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1 Introduction

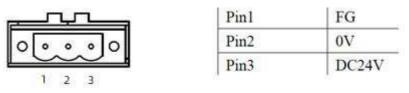
The software "VEDA-IN HCT" you are using is a new configuration software product developed by our R&D team for VEDA-IN HMI. It was produced with more than ten years of technical experience and accumulation based on sufficient practices on Human Machine Interface product development and field actualization. We believe you will feel our specialization and concentration when you use this software. Thank you!

2 Quick start

2.1 Electrical connection of the screen

2.1.1 Connect to the power supply

The rated voltage of the screen is DC18~28V, and DC24V power supply is recommended. The interface is at the back, as shown in Fig. 1, the "24V+" is connected to "DC24V", the "24V-" (or "0V") is connected to "GND". If the field is involved with a high interference, a highly reliable earth must be connected to the "FG" port. (Note: FG- Frame Ground, the reference grounding for the metal shell frame and the DC end.)





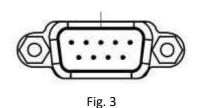
2.1.2 Connect to the computer

The screen can be connected to the computer only via a USB data cable for project uploading and downloading, as shown in Fig. 2. The communication with computer can be realized when it is connected to the "USB SLAVE" end. The USB communication drive can be installed by the system in default during software installation, or the drive can be manually installed if it is damaged. The drive file is saved in the installation directory: "C:\ProgramFiles(x86)\VEDA-IN HCT \VEDA-IN HMI Configuration Tool 2.x\Driver".



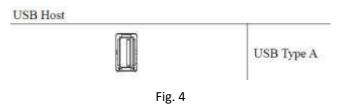
2.1.3 Serial port connection

The serial port of the screen is a standard DB 9-pin port supporting communication modes RS232/485/422, as shown in Fig. 3.Different screen types are integrated with different quantities of serial ports, and please refer to the <u>Description for Communication Connection</u> for the detailed connecting method.



2.1.4 USB Host connection

The screen is integrated with a USB Host device interface. This interface makes it easy to upload or download the project and the prescript by using the U disk. The sampling or warning data can also be saved in the U disk via this interface. A mouse or a keyboard with USB interface can be connected via the USB interface. A set of wireless mouse and keyboard is also usable. As shown in Fig. 4, a U disk can be directly inserted into the "USB HOST" port and be used.



2.1.5 Network port using

The standard RJ-45 network interface is used in the screen for communication with any down unit, as shown in Fig. 5. An RJ-45 plug can be directly inserted into the "Ethernet" port and used.





2.2 Software downloading and installing

2.2.1 Software downloading

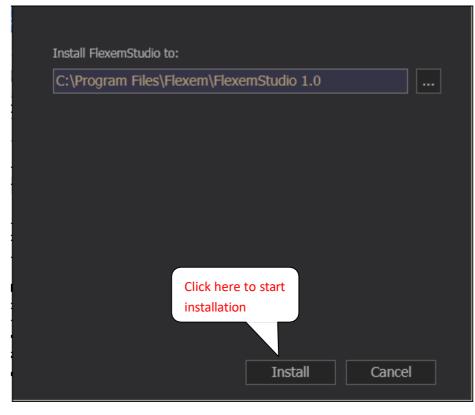
The software "VEDA-IN HCT" can be downloaded from <u>https://vedaindrives.com</u>. There are different versions according to the different operating systems (OS), as shown in Fig. 6.

File Name	Version	Date	Downloads	
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FStudio-2.8.11315.0	2.8.11315.0	2022-03-07	For Win7 SP1 Or Above	If you have Windows 7 SP1 or
PS/pdio-2.6.10986.0	2.6,10965.0	2021-07-14	Per Win7 SP1 Or Above	above, please click the "For Win7 SP1 Or Above" link instead, the
Preview Version	TEST			installation time will be significantly reduced. System Requirement:
			Downloads	Windows XP 5P3

Fig. 6

2.2.2 Software installing

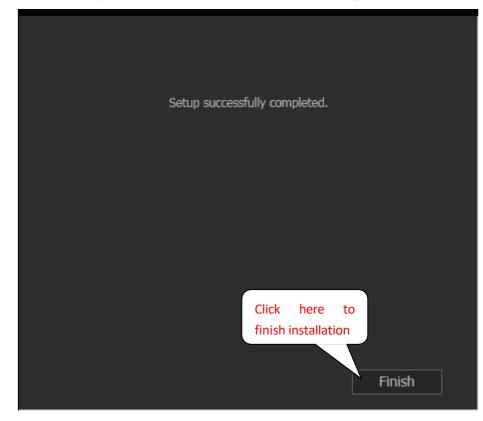
Double click the "SETUP.exe" to install the software "VEDA-IN HCT", as shown in Fig. 7. Click the





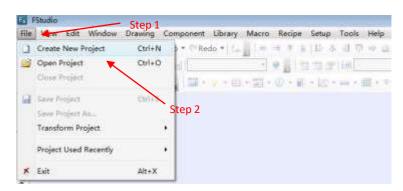
2.2.3 Installation is completed.

Click the button to complete the software installation, as shown in Fig. 8.



2.3 First use

(1) Click the menu "File"—"New", or click the shortcut " ", as shown in Fig. 9.



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(b)

(a)

Fig. 9

(2) Enter the project name and select the project saving path. The project name can be Chinese, as shown in Fig. 10.

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(3) Select the touch screen type, as shown in Fig. 11.

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	CAN None RE2023-V5 pre	
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Fig. 11

(4) Click the button "Next" and set the bus line communication mode for the touch screen, as shown in Fig. 12.

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(c) Ethernet PLC (Or Service by Remote HMI)

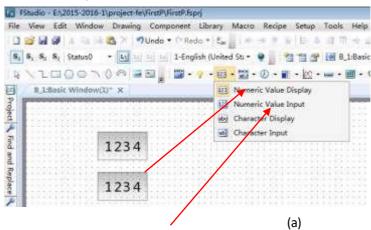
Fig. 12

(5) After the project is initialized, click the button "Confirm" and the project is created, as shown in Fig. 13.

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Fig. 13

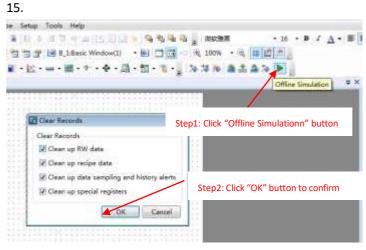
(6) Add an "Input" variable and a "Display" variable into the picture and set the properties, as shown in Fig. 14.



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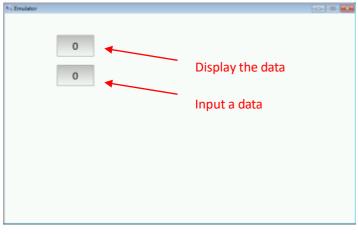
(b) Fig. 14

(7) Click "Offline simulating" button and wait till engineering is completed, as shown in Fig.





(8) Debug with the simulator to view the design effect, as shown in Fig. 16.



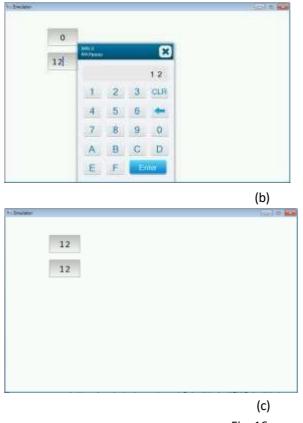


Fig. 16

2.4 Project download and upload

2.4.1 Project downloading

①Switch on the power supply to the touch screen, select "Download" in the software, and wait till downloading is completed, as shown in Fig. 25.

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(2) Select the project downloading mode, USB or network, and click OK to download, as shown in Fig. 26. If "Communication failure" appears, please check if the downloading line is correctly connected (USB line or network line). If the downloading operation is failed, please cut off the power supply to restart the HMI and try again.

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	Click here

Fig. 26

(3) Wait till downloading is completed, and then click "OK", as shown in Fig. 27.

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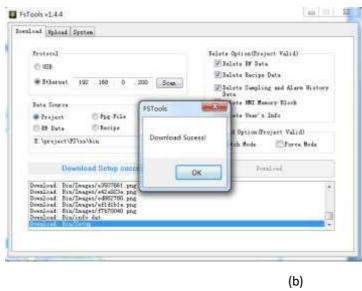


Fig. 27

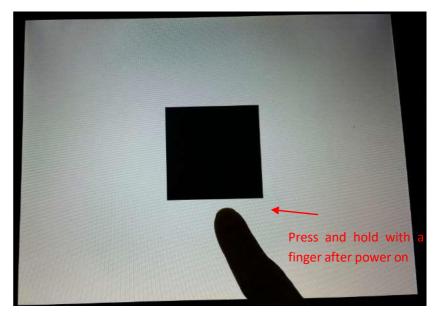
2.4.2 Project downloading from USB disk

1 Pack the project in the software and save it into the USB disk, as shown in Fig. 28.

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with USB disk or FSTOOLLS.
Name: FirstT_20151111_b01.fpg
Location: G:\project\FS\FirstT
Help OK Cancel
(a)
Address Tag Library
Dealling to the Pal Calibrat
Packing to the disk finished.
Open file folder Off
(b)

Fig. 28

(2) Insert the USB disk into the touch screen. When the touch screen is activated, press and hold at any point on the screen with a finger, as shown in Fig. 29.





③ Press the button "Setup" for uploading, as shown in Fig. 30. Select "Project" and enter the password, as shown in Fig. 31. The default password for project management is "888888" which can be modified in the "Global Setting" of the software.

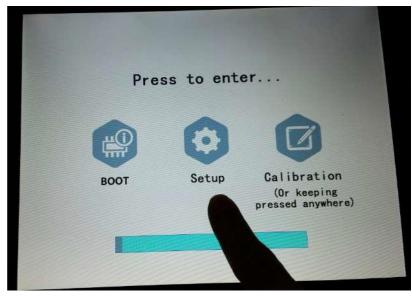


Fig. 30



	Setup Ø
General	Brightness: _ + 100%
Network	Time: 2015/1
Project Information	User level
①Click here	Backlight Timeout: 4 5 6 CLR
Security	②Click to enter the password 9 Enter
	State: 🍟 Net 🎓 USB 📇 Udisk 😭 SD



④ Select the package file in the USB disk on the tab page "Import" (if project uploading to a USB disk is needed, please select the tab page "Export". The path for uploading the project file needs to be given), and wait till data transmission is completed, as shown in Fig. 32.

General	Import	Export.	Cicer Quta
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Information			-
Advanced			Project
Security	-		Recip

(a)

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Security	*			tetape
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(c)

Fig. 32

2.4.3 Project uploading

(1) Click the "Upload" icon on the tool bar, set the communication mode, select to upload the project, and start to upload the project, as shown in Fig. 20.

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Decompile	
Choose a file to be decompiled (*. fpg) Choose a folder to save decompiled files Decompile	

Fig. 20

(2) Enter the password for uploading, as shown in Fig. 21. The default password is "8888888" which can be modified in "Global Settings", as shown in Fig. 22.

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Fig. 21

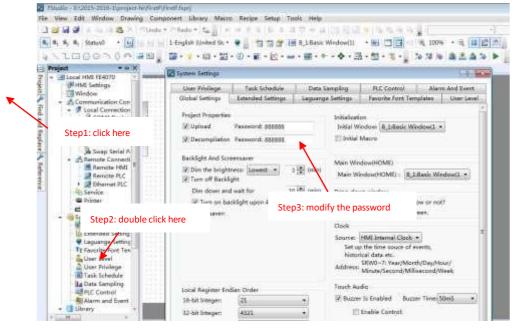


Fig. 22

(3) Select the project uploading path and save the file name, and click "Save".

(4) If the screen is correctly connected to the computer, the packaging operation will be started for uploading. Select the "Project" option, and click the "Upload" button, as shown in Fig. 23. When the uploading operation is finished, the "Uploading Success!" dialog box pops up, as shown in Fig. 24. Then click the "OK" button.

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Fig. 24

2.4.4 Project uploading to USB disk.

The uploading to USB disk is similar to the downloading from USB disk. Please see the details in the <u>Quick start/Project download and upload/Project Downloading from USB disk</u>.

Select "Export the Project" in the 4th step.

2.4.5 Project decompiling

The project upload package file is operated for the project decompiling. The file type is fpg. Decompiling can create a project package. The function of project package can be seen in <u>Quick</u> <u>start/Project download and upload/Project uploading</u> or <u>Quick start/Project download and</u> <u>upload/Project uploading to USB disk</u>.

(1)Firstly, click the tool button "Decompile", select the package fpg file, set the project saving path, and click the "Decompile" button, as shown in Fig. 17.

I-English (United St. +) - English (United St. +) 	nent Library Macro Recipe Setup Tools Help	
Lenglish (United Sta +) + + + + + + + + + + + + + + + + +	(*Redo•[t	• • B Z <u>A</u> • 1
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FsTools vL4.4 FsTools vL4.4 Fortacol F		the second se
Image: Second and Second	a m.	
Inverlaged Wplowd Syntem Step1: click here Fretocol Step1: click here # USB Sthernet Sthernet Scan Vploed Data Source Step2: select a file # Project RY Data Step2: select a file Wplowd Decompile Step4: start decompiling Choose a folder to more decompiled files Step4: start decompiling		Decompile
Inverlaged Wplowd Syntem Step1: click here Fretocol Step1: click here # USB Sthernet Sthernet Scan Vploed Data Source Step2: select a file # Project RY Data Step2: select a file Wplowd Decompile Step4: start decompiling Choose a folder to more decompiled files Step4: start decompiling		
Fretacol Step1: click here * USB Scen * Fretacol Scen * USB Scen * Project RY Data * Broject RY Data * Step2: select a file Wplowd * Decompile Step4: start decompiling Choose a folder to save decompiled files Step4: start decompiling	FsTools v1.4.4	
Fretocol Step1: click here # USB Becape # Honor Scan Vpload Data Source Becape # Project BW Data Step2: select a file Vpload Decoopile Step3: set the saving path Choose a file to be decoapiled (* fpg) Step4: start decompiling	Dovaluad Upload Syntax	
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Sthernet Scan Vpload Data Source Project * Project RV Data Step2: select a file Vpload Step2: select a file Vpload Step2: select a file Vpload Step4: start decompiling Choose a folder to save decompiled files	Protocol	
Vpload Data Source Project ONY Data Becipe Ologs Step2: select a file Decompile Choose a folder to save decompiled files	@ USB	
Vpload Data Source Project O BY Data O Becspe O Logs Step2: select a file Decompile Choose a file to be decompiled (* fpg) Choose a folder to save decompiled files	Ethernet	
Project O RY Data Becipe O Logs Step2: select a file Wplowd Step3: set the saving path Decompile Step4: start decompiling Choose a folder to mare decompiled files		
Step2: select a file Step3: set the saving path Becompile Step4: start decompiling Choose a folder to save decompiled files	Vaload Data Source	
Step2: select a file Step3: set the saving path Becompile Step4: start decompiling Choose a folder to save decompiled files	Project City Inter Charge Class	
Step2: select a file Becompile Choose a file to be decompiled (* fpg) Choose a folder to save decompiled files	Sten3.	set the saving path
Choose a file to be decompiled (% fpg)	Step2: select a file	
Choose a file to be decompiled (% fpg)	Bernerila	Sten4: start decompiling
Choose a folder to zawe decempile& files	1	,
	and a second	
Becongila	Choose a folder to save decompiled files	
	Decompile	



(2) Enter the password for decompiling. The default password is "888888" which can be modified can viewed in the "General Setting" of the software, as shown in Fig. 18.

OK Cancel	Please ente	r a Decompile	password!
OK Cancel	•••••	••	
	OK		Cancel

Fig. 18

③After the "Decompile Success!" dialog box appears, click "OK" to complete the decompiling, as shown in Fig. 19.



Fig. 19

3 Description for communication connection

DELTA

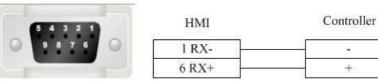
DELTA DVP series RS232 cable



HMI	Controller
2 RX	5 TXD
3 TX	4 RXD
5 GND	8 GND



DELTA DVP series RS485-2 cable



• Registers supported by DELTA DVP:

Device	Bit Address	Word Address	Format	Notes
External output node	Y0-9999		0000	
External input node	X0-9999		0000	
Internal auxiliary node	M0-9999		DDDD	
Sequence control node	S0-9999		DDDD	
Timer node	то-9999		DDDD	
Counter node	C0-9999		DDDD	
Timer buffer		TV0-9999	DDDD	
Counter buffer		CV0-127	DDD	
Counter buffer (32 bit)		CV2 232-255	DDD	
Data register		D0-65535	DDDDD	

FATEK

FATEK FB series RS232 cable



HMI	Controller
2 RX	4 TXD
3 TX	2 RXD
5 GND	1 GND



FATEK FB special series RS232 cable



HMI	Controller
2 RX	2 TXD
3 TX	1 RXD
5 GND	6 GND
	3 RTS
	4 CTS



FATEK FB series CB module RS232 cable



HMI

```
Controller
```

2 RX	2 TXD
3 TX	3 RXD
5 GND	5 GND

FATEK FB series R485-2 cable



HMI	Controller
1 RX-	D-
6 RX+	D+
5 GND	G

registers supported by FATEK FB

Device	Bit Address	Word Address	Format	Notes
External output node	Y0-9999		DDDD	
External inputnode	X0-9999		DDDD	
Internal auxiliary node	M0-9999		DDDD	
Sequence control node	SO-9999		DDDD	
Timer node	T0-9999		DDDD	

Counter node	C0-9999		DDDD	
Data register	——	R0-9999	DDDD	
Data register	——	D0-9999	DDDD	
Timer buffer		T0-9999	DDDD	
Counter buffer		CO-199	DDD	
Counter buffer (32bit)		DRC200-255	DDD	

Flexem

.

1 flexem_fl2n_mistubishi_fx2n_compatable

Flexem(MISTUBISHI FX2N COMPATIBLE)

Flexem FL2N series RS232 cable

HMI



C	ontro	oller	

2 RX	3 TXD
3 TX	2 RXD
5 GND	5 GND

Flexem FL2N series RS485-2 cable

Controller



HMI	Controller
1 RX-	
6 RX+	+
5 GND	GND

Registers supported by Flexem FL2N(MISTUBISHI FX2N COMPATIBLE)

		-		
Device	Bit Address	Word Address	Format	Notes
External input node	X000-571		000	
External output node	Y000-571		000	
Internal auxiliary node	S0000-9999		DDDD	
Special auxiliary node	SM8000-9999		DDDD	
Timer node	T_bit000-255		DDD	
Counter node	C_bit000-255		DDD	
Timer buffer		T_word000-255	DDD	
Counter buffer		C_word000-255	DDD	
Counter buffer (32 bit)		C_dword200-255	DDD	
Data register		D0000-7999	DDDD	
Special data register		SD8000-9999	DDDD	

2 flexem_fl2n_modbus

FLEXEM FL2N (Modbus compatible protocol)

Flexem FL2N series RS232 cable



HMI	Controller
2 RX	3 TXD
3 TX	2 RXD
5 GND	5 GND

Flexem FL2N series RS485-2 cable



1 RX-	
6 RX+	+
5 GND	GND

Controller

Registers supported by Flexem Fl2N (Modbus)

HMI

Device	Bit Address	Word Address	Format	Notes
External input node	X0-571		000	
External output node	Y00-571		000	
Internal auxiliary node	SO-999		DDD	
Internal auxiliary node	M0-2047		DDDD	
Special auxiliary node	SM0-511		DDD	
Timer node	T_bit0-255		DDD	
Counter node	C_bit0-255		DDD	
Analog output register		AQ0-255	DDD	
Analog input register		AI0-255	DDD	
Timer buffer		T_word0-255	DDD	
Counter buffer		C_word0-255	DDD	
Counter buffer (32 bit)		C_dword200-255	DDD	
Data register		D0-4095	DDDD	
Special data register		SD0-511	DDDD	

3 Differences between Flexem FL2N(Mistubishi FX2N Compatable) and Flexem FL2N(Modbus)

Differences between FLEXEM FL2N(MISTUBISHI FX2N COMPATIBLE) and FLEXEM FL2N(modbus): FLEXEM FL2N(MISTUBISHI FX2N COMPATIBLE) is compatible with Mitsubishi, while FLEXEM FL2N(modbus) is compatible with MODBUS.

Additional description:

1 If modbus applies PLC Addresses (Base 1), please refer to the table below for the address correspondence

Device	Туре	Address	Protocol address	Function code
Y	Bit	Y0-377	0001-0256	1,5,15
х	Bit	x0-377	1201-1456	1,5,15
				2
М	Bit	M0-M2047	2001-4048	1,5,15
SM	Bit	SM0-SM511	4401-4912	1,5,15
S	Bit	S0-S999	6001-7000	1,5,15
Т	Bit	T0-T255	8001-8256	1,5,15
С	Bit	C0-C255	9201-9456	1,5,15
D	Word	D0-D4095	0001-4096	3,6,16
SD	Word	SD0-SD511	8001-8512	3,6,16
Т	Word	T0-T255	9001-9256	3,6,16
С	Word	C0-C199	9501-9700	3,6,16
С	Double word	C200-C255	9701-9756	3,16

2 If modbus applies Protocol Addresses (Base 0), please refer to the table below for the address correspondence

Device	Туре	Address	Protocol address	Function code
Y	Bit	Y0-377	0000-0255	1,5,15
x	Bit	x0-377	1200-1455	1,5,15
				2
М	Bit	M0-M2047	2000-4047	1,5,15
SM	Bit	SM0-SM511	4400-4911	1,5,15
S	Bit	SO-S999	6000-6999	1,5,15
Т	Bit	T0-T255	8000-8255	1,5,15
С	Bit	C0-C255	9200-9455	1,5,15
D	Word	D0-D4095	0000-4095	3,6,16
SD	Word	SD0-SD511	8000-8511	3,6,16
Т	Word	T0-T255	9000-9255	3,6,16
С	Word	C0-C199	9500-9699	3,6,16
С	Double word	C200-C255	9700-9755	3,16

HCFA

• HC series PLC series CPU port RS232 cable

HC serial port programming cable is used to communicate with the HMI device.

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	HMI	Controller	
	1 RX-	4 TX-	
	6 RX+	7 TX+	
5 4 3 2 1	5 GND	3 GND	
9876 🔘	4 TX-	1 RX-	
	9 TX+	2 RX+	L

Registers supported by HCFA HCA2s_HCA2c_HCA2_LX1N_LX1S

Device	Bit Address	Word Address	Format	Notes
Output relay	Y0-571		000	
Input relay	X0-571		000	
Internal relay	M0-7999		DDDD	
Timer contact	T_bit0-255		DDD	
Counter contact	C_bit0-255		DDD	
Stepping relay	SO-9999		DDDD	
Special internal relay	SM8000-9999		DDDD	
Data register	——	D_word0-7999	DDDD	
Special data register		SD8000-9999	DDDD	
Timer current value		T_word0-255	DDD	
Counter current value		C_word0-255	DDD	

Registers supported by HCFA HCA4

Device	Bit Address	Word Address	Format	Notes
Hold Relay	HR_bit 00.00-99.15		DD.DD	
Data Relay	DM_bit 0000.00-6655.15		DDDD.DD	
Link Relay	LR_bit 00.00-63.15		DD.DD	
Auxiliary Relay	AR_bit 00.00-959.15		DD.DD	
Channel I/O	CIO_IR_bit 000.00-511.15		DDD.DD	
Counter Relay		CNT_word 000-511	DDD	
Timer Relay		TIM_word 000-511	DDD	
Hold Register		HR_word 00-99	DD	
Data Register		DM_word 0000-6655	DDDD	
Link Register		LR_word 00-63	DD	
Auxiliary Register		AR_word 000-959	DDD	
Channel I/O Register		CIO_IR_word 000-511	DDD	

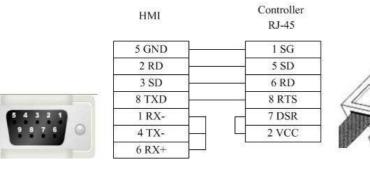
Registers supported by HCFA HCA8s_HCA8c_HCA8

Device	Bit Address	Word Address	Format	Notes
Output relay	Y0-764		000	
Input relay	X0-764		000	
Internal relay	M0-7999		DDDD	

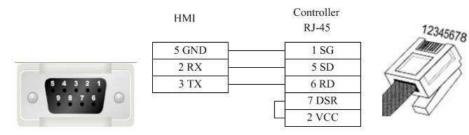
Timer contact	T_bit0-511		DDD
Counter contact	C_bit0-511		DDD
Stepping relay	S0-4095		DDDD
Special internal relay	SM8000-9999		DDDD
Data register bit	D_bit0.0-7999.F		DDDD.H
Data register	——	D_word0-7999	DDDD
Special data register		SD8000-9999	DDDD
Timer current value		T_word0-255	DDD
File register		R0-32767	DDDDD
Counter current value		C_word0-199	DDD
Counter current value		C_dword200-255	DDD

Hitachi

EHV-CPU_APPLICATION series programming cable







EHV-CPU_APPLICATION series RS485-4 cable

	HMI	Controller 15pin
	1 RX-	12 SDN
	6 RX+	13 SDP
1	5 GND	11 SG
5 4 3 2 1	9 TX+	7 RDP
9 8 7 6 🔘	4 TX-	9 RT
	·	10 RDN



12345678

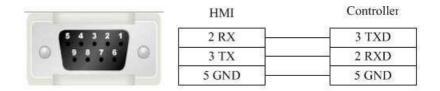
Device	Bit Address	Word Address	Format	Notes
Input	X_bit0-FFFF		нннн	
Output	Y_bit0-FFFF		нннн	
Internal Output	R_bit0-FFFF		нннн	
CPU Link	L_bit0-FFFF		нннн	
Data Area	M_bit0-FFFF		нннн	
Timer	T_C_bit0-FFFF		нннн	
Counter	C_L_bit0-FFFF		нннн	
Input		WX0-FFFF	нннн	
Output		WY0-FFFF	нннн	
Internal Output		WR0-FFFF	нннн	
CPU Link		WL0-FFFF	нннн	
Data Area		WM0-FFFF	нннн	
Timer Counter		TC0-FFFF	нннн	
Data		DIF0-FFFF	нннн	
Data		DFN0-FFFF	НННН	

Notice (Similar for other address types)

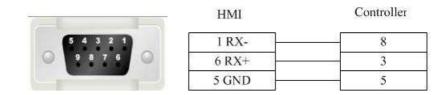
PLC(Format)	HMI(Format)
WY100(HDD)	WY100(HHH)
WY101(HDD)	WY101(HHH)
WY102(HDD)	WY102(HHH)
WY114(HDD)	WY10E(HHH)
WY115(HDD)	WY10F10F(HHH)

HollySys

HollySys LM series RS232 cable



HollySys LM series RS485-2 cable



Registers supported by HollySys LM:

Device	Bit Address	Word Address	Format	Notes
External output node	Q0.0-4095.7		DDDD.O	
External inputnode	10.0-4095.7		DDDD.O	
Intermediate auxiliary register bit	M100.0-62535.7		DDDDD.O	M0-99(Used by
				systematic diagnoses)
Analog output register		QW0-510	DDDD	
Analog input register		IW0-4095	DDDD	
Intermediate register		MW0-8188	DDDD	
Intermediate register(32 bit)		MD0-8186	DDDD	
			1	l

Inovance

• Inovance_H2u series CPU port RS232 cable

Inovance serial port programming cable is used to communicate with the HMI device.

Inovance_H2U series communication port RS232 cable .

