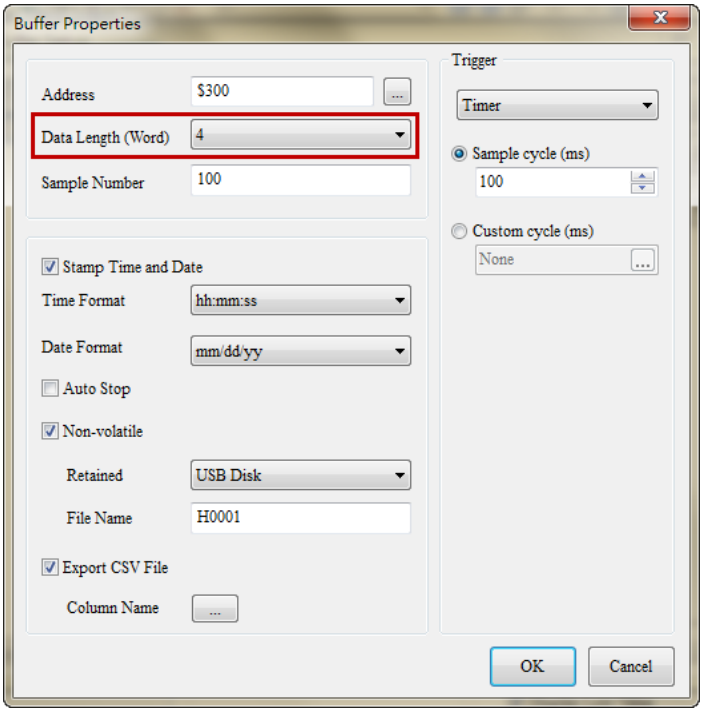
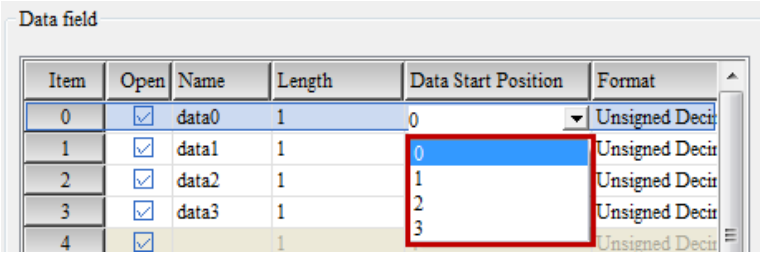
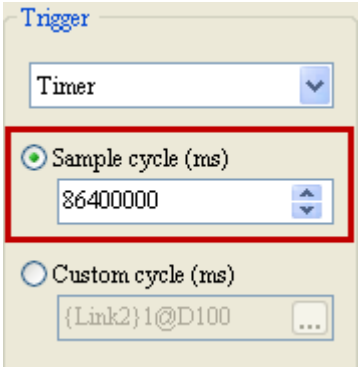
History Setup Properties

Table 15-1-7 History Setup Properties

		Column / Row Name	 
		Length	➢ The length corresponds to the data length (Word). If the data length is 4, the length will be 1 ~ 4.  
		Data	➢ The data start position corresponds to the data

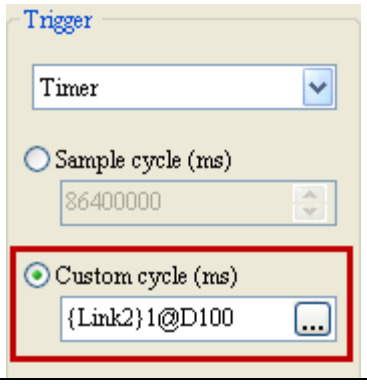
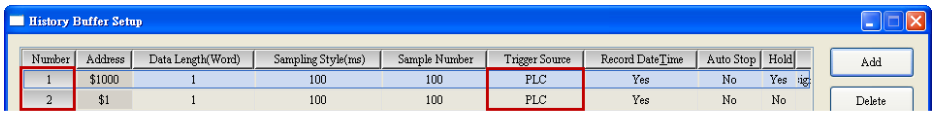
History Setup Properties

Table 15-1-7 History Setup Properties

		Start Position	length as well. If the data length (Word) is 4, then the data start position is 0 ~ 3.  
		Integer place Decimal place	➢ Set the integer and decimal places for the format you need.
Trigger Source	Timer	➢ Two sample times are available when Timer is selected as the trigger source: ➢ Fixed sample time: Min. 100ms; max. 86400000ms.  ➢ Dynamic sample time: The user can change the sample time	

History Setup Properties

Table 15-1-7 History Setup Properties

		dynamically using the specified memory address to trigger the sampling action. 
	PLC	➢ When PLC is selected as the trigger source, the sampling action is triggered using the History flag in the control area. The sampling action is performed when the Bit is On. It is independent of the time cycle. ➢ Assuming that two Histories are set up. The trigger source PLC No. 1 corresponds to the Sampling History Flag 1, the trigger source PLC No. 2 corresponds to the Sampling History Flag 2, and so on.  Trigger Source of Number 1 is releated sampling History buffer flag 1. Trigger Source of Number 2 is releated sampling History buffer flag 2.

15-2 Historical Trend Graph

	Historical Trend Graph

The Historical Trend Graph is used to store and display the address values read during a specific time period. This function can display up to 16 curves and read up to 16 Words. The user can save the data presented on the Historical Trend Graph. The external devices that HMI supports are USB Disk and SD Card.

Double click the Historical Trend Graph element and the following property setting screen appears.

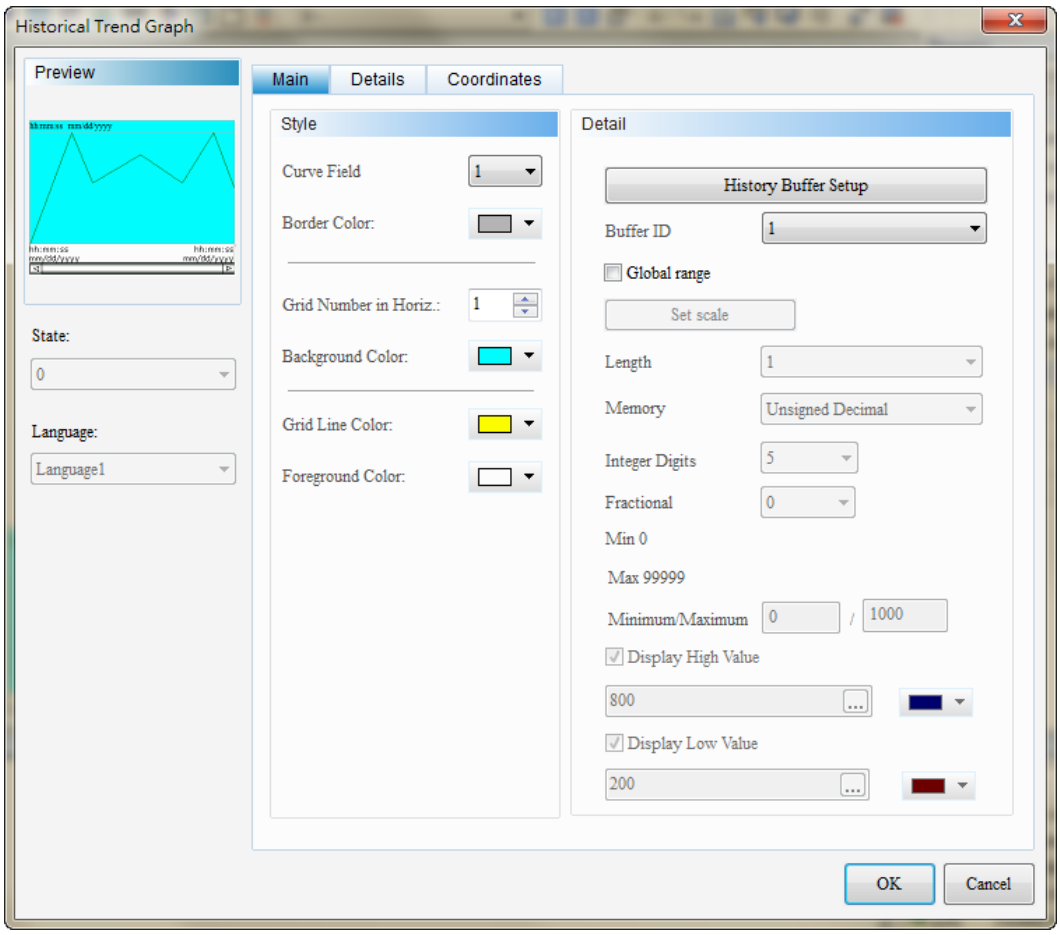


Figure 15-2-1 Historical Trend Graph property setting screen

Historical Trend Graph		
Function Page	**Description**	
Preview	The State and Language are not available to the Historical Trend Graph.	
Main	**Data**	Sets the buffer number, data format, integer digits and fractional digits.

	Global Scope Limit	Sets the scale setting, min. value/max. value, display high value, display low value, high value color, low value color.
	Scale Setting	Sets the scale display, mark display, text size, text color, scale color, main scale number, sub scale number.
	Style	Curve fields, border color, Grid number in Horizontal, Grid line Color, foreground color, Background Color.
Details	**Local Scope**	Sets the length of curve, start position, format, integer digits, fractional digits, line width, line color, min. value, max. value.
	Display of Time/Date	Sets the time display, number of time scale, time format, date format, display color
Position	Sets the X-Y coordinate, width and height of the component.	

Table 15-2-2 Historical Trend Graph function page

◆ General

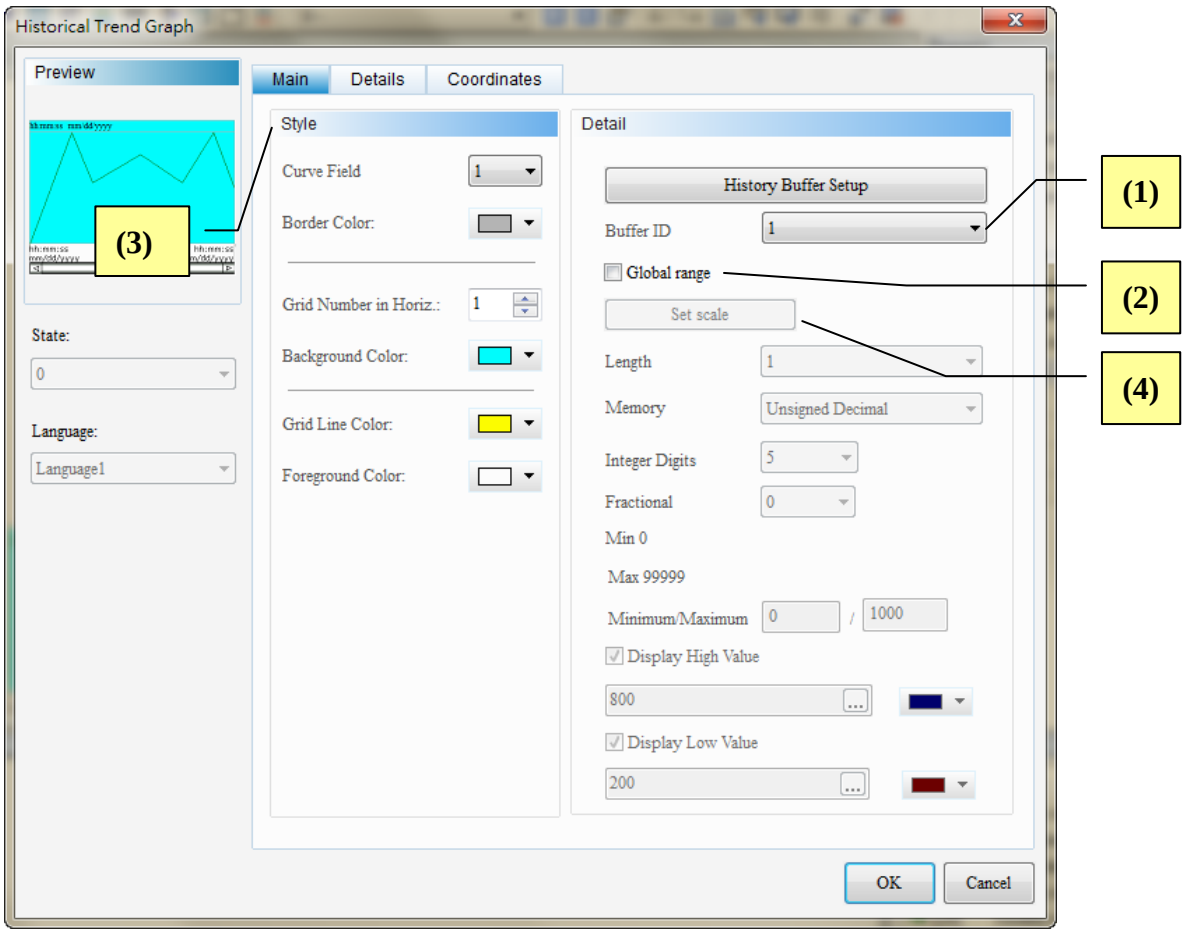
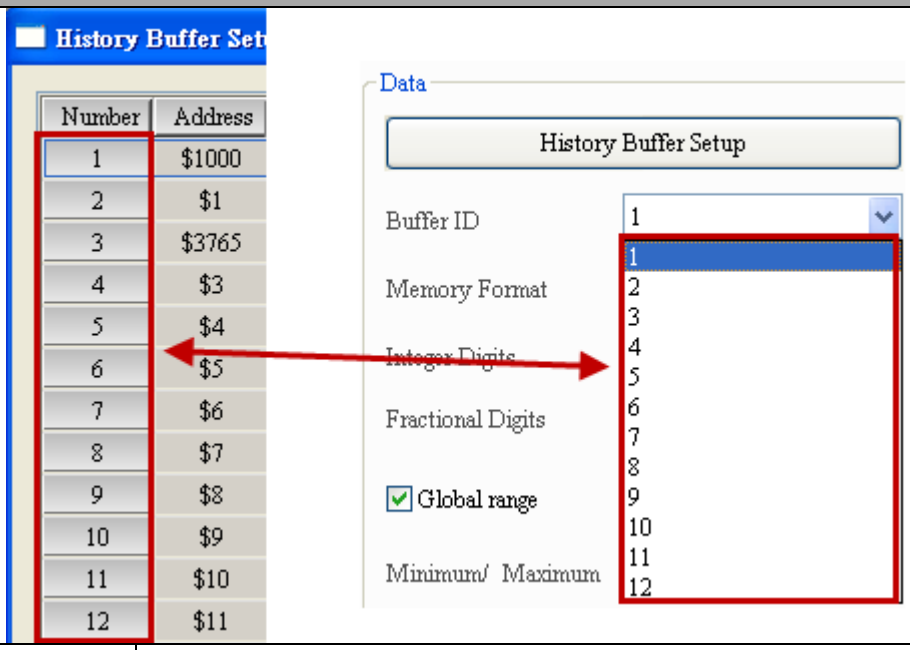
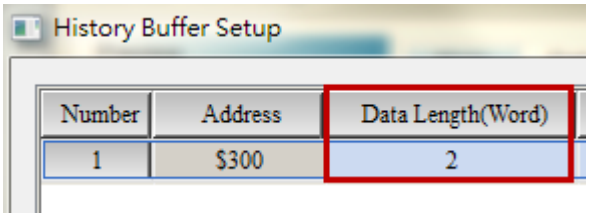
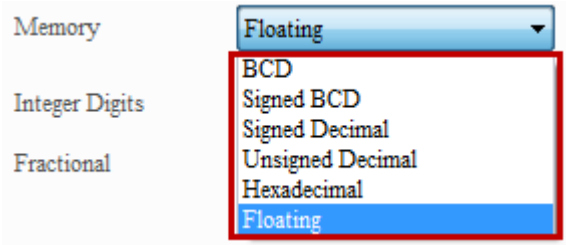
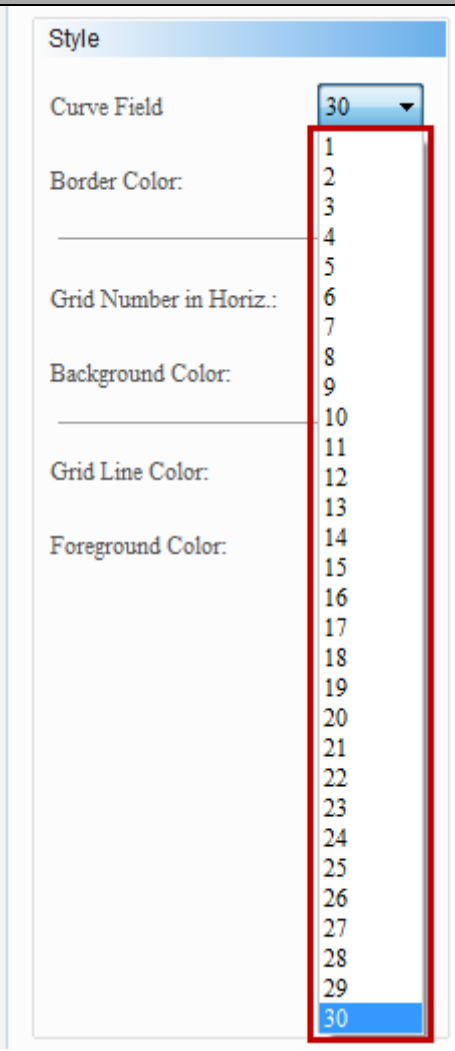
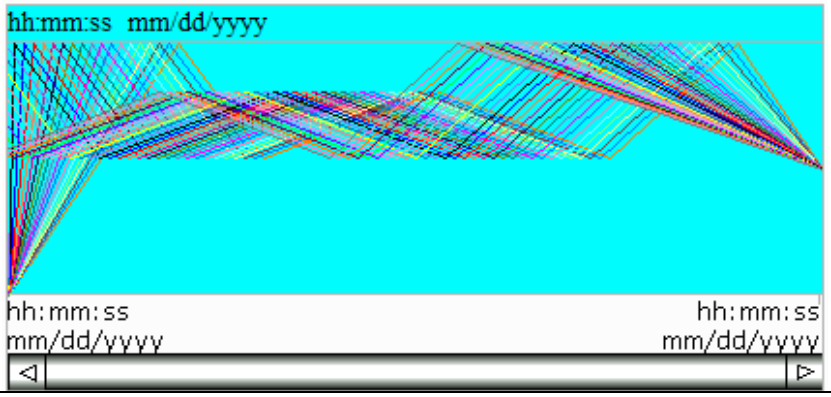


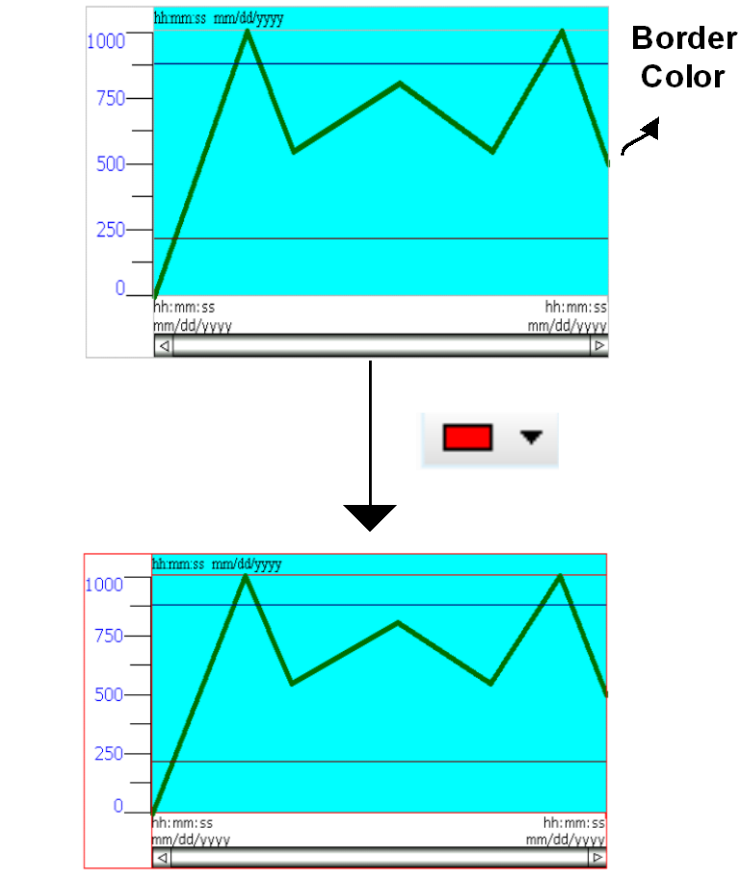
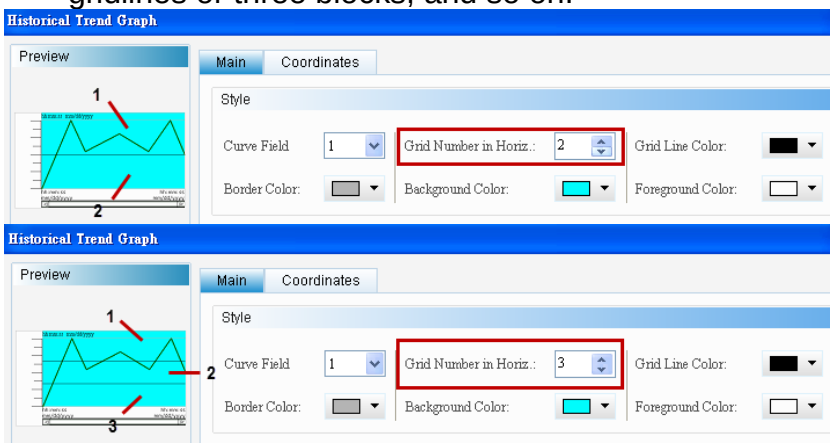
Figure 15-2-2 Historical Trend Graph General property page

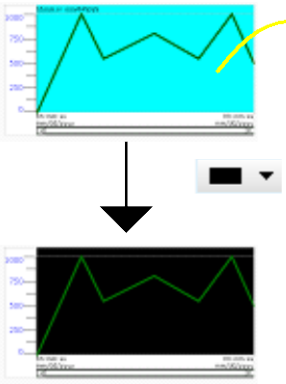
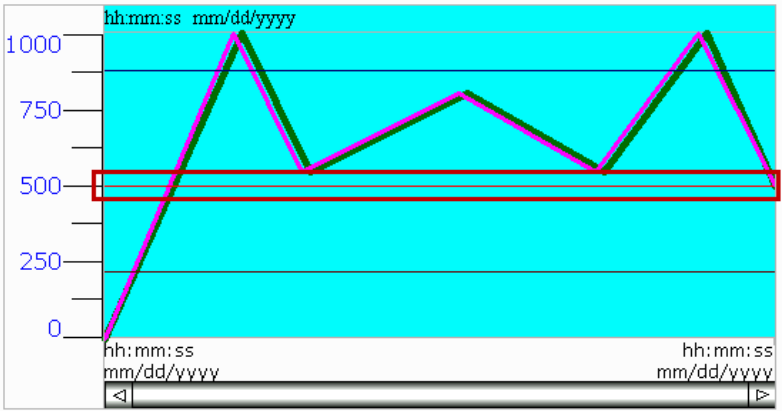
No.	Item	Function
(1)	Buffer ID	➢ The buffer number corresponds to the data number in the History Data Buffer. The History Setup function can add up to 12 history data and, thus, the buffer number supports up to 12.

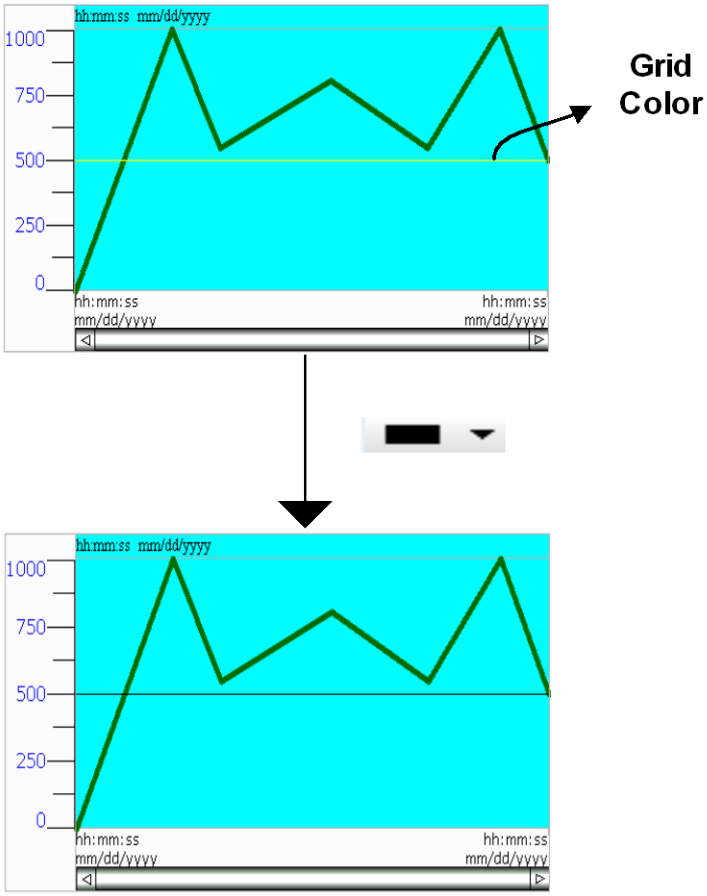
<table>
<tr><th>No.</th><th>Item</th><th colspan="2">Function</th></tr>
<tr><td></td><td></td><td colspan="2"> 
</td></tr>
<tr><td rowspan="4">(2)</td><td rowspan="4">Global Scope</td><td>Data Length (Word)</td><td>➢ The data length (word) can be set as 1 or 2.
➢ When the data length is 1, it means it is 1 Word; when the data length is 2, it means it is 2 Words.
NOTE：
➢ When select 2 as the length, the data length(Word) should over 2.
 
</td></tr>
<tr><td>Value Format</td><td>➢ Historical Trend Graph supports the following format:
➢ Floating value format can be used only when the data length (Word) is 2.
 
</td></tr>
<tr><td>Integer Digits / Fractional Digits</td><td>Users can setup the displayed integer digits and fractional digits.</td></tr>
<tr><td>Min. Value/Max.</td><td>➢ Choose Global Scope Setting, it will be unable to setup the curvilinear min. and max. value in details</td></tr>
</table>

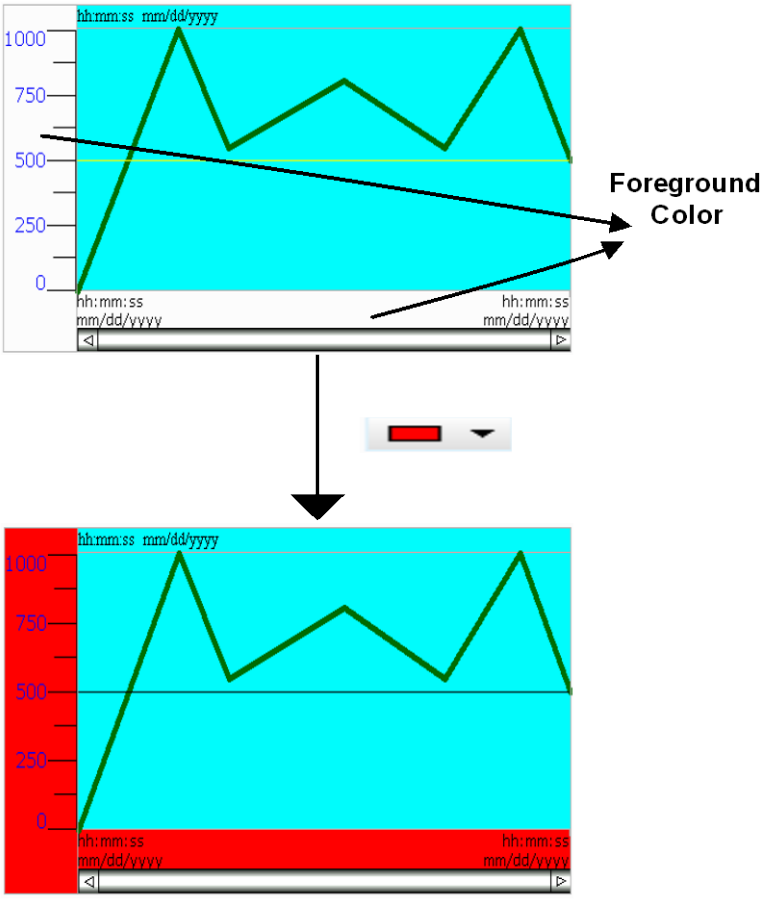
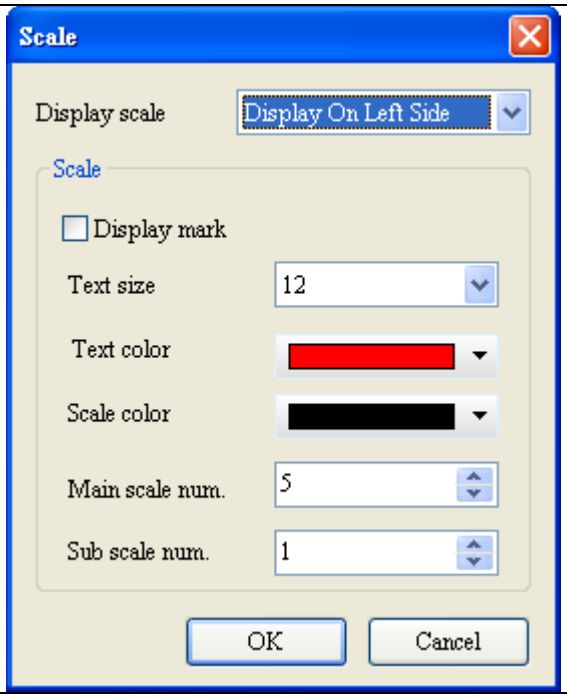
<table>
<tr><th>No.</th><th>Item</th><th colspan="2">Function</th></tr>
<tr><td rowspan="3"></td><td rowspan="3"></td><td>Value</td><td>setting page. However, if not choose Global Scope Setting, the curvilinear min. and max. value will be able to setup.
➢ The permissible range of min. and max. value is based on the selected data type and format.
<table>
<tr><th>Data Type</th><th>Format</th><th>Permissible Range</th></tr>
<tr><td rowspan="5">Word</td><td>BCD</td><td>0~9999</td></tr>
<tr><td>Signed BCD</td><td>-999 ~ 9999</td></tr>
<tr><td>Signed Decimal</td><td>-32768~32767</td></tr>
<tr><td>Unsigned Decimal</td><td>0~65535</td></tr>
<tr><td>Hex</td><td>0~0xFFFF</td></tr>
<tr><td rowspan="6">DWord</td><td>BCD</td><td>0~99999999</td></tr>
<tr><td>Signed BCD</td><td>-9999999 ~ 99999999</td></tr>
<tr><td>Signed Decimal</td><td>-2147483648~2147483647</td></tr>
<tr><td>Unsigned Decimal</td><td>0~4294697295</td></tr>
<tr><td>Hex</td><td>0~0xFFFFFFFF</td></tr>
<tr><td>Floating</td><td>0~9999999</td></tr>
</table></td></tr>
<tr><td>Display High Value</td><td>High value is displayed in Historical Trend Graph. Users can setup the constant value, Internal memory address or the PLC address (Word). Its display color can be setup, too.</td></tr>
<tr><td>Display Low Value</td><td>Low value is displayed in Historical Trend Graph. Users can setup the constant value, Internal memory address or the PLC address (Word). Its display color can be setup, too.</td></tr>
<tr><td>(3)</td><td>Type</td><td>Curve Counts</td><td>➢ A Historical Trend Graph component supports up to 30 curves.</td></tr>
</table>

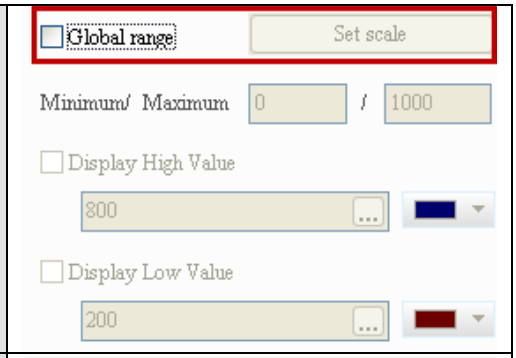
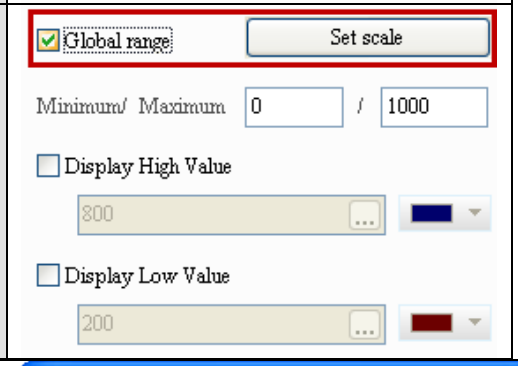
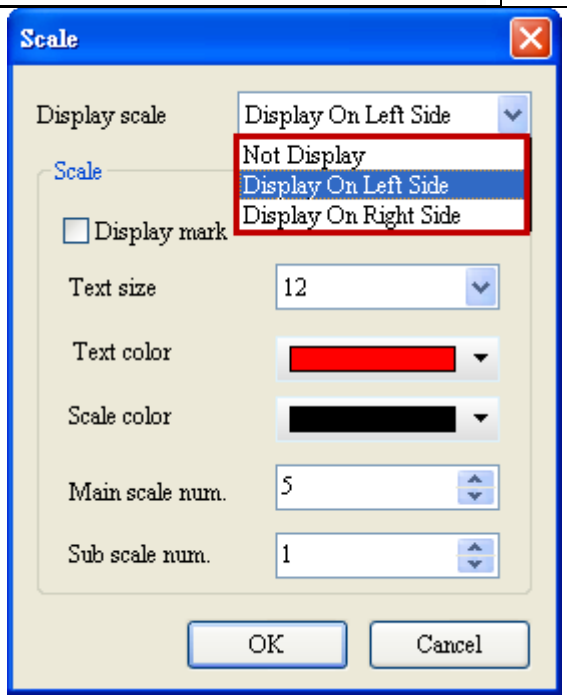
No.	Item	Function	
			 ➢ Up to 30 curves can be selected. The user can change the color and width of the line. 
		Border Color	➢ The user can set the border color for the Historical Trend Graph component.

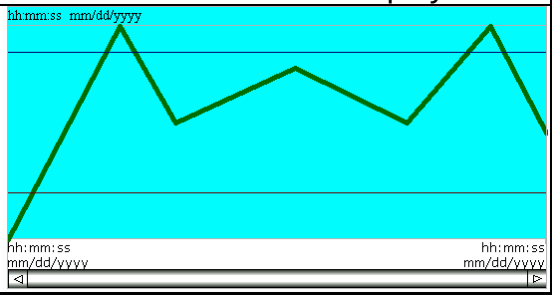
<table>
<tr><th>No.</th><th>Item</th><th colspan="2">Function</th></tr>
<tr><td rowspan="3"></td><td rowspan="3"></td><td></td><td> 
</td></tr>
<tr><td>Horizontal Grid</td><td>➢ This option is selectable up to 50.
➢ The number of Horizontal Grid Count defines the number of the blocks within the Historical Trend Graph. The default value is 1 indicating no gridlines. 2 represents 1 gridline or two blocks, 3 indicates 2 gridlines or three blocks, and so on.
 
</td></tr>
<tr><td>Background Color</td><td>➢ The user can set the Background Color for the Historical Trend Graph component.</td></tr>
</table>

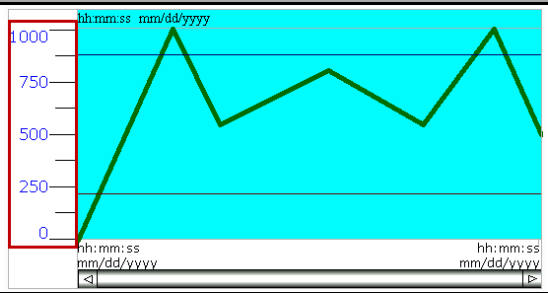
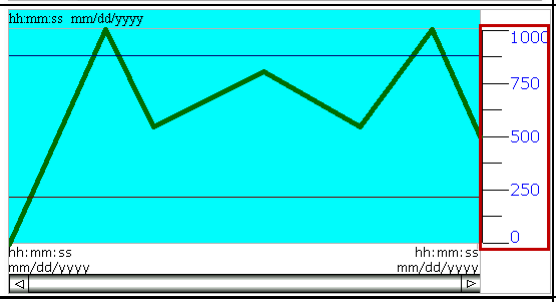
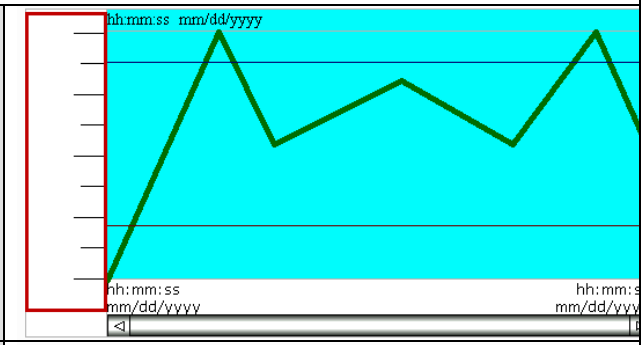
No.	Item	Function	
			
		Grid line Color	➢ The user can set the color of the gridline within the Historical Trend Graph. It is  by default.  ➢ The user can change the color at any time.

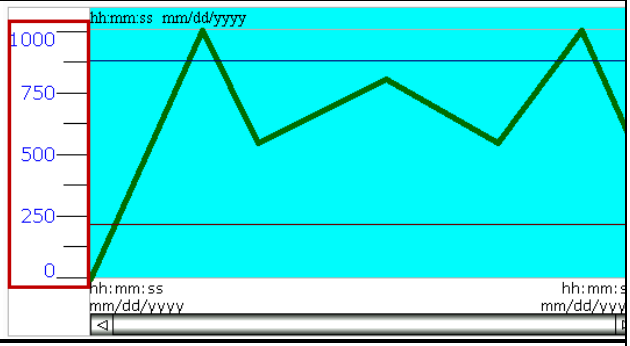
No.	Item	Function	
			
		Foreground Color	➢ The user can set the foreground color of the Historical Trend Graph component.

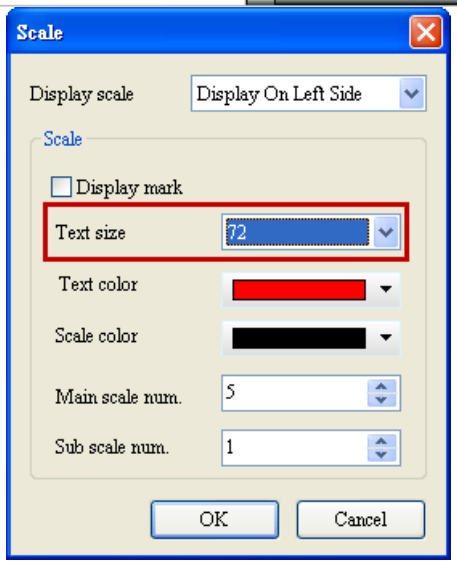
No.	Item	Function
		
(4)	Scale Setting	

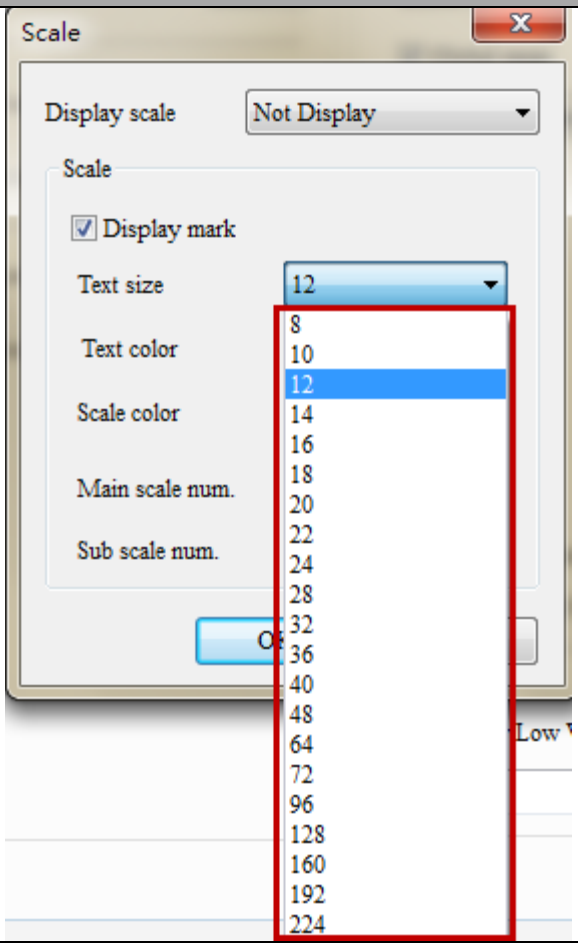
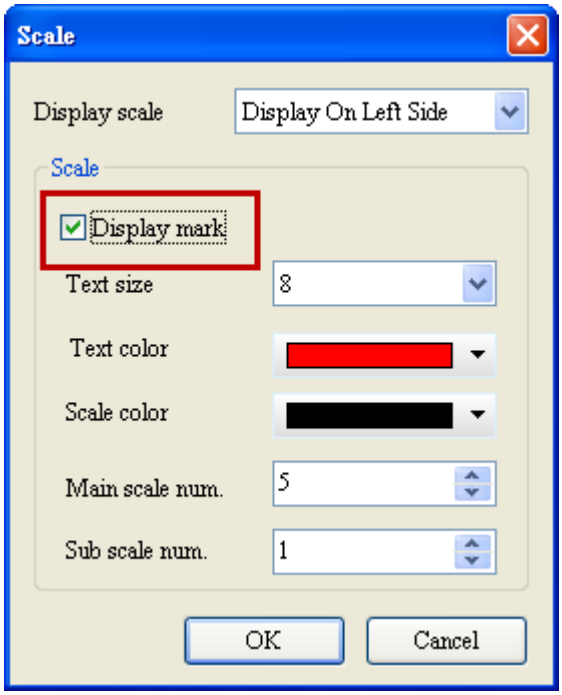
<table>
<tr><th>No.</th><th>Item</th><th>Function</th></tr>
<tr><td></td><td></td><td>
➢ The Global Scope Limit must be checked to perform the Scale Setting.
<table>
<tr><td>Unchecked</td><td> 
</td></tr>
<tr><td>Checked</td><td> 
</td></tr>
</table>
Scale Display


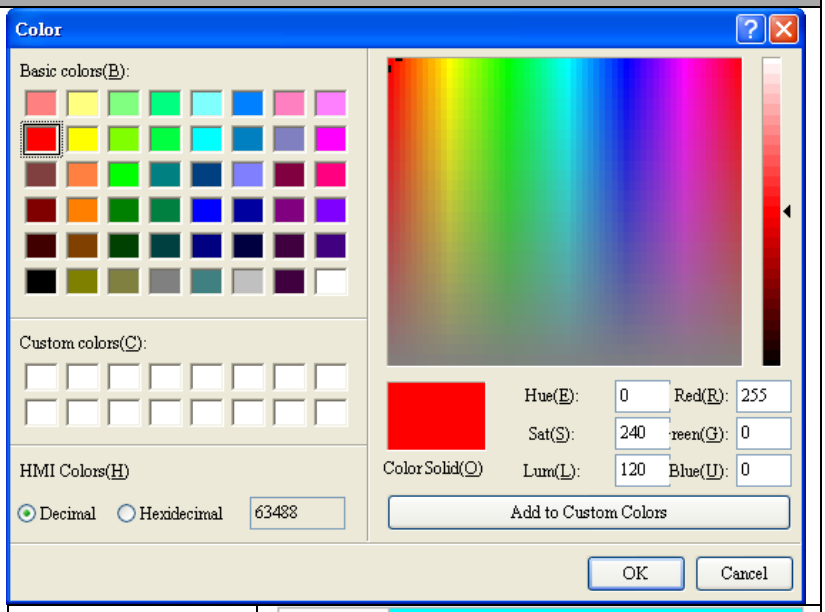
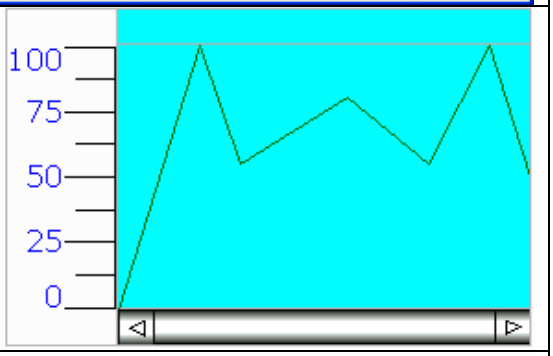
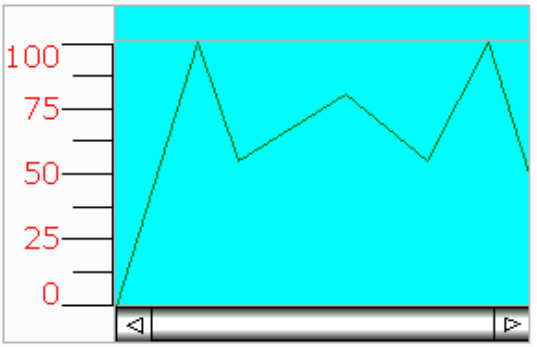
➢ No scale display, Show scale on left and Show scale on right are available under the Scale Display.
<table>
<tr><td>No scale display</td><td> 
</td></tr>
</table>
</td></tr>
</table>

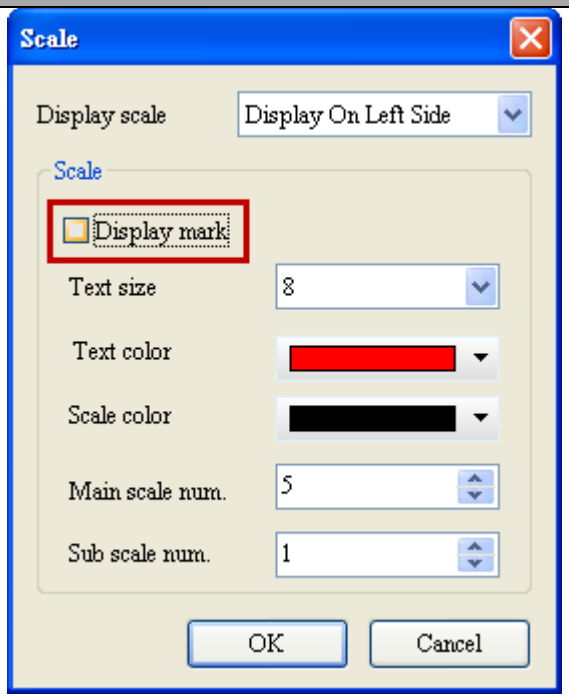
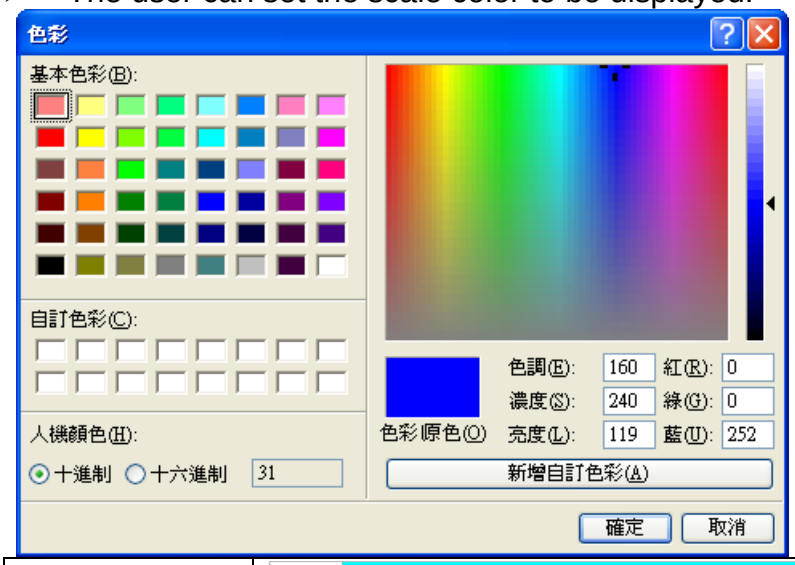
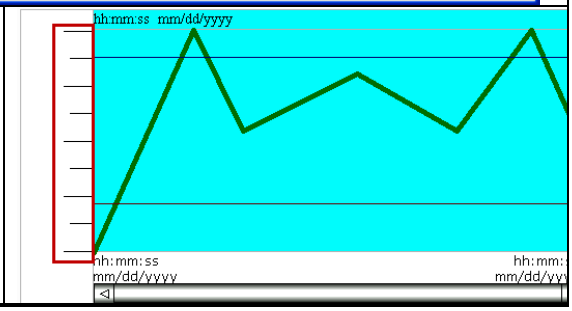
<table>
<tr><th>No.</th><th>Item</th><th colspan="2">Function</th></tr>
<tr><td rowspan="3"></td><td rowspan="3"></td><td rowspan="2"></td><td>Show scale on left</td><td> 
</td></tr>
<tr><td>Show scale on right</td><td> 
</td></tr>
<tr><td>Mark Display</td><td colspan="2">➢ The Mark Display option defines the display of the figure on the scale.
Unchecked 

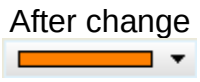
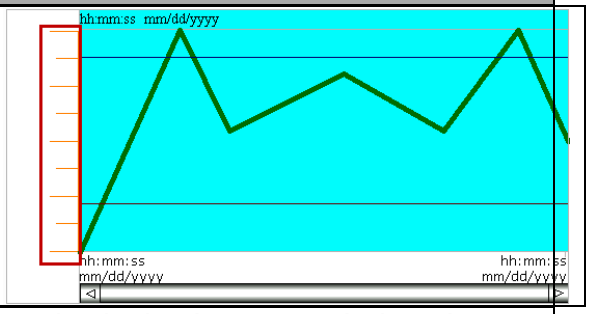
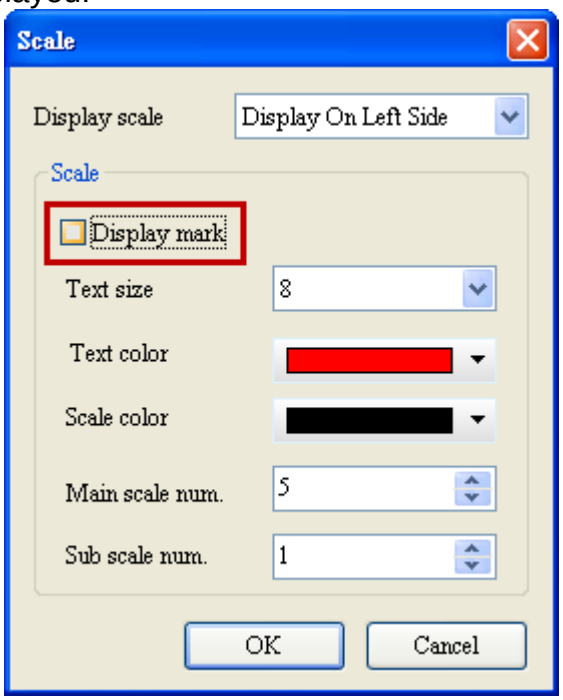
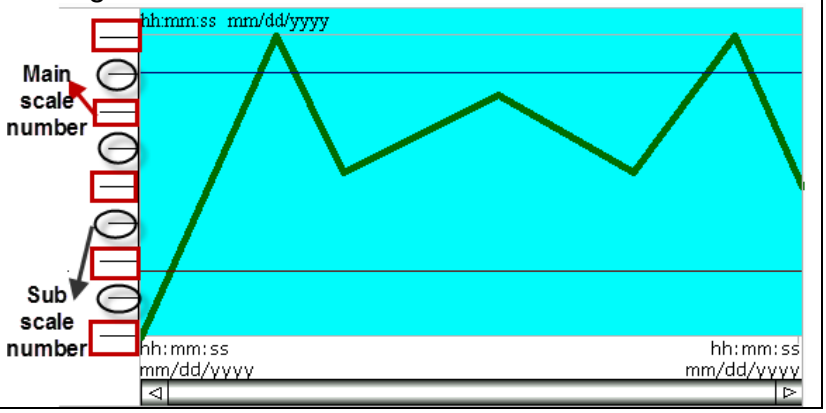
Checked 
</td></tr>
<tr><td>Text Size</td><td colspan="2">➢ The Text Size allows the scale to reserve a width corresponding to the size of the text if the Mark Display is not checked. The reserved width will be expanded when the typeface 72 is selected.</td></tr>
</table>

No.	Item	Function
		  ➢ The text size is the size of the figure on the scale. Typefaces 8~224 are available for selection.

No.	Item	Function	
			
		Text Color	➢ The Mark Display must be checked to set the Text Color.  ➢ The user can set the text color to be displayed.

No.	Item	Function
		
		Before change  
		After change  
	Scale Color	➢ Checking the Mark Display is not needed to change the color of the scale.

No.	Item	Function
		 ➢ The user can set the scale color to be displayed.  Before change 

<table>
<tr><th>No.</th><th>Item</th><th colspan="2">Function</th></tr>
<tr><td></td><td></td><td></td><td>After change
 
 
</td></tr>
<tr><td></td><td></td><td>Main Scale number</td><td>➢ Checking the Mark Display is not needed to change the primary and secondary scale counts to be displayed.
 
</td></tr>
<tr><td></td><td></td><td>Sub Scale number</td><td>➢ Both the primary and secondary scale counts can be set between 1 (min.) and 99 (max.).
➢ When the Primary Scale Counts is set to 5, the Secondary Scale Counts is set to 1 as shown in the figure below.
 
</td></tr>
</table>

◆ Details Setting

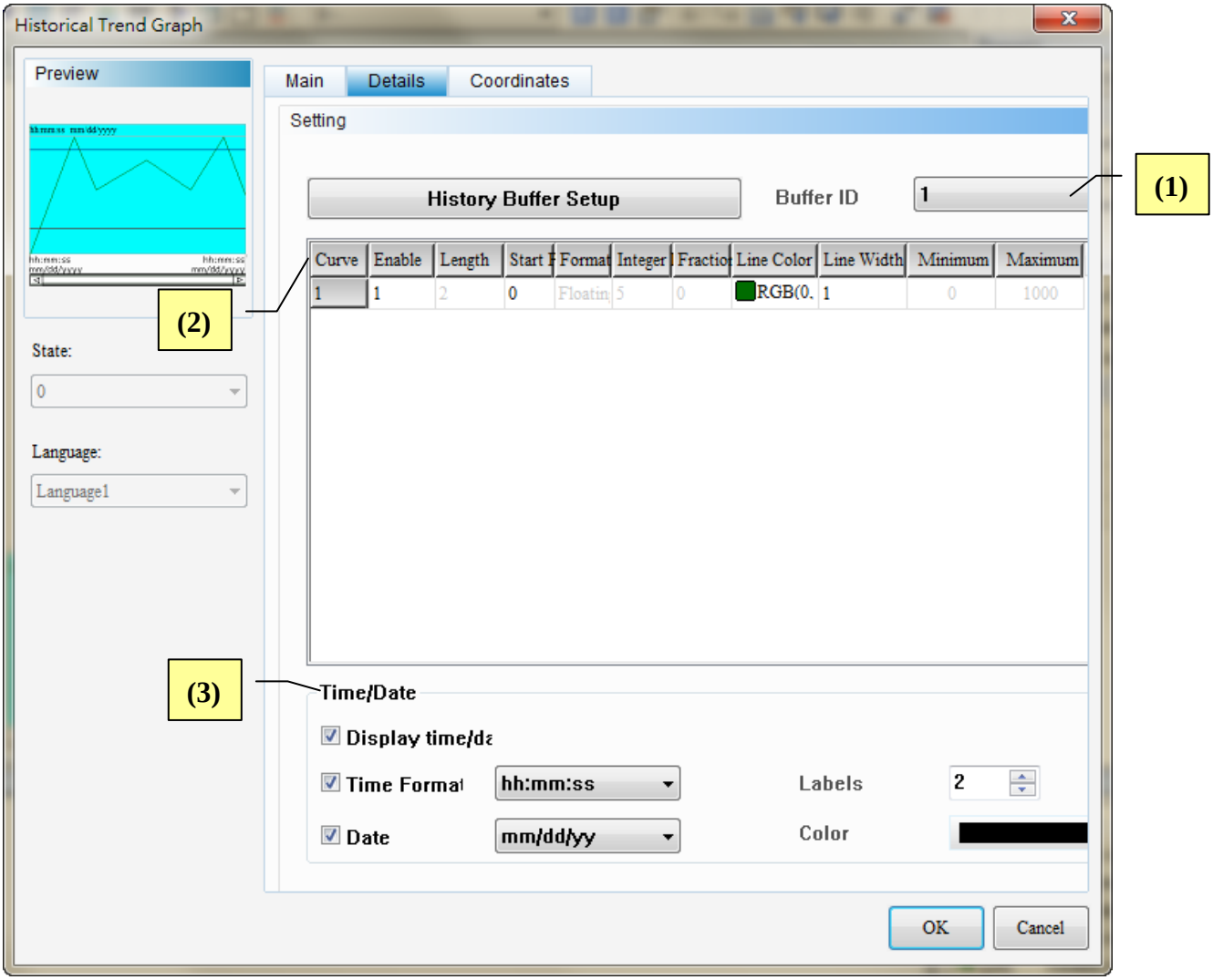
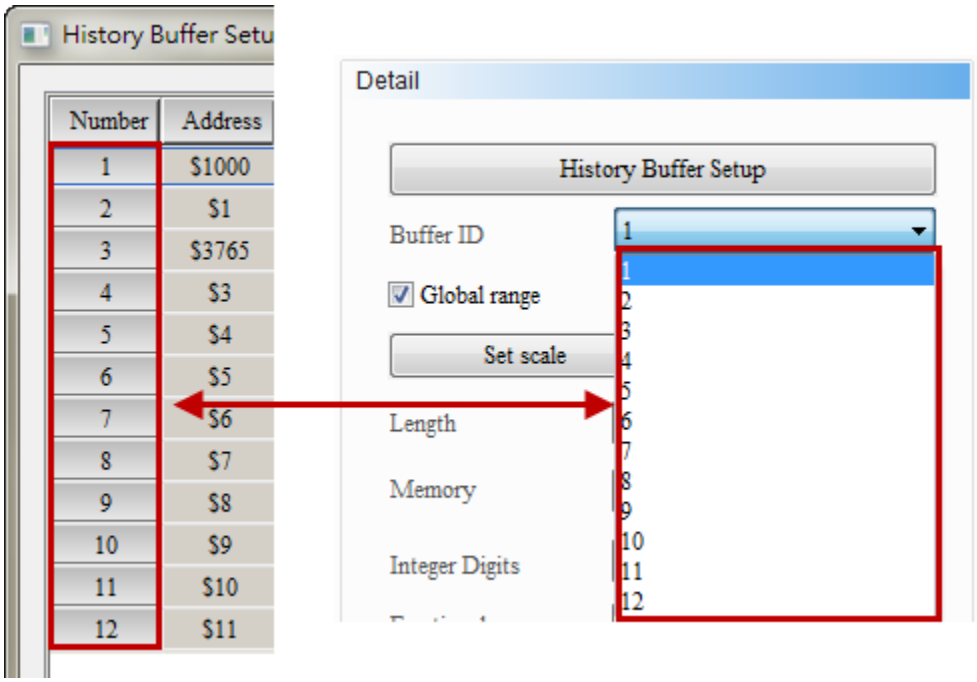
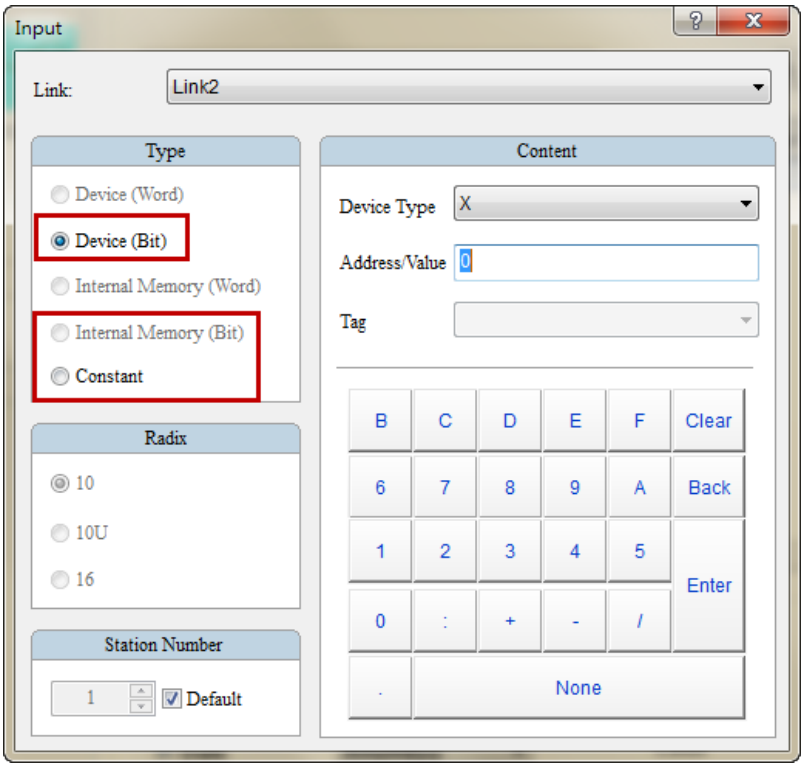
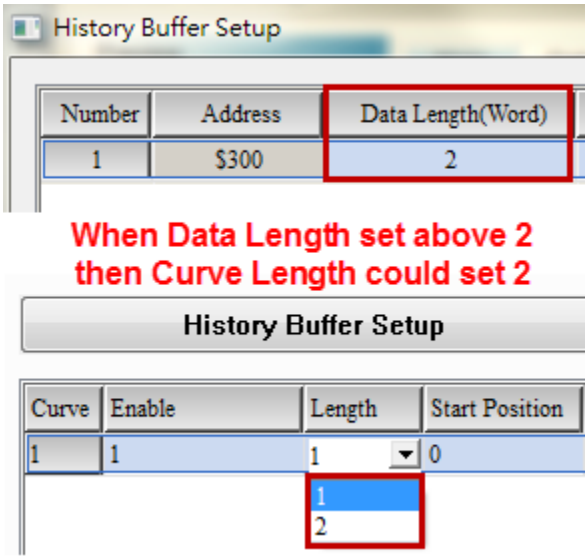
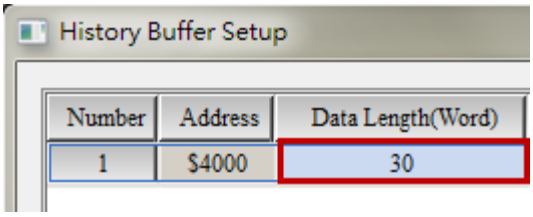
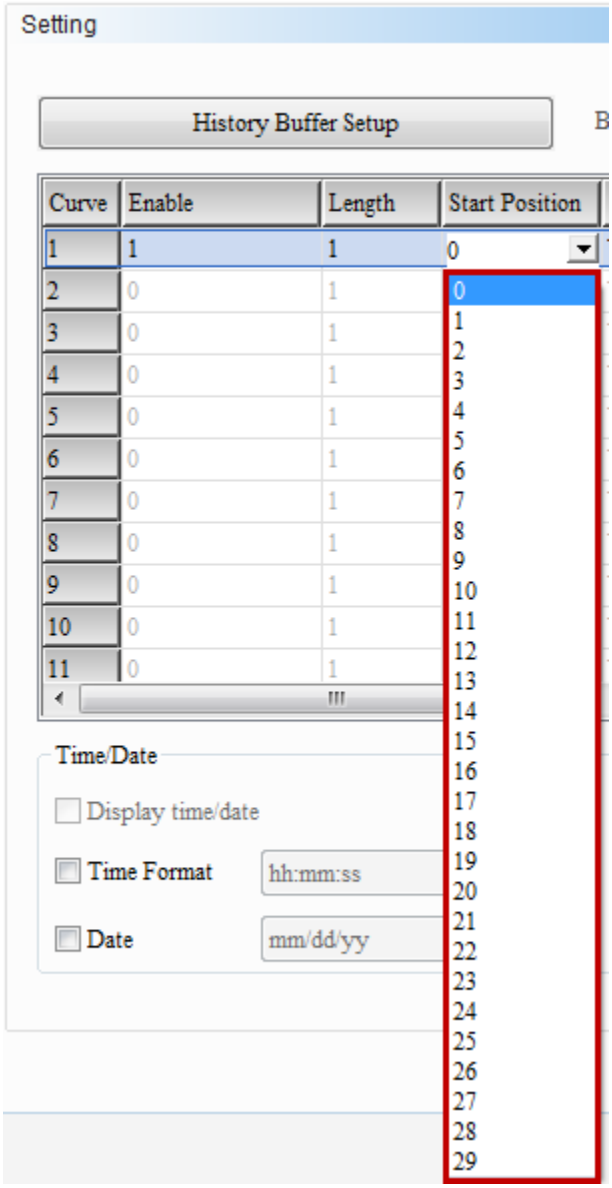
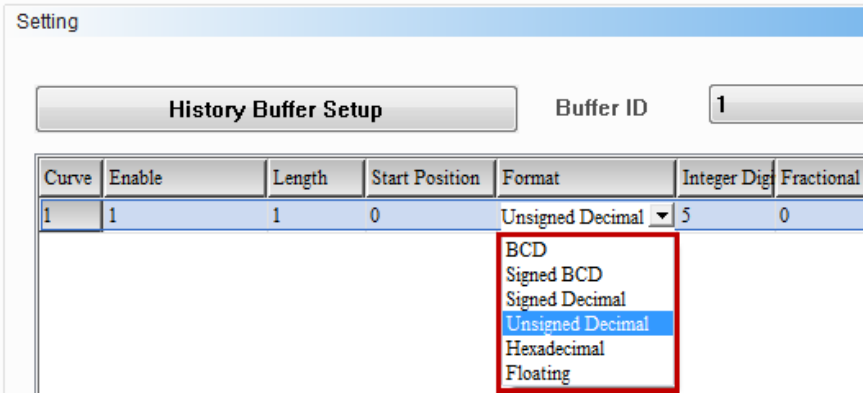


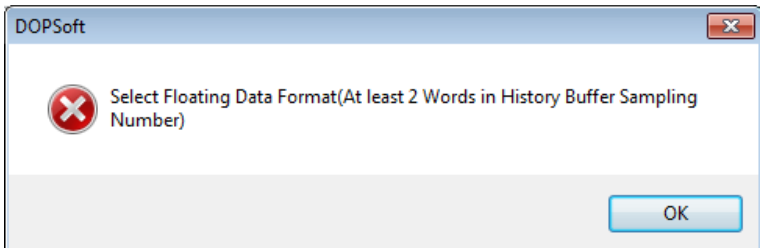
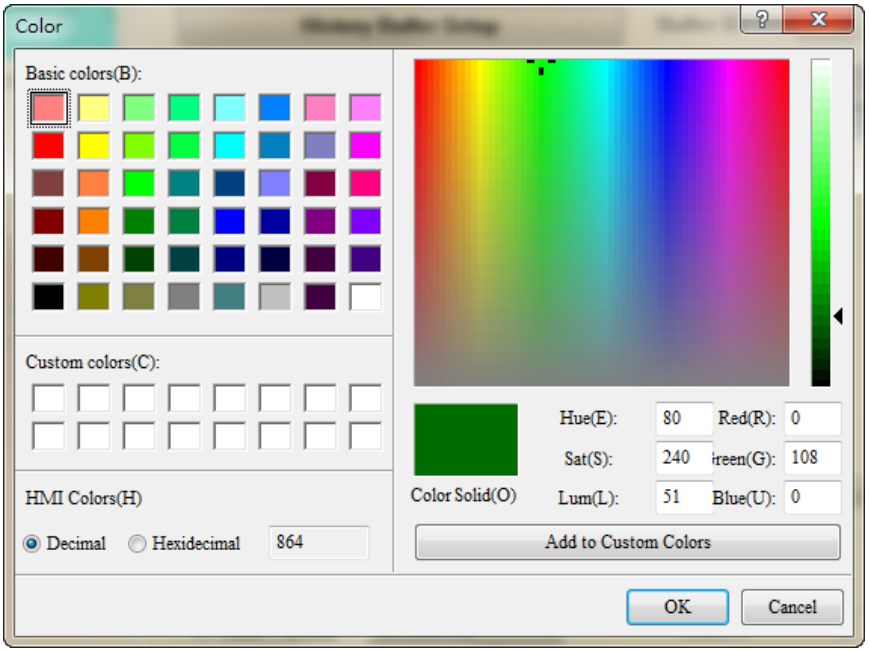
Figure 15-2-3 Historical Trend Graph Details property page

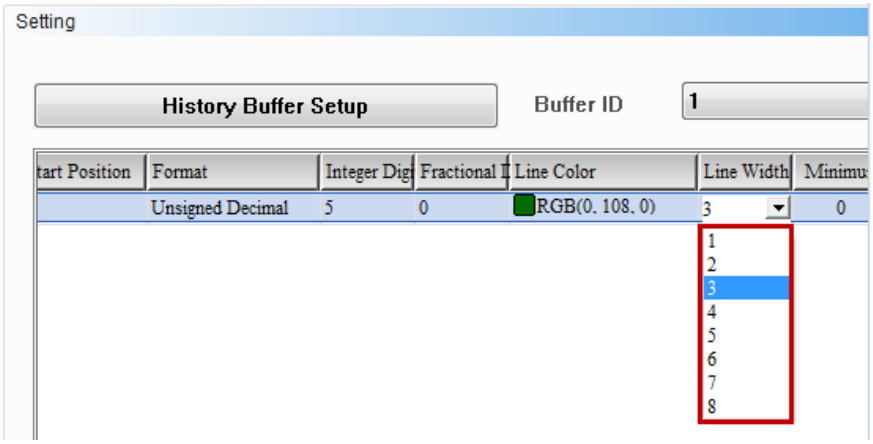
No.	Item	Function
(1)	Buffer ID	➢ The buffer number corresponds to the data number in the History Data Buffer. The History Setup function can add up to 12 history data and, thus, the buffer number supports up to 12.

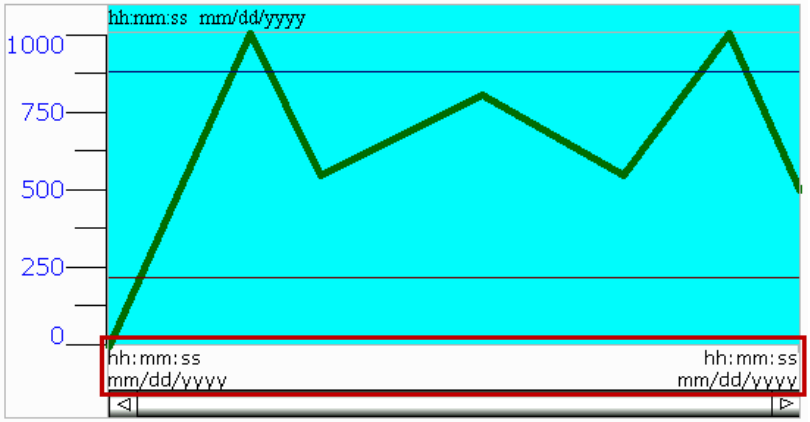
<table>
<tr><th>No.</th><th>Item</th><th colspan="2">Function</th></tr>
<tr><td></td><td></td><td colspan="2"> 
</td></tr>
<tr><td>(2)</td><td>Curve Setting</td><td>Enable</td><td>➢ Enable / Disable data accessing in buffer area.
➢ If constant is set as the type: Set the value to 1 as enable; set the value to 0 as disable. If Bit is set as the type: BitON means to enable; BitOFF means to disable.
➢ Sets up the bit supported by value, the one in Internal Memory and constant.
 
</td></tr>
</table>

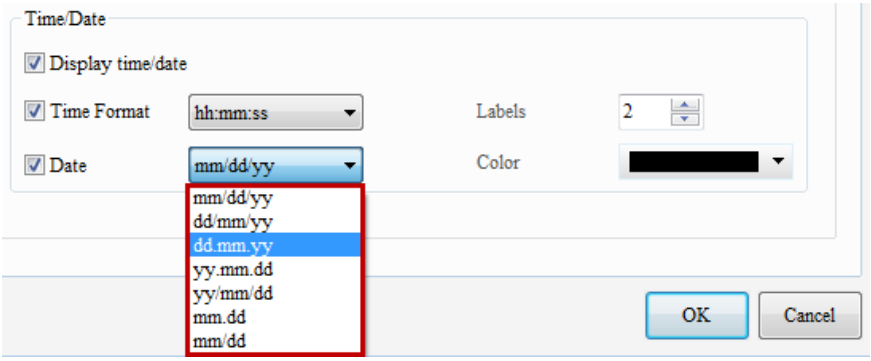
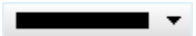
No.	Item	Function	
		Length	➢ Two selections are provided for length 1 and length 2. Only when the data length is set above 2, can the user choose 2 as the curve length.  ➢ If it is set to global scope, this function is invalid.
		Start Position	➢ Data length (Word) determines the start position of data. ➢ When the data length (Word) is 30, the data start position can be 0 ~ 29. 

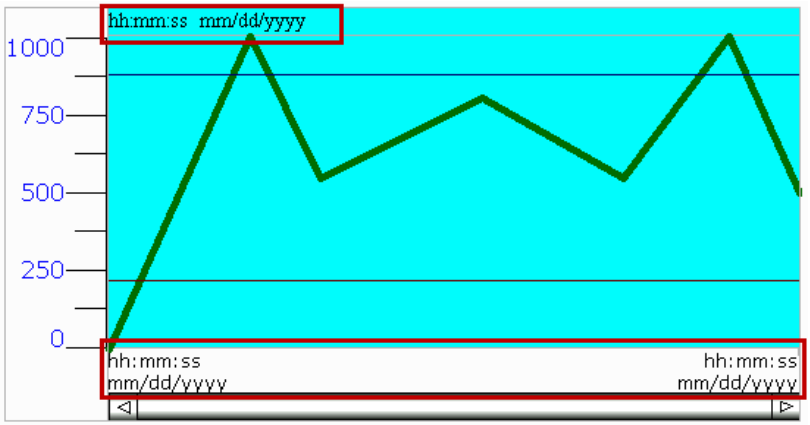
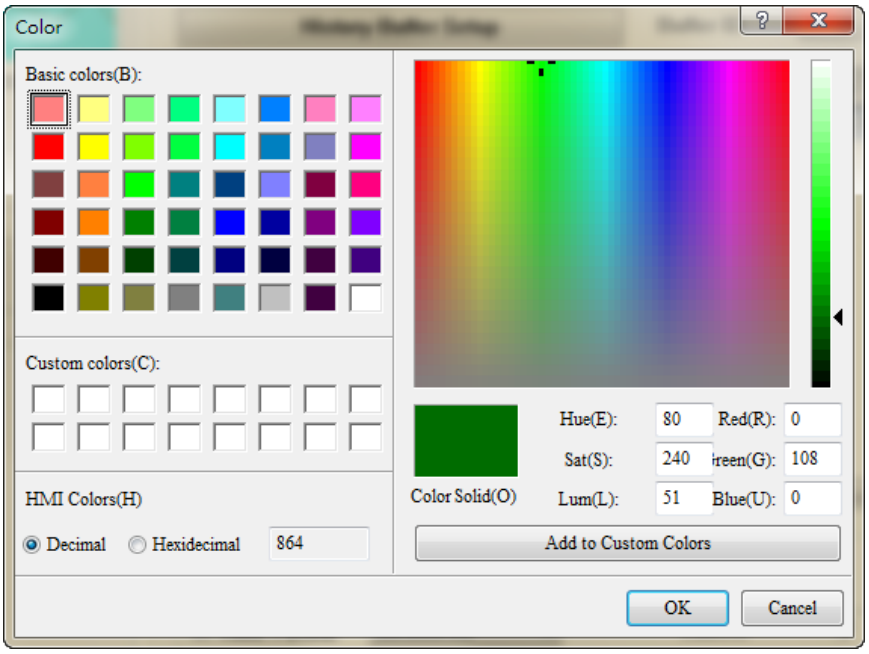
No.	Item	Function	
			
		Format	➢ Followings are the supported format:  ➢ If it is set to global scope, this function is invalid. **NOTE：**

No.	Item	Function	
			➢ If the format is floating, please set the length to 2. ➢ When the format is floating, if the length only sets to 1 Word, one prompt message will pop and ask the users to set it to 2 Words at least. 
		Integer Digits / Fractional Digits	➢ Users can setup the displayed integer digits and fractional digits. ➢ If it is set to global scope, this function is invalid.
		Line Color	➢ The user can set the line color as desired. 
		Line Width	➢ Line width can set from 1 to 8.

<table>
<tr><th>No.</th><th>Item</th><th colspan="2">Function</th></tr>
<tr><td rowspan="2"></td><td rowspan="2"></td><td></td><td> 
</td></tr>
<tr><td>Min. / Max. Value</td><td>➢ Choose Global Scope Setting, it will be unable to setup the curvilinear min. and max. value. However, if not choose Global Scope Setting, the curvilinear min. and max. value will be able to setup.
➢ The permissible range of min. and max. value is based on the selected data type and format.
<table>
<tr><th>Data Type</th><th>Format</th><th>Permissible Range</th></tr>
<tr><td rowspan="5">Word</td><td>BCD</td><td>0~9999</td></tr>
<tr><td>Signed BCD</td><td>-999 ~ 9999</td></tr>
<tr><td>Signed Decimal</td><td>-32768~32767</td></tr>
<tr><td>Unsigned Decimal</td><td>0~65535</td></tr>
<tr><td>Hex</td><td>0~0xFFFF</td></tr>
<tr><td rowspan="6">DWord</td><td>BCD</td><td>0~99999999</td></tr>
<tr><td>Signed BCD</td><td>-9999999 ~ 99999999</td></tr>
<tr><td>Signed Decimal</td><td>-2147483648~2147483647</td></tr>
<tr><td>Unsigned Decimal</td><td>0~4294697295</td></tr>
<tr><td>Hex</td><td>0~0xFFFFFFFF</td></tr>
<tr><td>Floating</td><td>0~9999999</td></tr>
</table></td></tr>
<tr><td>(3)</td><td>Time / Date</td><td>Display Time / Date</td><td>➢ The selection of display time / date. Check this function, Historical Trend Graph will display time / date below. If the function is unchecked, then nothing will be shown.</td></tr>
</table>

<table>
<tr><th>No.</th><th>Item</th><th colspan="2">Function</th></tr>
<tr><td rowspan="3"></td><td rowspan="3"></td><td></td><td> 

➢ Check “Time/Date” to setup the number of time scale. The number can up to 9999. The above figure displays two time scales.</td></tr>
<tr><td>Time Format</td><td>➢ It supports the following two formats:
 
</td></tr>
<tr><td>Date Format</td><td>➢ It supports the following seven formats:
 
</td></tr>
<tr><td></td><td>Color</td><td>➢ Users can change the displayed color or time and data, including the one shown in Historical Trend Graph and the number of time scale shown in Time/Date. The default color is  .</td></tr>
</table>

No.	Item	Function
		
	Line Color	➢ The user can set the line color as desired. 

◆ Location

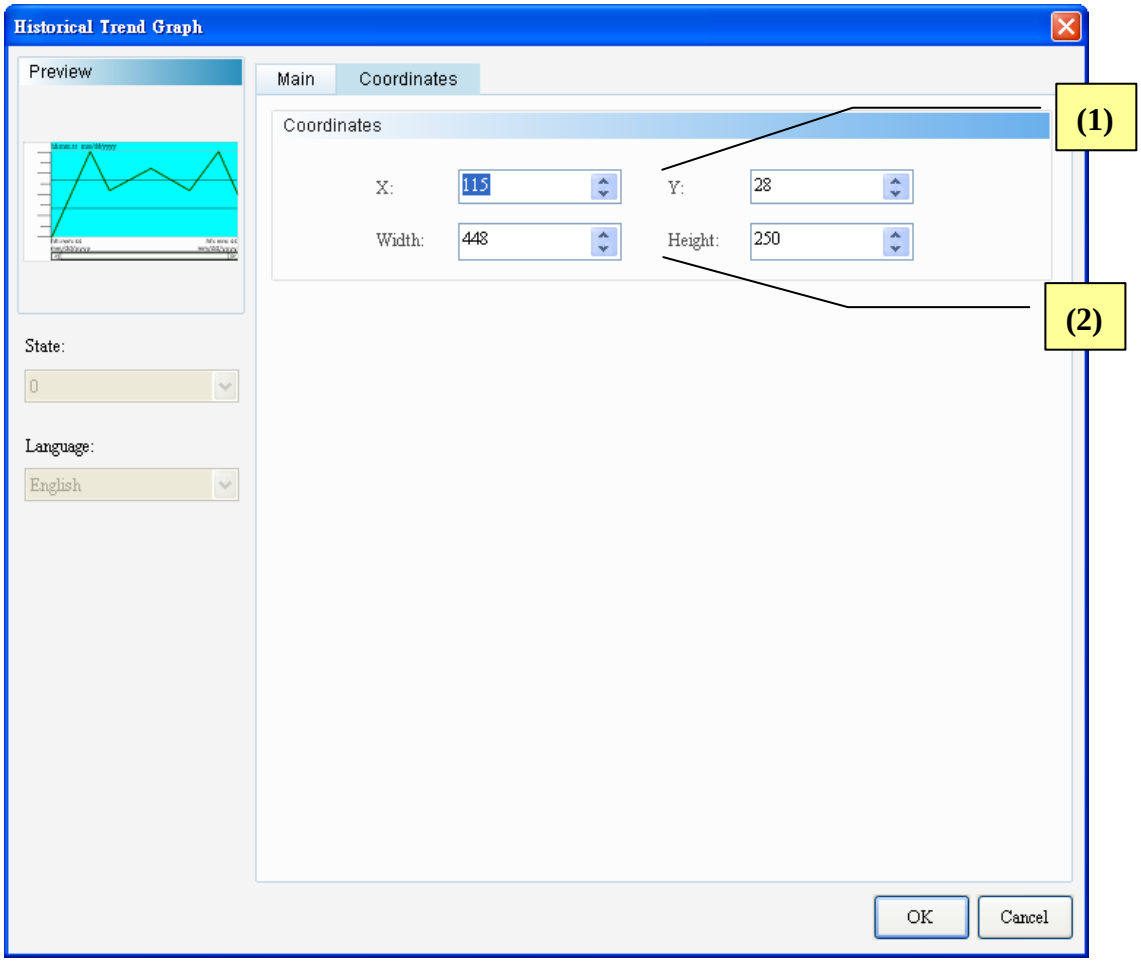


Figure 15-2-4 Historical Trend Graph Location property page

No.	Item	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

15-3 Historical Data Table

	Historical Data Table

The data read from the History are converted to values and displayed in the Historical Data Table. The 30 columns of the history value data correspond individually to the 30 Word lengths of the data type in the Historical Trend Graph.
Double click the Historical Data Table icon and the following property setting screen appears.

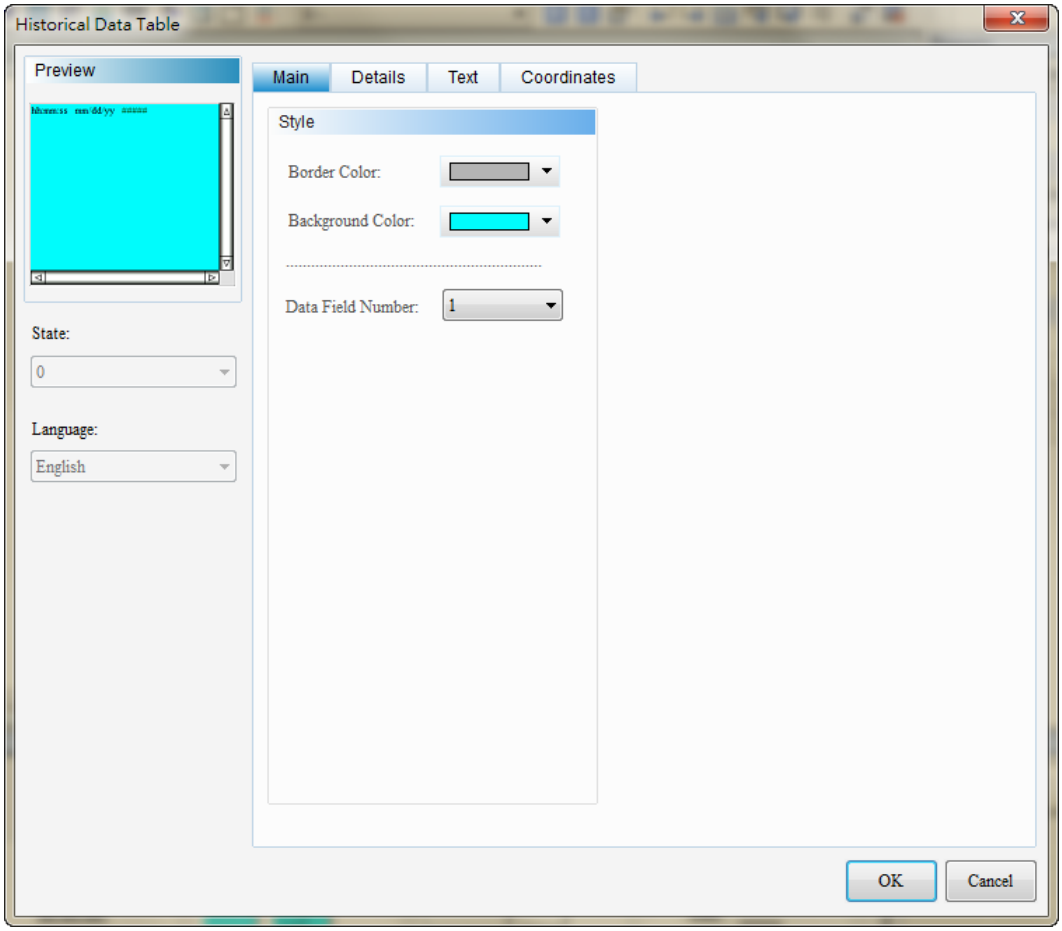


Figure 15-3-1 Historical Data Table property setting screen

Historical Data Table	
Function Page	**Description**
Preview	The State and Language are not available to the Historical Data Table.
Main	Sets the border color, Background Color, Data Field number
Details	Sets Buffer ID. Sets time / date display. Sets length, start position, value format, integer digits, fractional digits, color, field width and leading zero.

Text	Sets the text size of the value data to be displayed.
Position	Sets the X-Y coordinate, width and height of the component.

Figure 15-3-2 Historical Data Table function page

◆ General

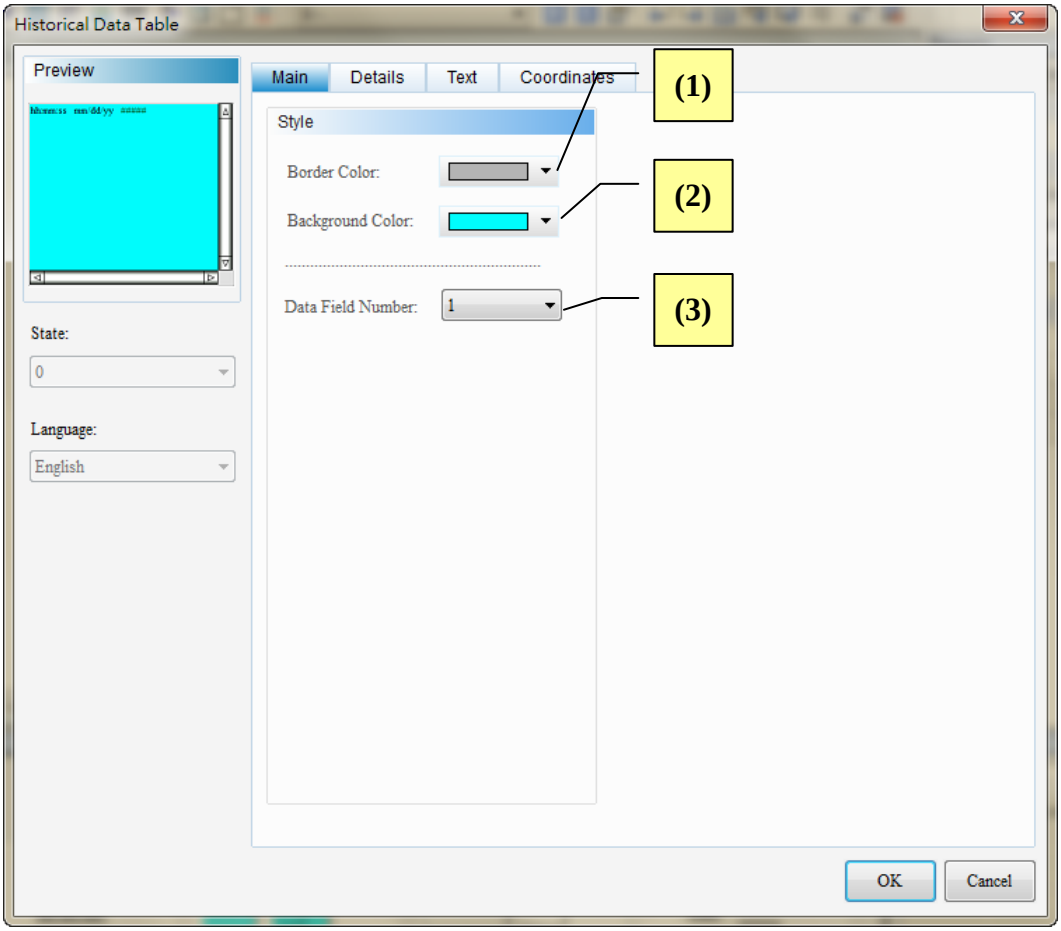
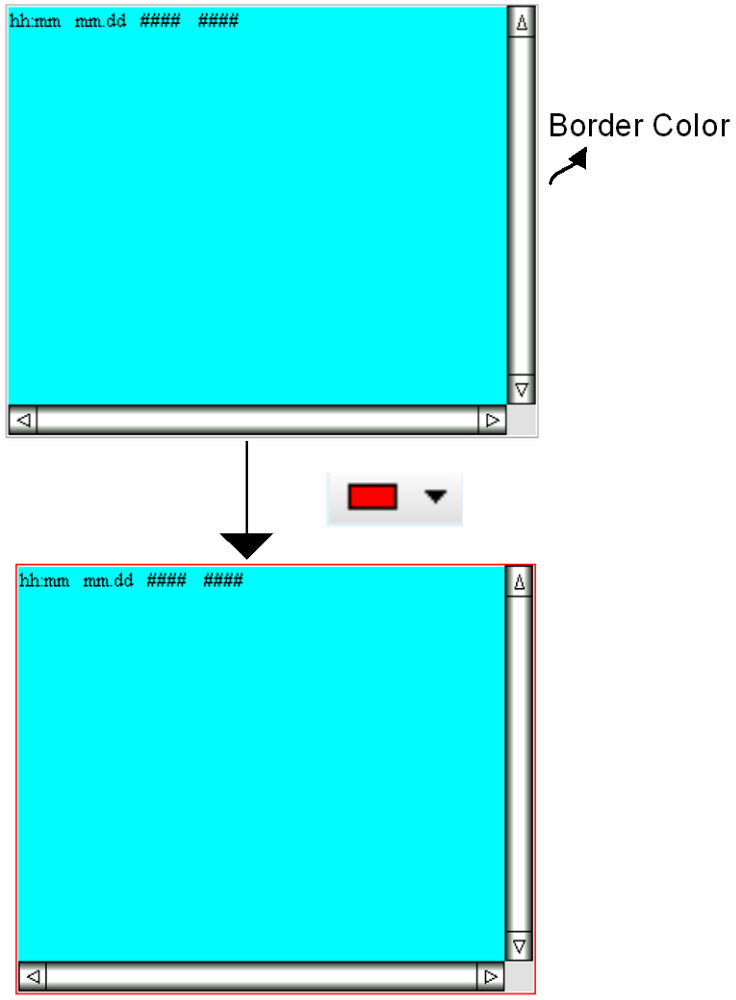
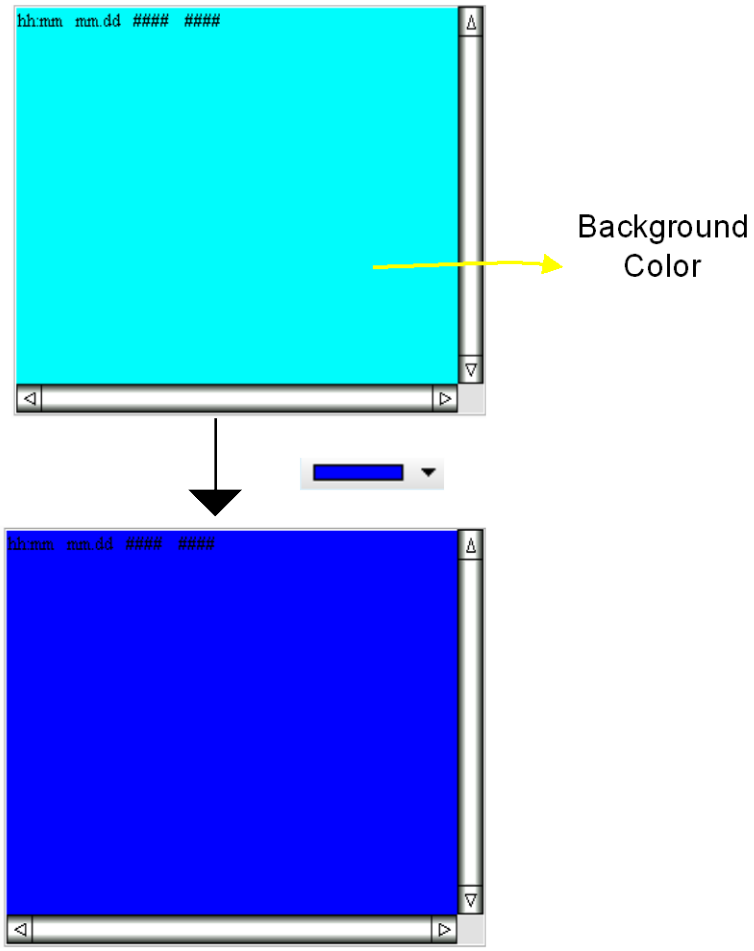
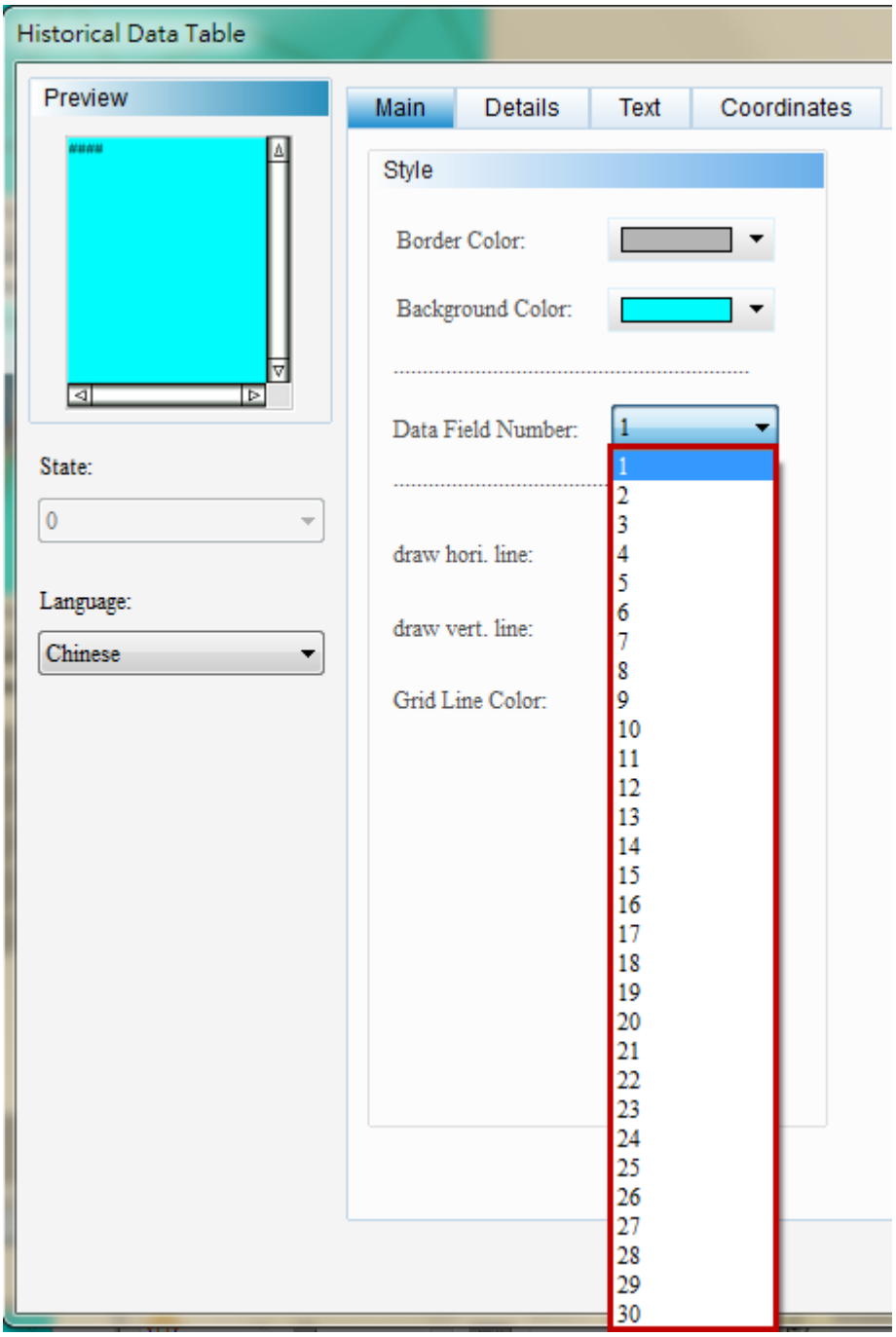


Figure 15-3-2 Historical Data Table General property page

(1)	Border Color	➢ The user can set the border color for the Historical Data Table.

		
(2)	Background Color	➢ The user can set the Background Color for the component.

		
(3)	Column Counts	➢ The Column Counts option supports up to 30 columns. They correspond individually to the 30 Word lengths of the data type in the History Data Buffer.

Historical Data Table
Preview
Main
Details
Text
Coordinates
Style
Border Color:
Background Color:
Data Field Number:
1
State:
0
Language:
Chinese
draw hori. line:
draw vert. line:
Grid Line Color:
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
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24
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26
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28
29
30

◆ Details

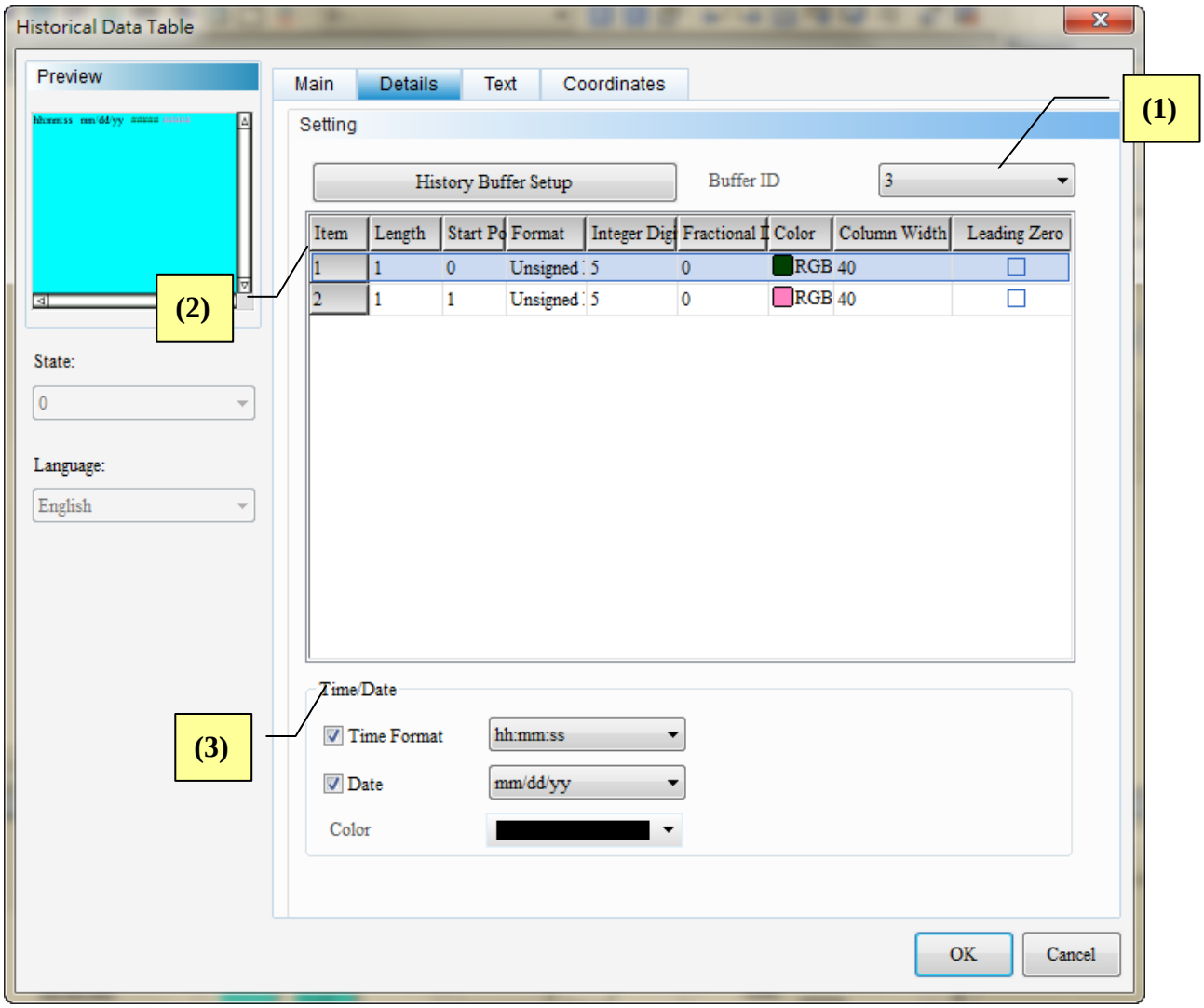
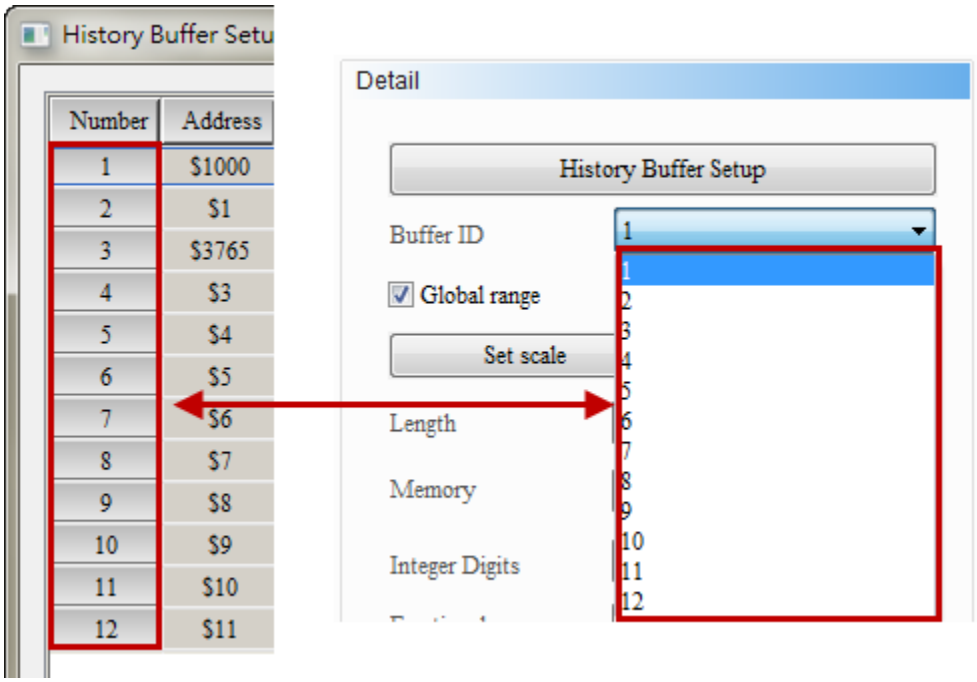
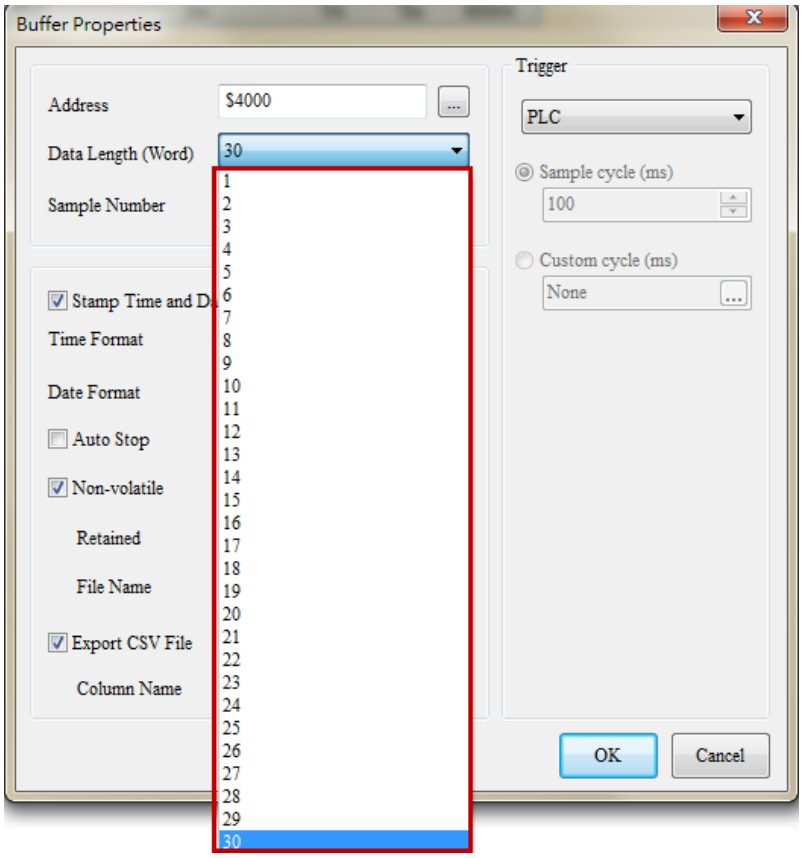
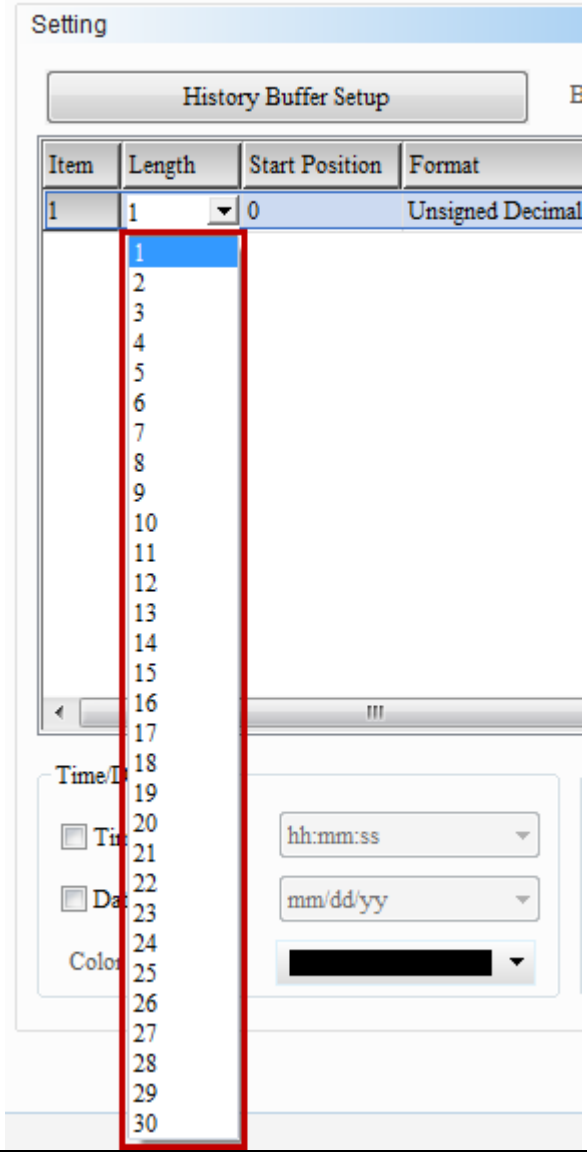
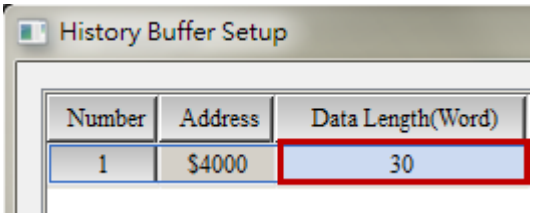
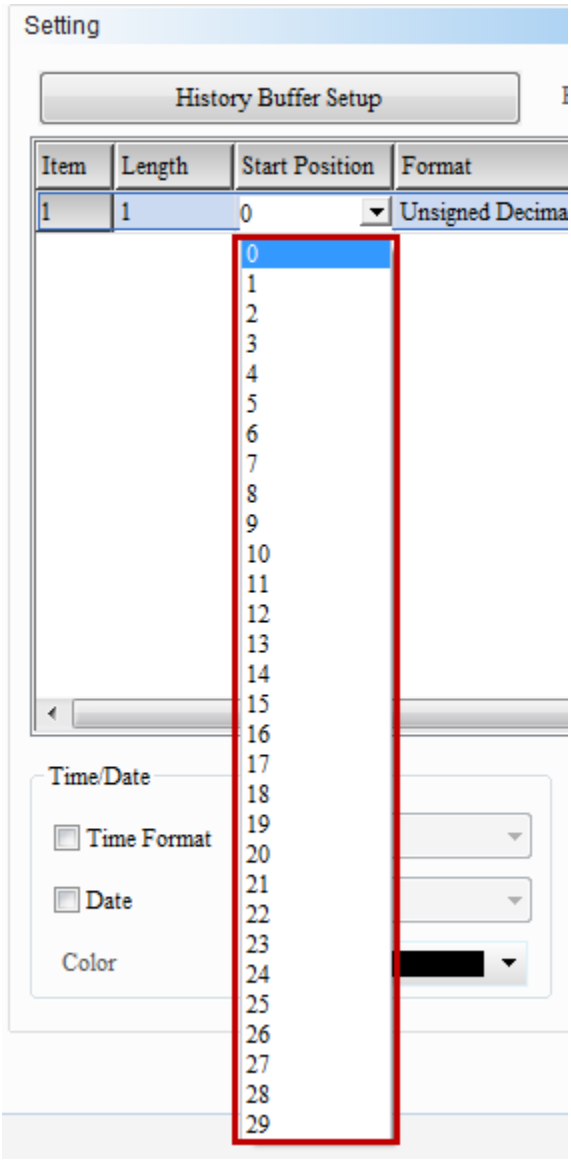


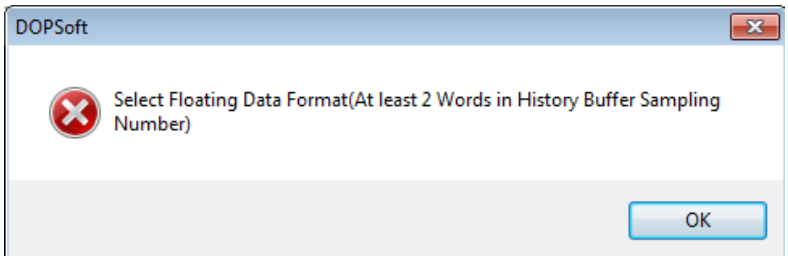
Figure 15-3-3 Historical Trend Graph Details property page

No.	Item	Function
(1)	Buffer ID	➢ The buffer number corresponds to the data number in the History Data Buffer. The History Setup function can add up to 12 history data and, thus, the buffer number supports up to 12.

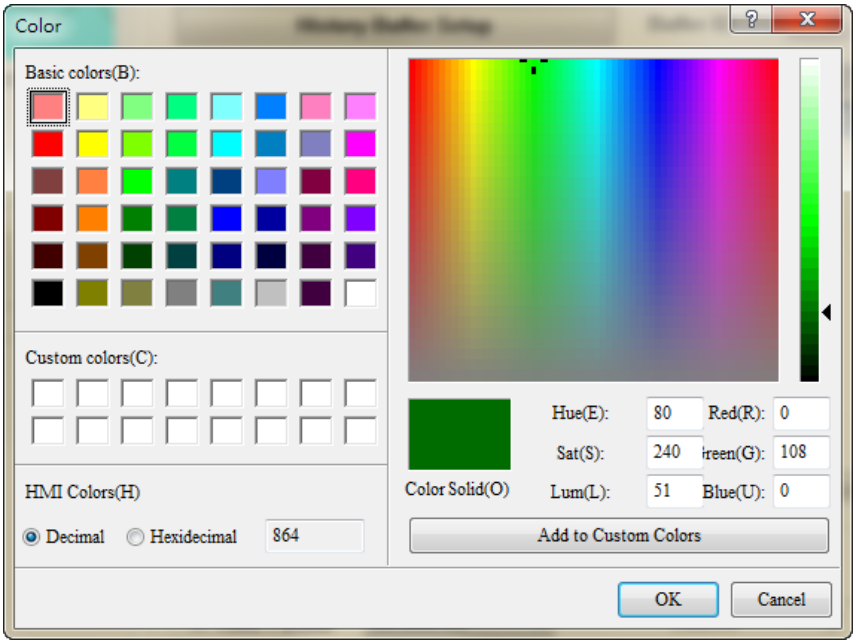
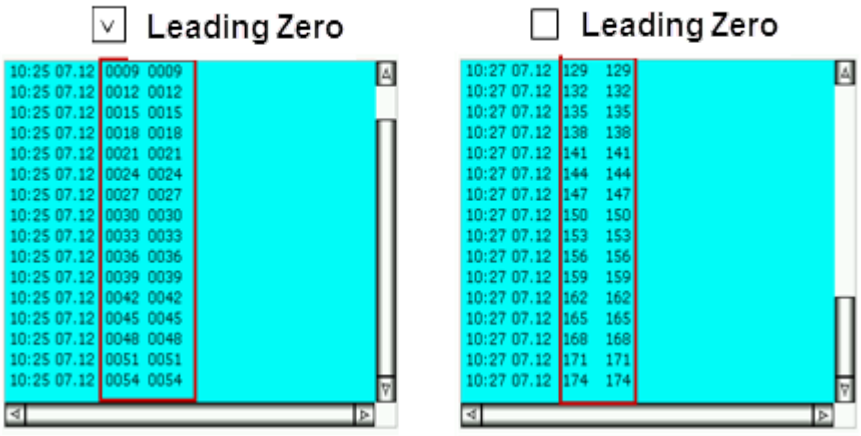
<table>
<tr><th>No.</th><th>Item</th><th colspan="2">Function</th></tr>
<tr><td></td><td></td><td colspan="2"> 
</td></tr>
<tr><td>(2)</td><td>Item Setting</td><td>Length</td><td>➢ The length corresponds to the data length (Word). If the data length is 30, then the length would be 1 ~ 30.
 
</td></tr>
</table>

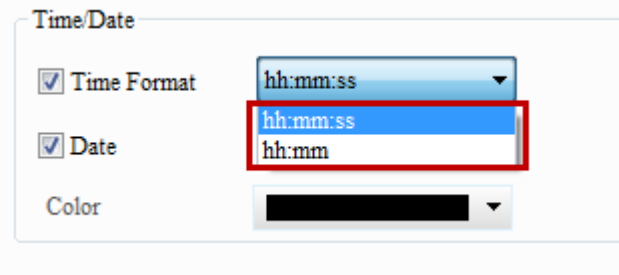
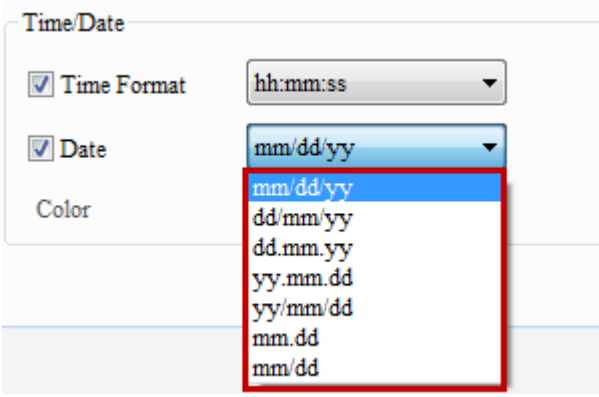
No.	Item	Function	
			
		Start Position	➢ Data length (Word) determines the data start position. ➢ When the data length (Word) is 30, the start position is from 0 to 29. 

<table>
<tr><th>No.</th><th>Item</th><th colspan="2">Function</th></tr>
<tr><td rowspan="2"></td><td rowspan="2"></td><td></td><td> 
</td></tr>
<tr><td>Format</td><td>➢ The supported format of 1 Word is different from 2 Words. Please see the following table.
➢ For the format of Char, if the length is 1, it represents 2 Chars; if the length is 2, it represents 4.
➢ When the length is above 3, Char is the only format it supports.
<table>
<tr><th colspan="3">Length is 1</th></tr>
<tr><th>Data Type</th><th>Format</th><th>Permissible Range</th></tr>
<tr><td rowspan="3">Word</td><td>BCD</td><td>0~9999</td></tr>
<tr><td>Signed BCD</td><td>-999 ~ 9999</td></tr>
<tr><td>Signed Decimal</td><td>-32768~32767</td></tr>
</table></td></tr>
</table>

<table>
<tr><th>No.</th><th>Item</th><th colspan="2">Function</th></tr>
<tr><td></td><td></td><td></td><td>
<table>
<tr><td></td><td>Unsigned Decimal</td><td>0~65535</td></tr>
<tr><td></td><td>Hex</td><td>0~0xFFFF</td></tr>
<tr><td></td><td>Char</td><td>2 words</td></tr>
<tr><td colspan="3">Length is 2</td></tr>
<tr><td>Data Type</td><td>Format</td><td>Permissible Range</td></tr>
<tr><td rowspan="7">DWord</td><td>BCD</td><td>0~99999999</td></tr>
<tr><td>Signed BCD</td><td>-9999999 ~ 99999999</td></tr>
<tr><td>Signed Decimal</td><td>-2147483648~2147483647</td></tr>
<tr><td>Unsigned Decimal</td><td>0~4294697295</td></tr>
<tr><td>Hex</td><td>0~0xFFFFFFFF</td></tr>
<tr><td>Char</td><td>4 words</td></tr>
<tr><td>Floating</td><td>0~9999999</td></tr>
</table>
NOTE:
➢ If Floating is selected as the data format, select an even number from Data Location.
➢ If Floating is selected as the data format and 1 Word is set as the length of the data type, the software will remind the user to set to at least 2-word length.


</td></tr>
<tr><td></td><td>Integer digits/Fractional digits</td><td>➢ The user can set the digits of the integer and decimal places to be displayed.
➢ When it is set to global scope, this function is invalid.</td></tr>
<tr><td></td><td>Color</td><td>➢ The user can set the line color as desired.</td></tr>
</table>

No.	Item	Function	
			
		Colum Width	➢ The Colum Width is used to set the distance between the value data records. For example. If the Column Counts is set to 2 and Column Width is set to 40, then the width between the first and second data records is 40. ➢ The column width is 40 by default. The range of the column width to be set is 0~999.
		Leading Zero	➢ Additional digits will be supplemented according to the integer digit setting when the Leading Zero is selected. Refer to the following figure. **Integer set to 4** 

<table>
<tr><th>No.</th><th>Item</th><th colspan="2">Function</th></tr>
<tr><td rowspan="2">(3)</td><td rowspan="2">Time / Date</td><td>Time Format</td><td>➢ The following two time formats are supported:
 
</td></tr>
<tr><td>Date Format</td><td>➢ he following seven date formats are supported:
 
</td></tr>
</table>

◆ Text

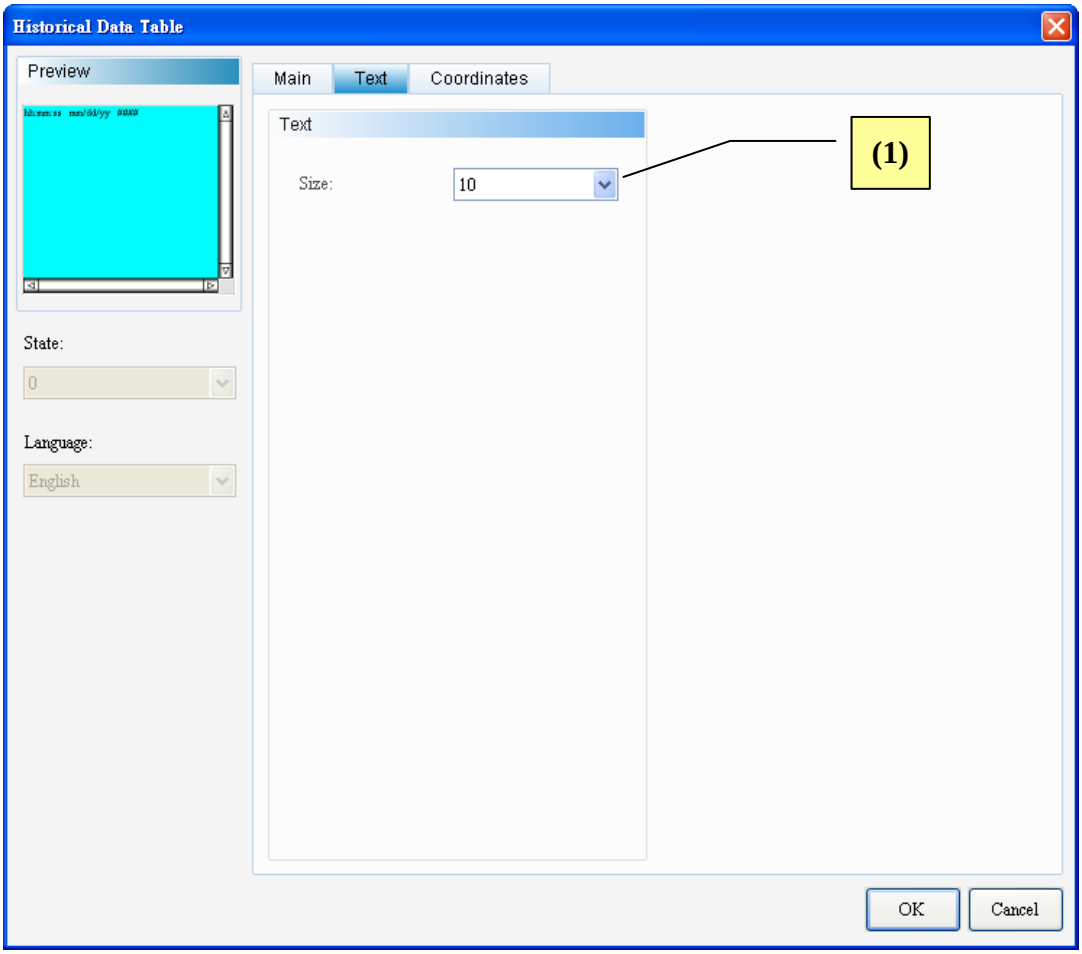
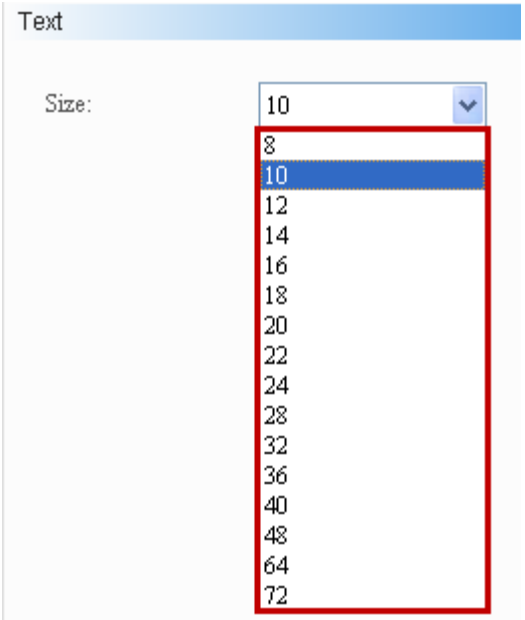


Figure 15-3-4 Historical Data Table Text property page

No.	Item	Function
(1)	Text	➢ Set the text size of the value data to be displayed. 

◆ Location

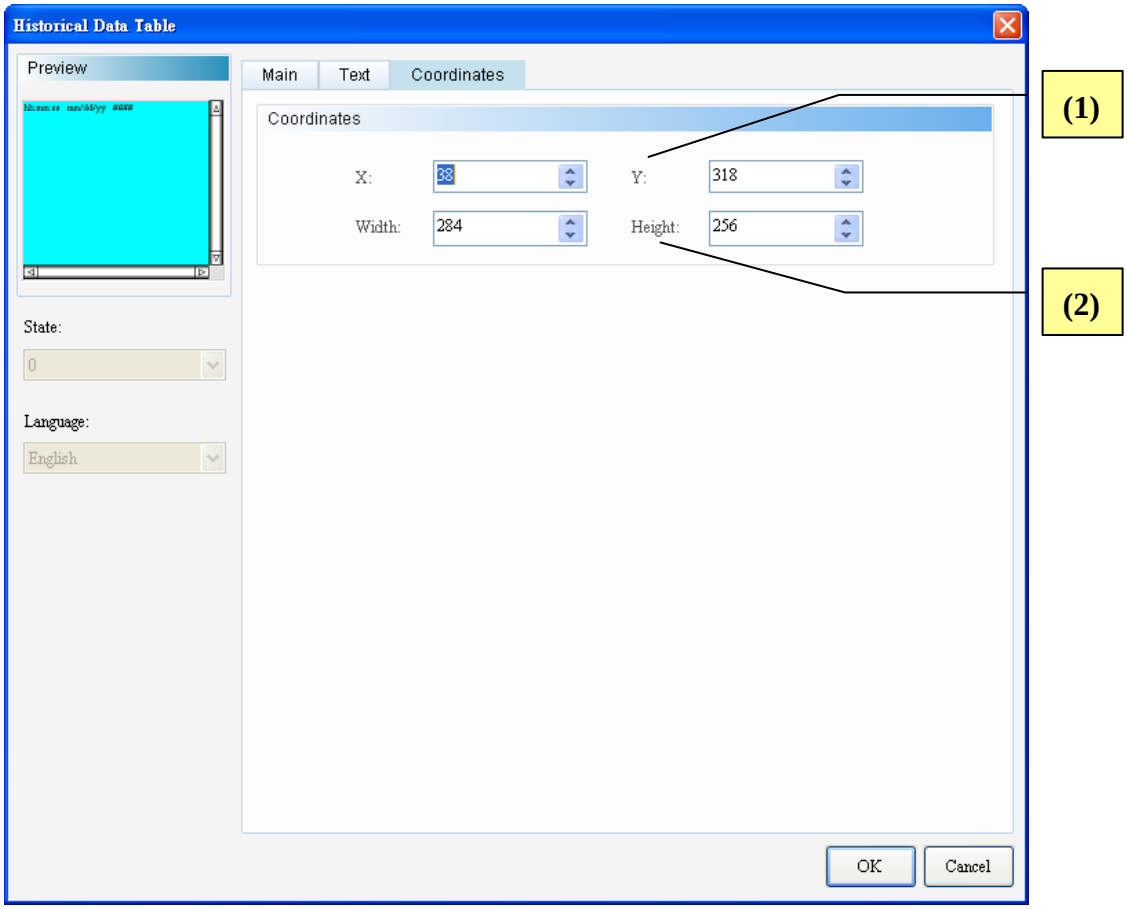


Figure 15-3-4 Historical Data Table Location property page

No.	Item	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements
(2)	Width and Height	➢ Sets element width and height.

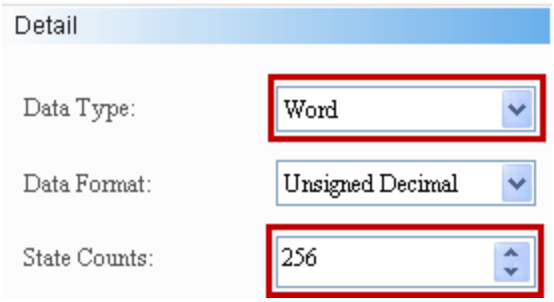
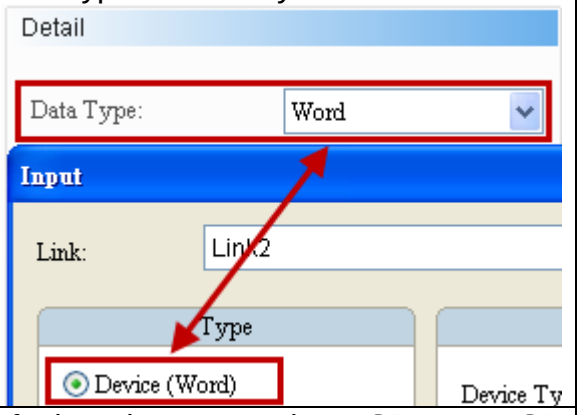
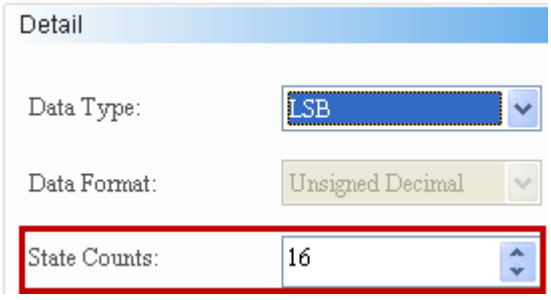
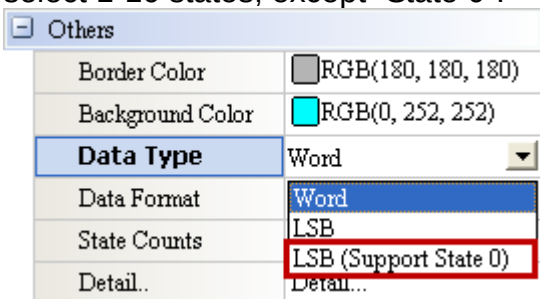
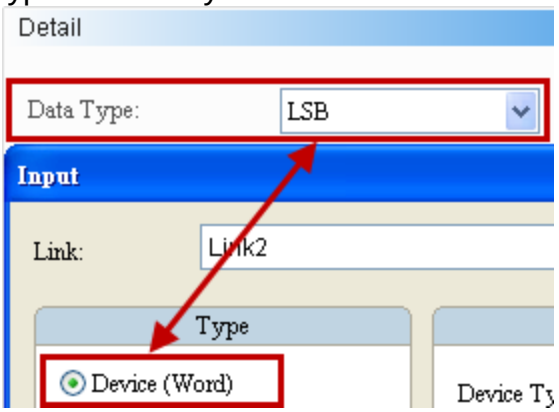
15-4 Historical Event Table

	Historical Event Table

The Historical Event Table supports three data types. Refer to Table 15-4-2 for more information. The user only needs to increase or reduce the state count value on the property page to add or delete the status counts.

Historical Event Table

Table 15-4-2 Data Type of the Historical Event Table

Data Type	State Counts	Memory Address
Word	If data type is “Word”, users can select 1-256 states. 	If data type is “Word”, “Word” is the data type of memory address. 
LSB / LSB (Support State 0)	If the data type is “LSB”, the data in the register are first converted into binary data. Next, the present object state is determined according to the element with the lowest non-zero bit. If the data type is “LSB”, users can select 1-16 states, except “State 0”.  If the data type is “LSB”, users can select 1-16 states, except “State 0”.  If users select “LSB”, the element will display “?” when State=0. 	If the data type is “LSB” or LSB (Support State 0), “Word” is the data type of memory address. 
	The examples in the following table show how state value is determined with the lowest non-zero bit after converting from a decimal value into a binary value. There are also examples demonstrating how the DOPSoft determines the state	

Historical Event Table

Table 15-4-2 Data Type of the Historical Event Table

Numeric Displayed with the lowest bit when the decimal values are 3 and 7.

Decimal	Binary	State Value
0	**0000000000000000**	**State=0 when all bits are "0" [LSB (Support State 0) must be selected]**
1	0000000000000001	The lowest non-zero bit is bit 0, State=1.
2	0000000000000010	The lowest non-zero bit is bit 1, State=2.
3	**0000000000000011**	**The lowest non-zero bit is bit 0, State=1.**
4	0000000000000100	The lowest non-zero bit is bit 2, State=3.
7	**0000000000000111**	**The lowest non-zero bit is bit 0, State=1.**
8	0000000000001000	The lowest non-zero bit is bit 3, State=4.
16	0000000000010000	The lowest non-zero bit is bit 4, State=5.
32	0000000000100000	The lowest non-zero bit is bit 5, State=6.
64	0000000001000000	The lowest non-zero bit is bit 6, State=7.
128	0000000010000000	The lowest non-zero bit is bit 7, State=8.
256	0000000100000000	The lowest non-zero bit is bit 8, State=9.
512	0000001000000000	The lowest non-zero bit is bit 9, State=10.
1024	0000010000000000	The lowest non-zero bit is bit 10, State=11.
2048	0000100000000000	The lowest non-zero bit is bit 11, State=12.
4096	0001000000000000	The lowest non-zero bit is bit 12, State=13.
8192	0010000000000000	The lowest non-zero bit is bit 13, State=14.
16384	0100000000000000	The lowest non-zero bit is bit 14, State=15.
32768	1000000000000000	The lowest non-zero bit is bit 15, State=16.

Double click the Historical Event Table icon and the following property setting screen appears

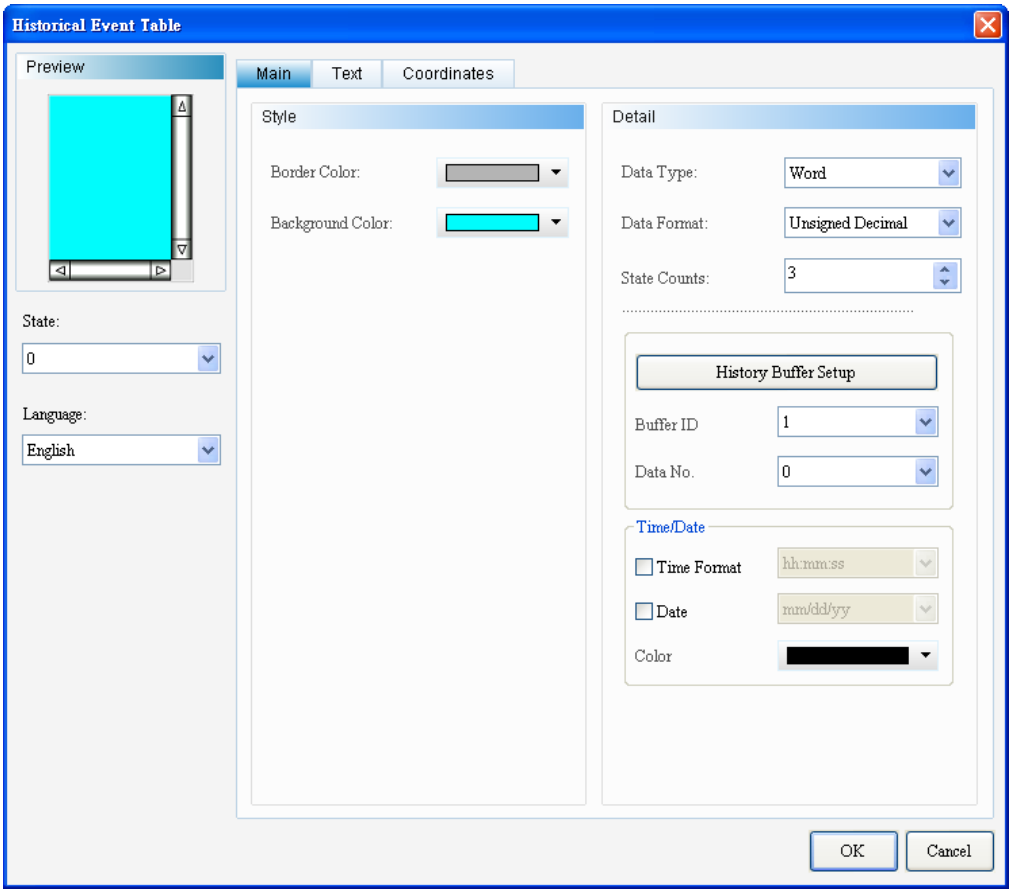


Figure 15-4-1 Historical Event Table property setting screen

Historical Event Table	
Function Page	**Description**
Preview	The State and Language are available to the Historical Event Table.
Main	Sets the Border color, Background Color. Sets the Data type, Data format, State counts, Buffer ID, Data No.. Sets the Time/Date display.
Text	Sets the content/font/size/color/format/zoom/alignment of the text to be displayed.
Position	Sets the X-Y coordinate, width and height of the component.

Table 15-4-3 Historical Event Table function page

◆ General

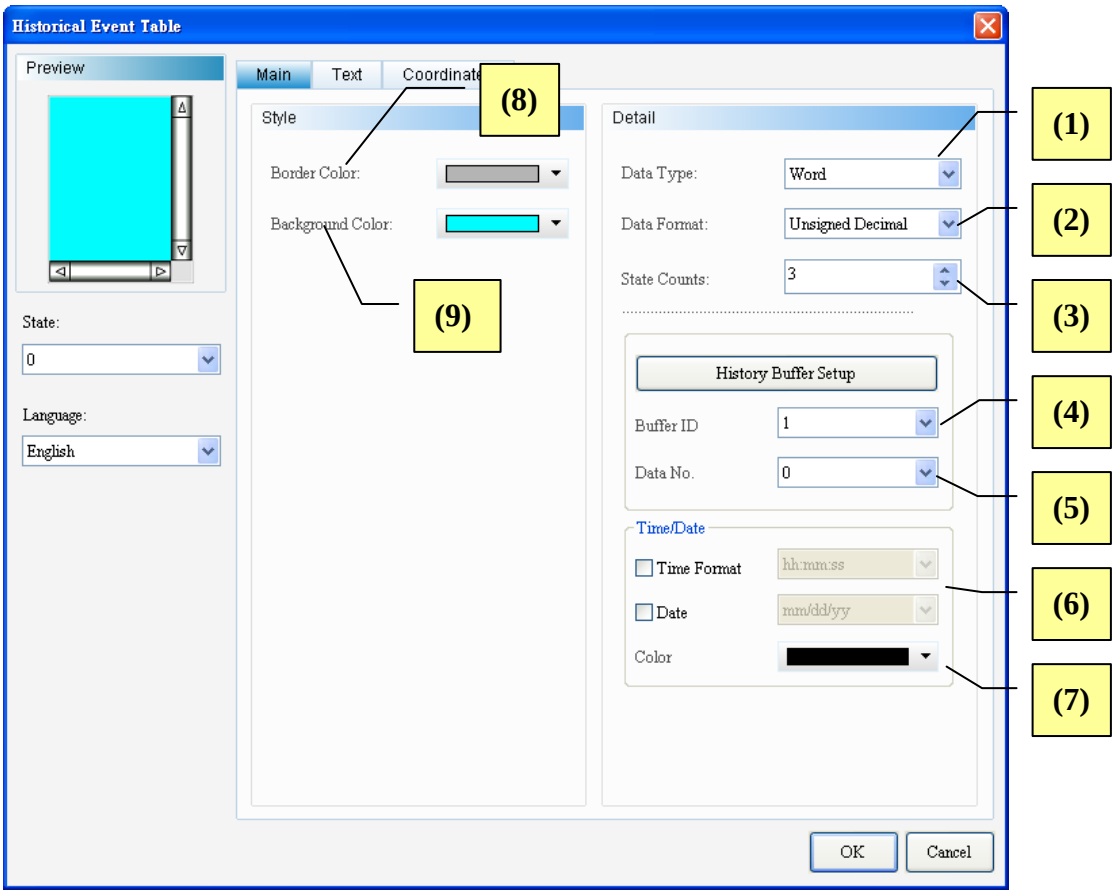
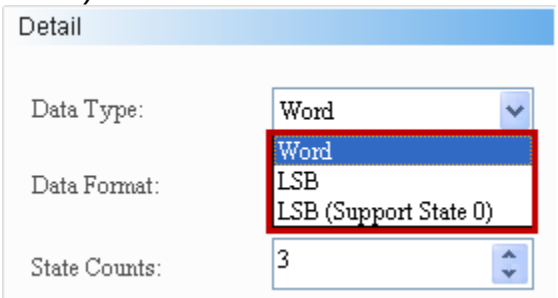
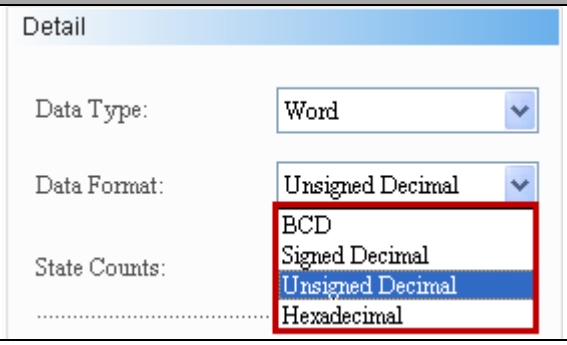
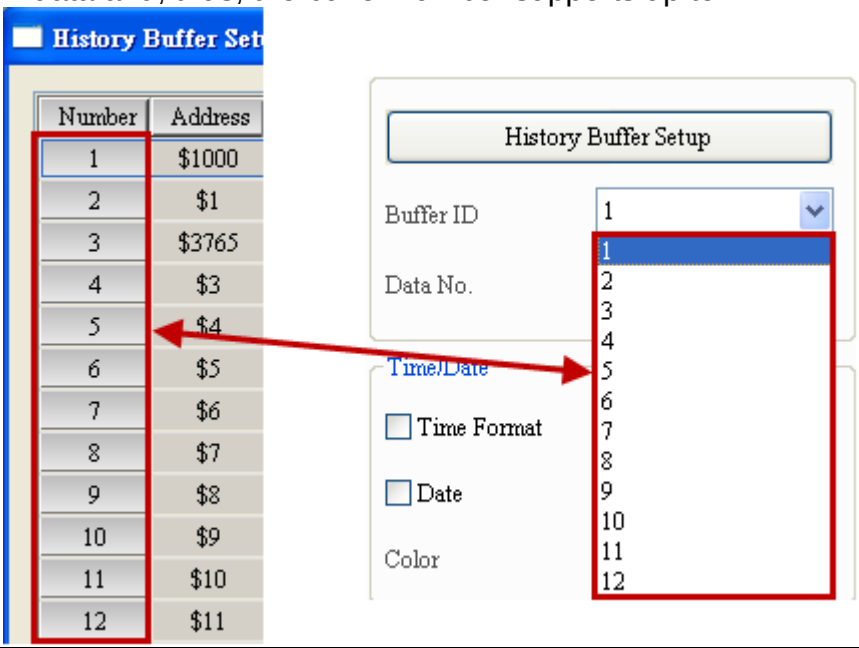
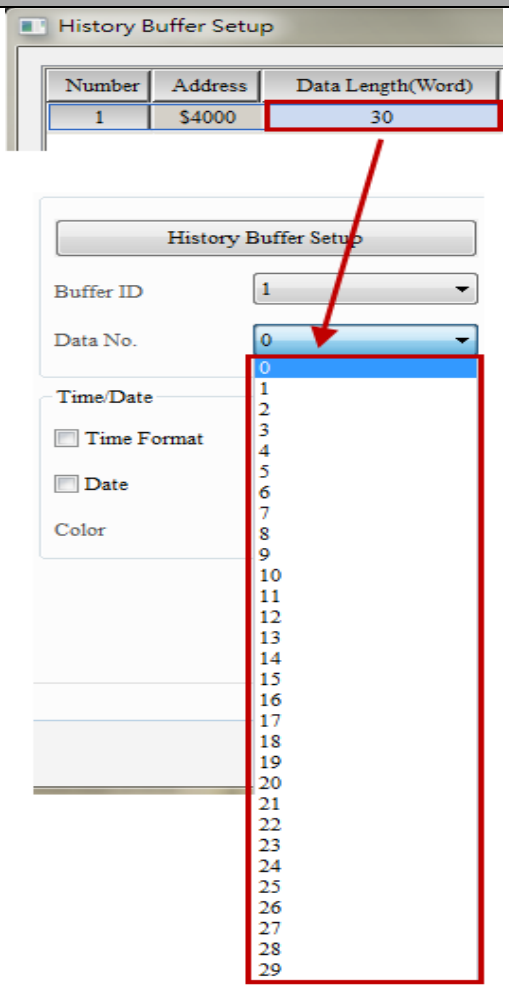
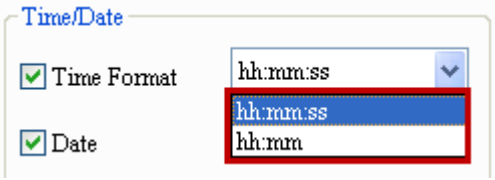
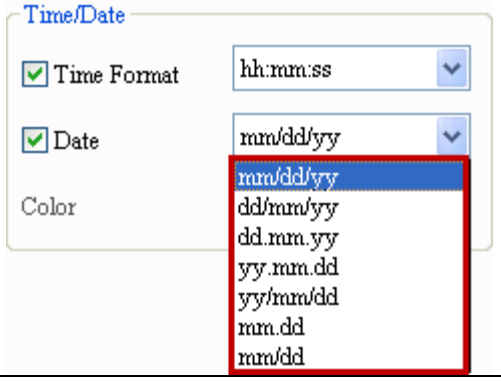
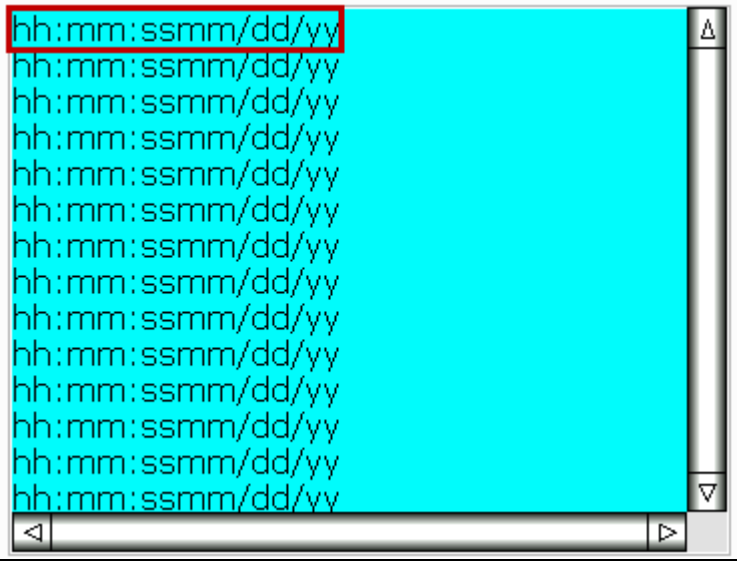
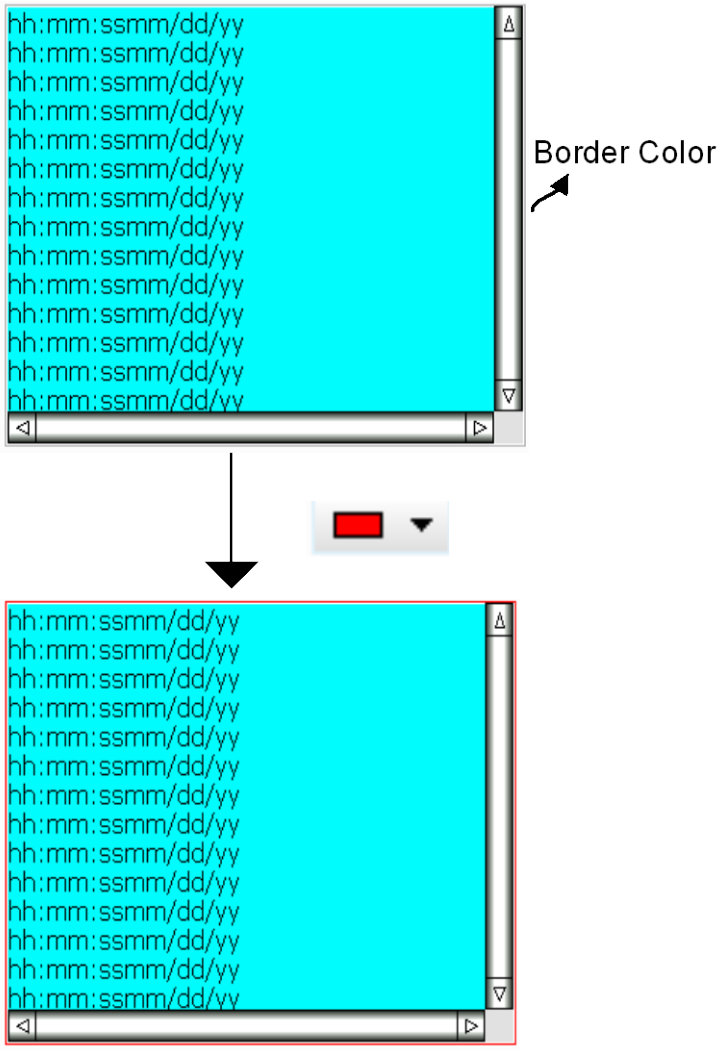


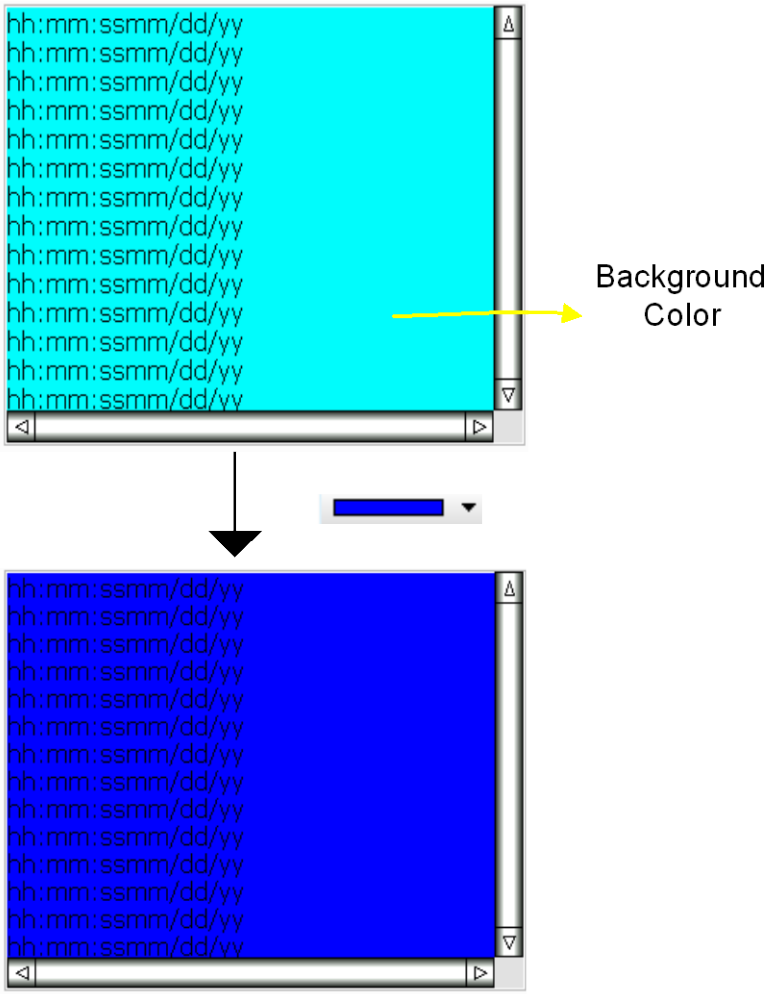
Figure 15-4-2 Historical Event Table General property page

No.	Item	Function
(1)	Data Type	➢ The Data Type supports three formats: Word, LSB and LSB (Support State 0). 
(2)	Data Format	➢ The Data Format can be selected only when the data type is Word. ➢ The Data Format supports BCD, Signed Decimal, Unsigned Decimal, and Hexadecimal formats.

No.	Item	Function
		
(3)	State Counts	➢ Set the state counts for the Historical Event Table. The state counts can be set between 1 and 256 with Word as the data type, 16 states can be set with LSB as the data type, and 17 states can be set with LSB Support State 0 as the data type. Refer to 15-4-2 for more information.
(4)	Buffer Number	➢ The buffer number corresponds to the data number in the History Data Buffer. The History Setup function can add up to 12 history data and, thus, the buffer number supports up to 12. 
(5)	Data No.	➢ The data location indicates the length of the data type to be read from the History Data Buffer. The Data No. is 0 when the data length is 1; the Data No. is 0 or 1 when the data length is 2. When 30 Words are read, the Data No. is 0~29.

<table>
<tr><th>No.</th><th>Item</th><th>Function</th></tr>
<tr><td></td><td></td><td> 
</td></tr>
<tr><td rowspan="2">(6)</td><td>Time Format</td><td>➢ The following two time formats are supported:
 
</td></tr>
<tr><td>Date Format</td><td>➢ The following seven date formats are supported:
 
</td></tr>
<tr><td>(7)</td><td>Show Color</td><td>➢ The Show Color option is used to change the display color of the time and date. The color is  by default.</td></tr>
</table>

No.	Item	Function
		
(8)	Border Color	➢ The user can set the border color for the Historical Event Table. 
(9)	Background Color	➢ The user can set the Background Color for the Historical Event Table.

No.	Item	Function
		

◆ Text

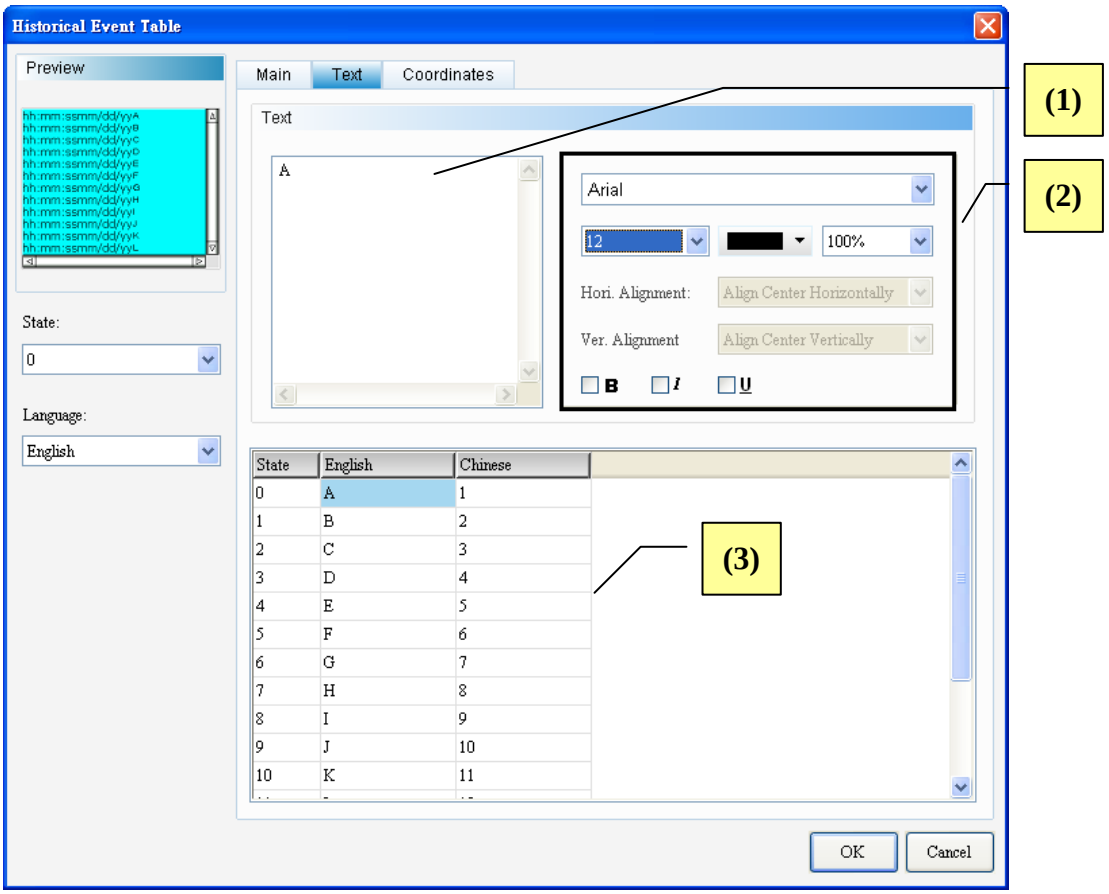
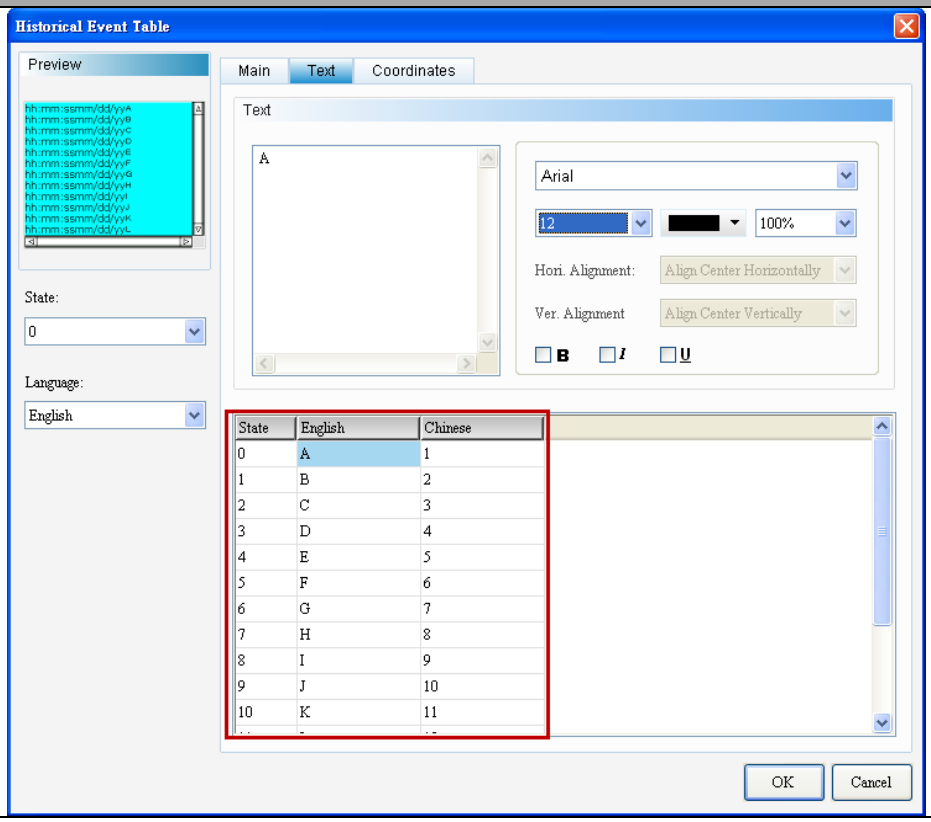


Figure 15-4-3 Historical Event Table Text property page

No.	Item	Function
(1)	Text	➢ Users can input the text to be displayed in the text box.

No.	Item	Function
		
(2)	Text Properties	➢ Sets text properties, including font type, font size, font color, scaling, text alignment, and bold/italic/underline of font. Please refer to the above figure for details about the results of text properties.
(3)	Multilingual Text Data	➢ Users can add multilingual text data from the Multi-Language Text Page. As shown in the Text Properties Figure, users can input English text in the English field.

◆ Location

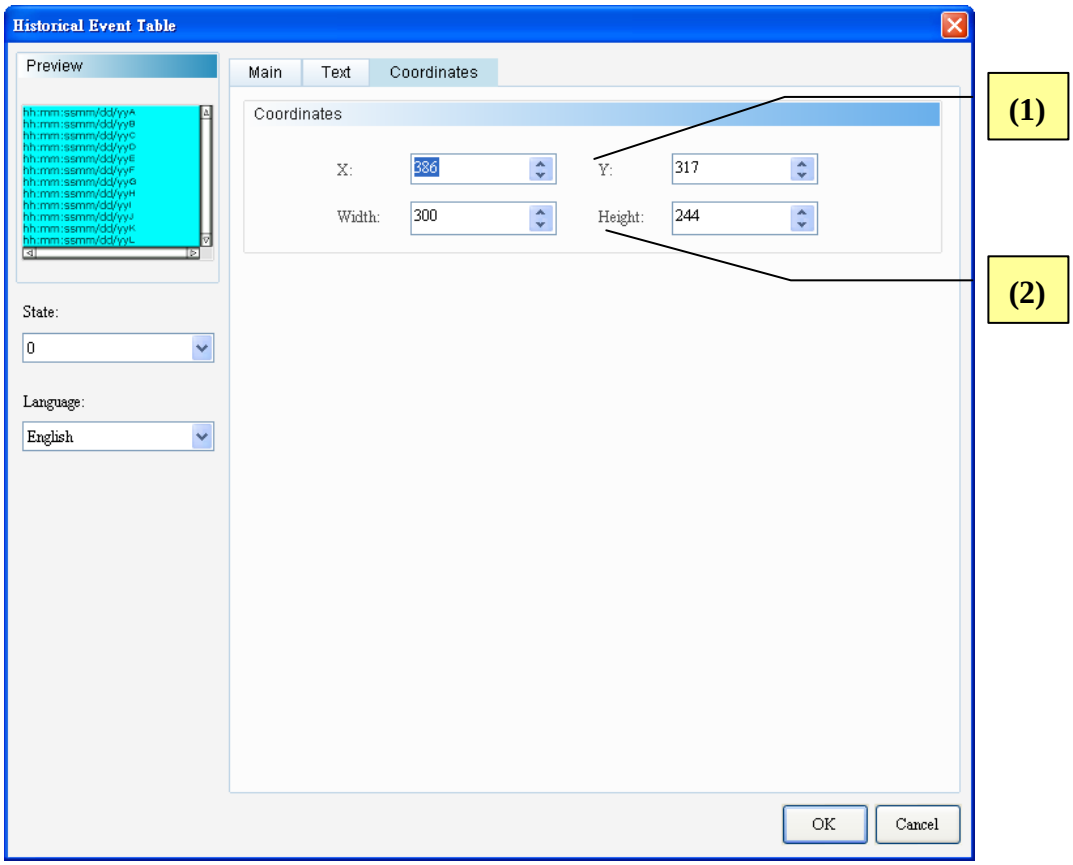


Figure 15-4-4 Historical Event Table Location property page

No.	Item	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

Chapter 16 Alarm

This chapter describes the alarm elements that the DOPSoft software provides and how to operate Alarm Setup.

◆ Classification of alarm elements:

Alarm 		History Alarm Table
		Active Alarm List
		Alarm Frequency Table
		Alarm Moving Sign

Table 16-1-1 Classification of alarm elements

◆ Common properties of alarm elements

Alarm	Read Address	Write Address	Style (Background Color/ Style/ Border Color)	Time Format/ Date Format	Alarm Number	Show Alarm Release Items	Display for Count 0	Time Interval/ Moving Points
History Alarm Table	◎		◎ (Only Background Color)	◎	◎	◎		
Active Alarm List	◎		◎ (Only Background Color)	◎	◎			
Alarm Frequency Table	◎		◎ (Only Background Color)	◎	◎		◎	
Alarm Moving Sign	◎		◎	◎	◎			◎

Table 16-1-2 Common properties of alarm elements

16-1 Alarm Setup

We will explain how to use the Alarm Setup function before describing the alarm elements. The Alarm Setup is used to set the properties such as reading address, sample time, max. records to be saved and retained area setup needed for display of the alarm. It is also used for the setting of alarm moving sign, output to CSV file and editing of alarm message content to be displayed.

The history buffer data that the user edited will be run using the formula provided by the software. The size data calculated will be stored in the preset retained area. If the data are stored in HMI, the size of the alarm varies depending on the HMI model. For more information, refer to the Hardware Specifications in the HMI Installation Manuel for the description of the non-volatile internal memory. If the data are stored in an external device (such as USB Disk, SD Card), the size of that device prevails

The following alarm formulas are applied to the alarm log file and Alarm Frequency Table. No formula is used for the CSV file because the length of the file is dependent on the size of the message that the user input

1. Alarm log file formula:

$$\left\{\left[6\text{Bytes(a)} + 2\text{Bytes(b)}\right] \times \text{N(c)}\right\} + 6\text{Bytes(d)} = \text{Actual file size Bytes}$$

a	Time/date data
b	Alarm data
c	Sampling points
d	Header of data file

2. Alarm Frequency Table formula:

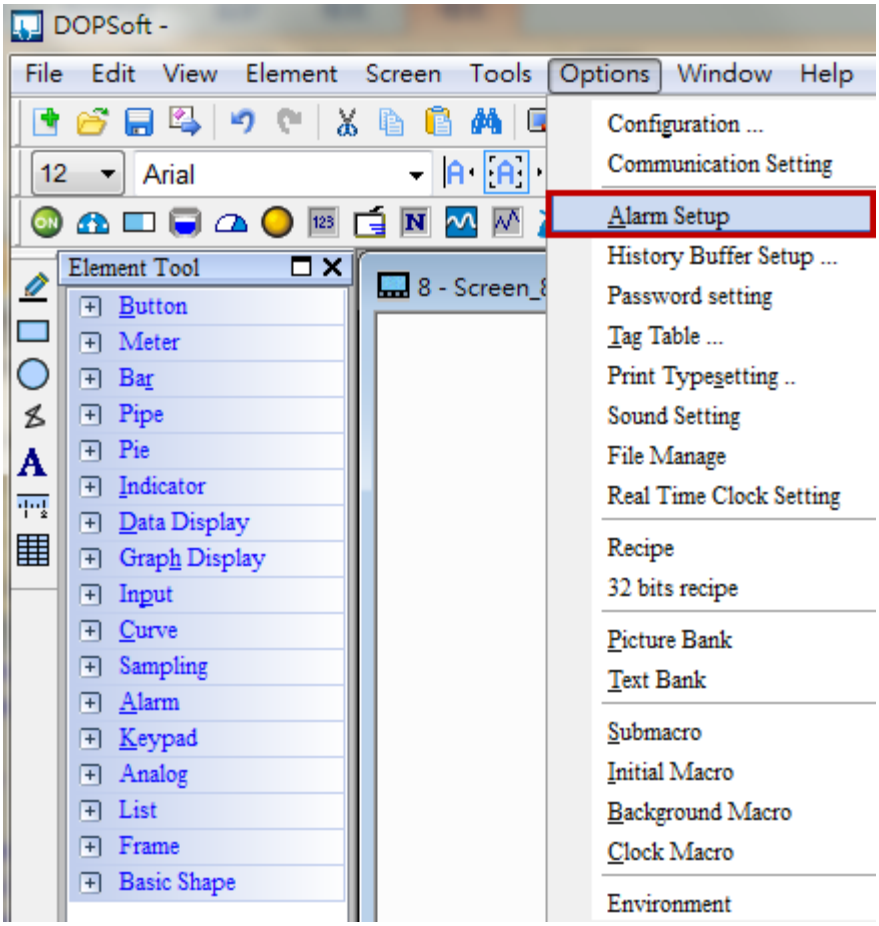
$$2\text{Bytes(a)} \times \text{N(b)} = \text{Actual file size Bytes}$$

a	Alarm frequency data
b	Alarm records

Refer to the Alarm Setup Example in Table 16-1-3.

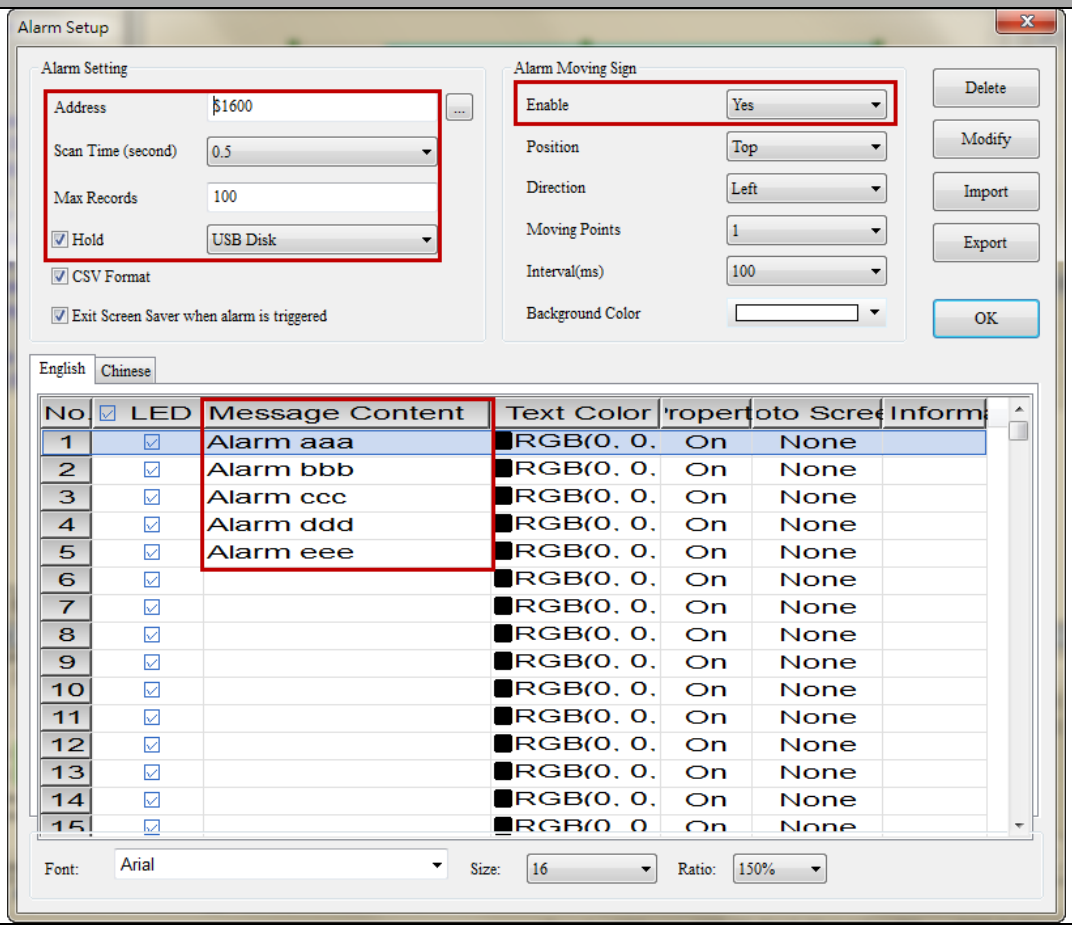
Alarm Setup Example

Table 16-1-3 Alarm Setup Example

Alarm Setup Steps	➢ Step 1: Enter [Options] → [Alarm Setup] to set up the property of the alarm.  ➢ Step 2: Set the Read Address to $1600, Sample Time to 0.5 second and max. records to 100. Select HMI as the Retained Area, activate the Alarm Moving Sign and edit the alarm message content to be displayed. After the settings are completed, click OK to leave the Alarm Setup. Refer to the figure below.

Alarm Setup Example

Table 16-1-3 Alarm Setup Example



Create Maintained Button Elements

- Step 1: Create 5 maintained buttons and set their Write Address to $1600.0~$1600.4 respectively.



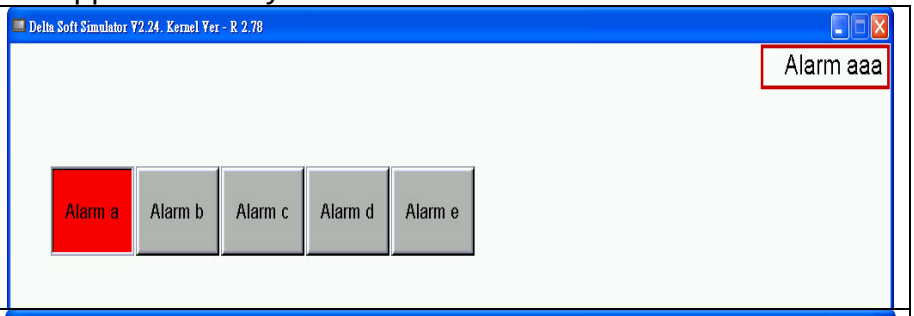
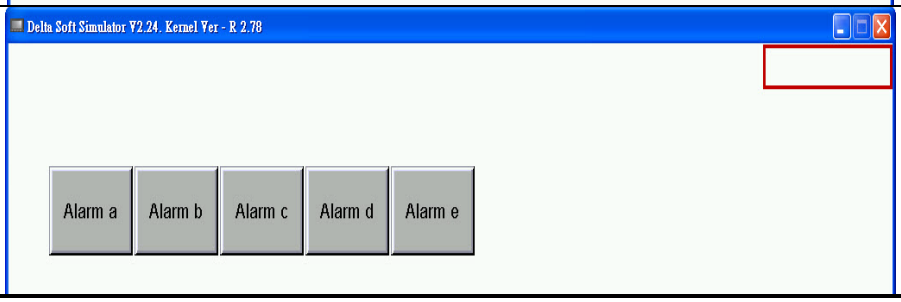
- Step 2: Edit the State 0/State 1 text of each maintained button to Alarm 1 ~ Alarm 5. Set the foreground color of State 1 to red indicate the ON state.

State 0	
State 1	

Alarm Setup Example

Table 16-1-3 Alarm Setup Example

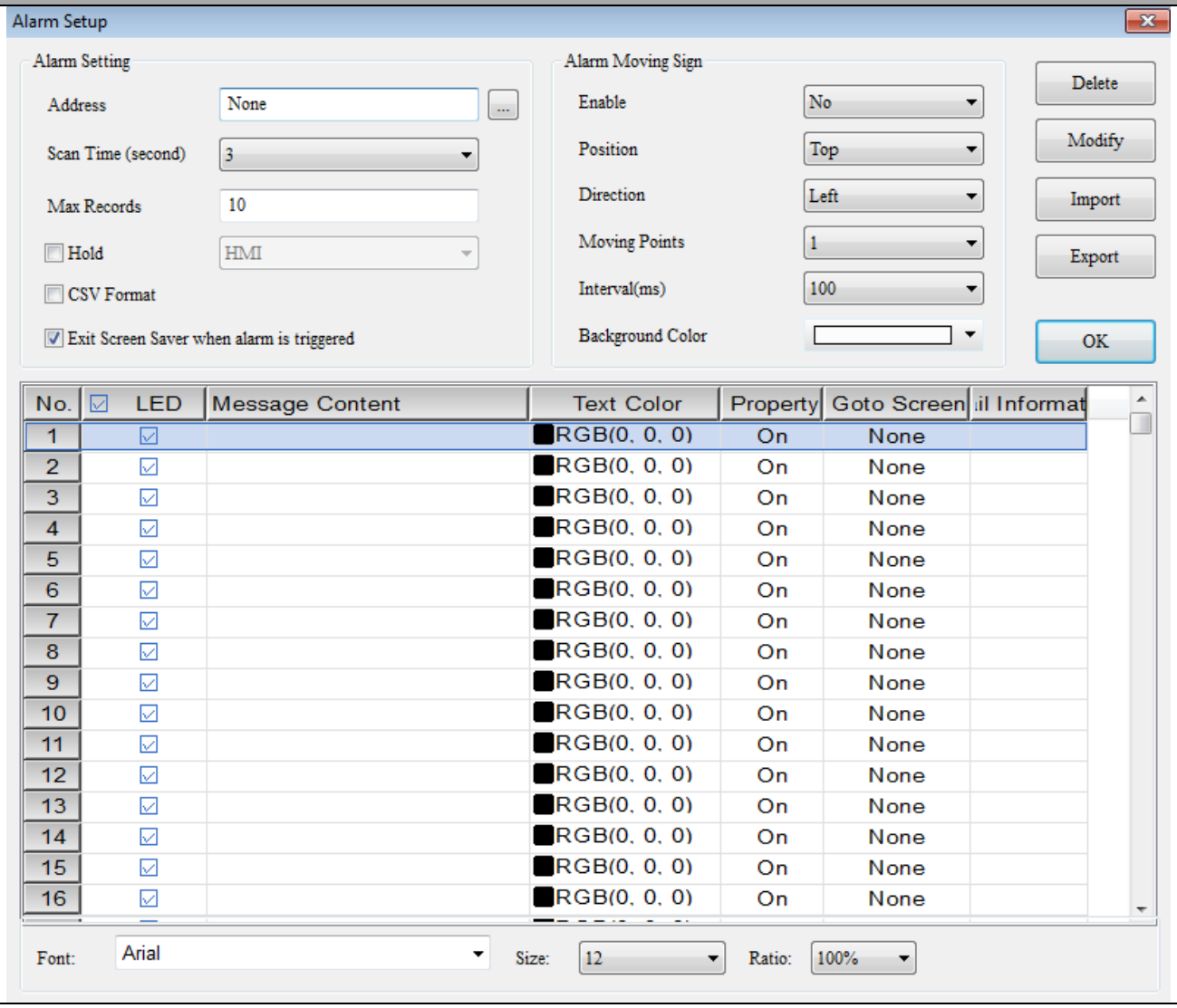
Execution Results	➢ After creation of all elements, perform the compilation and download them to HMI. When you activate the maintained buttons of Alarm 1 ~ Alarm 5, the message of the Alarm Moving Sign will display on the top of the HMI screen. It disappears when you deactivate the alarm.

Alarm ON	
Alarm OFF	

The Alarm Setup properties are described in detail below.

Alarm Setup Properties

Table 16-1-4 Alarm Setup Properties

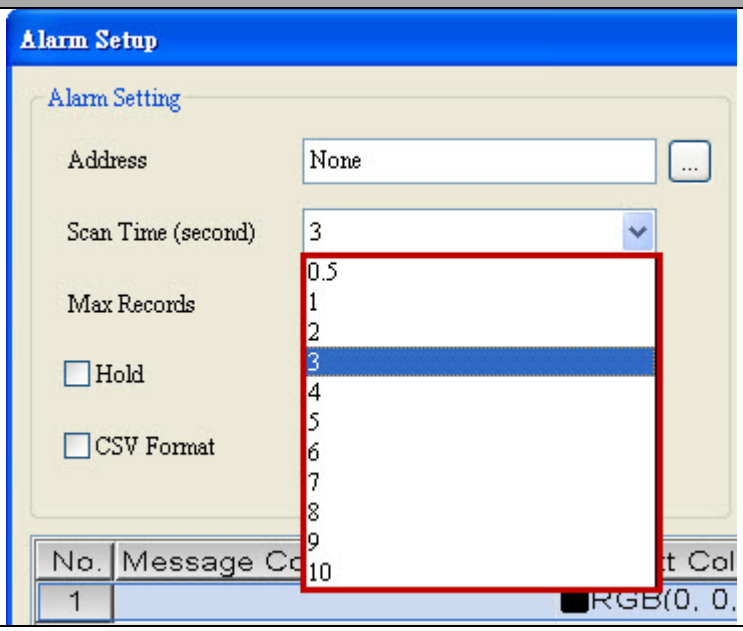
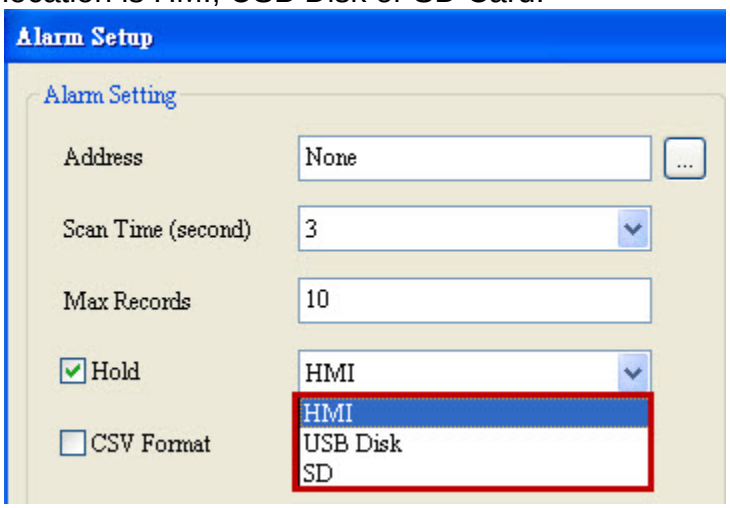


➢ Alarm Setup

Read Address	➢ You can select the internal memory or controller register address. The constraint is? When Bit is selected for the Read Address. ➢ For selection of the connection name or style, refer to 5-1Button.
Scan Time (second)	➢ Sample Time indicates the interval to take a sampling action.

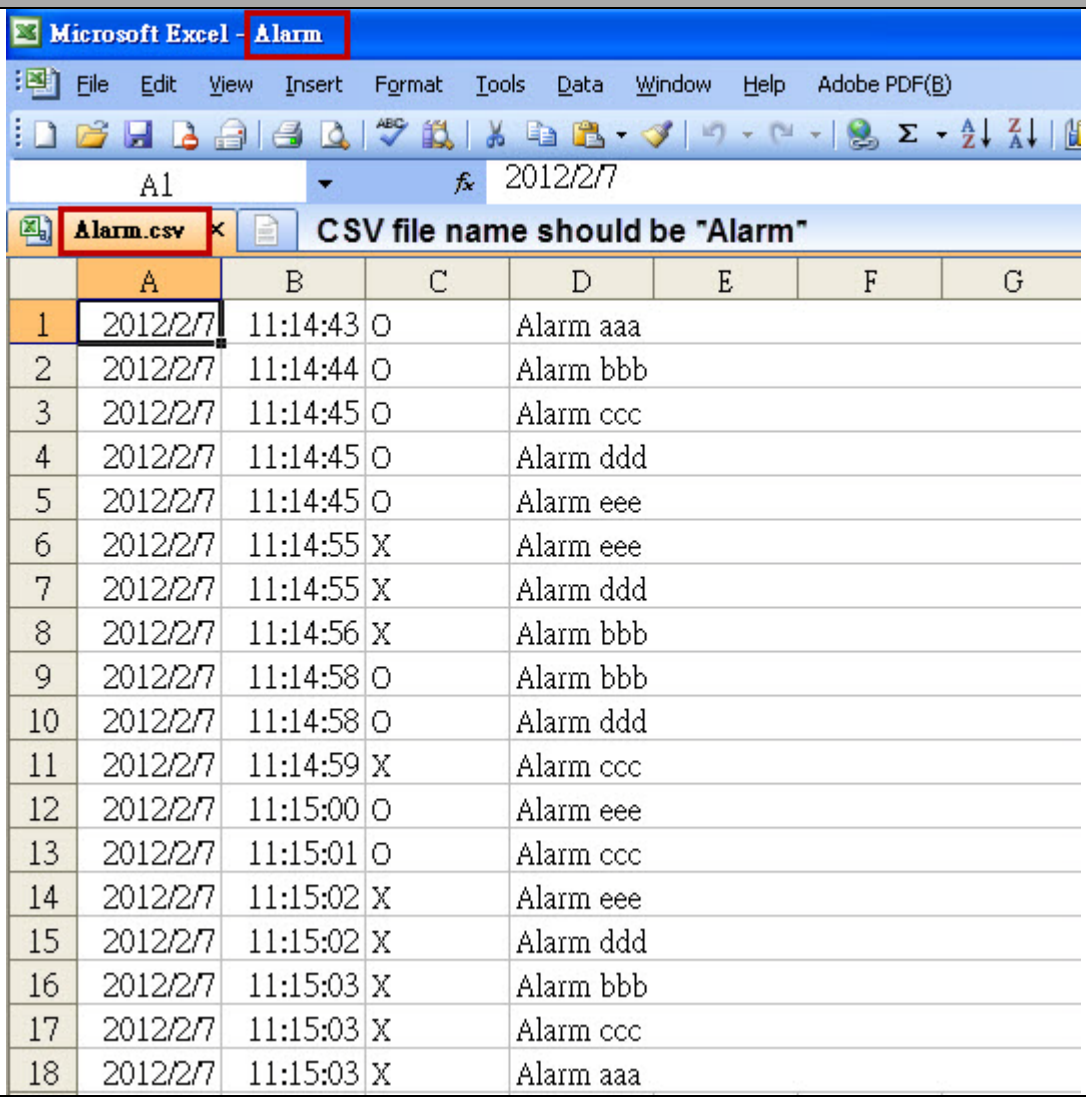
Alarm Setup Properties

Table 16-1-4 Alarm Setup Properties

	
Max. Records	➢ When the records are accumulated to the number as shown in the Max. Records, the recording will start from the first data again and override the previous data. ➢ The Max. Records function supports up to 9999 records.
Hold	➢ The data location is HMI, USB Disk or SD Card.  ➢ If HMI is checked, data will be recorded in HMI SRAM in case of outage. ➢ When the Output to CSV File is selected, select USB Disk or SD Card as the retained area.
CSV Format	➢ When the CSV Format is checked, the alarm message can be saved to a CSV file or stored in USB Disk or SD Card.

Alarm Setup Properties

Table 16-1-4 Alarm Setup Properties



	A	B	C	D
1	2012/2/7	11:14:43	O	Alarm aaa
2	2012/2/7	11:14:44	O	Alarm bbb
3	2012/2/7	11:14:45	O	Alarm ccc
4	2012/2/7	11:14:45	O	Alarm ddd
5	2012/2/7	11:14:45	O	Alarm eee
6	2012/2/7	11:14:55	X	Alarm eee
7	2012/2/7	11:14:55	X	Alarm ddd
8	2012/2/7	11:14:56	X	Alarm bbb
9	2012/2/7	11:14:58	O	Alarm bbb
10	2012/2/7	11:14:58	O	Alarm ddd
11	2012/2/7	11:14:59	X	Alarm ccc
12	2012/2/7	11:15:00	O	Alarm eee
13	2012/2/7	11:15:01	O	Alarm ccc
14	2012/2/7	11:15:02	X	Alarm eee
15	2012/2/7	11:15:02	X	Alarm ddd
16	2012/2/7	11:15:03	X	Alarm bbb
17	2012/2/7	11:15:03	X	Alarm ccc
18	2012/2/7	11:15:03	X	Alarm aaa

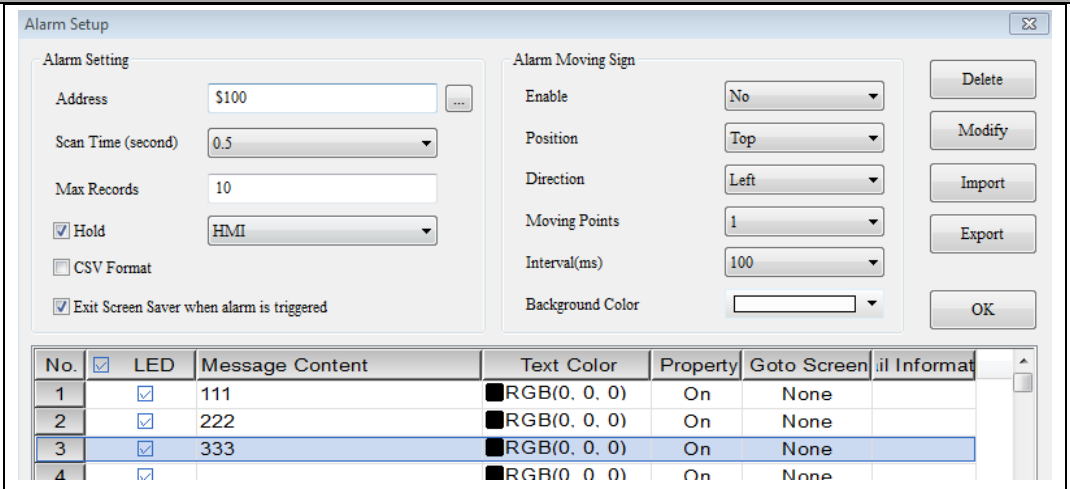
Exit Screen Saver when Alarm is triggered

- This function is set with the program of screen saver. The default setting is set to activate.
- Assume the user enables screen saver program and setup the screen of screen saver. If the alarm occurs, HMI will not be in screen saver mode. However, even when the user does not setup the screen for screen saver, HMI will not be in Blue Led mode.
- Disable the function of 【Exit Screen Saver when Alarm is Triggered】. When the alarm occurs for the first time, the system exits screen saver. After that, the system enters screen saver program according to the setting time no matter the alarm is cleared or not.

Example
✓ Alarm Setup

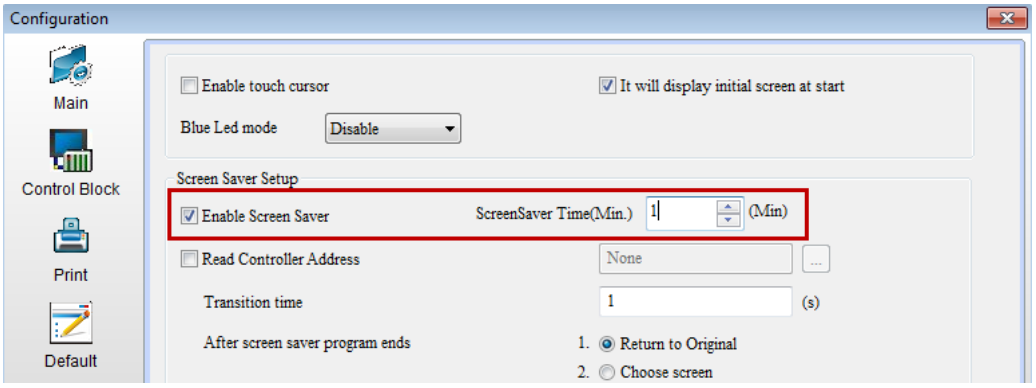
Alarm Setup Properties

Table 16-1-4 Alarm Setup Properties



✓ Create the numeric entry element as $100.

✓ Screen saver setup



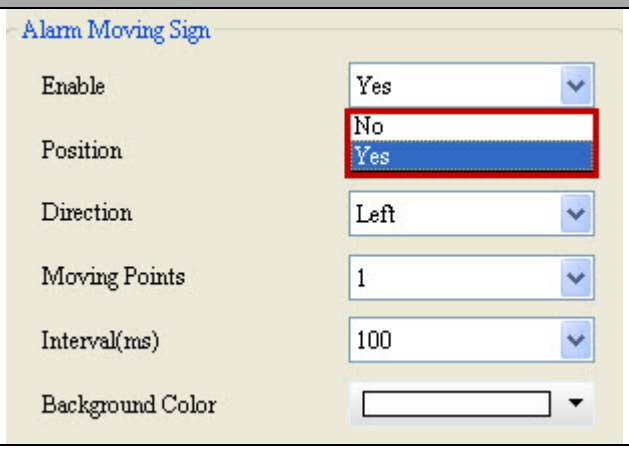


✓ Download the compile project to HMI. Enter 1 to numeric entry element $100 to trigger the alarm. After 1 minute, when screen saver program is activated and the alarm is detected, function of screen saver will be disabled.

➢ **Alarm Moving Sign**	
Enable	➢ Yes and No are selectable for the Start. If Yes is selected, the message of the triggered alarm will be displayed at the specified location on the screen. If No is selected, no alarm message will be displayed.

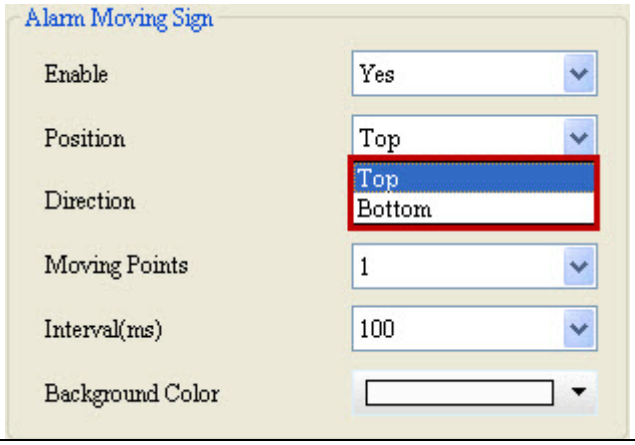
Alarm Setup Properties

Table 16-1-4 Alarm Setup Properties

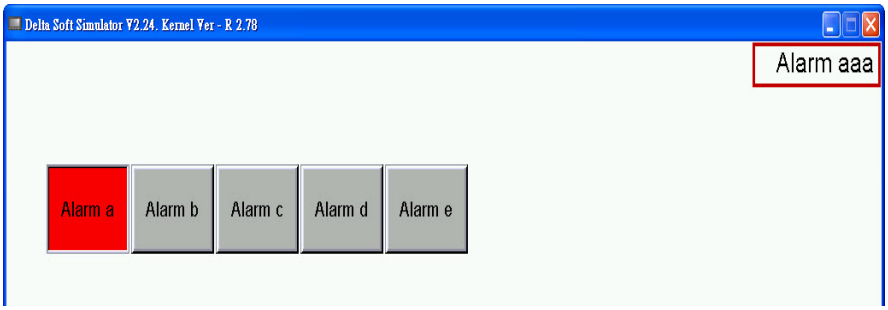


Position

- Top and Bottom are available to the Position. If Top is selected, the message of the triggered alarm will be displayed at the top of the HMI screen. If Bottom is selected, the message of the alarm will be displayed at the bottom of the HMI screen.

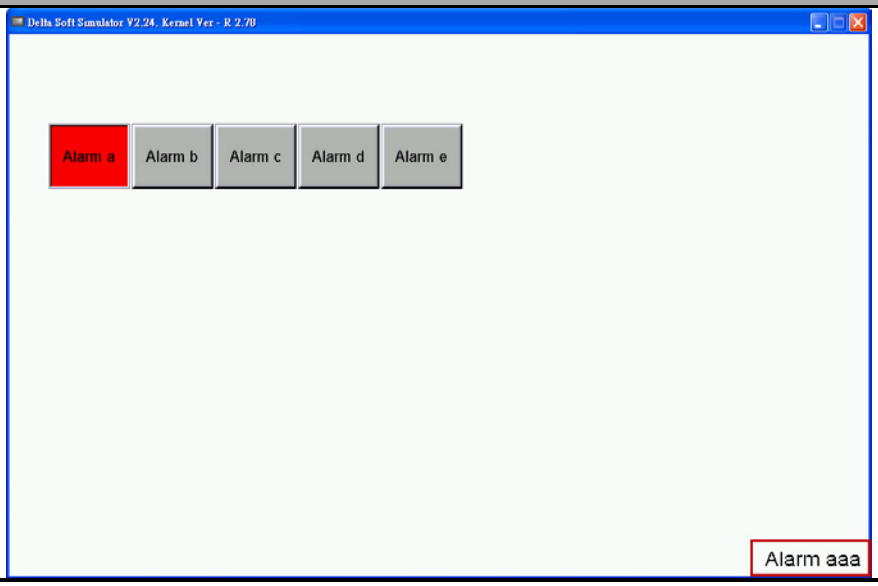
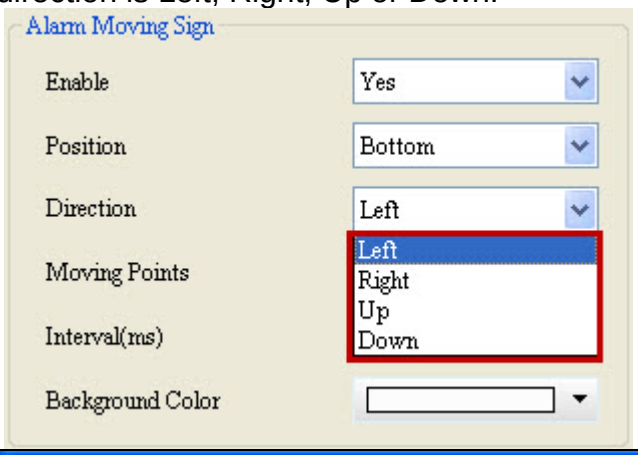


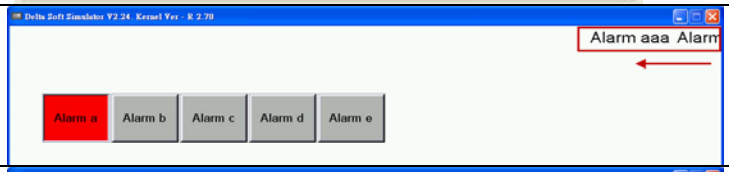
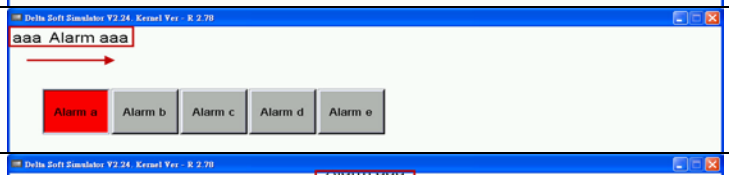
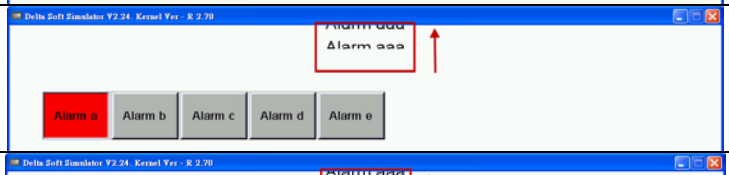
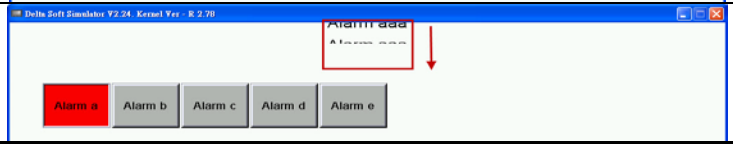
Top

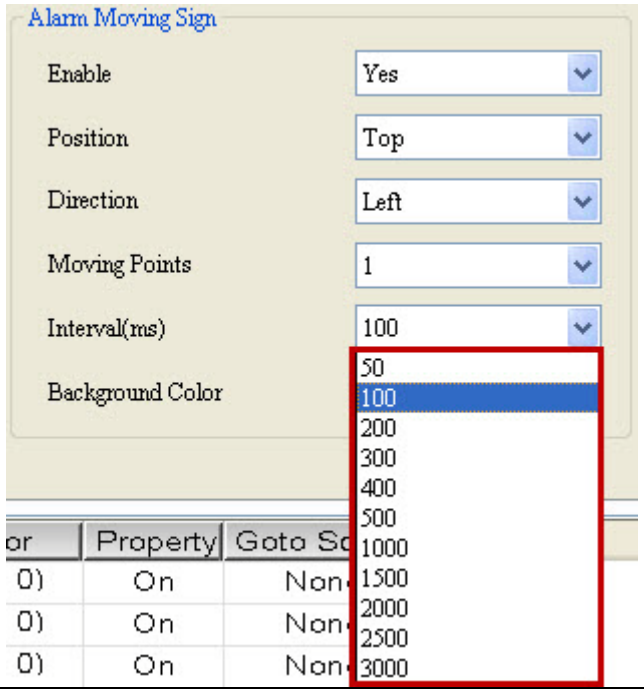
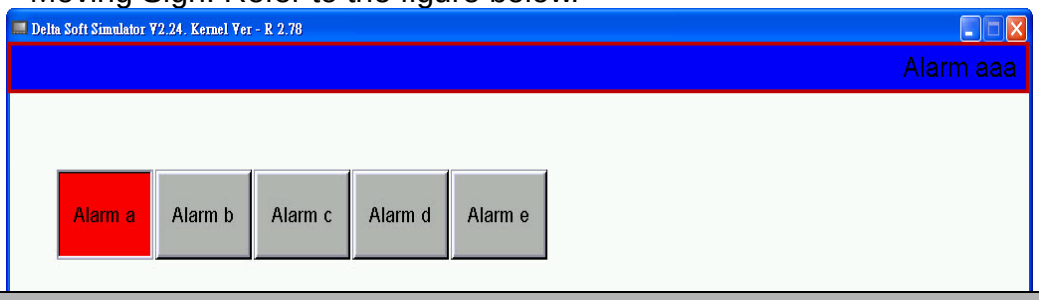


Alarm Setup Properties

Table 16-1-4 Alarm Setup Properties

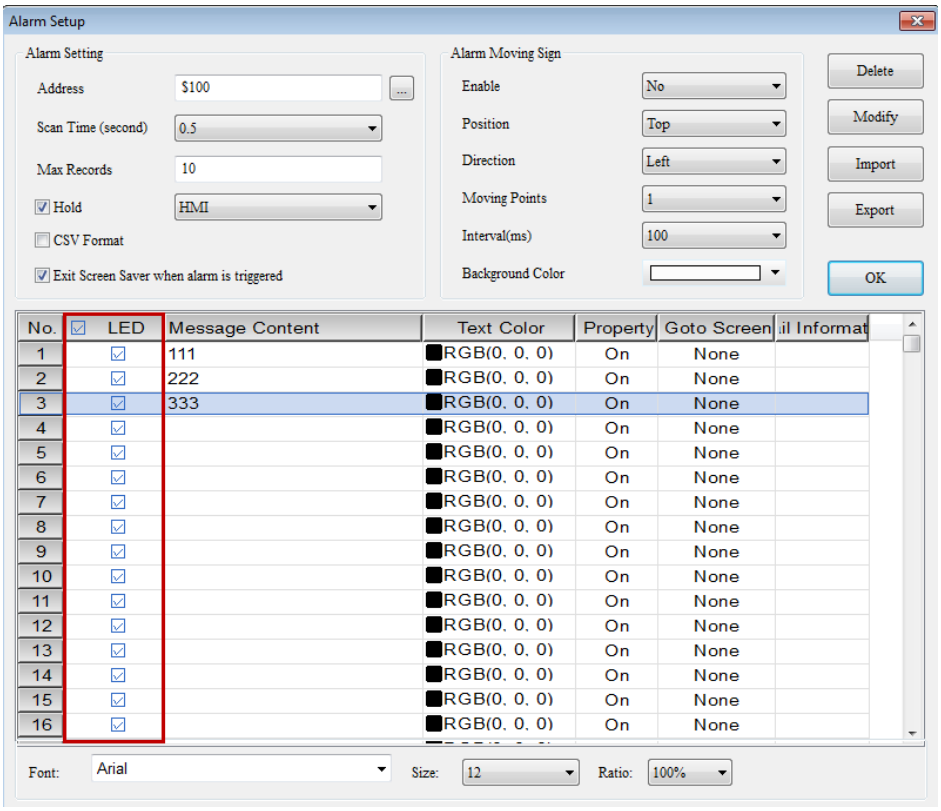
<table>
<tr><td></td><td>Bottom</td><td> 
</td></tr>
<tr><td>Direction</td><td colspan="2">➢ The moving direction is Left, Right, Up or Down.


<table>
<tr><td>Left</td><td> 
</td></tr>
<tr><td>Right</td><td> 
</td></tr>
<tr><td>Up</td><td> 
</td></tr>
<tr><td>Down</td><td> 
</td></tr>
</table></td></tr>
<tr><td>Moving Points</td><td colspan="2">➢ The higher the moving points, the more the distance to which the text moves. The setting range is 1~50 with Pixel as the unit.</td></tr>
</table>

Alarm Setup Properties Table 16-1-4 Alarm Setup Properties	
Interval (ms)	➢ The Interval defines the time (ms) between two message movements of the Alarm Moving Sign. The moving distance is set up based on the setting of the Moving Points. 
Background Color	➢ This option provides the Background Color for the display of the Alarm Moving Sign. Refer to the figure below. 
➢ **Show Alarm Message Content**	
LED	➢ This function determines if LED will glitter when the alarm is triggered. ➢ In default setting, LED glitters when the alarm is triggered. Users can cancel this function.

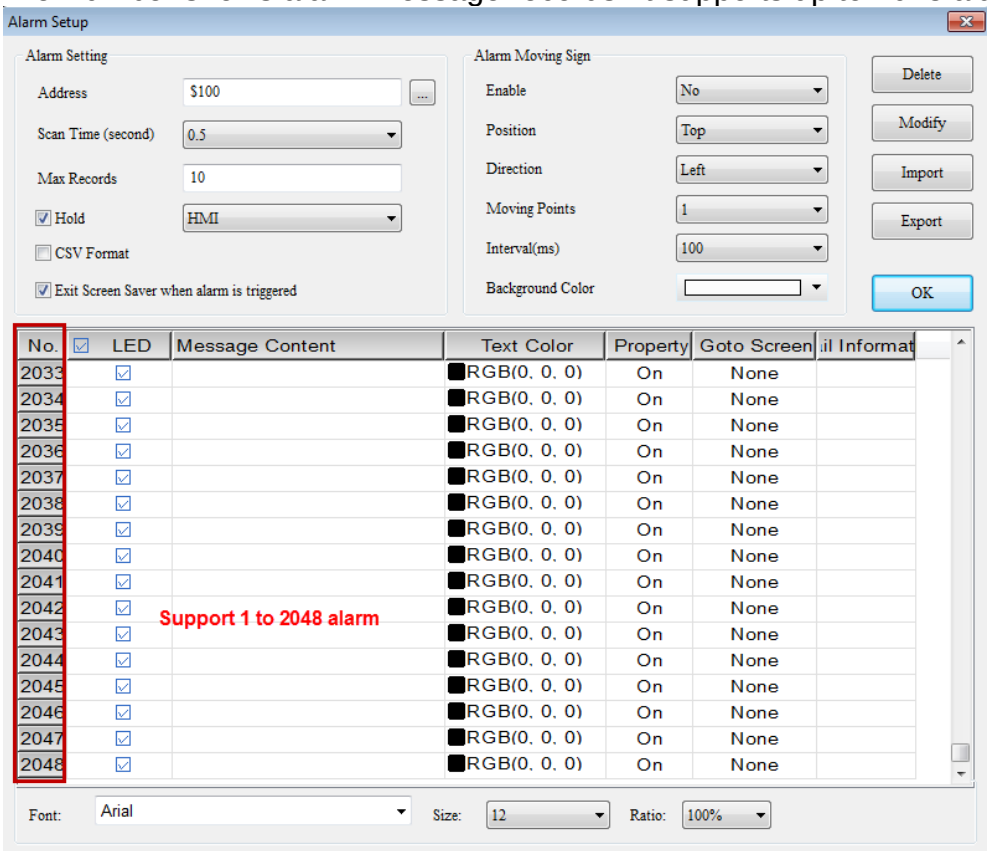
Alarm Setup Properties

Table 16-1-4 Alarm Setup Properties



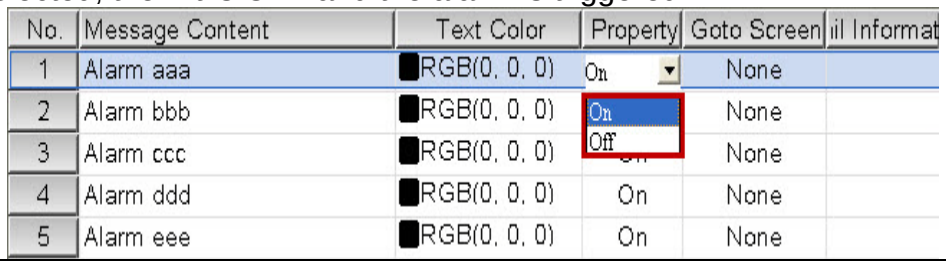
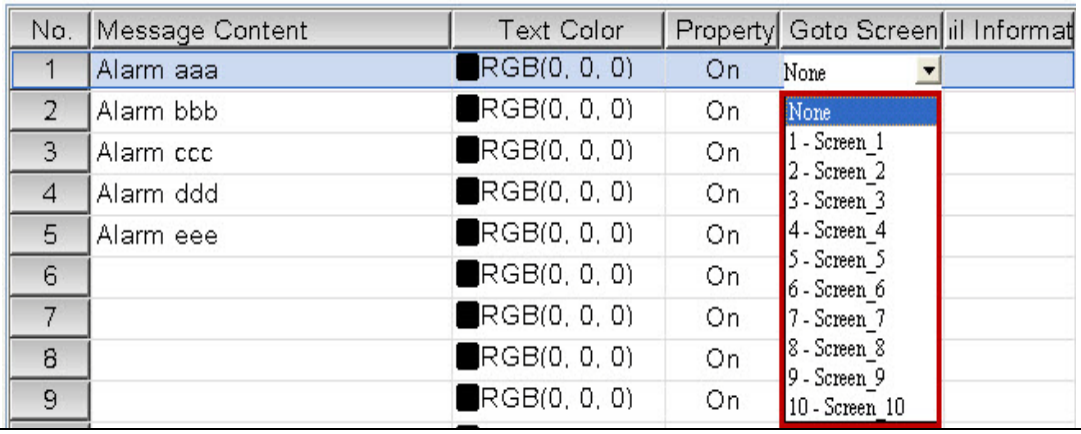
Number

➢ The Number shows alarm message records. It supports up to 2048 alarms.



Alarm Setup Properties

Table 16-1-4 Alarm Setup Properties

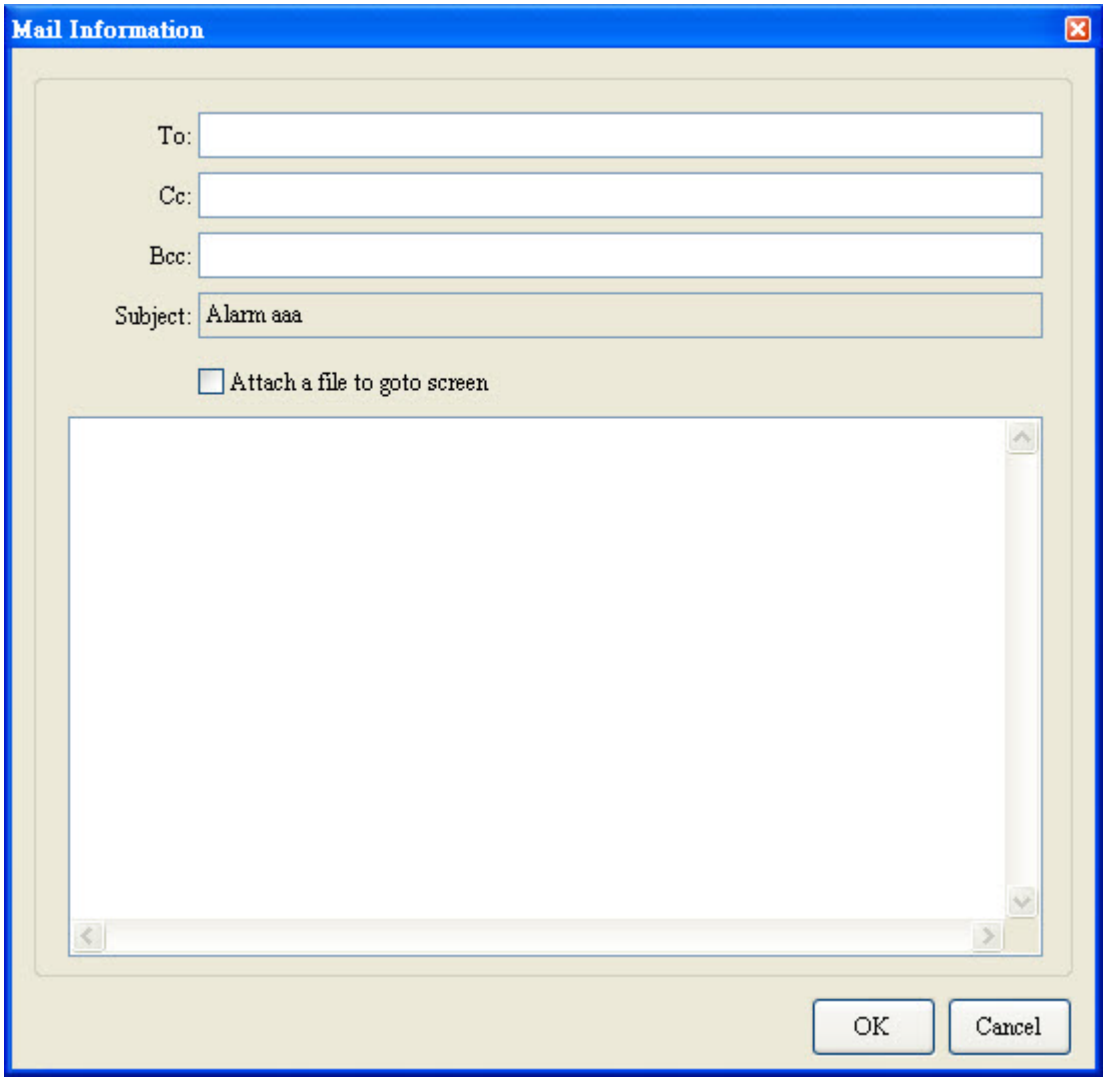
Message Content	➢ The user can define the alarm message content to be displayed in the Message Content column. ➢ The user may modify the message content directly in the column or click the Modify button.
Text Color	➢ The Text Color column defines the display color of the alarm message. It is black by default.
Property	➢ ON and OFF are available for the Property. ➢ When ON is selected, the Bit is On and the alarm is triggered. When OFF is selected, the Bit is OFF and the alarm is triggered. 
Go to Screen	➢ This column defines whether any specified screen will be displayed upon trigger of the alarm. If other screens are created, the user can show the screen as desired by selecting the corresponding screen number from the dropdown menu. 

Alarm Setup Properties

Table 16-1-4 Alarm Setup Properties

Mail Information

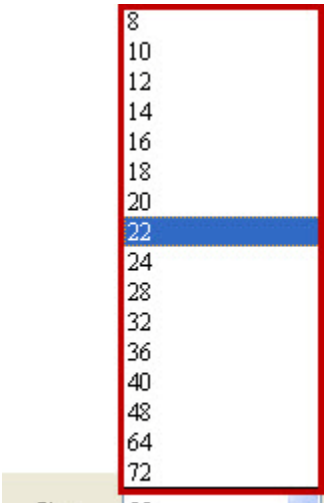
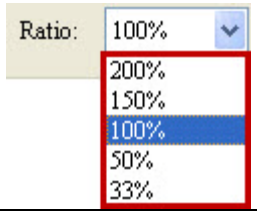
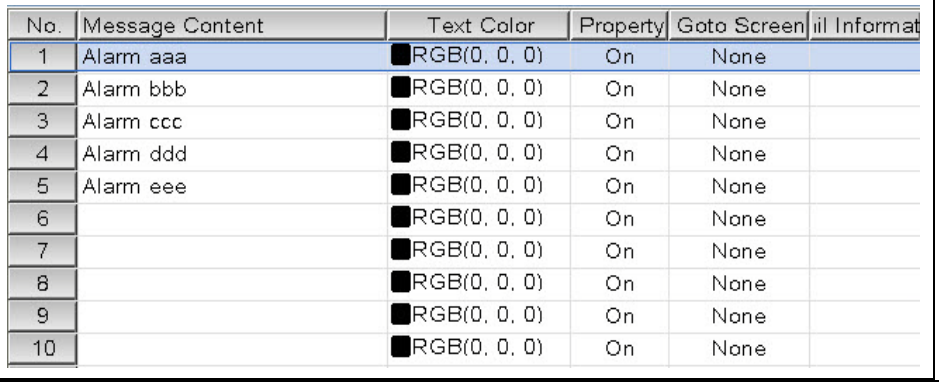
- The Mail Information function can send an email to relevant personnel when an alarm is triggered. It must be used in conjunction with the [Options] → [Set Communication Parameter] → [Ethernet] → [SMTP] function.
- When enabling the SMTP function, the user can enter mail messages in this mail information column.



To:	➢ Complete this field with the mail address of the recipient to which a notice will be sent upon trigger of the alarm. Multiple recipients are acceptable, and ";" must be used as a separator between the recipients. The format is same as an ordinary email.
Cc:	➢ Complete this field with the mail address of the person to which a copy of the notice will be sent upon trigger of the alarm. When this field is completed, the recipient of the mail can look at the mail information in this field.
Bcc:	➢ The recipient in this field is invisible. When the mail is sent, both the recipients of the mail and copy cannot see the

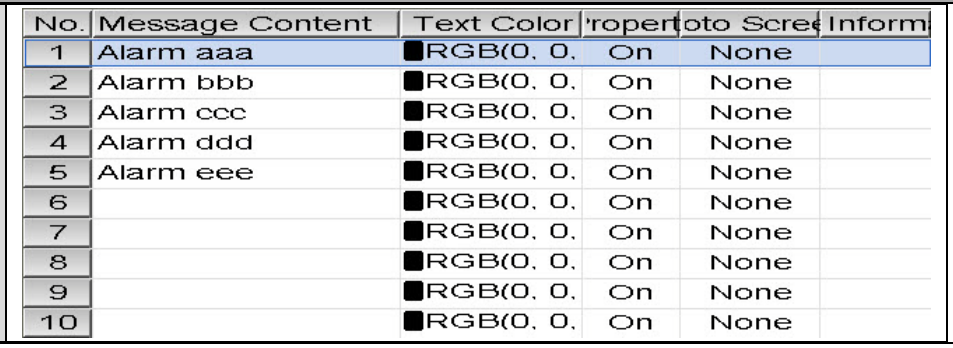
Alarm Setup Properties

Table 16-1-4 Alarm Setup Properties

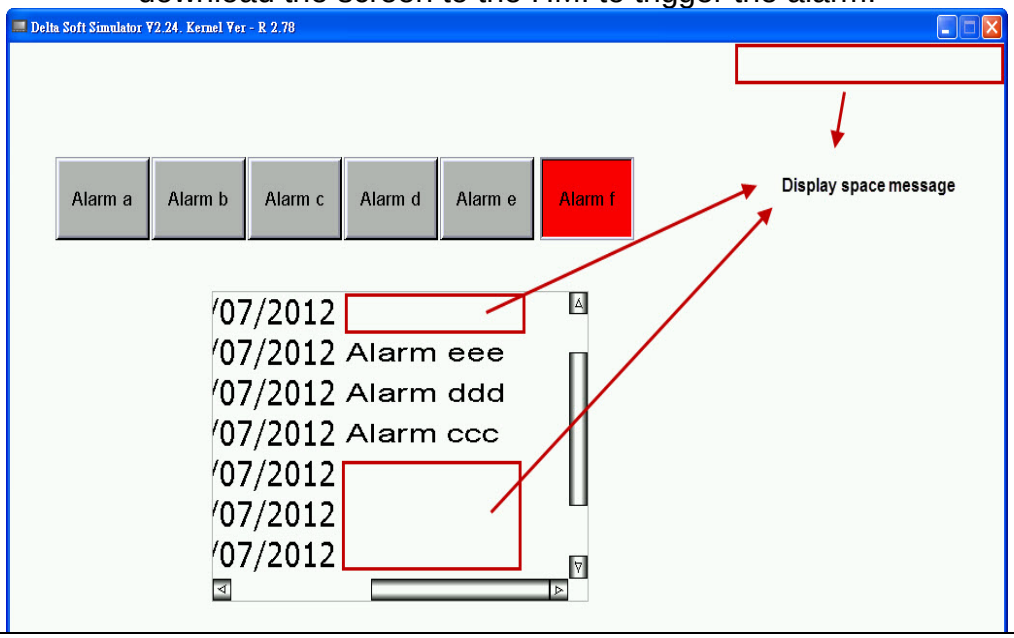
		recipient in this field.
	Subject:	➢ The user cannot change the subject of the mail information because it is generated according to the alarm message contents edited. If change of the subject is needed, the user must be change the message content first.
	Attach a File to the Go to Screen	➢ If this option is checked, that current alarm screen will be sent to the recipient as an attachment. The attachment is created in .bmp format.
	Content	➢ The user can enter the mail content as desired.
➢ **Alarm Message Text Properties**		
Font	➢ This defines the font of the alarm message to be displayed. The user can set the font as desired. 	
Size	➢ This defines the size of the text for the alarm message to be displayed. 	
Zooming	➢ This defines the size of the window for the alarm message to be displayed. A scale of 100% is set by default. 	
	100%	

Alarm Setup Properties

Table 16-1-4 Alarm Setup Properties

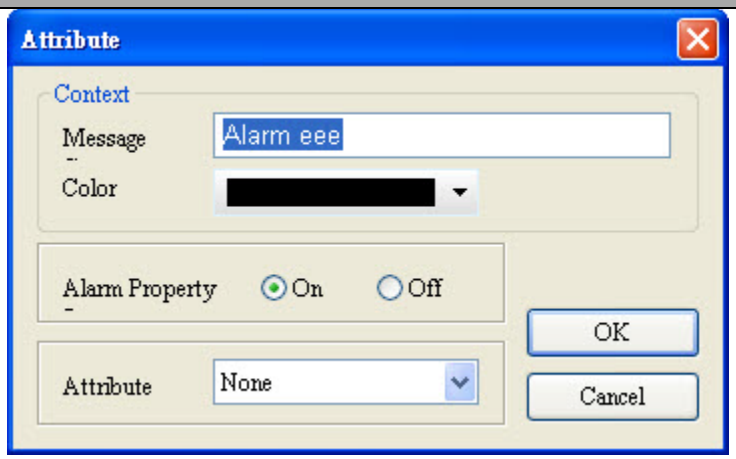
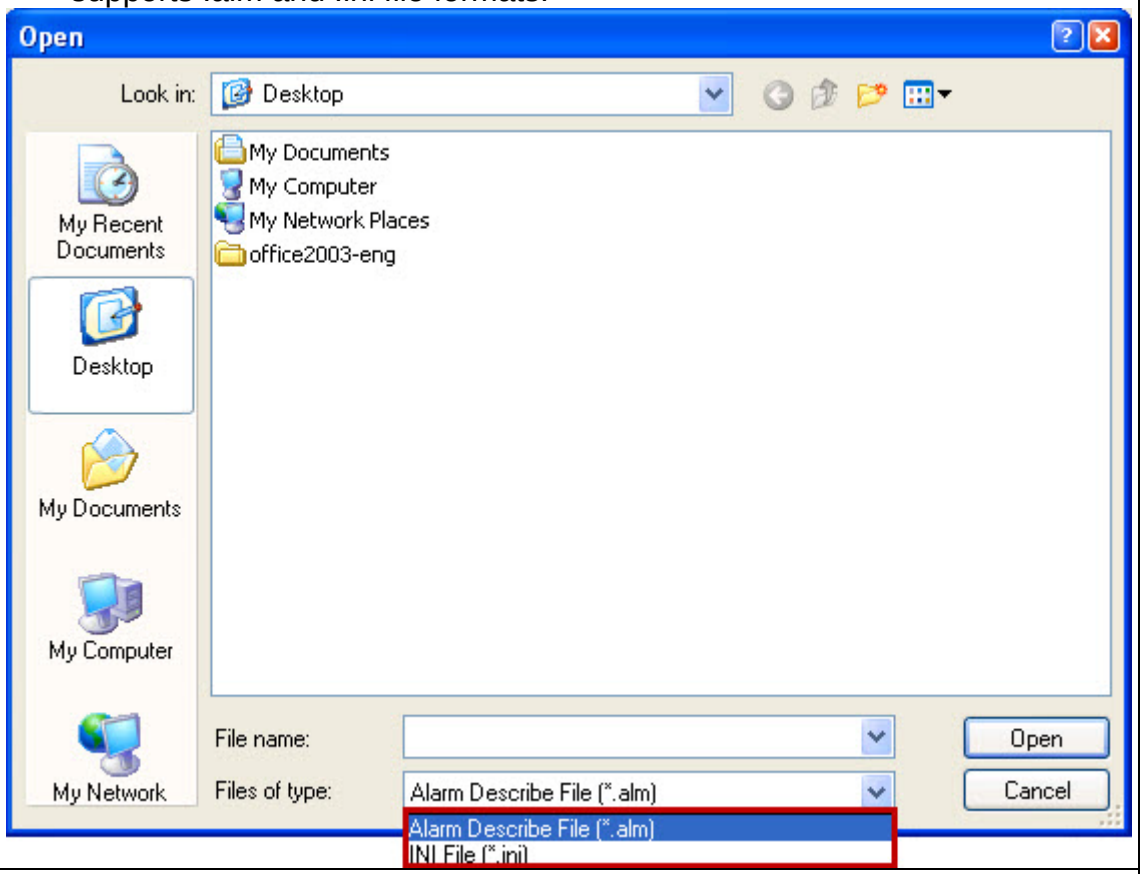
	150%	

No.	Message Content	Text Color	roper	oto Scre	Inform
1	Alarm aaa	RGB(0, 0,	On	None	
2	Alarm bbb	RGB(0, 0,	On	None	
3	Alarm ccc	RGB(0, 0,	On	None	
4	Alarm ddd	RGB(0, 0,	On	None	
5	Alarm eee	RGB(0, 0,	On	None	
6		RGB(0, 0,	On	None	
7		RGB(0, 0,	On	None	
8		RGB(0, 0,	On	None	
9		RGB(0, 0,	On	None	
10		RGB(0, 0,	On	None	

Delete	➢ After the alarm message content is created, the user can select a message to be deleted and click the Delete button to delete the selected message. **NOTE:** The user can enter a message in a blank field of the Message Content and move the cursor to the next field for entering an additional message. If the user deletes the first message using the Delete or Backspace key on the keyboard instead of the Delete button on the screen, the blank alarm will be displayed at the specified position when the user leaves the alarm setup screen and download the screen to the HMI to trigger the alarm. 
Modify	➢ Press the Modify button to change the message content, text color and Goto screen.

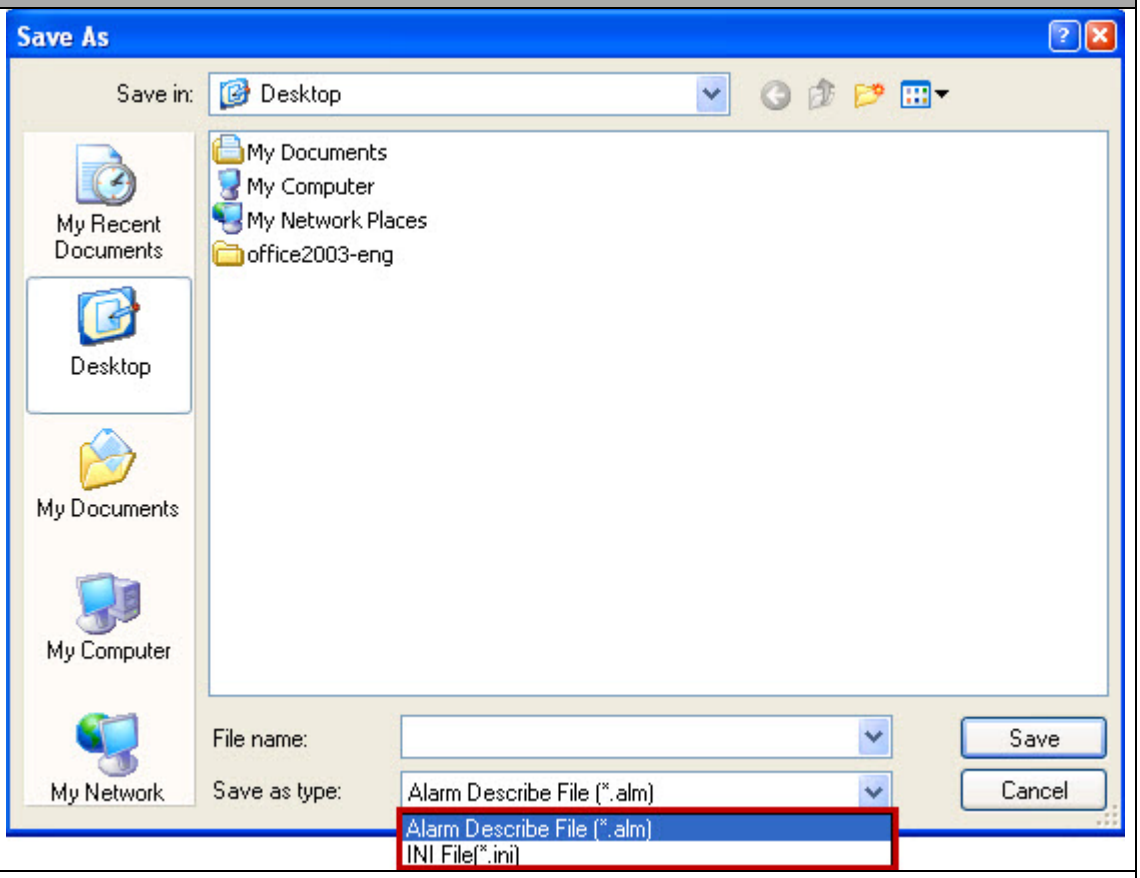
Alarm Setup Properties

Table 16-1-4 Alarm Setup Properties

	 ➢ The user can also change the message, text color and Goto screen directly in the corresponding field.
Import	➢ The user can press the Import button to import alarm information. It supports .alm and .ini file formats. 
Export	➢ The user can press the Export button to export edited alarm message. It supports .alm and .ini file formats.

Alarm Setup Properties

Table 16-1-4 Alarm Setup Properties

	
OK	➢ Press the OK button to leave the Alarm Setup window. This button functions same as pressing the X mark at the upper right corner of the window. Where any change is made, pressing OK or the X mark will save the change and leave the window.

16-2 History Alarm Table

	History Alarm Table

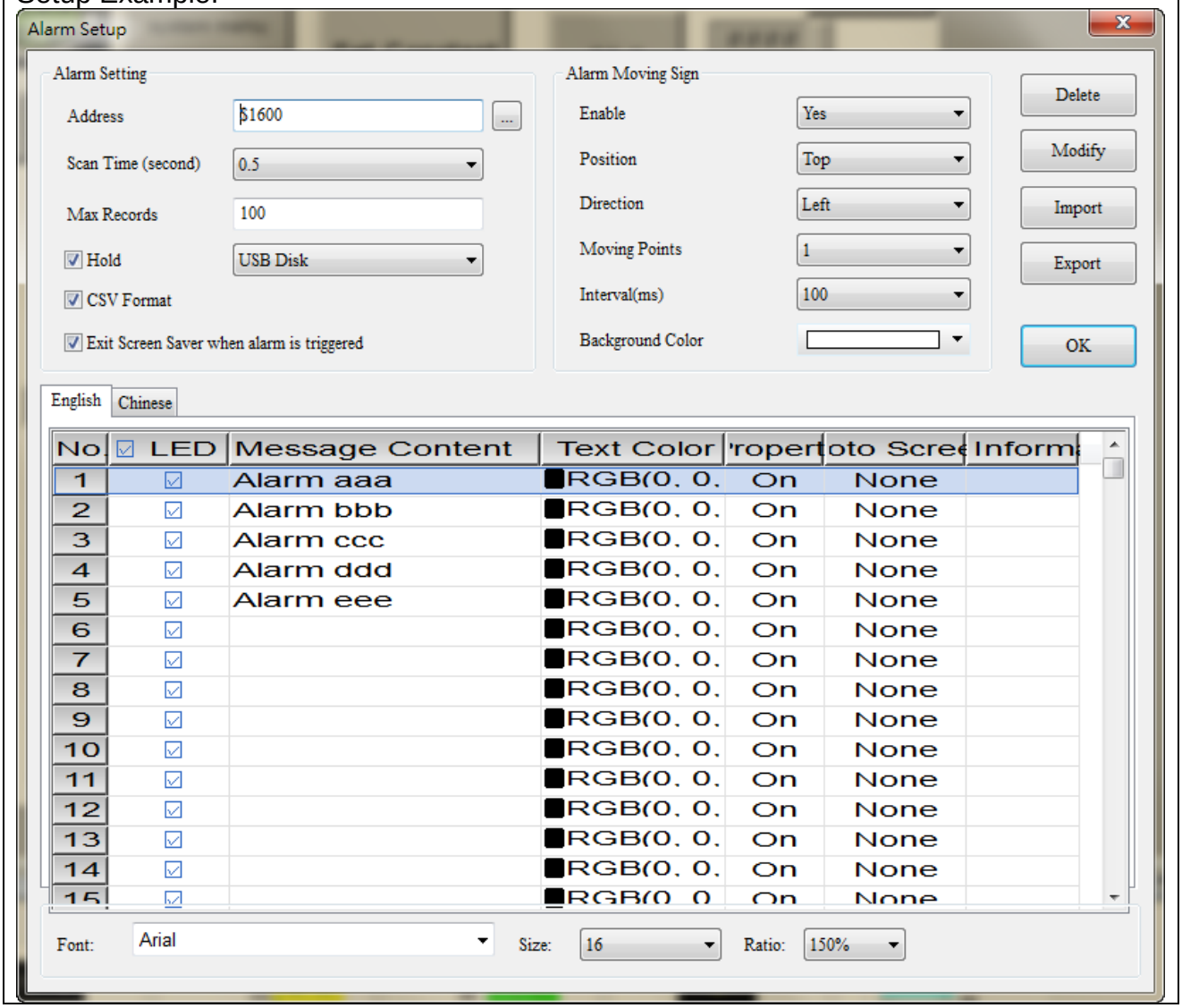
The History Alarm Table element is used to display the alarm information when an alarm is triggered. It also provides options for the user to display the release of the alarm. A corresponding state will be displayed for alarm ON and OFF.

Refer to the History Alarm Table example in Table 16-2-1.

History Alarm Table Example

Table 16-2-1 History Alarm Table Example

This example is described with reference to the alarm parameters in Table 16-1-3 Alarm Setup Example.



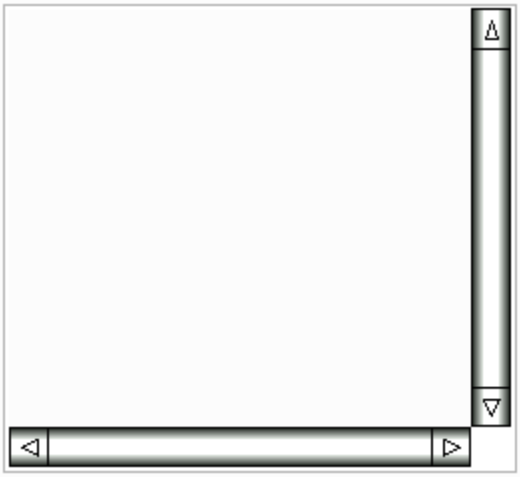
History Alarm Table Example

Table 16-2-1 History Alarm Table Example

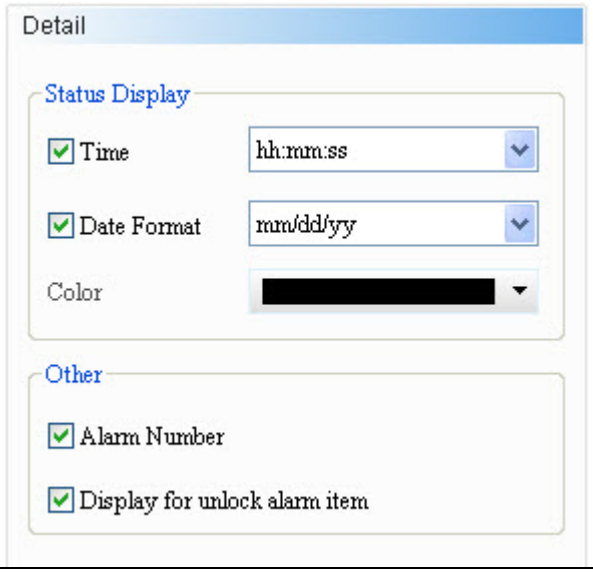


Add History Alarm Table Element

- Step 1: Create the History Alarm Table element.

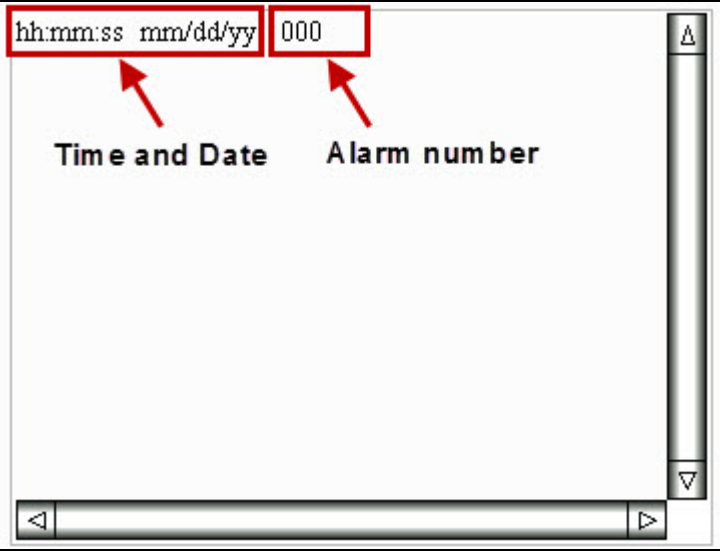


- Step 2: Check [Time Format] , [Date Format] , [Alarm Number] and [Show Alarm Release Item] . These options are used to show the time and date of the alarm, its number and whether to show alarm release.
  - Show Alarm Release Item: O stands for trigger of the alarm; X stands for release of the alarm.



History Alarm Table Example

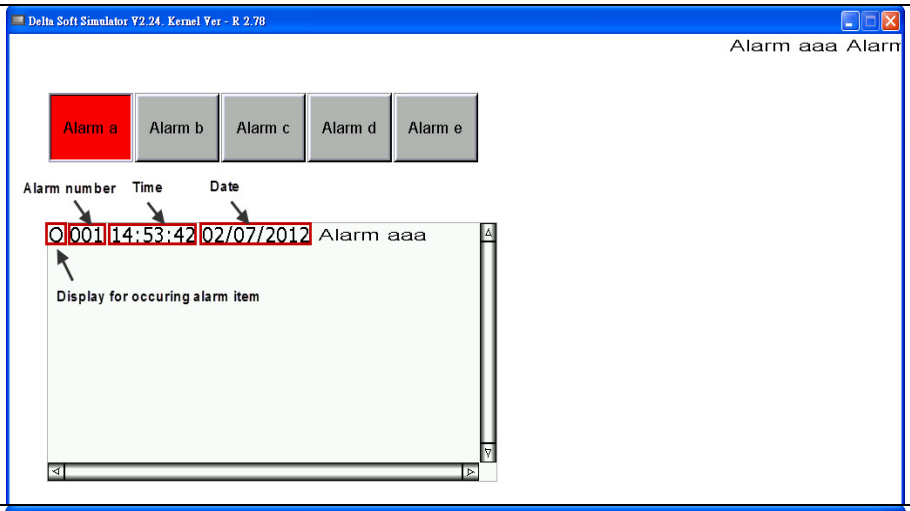
Table 16-2-1 History Alarm Table Example



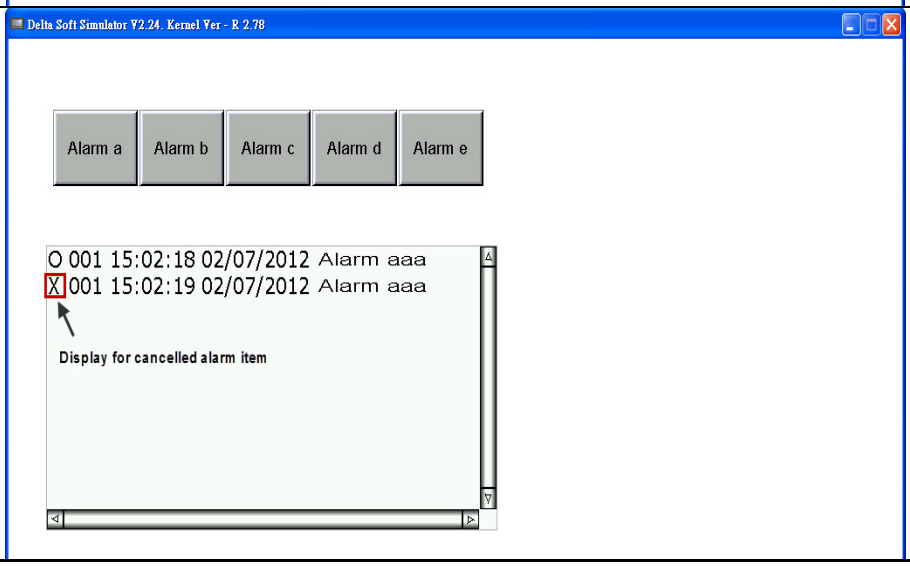
Execution Results

➢ After creation of the History Alarm Table element, perform the compilation and download the element to HIMI, when Alarm 1 is triggered, the History Alarm Table element will show the time and date of the alarm, its number, trigger and release states.

Alarm ON



Alarm OFF



Double click the History Alarm Table icon and the following property setting screen appears.

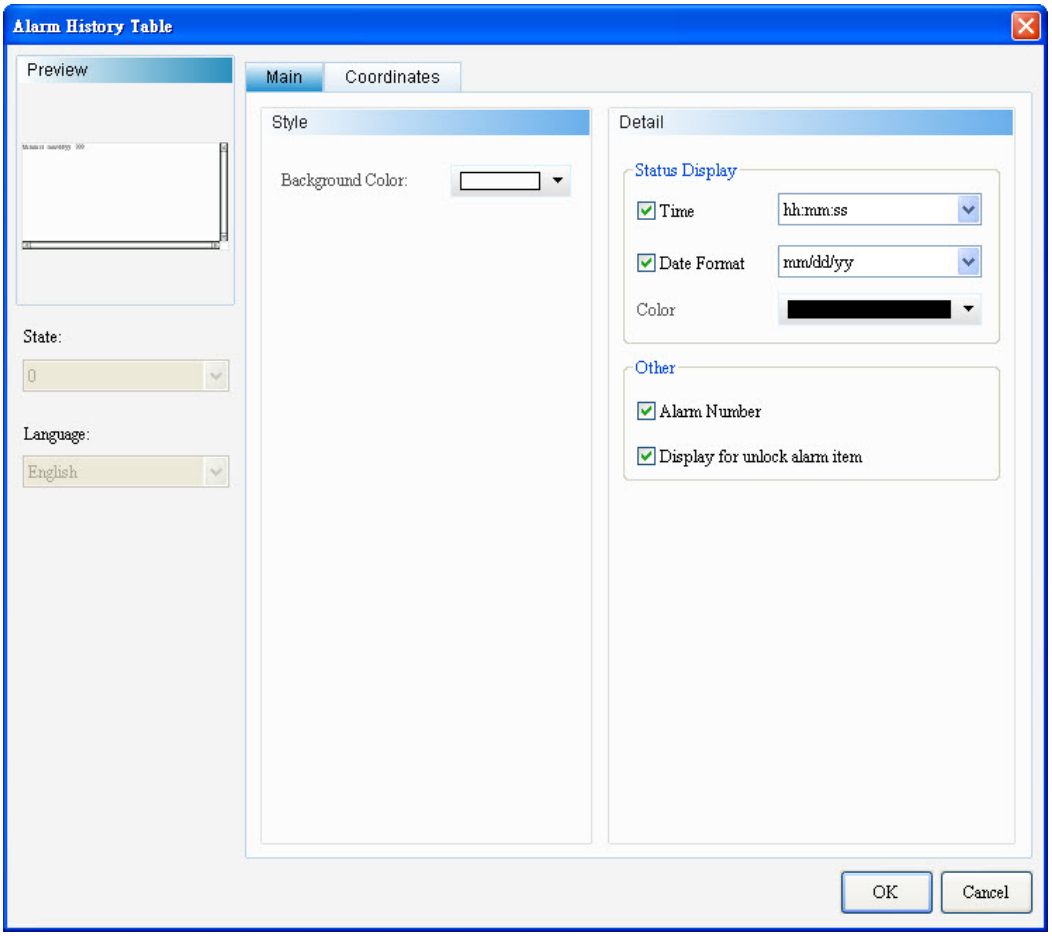


Fig. 16-2-1 History Alarm Table property setting screen

History Alarm Table	
Function Page	**Content Description**
Preview	The State and Language are not available to the History Alarm Table.
General	Sets the Background Color, time format, date format, display color, alarm number, show alarm release item.
Position	Sets the X-Y coordinates, width and height of the element.

Table 16-2-2 History Alarm Table function page

◆ General

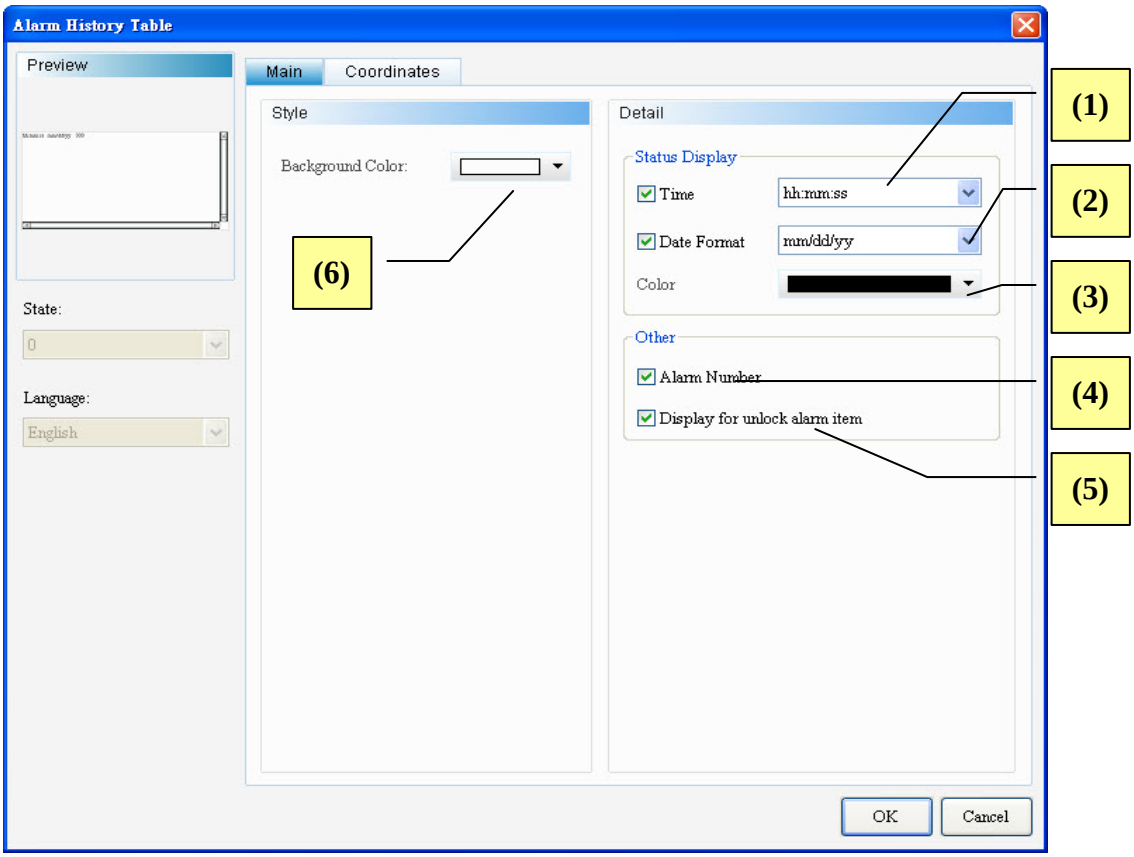
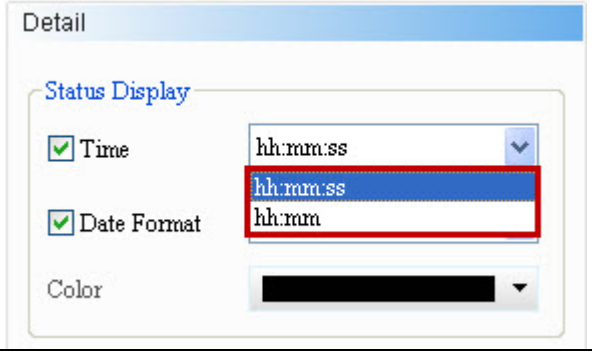
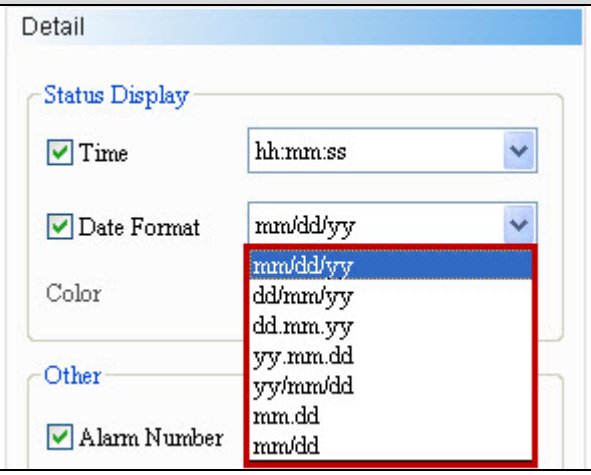
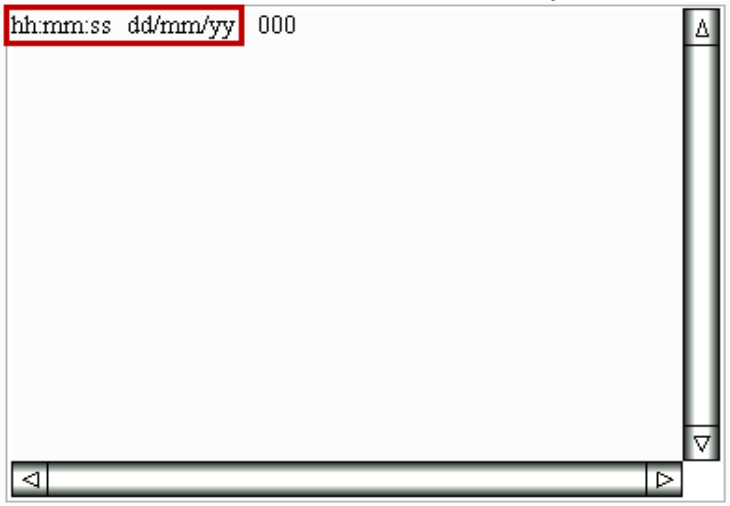
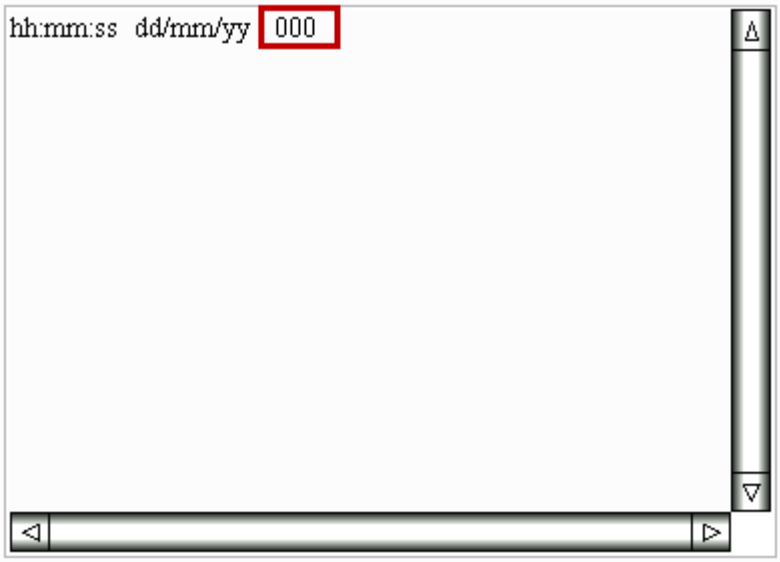
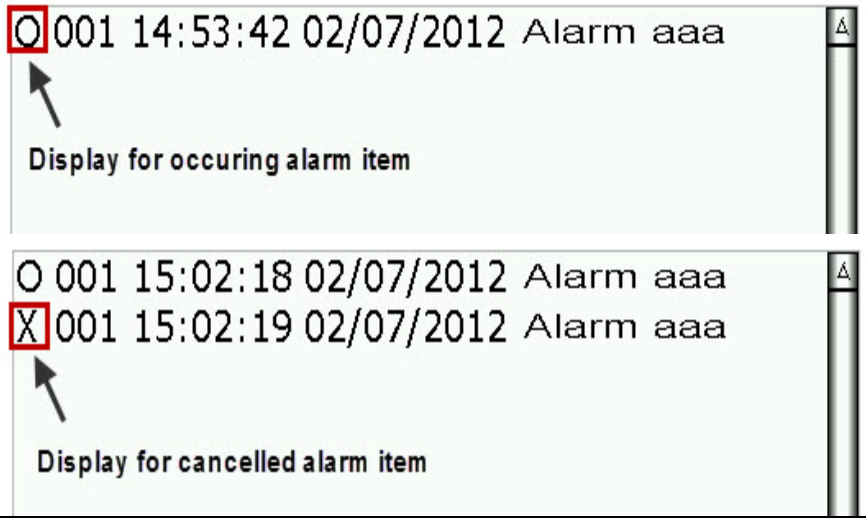
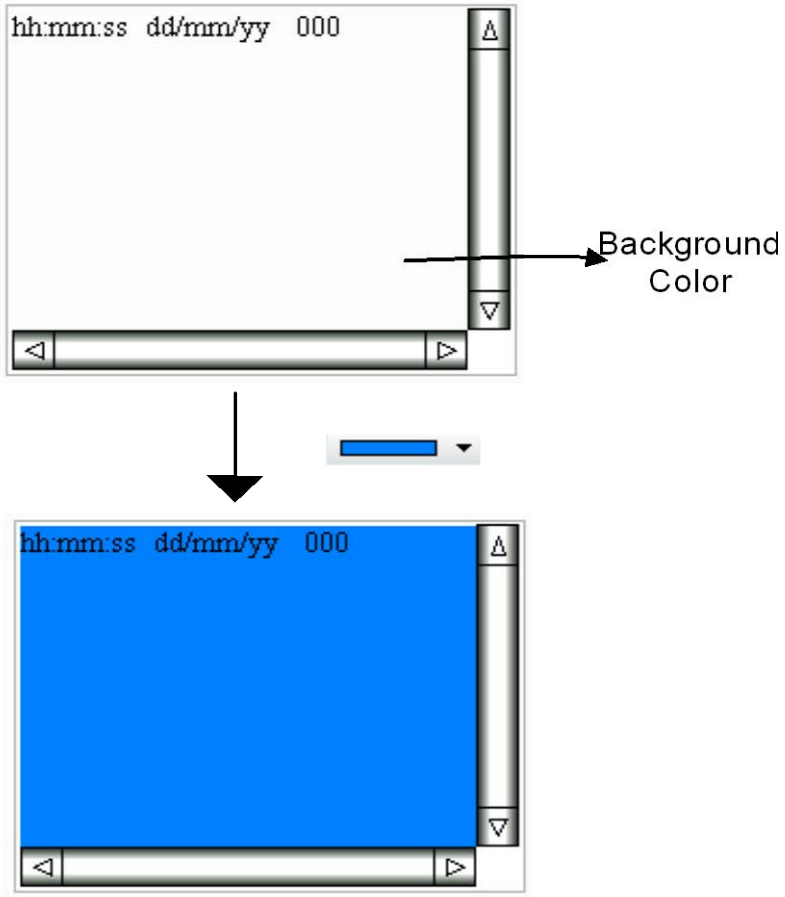


Fig. 16-2-2 History Alarm Table General property page

No.	Item	Function
(1)	Time Format	➢ The following two time formats are supported: 
(2)	Date Format	➢ The following seven date formats are supported:

No.	Item	Function
		
(3)	Display Color	➢ The Display Color option is used to change the display color of the time and date. The color is by default. 
(4)	Alarm Number	➢ When the Alarm Number is check, the corresponding number will be display when an alarm is triggered. 
(5)	Show Alarm Release Item	➢ When this option is checked, the History Alarm Table will show the alarm trigger and release state and information. ➢ When this option is unchecked, the History Alarm Table will only

No.	Item	Function
		show the alarm trigger state and information. 
(6)	Background Color	➢ The user can set the Background Color for the element. 

◆ Location

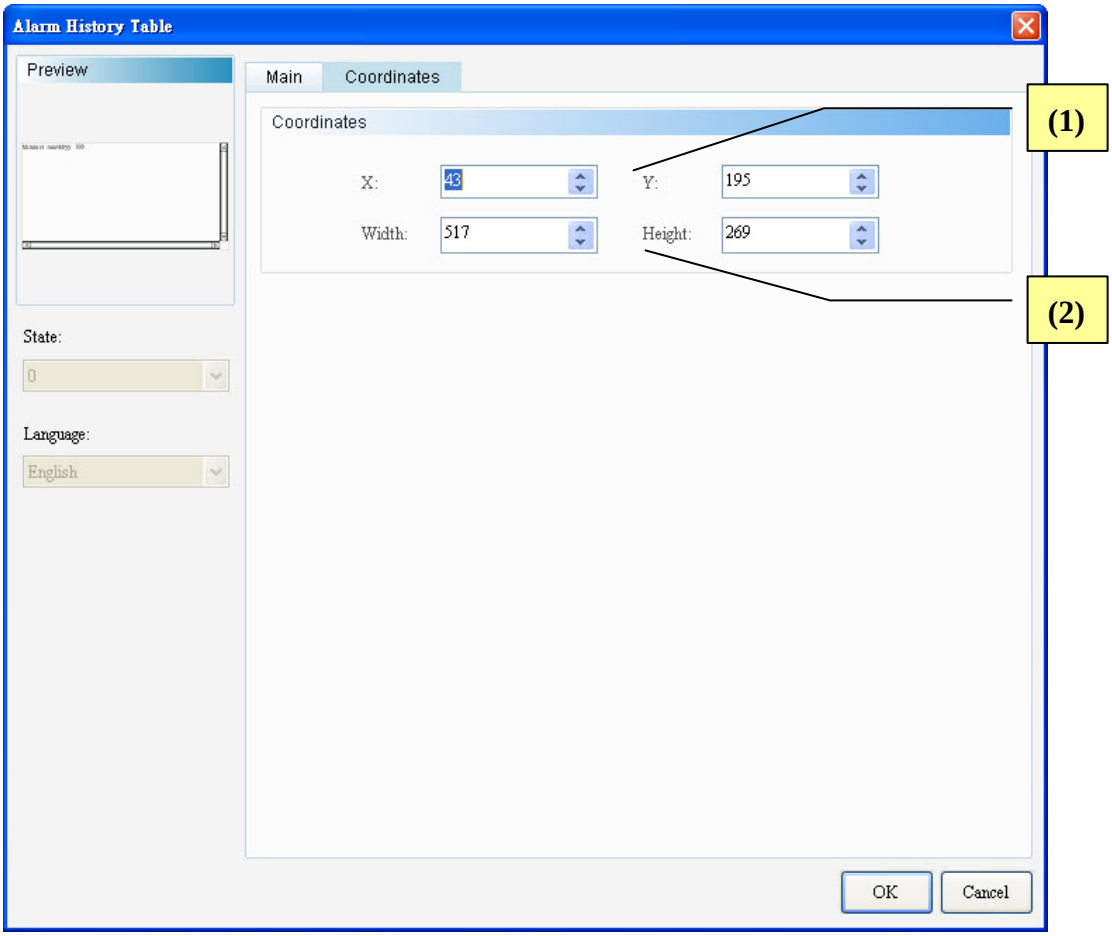


Fig. 16-2-3 History Alarm Table Position property page

No.	Item	Function
(1)	X value, Y value	➢ The X and Y coordinate at the upper left corner of the element.
(2)	Width, Height	➢ The width and height of the element.

16-3 Active Alarm List

	Active Alarm List

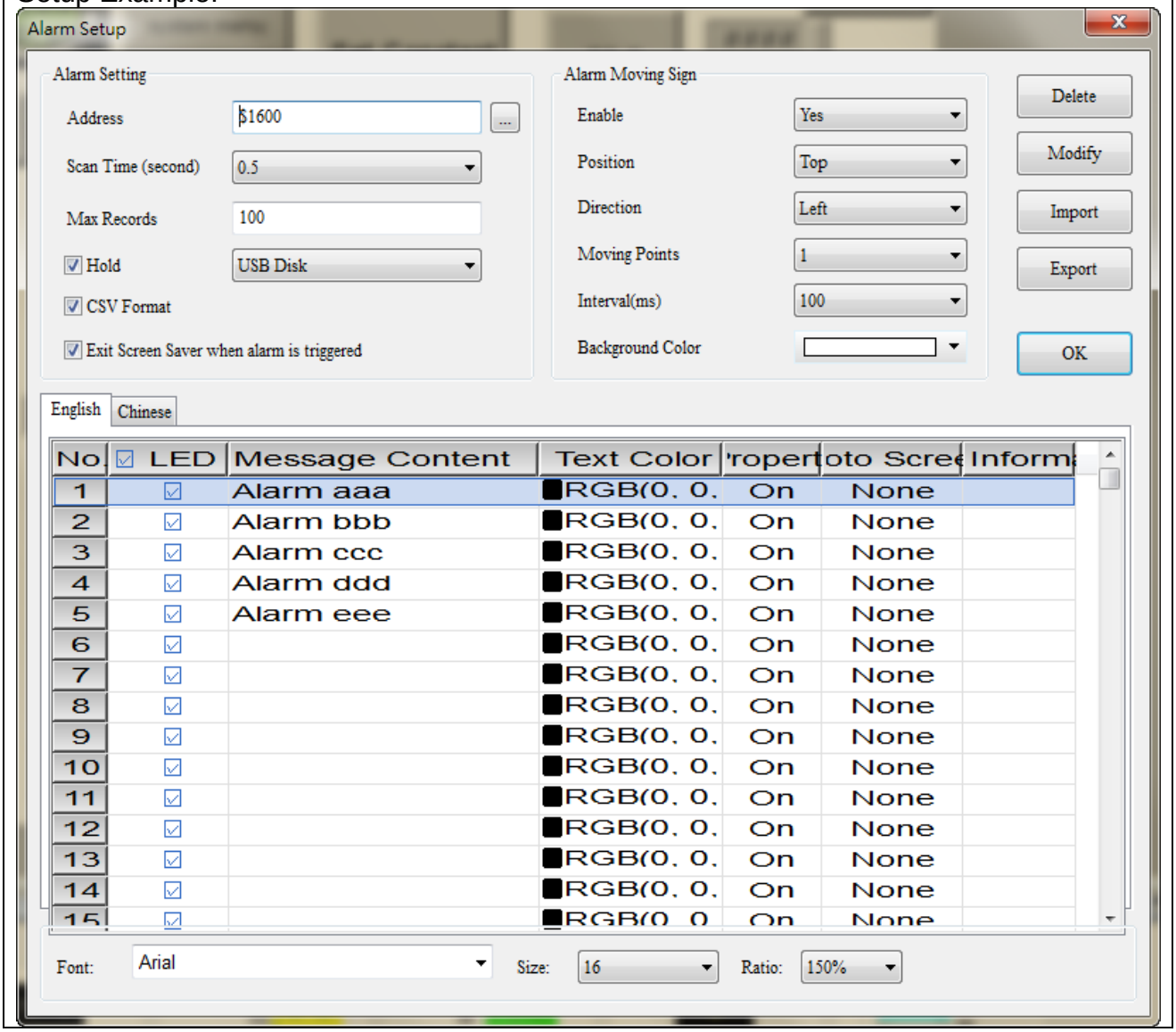
The Active Alarm List element is used to display the information of the alarm that occurs currently.

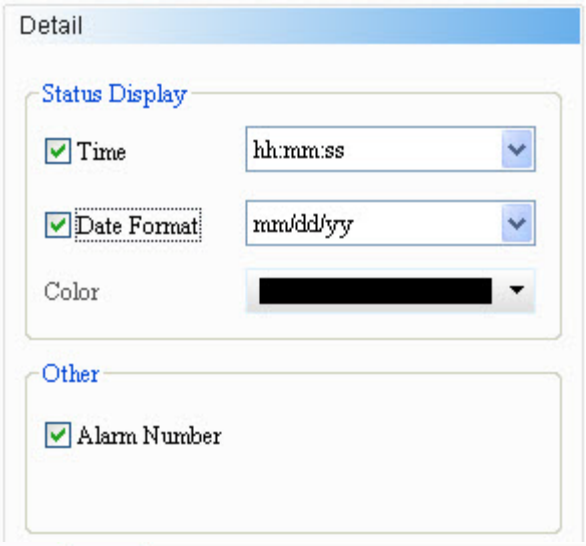
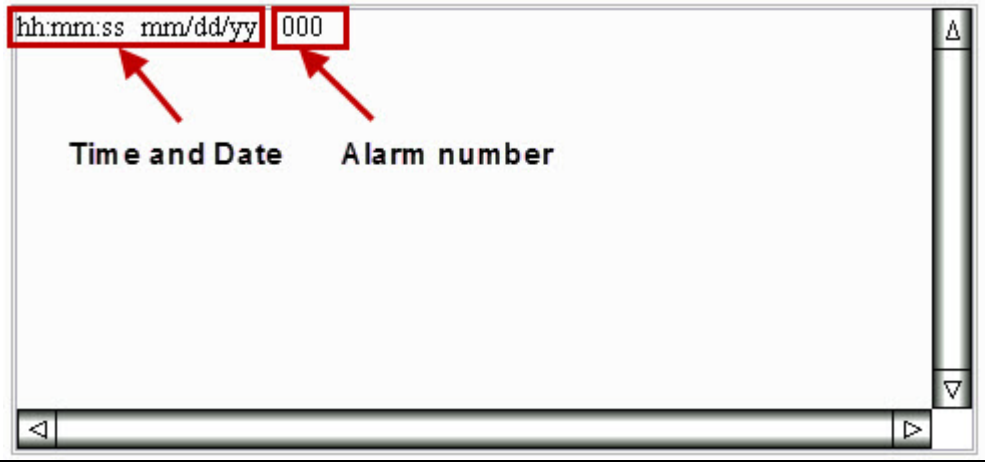
Refer to the Active Alarm List example in Table 16-3-1.

Active Alarm List Example

Table 16-3-1 Active Alarm List Example

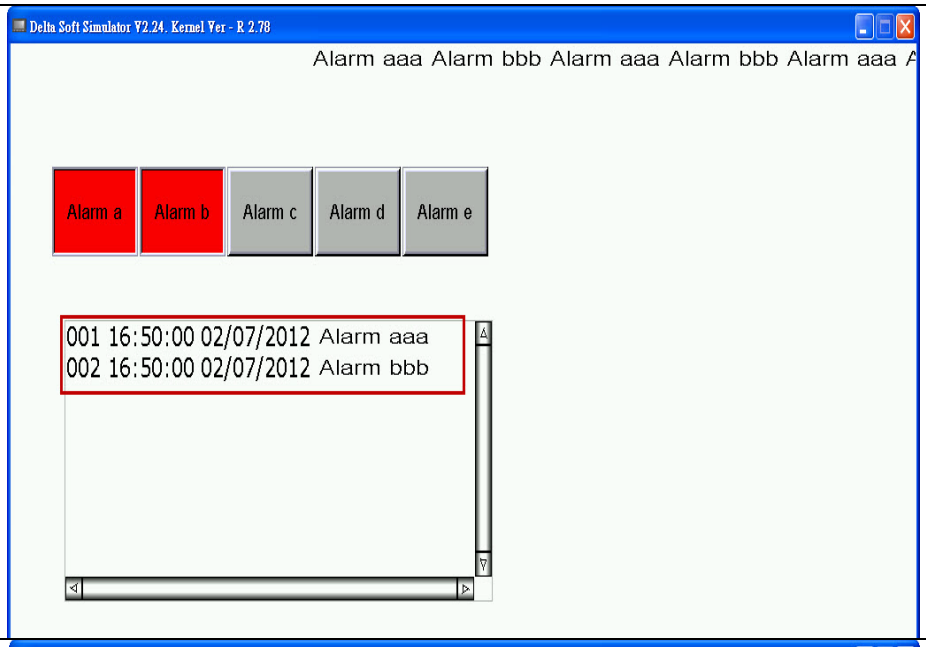
This example is described with reference to the alarm parameters in Table 16-1-3 Alarm Setup Example.



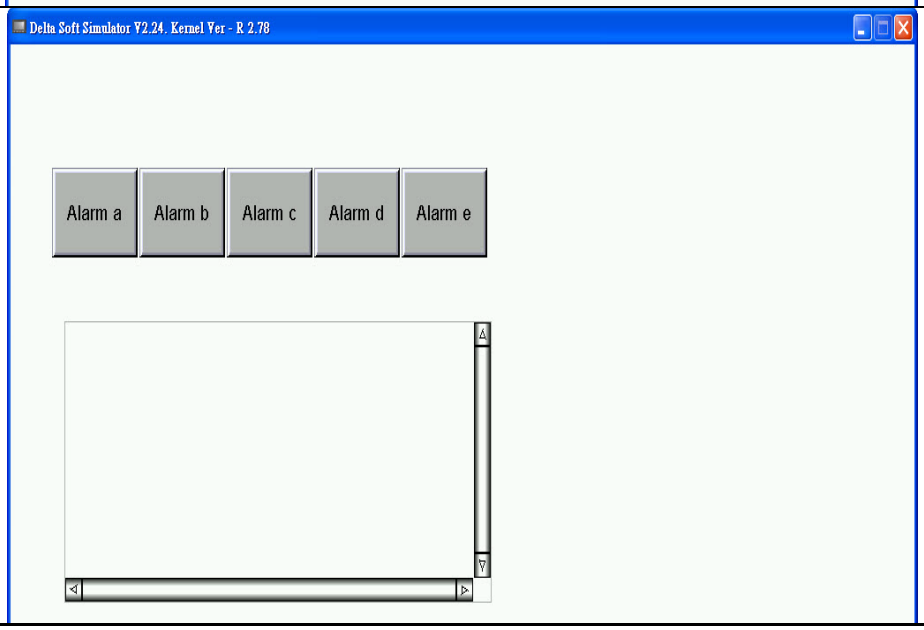
Active Alarm List Example Table 16-3-1 Active Alarm List Example	
	
Add Active Alarm List Element	➢ Step 1: Create the Active Alarm List element.  ➢ Step 2: Check [Time Format] and [Date Format] . These options are used to display the time and date of the alarm. The Alarm Number is checked by default.  

Active Alarm List Example Table 16-3-1 Active Alarm List Example	
Execution Results	➢ After creation of the Active Alarm List element, perform the compilation and download the element to HMI. When Alarm 1 and Alarm 2 are triggered, the Active Alarm List shows the time, date and numbering of the alarms that occur currently. No items will be displayed on the Active Alarm List when the alarms are released.

Alarm ON



Alarm OFF



Double click the Active Alarm List icon and the following property setting screen appears.

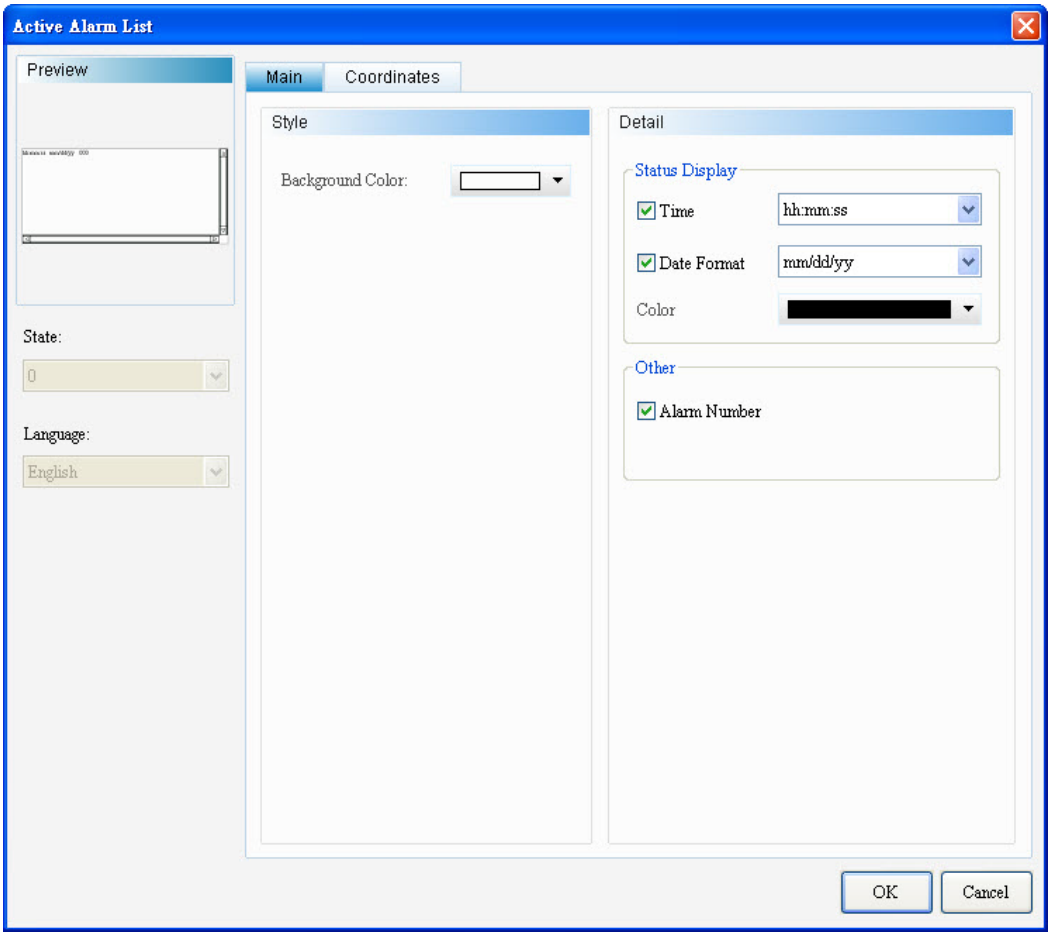


Fig. 16-3-1 Active Alarm List property setting screen

Active Alarm List	
Function Page	**Content Description**
Preview	The State and Language are not available to the Active Alarm List.
General	Sets the Background Color, time format, date format, display color, alarm number.
Position	Sets the X-Y coordinates, width and height of the element.

Table 16-3-2 Active Alarm List function page

◆ General

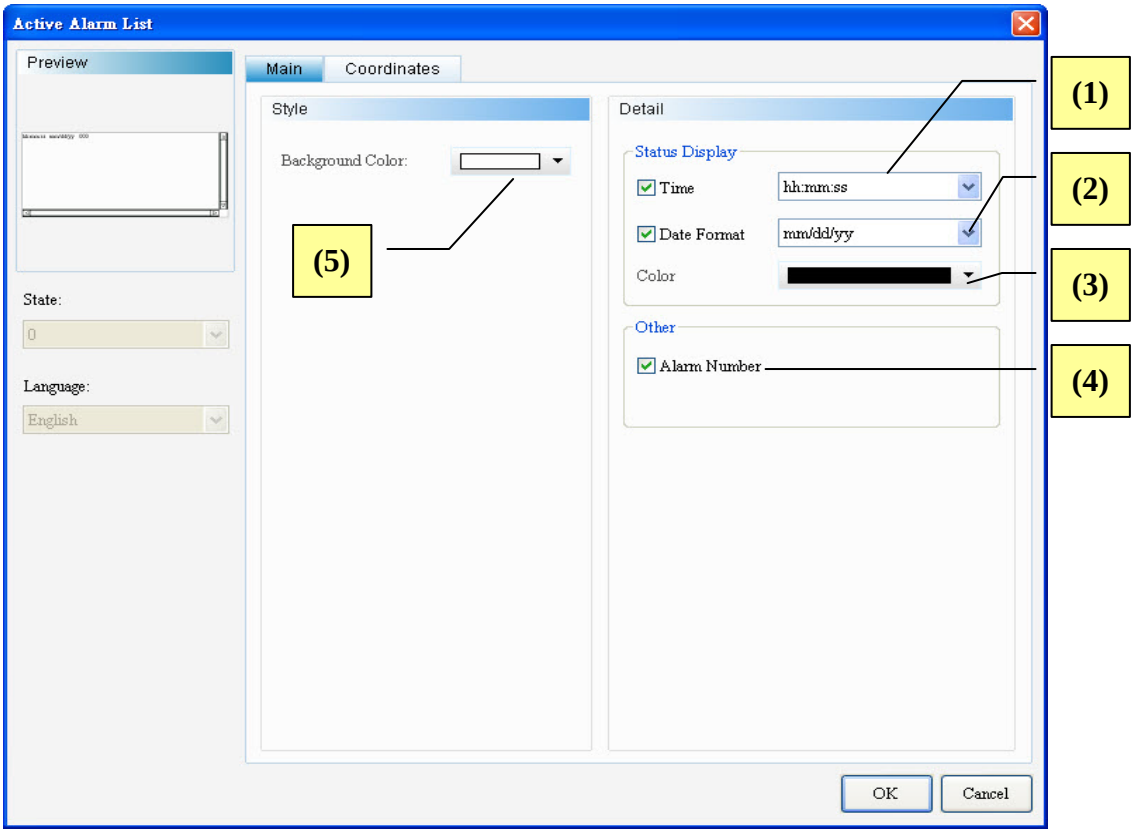
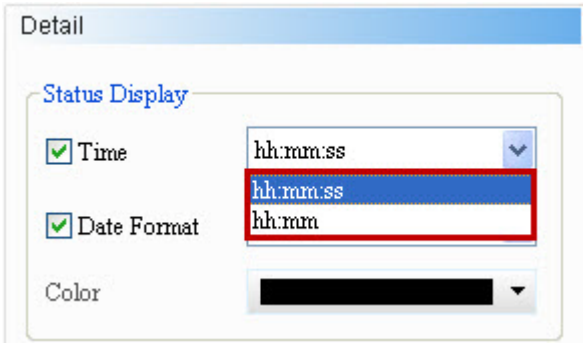
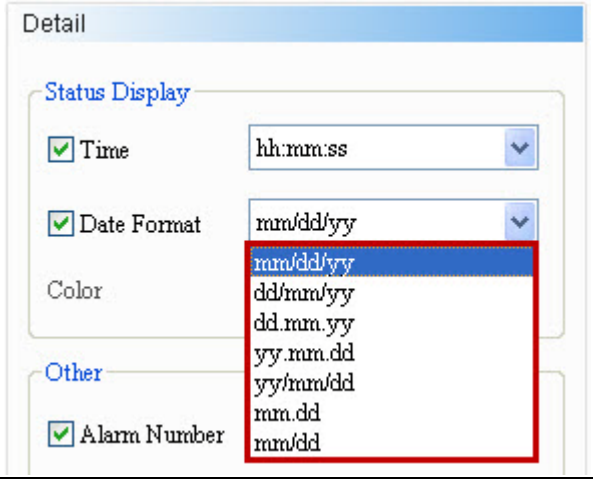
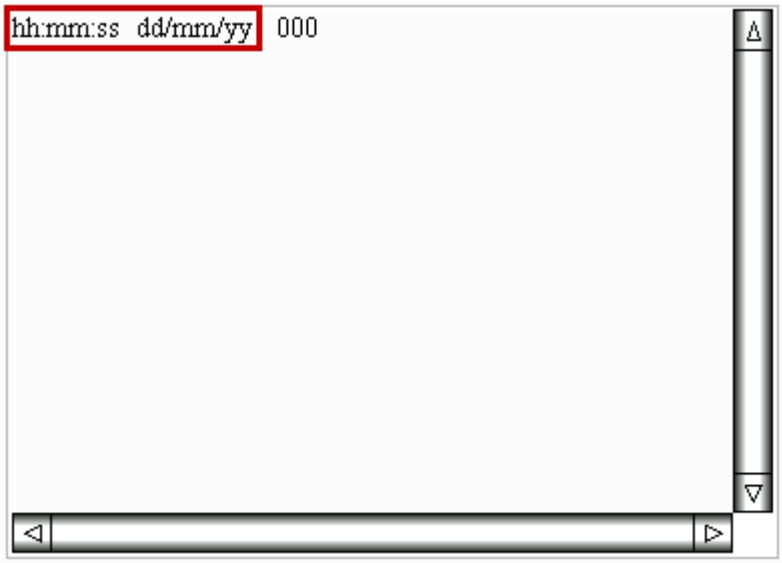
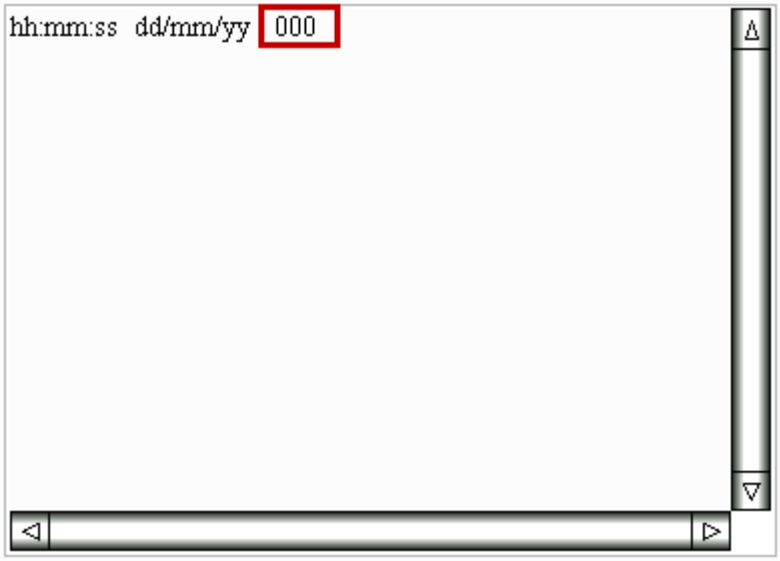
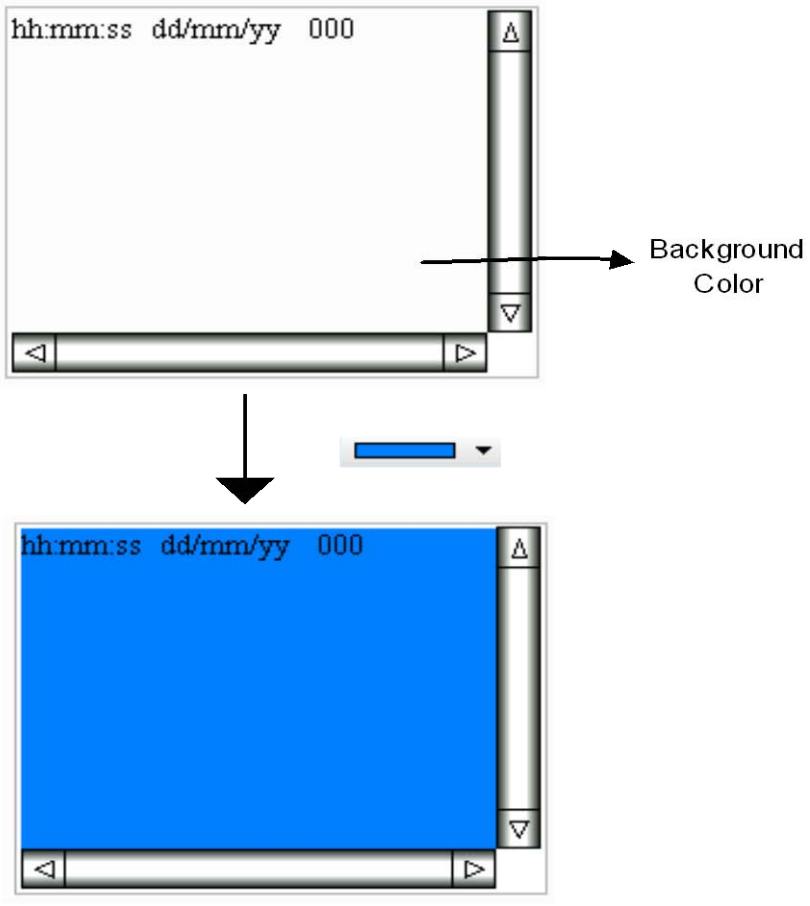


Fig. 16-3-2 Active Alarm List General property page

No.	Item	Function
(1)	Time Format	➢ The following two time formats are supported: 
(2)	Date Format	➢ The following seven date formats are supported:

No.	Item	Function
		
(3)	Display Color	➢ The Display Color option is used to change the display color of the time and date. The color is by default. 
(4)	Alarm Number	➢ Check this option to show the number of the alarm with it is triggered.

No.	Item	Function
		
(5)	Background Color	➢ The user can set the Background Color for the element. 

◆ Location

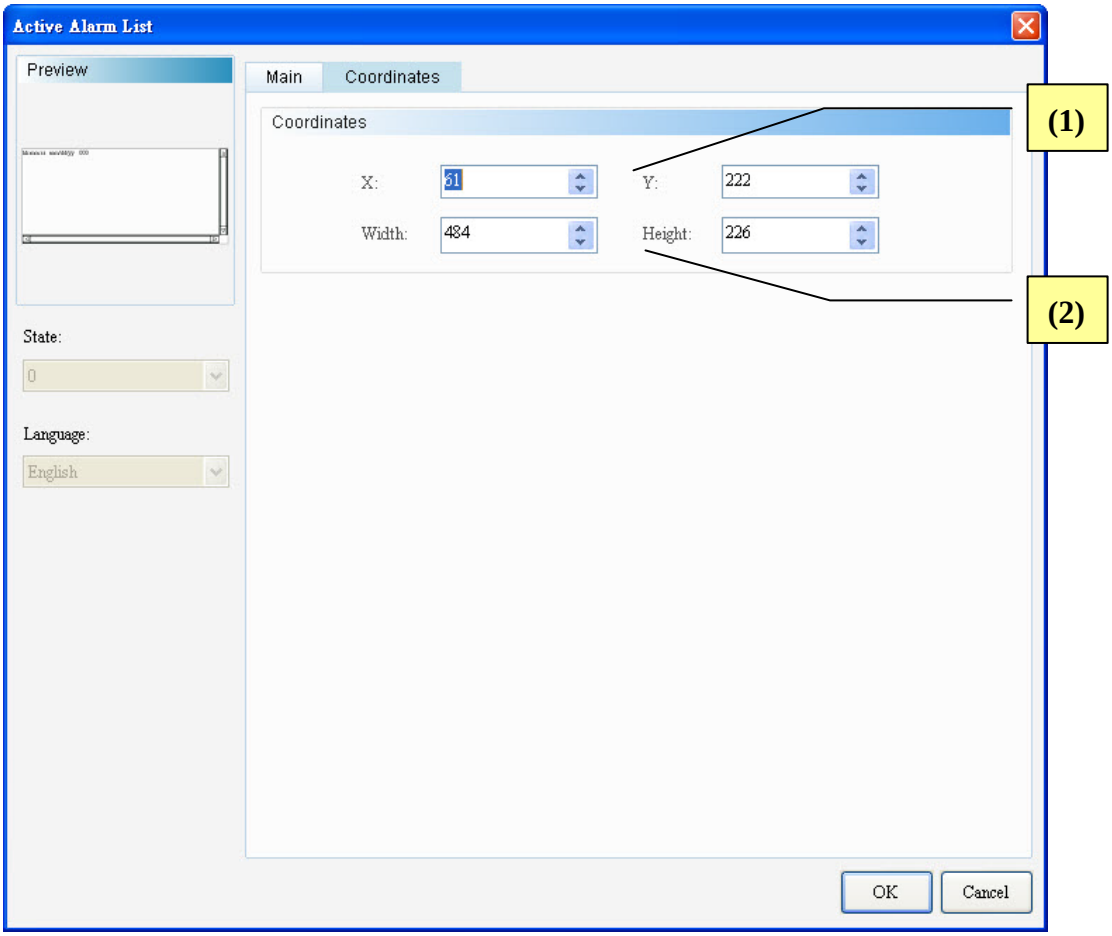


Fig. 16-3-3 Active Alarm List Position property page

No.	Item	Function
(1)	X Value, Y Value	➢ The X and Y coordinates at the upper left corner of the element.
(2)	Width, Height	➢ The width and height of the element.

16-4 Alarm Frequency Table

	Alarm Frequency Table

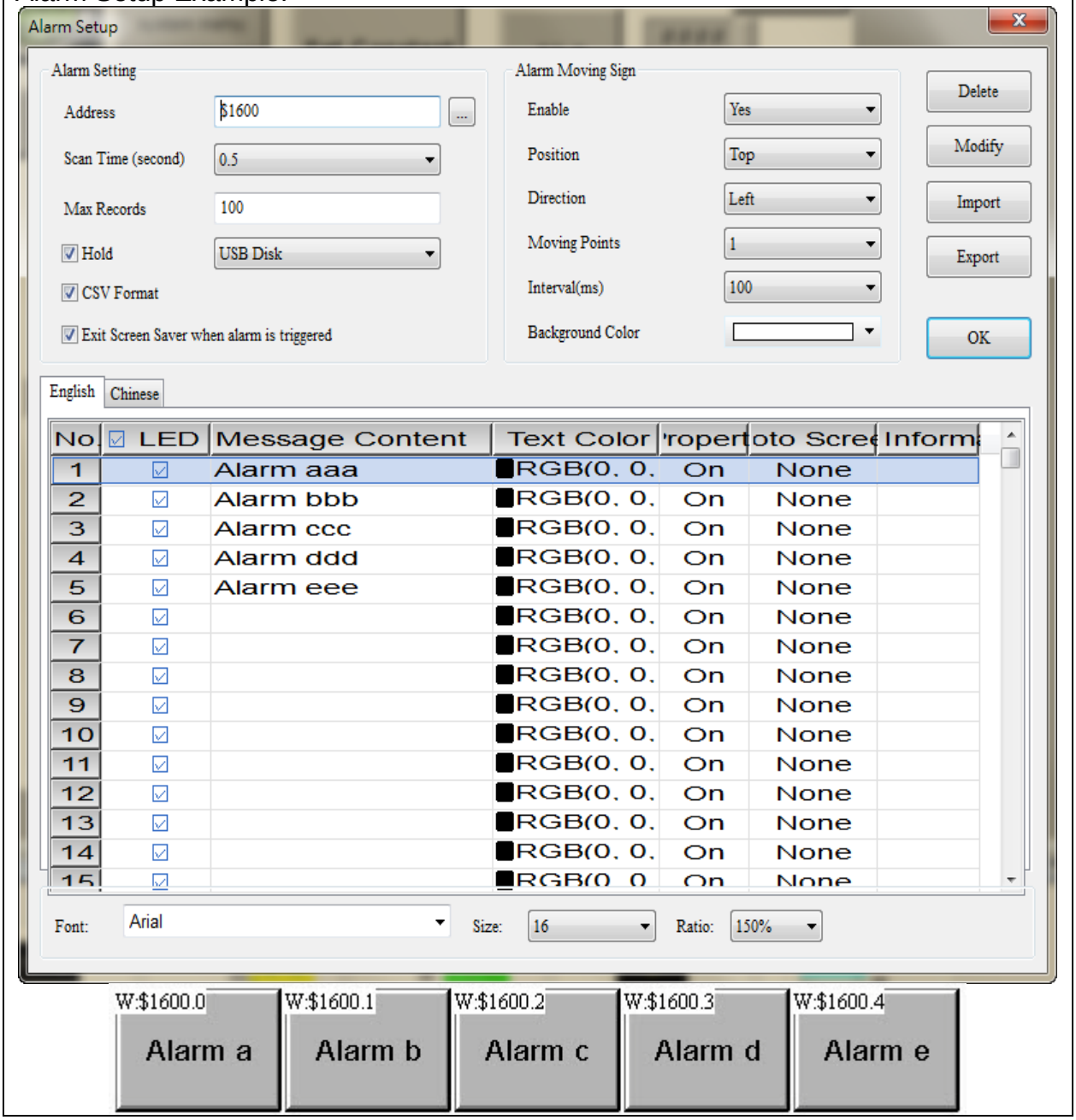
The Alarm Frequency Table element is sued to record and display the occurrence times of each alarm.

Refer to the Alarm Frequency Table example in Table 16-4-1.

History Frequency List Example

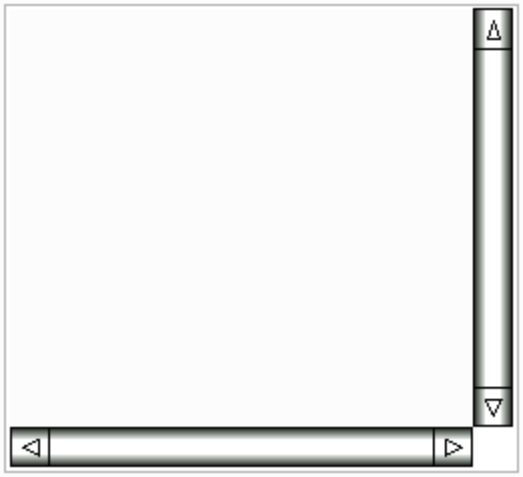
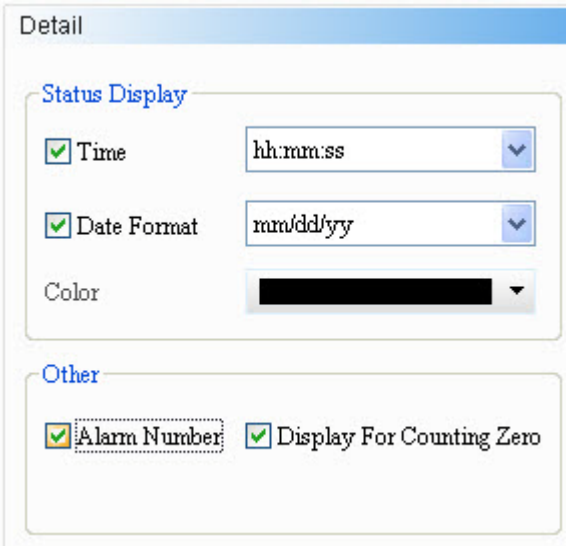
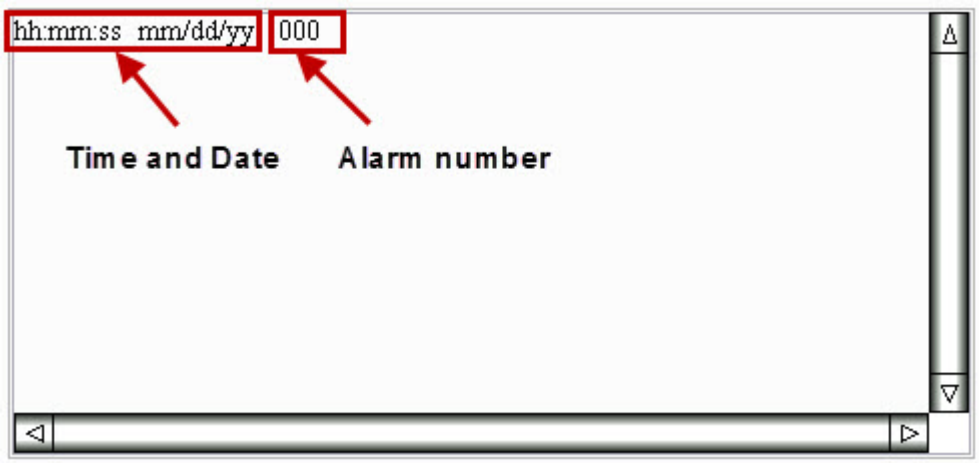
Table 16-4-1 Alarm Frequency Table Example

This example is described with reference to the alarm parameters in Table 16-1-3 Alarm Setup Example.



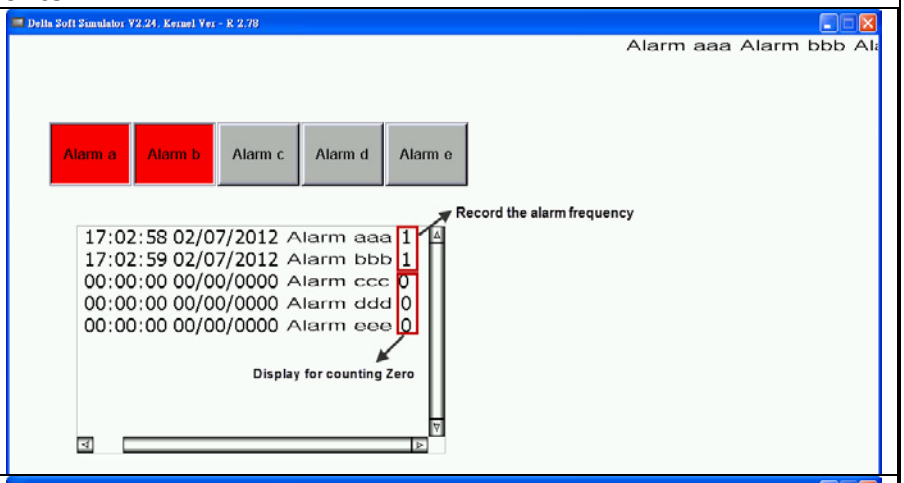
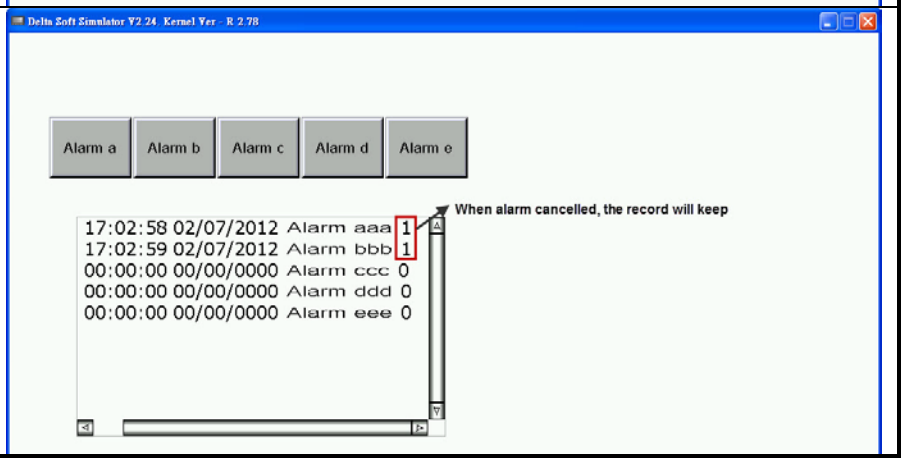
History Frequency List Example

Table 16-4-1 Alarm Frequency Table Example

Add Alarm Frequency Table Element	➢ Step 1: Create the Alarm Frequency Table element.  ➢ Step 2: Check [Time Format] , [Date Format] , [Alarm Number] and [Show 0 for No Alarm] to show the time, date and numbering of the alarm. When [Show 0 for No Alarm] is checked, 0 is displayed on the Alarm Frequency Table when there is no alarm triggered. Otherwise, no message is displayed when the occurrence time of the alarm is zero.  

History Frequency List Example

Table 16-4-1 Alarm Frequency Table Example

Execution Results	➢ After creation of the Alarm Frequency Table, perform the compilation and download the element to HMI. When Alarm 1 and Alarm 2 are triggered once, the time, date, numbering and occurrence times of the alarm will be recorded on the Alarm Frequency Table. When the alarm is released, the record on the Alarm Frequency Table will not be cleared unless the alarm counter Bit of the general control flag in the control area is used to trigger the alarm ON to clear the record in the counter.	
	Alarm ON	
	Alarm OFF	

Double click the Alarm Frequency Table icon and the following property setting screen appears.

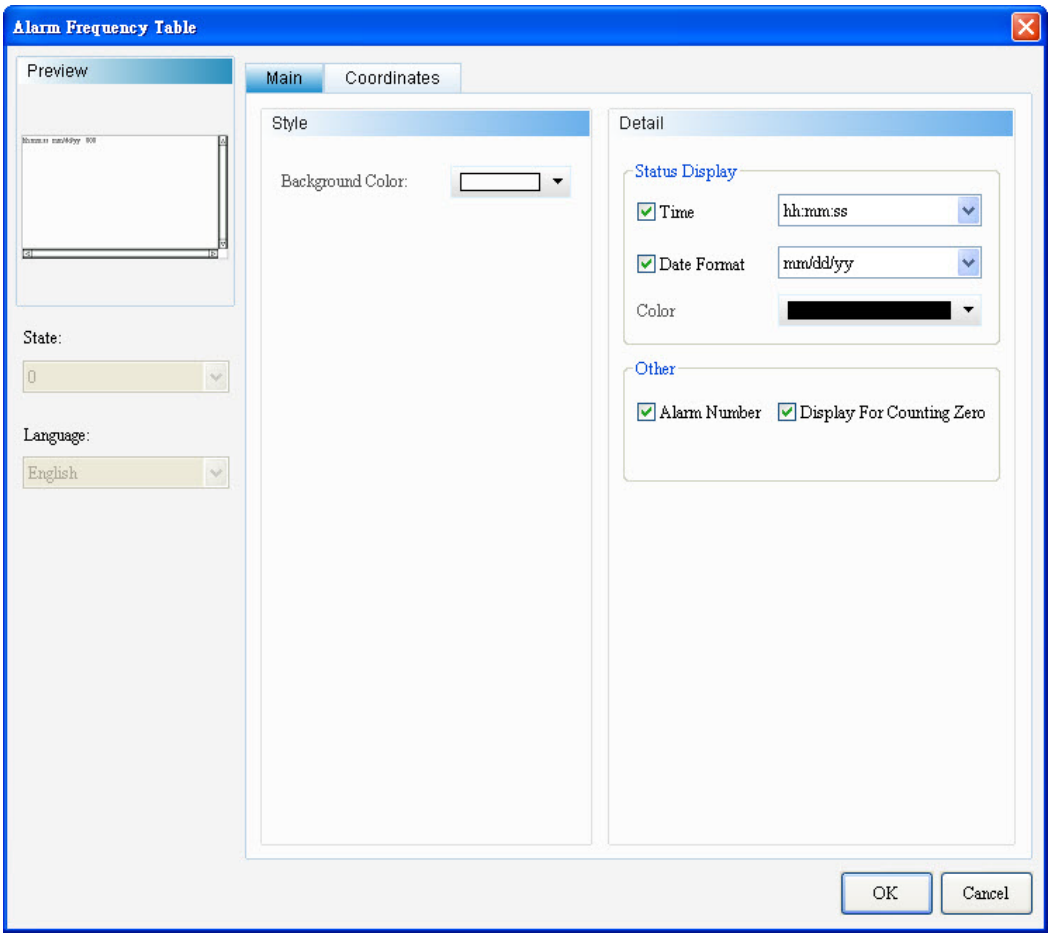


Fig. 16-4-1 Alarm Frequency Table property setting screen

Alarm Frequency Table	
Function Page	**Content Description**
Preview	The State and Language are not available to the Alarm Frequency Table.
General	Sets the Background Color, time format, date format, display color, alarm number, show 0 for no alarm.
Position	Sets the X-Y coordinates, width and height of the element.

Table 16-4-2 Alarm Frequency Table function page

◆ General

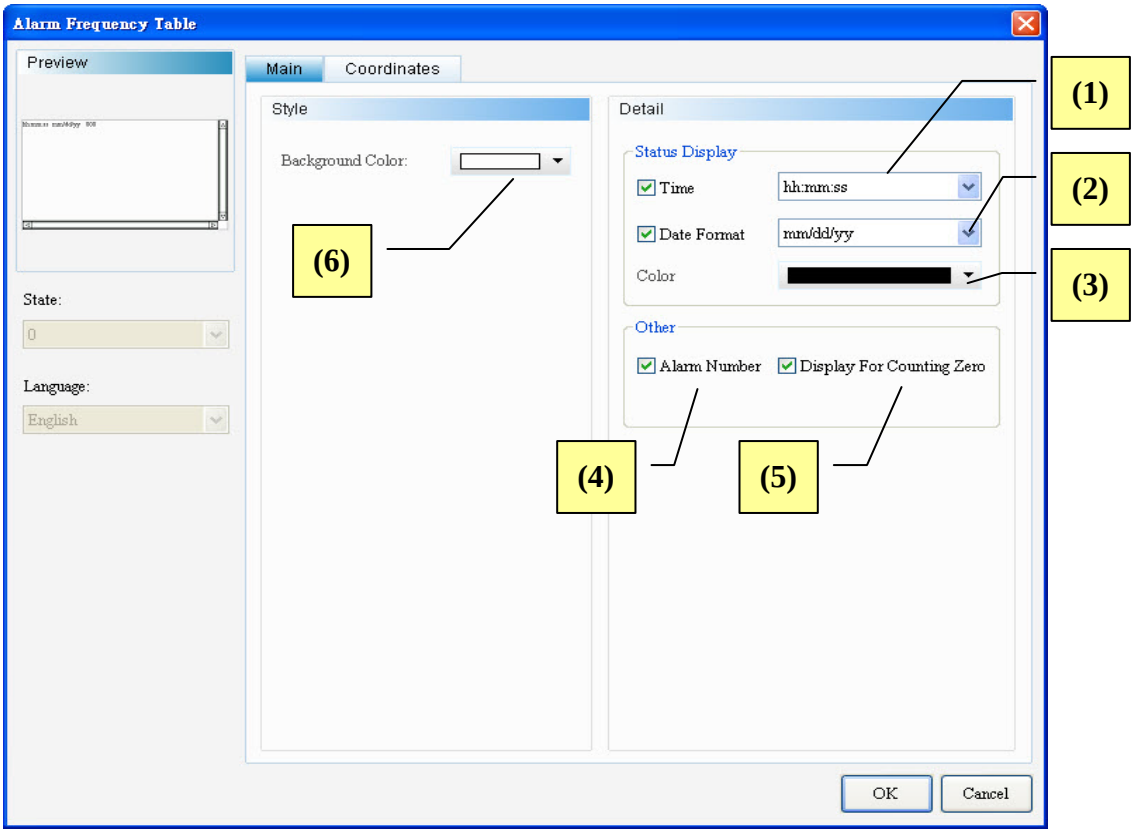
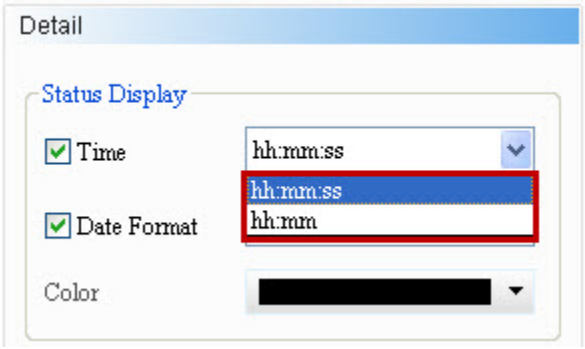
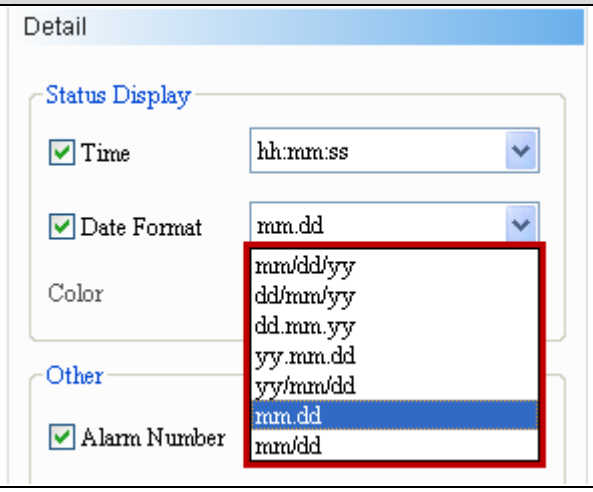
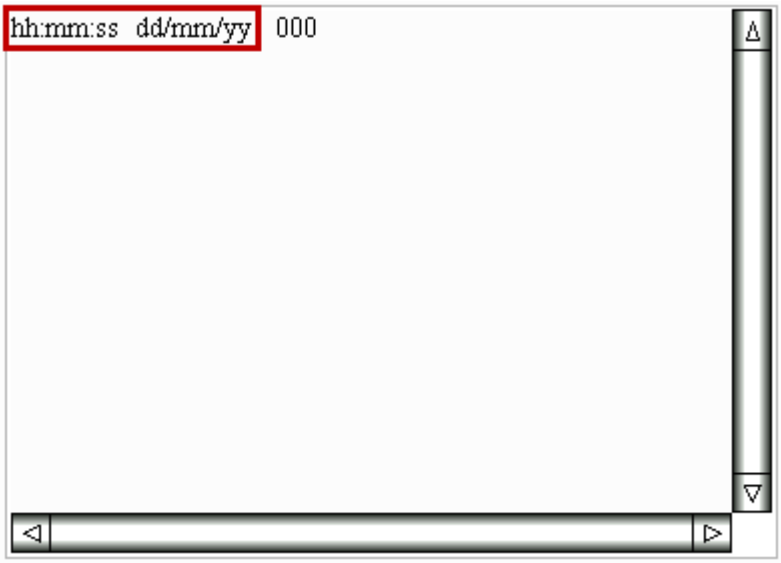
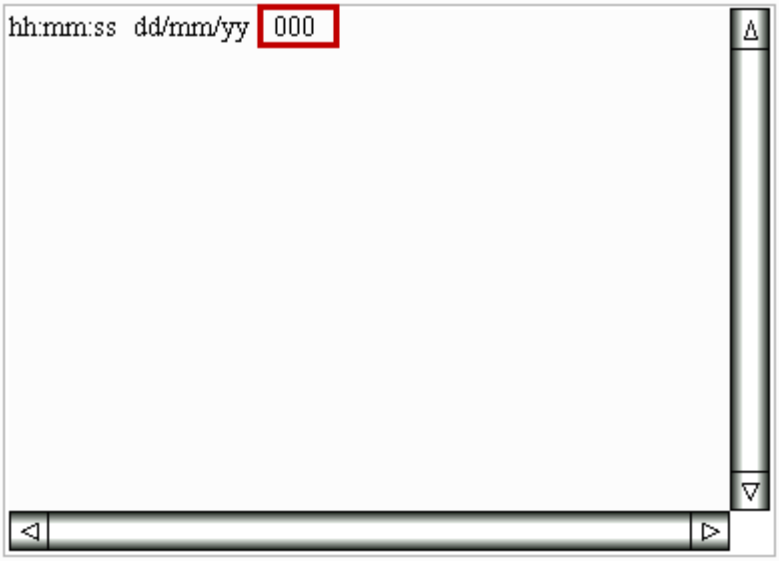
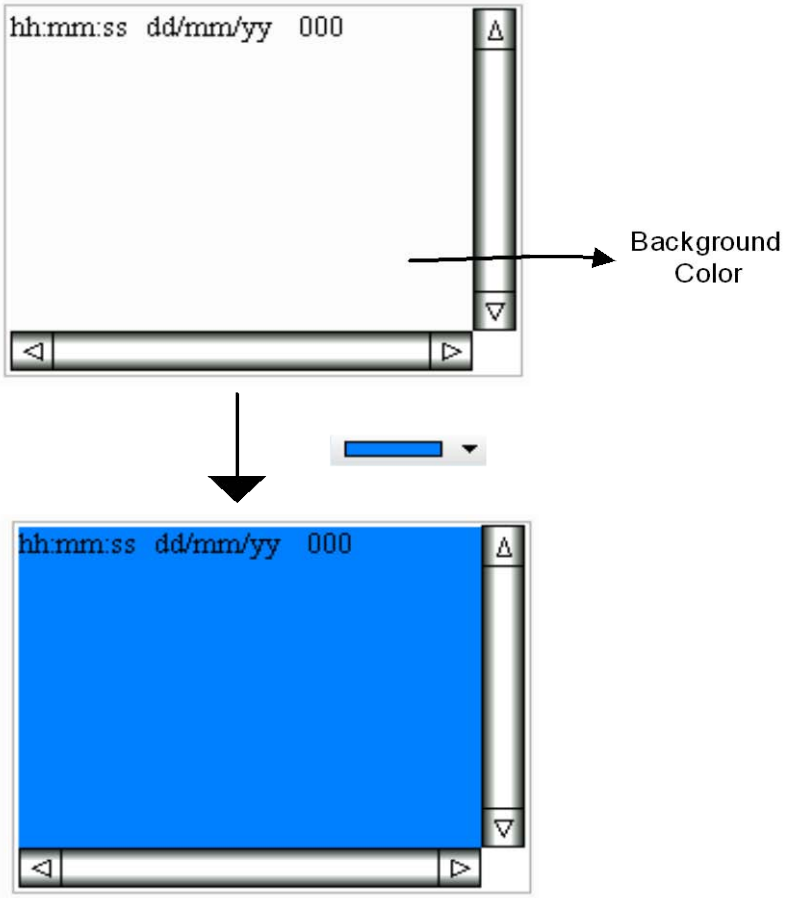


Fig. 16-4-2 Alarm Frequency Table General property page

No.	Item	Function
(1)	Time Format	➢ The following two time formats are supported: 
(2)	Date Format	➢ The following seven date formats are supported:

No.	Item	Function
		
(3)	Display Color	➢ The Display Color option is used to change the display color of the time and date. The color is  by default. 
(4)	Alarm Number	➢ When the Alarm Number is check, the corresponding number will be display when an alarm is triggered.

<table>
<tr><th>No.</th><th>Item</th><th>Function</th></tr>
<tr><td></td><td></td><td> 
</td></tr>
<tr><td>(5)</td><td>Show 0 for No Alarm</td><td>➢ Check this option to show 0 on the Alarm Frequency Table when no alarm is triggered. Otherwise, no message is displayed when the occurrence time of the alarm is zero.
<table>
<tr><td>Checked</td><td> 
</td></tr>
<tr><td>Unchecked</td><td> 
</td></tr>
</table></td></tr>
<tr><td>(6)</td><td>Background Color</td><td>➢ The user can set the Background Color for the element.</td></tr>
</table>

No.	Item	Function
		

◆ Location

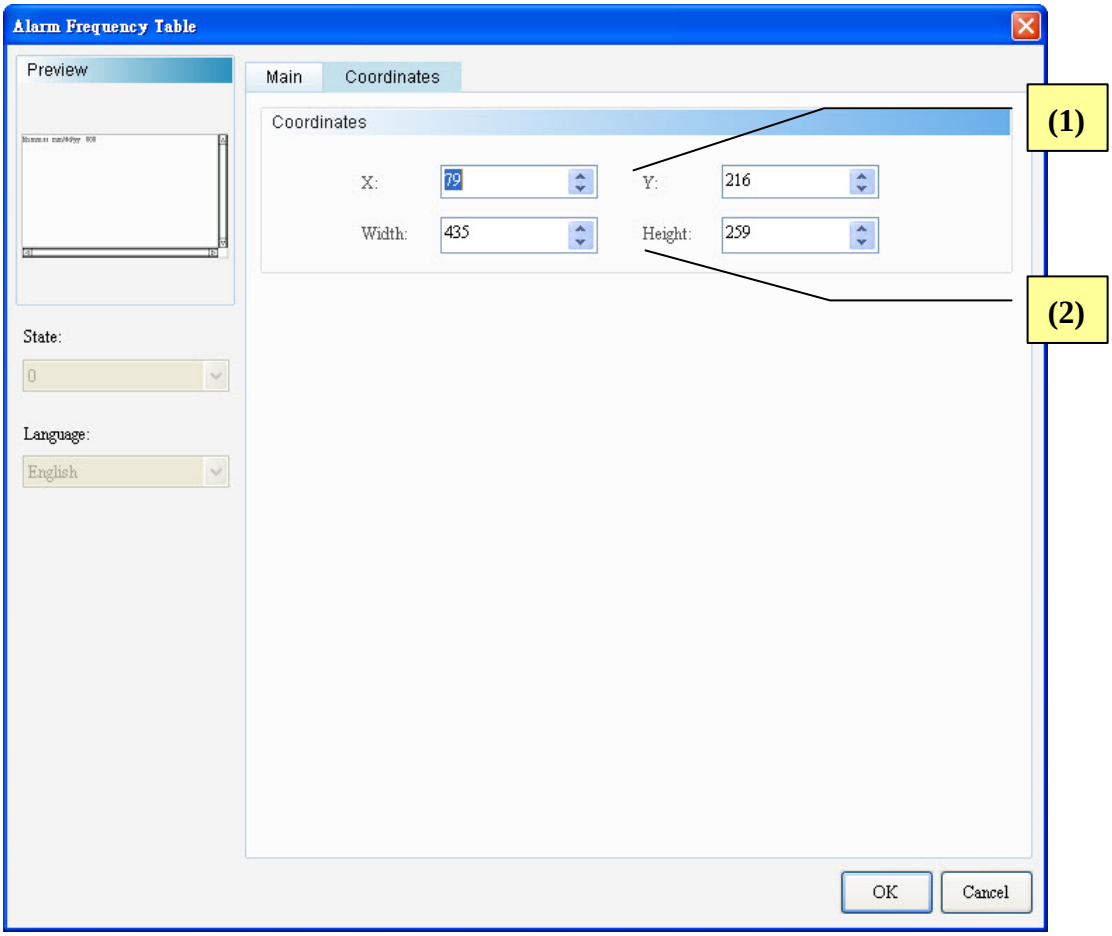


Fig. 16-4-3 Alarm Frequency Table Position property page

No.	Item	Function
(1)	X value, Y value	➢ The X and Y coordinate at the upper left corner of the element.
(2)	Width, Height	➢ The width and height of the element.

16-5 Alarm Moving Sign

	Alarm Moving Sign

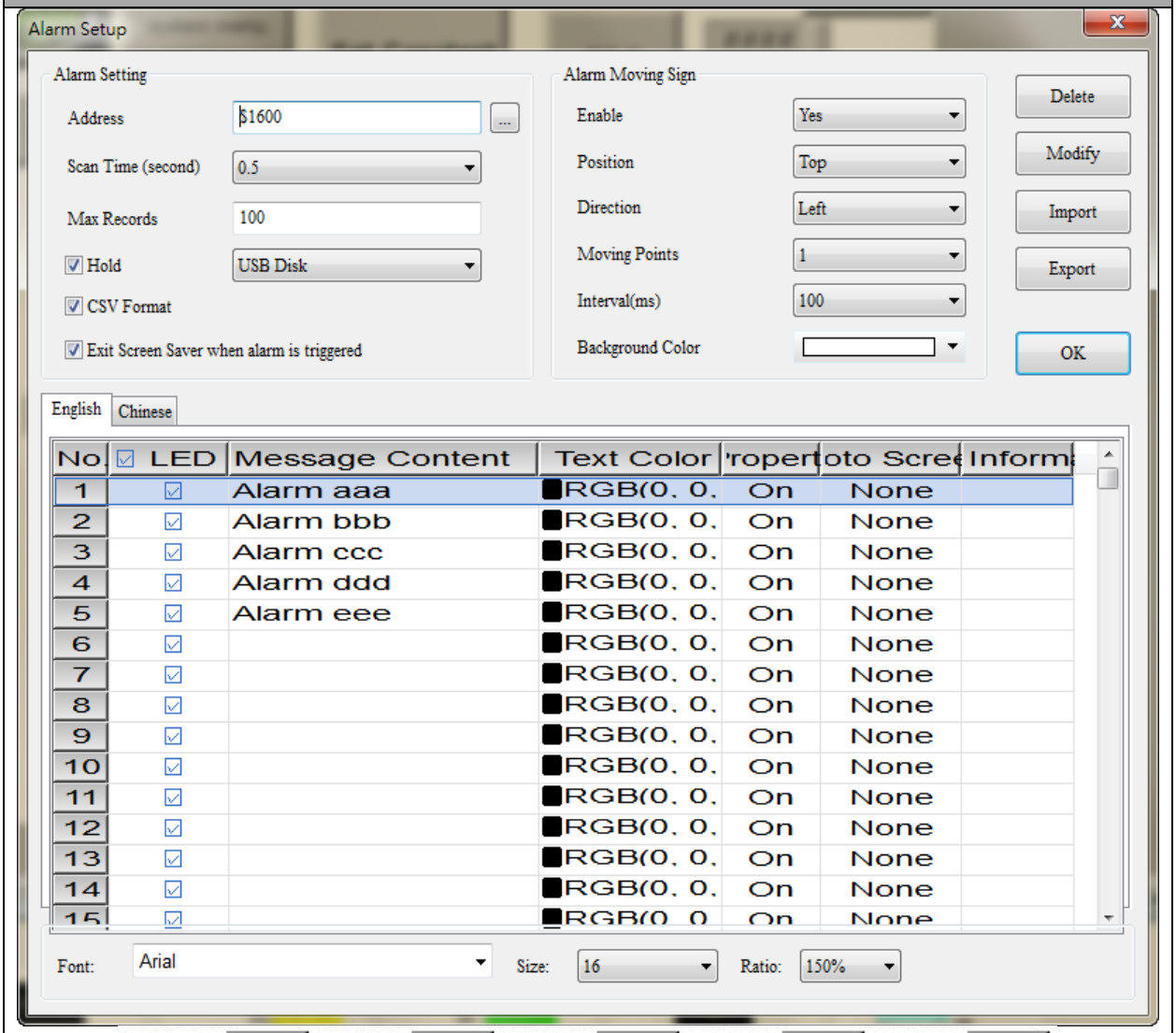
The Alarm Moving Sign element is used to record and display the numbering, time and date of the alarm. The user can define the preferred interval and moving points for the display. The parameter settings of this element are same as the [Options] → [Alarm Setup] Alarm Moving Sign. The user can use this element and the Alarm Moving Sign in the Alarm Setup simultaneously, but the Alarm Moving Sign element will generate a message in the form of a moving sign on the HMI screen regardless of the page it is used for. The settings of both elements are independent and no cross-reference exists in between.

Refer to the Alarm Moving Sign example in Table 16-5-1.

Alarm Moving Sign Example Table 16-5-1 Alarm Moving Sign Example
This example is described with reference to the alarm parameters in Table 16-1-3 Alarm Setup Example.

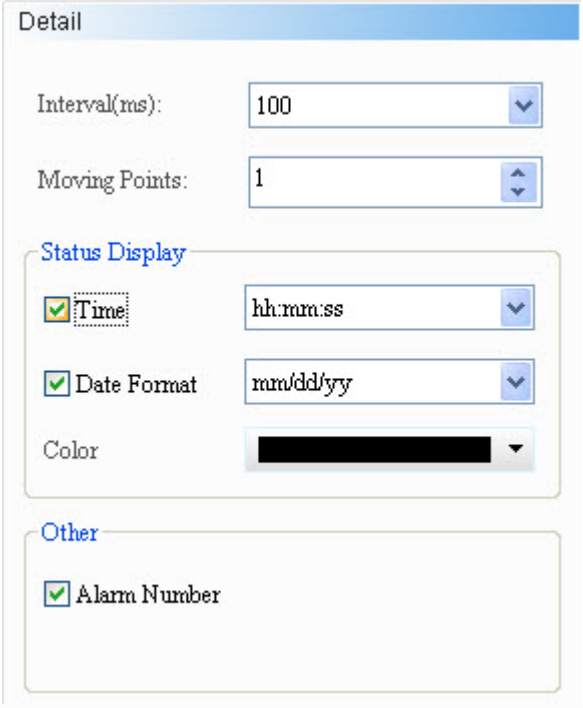
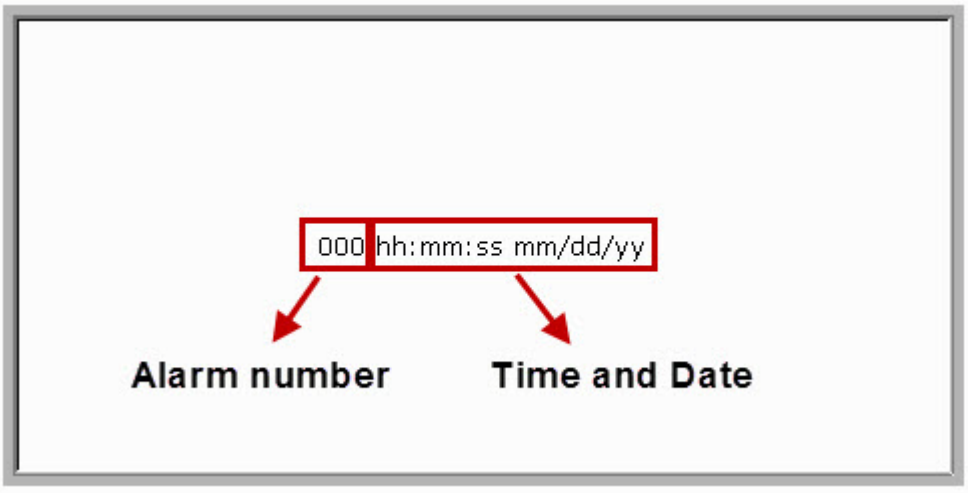
Alarm Moving Sign Example

Table 16-5-1 Alarm Moving Sign Example





Add Alarm Moving Sign Element	➢ Step 1: Create the Alarm Moving Sign element.  ➢ Step 2: Check [Time Format] , [Date Format] and [Alarm number] , and set [Time Interval] and [Moving Points] . This element is used to display the numbering, time and date of the alarm. The user can

Alarm Moving Sign Example Table 16-5-1 Alarm Moving Sign Example	
	define the preferred interval and moving points for the display.  

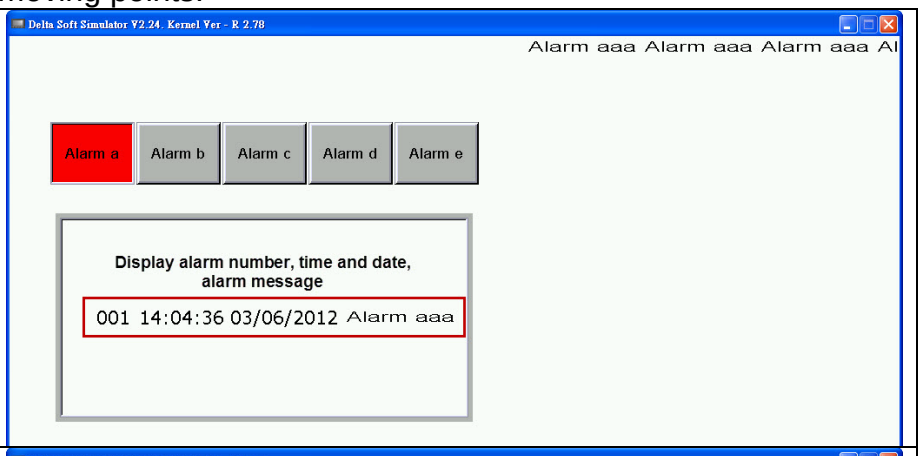
Alarm Moving Sign Example

Table 16-5-1 Alarm Moving Sign Example

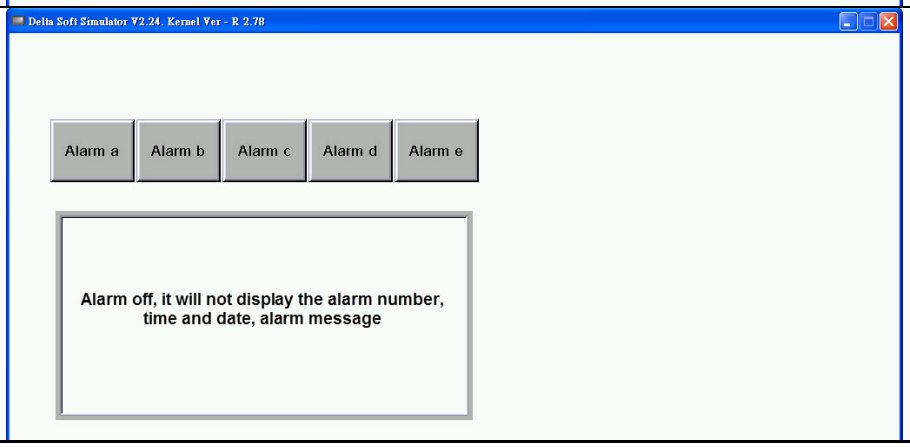
Execution results

➢ After creation of the Alarm Moving Sign element, perform the compilation and download the element to HMI. When Alarm 1 is triggered, the Alarm Moving Sign element will display the time, date and number of the alarm triggered according to the preset interval and moving points.

Alarm ON



Alarm OFF



Double click the Alarm Moving Sign icon and the following property setting screen appears.

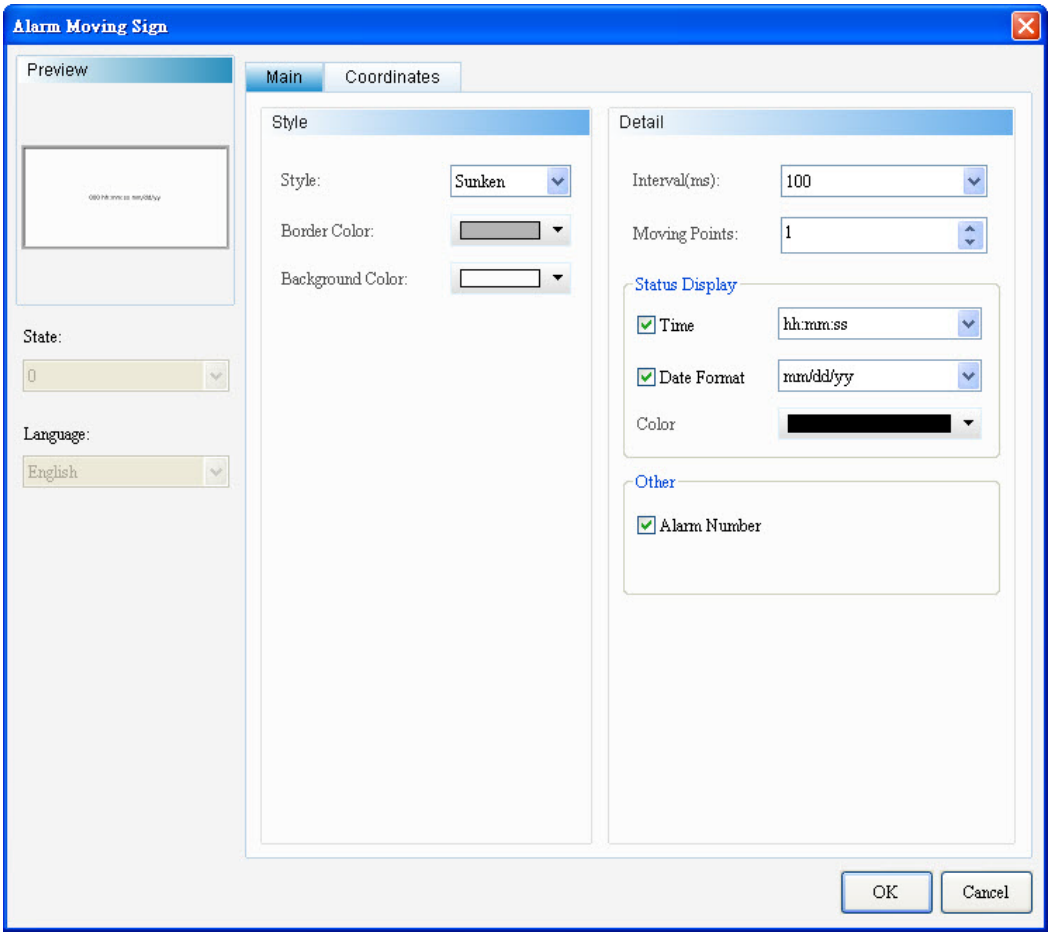


Fig. 16-5-1 Alarm Moving Sign property setting screen

Alarm Moving Sign	
Function Page	**Content Description**
Preview	The State and Language are not available to the Alarm Moving Sign.
General	Sets the style, border color, Background Color, interval time (ms), moving points, time format, date format, display color, alarm number.
Position	Sets the X-Y coordinates, width and height of the element

Table 16-5-2 Alarm Moving Sign function page

◆ General

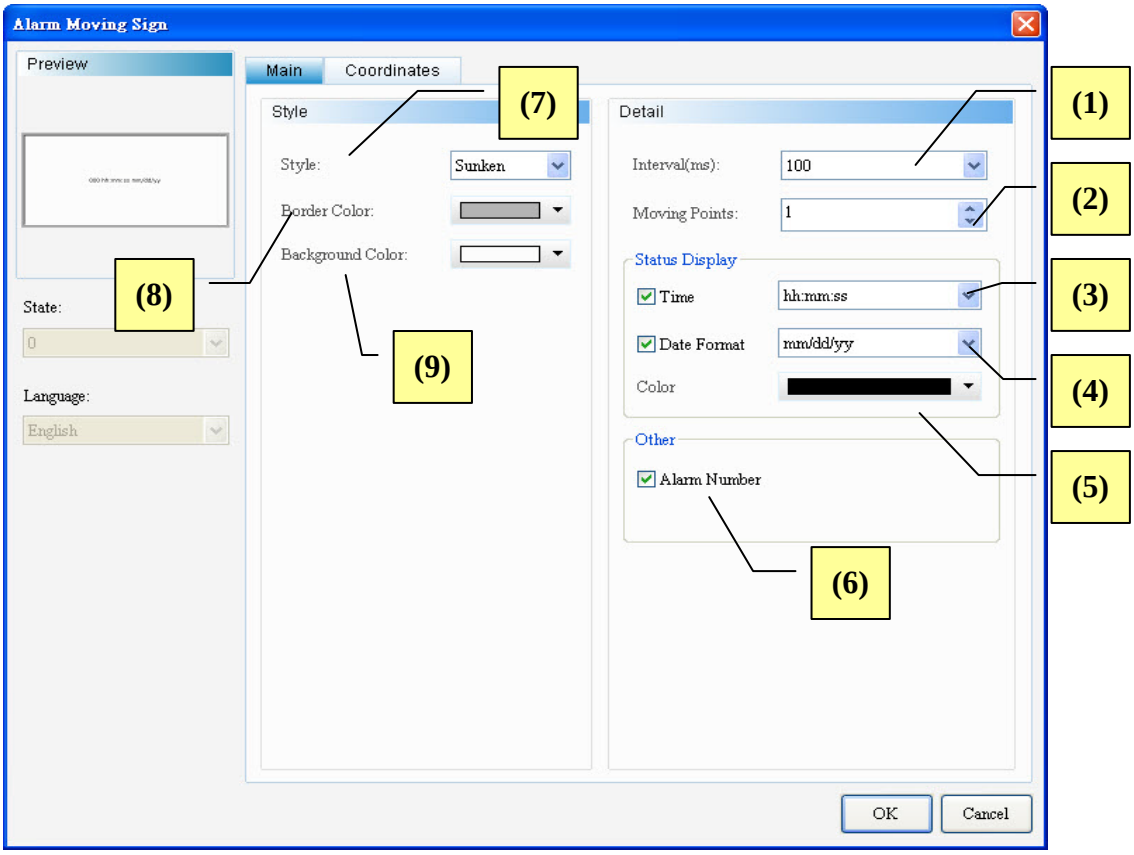
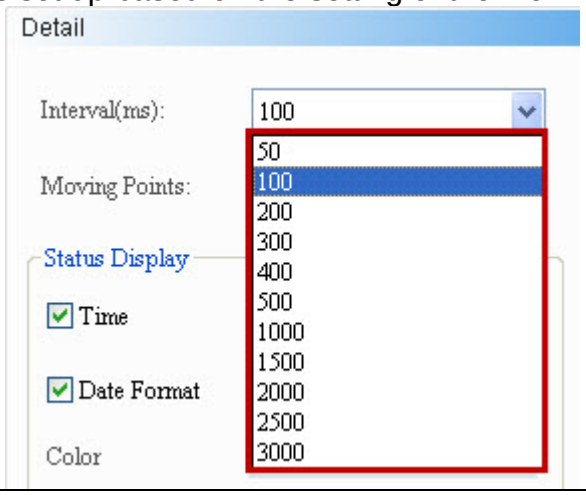
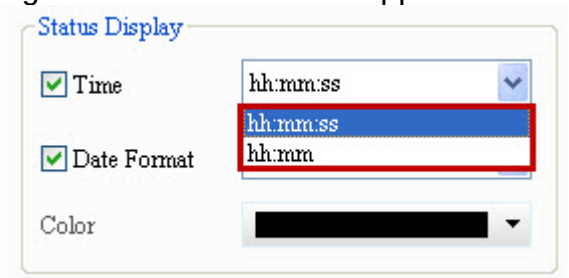
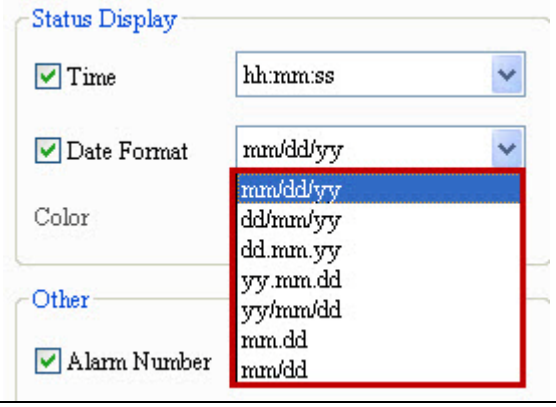
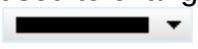
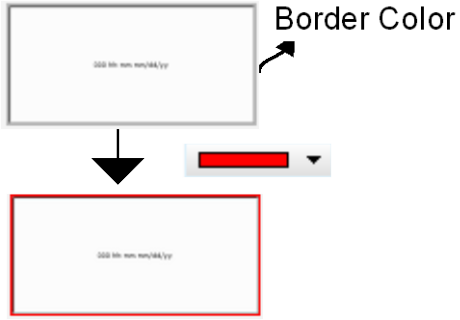
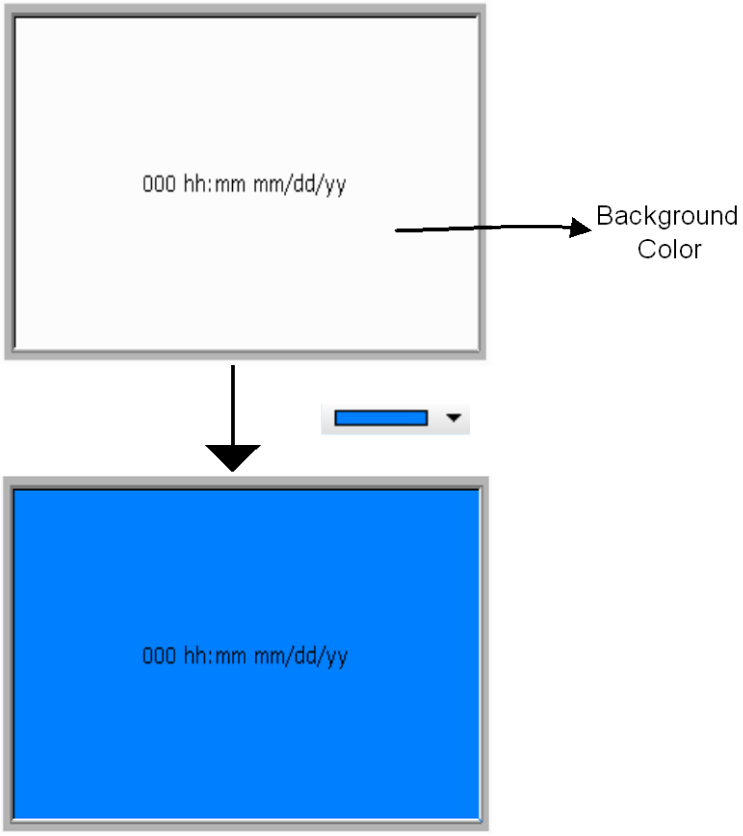


Fig. 16-5-2 Alarm Moving Sign General property page

No.	Item	Function
(1)	Interval Time (ms)	➢ The Interval defines the time (ms) between two message movements of the Alarm Moving Sign. The moving distance is set up based on the setting of the Moving Points. The moving distance is set up based on the setting of the Moving Points. 
(2)	Moving Points	➢ The higher the moving points, the more the distance to which the text moves. The setting range is 1~50 with Pixel as the unit.