HMI



2 RX	3 TXD
3 TX	2 RXD
GND	5 GND

Controller

Inovance_H2u series RS485-4 cable

HMI	



Controller
4 TX-
7 TX+
3 GND
1 RX-
2 RX+



Inovance_H2u series module RS485-4 cable

 HMI
 Controller

 1 RX SDB

 6 RX+
 SDA

 5 GND
 SG

 4 TX RDB

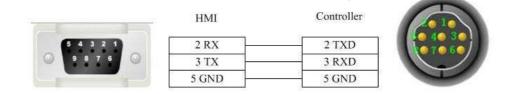
 9 TX+
 RDA

Registers supported by Inovance_H2U

Device	Bit Address	Word Address	Format	Notes
Output relay	Y0-571		000	
Input relay	X0-571		000	
Internal relay	M0-7999		DDDD	
Timer contact	T_bit0-255		DDD	
Counter contact	C_bit0-255		DDD	
Stepping relay	SO-9999		DDDD	
Special internal relay	SM8000-9999		DDDD	
Data register		D_word0-7999	DDDD	
Special data register		SD8000-9999	DDDD	
Timer current value		T_word0-255	DDD	
Counter current value		C_word0-199	DDD	
Counter current value		C_dword200-255	DDD	

Kewei

Kewei cable



Registers supported by Kewei

Device	Bit Address	Word Address	Format	Notes
Output relay	Y0-377		000	
Input relay	X0-377		000	
Internal relay	M0-7999		DDDD	
Timer contact	T_bit0-255		DDD	
Counter contact	C_bit0-255		DDD	
Stepping relay	S0-9999		DDDD	
Special internal relay	SM8000-9999		DDDD	

Data register		D_word0-7999	DDDD	
Special data register	——	SD8000-9999	DDDD	
Timer current value	——	T_word0-255	DDD	
Counter current value		C_word0-199	DDD	
Counter current value		C_dword200-255	DDD	

123456

KEYENCE

KEYENCE KV-1000-3000 series CPU port RS232 cable



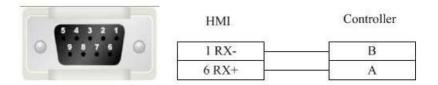
• Registers supported by KEYENCE KV-1000-3000:

Device	Bit Address	Word Address	Format	Notes
Latch relay	LR0.0-15999.15		DDDDD.DD	
Internal auxiliary relay	MR0.0-15999.15		DDDDD.DD	
Control relay	CR0.0-639.15		DDD.DD	
relay	R0.0-15999.15		DDDDD.DD	
Extended data memory		FM0-32767	DDDDD	
Extended data memory		EM0-65534	DDDDD	
High speed counter comparator		TC0-3999	DDDD	
Timer		TM0-511	DDD	
Counter		CM0-9999	DDDD	
Variable address register		Z0-12	DD	
Data memory		DM0-65534	DDDDD	

Kinco

Kinco series RS232 cable

	HMI	Controller
5 4 3 2 1	2 RX	3 TXD
9876	3 TX	2 RXD
	5 GND	5 GND



Registers supported by Kinco

Device	Bit Address	Word Address	Format	Notes
System internal/external input node	10.0-31.7		DD.O	
System internal/external output node	Q0.0-31.7		DD.O	
Intermediate auxiliary register	M0.0-31.7		DD.O	
Intermediate bit register	VW0.0-4094.7		DDDD.O	
Analog input register		AIW0-62	DD	
Analog output register		AQW0-62	DD	
Intermediate register		VW0-4094	DDDD	
Intermediate register		VD0-4092	DDDD	

LS

1 ls_mster_cpu_serial

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LS Master_K CPU Serial S232 cable

	HMI	Controller
5 4 3 2 1	2 RX	3 TXD
9876	3 TX	2 RXD
	5 GND	5 GND

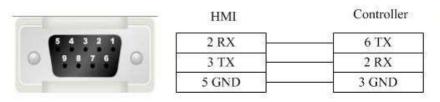
Registers supported by LS Master_K CPU Serial

Device	Bit Address	Word Address	Format	Notes
Auxiliary Relay	M0.0-4096.F		DDDD.F	
I/O Relay	P0.0-4096.F		DDDD.F	
Link Relay	L0.0-4096.F		DDDD.F	
Keep Relay	K0.0-4096.F		DDDD.F	
Special Relay	F0.0-4096.F		DDDD.F	
Data Register Bit	D_bit0.0-4096.F		DDDD.F	
Timer Bit	T_bit0.0-4096.F		DDDD.F	
Counter Bit	C_bit0.0-4096.F		DDDD.F	
Data Register		D0-9999	DDDD	
Timer		T0-4096	DDDD	
Counter		C0-4096	DDDD	
Auxiliary Relay		M_Word0-4096	DDDD	
Special Relay		F_Word0-4096	DDDD	
Link Relay		L_Word0-4096	DDDD	

2 ls_xgt_cpu_serial

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LS XGT CPU Serial RS232 cable





Registers supported by LS XGT CPU Serial

Device	Bit Address	Word Address	Format	Notes
Auxiliary Relay	M_Bit0.0-16383.F	-	00000.F	
I/O Relay	P_Bit0.0-16383.F		DODDD.F	
Keep Relay	K_Bit0.0-65535.F	-	DDDDD.F	
Special Relay	F_Bit0.0-16383.F		DDDDD.F	
Timer Bit	T_Bit0.0-9999.F		DDDD.F	
Counter Bit	C_Bit0.0-9999.F		DDDD.F	
Index Relay	Z_Bit0.0-9999.F		DD00.F	
Index Relay	ZR_Bit0.0-163839,F		DDDDDD.F	
Link Relay	L_Bit0.0-32767.F		DDDDD.F	
Communication Relay	N_Bit0.0-81819.F		DDDDD.F	
Data Relay	D_Bit0.0-163839.F		DODDOD.F	
File Relay	R Bit0.0-163839.F		DDDDDDD.F	

Data Register	 D0-10239	DDDDD	
I/O Relay	 P0-9999	DDDD	
Auxiliary Relay	 M0-9999	DDDD	
Keep Register	 K0-9999	DDDD	1
Special Register	 F0-9999	DDDD	1
Timer	 T_SV0-9999	DDDD	
Counter	 C_SV0-9999	DDDD	
Timer	 T_CV0-9999	DDDD	
Counter	 C_CV0-9999	DDDD	
Index Register	 Z0-9999	DDDD	
Step Control Register	 S0-9999	DDDD	
Link Register	 L0-9999	DDDD	
Communication Register	 N0-9999	DDDD	
File Register	 R0-10239	DDDDD	
Index Register	 R0-10239	DDDDD	

MEGMEET

MEGMEET M280 series CPU port RS232 cable



HMI	Controller
2 RX	5 TXD
3 TX	4 RXD
5 GND	3 GND



MEGMEET M280 series communication port RS232 cable



HMI	Controller
2 RX	TXD
3 TX	RXD
5 GND	GND



MEGMEET M280 series RS485-2 cable



HMI	Controller
1 RX-	RS485-
6 RX+	RS485+
5 GND	GND



VEDA-IN HCT User Manual

Device	Bit Address	Word Address	Format	Notes
Output relay	Y0-571		000	
Input relay	X0-571		000	
Internal relay	M0-10239		DDDDD	
Timer contact	T_bit0-511		DDD	
Counter contact	C_bit0-511		DDD	
Stepping relay	S0-4096		DDDD	
Special internal relay	SM0-511		DDD	
Auxiliary register		R0-32767	DDDDD	
Data register		D_word0-7999	DDDD	
Special data register		SD0-511	DDD	
Variable address register		Z0-15	DD	
Timer current value		T_word0-511	DDD	
Counter current value		C_word0-199	DDD	
Counter current value		C_dword200-255	DDD	

ΜΙΚΟΜ

•

MIKOM MX1H series CPU port RS232 cable



HMI	Controller
2 RX	5 TXD
3 TX	4 RXD
5 GND	3 GND



MIKOM MX1H series RS485-2 cable



•

HMI	Controller
1 RX-	RS485-
6 RX+	RS485+
5 GND	GND

Registers supported by MIKOM MX1H

Device	Bit Address	Word Address	Format	Notes
Output relay	Y0-777		000	
Input relay	X0-777		000	
Internal relay	M0-4095		DDDD	
Timer contact	T_bit0-511		DDD	

Counter contact	C_bit0-511		DDD	
Stepping relay	S0-1535		DDDD	
Special internal relay	SM0-511		DDD	
Auxiliary register		Un 0-199	DDD	n: 0-7
Data register		D0-32767	DDDDD	
Special data register		SD0-511	DDD	
Variable address register		Z0-255	DDD	
Timer current value		T_word0-511	DDD	
Counter current value		C_word0-199	DDD	
Counter current value		C_dword200-255	DDD	

Mitsubishi

1 Mitsubishi_FX0S_FX0N_FX1S_FX1N_FX2

Mitsubishi FX series CPU port RS232 cable
 Mitsubishi serial programming cable is used to communicate with the HMI device.

Mitsubishi FX series communication port RS232 cable



HMI	Controller	
2 RX	3 TXD	
3 TX	2 RXD	
5 GND	5 GND	

...

Mitsubishi FX series RS485-4 cable

5 4 3 2 1 9 8 7 6

HMI	Controller	
1 RX-	4 TX-	
6 RX+	7 TX+	
5 GND	3 GND	
4 TX-	1 RX-	
9 TX+	2 RX+	



Registers supported by Mitsubishi FXOS_FXON_FX1S_FX1N_FX2

Device	Bit Address	Word Address	Format	Notes
Output relay	Y0-571		000	
Input relay	X0-571		000	
Internal relay	M0-7999		DDDD	
Timer contact	T_bit0-255		DDD	

Counter contact	C_bit0-255		DDD
Stepping relay	SO-9999		DDDD
Special internal relay	SM8000-9999		DDDD
Data register		D_word0-7999	DDDD
Special data register		SD8000-9999	DDDD
Timer current value		T_word0-255	DDD
Counter current value		C_word0-255	DDD

2 Mitsubishi FX2N

Mitsubishi FX series CPU port RS232 cable

Mitsubishi serial port programming cable is used to communicate wiht the HMI device.

Mitsubishi FX series communication port RS232 cable



HMI	Controller
2 RX	3 TXD
3 TX	2 RXD
5 GND	5 GND

Mitsubishi FX series RS485-4 cable

HMI

1 RX-

6 RX+

5 GND 4 TX-

9 TX+

Controller

4 TX-

7 TX+ 3 GND

1 RX-

2 RX+



Registers supported by Mitsubishi FX2N:

Device	Bit Address	Word Address	Format	Notes
		Word Address		Notes
Output relay	Y0-571		000	
Input relay	X0-571		000	
Internal relay	M0-7999		DDDD	
Timer contact	T_bit0-255		DDD	
Counter contact	C_bit0-255		DDD	
Stepping relay	SO-9999		DDDD	
Special internal relay	SM8000-9999		DDDD	
Data register		D_word0-7999	DDDD	
Special data register		SD8000-9999	DDDD	
Timer current value		T_word0-255	DDD	

Counter current value	 C_word0-199	DDD	
Counter current value	 C_dword200-255	DDD	

3 Mitsubishi FX3U_FX3G

Mitsubishi FX series CPU port RS232 cable

The Mitsubishi serial port cable is used to communicate between the HMI device and the programming device.

Mitsubishi FX series communication port RS232 cable



HMI	Controller
2 RX	3 TXD
3 TX	2 RXD
5 GND	5 GND

Mitsubishi FX series RS485-4 cable

HMI

Controller



1 RX-	4 TX-
6 RX+	7 TX+
5 GND	3 GND
4 TX-	1 RX-
9 TX+	2 RX+



Registers supported by Mitsubishi FX3U_FX3G

Device	Bit Address	Word Address	Format	Notes
Output relay	Y0-764		000	
Input relay	X0-764		000	_
Internal relay	M0-7999		DDDD	
Timer contact	T_bit0-511		DDD	
Counter contact	C_bit0-255		DDD	
Stepping relay	S0-4095		DDDD	
Special internal relay	SM8000-9999		DDDD	
Data register bit	D_bit0.0-127999.F		DDDDDD.H	
Data register		D_word0-17999	DDDDD	
Special data register		SD8000-9999	DDDD	
Timer current value		T_word0-511	DDD	
File register		R0-32767	DDDDD	
Counter current value		C_word0-199	DDD	
Counter current value		C_dword200-255	DDD	

4 Mitsubishi Melsec Q

Mitsubishi Melsec Series Q RS232 cable

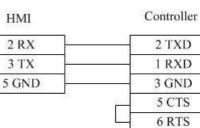


HMI	Controller
2 RX	2 TXD
3 TX	1 RXD
5 GND	3 GND



Mitsubishi Melsec Series Q (Special) RS232 cable

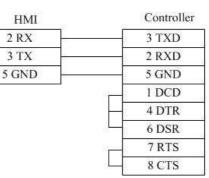






Mitsubishi MelsecSeries Q C24 communication module RS232 cable



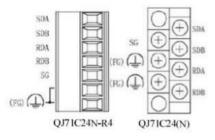




Mitsubishi Melsec Series Q C24 communication module RS485-4 cable

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	9

HMI	Controller
1 RX-	SDB
6 RX+	SDA
5 GND	SG
4 TX-	RDB
9 TX+	RDA



Registers supported by Mitsubishi Melsec Q:

Device Bit Address Word Address Format Notes				
	Device	Bit Address	Word Address	Notes

Data output relay	DDY0-7FF		ННН	
Data input relay	DX0-7FF		ННН	
Stepping relay	S0-2047		DDDD	
Special link relay	SB0-3FF		ннн	
Counter coil	CC0-511		DDD	
Counter contact	CS0-511		DDD	
Accumulative timer coil	SC0-511		DDD	
Accumulative timer contact	SS0-511		DDD	
Timer coil	TC0-511		DDD	
Link relay	BO-7FF		ННН	
Variable address relay	V0-1023		DDDD	
Alarm	F0-1023		DDDD	
Latch relay	L0-2047		DDDD	
Internal relay	M0-8191		DDDD	
Output relay	YO-7FF		ннн	
Input relay	X0-7FF		ннн	
Timer contact	TS0-511		DDD	
Data register		D0-11135	DDDDD	
File register		ZR0-65535	DDDDD	
Variable address register		Z0-9	D	
Stepping register		SW0-3FF	ННН	
File register		R0-32767	DDDDD	
Counter current value		CN0-511	DDD	
Accumulative timer current		SN0-511	DDD	
value				
Timer current value		TN0-511	DDD	
Link register		W0-7FF	ннн	

5 Mitsubishi_FX3U_ENET_L

Mitsubishi_FX3U_ENET_L cable

Across connection



HMI	Controller
1 TX+	3 RX+
2 TX-	6 RX-
3 RX+	1 TX+
4 BD4+	4 BD4+
5 BD4-	5 BD4-
6 RX-	2 TX-
7 BD3+	7 BD3+
8 BD3-	8 BD3-



1 Orange White

- 2 Orange 3 Green White
- 4 Blue
- 5 Blue White
- 6 Green
- 7 Brown White
- 8 Brown

Direct connection



HMI	Controller
1 TX+	1 RX+
2 TX-	2 RX-
3 RX+	3 TX+
4 BD4+	4 BD4+
5 BD4-	5 BD4-
6 RX-	6 TX-
7 BD3+	7 BD3+
8 BD3-	8 BD3-



1 Orange White 2 Orange

- 3 Green White
- 4 Blue

5 Blue White

- 6 Green
- 7 Brown White
- 8 Brown

Registers supported by Mitsubishi_FX3U_ENET_L

Device	Bit Address	Word Address	Format	Notes
Output relay	Y0-377		000	
Input relay	X0-377		000	
Internal relay	M0-7999		DDDD	
Special internal relay	SM8000-8511		DDDD	
Stepping relay	S0-4095		DDDD	
Timer	T0-511		DDD	
Counter	C0-255		DDD	
Data relay	D_bit0-17999.15		DDDDD.DD	
Data register		D0-7999	DDDD	
Special register		SD8000-8511	DDDD	
File register		R0-32767	DDDDD	
Timer current value		TV0-511	DDD	
Counter current value		CV0-199	DDD	
Counter current value		CV2 200-255	DDD	

6 Mitsubishi_melsec_ethernet

Mitsubishi Melsec Ethernet (Ascii/Bin)

Mitsubishi_Melsec_Ethernet (Ascii/Bin) cable

Across connection



HMI	Controller
1 TX+	3 RX+
2 TX-	6 RX-
3 RX+	1 TX+
4 BD4+	4 BD4+
5 BD4-	5 BD4-
6 RX-	2 TX-
7 BD3+	7 BD3+
8 BD3-	8 BD3-



1 Orange White

2 Orange 3 Green White

4 Blue

- 5 Blue White
- 6 Green

7 Brown White 8 Brown

Direct connection



HMI	Controller
1 TX+	1 RX+
2 TX-	2 RX-
3 RX+	3 TX+
4 BD4+	4 BD4+
5 BD4-	5 BD4-
6 RX-	6 TX-
7 BD3+	7 BD3+
8 BD3-	8 BD3-



1 Orange White 2 Orange

3 Green White

4 Blue 5 Blue White

b Blue whit

6 Green

7 Brown White 8 Brown

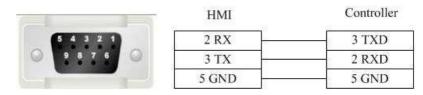
Registers supported by Mitsubishi_Melsec_Ethernet (Ascii/Bin)

Device	Bit Address	Word Address	Format	Notes
Output relay	YO-FFFF		нннн	
Input relay	X0-FFFF		нннн	
Internal relay	M0-65535		DDDDD	
Special internal relay	SM0-65535		DDDDD	
Latch relay	L0-65535		DDDDD	
Alarm	F0-65535		DDDDD	
Variable address relay	V0-65535		DDDDD	
Link relay	BO-FFFF		нннн	
Timer contact	TS0-65535		DDDDD	
Timer coil	TC0-65535		DDDDD	
Accumulative timer contact	SSO-65535		DDDDD	
Accumulative timer coil	SC0-65535		DDDDD	
Counter contact	CS0-65535		DDDDD	
Counter coil	CC0-65535		DDDDD	
Special link relay	SBO-FFFF		НННН	
Stepping relay	SO-65535		DDDDD	
Data output relay	DY0-FFFF		нннн	
Data input relay	DX0-FFFF		НННН	
Data register		D0-65535	DDDDD	
Special register		SD0-65535		
Link register		W0-FFFF	нннн	
Stepping register		SW0-FFFF	НННН	
Timer current value		TN0-65535	DDDDD	
Accumulative timer current value		SN0-65535	DDDDD	
Counter current value		CN0-65535	DDDDD	
Variable address register		Z0-65535	DDDDD	
File register		R0-65535	DDDDD	
File register		ZR0-393216	DDDDDD	

Modbus

1 Modbus_RTU

Modbus RTU series RS232 cable



HMI

Modbus RTU series RS485-2 cable



1 RX-	-
6 RX+	+
5 GND	GND

Modbus RTU series RS485-4 cable

HMI

Controller

Controller



1 RX-	TX-
6 RX+	TX+
5 GND	GND
4 TX-	RX-
9 TX+	RX+

Registers supported by RTU:

Device	Bit Address	Word Address	Format	Notes
System internal/external output node	0X1-65535		DDDDD	
System internal/external input node	1X1-65535		DDDDD	
Analog input data register		3X1-65535	DDDDD	
Data register		4X1-65535	DDDDD	

2 Modbus_ RTU _Extend

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Modbus RTU Extend

Modbus RTU Extend series RS232 cable



VEDA-IN HCT User Manual

	HMI	Controller
5 4 3 2 1	1 RX-	
9 8 7 6 🔘	6 RX+	+
	5 GND	GND

HML

Modbus RTU Extend series RS485-4 cable

Controller



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T1WH	Controller
1 RX-	TX-
6 RX+	TX+
5 GND	GND
4 TX-	RX-
9 TX+	RX+

Registers supported by Modbus RTU Extend:

Device	Bit Address	Word Address	Format	Notes
System internal/external output node	0X1-65535		DDDDD	
System internal/external input node	1X1-65535		DDDDD	
Analog input data bit	3X1_BIT1.0-		DDDDD.DD	
	65535.15			
Data register bit	4X1_BIT1.0-		DDDDD.DD	
	65535.15			
Analog input data register		3X1-65535	DDDDD	
Data register		4X1-65535	DDDDD	
Data register		5X1-65535	DDDDD	
Data register		6X1-65535	DDDDD	
Data register		3X-DINV1-65535	DDDDD	
Data register		4X-DINV1-65535	DDDDD	

Notice:

4X_DINV and 3X_DINV are the big end format of double word 4X, and it is a word type address. For example, 4X3 is the hexadecimal 1234, 4X4 is the hexadecimal 5678, and 4X_DINV is the hexadecimal 12345678.

3 Differences between Modbus_RTU and Modbus_RTU_Extend

Many data memory such as analog input data bit, data register bit and function code data register are added into Modbus_RTU_Extend on the base of Modbus_RTU.

4 Modbus_TCP

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Modbus TCP cable

Across connection



HMI	Controller
1 TX+	3 RX+
2 TX-	6 RX-
3 RX+	1 TX+
4 BD4+	4 BD4+
5 BD4-	5 BD4-
6 RX-	2 TX-
7 BD3+	7 BD3+
8 BD3-	8 BD3-



1 Orange White 2 Orange 3 Green White 4 Blue

5 Blue White

6 Green

7 Brown White 8 Brown

Direct connection



HMI	Controller
1 TX+	1 RX+
2 TX-	2 RX-
3 RX+	3 TX+
4 BD4+	4 BD4+
5 BD4-	5 BD4-
6 RX-	6 TX-
7 BD3+	7 BD3+
8 BD3-	8 BD3-



1 Orange White

2 Orange 3 Green White

4 Blue

5 Blue White

6 Green

7 Brown White 8 Brown

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Registers supported by TCP

Device	Bit Address	Word Address	Format	
System internal/external output node	0X1-65535		DDDDD	
System internal/external input node	1X1-65535		DDDDD	
Analog input data register		3X1-65535	DDDDD	
Data register		4X1-65535	DDDDD	

5 Modbus_ UDP

Modbus UDP cable

Moc
 Across connection



HMI	Controller
1 TX+	3 RX+
2 TX-	6 RX-
3 RX+	1 TX+
4 BD4+	4 BD4+
5 BD4-	5 BD4-
6 RX-	2 TX-
7 BD3+	7 BD3+
8 BD3-	8 BD3-



1 Orange White

2 Orange

3 Green White 4 Blue

5 Blue White

6 Green

7 Brown White

8 Brown

Controller

Direct connection



1 RX+
2 RX-
3 TX+
4 BD4+
5 BD4-
6 TX-
7 BD3+
8 BD3-



1 Orange White 2 Orange 3 Green White 4 Blue 5 Blue White 6 Green 7 Brown White

8 Brown

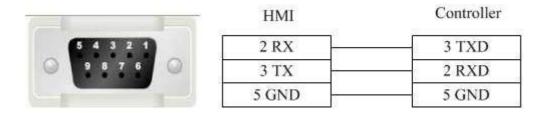
Registers supported by Modbus UDP:

HMI

Device	Bit Address	Word Address	Format	Notes
System internal/external output node	0X1-65535		DDDDD	
System internal/external input node	1X1-65535		DDDDD	
Analog input data register		3X1-65535	DDDDD	
Data register		4X1-65535	DDDDD	

Modbus RTU Server - Serial port service

Modbus RTU Server series RS232 cable



Modbus RTU Server series RS485-2 cable



HMI	Controller
1 RX-	
6 RX+	+
5 GND	GND

Modbus RTU Server series RS485-4 cable

HMI

Controller



	1 RX-	TX-
-	6 RX+	TX+
	5 GND	GND
0	4 TX-	RX-
	9 TX+	RX+

• Registers supported by Modbus RTU Server:

Device	Bit Address	Word Address	Format	Notes
System internal/external output node	LB0-65535		DDDDD	LBn: 0X(n+1) n: 0-65535
				Fox example: LB0 = 0X1
System internal/external input node	LB0-65535		DDDDD	LBn: 1X(n+1) n: 0-65535
				Fox example: LB0 = 1X1
Analog input data relay		LW0-9998	DDDDD	LWn: 3X(n+1) n: 0-9998
				Fox example: LW0 = 3X1
Analog input data relay		RW0-55535	DDDDD	RWn: 3X(n+10000)
				n: 0-55535
				Fox example: RW0 =
				3X10000
Data register		LW0-9998	DDDDD	LWn: 4X(n+1) n: 0-9998
				Fox example: LW0 = 4X1
Data register		RW0-55535	DDDDD	RWn: 4X(n+10000)
				n: 0-55535
				Fox example: RW0 =
				4X10000

Modbus TCP Server– Ethernet service

Modbus TCP Server cable

Across connection



HMI	Controller
1 TX+	3 RX+
2 TX-	6 RX-
3 RX+	1 TX+
4 BD4+	4 BD4+
5 BD4-	5 BD4-
6 RX-	2 TX-
7 BD3+	7 BD3+
8 BD3-	8 BD3-



1 Orange White

- 2 Orange 3 Green White
- 4 Blue
- 5 Blue White
- 6 Green
- 7 Brown White
- 8 Brown

Direct connection



HMI	Controller
1 TX+	1 RX+
2 TX-	2 RX-
3 RX+	3 TX+
4 BD4+	4 BD4+
5 BD4-	5 BD4-
6 RX-	6 TX-
7 BD3+	7 BD3+
8 BD3-	8 BD3-



1 Orange White 2 Orange 3 Green White

- 4 Blue
- 5 Blue White
- 6 Green

8 Brown

7 Brown White

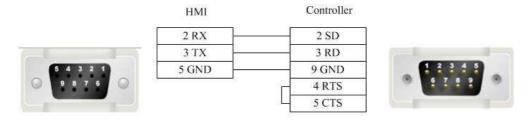
• Registers supported by Modbus TCP Server

Device	Bit Address	Word Address	Format	Notes
System internal/external output node	LB0-65535		DDDDD	LBn: 0X(n+1) n: 0-65535
				Fox example: LB0 = 0X1
System internal/external input node	LB0-65535		DDDDD	LBn: 1X(n+1) n: 0-65535
				Fox example: LB0 = 1X1
Analog input data relay		LW0-9998	DDDDD	LWn: 3X(n+1) n: 0-9998
				Fox example: LW0 = 3X1
Analog input data relay		RW0-55535	DDDDD	RWn: 3X(n+10000)
				n: 0-55535
				Fox example: RW0 =
				3X10000
Data register		LW0-9998	DDDDD	LWn: 4X(n+1) n: 0-9998
				Fox example: LW0 = 4X1
Data register		RW0-55535	DDDDD	RWn: 4X(n+10000)
				n: 0-55535
				Fox example: RW0 =
				4X10000

OMRON

Omron CP1H_CP1L

OMRON CP1H_CP1L series RS232 cable



OMRON CP1H_CP11 series (communication module) RS485-2 cable

HMI Controller SDA-SDA-RDA-RDB+ SDA-SDB+ FG G RX+ RDB+

OMRON CP1H_CP1L series RS485-4 cable

HMI

Controller

Controller SDA-SDB+ FG

RDA-

RDB+



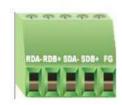
1 RX-	1 SDA-
6 RX+	2 SDB+
5 GND	5 FG
4 TX-	6 RDA-
9 TX+	8 RDB+



OMRON CP1H_CP1L series (communication module) RS485-4 cable



HMI	
1 RX-	
6 RX+	
5 GND	
4 TX-	



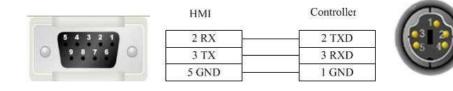
Registers supported by OMRON CP1H_CP1L

9 TX+

Device	Bit Address	Word Address	Format	Notes
Work Relay	W_bit 0.0-8191.15		DDDD.DD	
Hold Relay	H_bit 0.0-24576.15		DDDDD.DD	
Data Relay	D_bit 0.0-524288.15		DDDDDD.DD	
Counter Relay	C_bit 0.0-65535.15		DDDDD.DD	
Timer Relay	T_bit 0.0-65535.15		DDDDD.DD	
Auxiliary Relay	A_bit 0.0-15360.15		DDDDD.DD	
Channel I/O	CIO_bit 0.0-98304.15		DDDDD.DD	
Work Register		W_word 0-511	DDD	
Hold Register		H_word 0-1535	DDDD	
Data Register		D_word 0-32767	DDDDD	
Counter Register		C_word 0-4095	DDDD	
Timer Register		T_word 0-4095	DDDD	
Auxiliary Register		A_word 0-959	DDD	
Channel I/O Register		CIO_word 0-6143	DDDD	

Panasonic

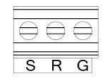
VEDA-IN HCT User Manual



Panasonic FP series CPU terminal RS232 cable



HMI	Controller
2 RX	S
3 TX	R
5 GND	G



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Panasonic FP series communication card RS232 cable.



HMI	Controller	
2 RX	S	
3 TX	R	3
5 GND	G	26512

Panasonic FP2/3 series RS232 cable



Controller
2 TXD
3 RXD
7 GND
4 RTS
5 CTS
8 CD
9 ER

Panasonic FP series RS485-2 cable



HMI	Controller
1 RX-	
6 RX+	
5 GND	GND

Panasonic FP3 series RS485-4 programming port cable

	HMI		Controller 15pin	
	1 RX-		9 TXDA	
	6 RX+		2 TXDB	
	5 GND —		7 GND	
	4 TX-		10 RXDA	
	9 TX+		3 RXDB	
		<u>~</u>	4 RTA+	Contraction of the local division of the loc
5 4 3 2 1		<u></u>	5 CTS+	1
9876 🕥		<u></u>	11 RTS-	
			12 CTS-	9
		1	18	

Panasonic FP series (other modules) RS485-4 cable

	-	-	1
-		6 1	-
0	98	76	0

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HMI	Controller
1 RX-	4 SD-
6 RX+	2 SD+
4 TX-	5 RD-
9 TX+	3 R D+

Registers supported by Panasonic FP0/FPX:

Device	Bit Address	Word Address	Format	Notes
External output node	Y0-9999.F		DDDD.H	
External input node	X0-9999.F		DDDD.H	
Timer bit	T0-9999		DDDD	
Counter bit	CO-9999		DDDD	
Link auxiliary node	L0-9999.F		DDDD.H	
Internal auxiliary node	R0-9999.F		DDDD.H	
T/C current value		EV0-65535	DDDDD	
T/C set value		SV0-9999	DDDD	
Data register		DT0-99999	DDDDD	
Output register		WY0-32767	DDDDD	
Input register		WX0-32767	DDDDD	
Internal auxiliary register		WR0-32767	DDDDD	
Link data register		LD0-99999	DDDDD	
Link register		WL0-32767	DDDDD	
File register		FL0-99999	DDDDD	

Siemens

1 Siemens S7_200

VEDA-IN HCT User Manual

Siemens serial port programming cable is used to communicate with HMI device.

Siemens S7-200 series RS485-2 cable

0		0
0	9876	0

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HMI	
1 RX-	2

1 RX-	
6 RX+	3 D+
5 GND	5 GND

Controller

Registers supported by Siemens S7-200

Device	Bit Address	Word Address	Format	Notes
Digital output and Peripheral image register node	Q.B0.0-127.7		DDD.O	inotes
	M.B0.0-255.7		DDD.O	
Internal memory bit				
Digital input and Peripheral image register node	I.B0.0-127.7		DDD.O	
Special memory bit	SM.B0.0-4399.7		DDDD.O	
Variable memory node	V.B0.0-81919.7		DDDDD.O	
Timer bit	Tim0-255		DDD	
Counter bit	Cnt0-255		DDD	
SCR node	S.B0.0-255.7		DDD.O	
Digital output and Peripheral image register		QW0-14	DD	
Digital output and Peripheral image register (32 bit)		QD0-12	DD	
Digital input and Peripheral image register		IW0-14	DD	
Digital input and Peripheral image register (32 bit)		ID0-12	DD	
Internal memory		MW0-30	DD	
Internal memory (32 bit)		MD0-28	DD	
Analog output		AQW0-62	DD	
Analog input		AIW0-62	DD	
SCR		SW0-30	DD	
SCR (32 bit)		SD0-28	DD	
Special memory register		SMW0-548	DDD	
Special memory register (32 bit)		SMD0-546	DDD	
Variable memory		VW0-10238	DDDDD	
Variable memory (32 bit)		VD0-10236	DDDDD	
Timer current value		Tim0-255	DDD	
Counter current value		Cnt0-255	DDD	

2 Siemens S7_200 Network

Siemens S7-200 Network Cable

Across connection



HMI	Controller
1 TX+	3 RX+
2 TX-	6 RX-
3 RX+	1 TX+
4 BD4+	4 BD4+
5 BD4-	5 BD4-
6 RX-	2 TX-
7 BD3+	7 BD3+
8 BD3-	8 BD3-



1 Orange White 2 Orange 3 Green White 4 Blue

5 Blue White

6 Green

7 Brown White 8 Brown

Direct connection



HMI	Controller
1 TX+	1 RX+
2 TX-	2 RX-
3 RX+	3 TX+
4 BD4+	4 BD4+
5 BD4-	5 BD4-
6 RX-	6 TX-
7 BD3+	7 BD3+
8 BD3-	8 BD3-



1 Orange White

2 Orange 3 G<mark>re</mark>en White

4 Blue

5 Blue White 6 Green

7 Brown White

8 Brown

Registers supported by siemens S7-200 Network:

Device	Bit Address	Word Address	Format	Notes
Digital output and Peripheral image register node	Q.B0.0-127.7		DDD.O	
Internal memory bit	M.B0.0-255.7		DDD.O	
Digital input and Peripheral image register node	I.B0.0-127.7		DDD.O	
Variable memory node	V.B0.0-65535.7		DDDDD.O	
Digital output and Peripheral image register		QW0-14	DD	
Digital output and Peripheral image register (32 bit)		QD0-12	DD	
Digital input and Peripheral image register		IW0-14	DD	
Digital input and Peripheral image register (32 bit)		ID0-12	DD	
Internal memory		MW0-30	DD	
Internal memory (32 bit)		MD0-28	DD	
Variable memory		VW0-8190	DDDDD	
Variable memory (32 bit)		VD0-8188	DDDDD	

3 Siemens S7_200 Network Module

Siemens S7-200 Network Module cable

Across connection



HMI	Controller
1 TX+	3 RX+
2 TX-	6 RX-
3 RX+	1 TX+
4 BD4+	4 BD4+
5 BD4-	5 BD4-
6 RX-	2 TX-
7 BD3+	7 BD3+
8 BD3-	8 BD3-



1 Orange White 2 Orange 3 Green White 4 Blue 5 Blue White

6 Green

7 Brown White 8 Brown

Direct connection



HMI	Controller
1 TX+	1 RX+
2 TX-	2 RX-
3 RX+	3 TX+
4 BD4+	4 BD4+
5 BD4-	5 BD4-
6 RX-	6 TX-
7 BD3+	7 BD3+
8 BD3-	8 BD3-



1 Orange White 2 Orange 3 Green White 4 Blue

5 Blue White

6 Green

7 Brown White

8 Brown

Registers supported by Siemens S7-200 Network Module

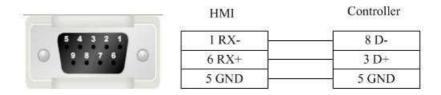
Device	Bit Address	Word Address	Format	Notes
Digital output and Peripheral image register node	Q.B0.0-127.7		DDD.O	
Internal memory bit	M.B0.0-255.7		DDD.O	
Digital input and Peripheral image register node	I.B0.0-127.7		DDD.O	
Variable memory node	V.B0.0-65535.7		DDDDD.O	
Digital output and Peripheral image register		QW0-14	DD	
Digital output and Peripheral image register (32 bit)		QD0-12	DD	
Digital input and Peripheral image register		IW0-14	DD	
Digital input and Peripheral image register (32 bit)		ID0-12	DD	
Internal memory		MW0-30	DD	
Internal memory (32 bit)		MD0-28	DD	
Variable memory		VW0-8190	DDDD	
Variable memory (32 bit)		VD0-8188	DDDD	

4 Siemens S7_300 MPI

Siemens S7-300 MPI series RS232 cable

SIEMENS serial port programming cable is used to communicate with HMI device.

Siemens S7-300 MPI series RS485-2 cable



Registers supported by Siemens S7-300 MPI

Device	Bit Address	Word Address	Format	Notes
External output node	Q.B0.0-511.7		DDD.O	
External input node	I.B0.0-511.7		DDD.O	
Internal auxiliary node	M.B0.0-4095.7		DDDD.O	
Data register node	DBn_DBX0.0-9999.7		DDDD.O	The main address
				can be set during
				the hardware
				configuration.
External output register		QW0-126	DDD	
External output register (32 bit)		QD0-124	DDD	
External input register		IW0-126	DDD	
External input register (32 bit)		ID0-124	DDD	
Internal register		MW0-2046	DDDD	
Internal register (32 bit)		MD0-2044	DDDD	
Data register		DBn_DBW0-65534	DDDDD	The main address
				can be set during
				the hardware
				configuration.
Data register (32 bit)		DBn_DBD0-65532	DDDDD	The main address
				can be set during
				the hardware
				configuration.

5 Siemens S7_300_network

Siemens S7-300 Network cable

Sien
 Across connection



HMI	Controller
1 TX+	3 RX+
2 TX-	6 RX-
3 RX+	1 TX+
4 BD4+	4 BD4+
5 BD4-	5 BD4-
6 RX-	2 TX-
7 BD3+	7 BD3+
8 BD3-	8 BD3-



1 Orange White

- 2 Orange
- 3 Green White 4 Blue

5 Blue White

6 Green

- 7 Brown White
- 8 Brown

Direct connection



HMI	Controller
1 TX+	1 RX+
2 TX-	2 RX-
3 RX+	3 TX+
4 BD4+	4 BD4+
5 BD4-	5 BD4-
6 RX-	6 TX-
7 BD3+	7 BD3+
8 BD3-	8 BD3-



1 Orange White 2 Orange 3 Green White 4 Blue

5 Blue White

6 Green

7 Brown White

8 Brown

Registers supported by S7-300 Network

Device	Bit Address	Word Address	Format	Notes
External output node	Q.B0.0-2047.7		DDDD.O	
External input node	I.B0.0-2047.7		DDDD.O	
Data register node	DBn_DBX0.0-9999.7		DDDD.O	The main address
				can be set during
				the hardware
				configuration.
External output register		QW0-2046	DDDD	
External output register (32 bit)		QD0-2044	DDDD	
External input register		IW0-2046	DDDD	
External input register (32 bit)		ID0-2044	DDDD	
Internal register		MW0-2046	DDDD	
Internal register (32 bit)		MD0-2044	DDDD	
Data register		DBn_DBW0-65534	DDDDD	The main address
				can be set during
				the hardware
				configuration.
Data register (32 bit)		DBn_DBD0-65532	DDDDD	The main address
				can be set during
				the hardware
				configuration.

6 Siemens S7_1200_network

Siemens S7-1200 Network cable

Across connection



HMI	Controller
1 TX+	3 RX+
2 TX-	6 RX-
3 RX+	1 TX+
4 BD4+	4 BD4+
5 BD4-	5 BD4-
6 RX-	2 TX-
7 BD3+	7 BD3+
8 BD3-	8 BD3-



1 Orange White 2 Orange 3 Green White

4 Blue

5 Blue White 6 Green

7 Brown White

8 Brown

Direct connection



HMI	Controller
1 TX+	1 RX+
2 TX-	2 RX-
3 RX+	3 TX+
4 BD4+	4 BD4+
5 BD4-	5 BD4-
6 RX-	6 TX-
7 BD3+	7 BD3+
8 BD3-	8 BD3-



1 Orange White

2 Orange 3 G<mark>re</mark>en White

4 Blue

5 Blue White 6 Green

7 Brown White

8 Brown

Registers supported by S7-1200

Device	Bit Address	Word Address	Format	Notes
External output node	Q.B0.0-127.7		DDD.O	
External input node	I.B0.0-127.7		DDD.O	
Internal auxiliary node	M.B0.0-2047.7		DDDD.O	
Data register node	DBn_DBX0.0-		DDDDD.O	The main address can be
	65535.7			set during the hardware
				configuration.
External output register		QW0-126	DDD	
External output register (32		QD0-124	DDD	
bit)				
External input register		IW0-126	DDD	
External input register (32		ID0-124	DDD	
bit)				
Internal register		MW0-2046	DDDD	
Internal register (32 bit)		MD0-2044	DDDD	
Data register		DBn_DBW0-65534	DDDDD	The main address can be
				set during the hardware
				configuration.
Data register (32 bit)		DBn_DBD0-65532	DDDDD	The main address can be
				set during the hardware
				configuration.

THINGET

THINGET Controller series RS232 cable



HMI	Controller
2 RX	5 TXD
3 TX	4 RXD
5 GND	8 GND



THINGET Controller Series RS485-2 cable



HMI	Controller
1 RX-	
6 RX+	+
5 GND	GND

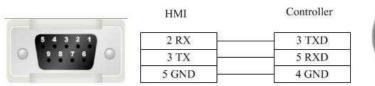
Registers supported by THINGET Controller:

Device	Bit Address	Word Address	Format	Notes
Status node	S0-99999		DDDDD	
Counter node	C0-99999		DDDDD	
Timer node	то-99999		DDDDD	
Interal relay node	M0-99999		DDDDD	
Output relay node	Y0.0-303237.7		000000.0	
Input relay node	X0.0-303237.7		000000.0	
FlashROM register		FD0-9999	DDDD	
Data register		D0-9999	DDDD	
Timer		TD0-9999	DDDD	
Counter		CD0-9999	DDDD	

TRIO

1 TRIO _modbus

TRIO_modbus series RS232 cables



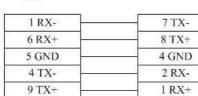


TRIO_modbus series RS485-4 cable

HMI

Controller





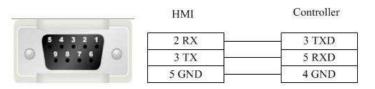


Registers supported by TRIO_modbus

Device	Bit Address	Word Address	Format	Notes
System internal/external output node	0X1-65535		DDDDD	
System internal/external input node	1X1-65535		DDDDD	
Analog input data register		3X1-65535	DDDDD	
Data register		4X1-65535	DDDDD	

2 TRIO _modbus_extend

TRIO_modbus_extend series RS232 cable





TRIO_modbus_extend series RS485-4 cable

HMI

Controller



1 RX-	7 TX-
6 RX+	8 TX+
5 GND	4 GND
4 TX-	2 RX-
9 TX+	1 RX+



Registers supported by TRIO_modbus_extend

Device	Bit Address	Word Address	Format	Notes
System internal/external output node	0X1-65535		DDDDD	
System internal/external input node	1X1-65535		DDDDD	
Analog input data bit	3X_BIT1.0-65535.15		DDDDD.DD	
Data register bit	4X_BIT1.0-65535.15		DDDDD.DD	
Analog input data register		3X1-65535	DDDDD	
Data register		4X1-65535	DDDDD	
Data register		5X1-65535	DDDDD	
Data register		6X1-65535	DDDDD	
Data register		3X-DINV1-65535	DDDDD	
Data register		4X-DINV1-65535	DDDDD	

3 Differences between TRIO _modbus and TRIO _modbus_extend

Many data memory such as analog input data bit, data register bit and data register are added into TRIO_modbus_extend on the base of TRIO_modbus.

Yaskawa

1 Yaskawa

Yaskawa MP Series SIO (Extension) cable

HMI	Controlle
2 RX	2 TXD
3 TX	3 RXD
5 GND	7 GND
10)0	5 CTS
	4 RTS

Registers supported b	v Yaskawa MP	Series SIO	(Extension):
inegisters supported b	, 100ka 1 0	001100 010	

Device	Bit Address	Word Address	Format	Notes
Coil	MB0.0-65534.F		DDDDD.H	
Inputrelay	IBO.0-FFFF.F		нннн.н	
Hold register		MW0-65534	DDDDD	
Input register		IW0-FFFF	нннн	

2 Yaskawa network device

Yaskawa UDP Slave cable

Across connection



HMI	Controller
1 TX+	3 RX+
2 TX-	6 RX-
3 RX+	1 TX+
4 BD4+	4 BD4+
5 BD4-	5 BD4-
6 RX-	2 TX-
7 BD3+	7 BD3+
8 BD3-	8 BD3-



1 Orange White 2 Orange 3 Green White 4 Blue

5 Blue White 6 Green

7 Brown White

8 Brown

Direct connection



HMI	Controller
1 TX+	1 RX+
2 TX-	2 RX-
3 RX+	3 TX+
4 BD4+	4 BD4+
5 BD4-	5 BD4-
6 RX-	6 TX-
7 BD3+	7 BD3+
8 BD3-	8 BD3-



1 Orange White

2 Orange 3 Green White

4 Blue

5 Blue White

6 Green

7 Brown White

8 Brown

Registers supported by Yaskawa UDP slave:

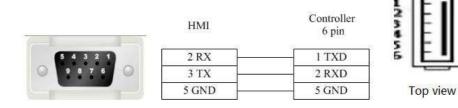
Device	Bit Address	Word Address	Format	Notes
Coil	MB0.0-65534.F		DDDDD.H	
Inputrelay	IBO.O-FFFF.F		нннн.н	
Output relay	QB0.0-FFFF.F		нннн.н	
Hold register		MW0-65534	DDDDD	
Inputregister		IW0-FFFF	нннн	
Output register		QW0-FFFF	нннн	
Hold register		ML0-65534	DDDDD	

Yokogawa

Yokogawa FA-M3 series RS232 cable

Yokogawa serial port programming cable is used to communicate with the HMI device.

Yokogawa FA-M3 series RS232 cable



Yokogawa FA-M3 series RS485-4 cable



HMI	Controller
1 RX-	SDA-
6 RX+	SDB+
5 GND	FG
4 TX-	RDA-
9 TX+	RDB+

Yokogawa FA-M3 series RS4852 cable

HMI

```
Controller
```



•

	SDA-
1 RX-	RDA-
5 GND	FG
5 RX+	SDB+
	RDB+

Registers supported by Yokogawa FA-M3:

Device	Bit Address	Word Address	Format	Notes
Input Relay	X1-65535	in the second se	DODDD	
Output Relay	Y1-65535	1000 C	DODDD	
Internal Relay	11-65535		DODDD	
Special Relay	M1-65535	8 	DDDDD	
Link Relay	L1-65535	(DOODD	
Data Register		D_word1-65535	DOODD	
File Register		B_word1-65535	DDODD	
Index Register	1.500±51	V_word1-65535	00000	
Link Register	; 11:11 :5	W_word1-65535	DDDDD	
Special Register		Z_Word1-65535	DDDDD	

4 Detailed manual

4.1 File

1 Save Project

Shortcut key: <Ctrl>+<S>. Save the project being edited.

2 Close Project

Close the current project without exiting the software, usually used for switching among projects.

3 Save Project As

Use a new path or new name to save the current project (without deleting the previous project).

4 Project Used Recently

Display the paths of no more than 10 projects opened recently and each one can be directly opened by clicking.

5 Open Project

Shortcut key: <Ctrl>+<O>. It is used to open an existing project other than any project repeatedly.

After the software is opened, any project with the file suffix name "*.fsprj" can be opened by clicking it on the project name.

Remark: if the software is correctly installed, the user can directly open the project by clicking the corresponding file with the postfix *.fsprj in the Windows Explorer.

6 Create New Project

Shortcut key: <Ctrl>+<N>. It is used to create a new project.

After the project is correctly created, a file folder with the same name will be created to save the project files related.

Create New Project	×
Category(C):	
HMI Project	
Projec	ct name
	Project path
Name(N):	Project path
Name(N): Location(L): E:\project\FS	Project path

Please refer to the "First Use" for the following settings.

7 Transform Project

Convert project from software FD2000 into the current software version. But only the picture name and the text can be converted, and other parameters must be reset.

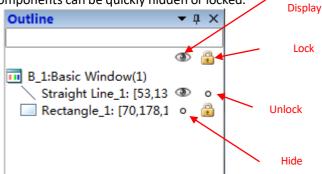
8 Exit

Shortcut key: <Alt>+<X>. It is used to close the project and exit the software.

4.2 View

1 Outline

Open/close the outline view, and list all available components on the current window. One or all components can be quickly hidden or locked.



2 Project

Open/close project view which the tree structure facilitates the operation such as "HMI setting", "window", "communication connection", "system setting", "library", "macro", and "prescription", and so on. Details can be seen in <u>Detailed manual /Setup</u>.

3 Current language

Select the current displaying language and the checked language is the current displaying language.

Note: the language refers to the content edited well by the current project other than translated by the system automatically!

4 Current Status

The checked Status is the current status. It is used to display the components displaying effect quickly in different status.

5 Find and Replace

Open/close the Find and Replace view, used to search or replace any word address, bit address used in the current project.

Find Type: Address	* Searc	h Range:	All Project ·
Bit Address © Wor Find Device: LOCAL(Loca # Address Type 18 Bit-Index within a 8 Range 0 =	/ Register • • lyte Register	I Addr ■ Bit-in Address	LOCALGLocal Register • HIS Type 18 • dex within a Syte Register
	Find	ind Next	Heylace
location		1	Target

6 Restore to the Default View

Restore to the Default View– readjust the view arrangement of the software and restore the default arrangement.

7 Window

Open/close the window view and use the tree structure facilitates modifying the Power-on Screen, Public Window, Basic Window, Keyboard Window and System Window.

1 Power-on Screen

It is the window displayed at startup. Any picture expected to be used by the user, such as the company Logo, can be displayed. But it will disappear after a while before entering the configuration screen. The picture formats supported are BMP, JPG, GIF and PNG.

2 Common window

The common window always exists and all common window attributes are effective no matter the configuration screen is on a basic window or a pop-up window. The general effective components such as t macro and timer can be set in this window.

3 Drop-down Window

TheDrop-down Window can be operated to edit the content of the drop down list when the configuration screen is running. But this function is only effective for a capacitor screen.

4 Basic Window

The attribute of basic window can be viewed or modified here. The window of number 29001~29006 is provided to log on with the user's authority for the user. It can be directly used in the software.

(5) Create Basic Window

A new basic window can be created by clicking "Create Basic Window" in the software picture. The window name, size and other attributes need to be set. The new basic window can also be created in the default attributes.

(6) Keyboard Window

The keyboard window attributes can be viewed or modified after clicking here. And a customized keyboard can be created which used in the software.

⑦ System window

The system window can be viewed (it can also be modified under direction) after clicking here, for example, the system window of "communication information".

8 Output

Open/close the output view. The compiling information can be output and displayed here.

9 Error

Open/close the error view. All errors collected during compiling are recorded here.

4.3 Edit

1 Cancel

Cancel the operation and go back to the previous one.

2 Recovery

Recover the last action cancelled.

3 Find/Replace

Set the designated searching range and search the bit address/ word address or replace with a new bit address/ word address/.

4 Cut

Cut away the selected component and temporarily save it on the clipboard.

5 Copy

Copy the selected component and temporarily save it on the clipboard

6 Multi-Copy

Set the copy range, quantity, interval and direction, and make the addresses change in any rule to obtain more components (many components can be copies and pasted integrally, and the addresses will change orderly).

7 Paste

Paste the content of the clipboard onto the project.

8 Delete

Delete the selected components from the project.

9 Inching

Move left/right/up/down for one unit.

10 Alignment

It is effective only when many components are selected. It is used to align these components on the left, on the vertical middle line, on the right, on the up, on the horizontal middle line, or on the bottom.

11 Size

It is effective only when many components are selected. It is used to set these components to the same width, height or same size.

12 Layer

It is effective only when the component is selected. It is used to set the component to the top, to the bottom, to the previous layer, to the next layer, or set many components in the same horizontal space or in the same vertical space.

13 Same Color

It is effective only when many components are selected. It is used to set all components in the same color.

14 Group

Integrate many components.

15 Ungroup

Make the components of group to restore into individuals.

16 Center horizontally

Center all selected components horizontally in the window.

17 Center vertically

Center all selected components vertically in the window.

18 Lock

Lock the position of the component and stop it from size adjusting or position adjusting.

19 Unlock

Unlock a locked component and restore it to the state that its size or position can be adjusted.

4.4 Window

1 Create New Window

Create a new window and allow the user to set the window number, width, height and any other basic attribute or function.

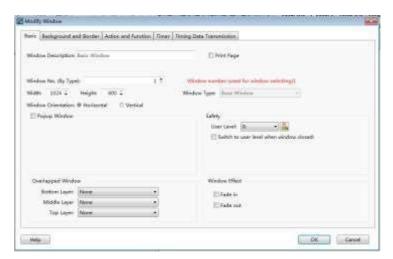
2 Delete Window

Delete the selected window

3 Current Window Properties

Set the current window attributes and allow the user to set he window number, width, height and any other basic attribute or function.

1 Basic



(2) Background and Border

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Boder Ealer Weder Transporting	All of the other is the second of the second of the		
L.			
			DC Carrol

3 Action and Function

The action to open or close a window can be used to activate a bit, a word, a macro command or switch among windows.

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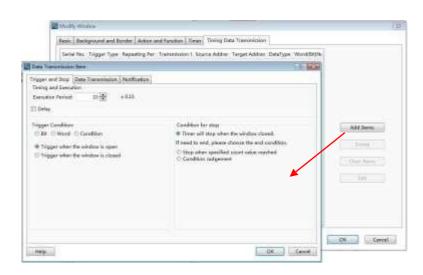
(4) Timer

It is used to set an executing cycle. You can execute a macro or directly set a word or a bit according to the trigger conditions.

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(5) Timer Data Transmission

It is used to transmit words or bits in batches. And an action can be set before or after writein.



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		a here
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Denne (LDCALL(and Segret)) +		
Denne (LDCA)((and Register)) +		
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4 Edit Starting LOGO Window

The user can set the properties of the Power-on Screen window (double click the window after open the Power-on Screen)

5 Show the Public Window

Display/hide the Public Window and facilitate the user to view the effect of the Public Window displayed/hidden in the Basic Window.

6 Show the Lower Layer Window

Display/hide the lower layer window (the three lower layer windows are effective at the same time) and facilitate the user to view the effect of lower layer window displayed/hidden in the basic window.

7 Jump to the Target Window

When the selected component is integrated with a paging function, it is used to jump to the target screen window.

8 Show Grid

Display the grid and facilitate the user to view the position of components.

9 Grid alignment

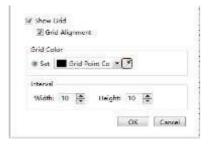
Facilitate components aligning by the grid alignment function.

10 Align to alignment line

Activate the function of aligning the components in a line.

11 Grid Setting

Pop up the Grid Setting window. The user can customize the grid color and space here.



12 Window Zoom

Resize the window in a proportion including 50%, 75%, 100%, 125%, 150%, 175%, or 200%.

4.5 Drawing

4.5.1 Straight Line

ArbitrarilyLine DiHorizontal	© Vertical
(2) time	Position
Eine Color *	Fixed Fulet: X : 130 \$ Y: 131 \$
Line Width .	⊡Locked Width 154 € Height 1 €
Line Type	Rotation
606.306	Tix Point 0-0-0
Marce .	\$ • \$
	66
	RotationAngle 0 10 NonRotation

1 General

Arbitrarily Line

The user can draw a straight line at will.

Horizontal

Rotate the straight line drawn by the user to the horizontal position around the center point.

Vertical

Rotate the straight line drawn by the user to the vertical position around the center point.

Line

See Detailed manual/General functions/Drawing/Bordersettings.

• Arrow

The user can set the arrow pattern in the combo box, see the figure below.

Arrow	
Arrow Style	← →
	←───
	\longrightarrow
	\longleftrightarrow
	◀
	← →

Position

See <u>Detailed manual/General functions/Drawing/Position</u>.

Rotate

See <u>Detailed manual/General functions/Drawing/Rotation</u>.

(2) Dynamic Graphics

See <u>Detailed manual/General functions/Drawing/Dynamic Graphics</u> for the details.

3 Indicator Light

See <u>Detailed manual/Component/Indicator Light</u> for the details.

(4) Display

See <u>Detailed manual/General functions/Drawing/Display</u> for the details.

4.5.2 Fold Line

10 time	Position
Line Color ·	Fixed Point: X 196 C V 403 C
Line Width	Elocked Width 234 C Height 107 C
	Rotation
Line Type	Fix Point 0-0-0
Arrow	0 . 0
	66
	RotationAngle 0 1
	Contraction (1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1

Click the left key to fix the fold line point in drawing. And click the right key to finish drawing. See details in: <u>Detailed Manual/Drawing/Straight Line</u>.

4.5.3 Rectangle

Il Rectangle 🔅 Square	Position
Line Color	Fixed Point: X: (332 1 V: 200 1
Line Width	Zicocked Width 125 I Height at I
Line Type +	Rotation
🗈 Chastfer	Fix Point 0-0-0
	Rotationängle 01
0 ei	
Shadow Effect	

1 General

- Rectangle
- A rectangle is set to be drawn by the user.
- Square

Make the rectangle width equal to its length, and thus it is set into a square.

- Border
- See Detailed manual/General functions/Drawing/Border settings.
- Chamfer

After it is checked, edges of the rectangle drawn by the user can be chamfered in Line type (as shown in Fig. a) or in Fillet type (as shown in Fig. b). The maximum chamfering length cannot be larger than 1/2 of the shortest side length.

	Chamfer			
	Chamfer Type		Cutting Angle	0
		Line	-	
		Fillet		
a.				
		— Line		
	/			

Chamfer	
Chamfer Type Line Cutting Angle 0	
Fillet	
• Position	
See Detailed manual/General functions/Drawing/Position.	
Rotate	
See Detailed manual/General functions/Drawing/Rotation.	
• Fill	
See Detailed manual/General functions/Drawing/Filling settings.	
Fill	
Background Color Fill Type SolidColor	
Shadow Effect	
See Detailed manual/General functions/Drawing/Shadow Effect.	

(2) Dynamic Graphics

See <u>Detailed manual/General functions/Drawing/Dynamic Graphics</u> for the details.

③ Indicator Light

See <u>Detailed manual/Component/Indicator Light</u> for the details.

(4) Display

See <u>Detailed manual/General functions/Drawing/Display</u> for the details.

4.5.4 Polygon

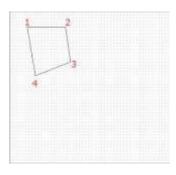
Draw a polygon by click the polygon tool. You can find the polygon tool in the shortcut tool bar, the shortcut menu and the pull-down menu.

le	View Edit Window	Draw	ing	Component	Library
	 S₁ S₂ S₃ Status0 C O < (B_1:Basic Window(1) 	1200106	Fold Recta Polyg Ellips Arc Secto Secto	ght Line Line angle Jon Jon	4.3 Uni
3		Ctrl+V Ctrl+A		· · · · · · · · · · · · · · · · · · ·	· · · · · ·
			- P.		
	Add Vector Graphics		• \	Straight Line	
	Add Vector Graphics Add Components)) 7	Straight Line	
				Fold Line Rectangle	
	Add Components			Fold Line Rectangle Polygon	

A side will be added every time when the left key is clicked. After all sides are obtained, a polygon can be obtained by clicking the left key and then clicking the right key.

Sector Ring

Static Picture Static Text



1 General

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novi)" s	W Souther Tockson W Souther Thed South User Wette • Line Type • The Folds • The Folds •	
	Kutalanduga Diff (Northerstore)	
	Ø Shadow Effort Colon ■ShadowCalor ★ Skadow Essansion X a	
	Help Description OC Car	88

(a)Frame line pattern and frame line width (b)Polygon filling color (c)Polygon shadow effect

Please see details for the using method of polygon drawing.

- RU,	General Dynamic Graphy	ics Indicator Light Chapley	
	(R) Use Dynamic Graphic		
	Control Address	LWO	
	Control Position	R: 1940 THEWE Coordinate of the top-left point	(a)
	2 Control Size	Width : LW2 Height : LWS For square and clock, usiy width is valid, height is	net applicable(b)
		Angles (104 Decease anti-decision, D- Hill degree	(c)
1		Note: Location, size and rotating is set based o	n fixed reference point.
1			

(2) Dynamic Graphics

(a) Position control (b) Size control (c) Rotation control

Please see <u>Detailed manual/General functions/Drawing/Dynamic Graphics</u> for the details.