No.	Item	Function
(3)	Time Format	➢ The following two time formats are supported: 
(4)	Date Format	➢ The following seven date formats are supported: 
(5)	Display Color	➢ The Display Color option is used to change the display color of the time and date. The color is  by default. 
(6)	Alarm Number	➢ When the Alarm Number is check, the corresponding number will be display when an alarm is triggered.

<table>
<tr><th>No.</th><th>Item</th><th>Function</th></tr>
<tr><td></td><td></td><td> 
</td></tr>
<tr><td>(7)</td><td>Style</td><td>➢ The style is Standard, Raised, Sunken or Transparent. This setting allows the user to change the appearance of the element.
<table>
<tr><th>Standard</th><th>Raised</th><th>Sunken</th><th>Transparent</th></tr>
<tr><td>  </td><td>  </td><td>  </td><td>  </td></tr>
</table></td></tr>
<tr><td>(8)</td><td>Border Color</td><td>➢ The user can set the border color for the element.
➢ When Transparent is selected as the style, the setting of the border color is disabled.
 
</td></tr>
<tr><td>(9)</td><td>Background Color</td><td>➢ The user can set the Background Color for the element.</td></tr>
</table>

No.	Item	Function
		

◆ Location

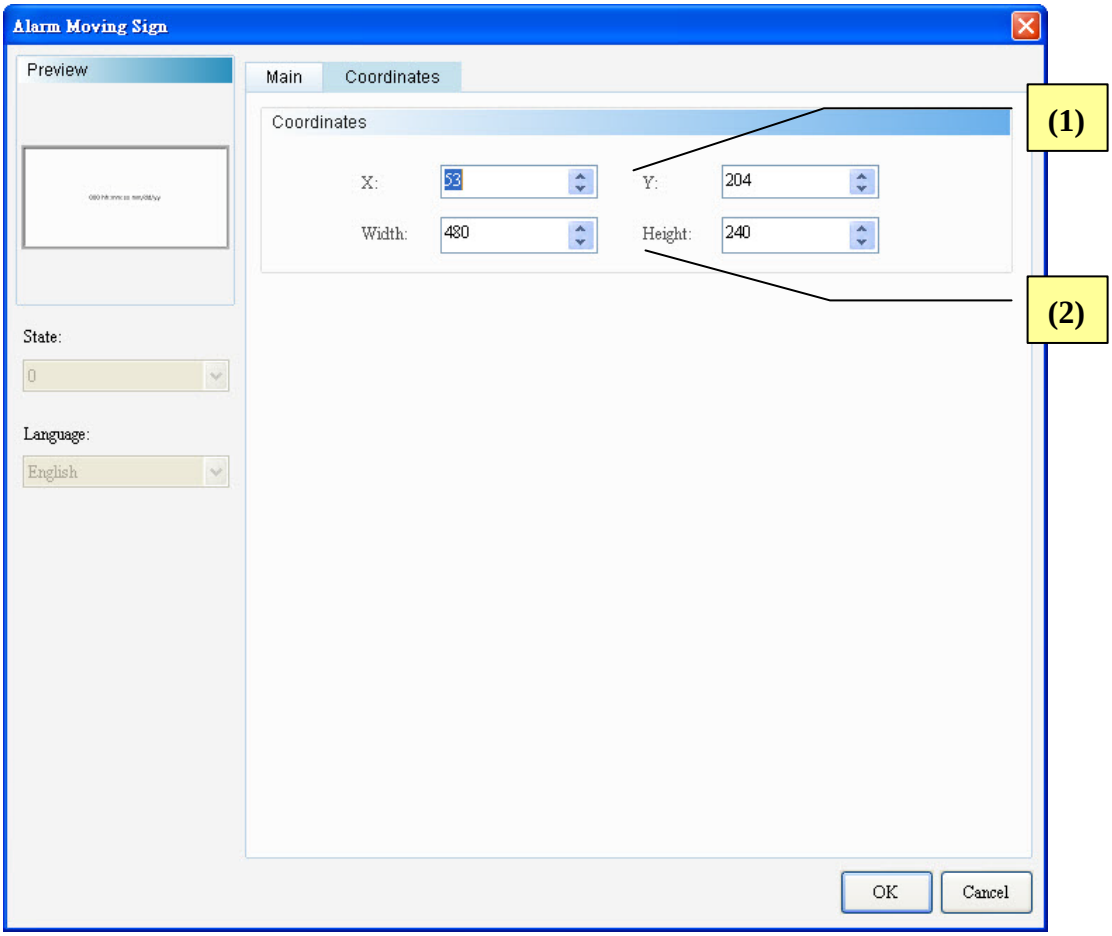


Fig. 16-5-3 Alarm Moving Sign Position property page

No.	Item	Function
(1)	X Value, Y Value	➢ The X and Y coordinate at the left corner of the element.
(2)	Width, Height	➢ The width and height of the element.

Chapter 17 Keypad

This chapter describes the setting of the keypad elements that the DOPSoft software provides. These three keypad elements are used in conjunction with the numerical element, alphanumeric element and barcode element. For the numeric and alphanumeric entries, the property of Active Non-Bounce or Touch Non-Bounce must be selected for Start Input, while the property for Active Non-Bounce must be selected for Start Input in case of the barcode entry. The interlock addresses of these three elements must be set up simultaneously, and no interlock address is needed when Touch Non-Bounce is selected for the Start Input. Refer to CH13 Input for more information.

◆ Classification of keypad elements:

Keypad 		Keypad (1)
		Keypad (2)
		Keypad (3)

Table 17-1-1 Classification of keypad elements

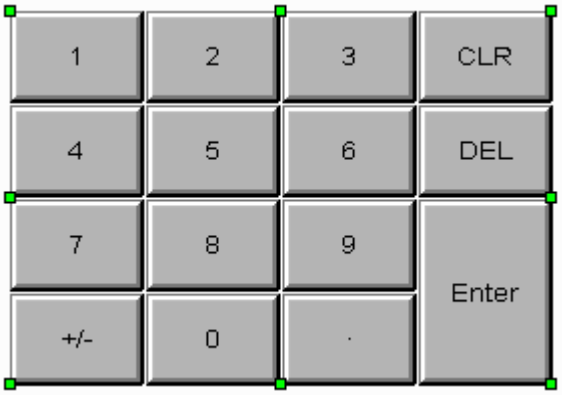
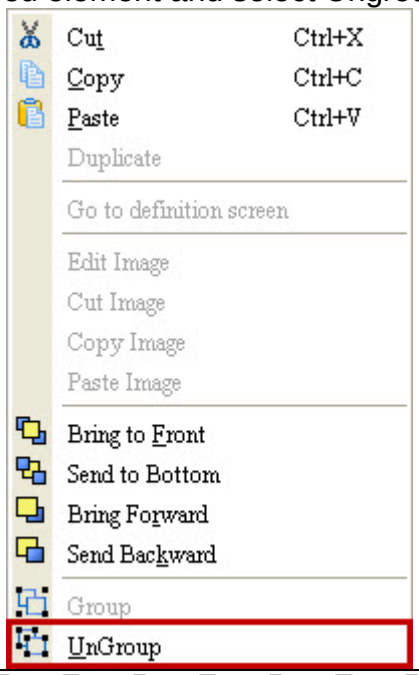
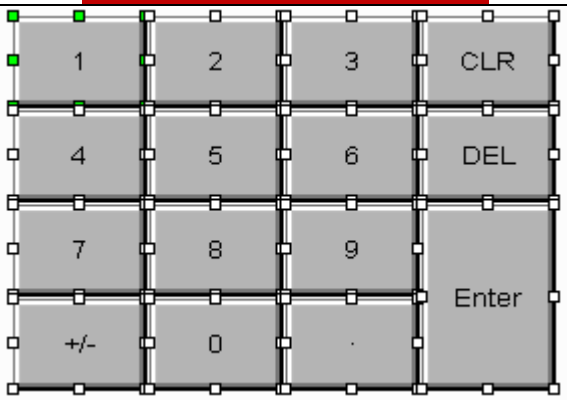
◆ Common properties of keypad element

Keypad	Style (Foreground Color/ Style)	Display	Mode (ESC/ ENT/ CLR/ DEL/ ASCII/ CHARACTER)
Keypad (1)	◎	◎	◎
Keypad (2)	◎	◎	◎
Keypad (3)	◎	◎	◎

Table 17-1-2 Common properties of keypad elements

17-1 Keypad (1)

Keypad (1) is decimal in format. The user can customize the font, size, color and align type of the text to be displayed. It provides a variety of modes for the user to select, such as ESC, ENT, CLR, DEL and ASCII. The Keypad (1) element is grouped. The user can right click the element and select Ungroup to separate the blocks on the keypad individually. The user can also double click the block to be changed and edit it as desired.

<table>
<tr><td rowspan="2">Grouped</td><td> 
</td></tr>
<tr><td>➢ Right click the grouped element and select Ungroup.
 
</td></tr>
<tr><td>Not Grouped</td><td> 
</td></tr>
</table>

Double click the Keypad (1) icon and the following property setting screen appears.

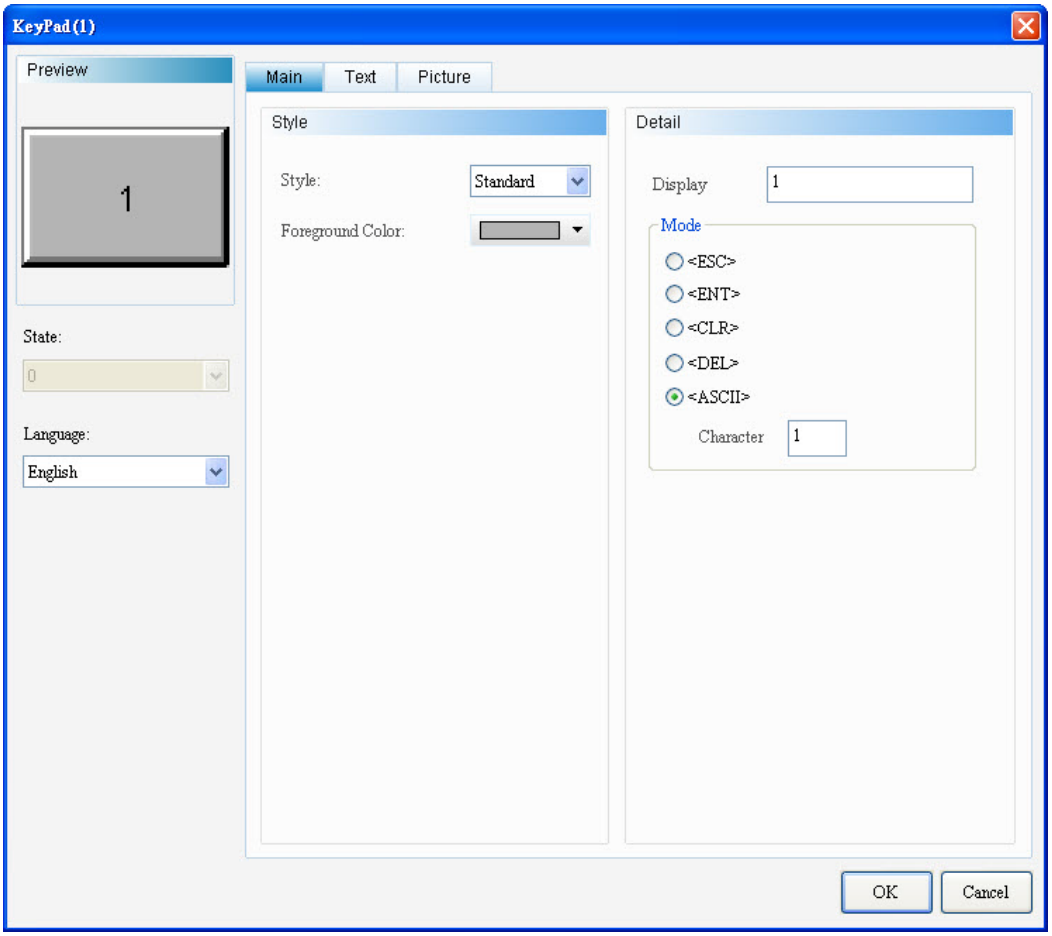


Figure 17-1-1 Keypad (1) property setting screen

Keypad (1)	
Function Page	**Content Description**
Preview	The State is not available to Keypad (1), but the user can edit multi-language data.
General	Sets the style. Foreground color, display, mode.
Text	Sets the content, font, font size, font color, font effects, scaling, and alignment of the text to be displayed.
Picture	Sets Picture Bank Name, Alignment, Picture Stretch Mode, and Transparent Color.

Table 17-1-3 Keypad (1) function page

◆ General

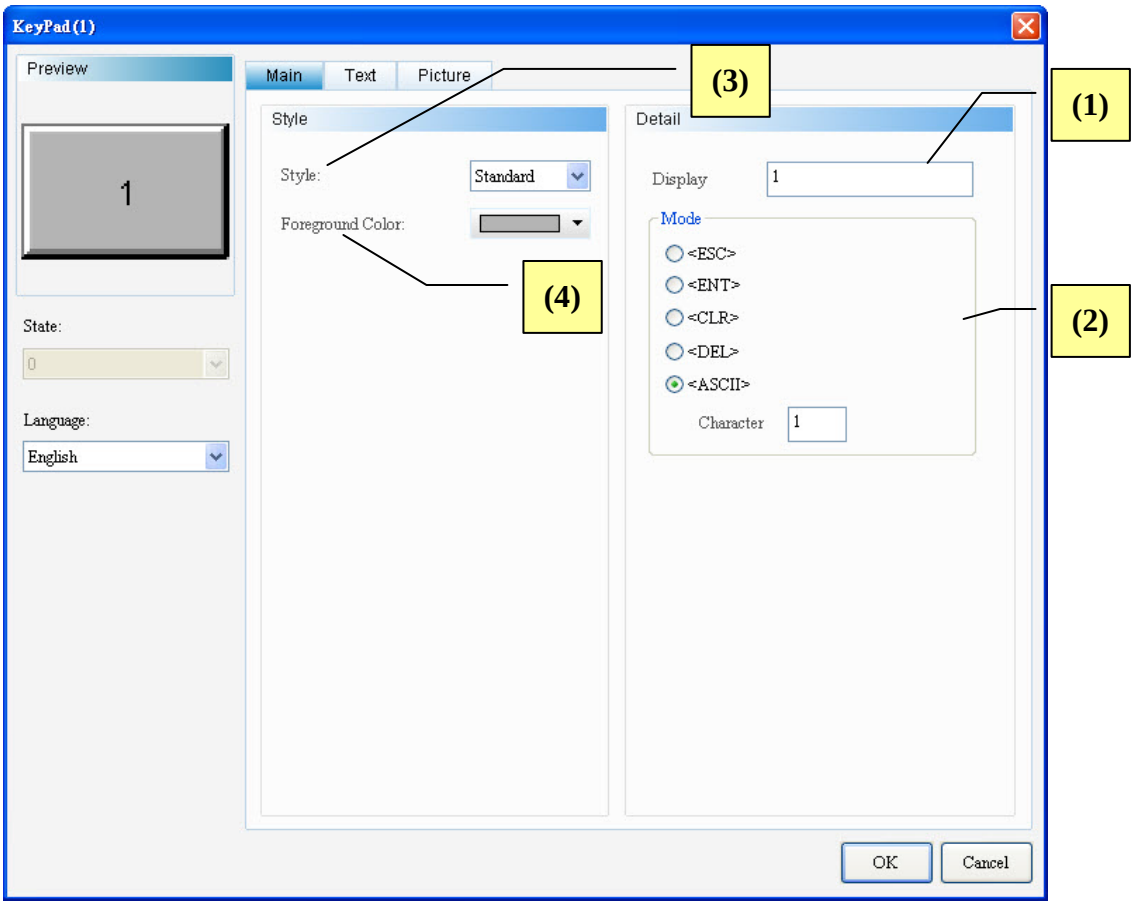
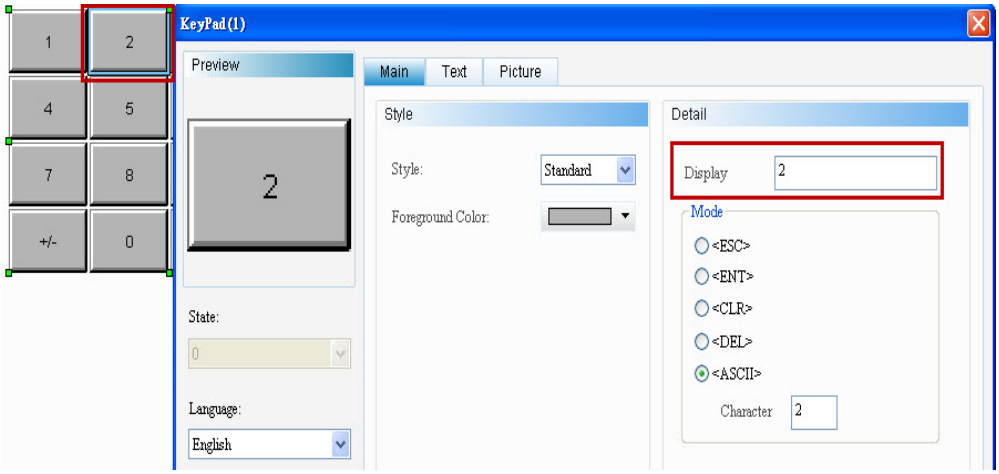
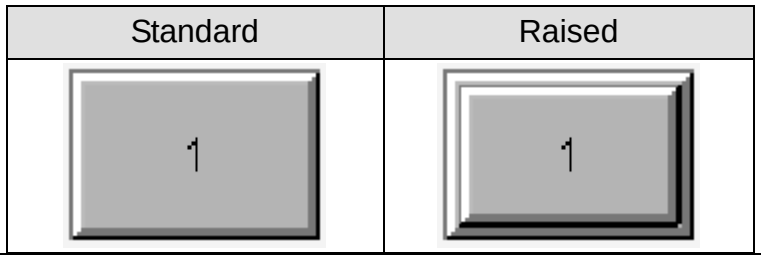
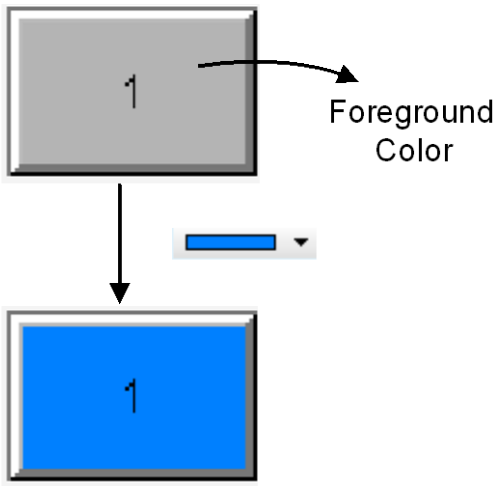


Figure 17-1-2 Keypad (1) General property page

No.	Item	Function
(1)	Display	➢ When the user click a block on Keypad (1), the value of that block will be displayed. 

<table>
<tr><th>No.</th><th>Item</th><th>Function</th></tr>
<tr><td>(2)</td><td>Mode</td><td>➢ The Mode option provides [ESC] , [ENT] , [CLR] , [DEL] and [ASCII] for the user to define the action for each block.
◆ [ESC] : Cancel the entry. If the keypad element is on a sub-screen, executing ESC will close the sub-screen, too.
◆ [ENT] : Determine the entry.
◆ [CLR] : Clear a string of characters.
◆ [DEL] : Delete a single character.
◆ [ASCII] : Specify the code to be input.</td></tr>
<tr><td>(3)</td><td>Style</td><td>➢ The Style option provides Standard and Raised for selection. This setting allows the user to change the appearance of the element.
 
</td></tr>
<tr><td>(4)</td><td>Foreground Color</td><td>➢ Sets foreground color of elements.
 
</td></tr>
</table>

◆ Text

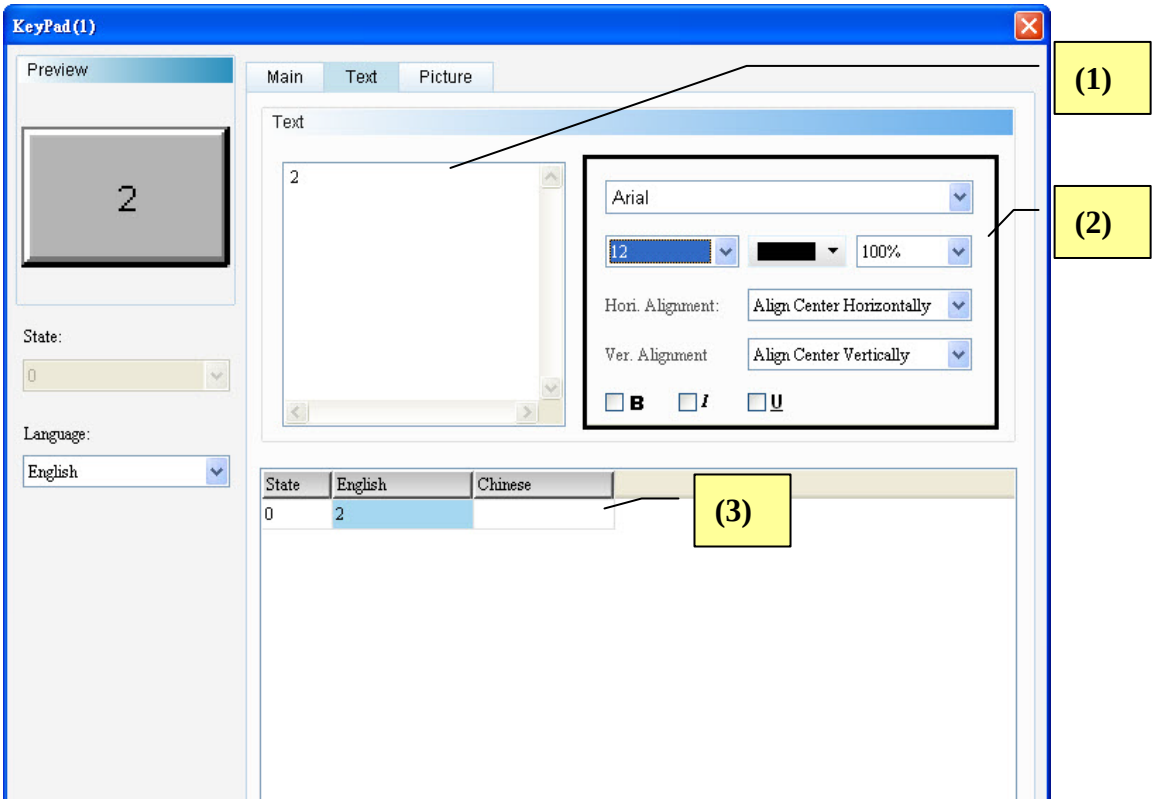
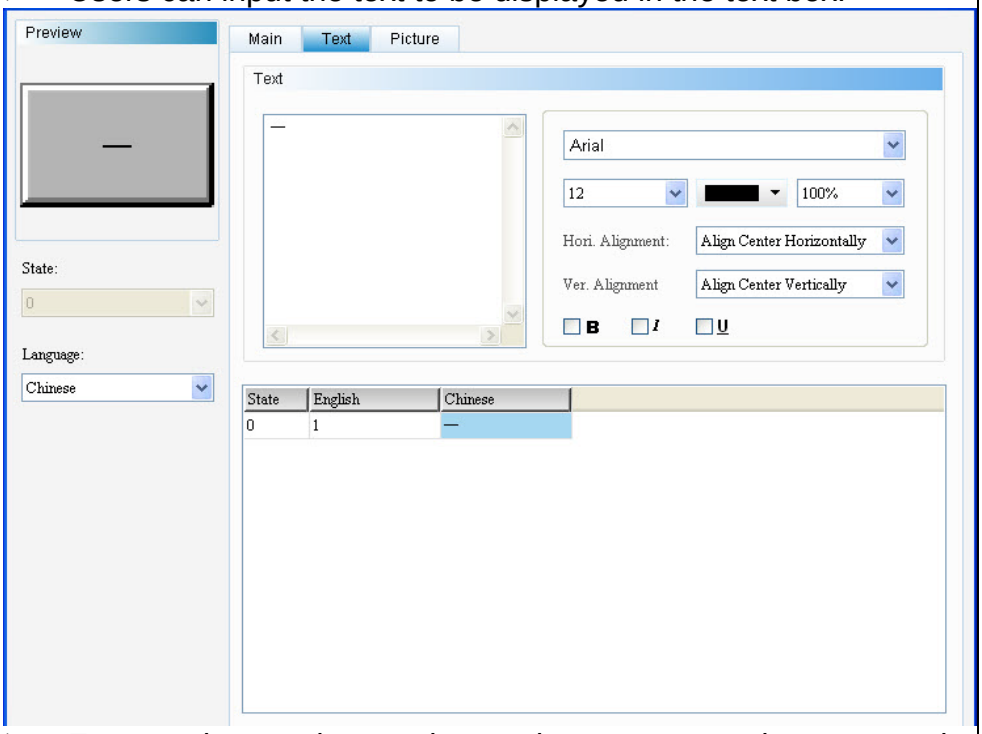


Figure 17-1-3 Keypad (1) Text property page

No.	Item	Function
(1)	Text	➢ Users can input the text to be displayed in the text box.  ➢ For any element that can be used to enter texts, the user needs only to click the element on the screen and press the spacebar

No.	Item	Function
		on the keypad to edit the text. This is very convenient for the user to enter texts.
(2)	Text Properties	➢ Sets text properties, including font type, font size, font color, scaling, text alignment, and bold/italic/underline of font. Please refer to the above figure for details about the results of text properties.
(3)	Multi-Language Text Data	➢ Users can add Multi-Language text data from the Multi-Language Text Page. As shown in the Text Properties Figure, users can input English text in the English field.

- Picture

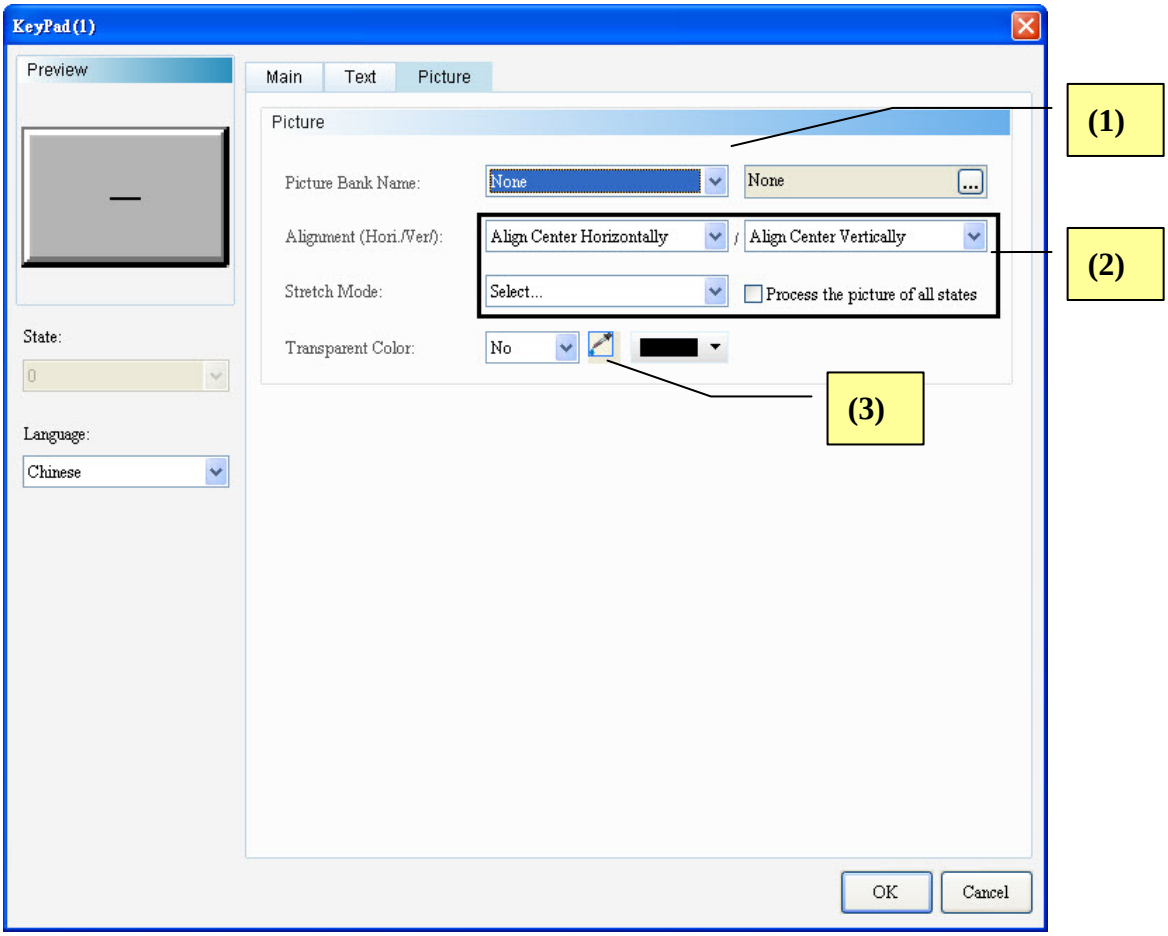
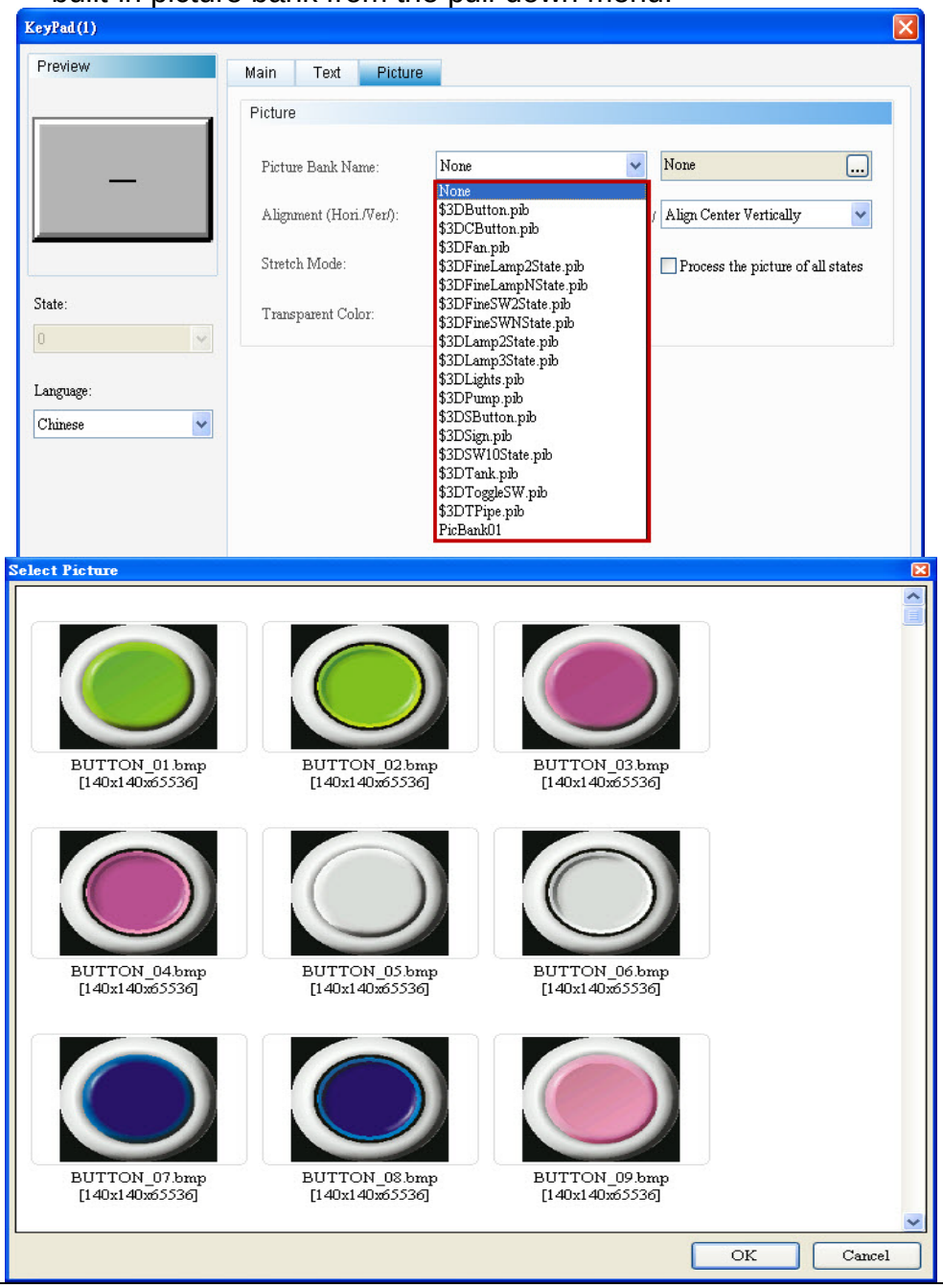
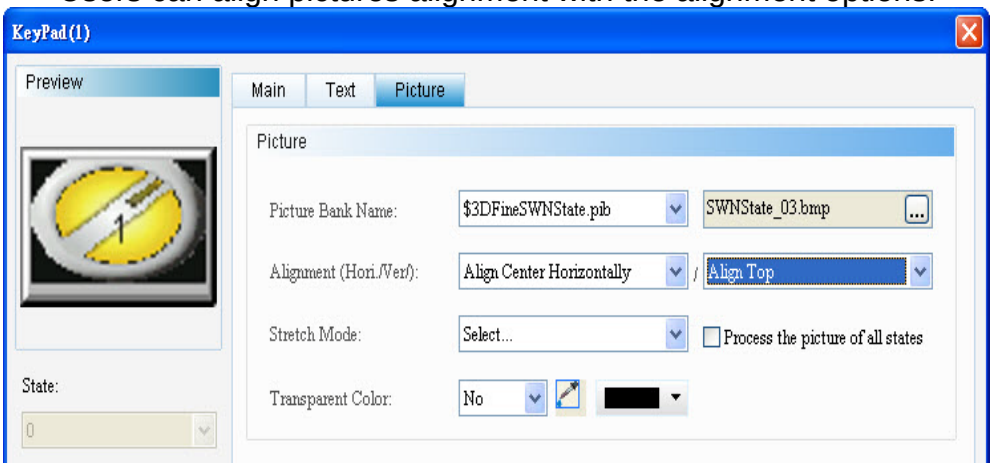
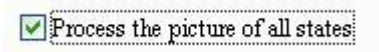
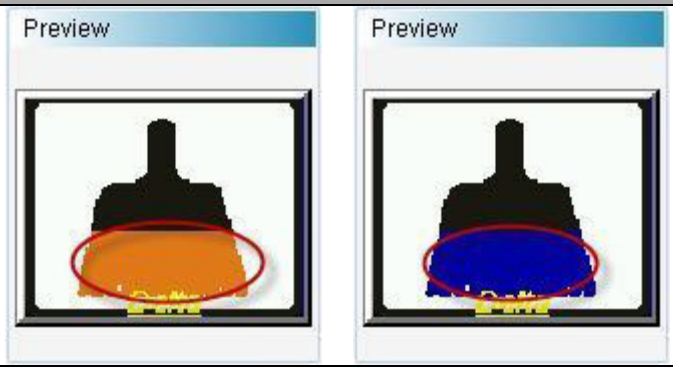


Figure 17-1-4 Keypad (1) Picture property page

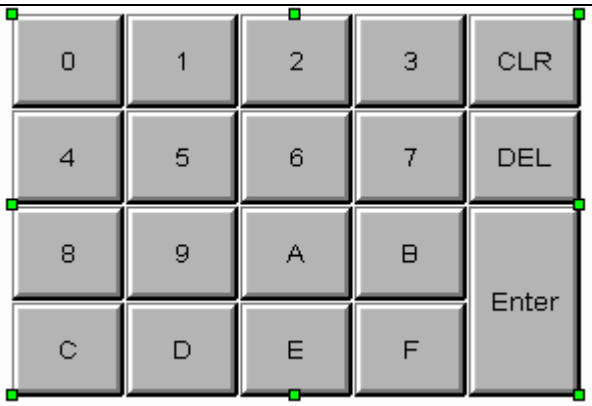
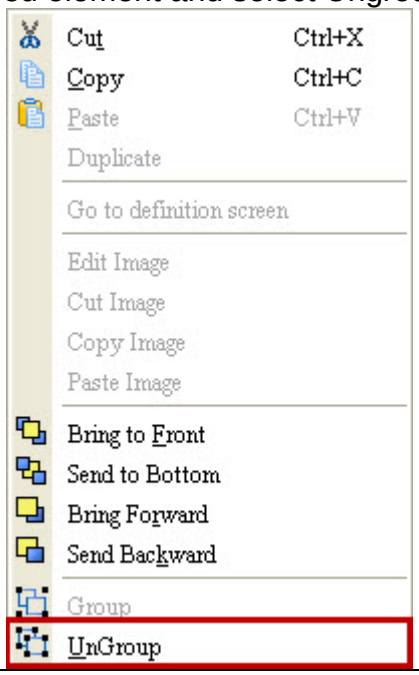
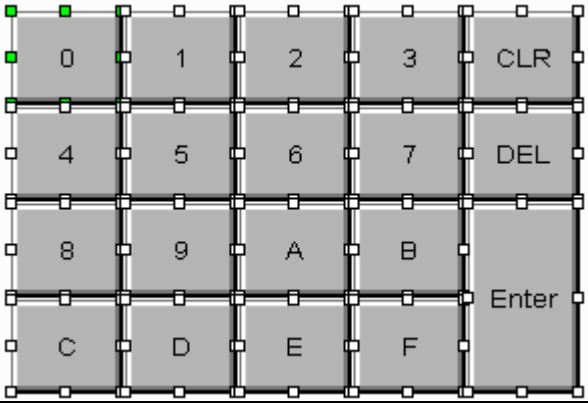
No.	Item	Function
(1)	Picture Bank Name	➢ The default value for Picture Bank Name is “None”. Users wishing to select a display picture can select the desired picture in the built-in picture bank from the pull-down menu. 

<table>
<tr><th>No.</th><th>Item</th><th>Function</th></tr>
<tr><td rowspan="2">(2)</td><td>Alignment</td><td>➢ Users can align pictures alignment with the alignment options.
 
</td></tr>
<tr><td>Stretch Mode</td><td>➢ Stretch modes include: Fill, Keep Aspect Ratio, and Actual Size
<table>
<tr><th>Fill</th><th>Keep Aspect Ratio</th><th>Actual Size</th></tr>
<tr><td>In the “Fill” mode, the selected picture will fill up the entire display area.</td><td>In the “Keep Aspect Ratio” mode, the selected picture will fit in the display area proportionally according to the picture ratio.</td><td>In the “Actual Size” mode, the picture will be displayed in its original size in the display area.</td></tr>
<tr><td>  </td><td>  </td><td>  </td></tr>
</table>
➢ If “Process all state pictures” is selected, the system assumes that each element has multiple entries of state data, and some pictures may be unable to fill the entire display area. By selecting this item, users will not need to set individual pictures to save time editing.
 
</td></tr>
<tr><td>(3)</td><td>Transparent Color</td><td>➢ Users can set a color in the picture to transparent. In this case, by clicking the Transparent Color icon  and then the orange part of the loom, the DOPSoft will omit all orange parts in the picture and turn them into transparent; thus turning the foreground color transparent.
 
</td></tr>
</table>

No.	Item	Function
		

17-2 Keypad (2)

Keypad (2) is hexadecimal in format. The user can customizes the font, size, color and align type of the text to be displayed. It provides a variety of modes for the user to select, such as ESC, ENT, CLR, DEL and ASCII. The Keypad (2) element is grouped. The user can right click the element and select Ungroup to separate the blocks on the keypad individually. The user can also double click the block to be changed and edit it as desired.

<table>
<tr><td rowspan="2">Grouped</td><td> 
</td></tr>
<tr><td>➢ Right click the grouped element and select Ungroup.
 
</td></tr>
<tr><td>Not Grouped</td><td> 
</td></tr>
</table>

Double click the Keypad (2) icon and the following property setting screen appears.

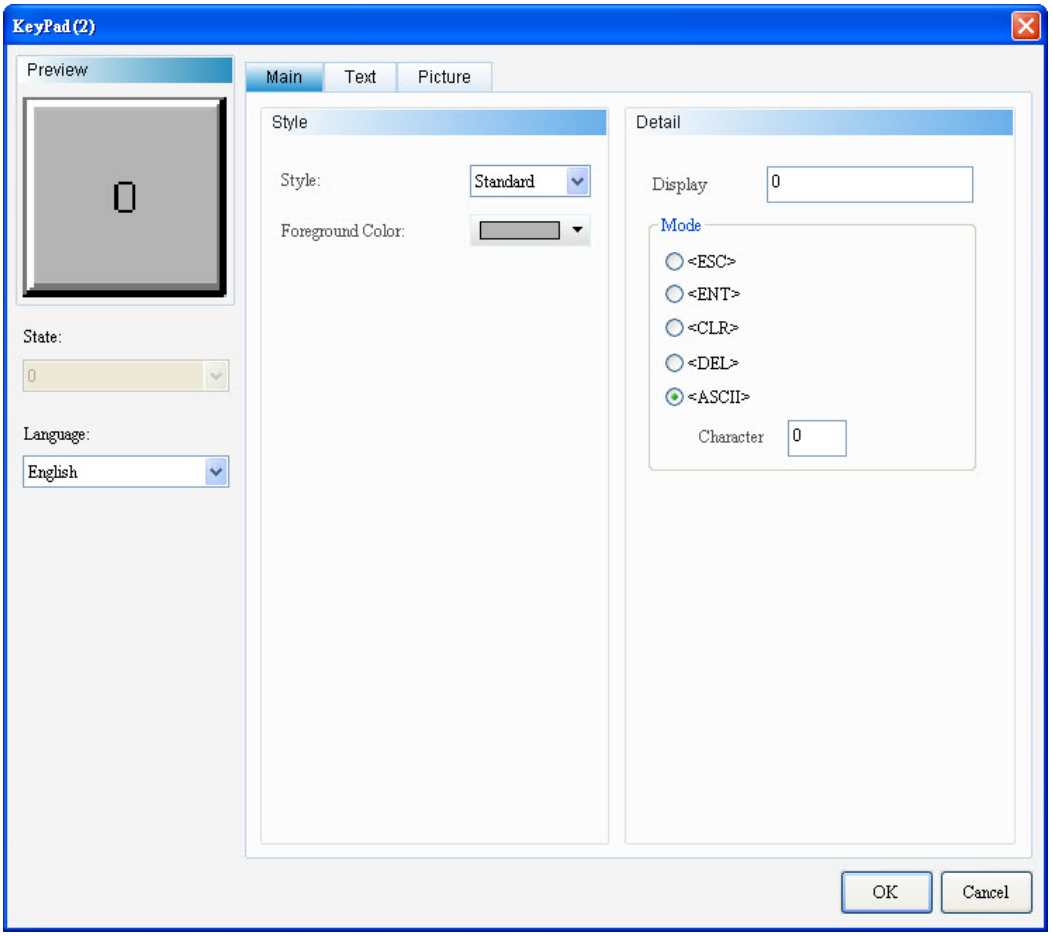


Figure 17-2-1 Keypad (2) property setting screen

Keypad (2)	
Function Page	**Content Description**
Preview	The State is not available to Keypad (2), but the user can edit multi-language data.
General	Sets the style. Foreground color, display, mode.
Text	Sets the content, font, font size, font color, font effects, scaling, and alignment of the text to be displayed.
Picture	Sets Picture Bank Name, Alignment, Picture Stretch Mode, and Transparent Color.

Table 17-2-3 Keypad (2) function page

◆ General

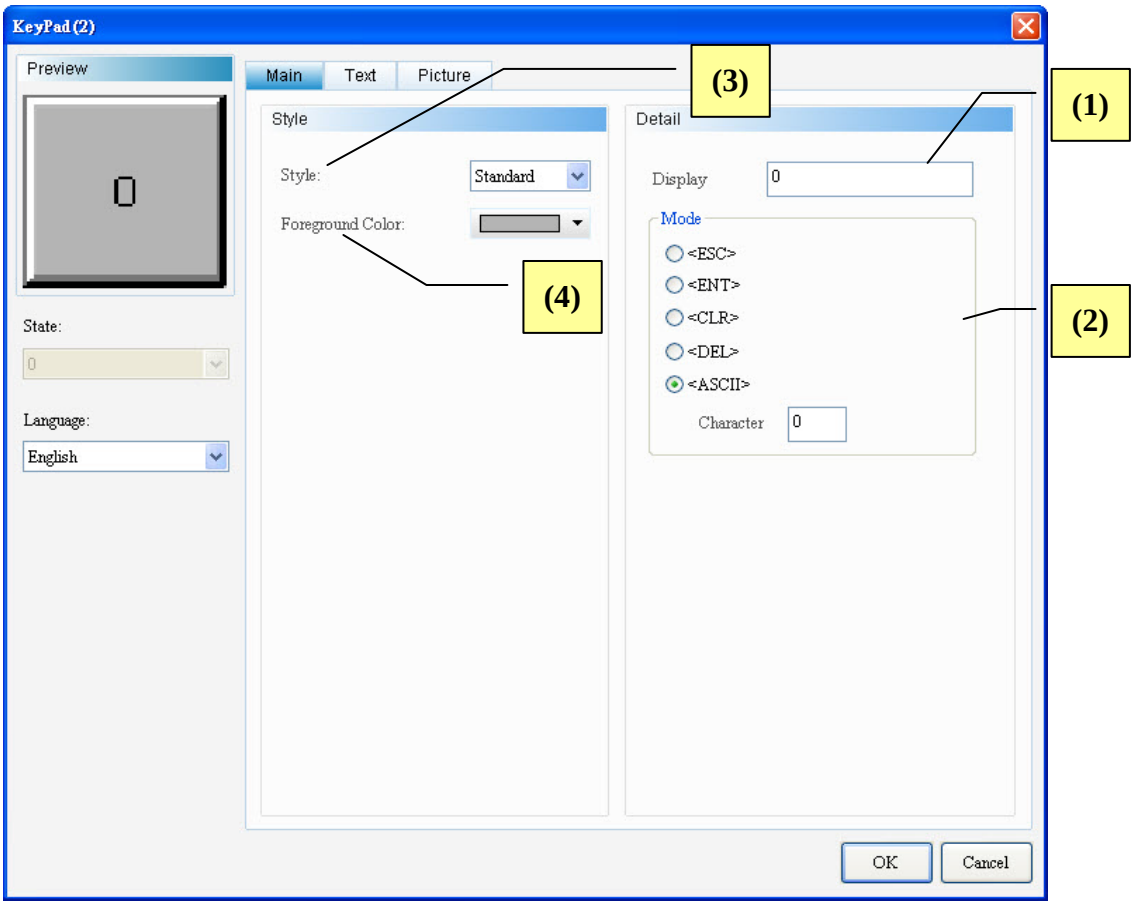
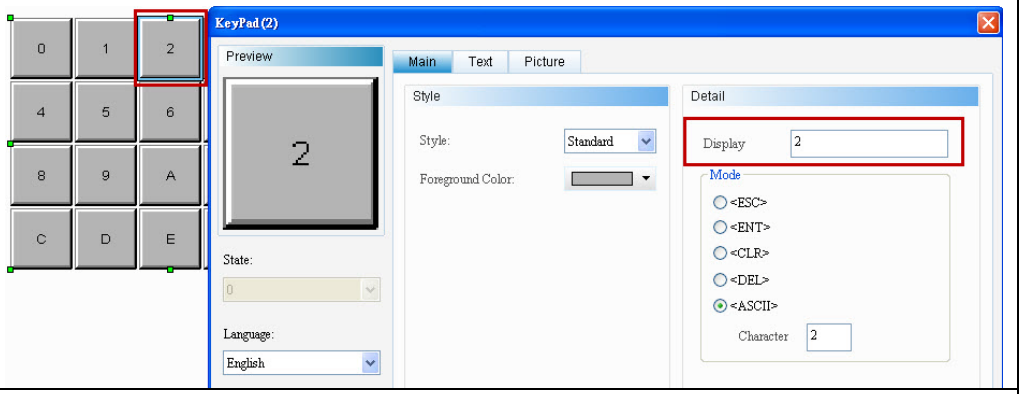
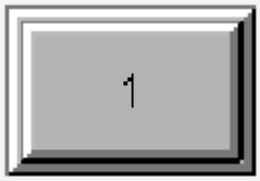
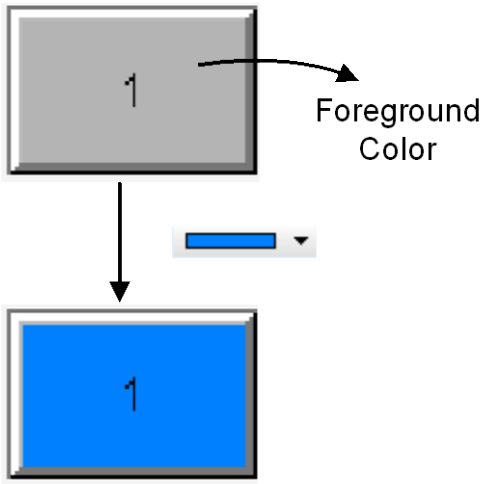


Figure 17-2-2 Keypad (2) General property page

No.	Item	Function
(1)	Display	➢ When the user click a block on Keypad (2), the value of that block will be displayed. 
(2)	Mode	➢ The Mode option provides [ESC], [ENT], [CLR], [DEL] and [ASCII] for the user to define the action for each block. ◆ [ESC] : Cancel the entry. If the keypad element is on a sub-screen, executing ESC will close the sub-screen, too. ◆ [ENT] : Determine the entry. ◆ [CLR] : Clear a string of characters. ◆ [DEL] : Delete a single character.

<table>
<tr><th>No.</th><th>Item</th><th>Function</th></tr>
<tr><td></td><td></td><td>◆ [ASCII] : Specify the code to be input.</td></tr>
<tr><td>(3)</td><td>Style</td><td>➢ The Style option provides Standard and Raised for selection. This setting allows the user to change the appearance of the element.
<table><tr><th>Standard</th><th>Raised</th></tr><tr><td>  </td><td>  </td></tr></table></td></tr>
<tr><td>(4)</td><td>Foreground Color</td><td>➢ Sets foreground color of elements.
  </td></tr>
</table>

◆ Text

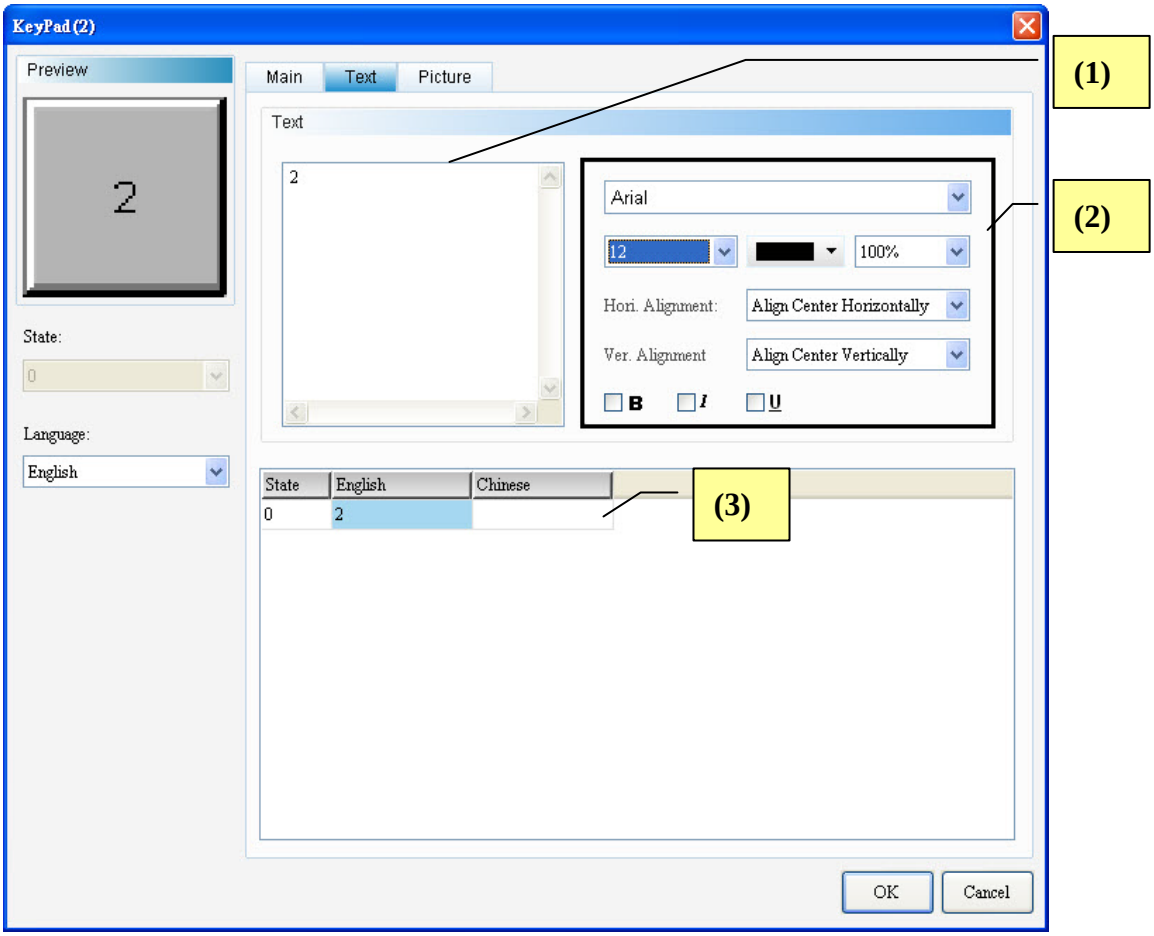
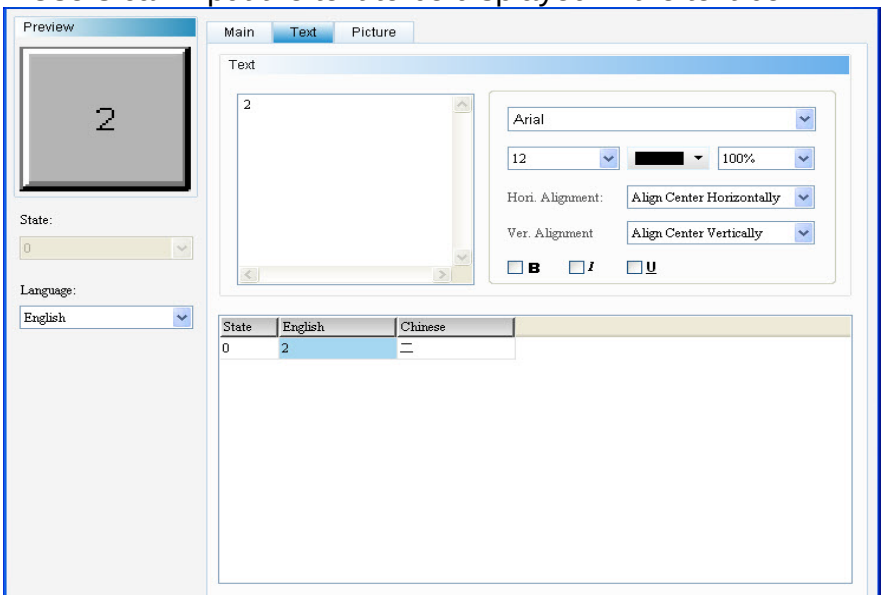


Figure 17-2-3 Keypad (2) Text property page

No.	Item	Function
(1)	Text	➢ Users can input the text to be displayed in the text box.  ➢ For any element that can be used to enter texts, the user needs only to click the element on the screen and press the spacebar

No.	Item	Function
		on the keypad to edit the text. This is very convenient for the user to enter texts.
(2)	Text Properties	➢ Sets text properties, including font type, font size, font color, scaling, text alignment, and bold/italic/underline of font. Please refer to the above figure for details about the results of text properties.
(3)	Multi-Language Text Data	➢ Users can add Multi-Language text data from the Multi-Language Text Page. As shown in the Text Properties Figure, users can input English text in the English field.

- Picture

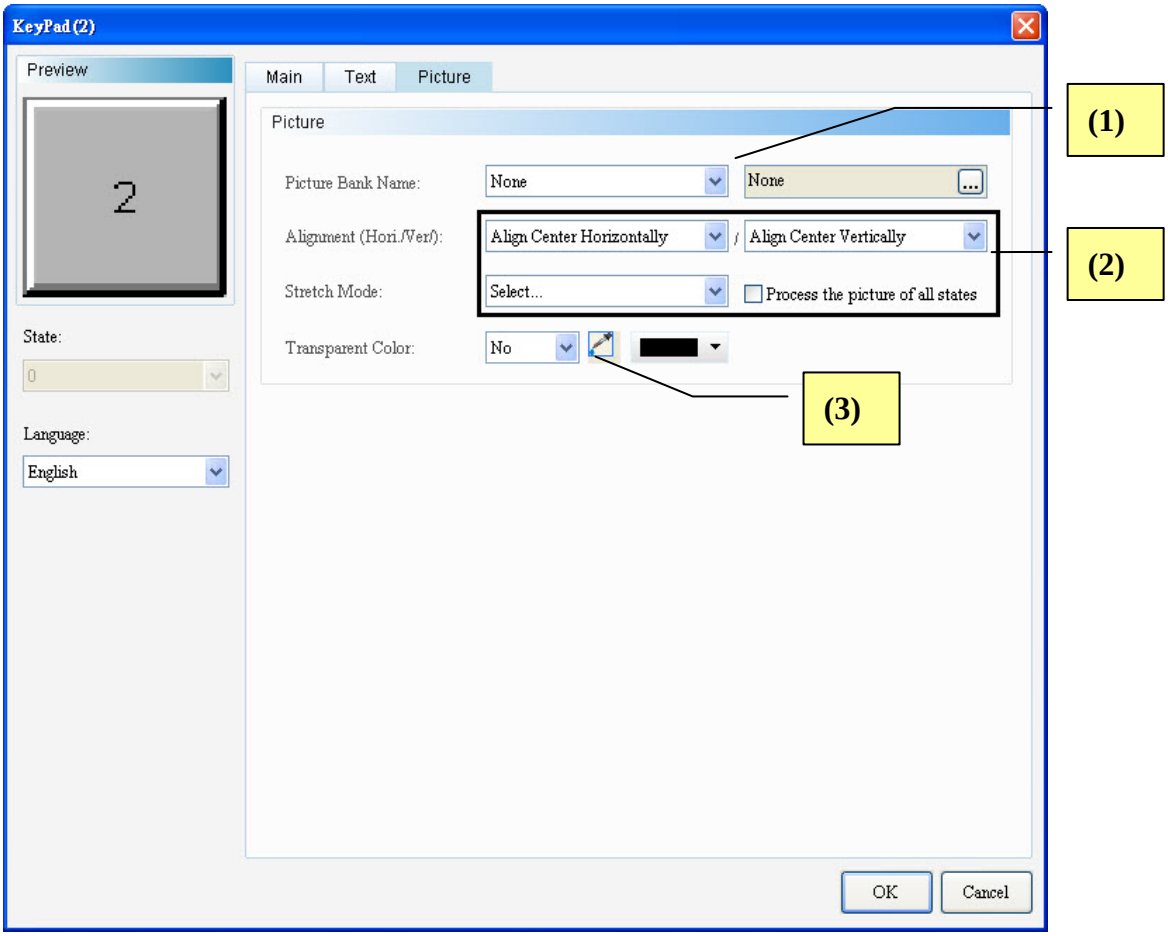
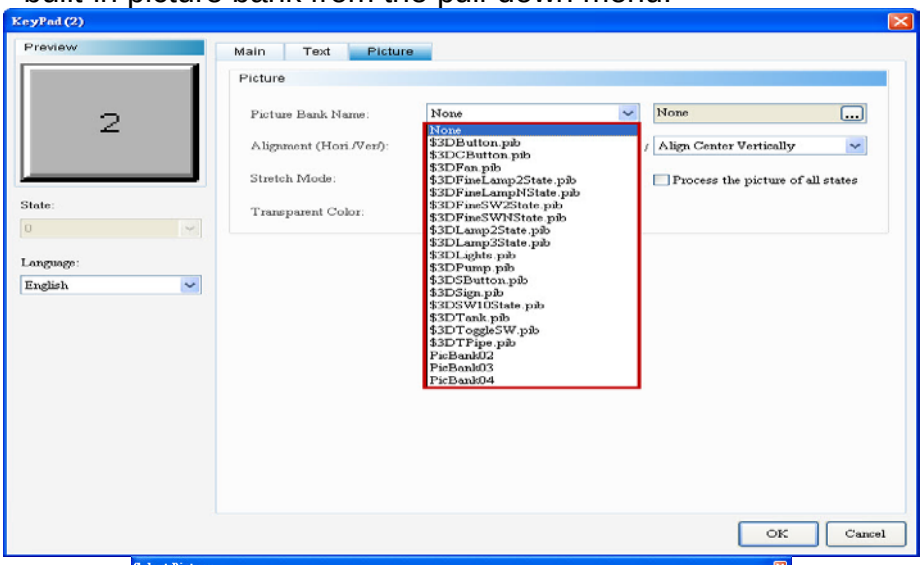
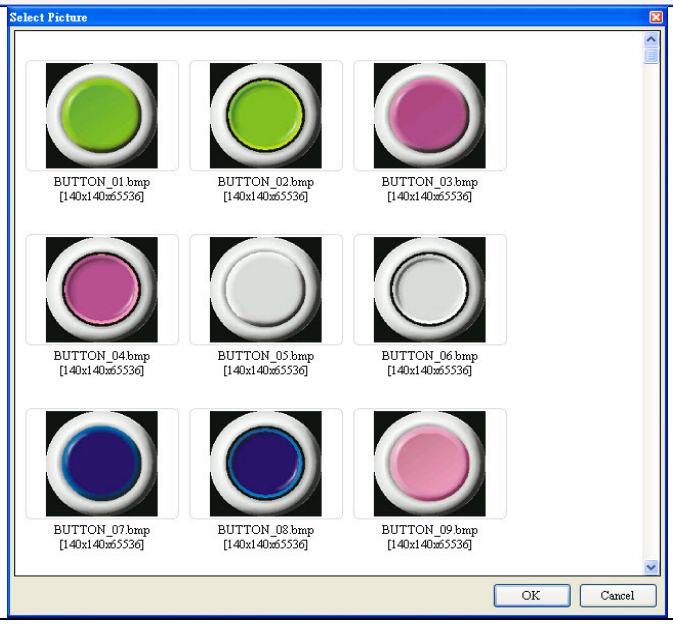
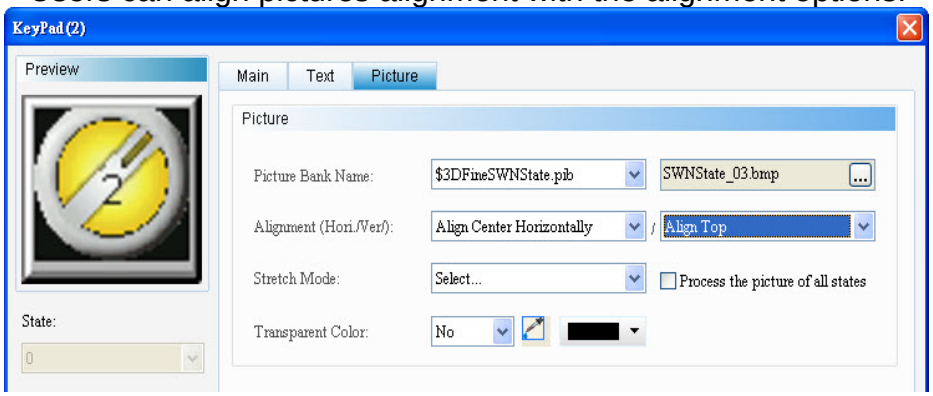


Figure 17-2-4 Keypad (2) Picture property page

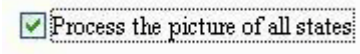
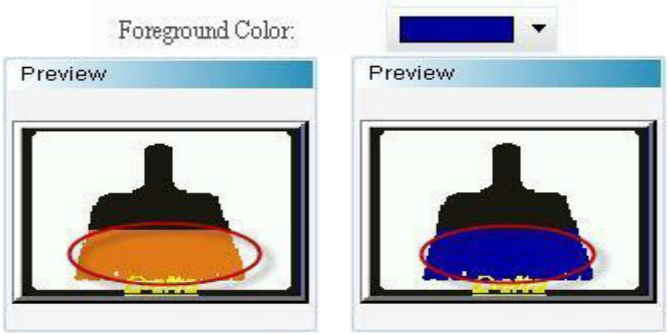
No.	Item	Function
(1)	Picture Bank Name	➢ The default value for Picture Bank Name is “None”. Users wishing to select a display picture can select the desired picture in the built-in picture bank from the pull-down menu.





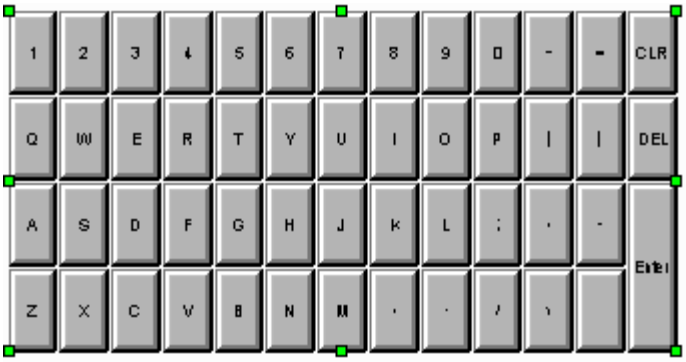
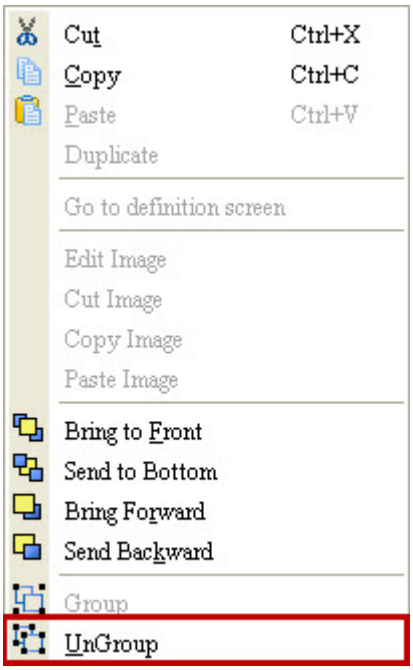
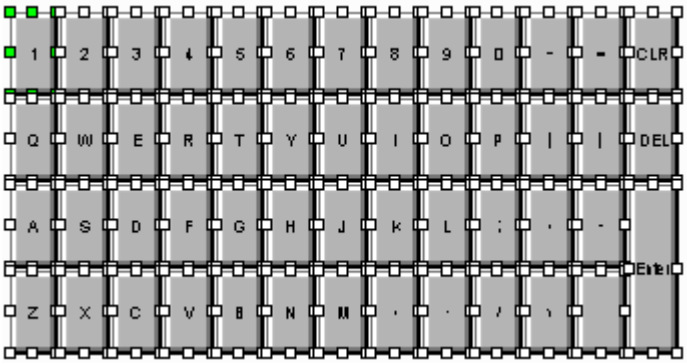
<table>
<tr><th>No.</th><th>Item</th><th>Function</th></tr>
<tr><td rowspan="2">(2)</td><td>Alignment</td><td>➢ Users can align pictures alignment with the alignment options.
 

➢ Stretch modes include: Fill, Keep Aspect Ratio, and Actual Size
<table>
<tr><th>Fill</th><th>Keep Aspect Ratio</th><th>Actual Size</th></tr>
<tr><td>In the “Fill” mode, the selected picture will fill up the entire display area.</td><td>In the “Keep Aspect Ratio” mode, the selected picture will fit in the display area proportionally according to the picture ratio.</td><td>In the “Actual Size” mode, the picture will be displayed in its original size in the display area.</td></tr>
<tr><td>  </td><td>  </td><td>  </td></tr>
</table>

➢ If “Process all state pictures” is selected, the system assumes that each element has multiple entries of state data, and some pictures may be unable to fill the entire display area. By selecting this item, users will not need to set individual pictures to save time editing.
 
</td></tr>
<tr><td>(3)</td><td>Transparent Color</td><td>➢ Users can set a color in the picture to transparent. In this case, by clicking the Transparent Color icon  and then the orange part of the loom, the DOPSoft will omit all orange parts in the picture and turn them into transparent; thus turning the foreground color transparent.
 
</td></tr>
</table>

17-3 Keypad (3)

Keypad (3) is keypad in alphanumeric entry format. The user can customizes the font, size, color and align type of the text to be displayed. It provides a variety of modes for the user to select, such as ESC, ENT, CLR, DEL and ASCII. The Keypad (3) element is grouped. The user can right click the element and select Ungroup to separate the blocks on the keypad individually. The user can also double click the block to be changed and edit it as desired

<table>
<tr><td rowspan="2">Grouped</td><td> 
</td></tr>
<tr><td>➢ Right click the grouped element and select Ungroup.
 
</td></tr>
<tr><td>Not Grouped</td><td> 
</td></tr>
</table>

Double click the Keypad (3) icon and the following property setting screen appears.

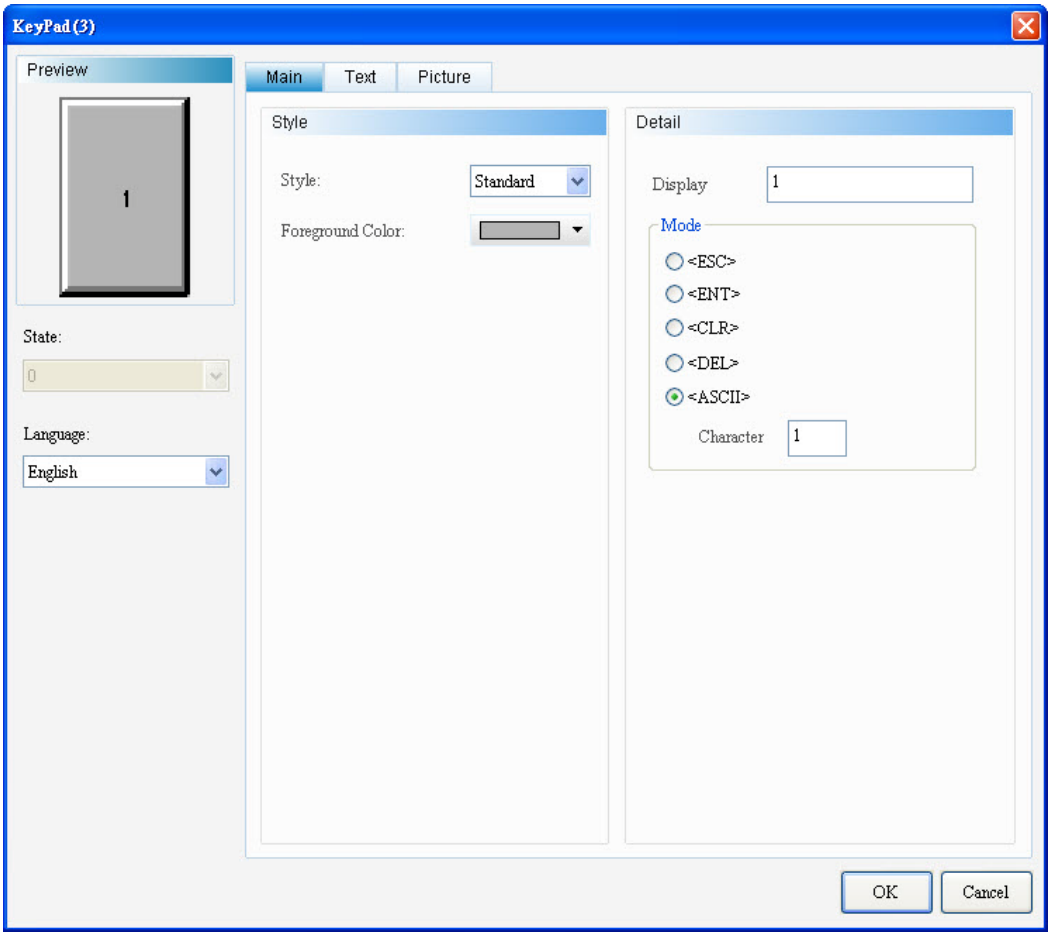


Figure 17-3-1 Keypad (3) property setting screen

Keypad (3)	
Function Page	**Content Description**
Preview	The State is not available to Keypad (1), but the user can edit multi-language data.
General	Sets the style. Foreground color, display, mode.
Text	Sets the content, font, font size, font color, font effects, scaling, and alignment of the text to be displayed.
Picture	Sets Picture Bank Name, Alignment, Picture Stretch Mode, and Transparent Color.

Table 17-3-3 Keypad (3) function page

◆ General

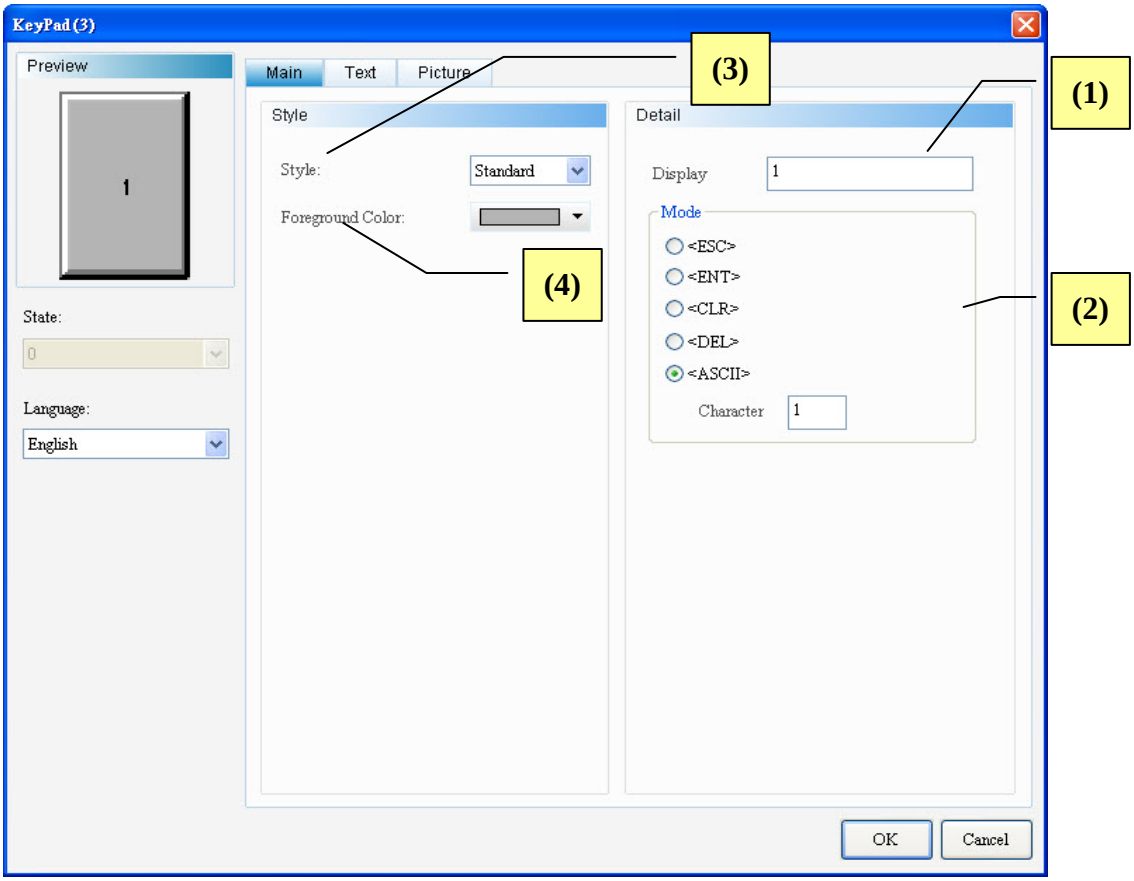
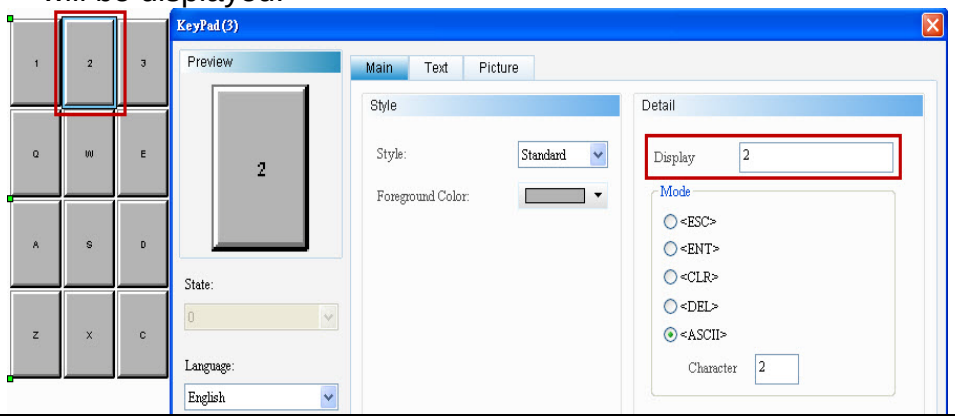
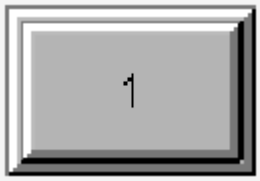
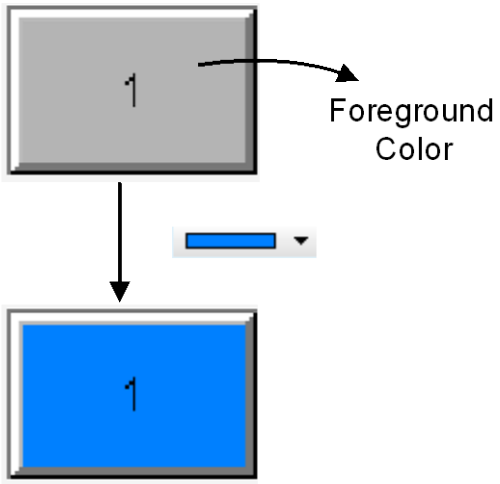


Figure 17-3-2 Keypad (3) General property screen

No.	Item	Function
(1)	Display	➢ When the user click a block on Keypad (3), the value of that block will be displayed. 
(2)	Mode	➢ The Mode option provides [ESC] , [ENT] , [CLR] , [DEL] and [ASCII] for the user to define the action for each block. ◆ [ESC] : Cancel the entry. If the keypad element is on a sub-screen, executing ESC will close the sub-screen, too. ◆ [ENT] : Determine the entry. ◆ [CLR] : Clear a string of characters. ◆ [DEL] : Delete a single character. ◆ [ASCII] : Specify the code to be input.

<table>
<tr><th>No.</th><th>Item</th><th>Function</th></tr>
<tr><td>(3)</td><td>Style</td><td>➢ The Style option provides Standard and Raised for selection. This setting allows the user to change the appearance of the element.
<table>
<tr><th>Standard</th><th>Raised</th></tr>
<tr><td>  </td><td>  </td></tr>
</table></td></tr>
<tr><td>(4)</td><td>Foreground Color</td><td>➢ Sets foreground color of elements.
 
</td></tr>
</table>

◆ Text

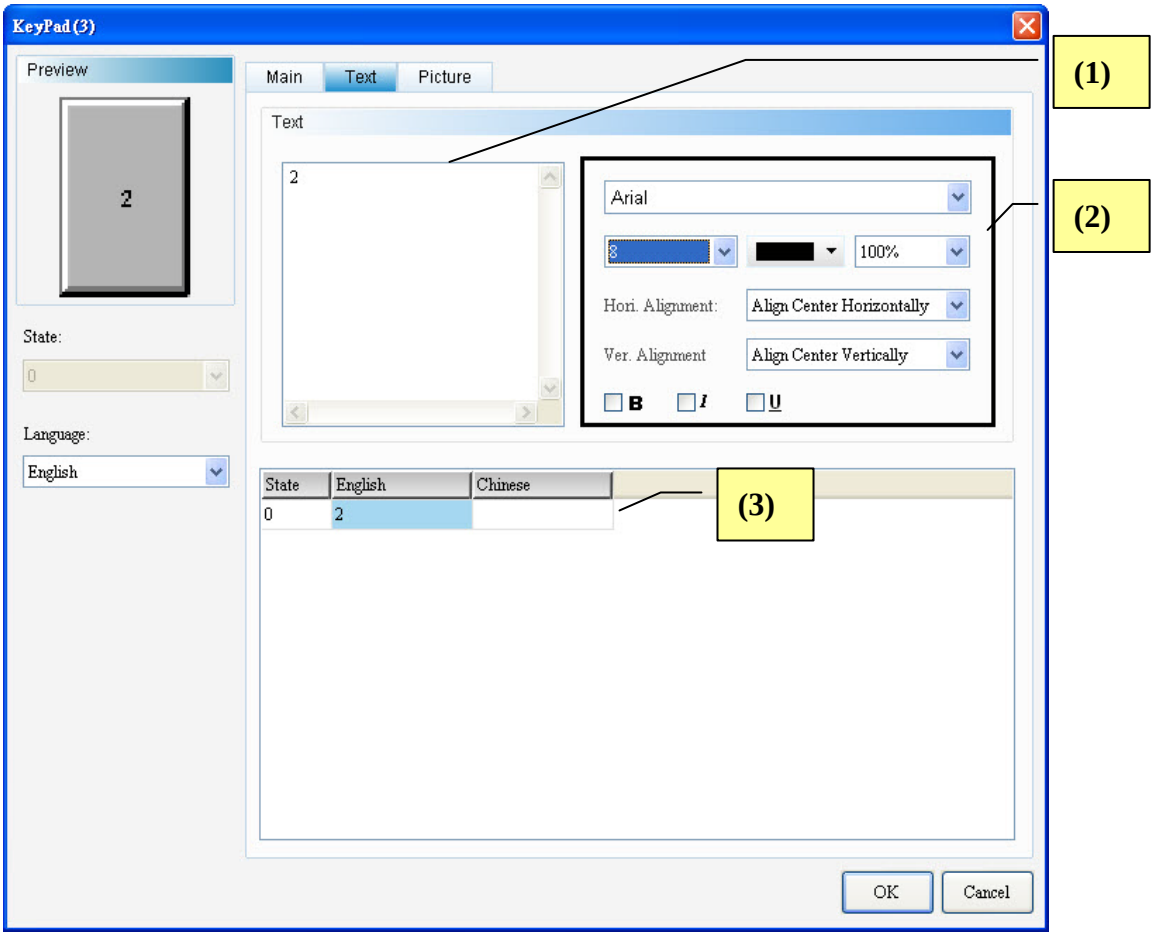
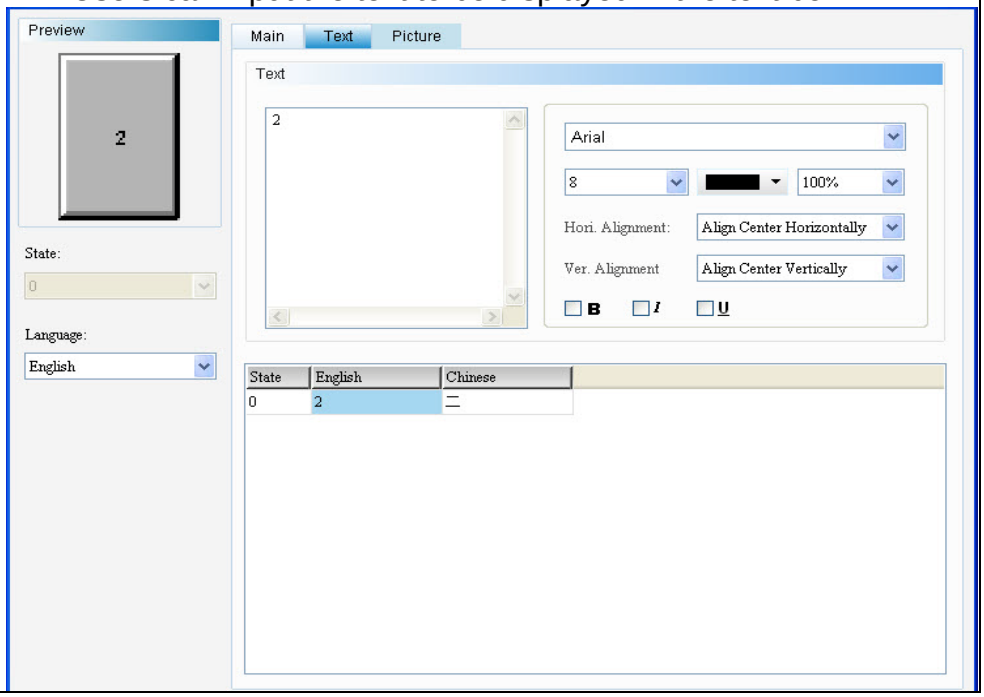


Figure 17-3-3 Keypad (3) Text property page

No.	Item	Function
(1)	Text	➢ Users can input the text to be displayed in the text box. 

No.	Item	Function
		➢ For any element that can be used to enter texts, the user needs only to click the element on the screen and press the spacebar on the keypad to edit the text. This is very convenient for the user to enter texts.
(2)	Text Properties	➢ Sets text properties, including font type, font size, font color, scaling, text alignment, and bold/italic/underline of font. Please refer to the above figure for details about the results of text properties.
(3)	Multi-Languag e Text Data	➢ Users can add Multi-Language text data from the Multi-Language Text Page. As shown in the Text Properties Figure, users can input English text in the English field.

◆ Picture

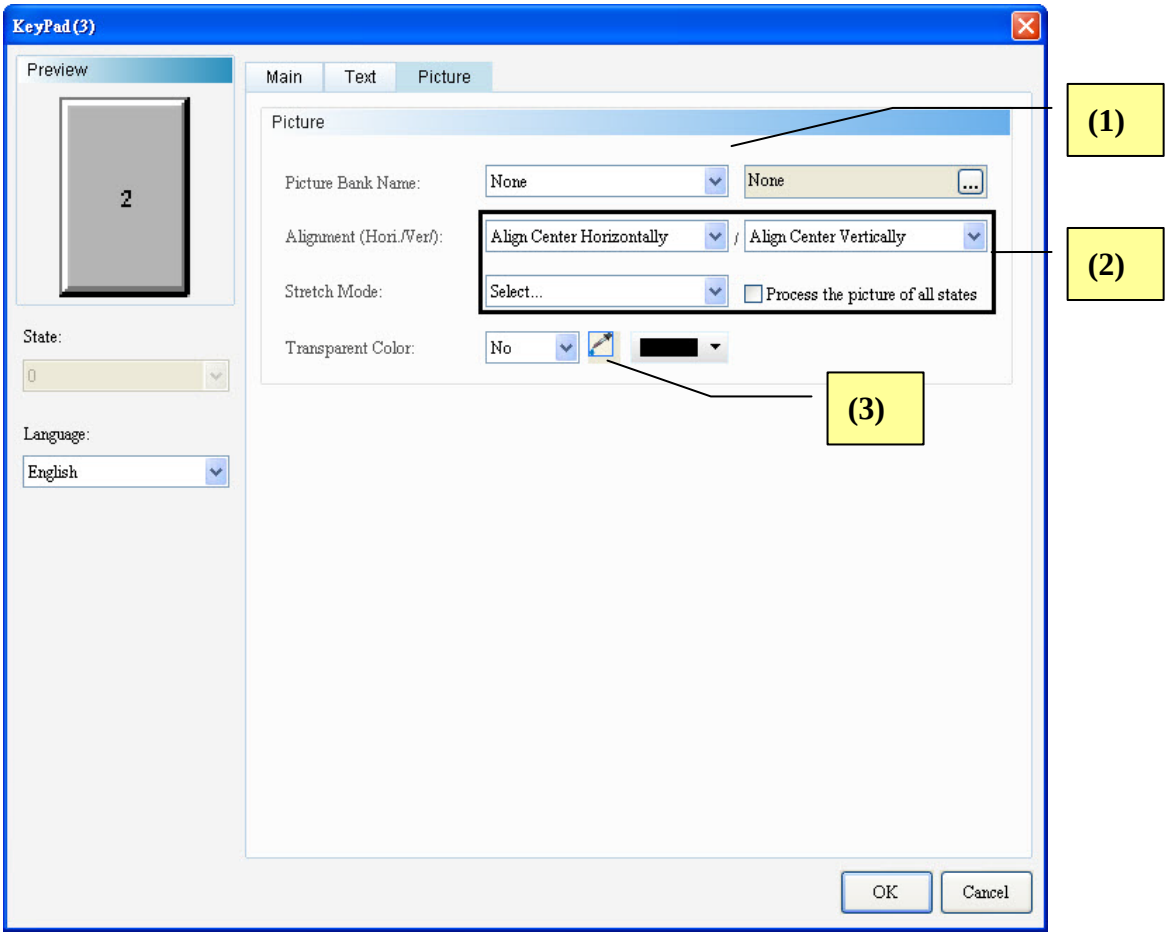
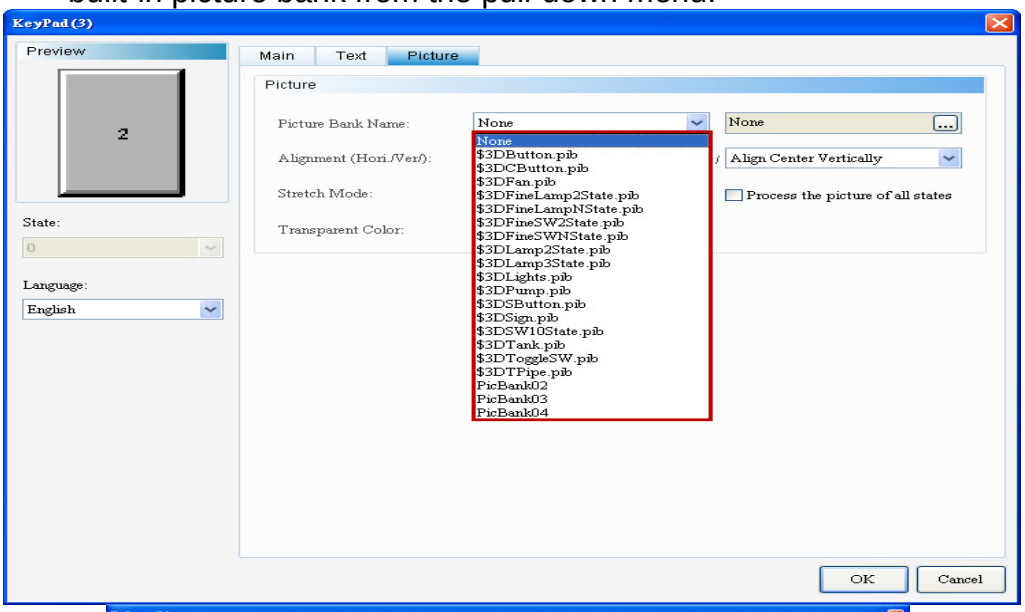
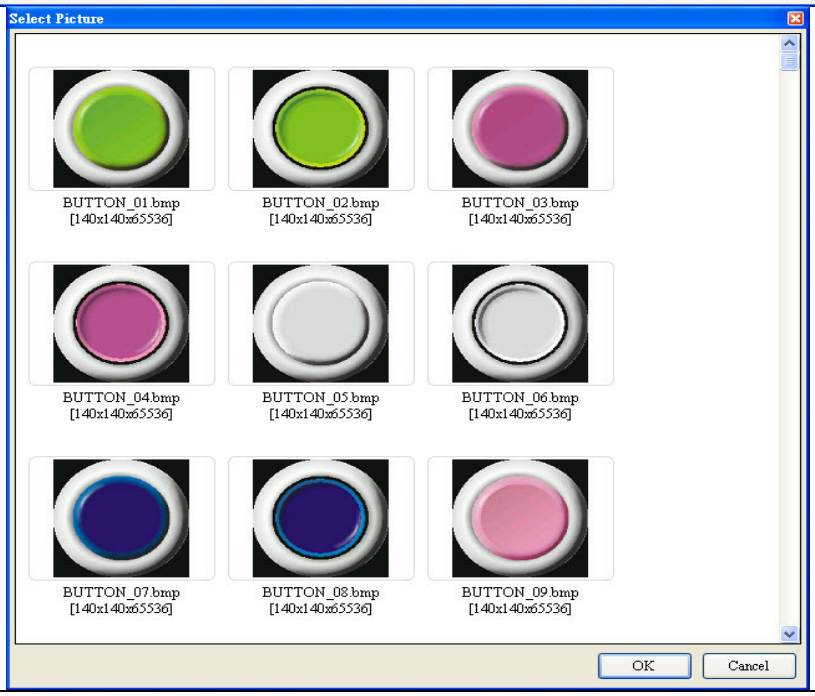
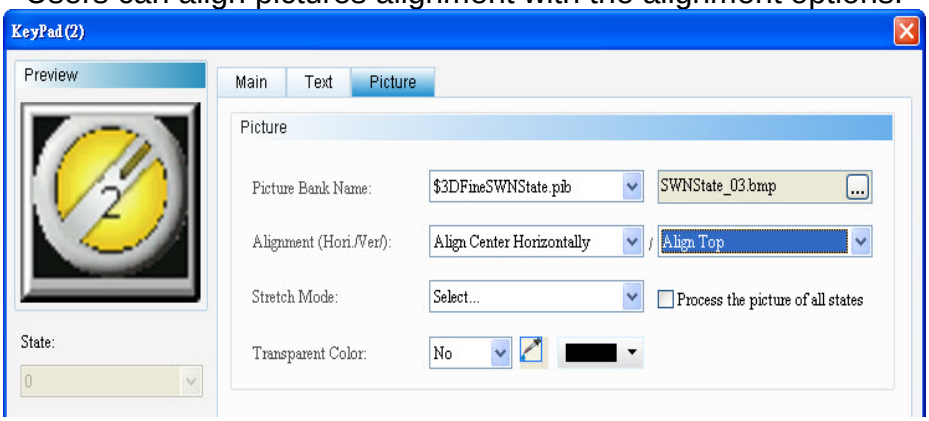
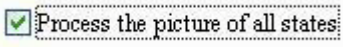
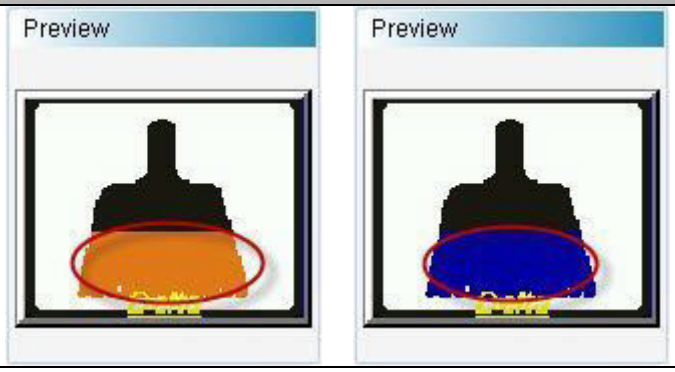


Figure 17-3-4 Keypad (3) Picture property page

No.	Item	Function
(1)	Picture Bank Name	➢ The default value for Picture Bank Name is “None”. Users wishing to select a display picture can select the desired picture in the built-in picture bank from the pull-down menu.  

<table>
<tr><th>No.</th><th>Item</th><th>Function</th></tr>
<tr><td rowspan="2">(2)</td><td>Alignment</td><td>➢ Users can align pictures alignment with the alignment options.
 

➢ Stretch modes include: Fill, Keep Aspect Ratio, and Actual Size
<table>
<tr><th>Fill</th><th>Keep Aspect Ratio</th><th>Actual Size</th></tr>
<tr><td>In the “Fill” mode, the selected picture will fill up the entire display area.</td><td>In the “Keep Aspect Ratio” mode, the selected picture will fit in the display area proportionally according to the picture ratio.</td><td>In the “Actual Size” mode, the picture will be displayed in its original size in the display area.</td></tr>
<tr><td>  </td><td>  </td><td>  </td></tr>
</table>
➢ If “Process all state pictures” is selected, the system assumes that each element has multiple entries of state data, and some pictures may be unable to fill the entire display area. By selecting this item, users will not need to set individual pictures to save time editing.
 
</td></tr>
<tr><td>Stretch Mode</td></tr>
<tr><td>(3)</td><td>Transparent Color</td><td>➢ Users can set a color in the picture to transparent. In this case, by clicking the Transparent Color icon  and then the orange part of the loom, the DOPSoft will omit all orange parts in the picture and turn them into transparent; thus turning the foreground color transparent.
 
</td></tr>
</table>

No.	Item	Function
		

Chapter 18 Analog

This chapter describes the settings of the analog elements that the DOPSoft software provides.

◆ Classification of analog elements:

Analog 		Slider

Table 18-1-1 Classification of analog elements

◆ Common properties of analog elements

Analog	Read Address	Write Address	Style (Foreground Color/ Foreground Color/ Border Color)	Direction/Start Point	Slide Bar Width/Slide Button Length	Min. Value/Max. Value	Data Type	Data Format
Slider	◎	◎	◎	◎	◎	◎	◎	◎

Table 18-1-2 Common properties of analog elements.

18-1 Slider

The Slider is used for easy drag and value adjustment.

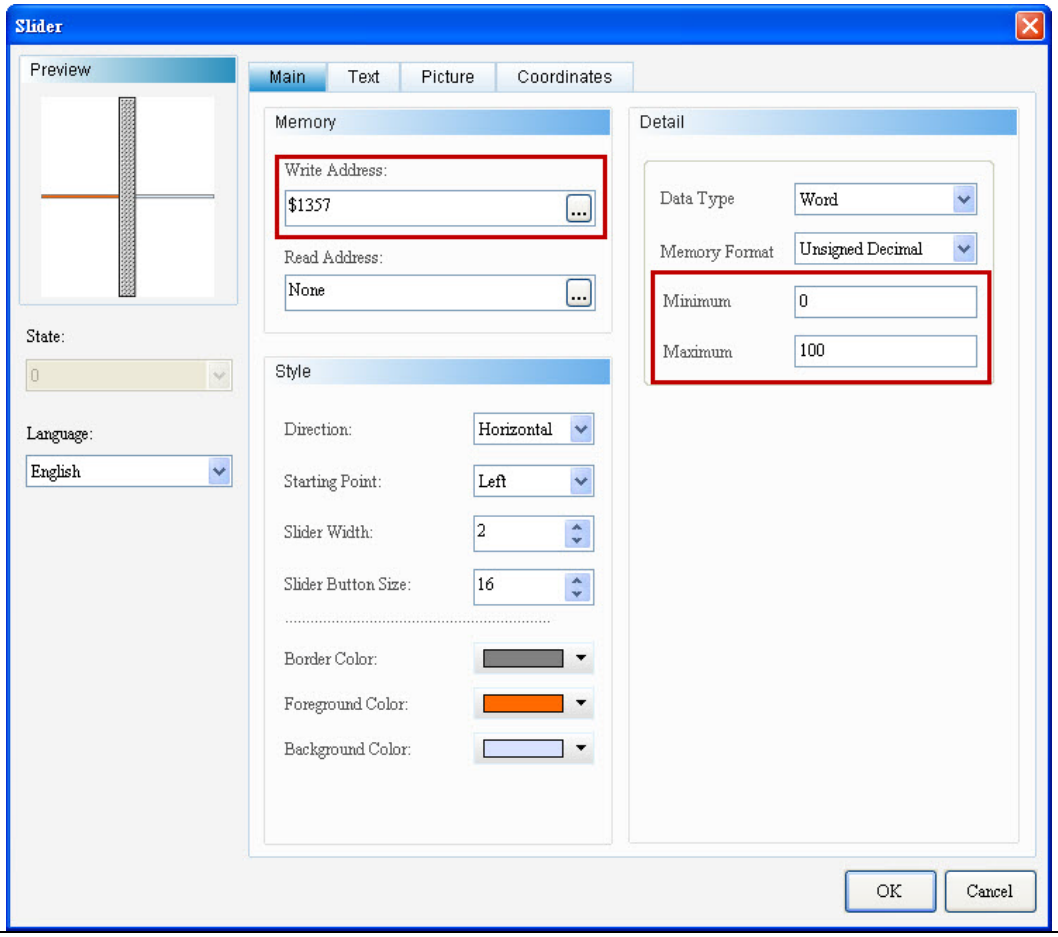
Refer to the Slider example in Table 18-1-3.

Slider Example

Table 18-1-3 Slider Example

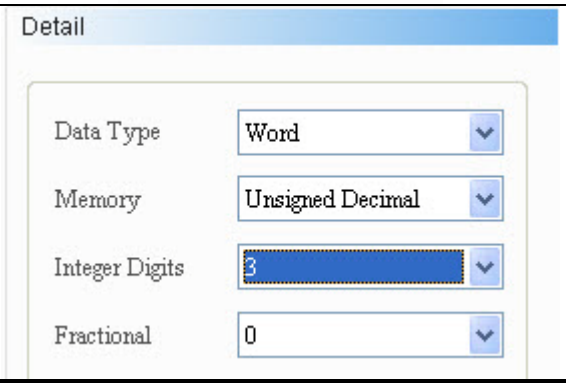
Create Slider

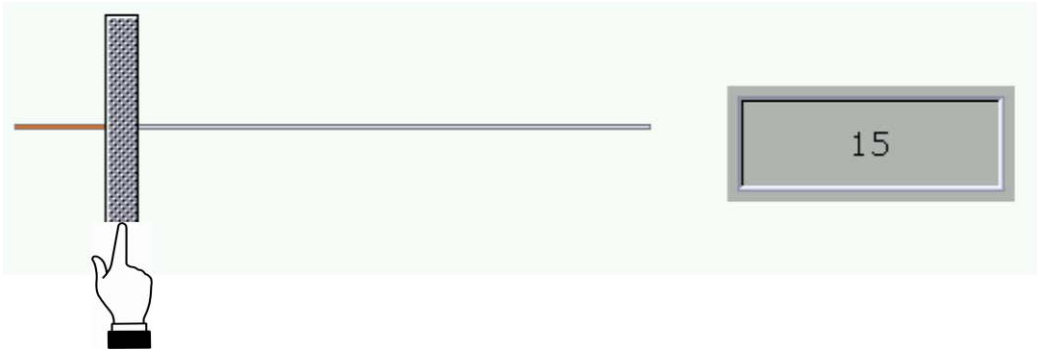
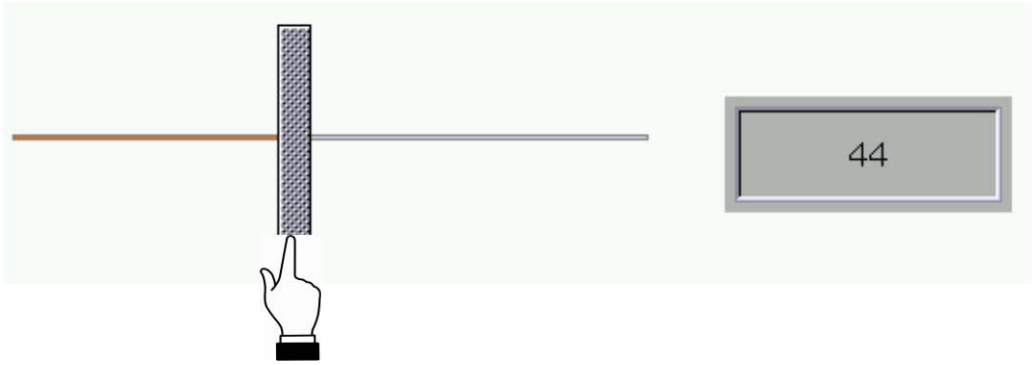
➢ Step 1: Create the Slider and set the Write Address to $1357. The min. and max. values are set to 0~100.



Create Increment and Decrement Button Elements

➢ Step 1: Create the data display element and set the Read Address to $1357. Also set the increment/decrement value and upper/lower limit for the element.

Data Display Element	**Read Address**	
	Setup	

Slider Example Table 18-1-3 Slider Example	
Execution Results	➢ After creation of all elements, perform the compilation and download them to HMI. When you move the Slider, the data display element will show the value corresponding to the movement of the Slider.  

Double click the Slider icon and the following property setting screen appears.

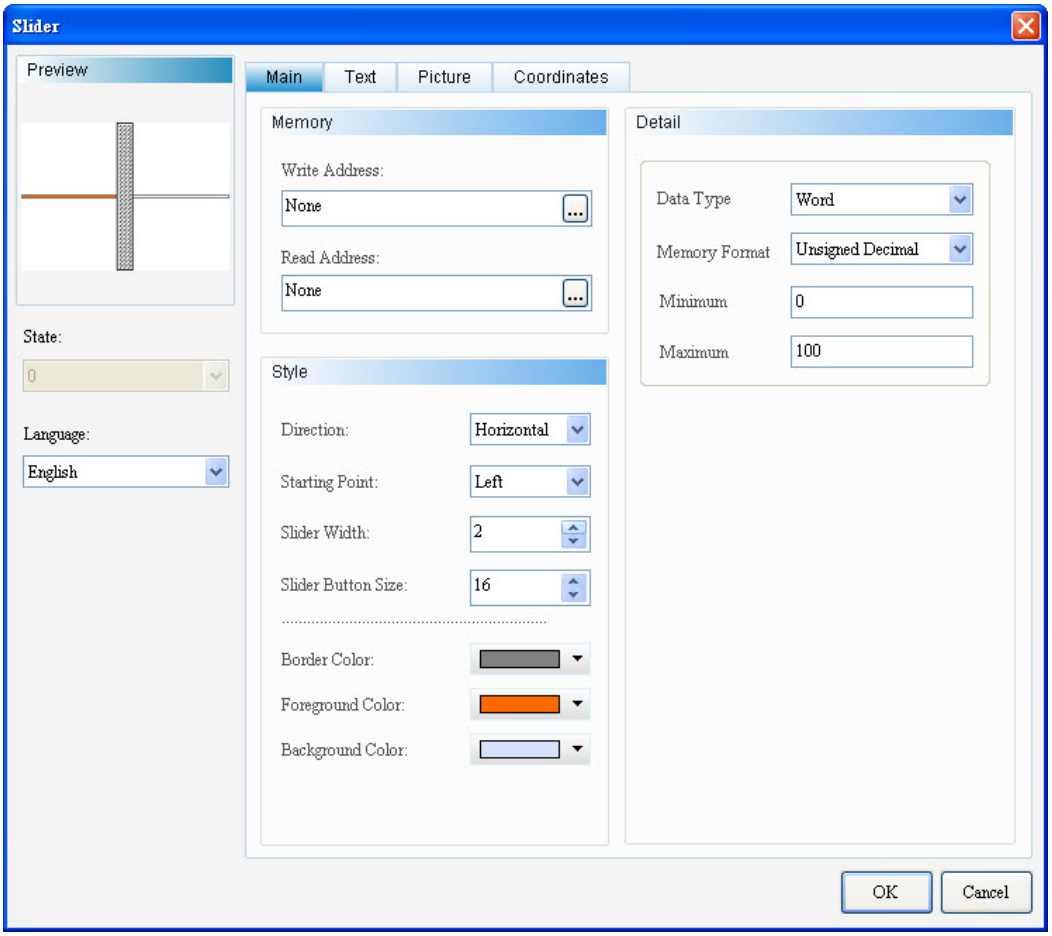


Figure 18-1-1 Slider property setting screen

Slider	
Function Page	**Content Description**
Preview	The State is not available for Slider, but the user can edit multi-language data.
General	Sets the write address, read address, data type, data format, min. value, max. value. Sets the direction, start point, slide bar width, slide button length, border color, background color, foreground color.
Text	Sets the content, font, font size, font color, font effects, scaling, and alignment of the text to be displayed.
Picture	Sets Picture Bank Name, Alignment, Picture Stretch Mode, and Transparent Color.
Position	Sets the X-Y coordinates, width and height of the element.

Table 18-1-4 Slider function page

◆ General

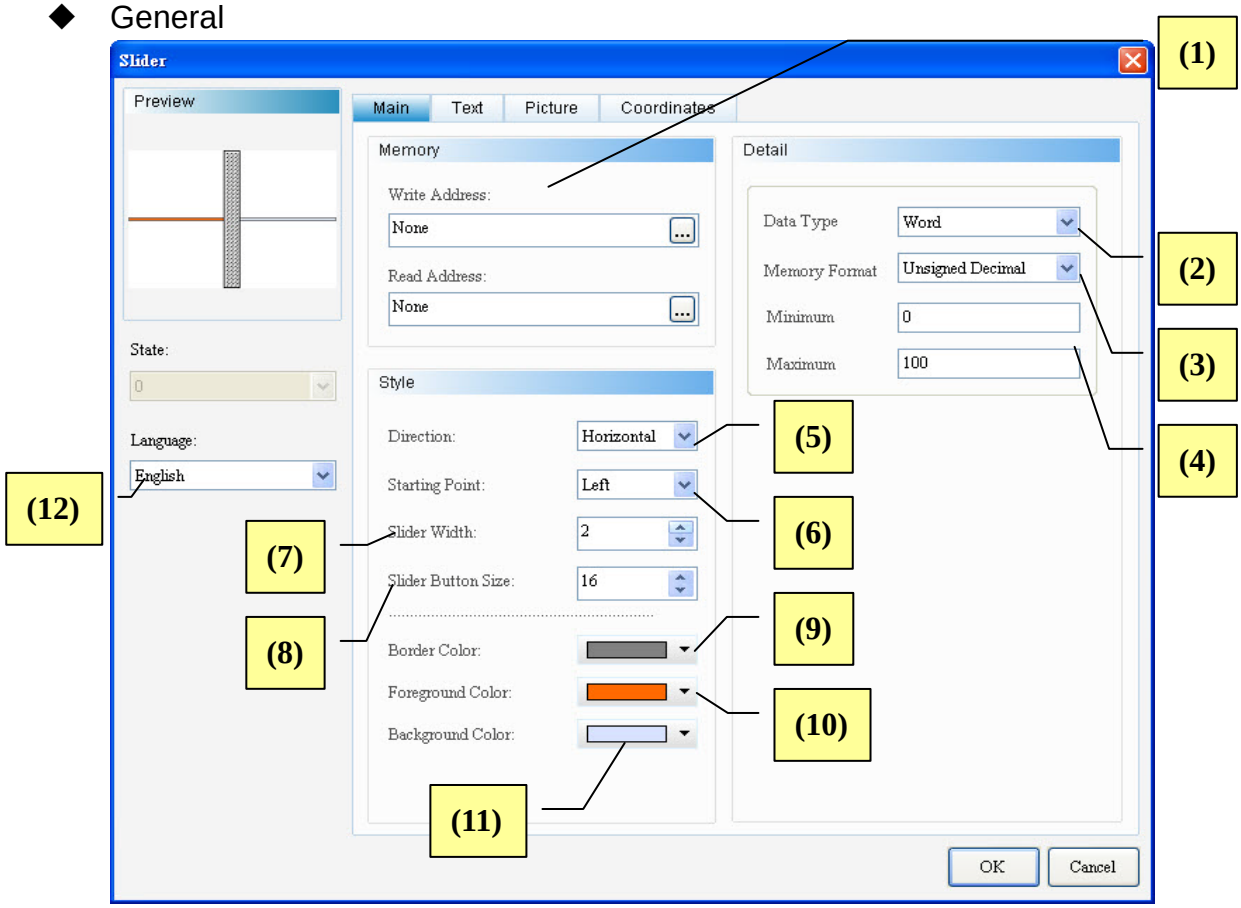
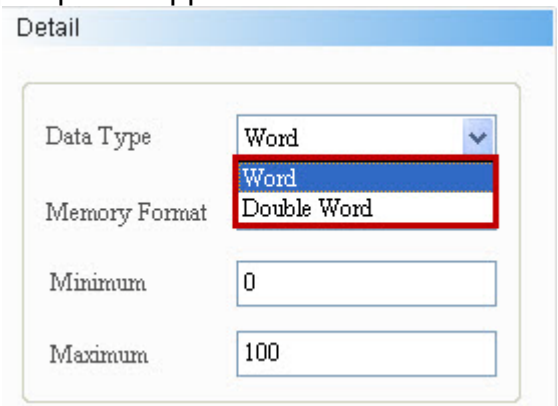
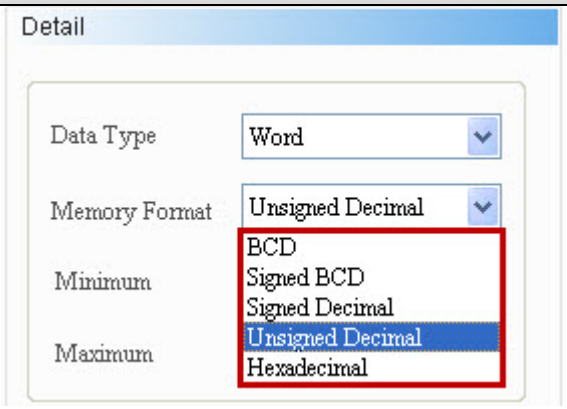
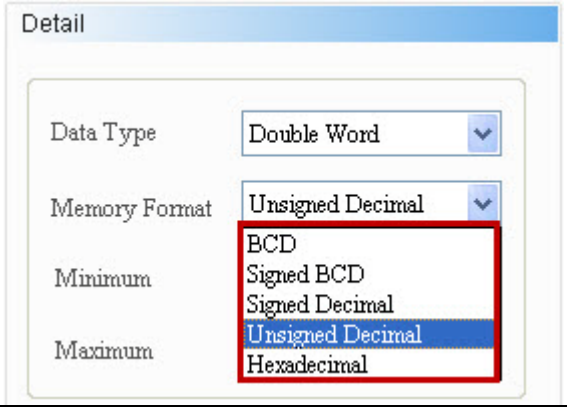
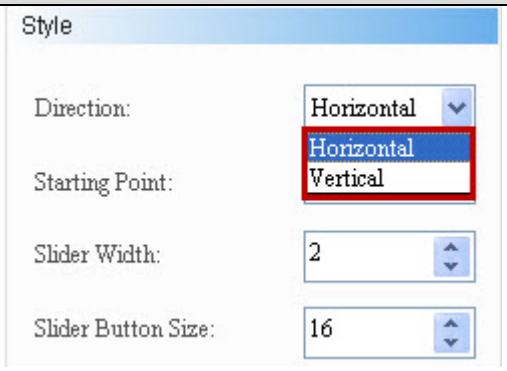


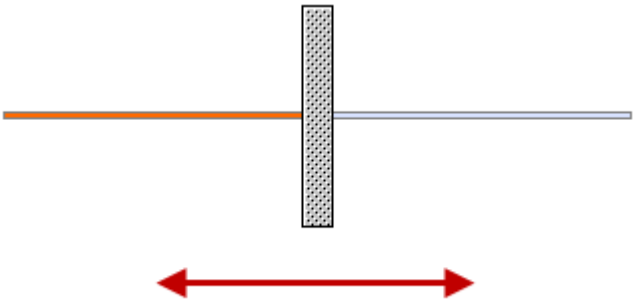
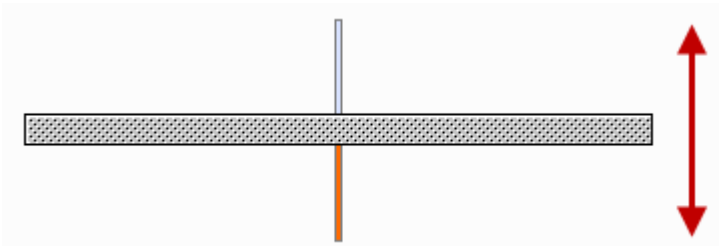
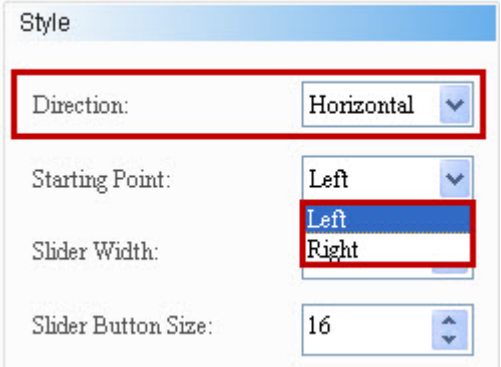
Figure 18-1-2 Slider General property page

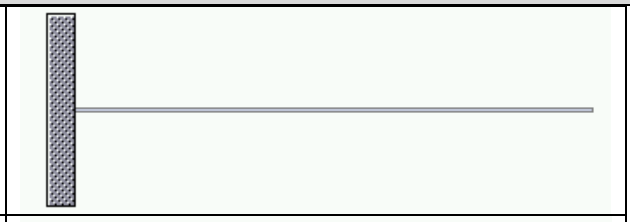
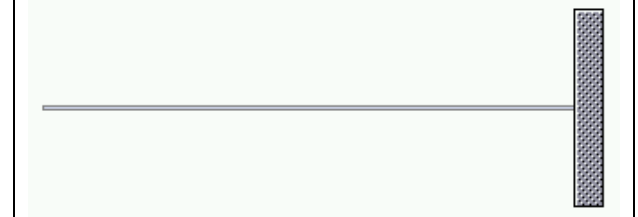
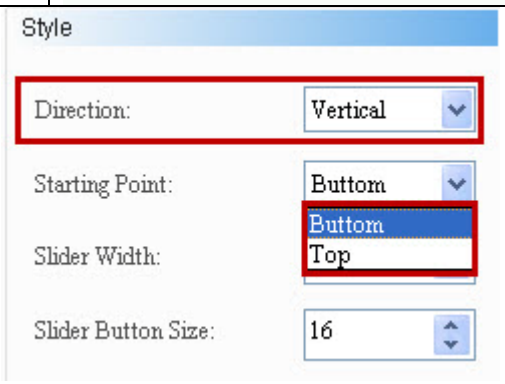
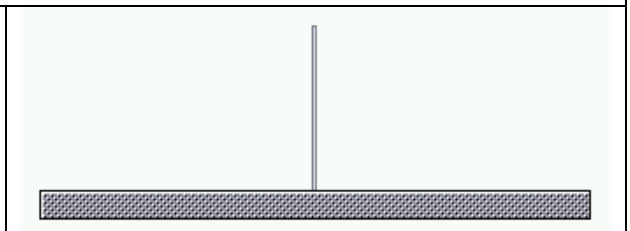
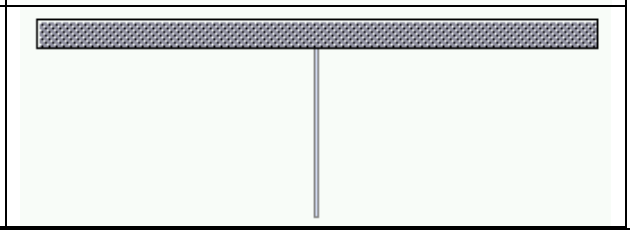
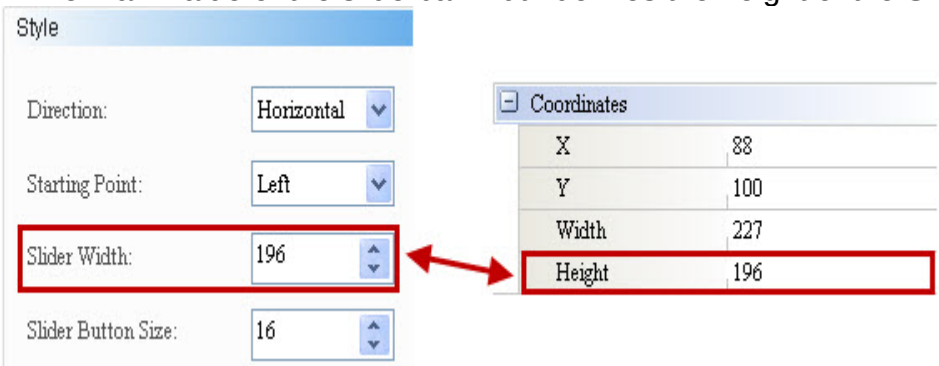
No.	Item	Function
(1)	Write Address Read Address	➢ The user can select the internal memory or controller register address. Only Word can be entered as the memory type. ➢ Selects link name or style. Please refer to 5-1Buttons for details.
(2)	Data Type	➢ The Data Type option supports two formats: Word and Double Word. 
(3)	Data Format	➢ When Word is selected as the data type, the following data formats are supported.

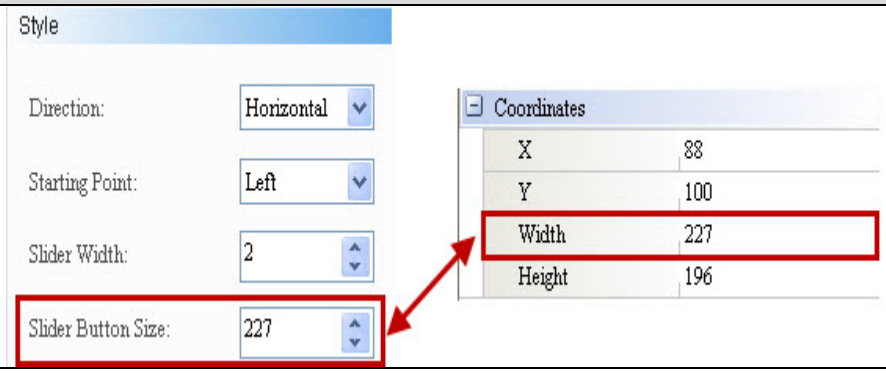
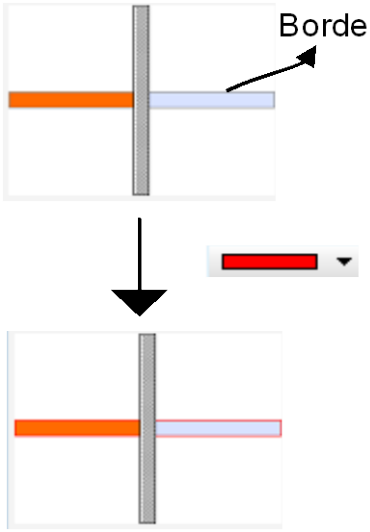
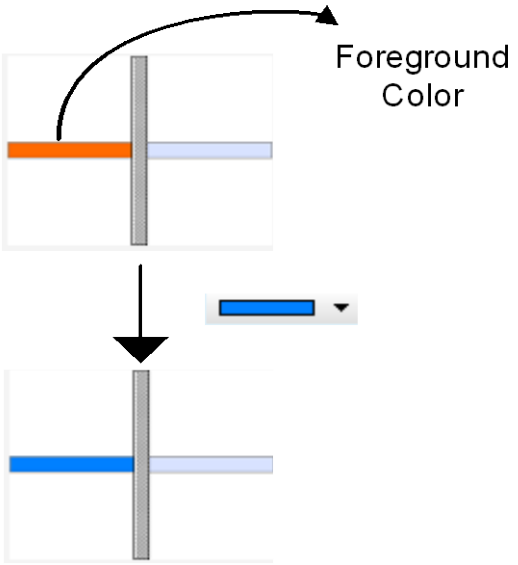
<table>
<tr><th>No.</th><th>Item</th><th>Function</th></tr>
<tr><td></td><td></td><td> 

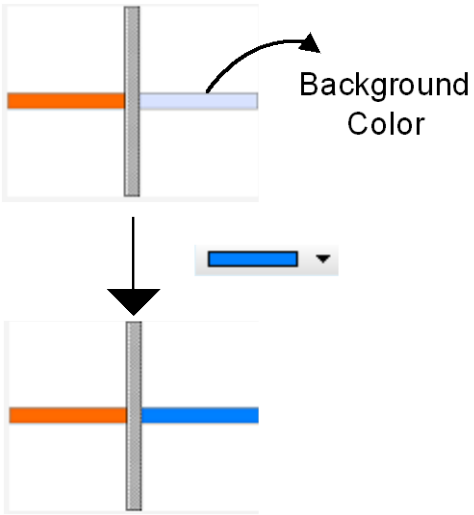
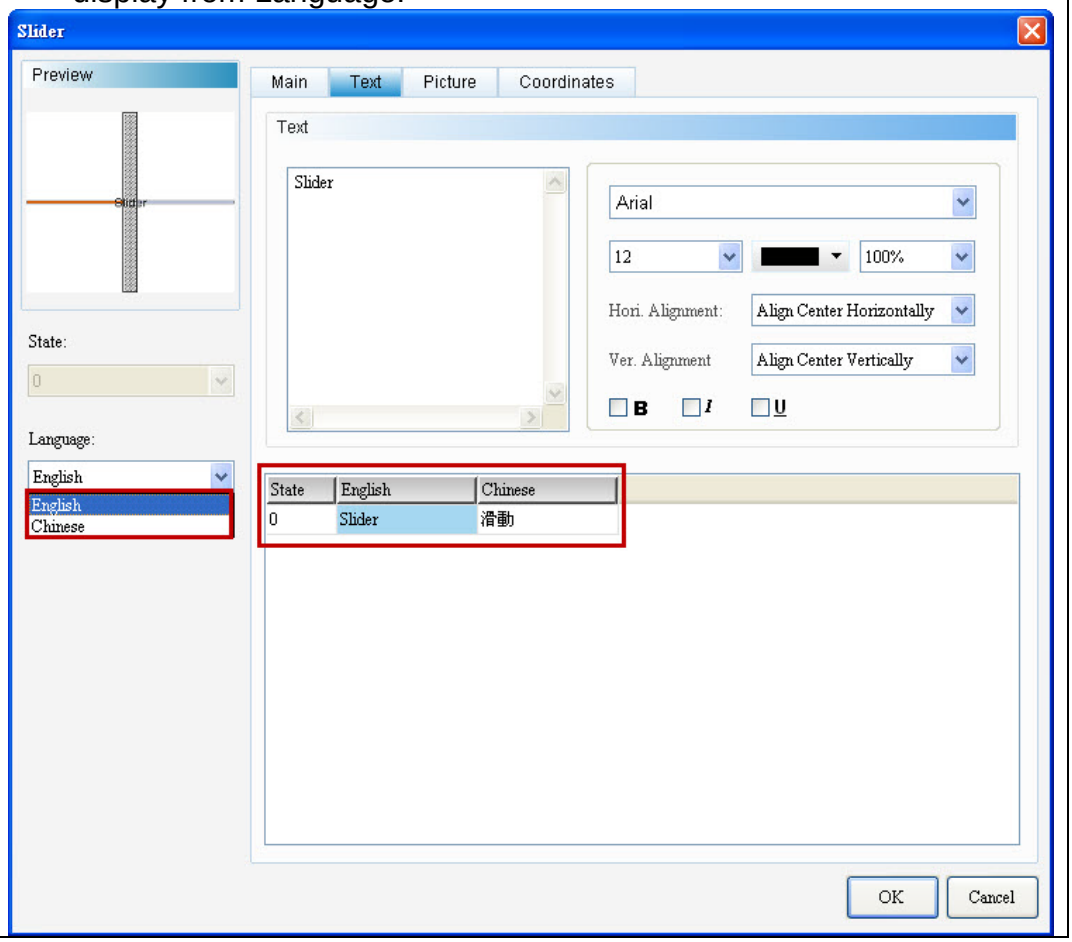
➢ When Double Word is selected as the data type, the following data formats are supported.

</td></tr>
<tr><td>(4)</td><td>Min. Value/
Max. Value</td><td>➢ The legal range of the min. and max. values is determined by the settings of the data type, integer place and decimal place. In the following example, no decimal is set.
<table>
<tr><th>Data Type</th><th>Data Format</th><th>Legal Range</th></tr>
<tr><td rowspan="5">Word</td><td>BCD</td><td>0~9999</td></tr>
<tr><td>Signed BCD</td><td>-999 ~ 9999</td></tr>
<tr><td>Signed Decimal</td><td>-32768~32767</td></tr>
<tr><td>Unsigned Decimal</td><td>0~65535</td></tr>
<tr><td>Hex</td><td>0~0xFFFF</td></tr>
<tr><td rowspan="5">Double Word</td><td>BCD</td><td>0~99999999</td></tr>
<tr><td>Signed BCD</td><td>-9999999 ~ 99999999</td></tr>
<tr><td>Signed Decimal</td><td>-2147483648~2147483647</td></tr>
<tr><td>Unsigned Decimal</td><td>0~4294967295</td></tr>
<tr><td>Hex</td><td>0~0xFFFFFFFF</td></tr>
</table></td></tr>
<tr><td>(5)</td><td>Direction</td><td>➢ The Direction function provides Horizontal and Vertical options.</td></tr>
</table>

<table>
<tr><th>No.</th><th>Item</th><th>Function</th></tr>
<tr><td></td><td></td><td>


➢ Horizontal means the slide button moves horizontally (left/right), while Vertical means the slide button moves vertically (up/down).
<table>
<tr><td>Horizontal</td><td>  </td></tr>
<tr><td>Vertical</td><td>  </td></tr>
</table>
</td></tr>
<tr><td>(6)</td><td>Start Point</td><td>
➢ The start point changes depending on the selected direction. It is the point from which the slide button moves after the Slider is loaded.
➢ The start point is Left/Right in the horizontal direction or Bottom/Top in the vertical direction.
<table>
<tr><td>Horizontal</td><td> 
</td></tr>
</table>
</td></tr>
</table>

<table>
<tr><th>No.</th><th>Item</th><th>Function</th></tr>
<tr><td></td><td></td><td>
<table>
<tr><td></td><td>Left</td><td>  </td></tr>
<tr><td></td><td>Right</td><td>  </td></tr>
<tr><td rowspan="3">Vertical</td><td colspan="2"> 
</td></tr>
<tr><td>Bottom</td><td>  </td></tr>
<tr><td>Top</td><td>  </td></tr>
</table>
</td></tr>
<tr><td>(7)</td><td>Slide Bar Width</td><td>➢ The max. value of the slide bar width defines the height of the Slider.
 
</td></tr>
<tr><td>(8)</td><td>Slide Button Length</td><td>➢ The max. value of the slide button length defines the width of the Slider.</td></tr>
</table>

No.	Item	Function
		
(9)	Border Color	➢ The user can set the border color for the element. 
(10)	Foreground Color	➢ The user can set the foreground color for the element. 
(11)	Element Background Color	➢ The user can set the background for the element.

No.	Item	Function
		
(12)	Language	➢ When language data are defined, users can edit the properties of text display from Language. 

◆ Text

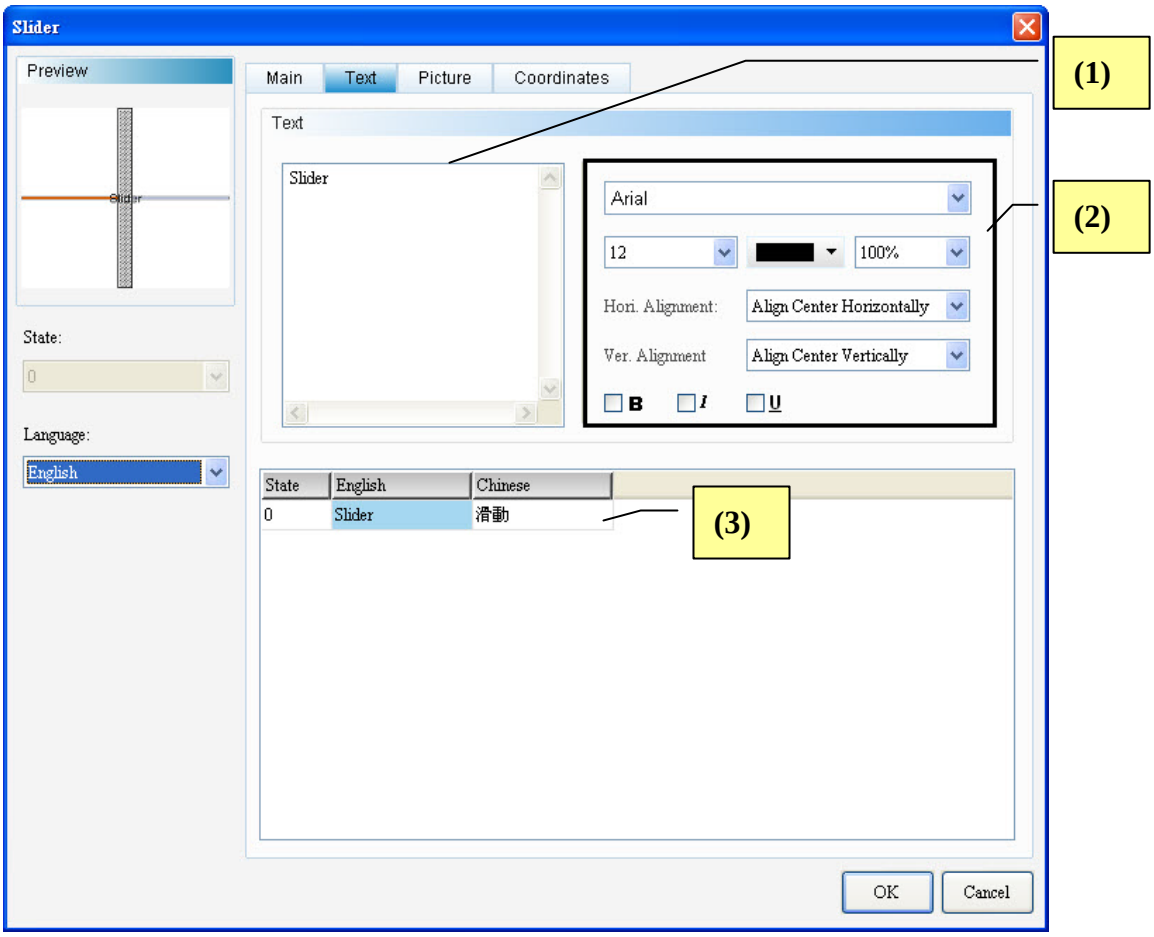
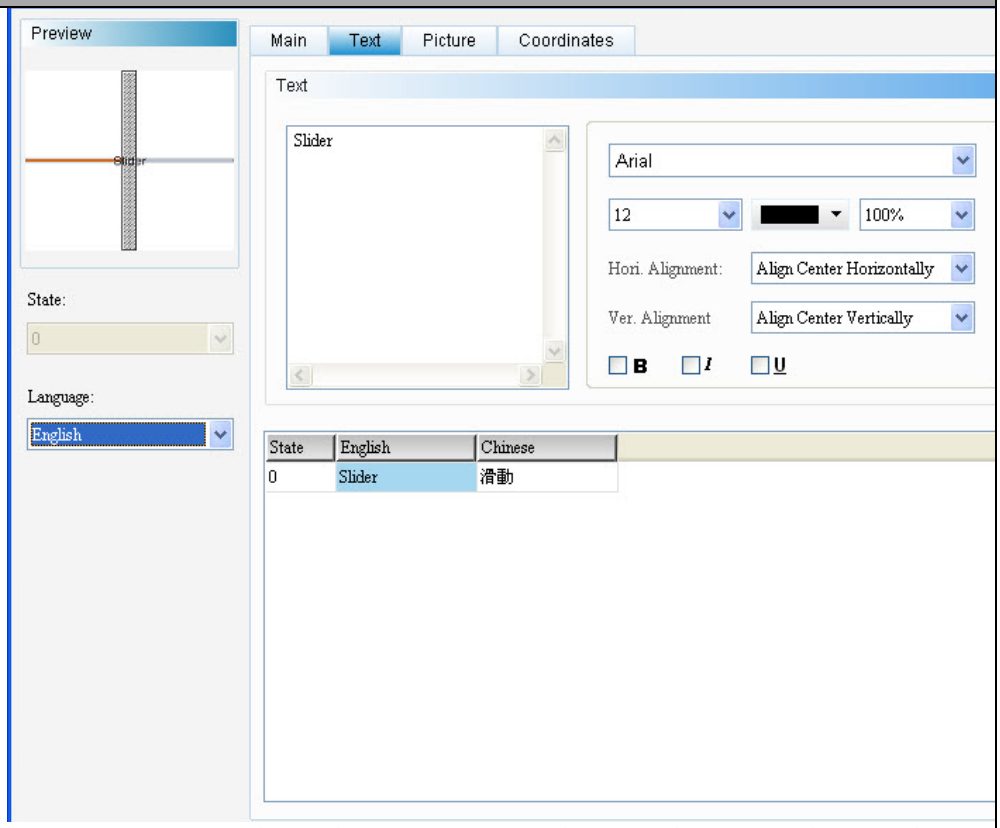


Figure 18-1-3 Slider Text property page

No.	Item	Function
(1)	Text	➢ Users can input the text to be displayed in the text box.

No.	Item	Function
		 ➢ Users can select elements supporting text input as shown above and press the SPACE bar on the keyboard to edit text.
(2)	Text Properties	➢ Sets text properties, including font type, font size, font color, scaling, text alignment, and bold/italic/underline of font. Please refer to the above figure for details about the results of text properties.
(3)	Multi-Language Text Data	➢ Users can add Multi-Language text data from the Multi-Language Text Page. As shown in the Text Properties Figure, users can input English text in the English field.

◆ Picture

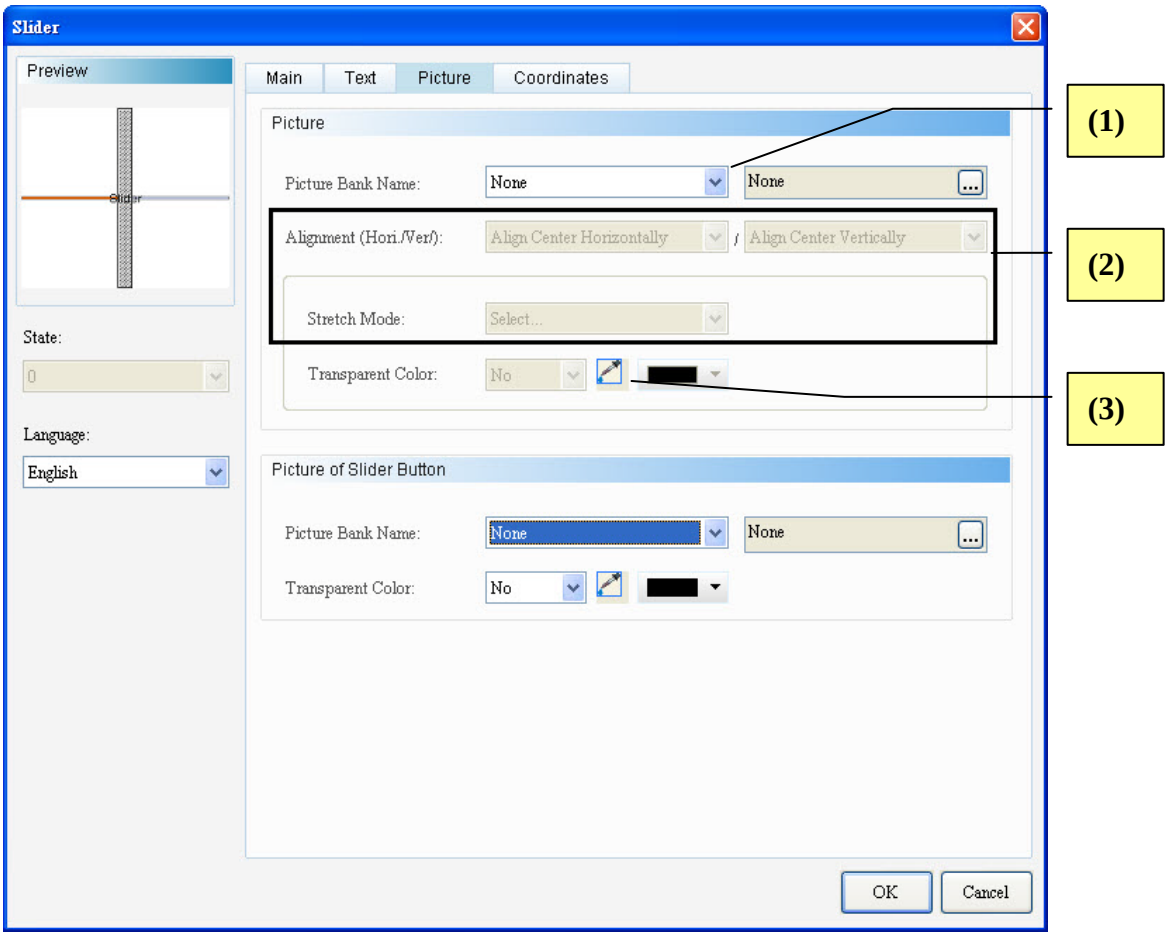
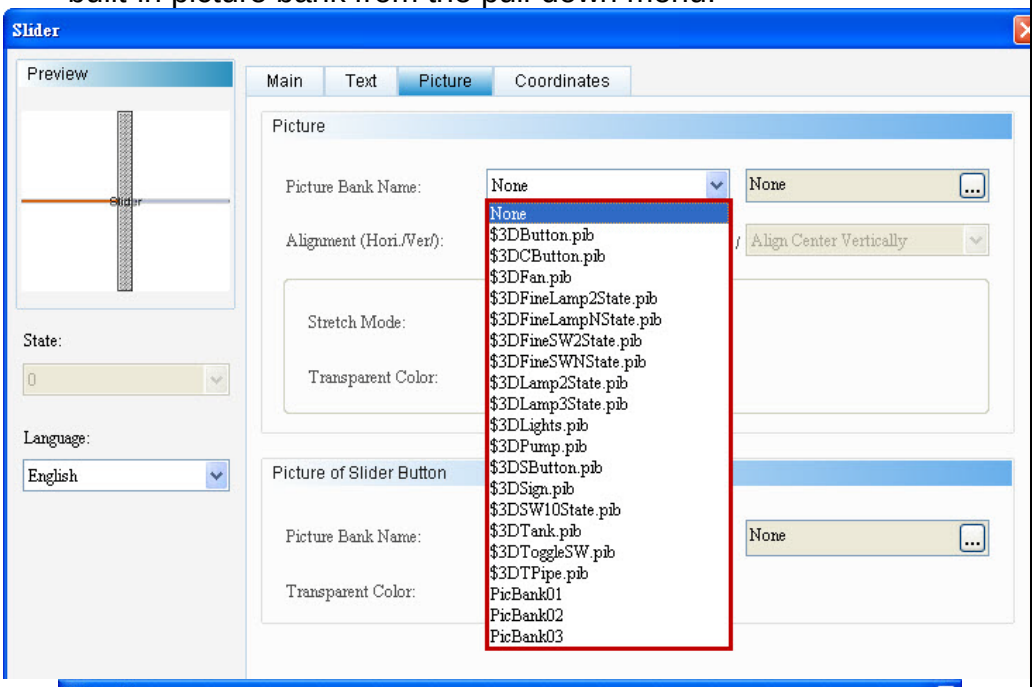
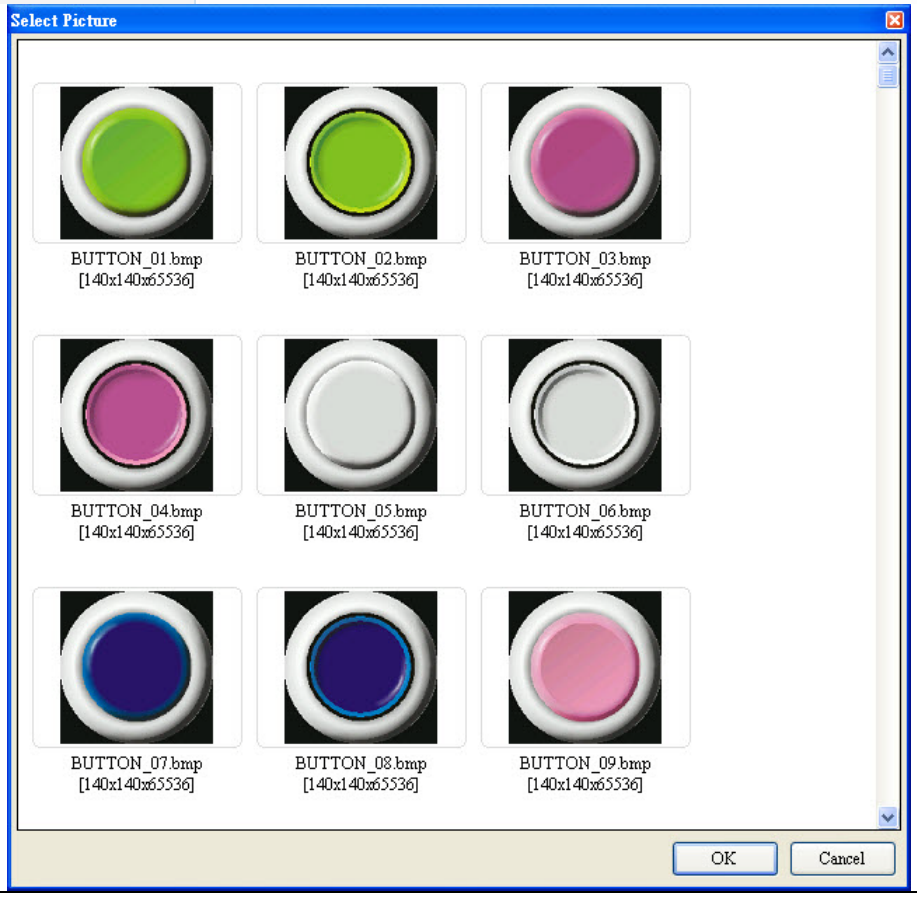
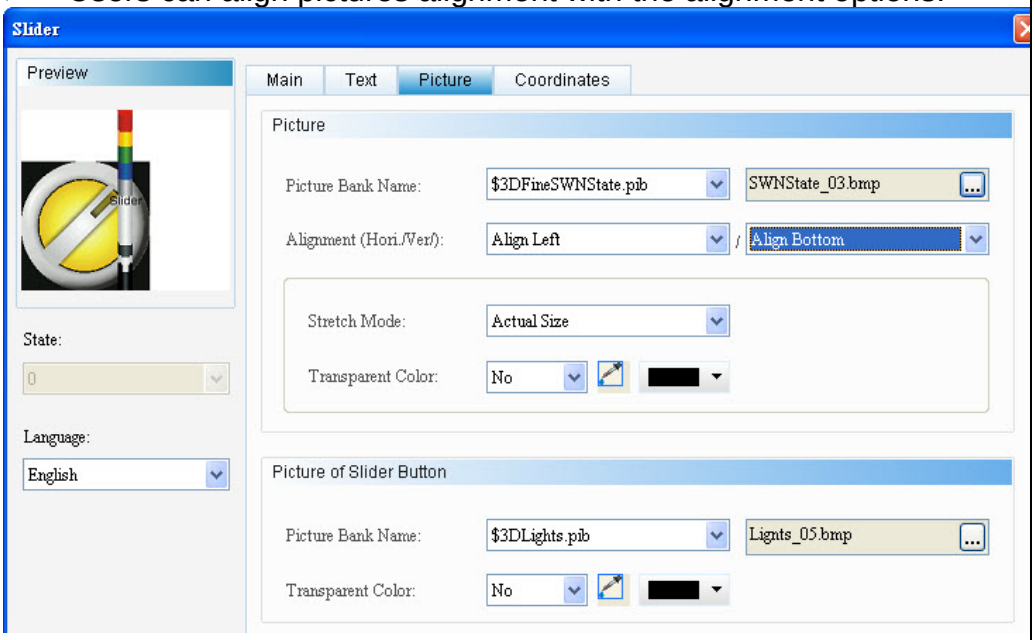
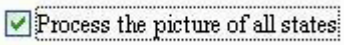


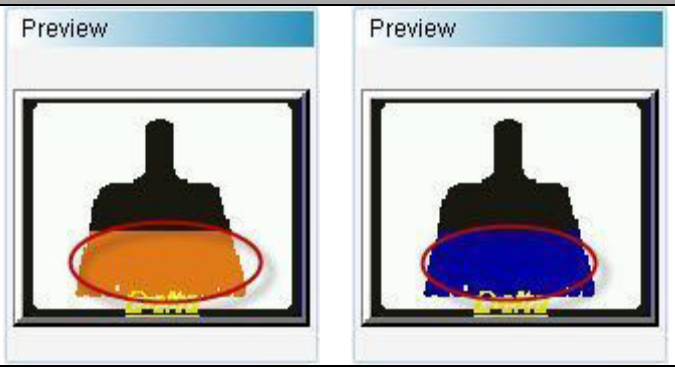
Figure 18-1-4 Slider Picture property page

No.	Item	Function
(1)	Picture Bank Name	➢ The default value for Picture Bank Name is “None”. Users wishing to select a display picture can select the desired picture in the built-in picture bank from the pull-down menu.





<table>
<tr><th>No.</th><th>Item</th><th>Function</th></tr>
<tr><td rowspan="2">(2)</td><td>Alignment</td><td>➢ Users can align pictures alignment with the alignment options.
 
</td></tr>
<tr><td>Stretch Mode</td><td>➢ Stretch modes include: Fill, Keep Aspect Ratio, and Actual Size
<table>
<tr><th>Fill</th><th>Keep Aspect Ratio</th><th>Actual Size</th></tr>
<tr><td>In the “Fill” mode, the selected picture will fill up the entire display area.</td><td>In the “Keep Aspect Ratio” mode, the selected picture will fit in the display area proportionally according to the picture ratio.</td><td>In the “Actual Size” mode, the picture will be displayed in its original size in the display area.</td></tr>
<tr><td>  </td><td>  </td><td>  </td></tr>
</table>
➢ If “Process all state pictures” is selected, the system assumes that each element has multiple entries of state data, and some pictures may be unable to fill the entire display area. By selecting this item, users will not need to set individual pictures to save time editing.
 
</td></tr>
<tr><td>(3)</td><td>Transparent Color</td><td>➢ Users can set a color in the picture to transparent. In this case, by clicking the Transparent Color icon  and then the orange part of the loom, the DOPSoft will omit all orange parts in the picture and turn them into transparent; thus turning the foreground color transparent.
 
</td></tr>
</table>

No.	Item	Function
		

◆ Location

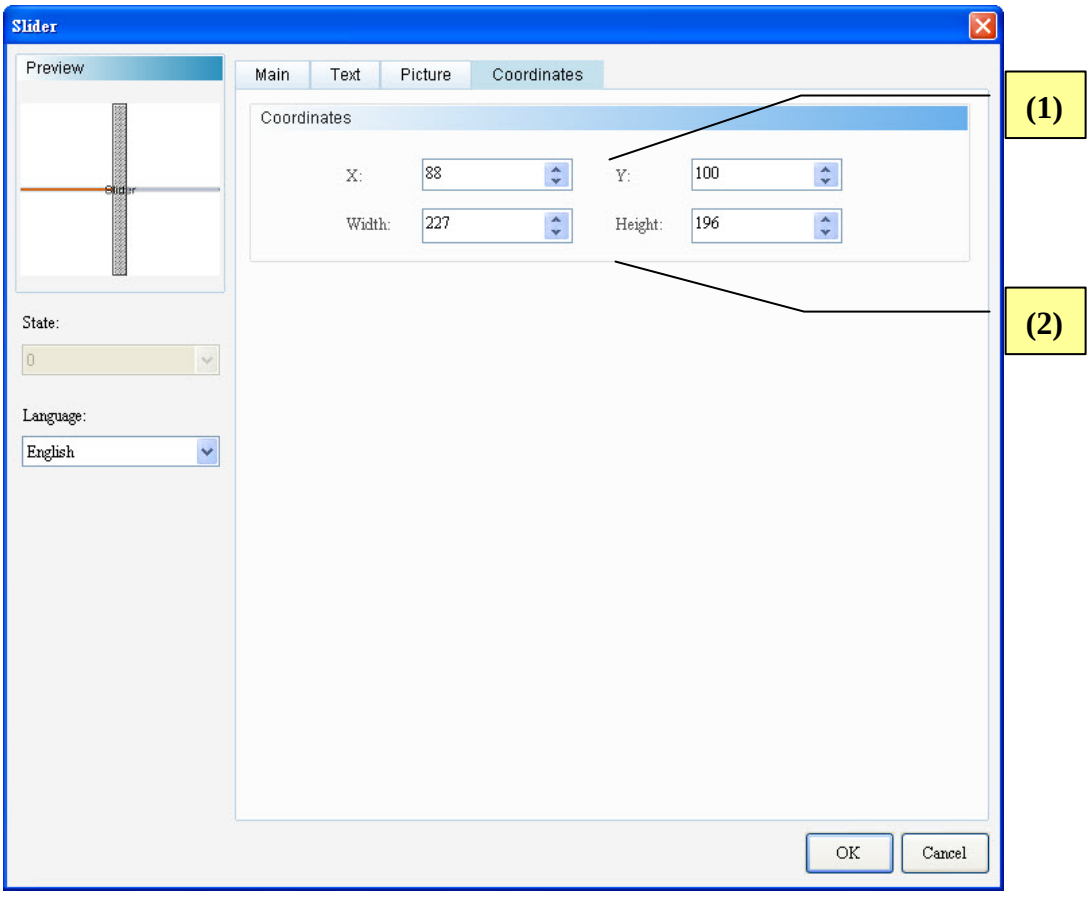


Figure 18-1-5 Slider Location property screen

No.	Item	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

Chapter 19 List

This chapter describes the setting of the List elements that the DOPSoftware software provides.

◆ Classification of List elements:

List 		ComboBox
		ListBox
		GridBox

Table 19-1-1 Classification of ListBox components

◆ Common properties of List elements

List	Read Address	Write Address	Style (Foreground Color/ Foreground Color/ Border Color)	Interlock State/ Interlock Address/ Invisible Address	Activation/Activation Address	Min. Value/ Max. Value	Enable Confirm Window	Data Type/ Data Format/ State Counts	User Security Level/ Set Low Security
ComboBox	◎	◎	◎	◎	◎	◎		◎	◎
ListBox	◎	◎	◎ (No border color)	◎	◎	◎		◎	◎
GridBox	◎	◎	◎	◎	◎	◎		◎	◎

Table 19-1-2 Common properties of List elements

19-1 ComboBox

The ComboBox provides the user with multiple state display messages. The user can use this function to select the items to be performed. The functions of the same type are grouped in the same dropdown menu for the user. Since only the currently selected items are displayed in the ComboBox, the elements occupy a relatively small space. Refer to Table 19-1-3 for the example of the ComboBox.

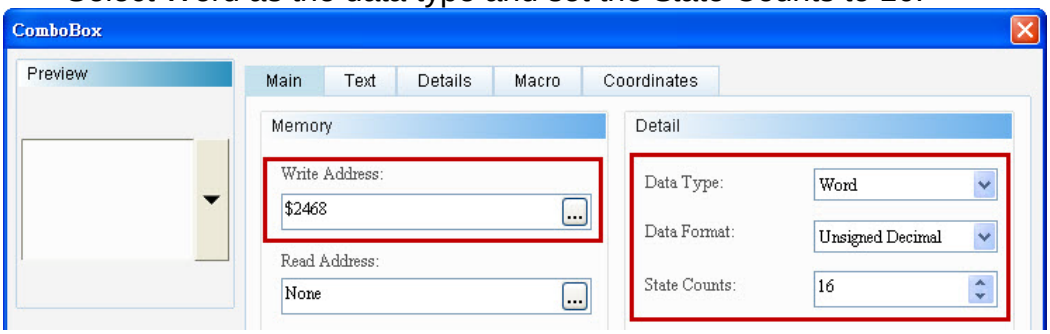
Refer to the ComboBox example in Table 19-1-3.

ComboBox Example

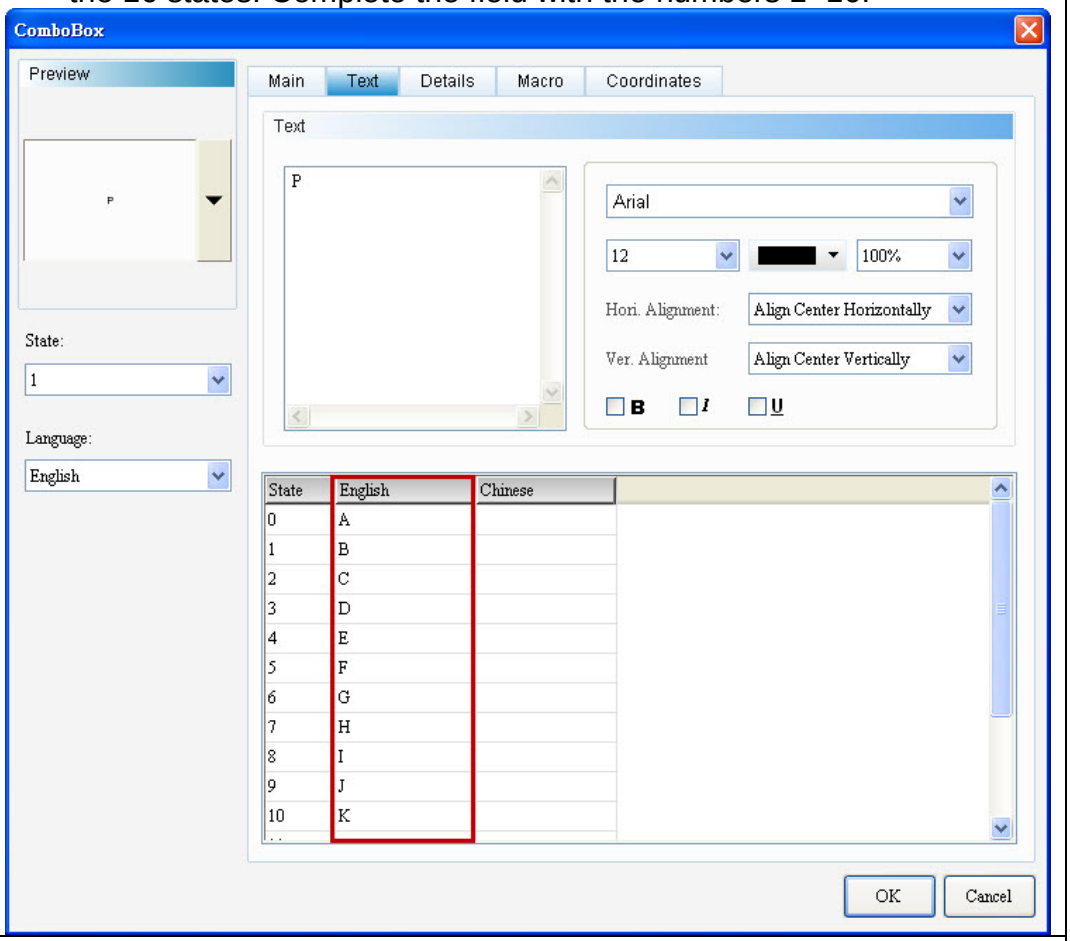
Table 19-1-3 ComboBox Example

Create ComboBox Element

➢ Step 1: Create the ComboBox. Set the Write Address to $2468. Select Word as the data type and set the State Counts to 16.



➢ Step 2: On the Text page, edit the text message to be displayed for the 16 states. Complete the field with the numbers 1~16.



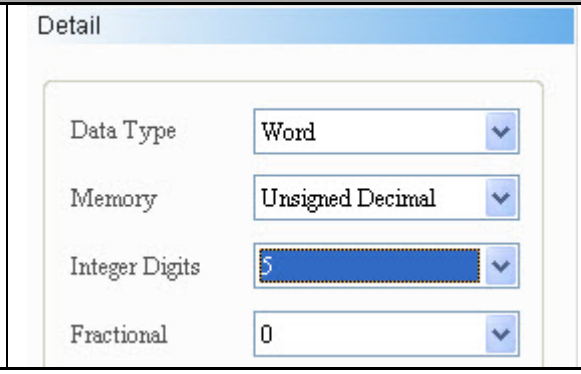
Create Data Display Element

➢ Step 1: Create the data display button. Set the Read Address to $2468 and complete the setting of other parameters.

Increment	**Write Address**	
	Setup	

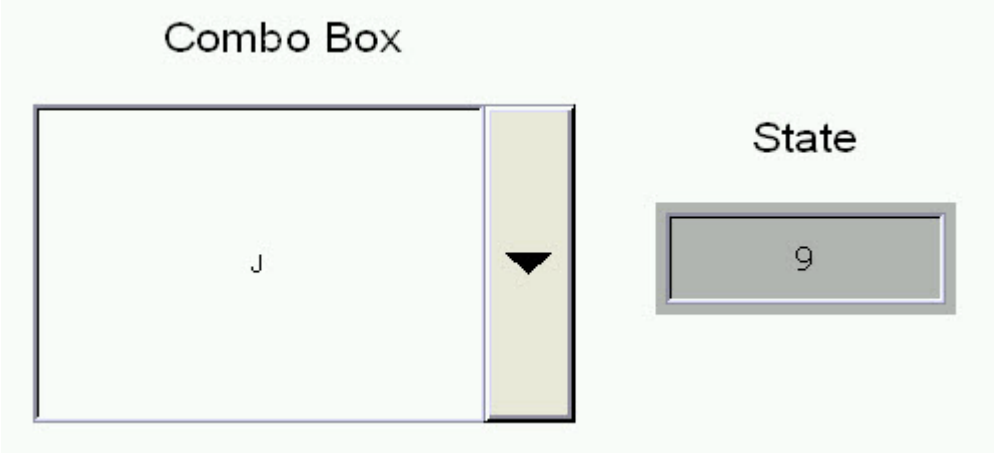
ComboBox Example

Table 19-1-3 ComboBox Example



Execution Results

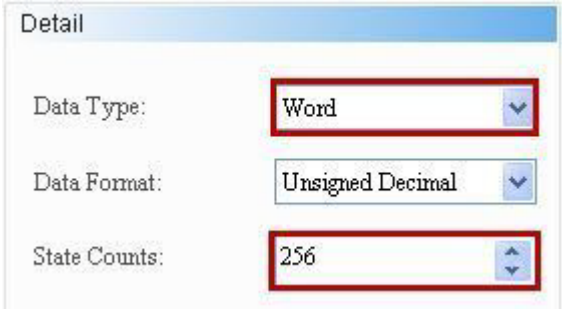
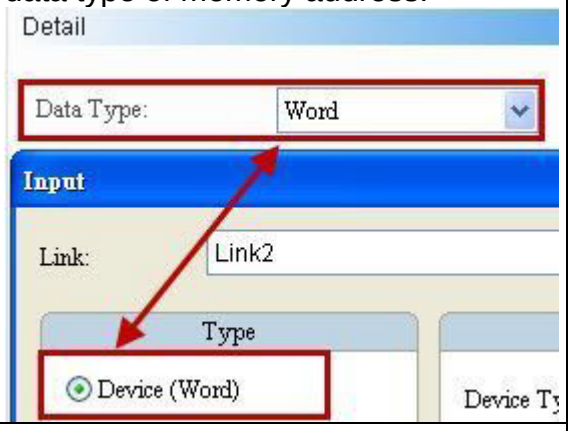
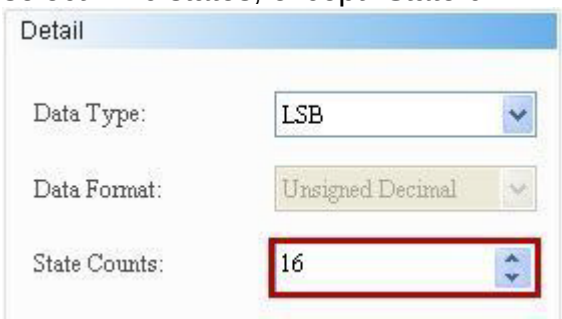
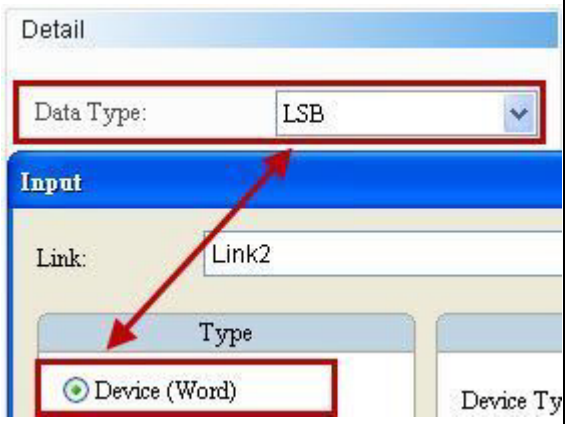
- After creation of all elements, perform the compilation and download them to HMI. When you select an item from the ComboBox, the data display element will show the state value corresponding to the selected ComboBox item.



The ComboBox supports four data types. Refer to Table 19-1-4 for more information. The user only needs to increase or decrease the state counts in the property table to add or delete the counts.

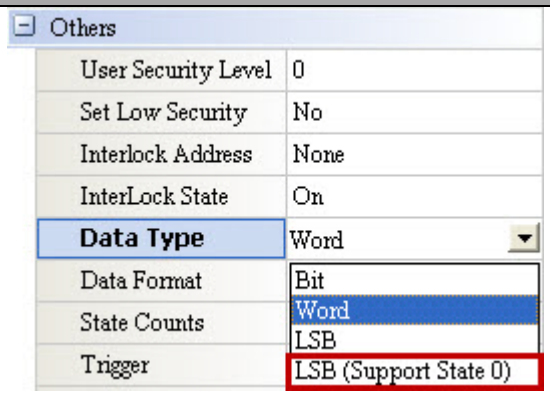
ComboBox

Table 19-1-4 Data Type of the ComboBox

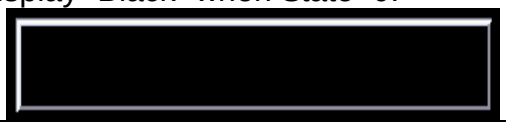
Data Type	State Counts	Memory Address
Word	If data type is “Word”, users can select 1-256 states. 	If data type is “Word”, “Word” is the data type of memory address. 
LSB / LSB (Support State 0)	If the data type is “LSB”, the data in the register are first converted into binary data. Next, the present object state is determined according to the element with the lowest non-zero bit. If the data type is “LSB”, users can select 1-16 states, except “State 0”.  If the data type is “LSB”, users can select 1-16 states, except “State 0”.	If data type is “LSB” or LSB (Support State 0), “Word” is also data type of memory address. 

ComboBox

Table 19-1-4 Data Type of the ComboBox



If users select “LSB”, the element will display “Black” when State=0.

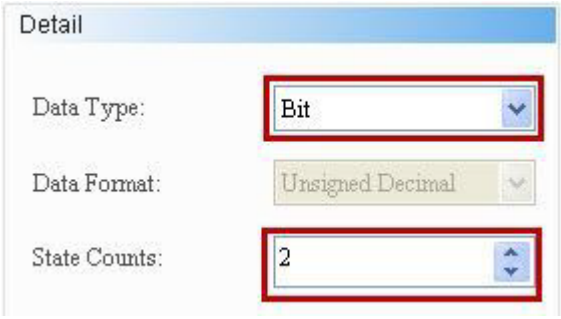
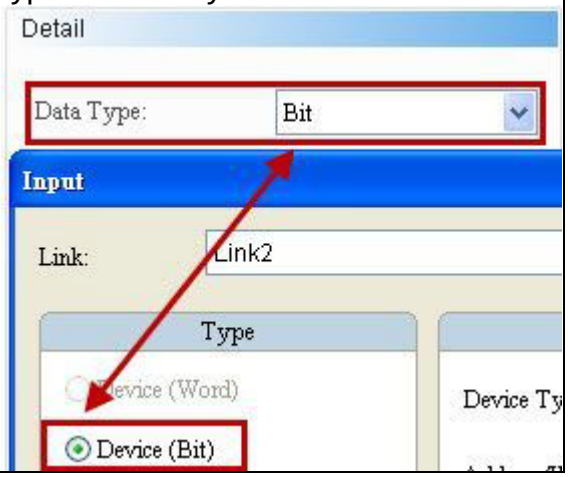


The examples in the following table show how state value is determined with the lowest non-zero bit after converting from a decimal value into a binary value. There are also examples demonstrating how the DOPSoft determines the state Numeric Displayed with the lowest bit when the decimal values are 3 and 7.

Decimal	Binary	State Value
0	**0000000000000000**	**State=0 when all bits are “0” [LSB (Support State 0) must be selected]**
1	0000000000000001	The lowest non-zero bit is bit 0, State=1.
2	0000000000000010	The lowest non-zero bit is bit 1, State=2.
3	**0000000000000011**	**The lowest non-zero bit is bit 0, State=1.**
4	0000000000000100	The lowest non-zero bit is bit 2, State=3.
7	**0000000000000111**	**The lowest non-zero bit is bit 0, State=1.**
8	0000000000001000	The lowest non-zero bit is bit 3, State=4.
16	0000000000010000	The lowest non-zero bit is bit 4, State=5.
32	0000000000100000	The lowest non-zero bit is bit 5, State=6.
64	0000000001000000	The lowest non-zero bit is bit 6, State=7.
128	0000000010000000	The lowest non-zero bit is bit 7, State=8.
256	0000000100000000	The lowest non-zero bit is bit 8, State=9.
512	0000001000000000	The lowest non-zero bit is bit 9, State=10.
1024	0000010000000000	The lowest non-zero bit is bit 10, State=11.
2048	0000100000000000	The lowest non-zero bit is bit 11, State=12.
4096	0001000000000000	The lowest non-zero bit is bit 12, State=13.
8192	0010000000000000	The lowest non-zero bit is bit 13, State=14.
16384	0100000000000000	The lowest non-zero bit is bit 14, State=15.

ComboBox

Table 19-1-4 Data Type of the ComboBox

	32768	1000000000000000	The lowest non-zero bit is bit 15, State=16.
Bit	If the data type is “Bit”, only 2 states are available. 	If the data type is “Bit”, “Bit” is the data type of memory address. 	

Double click the ComboBox icon and the following property setting screen appears.

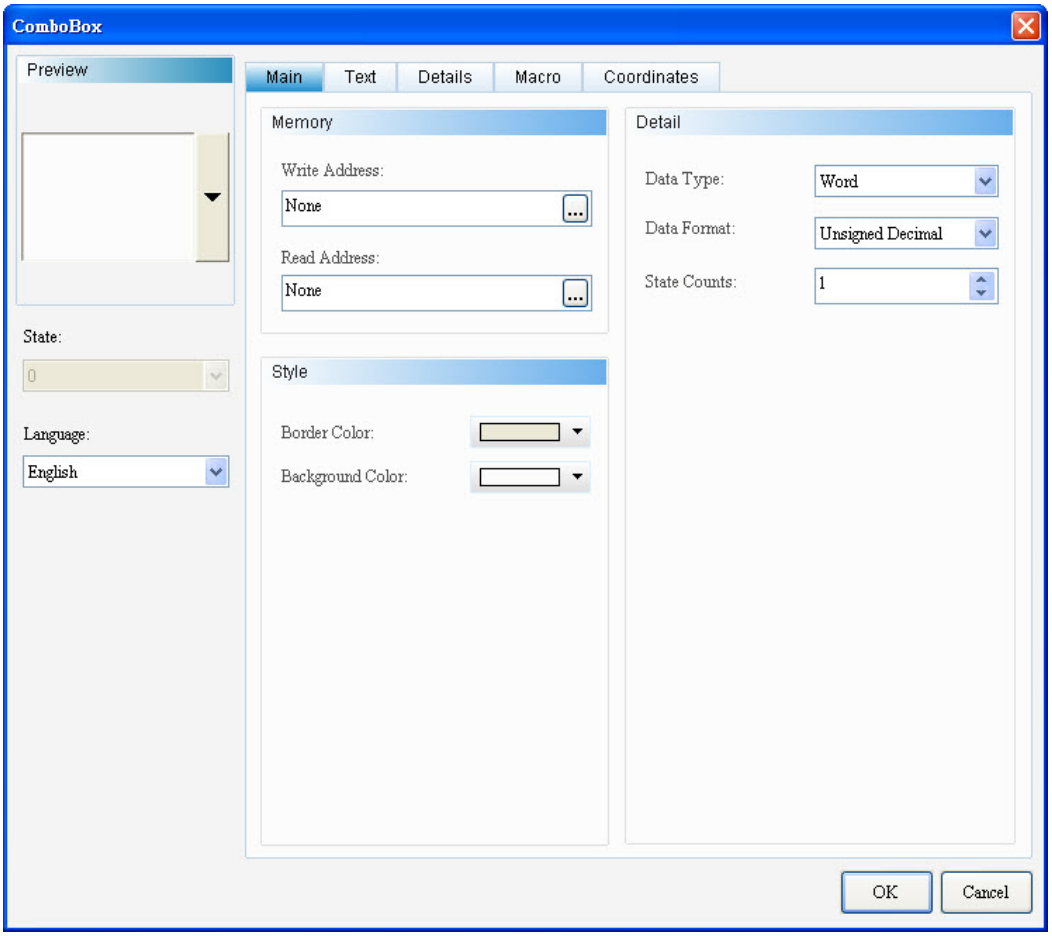


Figure 19-1-1 ComboBox property setting screen

ComboBox	
Function Page	**Content Description**
Preview	Multiple state values are available for the ComboBox. The user can edit multi-language data.
General	Sets the write address, read address, data type, data format, state counts. Sets border color, background color, foreground color.
Text	Sets the content, font, font size, font color, font effects, scaling, and alignment of the text to be displayed.
Advanced	Sets the interlock state, interlock address, Activation, Activation address, invisible address, user security level, set low security, enable confirm window.
Position	Sets the X-Y coordinates, width and height of the element.

Table 19-1-5 ComboBox function page

◆ General

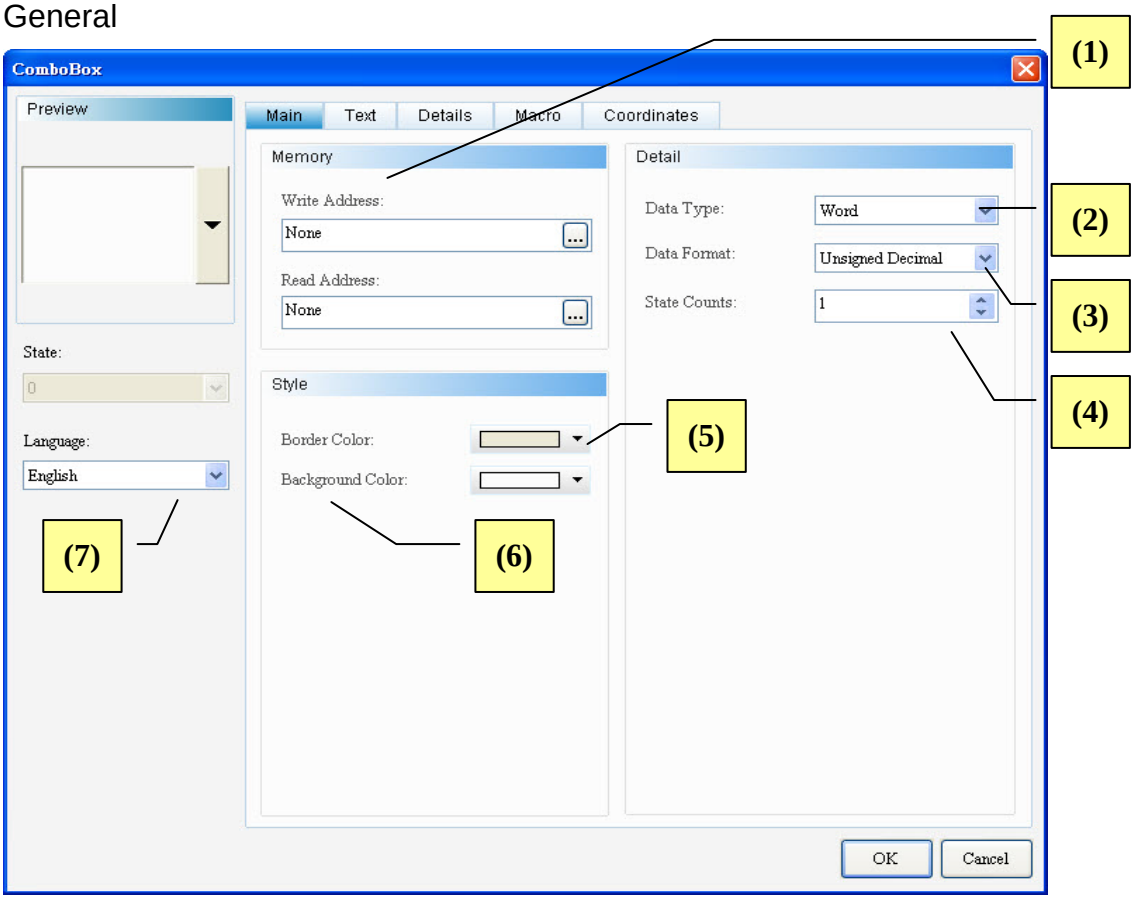
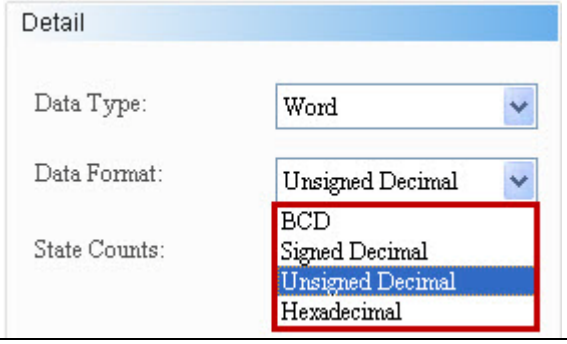
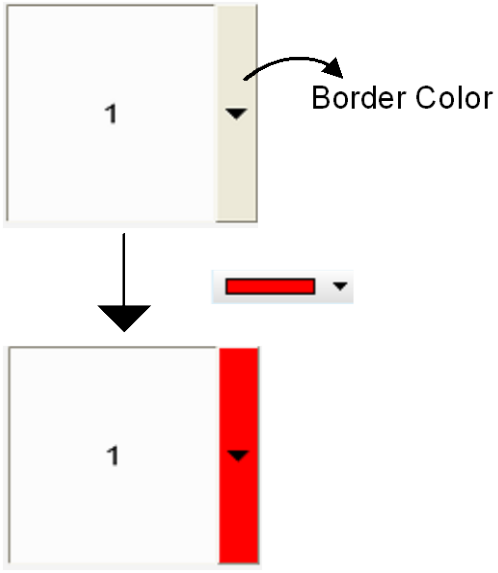
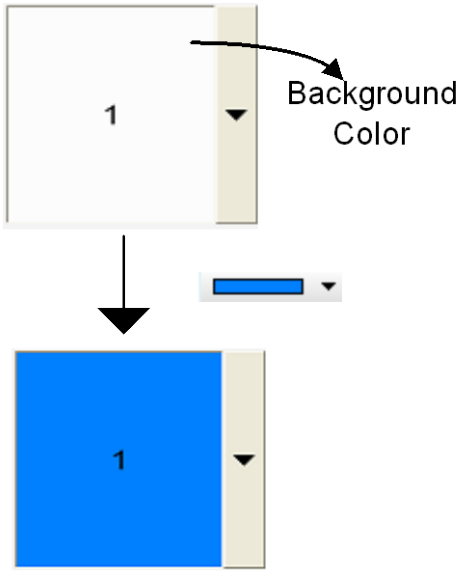
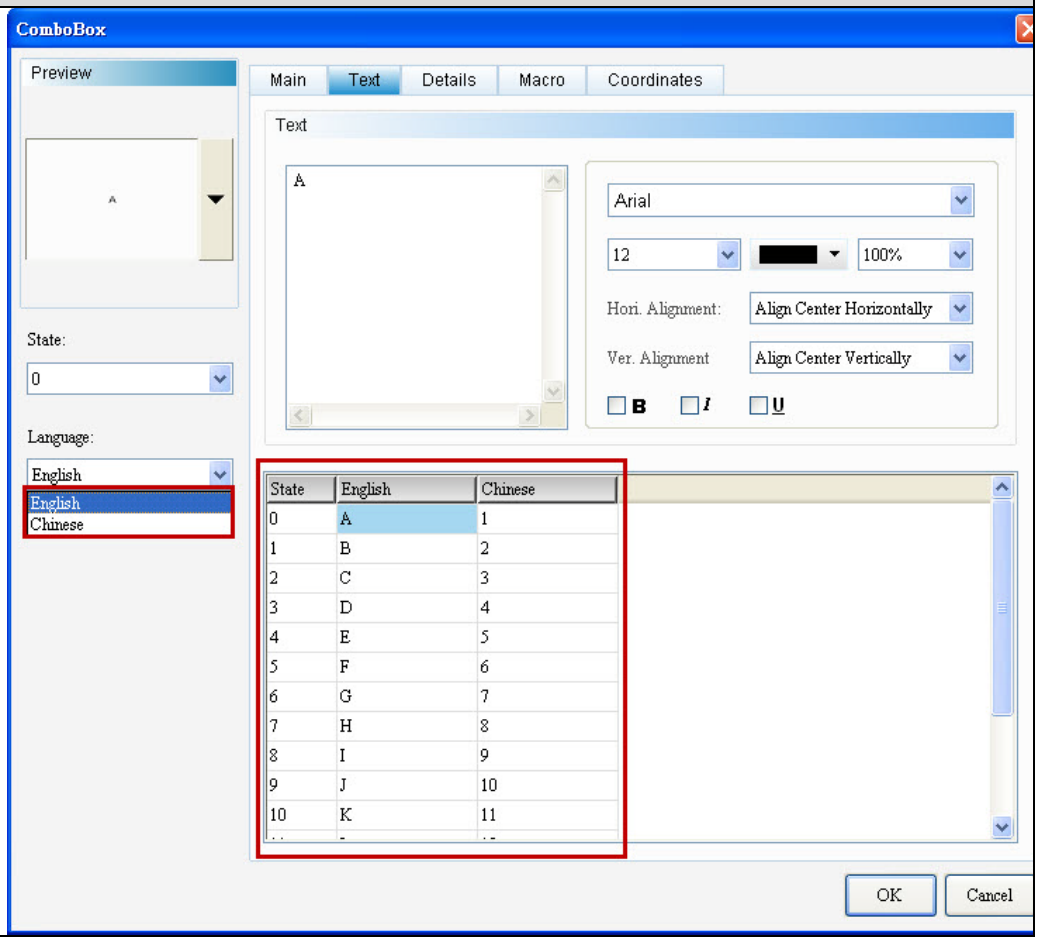


Figure 19-1-2 ComboBox General property page

No.	Item	Function
(1)	Write Address Read Address	➢ The user can select the internal memory or controller register address. The memory type entered changes depending on the data type (Word, LSB or Bit). Refer to Table 19-1-4. ➢ Selects link name or style. Please refer to 5-1 Button for details.
(2)	Data Type	➢ The Data Type supports 4 formats: Bit, Word, LSB and LSB (Support State 0). Refer to Table 19-1-4 for more information.
(3)	Data Format	➢ The Data Format can be selected only when the data type is Word. ➢ The Data Format supports BCD, Signed Decimal, Unsigned Decimal and Hexadecimal. 
(4)	State Counts	➢ Set the state counts for the ComboBox. The state counts can be set between 1 and 256 with Word as the data type, 16 states can

No.	Item	Function
		be set with LSB as the data type, 17 states can be set with LSB Support State 0 as the data type and only 2 states can be set with Bit as the data type. Refer to 19-1-4 for more information.
(5)	Border Color	➢ The user can set the border color. 
(6)	Background Color	➢ The user can set the background color for the element. 
(7)	Language	➢ When language data are defined, users can edit the properties of text display from Language.

No.	Item	Function
		

◆ Text

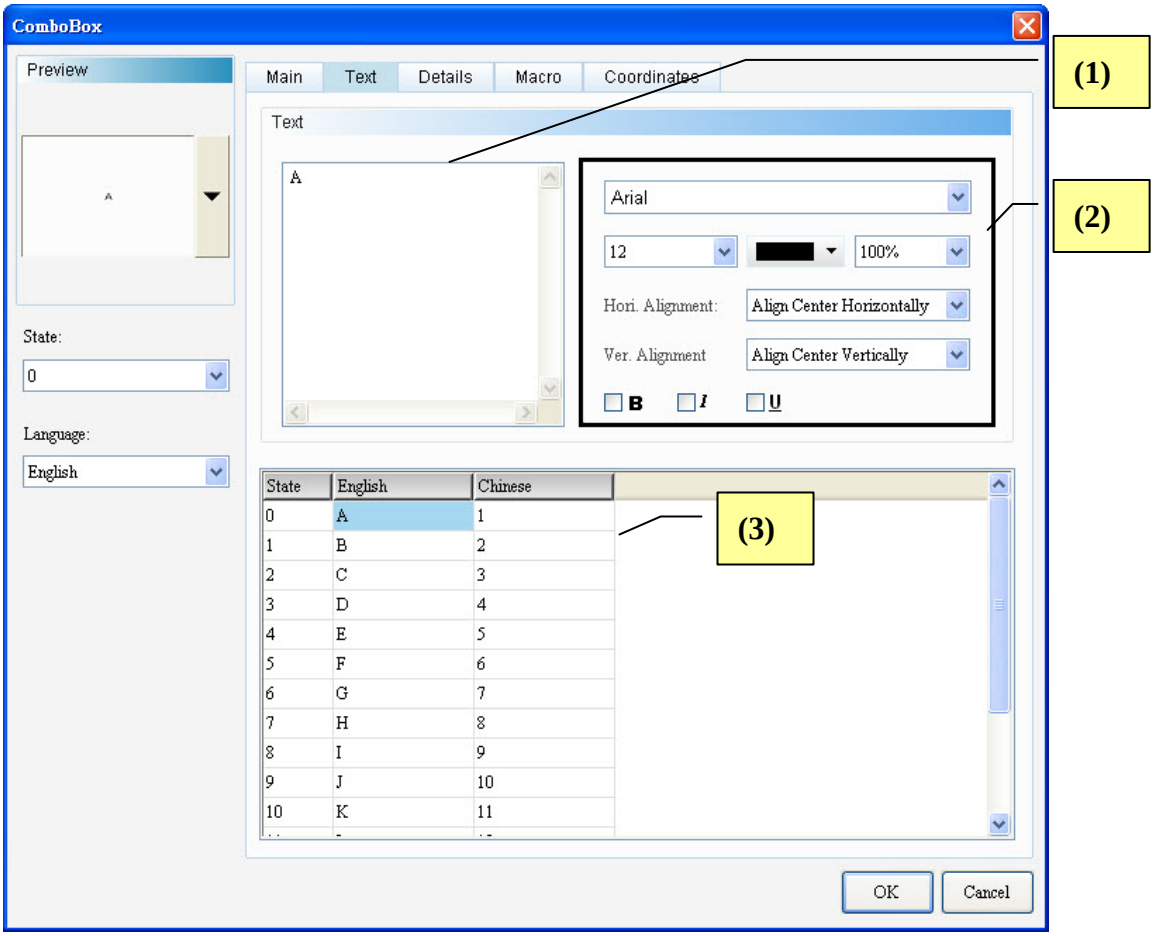
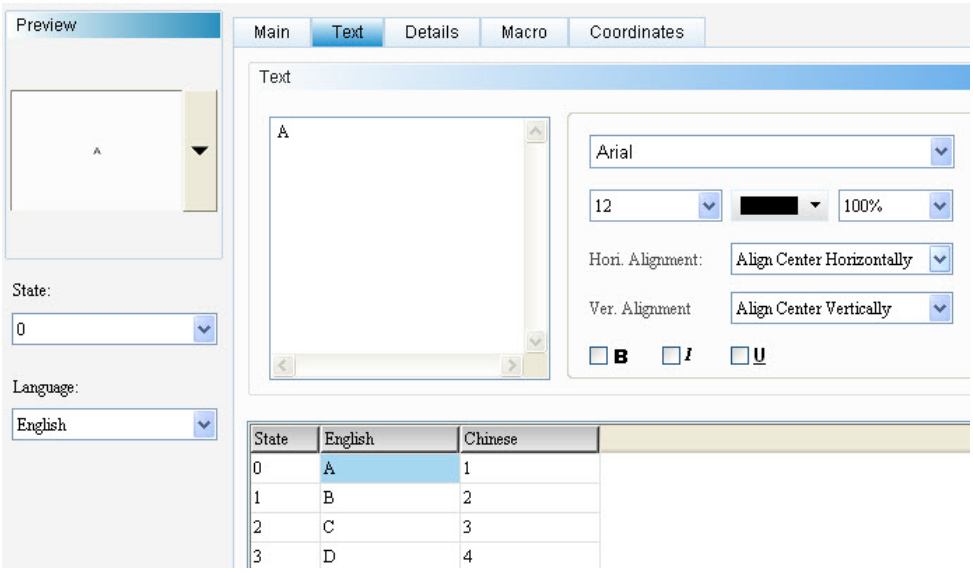


Figure 19-1-3 ComboBox Text property page

No.	Item	Function
(1)	Text	➢ The user can input the text message to be displayed in the text box.  ➢ For any element that can be used to enter text, the user needs

No.	Item	Function
		only to click the element on the screen and press the spacebar on the keypad to edit the text. This is very convenient for the user to enter text.
(2)	Text Properties	➢ Sets text properties, including font type, font size, font color, scaling, text alignment, and bold/italic/underline of font. Please refer to the above figure for details about the results of text properties.
(3)	Multi-language Text Data	➢ Users can add Multi-Language text data from the Multi-Language Text Page. As shown in the Text Properties Figure, users can input English text in the English field.

◆ Advanced

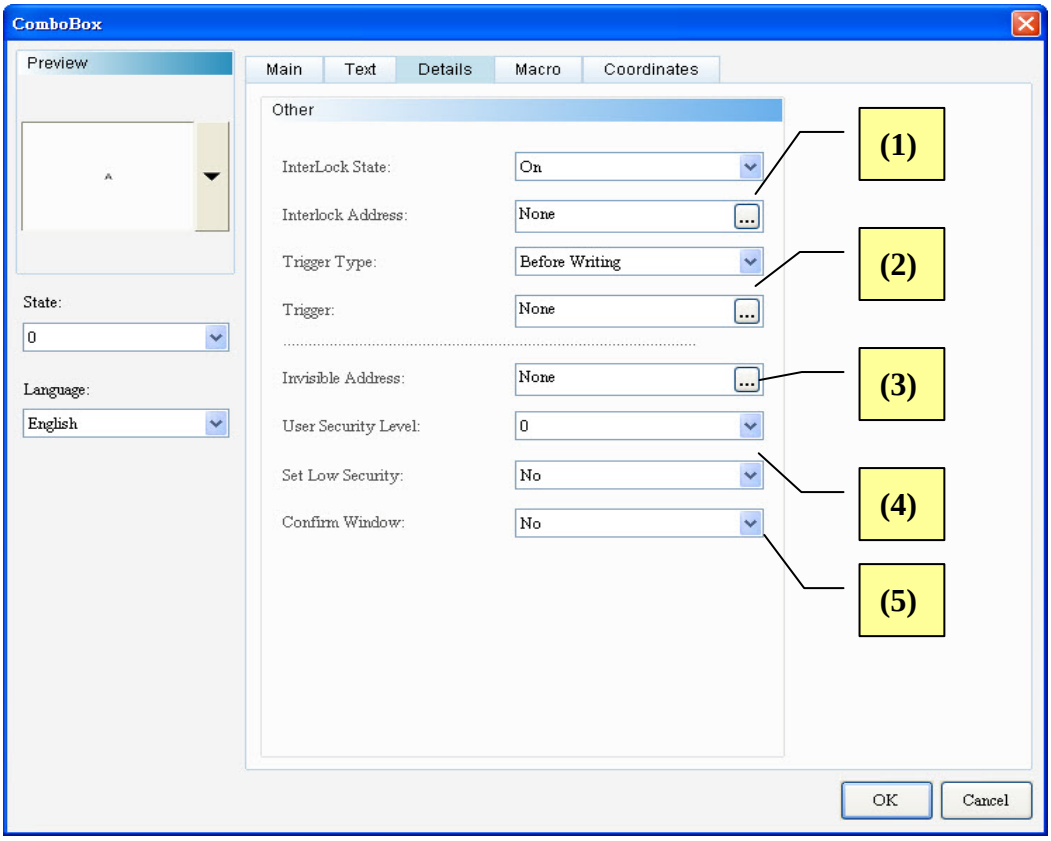
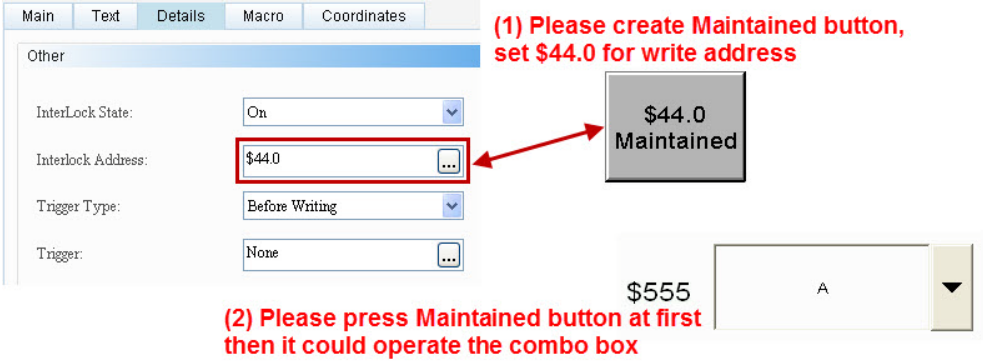
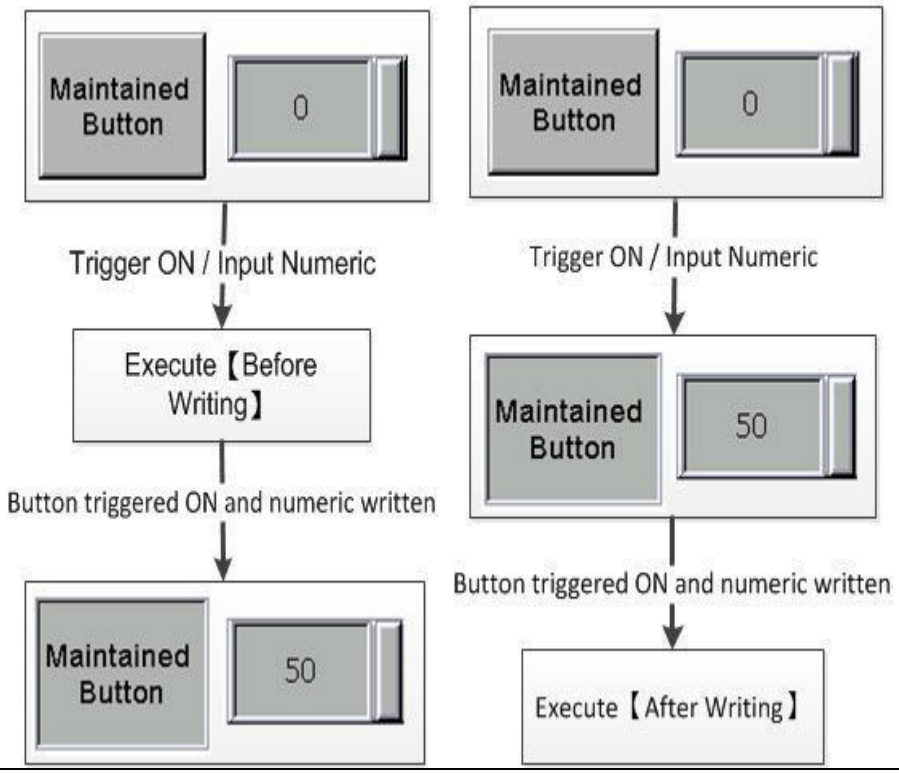
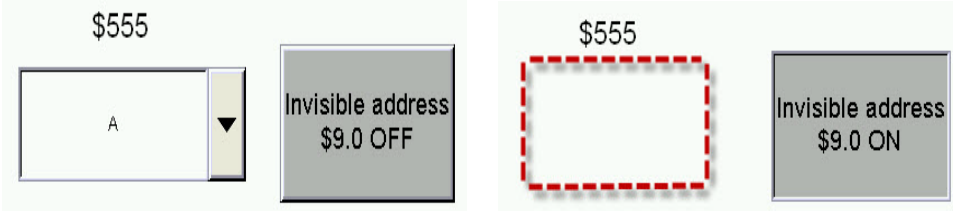


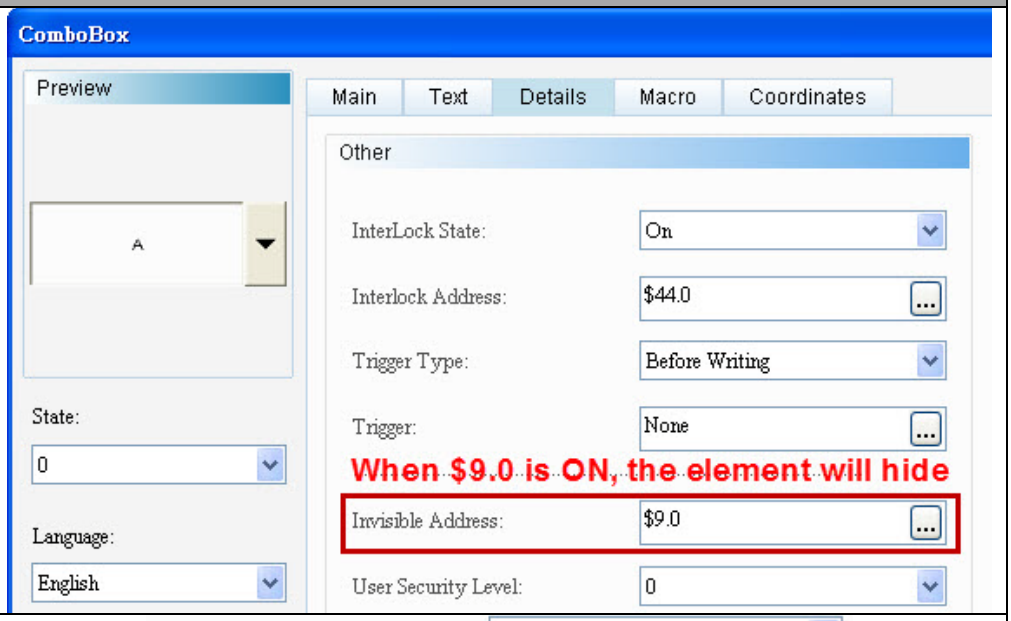
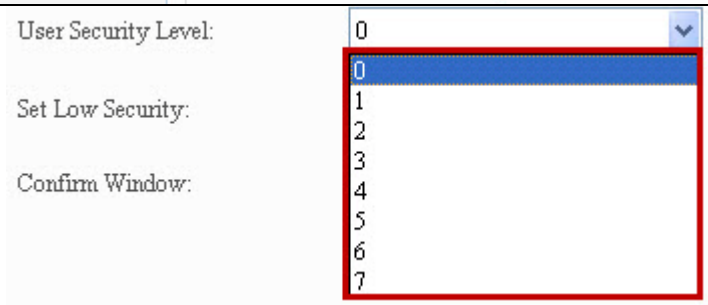
Figure 19-1-4 ComboBox Advanced property page

No.	Item	Function
(1)	Interlock State	➢ Interlock Address allows users to operate an element from this particular address. It must be used along with Interlock State. If Interlock State is “OFF”, this means the interlock address is operable when the interlock state is “OFF”. In contrast, when Interlock State is “ON”, this means the interlock address is operable when the interlock state is “ON”. ➢ The behavior is described below: 1. Create a maintained button and set the Write Address to $44.0. Then Set the Write Address and Interlock Address of the ComboBox element to $555 and $44.0, respectively. 2. Press the maintained button $44.0 to activate the ComboBox element $555 before it can be operated.
	Interlock Address	

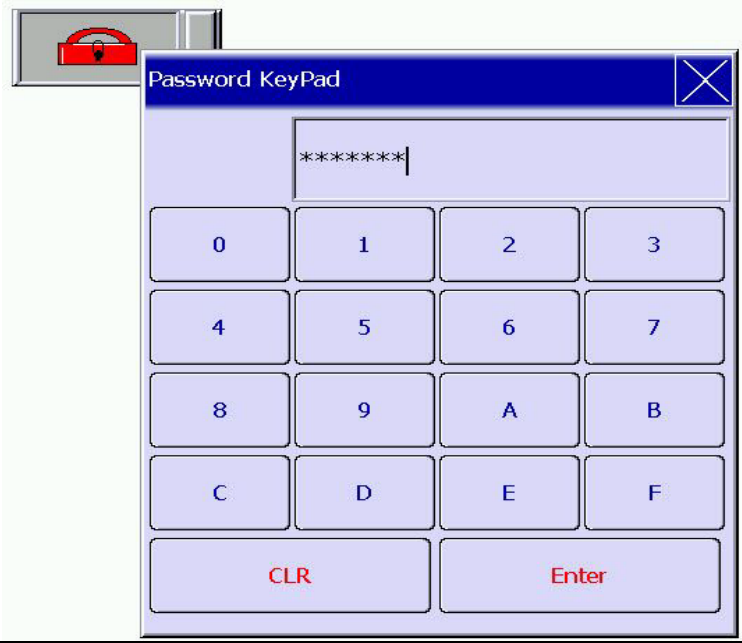
<table>
<tr><th>No.</th><th>Item</th><th>Function</th></tr>
<tr><td rowspan="2">(2)</td><td>Trigger type</td><td>
➢ Trigger type include before writing and after writing.
<table>
<tr><td rowspan="2">Trigger type</td><th>Before writing</th><th>After writing</th></tr>
<tr><td>The activation bit is ON before changing values.</td><td>Values are changed before the activation bit is ON.</td></tr>
</table>
➢ As the activation function only sets the activation address to ON, users must set the activation address of OFF before re-activation.
➢ Before writing: After writing:


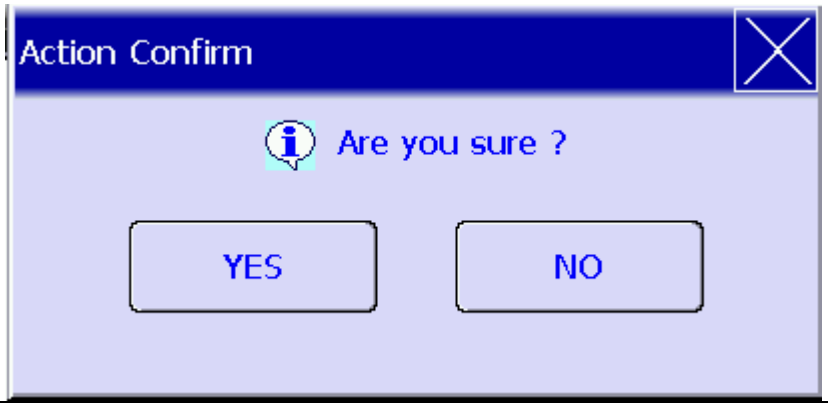
</td></tr>
<tr><td>Trigger</td></tr>
<tr><td>(3)</td><td>Invisible Address</td><td>
➢ When Invisible Address is “ON”, the button element is hidden, and the corresponding function is disabled.


</td></tr>
</table>

<table>
<tr><th>No.</th><th>Item</th><th>Function</th></tr>
<tr><td></td><td></td><td> 
</td></tr>
<tr><td rowspan="2">(4)</td><td>User Security Level</td><td rowspan="2"> 

Sets the user security level of element activities. Only users with equal or higher security level corresponding to the element can activate the element.
After setting the user security level, when users activate the element, the password box will pop up and request users to input the password (the password can be changed from the password setup element, please see 5-7 Password Table).


</td></tr>
<tr><td>Set Low Security</td></tr>
</table>

No.	Item	Function
		➢ If “YES” is selected for Set Low Security, HMI automatically sets the security level to the lowest every time users input the password. When users activate the element again, they will be requested to input again the password corresponding to the element.
(5)	Enable Confirmation Box	➢ If Enable Confirmation Box is set to “YES”, the following dialog box will pop up after pressing the corresponding button as shown below: 

◆ Location

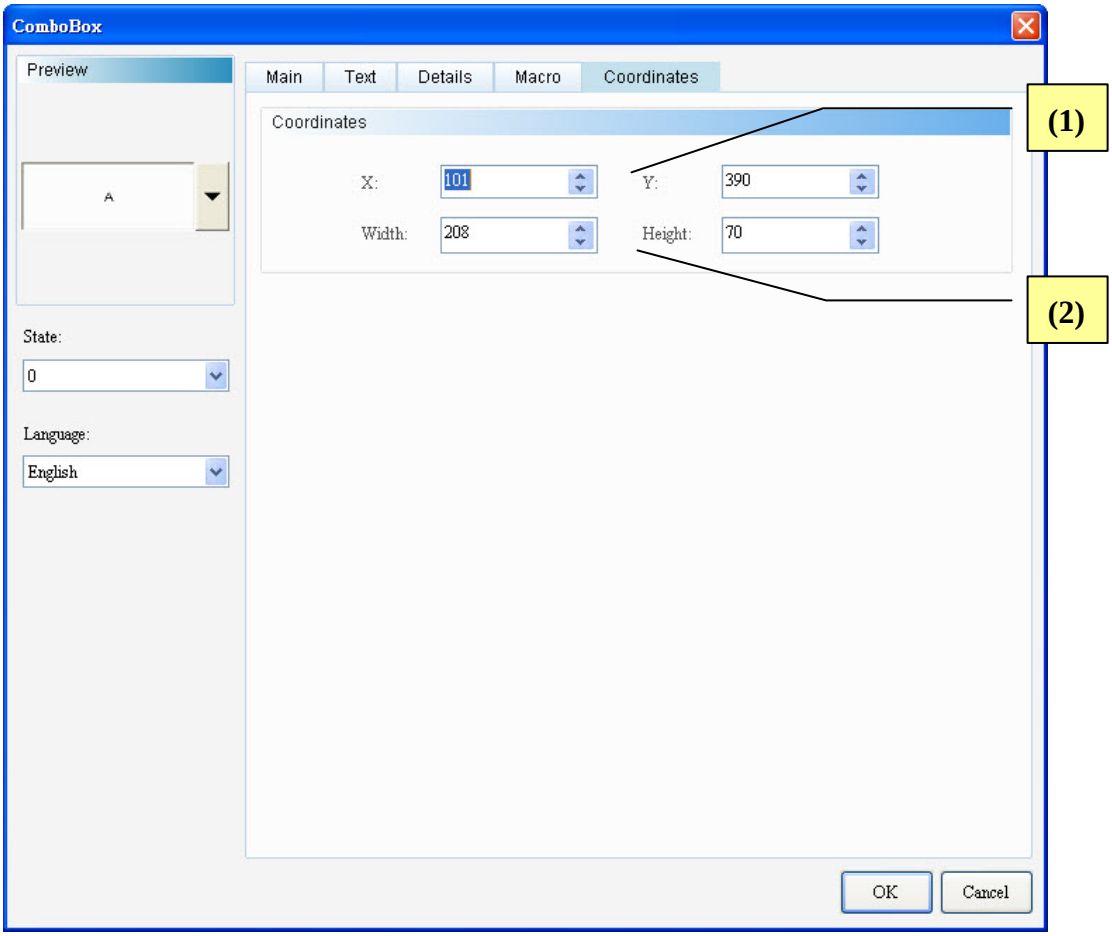


Figure 19-1-5 ComboBox Location property page

No.	Item	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

- Macro

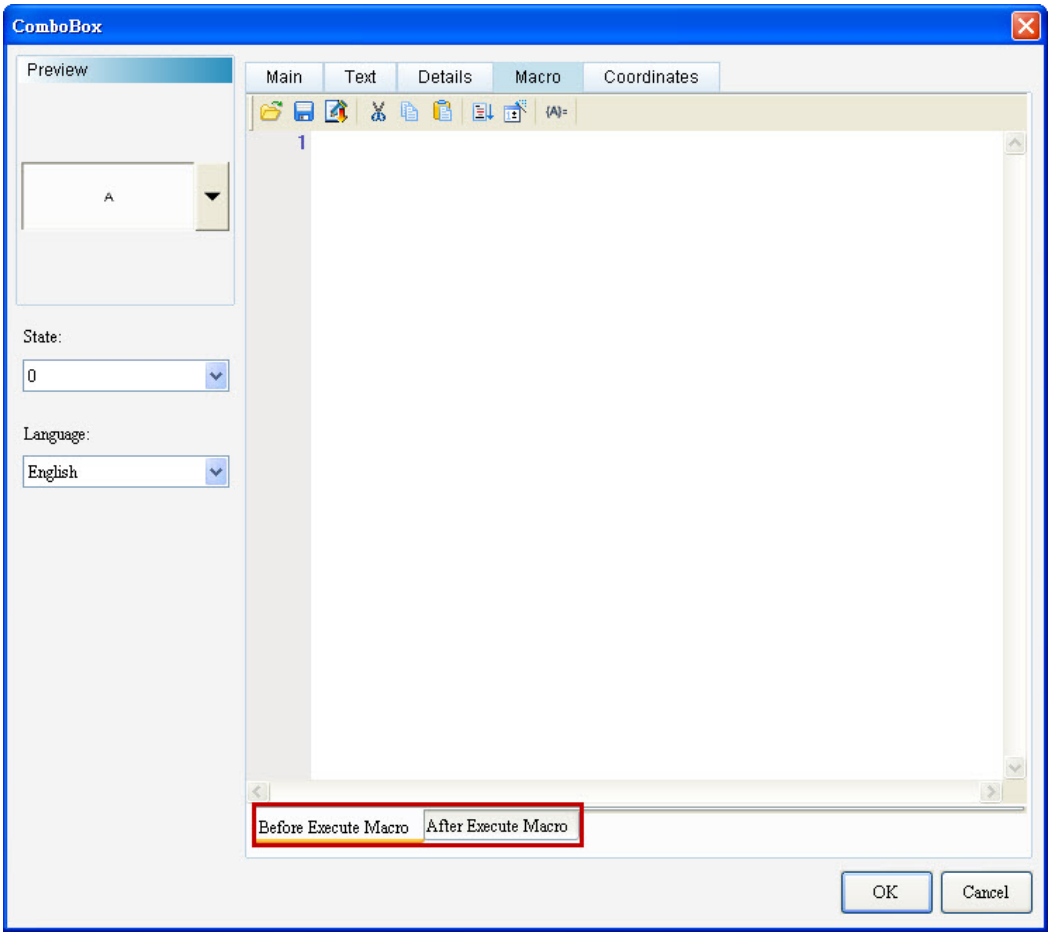
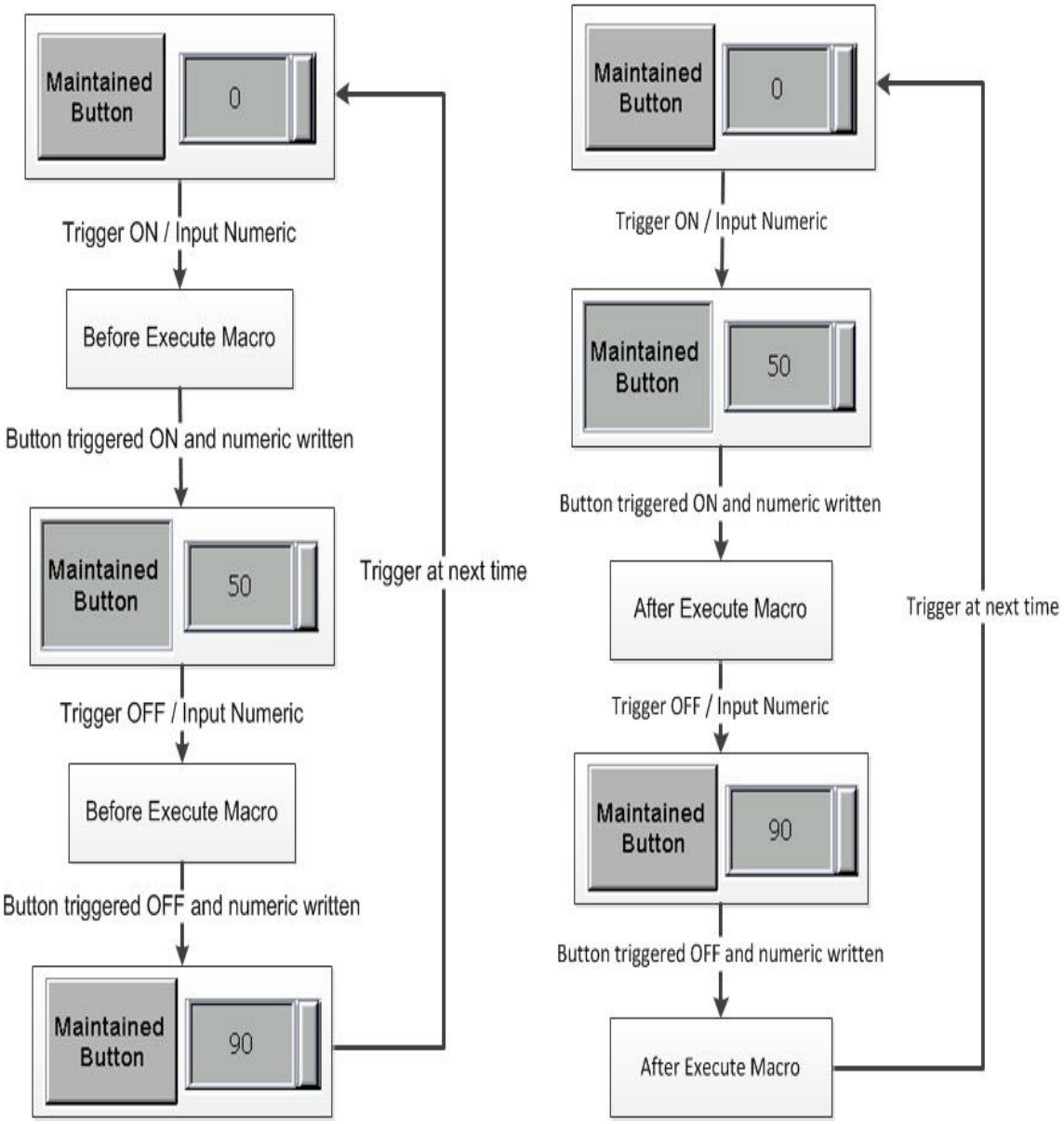


Figure 19-1-6 ComboBox Location property page

No.	Property	Function
(1)	➢ The before execute macro and after execute macro processes are diagrammed below: 	
	Before execute Macro	➢ When users touch the button element, HMI will first run the commands in the corresponding macro pre-action of the button action. If the button state is not changed by means of touching button (using external controller commands or other macros), HMI will not run the corresponding macro commands.
	After execute Macro	➢ After users touch the button element, HMI will first run the button action pre-action the commands in the corresponding macro. If the button state is not changed by means of touching button (using external controller commands or other macros), HMI will not run the corresponding macro commands.

19-2 ListBox

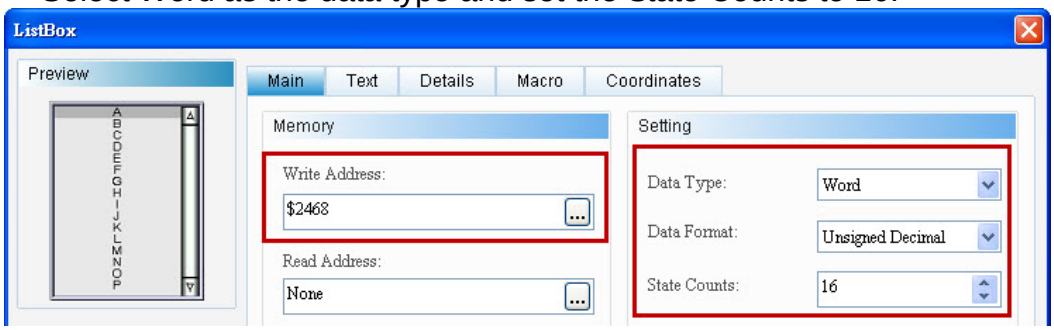
Like the ComboBox, the ListBox provides the user with multiple state display messages. It allows the user to view and select the item in a more intuitive way. Refer to Table 19-2-1 for the example of the ListBox.

ListBox Example

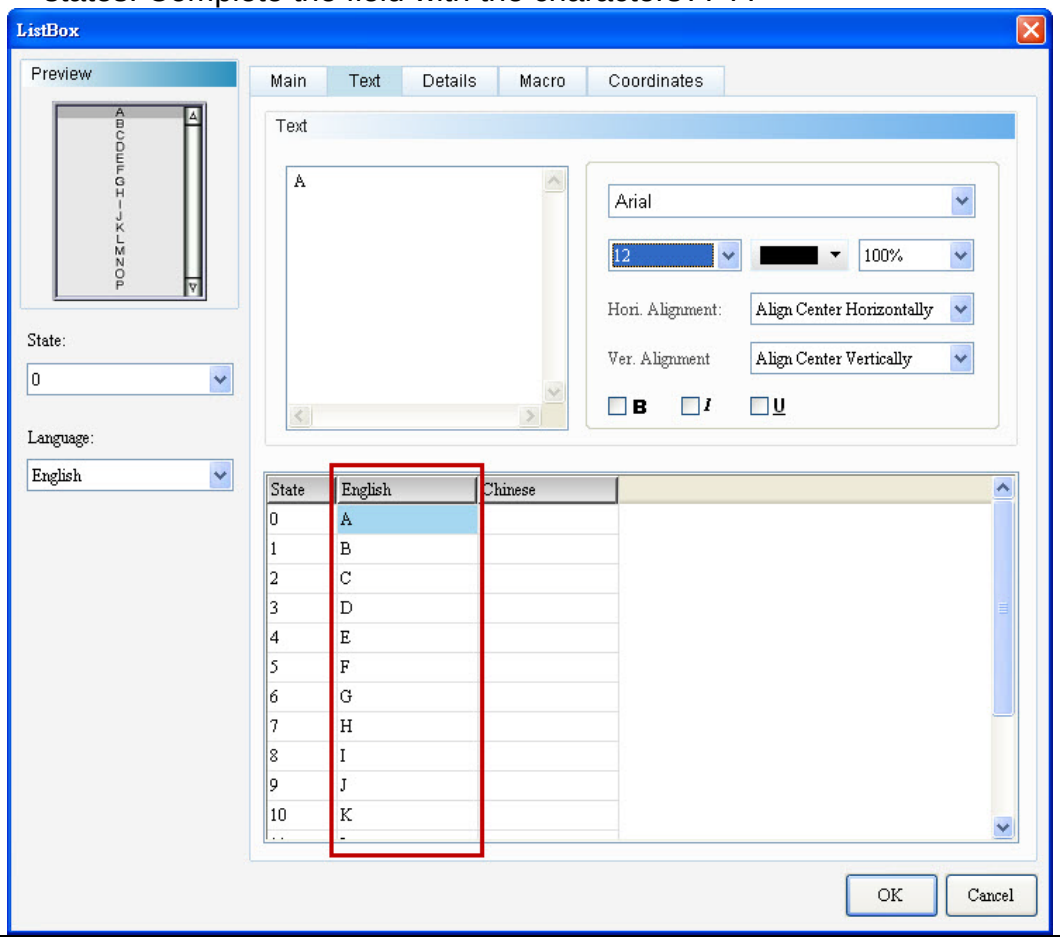
Table 19-2-1 ListBox Example

Create ListBox Element

➢ Step 1: Create the ListBox element. Set the Write Address to $2468. Select Word as the data type and set the State Counts to 16.



➢ Step 2: On the Text page, edit the text message to be displayed for the 16 states. Complete the field with the characters A~P.



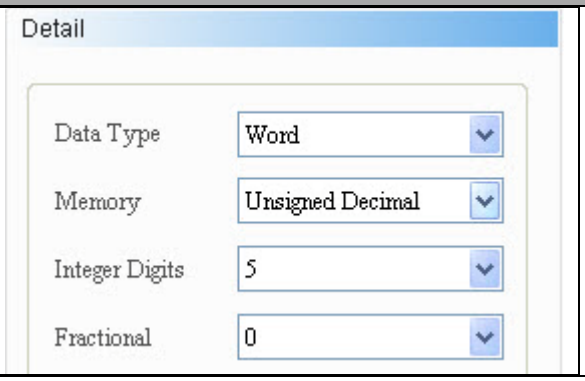
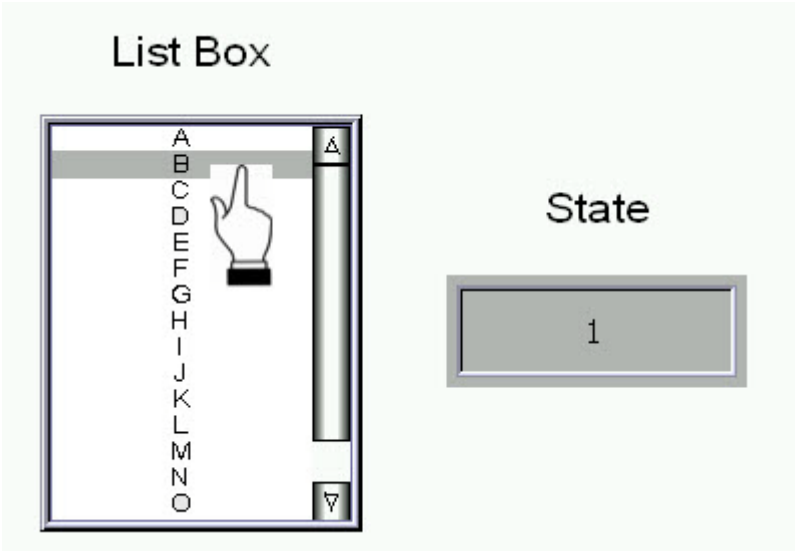
Create Data Display Element

➢ Step 1: Create the data display button. Set the Write Address to $2468 and complete the setting of other parameters.

Data Display Element	Read Address	
		R:$2468 12345

ListBox Example

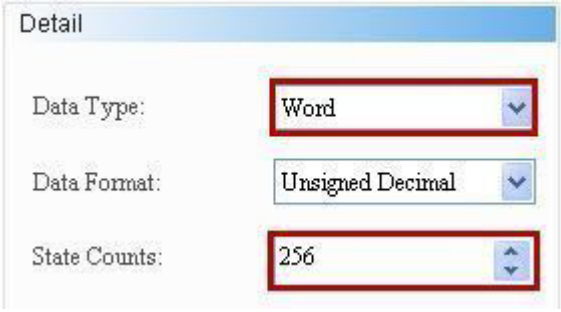
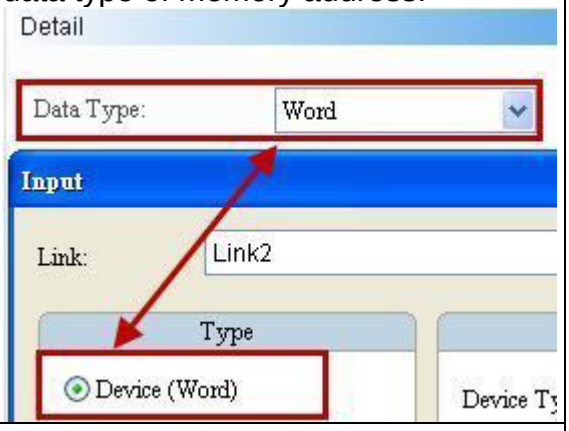
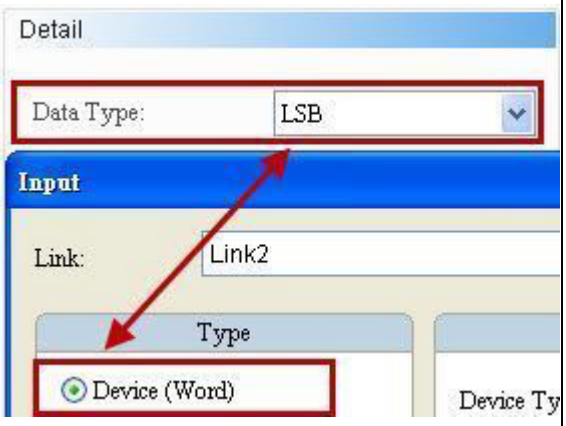
Table 19-2-1 ListBox Example

			Setup	
Execution Results	➢ After creation of all elements, perform the compilation and download them to HMI. When you select an item from the ListBox, the data display element will show the state value corresponding to the selected ListBox item. 			

The ListBox supports four data types. Refer to Table 19-2-2 for more information. The user only needs to increase or decrease the state counts in the property table to add or delete the counts.

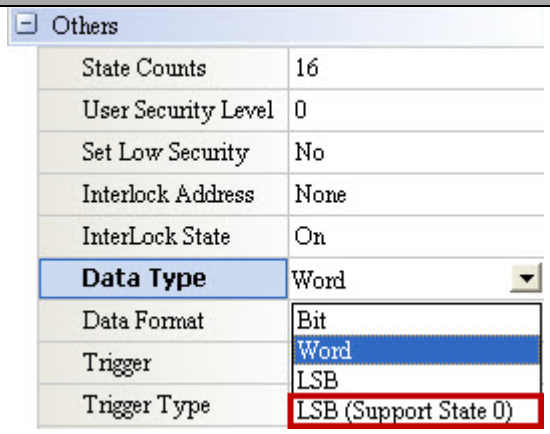
ListBox

Table 19-2-2 Data Type of the ListBox

Data Type	State Counts	Memory Address
Word	If data type is “Word”, users can select 1-256 states. 	If data type is “Word”, “Word” is the data type of memory address. 
LSB / LSB (Support State 0)	If the data type is “LSB”, the data in the register are first converted into binary data. Next, the present object state is determined according to the element with the lowest non-zero bit. If the data type is “LSB”, users can select 1-16 states, except “State 0”.  If the data type is “LSB”, users can select 1-16 states, except “State 0”.	If data type is “LSB” or LSB (Support State 0), “Word” is also data type of memory address. 

ListBox

Table 19-2-2 Data Type of the ListBox



If users select “LSB”, the element will display “black” when State=0.

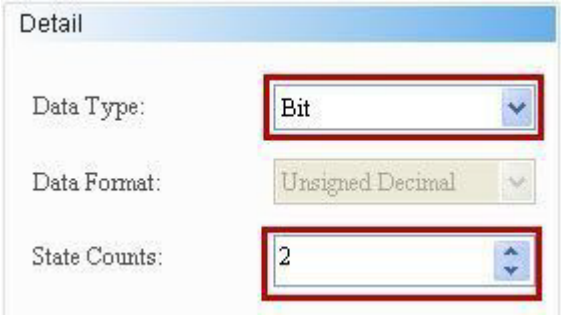
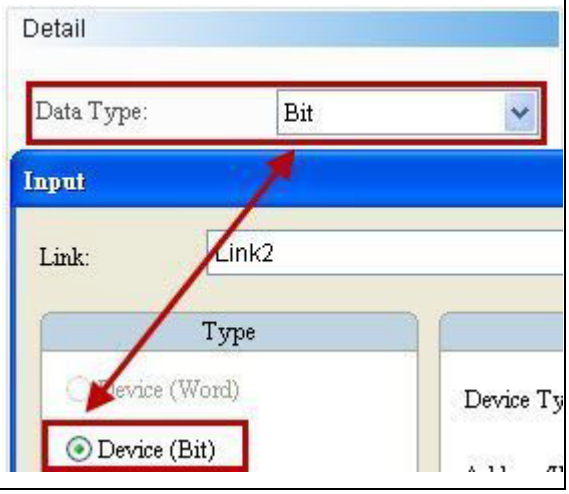


The examples in the following table show how state value is determined with the lowest non-zero bit after converting from a decimal value into a binary value. There are also examples demonstrating how the DOPSoft determines the state Numeric Displayed with the lowest bit when the decimal values are 3 and 7.

Decimal	Binary	State Value
0	**0000000000000000**	**State=0 when all bits are “0” [LSB (Support State 0) must be selected]**
1	0000000000000001	The lowest non-zero bit is bit 0, State=1
2	0000000000000010	The lowest non-zero bit is bit 1, State=2
3	**0000000000000011**	**The lowest non-zero bit is bit 0, State=1**
4	0000000000000100	The lowest non-zero bit is bit 2, State=3
7	**0000000000000111**	**The lowest non-zero bit is bit 0, State=1**
8	0000000000001000	The lowest non-zero bit is bit 3, State=4
16	0000000000010000	The lowest non-zero bit is bit 4, State=5
32	0000000000100000	The lowest non-zero bit is bit 5, State=6
64	0000000001000000	The lowest non-zero bit is bit 6, State=7
128	0000000010000000	The lowest non-zero bit is bit 7, State=8
256	0000000100000000	The lowest non-zero bit is bit 8, State=9
512	0000001000000000	The lowest non-zero bit is bit 9, State=10
1024	0000010000000000	The lowest non-zero bit is bit 10,

ListBox

Table 19-2-2 Data Type of the ListBox

				State=11
		2048	0000100000000000	The lowest non-zero bit is bit 11, State=12
		4096	0001000000000000	The lowest non-zero bit is bit 12, State=13
		8192	0010000000000000	The lowest non-zero bit is bit 13, State=14
		16384	0100000000000000	The lowest non-zero bit is bit 14, State=15
		32768	1000000000000000	The lowest non-zero bit is bit 15, State=16
Bit	If the data type is “Bit”, only 2 states are available. 			If the data type is “Bit”, “Bit” is the data type of memory address. 	

Double click the ListBox icon and the following property setting screen appears.

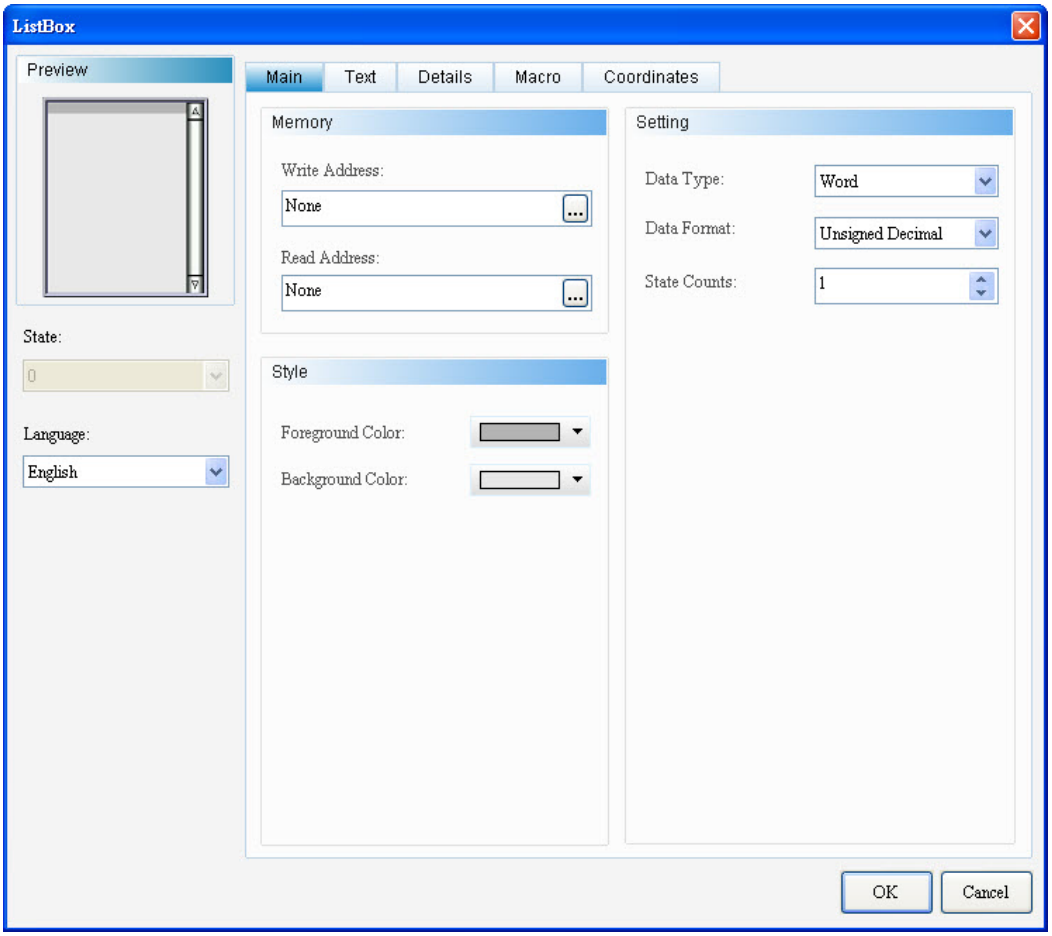


Figure 19-2-1 ListBox property setting screen

ListBox	
Function Page	**Content Description**
Preview	Multiple state values are available for the ListBox. The user can edit multi-language data.
General	Sets the write address, read address, data type, data format, state counts. Sets background color, foreground color.
Text	Sets the content, font, font size, font color, font effects, scaling, and alignment of the text to be displayed.
Advanced	Sets the interlock state, interlock address, Activation, Activation address, invisible address, user security level, set low security, Enable Confirmation Box.
Position	Sets the X-Y coordinates, width and height of the element.

Table 19-2-3 ListBox function page

◆ General

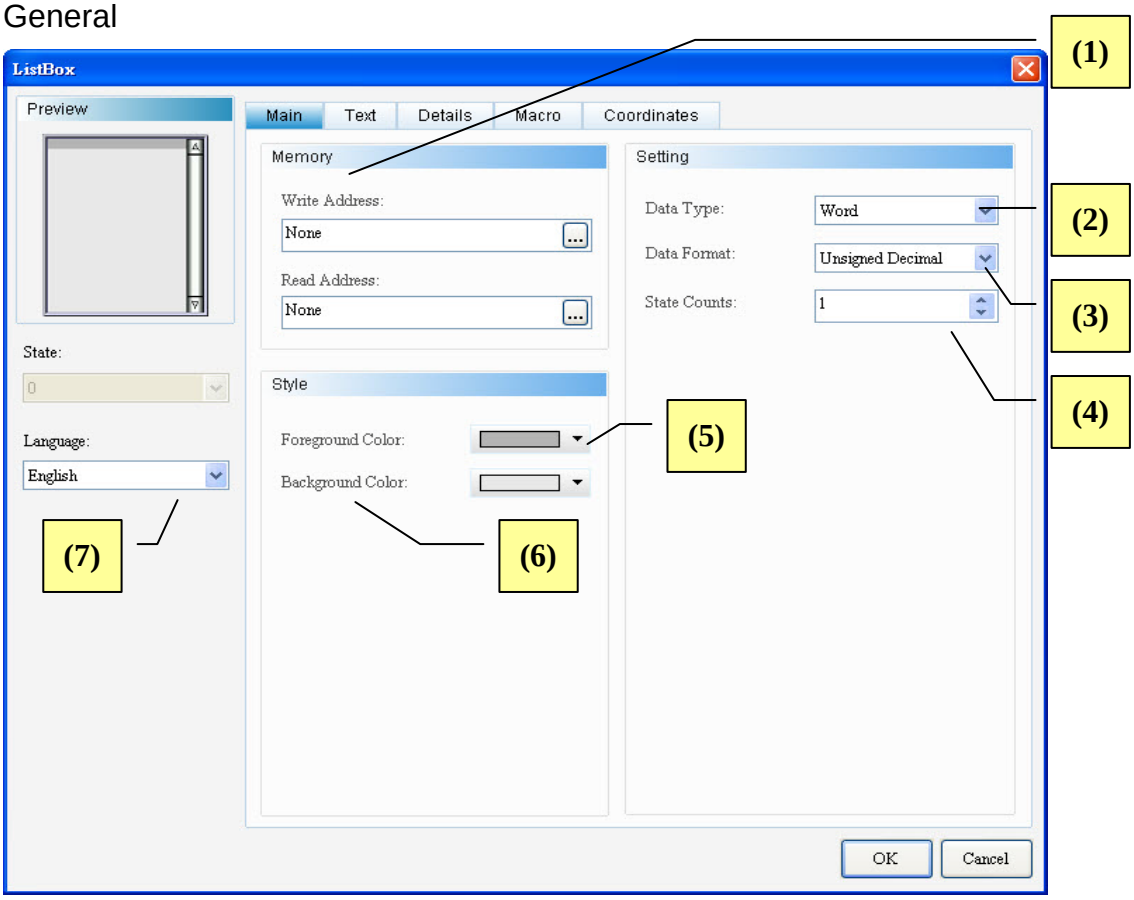
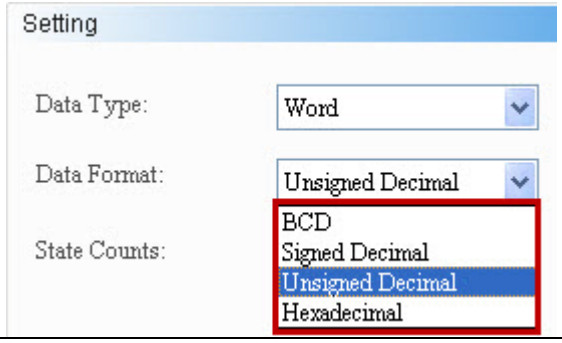
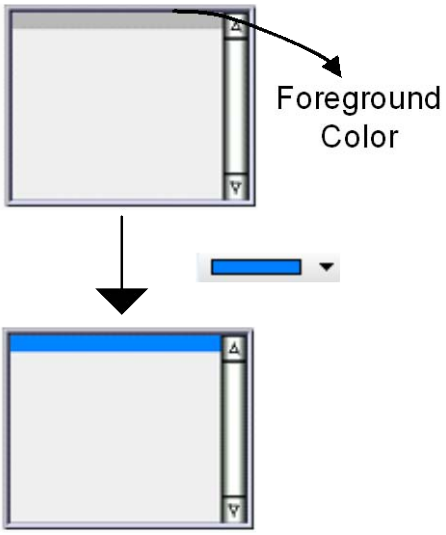
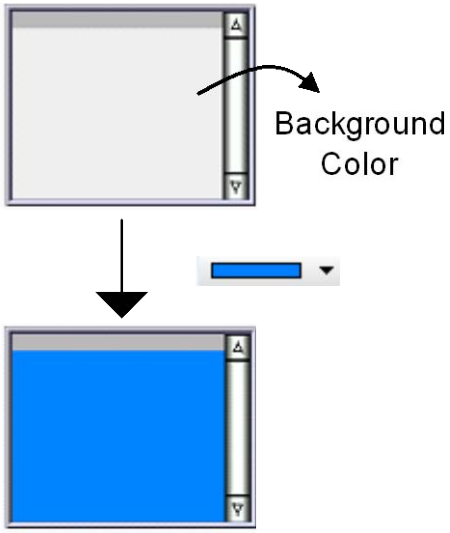
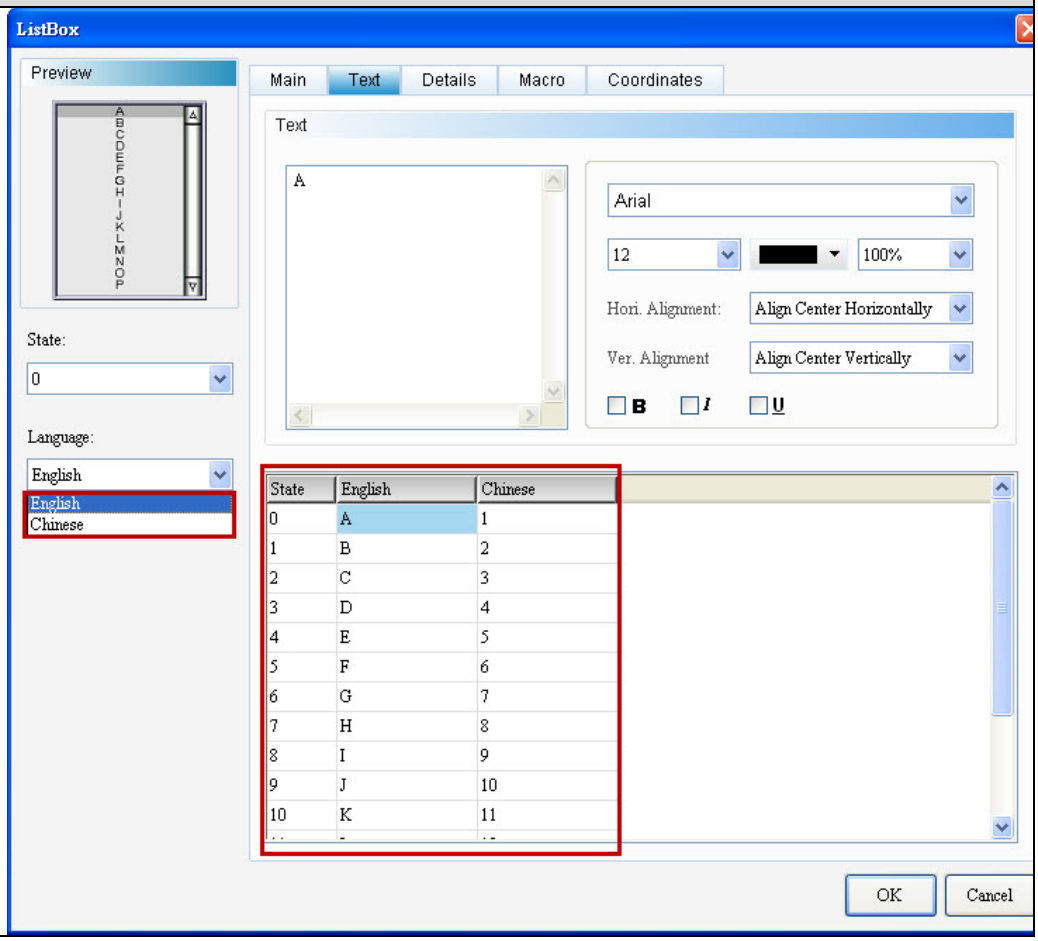


Figure 19-2-2 ListBox General property page

No.	Item	Function
(1)	Write Address Read Address	➢ The user can select the internal memory or controller register address. The memory type entered changes depending on the data type (Word, LSB or Bit). Refer to Table 19-2-2. ➢ Selects link name or style. Please refer to 5-1 Button for details.
(2)	Data Type	➢ The Data Type supports 4 formats: Bit, Word, LSB and LSB (Support State 0). Refer to Table 19-2-2 for more information.
(3)	Data Format	➢ The Data Format can be selected only when the data type is Word. ➢ The Data Format supports BCD, Signed Decimal, Unsigned Decimal, Hexadecimal. 
(4)	State Counts	➢ Set the state counts for the ListBox. The state counts can be set between 1 and 256 with Word as the data type, 16 states can be

No.	Item	Function
		set with LSB as the data type, 17 states can be set with LSB Support State 0 as the data type and only 2 states can be set with Bit as the data type. Refer to 19-2-2 for more information.
(5)	Foreground Color	➢ The user can set the foreground color for the element. 
(6)	Background Color	➢ The user can set the background color for the element. 
(7)	Language	➢ When language data are defined, users can edit the properties of text display from Language.

No.	Item	Function
		

◆ Text

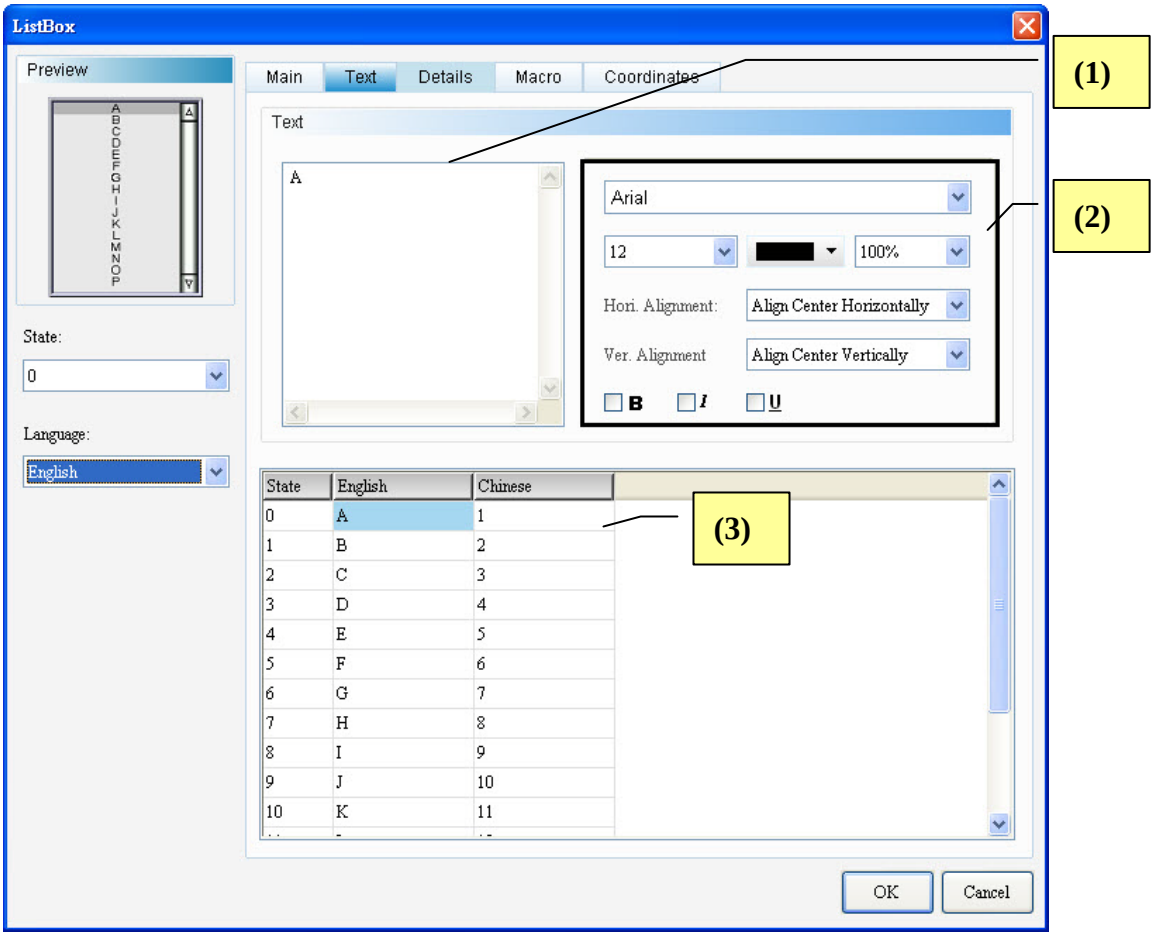
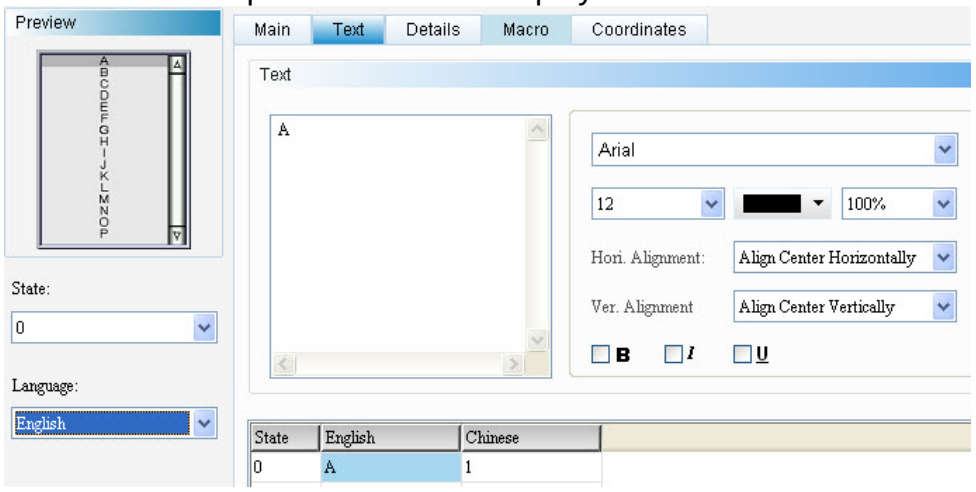


Figure 19-2-3 ListBox Text property page

No.	Item	Function
(1)	Text	➢ Users can input the text to be displayed in the text box.  ➢ Users can select elements supporting text input as shown above and press the SPACE bar on the keyboard to edit text.
(2)	Text Properties	➢ Sets text properties, including font type, font size, font color, scaling, text alignment, and bold/italic/underline of font. Please

No.	Item	Function
		refer to the above figure for details about the results of text properties.
(3)	Multi-Language Text Data	➢ Users can add Multi-Language text data from the Multi-Language Text Page. As shown in the Text Properties Figure, users can input English text in the English field.

◆ Advanced

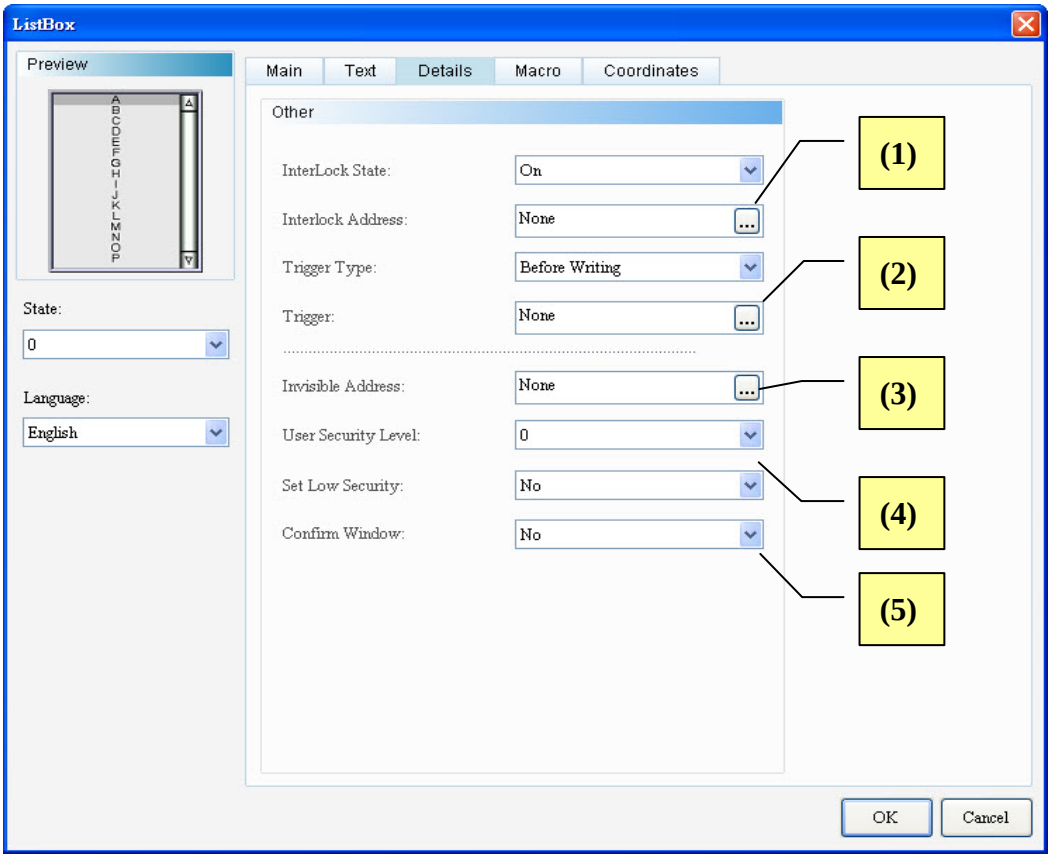
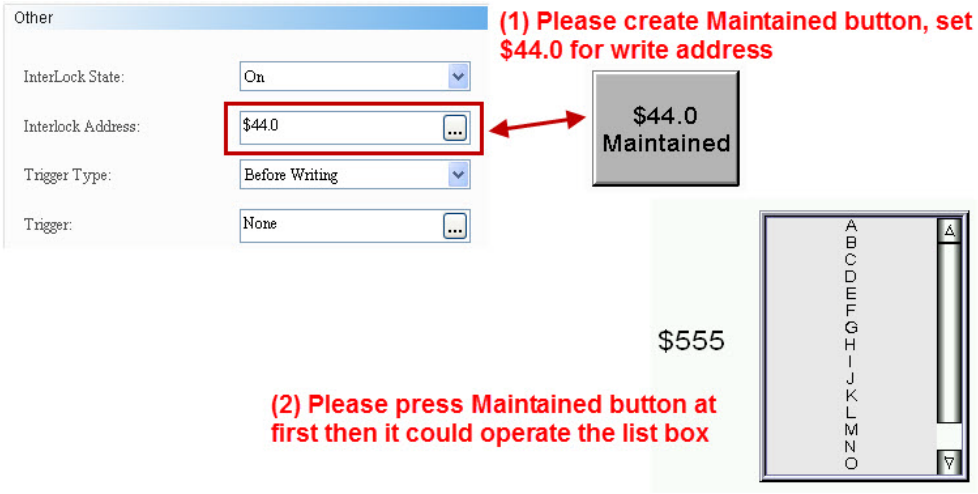
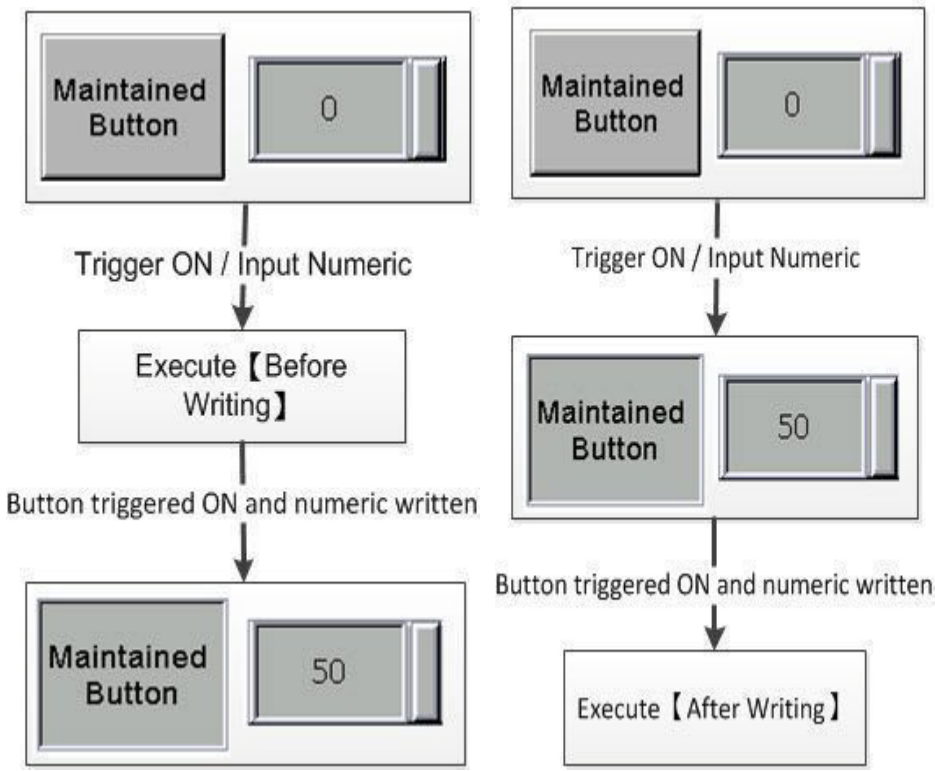
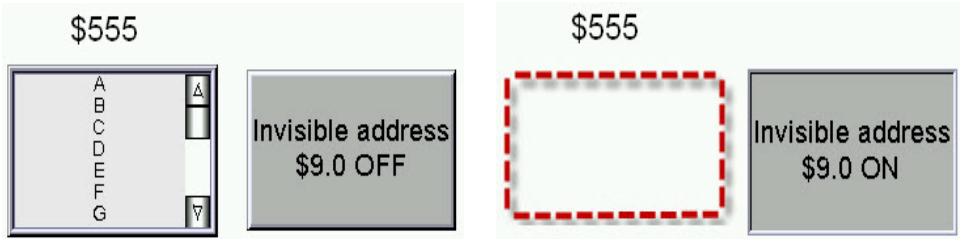
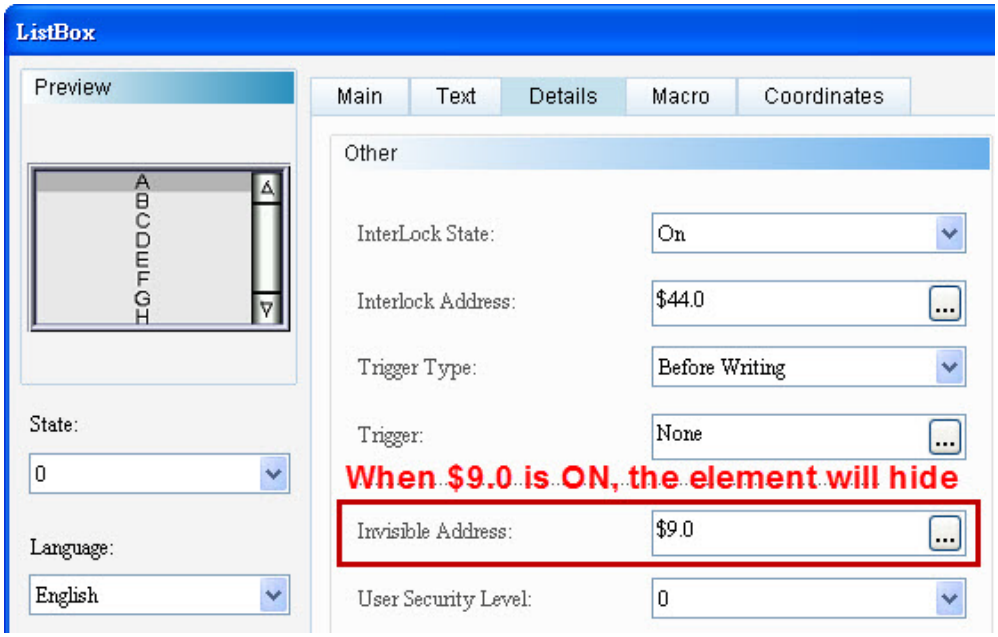


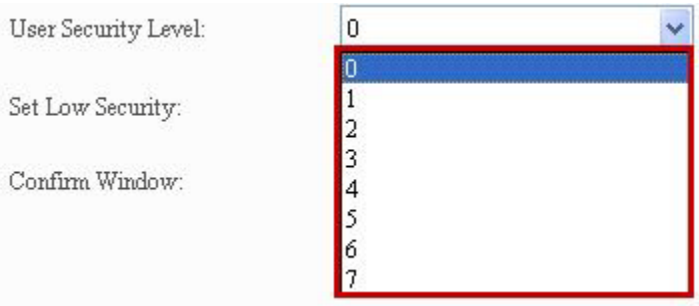
Figure 19-2-4 ListBox Advanced property page

No.	Item	Function
(1)	Interlock State	➢ Interlock Address allows users to operate an element from this particular address. It must be used along with Interlock State. If Interlock State is “OFF”, this means the interlock address is operable when the interlock state is “OFF”. In contrast, when Interlock State is “ON”, this means the interlock address is operable when the interlock state is “ON”. ➢ The behavior is described below: 1. Create a maintained button and set the Write Address to $44.0. Then Set the Write Address and Interlock Address of the ListBox element to $555 and $44.0, respectively. 2. Press the maintained button $44.0 to activate the ListBox element $555 before it can be operated.
	Interlock Address	

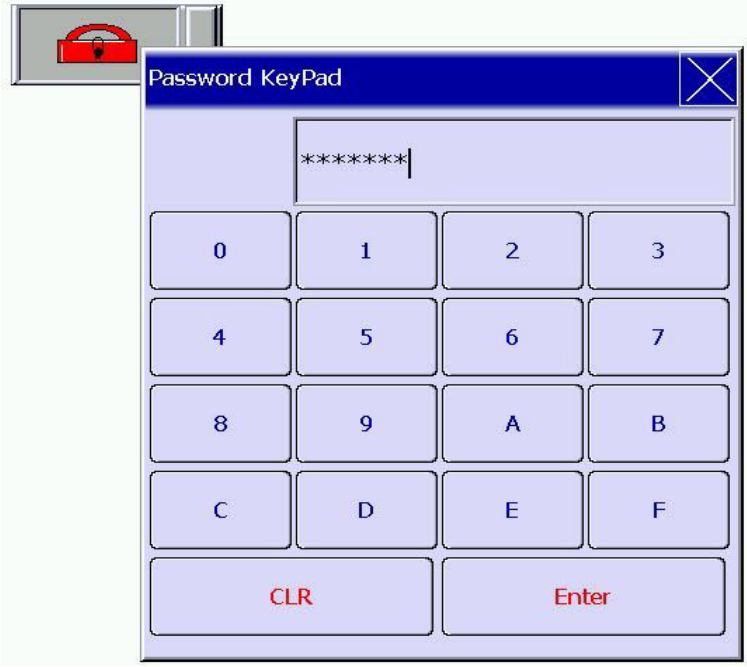
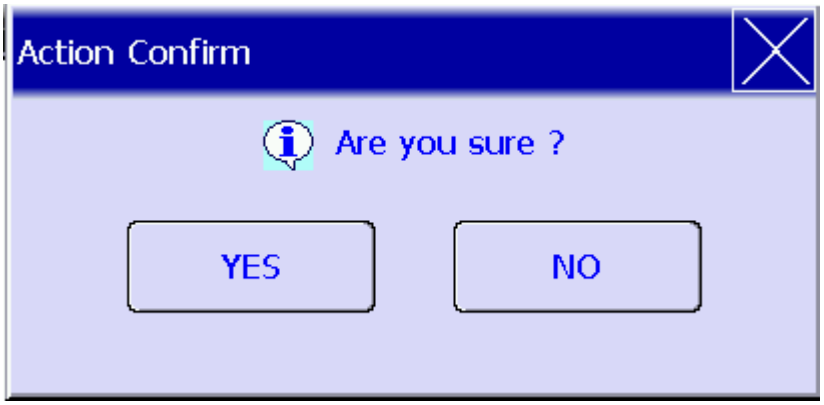
<table>
<tr><th>No.</th><th>Item</th><th>Function</th></tr>
<tr><td></td><td></td><td> 
</td></tr>
<tr><td rowspan="2">(2)</td><td>Trigger type</td><td>➢ Trigger type include before writing and after writing.
<table>
<tr><td rowspan="2">Trigger type</td><th>Before writing</th><th>After writing</th></tr>
<tr><td>The activation bit is ON before changing values.</td><td>Values are changed before the activation bit is ON.</td></tr>
</table></td></tr>
<tr><td>Trigger</td><td>➢ As the activation function only sets the activation address to ON, users must set the activation address of OFF before re-activation.
➢ Before writing:
 
</td></tr>
</table>

<table>
<tr><th>No.</th><th>Item</th><th>Function</th></tr>
<tr><td>(3)</td><td>Invisible Address</td><td>
➢ When Invisible Address is “ON”, the button element is hidden, and the corresponding function is disabled.




</td></tr>
<tr><td rowspan="2">(4)</td><td>User Security Level</td><td rowspan="2">


➢ Sets the user security level of element activities. Only users with equal or higher security level corresponding to the element can activate the element.
➢ After setting the user security level, when users activate the element, the password box will pop up and request users to input the password (the password can be changed from the password setup element, please see 5-7 Password Table).
</td></tr>
<tr><td>Set Low Security</td></tr>
</table>

No.	Item	Function
		 ➢ If “YES” is selected for Set Low Security, HMI automatically sets the security level to the lowest every time users input the password. When users activate the element again, they will be requested to input again the password corresponding to the element.
(5)	Enable Confirmation Box	➢ If Enable Confirmation Box is set to “YES”, the following dialog box will pop up after pressing the corresponding button as shown below: 

◆ Location

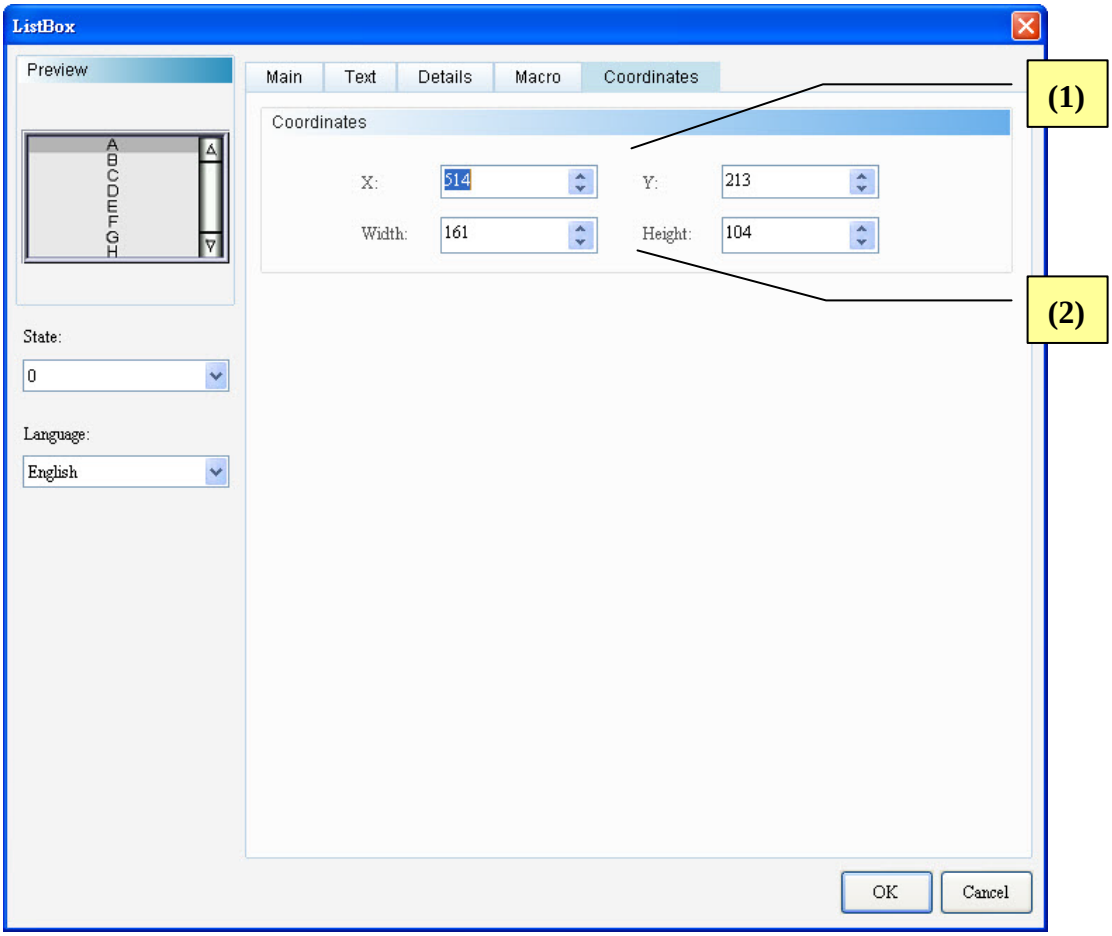


Figure 19-2-5 ListBox Location property page

No.	Item	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

◆ Macro

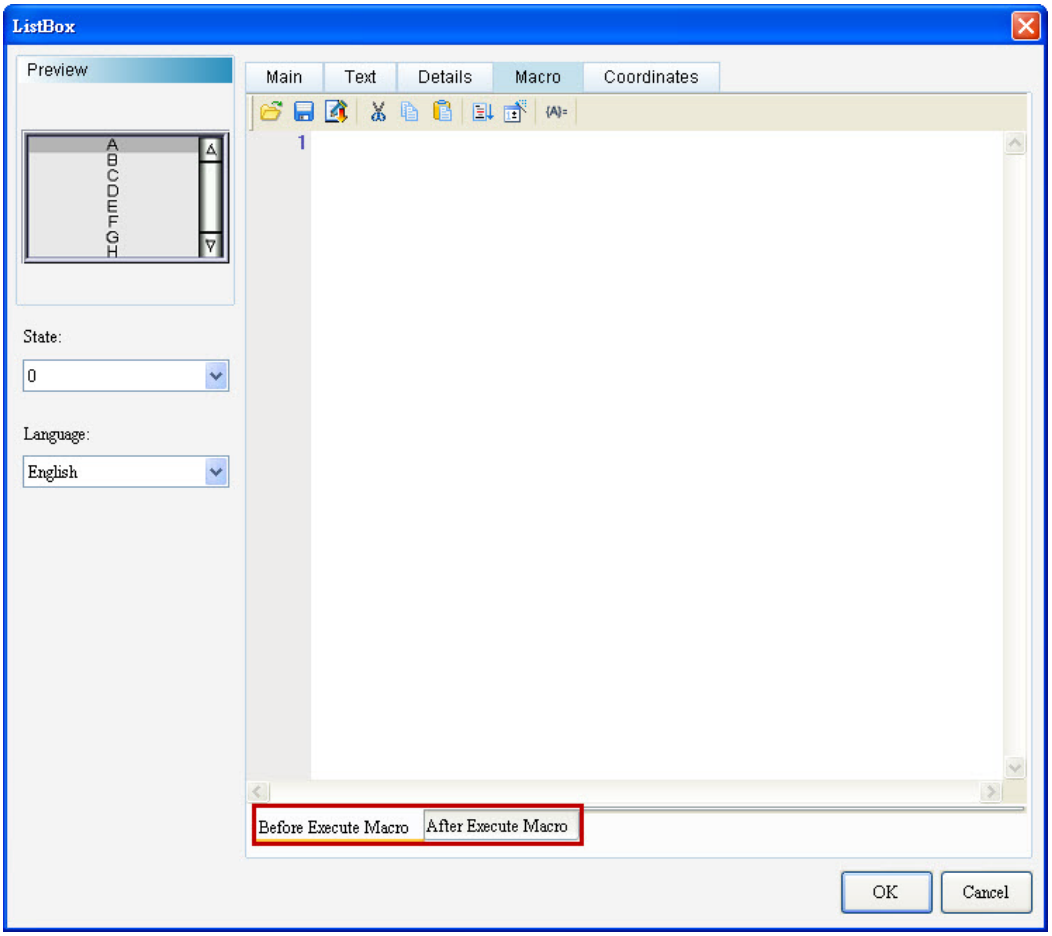
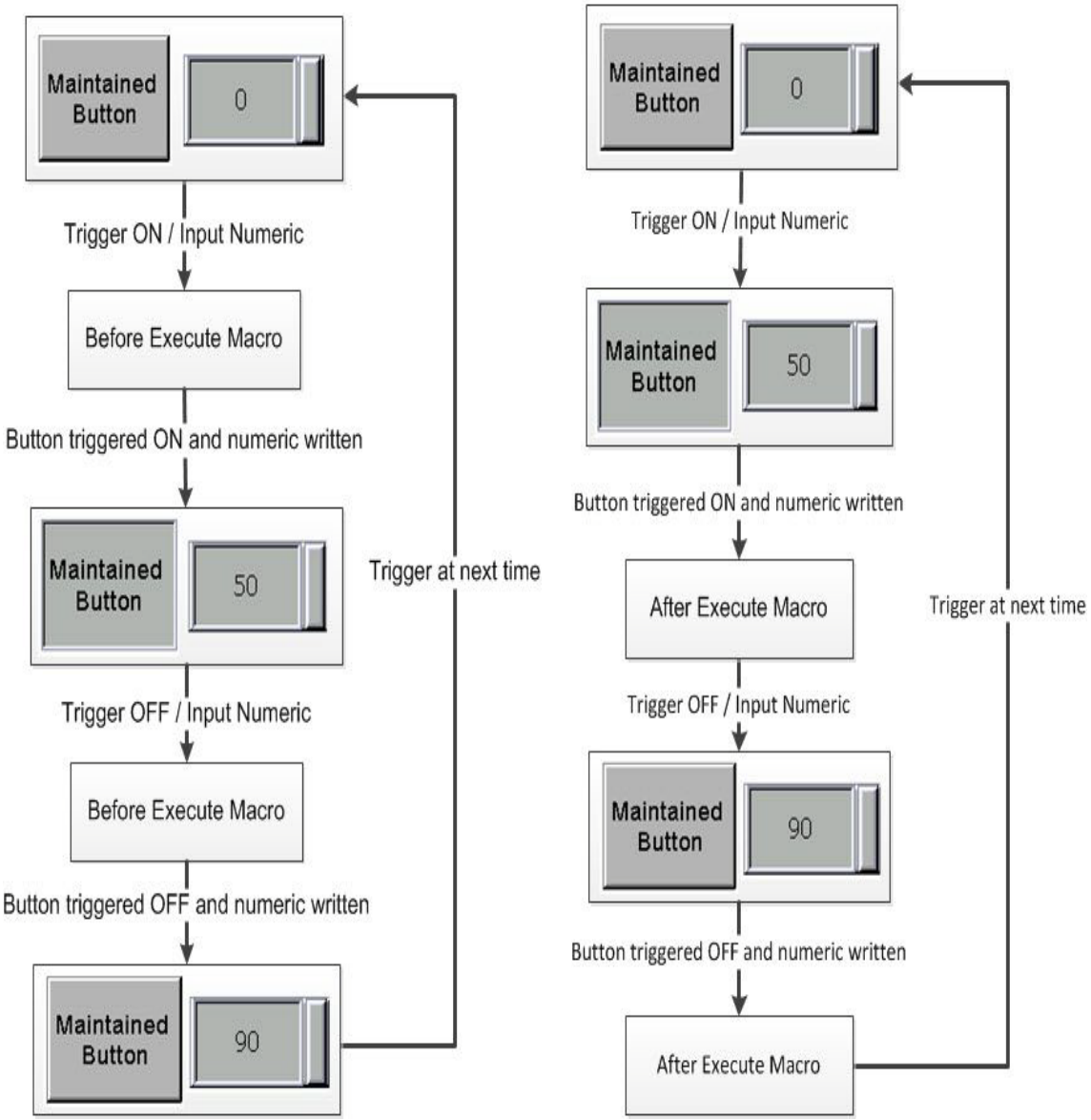
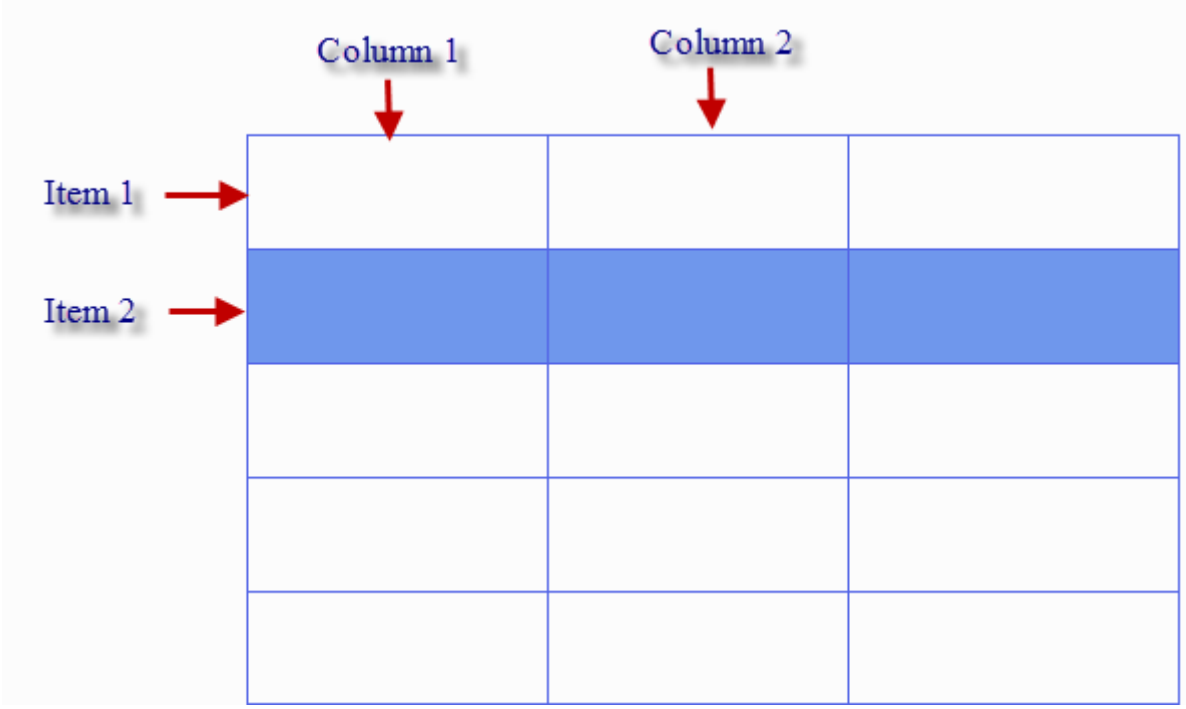


Figure 19-2-6 ListBox Location property page

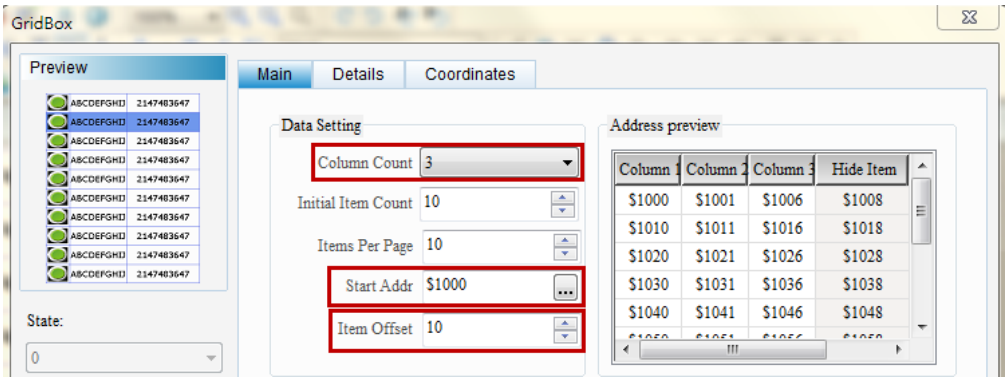
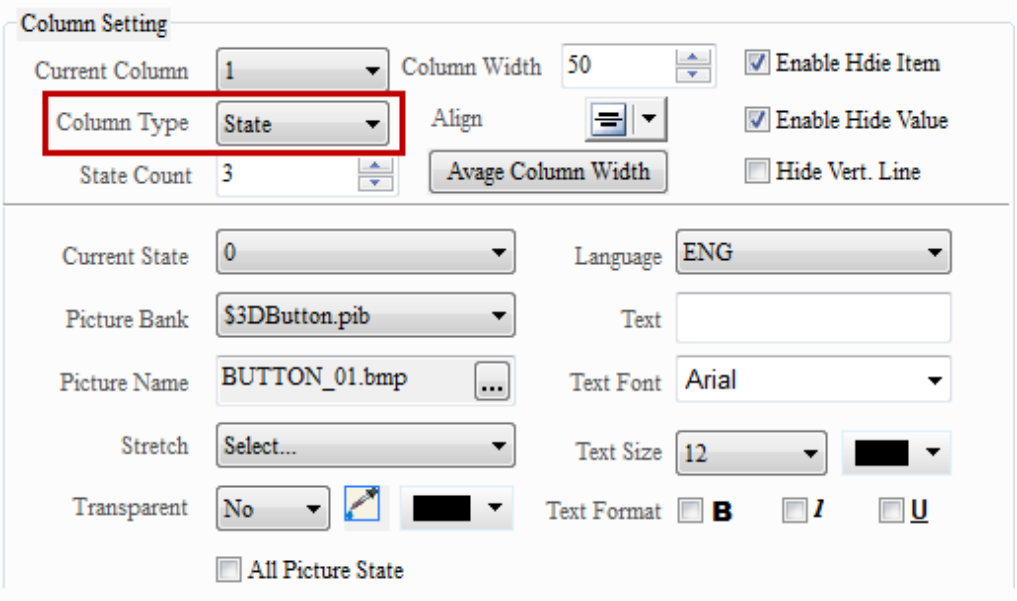
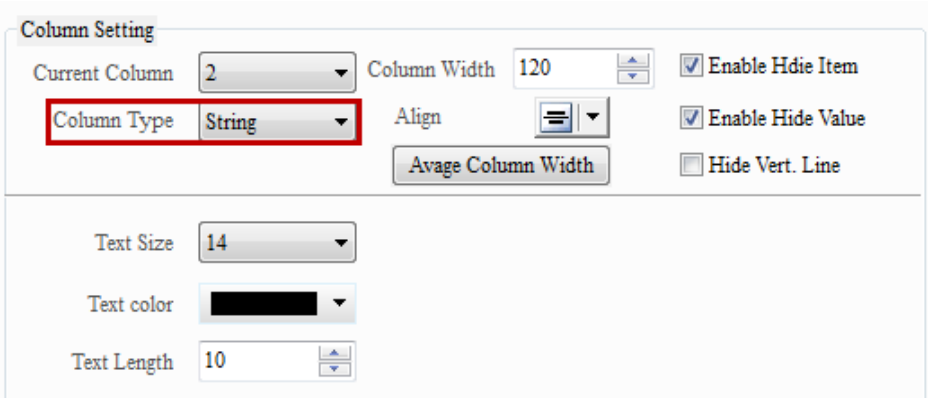
No.	Property	Function
(1)	➢ The before execute macro and after execute macro processes are diagrammed below: 	
	Before execute Macro	➢ When users touch the button element, HMI will first run the commands in the corresponding macro pre-action of the button action. If the button state is not changed by means of touching button (using external controller commands or other macros), HMI will not run the corresponding macro commands.
	After execute Macro	➢ After users touch the button element, HMI will first run the button action pre-action the commands in the corresponding macro. If the button state is not changed by means of touching button (using external controller commands or other macros), HMI will not run the corresponding macro commands.

19-3 GridBox

Display the data set by users by Gridbox and provides a convenient and easy-to-operate interface for users, functions including built-in auto-change page, insert, delete, copy and paste.

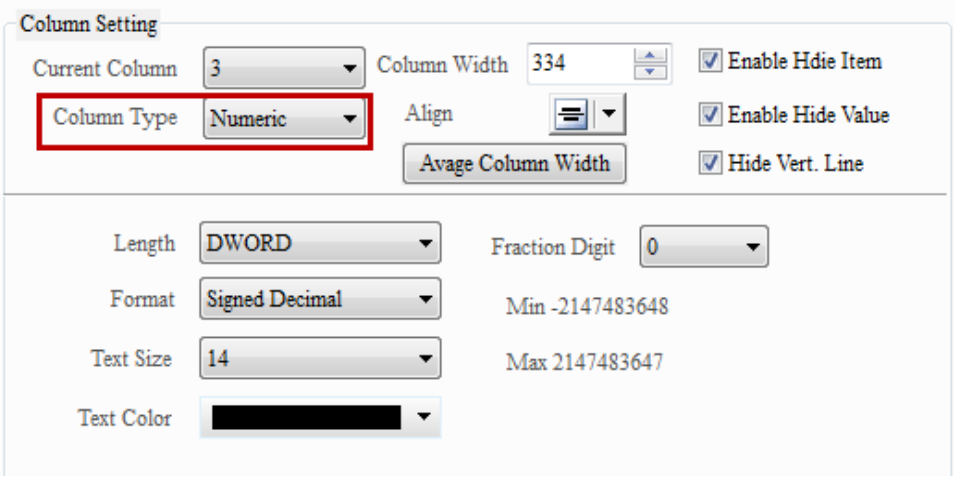


Please refer to table 19-3-1 below for descriptions of GridBox.

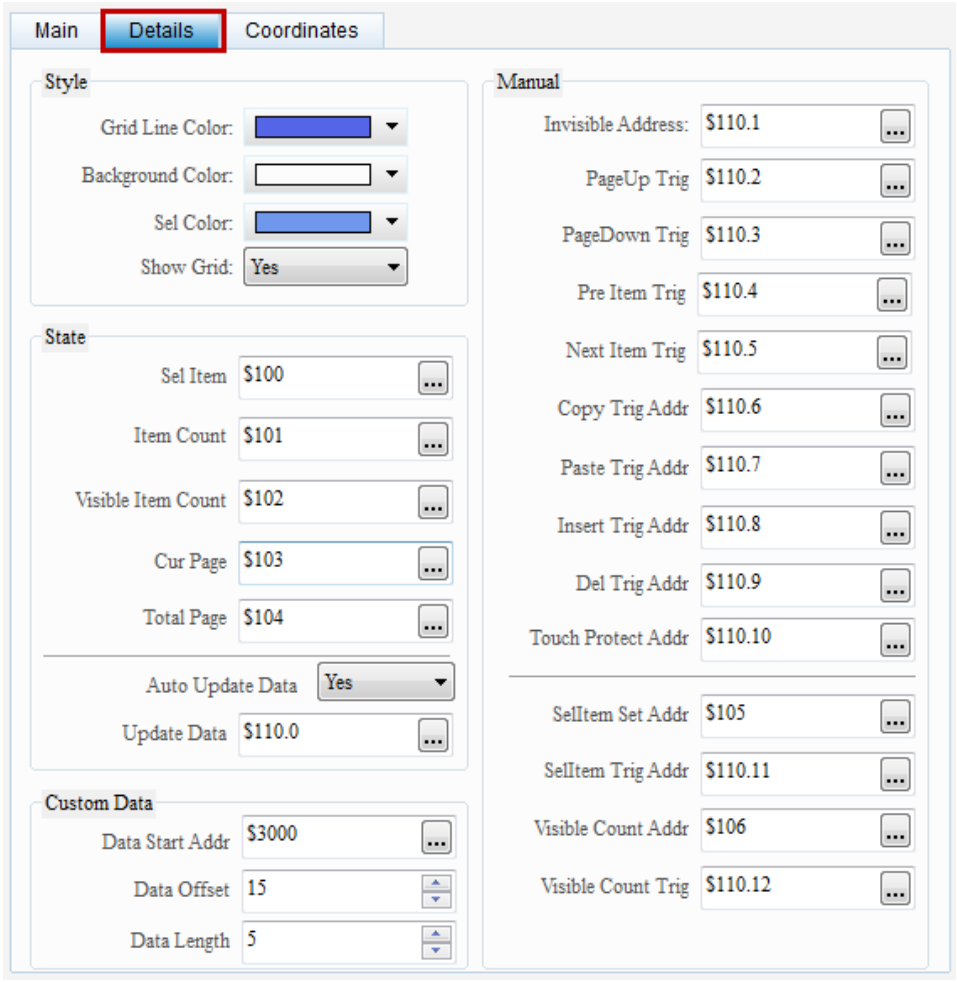
Description of GridBox Table 19-3-1 Description of GridBox	
Create GridBox Element	➢ Step 1: Select『List』➔『GridBox』 and create it on screen 1. To setup 3 column count and the start address is $1000. Each item offset is 10 Words.  ➢ Step 2: Column 1 is set as State. Setting is shown as below.  ➢ Step 3: Column 2 is set to String, which can determine the string length. Setting is shown as below. 

Description of GridBox Table 19-3-1 Description of GridBox	

➢ Step 4: Column 3 is set to Numeric. The unit can be Word or DWord.



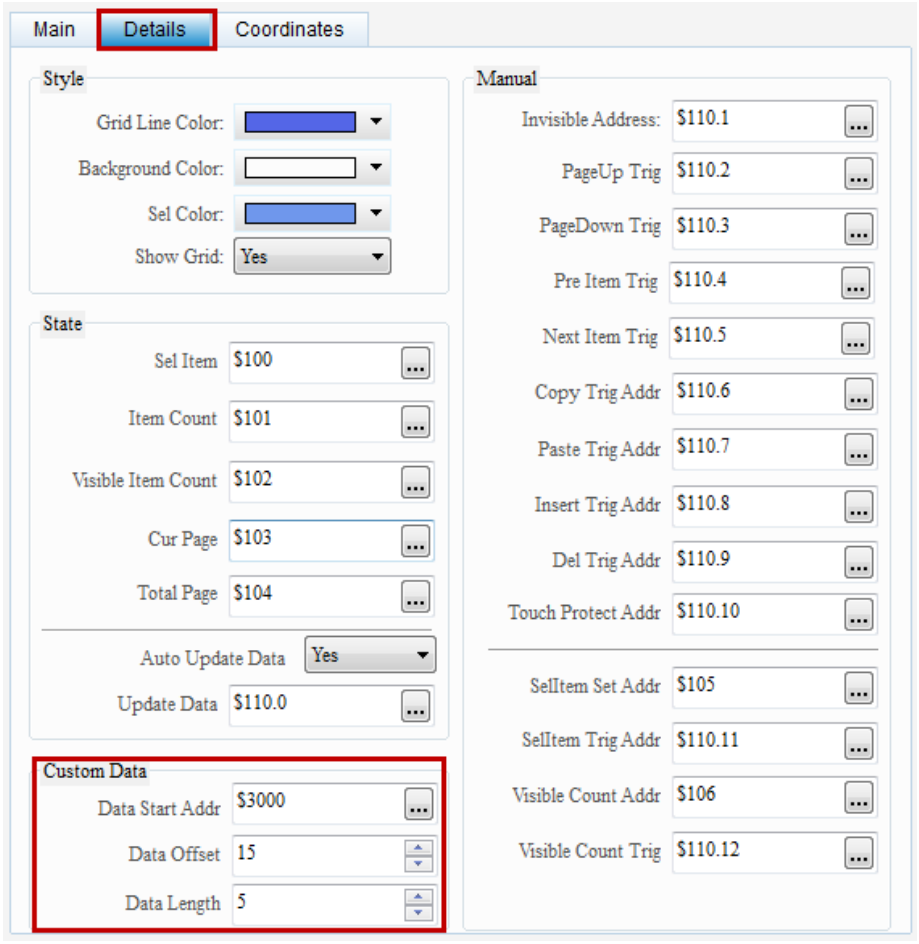
➢ Step 5: Details setting of controlled address and bit setting are shown as below.

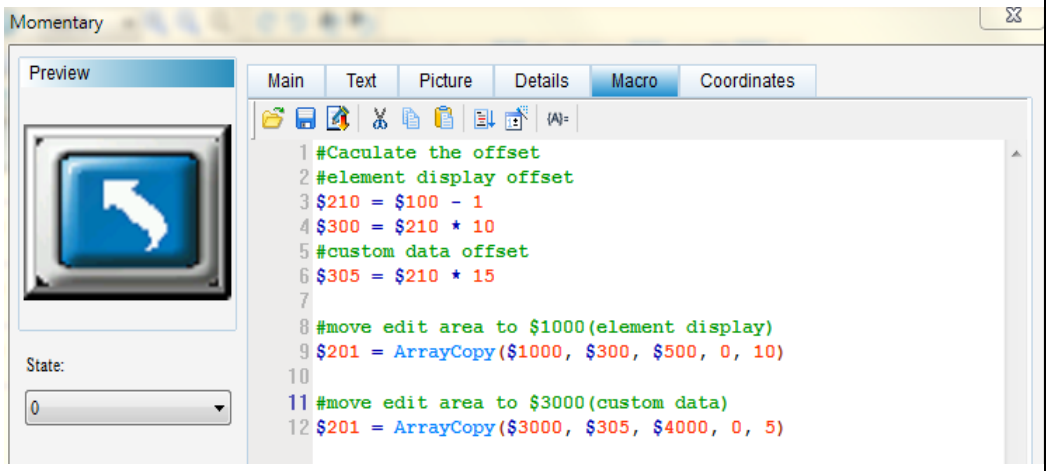


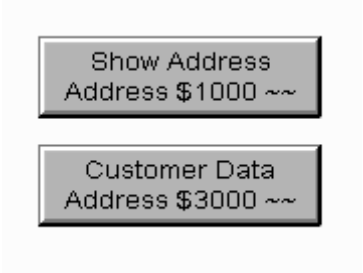
➢ Step 6: The data address starts from $3000 and the interval offset is 15 Words, which means each data length is 5 Words.

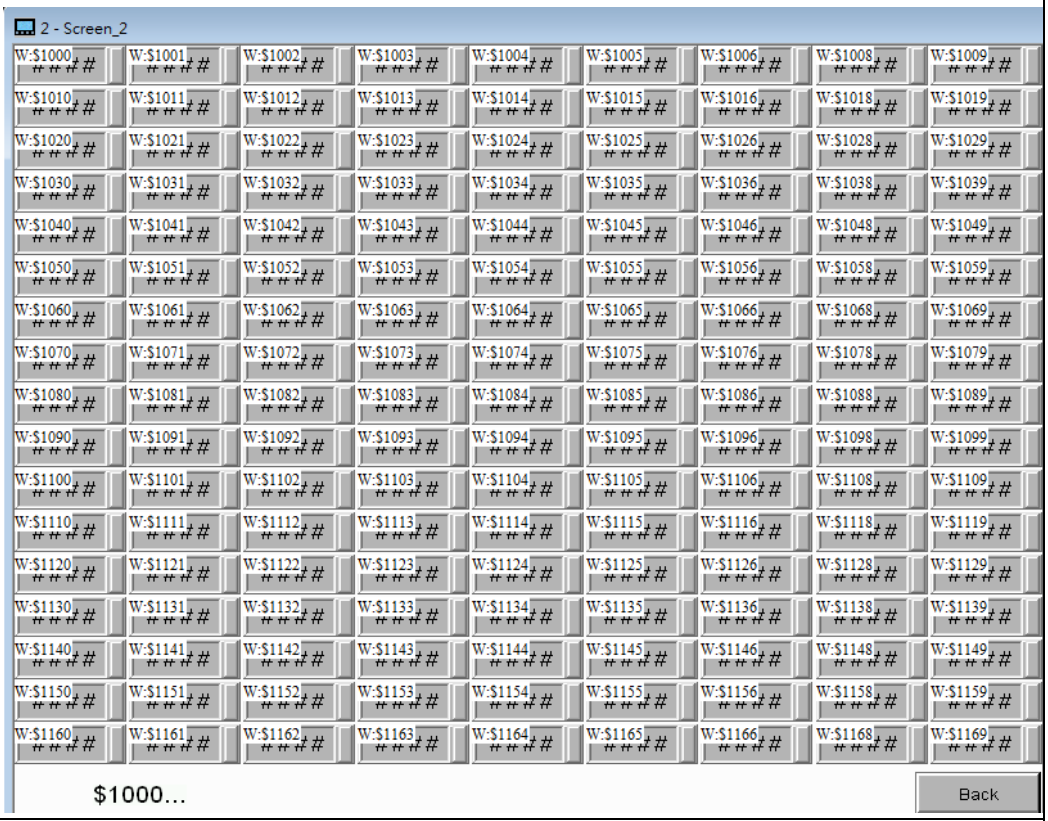
Description of GridBox

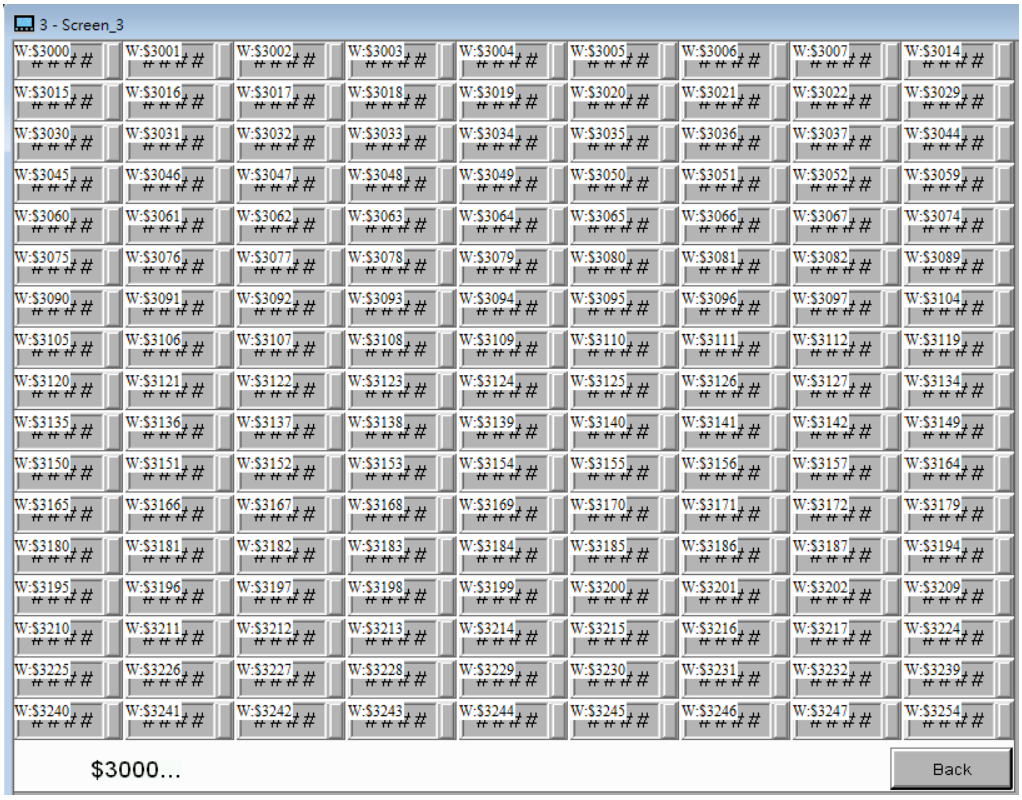
Table 19-3-1 Description of GridBox

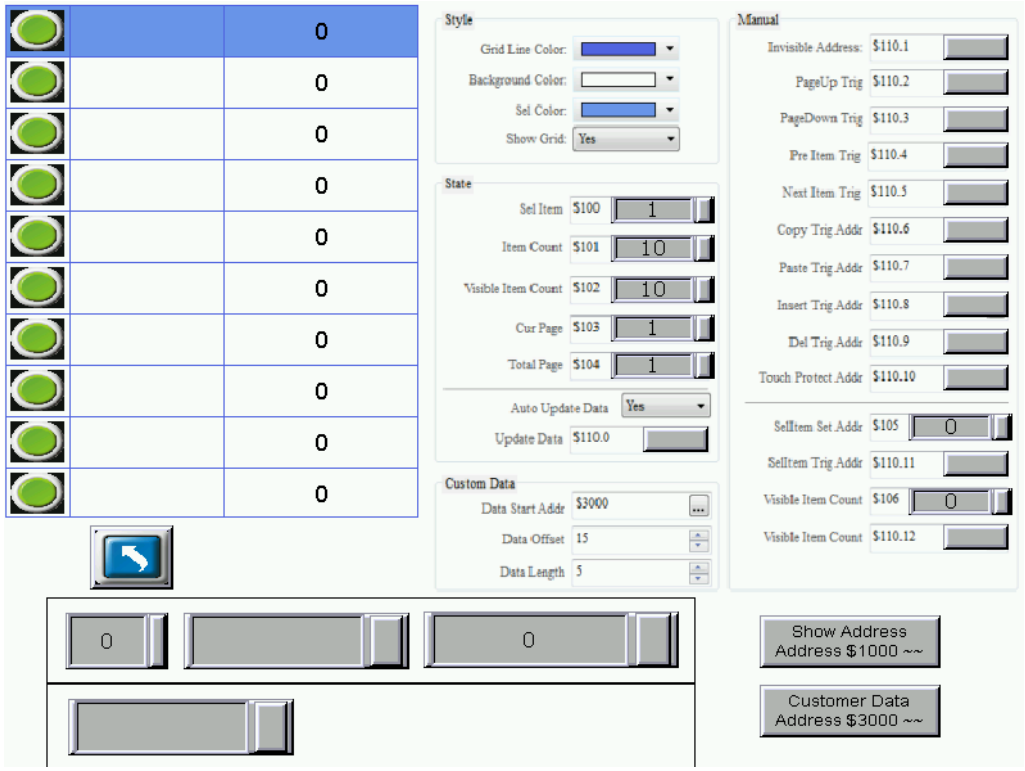
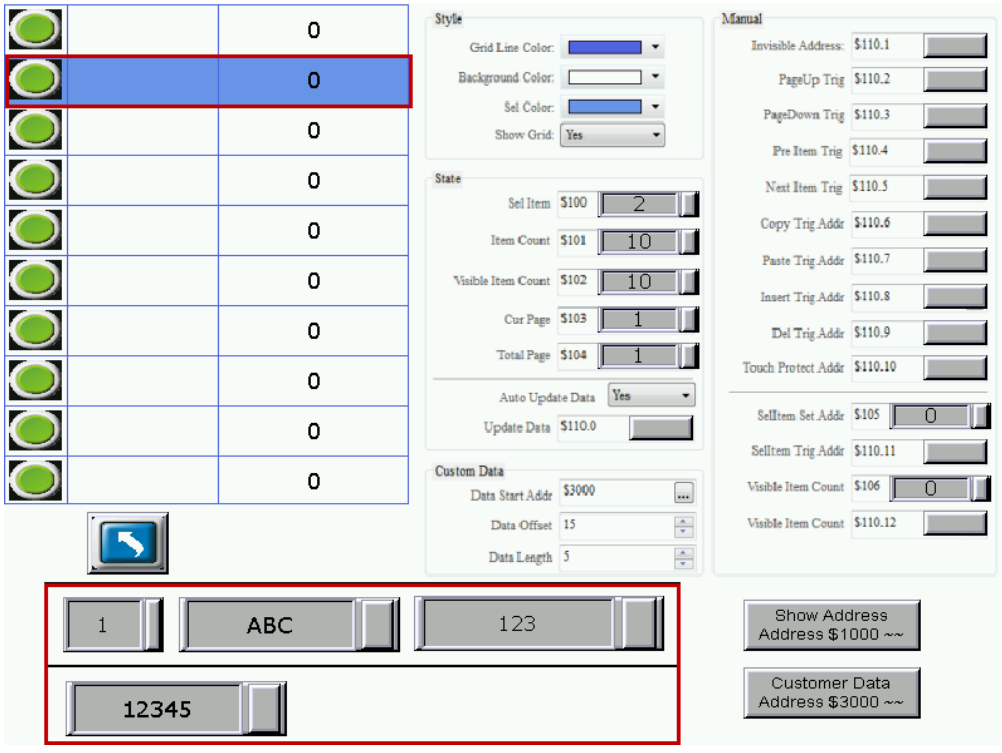


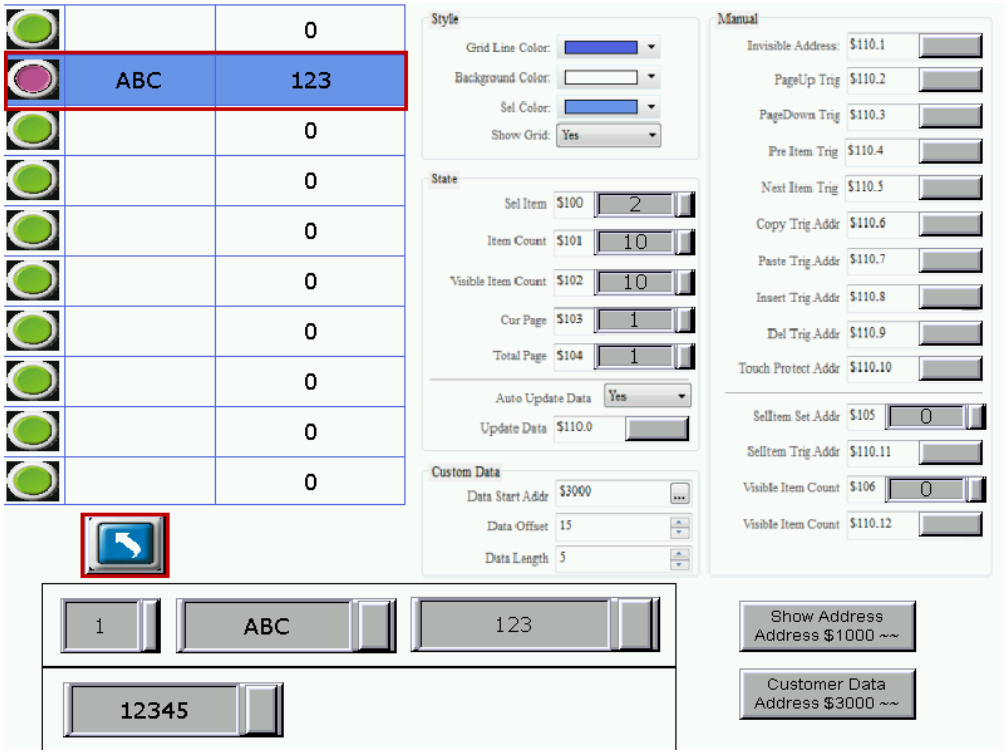
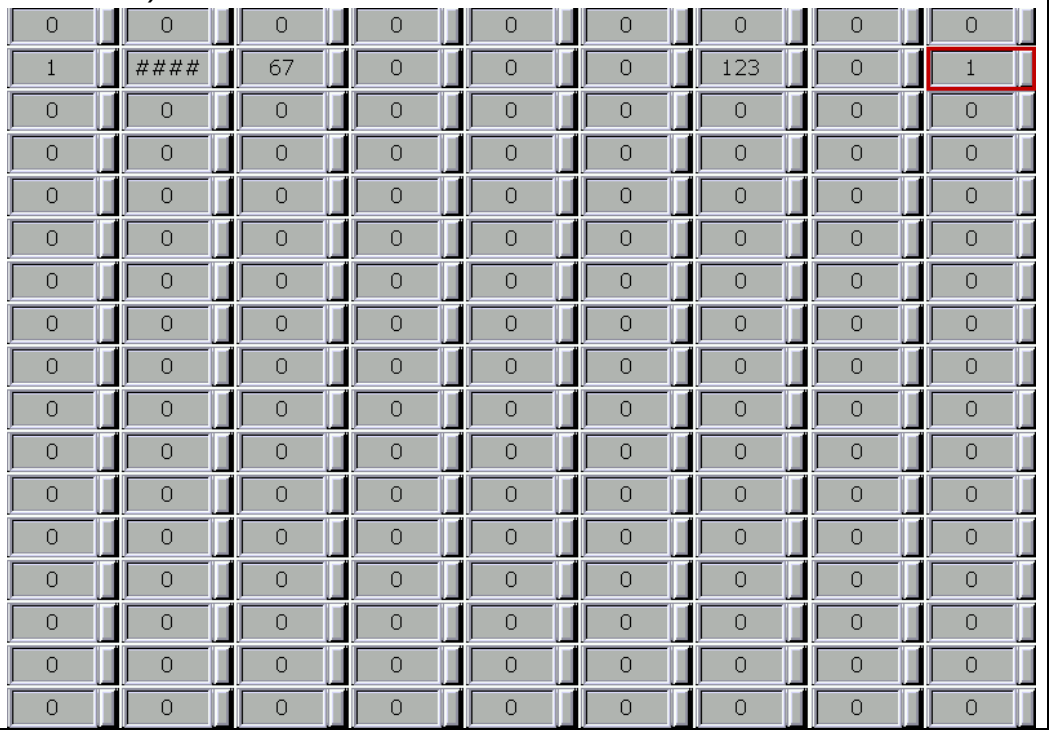
Description of GridBox Table 19-3-1 Description of GridBox	
Create numerical entry element and character entry element	➢ Step 1: Create the address for two numerical entry elements, $500 and $506 and addresses for two character entry elements, $501 and $4000. These four elements are editing areas. Through macro, users can write these editing areas into the GridBox. 
Create the element of momentary button	➢ Step 1: Create the address ($200.0) for one momentary button on the screen.【On Macro】will copy the data from editing area to the selected items of GridBox. 

Description of GridBox Table 19-3-1 Description of GridBox	
Create numeric entry elements from $100 to 106 and maintained button elements from $110.0 to $110.12	➢ Step 1: Create the details setting figures of GridBox on the screen and place the corresponding elements and buttons on it for editing. 
Create the button for screen changing	➢ Step 1: Create two buttons for screen changing on the screen. Open screen 2 and 3 to view the actual contents in GridBox. 

Description of GridBox Table 19-3-1 Description of GridBox	
Create numeric entry element ($1000~$1169)	➢ Step 1: Make screen 2. Display the contents shown in GridBox ($1000, $1001, …). 
Create numeric entry element ($3000~$3254)	➢ Step 1: Make screen 3. Display the content set by users shown in GridBox ($3000, $3001, …).

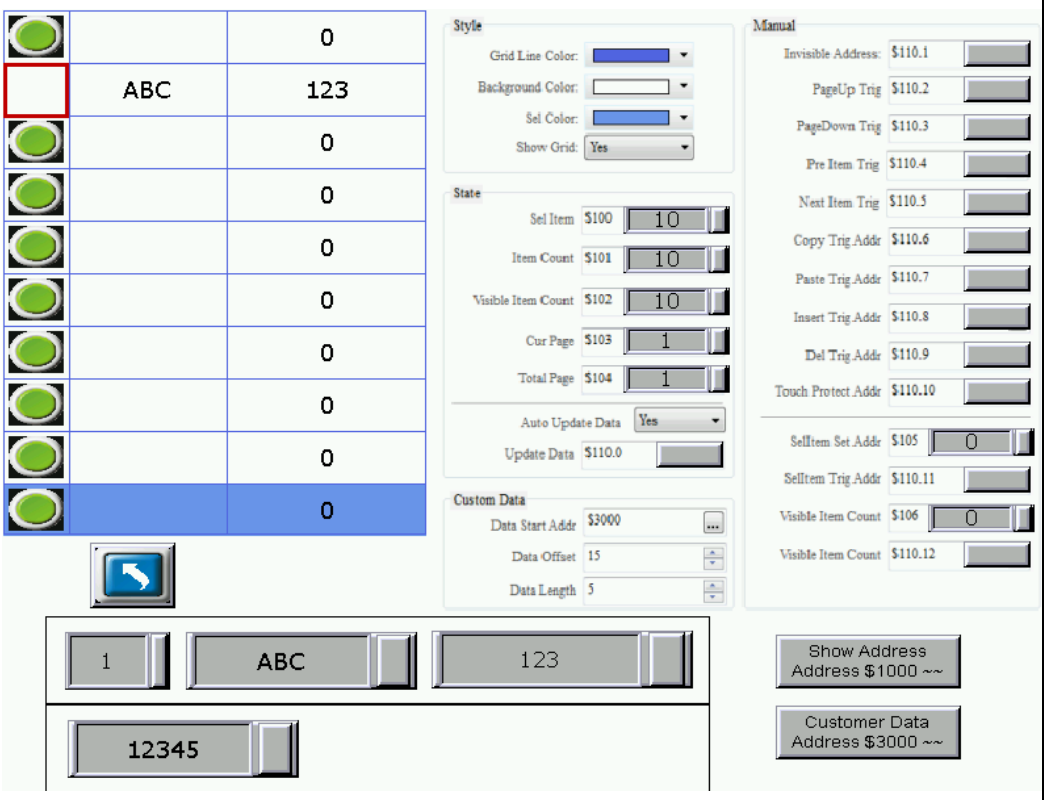
Description of GridBox Table 19-3-1 Description of GridBox	
	

Description of GridBox Table 19-3-1 Description of GridBox	
Result	➢ When the elements creation is complete, please compile the screen before downloading it into HMI.  ➢ Select the item and edit the data editing area. 

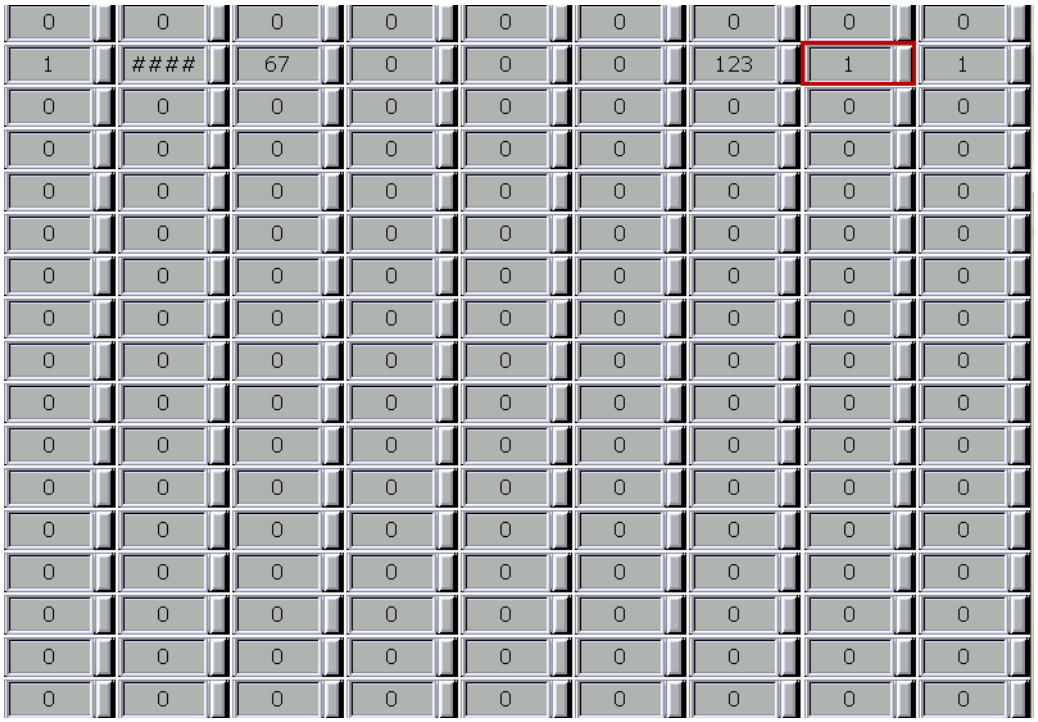
Description of GridBox Table 19-3-1 Description of GridBox	
Result	➢ Press data moving button and it will show the change on elements.  ➢ Click the screen changing button, 【Element accessing address $1000】to switch the screen to screen 2. Set value of $1019 (hidden value) to 1. Then, the content in the 1st field will be hidden. 

Description of GridBox

Table 19-3-1 Description of GridBox

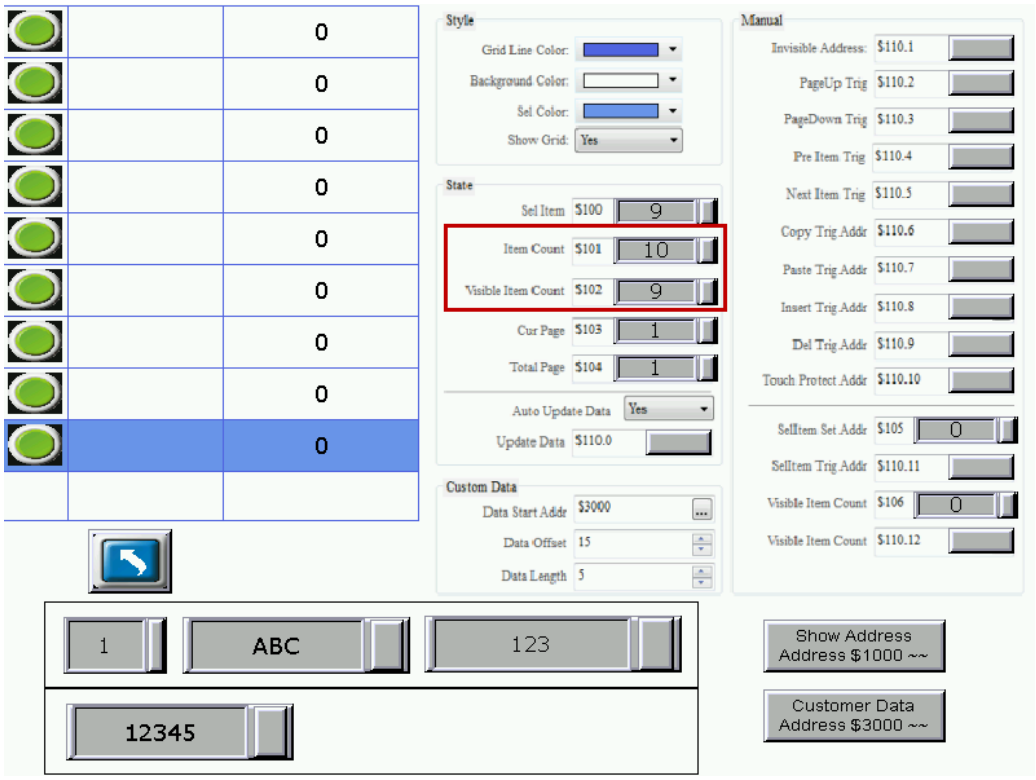


- Set $1018 (hidden item) in screen 2 to 1. Then, this item will not be displayed and the actual item number will be more than the displayed number.

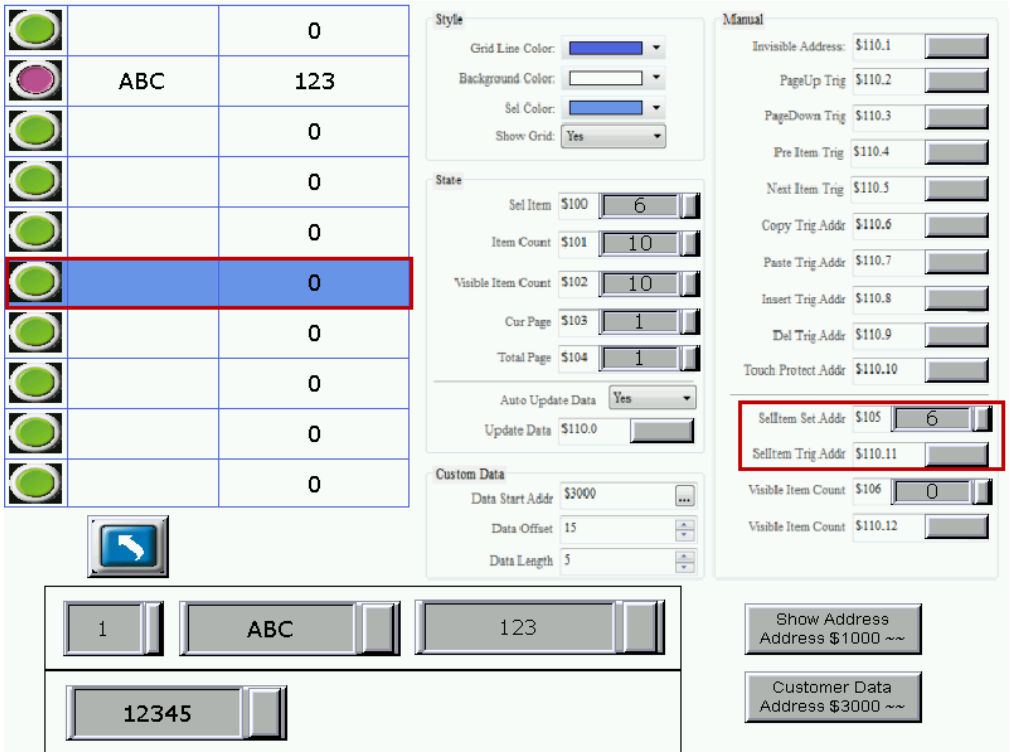


Description of GridBox

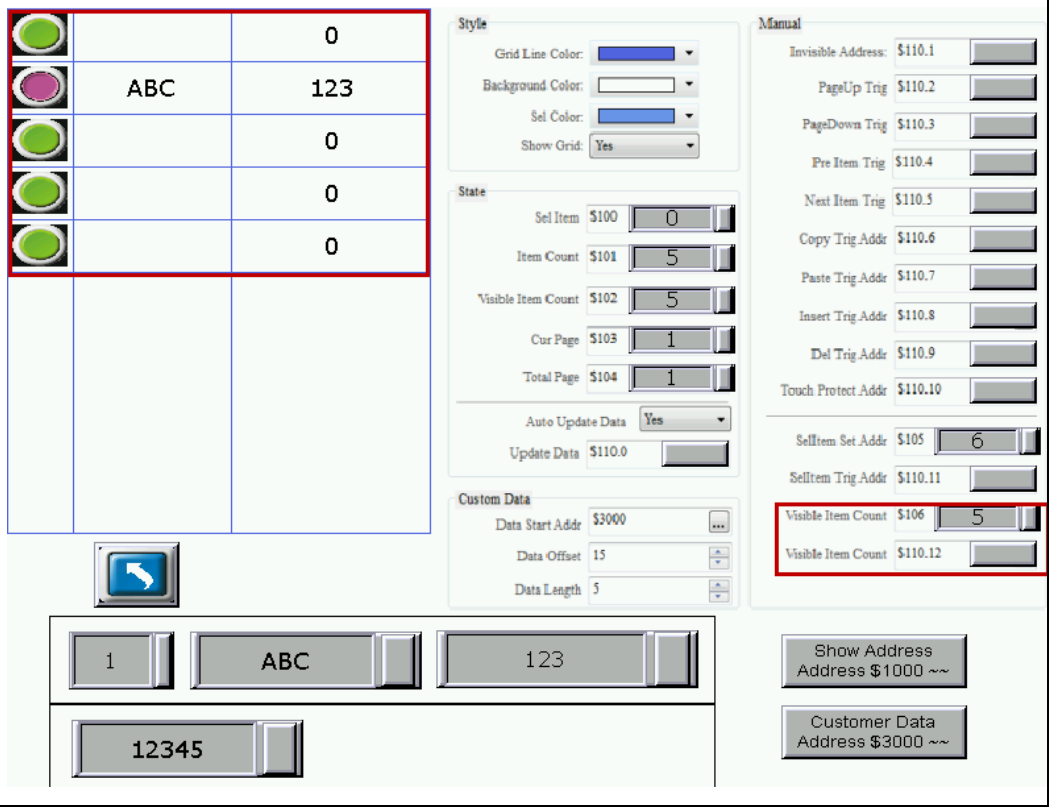
Table 19-3-1 Description of GridBox



➢ Set【SelItem Set Addr】to 6 and click【SelItem Trig Addr】. The item will jump to the 6th one.



➢ Set 【Visible Item Count】to 5 and click【Trigger the Visible Item

Description of GridBox Table 19-3-1 Description of GridBox	
	Count】. The displayed item becomes 5 and others will not be shown. 

Following is the property setting screen after double clicking GridBox

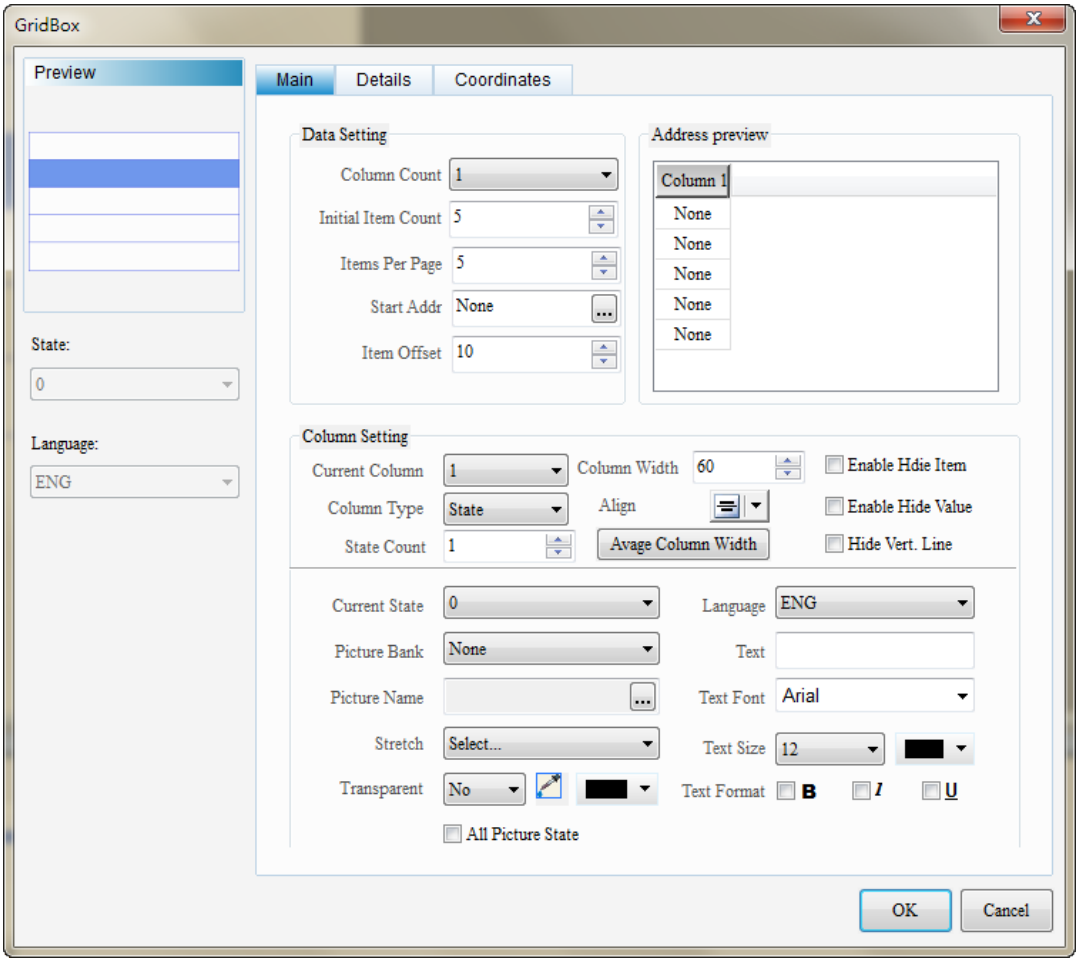


Figure 19-3-1 Property of GridBox

GridBox	
Function	**Description**
Main	It includes data setting and column setting. Data setting: column count, initial item count, items per page, start address, Item offset. Column setting: current column, column width, column type, align, state count, average column width, enable hide item, enable hide value, hide vertical line. According to different type of column, the required setting format will be different.
Details	It includes the setting of style, state, custom data and manual. Type: sets grid line color, background color, selected color and determines to show the grid line or not. State: selected item, actual item number, visible item count, current page, total page, auto update data, update data.

	Custom Data: data start address, data offset, data length. Manual: invisible address, PageUp triggering address, PageDown triggering address, Pre Item Triggering address, Next item triggereing address, copy triggering address, paste triggering address, insert triggering address, delete triggering address, touch protect address, SelItem set address, SelItem trigger address, visible column address, visible count triggering item.
Position	X-Y coordinates values, width and height setting

Table 19-3-2 Function page of GridBox Element

◆ General

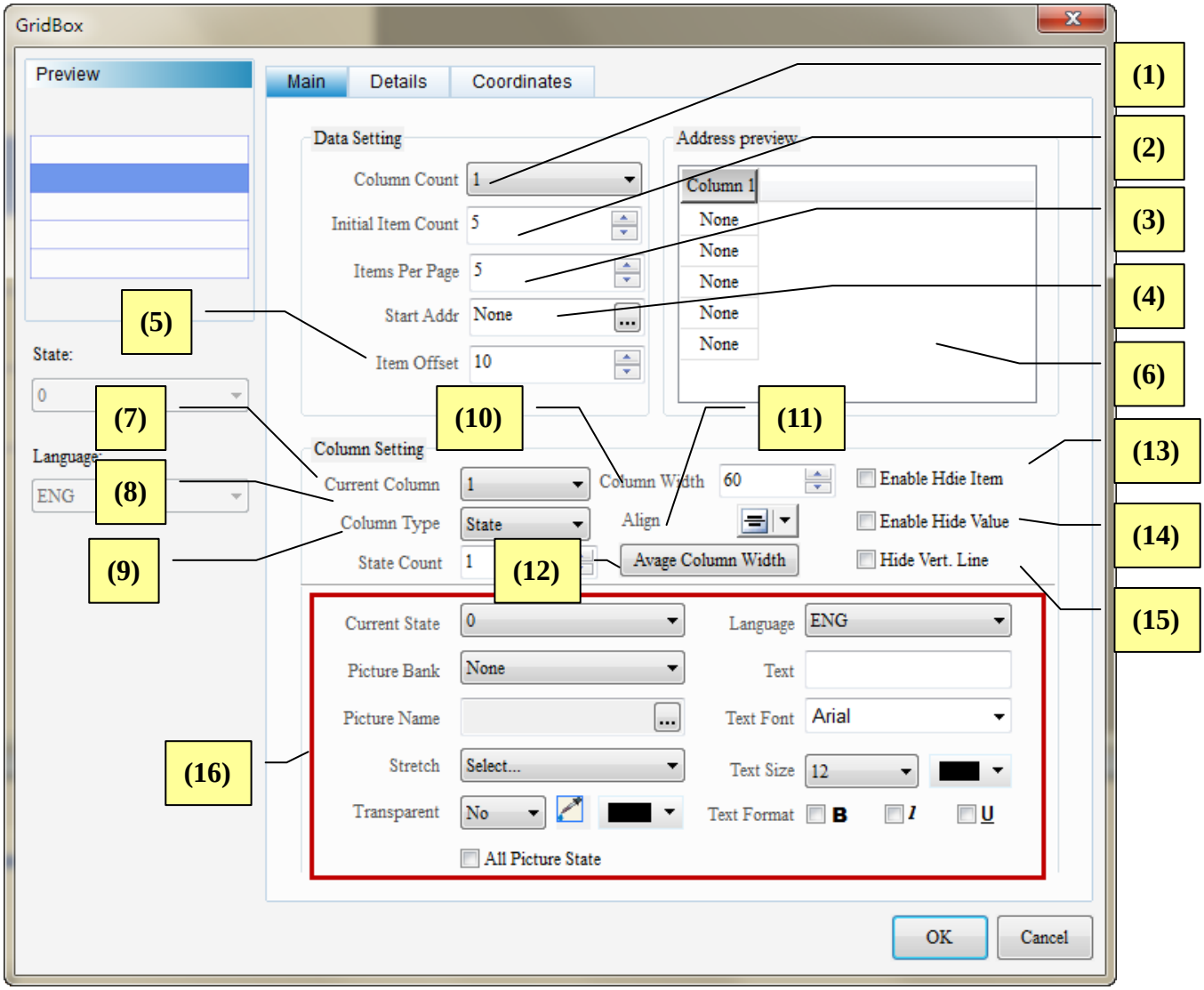
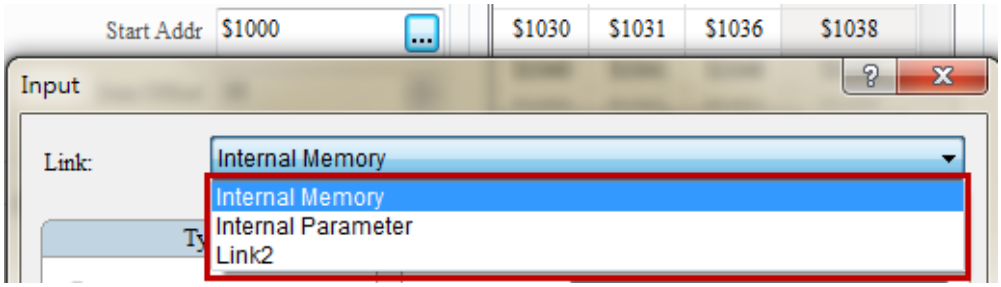
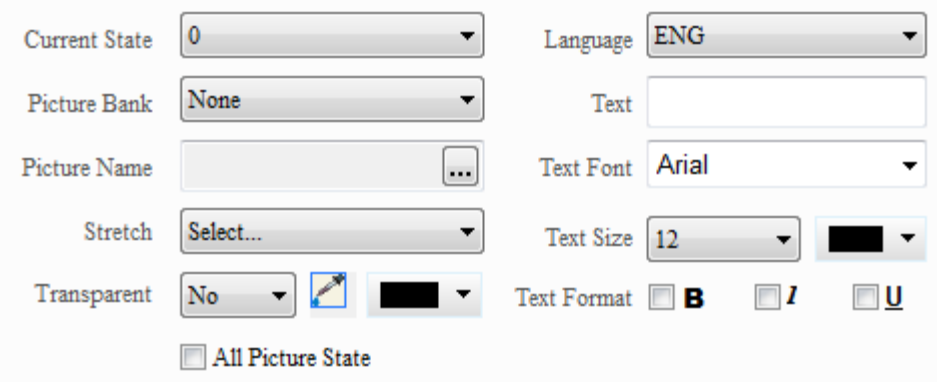
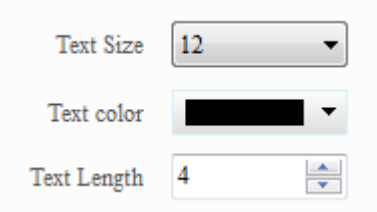
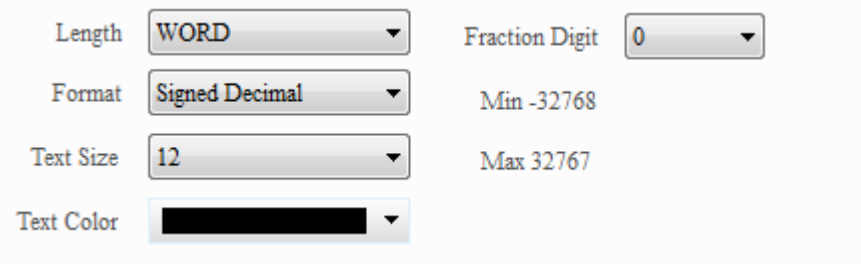
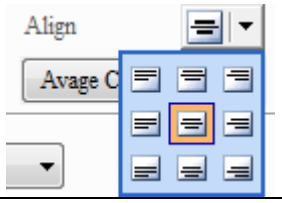
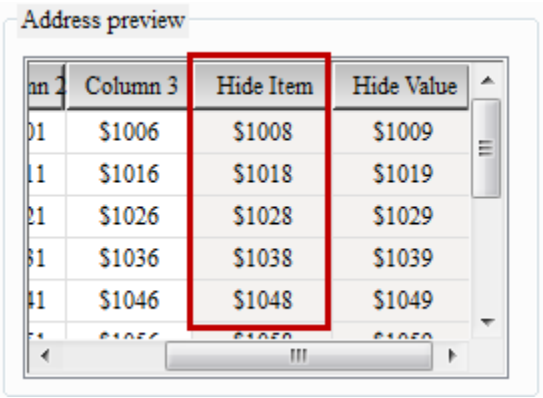
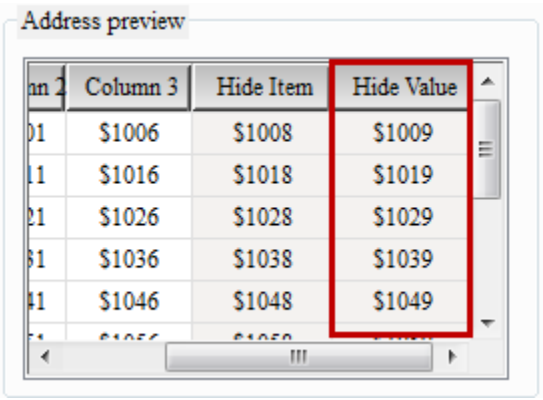
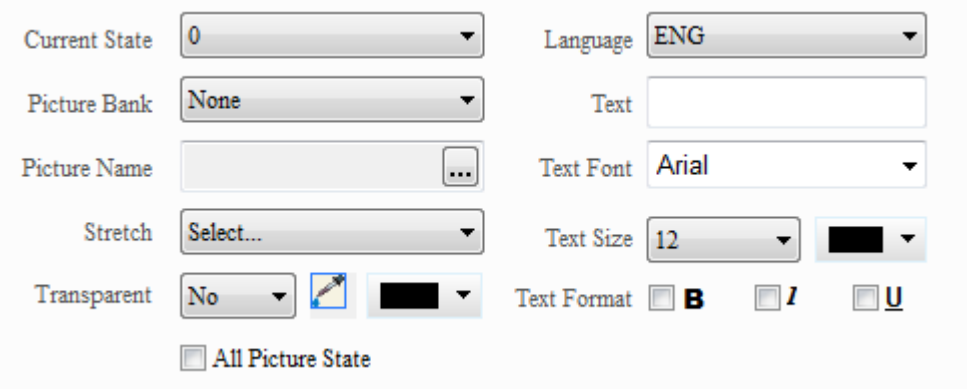
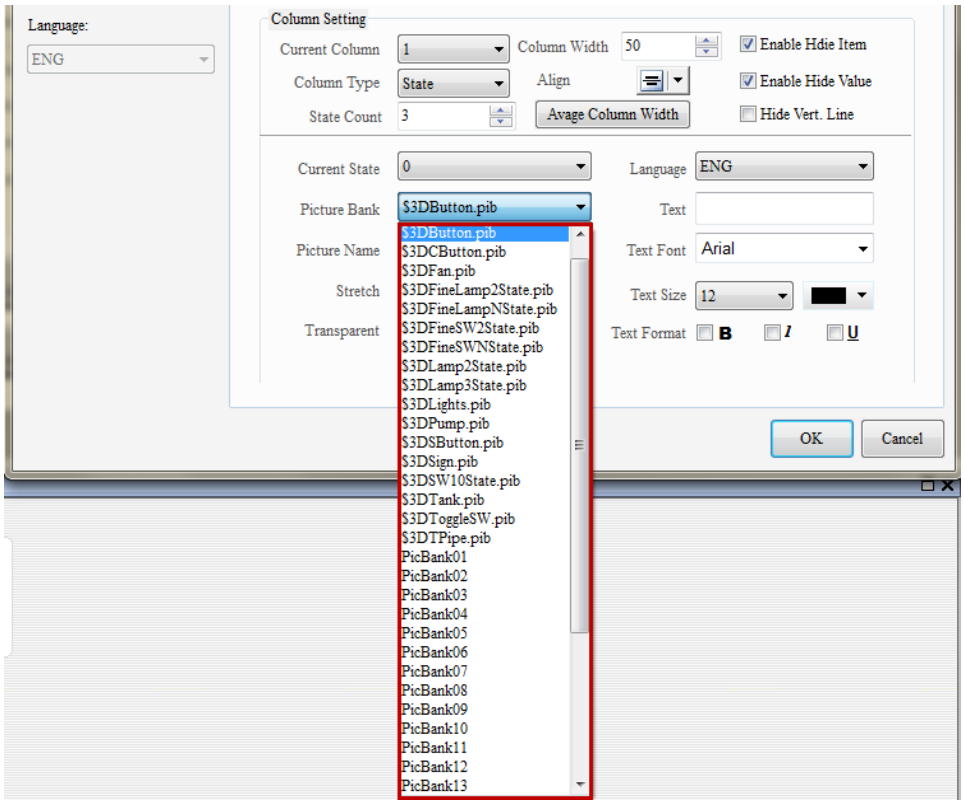


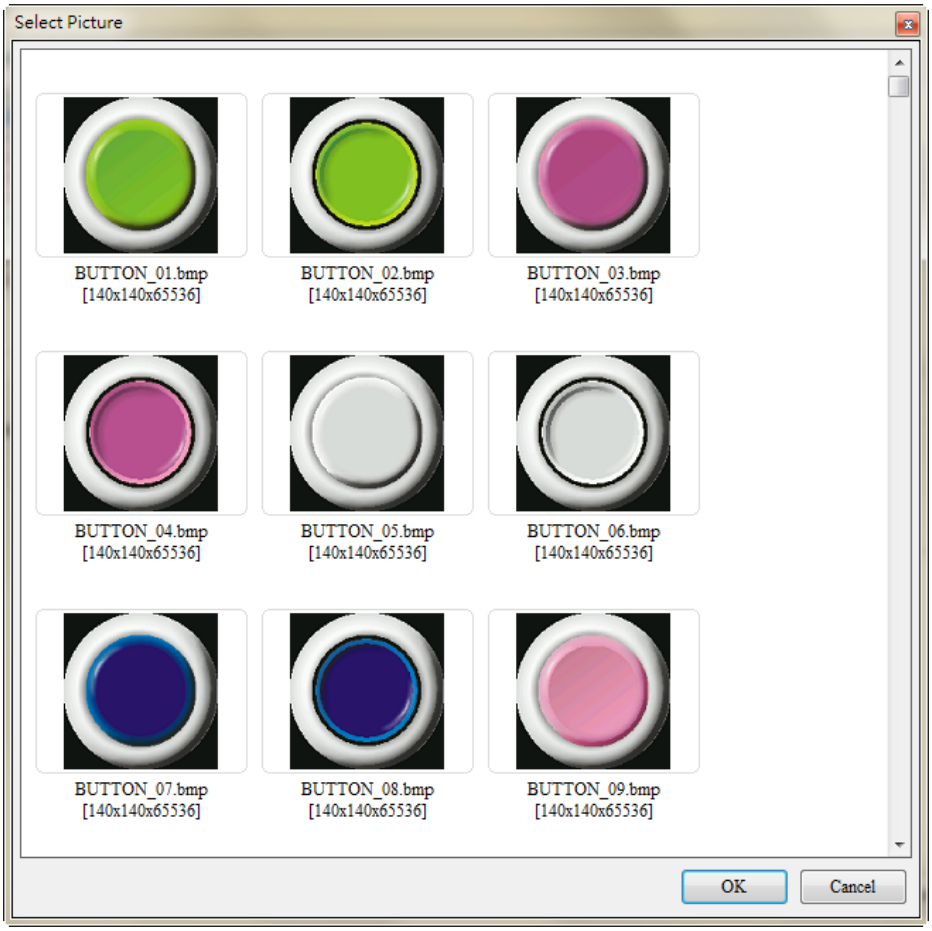
Figure 19-3-2 GridBox Element General Property

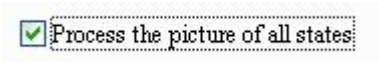
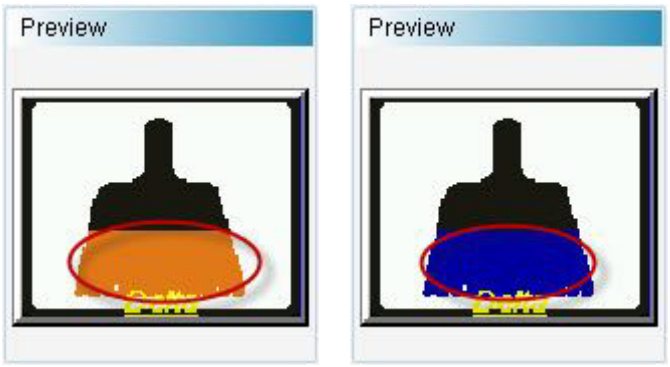
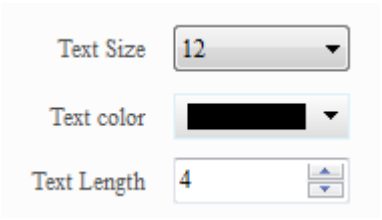
No.	Property	Functional Description
(1)	Column Count	➢ The column number used by GridBox element can be set up to 32. ➢ If the column total number is more than the item offset, a warning message of address overlap will pop up.
(2)	Initial Item Count	➢ The total number of initial item can be set up to 1000.
(3)	Item Per Page	➢ The displayed item number in single page can be set up to 100.
(4)	Start address	➢ Address the element starts to read. ➢ It supports the selected controller address (Word) and the address of internal register (Word). 
(5)	Item Offset	➢ Item offset can be set up to 10000. ➢ If item offset is more than the column count, a warning message of address overlap will pop up.
(6)	Address Preview	➢ According to the property setting, it displays the start address of each unit.
(7)	Current Column	➢ Select the column that needs to be edited. The maximum number should not exceed the setting of【Column Count】.
(8)	Column Type	➢ It has the type of State, String and Numeric. ➢ State: status display; String: string display; Numeric: numeric display ➢ If select State, setting of No. (16) is shown as below: 

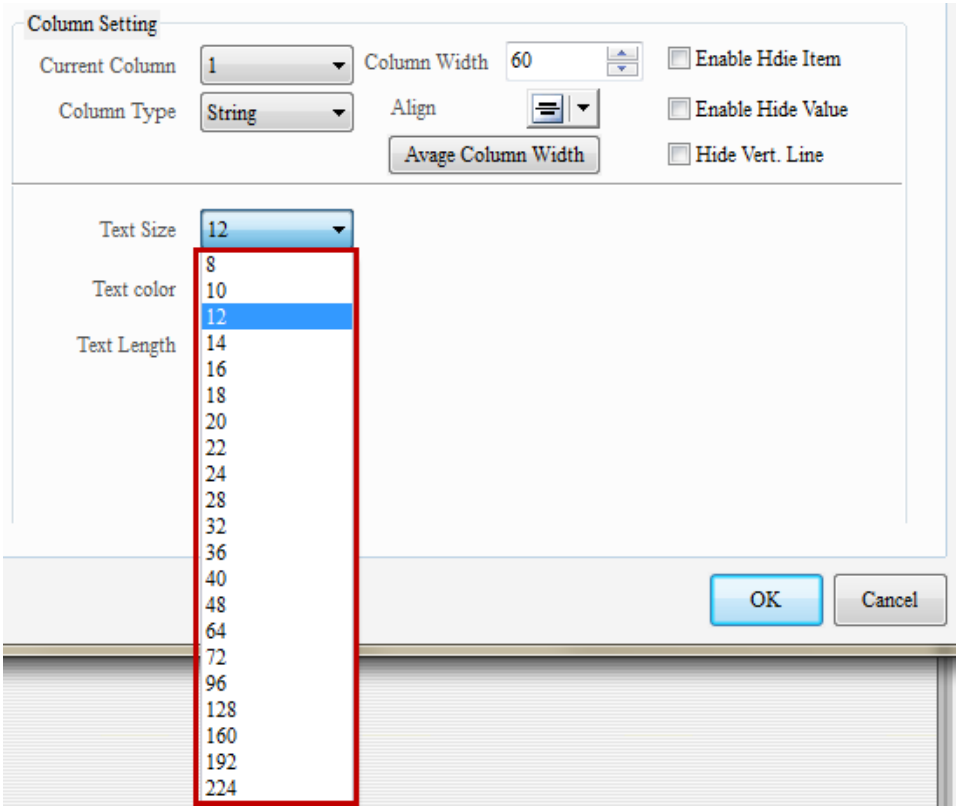
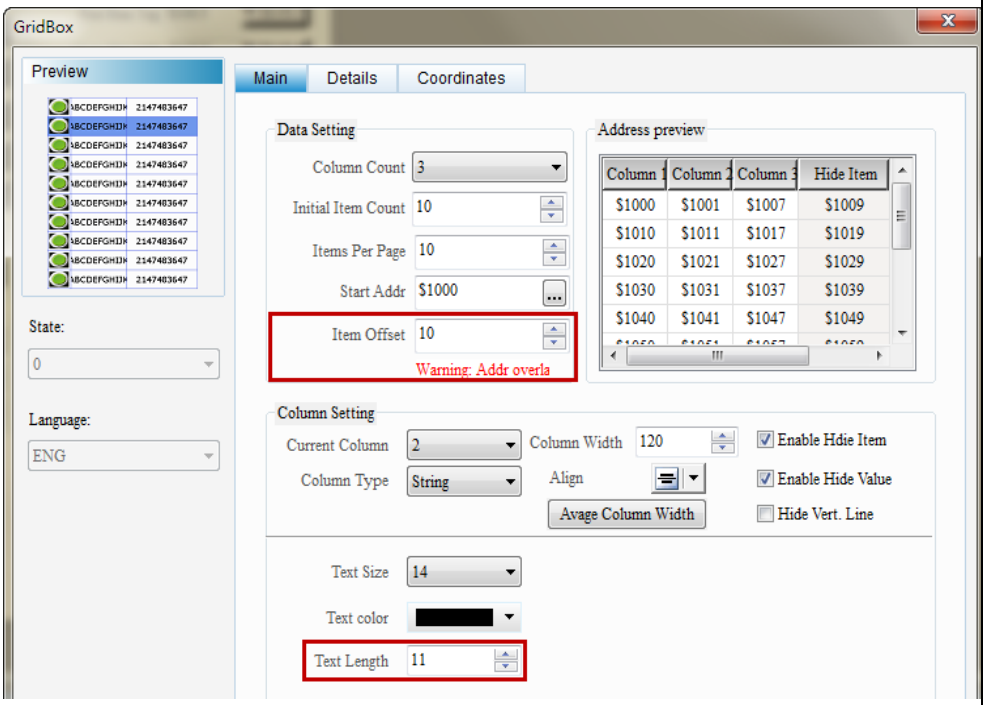
No.	Property	Functional Description
		➢ If select String, setting of No. (16) is shown as below:  ➢ If select Numeric, setting of No. (16) is shown as below: 
(9)	Column Count	➢ Column count will be shown only when selecting 【State】 in 【Column Type】. ➢ It can set up to 256 states to display state type. This would influence the displayed number of【Current State】. If state count is set to 3, then the number in current state would be 0, 1, 2.
(10)	Column Width	➢ Width of editing column can be set to 65535 at most.
(11)	Align	➢ It can be used to adjust the alignment type to the cell. 
(12)	Average Column Width	➢ This function can average the width of the column.
(13)	Enable Hide Item	➢ When this function is activated, the corresponding address of hide item will be shown in【Address Preview】. When the address 【Hide Item】from any item is not 0, then, that item will not be shown.