3 Indicator Light

0038	General Dynamic Graphics	Indicator Light Ling	Lay		
	IV Use At Bit Ugle				
21	Control Address: 18	0	141		
	When The Address is On				
	(2) Orange Colon	Stroke Color	÷[?)	(a)	
	(2) flick: p	indumity 1市X0	1. Second	(b)	
Annester	29				
	Background Co	der • 🕈 Hilly	ee SoldColo	(c)	
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(a) Modify the frame color (b) Control the frequency of flickering (c) Modify the filling color

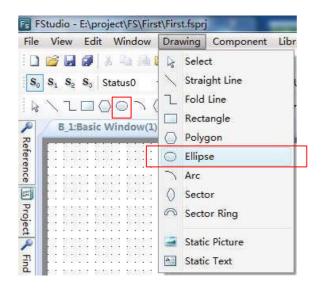
See <u>Detailed manual/Component/Indicator Light</u> for the details.

(4) Display

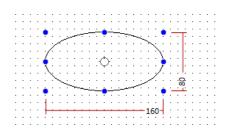
See <u>Detailed manual/General functions/Drawing/Display</u> for the details.

4.5.5 Ellipse

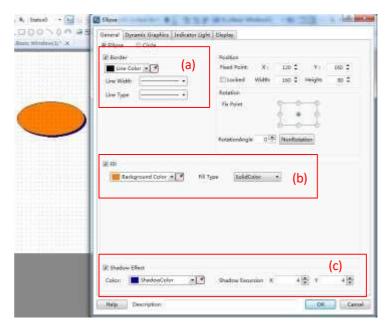
Click the ellipse icon on the tool bar by the left key, or select "Ellipse" command from the menu of Drawing.



Click and hold the editing area in the window, and drag the mouse to modify the ellipse size and shape.



1 General



(a) Ellipse border color, width and pattern (b) Ellipse filling color (c) Ellipse shadow effect.

(2) Dynamic Graphics

01003	Generali Oynamic Grap	Pics Indicator Light Display	
idami]) ⁴ R	William Dynamic Graphi		
	Coreni Address	uwo 😭	
	12 Cornel Position	R: UNE _ FUW1 Coordinate of the top-left point	(a)
-		WEARS 1292 Height 1093. For square and circle, only width is will b	eight is not ass <mark>(b)</mark> .
	M Correct Rotatiog	Angle 1996 Depende arti-clockaine, D-368 degree	(c)
-		Note: Location, size and rotating is set b	ased on fixed reference point.

(a) Position control (b) Size control (c) Rotation control

See <u>Detailed manual/General functions/Drawing/Dynamic Graphics</u> for the details.

3 Indicator Light

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wieneedla't X	If the As to Light	
	Control Address. (8)	(a)
-	Overge Color: Stoke Color: * Proceeding: 1/8/ X 53 Sectors)	(b)
	2 Ri ■ Background Color N NI Type Sald/Color •	(c)

(a) Modify the frame color (b) Control flickering frequency (c) Modify the filling color

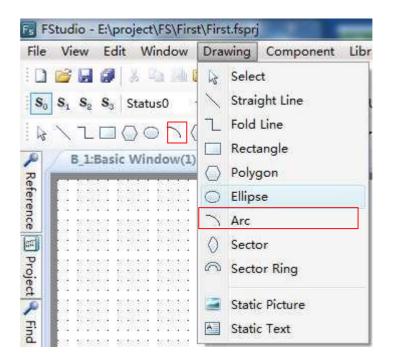
See<u>Detailed manual/Component/Indicator Light</u> for the details.

(4) Display

See <u>Detailed manual/General functions/Drawing/ Display</u> for the details.

4.5.6 Arc

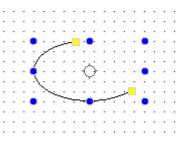
An arc can be drawn in a designated area. The arc component command can be found on the tool bar or from the menu of Drawing.



Select the arc component, designate any area to draw, and double click to set the arc properties.

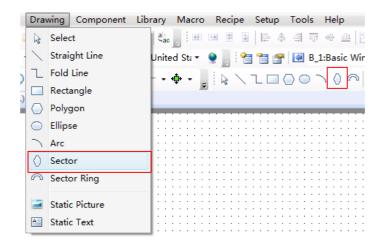
Conweil Dynamic Graphics Jindicator Light Display	Poshipu
Line Color	Field Point X 128 2 Y 200 2
· · · Une Width ····································	Elcocked Widths 111 0 Heights 96 0
Angle Starting Angle 0 tod Angle 100 to	Rotation Pix Point Pix Point BotationAngle 0 11 International
Bidg. Description	Circuit Circuit

An arc can be got by setting the properties such as line color, width, type, starting angle, end angle, position and rotation. It can be freely drawn by dragging the yellow and blue areas.

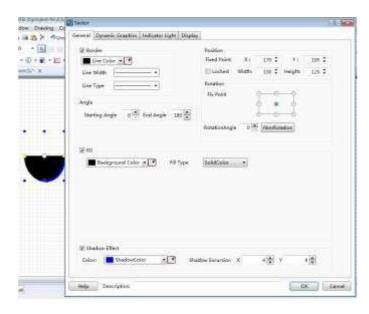


4.5.7 Sector

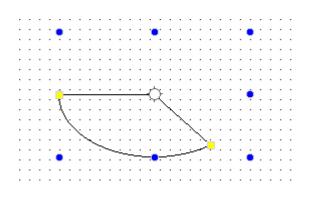
A sector can be drawn in a designated area. The sector component command can be found on the tool bar or from the menu of Drawing.



Select the sector component, designate any area to draw, and double click to set the sector properties.

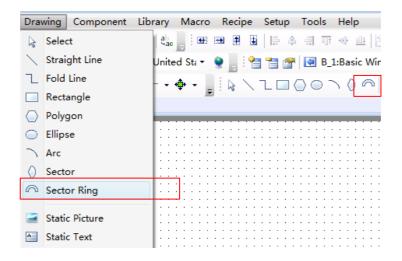


A sector can be got by setting the properties such as line color, width, type, starting angle, end angle, position, rotation, fill color, fill type and shadow effect. It can be freely drawn by dragging the yellow and blue areas.



4.5.8 Sector Ring

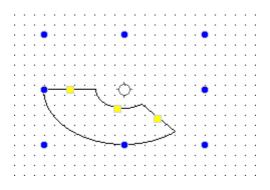
A sector ring can be drawn in a designated area. The sector ring component command can be found on the tool bar or from the menu of Drawing.



Select the sector ring component, designate any area to draw, and double click to set the sector ring properties.

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Draving Component	General Dynamic Scaphics Belicator Light Display		
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• • •	Sant Angle 0 (A) Stral Angle 100 (A)	RotationAngle 0 ¹⁴⁶² NeoRelation	
	E Dathe Office Color Padro Color 2 Padro La	ankar X 4월 7 4월	
	Relp Description	OK	Canor.

A sector ring can be got by setting the properties such as line color, line width, line type, starting angle, end angle, position, rotation, fill color, fill type and shadow effect. It can be freely drawn by dragging the yellow and blue areas.



4.5.9 Static Picture

In this software, the "Static Picture" function will be used frequently. This function can make the whole project more clear and beautiful. The static picture command can be found from the shortcut tool bar or the pull-down menu of Drawing.



After the static picture component is selected, drag by the left key of the mouse, and then the corresponding properties window will pop up.

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	i ingestinger	Notes Chink Agend Tells The specific and Description Chink Telephone Telephone Chink Telephone Telephone Chink Telephone
	23 Substitut	

Local picture in the computer or in the software picture library can be imported by clicking the "Import from File" button or the "Import from Lib" button. And the picture will be put into the window by clicking the "OK" button.



The static picture position can be modified. You can change the position by manually dragging or by setting the coordinates in the static picture properties window. The static picture size can be modified, too.

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E. Likels Widden(12" 8	Final Fairs X: 77 \$ 9) 341 \$	2 : 2
Line Western *	Impathon Re	Renationalization (1977) [Recellations]
	inge frede	Scaling
	E Bades Hint	

The static picture size and position can be fixed if the "Locked" is checked. And the static picture can be rotated around a fixed point. The fixed point and rotation angle can be set. The picture can be manually rotated (in any angle) after the fixing angle is set.



The static picture size can be set in the properties window by the Scaling function. It can be set either by checking "Lock Aspect Ratio" (the fixed horizontal/vertical ratio) or by checking "Use original size" (keeping the original size).

State and a subsequence of the subsection of the	1.000 KURNY
Fusition	Rotation
Fixed Point: X 12 C Y 196 C	Farture C C
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Import from File Import from Lib,	RatationAngle 13 😰 Non-Patation
mage Preview	Scaling
	E Lock Aspect Ratio
	Use original size
1.29	Transperent Color
1 AN	C Use PNS image transparent channel
1 AC	
2A	C Use PNS image transparent channel
A CONTRACTOR	C Use PNS image transparent channel
Bados Efect	C Use PNS image transparent channel

The picture effect can be beautified by the Shadow Effect function so that it can be differentiated from the background.

and the second s	1.6.6
General Dynamic Graphics Display Position Fieed Point X 1 116 V 1 220 C Locked Width 125 C Height 89 C Import from File Import from Lib. Image Preview	Rotation Fix Point RotationAngle 15 (*) NonRiotation Scaling Clock Aspect Ratio Use original size Transparent Color Use 9401 mage transparent channel Use Designated Color
Shadow Effect Color: ShadowColor * Shadow Shadow	v Eacursion X 4 😒 V 4 😒

The static picture can be set to display only when the corresponding conditions are satisfied. The user can choose that the static picture is displayed all the time or displayed in conditions by setting the Display properties. The conditional display type includes Level User, Privilege User and Logic Control.

Level User: The static picture will be displayed only in the corresponding user level. It can be activated by checking it.

D State Picture	-U- or.m
General Dynamic Graphics Display	
Vişbility Control Always Display Conditional Display	
Eevel User Min Level Privilege User Lovel Lovel Lovel Lovel Lovel	
Help Description:	OK Canoel

Privilege User: The static picture visibility control needs an authority. The authority system

settings dialog can be opened by clicking the button " .

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Second (Spears Ingels), Tools (B) Validy Coreal (I) Strate Dates (I) Cordinal Physics (I) Least Least	Bind latency Encoded laten
Distance Print (Spectrum +)	
INC. Sectors	
	and Statist to be

Logic Control: The static picture visibility can be controlled by the address conditions. The conditions include bit control (address ON and OFF) and word control (word address value conditions).

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Websity Control Always Display Conditional Display	
Elevel Use Philogy User User Control Condition +1 	Condition Setting Module Est Register & Word Register Address Condition: Read Value + + A(1) None +
200 A98	A Constant - 1

The static picture can be converted into a dynamic one by logic control. Static pictures can be quickly switched by picture stacking and the control address.

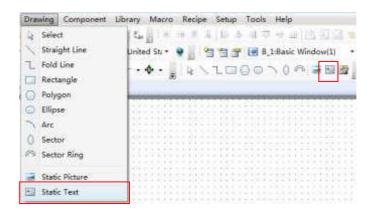
Static Picture	1.U. G
General Dynamic Graphics 🥥 Displ	n: Q
2 Use Dynamic Graphics	
Control Address:	H O
Control Position	
Control Size:	
Control Rotating	
Note: Local	ion, size and rotating is set based on fixed reference point.
Help Description:	Cancel

When the control address is fixed, the position, size and rotation can be controlled. E.g.: when there are many sector pictures, they can be set to display rotating effect by setting the Control Rotating.

Static Picture	1-0- w
General Dynamic Graph	es 🕖 Display 🕖
🗑 Use Dynamic Graphic	•)
Control Address.	1 0
Control Position:	X: 1) Coordinate of the top-lieft point
🖉 Control Size:	Width : Height : For square and circle, only width is valid, height is not applicable.
Control Rotating:	Angle: Increase anti-clockwise, G-360 degree
	Note: Location, size and rotating is set based on fixed reference point.
Help Description	Carcel

4.5.10 Static Text

When editing in the software, a lot of texts will be used for marking, displaying and describing, and thus the project edited can be easy to understand. The Static Text command can be found from the shortcut tool bar or the menu of Drawing.



When click the Static Text command, the properties dialog will pop up. The content of the static text to be displayed can be written into the Tag Contents. The font, size, color and alignment mode can be set here.

eneral Display					
Language Independent Languages: LEnglish (United S. •)	Puisition Fixed Point E Locked	X : Width	2.84	Y : Height	0 C 50 C
Cor Labels	21 Marquee				
Tag Contents Teat					
	🖽 Set løbel p	osition b	language o	tate reparat	ety.
	Left	Right:			
Copy Current Text to All Languages	Top	Bottom			
Import from Favorite Font Templates.(I)					
C Vector Fort . Graphic Fort					
Fonti Microsoft Sans Serif •					
Size 16 • 8 2 Multi-line Alignment 8 3 1 Ty Adversed					
Microsoft Sans Serif					
Microsoft Sans Serif					

These properties such as the current text font, size, color and the alignment mode can be copied to make future texts uniform.

Static Text	- 0. (.
Ceneral Display	
Language Independent Languaget: 1-English (United S. • 4) Unite 7 and Ultrary Text (Ultrary)	Pisiblee Reed Point: X: 0 ℃ Y: 0 ℃ Elocked Width: 50 ℃ Height: 50 ℃
Use Labels Tag Contents Test *	E Marquee
Copy Current Text to All Languages. Import from Favorite Fort Templates.() Vector Fort © Graphic Fort Fort Microsoft Sans Serif + Size (30. +) (1) (1) (1) (1) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2	Set label position by language state separately. Laft Right:
Microsoft Sans Serif	
Help Description	OK Cancel

The function "Language Independent" can be checked to make sure the text is not influenced by other languages.

Language Indepe	endent	Paisition				
angeages:	1-English (Linked S +	Field Point:	X=	2.84	¥1.	0.0
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			Right:	동물물		
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Microsoft Sa	na Serif *					
ter 10 - B J						
tubi-line Alignmenti	I Adverced					
1222	22 232					
Microso	ft Sans Serif					
	operties to Al Languages					

Sometimes, the project is provided to the users in different countries. You can set the different contents by switching Languages. Thus different texts can be displayed in different languages.

Seneral Display	
C Language Independent Languages T-Triglish (Juliad S. •) Dier Text Library (John String) 2-Chinese (Simplified, P	Stocked Width 50 . Height 50 .
Vse Labels	Marquee
Tag Contents	
Test	10 C
	Set label position by language state separately. (of: Right:
Copy Current Text to All Languag	Top Bottom:
Import from Fevorite Font Templates (I)	
Vector Fort Crephic Fort fort Microand Ears Serif Tot Microand Ears Serif Microand Ears Serif	
Microsoft Sans Serif	
Copy Current Properties to All Language	
Hela Description	OK Care

Multi languages can be set in System Settings dialog which is opened by clicking the button

" to satisfy the different languages requirement.

They be	All Russies Lawrage	1.4.4
Langengers. Langers Javan L. + M	Line Wrings Jan Arbeits Line Wrings Jan Arbeits Hereits Inners Hereits	
Imaginary Date of a second s	All Angels Schwarz (1990)	Microsoft Sans Sent
Des Same Baarris & Al Linguist.	WW10005 With the popler is devisionled. The definition of the second	Care Core

When you check the "Set label position by language state separately" function, different texts can be aligned in different effects.

Ratic Test	
Seneral Display	
C Language: LEnglish (United 5 - 9 C Use Test Ubrary) Vise Labels	Position Rived Point: X: 0 C V: 0 C Clocked Width: S0 C Height S0 C
Tag Contents	
Copy Commit Text to Al Languages Import from Terrorite Fort Templates.() Vector Fort Graphic Fort Fort (Mitropoli Sens Senil +) Size: 15 + 0 x () () () () () () () () () () () () ()	V Set label position by language state separately. Left Right Top-Bottom
Microsoft Sans Serif	
Help Description:	OK Carcal

The static text can be used which is saved in the text library. The text library dialog can pop up by clicking the "Text Library" button. You can enter the text in the text library dialog in advanced and select it to use.

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The part in the second	Brennes Intervention Intervent Intervention Intervention Intervention Intervent	
Section factors and sectors 2 Theorem 4 States and 2 No 1000 € 1000 € 1000 Notice agreement 2 2 National Addition agreement 2 2 National		
Gooderstream and a series	Lond Control London Londo	-
- Hale - Lancyson	(Anne)	

The static text can be set to a designated position, and the text can be locked to prevent any displaying defect caused by moving.

Static Text						1
General Display						
🛙 Lenguage Independ	lent	Position				
Languager: 14	English (United S 📼		XI	0.\$	Y.	0 0
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Copy Current Prope	erties to All Languages	í l				
Help Description	5				OK	Cancel

When the text includes a lot of words and characters, the revolving displaying function can be used to save the space. The revolving displaying function can be used by checking the "Marquee" function. The moving direction and the revolving displaying speed can be set in the properties dialog of the static text.

Static Test			-9-1
Jeneral Display			
E Language Indes	trabeas	Position	
Languages	1-English (United 5 🔹 🔮	Fixed Point: X: 0 \$	¥: 0 \$
B Use Test Library	Test Likerary	El Locked Wilth 10 \$	Height 30 C
	Ack + Test +	2 Marques	
C Use Labers Text Gbrary Corte	-	Moving Direction RightTalaft Step Length RightToleft	20 20 15
(another provide		Left Right	I
Vector Fort	and the second se		
Fort: Microsoft S	and the second		
Size: 16 • B J Multi-line Alignmen	and the second s		
Microso	oft Sans Serif		
Copy Current P	roperties to All Languages		
Help Descrip	tion.		OK: Cance

Similar to static picture functions, the static text can be also set to display only if necessary. The user can choose that the static text is displayed all the time or displayed in conditions by setting the Display properties. The conditional display type includes Level User, Privilege User and Logic Control.

Level User: The static text will be displayed only in the corresponding user level. It can be activated by checking it. The user level system settings dialog can be opened by clicking the button



The fur	Blyten Settigs
Second District Malify Control C. Assess Deputy & Continues Display	User Kniege Task Ichester Dan Seruding RCCorect Asimi Red Dant Users I isense Educated Seruse Equipange Millings Recole for Serusase User Line User Line Court 8
	Pataword Law Problem Facancy Cryste Description Pataword Law Problem Facancy Cryste Description Description

Privilege User: The static text visibility control needs an authority. The authority system

settings dialog can be opened by clicking the button "

Witte fan	🖉 lynne Settige
Second Drate (2 Volder Canad	Line Solvey Task United Settings Linguarge Lettings Henrich Fort Perspects Unite Solvey Task United Barry Sol Task United Task Unite
Voliding Control © Anape Statier © London Taplay © Lond Unit © Indep Lanen () Tange Lanen	Stell Last Nermin Preshilling Passaulut Lasged Transmitter Preshilling j Julian Nermin 10 10 Advector
Ma Develation	inter (1.244.1) tools

Logic Control: The static text visibility can be controlled by the address conditions. The conditions include bit control (address ON and OFF) and word control (word address value conditions).

General Display 0 Visibility Centrol © Aways Display	
Conditional Display Level User Privilege User U Logic Control Complian Add No.etty Control Condition Condition Condition Condition Control Condition Control Condition Control Condition Control Cont	Condition Setting Module III: Register III Word Register Address Condition Read Value + A(1) Name +
	A Constant • 1 🔹
Help Description	OI Cance

4.6 Component

4.6.1 Switch

The Switch component includes Bit Set, Word Set, Window Operation, Function Key, Data Transferring and Recipe Transmission.

ĺ	Com	ponent	Library	Macro	Recipe	Setup	Ļ	ools	Help						
Ī		Switch		1			ŀ	ню	Bit Set						Ì
ľ	9	Indicato	r Light				۲	123	Word S	et					ľ
-	123	Numeric	Value ar	nd Charac	ter Displa	y	F	Ę,	Window	v Opera	tion				10
-	ню	Toggle 9	Switch an	d menu			F	En	Function	n Key					ľ
	\odot	Timer ar	nd Data T	ransmissi	on		Þ	3	Data Tr	anfering	9				k
:		Bar And	Meter				Þ	訤	Recipe	Transim	issior	ı			l
:		Curve G	raphs				×	11					: :	:	
:	haal	Scale					Þ	111					: :		: :
:		Table					Þ	11			• • •				: :
:	-0	Slider					۲								
:	\$	Moving	Compone	ent			۲	11		: : : :			: :		: :
:		Window					۲								
:	<u>e</u>	List					۲								: :
:	R	Tools					۲	11							
:	÷	Pipeline					۲								
.4															

4.6.1.1Bit Set

"Bit Set" is a component by which the internal bit address of HMI or the bit address of each controller connected to HMI is operated. The type of "Execute Setting" includes "On", "Off", "Inverse", "Reset", "On Pulse" and "Off Pulse".

🖪 Bit Setting Proper	ty	×
Action:	Press 🔹]
Execute Setting:	On Pulse 🔹 🔻	Pulse Width 0.2 🔻 Seconds
Address Use Addre Deivce: LOCA		
Address Type:		•
Address: 0	*	System Register
Format(Range)	DDDDDD(0~7999	999)
Address Inc	lex	
Help(H)		OK Cancel

• On

Set the bit address to ON.

• Off

Set the bit address to OFF.

• Inverse

It is set a "Switch" by which the current state can be conversed. If the current bit address is

ON, after it is operated, the bit address will be conversed to OFF. If the current bit address is OFF, after it is operated, the bit address will be conversed to ON.

Reset

When it is operated and kept being held, the bit address is set at the ON state all the time. When it is released, the state of the bit address will be immediately switched to OFF.

• On Pulse

A rising edge pulse is produced which the bit address keeps the pulse "on" in a designated time width. The pulse width range is $0.1^{-1.5}$ seconds.

🕞 Bit Setting Property		×
Action: Press Execute Setting: On Pulse Pulse Width Address Use Address Tag Deivce: LOCAL:[Local Register] Bit-index within a Byte Register Address Type: LB Address: 0 Sy Format(Range) DDDDDDD(0~799999) Address Index	0.1 0.2 0.3 0.4 0.5 0.6 0.7 0.8 0.9 1.0	Seconds
Help(H) OK		Cancel

• Off Pulse

A falling edge pulse is produced which the bit address keeps the pulse "off" in a designated time width. The pulse width range is $0.1^{-1.5}$ second.

For the "On Pulse", if the pulse width is set to 1 second and the current bit state is OFF, a 1 second ON pulse signal will be produced and then it goes back to the OFF state. If the current bit state is ON, a 1 second ON time will be still set because the bit state is already ON, and then the bit state will turn OFF.

Similar to the "Off Pulse", if the pulse width is set to 1 second and the current bit state is ON, a 1 second OFF pulse signal will be produced and then it goes back to the ON state. if the current state is OFF, a 1 second OFF time will be still set because the bit state is already OFF, and then the bit state will turn ON.

There is an "Action" attribute for the Bit Set component. It includes two options, "Press" and "Release". When the "Bit Set" component is pressed down, the bit set function will be executed immediately. When the "Release" attribute is selected and the "Bit set" component is pressed,

the bit set function will not be executed. And when it is released, the "Bit set" function will be executed immediately. But the action is not valid when the "Execute Setting" is "Reset".

The "Bit Set" component has other property pages. For example, in the "Indicator Light" property page, it is recommended to check the "Use Indicator" option and set an address to monitor the "Bit set" component state if the "Use Graphics" option is checked in the "Graphics" property page. The details can be seen in the "System Manual/ Component/ Indicator Light".

Ouplay	Node: Ra	gistar Control +	Ê				
100	BE Register	O Word Registe	Contra	ord Bits			
3	Achirese		1	0			
Status	E The A	ututress is Same a 101	lai The Suil	ck.	Cardition		
When	nore Báo or er ortry valid	e state conditions	cale met l	D+	# Push	vetogit	© NegelveLogic
1.1.1	Contrient Long	Tay Content	86m	Frequirey(0)			
1	QN .		None				
					Radi Mode.	Nore	
					Rach Freq.		1 0.15

The following brief example introduces the process for setting the HMI internal address LB100 into the "Inverse" attribute.

• In the software menu, click "Component/ Switch/ Bit Set" to open the following dialog.

2 Switch Function	Bit Satting Property	-
Action		
Fress	Addice: Brees +	
	Exercise Setting (Da	
	Address	
	(1) Data to a sub-sub-sub-sub-sub-sub-sub-sub-sub-sub-	
	Use Address Tag	
	Deivrer (LOCAL)Local Register) .	
	🗐 bit-inden within a Byte Begister	
	Addiess Type: LB +	
	Addressi D 🔿 Rychem Register	
	Pormet(Range) DOCODD(0-799999)	
	1. 165.27 (2.60.2 (2.000.0 (2.07547) 2.0.1)	
	Address Index	
Manual State		blunt,
Add Fainctions		
	Helatio OK Cancel	Hartipe Transfer

The default action is "Press". The default Execute Setting is "On". The default address is "LBO". They are modified into the required as follows.

Action:	Press •	
xecute Setting:	Inverse 🔹	
Address	ss Tag	
n i liner		
	LL:[Local Register]	۲
Bit-index w Address Type Address: 1	ithin a Byte Register	• System Register

• Click "OK" to add an operation action in the "Switch" list.

Action Press	Exercise Bit Setting	Device Addre JLDCAL(Local)	u Isginer)18100 Iron	1346	
intere tije Add Function	Here Dom-		Dylana	Clear	1. 1010

In the list, we can clearly see the execution attribute and the bit address to be operated.

Click "OK" in the Switch dialog to put the component into the window edited. In this way, a simple "Bit Set" component is finished.

4.6.1.2Word Set

"Word Set" is a component by which various attributes of the internal word register of HMI or the word register of any controller connected to HMI are controlled. The Word Set property dialog can be opened by clicking the "Component/ Switch/ Word Set" in the menu. The default settings are shown as follows.

Switch Indicator Light	Words Letting Property	1
Seitch Neutice	Action (Press +)	
Action Press	Teamle Settings: Add	
	Address III Use Address Tag Driver (LOCA) (Local Register) •	
Here Ta	Address Typer ILW Address Typer ILW Address To Addr	al 149
88	Help2H DK Canol	. Keilpe Tranler

The type of "Execute Settings" includes "Add", "Subtract", "Increase", "Decrease", "Set Up Constants", "Set Up Character Strings", "Set Up Figures By Bit" and "Logic Operation".

🕞 Words Setting P	roperty 💽
Action: Press 🔻	
Execute Settings:	Add Looping Reverse on reaching the end
Add Upper Limit:	
Address	Decrease Set Up Constants Set Up Character Strings Set Up Figures By Bit Logic Operation
Use Addre	ess Tag
Deivce: LOC	AL:[Local Register]
Address Type	e: LW 🔻
Address: 0	System Register
Format(Rang	e) DDDDDD(0~799999) Occupy: 1 v Word
	Data Type: 16-bit Unsigned 🔻
Address In	ndex
Help(H)	OK Cancel

• Add

A designated data will be added to the value of the designated word register. The "Add" attributes contain the following settings.

Sulich Andicator Light	2 Words Setting Property	
2 Switch function Action Press	Active: Interest + Execute Settings: Add - Counters = 20 4 Add Counters = 20 4 Upper Limb Counters = 100 4	
	Address Use Address Tag Deima: (OCALGooal Register) *	
Manual Lag	Address Type: [UW +] Address 0. [4] [gotein Register Formatifiergel BODDD000-7999981 George 1) Word Data Type: 36-bit Uneigned + [Address Index	in web
B2	Thirp96 DC Cascel	Recipe Transfer

> Add

At each time of operation, the set data will be added and written into the word register.

> Upper Limit

It is the upper limit of the word register operated. When the result reached the upper limit of operation, no further "Add" operation can be done.

Looping

If "Looping" is checked, an option of "Lower limit" will appear. The operation will be continued at the upper limit and the adding operation will be done from the lower limit. For example, if the "Lower limit" is set to "0", the "Add" is set to "1", and the upper limit is set to "100", the Word Set component will be valid when it is added to "100". It will turn to 0, 1, 2, 3, and so on, at the next operations.

Reverse on reaching the end

If "Reverse on reaching the end" is checked, the operation will be continued at the upper limit and the result will change to reduce from the upper limit to the lower limit. When the result reached the lower limit, the operation will change to add.

The "Add", "Upper limit" and "Lower limit" are all "Constant" in default. They can also be set into "Variable". It is noted that the data type of variable register must comply with the "Word Set" component address type.

Subtract

A designated data will be subtracted from the value of the designated word register till the "Lower limit". The "Subtract" attributes contain the following settings.

Switch Indicator Gight	D Manda Setting Property	
2 Selich Transion Action Press	Actions (Frees. *) Execute Settings (Subtract *) Incoding (Revenue on reacking the end Subtract Constant *) 20 (*) Lower Links (Constant *) 0 (*)	
	Address Use Address Teg Deliver (LDCAL)Local Register). •	
Wiles Vgr	Address Type: [107, * Appliers 0 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	with ?
SR.	Help01 OK Cancel	Recipe Transfer

Subtract

At each time of operation, the set data will be subtracted from the word register.

Lower Limit

It is the lower limit of the word register operated. When the result reached the lower limit of operation, no further "Subtract" operation can be done.

Looping

If "Looping" is checked, an option of "Upper limit" will appear. The operation will be continued at the lower limit and the subtraction will be done from the upper limit. For example, if the "Lower limit" is set to "0", the "Subtract" is set to "1", and the upper limit is set to "100", the Word Set component will be valid when it is subtracted to "0". It will turn to 100, 99, 98, 97,and so on, at the next operations.

Reverse on reaching the end

If "Reverse on reaching the end" is checked, the operation will be continued at the lower limit and the result will change to add from the lower limit to the upper limit. When the result reached the upper limit, the operation will change to subtract.

• Increase

The result value will keep increasing if the component of "Increase" is pressed down. The increasing will stop if the component of "Increase" is released or the value reaches the upper limit. The component of "Increase" has attributes of "Immediately Execute Increase/Decrease Action", "Delaying Time" and "Execution Time".

witch Indicator Light	CE Words Serring Property	
2 Swith Function	Action (Arm) - Chernediately Execute "Increase/Decrease" Action	
Action Press	Execute Settings: Extremest + 2 Looping T Revenue on maching the end Add Constant + 20 * Upper Limit Constant - 100 *	
	Dalaying Time: <u>B15 +</u> Execution Time: <u>B15 +</u> Address [] Line Address Tag Device: <u>LOCAS.(Locel Register)</u> +	
Manual Internet Add Function	Address Type: [W	a) (1444) ()
89	HelgHI OX Carcel	Revipe Transfer

Immediately Execute Increase/Decrease Action

"Increase" and "Decrease" all have this attribute. If it is checked, the operation of "Increase" or "Decrease" will be executed immediately without waiting when the component is pressed down.

Delaying Time

When the attribute of "Immediately Execute Increase/Decrease Action" is not checked, the "Delaying time" attribute is valid. The default time is 0.1s and the maximum is 1.5s. If the time is 0.1s, it means the action of "Increase" will be delayed 0.1s to execute after the component is pressed down.

Execution Time

The "Execution Time" means the time to execute the action "Increase" once. The time range is $0.1s \sim 1.5s$.

• Decrease

The function of "Decrease" is similar to the attribute of "Increase". The result value will keep decreasing if the component of is pressed down. The component of "Decrease" also has attributes of "Immediately Execute Increase/Decrease Action", "Delaying Time" and "Execution Time".

issitch Indicates Light	Words Setting Property	at the
2 Switch Function	Action man + Elimmadiately Execute "Increase/Decrease" Action	
Action Press	Execute Settings: Decrease + 1: Looping ::: Revenue no maching the Subtrace Constant + 1 -	
	Lower Linit Constant • 0 * Delaying Time: 0.15 • Toeculien Time: 0.15 • Address	1
	Line Address Tag Delice: [LOCAL/Local Register] Address Type: [LW *] Address [0]	
Here to Add function Siz	FernatiRange) D00DD05-255599 Goopy I - Wind Data Type (25-bit Unsigned) + E Address Index	() South
	HelsiHi OK Carcel	

• Set Up Constants

A data is written to the designated register. The data (Setting Value) can be a "Constant" or a "Variable".

Setch Sudkator Light	Words Setting Property	
E Switch function	Action: Press,	
Action Prest	Execute Settings Set Up + +	
Press	Setting Value Constant • 0	
	Addren	
	Deimer (LOCAL(Local Register) +	
	Address Type: UW	
	Address 0 5ystem Register	
Add Function	Format/Rangel DDDDDDD0:D-7999990Congel 1 - Word Data Type: 10-bit lanigrad +	ing way
#R.		der Recipe Transfer
	Neip36 OK. Carcel	
Neip Description		OK Carros

In the figure above, a constant "0" is written to the register LW0 of HMI.

• Set Up Character Strings

This function is similar to "Set Up Constants". A character string can be written to the word register. For example, character string "A123" is written to the register LW0 and LW1 of HMI.

which Indicator Light	2 Worth Setting Property	si
Switch Fariction	Actor Fran	
Action Press	Execute Verticips: Set Up 1 + Correct: Comment = A327 Use UNECODI	ND AL22
	Address Divise Address Tag Delvas (100AL(Local Register)) •	
	Addrew Tyter, SW	
Mere Tar- Idd Turction Bh	Data Type: (Duraster Dring +	des Recipe Transfer
	HelpOH OK Carcel	

"Set Up Character Strings" has two optional attributes "Use UNICODE" and "Swap high and low bytes". When "Use UNICODE" is checked, it means the character string written to registers is coded by UNICODE. The string is normally displayed only in "UNICODE". If "Swap high and low bytes" is checked, the high and low bytes in the character string will be exchanged before written to the word register.

• Set Up Figures By Bit

This function has two modes, "Add" and "Subtract". By this function, each bit of the value can be added or subtracted.

Switch Function	Action: Press. +	
Action Press	Toronte Settings: Setting (v) Mode	LWO S
	Address D Line Address Teg Device: [LDCA:(Local Register). +]	
Mare 14	Address Type INV Address D Addr	
ldd Russian Ba	[] Address Index	Iter

This function has an attribute "Date type". It can be "16-bit Unsigned" or "32-bit unsigned number". In other words, only unsigned single word and unsigned double word can use this function. If the data type is "16-bit unsigned number", the value range is 0~65535. So the parameter of this function "Digit bit" can be 1~5. That means the number length is 1~5. "1" means units digit, "2" means tens digit, "3" means hundreds digit, "4" means thousands digit, and "5" means ten thousands digit. For example, if the "Digit bit" is 3 and the "Mode" is "Add", it means the hundreds digit is operated for adding. If the hundreds digit of a register is 6 and when this component is pressed down, the hundreds bit will change into 7, and then into 8 if it is pressed

down again, and 9 again, 0 again, and 1 again, so the attribute of "Add" is similar to the "Looping" attribute. But, the "Add" or "Subtract" attribute of the "Set up Figures by Bit" function is only valid for one digit, and other digits are not changed.

For example, if "Digit bit" is 3, "Mode" is "Add", and the current register value is 18668, the value will change into 18768 when the component is pressed down, 18868 when it is pressed down again, 18968 again, 18068 again, 18168 again. The maximum value of a single word is 65535. If the "Digit bit" is 5, the ten thousands digit will change in 0~5.

Logic Operation

This function has four modes, "And", "Or", "Exclusive-or" and "Not". The default mode is "Add".

	Scator Light	March Fatter Street Street	1.011
1000	distanti sigin	Words Setting Property	
E Switch I	haution	Action: Press. +	
Action		Execute Settings: Logis.Q	day.
Press		Mode: # And D Or D Exclusive-or D Not	FFFF
		Operation Value: Constant + 2777 (+ 2464)	
		ådsbess	
		🗇 Use Address Tag	
		Deliver LDCAL(bocal Register) +	
		Adulteur Type: LW.	
		Attdress 0 System Register	
total Idel Fand	-Xie () fore	FormatiRangel D000000-799999/Occup: 1 - Word Data Sype: 25-bit Unagoed +	and the state
-	18.		Ner Recipe Transfer
		Nulp(10 CK Cancel	
Heiz -	Description		OK Cano

In the figure above, when the component is operated, the value in register LWO will has a logic operation "And" with 0×FFFF. The logic result will be written to register LWO. The operations of other three modes are similar to "And" mode but the logic operation.

The attribute "Operation Value" can be "Constant" or "Variables". The default is "Constant" and the data format is hexadecimal. It can be a variable, but the data type must comply with the register data type.

The attribute "Data Type" for logic operation can be "16-bit Unsigned", "32-bit Unsigned", "16-bit BCD" and "32-bit BCD".

Special notice:

In all these functions for "Word Set", the "Action" is "Press" in default. That means the operation will be executed correspondingly when the component is pressed down. The "Action" can also be "Release" but not for the function "Increase" and "Decrease". That means the operation will be executed correspondingly when the component is released.

When use "Variables" for the "Word Set" function, the data type of "Variables" must comply with the data type of word register used. If not, the result may be incorrect.

4.6.1.3Window Operation

• Action

The attribute "Action" of "Window Operation" can be "Press" or "Release".

🖪 Windov	v Operation Property			×
Action:	Press 🔹			
	Press			
Set Up:	Release	Window No.:	B_1:Basic Window	•
	✓ Automatic pop-up pa Help	_	w. DK Cancel	

Press

The corresponding keyboard function will be given out when the component is pressed down, and the macro instructions or system operation instructions will be executed.

Release

The corresponding keyboard function will be given out when the component is released, and the macro instructions or system operation instructions will be executed.

Set Up

The attribute "Set Up" of "Window operation" can be "Switch Window", "Close Pop-up Window", "Pop-up", "Return To Previous Window", "Window Control Bar" or "Return to the main window (HOME)".

🖪 Windov	v Operation Property
Action:	Press
Set Up:	Switch Window Vindow No.: B_1:Basic Window V Switch Window Close Pop-up Window Pop-up Return To Previous Window Window Control Bar Return to the main window(HOME)

Switch Window

Close the current window and switch to a designated window.

Close Pop-up Window

Put the button on the pop-up window, click to close it.

Pop-up

Return To Previous Window

Close the current window and open the window opened last time.

Window Control Bar

Put the component on the pop-up window, press, hold and drag to modify the pop-up window position.

Return to the main window (HOME)

Close the current window and open the preset main window. The main window can be set by the menu command "Setup -> System Setting -> General Setting".

🕞 Window Operation Property	×
Action: Press	
Set Up: Return to the main 💌 Window No.: 🛽 🖳	Basic Window(1) 🔻
🖉 Automatic pop-up password window.	
HelpOK	Cancel
Project 👻 🕁	×
Local HMI F007	*
- HMI Settings	
Window	
- Communication Connection	
- 🦉 COM1: Unused	
COM2: Unused	
Ĵ COM3: Unused	
🖳 🖳 Swap Serial Ports	
 Remote Connection 	=
- 💻 Remote HMI	-
- 💭 Remote PLC	
Ethernet PLC	
- Printer	
- 🖆 Keyboard	
- 🍓 System Settings	
Global Settings	
- Steended Settings	
- laguange Settings	
-T _T Favorite Font Templates	
User Privilege	
Task Schedule	

User Privilege	Task Schedule	Data S	ampling	PLC Control	Alate	And Event
Global Settings	Extended Settings	Leguarge	e Settings	Favorite Font Te	mplates	User Level
Turn off Backs Dim down and	semawer neus Lowest •	s 💽 tenint) o 🚔 (mint) enta	El Initial Main Win Main Wi Drop-dos Vi Use Noter C Cock Source Set up	indow: 8_1:8asic W	Islasic Win dow or not- creen.	9 ur/
Local Register En	dian Order		Touch Au			_
16-bit lintegen	21		Buzzer Is Enabled Buzzer Time 10m5 Enable Compon Touch Audio Enabled.		lms •	
32-bit Integen	4321					
32-bit Float:	4321					
Scrolbar	153		10	Enable Control:		
Scrollbar Width	20 🚖					

Automatic pop-up password window

If "Automatic pop-up password window" is checked and when the window operation is switched to a window in a higher password or authority level, the window to enter password will pop up automatically.

4.6.1.4Function Key

The "Function Key" component provides component executing action, keyboard function, executing macro instructions, and system operation functions.

Action

The attribute "Action" of "Function Key" can be "Press" or "Release".

Actioni	Press	٠	Function Setting:	Keyboard F •
Function Opeartion:	Return			

Press

The corresponding keyboard function will be given out when the element is pressed down, and the macro instructions or system operation instructions will be executed.

Release

The corresponding keyboard function will be given out when the component is released, and the macro instructions or system operation instructions will be executed.

• Function Setting

The attribute "Function Setting" of the "Function Key" "Execute Macro", "System Operation" and "Print".

includes "Keyboard Function",

Keyboard Function

F Function Ke	y Attributes	×
A	ction: Press 🔹	Function Setting: Keyboard F 🔻
Function Opea	rtion: Return 🔹	
Help(H)	Return Backspace Clear	OK Cancel
	Cancel UNICODE	
	Move the Cursor	
	Select the Text	
	Text Operation	
Down	Mapping Keyboard	Delete
(

"Return"

It is the same to the "Enter" key on the keyboard.

"Backspace"

It is the same to the "Backspace" key on the keyboard.

"Clear"

Delete the current content which has been inputted for the component "Numeric Value Input" and "Character Input".

"Cancel

Cancel the component operation of "Numeric Value Input" and "Character Input".

"UNICODE"

Set the type of characters which inputted to the component "Character Input". The characters can be number keys (0, 1, 2...), letters of an alphabet (a, b, c...), ASCII code or Unicode characters.

"Move the Cursor"

Move the cursor according to the set modes including up, down, left, right, row beginning, row end, first bit and last bit. This function is effective only for the input component.

"Select the Text"

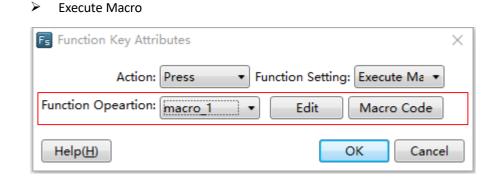
Set the operation for the selected text content, including "Selection Begin" and "Selection End". This function is effective only for the input component.

"Text Operation"

Set the operation for the text content, including "Copy", "Cut" and "Paste". This function is effective only for the input component.

"Mapping Keyboard"

When this function is activated, corresponding functions can be mapped to F1~F8 of HMI, including forward, backward, Esc, Enter, and so on. This function is effective only for some specified HMI.



If this function is selected, the selected macro will be executed when the component is pressed down or released. The "Macro Instruction" dialog will pop up if you click the button "Macro Code" or "Edit". You can select or create a macro here, or edit the current macro.

System Operation

Fs Function Key Attributes	×
Action: Press	Setting: Sysem Ope 🔻
Function Opeartion: Touch Panel Calibratic 🔻	
Touch Panel Calibration	
Hel Import/Export	OK Cancel
Save Screenshort to Extended Memory	
Clear Event	
Clear All Formula	
Clear RW	
Clear All History Data	

"Touch Panel Calibration"

By using this function, the user can enter the touch control calibrating window. Screen touch control calibration for HMI can be realized in this window.

"Import/Export"

When this function is selected, the project or prescription data can be imported or exported. This function must be used together with the file view box, and it only supports the HMI with USB HOST or SD card slot.

"Save Screenshot to Extended Memory"

When this function is selected, the touch screen picture can be captured and saved into an external memory device in the bmp format for printing or viewing HMI picture. And this function only supports the HMI with USB HOST or SD card slot.

"Clear Event"

This function can be used to clear warning events in groups.

"Clear All Formula"

This function can be used to clear all prescription data.

"Clear RW"

This function can be used to clear all RW data saved in power failure.

"Clear All History"

This function can be used to clear all history data. It can be used together with other switch components.

4.6.1.5Data Transferring

The "Data Transferring" component can be used to transmit the data saved in one or more continuous addresses to another one or other more continuous addresses.

kclicie Press +	III Twennay Tran	teler (IF Conflicted, Source	e Address fi	(rst)
ata Transfer				
Data Typer 🔹 Word 🔅 Bit	Transmissi	on words Constant	-1	
Source Address:		Destination Address:		
E Use Address Tag		🗉 Use Address Tag		
Deivce: LOCAL/Local Register1		Deivce, LOCALILocal	Register/1	
Di Songeo Mile	-			
Address Type: LW		Address Type: LW		•
Address: 0	r System Register	Address 0	e.	• System Register
Address: 0 +	r System Register	A CONTRACTOR OF A CONTRACTOR A CONT	iei opm	• System Register
Address: 0 4	r Syxtem Register	Address 0 Format(Range) 0000	1 0000.	• System Register
Address: 0 +	r Syxtem Register	Address 0	¢) opia	• System Register

Action

The attribute "Action" can be "Press" or "Release". When "Press" is selected, data transmission will be started when the component is pressed down. When "Release" is selected, data transmission will be executed when the component is released.

> Data Type

The "Data Type" means the type of data to be transmitted. It can be "Bit" or "Word".

Transmission words

It means the number of data transmitted at one time. It can be set "Constant" or "Variable". If set "Variable", the register address must be designated. The maximum number of words transmitted in this software is 8192.

Source Address

The "Source Address" means the first address of the data to be transmitted. The detailed can be seen in the<u>Detailed manual/General functions/Address editor/Standard Bit Address Input</u> or<u>Detailed manual/General functions/Address editor/Standard Byte Address Input</u>.

Destination address

The "Destination address" means the first address of data transmission target. The detailed can be seen in the <u>Detailed manual/General functions/Address editor/Standard Bit Address</u> Inputor Detailed manual/General functions/Address editor/Standard Byte Address Input.

4.6.1.6Recipe Transmission

The "Recipe Transmission" component includes two transmission directions: "Download recipe to PLC" and "Upload recipe from PLC". "Download recipe to PLC" means transmitting the content of the recipe file to the address of PLC. "Upload recipe from PLC" means transmitting data from the address of PLC to the recipe file.

Fs Recipe Transfer	×
Action:	Press •
Transmission Direction:	Download recipe to PLC Outpload Recipe from PLC
Recipe source address:	RP_abc
Number of words:	4
PLC Address:	LW0
Notice Bit Address	
Help(H)	OK Cancel

• Download recipe to PLC

It's the default setting for the "Transmission Direction".

• Upload Recipe from PLC

If the "Upload Recipe from PLC" is selected, the recipe uploading function will be activated.

The detailed operation of the recipe uploading can refer to the recipe downloading.

Recipe source address

When no recipe file is created, the "Recipe source address" will be blank with a red exclamatory mark. You can click the button "Open the Recipe Settings" to create recipe. After the recipe is created, you can select it in "Recipe source address" to download.

Recipe Transfer X
Action: Press
Transmission Direction: $\textcircled{\sc 0}$ Download recipe to PLC $\textcircled{\sc 0}$ Upload Recipe from PLC
Recipe source address: RP_abc
Number of words: 4
PLC Address: 4X1024
✓ Notice Bit Address LB0
Note:During the recipe downloading or uploading, " Notice Bit" will always be ON.After the transfer is finished, "Notice Bit" will be OFF.
Help(H) OK Cancel

Notice:

The "Number of words" is determined by the recipe itself, and it always displays automatically.

PLC Address

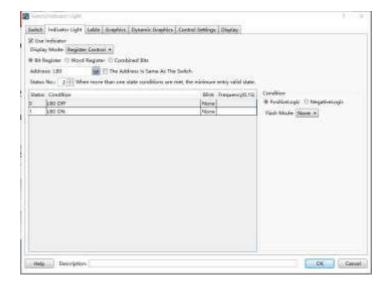
"PLC Address" means the target address for recipe file data transmission. It can be the address of PLC connected to HMI or an internal address of HMI. The detailed address editing method can be seen in: <u>Detailed manual/General functions/Address editor/ Standard Byte Address Input</u>.

Notice Bit Address

A bit address can be set here to monitor the recipe downloading state. The address editing method can be seen in: <u>Detailed manual/General functions/Address editor/Standard Bit Address</u> <u>Input</u>. This bit address will be kept on during the recipe downloading or uploading, and it will be set to OFF after transmission.

4.6.2 Indicator Light

4.6.2.1Bit Indicator Light



• Display Mode

The "Display Mode" can be "Register Control" or "Automatic looping". The details are referred to: <u>Detailed manual/General functions/Drawing/Display Mode</u>.

Bit Register

The component is a bit indicator when "Bit Register" is selected. The method to input bit address can be seen in: <u>Detailed manual/General functions/Address editor/Standard Bit Address</u> Input.

• Status No.

The status of a bit address can be ON or OFF. So it is 2 here in default and can not be modified.

- Condition
- Positive Logic

State 0 is OFF and state 1 is ON.

Negative Logic

State 0 is ON and state 1 is OFF.

Flash Mode

It includes three modes: "None", "Blink Text" and "Blink Picture". You can select each status in left table and then set the flash mode for the status selected.

NoneIt means no flashing.

Blink TextText can flash in a frequency.

Blink PicturePicture can flash in a frequency.

• Flash Freq.

Picture or text will flash in a designated frequency. The frequency can be a multiple of 0.1 second.

Detailed attribute information of the current bit indicator light can be seen in the table at the left bottom.

4.6.2.2Word Indicator Light

A SECTION DECEMBER OF THE SECTION OF THE		
Batis Cardition 0 Lin(2== 0 1 Lin(2== 1 2(Error)(Other	Biok Frequenci(B.30) Nore Root	Condition III Range (2.56) Read Yorks (2.64) (2.66) A (<u>Germanic a</u>) (2.76) Read Yolds = 0 Heat Moder (<u>Blane a</u>)
llegal Input 🕷 Show Erris Status () Keep Co Help — Description	ver Statas 🔄 Error Northance	OK Car

• Display Mode

The "Display Mode" can be "Register Control" or "Automatic looping".

• Word Register

The component is a word indicator when "Word Register" is selected. The method to input bit address can be seen in: <u>Detailed manual/General functions/Address editor/Standard Byte</u> <u>Address Input</u>.

• Status No.

The range of the status number is 1~256. Each status corresponds to the value of the word address. When many statuses satisfy the condition at the same time, only the status with the minimum value will be effective.

- Condition
- Range

The status content (value) will be determined according to the comparison and logic operation result of the word address value. The comparison operation includes ">", "<", ">=", "<=", "==" and "!=". The logic operation can be "AND", "OR" or "None".

Condition Range Bit
Read Value == 🕶 A AND 💌
Read Value == 🕶 B
A Constant 🔹 0 🔦
B Constant 🔹 0 🔦
Read Value == 0 AND == 0
Flash Mode: None 🔻

≻ Bit

Text or picture can be displayed according to the state of one bit of the word address, e.g.: bit LW0.1 of address LW0.

"Positive Logic" means that State 0 is OFF and state 1 is ON.

"Negative Logic" means that State 0 is ON and state 1 is OFF.

• Flash Mode

It includes three modes: "None", "Blink Text" and "Blink Picture". You can select each status in left table and then set the flash mode for the status selected.

NoneIt means no flashing.

Blink TextText can flash in a frequency.

Blink PicturePicture can flash in a frequency.

Flash Freq.

Picture or text will flash in a designated frequency. The frequency can be a multiple of 0.1 second.

Detailed attribute information of the current word indicator light can be seen in the table at the left bottom.

	Status	Condition		Tag Content	Blink	Frequen
	0	LW0 Bit0 OFF			Text	5
	1	LW0 == 1			Picture	5
	2(Error)	Other			None	
I	legal Inp	ut: 🔍 Show Er	ror Sta	itus 🔘 Keep (Current S	tatus
	Crror	Notification	LBO			

• Illegal Input

The value of word address doesn't satisfy the condition preset.

Show Error Status

The indicator displays the "Error" status when illegal input happened. That is the last status displayed in the table.

Keep Current status

The indicator keeps the current status when illegal input happened.

• Error Notification

You can select a bit address here. It will be set to ON if the word address value doesn't satisfy with the condition. It will be set to OFF when the condition is satisfied.

4.6.2.3Multi Bit Combination Indicator Light

Une Indicator unity Model (Register Control 1) Di Register () Wood Register () Considered Bits Stress (20)	he ballon - 10 Mar. 298 (Loss To	en (theilyned +)
Alu, No. 1997 When more than one that one data condition a Data: Condition 0 Multi III Contribution Value > 0 10 more Chan	e net the minimum entry safet care. Bink Tringarough (1) Norea	Condition Road Water (a. e.) & Henre, e. A [Constant, a] (19) Anad Water, 5 Hart: Moder (Mana, 4)
ngal topuls 👋 Ghaw Erner Datas 🗢 Komp Carnet Blatas	🗄 Erris NotStation	

Display Mode

The "Display Mode" can be "Register Control" or "Automatic looping".

Combined Bits

The status displayed is determined by a multi bit combination condition.

Bit No.

The condition can be a combination of 2~32 bits. The "Bit No." means the number of bits.

- Data Type
- Unsigned

If the number of bits is n, the combination value will be 0~2n-1.

Signed

If the number of bit is n, the combination value will be -2n-1~2n-1-1.

• Starting Address

The starting address is closely associated to the number of bits. For example, if the starting address is LBO and the number of bits is 2, a combination will be formed. LB1 will be the high bit and LBO will be the low bit. The range of 2 bits combination value will be 0^{3} if the data type is unsigned. The range of 2 bits combination value will be -2^{1} if the data type is signed.

• Status No.

The range of the status number is 1~256. Each status corresponds to the value of the word address. When many statuses satisfy the condition at the same time, only the status with the minimum value will be effective.

- Condition
- Range

The status content (value) will be determined according to the value of the combined bits. The comparison operation includes ">", "<", ">=", "<=", "==" and "!=". The logic operation can be "AND", "OR" or "None".

Condition	
Read Value >	•
Read Value < 🔻 B	
A Constant 🔻	0
B Constant 💌	0
Read Value > 0 AND < 0	
Flash Mode: None 🔻	

• Flash Mode

It includes three modes: "None", "Blink Text" and "Blink Picture". You can select each status in left table and then set the flash mode for the status selected.

NoneIt means no flashing.

Blink TextText can flash in a frequency.

Blink PicturePicture can flash in a frequency.

• Flash Freq.

Picture or text will flash in a designated frequency. The frequency can be a multiple of 0.1 second.

Detailed attribute information of the current component can be seen in the table at the left bottom.

St	tatus	Condition	Tag	Blink	Frec
0		Multi Bit Combination Value == 1		None	
1		Multi Bit Combination Value == 2		None	
2		Multi Bit Combination Value == 3		None	
3((Error)	Other		None	
	Illegal Input: 🖲 Show Error Status 🔘 Keep Current Status				
Illeg	gal Inp	ut: 🖲 Show Error Status 🔘 Keep C	urren	t Status	;

Illegal Input

The multi bit combination value doesn't satisfy the condition preset.

Show Error Status

The indicator displays the "Error" status when illegal input happened. That is the last status displayed in the table.

Keep Current status

The indicator keeps the current status when illegal input happened.

• Error Notification

You can select a bit address here. It will be set to ON if the multi bit combination value doesn't satisfy the condition. It will be set to OFF when the condition is satisfied.

4.6.2.4 Display Mode

You can find the "Display Mode" if you check the "Use Indicator" in the property TAB of "Indicator Light". The display modes include "Register Control" and "Automatic looping".

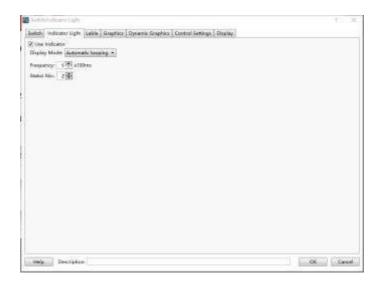
e Indicator lay Mode: Register Contral + Register		
Here 1990 Automatic looping Here 1990 When more flam are state candi	ne da The Switch. Silen are ent, the númicum only valid state.	
Balue Cordilion	Block Treppency(0.50)	Condition William (C Bit
0 DW0 ++ 0 AND ++ 0 T DW0 ++ T	Nove	Read Volue Las + & AND +
Office Office	04040	Read Volue Jan 19
		A Constant - OPEL
		a Constant a Division
		Rand Value ++ EAND ++ 0
		Stark Marker Bloost +
		Plash Moster (Noral +
		Flash Moder (<u>Nore 7</u>)
		Flash Moder (Noni +)
		Flash Moder (Norm 7)
		Flash Moder (Norm, T)
		Flash Moder (<u>Romint</u>)

1 Register mode

The "Register Control" mode can be Bit Registers, Word Registers or Combined Bits.

2 Automatic looping

All the status will be cycled to display according to the specified frequency if the display mode is "Automatic looping". The unit of frequency is 100 milliseconds. The setting is shown as below.



4.6.3 Numeric Value and Character Display

4.6.3.1Numeric Value Display

4.6.3.1.1General

• Operation Attribute

The "Operation Attribute" includes four operation types: "Numeric Display"," Numeric Input"," Character Display" and "Character Input". The operation type of this current component can be modified here. It is highly efficient for the project modifying and maintaining.

and the second	
Dane of Roman Roman Free Database Dynamic Database Communication (Display)	
Operator Relibeire & Russelli Display II, Namerii Input, II, Oseanters Display II, Oseanters Input	
Display Mudas 🗇 Ammand	
C Proving had being address is Different	
Read Address	
🗄 Line Address Tag	
Twine spokstver/highest +	
Address Types (100 +)	
address 070 (Jammin Register) formel Design (2000000-19888) Register (model 1) Destatue (model 1)	
Setting the	

Password

When the "Password" is checked, "*" will be displayed in the component (See the figure below). It is always used for the numeric value input component. The numeric value display component is not used generally.

• Read Address

Use Address Tag

Name & Degraph	and a second second second second	
averal (Handar Roccot) (ave.) (av	aphies Dynamic Graphics Communication Display	
Operative Advisory & Novariz Disp	ley 🗈 Normelia Inguz 🗉 Characteria Disglary 🔿 Characteria Ingust	
Display Mode: 21 Pérsword		
Change and Writing Address in 1	19 million and a second s	
Read Address		
E tine Address Tag	defait + 121	
Address 401920		
fune Harred		
lagider kergth: 1	Occupied Words (
🗆 Address Teler		

When this function is checked, variables in the address tag library can be directly linked by the component (See address tag library details in:<u>Detailed manual/Library/Address Tag Library</u>). The address tag library can be used to improve the project maintaining efficiency. If many components in the project are linked to a same variable in the address tag library and this address need to be modified, it is only necessary to modify the variable address linked in the tag library without modifying each component.