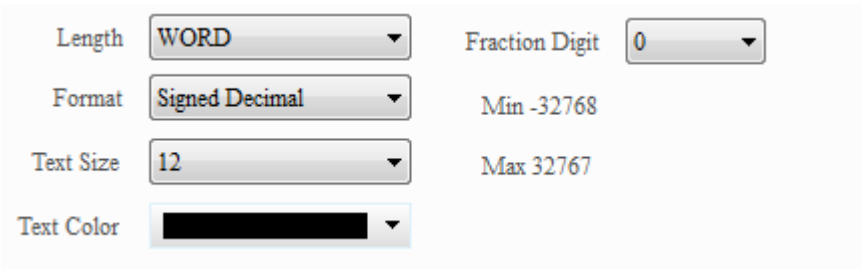
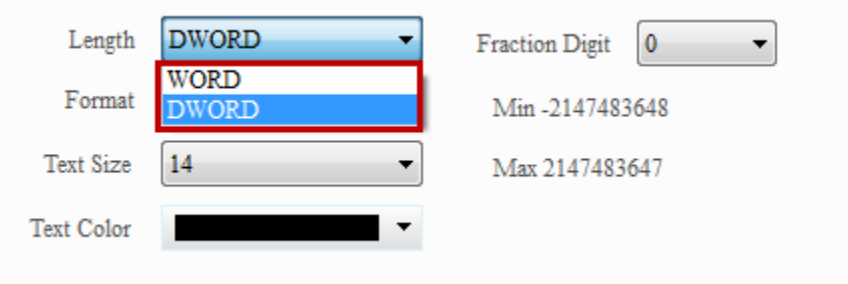
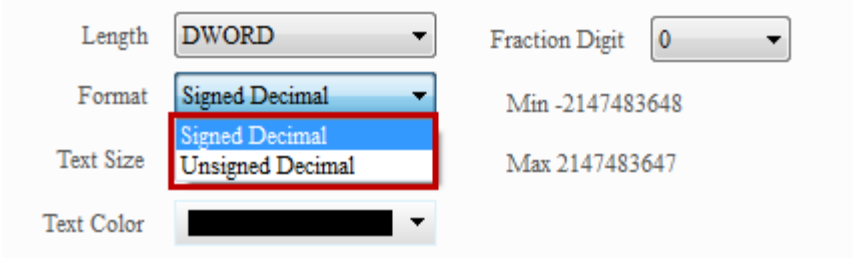
No.	Property	Functional Description
		
(14)	Enable Hide Value	➢ When this function is activated, the corresponding address of hide value will be shown in【Address Preview】. ➢ Each bit of the address in【Hide Value】determines the display of the corresponding column. For example, when bit0 is On, it means data in the first column of the item will not be showed. When bit1 is On, it means data in the second column of the item will not be showed. 
(15)	Hide Vertical Line	➢ Enable this function. The vertical line in the right side will be hidden in the table.
(16)	Column Data	➢ Edit the details setting of the selected field in【Current Column】 ➢ **【Current Column】is State**

No.	Property	Functional Description
	Setting	 ➢ **Text related setting**: It includes the setting of text font, text size, text color, text format and the displayed text, bold, italic or underline. ➢ **Multi-language**: If multiple languages are added, users can select the displayed information. ➢ **Picture Bank**: Preset the picture bank to None. If users desire to setup the picture display, select from the drop-down list of built-in picture bank. 

No.	Property	Functional Description
		 ➢ Three types of extended mode are provided, including Stretch All, Stretch 1:1 and Actual Size. <table><tr><th>Stretch All</th><th>Stretch 1:1</th><th>Actual Size</th></tr><tr><td>It means the element displayed area will fill with the picture.</td><td>It means the picture will be shown according to the aspect ratio.</td><td>It means regardless the size of the element, the picture will be shown in actual size in element displayed area.</td></tr><tr><td>  </td><td>  </td><td>  </td></tr></table> ➢ If users choose “Process the picture of all states”, it means the element is assumed to have multiple states values and the picture might not be extended to the whole area. Through this function,

No.	Property	Functional Description
		users can process all pictures at one time.  ➢ With this function, users can specify one color of the picture and turn it into transparent. It means if check the icon  and click on the orange part of the broom, the orange part will become transparent, which means the color will be identical with the foreground color. 
		➢ **<u>【Current Column】is String</u>**  ➢ It can set text size, text color and text length.

No.	Property	Functional Description
		 ➢ When setting up the text length, if the length exceeds【Item Offset】, a warning message of 『Address Overlapped』will pop up. 
		➢ **<u>【Current Column】is Numeric</u>**

No.	Property	Functional Description
		 ➢ The length has two types, Word and DWORD.  ➢ No matter the user chooses Word or DWORD, it only supports Signed Decimal and Unsigned Decimal.  ➢ If the length of fractional digits is Word, its setting range is from 0 to 5; if the length is DWORD, its setting range is between 0 and 10.

◆ Details Setting

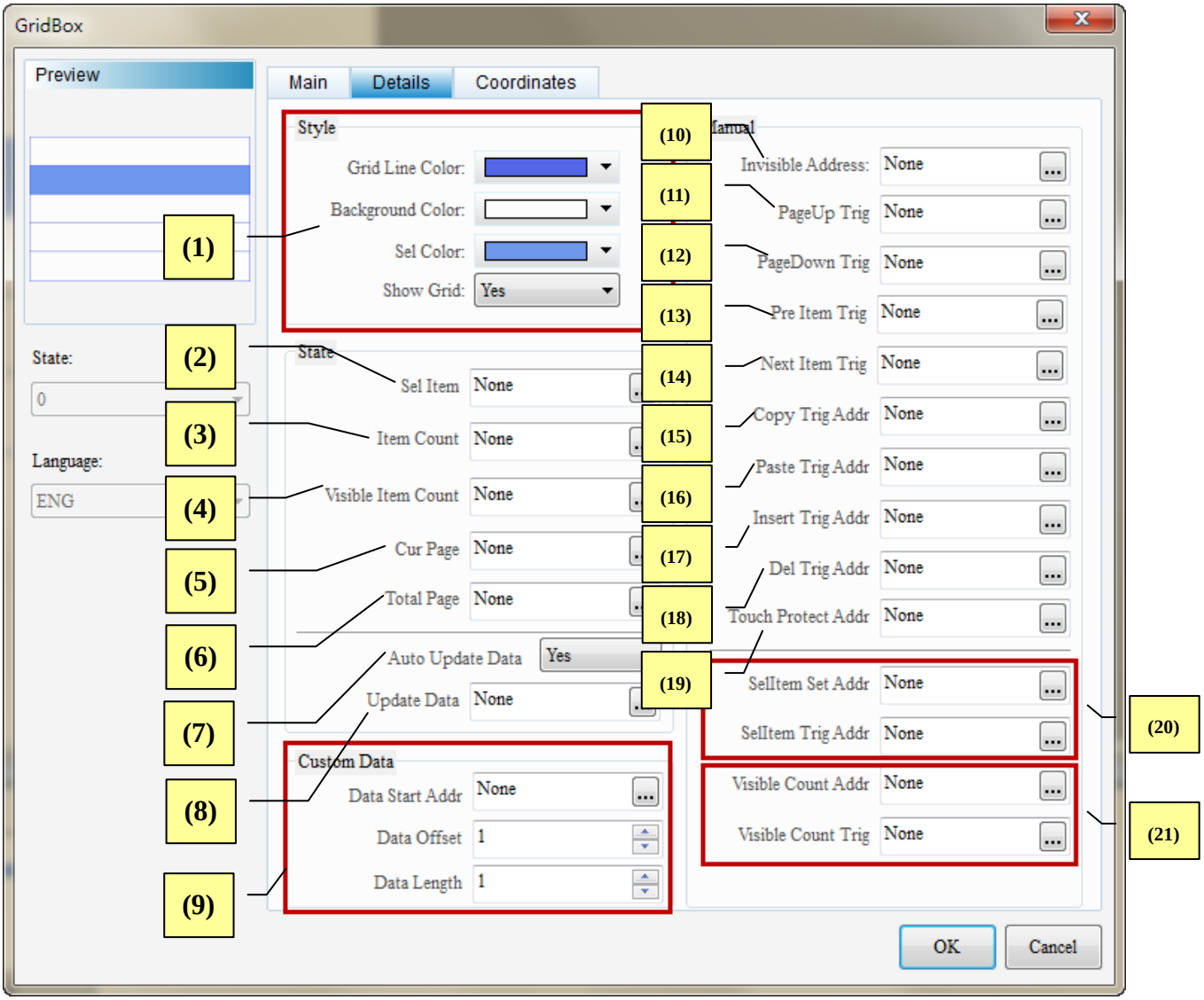
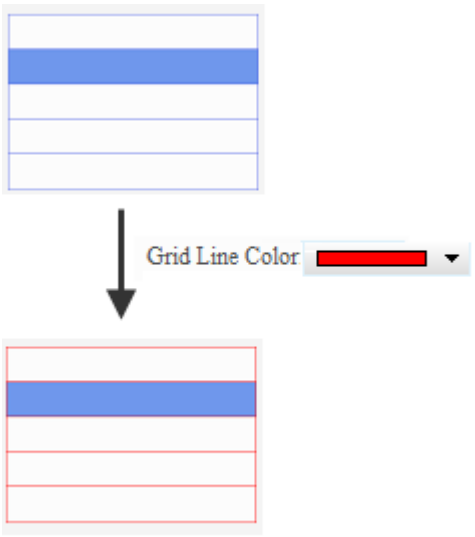
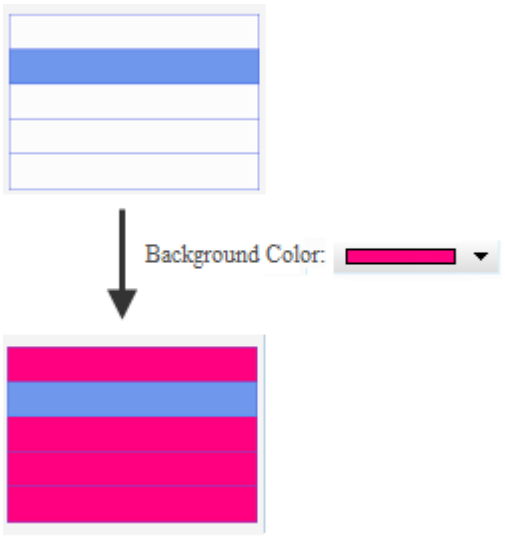
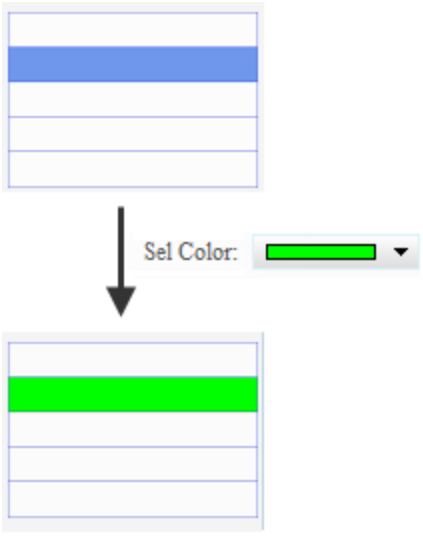
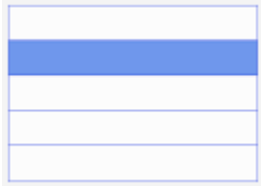
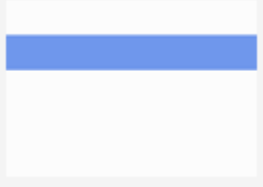
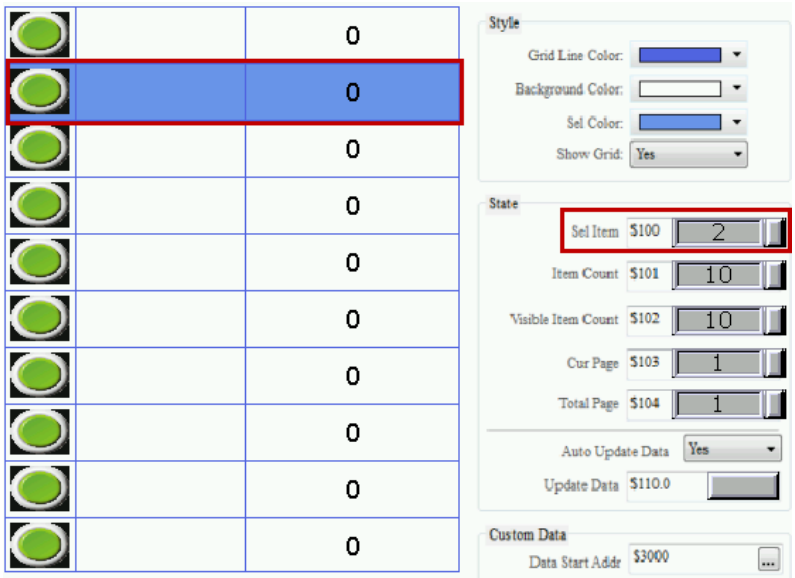
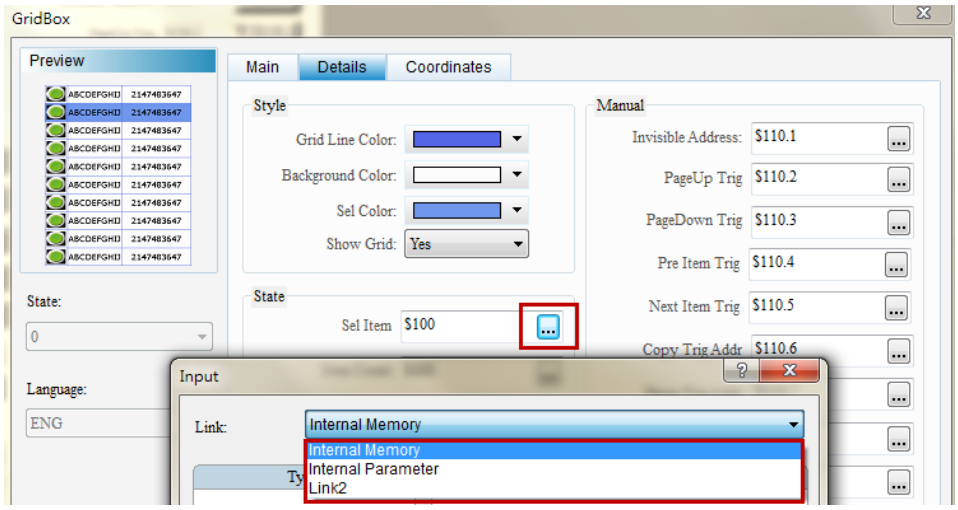


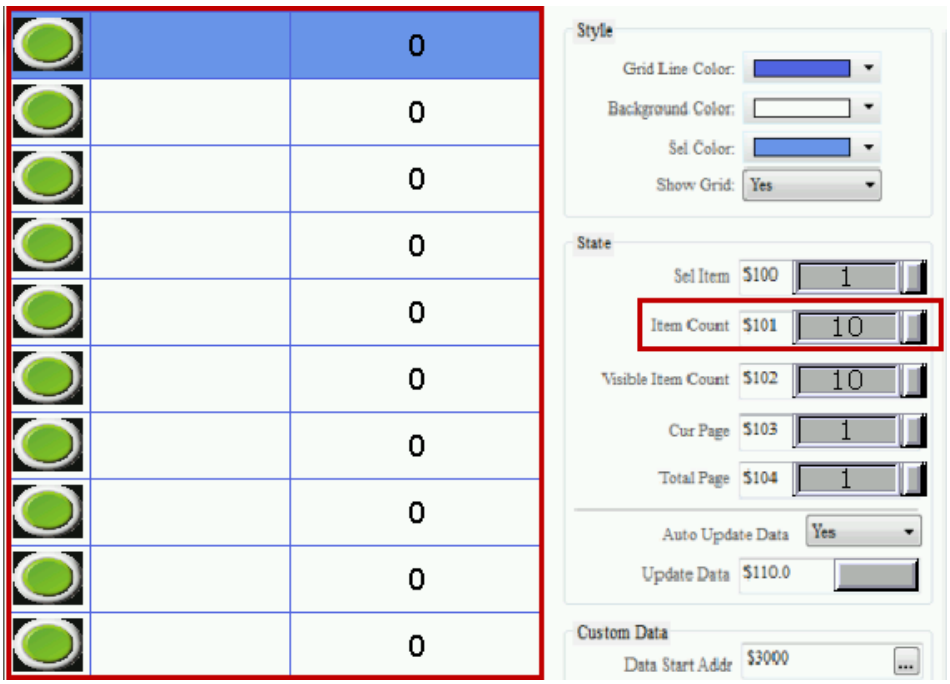
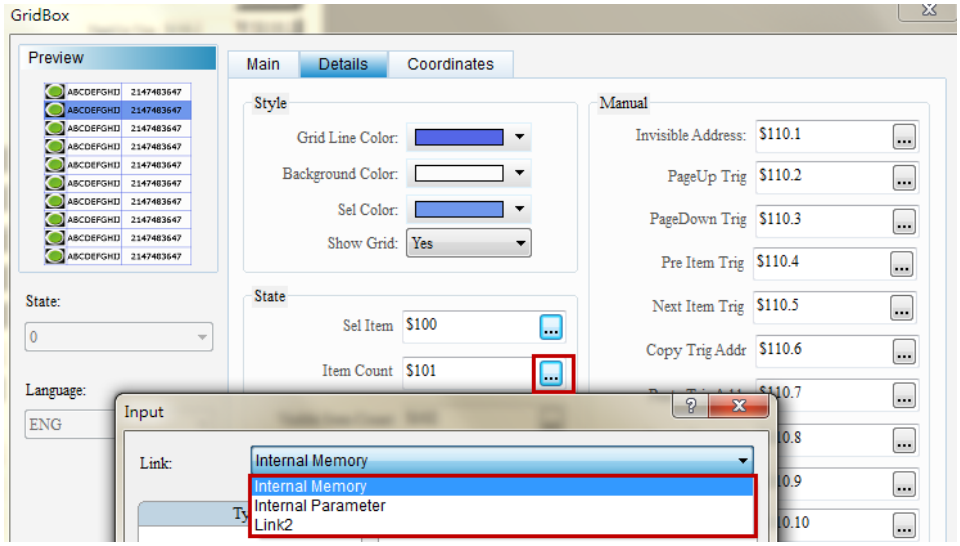
Figure 19-3-3 Details setting page of GridBox Element

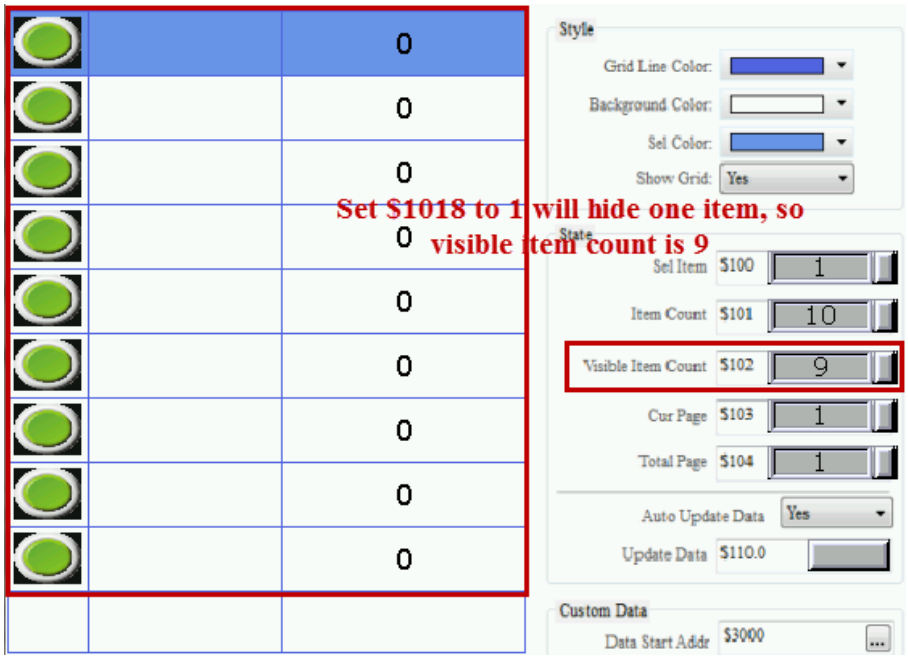
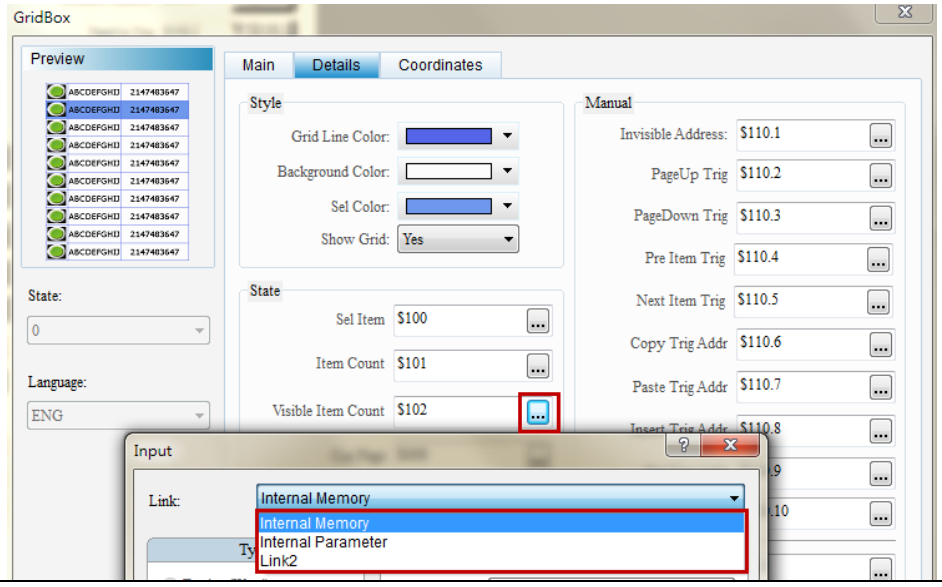
No.	Property	Functional Description
(1)	Style	➢ It can be divided into grid line color, background color, selected color and determine if users are going to show grid line. ➢ It can be used to select the element displayed color and grid line setting. ➢ Grid line color:

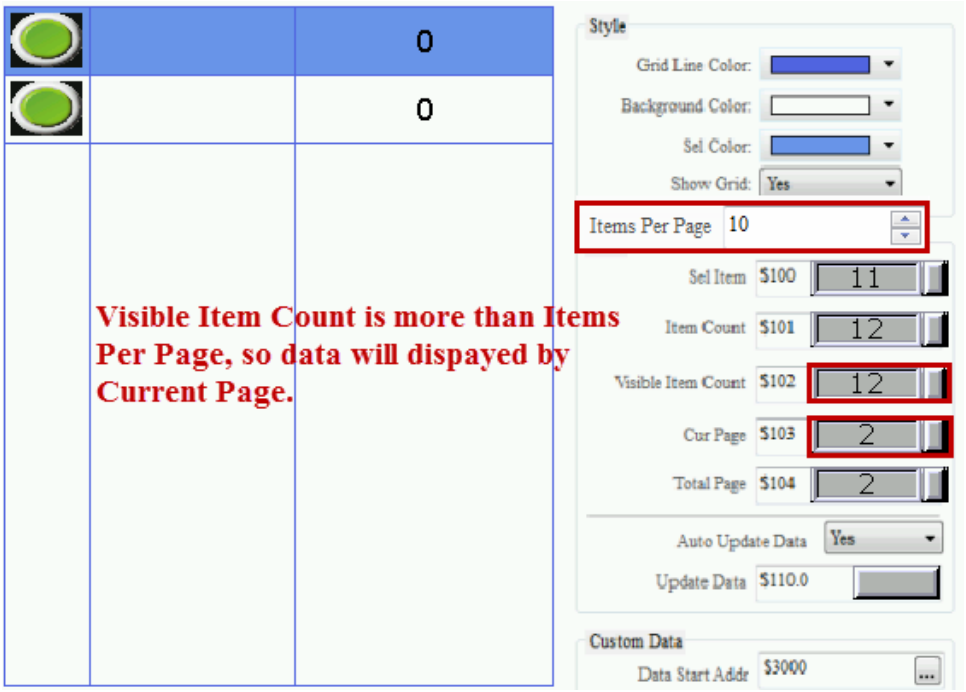
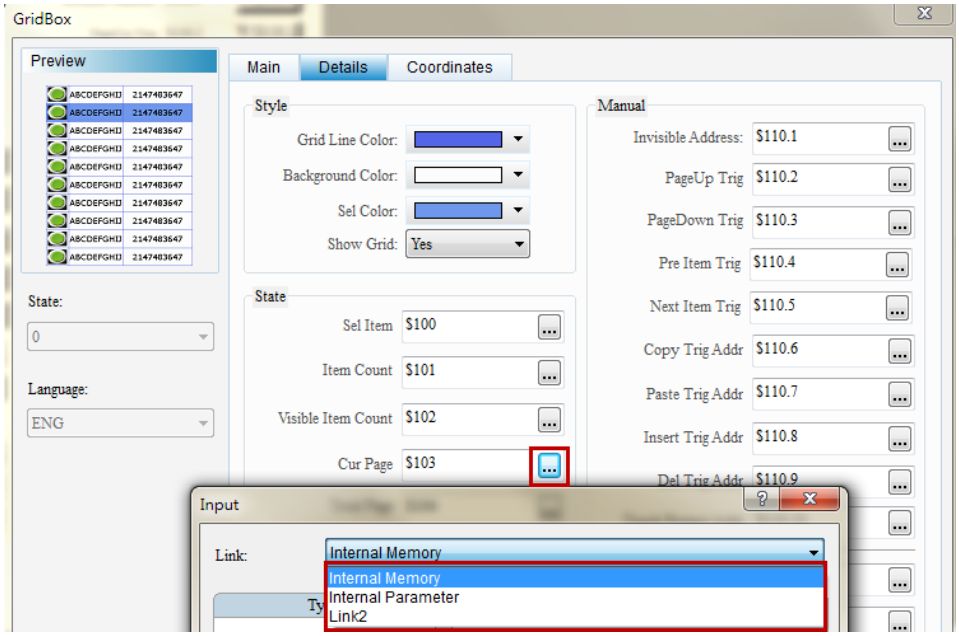
No.	Property	Functional Description
		 ➢ Background color:  ➢ Selected color: 

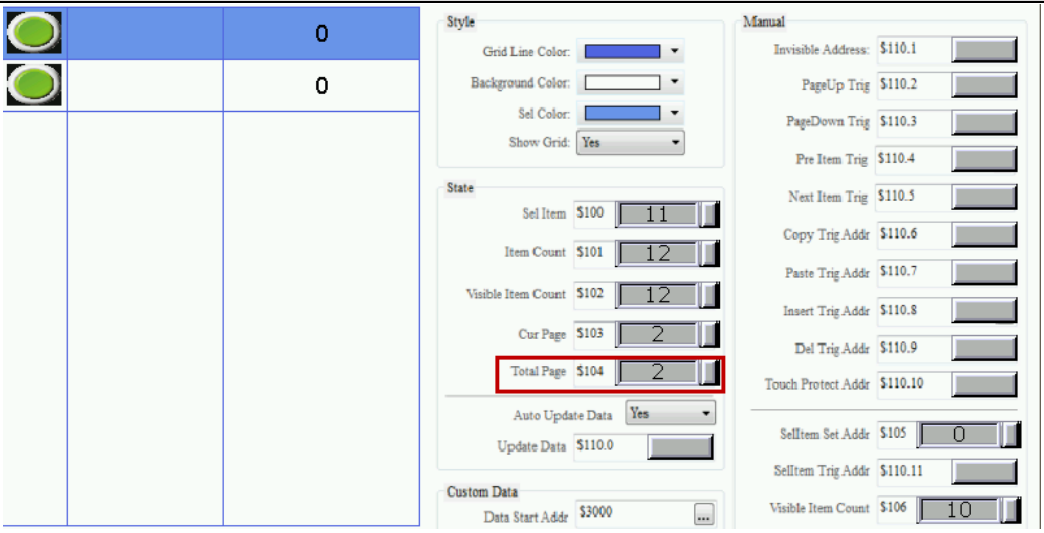
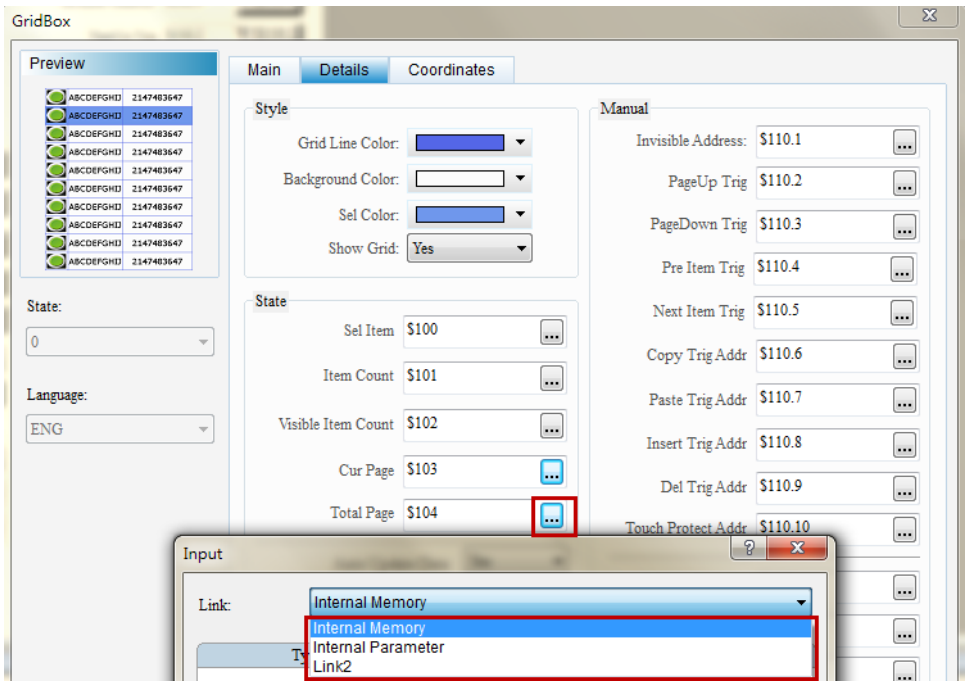
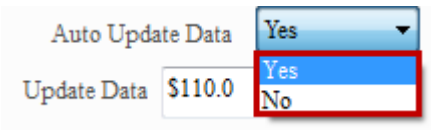
<table>
<tr><th>No.</th><th>Property</th><th>Functional Description</th></tr>
<tr><td></td><td></td><td>➢ Show grid line?
<table>
<tr><th>Choose YES to show grid line</th><th>Choose NO to not show grid line</th></tr>
<tr><td>  </td><td>  </td></tr>
</table></td></tr>
<tr><td>(2)</td><td>Selected Items</td><td>➢ Select the item number.
➢ When selecting the item in the second row, the value shown in selected item is 2.
 

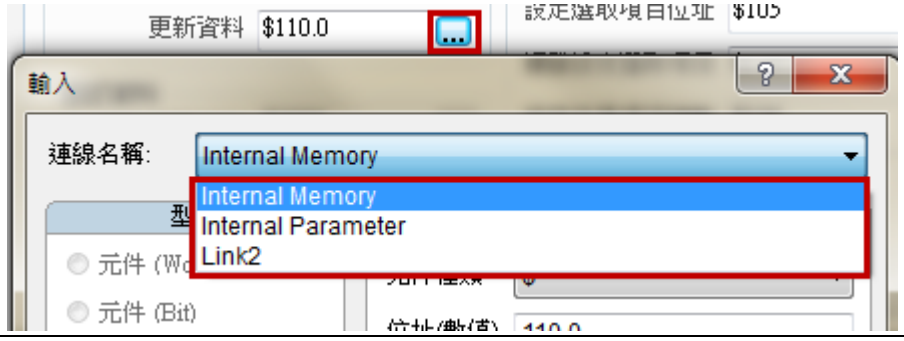
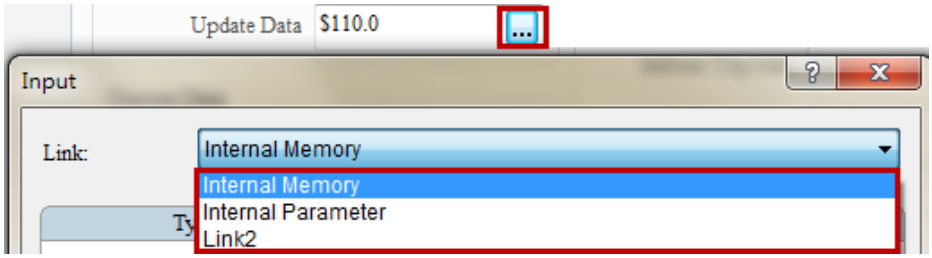
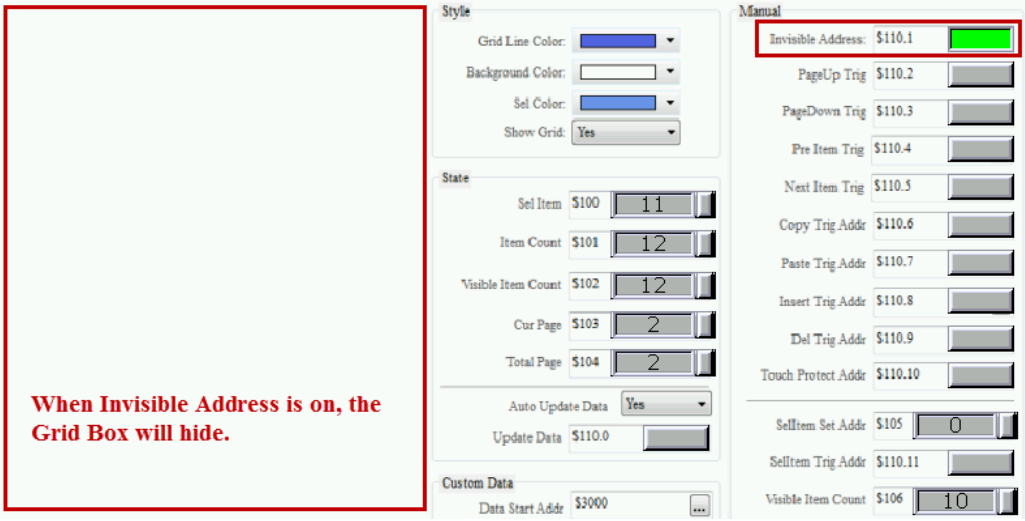
➢ It supports controller address (Word) and the address of internal register (Word).
 
</td></tr>
</table>

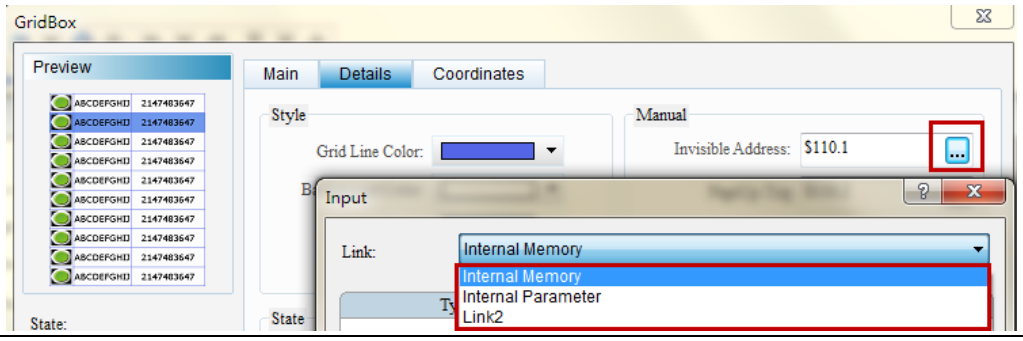
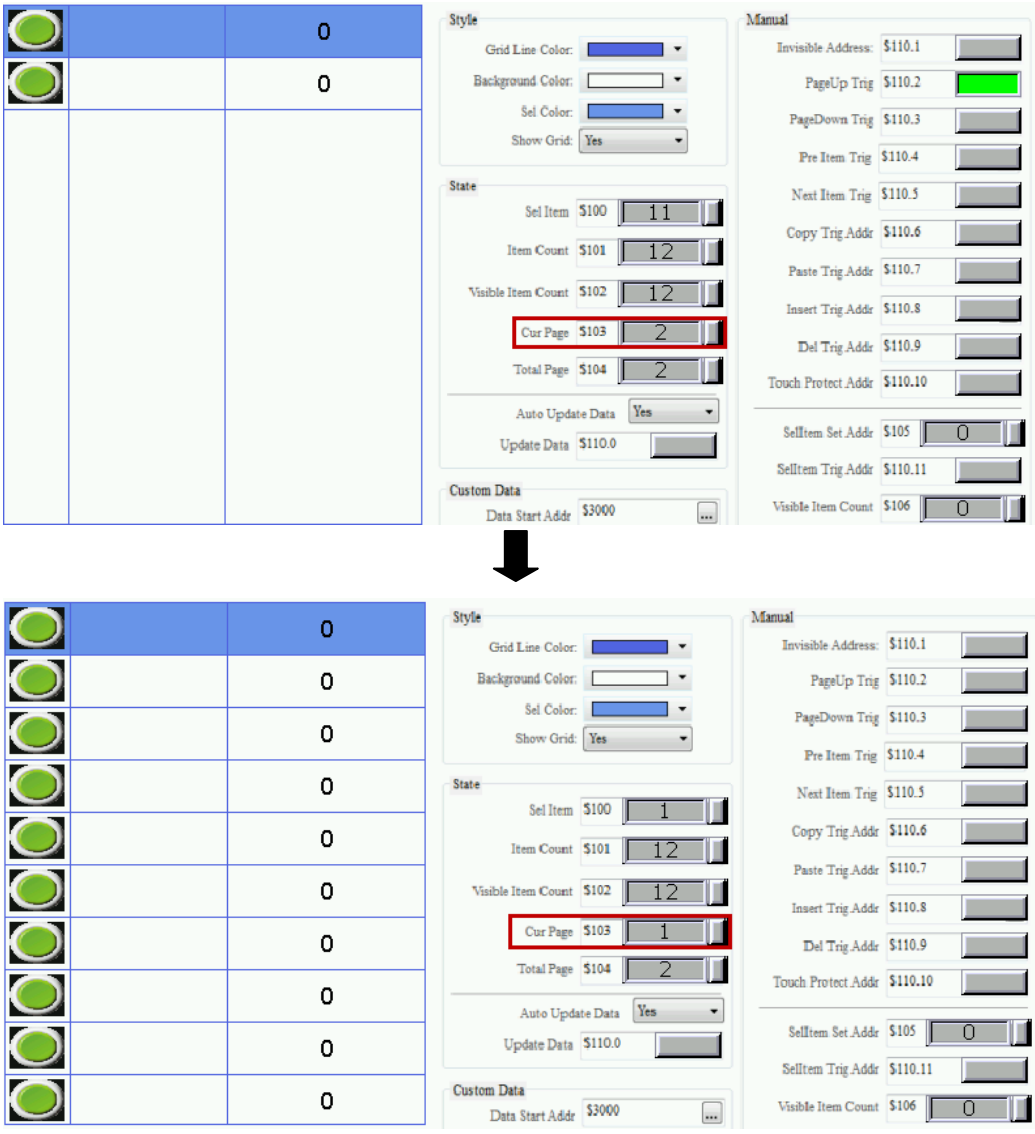
No.	Property	Functional Description
(3)	Item Count	➢ Displays the total number of actual item.  ➢ It supports controller address (Word) and the address of internal register (Word). 
(4)	Visible Item Count	➢ The visible item count is the deduction of item count from hide item count.

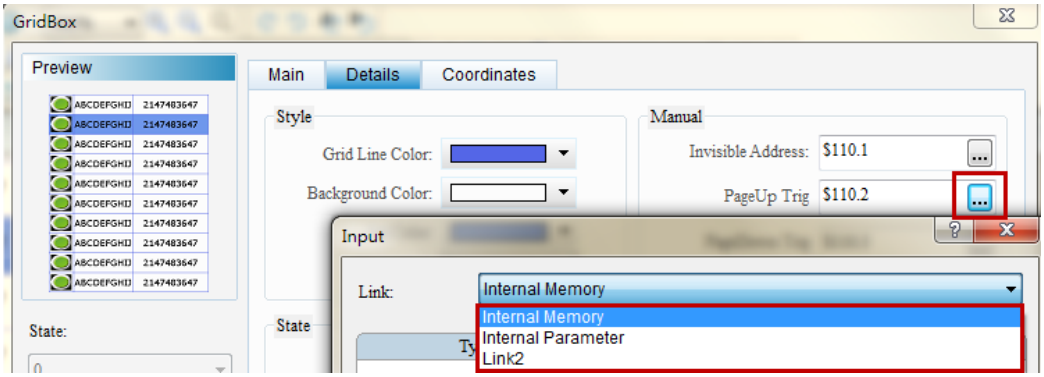
No.	Property	Functional Description
		 ➢ It supports controller address (Word) and the address of internal register (Word). 
(5)	Current Page	➢ When value of【Visible item count】is bigger than【Item per page】, the data will be shown in paging. The property value is displayed according to the value shown in current page.

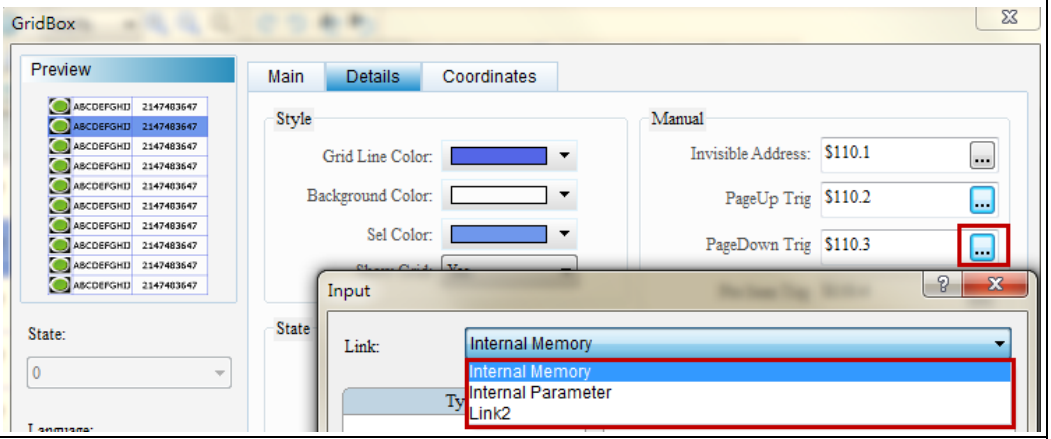
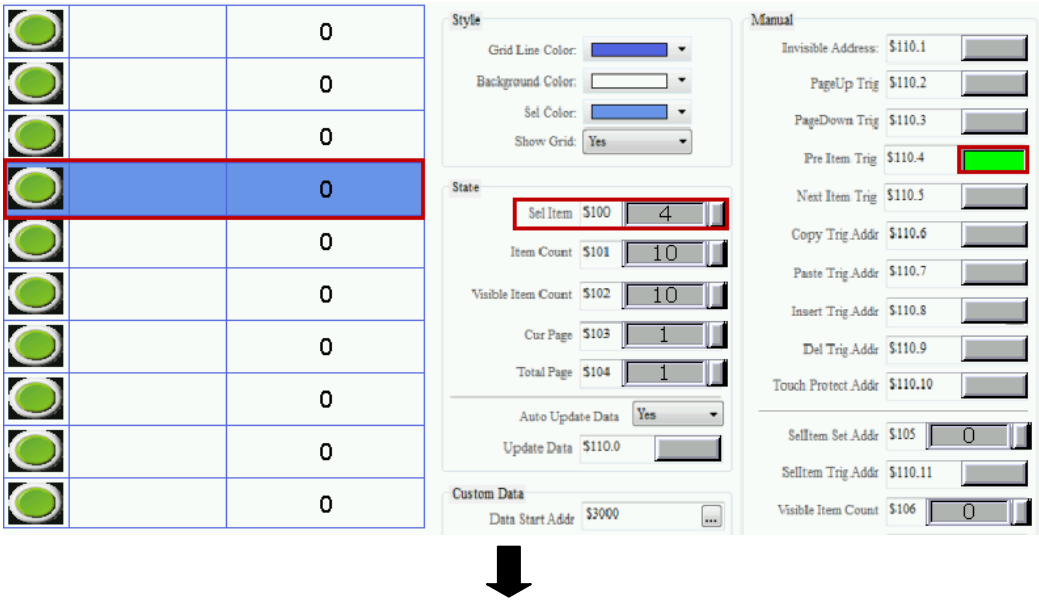
No.	Property	Functional Description
		 ➢ It supports controller address (Word) and the address of internal register (Word). 
(6)	Total Page	➢ The element displays total page number used by displayed items.

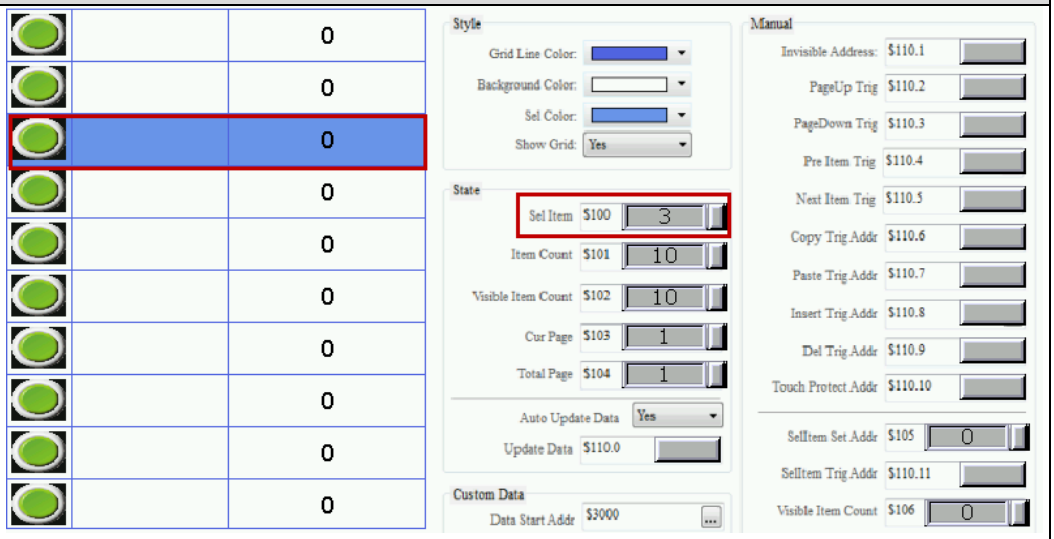
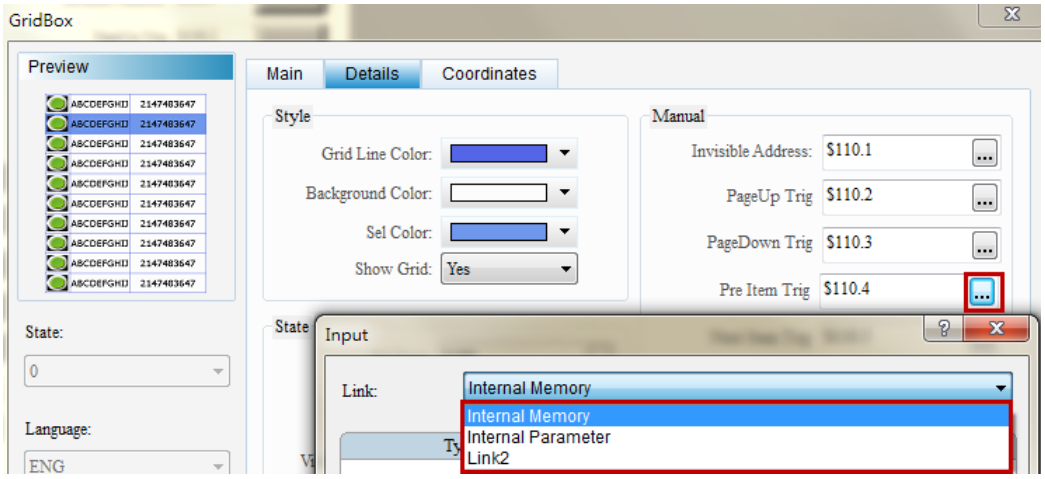
No.	Property	Functional Description
		 ➢ It supports controller address (Word) and the address of internal register (Word). 
(7)	Auto Update Data	➢ Select【Yes】, it auto updates the data. Select【No】, it updates the data only when【Update Data】 is triggered. 
(8)	Update Data	➢ When the bit of update data is On, the displayed content will be updated.

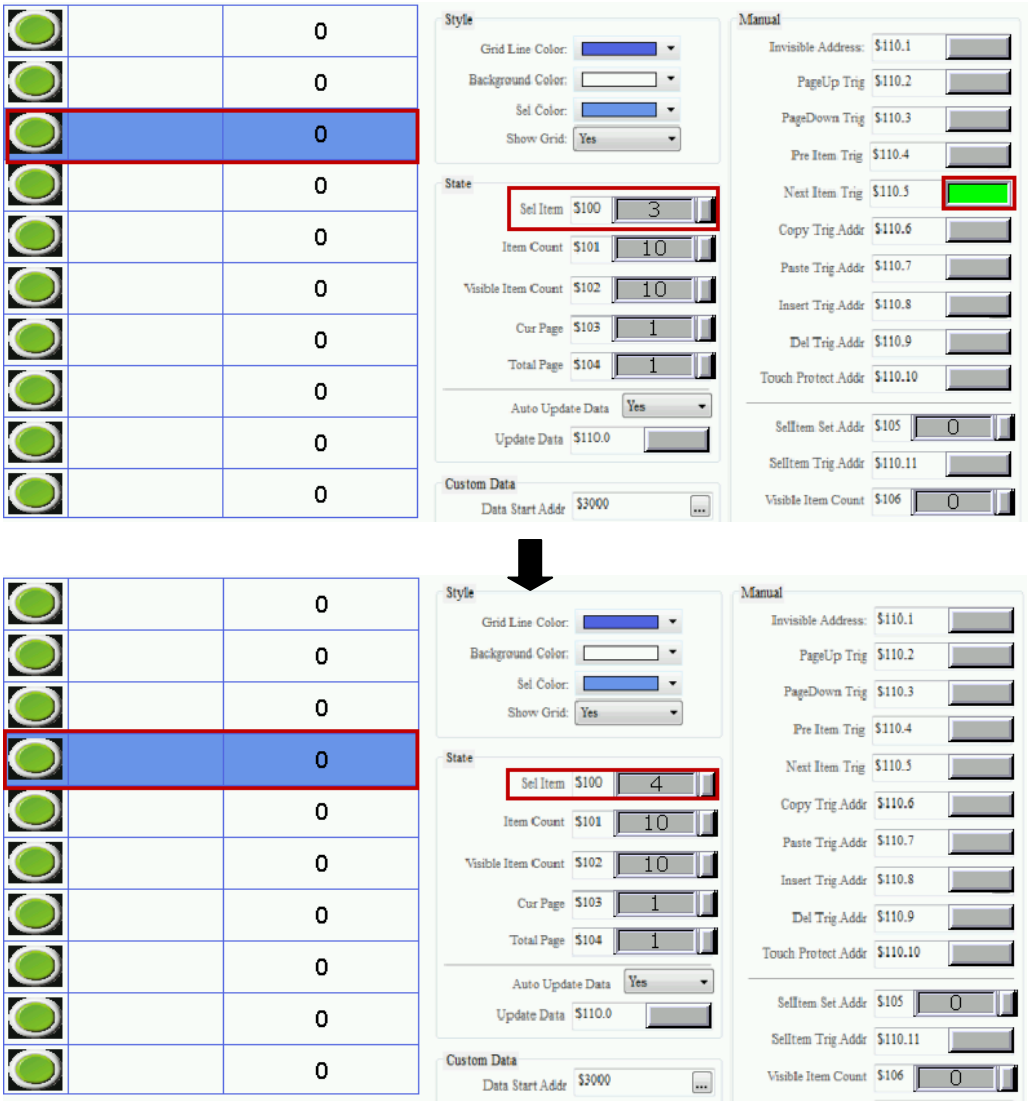
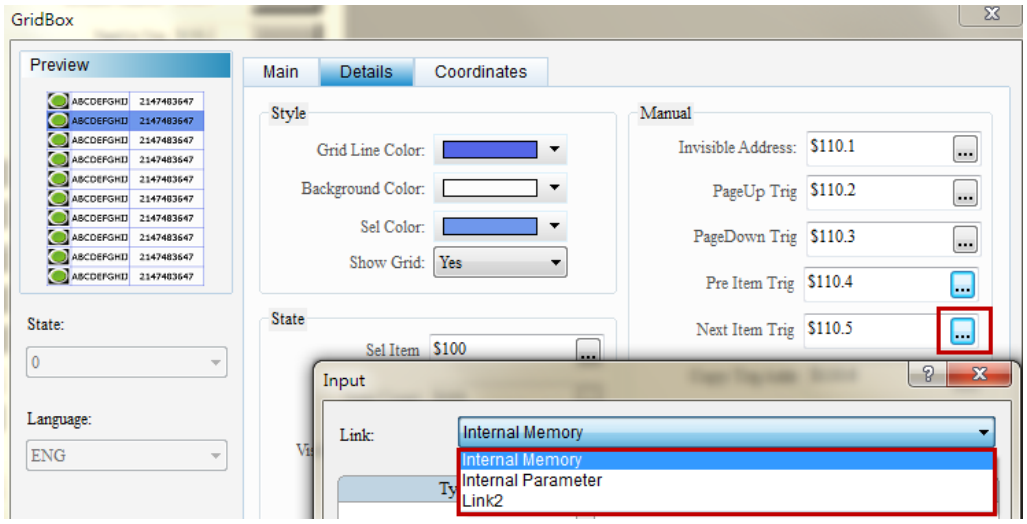
No.	Property	Functional Description
		
(9)	Custom Data	➢ It has data start address, Data offset and data length. ➢ Users can customize another data block and the data will be changed accompanies elements editing. ➢ Data start address: It supports controller address (Word) and the address of internal register (Word). 
(10)	Invisible Address	➢ When the invisible address is On, the Grid Box will be hidden.  ➢ It supports controller address (Bit) and the address of internal register (Bit).

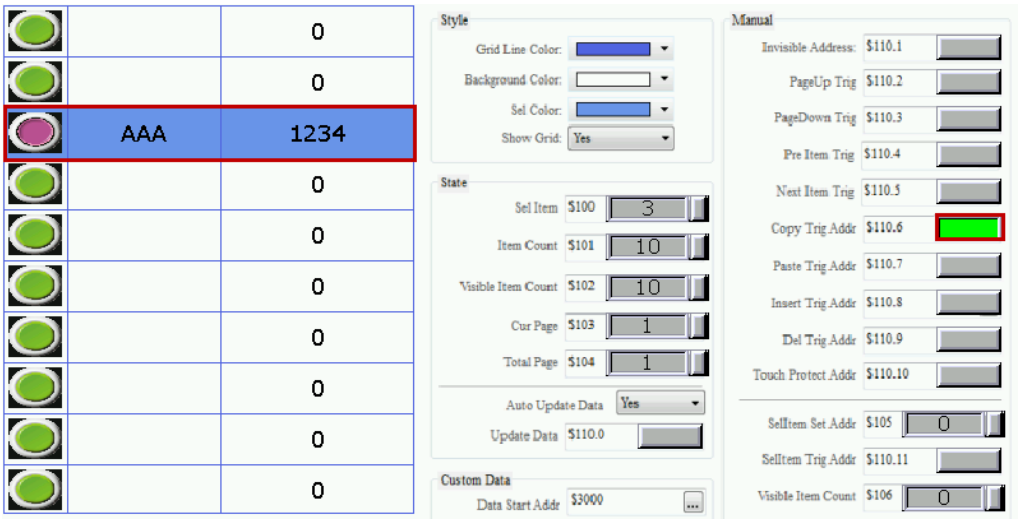
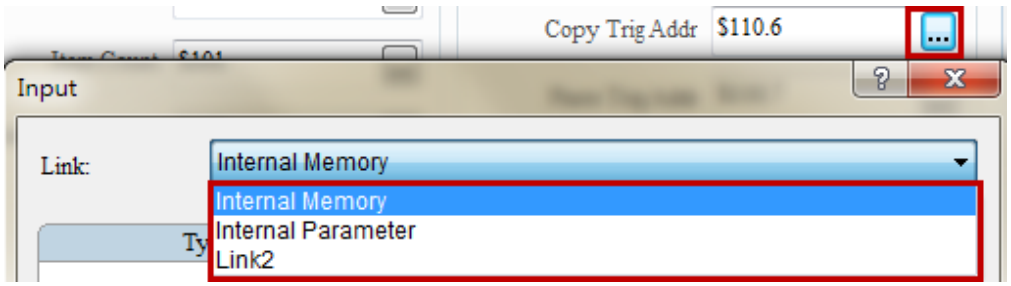
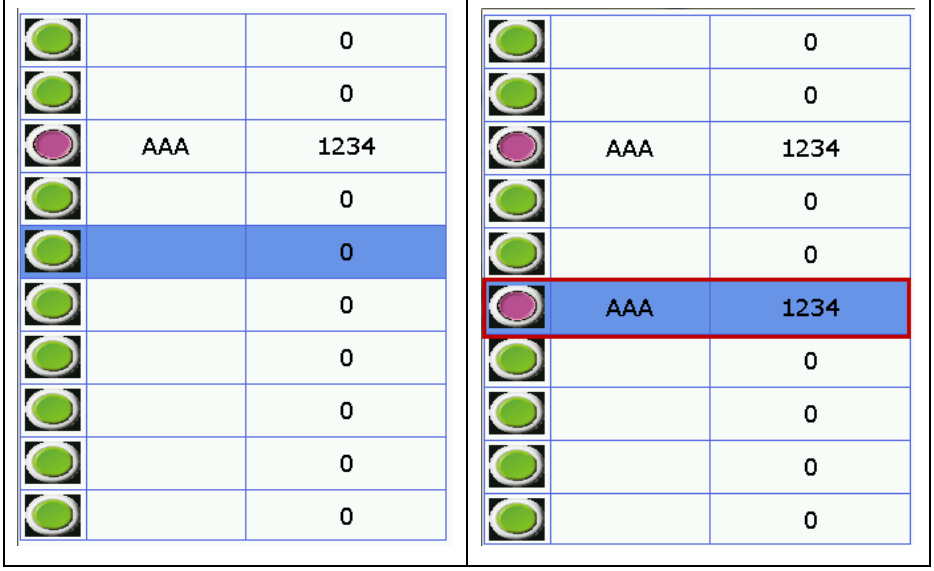
No.	Property	Functional Description
		
(11)	Page Up Triggering Address	➢ When the bit of triggering address on previous page is on, it switches to the previous page and the bit is off. ➢ When the bit of triggering address on previous page is not on, page 2 is displayed as the current page. When it is on, the current page would be page 1.  ➢ It supports controller address (Bit) and the address of internal register (Bit).

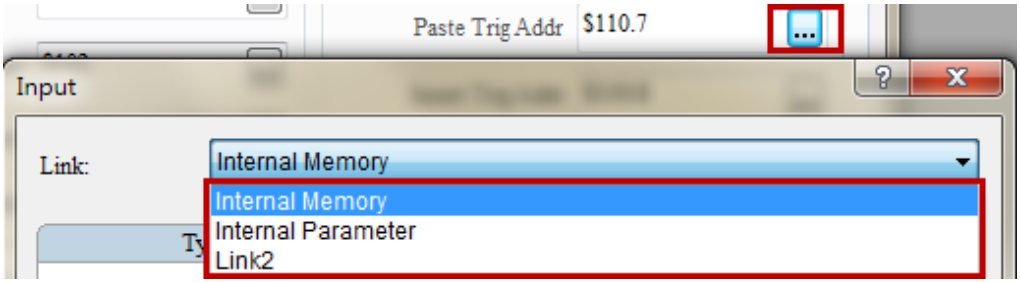
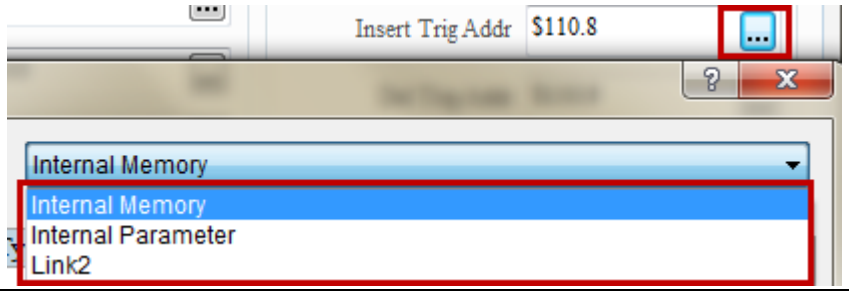
No.	Property	Functional Description
		
(12)	Page Down Triggering Address	➢ When the bit of triggering address on next page is on, it switches to the next page and the bit is off. ➢ When the bit of triggering address on next page is not on, page 1 is displayed as the current page. When it is on, the current page would be page 2.  ➢ It supports controller address (Bit) and the address of internal

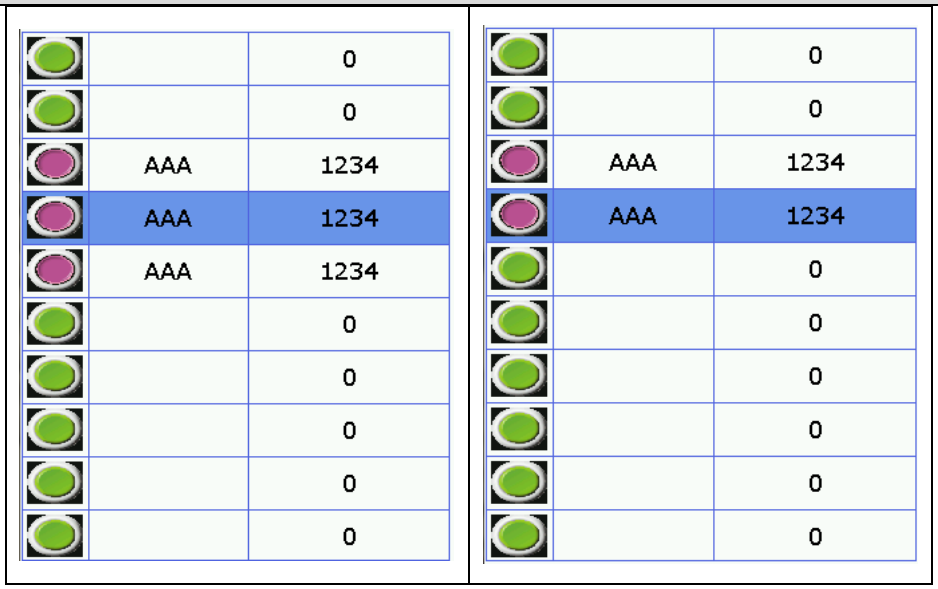
No.	Property	Functional Description
		register (Bit). 
(13)	Previous Item Triggering Address	➢ When the bit of triggering address of previous item is on, it goes to the previous item and the bit is off. ➢ When the bit of triggering address of previous item is not on, item 4 is displayed as the selected item. When it is on, the selected item would be item 3. 

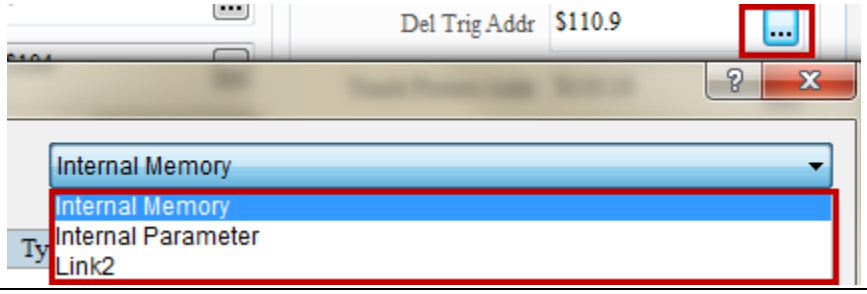
No.	Property	Functional Description
		 ➢ It supports controller address (Bit) and the address of internal register (Bit). 
(14)	Next Item Triggering Address	➢ When the bit of triggering address of next item is on, it goes to the next item and the bit is off. ➢ When the bit of triggering address of next item is not on, item 3 is displayed as the selected item. When it is on, the selected item would be item 4.

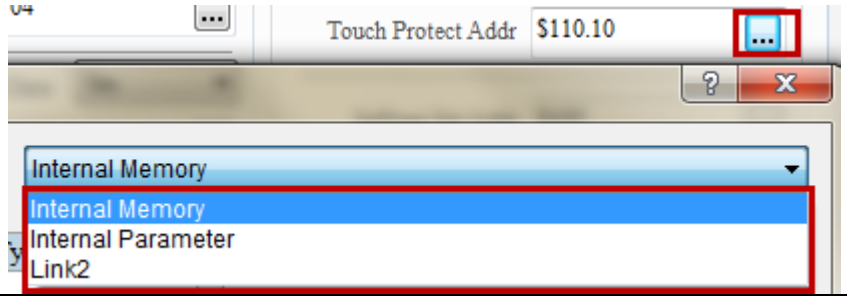
No.	Property	Functional Description
		 ➢ It supports controller address (Bit) and the address of internal register (Bit). 
(15)	Copy	➢ When the bit of copy triggering address is on, it copies the current

No.	Property	Functional Description
	Triggering Address	item and the bit is off.  ➢ It supports controller address (Bit) and the address of internal register (Bit). 
(16)	Paste Triggering Address	➢ When the bit of paste triggering address is on, it pastes the current item and the bit is off. Before / After  ➢ It supports controller address (Bit) and the address of internal register (Bit).

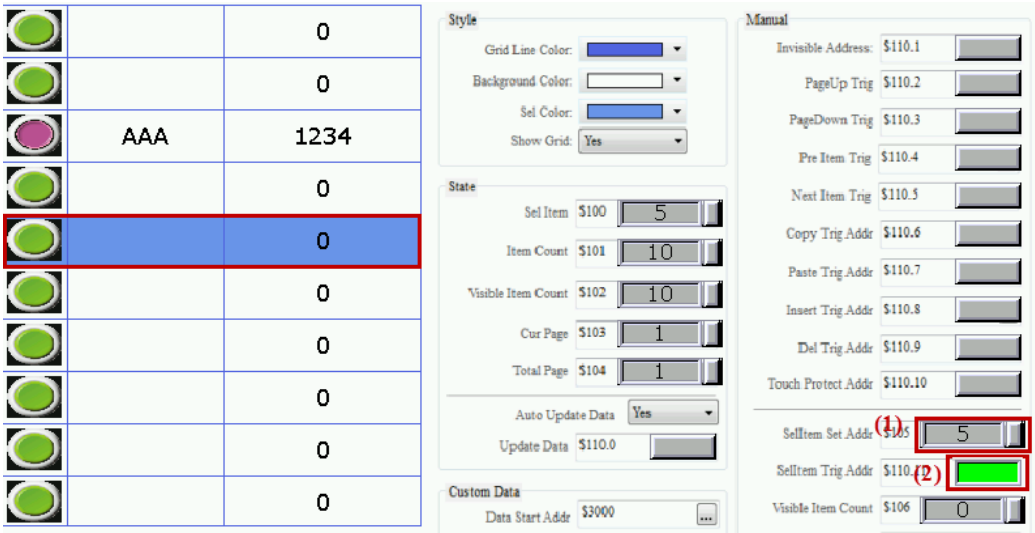
<table>
<tr><th>No.</th><th>Property</th><th>Functional Description</th></tr>
<tr><td></td><td></td><td> 
</td></tr>
<tr><td>(17)</td><td>Insert Triggering Address</td><td>➢ When the bit of insert triggering address is on, it inserts the blank item and the bit is off.
<table>
<tr><th>Before</th><th>After</th></tr>
<tr><td>
<table>
<tr><td></td><td>0</td></tr>
<tr><td></td><td>0</td></tr>
<tr><td>AAA</td><td>1234</td></tr>
<tr><td>AAA</td><td>1234</td></tr>
<tr><td>AAA</td><td>1234</td></tr>
<tr><td></td><td>0</td></tr>
<tr><td></td><td>0</td></tr>
<tr><td></td><td>0</td></tr>
<tr><td></td><td>0</td></tr>
<tr><td></td><td>0</td></tr>
</table>
</td><td>
<table>
<tr><td></td><td>0</td></tr>
<tr><td></td><td>0</td></tr>
<tr><td>AAA</td><td>1234</td></tr>
<tr><td>AAA</td><td>1234</td></tr>
<tr><td></td><td>0</td></tr>
<tr><td>AAA</td><td>1234</td></tr>
<tr><td></td><td>0</td></tr>
<tr><td></td><td>0</td></tr>
<tr><td></td><td>0</td></tr>
<tr><td></td><td>0</td></tr>
</table>
</td></tr>
</table>
➢ It supports controller address (Bit) and the address of internal register (Bit).

</td></tr>
<tr><td>(18)</td><td>Delete Triggering Address</td><td>➢ When the bit of delete triggering address is on, it deletes the current item and the bit is off.
<table>
<tr><th>Before</th><th>After</th></tr>
</table></td></tr>
</table>

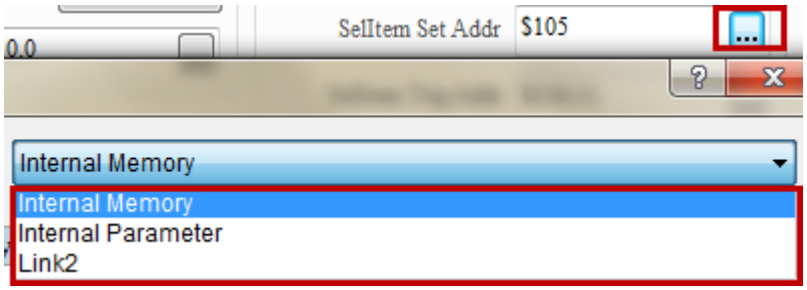
<table>
<tr><th>No.</th><th>Property</th><th>Functional Description</th></tr>
<tr><td></td><td></td><td>


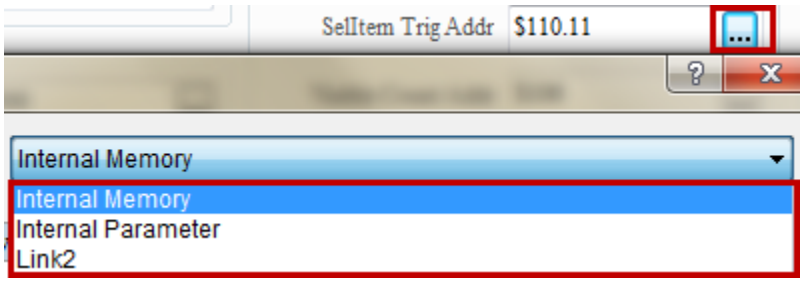
➢ It supports controller address (Bit) and the address of internal register (Bit).


</td></tr>
<tr><td>(19)</td><td>Touch Protect Address</td><td>
➢ When the bit of touch protect address is On, elements on GridBox will be invalid.
➢ It supports controller address (Bit) and the address of internal register (Bit).


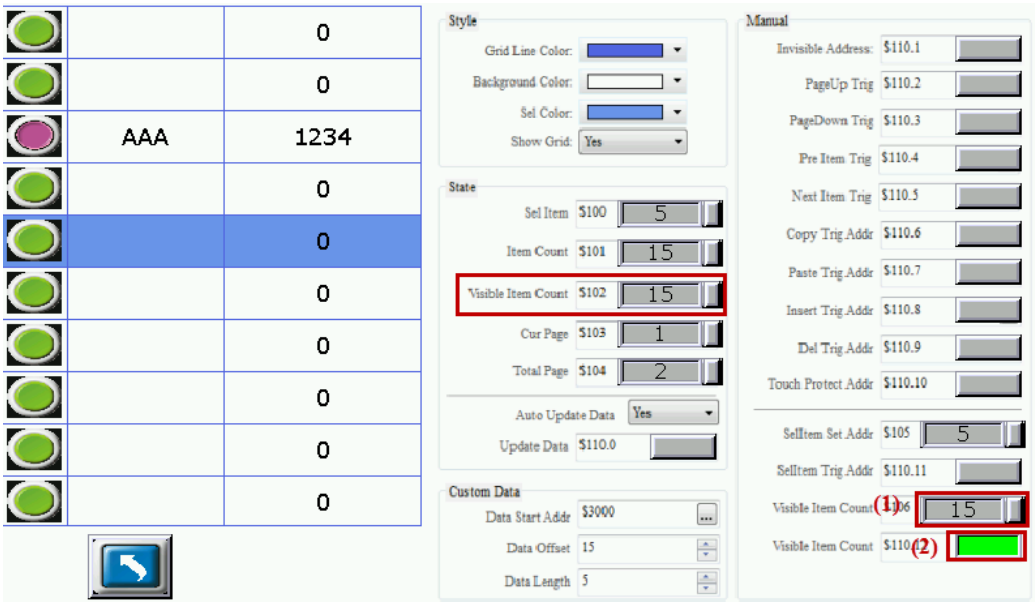
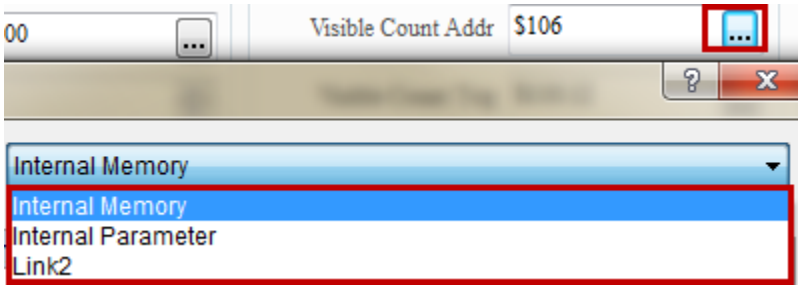
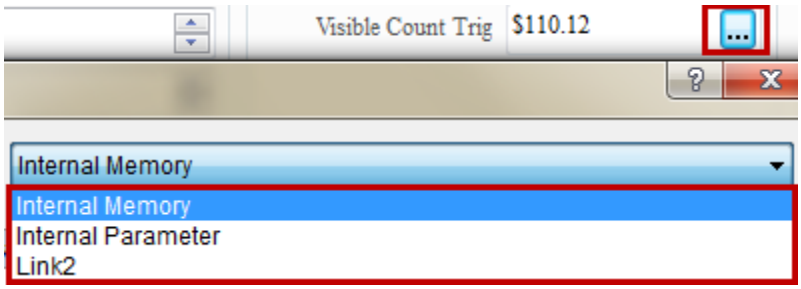
</td></tr>
<tr><td rowspan="2">(20)</td><td>Selected Item Set Address</td><td rowspan="2">➢ Use 【Selected Item Set Address】 to specify the selected item. Then, trigger the bit of【Selected Item Triggering Address】to on, the element would display the selected item.</td></tr>
<tr><td>Selected Item Triggering Address</td></tr>
</table>

<table>
<tr><th>No.</th><th>Property</th><th>Functional Description</th></tr>
<tr><td></td><td></td><td>


➢ It supports controller address (Word) and the address of internal register (Word).


➢ It supports controller address (Bit) and the address of internal register (Bit).


</td></tr>
<tr><td rowspan="2">(21)</td><td>Visible Count Address</td><td rowspan="2">➢ Use【Visible Count Address】to specify the displayed item. Then, trigger the bit of 【Visible Item Trigger】 to on. The element would change the current value of 【Visible Item Count】.</td></tr>
<tr><td>Visible Item Trigger</td></tr>
</table>

No.	Property	Functional Description
		 ➢ It supports controller address (Word) and the address of internal register (Word).  ➢ It supports controller address (Bit) and the address of internal register (Bit). 

◆ Coordinates

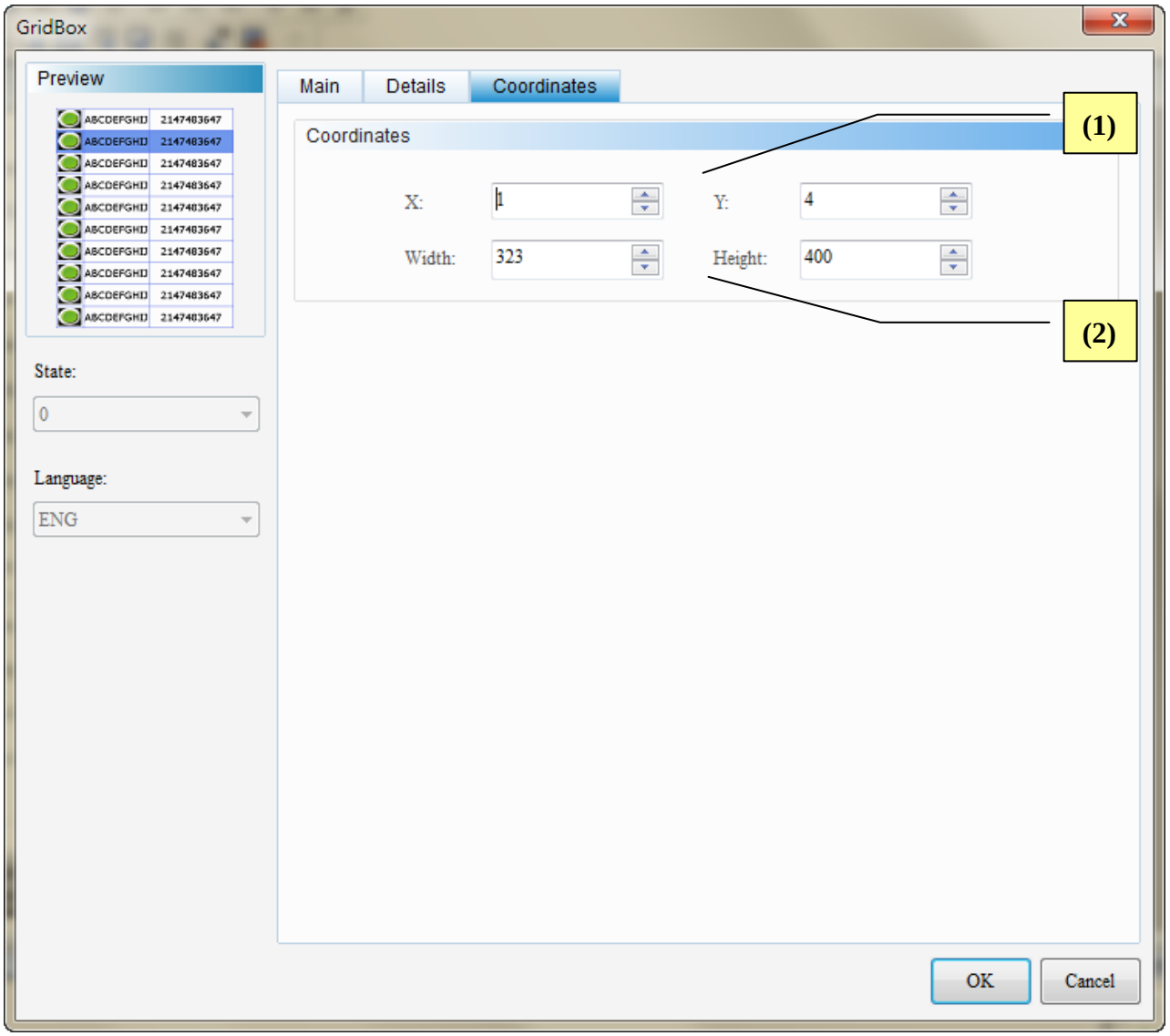


Figure 19-3-4 Grid Box Property Page

No.	Property	Functional Description
(1)	Value of X and Y	➢ Coordinate X and Y on the upper-left corner of the element
(2)	Width, Height	➢ Element width and height

Chapter 20 Frame

This chapter mainly describes the detailed settings of frame element provided by DOPSoft.

◆ Classification table of frame element:

Frame 		Embedded SubScreen
		Ladder Monitor Screen

Table 20-1-1 Classification Table of Frame Element

◆ Property Table of Frame Element

Frame Element	LeftTop-X	LeftTop-Y	Embedded SubScreen	Invisible Address	Background color	Foreground Color	Color of Value
Embedded SubScreen	◎	◎	◎	◎			
Ladder Monitor Screen				◎	◎	◎	◎

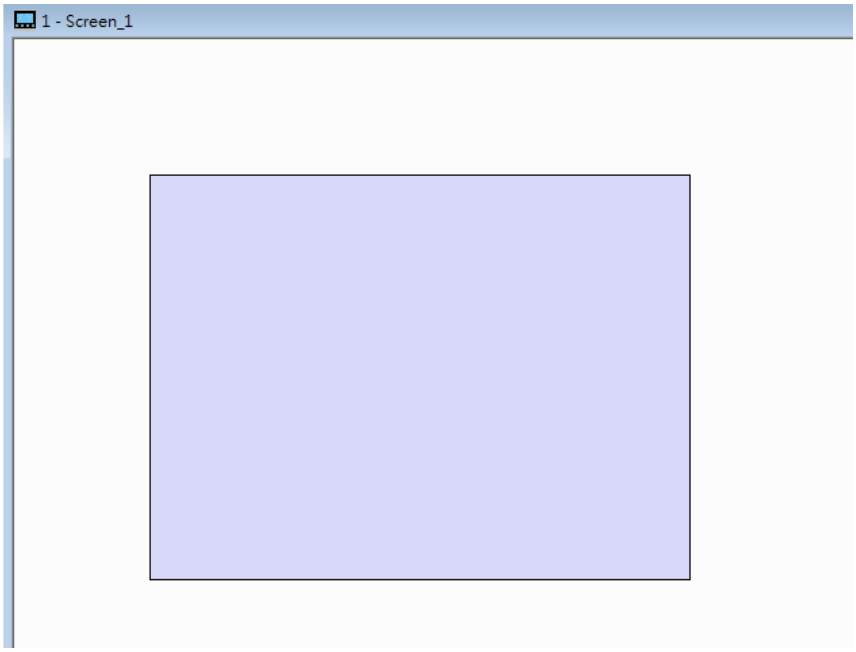
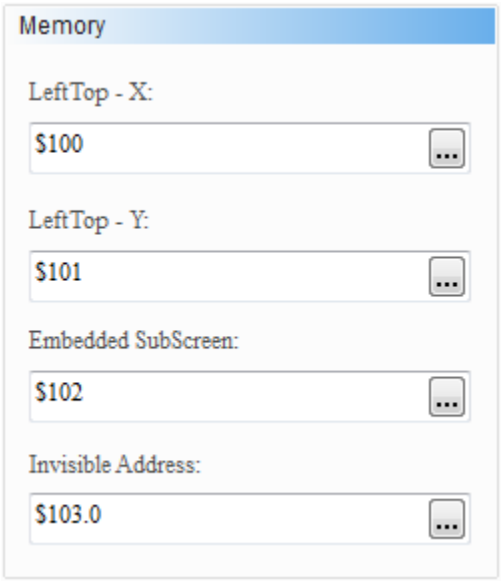
Table 20-1-2 Property Table of Frame Element

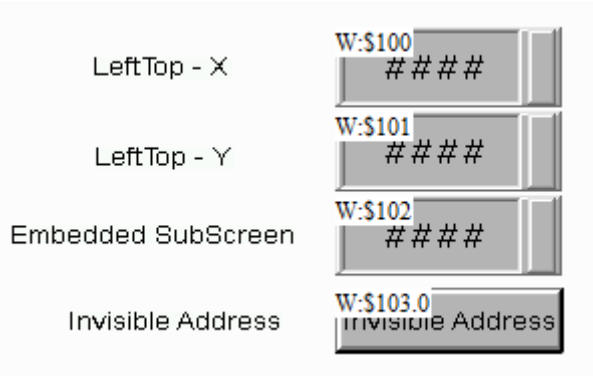
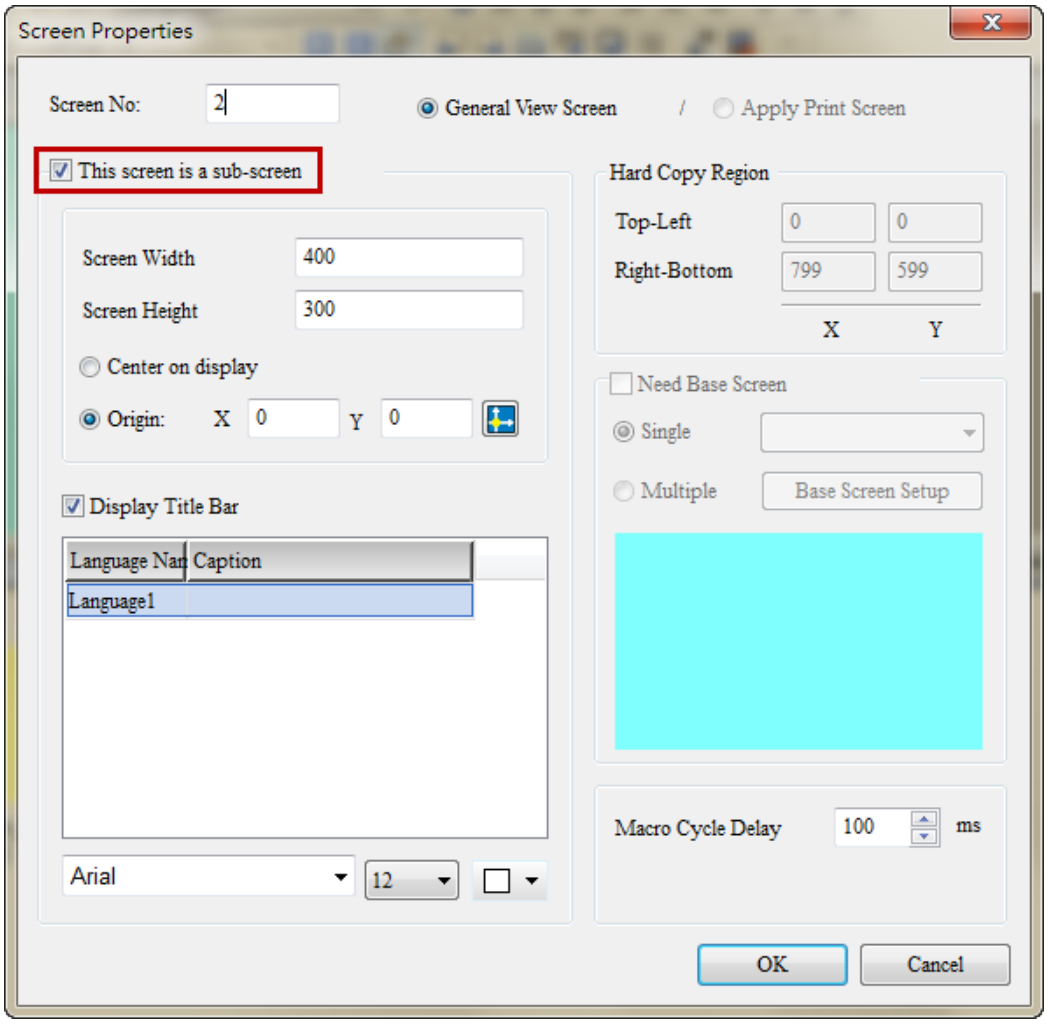
20-1 Embedded SubScreen

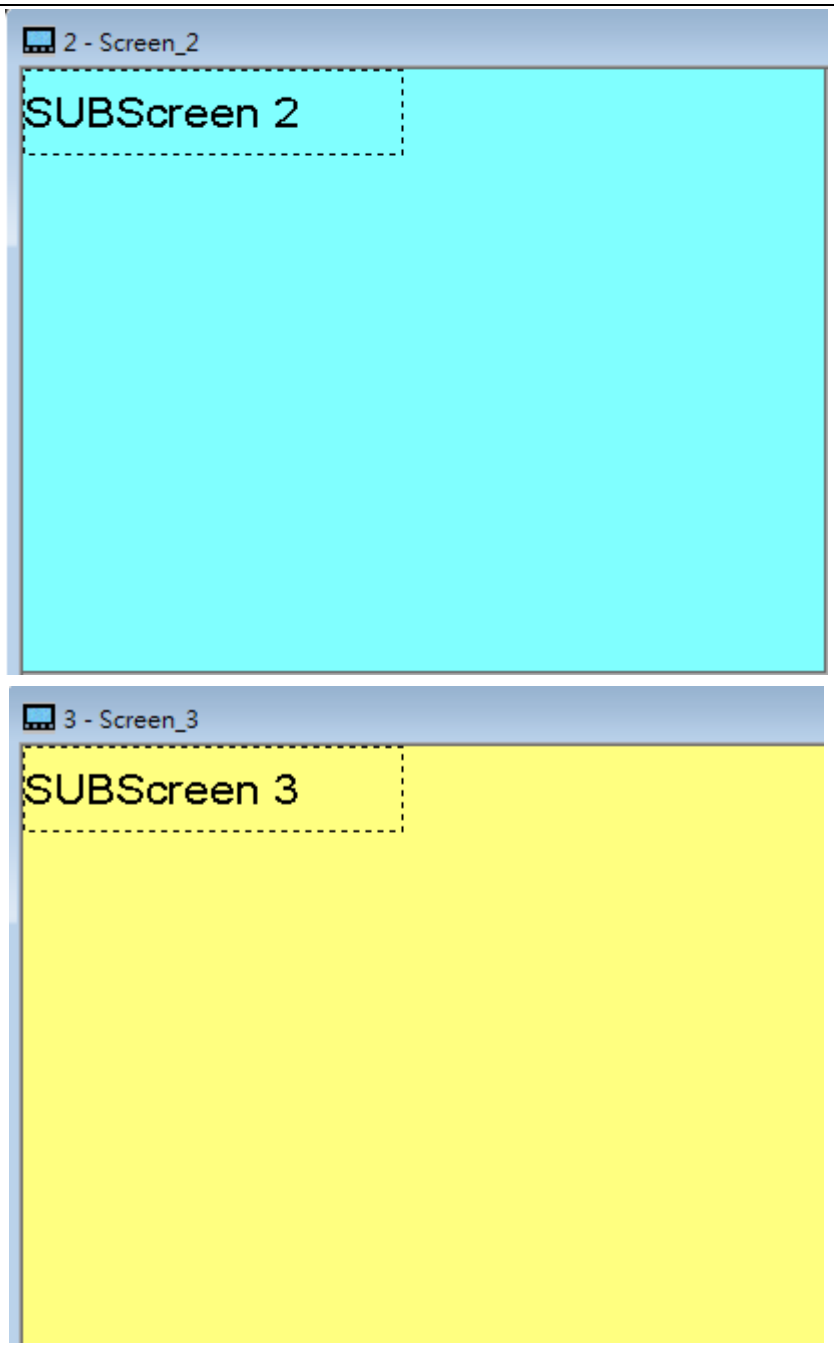
Embed the SubScreen into the main screen and switch different subscreens on main screen.

NOTE：

- ✓ Element of embedded subscreen cannot be placed on subscreen.
- ✓ Size of subscreen can be different from the embedded element. Its size will be remained after embedding.
- ✓ When the embedded subscreen has lock function, the lock function will be cancelled after embedded into the main screen.

Description of Embedded SubScreen Table 20-1-1 Example of Embedded SubScreen	
Create Element of Embedded SubScreen	➢ Select 『Frame』➔『Embedded SubScreen』from element tool and create it on Screen 1. 
Setup Memory Address	➢ Setup memory address of embedded subscreen element. 

Create 3 numerical entry elements and 1 maintained button element.	➢ Create three numerical entry element ($100, $101, $102) and one maintained button element ($103.0). 
Create Subscreen	➢ Create subscreen 2 and 3. 

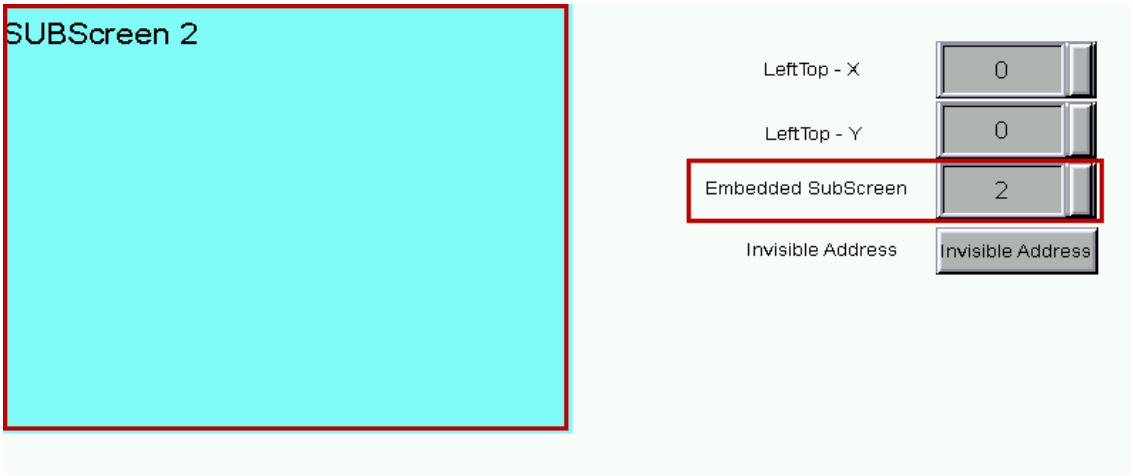

2 - Screen_2
SUBScreen 2
3 - Screen_3
SUBScreen 3

Result

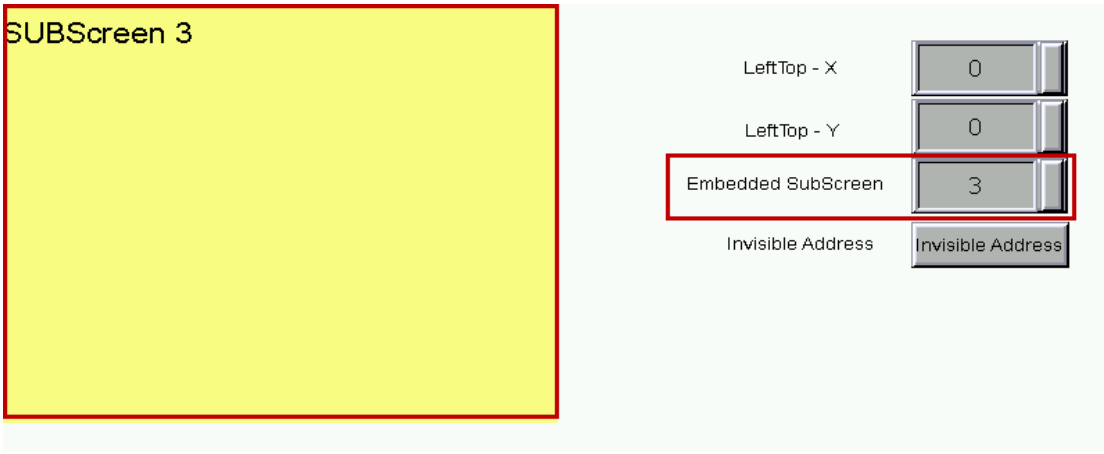
- After the screen is downloaded to HMI, no subscreen exists in HMI screen.



- Change the subscreen number $102 as 2. Subscreen 2 is embedded to the screen.



- Change the subscreen number $102 as 3. Subscreen 3 is embedded to the screen.



	➢ Change elements' position: $100 is set to 100 and $101 is set to 100. Subscreen is moved according to coordinate position.



The following is the property setting screen when double clicking the embedded subscreen.

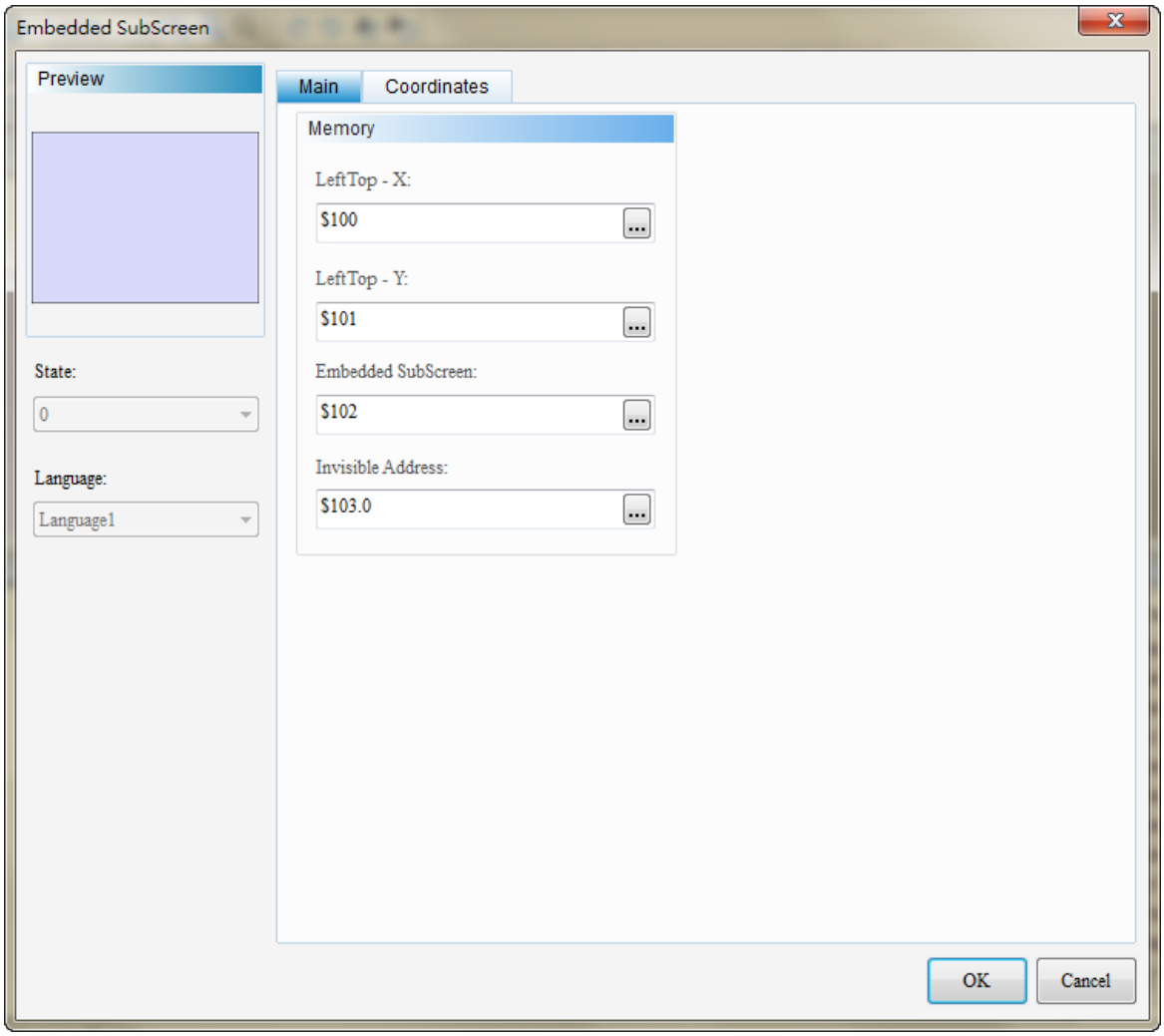


Figure 20-1-1 Property of Embedded Subscreen

Embedded Subscreen	
Function page	**Description**
Preview	The embedded subscreen has no multiple status value, thus, it is unable to edit the displayed data with multiple languages.
Main	Sets coordinate X in upper-left corner, coordinate Y in upper-left corner, embedded subscreen, invisible address
Coordinates	Sets X-Y coordinates value, element width and height.

Table 20-1-3 Function Page of Embedded Subscreen Element

◆ Main

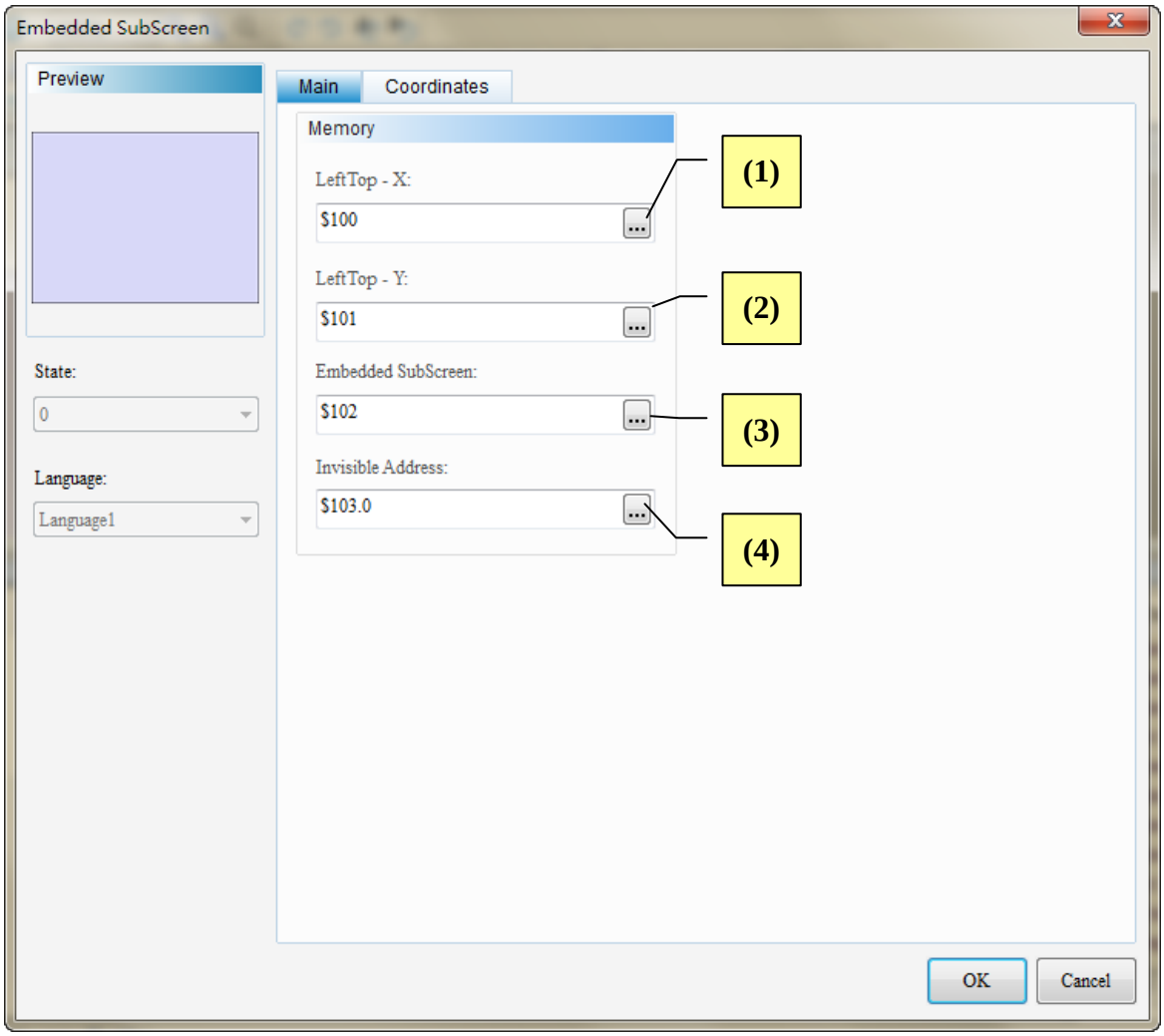
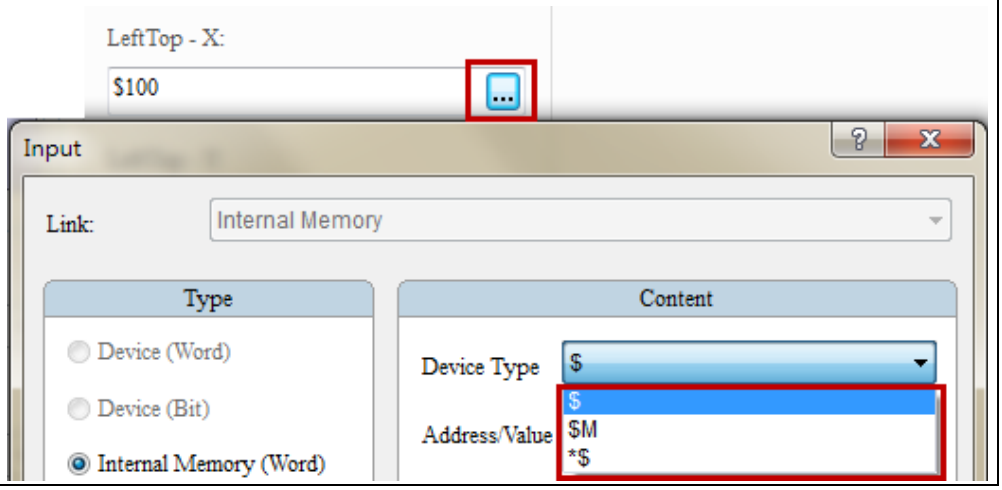
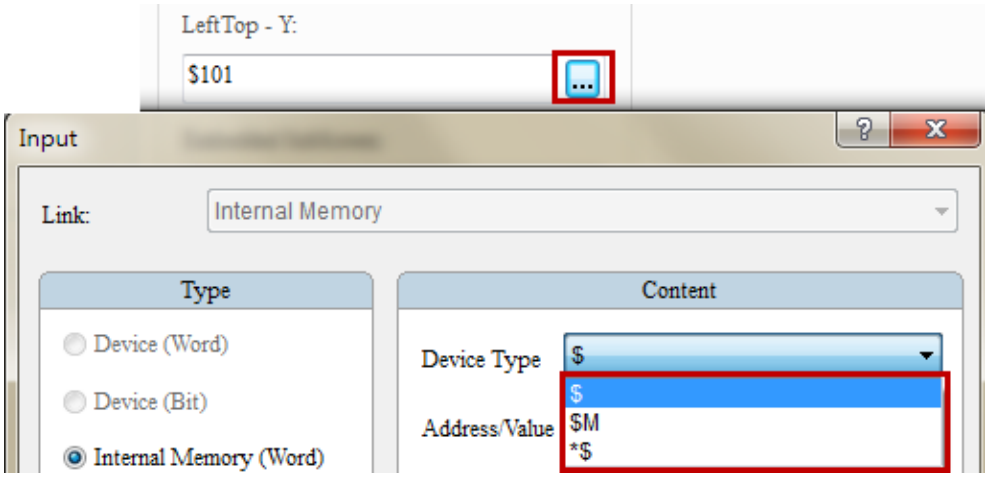
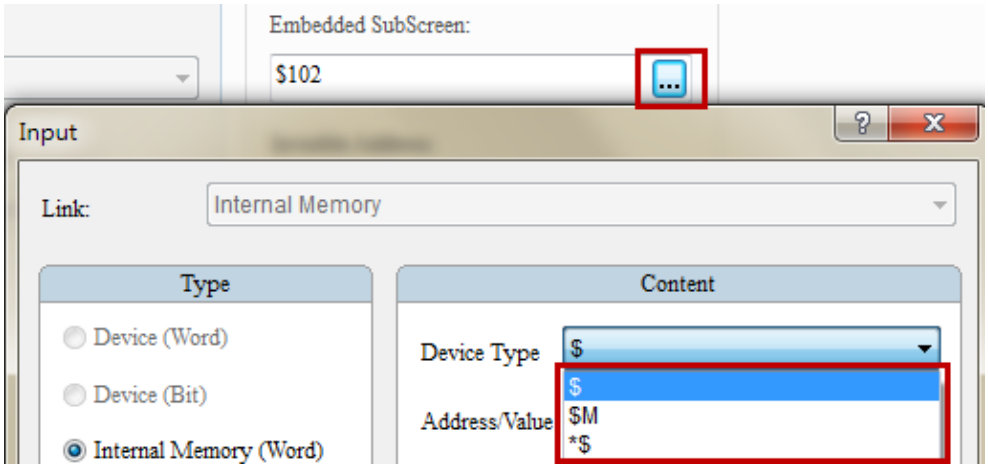
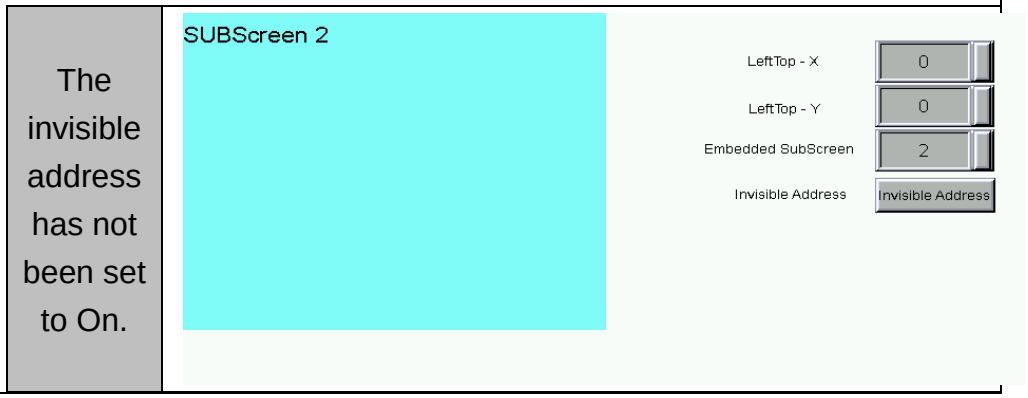


Figure 20-1-2 Main Page of Embedded Subscreen Element

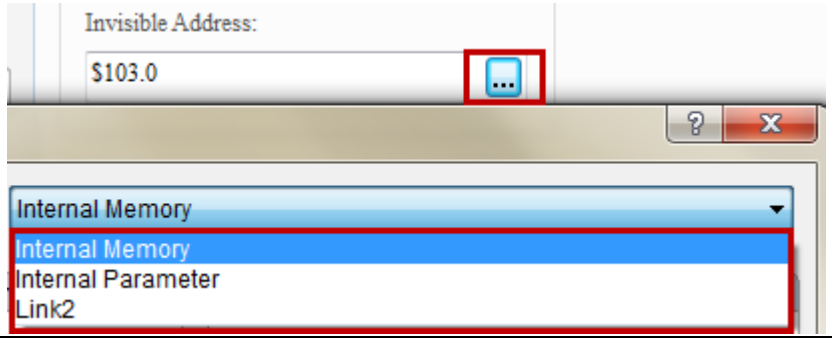
No.	Item	Functional Description
(1)	Coordinate X in upper-left corner (Left Top-X)	➢ The control element is in axis X of the screen (Left Top-X). ➢ Supports internal memory address (Word) only. 

<table>
<tr><th>No.</th><th>Item</th><th>Functional Description</th></tr>
<tr><td>(2)</td><td>Coordinate Y in upper-left corner (Left Top-Y)</td><td>➢ The control element is in axis Y of the screen (Left Top-Y).
➢ Supports internal memory address (Word) only.
 
</td></tr>
<tr><td>(3)</td><td>Embedded Subscreen</td><td>➢ Controls the displayed subscreen number.
➢ Supports internal memory address (Word) only.
 
</td></tr>
<tr><td>(4)</td><td>Invisible Address</td><td>➢ When the invisible address is set to On, element of embedded subscreen will be hidden and its setting function will be disabled.
 
</td></tr>
</table>

No.	Item	Functional Description
		The invisible address is set to On.



- Supports external control address (Bit) and internal memory address (Bit).



◆ Coordinates

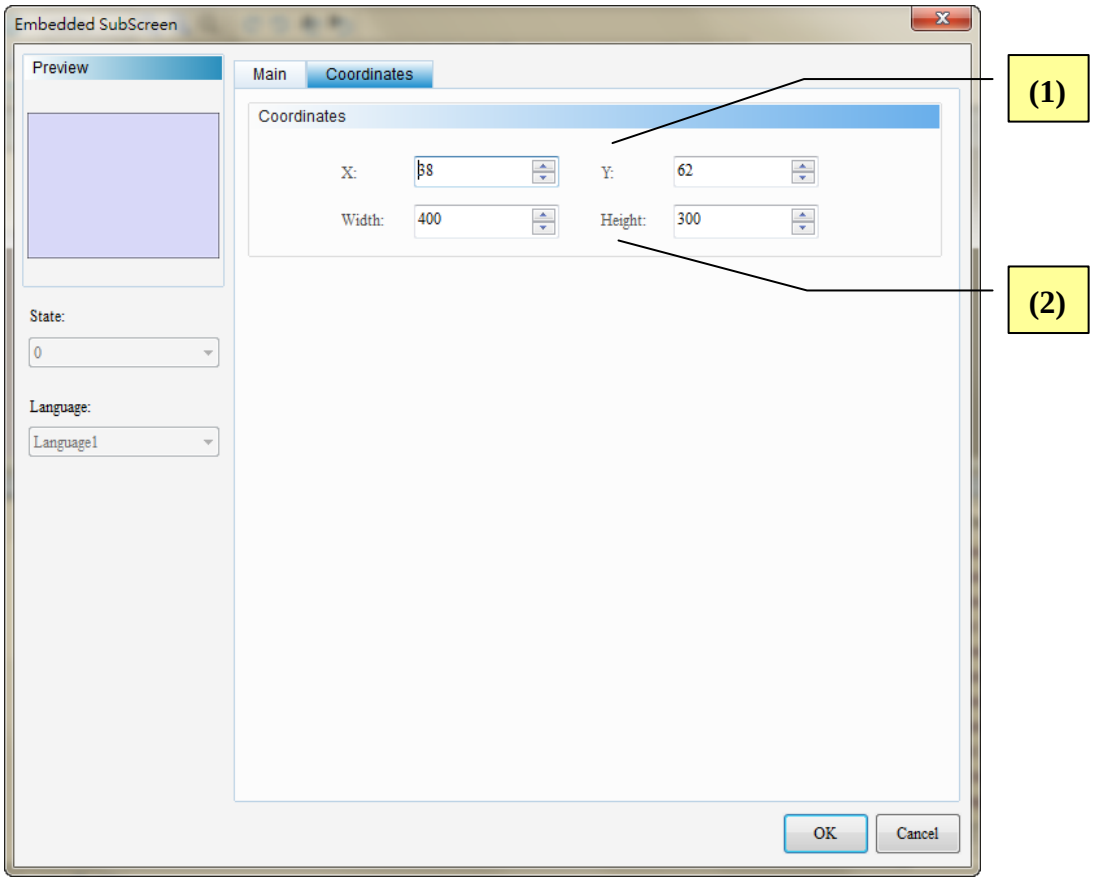


Figure 20-1-3 Coordinates property page of embedded subscreen element

No.	Item	Functional Description
(1)	X value, Y value	➢ Coordinate X in upper-left corner, coordinate Y in upper-left corner
(2)	Width, Height	➢ Element width and height

20-2 Ladder Monitor Screen

It is mainly used to monitor the status (On/Off) on ladder.

NOTE：

✓ Function of ladder monitor screen is only suitable for HMC models.

Following figure is the property setting when double clicking ladder monitor screen.

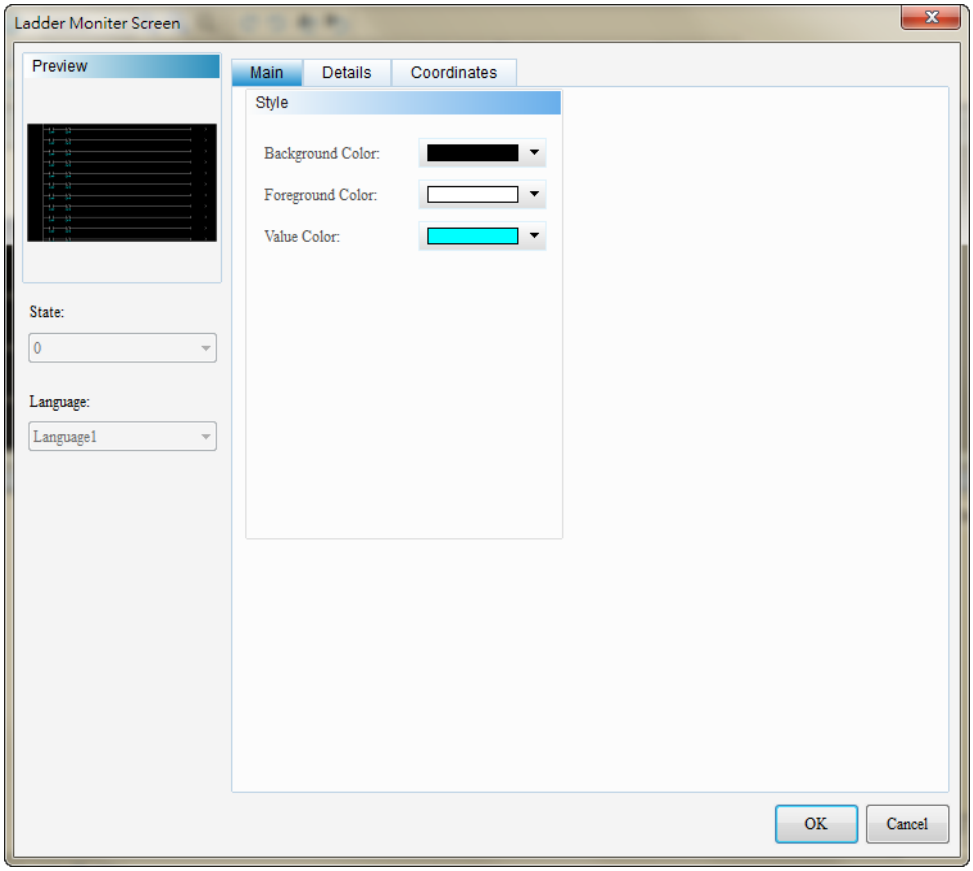
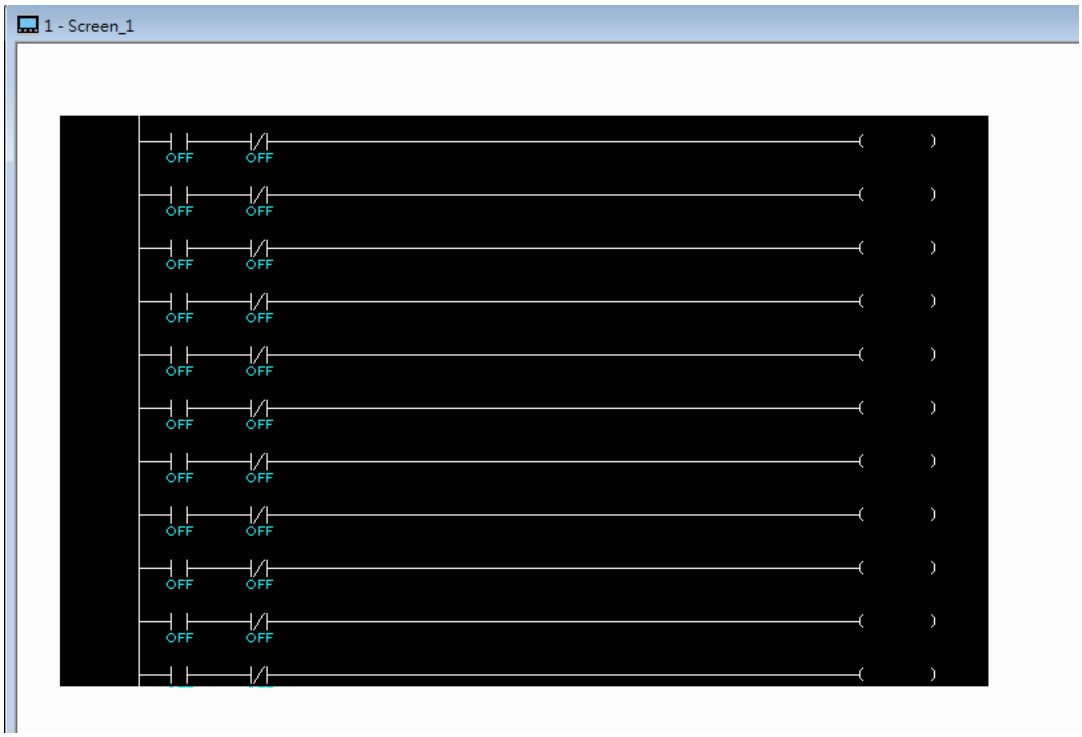
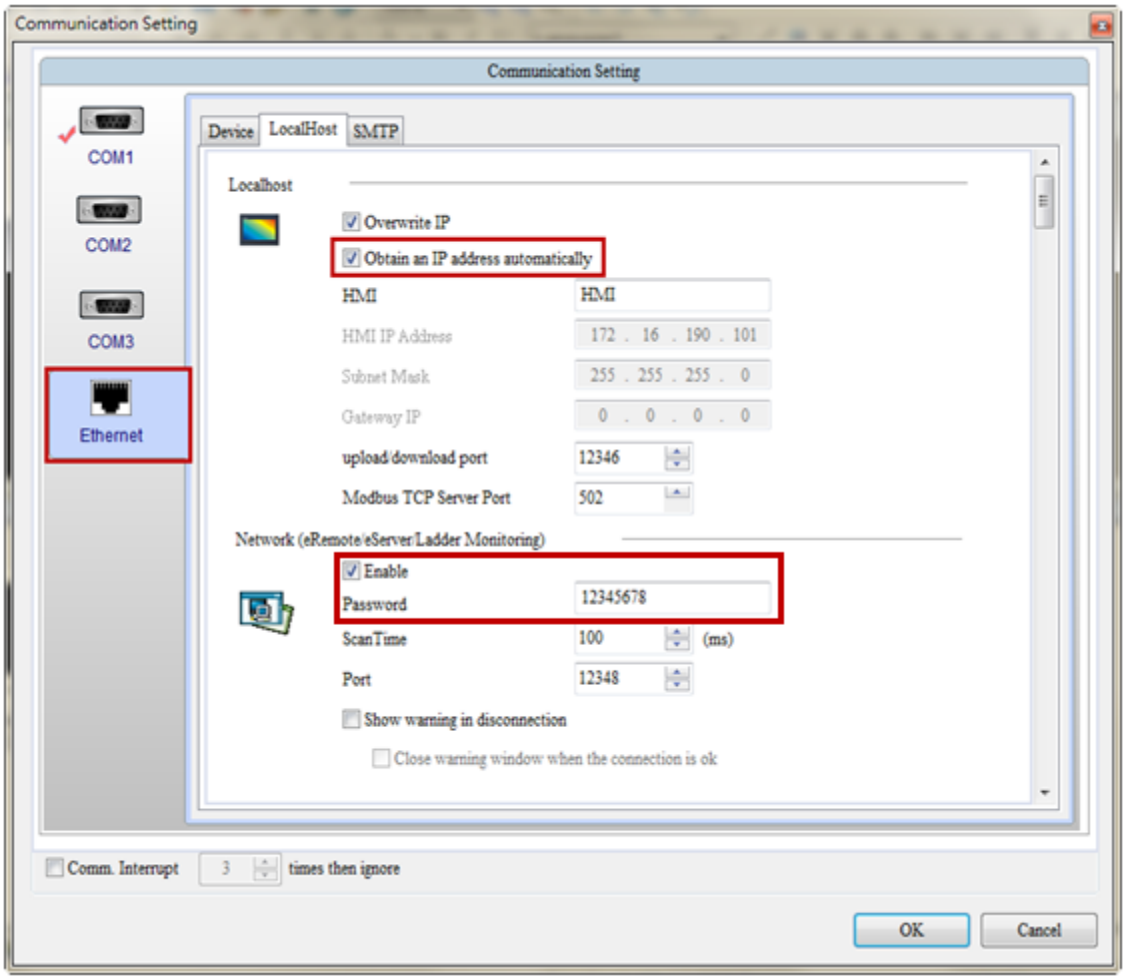


Figure 20-2-1 Property of Ladder Monitor Screen

Ladder Monitor Screen	
Function Page	**Description**
Preview	Ladder monitor screen has no multiple status value, thus, it is unable to edit the displayed data with multiple languages.
Main	Sets element background color, foreground color and value color.
Coordinates	Sets X-Y coordinates value, element width and height.

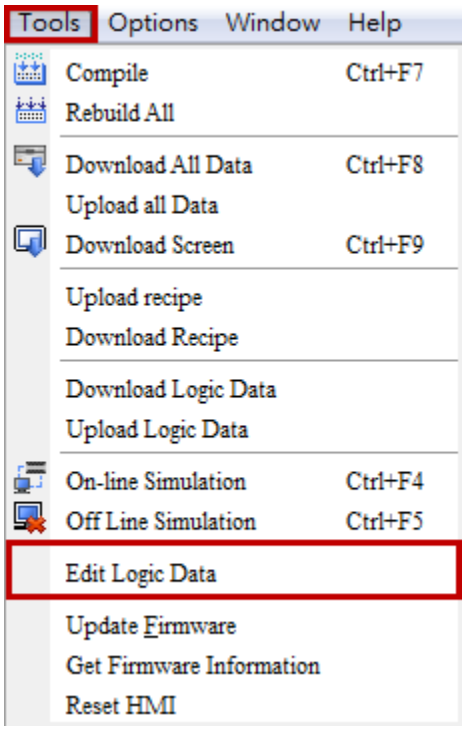
Table 20-2-1 Function page of ladder monitor screen

Description of Ladder Monitor Screen Table 20-2-2 Example of Ladder Monitor Screen	
Create Element of Ladder Monitor Screen	Select 『Frame』➔『Ladder Monitor Screen』from element tool on editing screen and create it Screen 1. 
Setup Comm. Setting.	➢ Select【Option】→【Setup Communication Setting】→【Ethernet】→【Local Host】. Check “Obtain an IP address automatically”. In this example, the IP address is 172.16.196.56. ➢ To activate online monitor, users have to check “Enable” eServer/eRemote/Ladder Monitoring. Password has to be identical with the one for setting up online monitor.

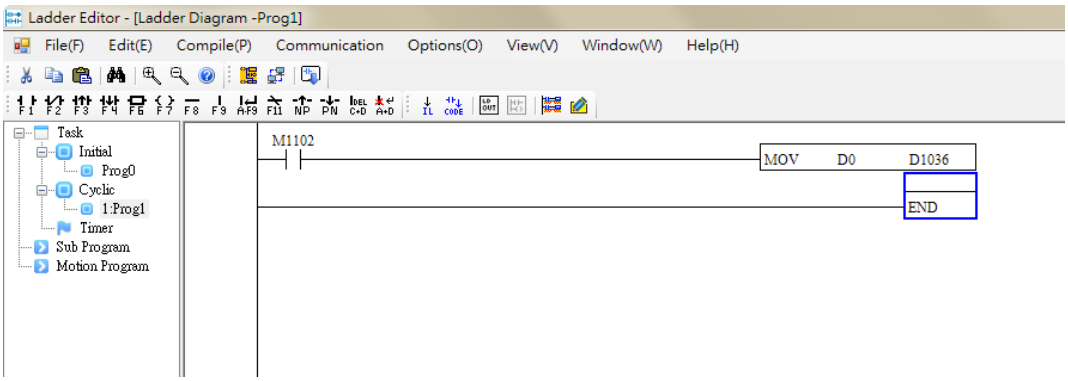

Communication Setting
Communication Setting
COM1
COM2
COM3
Ethernet
Device
LocalHost
SMTP
Localhost
Overwrite IP
Obtain an IP address automatically
HMI
HMI
HMI IP Address
172 . 16 . 190 . 101
Subnet Mask
255 . 255 . 255 . 0
Gateway IP
0 . 0 . 0 . 0
upload/download port
12346
Modbus TCP Server Port
502
Network (eRemote/eServer/Ladder Monitoring)
Enable
Password
12345678
ScanTime
100
(ms)
Port
12348
Show warning in disconnection
Close warning window when the connection is ok
Comm. Interrupt
3
times then ignore
OK
Cancel

Edit Logic Data

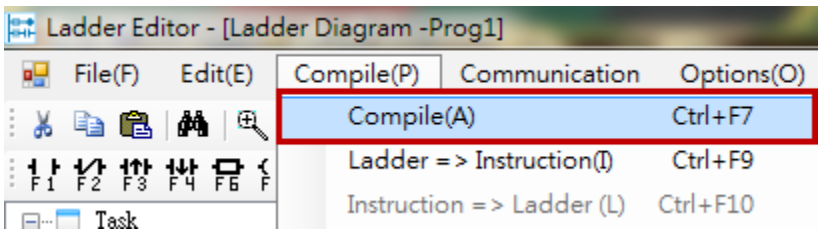
➢ Select【Tools】→【Edit Logic data】to enter Logic Data Editing.



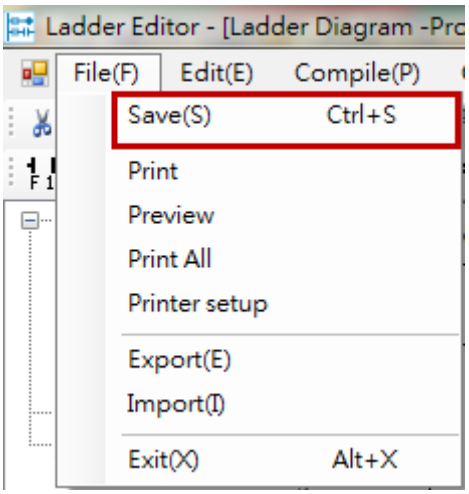
➢ Then, the content of Edit Logic Data:



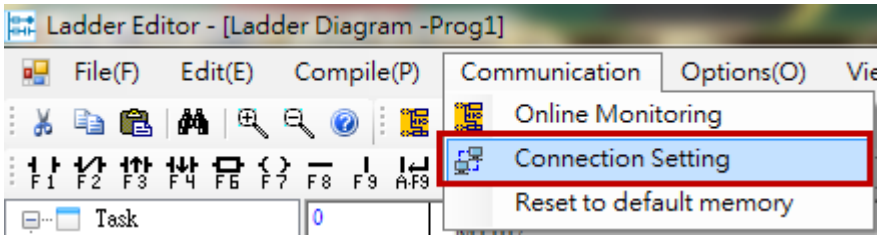
➢ After editing, please compile it.

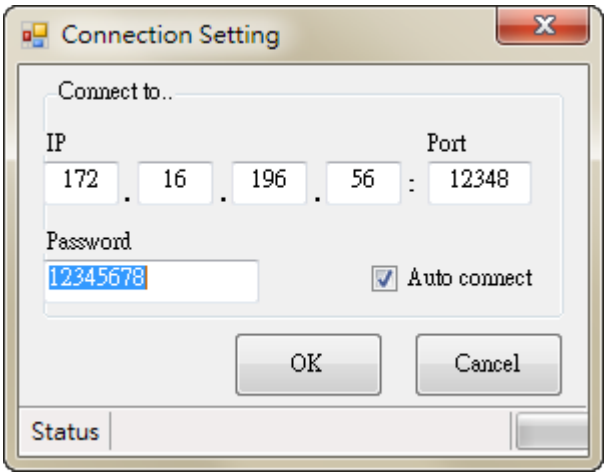


➢ Then, please save the file.



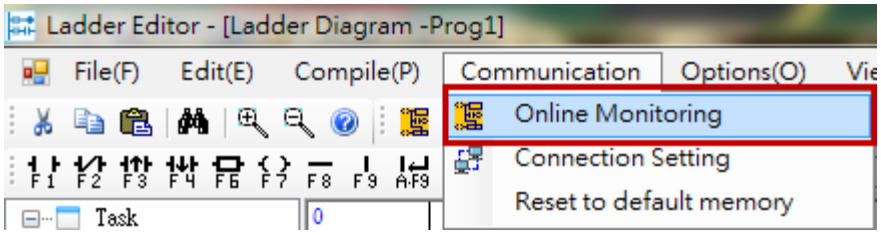
➢ Select【Communication】→【Connection Setting】. Setup IP address, which should be the same as the one set by HMI.



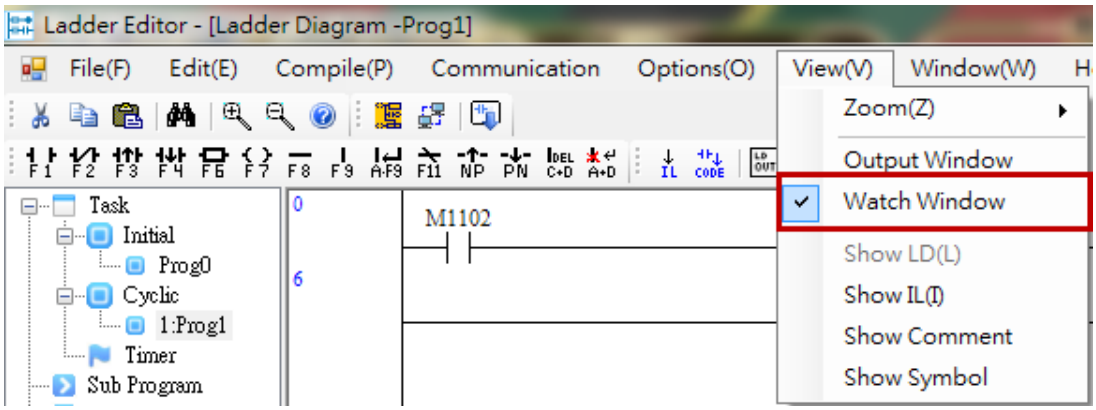


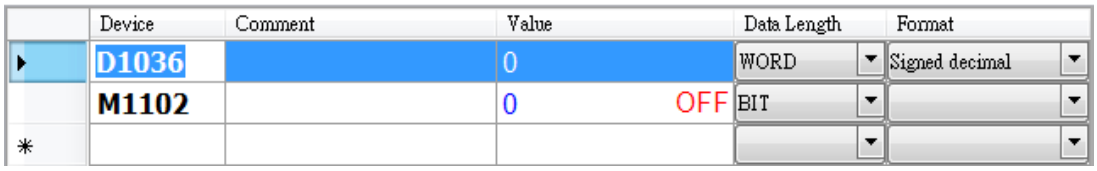
Result

- Download the screen to HMC and execute online monitoring in Edit Logic Data.

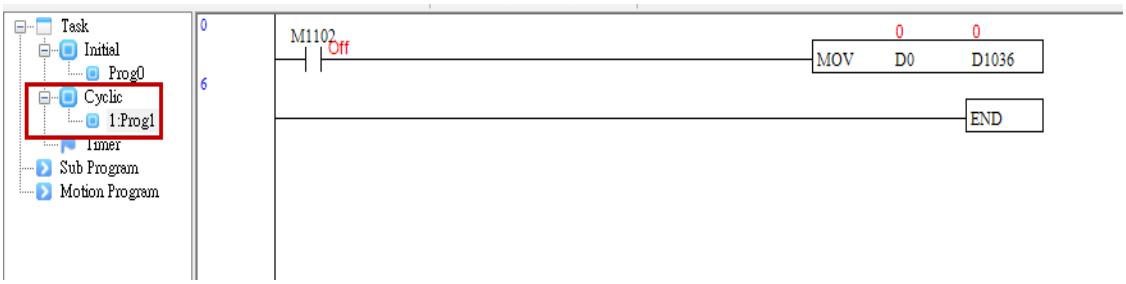


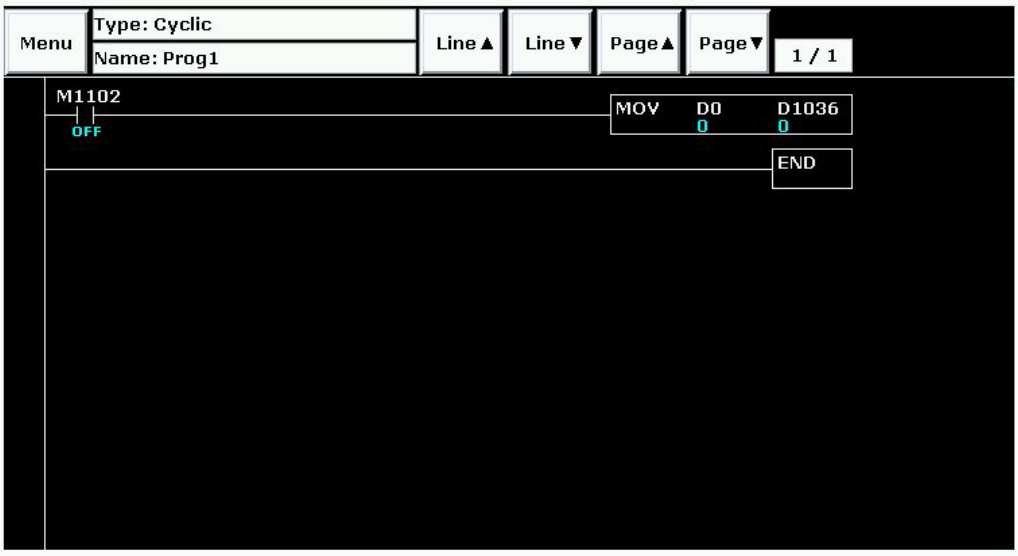
- Select the displayed monitoring screen and add the device of D1036 and M1102.





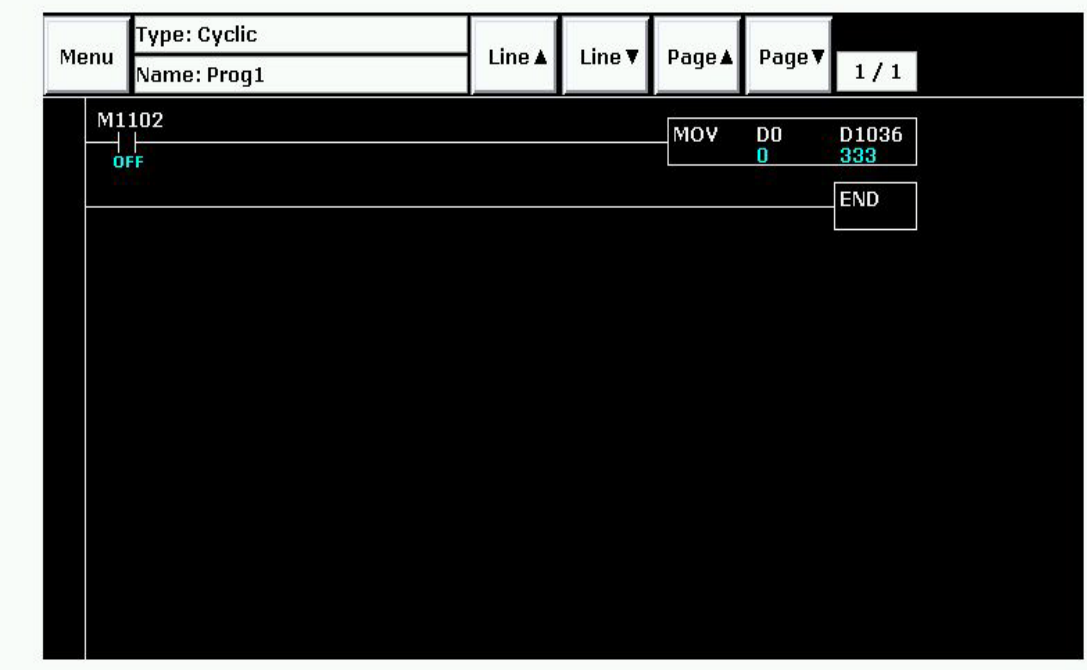
- After executing online monitoring, the displayed ladder monitor screen and edit logic data will be identical.



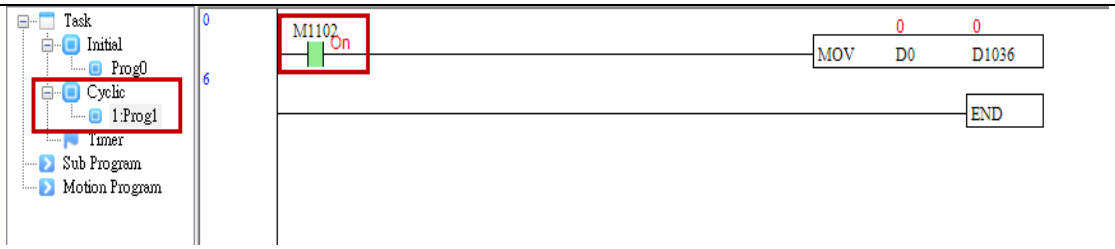


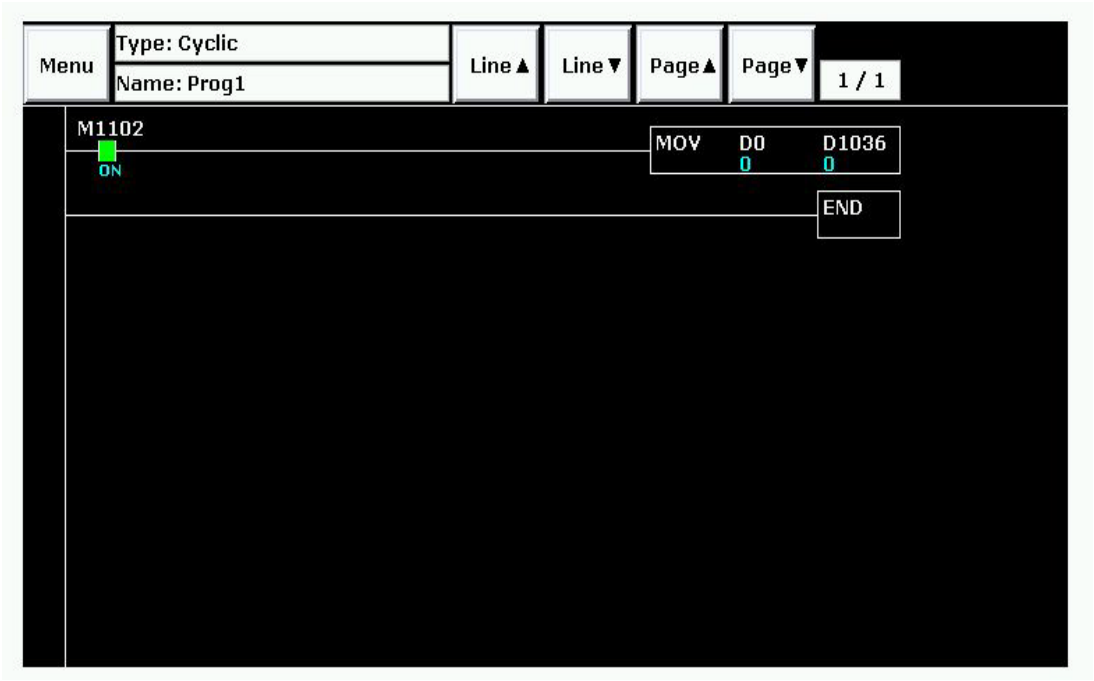
➢ Change the value of D1036 to 333. Then, value in ladder monitor screen and edit logic data will be changed to 333.



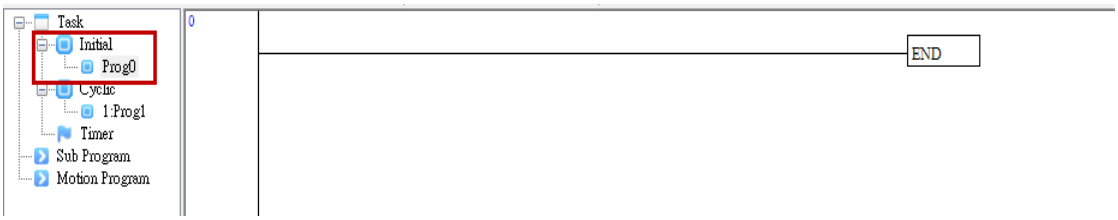


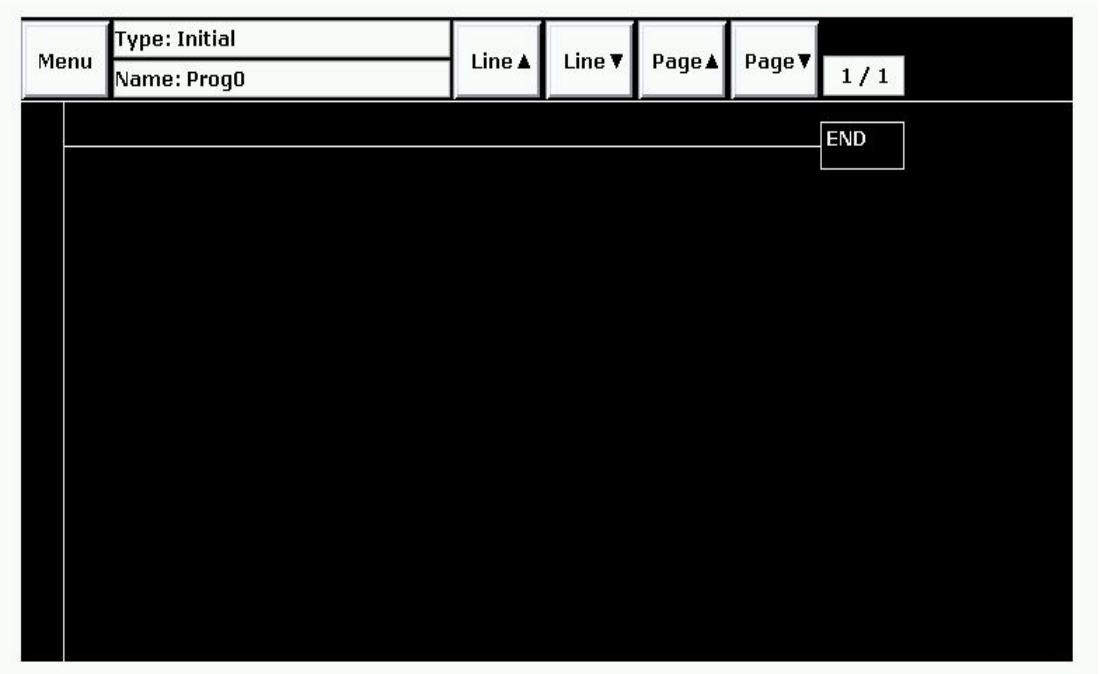
➢ Set M1102 to ON. Data in ladder monitor screen and edit logic data will change M1102 to ON.





➢ Click the Menu button on ladder monitor screen. Select Initial → Prog0. The screen shown on HMI will be identical to the one in edit logic data.



	 Menu Type: Initial Name: Prog0 Line▲ Line▼ Page▲ Page▼ 1 / 1 END

◆ Main Setting

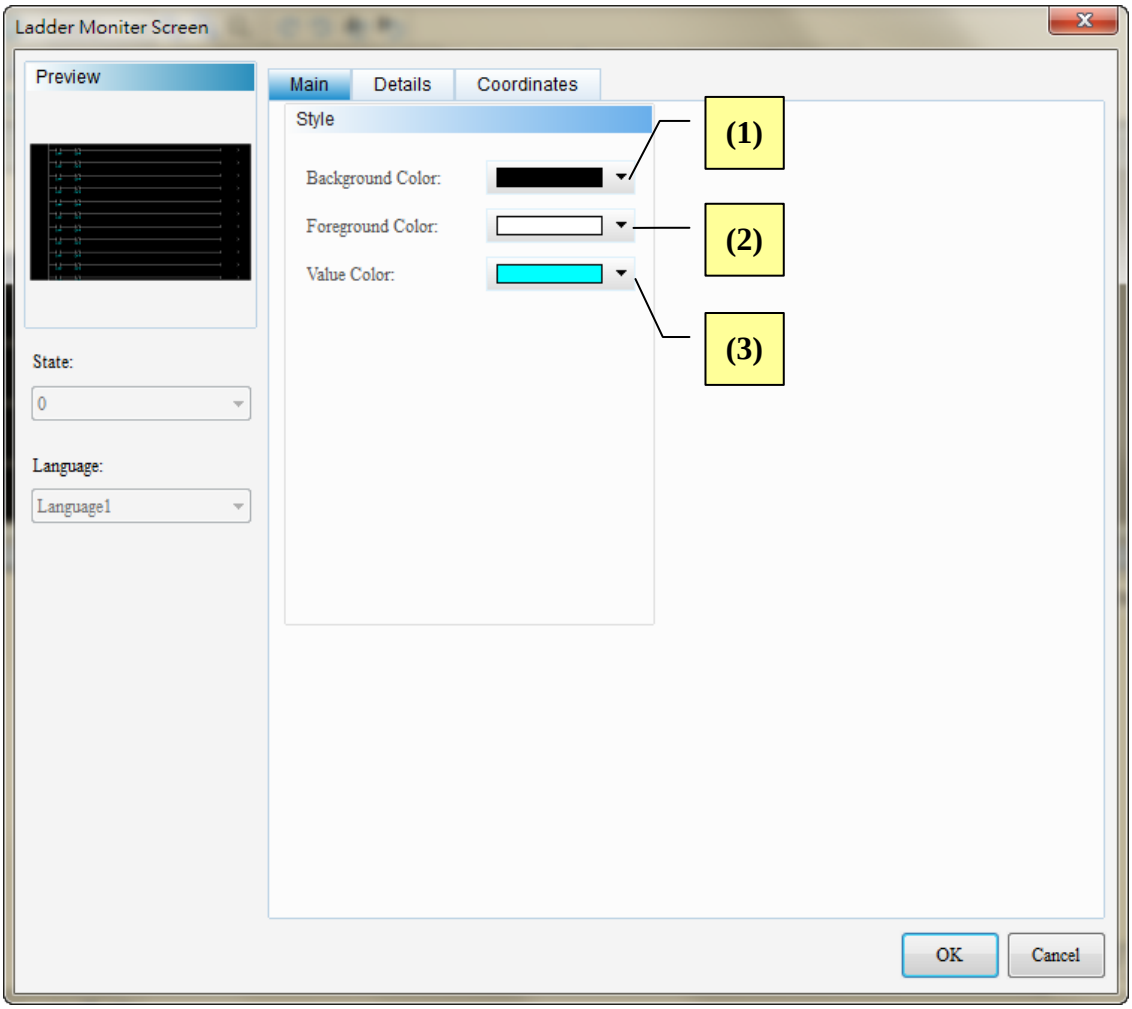
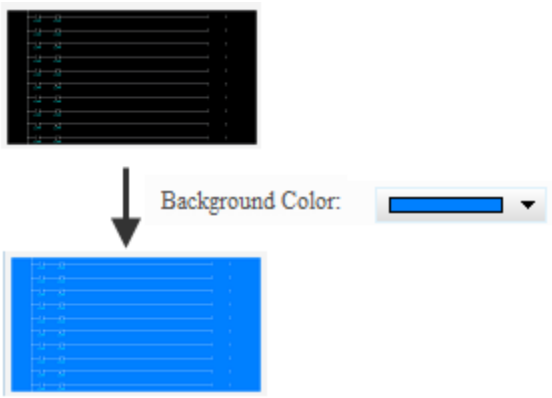
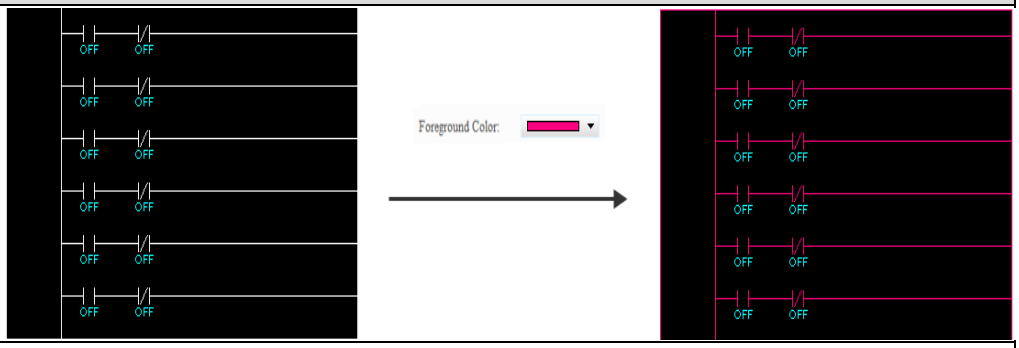
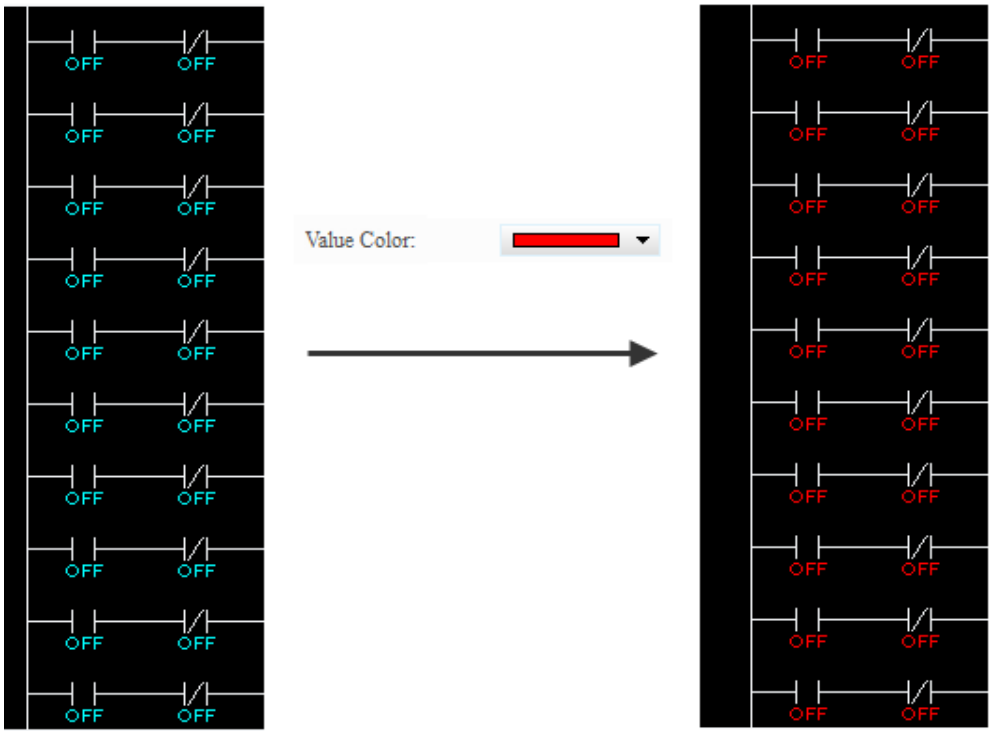


Figure 20-2-2 Main setting page of Ladder monitor screen element

No.	Item	Functional Description
(1)	Background Color	➢ Sets element background color. 
(2)	Foreground Color	➢ Sets element foreground color.

No.	Item	Functional Description
		
(3)	Value Color	➢ Sets the displayed value color. 

◆ Details Setting

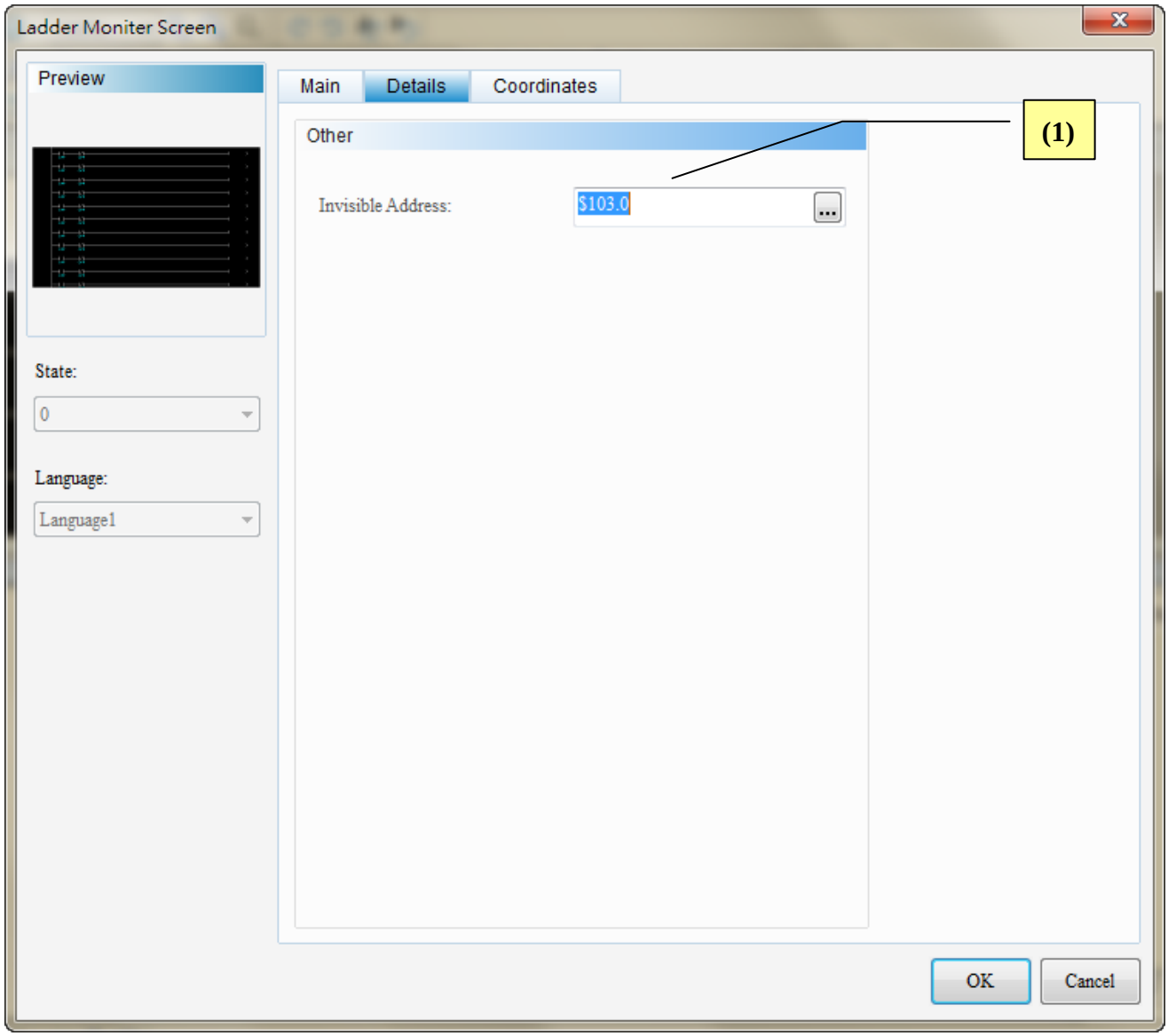
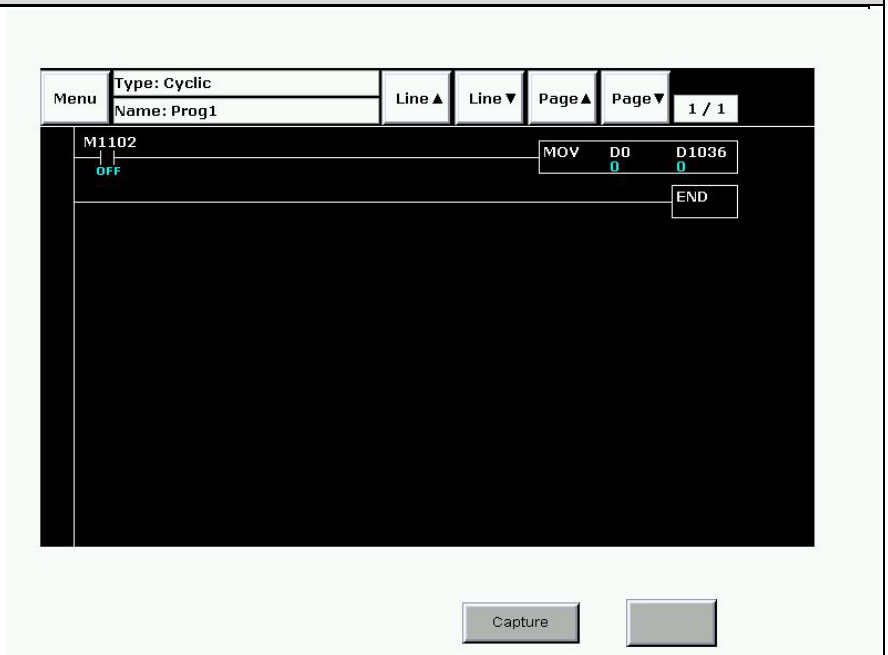
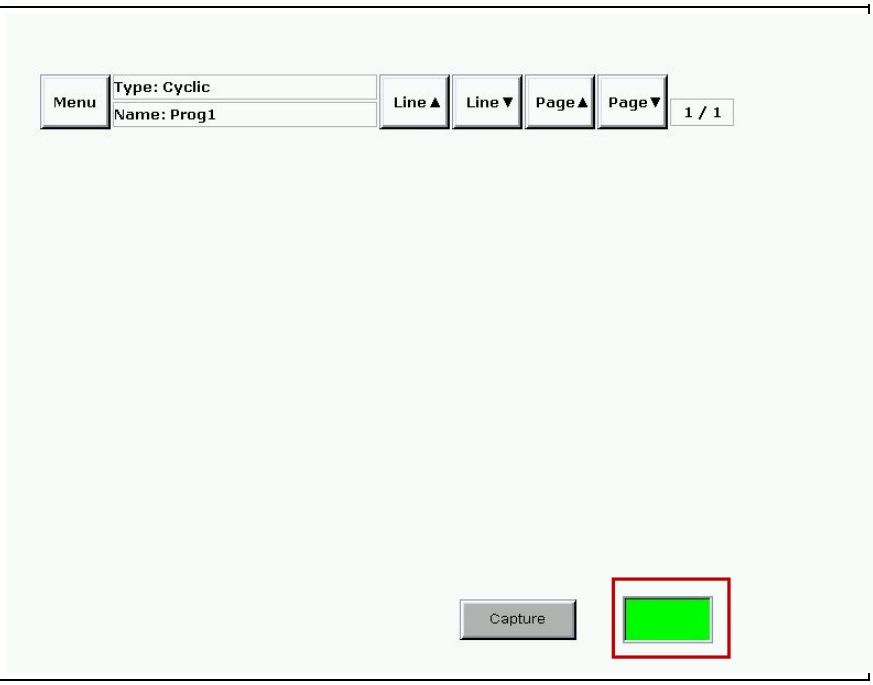
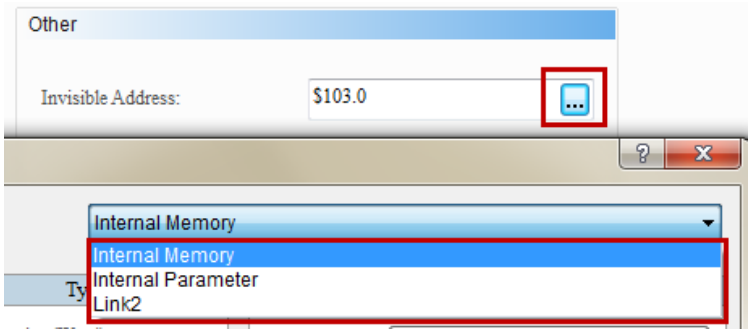


Figure 20-2-3 Details setting page of ladder monitor screen element

No.	Item	Functional Description
(1)	Invisible Address	➢ When the invisible address is set to on, elements in ladder monitor screen will be hidden and the function will be disabled.

No.	Item	Functional Description
		The invisible address has not been set to On. 
		The invisible address is set to On. 
		➢ Supports external controller address (Bit) and internal memory address (Bit). 

◆ Coordinates

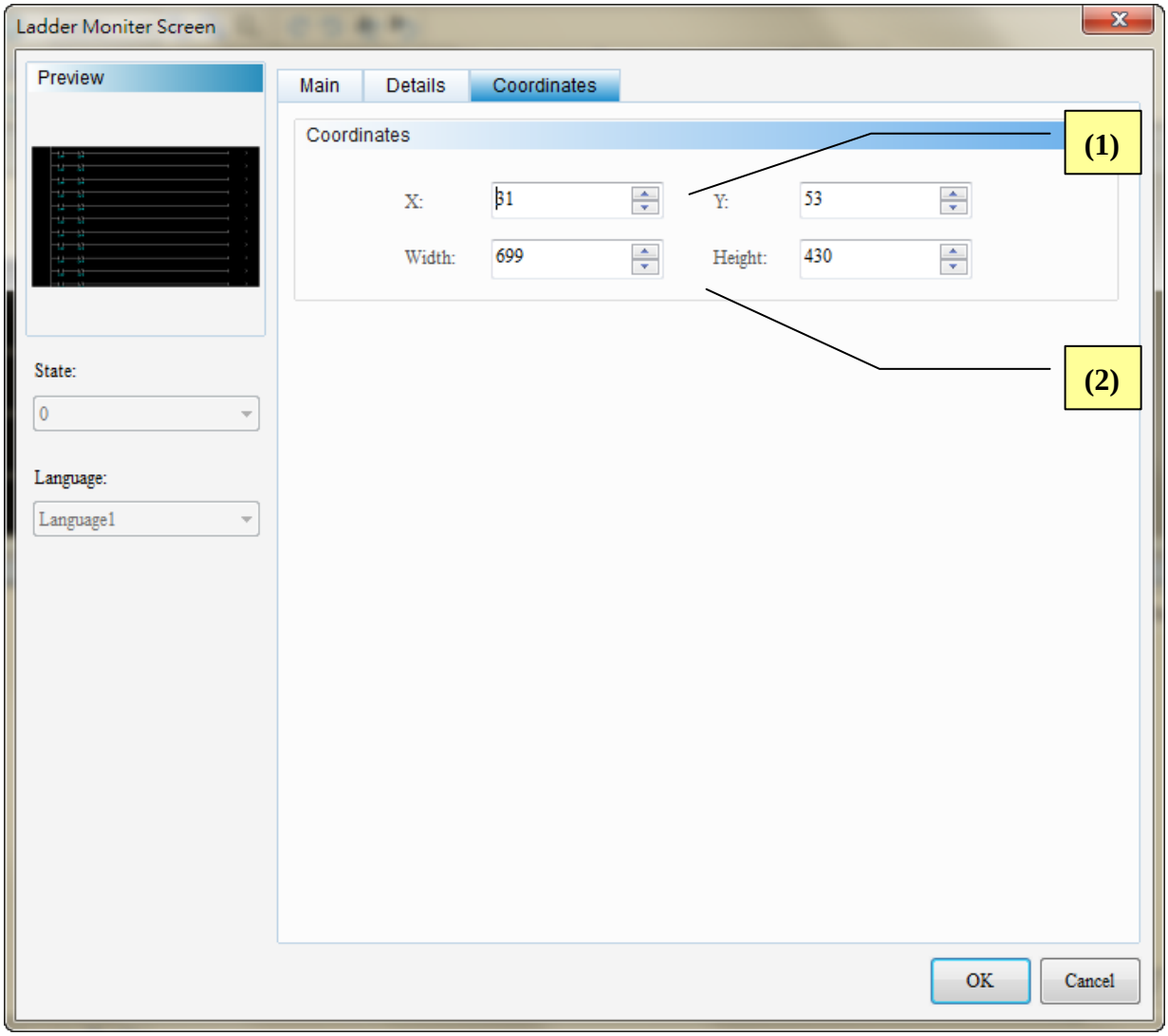


Figure 20-2-4 Coordinates setting page of ladder monitor screen element

No.	Item	Functional Description
(1)	X value, Y value	➢ Coordinate X in upper-left corner, coordinate Y in upper-left corner
(2)	Width, Height	➢ Element width and height.

Chapter 21 Basic Shape

This chapter describes the setting of the basic shape element that the DOPSoft software provides.

◆ Classification of basic shape elements:

Basic Shape 		Rhombus
		Right Triangle
		Pentagon
		Pie Chart
		Arc
		Hexagon
		Star Shape
		Triangle
		Hollow Circle
		Stop Circle
		1/4 Arc

Table 21-1-1 Classification of basic shape elements

◆ Common properties of basic shape elements:

Basic Shape	Line Color	Line Width	Foreground Color	Transparent Color	Star Shapet Angle/End Angle	Length	Style
Rhombus	◎	◎	◎	◎			
Right Triangle	◎	◎	◎	◎			◎
Pentagon	◎	◎	◎	◎			
Pie Chart	◎	◎	◎	◎	◎		
Arc	◎	◎	◎	◎	◎		
Hexagon	◎	◎	◎	◎			
Star Shape	◎	◎	◎	◎			
Triangle	◎	◎	◎	◎			
Hollow Circle	◎	◎	◎	◎		◎	
Stop Circle	◎	◎	◎	◎		◎	
1/4 Arc	◎	◎	◎	◎			

Table 21-1-2 Common properties of basic shape elements

21-1 Rhombus/ Right Triangle/ Pentagon/ Pie Chart/ Arc/ Hexagon/ Star Shape/ Triangle/ Hollow Circle/ Stop Circle/ 1/4 Arc

The DOPSoft software provides the user with the basic shape drawing function. The properties of each basic shape element are described below.

Rhombus

Double click the Rhombus icon and the following property setting screen appears.

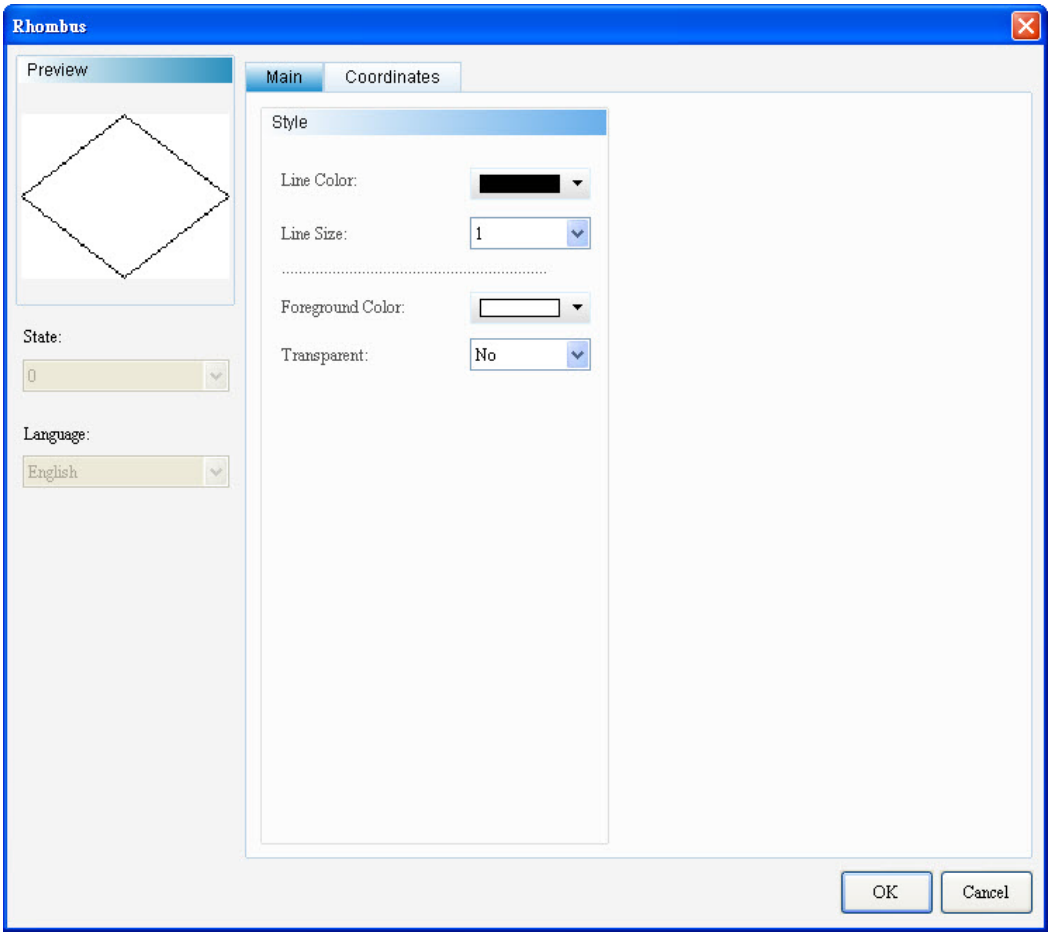


Figure 21-1-1 Rhombus Property Setting Screen

Rhombus	
Function Page	**Content Description**
Preview	The State and Multi-Language are not available for the Rhombus.
General	Sets the line color, line width, foreground color, and transparent color.
Position	Sets the X-Y coordinates, width and height of the element.

Table 21-1-3 Rhombus Element – Function Page

◆ General

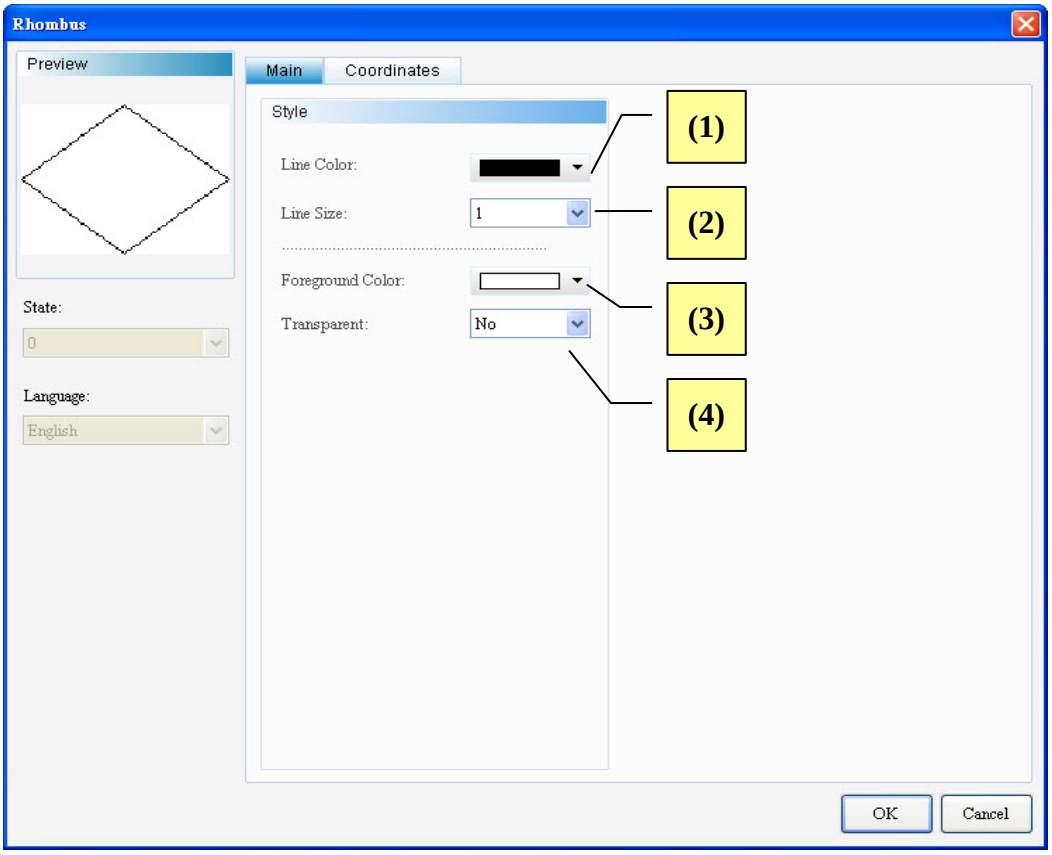
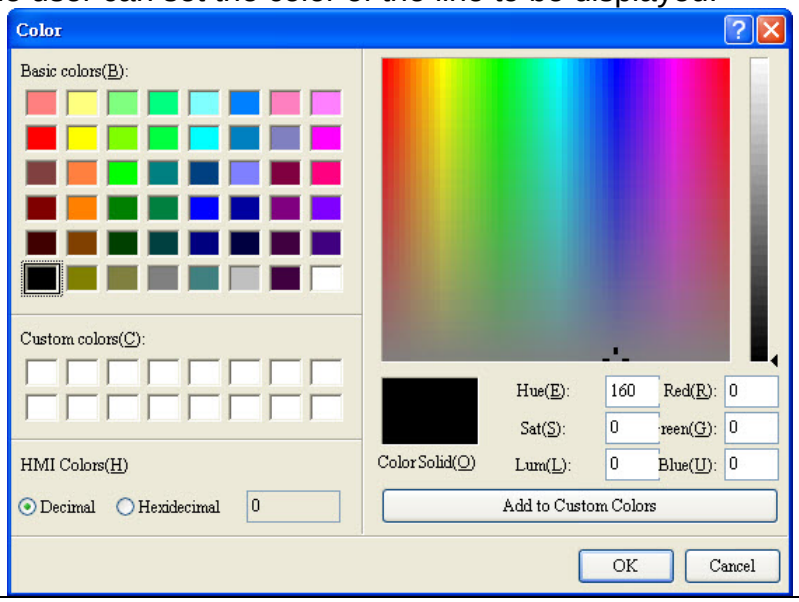
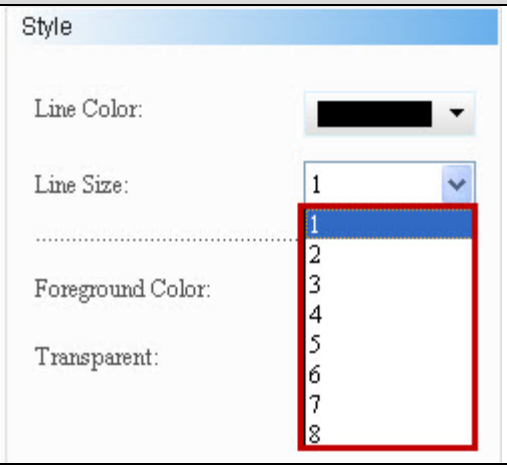
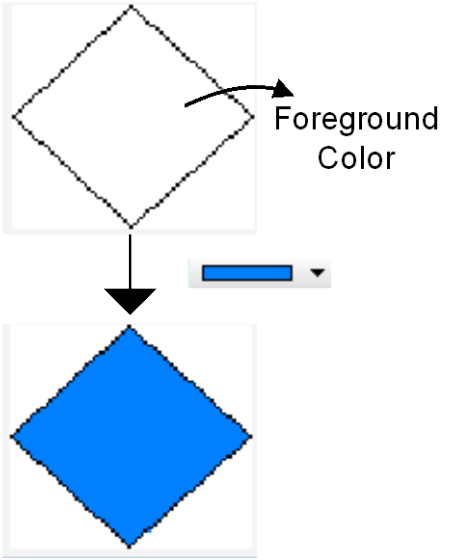
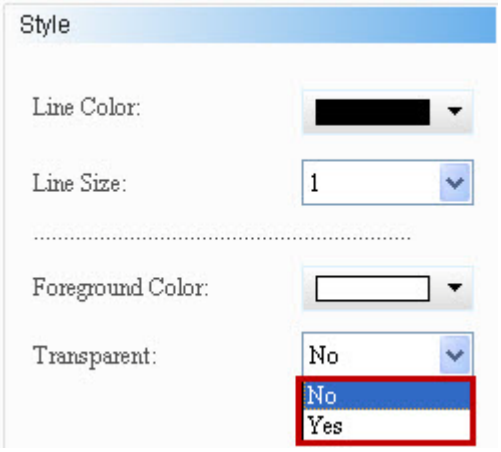
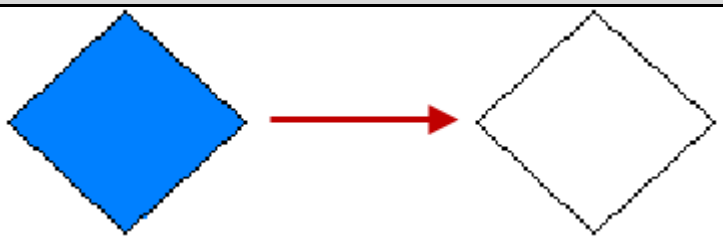
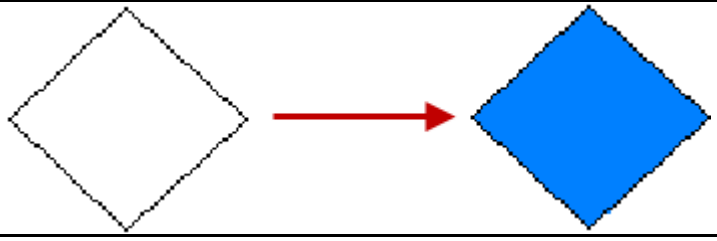


Figure 21-1-2 Rhombus Element – General Property Page

No.	Item	Function
(1)	Line Color	➢ The user can set the color of the line to be displayed. 
(2)	Line Width	➢ The width of the line can be set between 1 and 8.

No.	Item	Function
		
(3)	Foreground Color	➢ The user can set the foreground color for the element. 
(4)	Transparent Color	➢ Yes and No are available for selection.  ➢ When Yes is selected, the foreground color of the Rhombus element is transparent and only the border color of the Rhombus is displayed. When No is selected, the foreground color of the element is displayed.

No.	Item	Function
		Transparent Color: Yes 
		Transparent Color: No 

◆ Location

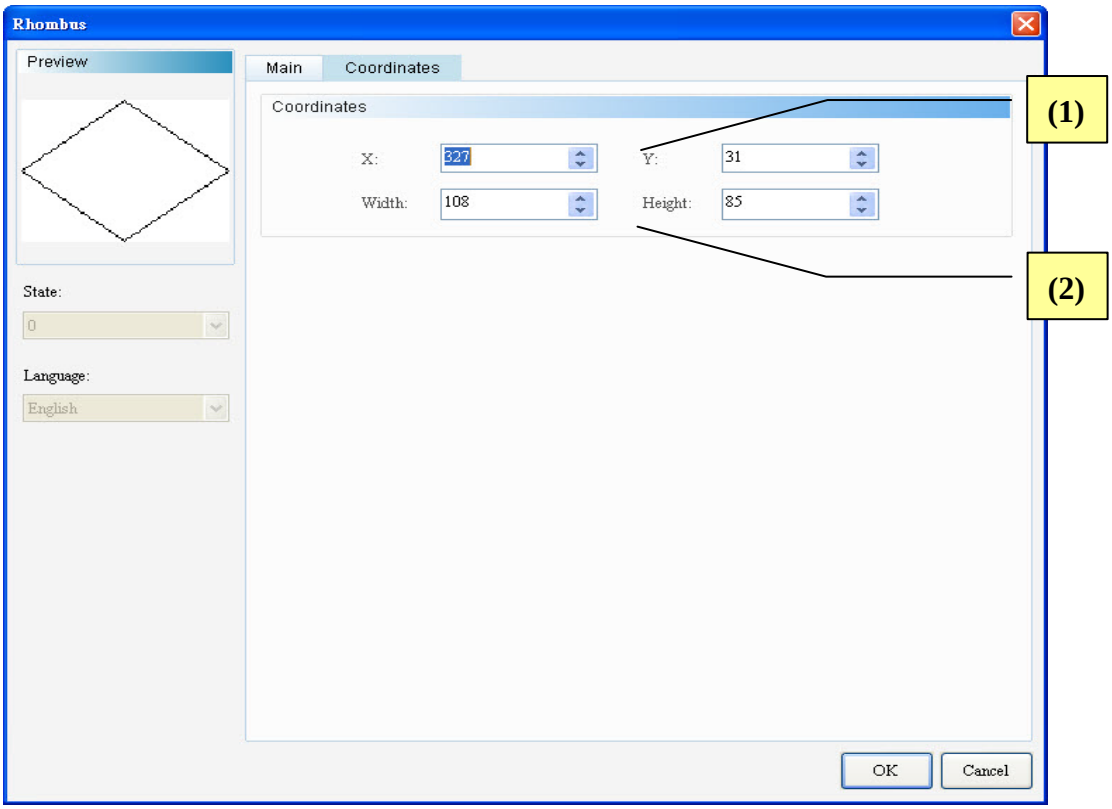


Figure 21-1-3 Rhombus Element – Location Property Page

No.	Item	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

Right Triangle

Double click the Right Triangle icon and the following property setting screen appears.

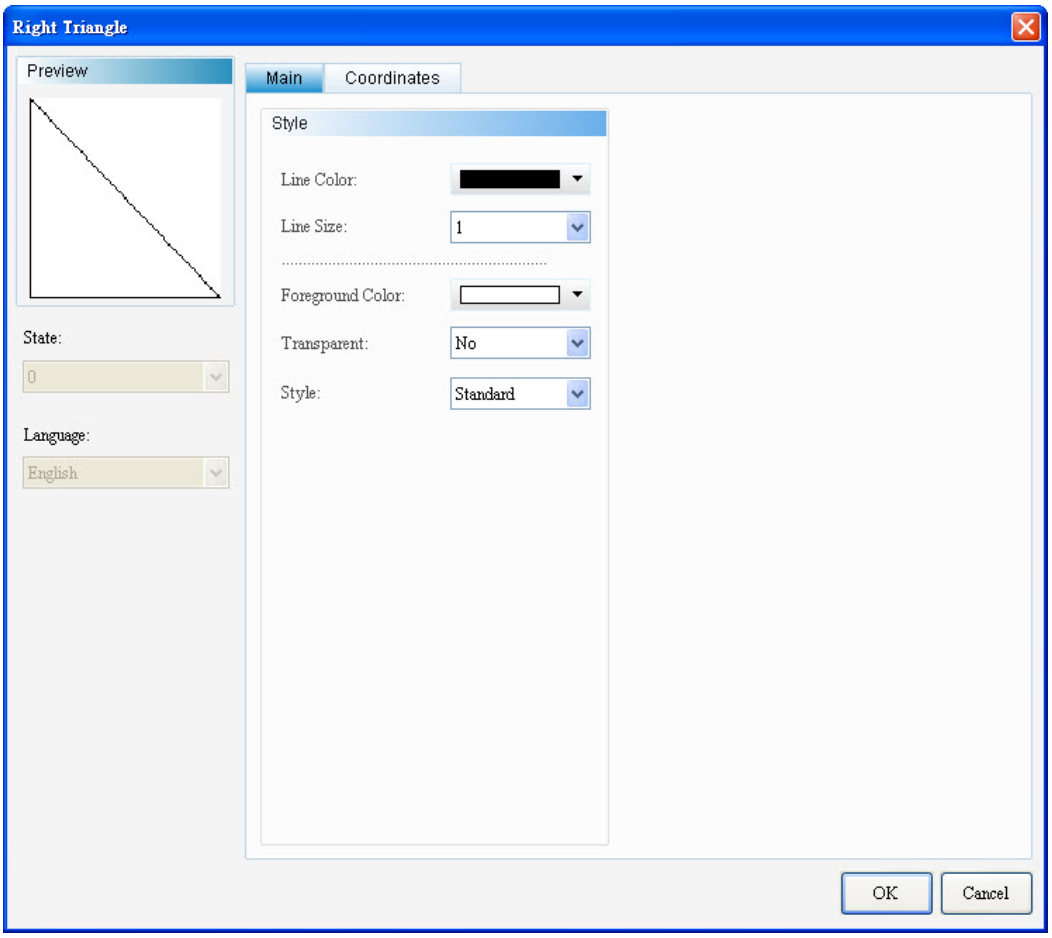


Figure 21-1-4 Right Triangle Property Setting Screen

Right Triangle	
Function Page	**Content Description**
Preview	The State and Multi-Language are not available for the Right Triangle.
General	Sets the line color, line width, foreground color, transparent color, and style.
Position	Sets the X-Y coordinates, width and height of the element.

Table 21-1-4 Right Triangle Element – Function Page

◆ General

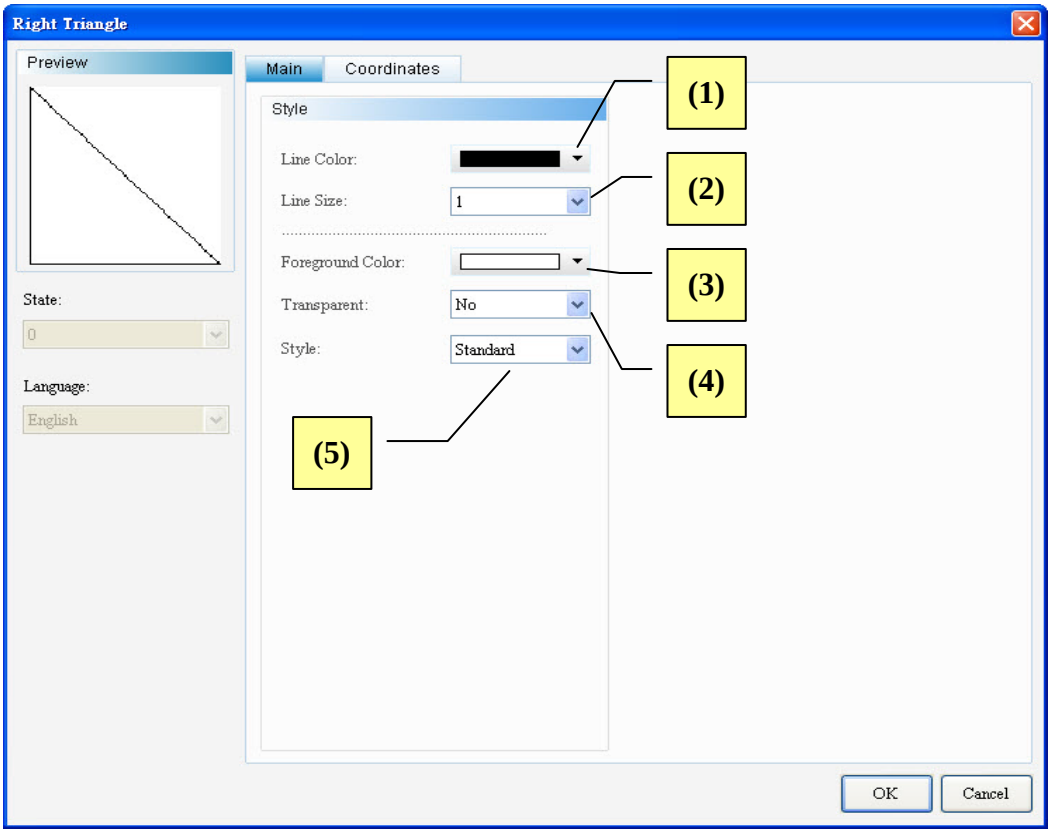
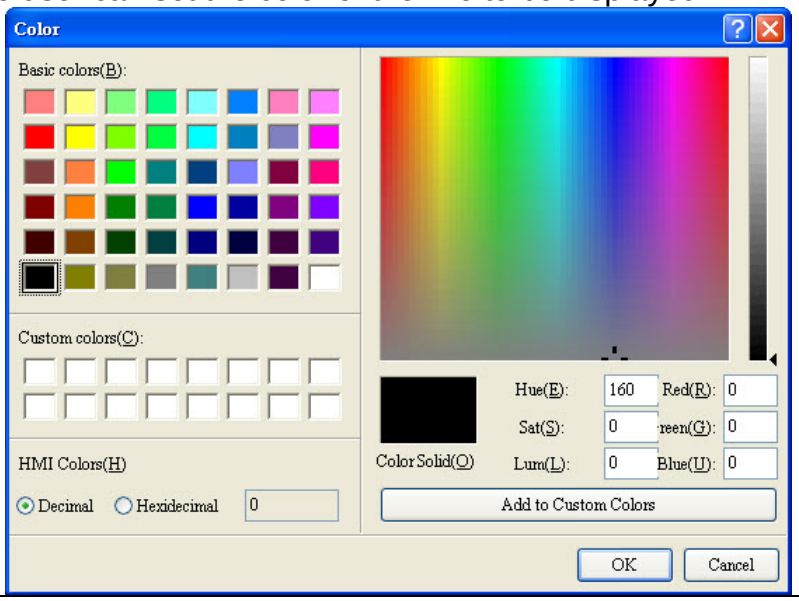
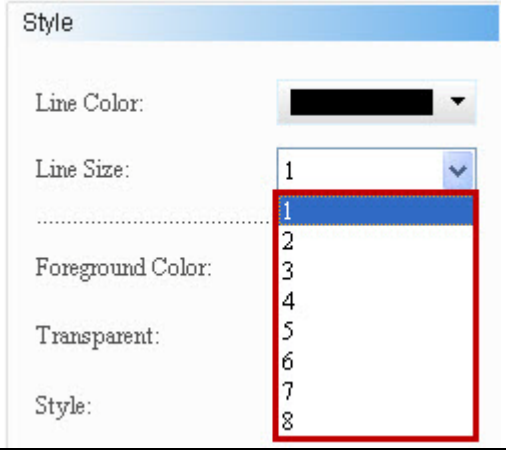
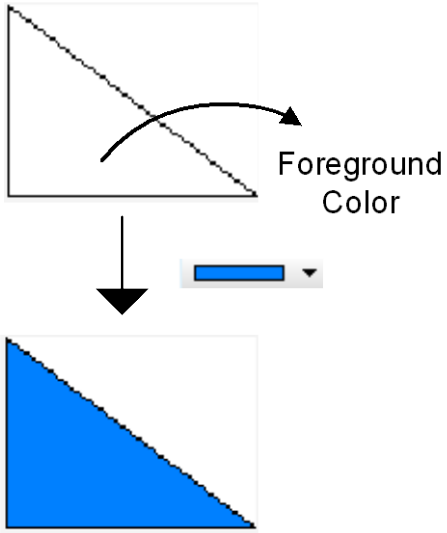
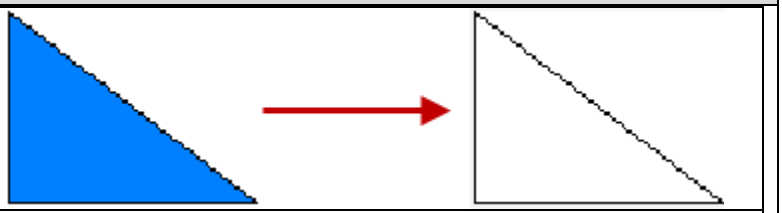
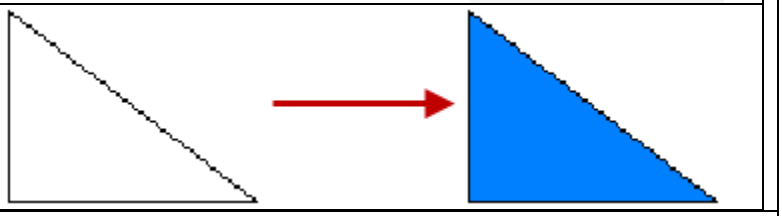
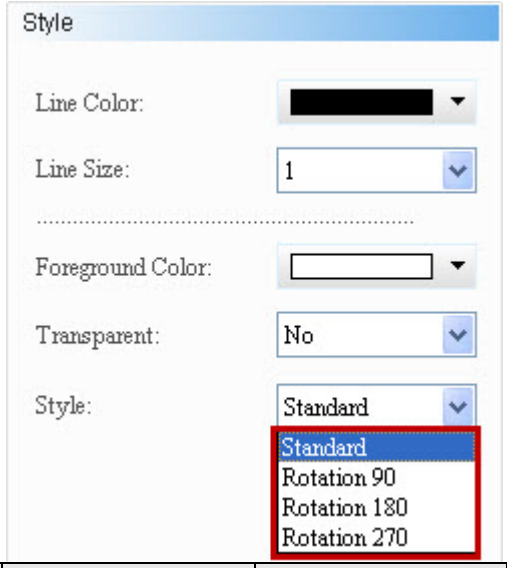
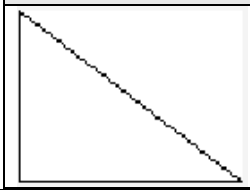
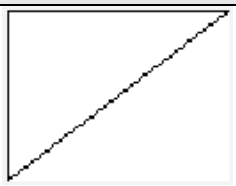
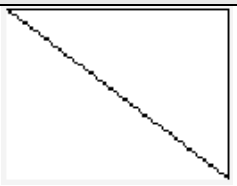
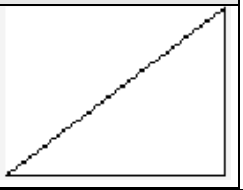


Figure 21-1-5 Right Triangle Element – General Property Page

No.	Item	Function
(1)	Line Color	➢ The user can set the color of the line to be displayed. 
(2)	Line Width	➢ The width of the line can be set between 1 and 8.

No.	Item	Function
		
(3)	Foreground Color	➢ The user can set the foreground color for the element. 
(4)	Transparent Color	➢ Yes and No are available for selection.  ➢ When Yes is selected, the foreground color of the right triangle element is transparent and only the border color of the right triangle is displayed. When No is selected, the foreground color of the element is displayed.

<table>
<tr><th>No.</th><th>Item</th><th>Function</th></tr>
<tr><td></td><td></td><td>
<table>
<tr><td>Transparent Color: Yes</td><td>  </td></tr>
<tr><td>Transparent Color: No</td><td>  </td></tr>
</table>
</td></tr>
<tr><td>(5)</td><td>Style</td><td>
➢ The Style option supports Standard, Rotation 90, Rotation 180, and Rotation 270.


<table>
<tr><th>Standard</th><th>Rotation 90</th><th>Rotation 180</th><th>Rotation 270</th></tr>
<tr><td>  </td><td>  </td><td>  </td><td>  </td></tr>
</table>
</td></tr>
</table>

◆ Location

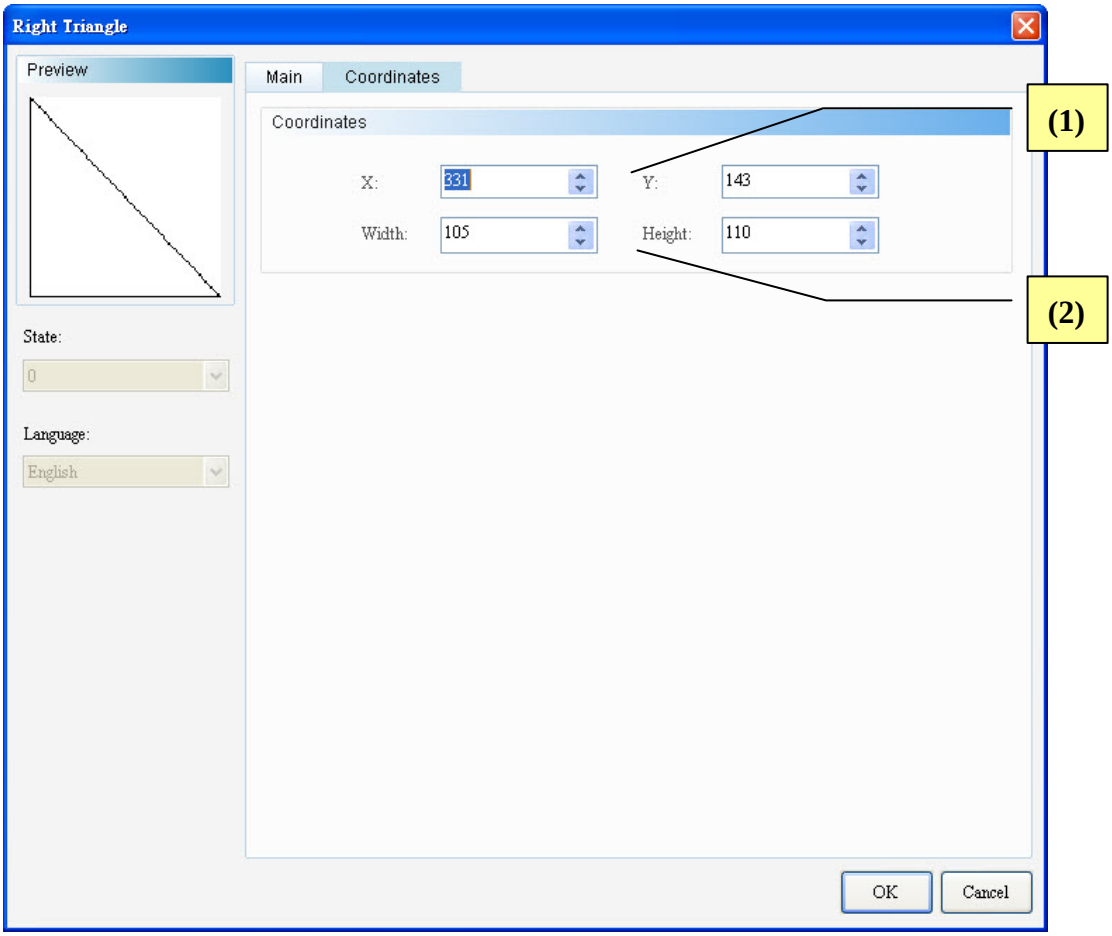


Figure 21-1-6 Right Triangle Element – Location Property Page

No.	Item	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

Pentagon

Double click the Pentagon icon and the following property setting screen appears.

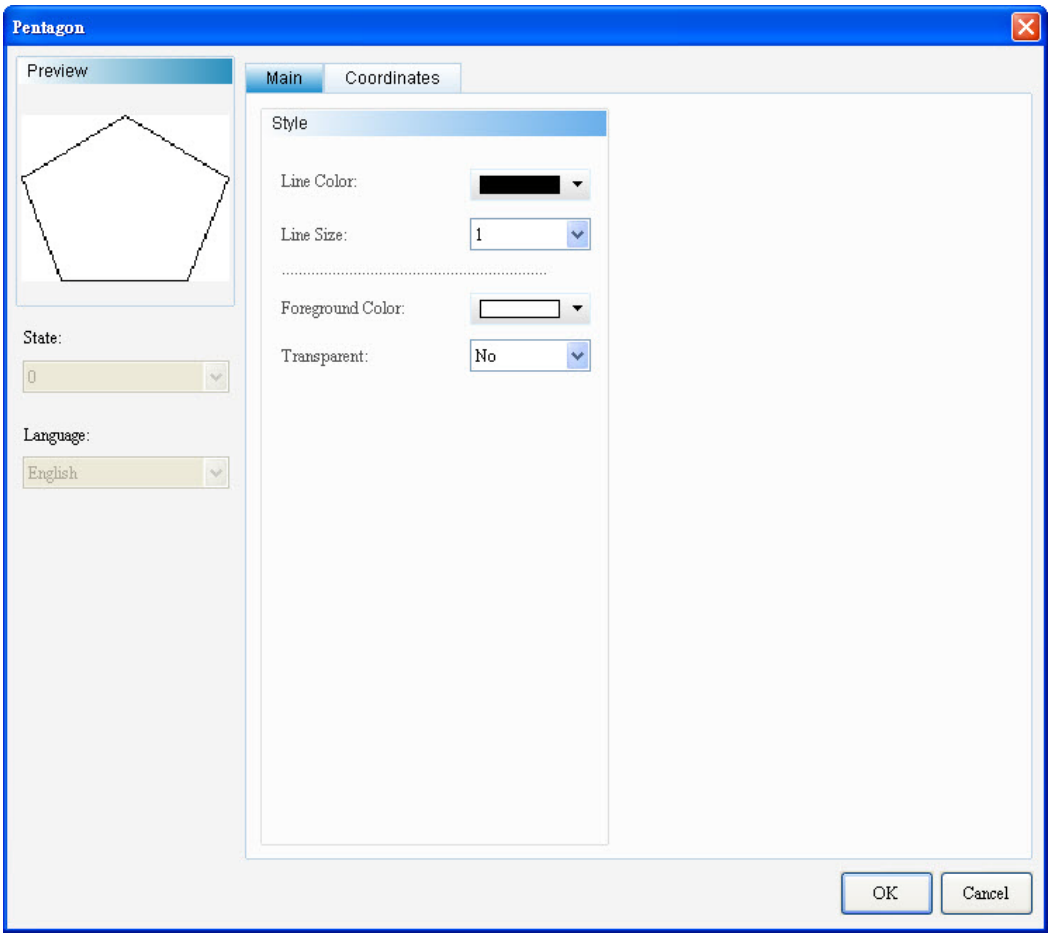


Figure 21-1-7 Pentagon Property Setting Screen

Pentagon	
Function Page	**Content Description**
Preview	The State and Multi-Language are not available for the Pentagon.
General	Sets the line color, line width, foreground color, and transparent color.
Position	Sets the X-Y coordinates, width and height of the element.

Table 21-1-5 Pentagon Element – Function Page

◆ General

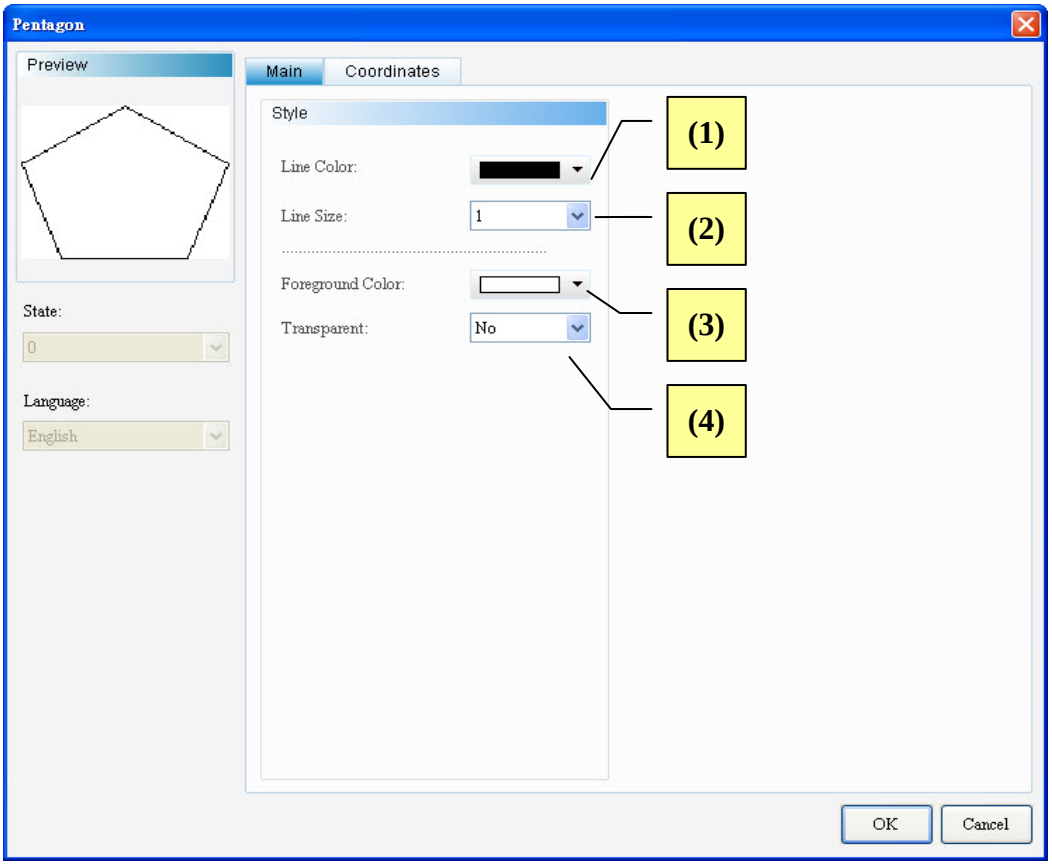
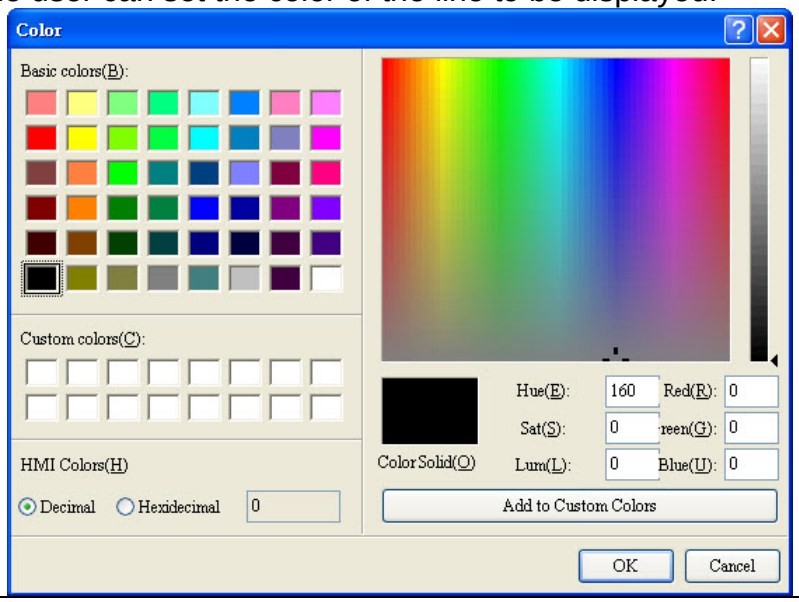
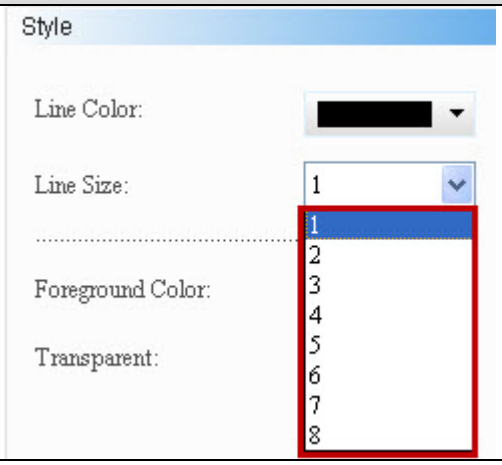
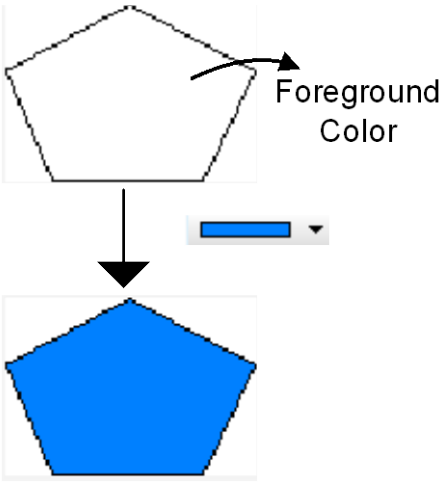
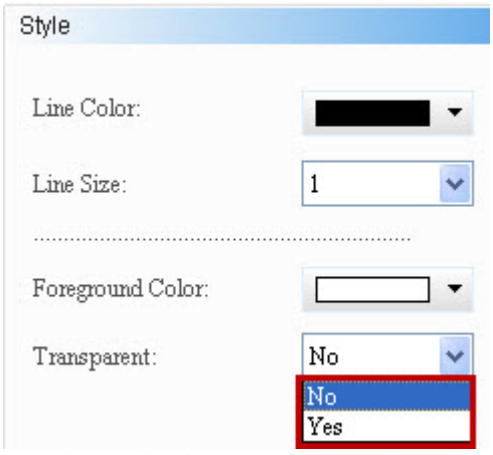
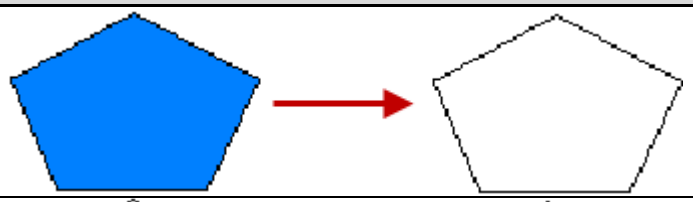
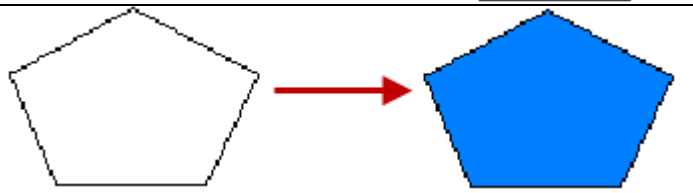


Figure 21-1-8 Pentagon Element – General Property Page

No.	Item	Function
(1)	Line Color	➢ The user can set the color of the line to be displayed. 
(2)	Line Width	➢ The width of the line is defined between 1 and 8.

No.	Item	Function
		
(3)	Foreground Color	➢ The user can set the foreground color for the element. 
(4)	Transparent Color	➢ Yes and No are available for selection.  ➢ When Yes is selected, the foreground color of the pentagon element is transparent and only the border color of the pentagon is displayed. When No is selected, the foreground color of the element is displayed.

No.	Item	Function
		Transparent Color: Yes 
		Transparent Color: No 

◆ Location

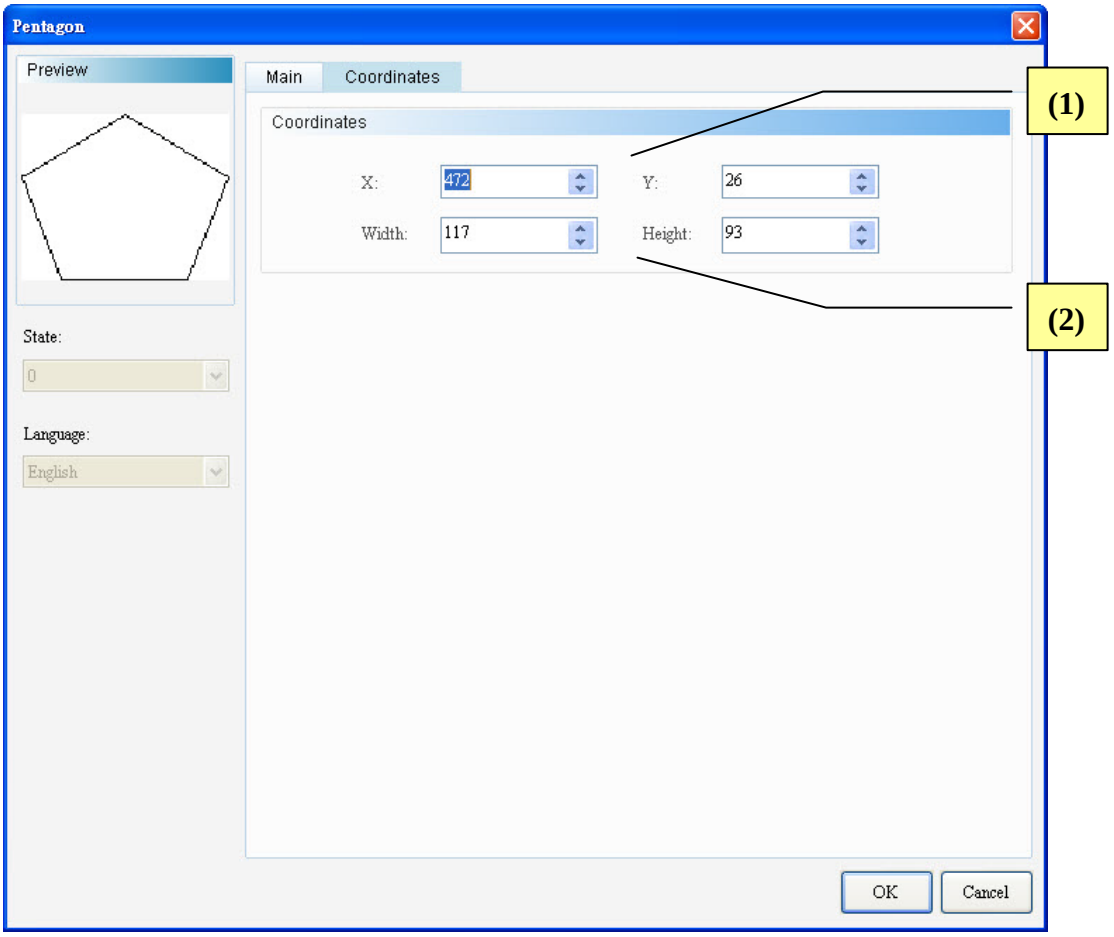


Figure 21-1-9 Pentagon Element – Location Property Page

No.	Item	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

Pie Chart

Double click the Pie Chart icon and the following property setting screen appears.

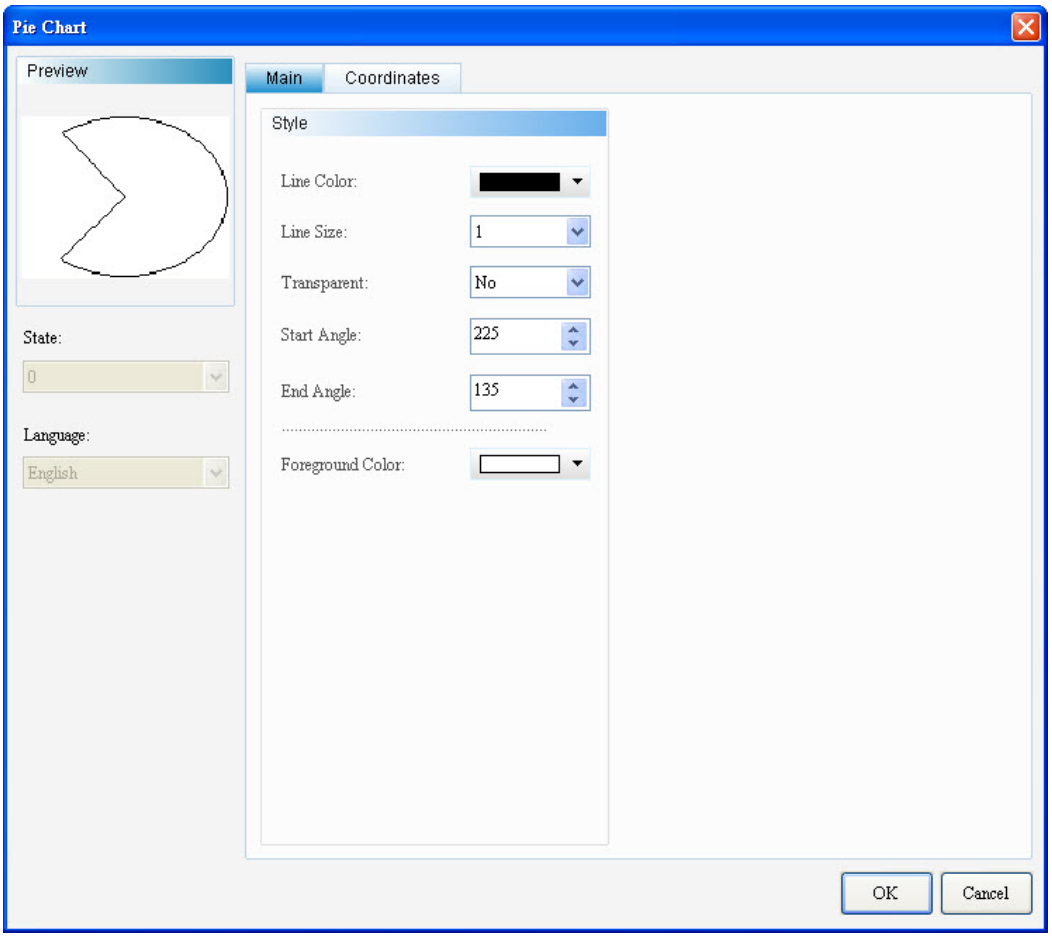


Figure 21-1-10 Pie Chart Property Setting Screen

Pie Chart	
Function Page	**Content Description**
Pre	The State and Language are not available for the Pie Chart.
General	Sets the line color, line width, transparent color, Star Shapet angle, end angle, and foreground color.
Position	Sets the X-Y coordinates, width and height of the element.

Table 21-1-6 Pie Chart Element – Function Page

◆ General

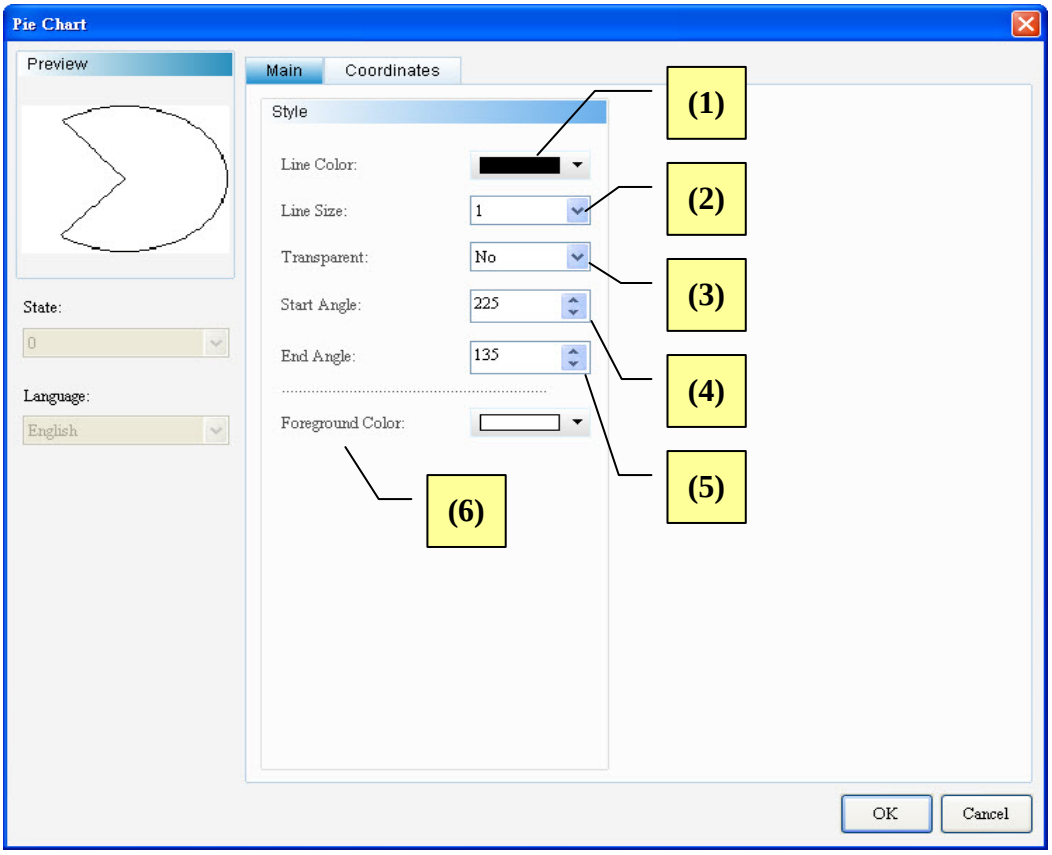
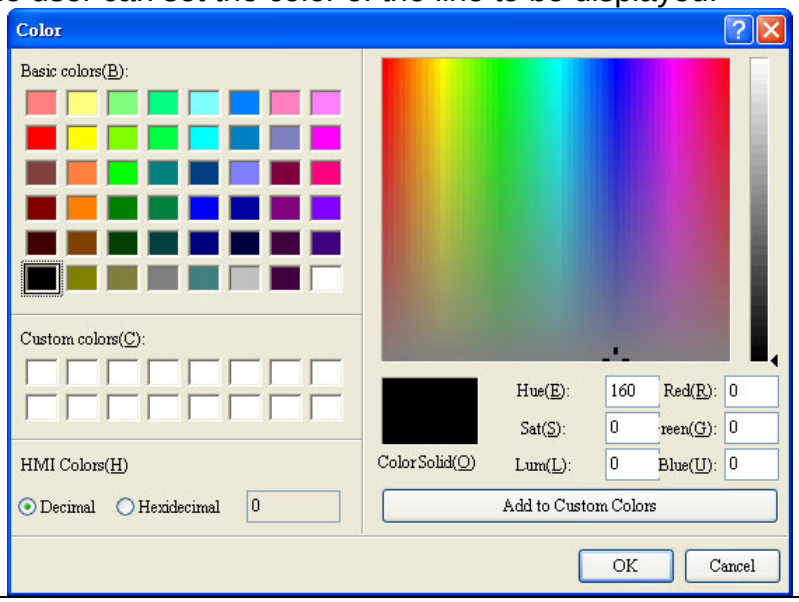
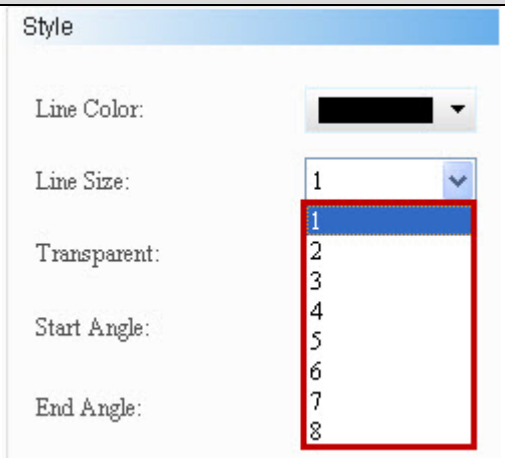
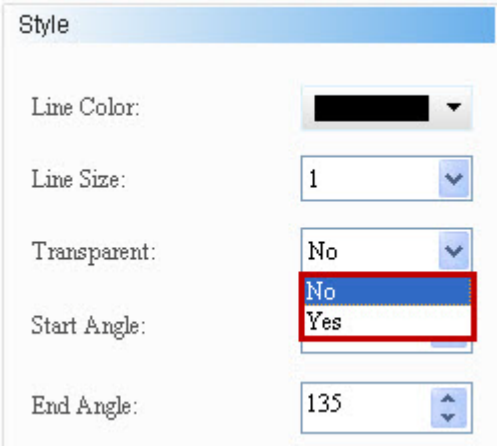
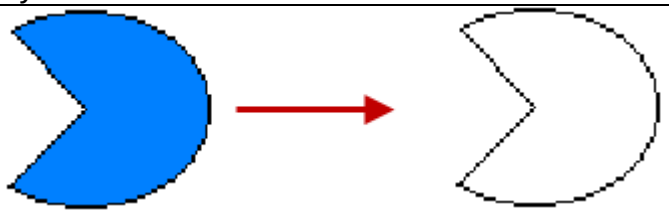
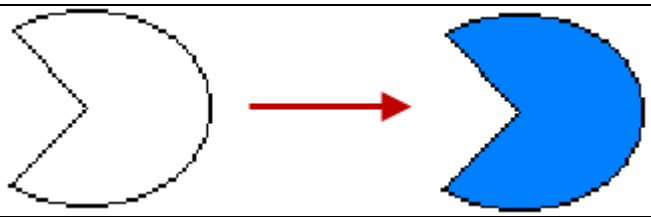
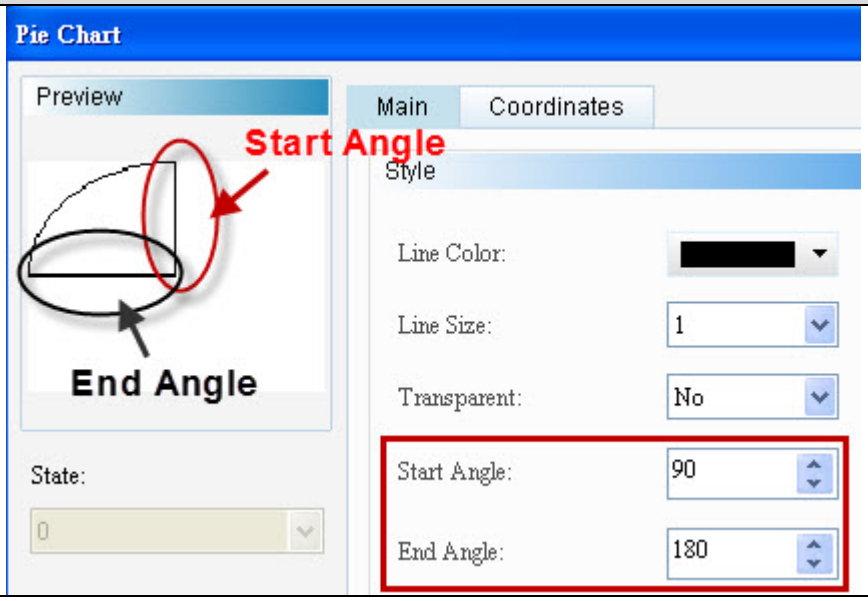
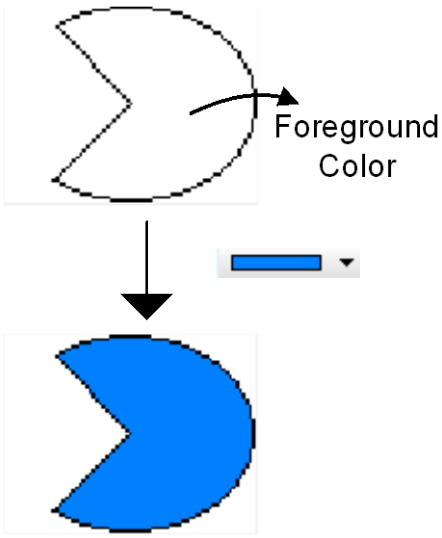


Figure 21-1-11 Pie Chart Element – General Property Page

No.	Item	Function
(1)	Line Color	➢ The user can set the color of the line to be displayed. 
(2)	Line Width	➢ The width of the line can be set between 1 and 8.

<table>
<tr><th>No.</th><th>Item</th><th>Function</th></tr>
<tr><td></td><td></td><td> 
</td></tr>
<tr><td rowspan="3">(3)</td><td rowspan="3">Transparent Color</td><td>➢ Yes and No are available for selection.
 

➢ When Yes is selected, the foreground color of the Pie Chart element is transparent and only the border color of the Pie Chart is displayed. When No is selected, the foreground color of the element is displayed.</td></tr>
<tr><td>Transparent Color: Yes</td><td>  </td></tr>
<tr><td>Transparent Color: No</td><td>  </td></tr>
<tr><td>(4)</td><td>Star Shapet Angle</td><td rowspan="2">➢ The user can use the Star Shapet Angle and End Angle to set the opening angle of the Pie Chart.</td></tr>
<tr><td>(5)</td><td>End Angle</td></tr>
</table>

No.	Item	Function
		
(6)	Foreground Color	➢ The user can set the foreground color for the element. 

◆ Location

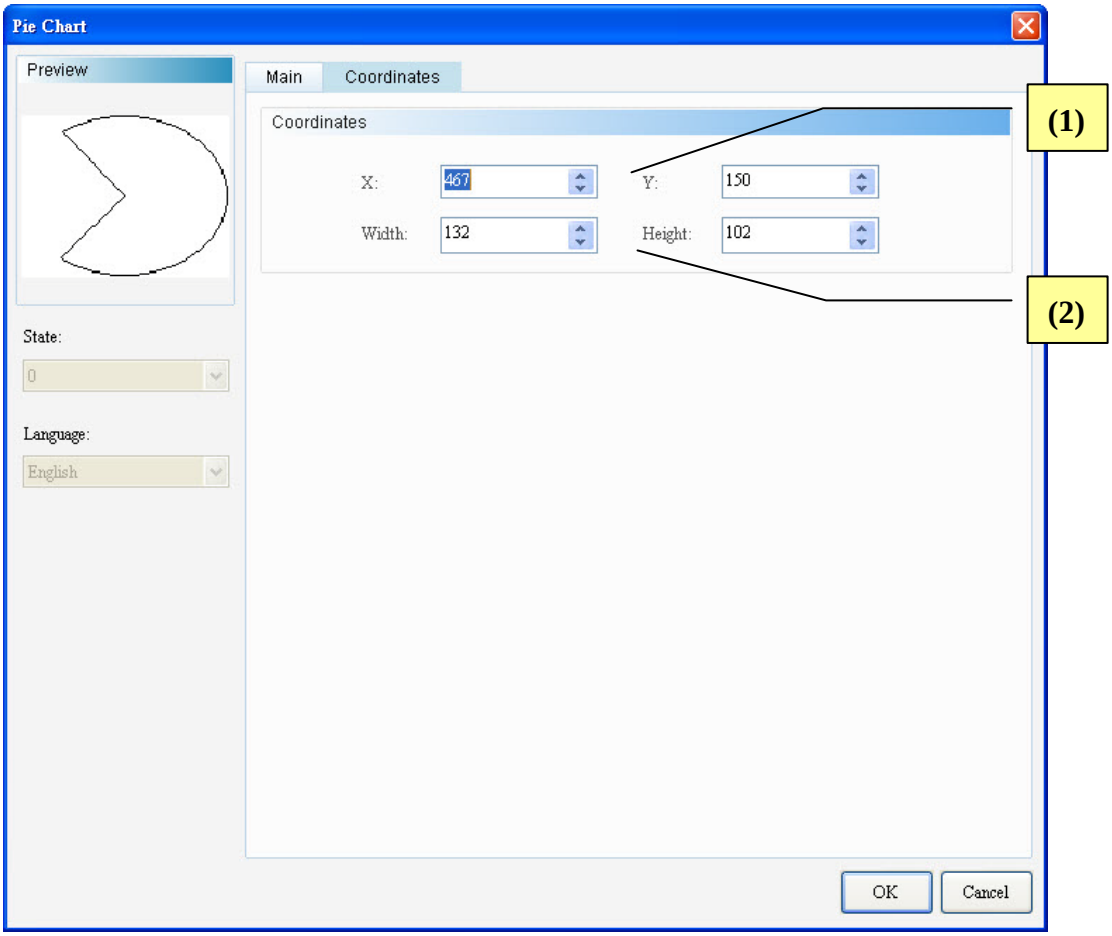


Figure 21-1-12 Pie Chart Element – Location Property Page

No.	Item	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

Arc

Double click the Arc icon and the following property setting screen appears.

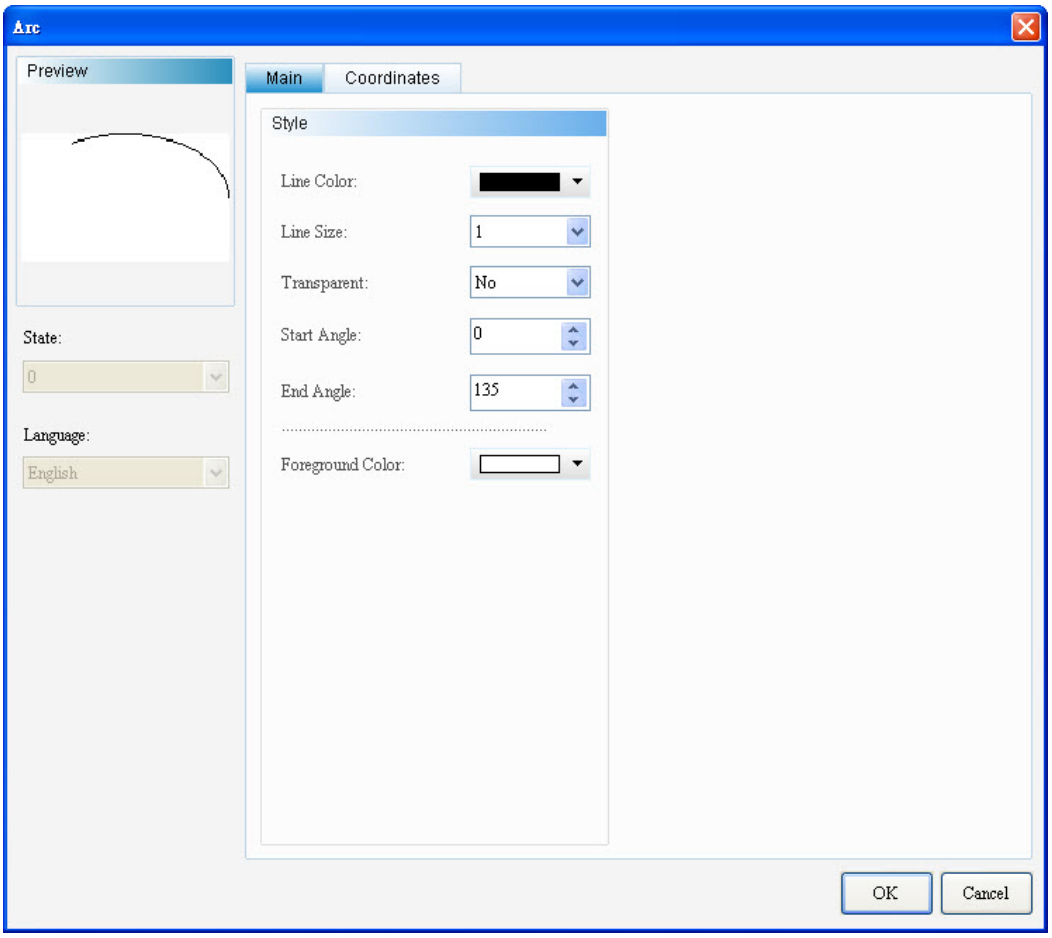


Figure 21-1-13 Arc Property Setting Screen

Arc	
Function Page	**Content Description**
Preview	The State and Multi-Language are not available for the Arc.
General	Sets the line color, line width, transparent color, Star Shapet angle, end angle, and foreground color.
Position	Sets the X-Y coordinates, width and height of the element.

Table 21-1-7 Arc Element – Function Page

◆ General

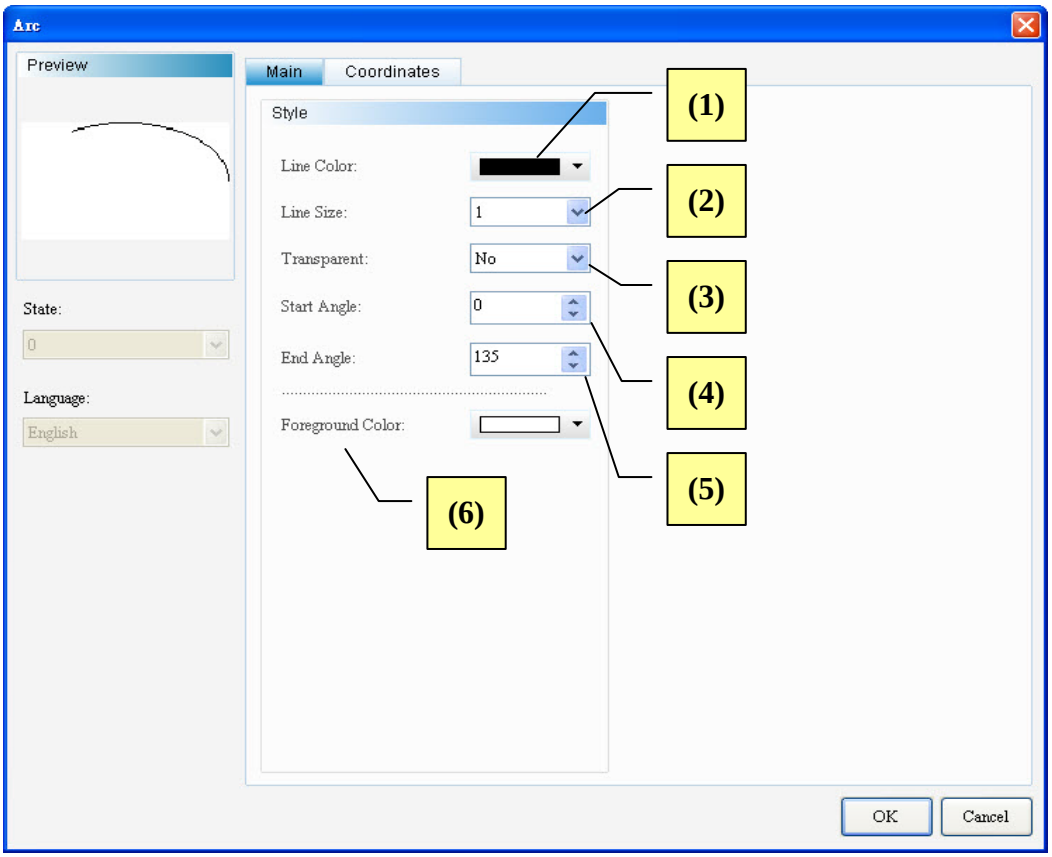
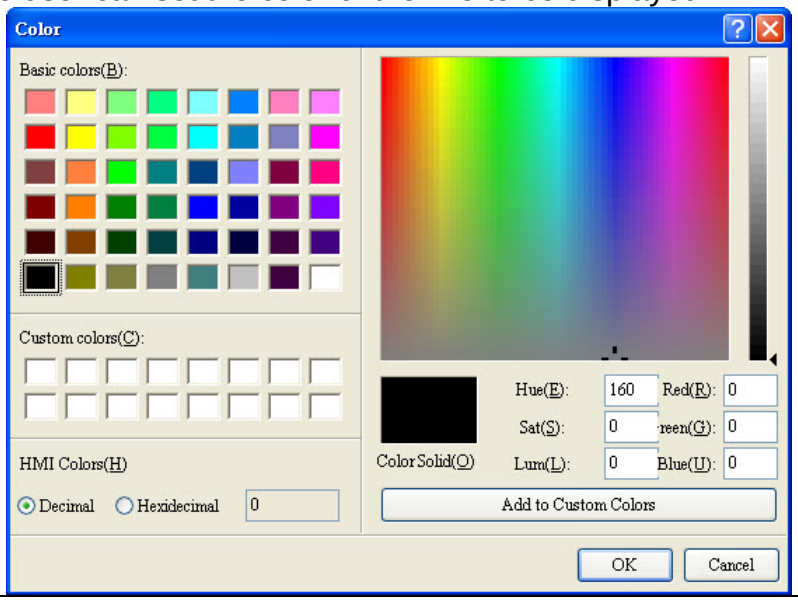
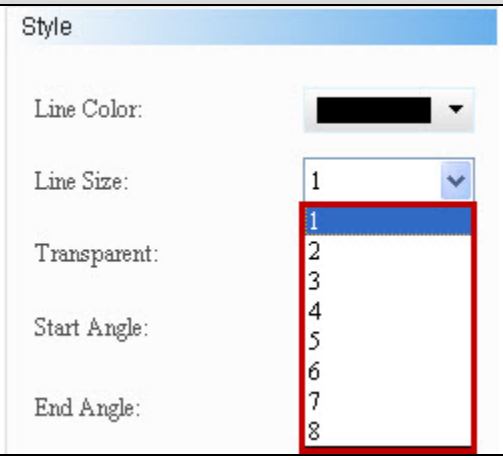
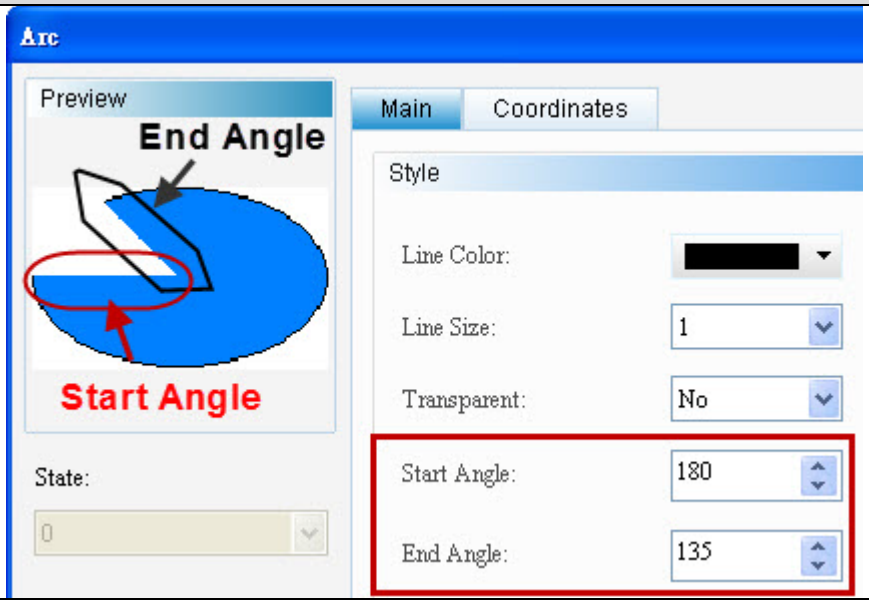
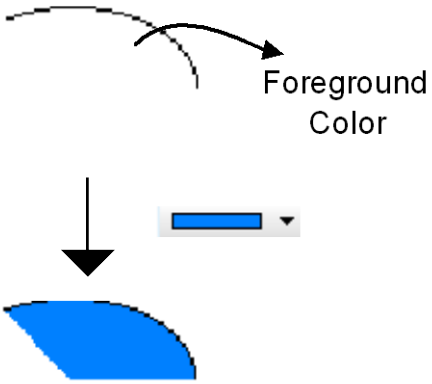


Figure 21-1-14 Arc Element – General Property Page

No.	Item	Function
(1)	Line Color	➢ The user can set the color of the line to be displayed. 
(2)	Line Width	➢ The width of the line can be set between 1 and 8.

<table>
<tr><th>No.</th><th>Item</th><th>Function</th></tr>
<tr><td></td><td></td><td> 
</td></tr>
<tr><td>(3)</td><td>Transparent Color</td><td>➢ Yes and No are available for selection.
 

➢ When Yes is selected, the foreground color of the arc element is transparent and only the border color of the arc is displayed. When No is selected, the foreground color of the element is displayed.
<table>
<tr><td>Transparent Color: Yes</td><td>  </td></tr>
<tr><td>Transparent Color: No</td><td>  </td></tr>
</table></td></tr>
<tr><td>(4)</td><td>Star Shapet Angle</td><td>➢ The user can use the Star Shapet Angle and End Angle to set the opening angle of the arc.</td></tr>
</table>

No.	Item	Function
(5)	End Angle	
(6)	Foreground Color	➢ The user can set the foreground color for the element. 

◆ Location

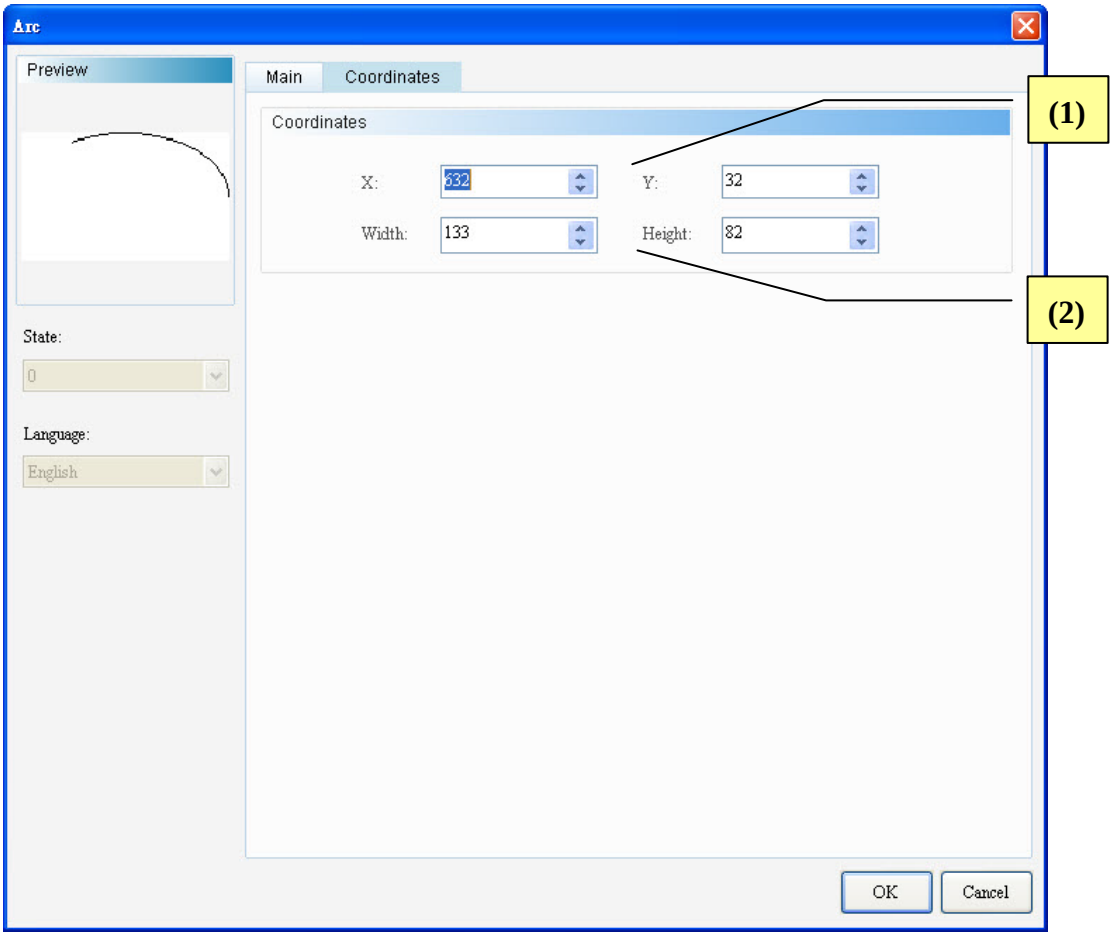


Figure 21-1-15 Arc Element – Location Property Page

No.	Item	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

Hexagon

Double click the Hexagon icon and the following property setting screen appears.

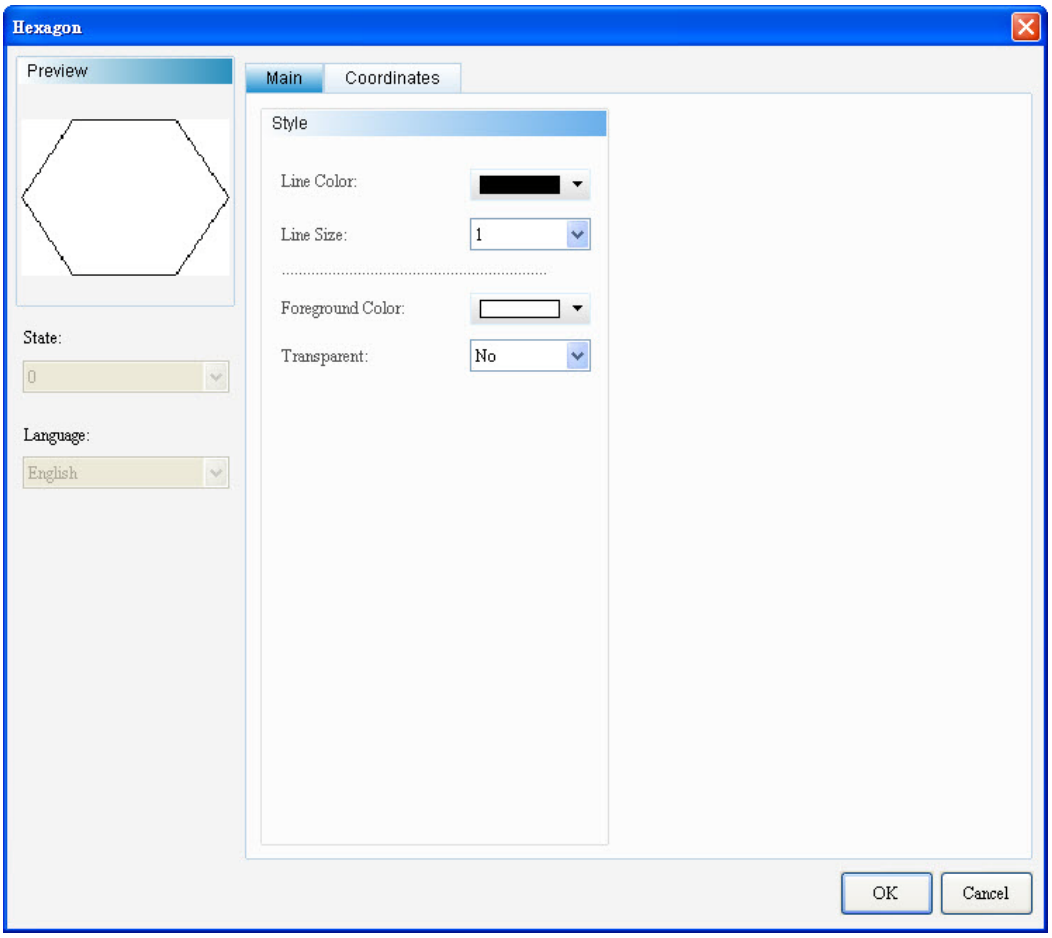


Figure 21-1-16 Hexagon Property Setting Screen

Hexagon	
Function Page	**Content Description**
Preview	The State and Multi-Language are not available for the Hexagon.
General	Sets the line color, line width, foreground color, and transparent color.
Position	Sets the X-Y coordinates, width and height of the element.

Table 21-1-8 Hexagon Element – Function Page

◆ General

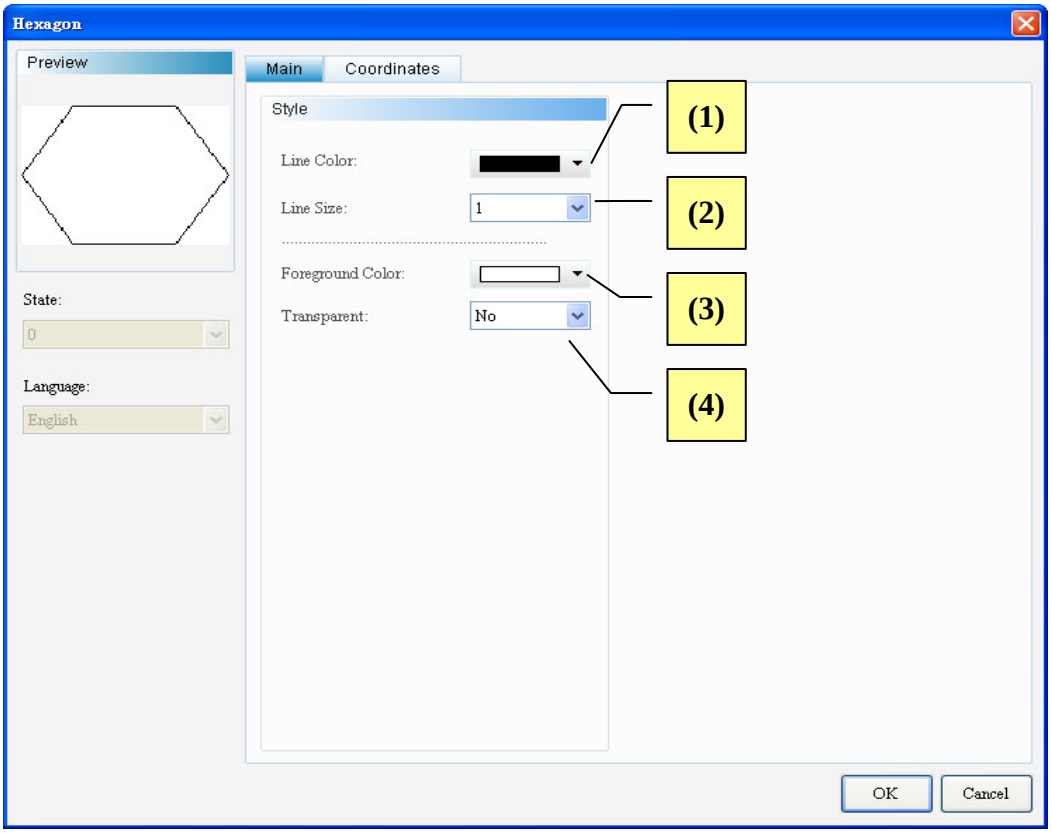
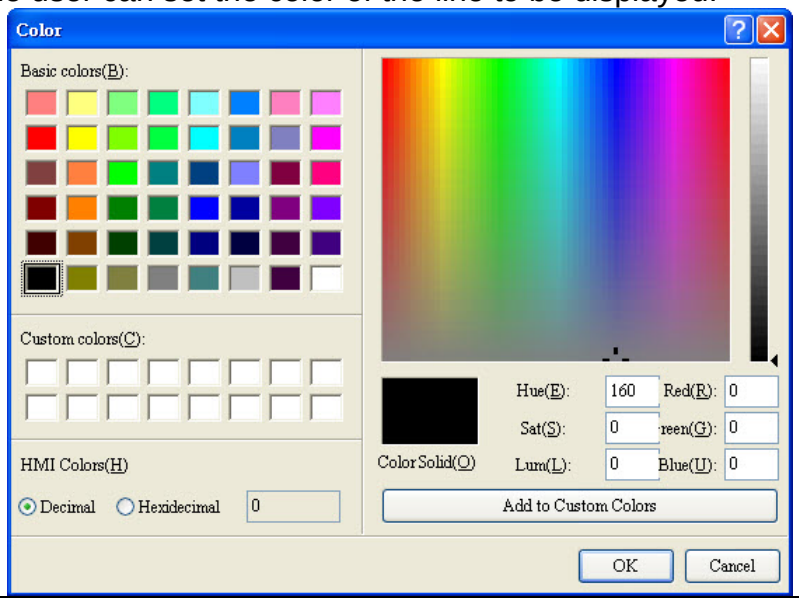
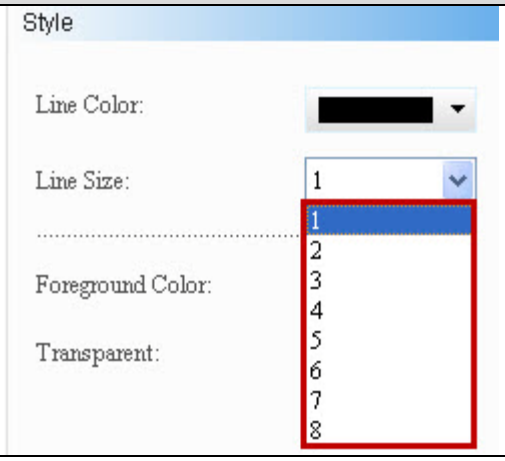
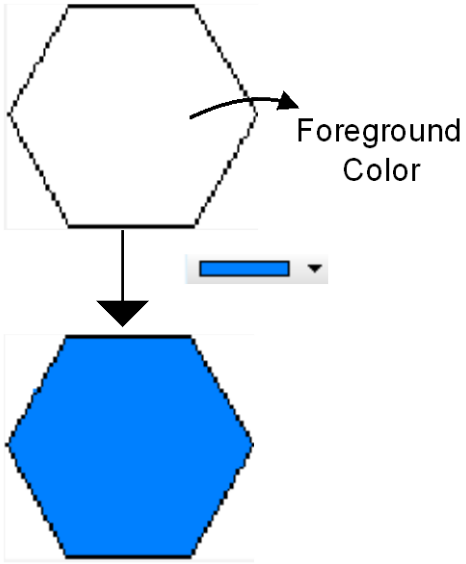
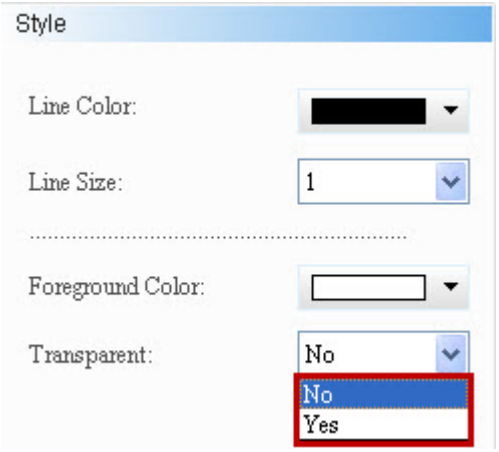
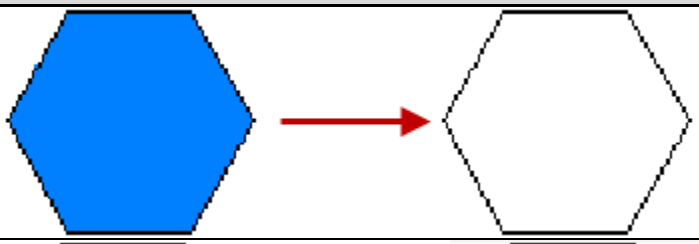
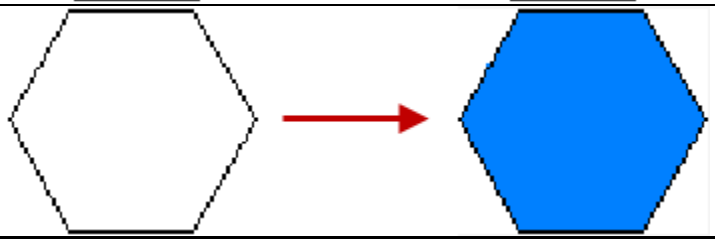


Figure 21-1-17 Hexagon Element – General Property Page

No.	Item	Function
(1)	Line Color	➢ The user can set the color of the line to be displayed. 
(2)	Line Width	➢ The width of the line can be set between 1 and 8.

No.	Item	Function
		
(3)	Foreground Color	➢ The user can set the foreground color for the element. 
(4)	Transparent Color	➢ Yes and No are available for selection.  ➢ When Yes is selected, the foreground color of the hexagon element is transparent and only the border color of the hexagon is displayed. When No is selected, the foreground color of the element is displayed.

No.	Item	Function
		Transparent Color: Yes 
		Transparent Color: No 

◆ Location

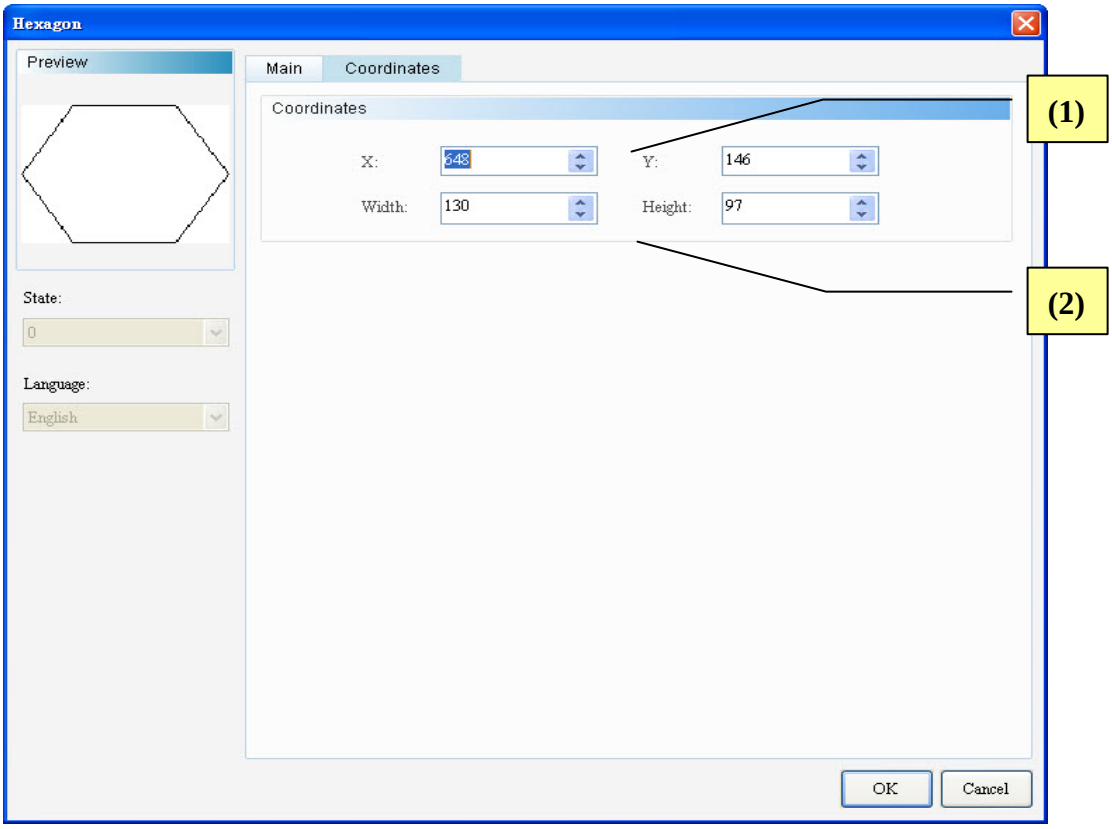


Figure 21-1-18 Hexagon Element – Location Property Page

No.	Item	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

Star Shape

Double click the Star Shape icon and the following property setting screen appears.

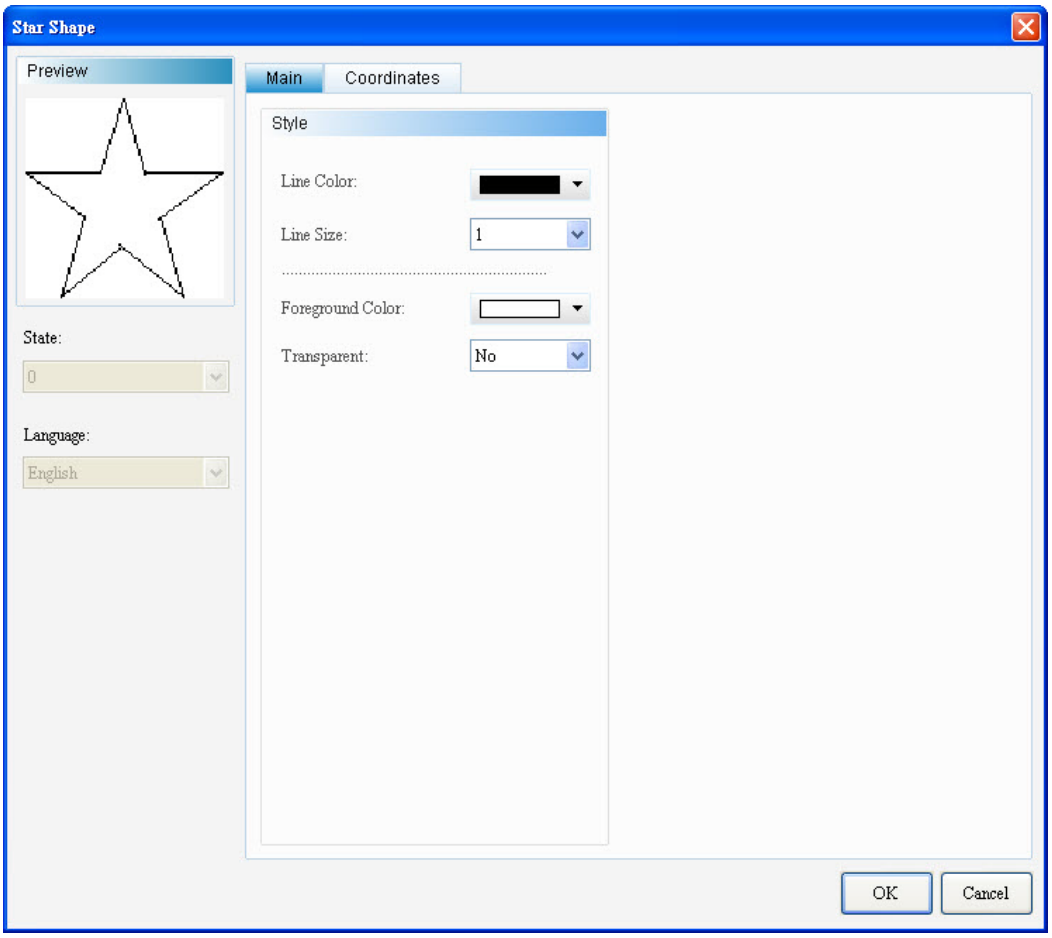


Figure 21-1-19 Star Shape Property Setting Screen

Star Shape	
Function Page	**Content Description**
Preview	The State and Multi-Language are not available for the Star Shape.
General	Sets the line color, line width, foreground color and transparent color.
Position	Sets the X-Y coordinates, width and height of the element.

Table 21-1-9 Star Shape Element – Function Page

◆ General

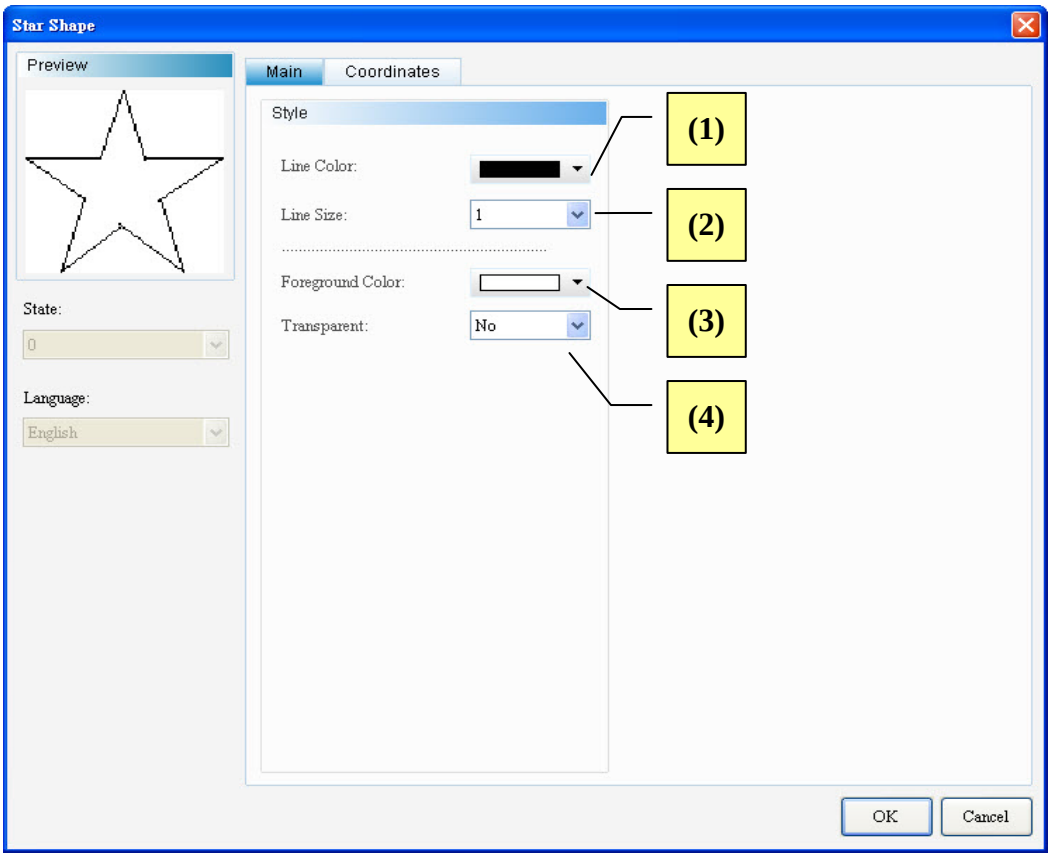
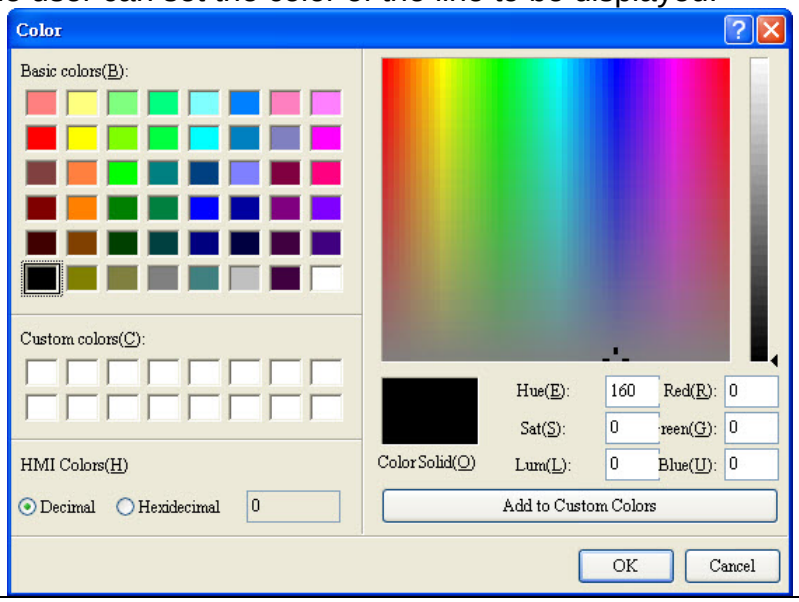
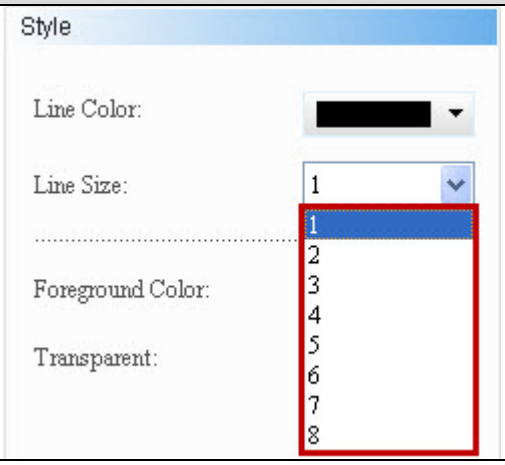
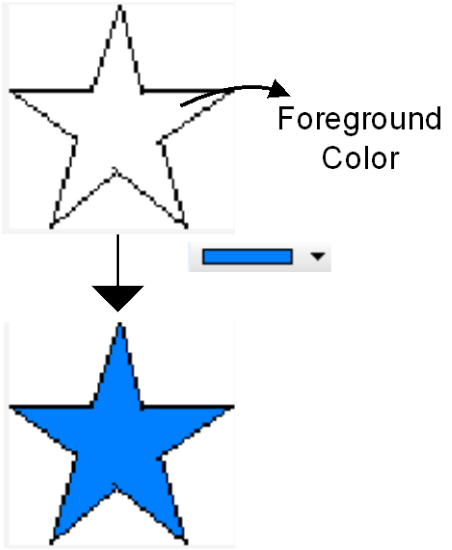
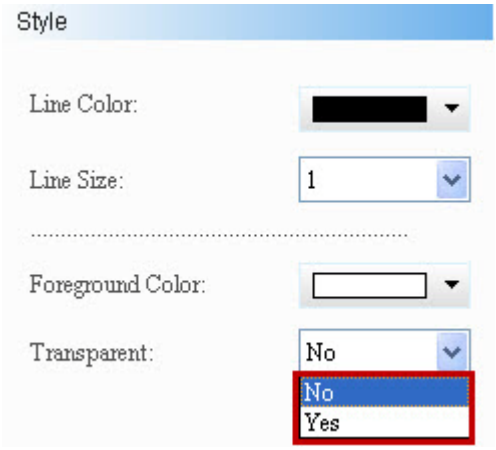
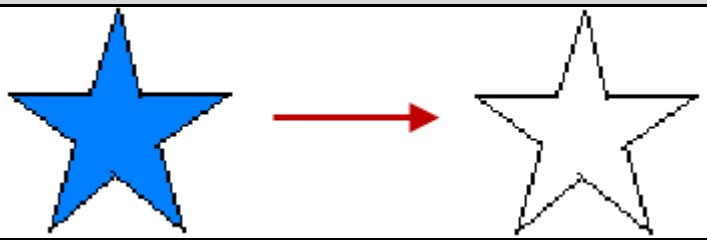
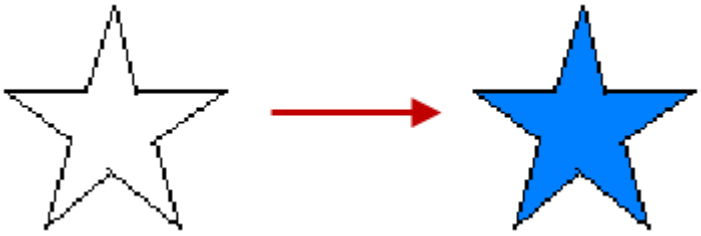


Figure 21-1-20 Star Shape Element – General Property Page

No.	Item	Function
(1)	Line Color	➢ The user can set the color of the line to be displayed. 
(2)	Line Width	➢ The width of the line can be set between 1 and 8.

No.	Item	Function
		
(3)	Foreground Color	➢ The user can set the foreground color for the element. 
(4)	Transparent Color	➢ Yes and No are available for selection.  ➢ When Yes is selected, the foreground color of the Star Shape element is transparent and only the border color of the Star Shape is displayed. When No is selected, the foreground color of the element is displayed.

No.	Item	Function
		Transparent Color: Yes 
		Transparent Color: No 

◆ Location

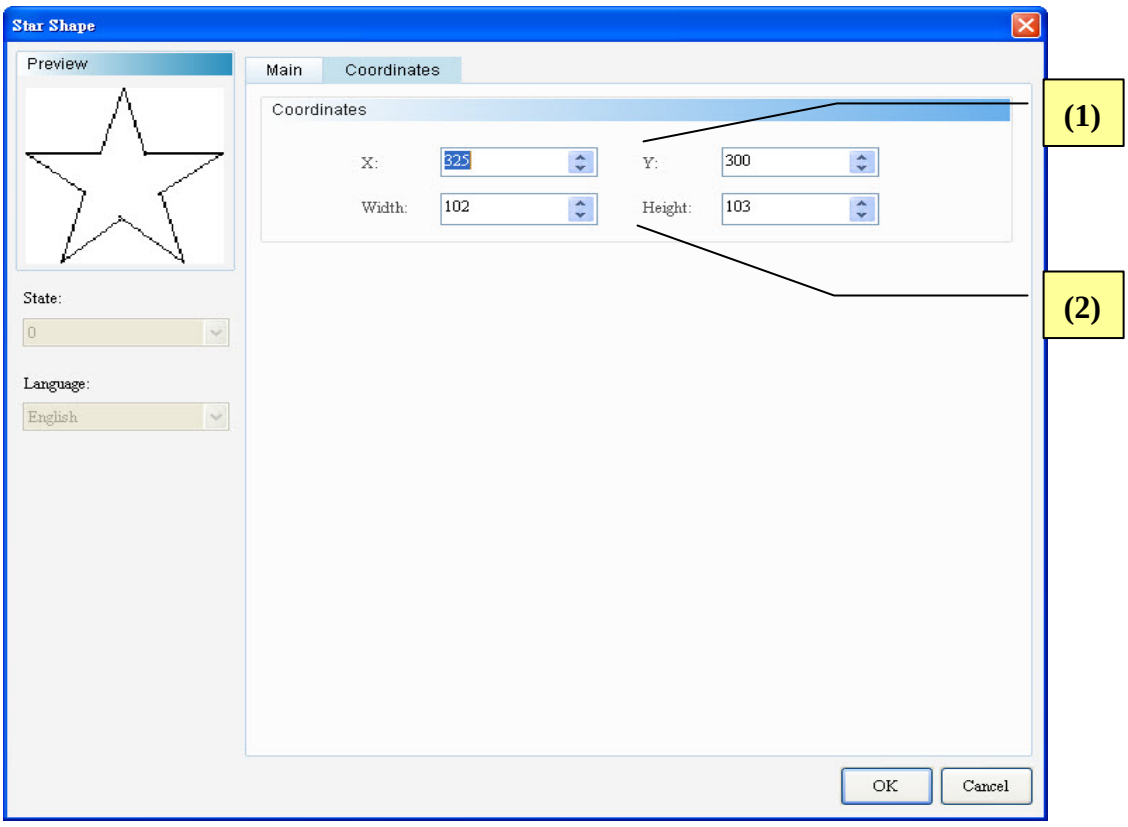


Figure 21-1-21 Star Shape Element – Location Property Page

No.	Item	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

Triangle

Double click the Triangle icon and the following property setting screen appears.

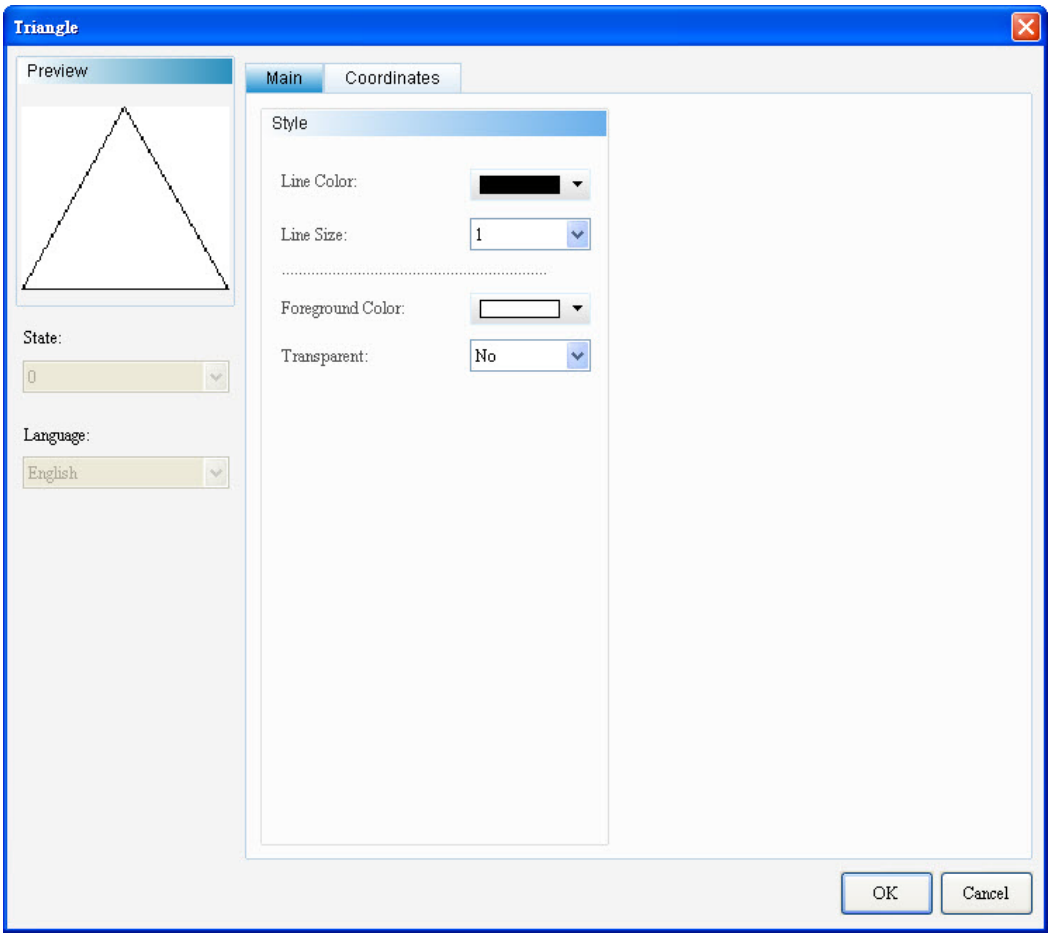


Figure 21-1-22 Triangle Property Setting Screen

Triangle	
Function Page	**Content Description**
Preview	The State and Multi-Language are not available for the Triangle.
General	Sets the line color, line width, foreground color and transparent color.
Position	Sets the X-Y coordinates, width and height of the element.

Table 21-1-10 Triangle Element – Function Page

◆ General

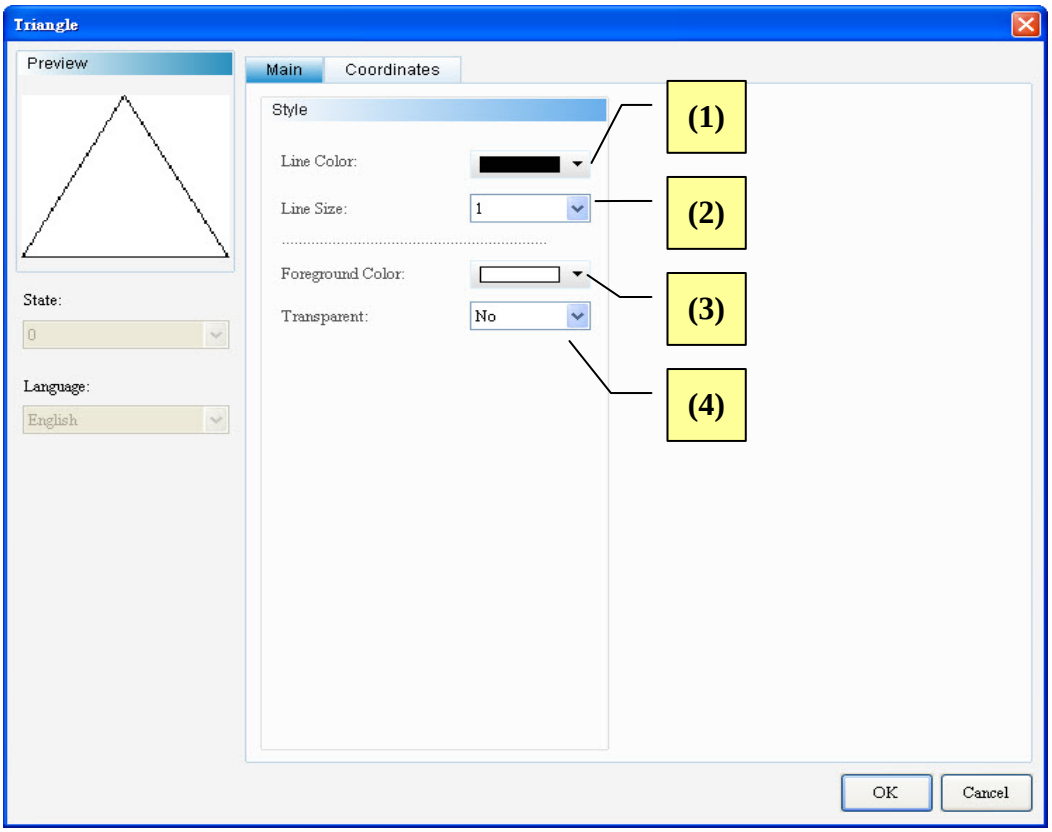
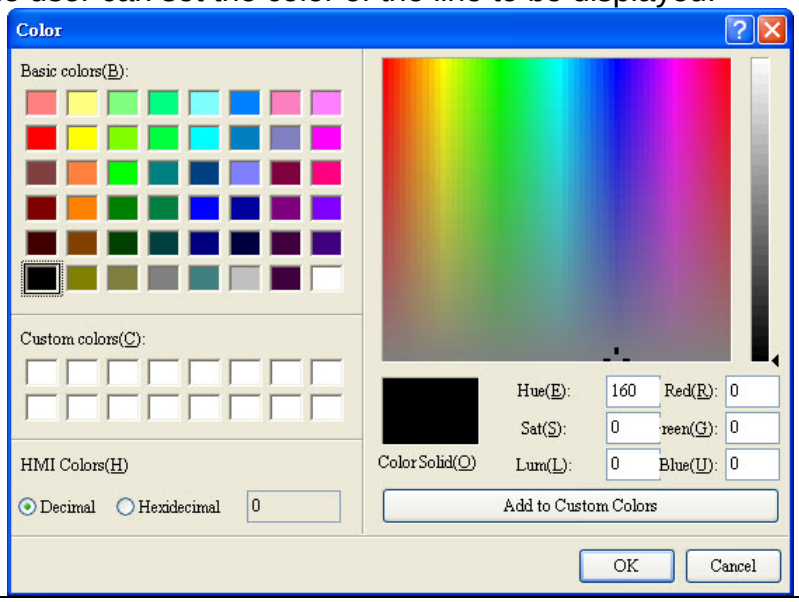
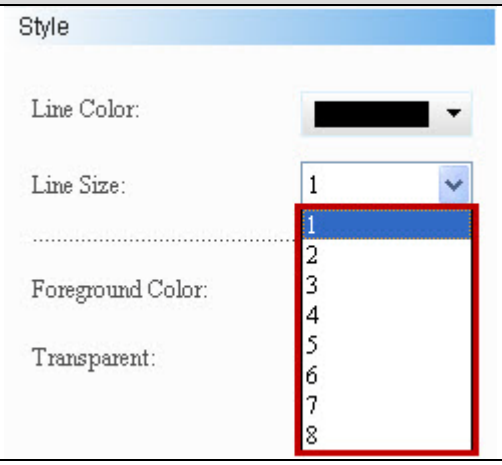
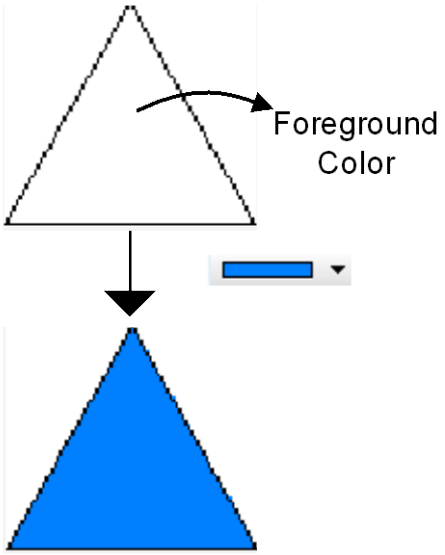
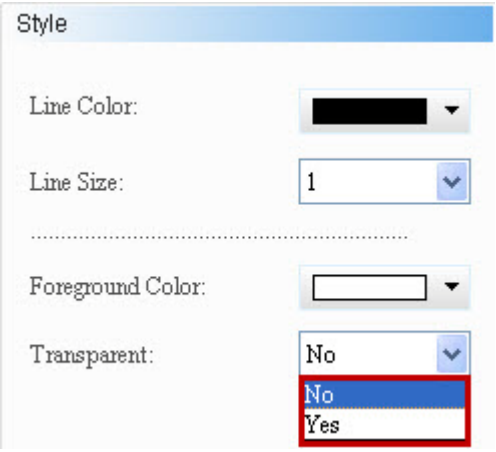
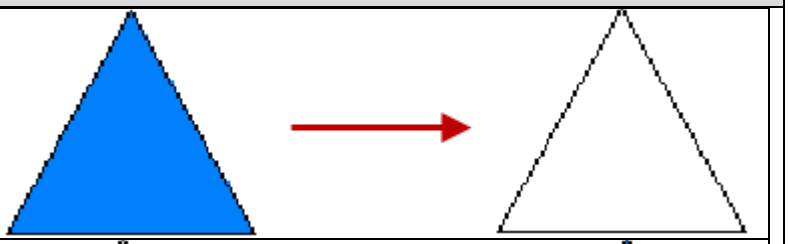
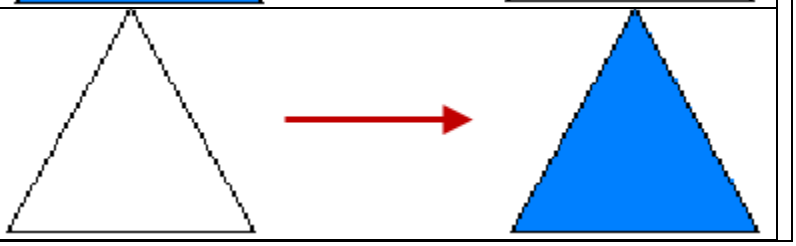


Figure 21-1-23 Triangle Element – General Property Page

No.	Item	Function
(1)	Line Color	➢ The user can set the color of the line to be displayed. 
(2)	Line Width	➢ The width of the line can be set between 1 and 8.

No.	Item	Function
		
(3)	Foreground Color	➢ The user can set the foreground color for the element. 
(4)	Transparent Color	➢ Yes and No are available for selection.  ➢ When Yes is selected, the foreground color of the triangle element is transparent and only the border color of the triangle is displayed. When No is selected, the foreground color of the element is displayed.

No.	Item	Function
		Transparent Color: Yes 
		Transparent Color: No 

◆ Location

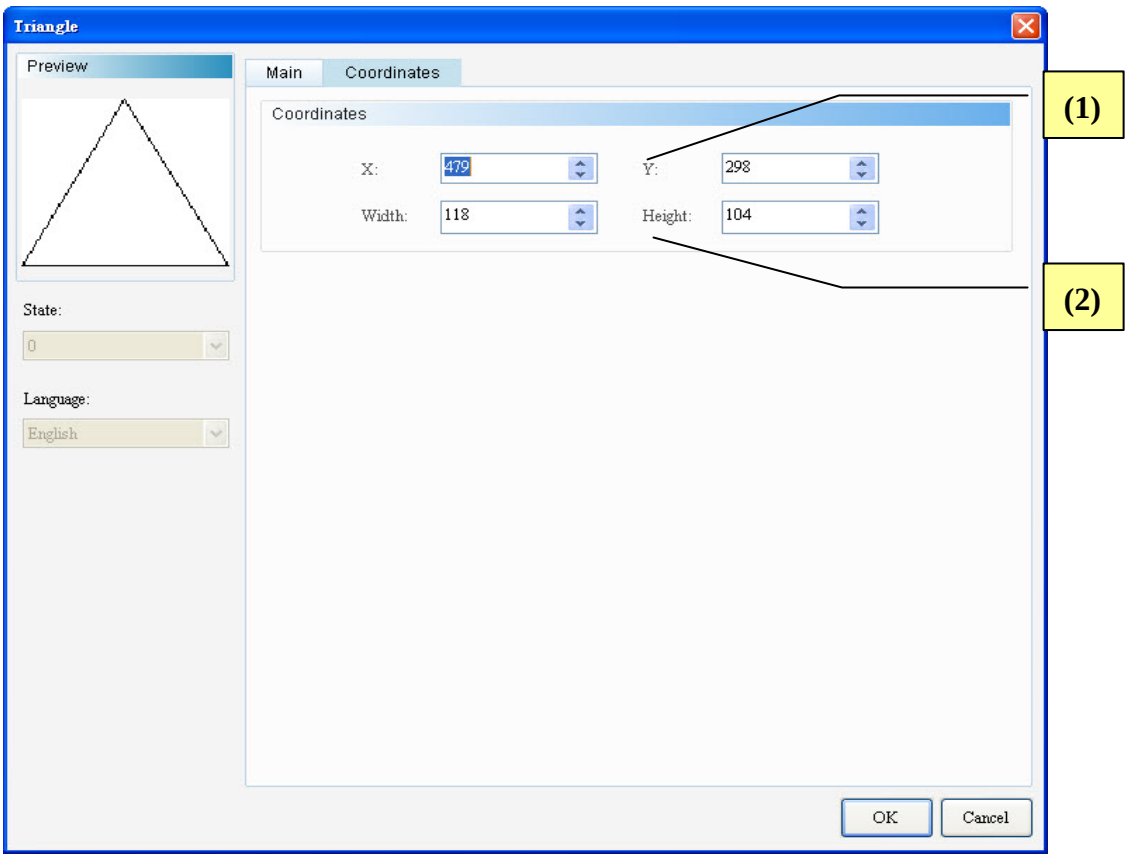


Figure 21-1-24 Triangle Element – Location Property Page

No.	Item	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

Hollow Circle

Double click the Hollow Circle icon and the following property setting screen appears.

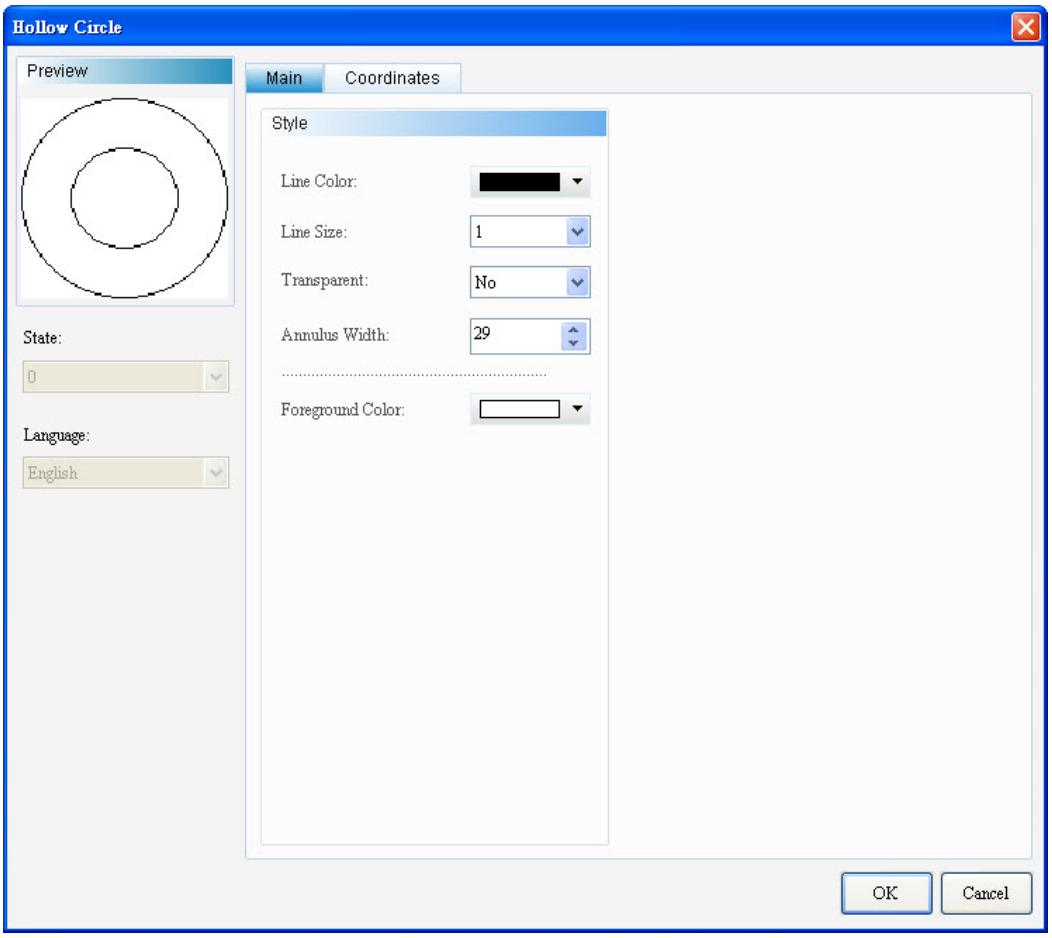


Figure 21-1-25 Hollow Circle Property Setting Screen

Hollow Circle	
Function Page	**Content Description**
Preview	The State and Multi-Language are not available for the Hollow Circle.
General	Sets the line color, line width, transparent color, length, and foreground color.
Position	Sets the X-Y coordinates, width and height of the element.

Table 21-1-11 Hollow Circle Element – Function Page

◆ General

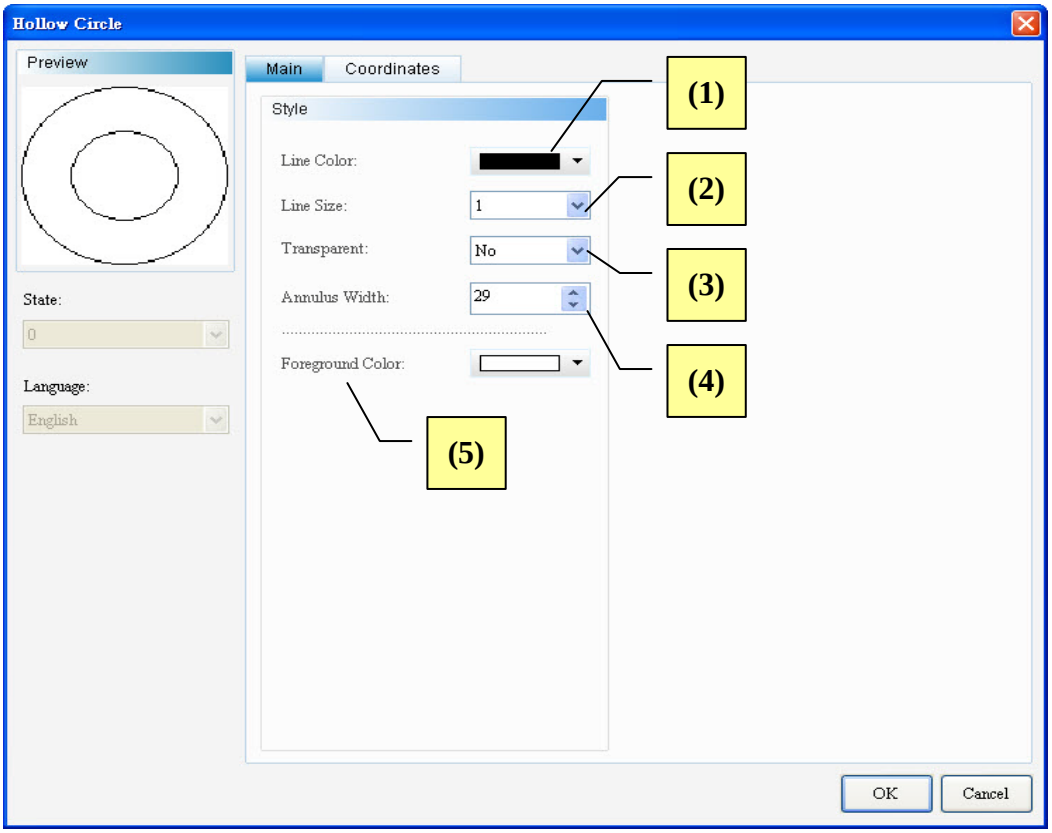
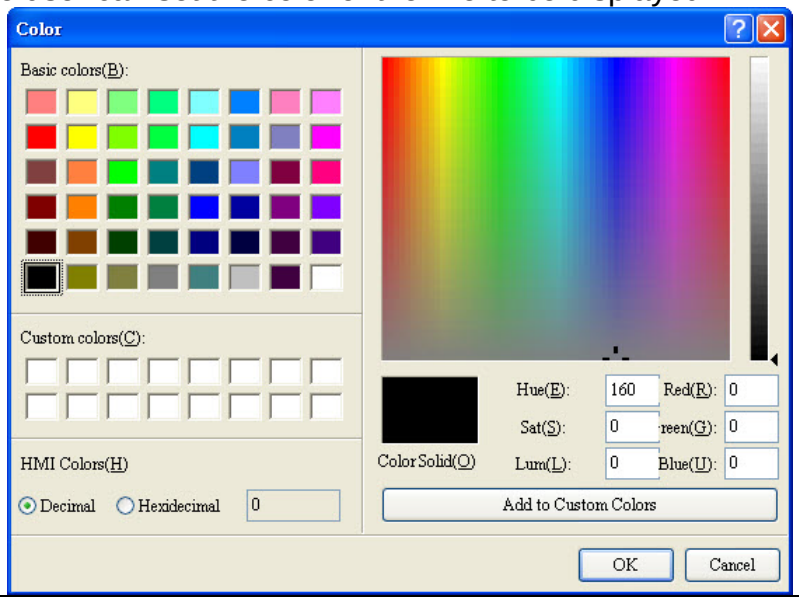
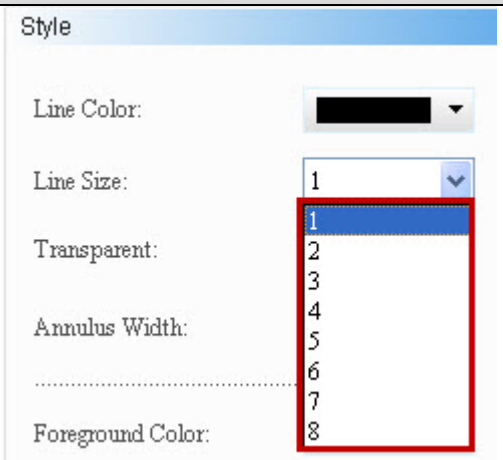
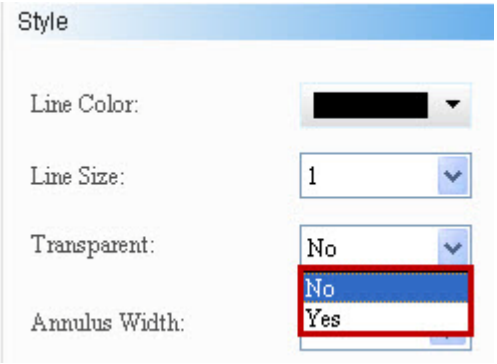
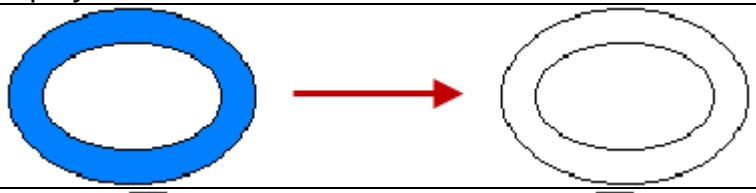
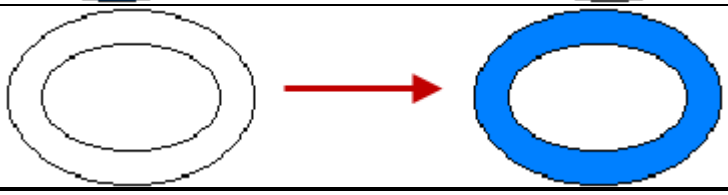
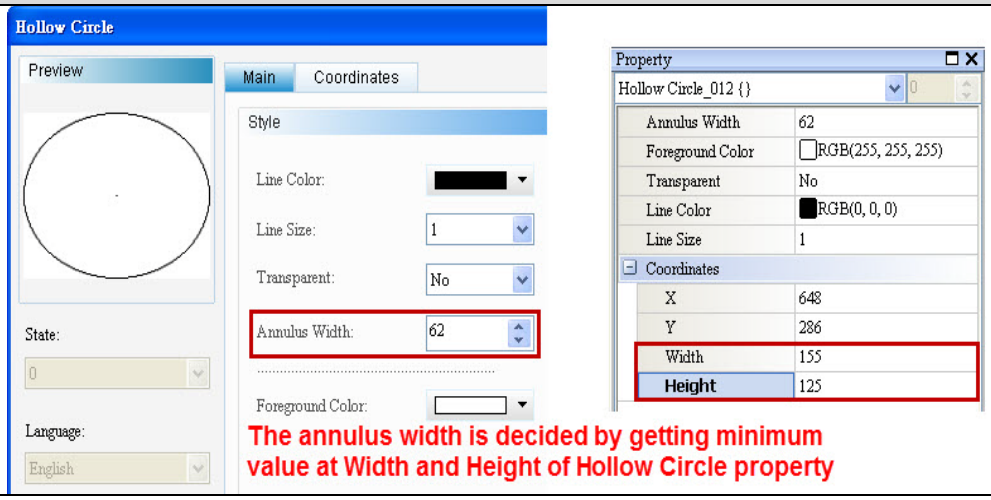
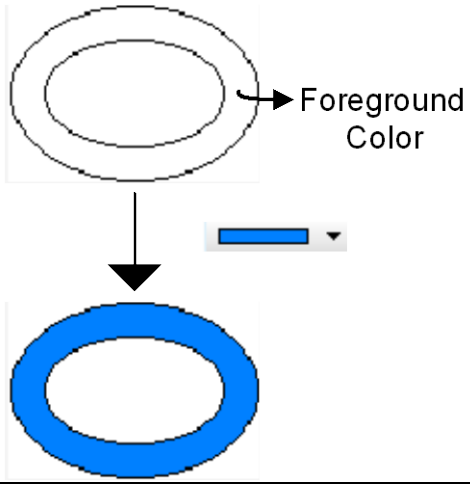


Figure 21-1-26 Hollow Circle Element – General Property Page

No.	Item	Function
(1)	Line Color	➢ The user can set the color of the line to be displayed. 
(2)	Line Width	➢ The width of the line can be set between 1 and 8.

<table>
<tr><th>No.</th><th>Item</th><th>Function</th></tr>
<tr><td></td><td></td><td> 
</td></tr>
<tr><td>(3)</td><td>Transparent Color</td><td>➢ Yes and No are available for selection.
 

➢ When Yes is selected, the foreground color of the hollow circle element is transparent and only the border color of the hollow circle is displayed. When No is selected, the foreground color of the element is displayed.
<table>
<tr><td>Transparent Color: Yes</td><td>  </td></tr>
<tr><td>Transparent Color: No</td><td>  </td></tr>
</table></td></tr>
<tr><td>(4)</td><td>Length</td><td>➢ The maximum value of the length is defined by the minimum value of the width and height of the element divided by 2.</td></tr>
</table>

No.	Item	Function
		
(5)	Foreground Color	➢ The user can set the foreground color for the element. 

◆ Location

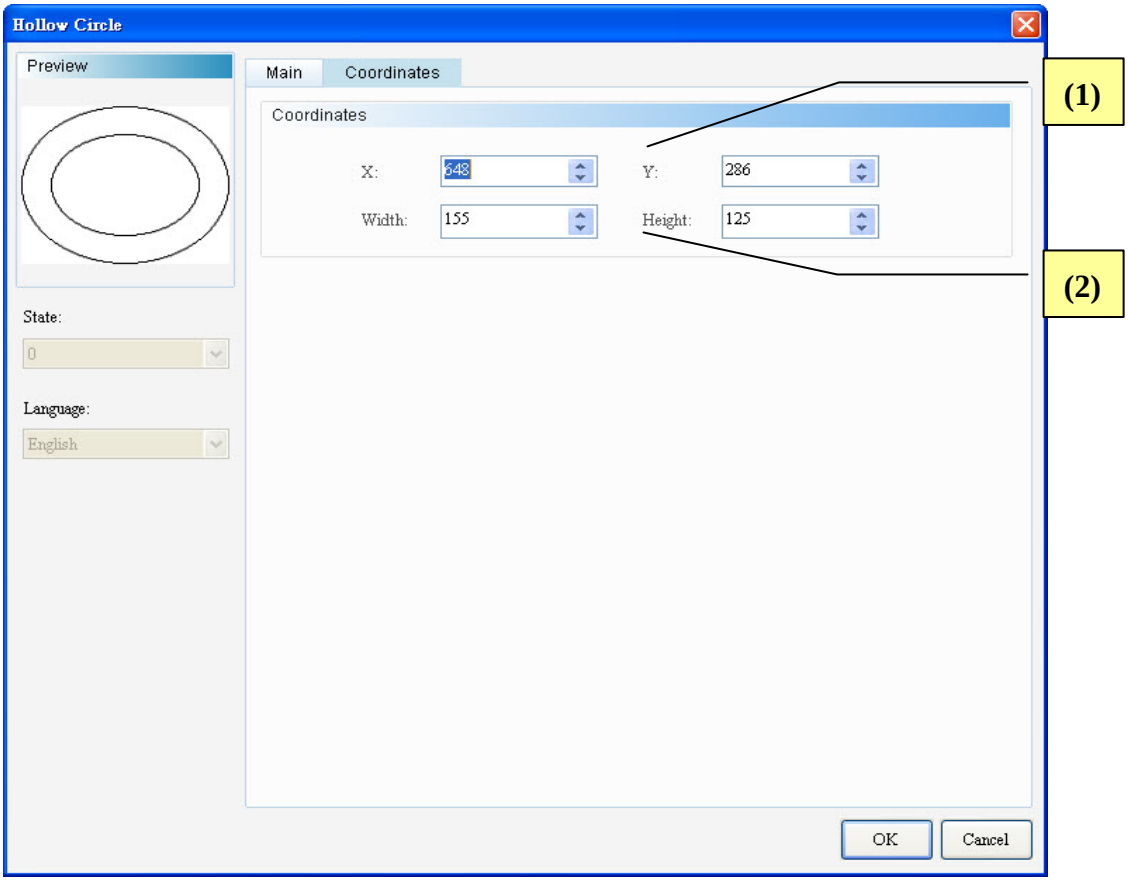


Figure 21-1-27 Hollow Circle Element – Location Property Page

No.	Item	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

Stop Circle

Double click the Stop Circle icon and the following property setting screen appears.

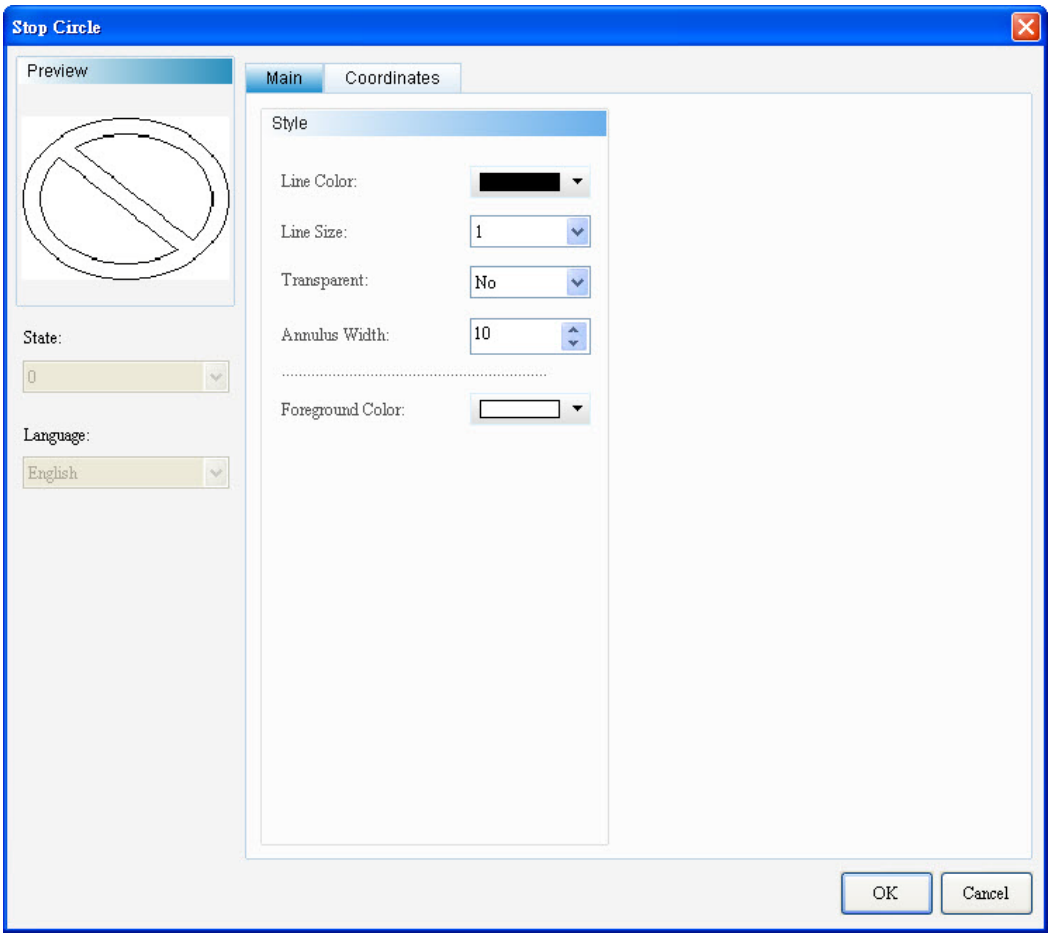


Figure 21-1-28 Stop Circle Property Setting Screen

Stop Circle	
Function Page	**Content Description**
Preview	The State and Multi-Language are not available for the Stop Circle.
General	Sets the line color, line width, transparent color, length, and foreground color.
Position	Sets the X-Y coordinates, width and height of the element.

Table 21-1-12 Stop Circle Element – Function Page

◆ General

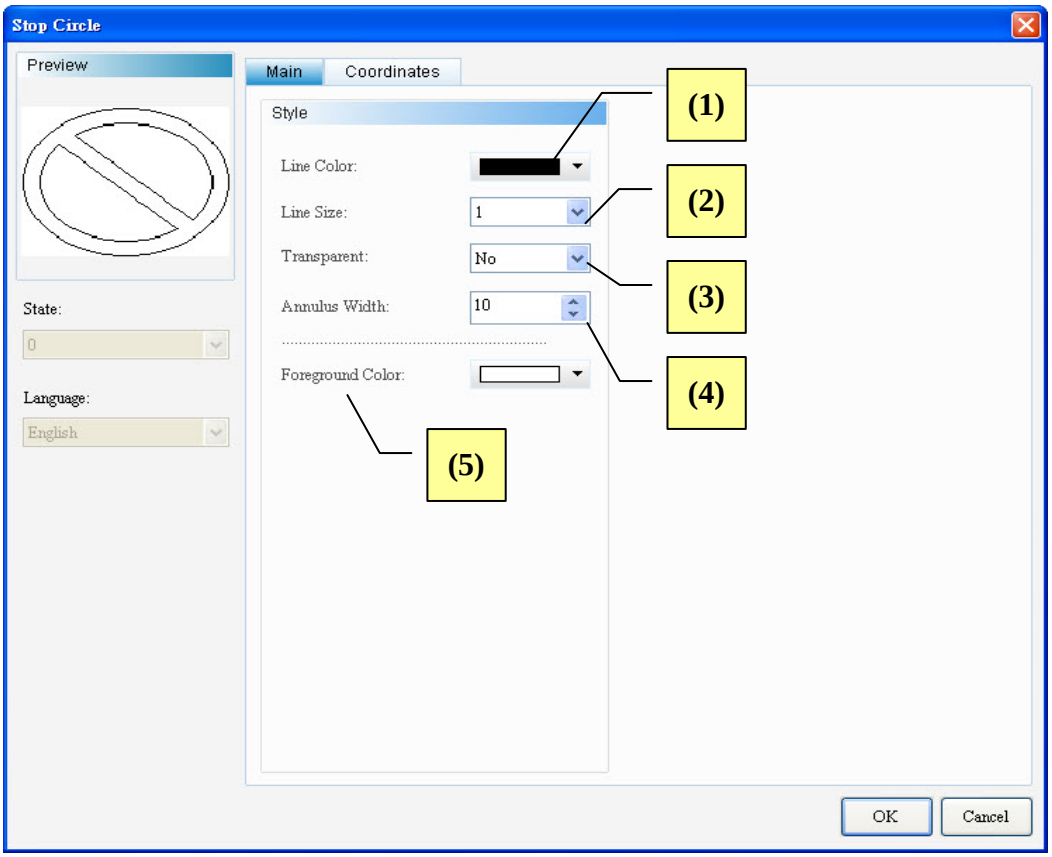
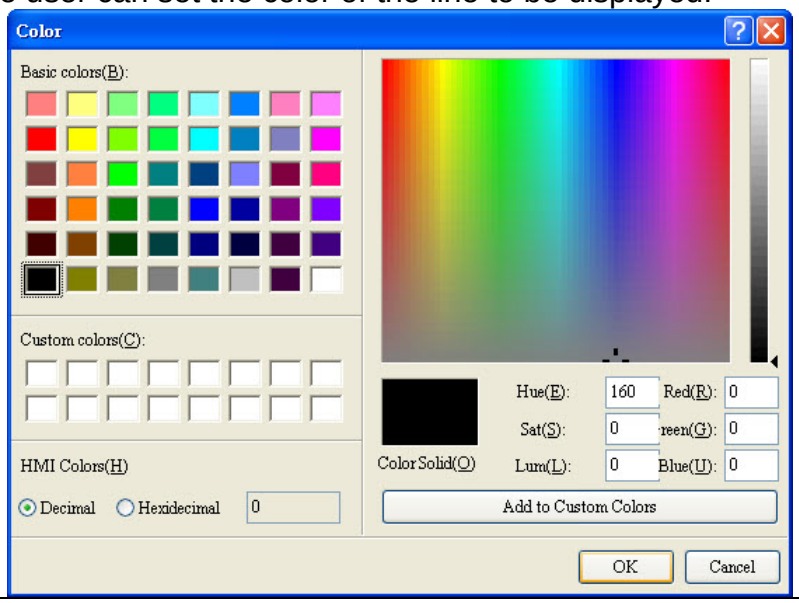
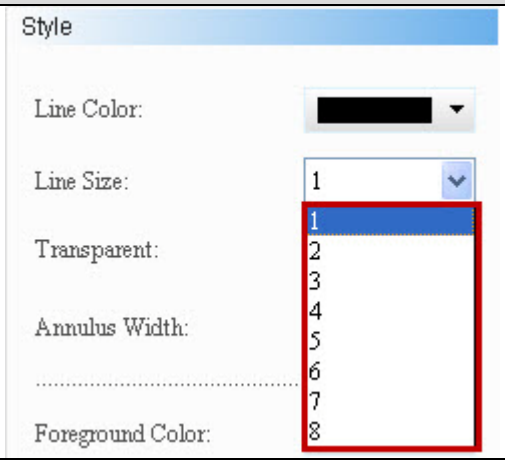
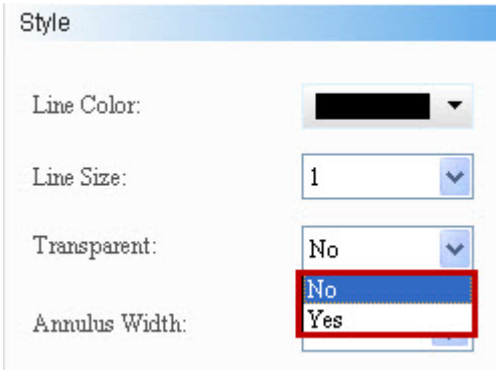
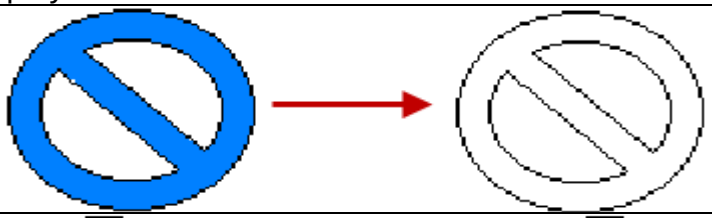
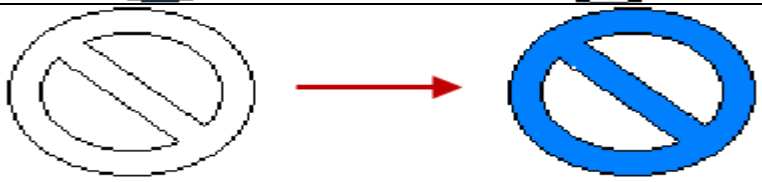
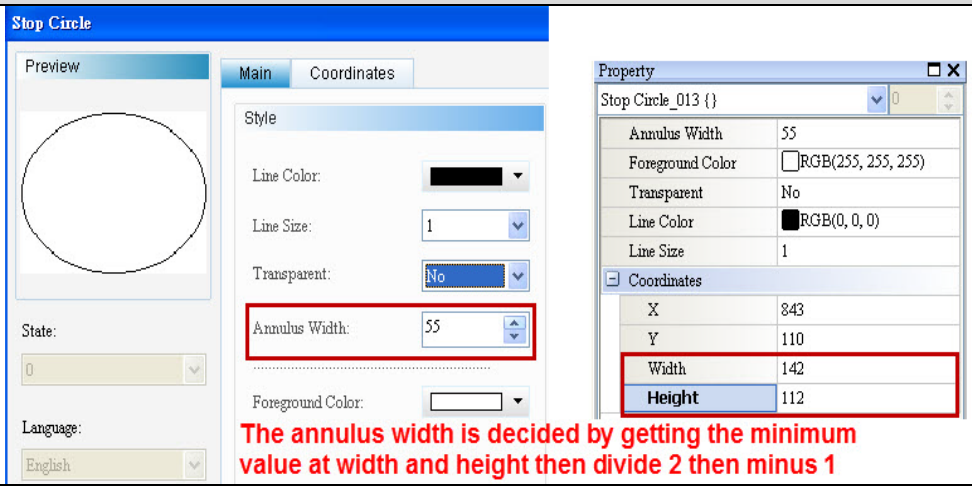
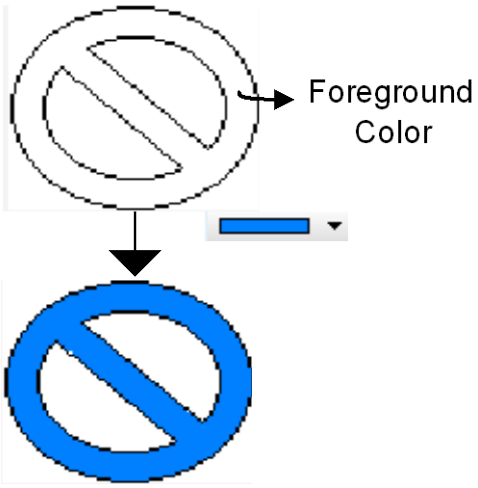


Figure 21-1-29 Stop Circle Element – General Property Page

No.	Item	Function
(1)	Line Color	➢ The user can set the color of the line to be displayed. 
(2)	Line Width	➢ The width of the line can be set between 1 and 8.

<table>
<tr><th>No.</th><th>Item</th><th>Function</th></tr>
<tr><td></td><td></td><td> 
</td></tr>
<tr><td>(3)</td><td>Transparent Color</td><td>➢ Yes and No are available for selection.
 

➢ When Yes is selected, the foreground color of the Stop Circle element is transparent and only the border color of the Stop Circle is displayed. When No is selected, the foreground color of the element is displayed.
<table>
<tr><td>Transparent Color: Yes</td><td>  </td></tr>
<tr><td>Transparent Color: No</td><td>  </td></tr>
</table></td></tr>
<tr><td>(4)</td><td>Length</td><td>➢ The maximum value of the length is defined by the minimum value of the width and height of the element divided by 2 and minus 1. The reason to subtract 1 is that the minimum value of the Stop Circle is 1 and not 0.</td></tr>
</table>

No.	Item	Function
		
(5)	Foreground Color	➢ The user can set the foreground color for the element. 

◆ Location

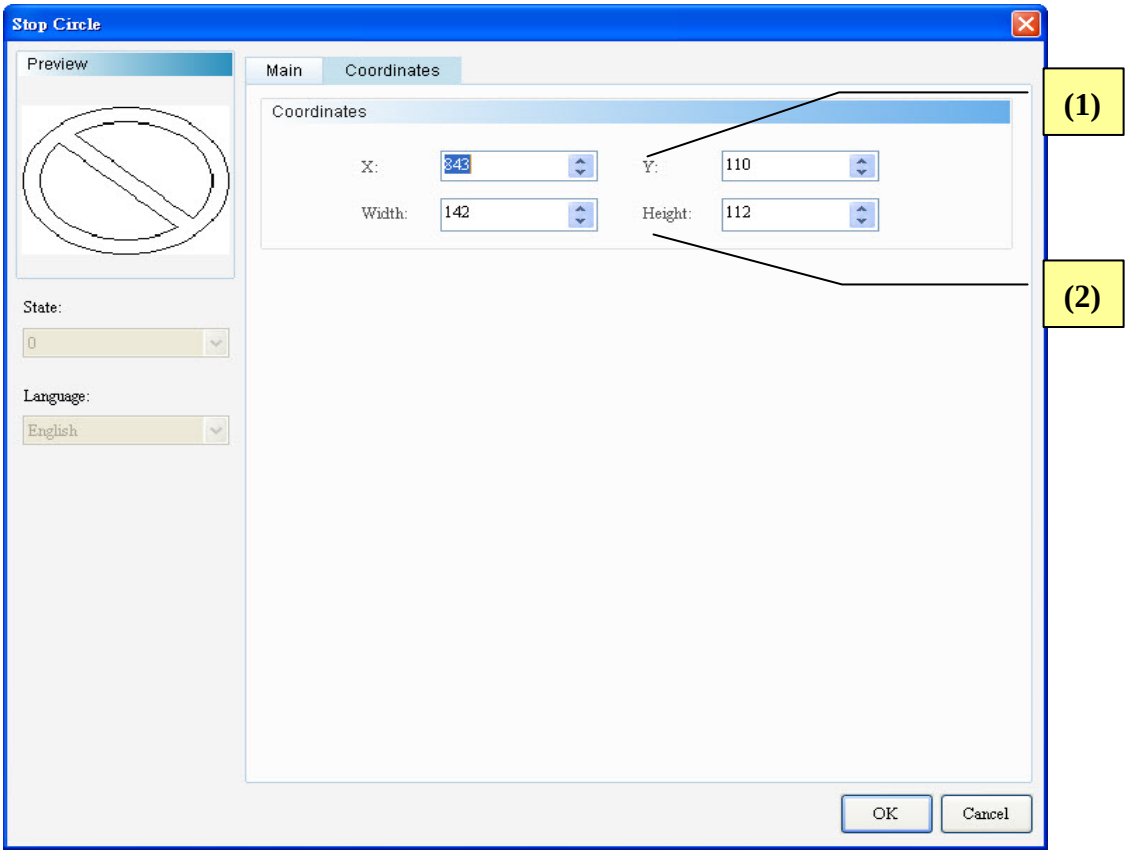


Figure 21-1-30 Stop Circle Element – Location Property Page

No.	Item	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

1/4 Arc

Double click the 1/4 Arc icon and the following property setting screen appears.

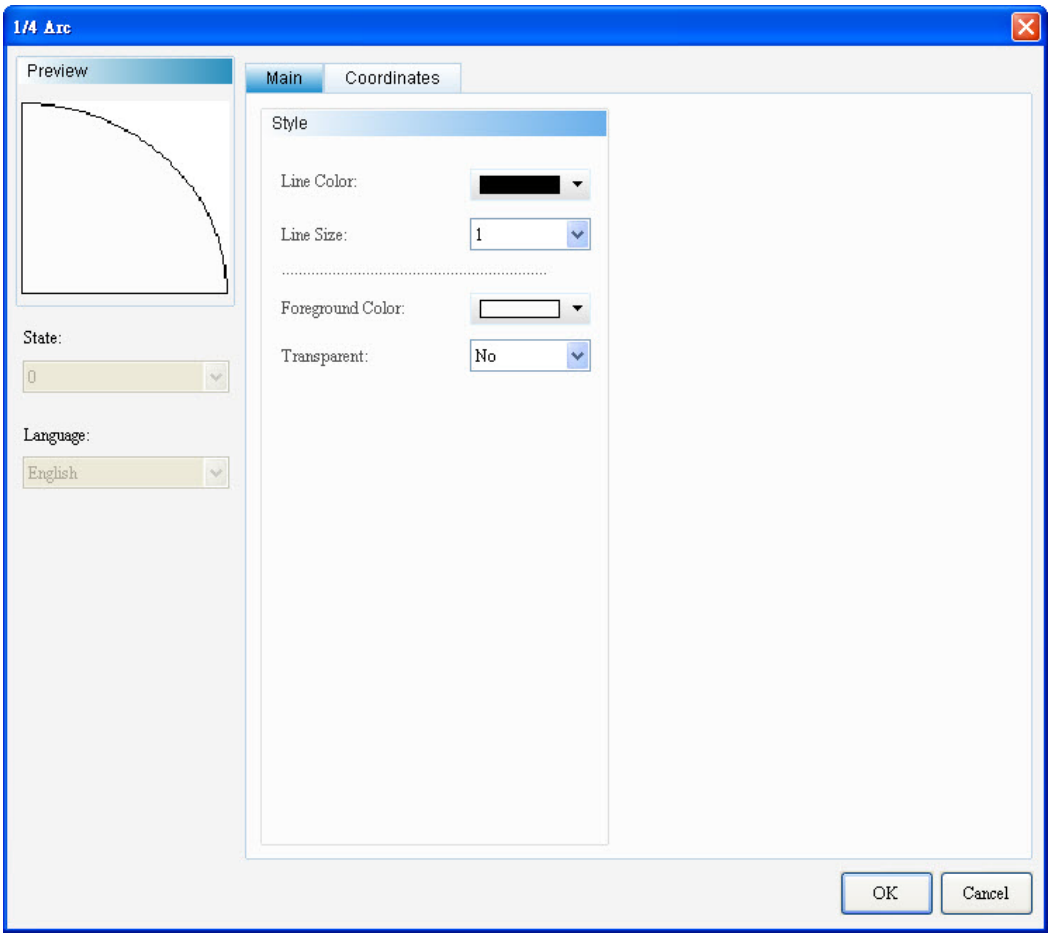


Figure 21-1-31 1/4 Arc Property Setting Screen

1/4 Arc	
Function Page	**Content Description**
Preview	The State and Multi-Language are not available for the Rhombus.
General	Sets the line color, line width, foreground color and transparent color.
Position	Sets the X-Y coordinates, width and height of the element.