Connel (Mandae Annuel, Frank, Orandria, Orandria, Orandria, Connection (Mandae) Connel Architek & Hanner (Daging 11: Naurel, Signal 11: Orandria: Oranging (Connection Argun Orange Machell (Connel) (Connel Angeler) Tead Angelerie
Display, Model [1] Baseword 11 Noveling Seef Writing Ladower to Difference Read Address
Die Address Tag Dervis Dewand (saccCMAD212-E12 Melden RTU TAG) Mattach Man Address Type Address Type

The address setting includes the attributes : "Device", "Address Type", "Address", "Format (Range)", "Address Index", and so on. Please see: <u>Detailed manual/General functions/Address</u> editor/ Standard Byte Address Input.

4.6.3.1.2Number Format

Address setting

• Data Type

The "Data Type" can be "16-bit Signed", "16-bit Unsigned", "32-bit Signed", "32-bit Unsigned", "16-bit BCD", "32-bit BCD", "16-bit Hexadecimal", "32-bit Hexadecimal", "16-bit Binary", "32-bit Binary" or "Single precision floating point number".

🖪 Numeric Displa	ау	? X
General Num	ber Format Font Graphics Dynamic Graphics Display	
Data Type:	16-bit Unsigned 🔻	
Integer dig	16-bit Signed 0 C Display Positive Sign Zero Padding Left	
Upper/Low	32-bit Signed 32-bit Unsigned	
Minumum	16-bit BCD Below Lower:	
Maximum:	16-bit Hexadecimal Over Upper 32-bit Hexadecimal	
Enable N	16-bit Binary 32-bit Binary Single precison floating point number	
Help De	escription: OK	Cancel

• Data setting

The "Data setting" includes "Integer digits", "Decimal Point", "Display Positive Sign" and "Zero Padding Left".

Fs Numeric Display	? 🗙
General Number Format Font Graphics Dynamic Graphics Display	
Data Type: Single precison floating point number 👻	
Integer digits 4 🗘 Decimal Point: 2 🔪 🖉 Display Positive Sign 🖉 Zero Padding Left	
Upper/Lower Limit of Number	
Minumum: Constar -9999.99 Below Lower:	
Maximum: Constar 🔻 9999.99 👻 🔲 Over Upper	
Help Description: OK Ca	ancel

The "Integer digits" means the integer digit number of the data. The "Decimal Point" means the decimal digit number of the data.

Note: when the data type is an integer and the decimal bit is not zero, the value displayed will reduce to satisfy the decimal digit number. For example, if the data is an integer "55" and two decimal bits are set, the value displayed will be "0.55". In fact, only the value and the type of the data displayed can be modified by this function. The actual value and the actual type are not modified. It is still the integer "55".

• Upper/Lower Limit of Number

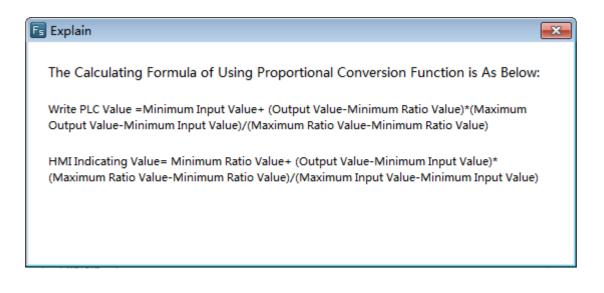
🖥 Numeric Display	×
General Number Format Font Graphics Dynamic Graphics Display	
Data Type: Single precison floating point number 🔻	
Integer digits 4 🗙 Decimal Point: 2 🗙 🗹 Display Positive Sign 🖉 Zero Padding Left	
Upper/Lower Limit of Number	
Minumum: Constar -9999.99 Below Lower: Color for exceedin Flicker	
Maximum: Constar 🔹 9999.99 👻 🗹 Over Upper 🚺 Color for exceeding 👻 🖉 Flicker	
Enable Number Operation	5
Help Description: OK Can	cel

You can set the data upper limit in "Minimum" and the data lower limit in "Maximum". And you can set the font color of the data beyond the limit. When the "Flicker" is checked, the text will flash when the data is less than the lower limit or greater than the upper limit.

- Enable Number Operation
- Proportion convert

🖪 Numeric Display	? <mark>- x -</mark>
General Number Format Font Graphics Dynamic Graphics Display	
Data Type: Single precison floating point number ▼	
Integer digits 4 🗘 Decimal Point: 2 🔪 🖉 Display Positive Sign 🖉 Zero Padding Left	
Upper/Lower Limit of Number	
Minumum: Constar 🔹 500.00 🔹 🛛 Below Lower: Color for exceedin 💌 🏹 🖉 Flicker	
Maximum: Constar 🔹 1000.00 😴 🖉 Over Upper 🚺 Color for exceeding 👻 📝 Flicker	
Enable Number Operation	
Proportion Convert Explain	
Minimum Constant O Maximum Constant 100	
© Zoom Explain	
Gains: Constant v 1 A Offset: Constant v 0 A	
○ Logic Operation Result = Source AND ▼ Constant ▼ 0 ↔ (Hex)	
O Shift Result = Source Turn Left ▼ 0 → Bit	
Help Description: OK	Cancel

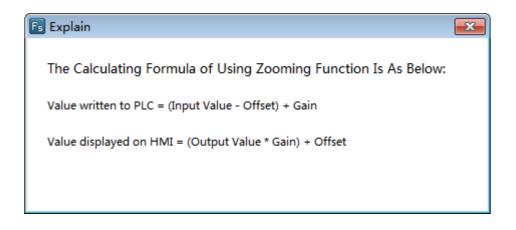
When the function of "Proportion Convert" is activated, the value displayed will be the result after proportional conversion. The proportional conversion formula is displayed when you click the button "Explain".



Zoom

🖪 Numeric Display	? <mark>- x -</mark>
General Number Format Font Graphics Dynamic Graphics Display	
Data Type: Single precison floating point number 💌	
Integer digits 4 🗖 Decimal Point: 2 🔦 🗹 Display Positive Sign 🛛 Zero Padding Left	
Upper/Lower Limit of Number	
Minumum: Constar 🔻 500.00 🗬 🛛 Below Lower: 🚺 Color for exceedin 💌 🍼 🖉 Flicker	
Maximum: Constar 🔹 1000.00 🖨 🖉 Over Upper 🚺 Color for exceeding 👻 🖉 Flicker	
Enable Number Operation	
Proportion Convert Explain	
Minimum Constant * 0 A VARIAN Constant * 100 A	
]
© Zoom Explain Gains: Constant ▼ 1 ♣ Offset: Constant ▼ 0 ♥	
○ Logic Operation Result = Source AND → Constant → 0 (Hex)	
O ShiftResult= SourceTurn Left $0 \frac{h}{v}$ Bit	
Help Description: OK	Cancel

When the function of "Zoom" is selected, the value displayed will be the result after zooming conversion. The zooming conversion formula is displayed when you click the button "Explain".



Logic Operation

🕫 Numeric Display	? 💌
General Number Format Font Graphics Dynamic Graphics Display	
Data Type: 32-bit Signed V	
Integer digits 4 🗘 Decimal Point: 0 🌩 🛛 Display Positive Sign 🖉 Zero Padding Left	
Upper/Lower Limit of Number	
Minumum: Constar 🔹 _9999 🍝 🛛 Below Lower: 🔽 Color for exceedin 💌 🎢 🖉 Flicker	
Maximum: Constar 🔹 9999 🚖 🛛 Over Upper 🚺 Color for exceeding 🔽 🖓 🕼 Flicker	
✓ Enable Number Operation	
Proportion Convert Explain	
Minimum Constant v 100 A	
O Zoom Explain	
Gains: Constant v 1 A Offset: Constant v 0 A	
© Logic Operation Result = Source AND ▼ Constant ▼ 0 ♣(Hex)	
$\bigcirc \text{ Shift} \qquad \text{Result} = \text{Source} \qquad \text{Turn Left} = 0 \implies \text{Bit}$	
Help Description: OK	Cancel

The data can be logically operated by the component which the logic operation can be "And", "Or" or "Exclusive or". And the result of logic operation will be displayed.

> Shift

🕫 Numeric Display	? <mark>×</mark>
General Number Format Font Graphics Dynamic Graphics Display	
Data Type: 32-bit Signed 🔻	
Integer digits 4 💭 Decimal Point: 0 🐳 🗹 Display Positive Sign 🖉 Zero Padding Left	
Upper/Lower Limit of Number	
Minumum: Constar 🔹 _9999 🚔 🛛 Below Lower: 🚺 Color for exceedin 💌 🍞 🕼 Flicker	
Maximum: Constar 🔹 9999 🚖 🕼 Over Upper 🚺 Color for exceeding 👻 🖉 Flicker	
Enable Number Operation	
Proportion Convert Explain	
Minimum Constant v 0 A Maximum Constant v 100 A	
Zoom Explain	
Gains: Constant v 1 A Offset: Constant v 0 A	
© Logic Operation Result = Source AND ▼ Constant ▼ 0 ♣(Hex)	
Shift Result = Source Turn Left ▼ 3 ▼ Bit	
Help Description: OK	Cancel

The data can be shifted left or right by the component. And the result of shifting operation will be displayed.

4.6.3.1.3Font

The detailed font setting can be seen: <u>Detailed manual/General functions/Drawing/</u> <u>Font Settings</u>.

4.6.3.1.4Graphics

The detailed graphics setting can be seen: <u>Detailed manual/ General functions/</u> <u>Drawing/ Graphic edit</u>.

4.6.3.1.5Dynamic Graphics

The detailed graphics setting can be seen: <u>Detailed manual/ General functions/</u> <u>Drawing/ Dynamic Graphics</u>.

4.6.3.1.6Display

The detailed display setting can be seen: <u>Detailed manual/ General functions/</u> <u>Drawing/ Display</u>.

The attributes setting of the "Numeric Value Input" component is generally same to the "Numeric Value Display" component. The differences are detailed as below.

4.6.3.2.1General

Password

F Numeric Input	? <mark>×</mark>
General Number Format Keyboard Setting Font Graphics Dynamic Graphics Control Settings Display	
Operation Attribute: 🔘 Numeric Display 🔘 Numeric Input 🔘 Characters Display 🔘 Characters Input	
Reading And Writing Address Is Different Read Address:	
Vulse Address Tag Running Time ▼ 📎	
Deivce: [LOCAL:[Local Register]	
Address Type: LW Address: 0 System Register Format(Range) DDDDDD(0 Occupy: 1 Word Address Index	
Help Description:	Cancel

When the "Password" is checked, "*" will be displayed in the component (See the figure below). It can be checked if the current component is used to input the password.

	·	·	·	·	·	·	·	·	·	·	·	·	·	·	·	·	·	·	·	•	•	•	•	·	·	·	·	·	·	·	·	·
•	·	·	·	·	·	·	·	·	·	·	·	·	·	·	·	·	·	·	·	·	•	•	•	·	·	·	·	·	·	·	·	·
·	·	·	Т	•	•	•	•	•	•	•	•	•	•	•	Ľ.	·	·	·	·	·	•	•	•	·	·	·	·	·	·	·	·	·
•	•	•	-1	•	•	•	•	•	•	•	·	·	•	·	Ŀ.	·	·	·	·	·	•	•	•	•	•	•	·	·	•	·	·	·
·	·	·		·	• •	*	*	÷.	*	.,	k.	*	•	·	ŀ.	·	·	·	·	·	•	•	•	·	·	·	·	·	·	·	·	·
•	•	·	-1	•	•	•	•	•	•	•	•	•	•	•	Ŀ.	·	·	·	·	•	•	•	•	·	·	•	·	·	•	·	•	•
·	·	·		·	•	•	•	•	•	•	·	•	·	·	ŀ.	·	·	·	·	·	•	•	•	·	·	·	·	·	·	·	·	·
•	•	•		•	•	•	•	•	•	•	•	•	•	•	•	·	·	•	•	•	•	•	•		·			•	•	·	•	•
•																																
				•	•	·	·	·	·	·	·	·	·	·	·	·	·	·	·	·	•	•	•	•	•	•		·	·	·	·	·
•	·																			:												
			:	:	:	:	:	:	:		:		:			:	•							:	:	:	:	:	:	:	:	:
		:			:			:											•			•	•	•				•				

• Reading Address" and "Writing Address

🖪 Numeric Input	?
General Number Format Keyboard Setting Font Graphics Dynamic Graphics Control Settings Display	
Operation Attribute: 💿 Numeric Display 💿 Numeric Input 💿 Characters Display 💿 Characters Input	
Reading And Writing Address Is Different Password	
Read Address:	
Use Address Tag	
Deivce: LOCAL:[Local Register]	
Address Type: LW Image: Construction of the second se	
Address Index	
Help Description: OK C	ancel

The numeric value input component is integrated with functions of reading data from an address and writing data to an address. When the "Reading And Writing Address Is Different" is not checked, the using method is same to the "Numeric Value Display" component. When the "Reading And Writing Address Is Different" is checked, different address can be set in the "Read Address" and in the "Write Address".

4.6.3.2.2Keyboard Setting

See detailed functions in: Detailed manual/General functions/Drawing/Keyboard setting.

4.6.3.3Character Display

4.6.3.3.1General

• Operating Attribute

E Characters Display	? <mark>×</mark>
General Characters Setting Font Graphics Dynamic Graphics Display	
Operation Attribute: 🔘 Numeric Display 🔘 Numeric Input 🔘 Characters Display 🔘 Characters Input	
Browse Method: 🔽 Scrollbar 🕼 Screen Scrollbar Width 20 💌	
✔ ASCII Password Unicode Swap the High byte and the Low byte	
Read Address: Use Address Tag Deivce: LOCAL:[Local Register]	
Address Type: LW Address: 0 System Register Format(Range) DDDDDD(0 Occupy: 1 Word	
Address Index	
Help Description:	Cancel

The "Operation Attribute" includes four operation types: "Numeric Display"," Numeric Input", "Character Display" and "Character Input". If you want the current Character Display component change to the Character Input component or Numeric component, you can modify it here. It is highly efficient for the project modifying and maintaining.

Browse Method

The "Browse Method" includes "Scrollbar" and "Screen". You can select the "Scrollbar" or the "Screen" or both ways to browse the content of the current character component. The scrollbar width can be freely set. The "Screen" browse method is only effective for a capacitive screen.

• Display Mode

🕞 Characters Display	? 💌
General Characters Setting Font Graphics Dynamic Graphics Display	
Operation Attribute: 💿 Numeric Display 💿 Numeric Input 💿 Characters Display 💿 Characters Input	
Browse Method: 📝 Scrollbar 🕼 Screen Scrollbar Width 20 🛓	
ASCII Password Unicode Swap the High byte and the Lo	ow byte
Read Address:	
Use Address Tag	
Deivce: LOCAL:[Local Register]	
Address Type: LW	
Address: 0 System Register	
Format(Range) DDDDDD(0 Occupy: 1 - Word	
Address Index	
Help Description:	OK Cancel

ASCII

If it is checked, characters will be displayed in ASCII format. In this format, only ASCII characters will be displayed, including numbers, symbols and English letters. Chinese characters are not supported to display.

Password

If it is checked, characters will be displayed in "*" mode.

Unicode

If it is checked, characters will be displayed in UNICODE. In the UNICODE mode, each Chinese character or English letter will occupy one character (two bytes).

Swap the High byte and the Low byte

After the "ASCII" is checked, you can select the function "Swap the High byte and the Low byte".

- Read Address
- Use Address Tag

🖪 Characters Display	? ×
General Characters Setting Font Graphics Dynamic Graphics Display	
Operation Attribute: 💿 Numeric Display 💿 Numeric Input 💿 Characters Display 💿 Characters Input	
Browse Method: 😨 Scrollbar 😨 Screen Scrollbar Width 20 💌	
ASCII Password Unicode Swap the High byte and the Low byte	
Read Address:	
Vuse Address Tag Running Time	
Deivce: LOCAL:[Local Running Time Motor Speed	
Address Type: LW	
Address: 0 Format(Range) DDDDDD(0 Occupy: 1 + Word	
volu	
Address Index	
Help Description: OK	Cancel

When this function is checked, variables in the address tag library can be directly linked by the component (See address tag library details in: <u>Detailed manual/Library/Address Tag Library</u>). The address tag library can be used to improve the project maintaining efficiency. If many components in the project are linked to a same variable in the address tag library and this address need to be modified, it is only necessary to modify the variable address linked in the tag library without modifying each component.

The address setting includes the attributes : "Device", "Address Type", "Address", "Format (Range)", "Address Index", and so on. Please see: <u>Detailed manual/General functions/Address</u> editor/ Standard Byte Address Input.

4.6.3.3.2Characters setting

• Row Settings

🖪 Characters Display	? 🔀
General Characters Setting Font Graphics Dynamic Graphics Display	
Row Settings Total Row number Image: Show Row n	
Help Description: OK	Cancel

The "Row Settings" includes "Total Row number", "Show Row number" and "Number of Characters per line". The "Total Row number" means the number of the rows which the current character component contains. The "Show Row number" sets the number of rows displayed in the current character component. If the number of rows displayed is smaller than the number of total rows, a scrollbar will appear automatically.

• Row Space settings

🕞 Characters Display	? 🛛
General Characters Setting Font Graphics Dynamic Graphics Display	
General Characters Setting Font Graphics Display Row Settings Total Row number 1 Row Space Settings Show Row number 1 Image: Comparison of Characters per line 2 Number of Characters per line 2 Image: Comparison of Characters per line 2 Notes: 1. If "Use UNICODE" is a cach 2 ASCII character Image: Horizontal Scaling: 100% Image: Comparison of Character comparison of Character use register. 2. If "Use UNICODE" is a cach ASCII character use register. Image: Shadow Effects Image: Color: Shadow Color Image: Shadow Color Image: Shadow Deviation: X: 0 Y: 0 Image: Color: Shadow Deviation: X: 0 Y: 0 Image: Color: Shadow Deviation: X: 0 Image: Y: 0 Image: Color: Shadow Deviation: X: 0 Image: Y: 0 Image: Color: Shadow Deviation: X: 0 Image: Y: 0 Image: Color: Shadow Deviation: X: 0 Image: Y: 0 Image: Color: Image: Color: Shadow Deviation: X: 0 Image: Y: 0 Image: Color: Image: Col	
Help Description: OK	Cancel

A dialog will pop up when you click the "Row Space Settings" button. You can set the attributes such as "Horizontal scaling", "Line space", "Words space", "shadow Effects", and so on.

4.6.3.3.3Font

See detailed font setting in: <u>Detailed manual/General functions/ Drawing/ Font settings</u>.

4.6.3.3.4Graphics

See detailed Graphics setting in: <u>Detailed manual/General functions/Drawing/Graphic</u> edit.

4.6.3.3.5Dynamic Graphics

See detailed Dynamic Graphics setting in: <u>Detailed manual/ General functions/</u> <u>Drawing/ Dynamic Graphics</u>.

4.6.3.3.6Display

See detailed display setting in: <u>Detailed manual/General functions/Drawing/Display</u>.

4.6.3.4Character Input

4.6.3.4.1General

• Operation Attribute

G Characters Input	? 🛛
General Characters Setting Keyboard Setting Font Graphics Dynamic Graphics Control Settings Display	
Operation Attribute: 🔘 Numeric Display 🔘 Numeric Input 🔘 Characters Display 🔘 Characters Input	
Browse Method: 🕼 Scrollbar 🕼 Screen Scrollbar Width 20 💌	
Reading And Writing Address Is Different 🖉 ASCII Password 🗌 Unicode 🗐 Swap the High byte and the Low byte	
Read Address:	
Use Address Tag	
Deivce: LOCAL:[Local Register]	
Address Type: LW Address: 0 System Register Format(Range) DDDDDD(0 Occupy: 1 Word Address Index	
Help Description: OK	Cancel

The "Operation Attribute" includes four operation types: "Numeric Display"," Numeric Input"," Character Display" and "Character Input". If you want the current Character Input component change to the Character Display component or Numeric component, you can modify it here. It is highly efficient for the project modifying and maintaining.

Browse Method

The "Browse Method" includes "Scrollbar" and "Screen". You can select the "Scrollbar" or the "Screen" or both ways to browse the content of the current character component. The scrollbar width can be freely set. The "Screen" browse method is only effective for a capacitive screen.

• Display Mode

Characters Input	8 🖾
General Characters Setting Keyboard Setting Font Graphics Dynamic Graphics Control Settings Display	
Operation Attribute: 💿 Numeric Display 💿 Numeric Input 💿 Characters Display 💿 Characters Input	
Browse Method: 🕼 Scrollbar 🕼 Screen Scrollbar Width 20 💌	
Reading And Writing Address Is Different 🖉 ASCII Password Unicode Swap the High byte and the Low byte	
Read Address:	
Use Address Tag	
Deivce: LOCAL:[Local Register]	
Address Type: LW Address: 0 Format(Range) DDDDDD(0 Occupy: 1 Word Address Index	
Help Description: OK	Cancel

ASCII

If it is checked, characters will be displayed in ASCII format. In this format, only ASCII characters will be displayed, including numbers, symbols and English letters. Chinese characters are not supported to display.

Password

If it is checked, characters will be displayed in "*" mode.

Unicode

If it is checked, characters will be displayed in UNICODE. In the UNICODE mode, each Chinese character or English letter will occupy one character (two bytes).

Swap the High byte and the Low byte

After the "ASCII" is checked, you can select the function "Swap the High byte and the Low byte".

- Read Address
- Reading And Writing Address Is Different

The character input component is integrated with functions of reading data from an address and writing data to an address. When the "Reading And Writing Address Is Different" is not checked, the using method is same to the "Character Display" component. When the "Reading And Writing Address Is Different" is checked, different address can be set in the "Read Address" and in the "Write Address".

E Characters Input	? ×
General Characters Setting Keyboard Setting Font Graphics Dynamic Graphics Control Settings Display	
Operation Attribute: 💿 Numeric Display 💿 Numeric Input 💿 Characters Display 💿 Characters Input	
Browse Method: 🖉 Scrollbar 🕼 Screen Scrollbar Width 20 📩	
Reading And Writing Address Is Different ASCII Password Unicode Swap the High byte and the Low byte	
Read Address: Write Address:	
Use Address Tag	
Deivce: LOCAL:[Local Register]	
Address Type: LW Address: 0 System Register Format(Range) DDDDDDD(0 Occupy: 1 Address Image: DDDDDDD(0 Occupy: Image: DDDDDDD(0 Address Image: DDDDDDD(0 Occupy: Image: DDDDDDD(0 Image: Docupy: Image: Docupy: Image: Docupy: Image: Docupy: Image: Docupy: Image: Docupy: Image: Docupy: Image: Docupy: Image: Docupy: Image: Docupy: Image: Docupy: Image: Docupy: Image: Docupy: Image: Docupy: Image: Docupy: Image: Docupy: Image: Docupy: Image: Docupy: Image: Docupy: Image: Docupy: Image: Docupy: Image: Docupy: Image: Docupy:	
Address Index Address Index	
Help Description:	Cancel

Use Address Tag

🕞 Characters Input	? 🔀
General 🕖 Characters Setting Keyboard Setting Font Graphics Dynamic Graphics Control Settings Dis	play
Operation Attribute: 🛛 Numeric Display 🔍 Numeric Input 🔍 Characters Display 🔘 Characters Input	
Browse Method: 🖉 Scrollbar 🛛 Screen Scrollbar Width 20 💌	
Reading And Writing Address Is Different 🖉 ASCII Password Unicode Swap the High byte and the Low	v byte
Read Address: Vuse Address Tag Deivce: LOCAL:[Local Running Time Motor Speed	
Address Type: LW Address: 0 System Register Format(Range) DDDDDD(0 Occupy: 1 Word Address Index	
Help Description:	Cancel

When this function is checked, variables in the address tag library can be directly linked by the component (See address tag library details in:<u>Detailed manual/Library/Address Tag Library</u>). The address tag library can be used to improve the project maintaining efficiency. If many components in the project are linked to a same variable in the address tag library and this address need to be modified, it is only necessary to modify the variable address linked in the tag library without modifying each component.

The character address setting includes the attributes : "Device", "Address Type", "Adress", "Format (Range)", "Address Index", and so on. Please see: <u>Detailed manual/ General functions/</u> <u>Address editor/Standard Byte Address Input</u>.

4.6.3.4.2Characters Setting

• Row Settings

🕫 Characters Input	? 💌
General Characters Setting Keyboard Setting Font Graphics Dynamic Graphics Control Settings Display	
Row Settings Total Row number Image: Settings Total Row number Image: Settings Show Row number Image: Settings Number of Characters per line Image: Settings Notes: 1. If "Use UNICODE" is not selected, each 2 ASCII characters or each Chinese character use one word register. 2. If "Use UNICODE" is selected, each ASCII character or each Chinese character use one word	
Help Description: OK	Cancel

The "Row Settings" includes "Total Row number", "Show Row number" and "Number of Characters per line". The "Total Row number" means the number of the rows which the current character component contains. The "Show Row number" sets the number of rows displayed in the current character component. If the number of rows displayed is smaller than the number of total rows, a scrollbar will appear automatically.

Note:

If "Unicode" is not checked, each two ASCII characters or each one Chinese character occupies one word register.

If "Unicode" is checked, each ASCII character or each Chinese Character occupies one word register.

Row Space settings

F₅ Characters	Input		8 8
General Ch	aracters Setting	Keyboard Setting Font Graphics Dynamic Graphics Control Settings Display	
Row Setting Number of Notes: 1,		er 1 Row Space Settings er 1 F Advanced E' is n aracter er use Line Space: 0 Words Space: 0 Words Space: 0 Shadow Effects	
Help	Description:	ОК	Cancel

A dialog will pop up when you click the "Row Space Settings" button. You can set the attributes such as "Horizontal scaling", "Line space", "Words space", shadow color and shadow deviation.

4.6.3.4.3Keyboard Setting

See detailed setting in: Detailed manual/General functions/Drawing/Keyboard setting.

4.6.3.4.4Data font

See detailed font setting in: <u>Detailed manual/General functions/Drawing/Font settings</u>.

4.6.3.4.5Control Settings

See detailed control setting in: <u>Detailed manual/ General functions/ Drawing/ Control</u> <u>settings</u>.

4.6.3.4.6Display

See detailed display setting in: Detailed manual/General functions/Drawing/Display.

4.6.4 Toggle Switch and menu

4.6.4.1Bit Switch

The "Bit Switch" is used to set the action, switch type and text display of the bit switch which is used to change the bit state.

🕫 Toggle Switch	? 💌
General Toggle Switch Graphics Dynamic Graphics Control Settings Display	
Type: Bit toggle switch Word toggle switch	
Reading Address and Writing Address Are Different	
Read and Write Address Use Address Tag Deivce: LOCAL:[Local Register]	
■ Bit-index within a Byte Register Address Type: LB Address: 0 System Register Format(Range) DDDDDDD(0	
C Address Index	
Help Description:	OK Cancel

The "Bit Switch" component can be found on the tool bar or from the menu of Components.

File View Edit Window Drawing Component Library M	Macro Rec			
$\mathbf{S}_{0} \ \mathbf{S}_{1} \ \mathbf{S}_{2} \ \mathbf{S}_{3} \ \ Status0 \ \mathbf{v} \ \ \mathbf{L}_{1} \ \mathbf{L}_{2} \ \mathbf{L}_{3} \ \mathbf{L}_{4} \ \ 1-English \ (United St_{4} \ \mathbf{v} \$				
🖺 - ♀ - 123 - 🕎 - ⊘ - III - ⋈ - III - 🖛 - 🕂 - 💠				
B_1:Basic V Bit Switch				
Image: Second selection Image: Second selection Image: Second selection Image: Second selection				
Check list and selection boxes				
The Drop-down List				
File Browser Box				
🖹 💠 😳 🕺 User Privilege				
<u>7</u>				

	Com	ponent Library Macro Recipe Setup	Т	ools	Help
2		Switch	۲	1 1	For 😐 🖹 🐑 🔝 🤫 🖣 🛰 🖷 📲
1	9	Indicator Light	۲	B B	1:Basic Window(1) 🔹 💽 🔲 💷 🤅
10	123	Numeric Value and Character Display	۲	6	- A A 🖂 🛤 🐻 🛛 😽 🐝 👗
-	НЮ	Toggle Switch and menu	۲	HE	Bit Switch
	\odot	Timer and Data Transmission	۲	123	Word Switch
:	E	Bar And Meter	۲		Check list and selection boxes
:		Curve Graphs	۲		The Drop-down List
:	had	Scale	۲	٩	File Browser Box
		Table	۲	2	User Privilege
	-0	Slider	۲		
:	ф	Moving Component	۲	11	
:		Window	۲	11	
	<u>e</u>	List	۲		
:	R	Tools	٠	11	
	÷	Pipeline	۲	::	· · · · · · · · · · · · · · · · · · ·

4.6.4.1.1 General

See details for bit address setting in: <u>Detailed manual/General functions/Address editor/</u> <u>Standard Bit Address Input</u>.

4.6.4.1.2 Toggle Switch

On the page of "Toggle Switch", you can set "Press" or "Release" for the action. And the switch type can be "On", "Off", "Inverse" or "Reset".

🕫 Toggle Switch	? 💌
General Toggle Switch Graphics Dynamic Graphics Control S	ettings Display
Action: Press SwitchType: On Language Independent Language: 1-English (United S Inverse Reset Use Text Library Use Label Adaptive label size Tag Contents Save Contents To Text Library	Import from Favorite Font Templates.(I) Vector Font (a) Graphic Font Font: Microsoft Sans Serif • Size: 16 • B Z • I • I • I Advanced Multi-line Alignment: I • Advanced Microsoft Sans Serif III Advanced
Copy Text to: All Status All Languanges All Set label position by language state separately. Pos.: Left Right: AAA Top Bottom: AAA Marquee	Copy Attr. to: All Status All Languanges All Index Correspond Tag Contents 0 0 1 1
Help Description:	OK Cancel

Details for "Language" selection can be seen in:<u>Detailed manual/Setup/System Settings/</u> Language Settings.

Details for "Import Favorite Font Template" can be seen in: <u>Detailed manual/Setup/System</u> <u>Settings/Favorite Font Template</u>.

Details for "Text Library" can be seen in: <u>Detailed manual/Library/Text Library</u>.

Details for "Marquee" setting can be seen in: <u>Detailed manual/General functions/Drawing/</u><u>Marquee</u>.

4.6.4.1.3 Graphics

Details for Graphics can be seen in: <u>Detailed manual/General functions/ Drawing/ Graphic</u> <u>edit</u>.

4.6.4.1.4 Control Settings

Details for control settings can be seen in: <u>Detailed manual/ General functions/ Drawing</u> /Control settings.

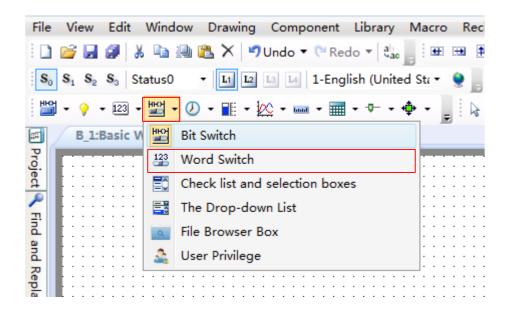
4.6.4.1.5 Display

Details for display setting can be seen in: <u>Detailed manual/ General functions/ Drawing</u> /<u>Display</u>.

4.6.4.2Word Switch

The word switch is used to set the action and text display for word address states.

The "Word Switch" component can be found on the tool bar or from the menu of Components.



	Com	ponent Library Macro Recipe Setup	Т	ools	; Help
21		Switch	۲	1.7	F & # 🕾 🗊 🕄 🥲 🖫 🖫 🖷 📘
1	.	Indicator Light	۲	9 E	8_1:Basic Window(1) 🛛 🖝 🔄 🖬 🖘 🤅
k	123	Numeric Value and Character Display	۲	h	<u>_ A A 🖙 🛤 🐘 : 🍫 😽 🗙 🖂</u>
f.	ню	Toggle Switch and menu	۲	ню	Bit Switch
	\odot	Timer and Data Transmission	۲	123	Word Switch
:		Bar And Meter	۲	Ē	Check list and selection boxes
		Curve Graphs	۲		The Drop-down List
:	had	Scale	۲	٩	File Browser Box
		Table	۲	2	User Privilege
:	-0	Slider	۲		
:	\$	Moving Component	۲		
:	нон	Window	۲		
:	<u>e</u>	List	۲	1	
	R	Tools	۲		
	÷	Pipeline	۲	: :	

4.6.4.2.1 General

🖪 Toggle Switch	? <mark>×</mark>
General Toggle Switch Graphics Dynamic Graphics Control Settings Display	
Type: 🔘 Bit toggle switch 💿 Word toggle switch	
Reading Address and Writing Address Are Different	
Read and Write Address	
Use Address Tag	
Deivce: LOCAL:[Local Register]	
Address Type: LW 🔹	
Address: 0 System Register	
Format(Range) DDDDDD(0 Occupy: 1 v Word	
Data Type: 16-bit Unsign 🔻	
Address Index	
Help Description: OK	Cancel

See details for word address setting in: <u>Detailed manual/General functions/Address</u> editor/Standard Byte Address Input.

4.6.4.2.2 Toggle Switch

On the page of "Toggle Switch", the action can be set "Press" or "Release". The switch type can be set to "Add" or "Subtract". if "Non-cyclic" is checked and the switch type is "And", it will stop adding when the result exceeds the maximum value. If "Non-cyclic" is not checked for the "Add" switch type, it will start to shift again from the minimum value when the result reaches the maximum value. The "Status" can be set directly or by the Up or Down arrows.

	ol Settings Display
Action: Press SwitchType: Add Non-cyclic	Import from Favorite Font Templates.(I)
Status: 2 Add Subtract	🔘 Vector Font 🧕 Graphic Font
Language: 1-English (United S 🔻 🌒	Font: Microsoft Sans Serif 🔹
🔲 Language Independent	Size: 16 • B I
Use Text Library Text Library	Multi-line Alignment:
☑ Use Label	
✓ Adaptive label size	Microsoft Sans Serif
Tag Contents Save Contents To Text Library	
Copy Text to: All Status All Languanges All	Copy Attr. to: All Status All Languanges All
Set label position by language state separately.	Index Correspond Tag Contents
Pos.: Left Right:	0 0 🗢
Top Bottom: 👔 🔬	1 1 🔺
	2(Error) Other
Marquee	O Display error status
	Illegal Input: O Preserve current state
	Error Notification

Details for "Language" selection can be seen in:<u>Detailed manual/Setup/System Settings/</u> Language Settings.

Details for "Import Favorite Font Template" can be seen in: <u>Detailed manual/Setup/System</u> <u>Settings/Favorite Font Template</u>.

Details for "Text Library" can be seen in: Detailed manual/Library/Text Library.

Details for "Marquee" setting can be seen in: <u>Detailed manual/General functions/ Drawing/</u> <u>Marquee</u>.

4.6.4.2.3 Graphics

Details for Graphics can be seen in: <u>Detailed manual/General functions/Drawing/Graphic edit</u>.

4.6.4.2.4 Control Settings

Details for control settings can be seen in: <u>Detailed manual/ General functions/ Drawing</u> <u>/Control settings</u>.

4.6.4.2.5 Display

Details for display setting can be seen in: <u>Detailed manual/ General functions/ Drawing</u> <u>/Display</u>.

4.6.4.3Check list and selection boxes

The component of "Check list and selection boxes" is used to operate "Word register". The preset value is written into the register and the preset text is displayed when the current component is operated. The preset text corresponding to the status value which is equal to the word register will display automatically. See the following description for details.

Click the menu command of the "Check list and selection boxes" component and open the property TAB of this component.

4.6.4.3.1 General

🖪 Menu	? - X
General Selector Setting Graphics Control Settings Display	
General Selector Setting Graphics Control Settings Display Type: List and Check-Box Drop-down List Scrollbar Scrollbar Scrollbar Scrollbar Scrollbar Scrollbar Screen Note: Only for capacitive screen. Data Source Component settings Reading And Writing Address Is Different Read Address: Use Address Tag 	
Deivce: LOCAL:[Local Register] Address Type: LW Address: 0 System Register Format(Range) DDDDDD0(0~7999 Occupy: 1 Word Data Type: 16-bit Unsigned Address Index	
Help Description: OK	Cancel

Browse Method

The "Browse Method" includes "Scrollbar" and "Screen". You can select the "Scrollbar" or the "Screen" or both ways to browse the content of the current component. The scrollbar width can be freely set and the default width is 20. The "Screen" browse method is only effective for a capacitive screen.

• Data Source

The default is "Component settings". That means the data source is the word register.

• Reading And Writing Address Is Different

The default is not checked. That means the read address and the write address are same. When it is checked, the "Read" register and the "Write" register can be set separately. The value of the "Read" register will be compared with the preset value to determine the corresponding text display. The preset value corresponding to the status selected will be written into the "Write" register when the component is operated.

4.6.4.3.2 Selector Setting

On the page of "Selector Setting", the attributes such as the number of items ("Item Count"), the preset value of each item and the content to be displayed can be set.

Fs Menu		?
General Selector Setting (Graphics Control Settings Displa	ay
Item Count: 6 \$ Line Spacing: 5 \$	Selected Color	Language: 1-English (United S 🔻 💽 Language Independent Use Text Library Text Library
	Border Color	© Use Tag
Index Correspond	Tag Content	Tag Content Save Tag Content To Text Library
0 0	0	0
1 1	1	Copy Text To: All Status All Languages All
2 2	2	Import from Favorite Font Templates.(I)
3 3 🔦	3	O Vector Font O Graphic Font
4 4	4	Font: Microsoft Sans Serif -
5 5 🖍	5	Size: 16 • B I • J Multi-line Alignment:
6(Error) Other		
Illegal input Display erro	or status 🔘 Keep Current Status s:	Microsoft Sans Serif
		Copy Attr. To: All Status All Languages All
Help Description:		OK Cancel

Item Count

The default is 6. The range is 1~255. That means there are 255 items at most.

• Line Spacing

The default is 5. That means the space between rows.

• Selected Color

You can modify the color of the item selected in operation. The default is blue.

Background Color

It is the background color of the component excluding the scrollbar. The default is grey.

Border Color

It is the frame color of the selecting list components excluding the rolling bar, and the default is white.

• "Index", "Correspond" and "Tag Content"

There is a table for the list components. It includes three columns: "Index", "Correspond" and "Tag Content".

s Menu		? 💌
General Selector Setti	ng Graphics Control Settings Display	
Item Count:	5 ♀ Selected Color 5 ♀ Background Color Border Color	Language: 1-English (United S 🔹 Language Independent Use Text Library Use Tag Adaptive label size.
Index Correspon	id Tag Content	Tag Content Save Tag Content To Text Library
0 0	• 0	
	1	Copy Text To: All Status All Languages All
	▲ 2	Import from Favorite Font Templates.(I)
	▲ 3	O Vector Font Graphic Font
	▲ ▼ 4	Font: Microsoft Sans Serif 🔻
5(Error) Other		Size: 16 • B I I I I I I Advanced
Illegal input 🖲 Displ	ay error status 🔘 Keep Current Status	
Error Notification	1	Microsoft Sans Serif
Enable Control A	ddress:	
		Copy Attr. To: All Status All Languages All
Help Descriptio	n:	OK Cancel

For example, the "Item Count" is set 5. The value of the "Index" is 0~5. Index 0~4 are corresponding to effective items and item 5 is corresponding to the "Error" one.

The default value of the column "correspond" is equal to the value of the "Index" for the effective items. When the number of items is set to 5, the content of the "correspond" for the index 5 is "Other". The "Other" means any value except "0~4". The "correspond" value can be modified. For example, the "correspond" value of index 0 is modified 100. That means the text of index 0 in the "Tag Content" will be displayed if the value of the word register is equal to 100. And meanwhile, if item 0 is selected, the value 100 will be written into the word register.

The default value of the column "Tag Content" is equal to the value of the "Index" for the effective items. When any item is selected, the text required can be input to the corresponding "Tag Content".

• Illegal input

The "Illegal input" means that the value of word address doesn't equal to any value of the "correspond" for the effective items. The default is "Show Error Status".

Show Error Status
 The component displays the "correspond" content of the "Error" item when illegal input happened.

Keep Current status

The component keeps the last correct status when illegal input happened.

Error Notification

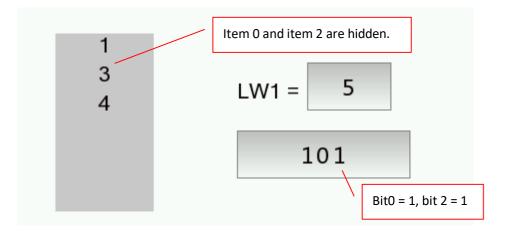
When it is checked, a "Bit register" can be set. The "Bit register" will be set to ON if any error status appears.

• Enable Control Address

If it is checked, a "Word register" can be set. Each bit of the word register is corresponding to an index. That is, bit 0 is corresponding to index 0, and bit 1 is corresponding to index 1, and so on. When there are more than 16 items, the next word register will be occupied automatically. When the corresponded bit of the word register is ON, the item of the corresponding index in the list will be hidden. For example, when the word register value of the "Enable Control Address" is set to 5, the bit 0 and bit 2 of this word register are both ON and the items of the index 0 and the index 2 will be hidden.

Menu			? 🔀
General S	elector Setting	Graphics Control Settings Display	
Item Co Line Spa		 Selected Color Background Color 	Language: <mark>1-English (United S ▼) 🌒</mark> 🦳 Language Independent
	_	Border Color	 ○ Use Text Library ○ Use Tag ☑ Adaptive label size.
Index	Correspond	Tag Content	Tag Content Save Tag Content To Text Library
0	0	0	\$
1	1 🔹	1	Copy Text To: All Status All Languages All
2	2 🔹	2	Import from Favorite Font Templates.(I)
3	3 🔦	3	○ Vector Font
4	4	4	Font: Microsoft Sans Serif
5(Error)	Other		Size: 16 V B I VI Multi-line Alignment: E E Tr Advanced
	Notification		Microsoft Sans Serif Copy Attr. To: All Status All Languages All
Help	Description:		OK Cancel

In the figure above, when there is any wrong status, LBO will be set to ON. When LW1=5, index 0 and index 2 will be hidden.



4.6.4.4The Drop-down List

The attributes of "The Drop-down list" are almost same to the attributes of "Check list and selection box". The main difference is that "The Drop-down list" is withdrawn when it is not operated or after it is operated. The "Drop-down list" will be unfolded when it is clicked, and then it can be viewed and operated by the scrollbar or by screen method.

4.6.4.4.1 General

The property TAB of "The Drop-down list" can be opened by clicking the command "Component/ Toggle Switch and menu/ The Drop-down List" in the menu, see the figure below.

🖪 Menu	? 💌
General Selector Setting Graphics Control Settings Display	
Browse Method:	
Type: 🔘 List and Check-Box 🖲 Drop-down List 🖉 Scrollbar Scrollbar Width 20 📩	
Screen Note: Only for capacitive screen.	
Data Source Component settings 🔻	
Reading And Writing Address Is Different	
Read Address:	
Use Address Tag	
Deivce: LOCAL:[Local Register]	
Address Type: LW 🔹	
Address: 0 System Register	
Format(Range) DDDDDD(0~7999 Occupy: 1 Vord	
Data Type: 16-bit Unsigned 🔻	
Address Index	
Help Description: OK	Cancel

The figure above shows that the "General" property TAB is same to the "Check list and selection boxes", it is not introduced here, and details can be seen in <u>Detailed</u> <u>manual/Commponent/Toggle Switch and menu/Check list and selection boxes</u>.

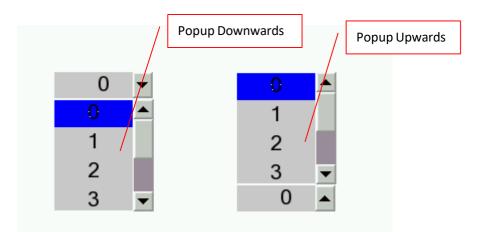
4.6.4.4.2 Selector Setting

Click the "Selector Setting" property TAB, it can be opened, see the figure below.

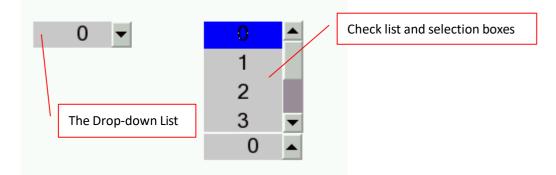
🕞 Menu		
General Selector Setting	Graphics Control Settings Display	(
Line Spacing: 5	ownwards	Language: 1-English (United S 🔹 💽 Language Independent Use Text Library Use Tag
Index Correspond	Tag Content	✓ Adaptive label size. Tag Content Save Tag Content To Text Library
	0	A 0 +
	1	Copy Text To: All Status All Languages All
2 2	2	Import from Favorite Font Templates.(I)
3 3 🔹	3	Vector Font Graphic Font
4 4	4	Font: Microsoft Sans Serif 🔻
5 5 🗸	5	Size: 16 ▼ B Z ■ ▼ Z Multi-line Alignment: ■ ■ TI Advanced
6(Error) Other Illegal input @ Display	error status 🔘 Keep Current Status	
Error Notification		Microsoft Sans Serif
🔲 Enable Control Add	ress:	
		Copy Attr. To: All Status All Languages All
Help Description:		OK Cancel

For "The Drop-down List" component, the most settings of the "Selector Setting" property TAB are same to the "Check list and selection boxes". The difference is that there is an additional item of "Pop-up style" for the "The Drop-down List".

The default is "Popup Downwards". The "Pop-up upwards" is optional. And it can be set according to the actual requirement. See the figure below.



The figure below shows the situation when "The Drop-down List" and "Check list and selection boxes" appear on the picture at the same time.



The figure above shows that when the "The Drop-down List" completes operation or has no operation, it is "withdrawn". It will be unfolded only when it is operated, while the "Check list and selection boxes" is always unfolded no matter it is in operation or not, and it can be directly viewed and operated.

The other details can be seen in <u>Detailed manual/Commponent/Toggle Switch and</u> <u>menu/Check list and selection boxes</u>.

4.6.4.5File Browser Box

File Browser Box is used to display the file information of the internal and external storage devices.

File Browser Boe	- 22		1.2.6
General Display			
Ford Type	Only She	o the File with Designated Suffix.	
Font Sizer 24 •	Soff	x Name	
Colora 📕		Add Items	
Date Format			
Date Format: DD*MM*VV +	Separato	ei 🖉 🔹	
Notes SRW300-349: the absolute path ch SRW350-389 : File Name Character	2231 C C C C	for fle siew.	
SRW290: execute file browser. 0-Cancel or No Operation.		Simport the Formula to HMI	
1-Import the Project to HMI		4-export recipe to SD Card or D	dia
2-Esport to SD Card or U-dia	k from HMI	5-Other Files Operation	
Help Description			Cik Concel

4.6.4.5.1 General

- Font Type
- ➢ Font Size

Colors

Select the font color by the tool "June of the color palette. When it is selected on

the touch screen, the background color of the font is in the inverse tone.

• Date Format

There are three optional date formats.

- Date Format: -	
Date Format:	DD*MM*YY 🔹
	DD*MM*YY
	MM*DD*YY
	YY*MM*DD

There are three optional separators provided among the day, the month and the year.

Separator:	/ •	
	/	-
	-	

• Only Show the File with Designated Suffix.

Only Show	he File with Designated Suffix.
Suffix	Name
fpg	Add Items
	Delete

The suffix is blank by default. It represents to display all. You can set the file type you want.

As shown as above, if you add the "fpg" suffix by clicking the button "Add Items", only files with fpg suffix will be displayed in the browser box for easy filtering and viewing. If you want to display all, click the button "Delete" and keep the browser box blank.

4.6.4.5.2 Display

The settings of the "Display" property TAB are referred to: <u>Detailed manual/General</u> <u>functions/Drawing/Display</u>.

4.6.4.6User Privilege

4.6.4.6.1 General

🕞 User Aut	thorization Overview			? 🔀
General	Table Search Display			
	e Method:	A		
	Scrollbar Scrollbar Widtl			
	Screen Note: Only for ca	bacitive screen.		
Display	y The Table			
Lang	uage: 1-English (U 🔻 💓	☑ Display the Title Bar Title Bar I	Font Setting	
Vs	se Label 📝 Use same font	for table contents and title.		
Use	Display The Project	Title Bar Description		
	Serial No.	Serial No.		
	User Name	User Name		
V	User Privilege	User Privilege		
V	Automatic Log-out Time	Automatic Log-out Time	Move Up	
			Down	
			Restore to default	
			Restore to default	
]	
Row	Spacing: 5 🜩 Co	lumn Spacing : 5 🚔		
	etailed Info:			
	staned into.			
	Descriptions			OK Cancel
Help	Description:			OK Cancel

Browse Method

You can view by scroll bar or screen sliding, and screen sliding is only effective for capacitive screen.

- Display The Table
- > Language

You can switch between Chinese and English here, and then you can edit the text in the below table in Chinese and in English separately.

Displa	y The Table		
Lang	uage: 1-English (U 🔻 👰	☑ Display the Title Bar Title Bar F	ont Setting
🔽 Us	se Label 🔽 Use same font	for table contents and title.	
Use	Display The Project	Title Bar Description	
	Serial No.	Serial No.	
	User Name	User Name	
	User Privilege	User Privilege	
	Automatic Log-out Time	Automatic Log-out Time	M

Display the Title Bar

Check this option "Display the Title Bar", you can set the font of the title bar and the list, see details in <u>Detailed manual/General functions/Drawing/Font settings</u>.

🖬 Font Setting 📃 🔀
Import from Favorite Font Templates.(I)
Vector Font
Font: Microsoft Sans Serif 🔻
Size: 16 • B I • V Multi-line Alignment:
Microsoft Sans Serif
OK Cancel

Use Lable

Check this option, you can edit the "Title Bar Description" in the below table.Uncheck it, you can edit the "Title Bar Description" by using text library.

Use	Display The Project	Title Bar Description			
1	Serial No.		<i>.</i> 🔁		
✓ ✓	User Name User Privilege	🖪 Text Library			
1	Automatic Log-out Ti			Search	Language Di
		ABCDE	FGHI	JKLMN	O P Q
		Name	Status Number	Reference Number	
		+ Ack	1 🔹	0	
	Spacing: 5 🜩	New Delete]	Confirm	Cancel

> Use same font for table contents and title

This option will be displayed only when you check the option "Display the Title Bar". After checking this option, the font of the list will be consistent with the font of the title bar. If you do not check it, you can edit the font of the list separately.

> Move UP and Down

You can adjust the arrangement of the displayed items by clicking the button "Move Up" or "Down".

Restore to default

Restore the items to the initial arrangement.

Use	Display The Project	Title Bar Description	
	Serial No.	Serial No.	
	User Name	User Name	
	User Privilege	User Privilege	
	Automatic Log-out Time	Automatic Log-out Time	Move Up
			inere op
			Down
			Restore to default

Row Spacing and Column Spacing

Adjust the row spacing by modifying the value of the edit box of "Row Spacing". And adjust the column spacing by modifying the value of the edit box of "Column Spacing".

	Detailed Info			
Į.	Z Detailed Info:	Single Click 🔹	Popup Window:	B_29001:User privilege(🔻

After check the option "Detailed Info", you can select a trigger mode to pop up the window such as "User privilege" for editing. The trigger mode can be set "Single Click" or "Double Click".

4.6.4.6.2 Table

You can set the appearance of the "User Privilege" component in the "Table" property TAB. The appearance of this component is show as below.

Title Bar Background Color					
Serial No.	User Name	User Privilege	Automatic Log-out	Time 🔺	
0	Admin	16	10		
	1	$\langle \rangle$			
•					
	/	$\langle \rangle$	$\langle \rangle$	\mathbf{A}	
Table Back	ground Color	Row Split Line	Column Split Line	Oùtline	

The "Table" property TAB of the "User Privilege" component is shown as below.

📧 User Authorization Overview	? ×
General Table Search Display	
Table Background Color: 🔄 Background 👻 📝	
Title Bar Background Color : 📃 Background 🔻 🍠	
Outline Style: Line Width: Outline Boar V	
Split Line Style: 📃 🔻 Line Width: 🔤 🔻 Split Line Co 🕶 🏹	
Display Grid Line: 📝 Row Split Line 🛛 🔽 Column Split Line	
Help Description: OK	Cancel

• Table Background Color and Title Bar Background Color

You can change the background color of the "User Privilege" component. And you can change the title bar background color, too.

Table Background Color: 📃 Background 💌 📝	
Title Bar Background Color : 📃 Background 💌 🍠	

• Outline Style, Split Line Style, Line Width and Line Color

You can change the type of the out line and the split line, the line width and the line color.

Outline Style:	 Line Width: 🗾 🔻	Outline Boar 👻 📝
Split Line Style:	 Line Width:	Split Line Co 👻 📝

After you check the option "Row Split Line" and the option "Column Split Line", the appearance of the "User Privilege" component is shown as below.

Serial No.	User Name	User Privilege	Automatic Log-out Time	
0	Admin	16	10	
			Þ	

If the option "Row Split Line" and the option "Column Split Line" are unchecked, the appearance is shown below.

Serial No.	User Name l	Jser Privilege	Automatic Log-out Time	
0	Admin	16	10	
				_

4.6.4.6.3 Search

Check the option "Enable search", and you can query the corresponding user privilege.

🕞 User Authorization Overview		? ×
General Table Search Dis	play	
Enable search		
Search by User Name	9	
Search Trigger Bit	LBO	
	LB0 Value 1, it will display the result after filtering by range. Value 0, it means no filtration.	
Search Register	LWO	
	LW0~LW7 : Please input the username for search, maximum 16 ASCII letters or 8 characters.	
Help Description:	ОК	Cancel

• Search Trigger Bit

A bit register needs to be set here. When the value of the bit register is "1", the result of filtering by a range is displayed. When the value of the bit register is "0", the displayed result is not filtered.

• Search Register

You need to specify a starting address of a set continuous 8 word registers here. You can input the corresponding user name to these registers to search. And the inputted user name should be no more than 16 ACSII letters or 8 ACSII characters.

4.6.4.6.4 Display

The settings of the "Display" property TAB are referred to: <u>Detailed manual/General</u> <u>functions/Drawing/Display</u>.

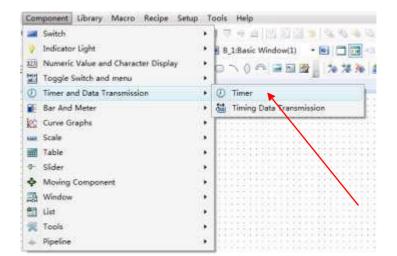
4.6.5 Timer and Data Transmission

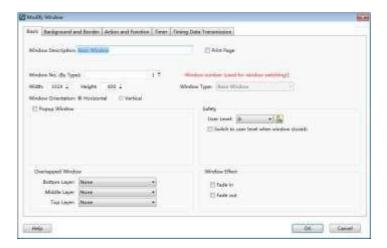
4.6.5.1Timer

You can use the timer component to accomplish the tasks that need to be periodically executed or triggered under specific conditions.

The timer must be established on a window. When this window is working, the timer will work in accordance with the rules set. If you don't want the timer to be affected by the window switching, you can establish a timer on the common window.

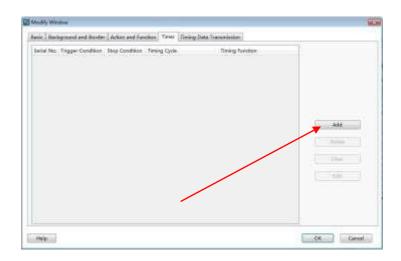
For adding a timer, there are three ways. The first way is clicking the timer command from the "Component" menu. The second way is opening the property TAB of the window, then click the "Timer" property TAB. And the third way is clicking the "Timer" command from the shortcut tool bar.







In the "Timer" property TAB, click the button "Add", you can open the detailed settings of the timer.



4.6.5.1.1 Trigger and Stop

igger and Stop () Timer Function () Ining and Execution Inecution Period: 10 (2) # 0.15 Delay	
rigger Condition: Sit Word () Condition Trigger when the window is closed Trigger when the window is closed Trigger Address: Trigger Mode: OFF -> ON - Auto Reset	Condition for stop Timer will stop when the window closed. If need to end, please choose the end condition. Stop when specified court value mached Condition Judgement

• Timing and Execution

Set the operation mode of the timer in Timing and Execution.

Timing and Execution	on
Execution Period:	10 🔹 x 0.1S
Delay	1 📥 Execution Period

Execution Period

Set the execution cycle of the timer, in 0.1 S (seconds). If you want to set the execution cycle in 10 seconds, you can set to 100×0.1 S.

Delay

~

D.1

In the case of unchecked "Delay" by default, when the trigger condition of the timer is met, the timer will execute immediately for the first time. After an interval of the setting execution cycle, the timer will execute for the second time until the end condition is met. If you want the timer to delay execution for a period of time when the trigger condition is met, you can check the "Delay" option, then delay time can be set to an integer times, such as three execution cycles.

• Trigger conditions

Trigger conditions is used to trigger the execution of the timer. There are many ways to trigger the timer in this software. You can choose according to your actual needs. It is important to note that the timer trigger mode should be edge trigger. After the trigger condition is met, the timer will continue working until the end condition is met.

BIL				
Trigger Condition	1:			
🖲 Bit 🔘 Word	Condition			
 Trigger when the window is open Trigger when the window is closed 				
Trigger Address	: LBO			
Trigger Mode:	OFF -> ON	Auto Reset		
	OFF -> ON	1		
	ON -> OFF ON <-> OFF			
	ON <-> OFF			

After select the "Bit" option, you can specify a bit register in the "Trigger Address" to control the timer trigger. The "Trigger Mode" can be set "OFF \rightarrow ON", "ON \rightarrow OFF", or "ON $\leftarrow \rightarrow$ OFF". For example, if you set "OFF \rightarrow ON", that means the timer is triggered when the register value changes from 0 to 1.

The "Auto Reset" refers to that the register value is automatically changed to OFF after the timer is triggered (for the "OFF \rightarrow ON" trigger mode). The "ON $\leftarrow \rightarrow$ OFF" trigger mode does not have the "Auto Reset" option.