Table 21-1-13 1/4 Arc Element – Function Page

◆ General

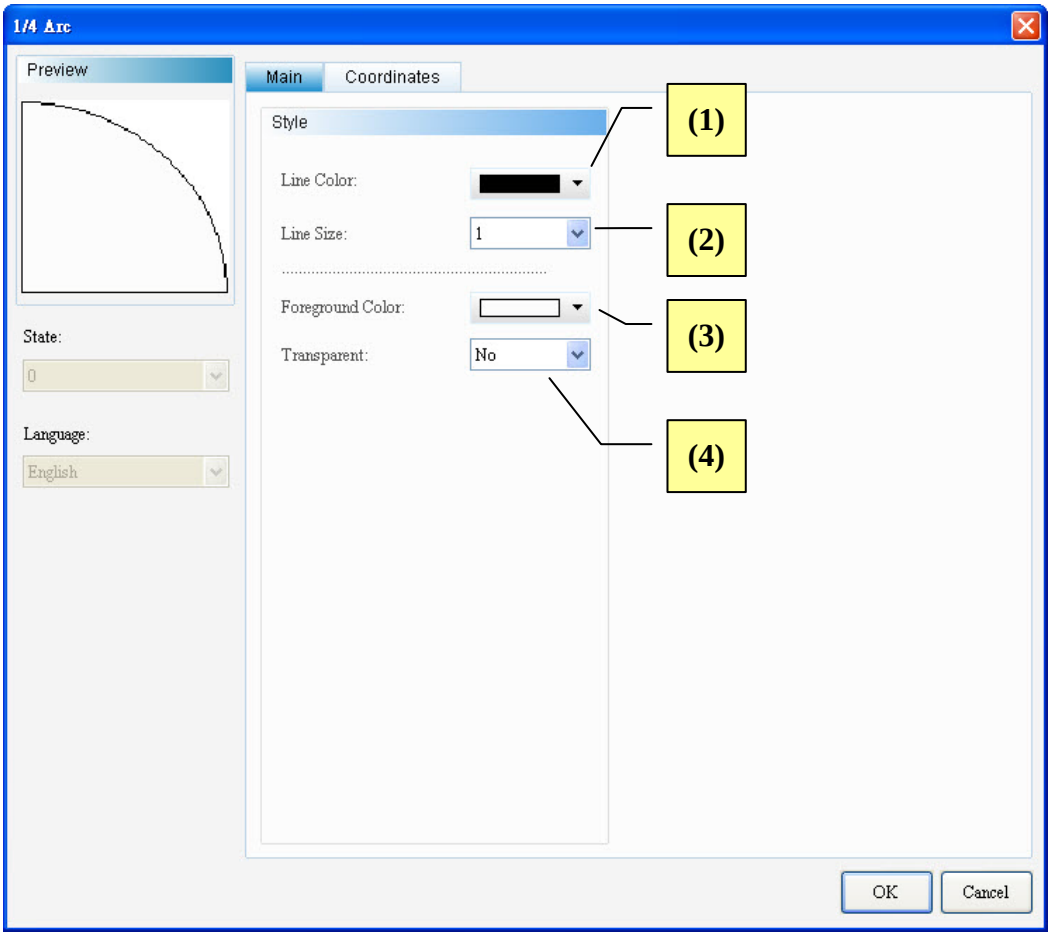
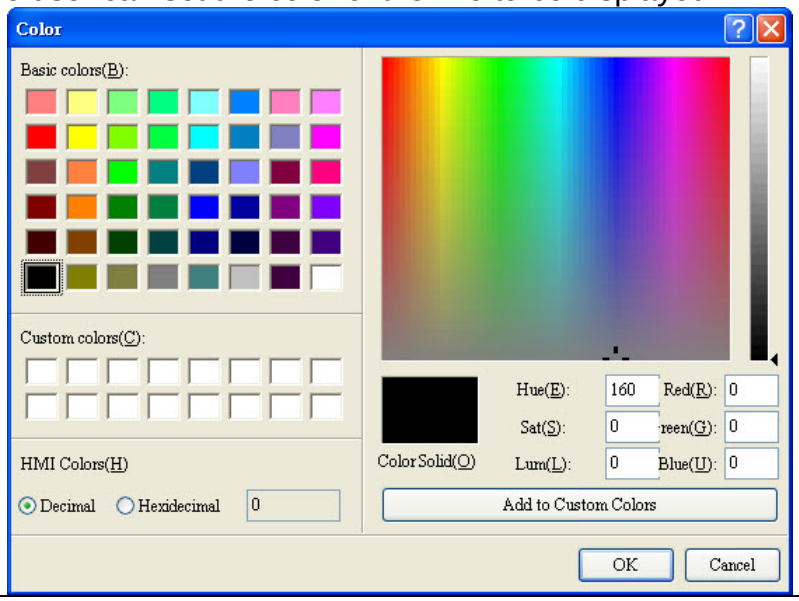
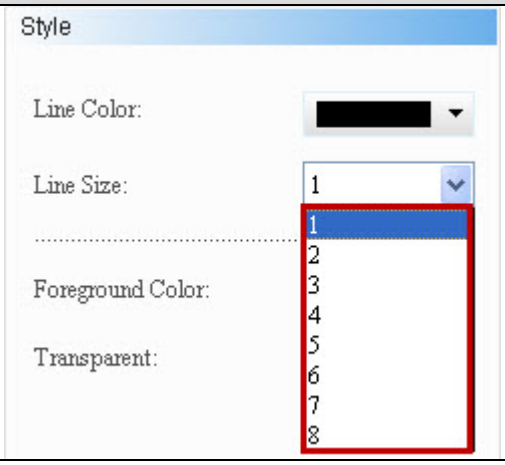
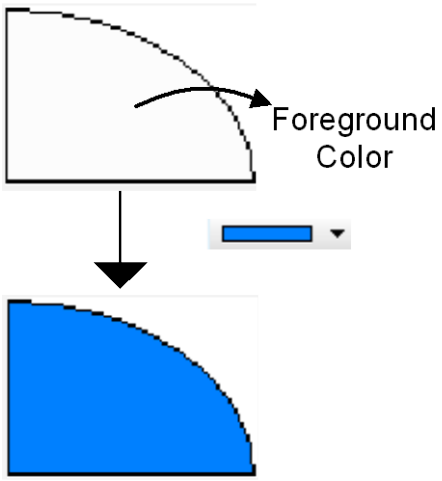
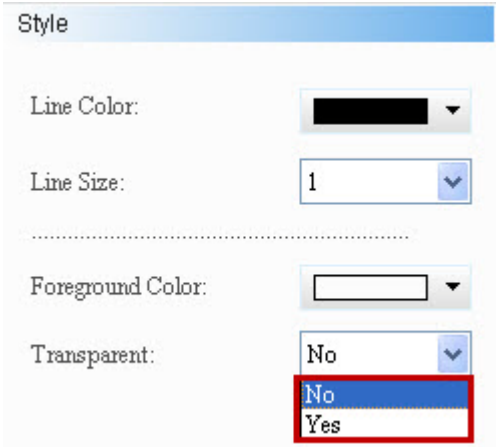
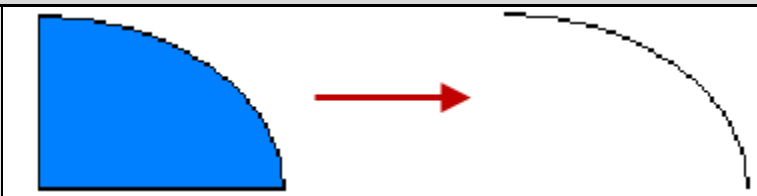


Figure 21-1-32 1/4 Arc Element – General Property Page

No.	Item	Function
(1)	Line Color	➢ The user can set the color of the line to be displayed. 
(2)	Line Width	➢ The width of the line can be set between 1 and 8.

No.	Item	Function
		
(3)	Foreground Color	➢ The user can set the foreground color for the element. 
(4)	Transparent Color	➢ Yes and No are available for selection.  ➢ When Yes is selected, the foreground color of the 1/4 Arc element is transparent and only the border color of the arc part is displayed. When No is selected, the foreground color of the 1/4 Arc element is completely displayed.

No.	Item	Function
		Transparent Color: Yes 
		Transparent Color: No 

◆ Location

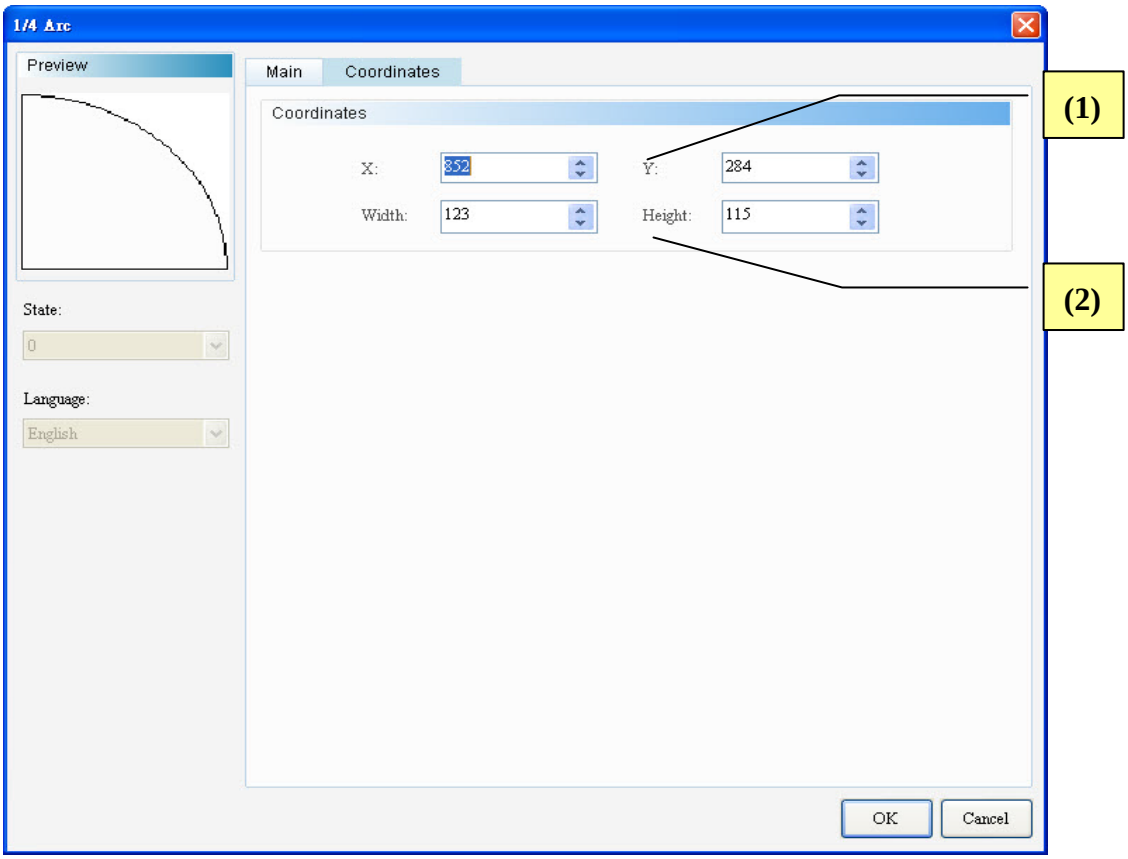


Figure 21-1-33 1/4 Arc Element – Location Property Page

No.	Item	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

Chapter 22 Drawing

This chapter describes the setting of the drawing elements that the DOPSoft software provides. To create drawing elements, the user needs to enter [Element] → [Drawing] and click the element to be created, or click the toolbar on the utmost left side of the window and select the drawing element.

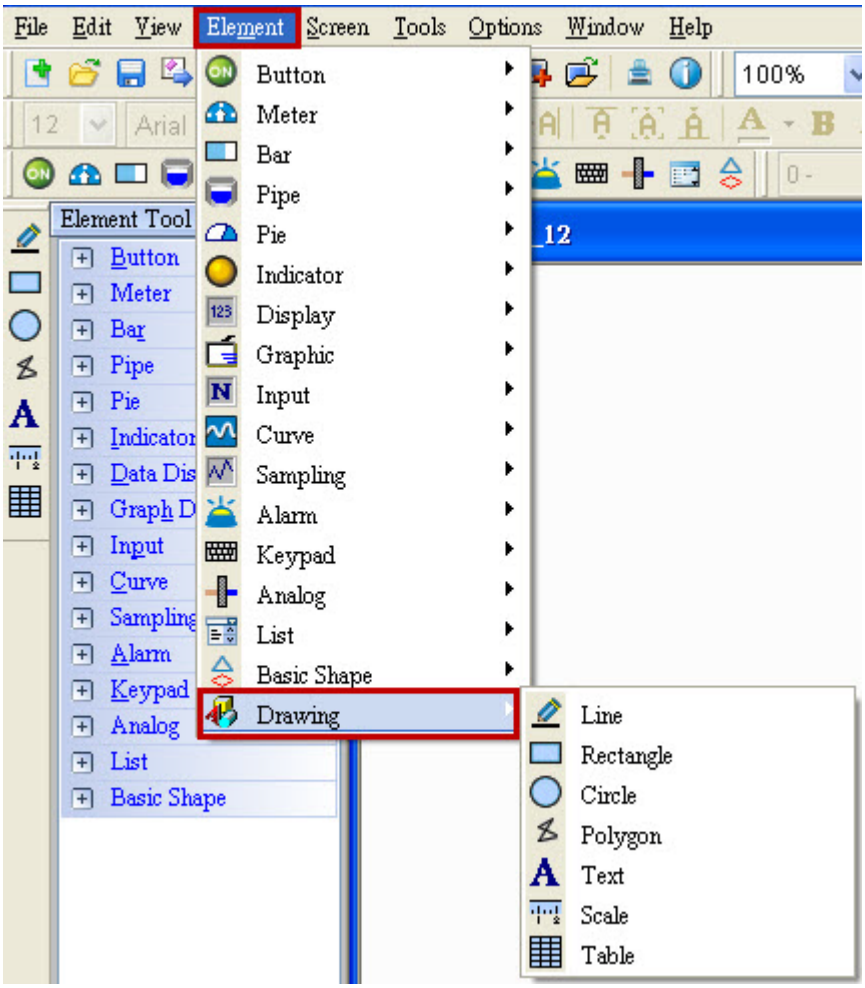


Figure 22-1-1 Drawing Element on the Toolbar

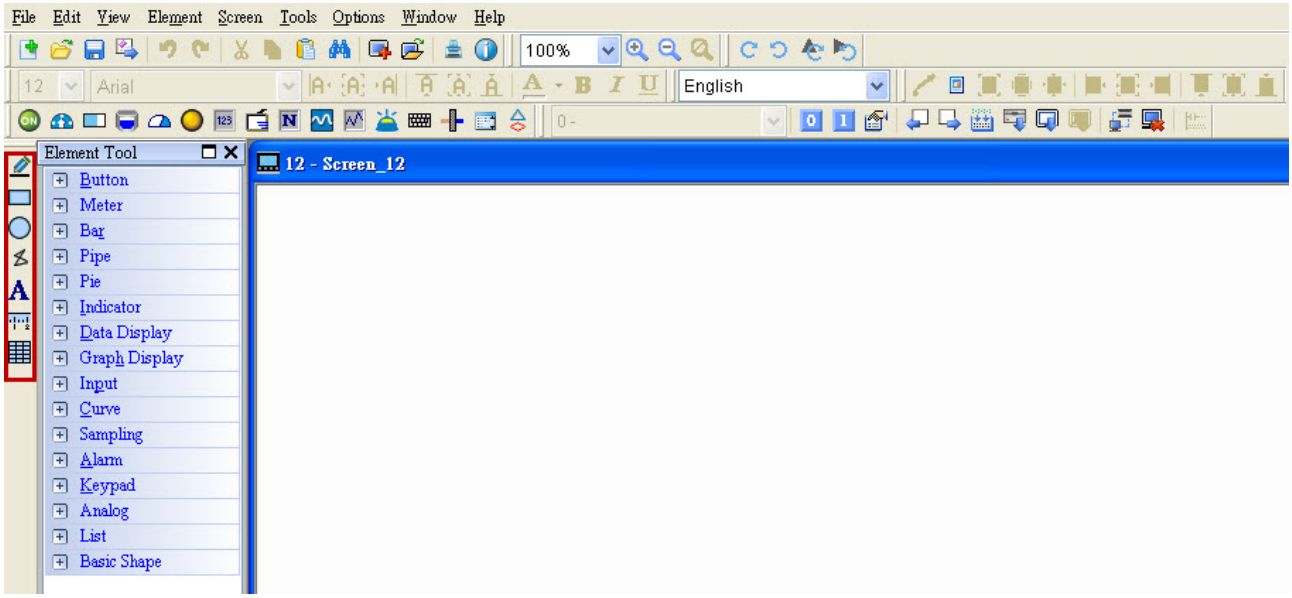


Figure 22-1-2 Drawing Elements on the Utmost Left Side of the Window

◆ Classification of drawing elements:

Drawing		Line
		Rectangle
		Circle
		Polygon
		Text
		Scale
		Table

Table 22-1-1 Classification of Drawing Elements

◆ Common properties of drawing elements

Drawing	Line Type	Line Color/ Line Width	Fillet Radius/ Invisible Address	Element Foreground Color/ Transparent Color	Integer Place/ Decimal Place	Show Mark/ Primary Scale Counts/ Secondary Scale Counts/ Scale Color/ Style	Min. Value/ Max. Value	Font Smoothing	Data Type/ Data Tableat
Line	◎	◎		◎					
Rectangle		◎	◎	◎					
Circle		◎		◎					
Polygon		◎		◎	◎				

Drawing	Line Type	Line Color/ Line Width	Fillet Radius/ Invisible Address	Element Foreground Color/ Transparent Color	Integer Place/ Decimal Place	Show Mark/ Primary Scale Counts/ Secondary Scale Counts/ Scale Color/ Style	Min. Value/ Max. Value	Font Smoothing	Data Type/ Data Tableat
Text				◎				◎	
Scale					◎	◎	◎		◎

Drawing	Border Color/ Grid Color	Rows/ Lines	Element Background Color	Row Header/ Line Header	Row Interlacing/ Line Interlacing	Row Header Interlacing/ Line Header Interlacing	Row Spacing	Line Spacing
Table	◎	◎	◎	◎	◎	◎	◎	◎

Table 22-1-2 Common properties of drawing elements

22-1 Line

To create a line element, press and hold the left mouse key to define the start point of the line. Then drag the mouse to the length to be created and release the mouse to define the end point of the line. When clicking this line, a rectangle frame will appear for the user to adjust the line easily. The user can change the width, color and style of the line to be displayed.

Double click the Line icon and the following property setting screen appears.

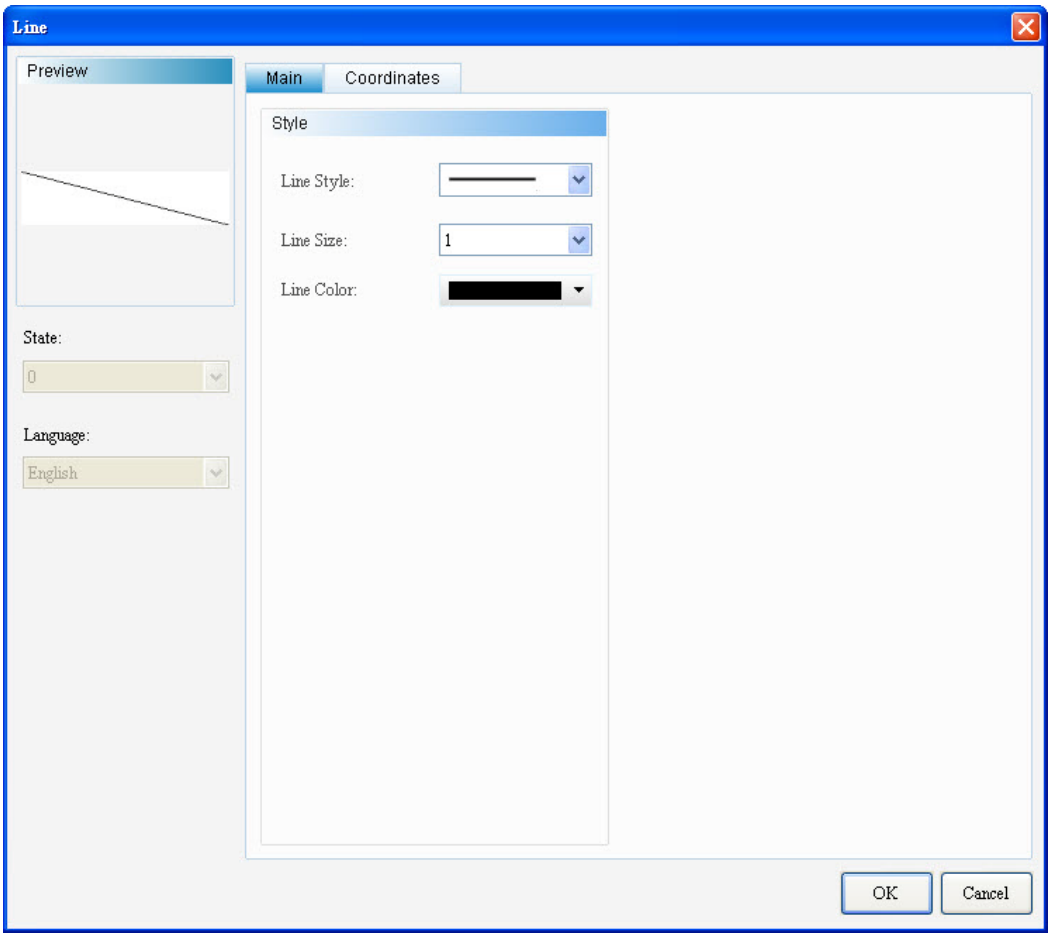


Figure 22-1-3 Line Property Setting Screen

Line	
Function Page	**Content Description**
Preview	The State and Language are not available for the Line.
General	Sets the line type, line color, and line width.
Position	Sets the X-Y coordinate, width and height of the element.

Table 22-1-3 Line Element – Function Page

◆ General

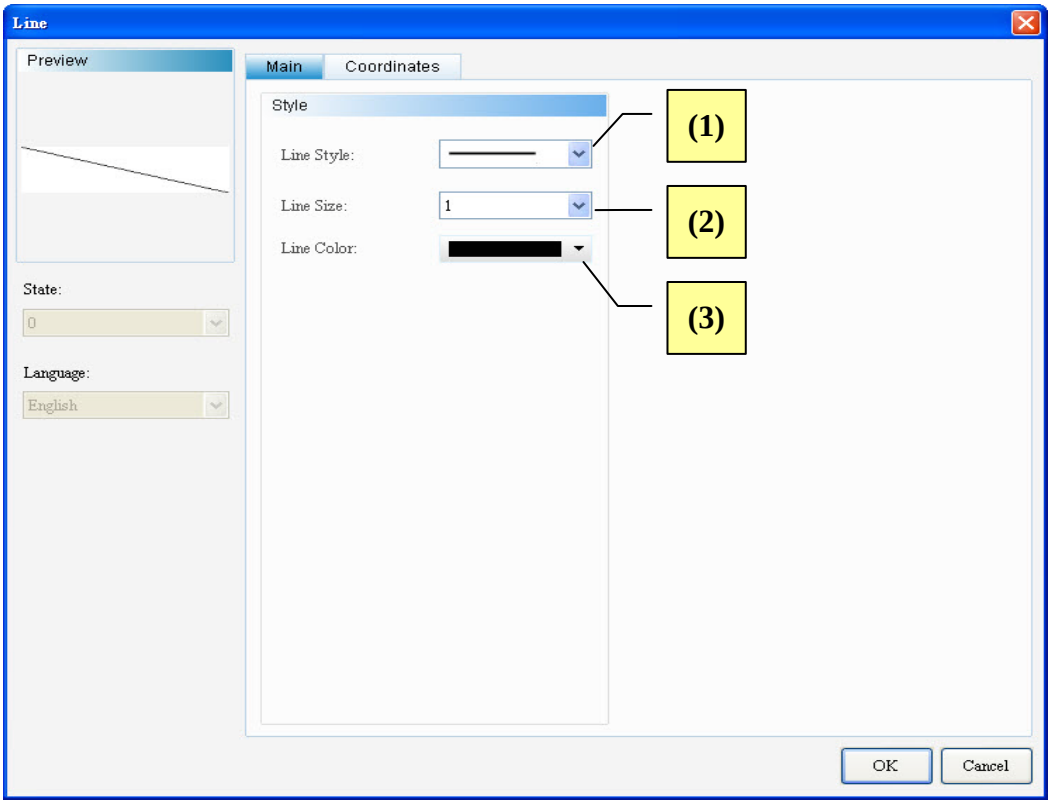
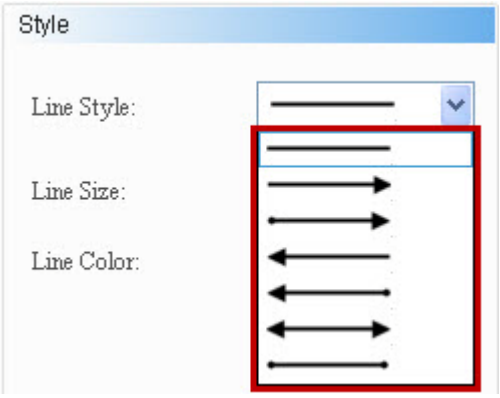
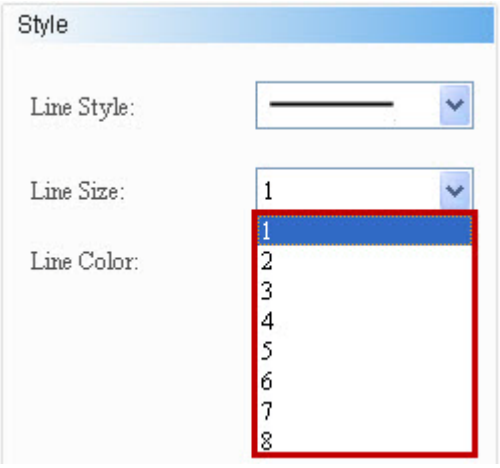
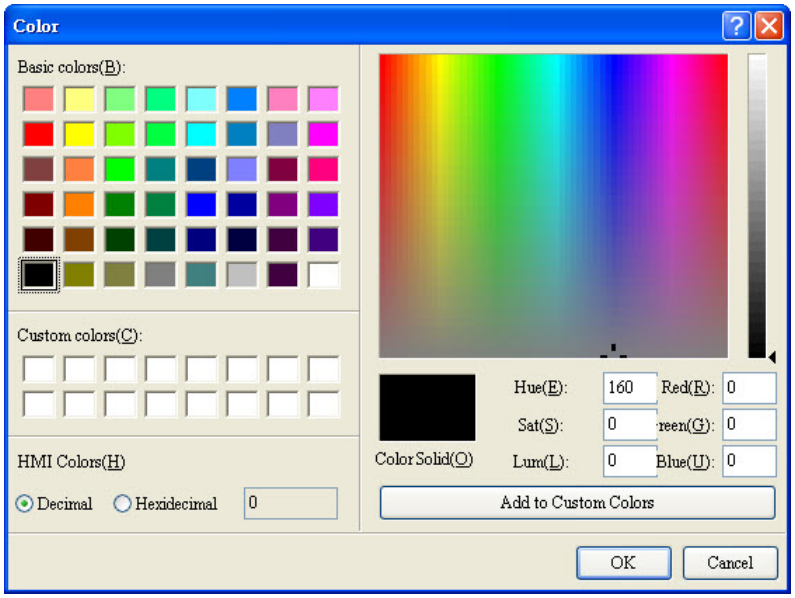


Figure 22-1-4 Line Element – General Property Page

No.	Item	Function
(1)	Line Type	➢ The Line Type allows the user to change the style of the line, such as a line with an arrow, two arrows or dot(s). 
(2)	Line Width	➢ The width of the line can be set between 1 and 8.

No.	Item	Function
		
(3)	Line Color	➢ The user can set the color of the line to be displayed. 

◆ Location

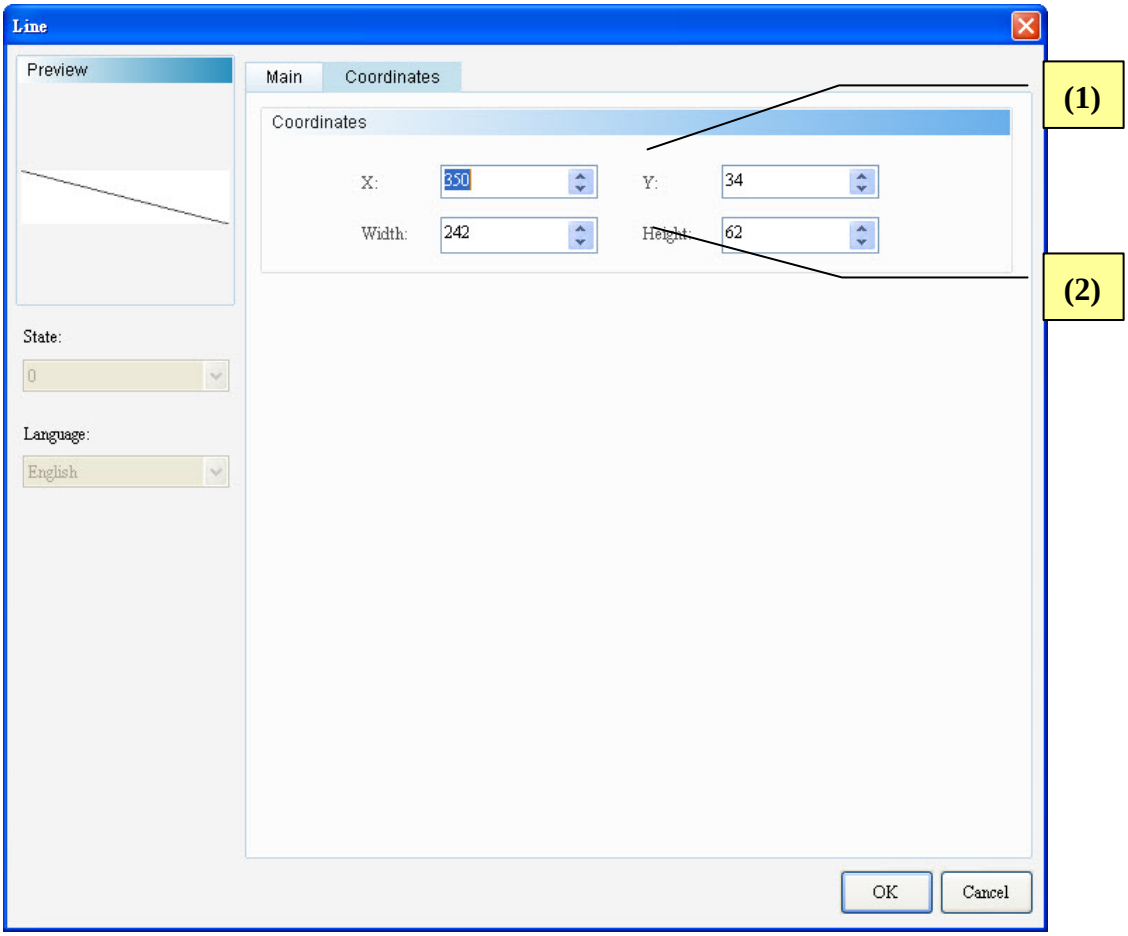


Figure 22-1-5 Line Element – Location Property Page

No.	Item	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

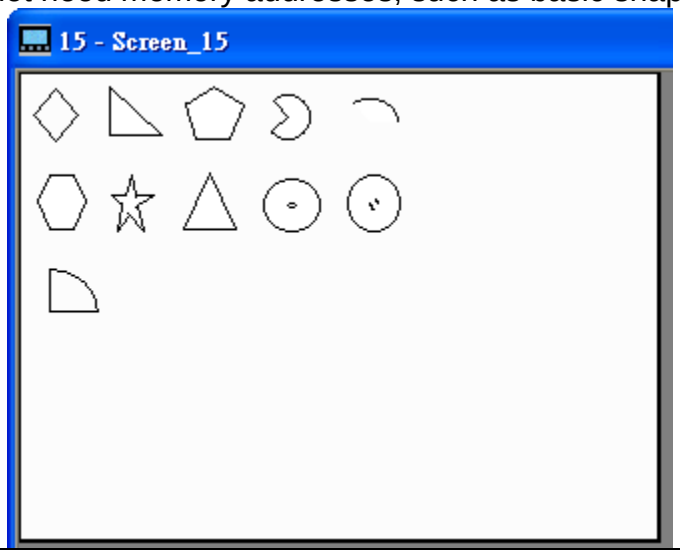
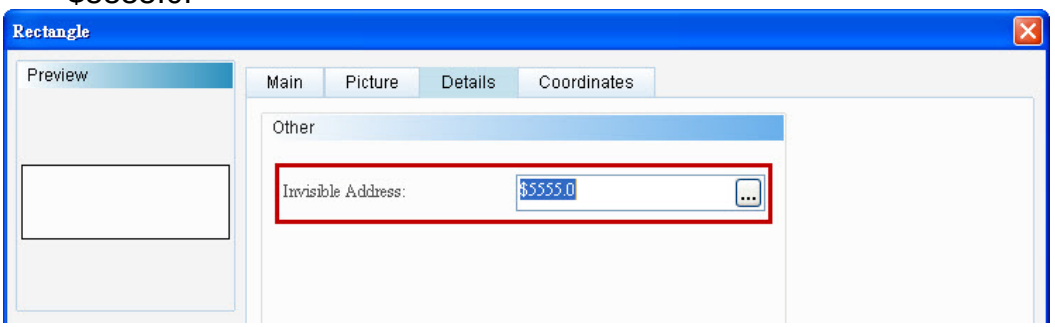
22-2 Rectangle

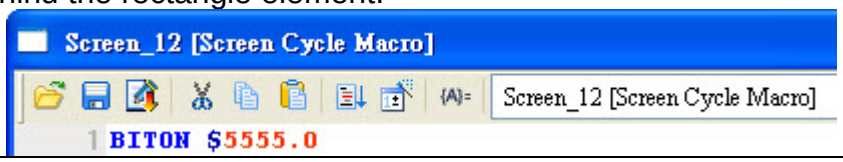
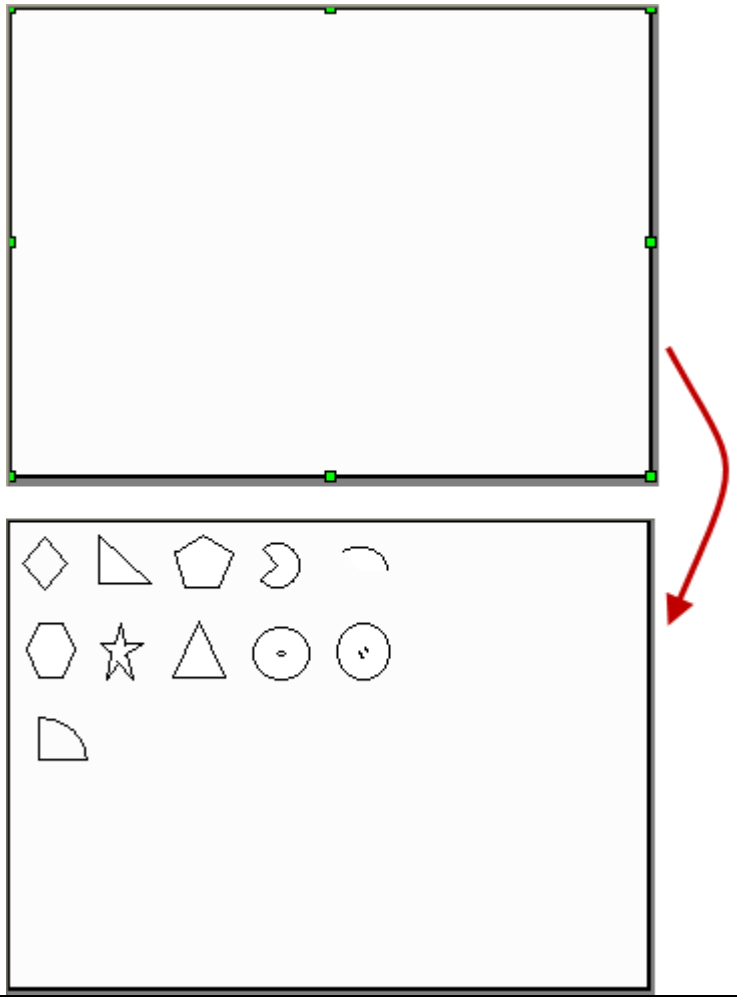
In addition to drawing rectangular pictures, the rectangle function enables the user to import pictures from the picture bank. The invisible address property is added to this function. When the entire editing screen is covered by the rectangle element and display of the screen is needed, the user can trigger the invisible address to display the screen behind the rectangle element.

Refer to the rectangle example in Table 22-2-1.

Rectangle Example

Table 22-2-1 Rectangle Example

Create Elements	➢ Create any elements on the screen. The user can create the elements that do not need memory addresses, such as basic shape elements. 
Create Rectangle Element	➢ Step 1: Create the Rectangle element and set the Invisible Address to $5555.0.  ➢ Step 2: Cover the entire editing screen using the Rectangle element as shown in the figure below. 

Rectangle Example Table 22-2-1 Rectangle Example	
Make Screen Macro Action	➢ Enter [Screen] → [Screen Cycle Macro] to make the action. This allows automatic triggering of the invisible address of the Rectangle when the user switches to this screen to display the editing screen behind the rectangle element. 
Execution Results	➢ After creation of all elements, perTable the compilation and download them to HMI. When the user switches to this screen, the Screen Cycle Macro action will be executed automatically to trigger the invisible address $5555.0 and display the screen behind the rectangle element. 

Double click the Rectangle icon and the following property setting screen appears.

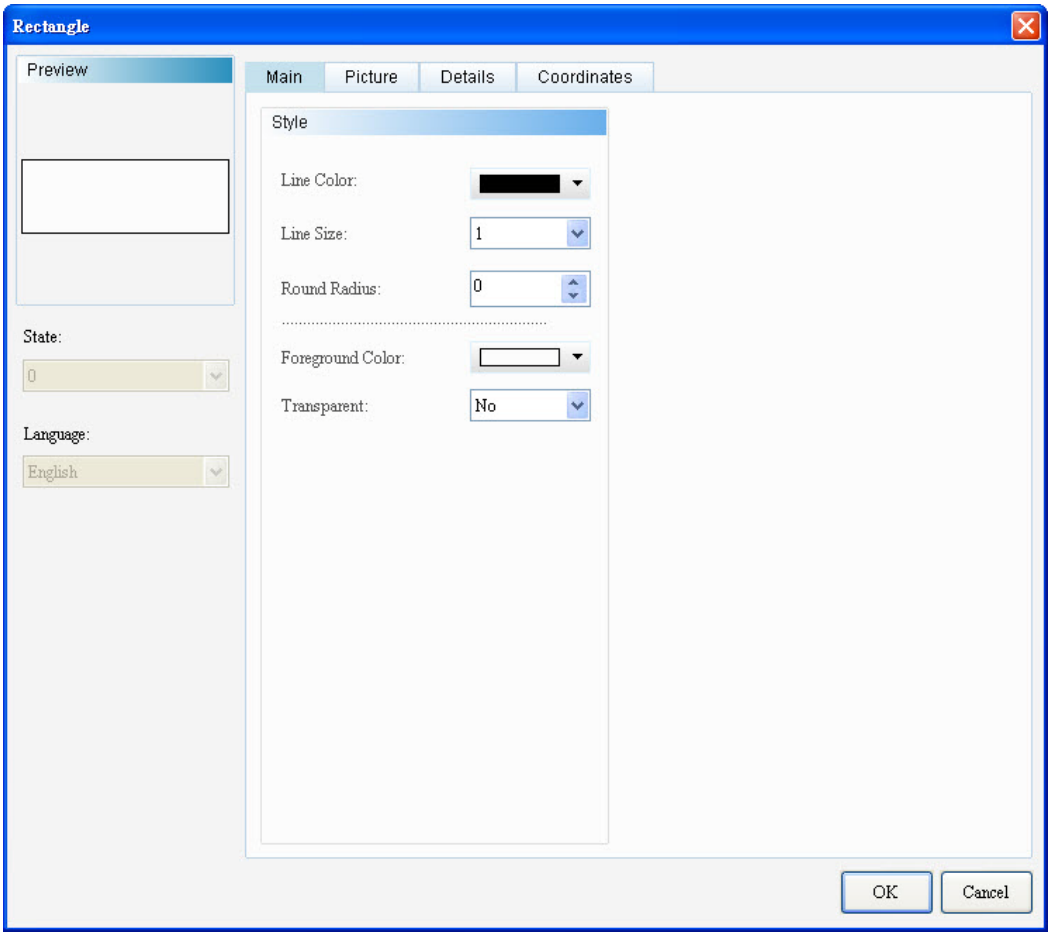


Figure 22-2-1 Rectangle Property Setting Screen

Rectangle	
Function Page	**Content Description**
Preview	The State and Language are not available for the Rectangle.
General	Sets the line color, line width, fillet radius, foreground color, and transparent color.
Picture	Sets the picture bank name, alignment, picture stretch mode, and transparent color.
Advanced	Invisible address.
Position	Sets the X-Y coordinate, width and height of the element.

Table 22-2-2 Rectangle Element – Function Page

◆ General

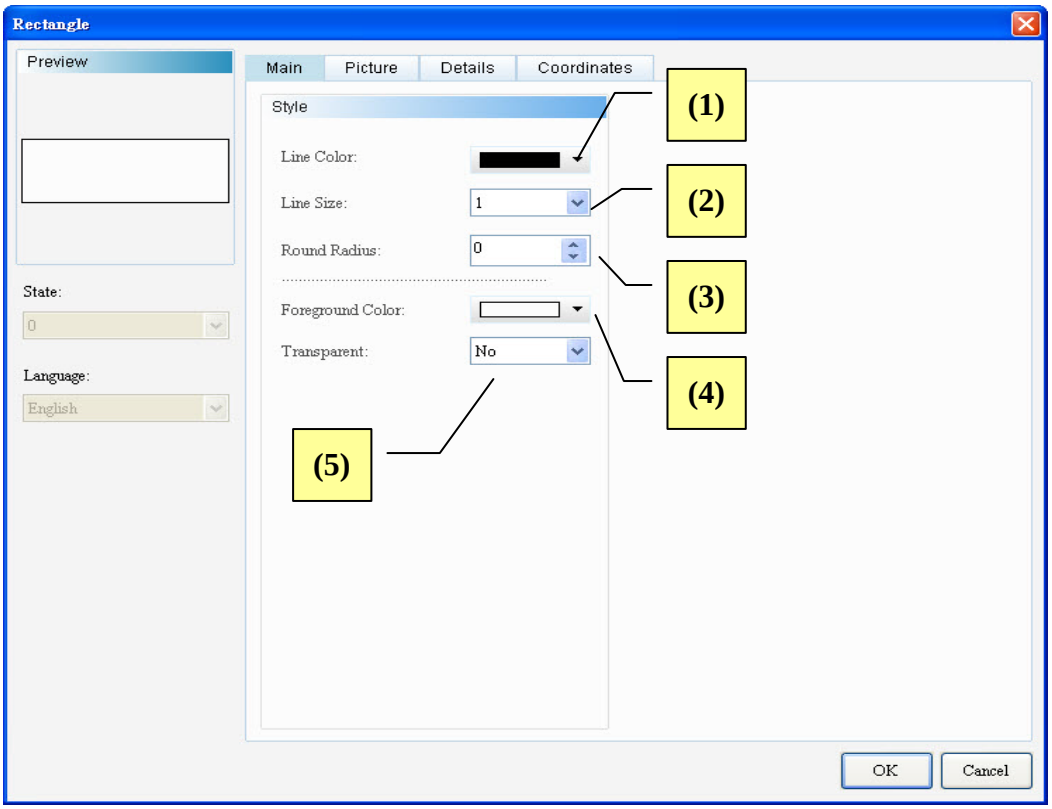
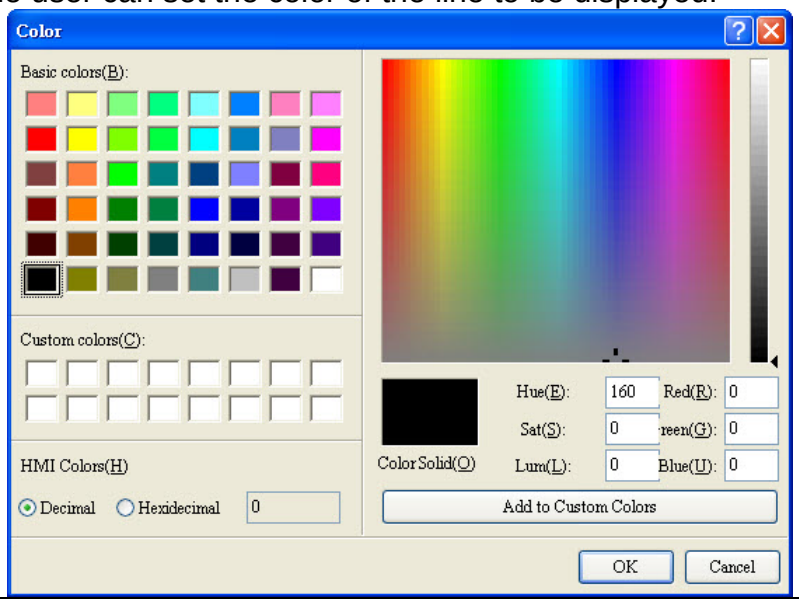
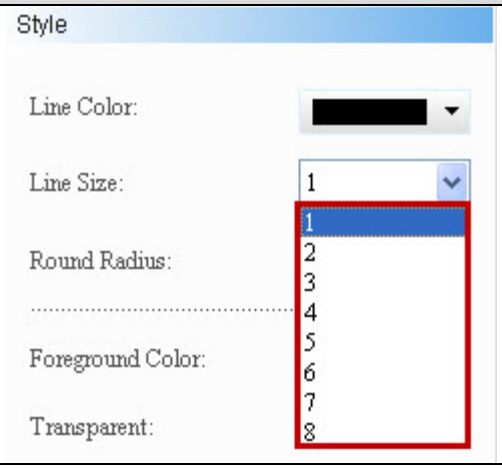
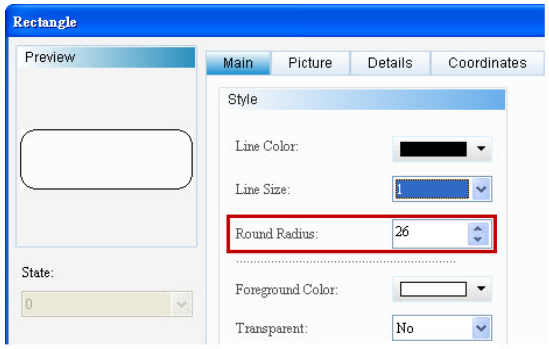
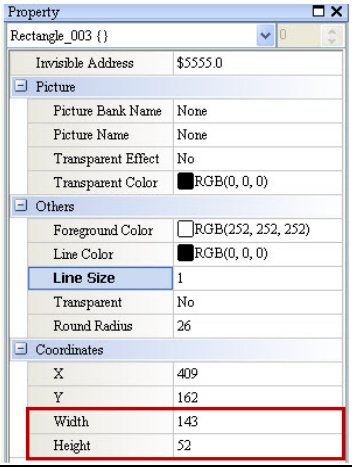
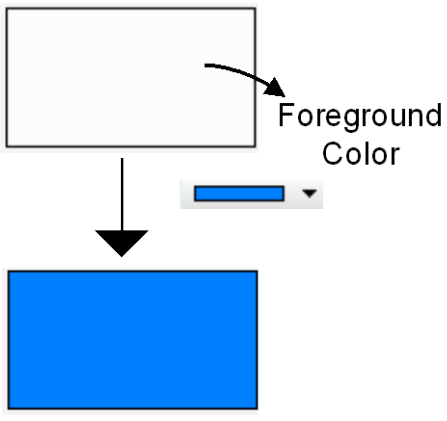
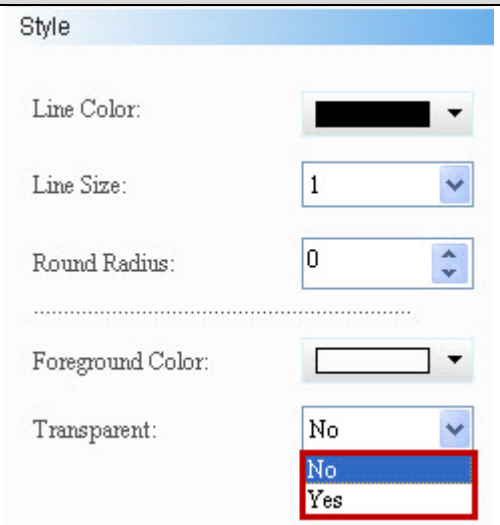
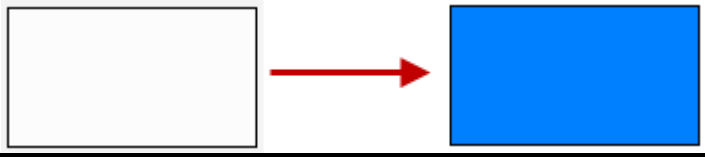


Figure 22-2-2 Rectangle Element – General Property Page

No.	Item	Function
(1)	Line Color	➢ The user can set the color of the line to be displayed. 
(2)	Line Width	➢ The width of the line can be set between 1 and 8.

No.	Item	Function
		
(3)	Round Radius	➢ The software draws the rectangle element in clear color if the round radius is not 0. ➢ The maximum value of the round radius is defined by the minimum value of the width and height of the element divided by 2.  
(4)	Foreground Color	➢ The user can set the foreground color for the element. 
(5)	Transparent Color	➢ Yes and No are available for selection.

No.	Item	Function
		 ➢ When Yes is selected, the foreground color of the rectangle element is transparent and only the border color of the rectangle is displayed. When No is selected, the foreground color of the element is displayed. **Transparent Color: Yes**  **Transparent Color: No** 

◆ Picture

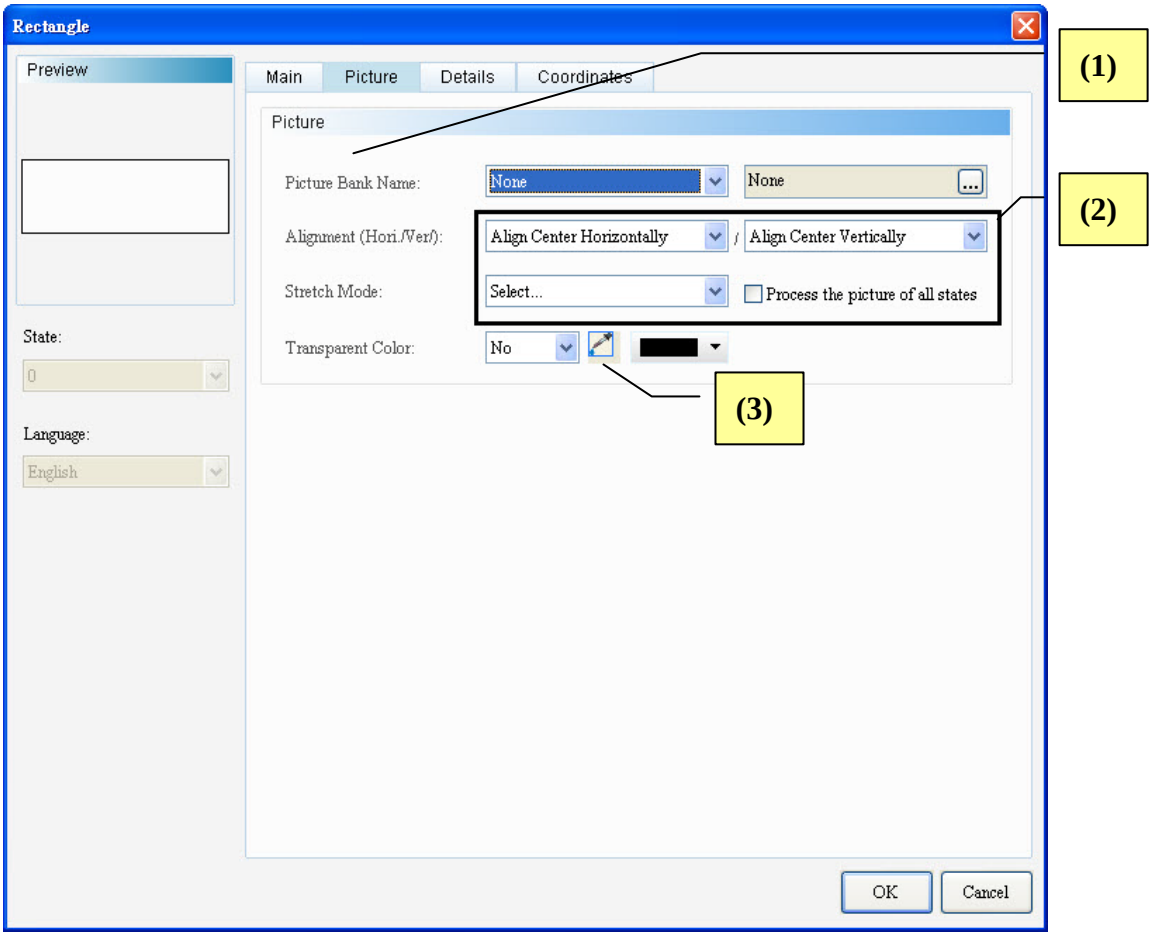
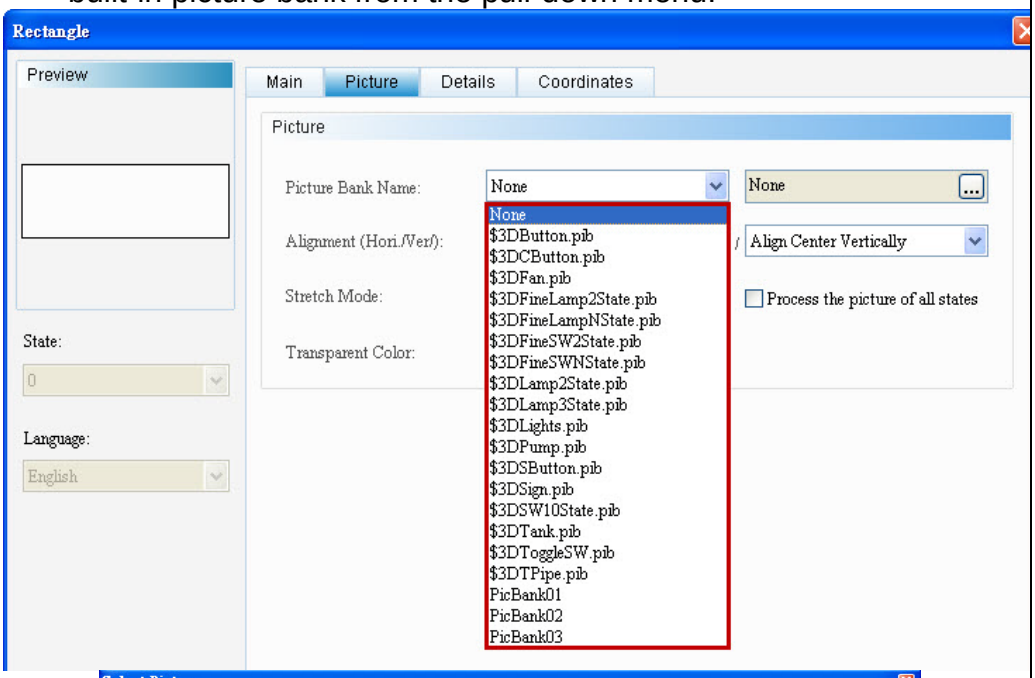
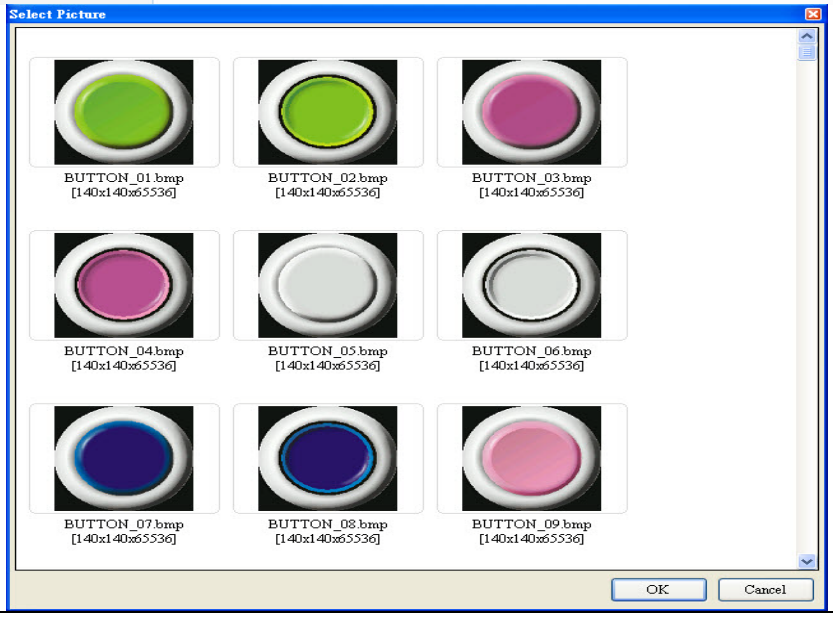
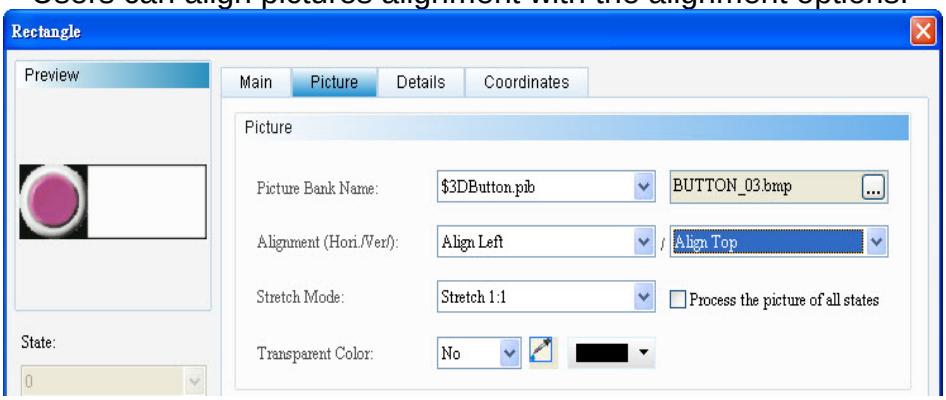
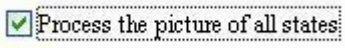


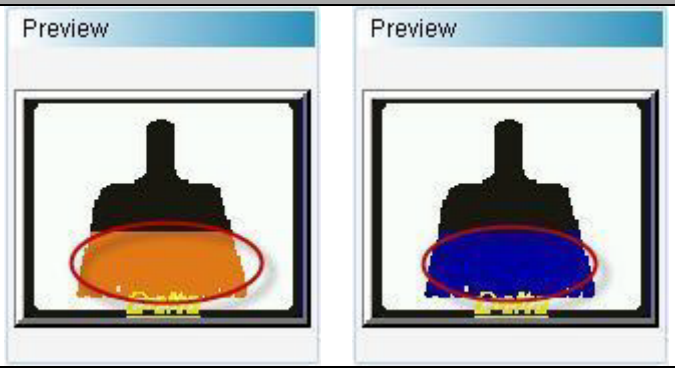
Figure 22-2-3 Rectangle Element – Picture Property Page

No.	Item	Function
(1)	Picture Bank Name	➢ The default value for Picture Bank Name is “None”. Users wishing to select a display picture can select the desired picture in the built-in picture bank from the pull-down menu.  

<table>
<tr><th>No.</th><th>Item</th><th>Function</th></tr>
<tr><td rowspan="2">(2)</td><td>Alignment</td><td>➢ Users can align pictures alignment with the alignment options.
 

➢ Stretch modes include: Fill, Keep Aspect Ratio, and Actual Size.</td></tr>
<tr><td>Stretch Mode</td><td>
<table>
<tr><th>Fill</th><th>Keep Aspect Ratio</th><th>Actual Size</th></tr>
<tr><td>In the “Fill” mode, the selected picture will fill up the entire display area.</td><td>In the “Keep Aspect Ratio” mode, the selected picture will fit in the display area proportionally according to the picture ratio.</td><td>In the “Actual Size” mode, the picture will be displayed in its original size in the display area.</td></tr>
<tr><td>  </td><td>  </td><td>  </td></tr>
</table>
➢ If “Process all state pictures” is selected, the system assumes that each element has multiple entries of state data, and some pictures may be unable to fill the entire display area. By selecting this item, users will not need to set individual pictures to save time editing.
 

</td></tr>
<tr><td>(3)</td><td>Transparent Color</td><td>➢ Users can set a color in the picture to transparent. In this case, by clicking the Transparent Color icon  and then the orange part of the loom, the DOPSoft will omit all orange parts in the picture and turn them into transparent; thus turning the foreground color transparent.
 
</td></tr>
</table>

No.	Item	Function
		

◆ Advanced

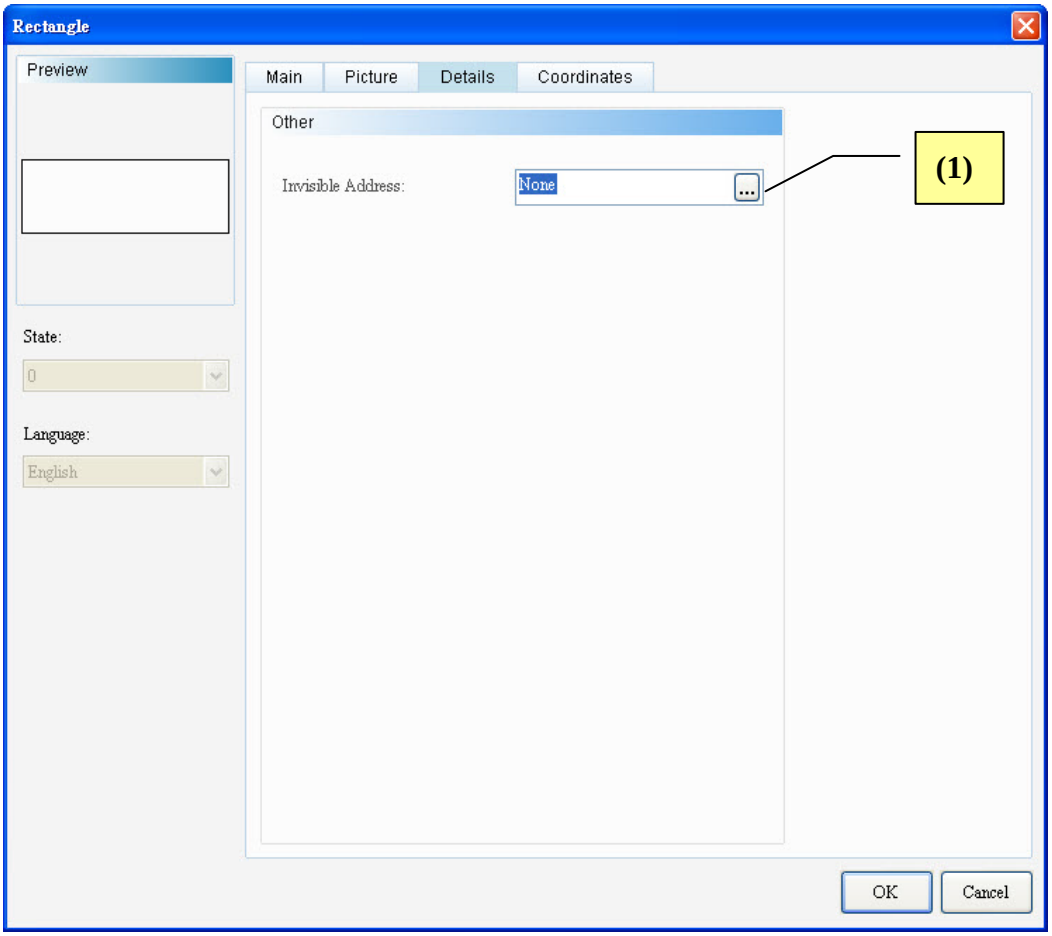
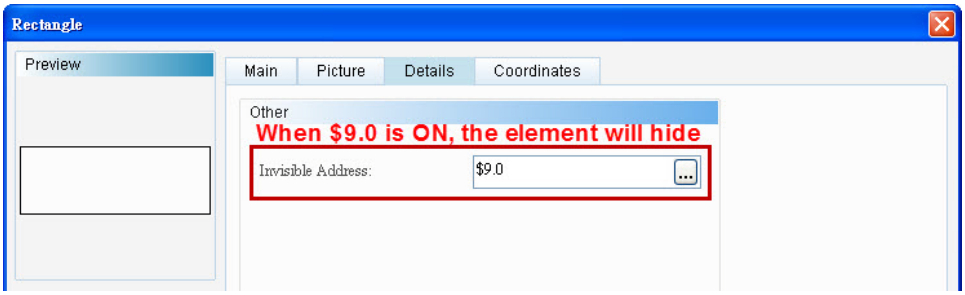


Figure 22-2-4 Rectangle Element – Advanced Property Page

No.	Item	Function
(1)	Invisible Address	➢ When the Invisible Address is set to ON, the button element becomes invisible and cannot be run any more. 

◆ Location

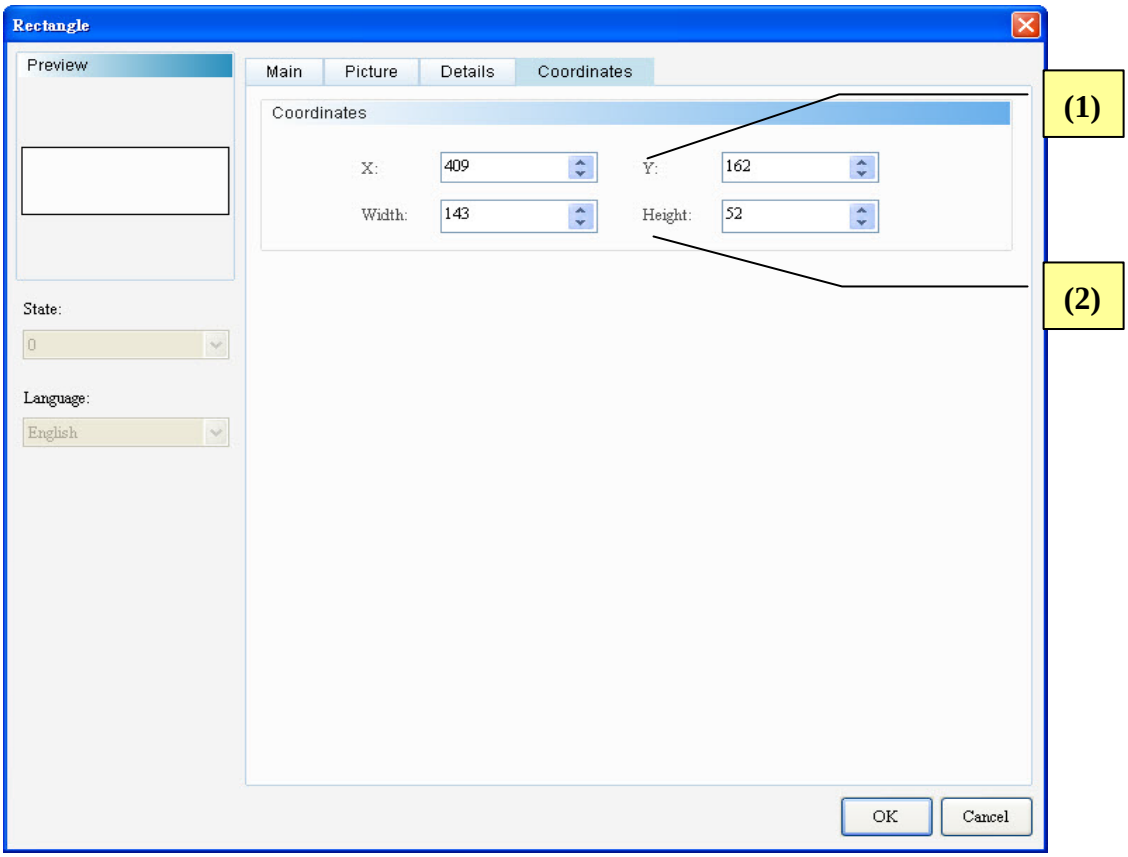


Figure 22-2-5 Rectangle Element – Location Property Page

No.	Item	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

22-3 Circle

Press and hold the left mouse key to drag a picture frame. It is a circle if the length is equal to the width, or an oval if the length is not equal to the width.

Double click the Circle icon and the following property setting screen appears.

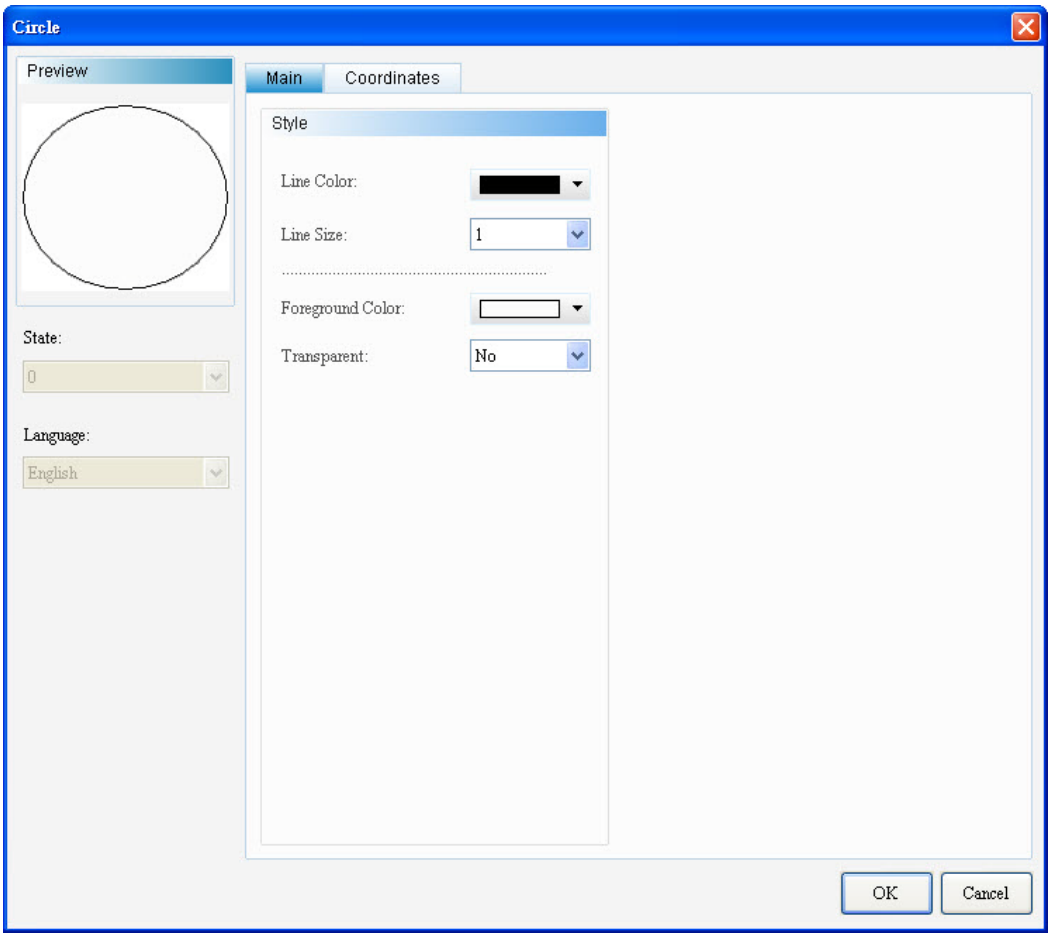


Figure 22-3-1 Circle Property Setting Screen

Circle	
Function Page	**Content Description**
Preview	The State and Multi-Language are not available for the Circle.
General	Sets the line color, line width, Foreground Color, and transparent color.
Position	Sets the X-Y coordinate, width and height of the element.

Table 22-3-1 Circle Element – Function Page

◆ General

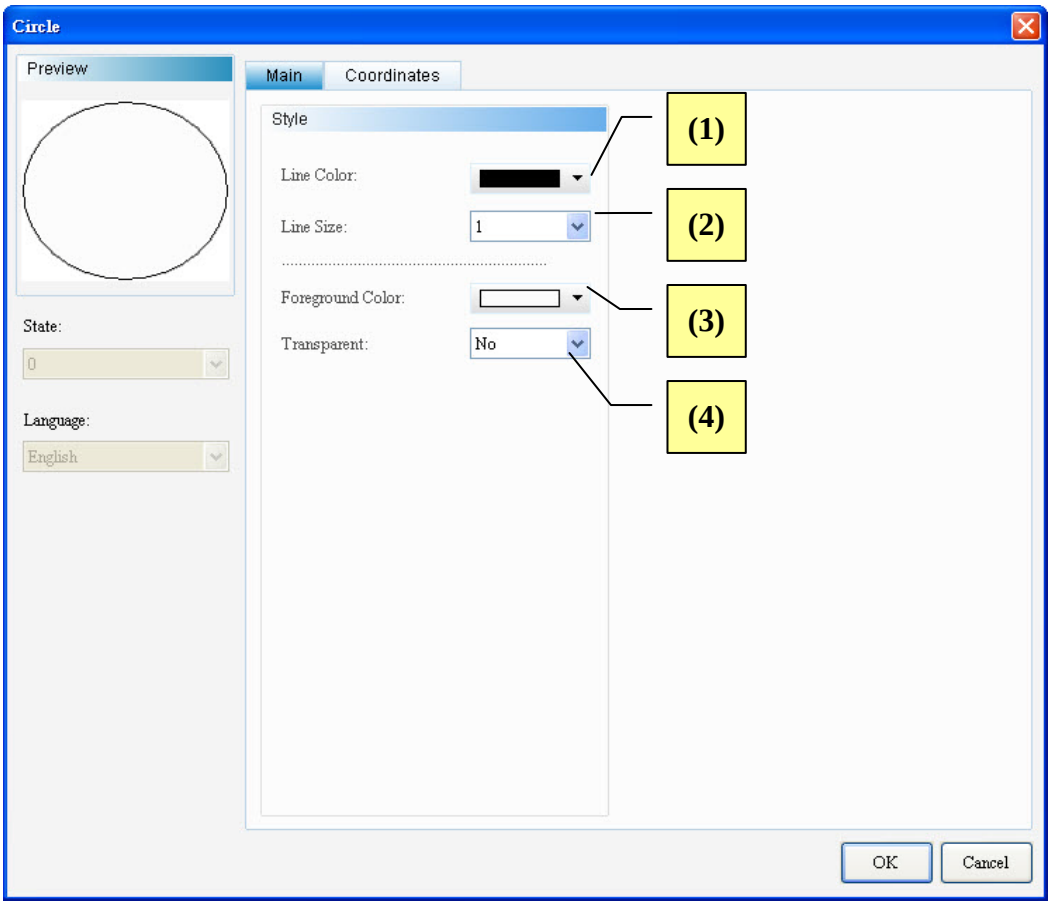
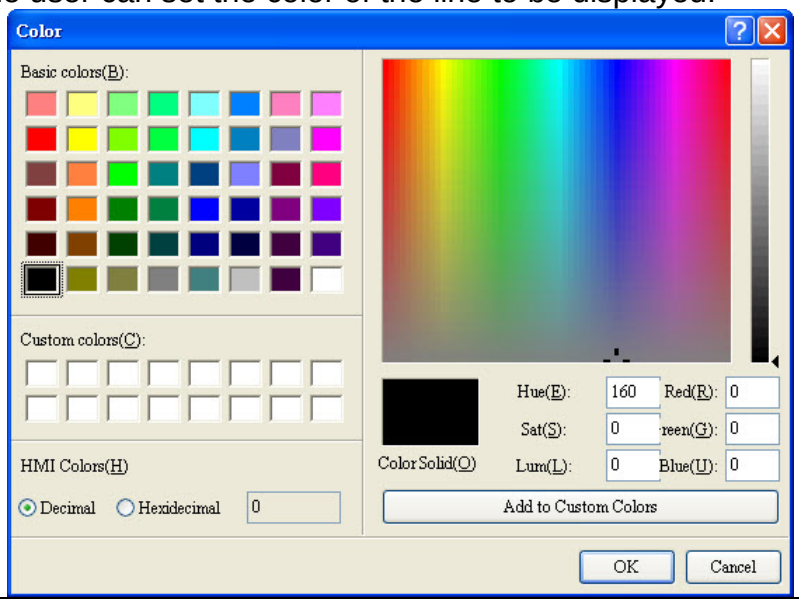
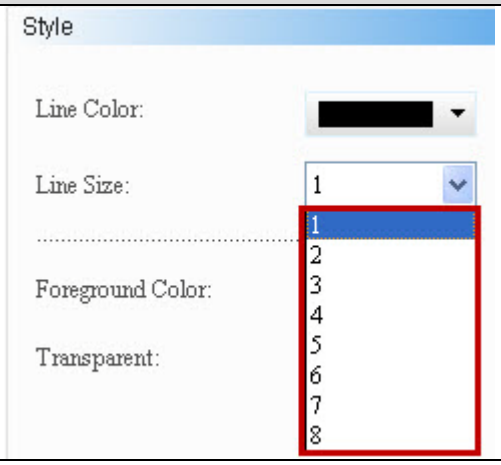
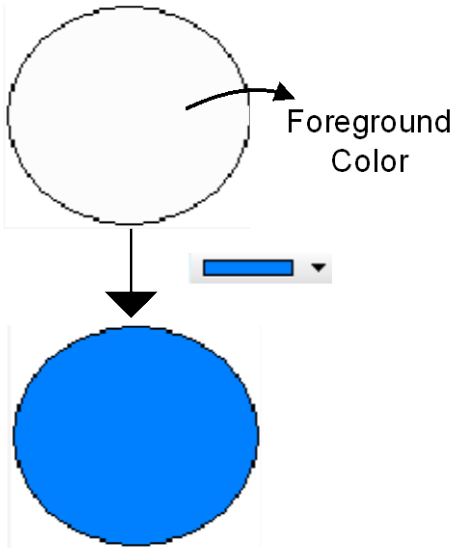
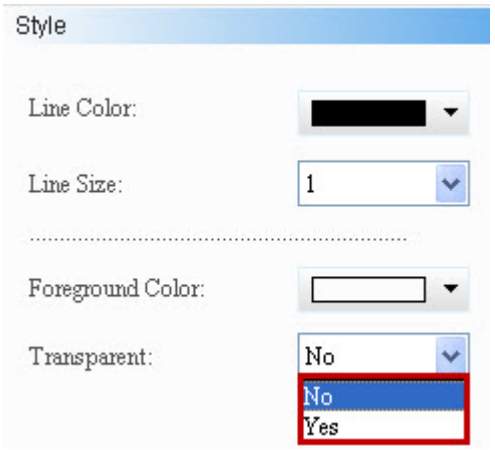
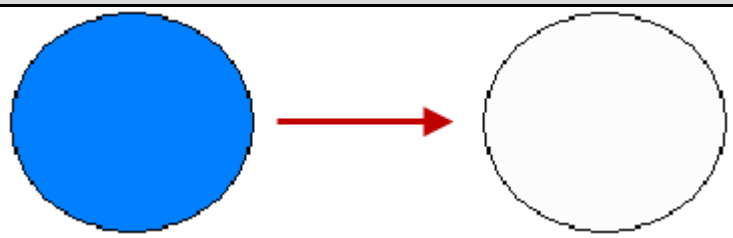
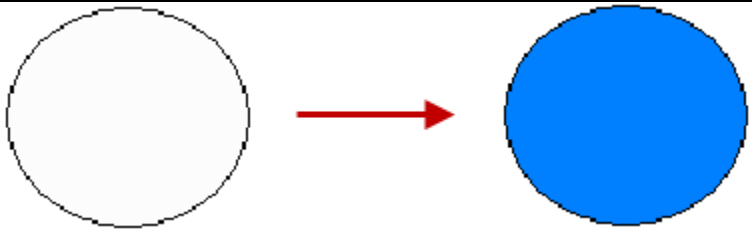


Figure 22-3-2 Circle Element – General Property Page

No.	Item	Function
(1)	Line Color	➢ The user can set the color of the line to be displayed. 
(2)	Line Width	➢ The width of the line can be set between 1 and 8.

No.	Item	Function
		
(3)	Foreground Color	➢ The user can set the foreground color for the element. 
(4)	Transparent Color	➢ Yes and No are available for selection.  ➢ When Yes is selected, the foreground color of the circle element is transparent and only the border color of the circle is displayed. When No is selected, the foreground color of the element is displayed.

No.	Item	Function
		Transparent Color: Yes 
		Transparent Color: No 

◆ Location

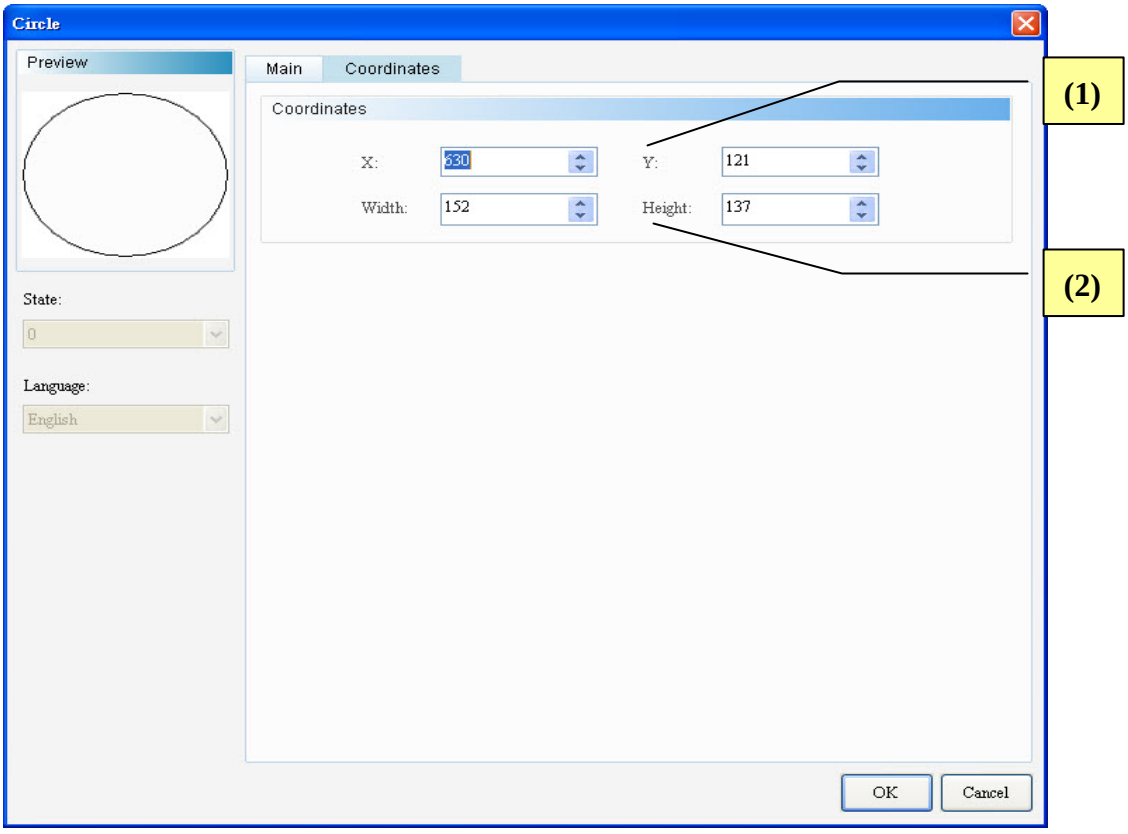


Figure 22-3-3 Circle Element – Location Property Page

No.	Item	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

22-4 Polygon

The user can press the left mouse key to define each point of a polygon. When all points are set up, press the right mouse key to Table the polygon.

Double click the Polygon icon and the following property setting screen appears.

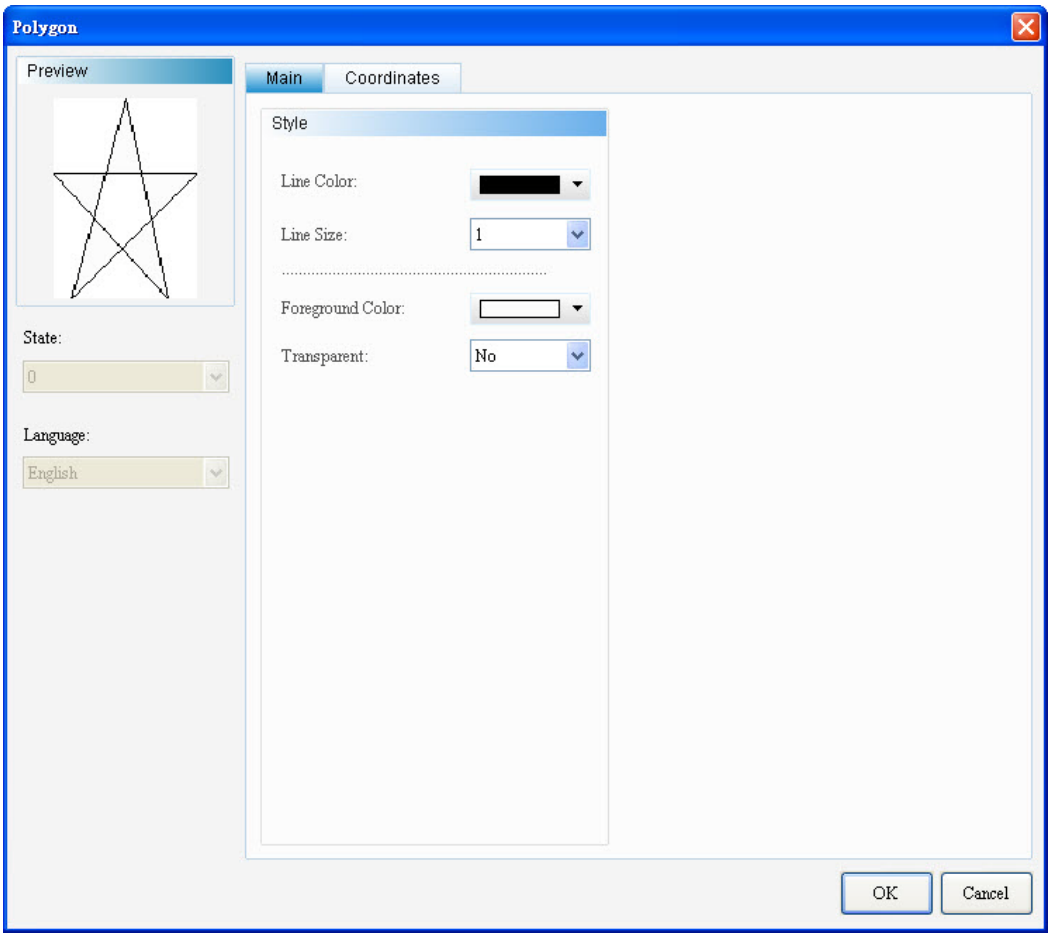


Figure 22-4-1 Polygon Property Setting Screen

Polygon	
Function Page	**Content Description**
Preview	The State and Language are not available to the Polygon.
General	Sets the line color, line width, Foreground Color, and Transparent color.
Position	Sets the X-Y coordinate, width and height of the element.

Table 22-4-1 Polygon Element – Function Page

◆ General

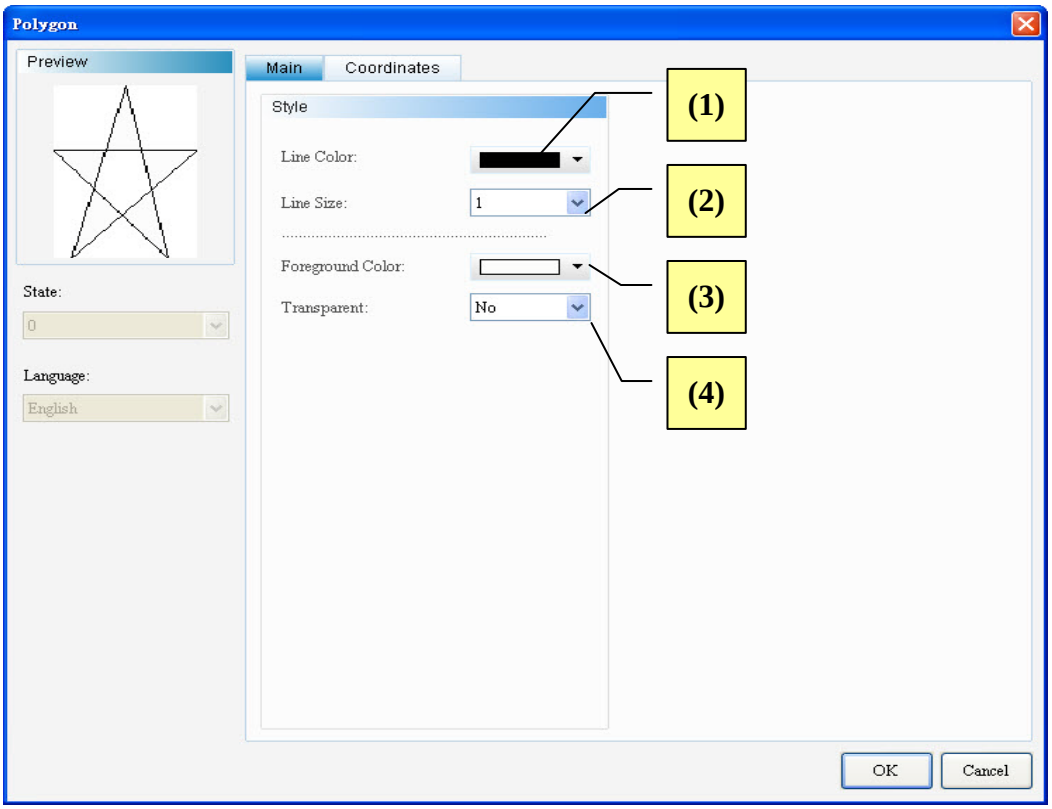
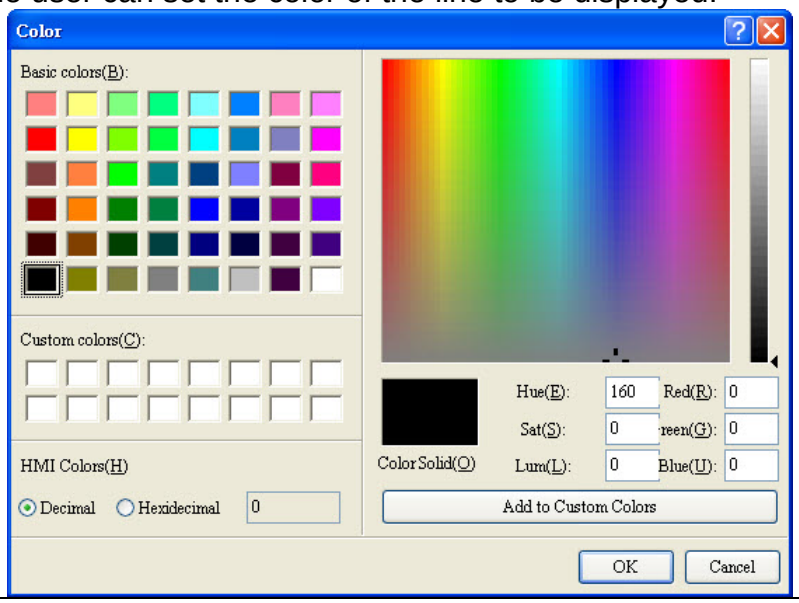
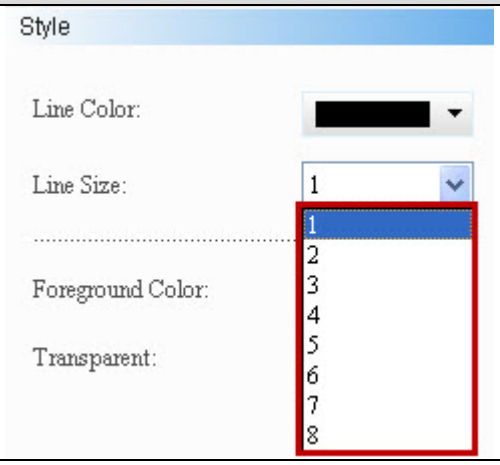
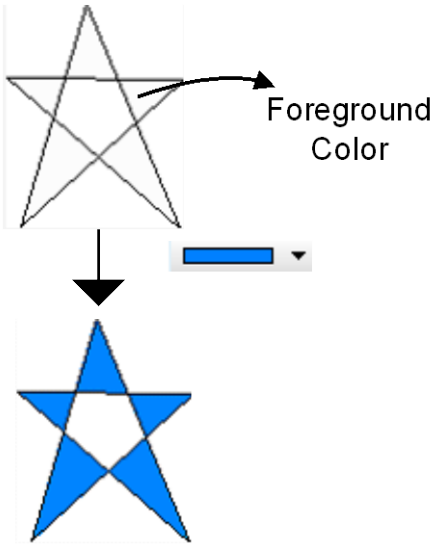
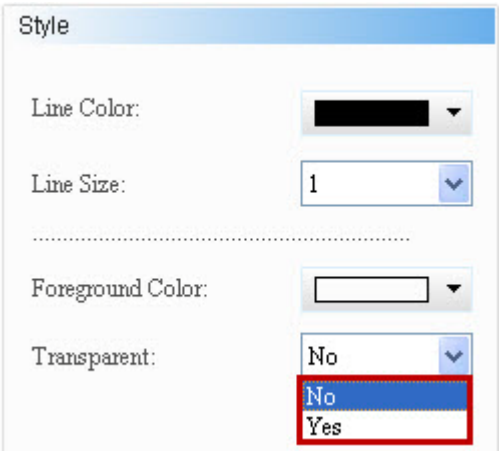
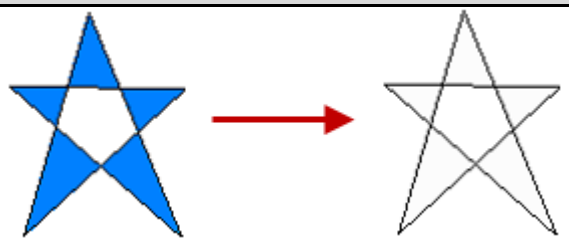
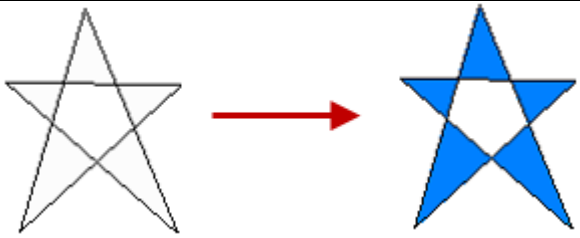


Figure 22-4-2 Polygon Element – General Property Page

No.	Item	Function
(1)	Line Color	➢ The user can set the color of the line to be displayed. 
(2)	Line Width	➢ The width of the line can be set between 1 and 8.

No.	Item	Function
		
(3)	Foreground Color	➢ The user can set the foreground color for the element. 
(4)	Transparent Color	➢ Yes and No are available for selection.  ➢ When Yes is selected, the foreground color of the polygon element is transparent and only the border color of the polygon is displayed. When No is selected, the foreground color of the element is displayed.

No.	Item	Function	
		Transparent Color: Yes	
		Transparent Color: No	

◆ Location

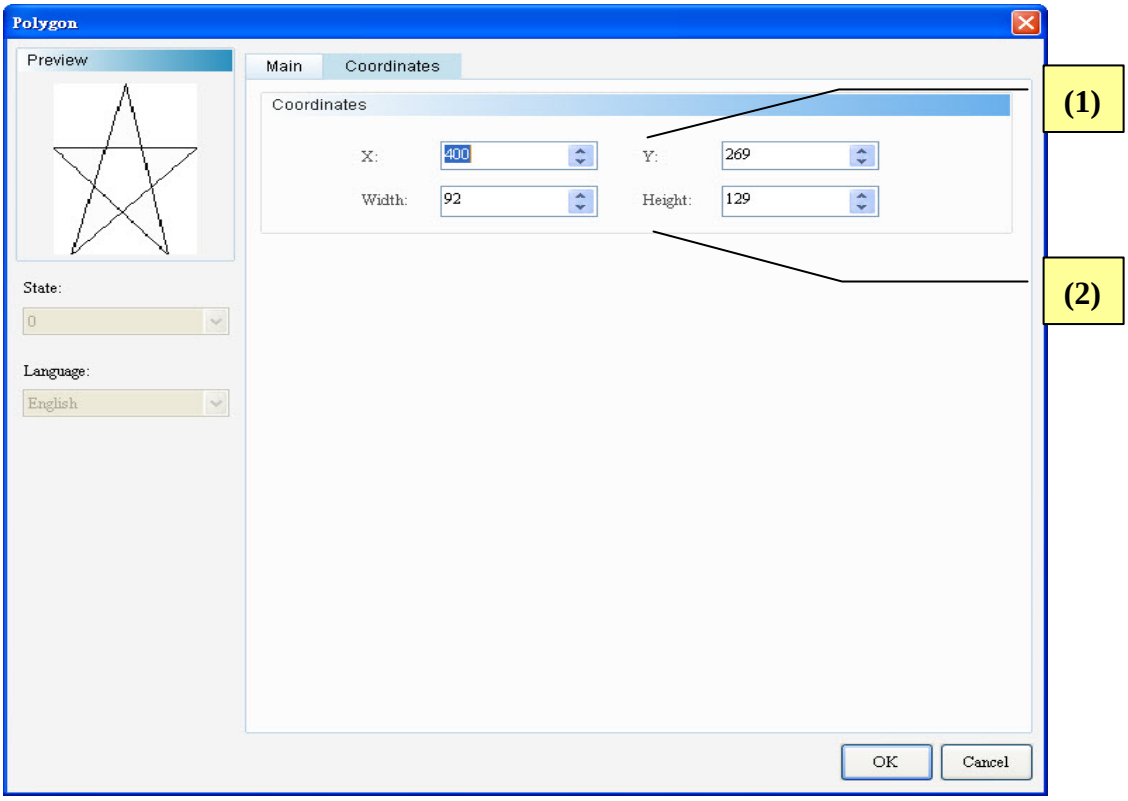


Figure 22-4-3 Polygon Element – Location Property Page

No.	Item	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

22-5 Text

User could use Text element to input displayed word.

Double click the Text icon and the following property setting screen appears.

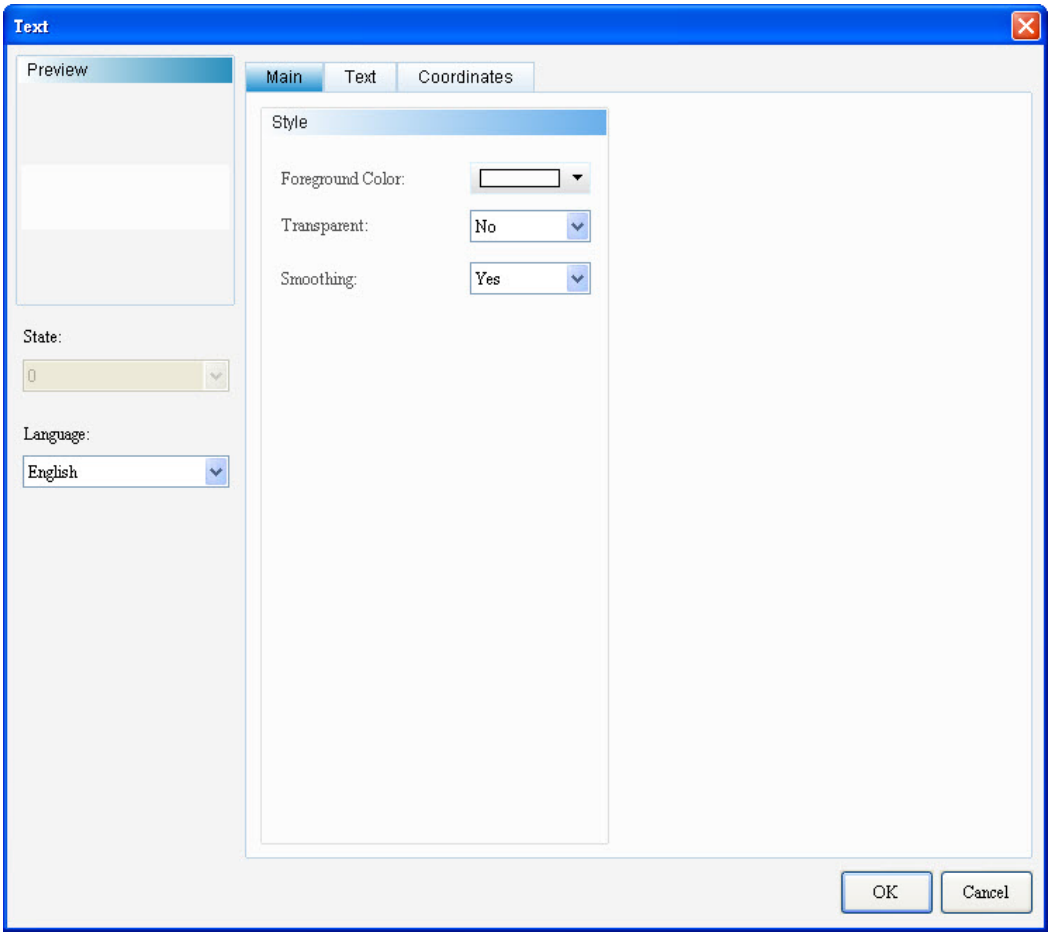


Figure 22-5-1 Text Property Setting Screen

Text	
Function Page	**Content Description**
Preview	The State is not available for the Text, but the user can edit multi-language data.
General	Sets the foreground color, transparent color, and font smooth.
Text	Sets the content, font, font size, font color, font effects, scaling, and alignment of the text to be displayed.
Position	Sets the X-Y coordinates, width and height of the element.

Table 22-5-1 Text Element – Function Page

◆ General

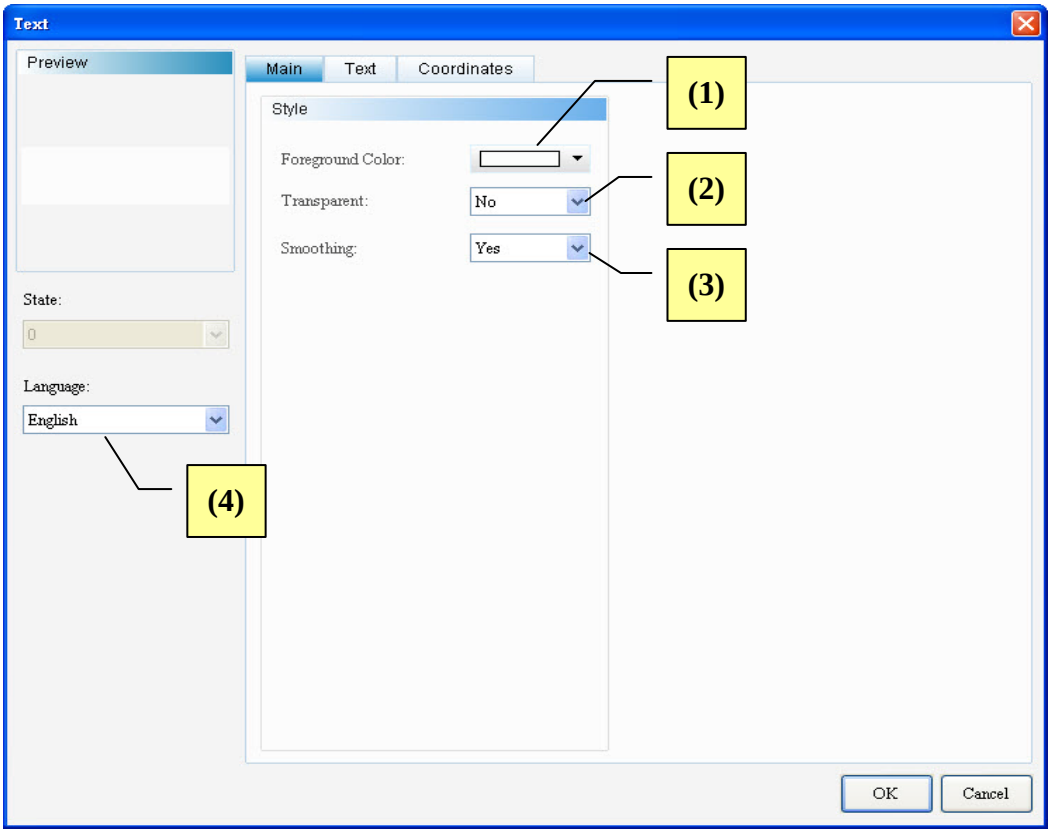
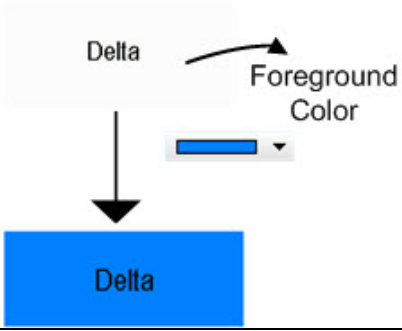
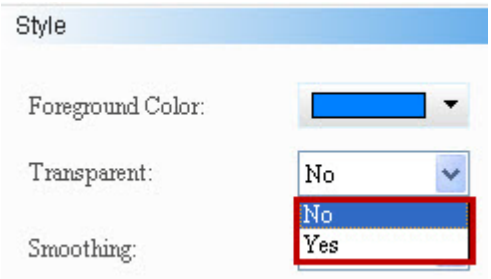
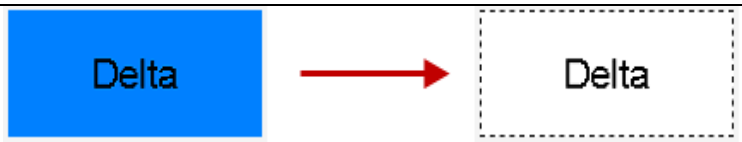
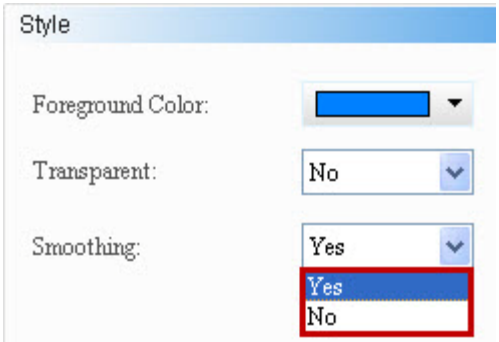
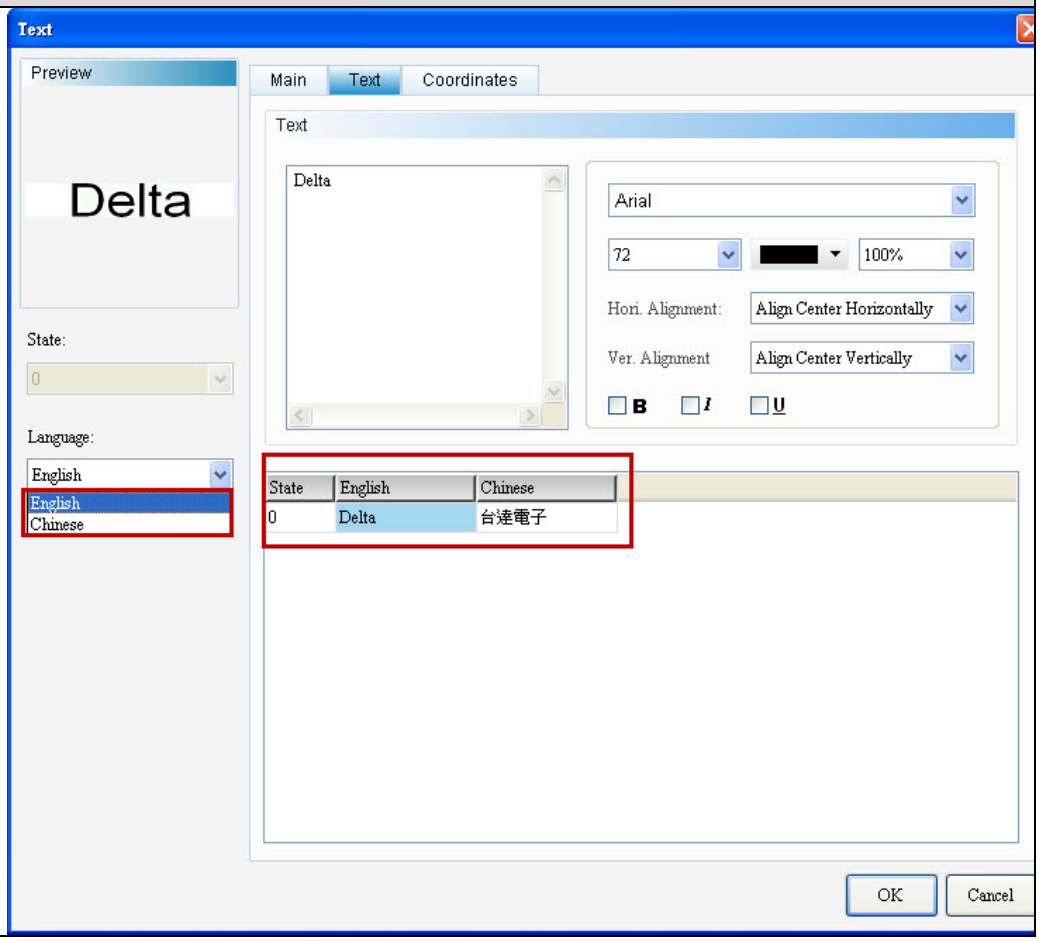


Figure 22-5-2 Text Element – General Property Page

No.	Item	Function
(1)	Foreground Color	➢ The user can set the foreground color for the element. 
(2)	Transparent Color	➢ Yes and No are available for selection.  ➢ When Yes is selected, the foreground color of the Text element is transparent and only the border color of the Text is displayed.

<table>
<tr><th>No.</th><th>Item</th><th>Function</th></tr>
<tr><td></td><td></td><td>When No is selected, the foreground color of the element is displayed.
<table>
<tr><td>Transparent Color: Yes</td><td> 
</td></tr>
<tr><td>Transparent Color: No</td><td> 
</td></tr>
</table></td></tr>
<tr><td>(3)</td><td>Font Smooth</td><td>➢ Yes and No are available for selection. When Yes is selected, the font is smooth without the “sawtooth” shape. When No is selected, the font is displayed in “sawtooth” shape and is not smooth.


<table>
<tr><td>Smoothing: Yes</td><td> 
</td></tr>
<tr><td>Smoothing: No</td><td> 
</td></tr>
</table></td></tr>
<tr><td>(4)</td><td>Language</td><td>➢ When language data are defined, users can edit the properties of text display from Language.</td></tr>
</table>

No.	Item	Function
		

◆ Location

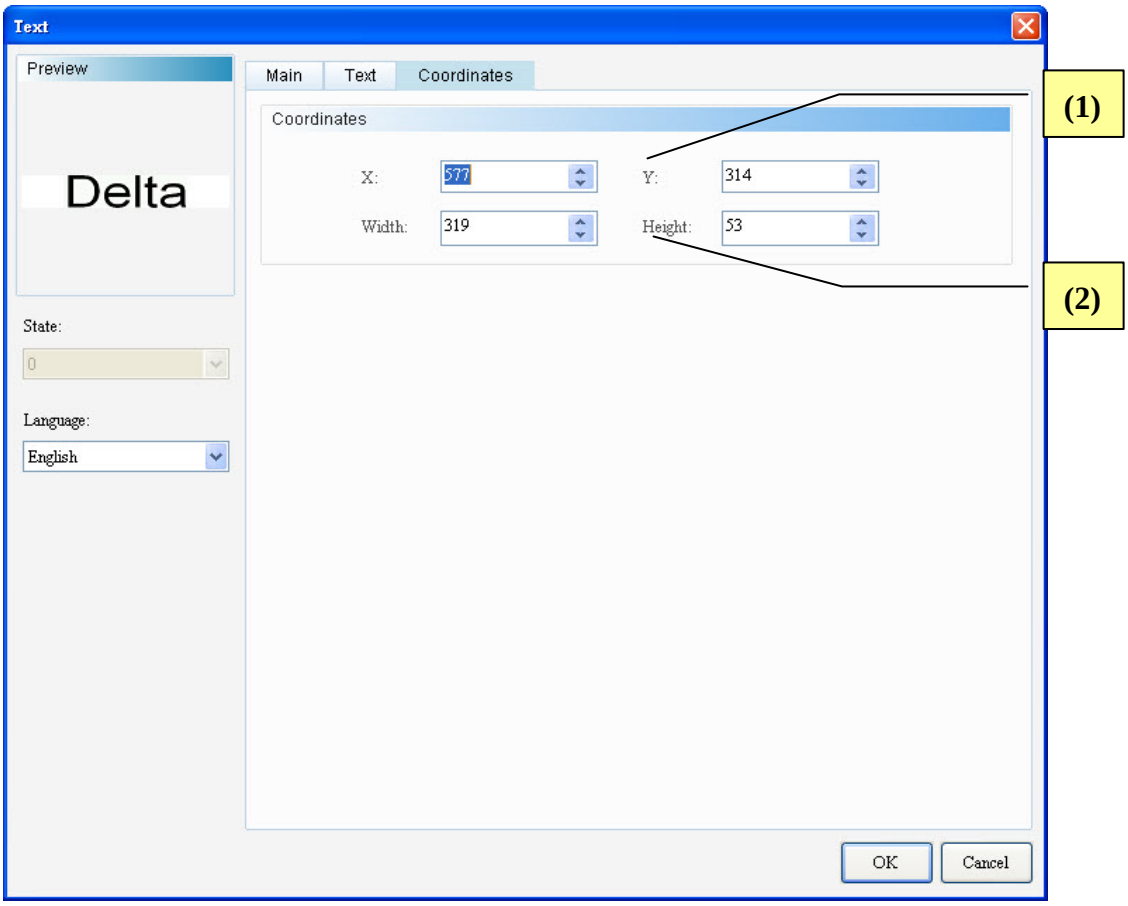


Figure 22-5-3 Text Element – Location Property Page

No.	Item	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

22-6 Scale

The user can use the Scale element to present the curve value of the History Trend Chart. It provides Primary Scale Counts and Secondary Scale Counts options, and the user can define the Data Type, Data Format, Min. value and Max. value for the scale element. The user can also determine whether to show the mark or only show the scale.

Double click the Scale icon and the following property setting screen appears.

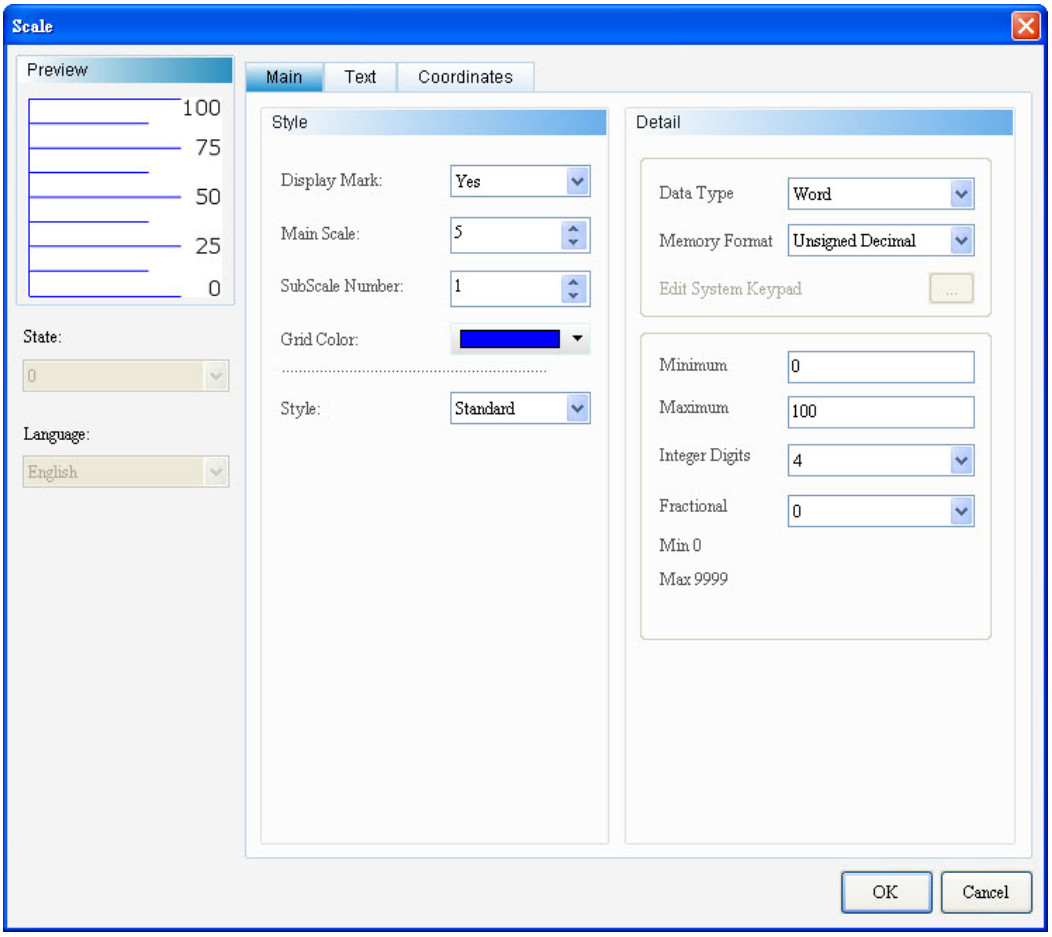


Figure 22-6-1 Scale Property Setting Screen

Scale	
Function Page	**Content Description**
Preview	The State and Language are not available for the Scale.
General	Sets the mark display, primary scale counts, secondary scale counts, scale color, and style. Sets the data type, data format, min. value, max. value, integer place, and decimal place.
Text	Sets the font/size/color of the text to be displayed.
Position	Sets the X-Y coordinates, width and height of the element.

Table 22-6-1 Scale Element – Function Page

◆ General

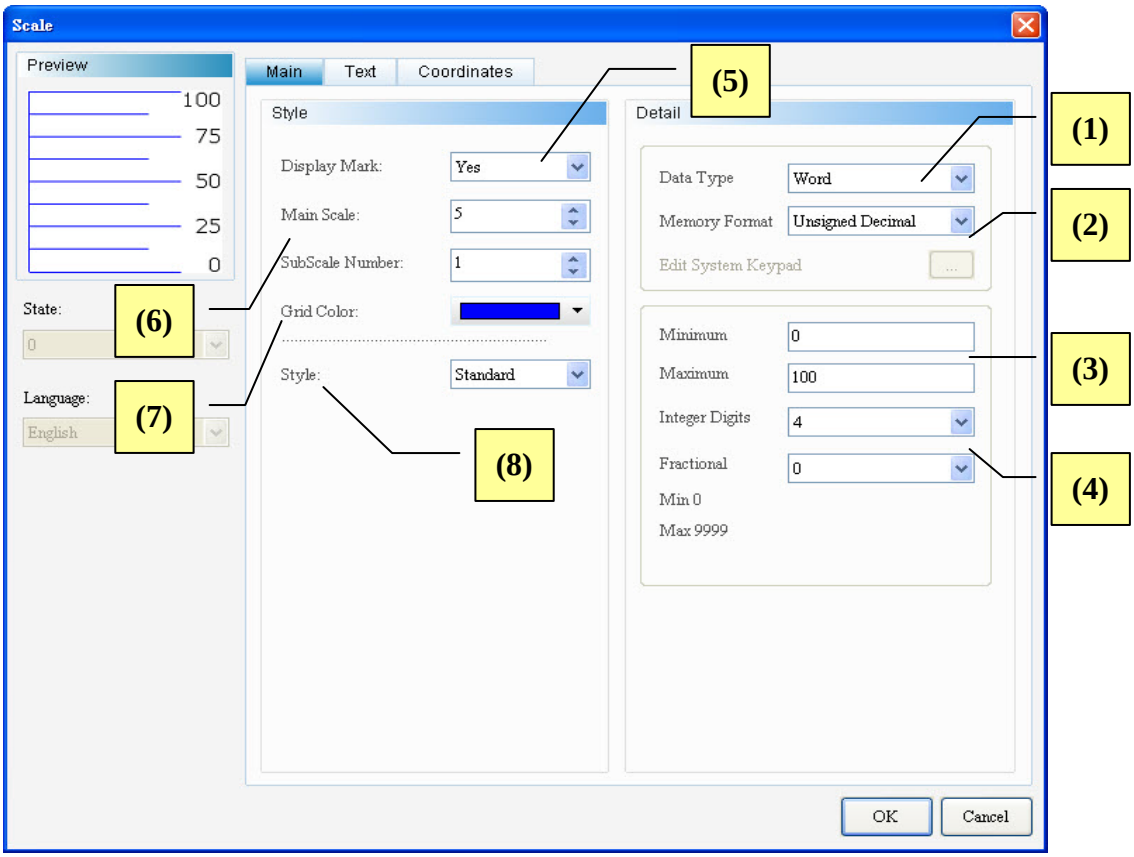
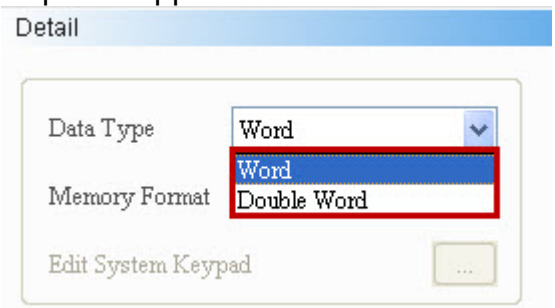
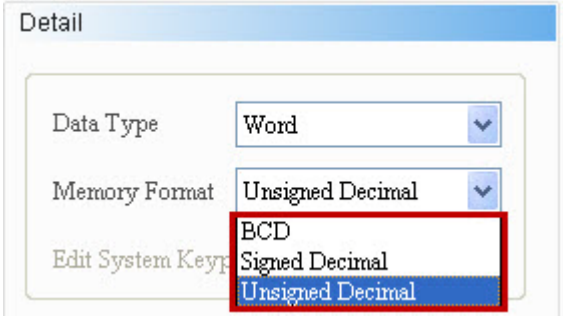
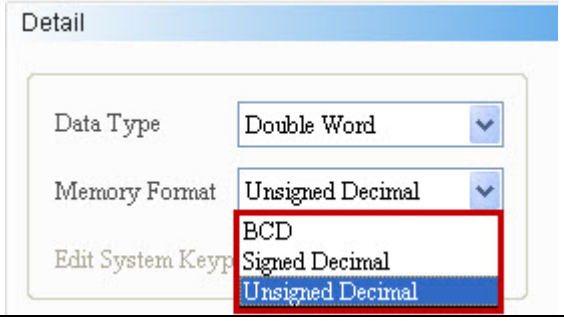
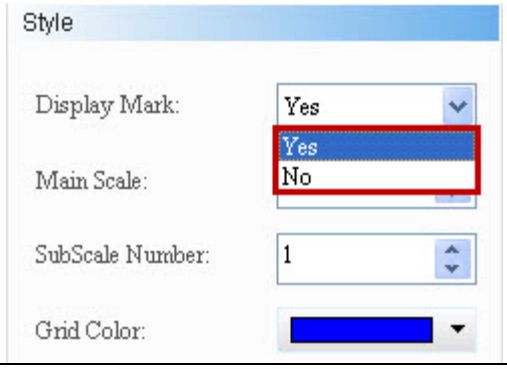
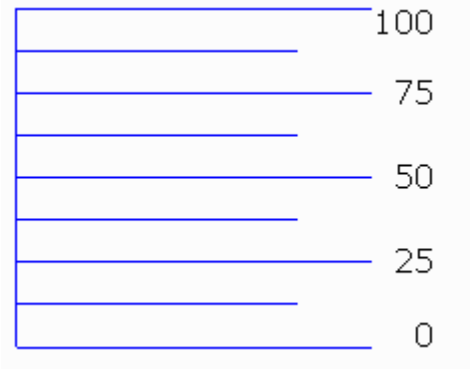
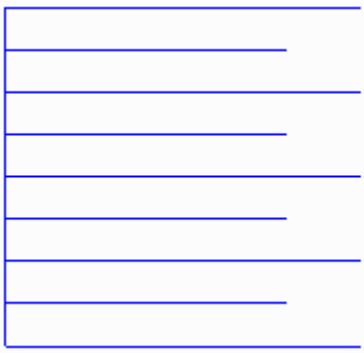


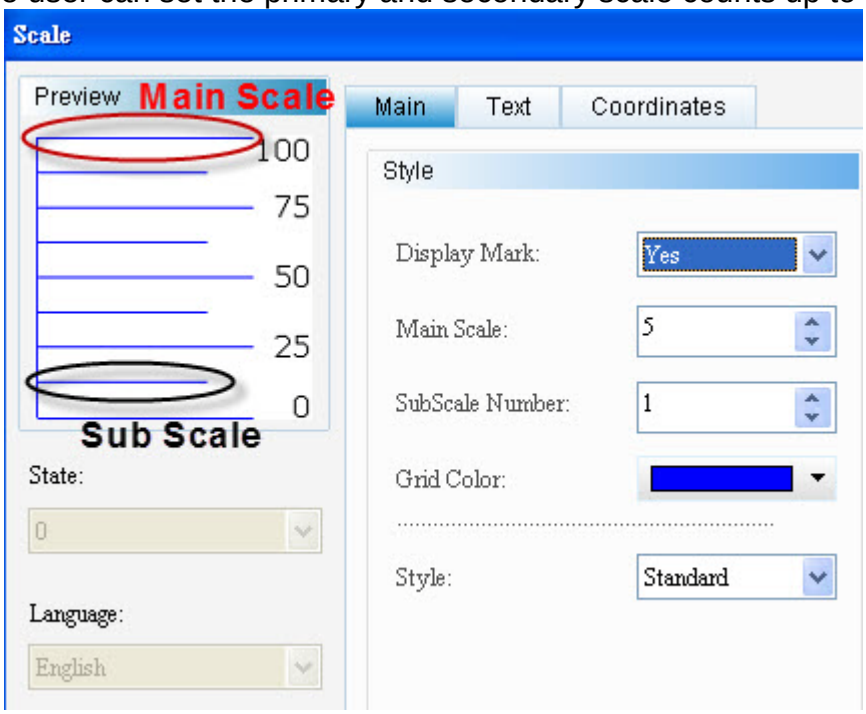
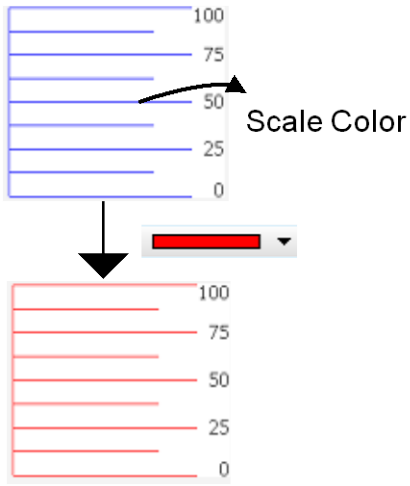
Figure 22-6-2 Scale Element – General Property Page

No.	Item	Function
(1)	Data Type	➢ The Data Type option supports two Tableats: Word and Double Word. 
(2)	Data Format	➢ The following data Tableats are supported when Word is selected as the data type.  ➢ The following data Tableats are supported when Double Word is selected as the data type.

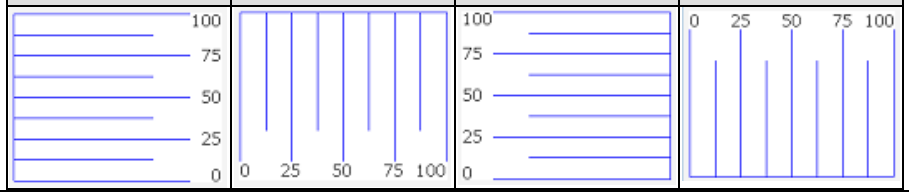
<table>
<tr><th>No.</th><th>Item</th><th>Function</th></tr>
<tr><td></td><td></td><td> 
</td></tr>
<tr><td>(3)</td><td>Min. Value/Max. Value</td><td>➢ The legal range of the min. and max. values is determined by the settings of the data type, integer place and decimal place. In the following example, no decimal is set.
<table>
<tr><th>Data Type</th><th>Data Tableat</th><th>Legal Range</th><th>Integer Place</th><th>Decimal Place</th></tr>
<tr><td rowspan="3">Word</td><td>BCD</td><td>0~9999</td><td>4</td><td>0</td></tr>
<tr><td>Signed Decimal</td><td>-3278~32767</td><td>5</td><td>0</td></tr>
<tr><td>Unsigned Decimal</td><td>0~65535</td><td>5</td><td>0</td></tr>
<tr><td rowspan="3">Double Word</td><td>BCD</td><td>0~99999999</td><td>8</td><td>0</td></tr>
<tr><td>Signed Decimal</td><td>-2147483648~2147483647</td><td>10</td><td>0</td></tr>
<tr><td>Unsigned Decimal</td><td>0~4294697295</td><td>10</td><td>0</td></tr>
</table></td></tr>
<tr><td>(4)</td><td>Integer Place Decimal Place</td><td>➢ The user can set the integer place and decimal place to be displayed.</td></tr>
<tr><td>(5)</td><td>Mark Display</td><td>➢ Yes and No are available for selection. When Yes is selected, the numeric marks on the scale will be displayed. When No is selected, the scale is displayed without numeric marks.


<table>
<tr><td>Display Mark: Yes</td><td> 
</td></tr>
</table></td></tr>
</table>

<table>
<tr><th>No.</th><th>Item</th><th>Function</th></tr>
<tr><td></td><td></td><td>Display Mark: No
  </td></tr>
<tr><td rowspan="2">(6)</td><td>Main Scale

Sub Scale Number</td><td>➢ The user can set the primary and secondary scale counts up to 99.
 
</td></tr>
<tr><td>(7)</td><td>Scale Color</td><td>➢ The user can set the display color of the scale.
 
</td></tr>
<tr><td>(8)</td><td>Style</td><td>➢ The Style option supports Standard, Rotation 90, Rotation 180 and Rotation 270. The user can use this option to change the appearance of the element.</td></tr>
</table>

No.	Item	Function
		Standard / Rotation 90 / Rotation 180 / Rotation 270



◆ Text

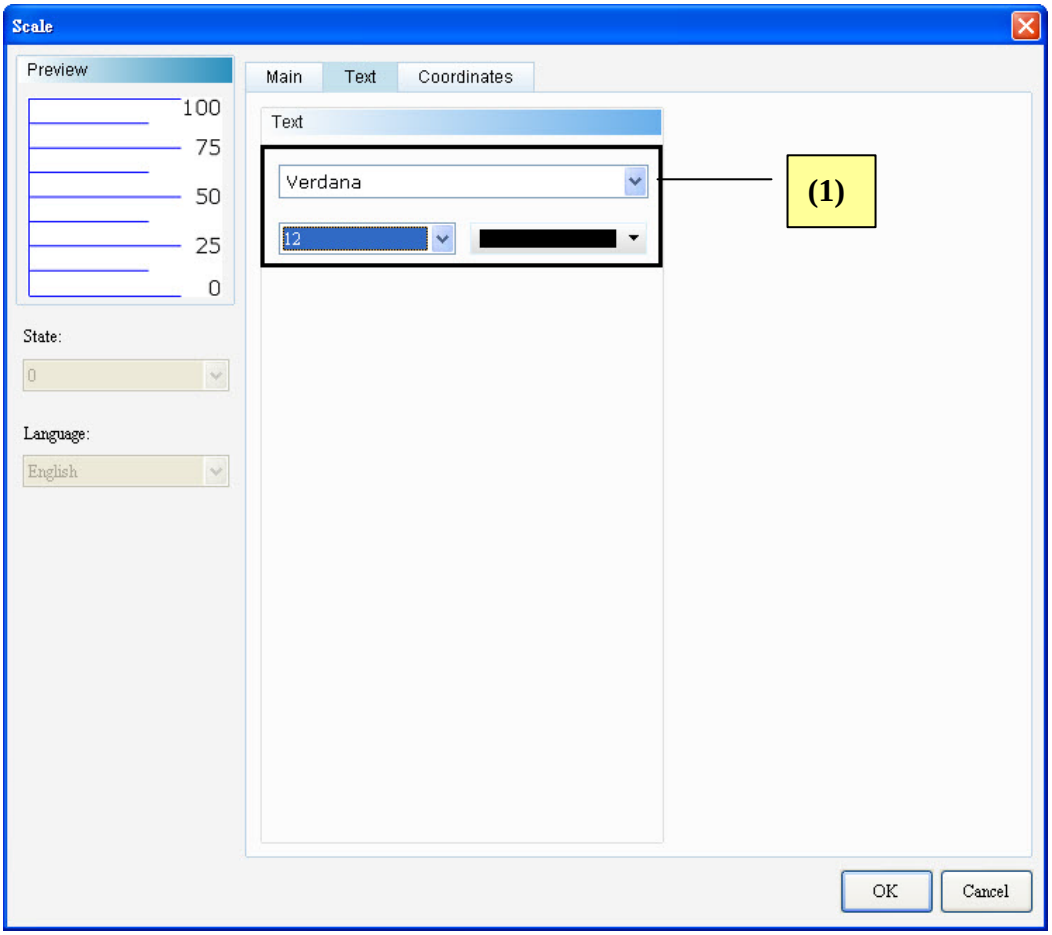


Figure 22-6-3 Scale Element – Text Property Page

No.	Item	Function
(1)	Text Properties	➢ The user can set the font, size and color of the text to be displayed.

◆ Location

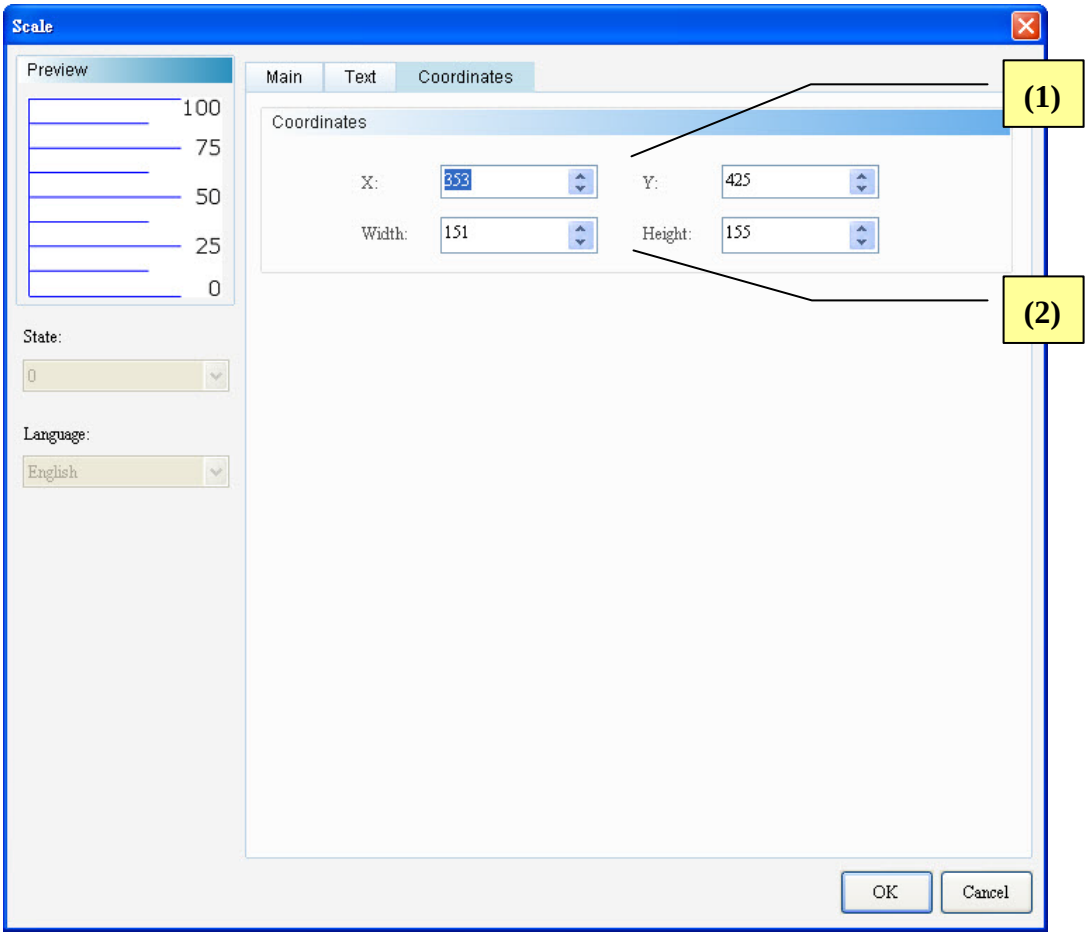


Figure 22-6-4 Scale Element – Location Property Page

No.	Item	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

22-7 Table

The Table element provides the function same as Office Editor. It allows the user to increase the number of rows and lines or set the color for the row and line to make the appearance display more varied.

Double click the Table icon and the following property setting screen appears.

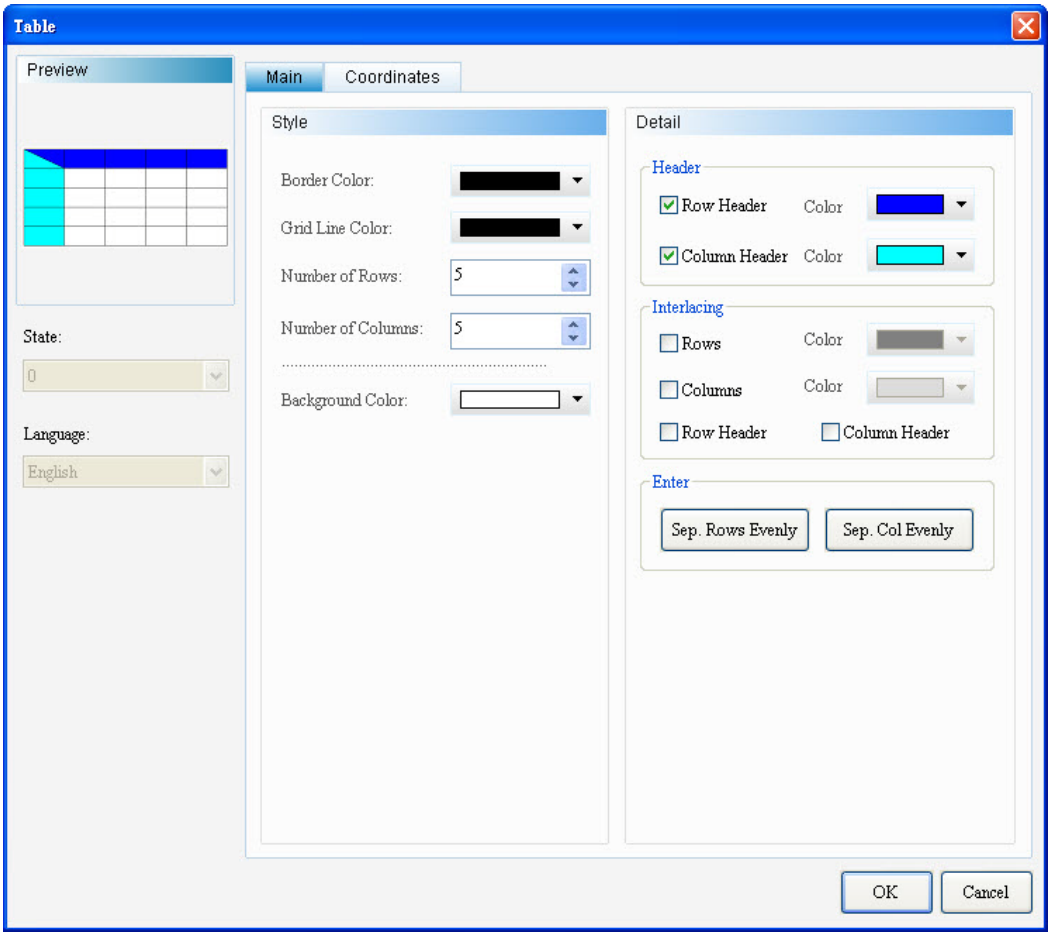


Figure 22-7-1 Table Property Setting Screen

Table	
Function Page	**Content Description**
Preview	The State and Multi-Language are not available to the Table.
General	Sets the border color, Grid Color, rows, lines, and style. Sets the row header, line header, row interlacing, line interlacing, row header interlacing, and line header interlacing. Sets the row spacing and line spacing.
Text	Sets the font/size/color of the text to be displayed.
Position	Sets the X-Y coordinates, width and height of the element.

Table 22-7-1 Table element Setting Screen

◆ General

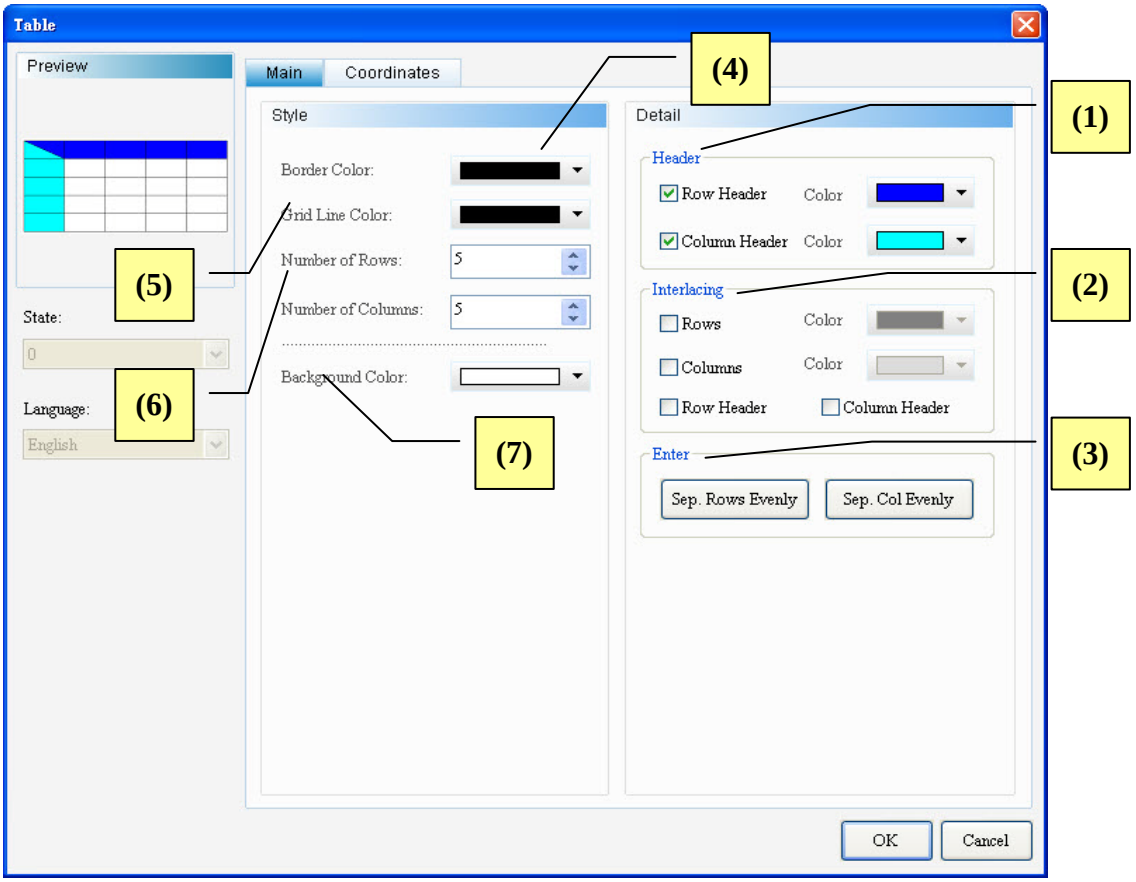
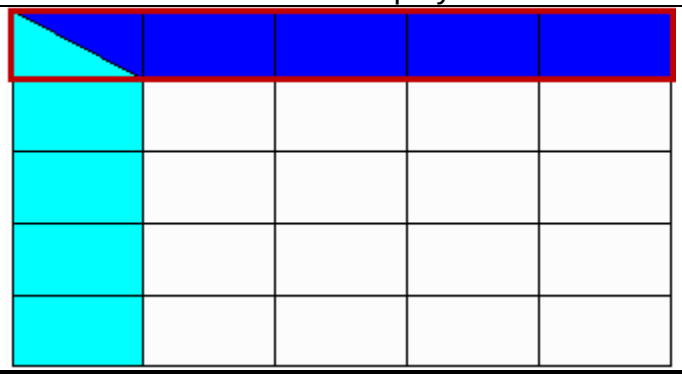
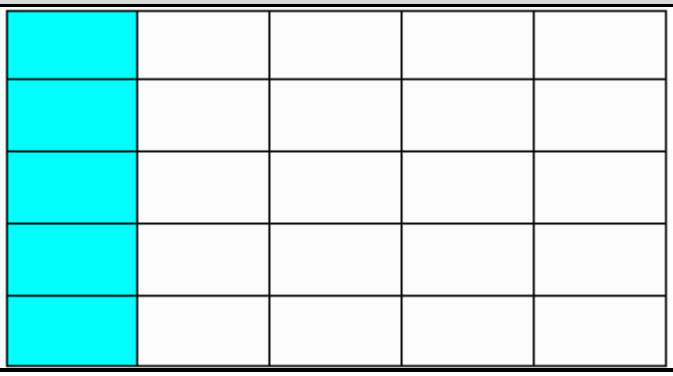
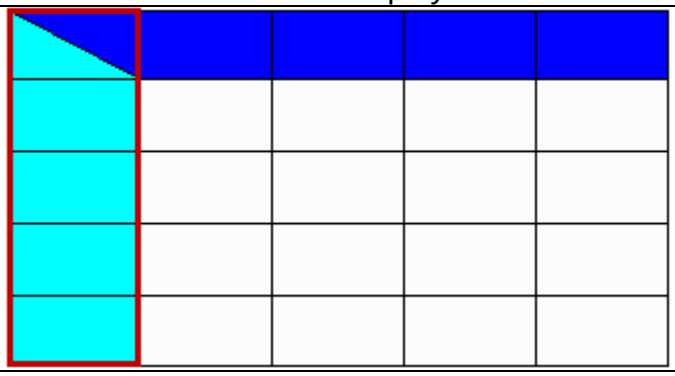
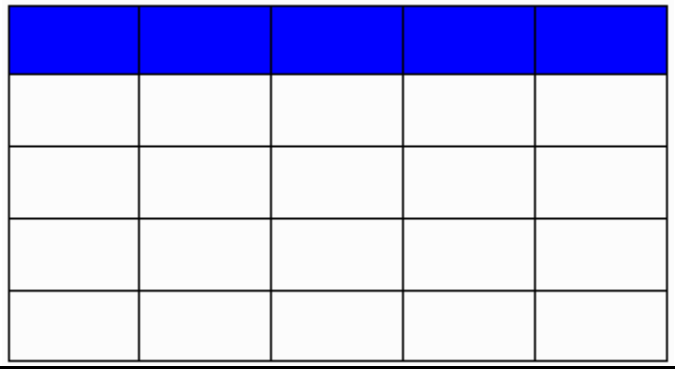
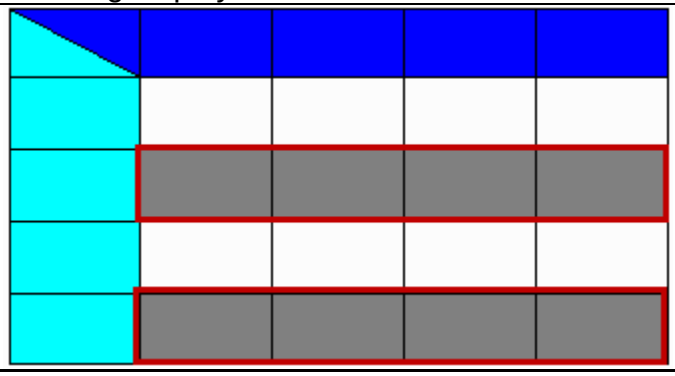
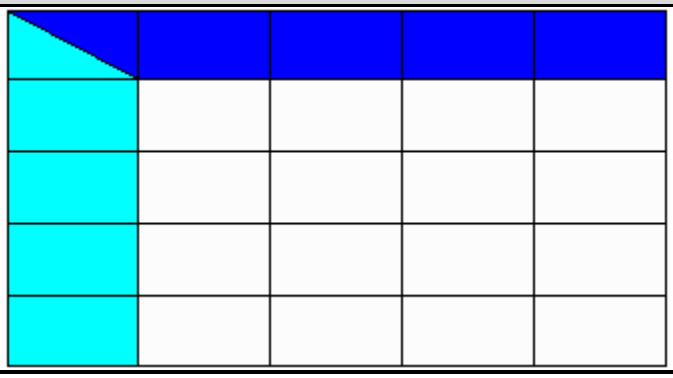
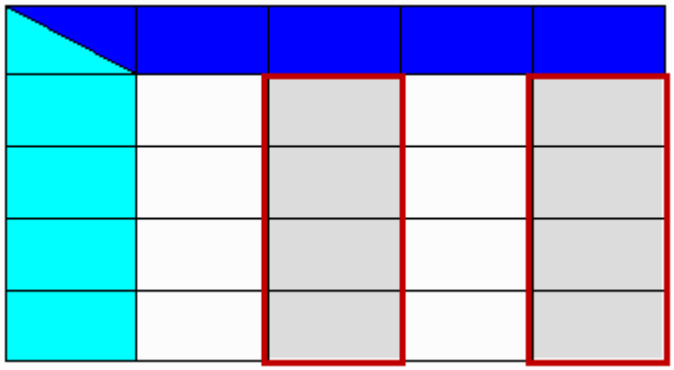
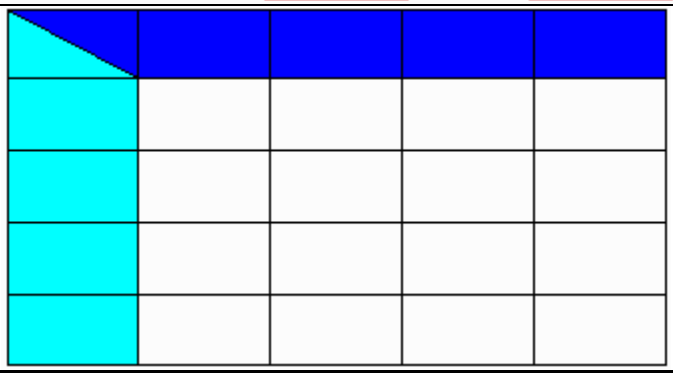
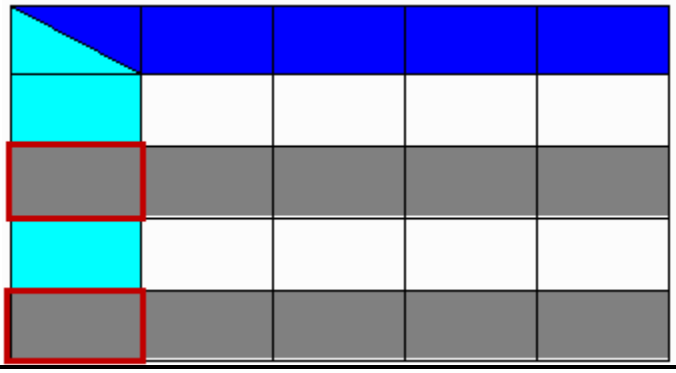
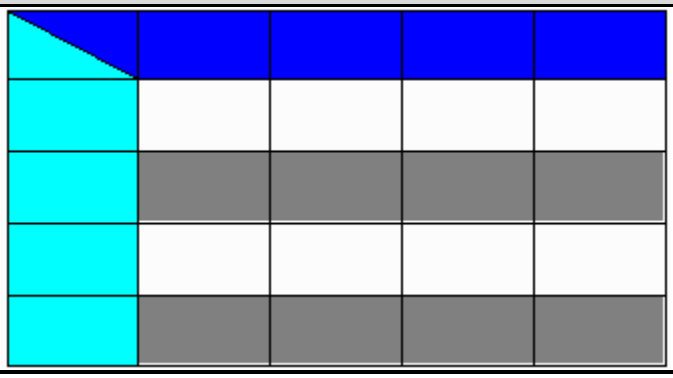
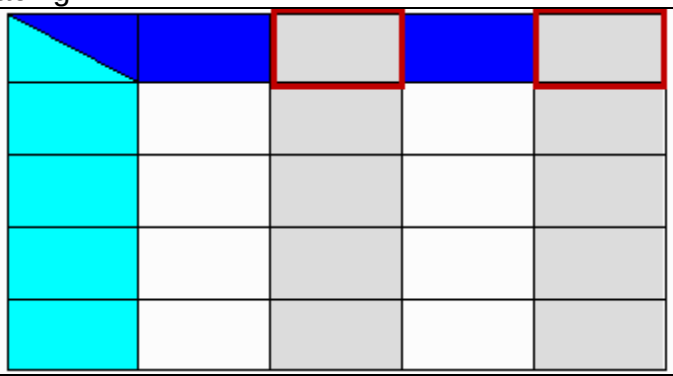
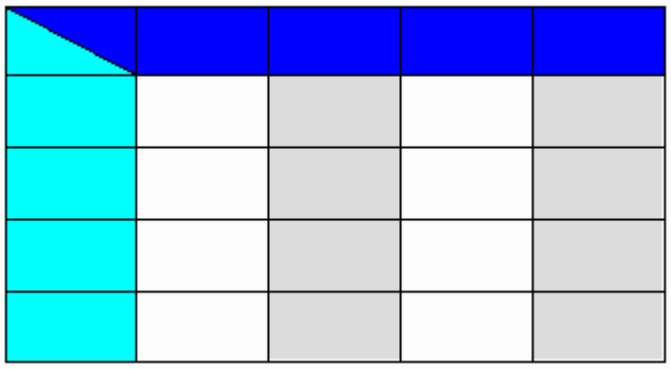
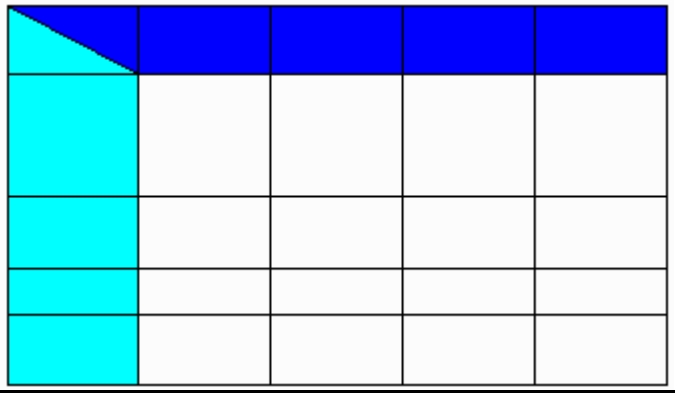


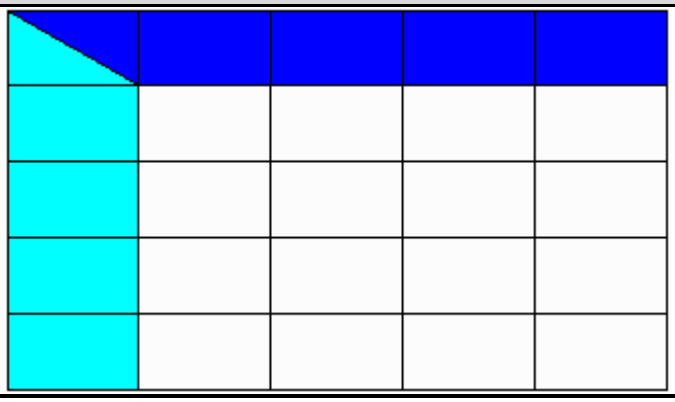
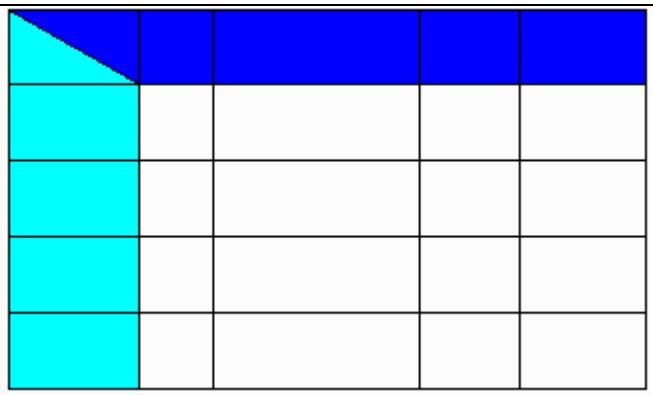
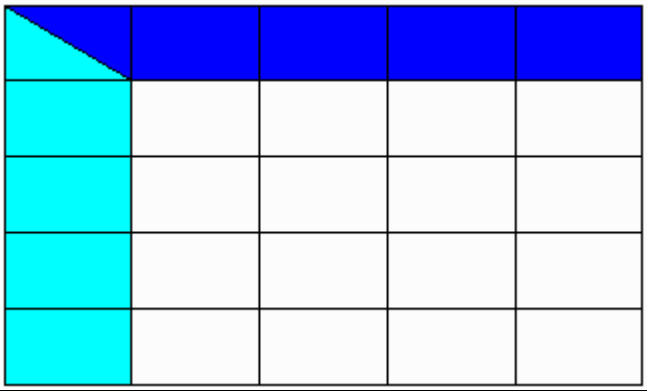
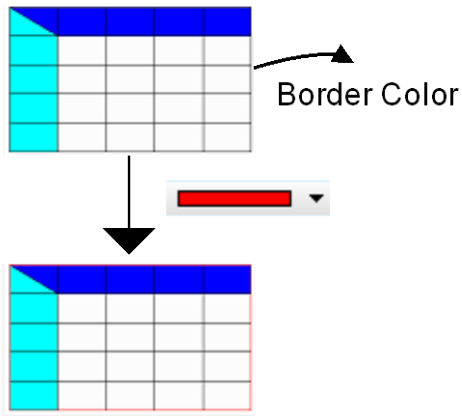
Figure 22-7-2 Table Element – General Property Page

No.	Item	Function
(1)	Row Header	➢ The user can determine whether to display the header on the first row and what color of the row is to be displayed. **Checked** 

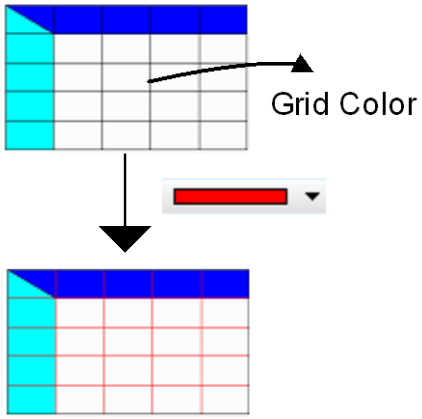
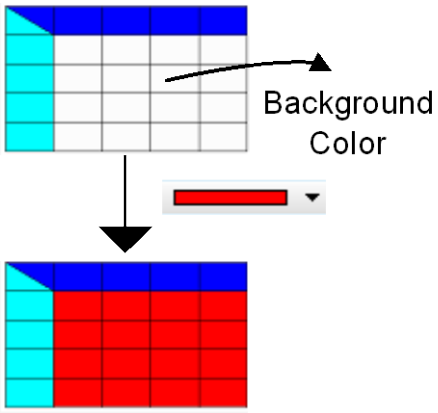
<table>
<tr><th>No.</th><th>Item</th><th>Function</th></tr>
<tr><td rowspan="3"></td><td></td><td>Unchecked
  </td></tr>
<tr><td>Line Header</td><td>➢ The user can determine whether to display the header on the first line and what color of the line is to be displayed.
Checked
 
Unchecked
  </td></tr>
<tr><td>(2)</td><td>Row Interlacing</td><td>➢ The user can determine whether to use the row interlacing Tablet and set the interlacing display color.
Checked
  </td></tr>
</table>

<table>
<tr><th>No.</th><th>Item</th><th>Function</th></tr>
<tr><td></td><td></td><td>
Unchecked
 
</td></tr>
<tr><td></td><td>Line Interlacing</td><td>
➢ The user can determine whether to use the line interlacing Tablet and set the interlacing display color.
Checked
 
Unchecked
 
</td></tr>
<tr><td></td><td>Row Header Interlacing</td><td>
➢ The Row Interlacing option must be checked to enable the Row Header Interlacing.
Checked
 
</td></tr>
</table>

<table>
<tr><th>No.</th><th>Item</th><th>Function</th></tr>
<tr><td></td><td></td><td>Unchecked
  </td></tr>
<tr><td></td><td>Line Header Interlacing</td><td>➢ The Line Interlacing option must be checked to enable the Line Header Interlacing.
Checked
 
Unchecked
  </td></tr>
<tr><td>(3)</td><td>Row Spacing</td><td>➢ The Row Spacing function is used to adjust the height and make it even between rows.
Before Adjustment
  </td></tr>
</table>

<table>
<tr><th>No.</th><th>Item</th><th>Function</th></tr>
<tr><td></td><td></td><td>
<table>
<tr><td>After Adjustment</td><td>  </td></tr>
</table>
</td></tr>
<tr><td></td><td>Line Spacing</td><td>
➢ The Line Spacing function is used to adjust the height and make it even between lines.
<table>
<tr><td>Before Adjustment</td><td>  </td></tr>
<tr><td>After Adjustment</td><td>  </td></tr>
</table>
</td></tr>
<tr><td>(4)</td><td>Border Color</td><td>
➢ The user can set the border color for the element.


</td></tr>
<tr><td>(5)</td><td>Grid Color</td><td>➢ The user can set the Grid Color for the element.</td></tr>
</table>

No.	Item	Function
		
(6)	Rows Lines	➢ The number of rows and lines can be increased up to 99.
(7)	Background Color	➢ The user can set the background color for the element. 

◆ Location

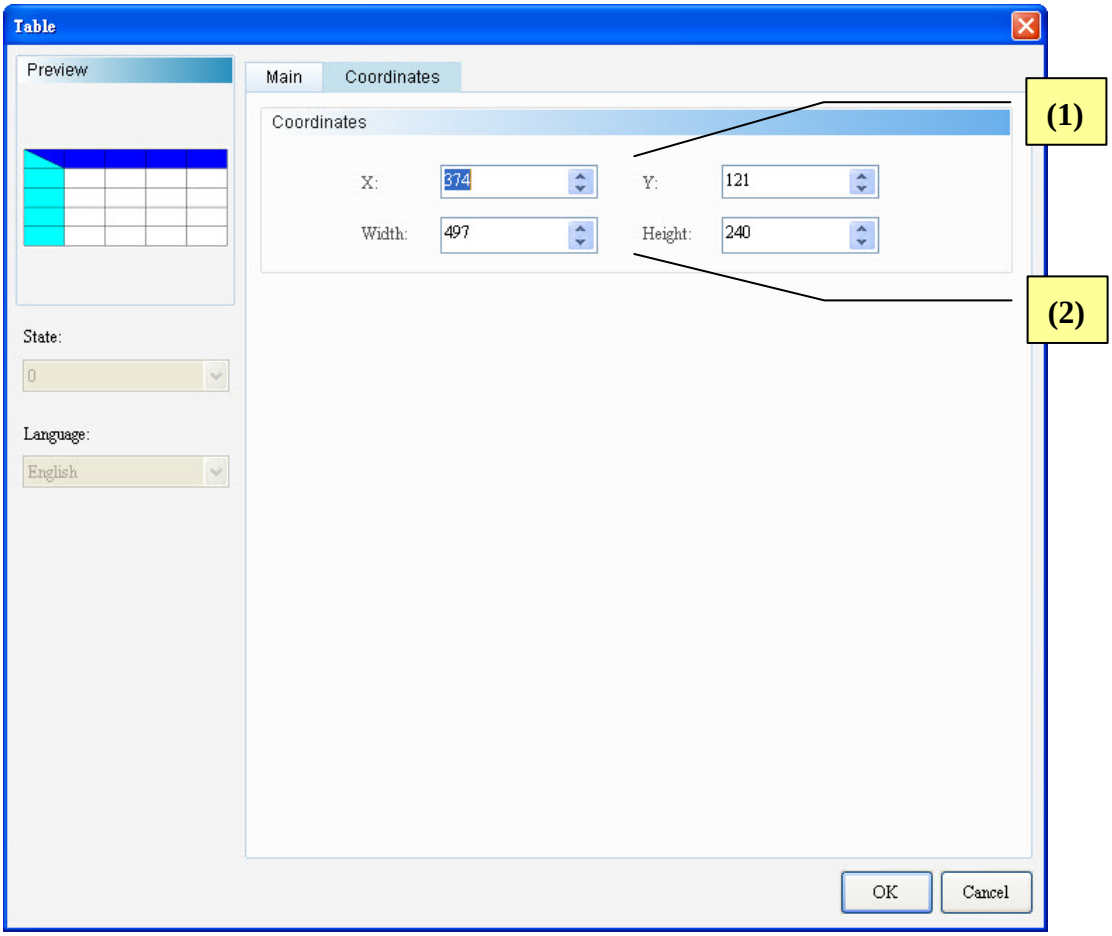


Figure 22-7-3 Table Element – Location Property Page

No.	Item	Function
(1)	X-value and Y-value	➢ Sets the upper left X-coordinate and Y-coordinate of elements.
(2)	Width and Height	➢ Sets element width and height.

Chapter 23 Recipe

This chapter describes the Recipe function that the DOPSoft software provides, the memory address it occupies and the method to set the recipe. A recipe is comprised of a number of parameters. In industrial application, different products match their own parameters and the user can make the products correspond to different recipe parameters by changing the type of the products. The user can also set and maintain the recipe parameters. The established recipe form can be uploaded from HMI to PLC, or vice versa. The Recipe function enables the user to store a large number of numeric parameters in the HMI memory area. For example, the baking time varies for different types of bread, and these time variables can be controlled by the HMI Recipe function to reduce the load of the controller. The register of the controller, thus, can be conserved for more flexible applications.

- Classification of recipe setup elements:

Recipe Setup	Recipe
	32 bits Recipe
	Enhance Recipe

Table 23-1-1 Classification of Recipe Setup Elements

- Common Properties of recipe setup elements:

Recipe Setup	Address	Length	Group	Retained Area	Data Format	Integer Place	Fractional Place	Read Length
Recipe	◎	◎	◎	◎				
32 bits recipe	◎	◎	◎	◎	◎	◎	◎	
Enhance Recipe	◎	◎	◎	◎	◎	◎	◎	◎

Table 23-1-2 Common Properties of Recipe Setup Elements

23-1 16 bits Recipe

The [Enable Recipe] must be checked to create 16 bits recipe data. The dedicated registers for the 16 bits recipe are RCP and RCPNO.

RCP	Recipe Register
RCPNO	Recipe number register

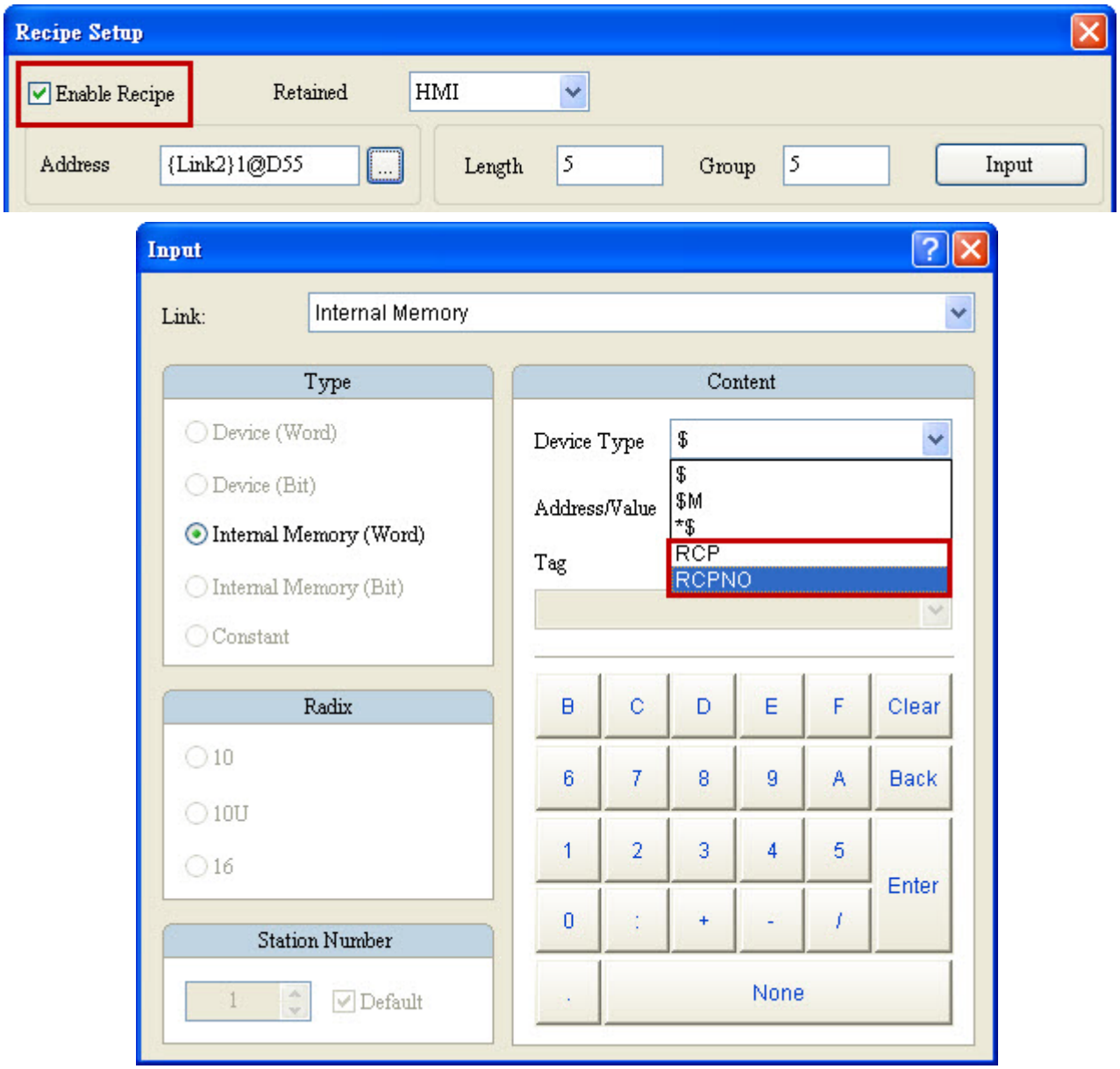


Figure 23-1-1 16 bits Recipe Register

For the 16 bits Recipe, the size of each recipe register is 16 bits (16 bits = 1 word). Assuming that the Length is L and the Group is G, the actual recipe counts are L*G = words.

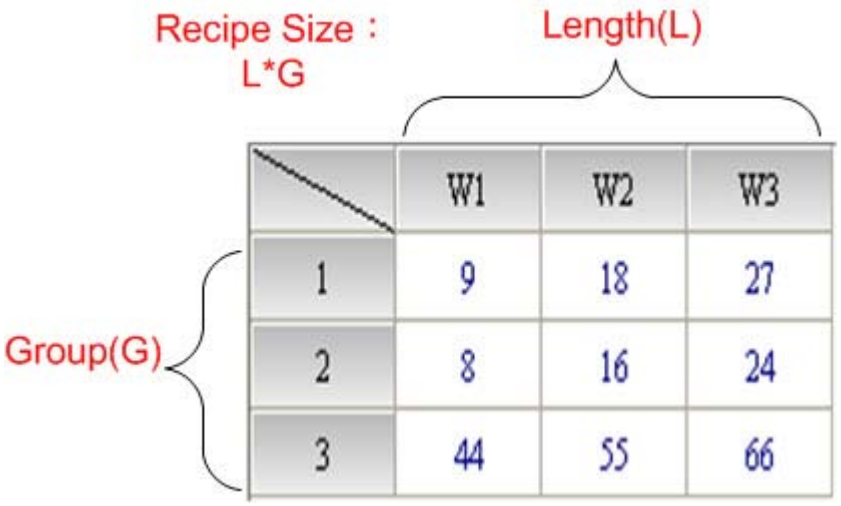


Figure 23-1-2 16 bits Recipe Register Size

■ Recipe Number Register (RCPNO)

RCPNO is used to specify the group for the 16 bits Recipe. Read/write of the recipe means to read/write a group of recipes according to the group assignment in the recipe number register. When the first group of recipes is selected, RCPNO = 1; when the fourth group of recipes is selected, RCPNO = 4.

NOTE:

The recipe number register does not provide the non-volatile function, and the data in the register cannot be maintained when HMI is powered off.

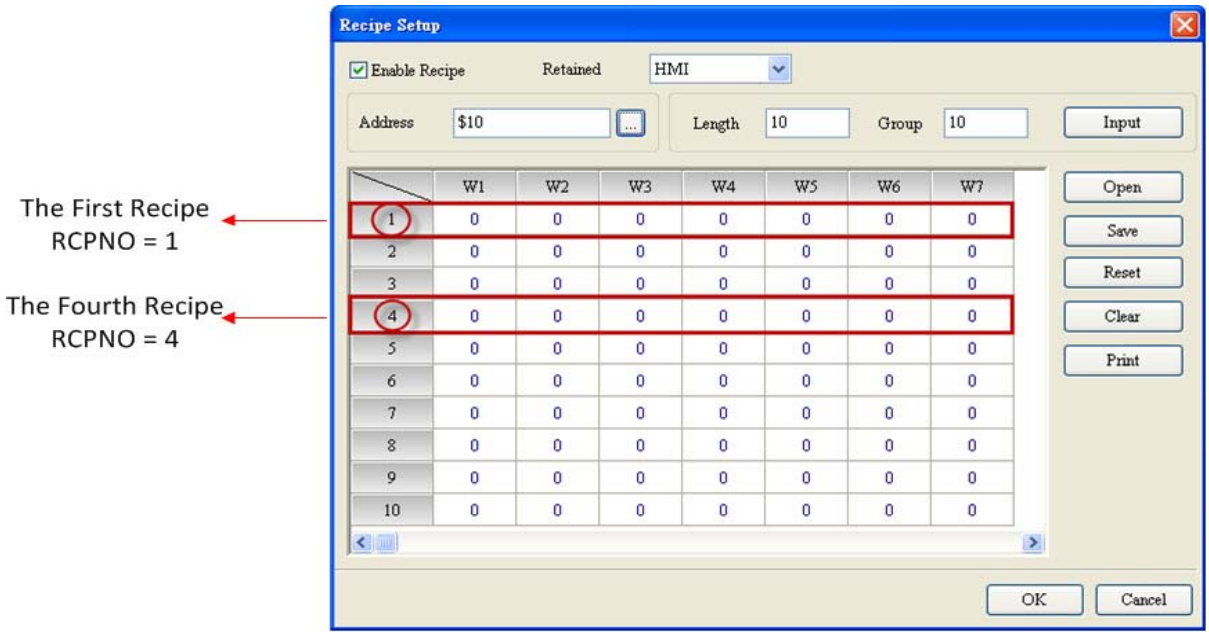


Figure 23-1-3 Recipe Number Editing Screen

■ Recipe Register (RCP)

A recipe buffer is provided in HMI and configured in the utmost front of the register. This buffer is used to store the recipe of the group that the user selected. The length of the buffer is equal to the length of the selected recipe, indicating that the recipe buffer occupies a number of registers equal to L. The number of the registers that a recipe form occupies is L * (G+1), where G+1 stands for the additional register for the buffer. With the recipe buffer, the user only needs to switch between the groups to check the currently specified recipe parameter. When the selected recipe group (RCPNO) is 1, the recipe value of Group 1 will be displayed in the recipe buffer (i.e. RCPNO = 1 in the figure below).

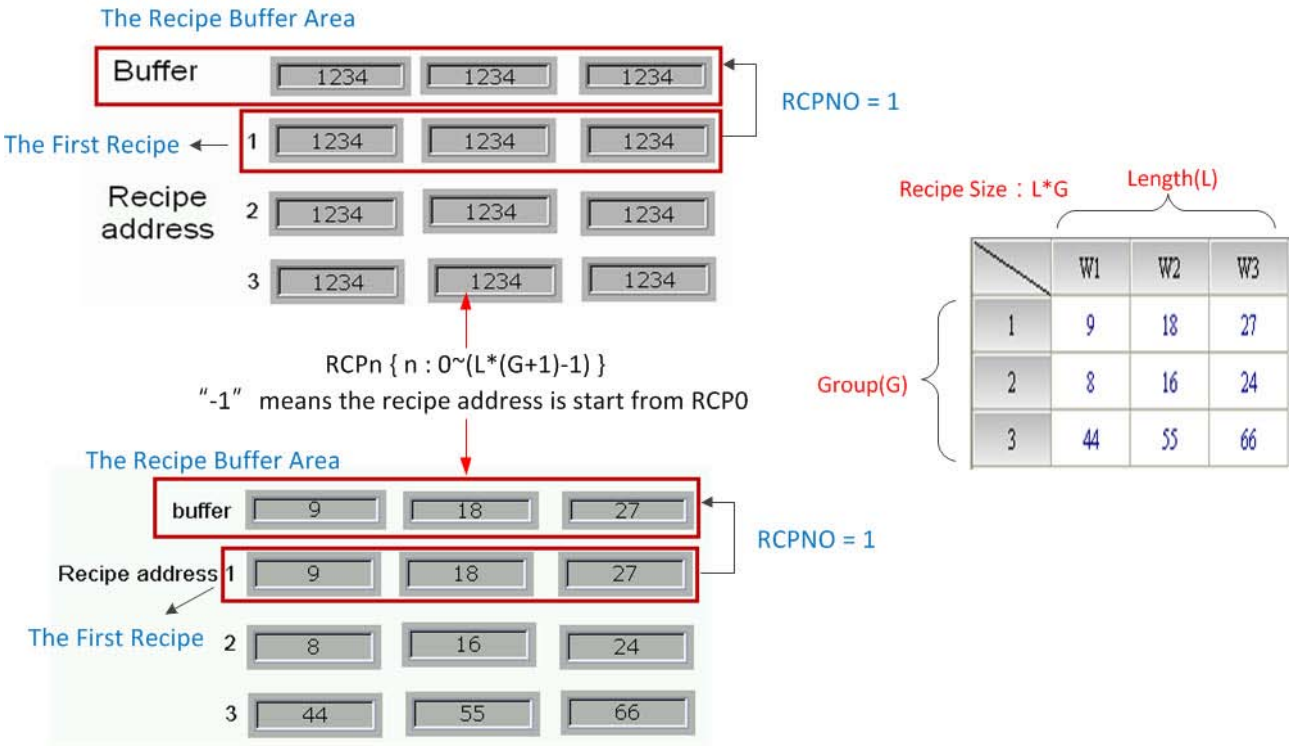


Figure 23-1-4 16 bits Recipe Buffer Configuration

Address accessing range of recipe register:

Accessing Type	Device Type	Accessing Range
Word	RCPn	RCP0~RCP65535
Bit	RCPn	RCP0.0~RCP65535.15
Note: n = Word (0-65535)		

Table 23-1-3 Recipe Register

The address accessing range provided by RCP is limited according to the recipe size that users created. Assume the recipe size is length 3*group 3, then RCP address is range from RCP0 to RCP11. When creating address of RCP12, a warning message will pop up. Please see the figure below.

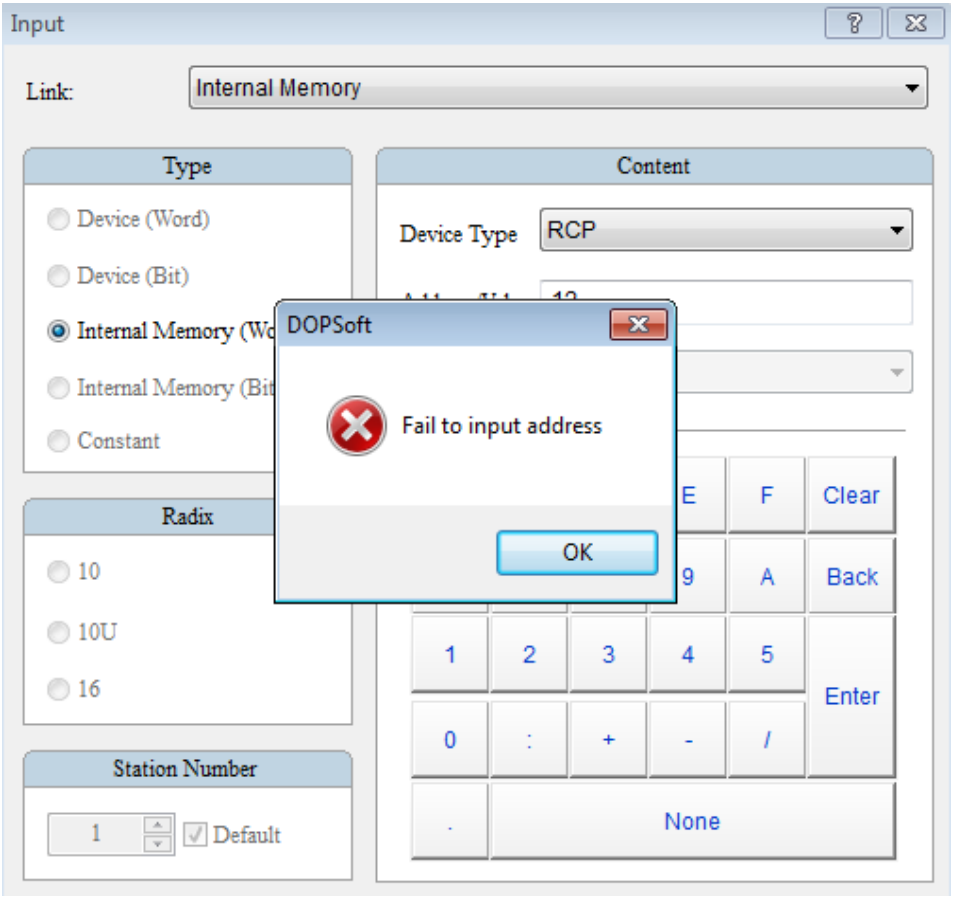


Figure 23-1-5 Recipe Register Configuration

■ 16 bits Recipe Size Limit

If the retained area is set to USB Disk or SD Card, the editable size of a 16 bits Recipe is (L*G) = 4194304. The user can enter [View] → [Memory List] to check the 16 bits Recipe size and capacity.

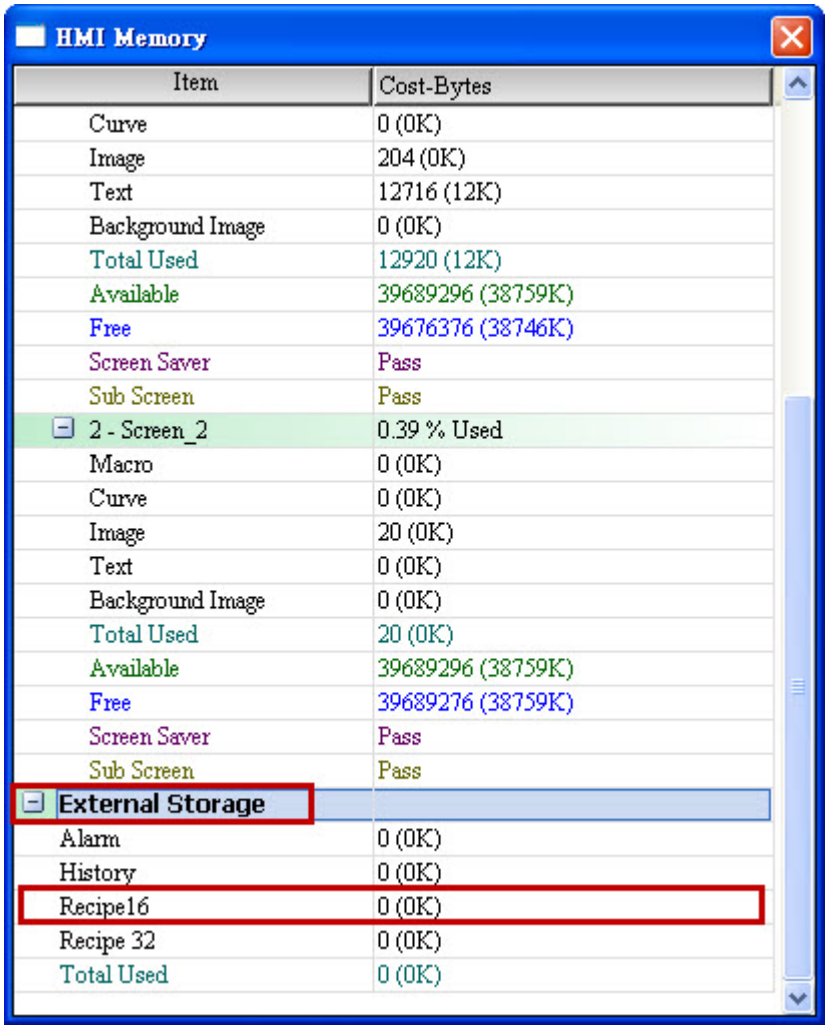


Figure 23-1-6 16 bits Recipe External Storage

If the retained area is set to HMI, the editable size of a 16 bits Recipe is (L*G) = 65536 words, or 64K. Hence, when the currently edited 16 bits Recipes are larger than 64K, a warning message will appear on the Recipe Setup window to remind the user that the recipe size has exceeded the allowable limit.

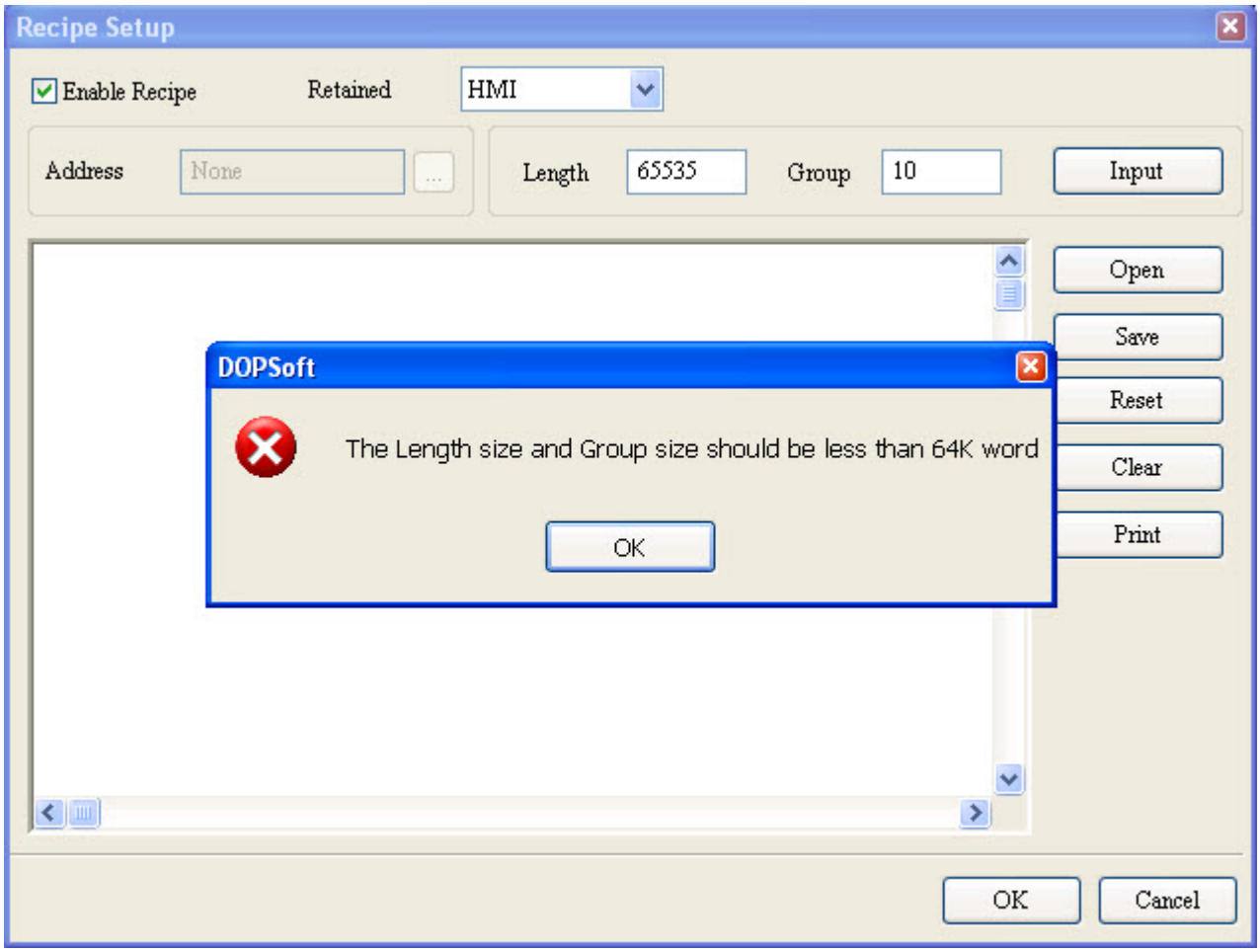


Figure 23-1-7 16 bits Recipe Internal Storage

Enter [Options] → [Recipe] to create 16 bits Recipe data. By setting the recipe, the user can write a large number of batch data to PLC using the recipe control flag in the control area, or read the data from PLC to HMI. The recipe can be used for control applications in the industry. It is very helpful in processing a large number of data.

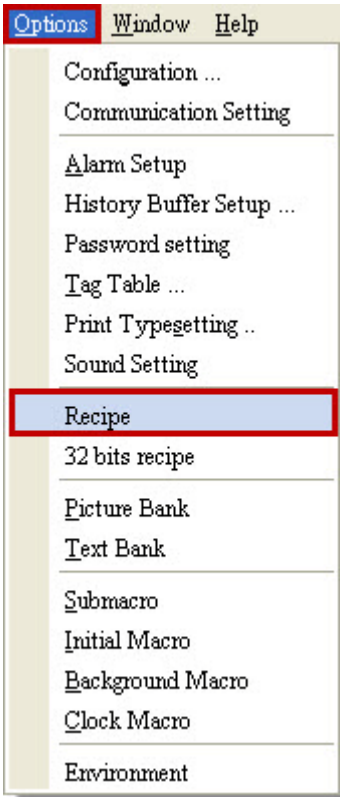
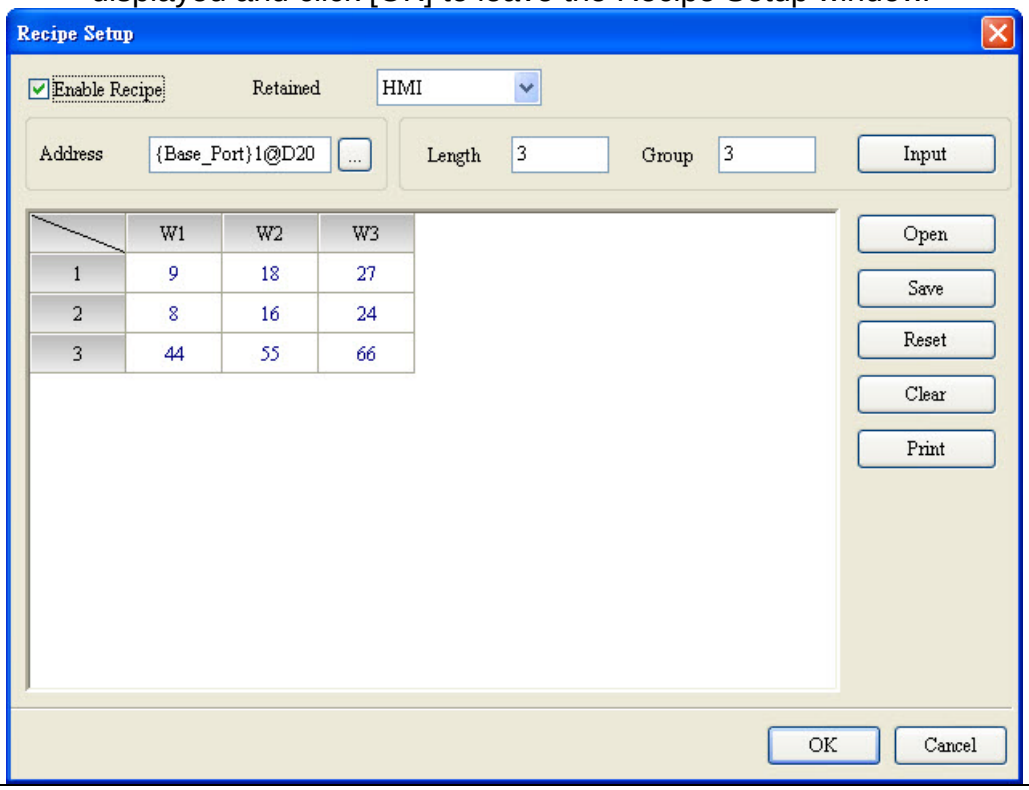


Figure 23-1-8 16 bits Recipe

Refer to the 16 bits Recipe example in Table 23-1-4

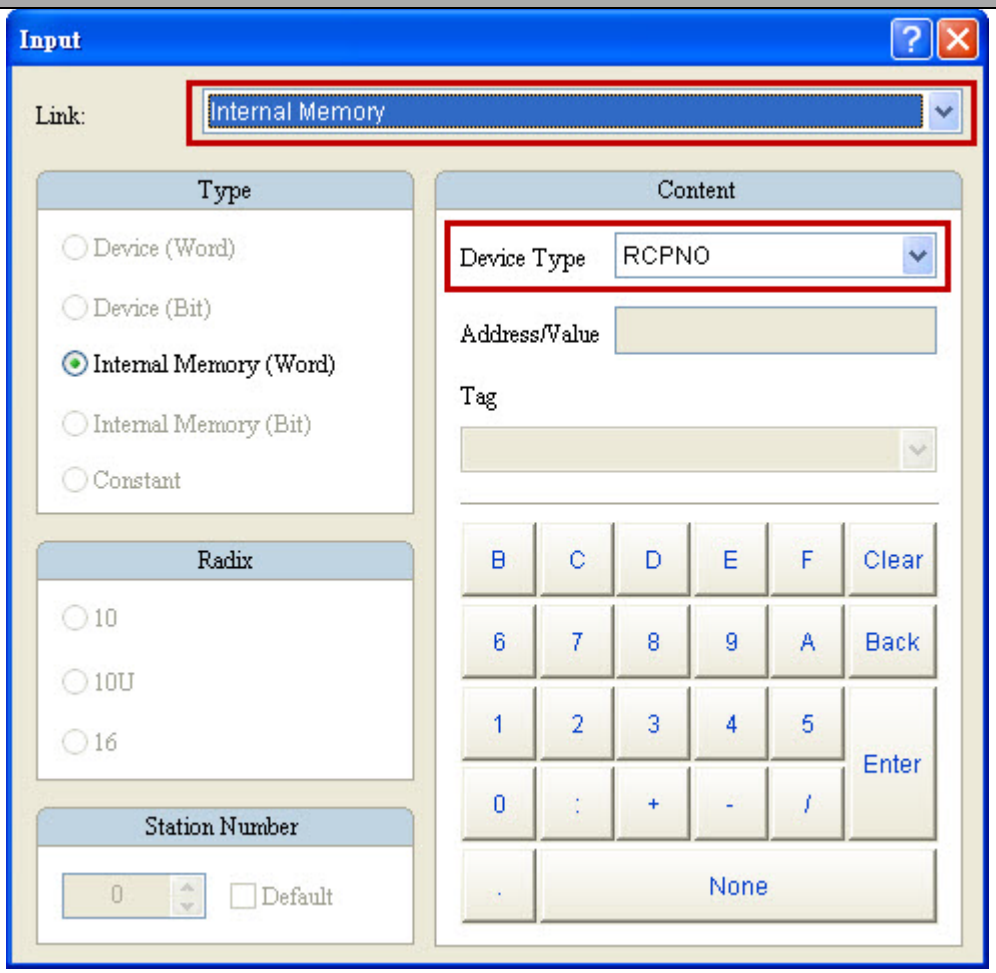
16 bits Recipe Example

Table 23-1-4 16 bits Recipe Example

Set 16 bits Recipe	➢ Step 1: Enter [Options] → [Recipe] . ● Set the Address to D20. ● Set the Retained Area to HMI. ● Set both Length and Group of the recipe to 3. ● Click [Configure] and a form is generated with the Length and Group values set up previously. Complete the form with the values to be displayed and click [OK] to leave the Recipe Setup window. 
Create Numeric Element	➢ Create a numeric element. Set the Write Address to Internal Memory and select RCPNO as the element type. This element is used for selection of the recipe group.

16 bits Recipe Example

Table 23-1-4 16 bits Recipe Example



➢ The following is displayed when the creation is completed.

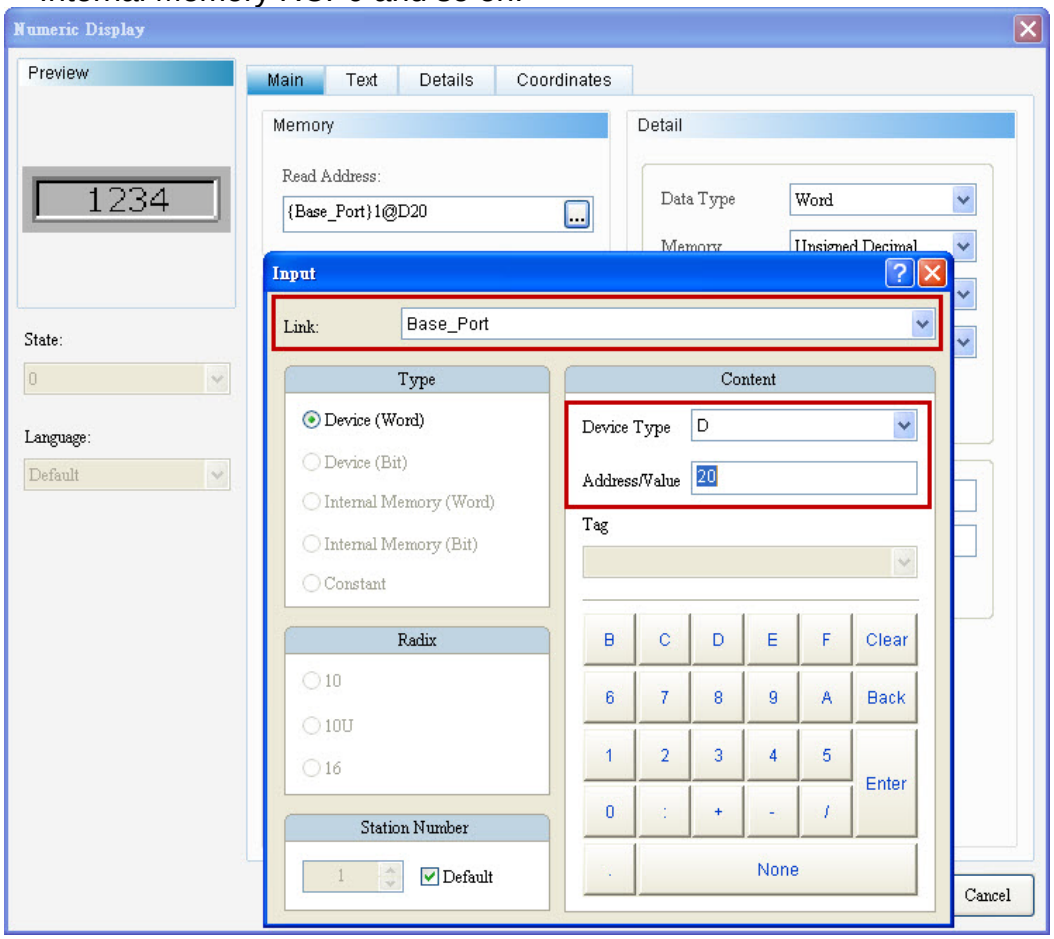


16 bits Recipe Example

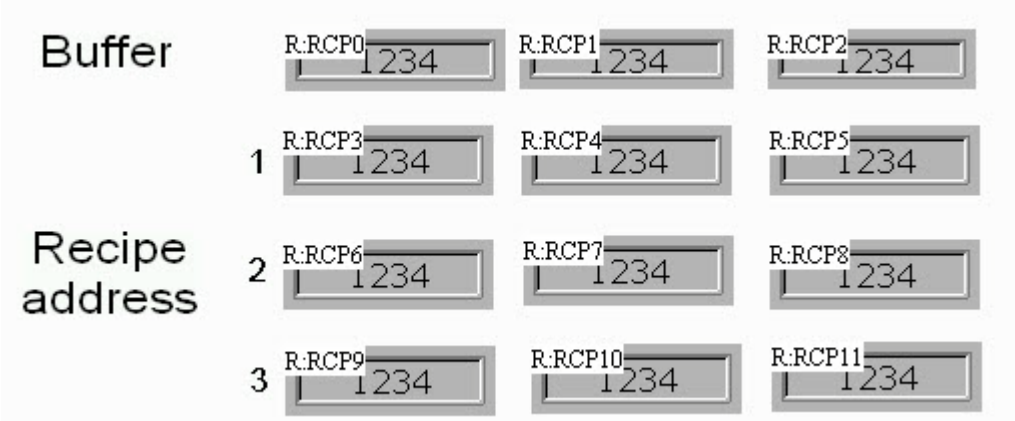
Table 23-1-4 16 bits Recipe Example

Create Numeric Display Element

- Step 1: Use the configured recipe size (L*G = 3 x 3) and put it in the formula L * (G+1) to gain the actually configured RCPs = RCP0~RCP11.
- Step 2: Create 12 numeric display elements and set the Read Address to Internal Memory RCP0 and so on.



- The following is displayed when the creation is completed.



NOTE:
The RCP0~RCP2 created are the recipe buffers and the actual recipe data RCPs are RCP3~RCP11. For more information, refer to Figure 23-1-1-4 16 bits Recipe Buffer Configuration.

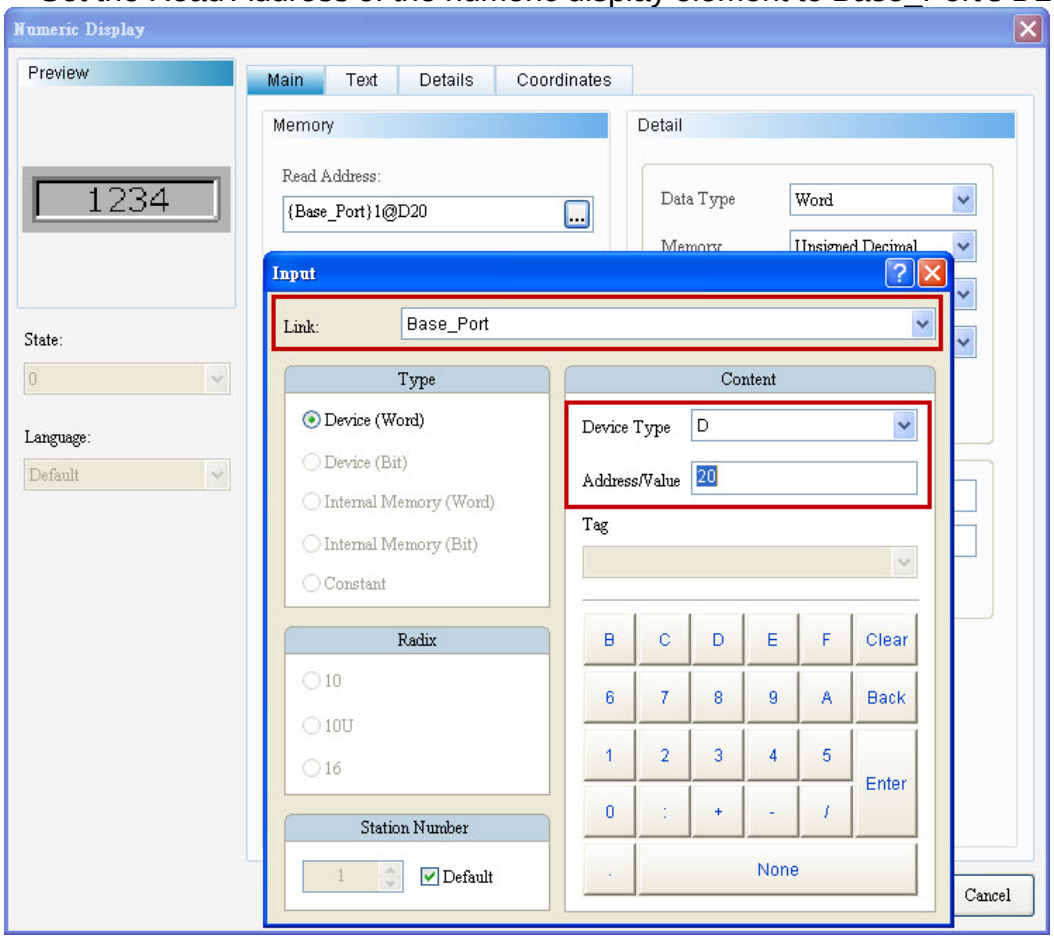
16 bits Recipe Example

Table 23-1-4 16 bits Recipe Example

Create Numeric Display Element

- Create 3 numeric display elements D20, D21 and D23 to show the change of the data when the user reads or writes PLC recipes.

- Set the Read Address of the numeric display element to Base_Port's D20.



- The following displays when the creation is completed.

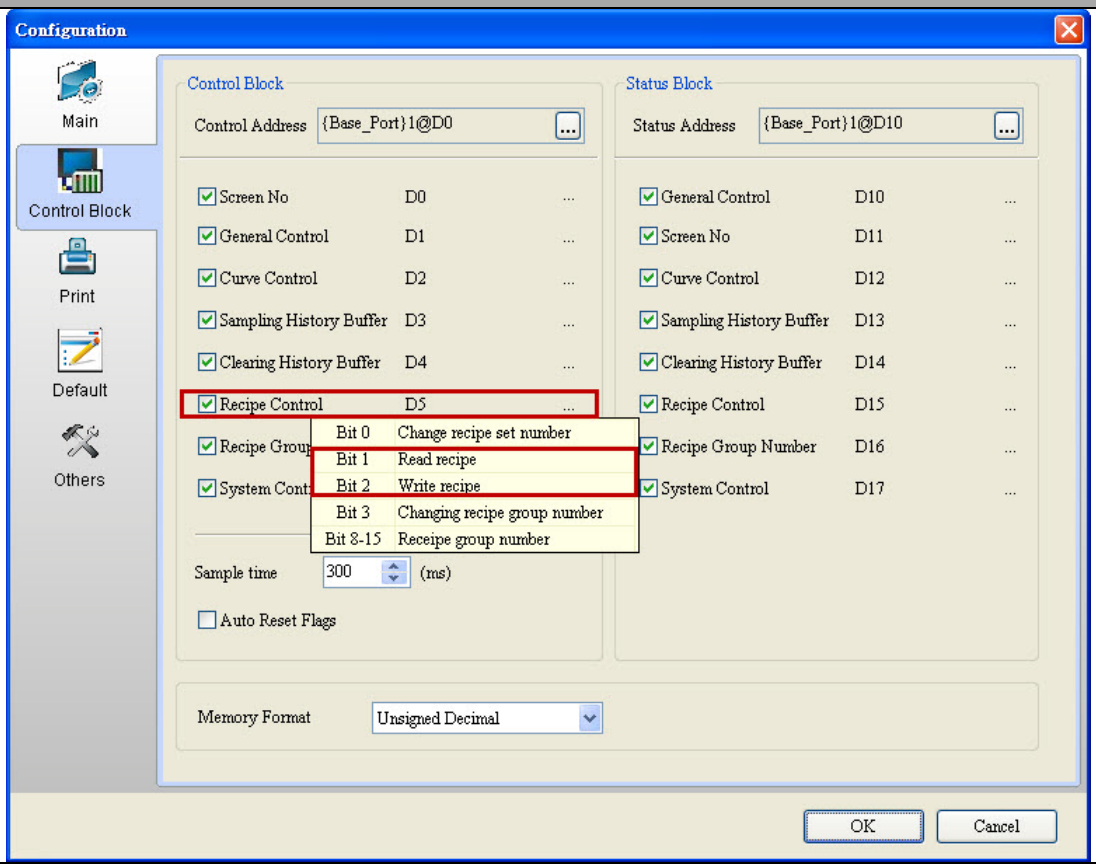


Set Recipe Control Flag in Control Block

- Enter [Options] → [Configuration....] → [Control Block] and check the [Recipe Control] flag. Set the Control Address in the Control Block to define that Recipe Control address. After the setting is completed, click [OK] to leave the Configuration Window.

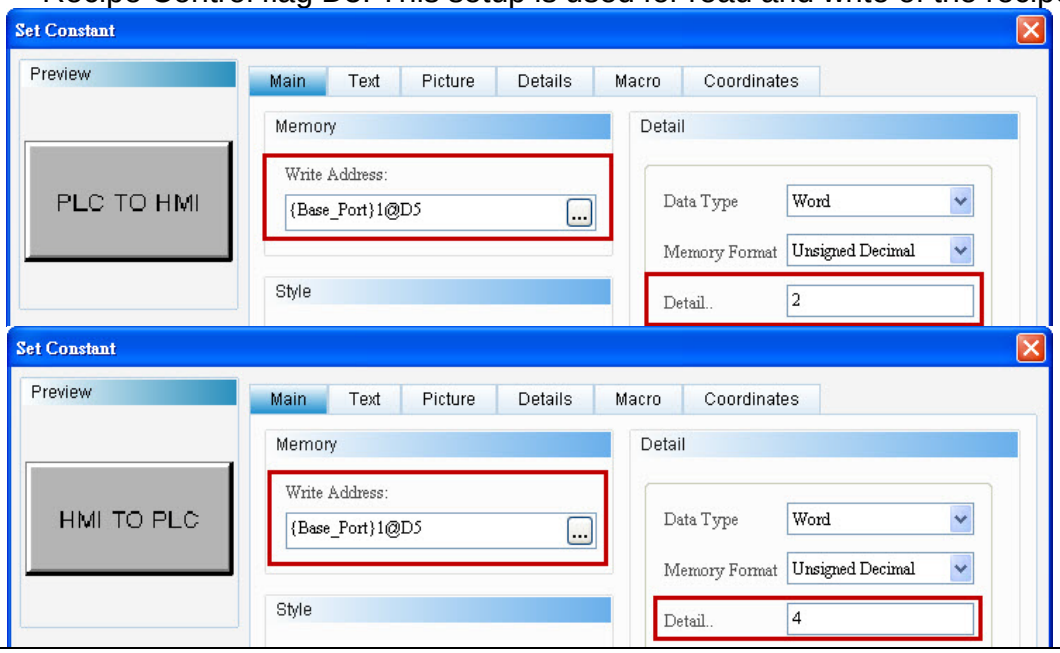
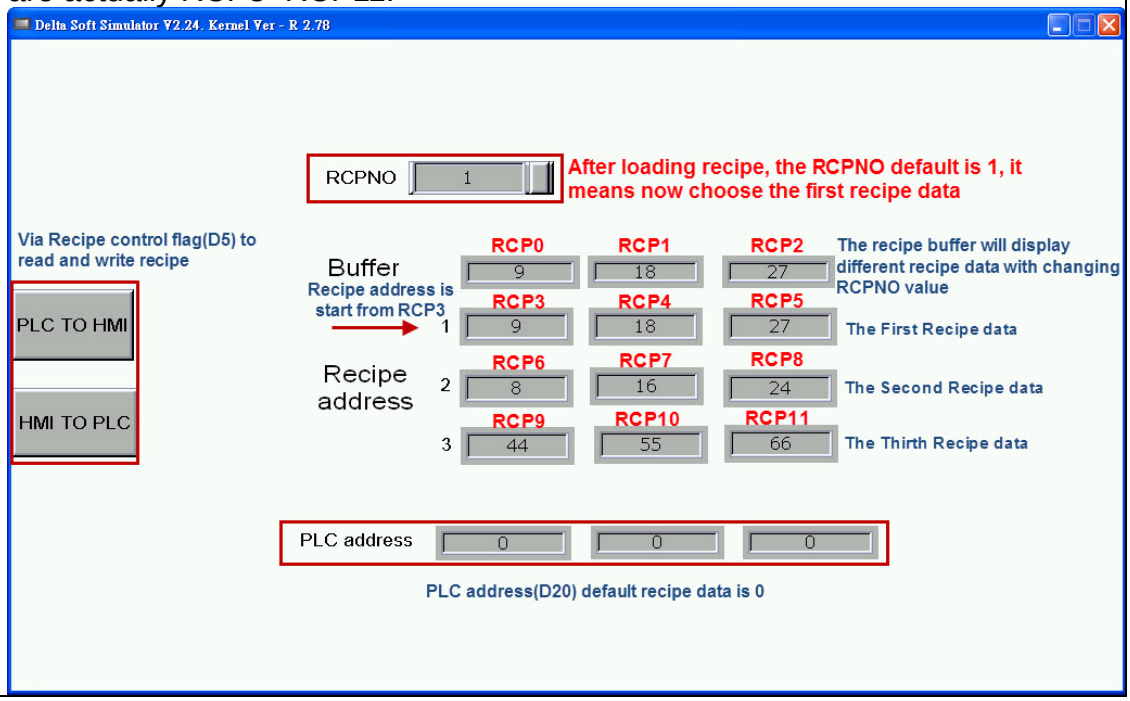
16 bits Recipe Example

Table 23-1-4 16 bits Recipe Example



16 bits Recipe Example

Table 23-1-4 16 bits Recipe Example

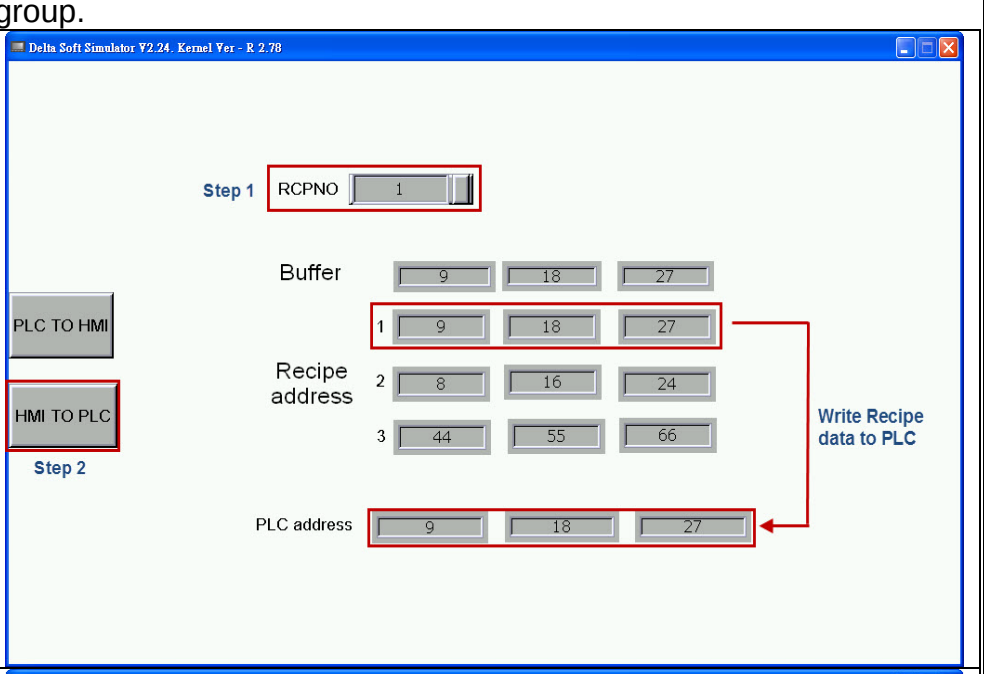
Create Permanent Numeric Button Element	➢ Create 2 permanent numeric buttons. Set the Write Address to D5 and the Setting to 2 and 4, respectively, corresponding to Bit 1 and Bit 2 of the Recipe Control flag D5. This setup is used for read and write of the recipe. 
Execution Results	➢ After creation of all elements, perform the compilation and download the screen data and recipe to HMI.  Select a recipe group. The recipe data will be displayed in the created RCP0~RCP11 with reference to the selected recipe group. The RCP0~RCP2 created are the recipe buffers and the RCPs for the first group of recipe data are actually RCP3~RCP11. 

16 bits Recipe Example

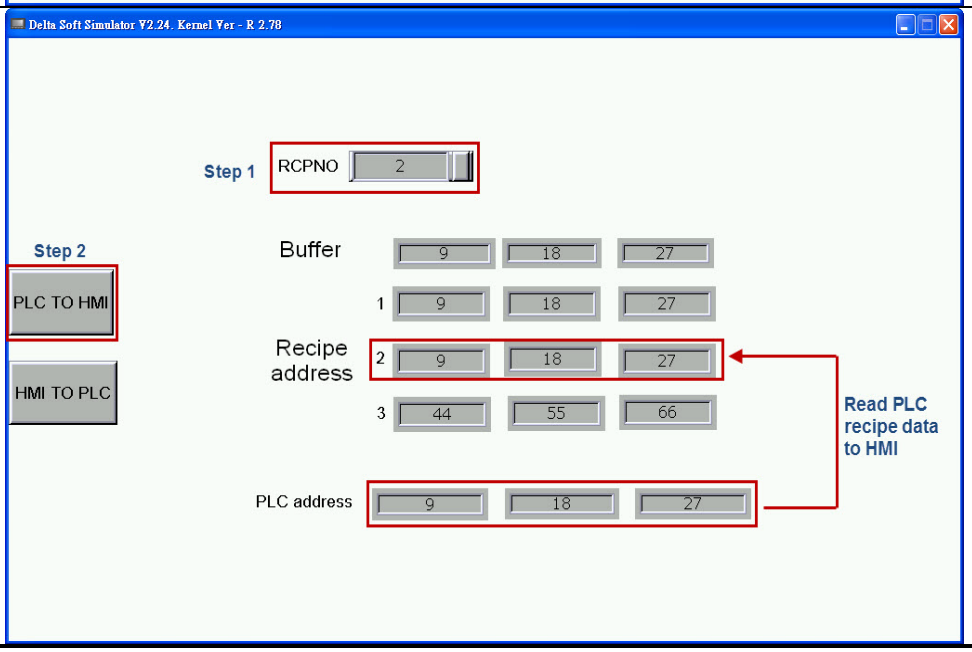
Table 23-1-4 16 bits Recipe Example

Activate the Recipe Write button and the recipe data of the selected group will be written to PLC. Activate the Recipe Read button and the recipe data that were written to the PLC will be read back to HMI with reference to the selected recipe group. The recipe data will be changed to match the content of the selected group.

Recipe Read

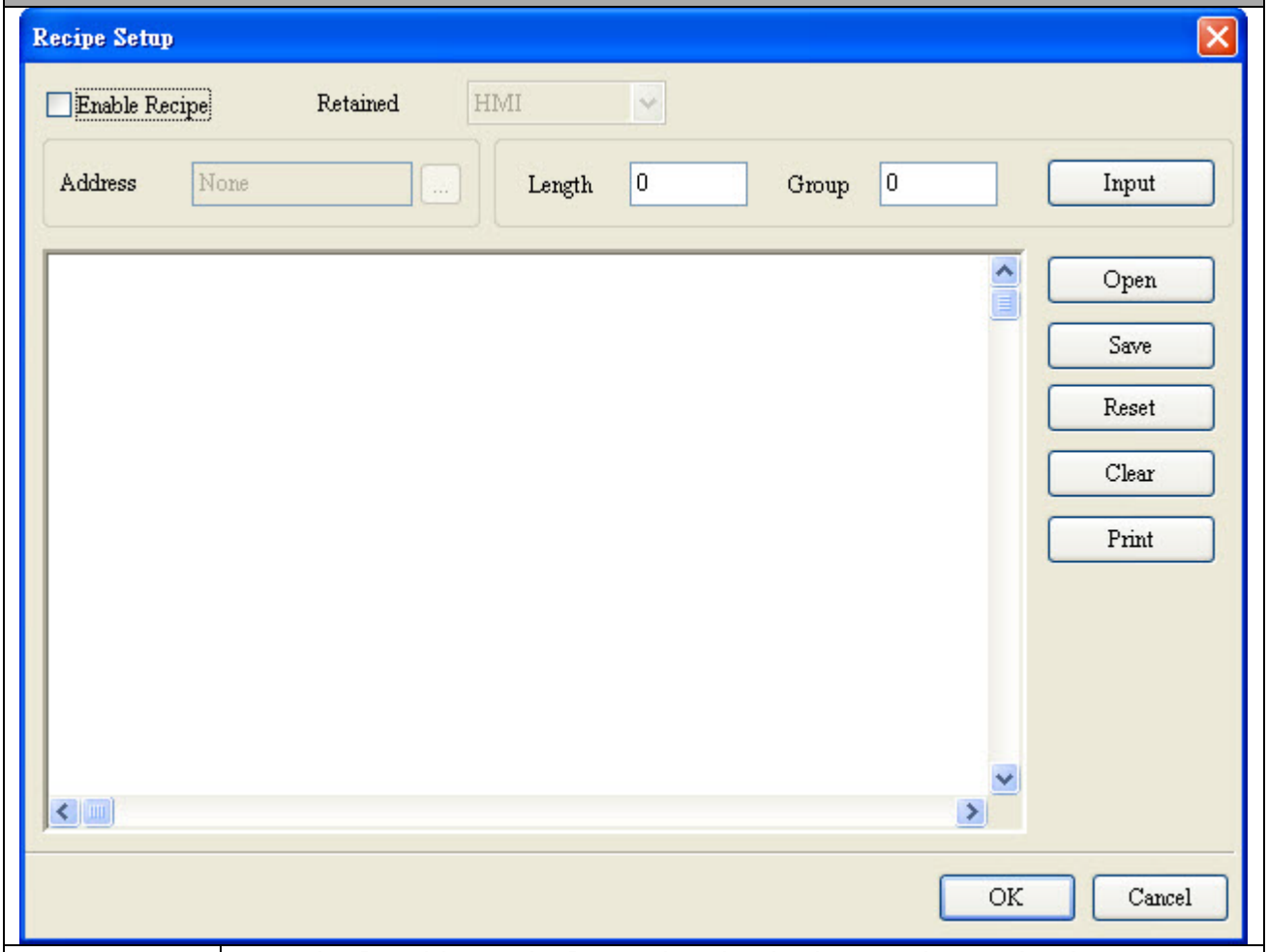


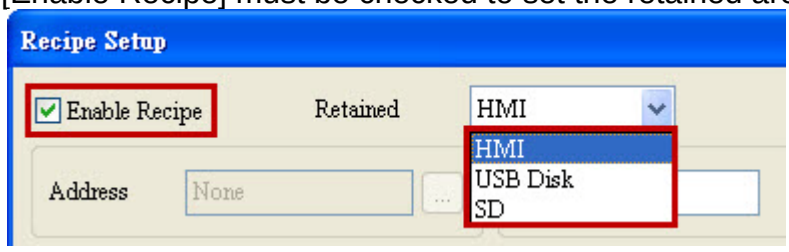
Recipe Write



Recipe Setup Property Description

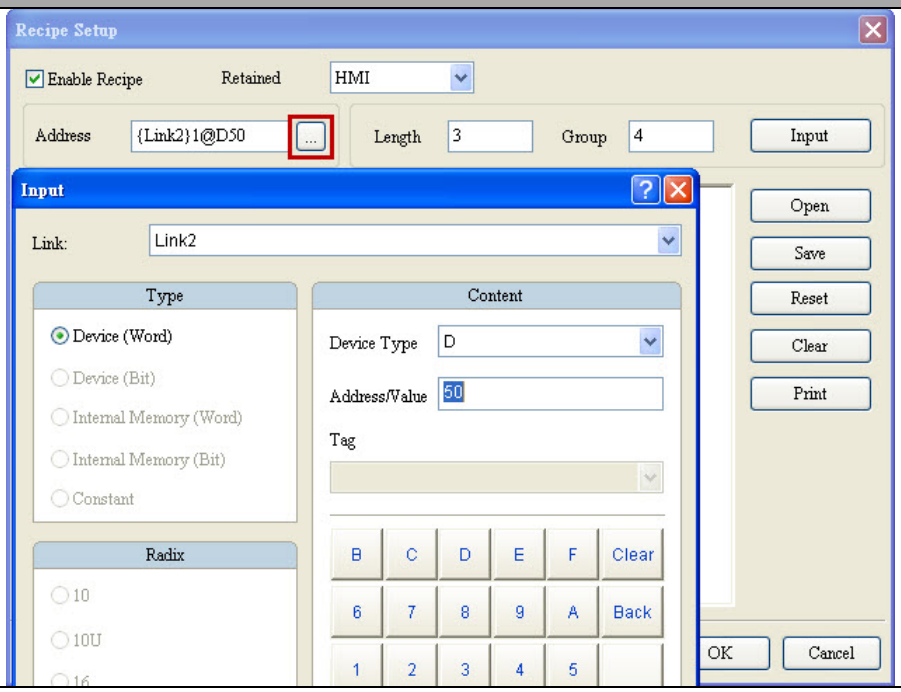
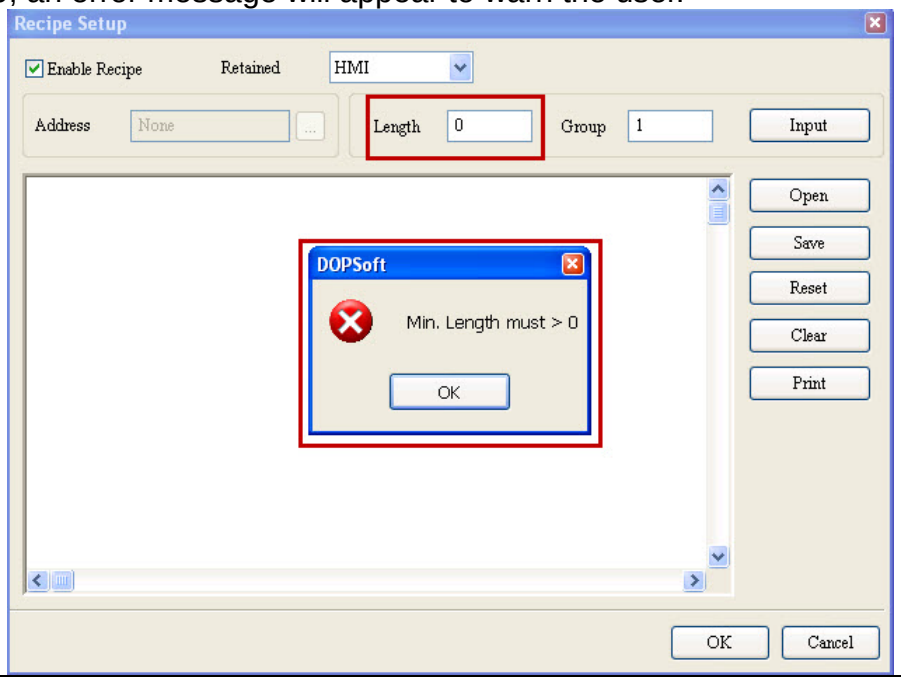
Table 23-1-5 Recipe Setup Property Description

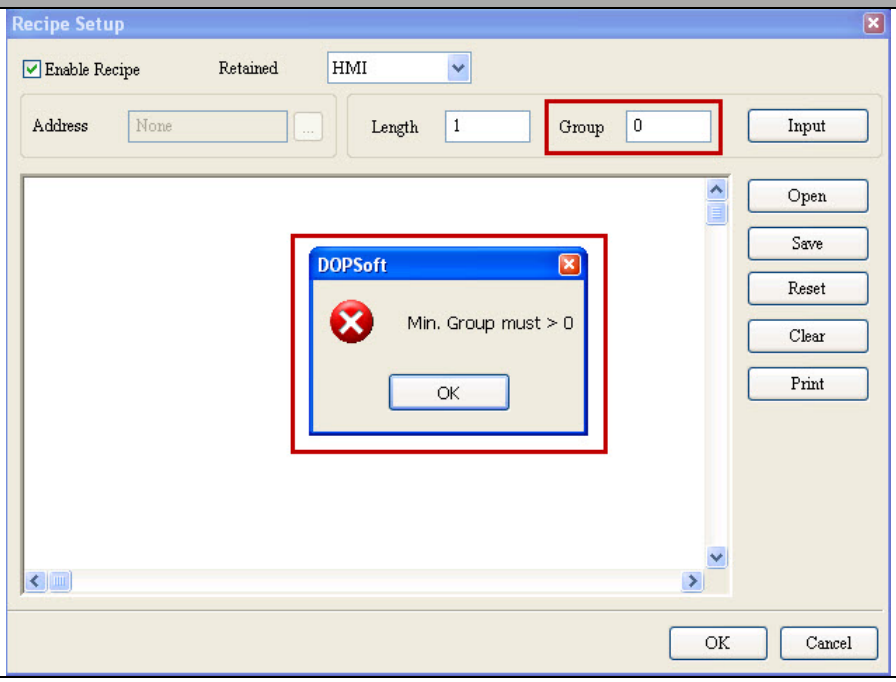


Retained Area	➢ The [Enable Recipe] must be checked to set the retained area.  ➢ The retained area can be HMI, USB Disk or SD Card. ➢ When HMI is selected as the retained area, the data will be recorded in HMI SRAM in case of power-off.
Address	➢ Selects the address of internal memory or controller register. ➢ Selects link name or element type. Please refer to 5-1 Button for details.

Recipe Setup Property Description

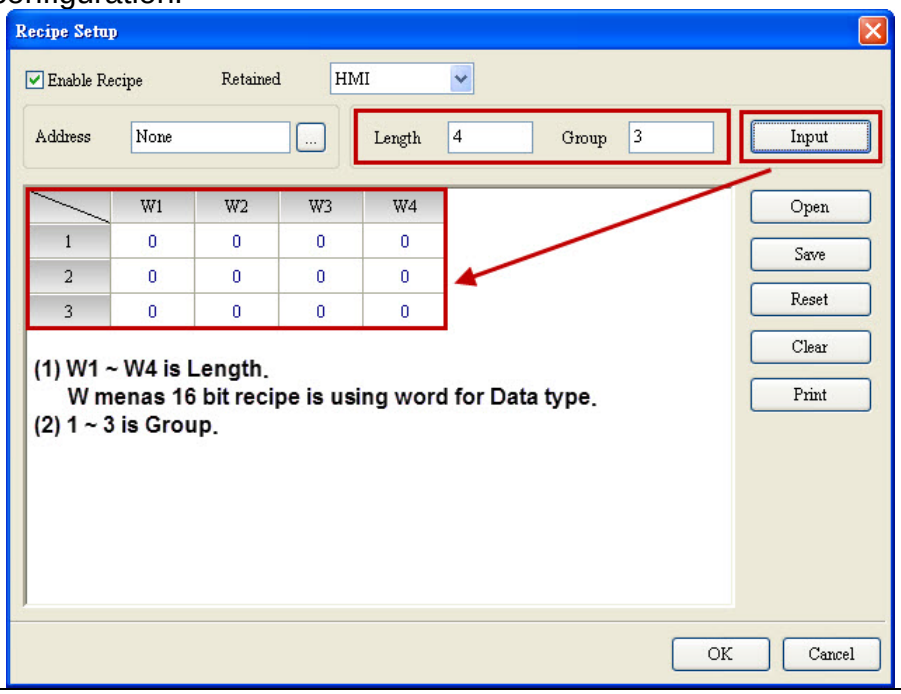
Table 23-1-5 Recipe Setup Property Description

	
Length/Group	➢ The Length and Group represent the length and group size that the user entered. With these values set up, the user can click [Configure] to create the form. ➢ The Length and Group cannot be set to 0. If any of the values is set to 0, an error message will appear to warn the user. 

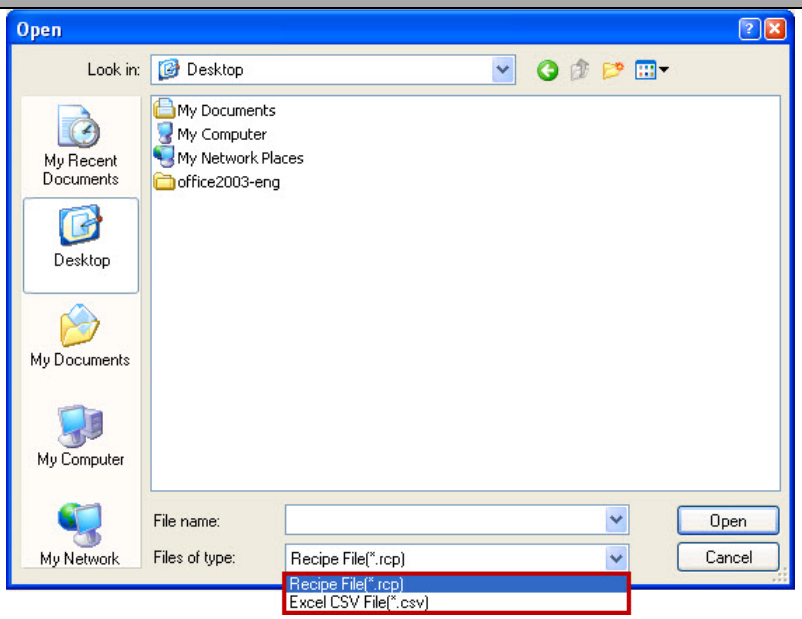
Recipe Setup Property Description Table 23-1-5 Recipe Setup Property Description	
	

Recipe Setup Property Description

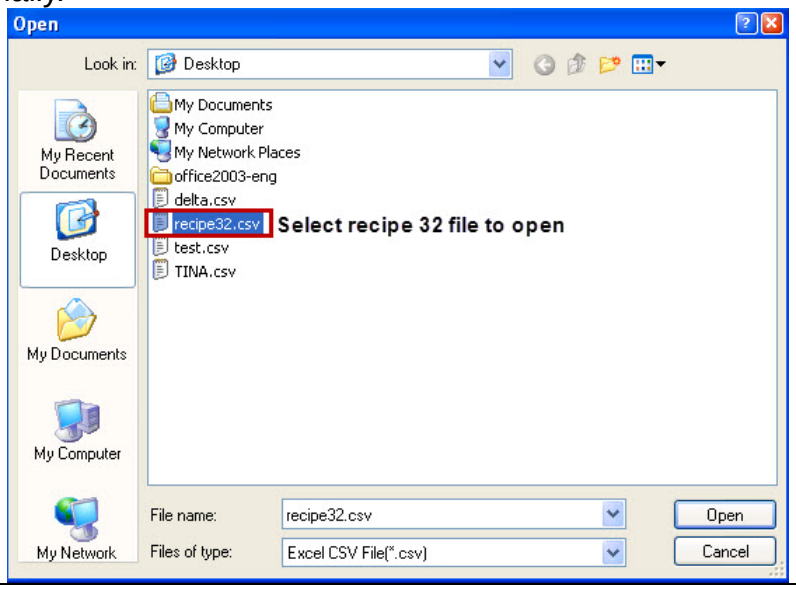
Table 23-1-5 Recipe Setup Property Description

Configure	➢ After the Length and Group are set, click the [Configure] button to generate a form in the blank area with L*G as its size. For example, with 4 and 3 as the settings for the Length and Group, respectively, the size of the form is 4 x 3. NOTE: Due to the limit of HMI memory, the size of the recipe should not be greater than **64K** (L*G not greater than 65536). Otherwise, the following warning message will appear:  ➢ The user can complete the form with recipe data after the configuration. 
Open	➢ The [Open] function provides CSV and RCP file formats for the user to import the recipe.

Recipe Setup Property Description Table 23-1-5 Recipe Setup Property Description	

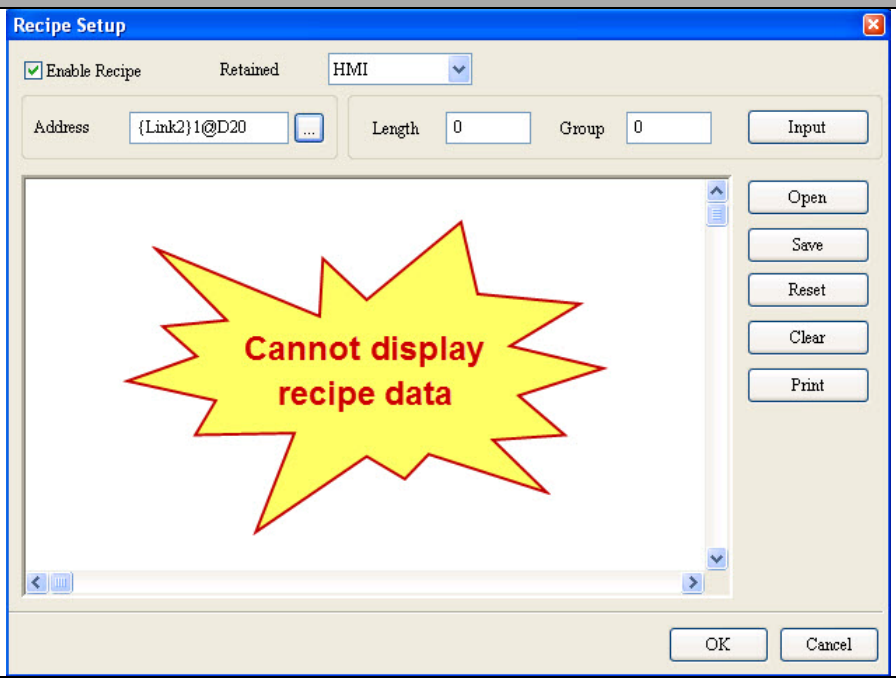


- The opened and imported recipe file only provides the content of the recipe data. The address of the recipe does not support loading the address that was set up previously. If a 32-bit RCP or CSV recipe file is opened as a 16 bits Recipe, the data loaded will not be displayed normally.



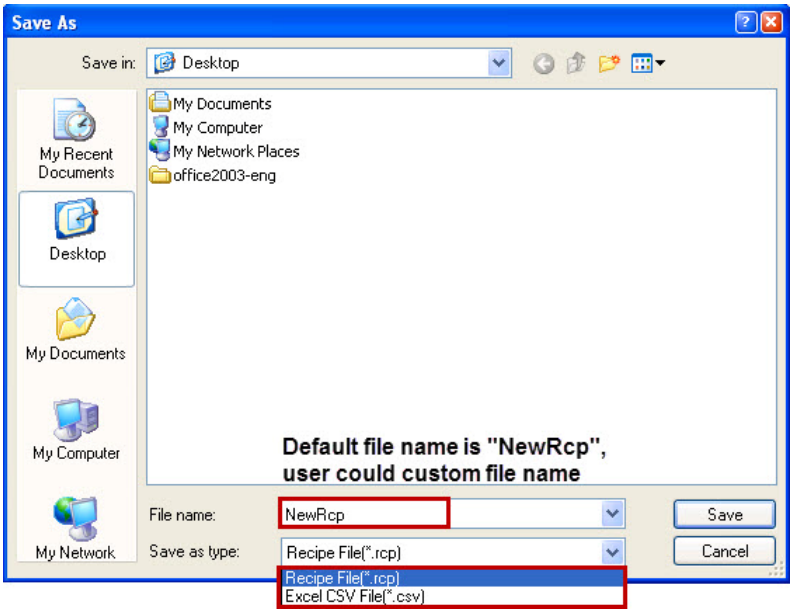
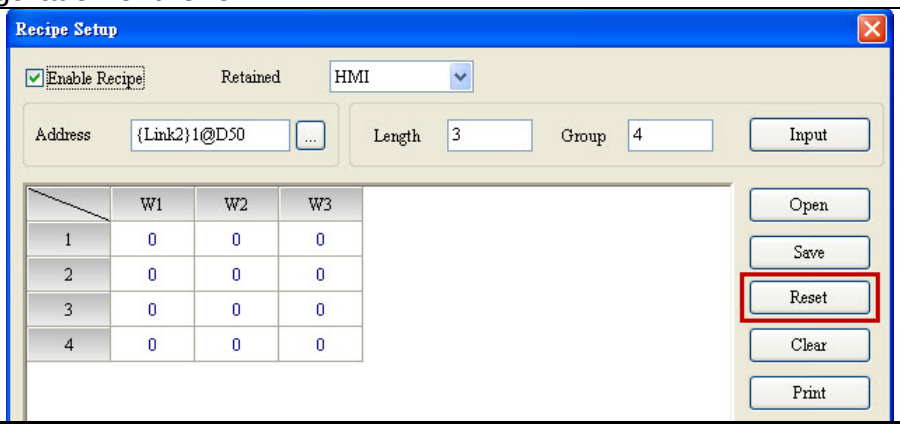
Recipe Setup Property Description

Table 23-1-5 Recipe Setup Property Description



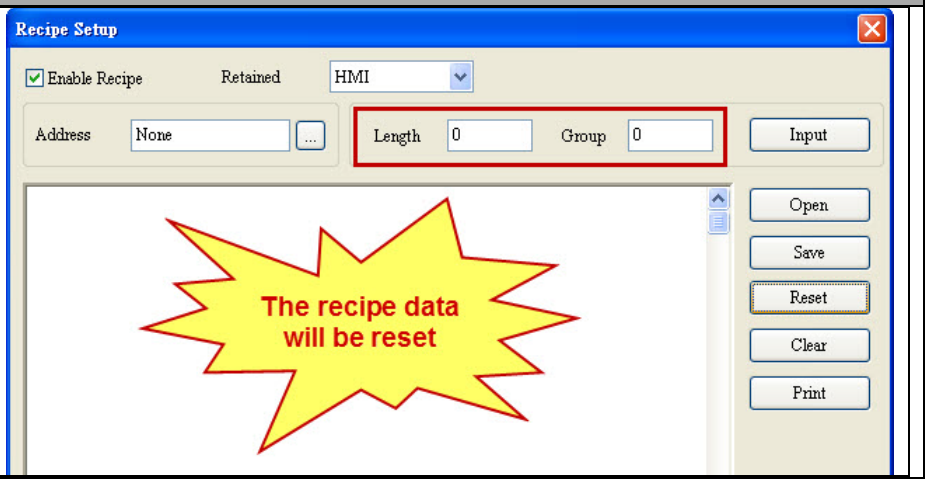
Recipe Setup Property Description

Table 23-1-5 Recipe Setup Property Description

Save	➢ The [Save] function enables the user to save the current 16 bits Recipe. Like the Open function, the Save function supports CSV and RCP file formats.  ➢ The recipe data that the user saved does not support the recipe address set up by the Save function.
Reset	➢ The [Reset] function is used to empty the configured form. The user needs to enter the length and group values after the reset for the next configuration of the form. **Before Reset** 

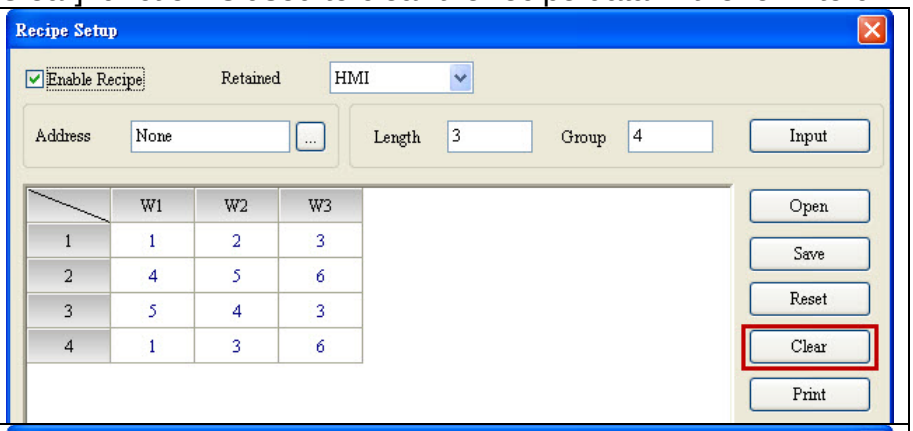
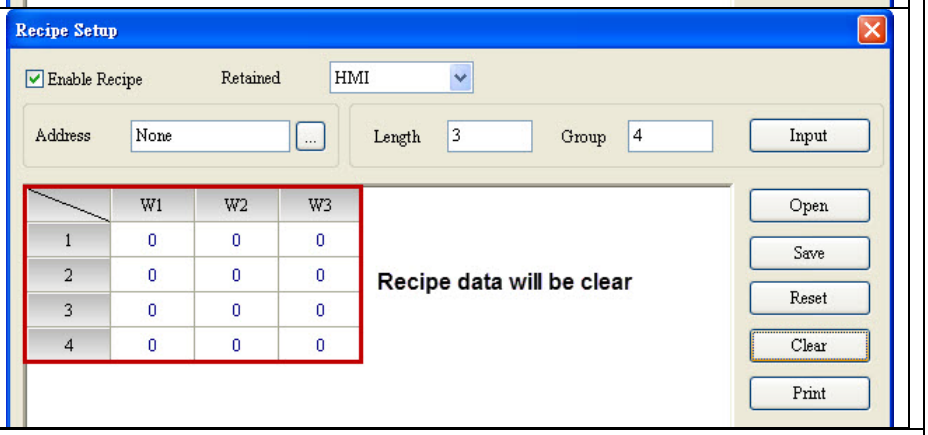
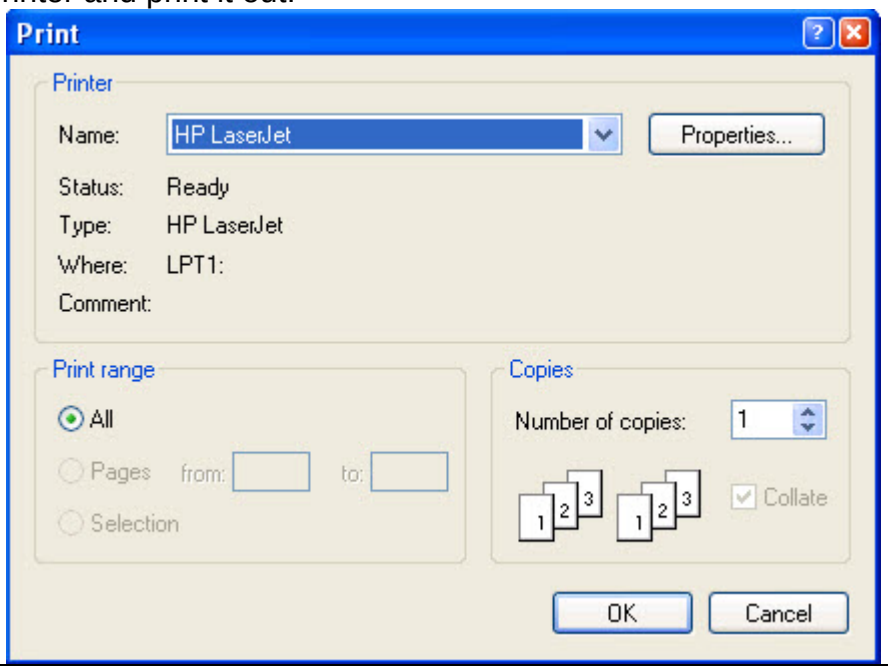
Recipe Setup Property Description

Table 23-1-5 Recipe Setup Property Description

	After Reset	

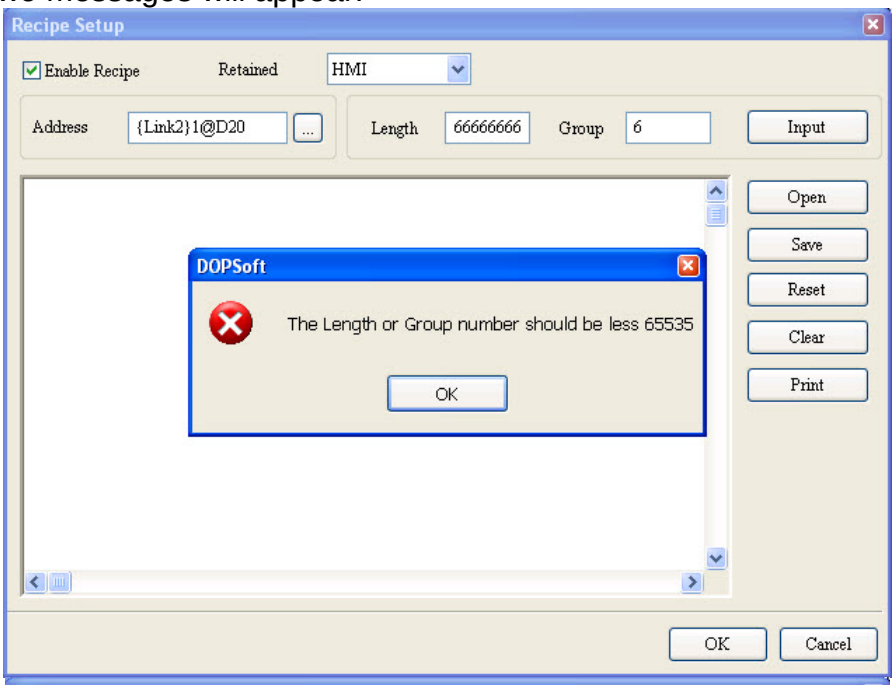
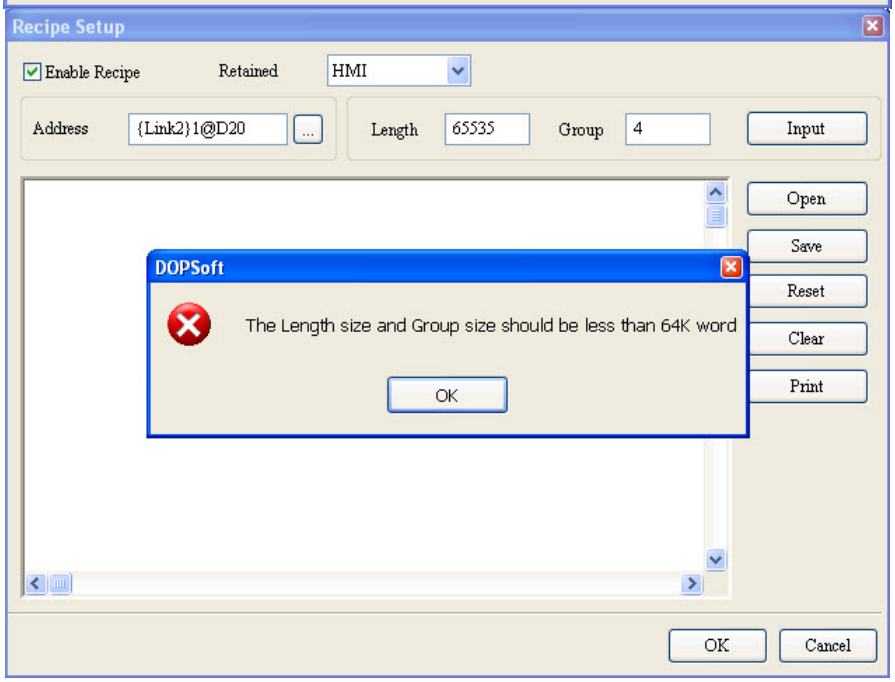
Recipe Setup Property Description

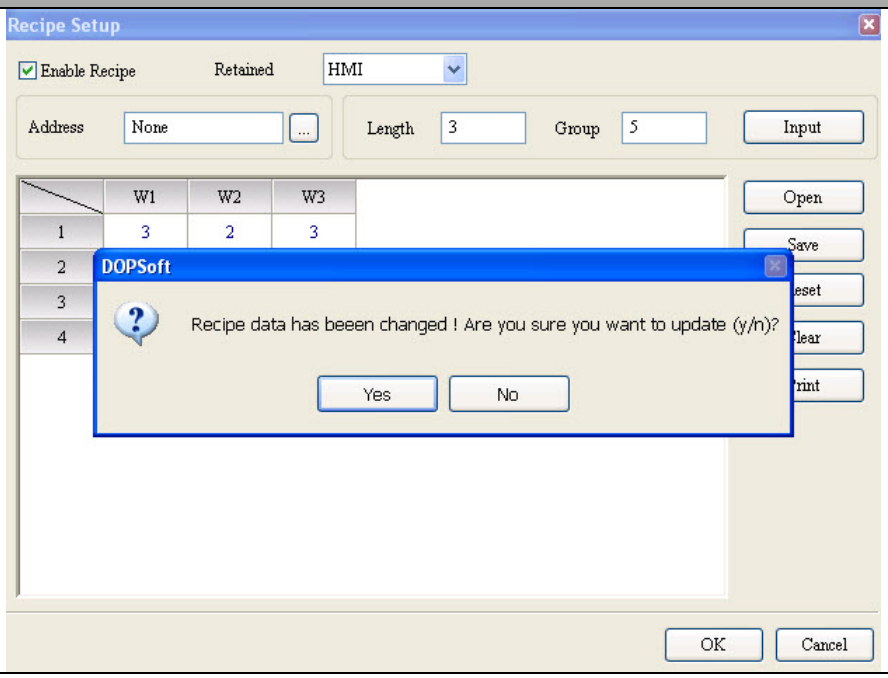
Table 23-1-5 Recipe Setup Property Description

Clear	➢ The [Clear] function is used to clear the recipe data in the form to 0. **Before clear**  **After Clear** 
Print	➢ The [Print] function is used to output the current recipe data to the printer and print it out. 
OK	➢ After the 16 bits Recipe properties are set up, click [OK] to save the changes and leave the Recipe Setup window. ➢ When the [OK] button is pressed, the length and group values that the user entered will be checked again for their change or excess.

Recipe Setup Property Description

Table 23-1-5 Recipe Setup Property Description

	➢ If the length or group size exceeds the allowable limit, the following two messages will appear:   ➢ If the length or group size is inconsistent with the configured form, the data will also be checked when the OK button is pressed for their change and the following message will appear:

Recipe Setup Property Description Table 23-1-5 Recipe Setup Property Description	
	
Cancel	➢ Click [Cancel] to leave the Recipe Setup window without saving any change of the data. It has the same effect as pressing the X mark at the upper right corner of the window.

23-2 32 bits recipe

The 32 bits recipe supports the data type Double Word. The data format supports Signed Decimal, Unsigned Decimal and Floating. The size of each register is 32 bits (2 Words or 1 Double Word, DW).

Unlike the 16 bits Recipe, the 32 bits recipe provides an additional recipe grouping option. When performing recipe read or recipe write, the user must specify both recipe number and recipe group to read or write a group of recipes.

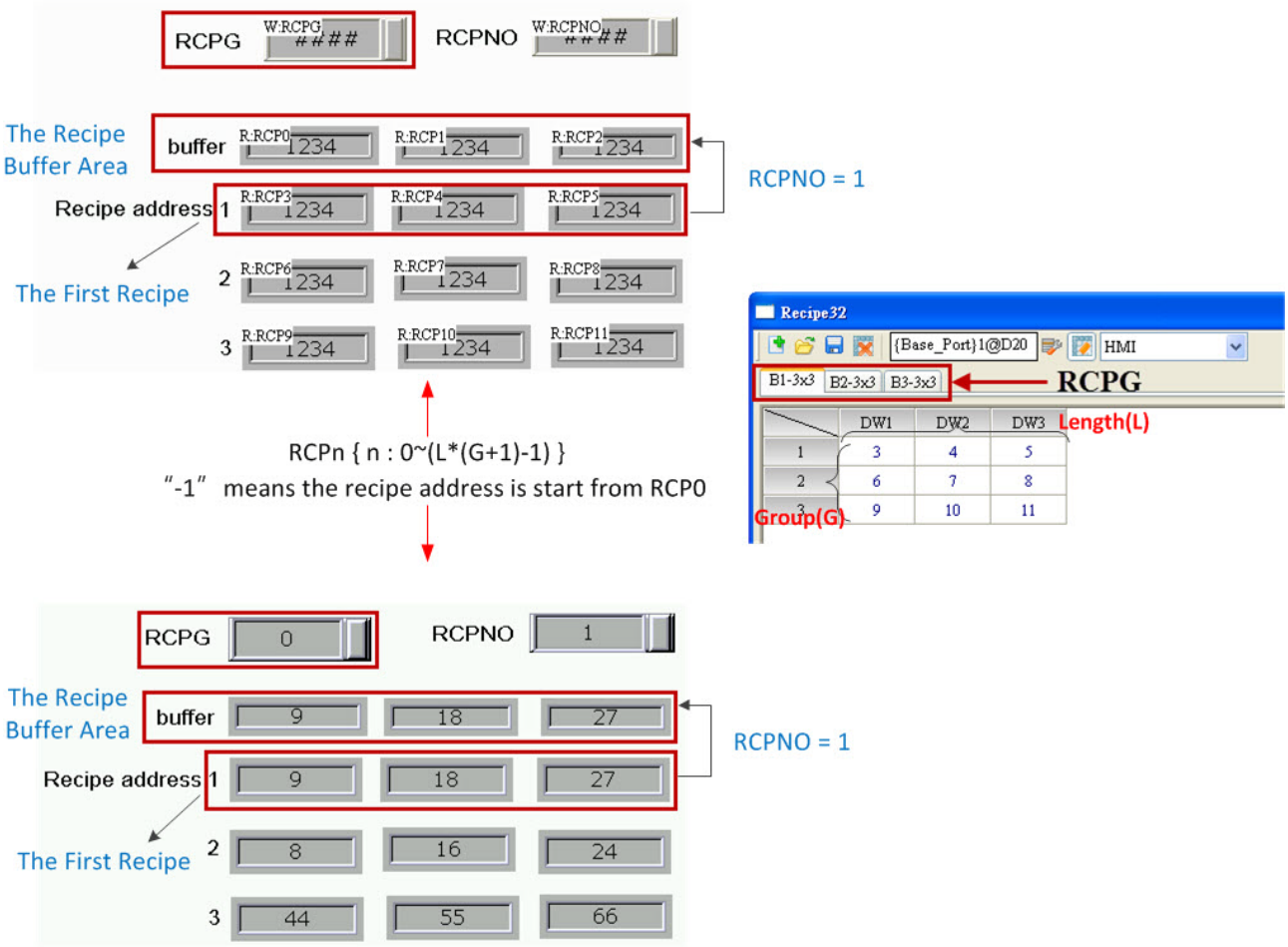


Figure 23-2-1 32 bits recipe Buffer Configuration

32 bits recipe has its own registers, which are RCP, RCPNO and RCPG.

RCP	Recipe register
RCPNO	Recipe number register
RCPG	Recipe group register

RCP and RCPNO are shared with 16 bits recipe, which already mentioned before. The following introduces features of RCPG.

■ Recipe group register (RCPG)

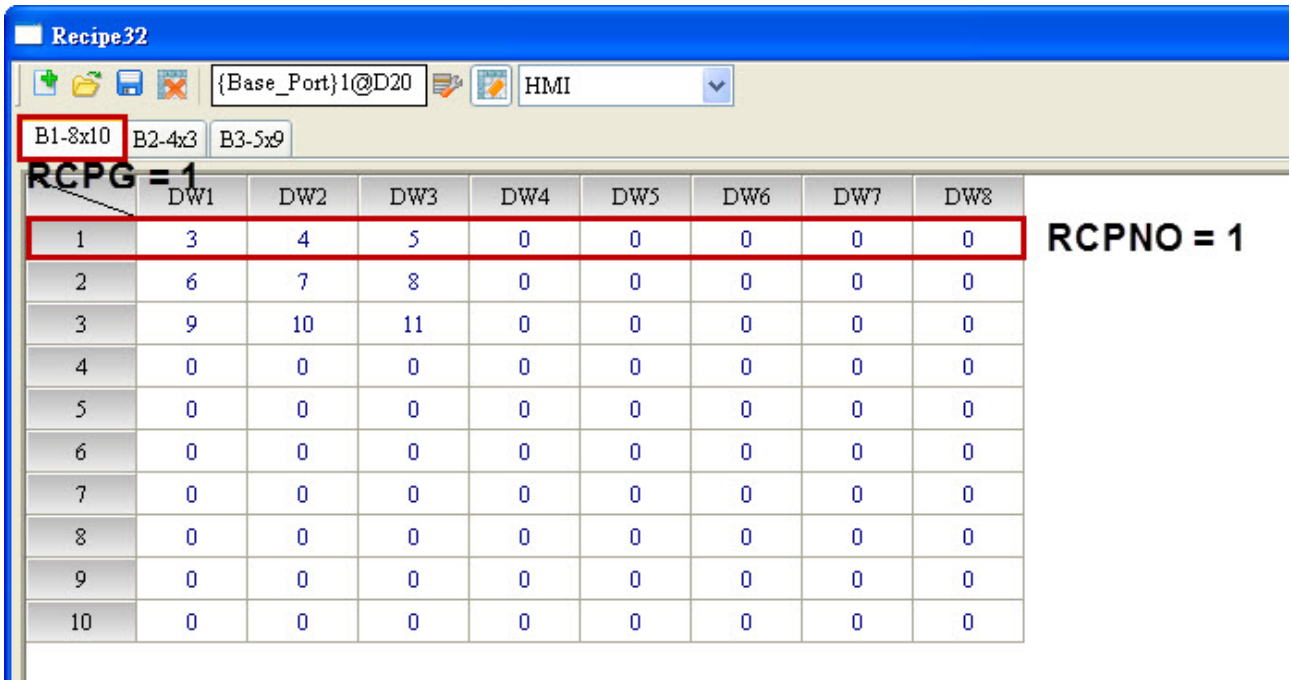
The recipe group register is used to specify the 32 bits recipe group register. Up to 235 groups of 32 bits recipe data can be created.

The RCPG 0 is assigned to 16 bits Recipe. RCPG 1~235 (RCPG 1~255) must be used to call 32 bits recipe data.

For a 32 bits recipe, when the first group of recipes in the first grouping is selected, RCPG = 1 and RCPNO = 1; when the fourth group of recipes in the third grouping is selected, RCPG = 3 and RCPNO = 4.

NOTE:

The recipe group register does not provide the non-volatile function, and the data in the register cannot be maintained when HMI is powered off.



	DW1	DW2	DW3	DW4	DW5	DW6	DW7	DW8
1	3	4	5	0	0	0	0	0
2	6	7	8	0	0	0	0	0
3	9	10	11	0	0	0	0	0
4	0	0	0	0	0	0	0	0
5	0	0	0	0	0	0	0	0
6	0	0	0	0	0	0	0	0
7	0	0	0	0	0	0	0	0
8	0	0	0	0	0	0	0	0
9	0	0	0	0	0	0	0	0
10	0	0	0	0	0	0	0	0

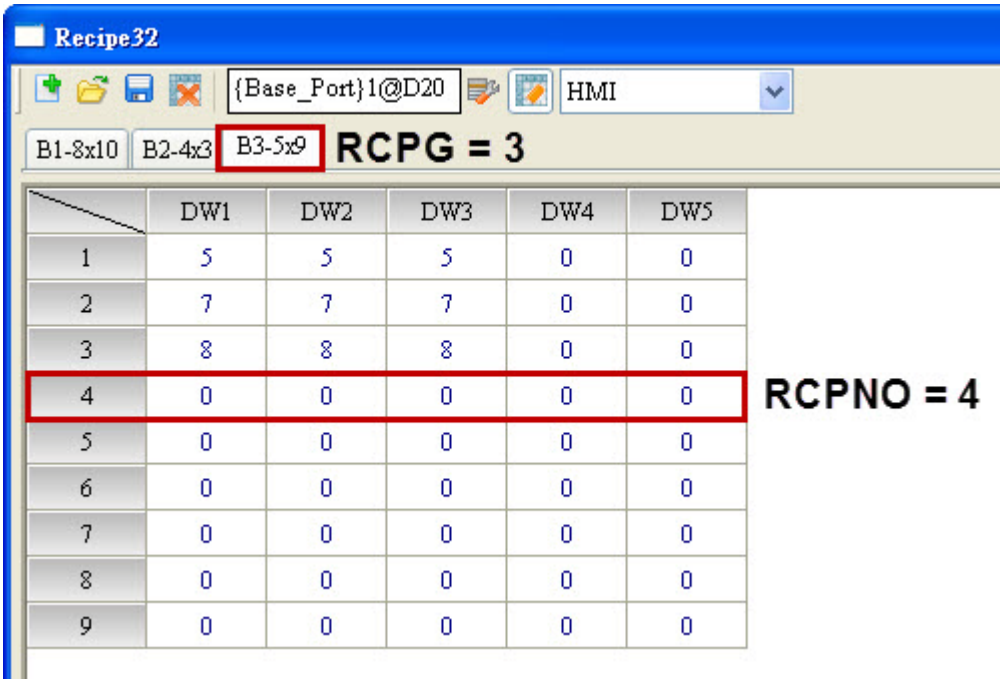


Figure 23-2-2 32 bits recipe number Editing Screen

■ Recipe number register (RCPNO)

RCPNO is used to specify the group for the 32 bits recipe. Read/write of the recipe means to read/write a group of recipes according to the group assignment in the recipe number register. When the first group of recipes is selected, RCPNO = 1; when the fourth group of recipes is selected, RCPNO = 4.

NOTE:

The recipe number register does not provide the non-volatile function, and the data in the register cannot be maintained when HMI is powered off.

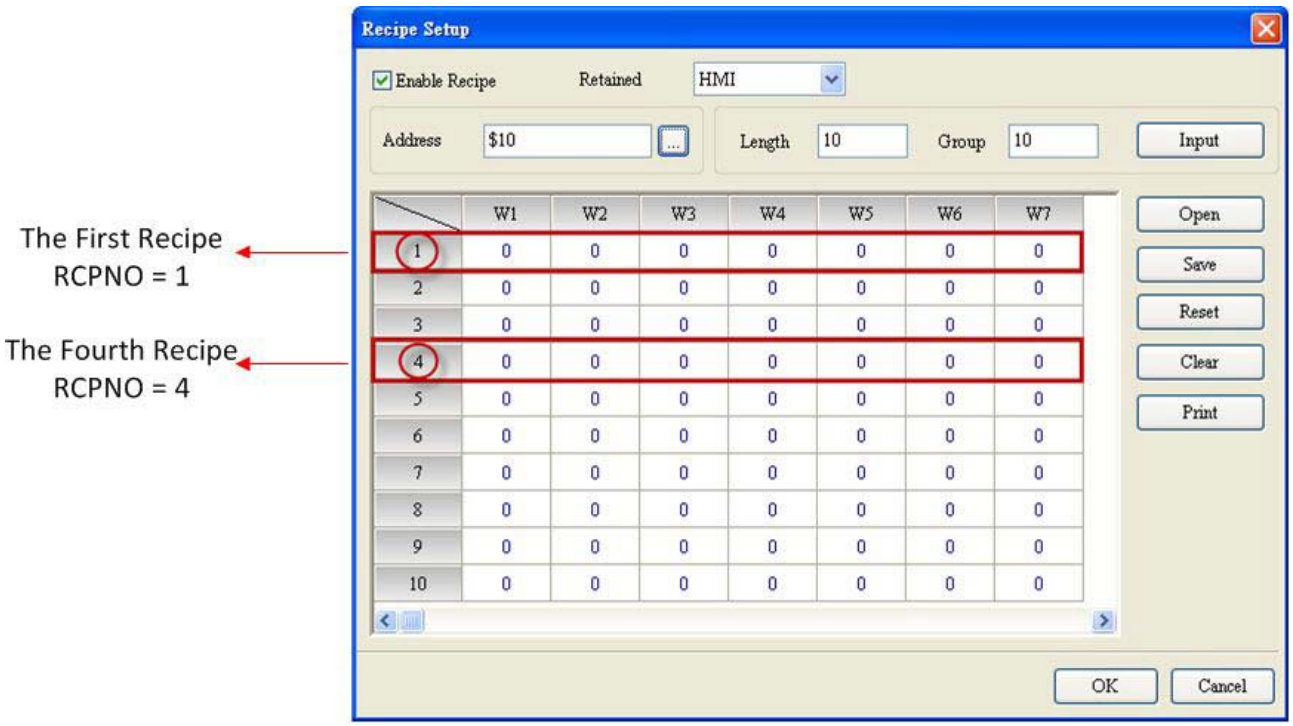


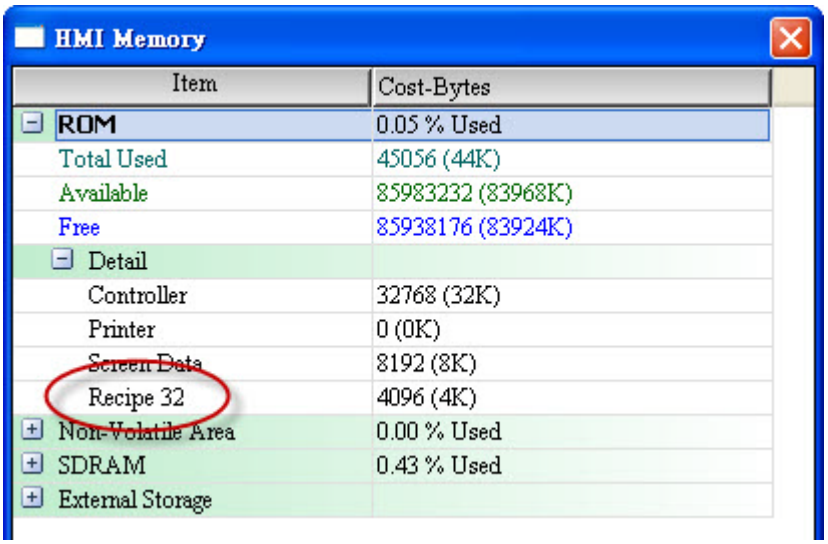
Figure 23-2-3 Recipe Number Editing Screen

■ 32 bits Recipe Size Limit

If the retained area is set to USB Disk or SD Card, the size of a 32 bits recipe file must not be greater than 50MB.

Unlike the 16 bits Recipe, the editable size of a 32 bits recipe is dependent on the HMI flash memory specifications of different models when the retained area is set to HMI.

The user can enter [View] → [Memory List] to check the editable 32 bits recipe size and capacity. (Figure 23-2-4)



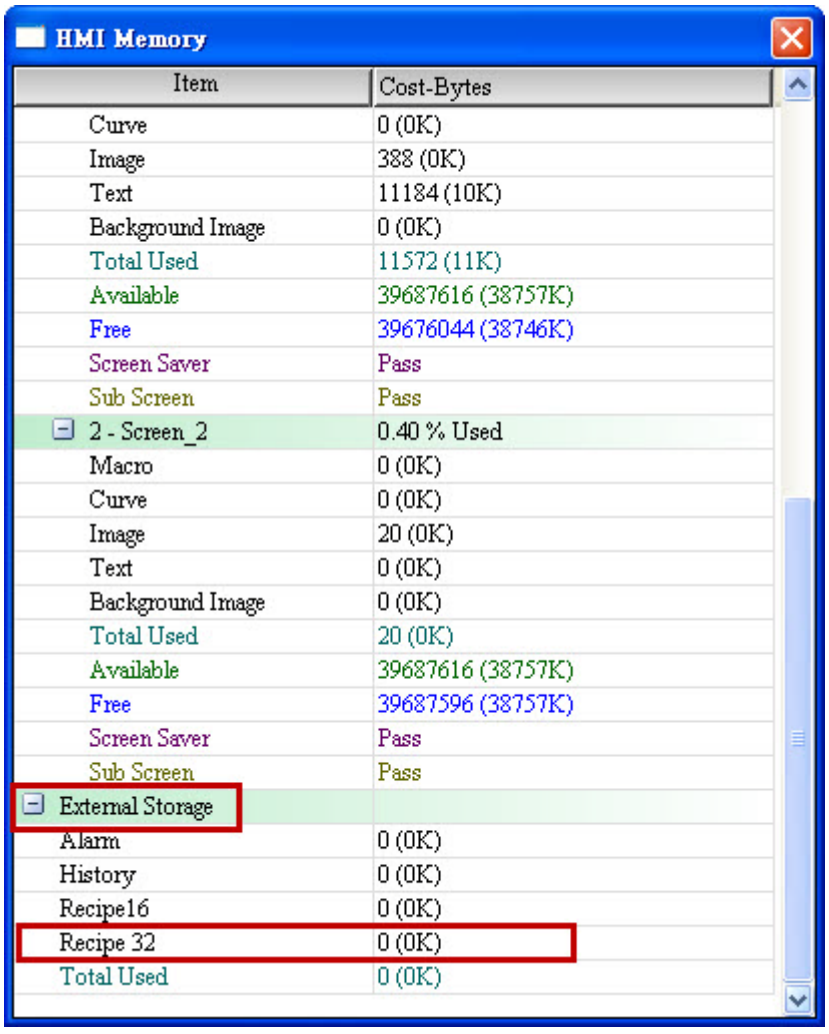


Figure 23-2-4 32 bits recipe Memory List

Refer to the 32 bits recipe example in Table 23-2-1.

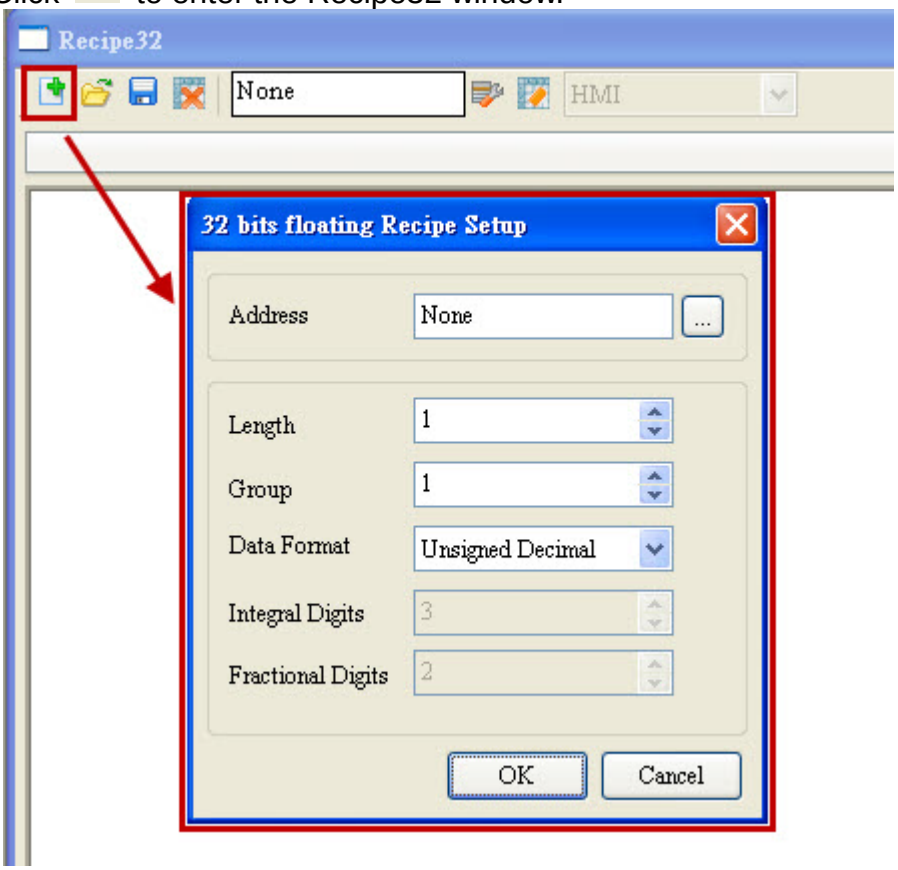
32 bits Recipe Example

Table 23-2-1 32 bits recipe Example

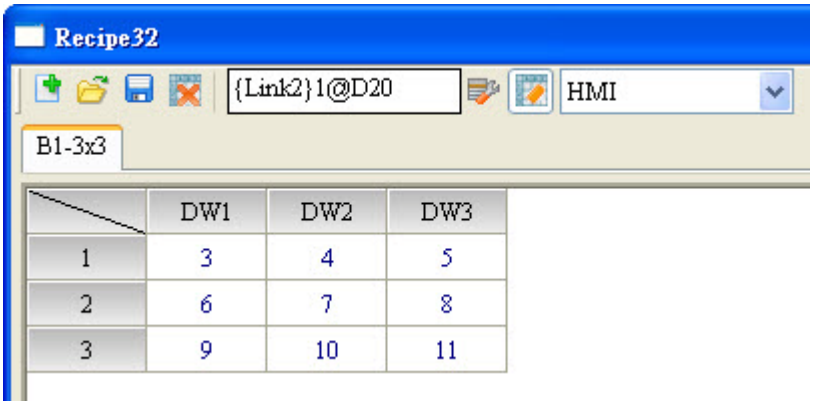
Set 32 bits recipe

➢ Step 1: Enter [Options] → [32 bits recipe] .

- Click  to enter the Recipe32 window.



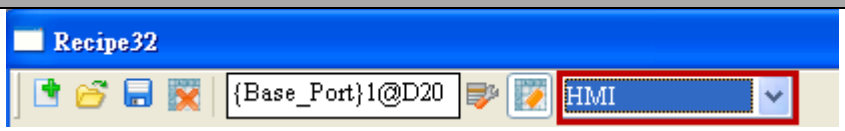
- Set the Address to D20.
- Set both Length and Group to 3 for the first group of recipe. Both values should not be set to 0.
- Set the Data Format to Unsigned Decimal.



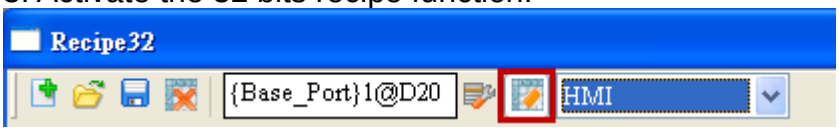
➢ Step 2: Set the Retained Area to HMI.

32 bits Recipe Example

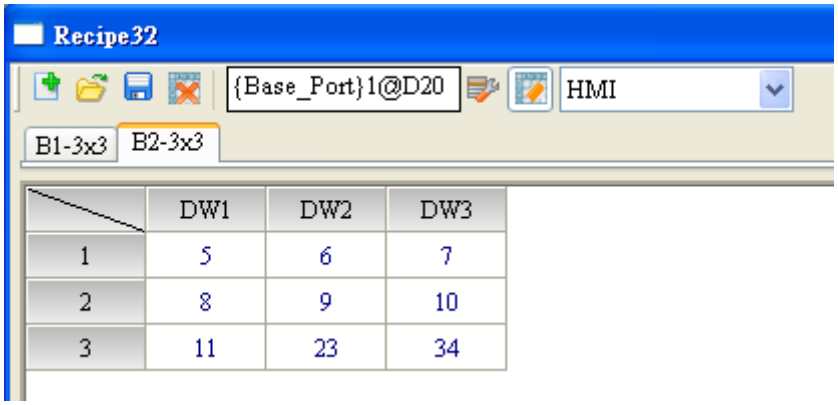
Table 23-2-1 32 bits recipe Example



- Step 3: Activate the 32 bits recipe function.

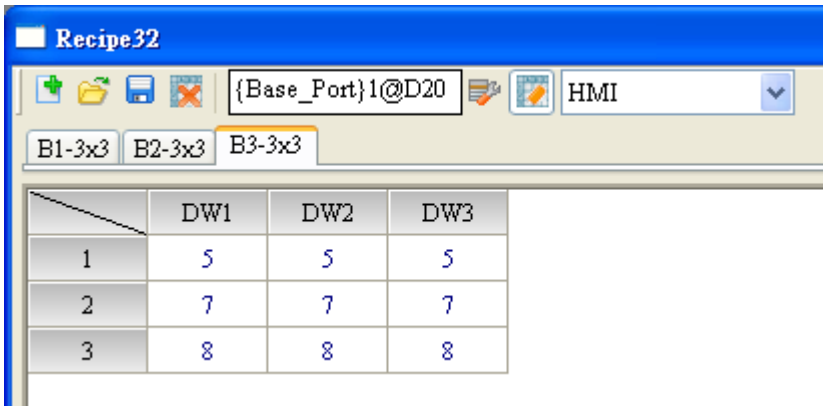


- Step 4: Repeat Step 1 to set both Length and Group to 3. The recipe data are shown below:



	DW1	DW2	DW3
1	5	6	7
2	8	9	10
3	11	23	34

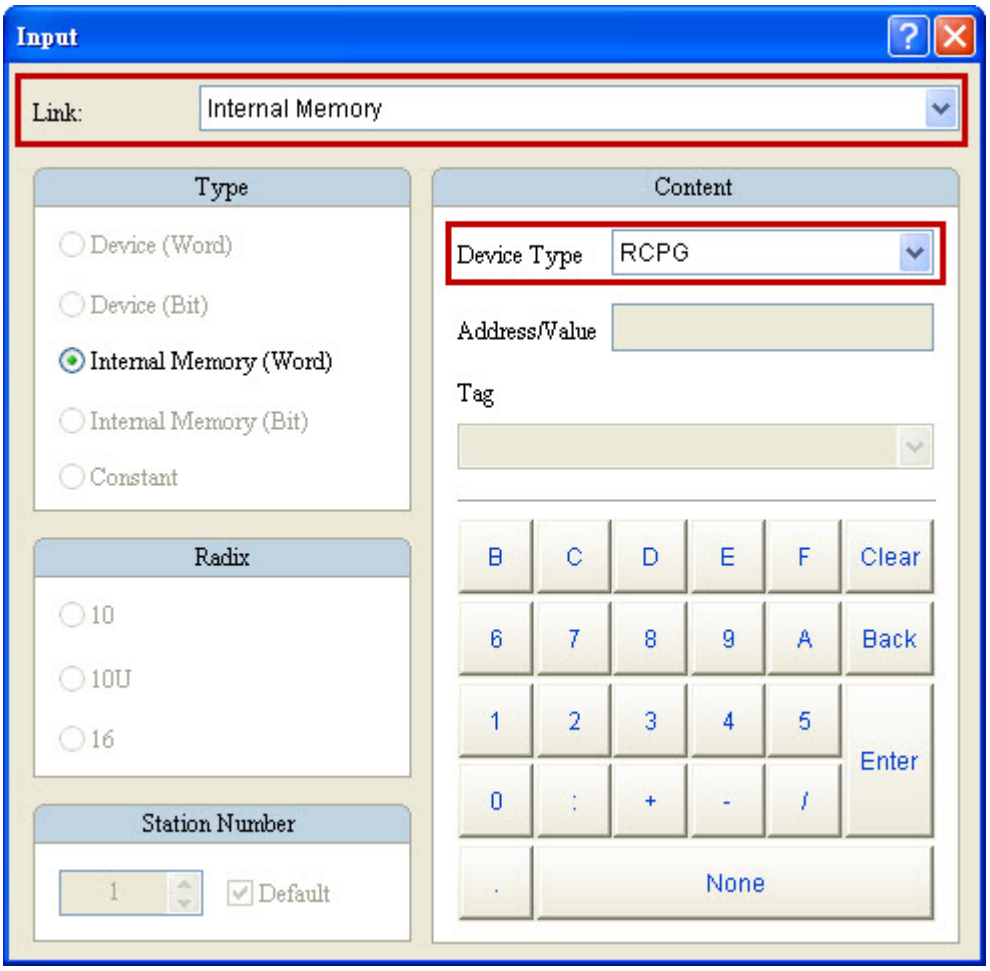
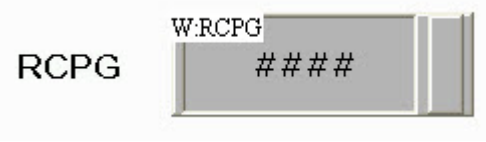
- Step 5: Repeat Step 1 to set both Length and Group to 3. The recipe data are shown below:



	DW1	DW2	DW3
1	5	5	5
2	7	7	7
3	8	8	8

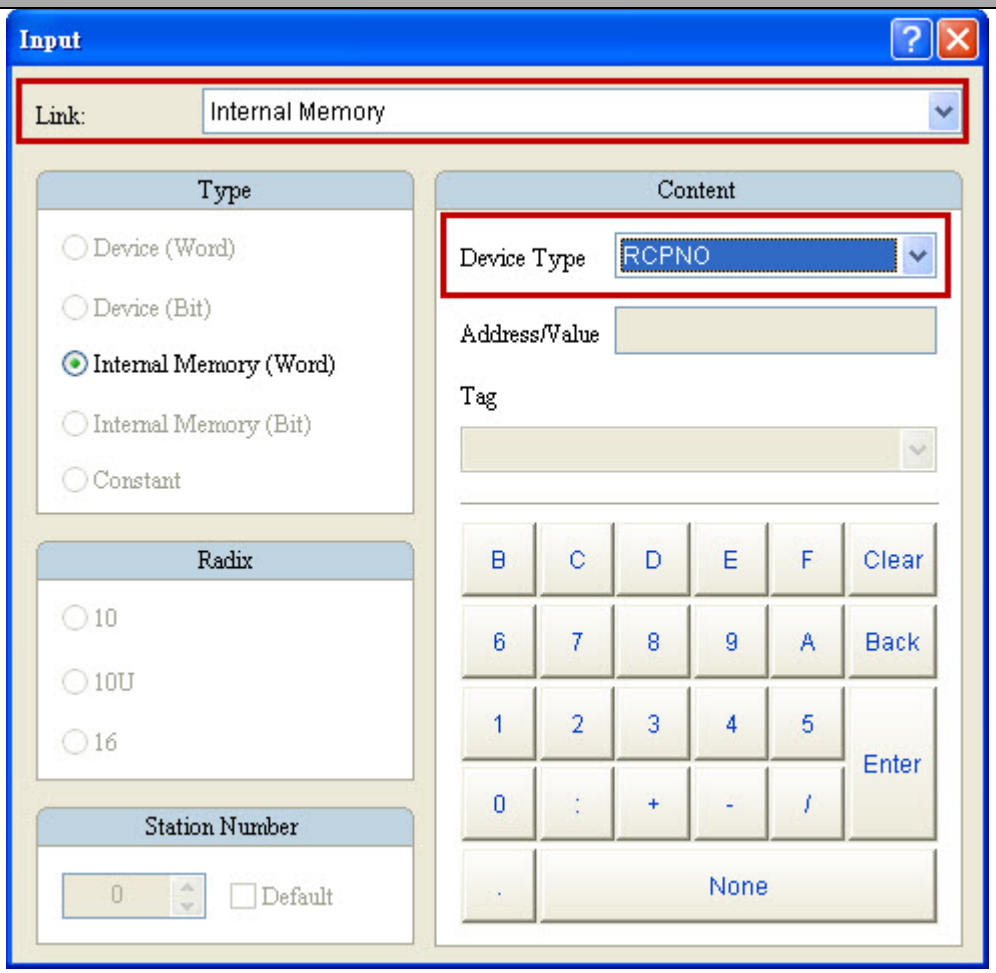
32 bits Recipe Example

Table 23-2-1 32 bits recipe Example

Create Numeric Element	➢ Create a numeric element. Set the Write Address to Internal Memory and select RCPG as the element type. This element is used for selection of the recipe grouping.  ➢ The following is displayed when the creation is completed.  ➢ Create a numeric element. Set the Write Address to Internal Memory and select RCPNO as the Element Type. This element is used for selection of the recipe number.

32 bits Recipe Example

Table 23-2-1 32 bits recipe Example



➢ The following is displayed when the creation is completed.

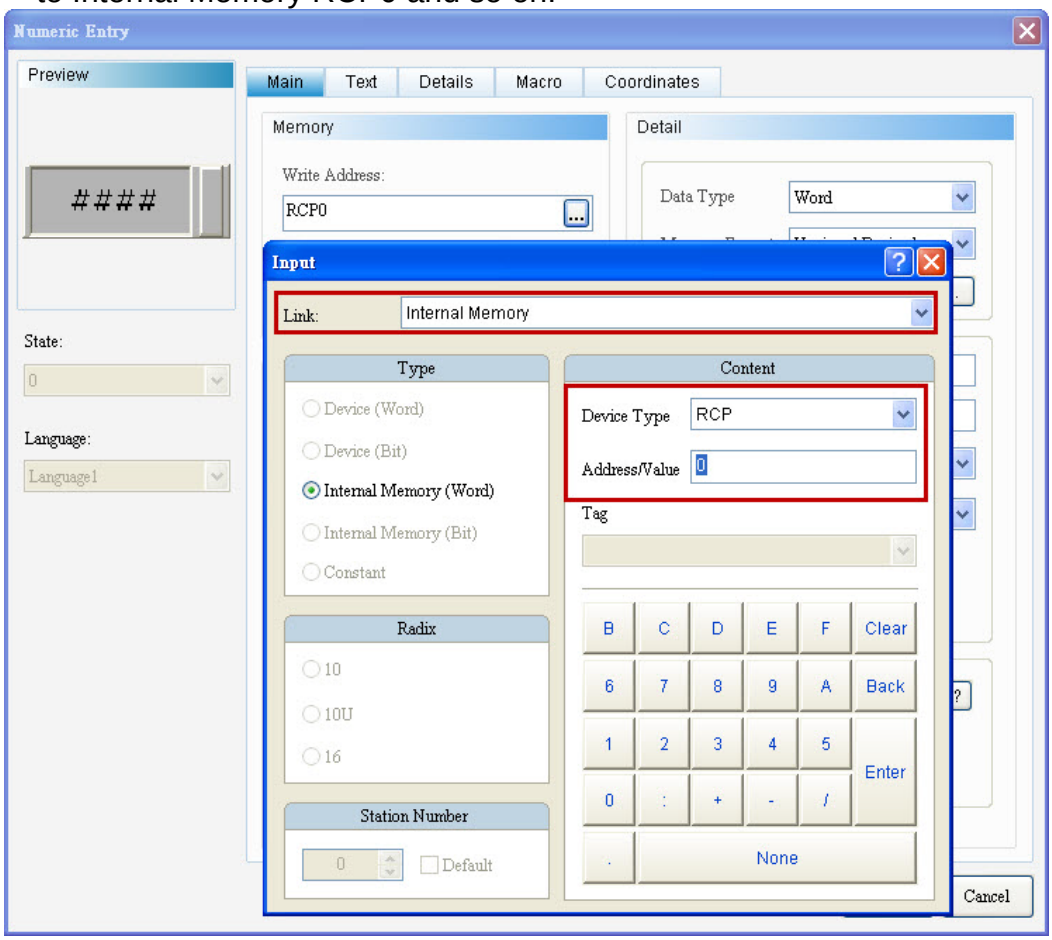


32 bits Recipe Example

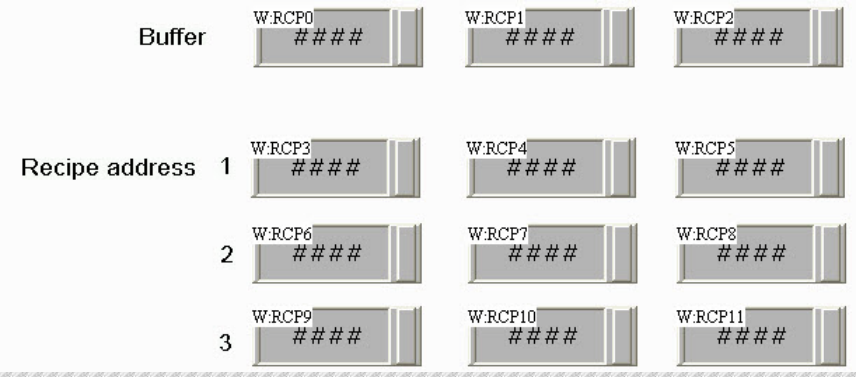
Table 23-2-1 32 bits recipe Example

Create Numeric Display Element

- Step 1: Before the numeric display element is created to display the 32-bit recipe register, the user can use the recipe register formula [(L*(G+1)-1) }] to gain the number that n in RCPn represents. Put the size of the recipe (L*G = 3 x 3) in the formula to gain RCPn = RCP0~RCP11.
- Step 2: Create 12 numeric display elements and set the Read Address to Internal Memory RCP0 and so on.



- The following is displayed when the creation is completed.



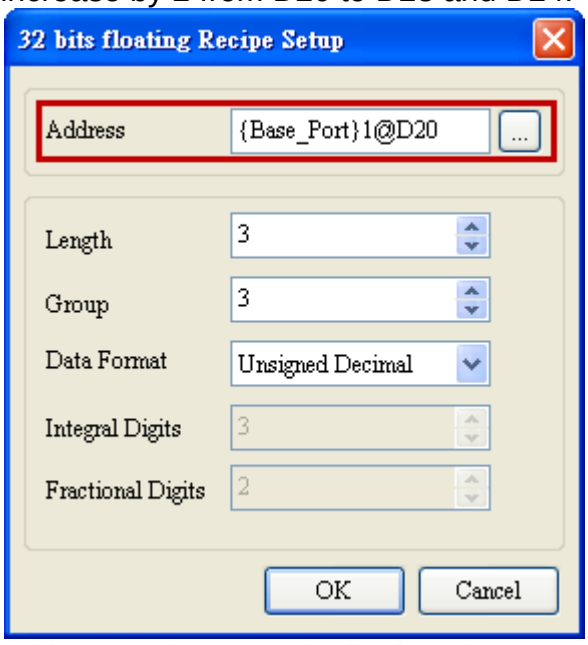
NOTE:
The RCP0~RCP2 created are the recipe buffers and the actual recipe data RCPs are RCP3~RCP11. For more information, refer to Figure 23-1-1-4 16 bits Recipe Buffer Configuration.

32 bits Recipe Example

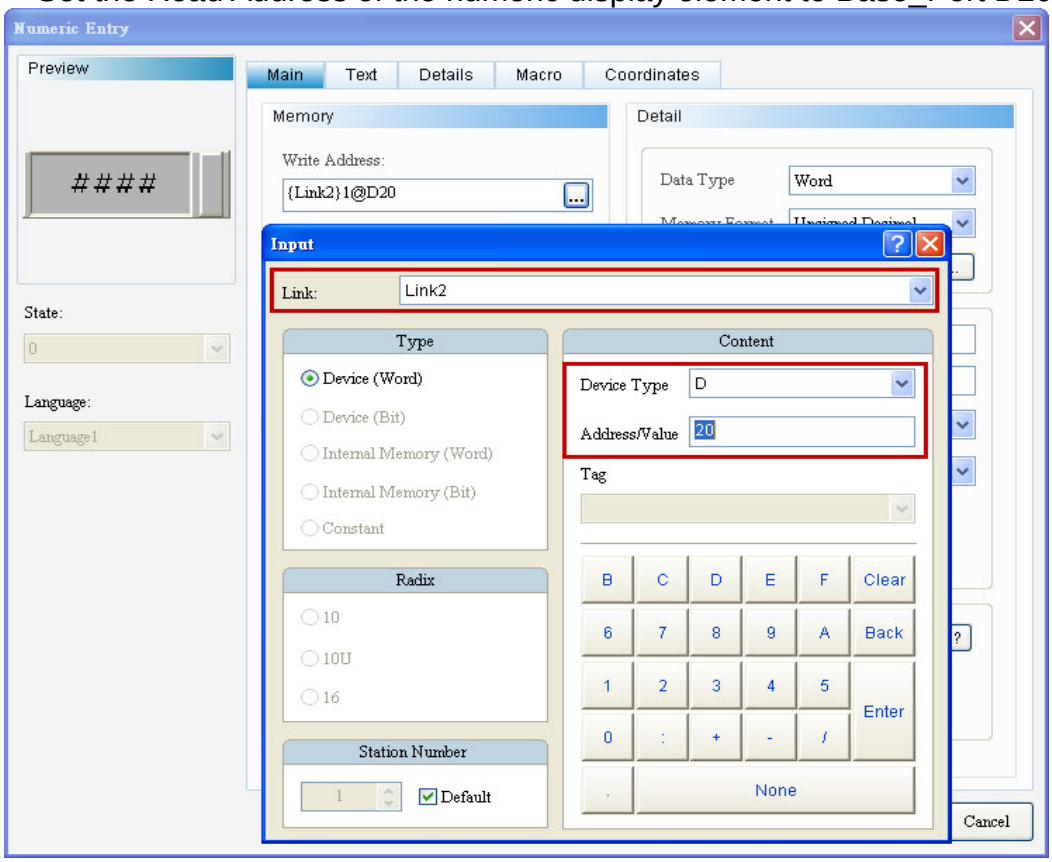
Table 23-2-1 32 bits recipe Example

Create Numeric Display Element

- Create 3 numeric display elements with reference to the address set up on the 32 Bits Recipe Setup window. The purpose of the creation is to show the change of the data when the user reads or writes PLC recipes. Since the 32 bits recipe uses the Double Word format, the recipe address entered must increase by 2 from D20 to D23 and D24.



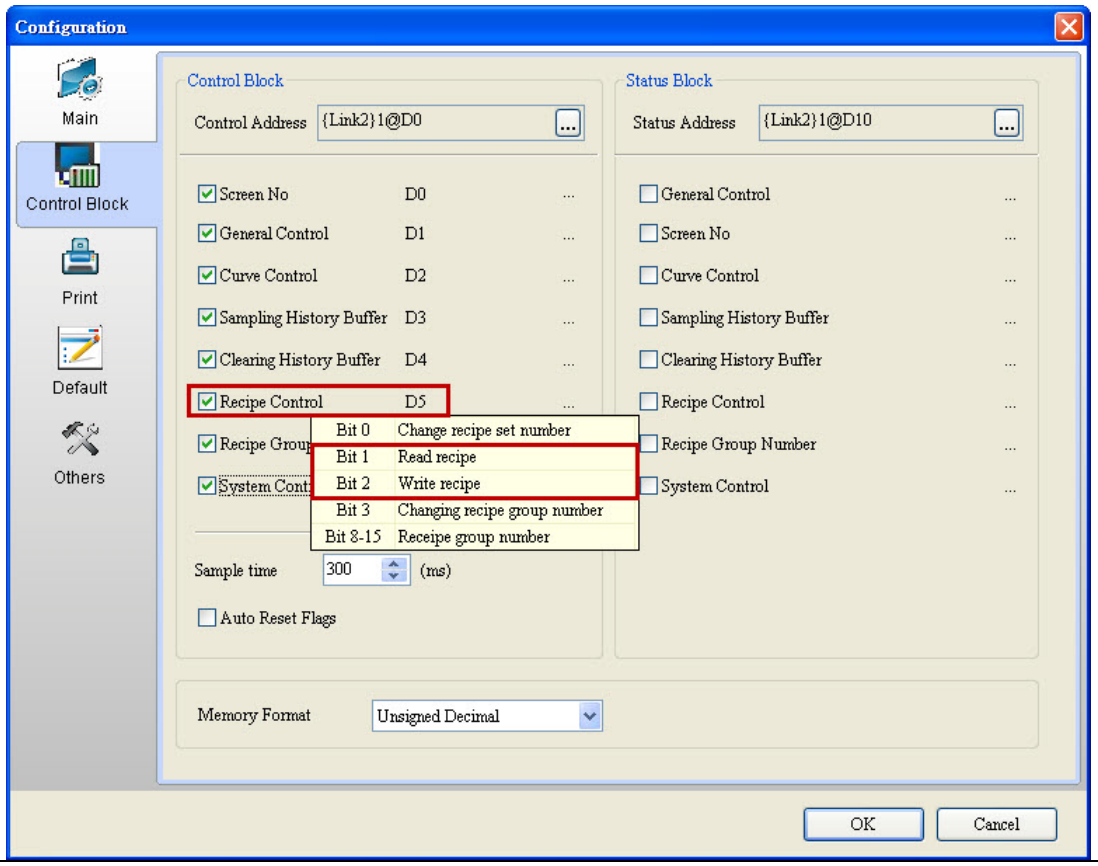
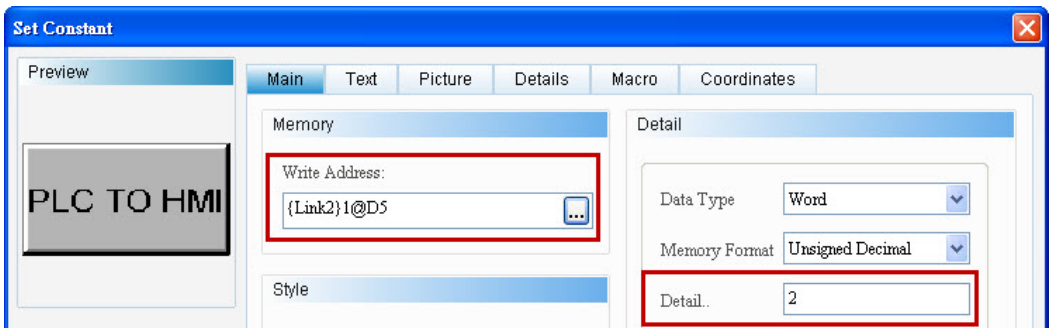
- Set the Read Address of the numeric display element to Base_Port D20.



- The following is displayed when the creation is completed.

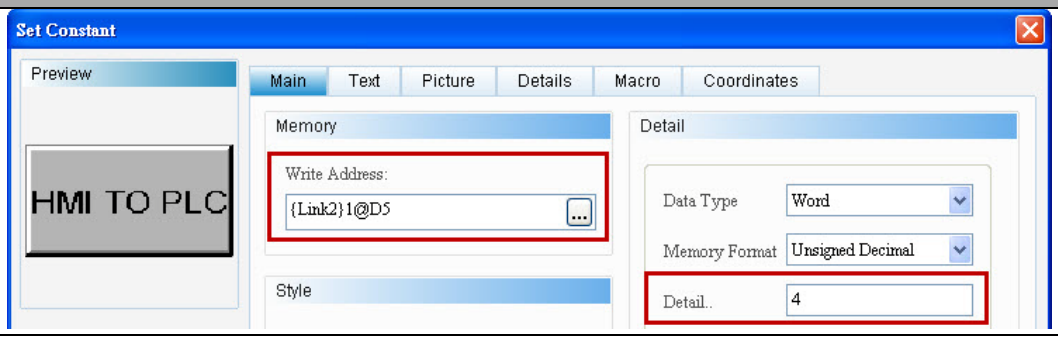
32 bits Recipe Example

Table 23-2-1 32 bits recipe Example

	PLC address W:{Link2}1@D20 #### W:{Link2}1@D22 #### W:{Link2}1@D24 ####
Set Recipe Control Flag in Control Block	➢ Enter [Options] → [Configuration....] → [Control Block] and check the [Recipe Control] flag. Set the Control Address in the Control Block to define that Recipe Control address. After the setting is completed, click [OK] to leave the Configuration Window. 
Create Permanent Numeric Button Element	➢ Create 2 permanent numeric buttons. Set the Write Address to D5 and the Setting to 2 and 4, respectively, corresponding to Bit 1 and Bit 2 of the Recipe Control flag D5. This setup is used for read and write of the recipe. 

32 bits Recipe Example

Table 23-2-1 32 bits recipe Example

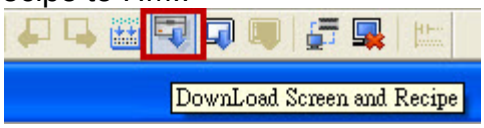


32 bits Recipe Example

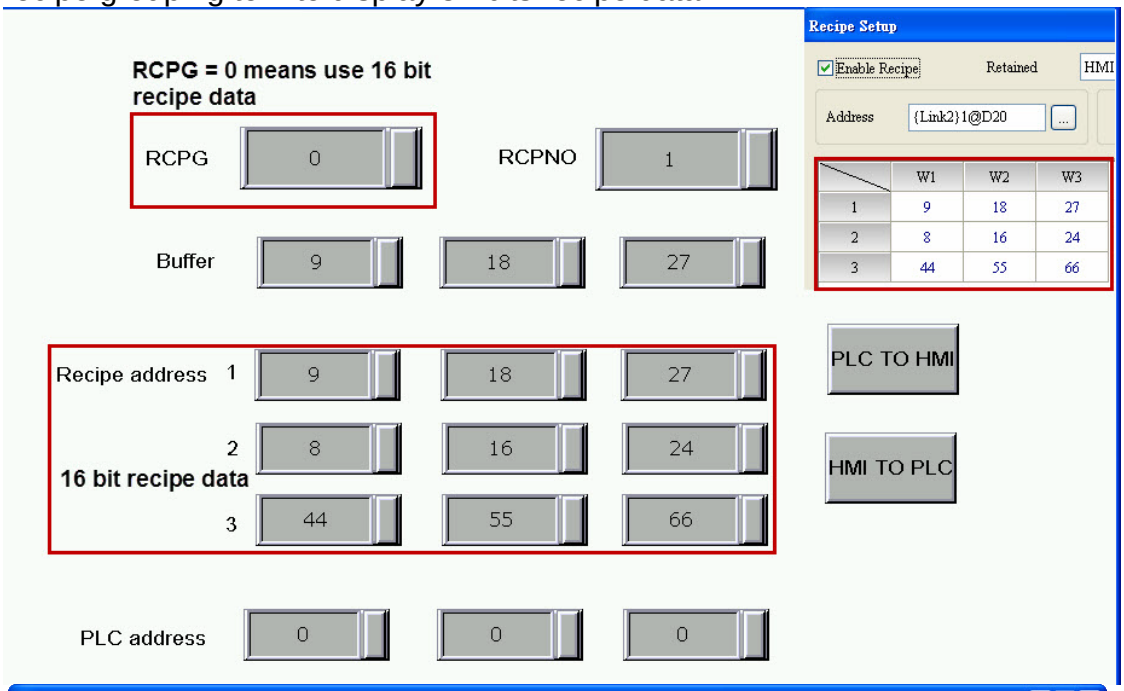
Table 23-2-1 32 bits recipe Example

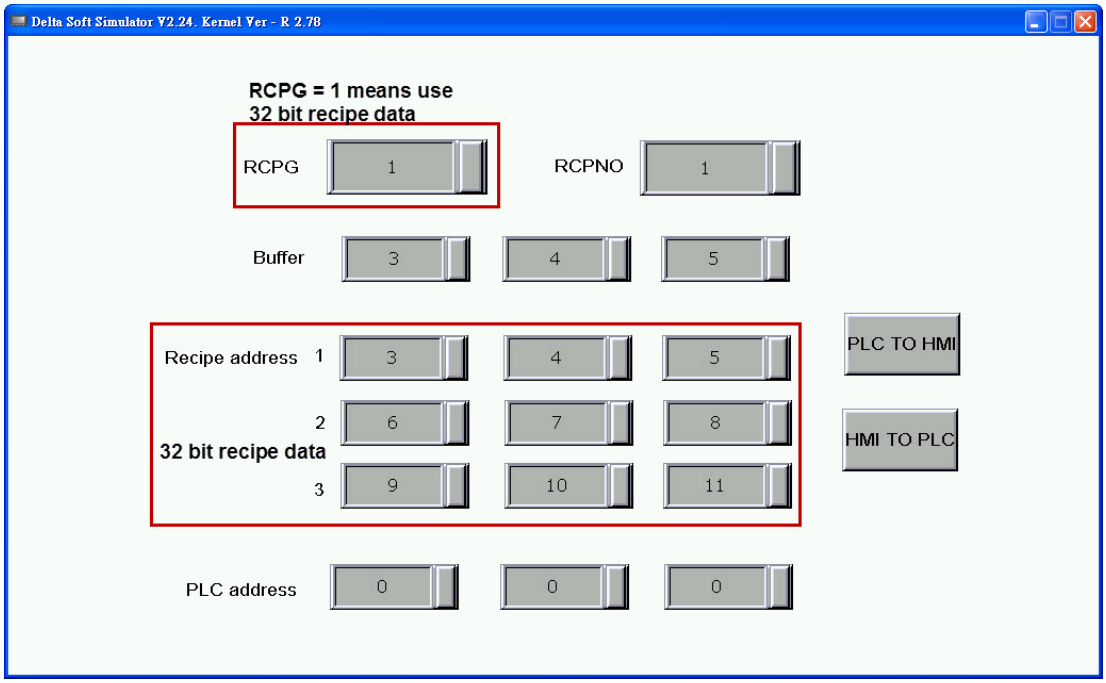
Execution Results

➢ After creation of all elements, perform the compilation and download the screen data and recipe to HMI.



The recipe grouping is set to 0 by default after the download, indicating that the data displayed is 16 bits Recipe data. The user must change the setting of the recipe grouping to 1 to display 32 bits recipe data.



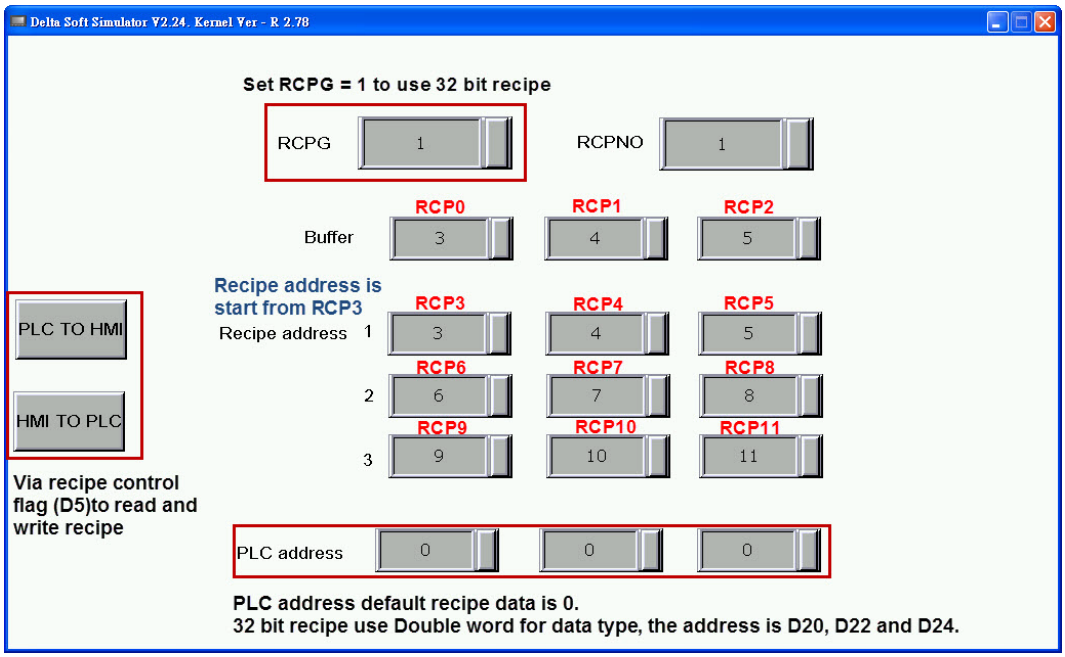


The recipe data will be displayed in the created RCP0~RCP11 with reference to the selected recipe grouping. The RCP0~RCP2 created are the recipe

32 bits Recipe Example

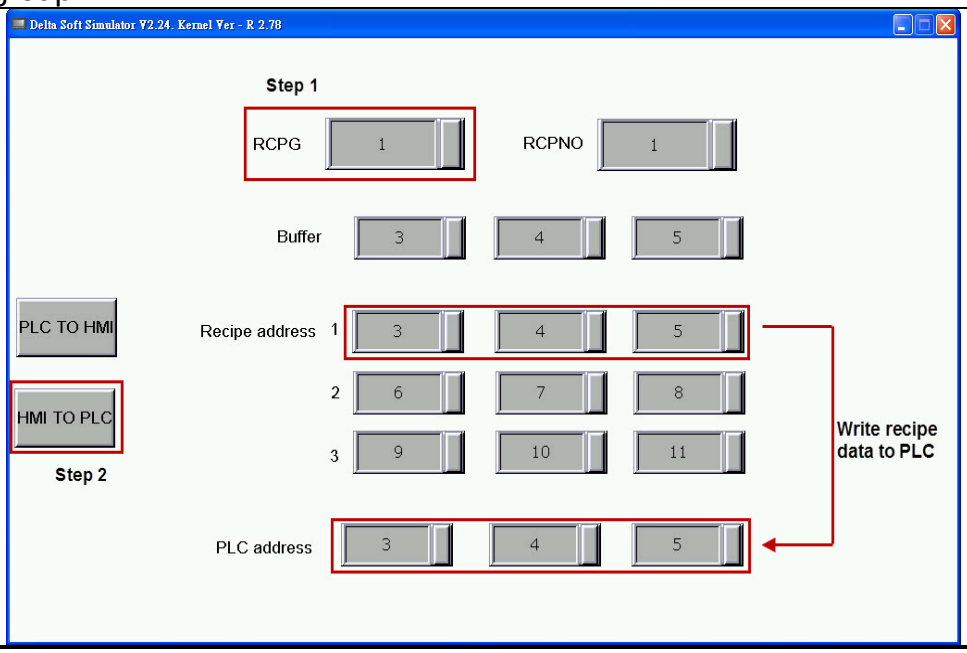
Table 23-2-1 32 bits recipe Example

buffers and the RCPs for the first group of recipe data are actually RCP3~RCP11.



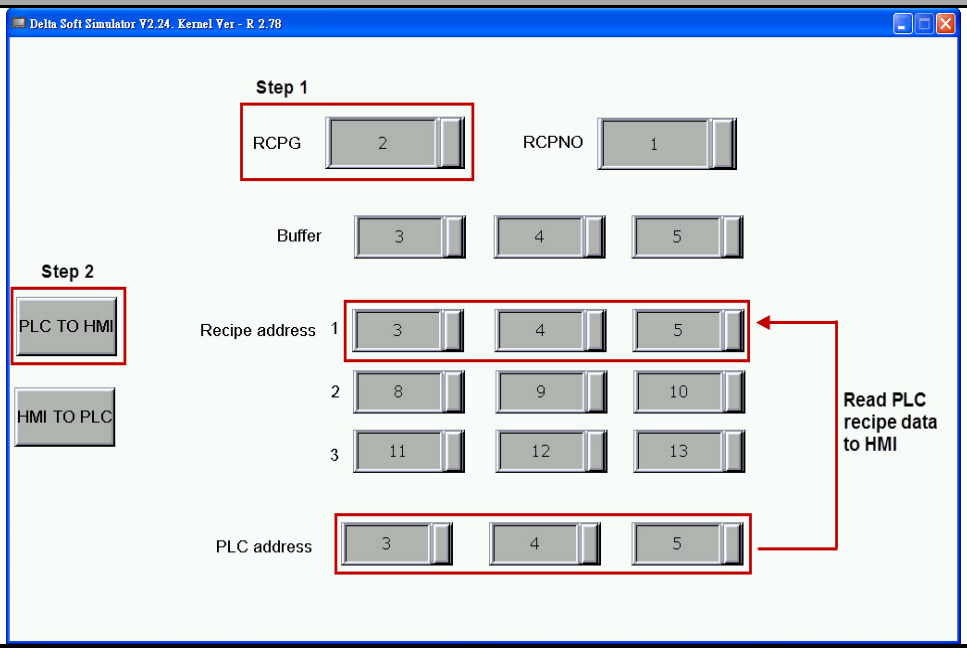
Activate the Recipe Write button and the recipe data of the selected group will be written to PLC. Activate the Recipe Read button and the recipe data that were written to the PLC will be read back to HMI with reference to the selected recipe group. The recipe data will be changed to match the content of the selected group.

Recipe Read



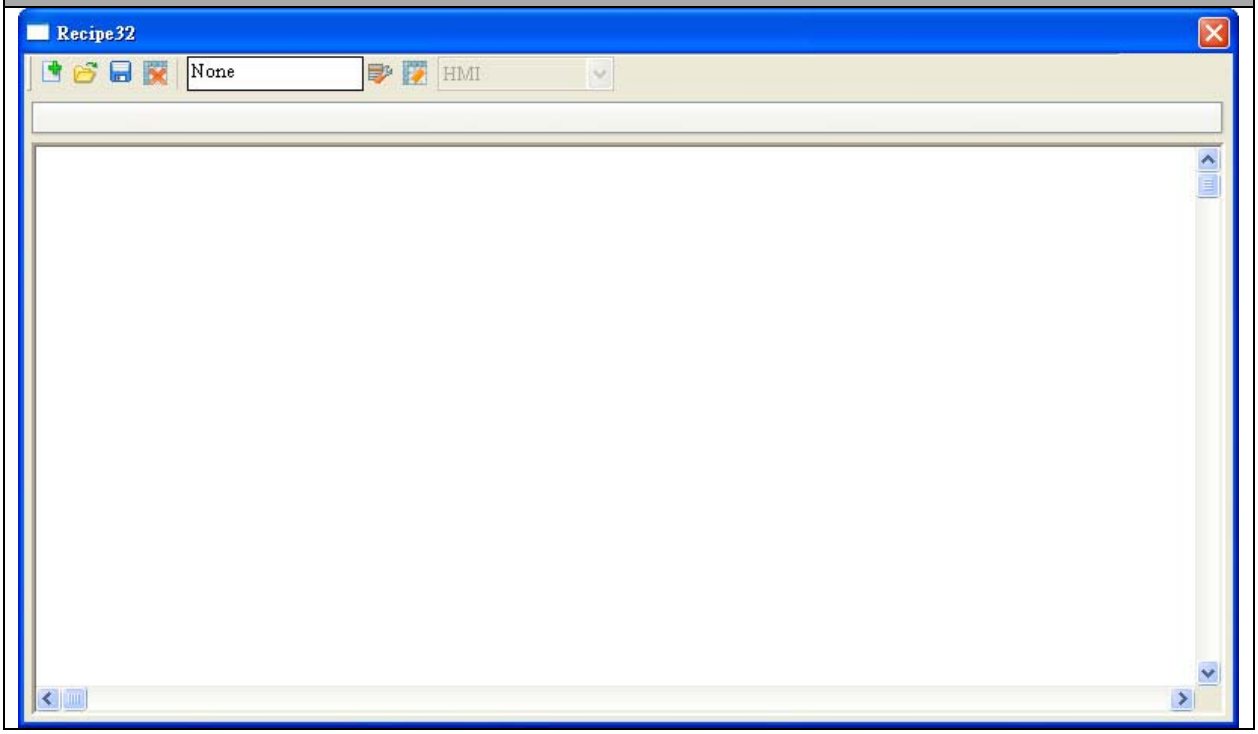
32 bits Recipe Example

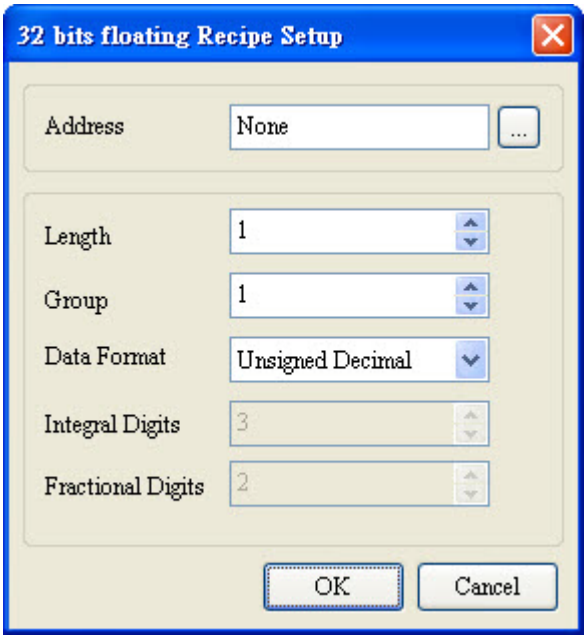
Table 23-2-1 32 bits recipe Example

	Recipe Write	

Recipe Setup Property Description

Table 23-2-2 Recipe Setup Property Description

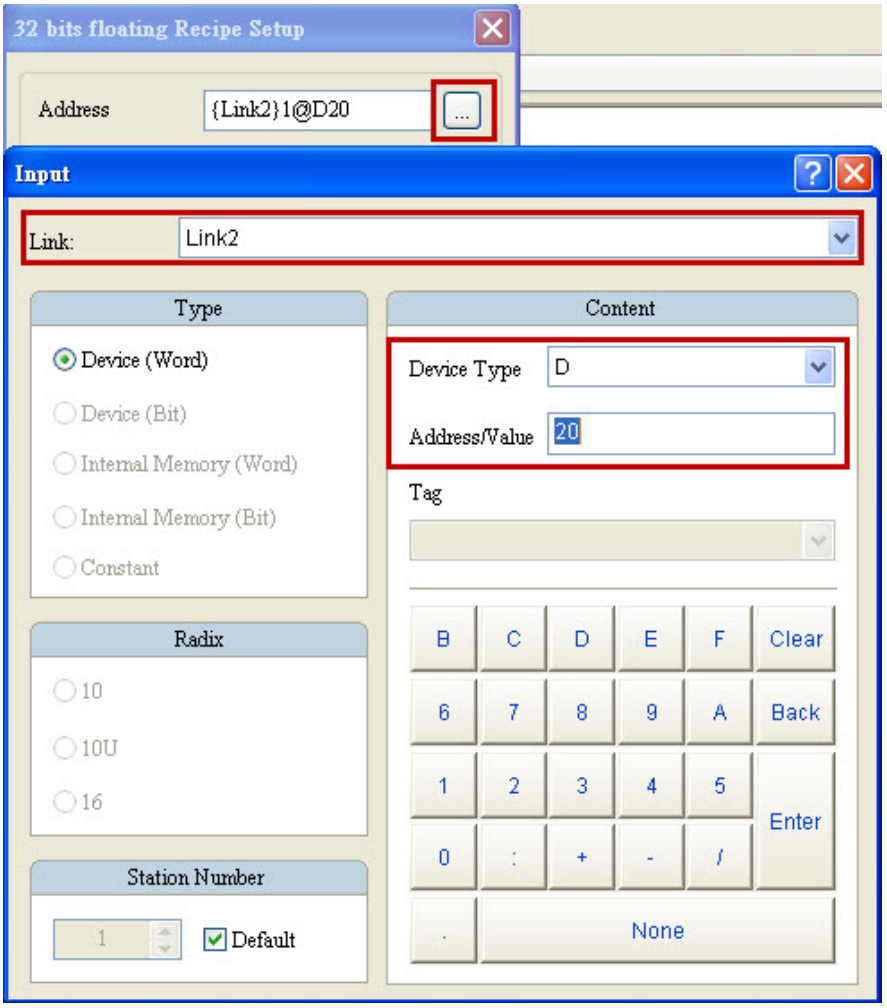


<table>
<tr><th colspan="3">Recipe Setup Property Description
Table 23-2-2 Recipe Setup Property Description</th></tr>
<tr><td>Add
  </td><td colspan="2">➢ The  must be clicked to add 32 bits recipe data in order to enter the 32 Bits Recipe Setup window.
 

➢ The user can operate  to add up to 255 32 bits recipe data records.</td></tr>
<tr><td></td><td>Address</td><td>➢ Selects the address of internal memory or controller register.
➢ Selects link name or element type. Please refer to 5-1 Button for details.
➢ The same address is shared by all 32 bits recipes regardless of the number of groups.</td></tr>
</table>

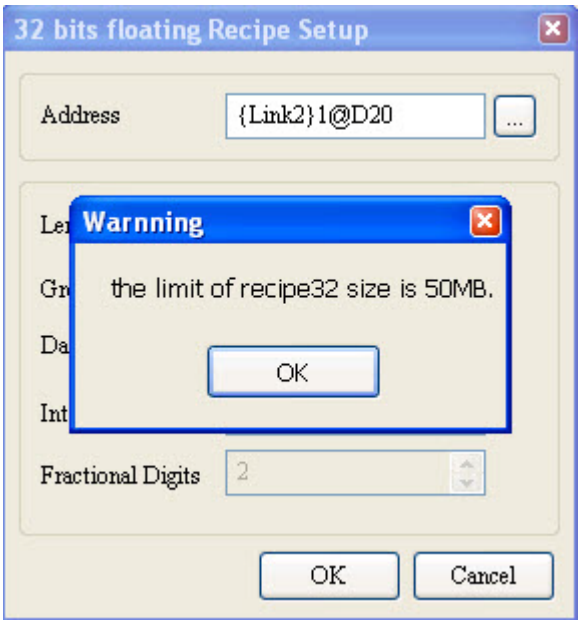
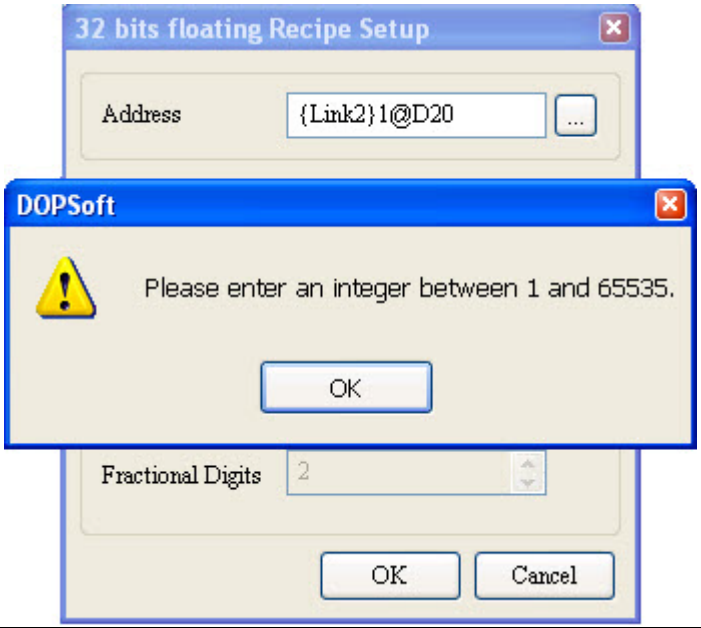
Recipe Setup Property Description

Table 23-2-2 Recipe Setup Property Description



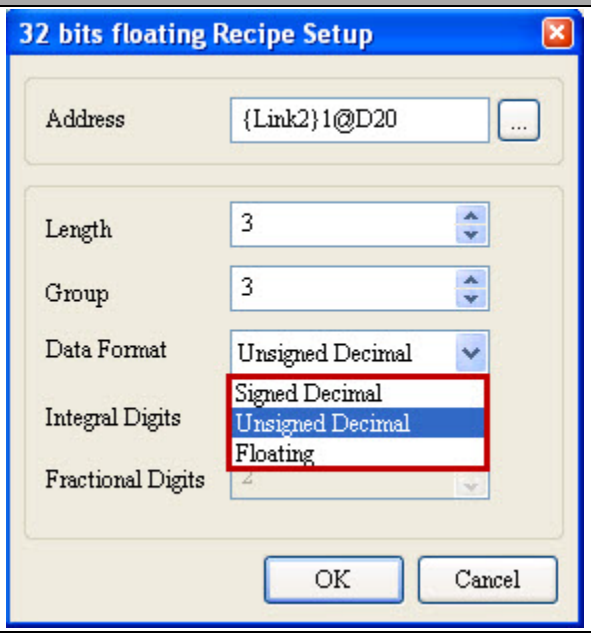
Recipe Setup Property Description

Table 23-2-2 Recipe Setup Property Description

	Length	➢ The user enters the length and group sizes of the recipe in the Length and Group fields, respectively. The L*G size of the recipe should not be greater than 50MB.  ➢ The Length and Group cannot be set to 0. If any of the values is set to 0, an error message will appear to warn the user. 
	Group	
	Data Format	➢ The Data Format supports Signed Decimal, Unsigned Decimal and Floating.

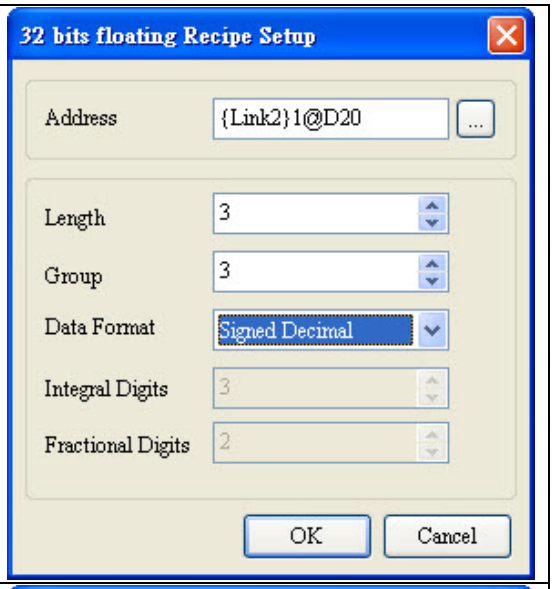
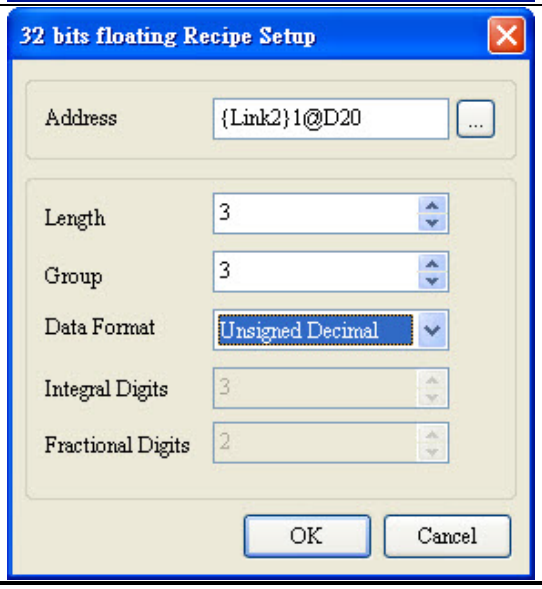
Recipe Setup Property Description

Table 23-2-2 Recipe Setup Property Description

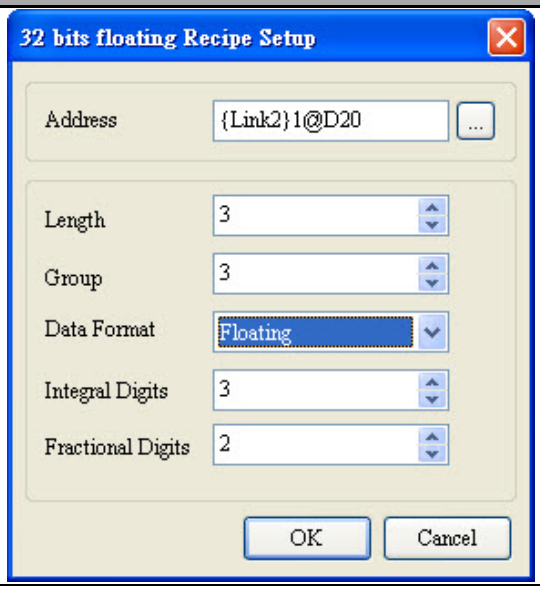
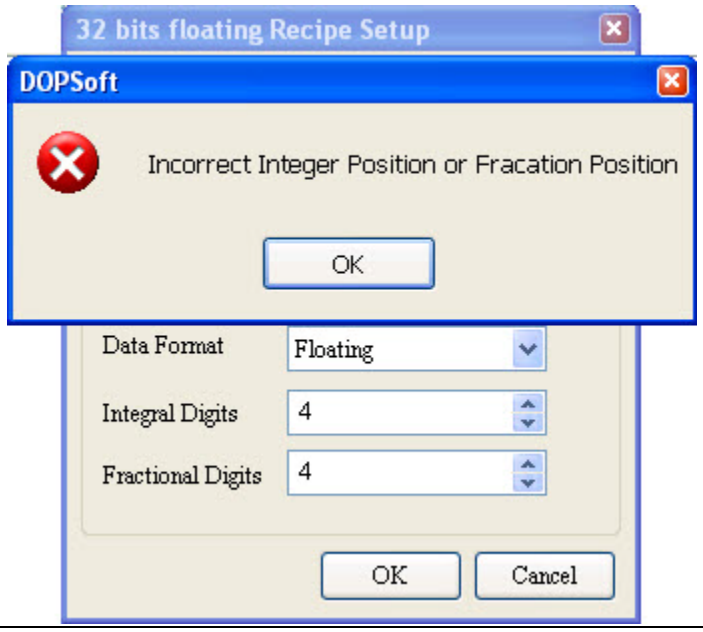
Recipe Setup Property Description

Table 23-2-2 Recipe Setup Property Description

	Integer Place	➢ Floating must be selected as the data format to set the integer and decimal places.	
		Signed Decimal	
	Decimal Place	**Unsigned Decimal**	

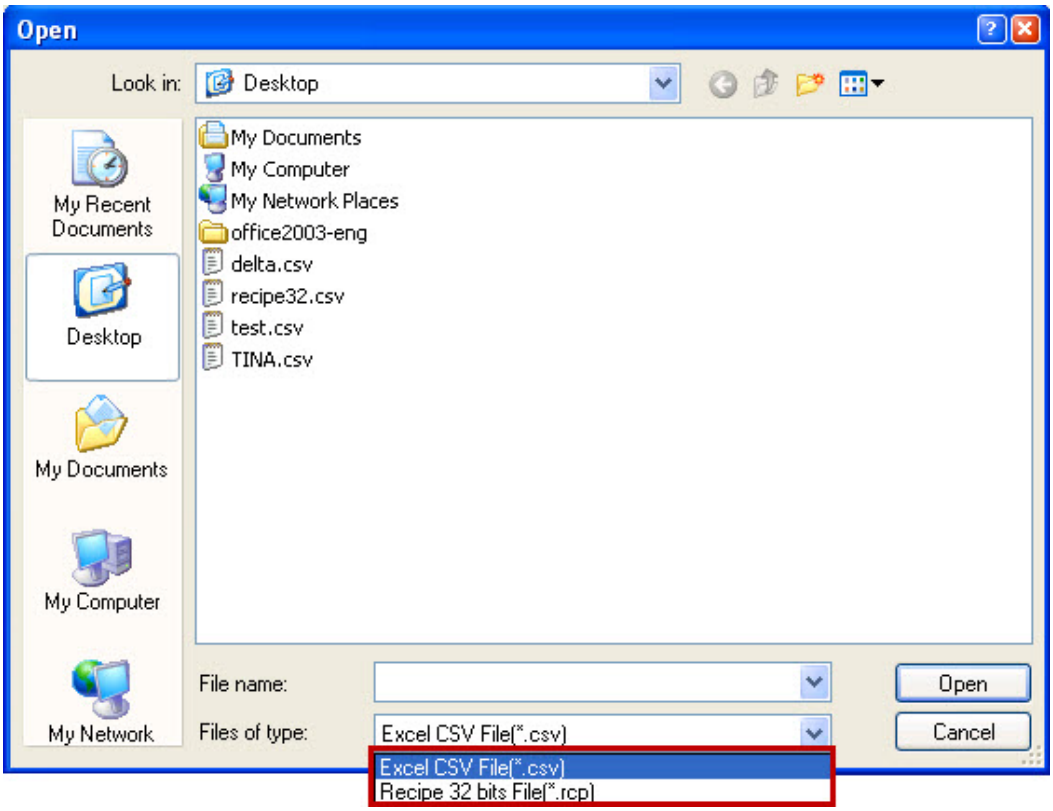
Recipe Setup Property Description

Table 23-2-2 Recipe Setup Property Description

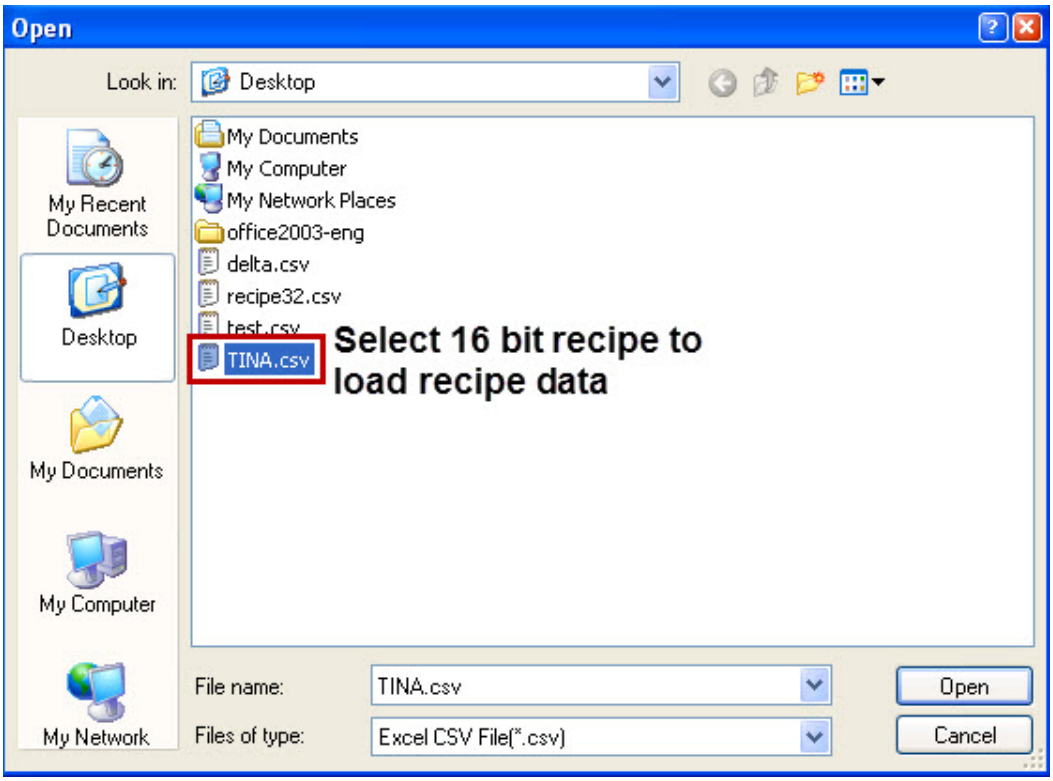
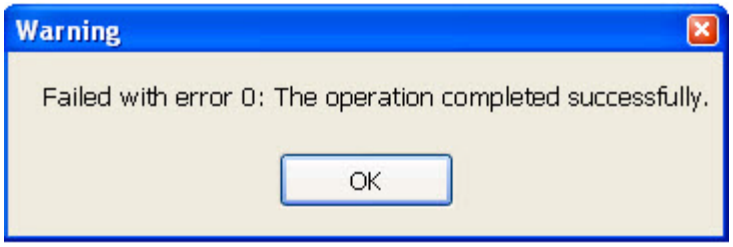
		Floating	
		➢ The sum of the integer and decimal places can only support 7 digits with Floating as the data format. If there are more than 7 digits, a warning message will appear to remind the user. 	
Open 	➢ The [Open] function provides CSV and RCP file formats for the user to import the recipe.		

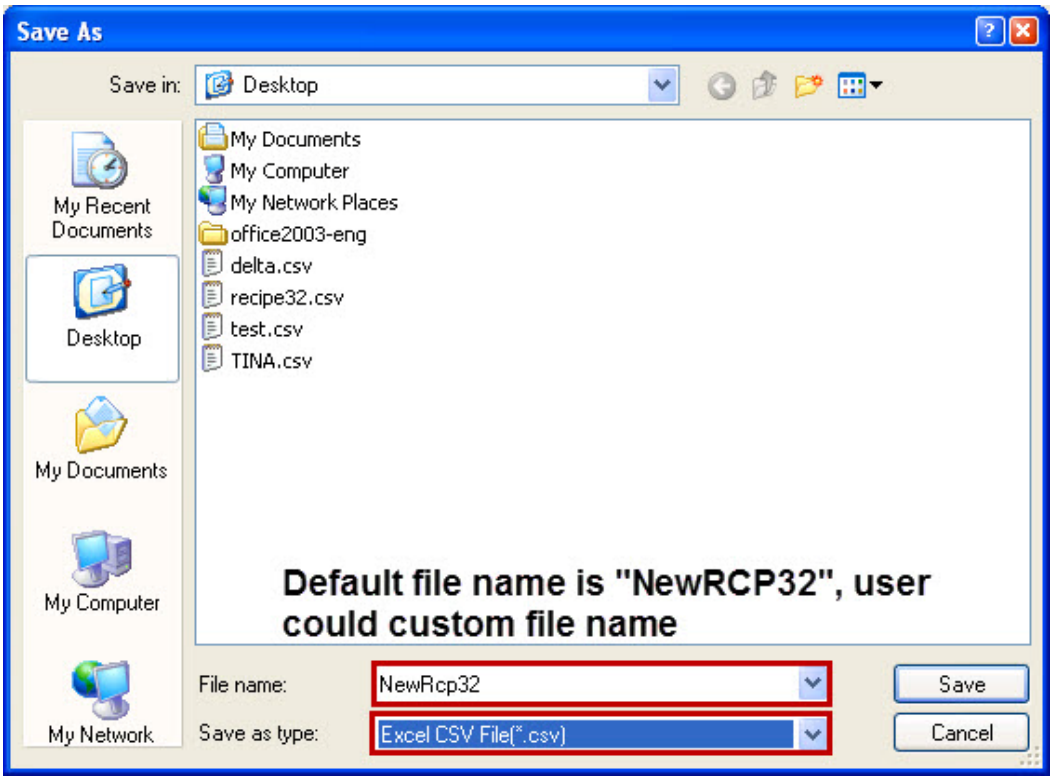
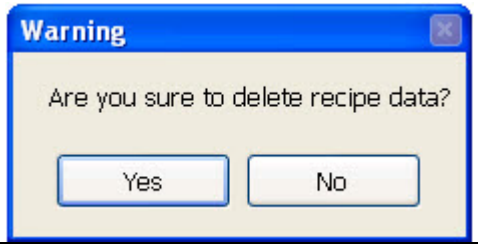
Recipe Setup Property Description

Table 23-2-2 Recipe Setup Property Description



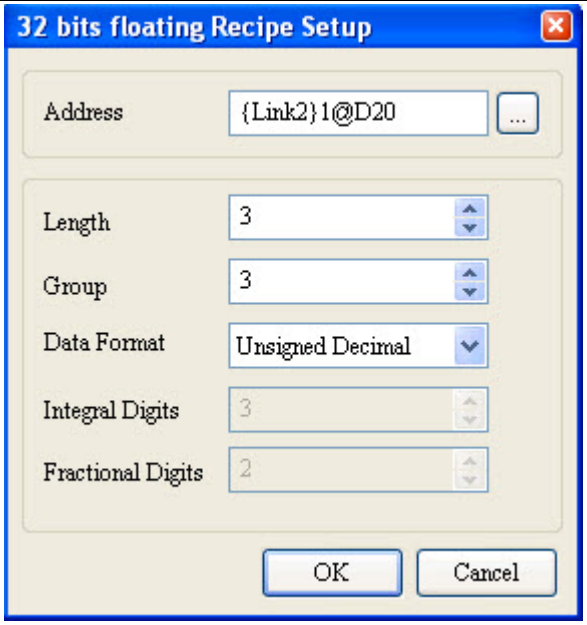
- The opened and imported recipe file only provides the content of the recipe data. The address of the recipe does not support loading the address that was set up previously. If a 16-bit RCP or CSV recipe file is opened as a 32 bits recipe, the data loaded will not be displayed normally and an error message will appear.

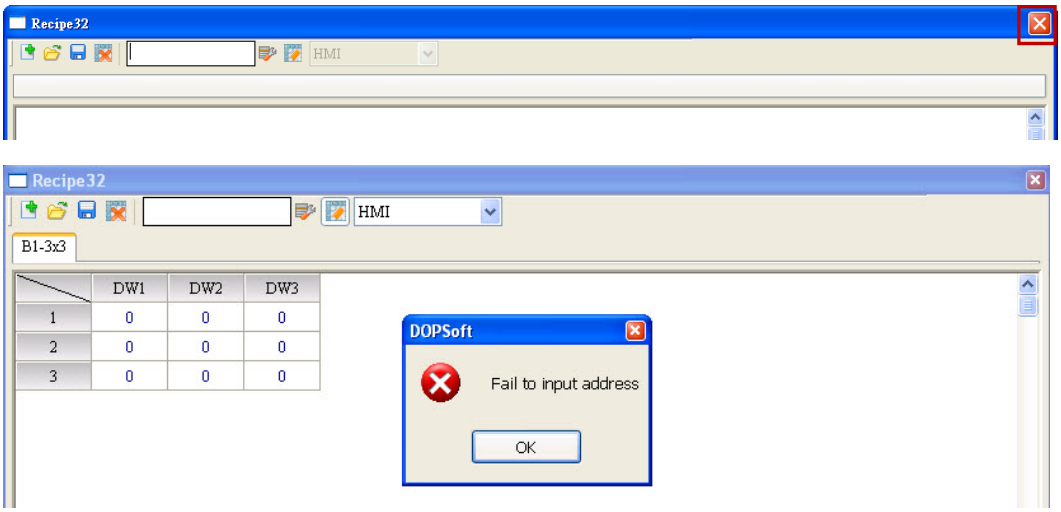
Recipe Setup Property Description Table 23-2-2 Recipe Setup Property Description	
	 

Recipe Setup Property Description Table 23-2-2 Recipe Setup Property Description	
Save 	➢ The [Save] function enables the user to save the current 32 bits recipe. Unlike the Open function, the Save function only supports CSV file format.  ➢ The recipe data that the user saved does not support the recipe address set up by the Save function.
Remove 	➢ The [Remove] function is used to remove 32 bits recipe data. When executing the Remove function, a popup window will appear asking the user to conform the removal. 
Setup 	➢ The [Setup] function is enabled and operable only when there are data in the 32 bits recipe. This function enables the user to change the length and group sizes as well as data format.

Recipe Setup Property Description

Table 23-2-2 Recipe Setup Property Description



Recipe Setup Property Description Table 23-2-2 Recipe Setup Property Description	
$66	➢ This field is used to enter the recipe address. The user can also use the Add function to enter and set the address.
Retained Area	➢ The [ ] option must be enabled to set the retained area.  ➢ The retained area can be HMI, USB Disk or SD Card. ➢ When HMI is selected as the retained area, the data will be recorded in HMI SRAM in case of power-off.
X on the Recipe 32 Window	➢ This function is used to exit the editing window of the recipe data. The data will be saved no matter whether they are changed or not. The recipe address will also be checked for its correctness when pressing X. 

23-3 Indirect Recipe Index Register (*RCP)

Indirect recipe index register can be used by 16 bits and 32 bits register.

Indirect recipe index register (*RCP n) acquires the value from RCP n first. Regard this value as the new address. Then, access the value from the new address. For example, RCP1 = 3, RCP3 = 99, so *RCP1= 99. See figure 23-3-1.

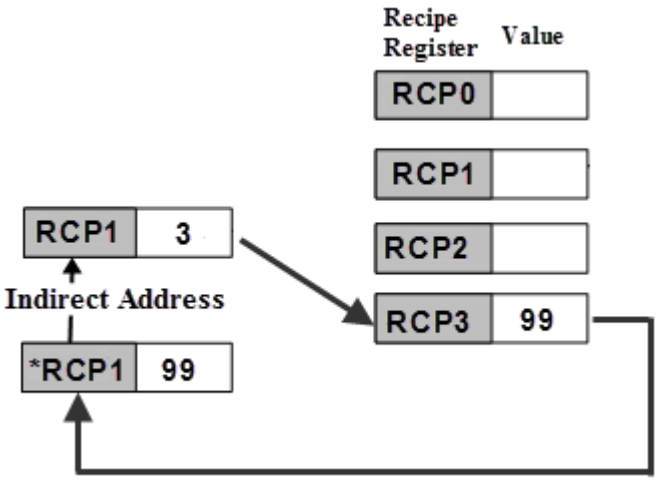


Figure 23-3-1 Recipe Index

The accessing range of indirect recipe index register:

Access Type	Element Type	Access Range
Word	*RCPn	RCP0~RCP65535
Note: n = Word (0-65535)		

Address accessing range provided by *RCP is limited according to the recipe size created by users. Assuming the recipe size is length 3* group 3, then address of RCP is range from *RCP0 to *RCP11. When creating address *RCP12, a warning message will pop up. Please see figure below:

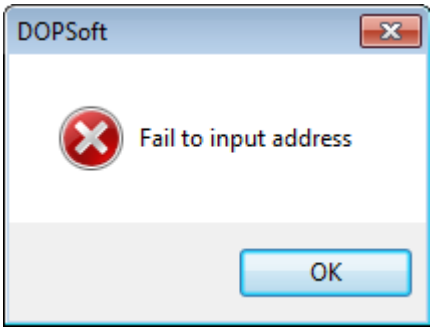


Figure 23-3-2 Indirect Recipe Index Register Configuration

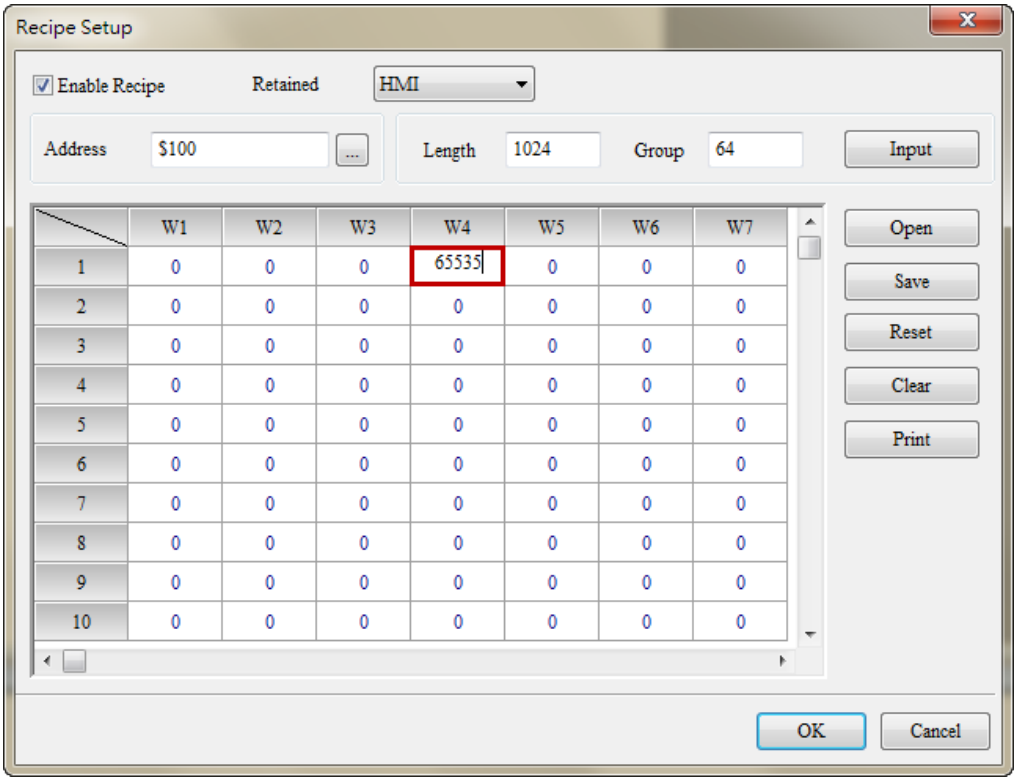
Following will introduce the example of indirect recipe index.

Example of Indirect Recipe Index Register

Table 23-3-1 Example of indirect recipe index register

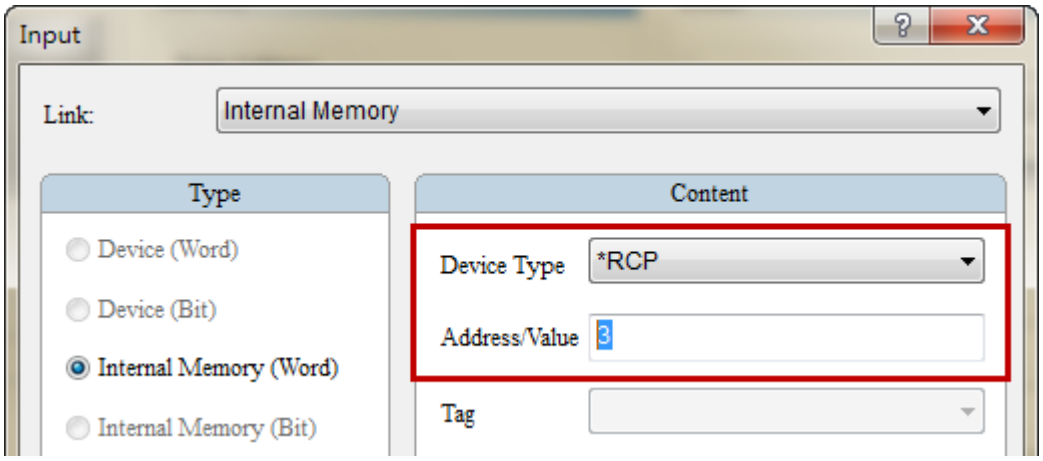
Sets16 bits recipe

- Step1: Create 16 bits recipe (length-1024; group-64) and set RCP3 to 65535.

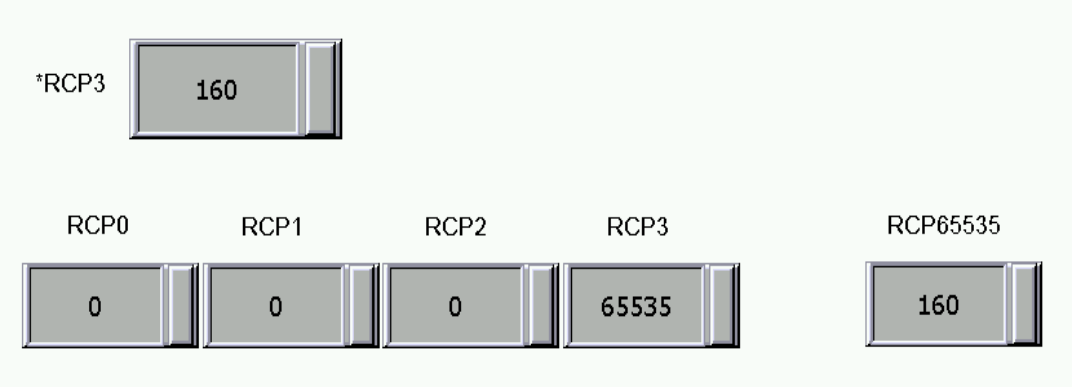


Create Numeric Entry Element

- Step2: Create numeric entry element and select the device type as *RCP, then enter 3 to address.



- Step 3: Create numeric entry element and select the device type as RCP, then enter 3 to address.
- Step 4: Create numeric entry element and select the device type as RCP, then enter 65535 to address.
- Step 5: Create Clock macro command *RCP3 = *RCP3 + 1.

Example of Indirect Recipe Index Register Table 23-3-1 Example of indirect recipe index register	
Result	➢ After executing compiling, download it to HMI. Value of *RCP3 and RCP65535 will be increased simultaneously. 

23-4 Enhance Recipe

During production process, sometimes information with character format is needed. Thus, enhance recipe which can record character format (String)/numeric format is provided. Its supported data type is Word or Double Word and its data format can be BCD, Signed Decimal, Unsigned Decimal, Hex, Floating and Char. Among them, the read length of Char format can up to 32 Words (= 64 bits).

The setting method of its control area is the same as 16 bits / 32 bits recipe, but applying different addresses. When reading or writing the recipe, users have to specify the recipe number and recipe group before reading/writing one group of recipes.

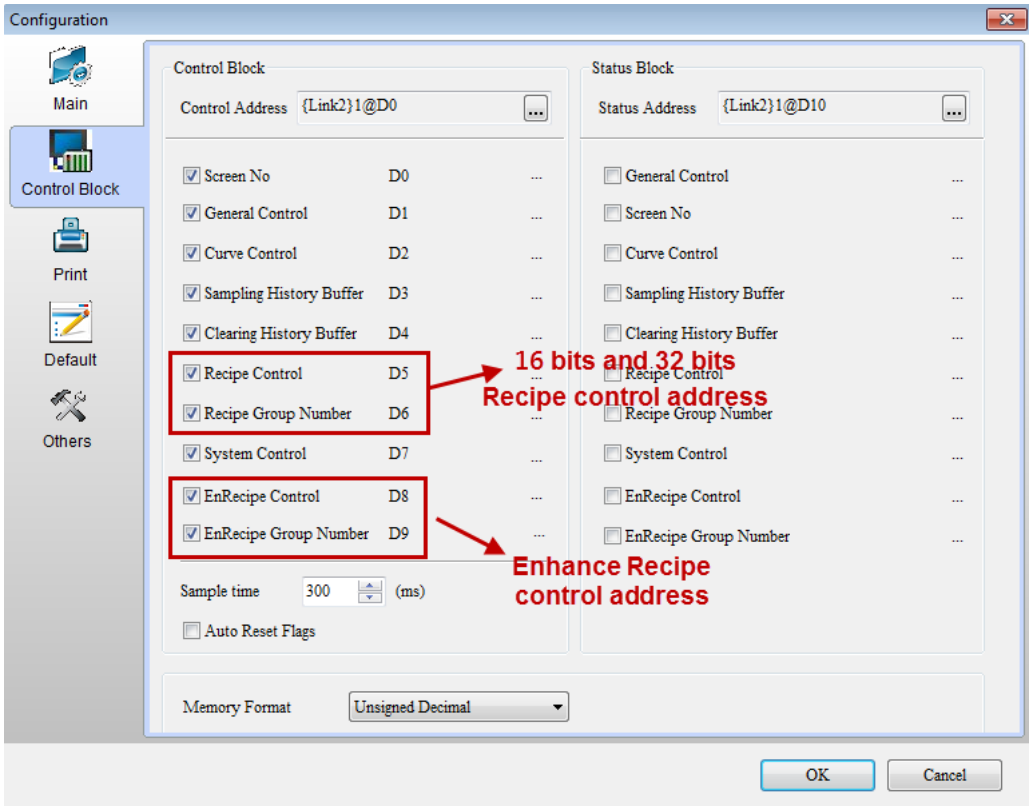


Figure 23-4-1 Using enhance recipe address in control area

Enhance recipe has its own register, including ENRCP, ENRCPNO, ENRCPG and *ENRCP.

ENRCP	Enhance recipe register
ENRCPNO	Enhance recipe number register
ENRCPG	Enhance recipe group register
*ENRCP	Enhance indirect recipe index register

Followings will introduce features of each register that mentioned above.

■ Enhance Recipe Number Register (ENRCPNO)

ENRCPNO is used to specify the group for the Enhance Recipe. Read/write of the recipe means to read/write a group of recipes according to the group assignment in the recipe number register. When the first group of recipes is selected, ENRCPNO = 1; when the fourth group of recipes is selected, ENRCPNO = 4.

NOTE:

The recipe number register does not provide the non-volatile function, and the data in the register cannot be maintained when HMI is powered off.

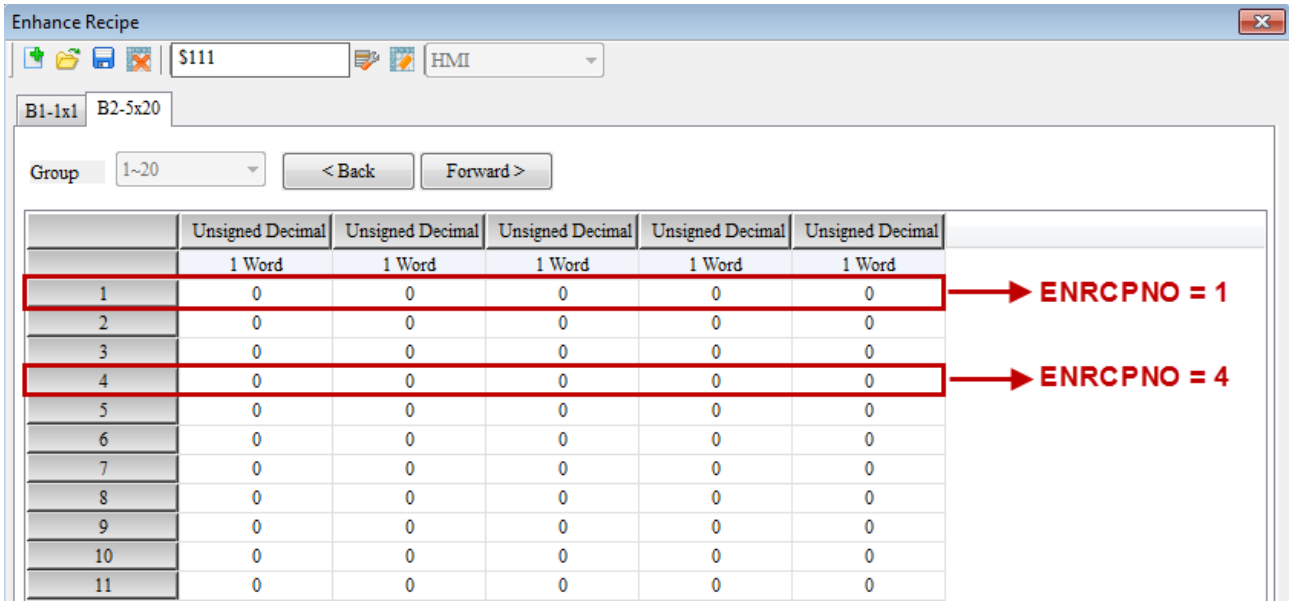


Figure 23-4-2 Enhance Recipe Number Editing Screen

■ Enhance Recipe Register (ENRCP)

A recipe buffer is provided in HMI and configured in the utmost front of the register. This buffer is used to store the recipe of the group that the user selected. The length of the buffer is equal to the length of the selected recipe, indicating that the recipe buffer occupies a number of registers equal to L. The number of the registers that a recipe form occupies is L * (G+1), where G+1 stands for the additional register for the buffer. With the recipe buffer, the user only needs to switch between the groups to check the currently specified recipe parameter. When the selected recipe group (ENRCPNO) is 1, the recipe value of Group 1 will be displayed in the recipe buffer (i.e. ENRCPNO = 1 in the figure below).

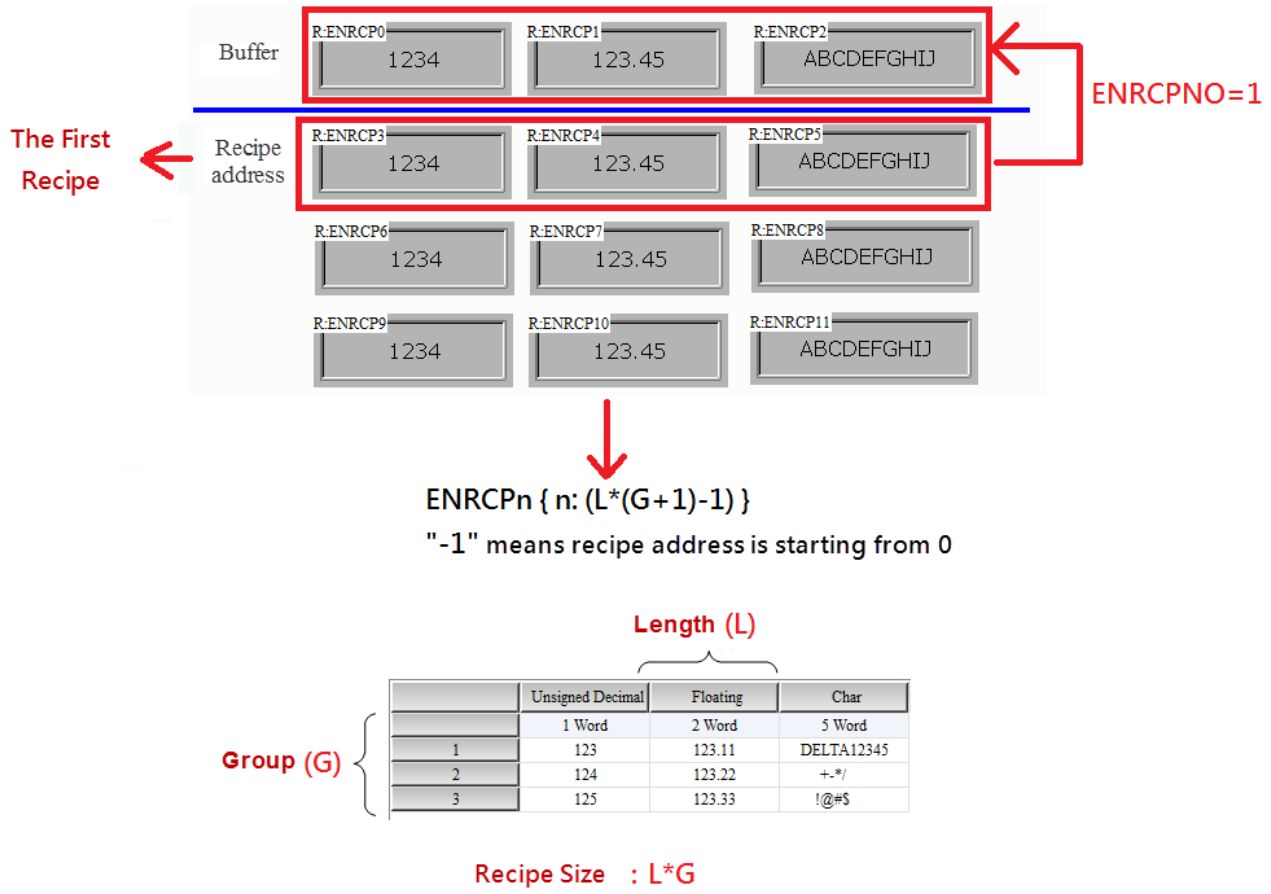


Figure 23-4-3 Enhance Recipe Buffer Area Configuration

■ Enhance Recipe Group Register（ENRCPG）

ENRCPG is used to specify enhance recipe group. Up to 255 groups of enhance recipe data can be created. ENRCPG 1~255 (RCPG 1~255) must be used to call enhance recipe data. If enhance recipe is activated, the default value of recipe group is 1.

When the first group of recipes in the first grouping is selected, ENRCPG = 1 and ENRCPNO = 1; when the third group of recipes in the second grouping is selected, ENRCPG = 3 and ENRCPNO = 2.

NOTE:

The recipe number register does not provide the non-volatile function, and the data in the register cannot be maintained when HMI is powered off.

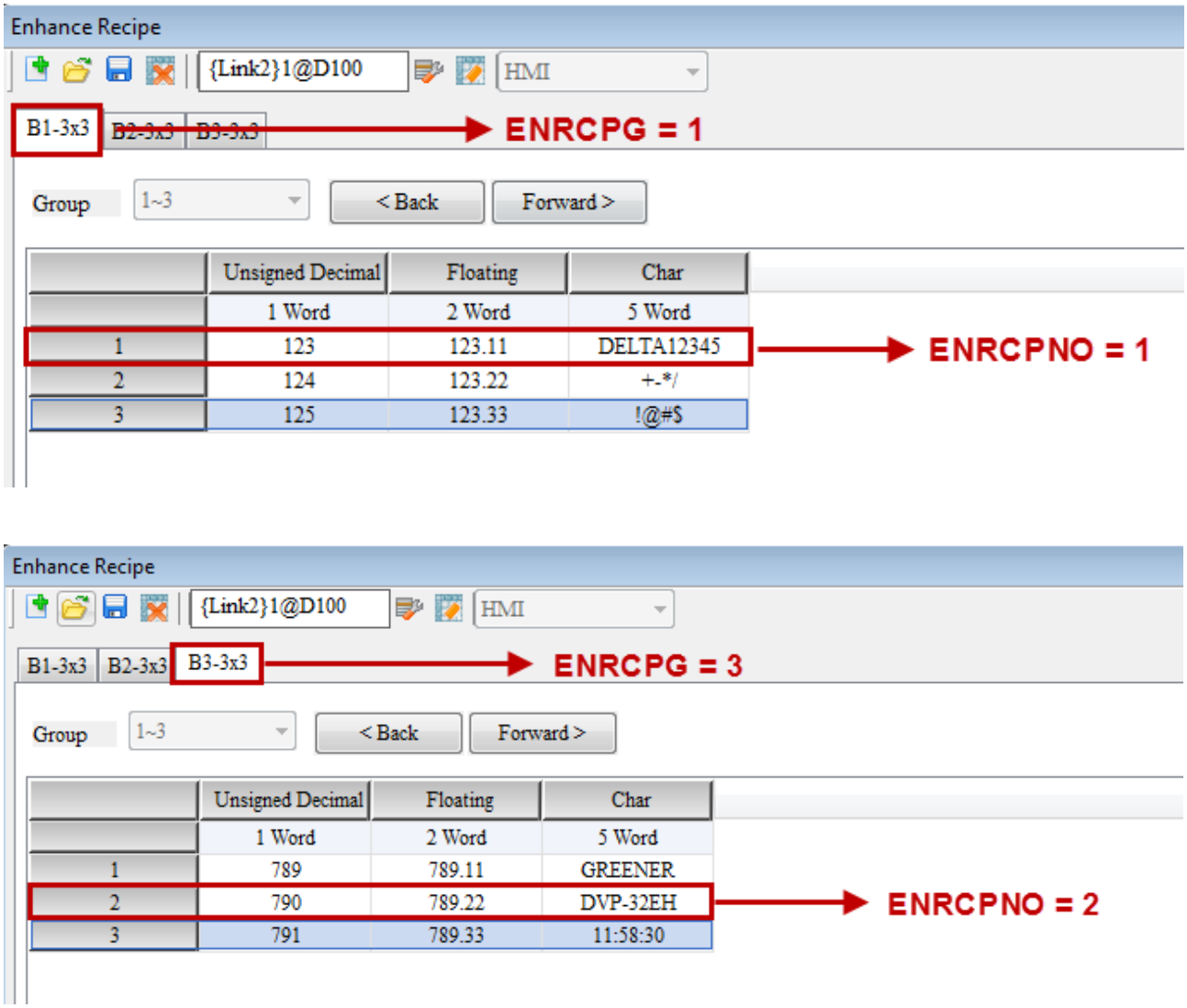
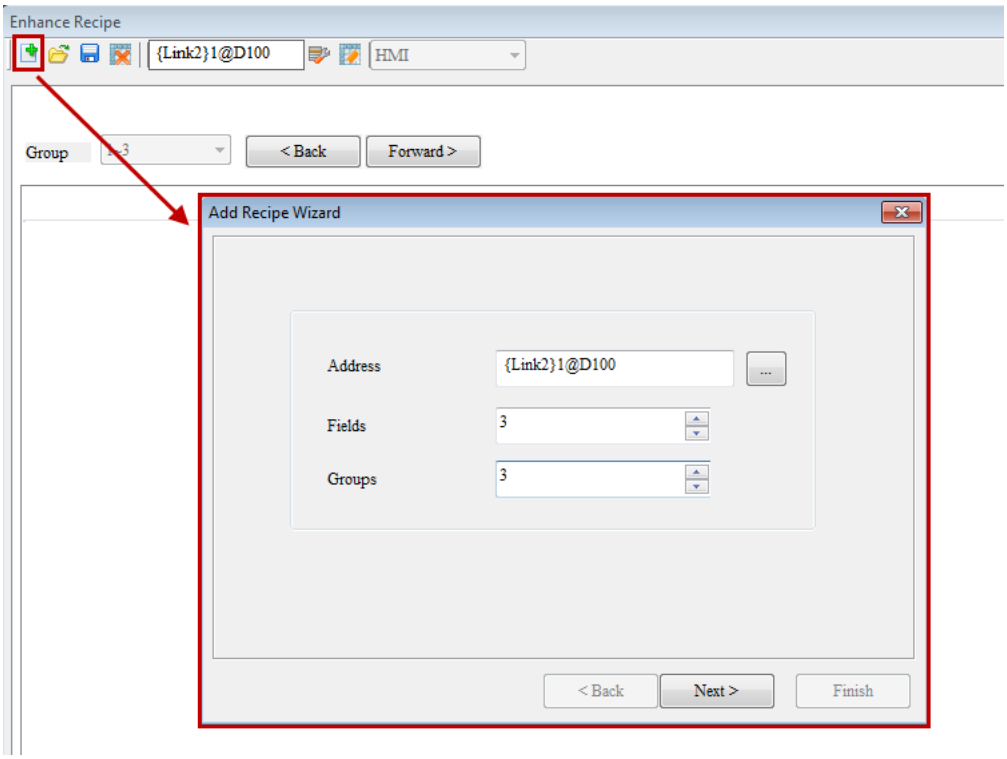


Figure 23-4-4 Recipe Group Editing Screen

■ Enhance Recipe Size Limit

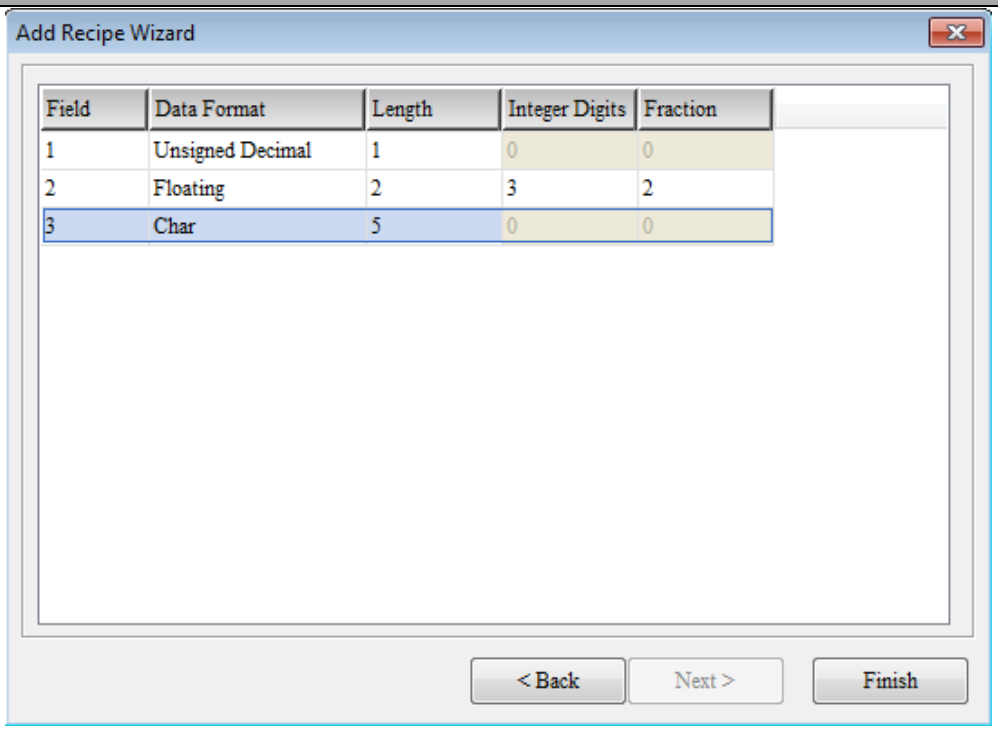
If the retained area is set to USB Disk or SD Card, the recipe size limit is 50MB; It is different from 16 bits recipe, if the retained area is set in HMI, the editing size of enhance recipe is determined by the specification of flash memory.

Please refer to table 23-4-1 below for example of enhance recipe.

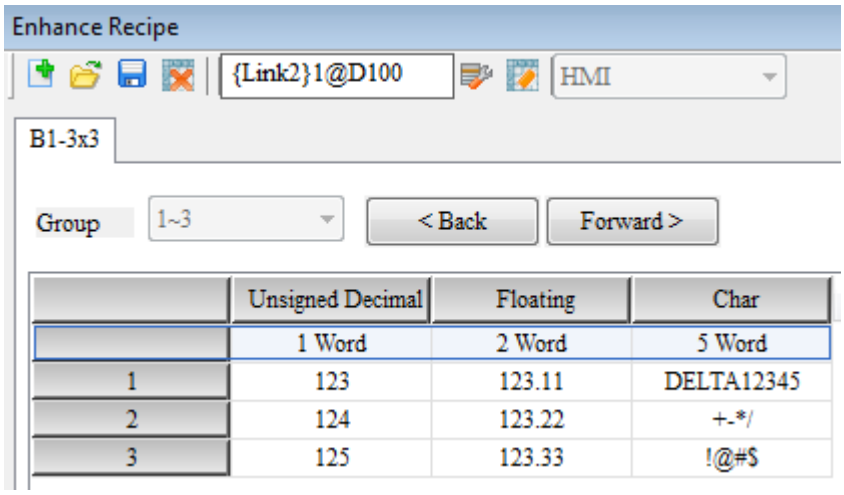
Example of Enhance Recipe Table 23-4-1 Example of enhance recipe	
Setup Enhance Recipe	➢ Step 1: Enter【Option】→【Enhance Recipe】。 ● Click  to Add Recipe Wizard.  ● Set the recipe address as {Link2}1@D100. ● Setup field length 3 and group 3 of the first recipe. Field and group number cannot be 0. ● Setup different value format and read length base on different fields. The first field sets Unsigned Decimal format and the read length is 1. The second field sets Floating format and the read length is 2. Set its integer digits to 3 and fractional digits to 2. The third field sets Char format and the read length is 5.

Example of Enhance Recipe

Table 23-4-1 Example of enhance recipe



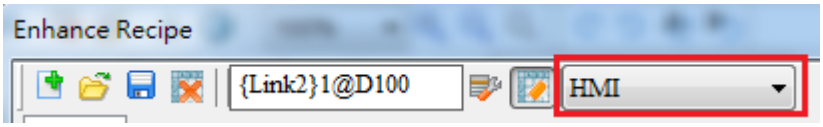
➢ Step 2: Click “Finish” and enter recipe data. See as below:



➢ Step 3: Activate enhance recipe function.



➢ Step 4: Set retained area as HMI.

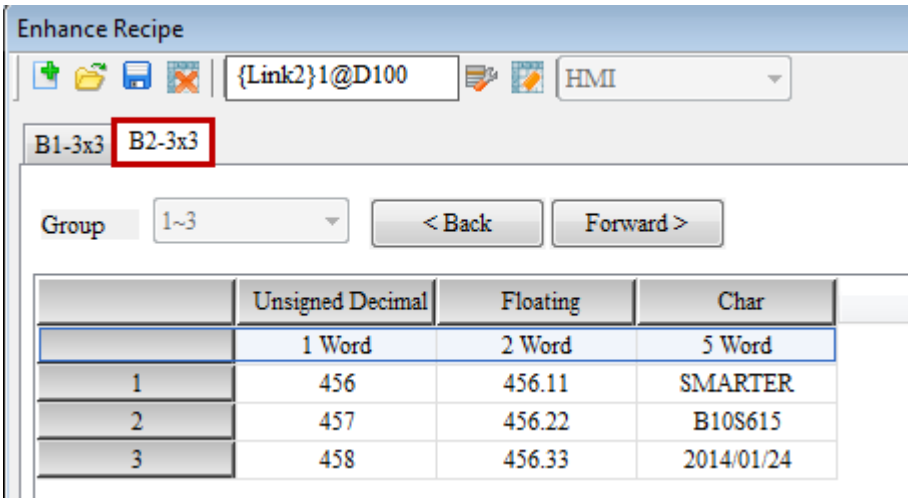


➢ Step 5: Repeat Step 1 and Step 2 to set length 3 and group 3. The

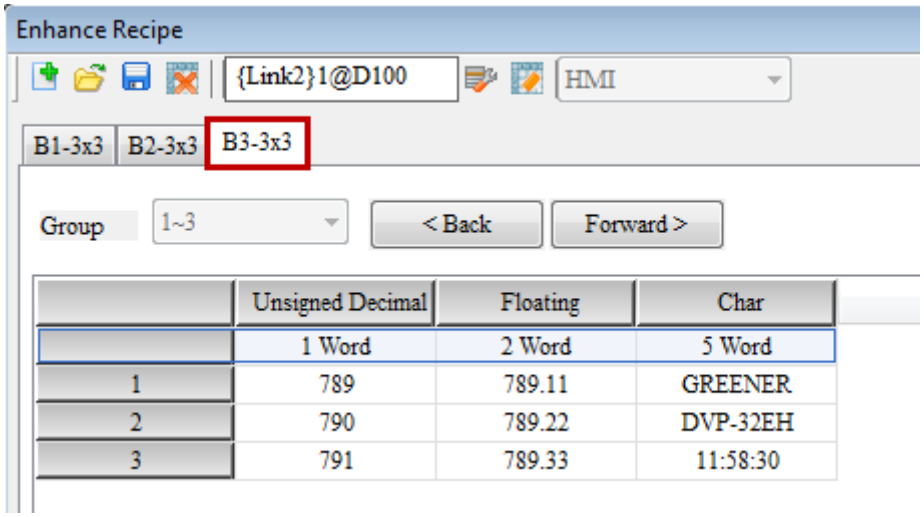
Example of Enhance Recipe

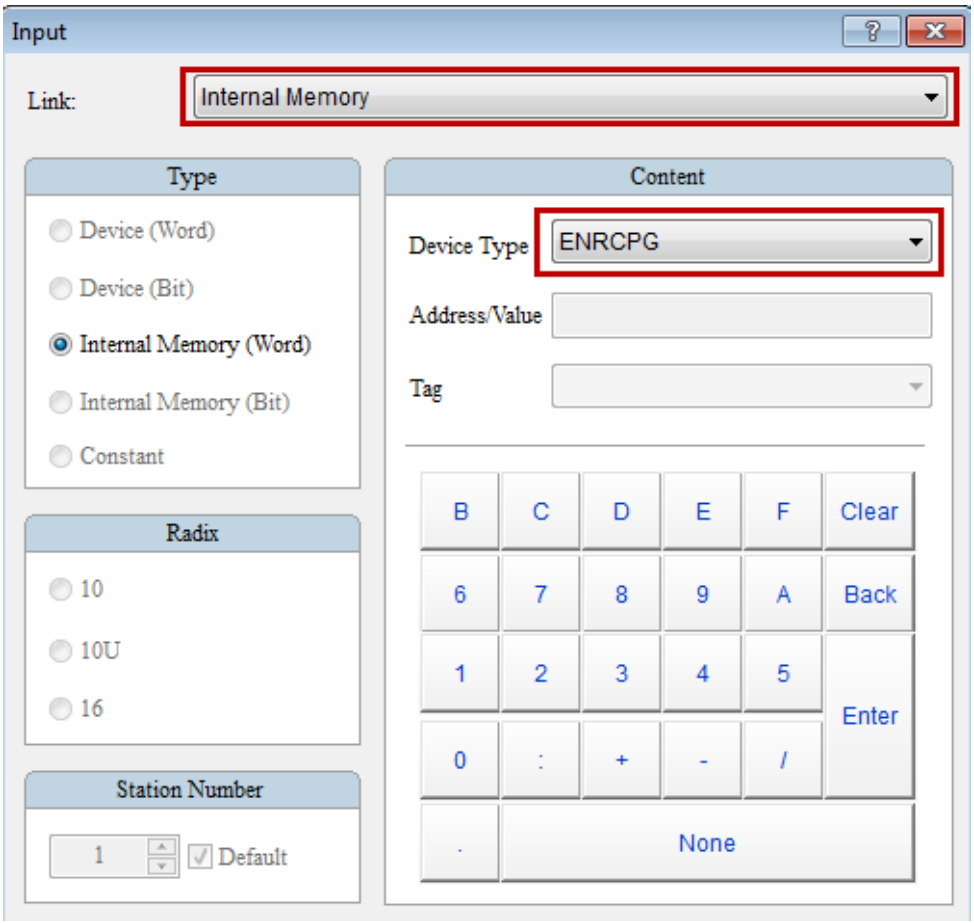
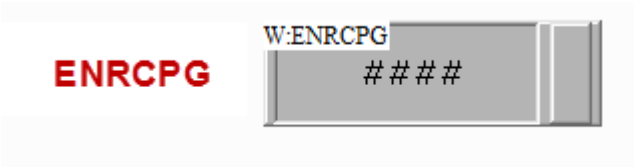
Table 23-4-1 Example of enhance recipe

recipe data is shown as below:



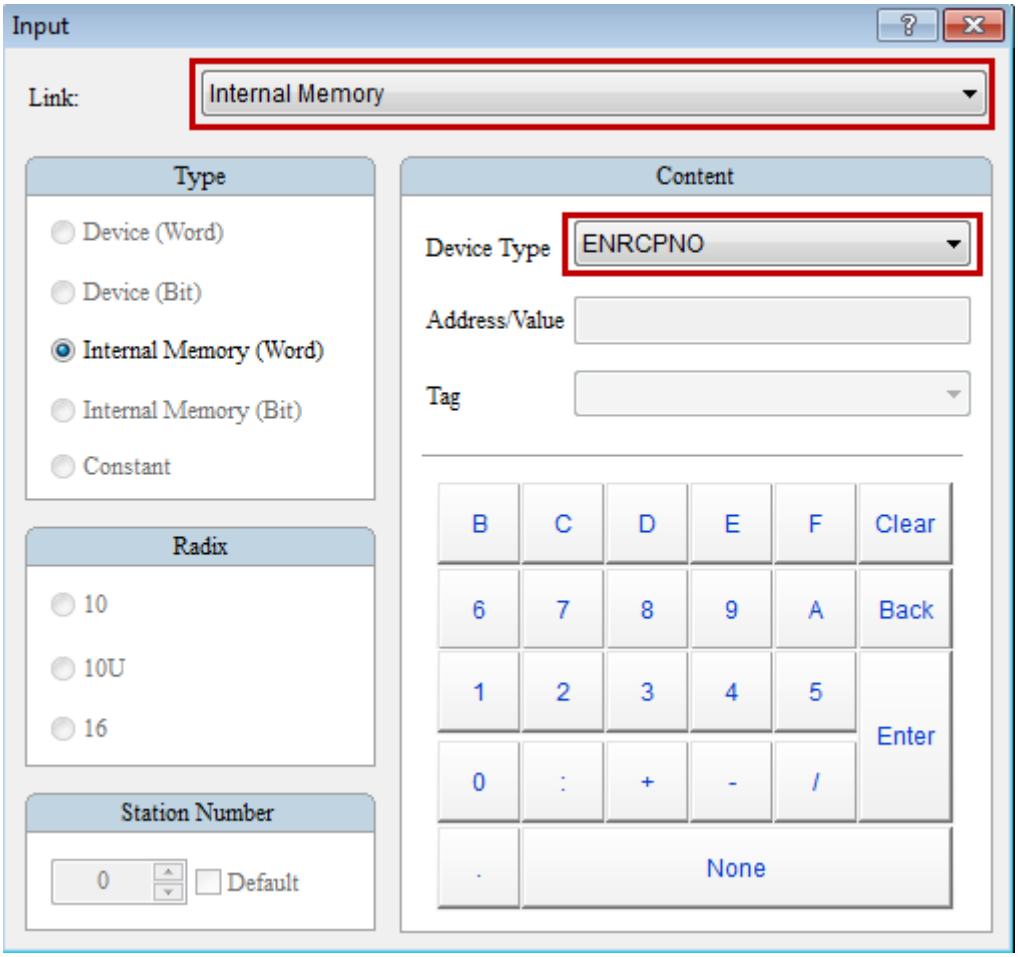
➢ Step 6: Repeat Step 1 and Step 2 to set length 3 and group 3. The recipe data is shown as below:



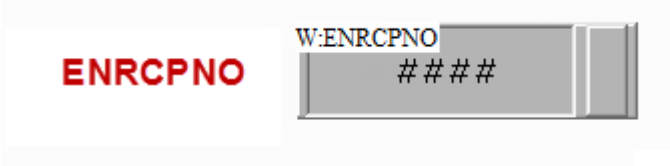
Example of Enhance Recipe Table 23-4-1 Example of enhance recipe	
Create Numeric Entry Element	➢ Create one numeric entry element. Set the Write Address to Internal Memory. Choose ENRCPG as device type, which is used for selection of enhance recipe grouping.  ➢ The following is displayed when the creation is completed.  ➢ Create one numeric entry element. Set the Write Address as Internal Memory. Choose RCPNO as device type, which is used for selection of recipe grouping.

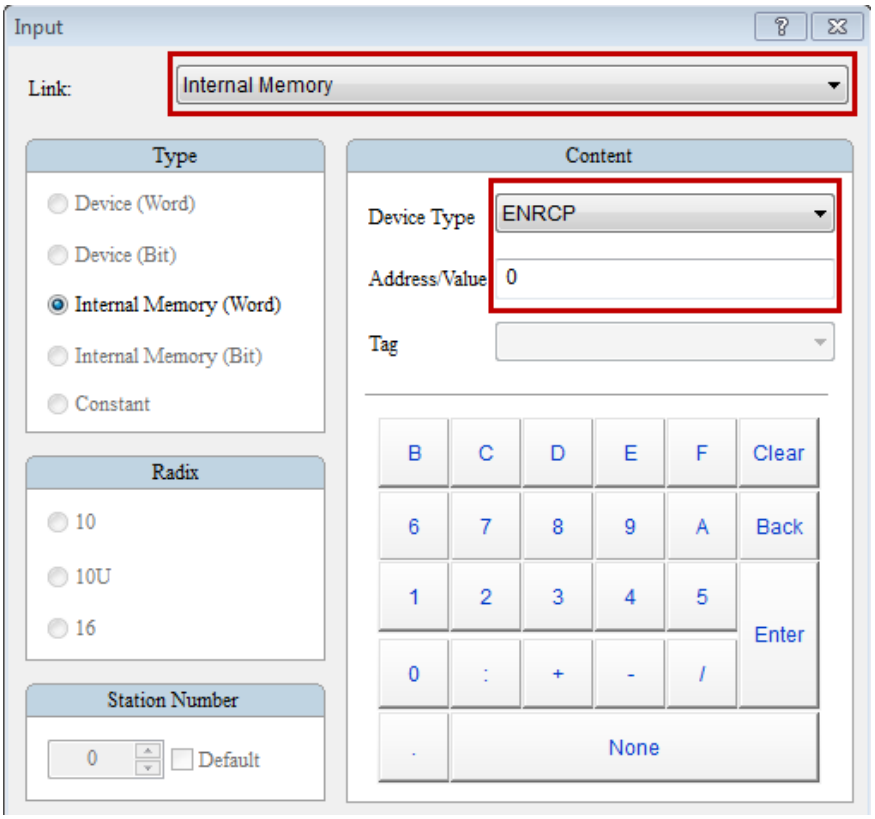
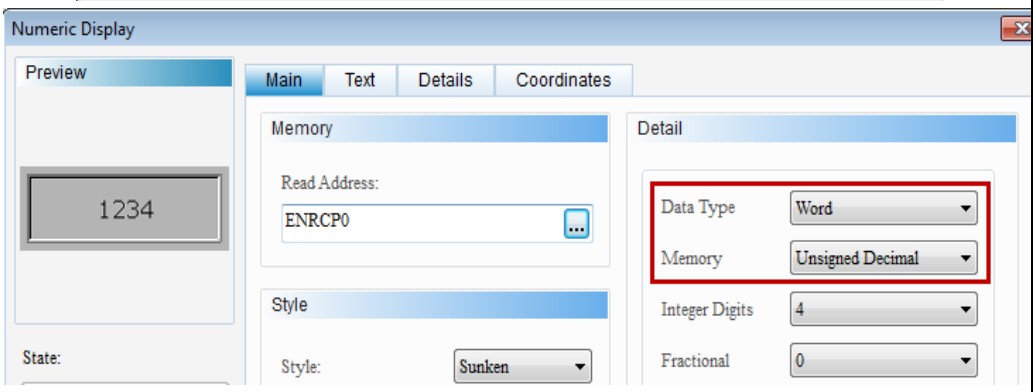
Example of Enhance Recipe

Table 23-4-1 Example of enhance recipe



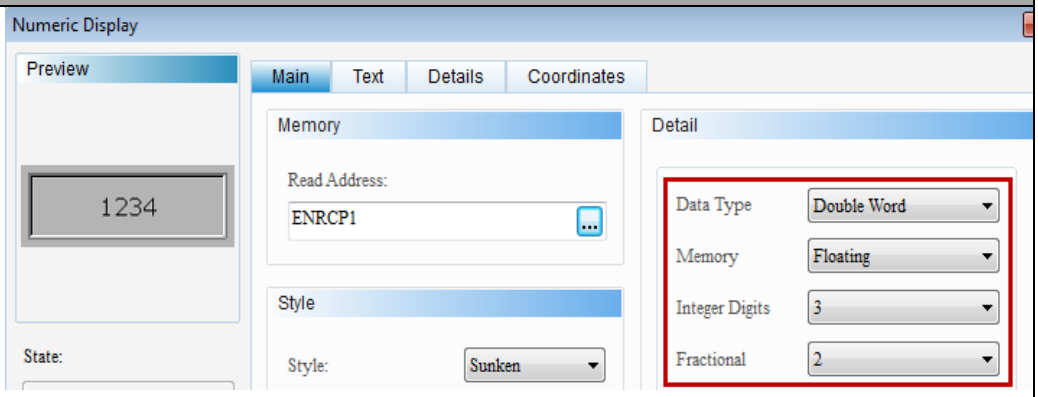
➢ The following is displayed when the creation is completed.



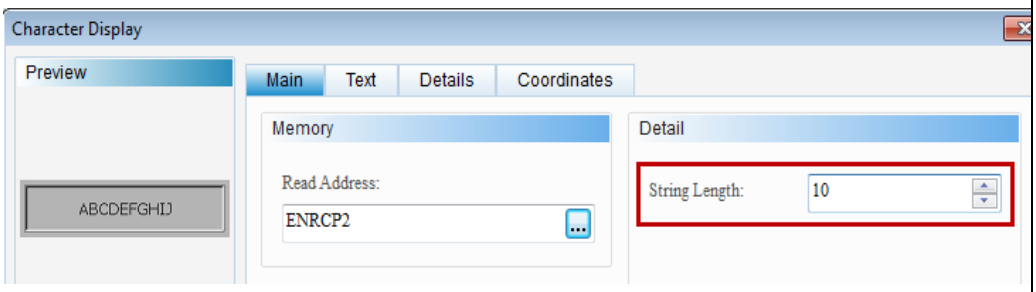
Example of Enhance Recipe Table 23-4-1 Example of enhance recipe	
Create Numeric Display Element	➢ Step 1: Before the numeric display element is created to display enhance recipe register, users can use the recipe register formula [(L*(G+1)-1) }] to gain the number that n in ENRCPn represents. Put the size of the recipe (L*G = 3 x 3) in the formula to gain ENRCPn = ENRCP0~ENRCP11. ➢ Step 2: Create 1 numeric display element and set the Read Address to Internal Memory ENRCP0. Setup the presentation method according to field 1 of recipe table. Data type is Word and memory is Unsigned Decimal.   ➢ Step 3: Create a numeric display element and set its read address as ENRCP1 of Internal Memory. Setup its presentation method base on recipe field 2. Data type is Double Word and memory format is Floating. Then, set the integer digits to 3, fractional to 2.

Example of Enhance Recipe

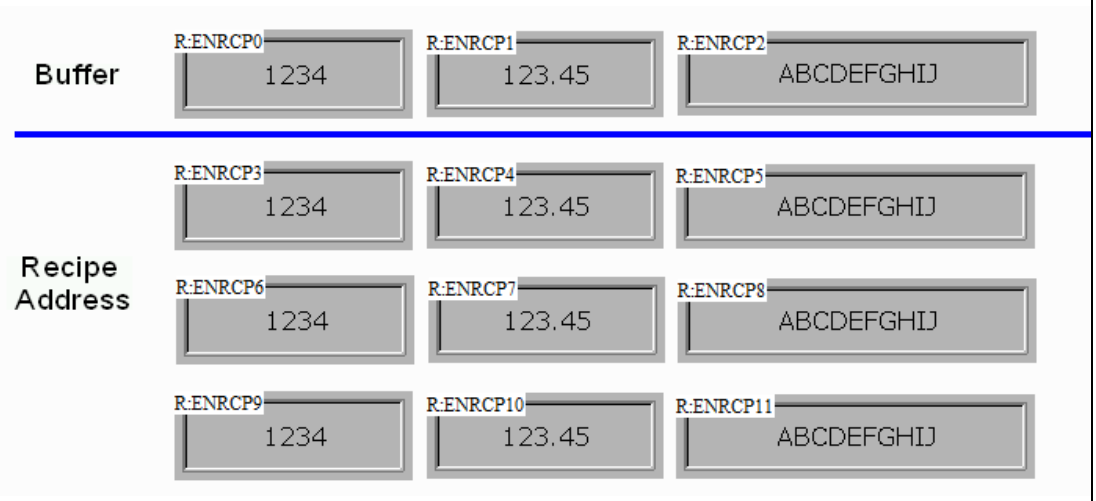
Table 23-4-1 Example of enhance recipe



- Step 4: Create one character display element. Set the Read Address to ENRCP2 of Internal Memory. Setup its presentation method base on recipe field 3. And set the string length to 10 (The length of 1 word can store two bits.)



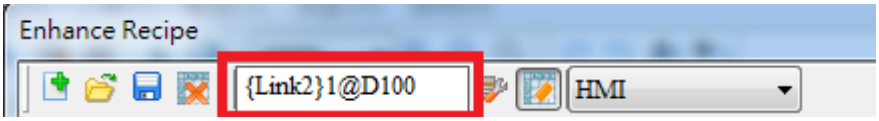
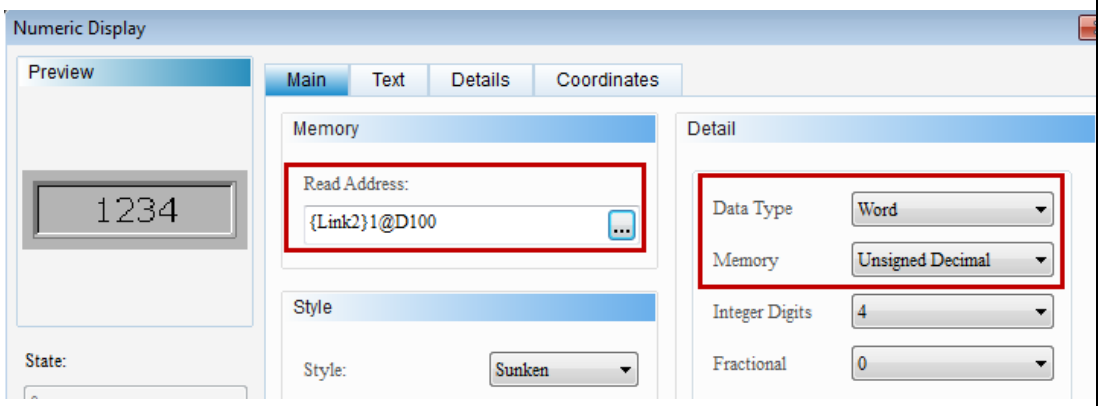
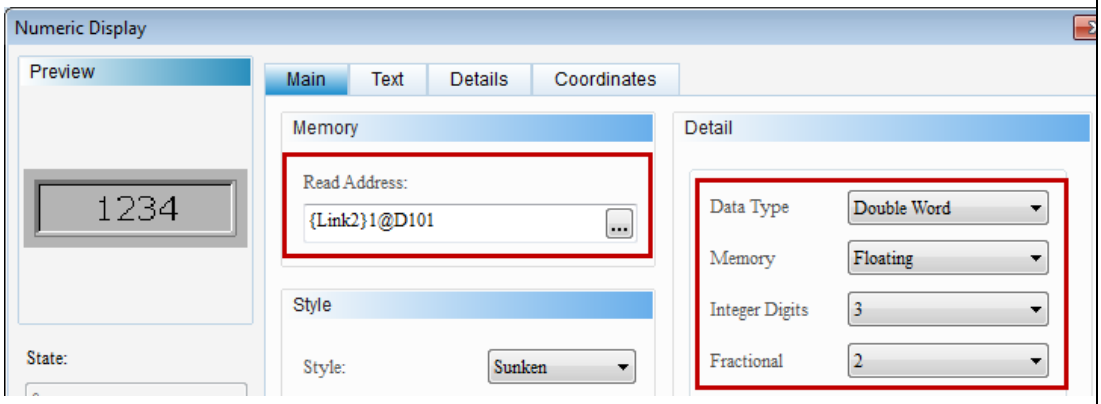
- Step 5: Repeat Step2 ~ Step4 and so on. The display element is range from ENRCP3 to ENRCP11. Then, setup the memory format.
- The following is displayed when the creation is completed.



NOTE:

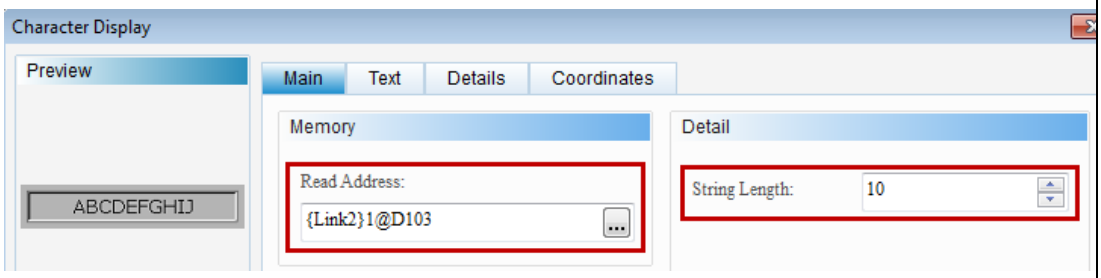
ENRCP0 ~ ENRCP2 are the buffer areas of recipe. The actual recipe data is ENRCP3 ~ ENRCP11. Please refer to《Figure 23-1-4》16 bits recipe buffer

Example of Enhance Recipe Table 23-4-1 Example of enhance recipe	
	area configuration for further details.

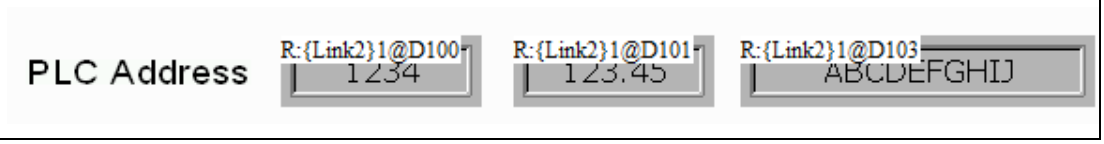
Example of Enhance Recipe Table 23-4-1 Example of enhance recipe	
Create Numeric Display Element	➢ Create a numeric display element and refers to the address set by enhance recipe. When reading or writing PLC recipe, it will display the change of data. Each field length of enhance recipe is not fixed. Thus, users have to setup PLC address base on the recipe table. For example, first field of the recipe table is in Unsigned Decimal format and its read length is 1. So, the read address is set to D100, data type is Word and memory format is Unsigned Decimal.   ➢ Create a numeric display element. Its read address is D101, data type is Double Word and memory format is Floating. Its integer digits is set to 3 and fractional is 2.  ➢ Create a character display element and set the string length to 10.

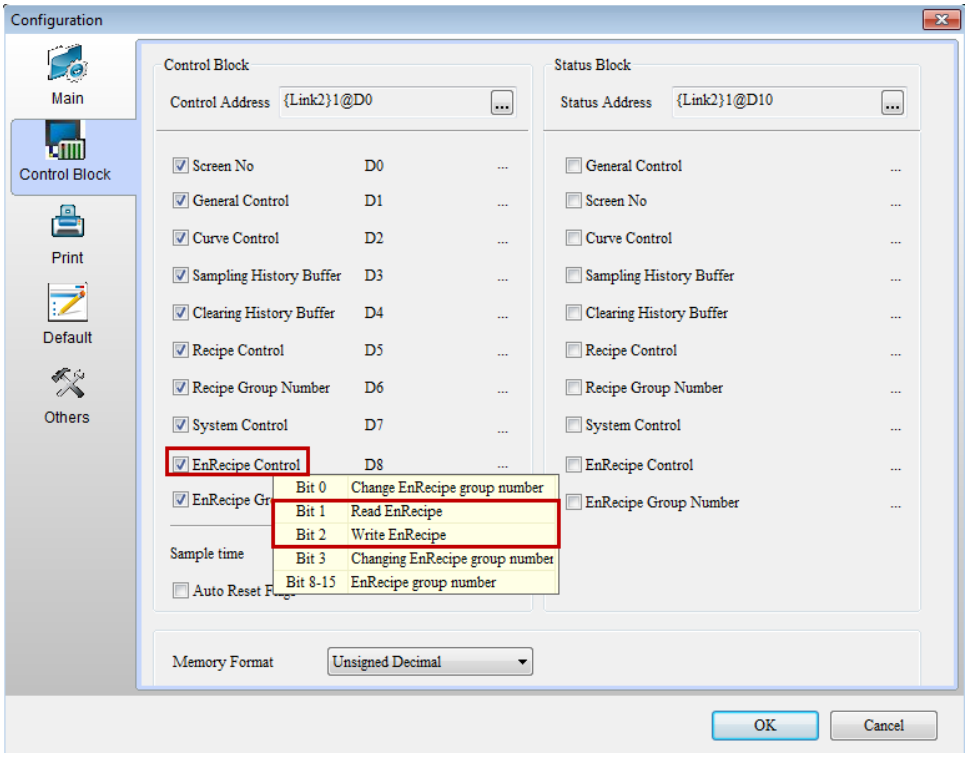
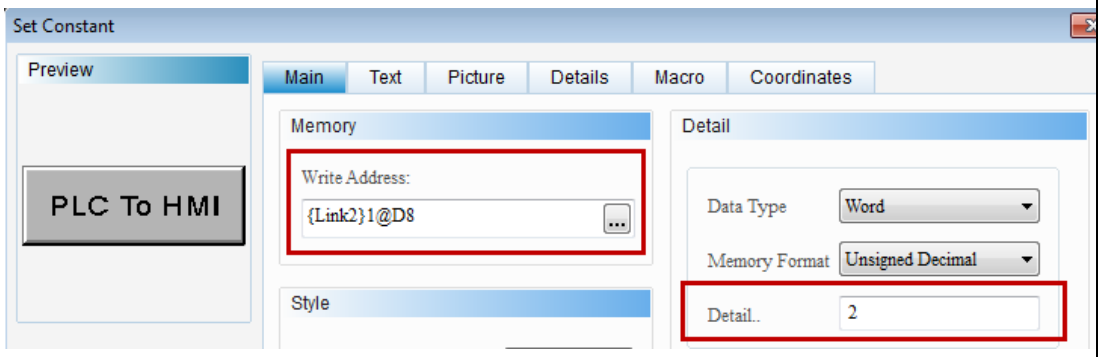
Example of Enhance Recipe

Table 23-4-1 Example of enhance recipe



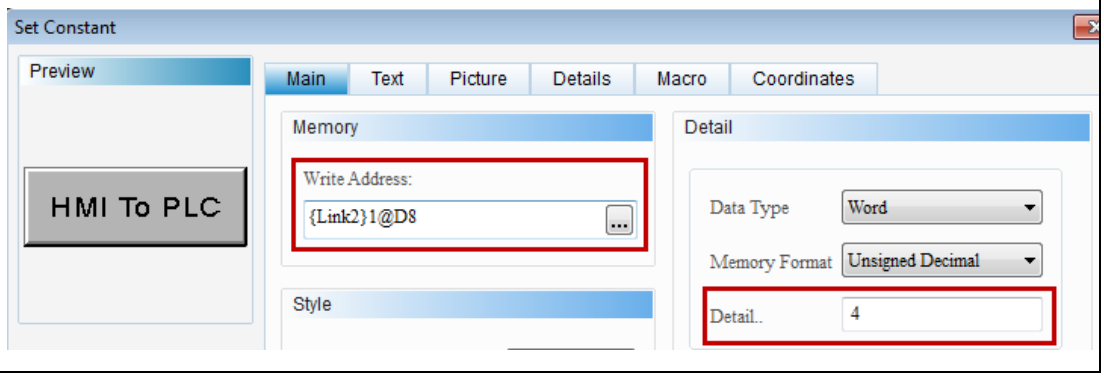
➢ The following is displayed when the creation is completed.

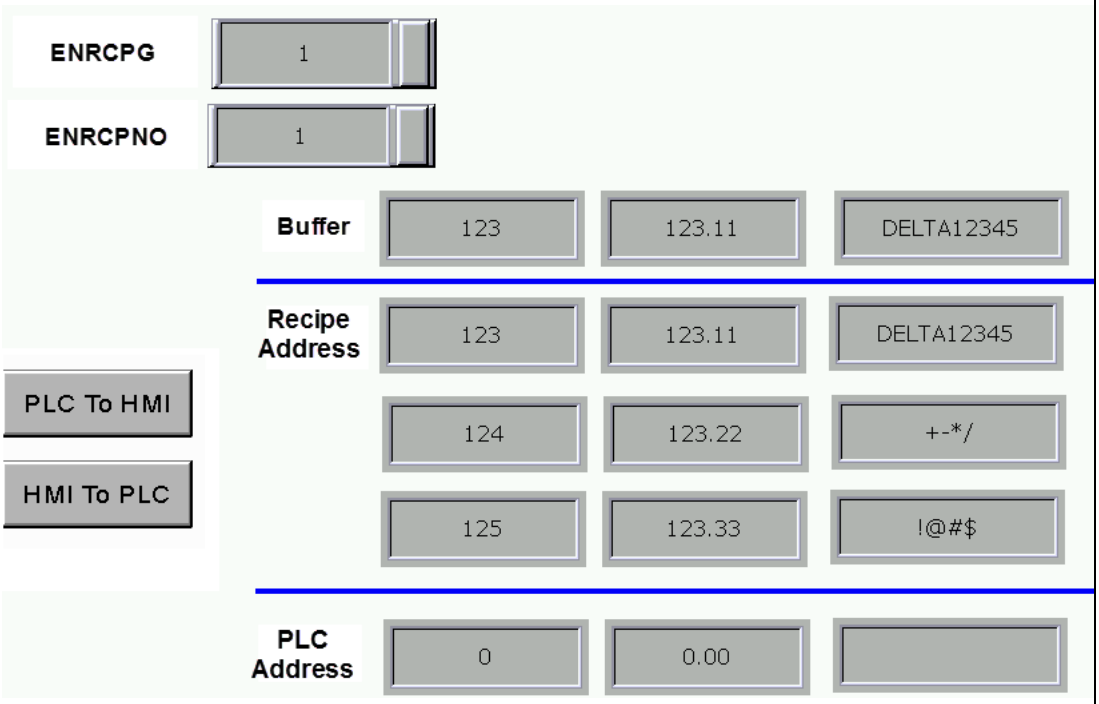


Example of Enhance Recipe Table 23-4-1 Example of enhance recipe	
Set Recipe Control Flag in Control Block	➢ Enter [Options] → [Configuration....] → [Control Block] and check the [EnRecipe Control] flag. Set the Control Address in the Control Block to define Enhance Recipe Control address. After the setting is completed, click [OK] to leave the Configuration Window. 
Create Set Constant Button Element	➢ Create 2 set constant buttons. Set the Write Address to D8 and the setting value to 2 and 4, respectively, corresponding to Bit 1 and Bit 2 of the Enhance Recipe Control flag D8. This setup is used for read and write of the recipe. 

Example of Enhance Recipe

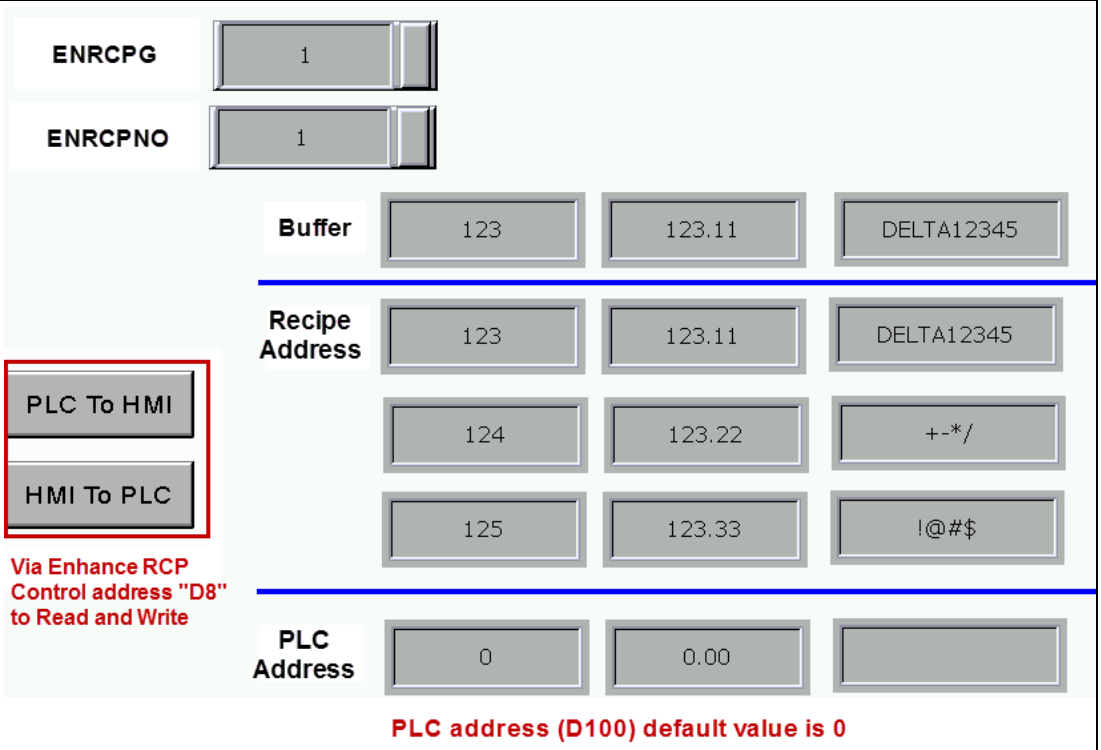
Table 23-4-1 Example of enhance recipe



Example of Enhance Recipe Table 23-4-1 Example of enhance recipe	
Result	➢ After creation of all elements, perform the compilation and download the screen data and recipe to HMI.  After enhance recipe number is loading into HMI, its default value is 1. To display different number, users can select different enhance recipe number according to different demands.  The recipe data will be displayed in the created ENRCP0~ENRCP11 with reference to the selected recipe group. The ENRCP0~ENRCP2 created are the recipe buffers and the start address for the first group of recipe data are ENRCP3.

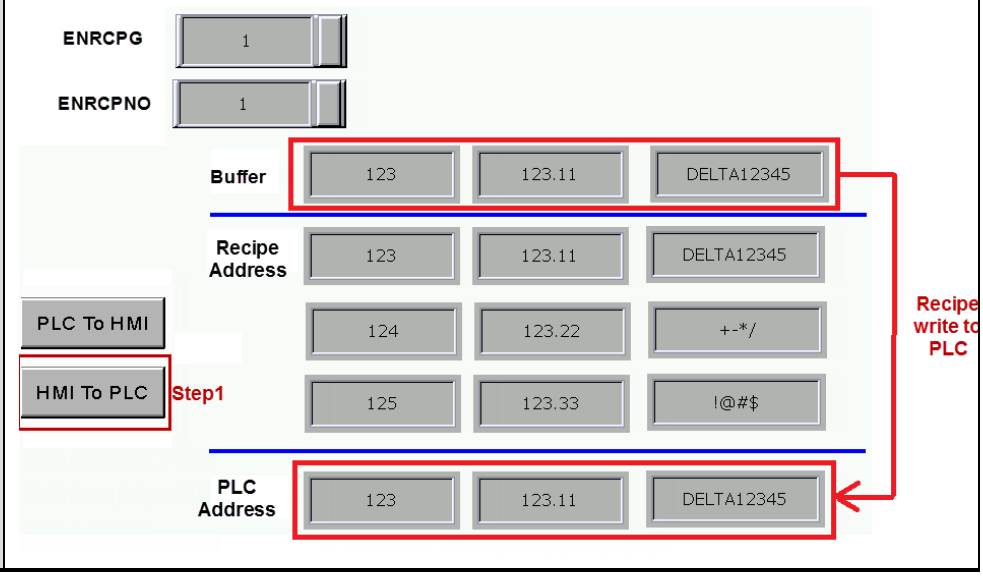
Example of Enhance Recipe

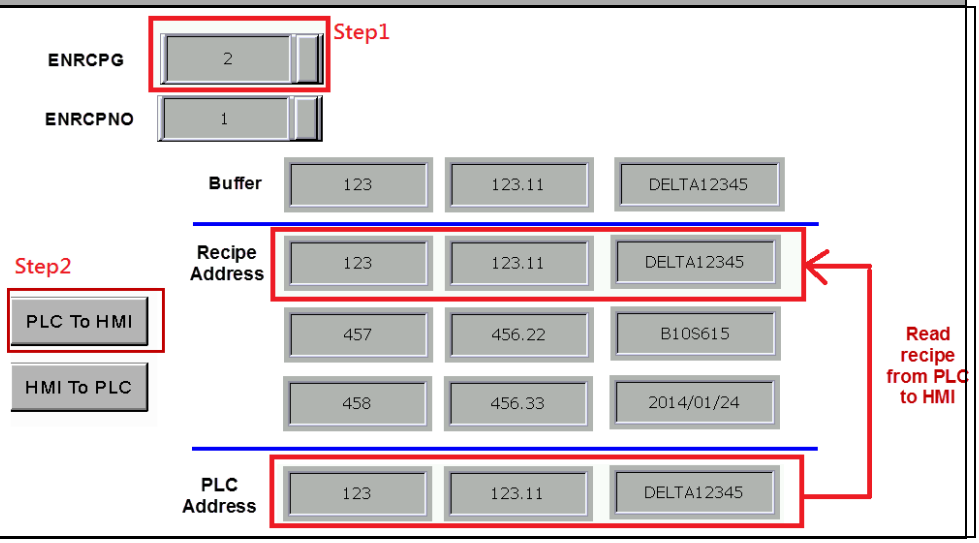
Table 23-4-1 Example of enhance recipe



Activate “HMI to PLC” button and the recipe data of the selected group will be written to PLC. Activate “PLC to HMI” button and the recipe data that were written to the PLC will be read back to HMI with reference to the selected enhance recipe group. The recipe data will be changed to match the content of the selected group.

Recipe Write (HMI to PLC)

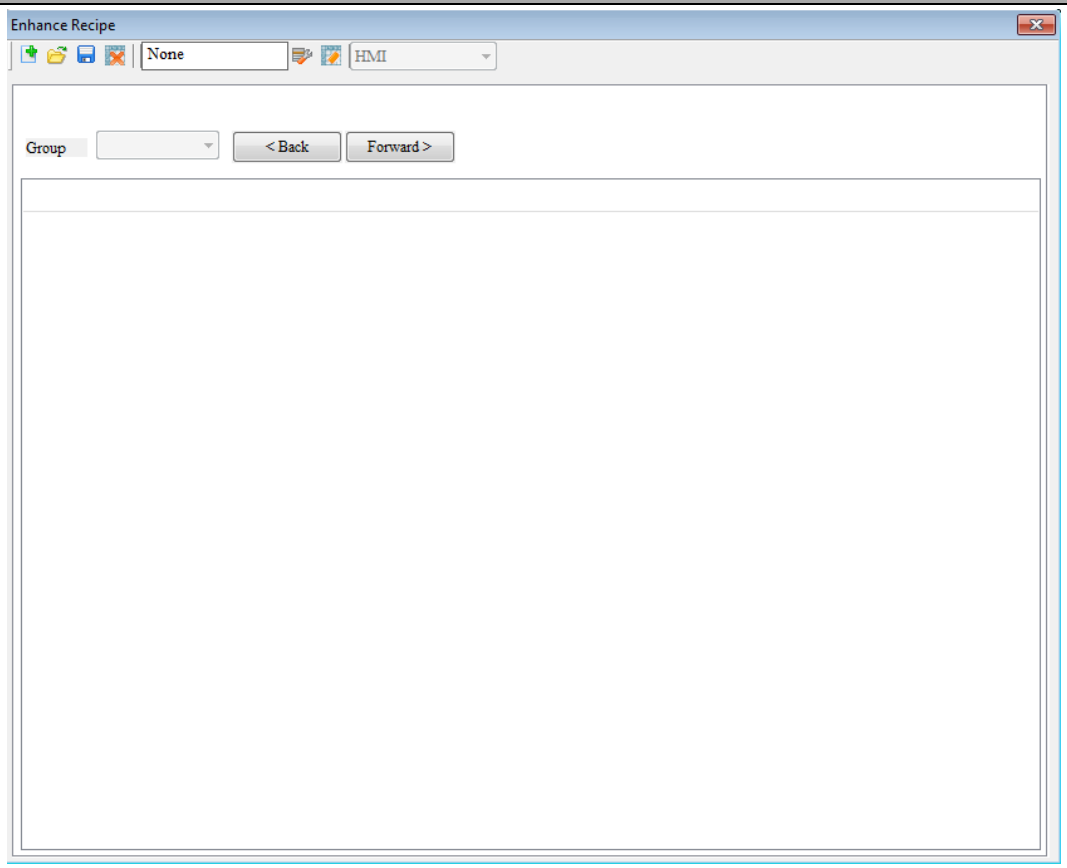


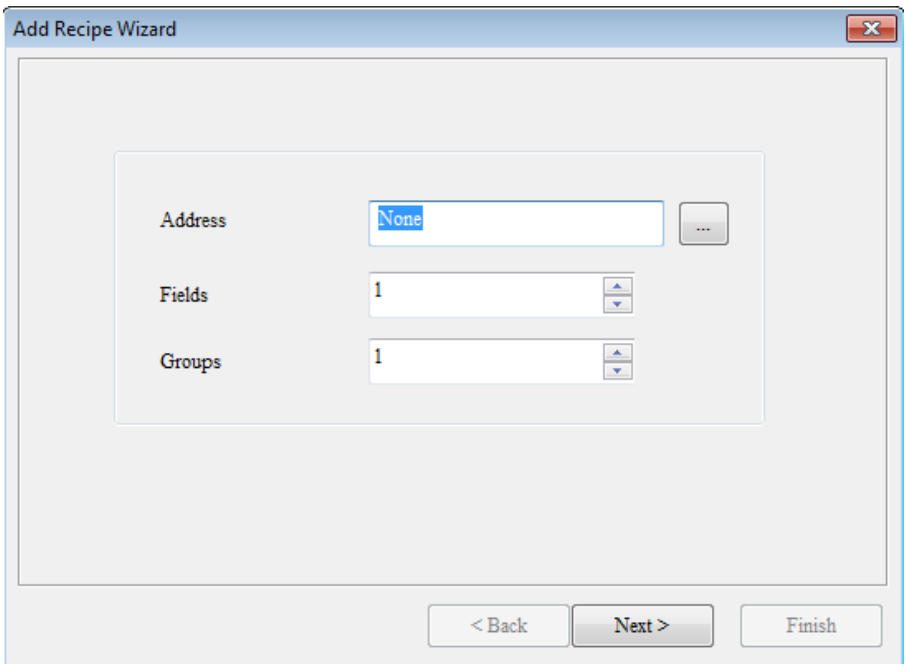
Example of Enhance Recipe Table 23-4-1 Example of enhance recipe		
	Recipe Read (PLC to HMI)	

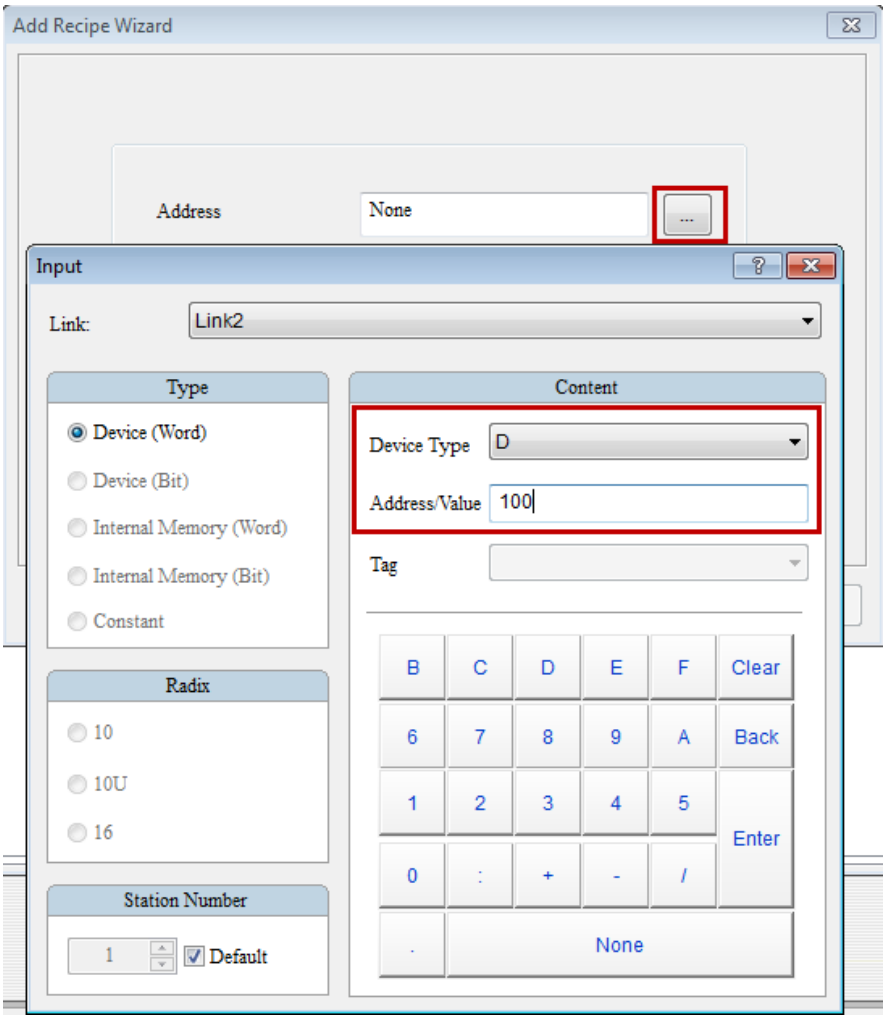
Followings will introduce the property set by enhance recipe.

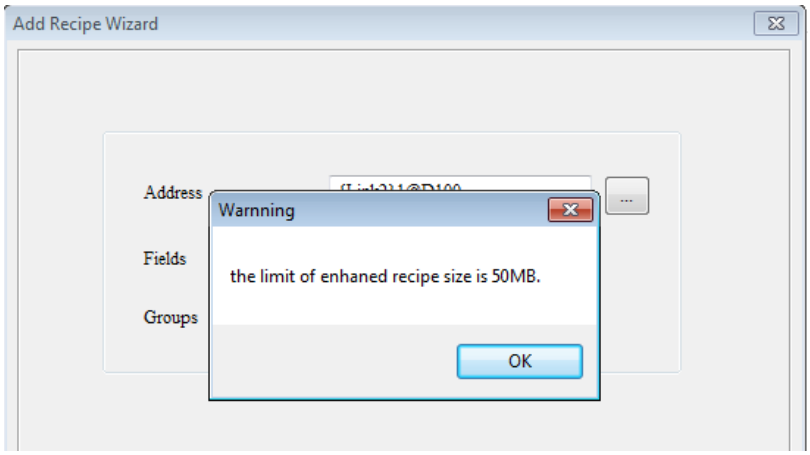
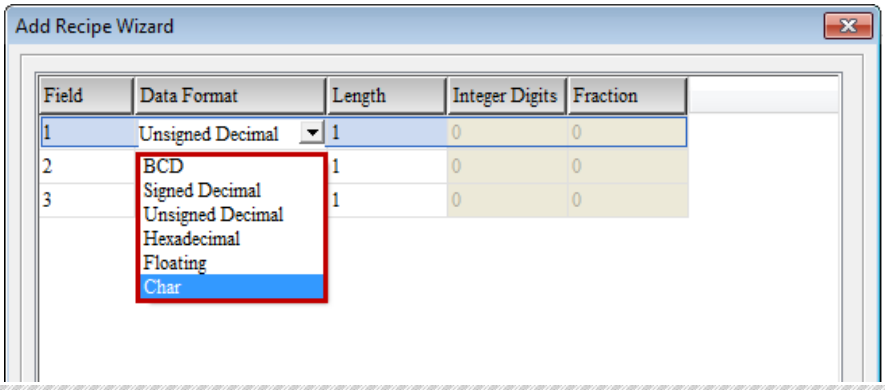
Property Set by Enhance Recipe

Table 23-4-2 Property set by enhance recipe

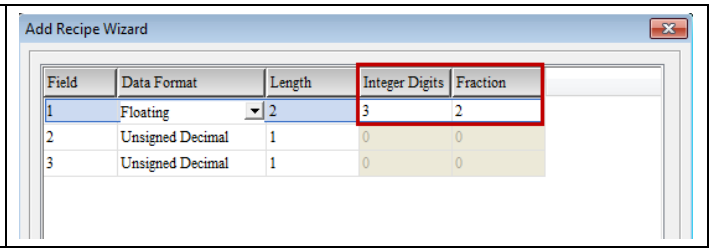
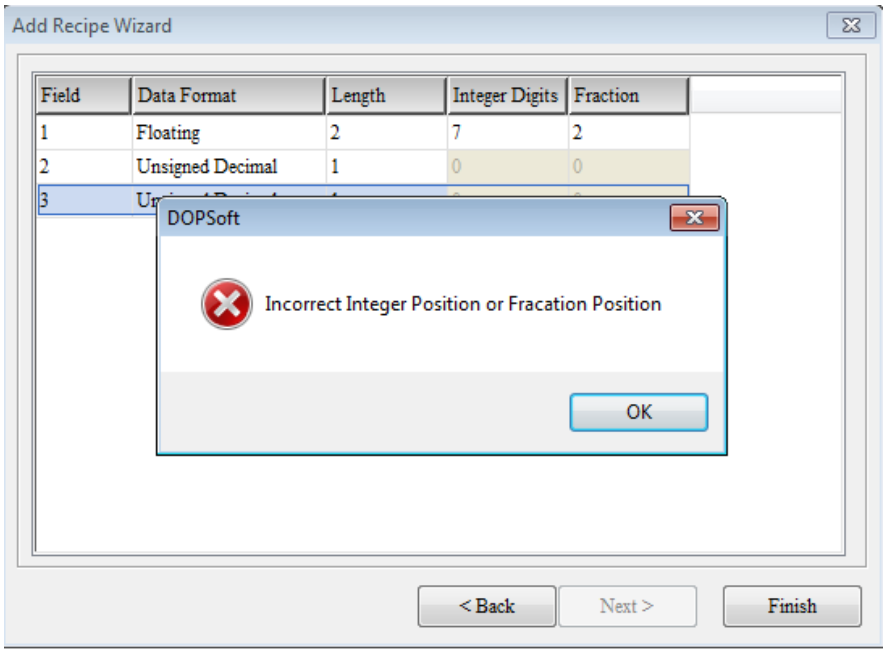


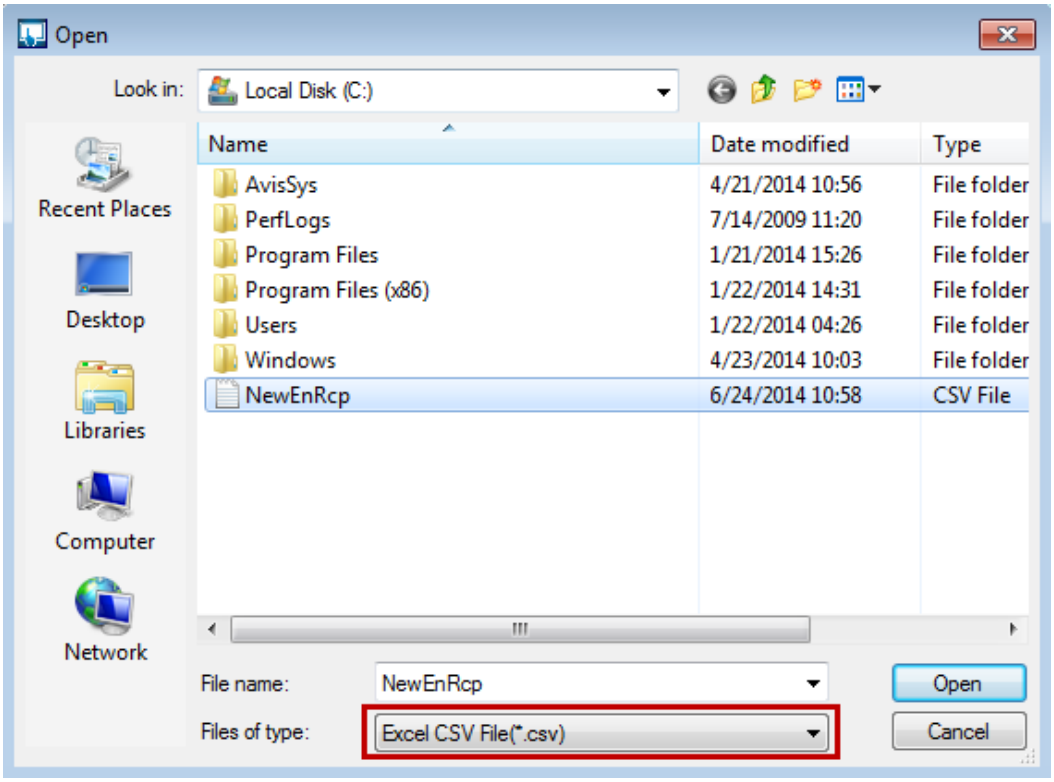
Add	➢ Go to enhance recipe window, please click to add enhance recipe data.	
		
	➢ Through , users can add 255 groups of enhance recipe data.	
	Address	➢ Choose internal memory or control address.

Property Set by Enhance Recipe Table 23-4-2 Property set by enhance recipe		
		➢ Select the connection name(Link) or device type. Please refer to 5-1, Button Element. ➢ Addresses set by enhance recipe share one memory address, regardless the group number of recipe. 

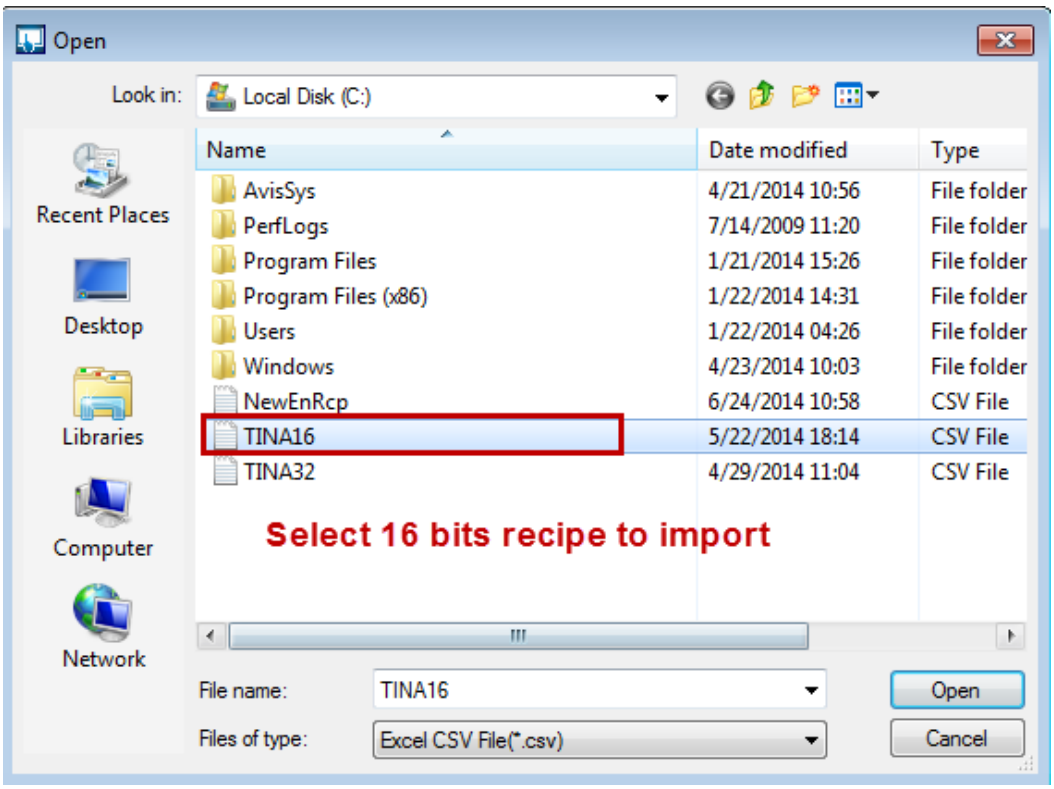
Property Set by Enhance Recipe Table 23-4-2 Property set by enhance recipe		
	Field	➢ Field and group represent the recipe length and group that users enter, respectively. Recipe field size cannot exceed 50 MB. 
	Group	➢ Field and group number cannot be 0. Once one of the value is 0, the system will set the value to the minimum, 1.
	Data Format	➢ Data format is divided into BCD, Signed Decimal, Unsigned Decimal, Hex, Floating and Char.  NOTE: ➢ If selecting Char as the data format, the character set as separator cannot be used as its content. Otherwise, it might cause data error or fail to import the data.
	Read Length	➢ Limit of read length varies with different data formats. ➢ If selecting BCD, Signed Decimal, Unsigned Decimal or Hex as the data format, the read length can be 1 (means Word) or 2 (means Double Word). ➢ If selecting Floating as the data format, the read length

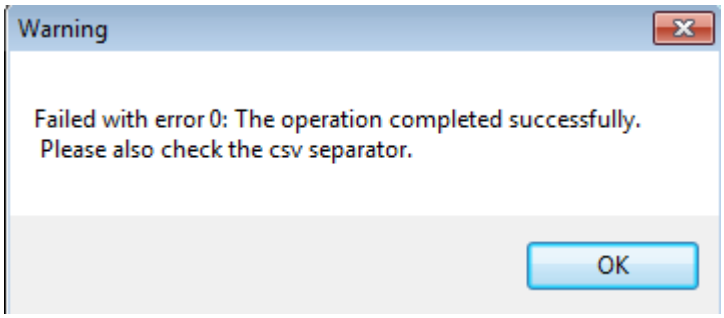
Property Set by Enhance Recipe Table 23-4-2 Property set by enhance recipe		
		only can be 2 (means Double Word). ➢ If selecting Char as the data format, the read length is range from 1 to 32. It can support up to 32 Words (which is 64 bits). When setting up recipe data, if it still has spare space, the system will automatically enter the blank string.

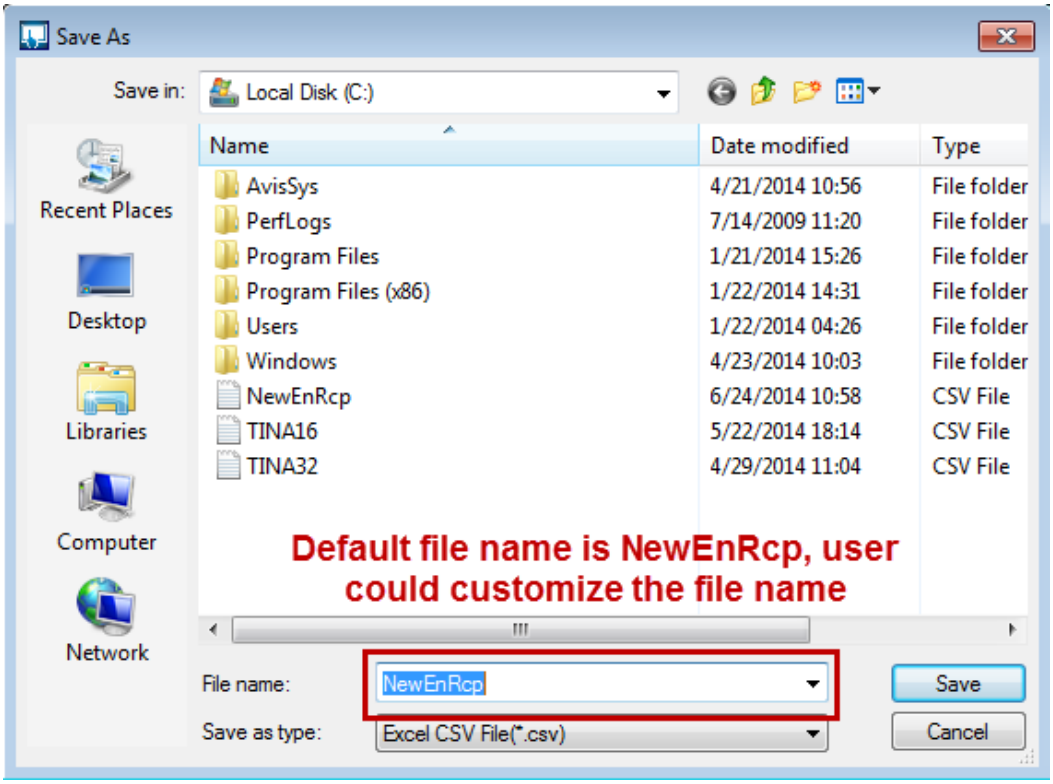
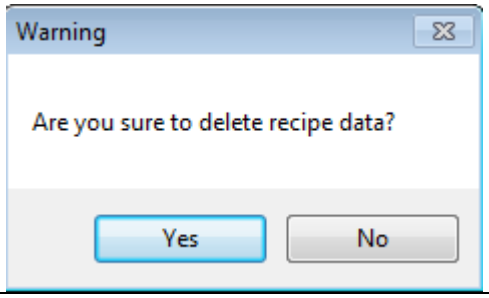
Property Set by Enhance Recipe Table 23-4-2 Property set by enhance recipe		
	Integer Digits	➢ Only when the data format is floating, can users setup integer digits and fraction. **Floating**  ➢ When the data format is floating, integer digits and fraction only support 7 digits in total. If exceeding the range, a warning message will pop up. 
	Fraction	
Open	➢ 【Open】function supports CSV file format for users to select and import the recipe.	

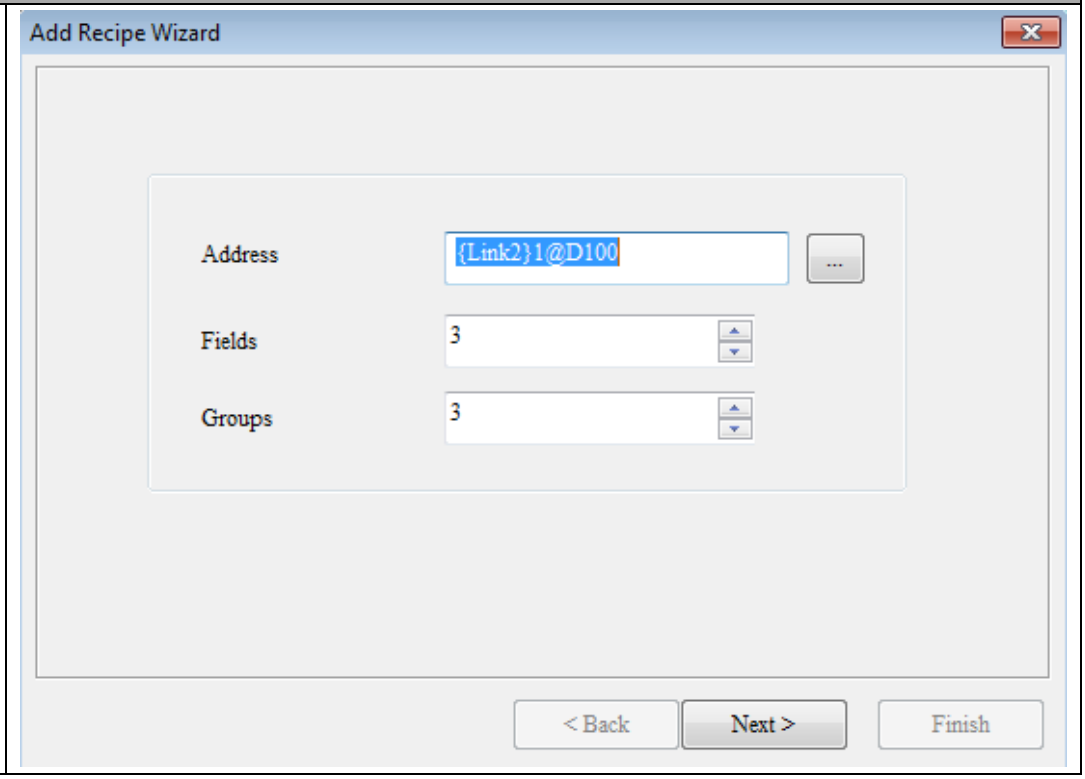
Property Set by Enhance Recipe Table 23-4-2 Property set by enhance recipe	
	 ➢ The opened and imported recipe file provides recipe contents only. Its address does not support 16 or 32 bits recipe. If the CSV file of 16 bits recipe or 32 bits recipe is opened by enhance recipe, it might be unable to display recipe data and a pop-up message will prompt to show error.

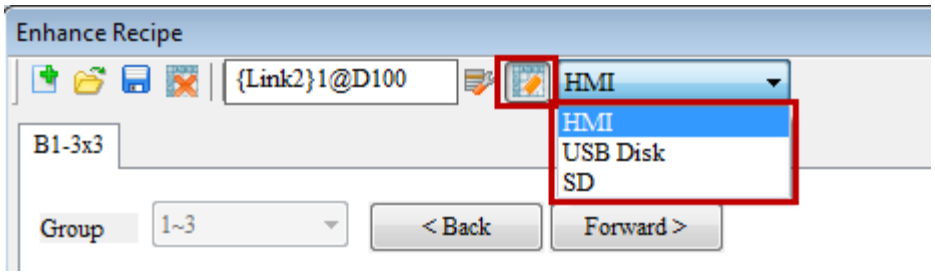
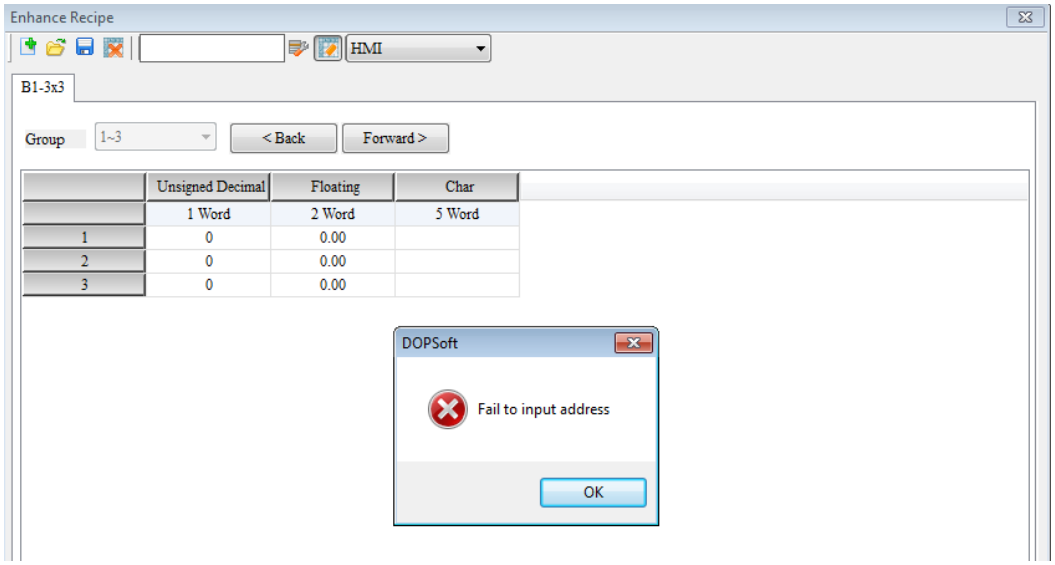
Property Set by Enhance Recipe Table 23-4-2 Property set by enhance recipe	

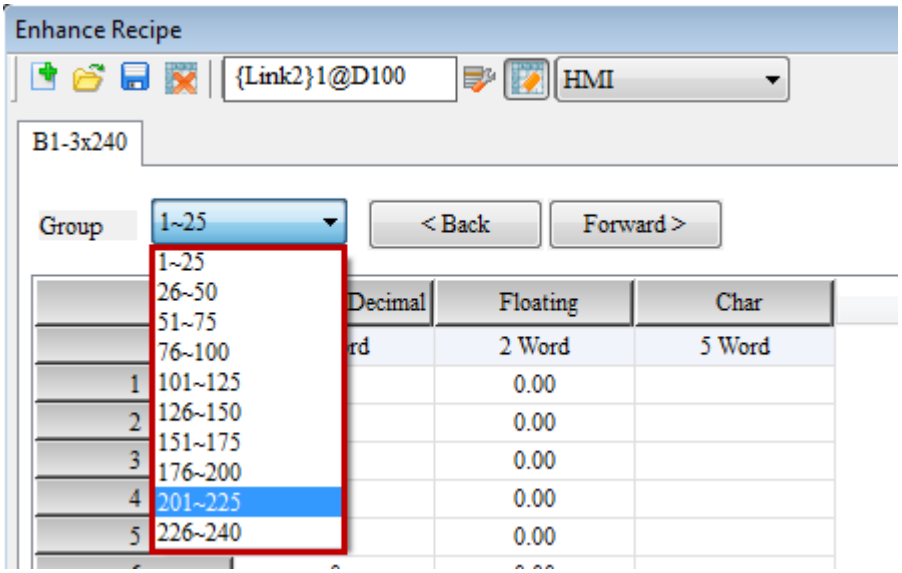


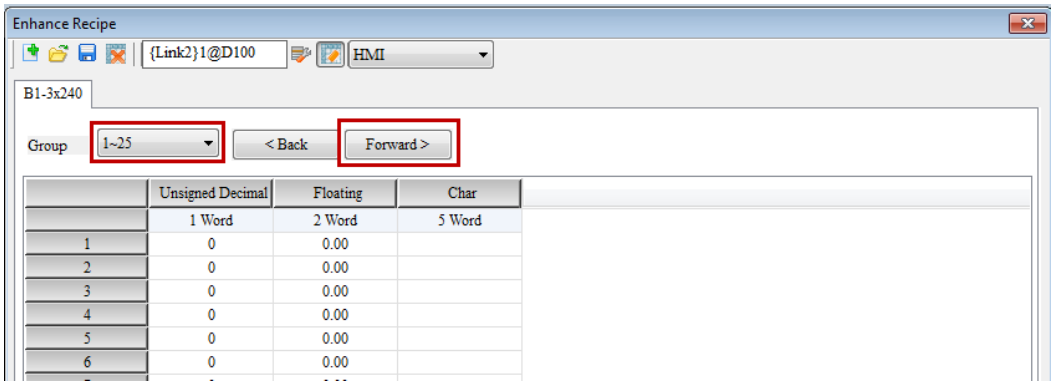
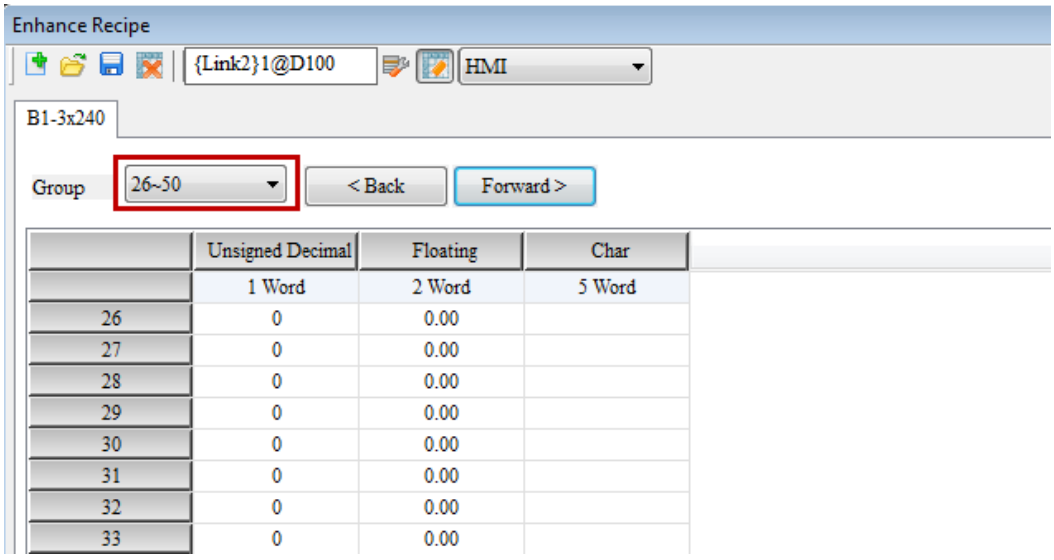


Property Set by Enhance Recipe Table 23-4-2 Property set by enhance recipe	
Save As	➢ 【Save As】function can save the current enhance recipe. The supported file format is the same as the Open function, CSV only. 
Delete	➢ 【Delete】 function deletes 32 bits recipe data. When executing this function, a warning message will pop up and ask if users are sure to delete the data. 
Setting	➢ Only when recipe data exists in enhance recipe, can the user use 【Setting】to change the content of field, group and data format.

Property Set by Enhance Recipe Table 23-4-2 Property set by enhance recipe	
	

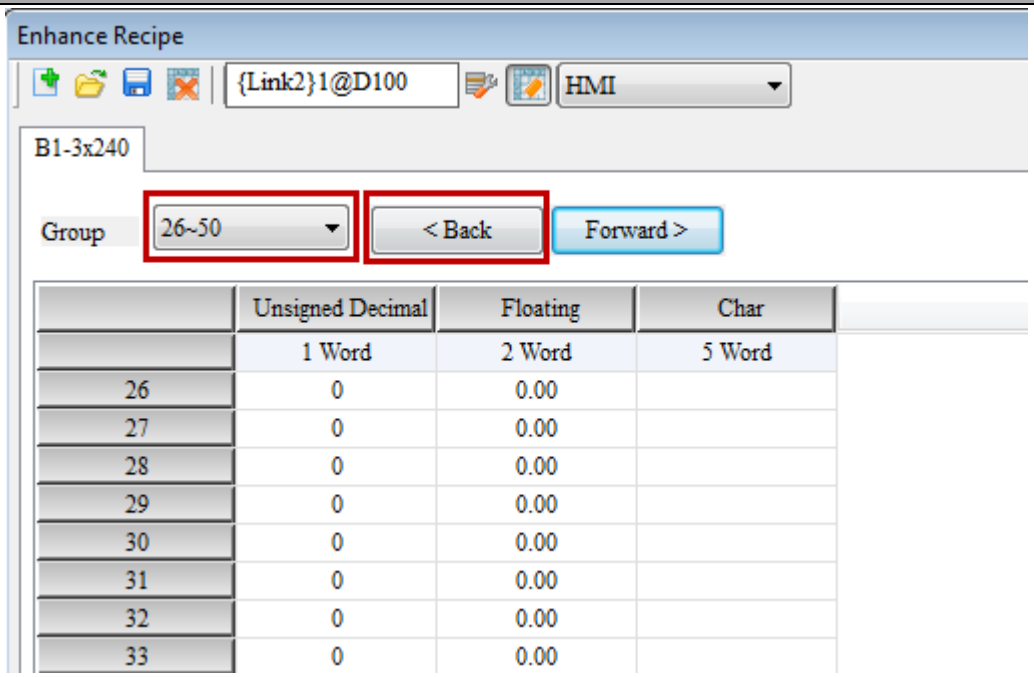
Property Set by Enhance Recipe Table 23-4-2 Property set by enhance recipe	
$66	➢ Set recipe address. Users can self enter recipe address in this field. Or users can setup address through “Add” function.
Data Retained	➢ Before setting retained area, please activate【 】first.  ➢ Retained area includes HMI, USB Disk and SD Card. ➢ If choose to save the data in HMI, it means when the power is off, the data will be recorded in SRAM of HMI.
X in Enhance Recipe Window	➢ This function stores the data anyway when complete editing recipe data and will judge if the recipe address is wrong. 
組數 1~25	➢ The recipe table displays 25 groups of recipe data in one page. Users can quickly select the recipe group.

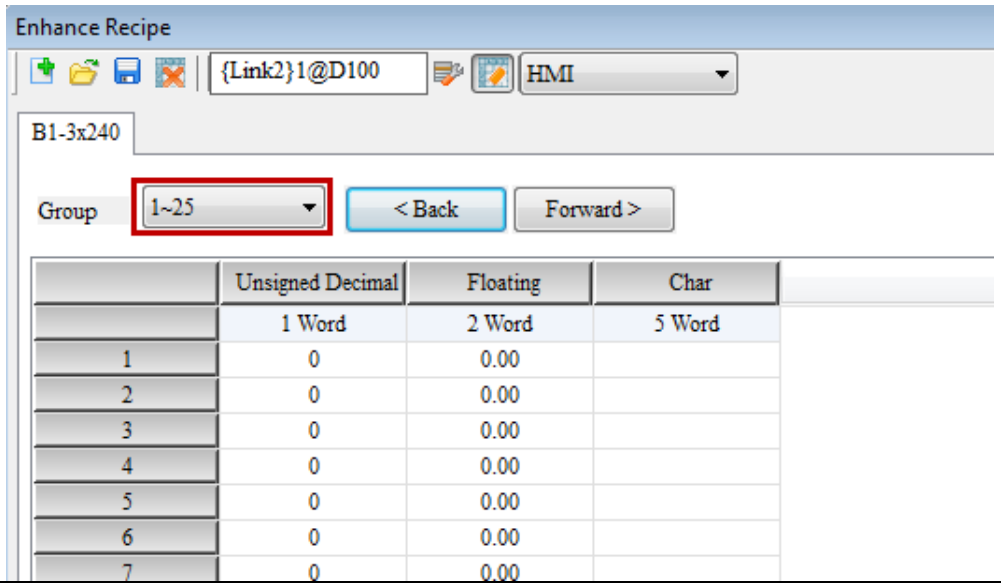
Property Set by Enhance Recipe Table 23-4-2 Property set by enhance recipe	
	

Property Set by Enhance Recipe Table 23-4-2 Property set by enhance recipe	
往下 >	➢ The recipe table displays 25 groups of recipe data in one page. 【Forward】 button enables users to quickly view forward 25 recipe data. ➢ Following figure shows recipe data from group 1 to 25. Click 【Forward】, the displayed recipe data becomes group 26 to 50.  
< 往上	➢ The recipe table displays 25 groups of recipe data in one page. 【Back】button enables users to quickly view previous 25 recipe data. ➢ Following figure shows recipe data from group 26 to 50. Click【Back】, the displayed recipe data becomes group 1 to 25.

Property Set by Enhance Recipe

Table 23-4-2 Property set by enhance recipe





23-5 Enhance Indirect Recipe Index Register (*ENRCP)

The enhance indirect recipe index register is used to specify the enhance recipe register.

*ENRCPn acquires the value from ENRCPn and regards it as the new address. Then, access the value from new address. For example, if ENRCP1 = 3 and ENRCP3 = 99, then *ENRCP1= 99. See figure 23-5-1.

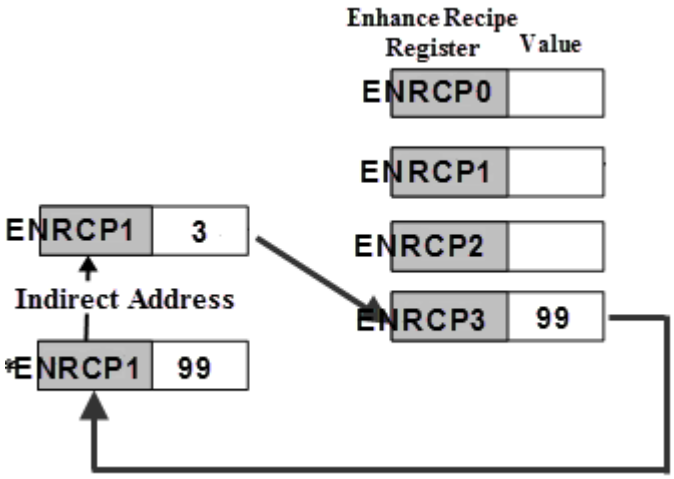


Figure 23-5-1 Enhance Indirect Recipe Index

Accessing range of enhance recipe index register:

Access Type	Element Type	Access Range
Word	*ENRCPn	ENRCP0~ENRCP65535
Note: n = Word (0-65535)		

Address accessing range provided by *ENRCP is limited according to the recipe size created by users. Assuming the recipe size is length 3*group 3, then address of ENRCP is range from *ENRCP0 to *ENRCP11. When creating address of *ENRCP12, a warning message will pop up. See the figure below.

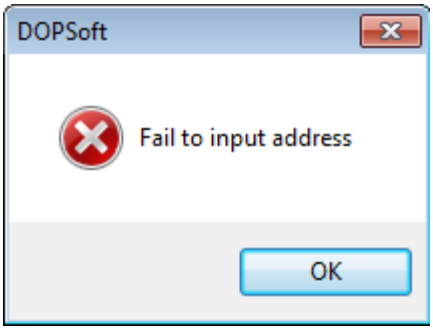
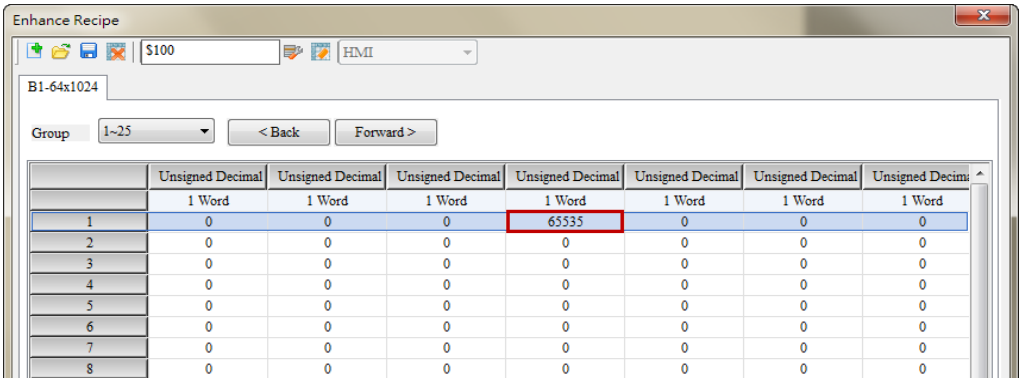
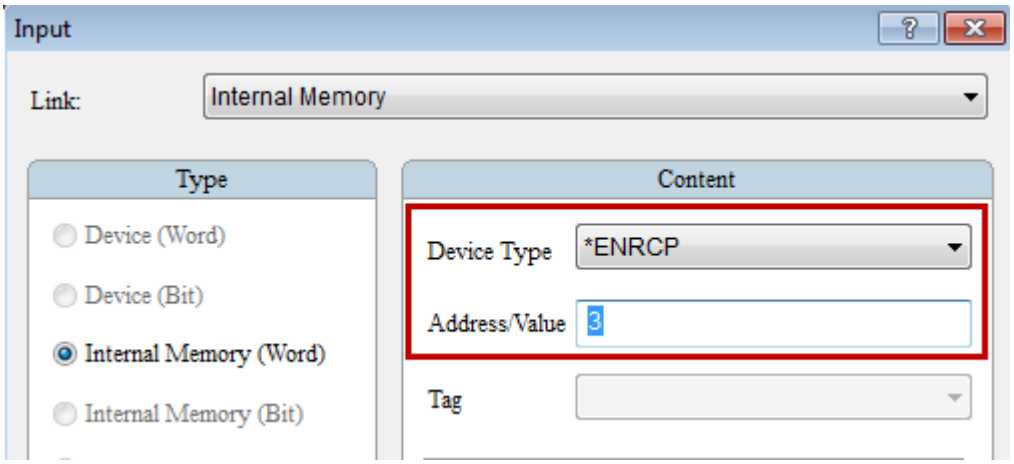
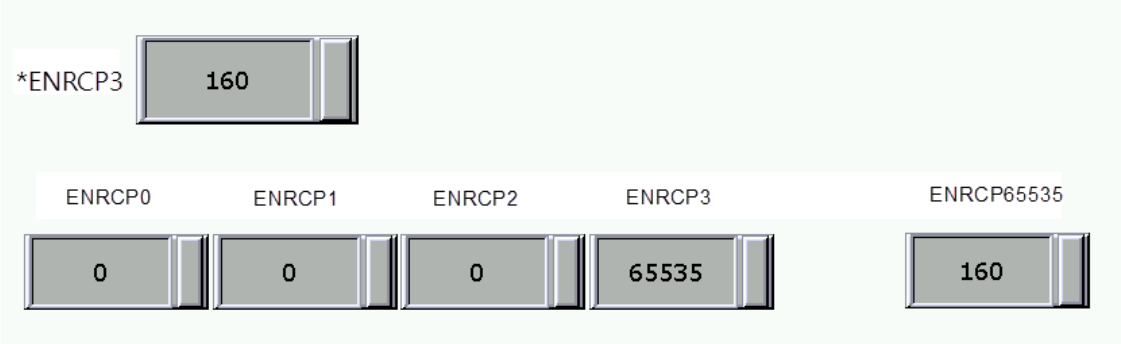


Figure 23-5-2 Enhance indirect recipe index register configuration

Followings will introduce the example of enhance indirect recipe index.

Example of Enhance Indirect Recipe Index Register Table 23-5-1 Example of enhance recipe index register	
Set Enhance Recipe	➢ Step 1: Create the Enhance Recipe (Fields set to 64 and Groups set to 1024) and set ENRCP3 to 65535. 
Create Numeric Entry Element	➢ Step 2: Create numeric entry element and select its memory address as "*ENRCP" "3".  ➢ Step 3: Create numeric entry element and select its memory address as "ENRCP" "3". ➢ Step 4: Create numeric entry element and select its memory address as "ENRCP" "65535". ➢ Step 5: Create Clock macro command *ENRCP3 = *ENRCP3+1.
Result	➢ Compile the screen and download it to HMI. Value of *ENRCP3 and ENRCP65535 will be increased simultaneously.

Example of Enhance Indirect Recipe Index Register Table 23-5-1 Example of enhance recipe index register	
	

Chapter 24 Macro

This chapter mainly covers the types of macros and macro commands supported by DOPSoft and how to configure macro commands.

- Macro types:

Type of Macro	ON Macro
	OFF Macro
	Before Execute Macro
	After Execute Macro
	Screen Open Macro
	Screen Close Macro
	Screen Cycle Macro
	Submacro
	Initial Macro
	Background Macro
	Clock Macro

Table 24-1-1 Types of Macros

DOPSoft provides a list of macro commands for users to perform various operations. They are grouped based on their natures, including the following categories: Arithmetic, Logical, Data transfer, Data conversion, Comparison, Flow control, Bit setting, Communication and Drawing, File Access, and Other macros.

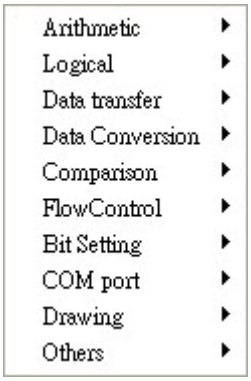


Figure 24-1-1 Categories of Macro Commands

24-1 Types of Macros

Macros consist of independent commands processing procedures written by users. Each macro supports 512 lines of commands and the table below outlines the main features of each type of macro.

Macro Type	Feature
ON Macro	➢ Executed once after ON Macro is triggered. ➢ Only available for ON Button, OFF Button, Maintained Button and Momentary Button
OFF Macro	➢ Executed once after OFF Macro is triggered. ➢ Only available for ON Button, OFF Button, Maintained Button and Momentary Button.
Before Execute Macro	➢ After users touch the onscreen button element, this macro will be executed first before all other procedures programmed for this button element. If the state of the button is not changed by user touches, then this macro will not be executed (ex. Commands of external controllers or other macro commands). ➢ Available for all button elements and input elements.
After Execute Macro	➢ After users touched the onscreen button element, this macro will be executed first before all other procedures programmed for this button element. If the state of the button is not changed by user touches, then this macro will not be executed (ex. Commands of external controllers or other macro commands). ➢ Available for all button elements and input elements.
Screen Open Macro	➢ Executed only once after users open a screen.
Screen Close Macro	➢ Executed only once after users close a screen.
Screen Cycle Macro	➢ Executed continuously. If screen open macro is used, then it will be executed first before this macro.
Sub Macro	➢ One Submacro supports a maximum of 512 submacros and 512 statements can be written within each submacro. ➢ A submacro is similar to a subprogram found in other programming languages. Users can put repeated functions or procedures into a submacro and call it when necessary.
Initial Macro	➢ First executed macro after a HMI system is initialized and this macro is only executed once.
Background Macro	➢ Continuously executed during HMI operations. Whether it is executed one line or several lines at a time (does not stop after the first sequence), this macro will continue to be executed and repeated from the first line after it reaches the last line.
Clock Macro	➢ Continuously executed during HMI operations. This macro will finish executing all commands within the macro rather than one line or several lines at once.

Table 24-1-2 Features of Macro

24-1-1 ON Macro/OFF Macro

On button and off button will only become available after ON button, OFF button, Maintained button, or Momentary button are created.

When a user touches the onscreen button and changes the state to on, the HMI will execute the ON Macro. When the user touches the onscreen button and changes the button state to off, the HMI will execute the OFF Macro. If the button state is not changed by touching the screen button elements (ex. by commands of external controllers or other macros), then On/Off Macro will not be executed.

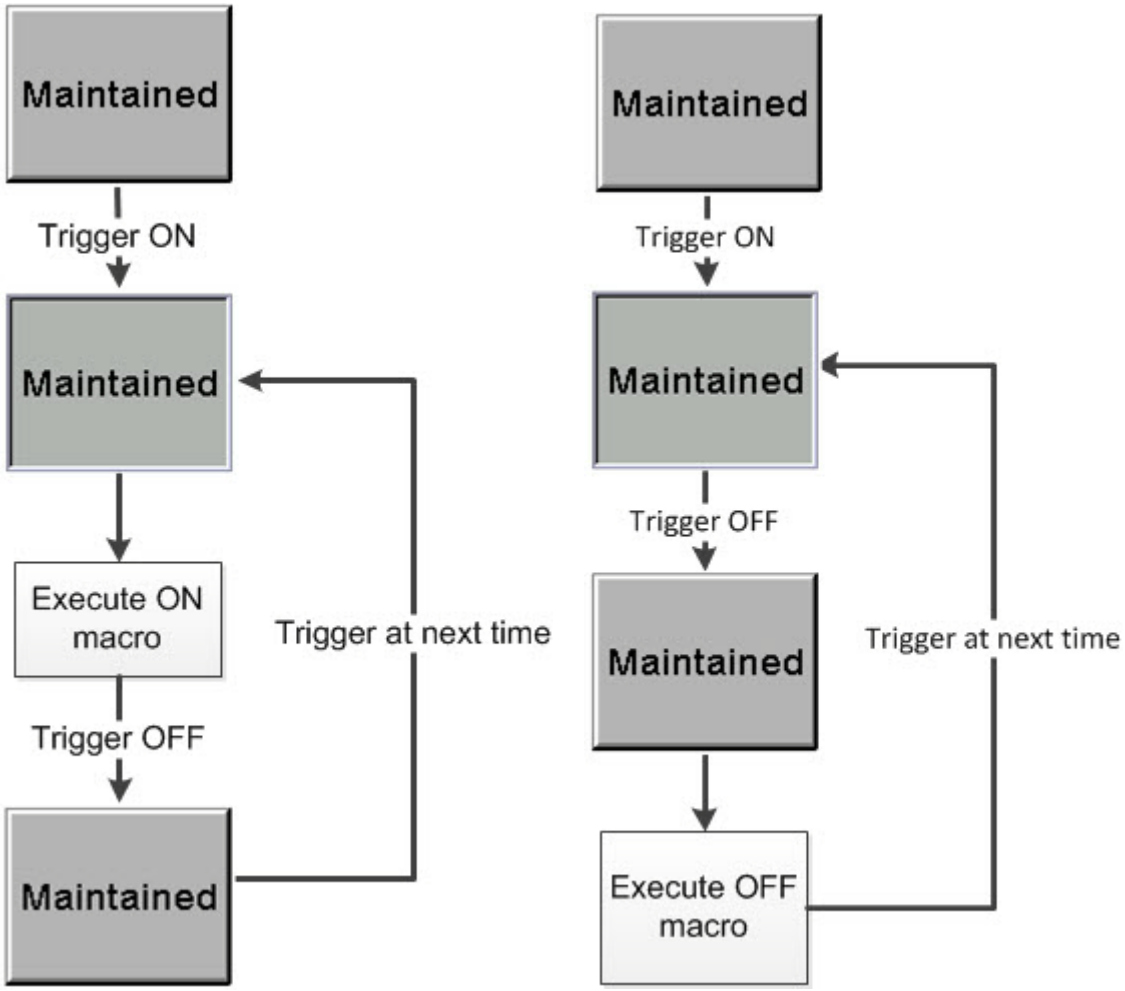


Figure 24-1-1-1 ON/OFF Macro Flowchart

24-1-2 Before Execute Macro

This macro only becomes available after onscreen elements established are button elements or input elements. When users press the onscreen button element, this macro will be executed first before all other procedures programmed for this button element. If the state of the button is not changed by user touches, then this macro will not be executed (ex. Commands of external controllers or other macro commands).

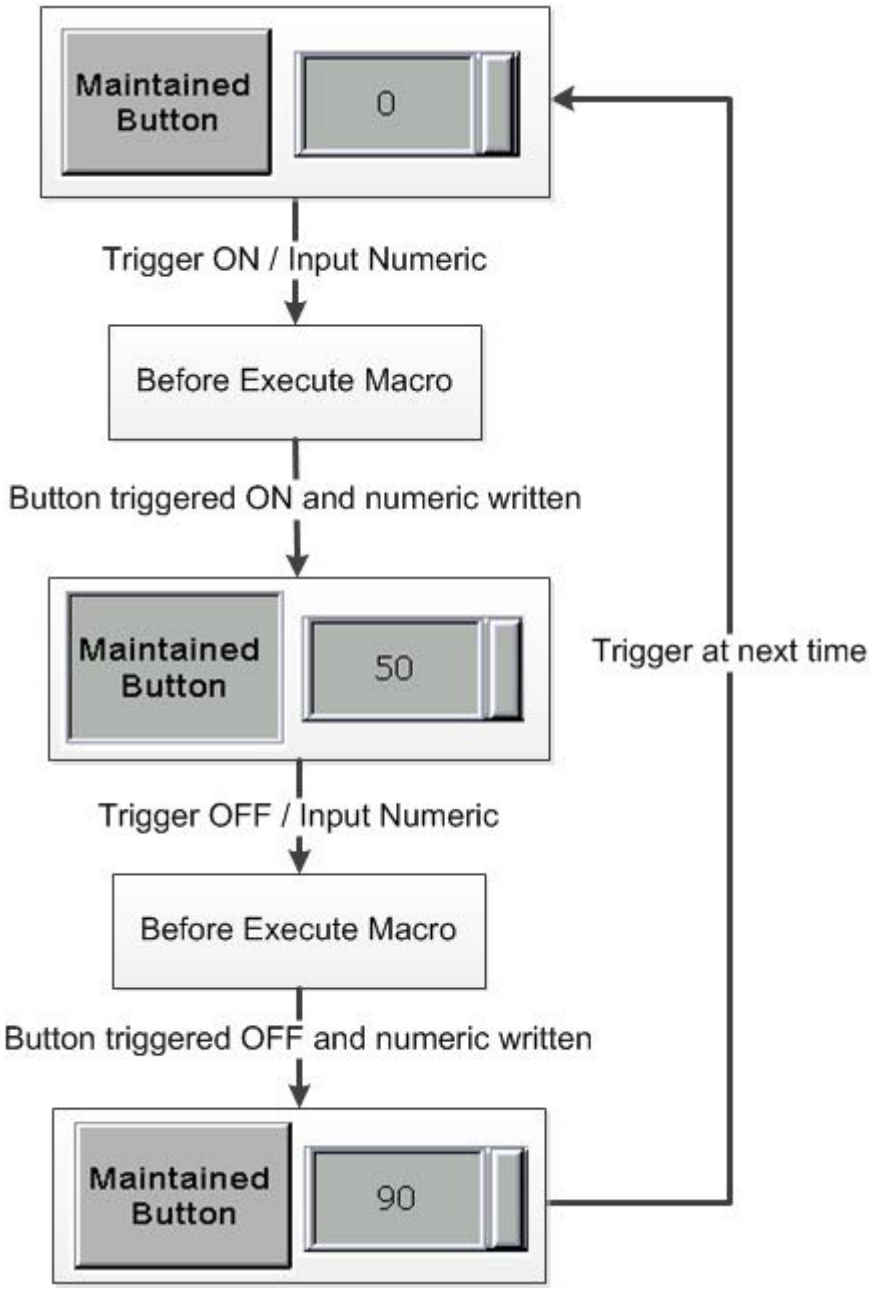


Figure 24-1-2-1 Before Execute Macro Flowchart

24-1-3 After Execute Macro

This macro only becomes available after onscreen elements established are button elements or input elements. When users press the onscreen button element, this macro will be executed first before all other procedures programmed for this button element. If the state of the button is not changed by user touches, then this macro will not be executed (ex. Commands of external controllers or other macro commands).

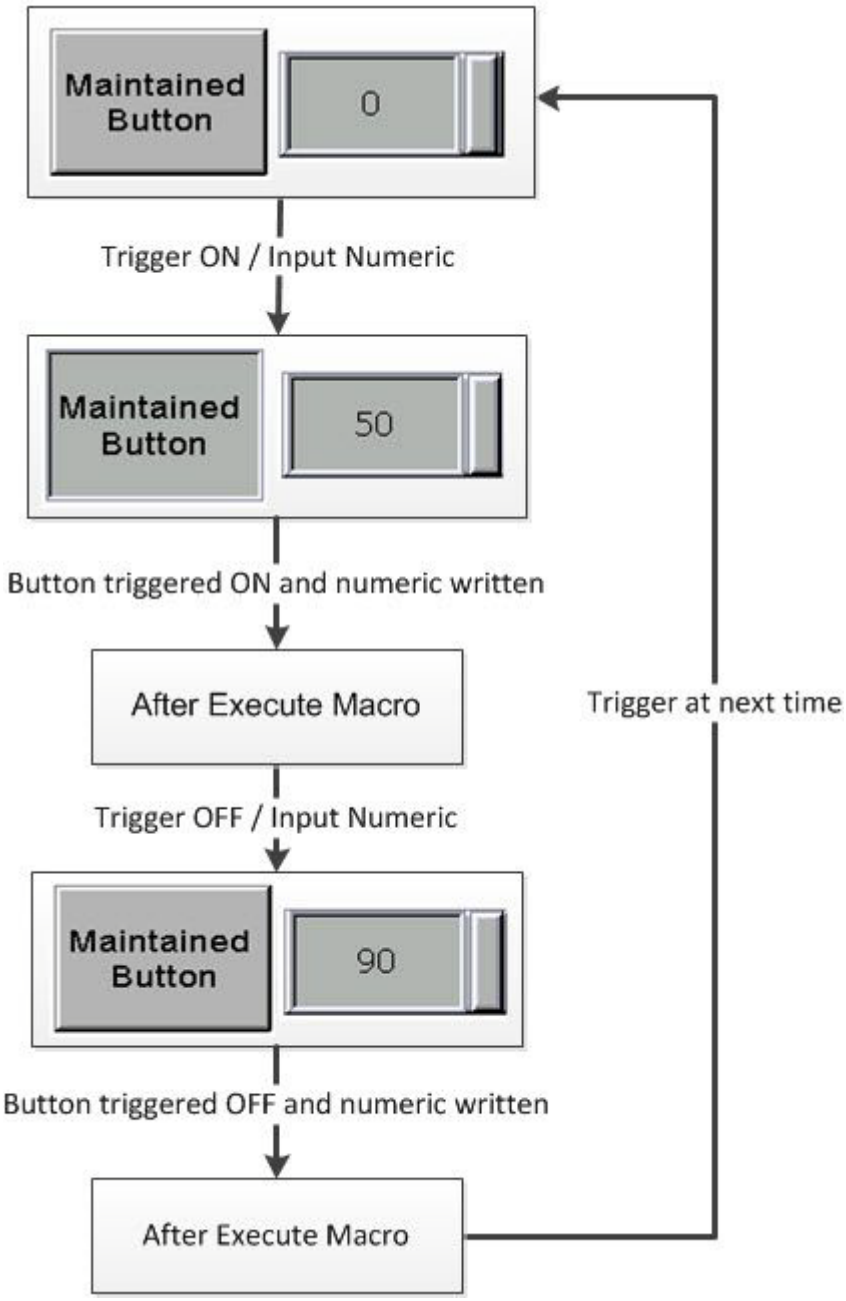


Figure 24-1-3-1 After Execute Macro Flowchart

24-1-4 Screen Open Macro

The Screen Open Macro can be edited by going into [Screen] → [Screen Open Macro].

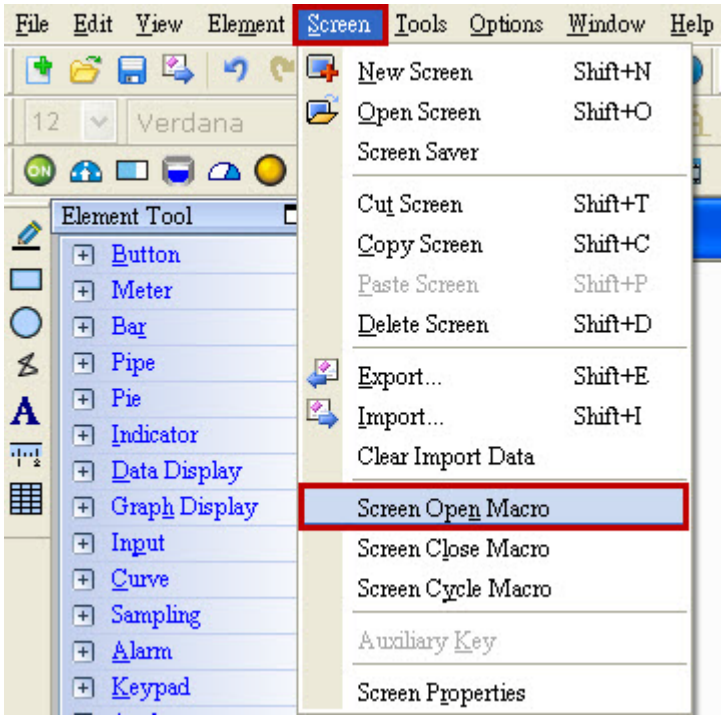


Figure 24-1-4-1 Screen Open Macro

Each screen created within DOPSoft contains a Screen Open Macro and it is executed each time a screen is opened or switched to another. Other macros or commands are executed after the Screen Open Macro.

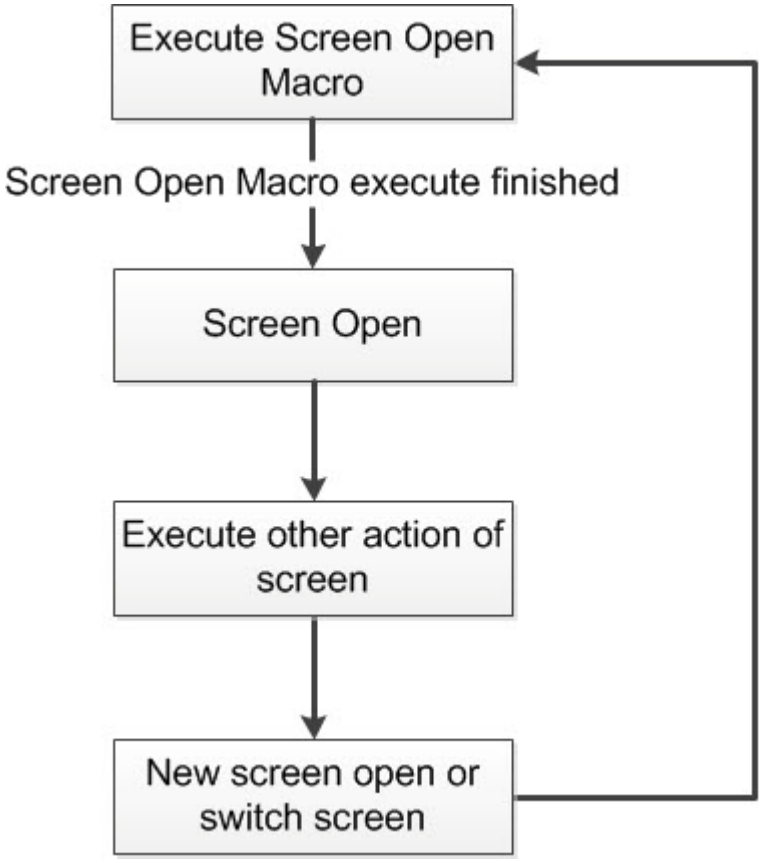


Figure 24-1-4-2 Screen Open Macro Flowchart

24-1-5 Screen Close Macro

The Screen Close Macro can be edited by going into [Screen] → [Screen Close Macro].

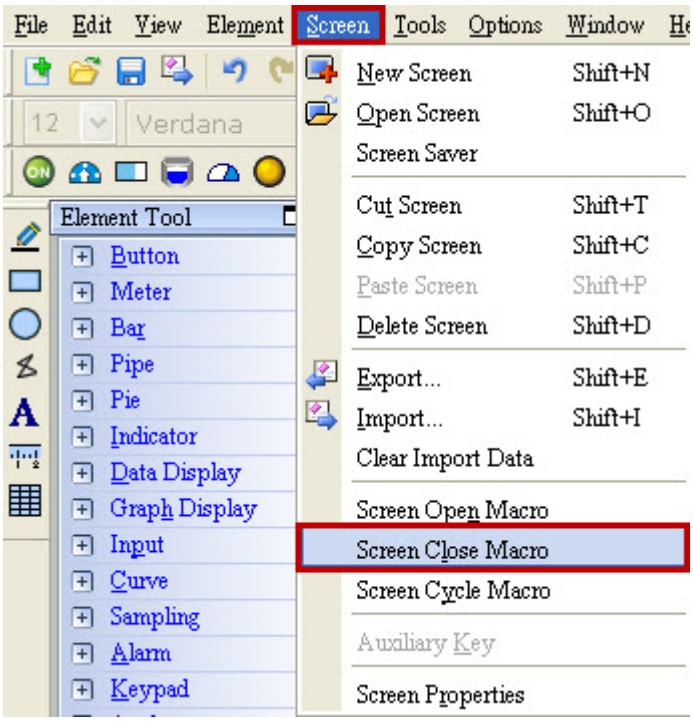


Figure 24-1-5-1 Screen Close Macro

Each screen created within DOPSoft contains a Screen Close Macro and it is executed each time a screen is closed or switched to another. Other macros or commands are executed after the Screen Close Macro.

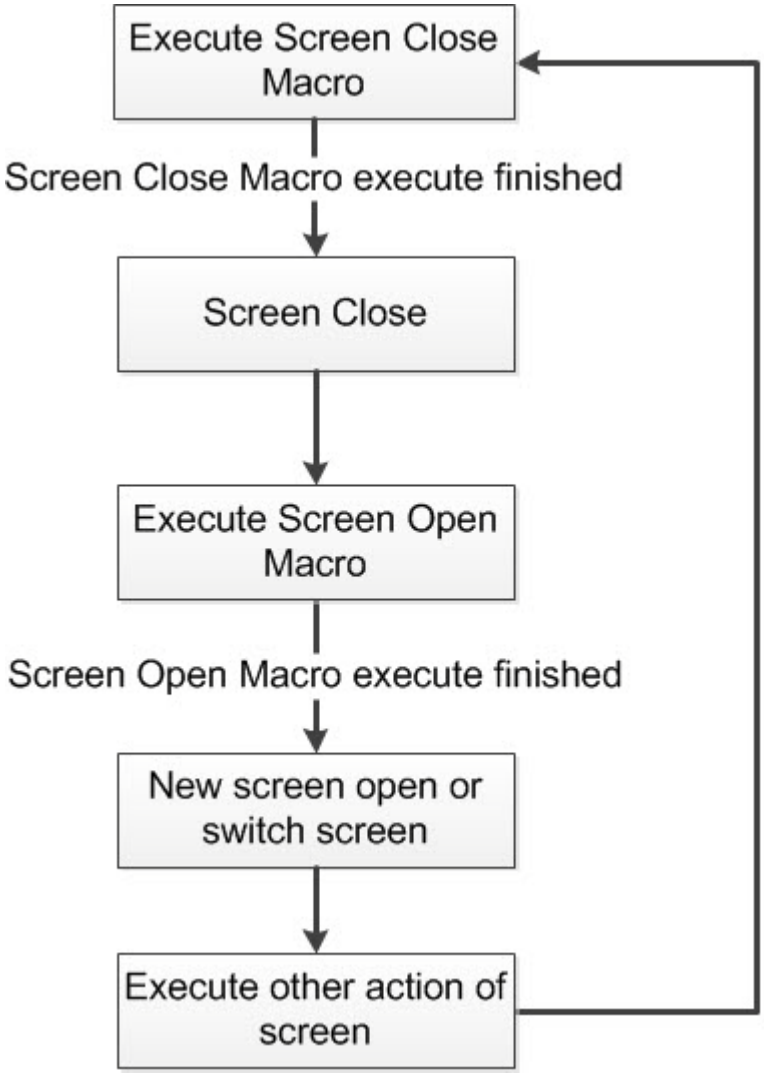


Figure 24-1-5-2 Screen Close Macro Flowchart

24-1-6 Screen Cycle Macro

The Screen Cycle Macro can be edited by going into [Screen] → [Screen Cycle Macro].

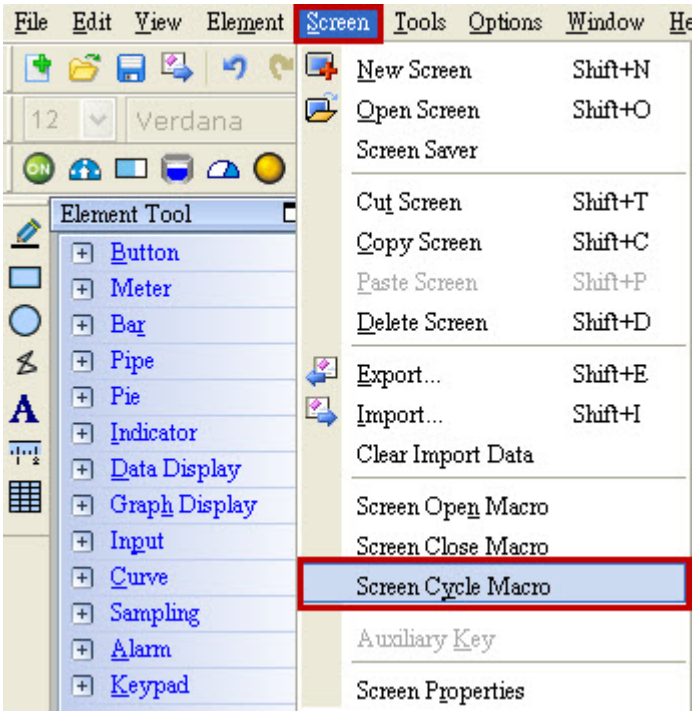


Figure 24-1-6-1 Screen Cycle Macro

Each screen created within DOPSoft contains a Screen Cycle Macro and it is executed, based on the preset delay duration, after the Screen Open Macro. Users can double click on the screen to set the macro cycle delay in the screen properties dialog window. The delay duration refers to how long it will takes before executing the Screen Cycle Macro again. The default unit is 100ms.

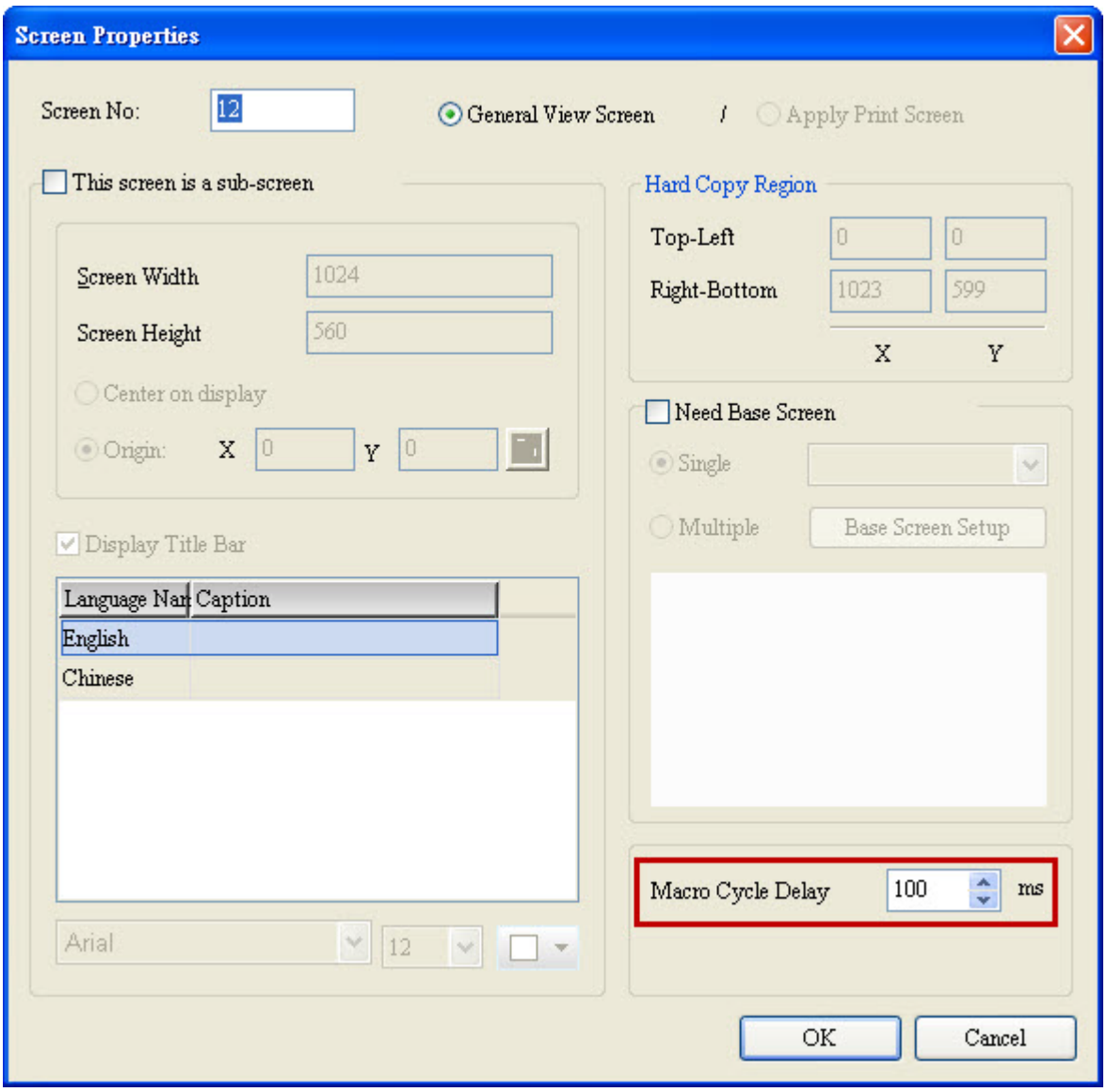


Figure 24-1-6-1 Setting of Macro Cycle Delay

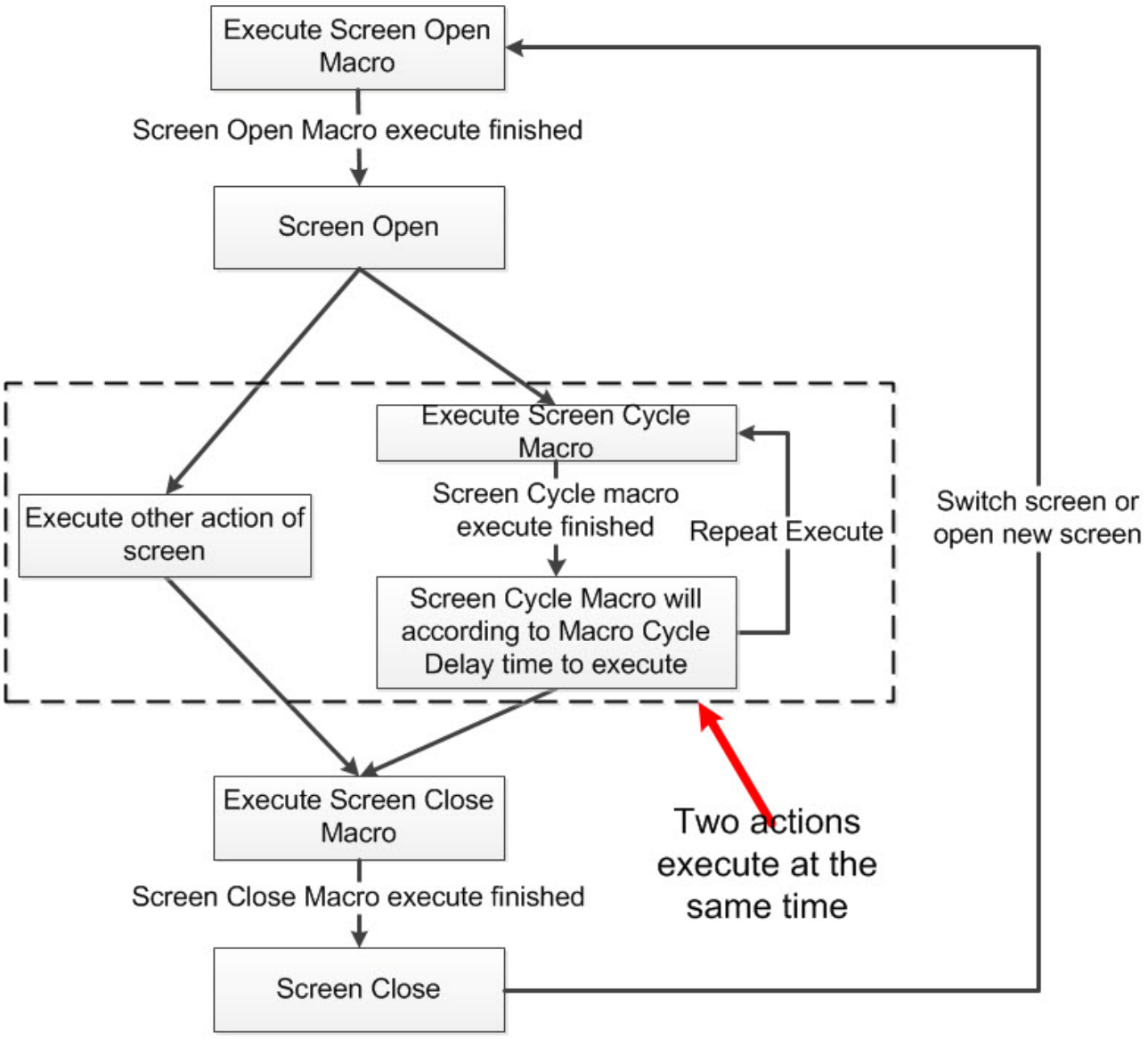


Figure 24-1-6-2 Screen Cycle Macro Flowchart

24-1-7 Submacro

The Submacro can be edited by going into [Options] → [Submacro].

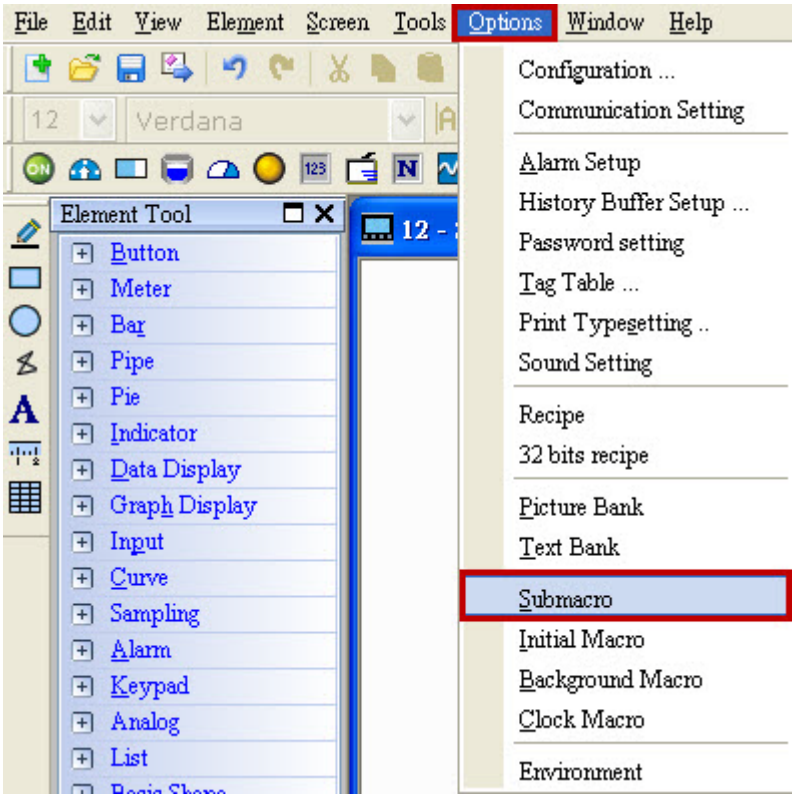


Figure 24-1-7-1 Submacro

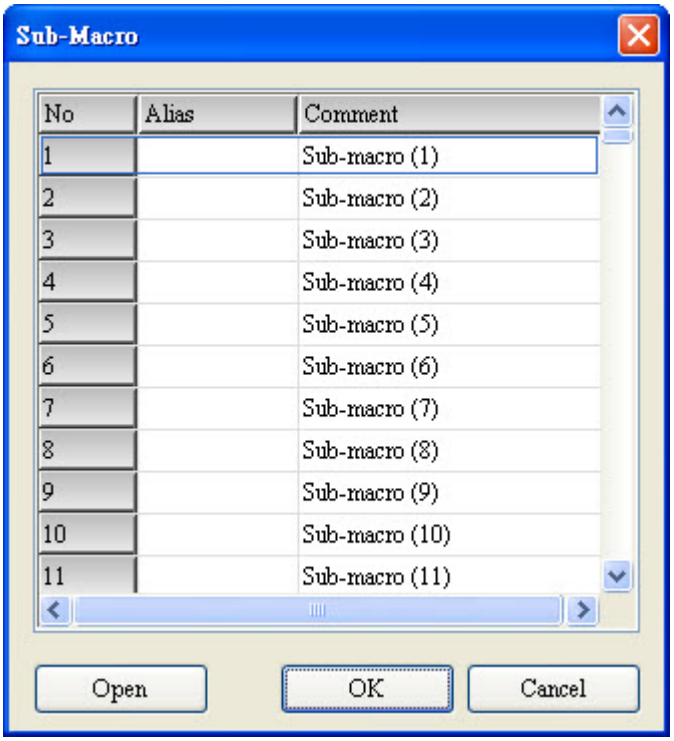


Figure 24-1-7-2 Submacro Configuration Dialog Window

One Submacro supports a maximum of 512 submacros (identified by their number from 1 ~ 512). A submacro is similar to a subprogram found in other programming languages. Users can put repeated functions or procedures into a submacro and call it when necessary. This not only saves time to write repeated macro codes but is also easier to maintain.

Note: only six submacros can be used within one submacro.

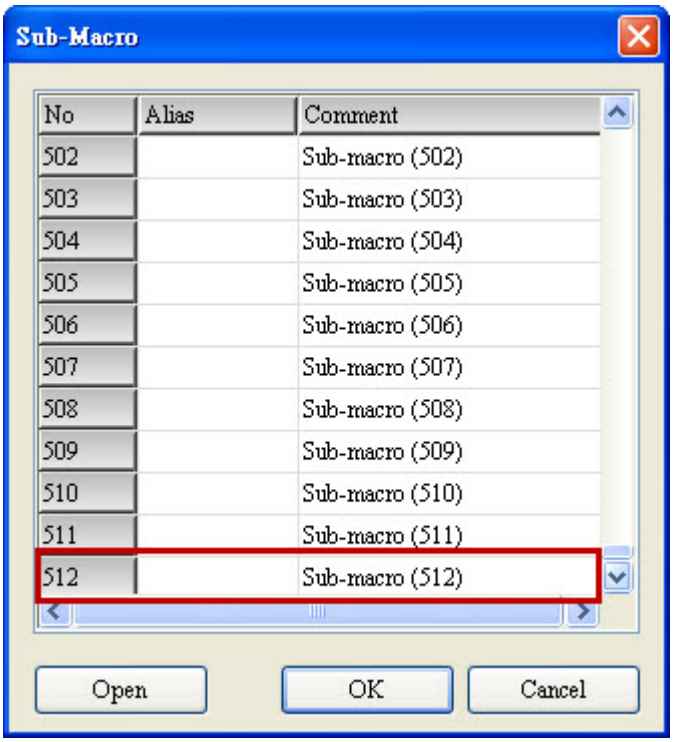


Figure 24-1-7-3 Submacro Screenshot I

Users can call a submacro by its NO or its alias given by users. The name of a submacro can be either numerical value, English, or Chinese characters, and a maximum of 64 characters are allowed for the name.

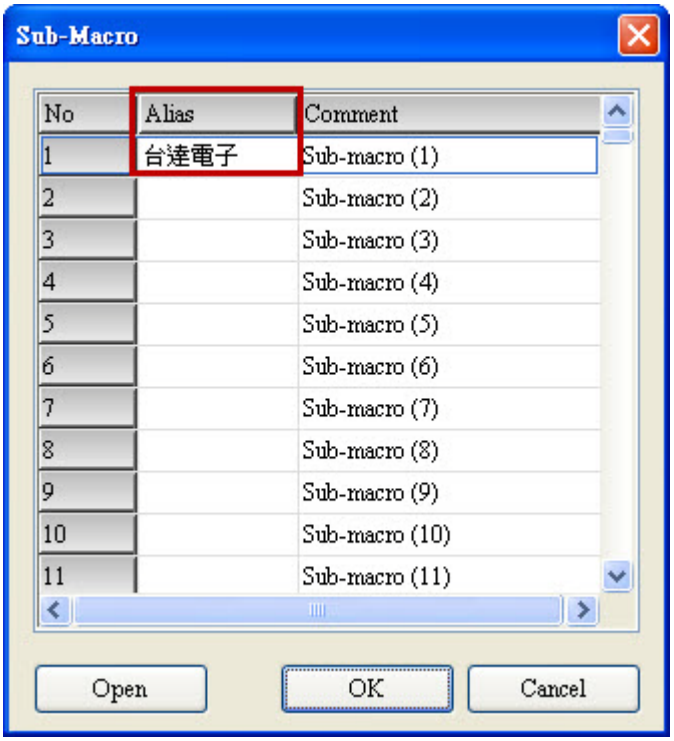


Figure 24-1-7-4 Submacro Screenshot II

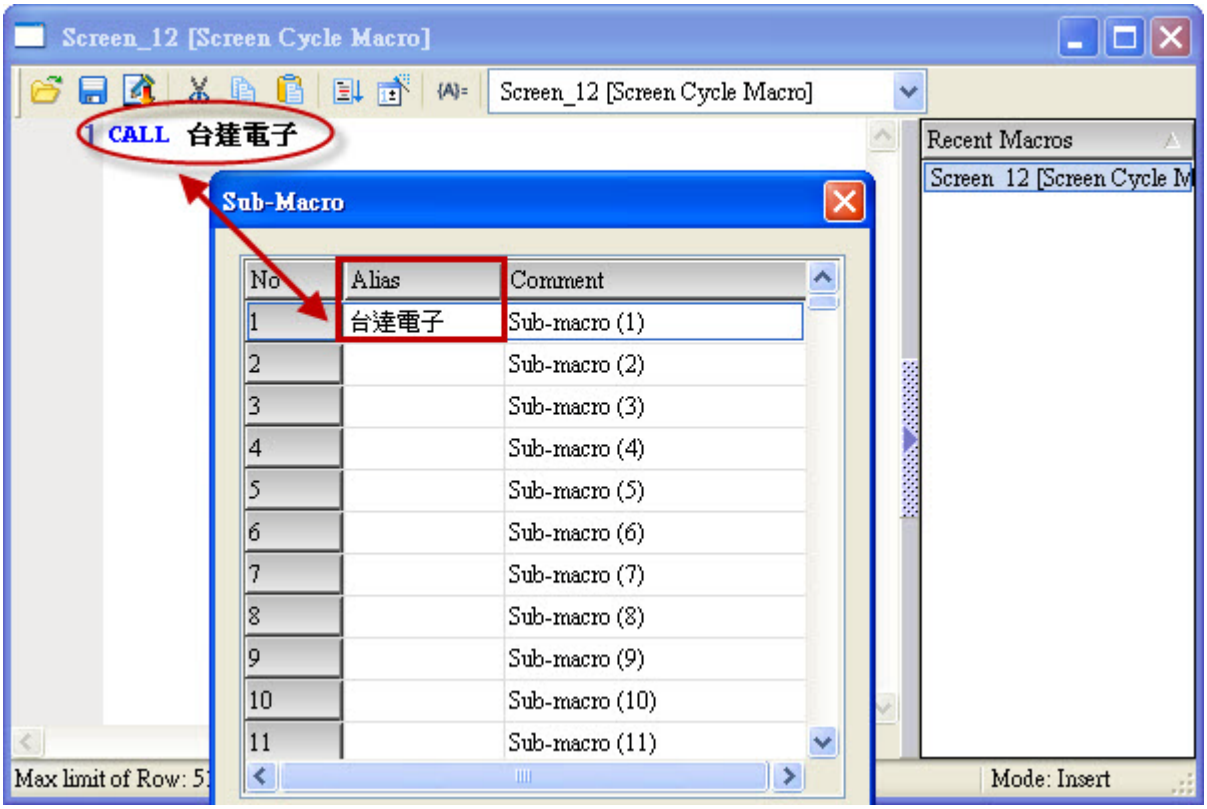


Figure 24-1-7-5 Submacro Screenshot III

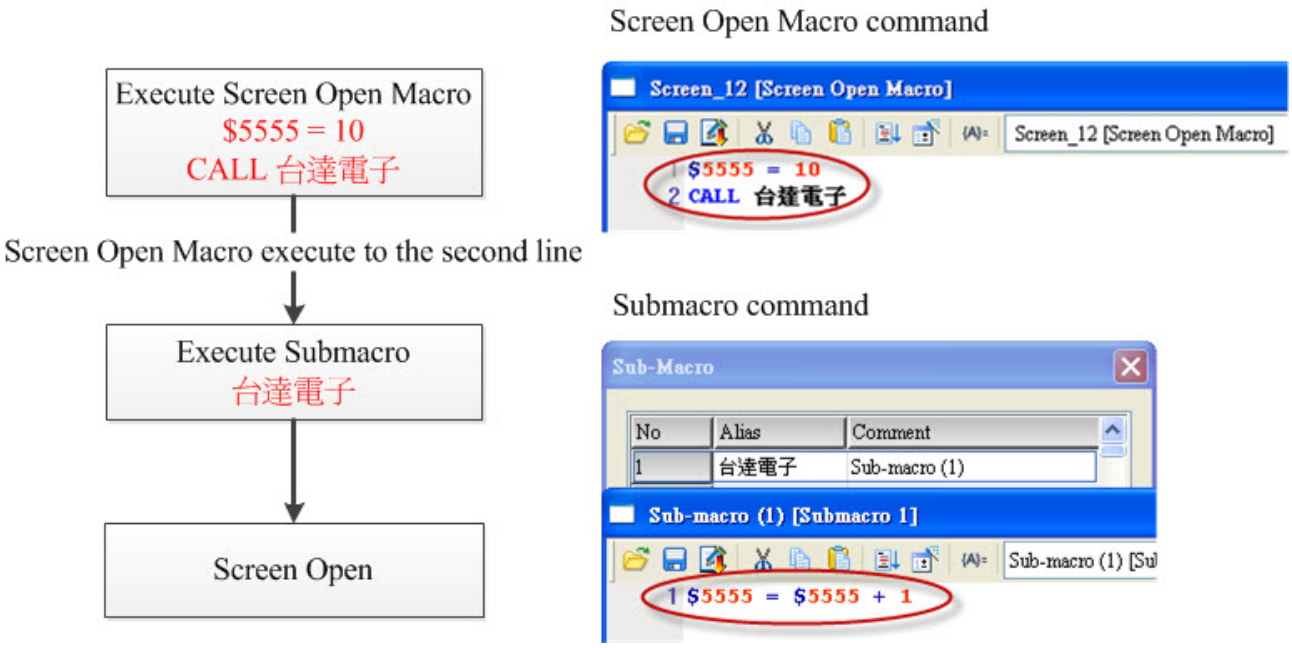


Figure 24-1-7-6 Submacro Flowchart

Submacro also provides the function of password protection. Users can encrypt each submarco.

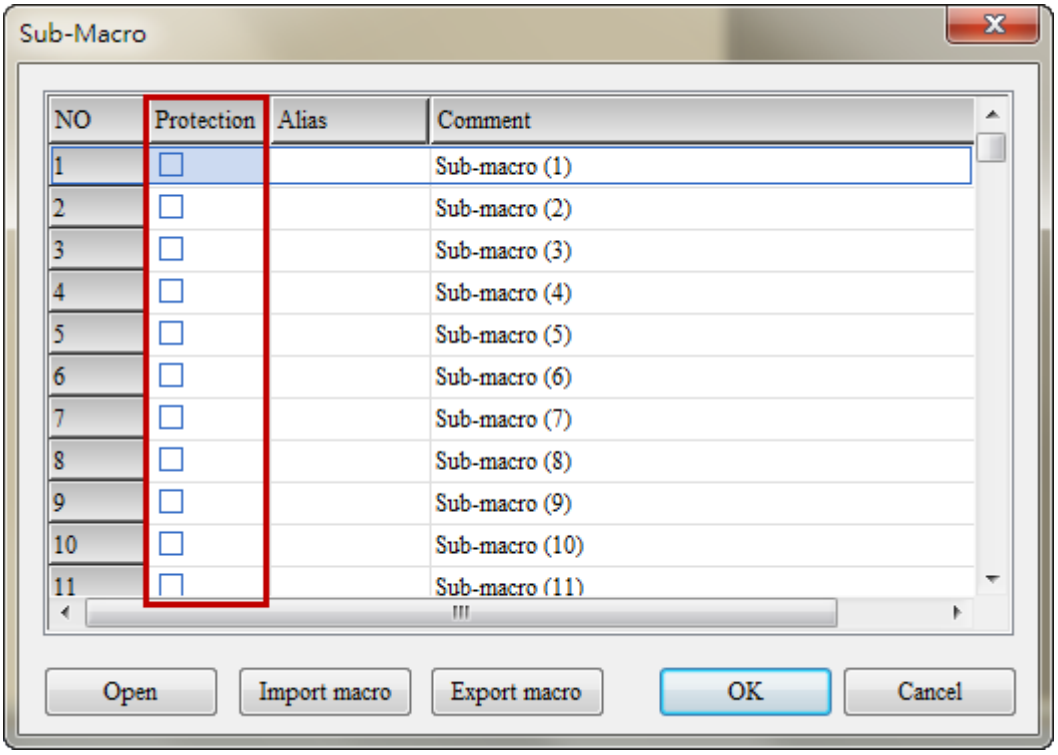


Figure 24-1-7-7 Protection from sub-macro

When check “protection” function, users will be asked to enter the password.
If sub-macro (1) has been encrypted, users have to enter the password to decrypt it and edit sub-macro (1).

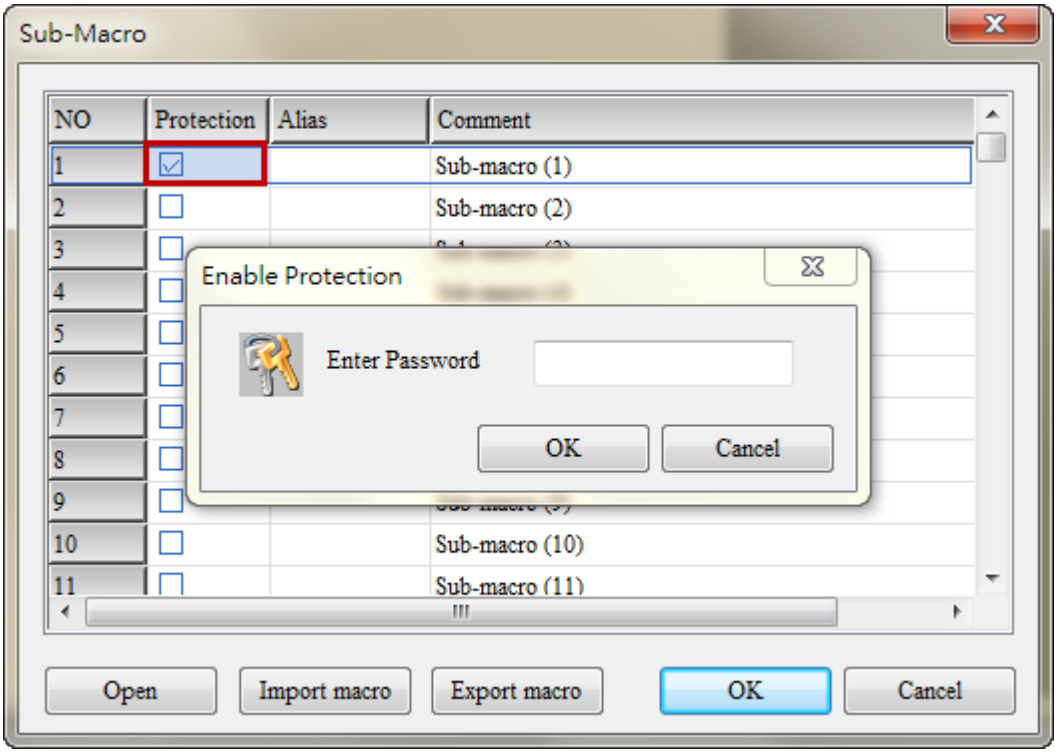


Figure 24-1-7-8 Sub-macro encryption

To disable the protection function, users will be asked to enter the password that just set for sub-marco (1).

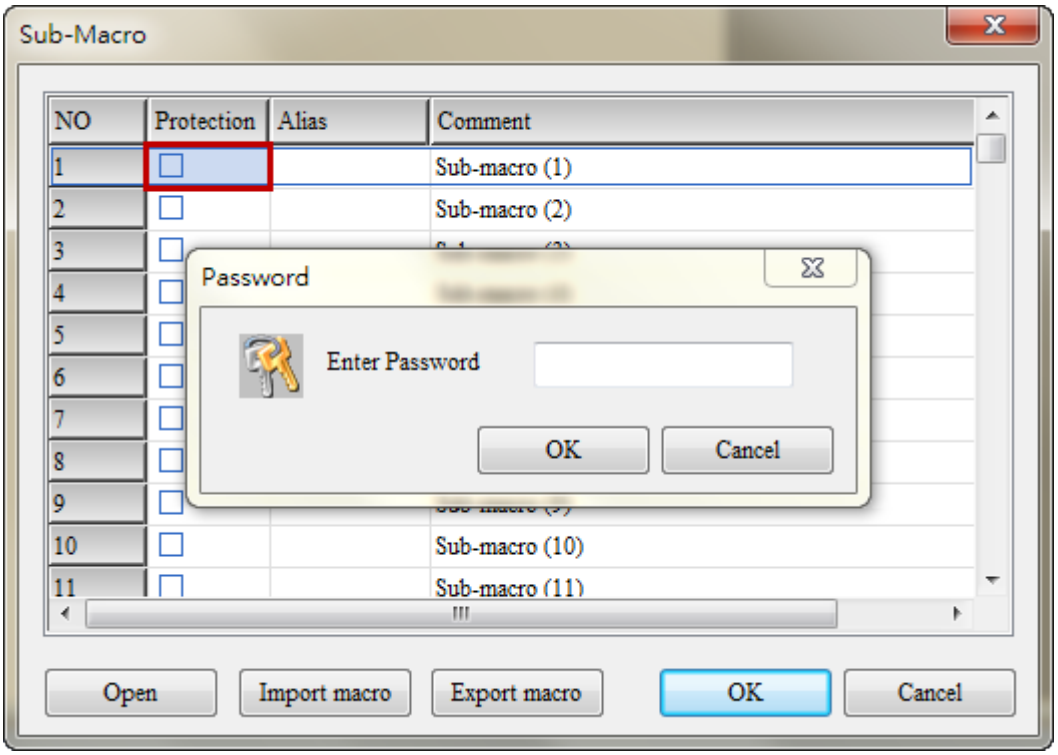
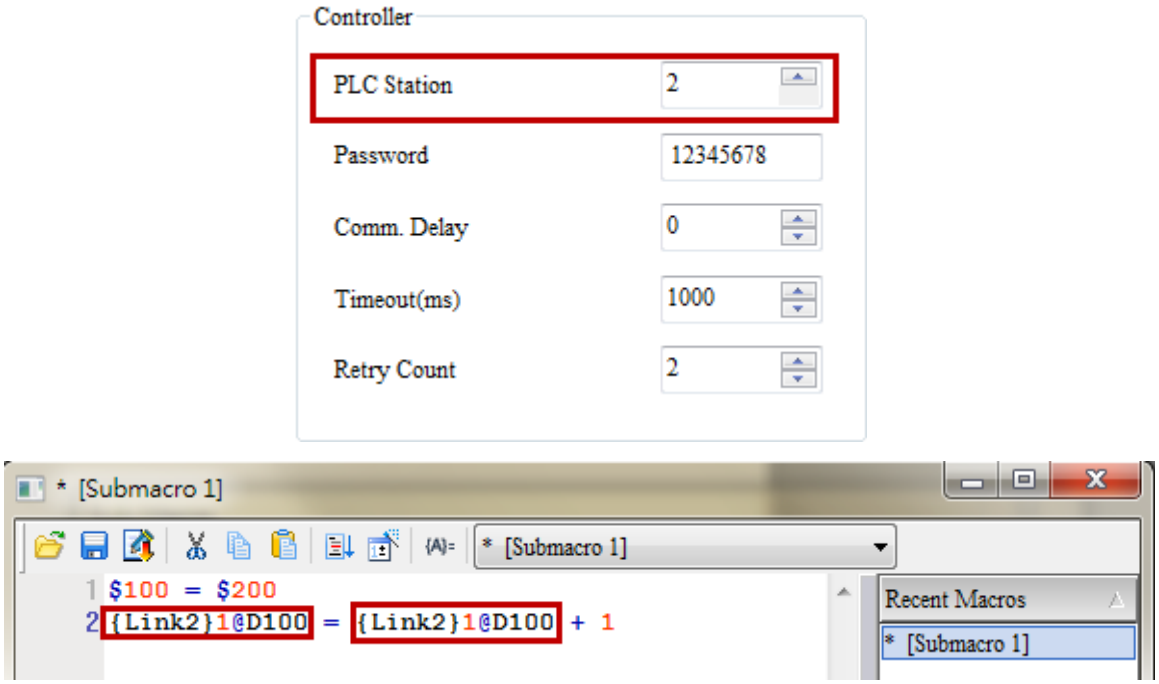
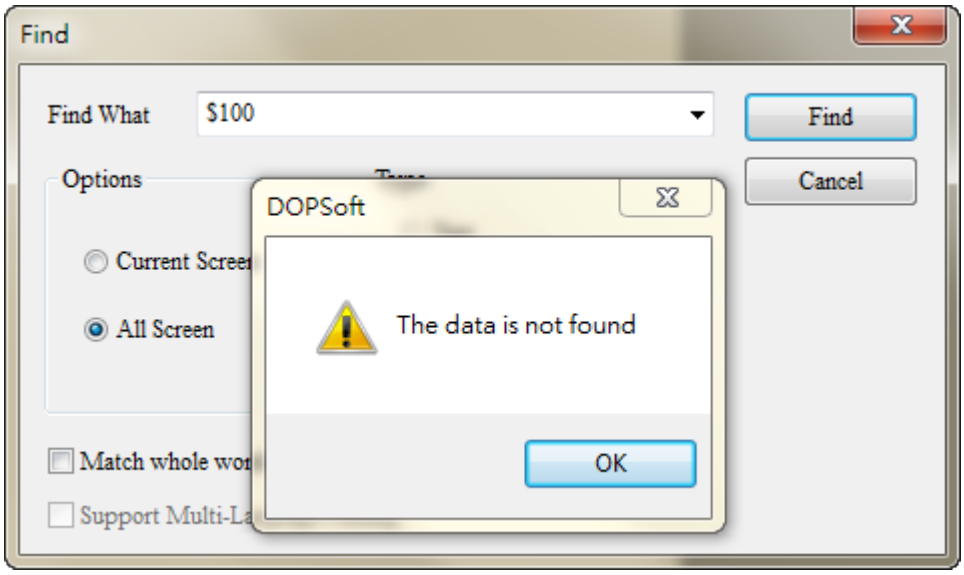
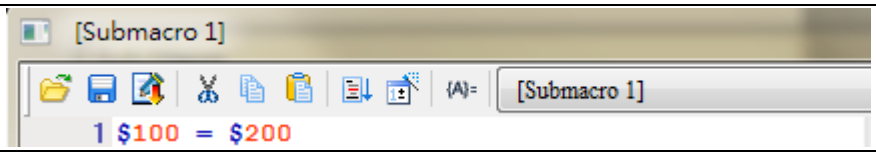


Figure 24-1-7-9 Sub-macro decryption

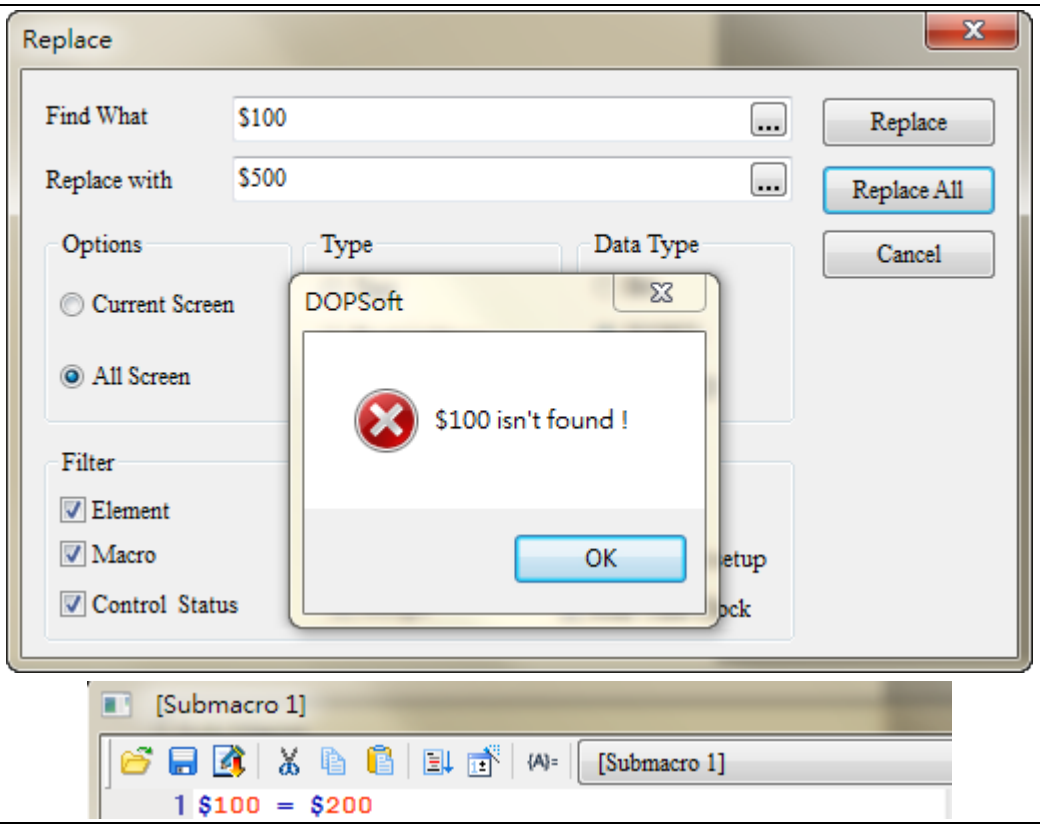
When the sub-macro is set with protection, functions that would be influenced are shown as below:

(1)	If the protected sub-macro is set with station number for communication, it will be failed to change the station number.
	➢ If the station number of the protected sub-macro is 1, change the default station number of PLC to 2, and then check the protected sub-macro. You will find that the station number has to be 1, which is unchangeable. 
(2)	If $100 is set in the protected macro, $100 cannot be found when searching the address.
	



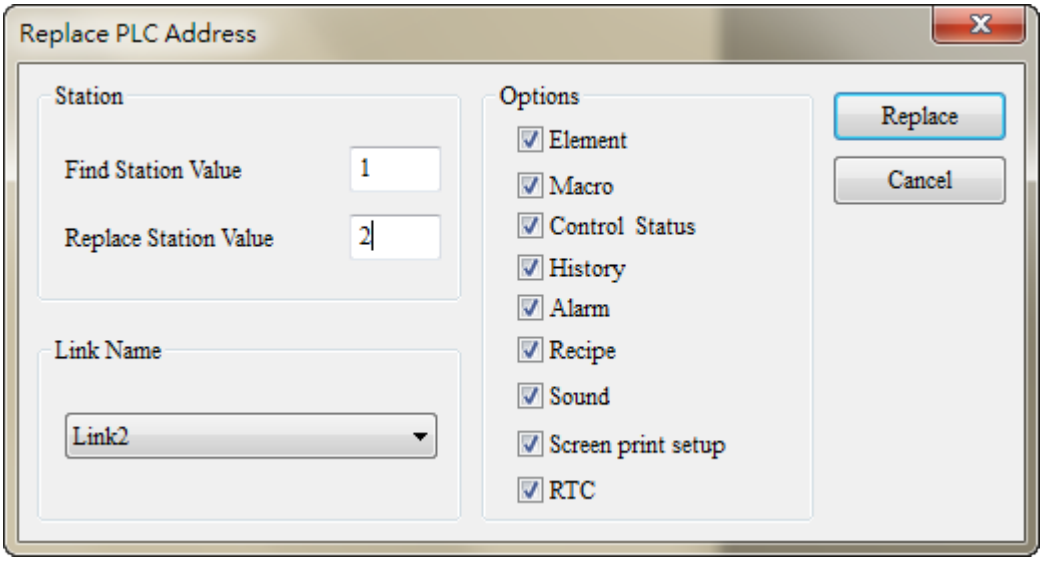
(3)

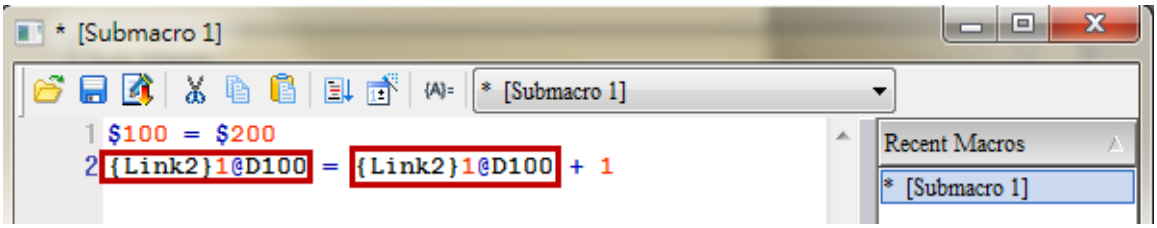
If $100 is set in the protected macro, $100 cannot be replaced by $500 when executing Replace function.



(4)

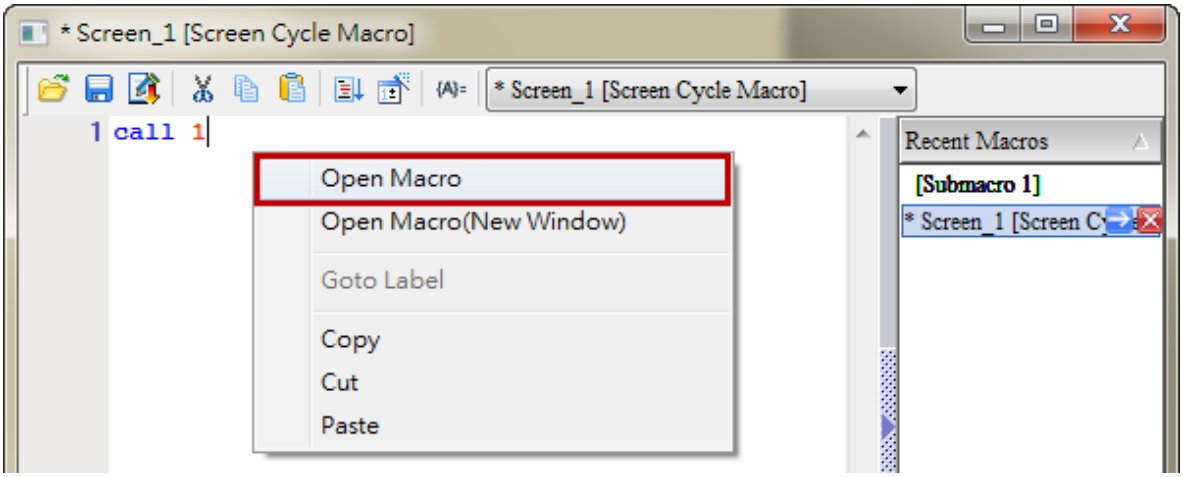
If the station number of the protected sub-macro is 1, it cannot be changed to 2 when executing the function of Replace Station Value.

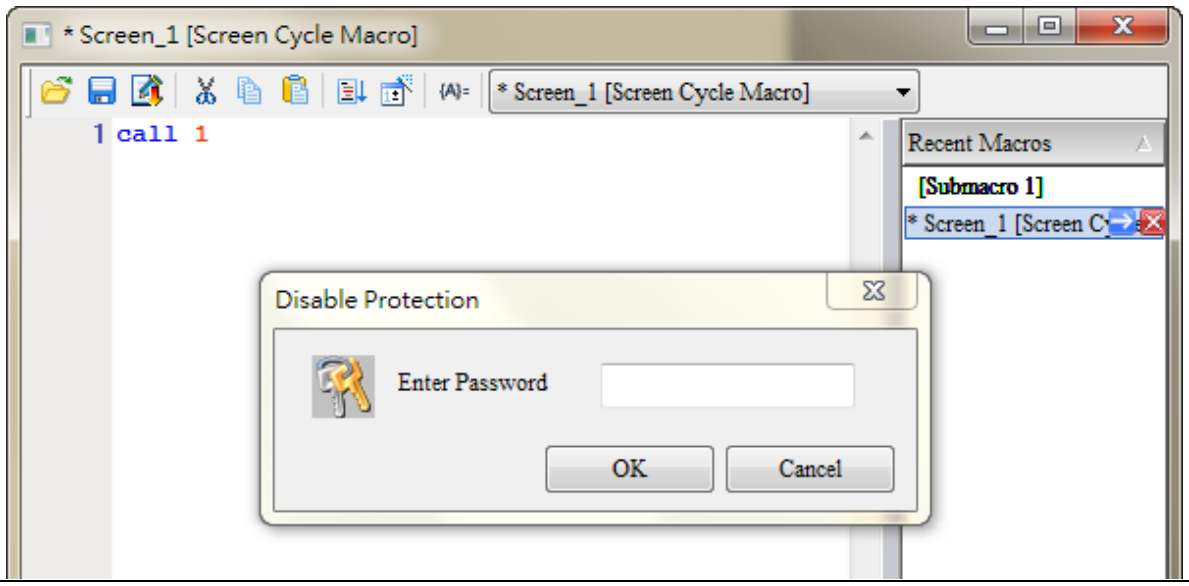




(5)

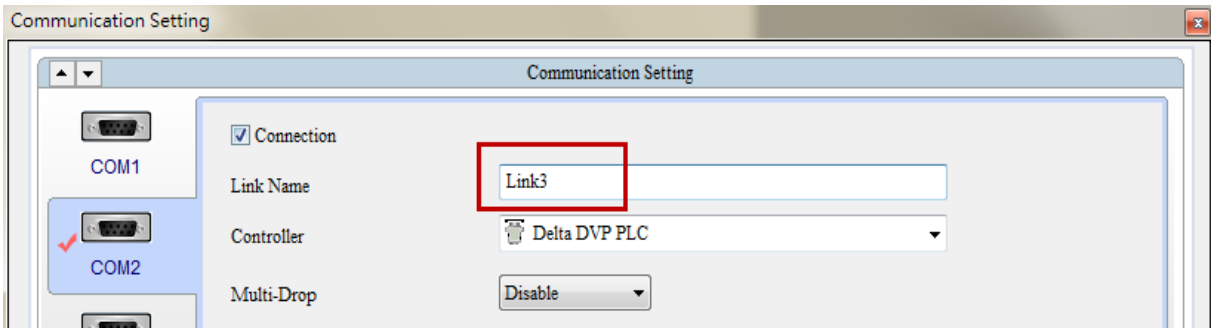
Assuming that Call command is included in macro, right click to open sub-macro window. If it is protected, users will be asked to enter the password.

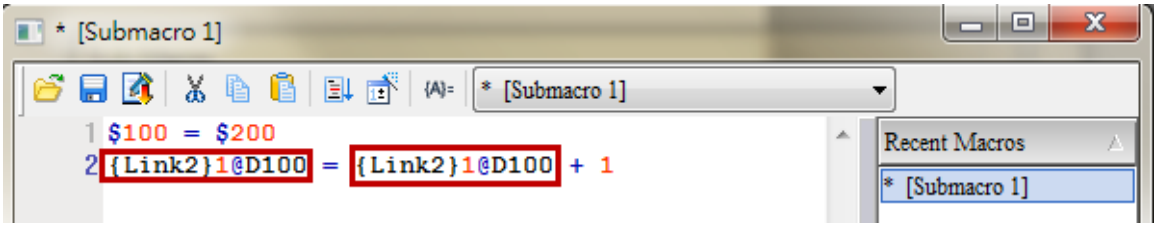




(6)

Change the Link Name to Link3. In protected sub-macro, Link2 cannot be changed to Link3.




* [Submacro 1]
* [Submacro 1]
1 $100 = $200
2 {Link2}1@D100 = {Link2}1@D100 + 1
Recent Macros
* [Submacro 1]

24-1-8 Initial Macro

The Initial Macro can be edited by going into [Options] → [Initial Macro].

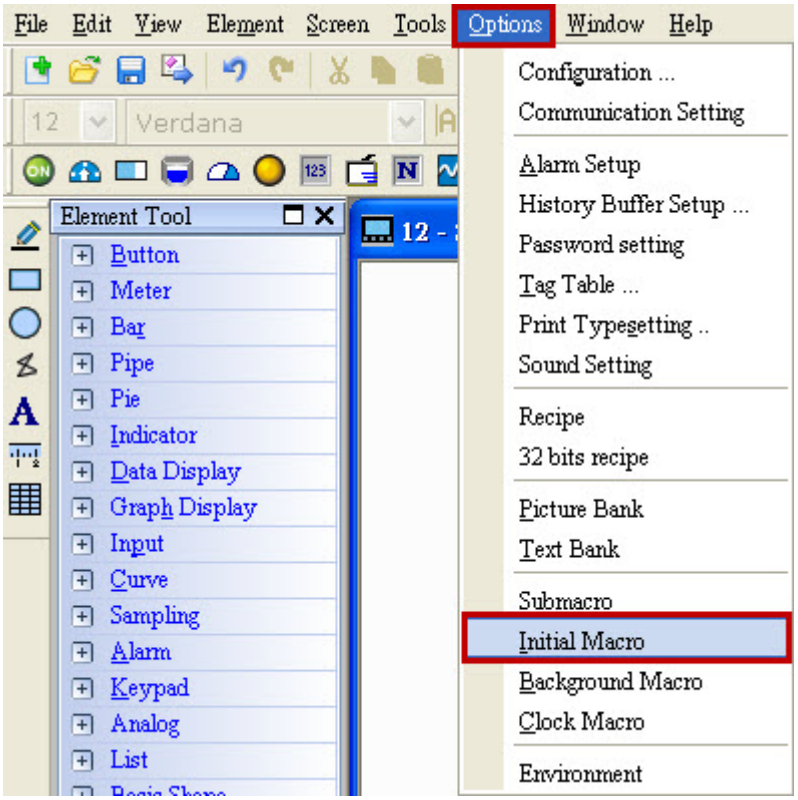


Figure 24-1-8-1 Initial Macro

The Initial Macro is the first macro to be executed right after the HMI starts up, and hence, users can write common HMI initial values into this macro.

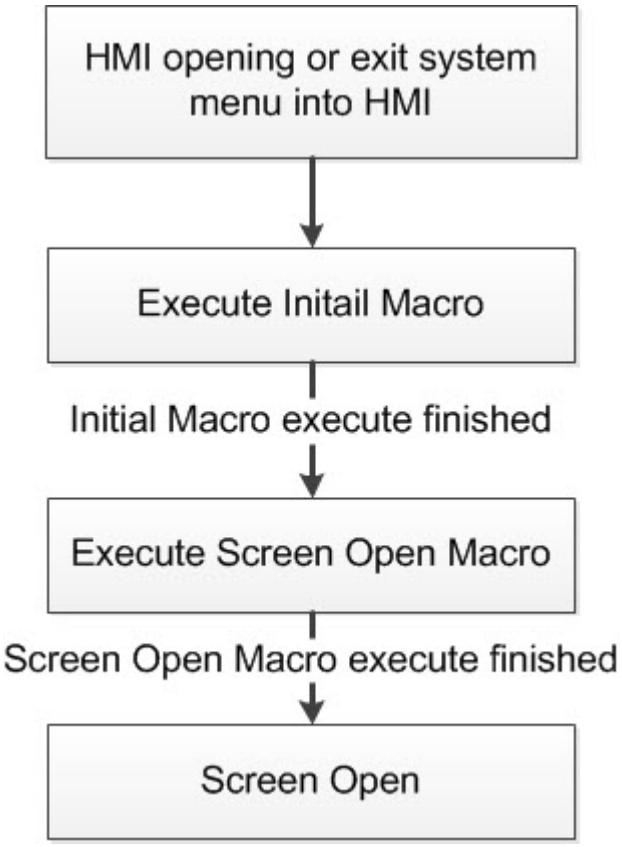


Figure 24-1-8-2 Initial Macro Flowchart

24-1-9 Background Macro

The Background Macro can be edited by going into [Options] → [Background Macro].

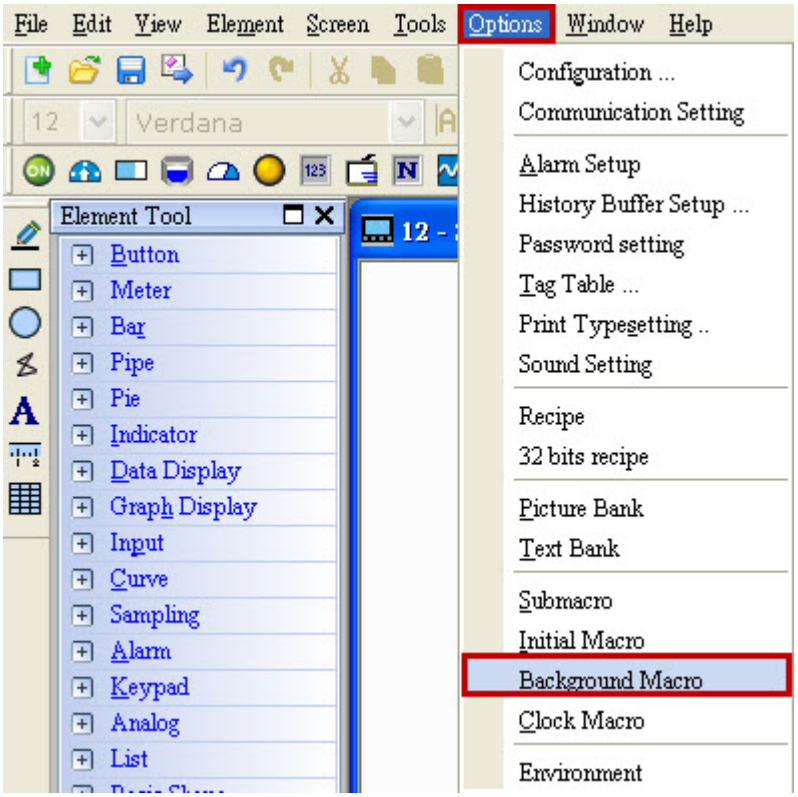


Figure 24-1-9-1 Background Macro

The Background Macro will be continuously executed during HMI operations. Whether it is executed one line or several lines at a time (does not stop after the first sequence), this macro will continue to be executed and repeat from the first line after it reaches the last line. To define the number of lines to be executed each time, please go to [Options] → [Configuration…] to set the [Background Macro Update Cycle] and the maximum number of lines for each update cycle is 512.

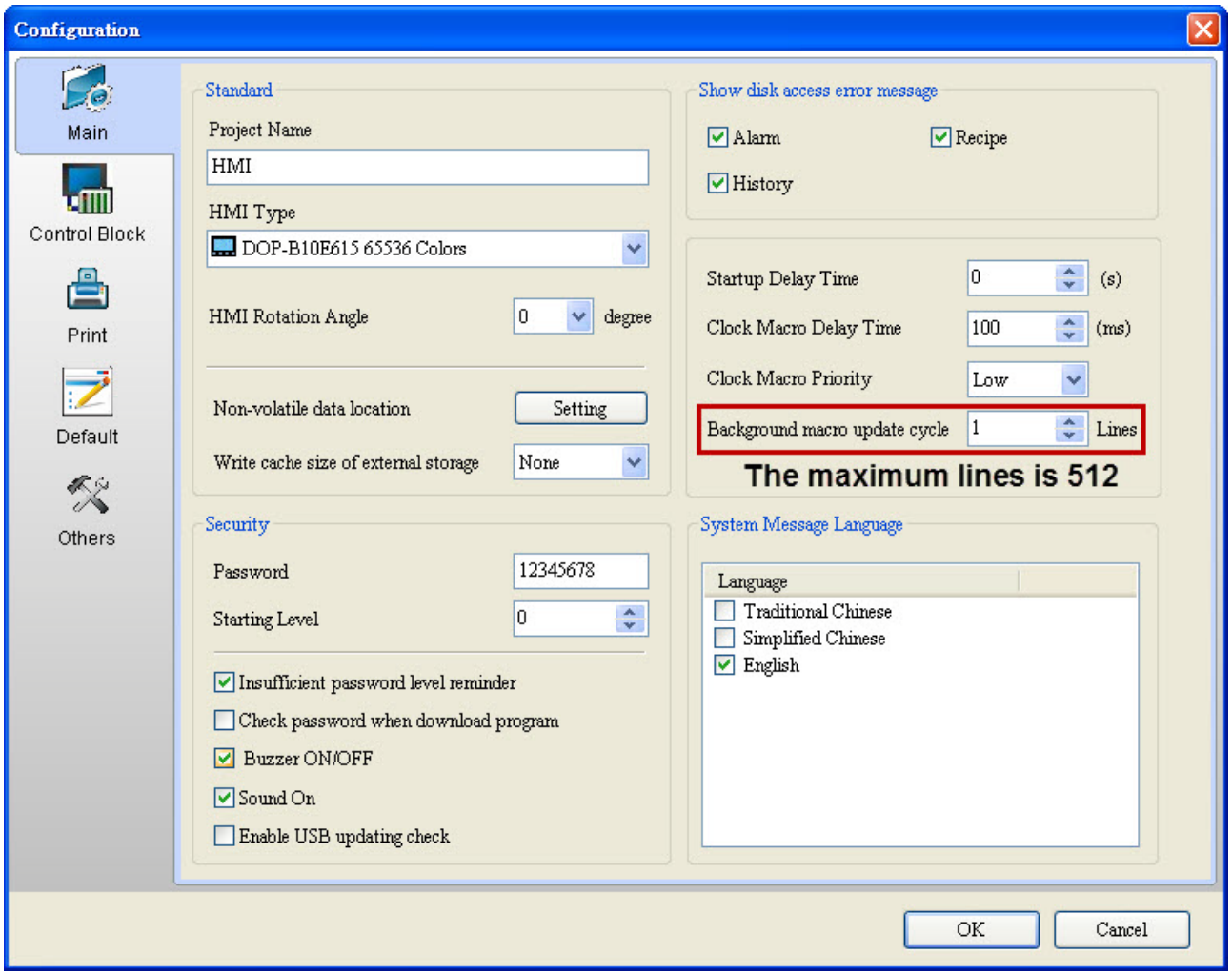


Figure 24-1-9-2 Background Macro Update Cycle

Suppose there are 10 elements created onscreen and 6 macro commands are written within the Background Macro. If the background macro update cycle is set to 3, then the flow of the process is shown below:

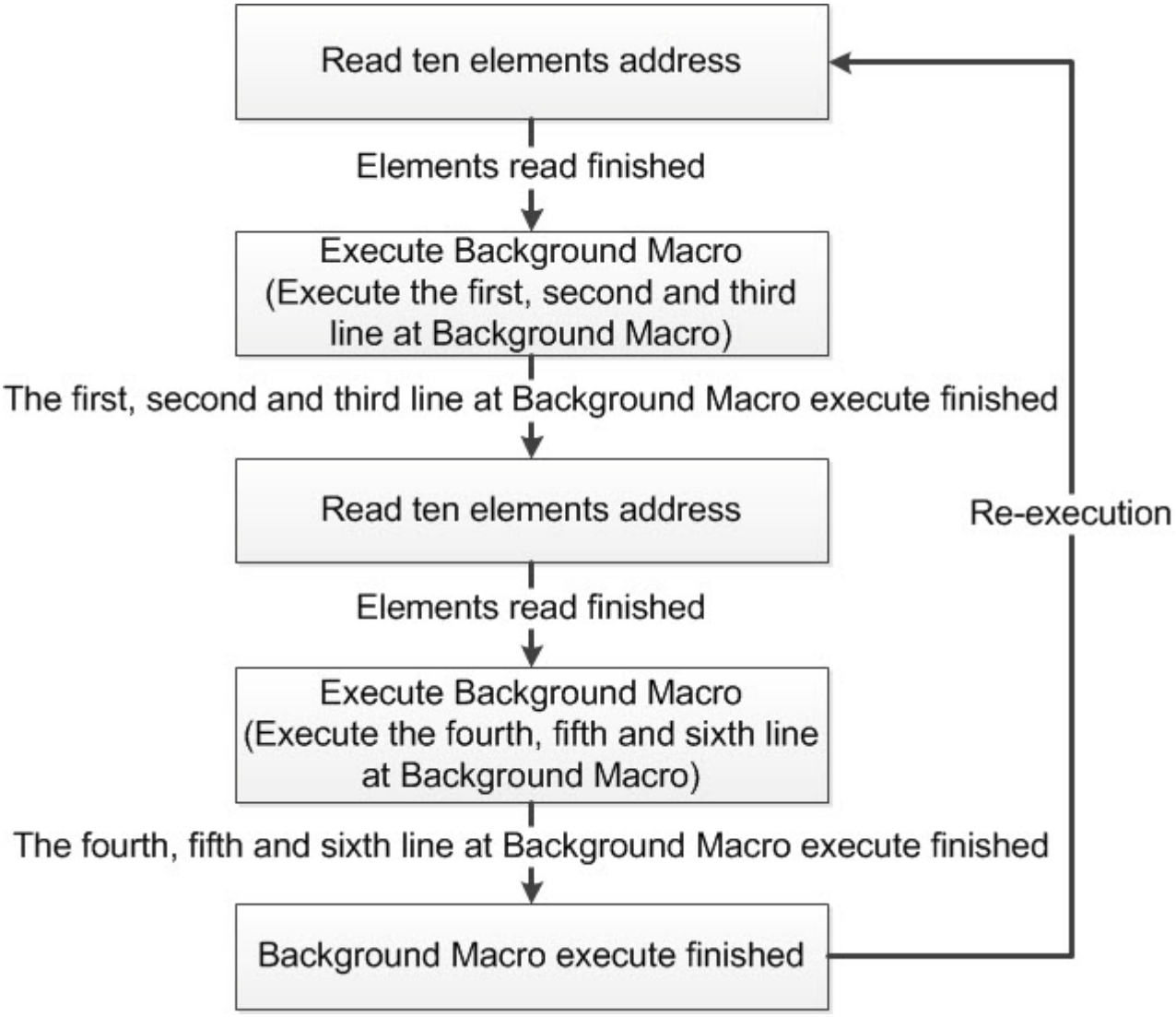


Figure 24-1-9-3 Background Macro Flowchart

24-1-10 Clock Macro

The Clock Macro can be edited by going into [Options] → [Clock Macro].

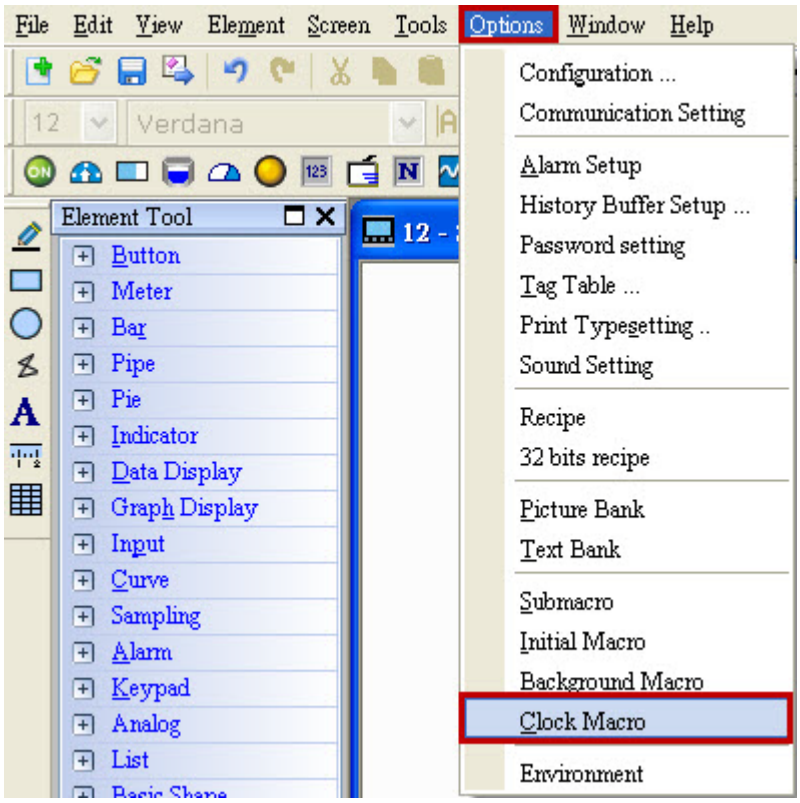


Figure 24-1-10-1 Clock Macro

The Clock Macro will be continuously executed during HMI operations. Unlike the Background Macro, the Clock Macro will finish executing all commands within the macro rather than one line or several lines at once. Similar to the Screen Cycle Macro, the Clock Macro also repeats its executions based on the Clock Macro Delay Time. Users can configure the delay time by going to [Options] → [Configuration…] to set the [Clock Macro Delay Time]. So that each time the Clock Macro is executed, it will wait until the macro delay time is completely elapsed. The default Clock Macro Delay Time is 100ms and the maximum time length is 65535ms.

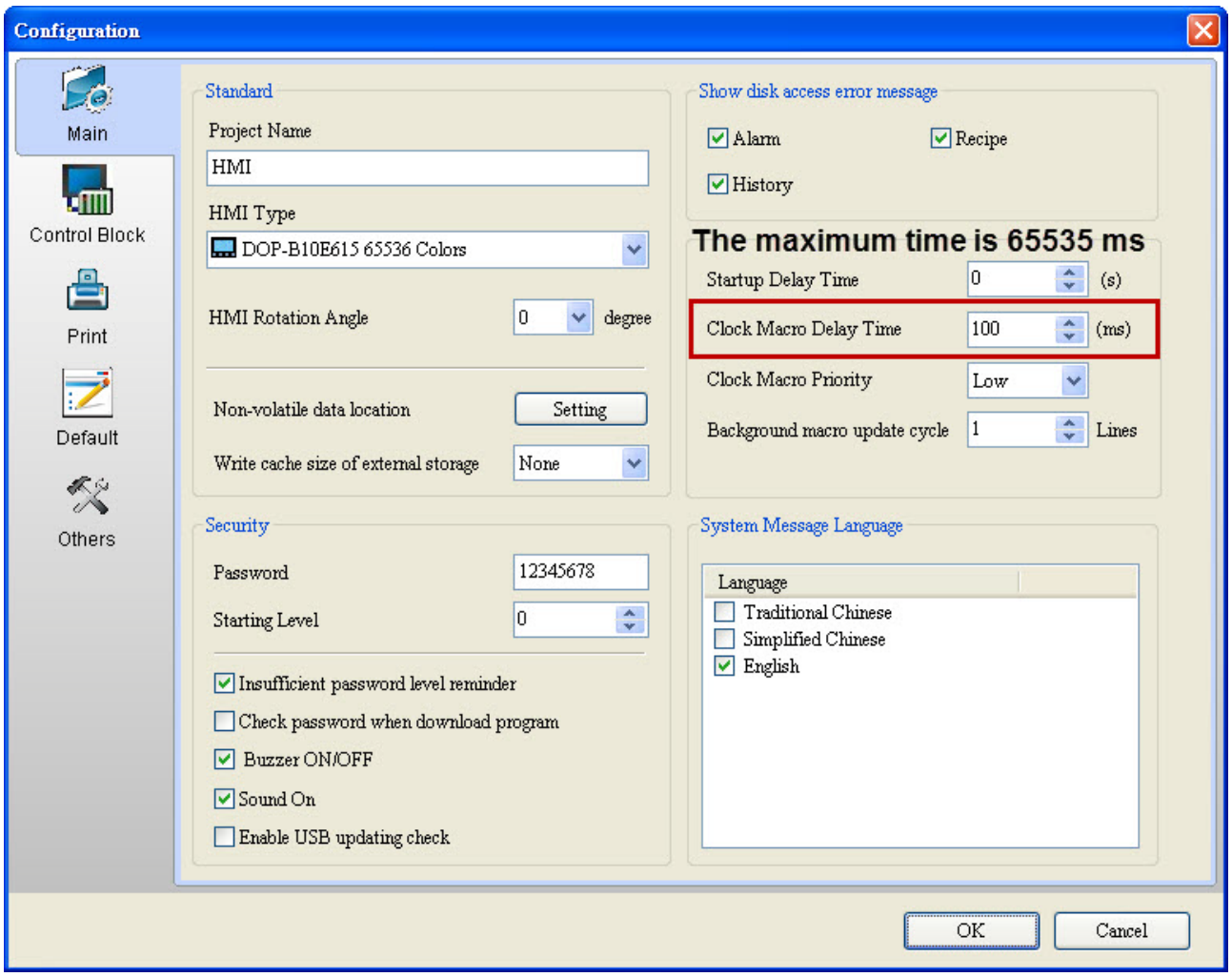


Figure 24-1-10-2 Clock Macro Delay Time

Three levels of priority (high, medium, and low) are also available for users to configure the priority of the Clock Macro. The order of priority can ensure the accurate delay time of Clock Macro.

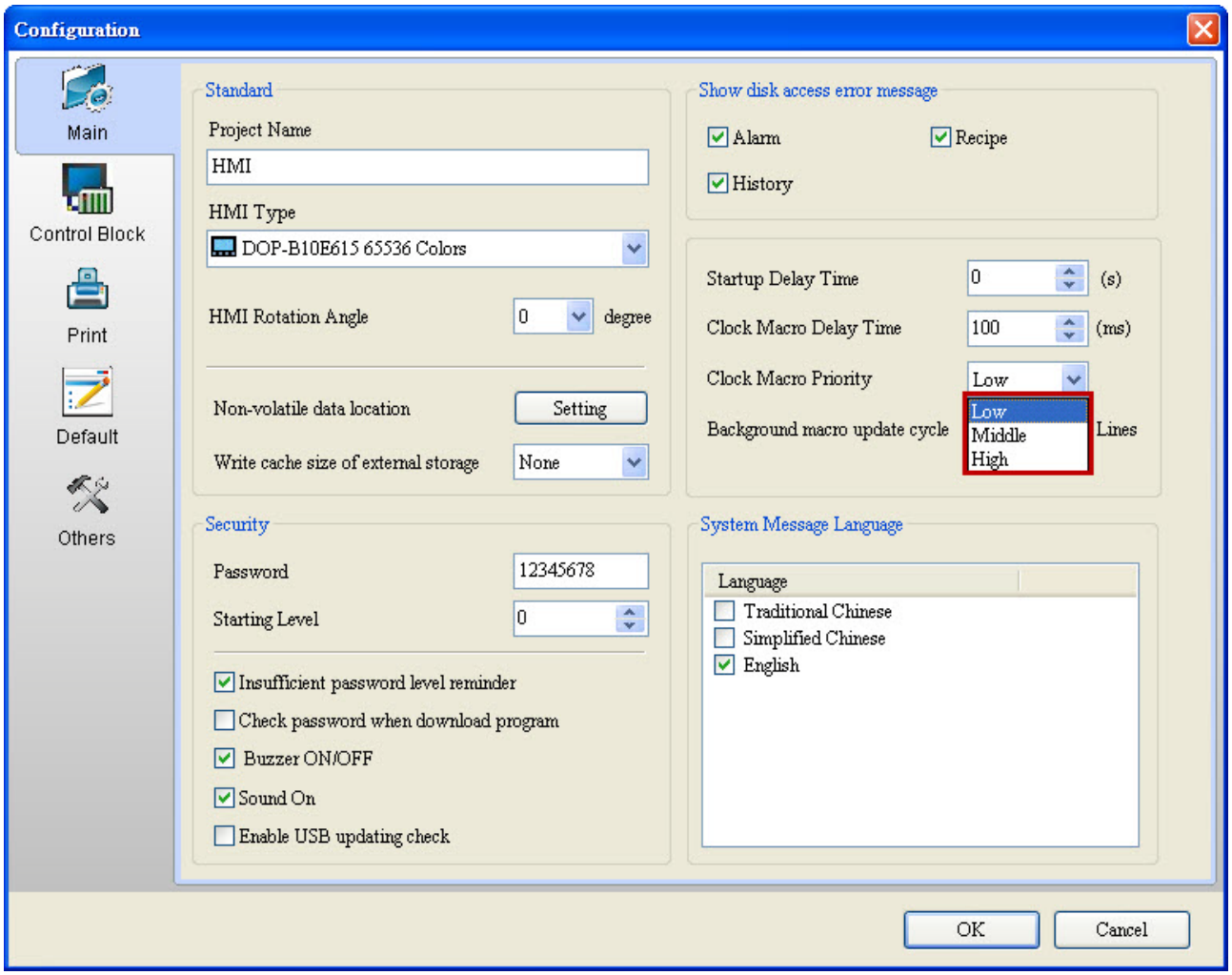


Figure 24-1-10-3 Clock Macro Priority

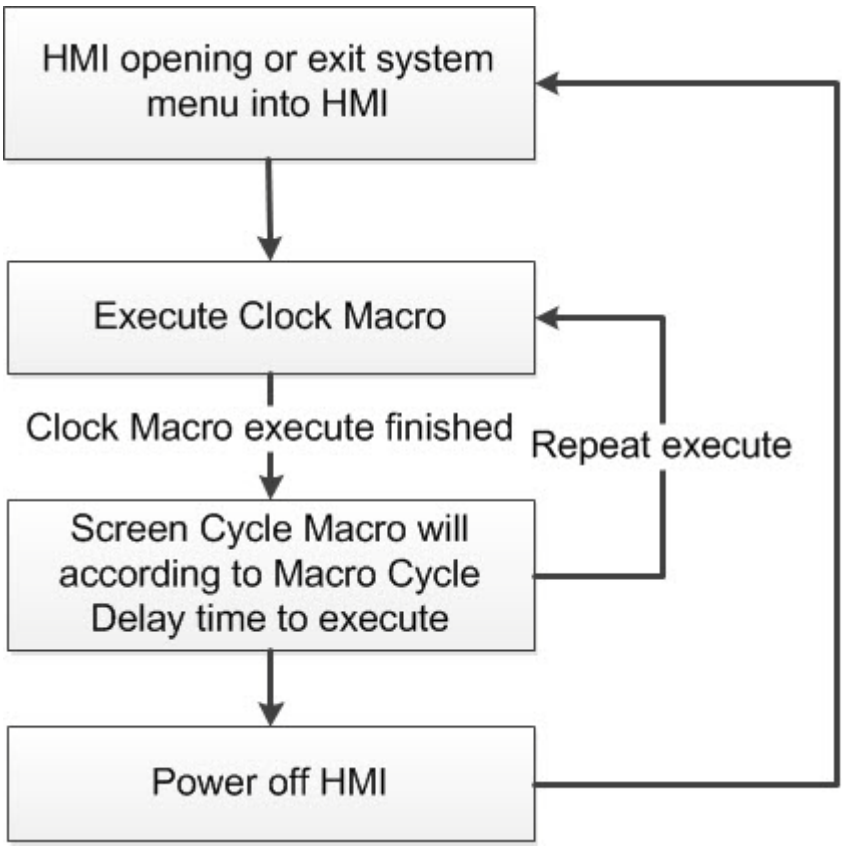


Figure 24-1-10-4 Clock Macro Flowchart

24-2 Macro Editing Window

After choosing a desired Macro, users can start to edit a Macro. Please note that each macro is capable of handling 512 lines of commands and only 640 bytes of characters are allowed on each line. Only 10 most recently edited macros will be displayed in the box on the top right side of the editing area. If there are more than 10 macros opened recently, then the first macro will be closed and the new Macro will be listed instead. Suppose the first Macro has been modified before it is closed, then a dialog box will pop up to ask the user to save the update of the macro before adding in the new macro.

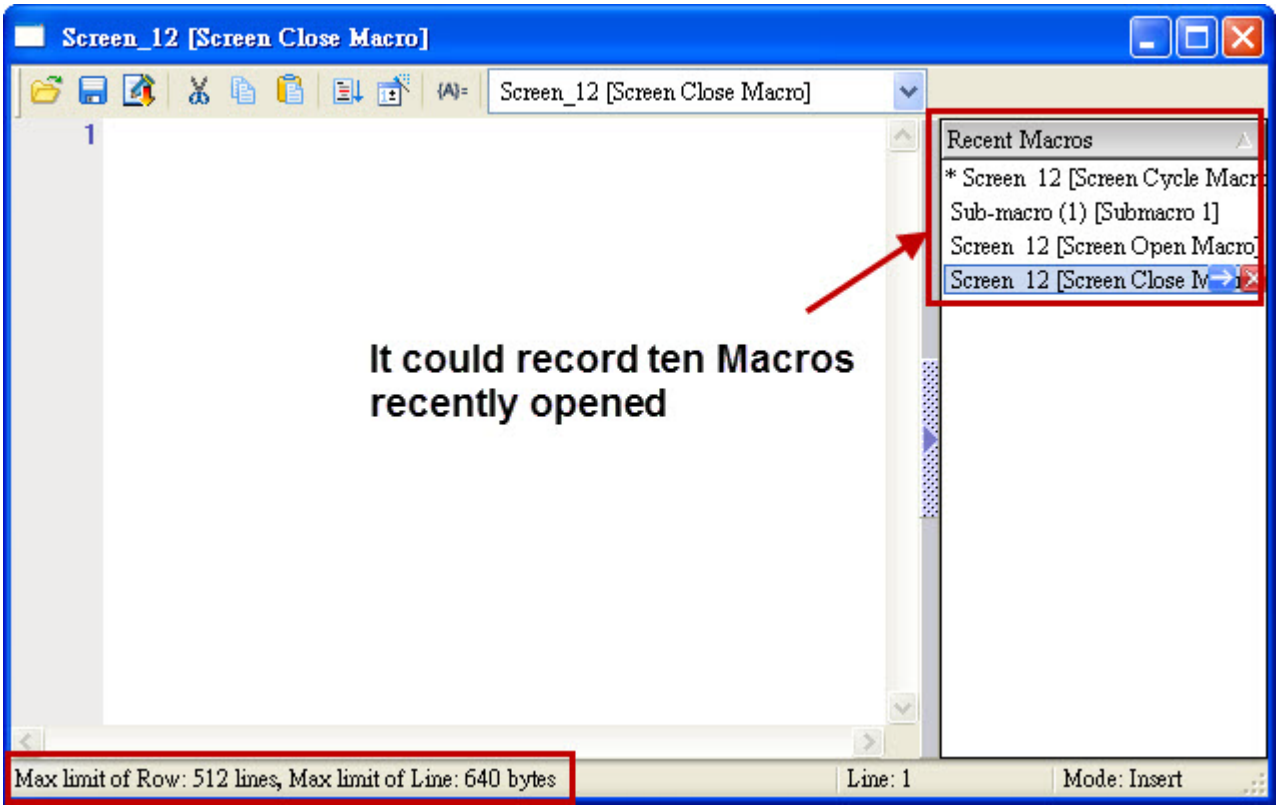


Figure 24-2-1 Macro Editing Window

The toolbar within the editing window is also available for users to design and edit macro commands.



Figure 24-2-2 Macro Toolbar

Functions of each icon on the Macro Toolbar are explained in the following table.

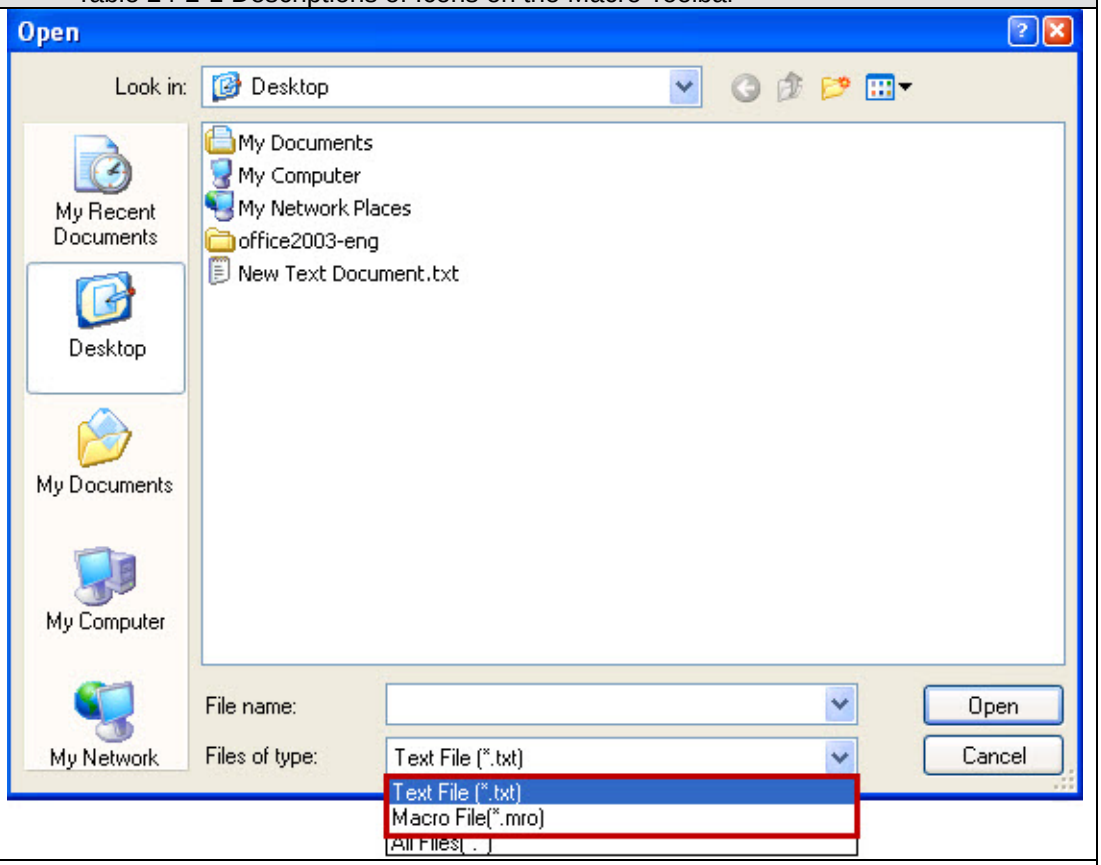
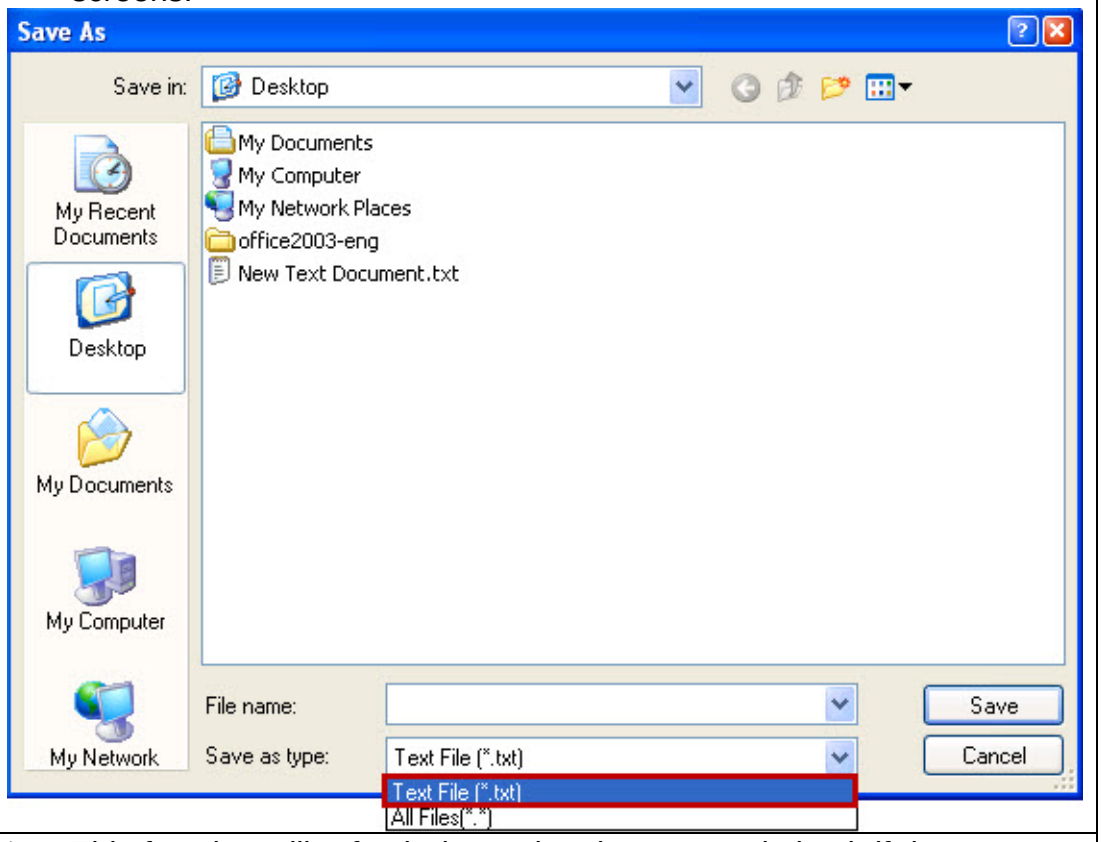
Functions of Macro Toolbar Icons

Table 24-2-1 Descriptions of Icons on the Macro Toolbar

Icon	Function	Content Description
	Open	➢ Open is equivalent to import. Two file formats are available: txt and mro. Users can choose to directly import previously edited macros to save time.

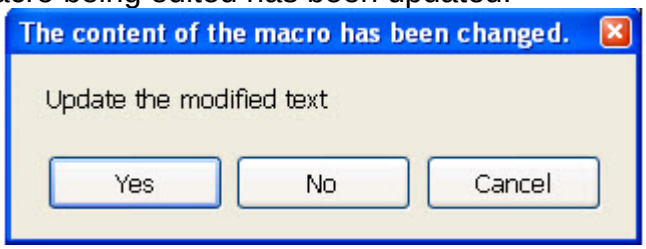
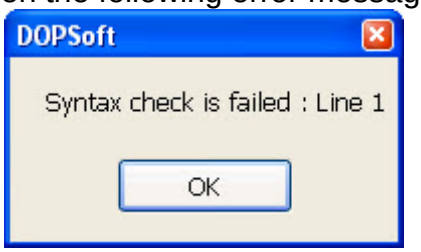
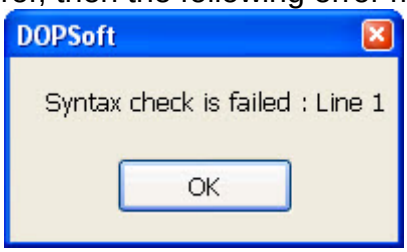
Functions of Macro Toolbar Icons

Table 24-2-1 Descriptions of Icons on the Macro Toolbar

		
	Save	➢ Save is equivalent to Export, but only the txt file format is supported. Users can save the edited macro as a backup or for use of other screens. 
	Update	➢ This function will refresh the updated macro and check if the syntaxes

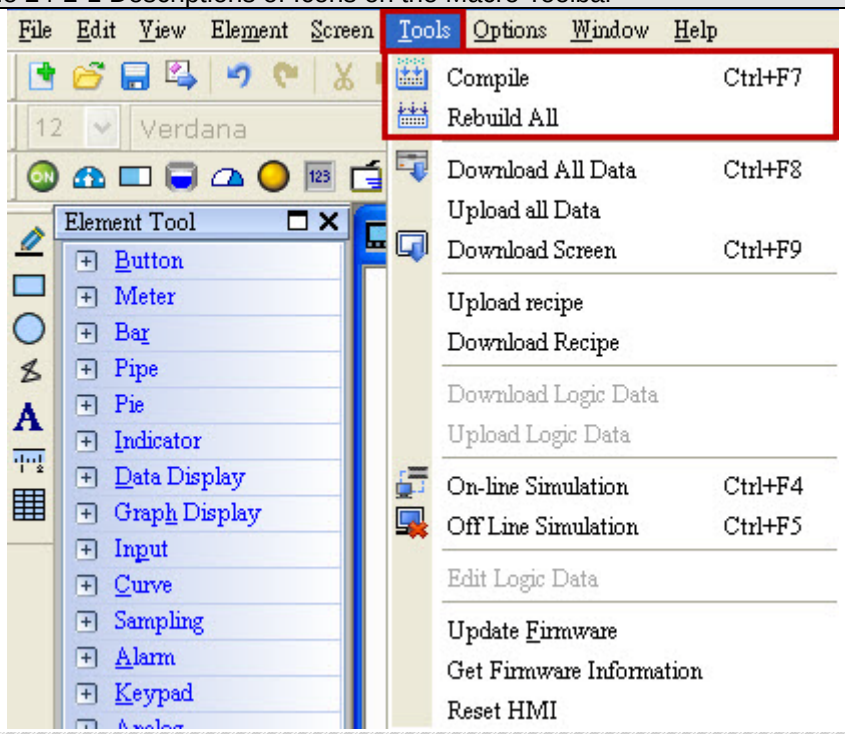
Functions of Macro Toolbar Icons

Table 24-2-1 Descriptions of Icons on the Macro Toolbar

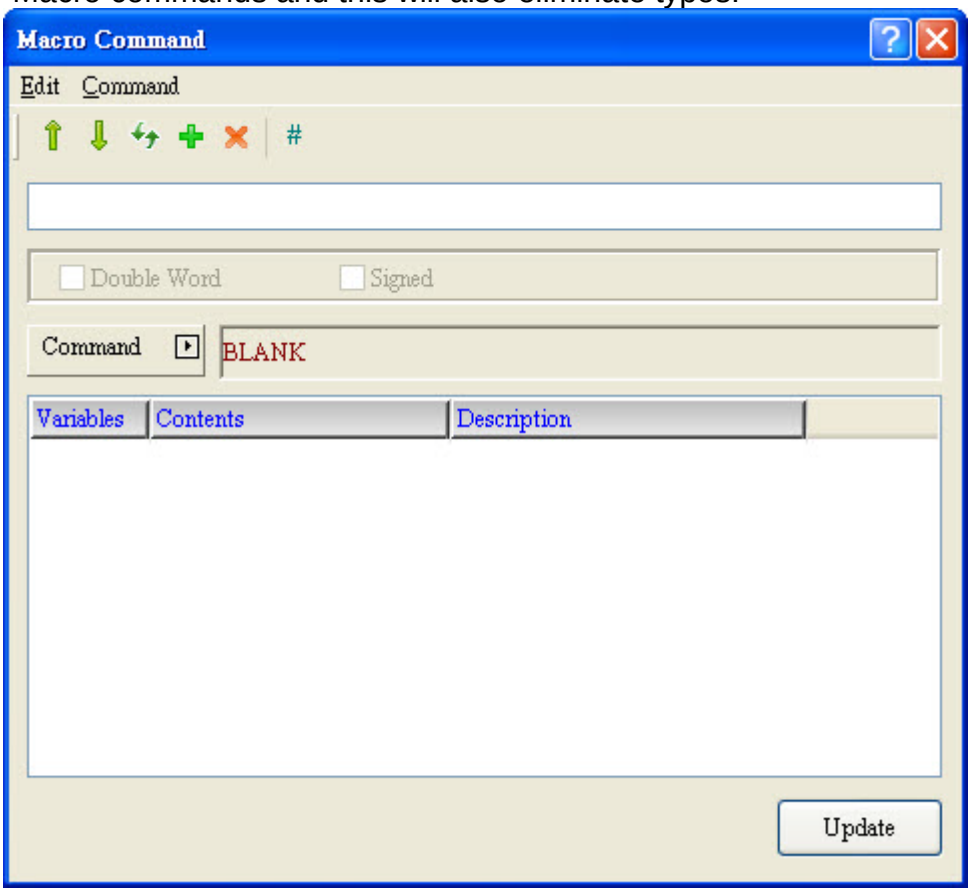
		are correct. If this button is not executed before exiting the current Macro editing window (click the exit button), the users will be prompted that the macro being edited has been updated.  ➢ Syntax check will be performed after clicking the update button. If there is a syntax error, then the following error message will pop up. 
	Cut	➢ Cut, Copy and Paste are used the same way as Microsoft Office and users can also choose to perform these operations through hotkeys (Cut: Ctrl + X; Copy: Ctrl + C; Paste: Ctrl + V).
	Copy	
	Paste	
	Syntax Check	➢ Syntax Check will check if macro commands are written correctly. If there is a syntax error, then the following error message will pop up.  NOTE: Syntax Check is not equivalent to compiling macros. Please consider the compile function to compile.

Functions of Macro Toolbar Icons

Table 24-2-1 Descriptions of Icons on the Macro Toolbar



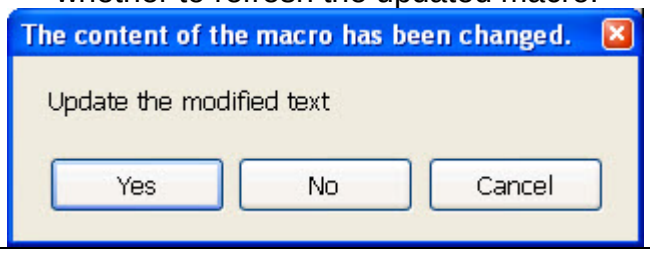
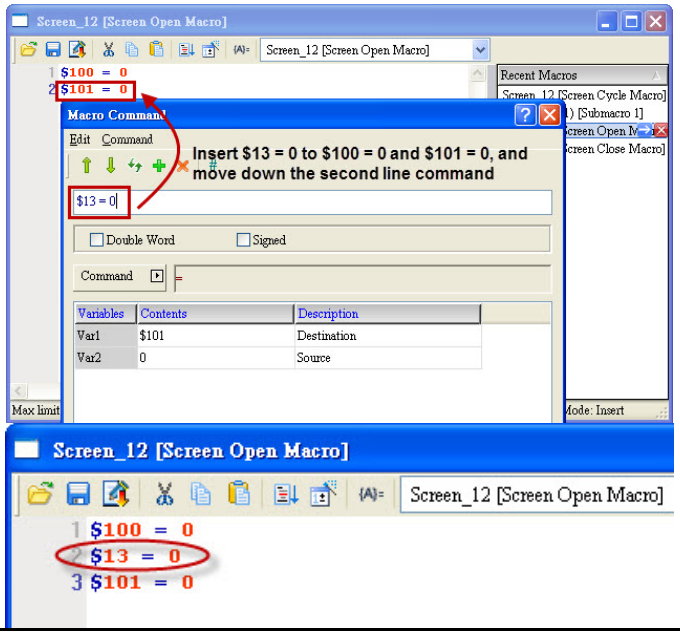
	Macro Wizard	➢ The purpose of the wizard is for users to more easily edit and type in Macro commands and this will also eliminate typos.



Edit	Previous	➢ The previous icon will move the mouse cursor to the last line and the next icon will

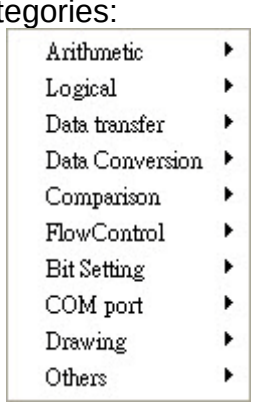
Functions of Macro Toolbar Icons

Table 24-2-1 Descriptions of Icons on the Macro Toolbar

Next	move the mouse cursor to the next line. ➢ Via these two icons, users can choose which line within the macro to move to.
Update	➢ This function will refresh the updated macro and check if the syntaxes are correct. If syntax errors are detected, then the error messages shown below will pop up for user notification.  ➢ If this icon is not executed before exiting the current Macro editing window (click the exit icon), the users will be prompted whether to refresh the updated macro. 
Insert	➢ Insert a new macro command. This icon will replace the macro command where the cursor is located with the newly inserted command and move the current macro command to the next line. 

Functions of Macro Toolbar Icons

Table 24-2-1 Descriptions of Icons on the Macro Toolbar

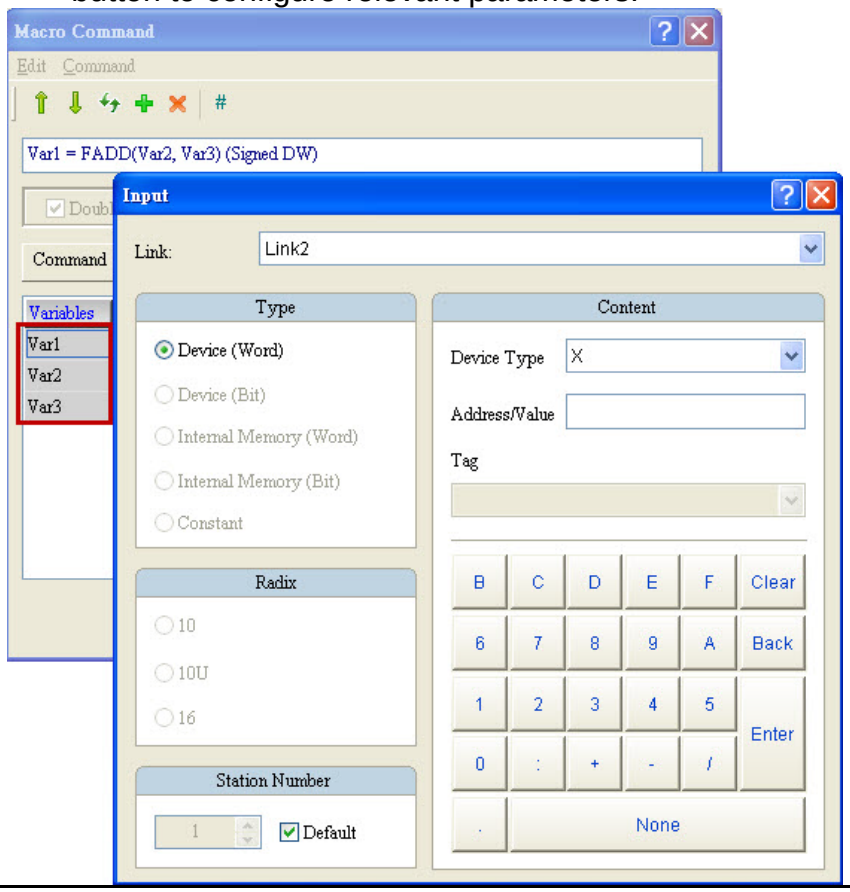
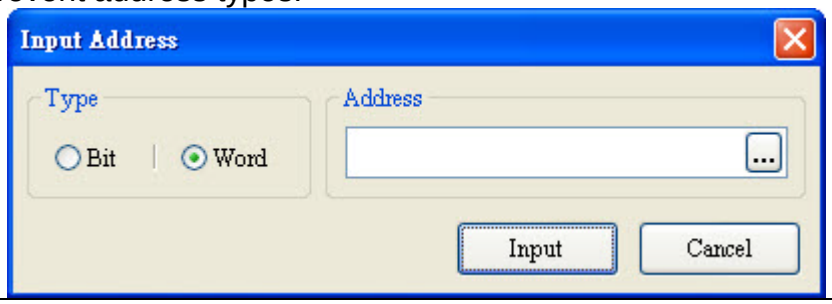
			Delete 	➢ Delete the macro command where the mouse cursor is located. If the deleted command is not on the last line within the macro, then the lines below the deleted commands will move up. NOTE : If no macro command exists where the mouse cursor is located, then nothing will happen.
			Comment 	➢ Comment helps users to manage macros, improve program readability and simplify code maintenance tasks. Users only need to insert the symbol # or click # button within the macro wizard ([Edit] → [Comment]) to comment on the program. NOTE: Comments within the macro will not be executed.
			Commands	➢ These are macro functions and they are grouped into the following categories:  Arithmetic Logical Data transfer Data Conversion Comparison FlowControl Bit Setting COM port Drawing Others ➢ For detailed introductions on the commands, please refer to 24-3 Macro Commands.
			Double Word	➢ 32 bit or signed number operations are supported by macro commands. If Signed is checked, then the command will be executed as a signed number, or else the command will be executed as an unsigned number. If Double Word is check, then the command will be executed as a 32 bit command, or else the command will be executed as a Double Word command, or 16 bit command.
			Signed	

Unsigned	Unsigned number
Signed	Signed number
WORD	16 bit data
DW（DOUBLE WORD, DWORD）	32 bit data

NOTE:

Functions of Macro Toolbar Icons

Table 24-2-1 Descriptions of Icons on the Macro Toolbar

			For the Double Word data type, then each memory address will take two registers.
		Command	➢ Command is equivalent to the [Command] icon in the Macro Wizard dialog window and they both are used for users to choose their desired macro command. ➢ For detailed explanations please refer to 24-3 Macro Commands.
		Variable	➢ This function provide variables used in macro commands and users can directly click the variable button to configure relevant parameters. 
{A}=	Input Address		➢ Users can enter memory addresses used in the macro via this function to prevent address typos. 

24-3 Macro Commands

Based on the nature of macro commands, they are divided into the following ten categories: Arithmetic, Logical, Data transfer, Data conversion, Comparison, Flow control, Bit setting, Communication and Drawing and Other. If select HMC and PS models, users can choose the macro command of industrial application (E-Cam) which is shown as below.

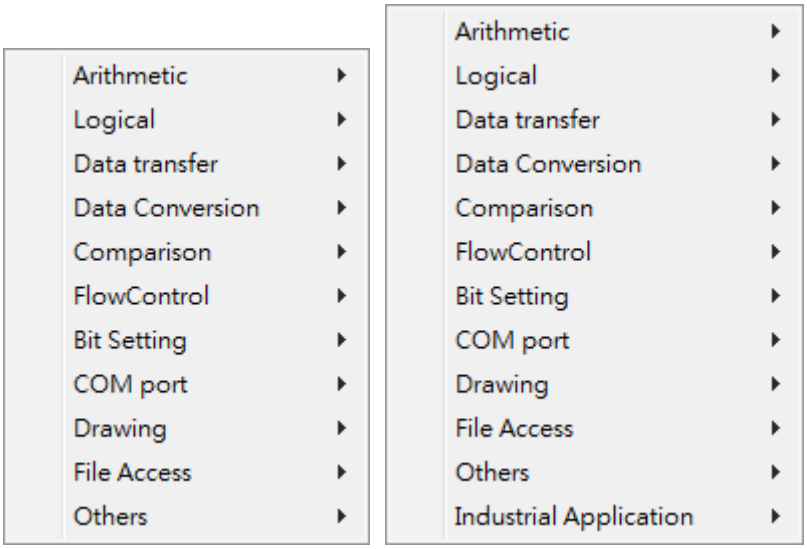


Figure 24-3-1 Type of Macro Commands

All supported macro commands are listed below:

Category	Function	Expression	Description
Arithmetic	+	Var1 = Var2 + Var3	Addition
	-	Var1 = Var2 - Var3	Subtraction
	*	Var1 = Var2 * Var3	Multiplication
	/	Var1 = Var2 / Var3	Division
	%	Var1 = Var2 % Var3	Get Reminder
	MUL64	Var1 = MUL64(Var2, Var3) (Signed DW)	64 bit Multiplication
	ADDSUMW	Var1 = ADDSUMW(Var2, Var3)	Repeated Addition
	FADD	Var1 = FADD(Var2, Var3) (Signed DW)	Floating Point Addition
	FSUB	Var1 = FSUB(Var2, Var3) (Signed DW)	Floating Poiont Subtraction
	FMUL	Var1 = FMUL(Var2, Var3) (Signed DW)	Floating Point Multiplication
	FDIV	Var1 = FDIV(Var2, Var3) (Signed DW)	Floating Point Division
	FMOD	Var1 = FMOD(Var2, Var3) (Signed DW)	Floating Point Reminder
	SIN	Var1 = SIN(Var2) (Signed DW)	Sine Function
	COS	Var1 = COS(Var2) (Signed DW)	Cosine Function
	TAN	Var1 = TAN(Var2) (Signed DW)	Tangent Function
	COT	Var1 = COT(Var2) (Signed DW)	Cotangent Function
	SEC	Var1 = SEC(Var2) (Signed DW)	Secant Function
	CSC	Var1 = CSC(Var2) (Signed DW)	Cosecant Function

Category	Function	Expression	Description
Logical	|	Var1 = Var2 | Var3	Bitwise OR Operation
	&&	Var1 = Var2 && Var3	Bitwise AND Operation
	^	Var1 = Var2 ^ Var3	Bitwise XOR Operation
	NOT	Var1 = NOT Var2	Bitwise NOT Operation
	<<	Var1 = Var2 << Var3	SHL(Bitwise Left-shift Operation)
	>>	Var1 = Var2 >> Var3	SHR(Bitwise Right-shift Operation)
Data transfer	MOV	Var1 = Var2	Data Moving Operand
	BMOV	BMOV(Var1, Var2, Var3)	Move in Block
	ArrayCopy	Var1 = ArrayCopy(Var2, Var3, Var4, Var5, Var6)	Copy Array
	FILL	FILL(Var1, Var2, Var3)	Fill in the Block
	FILLASC	FILLASC(Var1, " ")	String to ASCII Conversion
	FMOV	Var1 = FMOV(Var2) (Signed DW)	Move floating point data
Data conversion	BCD	Var1 = BCD(Var2)	Decimal to BCD Conversion
	BIN	Var1 = BIN(Var2)	BCD to Decimal Conversion
	TODWORD	Var1 = TODWORD(Var2)	WORD to Double WORD Conversion
	TOWORD	Var1 = TOWORD(Var2, Var3)	BYTE to Word Conversion
	TOBYTE	Var1 = TOBYTE(Var2, Var3)	Word to Byte Conversion
	SWAP	SWAP(Var1, Var2, Var3)	Swap between highbit and lowbit of WORD
	XCHG	XCHG(Var1, Var2, Var3)	Data Exchange
	MAX	Var1 = MAX(Var2, Var3)	Get Maximum value
	MIN	Var1 = MIN(Var2, Var3)	Get Minimum value
	TOHEX	Var1 = TOHEX(Var2)	Convert 4 ASCII characters to a four digit integer in hexadecimal format
	TOASC	Var1 = TOASC(Var2)	Convert hexadecimal integers into 4 Words ASCII characters
	FCNV	Var1 = FCNV(Var2) (Signed DW)	Conversion of

Category	Function	Expression		Description
				integer into floating point value
	ICNV	Var1 = ICNV(Var2) (Signed DW)		Conversion from integer to floating point value
	SPRINTF	Var1 = SPRINTF(Var2, "%u", Var4)		Format String
Comparison	IF…THEN GOTO	IF ==	IF Var1 == Var2 THEN GOTO LABEL Var3	If …. Goto a certain label identifier and continue subsequent executions
		IF !=	IF Var1 != Var2 THEN GOTO LABEL Var3	
		IF >	IF Var1 > Var2 THEN GOTO LABEL Var3	
		IF >=	IF Var1 >= Var2 THEN GOTO LABEL Var3	
		IF <	IF Var1 < Var2 THEN GOTO LABEL Var3	
		IF <=	IF Var1 <= Var2 THEN GOTO LABEL Var3	
		IF AND == 0	IF (Var1 && Var2) == 0 THEN GOTO LABEL Var3	
		IF AND != 0	IF (Var1 && Var2) != 0 THEN GOTO LABEL Var3	
		IF == ON	IF Var1 == ON THEN GOTO LABEL Var2	
		IF == OFF	IF Var1 == OFF THEN GOTO LABEL Var2	
		IFB == ON	IFB Var1 == ON THEN GOTO LABEL Var2	
		IFB == OFF	IFB Var1 == OFF THEN GOTO LABEL Var2	
	IF…THEN CALL	IF == CALL	IF Var1 == Var2 THEN CALL Var3	Macro If… Then Call a Submacro
		IF != CALL	IF Var1 != Var2 THEN CALL Var3	
		IF > CALL	IF Var1 > Var2 THEN CALL Var3	

Category	Function	Expression		Description
		IF >= CALL	IF Var1 >= Var2 THEN CALL Var3	
		IF < CALL	IF Var1 < Var2 THEN CALL Var3	
		IF <= CALL	IF Var1 <= Var2 THEN CALL Var3	
		IF AND == 0 CALL	IF (Var1 && Var2) == 0 THEN CALL Var3	
		IF AND != 0 CALL	IF (Var1 && Var2) != 0 THEN CALL Var3	
		IF == ON CALL	IF Var1 == ON THEN CALL Var2	
		IF == OFF CALL	IF Var1 == OFF THEN CALL Var2	
	IF…	IF ==	IF Var1 == Var2	Logical Comparison
		IF !=	IF Var1 != Var2	
		IF >	IF Var1 > Var2	
		IF >=	IF Var1 >= Var2	
		IF <	IF Var1 < Var2	
		IF <=	IF Var1 <= Var2	
		IF AND == 0	IF (Var1 && Var2) == 0	
		IF AND != 0	IF (Var1 && Var2) != 0	
		IF == ON	IF Var1 == ON	
		IF == OFF	IF Var1 == OFF	
	ELSEIF…	ELSEIF ==	ELSEIF Var1 == Var2	Logical Comparison
		ELSEIF !=	ELSEIF Var1 != Var2	
		ELSEIF >	ELSEIF Var1 > Var2	
		ELSEIF >=	ELSEIF Var1 >= Var2	
		ELSEIF <	ELSEIF Var1 < Var2	
		ELSEIF <=	ELSEIF Var1 <= Var2	
		ELSEIF AND == 0	ELSEIF (Var1 && Var2) == 0	
		ELSEIF AND != 0	ELSEIF (Var1 && Var2) != 0	
		ELSEIF == ON	ELSEIF Var1 == ON	
		ELSEIF == OFF	ELSEIF Var1 == OFF	
	ELSE	ELSE		Logical Comparison

Category	Function	Expression	Description
	ENDIF	ENDIF	Logical Comparison
	FCMP	Var1 = FCMP(Var2, Var3) (Signed DW)	Comparison of Floating Point Data
Flow control	GOTO	GOTO LABEL Var1	Label Identifier for the current process to unconditionally jump to
	LABEL	LABEL Var1	Label Identifier
	CALL	CALL Var1	Call Submacro
	RET	RET	Exit Submacro
	FOR	FOR Var1	Loop
	NEXT	NEXT	
	END	END	End Macro
Bit setting	BITON	BITON Var1	Set Bits to On
	BITOFF	BITOFF Var1	Set Bits Off
	BITNOT	BITNOT Var1	Set Bits to Inverse State (ON→OFF; OFF→ON)
	GETB	Var1 = GETB Var2	Acquire Bit State
Communication	INITCOM	Var1 = INITCOM(Var2, Var3, Var4, Var5, Var6, Var7, Var8)	COM Port Initialization
	ADDSUM	Var1 = ADDSUM(Var2, Var3)	Checksum Calculation through Addition
	XORSUM	Var1 = XORSUM(Var2, Var3)	Checksum Calculation through XOR Operation
	PUTCHARS	Var1 = PUTCHARS(Var2, Var3, Var4)	Output Character by Com Port
	GETCHARS	Var1 = GETCHARS(Var2, Var3, Var4)	Character Acquisition through Com Port
	SELECTCOM	SELECTCOM(Var1)	Com Port Selection
	CLEARCOMBUFFER	CLEARCOMBUFFER(Var1, Var2)	Com Port Buffer Clearance
	CHRCHKSUM	Var1 = CHRCHKSUM("Var2", Var3, Var4)	Calculation of String Length and Checksum
	LOCKCOM	Var1 = LOCKCOM(Var2, Var3)	Lock Com Port
	UNLOCKCOM	UNLOCKCOM(Var1)	Unlock Com Port
	STATIONON	STATIONON(Var1, Var2)	Set Station On
	STATIONOFF	STATIONOFF(Var1, Var2)	Set Station Off
	IPON	Var1 = IPON(Var2, Var3, Var4, Var5, Var6)	Enable IP Address
	IPOFF	Var1 = IPOFF(Var2, Var3, Var4, Var5, Var6)	Disable IP Address
Drawing	RECTANGLE	RECTANGLE(Var1)	Draw Rectangle
	LINE	LINE(Var1)	Draw Line

Category	Function	Expression	Description
	POINT	POINT(Var1)	Draw Point
	CIRCLE	CIRCLE(Var1)	Draw Ellipse
File Access	FileSlotRead	Var1 = FileSlotRead(Var2, Var3, Var4, Var5)	Read Files
	FileSlotWrite	Var1 = FileSlotWrite(Var2, Var3, Var4, Var5)	Write Files
	FileSlotRemove	Var1 = FileSlotRemove(Var2)	Remove Files
	FileSlotGetLength	Var1 = FileSlotGetLength(Var2, Var3)	Accessing File Length
	FileSlotExport	Var1 = FileSlotEXPORT(Var2, Var3, Var4, Var5)	Export Files
	FileSlotImport	Var1 = FileSlotIMPORT(Var2, Var3, Var4, Var5)	Import Files
Other	Time Tick	Var1 = TIMETICK	Acquire System up duration from System Startup to Present
	GETLASTERROR	Var1 = GETLASTERROR	Get Last Error Value
	Comment	#	Make Comment
	Delay	Delay(Var1)	System Delay
	GETSYSTEMTIME	Var1 = GETSYSTEMTIME	Acquire System Time
	SETSYSTEMTIME	SETSYSTEMTIME(Var1)	Set System Time
	GETHISTORY	Var1 = GETHISTORY（Var2, Var3, Var4, Var5, Var6）	Acquire Historical Log
	EXPORT	EXPORT(Var1)	Export Report to an External Device
	EXRCP16	Var1 = EXRCP16(Var2, Var3)	Export 16 bit Equation
	IMRCP16	Var1 = IMRCP16(Var2, Var3)	Import 16 bit Equation
	EXRCP32	Var1 = EXRCP32(Var2, Var3)	Export 32 bit Equation
	IMRCP32	Var1 = IMRCP32(Var2, Var3)	Import 32 bit Equation
	EXENRCP	Var1 = EXENRCP(Var2, Var3)	Export Enhance Recipe Equation
	IMENRCP	Var1 = IMENRCP(Var2, Var3)	Import Enhance Recipe Equation
	EXHISTORY	Var1 = EXHISTORY(Var2, Var3, Var4)	Export History Data
	EXALARM	Var1 = EXALARM(Var2, Var3)	Export Alarm Information
	DISKFORMAT	Var1 = DISKFORMAT(Var2)	Format Disk
	BMPCAPTURE	Var1 = BMPCAPTURE(Var2)	Screen Capture
	PLCDOWNLOAD	Var1 = PLCDOWNLOAD(Var2,	Via HMI to

Category	Function	Expression	Description
		Var3, Var4, Var5, Var6)	download DVP or ISP file to PLC
	GetCircleCenter	Var1 = GetCircleCenter(Var2, Var3)	Calculate the Coordinate of Circle Center
Industrial Application	ECAM	Var1 = ECAM(Var2, Var3, Var4, Var5) (DW)	E-Cam Table

24-3-1 Arithmetic Operation

Arithmetic operations are divided into integer operations and floating point operations and relevant macro usages are detailed below.

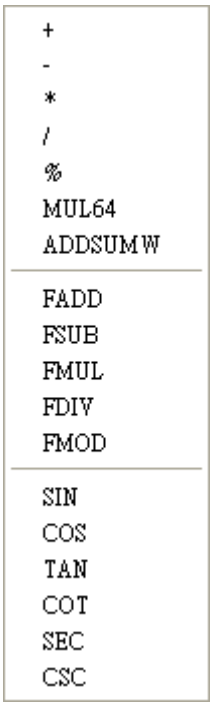


Figure 24-3-1-1 Arithmetic Operation

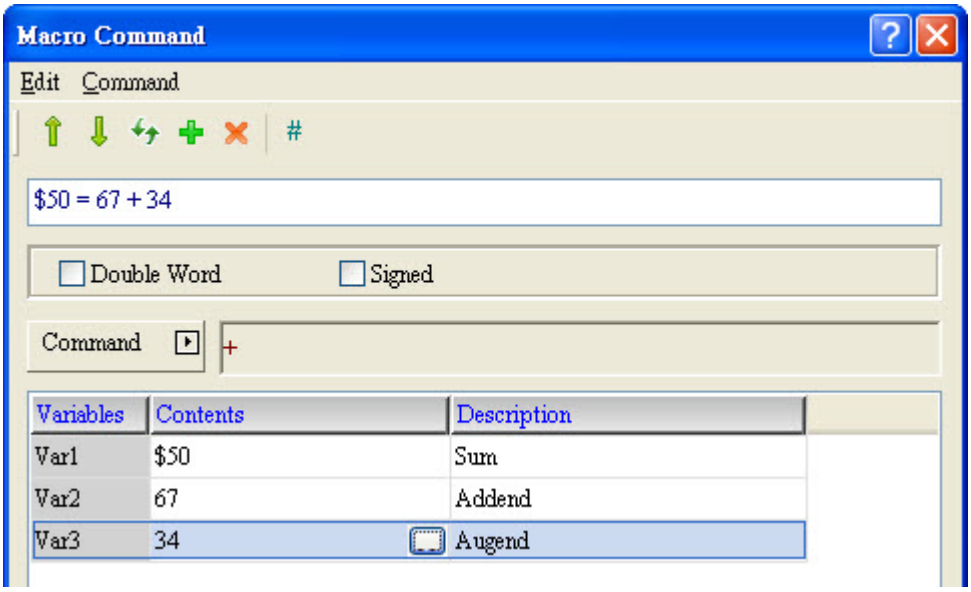
■ + (Addition)

Expression	What Variables Represent		NOTE
Var 1 = Var 2 + Var 3 (W) Var 1 = Var 2 + Var 3 (DW) Var 1 = Var 2 + Var 3 (Signed W) Var 1 = Var 2 + Var 3 (Signed DW)	Var 1	Sum	W: Word DW: Double Word Signed: Signed Number
	Var 2	Addend	
	Var 3	Augend	
	Expression Explanation		
	Add Var 2 to Var 3 and save the result in in Var 1.		

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎	◎	
Var 2	◎	◎	◎
Var 3	◎	◎	◎

Example

- Var 1 is an internal memory address and Var 2 and Var 3 are both constants.



- Use addition command for $50 = 67 + 34, it will perform 67 + 34 and put results to $50. Therefore $50 will display 101.

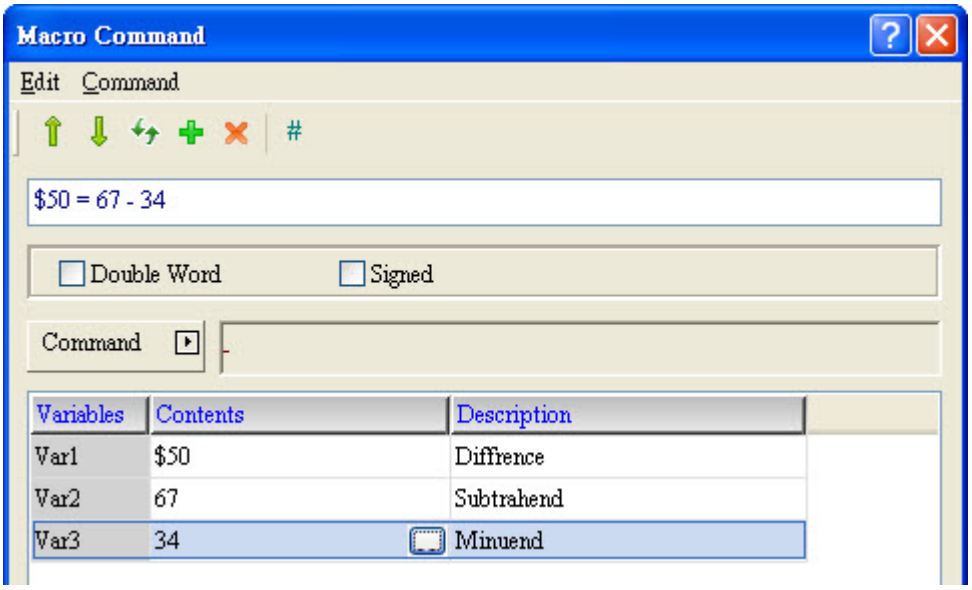
■ - (Subtraction)

Expression	What Variables Represent		NOTE
Var 1 = Var 2 - Var 3 (W) Var 1 = Var 2 - Var 3 (DW) Var 1 = Var 2 - Var 3 (Signed W) Var 1 = Var 2 - Var 3 (Signed DW)	Var 1	Difference	W: Word DW: Double Word Signed: Signed number
	Var 2	Subtrahend	
	Var 3	Minuend	
	Expression Explanation		
	Substract Var 2 from Var 3 and save the result in Var 1.		

Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎	◎	
Var 2	◎	◎	◎
Var 3	◎	◎	◎

Example

➢ Var 1 is an internal memory address and Var 2 and Var 3 are both constants.



➢ Use subtraction command for $50 = 67 - 34, it will perform 67 - 34 and put results to $50. Therefore $50 will display 33.

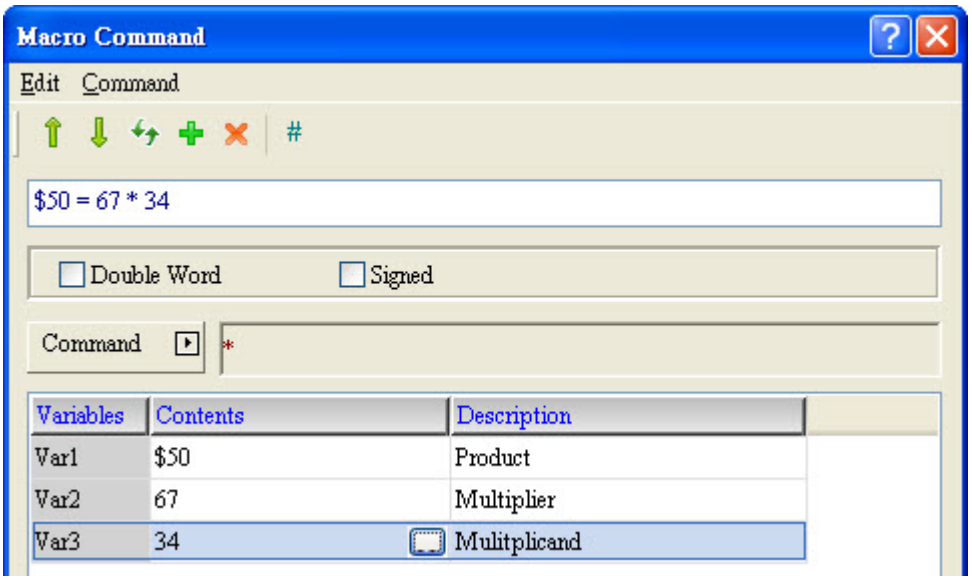
■ * (Multiplication)

Expression	What Variables Represent		NOTE
Var 1 = Var 2 * Var 3 (W) Var 1 = Var 2 * Var 3 (DW) Var 1 = Var 2 * Var 3 (Signed W) Var 1 = Var 2 * Var 3 (Signed DW)	Var 1	Product	W : Word DW : Double Word Signed : Signed number
	Var 2	Multiplier	
	Var 3	Multiplicand	
	Expression Explation		
	Multiply Var 2 and Var 3 and save the result in Var 1.		

Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎	◎	
Var 2	◎	◎	◎
Var 3	◎	◎	◎

Example

➢ Var 1 is an internal memory address and Var 2 and Var 3 are both constants.



➢ Use multiplication command for $50 = 67 * 34, it will perform 67 * 34 and put results to $50. Therefore $50 will display 2278.

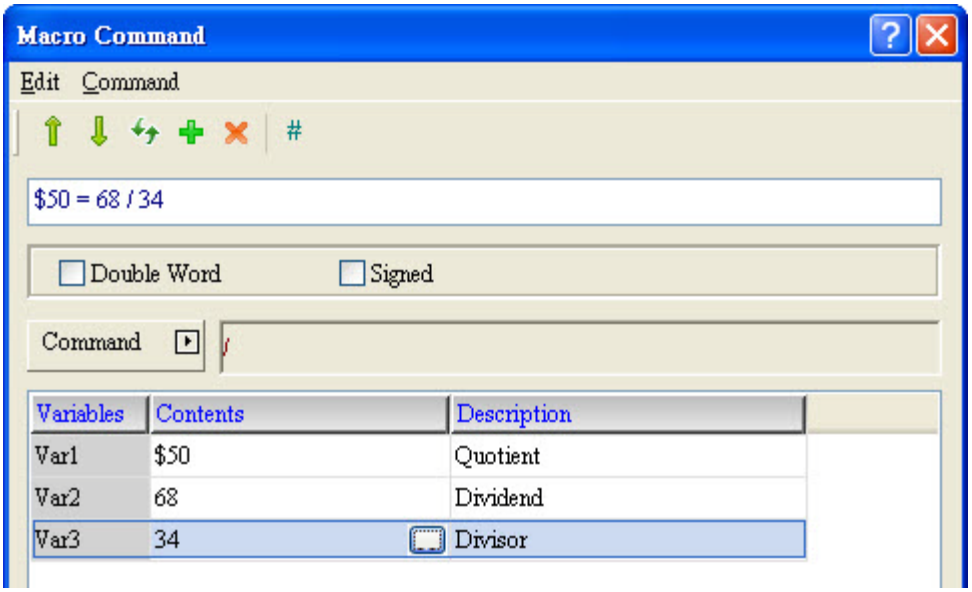
■ / (Division)

Expression	What Variables Represent		NOTE
Var 1 = Var 2 / Var 3 (W) Var 1 = Var 2 / Var 3 (DW) Var 1 = Var 2 / Var 3 (Signed W) Var 1 = Var 2 / Var 3 (Signed DW)	Var 1	Quotient	W: Word DW: Double Word Signed: Signed number
	Var 2	Dividend	
	Var 3	Divisor	
	Expression Explanation		
	Divide Var 2 by Var 3, and save the result (Quotient) in Var 1.		

Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎	◎	
Var 2	◎	◎	◎
Var 3	◎	◎	◎
Note: Var 3 can not be 0			

Example

➢ Var 1 is an internal memory address, and Var 2 and Var 3 are both constants.



➢ Use division command for $50 = 68 / 34, it will perform 68 / 34 and put results to $50. Therefore $50 will display 2.

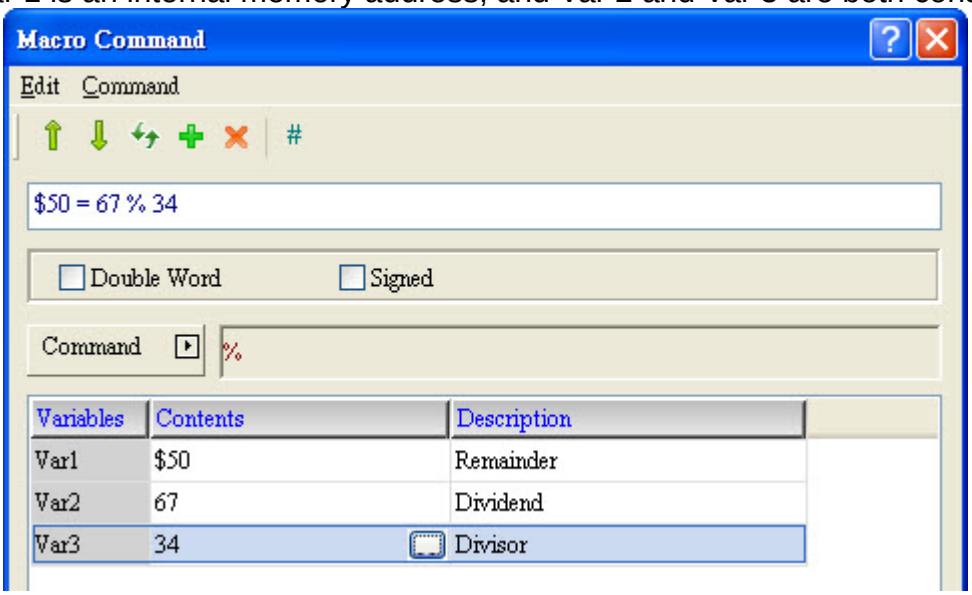
■ % (Get Reminder)

Expression	What Variables Represent		NOTE
Var 1 = Var 2 % Var 3 (W) Var 1 = Var 2 % Var 3 (DW) Var 1 = Var 2 % Var 3 (Signed W) Var 1 = Var 2 % Var 3 (Signed DW)	Var 1	Reminder	W: Word DW: Double Word Signed: Signed number
	Var 2	Dividend	
	Var 3	Divisor	
	Expression Explanation		
	Divide Var 2 by Var 3, and save the result (reminder) in Var 1.		

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎	◎	
Var 2	◎	◎	◎
Var 3	◎	◎	◎
Note: Var 3 can not be 0			

Example

➢ Var 1 is an internal memory address, and Var 2 and Var 3 are both constants.



➢ Use get reminder command for $50 = 67 % 34, it will perform 67 % 34 and put results to $50. Therefore $50 will display 33.

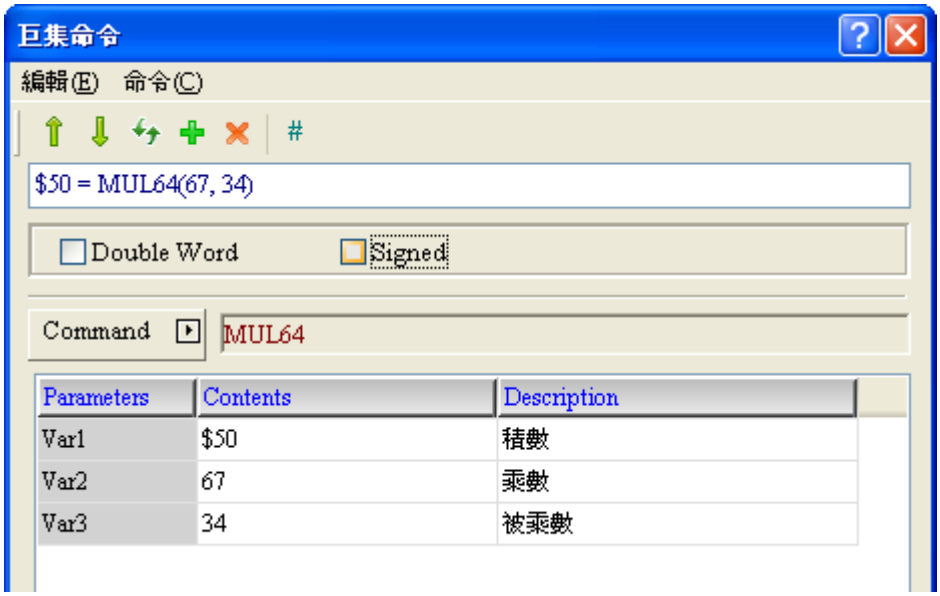
■ MUL64 (64 bit Multiplication)

Expression	What Variables Represent		NOTE
Var1 = MUL64(Var2, Var3) (W) Var1 = MUL64(Var2, Var3) (DW) Var1 = MUL64(Var2, Var3) (Signed W) Var1 = MUL64(Var2, Var3) (Signed DW)	Var 1	Product	W : Word DW : Double Word Signed : Signed number
	Var 2	Multiplier	
	Var 3	Multiplicand	
	Expression Explanation		
	Multiply Var 2 and Var 3, and save the result in Var 1.		

Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎	◎	
Var 2	◎	◎	◎
Var 3	◎	◎	◎

Example

- Var 1 is an internal memory address, and Var 2 and Var 3 are both constants.
- If checked Double Word, please also set data type of element for Double Word.



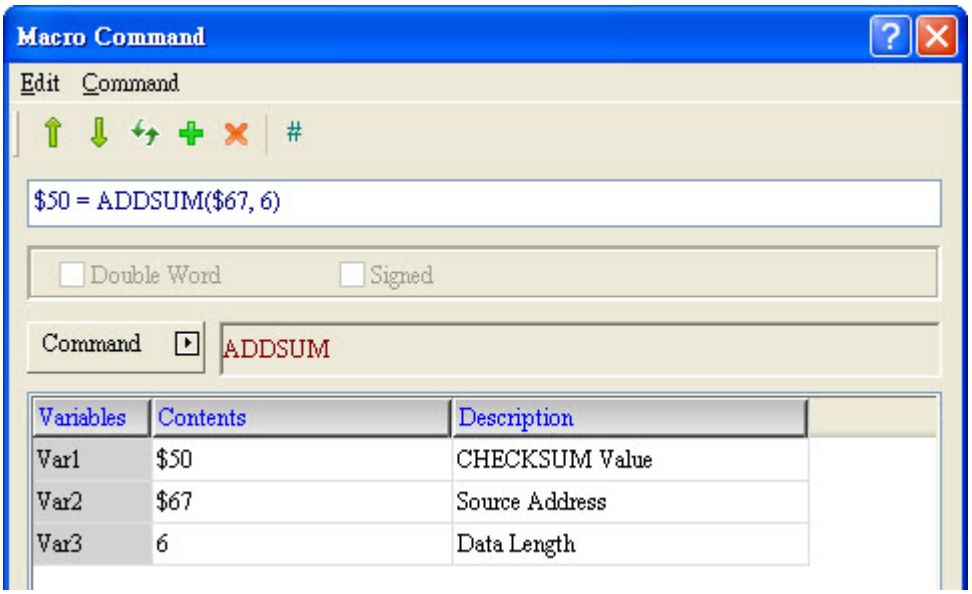
- Use MUL64 command for $50 =MUL64(67 , 34), it will perform MUL64(67 , 34) and put results to $50. Therefore $50 will display 2278.

■ ADDSUMW (Repeated Addition)

Expression	What Variables Represent		NOTE
Var1 = ADDSUMW(Var2, Var3) (W) Var1 = ADDSUMW(Var2, Var3) (DW)	Var 1	Result of repeated addition	W : Word DW : Double Word
	Var 2	Starting address	
	Var 3	Length of repeated addition to be performed since the first item	
	Expression Explanation		
	Repeatedly add from Var 2 to later variables (until length specified in Var3), and save the result in Var 1.		
Note: Repeated addition is performed with a rate of 2 bits from the starting address if selecting Double World; repeated addition is performed with a rate of 1 bit from the starting address if selecting Word.			

Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎	◎	
Var 2	◎	◎	◎
Var 3	◎	◎	◎

Example
➢ Var 1 and Var 2 are both internal memory addresses, and Var 3 is a constant. Please tick the Double Word box. ➢ Add up the values contained within the memory address of $0 forward for a length of 5 with an interval of 2 in between, and variables added: $0, $2, $4, $6 and $8.



- Input value for $0 = 1, $2 = 2, $4 = 3, $6 = 4 and $8 = 5, and then perform accumulation to $50. Therefore $50 will display 15.

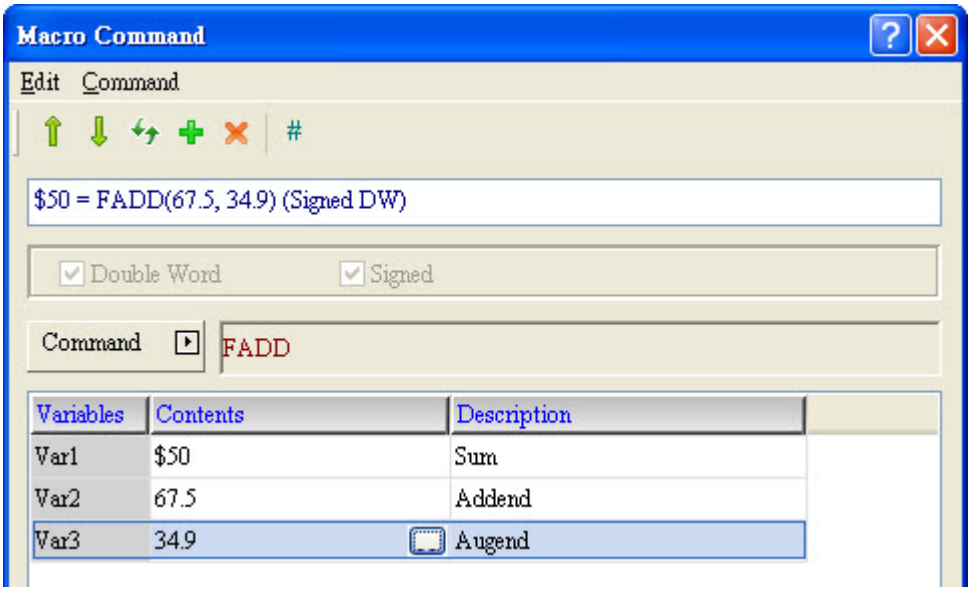
■ FADD (Floating Point Addition)

Expression	What Variables Represent		NOTE
Var1 = FADD(Var2, Var3) (Signed DW)	Var 1	Sum	DW : Double Word Signed : Signed number
	Var 2	Addend	
	Var 3	Augend	
	Expression Explanation		
	Multiply Var 2 and Var 3, and save and the result in Var 1.		

Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎	◎	
Var 2	◎	◎	◎
Var 3	◎	◎	◎

Example

➢ Var 1 is an internal memory address, and Var 2 and Var 3 are both constants.



➢ Use FADD command for $50 = FADD(67.5 , 34.9), it will perform FADD(67.5 , 34.9) and put results to $50. Therefore $50 will display 102.4.

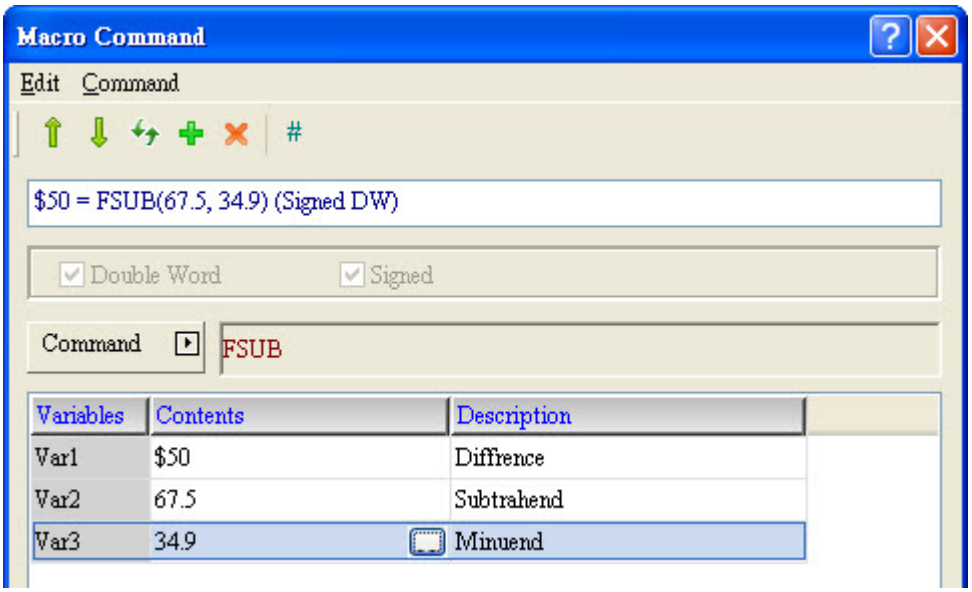
■ FSUB (Floating Point Subtraction)

Expression	What Variables Represent		NOTE
Var1 = FSUB(Var2, Var3) (Signed DW)	Var 1	Difference	DW : Double Word Signed : Signed number
	Var 2	Subtrahend	
	Var 3	Minuend	
	Expression Explanation		
	Subtract Var 2 from Var 3 and save the result in Var 1.		

Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎	◎	
Var 2	◎	◎	◎
Var 3	◎	◎	◎

Example

➢ Var 1 is an internal memory address, and Var 2 and Var 3 are constants.



➢ Use FSUB command for $50 = FSUB(67.5 , 34.9), it will perform FSUB(67.5 , 34.9) and put results to $50. Therefore $50 will display 32.6.

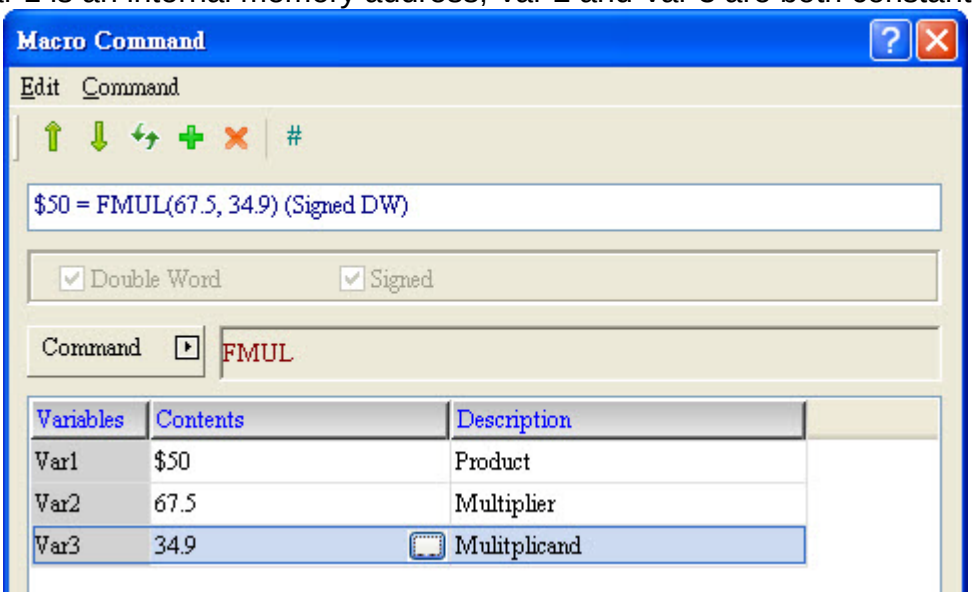
■ FMUL (Floating Point Multiplication)

Expression	What Variables Represent		NOTE
Var1 = FMUL(Var2, Var3) (Signed DW)	Var 1	Product	DW : Double Word Signed : Signed number
	Var 2	Multiplier	
	Var 3	Multiplicand	
	Expression Explanation		
	Multiply Var 2 and Var 3 and save the result in Var 1.		

Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎	◎	
Var 2	◎	◎	◎
Var 3	◎	◎	◎

Example

➢ Var 1 is an internal memory address, Var 2 and Var 3 are both constants.



➢ Use FMUL command for $50 = FMUL(67.5 , 34.9), it will perform FMUL(67.5 , 34.9) and put results to $50. Therefore $50 will display 2455.75.

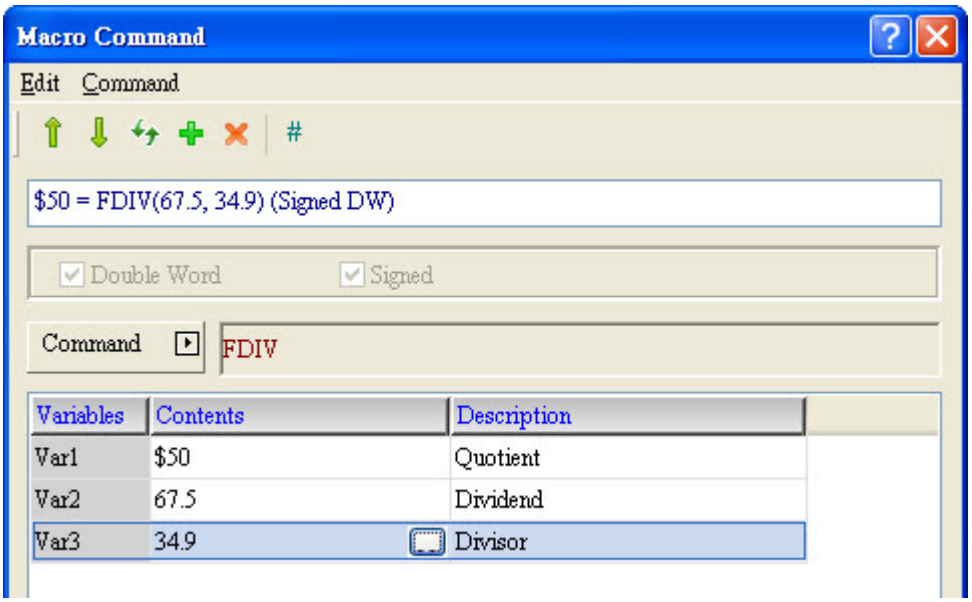
■ FDIV (Floating Point Division)

Expression	What Variables Represent		NOTE
Var1 = FDIV(Var2, Var3) (Signed DW)	Var 1	Quotient	DW : Double Word Signed : Signed number
	Var 2	Dividend	
	Var 3	Divisor	
	Expression Explanation		
	Divide Var 2 by Var 3, and save the result (Quotient) in Var 1.		

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎	◎	
Var 2	◎	◎	◎
Var 3	◎	◎	◎

Example

➢ Var 1 is the internal memory address, and Var 2 and Var 3 are both constants.



➢ Use FDIV command for $50 = FDIV(67.5 , 34.9), it will perform FDIV(67.5 , 34.9) and put results to $50. Therefore $50 will display 1.934.

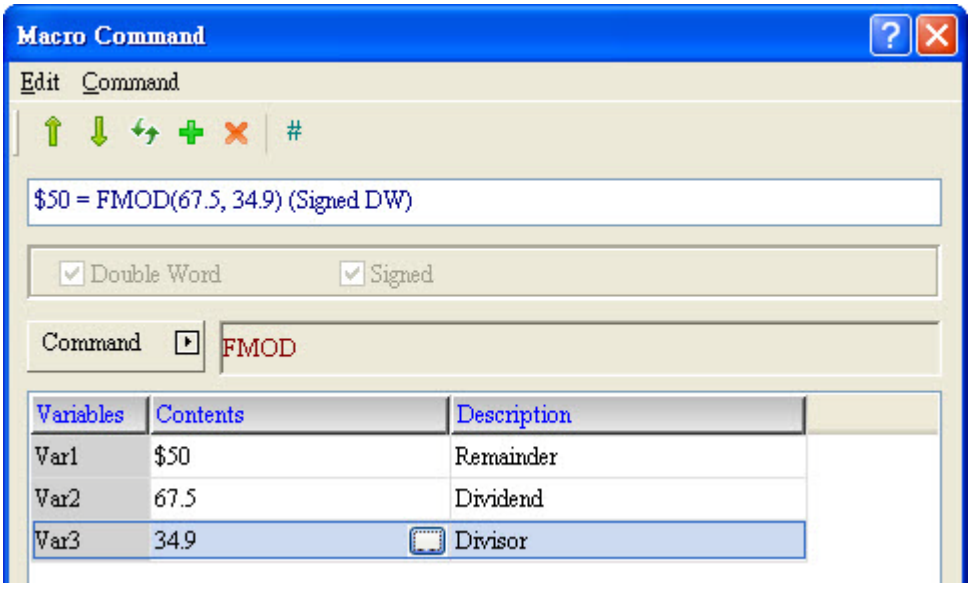
■ FMOD (Floating Point Reminder)

Expression	What Variables Represent		NOTE
Var1 = FMOD(Var2, Var3) (Signed DW)	Var 1	Reminder	DW : Double Word Signed : Signed number
	Var 2	Dividend	
	Var 3	Divisor	
	Expression Explanation		
	Divide Var 2 by Var 3, and save the result (reminder) in Var 1.		

Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎	◎	
Var 2	◎	◎	◎
Var 3	◎	◎	◎

Example

➢ Var 1 is an internal memory address, and Var 2 and Var 3 are constants.



➢ Use FMOD command for $50 = FMOD(67.5 , 34.9), it will perform FMOD(67.5 , 34.9) and put results to $50. Therefore $50 will display 32.6.

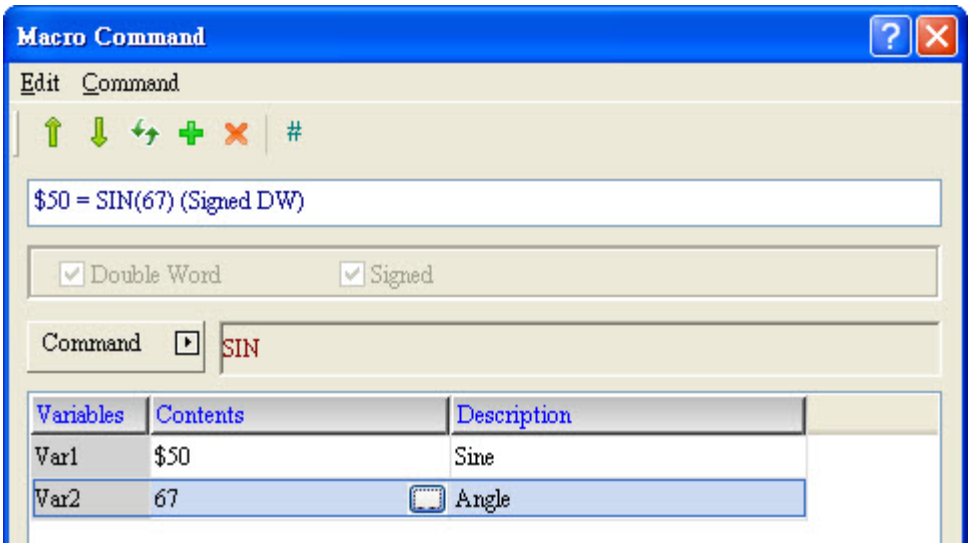
■ SIN (Sine Function)

Expression	What Variables Represent		NOTE
Var1 = SIN(Var2) (Signed DW)	Var 1	Sine	DW : Double Word Signed : Signed number
	Var 2	angle (in radians)	
	Expression Explanation		
	Perform the sine function operation on V2, and store the remainder in V1.		
*Data type of Var 1 must be Floating Point. *Data type of Var 2 must be Signed Decimal and can not have decimal places.			

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		
Var 2	◎		◎

Example

➢ Var 1 is an internal memory address and Var 2 is a constant.



➢ Use SIN command for $50 = SIN(67), it will perform SIN(67) and put results to $50. Therefore $50 will display 0.921.。

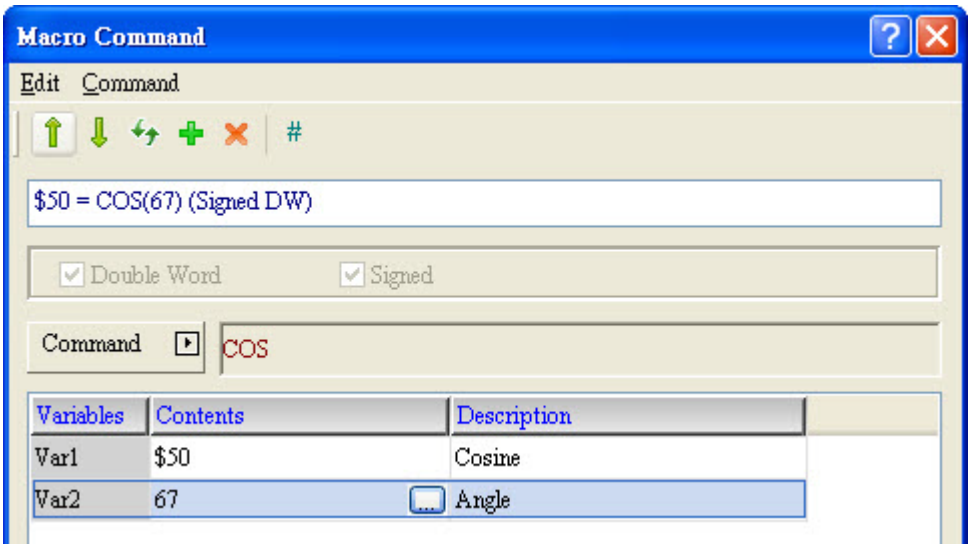
■ COS (Cosine Function)

Expression	What Variables Represent		NOTE
Var1 = COS(Var2) (Signed DW)	Var 1	Cosine	DW : Double Word Signed : Signed number
	Var 2	Angle (in radians)	
	Expression Explanation		
	Perform the cosine function operation on V2, and store the remainder in V1.		
*Data type of Var 1 must be Floating Point. *Data type of Var 2 must be Signed Decimal and can not have decimal places.			

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		
Var 2	◎		◎

Example

➢ Var 1 is an internal memory address, and Var 2 is a constant.



➢ Use COS command for $50 = COS(67), it will perform COS(67) and put results to $50. Therefore $50 will display 0.391.

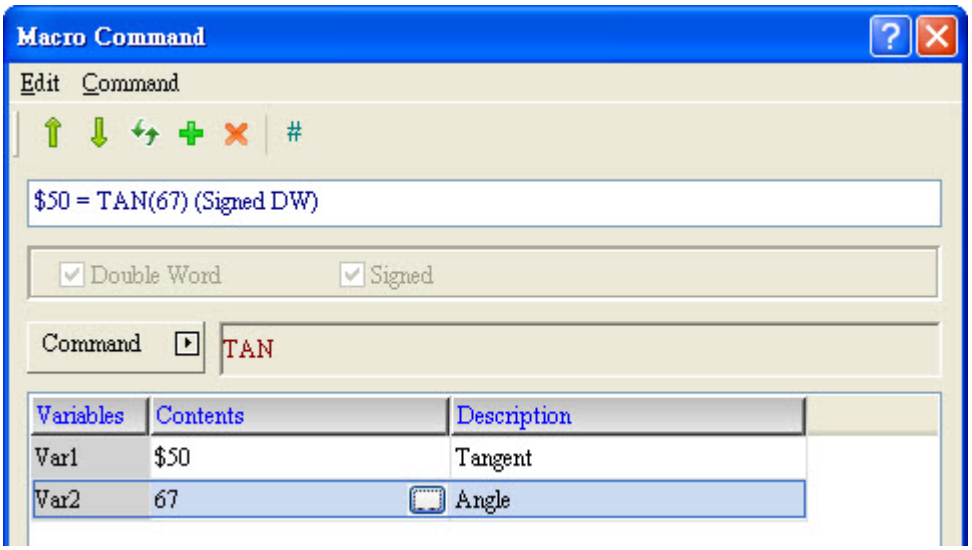
■ TAN (Tangent Function)

Expression	What Variables Represent		NOTE
Var1 = TAN(Var2) (Signed DW)	Var 1	Tangent	DW : Double Word Signed : Signed number
	Var 2	angle (in radians)	
	Expression Explanation		
	Perform the tangent function operation on V2, and store the remainder in V1.		
*Data type of Var 1 must be Floating Point. *Data type of Var 2 must be Signed Decimal and can not have decimal places.			

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		
Var 2	◎		◎

Example

➢ Var 1 is an internal memory address, and Var 2 is a constant.



➢ Use TAN command for $50 = TAN(67), it will perform TAN(67) and put results to $50. Therefore $50 will display 2.356.

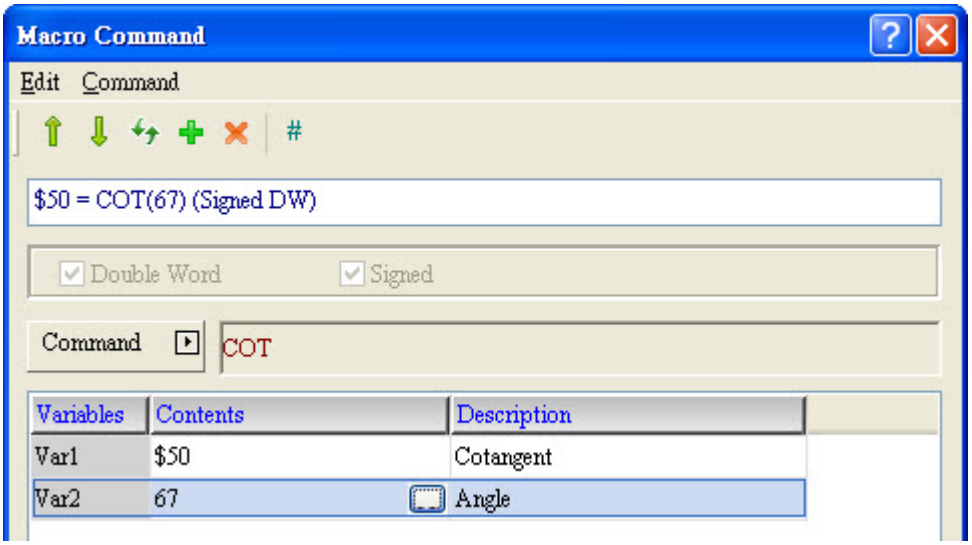
■ COT (Cotangent Function)

Expression	What Variables Represent		NOTE
Var1 = COT(Var2) (Signed DW)	Var 1	Cotangent	DW : Double Word Signed : Signed number
	Var 2	angle (in radians)	
	Expression Explanation		
	Perform the cotangent function operation on V2, and store the remainder in V1.		
*Data type of Var 1 must be Floating Point. *Data type of Var 2 must be Signed Decimal and can not have decimal places.			

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		
Var 2	◎		◎

Example

➢ Var 1 is an internal memory address, and Var 2 is a constant.



➢ Use COT command for $50 = COT(67), it will perform COT(67) and put results to $50. Therefore $50 will display 0.424.

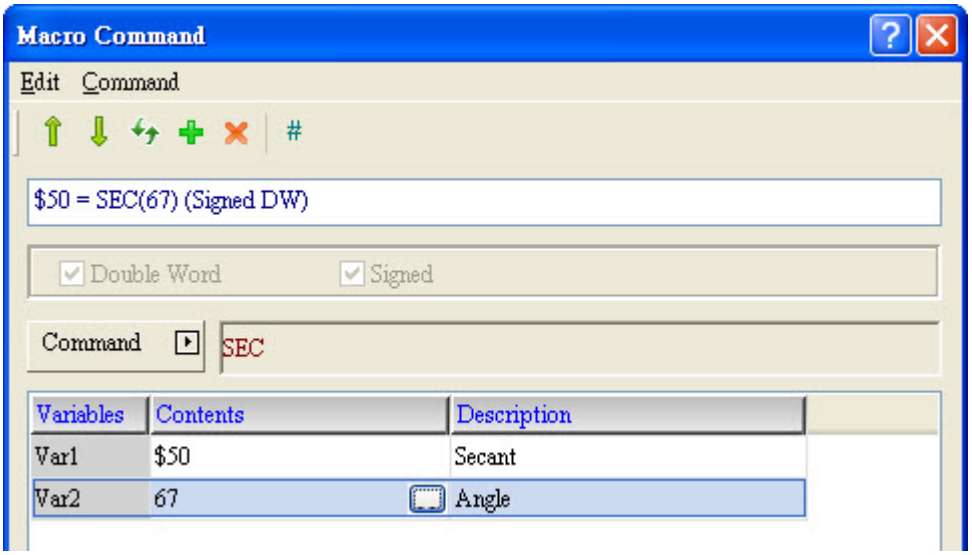
■ SEC (Secant Function)

Expression	What Variables Represent		NOTE
Var1 = SEC(Var2) (Signed DW)	Var 1	Secant	DW : Double Word Signed : Signed number
	Var 2	angle (in radians)	
	Expression Explanation		
	Perform the secant function operation on V2, and store the remainder in V1.		
*Data type of Var 1 must be Floating Point. *Data type of Var 2 must be Signed Decimal and can not have decimal places.			

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		
Var 2	◎		◎

Example

➢ Var 1 is an internal memory address, and Var 2 is a constant.



➢ Use SEC command for $50 = SEC(67), it will perform SEC(67) and put results to $50. Therefore $50 will display 2.559.

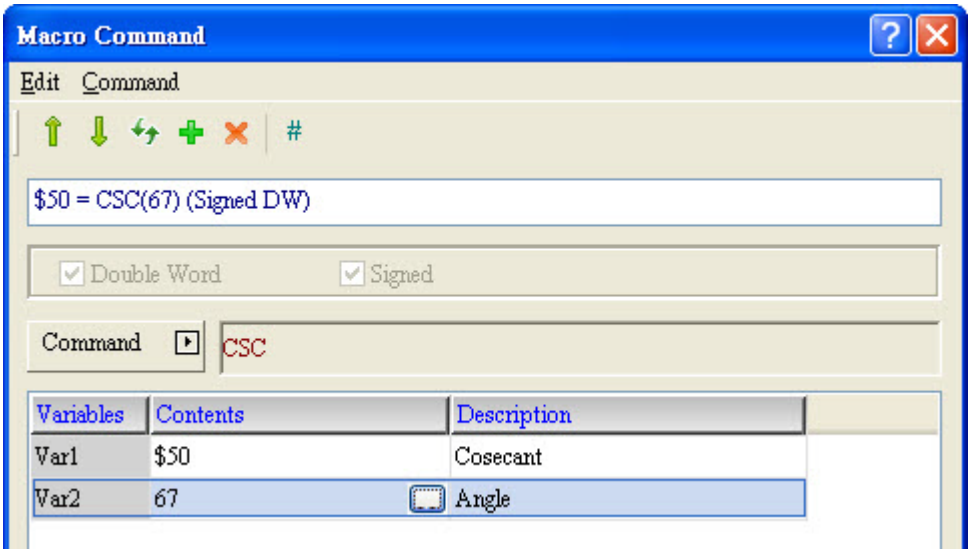
■ CSC (Cosecant Function)

Expression	What Variables Represent		NOTE
Var1 = CSC(Var2) (Signed DW)	Var 1	Cosecant	DW : Double Word Signed : Signed number
	Var 2	angle (in radians)	
	Expression Explanation		
	Perform the cosecant function operation on V2, and store the remainder in V1.		
*Data type of Var 1 must be Floating Point. *Data type of Var 2 must be Signed Decimal and can not have decimal places.			

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		
Var 2	◎		◎

Example

➢ Var 1 is an internal memory address, and Var 2 is a constant.



➢ Use CSC command for $50 = CSC(67), it will perform CSC(67) and put results to $50. Therefore $50 will display 1.086.

24-3-2 Logical Operation

Logical operations include six operators and relevant macro usages are detailed below.



Figure 24-3-2-1 Logical Operations

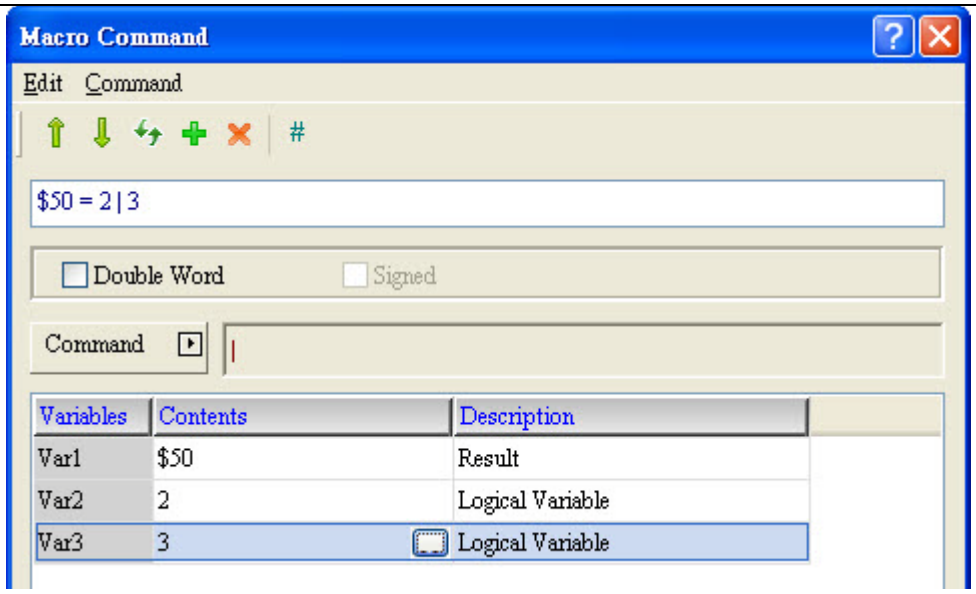
■ | (Bitwise OR Operation)

Bitwise OR Operation characteristic	
Operator	**Result**
0 OR 0	0
0 OR 1	1
1 OR 0	1
1 OR 1	1

Expression	What Variables Represent		NOTE
Var 1 = Var 2 | Var 3 (W) Var 1 = Var 2 | Var 3 (DW)	Var 1	Result of OR operation	W : Word DW : Double Word
	Var 2	Logical operand	
	Var 3	Logical operand	
	Expression Explanation		
	Perform the Bitwise OR operation on Var 2 and Var 3 and save the result Var 1.		

Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎	◎	
Var 2	◎	◎	◎
Var 3	◎	◎	◎

Example
➢ Var 1 is an internal memory address, and Var 2 and Var 3 are both constants.



- This command will transfer values for Var 2 and Var 3 to binary like 2 = 0010, 3 = 0011, and then bitwise OR operator with 0010 and 0011. After bitwise OR operator to get the result is 0011 and equals to 3.

	Binary	Value
	0010	2
| (OR Operator)	0011	3
	0011	3

■ && (Bitwise AND Operation)

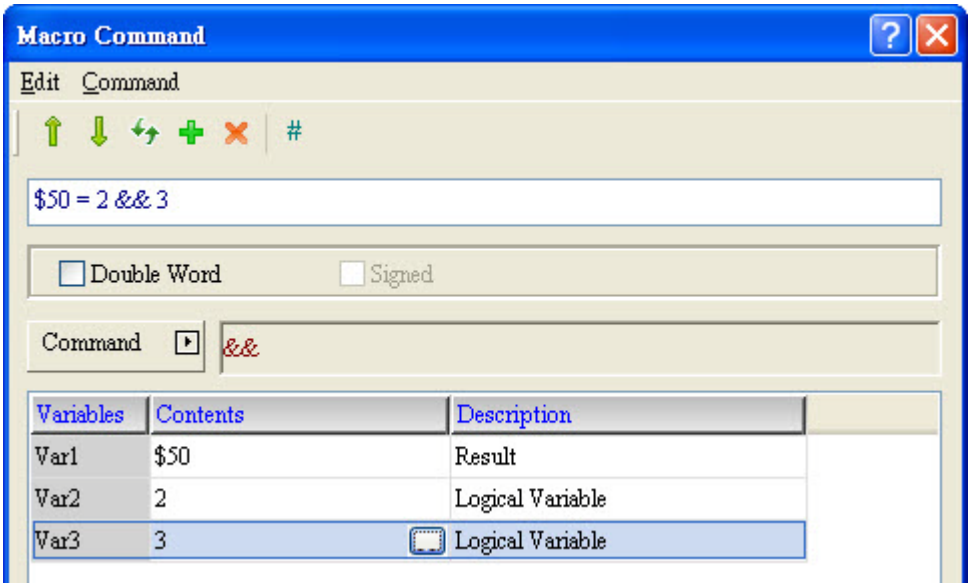
Bitwise AND Operation characteristic	
Operator	**Result**
0 OR 0	0
0 OR 1	0
1 OR 0	0
1 OR 1	1

Expression	What Variables Represent		NOTE
Var 1 = Var 2 && Var 3 (W) Var 1 = Var 2 && Var 3 (DW)	Var 1	Result of Bitwise AND operation	W : Word DW : Double Word
	Var 2	Logical Operand	
	Var 3	Logical Operand	
	Expression Explanation		
	Perform the Bitwise AND operation on Var 2 and Var 3 and save the result Var 1.		

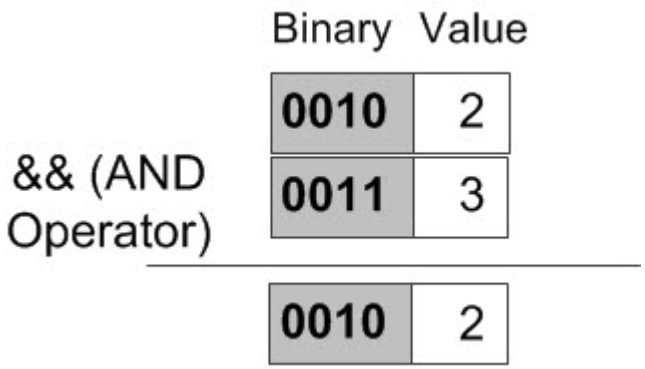
Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎	◎	
Var 2	◎	◎	◎
Var 3	◎	◎	◎

Example

➢ Var 1 is an internal memory address, and Var 2 and Var 3 are both constants.



- This command will transfer values for Var 2 and Var 3 to binary like 2 = 0010, 3 = 0011, and then bitwise AND operator with 0010 and 0011. After bitwise AND operator to get the result is 0010 and equals to 2.



■ ^ (Bitwise XOR Operation)

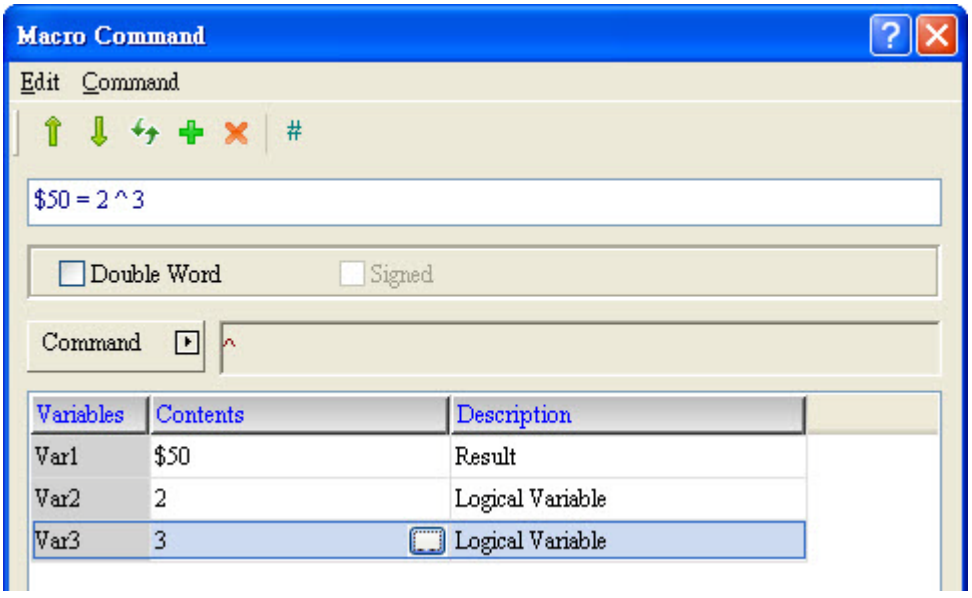
Bitwise XOR Operation characteristic	
Operator	**Result**
0 OR 0	0
0 OR 1	1
1 OR 0	1
1 OR 1	0

Expression	What Variables Represent		NOTE
Var 1 = Var 2 ^ Var 3 (W) Var 1 = Var 2 ^ Var 3 (DW)	Var 1	Result of Bitwise XOR operation	W : Word DW : Double Word
	Var 2	Logical Operand	
	Var 3	Logical Operand	
	Expression Explanation		
	Perform the Bitwise XOR operation on Var 2 and Var 3 and save the result Var 1.		

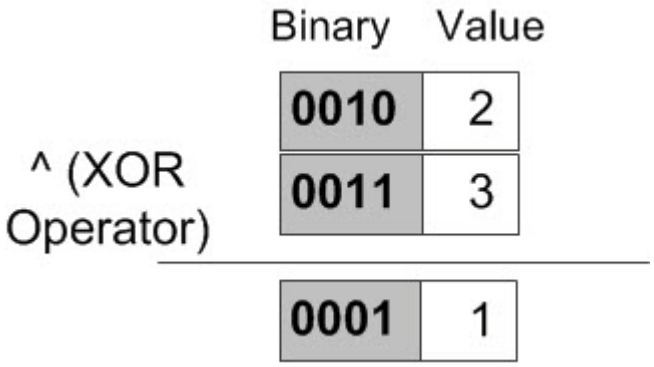
Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎	◎	
Var 2	◎	◎	◎
Var 3	◎	◎	◎

Example

➢ Var 1 is an internal memory address, and Var 2 and Var 3 are both constants.



- This command will transfer values for Var 2 and Var 3 to binary like 2 = 0010, 3 = 0011, and then bitwise XOR operator with 0010 and 0011. After bitwise XOR operator to get the result is 0001 and equals to 1.



■ NOT (Bitwise NOT Operation)

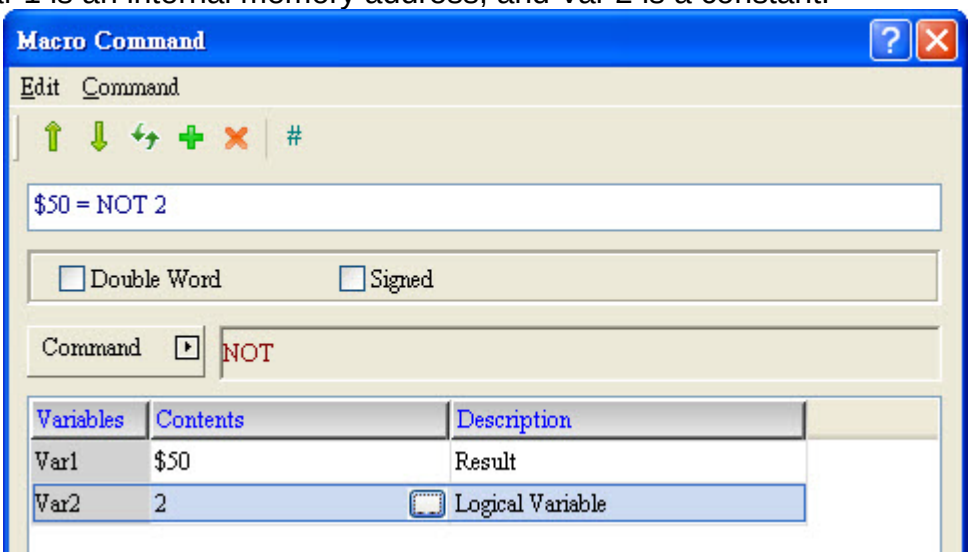
Bitwise NOT Operation characteristic	
Operator	**Result**
NOT 0	1
NOT 1	0

Expression	What Variables Represent		NOTE
Var 1 = NOT Var 2 (W) Var 1 = NOT Var 2 (DW) Var 1 = NOT Var 2 (Signed W) Var 1 = NOT Var 2 (Signed DW)	Var 1	Result of Bitwise NOT Operation	W : Word DW : Double Word Signed : Signed number
	Var 2	Logical Operand	
	Expression Explanation		
	Perform the Bitwise NOT operation on Var 2 and save the result in Var 1.		

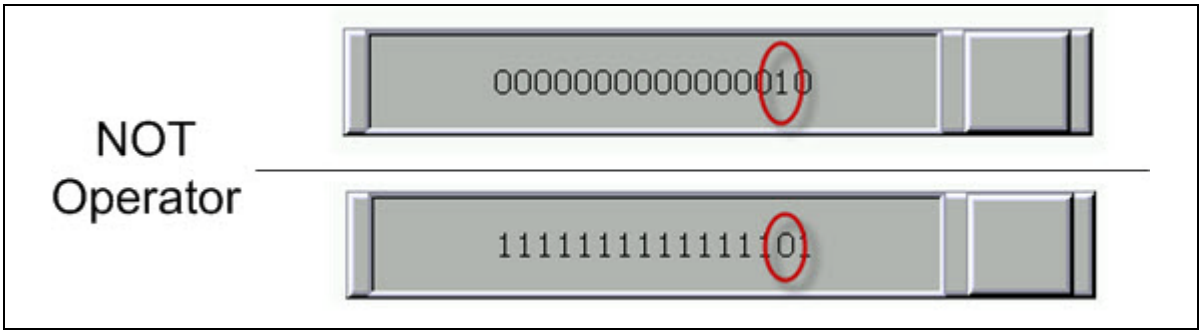
Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎	◎	
Var 2	◎	◎	◎

Example

➢ Var 1 is an internal memory address, and Var 2 is a constant.



➢ This command will transfer values for Var 2 to binary like 2 = 0000000000000010, and then bitwise NOT operator with 0000000000000010. After bitwise NOT operator to get the result is 1111111111111101.


NOT
Operator
0000000000000010
1111111111111101

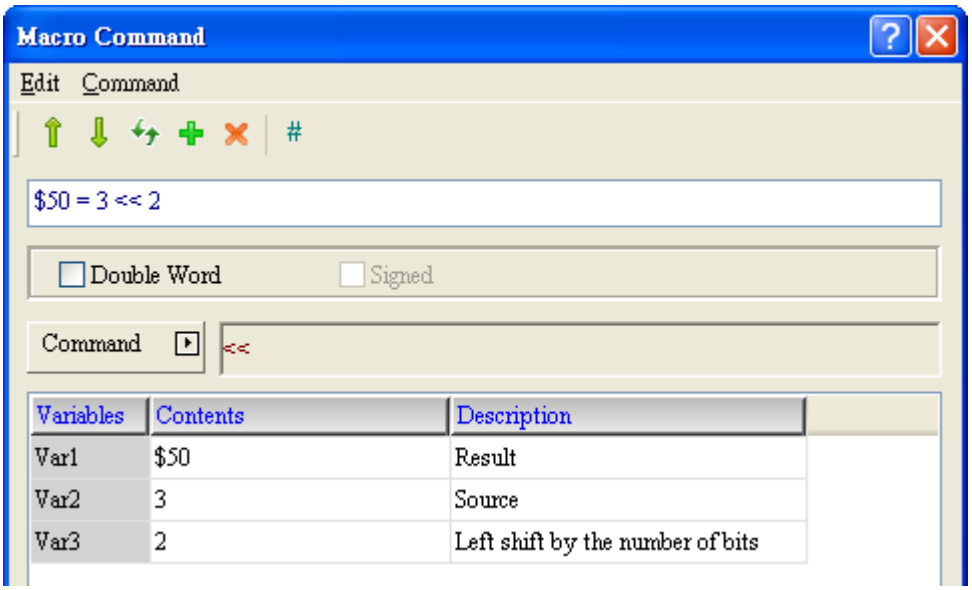
■ << (SHL Bitwise Left-shift Operation)

Expression	What Variables Represent		NOTE
Var1 = Var2 << Var3 (W) Var1 = Var2 << Var3 (DW)	Var 1	Result of left-shifted value	W : Word DW : Double Word
	Var 2	Source Address for the left-shift operation	
	Var 3	Numbers of bits to shift	
	Expression Explanation		
	Left-shift Var 2 by Var 3 bits and save the result in Var 1.		

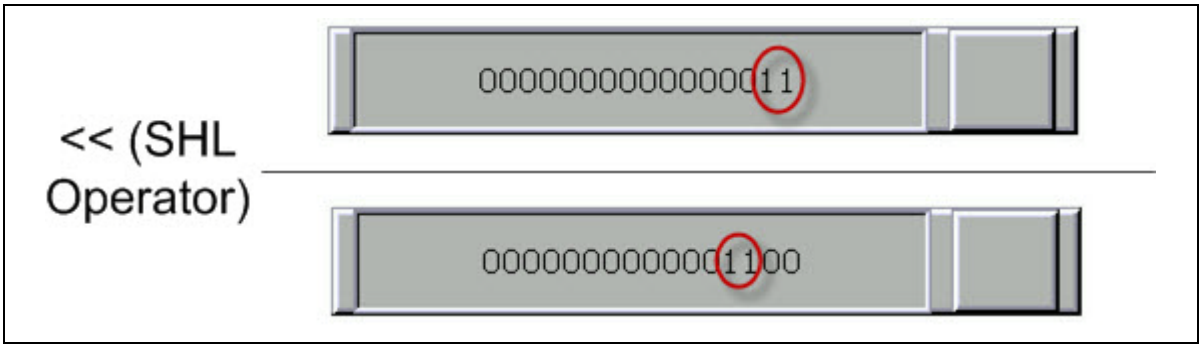
Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎	◎	
Var 2	◎	◎	◎
Var 3	◎	◎	◎

Example

➢ Var 1 and Var 2 are both internal memory addresses, and Var 3 is a constant.



➢ This command will transfer values for Var 2 to binary like 3 = 0000000000000011, and then bitwise left-shift two bits with 0000000000000011. After bitwise left-shift operator to get the result is 0000000000001100.


<< (SHL
Operator)
0000000000000011
0000000000001100

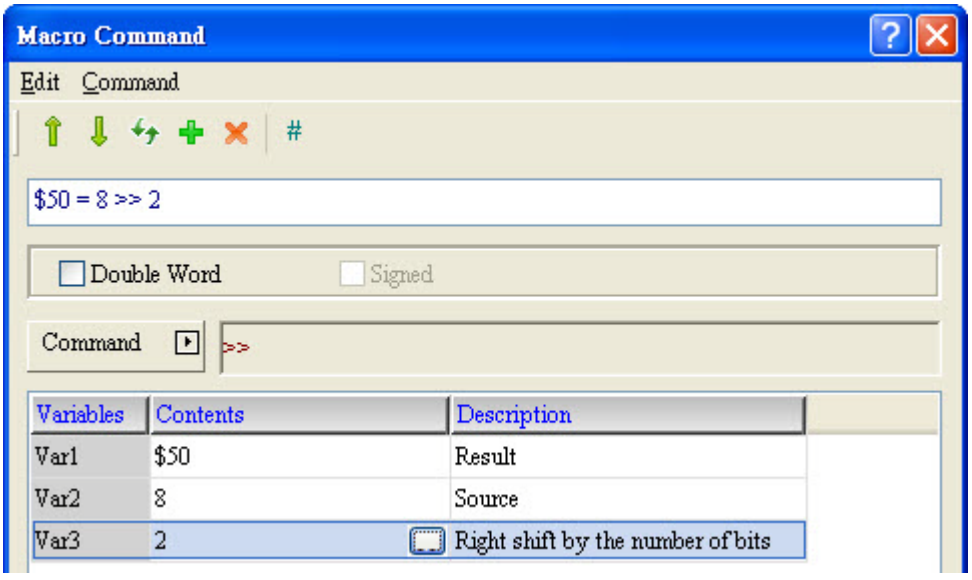
■ >> (SHR Bitwise Right-shift Operation)

Expression	What Variables Represent		NOTE
Var1 = Var2 >> Var3 (W) Var1 = Var2 >> Var3 (DW)	Var 1	Result of right-shifted value	W : Word DW : Double Word
	Var 2	Source Address for the right-shift operation	
	Var 3	Number of bits to shift	
	Expression Explanation		
	Right-shift Var 2 by Var 3 bits and save the result in Var 1.		

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎	◎	
Var 2	◎	◎	◎
Var 3	◎	◎	◎

Example

➢ Var 1 and Var 2 are both internal memory addresses, and Var 3 is a constant.



➢ This command will transfer values for Var 2 to binary like 8 = 0000000000001000, and then bitwise right-shift two bits with 0000000000001000. After bitwise right-shift operator to get the result is 0000000000000010.


>> (SHR
Operator)
0000000000001000
0000000000000010

24-3-3 Data Transfer

There are six commands for data transfer and they are detailed below:

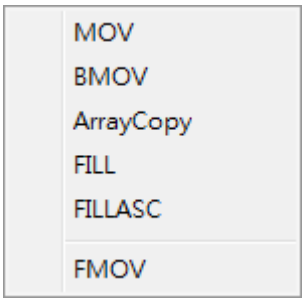


Figure 24-3-3-1 Data Transfer

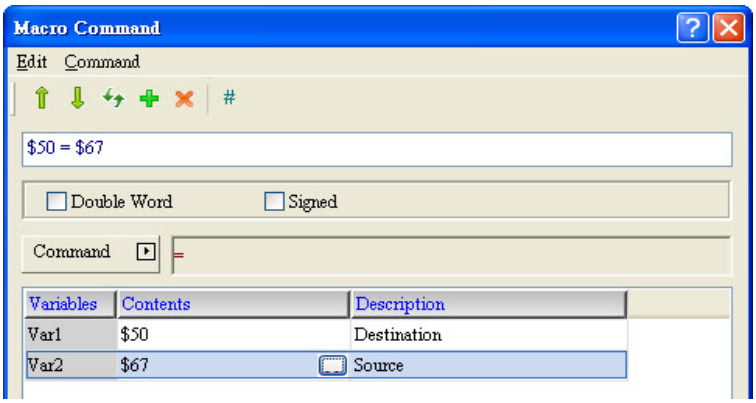
■ MOV (Data Moving Operand)

Expression	Context		NOTE
Var 1 = Var 2 (W) Var 1 = Var 2 (DW) Var 1 = Var 2 (Signed W) Var 1 = Var 2 (Signed DW)	Var 1	Destination Address	W : Word DW : Double Word Signed : Signed number
	Var 2	Source Data	
	Expression Explanation		
	Copy source data contained in Var 2 to Var 1, and data contained in Var 2 will not change.		

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎	◎	
Var 2	◎	◎	◎

Example

➢ Var 1 is an internal memory address, and Var 2 is a constant.



➢ Use MOV command for $50 = $67, it will perform move with input value at $67 to $50. If input value is 34 at $67, therefore $50 will display 34.

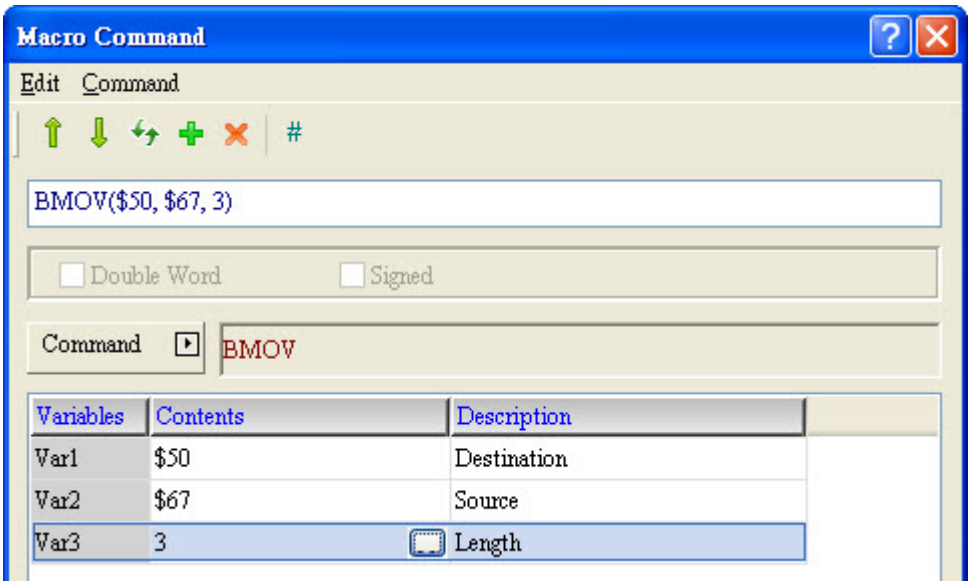
■ BMOV (Move in Block)

Expression	What Variables Represent		NOTE
BMOV(Var1, Var2, Var3) (W)	Var 1	Destination Address	W : Word
	Var 2	Source Data Address	
	Var 3	Word Data Length	
	Expression Explanation		
	Bulk-copy the entire block with the range specified in Var 3 from Var 2 to Var 1.		

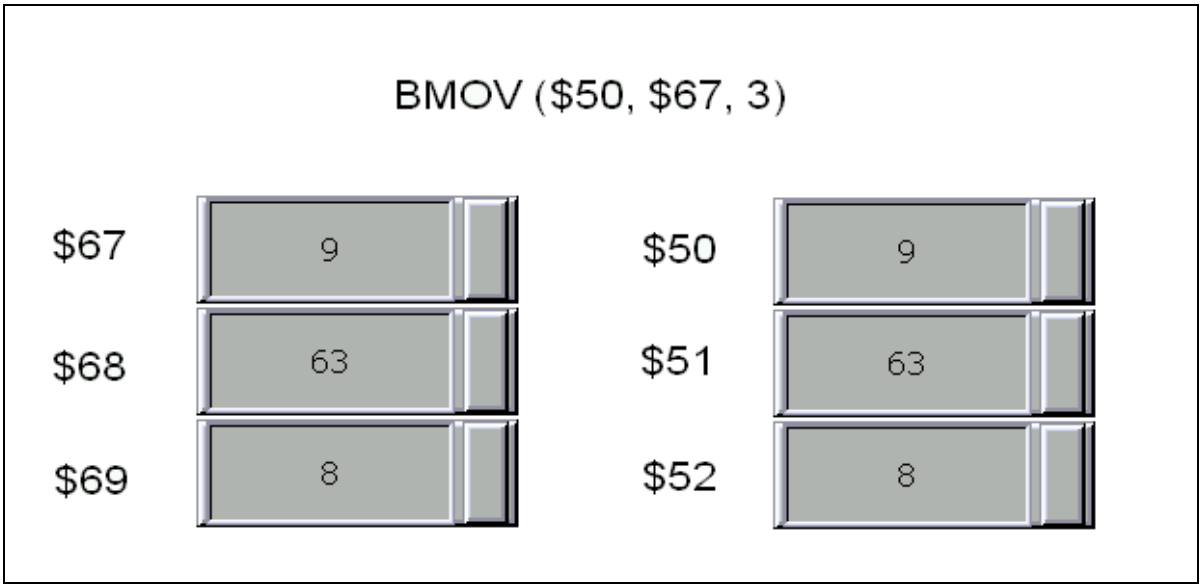
Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎	◎	
Var 2	◎	◎	
Var 3	◎		◎

Example

➢ Var 1 and Var 2 are both internal memory addresses, and Var 3 is a constant.



➢ It will perform move 3 data length from $67 to $50. Therefore when input value at $67, $68, $69 will move data to $50, $51, $52.


BMOV ($50, $67, 3)
$67
9
$68
63
$69
8
$50
9
$51
63
$52
8

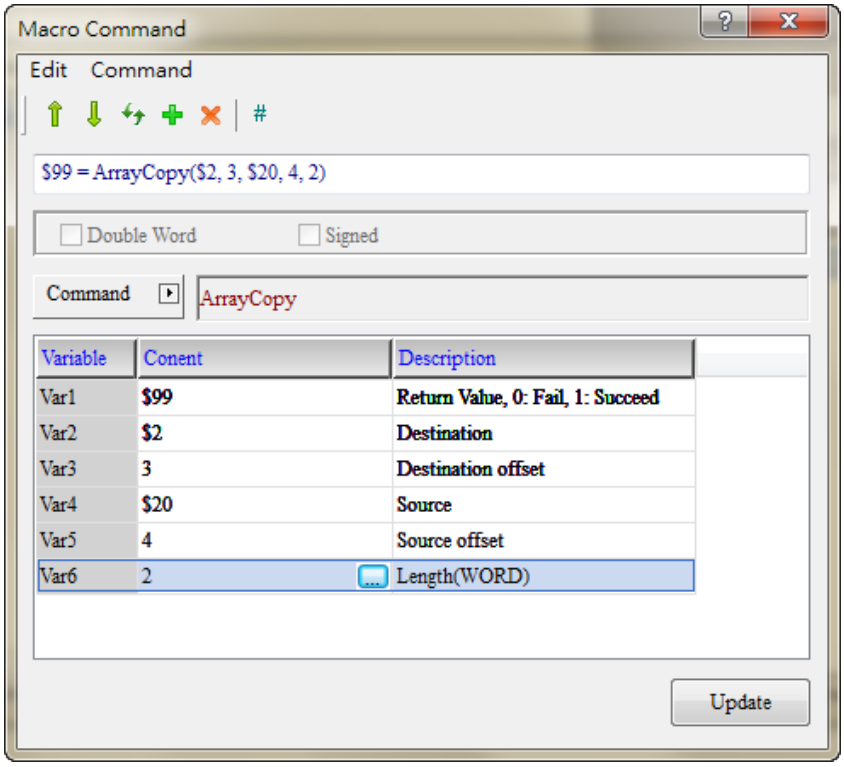
■ ArrayCopy (Copy Array)

<table>
<tr><th>Expression</th><th colspan="3">What Variables Represent</th><th>NOTE</th></tr>
<tr><td rowspan="9">Var1 = ArrayCopy(Var2, Var3, Var4, Var5, Var6)</td><td rowspan="3">Var 1</td><td colspan="2">Returned Value</td><td rowspan="9"></td></tr>
<tr><td>Failure</td><td>0</td></tr>
<tr><td>Success</td><td>1</td></tr>
<tr><td>Var 2</td><td colspan="2">Target Address</td></tr>
<tr><td>Var 3</td><td colspan="2">Target Offset Amount</td></tr>
<tr><td>Var 4</td><td colspan="2">Source Address</td></tr>
<tr><td>Var 5</td><td colspan="2">Source Offset Amount</td></tr>
<tr><td>Var 6</td><td colspan="2">Moving Length
(unit: WORD)</td></tr>
<tr><td colspan="3">Expression Explanation</td></tr>
<tr><td colspan="3">Copy one section of consecutive address to another section.</td></tr>
</table>

Variable	Memory Usage			
	Internal Memory	PLC Register	String	Constant
Var 1	◎			
Var 2	◎	◎		
Var 3	◎	◎		◎
Var 4	◎	◎		
Var 5	◎	◎		◎
Var 6	◎	◎		◎

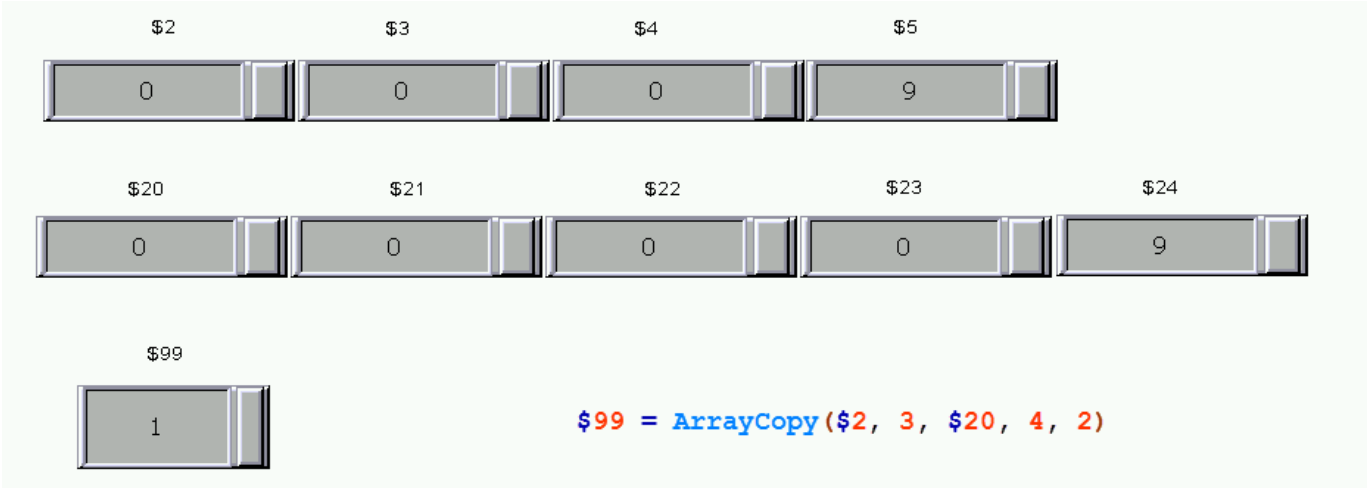
Example

➢ $99 = ArrayCopy($2, 3, $20, 4, 2)



Address	$0	$1	$2	$3	$4	$5	$6	$7	…	$19	$20	$21	$22	$24	$24	$25	$26	…
Offset			+0	+1	+2	+3					+0	+1	+2	+3	+4			…

Copy the offset amount (4, the representative address is $24) specified by source address ($20) to the offset amount (3, the representative address is $5) specified by target address $2. See the figure below:



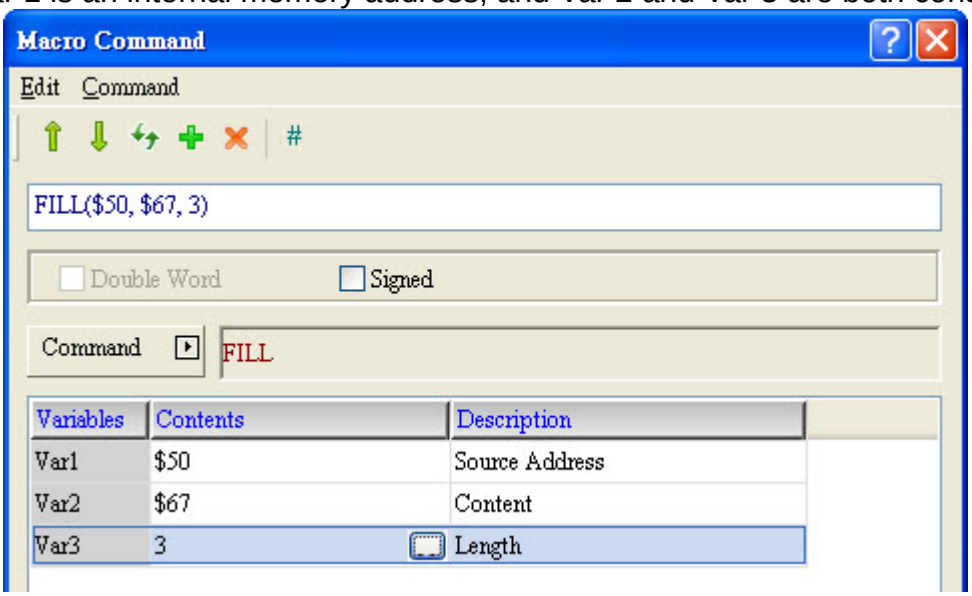
■ FILL (Fill in the Block)

Expression	What Variables Represent		NOTE
FILL(Var1, Var2, Var3) (W) FILL(Var1, Var2, Var3) (Signed W)	Var 1	Destination Address of the Source Data	W : Word
	Var 2	Source value	
	Var 3	Length	
	Expression Explanation		
	Copy the value contained in Var 2 to a number of variables starting from Var 1. (the number of variable is specified in Var 3)		

Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎	◎	
Var 2	◎	◎	◎
Var 3	◎	◎	◎

Example

➢ Var 1 is an internal memory address, and Var 2 and Var 3 are both constants.



➢ Input value at $67 and will fill the value for 3 data length from $50, $51 and $52.


FILL ($50, $67, 3)
$67
69
$50
69
$51
69
$52
69

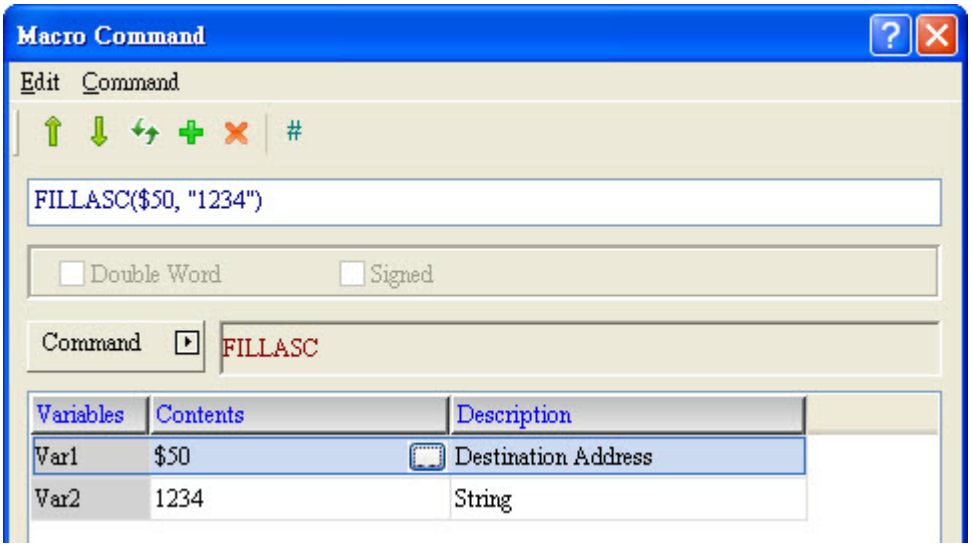
■ FILLASC (String to ASCII Conversion)

Expression	What Variables Represent		NOTE
FILLASC(Var1, "Var2") (W)	Var 1	Destination address for the string	W : Word
	Var 2	String	
	Expression Explanation		
	Convert the Var2 text string into corresponding ASCII values and save them in Var1.		

Variable	Memory Usage			
	Internal Memory	**PLC Register**	**Constant**	**String**
Var 1	◎	◎		
Var 2				◎

Example

➢ Var 1 is an internal memory address, and Var 2 is a text string.



➢ The result after conversion: $50 = 3241H, $51 = 3433H.

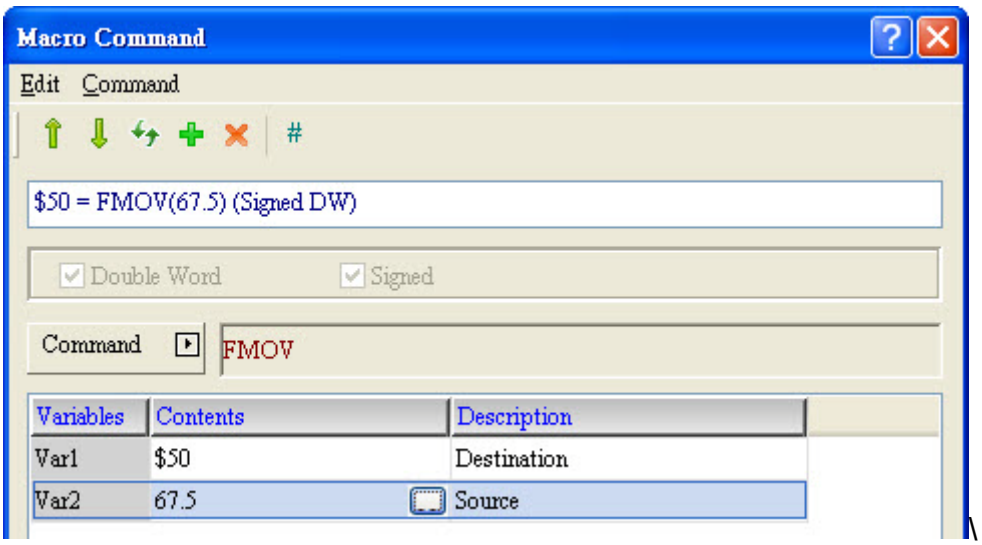
■ FMOV (Move floating point data)

Expression	What Variables Represent		NOTE
Var1 = FMOV(Var2) (Signed DW)	Var 1	Destination Address	DW : Double Word Signed : Signed number
	Var 2	Source data address	
	Expression Explanation		
	Copy floating point source data contained in Var 2 to Var 1, and the floating point contained in Var 2 will not change.		

Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎	◎	
Var 2	◎	◎	◎

Example

➢ Var 1 is an internal memory address and Var 2 is a constant.



➢ Put 67.5 floating data to $50, therefore $50 will display 67.5.

24-3-4 Data Conversion

Data conversion operations are performed with commands for data type conversion, maximum and minimal values and data swap, and their usages are detailed below:

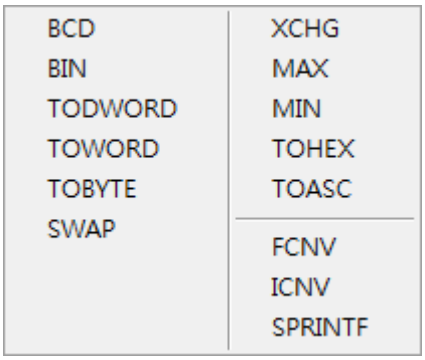


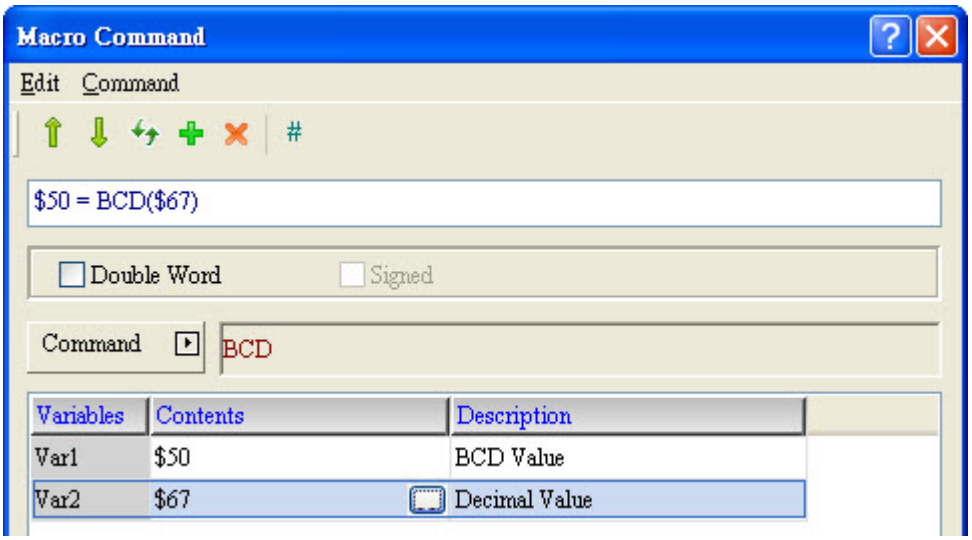
Figure 24-3-4-1 Data Conversion

■ BCD (Decimal to BCD Conversion)

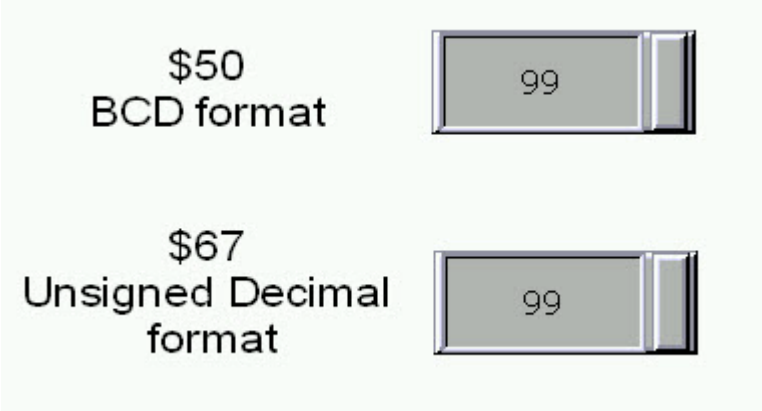
Expression	What Variables Represent		NOTE
Var1 = BCD(Var2) (W) Var1 = BCD(Var2) (DW)	Var 1	BCD type data	W : Word DW : Double Word
	Var 2	Decimal type data	
	Expression Explanation		
	Convert decimal data stored in Var2 into BCD data and save the converted data in Var1.		

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		
Var 2	◎		

Example
➢ Var 1 and Var 2 are internal memory addresses.



- Transfer Unsigned Decimal format with $67 to BCD format with $50.



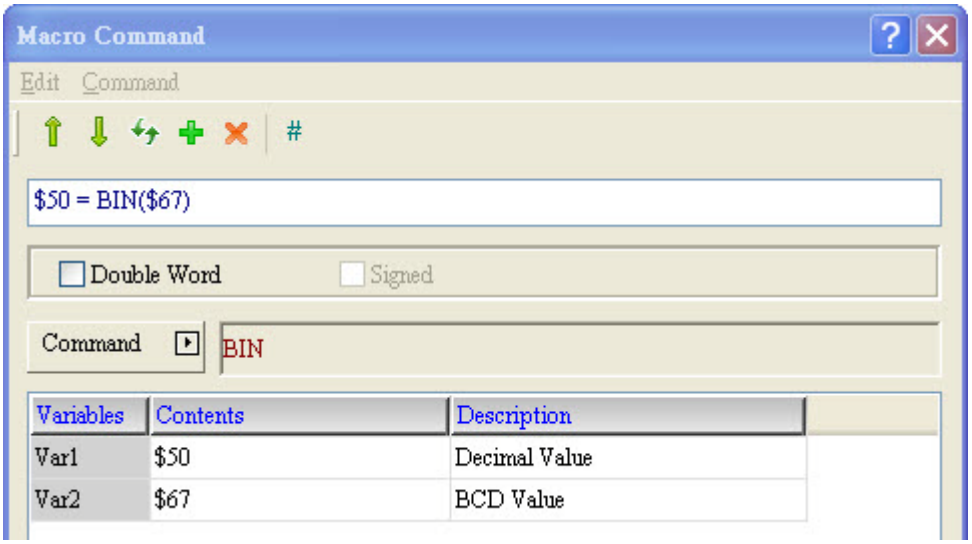
■ BIN (BCD to Decimal Conversion)

Expression	What Variables Represent		NOTE
Var1 = BIN(Var2) (W) Var1 = BIN(Var2) (DW)	Var 1	Decimal type data	W : Word DW : Double Word
	Var 2	BCD type data	
	Expression Explanation		
	Convert BCD data stored in Var2 into decimal data and save the converted data in Var1.		

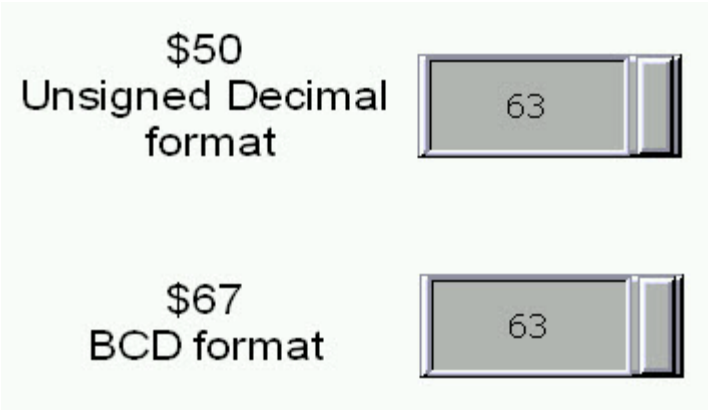
Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		
Var 2	◎		

Example

➢ Var 1 and Var 2 are internal memory addresses.



➢ Transfer BCD format with $67 to Unsigned Decimal format with $50.



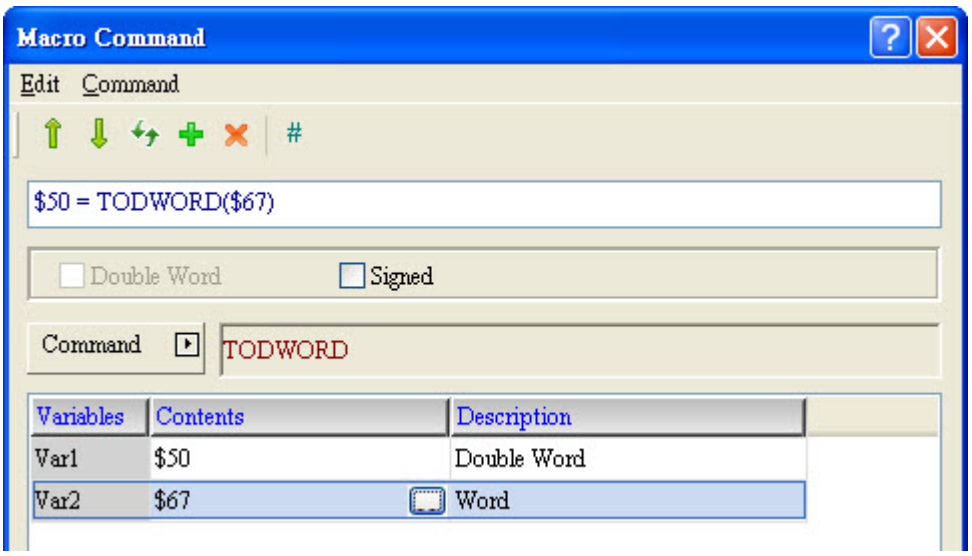
■ TODWORD (WORD to Double WORD Conversion)

Expression	What Variables Represent		NOTE
Var1 = TODWORD(Var2) (W) Var1 = TODWORD(Var2) (Signed W)	Var 1	Double Word type data	W : Word
	Var 2	Word type data	
	Expression Explanation		
	Convert Word data stored in Var2 into Double Word data and save the converted data in Var1.		

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		
Var 2	◎		

Example

➢ Var 1 and Var 2 are internal memory addresses.



➢ Convert the Word data originally stored in $67 into Double Word data and store it in $50. Since the converted data is a Double Word data, it actually takes up two addresses from $50 to $51.

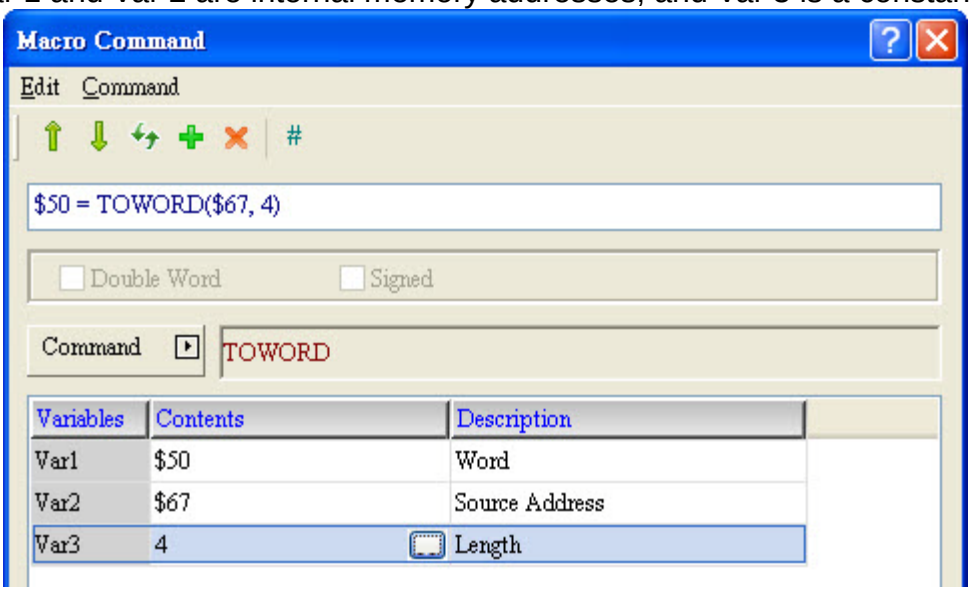
■ TOWORD (BYTE to Word Conversion)

Expression	What Variables Represent		NOTE
Var1 = TOWORD(Var2, Var3) (W)	Var 1	Word type data	W : Word
	Var 2	Starting Address of the Source Data	
	Var 3	Length	
	Expression Explanation		
	Convert BYTE data (number of byte is Var3) from Var2 to WORD value and store the result in Var1. The high byte will be filled with 0.		
* As V2 is in word data type, each word stored in Var 2 can be converted in to two words. * Please note that the first and last byte of the converted WORD will be exchanged.			

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		
Var 2	◎		
Var 3	◎		◎

Example

➢ Var 1 and Var 2 are internal memory addresses, and Var 3 is a constant.



➢ Convert the 4 consecutive bytes in $67 into the word type and save them into $50.

➢ Both $50 and $67 are set to the Hex data type.

➢ If $67 = AB67H and $68 = 9A62H, then after conversion using the TOWORD command, then the result is: $50 = 67H, $51 = ABH, $52 = 62H and $53 = 9AH.

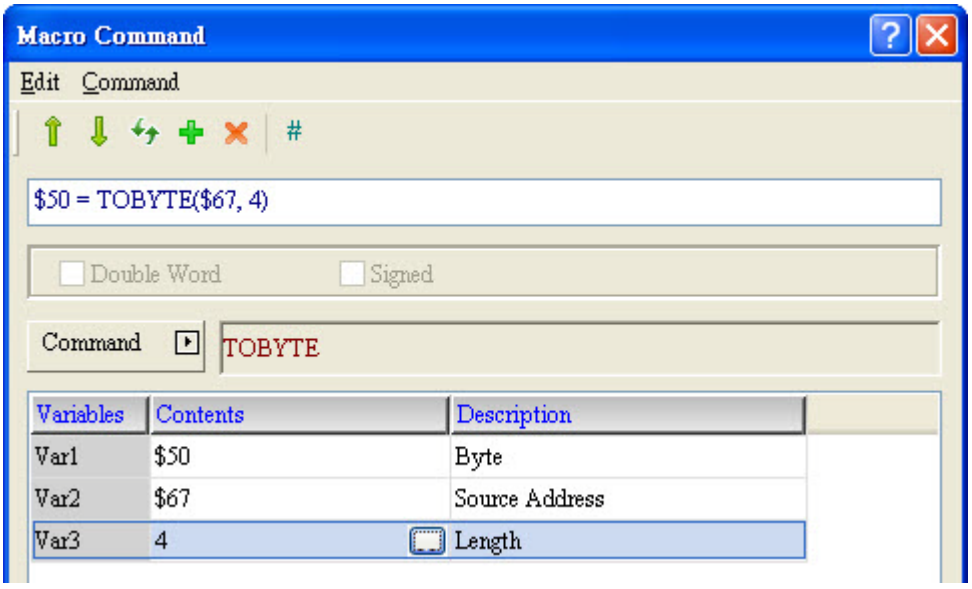
■ TOBYTE (Word to Byte Conversion)

Expression	What Variables Represent		NOTE
Var1 = TOBYTE(Var2, Var3) (W)	Var 1	BYTE type data	W : Word
	Var 2	Starting Address of the Source Data	
	Var 3	Length	
	Expression Explanation		
	Convert Word data (number of word is Var3) from low-byte of Var2 to Byte data (discard high-byte of Var2) and store the result in Var1.		
* Please note that the first and last byte of the converted WORD will be exchanged.			

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		
Var 2	◎		
Var 3	◎		◎

Example

➢ Var 1 and Var 2 are internal memory addresses, and Var 3 is a constant.



➢ Convert the 4 consecutive words in $67 into the byte type and save them into $50.

➢ Both $50 and $67 are set to the Hex data type.

➢ If $67 = 12H, $68 = 76H, $69 = 24H and $70 = ABH, then after conversion using the TOBYTE command, the result is: $50 = 7612H、$51 = AB24H.

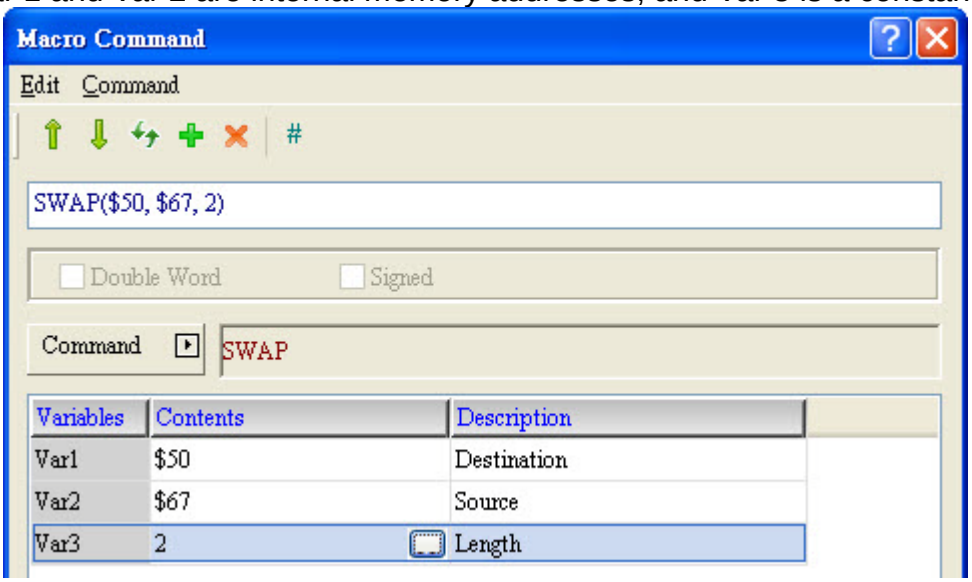
■ SWAP (Swap between highbit and lowbit of WORD)

Expression	What Variables Represent		NOTE
SWAP(Var1, Var2, Var3) (W)	Var 1	Starting Address of the Destination Data	W : Word
	Var 2	Starting Address of the Source Data	
	Var 3	Length	
	Expression Explanation		
	Swap between the high-byte and low-byte of Var 2 until the Var2+Var3 item, and store the result in the starting position of Var1 forward.		

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		
Var 2	◎		
Var 3	◎		◎

Example

- Var 1 and Var 2 are internal memory addresses, and Var 3 is a constant.



- Swap between the high-byte and low-byte of value stored in $67 and save the swapped result in $50.
- Both $50 and $67 are set to the Hex data type.
- If 67 = 5612H and $68 = B724H, then after executing the SWAP command to swap the high-byte and low-byte of values stored within $67 and save them into $50 and $51, the result will be $50=1256H, $51 = 24B7H.

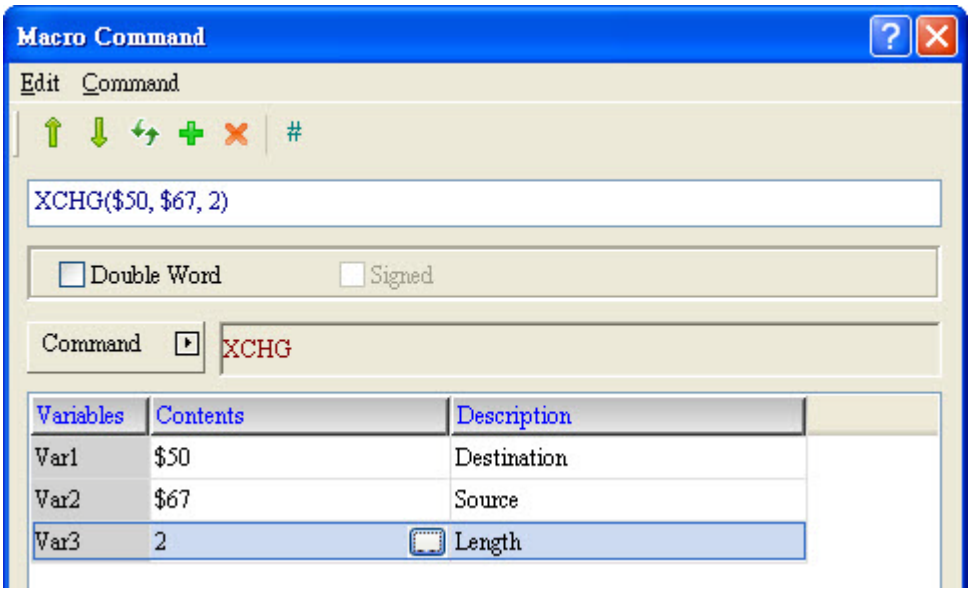
■ XCHG (Data Exchange)

Expression	What Variables Represent		NOTE
XCHG(Var1, Var2, Var3) (W) XCHG(Var1, Var2, Var3) (DW)	Var 1	Starting Address of the Destination Data	W : Word DW : Double Word
	Var 2	Starting Address of the Source Data	
	Var 3	Length	
	Expression Explanation		
	Exchange between values stored in Var 2 and Var 1 based on the length specified in Var 3.		

Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎		
Var 2	◎		
Var 3	◎		◎

Example

➢ Var 1 and Var 2 are internal memory addresses, and Var 3 is a constant.



➢ Exchange between 2 bytes of data stored in $67 and $50.

➢ Both $50 and $67 are Hex data type.

➢ If $67 = 1244H, $68 = 5678H, $50 = ABCDH and $51 = EFDCH, then after executing SCHG to exchange between values stored in $67 and $68, and $50 and $51, then the result will be $67 = ABCDH, $68 = EFDCH, $50 = 1244H and $51 = 5678H.

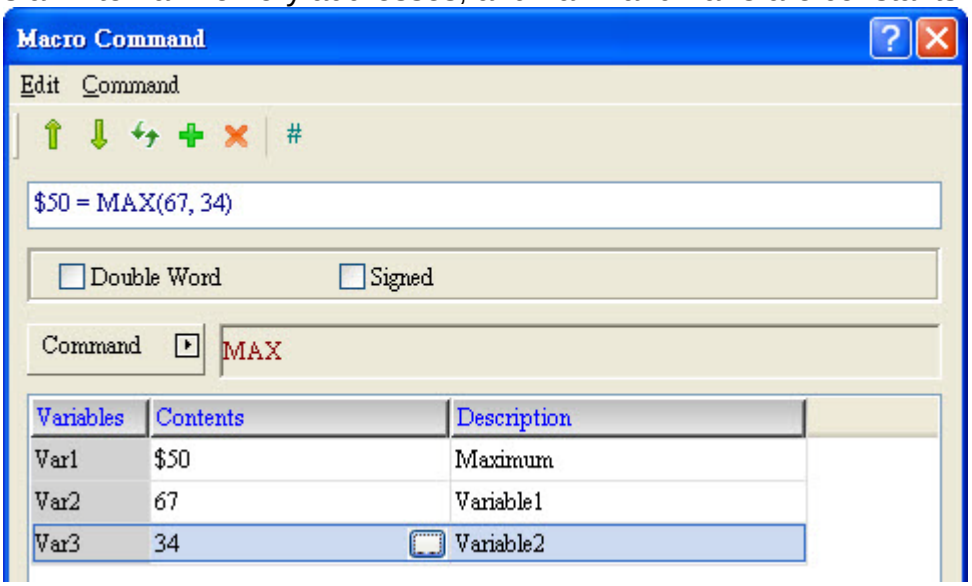
■ MAX (Get Maximum Value)

Expression	What Variables Represent		NOTE
Var1 = MAX(Var2, Var3) (W) Var1 = MAX(Var2, Var3) (DW) Var1 = MAX(Var2, Var3) (Signed W) Var1 = MAX(Var2, Var3) (Signed DW)	Var 1	Maximum value	W : Word DW : Double Word
	Var 2	Variable 1	
	Var 3	Variable 2	
	Expression Explanation		
	Get the maximum value between Var2 and Var3 and store the result in Var1.		

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		
Var 2	◎		◎
Var 3	◎		◎

Example

➢ Var 1 is an internal memory addresses, and Var 2 and Var 3 are constants.



➢ Maximize (67, 34) and put the maximum value to $50. Therefore $50 will display 67.

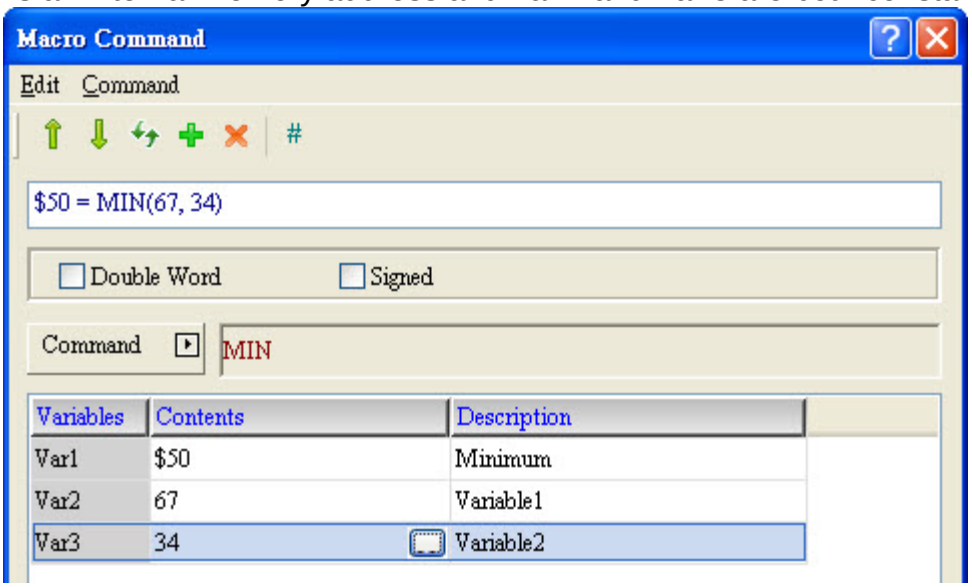
■ MIN (Get Minimum Value)

Expression	What Variables Represent		NOTE
Var1 = MIN(Var2, Var3) (W) Var1 = MIN(Var2, Var3) (DW) Var1 = MIN(Var2, Var3) (Signed W) Var1 = MIN(Var2, Var3) (Signed DW)	Var 1	Minimum Value	W : Word DW : Double Word
	Var 2	Variable1	
	Var 3	Variable2	
	Expression Explanation		
	Get the minimum value between Var2 and Var3 and store the result in Var1.		

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		
Var 2	◎		◎
Var 3	◎		◎

Example

➢ Var 1 is an internal memory address and Var 2 and Var 3 are both constants.



➢ Minimize (67, 34) and put the minimum value to $50. Therefore $50 will display 34.

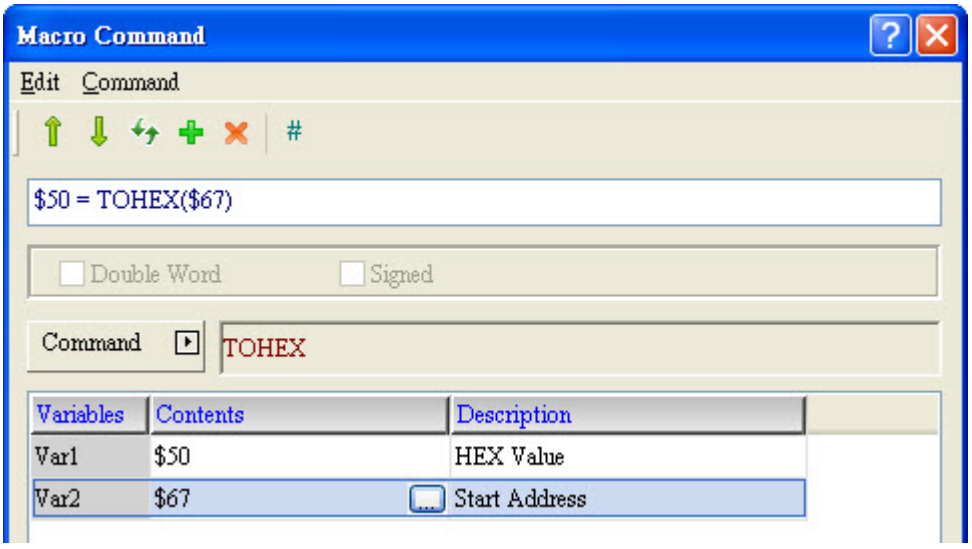
■ TOHEX (**Conversion of 4 ASCII characters to four digit HEX integer**)

Expression	What Variables Represent		NOTE
Var1 = TOHEX(Var2) (W)	Var 1	Hexadecimal value	W : Word
	Var 2	Starting ASCII Address	
	Expression Explanation		
	Convert the ASCII characters of V2 (4 WORDS) to the HEX value and store the result in V1.		

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		
Var 2	◎		

Example

- Var 1 and Var 2 are all internal memory addresses.



- Convert the ASCII characters of $67 (4 WORDS) to the HEX value and store the result in $50.
- Both $50 and $67 are set to the Hex data type.
- If $67 = 31H, $68 = 32H, $69 = 33H and $70 = 34H, then after using the TOHEX command to convert the ASCII characters stored in these four variables into HEX data type and store them in $50, then the result is: $50 = 1244H.

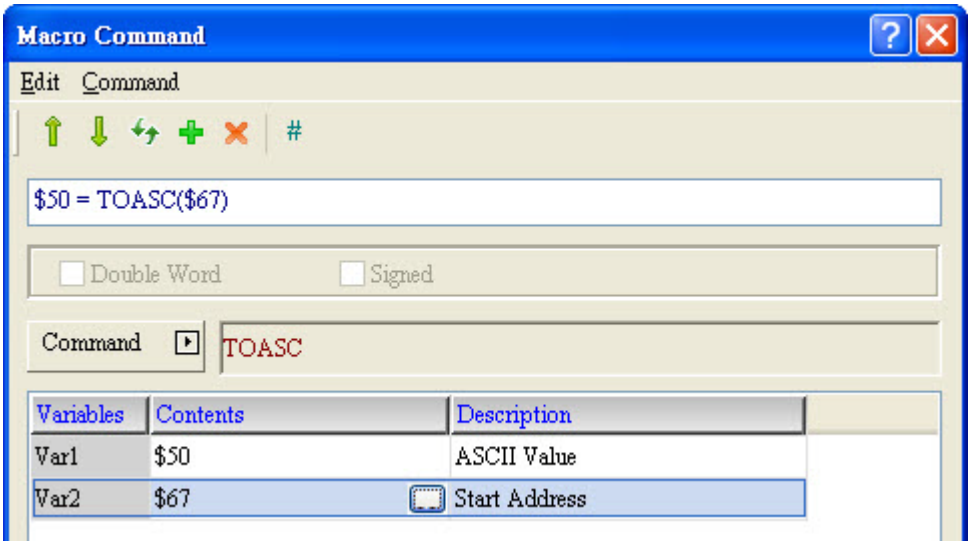
■ TOASC (Conversion of HEX integers into ASCII characters)

Expression	What Variables Represent		NOTE
Var1 = TOASC(Var2) (W)	Var 1	ASCII Value	W : Word
	Var 2	Starting hexadecimal address	
	Expression Explanation		
	Convert Var2 in HEX format to the ASCII (4 WORDS) characters and store the result in Var1.		

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		
Var 2	◎		

Example

➢ Var 1 and Var 2 are internal memory addresses



➢ Convert the HEX values of $67 into ASCII characters (4 WORDS) and store the result in $50.

➢ Both $50 and $67 are set to the Hex data type.

➢ If $67 = 1244H, then after using the TOASC command to convert the HEX value stored in $67 into ASCII characters and stored in these four variables into $50, $51, $52 and $53, then the result is: $50 = 31H, $51 = 32H, $52 = 33H, $53 = 34H.

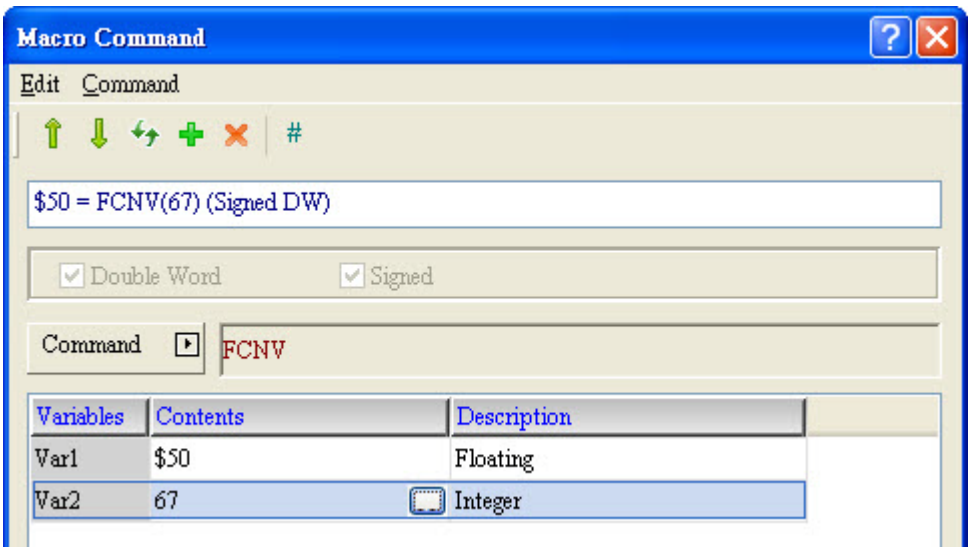
■ FCNV (Conversion of integer into floating point value)

Expression	What Variables Represent		NOTE
Var1 = FCNV(Var2) (Signed DW)	Var 1	Floating point value	DW : Double Word Signed : Signed number
	Var 2	Integer value	
	Expression Explanation		
	Convert the value in Var2 (integer) to floating point value and store in Var1.		

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		
Var 2	◎		◎

Example

➢ Var 1 and Var 2 are internal memory addresses.



➢ Convert $67 (integer value) into the floating point value and save it in $50.

➢ $50 is set to floating point data type and the integer to Double Word data type.

➢ The result is $50 = 67.0.

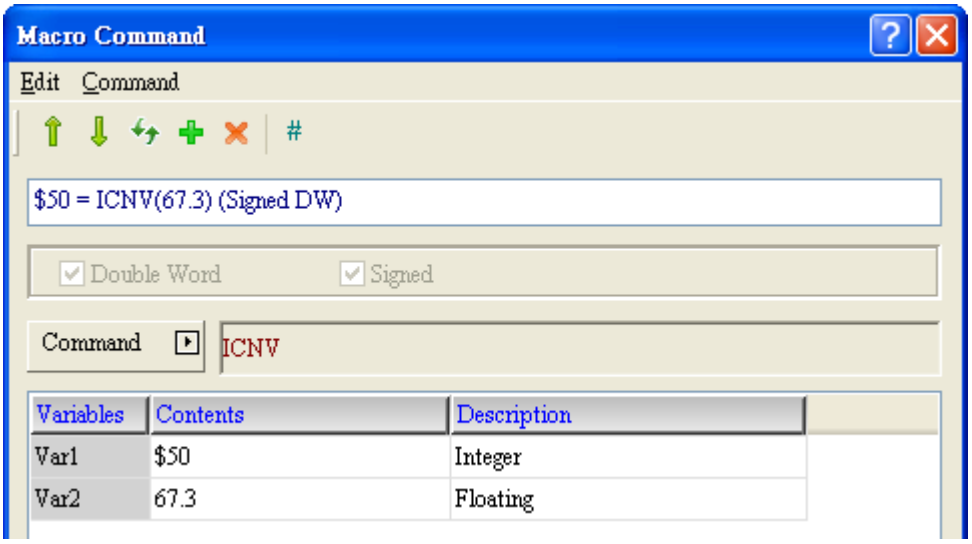
■ ICNV (Conversion from integer to floating point value)

Expression	What Variables Represent		NOTE
Var1 = ICNV(Var2) (Signed DW)	Var 1	Integer value	DW : Double Word Signed : Signed number
	Var 2	Floating point value	
	Expression Explanation		
	Convert the value in Var2 (floating point value) into an integer and store it in Var1.		

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		
Var 2	◎		◎

Example

➢ Var 1 and Var 2 are internal memory addresses.



➢ Convert 67.3 (floating point value) into the an integer and save it in $50.

➢ $50 is set to Unsigned Decimal and the integer to Word data type.

➢ The result is $50 = 67.

■ SPRINTF (Format String)

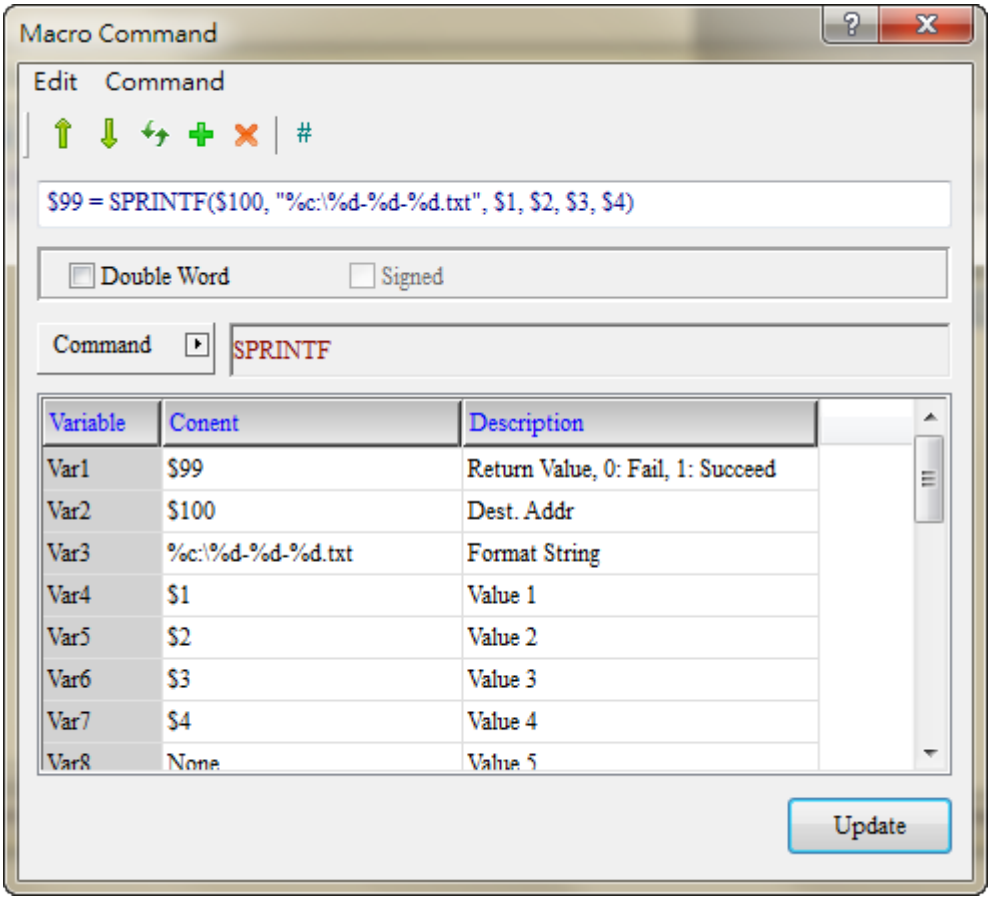
<table>
<tr><th>Expression</th><th colspan="3">What Variables Represent</th><th>NOTE</th></tr>
<tr><td rowspan="10">Var1 = SPRINTF (Var2, "%u", Var4) (DW)

Var1 = SPRINTF (Var2, "%u", Var4, …, Var24) (DW) (Note 2)</td><td rowspan="3">Var 1</td><td colspan="2">Returned Value</td><td rowspan="10">DW = Double Word</td></tr>
<tr><td>Failure</td><td>0</td></tr>
<tr><td>Success</td><td>1</td></tr>
<tr><td>Var 2</td><td colspan="2">Fill in the target address of string</td></tr>
<tr><td>Var 3</td><td colspan="2">String Content (Note 1)</td></tr>
<tr><td>Var 4</td><td colspan="2">Value 1</td></tr>
<tr><td>…</td><td colspan="2">…</td></tr>
<tr><td>Var 24</td><td colspan="2">Value 20</td></tr>
<tr><td colspan="3">Expression Explanation</td></tr>
<tr><td colspan="3">Fill in the string content then the target address according to Var 2</td></tr>
<tr><td colspan="5">Note 1: The supported string formats are shown as below:
%d：signed integer
%u：unsigned integer
%c：ASCII character
%x：value in hexadecimal
Note 2: It supports up to 20 variables
Note 3: The fill in number should be identical with the value number.</td></tr>
</table>

Variable	Memory Usage			
	Internal Memory	PLC Register	String	Constant
Var 1	◎			
Var 2	◎	◎		
Var 3			◎	
Var 4	◎	◎		◎
…	…	…		…
Var 24	◎	◎		◎

Example

- $99 = SPRINTF($100, "%c:\%d-%d-%d.txt", $1, $2, $3, $4)



Create numeric entry element: $1, $2, $3, $4. Then, enter the value which shown as below:

$1 = 68 (represents D in ASCII code)

$2 = 2012

$3 = 12

$4 = 21

Create character entry element and set its address to $100. After execution, the screen will show as below:



24-3-5 Comparison

Comparison is performed with such commands as If…Then Goto, If…Then Call, If and Elseif and they are detailed below.

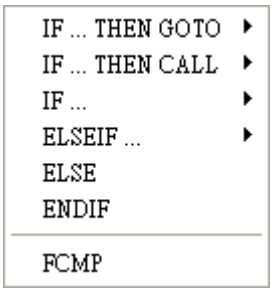
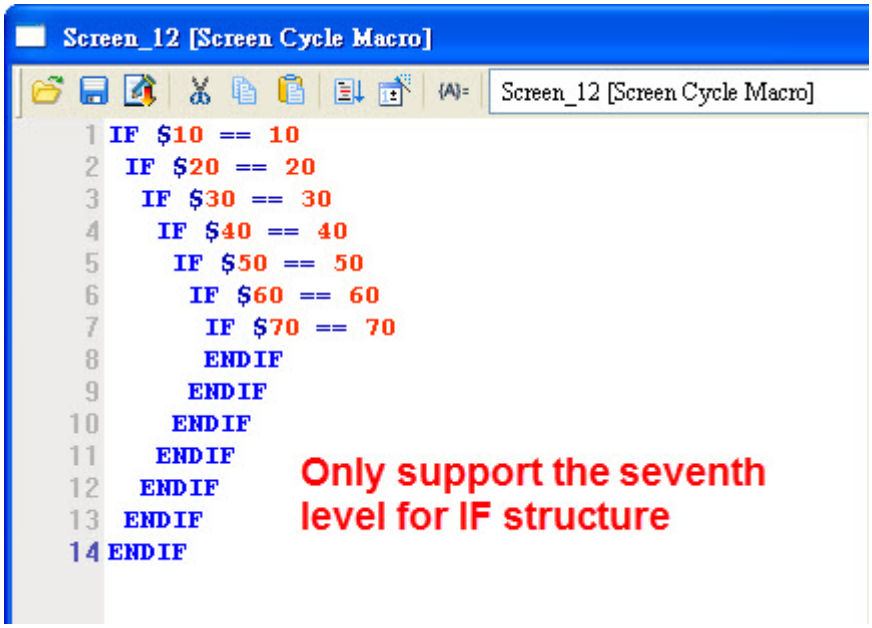


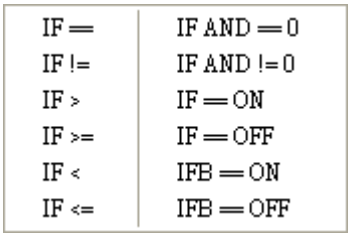
Figure 24-3-5-1 Comparison

NOTE：

✓ IF…structures only support 7 levels.



- IF…THEN GOTO (If …. Goto a certain label identifier and continue subsequent executions)



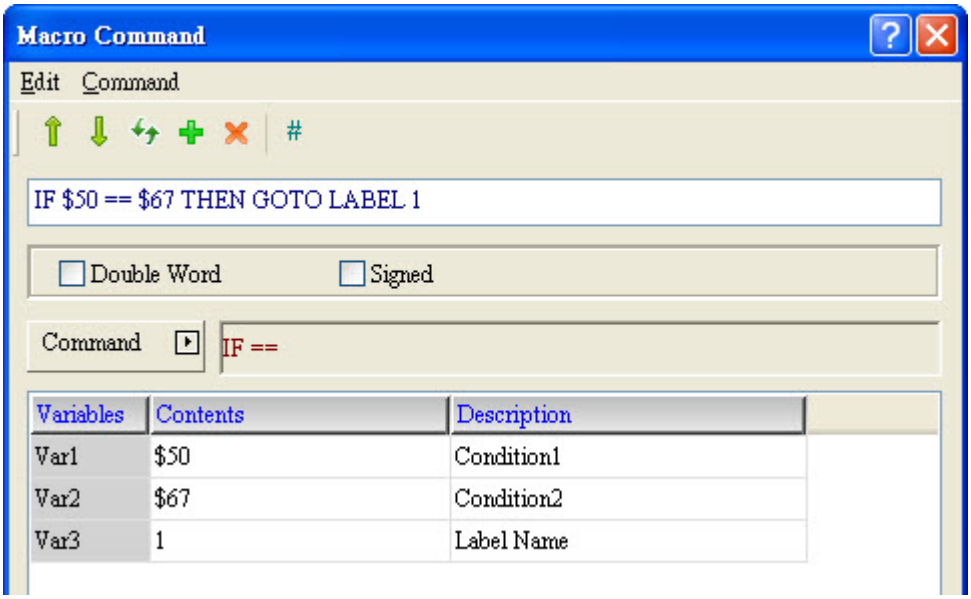
- There are twelve commands in the category of If…Then Goto Macro, and they are introduced below.

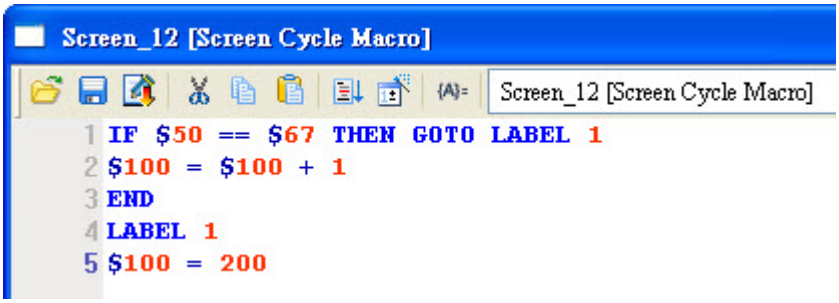
(1) IF ==			
Expression	**What Variables Represent**		**NOTE**
IF Var1 == Var2 THEN GOTO LABEL Var3 (W) IF Var1 == Var2 THEN GOTO LABEL Var3 (DW) IF Var1 == Var2 THEN GOTO LABEL Var3 (Signed W) IF Var1 == Var2 THEN GOTO LABEL Var3 (Signed DW)	Var 1	condition1	W : Word DW : Double Word Signed : Signed number
	Var 2	condition2	
	Var 3	Label identifier	
	Expression Explanation		
	If condition1 equals condition2 then GOTO and execute Label Var 3.		

Variable	**Memory Usage**		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎		◎
Var 2	◎		◎
Var 3			◎

Example

- Var 1 and Var 2 are both internal memory addresses, and Var 3 is a constant.





- If $50 equals $67 (value comparison), then execute LABEL1 ($100 = 200); otherwise, execute $100 = $100 + 1.

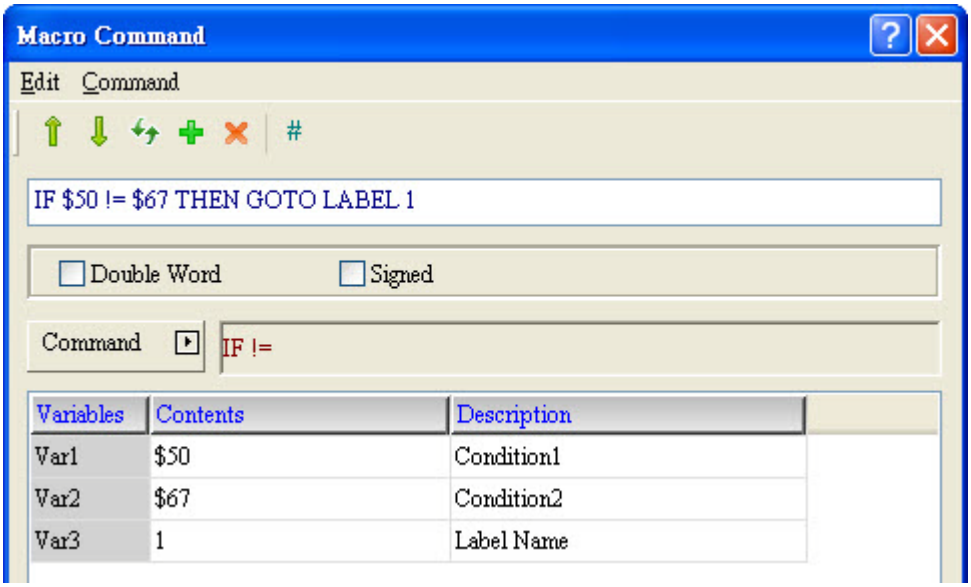
(2) IF !=

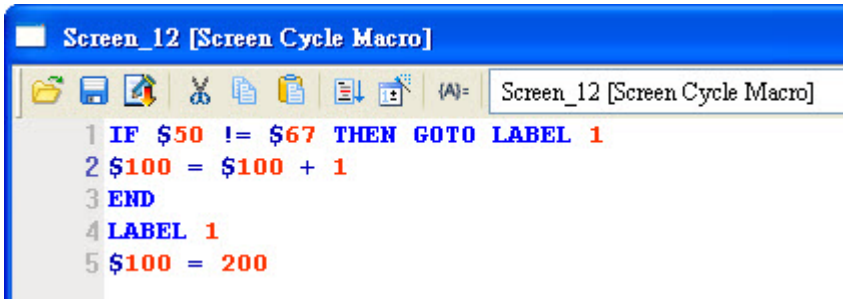
Expression	What Variables Represent		NOTE
IF Var1 != Var2 THEN GOTO LABEL Var3 (W) IF Var1 != Var2 THEN GOTO LABEL Var3 (DW) IF Var1 != Var2 THEN GOTO LABEL Var3 (Signed W) IF Var1 != Var2 THEN GOTO LABEL Var3 (Signed DW)	Var 1	condition1	W : Word DW : Double Word Signed : Signed number
	Var 2	condition2	
	Var 3	Label identifier	
	Expression Explanation		
	If condition1 does not equal to condition2 then GOTO and execute Label Var 3.		

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		◎
Var 2	◎		◎
Var 3			◎

Example

➢ Var 1 and Var 2 are both internal memory addresses, and Var 3 is a constant.





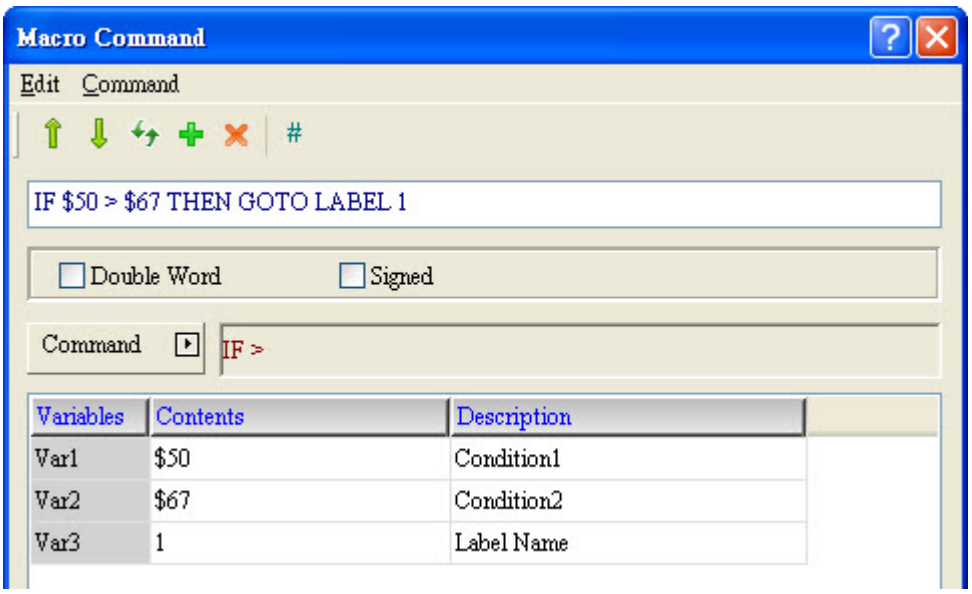
➢ If $50 does not equal to $67 (value comparison), then execute LABEL1 ($100 = 200); otherwise, execute $100 = $100 + 1.

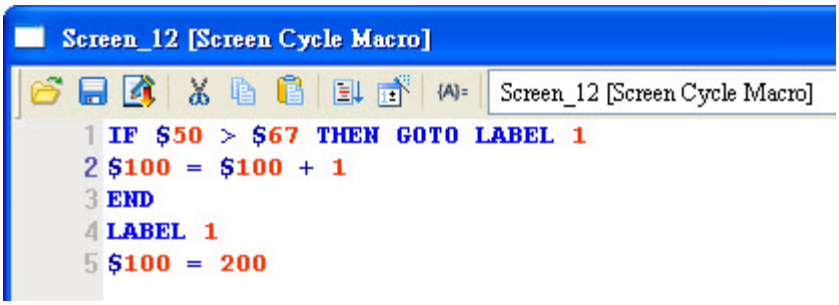
(3) IF >			
Expression	**What Variables Represent**		**NOTE**
IF Var1 > Var2 THEN GOTO LABEL Var3 (W) IF Var1 > Var2 THEN GOTO LABEL Var3 (DW) IF Var1 > Var2 THEN GOTO LABEL Var3 (Signed W) IF Var1 > Var2 THEN GOTO LABEL Var3 (Signed DW)	Var 1	condition1	W : Word DW : Double Word Signed : Signed number
	Var 2	condition2	
	Var 3	Label identifier	
	Expression Explanation		
	If condition1 is larger than condition2 then GOTO and execute Label Var 3.		

Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎		◎
Var 2	◎		◎
Var 3			◎

Example

➢ Var 1 and Var 2 are both internal memory addresses, and Var 3 is a constant.





➢ If $50 is larger than $67 (value comparison), then execute LABEL1 ($100 = 200); otherwise, execute $100 = $100 + 1.

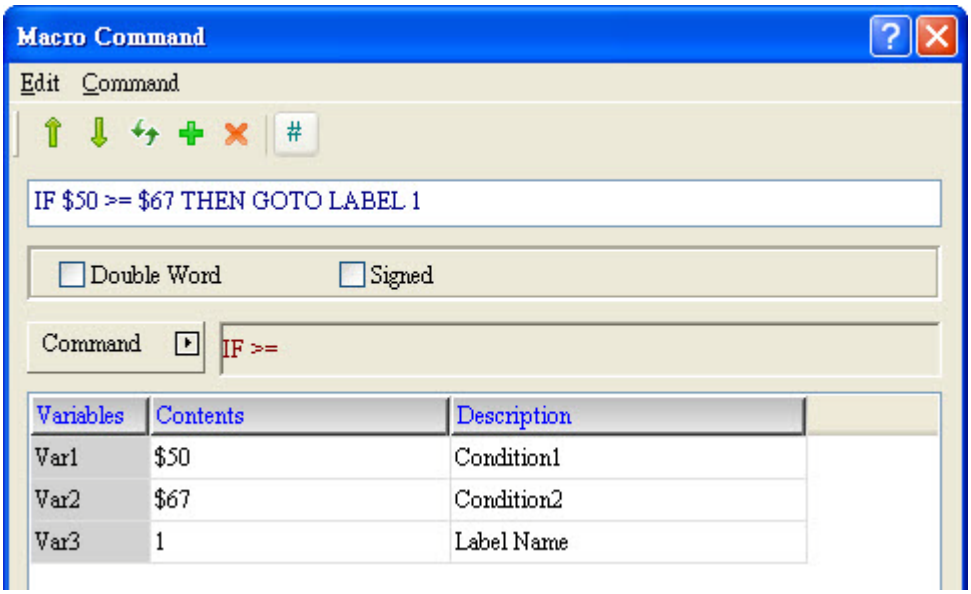
(4) IF >=

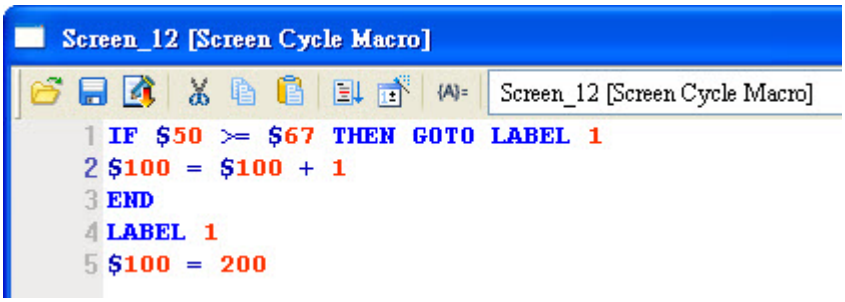
Expression	What Variables Represent		NOTE
IF Var1 >= Var2 THEN GOTO LABEL Var3 (W) IF Var1 >= Var2 THEN GOTO LABEL Var3 (DW) IF Var1 >= Var2 THEN GOTO LABEL Var3 (Signed W) IF Var1 >= Var2 THEN GOTO LABEL Var3 (Signed DW)	Var 1	condition1	W : Word DW : Double Word Signed : Signed number
	Var 2	condition2	
	Var 3	Label identifier	
	Expression Explanation		
	If condition1 is larger than or equals to condition2 then GOTO and execute Label Var 3.		

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		◎
Var 2	◎		◎
Var 3			◎

Example

- Var 1 and Var 2 are both internal memory addresses, and Var 3 is a constant.





- If $50 is larger than or equals to $67 (value comparison), then execute LABEL1 ($100 = 200); otherwise, execute $100 = $100 + 1.

(5) IF <

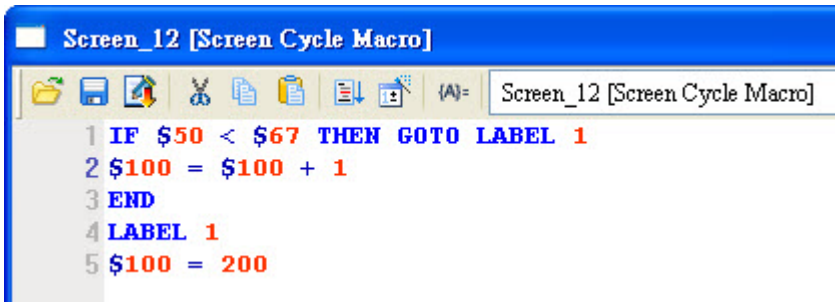
Expression	What Variables Represent		NOTE
IF Var1 < Var2 THEN GOTO LABEL Var3 (W) IF Var1 < Var2 THEN GOTO LABEL Var3 (DW) IF Var1 < Var2 THEN GOTO LABEL Var3 (Signed W) IF Var1 < Var2 THEN GOTO LABEL Var3 (Signed DW)	Var 1	condition1	W : Word DW : Double Word Signed : Signed number
	Var 2	condition2	
	Var 3	Label identifier	
	Expression Explanation		
	If condition1 is smaller than condition2 then GOTO and execute Label Var 3.		

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		◎
Var 2	◎		◎
Var 3			◎

Example

➢ Var 1 and Var 2 are both internal memory addresses, and Var 3 is a constant.





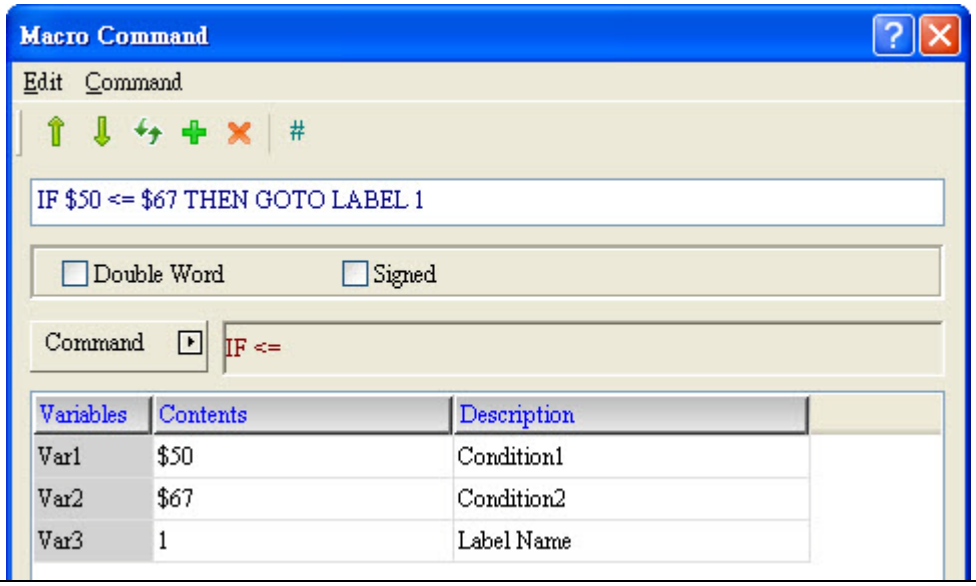
➢ If $50 is smaller than $67 (value comparison), then execute LABEL1 ($100 = 200); otherwise, execute $100 = $100 + 1.

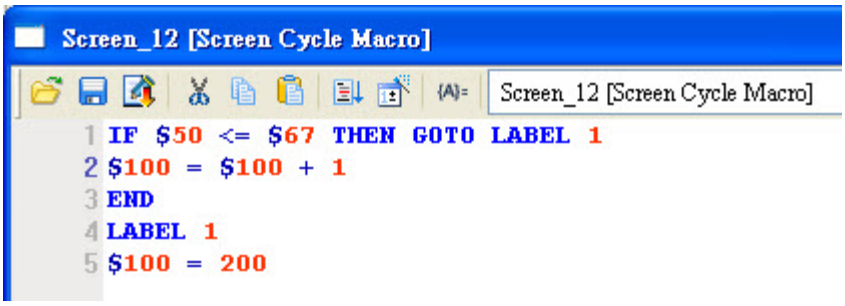
(6) IF <=			
Expression	**What Variables Represent**		**NOTE**
IF Var1 <= Var2 THEN GOTO LABEL Var3 (W) IF Var1 <= Var2 THEN GOTO LABEL Var3 (DW) IF Var1 <= Var2 THEN GOTO LABEL Var3 (Signed W) IF Var1 <= Var2 THEN GOTO LABEL Var3 (Signed DW)	Var 1	condition1	W : Word DW : Double Word Signed : Signed number
	Var 2	condition2	
	Var 3	Label identifier	
	Expression Explanation		
	If condition1 is smaller than or equals to condition2 then GOTO and execute Label Var 3.		

Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎		◎
Var 2	◎		◎
Var 3			◎

Example

➢ Var 1 and Var 2 are both internal memory addresses, and Var 3 is a constant.



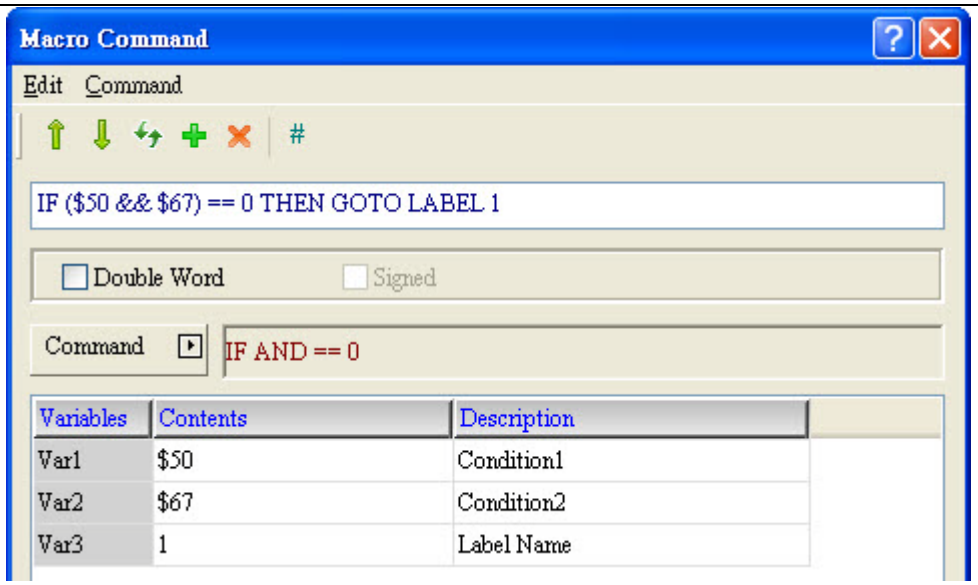


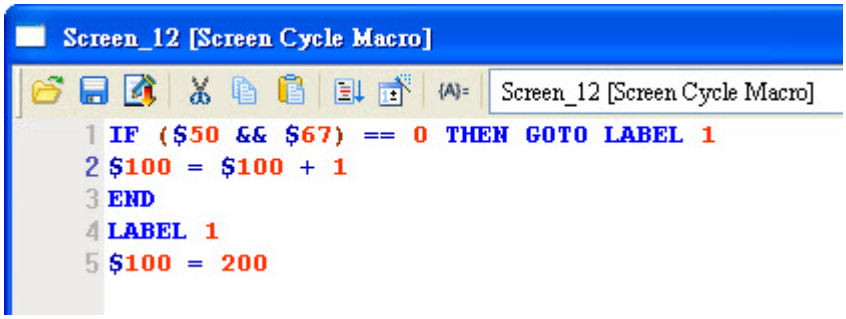
➢ If $50 is smaller or equals to $67 (value comparison), then execute LABEL1 ($100 = 200); otherwise, execute $100 = $100 + 1.

(7) IF AND == 0			
Expression	**What Variables Represent**		**NOTE**
IF (Var1 && Var2) == 0 THEN GOTO LABEL Var3 (W) IF (Var1 && Var2) == 0 THEN GOTO LABEL Var3 (DW)	Var 1	condition1	W : Word DW : Double Word
	Var 2	condition2	
	Var 3	Label identifier	
	Expression Explanation		
	If the result of Bitwise AND Operation between condition1 equals condition2 is 0, then GOTO and execute Label Var 3.		

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		◎
Var 2	◎		◎
Var 3			◎

Example
➢ Var 1 and Var 2 are both internal memory addresses, and Var 3 is a constant.





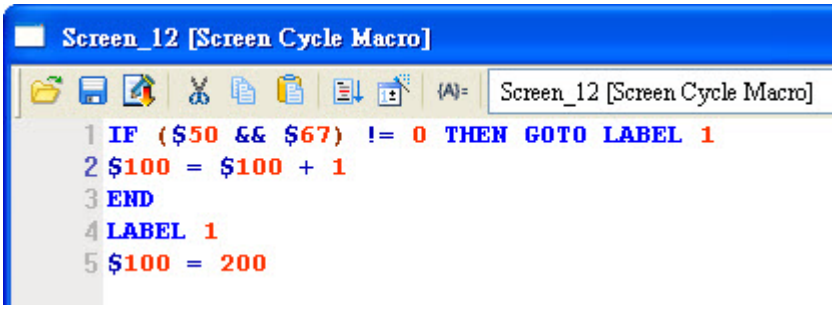
➢ If the result of Bitwise AND operation between $50 and $67 is 0, then execute LABEL1 ($100 = 200); otherwise, execute $100 = $100 + 1.

(8) IF AND != 0			
Expression	**What Variables Represent**		**NOTE**
IF (Var1 && Var2) != 0 THEN GOTO LABEL Var3 (W) IF (Var1 && Var2) != 0 THEN GOTO LABEL Var3 (DW)	Var 1	condition1	W : Word DW : Double Word
	Var 2	condition2	
	Var 3	Label identifier	
	Expression Explanation		
	If the result of Bitwise AND Operation between condition1 equals condition2 does not equal to 0, then GOTO and execute Label Var 3.		

Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎		◎
Var 2	◎		◎
Var 3			◎

Example
➢ Var 1 and Var 2 are both internal memory addresses, and Var 3 is a constant.





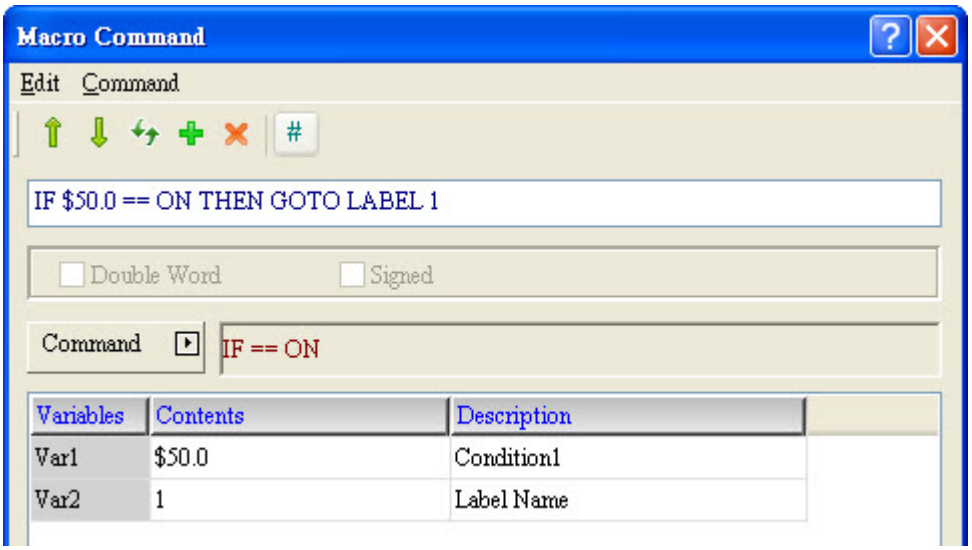
➢ If the result of Bitwise AND operation between $50 and $67 does not equal to 0, then execute LABEL1 ($100 = 200); otherwise, execute $100 = $100 + 1.

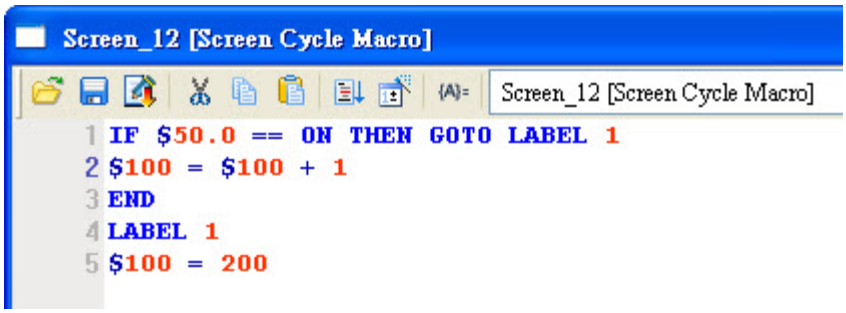
(9) IF == ON			
Expression	**What Variables Represent**		**NOTE**
IF Var1 == ON THEN GOTO LABEL Var2 (W)	Var 1	condition1	W : Word
	Var 2	Label identifier	
	Expression Explanation		
	If condition 1 is ON, then GOTO and execute LABEL Var 2.		

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎ (Can only be Bit)		
Var 2			◎

Example

➢ Var 1 is an internal memory address, and Var 2 is a constant.





➢ If $50.0 is ON, then execute LABEL1 ($100 = 200); otherwise, execute $100 = $100 + 1.

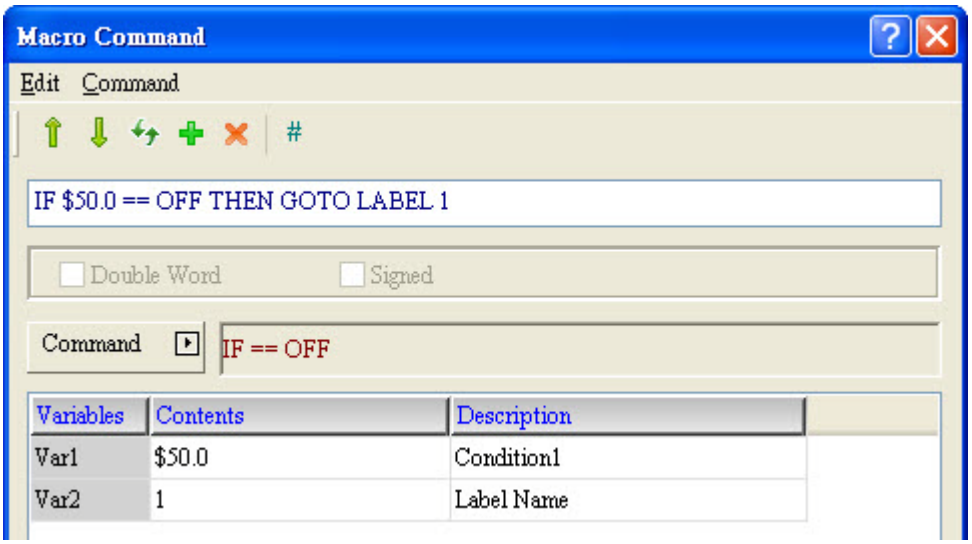
(10) IF == OFF

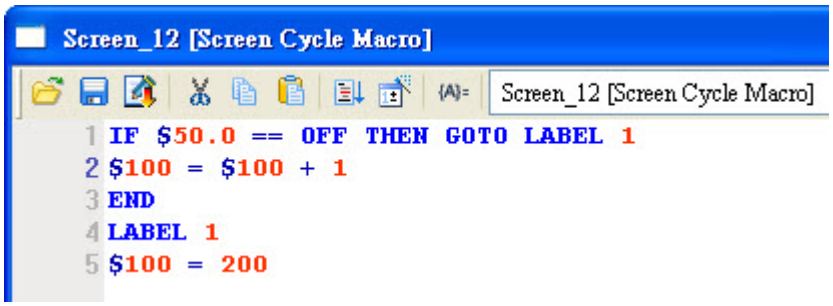
Expression	What Variables Represent		NOTE
IF Var1 == OFF THEN GOTO LABEL Var2 (W)	Var 1	Condition1	W : Word
	Var 2	Label identifier	
	Expression Explanation		
	If condition 1 is OFF, then GOTO and execute LABEL Var 2.		

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎ (Can only be Bit)		
Var 2			◎

Example

➢ Var 1 is an internal memory address, and Var 2 is a constant.





➢ If $50.0 is OFF, then execute LABEL1 ($100 = 200); otherwise, execute $100 = $100 + 1.

(11) IFB == ON

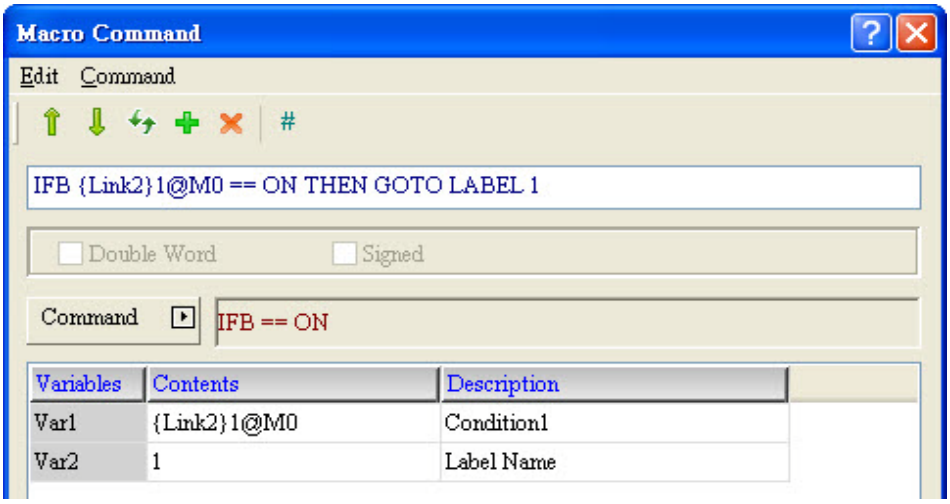
Expression	What Variables Represent		NOTE
IFB Var1 == ON THEN GOTO LABEL Var2 (W)	Var 1	condition1	W : Word
	Var 2	Label identifier	
	Expression Explanation		
	If condition 1 is ON, then GOTO and execute LABEL Var 2.		

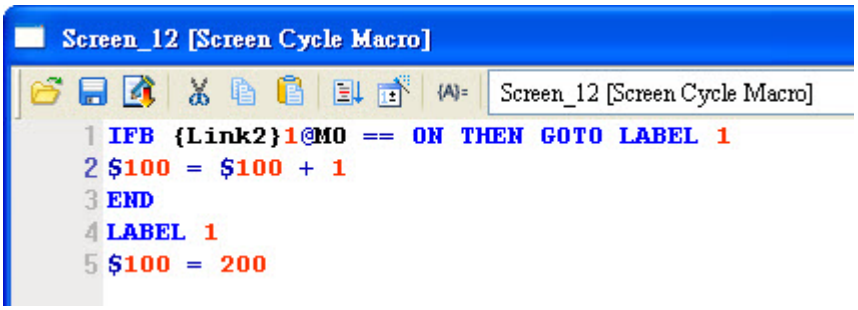
* in the command IFB == ON, the Bit address of Var 1 can support the external PLC Register.

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎ (Can only be Bit)	◎ (Can only be Bit)	
Var 2			◎

Example

➢ Var 1 is a PLC Register address, and Var 2 is a constant.





➢ If M0 is ON, then execute LABEL1 ($100 = 200); otherwise, execute $100 = $100 + 1.

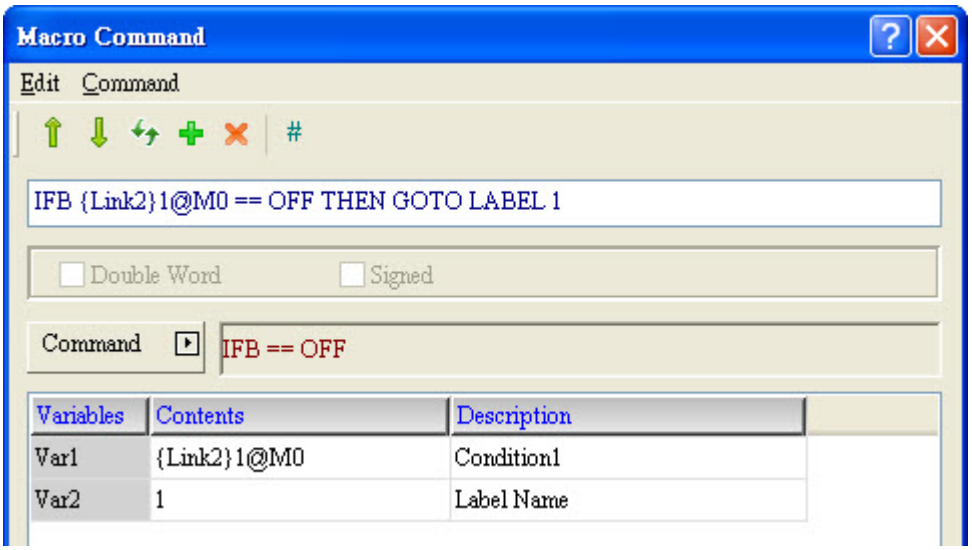
(12) IFB == OFF

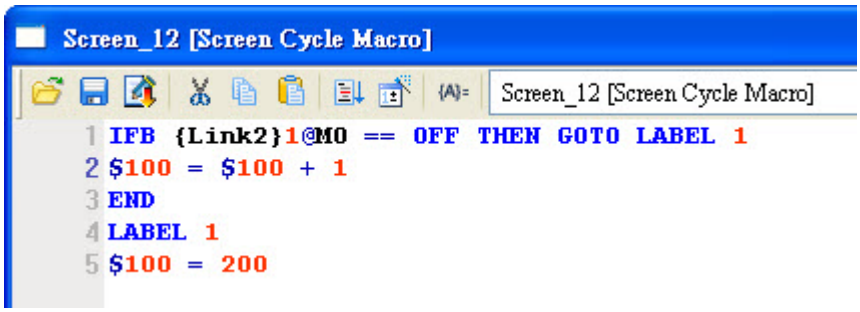
Expression	What Variables Represent		NOTE
IFB Var1 == OFF THEN GOTO LABEL Var2 (W)	Var 1	Condition1	W : Word
	Var 2	Label identifier	
	Expression Explanation		
	If condition 1 is OFF, then GOTO and execute LABEL Var 2.		
* in the command IFB == ON, the Bit address of Var 1 can support the external PLC Register.			

Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎ (Can only be Bit)	◎ (Can only be Bit)	
Var 2			◎

Example

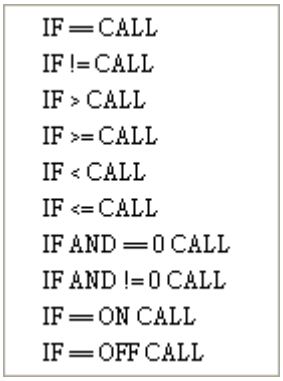
➢ Var 1 is a PLC Register address, and Var 2 is a constant.





➢ If M0 is OFF, then execute LABEL1 ($100 = 200); otherwise, execute $100 = $100 + 1.

■ IF…THEN CALL (If… Then Call a Submacro)



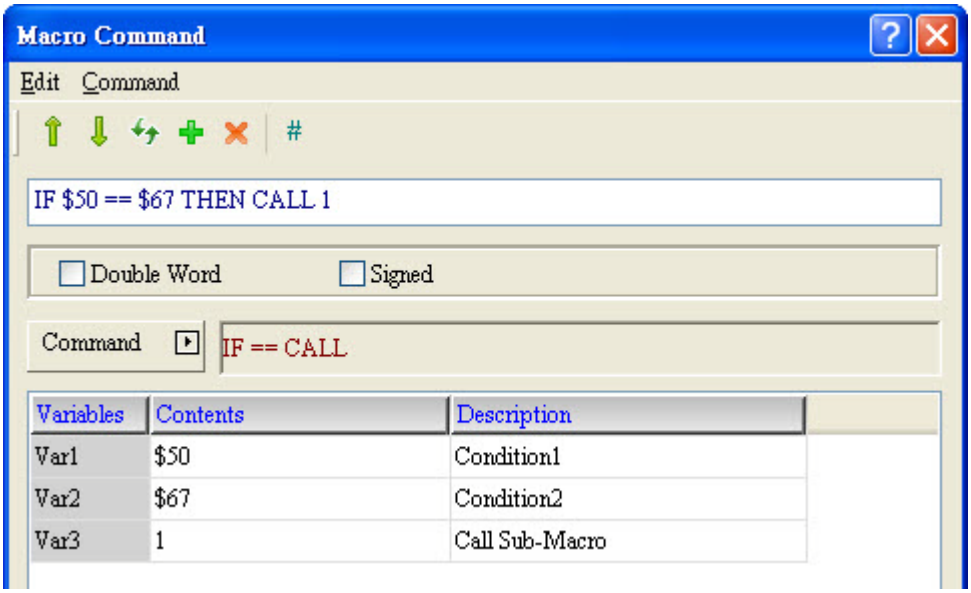
➢ There are 10 commands in the category of If…Then Call Macro, and they are introduced below.

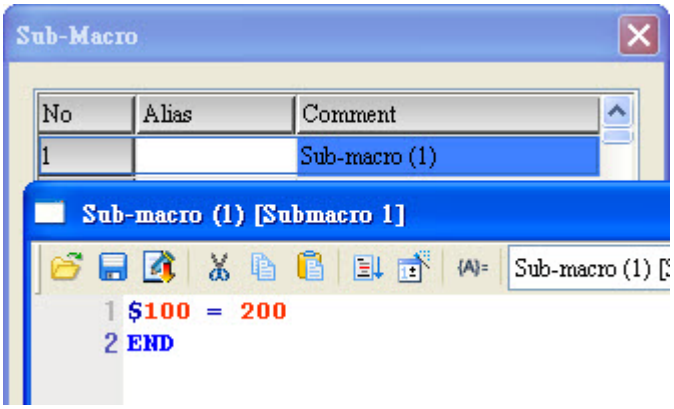
<table>
<tr><th colspan="4">(1) IF ==</th></tr>
<tr><th>Expression</th><th colspan="2">What Variables Represent</th><th>NOTE</th></tr>
<tr><td rowspan="5">IF Var1 == Var2 THEN CALL Var3 (W)
IF Var1 == Var2 THEN CALL Var3 (DW)
IF Var1 == Var2 THEN CALL Var3 (Signed W)
IF Var1 == Var2 THEN CALL Var3 (Signed DW)</td><td>Var 1</td><td>condition1</td><td rowspan="5">W : Word
DW : Double Word
Signed : Signed number</td></tr>
<tr><td>Var 2</td><td>condition2</td></tr>
<tr><td>Var 3</td><td>Label identifier</td></tr>
<tr><td colspan="2">Expression Explanation</td></tr>
<tr><td colspan="2">If condition 1 equals to condition 2, then call Var 3 (a submacro label).</td></tr>
</table>

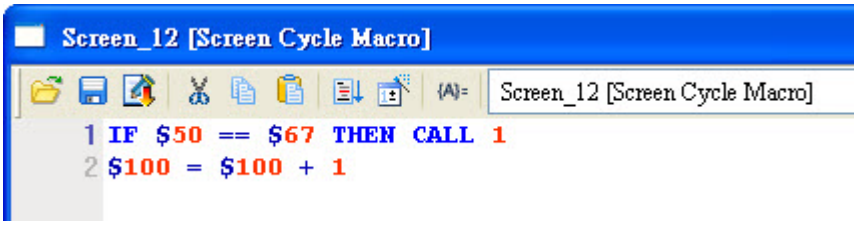
Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		◎
Var 2	◎		◎
Var 3			◎

Example

- Var 1 and Var 2 are internal memory addresses, and Var 3 is a constant.







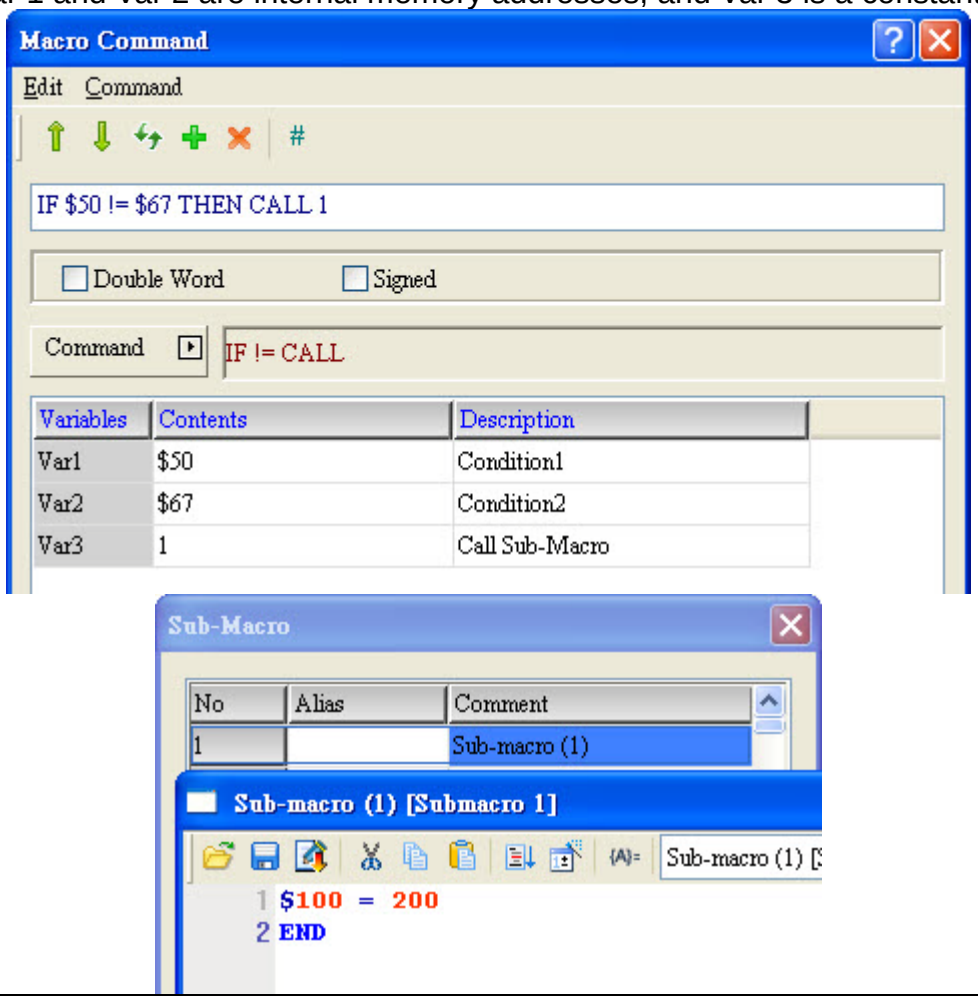
- If $50.0 equals to $67 (value comparison), then call the submacro labeled 1 ($100 = 200); otherwise, execute $100 = $100 + 1.

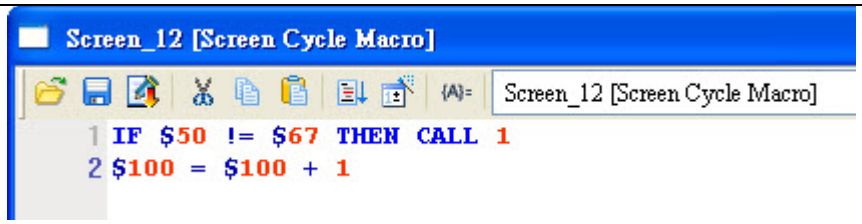
(2) IF !=			
Expression	**What Variables Represent**		**NOTE**
IF Var1 != Var2 THEN CALL Var3 (W) IF Var1 != Var2 THEN CALL Var3 (DW) IF Var1 != Var2 THEN CALL Var3 (Signed W) IF Var1 != Var2 THEN CALL Var3 (Signed DW)	Var 1	condition1	W : Word DW : Double Word Signed : Signed number
	Var 2	condition2	
	Var 3	Label identifier	
	Expression Explanation		
	If condition 1 does not equal to condition 2, then call Var 3 (a submacro label).		

Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎		◎
Var 2	◎		◎
Var 3			◎

Example

➢ Var 1 and Var 2 are internal memory addresses, and Var 3 is a constant.





➢ If $50.0 does not equal to $67 (value comparison), then call the submacro labeled 1 ($100 = 200); otherwise, execute $100 = $100 + 1.

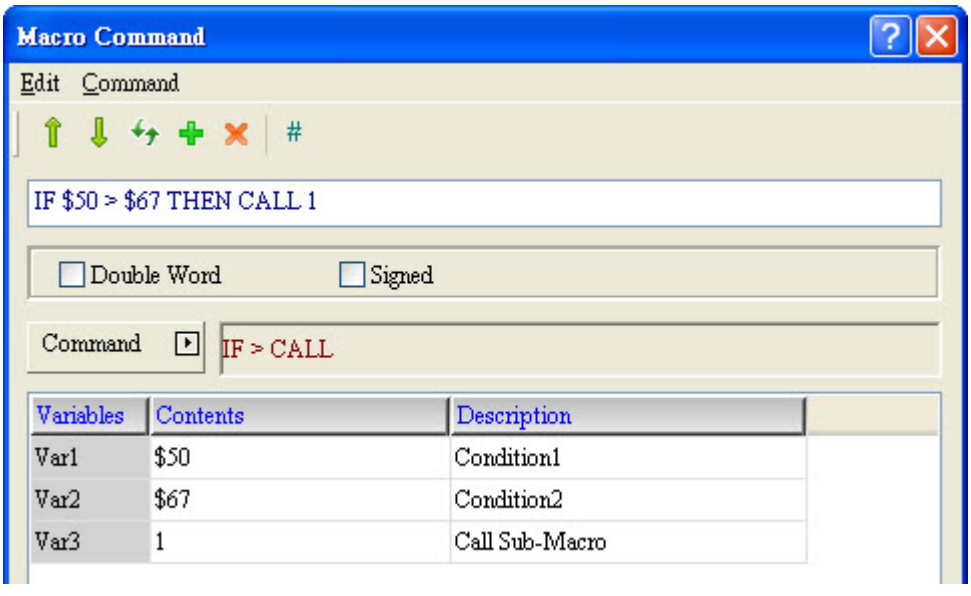
(3) IF >

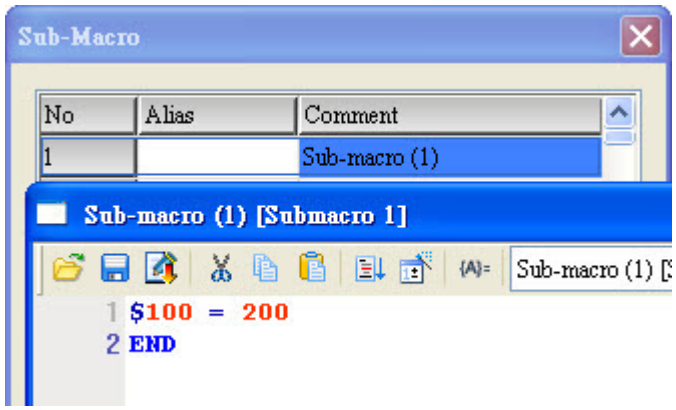
Expression	What Variables Represent		NOTE
IF Var1 > Var2 THEN CALL Var3 (W) IF Var1 > Var2 THEN CALL Var3 (DW) IF Var1 > Var2 THEN CALL Var3 (Signed W) IF Var1 > Var2 THEN CALL Var3 (Signed DW)	Var 1	condition1	W : Word DW : Double Word Signed : Signed number
	Var 2	condition2	
	Var 3	Label identifier	
	Expression Explanation		
	If condition 1 is larger than condition 2, then call Var 3 (a submacro label).		

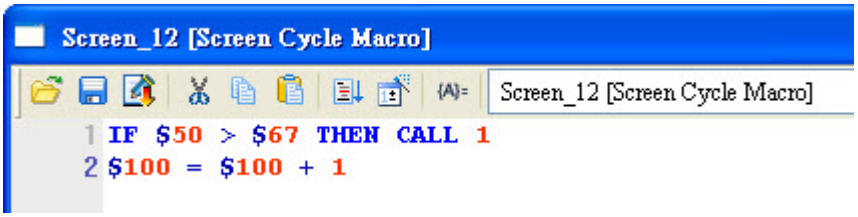
Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		◎
Var 2	◎		◎
Var 3			◎

Example

➢ Var 1 and Var 2 are internal memory addresses, and Var 3 is a constant.







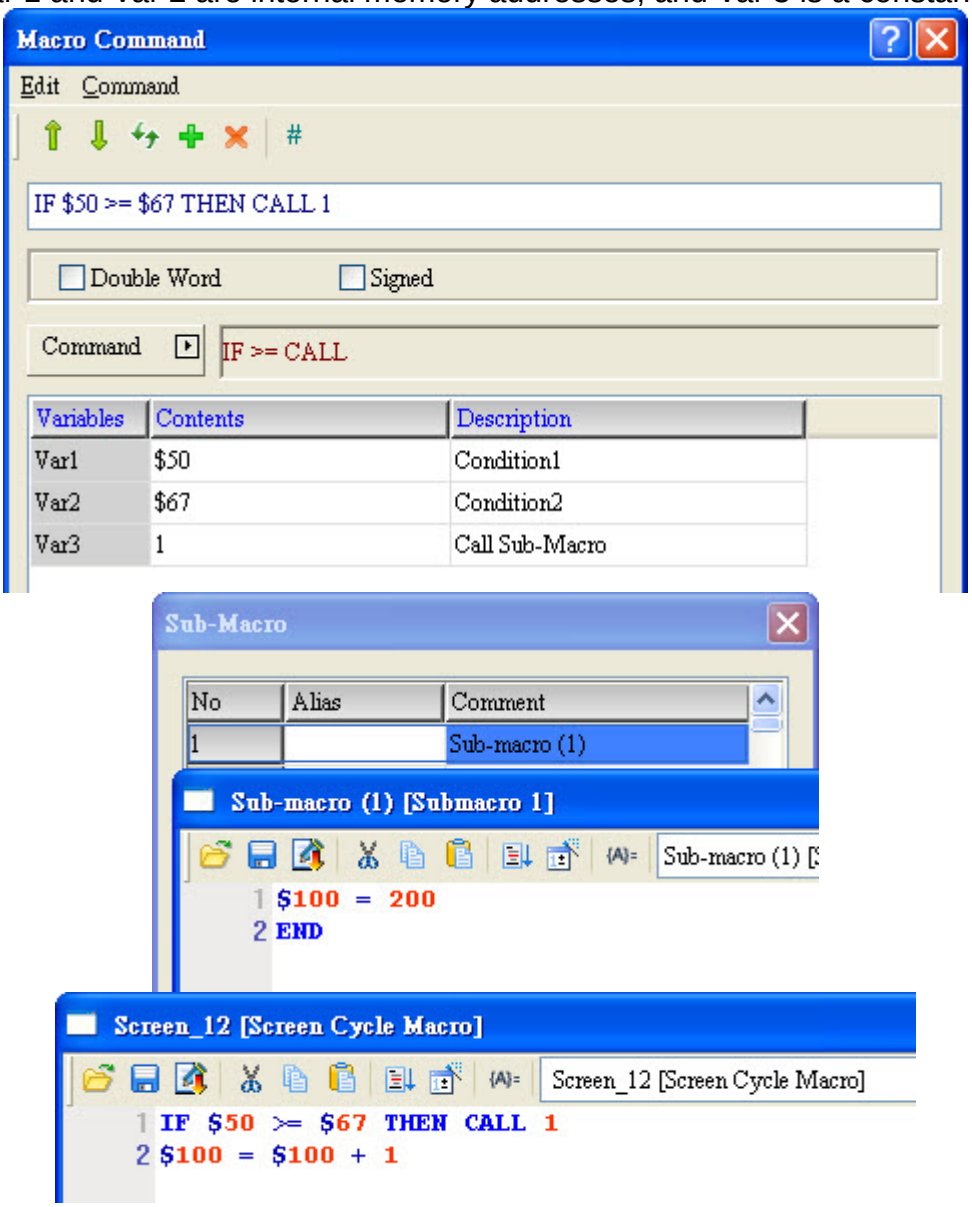
➢ If $50.0 is larger than $67 (value comparison), then call the submacro labeled 1 ($100 = 200); otherwise, execute $100 = $100 + 1.

(4) IF >=			
Expression	**What Variables Represent**		**NOTE**
IF Var1 >= Var2 THEN CALL Var3 (W) IF Var1 >= Var2 THEN CALL Var3 (DW) IF Var1 >= Var2 THEN CALL Var3 (Signed W) IF Var1 >= Var2 THEN CALL Var3 (Signed DW)	Var 1	condition1	W : Word DW : Double Word Signed : Signed number
	Var 2	condition2	
	Var 3	Label identifier	
	Expression Explanation		
	If condition is larger or equals to condition 2, then call Var 3 (a submacro label).		

Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎		◎
Var 2	◎		◎
Var 3			◎

Example

- Var 1 and Var 2 are internal memory addresses, and Var 3 is a constant.



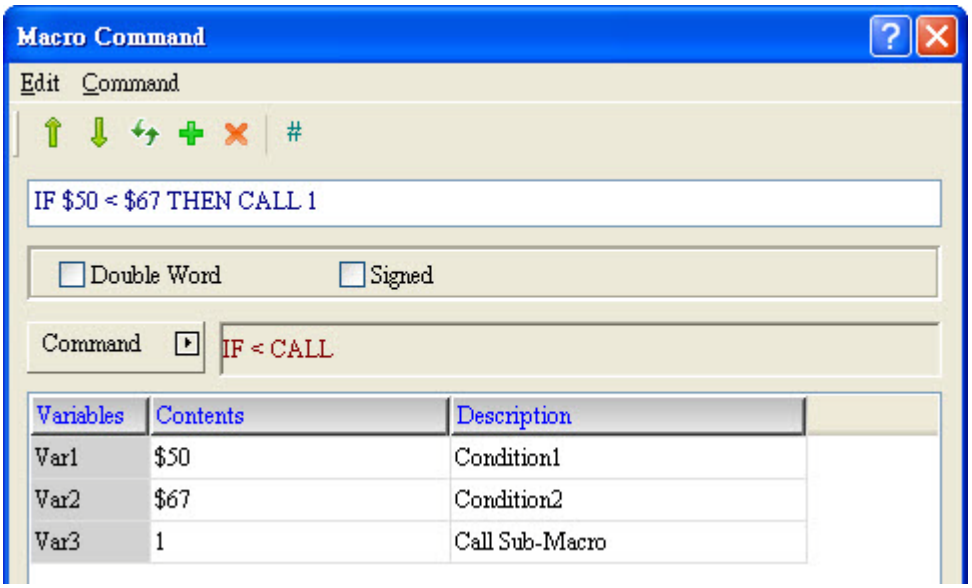
- If $50 is larger than or equals to $67 (value comparison), then call the submacro labeled 1 ($100 = 200); otherwise, execute $100 = $100 + 1.

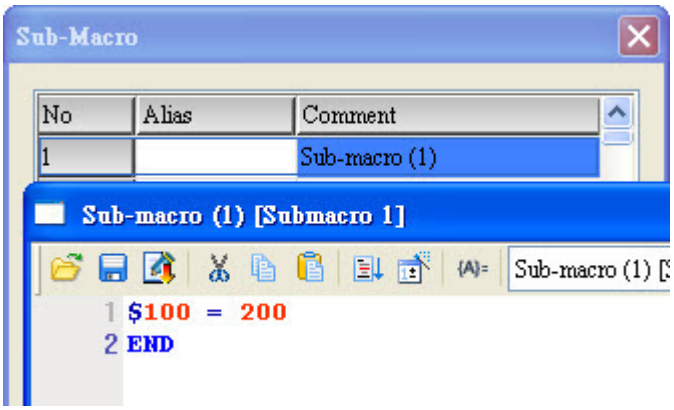
(5) IF <			
Expression	**What Variables Represent**		**NOTE**
IF Var1 < Var2 THEN CALL Var3 (W) IF Var1 < Var2 THEN CALL Var3 (DW) IF Var1 < Var2 THEN CALL Var3 (Signed W) IF Var1 < Var2 THEN CALL Var3 (Signed DW)	Var 1	condition1	W : Word DW : Double Word Signed : Signed number
	Var 2	condition2	
	Var 3	Label identifier	
	Expression Explanation		
	If condition 1 is smaller than condition 2, then call Var 3 (a submacro label).		

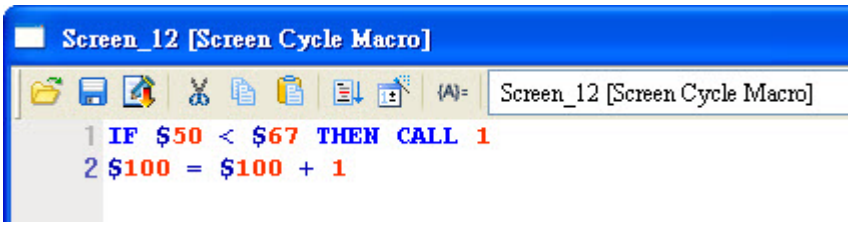
Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎		◎
Var 2	◎		◎
Var 3			◎

Example

➢ Var 1 and Var 2 are internal memory addresses, and Var 3 is a constant.







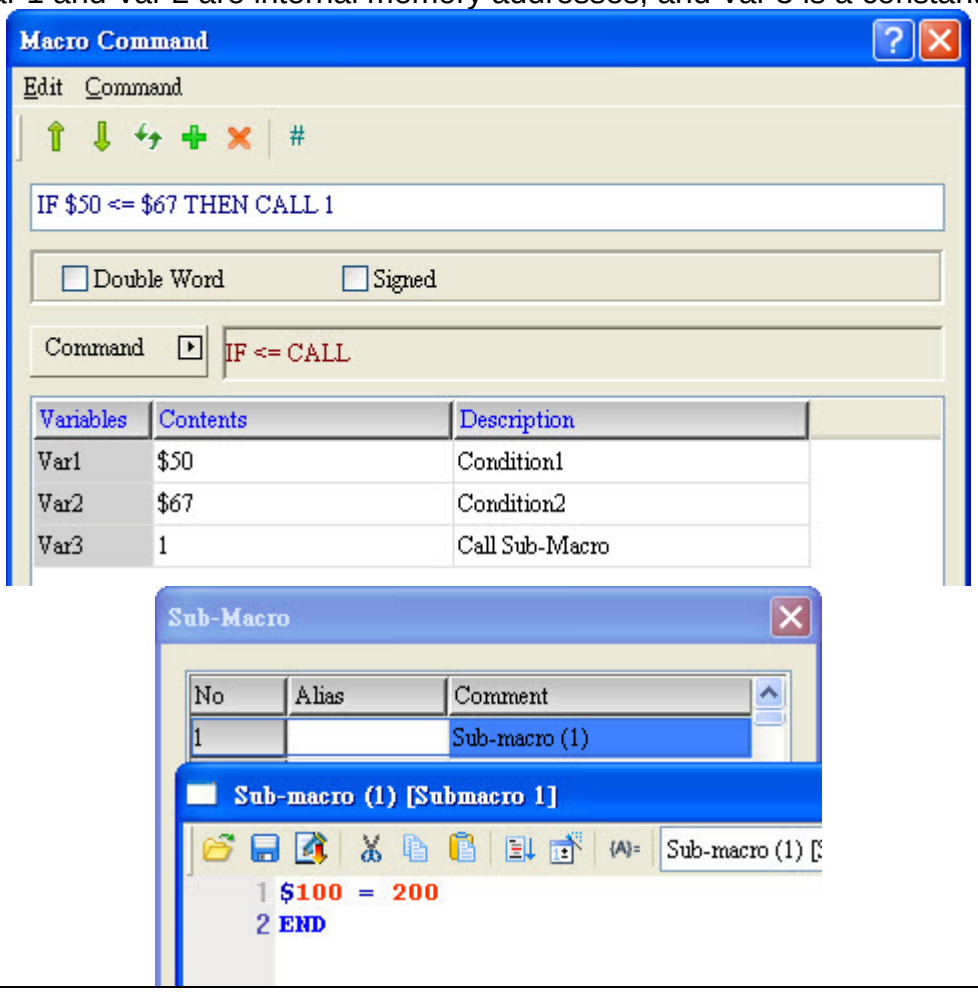
- If $50 is smaller than $67 (value comparison), then call the submacro labeled 1 ($100 = 200); otherwise, execute $100 = $100 + 1.

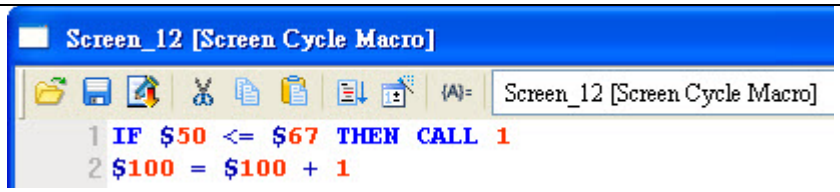
(6) IF <=			
Expression	**What Variables Represent**		**NOTE**
IF Var1 <= Var2 THEN CALL Var3 (W) IF Var1 <= Var2 THEN CALL Var3 (DW) IF Var1 <= Var2 THEN CALL Var3 (Signed W) IF Var1 <= Var2 THEN CALL Var3 (Signed DW)	Var 1	condition1	W : Word DW : Double Word Signed : Signed number
	Var 2	condition2	
	Var 3	Label identifier	
	Expression Explanation		
	If condition 1 is smaller than or equals to condition 2, then call Var 3 (a submacro label).		

Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎		◎
Var 2	◎		◎
Var 3			◎

Example

➢ Var 1 and Var 2 are internal memory addresses, and Var 3 is a constant.





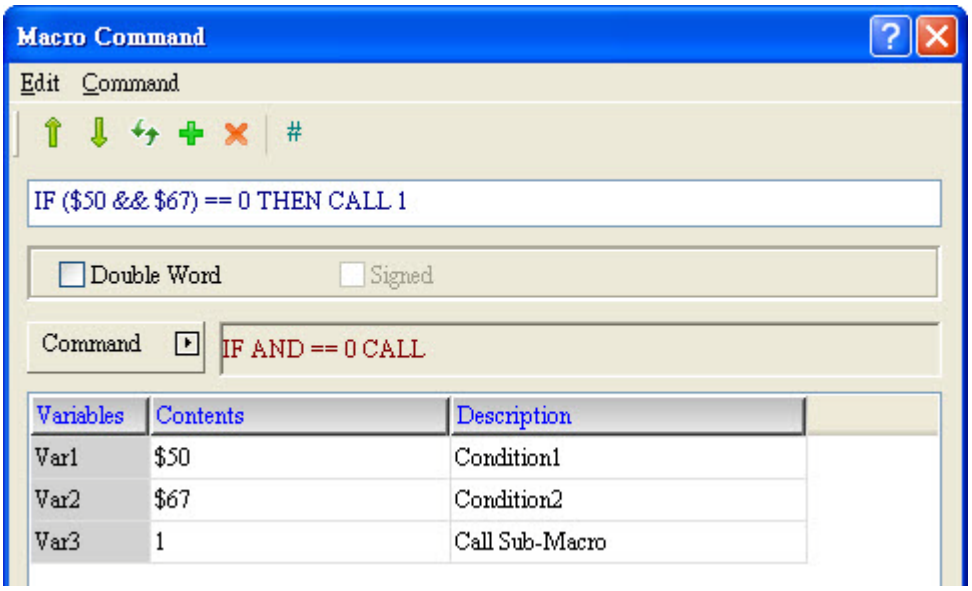
➢ If $50 is smaller than or equals to $67 (value comparison), then call the submacro labeled 1 ($100 = 200); otherwise, execute $100 = $100 + 1.

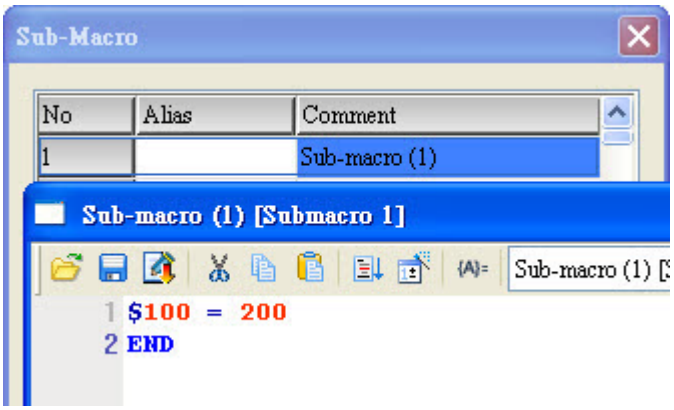
(7) IF AND == 0			
Expression	**What Variables Represent**		**NOTE**
IF (Var1 && Var2) == 0 THEN CALL Var3 (W) IF (Var1 && Var2) == 0 THEN CALL Var3 (DW)	Var 1	condition1	W : Word DW : Double Word
	Var 2	condition2	
	Var 3	Label identifier	
	Expression Explanation		
	If the result of Bitwise AND Operation between condition1 and condition2 is 0, then call the submacro labeled with Var 3.		

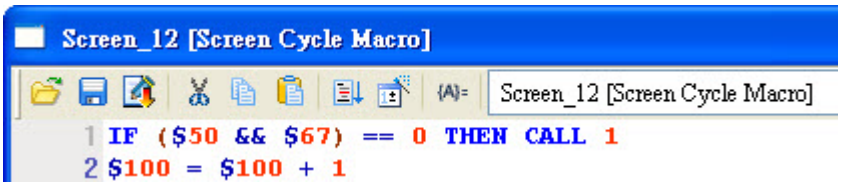
Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎		◎
Var 2	◎		◎
Var 3			◎

Example

➢ Var 1 and Var 2 are both internal memory addresses, and Var 3 is a constant.







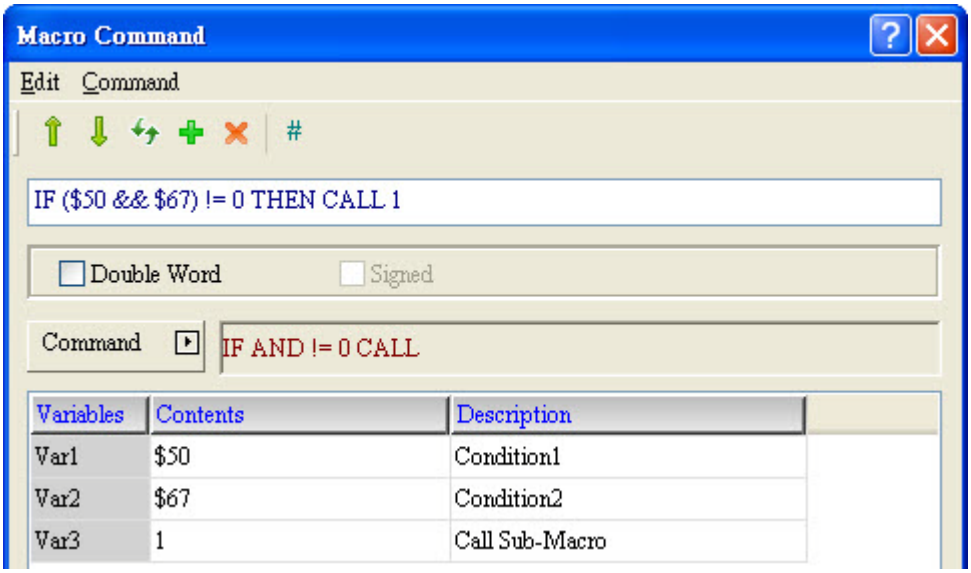
➢ If the result of Bitwise AND operation between $50 and $67 is 0, then call the submacro labeled 1 ($100 = 200); otherwise, execute $100 = $100 + 1.

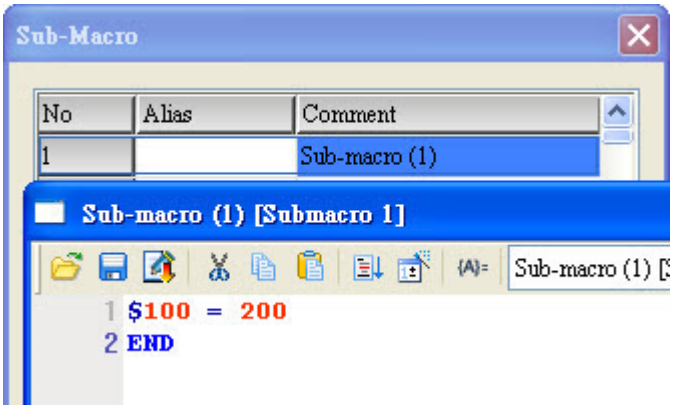
(8) IF AND != 0			
Expression	**What Variables Represent**		**NOTE**
IF (Var1 && Var2) != 0 THEN CALL Var3 (W) IF (Var1 && Var2) != 0 THEN CALL Var3 (DW)	Var 1	condition1	W : Word DW : Double Word
	Var 2	condition2	
	Var 3	Label identifier	
	Expression Explanation		
	If the result of Bitwise AND Operation between condition1 and condition2 is not 0, then call the submacro labeled with Var 3.		

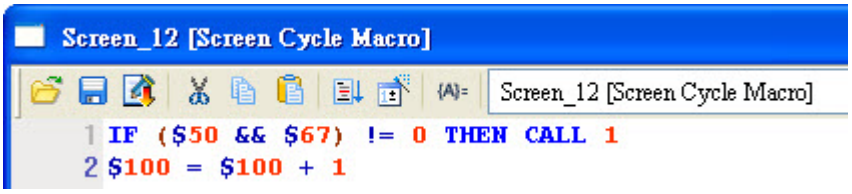
Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		◎
Var 2	◎		◎
Var 3			◎

Example

- Var 1 and Var 2 are both internal memory addresses, and Var 3 is a constant.







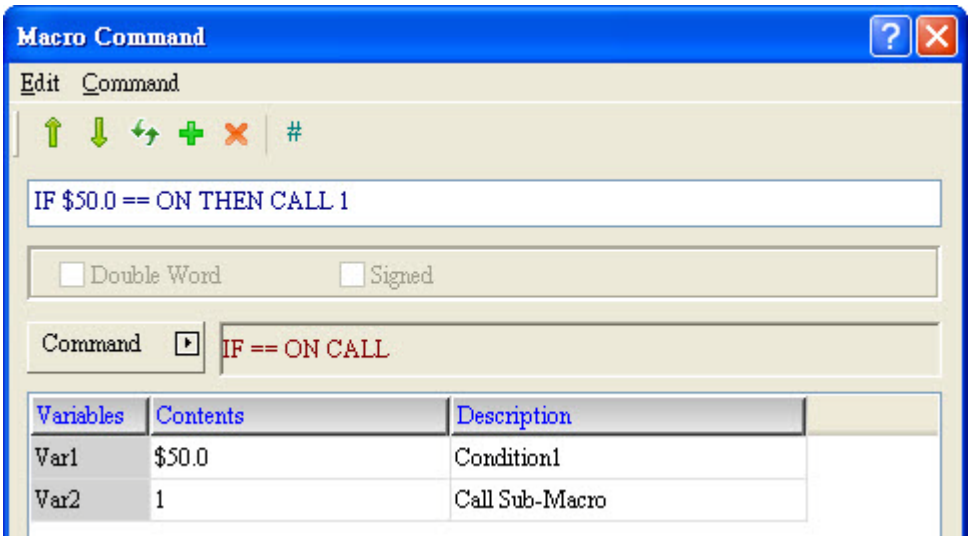
- If the result of Bitwise AND operation between $50 and $67 is not 0, then call the submacro labeled 1 ($100 = 200); otherwise, execute $100 = $100 + 1.

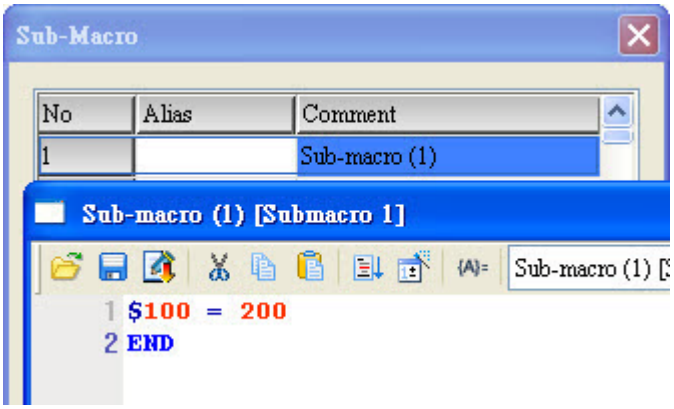
(9) IF == ON			
Expression	**What Variables Represent**		**NOTE**
IF Var1 == ON THEN CALL Var2 (W)	Var 1	condition1	W : Word
	Var 2	Label identifier	
	Expression Explanation		
	If condition1 is ON, then call the submacro labeled with Var 2.		

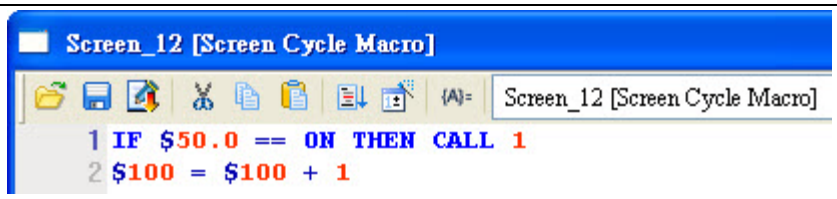
Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎ (Can only be Bit)		
Var 2			◎

Example

➢ Var 1 is the internal memory address, and Var 2 is a constant.







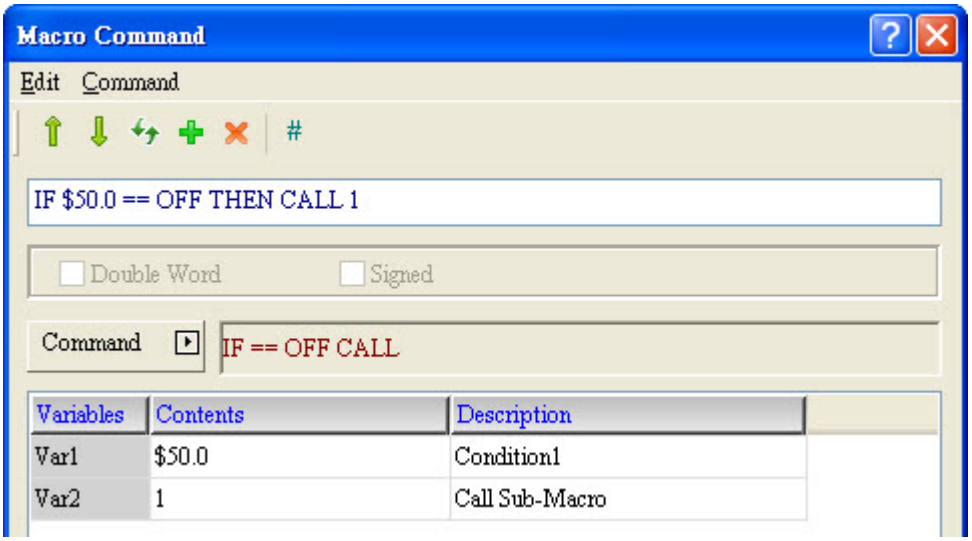
➢ If $50.0 is ON, then call the submacro labeled 1 ($100 = 200); otherwise, execute $100 = $100 + 1.

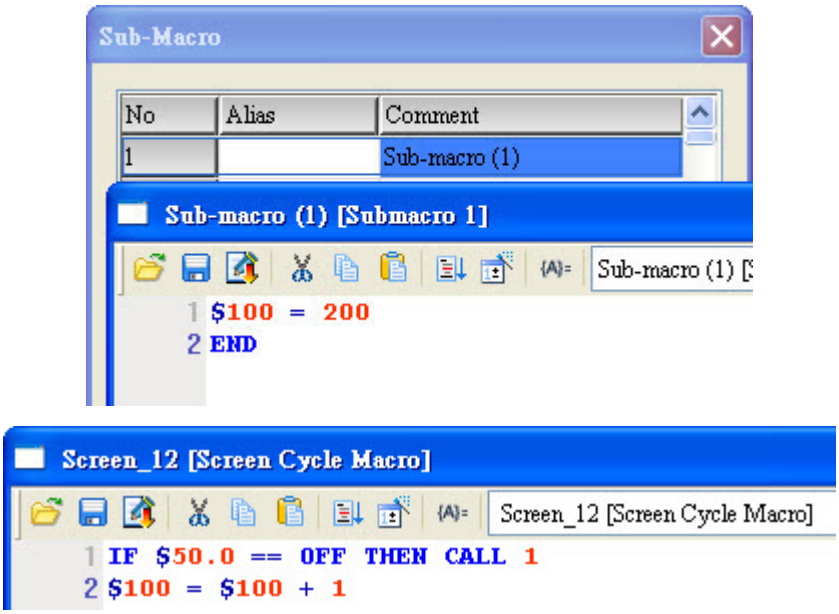
(10) IF == OFF			
Expression	**What Variables Represent**		**NOTE**
IF Var1 == OFF THEN CALL Var2 (W)	Var 1	condition1	W : Word
	Var 2	Label identifier	
	Expression Explanation		
	If condition1 is OFF, then call the submacro labeled with Var 2.		

Variable	**Memory Usage**		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎ (Can only be bit)		
Var 2			◎

Example

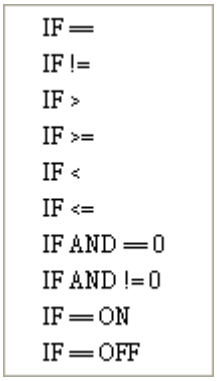
➢ Var 1 is the internal memory address, and Var 2 is a constant.





➢ If $50.0 is OFF, then call the submacro labeled 1 ($100 = 200); otherwise, execute $100 = $100 + 1.

■ IF…(If…)

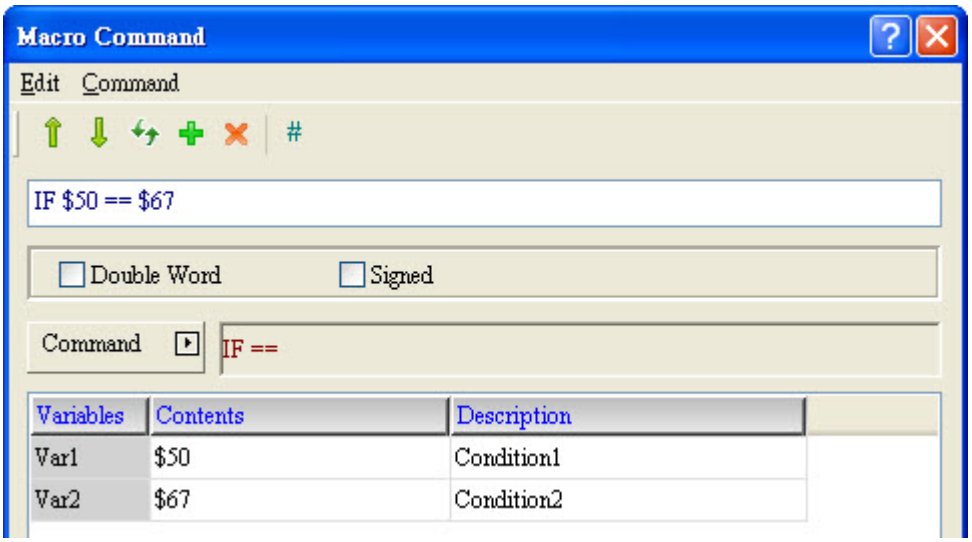


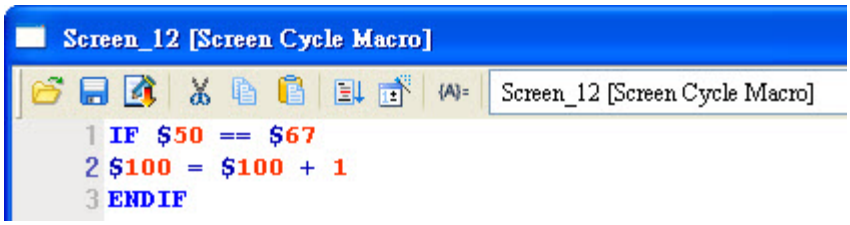
➢ There are 10 commands in the category of If… Macro, and they are introduced below.

(1) IF ==			
Expression	**What Variables Represent**		**NOTE**
IF Var1 == Var2 (W) IF Var1 == Var2 (DW) IF Var1 == Var2 (Signed W) IF Var1 == Var2 (Signed DW)	Var 1	condition1	W : Word DW : Double Word Signed : Signed number
	Var 2	condition2	
	Expression Explanation		
	If condition1 equals to condition2, then execute…		
*ENDIF is required at end of the IF Macro, or error messages will pop up during compile.			

Variable	**Memory Usage**		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎		◎
Var 2	◎		◎
Var 3			◎

Example
➢ Var 1 and Var 2 are both internal memory addresses, and Var 3 is a constant.





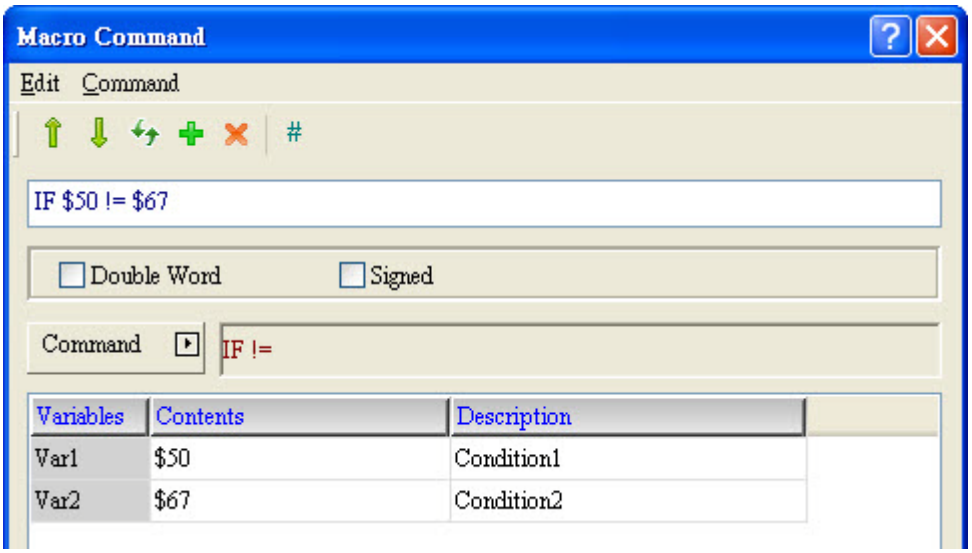
➢ If $50 equals to $67 (value comparison), then execute $100 = $100+1; if $50 is larger or smaller than $67, then do not execute $100 = $100 + 1.

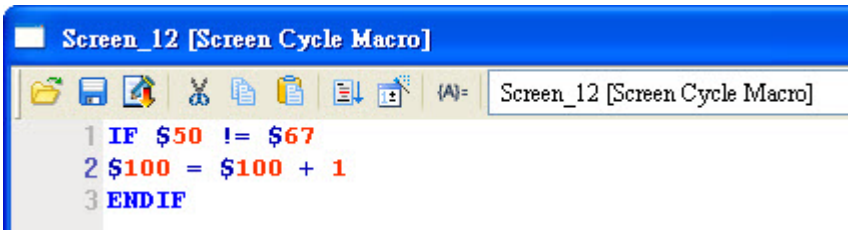
(2) IF !=			
Expression	**What Variables Represent**		**NOTE**
IF Var1 != Var2 (W) IF Var1 != Var2 (DW) IF Var1 != Var2 (Signed W) IF Var1 != Var2 (Signed DW)	Var 1	condition1	W : Word DW : Double Word Signed : Signed number
	Var 2	condition2	
	Expression Explanation		
	If condition1 does not equal to condition2, then execute…		
*ENDIF is required at end of the IF Macro, or error messages will pop up during compile.			

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		◎
Var 2	◎		◎
Var 3			◎

Example

➢ Var 1 and Var 2 are both internal memory addresses, and Var 3 is a constant.





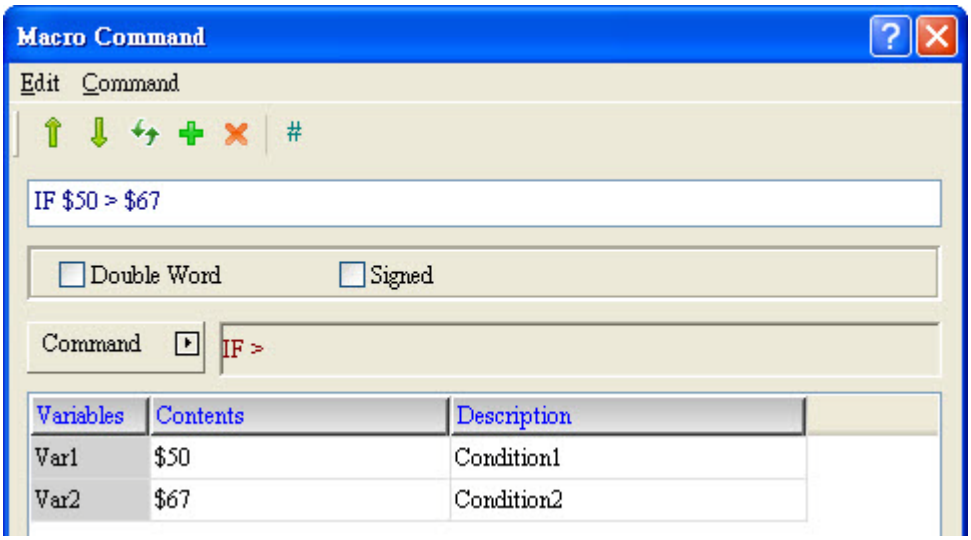
➢ If $50 does not equal to $67 (value comparison), then execute $100 = $100+1; otherwise, do not execute $100 = $100 + 1.

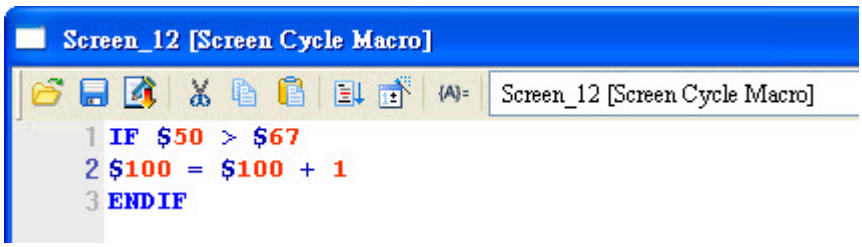
(3) IF >			
Expression	**What Variables Represent**		**NOTE**
IF Var1 > Var2 (W) IF Var1 > Var2 (DW) IF Var1 > Var2 (Signed W) IF Var1 > Var2 (Signed DW)	Var 1	condition1	W : Word DW : Double Word Signed : Signed number
	Var 2	condition2	
	Expression Explanation		
	If condition1 is larger than condition2, then execute…		
*ENDIF is required at end of the IF Macro, or error messages will pop up during compile.			

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		◎
Var 2	◎		◎
Var 3			◎

Example

➢ Var 1 and Var 2 are both internal memory addresses, and Var 3 is a constant.



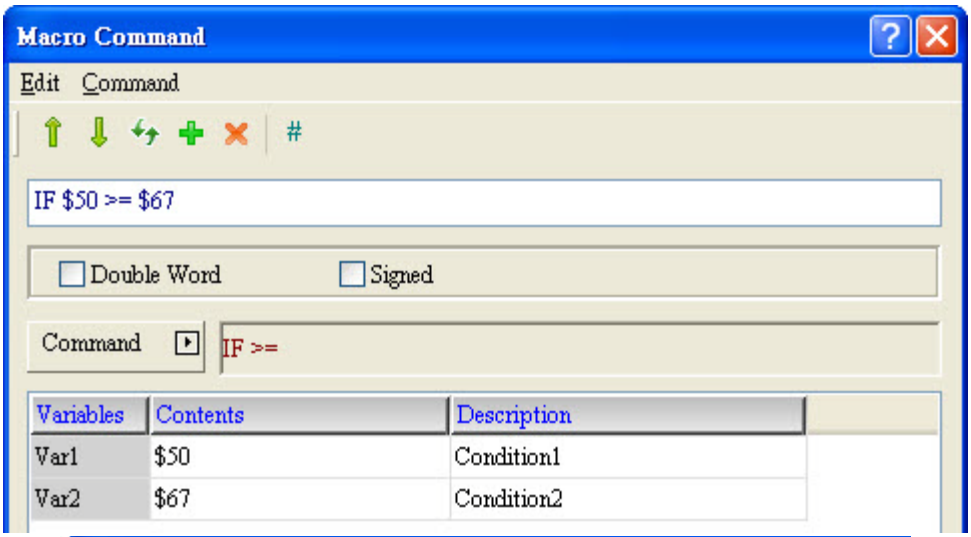


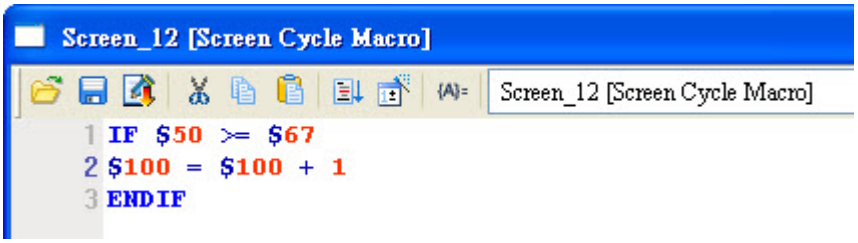
➢ If $50 is larger than $67 (value comparison), then execute $100 = $100+1; otherwise, do not execute $100 = $100 + 1.

(4) IF >=			
Expression	**What Variables Represent**		**NOTE**
IF Var1 >= Var2 (W) IF Var1 >= Var2 (DW) IF Var1 >= Var2 (Signed W) IF Var1 >= Var2 (Signed DW)	Var 1	condition1	W : Word DW : Double Word Signed : Signed number
	Var 2	condition2	
	Expression Explanation		
	If condition1 is larger than or equals to condition2, then execute…		
*ENDIF is required at end of the IF Macro, or error messages will pop up during compile.			

Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎		◎
Var 2	◎		◎
Var 3			◎

Example
➢ Var 1 and Var 2 are both internal memory addresses, and Var 3 is a constant.



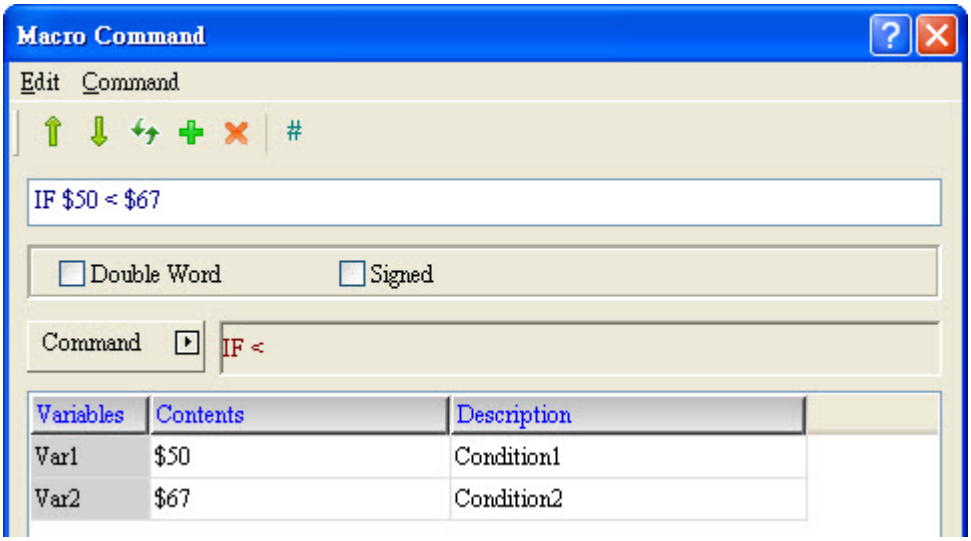


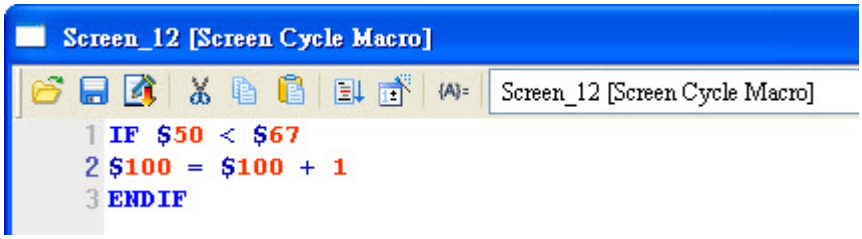
➢ If $50 is larger than or equal to $67 (value comparison), then execute $100 = $100+1; otherwise, do not execute $100 = $100 + 1.

(5) IF <			
Expression	**What Variables Represent**		**NOTE**
IF Var1 < Var2 (W) IF Var1 < Var2 (DW) IF Var1 < Var2 (Signed W) IF Var1 < Var2 (Signed DW)	Var 1	condition1	W : Word DW : Double Word Signed : Signed number
	Var 2	condition2	
	Expression Explanation		
	If condition1 is smaller than condition2, then execute…		
*ENDIF is required at end of the IF Macro, or error messages will pop up during compile.			

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		◎
Var 2	◎		◎
Var 3			◎

Example
➢ Var 1 and Var 2 are both internal memory addresses, and Var 3 is a constant.





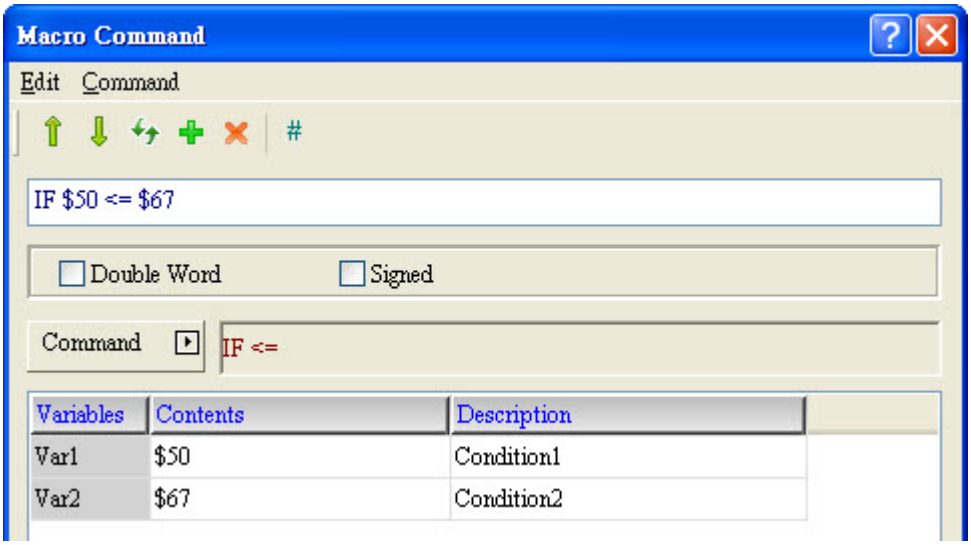
➢ If $50 is smaller than $67 (value comparison), then execute $100 = $100+1; otherwise, do not execute $100 = $100 + 1.

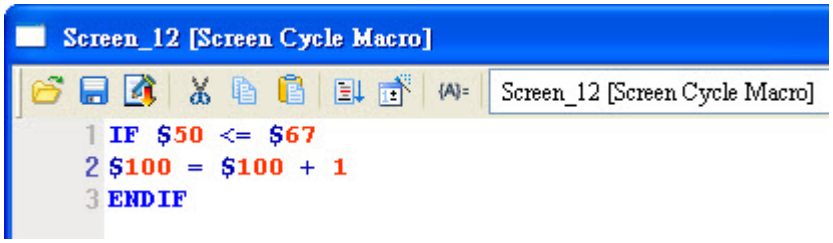
(6) IF <=			
Expression	**What Variables Represent**		**NOTE**
IF Var1 <= Var2 (W) IF Var1 <= Var2 (DW) IF Var1 <= Var2 (Signed W) IF Var1 <= Var2 (Signed DW)	Var 1	condition1	W : Word DW : Double Word Signed : Signed number
	Var 2	condition2	
	Expression Explanation		
	If condition1 is smaller than or equals to condition2, then execute…		
*ENDIF is required at end of the IF Macro, or error messages will pop up during compile.			

Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎		◎
Var 2	◎		◎
Var 3			◎

Example

➢ Var 1 and Var 2 are both internal memory addresses, and Var 3 is a constant.





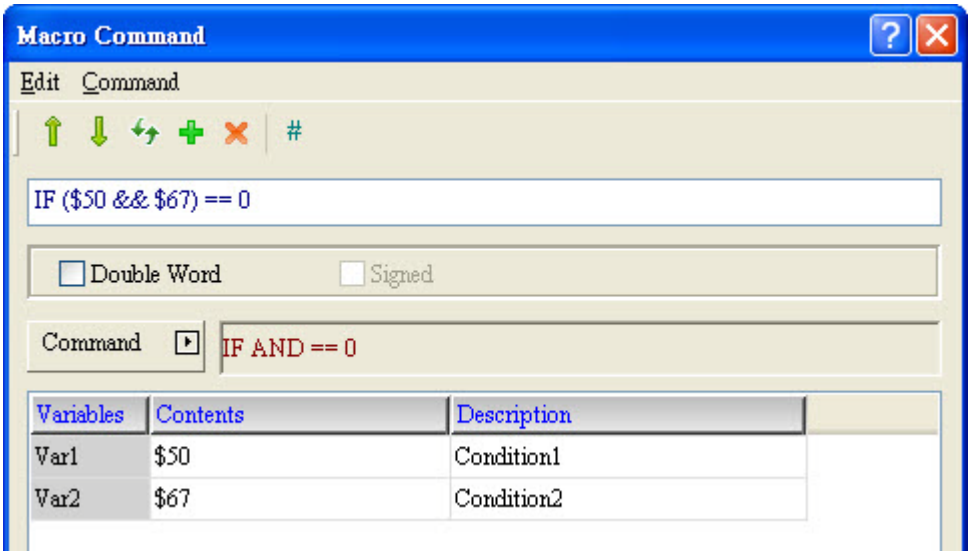
➢ If $50 is smaller than or equals to $67 (value comparison), then execute $100 = $100+1; otherwise, do not execute $100 = $100 + 1.

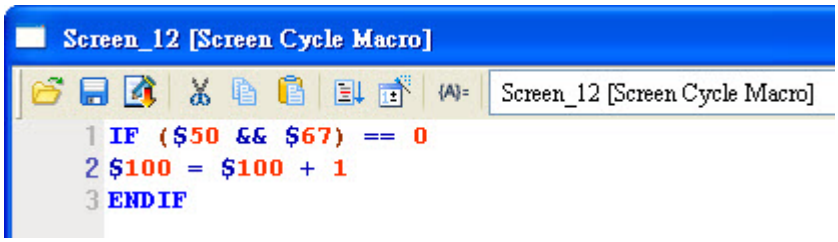
(7) IF AND == 0			
Expression	**What Variables Represent**		**NOTE**
IF (Var1 && Var2) == 0 (W) IF (Var1 && Var2) == 0 (DW)	Var 1	condition1	W : Word DW : Double Word
	Var 2	condition2	
	Expression Explanation		
	If the result of Bitwise AND Operation between condition1 and condition2 is 0, then execute ...		

Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎		◎
Var 2	◎		◎

Example

➢ Var 1 and Var 2 are both internal memory addresses.



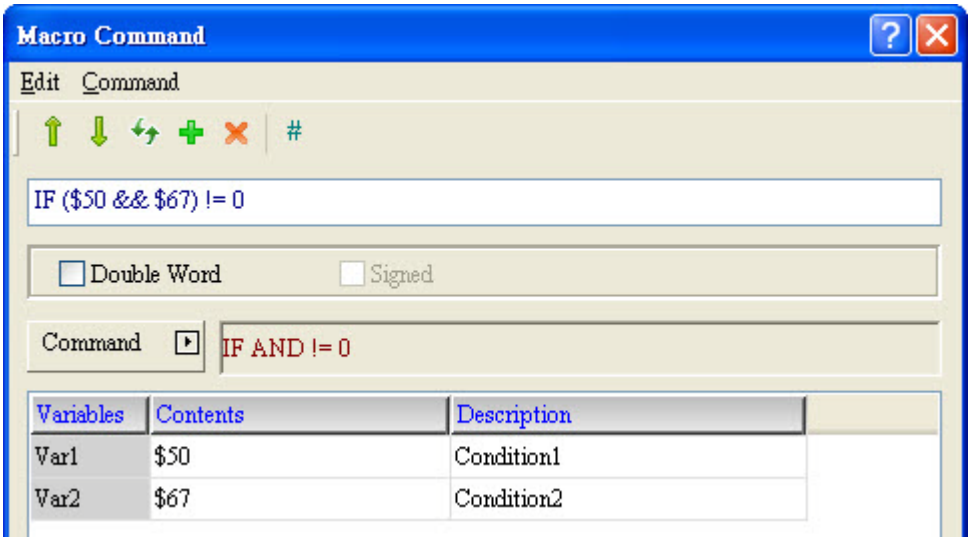


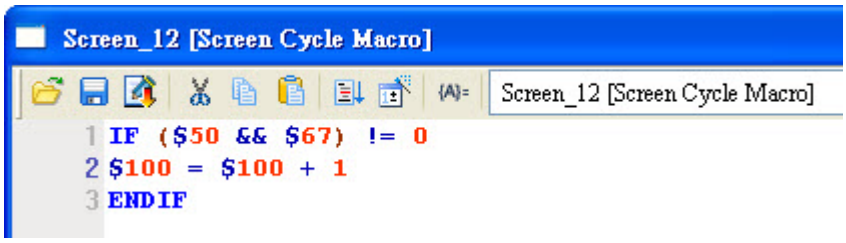
➢ If the result of Bitwise AND Operation between $50 and $67 is 0, then execute $100 = $100+1; otherwise, do not execute $100 = $100 + 1.

(8) IF AND != 0			
Expression	**What Variables Represent**		**NOTE**
IF (Var1 && Var2) != 0 (W) IF (Var1 && Var2) != 0 (DW)	Var 1	condition1	W : Word DW : Double Word
	Var 2	condition2	
	Expression Explanation		
	If the result of Bitwise AND Operation between condition1 and condition2 is not 0, then execute ...		

Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎		◎
Var 2	◎		◎

Example
➢ Var 1 and Var 2 are both internal memory addresses.

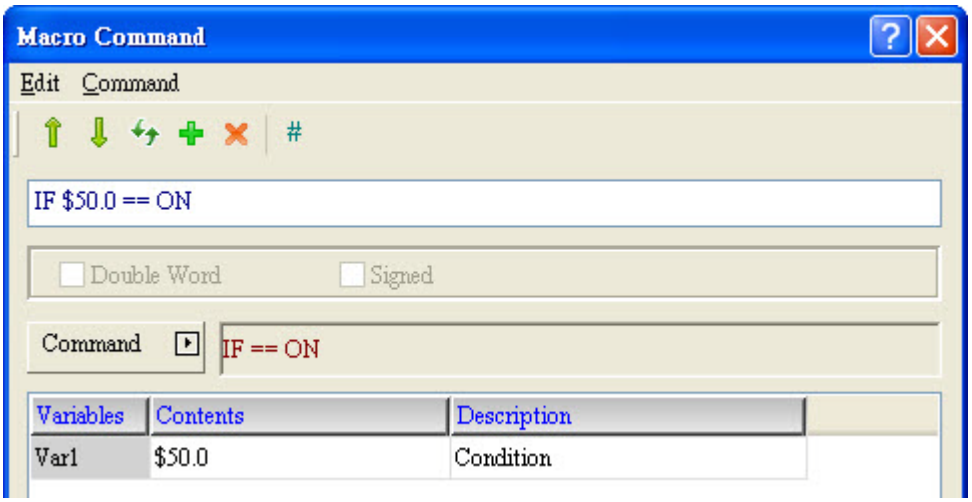
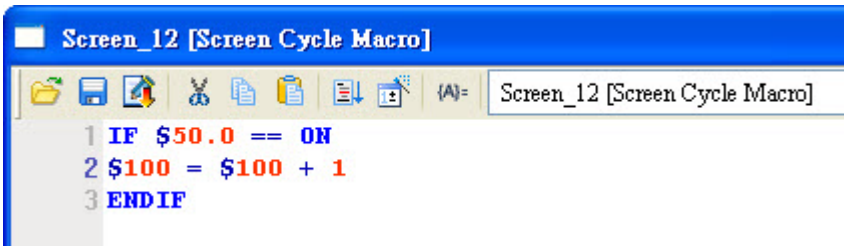




➢ If the result of Bitwise AND Operation between $50 and $67 is not 0, then execute $100 = $100+1; otherwise, do not execute $100 = $100 + 1.

(9) IF == ON		
Expression	**What Variables Represent**	**NOTE**
IF Var1 == ON (W)	Var 1 condition1 **Expression Explanation** If condition1 is ON, then execute…	W : Word

Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎ (Can only be Bit)		

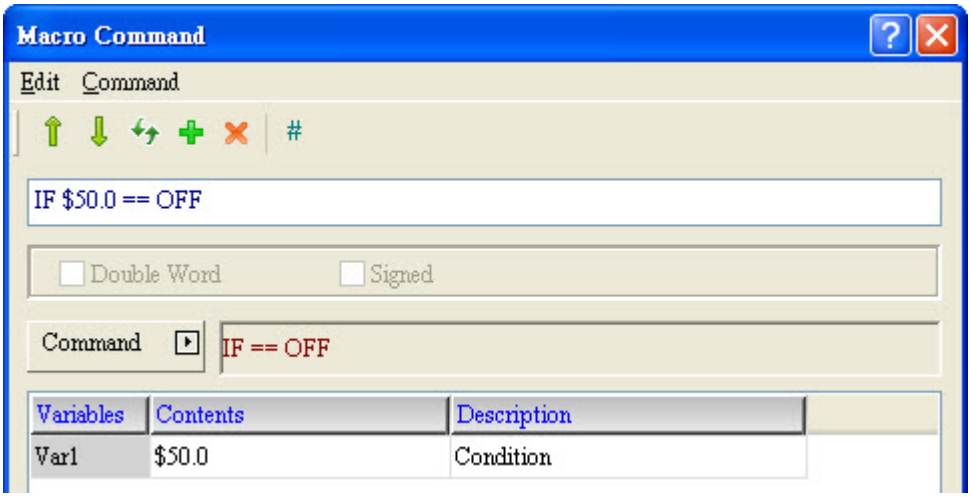
Example
➢ Var 1 is an internal memory address.       ➢ If $50.0 is ON, then execute $100 = $100 + 1; otherwise, do not execute $100 = $100 + 1.

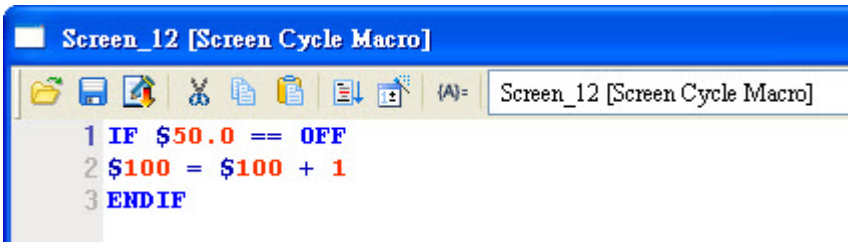
(10) IF == OFF			
Expression	**What Variables Represent**		**NOTE**
IF Var1 == OFF (W)	Var 1	condition1	W : Word
	Expression Explanation		
	If condition1 is OFF, then execute…		

Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎ (Can only be Bit)		

Example

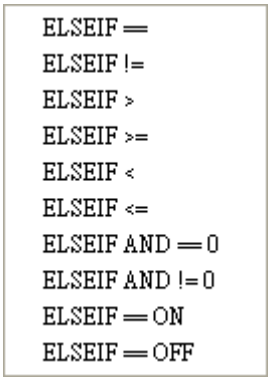
- Var 1 is an internal memory address.





- If $50.0 is OFF, then execute $100 = $100 + 1; otherwise, do not execute $100 = $100 + 1.

■ ELSEIF… (Else…)

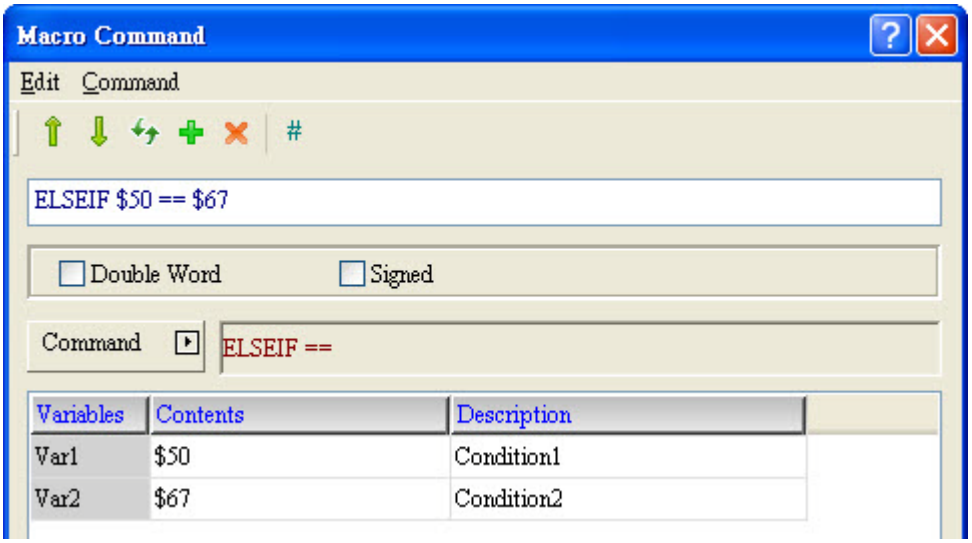


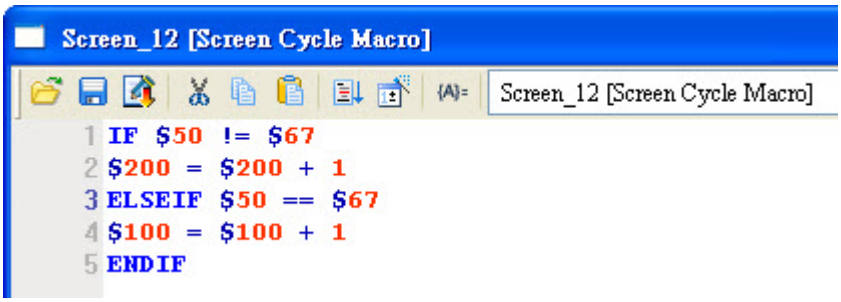
➢ There are 10 commands in the category of ELSEIF …Macro, and they are introduced below:

(1) ELSEIF ==			
Expression	**What Variables Represent**		**NOTE**
ELSEIF Var1 == Var2 (W) ELSEIF Var1 == Var2 (DW) ELSEIF Var1 == Var2 (Signed W) ELSEIF Var1 == Var2 (Signed DW)	Var 1	condition1	W : Word DW : Double Word Signed : Signed number
	Var 2	condition2	
	Expression Explanation		
	Or else, if condition1 equals to condition2, then execute…		
*IF…ENDIF is required to pair up with ELSEIF Macro commands, or error messages will pop up during compile.			

Variable	**Memory Usage**		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎		◎
Var 2	◎		◎

Example
➢ Var 1 and Var 2 are both internal memory addresses.



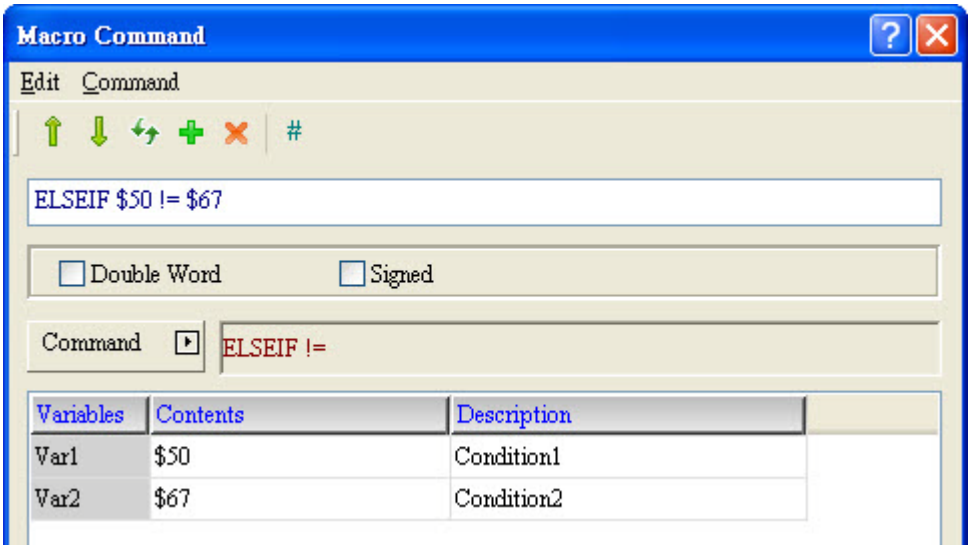


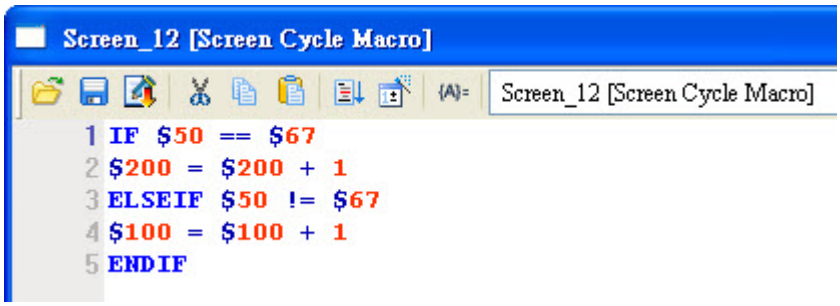
➢ If $50 does not equal to $67 (value comparison), then execute $200 = $200+1; otherwise, then execute $100 = $100 + 1.

(2) ELSEIF !=			
Expression	**What Variables Represent**		**NOTE**
ELSEIF Var1 != Var2 (W) ELSEIF Var1 != Var2 (DW) ELSEIF Var1 != Var2 (Signed W) ELSEIF Var1 != Var2 (Signed DW)	Var 1	condition1	W : Word DW : Double Word Signed : Signed number
	Var 2	condition2	
	Expression Explanation		
	Or else, if condition1 does not equal to condition2, then execute…		
*IF…ENDIF is required to pair up with the ELSEIF Macro commands, or error messages will pop up during compile.			

Memory Usage			
Variable	**Internal Memory**	**PLC Register**	**Constant**
Var 1	◎		◎
Var 2	◎		◎

Example
➢ Var 1 and Var 2 are both internal memory addresses.





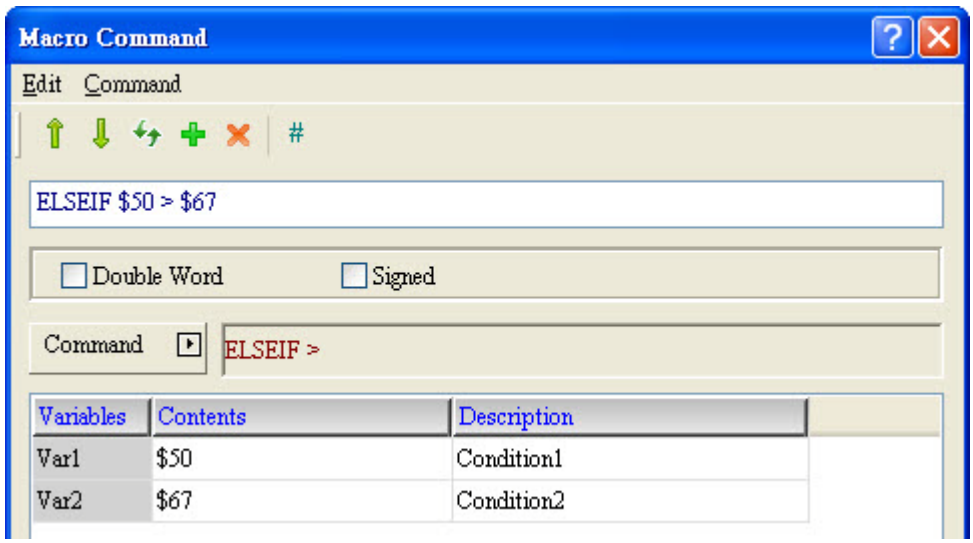
➢ If $50 equals to $67 (value comparison), then execute $200 = $200+1; otherwise, then execute $100 = $100 + 1.

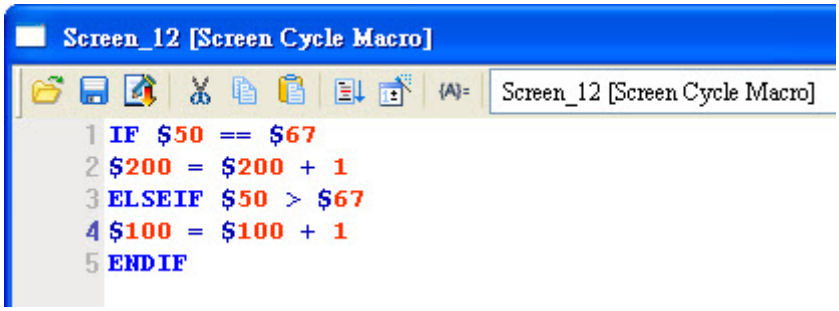
(3) ELSEIF >			
Expression	**What Variables Represent**		**NOTE**
ELSEIF Var1 > Var2 (W) ELSEIF Var1 > Var2 (DW) ELSEIF Var1 > Var2 (Signed W) ELSEIF Var1 > Var2 (Signed DW)	Var 1	condition1	W : Word DW : Double Word Signed : Signed number
	Var 2	condition2	
	Expression Explanation		
	Or else, if condition1 is larger than condition2, then execute…		
*IF…ENDIF is required to pair up with the ELSEIF Macro commands, or error messages will pop up during compile.			

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		◎
Var 2	◎		◎

Example

- Var 1 and Var 2 are both internal memory addresses.





- If $50 equals to $67 (value comparison), then execute $200 = $200+1; or else if $50 is larger than $67, then execute $100 = $100 + 1.

(4) ELSEIF >=

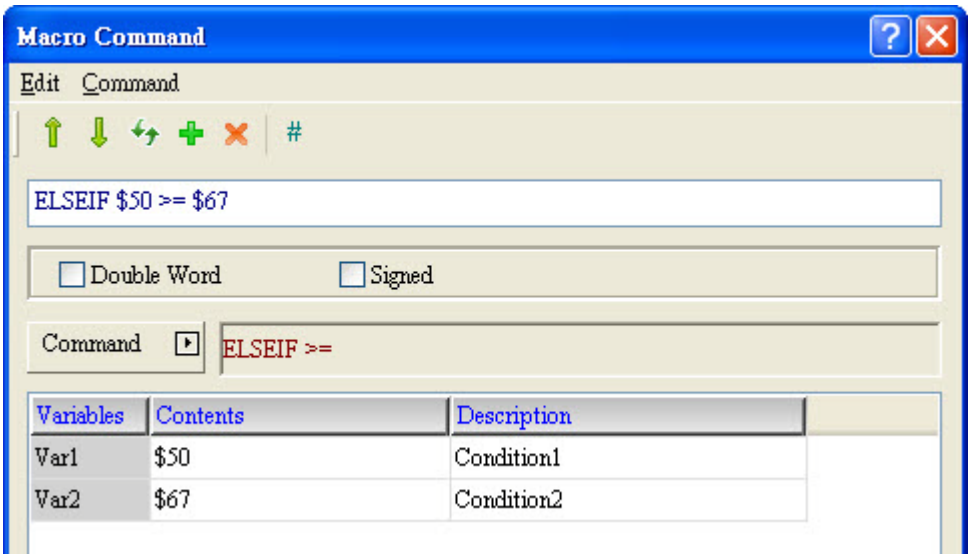
Expression	What Variables Represent		NOTE
ELSEIF Var1 >= Var2 (W) ELSEIF Var1 >= Var2 (DW) ELSEIF Var1 >= Var2 (Signed W) ELSEIF Var1 >= Var2 (Signed DW)	Var 1	condition1	W : Word DW : Double Word Signed : Signed number
	Var 2	condition2	
	Expression Explanation		
	Or else, if condition1 is larger than or equals to condition2, then execute…		

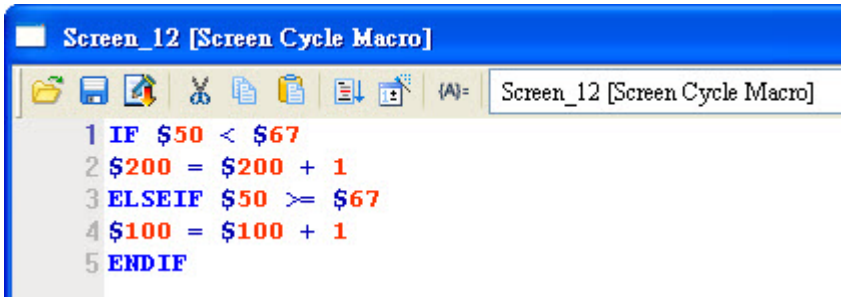
*IF…ENDIF is required to pair up with the ELSEIF Macro commands, or error messages will pop up during compile.

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		◎
Var 2	◎		◎

Example

➢ Var 1 and Var 2 are both internal memory addresses.





➢ If $50 is smaller than $67 (value comparison), then execute $200 = $200+1; otherwise, execute $100 = $100 + 1.

(5) ELSEIF <

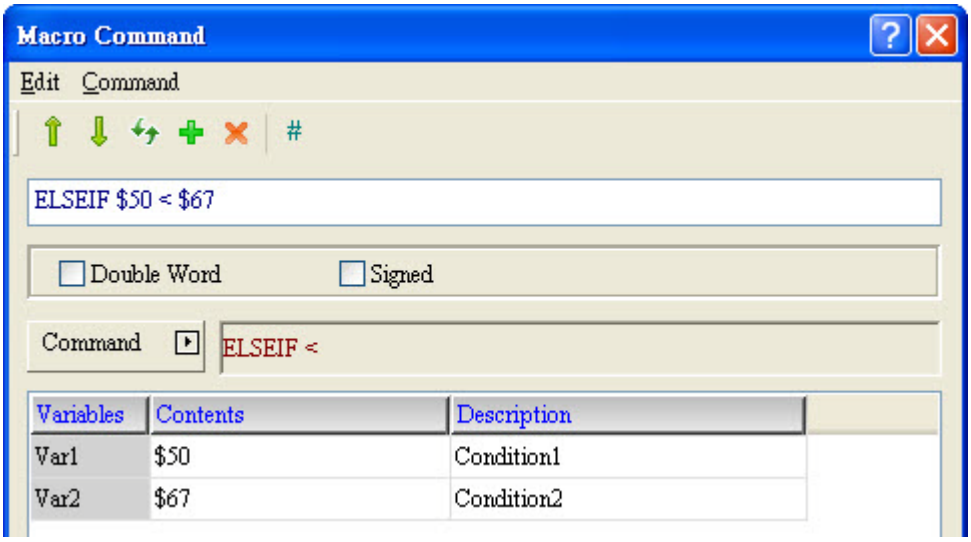
Expression	What Variables Represent		NOTE
ELSEIF Var1 < Var2 (W) ELSEIF Var1 < Var2 (DW) ELSEIF Var1 < Var2 (Signed W) ELSEIF Var1 < Var2 (Signed DW)	Var 1	condition1	W : Word DW : Double Word Signed : Signed number
	Var 2	condition2	
	Expression Explanation		
	Or else, if condition1 is smaller than condition2, then execute…		

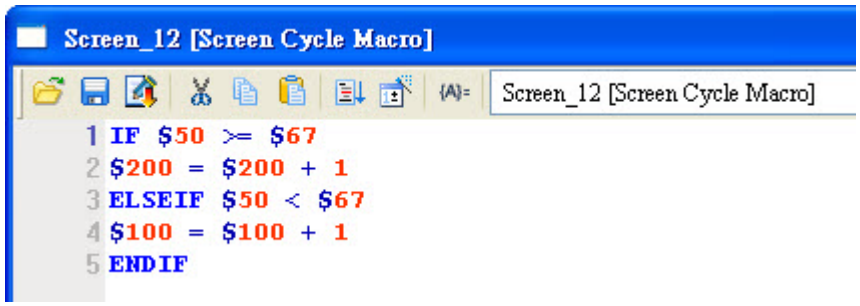
*IF…ENDIF is required to pair up with the ELSEIF Macro commands, or error messages will pop up during compile.

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		◎
Var 2	◎		◎

Example

➢ Var 1 and Var 2 are both internal memory addresses.





➢ If $50 is larger than or equals to $67 (value comparison), then execute $200 = $200+1; or else if $50 is larger than $67, then execute $100 = $100 + 1.

(6) ELSEIF <=

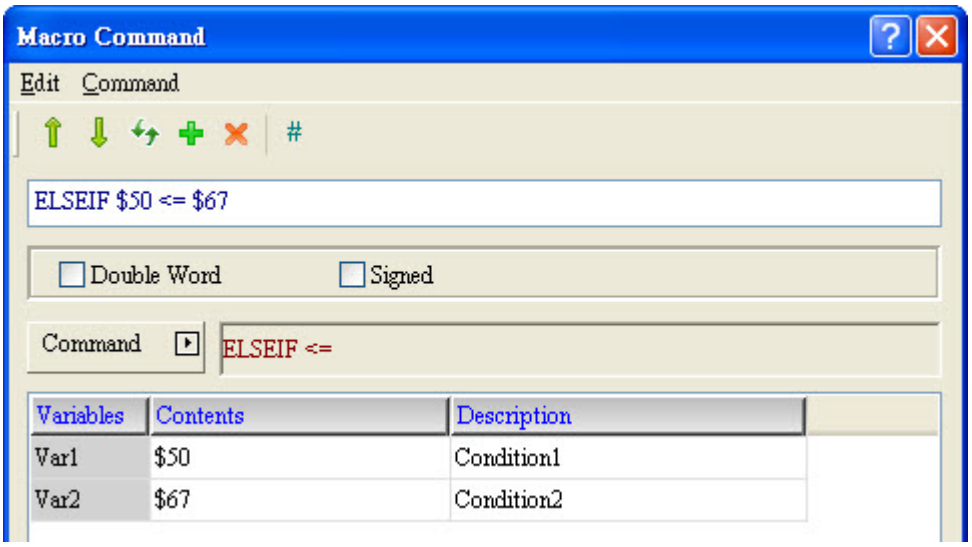
Expression	What Variables Represent		NOTE
ELSEIF Var1 <= Var2 (W) ELSEIF Var1 <= Var2 (DW) ELSEIF Var1 <= Var2 (Signed W) ELSEIF Var1 <= Var2 (Signed DW)	Var 1	condition1	W : Word DW : Double Word Signed : Signed number
	Var 2	condition2	
	Expression Explanation		
	Or else, if condition1 is smaller than or equals to condition2, then execute…		

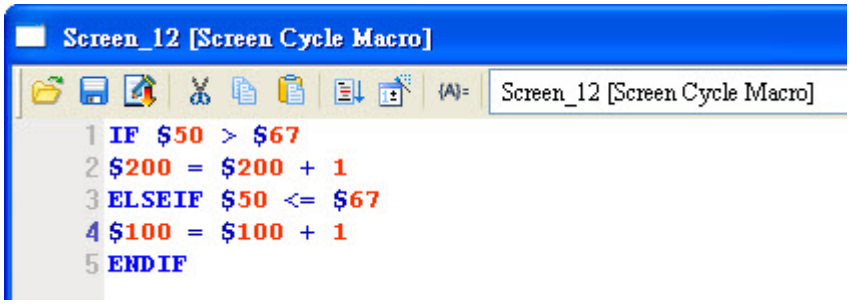
*IF…ENDIF is required to pair up with the ELSEIF Macro commands, or error messages will pop up during compile.

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		◎
Var 2	◎		◎

Example

➢ Var 1 and Var 2 are both internal memory addresses.





➢ If $50 is larger than $67 (value comparison), then execute $200 = $200+1; otherwise, execute $100 = $100 + 1.

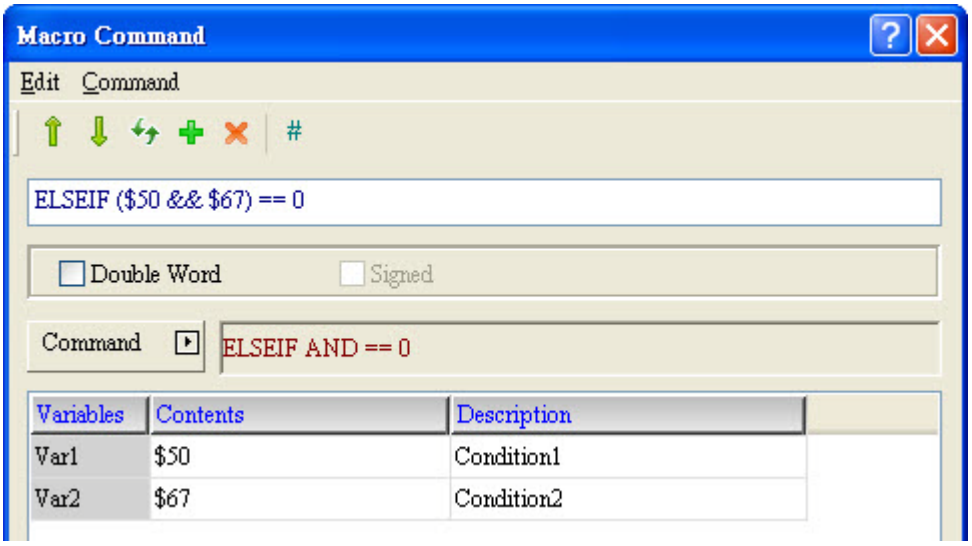
(7) ELSEIF AND == 0

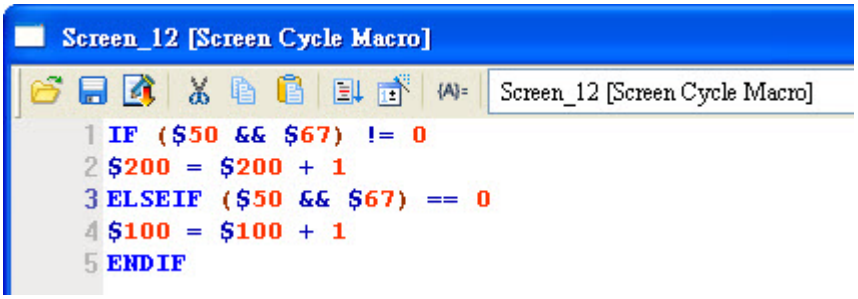
Expression	What Variables Represent		NOTE
ELSEIF (Var1 && Var2) == 0 (W) ELSEIF (Var1 && Var2) == 0 (DW)	Var 1	condition1	W : Word DW : Double Word
	Var 2	condition2	
	Expression Explanation		
	Or else, if the result of Bitwise AND Operation between condition 1 and condition 2 is 0, then execute…		

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		◎
Var 2	◎		◎

Example

➢ Var 1 and Var 2 are both internal memory addresses.





➢ If the result of Bitwise AND Operation between $50 and $67 is not 0, then execute $200 = $200+1; otherwise, execute $100 = $100 + 1.

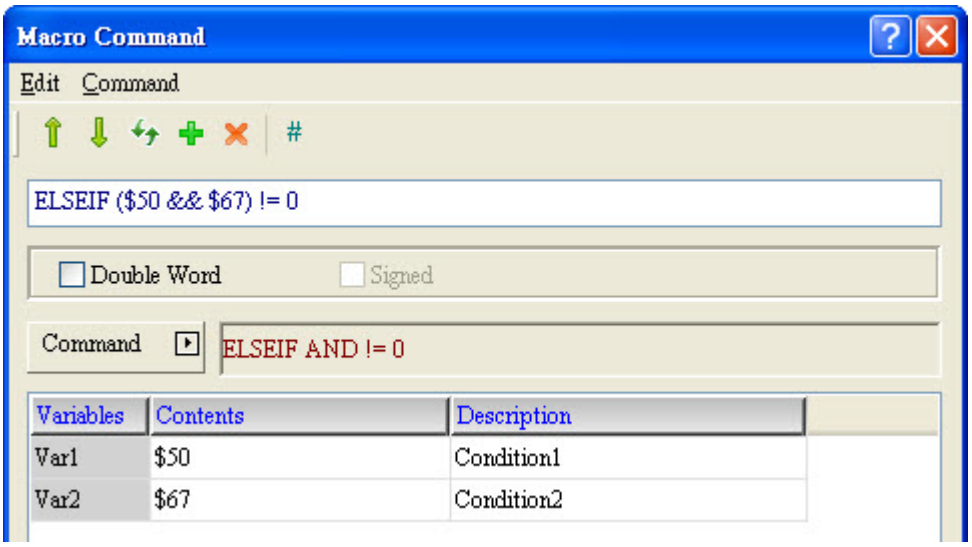
(8) ELSEIF AND != 0

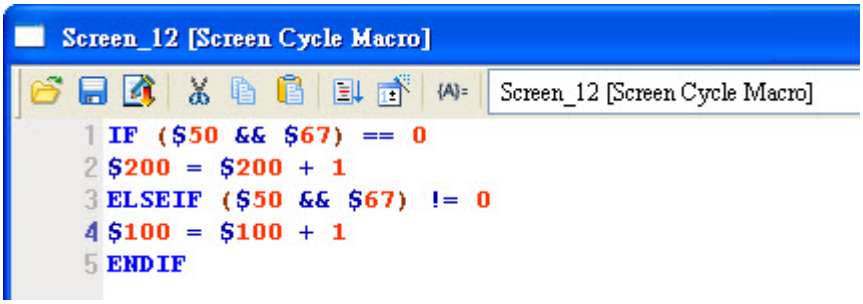
Expression	What Variables Represent		NOTE
ELSEIF (Var1 && Var2) != 0 (W) ELSEIF (Var1 && Var2) != 0 (DW)	Var 1	condition1	W : Word DW : Double Word
	Var 2	condition2	
	Expression Explanation		
	Or else, if the result of Bitwise AND Operation between condition 1 and condition 2 is not 0, then execute…		

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		◎
Var 2	◎		◎

Example

➢ Var 1 and Var 2 are both internal memory addresses.





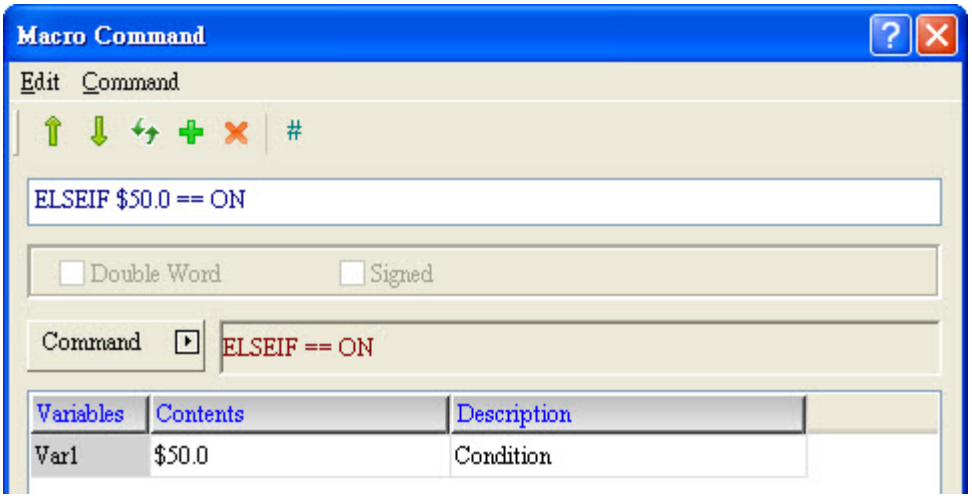
➢ If the result of Bitwise AND Operation between $50 and $67 is 0, then execute $200 = $200+1; otherwise, execute $100 = $100 +1.

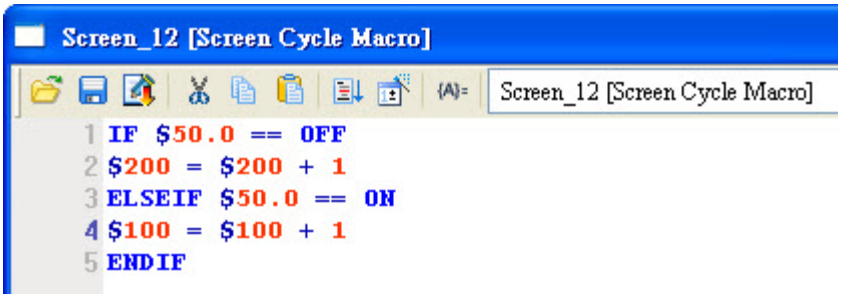
(9) ELSEIF == ON			
Expression	**What Variables Represent**		**NOTE**
ELSEIF Var1 == ON (W)	Var 1	condition1	W : Word
	Expression Explanation		
	Or else, if condition1 is ON, then execute…		

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎ (Can only be Bit)		

Example

➢ Var 1 is the internal memory address.





➢ If $50.0 is OFF, then execute $200 = $200 + 1; if $50.0 is ON, then execute $100 = $100 + 1.

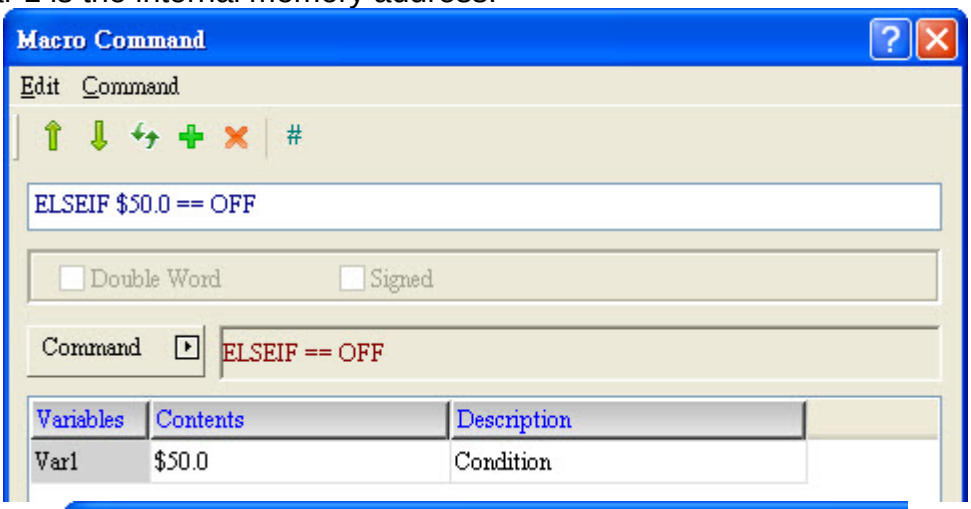
(10) ELSEIF == OFF

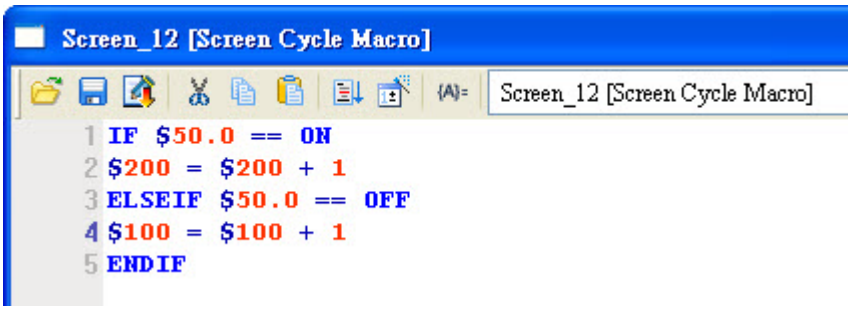
Expression	What Variables Represent		NOTE
ELSEIF Var1 == OFF (W)	Var 1	condition1	W : Word
	Expression Explanation		
	Or else, if condition1 is OFF, then execute…		

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎ (Can only be Bit)		

Example

➢ Var 1 is the internal memory address.

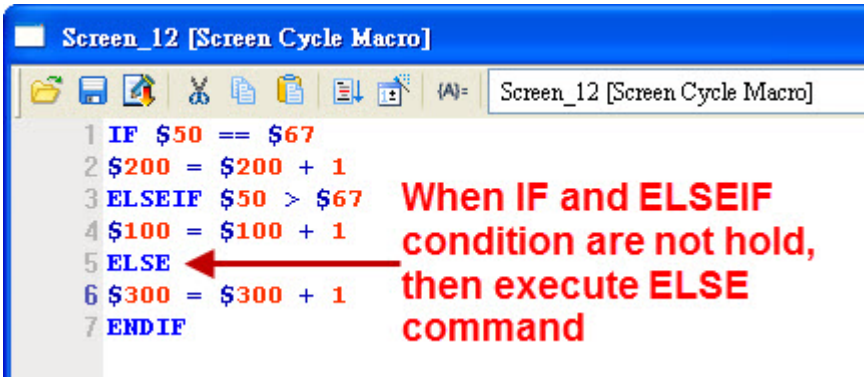




➢ If $50.0 is ON, then execute $200 = $200 + 1; if $50.0 is OFF, then execute $100 = $100 + 1.

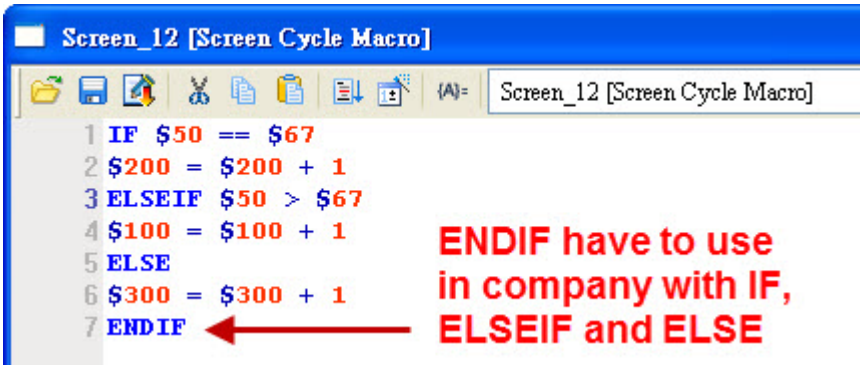
■ ELSE

The Else command is used to execute other procedures when either the If or Elseif statement is not true. Else needs to pair up with If and Endif, or error messages will pop up during compile.



■ ENDIF

ENDIF is primarily used to pair up with commands such as If…, Else, and Eseif…

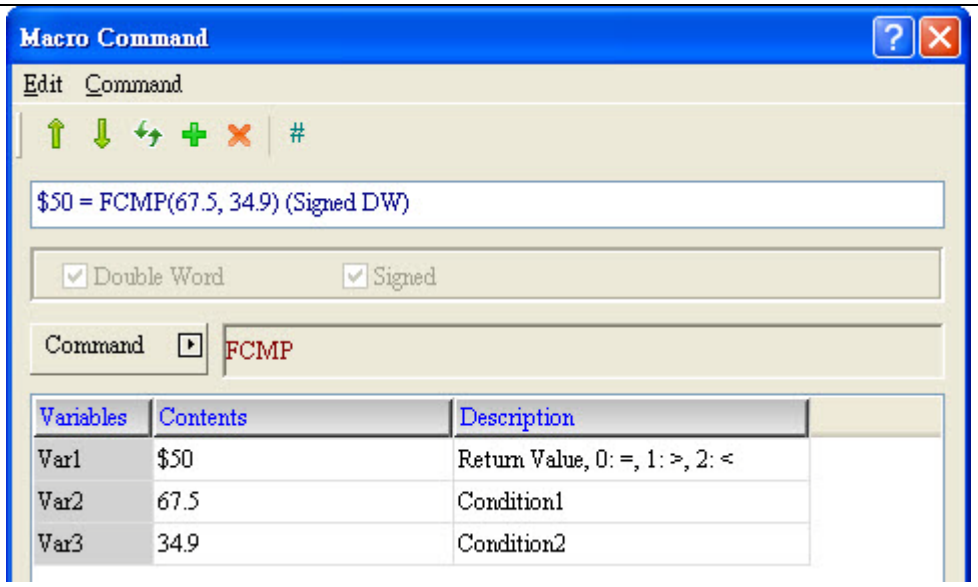


■ FCMP (Comparison of Floating Point Data)

<table>
<tr><th>Expression</th><th colspan="3">What Variables Represent</th><th>NOTE</th></tr>
<tr><td rowspan="6">Var1 = FCMP(Var2, Var3) (Signed DW)</td><td rowspan="4">Var 1</td><td colspan="2">Returned the compared result.</td><td rowspan="6">DW : Double Word
Signed : Signed number</td></tr>
<tr><td>=</td><td>0</td></tr>
<tr><td>></td><td>1</td></tr>
<tr><td><</td><td>2</td></tr>
<tr><td>Var 2</td><td colspan="2">condition1</td></tr>
<tr><td>Var 3</td><td colspan="2">condition2</td></tr>
<tr><td colspan="4">Expression Explanation</td></tr>
<tr><td colspan="4">Compare Var 2 and Var 3 and save the result in Var 1.</td></tr>
</table>

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		
Var 2	◎		◎
Var 3	◎		◎

Example
➢ Var 1 is an internal memory address, and Var 2 and Var 3 are constants.



- Compare with Var 2 and Var 3 value, and return value of 0, 1, 2. Due to 67.5 is greater than 34.9, so return value for 1. The $50 will display value for 1.

24-3-6 Flow Control

There are seven commands for flow control: GOTO, LABEL, CALL, RET, FOR, NEXT and END and with them, users can control the sequence of a program being executed. Their usages are detailed below.



Figure 24-3-6-1 Flow Control

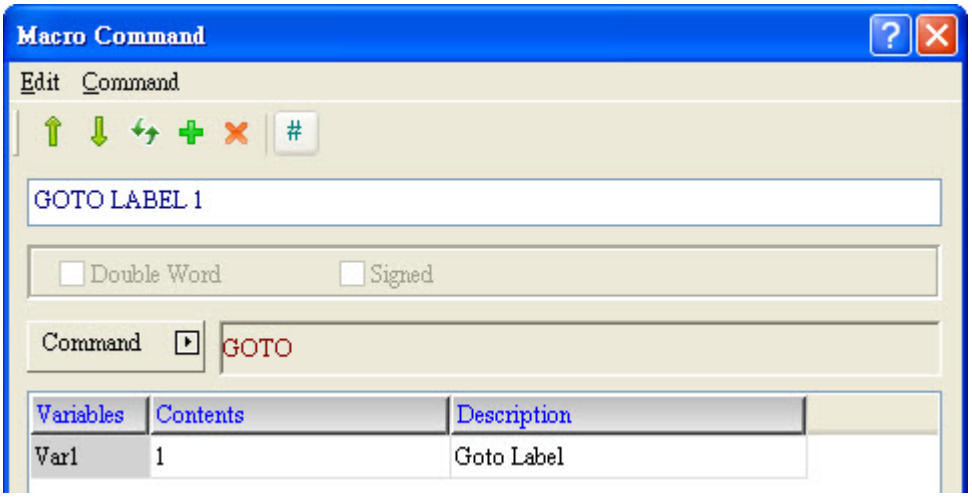
■ GOTO LABEL (label identifier for the current process to unconditionally jump to)

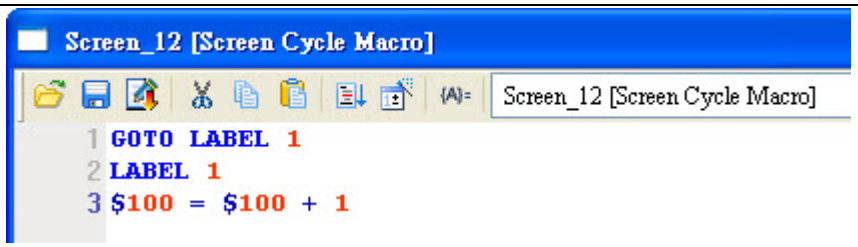
Expression	What Variables Represent		NOTE
GOTO LABEL Var1 (W)	Var 1	Label identifier for the current process to jump to	W : Word
	Expression Explanation		
	A designated identifier for the current process to directly jump to.		

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1			◎

Example

➢ Var 1 can only be Constant.





➢ Directly jump to Label 1 and the expression marked by Label 1 is $100 = $100 + 1.

■ LABEL (Label Identifier)

Expression	What Variables Represent		NOTE
LABEL Var1 (W)	Var 1	Label identifier for the current process to jump to	W : Word
	Expression Explanation		
	A designated identifier for the current process to directly jump to.		
* Each label has to have its unique label name and no identical label name is allowed for another label within the same macro.			

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1			◎

Example

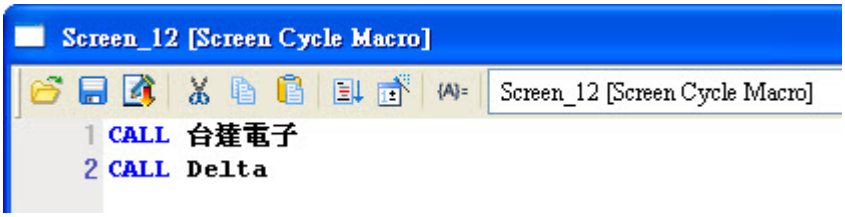
➢ Var 1 can only be Constant.



■ CALL (Call Submacro)

Expression	What Variables Represent		NOTE
CALL Var1 (W)	Var 1	Submacro ID(1~512)	W : Word
	Expression Explanation		
	A designated identifier for the current process to directly jump to.		

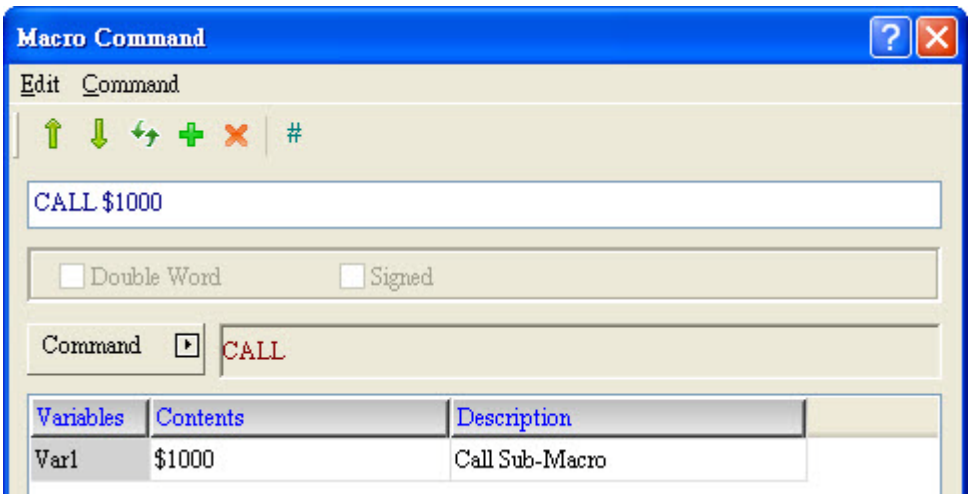
* Var 1 supports both Chinese and English names, but in such case, please manually enter the alias of the macro. The macro wizard only supports a submacro ID.



Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎		◎

Example

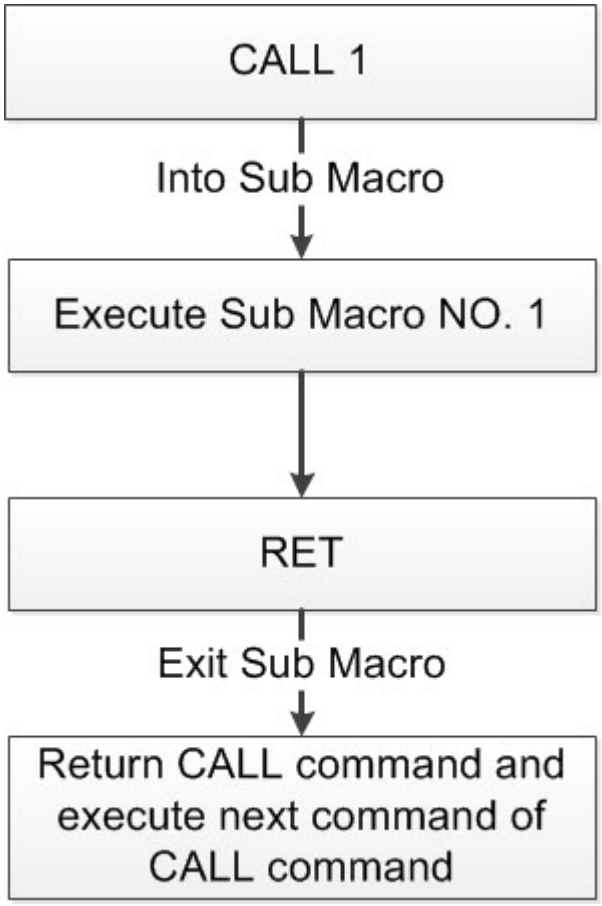
➢ Var 1 is an internal memory address.



➢ Users can enter submacro ID via $1000, or an internal memory address, to execute commands within a macro.

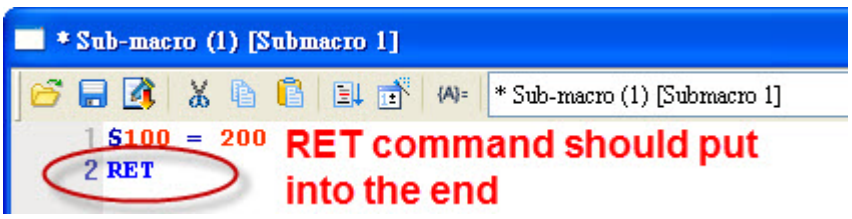
■ RET (Exit Submacro)

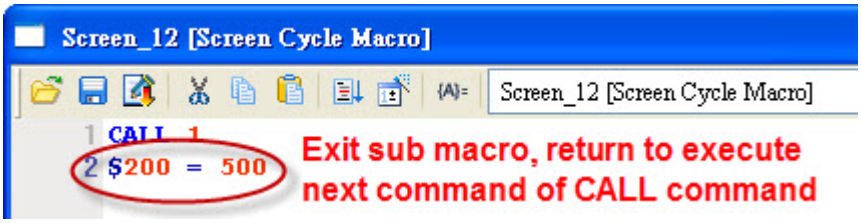
Expression	Expression Explanation	NOTE
RET	Exit a submacro and return back to the next line right after a submacro.	RET needs to be at the last line of a submacro and needs to pair up with the Call command.



Example

➢ RET needs to be at end of a macro

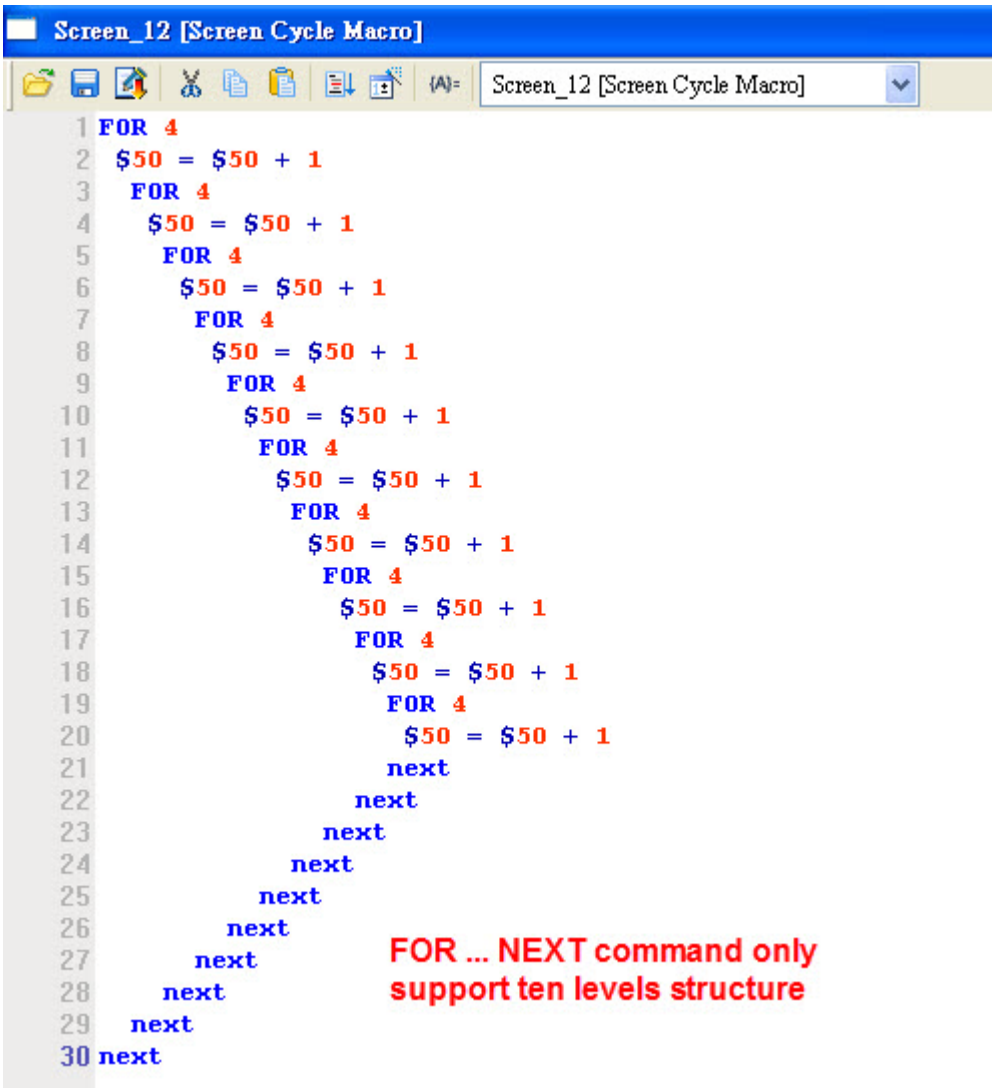




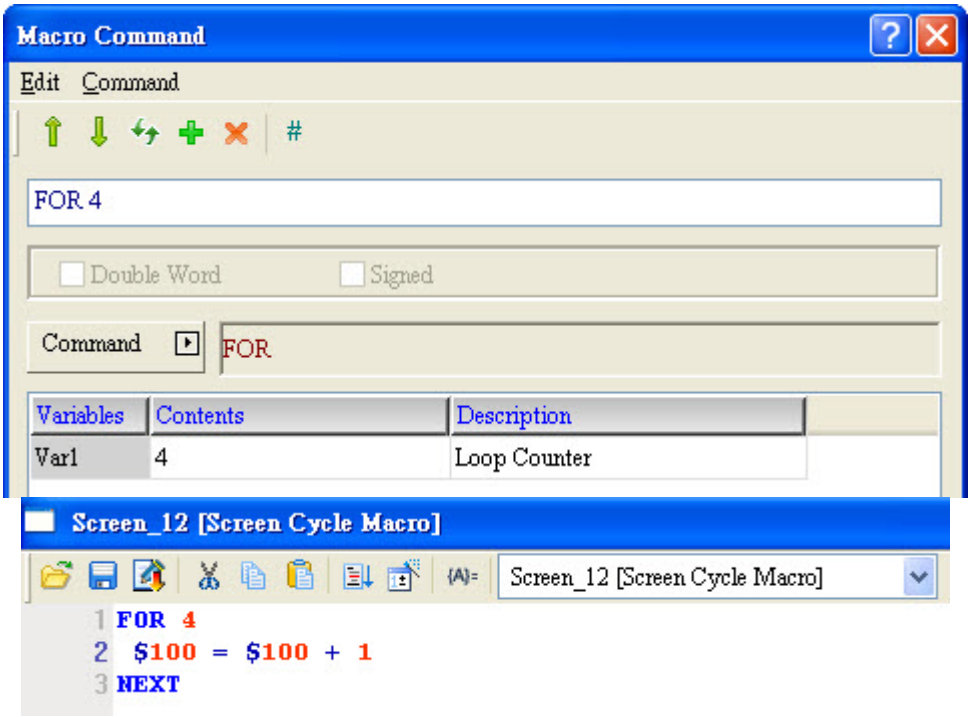
■ FOR, NEXT (Loop)

Expression	What Variables Represent		NOTE
FOR Var1 (W)	Var 1	Number of loops	W : Word
	Expression Explanation		
	Statement to run the loop “Var 1” times		
Expression	**Expression Explanation**		**NOTE**
NEXT	Need to pair up with “For”		

*multiple layers are possible (up to a maximum of three loops).

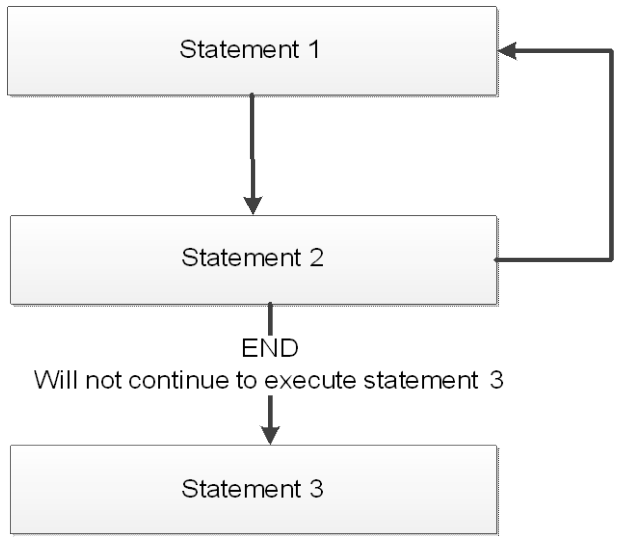


Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎		◎

Example
➢ Var 1 is a constant.  ➢ For 4 means to execute the statement “$100 = $100 + 1” four times and hence, the result is 4.

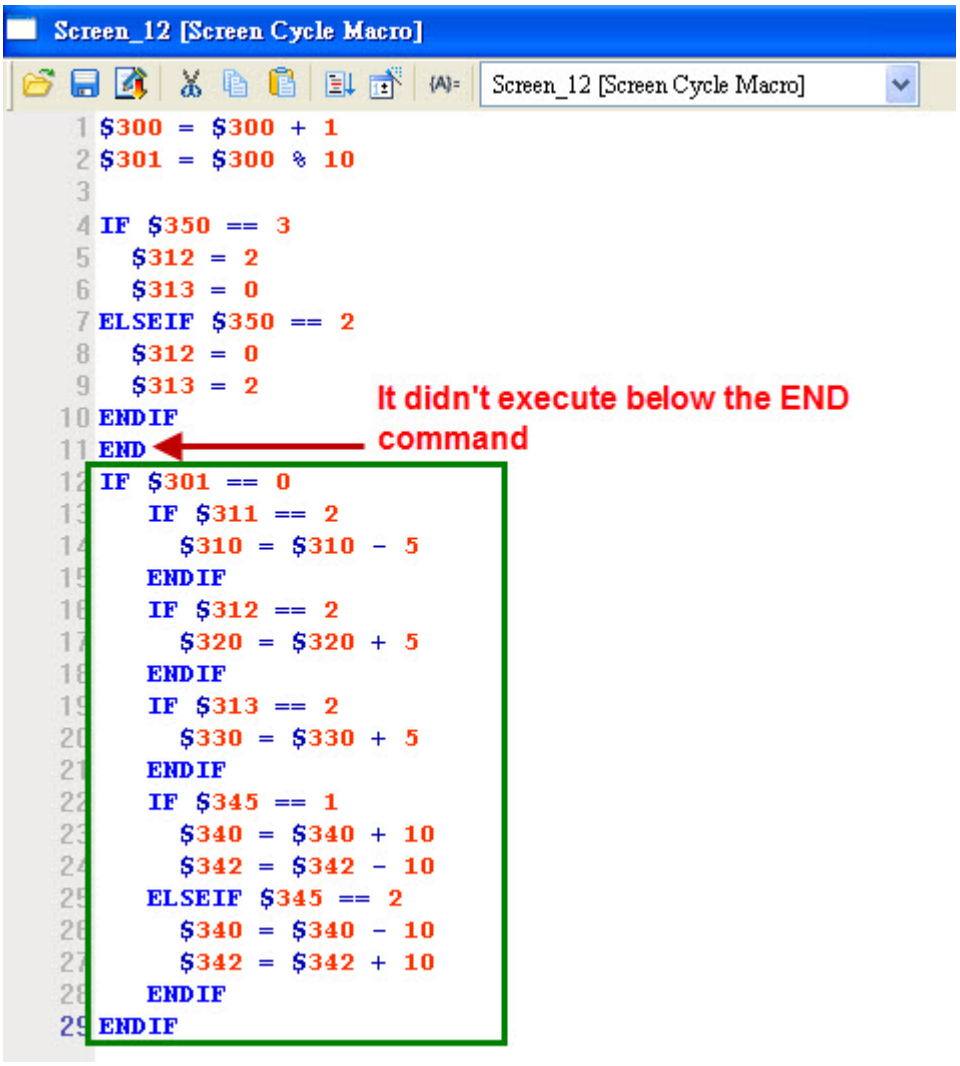
■ END (End Macro)

Expression	Expression Explanation	NOTE
END	End a macro.	If END command is used in a submacro, it indicates the program will not execute the next statement within the macro that the submacro belongs to.

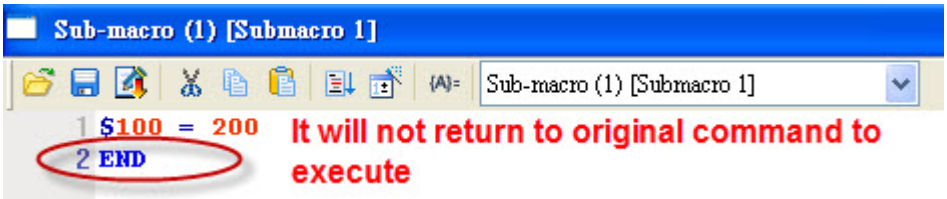


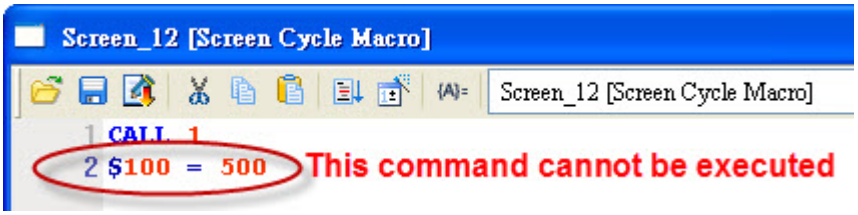
Example

- Below END command will not execute.



- If the END command is at the end of a submacro, it indicates the program will not execute the next statement within the macro the submacro belongs to.





24-3-7 Bit Settings

Four commands are available for Bit settings. With these commands, users can set the ON/OFF or inverse status of a bit, or display the value of a bit. These commands are detailed below.



Figure 24-3-7-1 Bit Settings

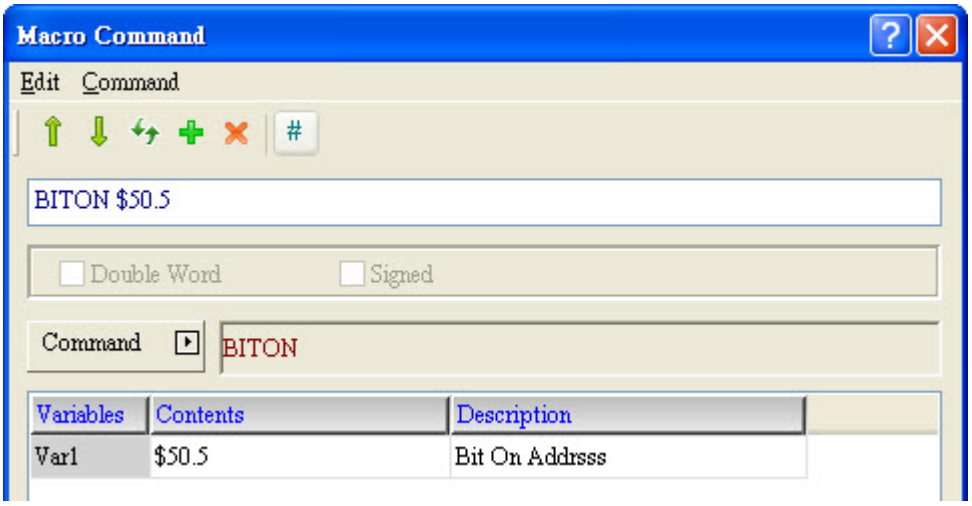
■ BITON (Set Bits to ON)

Expression	What Variables Represent		NOTE
BITON Var1 (W)	Var 1	Set the state of the bit	W : Word
	Expression Explanation		
	Set the n^{th} bit to ON (N as denoted by Var 1).		

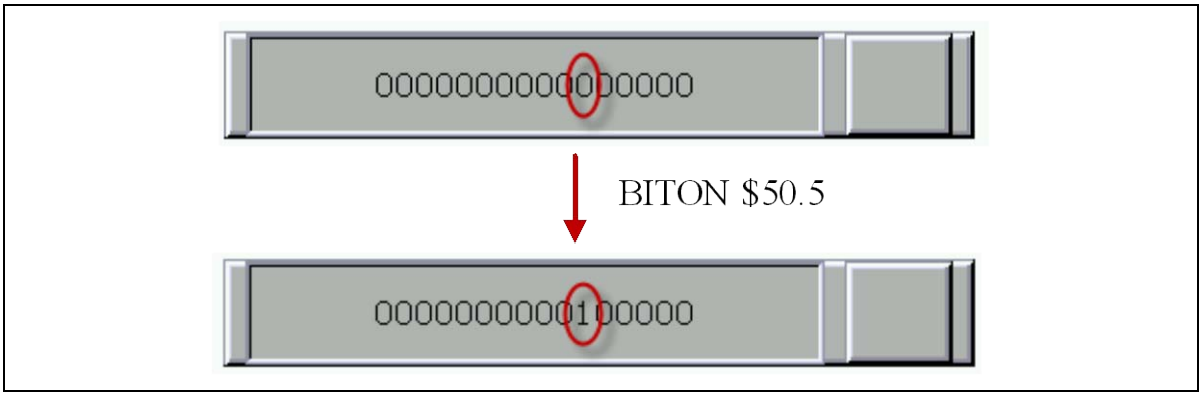
Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎ (Can only be Bit)	◎ (Can only be Bit)	

Example

➢ Var 1 is an internal memory address.



➢ Set $50 to be the variable to set the bit and data type to be binary. When executing BITON $50.5, then the fifth bit will be set to ON.



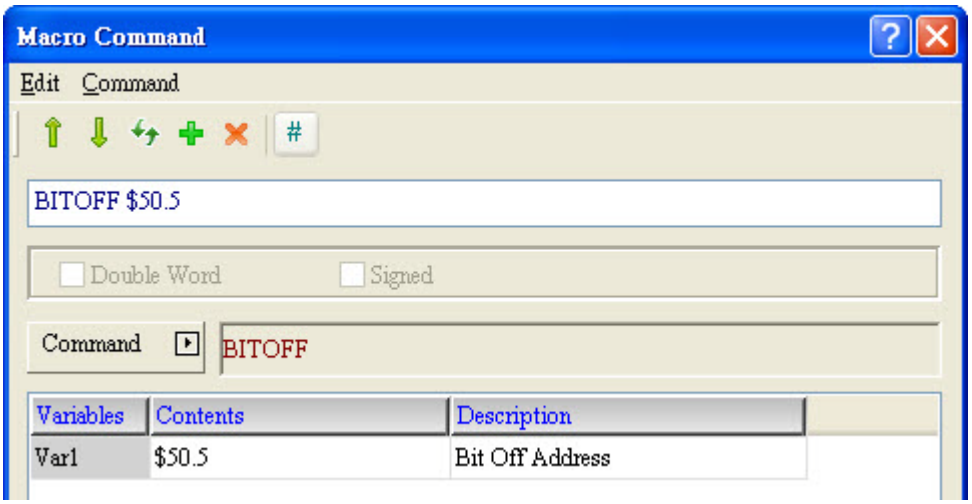
■ BITOFF (Set Bits to OFF)

Expression	What Variables Represent		NOTE
BITOFF Var1 (W)	Var 1	Set the state of the bit	W : Word
	Expression Explanation		
	Set the n^{th} bit to OFF (N as denoted by Var 1).		

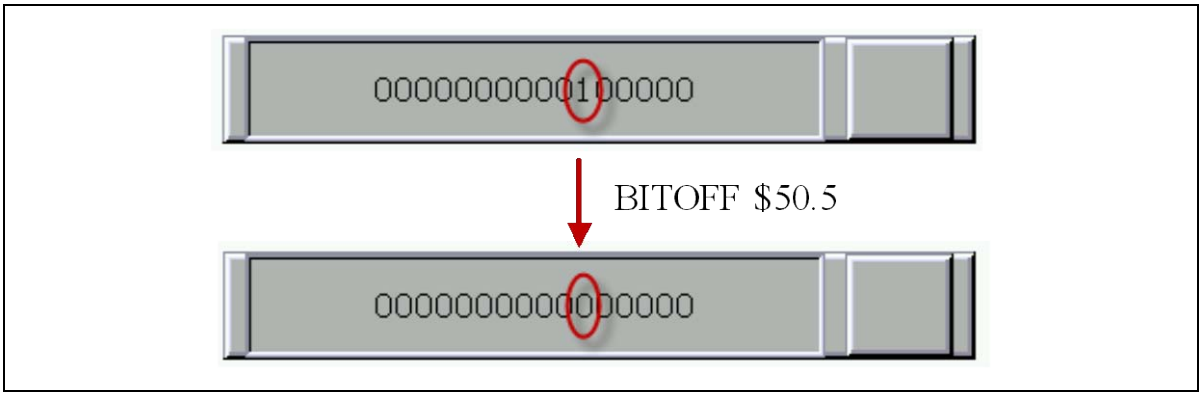
Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎ (Can only be Bit)	◎ (Can only be Bit)	

Example

➢ Var 1 is an internal memory address.



➢ Set $50 to be the variable to set the bit and data type to be binary. When executing BITOFF $50.5, then the fifth bit will be set to OFF.



■ BITNOT (Set the bit to inverse state, ON→OFF, OFF→ON)

Expression	What Variables Represent		NOTE
BITNOT Var1 (W)	Var 1	Set the state of the bit	W : Word
	Expression Explanation		
	Set the n^{th} bit to its inverse state: ON→OFF or OFF→ON (N as denoted by Var 1).		

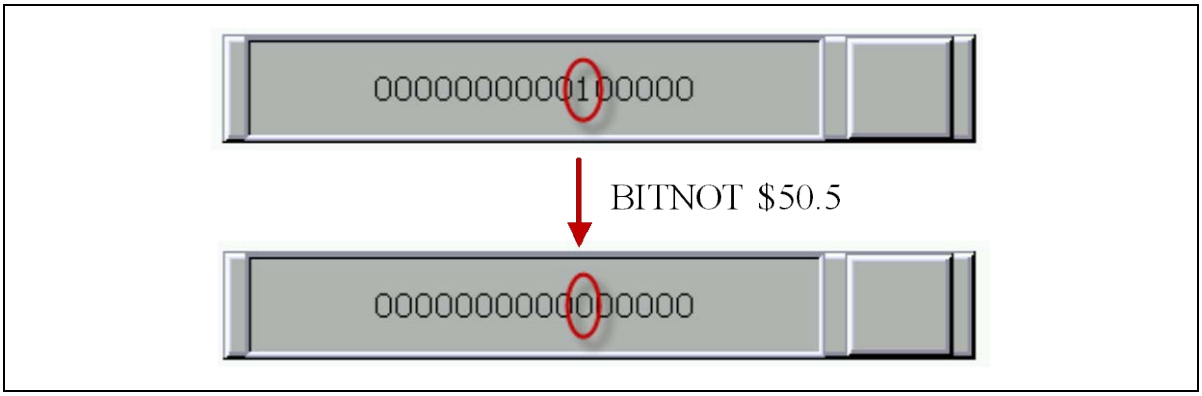
Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎ (Can only be bit)	◎ (Can only be bit)	

Example

➢ Var 1 is an internal memory address.



➢ Set $50 to be the variable to set the bit and data type to be binary. When executing BITNOT $50.5, then the fifth bit will be set from ON to OFF.



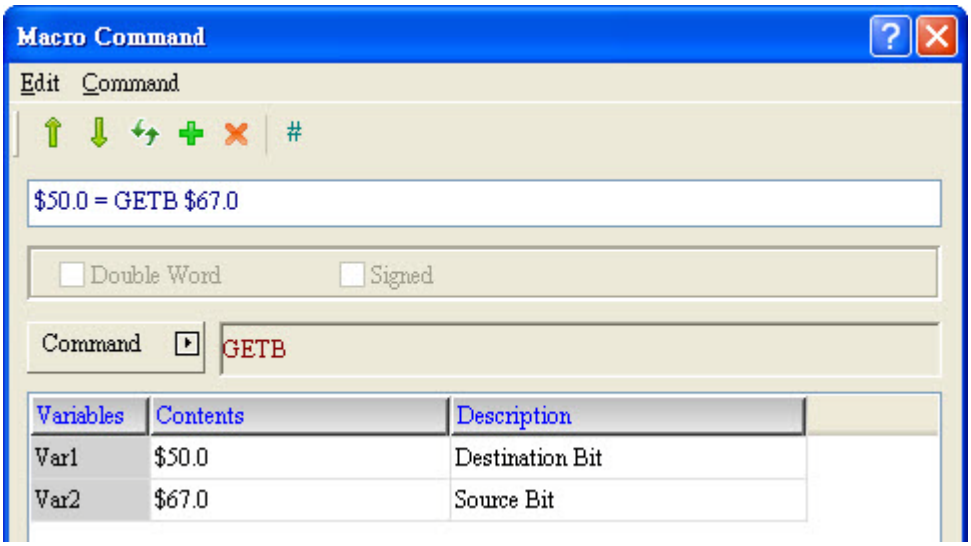
■ GETB (Acquire Bit State)

Expression	What Variables Represent		NOTE
(Var1) = GETB (Var2) (W)	Var 1	Set the state of the bit	W : Word
	Expression Explanation		
	Get n^{th} bit value and store it in Var 1(N as denoted by Var 2).		

Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎ (Can only be bit)	◎ (Can only be bit)	
Var 2	◎ (Can only be bit)	◎ (Can only be bit)	

Example

➢ Var 1 and Var 2 are both internal memory addresses.

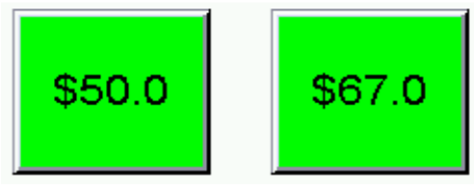


➢ Set $50 to be the variable to set the bit and data type to be binary.

➢ Set $50.0 and $67.0 to be the ON button. When executing $50.0 = GETB

$67.0 and push the $67.0 button, then $50.0 will be triggered to be ON.

$$\$50.0 = \text{GETB}(\$67.0)$$



24-3-8 COM Port

COM Port macros are used to control com ports and they are detailed below.

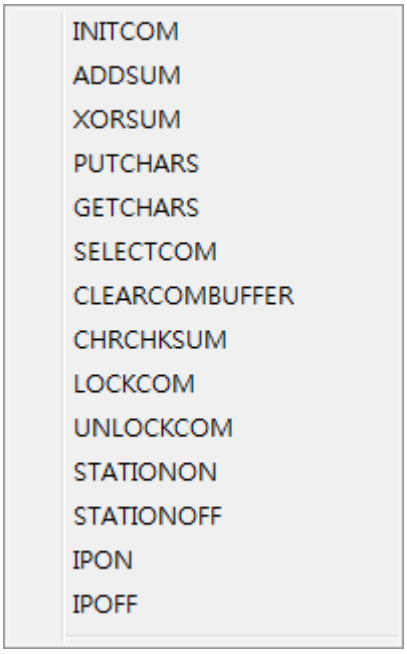


Figure 24-3-8-1 COM Port

■ INITCOM (COM Port Initialization)

Expression	What Variables Represent		NOTE
Var1 = INITCOM(Var2, Var3, Var4, Var5, Var6, Var7, Var8) (W)	Var 1	Returned result	W : Word
		0 : Failure	
		1 : Successful	
	Var 2	Com Port	
	Var 3	Interface	
	Var 4	Data Bit	
	Var 5	Parity	
	Var 6	Stop Bit	
	Var 7	Baud Rate	
	Var 8	Flow Control	
	Expression Explanation		
	Initialize com ports, open com ports, set the protocol (Var 2 ~ Var 8) and return the result of initialization back to Var 1.		

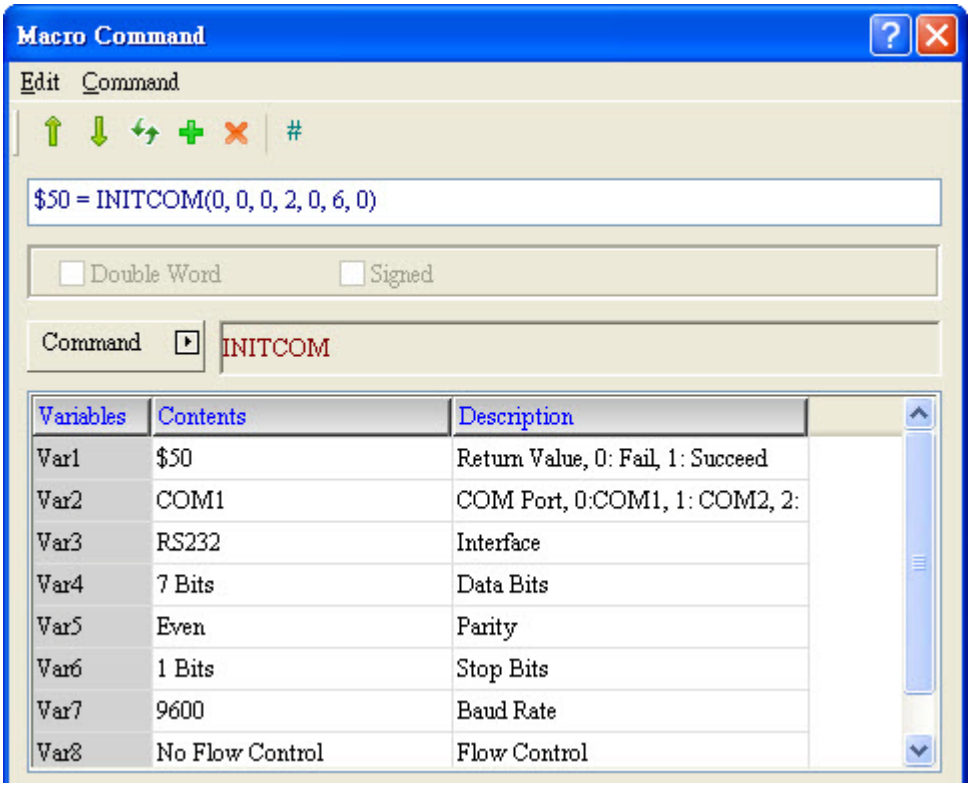
Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		

Parameter Setup			
Variable	Parameter	Parameter Details	Corresponding Codes
Var 2	Com Port	COM 1	0
		COM 2	1
		COM 3	2
Var 3	Interface	RS242	0
		RS422	1
		RS485	2
Var 4	Data Bit	7 Bits	0
		8 Bits	1
Var 5	Parity	None	0
		Old	1
		Even	2
Var 6	Stop Bit	1 Bits	0
		2 Bits	1
Var 7	Baud Rate	300	0
		600	1
		900	2
		1200	3
		2400	4
		4800	5
		9600	6
		14400	7
		19200	8
		28800	9
		38400	10
		57600	11
		115200	12

Var 8	Flow Control	No Flow Control	0
		CTS RTS Flow Control	1
		DTR DSR Flow Control	2
		Xon Xoff Flow Control	3

Notes about Flow Control		
No Flow Control		Flow control function is disabled.
Flow Control		The transmission speed and communication validity are enhanced during communication due to new transmission technology, such as compress immediately, debug,…etc. But the new technology also makes the transmission speed between HMI and PC will be longer than the actual transmission speed. Therefore, ensure the data security and transmit complete data between computer and HMI, when transmitting data through serial communication port, the flow control is necessary.
Flow Control	**CTS / RTS Flow Control**	Flow control for hardware. It uses handshaking signal to control receiving and sending data. The control is achieved via internal modem or external modem that connects to HMI by connecting cable.
	DSR / DTR Flow Control	It is flow control for hardware also. It is used when PC and HMI is connected by cable directly.
	Xon / Xoff Flow Control	It is flow control for software. It is only used for 2400bps modem. The control method is to generate control code by software and add it in the transmission data.

Example
➢ Var 1 is an internal memory address



- After execute INITCOM command, it will return to 0 or 1 value to $50.

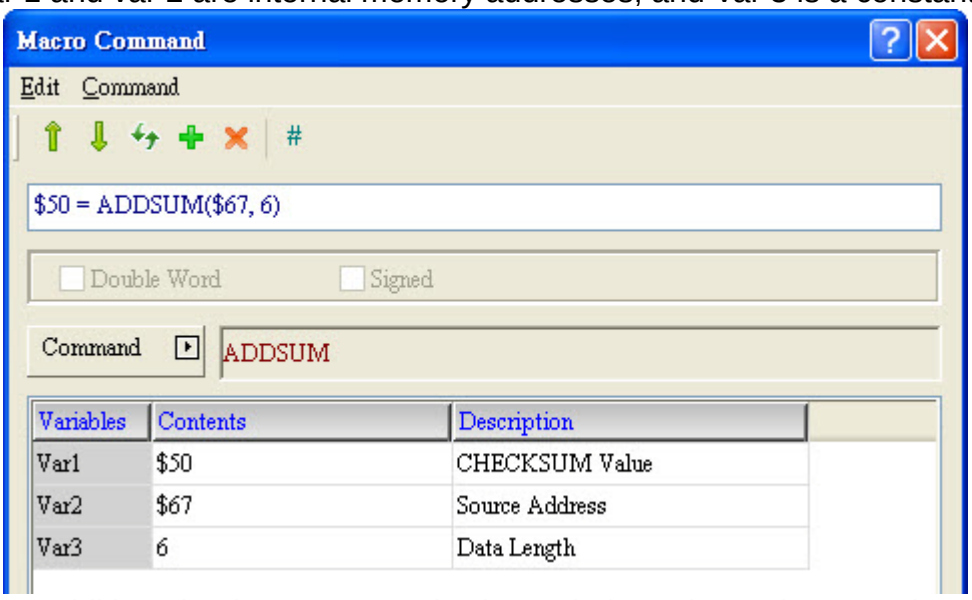
■ ADDSUM (Checksum Calculation through Addition)

Expression	What Variables Represent		NOTE
Var1 = ADDSUM(Var2, Var3) (W)	Var 1	Checksum	W : Word
	Var 2	Starting address of the source data	
	Var 3	Data length	
	Expression Explanation		
	Calculate the checksum using addition. Var1 stores the calculated checksum value, Var2 stores the starting address for data to be calculated and Var3 stores the length of data.		
*the checksum value calculated through ADDSUM is based on BYTE. If the data length is 6, it must be divided by 2 for the correct length is 3.			

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		
Var 2	◎		
Var 3	◎		◎

Example

- Var 1 and var 2 are internal memory addresses, and Var 3 is a constant.



- After addition, the three consecutive bytes (6 / 2 = 3), starting from the address stored in $67, will be stored in $50.
- The expression means $67 + $68 + $69 = $50.

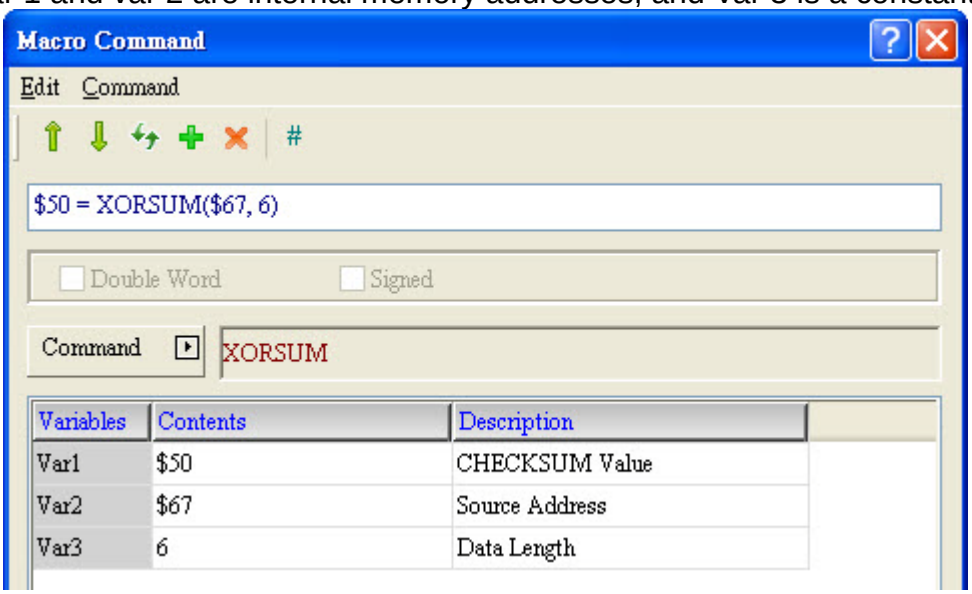
■ XORSUM (Checksum Calculation through XOR Operation)

Expression	What Variables Represent		NOTE
Var1 = XORSUM(Var2, Var3) (W)	Var 1	Checksum	W : Word
	Var 2	Starting Address of the Source Data	
	Var 3	Data Length	
	Expression Explanation		
	Calculate the checksum using XOR operations. Var1 stores the calculated checksum, Var2 stores the starting address for data to be calculated and Var3 stores the length of the data.		
*the checksum value calculated through XORSUM is based on BYTE. If the data length is 6, it must be divided by 2 for the correct length is 3.			

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		
Var 2	◎		
Var 3	◎		◎

Example

- Var 1 and var 2 are internal memory addresses, and Var 3 is a constant.



- After XOR operations, the three consecutive bytes (6 / 2 = 3), starting from the address stored in $67, will be stored in $50.
- The expression means $67 + $68 + $69 = $50.

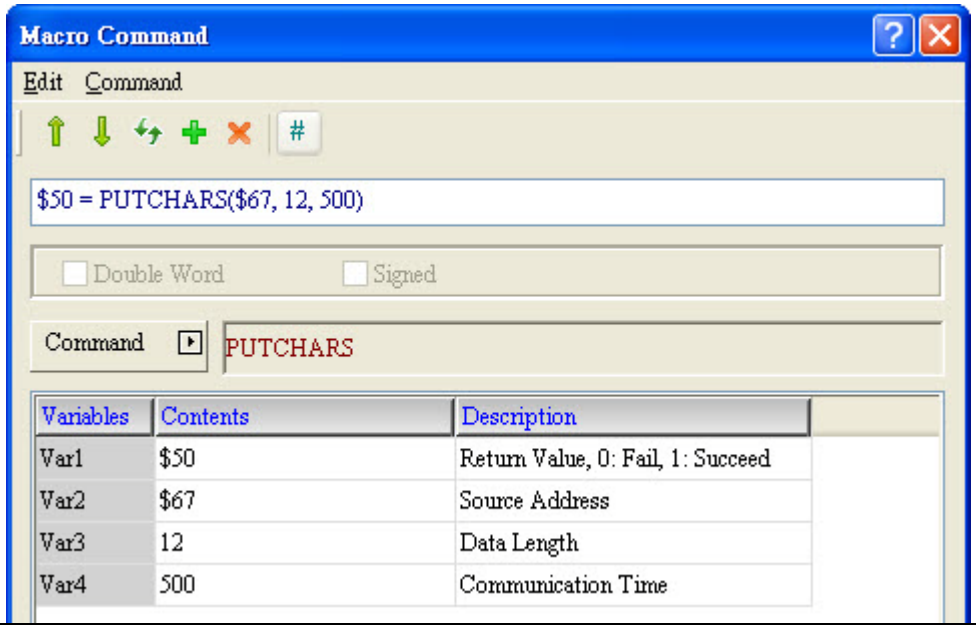
■ PUTCHARS (Output Character by Com Port)

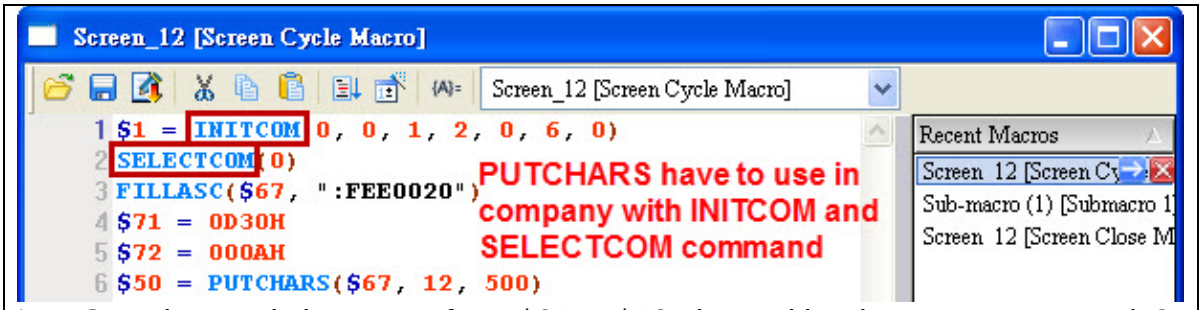
<table>
<tr><th>Expression</th><th colspan="3">What Variables Represent</th><th>NOTE</th></tr>
<tr><td rowspan="7">Var1 = PUTCHARS(Var2, Var3, Var4) (W)</td><td rowspan="3">Var 1</td><td colspan="2">Returned result</td><td rowspan="7">W : Word</td></tr>
<tr><td>Failure</td><td>0</td></tr>
<tr><td>Successful</td><td>1</td></tr>
<tr><td>Var 2</td><td colspan="2">Starting address of the source data</td></tr>
<tr><td>Var 3</td><td colspan="2">Data length</td></tr>
<tr><td>Var 4</td><td colspan="2">Duration of data transmission</td></tr>
<tr><td colspan="3">Expression Explanation</td></tr>
<tr><td colspan="3">Send in data (including starting address stored in Var 2, data length specified in Var 3, and required transmission duration saved in Var 4) via selected communication ports and save the returned value in Var 1.</td></tr>
<tr><td colspan="5">*PUTCHARS much be paired up with INITCOM and SELECTCOM.
*Var 3 is Byte format.</td></tr>
</table>

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		
Var 2	◎		
Var 3	◎		◎
Var 4	◎		◎

Example

➢ Var 1 and var 2 are internal memory addresses, and Var 3 and Var 4 are constants.





➢ Save inputted characters from $67 to $50 along with relevant parameters (12 consecutive characters; transmission duration: 500; and returned value: 0 or 1).

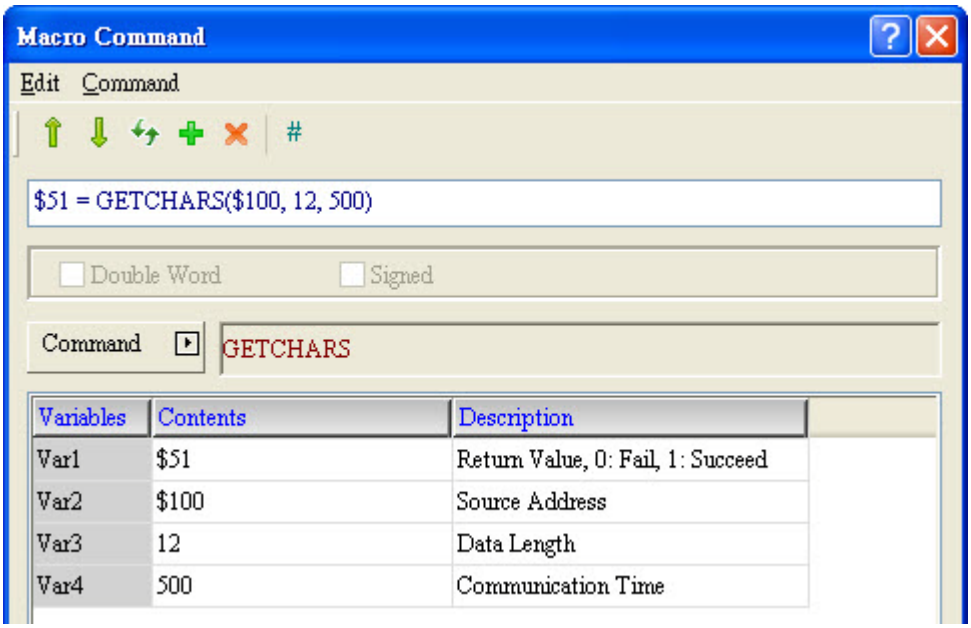
■ GETCHARS (Character Acquisition through Com Port)

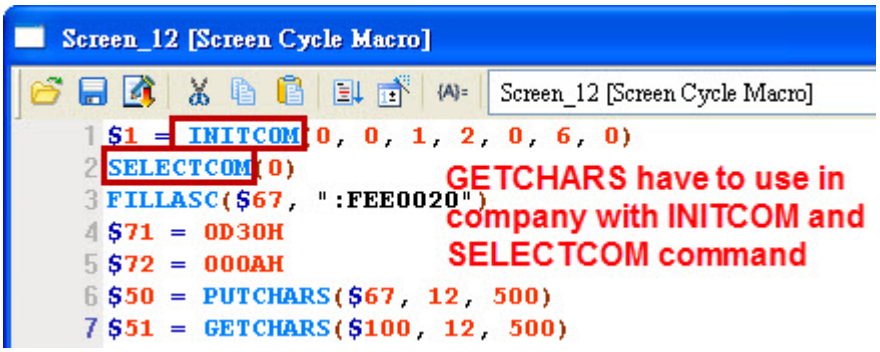
<table>
<tr><th>Expression</th><th colspan="3">What Variables Represent</th><th>NOTE</th></tr>
<tr><td rowspan="7">Var1 = GETCHARS(Var2, Var3, Var4) (W)</td><td rowspan="3">Var 1</td><td colspan="2">Returned result</td><td rowspan="7">W : Word</td></tr>
<tr><td>Failure</td><td>0</td></tr>
<tr><td>Successful</td><td>1</td></tr>
<tr><td>Var 2</td><td colspan="2">Starting address of the source data</td></tr>
<tr><td>Var 3</td><td colspan="2">Data length</td></tr>
<tr><td>Var 4</td><td colspan="2">Duration of data transmission</td></tr>
<tr><td colspan="3">Expression Explanation</td></tr>
<tr><td colspan="3">Send in data (including starting address stored in Var 2, data length specified in Var 3, and required transmission duration saved in Var 4) via selected communication ports and save the returned value in Var 1.</td></tr>
<tr><td colspan="5">*GETCHARS much be paired up with INITCOM and SELECTCOM.
*Var 3 is Byte format.</td></tr>
</table>

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		
Var 2	◎		
Var 3	◎		◎
Var 4	◎		◎

Example

- Var 1 and var 2 are internal memory addresses, and Var 3 and Var 4 are constants.





- Save received characters from $100 to $51 along with relevant parameters (12 consecutive characters; transmission duration: 500; and returned value: 0 or 1).

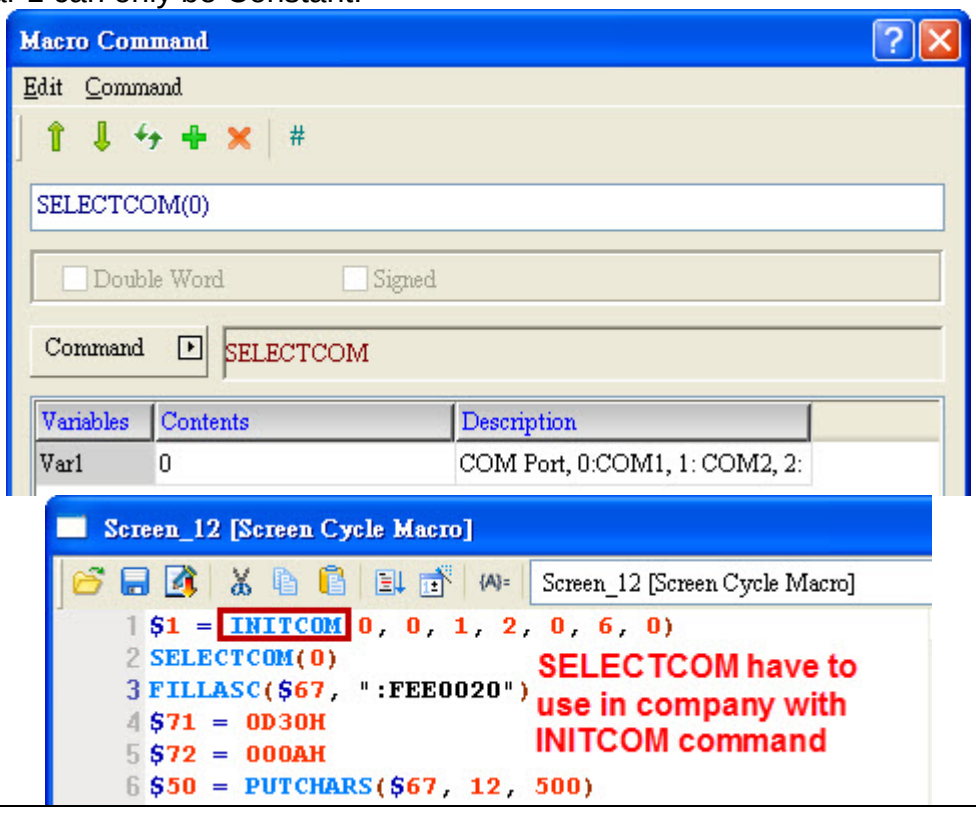
■ SELECTCOM (Com Port Selection)

<table>
<tr><th>Expression</th><th colspan="3">What Variables Represent</th><th>NOTE</th></tr>
<tr><td rowspan="5">SELECTCOM(Var1) (W)</td><td rowspan="3">Var 1</td><td>COM 1</td><td>0</td><td rowspan="5">W : Word</td></tr>
<tr><td>COM 2</td><td>1</td></tr>
<tr><td>COM 3</td><td>2</td></tr>
<tr><td colspan="3">Expression Explanation</td></tr>
<tr><td colspan="3">Send in acquired characters (including starting address stored in Var 2, data length specified in Var 3, and required transmission duration saved in Var 4) via selected communication ports and save the returned value in Var 1.</td></tr>
<tr><td colspan="5">*SELECTCOM much be paired up with INITCOM.
*The designated com port can not be the same as the com port used by the system. All communication commands will be processed via the COM port the user selects after executing this command. Therefore, the Selectcom command of a particular macro does not support other macros and there will be no interference between different macros.</td></tr>
</table>

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1			◎

Example

➢ Var 1 can only be Constant.



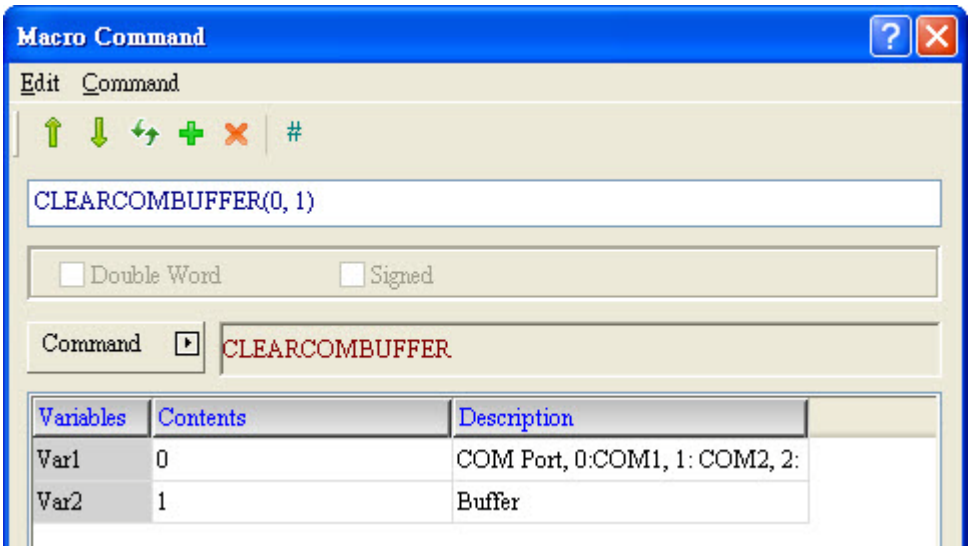
■ CLEARCOMBUFFER (Com Port Buffer Clearance)

Expression	What Variables Represent			NOTE
CLEARCOMBUFFER(Var1, Var2) (W)	Var 1	COM 1	0	W : Word
		COM 2	1	
		COM 3	2	
	Var 2	Receiving buffer	0	
		Transmitting buffer	1	
	Expression Explanation			
	Clear the buffer for the Nth Com Port (N as denoted by Var 1).			

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1			◎
Var 2			◎

Example

➢ Var 1 and var 2 can only be Constant.



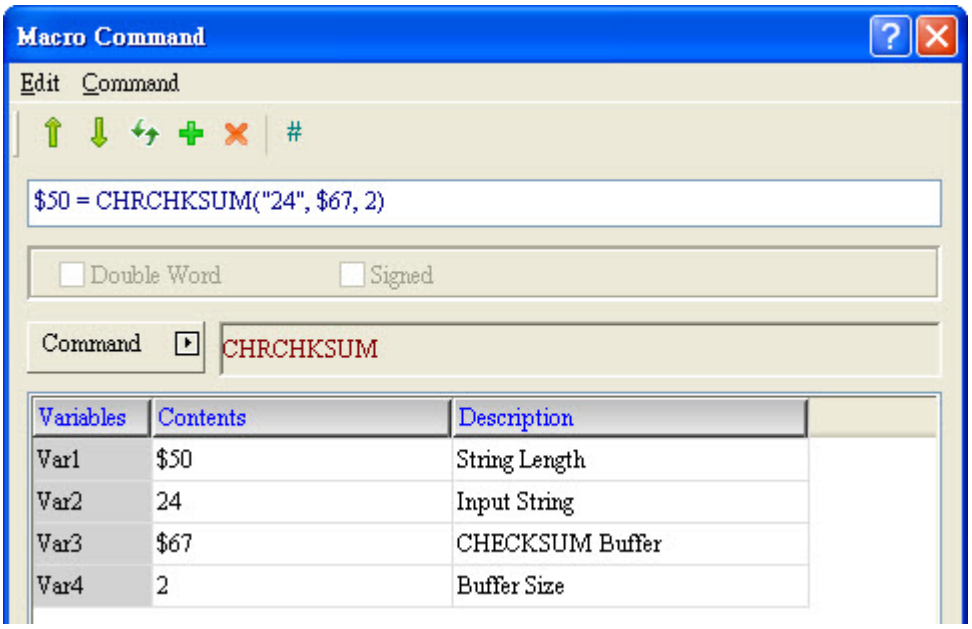
■ CHRCHKSUM (Calculation of String Length and Checksum)

<table>
<tr><th>Expression</th><th colspan="4">What Variables Represent</th><th>NOTE</th></tr>
<tr><td rowspan="6">Var1 = CHRCHKSUM("Var2", Var3, Var4) (W)</td><td>Var 1</td><td colspan="3">String length</td><td rowspan="6">W : Word</td></tr>
<tr><td>Var 2</td><td colspan="3">Inputted string</td></tr>
<tr><td>Var 3</td><td colspan="3">Memory address to store string</td></tr>
<tr><td rowspan="2">Var 4</td><td rowspan="2">Format to display the checksum</td><td>1 Byte</td><td>1</td></tr>
<tr><td>2 Bytes (Word)</td><td>2</td></tr>
<tr><td colspan="4">Expression Explanation</td></tr>
<tr><td colspan="4">Calculate the string length and checksum and save them in Var 1</td></tr>
<tr><td colspan="6">* the string length for string stored in Var 1 will be different based on the format set in Var 4.
* if the inputted string is “345” and Var 4 is set to 2, then the Var 1 string length will be 5; or else if Var 4 is set to 1, then the Var 1 string length will be 4. (based on BYTE)</td></tr>
</table>

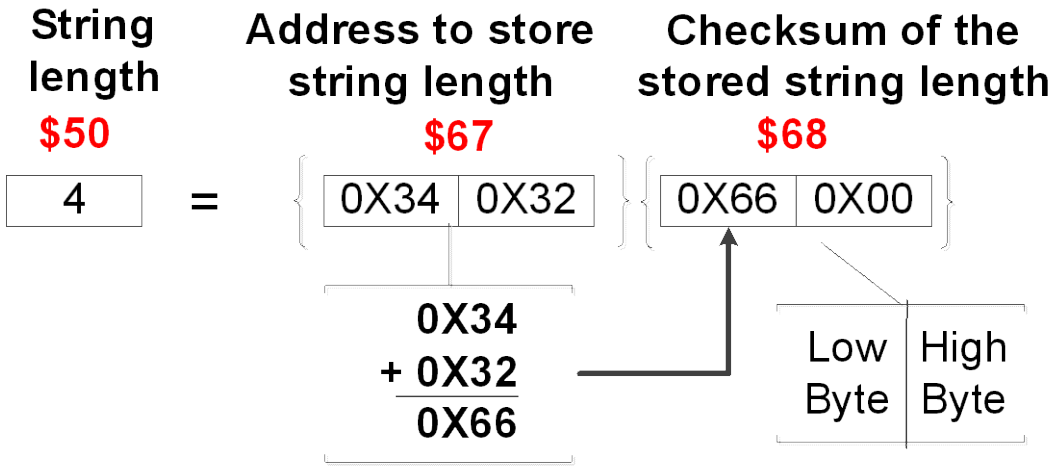
Variable	Memory Usage			
	Internal Memory	**PLC Register**	**String**	**Constant**
Var 1	◎			
Var 2			◎	
Var 3	◎			
Var 4				◎ (Can only be 1 and 2)

Example

➢ **Example 1:**

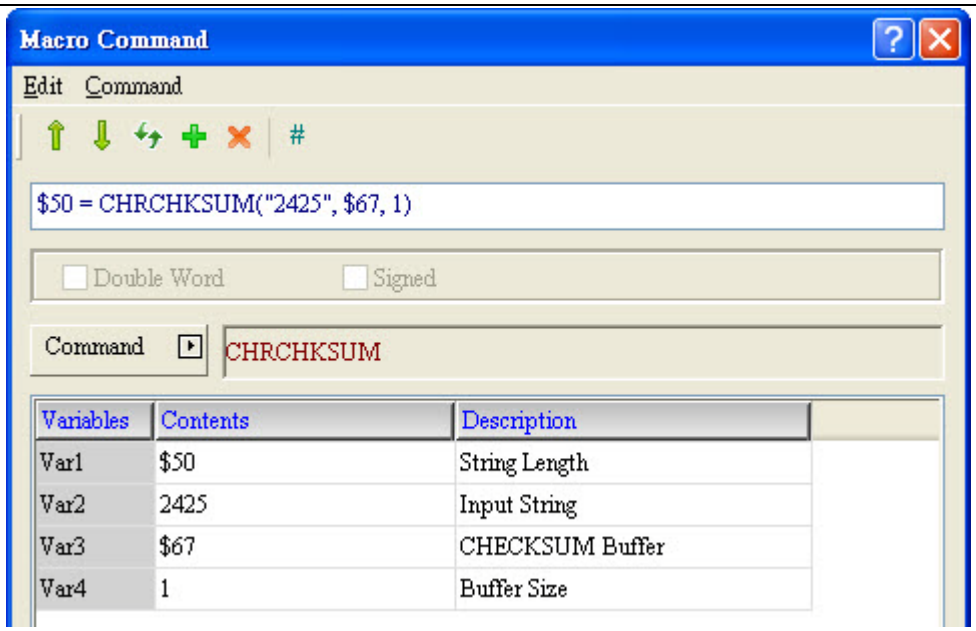


$50 = CHRCHECKSUM ("24" , $67, 2)

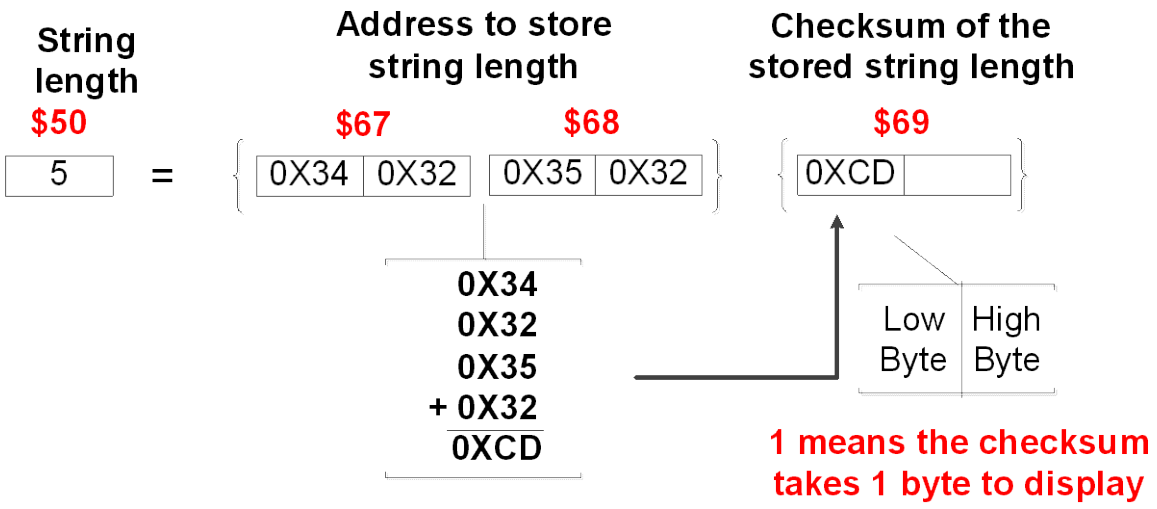


2 means the checksum takes 2 bytes to display

➢ **Example 2:**



$50 = CHRCHECKSUM ("2425" , $67, 1)



■ LOCKCOM / UNLOCKCOM (Lock Com Port/Unlock Com Port)

<table>
<tr><th>Expression</th><th colspan="3">What Variables Represent</th><th>NOTE</th></tr>
<tr><td rowspan="8">Var1 = LOCKCOM(Var2, Var3) (W)</td><td rowspan="3">Var 1</td><td colspan="2">Returned result</td><td rowspan="15">W : Word</td></tr>
<tr><td>Failure</td><td>0</td></tr>
<tr><td>Successful</td><td>1</td></tr>
<tr><td rowspan="3">Var 2</td><td>COM 1</td><td>0</td></tr>
<tr><td>COM 2</td><td>1</td></tr>
<tr><td>COM 3</td><td>2</td></tr>
<tr><td>Var 3</td><td colspan="2">Time out value</td></tr>
<tr><td colspan="3">Expression Explanation</td></tr>
<tr><td colspan="3">Lock Com Port</td></tr>
<tr><td rowspan="7">UNLOCKCOM(Var1) (W)</td><td rowspan="3">Var 1</td><td>COM 1</td><td>0</td></tr>
<tr><td>COM 2</td><td>1</td></tr>
<tr><td>COM 3</td><td>2</td></tr>
<tr><td colspan="3">Expression Explanation</td></tr>
<tr><td colspan="3">Unlock Com Port</td></tr>
<tr><td colspan="5">* If Lockcom is set to continuously wait without limit (or Var 3 = 0), it indicates that the Lockcom will be executed twice within the same macro and this will cause the HMI to become unresponsive.
* When the communication commands are used in different macros, such as Screen Cycle Macro, Clock Macro, Background Macro, Run Pre-action/Post-action Macro (ON/OFF Macro) and Screen Open/Close Macro, the different macros may have interferences and cause error results. The solution to this issue is to add the LOCKCOM and UNLOCKCOM commands before and after communication commands, and this is to ensure that communication will not be interrupted for other purposes and preserve integrity of transmitted messages.</td></tr>
</table>

Memory Usage (LOCKCOM)			
Variable	**Internal Memory**	**PLC Register**	**Constant**
Var 1	◎		
Var 2			◎
Var 3			◎

Memory Usage (UNLOCKCOM)			
Variable	**Internal Memory**	**PLC Register**	**Constant**
Var 1			◎

Followings are the examples describe the situations when properly applying, improperly applying and misapplying LOCKCOM / UNLOCKCOM macro command.

Example of Applying LOCKCOM / UNLOCKCOM (correctly use)

Background Macro	On Macro	Screen Cycle Macro
$50 = LOCKCOM(0,500) $51 = PUTCHARS($67, 3, 300) UNLOCKCOM(0)	$50 = LOCKCOM(0,500) $51 = GETCHARS($67, 3, 300) UNLOCKCOM(0)	$50 = LOCKCOM(0,500) $51 = PUTCHARS($67, 3, 300) UNLOCKCOM(0)

Assuming that communication commands are executed in three macros, if LOCKCOM (0, 500) is executed in Background macro, it means COM 1 is locked at the moment. Since COM1 has been locked by Background macro, On Macro and Screen Cycle macro will stop when executing to LOCKCOM (0, 500). LOCKCOM (0, 500) in On Macro or Xcreen Cycle macro can be executed until COM 1 is released (when Background macro executes UNLOCKCOM(0)). This could avoid data transmission and receiving error.

Example of Applying LOCKCOM / UNLOCKCOM (improperly use)

On Macro	Screen Cycle Macro
$51 = GETCHARS($67, 3, 300)	$50 = LOCKCOM(0,500) $51 = PUTCHARS($67, 3, 300) UNLOCKCOM(0)

Assuming that communication commands are executed in two macros, if LOCKCOM (0, 500) is executed in Screen Cycle Macro, it means COM 1 is locked at the moment. However, On Macro is not locked by LOCKCOM, which means it still can execute GETCHARS command. It does not have to wait until UNLOCKCOM command is executed by Screen Cycle Macro. This would result in data transmission and receiving error. Please avoid the situation that mentioned above.

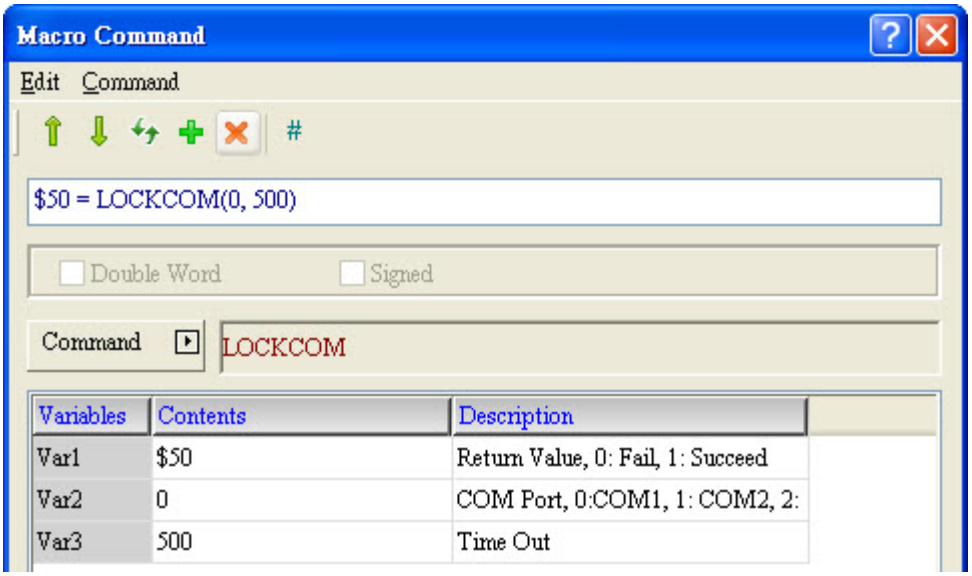
Example of Applying LOCKCOM / UNLOCKCOM (misapplying)

Background Macro	On Macro
$50 = LOCKCOM(0, 500) $51 = PUTCHARS($67, 3, 300)	UNLOCKCOM(0)

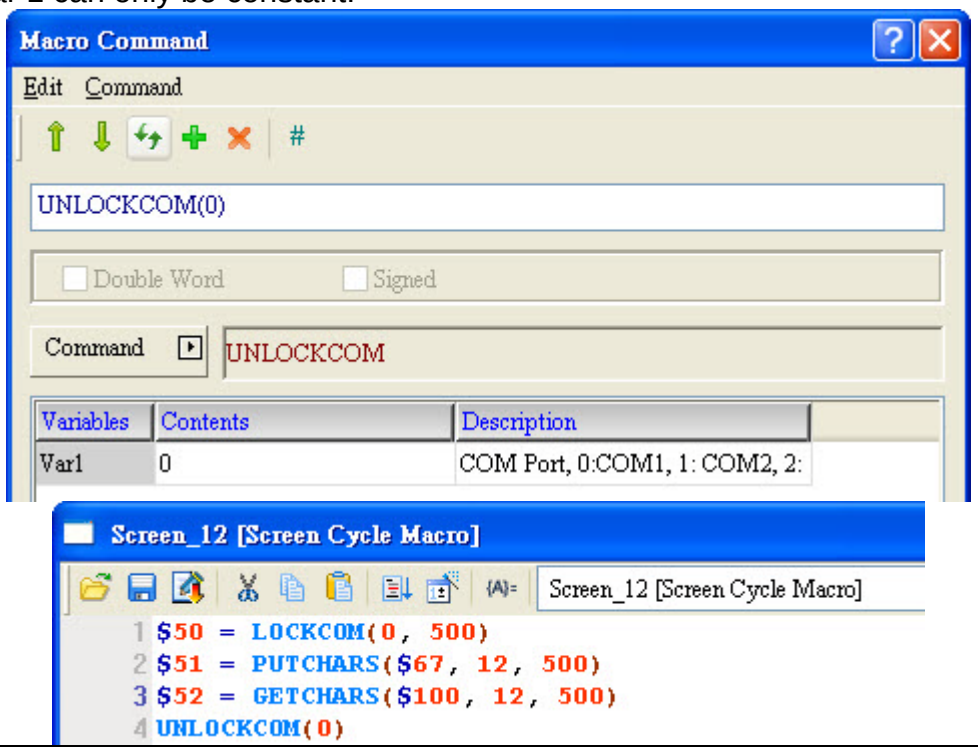
Assuming that COM port is locked in Background Macro and is used to transmit data, but COM Port cannot be unlocked in On Macro. This means commands to lock and unlock COM Port cannot be separated.

Example

- Var 1 is an internal memory address, and Var 2 and Var 3 can only be Constant



- Var 1 can only be constant.

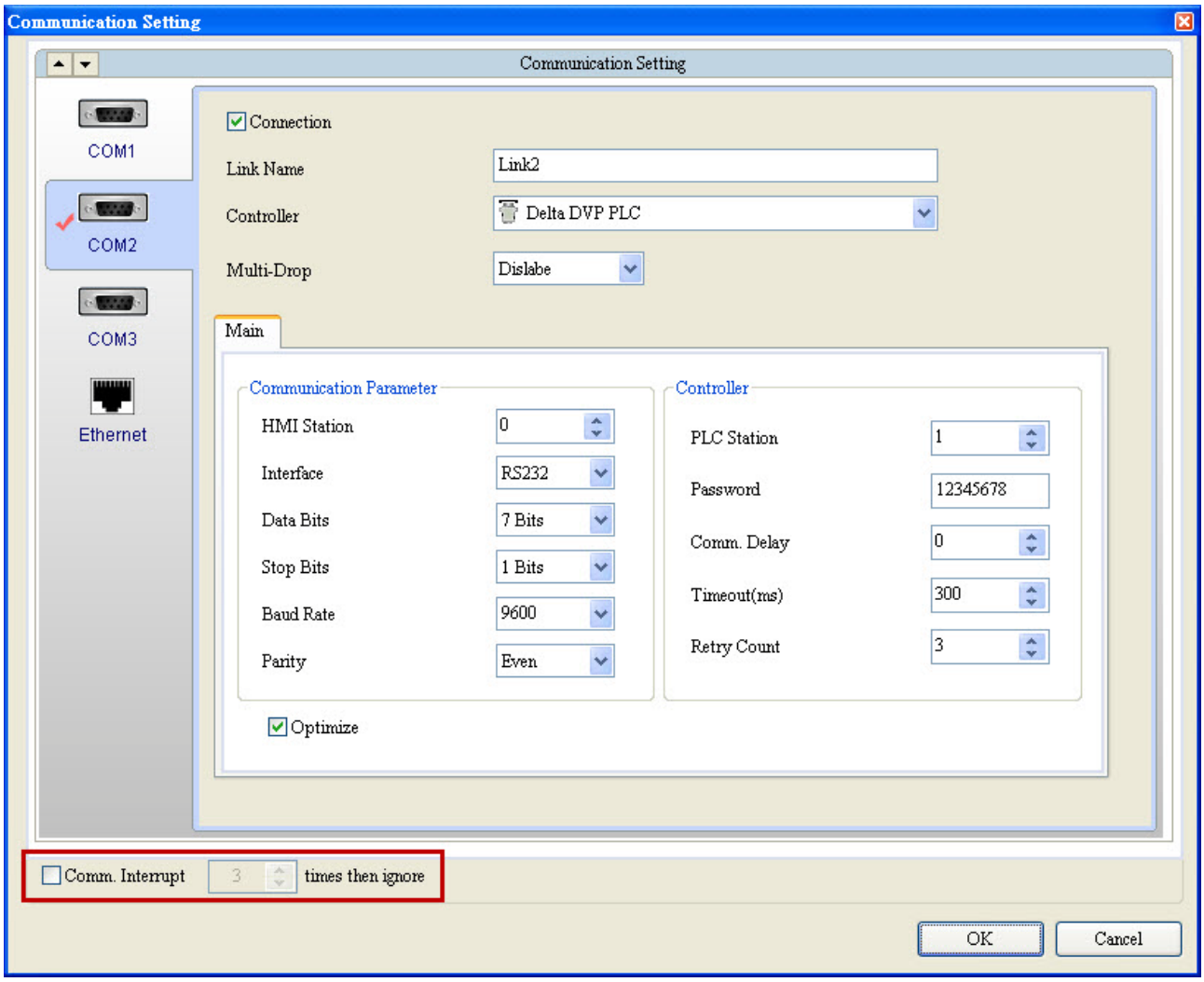


■ STATIONON (Set Station On)

Expression	What Variables Represent			NOTE
STATIONON(Var1, Var2) (W)	Var 1	COM 1	0	W : Word
		COM 2	1	

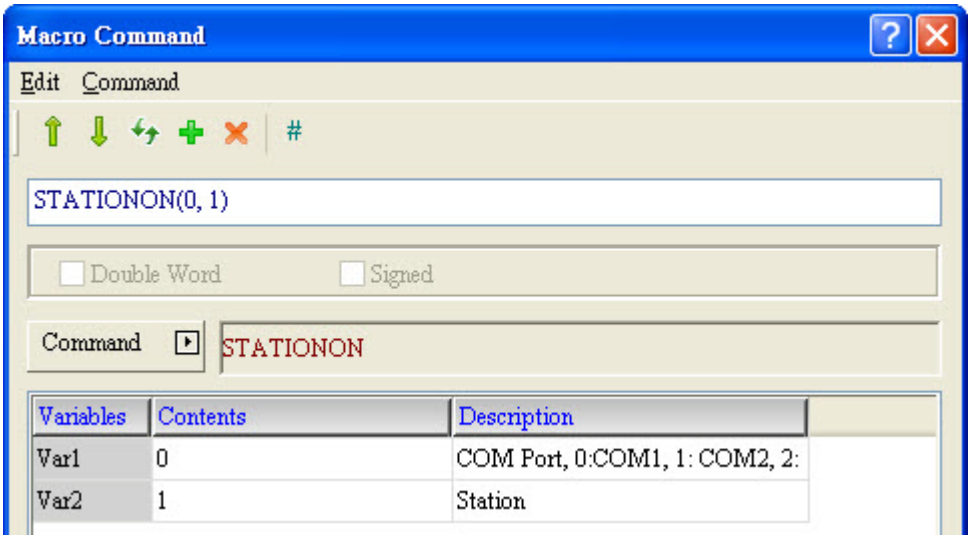
		COM 3	2	
	Var 2	Station ID		
	Expression Explanation			
	Enable the N^{th} Com Port of K^{th} station and so that HMI can communicate with the controller of the K^{th} station (N^{th}: denoted in Var1; K^{th}: denoted in Var2)			

* The STATIONON macro command cannot be used when the “Comm. Interrupt XXX times then ignore” box is ticked [Options] → [Communication Setting].



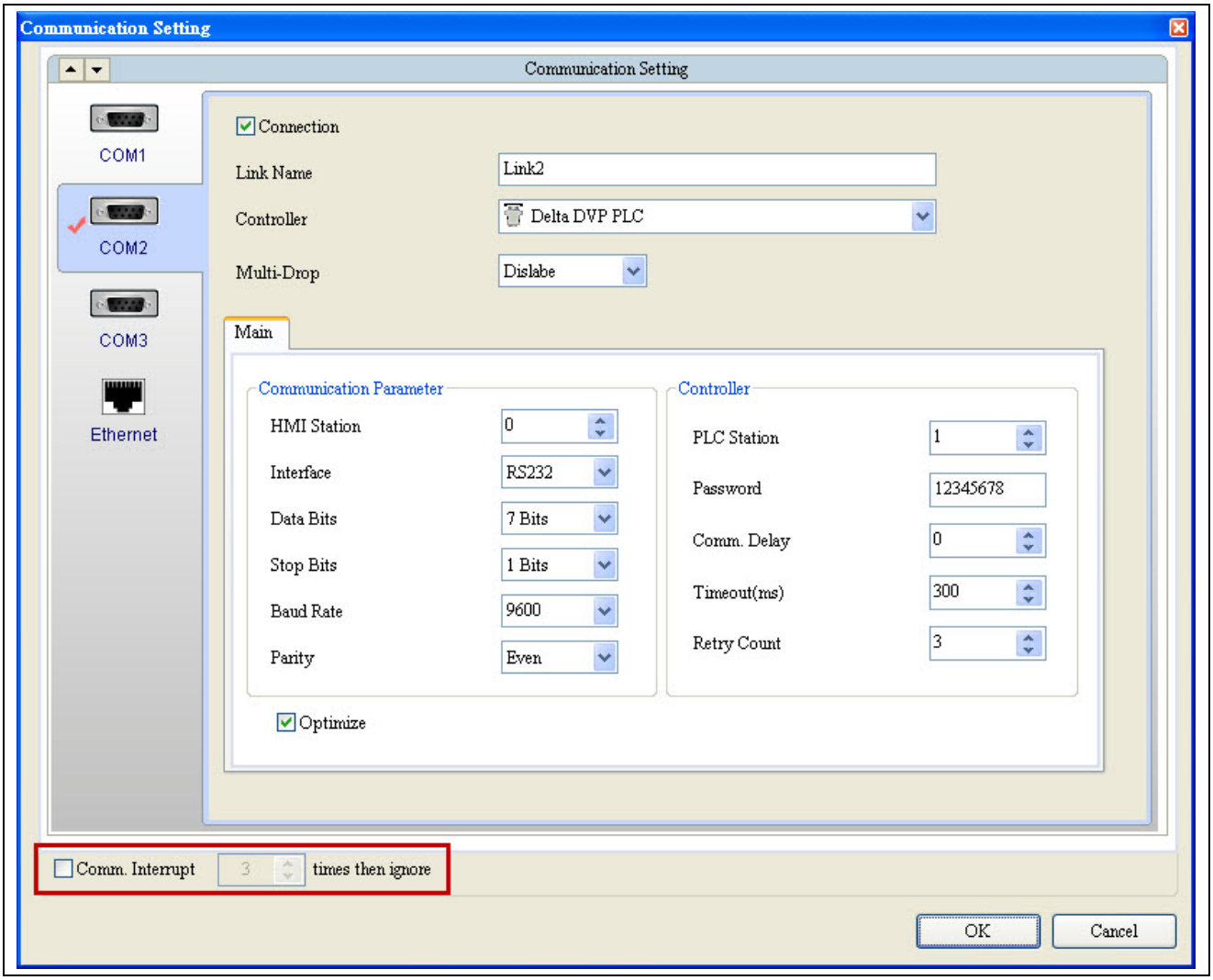
Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		◎
Var 2	◎		◎

Example
➢ Var 1 and Var 2 are constants and open Com 1 of Station #1.



■ STATIONOFF (Set Station Off)

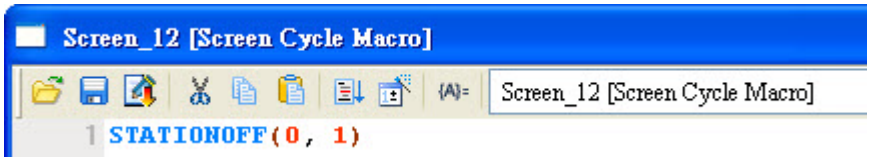
<table>
<tr><th>Expression</th><th colspan="3">What Variables Represent</th><th>NOTE</th></tr>
<tr><td rowspan="5">STATIONOFF(Var1, Var2) (W)</td><td rowspan="3">Var 1</td><td>COM 1</td><td>0</td><td rowspan="5">W : Word</td></tr>
<tr><td>COM 2</td><td>1</td></tr>
<tr><td>COM 3</td><td>2</td></tr>
<tr><td>Var 2</td><td colspan="2">Station ID</td></tr>
<tr><td colspan="3">Expression Explanation</td></tr>
<tr><td colspan="4">Disable the Nth Com Port of Kth station and so that HMI cannot communicate with the controller of the Kth station (Nth: denoted in Var1; Kth: denoted in Var2).</td></tr>
<tr><td colspan="5">* The STATIONOFF macro command cannot be used when the “Comm. Interrupt XXX times then ignore” box is ticked [Options] → [Communication Setting].</td></tr>
</table>



Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		◎
Var 2	◎		◎

Example

➢ Var 1 and Var 2 are constants and open Com 1 of Station #1.

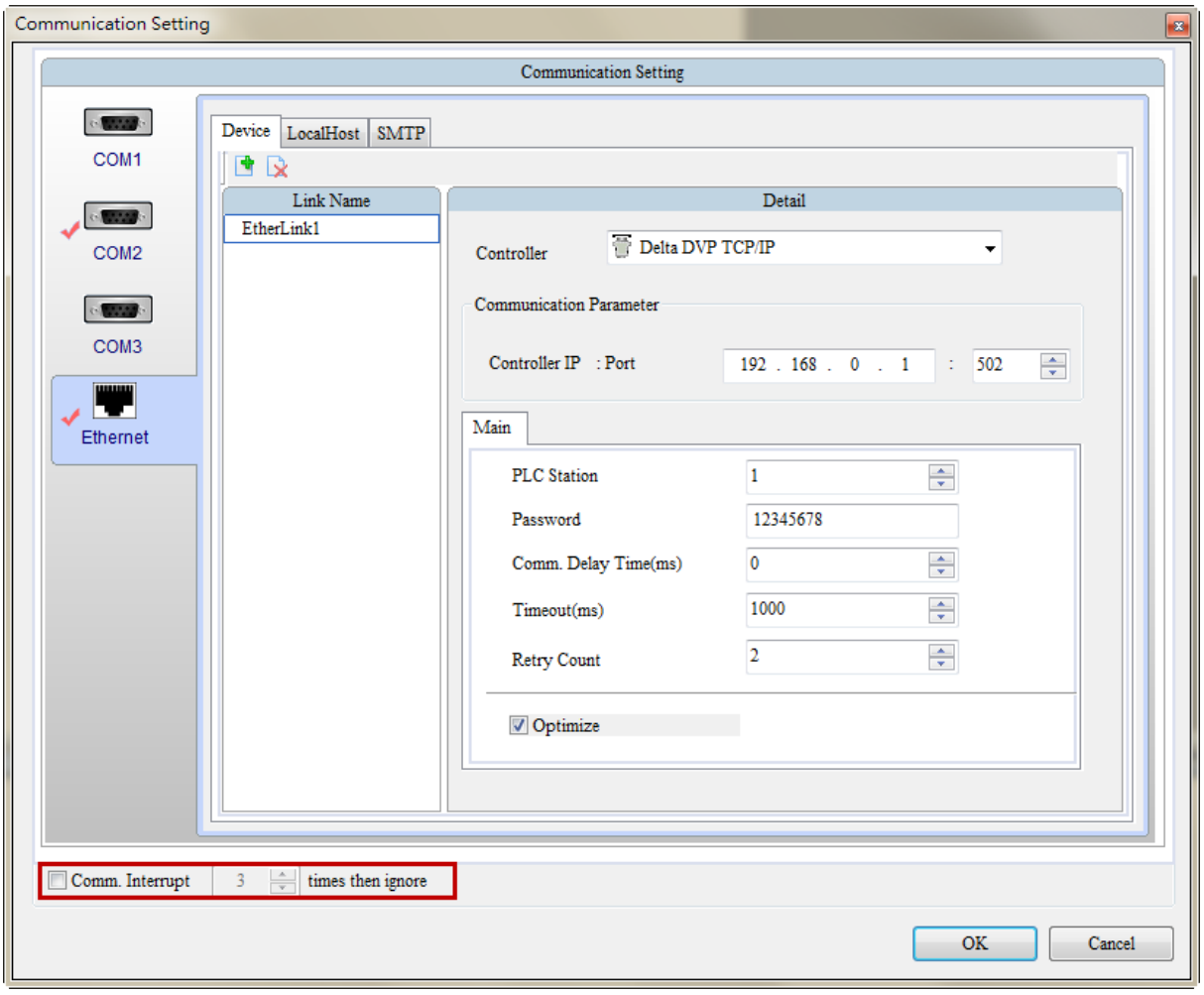


■ IPON (IP Address Activate)

<table>
<tr><th>Expression</th><th colspan="3">What Variables Represent</th><th>NOTE</th></tr>
<tr><td rowspan="9">Var1 = IPON(Var2,Var3,Var4, Var5,Var6) (W)</td><td rowspan="3">Var 1</td><td colspan="2">Returned Value</td><td rowspan="9">W：Word</td></tr>
<tr><td>Failure</td><td>0</td></tr>
<tr><td>Success</td><td>1</td></tr>
<tr><td>Var 2</td><td colspan="2">IP1</td></tr>
<tr><td>Var 3</td><td colspan="2">IP2</td></tr>
<tr><td>Var 4</td><td colspan="2">IP3</td></tr>
<tr><td>Var 5</td><td colspan="2">IP4</td></tr>
<tr><td>Var 6</td><td colspan="2">Port</td></tr>
<tr><td colspan="3">Expression Explanation</td></tr>
<tr><td colspan="4">Activate IP Var2.Var3.Var4.Var5 and Port Var6. Then, HMI can communicate with the controller.</td></tr>
</table>

Note 1：Var6 cannot be used. When it is not using, all Port under this IP will be activated.

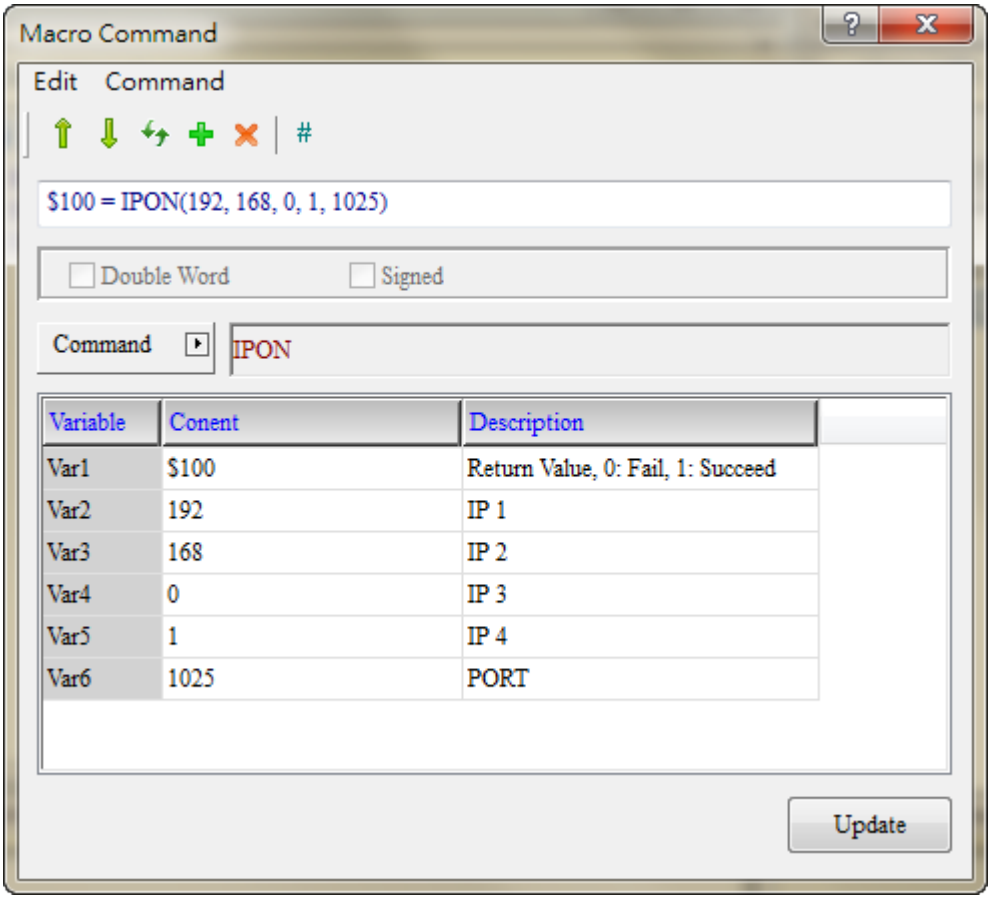
Note 2：IPON macro cannot be used with Communication Interrupt under 【Option】→ 【Communication Setting】.



Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		
Var 2	◎	◎	◎
Var 3	◎	◎	◎
Var 4	◎	◎	◎
Var 5	◎	◎	◎
Var 6	◎	◎	◎

Example

- Var 1 is internal register while Var 2 ~ Var 6 are constants. Activate IP 192.168.0.1 Port：1025.

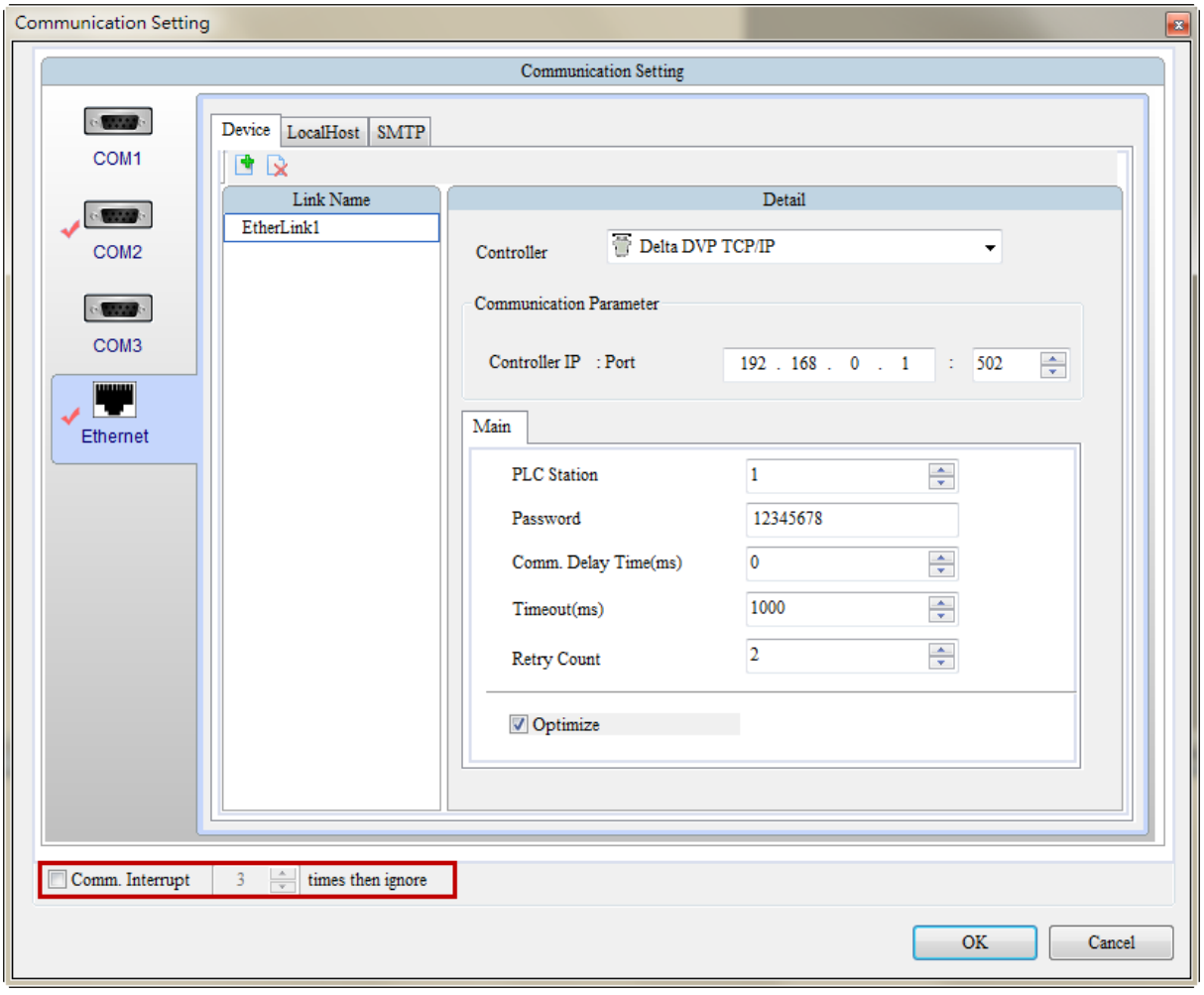


- If not using Var6, then **$100 = IPON (192, 168, 0, 1).** To enable all port in IP 192.168.0.1.

■ IPOFF (Disable IP address)

<table>
<tr><th>Expression</th><th colspan="3">What Variables Represent</th><th>NOTE</th></tr>
<tr><td rowspan="8">Var1 = IPOFF(Var2,Var3,Var4, Var5,Var6) (W)</td><td rowspan="3">Var 1</td><td colspan="2">Returned Value</td><td rowspan="8">W：Word</td></tr>
<tr><td>Failure</td><td>0</td></tr>
<tr><td>Success</td><td>1</td></tr>
<tr><td>Var 2</td><td colspan="2">IP1</td></tr>
<tr><td>Var 3</td><td colspan="2">IP2</td></tr>
<tr><td>Var 4</td><td colspan="2">IP3</td></tr>
<tr><td>Var 5</td><td colspan="2">IP4</td></tr>
<tr><td>Var 6</td><td colspan="2">Port</td></tr>
<tr><td colspan="4">Expression Explanation</td></tr>
<tr><td colspan="4">Close IP Var2.Var3.Var4.Var5 and Port Var6. Then, HMI will be unable to communicate with the controller of that station.</td></tr>
</table>

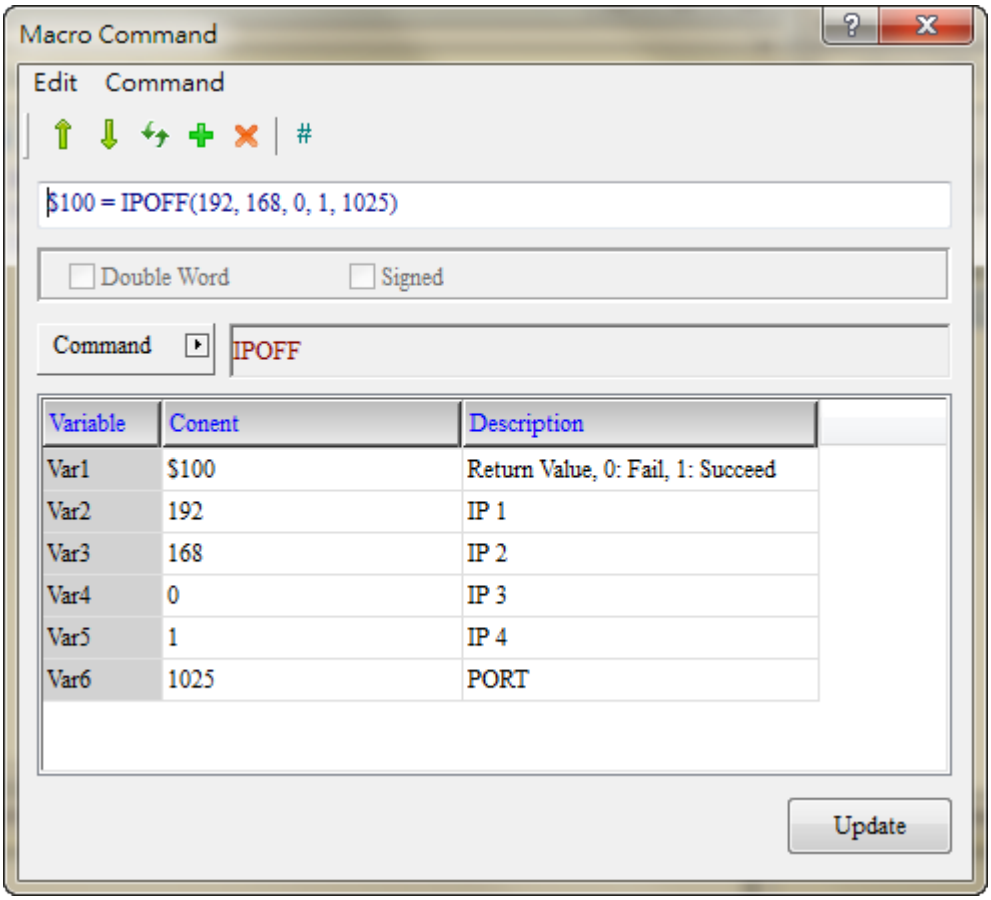
Note 1: Var6 is not necessary. When it is not using, all Ports under the IP will be closed.
Note 2: IPON macro cannot be used with Communication Interrupt under 【Option】→ 【Communication Setting】.



Variables	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		
Var 2	◎	◎	◎
Var 3	◎	◎	◎
Var 4	◎	◎	◎
Var 5	◎	◎	◎
Var 6	◎	◎	◎

Example Description

- Var 1 is internal register. Var 2 ~ Var6 are constants. Close IP 192.168.0.1 Port：1025.



- If not use Var6, **$100 = IPOFF(192, 168, 0, 1),** close all ports in IP 192.168.0.1.

24-3-9 Drawing

DMI supports a list of drawing commands, including Rectangle, Line, Point and Circle for users to draw different graphics. They are detailed below.

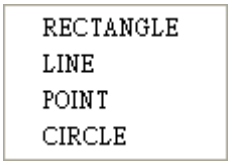


Figure 24-3-9-1 Drawing

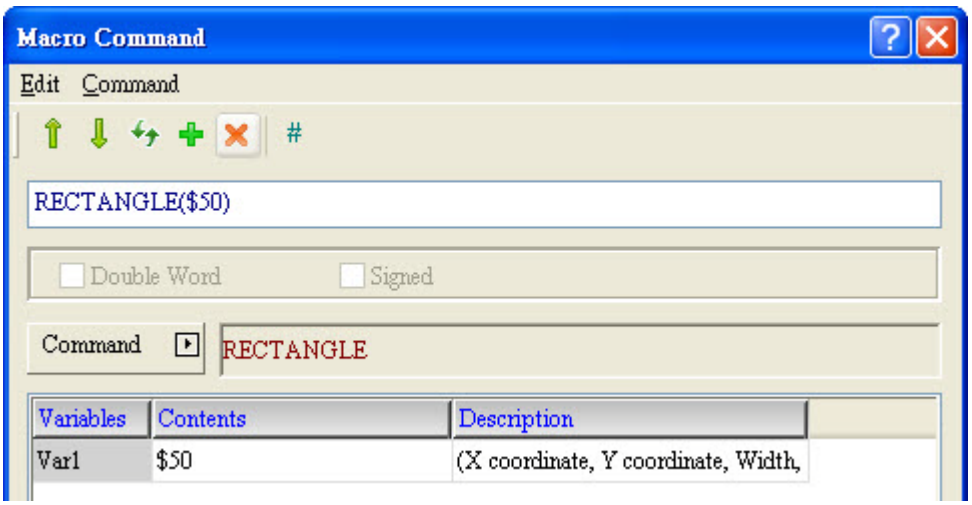
■ RECTANGLE (Draw Rectangle)

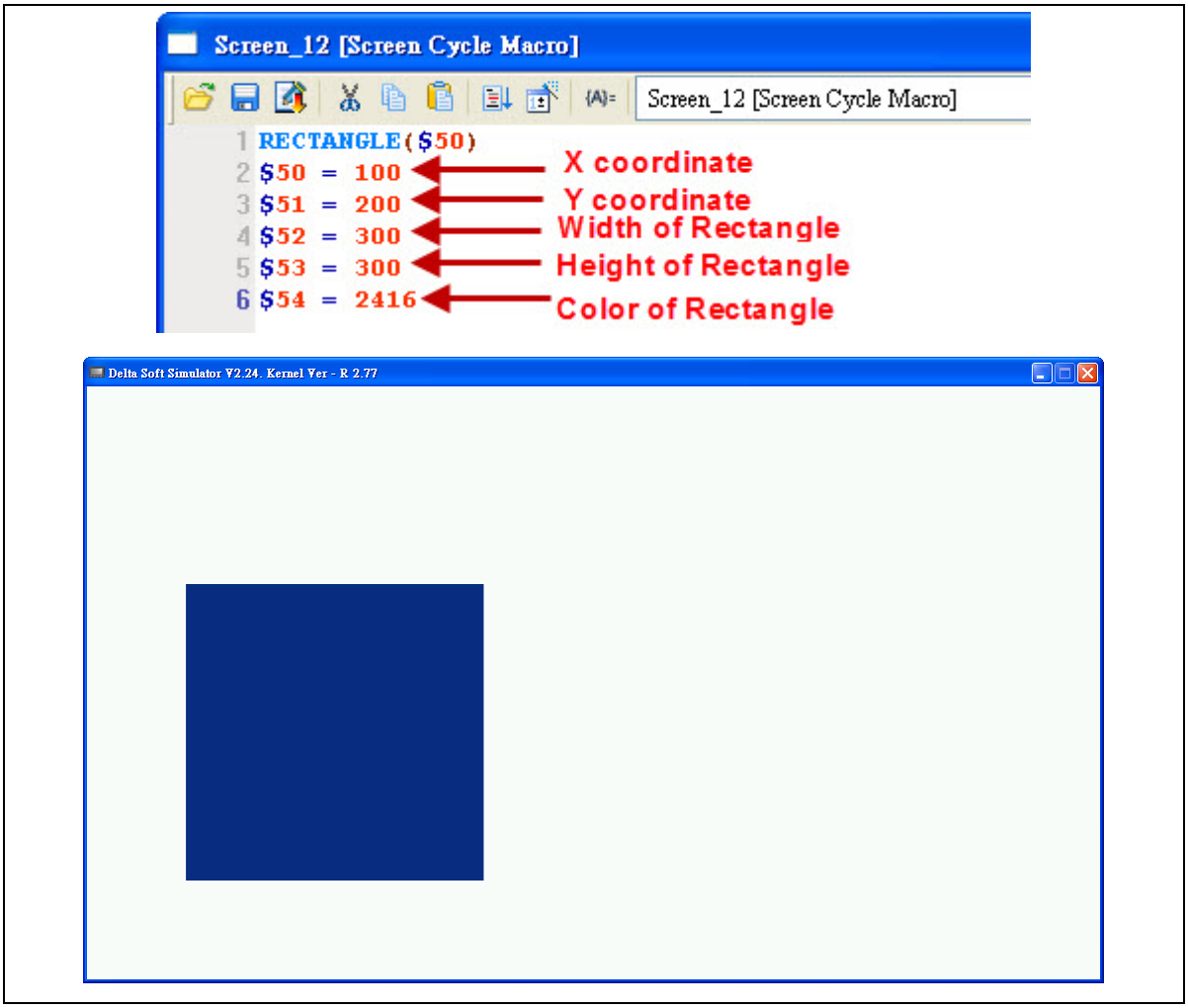
Expression	What Variables Represent		NOTE
RECTANGLE(Var1) (W)	Var 1	upper-left X-coordinate	W : Word
	Var 1 + 1	upper-left Y-coordinate	
	Var 1 + 2	width of the rectangle	
	Var 1 + 3	height of the rectangle	
	Var 1 + 4	color of the rectangle	
	Expression Explanation		
	Continuous addresses to draw a rectangle.		

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		

Example

➢ Var 1 is an internal memory address.





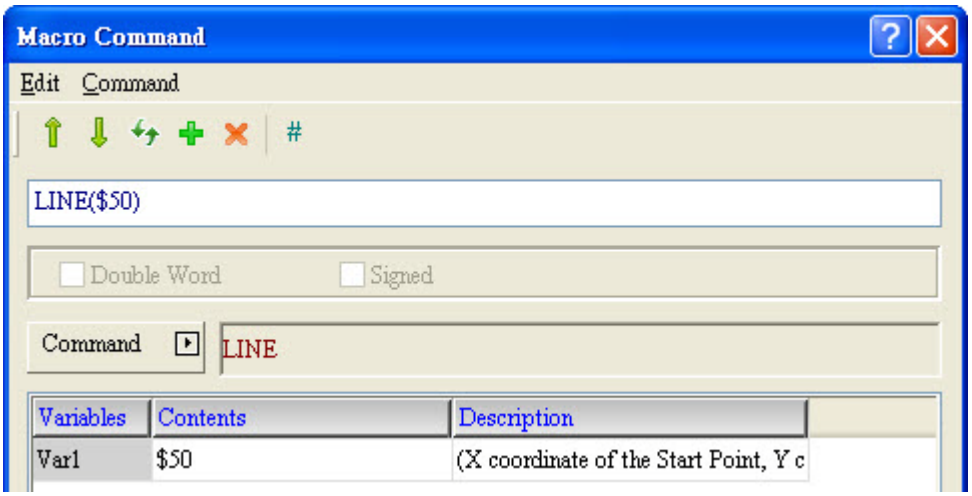
■ LINE (Draw Line)

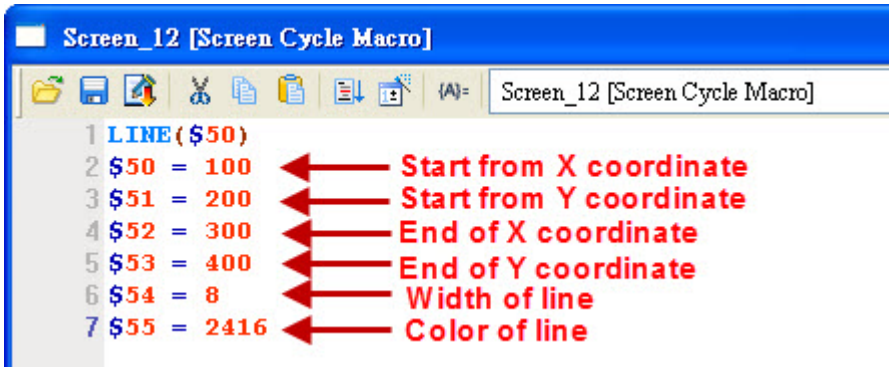
Expression	What Variables Represent		NOTE
LINE(Var1) (W)	Var 1	Starting X-coordinate	
	Var 1 + 1	Starting Y-coordinate	W : Word
	Var 1 + 2	Ending X-coordinate	
	Var 1 + 3	Ending Y-coordinate	
	Var 1 + 4	Width of the line	
	Var 1 + 5	Color of the line	
	Expression Explanation		
	Continuous addresses to draw a line.		

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		

Example

➢ Var 1 is an internal memory address.







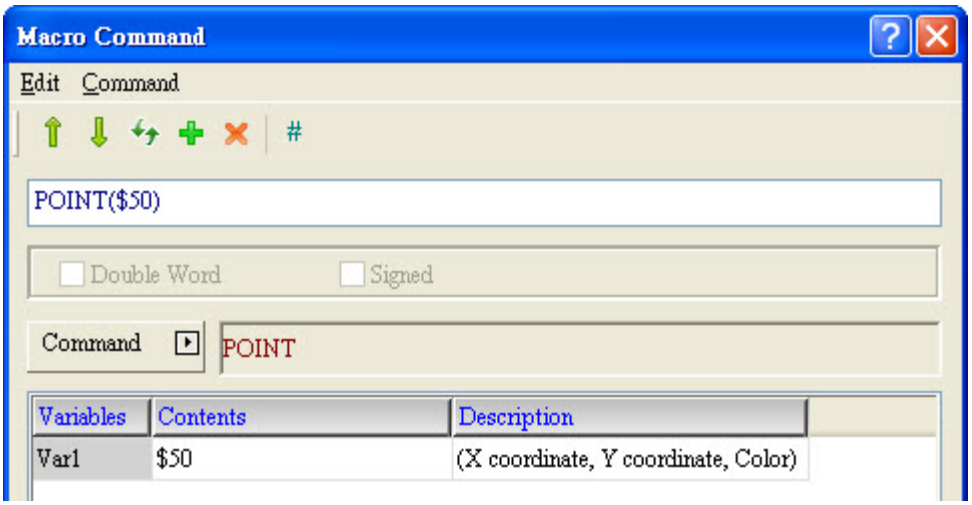
■ POINT (Draw Point)

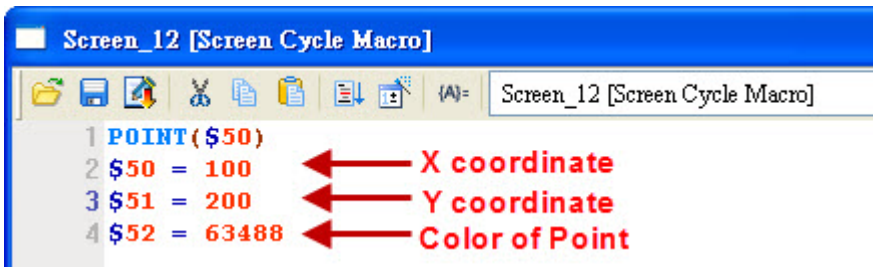
Expression	What Variables Represent		NOTE
POINT(Var1) (W)	Var 1	X-coordinate	
	Var 1 + 1	Y-coordinate	W : Word
	Var 1 + 2	Color of the point	
	Expression Explanation		
	Continuous addresses to draw a point.		

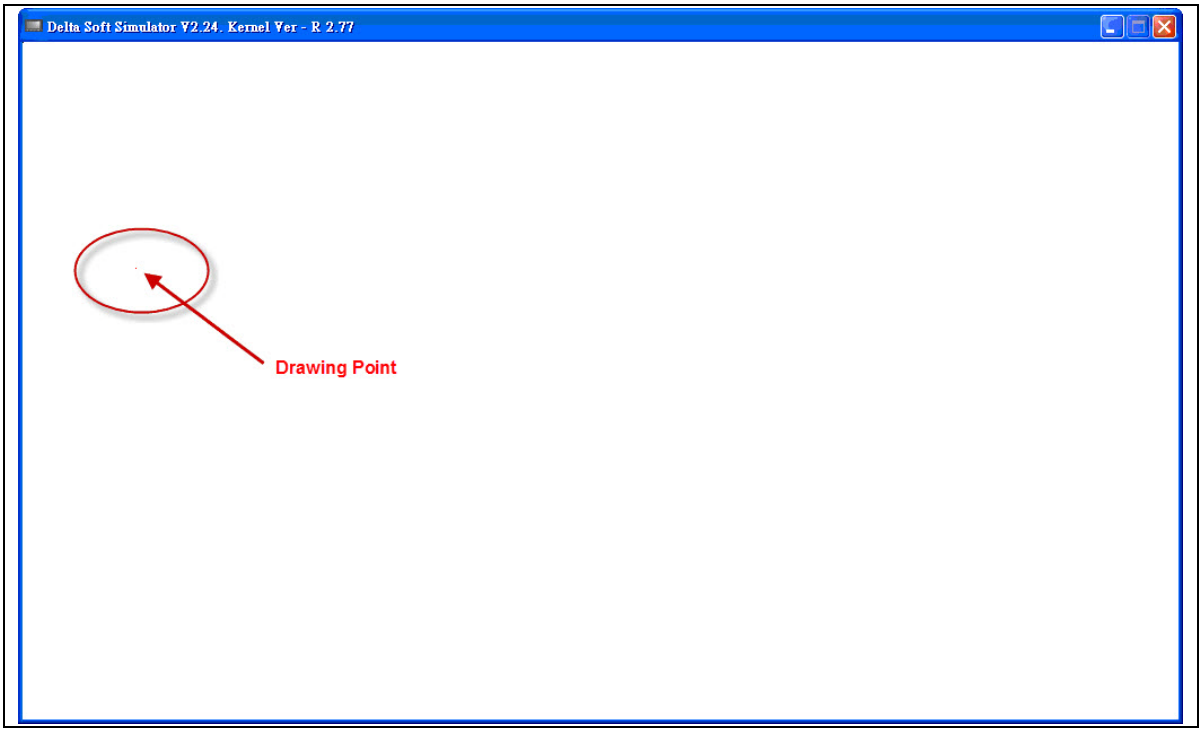
Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎		

Example

➢ Var 1 is an internal memory address.





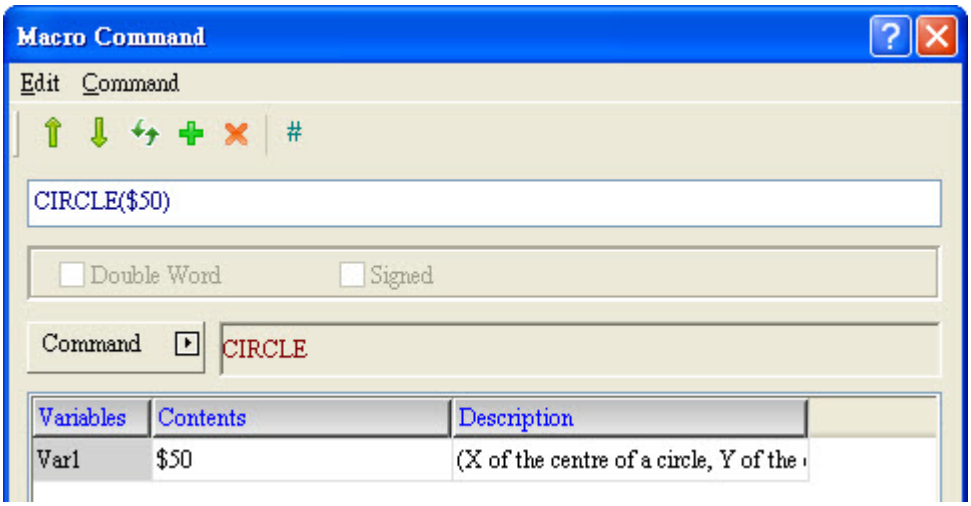


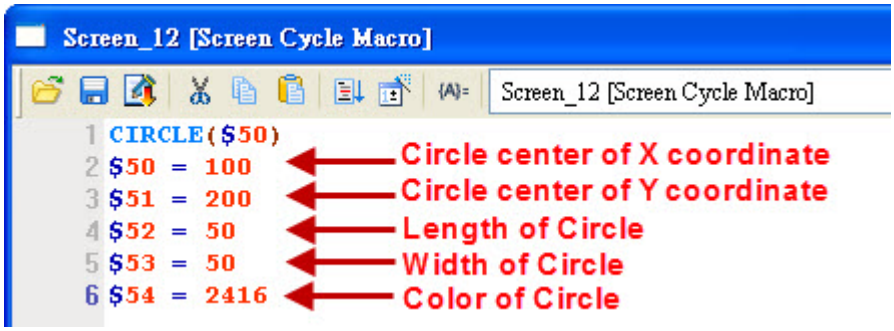
■ CIRCLE (Draw Ellipse)

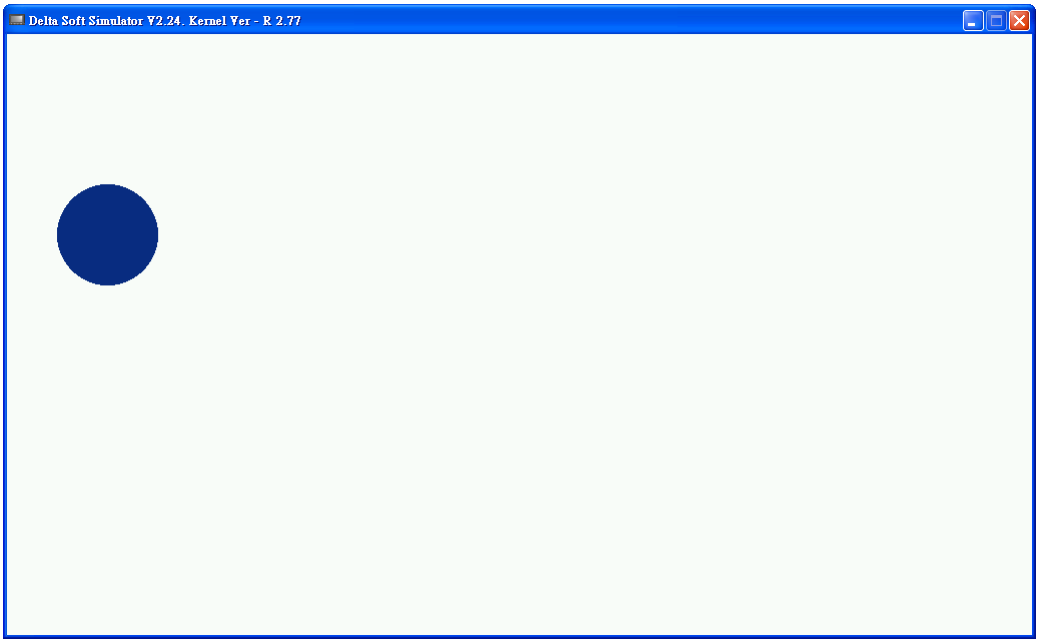
Expression	What Variables Represent		NOTE
CIRCLE(Var1) (W)	Var 1	X-coordinate of the center of the ellipse	W : Word
	Var 1 + 1	Y-coordinate of the center of the ellipse	
	Var 1 + 2	length of the ellipse	
	Var 1 + 3	width of the ellipse	
	Var 1 + 4	color of the ellipse	
	Expression Explanation		
	Continuous addresses to draw a point.		

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		

Example
➢ Var 1 is an internal memory address.

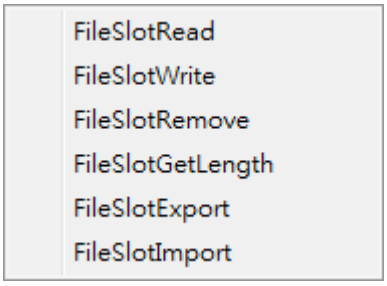

Macro Command
Edit Command
CIRCLE($50)
Double Word
Signed
Command
CIRCLE
Variables
Contents
Description
Var1
$50
(X of the centre of a circle, Y of the


Screen_12 [Screen Cycle Macro]
Screen_12 [Screen Cycle Macro]
1 CIRCLE($50)
2 $50 = 100
3 $51 = 200
4 $52 = 50
5 $53 = 50
6 $54 = 2416
Circle center of X coordinate
Circle center of Y coordinate
Length of Circle
Width of Circle
Color of Circle


Delta Soft Simulator V2.24. Kernel Ver - R 2.77

24-3-10 File Access

The related commands of File Access include FileSlotRead, FileSlotWrite, FileSlotRemove, FileSlotGetLength, FileSlotExport and FileSlotImport. Please refer to the followings for further descriptions.



■ FileSlotRead (Read the File)

<table>
<tr><th>Expression</th><th colspan="3">What Variables Represent</th><th>NOTE</th></tr>
<tr><td rowspan="8">Var1 = FileSlotRead (Var2, Var3, Var4, Var5) (W)</td><td rowspan="3">Var 1</td><td colspan="2">Returned Value</td><td rowspan="8">W：Word</td></tr>
<tr><td>Failure</td><td>0</td></tr>
<tr><td>Success</td><td>1</td></tr>
<tr><td>Var 2</td><td colspan="2">FileSlot ID</td></tr>
<tr><td>Var 3</td><td colspan="2">Target Address</td></tr>
<tr><td>Var 4</td><td colspan="2">Start address of FileSlot content (DW)</td></tr>
<tr><td>Var 5</td><td colspan="2">Word data length</td></tr>
<tr><td colspan="3">Expression Explanation</td></tr>
<tr><td colspan="4">Read FileSlot content of Var 2, whose starting address is specified by Var 4 and data length specified by Var 5 to the target address which is specified by Var 3. Then, return the value to Var 1.</td></tr>
<tr><td colspan="5">Note: If the specified FileSlot file does not exist, please use FileSlotWrite command to create the file first.</td></tr>
</table>

Variables	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		
Var 2	◎	◎	◎
Var 3	◎	◎	
Var 4	◎	◎	◎
Var 5	◎	◎	◎

■ FileSlotWrite (Write the File)

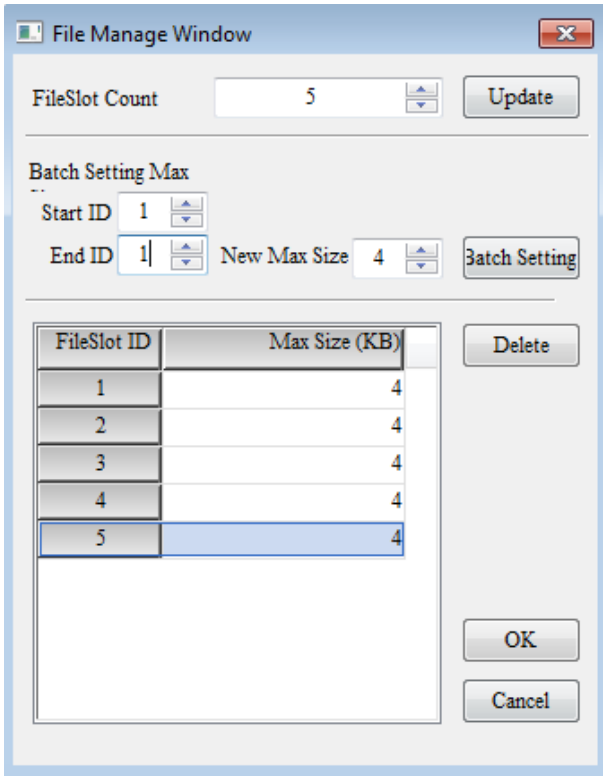
<table>
<tr><th>Expression</th><th colspan="3">What Variables Represent</th><th>NOTE</th></tr>
<tr><td rowspan="8">Var1 = FileSlotWrite (Var2, Var3, Var4, Var5) (W)</td><td rowspan="3">Var 1</td><td colspan="2">Returned Value</td><td rowspan="8">W：Word</td></tr>
<tr><td>Failure</td><td>0</td></tr>
<tr><td>Success</td><td>1</td></tr>
<tr><td>Var 2</td><td colspan="2">FileSlot ID</td></tr>
<tr><td>Var 3</td><td colspan="2">Source Address</td></tr>
<tr><td>Var 4</td><td colspan="2">Start position of FileSlot content (DW)</td></tr>
<tr><td>Var 5</td><td colspan="2">Word data length</td></tr>
<tr><td colspan="4">Expression Explanation</td></tr>
<tr><td colspan="4">Read Var5 Word starting from Var3 and regard Var4 as start address to write FileSlot of Var2. Then, return the result to Var1.</td></tr>
</table>

Variables	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		
Var 2	◎	◎	◎
Var 3	◎	◎	
Var 4	◎	◎	◎
Var 5	◎	◎	◎

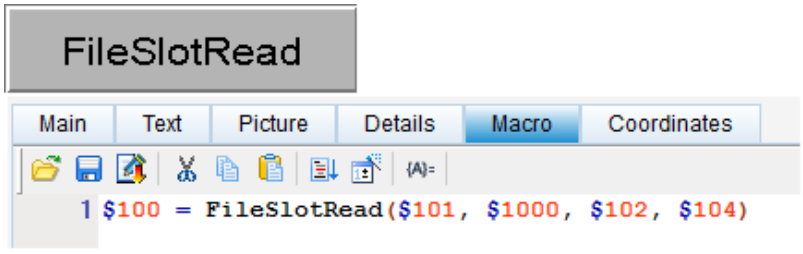
Example Description

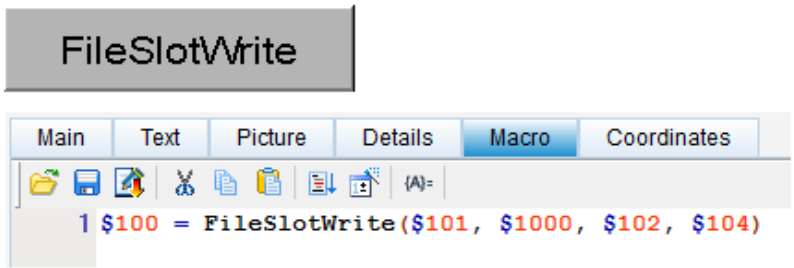
➢ Use FileSlotWrite to create the file. Then, use FileSlotRead to access the data. See the descriptions below:

Step 1: Enter 【Option】→【File Manage】 to setup FileSlot.

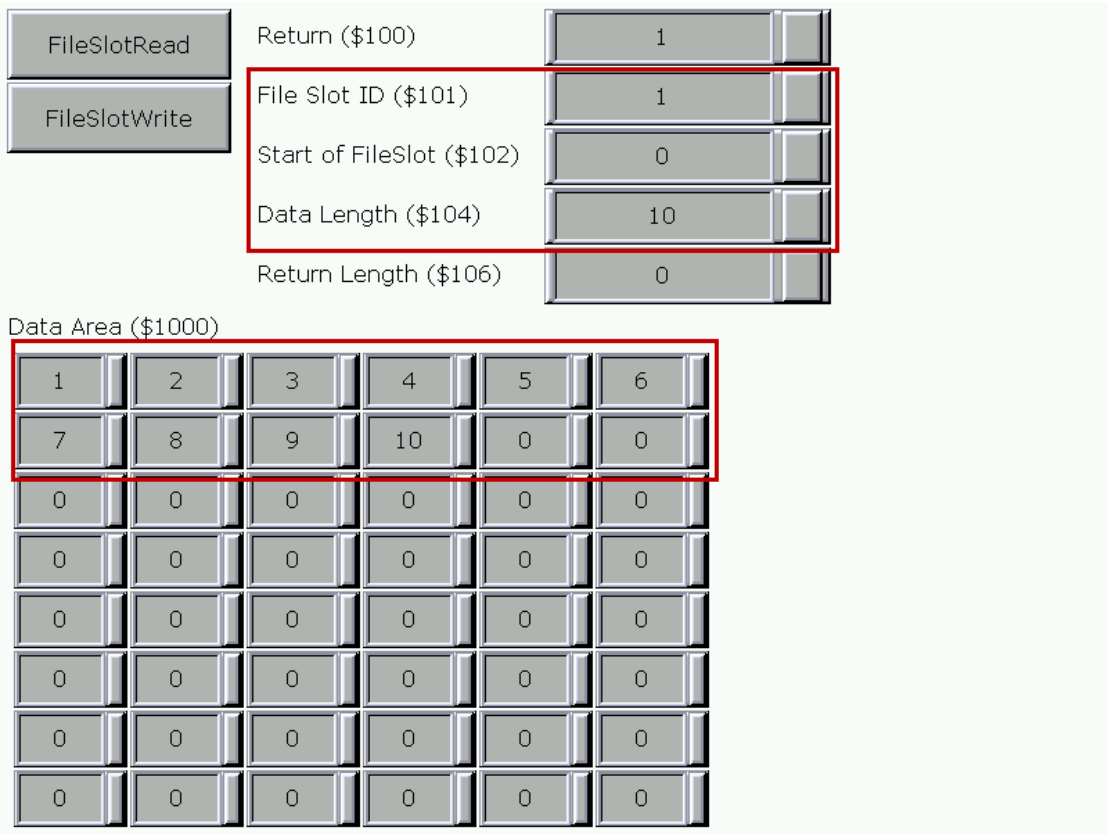


Step 2: Create two momentary buttons and compile ON macro.

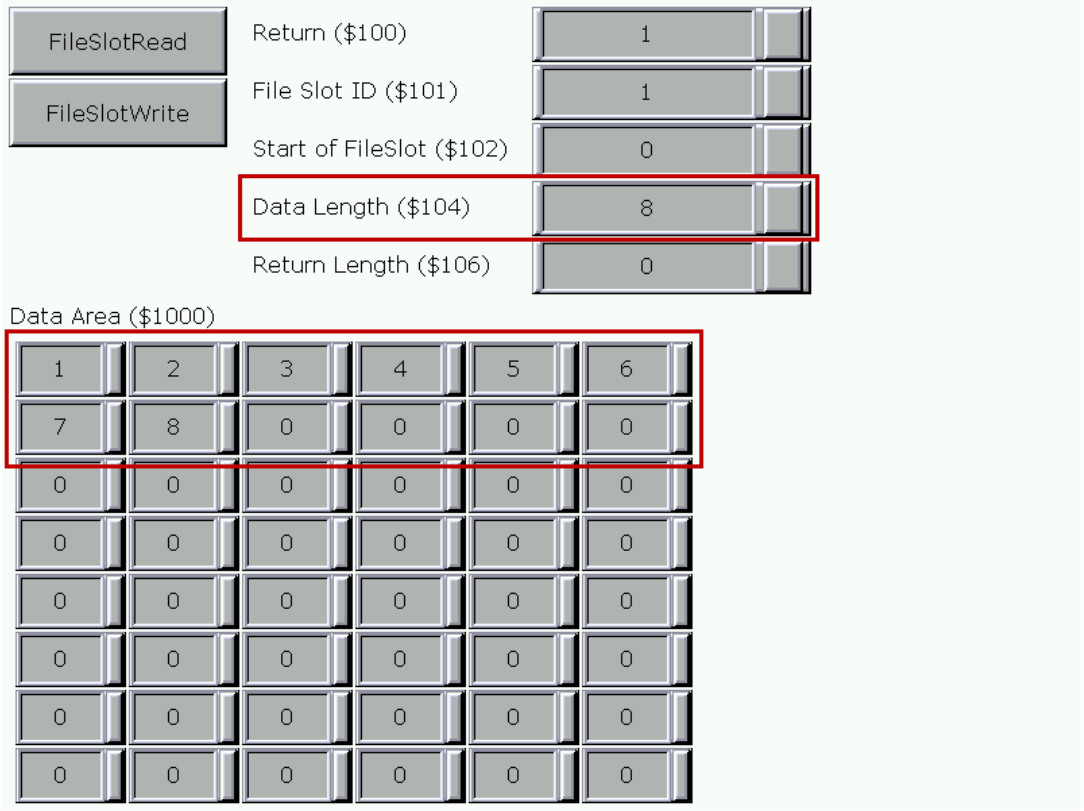




Step 3: Compile the screen and download it to HMI. Regard $1000 as start address to edit 10 Words. Set $101 to 1, $102 to 0 and $104 to 10. When FileSlotWrite is triggered, data of $1000 ~ $1009 will be written into the FileSlot whose ID is 1 and start to write from address 0.



Step 4: Reset the data of $1000 ~ $1009 to 0. Set $104 to 8. When FileSlotRead is triggered, the FileSlot whose ID is 1 will be written into $1000 ~ $1007 from the 8th Word starting with the 0th address.



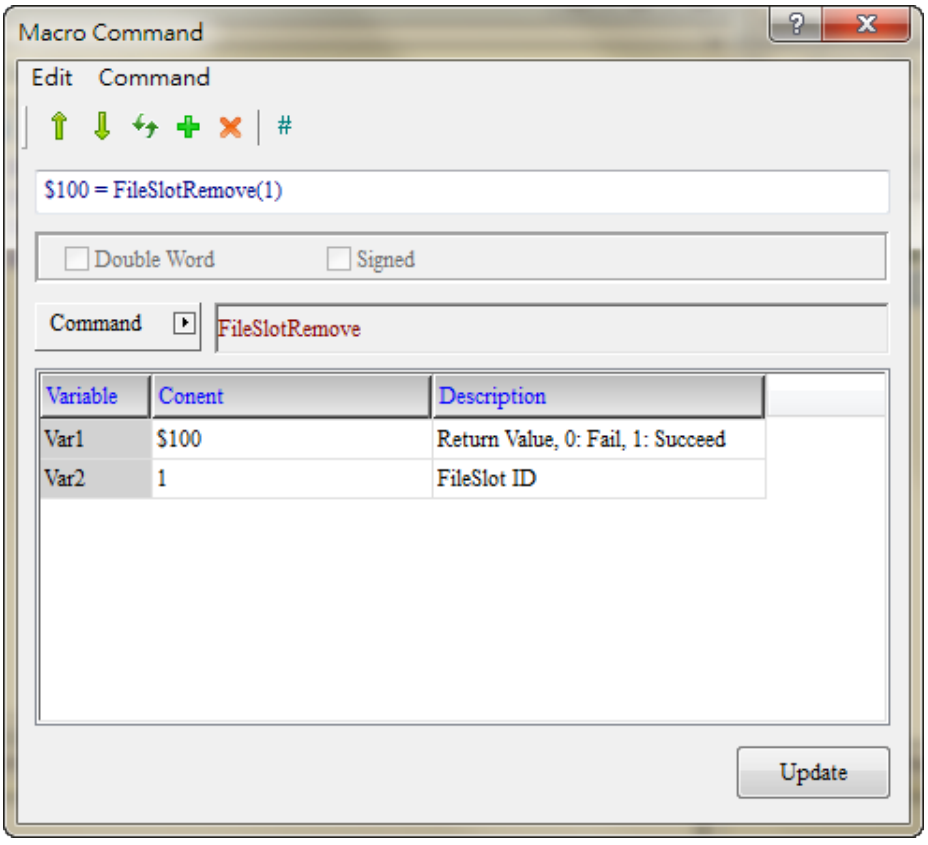
■ FileSlotRemove (Remove the File)

<table>
<tr><th>Expression</th><th colspan="3">What Variables Represent</th><th>NOTE</th></tr>
<tr><td rowspan="5">Var1 = FileSlotRemove (Var2) (W)</td><td rowspan="3">Var 1</td><td colspan="2">Returned Value</td><td rowspan="5">W：Word</td></tr>
<tr><td>Failure</td><td>0</td></tr>
<tr><td>Success</td><td>1</td></tr>
<tr><td>Var 2</td><td colspan="2">FileSlot ID</td></tr>
<tr><td colspan="3">Expression Explanation</td></tr>
<tr><td colspan="4">Remove FileSlot of VAr2 and return the result to Var1.</td></tr>
</table>

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		
Var 2	◎	◎	◎

Example Description

➢ Var 1 is internal memory and Var 2 is the constant. Remove FileSlot whose ID is 1 (Var2) and save the returned value in $100 (Var1).



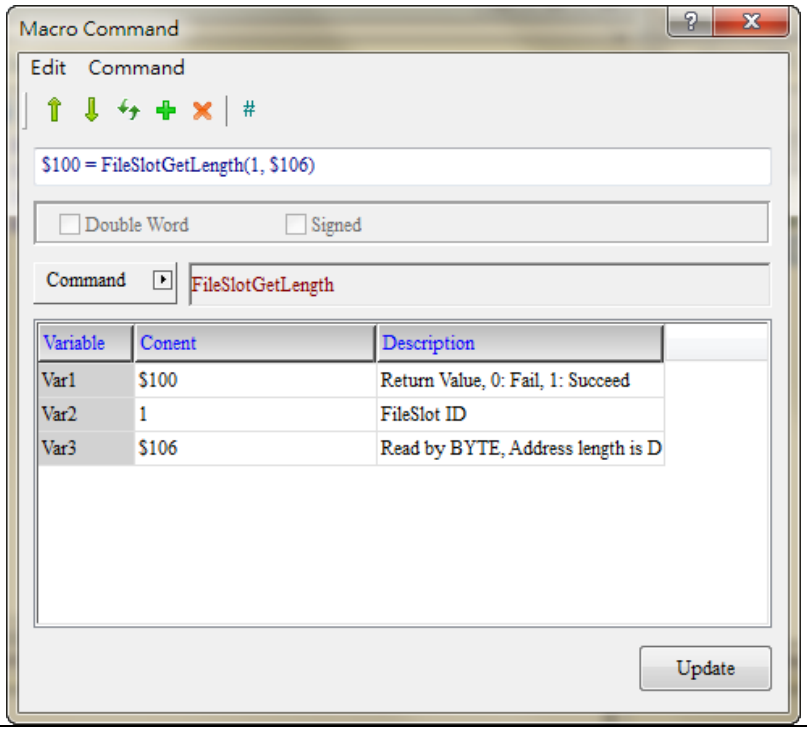
■ FileSlotGetLength (Read the file length)

<table>
<tr><th>Expression</th><th colspan="3">What Variables Represent</th><th>NOTE</th></tr>
<tr><td rowspan="6">Var1 = FileSlotGetLength (Var2, Var3) (W)</td><td rowspan="3">Var 1</td><td colspan="2">Returned Value</td><td rowspan="6">W：Word</td></tr>
<tr><td>Failure</td><td>0</td></tr>
<tr><td>Success</td><td>1</td></tr>
<tr><td>Var 2</td><td colspan="2">FileSlot ID</td></tr>
<tr><td>Var 3</td><td colspan="2">Returned Value of FileSlot Length (DW)</td></tr>
<tr><td colspan="3">Expression Explanation</td></tr>
<tr><td colspan="4">Save the FileSlot length of Var 2 in Var 3 and return the result to Var 1.</td></tr>
<tr><td colspan="5">Note: The unit of accessing length is BYTE.</td></tr>
</table>

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		
Var 2	◎	◎	◎
Var 3	◎	◎	

Example Description

➢ Var 1 and Var 3 are internal memory and Var 2 is constant. Acquire the length of FileSlot whose ID is 1 (Var2) and save it in $106. Then, save the returned value in $100 (Var 1). If the FileSlot length is 10 Words, the value returned to $106 is 20 (BYTE).



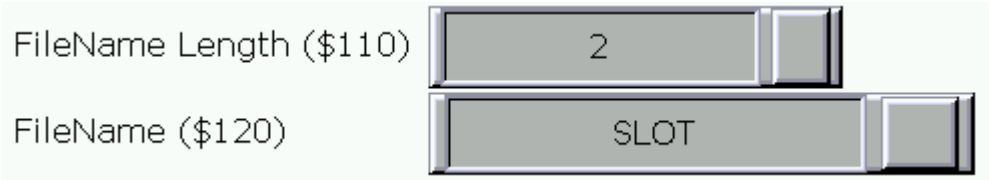
■ FileSlotExport (Export the File)

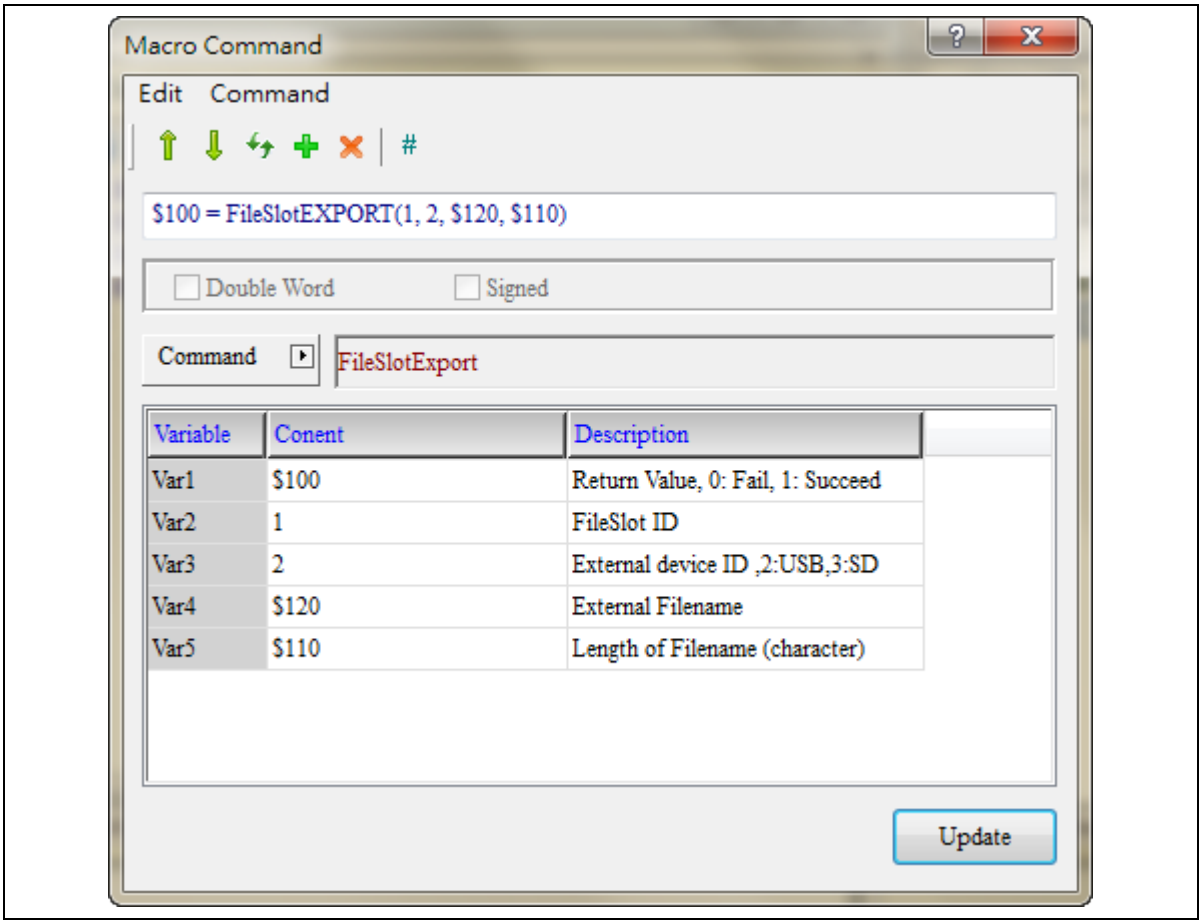
<table>
<tr><th>Expression</th><th colspan="5">What Variables Represent</th><th>NOTE</th></tr>
<tr><td rowspan="8">Var1 = FileSlotExport (Var2, Var3, Var4, Var5) (W)</td><td rowspan="3">Var 1</td><td colspan="4">Returned Value</td><td rowspan="8">W：Word</td></tr>
<tr><td colspan="2">Failure</td><td colspan="2">0</td></tr>
<tr><td colspan="2">Success</td><td colspan="2">1</td></tr>
<tr><td>Var 2</td><td colspan="4">FileSlot ID</td></tr>
<tr><td rowspan="2">Var 3</td><td rowspan="2">File Export Device</td><td>USB Disk</td><td colspan="2">2</td></tr>
<tr><td>SD Card</td><td colspan="2">3</td></tr>
<tr><td>Var 4</td><td colspan="4">Exported File Name</td></tr>
<tr><td>Var 5</td><td colspan="4">Length of Exported File Name</td></tr>
<tr><td colspan="6">Expression Explanation</td></tr>
<tr><td colspan="6">Export Var 2 FileSlot to external storage device, Var3 and its file name is Var 4. Then, return the result to Var1.</td></tr>
</table>

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		
Var 2	◎	◎	◎
Var 3	◎	◎	◎
Var 4	◎	◎	
Var 5	◎	◎	◎

Example Description

➢ Var 1, Var 4 and Var 5 are internal memory while Var 2 and Var3 are constants. Export FileSlot ID 1 (Var 2) to USB Disk (Var 3), the length of file name is 2 (Var 5) and its file name is Slot (Var 4). Then, save the returned value in $100 (Var 1).




Macro Command
Edit Command
#
$100 = FileSlotEXPORT(1, 2, $120, $110)
Double Word
Signed
Command
FileSlotExport
Variable
Conent
Description
Var1
$100
Return Value, 0: Fail, 1: Succeed
Var2
1
FileSlot ID
Var3
2
External device ID ,2:USB,3:SD
Var4
$120
External Filename
Var5
$110
Length of Filename (character)
Update

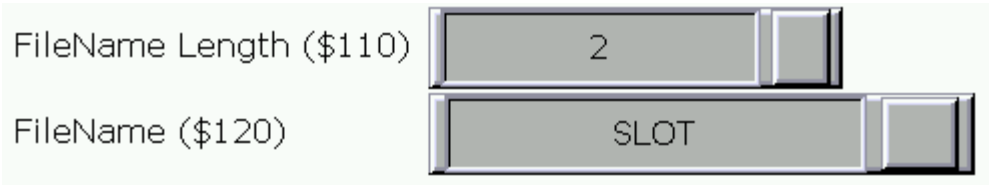
■ FileSlotImport (Import the File)

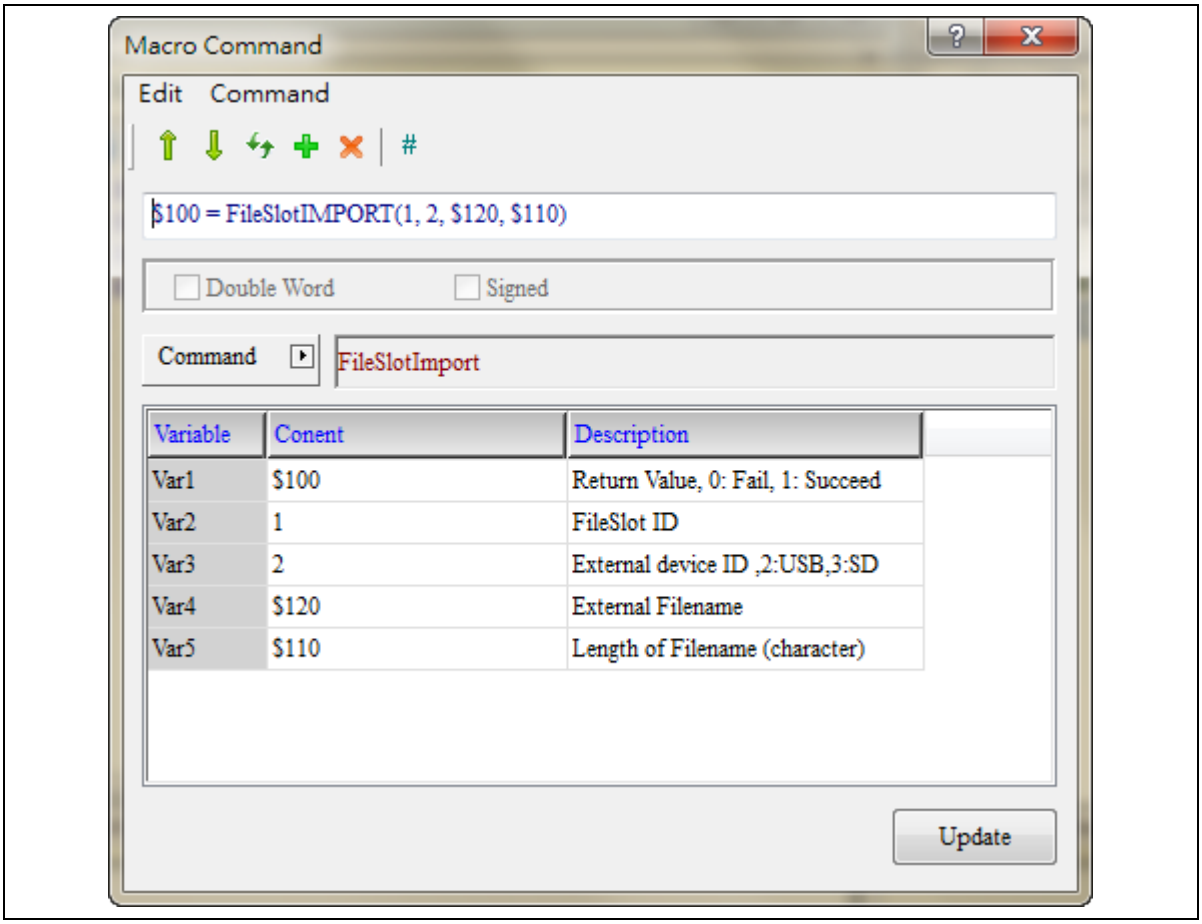
<table>
<tr><th>Expression</th><th colspan="4">What Variables Represent</th><th>NOTE</th></tr>
<tr><td rowspan="8">Var1 = FileSlotImport (Var2, Var3, Var4, Var5) (W)</td><td rowspan="3">Var 1</td><td colspan="3">Returned Value</td><td rowspan="8">W：Word</td></tr>
<tr><td colspan="2">Failure</td><td>0</td></tr>
<tr><td colspan="2">Success</td><td>1</td></tr>
<tr><td>Var 2</td><td colspan="3">FileSlot ID</td></tr>
<tr><td rowspan="2">Var 3</td><td rowspan="2">File Import Device</td><td>USB Disk</td><td>2</td></tr>
<tr><td>SD Card</td><td>3</td></tr>
<tr><td>Var 4</td><td colspan="3">Imported File Name</td></tr>
<tr><td>Var 5</td><td colspan="3">Length of Imported File Name</td></tr>
<tr><td colspan="5">Expression Explanation</td></tr>
<tr><td colspan="5">Import the file names Var4 from external storage device Var3 to FileSlot of Var2. Then, return the result to Var1.</td></tr>
</table>

Variables	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		
Var 2	◎	◎	◎
Var 3	◎	◎	◎
Var 4	◎	◎	
Var 5	◎	◎	◎

Example Description

- Var 1, Var 4 and Var 5 are internal memory while Var 2 and Var3 are constants. Import the file named Slot (Var4) with file name length as 2 (Var5) from USB Disks (Var 3) to FileSlot ID 1 (Var 2). Then, save the returned value in $100 (Var 1).




Macro Command
Edit Command
#
$100 = FileSlotIMPORT(1, 2, $120, $110)
Double Word
Signed
Command
FileSlotImport
Variable
Conent
Description
Var1
$100
Return Value, 0: Fail, 1: Succeed
Var2
1
FileSlot ID
Var3
2
External device ID ,2:USB,3:SD
Var4
$120
External Filename
Var5
$110
Length of Filename (character)
Update

24-3-11 Others

Others macro commands include TIME TICK, Comment, Delay, GETSYSTEMTIME、SETSYSTEMTIME, EXPORT, EXRCP, IMRCP, EXENRCP, IMENRCP. Users can acquire system setup time, import and export equations with these commands and they are detailed below.

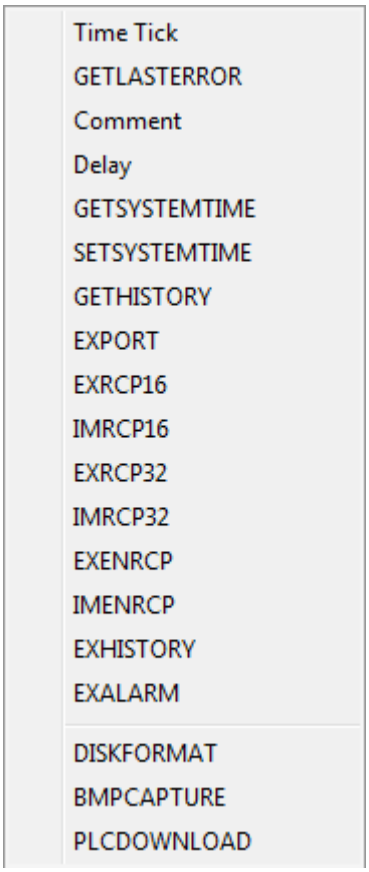


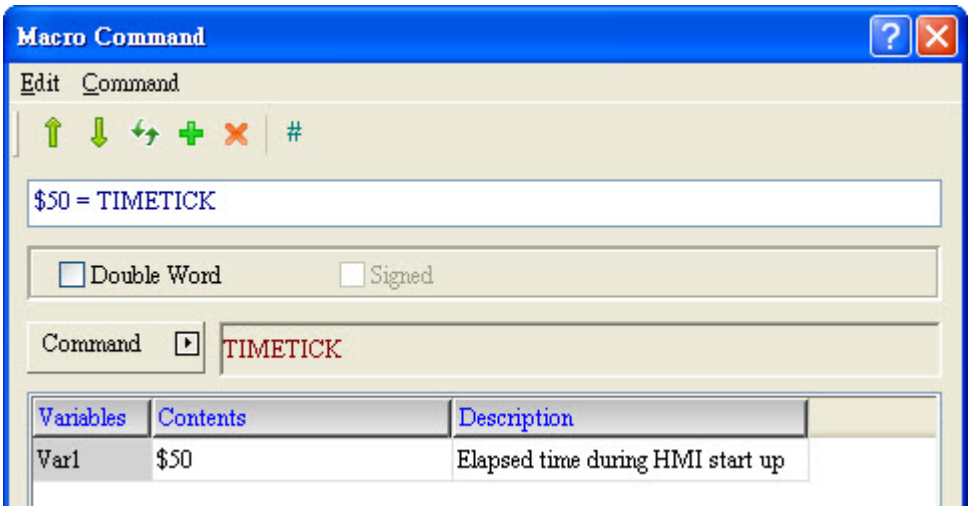
Figure 24-3-11-1 Others

■ Time Tick (Acquire System up duration from System Startup to Present)

Expression	What Variables Represent		NOTE
Var1 = TIMETICK (W) Var1 = TIMETICK (DW)	Var 1	TIMETICK from system startup to present	W : Word DW : Double Word
	Expression Explanation		
	Calculate system up duration from system startup time to present and save it in Var 1 (in ms).		

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		

Example
➢ Var 1 is an internal memory address and save the system up duration in $50.

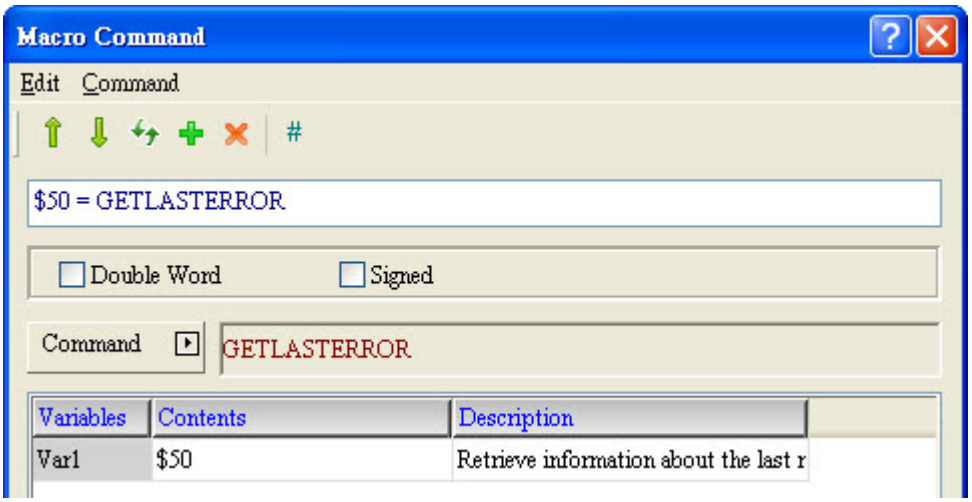


■ GETLASTERROR (Get Last Error Value)

Expression	What Variables Represent		NOTE
Var1 = GETLASTERROR (W) Var1 = GETLASTERROR (DW) Var1 = GETLASTERROR (Signed W) Var1 = GETLASTERROR (Signed DW)	Var 1	Last error value 1 : Successful Negative value: error (for details on the negative value please refer to 24-4 Macro Error Codes)	W : Word DW : Double Word Signed : Signed number
	Expression Explanation		
	Acquire the last error value and save the result in Var1.		

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		

Example
➢ Var 1 is an internal memory address and save the last error value in $50.



■ COMMENT (Make Comment)

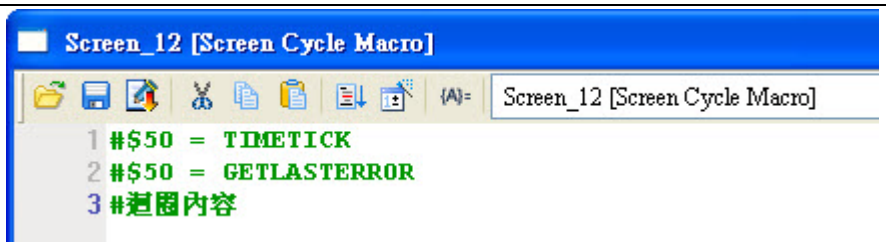
Expression	What Variables Represent		NOTE
#Var1 (W)	Var 1	Description of the macro	W : Word
	Expression Explanation		
	Mark Var 1 as a comment		

Variable	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎		

Example

➢ Put # in front of a statement to make it a comment; or type in a description for a macro and put # in front of the macro description.





■ Delay (System Delay)

Expression	What Variables Represent		NOTE
Delay(Var1) (W)	Var 1	Delay time length	W : Word
	Expression Explanation		
	Set the system to delay for a duration(in ms) specified in Var1 before executing the next command		

* Since the HMI is a multiplexer system, a default system delay may occur. If this command is set, then the delay duration will become longer due to multiplexing operations, and the condition that setting the time forward will not happen.

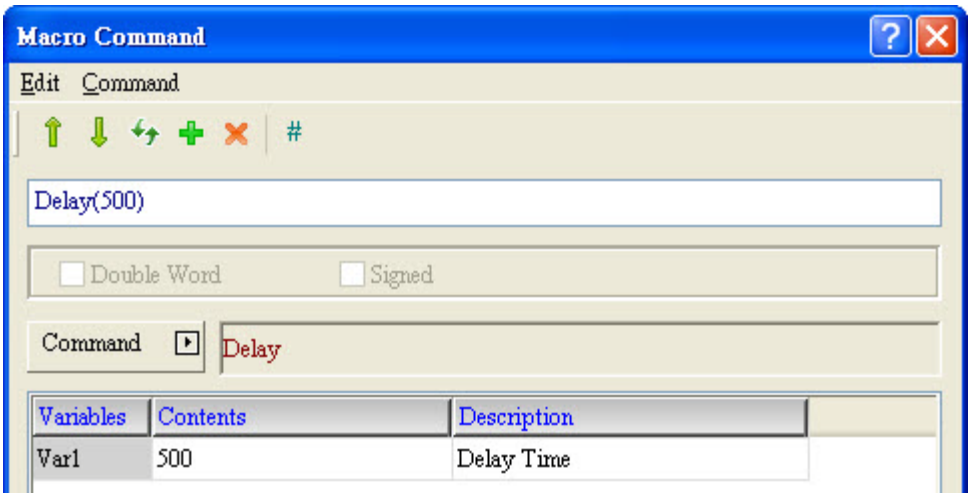
* Please note that a long delay duration may cause the HMI to respond slowly.

* When executing this command, the HMI will suspend all current operations and resume them after the delay duration is over.

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		◎

Example

➢ Var 1 is a constant and set the delay to 500 ms.



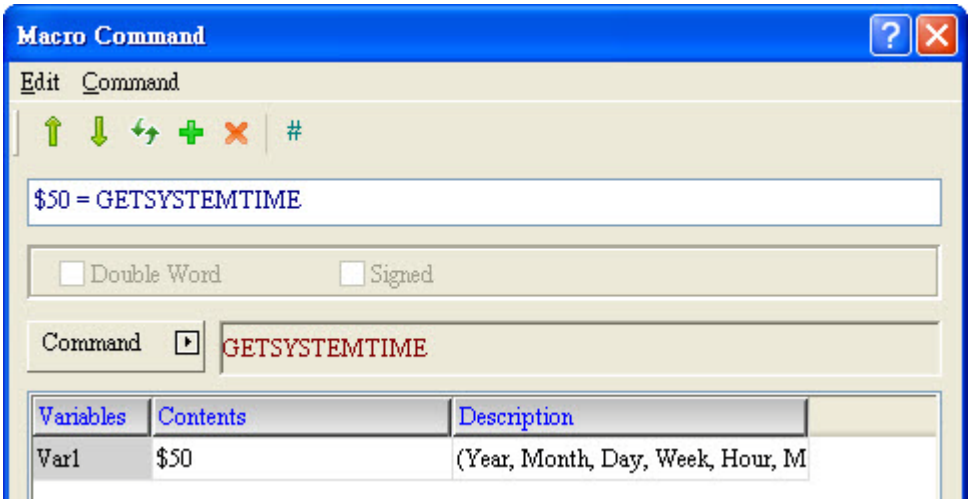
■ GETSYSTEMTIME (Acquire System Time)

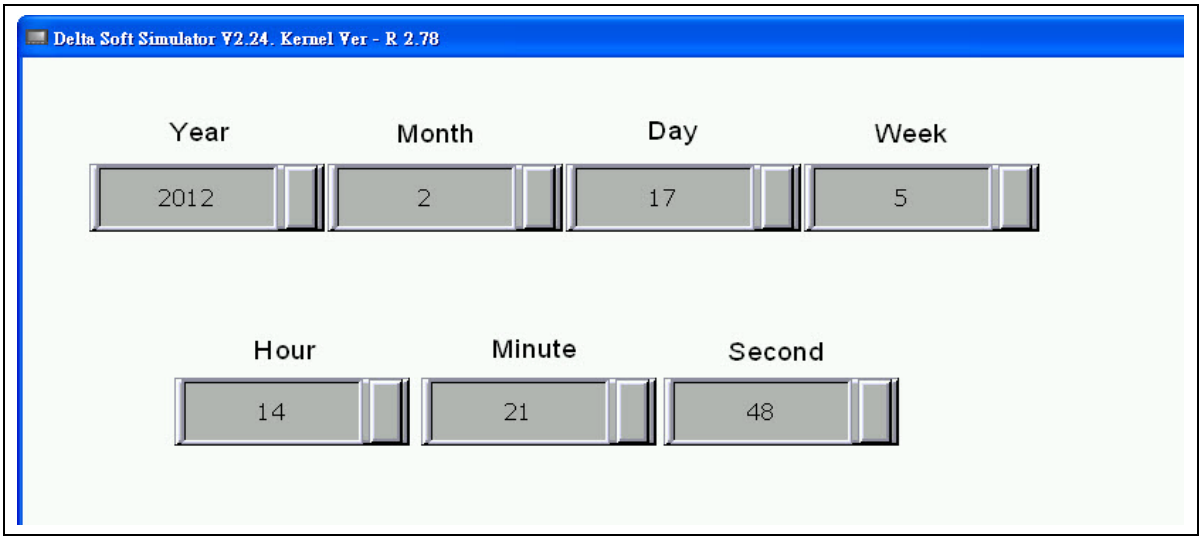
Expression	What Variables Represent		NOTE
Var1 = GETSYSTEMTIME (W)	Var 1	Year	W : Word
	Var 1 + 1	Month	
	Var 1 + 2	Day	
	Var 1 + 3	Week	
	Var 1 + 4	Hour	
	Var 1 + 5	Minute	
	Var 1 + 6	Second	
	Expression Explanation		
	Acquire system time with 7 address (in Words) from Var 1 to Var 7.		

Memory Usage			
Variable	**Internal Memory**	**PLC Register**	**Constant**
Var 1	◎		

Example

➢ Var 1 is an internal memory address and save the current system time to $50 ~ $57.



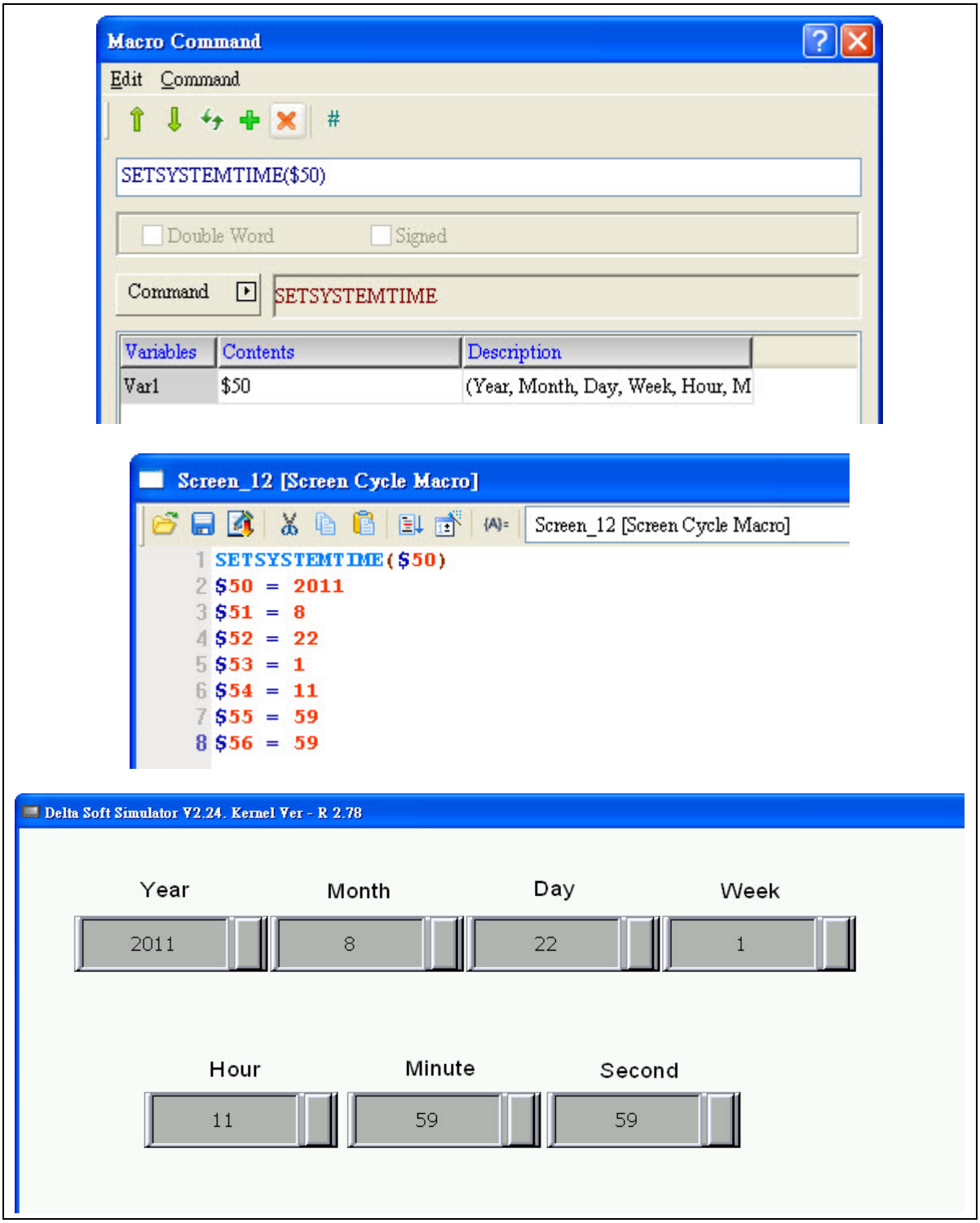


■ SETSYSTEMTIME (Set System Time)

Expression	What Variables Represent		NOTE
Var1 = SETSYSTEMTIME (W)	Var 1	Year	W : Word
	Var 1 + 1	Month	
	Var 1 + 2	Day	
	Var 1 + 3	Week	
	Var 1 + 4	Hour	
	Var 1 + 5	Minute	
	Var 1 + 6	Second	
	Expression Explanation		
	Set system time with 7 address (in Words) from Var 1 to Var 7.		

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		

Example
➢ Var 1 is an internal memory address. Set and save the current system time to $50 ~ $57.

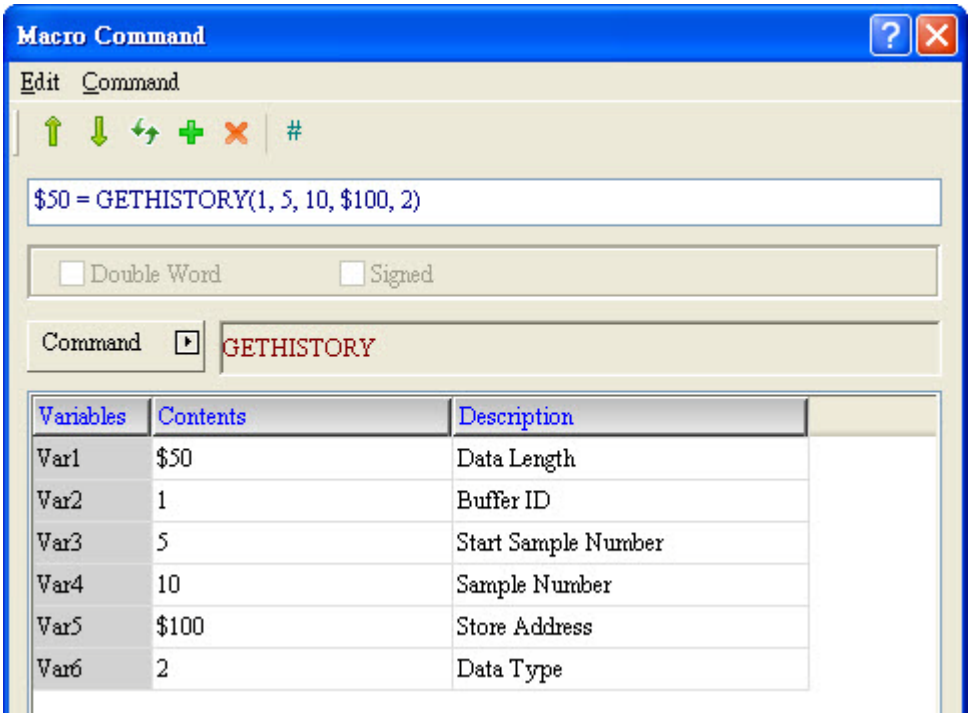

Macro Command
Edit Command
SETSYSTEMTIME($50)
Double Word
Signed
Command
SETSYSTEMTIME
Variables
Contents
Description
Var1
$50
(Year, Month, Day, Week, Hour, M
Screen_12 [Screen Cycle Macro]
Screen_12 [Screen Cycle Macro]
1 SETSYSTEMTIME($50)
2 $50 = 2011
3 $51 = 8
4 $52 = 22
5 $53 = 1
6 $54 = 11
7 $55 = 59
8 $56 = 59
Delta Soft Simulator V2.24. Kernel Ver - R 2.78
Year
Month
Day
Week
2011
8
22
1
Hour
Minute
Second
11
59
59

■ GETHISTORY (Acquire Historical Log)

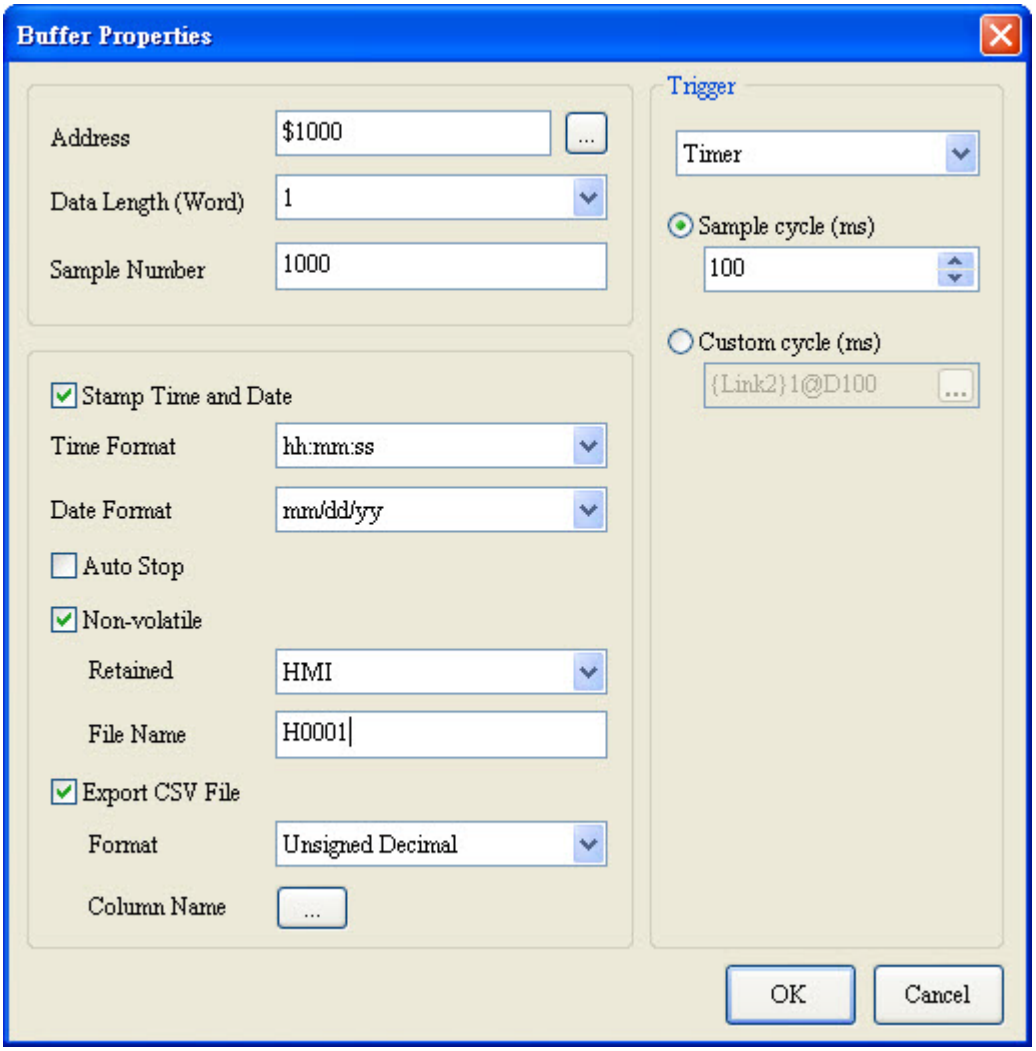
<table>
<tr><th>Expression</th><th colspan="4">What Variables Represent</th><th>NOTE</th></tr>
<tr><td rowspan="8">Var1 = GETHISTORY(Var2, Var3, Var4, Var5, Var6) (W)</td><td>Var 1</td><td colspan="3">Store data length</td><td rowspan="8">W : Word</td></tr>
<tr><td>Var 2</td><td colspan="3">Store ID for history buffer</td></tr>
<tr><td>Var 3</td><td colspan="3">Store starting address for sampling</td></tr>
<tr><td>Var 4</td><td colspan="3">Store the number of record accessing point</td></tr>
<tr><td>Var 5</td><td colspan="3">Store the data storage address</td></tr>
<tr><td rowspan="3">Var 6</td><td rowspan="3">Data Type</td><td>Data</td><td>0</td></tr>
<tr><td>Time</td><td>1</td></tr>
<tr><td>Data and Time</td><td>2</td></tr>
<tr><td colspan="4">Expression Explanation</td></tr>
<tr><td colspan="4">Acquire historical log.</td></tr>
<tr><td colspan="6">* it is recommended to set Var 1, Var 3 and Var 4 as Double Word. If using consecutive addresses in Word, then data may be overwritten and result may be affected.</td></tr>
</table>

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		
Var 2	◎		◎
Var 3	◎		◎
Var 4	◎		◎
Var 5	◎	◎	
Var 6	◎		◎

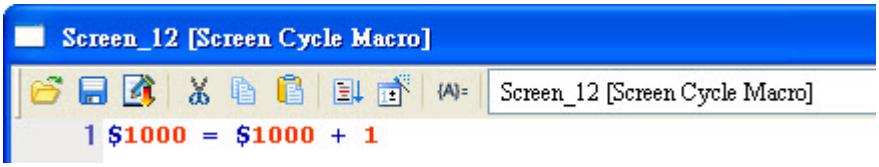
Example
➢ Var 1 and Var 5 are an internal memory addresses, and Var 2, Var3, Var 4 and Var 6 are constants. Set the ID for the history buffer as 1(Var 2), sample 10 records (Var 3) starting from the 5th record (Var 2), Set the data type to 2 (Var 6), including time and data, and save it to consecutive addresses of $100 (var 5) and save the data length into $50 (Var 1).



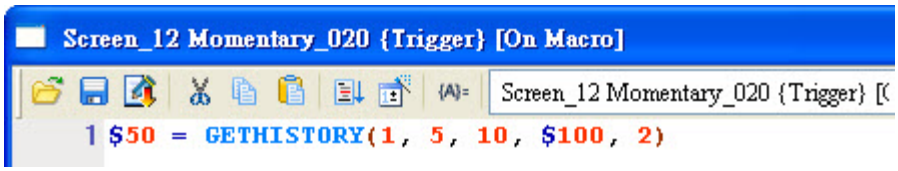
➢ Set $1000 as the record accessing address for sampling history buffers.

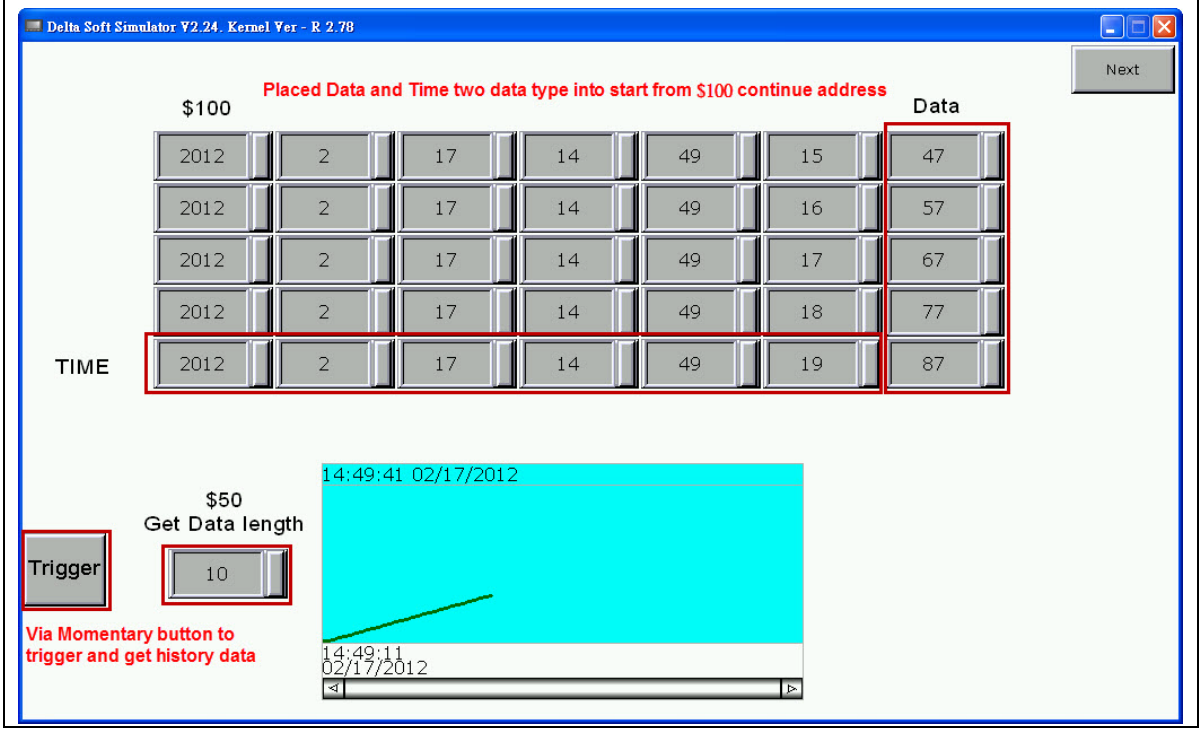


➢ Edit Screen Cycle Macro to repeatedly adding history records to $1000.



➢ Edit ON Macro and set GETHISTORY as shown below.



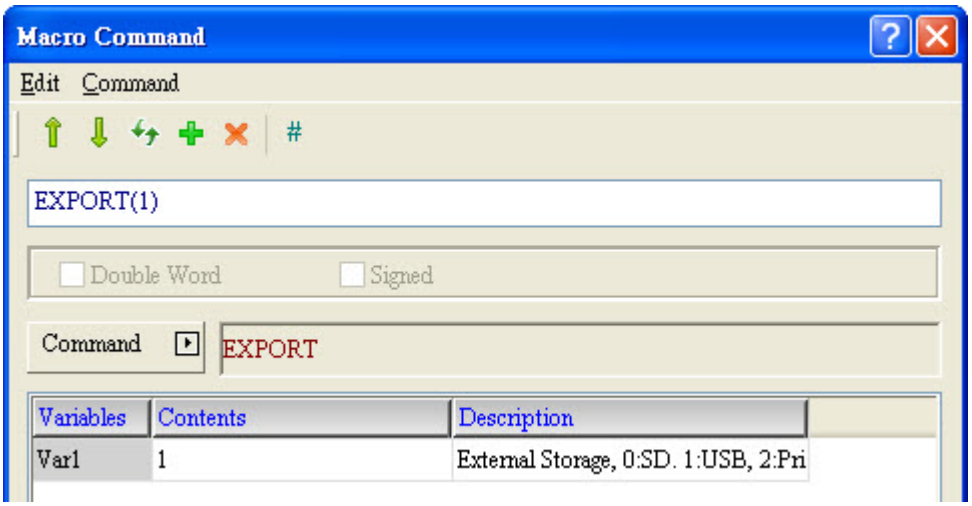


■ EXPORT (Export Report to an External Device)

Expression	What Variables Represent				NOTE
EXPORT(Var1) (W)	Var 1	Device to export a report	SD Card	0	W : Word
			USB Disk	1	
			Printer	2	
	Expression Explanation				
	Delay for a duration specified in Var 1 to resume the next command (in ms).				

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎		◎

Example
➢ Var 1 is a constant. Export the report to a USB Disk.



■ EXRCP16/EXRCP32 (Export 16 bit Equation/32 bit Equation)

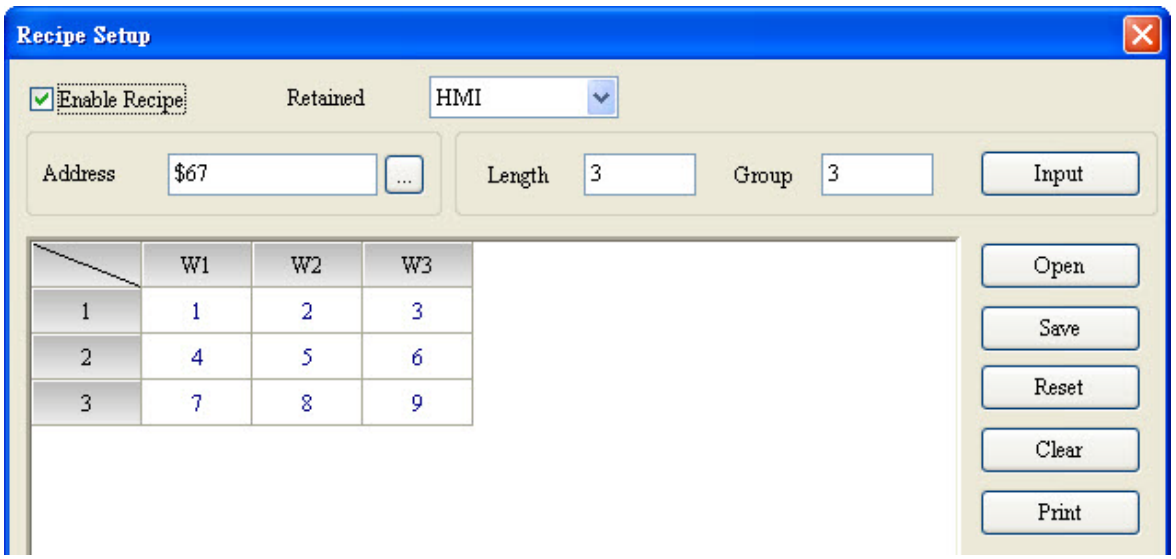
<table>
<tr><th>Expression</th><th colspan="4">What Variables Represent</th><th>NOTE</th></tr>
<tr><td rowspan="6">Var1 = EXRCP16(Var2, Var3) (W)
Var1 = EXRCP32(Var2, Var3) (W)</td><td rowspan="3">Var 1</td><td colspan="3">Returned Value</td><td rowspan="6">W : Word</td></tr>
<tr><td colspan="2">Failure</td><td>0</td></tr>
<tr><td colspan="2">Successful</td><td>1</td></tr>
<tr><td>Var 2</td><td colspan="3">File name of the exported 16 bit equation</td></tr>
<tr><td rowspan="2">Var 3</td><td rowspan="2">Storage device the equation is exported to</td><td>SD Card</td><td>2</td></tr>
<tr><td>USB Disk</td><td>3</td></tr>
<tr><td colspan="4">Expression Explanation</td></tr>
<tr><td colspan="5">Export and save 16 bit (or 32 bit) equations to Var 3 and save the returned result to Var 1.</td></tr>
<tr><td colspan="6">Note: The exported file is saving to root in the storage device.</td></tr>
</table>

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎	◎	
Var 2	◎	◎	
Var 3	◎	◎	◎

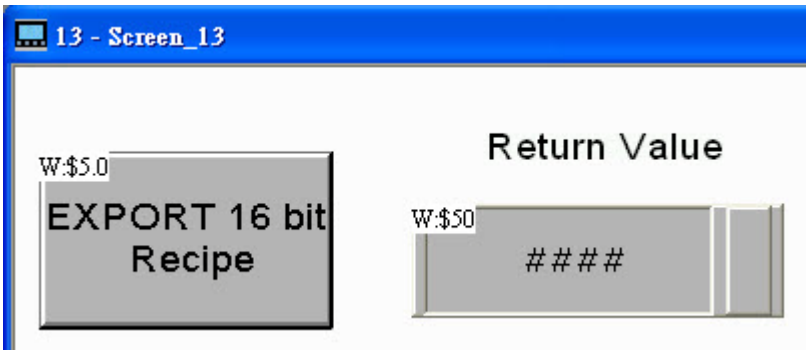
Example

- The below example illustrates how to export a 16 bit equation and for a 32 bit equation, the exporting steps are the same.
- Export a 16 bit equation to a USB Disk and file name is tina.

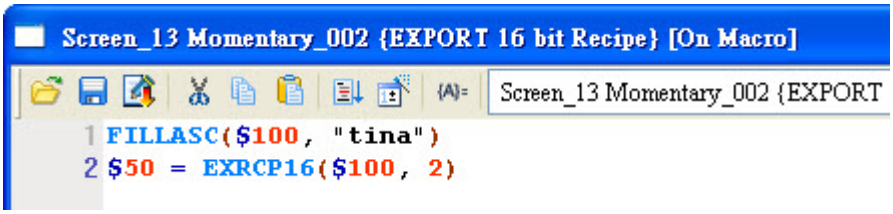
Step 1: go to equation setup dialog box to set up an equation [Options] → [Equation].



Step 2: create a maintained button ($5.0) and variable ($50).

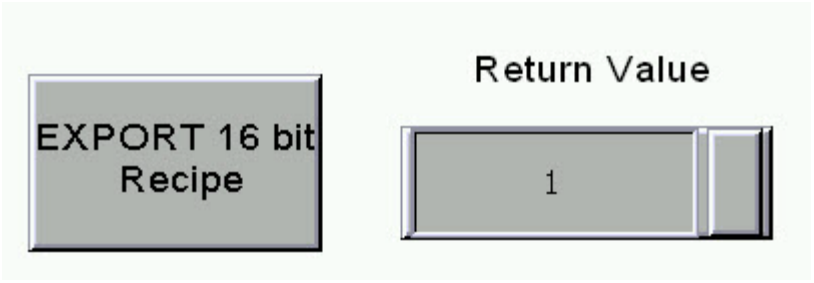


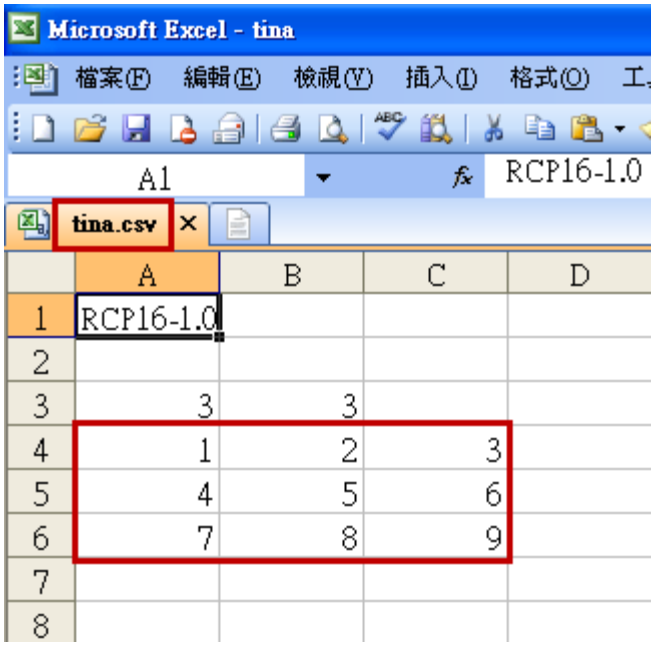
Step 3: enter into the button and create an ON Macro shown below. Put the tina string into $100 and export the data to a USB Disk, using the command EXRCP16, and name the file tina.



Step 4: edit the elements within the editing area and download the equation to the HMI. Trigger the $5.0 button and then $50 will display 1, indicating it is successful

and export the 16 bit equation to the designated USB Disk.





■ IMRCP16/IMRCP32 (Import 16 bit Equation/32 bit Equation)

Expression	What Variables Represent				NOTE
Var1 = IMRCP16(Var2, Var3) (W) Var1 = IMRCP32(Var2, Var3) (W)	Var 1	Returned Value			W : Word
		Failure	0		
		Successful	1		
	Var 2	File name of the imported 16 bit equation			
	Var 3	Storage device the equation is imported from	SD Card	2	
			USB Disk	3	
	Expression Explanation				
	From Var 3 to import 16 bit (or 32 bit) equations and returned result to Var 1.				

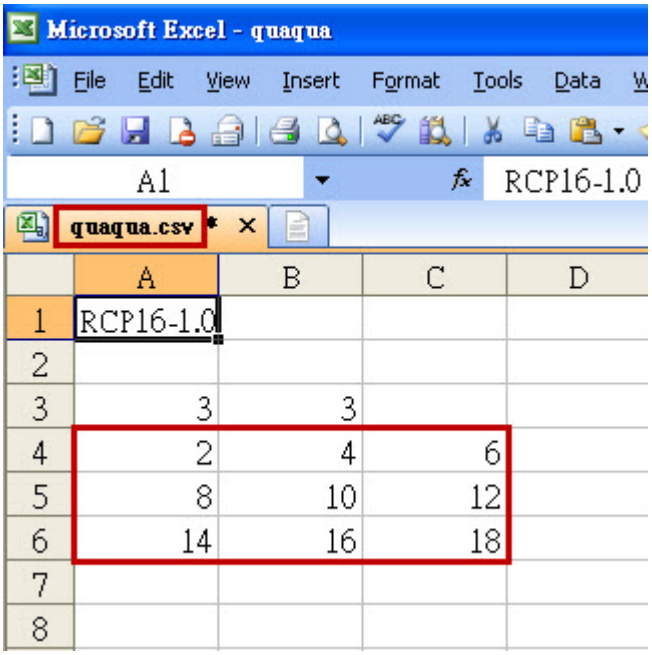
Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎	◎	

Var 2	◎	◎	
Var 3	◎	◎	◎

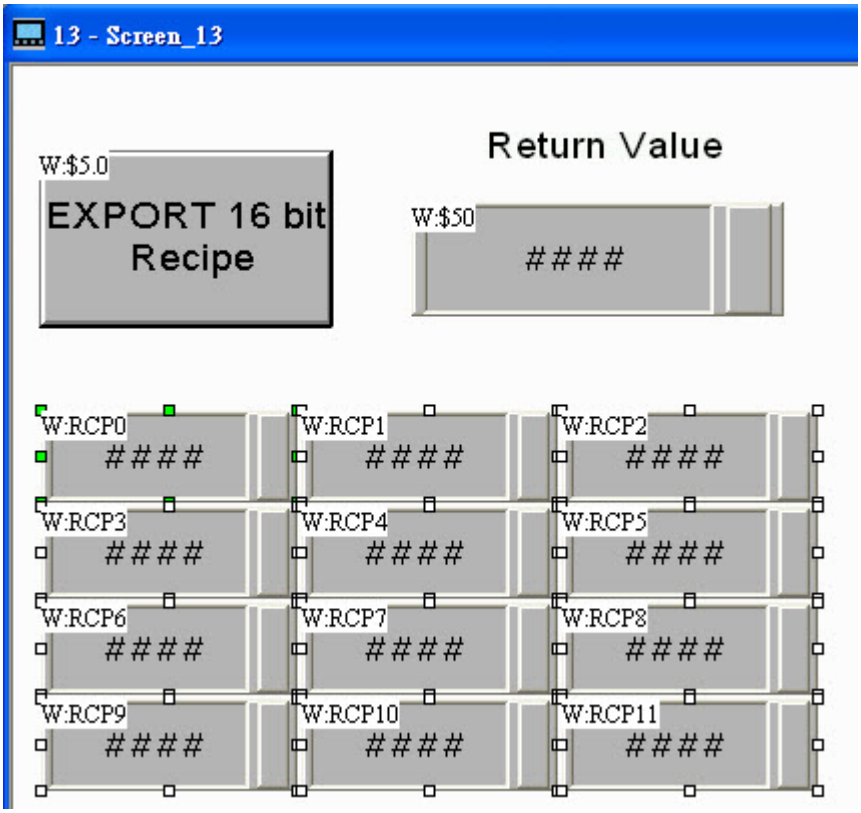
Example

- The below example illustrates how to import a 16 bit equation, and for a 32 bit equation, the importing steps are the same.
- Import a 16 bit equation to a USB Disk and file name is quaqua.

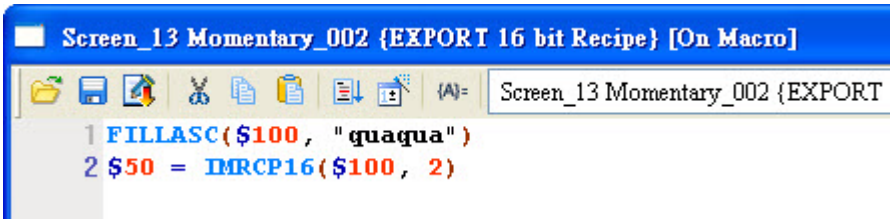
Step 1: Modify and save the equation to the USB Disk.



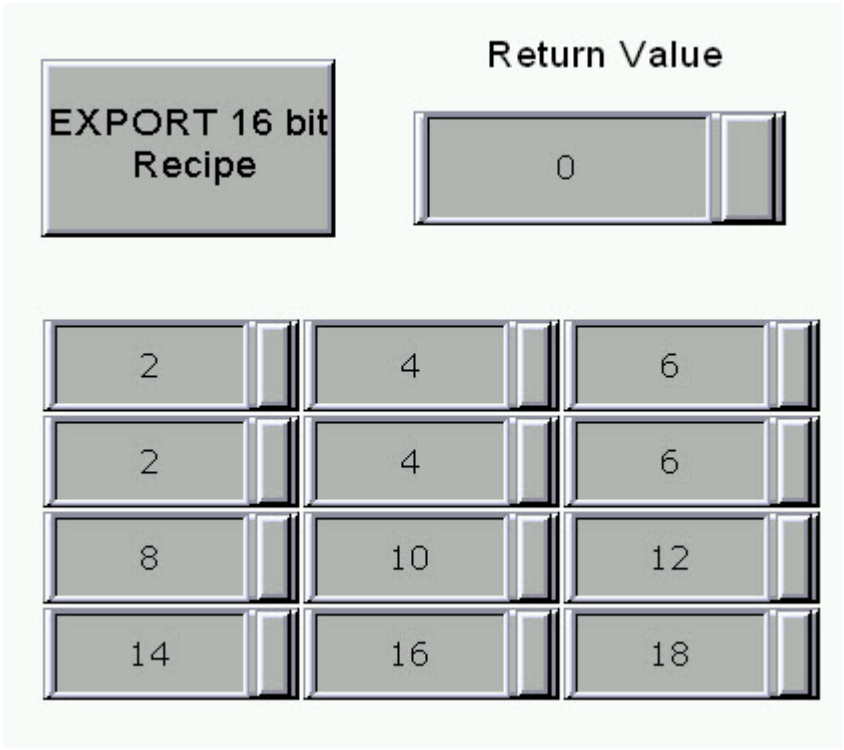
Step 2: create a maintained button ($5.0), variable ($50), and addresses for storing equations RCP0~RCP11.



Step 3: enter into the button and create an ON Macro shown below. Put the quaqua string into $100 and import the data to a USB Disk, using the command IMRCP16.



Step 4: edit the elements within the editing area and download the equation to the HMI. Trigger the $5.0 button and then $50 will display 1, indicating it is successful and import the 16 bit equation to the HMI. The equation data will replaced by the quaqua equation just imported.


EXPORT 16 bit Recipe
Return Value
0
2
4
6
2
4
6
8
10
12
14
16
18

■ EXENRCP (Export Enhance Recipe Equation)

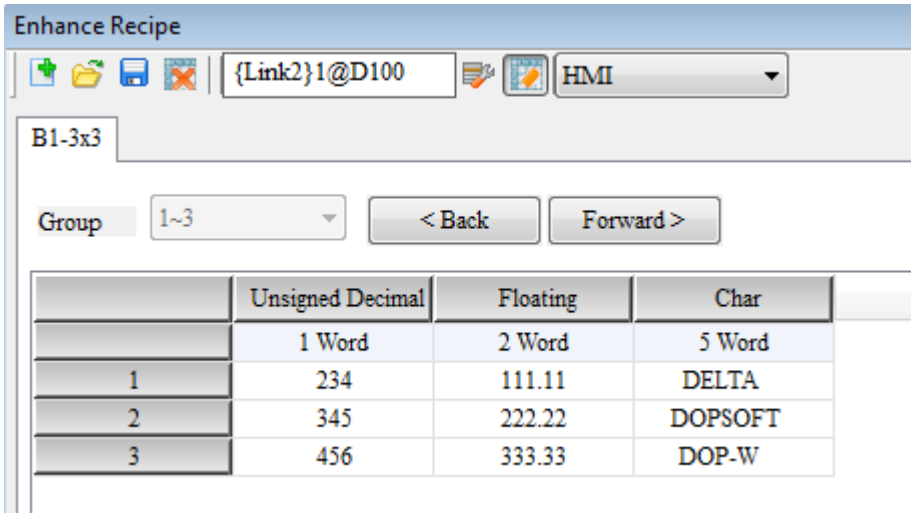
<table>
<tr><th>Expression</th><th colspan="4">What Variables Represent</th><th>NOTE</th></tr>
<tr><td rowspan="7">Var1 = EXENRCP(Var2, Var3) (W)</td><td rowspan="3">Var 1</td><td colspan="3">Returned Value</td><td rowspan="7">W : Word</td></tr>
<tr><td colspan="2">Failure</td><td>0</td></tr>
<tr><td colspan="2">Successful</td><td>1</td></tr>
<tr><td>Var 2</td><td colspan="3">File name of the exported enhance recipe equation</td></tr>
<tr><td rowspan="2">Var 3</td><td rowspan="2">Storage device the equation is exported to</td><td>USB Disk</td><td>2</td></tr>
<tr><td>SD Card</td><td>3</td></tr>
<tr><td colspan="4">Expression Explanation</td></tr>
<tr><td colspan="4">Export and save 16 bit (or 32 bit) equations to Var 3 and save the returned result to Var 1.</td></tr>
<tr><td colspan="6">Note: The exported file is saving to root in the storage device.</td></tr>
</table>

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎	◎	
Var 2	◎	◎	
Var 3	◎	◎	◎

Example

➢ Export the enhance recipe data to USB Disk and name it as tina.

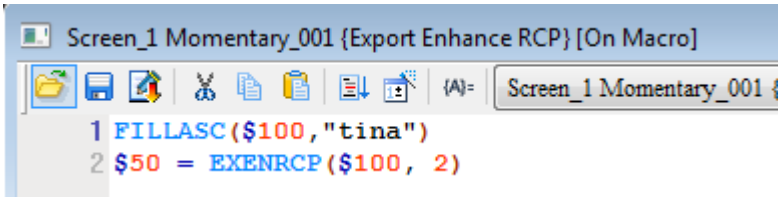
Step 1: Enter【Option】→【Enhance Recipe】 to setup enhance recipe data.



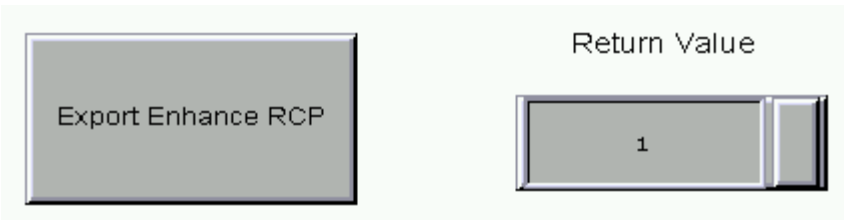
Step 2: Create momentary button ($5.0) and numeric entry element ($50).



Step 3: Go to Screen of Momentary Button to edit On macro. Please see as below. Place “tina” to $100. Then, export the enhance recipe to USB Disk whose file name is tina.



Step 4: Compile the screen and download the recipe data to HMI. When $5.0 button is triggered, $50 will display 1, which means the enhance recipe is exported successfully. Then, export the enhance recipe data to USB Disk.



tina.csv

	A	B	C	D	E
1	ENRCP-1.0				
2	3	3			
3	2	1	0	0	
4	5	2	3	2	
5	8	5	0	0	
6	234	111.11	DELTA		
7	345	222.22	DOPSOFT		
8	456	333.33	DOP-W		
9					

Note: Please refer to the followings for the definition of each field.

Format	Definition of DOPSoft
BCD	0
Signed Decimal	1
Unsign Decimal	2
Hexdecimal	3
Binary	4
Floating	5
Char	8

Descriptions of each cell in exported CSV file are shown as below:

A-1 : Version ENRCP-1.0
A-2 : File Number 3
B-2 : Group Number 3
A-3 : Numeric Format of the 1st Field 2 (Unsigned Decimal)
B-3 : Numeric Length of the 1st Field 1 (Word)
C-3 : Integer Digits of the 1st Field 0
D-3 : Fractional Digits of the 1st Field 0
A-4 : Numeric Format of the 2nd Field 5 (Floating)
B-4 : Numeric Length of the 2nd Field 2 (Word)
C-4 : Integer Digits of the 2nd Field 3
D-4 : Fractional Digits of the 2nd Field 2
A-5 : Numeric Format of the 3rd Field 8 (Char)
B-5 : Numeric Length of the 2nd Field 5 (Word)
C-5 : Integer Digits of the 3rd Field 0
D-5 : Fractional Digits of the 3rd Field 0

■ IMENRCP (Import Enhance Recipe Equation)

<table>
<tr><th>Expression</th><th colspan="5">What Variables Represent</th><th>NOTE</th></tr>
<tr><td rowspan="6">Var1 = IMENRCP(Var2, Var3) (W)</td><td rowspan="3">Var 1</td><td colspan="4">Returned Value</td><td rowspan="6">W : Word</td></tr>
<tr><td colspan="2">Failure</td><td colspan="2">0</td></tr>
<tr><td colspan="2">Successful</td><td colspan="2">1</td></tr>
<tr><td>Var 2</td><td colspan="4">File name of the imported enhance recipe equation</td></tr>
<tr><td rowspan="2">Var 3</td><td rowspan="2">Storage device the equation is imported from</td><td>USB Disk</td><td>2</td></tr>
<tr><td>SD Card</td><td>3</td></tr>
<tr><td colspan="6">Expression Explanation</td></tr>
<tr><td colspan="6">From Var 3 to import enhance recipe equations and returned result to Var 1.</td></tr>
</table>

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎	◎	
Var 2	◎	◎	
Var 3	◎	◎	◎

Example

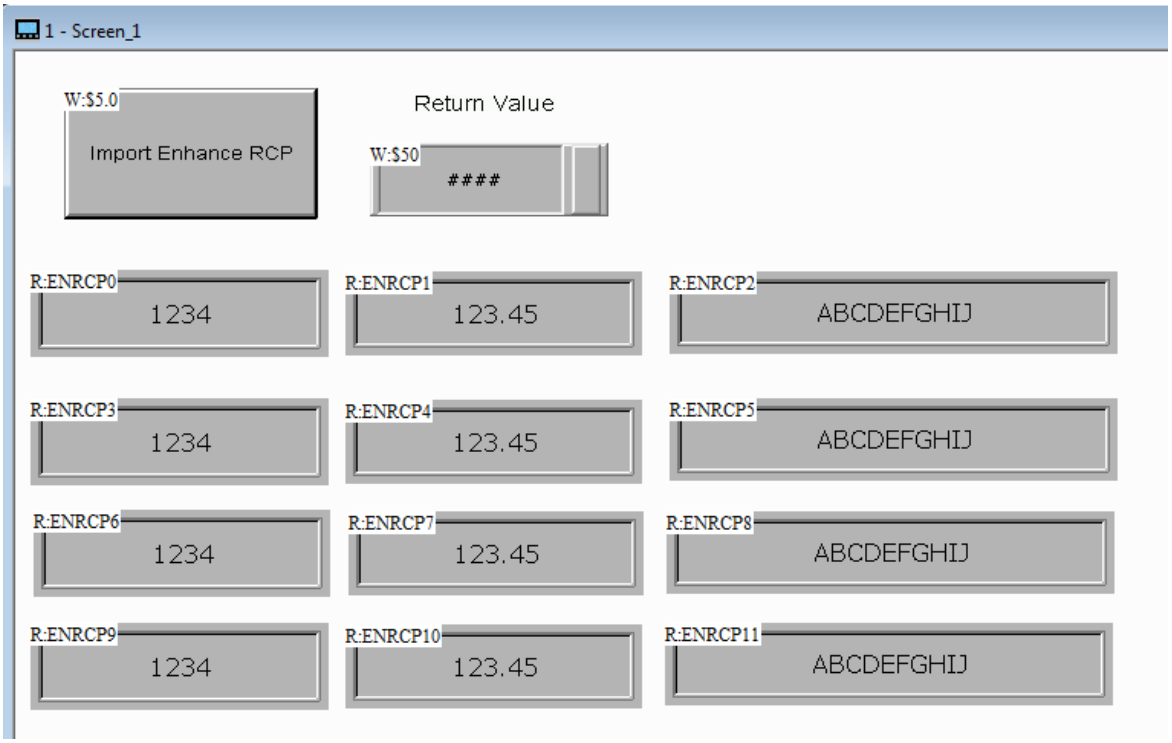
- Import the enhance recipe data from USB Disk to HMI and its file name is quaqua.

Step 1: Refer to the following figure that uses EXCEL to create recipe file. Its file name is quaqua.csv and is saved in USB Disk.

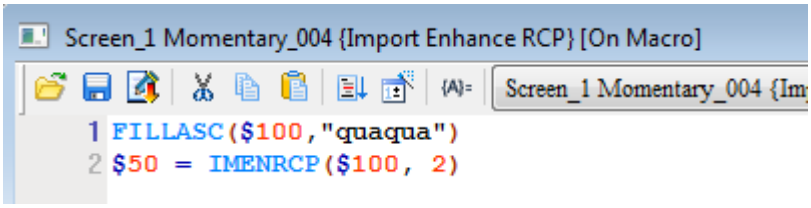
quaqua.csv

	A	B	C	D	E
1	ENRCP-1.0				
2	3	3			
3	2	1	0	0	
4	5	2	3	2	
5	8	5	0	0	
6	456	444.11	eServer		
7	789	555.22	eRemote		
8	999	666.33	DOP-B		

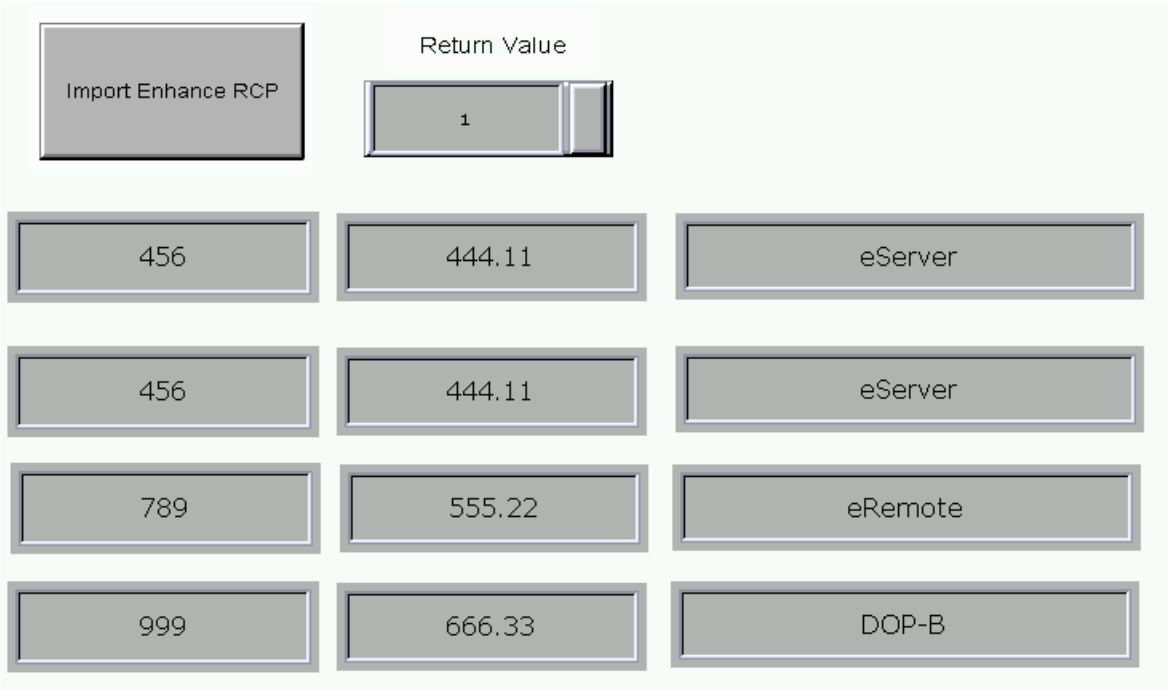
Step 2: Create momentary button ($5.0), numeric entry element ($50) and recipe address RCP0 ~ RCP11.



Step 3: Enter Screen of Momentary Button to edit On macro. Please see as below. Place quaqua to $100 and import the enhance recipe data from USB Disk.



Step 4: Compile the screen and download recipe data to HMI. When $5.0 button is triggered, $50 will display 1, which means the enhance recipe is imported successfully. Then, import the enhance recipe data to HMI. The data will be changed as the one of quaqua recipe data.



■ EXHISTORY (Export Historical Data)

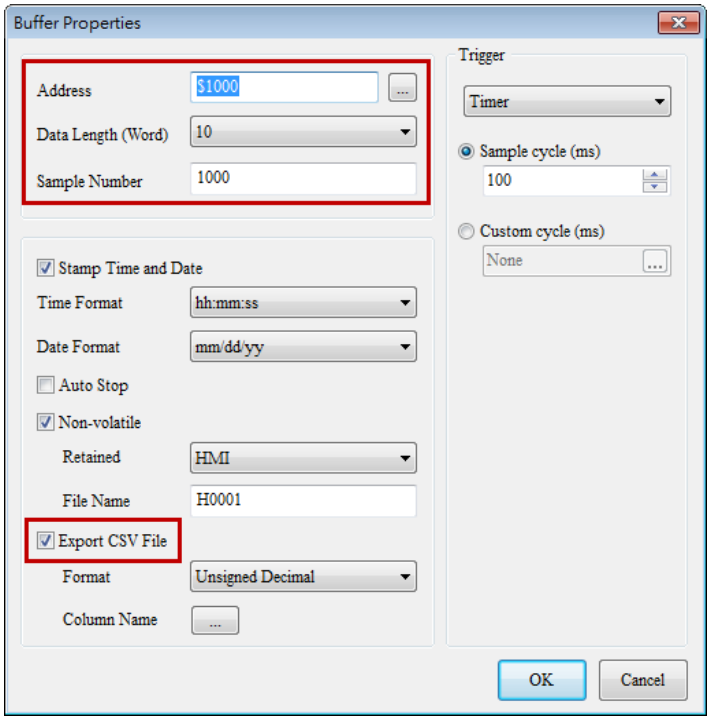
<table>
<tr><th>Expression</th><th colspan="5">What Variables Represent</th><th>NOTE</th></tr>
<tr><td rowspan="7">Var1 = EXHISTORY(Var2, Var3, Var4)</td><td rowspan="3">Var 1</td><td colspan="4">Returned Value</td><td rowspan="7"></td></tr>
<tr><td colspan="2">Failure</td><td colspan="2">0</td></tr>
<tr><td colspan="2">Success</td><td colspan="2">1</td></tr>
<tr><td>Var 2</td><td colspan="4">Historical Buffer Area ID</td></tr>
<tr><td>Var 3</td><td colspan="4">Exported File Name</td></tr>
<tr><td rowspan="2">Var 4</td><td rowspan="2">External Storage Device</td><td>USB Disk</td><td>2</td></tr>
<tr><td>SD Card</td><td>3</td></tr>
<tr><td colspan="6">Expression Explanation</td></tr>
<tr><td colspan="6">Export the historical data to external storage device.</td></tr>
<tr><td colspan="8">Note 1: In buffer area property setting,『output to CSV file』has to be checked.
Note 2: When the buffer area ID is 0, it means all historical buffer areas are exported. If 3 historical buffer areas are opened, 3 files will be exported and the file name will be『Exported File 1.csv』,『 Exported File 2.csv』 and『 Exported File 3.csv』, repectively. If the area ID is not 0, it means the exported historical buffer area ID is specified. When it exports one file, the file name will be『Exported File.csv』.
Note 3: When the file is exported,『.csv』will be added as the filename extension automatically. Characters such as『\』,『/』,『:』,『*』,『?』,『”』,『<』,『>』 and 『|』cannot be included in file name.
If x00 is included in the string, the string will be judged as finish.</td></tr>
</table>

Variables	Memory Usage			
	Internal Memory	PLC Register	String	Constant
Var 1	◎	◎		
Var 2	◎	◎		◎
Var 3	◎	◎		
Var 4	◎	◎		◎

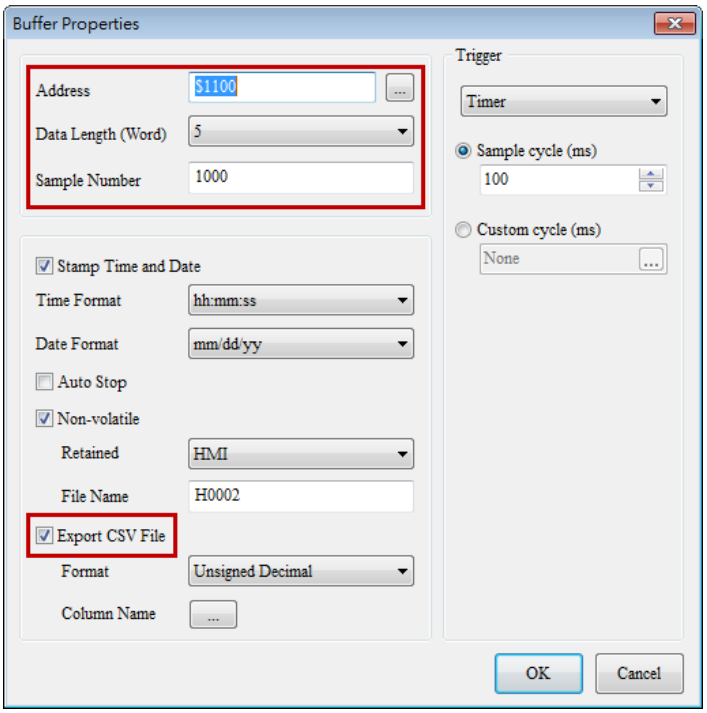
Example Description

➢ Step 1: Setup three historical buffer areas. See the setting below:

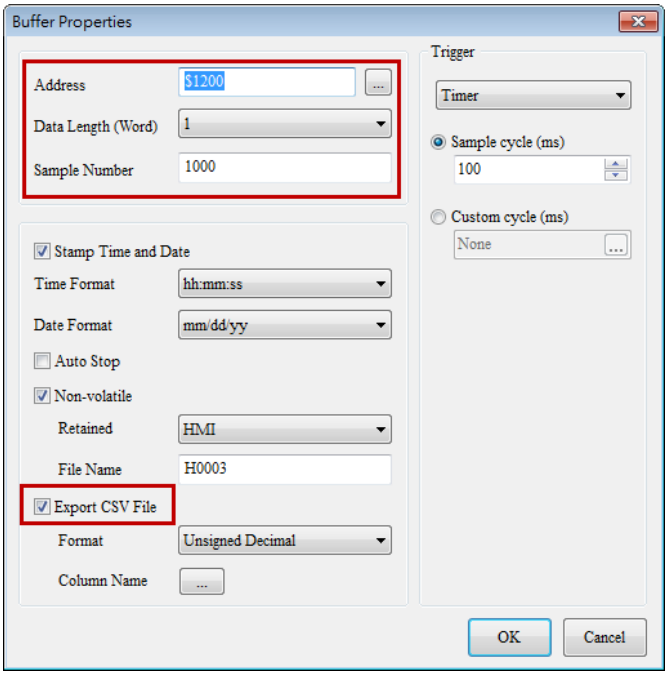
(1) Historical Buffer Area 1: Set Address to $ 1000, Data Length to 10 and check “Export CSV file”.



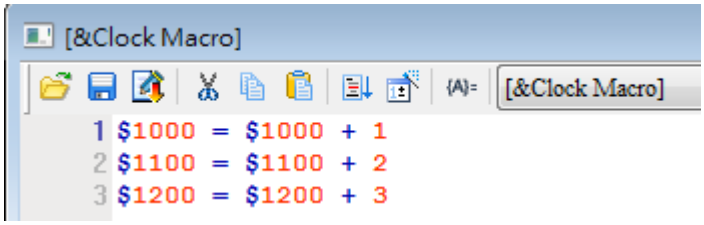
(2) Historical Buffer Area 2: Set Address to $ 1100, Data Length to 5 and check “Export CSV file”.



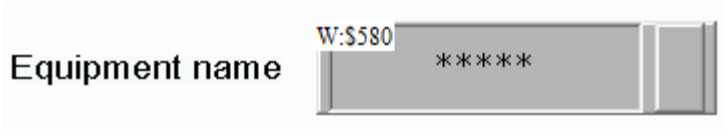
(3) Historical Buffer Area 3: Set Address to $ 1200, Data Length to 1 and check “Export CSV file”.



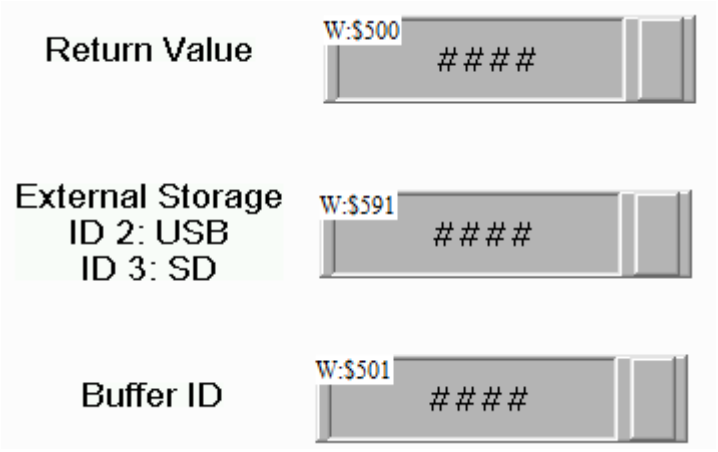
Step 2: Add historical data in Clock Macro.



Step 3: Create character entry element and set its address as $580, string length as 5.



Step 4: Create 3 numeric entry elements and set their address as $500, $591 and $501.



Step 5: Create maintained button element, set the address to $100.0 and add On Macro.



Screen_1 Maintained_009 {EXHISTORY} [On Macro]

Screen_1 Maintained_009 {EXHISTOR

```
1 FILL($510, 0, 30)
2 $570 = TOWORD($580, 5)
3 $200 = GETSYSTEMTIME
4 $50 = SPRINTF($510, "%c%c%c_%d%d%d_History", $570, $571, $572, $200, $201, $202)
5
6 $500 = EXHISTORY($501, $510, $591)
```

Description of macro command:

Line 1: Clear $510 ~ $539

Line 2: Convert $580 (String of Equipment Name) to word by the unit of byte.

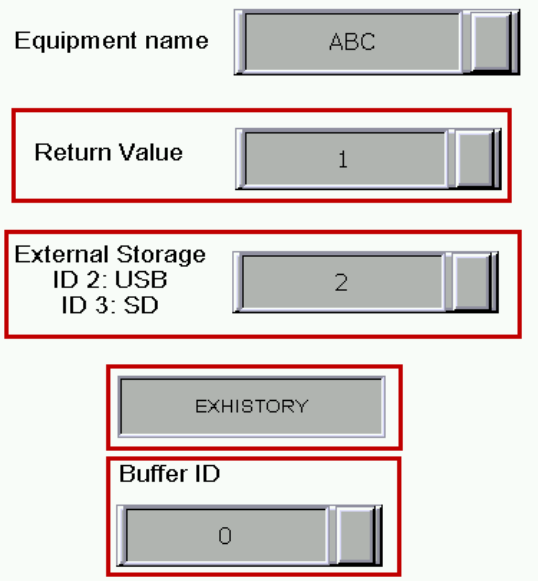
Line 3: Move the system time to $200 ~ $206 (year, month, day, week, hour, minute, second).

Line 4: Add『_year, month, day』 and 『_History』 to 『three words of equipment name』to form a serial string and specify $510 as start address.

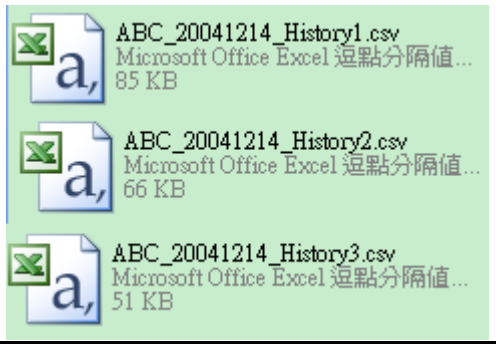
Line 6: Export the historical data to the specified external device and file name.

Step 6: Download the editing screen to HMI and insert USB Disk to the port of HMI.

Step 7: Enter the Equipment name as『ABC』 and choose 2 for External Storage Device, which means USB is applied. Set buffer area ID to 0 (export all) then press『EXHISTORY』. When it is completed, the returned value becomes 1.



Step 8: Remove USB. And the exported files are shown as below:


ABC_20041214_History1.csv
Microsoft Office Excel 逗點分隔值...
85 KB
ABC_20041214_History2.csv
Microsoft Office Excel 逗點分隔值...
66 KB
ABC_20041214_History3.csv
Microsoft Office Excel 逗點分隔值...
51 KB

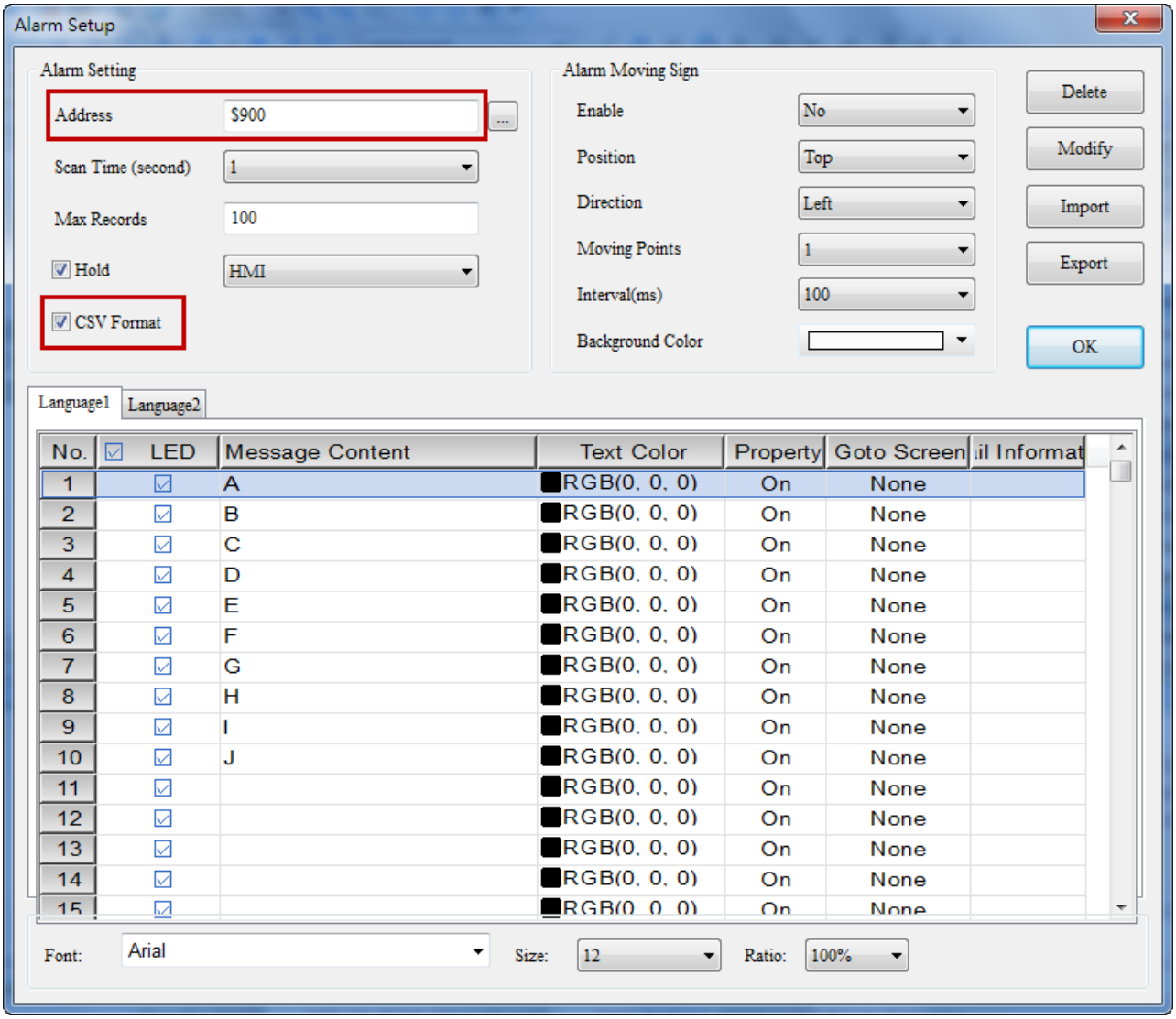
■ EXALARM (Export the Alarm)

<table>
<tr><th>Expression</th><th colspan="5">What Variable Represent</th><th>NOTE</th></tr>
<tr><td rowspan="7">Var1 = EXALARM(Var2, Var3)</td><td rowspan="3">Var 1</td><td colspan="4">Returned Value</td><td rowspan="7"></td></tr>
<tr><td colspan="2">Failure</td><td colspan="2">0</td></tr>
<tr><td colspan="2">Success</td><td colspan="2">1</td></tr>
<tr><td>Var 2</td><td colspan="4">Exported File Name</td></tr>
<tr><td rowspan="2">Var 3</td><td rowspan="2">External Storage Device</td><td>USB Disk</td><td>2</td></tr>
<tr><td>SD Card</td><td>3</td></tr>
<tr><td colspan="5">Expression Explanation</td></tr>
<tr><td colspan="5">Export the alarm information to external storage device.</td></tr>
<tr><td colspan="7">Note 1: In Alarm setting, please check『output to CSV file』.
Note 2: When the file is exported,『.csv』will be added as the filename extension automatically.
Characters such as『\』,『/』,『:』,『*』,『?』,『”』,『<』,『>』 and 『|』cannot be included in file name.
If x00 is included in the string, the string will be judged as finish.</td></tr>
</table>

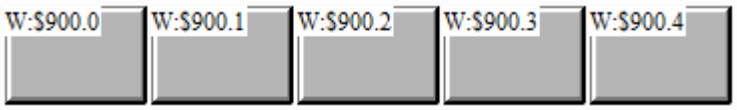
Variables	Memory Usage			
	Internal Memory	PLC Register	String	Constant
Var 1	◎	◎		
Var 2	◎	◎		
Var 3	◎	◎		◎

Example Description

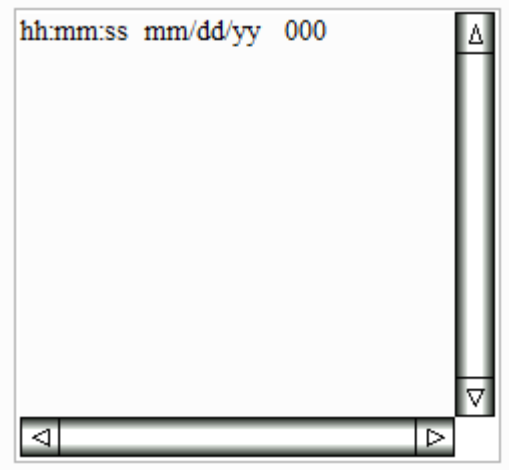
➢ Step 1: The setting of Alarm is shown as below. The Address is set as $900. Please check "CSV Format".



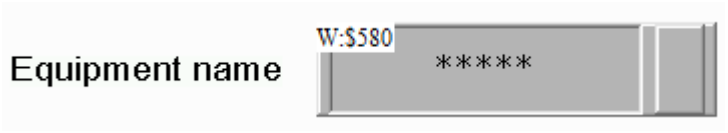
Step 2: Create maintained element for triggering alarms. The address is set as $900.0, $900.1, $900.2, $900.3 and $900.4 in sequence.



Step 3: Create Historical Alarm Table to show the current historical alarms.



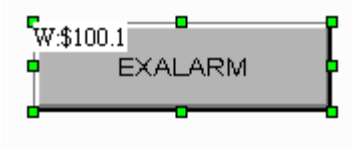
Step 4: Create character entry element and set its address as $580 and string length as 5.



Step 5: Create two numeric entry elements and set their address as $500 and $591, respectively.



Step 6: Create maintained button element and set its address as $100.1. Then, add On Macro.



Screen_1 Maintained_016 {EXALARM} [On Macro]

Screen_1 Maintained_016 {EXALARM

```
1 FILL($510, 0, 30)
2 $570 = TOWORD($580, 5)
3 $200 = GETSYSTEMTIME
4 $50 = SPRINTF($510, "%c%c%c_%d%d%d_Alarm", $570, $571, $572, $200, $201, $202)
5
6 $500 = EXALARM($510, $591)
```

See below for the descriptions of macro commands:

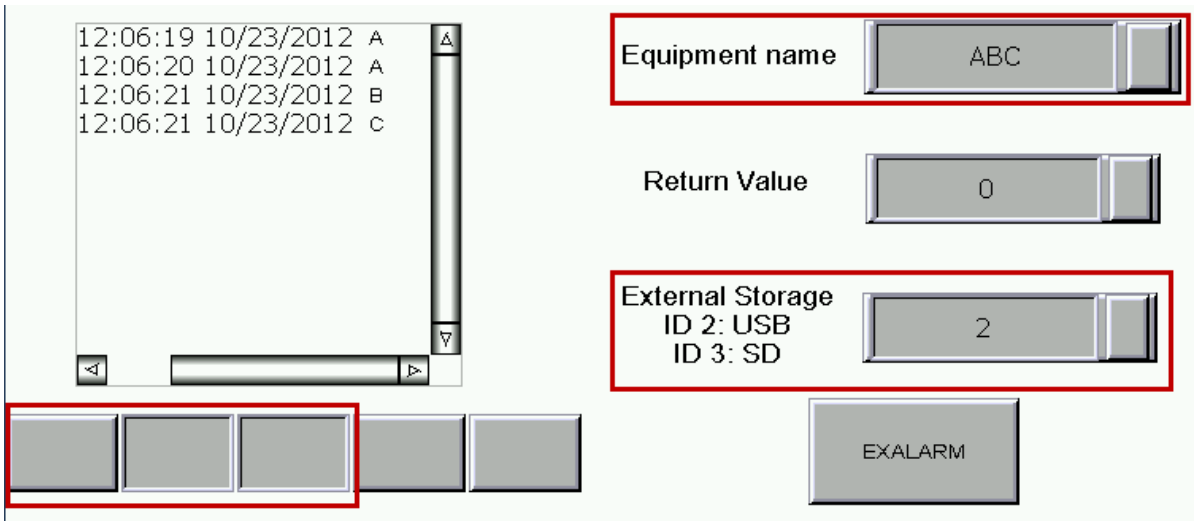
Line 1: Clear $510 ~ $539.

Line 2: Convert $580 (String of Equipment Name) to word by the unit of byte.

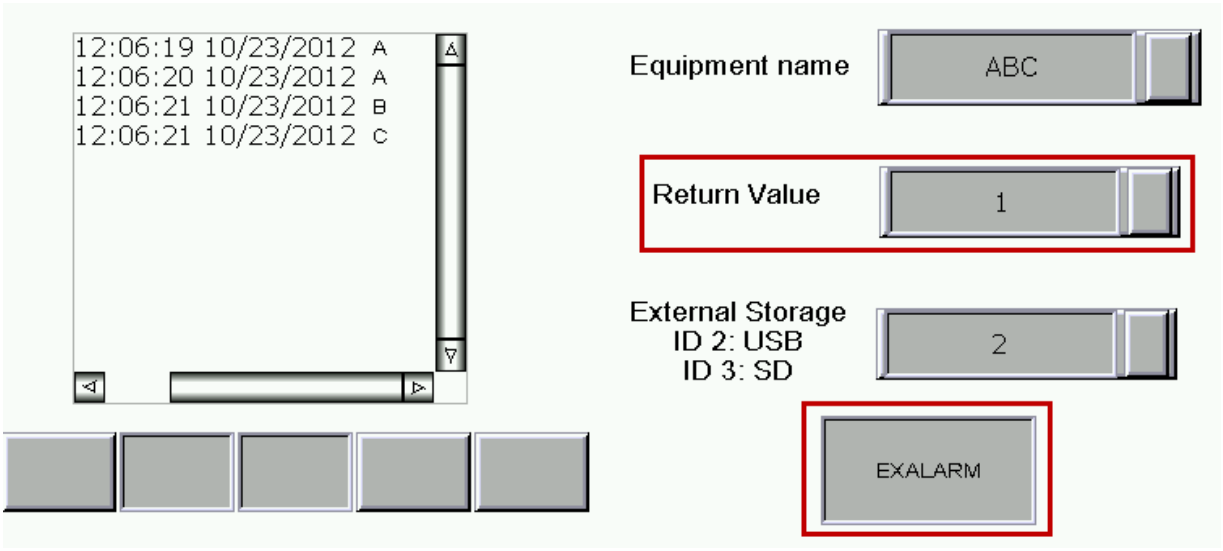
Line 3: Move the system time to $200 ~ $206 (year, month, day, week, hour, minute, second).
Line 4: Add『_year, month, day』 and 『_Alarm』 to 『three words of equipment name』to form a serial string and specify $510 as start address.
Line 6: Export the historical alarm to the specified external device and file name.

Step 7: Download the editing screen to HMI and insert USB Disk to the port of HMI.

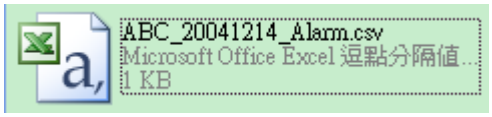
Step 8: Trigger the alarm and enter 『ABC』 as the equipment name on the screen. Select 『2』 for external storage device, which means USB is applying.



Step 9: Press『EXALARM』button. When it is complete, the returned value will return to 1.



Step 10: Remove USB. And the file exported from USB will be shown as below:



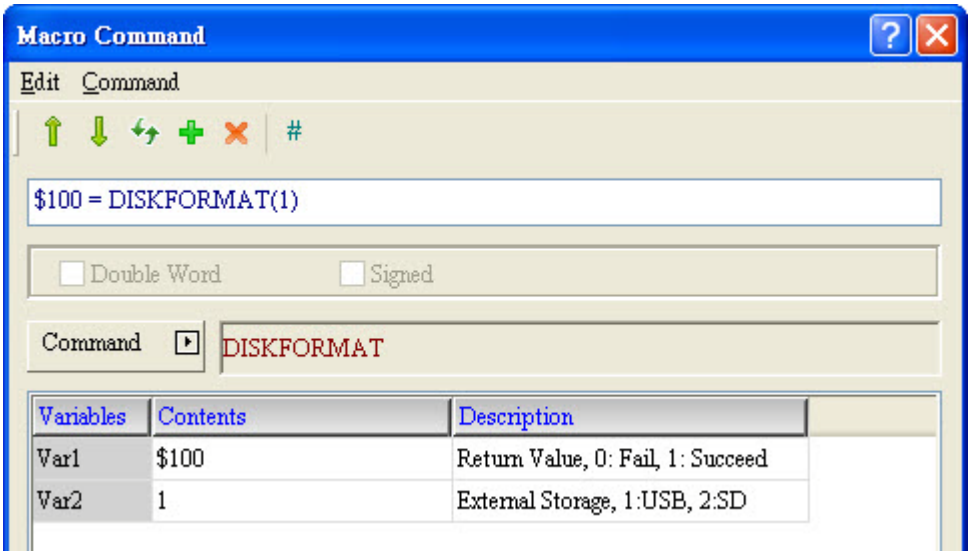
■ DISKFORMAT (Format Disk)

<table>
<tr><th>Expression</th><th colspan="4">What Variables Represent</th><th>NOTE</th></tr>
<tr><td rowspan="5">Var1 =DISKFORMAT(Var2) (W)</td><td rowspan="2">Var 1</td><td rowspan="2">Returned Value</td><td>Successful</td><td>0</td><td rowspan="5">W : Word</td></tr>
<tr><td>Failure</td><td>1</td></tr>
<tr><td rowspan="2">Var 2</td><td rowspan="2">External storage device</td><td>SD Card</td><td>1</td></tr>
<tr><td>USB Disk</td><td>2</td></tr>
<tr><td colspan="4">Expression Explanation</td></tr>
<tr><td colspan="5">Select the desired device to be formatted as specified in Var 2 and save the returned value in Var 1.</td></tr>
</table>

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎	◎	
Var 2	◎	◎	◎

Example

➢ Var 1 is an internal memory address and Var 2 is a constant. Format the USB Disk and save the returned value in $100.



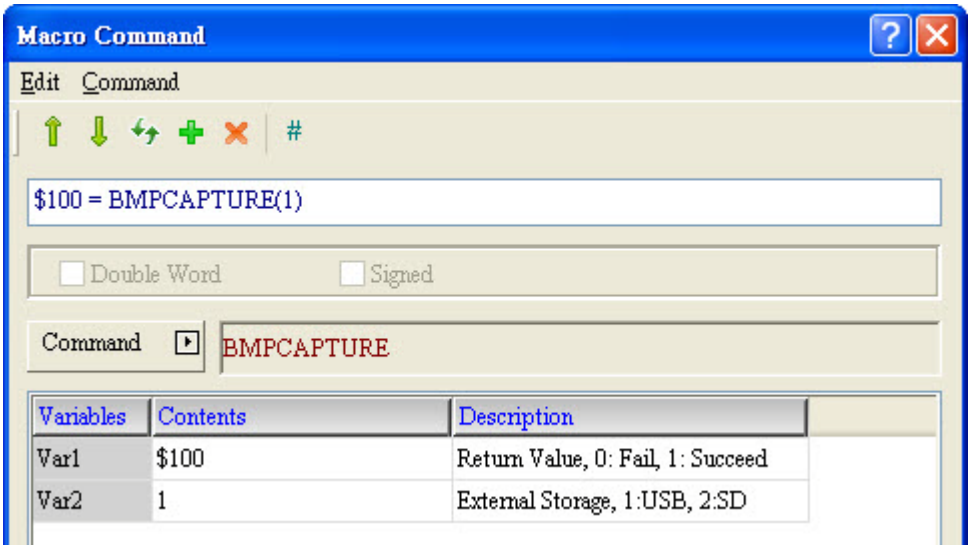
■ BMPCAPTURE (Screen Capture)

<table>
<tr><th>Expression</th><th colspan="4">What Variables Represent</th><th>NOTE</th></tr>
<tr><td rowspan="5">Var1 = BMPCAPTURE(Var2)
(W)</td><td rowspan="2">Var 1</td><td rowspan="2">Returned Value</td><td>Successful</td><td>0</td><td rowspan="5">W : Word</td></tr>
<tr><td>Failure</td><td>1</td></tr>
<tr><td rowspan="2">Var 2</td><td rowspan="2">External storage device</td><td>SD Card</td><td>1</td></tr>
<tr><td>USB Disk</td><td>2</td></tr>
<tr><td colspan="4">Expression Explanation</td></tr>
<tr><td colspan="5">Save the snapshot into the device specified in Var 2 and the returned value to Var 1.</td></tr>
<tr><td colspan="6">* Use BMPCAPTURE to export file is save as .bmp format.
* Export path is under the root and save folder as named for currently year, month and date, save file as named for Hour, minute and second.</td></tr>
</table>

Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎	◎	
Var 2	◎	◎	◎

Example

➢ Var 1 is an internal memory address and Var 2 is a constant. Save the snapshot to the USB Disk and the returned value in $100.



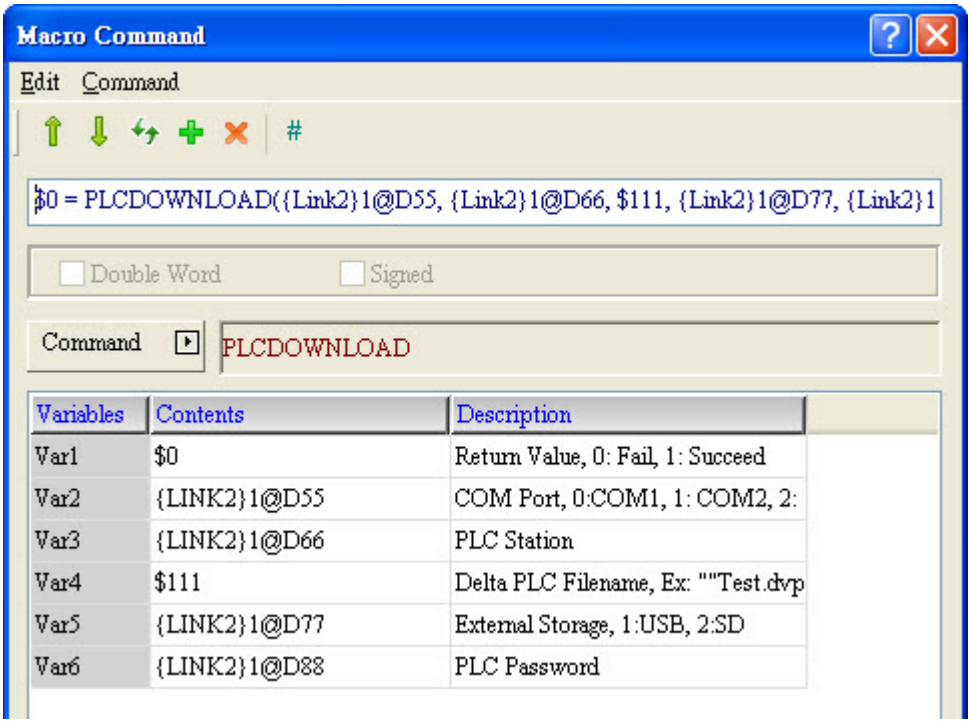
■ PLCDOWNLOAD

<table>
<tr><th>Command</th><th colspan="4">What Variables Represent</th><th>NOTE</th></tr>
<tr><td rowspan="10">Var1 = PLCDOWNLOAD(Var2, Var3, Var4, Var5, Var6) (W)</td><td rowspan="2">Var 1</td><td rowspan="2">Return Value</td><td>Failed</td><td>0</td><td rowspan="10">W：Word</td></tr>
<tr><td>Success</td><td>1</td></tr>
<tr><td rowspan="3">Var 2</td><td rowspan="3">COM Port</td><td>COM1</td><td>0</td></tr>
<tr><td>COM2</td><td>1</td></tr>
<tr><td>COM3</td><td>2</td></tr>
<tr><td>Var 3</td><td colspan="3">PLC Station number</td></tr>
<tr><td>Var 4</td><td colspan="3">DELTA PLC file name
For example like delta.dvp, delta.isp</td></tr>
<tr><td rowspan="2">Var 5</td><td rowspan="2">External Storage</td><td>SD Card</td><td>1</td></tr>
<tr><td>USB Disk</td><td>2</td></tr>
<tr><td>Var 6</td><td colspan="3">PLC Password</td></tr>
<tr><td colspan="4">Expression Explanation</td></tr>
<tr><td colspan="4">Download PLC file to PLC</td></tr>
<tr><td colspan="6">* Only support Delta PLC.
* File format support .dvp and .isp.
* Please use Character entry element for PLC Password with Var 6.</td></tr>
</table>

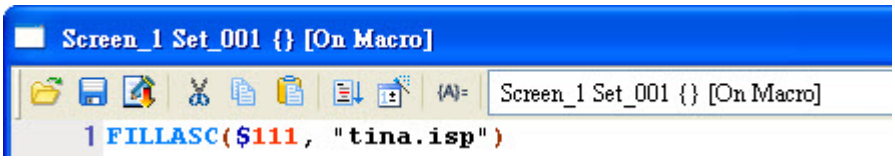
Variable	Memory Usage		
	Internal Memory	PLC Register	Constant
Var 1	◎	◎	
Var 2	◎	◎	◎
Var 3	◎	◎	◎
Var 4	◎	◎	
Var 5	◎	◎	◎
Var 6	◎	◎	

Example

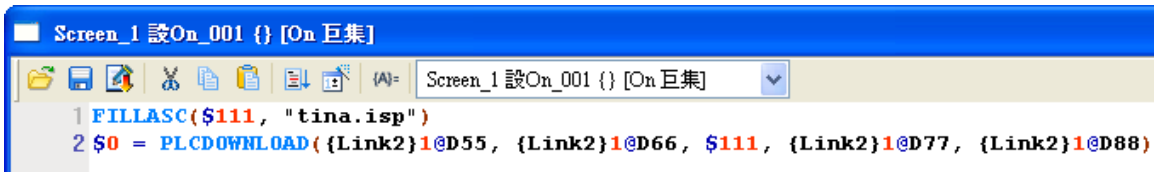
- Please save downloaded ISP file to USB Disk or SD card then return value to $0.



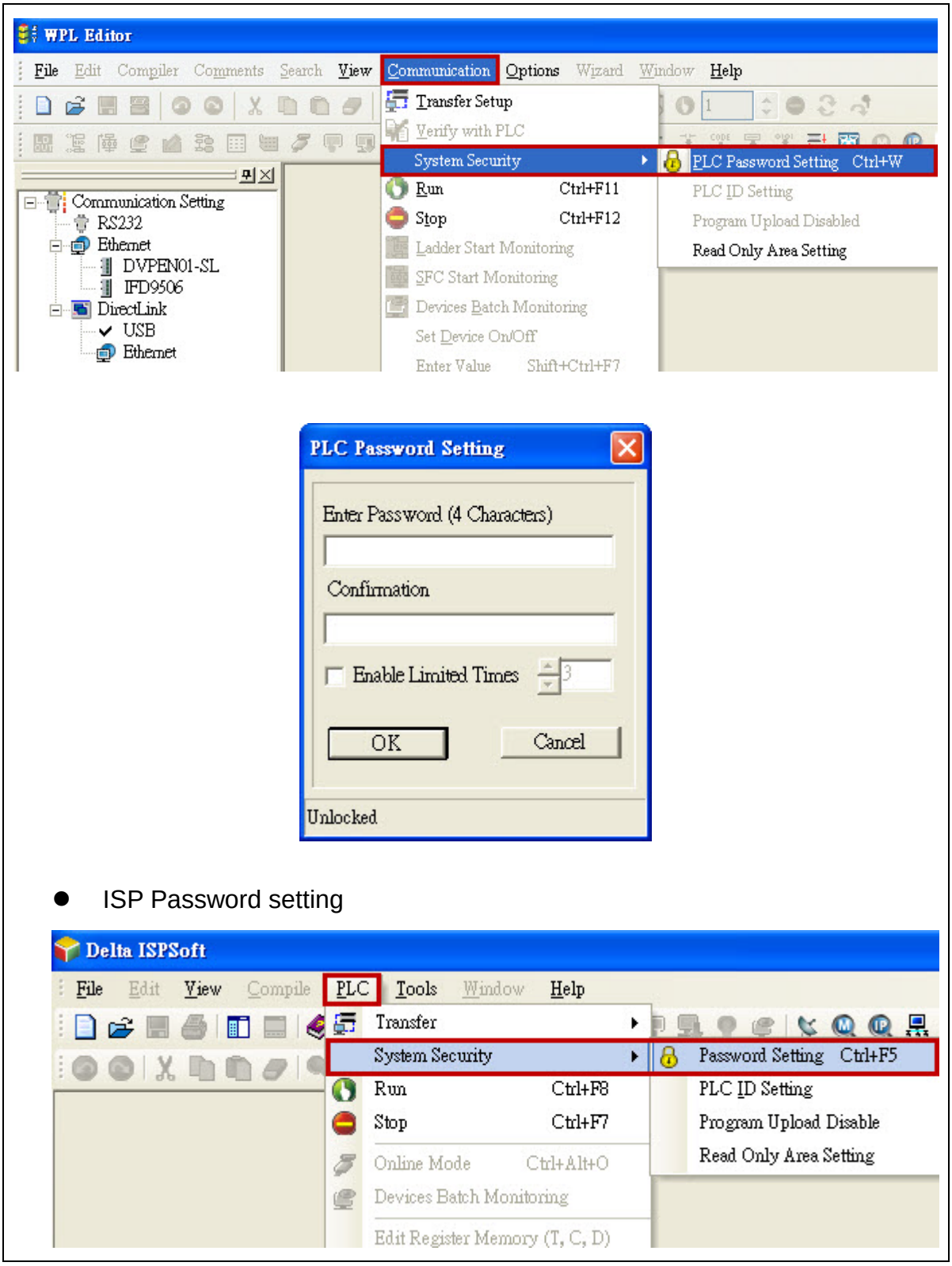
- Var 4 means PLC file name. So it has to use another command “FILLASC”and set file name string to some address.



- Then use the address $111 on Var 4 of PLCDOWNLOAD macro command.



- Var 6 means PLC Password, and it has to set password by WPL or ISP software. After setting, it could use Character Entry element to input password and download PLC file to PLC.
  - WPL Password setting



- ISP Password setting


Password Setting
Password (4 Characters)
OK
Cancel
Confirmation
Enable Limited Time:
UnLock

■ GetCircleCenter (Calculate the Coordinate of Circle Center)

<table>
<tr><th>Expression</th><th colspan="3">What Variable Represent</th><th>NOTE</th></tr>
<tr><td rowspan="6">Var1 = GetCircleCenter
(Var2, “Var3)</td><td rowspan="3">Var 1</td><td colspan="2">Returned Value</td><td rowspan="6">DW = Double Word</td></tr>
<tr><td>Failure</td><td>0</td></tr>
<tr><td>Success</td><td>1</td></tr>
<tr><td>Var 2</td><td colspan="2">Enter the calculated three coordinates (Note 1)</td></tr>
<tr><td>Var 3</td><td colspan="2">Circle center coordinate that is complete calculation (Note 2)</td></tr>
<tr><td colspan="3">Expression Explanation</td></tr>
<tr><td colspan="3">Enter the three coordinates to calculate circle center coordinate (Note 3)</td></tr>
</table>

Note 1: Enter the calculated three coordinates:
Set 3 points as P1(x1, y1), P2(x2, y2) and P3(x3, y3). Each point has the length of DW.
Assume that Var2 is $100, then:
x1: LOW WORD is saved in $100 and HIGH WORD is saved in $101.
y1: LOW WORD is saved in $102 and HIGH WORD is saved in $103
x2: LOW WORD is saved in $104 and HIGH WORD is saved in $105
y2: LOW WORD is saved in $106 and HIGH WORD is saved in $107
x3: LOW WORD is saved in $108 and HIGH WORD is saved in $109
y3: LOW WORD is saved in $110 and HIGH WORD is saved in $111

Note 2: Circle center coordinate that is complete calculation:
Assume the coordinate of circle center is P4 (x4, y4) and each point has the length of DW. If Var3 is $200, then:
x4: LOW WORD is saved in $200 and HIGH WORD is saved in $201
y4: LOW WORD is saved in $202 and HIGH WORD is saved in $203

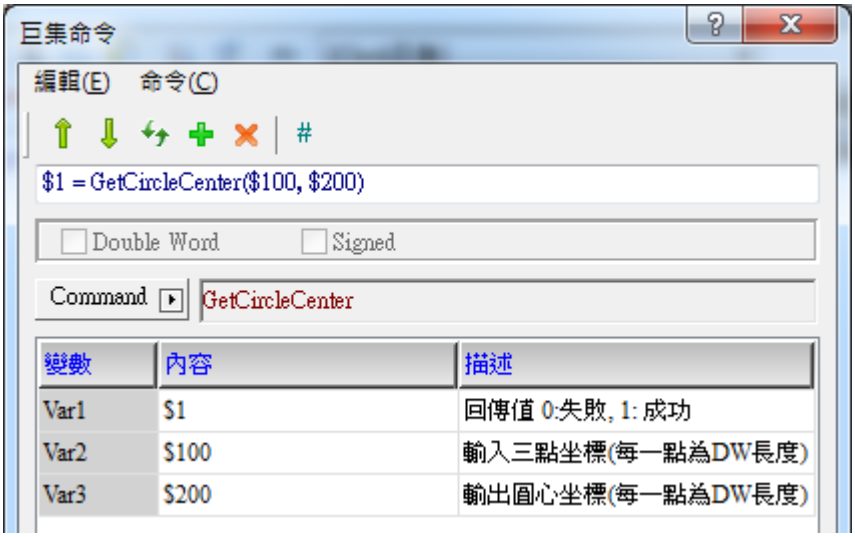
Note 3：Calculation formula:
$x = \triangle x / \triangle$
$y = \triangle y / \triangle$
Among them, $\triangle = 2(xa - xb) * (yc - yb) - 2(ya - yb) * (xc - xb)$
$\triangle x = (yc - yb) * (xa^2 + ya^2 - xb^2 - yb^2) - (ya - yb) * (xc^2 + yc^2 - xb^2 - yb^2)$
$\triangle y = (xa - xb) * (xc^2 + yc^2 - xb^2 - yb^2) - (xc - xb) * (xa^2 + ya^2 - xb^2 - yb^2)$

Variables	Memory Usage		
	Internal Memory	**PLC Register**	**Constant**
Var 1	◎		
Var 2	◎		
Var 3	◎		

Example Description

➢ **Example:**

$1 = GetCircleCenter ($100, $200)



Step 1: Create $1 numeric entry element and the unit is Word.

Step 2: Create $100, $102, $104, $106, $108, $110 numeric entry element and the unit is Double Word. Please enter the following value, respectively.

$100 = 0

$102 = 0

$104 = 100

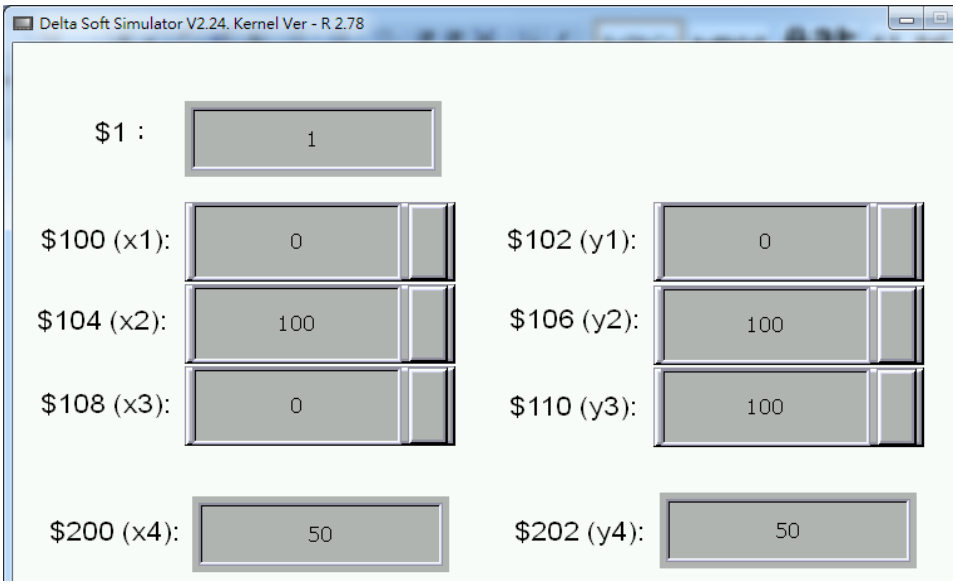
$106 = 100

$108 = 0

$110 = 100

Step 3: Create $200 and $202 numeric entry element. The unit is Double Word.

After Macro is executed, the screen will be shown as below:


Delta Soft Simulator V2.24. Kernel Ver - R 2.78
$1 :
1
$100 (x1):
0
$102 (y1):
0
$104 (x2):
100
$106 (y2):
100
$108 (x3):
0
$110 (y3):
100
$200 (x4):
50
$202 (y4):
50

24-3-12 Industrial Application

Industrial application provides ECAM macro to create E-Cam curve. Please refer to the followings for further description:

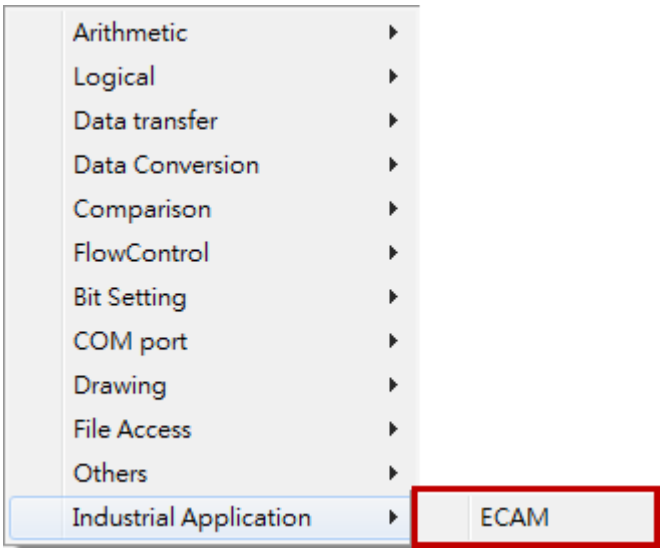


Figure 27-2-1 E-CAM Macro

■ ECAM

Expression	What Variable Represent		NOTE
Var1 = ECAM(Var2, Var3, Var4, Var5) (DW)	Var 1	Returned Value	DW：Double Word
	Var 2	Address of E-Cam curve algorithm mode	
	Var 3	Start address of E-Cam parameter input	
	Var 4	Start address of E-Cam curve output	
	Var 5	Address of E-Cam curve output	

Memory Usage			
Variables	**Internal Memory**	**PLC Register**	**Constant**
Var 1	◎		
Var 2			◎
Var 3	◎		
Var 4	◎		
Var 5	◎		
Detailed Command Description			
Var1: Returned value Everytime when curve calculation is complete, x1234000 will increase 1. In curve calculation, Var1 will be cleared to 0. If the curve cannot be calculated, it will return the error code. See the descriptions			

below:

Error Code	Causes
0	No error
1	E-Cam table type error
2	Command type error
3	Input parameter error
4	E-Cam area number exceeds the range
5	Space in data array is not enough (ASDA-A2 series provides 800DW)
6	Input degree exceeds the range, reduce the degree of synchronous area or S-curve area
7	Cutting length exceeds the suggested range. Please enter the recommended cutting length (L) or speed compensation rate.
8	Speed compensation exceeds the range
9	E-gear ratio exceeds the specified range
10	The printing range is larger than roller circumference
11	Initial speed is < 0
12	Time procedure is in error
13	The cutter diameter is too small
14	Operation of cutter may be in error

Var2: Address of E-Cam curve algorithm mode

Use this address to select E-Cam curve algorithm mode。

Input Value	E-Cam Curve Creation Method
1	Rotary shear - Adjustable sealing zone
2	Printer machine
3	Rotary shear – cos compensation

Var3: Start address of E-Cam parameter input

Different E-cam curve creation methods requires different number of parameters. Var3 is used to setup the start address of E-Cam parameter. Please refer to the following table for further information:

E-Cam curve creation method	Input address	Parameters
Rotary shear - Adjustable sealing zone	n	E-Cam area number, P5_82_MIN ~ P5_82_MAX
	n+2	Deceleration ratio: Numerator (nGA)
	n+4	Deceleration ratio: Denominator) (nGB)
	n+6	Knife number (nKnife)
	n+8	Knife diameter (d1) Unit: mm x 100

	n+10	Cutting length (L) Unit: mm x 100
	n+12	Speed compensation (dVcp) -50.00% ~ 50.00% x 100
	n+14	Angle in acceleration area (ns2) Unit: degree
	n+16	Angle in synchronous area (ns3) Unit: degree
	n+18	Angle in S-Curve area (nsS) Unit: degree
	n+20	E-gear ratio (numerator) (P1-44)
	n+22	E-gear ratio (denominator) (P1-45)
Printer Machine	n	E-Cam area number, P5_82_MIN ~ P5_82_MAX
	n+2	Deceleration ratio: Numerator (nGA)
	n+4	Deceleration ratio: Denominator) (nGB)
	n+6	Printing range (dPL) Unit: mm x 100
	n+8	Blank range (dBL) Unit: mm x 100
	n+10	Roller diameter (dd1) Unit: mm x 100
	n+12	Roller diameter of master (dd2) Unit: mm x 100
	n+14	Angle in waiting area (Deg1) Unit: degree
	n+16	Angle in S-Curve area (DegS) Unit: degree
	n+18	Angle in synchronous area (DegA) Unit: degree
	n+20	E-gear ratio (numerator) (P1-44)
	n+22	E-gear ratio (denominator) (P1-45)
Rotary shear – cos compensation	n	E-Cam area number, P5_82_MIN ~ P5_82_MAX
	n+2	Deceleration ratio: Numerator (nGA)
	n+4	Knife number
	n+6	Knife diameter (mm) x 100
	n+8	Product cut length (mm) x 100
	n+10	Speed compensation (master axis) Unit: %
	n+12	Lead constant speed area Unit: count number
	n+14	Cut thickness D(mm) x 100
	n+16	Cut height H(mm) x 100
	n+18	E-gear ratio (numerator) (P1-44)
	n+20	E-gear ratio (denominator) (P1-45)

	n+22	Speed ratio (conveyor 2: conveyor 1)
	n+24	S (curve level): 1 ~ 4 levels

Var4: Start address of E-cam curve output

After calculation, the E-cam curve outputs to the start address of Var4. Please refer to Var5 for its output length.

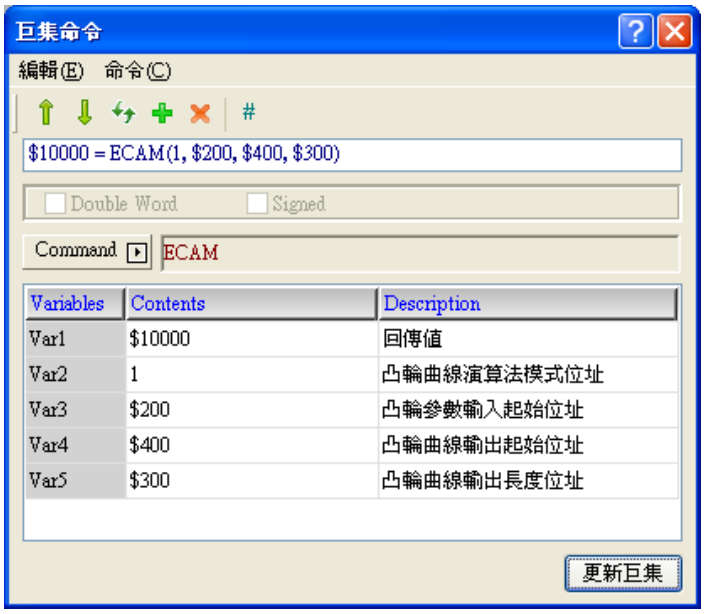
Var5: Address of E-cam curve output length

After calculation, if the E-cam output length is 100, it will take 200-word long address. (For E-cam funciton, the unit is Double Word.)

NOTE: Please be aware of address overlap when applying E-Cam funciton. E-Cam curve of ASDA-A2 can create up to 721 areas. Thus, the E-cam value will take 1422 words at most. If Var4 (start adress of E-Cam curve output) is set to $0, it is suggested to reserve $0~$1441 for E-cam use only.

Example Description

1. Create a momentary button and set its address as $0.0. Write **$10000 = ECAM(1, $200, $400, $300)** in On Macro.



Var2 = 1. It indicates that this macro command calculate the E-Cam curve for rotary shear-adjustable sealing zone.

Parameters that is required by macro algorithm starting from $200 use 12 Double Words (= 24 Words) and take $200-$223 as the memory address.

$200	E-Cam area number, P5_82_MIN ~ P5_82_MAX
$202	Reduction ratio (numerator) (nGA)
$204	Reduction ratio (denominator) (nGB)
$206	Knife number (nKnife)
$208	Knife diameter (d1) Unit: mm x 100
$210	Cutting length (L) Unit: mm x 100
$212	Speed compensation, (dVcp) -50.00% ~ 50.00% x 100
$214	Angle in acceleration area (ns2) Unit: degree
$216	Angle in synchronous area (ns3) Unit: degree
$218	Angle in S-Curve area (nsS) Unit: degree
$220	E-gear ratio (numerator) (P1-44)
$222	E-gear ratio (denominator) (P1-45)

After calculation, E-Cam parameters will be outputted to the address starting from $400 to $1841 at most.
(In A2 system, one E-cam curve can be divided up to 721 parts. One part takes

one double word. Thus, it will take 721*2 =1442 Words. And its memory address is from $400 to $1841.)

The actual curve will be outputted to $300.

2. Create one E-cam curve element on the screen. See below for its address setting:

E-CAM Curve Element	E-CAM Macro	Address
Read Buffer Address	Var4	$400
Read Size Address	Var5	$300
Read Start Address	Var1	$10000

3. Create one E-cam sketch element. See below for its address setting:

E-CAM Sketch Element	E-CAM Macro	Address
Read Buffer Address	Var4	$400
Read Size Address	Var5	$300
Read Start Address	Var1	$10000

4. Create 12 numeric entry elements on the screen. Unit is Double Word. See below for its address setting:

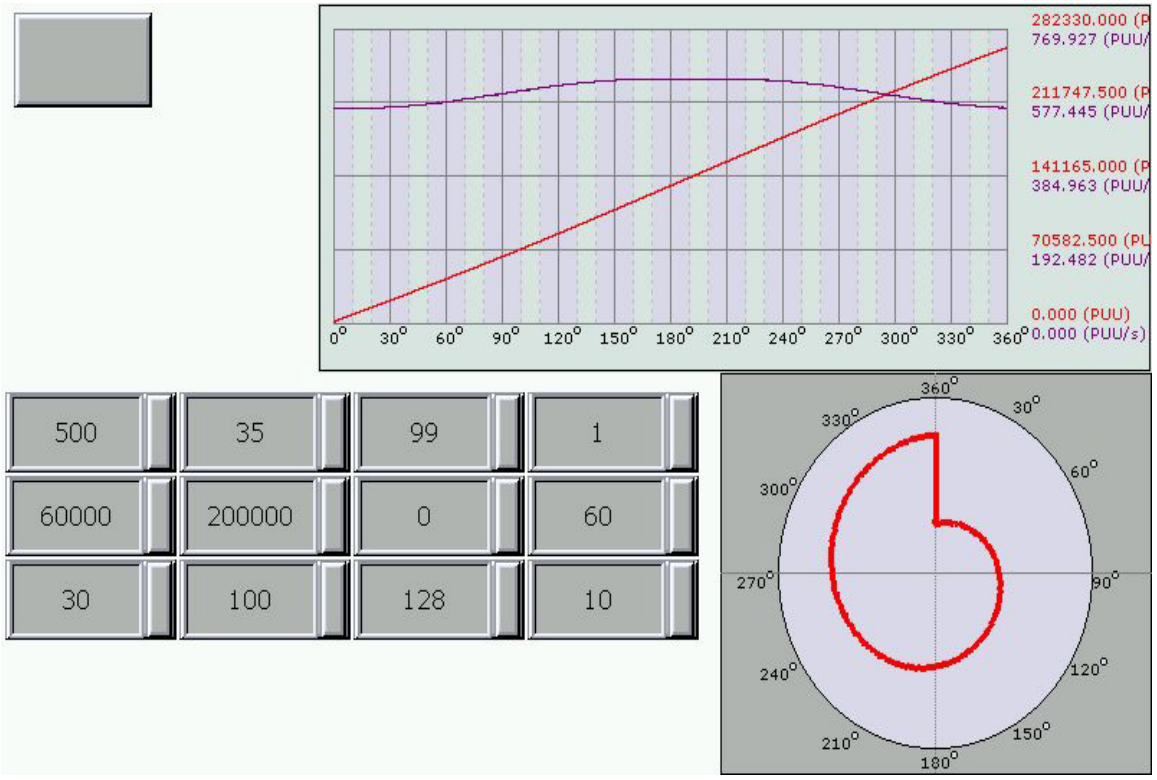
$200	E-Cam area number, P5_82_MIN ~ P5_82_MAX
$202	Reduction ratio (numerator) (nGA)
$204	Reduction ratio (denominator) (nGB)
$206	Knife number (nKnife)
$208	Knife diameter (d1) Unit: mm x 100
$210	Cutting length (L) Unit: mm x 100
$212	Speed compensation, (dVcp) -50.00% ~ 50.00% x 100
$214	Angle in acceleration area (ns2) Unit: degree
$216	Angle in synchronous area (ns3) Unit: degree
$218	Angle in S-Curve area (nsS) Unit: degree
$220	E-gear ratio (numerator) (P1-44)
$222	E-gear ratio (denominator) (P1-45)

5. When downloading to HMI, please fill in the following value in sequence:

$200	500
$202	35
$204	99
$206	1
$208	60000
$210	200000

$212	0
$214	60
$216	30
$218	100
$220	128
$222	10

6. Press momentary button $0.0. The E-cam curve will be generated as below:



24-4 Macro Error Messages

Users may accidently type in incorrect syntaxes or typos within macros. To help users quickly locate error Macro codes, the HMI system will display error codes in the output field during the coding process and also prompt error messages during complies to remind users about these errors.

➢ Error Message During Editing

Number	Number name	Trouble shooting
-100	LABEL cannot be found	There is no such LABEL required by the GOTO command
-101	Recursion occurred	This error message indicates that recursion has occurred, and errors of this sort mostly happen in submacros. The reason is that a submacro is called by itself within the same submacro, either directly or indirectly. Basically, the recursion technique can not be used within a submacro, but if this is unavoidable, please consider Goto or For (infinite loop) instead.
-102	More than 10 nested FOR used	This error message is to remind users not to use more than 10 nested FOR commands. The purpose is to prevent excessive uses of the FOR command and avoid memory insufficiency. If necessary, please consider GOTO or IF instead.
-103	Submacro does not exist	This error message indicates that the submacro called upon does not exist. As an example, the code “CALL 5” is intended to call a submacro 5, but the user somehow does not write submacro 5 in the program. To avoid unpredictable consequences due to this kind of mistakes (typos or forgot to add the corresponding sub-macro), this error message is hence displayed to remind the users.
-104	Number of NEXT is less than the number of FOR	Next and For are paired operands and must be used together. This error message indicates that the number of NEXT and FOR

		does not match. The program can not proceed to the next For if there is one NEXT missing.
-105	Number of FOR is less than the number of NEXT	Next and For are paired operands and must be used together. This error message indicates that the number of NEXT and FOR does not match. The program can not proceed to the next For if there is one extra NEXT.
-106	Repeated LABEL	This error message indicates that there is one duplicated LABEL within the same macro. This will generate unpredictable consequences since there are two sequences for the same GOTO. To avoid this kind of mistakes, this error message is hence displayed.
-107	There is RET in Macro	This error message indicates that is a RET command in the macro. The RET command is reserved for the submacro to return back to the macro. Should there be a need to end a macro, please consider END instead.

➢ HMI Macro Error Messages

Users can read error messages via macro commands. However, if a correct command is executed before the error message is read, then the previous error message will be overwritten (changed). Macro error messages will not be changed, however, while a different macro is being executed.

Number	Number name	Trouble shooting
-10	GOTO error	This message means that there is a GOTO error for the macro that is currently being executed.
-11	Stack overflow	This message indicates that the stack for the macro currently executed is full. This may be caused by using too many sub-macros or executing multiple macros at the same time. This message is a mechanism avoiding memory insufficiency.
-12	Empty Submacro	This message indicates that calling a sub-macro has failed. Since the Call

		command identifies a submacro through its ID stored in an internal memory address, if that address does contain the corresponding ID for the submacro, and then there will be no submacro to be upon.
-13	Data Read Error	This message indicates an error has occurred during the data reading process. Although there is a possibility the error is due to incorrect data stored in a specific internal memory address, most of the time it is the problem of an external controller that has caused this read error.
-14	Data Write Error	This message indicates an error has occurred during the data writing process. Although there is a possibility the error is due to incorrect data stored in a specific internal memory address, most of the time it is the problem of an external controller that has caused this write error.
-15	Divisor is 0	This error message indicates that the devisor is identified as 0 during the division or reminder operations.
-16	Data process error with BCD format	This error message indicates when execute BCD macro command have some error with data process.
-17	Data process error with convert ASCII to HEX format	This error message indicates when execute TOHEX macro command have some error with covert ASCII to HEX format.
-18	NEXT OFFSET error	This error message indicates when macro have data error will cause execute next command error.
-19	Character command error	This error message indicates when execute FILLASC will have error.
-20	Data process error with BIN format	This error message indicates when execute BIN macro command have some error with data process.
-21	Sub macro data error	This error message indicates when macro have data error will cause call sub macro error.

-22	FOR Loop have OFFSET error	This error message indicates when macro have data error will cause execute FOR macro error.
-24	INITIAL ERROR	This error message indicates when execute INITCOM command will have error.
-24	Memory allocation error	This error message indicates HMI memory is not enough to execute macro commands.
-25	COM Port error	This error message indicates COM Port has error and will cause execute related about COM Port macro failed.
-26	Print Port error	This error message indicates select incorrect Print Port when execute print action.
-27	Read value error	This error message indicates over range when read macro parameter.
-28	IF ELSE ENDIF error	This error message indicates when execute IF ELSE ENDIF macro command have error.
-29	Pen width setting error	This error message indicates set incorrect pen width of draw macro.
-30	History data error	This error message indicates when execute GETHISTORY macro command have error.
-31	Export error	This error message indicates when execute EXPORT macro command have error.
-32	Disk reading error	This error message indicates external or internal storage have error will cause execute related about EXPORT and DISKFORMAT macro command error.
-33	Print error	This error message indicates when execute macro command to print have error.
-34	IF ELSE ENDIF stack over flow	This error message indicates stack over flow when execute IF ELSE ENDIF macro command.
-35	Password error	This error message indicates input password error when execute related password confirm macro.
-36	Password lock error	This error message indicates password exceed input limitation when execute related password confirm macro.
-37	ID password identify error	This error message indicates ID password error when execute related ID password

		confirm macro.
-38	Syntax error	This error message indicates after download PLC program have syntax error.
-39	Connection failed or no response	This error message indicates when download PLC program and detect connection failed or no response.

Explanation about PLC file error includes DVP and ISP file format.		
-40	File name not support	This error message indicates not support file name when execute macro to open PLC file.
-41	Version not support	This error message indicates not support version when execute macro to open PLC file.
-42	Open file error	This error message indicates open file failed when execute macro to open PLC file.
-43	File Handle error	This error message indicates file point error when execute macro to open PLC file.
-44	File reading error	This error message indicates cannot reading when execute macro to open PLC file.
-45	File Seek error	This error message indicates cannot move file content when execute macro to open PLC file.
-46	File writing error	This error message indicates cannot writing when execute macro to open PLC file.
-47	File remove error	This error message indicates remove file failed when execute macro to remove file.
-48	File Rename error	This error message indicates file rename failed when execute macro to rename file.
-49	File length error	This error message indicates file length error when execute macro.
-50	File data error	This error message indicates file data error when execute macro.

Chapter 25 Multi-language

This chapter describes the multi-languages that the DOPSoft software provides and how to use the multi-language function.

The multi-language function supports up to 16 languages and all these languages can be set up individually. The multi-language setup example is described below.

25-1 Multi-language Setup

Enter [Options] → [Configuration....] → [Others] to set multi-langauage parameters.

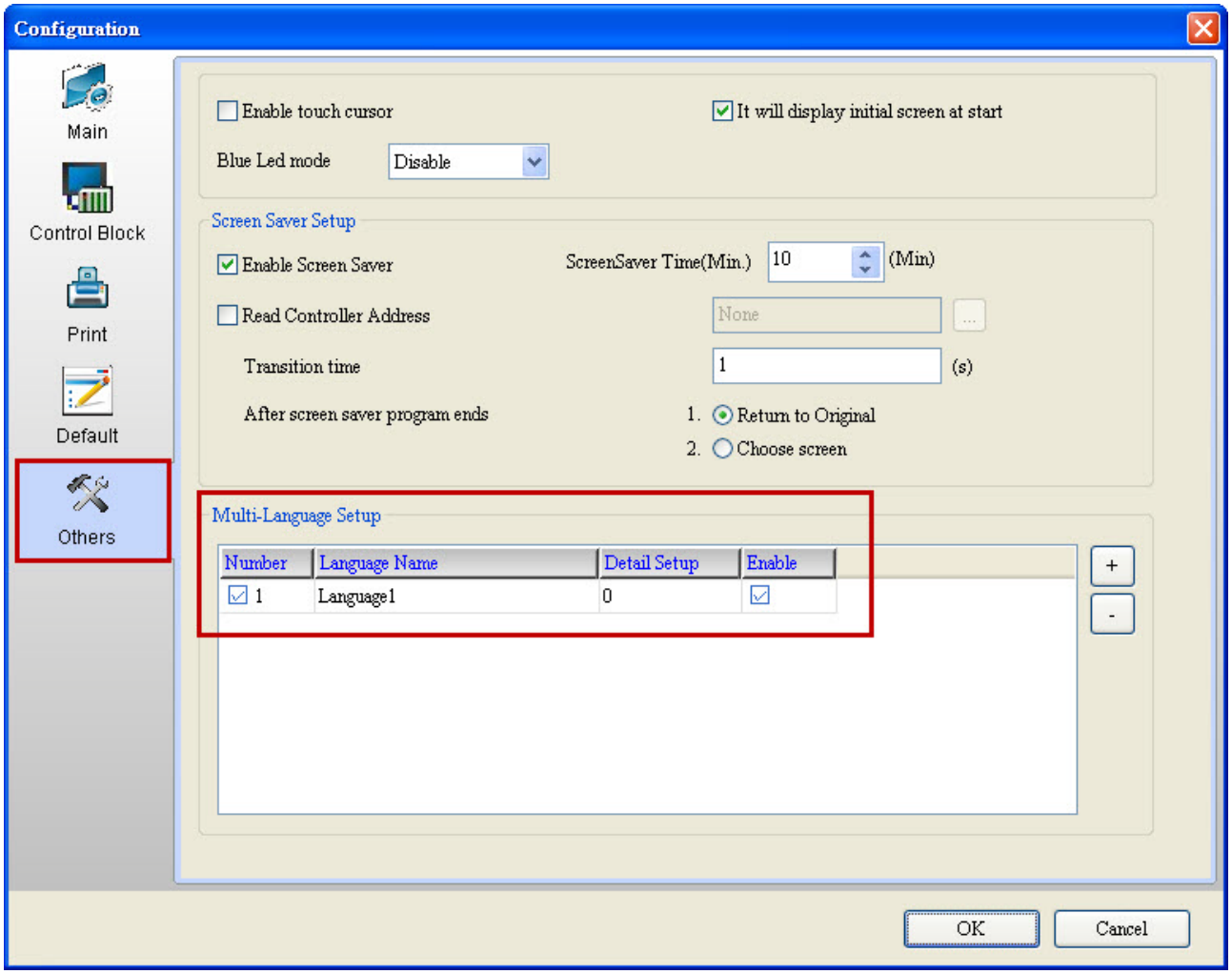


Figure 25-1-1 Multi-language Setup Interface

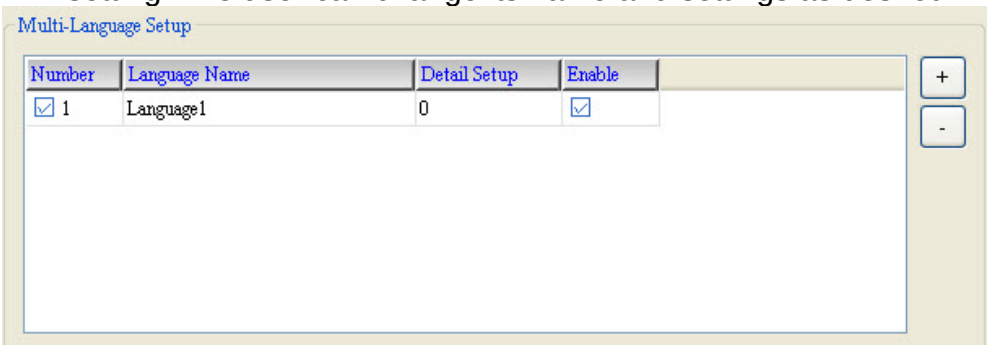
Multi-language Setup

Table 25-1-1 Multi-language Setup

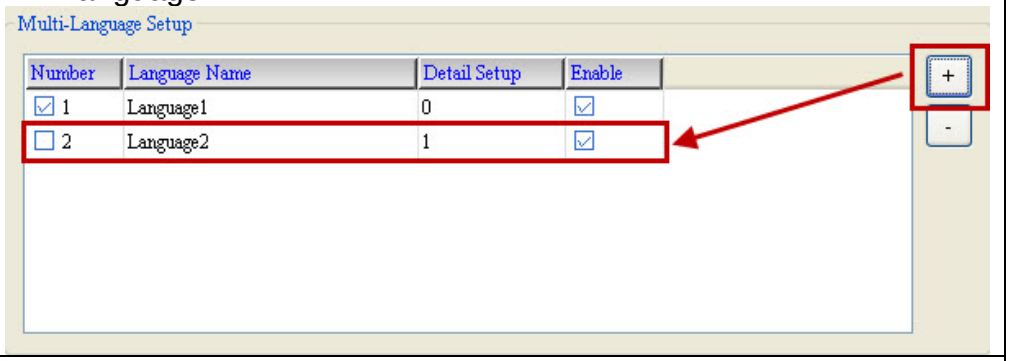
Add



- The Multi-language Setup function allows the user to add, modify and delete the language settings. [Language 1] is the default setting. The user can change its name and settings as desired.



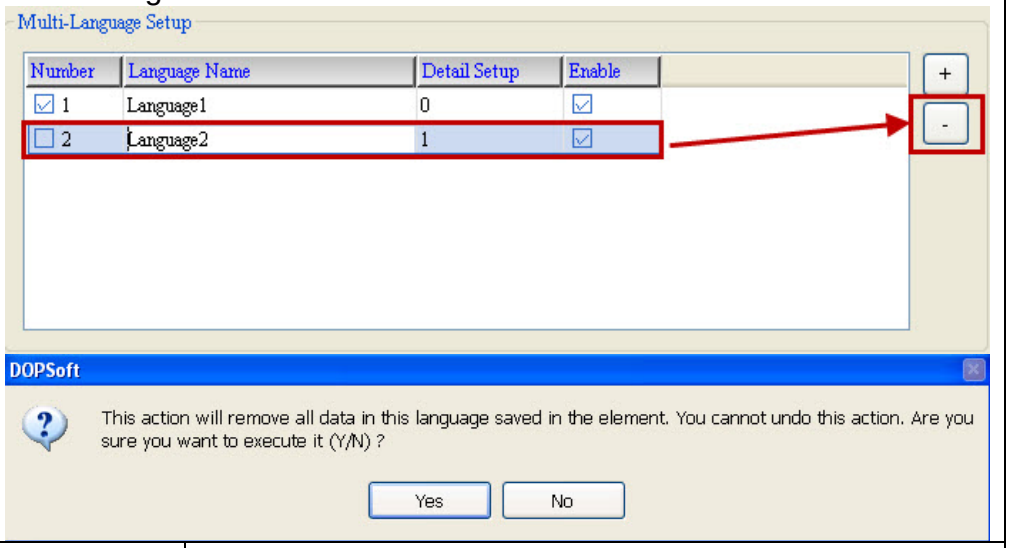
- The user can click the ＋ button on the right side to add a new language.



Delete



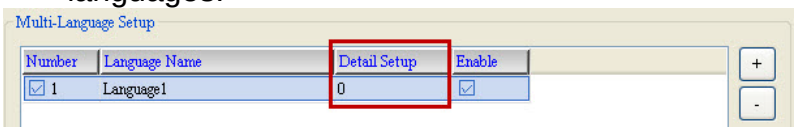
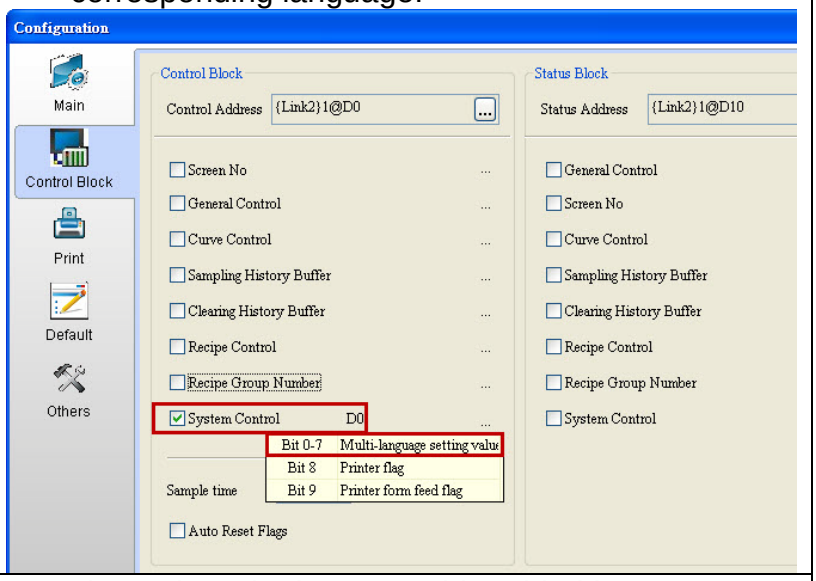
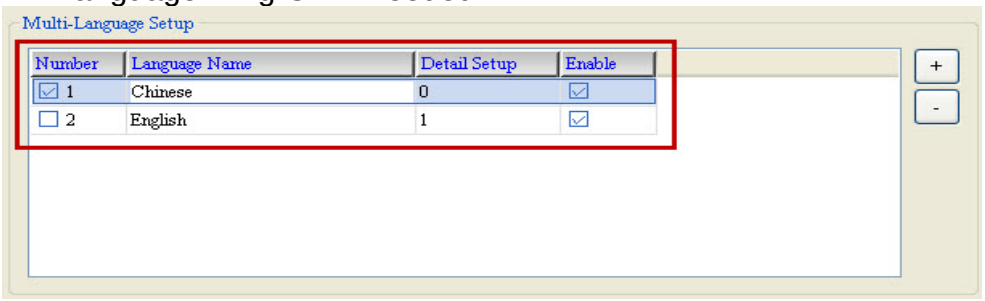
- To delete a language, select the language to be deleted and click the – button on the right side to delete the selected language. When executing the delete function, a popup window will appear asking to confirm the deletion.

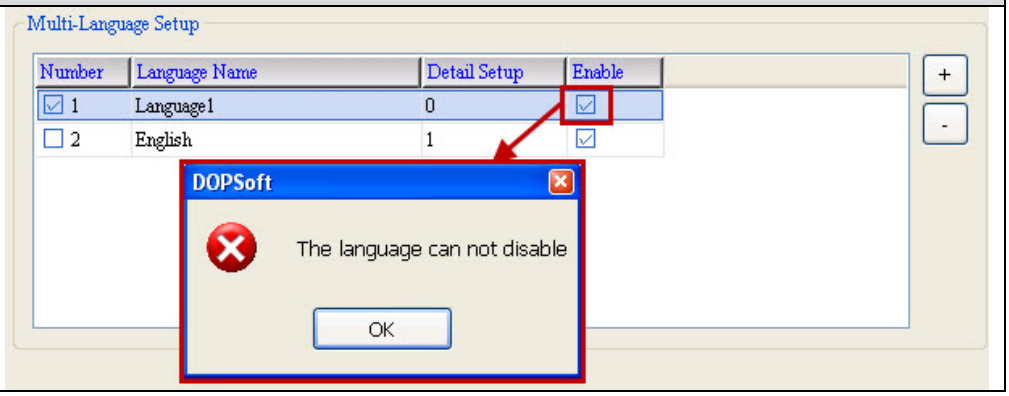


Modify	Language Name	➢ The user can name a language as desired or as defined for the country concerned.

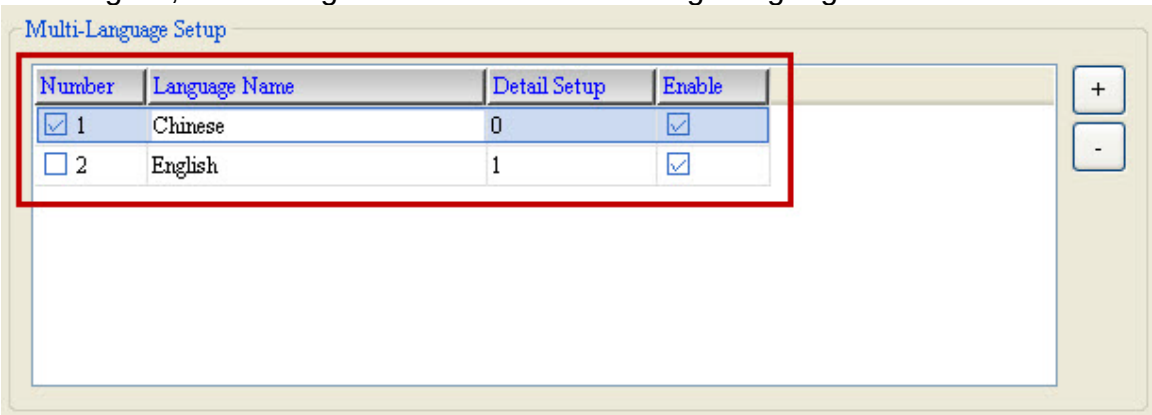
Multi-language Setup

Table 25-1-1 Multi-language Setup

	Setting	➢ The Setting column is used to switch between languages.  ➢ The software switches the language to the corresponding setting using the [System Control] in the [Control Block]. The [Language Change] in the button element is used to switch the setting to the corresponding language. 
Enable		➢ The user can determine whether to enable added languages. As shown in the figure below, the user can enable the added No. 2 language “English" if needed.  ➢ If the user attempts to uncheck the [Enable] for [Language 1], a popup warning message will appear to inform the user that this language cannot be disabled.

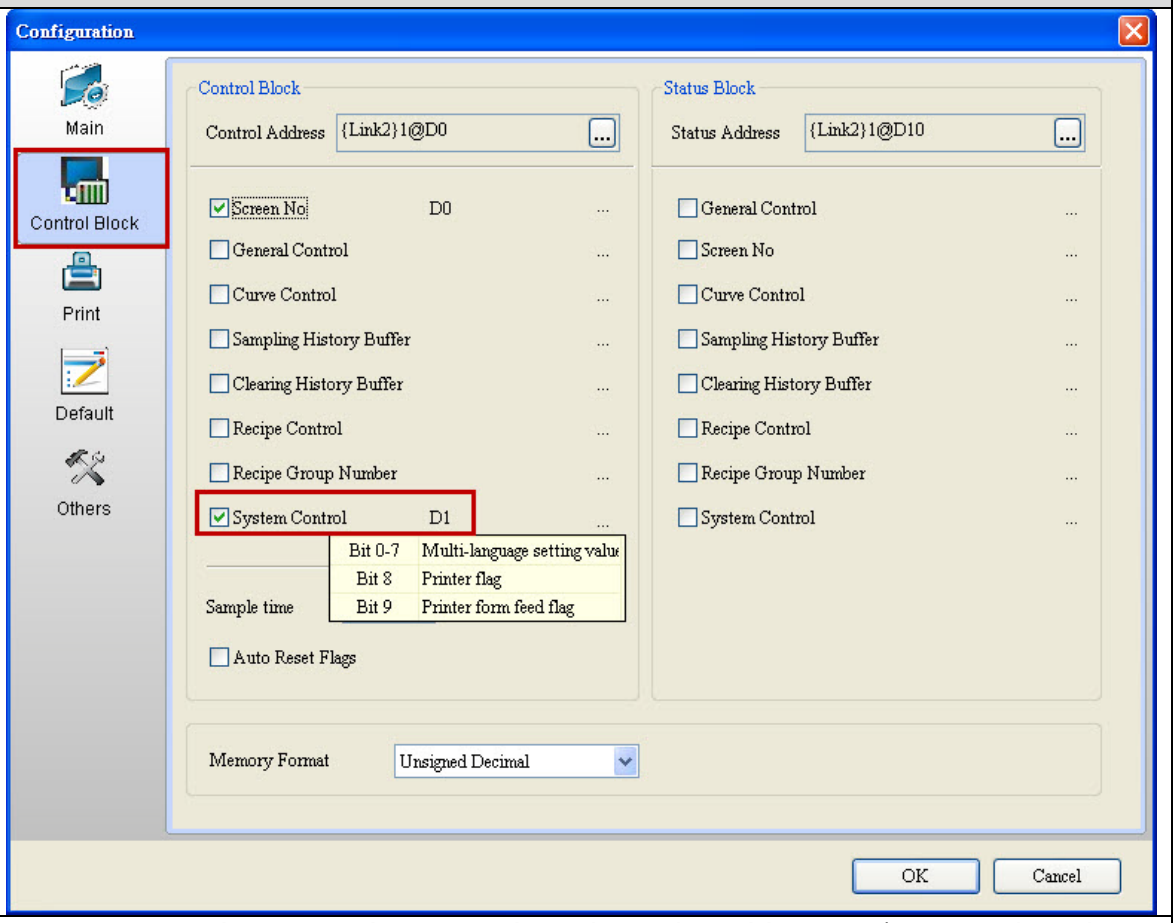
Multi-language Setup Table 25-1-1 Multi-language Setup	
	

■ Multi-language Example

Multi-language Example Table 25-1-2 Multi-language Example	
Step1	➢ Enter [Options] → [Configuration....] → [Others] to add a language named English, and change the name of the existing Language 1 to Chinese. 
Step2	➢ Enter [Options] → [Configuration....] → [Control Block] to check the System Control.

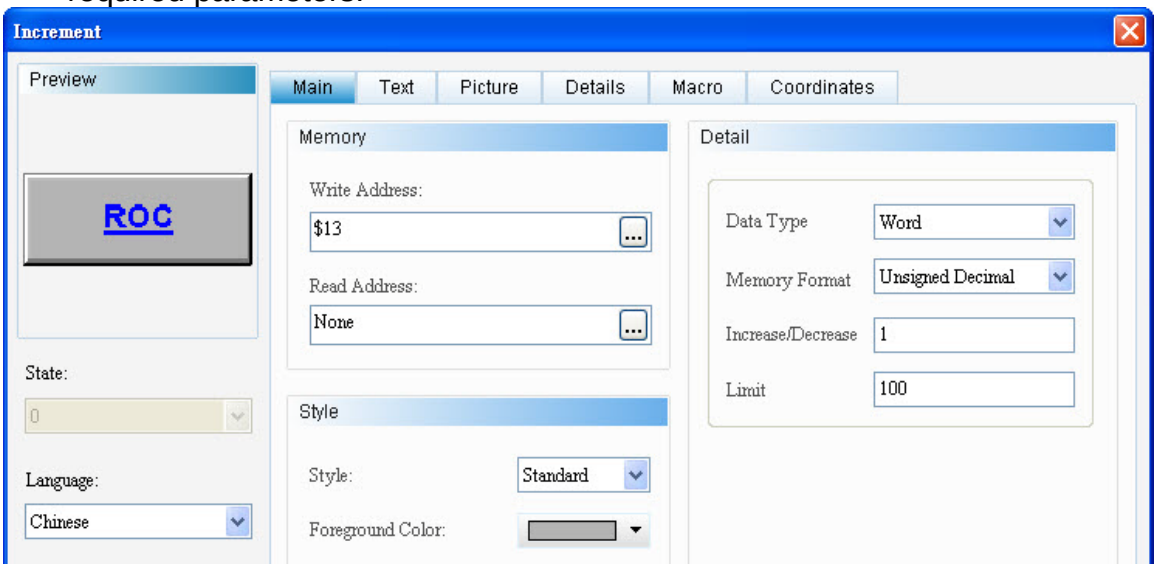
Multi-language Example

Table 25-1-2 Multi-language Example



Step3

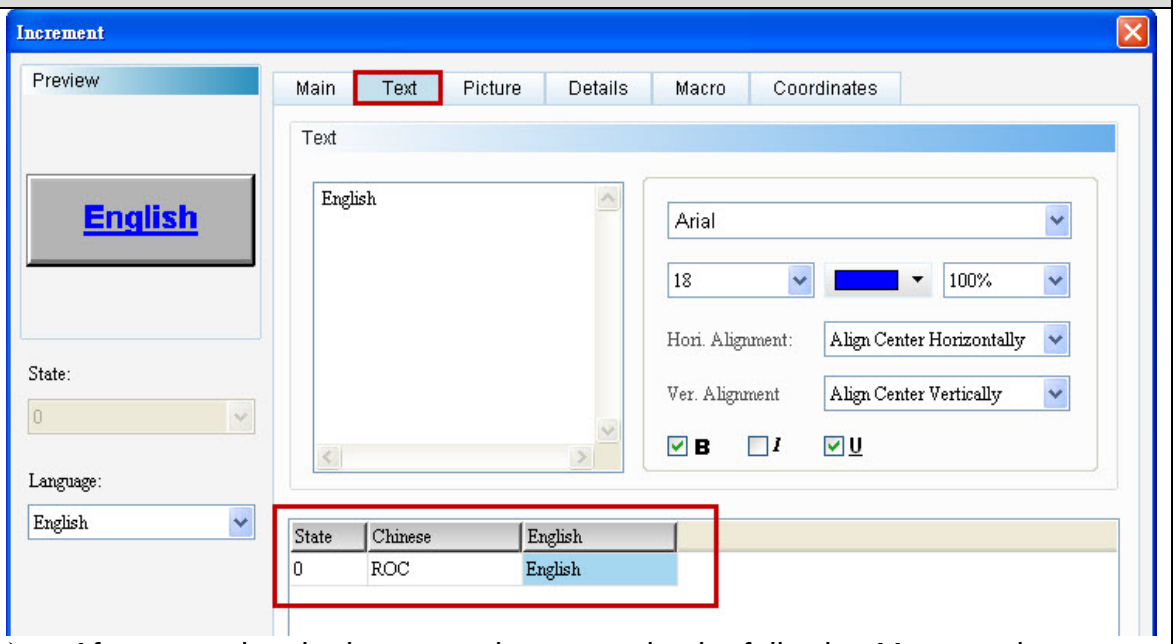
- Create an increment button and set the Write Address to $13. Set the other required parameters.



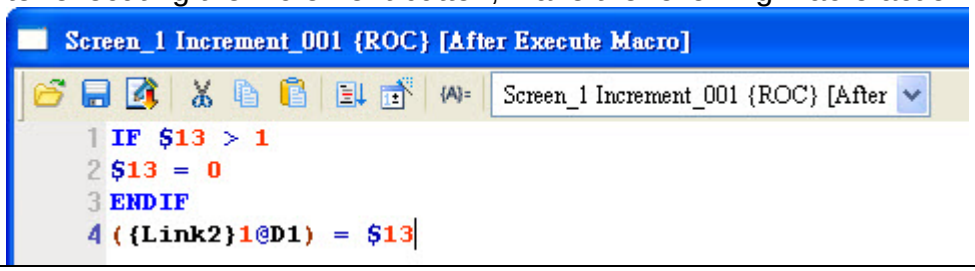
- Enter the Chinese and English texts to be displayed in the [Text] page.

Multi-language Example

Table 25-1-2 Multi-language Example

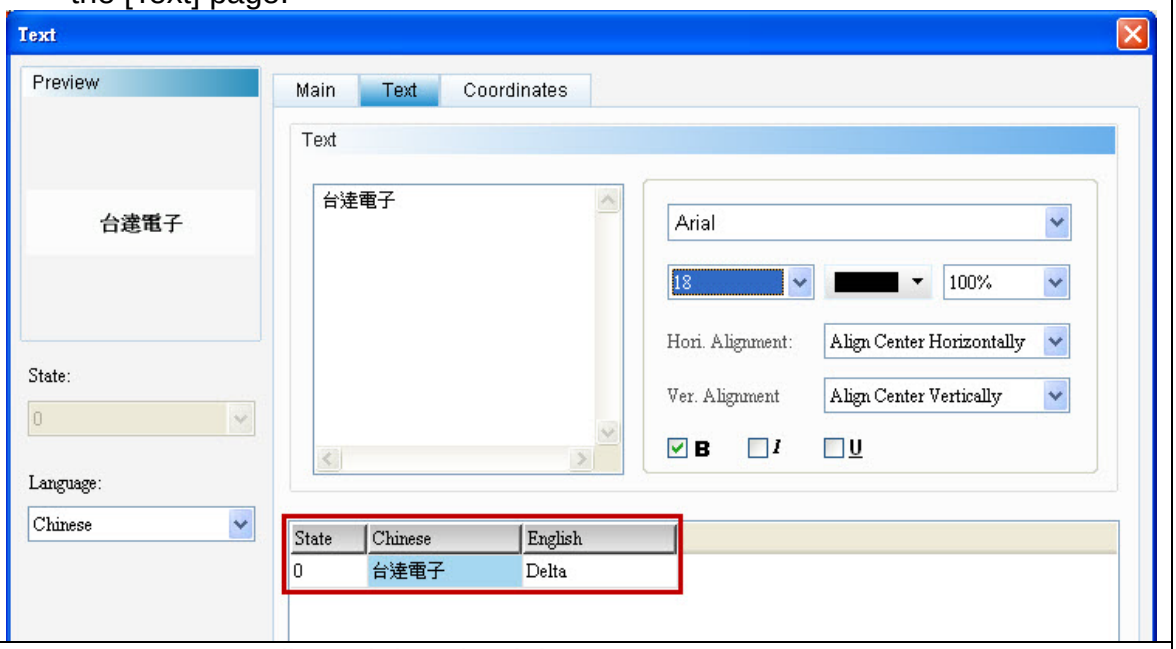


➢ After executing the increment button, make the following Macro action.



Step4

➢ Create a static text. Enter the Chinese and English texts to be displayed in the [Text] page.



Step5

➢ Execute Compile and download the screen to HMI.

Multi-language Example

Table 25-1-2 Multi-language Example



Step6

➢ After the download, click the ROC button to switch the language to English. The static text changes to Delta.

Before Switch



After Switch



Chapter 26 Print Setup

This chapter describes the print function that the DOPSsoft software provides, including screen print and routine print (hard copy). Connection to the HMI print function using the Pictbridge driver is also described in this chapter.

Selection of a printer driver is required to set the screen print and routine print. The user can enter [Options] → [Configuration] → [Print] page to select the printer to be used.

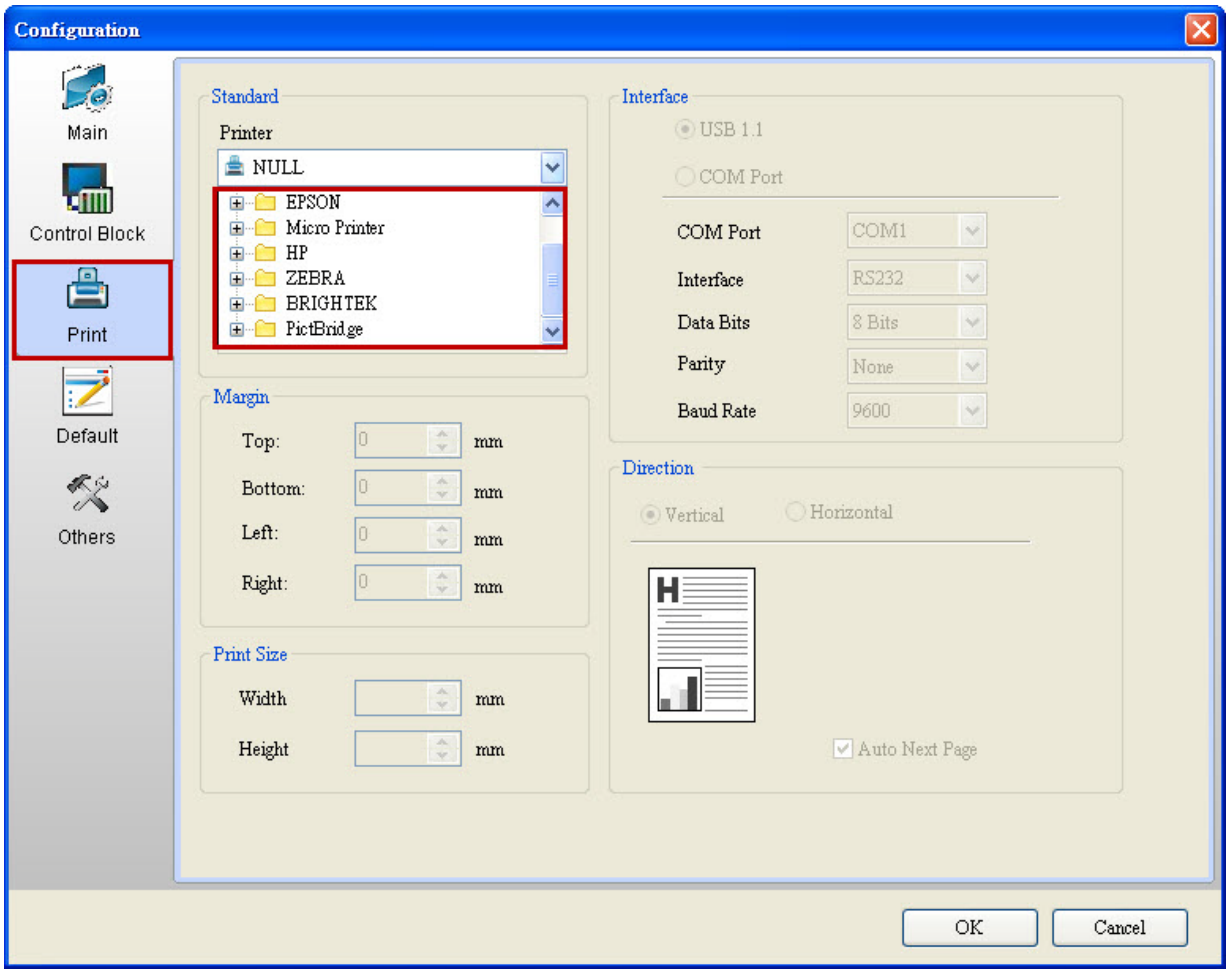


Figure 26-1-1 Printer Driver

The print function provides the [Continuous Printing] option, but it is available only when the printer to be used has been selected, and applicable only to the sampling element, alarm display element and curve element (excl. chart element). When the current screen is printed out and the data recorded in the element are not completly sampled on the screen, the user can use this option to print the rest of the data continuously until the sampling is completed.

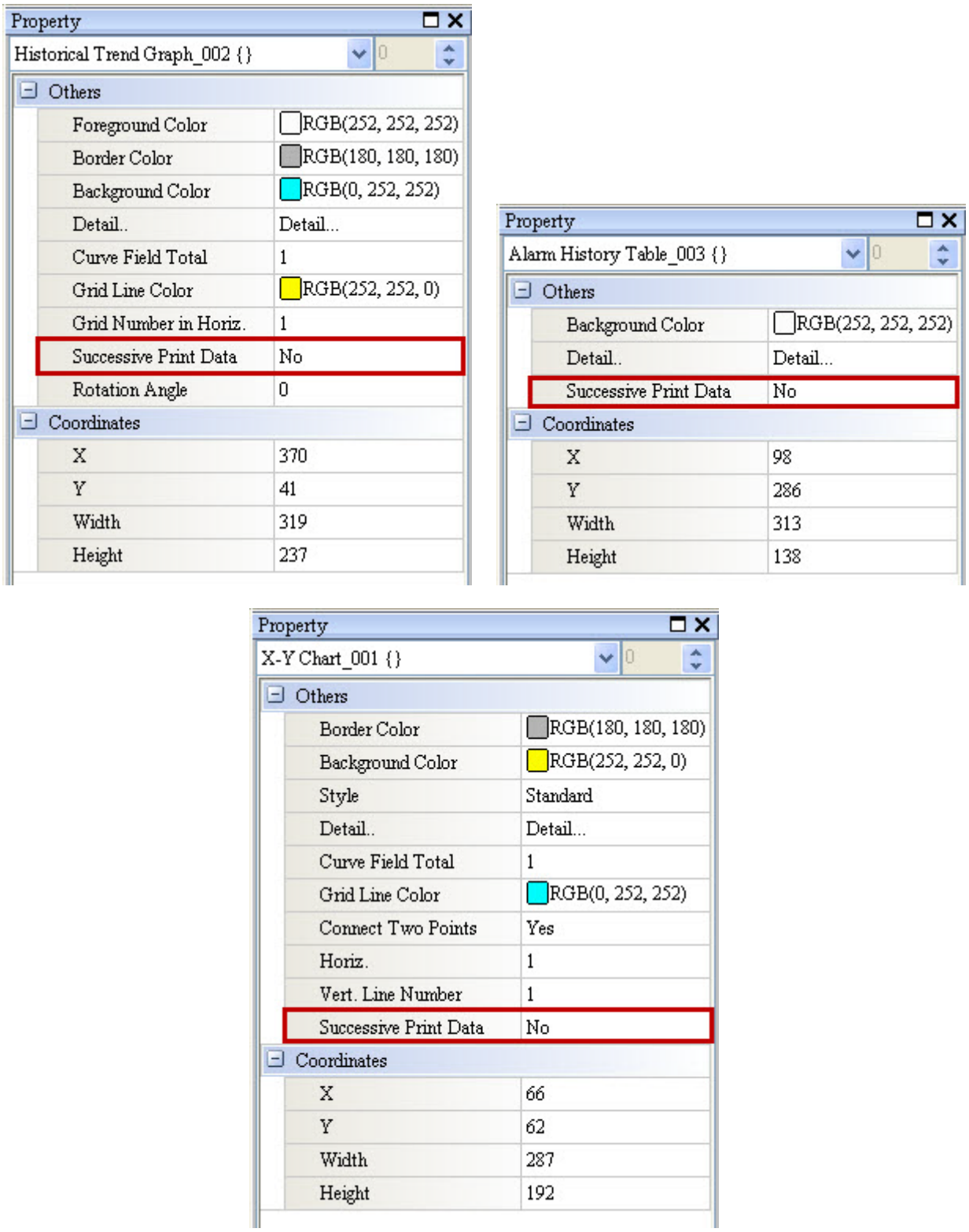


Figure 26-1-2 Continuous Printing

26-1 Screen Print Setup

The screen print setup function enables the user to set the layout, execute multi-page printing and print history data.

The following instructions must be observed before executing the print typesetting.

- ✓ **The screen specified by the Goto Screen should not be the print screen.**
- ✓ **The print screen should not be the default screen.**
- ✓ **The print screen should not be the base screen.**
- ✓ **The print screen should not be the sub-screen.**
- ✓ **The print screen should not be the screen saver screen.**

The print typesetting provides [Print All] and [Custom Print] options.

- ◆ With the [Print All] option selected, all 4 screen that the user dragged to the Print Screen on the right side for printing will be printed out. Historical data can also be printed out using this option. The user can select the screen to be printed, set the layout of the screen or delete the screen not to be printed.

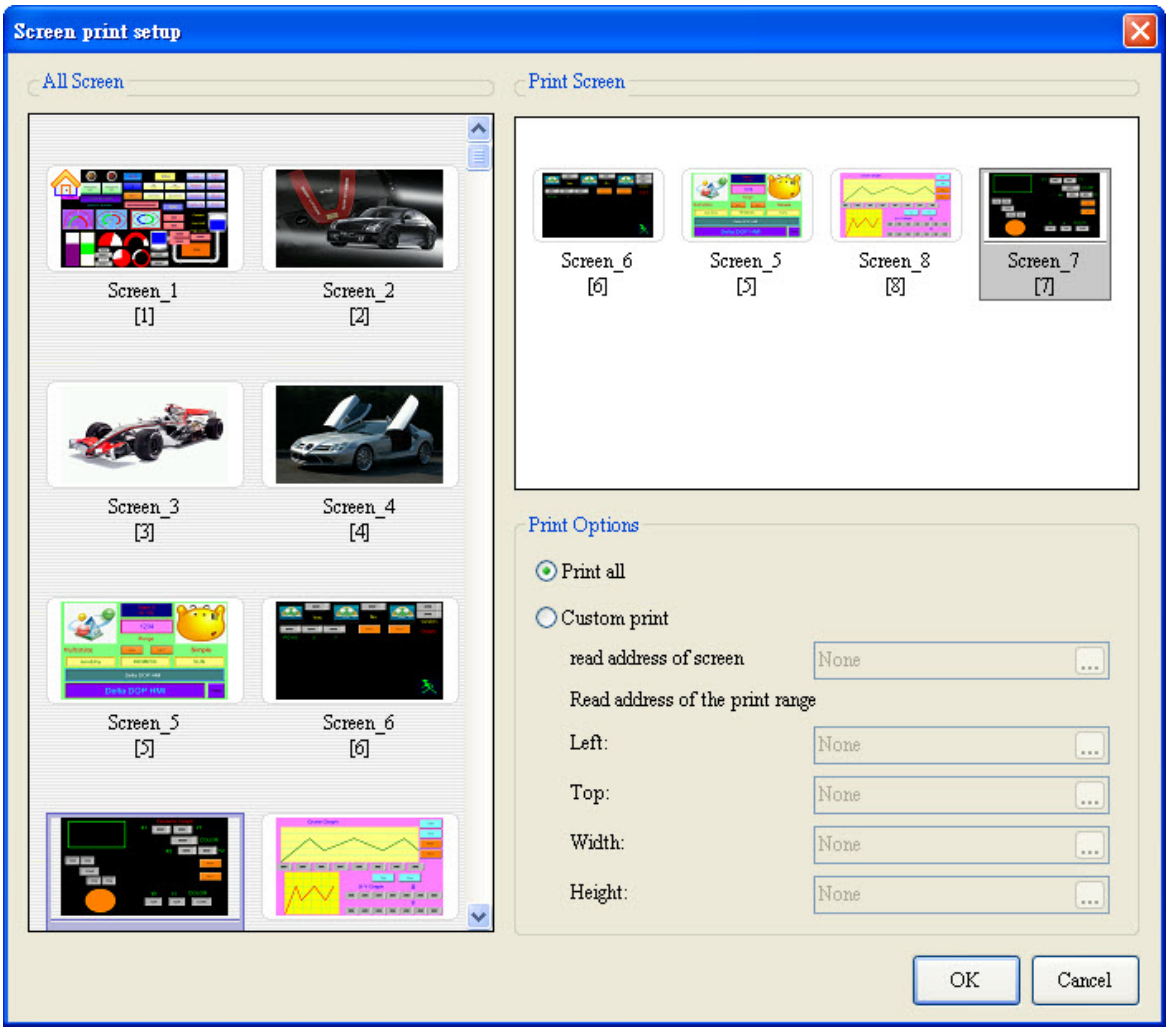


Figure 26-1-3 Print Typesetting Screen

- With the [Custom Print] option selected, the user can specify the screen to be printed. For this, the user can set the Read Address of Screen and the height (Height), width (Width), the X coordinate of the start point (Left) and the Y coordinate of the start point (Top) within the print range. This option can be used in conjunction with the print flag in the control area and the Report List button.

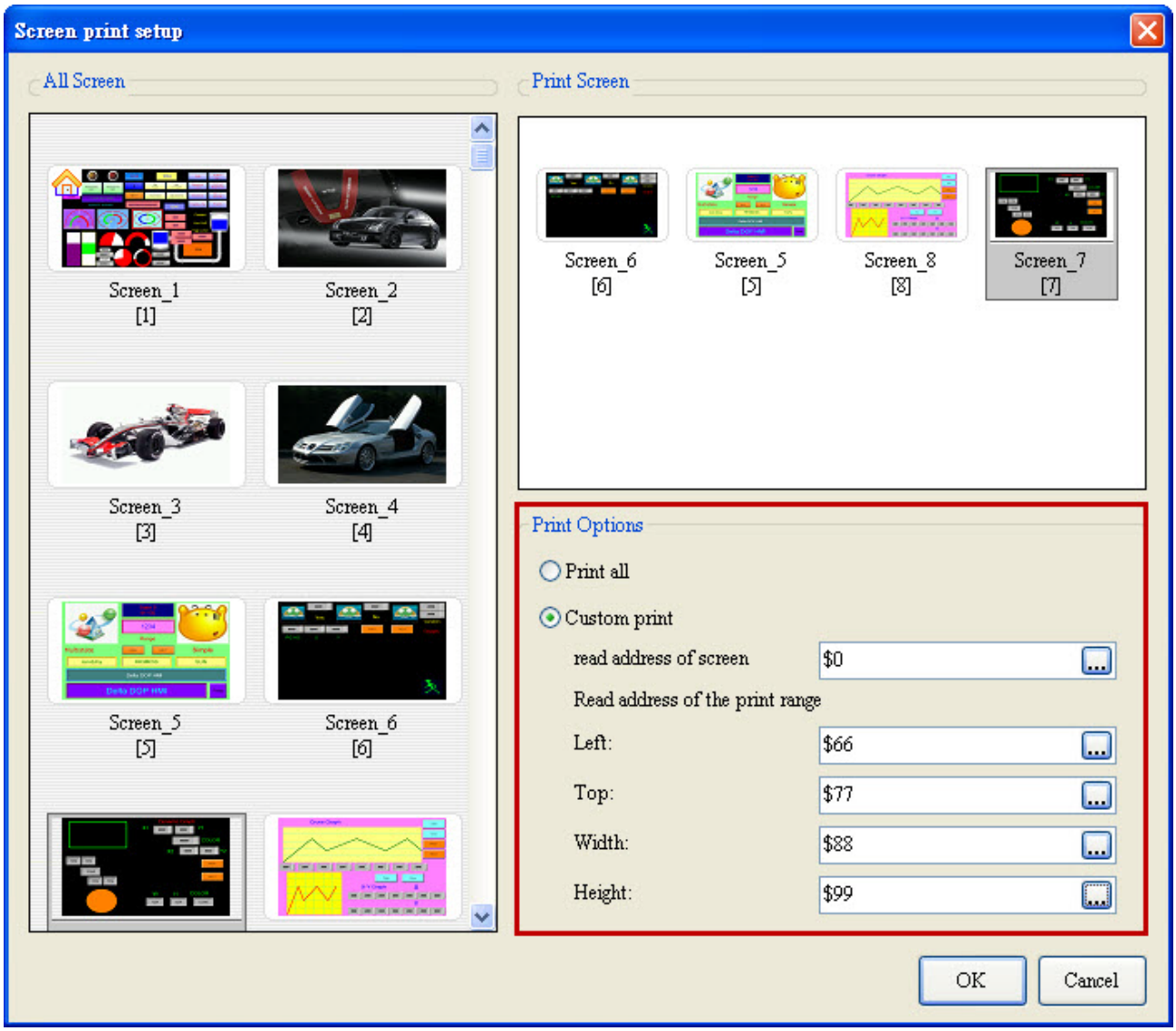


Figure 26-1-4 Custom Print Screen

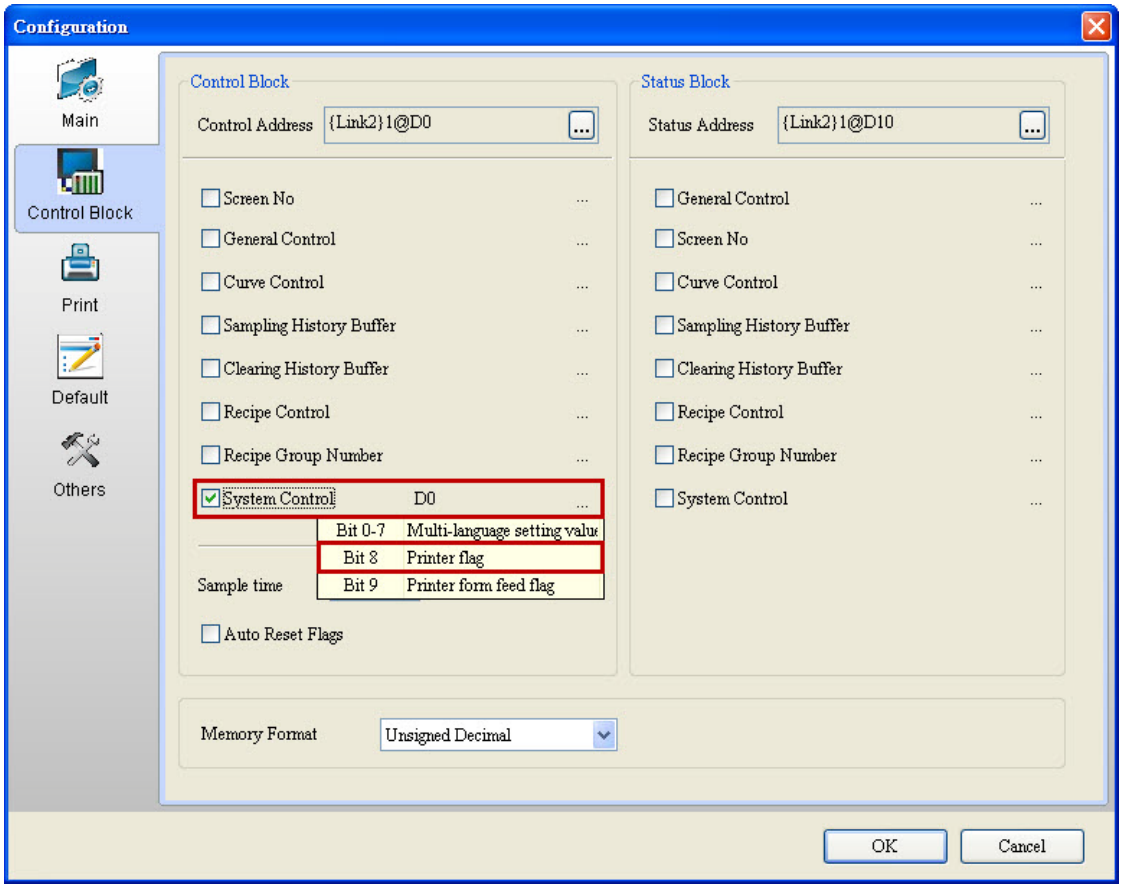
Read Address of Screen	The user can enter the screen number in the Read Address of Screen field. It is set up individually on the screen to be printed. When 0 is entered, all screens set up in the Screen Print will be printed out. This address can be used in conjunction with the print flag in the contol area. 
Left	Set the X coordinate of the start point within the print range.
Top	Set the Y coordinate of the start point within the print range.
Width	Set the width within the print range.
Height	Set the height within the print range.

Table 26-1-1 Custom Print Setting Screen

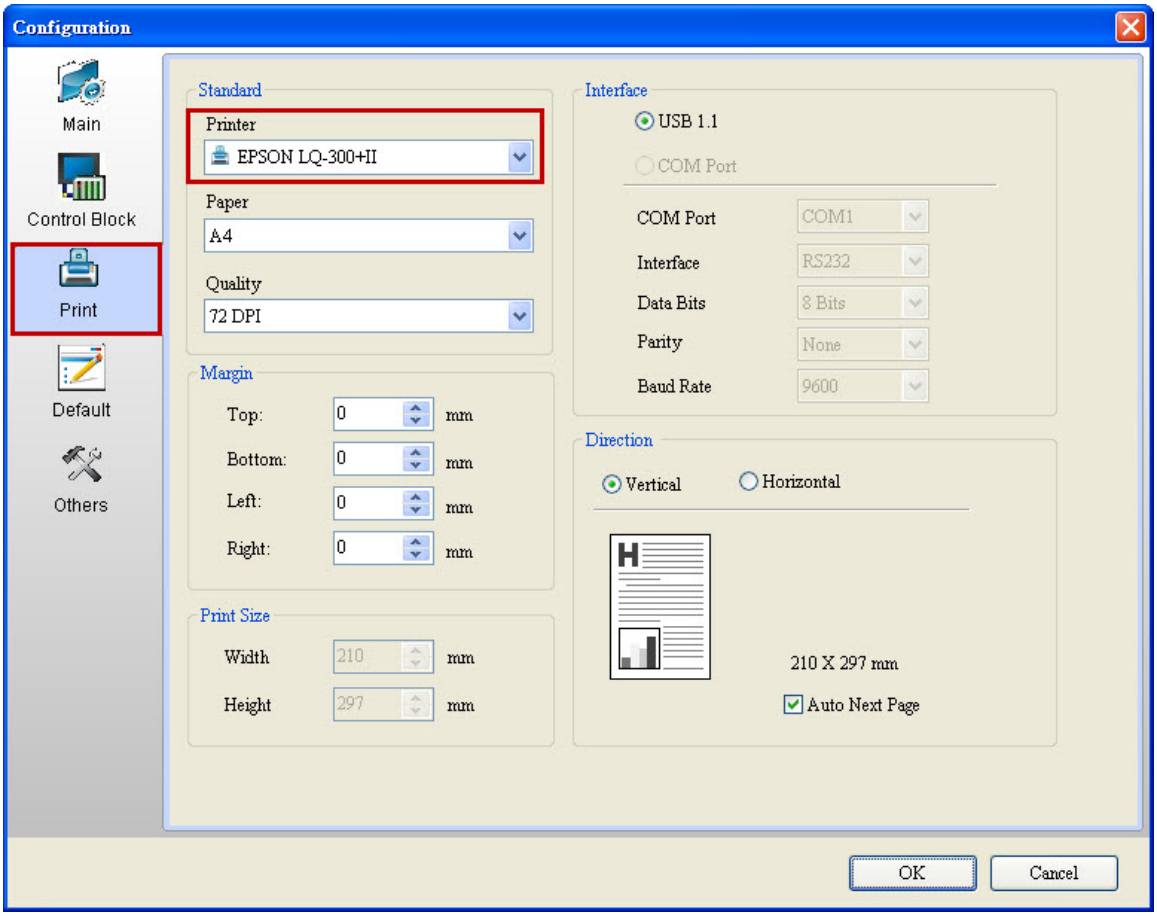
■ Screen Print Setup Example

Screen Print Setup Example

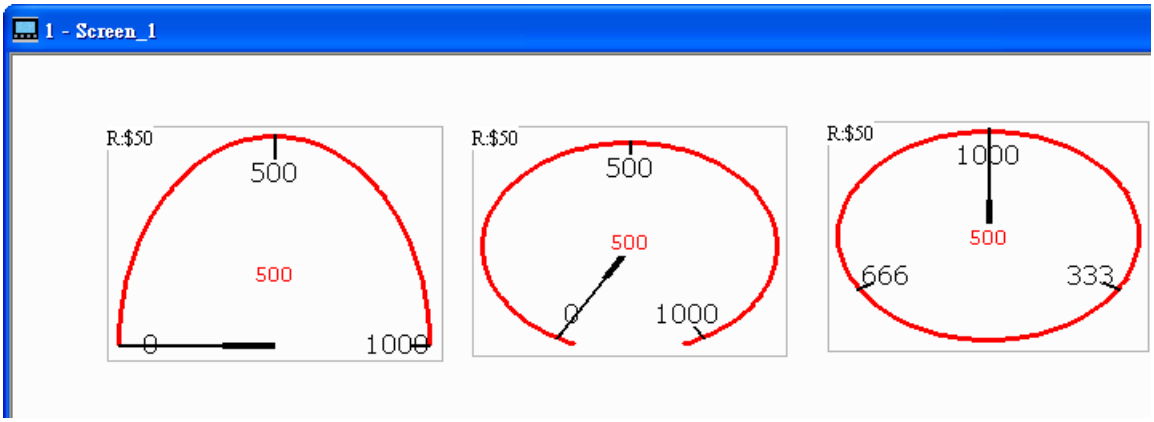
Table 26-1-2 Screen Print Setup Example

Step1

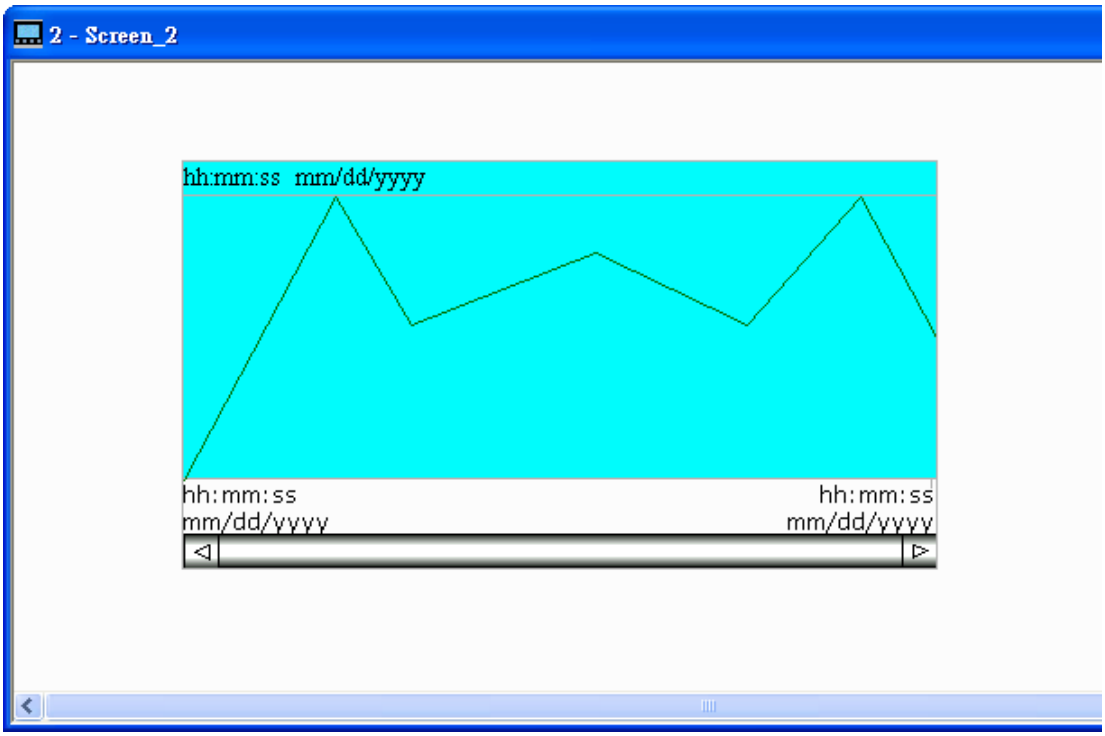
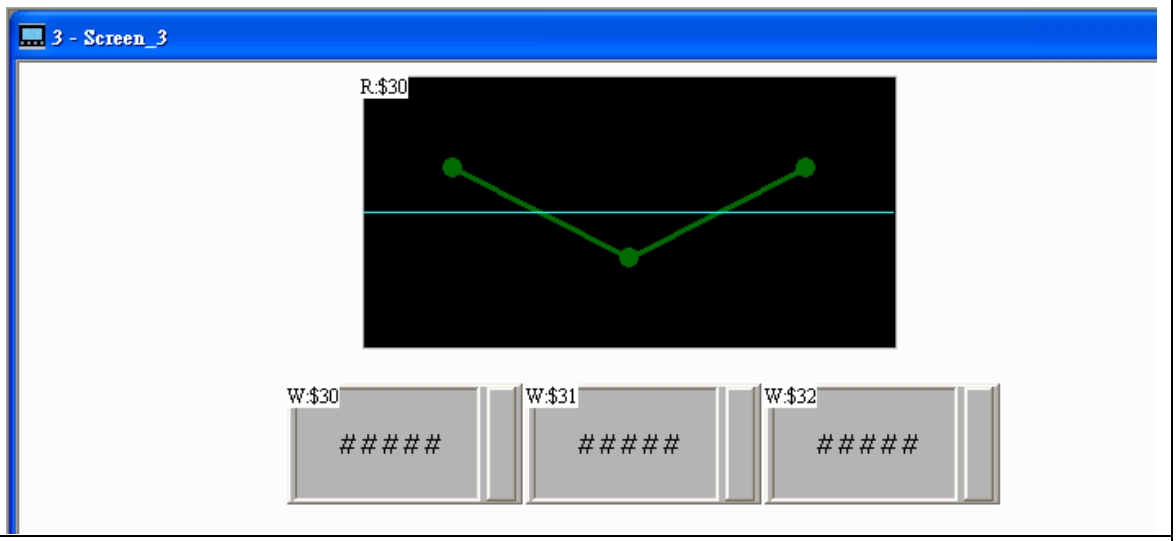
➢ Create a new project. Select EPSON LQ-300+II as the printer and add 3 new screens.



➢ Create 3 instrument elements on the first screen.

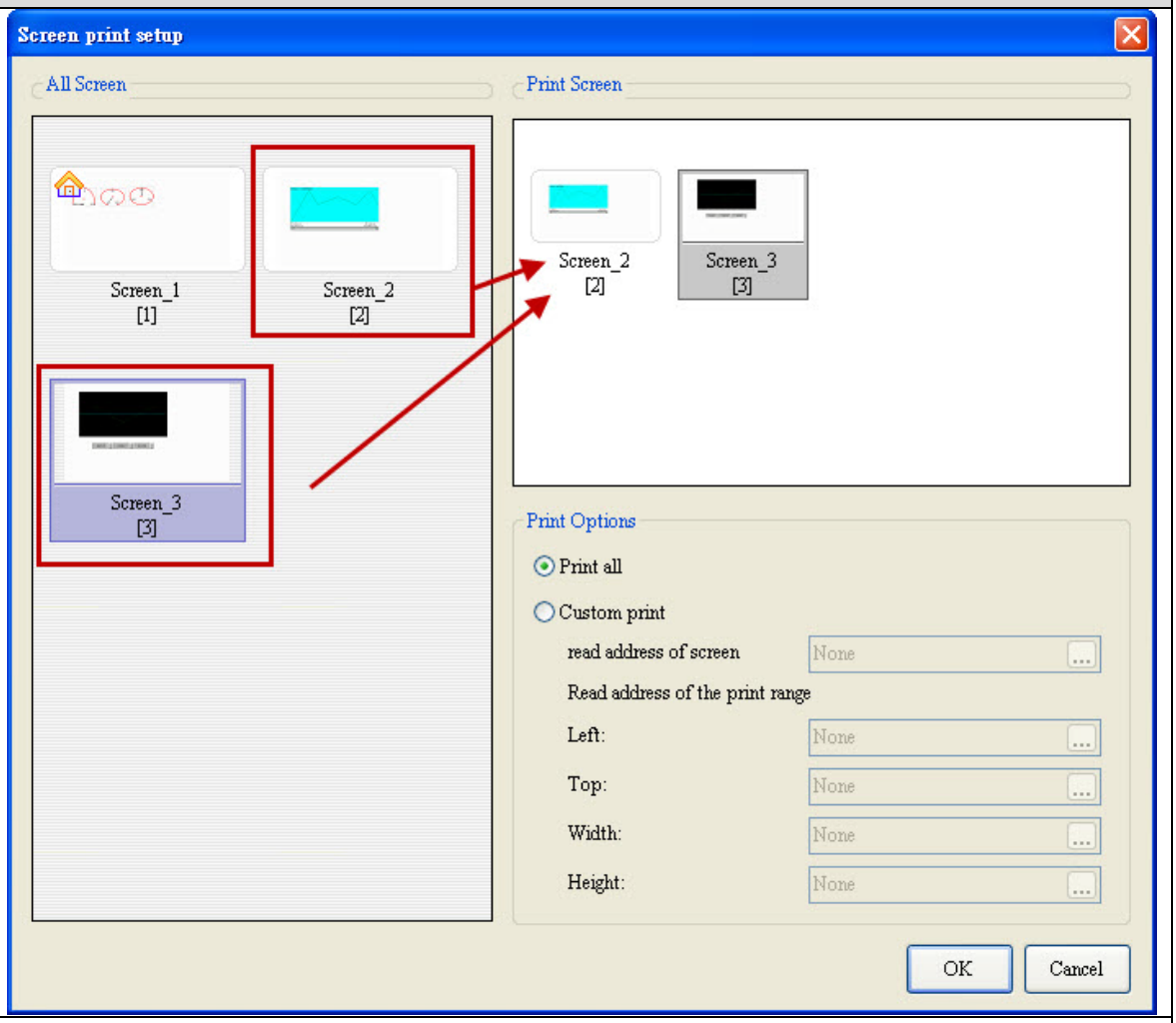
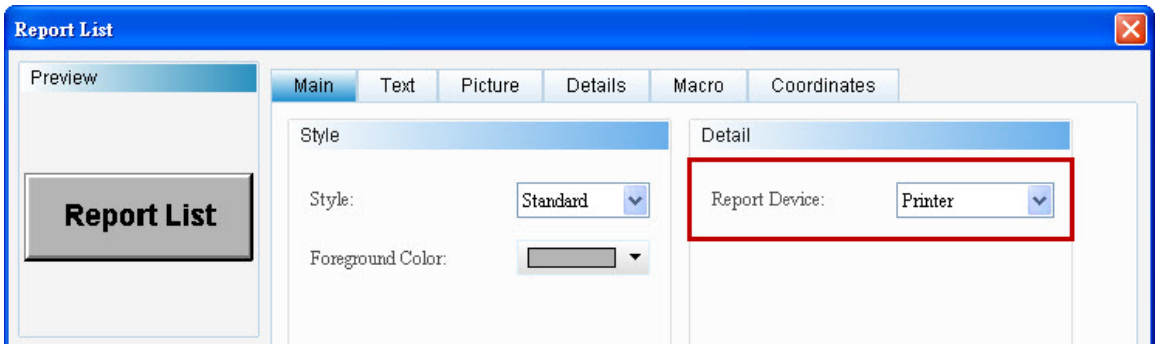


➢ Create a history trend chart on the second screen and set the Continuous Printing to Yes.

Screen Print Setup **Example** Table 26-1-2 Screen Print Setup Example	
	 ➢ Create a chart element and three numeric elements on the third screen. 
Step2	➢ Enter [Options] → [Print Typesetting] to drag the second and third screens to the Print Screen window on the right side. Click OK to leave the Screen Print Setup screen.

Screen Print Setup Example

Table 26-1-2 Screen Print Setup Example

<table>
<tr><td></td><td> 
</td></tr>
<tr><td>Step3</td><td>➢ Create a Report List button and select Printer as the output device.
 
</td></tr>
<tr><td>Step4</td><td>➢ Execute Compile, connect to the EPSON LQ-300+II printer and download the screen to HMI.</td></tr>
<tr><td>Step5</td><td>➢ After the download, click the Report List button to print out the Screen Print Setup screen you set up previously. It takes more time for HMI to print out the data if many pages are to be printed or there are many sampling data set for printing.</td></tr>
</table>

26-2 Routine Print (Hard Copy)

Ths Hard Copy function enables the user to print out the screen currently executed on HMI. Only one page can be printed out at a time. This function is only available on General View Screen rather than Screen Print (or Apply Print) Screen. If the data under editing is for screen print, the system will process it using the [Screen Print Setup] function and the Hard Copy function will fail. Click the blank area on the editing screen to enter [Screen Properties] and set up Hard Copy functions. The General View Screen is used for Hard Copy, while the Apply Print Screen is used for Screen Print.

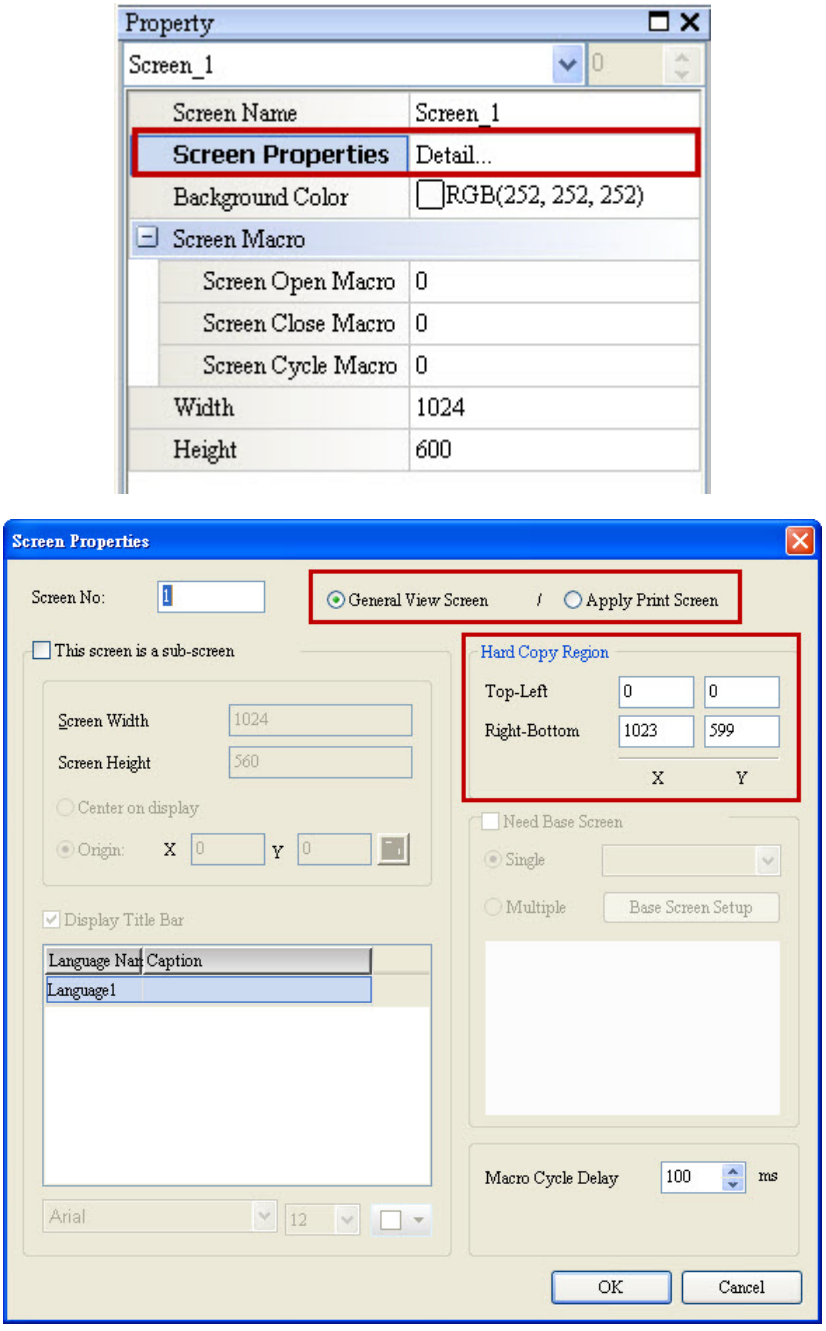


Figure 26-2-1 Screen Properties

If the user did not select any printer, the Hard Copy Region in the [Screen Properties] will show Disable and the setting function in this region is not available to the user.

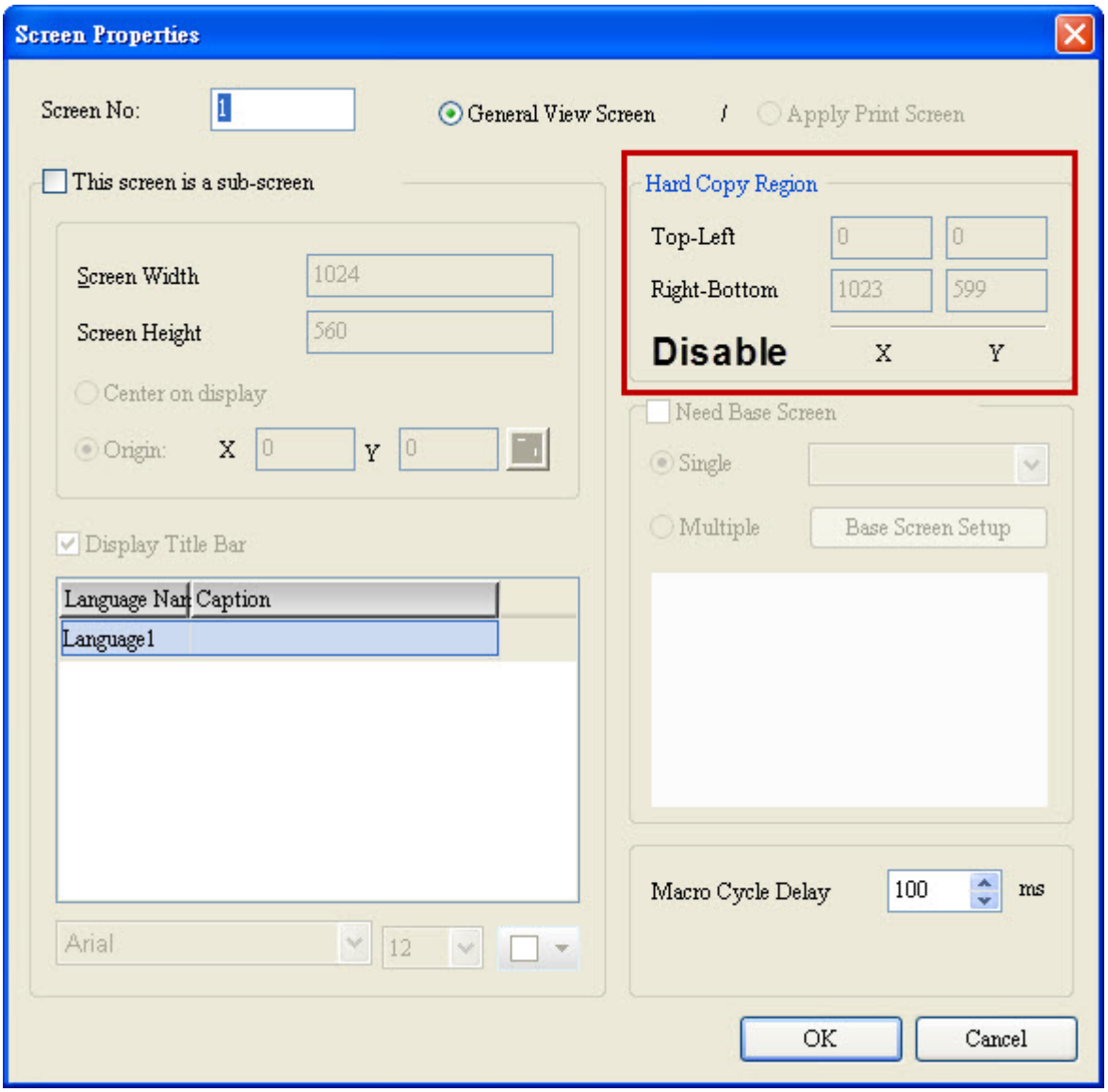


Figure 26-2-2 Hard Copy Region Unavailable

◆ Hard Copy Region

When the printer to be used has been selected, the user can complete the Top_Leftand Right_Bottom fields to define the screen size to be printed.

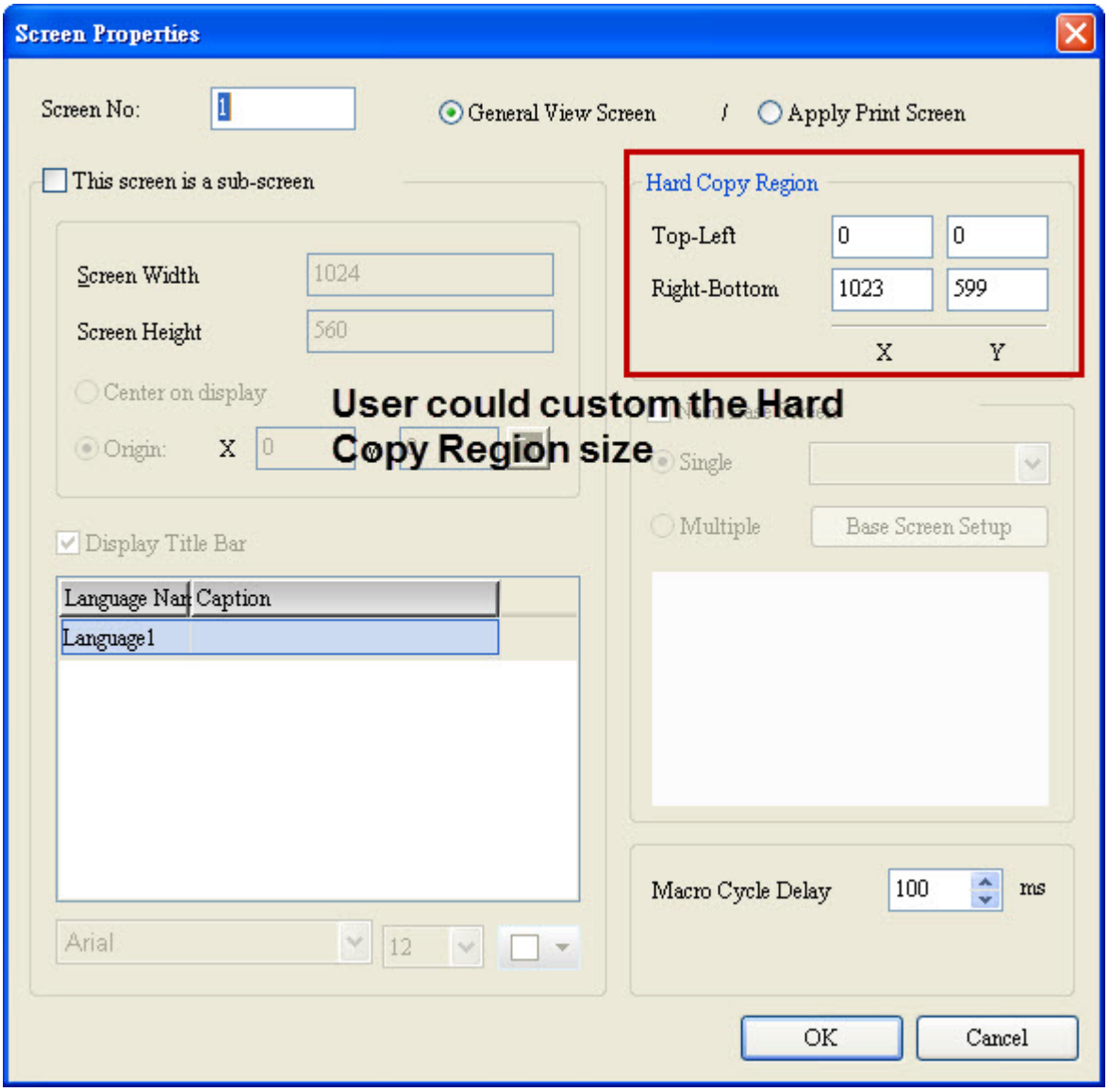
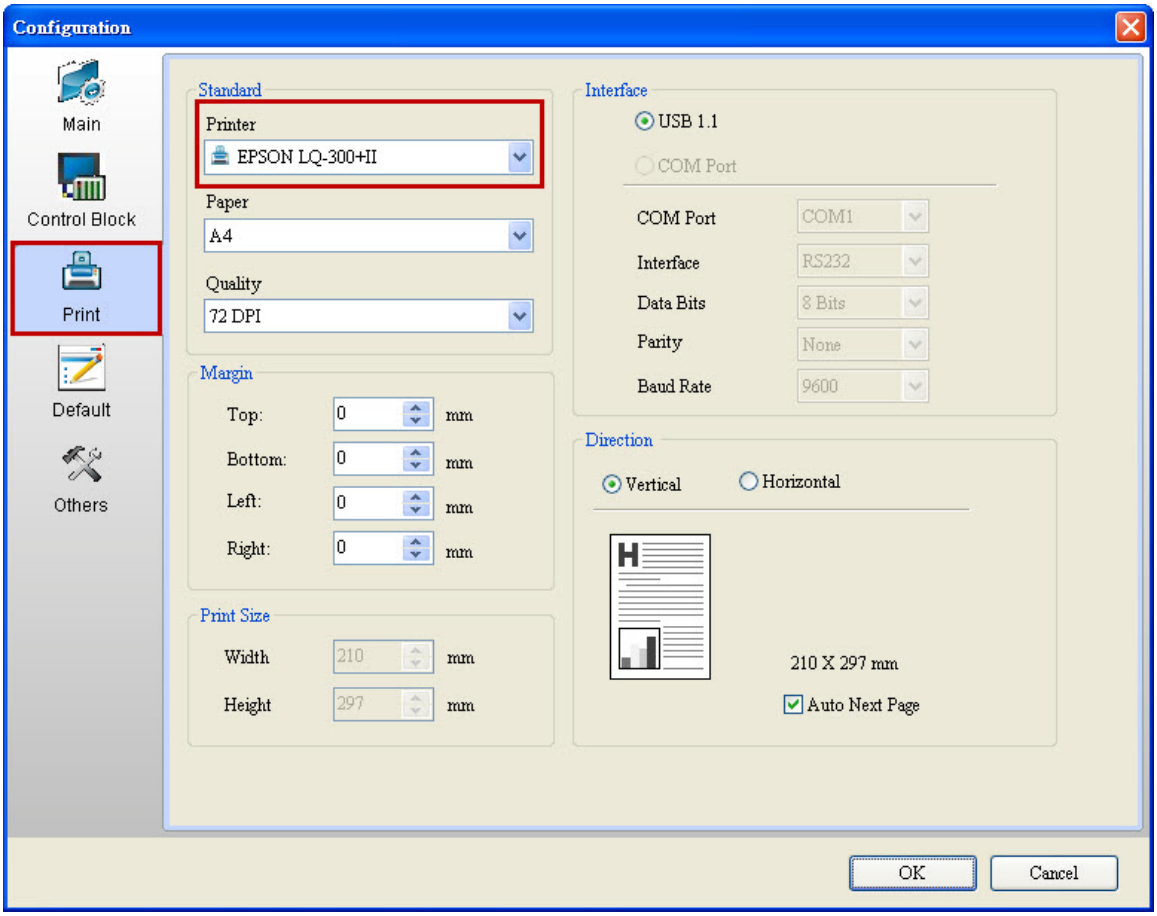
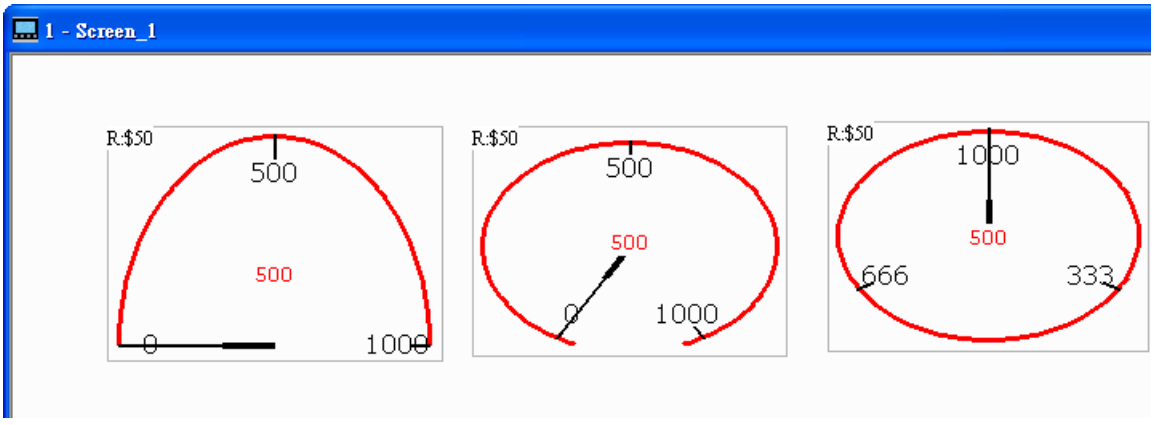


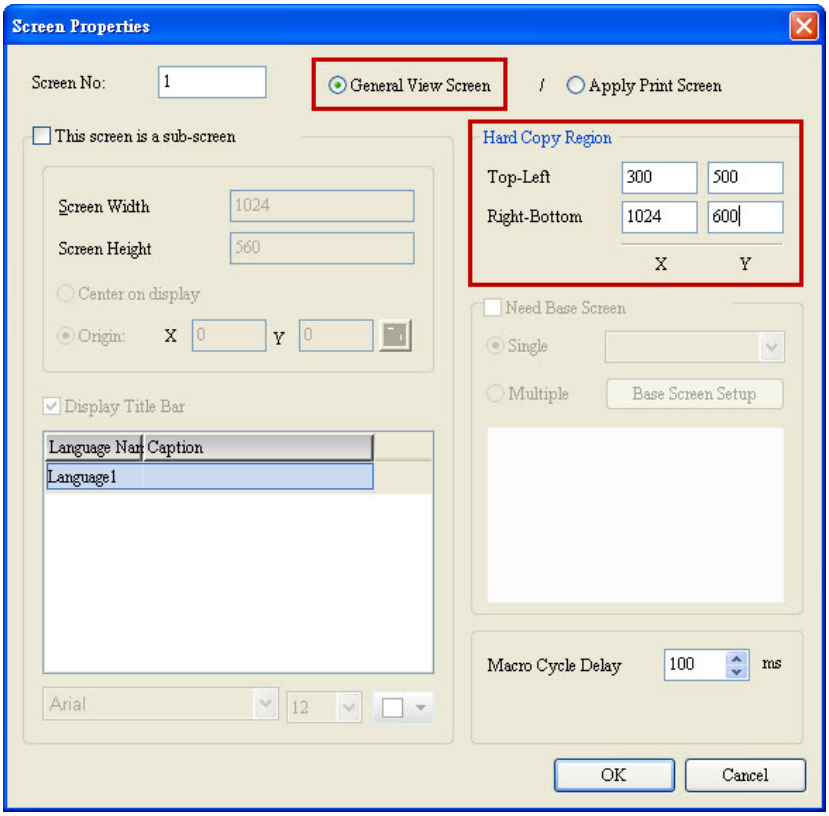
Figure 26-2-3 Hard Copy Region Coordinate

■ Hard Copy Print Range

Hard Copy Example Table 26-2-1 Hard Copy Example	
Step1	➢ Create a new project. Select EPSON LQ-300+II as the printer and add 1 new screen.  ➢ Create 3 instrument elements on the new screen. 
Step2	➢ Click the blank area on the screen to enter [Screen Properties]. Set this screen to [General View Screen] and set the print range in the Hard Copy Region.

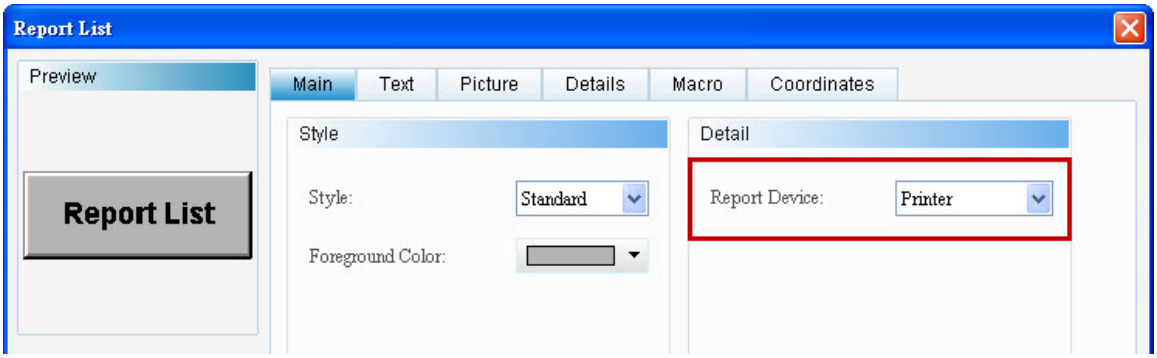
Hard Copy Example

Table 26-2-1 Hard Copy Example



Step3

➢ Create a Report List button and select Printer as the output device.



Step4

➢ Execute compile, connect to the EPSON LQ-300+II printer and download the screen to HMI.

Step5

➢ After the download, click the Report List button to print out the content displayed on the current screen.

26-3 How to use PictBridge to connect HMI

The DOPSsoft software privides the generic printer driver [PictBridge]. All models that have the PictBridge logo support HMI connection and printing function. In the [PictBridge] structure, the printer is the Host and the HMI is the Slave. Both can be connected for printing using a USB cable. The printers on the market that support PictBridge are currently HP, Canon and EPSON.

Figure 26-3-1 PictBridge LOGO



Figure 26-3-2 PictBridge and HMI connection

At the Slave end, the user only needs to enter [Options] → [Configuration] → [Print] and select PictBridge to connect to the printer that supports the PictBridge driver.

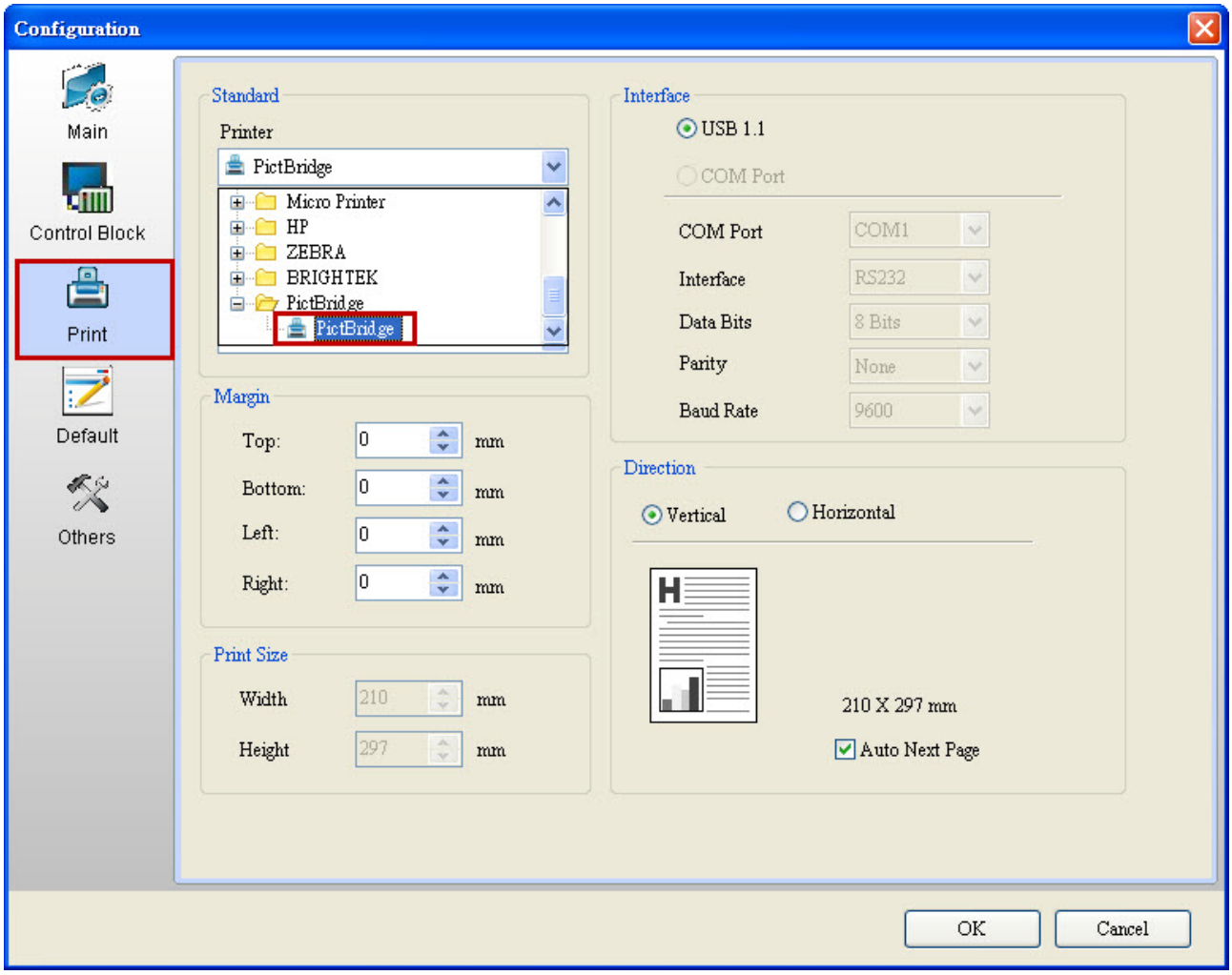


Figure 26-3-3 PictBridge Driver

Support PictBridge printer for HMI Model type as below table：

Support PictBridge Model	B03S210
	B03S211
	B03E211
	B05S111
	B07S401K
	B07S411K
	B07S410
	B07S411
	B07S415
	B07PS415
	B07E415
	B07S515
	B07PS515
	B07E515
	B08S515
	B08E515
	B10S411
	B10S511
	B10E515
	B10S615
	B10E615
	B10VS511
Not Support PictBridge Model	B04S211
	B05S100
	B05S101
	B07S201
	B07S211

Table 26-3-1 Support PictBridge printer for HMI Model type

26-4 Error code of Printer

When printer occur error after user execute print, could use as below table display error code to clarify what happened with current printer.

Code	Code definition	Reason	Troubleshooting
-2	ERROR_PRINT_PORT ✓ Printer Port error	USB, Parallel port, COM port error.	Please check the transport port correct or not.
-3	ERROR_MEMORY_NULL ✓ Memory allocation error	HMI memory is not enough to deal with data.	Please delete some data or change to have more capacity memory HMI model to print.
-4	ERROR_USB ✓ Printer cannot print with some error	Printer has malfunctioned to occur cannot print.	The malfunction reason maybe has no ink, jam. Please print again after troubleshooting.
-5	ERROR_USB_NOT_SELECT ✓ Printer open failed	Print has already connected, but cannot recognize device.	Printer driver cannot connect with HMI. Please contact agent or R&D.
-6	ERROR_USB_PAPER ✓ Printer cannot print without paper	Printer has no paper.	Please supply paper to print.
-7	ERROR_USB_NOT_CONNECT ✓ Connect printer failed	USB cable did not connect printer.	Please check USB cable connect with printer actually.
-8	ERROR_USB_OPEN ✓ Fail to open USB	When it starts printing, it is failed to open USB.	Please activate HMI again. If it is still unable to print, please contact with RD.
-9	ERROR_USB_CLOSE ✓ USB close failed	When finished print, close USB failed.	Please restart HMI. If it still cannot print, please contact with R&D.
-11	ERROR_NOT_OK ✓ Printer did not initial	Printer started up will initialize, it prints at this moment, and printer will display this error message.	Some printer will have a long time to initialize, please waiting for complete then execute print.

-14	PRINTER ERROR ✓ Printing error	CTS pin status error	Please check if CTS communication pin is firmly connected. If it is still unable to print, please contact with RD.

Chapter 27 Electronic Cam Elements

This chapter mainly describes the electronic cam curve function provided in the DOPSoft. However, the electronic cam (E-CAM) elements are available for PS models and HMC Series. The electronic cam elements can be used to build the E-CAM curve in DOPSoft directly. The users can download the E-CAM curve to the data array in ASDA-A2 servo system to change the required E-CAM curve more quickly. Please refer to the following sections for how they are operated and configured.

There are several ways to create E-CAM Curve with DOPSoft:

1. Curve Creation Macro	Rotary Shear – Adjustable Sealing Zone
	Indirect Printing
	Rotary Shear – cos Compensation
2. Cubic Curve Creation (Manually Table Filling Creation)	

Table 27-1-1 E-CAM Curve Creation

If DOP-B07PS415 or DOP-B07PS515 or HMC08 or HMC07 is connected, please right-click the mouse to open the Element Tool first, as shown in Figure 27-1-1.

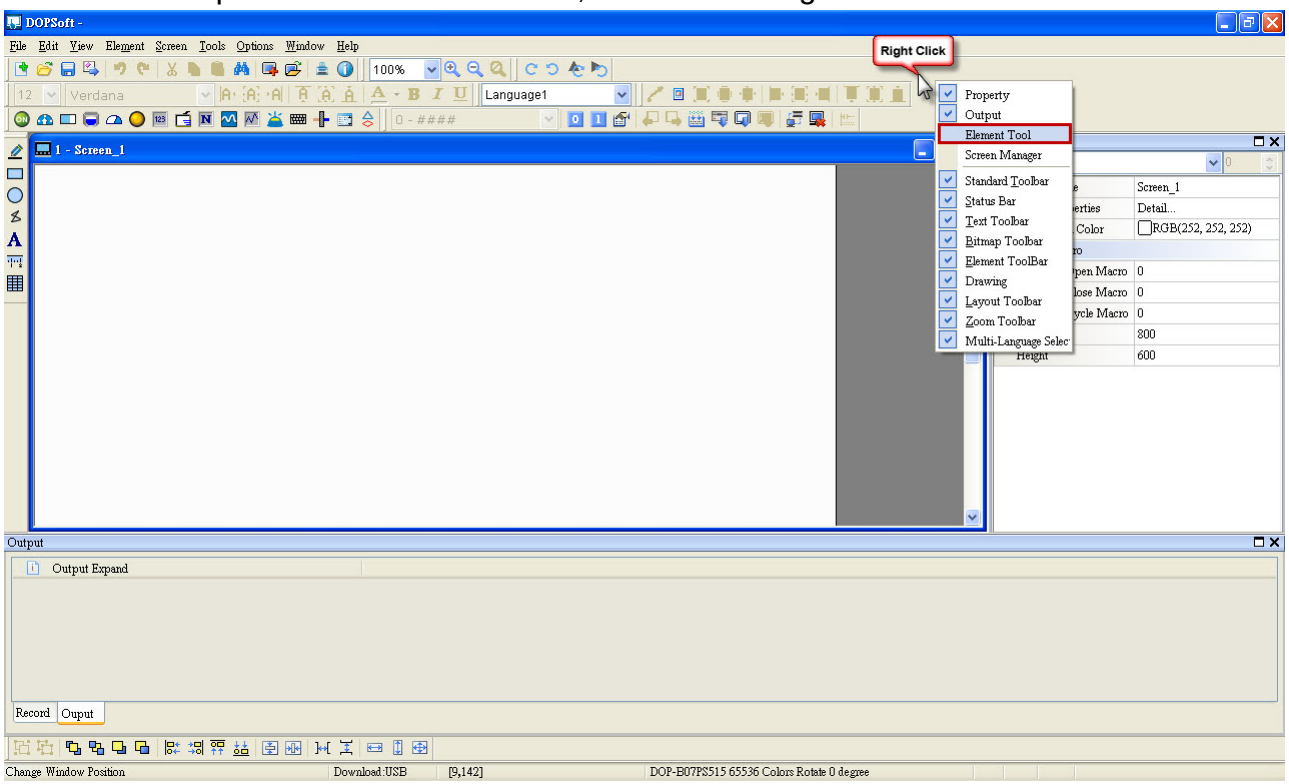


Figure 27-1-1 Method to select Element Tool

After opening the Element Tool, select the Element Bank and enter into the E-CAM folder

which provides the available E-CAM elements. After entering into the E-CAM folder, there are several E-CAM elements can be used to create an E-CAM table and curve.

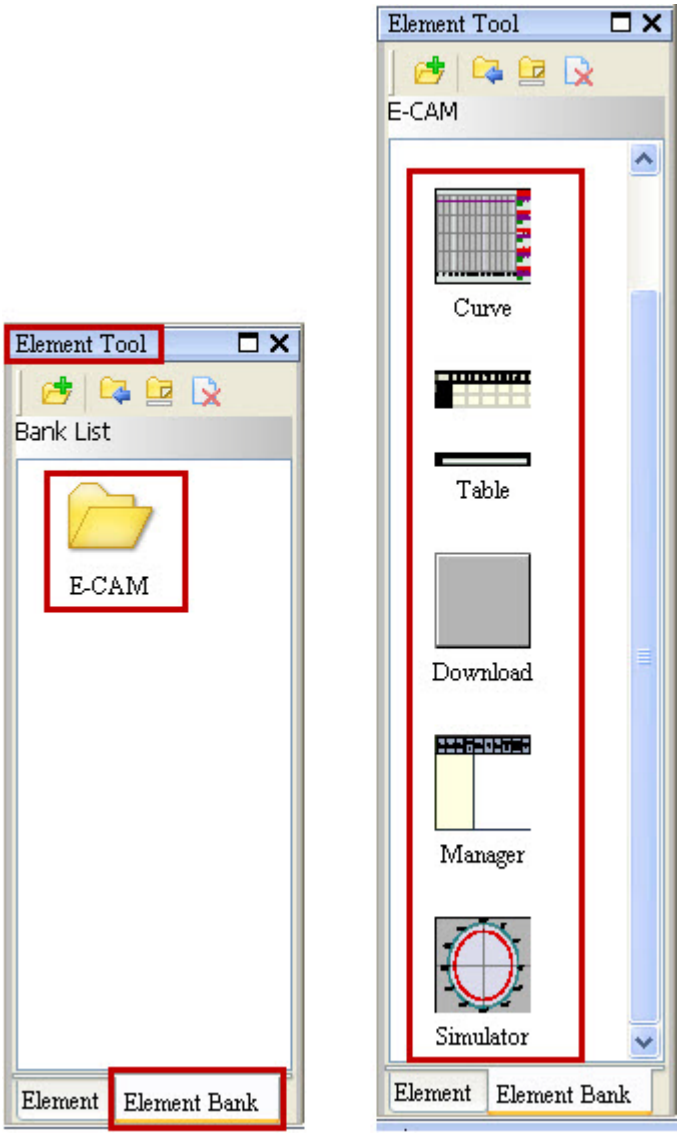


Figure 27-1-2 E-CAM Element Bank

◆ E-CAM Element Classification:

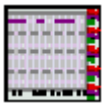
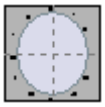
	E-CAM Curve - Display Element	All E-CAM elements cannot be used in one project at the same time. One project can use one E-CAM element only.
	E-CAM Curve – Table Element	
	E-CAM Curve – Download Element	
	E-CAM Curve – Simulation Element	
	E-CAM Curve- Cubic Curve Element (Manually Table Filling Creation Element)	

Table 27-1-2 Electronic Cam Element Classification

Note：

- ✓ The data length of E-CAM macros and the related E-CAM elements use the Double Word format.
- ✓ DOPSoft simulator can not do the simulation of E-CAM macros and the related E-CAM elements. The users must download the macros and elements into the HMI and perform the simulation on HMI.

27-1 Electronic Cam (E-CAM) Elements

27-1-1 E-CAM Curve

The function of this element is used to display the E-CAM curve.

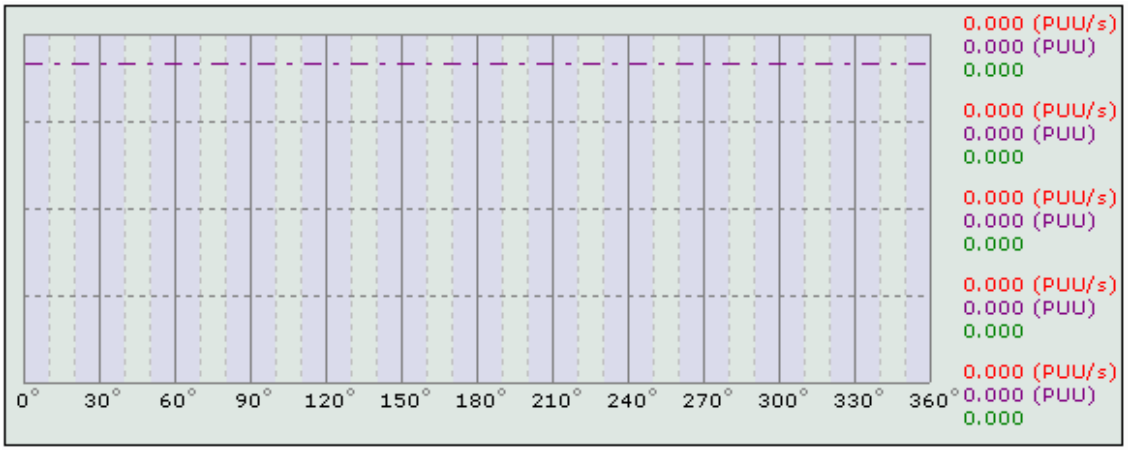


Figure 27-1-1-1 E-CAM Curve

Double-click the E-CAM curve element item to call out the following Element Properties page. There are three addresses needed to be set: Read Buffer Address, Read Size Address and Read Start Address.

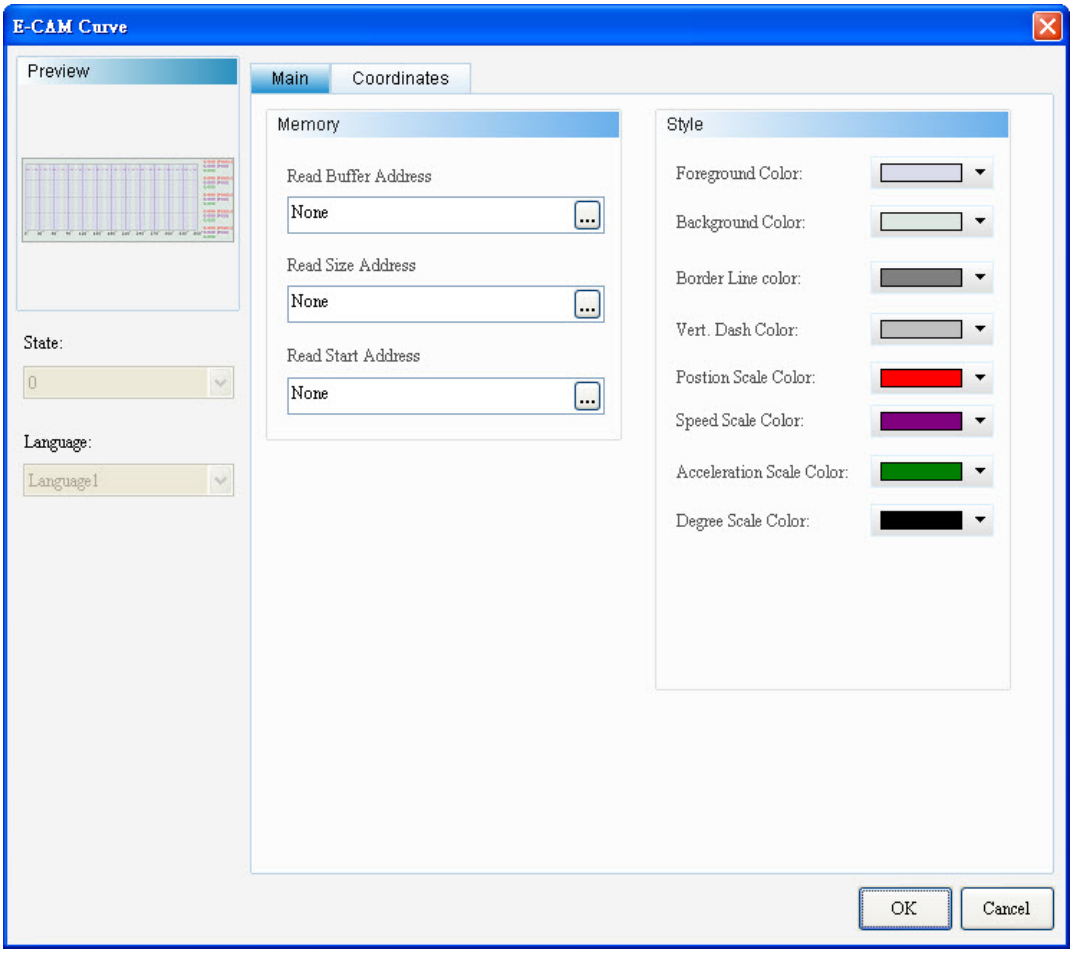


Figure 27-1-1-2 E-CAM Curve Element General Properties Page

The data of these three addresses should be the same as the addresses of E-CAM macros or E-CAM Cubic Curve Element (Manually Table Filling Creation Element). Please refer to the following table:

E-CAM Curve Element	E-CAM Macro	E-CAM Cubic Curve Element
Read Buffer Address	Var4	Read Buffer Address
Read Size Address	Var5	Read Size Address
Read Start Address	Var1	Read Start Address

27-1-2 E-CAM Table

The function of this element is used to display the E-CAM curve in table format.

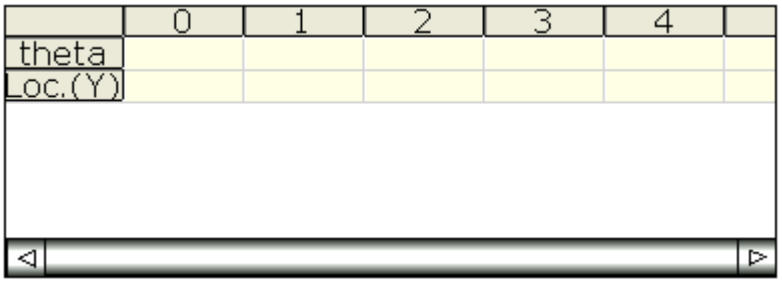


Figure 27-1-2-1 E-CAM Table

Double-click the E-CAM Table Element item to call out the following Element Properties page. There are three addresses needed to be set: Read Buffer Address, Read Size Address and Read Start Address.

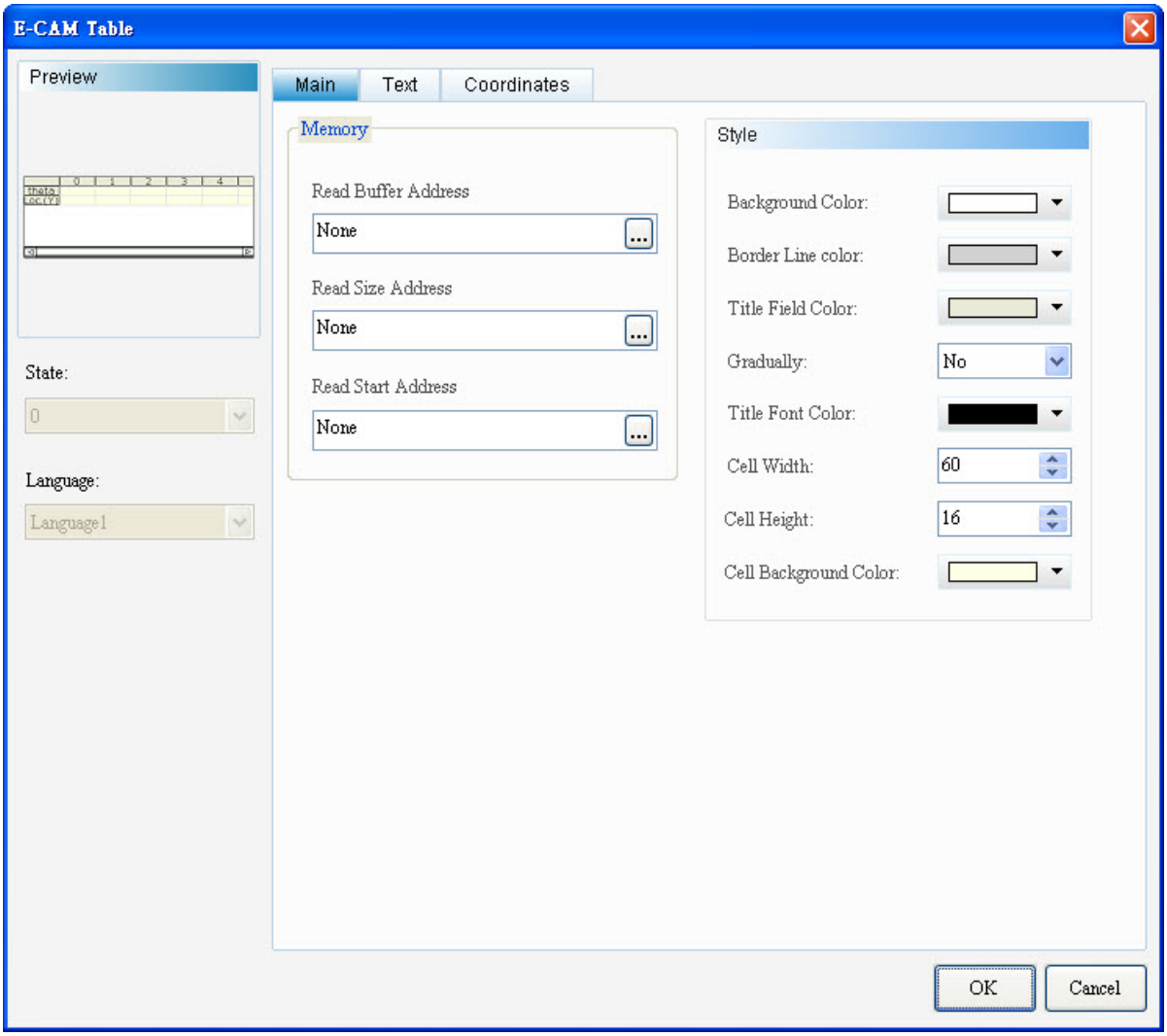


Figure 27-1-2-2 E-CAM Table Element General Properties Page

The data of these three addresses should be the same as the addresses of E-CAM macros or E-CAM Cubic Curve Element (Manually Table Filling Creation Element). Please refer to the following table:

E-CAM Curve Element	E-CAM Macro	E-CAM Cubic Curve Element
Read Buffer Address	Var4	Read Buffer Address
Read Size Address	Var5	Read Size Address
Read Start Address	Var1	Read Start Address

27-1-3 E-CAM Simulator

The function of this element is used to simulate the circuit of the E-CAM curve.

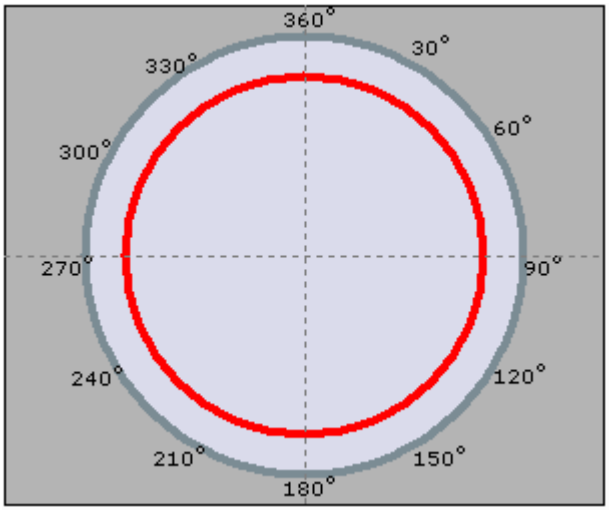


Figure 27-1-3-1 E-CAM Simulator

Double-click the E-CAM Simulator Element item to call out the following Element Properties page. There are three addresses needed to be set: Read Buffer Address, Read Size Address and Read Start Address.

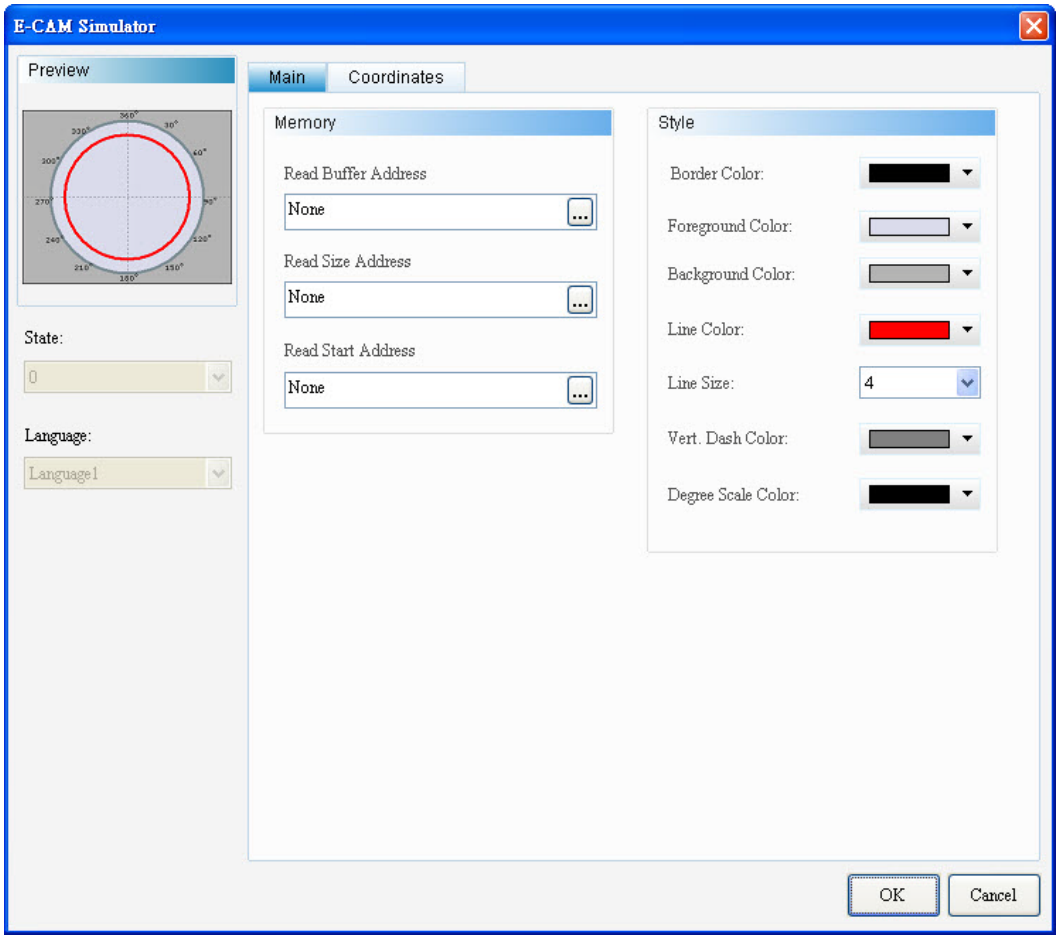


Figure 27-1-3-2 E-CAM Simulator Element General Properties Page

The data of these three addresses should be the same as the addresses of E-CAM macros or E-CAM Cubic Curve Element (Manually Table Filling Creation Element). Please refer to the following table:

E-CAM Curve Element	E-CAM Macro	E-CAM Cubic Curve Element
Read Buffer Address	Var4	Read Buffer Address
Read Size Address	Var5	Read Size Address
Read Start Address	Var1	Read Start Address

27-1-4 E-CAM Download Button

The function of this element is used to download the E-CAM curve made by DOPSoft to ASDA-A2 servo system.



Figure 27-1-4-1 E-CAM Download Button

Double-click the E-CAM Simulator Element item to call out the following Element Properties page. There are three addresses needed to be set: Read Buffer Address, Read Size Address, Read Start Address, Station Number and COM port.

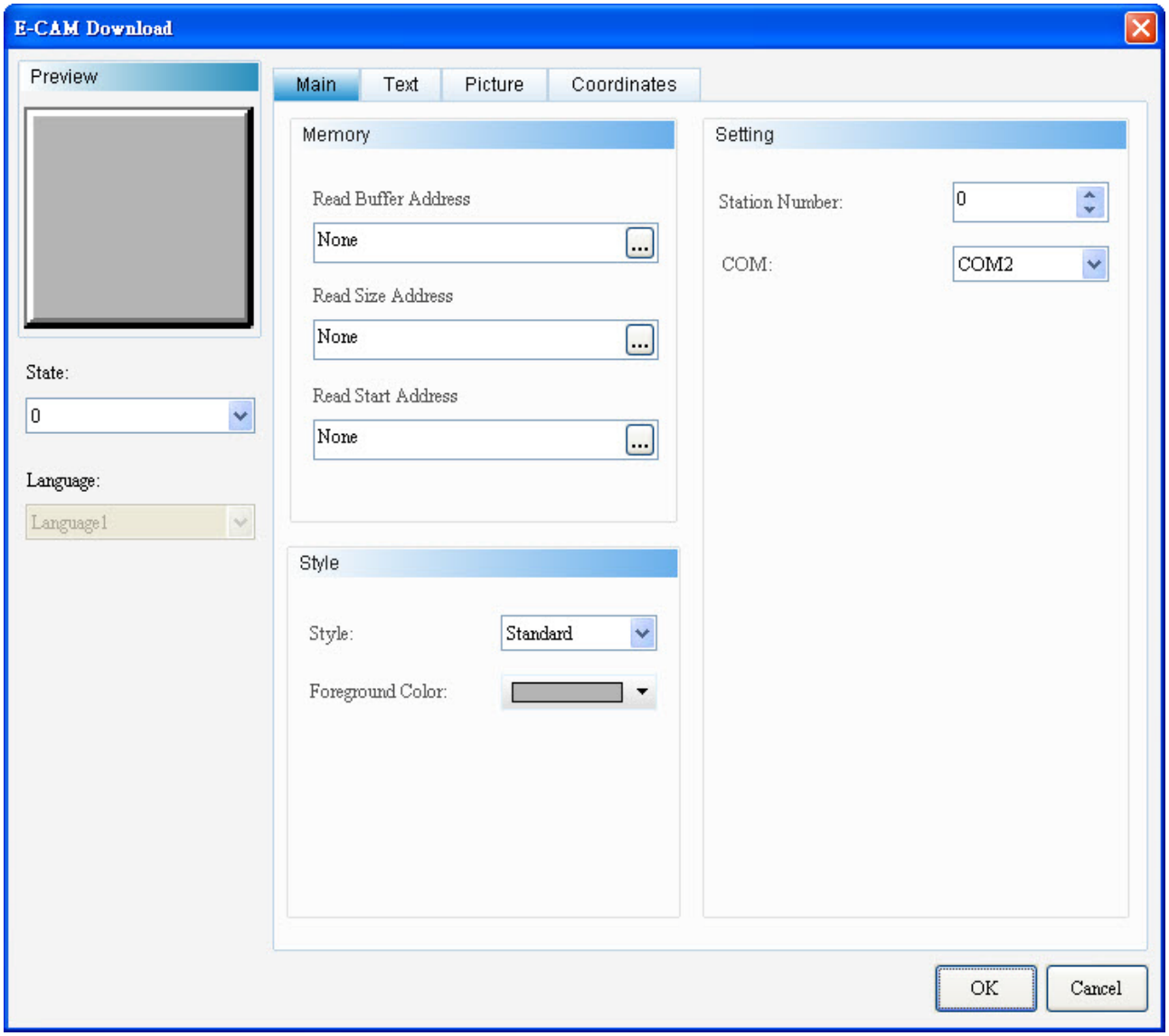


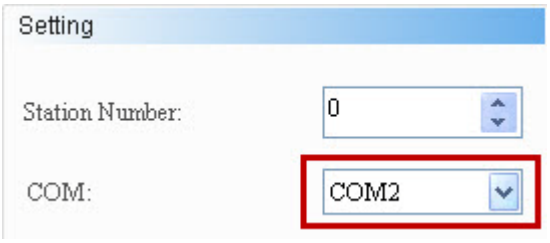
Figure 27-1-4-2 E-CAM Download Button Element General Properties Page

The data of Read Buffer Address, Read Size Address and Read Start Address these three addresses should be the same as the addresses of E-CAM macros or E-CAM Cubic Curve Element (Manually Table Filling Creation Element). Please refer to the following table:

E-CAM Curve Element	E-CAM Macro	E-CAM Cubic Curve Element
Read Buffer Address	Var4	Read Buffer Address
Read Size Address	Var5	Read Size Address
Read Start Address	Var1	Read Start Address

The Station Number is used to configure the station number of ASDA-A2 servo drive. The COM port is used to configure the COM port for the communication between HMI and ASDA-A2 servo drive.

Before using E-CAM download button, please configure and complete the associated communication parameters first. Please note that the connected COM port between HMI and ASDA-A2 servo drive must be the same as the COM port in the DOPSoft communication setting properties page. For example, if the connected COM port is COM2, the COM port in the DOPSoft communication setting properties page must be selected as COM2 as well.



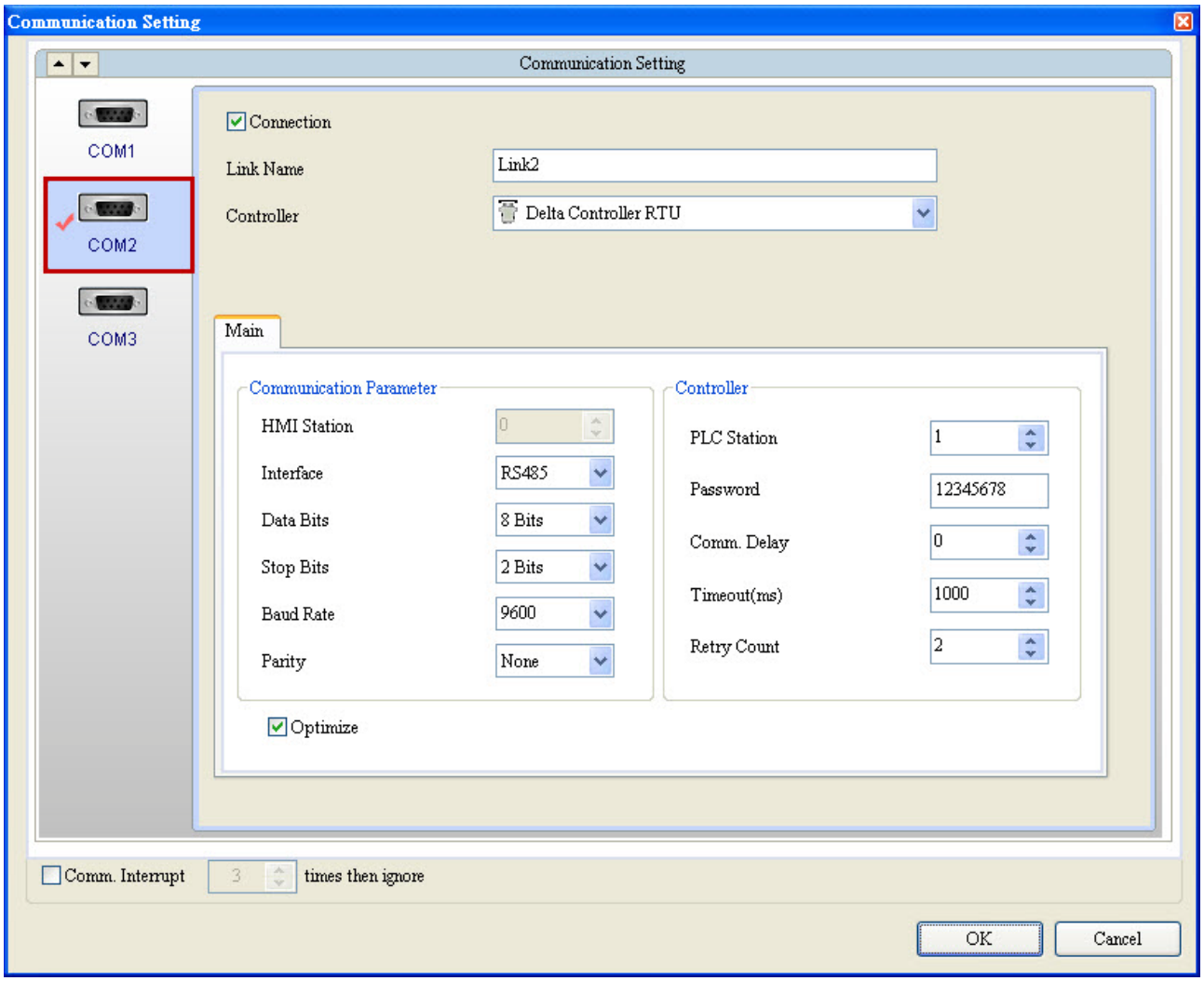


Figure 27-1-4-3 Communication Setting Properties Page of E-CAM Download Button Element

27-1-5 E-CAM Cubic Curve Creation (Manually Table Filling Creation)

DOPSoft provides the function of E-CAM Cubic Curve Creation and allows the users to create an E-CAM cubic curve manually. This is a very useful tool to make an E-Cam cubic curve quickly. However, when using this function to create an E-CAM curve, the E-CAM cubic curve data (*.ecm) cannot be saved in the DOPSoft. The external storage device such as SD card or USB disk is required for saving the E-CAM cubic curve data.

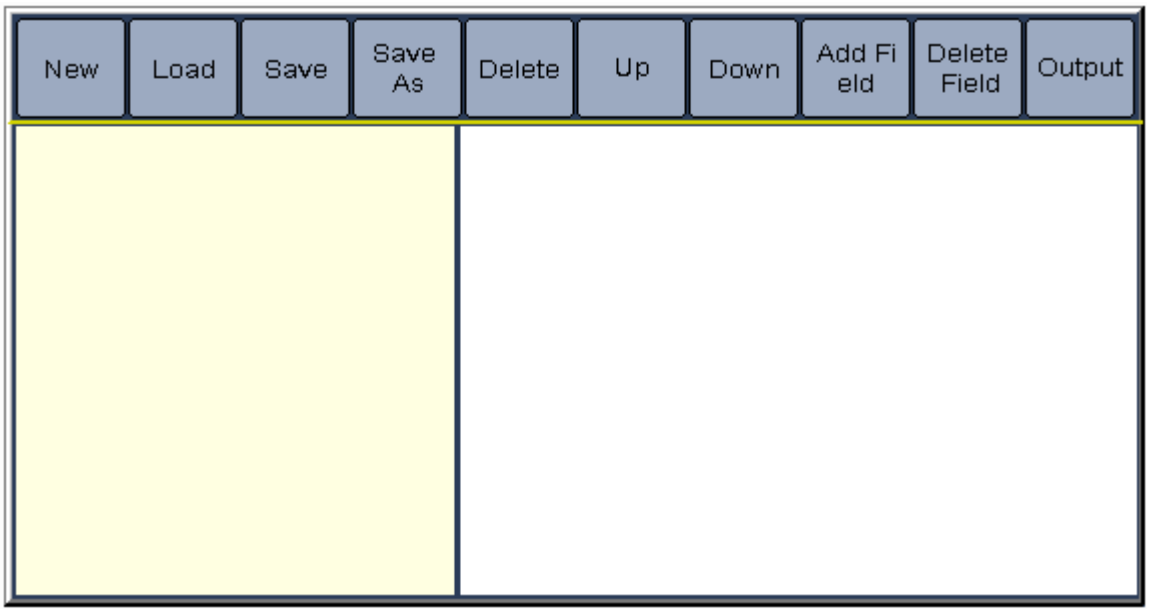


Figure 27-1-5-1 E-CAM Cubic Curve Creation Element

Double-click the E-CAM Cubic Curve Creation Element item to call out the following Element Properties page. There are three addresses needed to be set: Read Buffer Address, Read Size Address and Read Start Address.

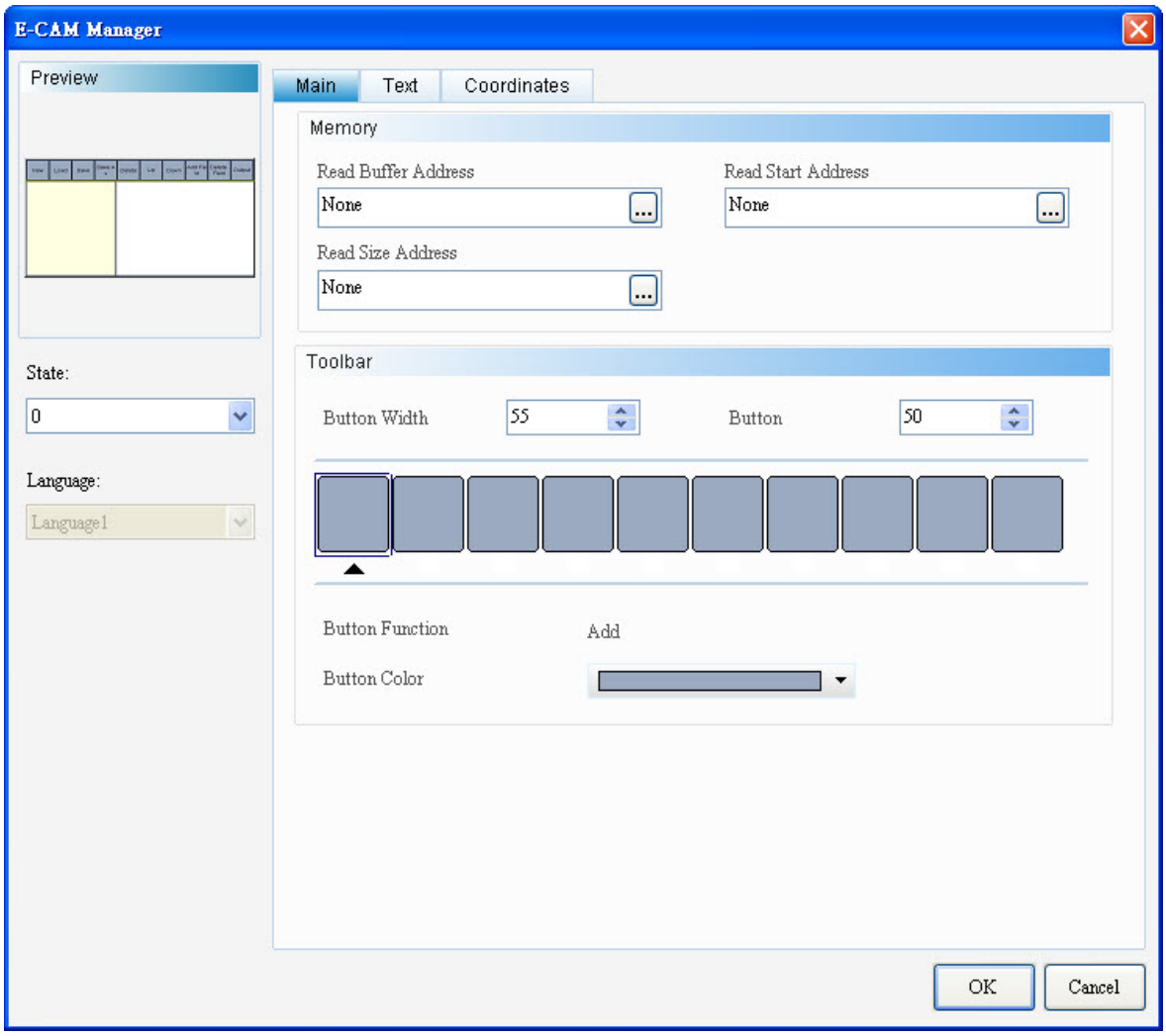


Figure 27-1-5-2 E-CAM Cubic Curve Creation Element General Properties Page

No.	Property	Function
(1)	File Management Button	New: Add a new file Load: Load a file Save: Save a file Save As: Save a file as a new file Delete: Delete a file
(2)	Curve Editing Button	Up: Move column up Down: Move column down Add Filed: Add a column Delete Filed: Delete a column Output: Output the curve
(3)	File Manager	
(4)	Curve Editing Area	

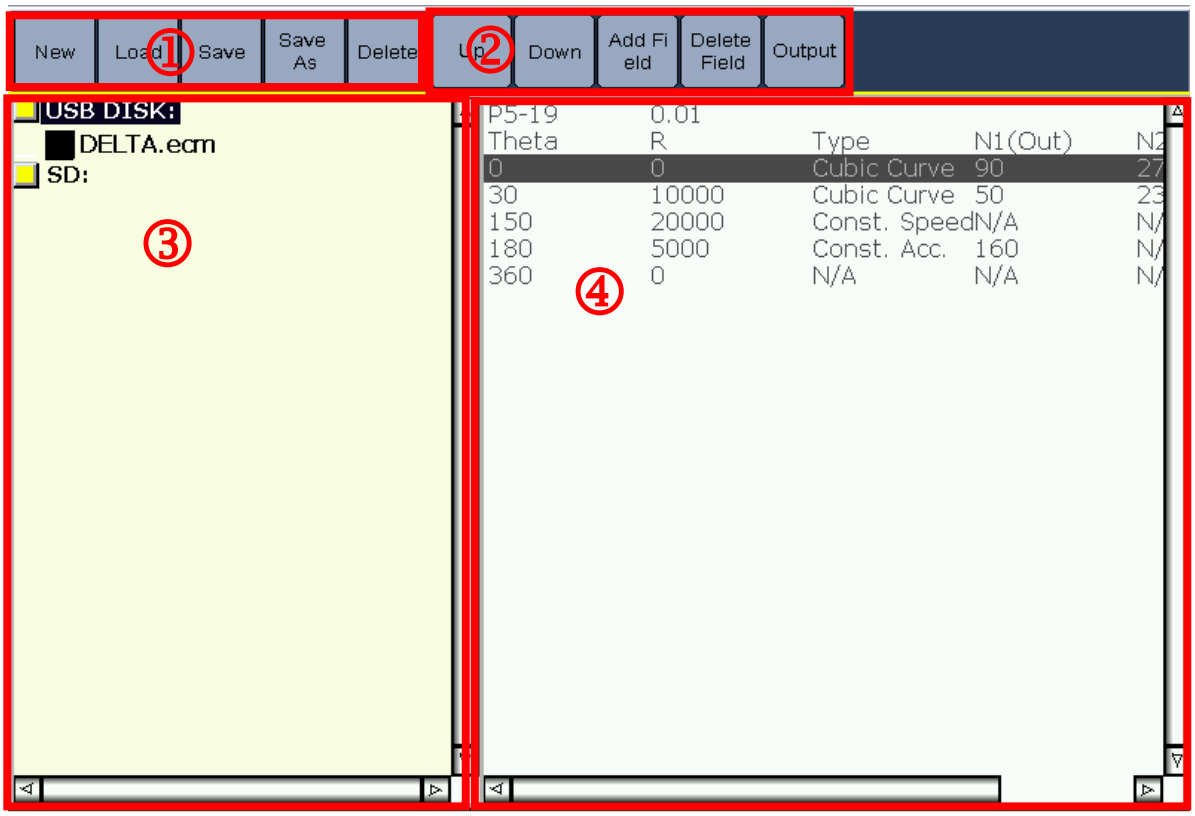


Figure 27-1-5-3 E-CAM Cubic Curve Creation Element Function Page

Example:

1. Create an E-CAM cubic curve creation element on Screen 1 and set the relevant parameters as follows:

E-CAM Cubic Curve Creation Element	Address
Read Buffer Address	$400
Read Size Address	$300
Read Start Address	$10000

2. Add a Screen 2.

3. Create an E-CAM curve element on Screen 2 and set the relevant parameters as follows:

E-CAM Curve Element	Address
Read Buffer Address	$400
Read Size Address	$300
Read Start Address	$10000

4. Create an E-CAM simulator element on Screen 2 and set the relevant parameters as follows:

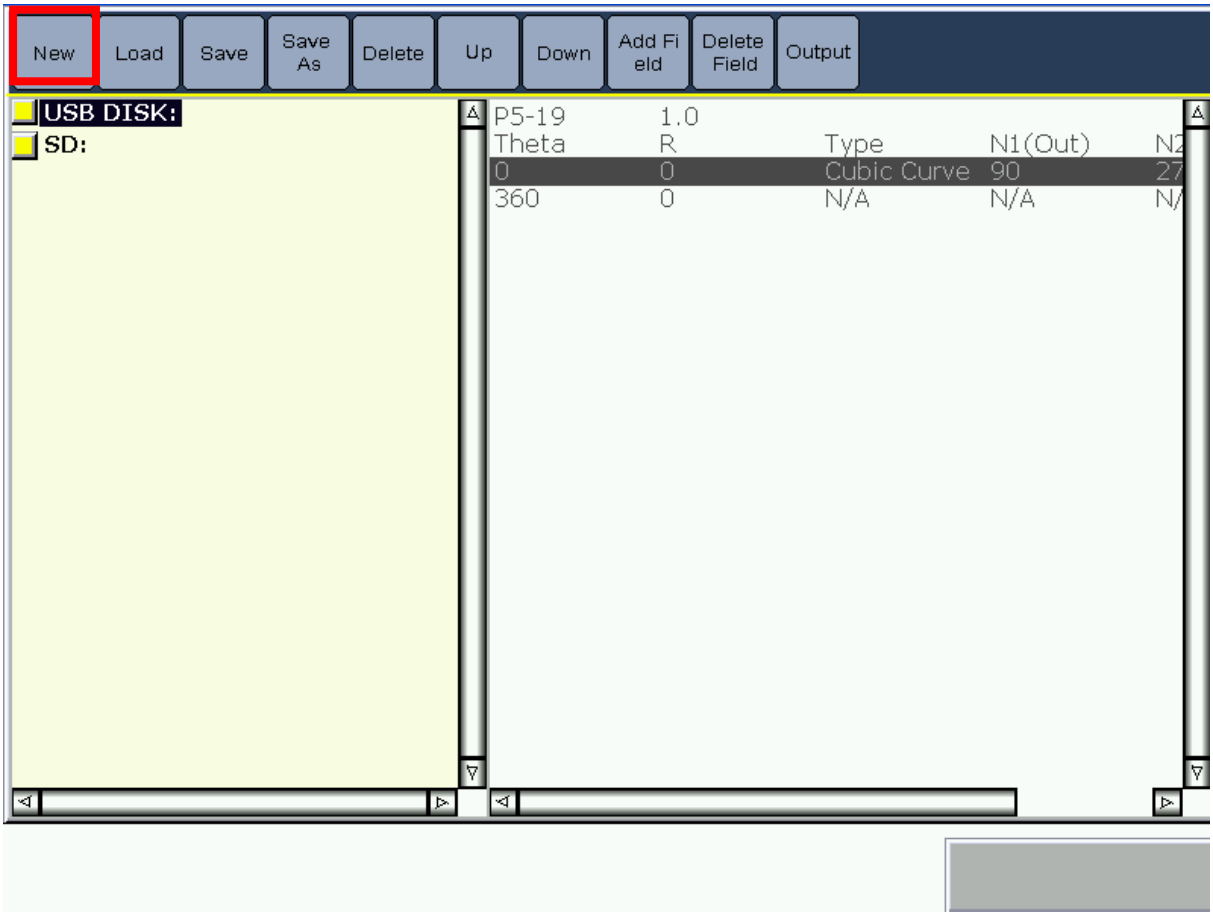
E-CAM Simulator Element	**Address**
Read Buffer Address	$400
Read Size Address	$300
Read Start Address	$10000

5. Create a Goto Screen button on Screen 2. Setting its function is to switch to Screen 1.

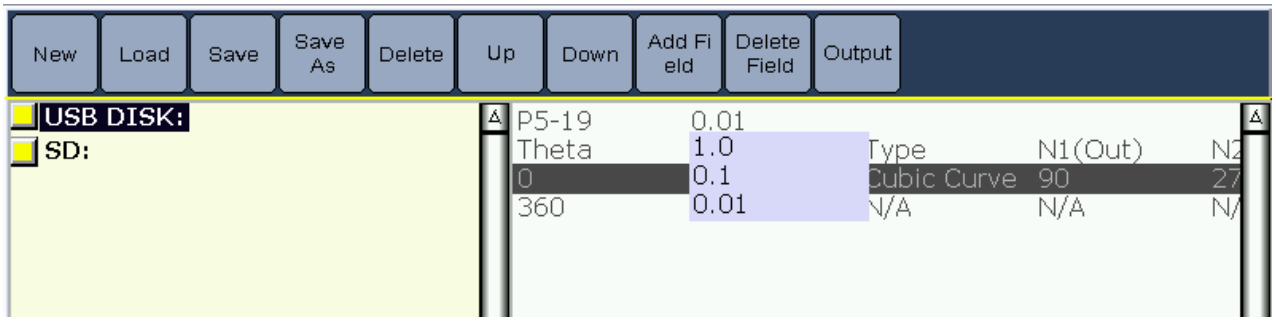
6. Create a Goto Screen button on Screen 1. Setting its function is to switch to Screen 2.

7. Download the screen to HMI. Then, connect a SD card or USB disk to the HMI. In this example, a USB disk is connected.

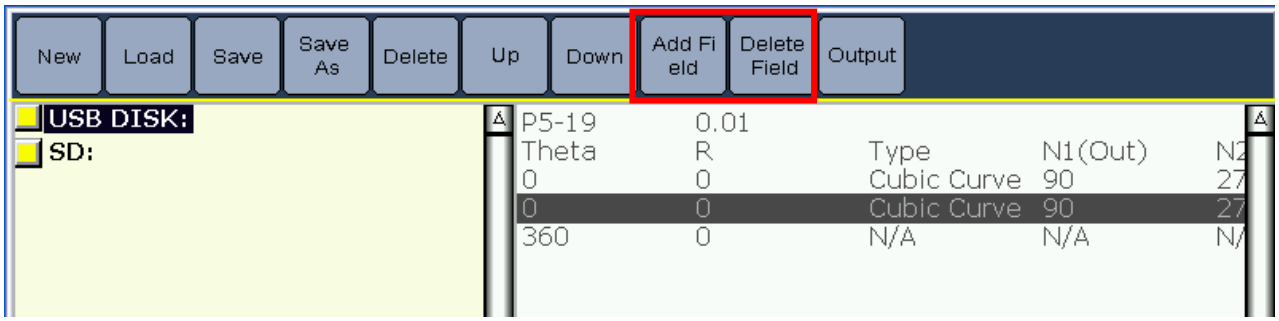
8. Press the E-CAM element to open the element function page and press “New” to create a new file.



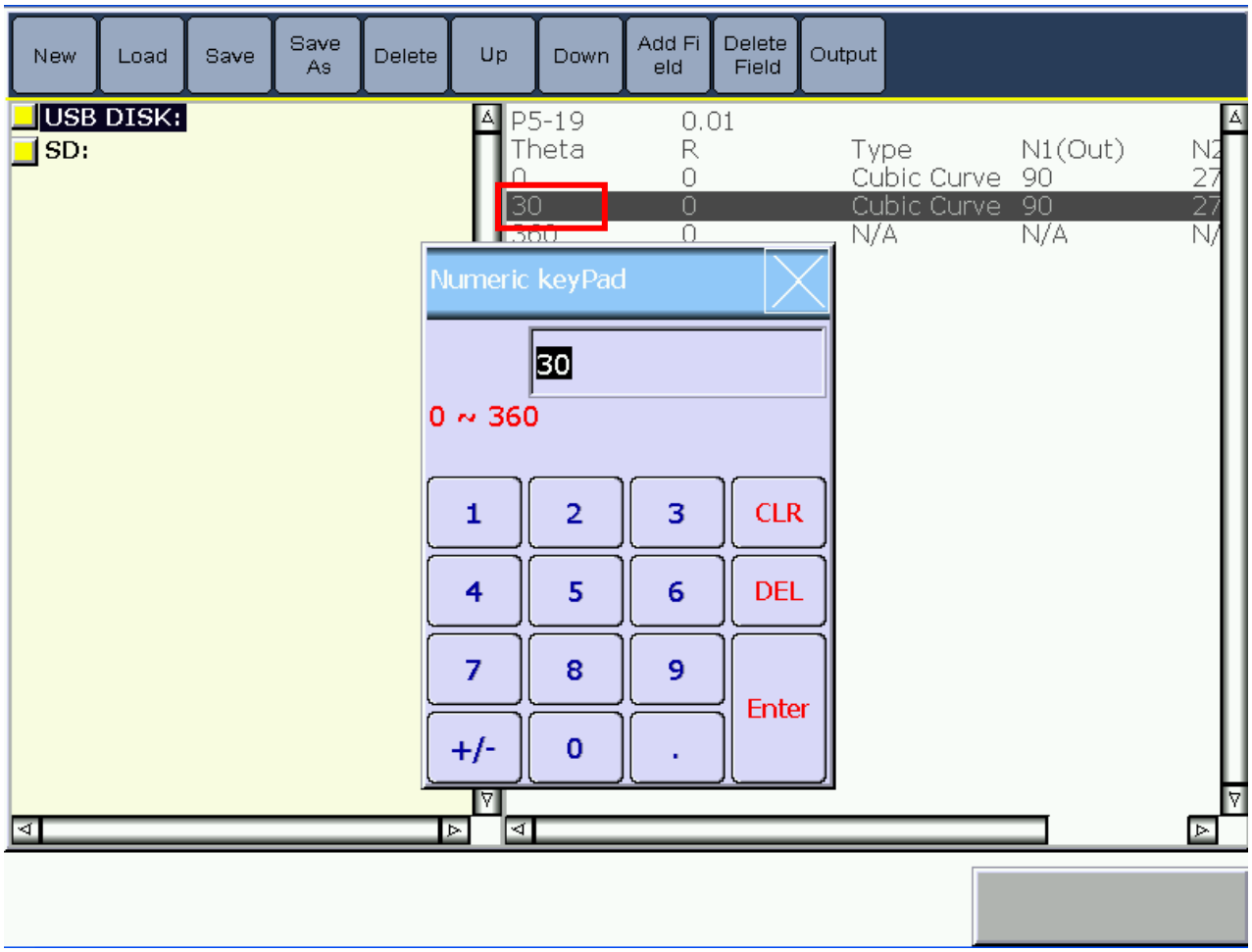
9. Select parameter P5-19 to set the E-Cam cubic curve scaling.



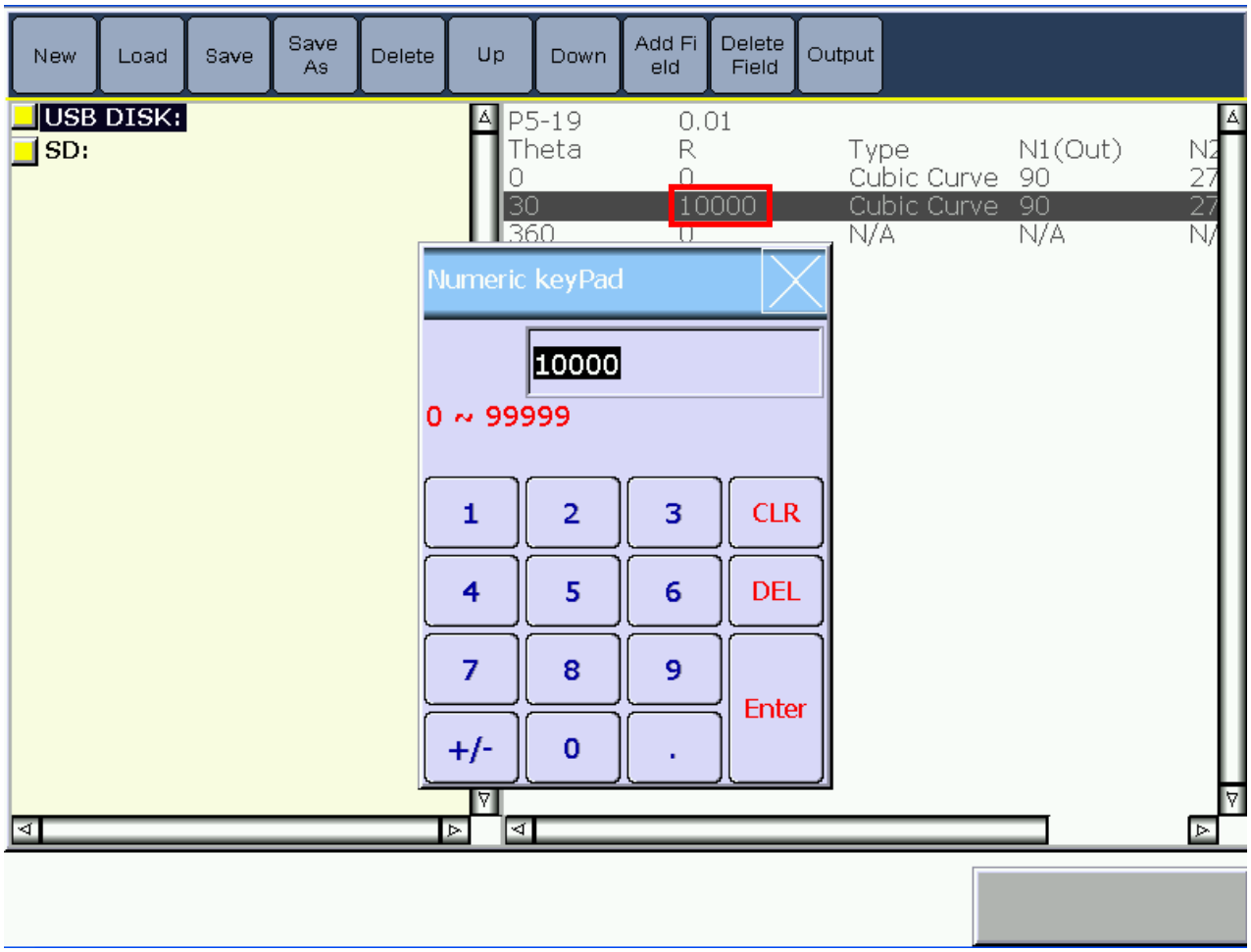
10. Use “Add Field” or “Delete Field” to add or delete a column of the data.



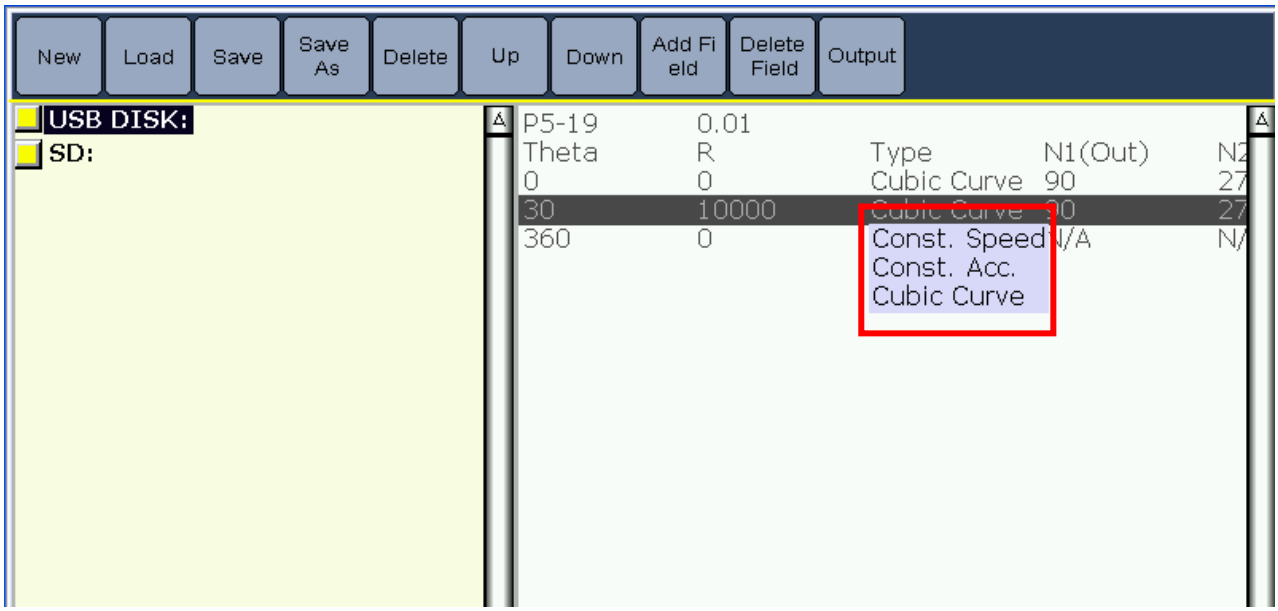
11. The degree of E-CAM curve can be set in the column of Theta.



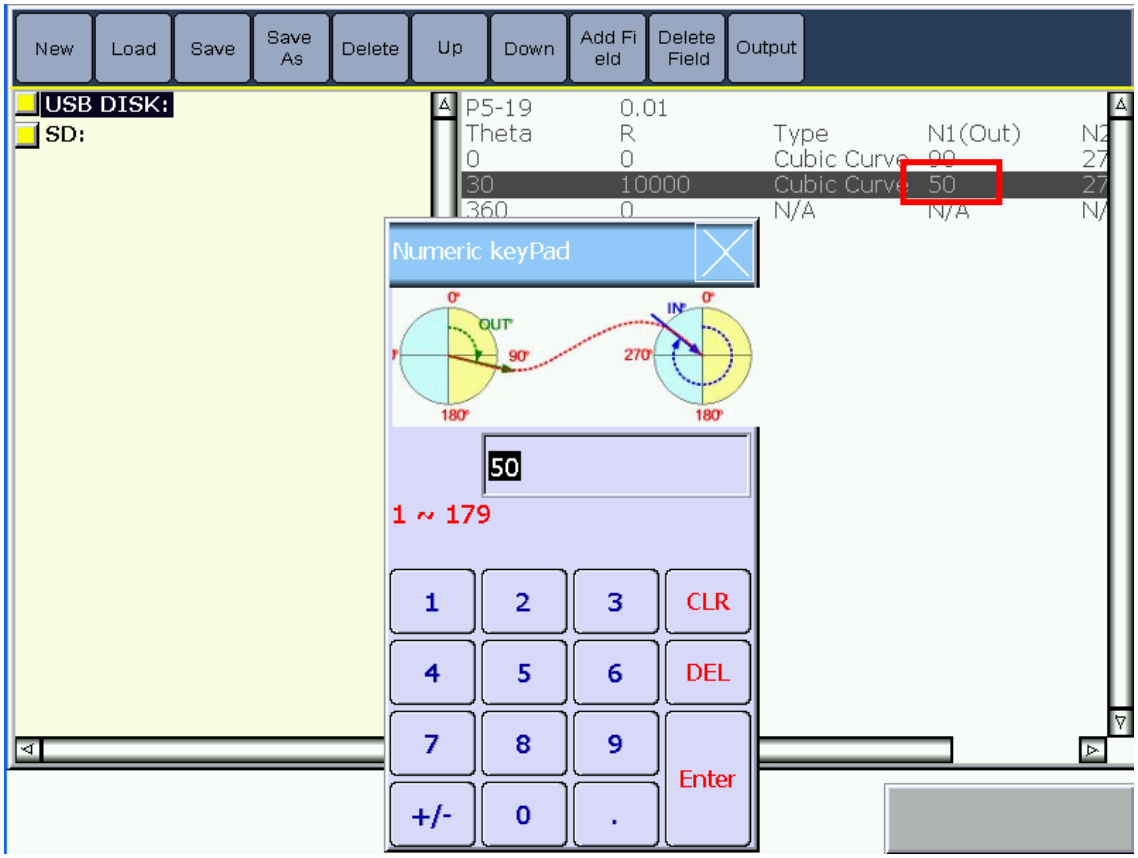
12. The position of E-CAM curve can be set in the column of R.

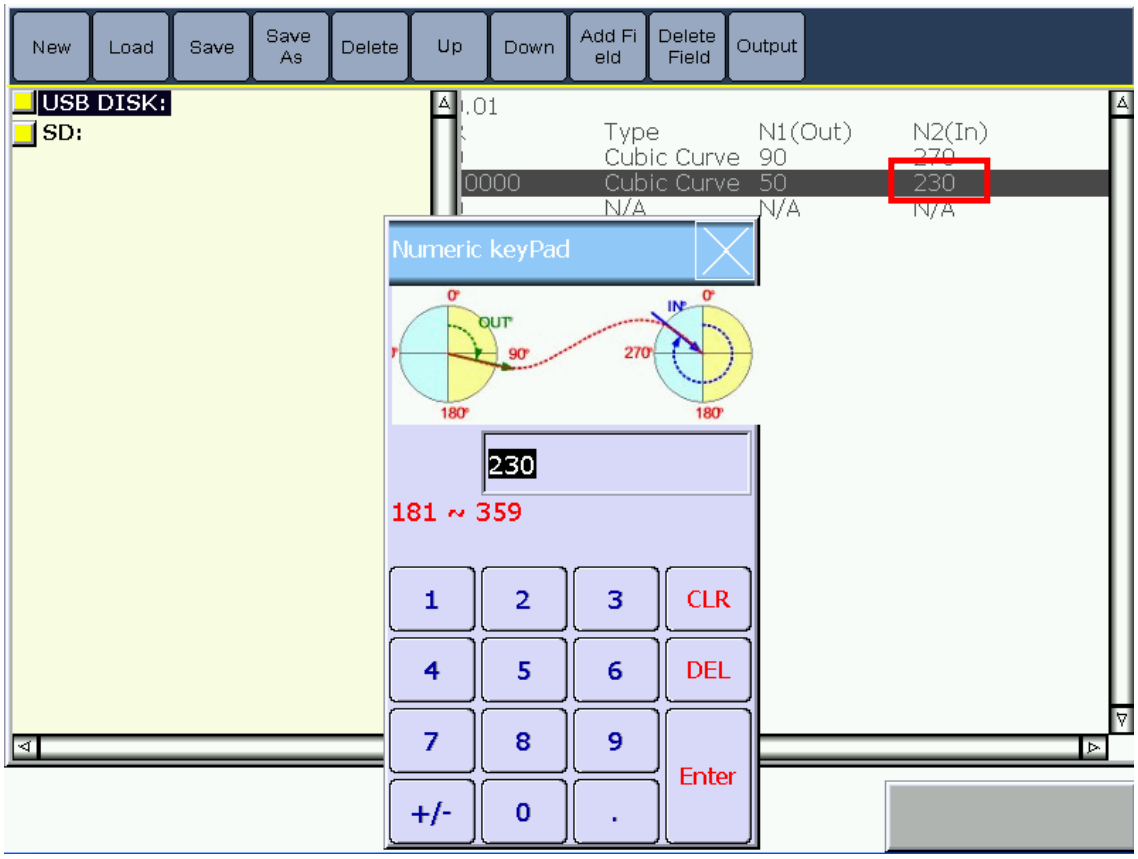


13. In the column of Type, there are three types of E-CAM cubic curve: Const. Speed, Const. Acc. and Cubic Curve for selection.

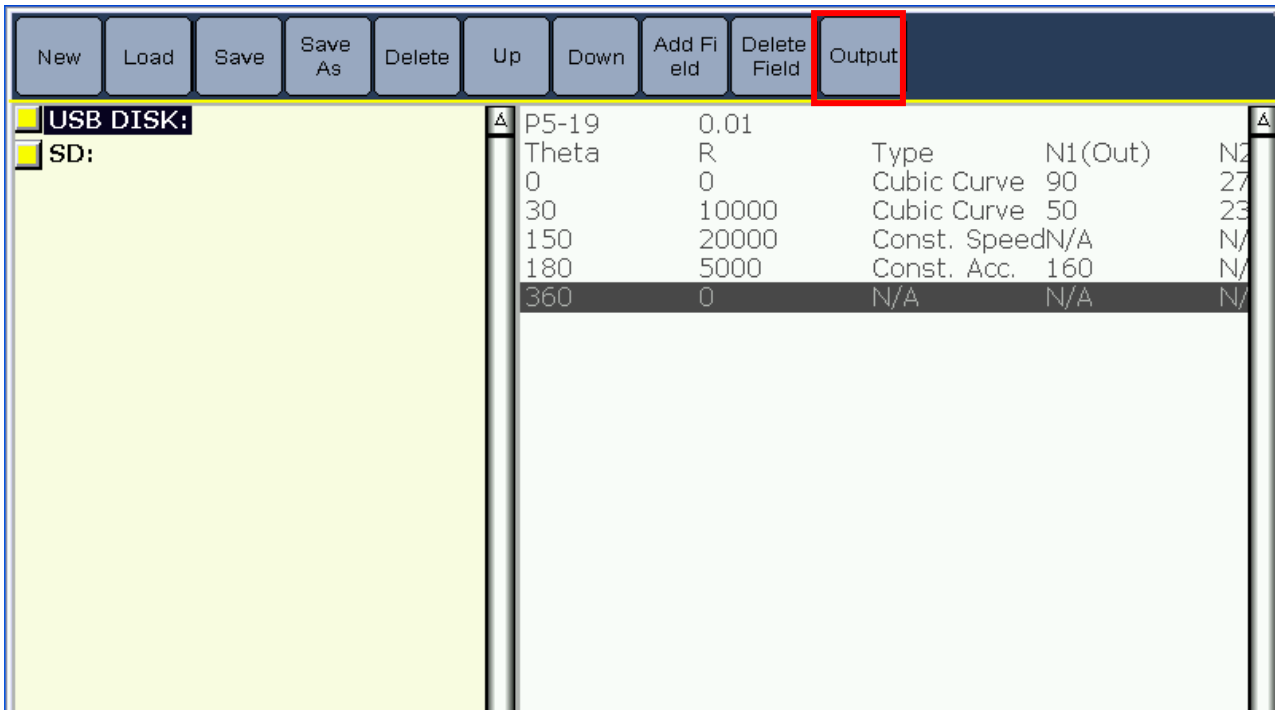


14. If Const. Acc. is selected, the degree N1(start degree) is required and must be set. If Cubic Curve is selected, the degree N1 (start degree) and the degree N2 (end degree) are required and must be set.

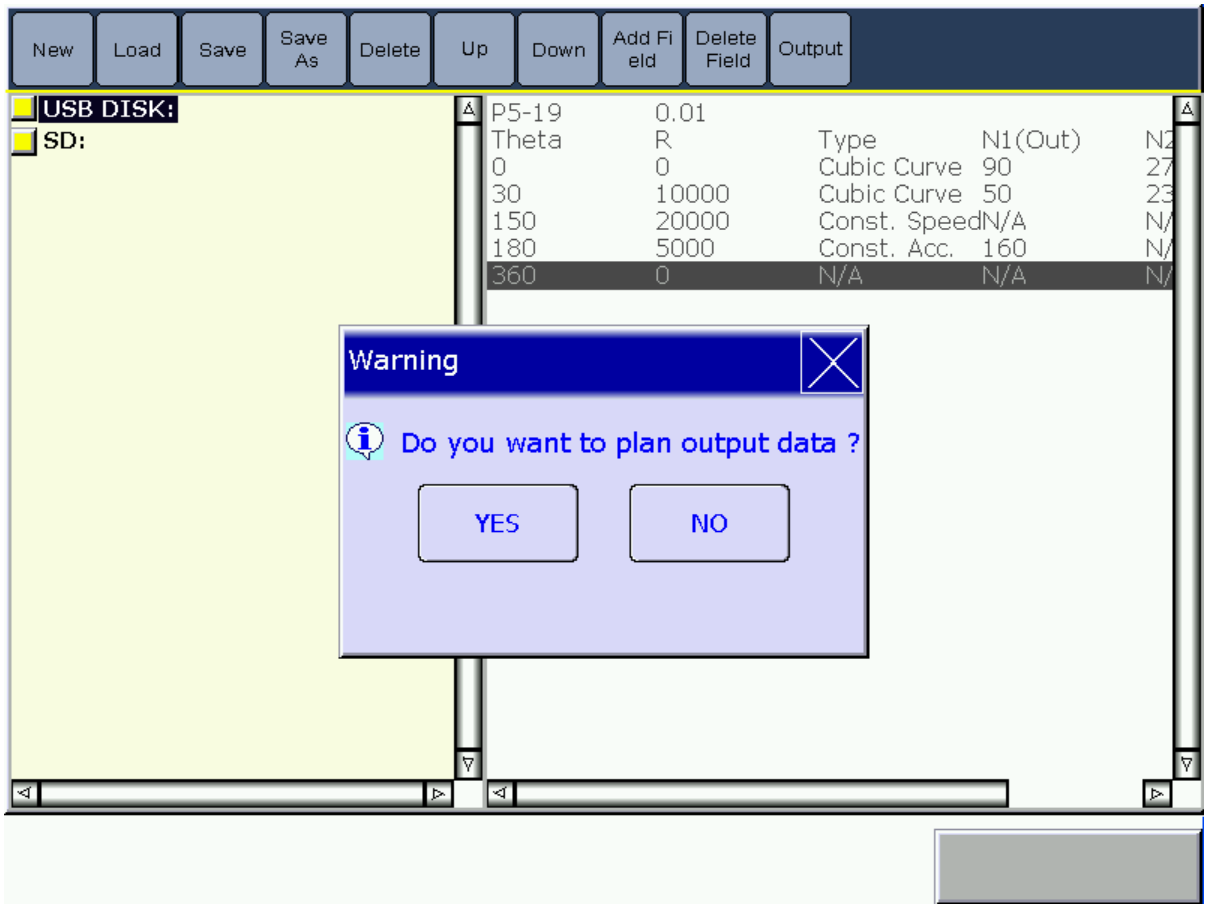


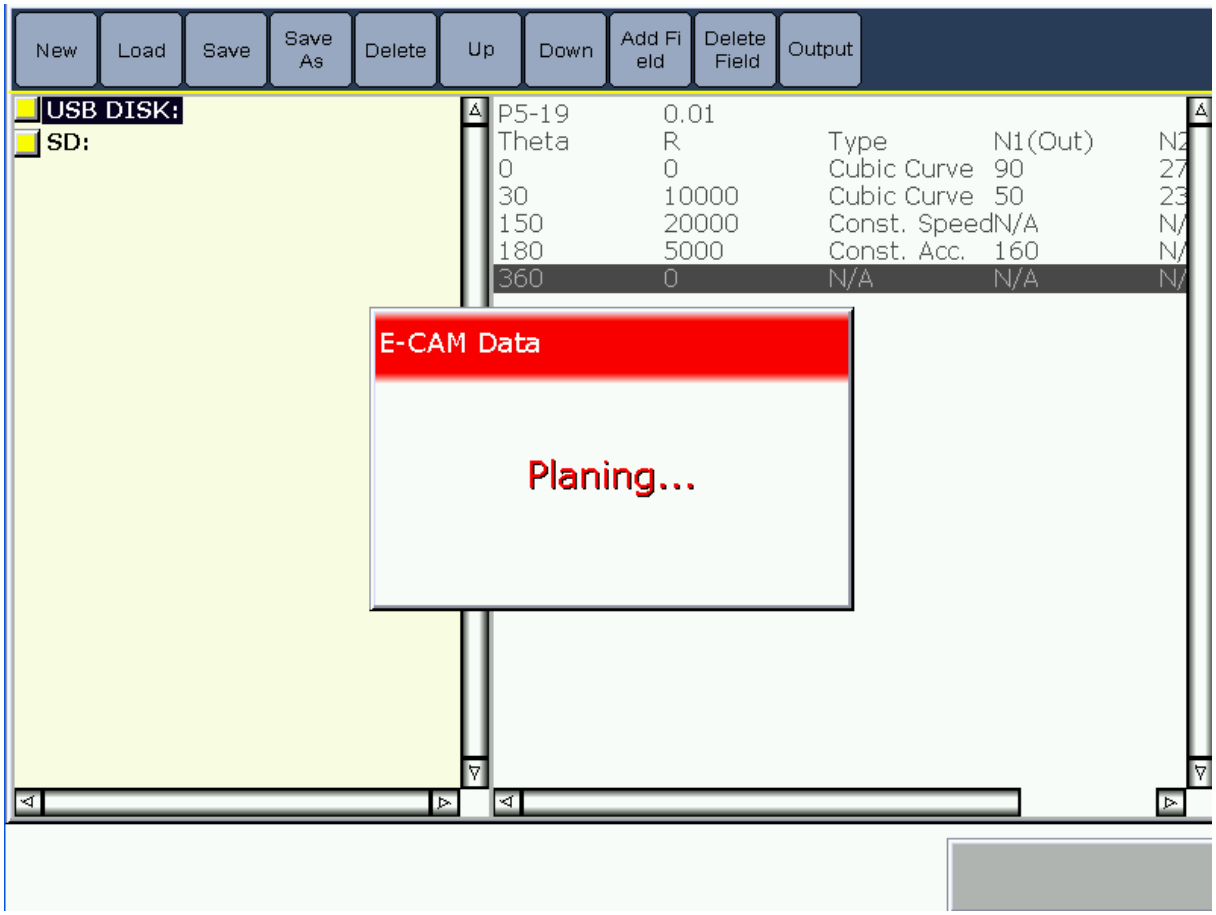


15. Complete the necessary parameters and settings according to the required conditions, and then press Output button.

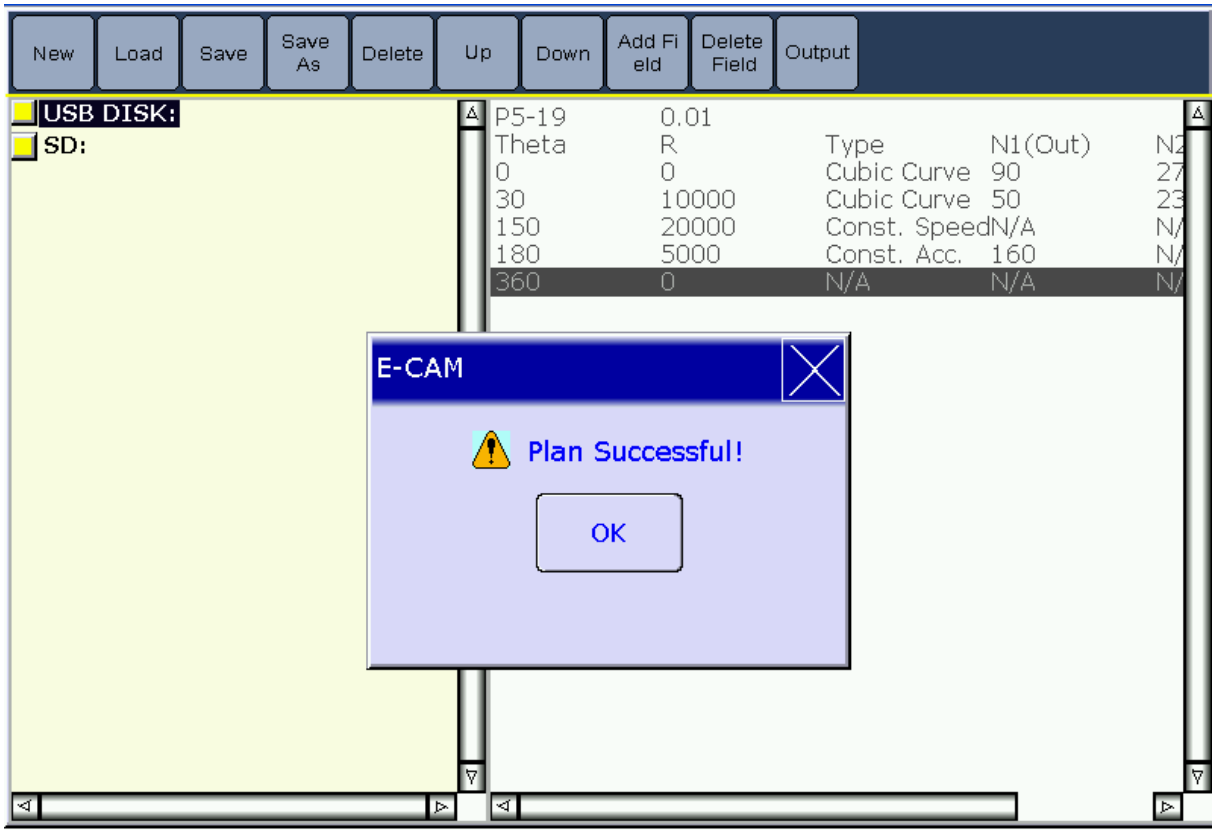


16. The HMI will ask if the users want to output the data or not. After pressing YES, the system will start to output the data and plan an E-CAM cubic curve.

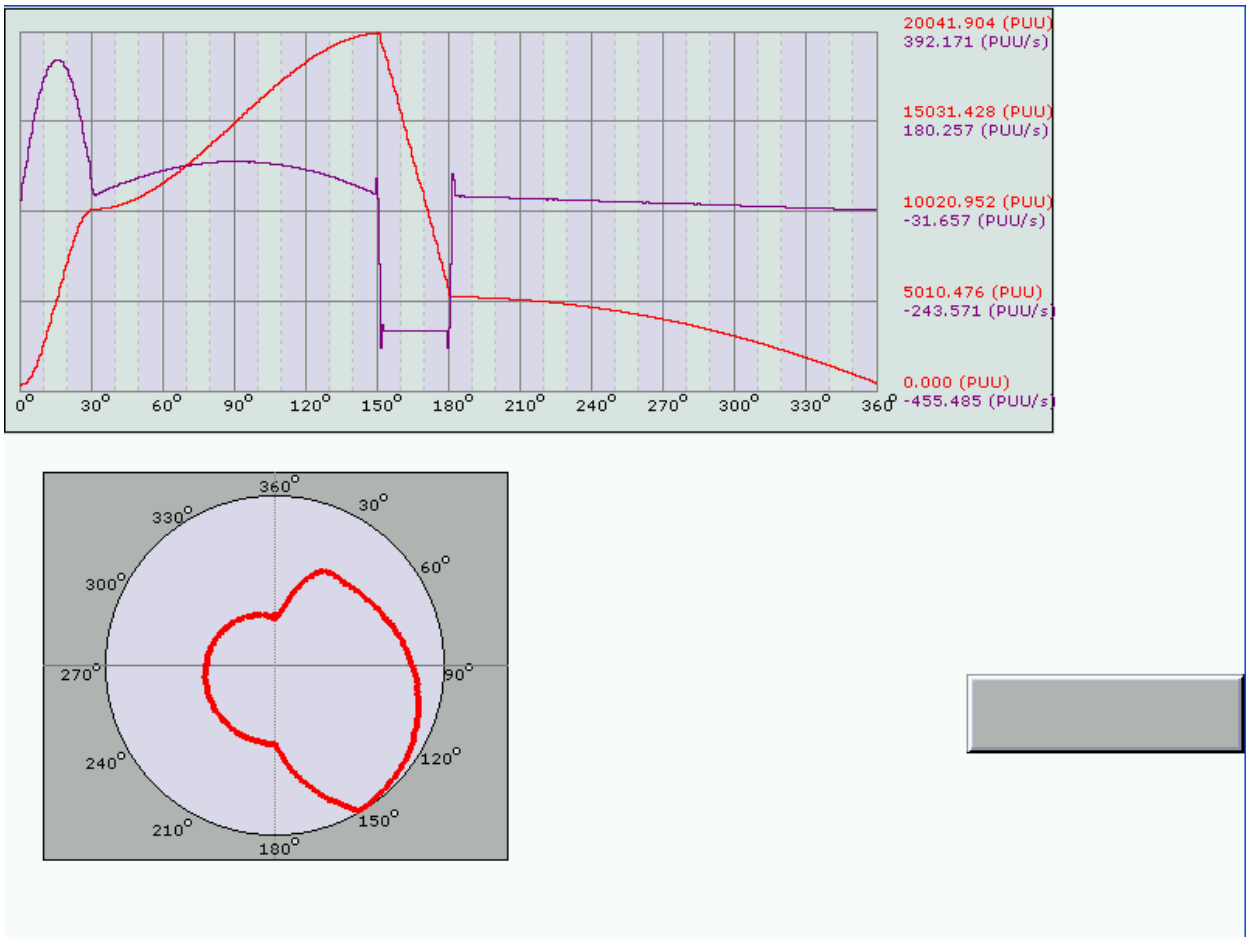




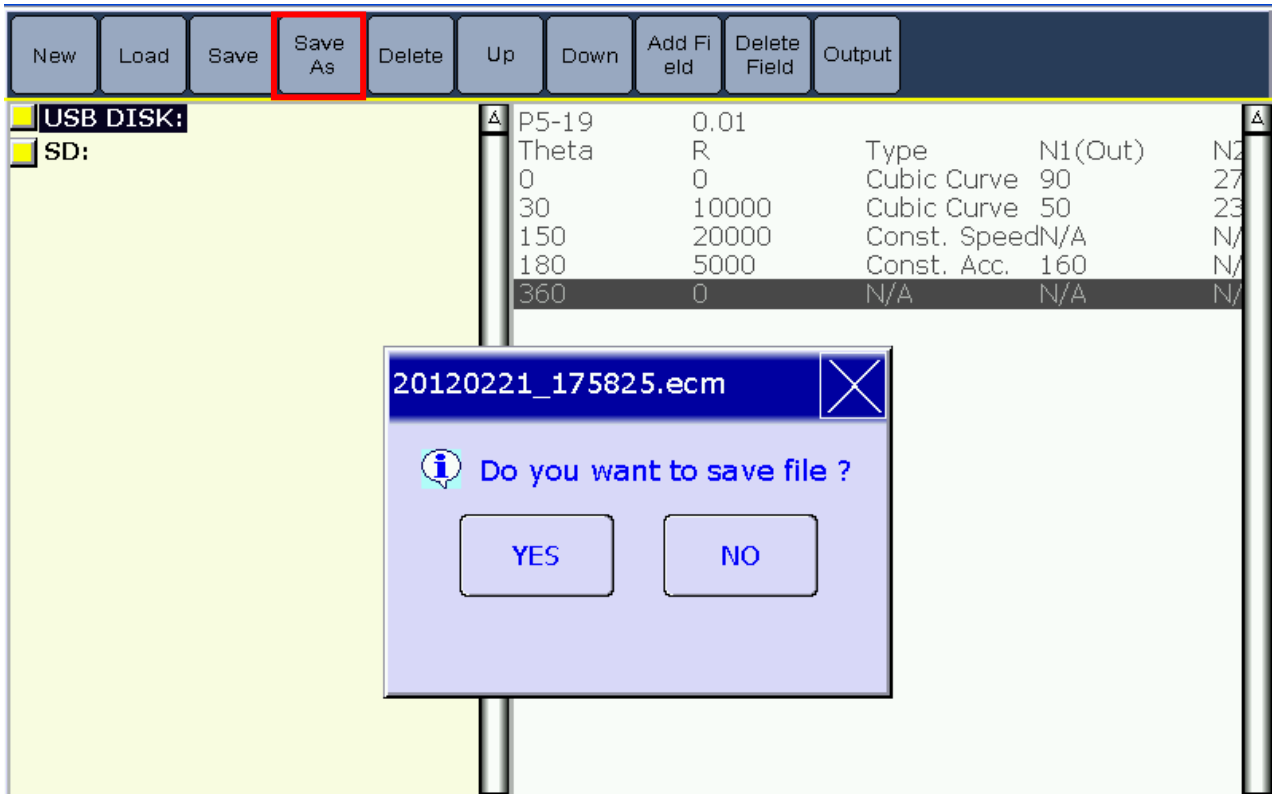
17. After all the data has been output and calculated, a successful message will appear on the screen.



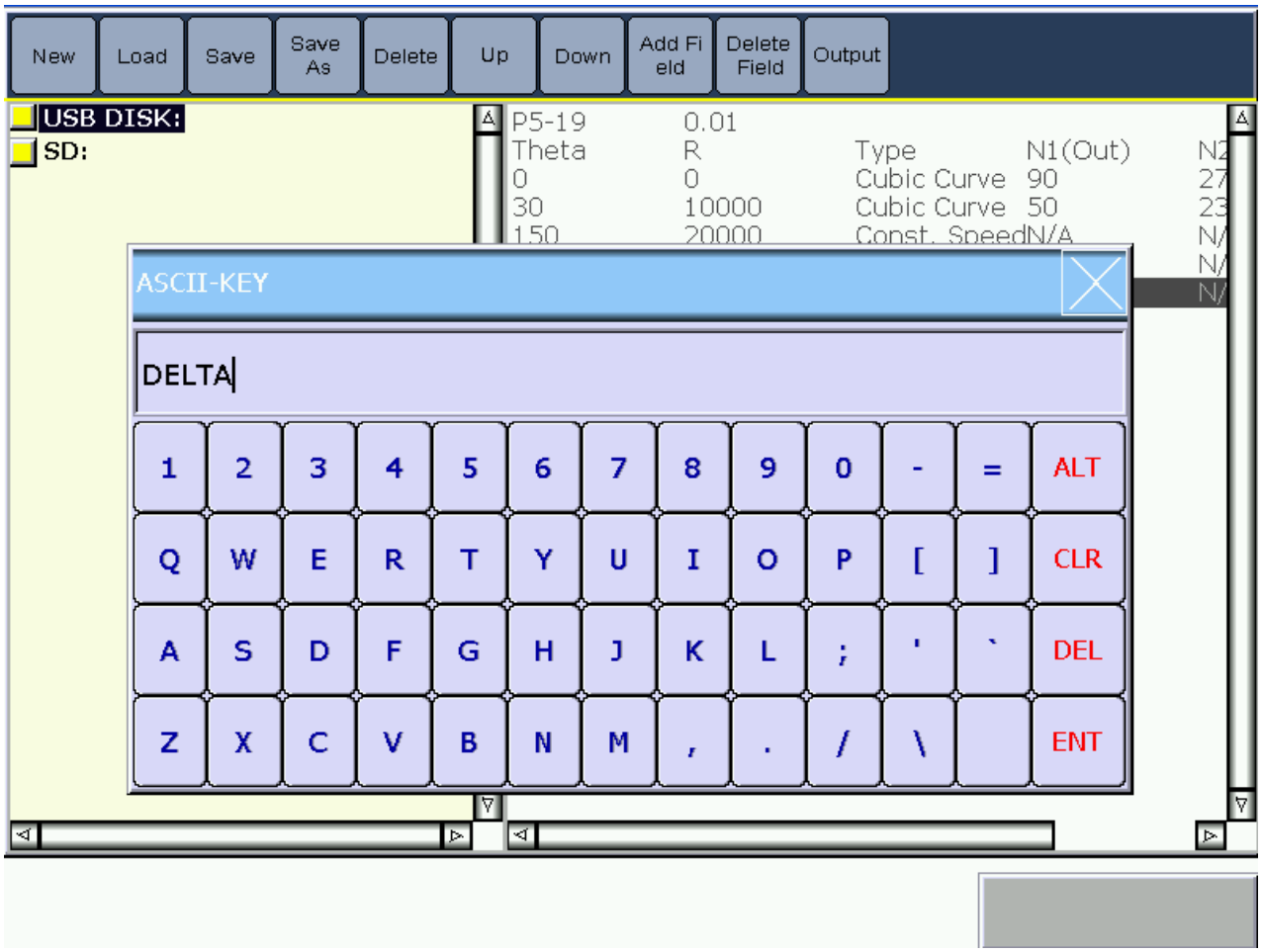
18. Press the Goto button and press the E-CAM curve element and E-CAM simulator element to display the generated E-CAM curve.

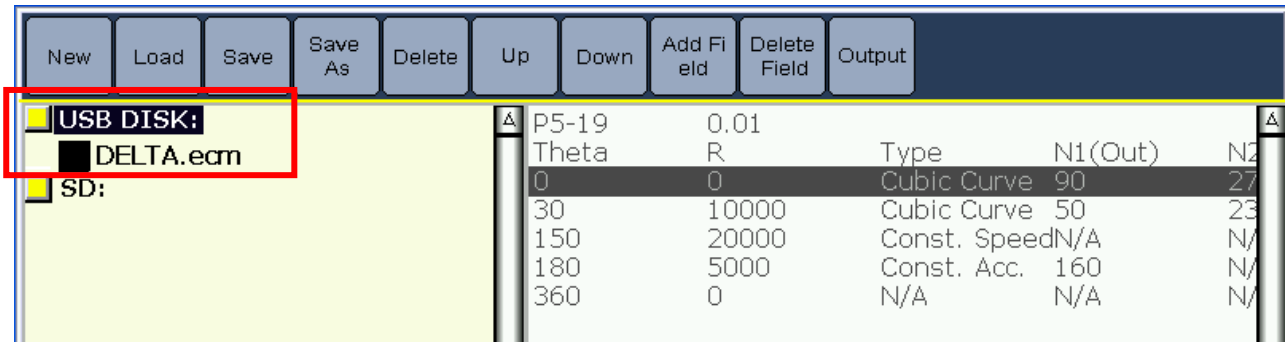


19. If there is no problem, go to previous page and press “Save As” to save the file.



The users can use the system default file name or define the file name by themselves. When saving the file, it is no need to input the extension file name. The HMI will add the extension file name, i.e. DELTA.ecm automatically after the file is saved.





27-2 Using Macro to Create an E-CAM Curve

DOPSoft also provides E-CAM marco function for creating an E-CAM curve. Please refer to the descriptions in the following section.

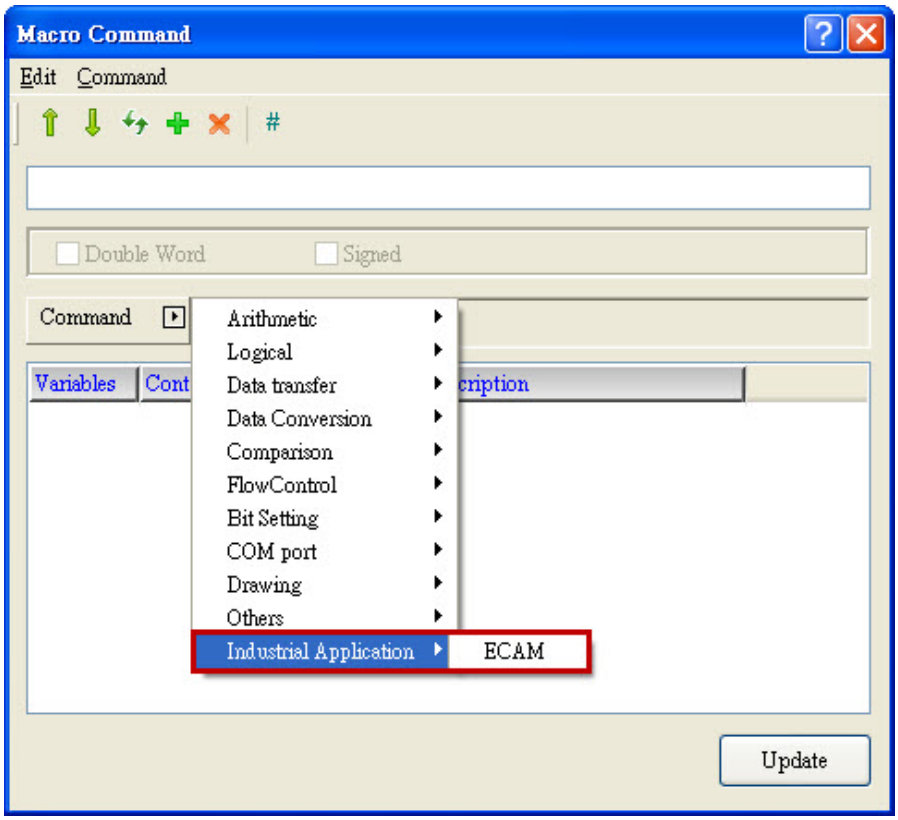


Figure 27-2-1 E-CAM Macro

■ **ECAM (E-CAM Curve Creation)**

Expression	What Variables Represent		NOTE
Var1 = ECAM(Var2, Var3, Var4, Var5) (DW)	Var 1	Returned result	DW：Double Word
	Var 2	Address of E-CAM curve algorithm mode	
	Var 3	Starting address of E-CAM parameter input	
	Var 4	Starting address of E-CAM curve output	
	Var 5	Address of E-CAM curve output length	

Memory Usage			
Variable	**Internal Memory**	**PLC Register**	**Constant**
Var 1	◎		
Var 2			◎
Var 3	◎		
Var 4	◎		
Var 5	◎		

Explanation of ECAM

Var1: Returned result

After each E-CAM curve calculation is complete, the value contained within Var1 will be accumulated one by x1234000.

During each E-CAM curve calculation, the value contained within Var1 will be cleared to 0.

If an E-CAM curve cannot be calculated, an error will occur and an error code will be sent back to the system. For the meaning of the error codes, please refer to the following table.

Error Code	Error Reason
0	No error
1	E-CAM table type error
2	Command type error
3	Input parameter error
4	Divisions for one curve exceeds the maximum number
5	Space in the data array is insufficient (ASDA-A2 series provides 800DW)
6	Input degree exceeds the allowable range. Please reduce the degree of zero speed zone or S-Curve area.
7	Cut ratio exceeds the recommended range. Please enter the recommended cut length (L) or speed compensation ratio
8	Speed compensation value exceeds the specified range
9	Electronic gear ratio exceeds the specified range
10	Product printing range is larger than the circumference of printing roller
11	Initial speed is less than 0
12	Time procedure is in error
13	Value of cutter diameter is too small
14	Operation of cutter may be in error.

Var2: Selection of E-CAM curve creation method

Using this address to select E-CAM curve creation method.

Input Value	E-CAM Curve Creation Method
1	Rotary Shear – Adjustable Sealing Zone
2	Indirect Printing
3	Rotary Shear – cos Compensation

Var3: Starting address of E-CAM parameter input

For different E-CAM curve creation method, the parameters are also different. Var3 is used to set the starting address of E-CAM parameter input. Please refer to the table below for required input addresses and parameters.

E-CAM Curve Creation Method	Input Address	Parameters
Rotary Shear – Adjustable Sealing Zone	n	E-Cam Area Number P5_82_MIN ~ P5_82_MAX
	n+2	Deceleration Ratio: Numerator (nGA)
	n+4	Deceleration Ratio: Denominator (nGB)
	n+6	Knife Number (nKnife)
	n+8	Cut Diameter (d1) Units: mm x 100
	n+10	Cut Length (L) Units: mm x 100
	n+12	Speed Compensation (dVcp) -50.00% ~ 50.00% x 100
	n+14	Angle of Acceleration Area (ns2) Units: degree
	n+16	Angle of Sealing Zone (ns3) Units: degree
	n+18	Angle of S-Curve Area (nsS) Units: degree
	n+20	Electronic Gear Ratio: Numerator (P1-44)
	n+22	Electronic Gear Ratio: Denominator (P1-45)
Indirect Printing	n	E-Cam Area Number P5_82_MIN ~ P5_82_MAX
	n+2	Deceleration Ratio: Numerator (nGA)
	n+4	Deceleration Ratio: Denominator (nGB)
	n+6	Printing Range (dPL) Units: mm x 100
	n+8	Blank Range (dBL) Units: mm x 100
	n+10	Roller Diameter of Slave Axis (dd1) Units: mm x 100
	n+12	Roller Diameter of Master Axis (dd2) Units: mm x 100
	n+14	Degree of Waiting Area (Deg1) Units: degree
	n+16	Angle of S-Curve Area (DegS) Units: degree
	n+18	Increasing Angle of Sealing Zone Area (DegA) Units: degree
	n+20	Electronic Gear Ratio: Numerator (P1-44)
	n+22	Electronic Gear Ratio: Denominator (P1-45)
Rotary Shear – cos Compensation	n	E-Cam Area Number P5_82_MIN ~ P5_82_MAX
	n+2	Deceleration Ratio: Numerator (nGA)
	n+4	Number of Cutter
	n+6	Cut Diameter (mm) x 100
	n+8	Product Cut Length (mm) x 100
	n+10	Speed Compensation (Master Axis) Units: %
	n+12	Lead Constant Speed Area Units: Count Number
	n+14	Cut Thickness D(mm) x 100
	n+16	Cut Height H(mm) x 100
	n+18	Electronic Gear Ratio: Numerator (P1-44)
	n+20	Electronic Gear Ratio: Denominator (P1-45)
	n+22	Speed Ratio (Conveyer 2 : Conveyer 1)
	n+24	S (Curve Level): 1 ~ 4 levels

Var4: Starting address of E-CAM curve output

Output the calculated E-CAM curve to the address which starts from Var4. Output length refers to Var5.

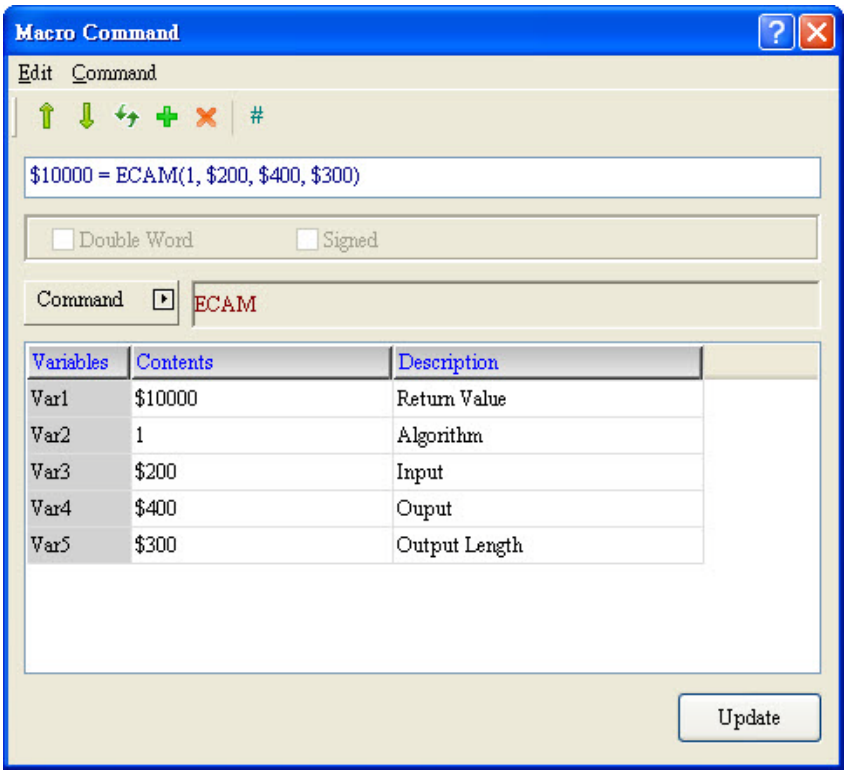
Var5: Address of E-CAM curve output length

Var5 represents total output length of calculated E-CAM curve. If output length is 100, it will occupy 200 addresses in Word. (E-CAM related function uses Double Word format)

NOTE:
When using E-CAM related functions, it needs to pay attention if the address is overlapped or not. ASDA-A2 E-CAM curve provides up to 721 items for one single E-Cam curve. It indicates that up to 1442 Word will be occupied by E-CAM curve. Therefore, if Var4 (Starting address of E-CAM curve output) is set to $0, it is recommended to reserve $0~$1441 for E-CAM curve data.

Example:

1. Create a Maintained button which address is set to $0.0 and create an ON macro command as shown as: **$10000 = ECAM(1, $200, $400, $300)**



Var2=1. It indicates that this macro command calculate the E-CAM curve for Rotary Shear – Adjustable Sealing Zone.

The parameters required by this macro command starts from address $200. 12 Double Word (24 Word) are used. The memory addresses can be used are $200 ~ $223.

$200	E-Cam Area Number P5_82_MIN ~ P5_82_MAX
$202	Deceleration Ratio: Numerator (nGA)
$204	Deceleration Ratio: Denominator (nGB)
$206	Knife Number (nKnife)
$208	Cut Diameter (d1) Units: mm x 100
$210	Cut Length (L) Units: mm x 100
$212	Speed Compensation (dVcp) -50.00% ~ 50.00% x 100
$214	Angle of Acceleration Area (ns2) Units: degree
$216	Angle of Sealing Zone (ns3) Units: degree
$218	Angle of S-Curve Area (nsS) Units: degree
$220	Electronic Gear Ratio: Numerator (P1-44)
$222	Electronic Gear Ratio: Denominator (P1-45)

The parameters of the calculated E-CAM curve will be output from the address that starts from $400. Max. occupied address is $1841.
(ASDA-A2 provides up to 721 items for one single E-Cam curve. One item occupies one Double Word. Total 721 x 2 =1442 Word will be occupied. The memory address can be used are $400 ~ $1841.

The actual E-CAM curve will be output to $300.

2. Create an E-CAM curve element on the screen and set the relevant parameters as follows:

E-CAM Curve Element	E-CAM Macro	Address
Read Buffer Address	Var4	$400
Read Size Address	Var5	$300
Read Start Address	Var1	$10000

3. Create an E-CAM simulator element on the screen and set the relevant parameters as follows:

E-CAM Simulator Element	E-CAM Macro	Address
Read Buffer Address	Var4	$400
Read Size Address	Var5	$300
Read Start Address	Var1	$10000

4. Create 12 numeric input elements on the screen and set the data length format as Double Word. Then, set the parameters of addresses as follows:

$200	E-Cam Area Number P5_82_MIN ~ P5_82_MAX
$202	Deceleration Ratio: Numerator (nGA)
$204	Deceleration Ratio: Denominator (nGB)
$206	Knife Number (nKnife)
$208	Cut Diameter (d1) Units: mm x 100
$210	Cut Length (L) Units: mm x 100
$212	Speed Compensation (dVcp) -50.00% ~ 50.00% x 100
$214	Angle of Acceleration Area (ns2) Units: degree
$216	Angle of Sealing Zone (ns3) Units: degree
$218	Angle of S-Curve Area (nsS) Units: degree
$220	Electronic Gear Ratio: Numerator (P1-44)
$222	Electronic Gear Ratio: Denominator (P1-45)

5. After downloading the above address settings into HMI, enter the following value into eachl address in order.

$200	500
$202	35
$204	99
$206	1
$208	60000
$210	200000
$212	0
$214	60
$216	30
$218	100
$220	128
$222	10

6. Press Maintained button which address is set to $0.0 and the following E-CAM curve will be generated on the screen.

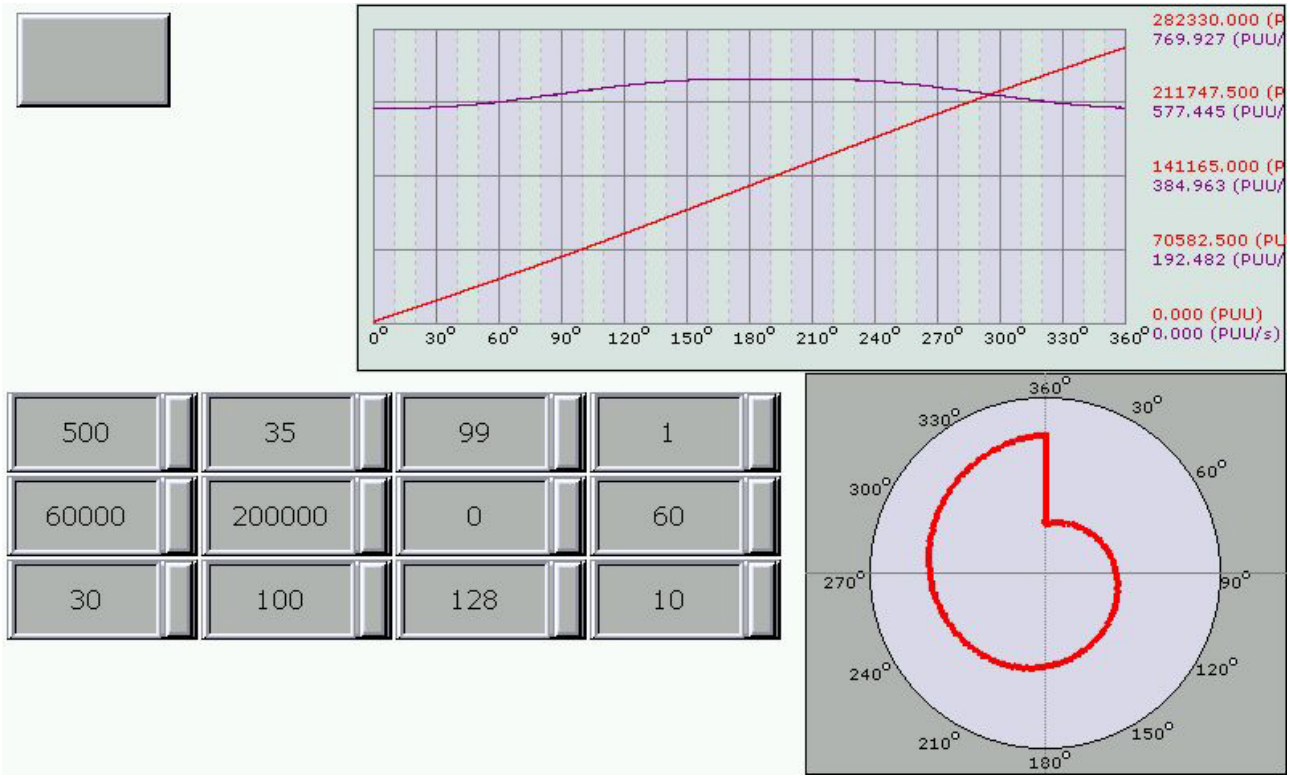


Table 12-1-2 Graph Display Element Shared Properties

Chapter 28 G-CODE Elements

This chapter mainly describes G-Code function element. Its element is only suitable for B07PS415 and B07PS515 model and the controller only supports Delta PM RTU and Delta 10MC ASCII at the moment. Currently, formats supported by G-Code file are .nc and .fgc.

- G-CODE element has two kinds:

	G-CODE File Manager
	G-CODE File Download

Table 28-1-1 G-CODE Element

When users select B07PS415 or B07PS515, the screen will be shown as below. Please right click the mouse to select the element tool.

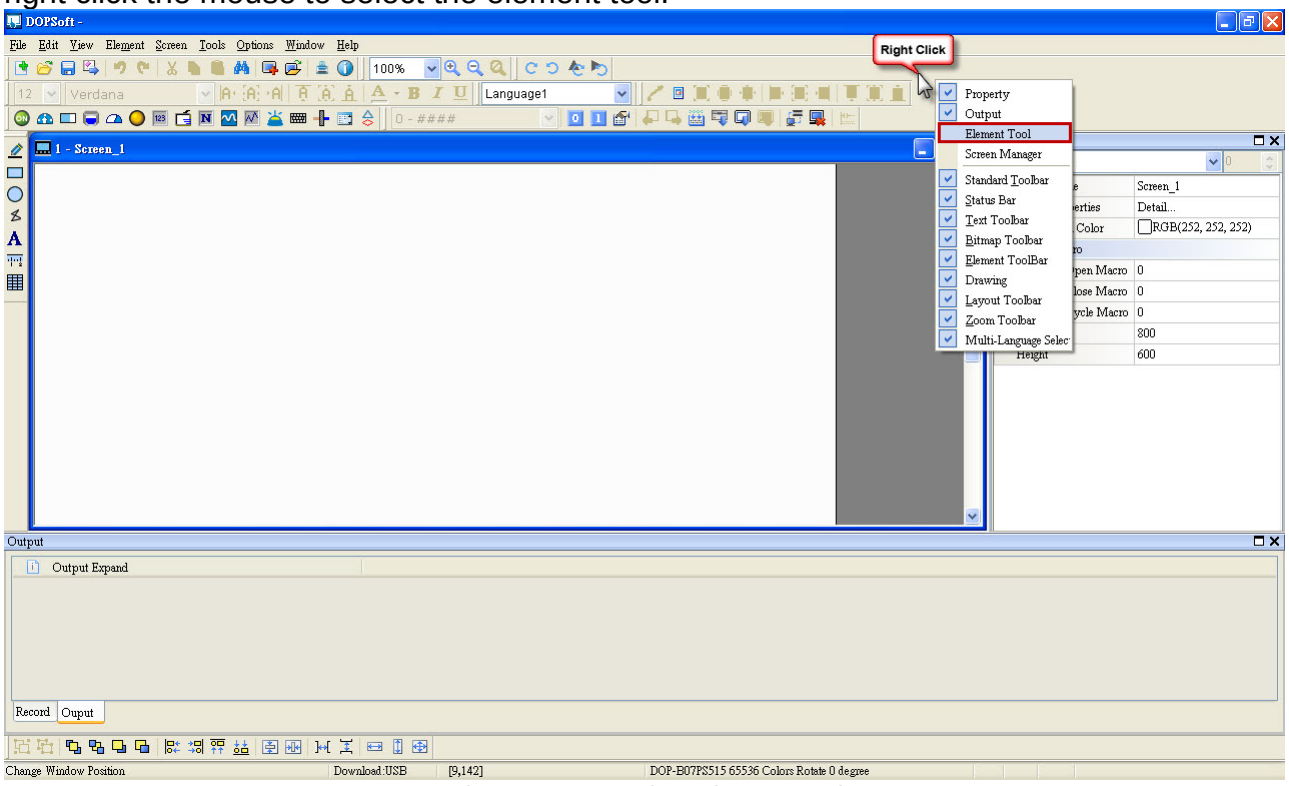


Figure 28-1-1 Select element tool

It will open the element window. Please select element bank and enter G-Code file folder. Then, you can see the supported elements.

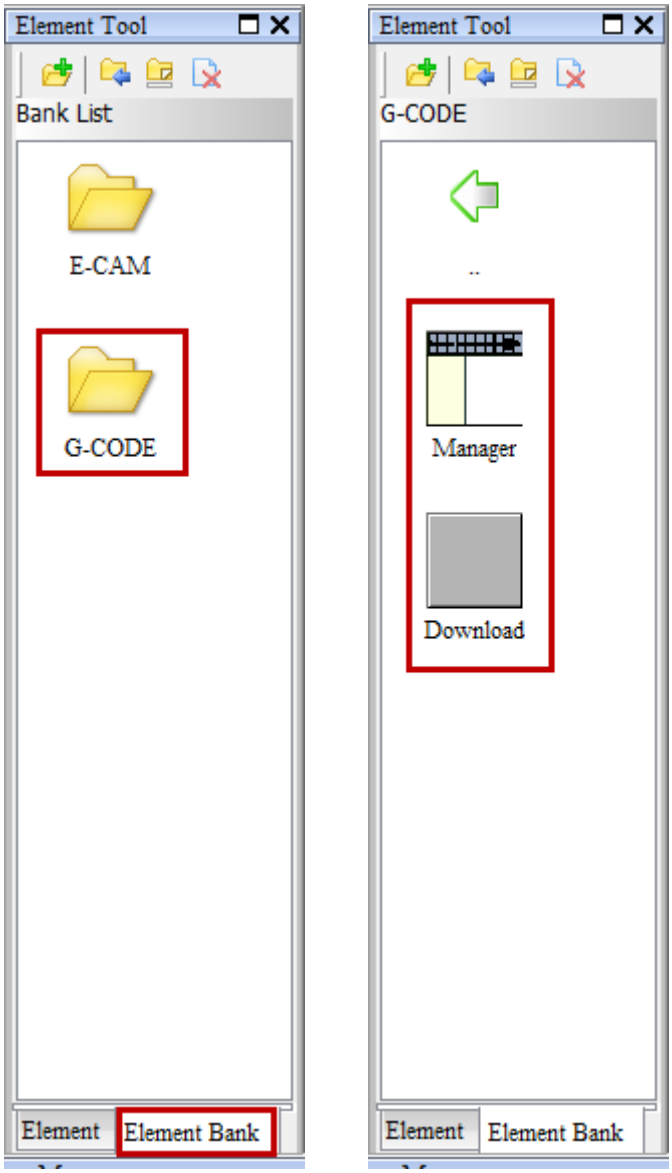
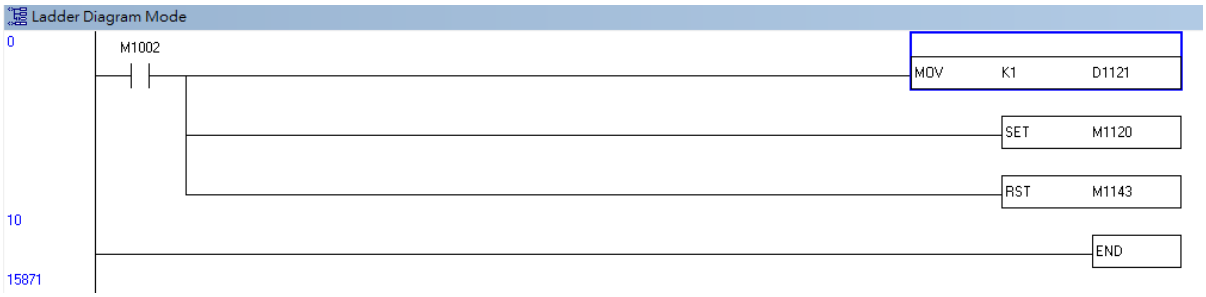
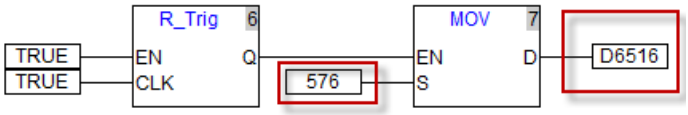
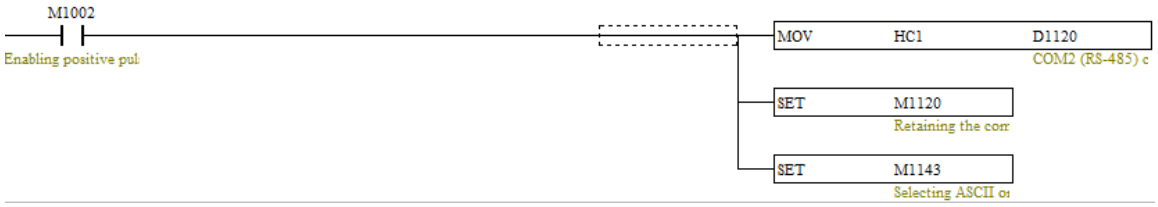
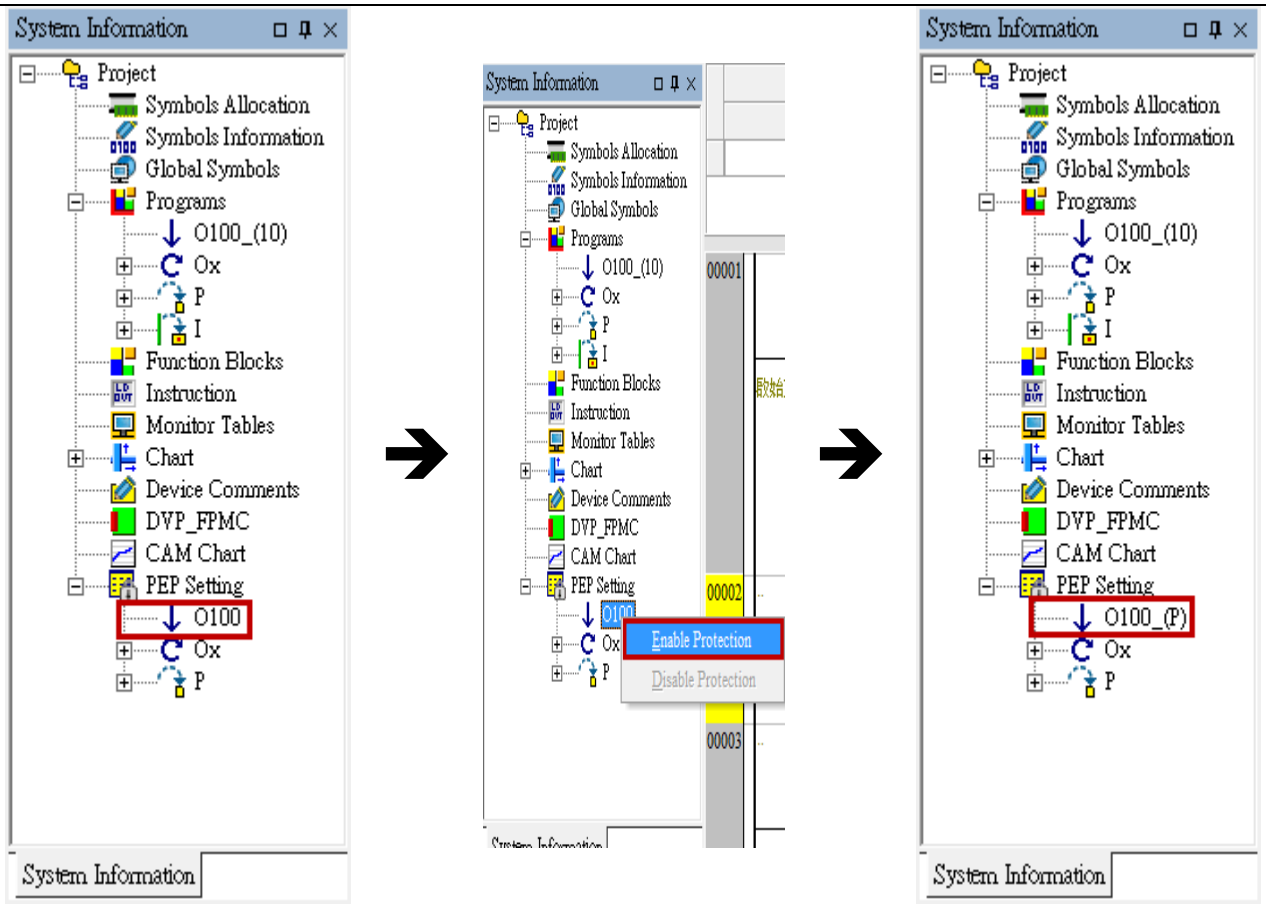
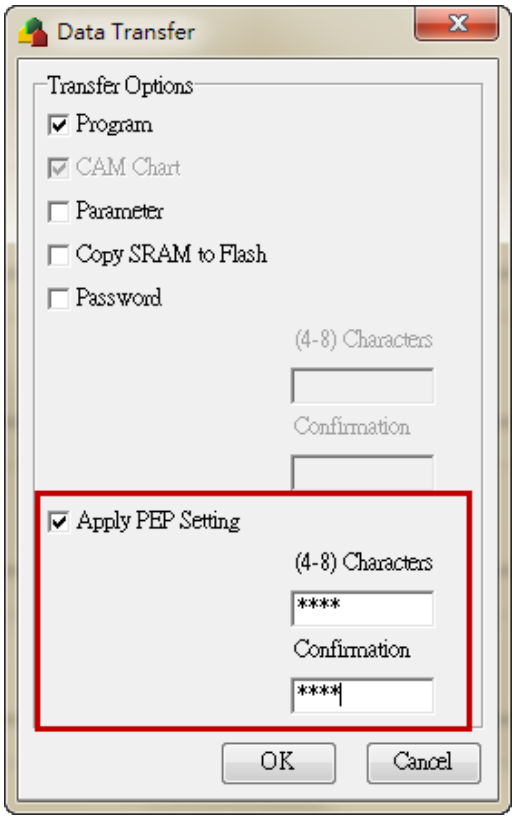


Figure 28-1-2 G-CODE function element bank

Description of G-Code Example	
PLC Setting	● 10MC 1. In this example, the communication port is RS485 (PLC COM2, HMI COM2). 2. Since 10MC G-Code download can only be used in ASCII communication mode, users have to setup 10MC communication mode first. 2.1 Activate WPLSoft. 2.2 Enter the following command to set 10MC COM2 as (ASCII).  2.3 Activate CANopen Builder. 2.4 Enter the following command to set 10MC COM2 as (115200, 7, E, 1).  2.5 When the download is complete, re-power on 10MC.
	● 20PM 1 In this example, the communication port is RS485 (PLC COM2, HMI COM2). 2 Since 20PM G-Code download can only be used in RTU communication mode, users have to setup 20PM communication mode first. 2.1 Activate PMSoft. 2.2 Enter the following command to set 20PM COM2 as (Modbus RTU, 115200, 8, N, 1).  Note: When it is in RTU mode, data length in communication parameters has to be 8, not 7. Parity check and stop bit has no limit. 2.3 Before downloading, O100 program has to be set to PEP protection block in case the program is covered by G-Code.



2.4 Download the program to 20PM and check “Apply PEP Setting”. And then press any password with 4~8 characters.



2.5 Then, re-power on 20PM.

HMI Setting

1. G-Code download only supports DOP-B07PS415 and DOP-B07PS515 model.

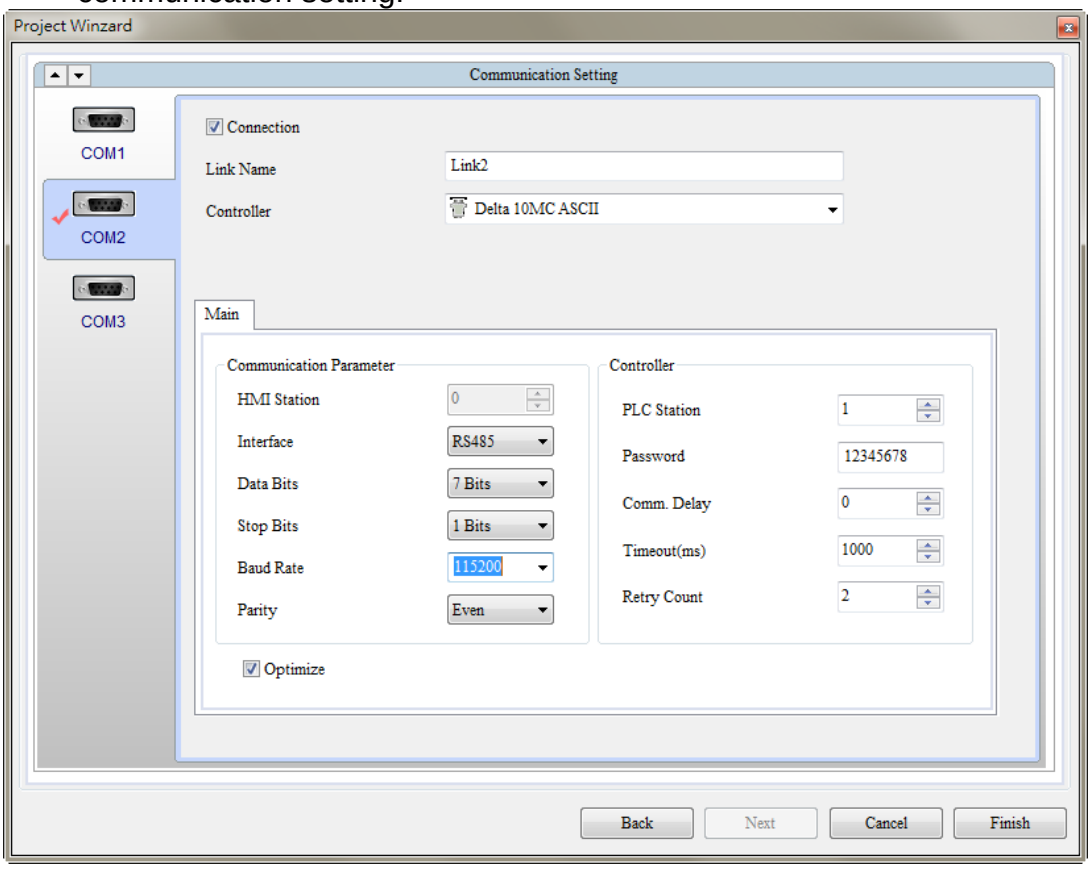
Series: DOP-B series

HMI List

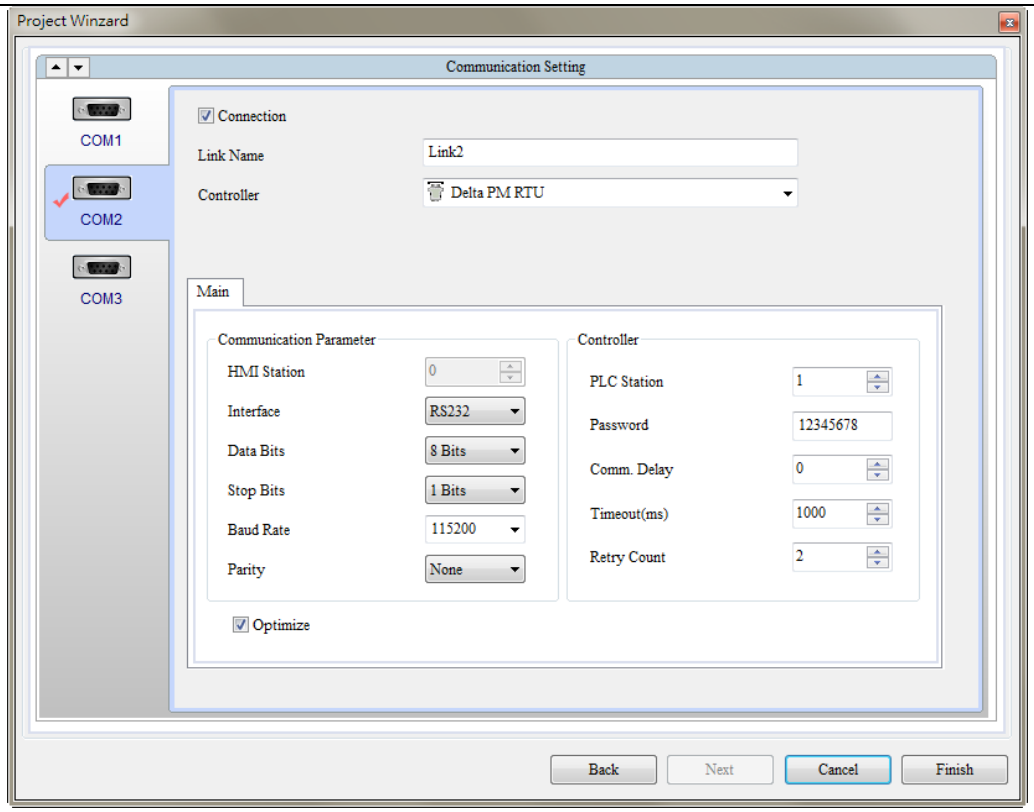
Model Type	Resolution	Color
B07S401K	800 * 480	65536 Colors
B07S411K	800 * 480	65536 Colors
B07S415	800 * 480	65536 Colors
B07PS415	800 * 480	65536 Colors
B07E415	800 * 480	65536 Colors
B07S515	800 * 600	65536 Colors
B07PS515	800 * 600	65536 Colors
B07E515	800 * 600	65536 Colors
B08S515	800 * 600	65536 Colors
B08E515	800 * 600	65536 Colors
B10S411	800 * 480	65536 Colors
B10S511	800 * 600	65536 Colors

2. Select the controller and communication setting:

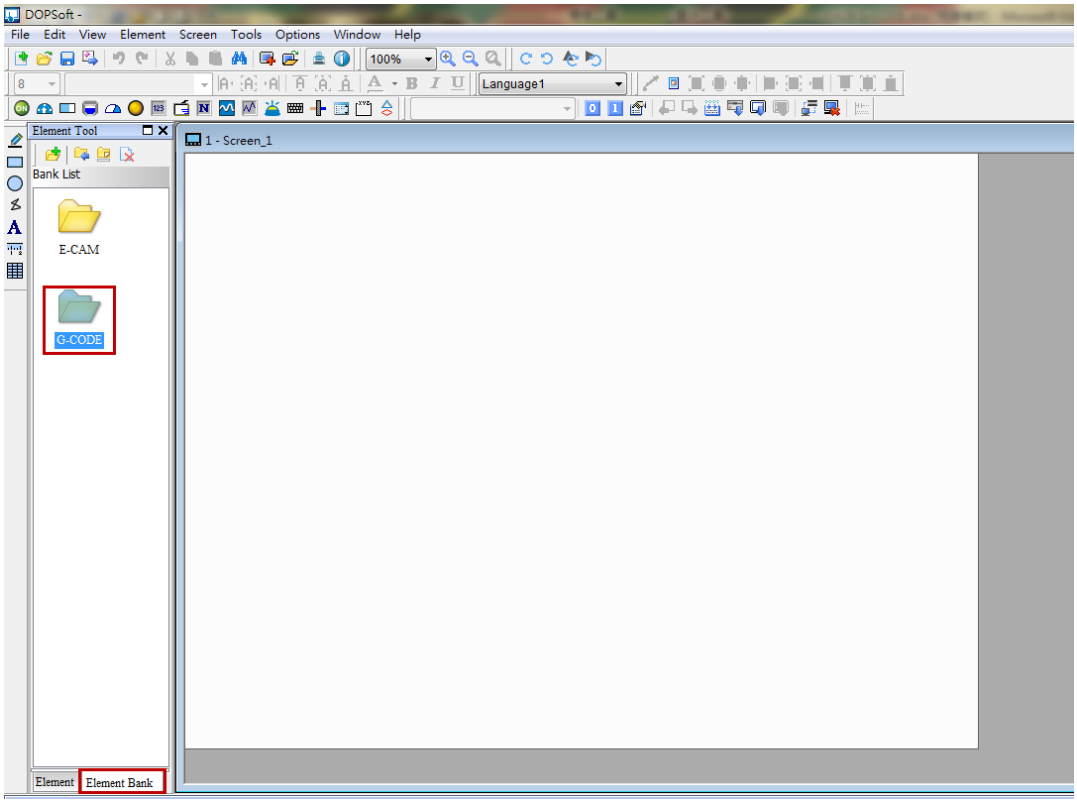
2.1 10MC: Select “Delta 10MC ASCII” for its controller. See the following figure for communication setting.



2.2 20PM: Select “Delta PM RTU” for its controller. See the following figure for communication setting.



3. Select Element Bank in Element screen and enter G-Code file folder.



28-1 G-CODE File Manager

Functions provided by this element include preview, select G-code file list and display the line number when downloading the file. For 10MC, it also supports Pause/Continue (Pause/Cont.) and Stop functions when downloading G-Code. Functions that marked by red bracket are not supported now.

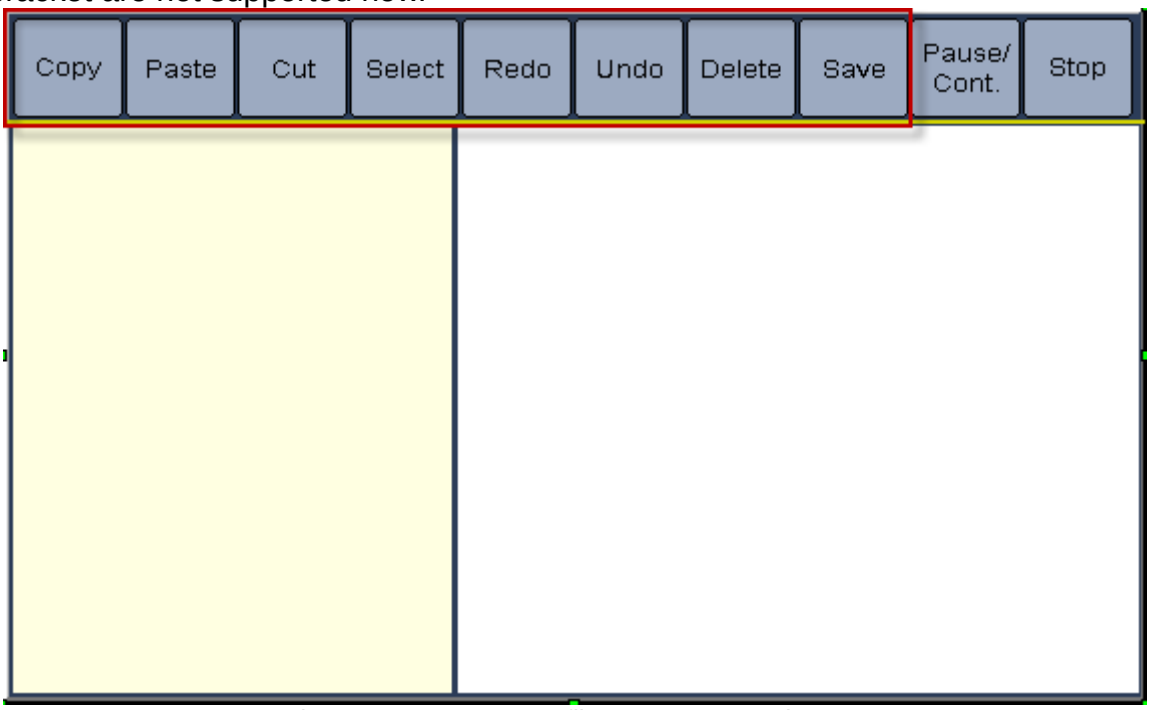


Figure 28-1-3 G-CODE file management element

Double click G-Code File Manager, the property setting screen will shown as below:

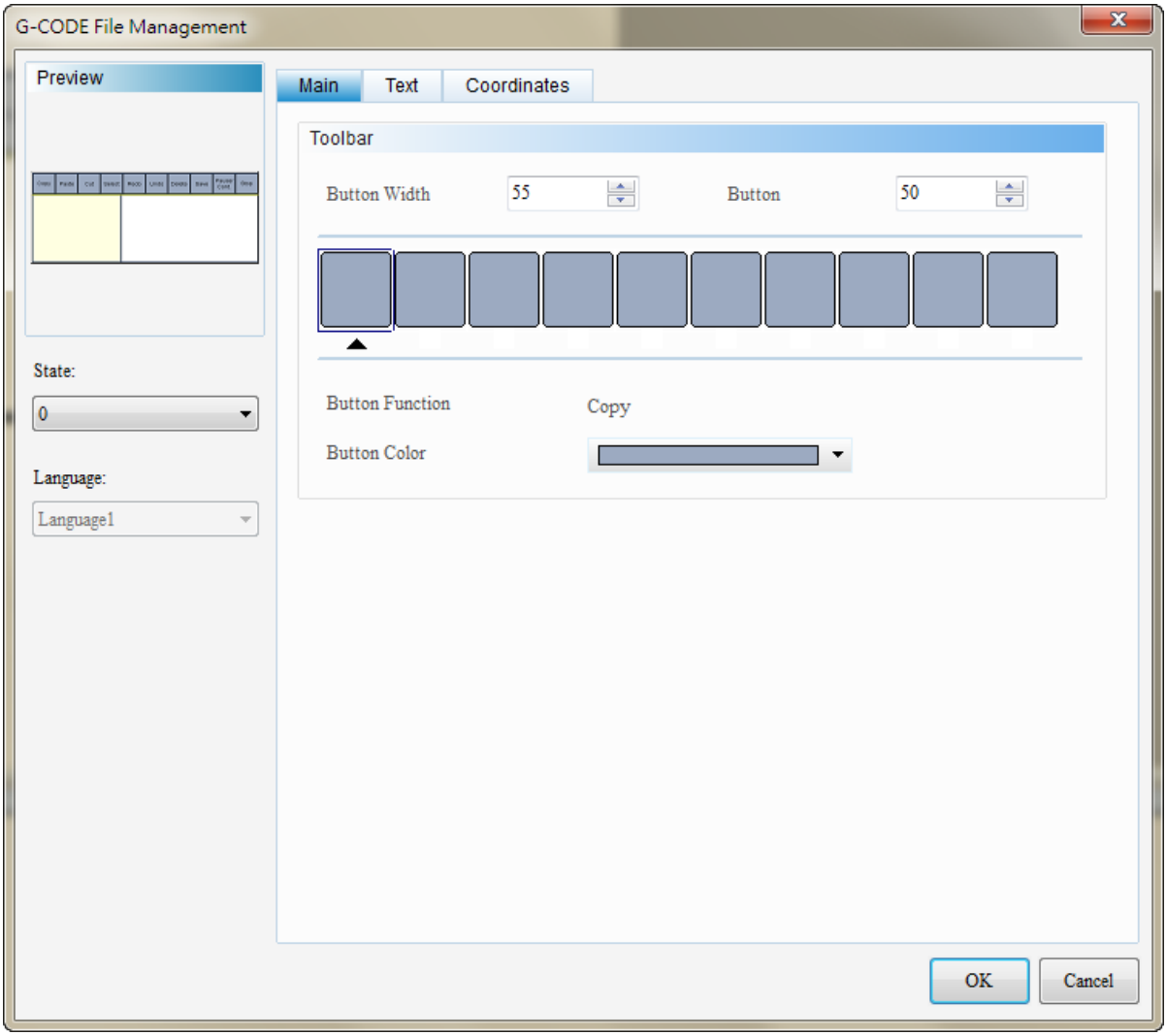


Figure 28-1-4 Property of G-Code File Management

G-Code File Management	
Functional Page	**Description**
Main	Sets button height, button width and button color in toolbar.
Text	Sets Text / Font / Size / Color / Format / Scaling / Alignment type in toolbar.
Coordinates	X-Y coordinates value and the setting of width and height

Table 28-1-2 Functional page of G-Code file management

◆ Main

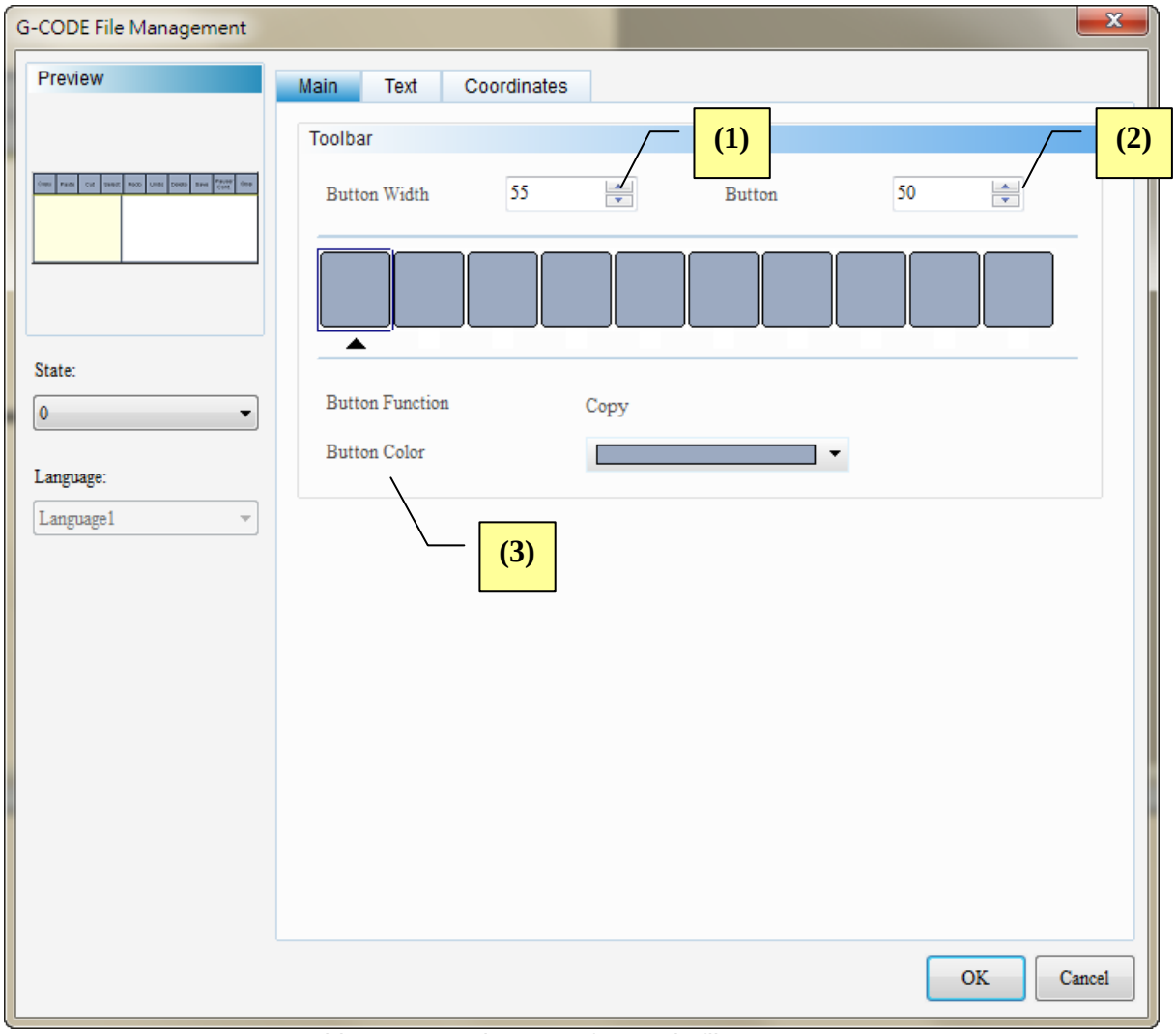
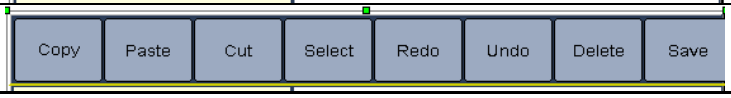
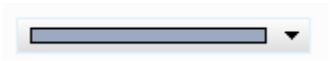


Table 28-1-5 Main page of G-Code file management

No.	Item	Description
(1)	Button Width	➢ Setup the button width in toolbar ➢ The default value is 55. Width is 55  Width is 70 
(2)	Button Height	➢ Setup the button height in toolbar ➢ The default value is 50. Height is 50  Height is 70 
(3)	Button Color	➢ Setup the button color in toolbar ➢ The default color is  。 ➢ Each button color can be set individually. Button color  Button color 

◆ Text

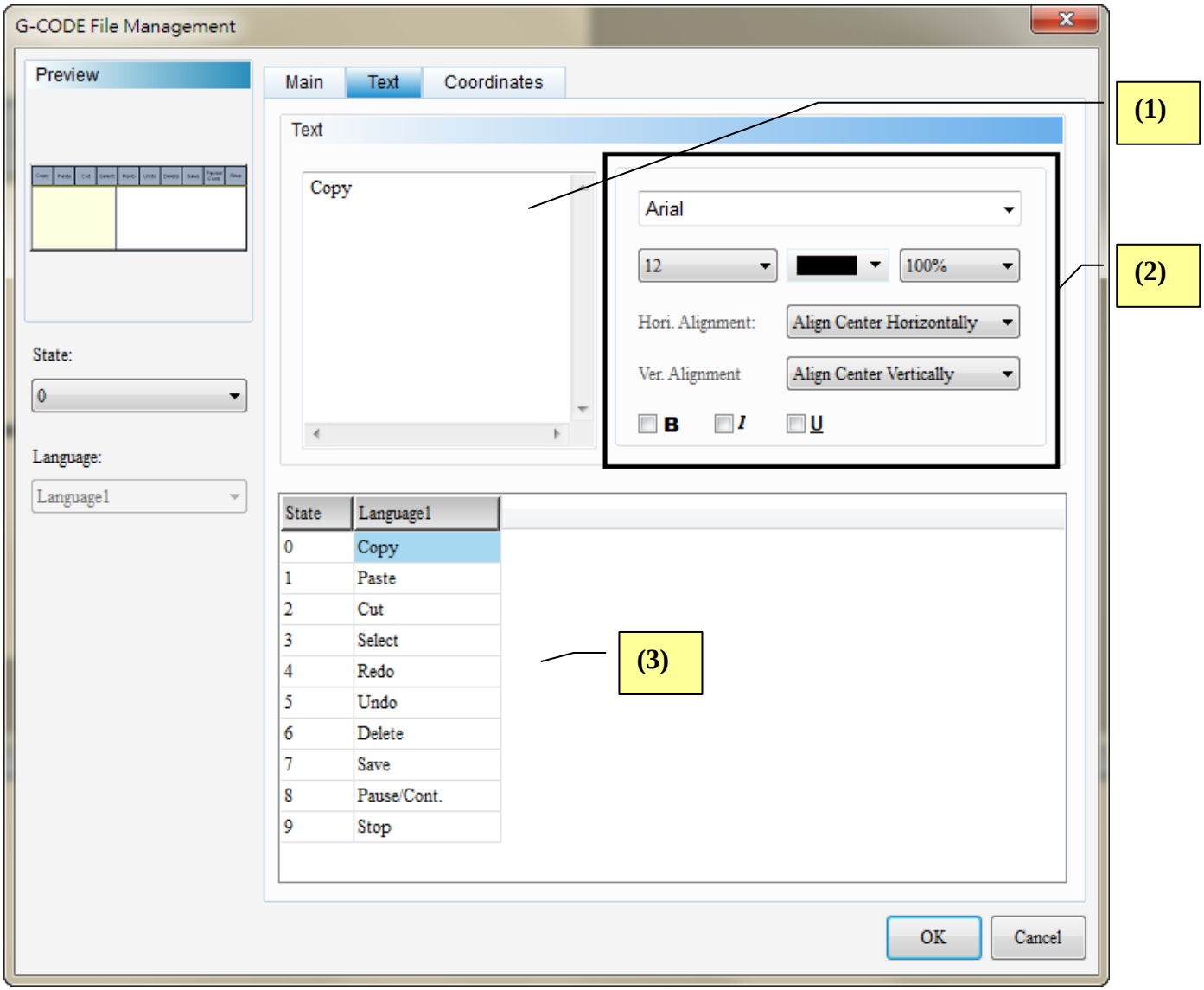
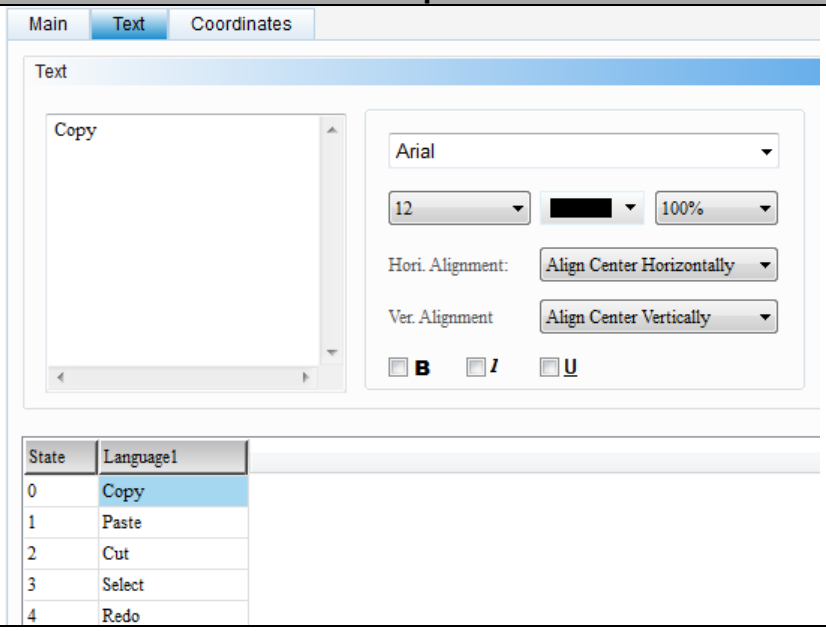
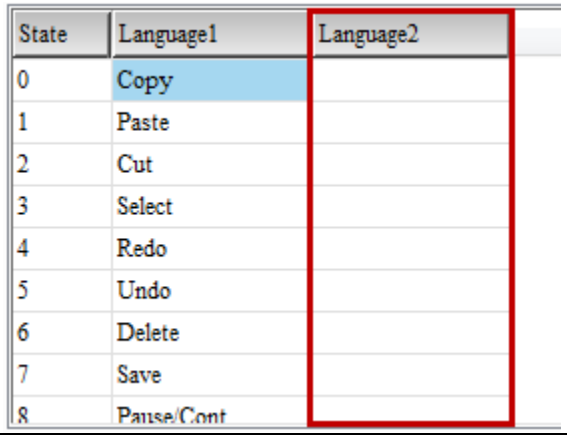


Figure 28-1-6 Text page of G-Code file management

No.	Item	Description
(1)	Text	➢ Users can enter the text message in text box.

No.	Item	Description
		
(2)	Text related property	➢ The related property for users to setup includes text font, text size, text color, scaling of the text, alignment method and bold/italic/underline. Please refer to the above figure.
(3)	Edit the text in multiple languages	➢ When adding data in multiple languages, users can edit multi-lingual text in this page. As shown in the figure, users can enter the text in another language in the column of Language2. 

◆ Coordinates

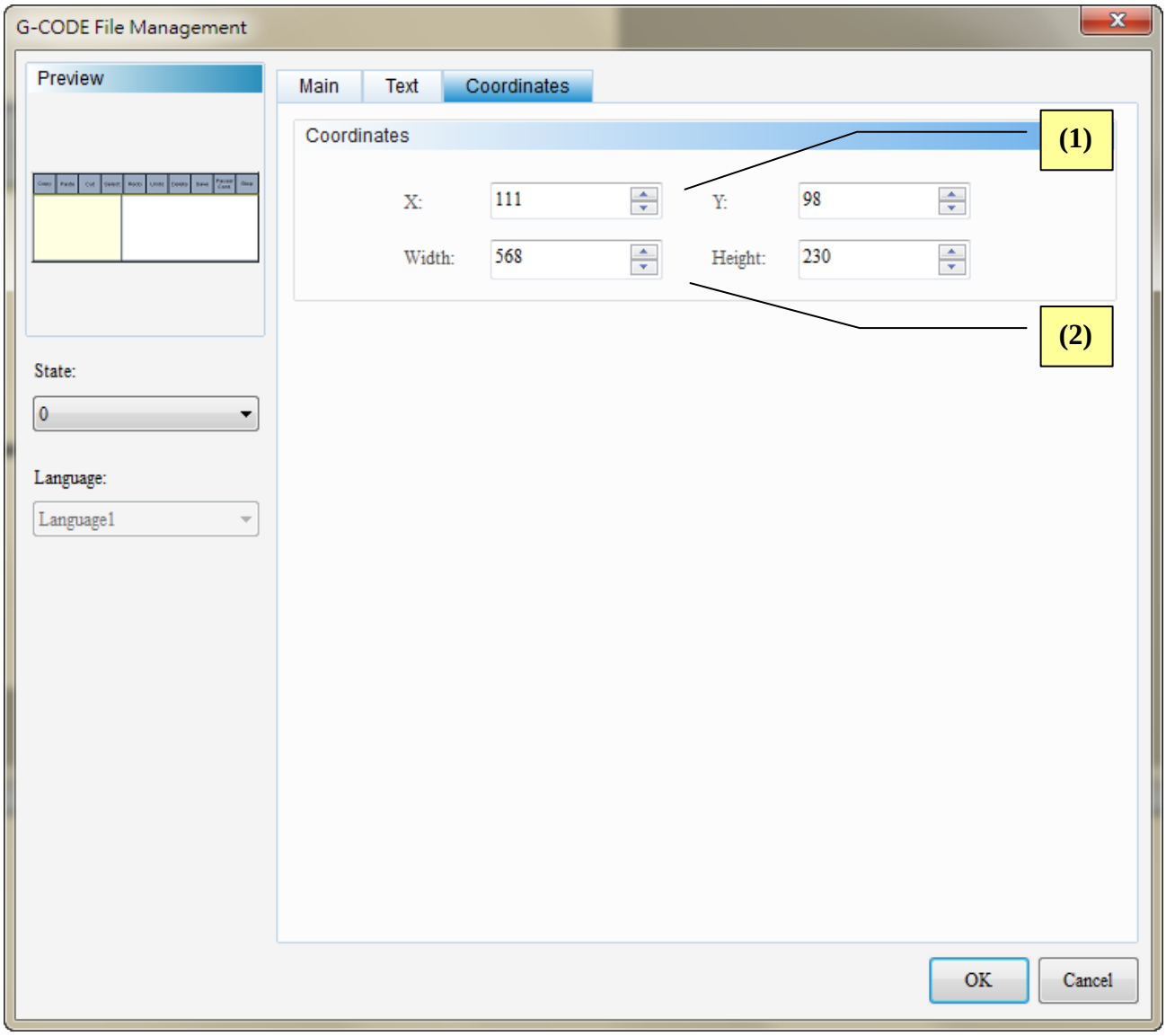


Figure 28-1-7 Coordinates page of G-Code file management

No.	Item	Description
(1)	X, Y Value	➢ X coordinates in upper-left corner and Y coordinates in upper-left corner
(2)	Width, Height	➢ Element's width and height

28-2 G-CODE File Download

G-code file selected from the list of file manager can be downloaded to PLC by executing this element.

Double click G-Code Download and the property setting screen will be shown as below:

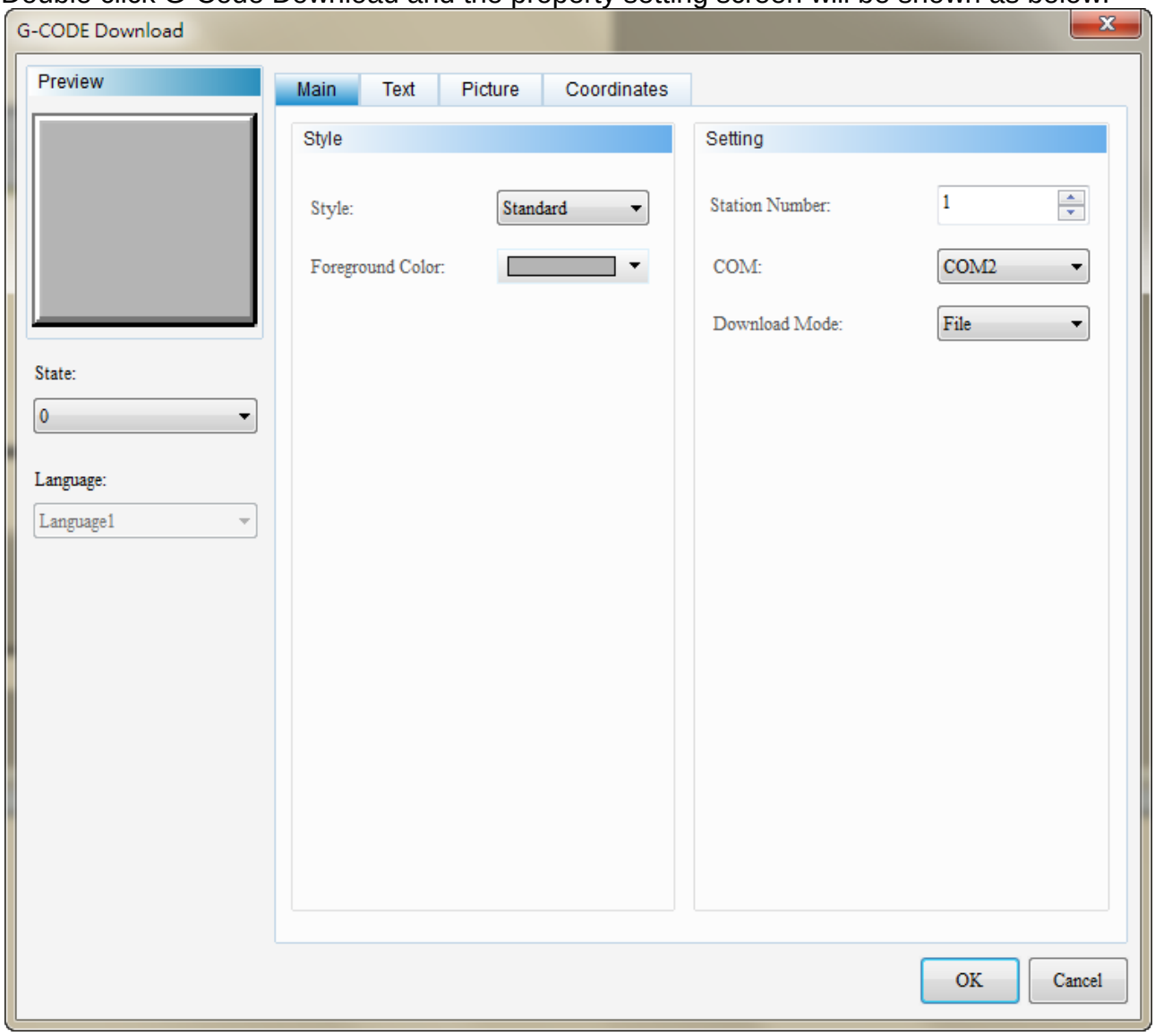


Figure 28-2-1 G-Code file download property

G-Code File Download	
Functional Page	**Description**
Main	Sets element style, foreground color, station number, COM and download mode.
Text	Sets the displayed text / font / size / color / format / scaling / alignment
Picture	Sets picture bank name, alignment, stretch mode, transparent color
Coordinates	X-Y coordinates value and the setting of width and height

Table 28-2-1 Functional page of G-Code file download

- Main

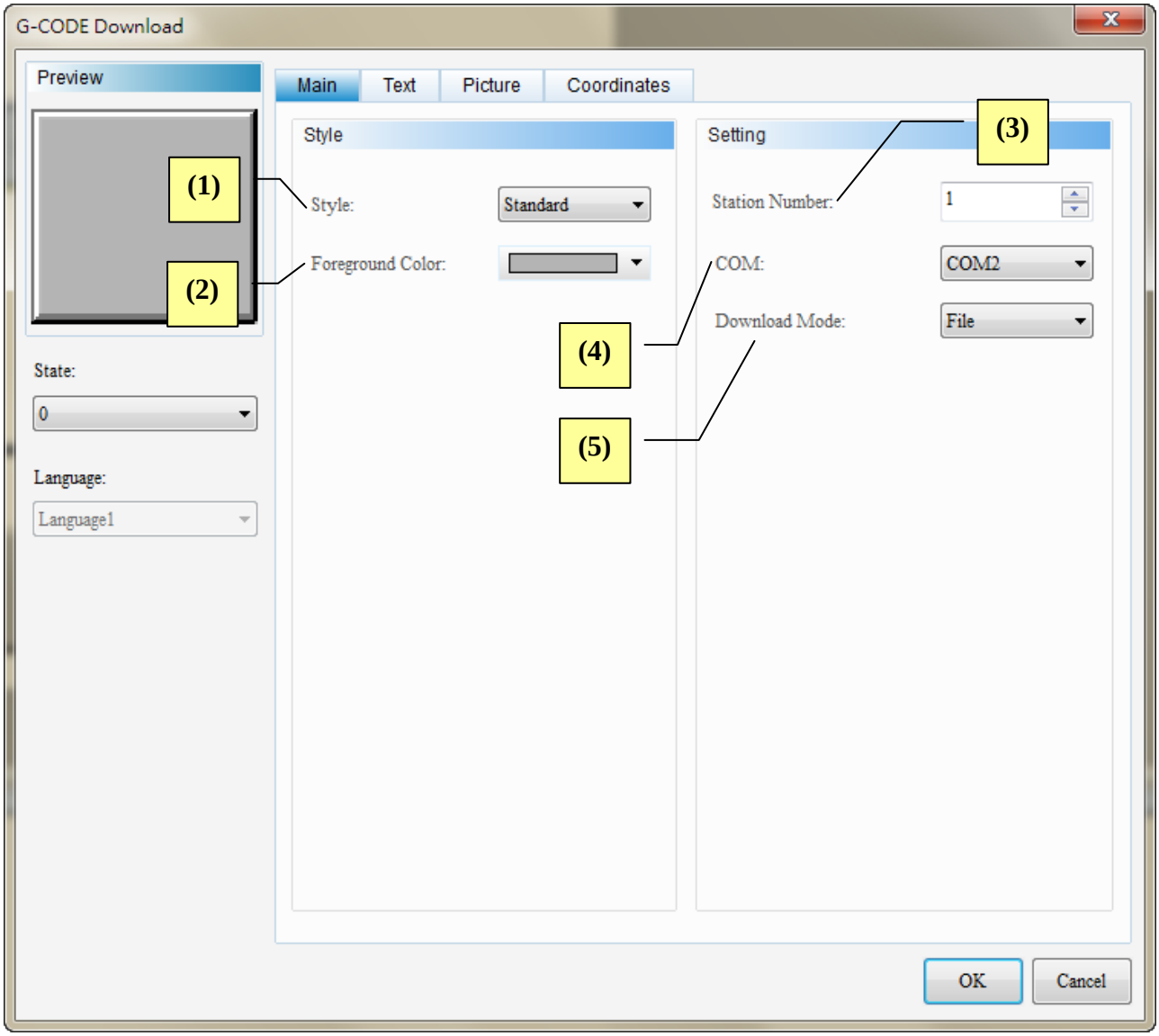
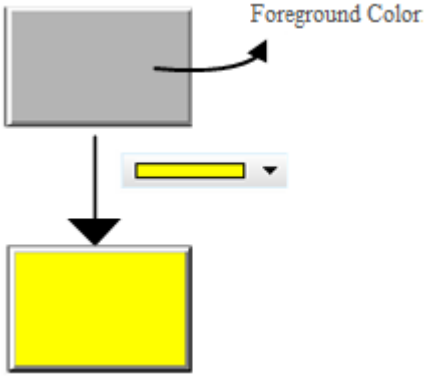
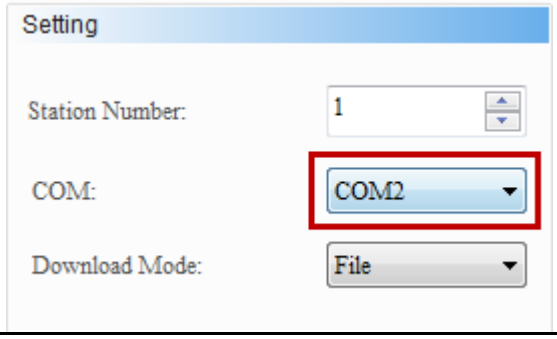
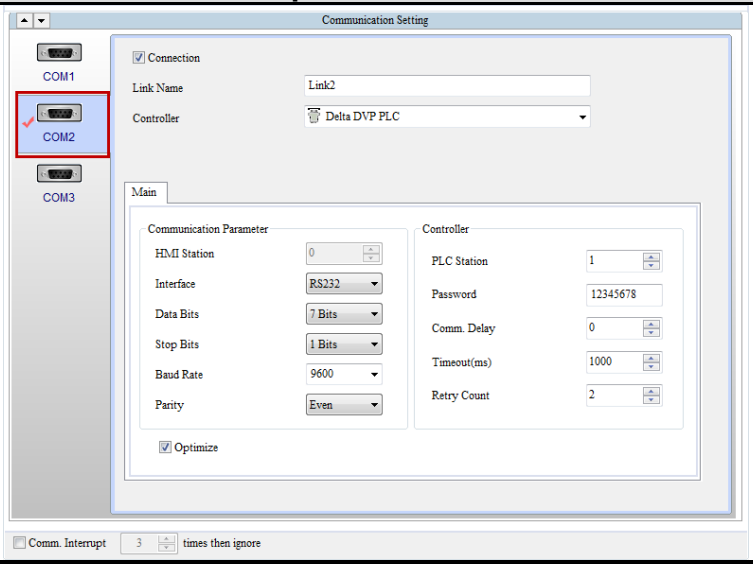
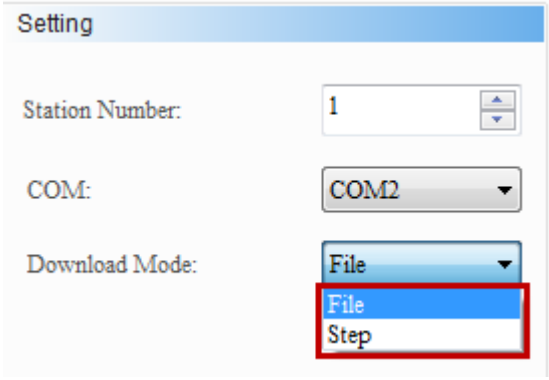


Figure 28-2-2 Main page of G-Code file download

<table>
<tr><th>No.</th><th>Item</th><th>Description</th></tr>
<tr><td>(1)</td><td>Element Type</td><td>➢ Element type is divided into Standard, Raised and Sunken. Users can change the appearance of the element via this setting.
<table>
<tr><th>Standard</th><th>Raised</th><th>Sunken</th></tr>
<tr><td> 
</td><td> 
</td><td> 
</td></tr>
</table></td></tr>
<tr><td>(2)</td><td>Foreground Color</td><td>➢ Sets the foreground color.
 
</td></tr>
<tr><td>(3)</td><td>Station Number</td><td>➢ Sets controller’s station number, range from 1 to 255.</td></tr>
<tr><td>(4)</td><td>Communication Port (COM)</td><td>➢ The setup COM can be COM1, COM2 or COM3.
➢ The setup COM must to be identical with the selected one of communication parameter.
<table>
<tr><td>COM setting for G-Code file download element</td><td> 
</td></tr>
</table></td></tr>
</table>

<table>
<tr><th>No.</th><th>Item</th><th>Description</th></tr>
<tr><td></td><td></td><td>Setup module parameter
 
</td></tr>
<tr><td>(5)</td><td>Download Mode</td><td>➢ There are two download modes, File and Step.
 

➢ If select 10MC controller, users can choose to download the whole file (File) or download the file step by step (Step) with download mode. If select 20PM controller, to download the whole file (File) is the only choice.</td></tr>
</table>

◆ Text

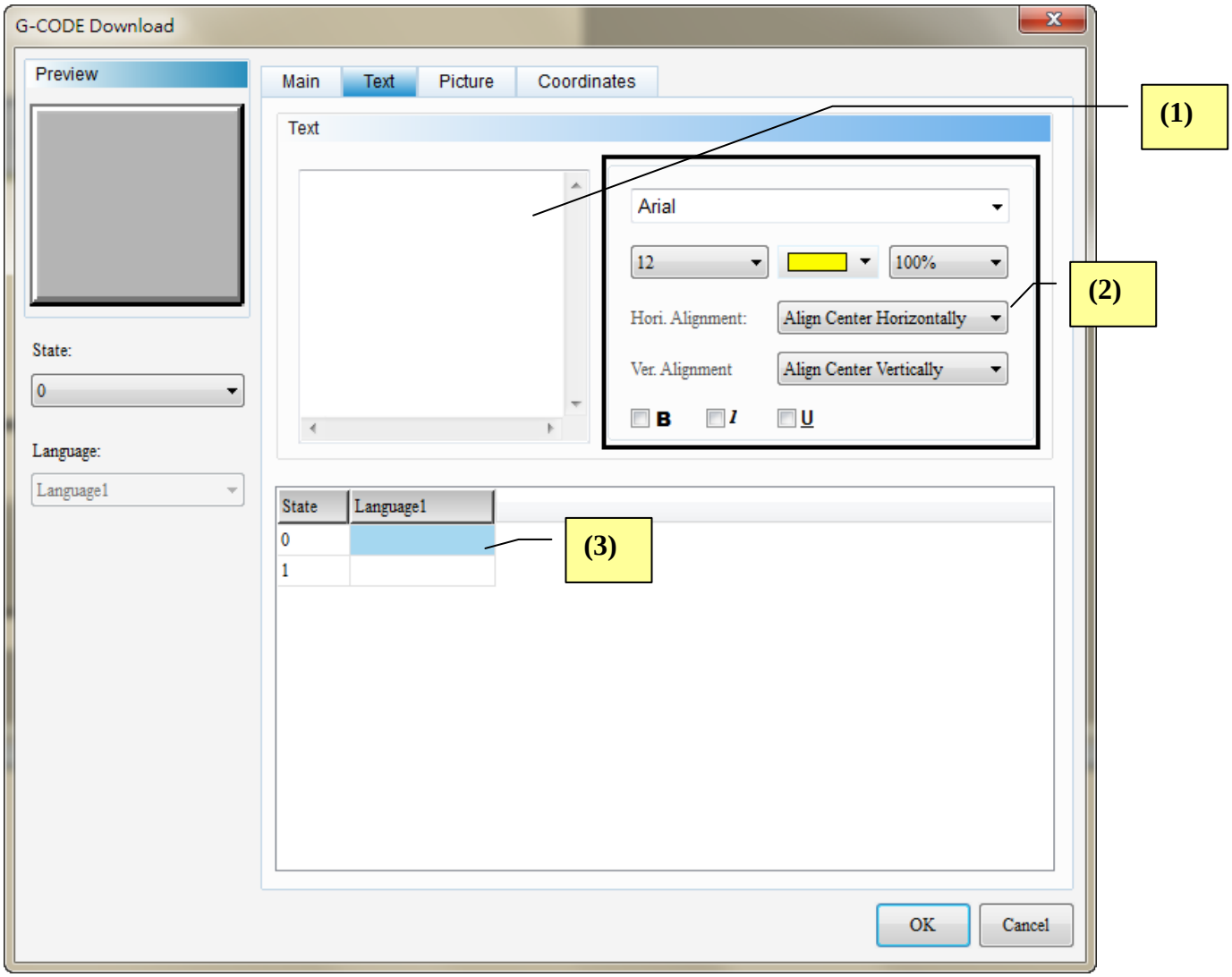
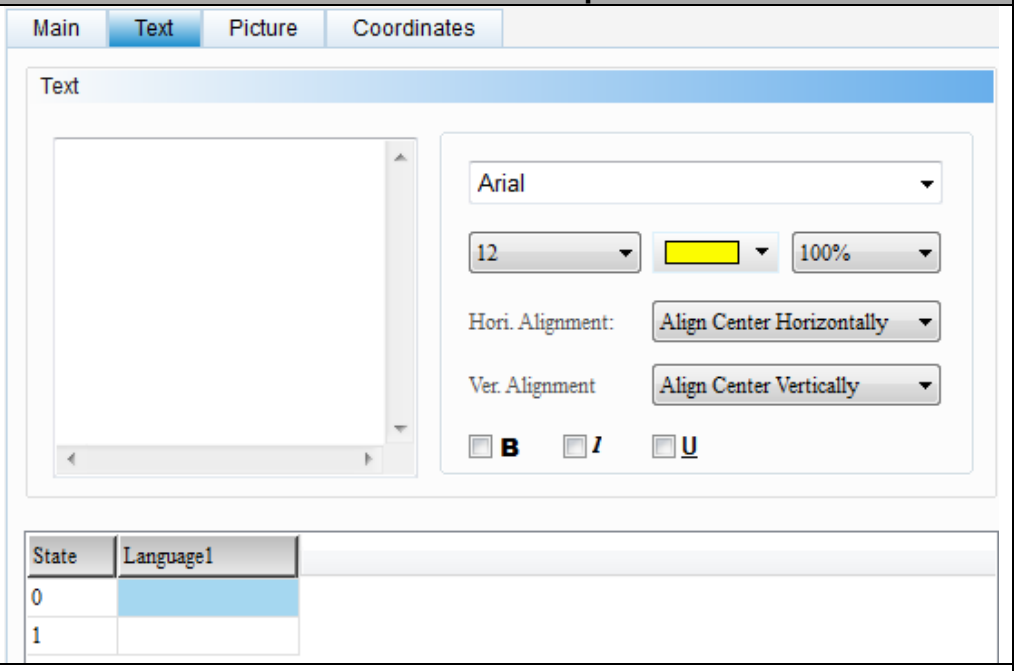
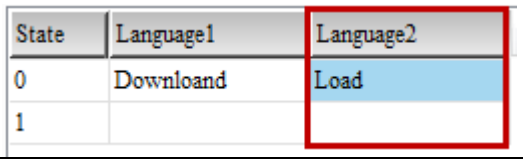


Figure 28-2-3 Text page of G-Code file download

No.	Item	Function Description
(1)	Text	➢ Users can enter the text message in text box.

<table>
<tr><th>No.</th><th>Item</th><th>Function Description</th></tr>
<tr><td></td><td></td><td> 
</td></tr>
<tr><td>(2)</td><td>Text related property</td><td>➢ The text related property includes text font, size, color, scaling, alignment type and bold/italic/underline. Please refer to the above figure for its setting.</td></tr>
<tr><td>(3)</td><td>Edit multilingual text</td><td>➢ If adding data in multiple languages, go to this page for editing. See the figure below. Users can edit the text in another language in column of Language2.

</td></tr>
</table>

- Picture

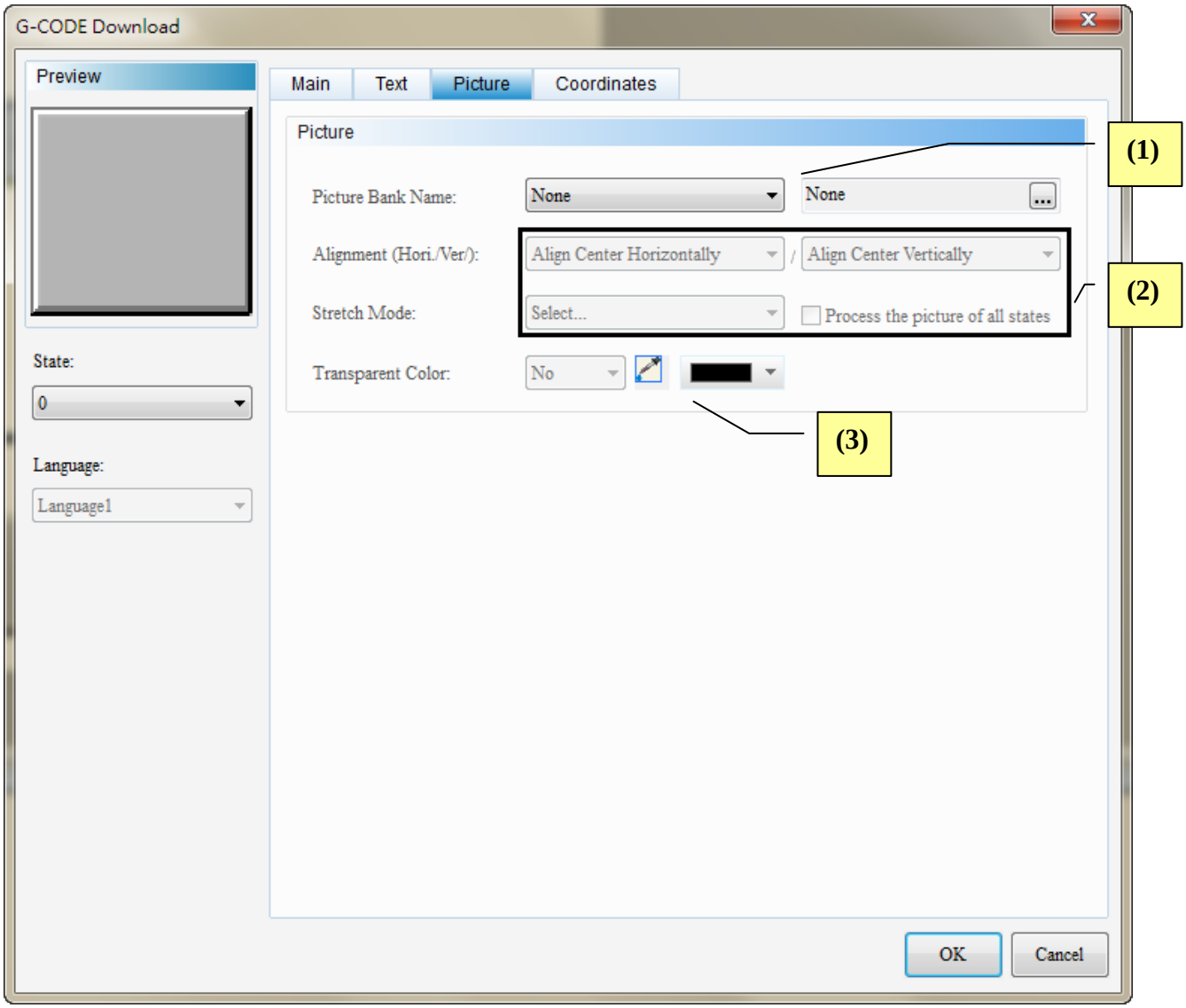
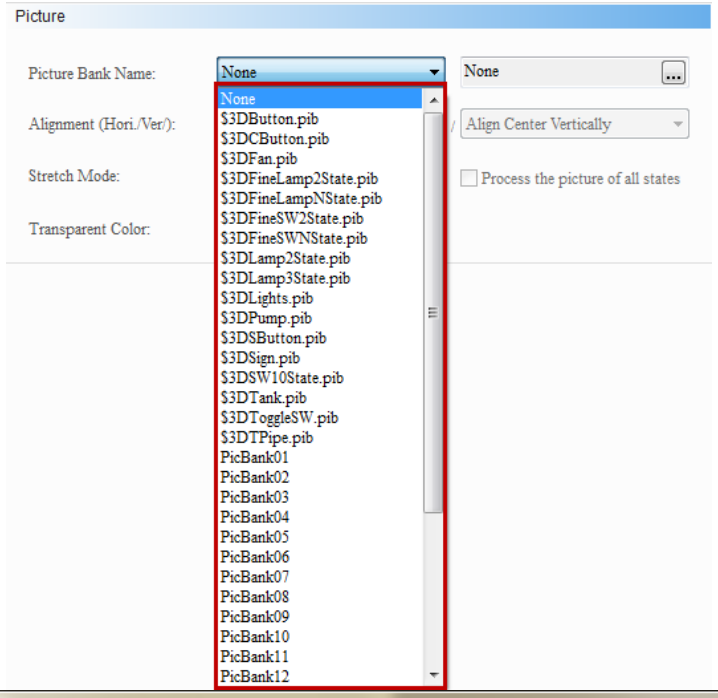
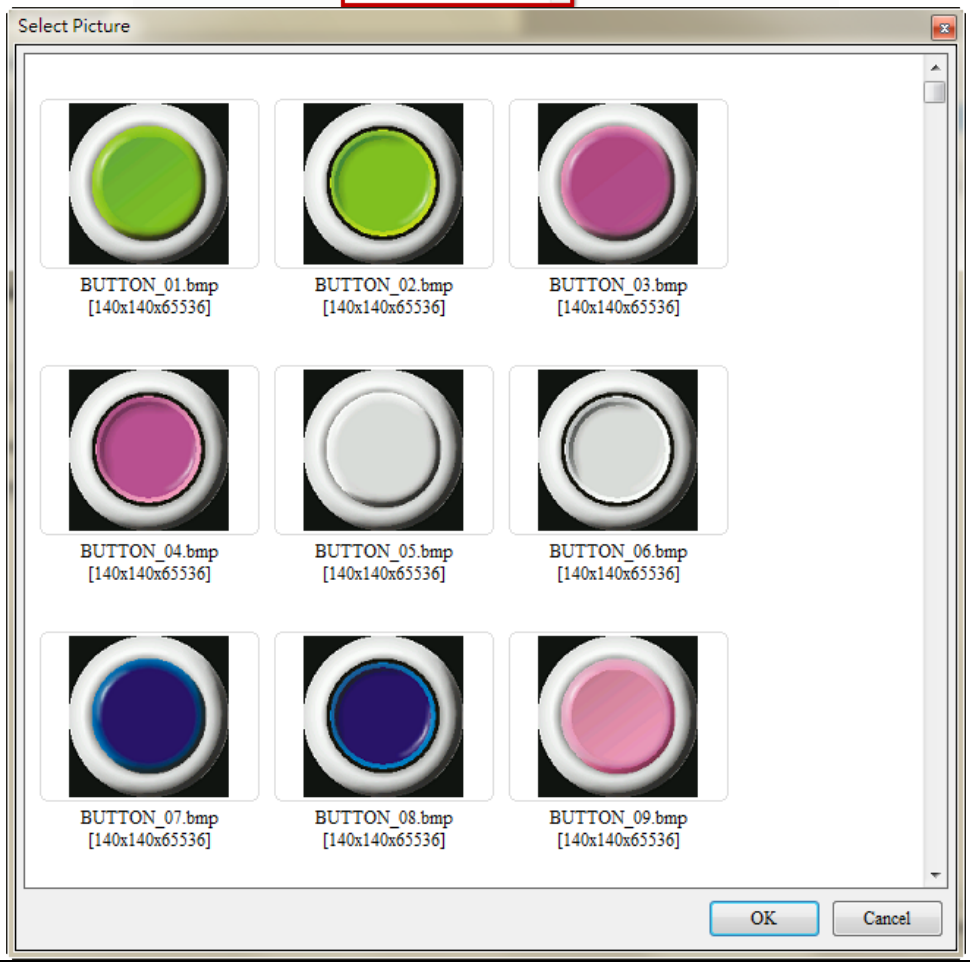
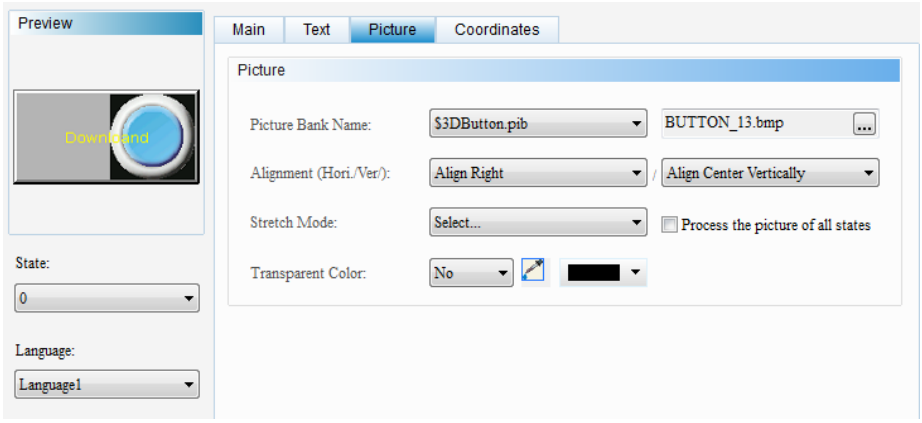
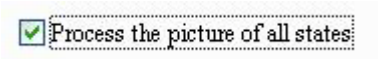


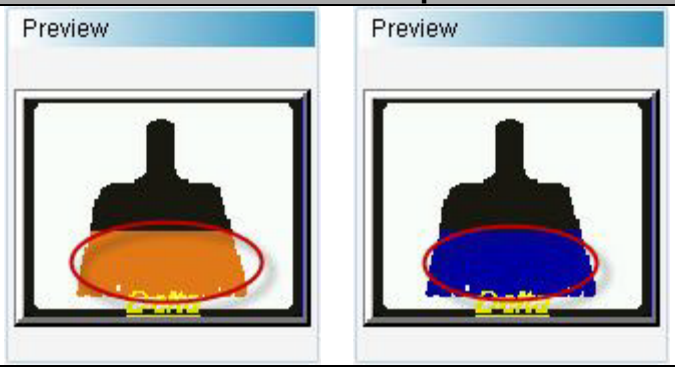
Figure 28-2-4 Picture page of G-Code file download

No.	Item	Function Description
(1)	Picture Bank Name	➢ The default name of picture bank is None. If users desire to set up the picture display, please use the built-in picture bank from the drop-down list to select the picture.





<table>
<tr><th>No.</th><th>Item</th><th>Function Description</th></tr>
<tr><td rowspan="2">(2)</td><td>Alignment (Hori. /Vert.)</td><td>➢ Sets the alignment type through this selection.
 
</td></tr>
<tr><td>Stretch Mode</td><td>➢ The stretch mode is divided into Whole, Keep Aspect Ratio and Actual Size.
<table>
<tr><th>Whole</th><th>Keep Aspect Ratio</th><th>Actual Size</th></tr>
<tr><td>The figure will fill the display area to the full.</td><td>The displayed figure will be scaling according to the aspect ratio.</td><td>Regardless the size of the element, the figure will be displayed with its actual size.</td></tr>
<tr><td>  </td><td>  </td><td>  </td></tr>
</table>
➢ If users check “Process the picture of all states”, it means the element has multiple states. If the figure does not extend to the whole displayed area, users can process all figures via this function without editing the figure individually.
 
</td></tr>
<tr><td>(3)</td><td>Transparent Color</td><td>➢ This function can specify any color in the picture as transparent color.
It means if use this icon,  , to click on the orange part of the broom, then the orange part will be identical to the foreground color
 
</td></tr>
</table>

No.	Item	Function Description
		

- Coordinates

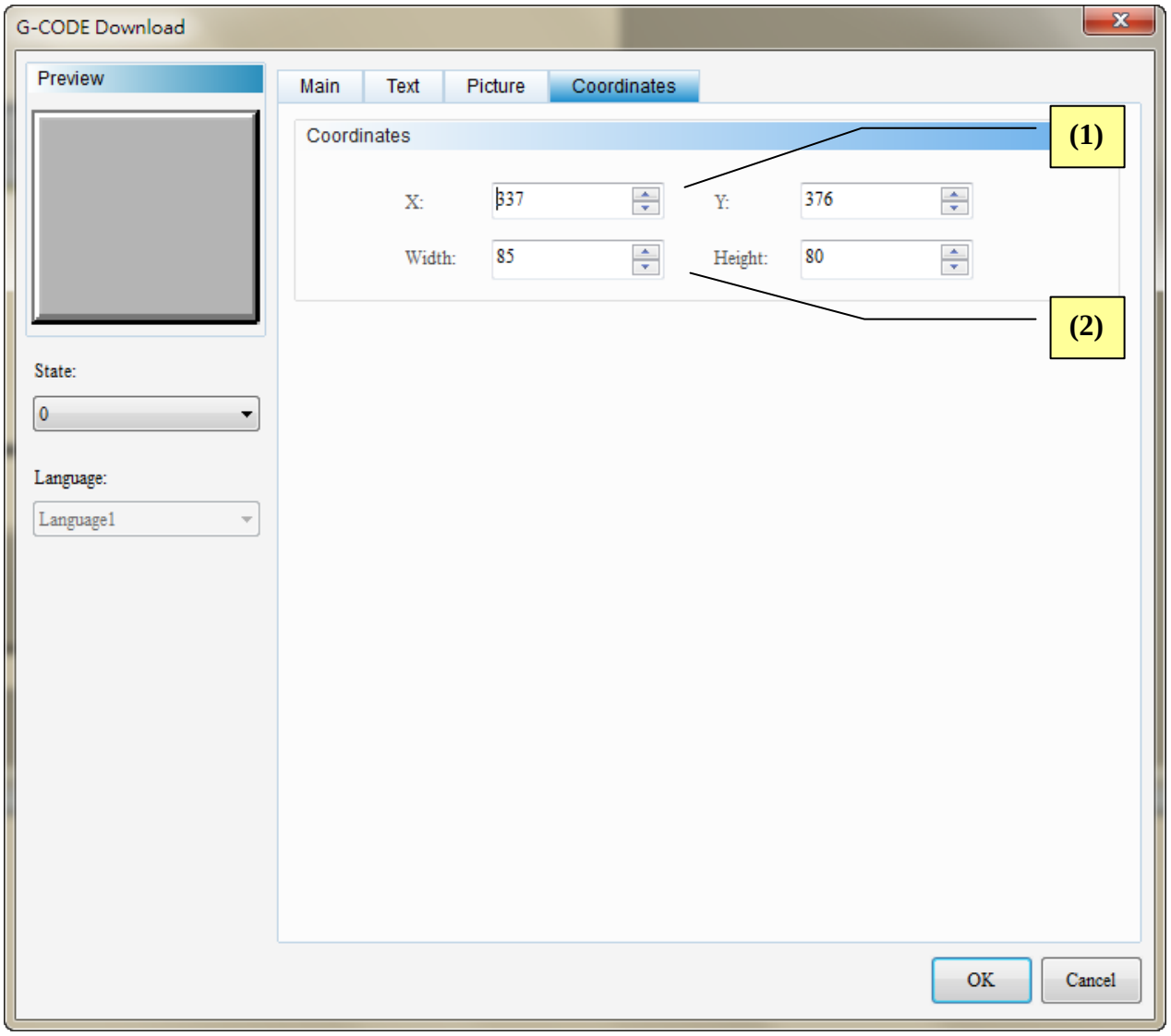


Figure 28-2-5 Coordinates page of G-Code file download

No.	Item	Function Description
(1)	X and Y value	➢ X coordinates in upper-left corner and Y coordinates in upper-left corner.
(2)	Width and Height	➢ Sets the width and height of the element.

Appendix A System Screen

This chapter describes the functions that the HMI system screen provides, including [System Setup], [Upload/Download], [System Data] and [HMI Doctor].

The DOPSoft software allows the user to set the language to be displayed on the system screen, including Traditional Chinese, Simplified Chinese, English and Spanish. Traditional Chinese will be used as an example for the description below.

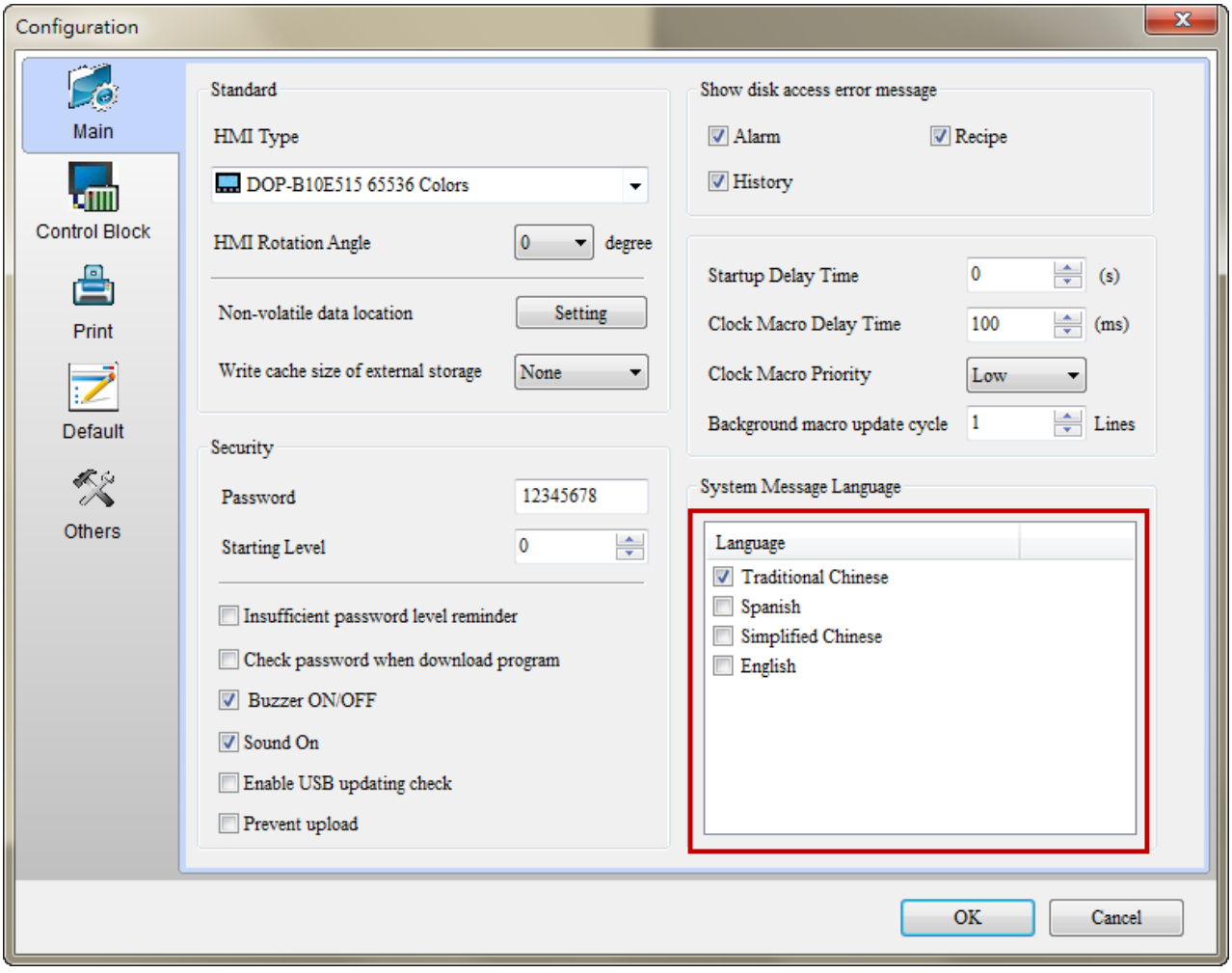


Figure A-1 System Language Setup

A-1 System Screen Overview

- How to enter the system screen
  - Method 1: The user can press the System Key on the back of HMI to enter the HMI system screen.
  - Method 2: Open the DOPSoft software to create the System Menu button. Then download the screen to HMI and click the System Menu button to enter the HMI system screen.
  - Method 3: This way is focus on without System key models like DOP-B07S410, DOP-B10S411, DOP-B10S511 and DOP-B10E515.
    - Step1: User could press at blank space for a while, and then will hear Buzzer sound.
    - Step2: After hearing the Buzzer sounded, please press left top corner for 4~5 seconds to enter system menu.
- How to leave the system screen
  - Method 1: The user can press the System key on the back of the HMI to leave the HMI system screen.
  - Method 2: Press the icon at the upper right corner to leave the HMI system screen.

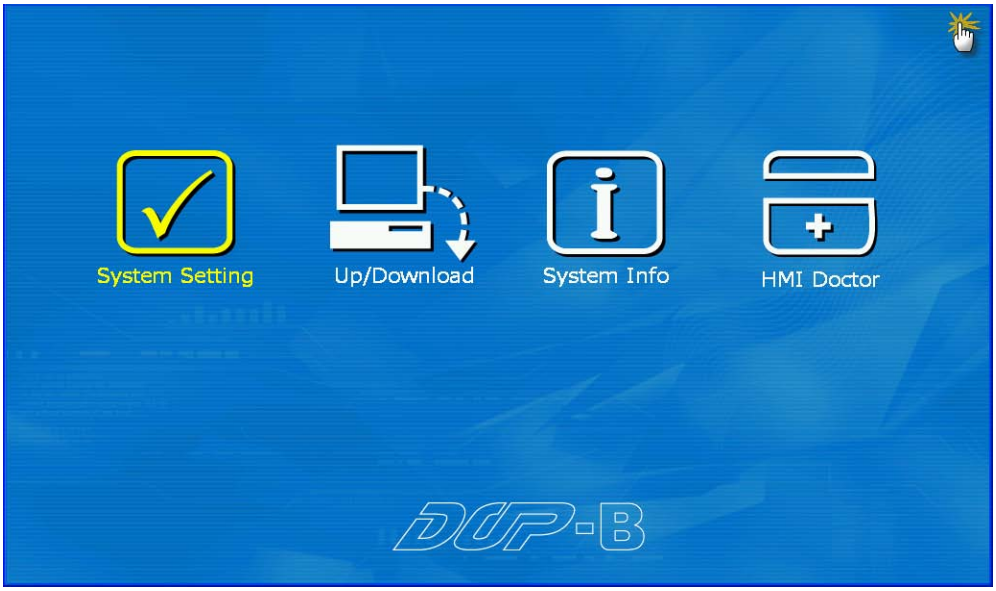


Figure A-1-1 Press the Top Right Corner to Leave the System Screen

- How to operate the system screen

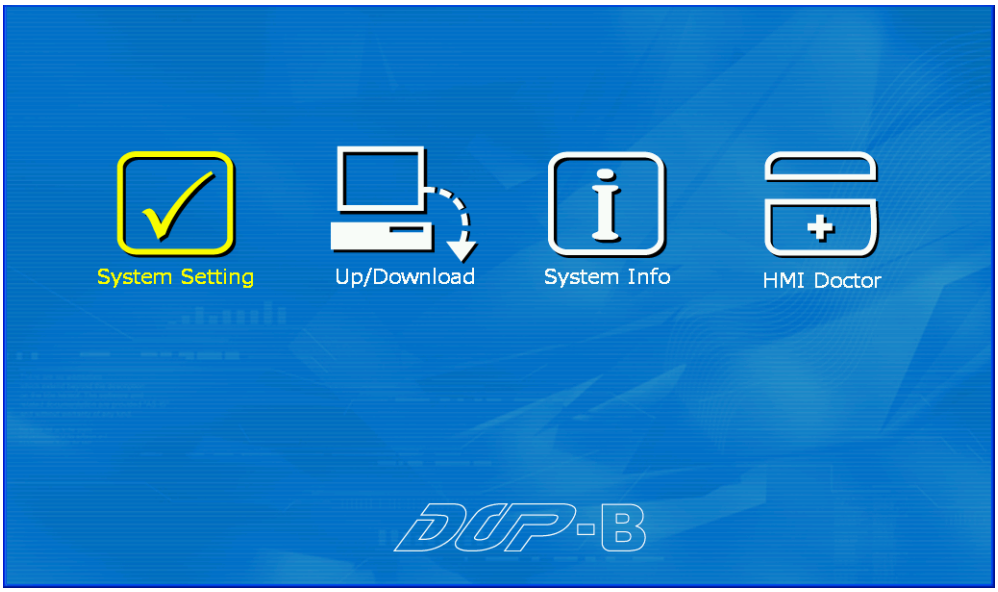


Figure A-1-2 System Screen

- The user can click the icon on the screen to access corresponding function options.
- The model with auxiliary keys, such as DOP-B07S201 and DOP-B07S211, allows the user to press physical keys to operate the system screen.
  - ✓  Move the selected icon left and right on the screen.  Enter the selected option.
  - ✓ The white color  means that the area is not selected; the yellow color  means that the area is selected.

■ System screen function list

System Screen Function List

Table A-1-1 System Screen Function List

System Setup 	Display Panel 	Contrast 	Contrast Adjustment
		Bright 	Brightness Adjustment
		Gamma 	LCD Gamma Adjustment
	Date/Time	Date	System Date Setup

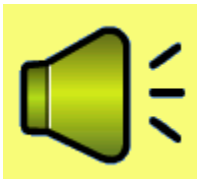
System Screen Function List

Table A-1-1 System Screen Function List

			
		Time 	System Time Setup
		Alarm Clock 	Alarm Clock Setup (Currently Not Enabled)
	Touch Panel 	Delay 	Touch Panel Delay Setup
		Force 	Touch Panel Force Setup
		Calibrate 	Touch Panel Calibration
	Network 	HMI Name	HMI Name Display
		DHCP	DHCP Enable Setup
		IP	IP Address Setup
		Mask	Network Mask Setup
		Gateway	Gateway Setup
		MAC	HMI MAC Address Display
	COM Port 	COM 1	COM Mode, Baud Rate, Stop Bits, Data Bits, Parity bit, Communication Delay, Communication Timeout, Communication Retry Times, HMI Station, PLC
		COM 2	
		COM 3	

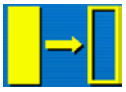
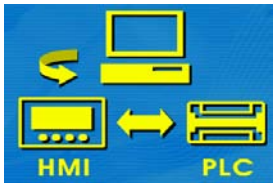
System Screen Function List

Table A-1-1 System Screen Function List

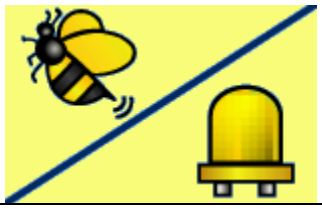
			Station, Multi-Drop and Baud Rate Tuning Setup for COM 1 ~ COM 3
	Volume 	Speaker 	Volume Adjustment
		Buzzer 	HMI Key Tone and Buzzer Volume Adjustment
	Password 	Level 0 ~ Level 7 Password Table Setup A Password Is Needed for Password Table Setup	
	MISC. 	Touch Cursor	Touch Cursor Display Setup
		Screen Save Enable Time	Setup of the Time after Which the Screen Saver is Enabled.
		Energy Saving Enable Time	Setup of the Time after Which the Energy Saving is Enabled.
		Energy Saving %	Energy Saving % Setup
		Startup Delay Time	Startup Delay Time Setup
		Default Language	Multi-Language ID Selection
		BD LED Function Mode	LED Function Mode Setup, Including Comm.(Communication), Disk IO, Network and Disable
		Startup Screen	Startup Screen Setup
	File Management	Formatting	Formatting for HMI, USB, CF and SD

System Screen Function List

Table A-1-1 System Screen Function List

<table>
<tr><td rowspan="5"></td><td rowspan="5">  </td><td>  </td><td>The File System Is Cleared after Formatting</td></tr>
<tr><td>Copy File
  </td><td>Copy of the Screen to External Storage (USB Disk or SD Card)</td></tr>
<tr><td>Multi-Window File
  </td><td>Multiple Startup Screens Setup</td></tr>
<tr><td>Firmware Update
  </td><td>Update of HMI Firmware from USB Disk or SD Card</td></tr>
<tr><td>Encrypt
  </td><td>Encryption of Screen Data and Setup of Copy Times</td></tr>
<tr><td rowspan="5">Upload/Download
  </td><td rowspan="2">Normal
  </td><td>COM 1</td><td rowspan="2">COM 1 or COM 2 in the Normal Mode Must Be Selected for Upload/Download Screen Data.</td></tr>
<tr><td>COM 2</td></tr>
<tr><td rowspan="3">Bypass
  </td><td>Mode 1
COM 1 → COM 2</td><td rowspan="3">The HMI Is Used as a Bridge in the Bypass Mode to Transmit Data between PC and PLC.</td></tr>
<tr><td>Mode 2
COM 1 → COM 3</td></tr>
<tr><td>Mode 3
COM 2 → COM 1</td></tr>
<tr><td rowspan="2">Transmission
  </td><td>Upload</td><td rowspan="2">Upload/Download of DVP Files Used in PLC.</td></tr>
<tr><td>Download</td></tr>
<tr><td>System Data
  </td><td colspan="3">Display of HMI Data, Including Firmware Version, Model, Battery Capacity, Memory Space, CPU Rate, Test Data, Current Time, PLC Driver in Use and Connection to External Storage.</td></tr>
</table>

System Screen Function List Table A-1-1 System Screen Function List		
HMI Doctor	Blue 	Blue Screen Test
	Green 	Green Screen Test
	Red 	Red Screen Test
	Black 	Black Screen Test
	White 	White Screen Test
	Network 	Network Test (Currently Not Enabled)
	Color 	Color Saturation Test
	USB 	USB Test

System Screen Function List Table A-1-1 System Screen Function List		
	ADC  	ADC Test
	Buzzer / LED 	Buzzer / LED Test
	Draw a Line 	Touch Panel Line Drawing Test

A-2 System Setup

The system setup operation is described below.

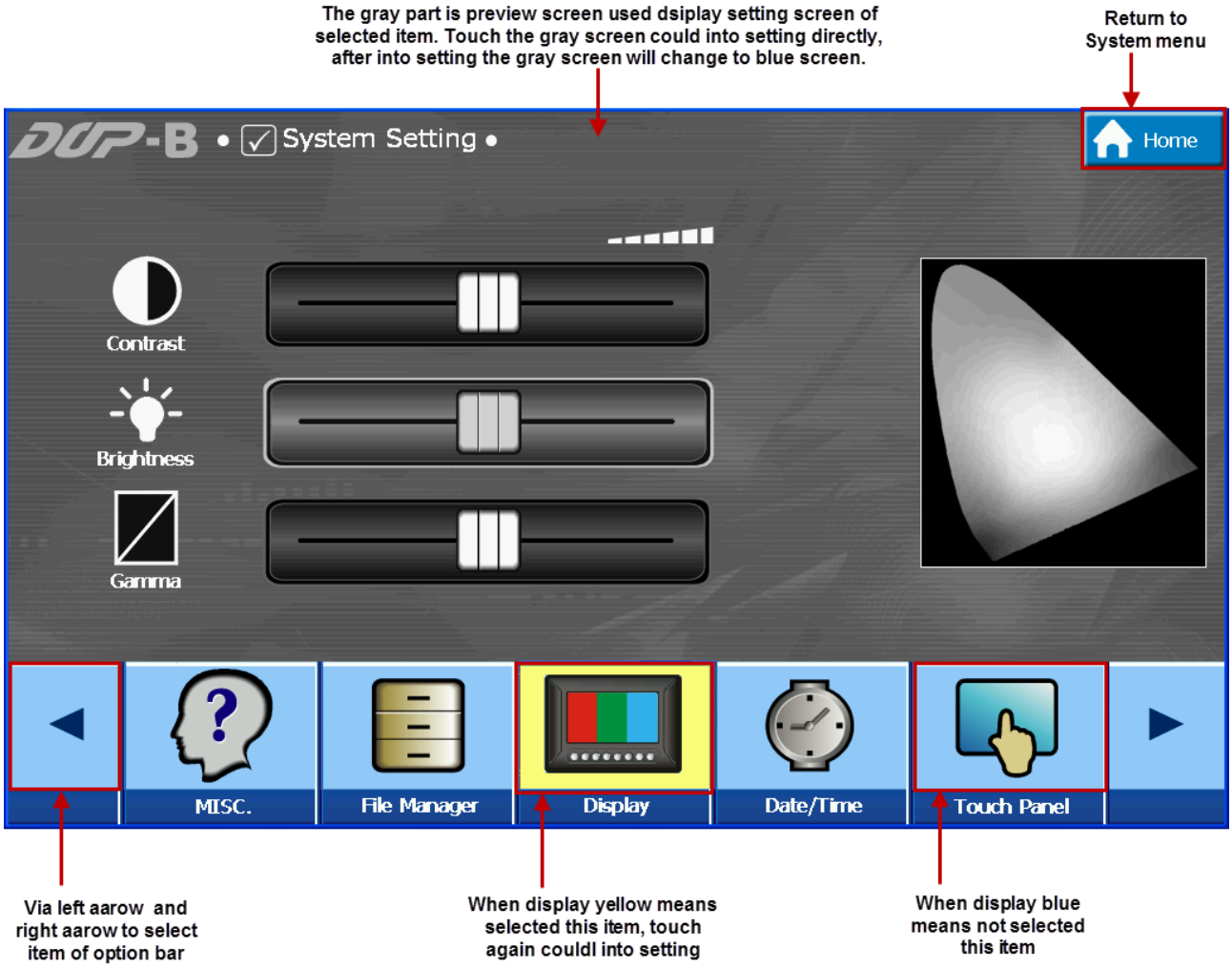


Figure A-2-1 System Setup Operation

■ Display Panel

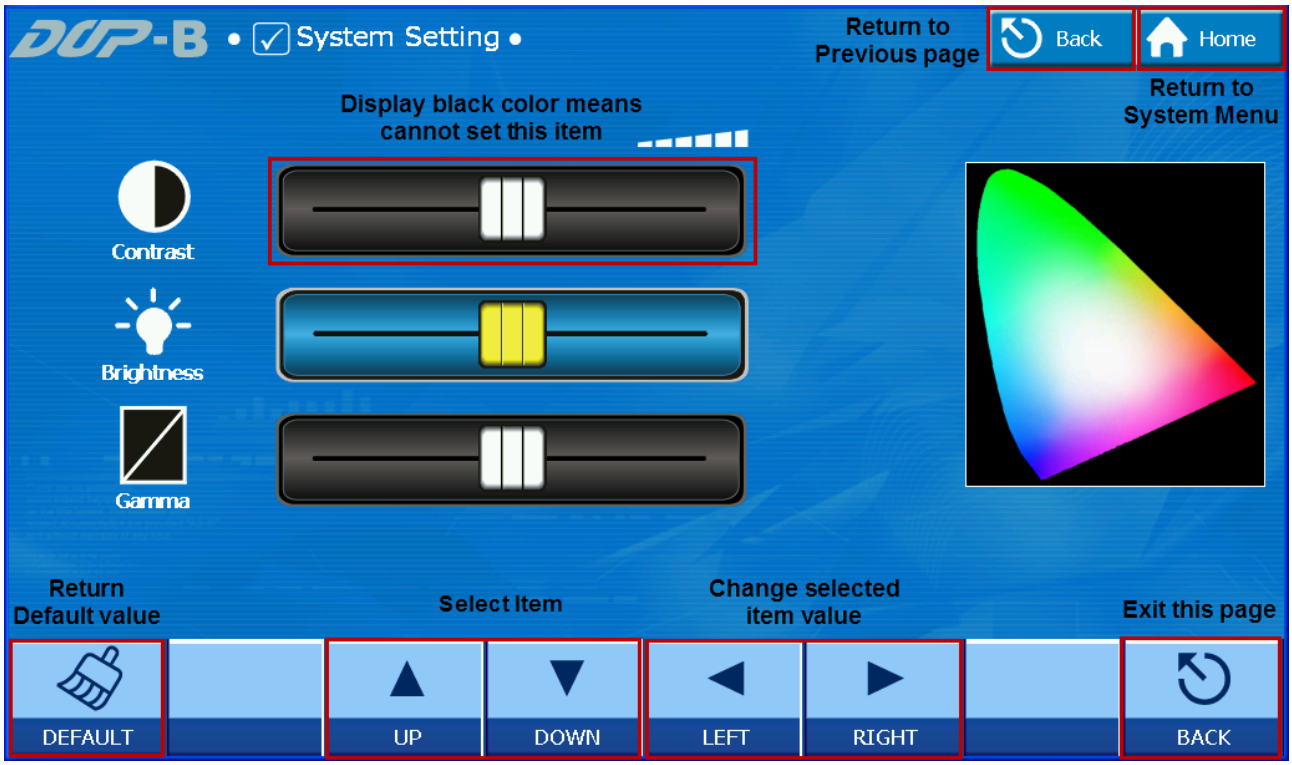


Figure A-2-2 Display Panel

➢ Set LCD display.

Display Panel 	Contrast 	The user can adjust the contrast. (Currently not Enabled)
	Bright 	The user can adjust HMI brightness.
		B05S100 / B05S101 / B07S201 / B07S211 can support brightness adjustment. New models such as B07S(E)415 / B07S(E)515 / B08S(E)515 / B10S(E)615 only support brightness adjustment.
	Gamma 	The user can adjust the LCD Gamma value.
		B05S100 / B05S101 / B07S201 / B07S211 can support the Gamma value.

➢

➢ Auxiliary key and function bar mapping list

Default	Up	Down	Left	Right	Exit
F1	F3	F4	◄	►	SYS

■ Date/Time

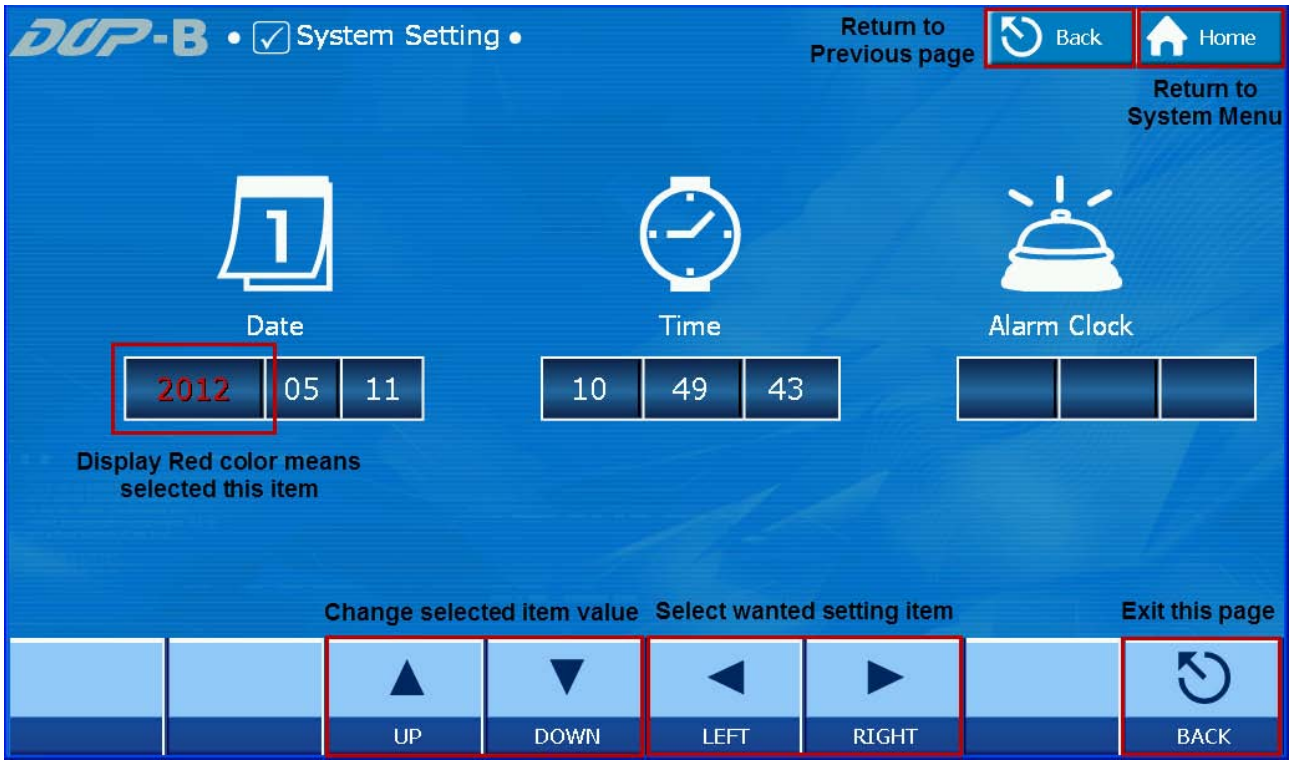


Figure A-2-3 Date/Time

➢ Set the date and time (year, month, day, hour, minute, second) for the HMI system.

Date/Time 	Date 	Set HMI system date.
		The date is set in YYMMDD format.
	Time 	Set HMI system time.
		The time is set in HHMMSS format.
	Alarm Clock 	Set the alarm clock time (Currently Not Enabled)

➢ Auxiliary key and function bar mapping list

Up	Down	Left	Right	Exit
F3	F4	◄	►	SYS

■ Touch Panel

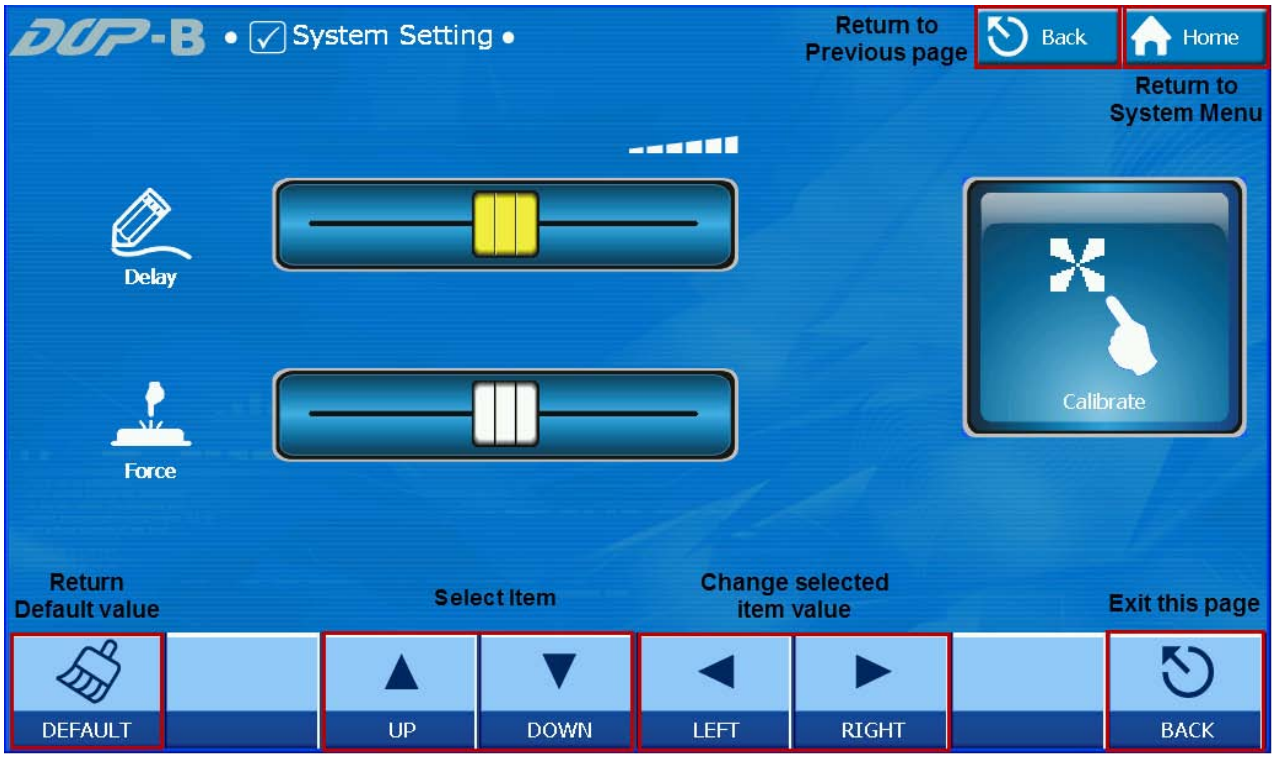
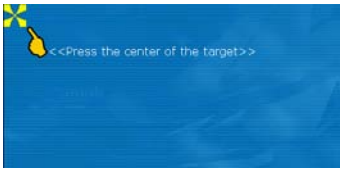
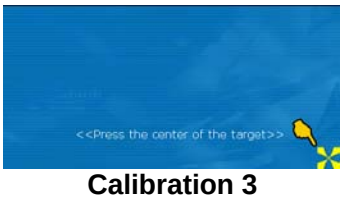


Figure A-2-4 Touch Panel

➢ Set the touch panel, including the delay time, press force and calibration

Touch Panel 	Delay 	Set the touch panel delay time.
		Set the HMI processing delay time for touch and movement of messages. Move the slider right to reduce the delay time for quicker movement. Move the slider left to increase the delay time for slower movement.
	Force 	Set the touch force for the panel.
		Move the slider left to reduce the force. HMI will recognize lower force and the touch operation becomes easier. Move the slider right to increase the force. HMI will recognize the higher force and the touch operation becomes more difficult.
	Calibrate	Calibrate the touch panel.

		Follow the instructions and touch the center of  to conduct three-point calibration of the HMI touch panel. A significant deviation may be brought about to the touch panel if the user touches a point far away from the center point in the calibration area. It is suggested to use a dedicated stylus for the calibration.
		Calibration 1  **Calibration 2**  **Calibration 3** 

➢ Auxiliary key and function bar mapping list

 **Default**	 **Up**	 **Down**	 **Left**	 **Right**	 **Exit**
					

■ Network

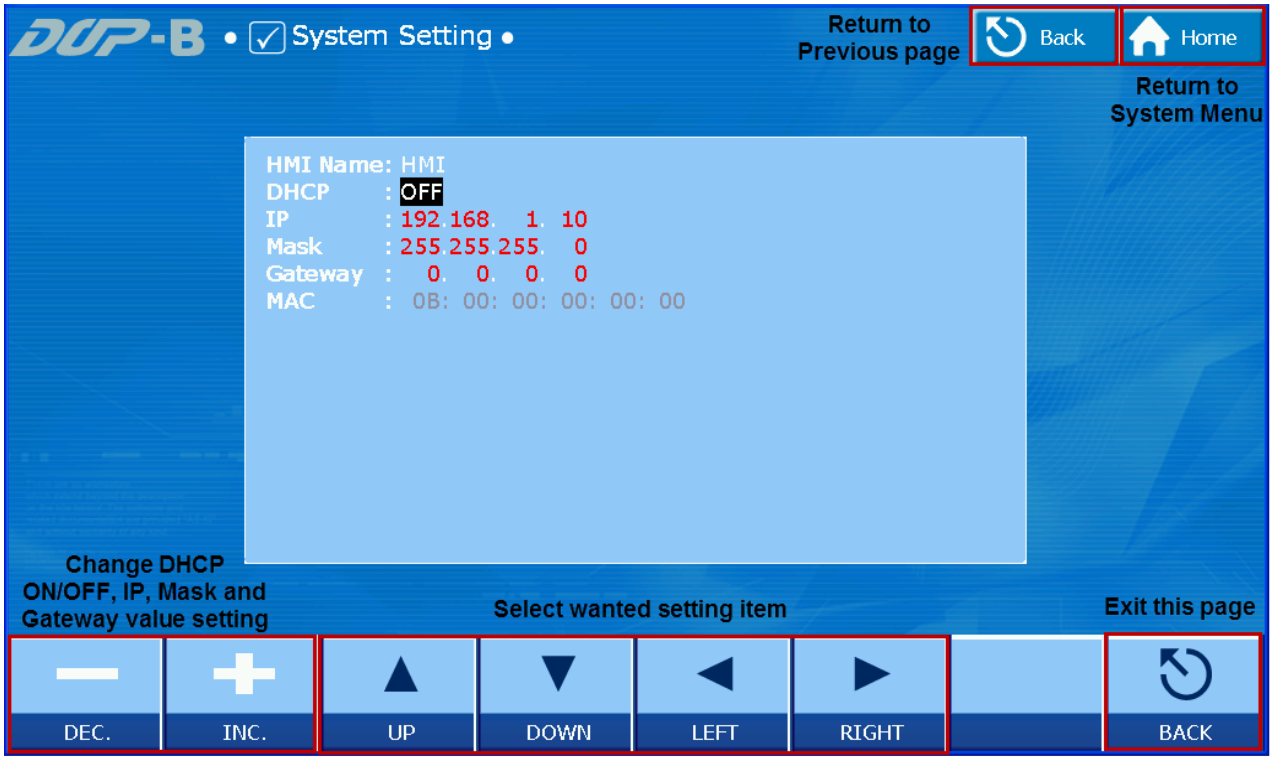
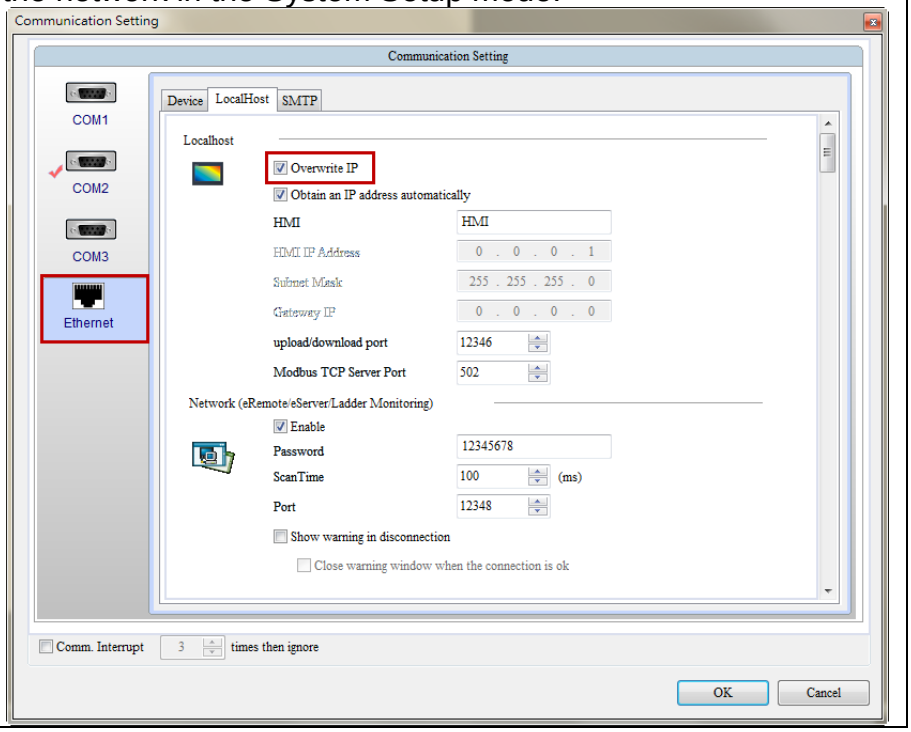


Figure A-2-5 Network

➢ The Network option is only available when the Ethernet function is provided. The user can use this option to set DHCP, IP, Mask and Gateway.

Network 	The user can enter [Options] → [Communication Setting] → [Ethernet] → [Local Host] to change the following settings for the network in the System Setup mode. 

	HMI Name	Show HMI Name
		This name is set up by HMI. To change the name, enter [Options] → [Communication Setting] → [Ethernet] → [Local Host] to perform the change.
	DHCP	Set to enable DHCP
		The user can enable DHCP or enter IP address manually.
	IP	Set IP address
		When DHCP is OFF, set the IP address manually
	Mask	Set network mask
		When DHCP is OFF, set the mask manually
	Gateway	Set gateway
		When DHCP is OFF, set the gateway manually
	MAC	Display HMI MAC address
		Display the MAC address of HMI. This setting cannot be changed
	Net PSWD	Set connection password with HMI and eRemote or eServer
		User could set the connection password by manual
	eRemote/eServer Enable	Enable the connection with HMI and eRemote or eServer or not
		User could enable or disable by manual

■ Port

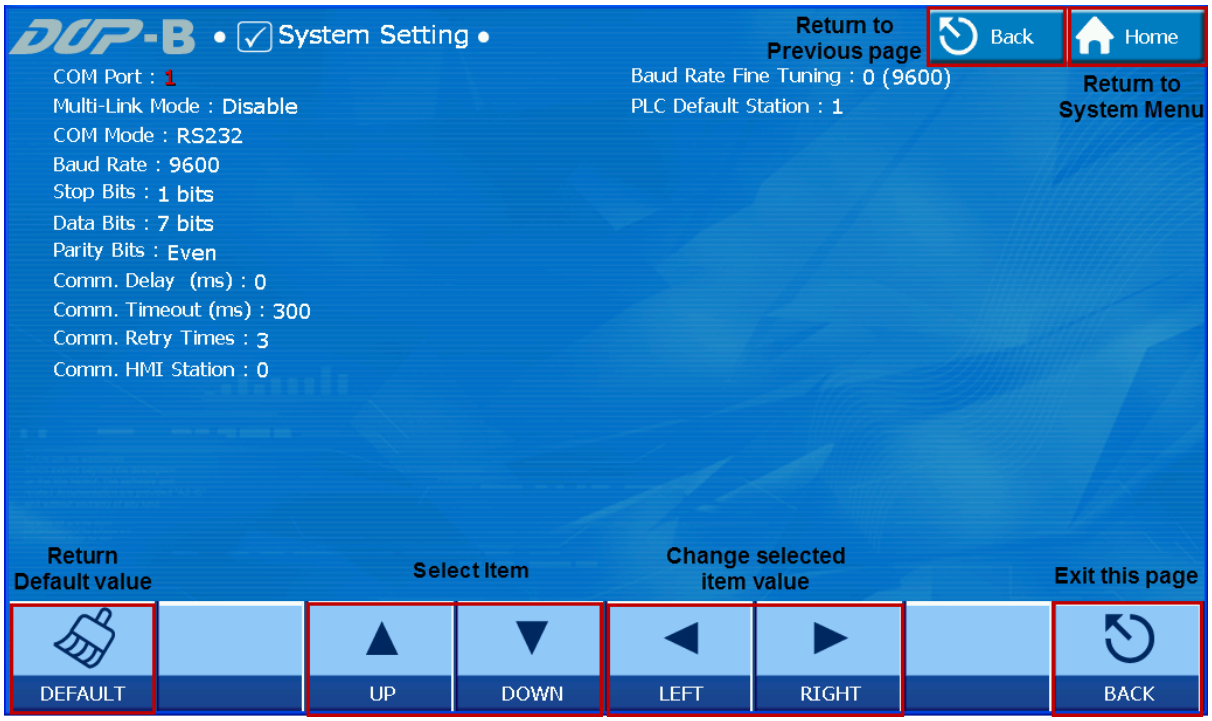


Figure A-2-6 Port

➢ Set COM 1, COM 2 and COM 3 parameters.

Port 	COM 1	Set COM Mode, Baud Rate, Stop Bits, Data Bits, Parity bit, Communication Delay, Communication Timeout, Communication Retry Times, HMI Station, PLC Station, Multi-Drop and Baud Rate Tuning for COM 1 ~ COM 3.
	COM 2	
	COM 3	

➢ Auxiliary key and function bar mapping list

Default	Up	Down	Left	Right	Exit
					

■ Sound

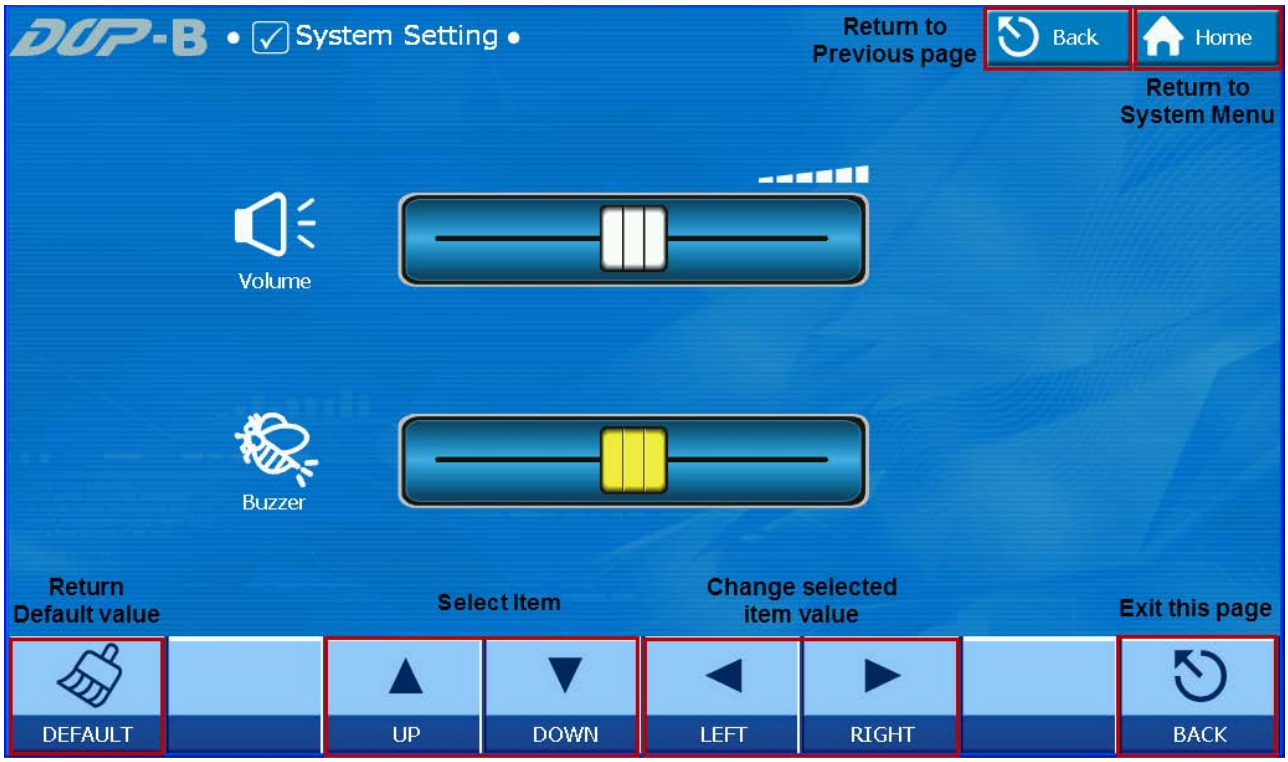
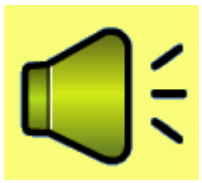


Figure A-2-7 Sound

➢ Set the volume for the speaker and buzzer.

Volume 	Speaker 	Adjust the volume of HMI speakers
		The volume setup is only available to the model with Audio output function. Move the slider left to reduce the volume; move the slider right to increase the volume.
	Buzzer 	Adjust HMI key tone and buzzer volume
		This function is used to adjust HMI key tone and buzzer volume. Move the slider left to reduce the volume; move the slider right to increase the volume.

➢ Auxiliary key and function bar mapping list

 **Default**	 **Up**	 **Down**	 **Left**	 **Right**	 **Exit**
					

■ Password

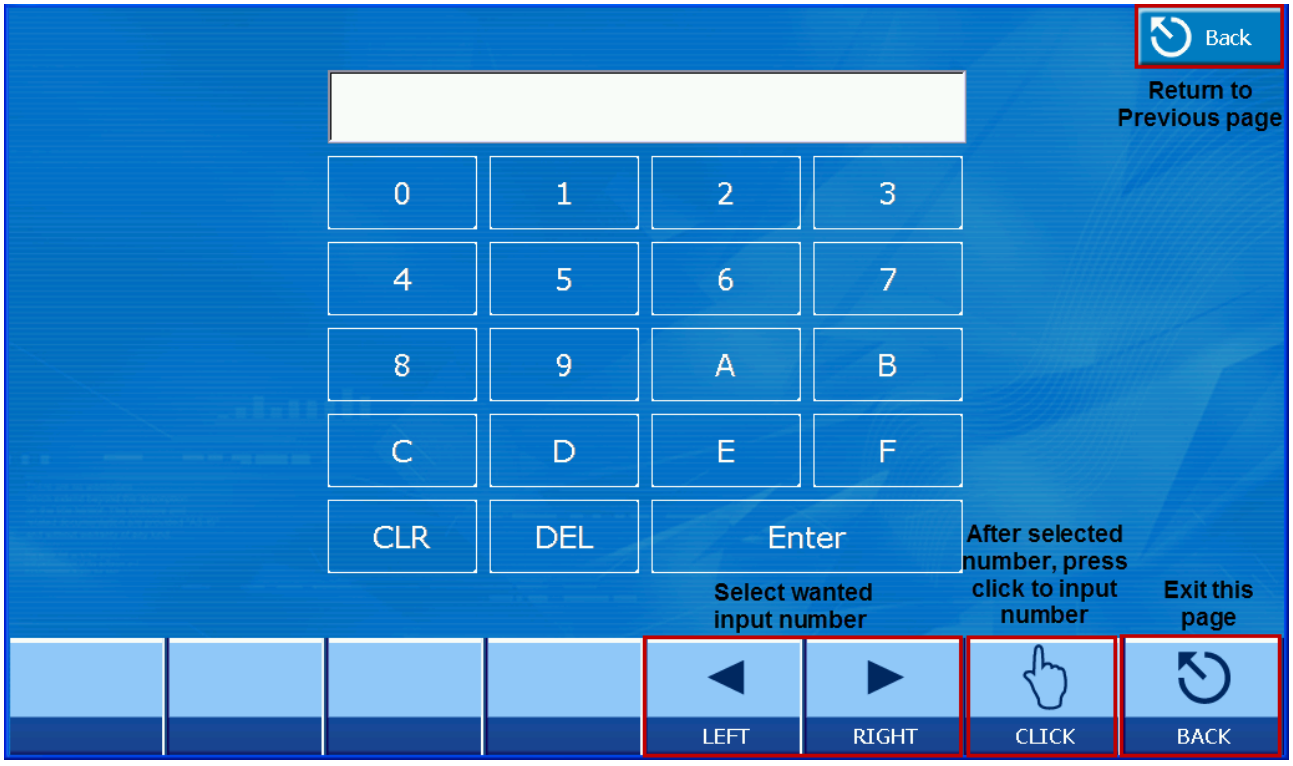
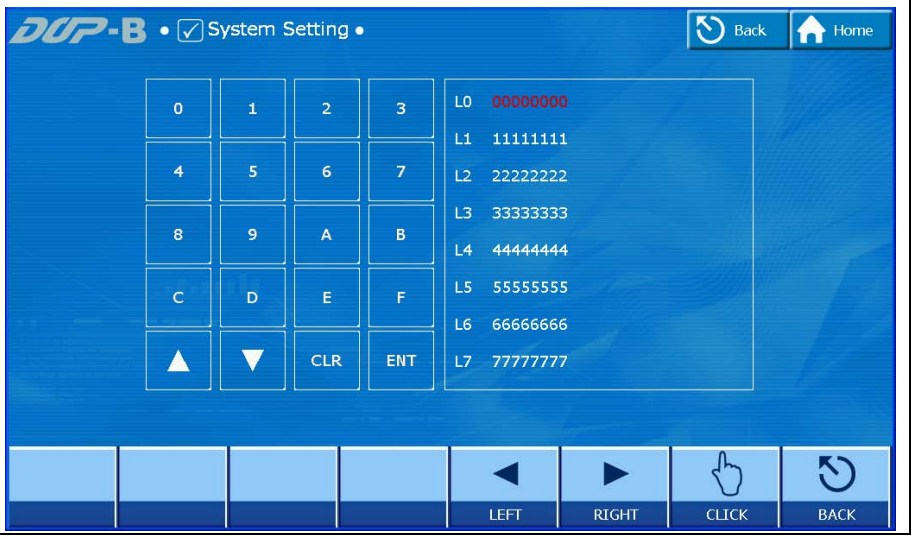


Figure A-2-8 Password

➢ Set Level 0 ~ Level 7 password table.

Password	Level 0 ~ Level 7 password table setup
	A password is needed to set the password table. Setting of the password table can be performed after the password is entered and recognized successfully. 

➢ Auxiliary key and function bar mapping list

 **Left**	 **Right**	 **OK**	 **Exit**
			

■ MISC.

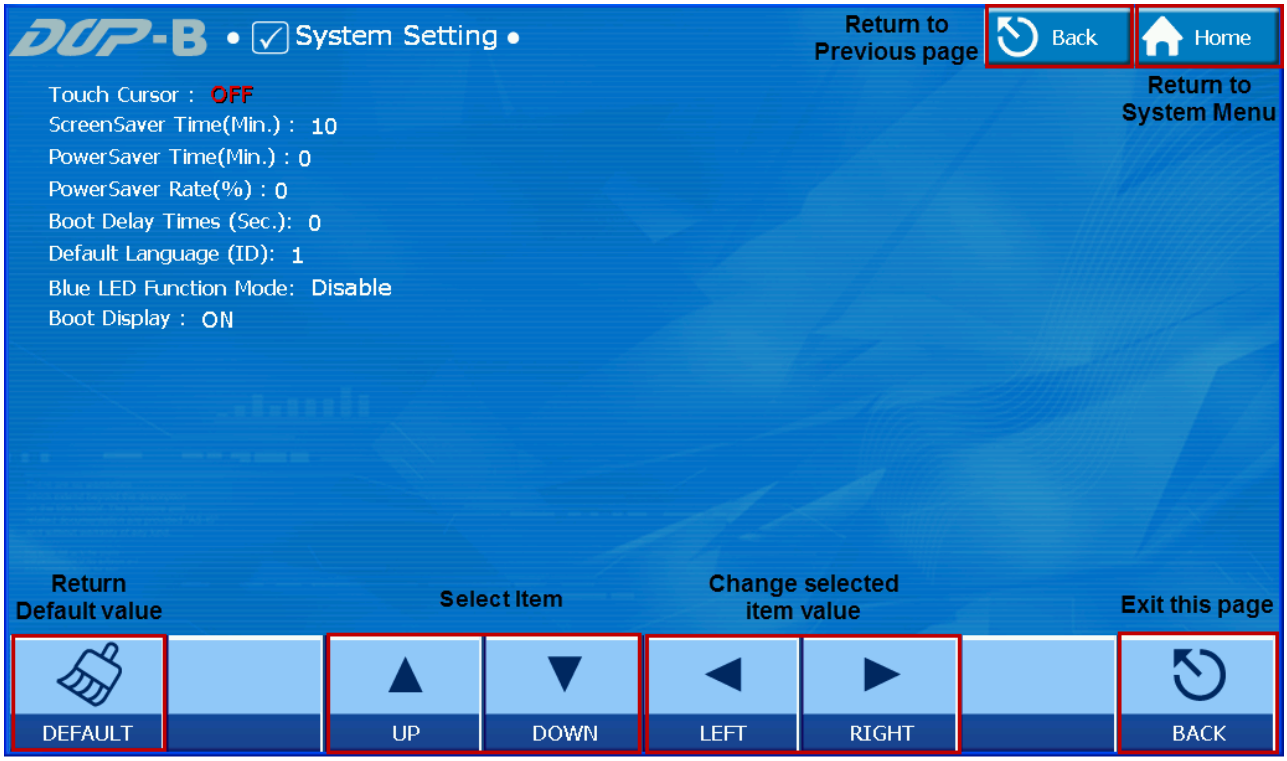
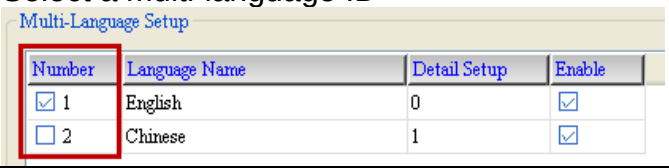


Figure A-2-9 MISC.

➢ Set other HMI parameters.

MISC. 	Touch Cursor	Set the display of the touch cursor	
	Screen Save Enable Time	Set the time after which the screen saver is enabled	
	Energy Saving Enable Time	Set the time after which the energy saving is enabled	
	Energy Saving %	Set energy saving %	
	Startup Delay Time	Set startup delay time	
	Default Language	Select a multi-language ID 	
	BD LED Function Mode	LED function mode is not enabled	Disable
		LED flashes only for communication	Comm.(Communication)
		LED flashes only for processing of Disk IO	Disk IO

		LED flashes only for network connection	Network
	Startup Screen	Set display of the startup screen	

➢ Auxiliary key and function bar mapping list

Default	Up	Down	Left	Right	Exit
F1	F3	F4	◄	►	SYS

■ File Management

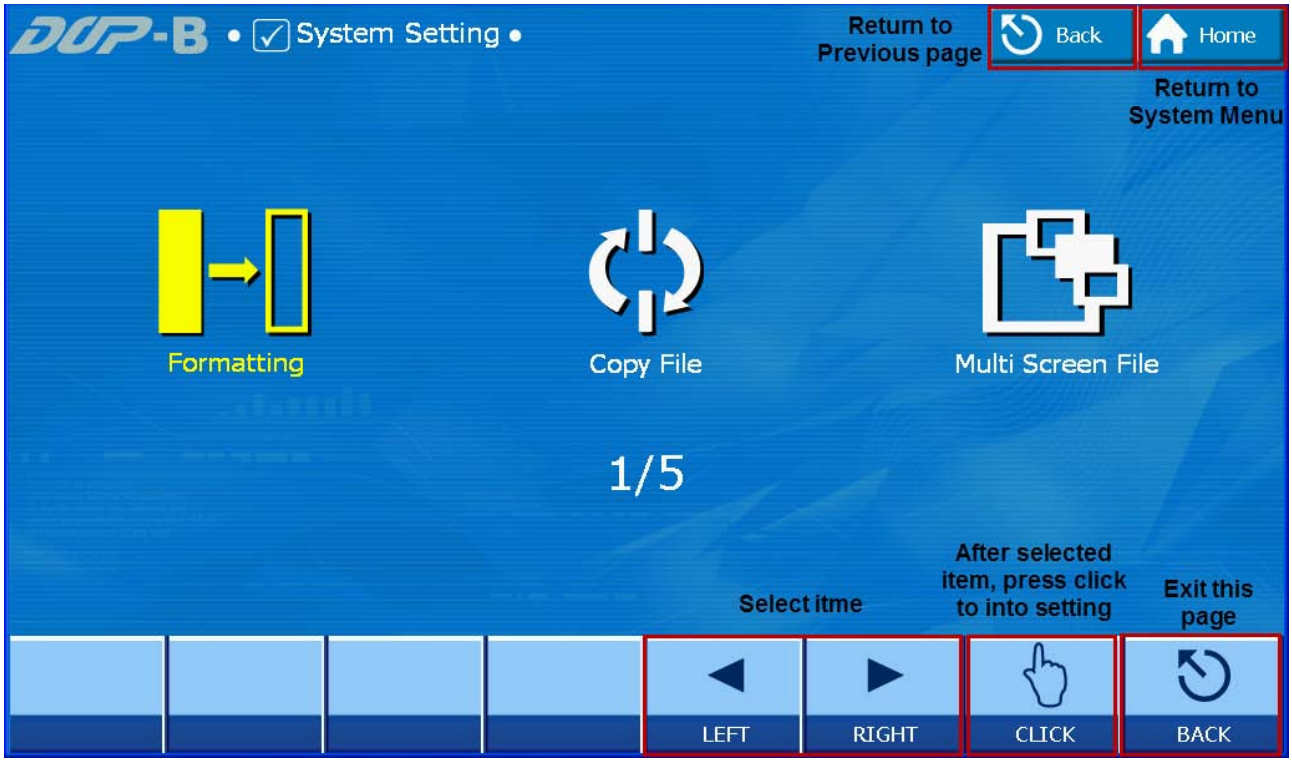
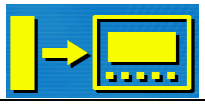


Figure A-2-10 File Management

➢ File format, copy, select multiple startup screens, firmware update, encrypt.

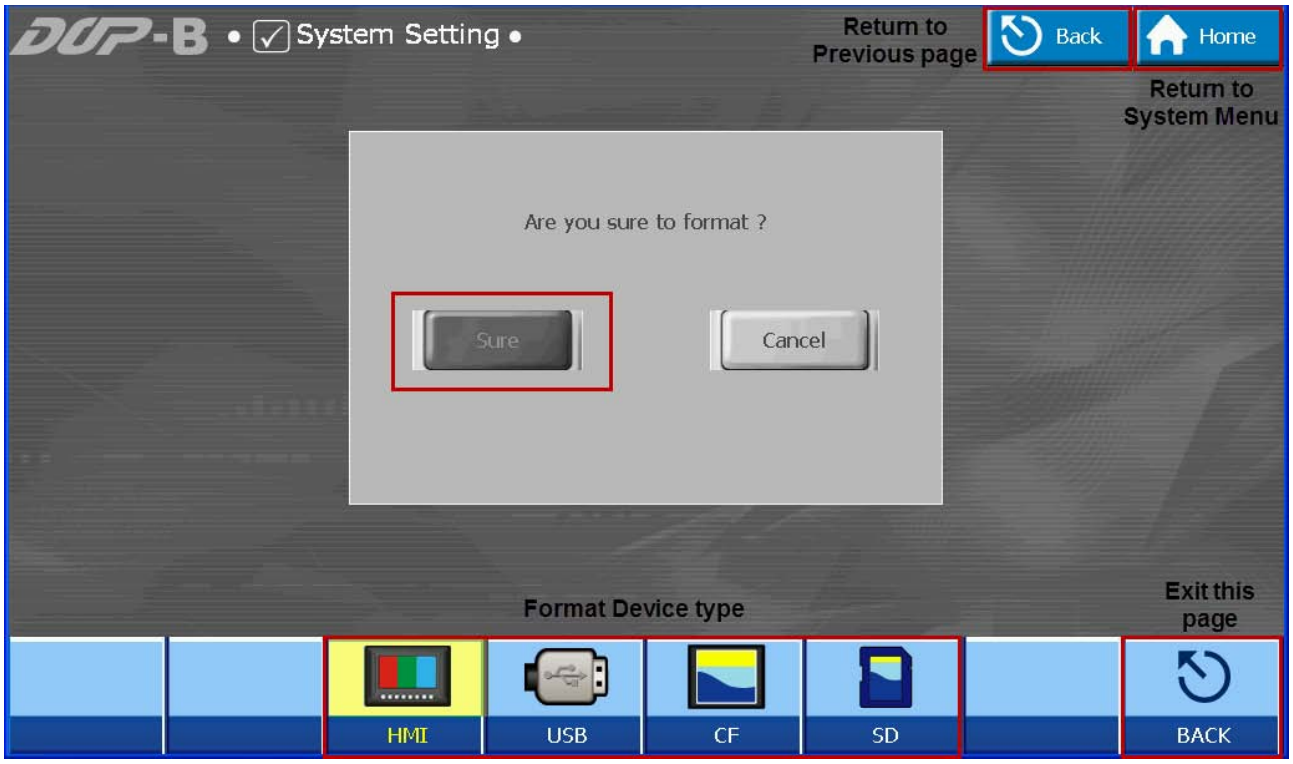
File Management 	Formatting 	Formatting for HMI, USB, CF and SD The file system is cleared after formatting.
	Copy File 	The screen can be copied to an external storage (USB Disk or SD Card)
	Multi-Window File 	Set multiple startup screens.
	Firmware Update 	Update HMI firmware from USB Disk or SD Card
	Encrypt 	Encrypt screen data and set up allowable copy times

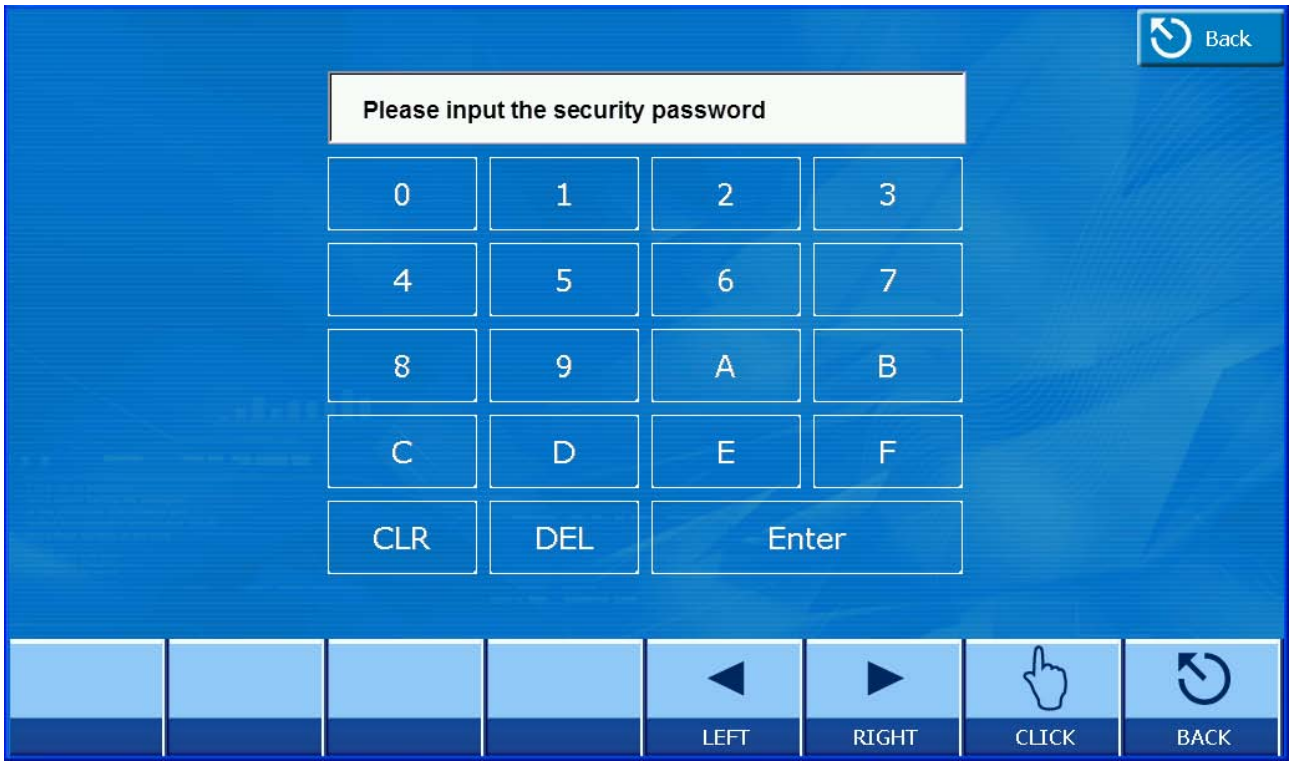
➢ Auxiliary key and function bar mapping list

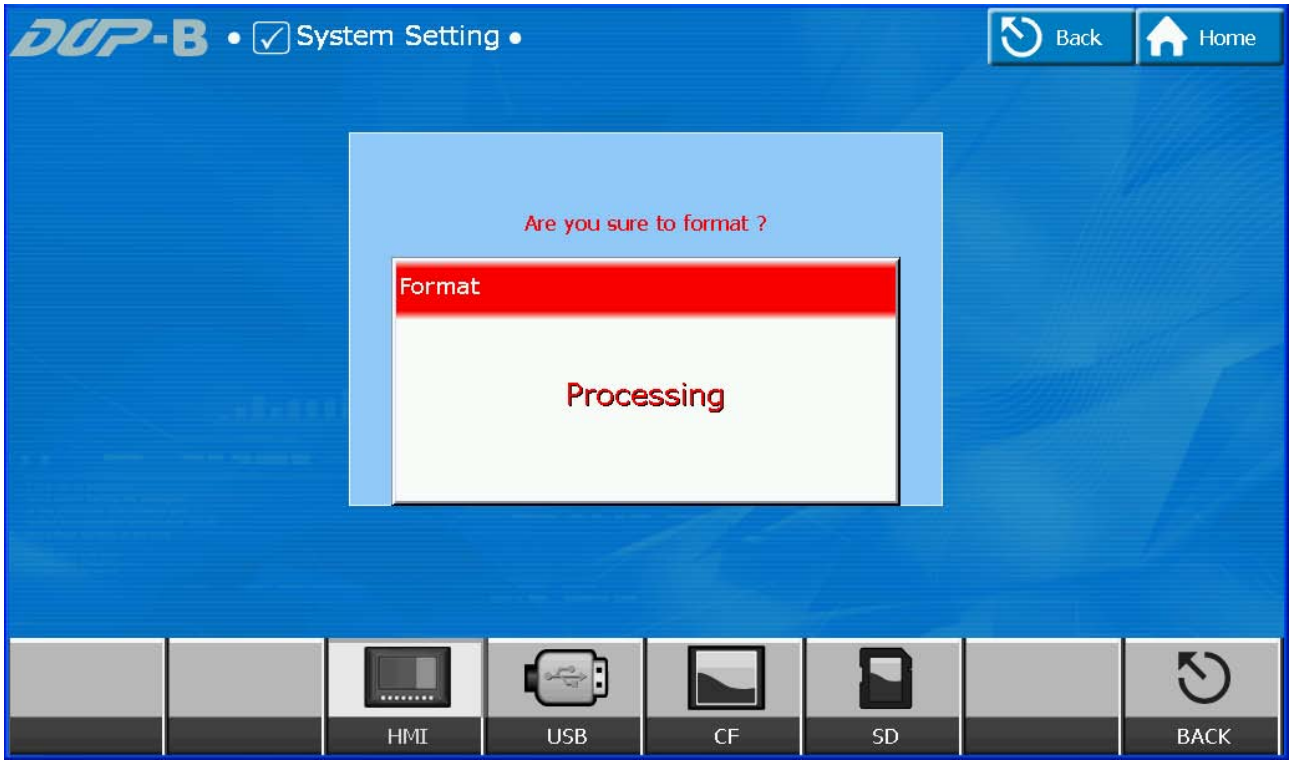
 **Left**	 **Right**	 **OK**	 **Exit**
			

✓ Formatting

The formatting function is used to format internal and external devices, including HMI, USB, CF and SD. This option is not enabled before inserting the USB, CF or SD in HMI. After selection of the device to be formatted, the user needs to enter the password and the device will be formatted after the password is verified.


DOP-B
System Setting
Return to Previous page
Back
Home
Return to System Menu
Are you sure to format ?
Sure
Cancel
Format Device type
Exit this page
HMI
USB
CF
SD
BACK

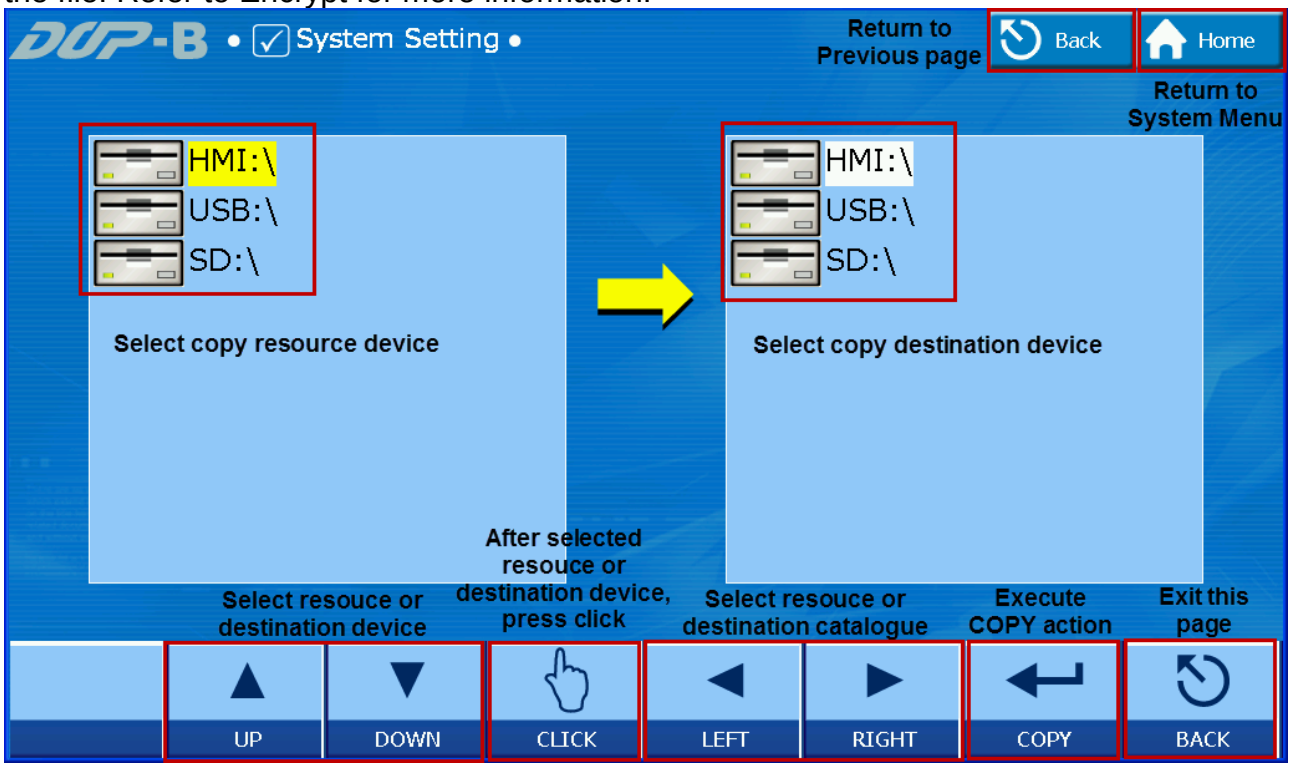

Back
Please input the security password
0
1
2
3
4
5
6
7
8
9
A
B
C
D
E
F
CLR
DEL
Enter
LEFT
RIGHT
CLICK
BACK



✓ Copy File

A file can be selected and copied from the device in the source directory to the device in the destination directory.

The Copy File function can be used in conjunction with the Encrypt function. This function enables the user to set the copy times for a file. When an encrypted file is copied more than the setting value of the copy times, the system will inform the user to ensure the security of the file. Refer to Encrypt for more information.



➢ Auxiliary key and function bar mapping list.

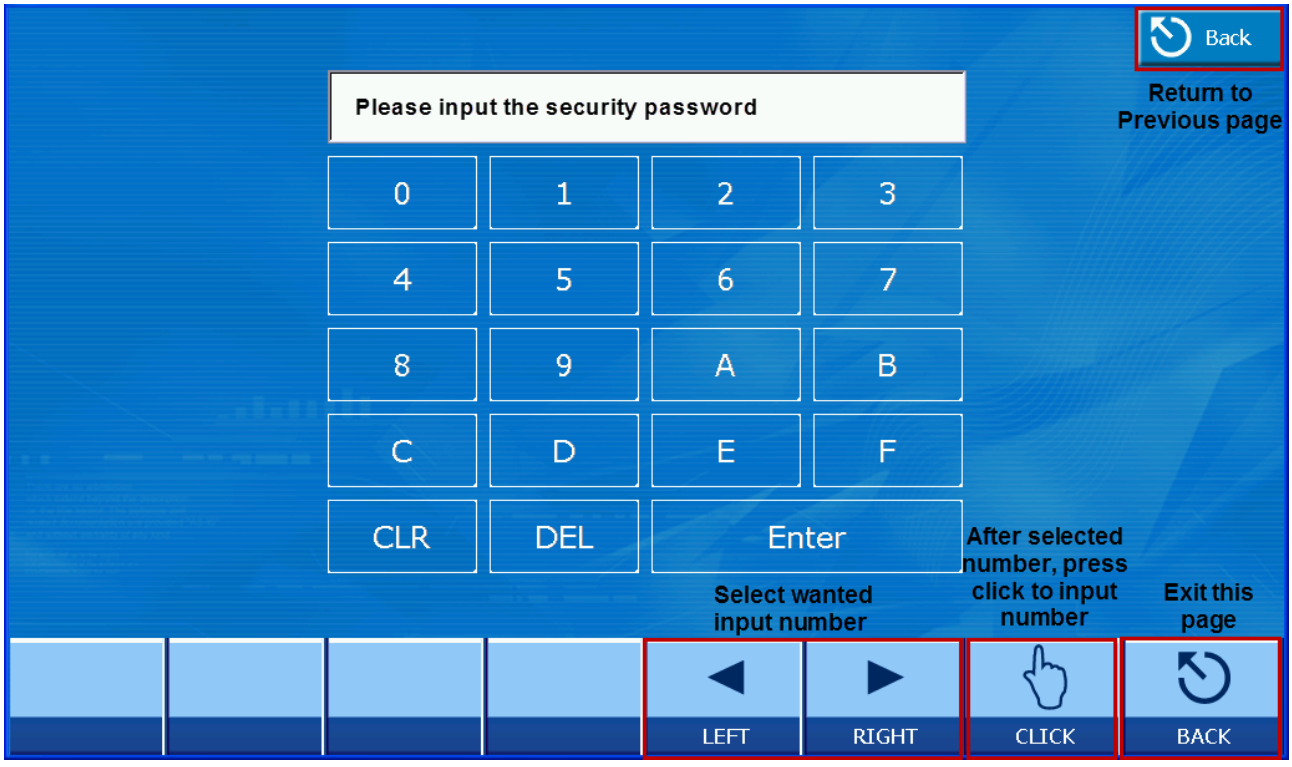
Up	Down	OK	Left	Right	Copy	Exit
F2	F3	F4	◄	►	↵	SYS

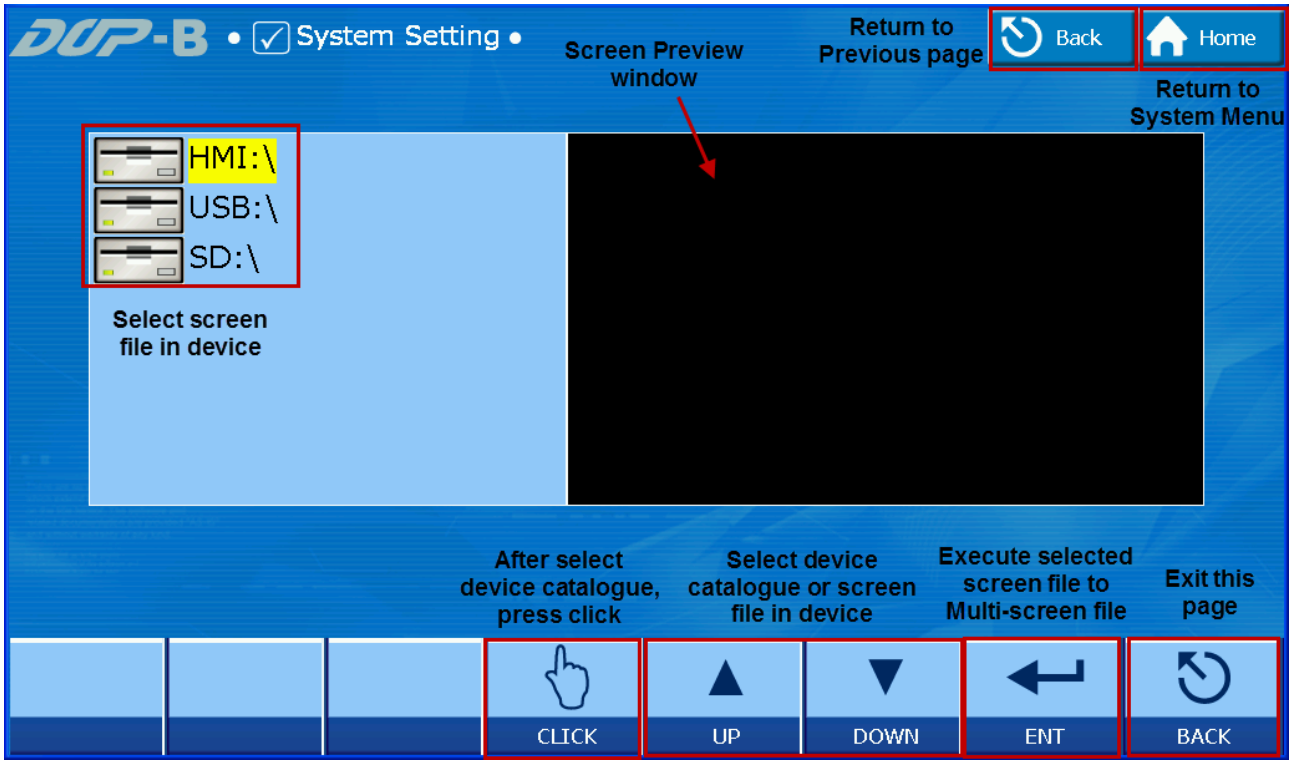
➢ **NOTE**

- HMI does not support direct copying between disks.
- HMI only supports the directories HMI-000 ~ HMI255.
- If HMI is selected as the destination directory, the original file will be removed before being copied from the source directory to the destination.
- If New… is selected as the destination directory, HMI will look for a directory not used in HMI-000~HMI-255 and create it as the destination.
- If the screen file in the source directory is password protected, HMI will ask for a password. The user must enter the password for the screen file of the source directory to perform the copy function.

✓ Multi-Window File

This function enables the user to select the preferred startup screen file. The user only needs to enter the password to access the startup screen setup function.





➢ Auxiliary key and function bar mapping list

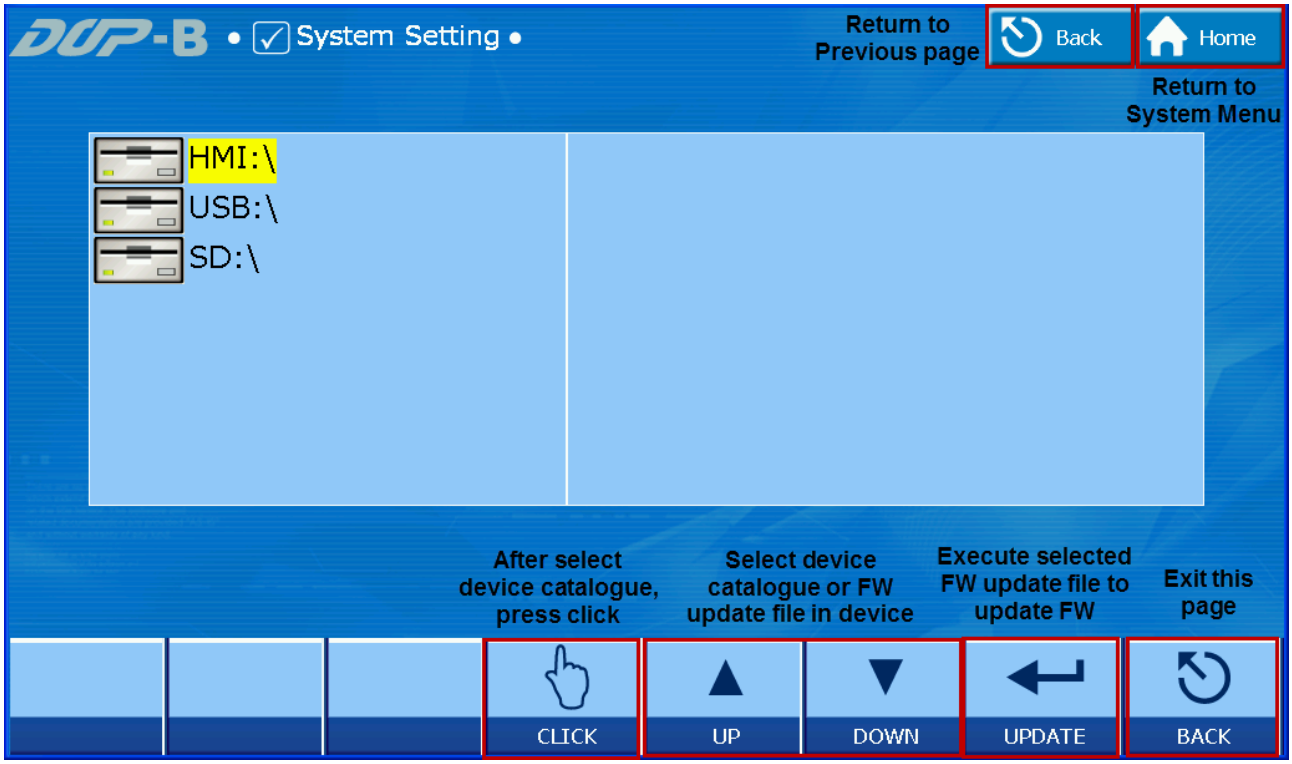
OK	Up	Down	ENTER	Exit
F4	◄	►	↵	SYS

➢ **NOTE**

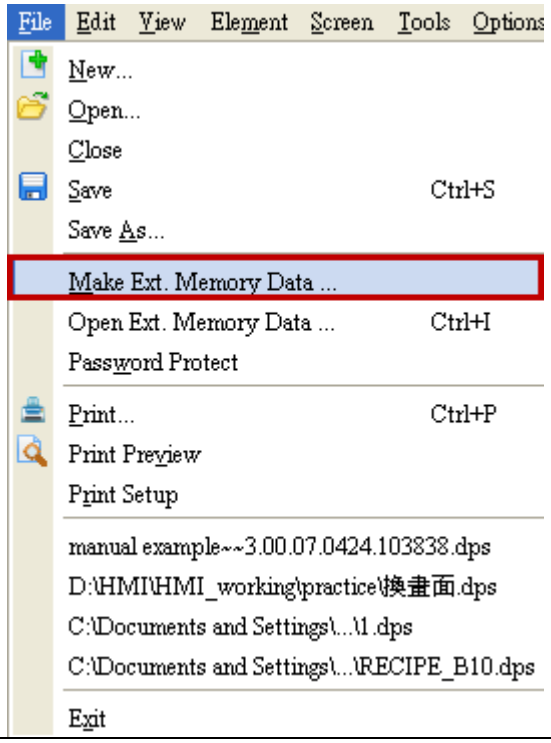
- HMI only supports the directories HMI-000 ~ HMI255.
- If the user turns on the machine and cannot find the existing startup directory, HMI will open the internal screen file instead of changing the path to the startup directory. When the user turns on the machine the next time and finds the startup directory again, he can use it for startup of the machine.
- If the startup directory is an external sector, the non-volatile data of this screen will be stored in this startup directory automatically, no matter whether the data are set to an internal or external sector.

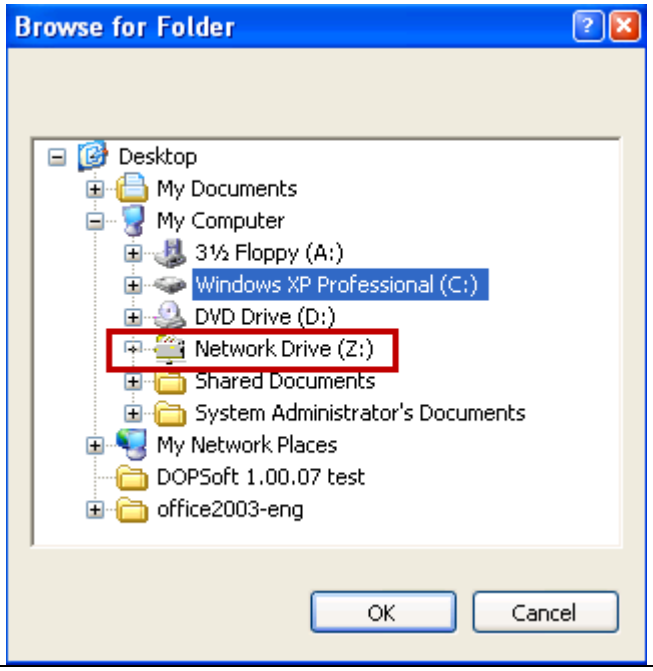
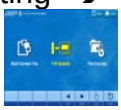
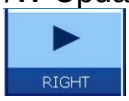
✓ Firmware Update

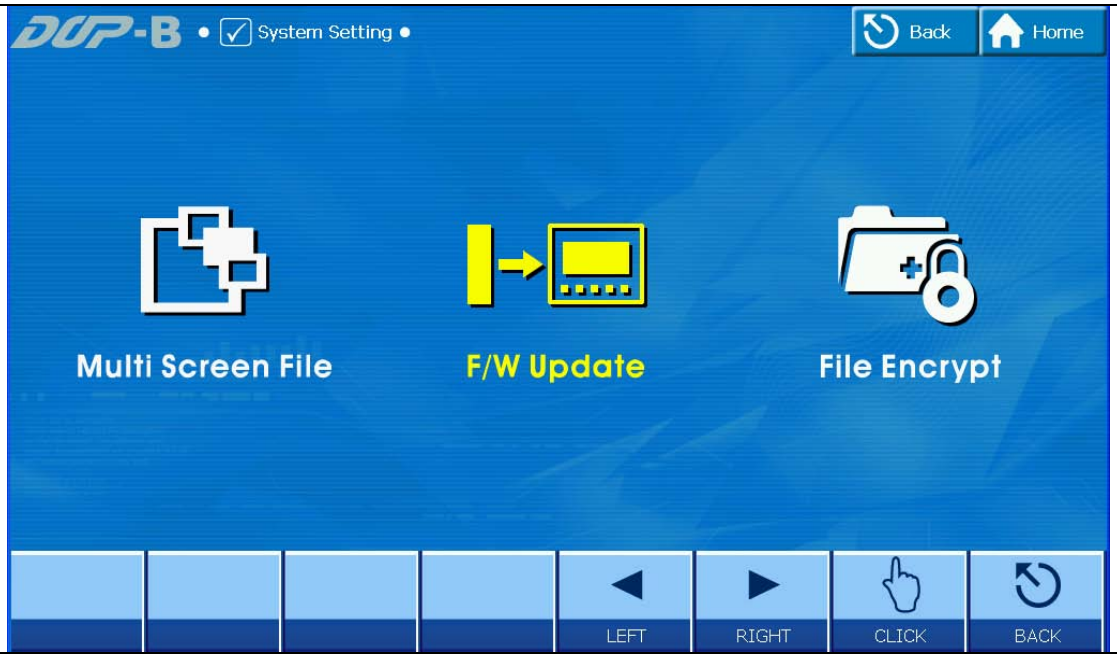
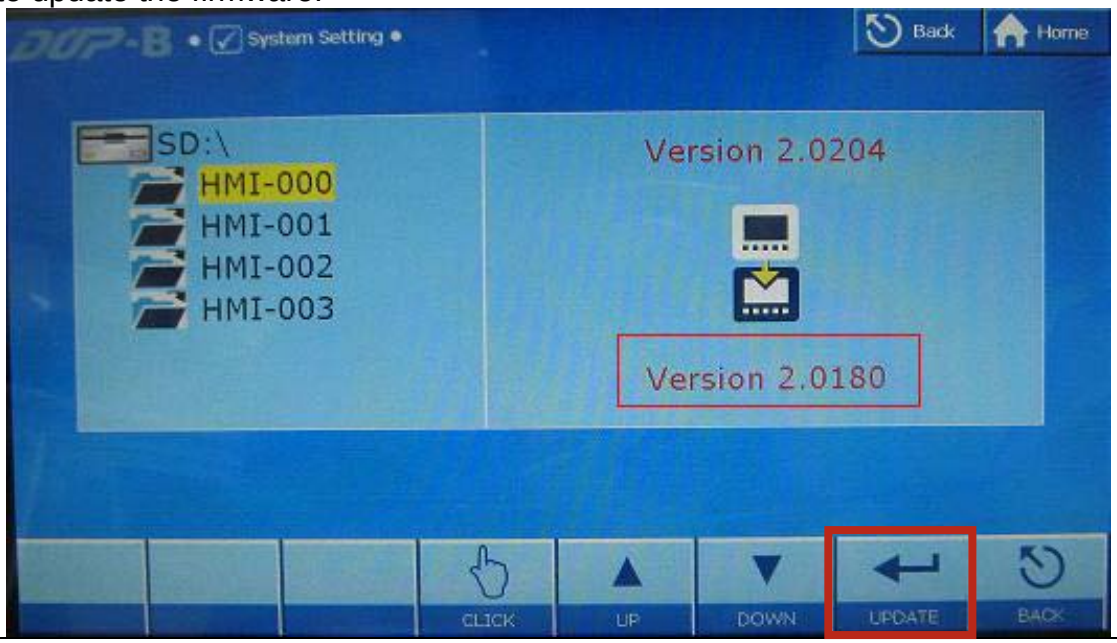
This function enables the user to perform firmware update using an external disk (USB Disk or SD Card).

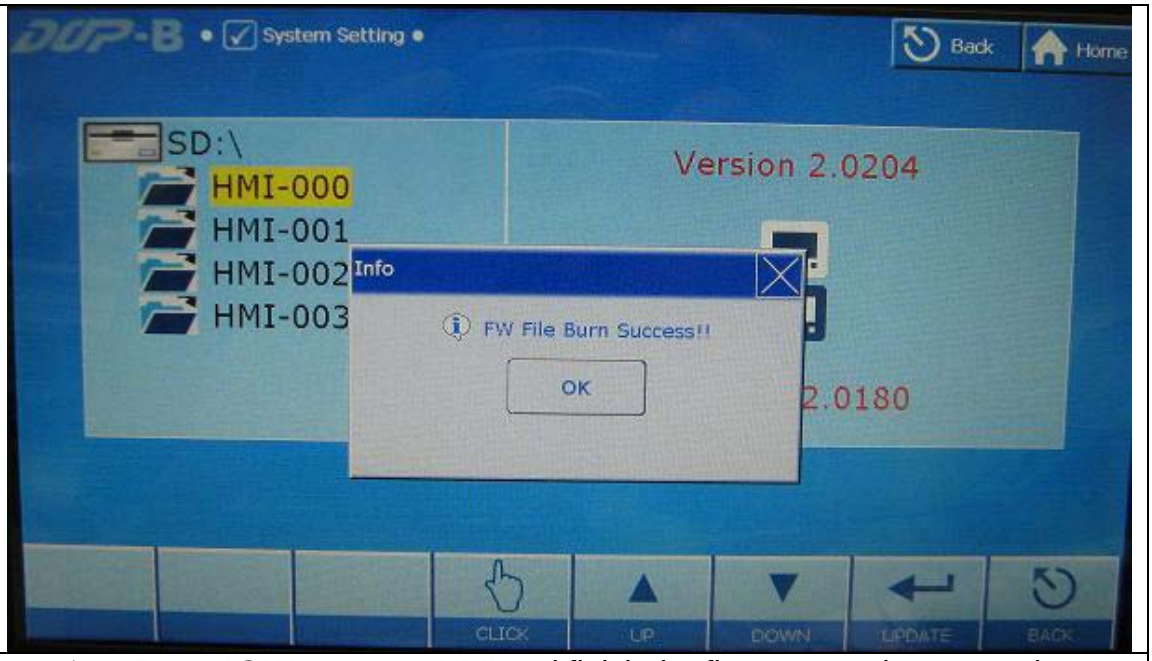


The following is an example of the firmware update.

Step 1	➢ Enter “File" → “Make Ext. Memory Data" and select Make Ext. Memory Data. 
Step2	➢ Select an external disk (USB Disk or SD Card) for making the memory

	data and click OK. 
Step3	➢ When the memory data are made successfully, a message appears for confirmation. 
Step4	➢ Insert the external sector in HMI.
Step5	➢ Enter the HMI system screen and select “System Setting" ➔ “File Manager” ➔ "F/W Update". If the “F/W Update” icon  is not shown in the “File Manager”, press  to flip the page.

<table>
<tr><td></td><td> 
</td></tr>
<tr><td>Step6</td><td>Select the source of the firmware to be updated. The firmware version after the update will be displayed on the screen. Confirm the version and click "UPDATE" to update the firmware.
 
</td></tr>
<tr><td>Step7</td><td>➢ The “FW File Burn Success!!” appears to confirm the successful update of the firmware.</td></tr>
</table>

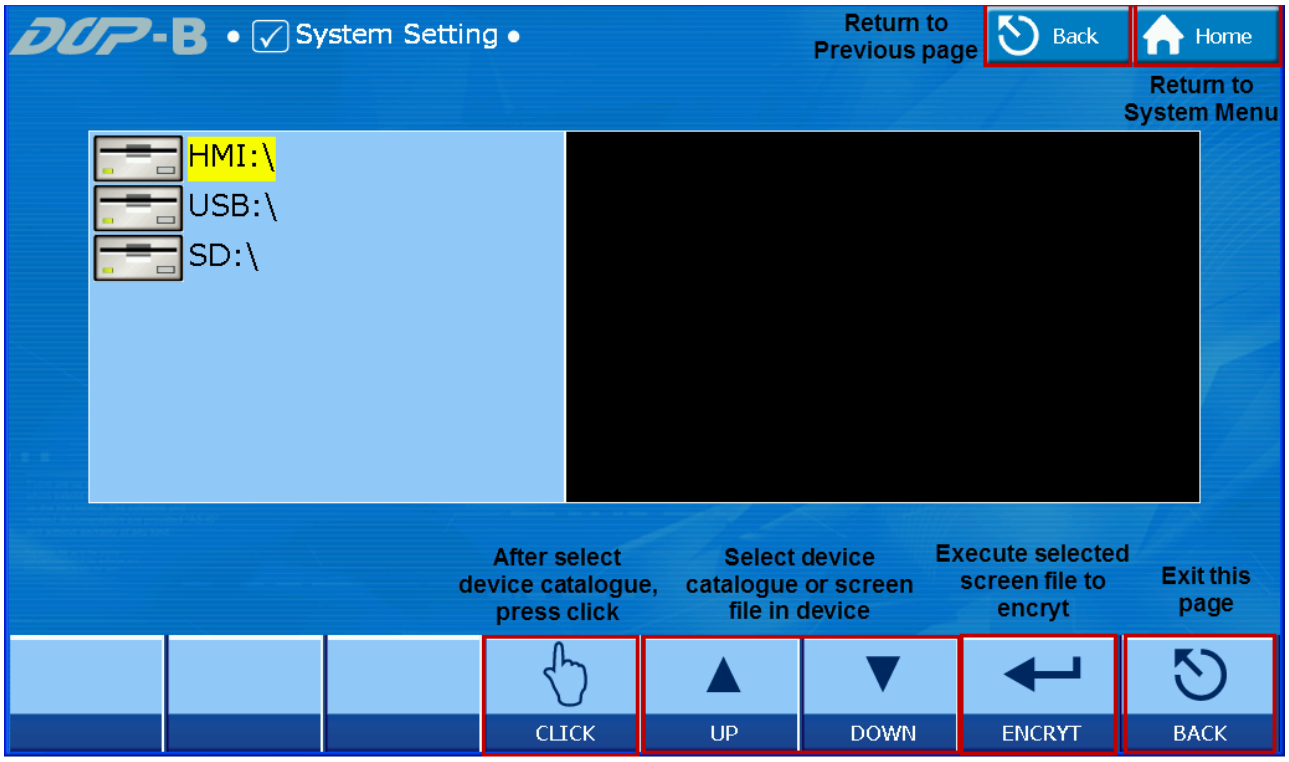
	
Step8	➢ Press “OK" to restart HMI and finish the firmware update operation.

➢ Auxiliary key and function bar mapping list

 **OK**	 **Up**	 **Down**	 **Update**	 **Exit**
				

✓ Encrypt

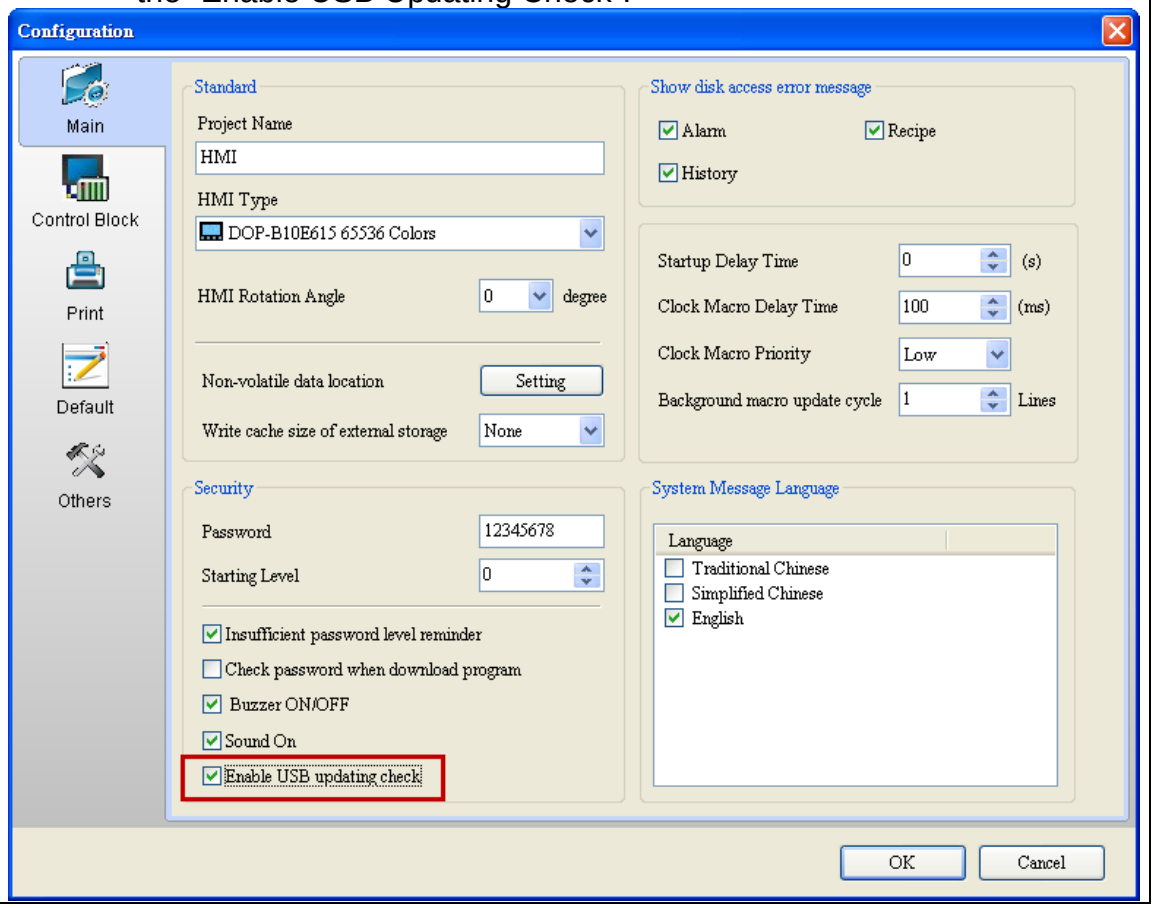
This function enables the user to encrypt the screen data file and set the maximum copy times. It provides the user with a secure and flexible file protection mechanism.



The following is an example of encryption.

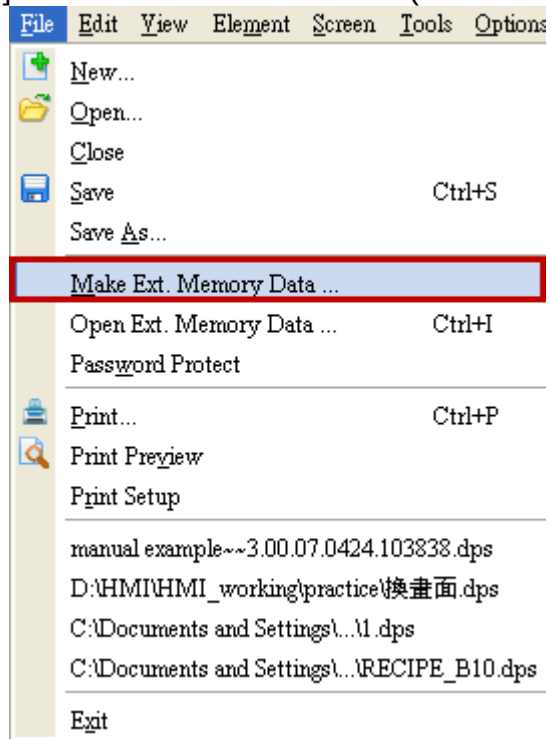
Step 1

➢ Enter [Options] ➔ [Configuration….] from the editing screen and check the “Enable USB Updating Check”.

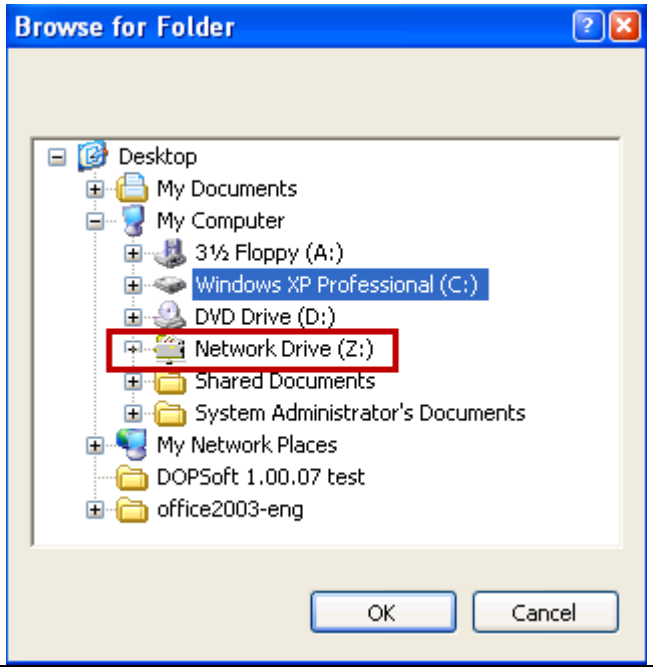


Step2

- Use the edited screen to make memory data. Click [File] ➔ [Make Ext. Memory Data] and select an external disk (USB Disk or SD Card).

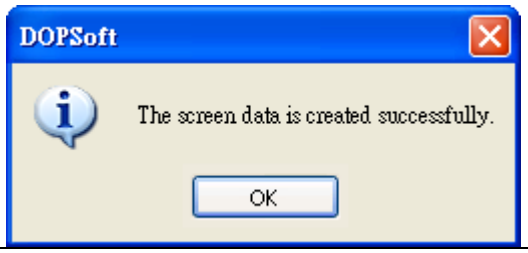


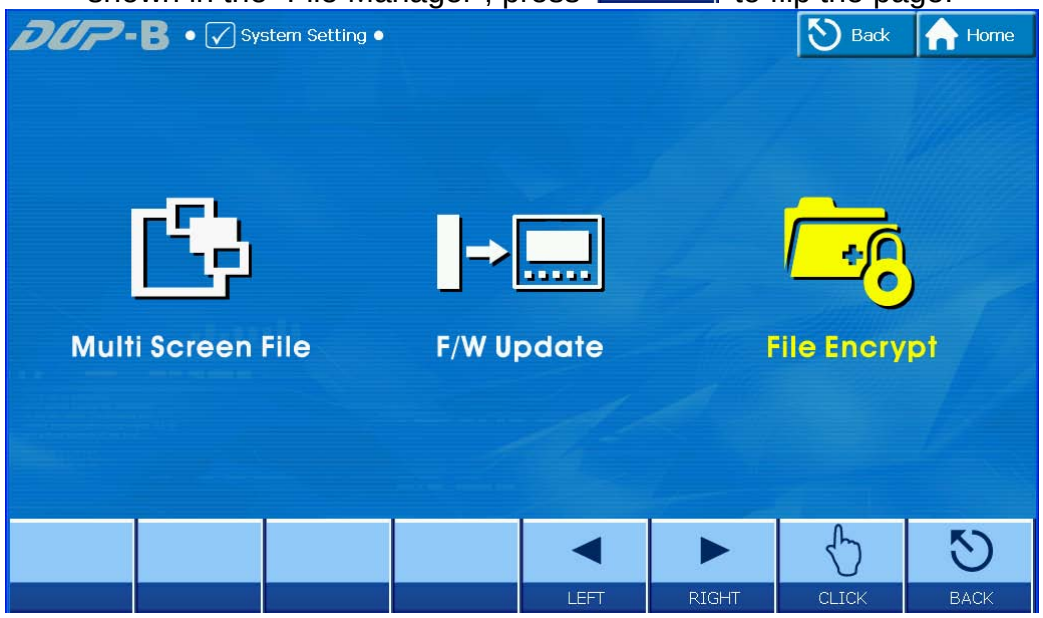
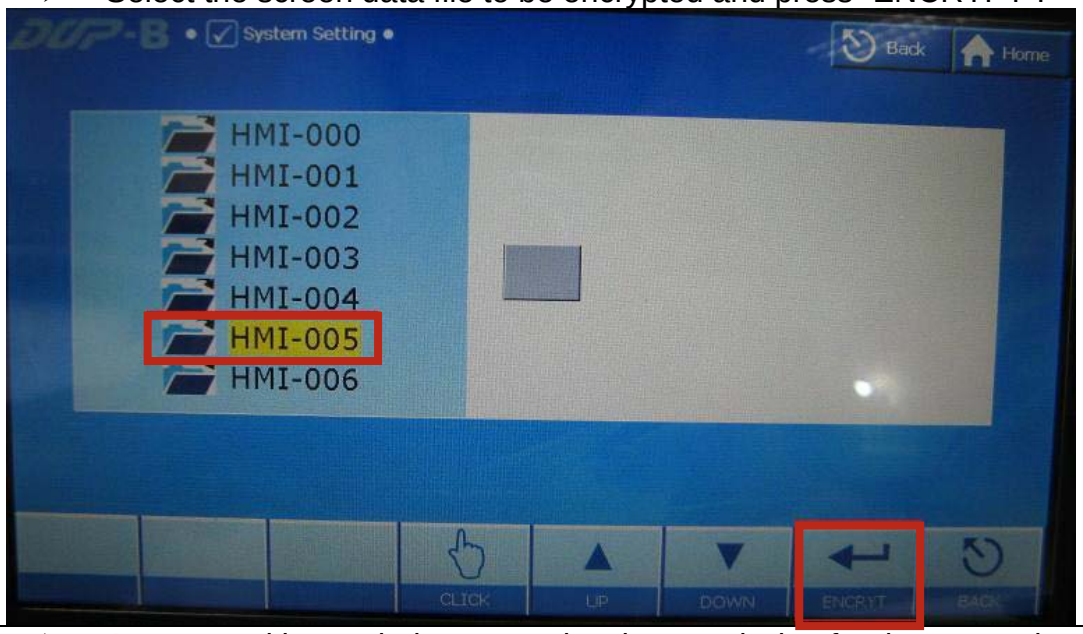
- Select an external disk (USB Disk or SD Card) for making the memory data and click OK.

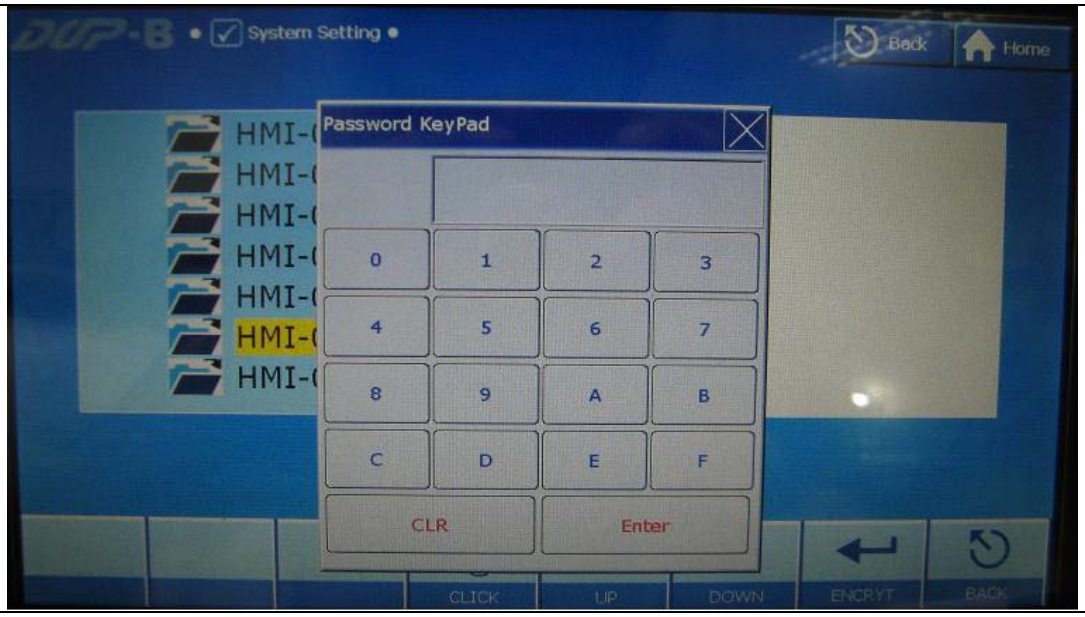
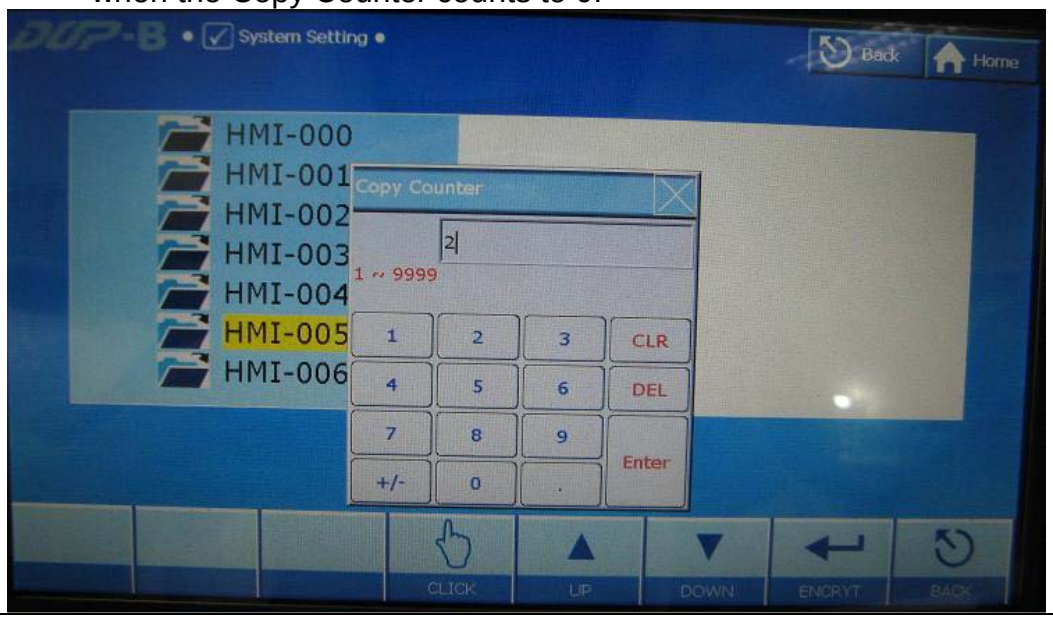


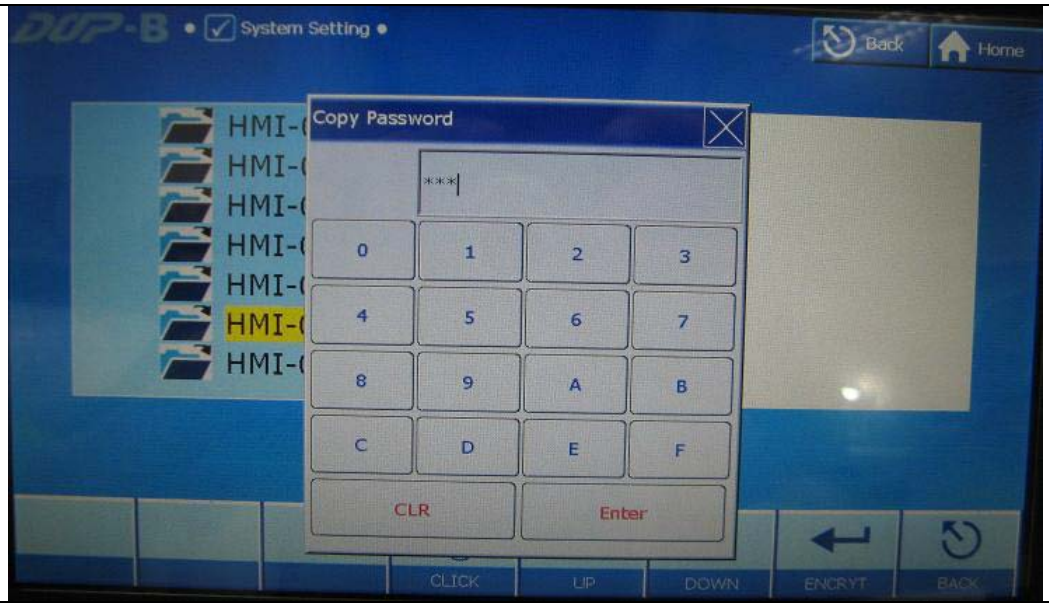
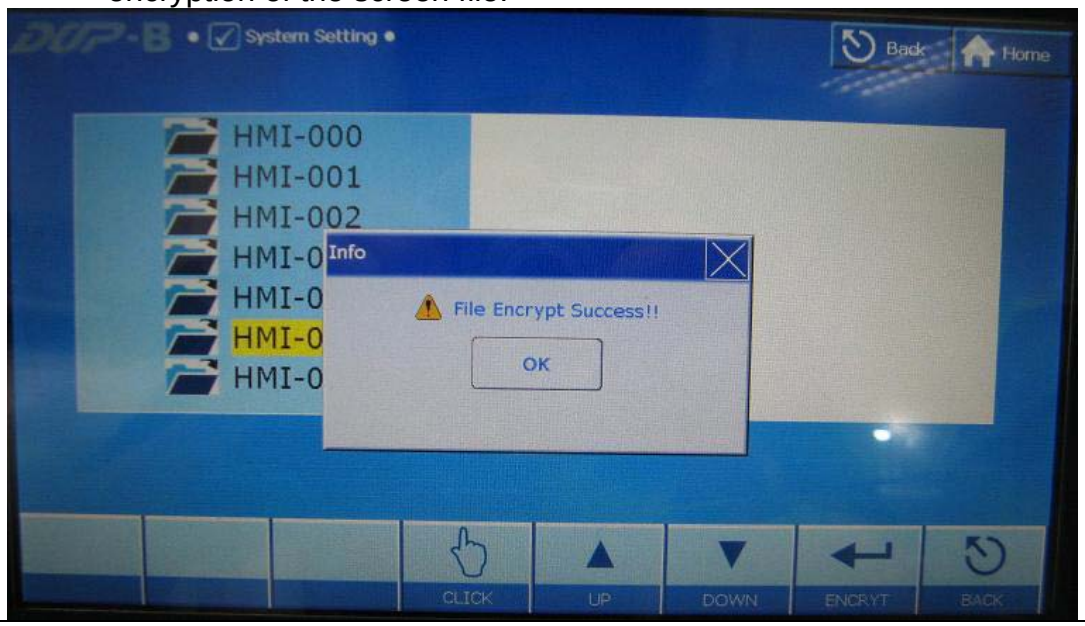
Step3

- When the memory data are made successfully, a message appears for confirmation.



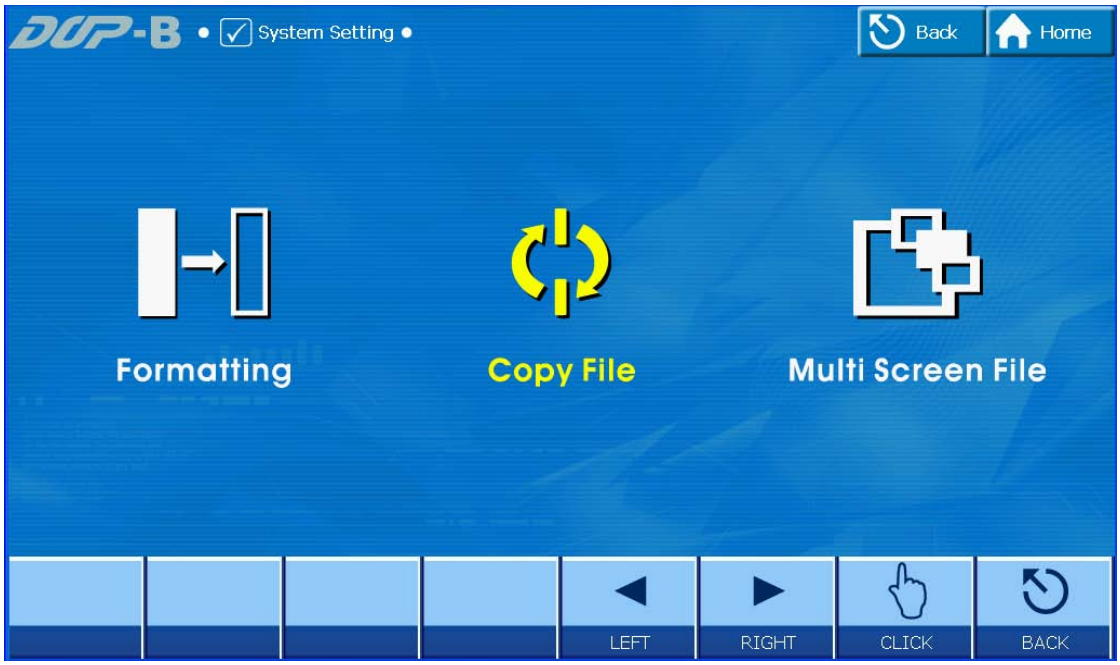
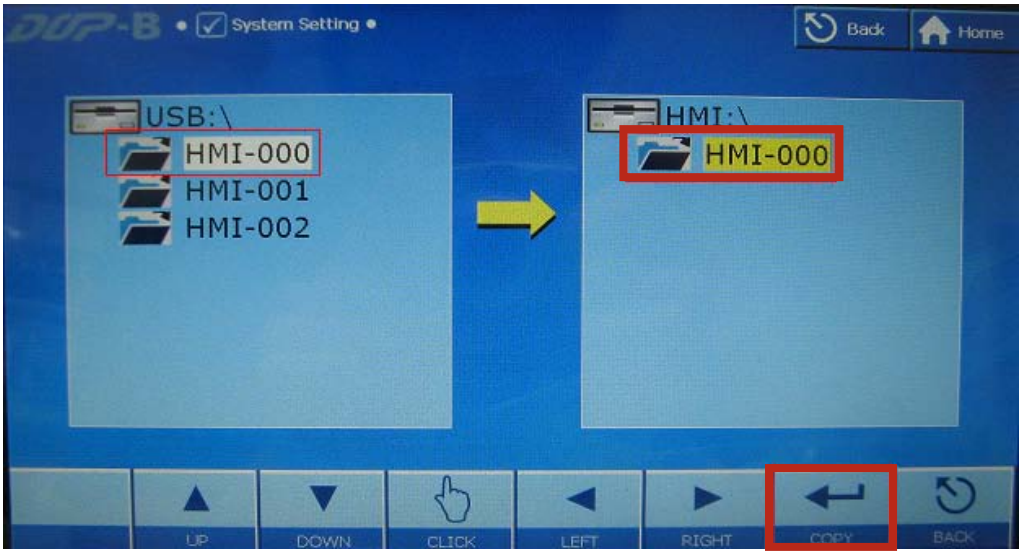
Step4	➢ Insert the external disk in HMI.
Step5	➢ Enter the HMI system screen and select “System Setting" ➔ “File Manager” ➔ "File Encrypt". If the “File Encrypt” icon  is not shown in the “File Manager”, press  to flip the page. 
Step6	➢ Select the screen data file to be encrypted and press “ENCRYPT”. 
Step7	➢ A password is needed to recognize the permission for the encryption.

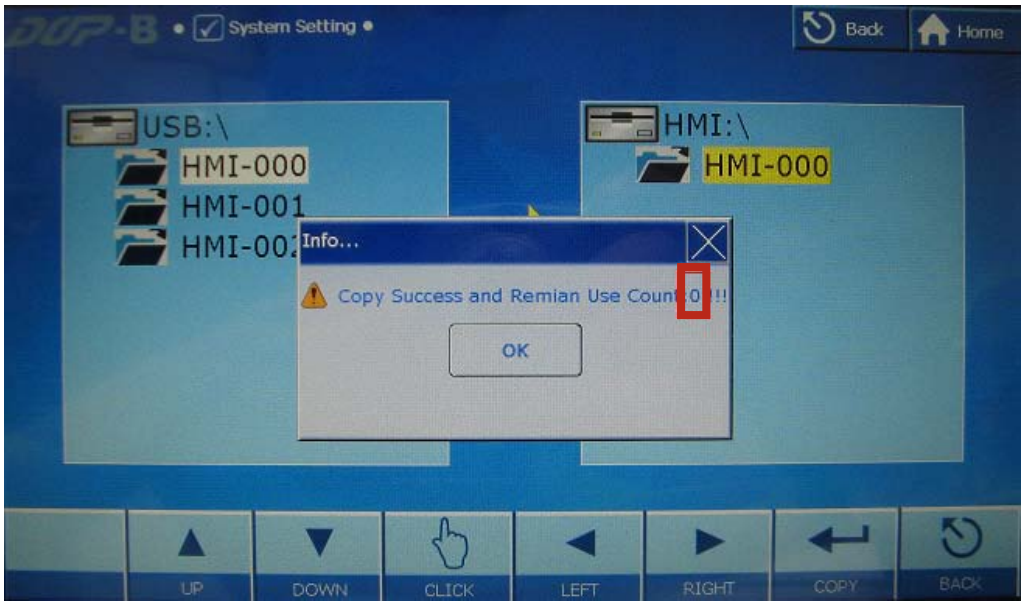
	
Step8	➢ After setting the copy times for a file, it cannot be copied any more when the Copy Counter counts to 0. 
Step9	➢ Set a password for the copy, and this copy password will be requested every time when the user copies a file.

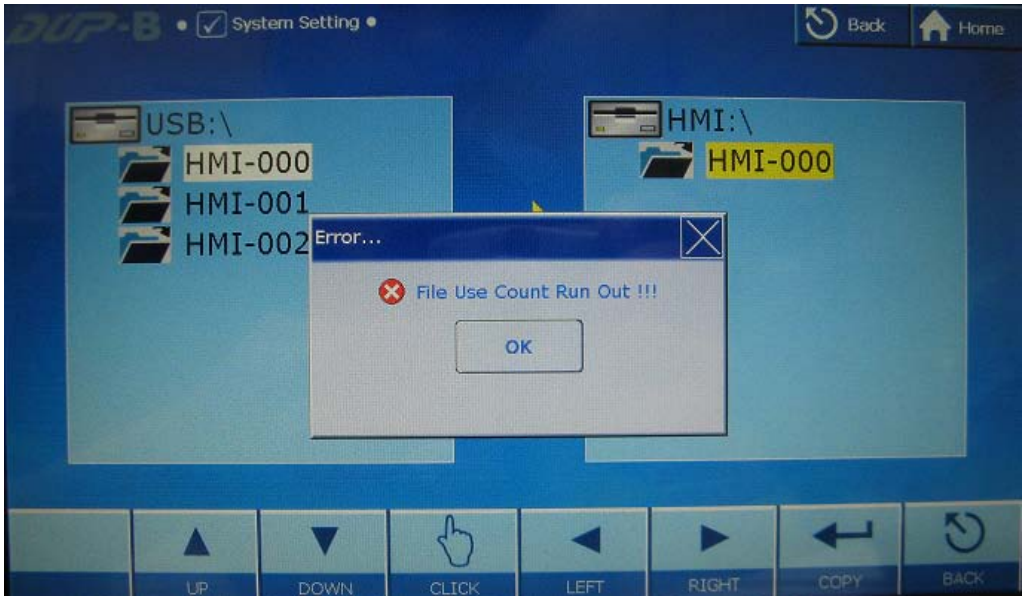
<table>
<tr><td></td><td> 
</td></tr>
<tr><td>Step10</td><td>➢ The “File Encrypt Success!!” appears to confirm the successful encryption of the screen file.
 
</td></tr>
<tr><td>Step11</td><td>➢ The successfully encrypted screen file can be copied to an external disk or used internally in HMI.</td></tr>
</table>

➢ After the encryption, the user can use the Copy File function to verify the effectiveness of the copy times setting.

Step1	➢ Enter the HMI system screen and select “System Setting” ➔ “File Manager” ➔ “Copy File".

<table>
<tr><td></td><td> 
</td></tr>
<tr><td>Step2</td><td>➢ Select an encrypted screen file for copying.
 
</td></tr>
<tr><td>Step3</td><td>➢ A window appears to ask for the password. Enter the copy password to copy the file.</td></tr>
</table>

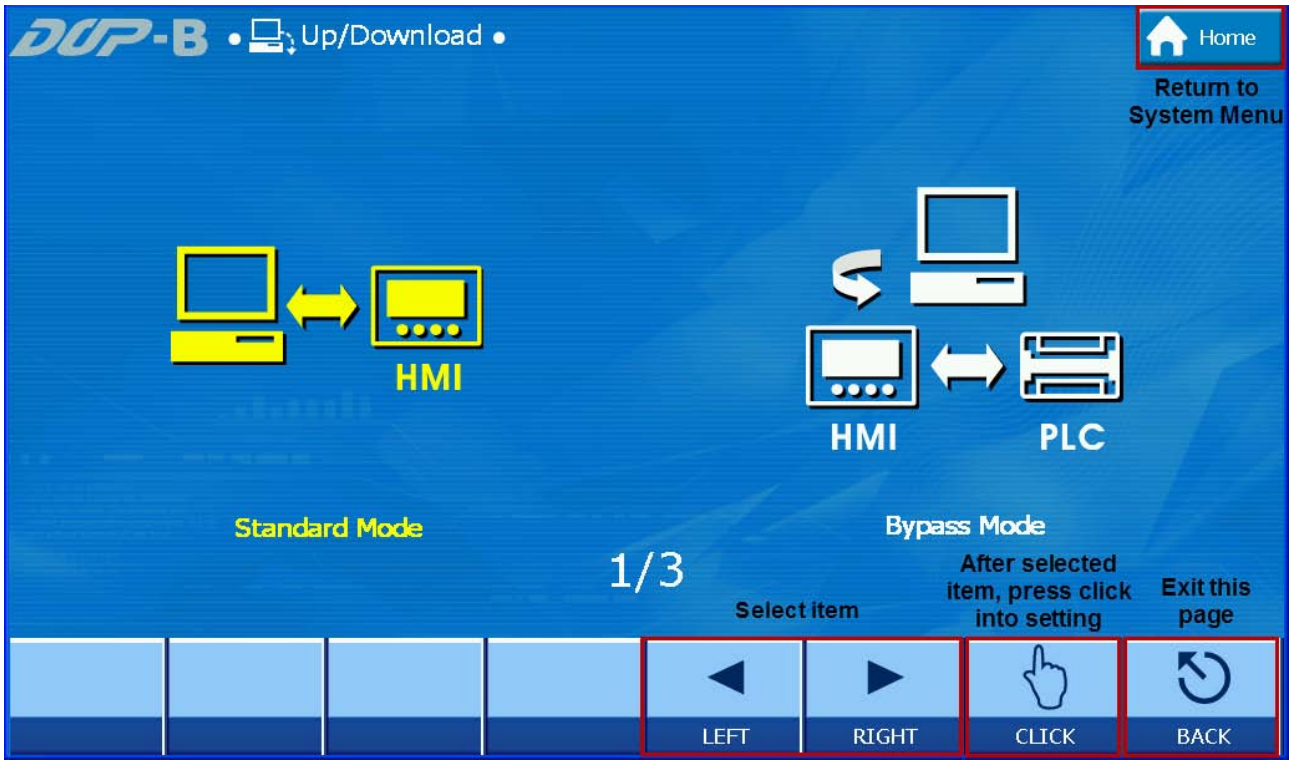
<table>
<tr><td></td><td> 
</td></tr>
<tr><td>Step4</td><td>➢ The rest of the copy times will be displayed after the copy is performed.
 
</td></tr>
<tr><td>Step5</td><td>➢ The encrypted file cannot be copied any more when the copy times count to 0.</td></tr>
</table>



- Auxiliary key and function bar mapping list

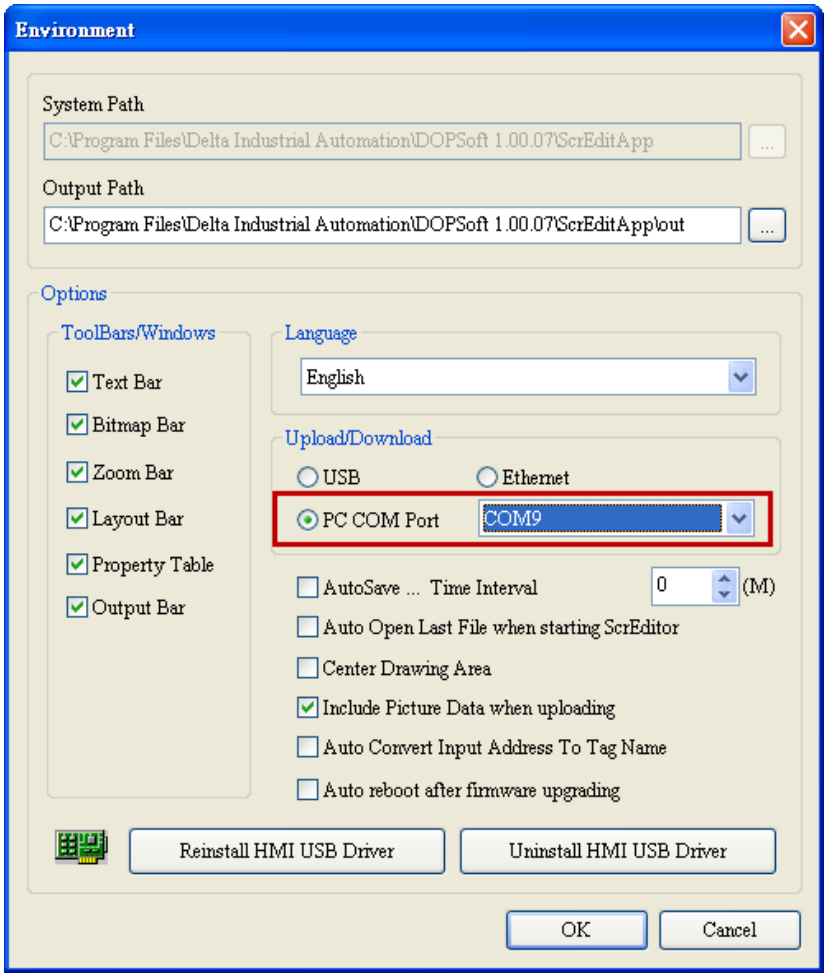
OK	**Up**	**Down**	**Encrypt**	**Exit**
F4	◀	▶	↵	SYS

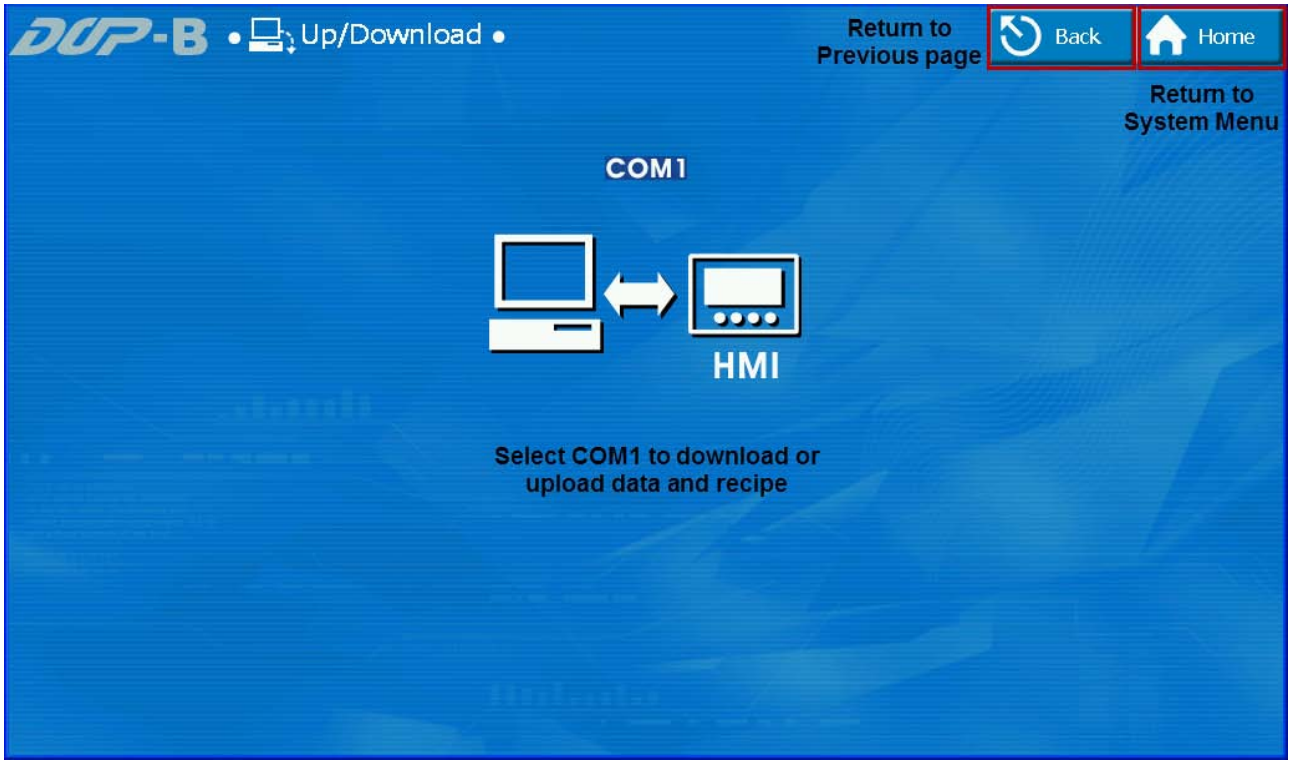
A-3 Upload/Download



■ Normal

Set the COM Port to the DOPSoft protocol setting and wait for the DOPSoft to send the command and packet for upload/download. If the PC COM Port of the software is used for download ([Options] → [Environment]) in the Normal mode, the user needs to enter the system screen to select [Upload/Download] → [Normal]. The user also needs to select COM 1 or COM 2 and wait for upload/download of the screen and recipe data. Refer to Chapter 2, Section 2-2-8-8 Environment for more information.


Environment
System Path
C:\Program Files\Delta Industrial Automation\DOPSoft 1.00.07\ScrEditApp
Output Path
C:\Program Files\Delta Industrial Automation\DOPSoft 1.00.07\ScrEditApp\out
Options
ToolBars/Windows
Text Bar
Bitmap Bar
Zoom Bar
Layout Bar
Property Table
Output Bar
Language
English
Upload/Download
USB
Ethernet
PC COM Port
COM9
AutoSave ... Time Interval
0
(M)
Auto Open Last File when starting ScrEditor
Center Drawing Area
Include Picture Data when uploading
Auto Convert Input Address To Tag Name
Auto reboot after firmware upgrading
Reinstall HMI USB Driver
Uninstall HMI USB Driver
OK
Cancel


DOP-B
Up/Download
Return to Previous page
Back
Home
Return to System Menu
COM1
HMI
Select COM1 to download or upload data and recipe

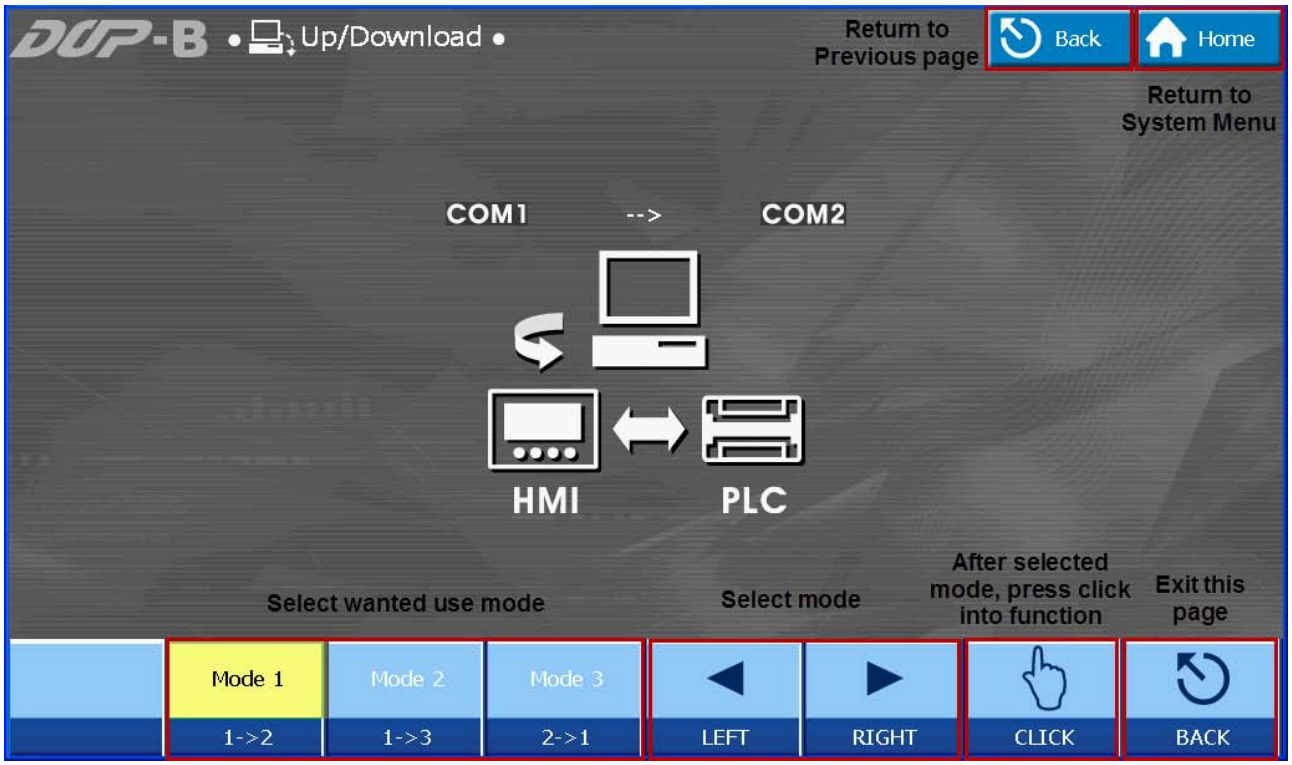
Normal 	COM 1	COM 1 upload/download
		Set COM 1 to transmit and receive DOPSoft upload/download command and packet data.
	COM 2	COM 2 upload/download
		Set COM 2 to transmit and receive DOPSoft upload/download command and packet data.

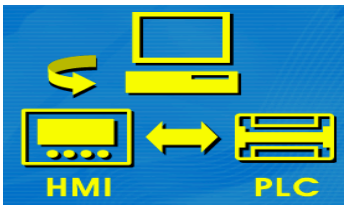
➢ Auxiliary key and function bar mapping list

Left	Right	OK	Exit
			

■ Bypass

With HMI as an intermediary, it will transmit the data from the source port to the destination port.



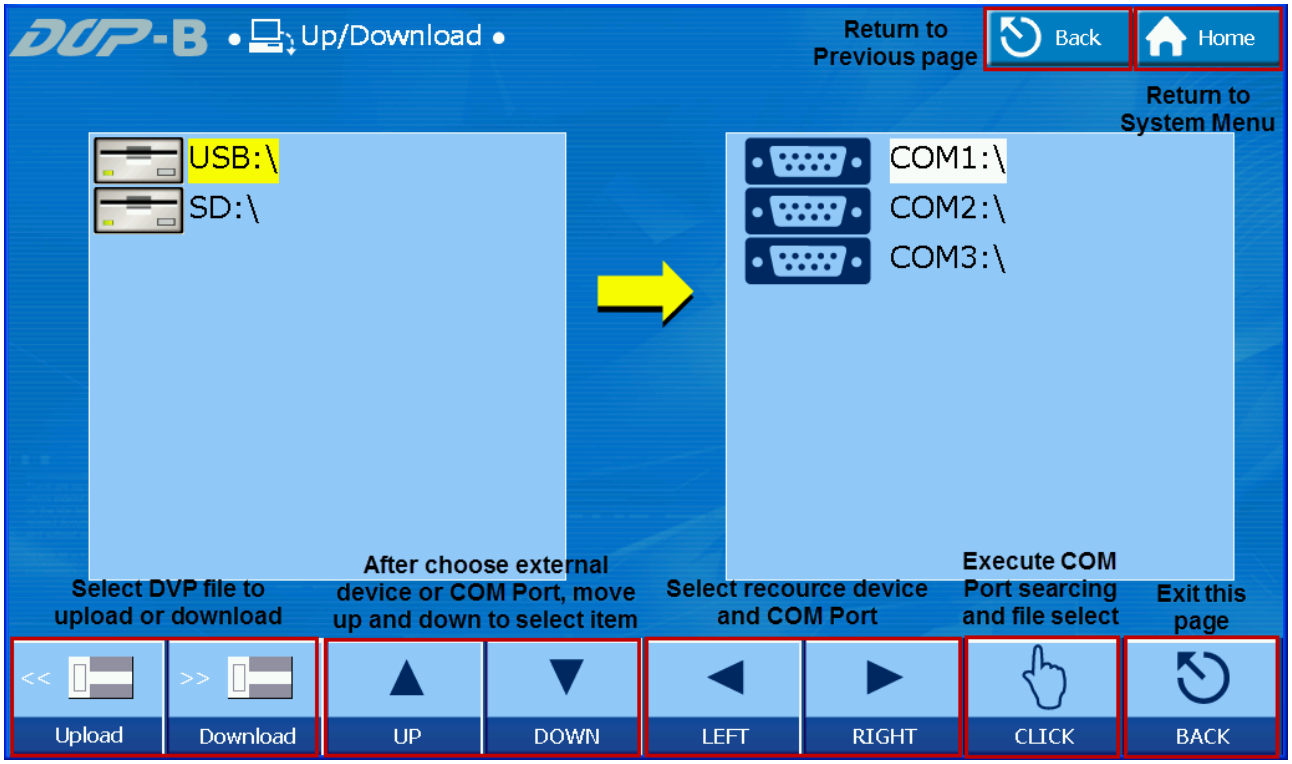
Bypass 	Mode 1 COM 1 → COM 2	With COM 1 as the source and COM 2 as the destination, transmit the data that COM 1 received using the COM 2 protocol.
	Mode 2 COM 1 → COM 3	With COM 1 as the source and COM 3 as the destination, transmit the data that COM 1 received suing the COM 3 protocol.
	Mode 3 COM 2 → COM 1	With COM 2 as the source and COM 1 as the destination, transmit the data that COM 2 received suing the COM 1 protocol.

➢ Auxiliary key and function bar mapping list

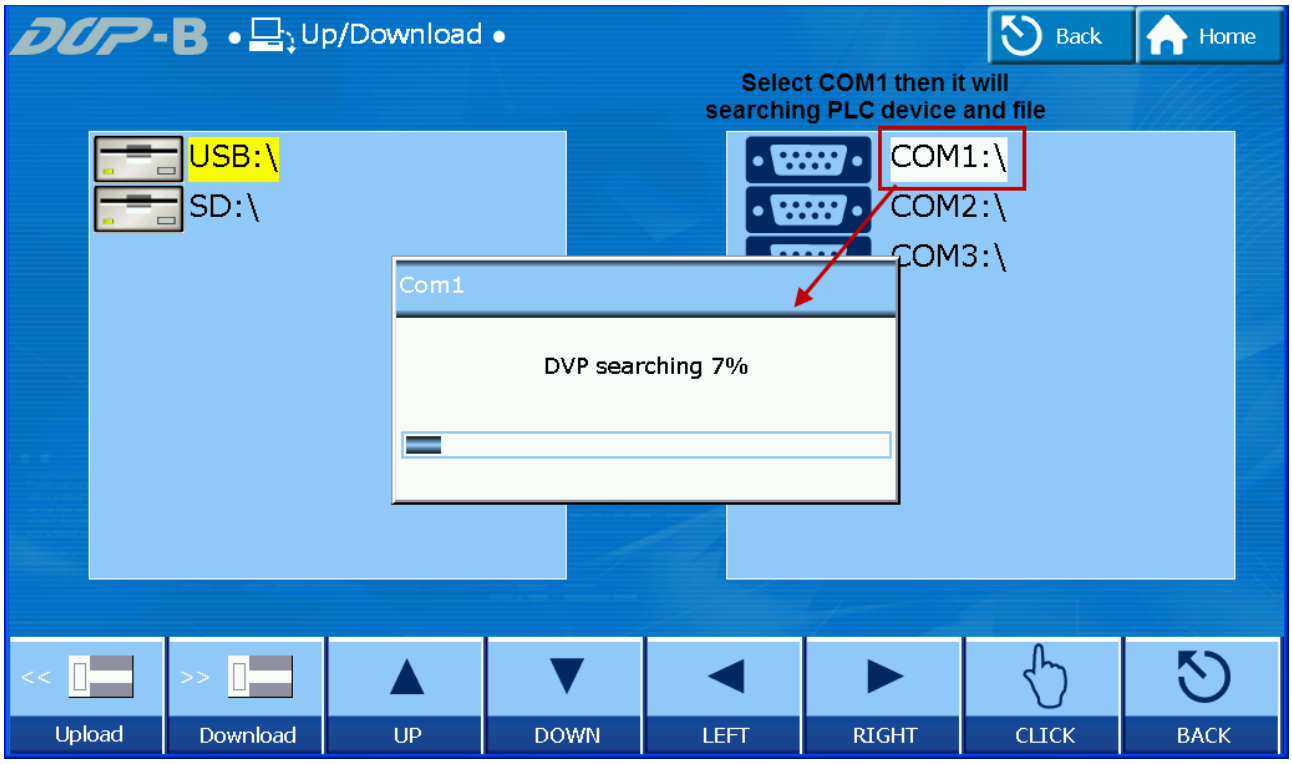
Mode 1 1 → 2	Mode 2 1 → 3	Mode 3 2 → 1	Left	Right	OK	Exit
F2	F3	F4	◄	►	↵	SYS

■ Transfer

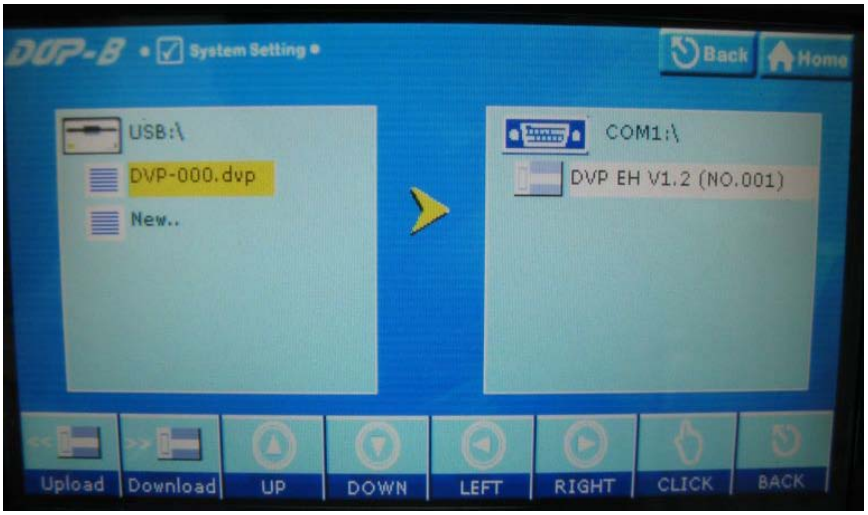
The Transfer mode is used to upload/download PLC DVP files that HMI uses.



Select COM 1 and HMI will search PLC automatically.



After the DVP file needed is found, the user can upload it from PLC or download a file from an external storage to PLC.



Transfer 	Upload	The DVP file in the PLC is uploaded or downloaded using this function. When the user presses COM 1 ~ COM 3, the software will search the PLC devices in use automatically. The DVP file found during the search can be uploaded to the storage device. If a DVP file is to be copied from the storage device to PLC, select download.
	Download	

- NOTE
  - The file name in the PLC to be uploaded or downloaded using this function must be DVP-xxx.dvp. (xxx is a number between 000 and 999.)
  - When downloading PLC file, project password, sub-program password, POU password, PLC password(note) is required by HMI.
  - When downloading PLC file, program ID and PLC ID are both required. Also, their ID has to be identical so can the users download the file. Or, both have no ID to download the file. (When only one of them has ID, the file is not allowed to be downloaded.)
  - When uploading the file, HMI will ask PLC ID and PLC password. Others such as project password, sub-program password and POU password will be deleted by HMI. When PLC has PLC password, the password will be regarded as the project password during the uploading process.
    - For example, assuming that PLC password is set to 1234 and project password is set to 5678 and HMI needs PLC password when uploading the file, PLC password will be regarded as project password when opening the file. That is to say, both PLC password and project password will be 1234.
  - When applying the project edited by ISPSoft, please compile it before downloading it to PLC. Otherwise, error message of "IL code size is mismatch" will pop up.
  - If a PLC DVP file is to be uploaded as a new file, select “New.." from the window on the right side and press Upload.
  - Supported versions:

PLC Model	Versions supporting password check counts	Versions supporting PLC identifier restriction
ES	X	X
ES2	V1.0 or above	V1.0 or above
EX	X	X
EC	X	X
SS	X	X
SA	V 1.7 or above	V 1.7 or above
SX	V 1.7 or above	V 1.7 or above
SC	V 1.5 or above	V 1.5 or above
SV	V 1.2 or above	V1.3 or above
EH	X	X
EH2	V 1.1 or above	V1.3 or above
EH2-L	V1.0 or above	V1.0 or above

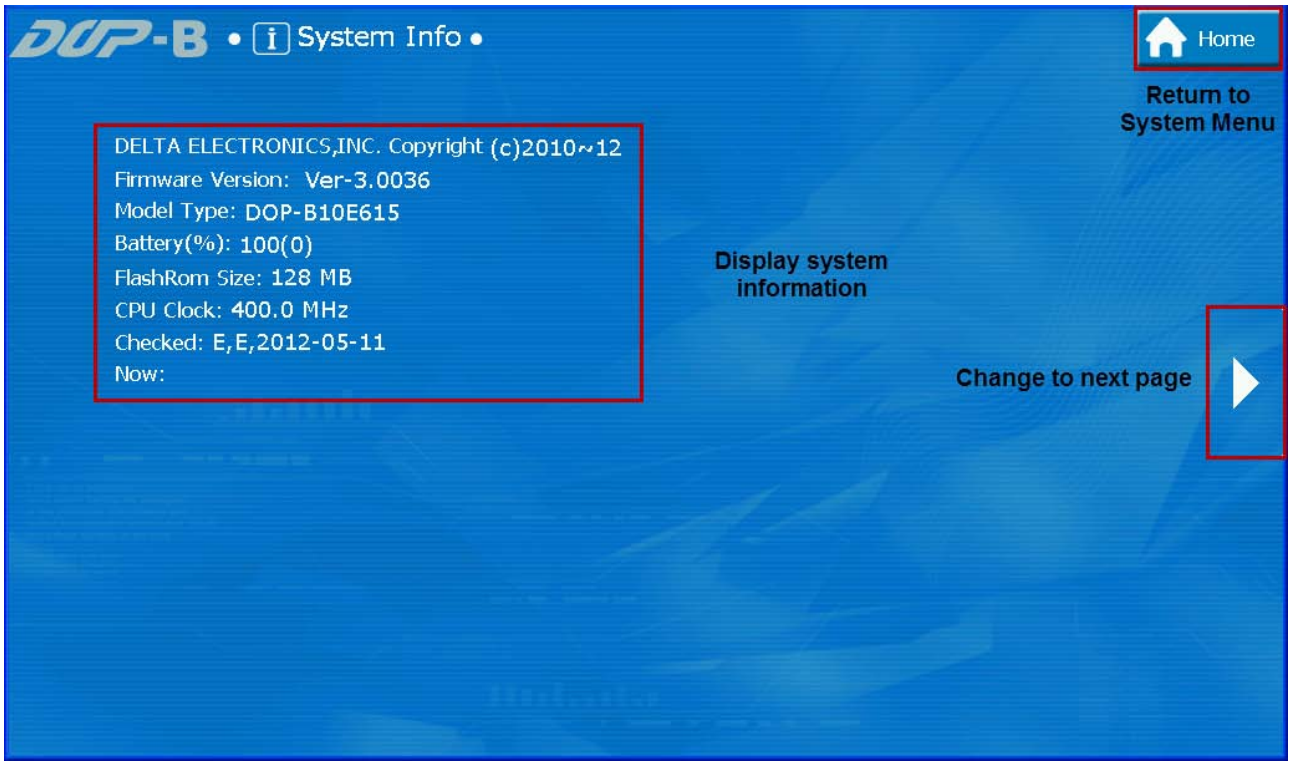
- The Transmission mode only support *.dvp upload/download. It does not support the upload or download of subroutine/Ladder graphic code/SFC graph/device name comment/row comment/non-volatile data/Label structure/Symbol structure…
  - ☞ Note: PLC password is the password set in 【System Security Setting】 → 【Password function】 of WPL and ISP software.

➢ Auxiliary key and function bar mapping list

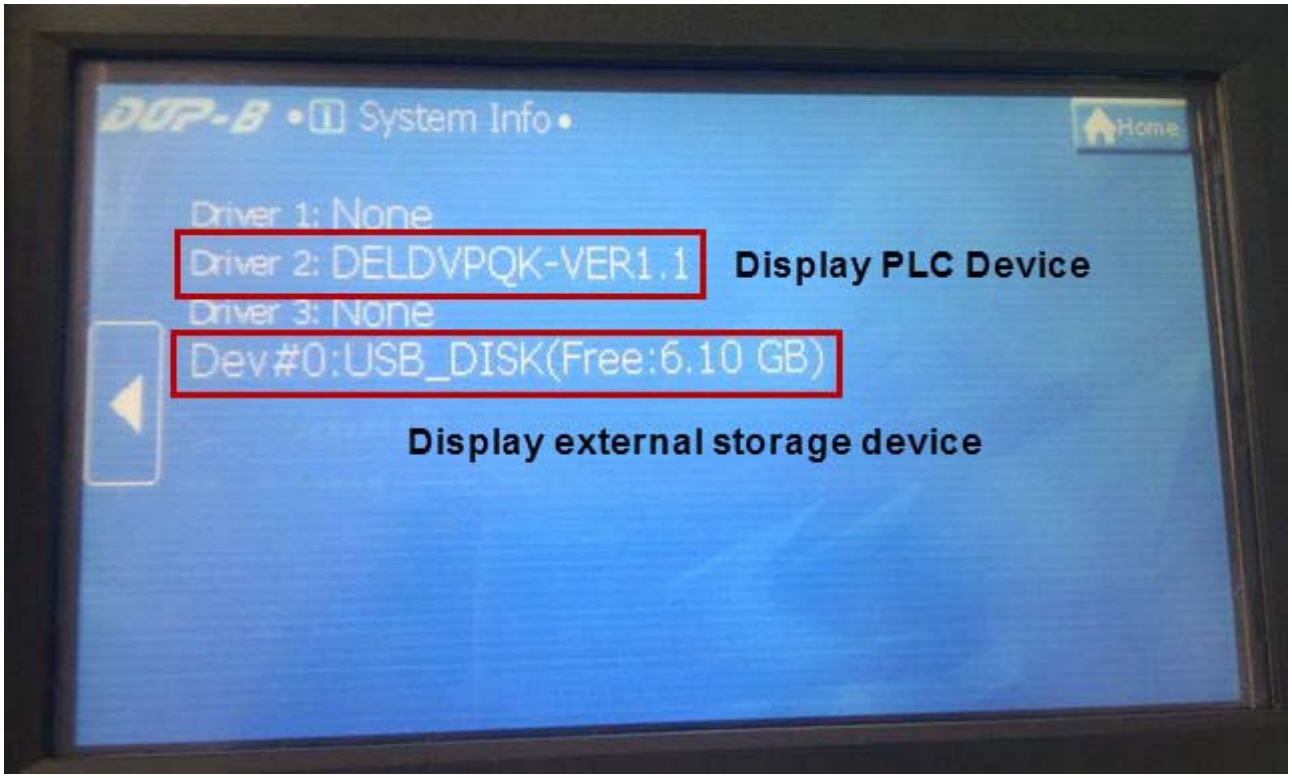
							
Upload	**Download**	**Up**	**Down**	**Left**	**Right**	**OK**	**Exit**
							

A-4 System Info

This function enables the user to view HMI data including the firmware version, model, current battery capacity, the size of internal Flash ROM, CPU clock, current system time and date, PLC device and external storage device.



After switching the page, the user can see the HMI PLC Driver and external storage information.

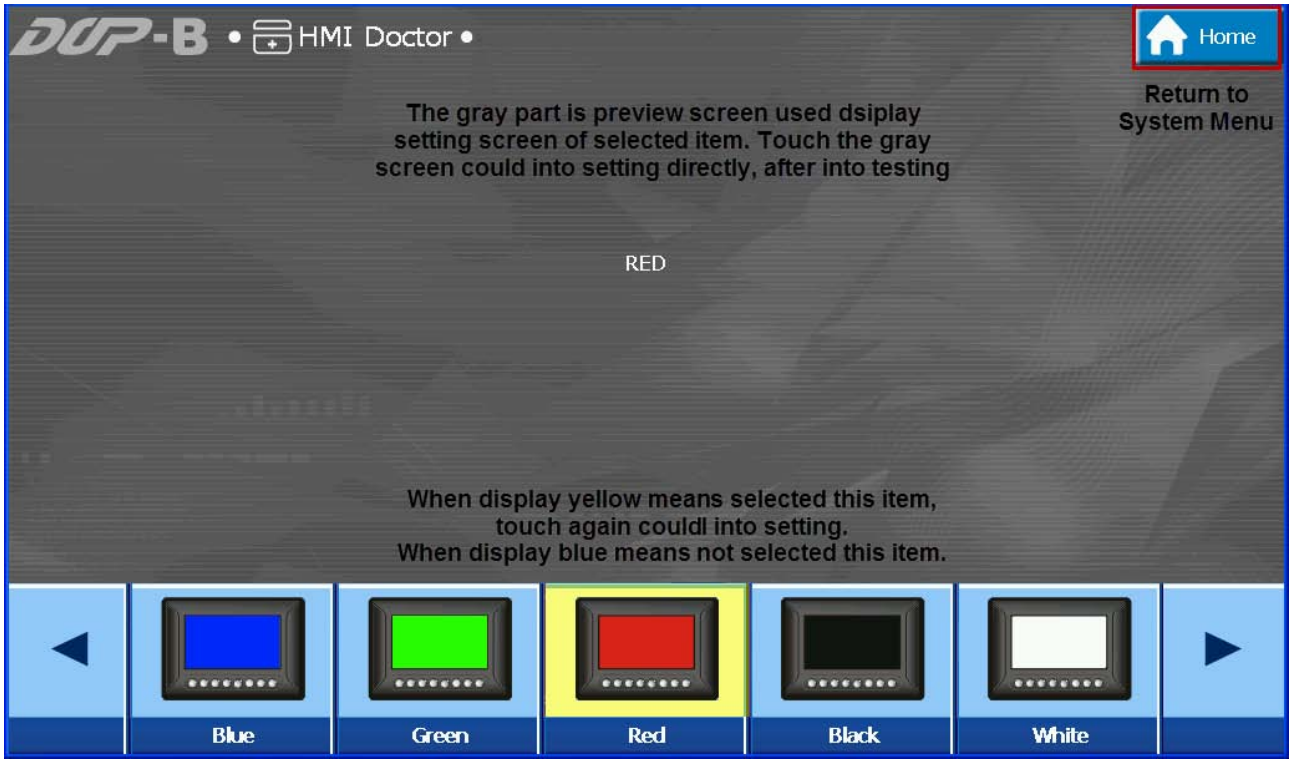


- Auxiliary key and function bar mapping list

Prev. page	Next page	Exit
		

A-5 HMI Doctor

HIMI Doctor is a simple application that provides the user with a testing interface. This function offers LCDs (Blue, Green, Red, Black, White), Network (for Ethernet model only), Draw a Line, Buzzer/LED, USB, ADC and Keys (for B07S201 and B07S211 models only) for selection.



- Auxiliary key and function bar mapping list

Left	Right	OK	Exit
			

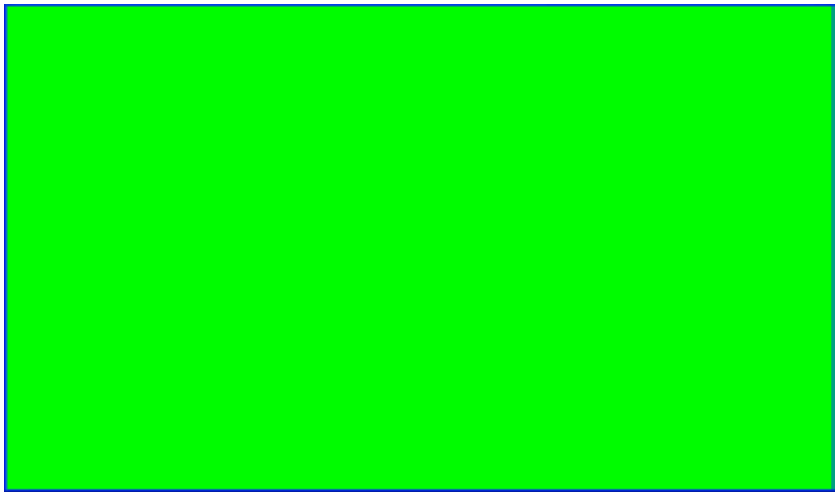
■ Blue Screen Test

Check if there are any blue dark points or other similar stains on the LCD surface.



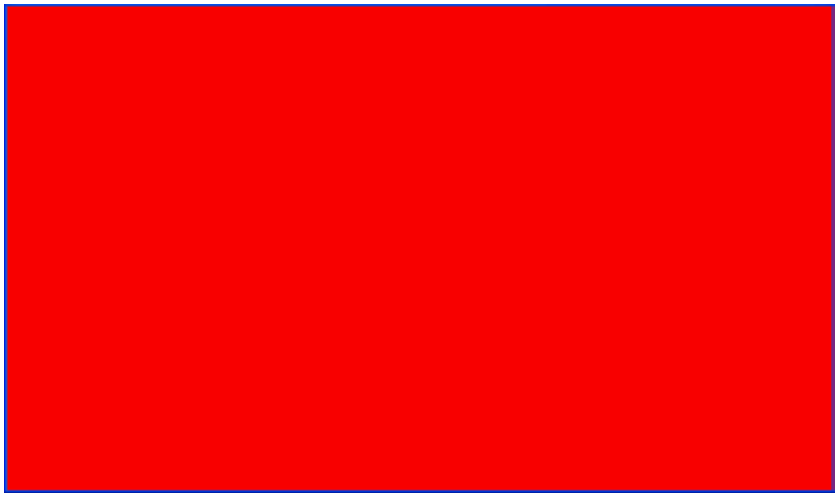
■ Green Screen Test

Check if there are any green dark points or other similar stains on the LCD surface.



■ Red Screen Test

Check if there are any red dark points or other similar stains on the LCD surface



■ Black Screen Test

Check if there are any black dark points or other similar stains on the LCD surface.



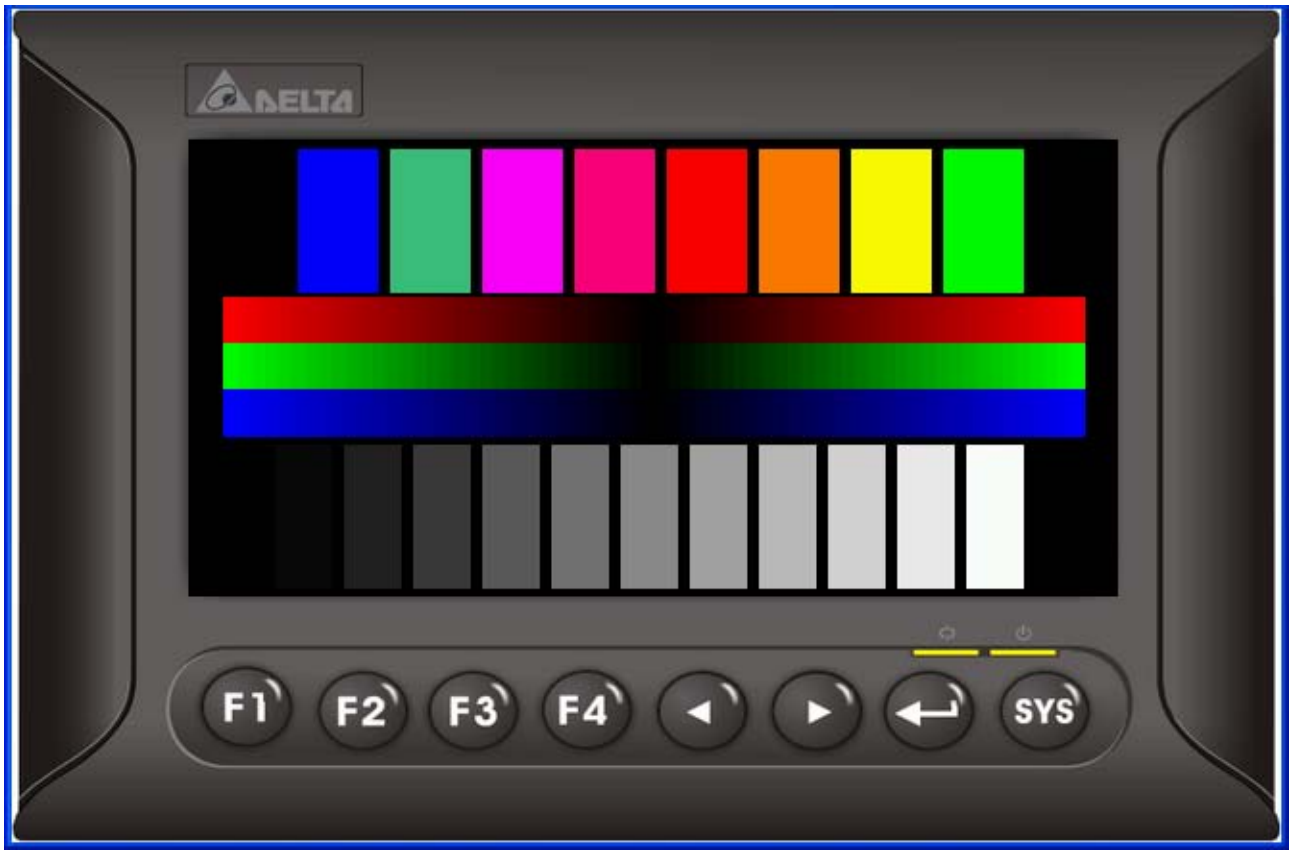
■ White Screen Test

Check if there are any white dark points or other similar stains on the LCD surface.



■ Color Saturation Test

Check the normal display of LCD color.

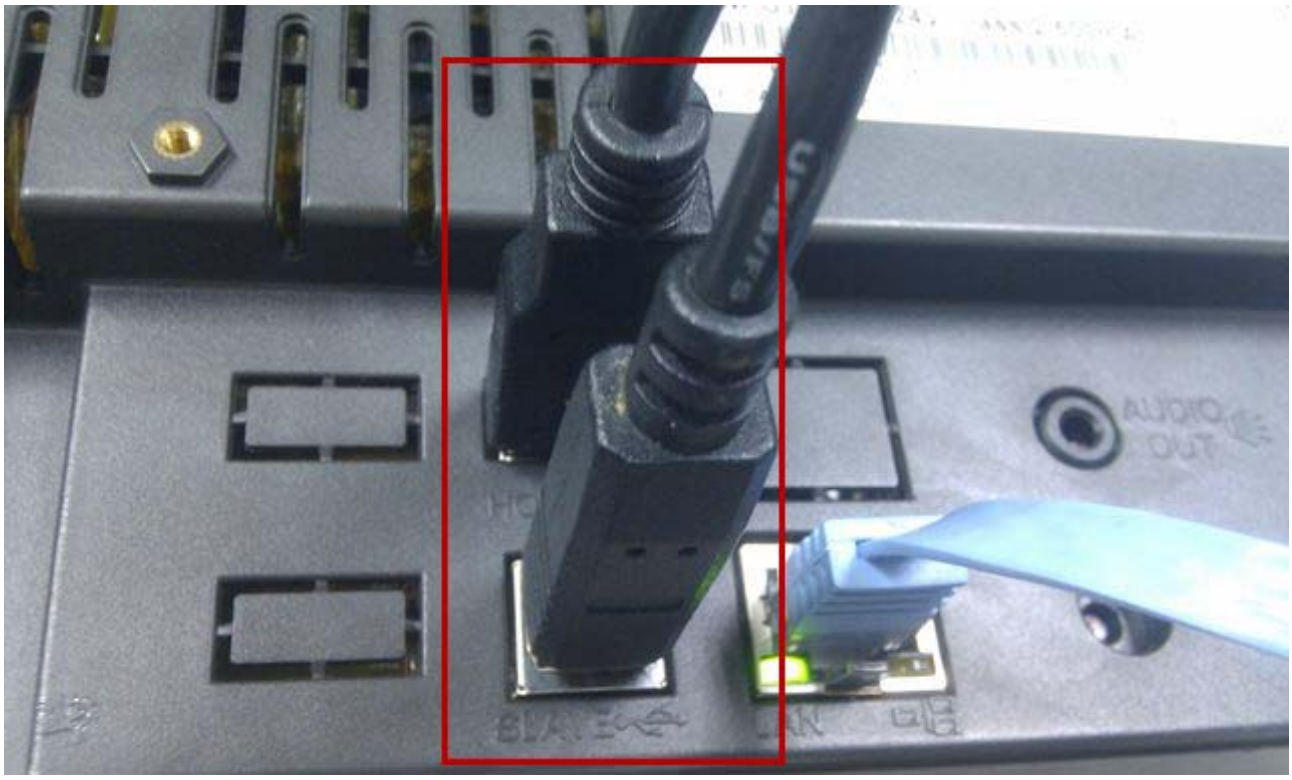


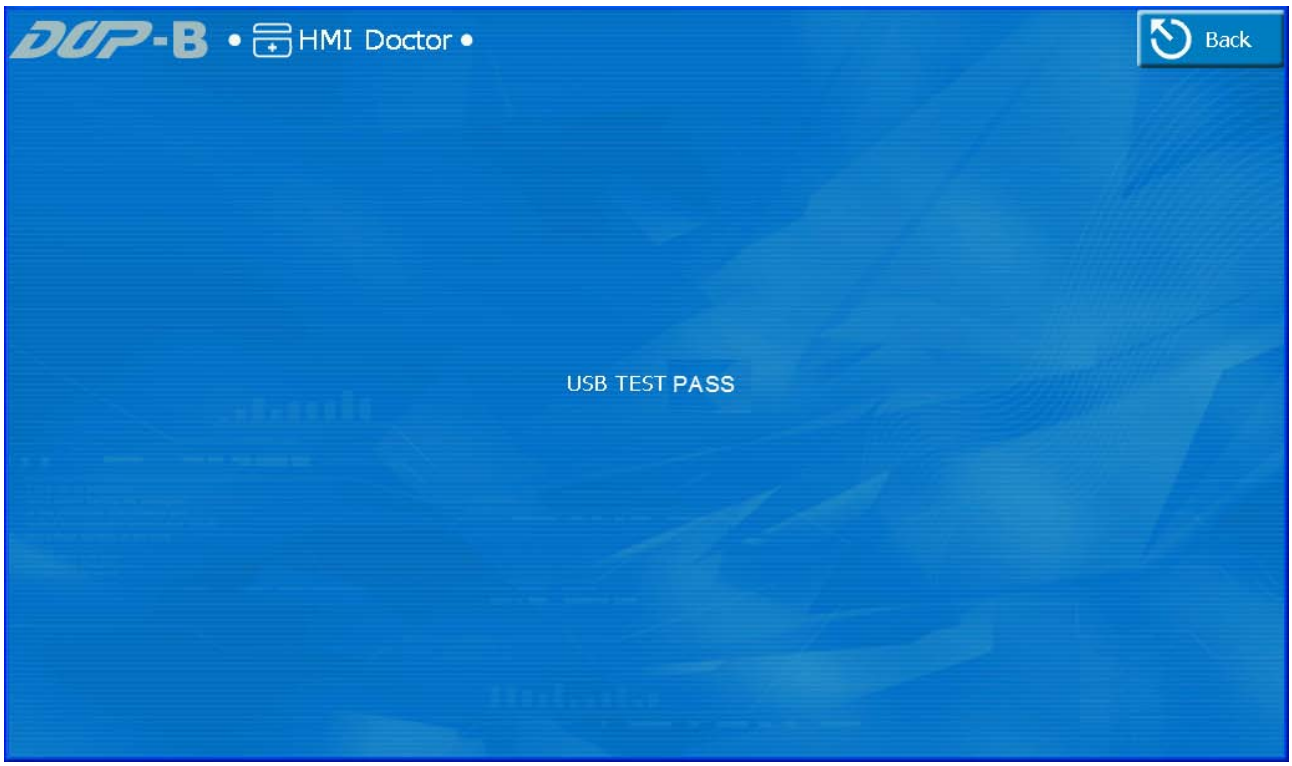
■ Network Test

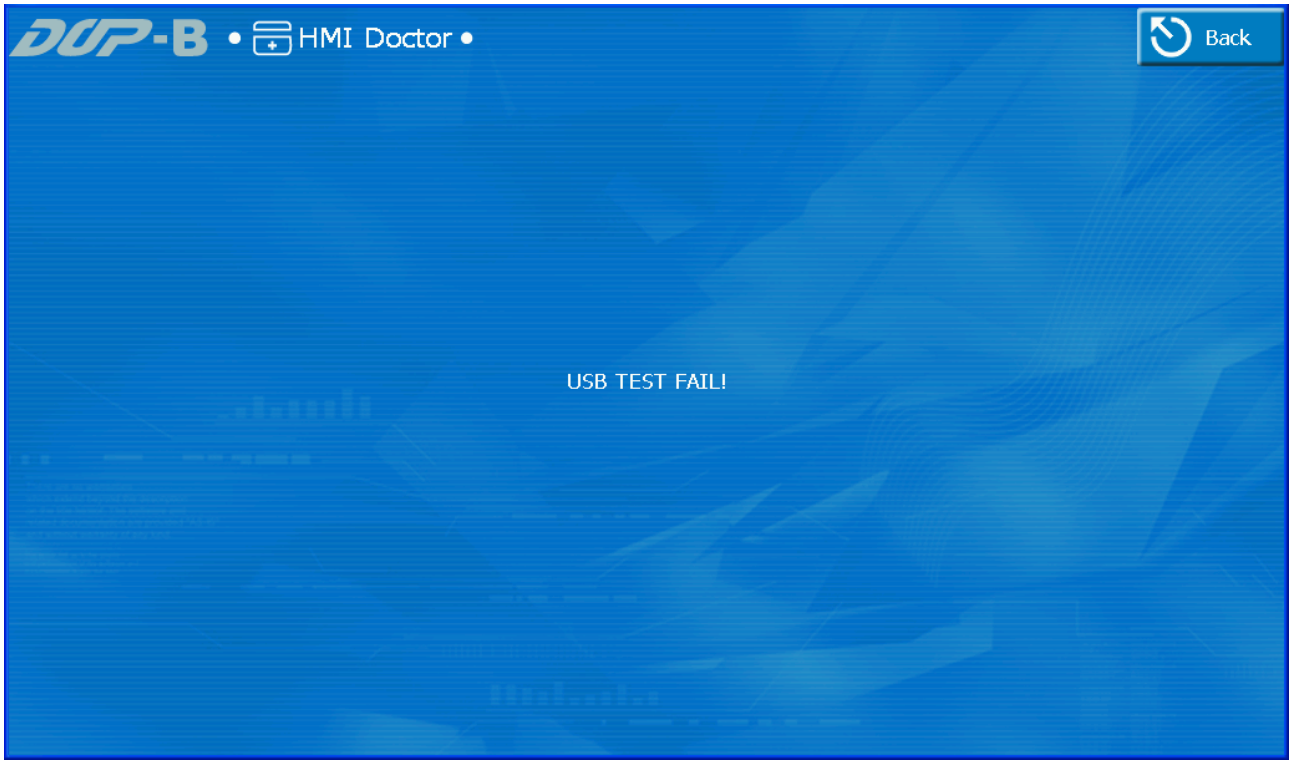
The network test function is currently not enabled.

■ USB Test

The user only needs to connect the USB Host and Slave ends to HMI to perform the test function. The “USB Test Successful!” message appears to confirm the completion of the test, or the “USB Test Fails!” message appears to confirm the failure of the test.

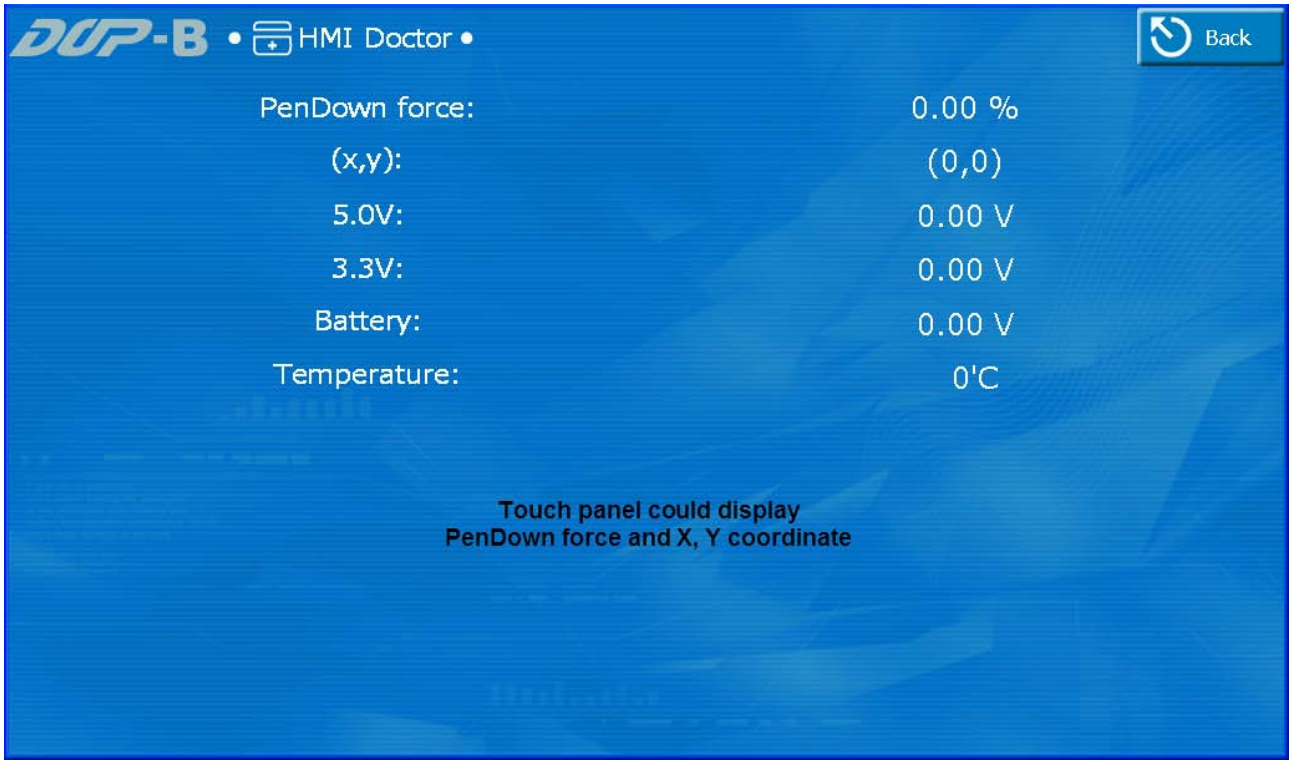



DOP-B
HMI Doctor
Back
USB TEST PASS



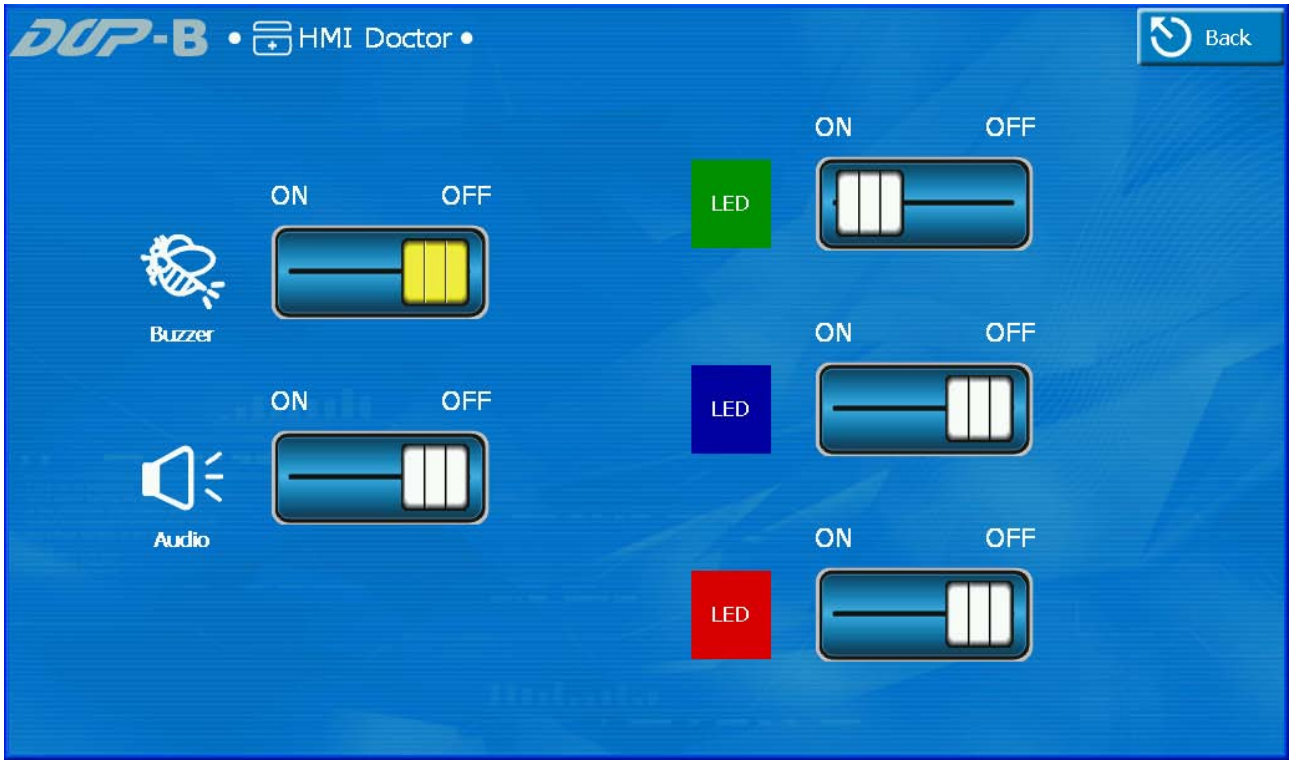
■ ADC Test

The ADC test function is mainly used to test the touch force, touch XY and the voltage, battery and temperature of the system.



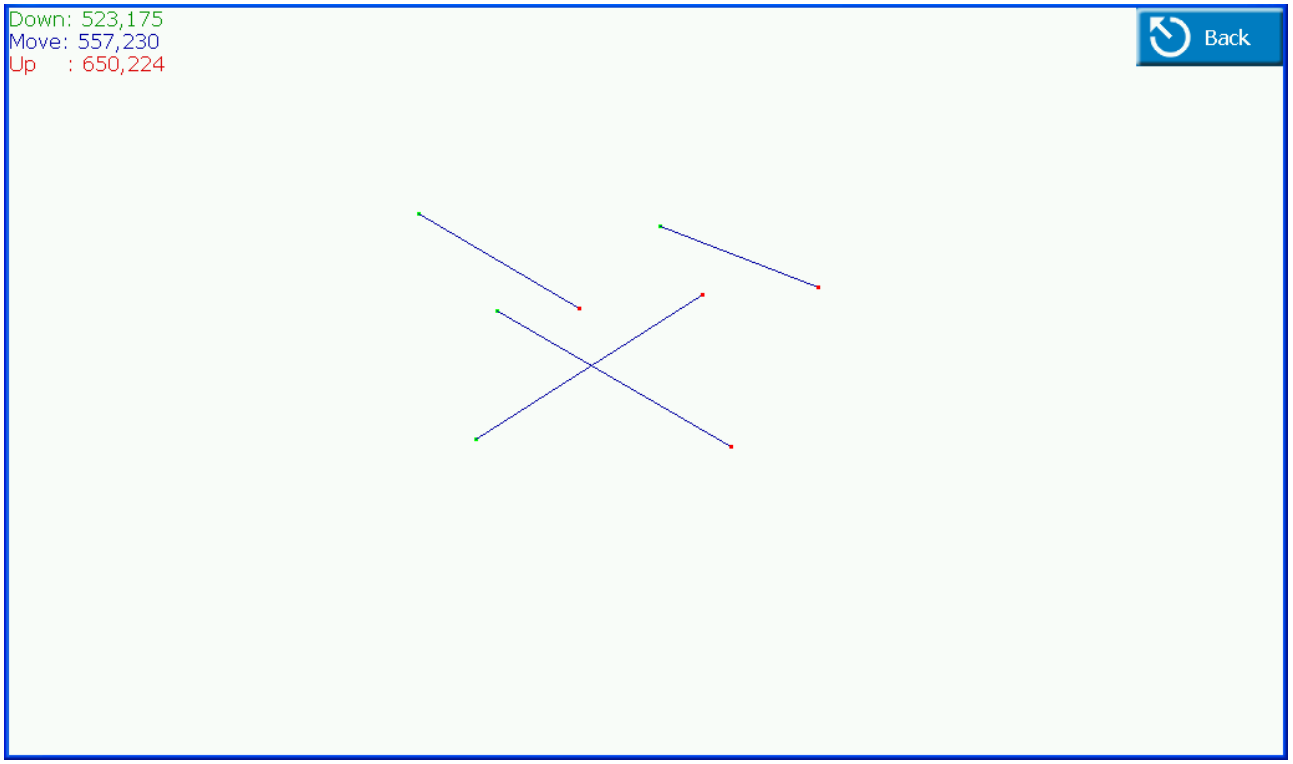
■ Buzzer/LED Test

The Buzzer/LED test function is used to test the normal operation of the buzzer and speaker as well as the function of the red/blue/green LED indicators.



■ Draw a Line

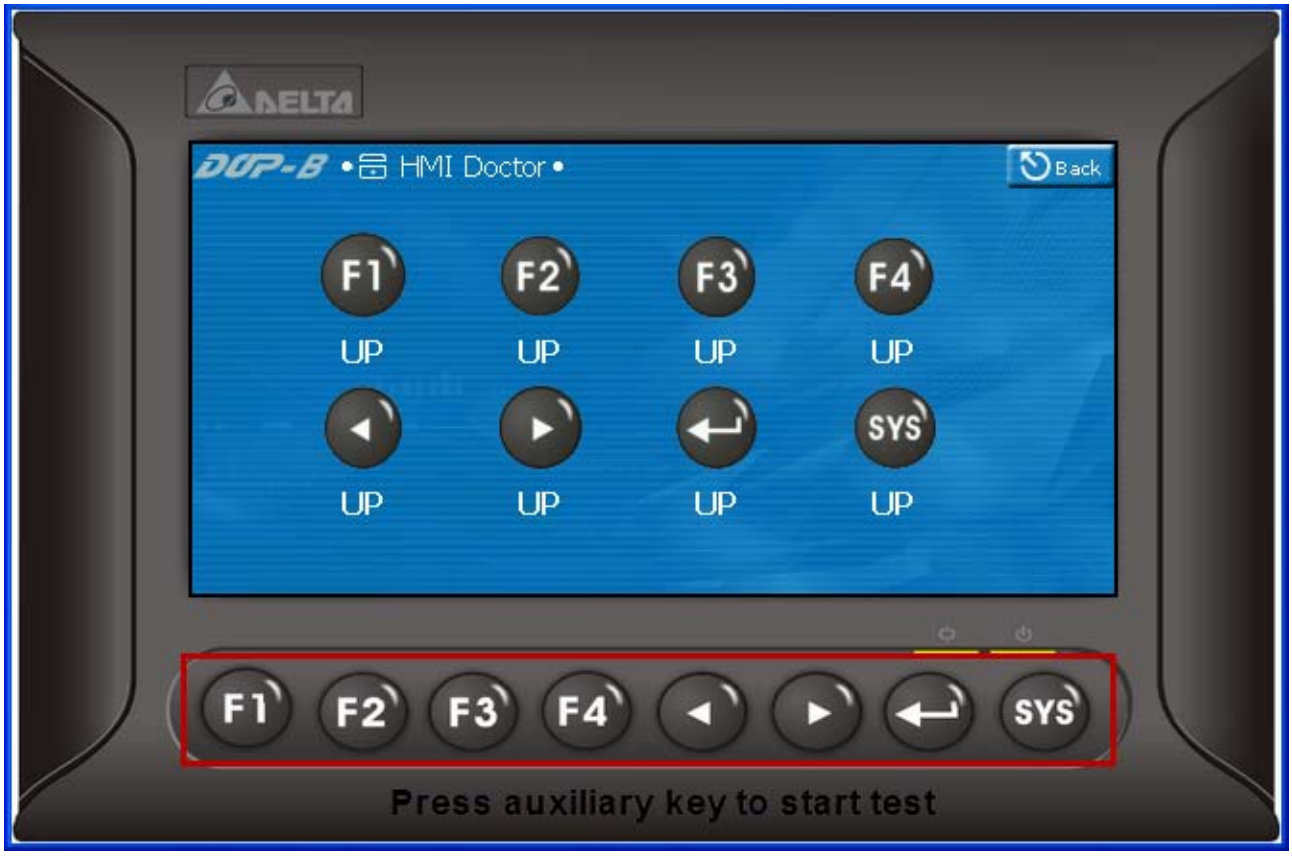
This function is used to make sure there is no deviation between the start point to draw the line and the actual display position on the screen. If the deviation is significant, the touch panel must be re-calibrated.



■ Keys

The Keys test function is used to check the normal operation of the auxiliary keys for the B07S201 and B07S211 models. After entering the test screen, press the auxiliary keys

F1 ~ SYS and the corresponding keys on the screen will show UP → DOWN. If there is no response in spite of pressing the key, this hard key might be in a damaged state.





Appendix B Multi-Drop

This chapter describes the multi-drop structure and limits as well as the multi-drop setup steps.

The multi-drop concept refers to the connection of multiple HMIs to one or more PLCs. When the Host HMI connects to a device, all Client HMIs can create a virtual connection on the network. Hence, the user can operate a physical device using a single HMI in the multi-drop mode. Up to 12 links are available in the multi-drop structure, and every added port indicates a link. For example, if only one COM Port (using one PLC) is used, up to 12 HMIs can be connected. Assuming that each COM Port connects to one PLC (using three PLCs), up to four HMIs can be connected. Refer to the figure below.

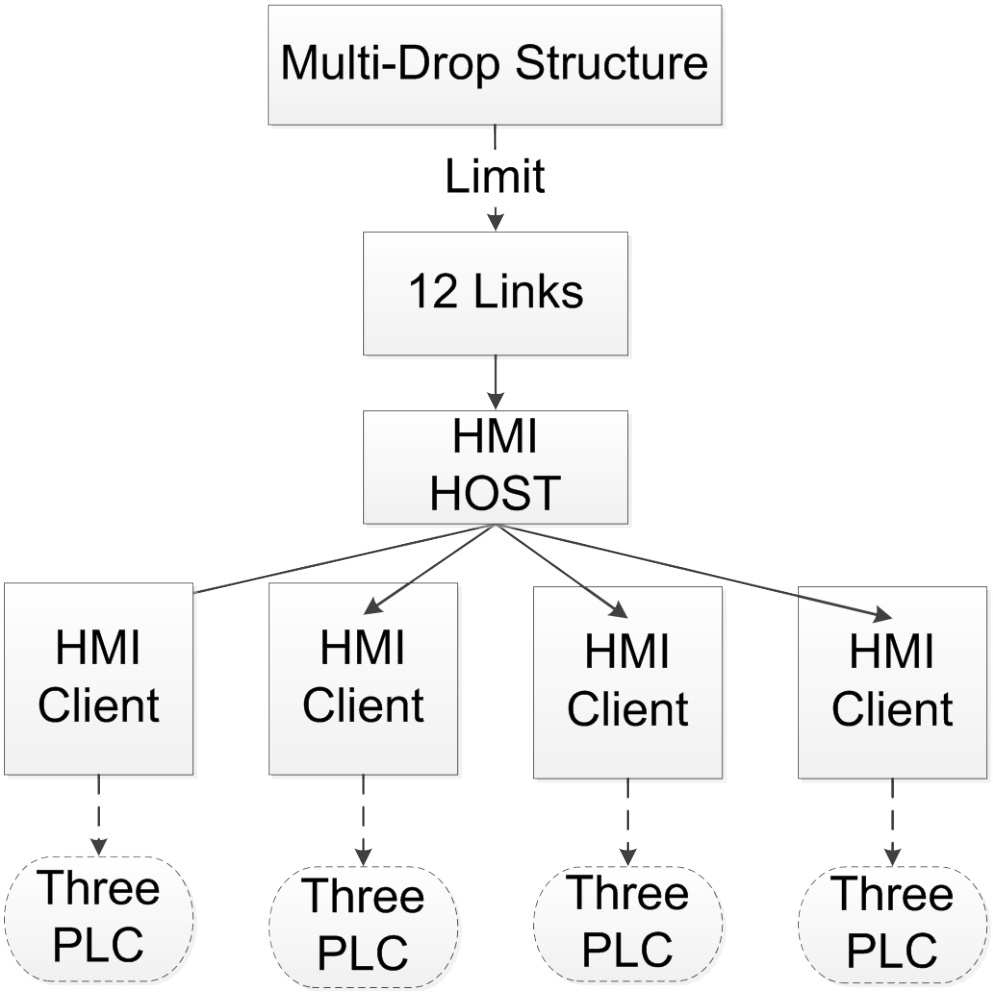


Figure B-1-1 Multi-Drop Structure I

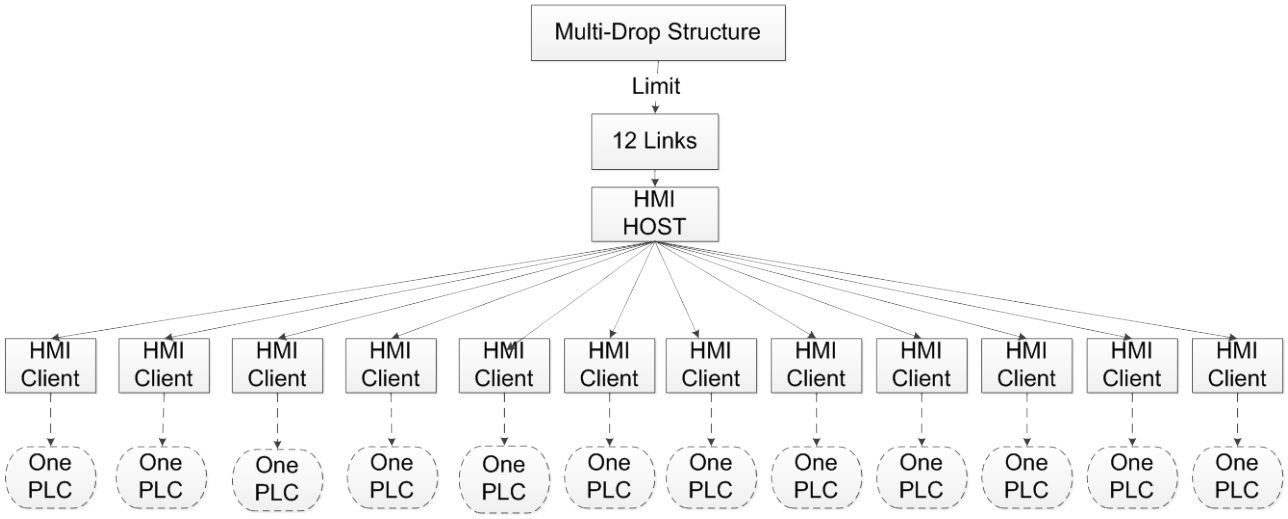


Figure B-1-2 Multi-Drop Structure II

The concept and limit of the multi-drop structure are described above. The setup and operation in the multi-drop structure will be described below.

The multi-drop mode is not supported if Delta DVP Q-Link is selected for the controller.

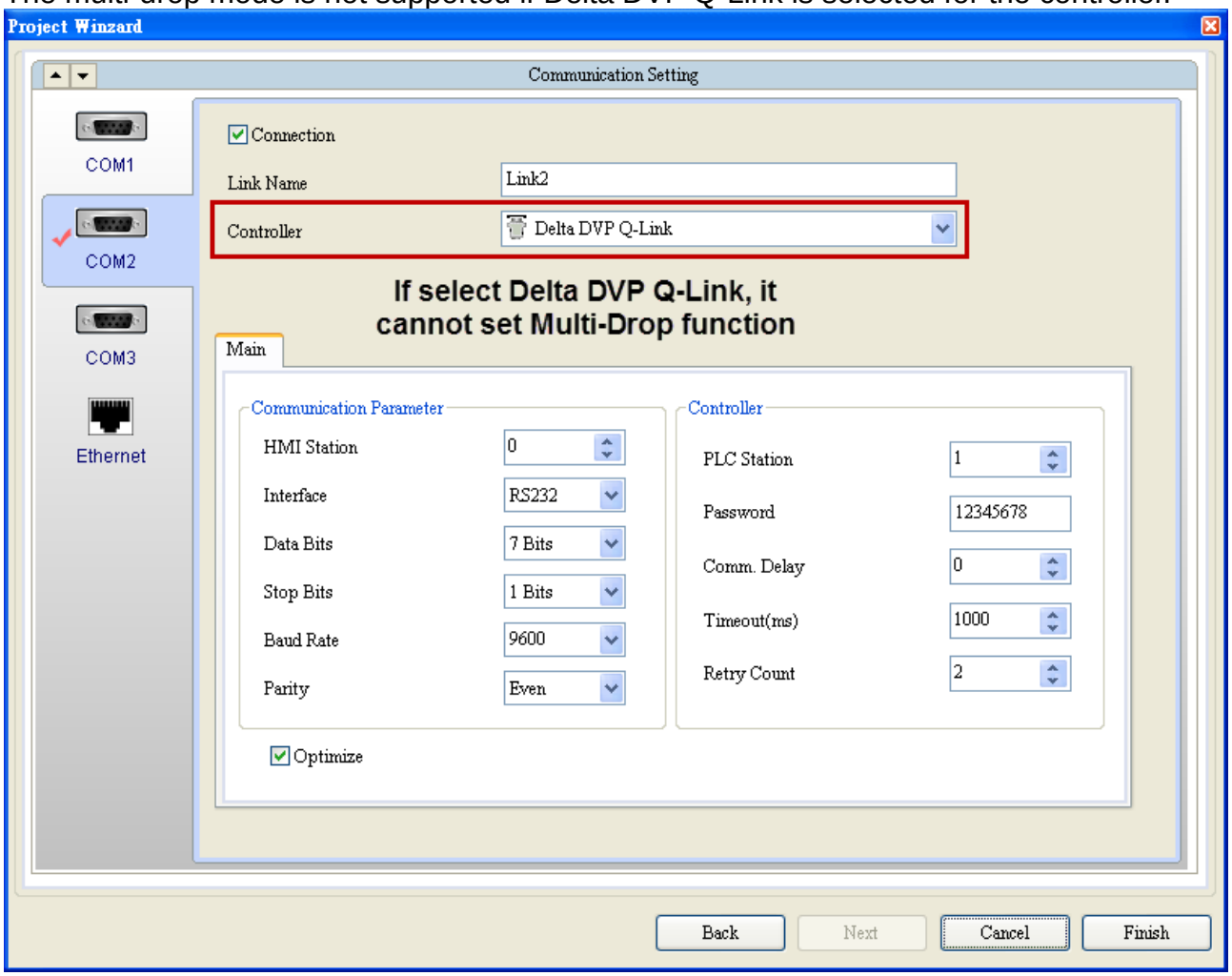


Figure B-1-3 Multi-Drop Mode

B-1 Multi-Drop Example

The following example is taken in an environment using 3 HMIs to test the multi-drop mode. HMI-HOST is the host end while HMI-Client1 and HMI-Client2 are the client ends. The HMI-HOST is physically connected to a Delta DVP PLC. Refer to the figure below.

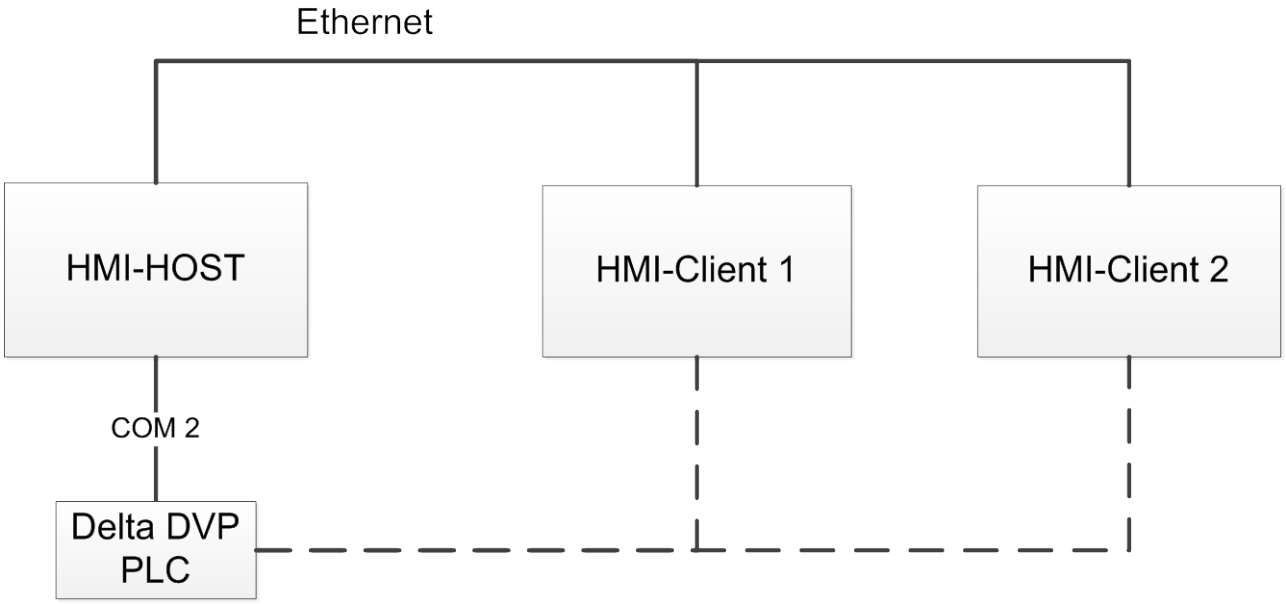


Figure B-1-4 Multi-Drop Environment

■ HMI-HOST Setup

Create a project. Set the Controller to **"Delta DVP PLC"** and select **"HOST"** for the multi-drop mode.

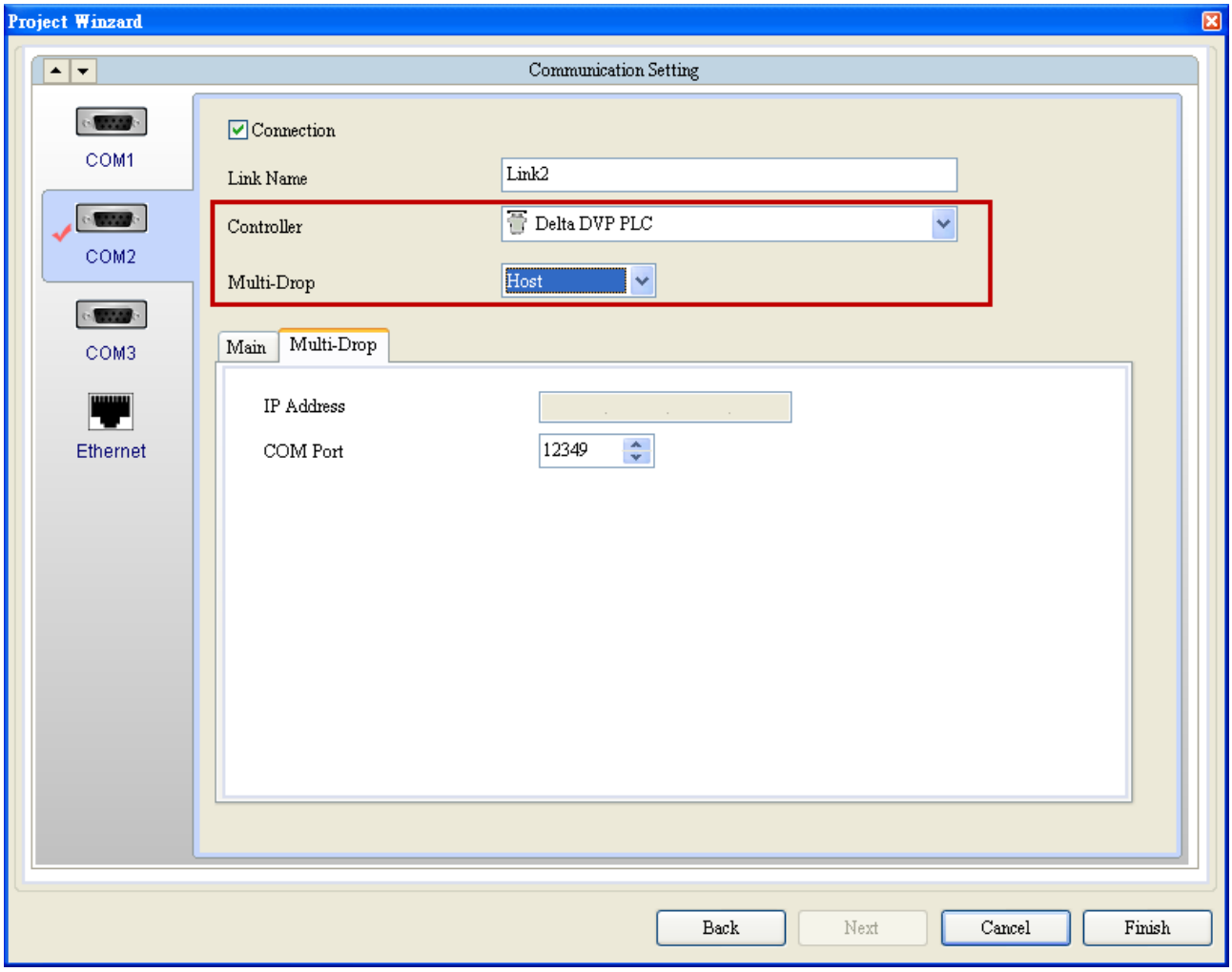


Figure B-1-4 HOST for the Multi-Drop Mode

Enter [**Ethernet**] → **[Local Host**] page to complete the HMI IP Address field with the HMI-HOST IP address "**172.16.190.100"** and set the HMI to "**HMI-HOST"**.

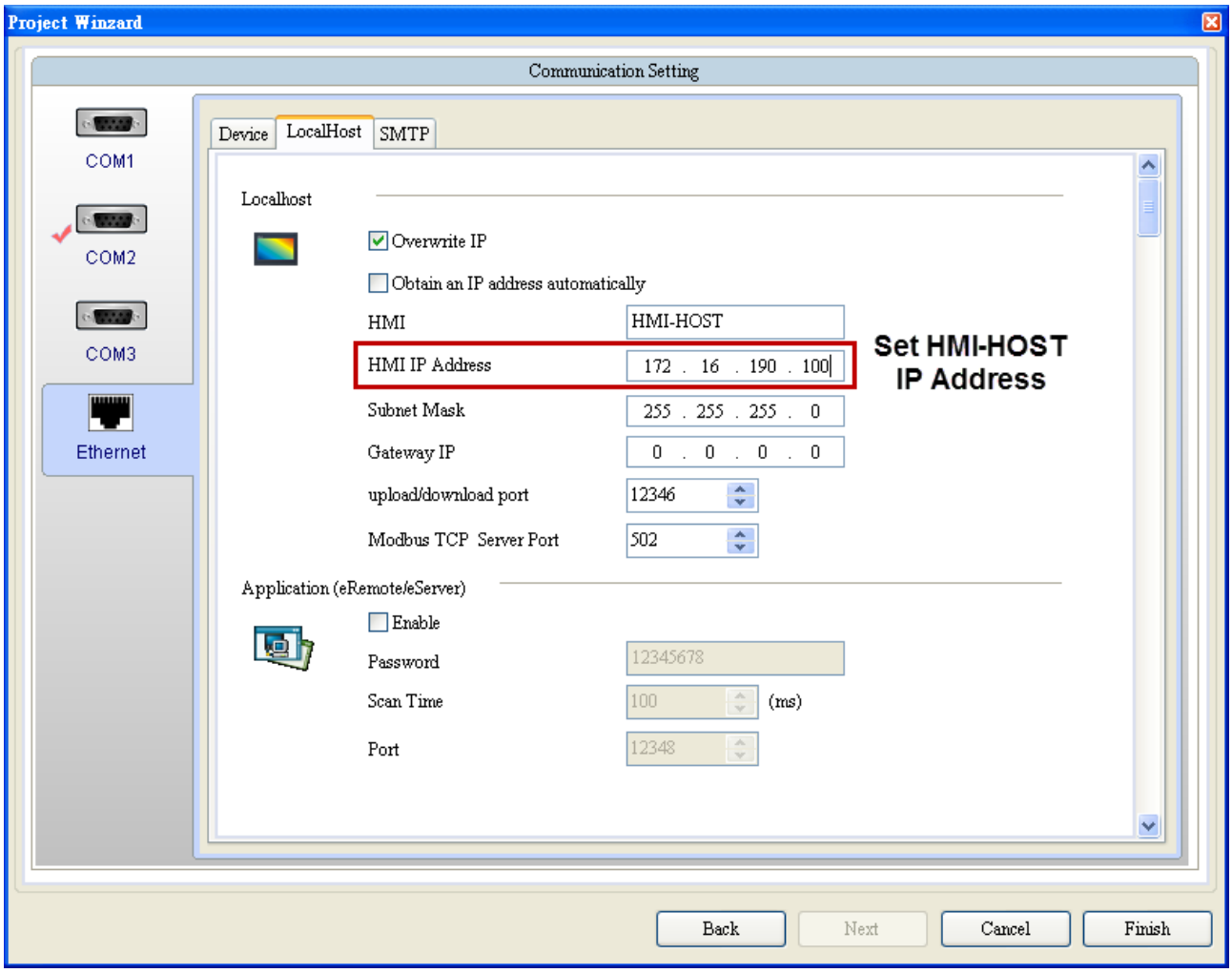


Figure B-1-5 HMI-HOST IP Address Setup

Create a numeric element on the editing screen and set the Write Address to **"D100"**. Create a numeric display element and set the Read Address to **"D200"**.

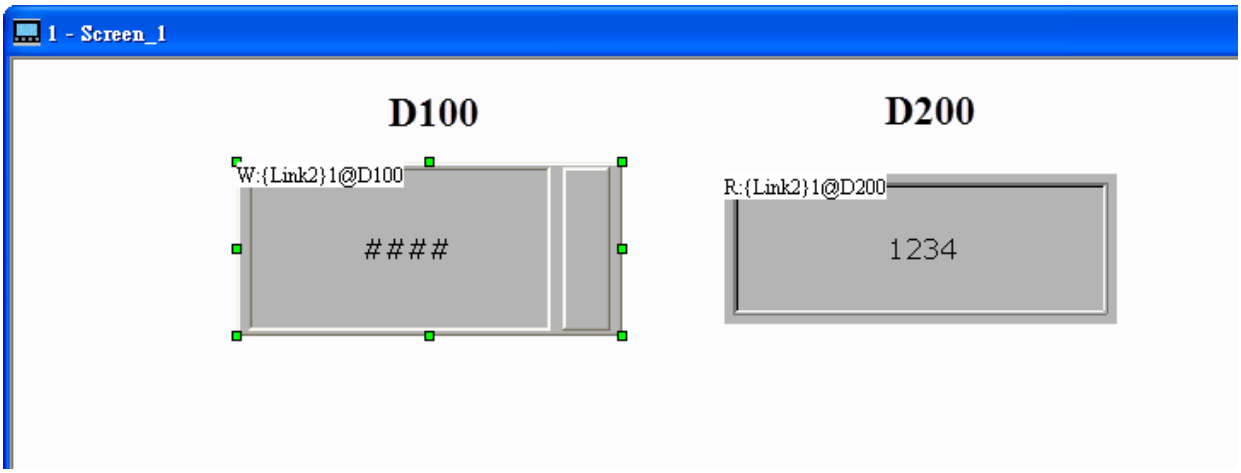


Figure B-1-6 Create Elements

After the editing is completed, execute compile and download the screen the HMI.

■ HMI-Client 1 Setup

Create a project. Set the Controller to **"Delta DVP PLC"** and select **"Client"** for the multi-drop mode. Enter **"172.16.190.100"** in the IP Address field. This is the HMI-HOST IP address.

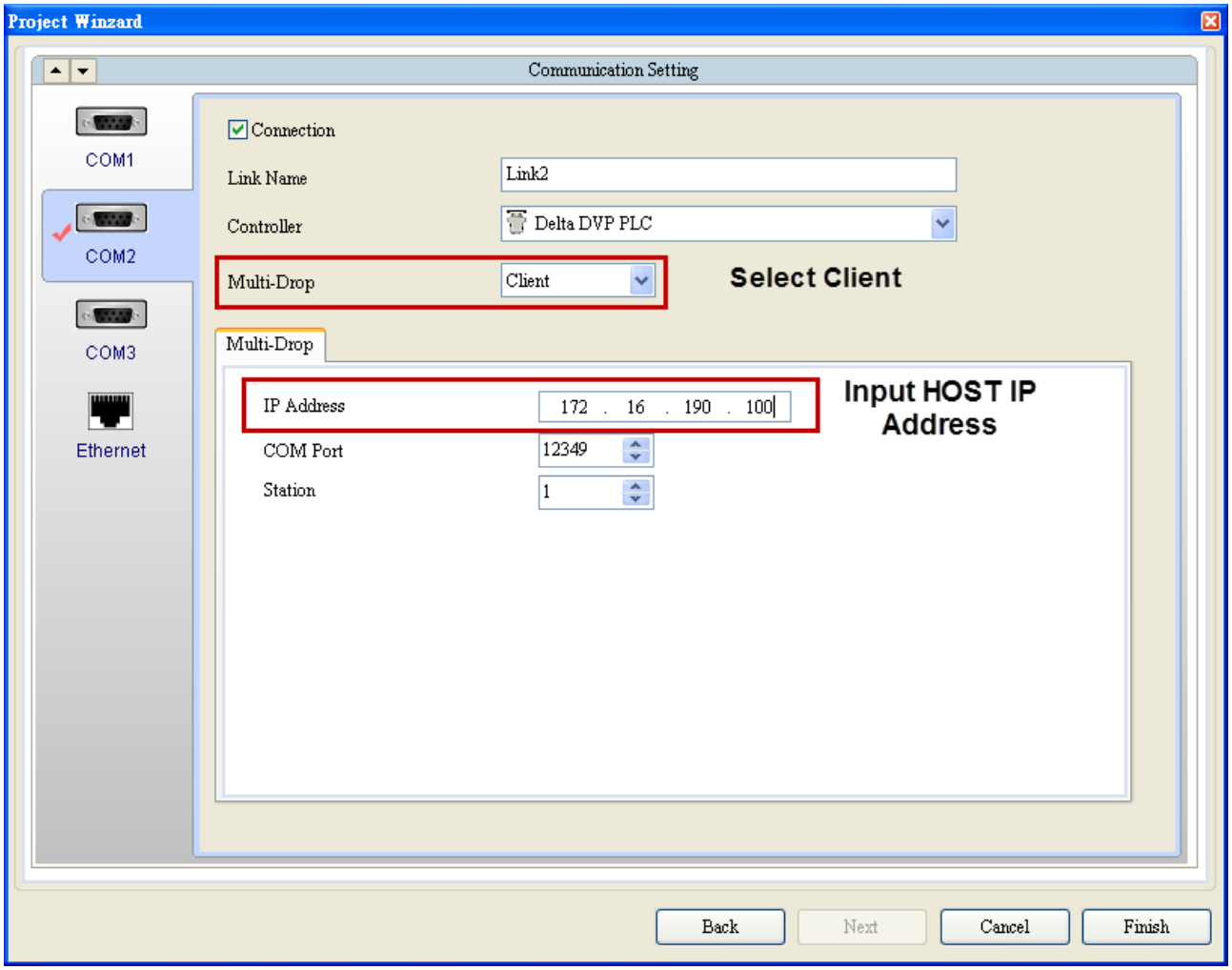


Figure B-1-7 select "Client" for the multi-drop mode

Enter [**Ethernet**] → [**Local Host**] page to complete the HMI IP Address field with the HMI-Client 1 IP address "**172.16.190.101"** and set the HMI to "**HMI-Client1".**

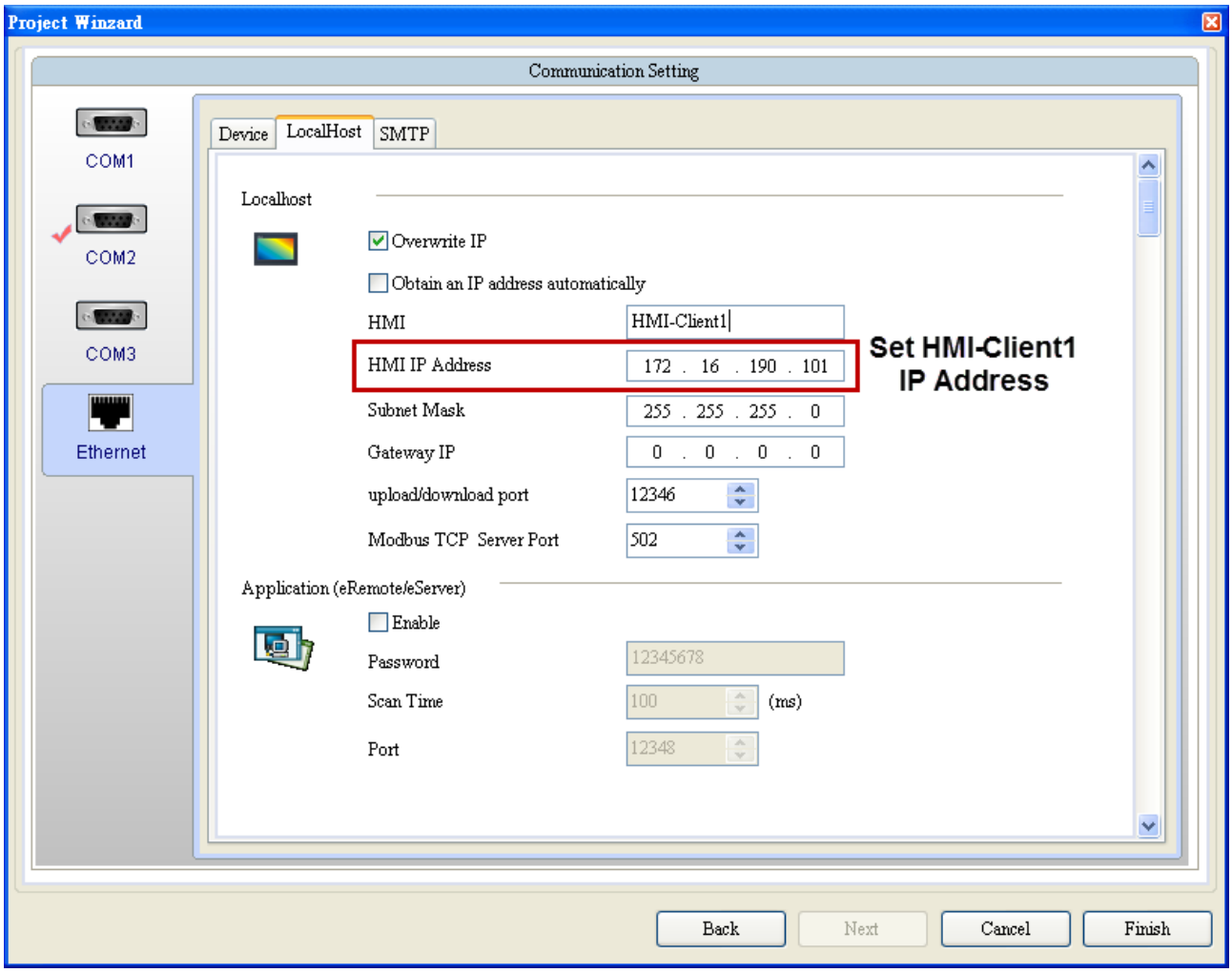


Figure B-1-8 HMI-Client1 IP Address Setup

Create a numeric element on the editing screen and set the Write Address to **"D200"**. Create a numeric display element and set the Read Address to **"D100"**.

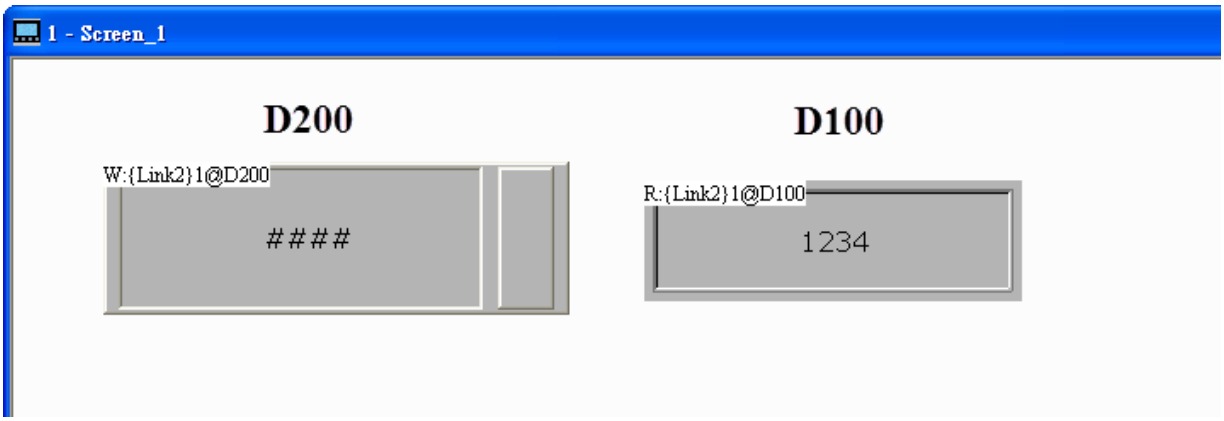


Figure B-1-9 Create element

After the editing is completed, execute compile and download the screen to the HMI.

■ HMI-Client 2 Setup

Create a project. Set the Controller to **"Delta DVP PLC"** and select **"Client"** for the multi-drop mode. Enter **"172.16.190.100"** in the IP Address field. This is the HMI-HOST IP address.

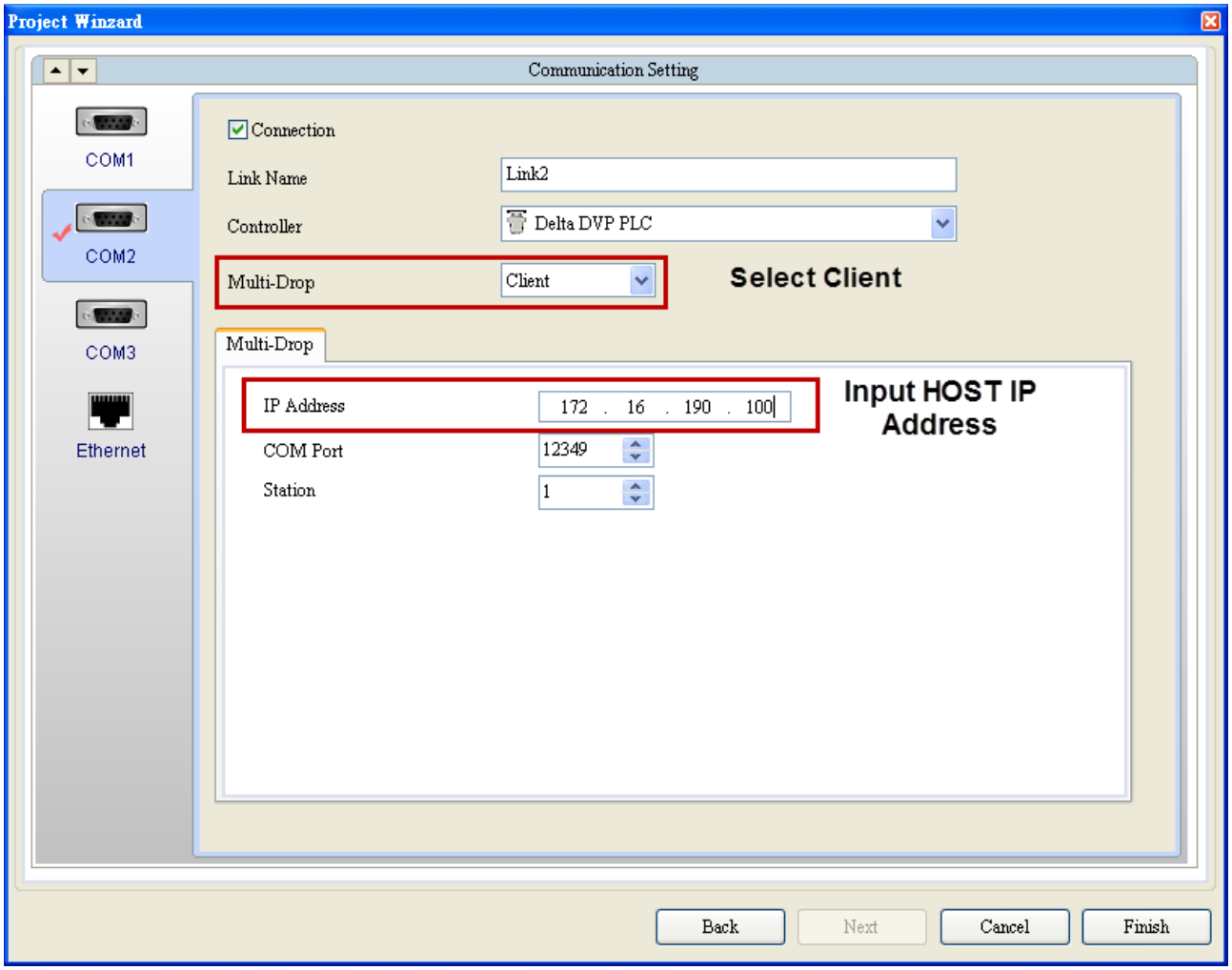


Figure B-1-10 select "Client" for the multi-drop mode

Enter [**Ethernet**] → [**Local Host**] page to complete the HMI IP Address field with the HMI-Client 2 IP address "**172.16.190.102"** and set the HMI to "**HMI-Client2".**

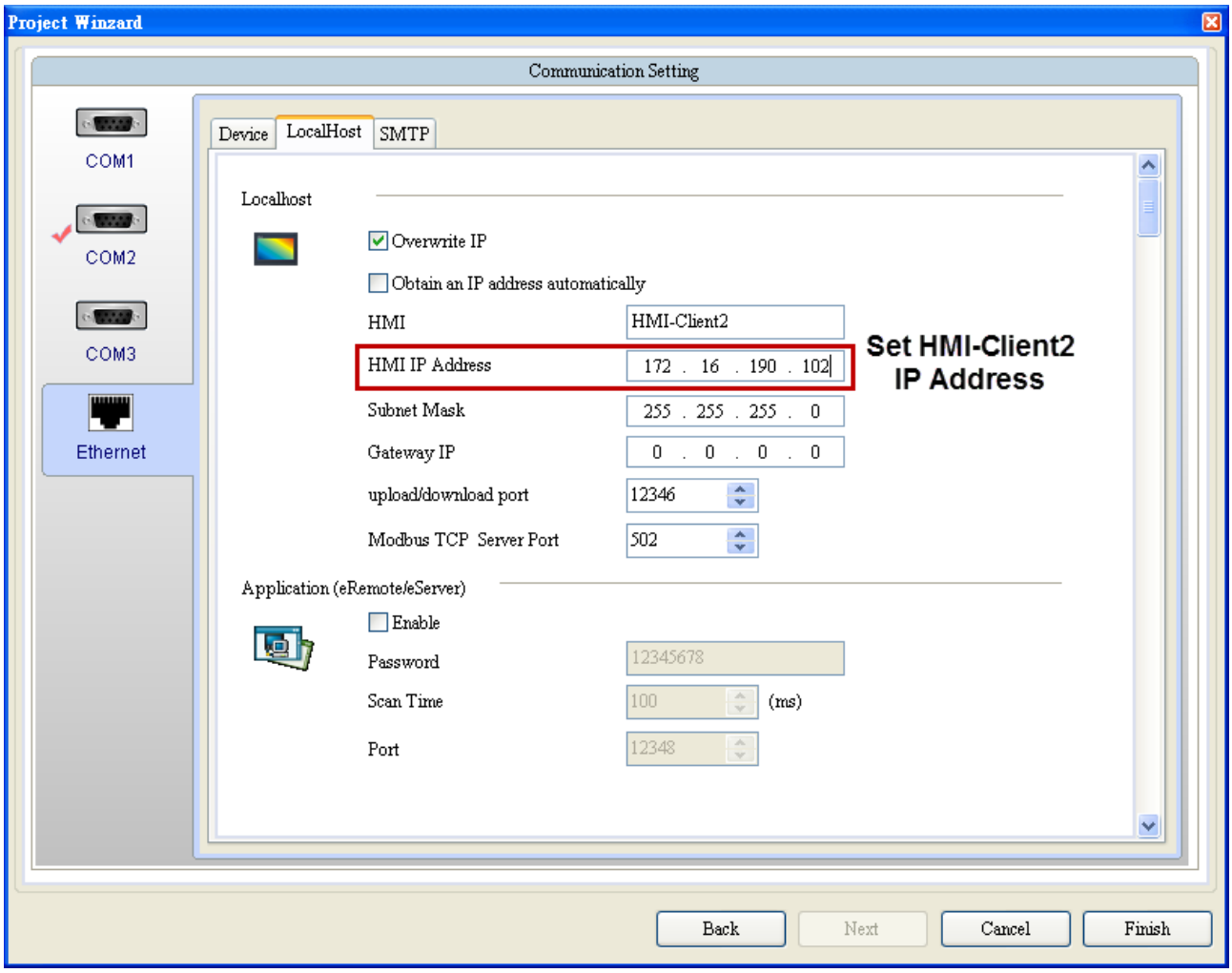


Figure B-1-11 HMI-Client2 IP Address Setup

Create a numeric element on the editing screen and set the Write Address to **"D200"**. Create a numeric display element and set the Read Address to **"D100".**

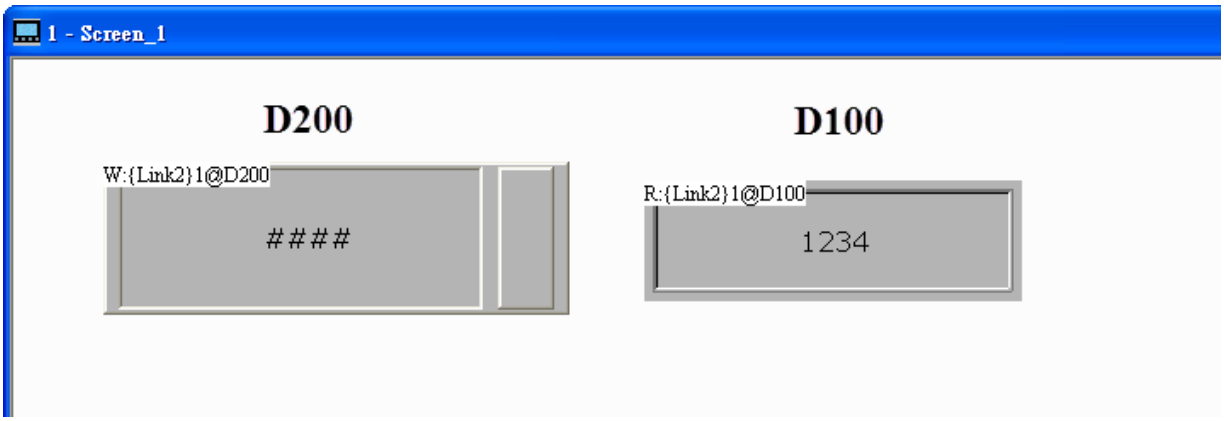


Figure B-1-12 Create element

After the editing is completed, execute compile and download the screen to the HMI.

After HMI-HOST, HMI-Client1 and HMI-Client2 are set up and downloaded to HMI, the user can use any HMI to operate PLC. If D200 is used to input 36 in HMI-Client1, Both the D200 addresses of the HMI-HOST and HMI-Client2 will show 36. If D100 is used to input 99 in HMI-HOST, both the D100 address of the HMI-Client1 and HMI-Client2 will show 99.

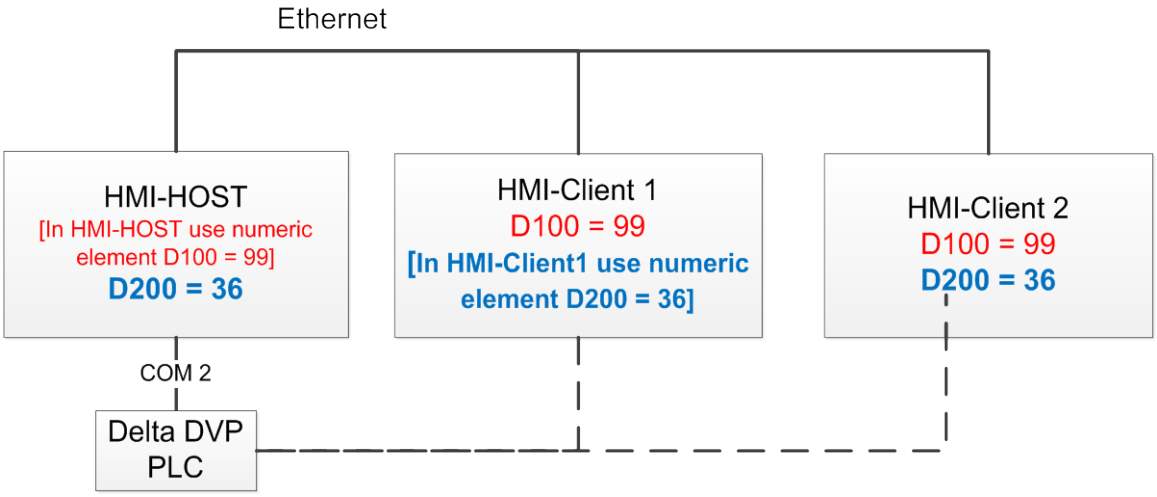


Figure B-1-13 Execution Results

Appendix C Communication Error Messages

If a communication error is detected, a corresponding error message will be shown on HMI screen (Figure C-1-1). This chapter describes the meanings of communication error messages displayed on HMI screen.

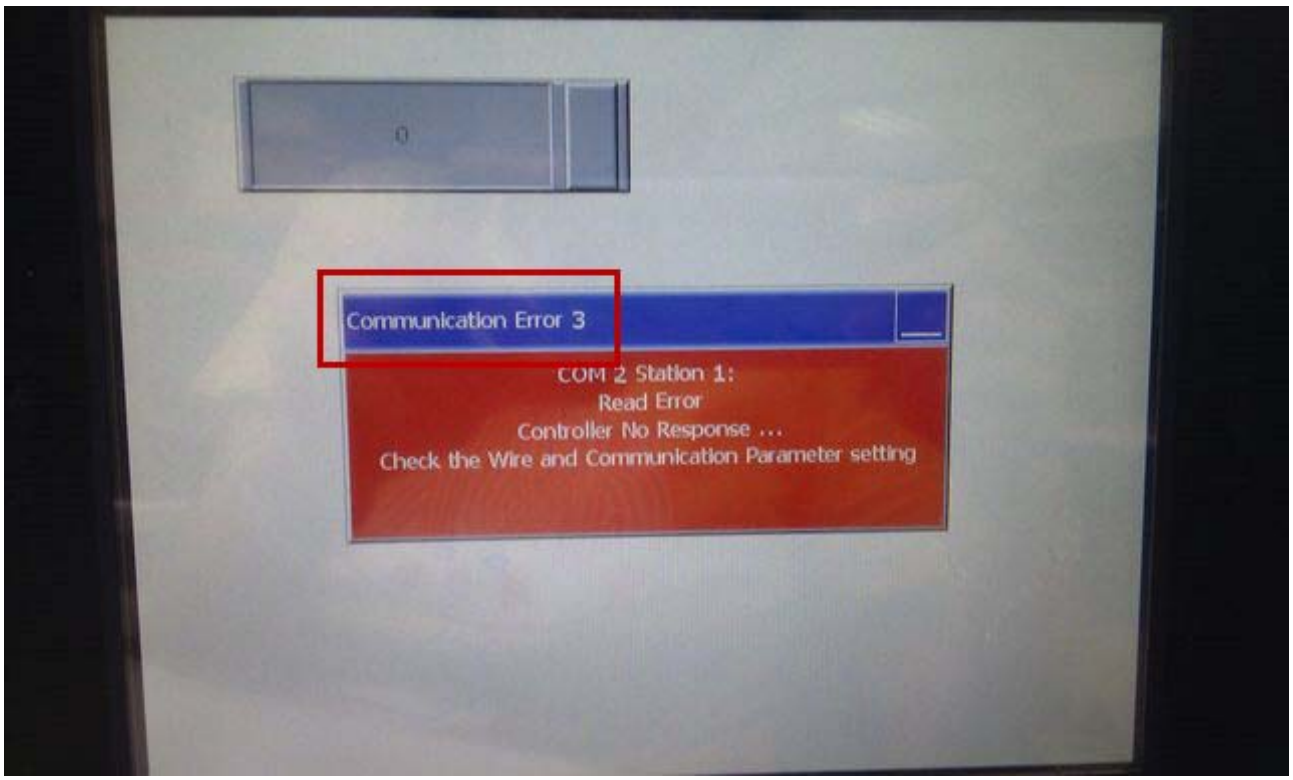


Figure C-1-1 Example of HMI Communication Error Message

When HMI cannot communicate with the controller, to help debug, please refer to the following table for the meanings of communication error codes and its corresponding error messages.

Error Code	Communication Error Messages	Reason	Trouble Shooting
0x02	Unknown	Noise Interference	Stronger anti-noise interference equipment, screened from transfer cable.
0x03	NoResponse	Incorrect wiring, PLC station number, communication parameter include (Baudrate, Parity, Data bits and Stop bit)	Please refer to left description to check setting correct or not.
0x05	ControllerCheckSumError	When HMI check PLC CheckSum then find out error	Please checks PLC CheckSum enable or not, it has to use PLC software to confirm this function.
0x06	CommandError	Read PLC command error	Please check HMI read address could over PLC useful address or not, or the address cannot be written.
0x07	AddressError	Read PLC address error	Please check HMI read address could over PLC useful address or not, or the address cannot be written.
0x08	ValueError	Data written to PLC error	Please check PLC acceptable data range.
0x09	Controller busy	PLC is busy and uable to process the command.	PLC is busy, please try it later.

Error Code	Communication Error Messages	Reason	Trouble Shooting
0x0A	NoCTS	HMI CTS pin did not receive PLC RTS signal.	Please check CTS pin at HMI side and RTS pin at PLC side connect or not, or PLC send RTS signal or not.
0x0E	HMIStationNumberError	HMI station number error	Please check HMI station number over legal station number range or not, or duplicated with other statation number.
0x0F	PLCStationNumberError	PLC station number error	Please check PLC station number over legal station number range or not, or duplicated with other statation number.
0x10	UARTCommunicateFail	HMI bottom layer occur communication error. COM Port did not open or HMI work too busy to cause COM Port abnormal situation.	Please be sure COM Port could use normally or not, or simplified HMI loading. For example, delete ALARM or MACRO command.
0x1A	RTCSYNCError	PLC does not support this command.	Please use the PLC which supports this command.
0x1B	Receive Error	Data format sent by PLC is wrong.	Please make sure the data format is correct.

Table C-1-1 Communication Error Codes and Messages

MPI communication error codes are for Siemens's controllers such as S7-300 (Direct MPI) series, S7-300 (Without PC Adaptor) series and S7-200 series. If the communication is failed when connecting to Siemens's controllers, please refer to the following Table C-1-2 to identify the error messages.

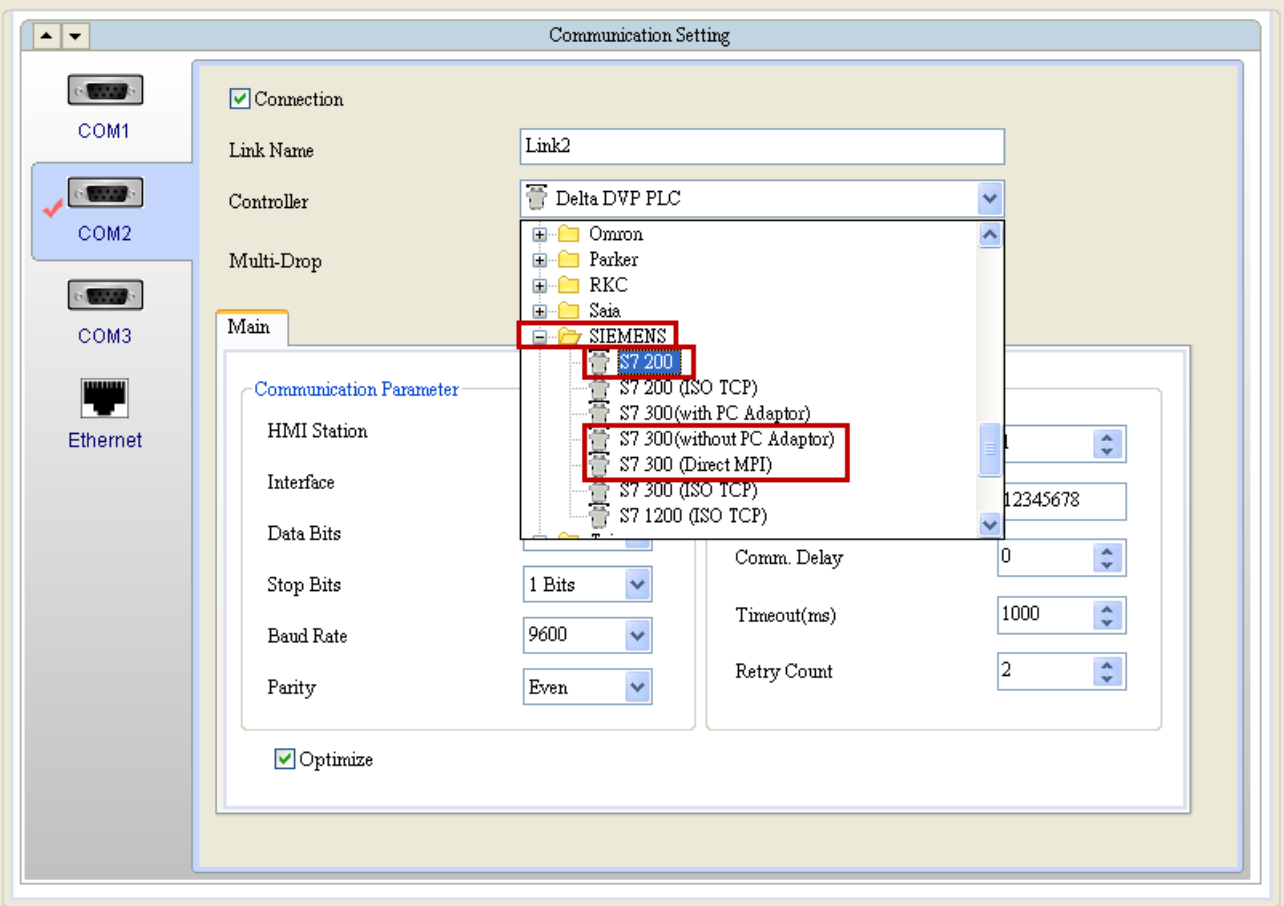


Figure C-1-2 Siemens's Controllers

Error Code	Communication Error Messages	Reason	Trouble Shooting
0x11	MPI_IDLE (It is suitable for S7 300 - without PC adaptor, S7 300 - Direct MPI or S7-200)	The error message is special for Siemens PLC. When the Internet idel, HMI cannot acquire the packet.	See if it is because the number of connected module is excessive and causes insufficient bandwidth
0x12	MPI_SN_COLLID (It is suitable for S7 300 - without PC adaptor, S7 300 - Direct MPI or S7-200)	The error message is special for Siemens PLC. Duplicate station number.	Please make sure if the station number is duplicate.
0x14	MPI_NO_SC (It is suitable for S7 300 - without PC adaptor, S7 300 - Direct MPI or S7-200)	The error message is special for Siemens PLC. The connected station number exceeds the limit.	See if the connected module exceeds the limit.

0x18	MPINoResponse (It is suitable for S7 300 - without PC adaptor or S7 300 - Direct MPI)	The error message is special for Siemens PLC. The connection request has no response.	See if it is because the cable is disconnected or defective contact.
0x0B	NoResource (Applicable for S7 300 - without PC adaptor, S7 300 - Direct MPI and S7-200)	Siemens PLC error message. It is PLC loading too heavy.	Simplified PLC program, reduce loading.
0x0C	NoService (Applicable for S7 300 - without PC adaptor, S7 300 - Direct MPI and S7-200)	Siemens PLC error message. It is PLC loading too heavy.	Simplified PLC program, reduce loading.
0x3F	Read Error (It is suitable for S7 300 - without PC adaptor, S7 300 - Direct MPI or S7-200)	The error message is special for Siemens PLC. PLC address exceeds the accessing range.	Please set up PLC address which can be normally accessed.

Table C-1-2 MPI Communication Error Codes and Messages

When the connecting controller is OMRON’s C/CPM/CQM Series, if a communication erroro ccurs, please refer to the following Table C-1-3 for the meanings of communication eorror code.

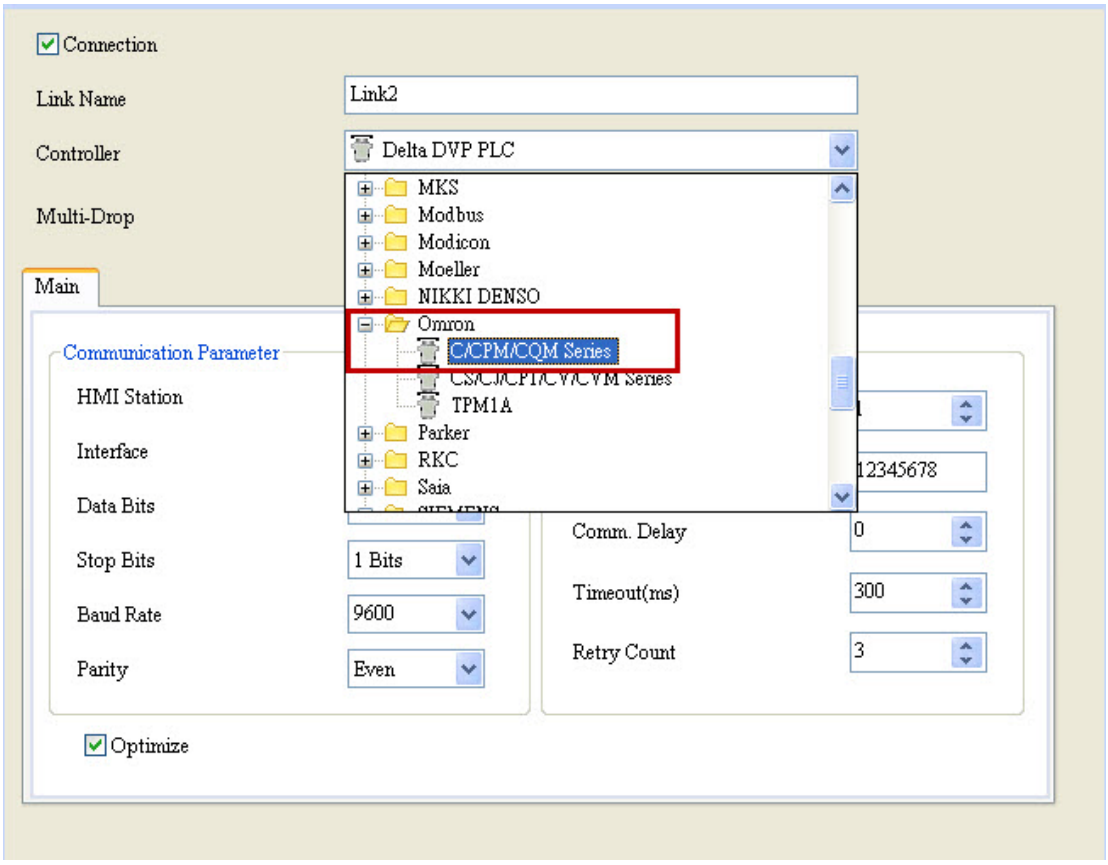


Figure C-1-3 Omron's Controllers

Error Code	Communication Error Messages	Reason	Trouble Shooting
0x1F	NOTExecutableInRunMode	It means HMI already connected with PLC, but PLC is in Run mode, so that it cannot accept data write command.	PLC must be in Monitor Mode then it could accept data write command. This error message only have one time, due to when HMI find out Mode error, it will change PLC mode to Monitor mode automatically.

Table C-1-3 Communication Error Code and Message for Omron's Controller