> Word		
Trigger Condition:		
🔘 Bit 💿 Word 🏾	Condition	
Trigger when the	e window is open	
Trigger when the	e window is closed	
Trigger Address:	LW0	

After selecting the "Word" option, you can specify a word register to control the timer trigger. When the value of the specified register is changed, the timer execution will be triggered.

Condition		
Trigger Condition		
◎ Bit ◎ Word	Condition	
O Trigger when	the window is open	
	the window is closed	
- 55		
Condition		
		•
bbA		
	Modify Delete	

If you select "Condition" option, you can use a set of conditions to control the timer trigger. For the logical condition editing, see: <u>Detailed manual/General</u> <u>functions/Drawing/Logic Control</u>.

Trigger when the window is open

Trigger Condition:

- Bit OWord OCondition
- Trigger when the window is open
- Trigger when the window is closed

When the window in which the timer is located is opened, the timer execution will be directly triggered. Note that if the timer is located in the Public Window, only trigger once when the user project is executed after powering on the HMI, and it will not be triggered when switching to another window.

Trigger when the window is closed

Trigger Condition:		
🔘 Bit 🔘 Word 🔘 Condition		
Trigger when the window is open		
00		
Trigger when the window is closed		

When the window in which the timer is located is closed and the other window is opened, the timer execution is triggered.

Condition for stop

The condition for stop refers to the condition under which the timer stops execution. It is same to the "Trigger Condition". The condition for stop is also edge-triggered.

> Timer will stop when the window closed

Condition for stop
O Timer will stop when the window closed.
If need to end, please choose the end condition.
Stop when specified count value reached
Condition Judgement

The "Condition for stop" of the timer is "Timer will stop when the window closed" by default. If you want to end the timer execution in advance, select the other condition for stop:

Stop when s	pecified count	value reached	
Condition for st	top		
O Timer will sto	p when the w	indow closed.	
If need to end,	please choose	e the end condition	ı.
Stop when sp Condition Jud		value reached	
Repeat Times:	Constant 🔹		1
	Variable		
	Constant		

You can use the condition for stop to make the timer end automatically after repeating the specified number of times. Wherein, for the specified number of times, you can directly enter it by Constant, or you can specify a word register to control the timer execution times by Variable.

Note: When the trigger condition is "Trigger when the window is closed," the condition for stop will be directly selected as the "Stop when specified count value reached" and the number of times is set to 1 and not editable. This kind of timer can only be executed once.

Condition Judgment

Condition for stop	
O Timer will stop when the window closed.	
If need to end, please choose the end condition.	
 Stop when specified count value reached Condition Judgement 	
Condition	•
Add Modify Delete	I

You can control the timer to end by using a set of conditions. When the conditions are satisfied, the timer execution ends. For the logical condition editing, see: <u>Detailed</u> <u>manual/General functions/Drawing/Logic Control</u>.

4.6.5.1.2 Timer Function

2 Tonar	
Trigger and Stop Timer Function 3	
🖹 fun Macro	1
🗄 Status Setting	
≣ Audio Play	
Help	Cancel Cancel

Click the "Timer Function" tab and open the "Timer Function" property TAB.

Run Macro		
V Run Macro	 Macro Code	Edit 🚺

You can use the timer to trigger the execution of macro instructions. If the macro instruction hasn't been established in the project, you can't check this box. You need to

click the "Macro Code" to open the Macro Code Editor Window and add the macro code. If the macro instruction is already exist, you can select the established macro from the drop-down list. Click the "Edit" button, you can directly open the Macro Code Editor Window to edit the currently selected macro instruction.

I Run Macro	Drawingl 🔻	Macro Code Edit	
	DrawingPic		
	InitialSys		

Status Setting

The "Status Setting" function is used to set a bit register or set the value of a word register.

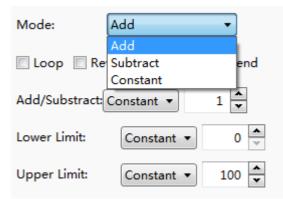
Whether setting the bit register status or setting the word register value, you first need to set the target address. For the address setting, refer to: <u>Detailed</u> <u>manual/General functions/Address editor</u>.

rigger and.	Stop Timer Function	
2 Run Macr	o Drawing: + Macro Code	Edk
	Bit Setting	🔟 Use Address Tag
97, Status Set	ting 🕘 Word Setting	Deliver (LOCAL (Local Register) •
		🖸 88 index within a Syte Register
Mode:	E Set ON	Address Type: LB +
	C Set OFF	Address 0 Register System Register
	C Percelic Inverse	
		📰 Address Indes
Help		OK
Timer	Stop, Timer Function	(//OK) Cano
Time Trigger and	Stop Timer function 10 Drawingi • Macro Cade	Cano Eds
Timer Trigger and	o Drawingi • Macro Code	tale_
Trigger and V Rut Mac	© Bit Setting	1-0
Trigger and IF Run Mac	D Drawingi • Macro Code	Edit
Tingger and IV Run Maco IV Status Se	D Drawingi • Macro Code	Edit
Triver Trigger and IF Rut Mac IF Status Se Mode:	 Drawingi • Macou Code: Sit Setting Word Setting 	Edit
Trigger and IF Run Maco Statum Se Mode: Loop III	0 Brewing • Macco Code	Edia Use Address Tag Deixer (UDCA:(Sccal Register) • Address () (DCA:(Sccal Register) • () (DCA:(Sccal Reg
Trigger and IF han Maco Status Se Mode: Loop III Add/Sabutra	Drawings Macro Code Macro Code Mod Setting Add Mod Setting	Edit
Trigger and IF Run Maco Statum Se Mode: Loop III	Drawing Macro-Cade Macro-Cade Mond Setting Mond Setting Add + Reverse on reaching the end Gonstant + 1 + Constant + 0 +	Edia Use Address Tag Deixer (UDCA:(Sccal Register) • Address () (DCA:(Sccal Register) • () (DCA:(Sccal Reg
Tringer and Drigger and Run Mao Status Se Mode: Loop II Add(Sabutra Lower Livit Upper Livit	Drawing Macro: Cade Macro: Cade Sk Sening Word Sening Add + Reverse on reaching the end Constant 1 Constant 1 Constant 10 T	Edia Use Address Tag Deixer (UDCA:(Sccal Register) • Address () (DCA:(Sccal Register) • () (DCA:(Sccal Reg

Bit Setting	
Mode:	Set ON
	Set OFF
	O Perodic Inverse

The mode of the Bit Setting includes "Set ON", "Set OFF" and "Periodic Inverse". The "Set ON" means that the bit is set ON when the timer is triggered and the bit remains ON in each execution period. The rules of "Set OFF" are same to the "Set ON". The "Periodic Inverse" refers that when the timer is triggered, the bit is inverted and continues to invert in each execution cycle. For example, the timer executed once per second switches the LB0 bit. LB0 will change the state once per second, 1 second is ON and 1 second is OFF.

\triangleright	Word	Setting



Word setting refers to periodic setting of a word register by timer. The setting modes include "Add", "Subtract" and "Constant".

 Audio Play 		
I Audio Play	Audio Library	Sleep Away 🕟

For the HMI device with an audio output function, you can use the timer to play sound. Click the "Audio Library", and select the audio file to be played from the "Audio Library". This software supports audio files in MP3 and WAV format. For adding audio files, please

refer to: Detailed manual/Library/Audio Library. Click the triangle play button the at the back of audio file, you can hear the audio file.

Note:

The "Run Macro", "Status Setting" and "Audio Play" options can be checked at the same time. The timer can simultaneously control the execution of the three. However the execution order is uncertain.

4.6.5.2Timing Data Transmission

A single or batch data can be transmitted by timing. The action can be triggered or executes periodically. This component is similar to the timer. You need to add it to a specified window. If you want a global execution, you can add it to the public window.

ition for stop ser will stop when the window closed.
ter will stop when the window closed.
d to end, places choose the and condition. op when specified count value reached indition Judgement

4.6.5.2.1 Trigger and Stop

The "Trigger and Stop" is used to control the execution modes of components. The modes of "Trigger and Stop" include "Execution Period", "Trigger Condition" and "Condition for stop". The details can be refers to: <u>Detailed manual/Component/Timer and Data Transmissionn/Timer</u>.

4.6.5.2.2 Data Transmission

Data transmission can set the data to be transmitted, including the type and the length of the data to be transmitted, source address and target, and so on.

4.6.5.2.3 Notification

Notification function is similar to the notification function in the "Control Setting" property TAB of some components. It is used for before-writing notification and afterwriting notification. For the detailed settings, refer to: <u>Detailed manual/General</u> <u>functions/Drawing/Control settings</u>.

4.6.6 Barand Meter

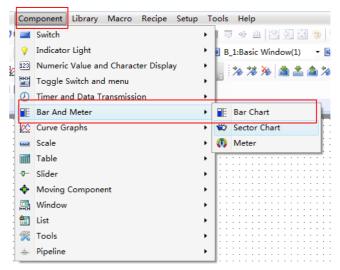
4.6.6.1Bar Chart

Apart from the slight difference of "Direction" as shown in the figure below, the other functions of the bar graph are the same as the Sector Chart. The detailed description is referred to: Detailed manual/Component/Bar and Meter/Sector Chart.

per 🕷 Bas Graph (1) Fan skaped Graph Direction	Display appearal .*	
be a particulte to an available dates reacted	Contrast appeared to	
en 🕷 Standard - 🖰 Deviation Type	Cirplay downward Cirplay leftward Cirplay rightward	
Genetaria Constant. + 0		
almum Valuer (Constant + 100 😤	Upper and lower thresholds of Alar	22010
ad Aždoras	×	
Use Address Tag		
we LOCAL/Local Register(
dress Type: LW .		
tress 0 🖆 System Re	gister	
Hut Farget 0000000-799999 Oumpy 1	World	
Oata Type: 10-tak Ukaiger	ed +	
Address Index	111	

4.6.6.2SectorChart

Add a Sector Chart component by clicking the menu command "Component/Bar and Meter". It is shown as below.



You can add the Sector Chart by clicking the corresponding shortcut button. It is shown as below.



4.6.6.2.1 General

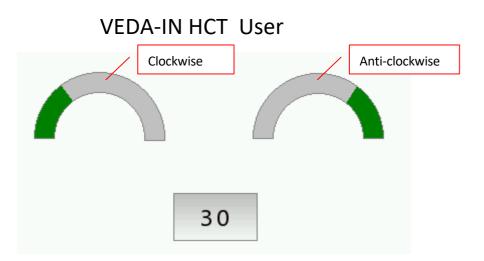
Clochaise +	Angle: Bicide and p. Start Angle	10.000	elo(%)	개분
	Start Angle		Contract of the	
		100 (8)	End Angle	340 💽
The second	an ann an stàiteachta		1	
California (and lower the table	ada ort Alatm	C	
- 11				
1. C				
a				
d				
a				
			1. 04	Catto
	2	1	1	4 · · ·

• Direction

The option "Direction" is used to set the starting point direction which refers to the fill direction of the sector chart.



As shown below, the left Sector Chart is filled by Clockwise, and the right Sector Chart is filled by Anti-clockwise.



Angle

The "Inside and outside ring ratio (%)" is set to a percentage of the inner ring radius to the outer ring radius. The "Start Angle" of the sector chart can be set at will. The effect is shown as below.

		-				·																										
	• •	•	·	·	٠	·	·	·	2	-	r 1	e,	•	é.	·		·	٠		•	·	·	·	·	·	·	·	·	·	·		·
·	• •	•	•	·	·	·	۰.	1		+	÷.	·	÷.	÷	1	÷.	·	•	• •	•	·	·	·	·	·	·	·	•	·	·	•	·
·	• •	•	·	·	·	٠,	6	٠.	۶	-			-	1	÷		÷.,	·	• •	·	·	·	·	·	·	·	·	·	·	·	·	·
•	• •	•	·	·	·	4	1	7	•	·	·	·	·	•	٦	•	N	·	• •	•	·	·	·	·	·	·	·	·	·	·	•	•
•	• •	•	•	·	·	1		•	·	·	·	·	•	·	•	Υ.	-)	ć.	• •	•	•	·	·	·	·	·	•	•	·	•	•	•
•	• •	•	•	•	•	•	•	•	·	·	·	·	·	·	·	1	•	t -	• •	•	·	·	·	·	•	·	·	•	•	•	•	•
:			:	:	٠	Ċ	:	:	:	:	:	:	÷	Ċ	Ċ	1	-	•		:	:	:	:	:	:	:	÷	:	:	:	:	:
:	: :		÷	÷		÷	÷	÷	÷	÷	÷	÷	÷	÷	÷	:		÷	: :	÷	÷	÷	÷	÷	÷	÷	÷	÷	÷	÷	:	:
		•		·	•	·	·	·	·	·	1		·	·	·		÷	•		•	·	·	·	·	·	·	·		·	·		·
•	• •	•	•	•	•	•	•	•	•	•	•	•	•	•	•	·	·	•	• •	•	·	•	·	·	·	•	•	•	•	•	•	•
:			:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:			:	:	:	:	:	:	:	:	:	:	:	:
:			:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:			:	:	:	:	:	:		?			: x	
:	An	gle	: e:	:	:						:	:			:	:	:					:				:		?	:		: ×	
:					:		· · ·						· ·		:	· ·					:	:				:		: 8		· ·	: ×	
:		gle		e	aı	i	: (: 	its	id	: le	r	in	: g	ra	i	o()	:	:	:		: 7	:	:	· · · · · · · · · · · · · · · · · · ·	: 7	:		: ×	
:				e	aı	: nd	: (: : :	: its	id	: le	r	in	: g	ra	i	: o(%)	:	:			: 7	:	:	•	: 7			: ×	
:	I		id						its			: 11	_	g •	ra) A	i	: Ile	:	:	7		:	*	: ?	: 		: ×	

• Туре

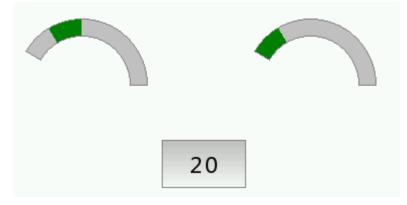
The types of the sector chart include "Standard" and "Deviation Type". The filling origin position of the standard sector chart is not adjustable. The origin position of the deviation type is adjustable. Here introduces the usage of bias type pie chart.

As shown as below, after selecting the Deviation Type, the "Origin Pos." can be freely set.



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The running effects of the "Deviation Type" and the "Standard" are contrasted as shown as below (the left is deviation type, the right is standard type).



Read Address

The detailed information is referred to: <u>Detailed manual/General functions/Address</u> <u>editor/Standard Byte Address Input</u>.

4.6.6.2.2 Extended

• Border Color and Background Color

As shown as below, the border color and the background color of the sector chart can be set freely. If the "Border Color" and "Background Color" are not checked, the border and the background color are not visible. The sector chart has three Fill Types: "Solid Color", "Pattern" and "Gradient". The Bar Color can be set freely.

Bar Graph and Sector Graph	? <mark>×</mark>
General Extended Scale and Mark Dynamic Graphics Display	
🕼 Border Color 🗮 Border Color 👻 🌠 Background Color 🔚 Background Color 👻	
Bar Color	
Background Color Fill Type SolidColor Pattern Gradient	
Alarm Limit:	
Help Description:	OK Cancel

Alarm Limit

As shown as below, you can set the upper and lower limit for alarm. Except for the "Blink" function, other functions are same to the "Meter". The detailed settings are referred to: <u>Detailed manual/Component/Bar and Meter/Meter</u>.

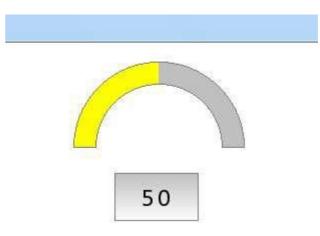
📝 Alarm Limit:							
Lower Limit:	Constant 💌	10 💂					
Upper Limit:	Constant 🔻	90 🖌					
Over Top Limit:	📕 Background 💌 📝	[Blink				
Over Lower Lim	it: 📘 Backgrounc 👻 📝	[Blink				
When the bar color is not pure color, foreground color and background color is needed to be set separately.							

• Mark Target Area

When the value enters into the specified Mark Target Area, the color of sector chart will be changed to the Target Area Color. The Target Value and Error Range can be set by Constant or by Variable.

🔽 Mark Targe	t Area	
Target Value:	Constant 🔻	0
Error Range:		0
	Variable Constant	
Target Ar		

The running results are as shown in the figure below. In this case, the Target Area Color is set yellow.



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• Display the percentage

The function is used to display the total percentage of filling part to the entire sector chart. As shown as below, the display font size, font style and font color can be set freely.

	🕫 Bar Graph and Sector Graph
	General Extended Scale and Mark Dynamic Graphics Display
	☑ Display the Percentage:
: •: : : : : : : : : : : : : •:	Display Fonts: Size: 8 🔹 Font: Arial 🔹 🖬 Font Color 💌 🏸
•	Display Scale

• Display Scale

The "Display scale" usage of the Sector Chart is same tothe Meter but a slightly different, as shown as below. The detailed usage is referred to: <u>Detailed</u> <u>manual/Component/Bar and Meter/Meter</u>.

✓ Display Scale	
✓ Line	Scale Display Location
Line Color	Inside
Line Type	O Outside
Scale	
Main Scale Division Number	4 Main Scale Length: 12
☑ Sub Scale Division Number	3 Sub Scale Length: 8
Axis	
Mark Integer: 3	Decimal: 0
Font: Size: 8 🔹	Font: 微软雅黑 🔹 🖬 Font Color 👻 🧭

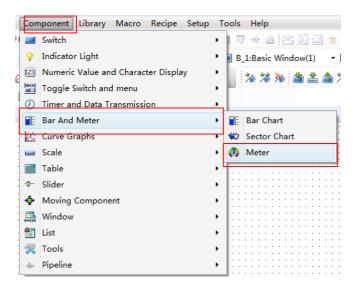
4.6.6.2.4 Display

The settings of the "Display" property TAB are referred to: <u>Detailed manual/General</u> <u>functions/Drawing/Display</u>.

4.6.6.3Meter

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As shown as below, the Meter component can be added by clicking the menu command "Component/Bar and Meter".



You can add a Meter component by clicking the corresponding tool button in the shortcut tool bar. It is shown as below.



4.6.6.3.1 General

Masimum Minimum Value Minimum Value: Const. + 0 (# Meximum Value: Const. + 100 #
C Display Range Scale:

Meter Plate

As shown as below, the Meter Plate includes five types: "Round (Hands Up)", "Round (Hands down)", "Upper Semi-Circle", "Lower Semi-circle" and "Arc (Set Automatically)".

Fs Instrume	ent Com	ponent			
General	Watch	Hand and Scale	Dynam	ic Graphics	Display
Meter	Plate:	Round (Hands Round (Hands Round (Hands Upper Semi-Cir Lower Semi-cirr Arc (Set Autom	Up) Down) rcle cle		

The attributes of the "Round (Hands Up)", "Round (Hands down)", "Upper Semi-Circle" and "Lower Semi-circle" are same. For the Arc Meter Plate, you can freely set the starting angle and ending angle, as shown as below.

	•							
General Watch Hand and Scale Dynamic Graphics Display								
Meter Plate: Arc (Set Automatically)								
	Angle Start Angle 221 🖨 End Angle 319 🗬							

Read Address

Read Address:							
Use Address Tag							
Deivce: LOCAL:[Local Register]							
Address Type: LW 🔹							
Address: 0 System Register							
Format(Range) DDDDDD(0~799999) Occupy: 1 - Word							
Data Type: 16-bit Unsigned 🔻							
Address Index							

For details of Read Address, see: <u>Detailed manual/General functions/Address</u> <u>editor/Standard Byte Address Input</u>.

• Maximum Minimum Value

The Maximum Value and the Minimum Value of the Meter can be set by Constant or by Variable.

If you select by Constant, a fixed constant can be set in the position shown in the figure below.

Maximum Minimum Value	
Minimum Value: Const; 💌	0
Maximum Value: Const: 🔻	100 🔹

If you select by Variable, you can specify a word register and enter a value to the word register to change meter during running your project, as shown in the figure below.

Maximum Minimum Value	
Minimum Value: Variak 🔻 LW2	
Maximum Value: Variat 🔻 LW3	
20, 40 60 80	
0 100	

• Display Range Scale

Set the upper and lower limit for alarm on the position shown in the figure below. The limit value can be set by Constant or by Variable. After setting the upper and lower limit value, you can also set the colors for value within limit, below lower limit and above upper limit, as shown below.

🔽 Display Ran	ge Scale: -	
Lower Limit:	Consti 🔻	20 🜩
Upper Limit:		80 🔦
Sector Ring W	Constant Variables	10 🔹
User-define	d Outer Ra	adius
Sector Ring Ou	iter Radius	48 🛓
Color for	value withir	n limit 👻 📝
Color for	value belov	w low 👻 📝
Color for	value abov	e upr 👻 📝

4.6.6.3.2 Watch Hand and Scale

• Color and Size

As shown in the figure below, the color of the Watch Hand and Watch Hand Axis, the length and width of the Watch Hand, and the radius of the Watch Hand Axis can be set.

atrument Component		1.5
meral Watch Hand and Scale Dynamic Graphic	cs Display	
Watch Hand Color: Www.ch H	Watch Hand Asis Color: Asis Color & A	
j€ Display Scale ■ Line Color ■ ■ Line Width ■ Line Type ■	Watch Hand Style	
Scale	No Andrew College College	
Main Scale Orivion Number 5 🔹	Main Scale Length: 13 () Sub-Scale Length: 8 () Location Inside ()	
Ø Mark Integen 3 ⊉ De Font Size E Font åria E Reverse scele order	cimal 0 👘	
Help Description	OK	Car

• Display Scale

As shown as the figure below, you can modify the color, the width and type of the meter scale line after the "Display Scale" is checked.

> Line

V Display Scale
☑ Line
Line Color 👻 📝
Line Width 📃 🔻
Line Type 📃 🔻

Scale

Main Scale Division Number 5	Main Scale Length 12	8
Sub Scale Division Number 2	🔹 Sab Scale Length: 8	Location Inside •
(2) Auis		
Mark Integen 3 H	Dedmak d 👘	
and compared the state of the s		
	rt: Arial + 📰 Fort Colo	r * *

You can set the "Main Scale Division Number", the "Main Scale Length" and the "Sub Scale Length" here. The Location of the scale can be set "Inside", "Outside" and "Center", as shown as below. The "Sub Scale Division Number" and the "Axis" are checked by default. The default sub scale division number is 2. If the "Sub Scale Division Number" and the "Axis" are unchecked, that means the sub scale and axis are not displayed.

Main Scale Division Number		Main Scale Length:	4.5	-			
main scale smaller muniser	 28.1	main scale sengue	46	.(#)	Location	Inside	
V Sub Scale Division Number	-	Sub Scale Length:	8	\$		Inside	
🗹 Axis						Outside Center	1

If the "Mark" is not checked, the meter will not display the scale value. After the "Mark" is checked, you can set the number of the integer digits and the decimal digits of the scale value and also can set the font styles of scale value. If you select the "Reverse scale order", then the maximum value and the minimum value will switch their positions.

Mark	Integer:	3	Decimal:	0	*
Font:	Size: 8	▼ Fon	Arial	•	Font Color 👻 🍠
🔽 Re	verse scale	order			

• Watch Hand Style

Click the button "Watch Hand Style", you can select a style of watch hand for the meter.

10.04	h Hand Colon	Watch IS an I	Watch Hand Axis Colon	Aria Cole at 1
	r Hand Length	40 10	Watch Hand Axis Radius:	a 🚍
	in Hand Width:	4		- Lei
	an and the second second	- (*)		
	play Scale			_ /
and Type			6	= <u> </u>
elect Watcht	and Type			4
	1			Watch Hand Style
.	-	1		
Inefel	Wetchhand 2	Watchhand3	Watchand4	
Marchine Com	THE CONTRACTOR	Transferd for	Trateriarde	Locations Inside
1	1	1	1	
•	-	•	-	
Ebrarida -	Watchhandti	Watchhand?	WatchbandB	1

4.6.6.3.3 Display

The settings of the "Display" property TAB are referred to: <u>Detailed manual/General</u> <u>functions/Drawing/Display</u>.

4.6.7Curve Graphs

4.6.7.1Trend Curve

The "Trend Graph" component is a curve formed by the sampling data.

4.6.7.1.1 General

0 Points per screere 10		# Time span per screen: Care + 1448	· Mere
Directions Horizontal +		Browse Method	-
Factors	80	 	
Suspension Of Recovery Times			
Vice Curson			
Display/Hide the Carson UBS		Cumor Color:	
LB0+1: Show t LB0=5: Hide ti When the curs	he Cursor	i noving samer by slick or slide actions.	
Cersor Data Area: UVD			
Hour, Min	rate. Second and m	e firme represented by the sursor position (Year, Mo & second) some the Carnett Value of the Carne from Charnel 1	10.000
2 Zoom			
Two-point Touch Zooming)only fo	ir multi-souch hurds	vere)	
Register Control Zooming			

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This option means the number of the displayed sampling data points on the screen. The default is 10.The max number of points can not more than the width of the used HMI resolution. For example, the 7-inch HMI device with the resolution 800*480 is used. Then the max number of points is 799.

• Direction

The option "Direction" is used to set the display direction of the trend curve. It is set "Horizontal" by default. It can be set "Vertical", too.

Pause

A bit register address can be set here. When the bit register is ON, the trend curve is not refreshed (but the sampling is not paused). When it is OFF, the trend curve is refreshed in real time.

• Time range per screen

You can set the time axis range, there are constants and variables optional, variables are controlled through the register, maximum time can be set as1440 minutes.

Browse Method

The methods of "Scrollbar" and "Slide" are all supported to view the trend curve. You can check anyone or two. But the "Slide" is only valid for the capacitive HMI device.

• Use Cursor

You can check the option "Use Cursor". This option is used to view the trend data crossed by the cursor and the data sampling time. The settings are shown as below.

Use Cursor	
Display/Hide the Cursor:	LB1 🔲 Cursor Color: 📕 🕶 🌌
	B1=1: Show the Cursor
	.B1=0: Hide the Cursor Nhen the cursor is visible, enable moving cursor by click or slide actions.
Cursor Data Area:	LWO
L	.W0 Use 7 registers to define the time represented by the cursor position (Year, Month, Day Hour, Minute, Second and mili-second)
	.W7 The Pressing Data Format Stores the Current Value of the Curve from Channel 1.

Display/Hide the Cursor

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Here you can set a bit register. If the bit register is ON, the cursor is displayed. If it is OFF, the cursor is hidden. When the cursor is visible, you can click or slide to move the cursor.

Cursor Color

The default color of the cursor is red. You can modify it according to the actual needs.

Cursor Data Area

You need to set a starting address of a continuous word registers area here to save the information of the cursor data. The first 7 word registers save the sampling time of the trend data which is crossed by the cursor. They are year, month, day, hour, minute, second and millisecond. From the eighth register, the sampling data crossed by the cursor is saved. The data format should be consistent with which defined in "Data Sampling".

For example, the starting address of the cursor data area is set LW100. Then the registers from LW100 to LW106 save the sampling time information of year, month, day, hour, minute, second and millisecond. If the "Data Sampling" that you use only defines a data in "16-bit Unsigned" data type and the channel number is 1, then the LW107 register saves the sampled data at this time. If the "Data Sampling" that you use has the data sampled from two channels, the data type of the first channel is "Single precision floating point number" and the second channel is "16-bit Unsigned", then LW107 (Single precision floating point number) saves the data of the first channel and LW109 (16-bit Unsigned) saves the data of the second channel. Other data formats can be done in the same matter.

Use Zoom

This option is optional. After it is checked, the option "Two-point Touch Zooming (only for multi-touch hardware)" can be check. This option is only valid for the capacitive HMI device. After you enable this function, the curve will be zoomed out when two fingers slide outward in the curve zone and the curve will be zoomed in when two fingers slide inward in the curve zone.

The option "Register Control Zooming" is used to zoom by using a word register. After check it, a word register needs to be given here. The value of this word register is the percentage of zooming. For example, the value of the word register is 50. It means that only 50% is displayed and the curve is scaled a half. If the value of the word register is 200, it means 200% is displayed and the curve is zoomed to 2 times. The settings are shown as below.

Zoom
Two-point Touch Zooming(only for multi-touch hardware)
Register Control Zooming:
LW200
LW200 The zooming value represents the percentage coefficient of the number of points being displayed on the screen. For example, when the zooming value is 50 and data points are 20, 50% of the 20 data points will be displayed on the screen. Zoom value is 0 means
there is no zoom-in or zoom-out.

4.6.7.1.2 Channel

Trend Chart		17 X
General Channel 🕖 Search Scale Display		
Data Source:		
		_
Help Description:	OK	Cancel

In the "Channel" property TAB, you need select a sampling data as the "Data Source". There will be a red exclamation mark here if the "Data Sampling" is not set. You can open the "Data Sampling" settings page to set the required sampling data by click the button

". After the setting is complete, the "Channel" page is shown as below.

n	1:Temperature	ilumianj *	(ha)		
Trigger Type	e Cyeliciti	Upper limits of	sempling point quantity in as	threads the	
	elling/No Use	Over Mode:		No Use	
	vix Don't save coal Register	Maximum Item	Quantity:	1900	C Auto Dep
iunnel Settin	a:				
Channel	Use	Address	Type	Word Court	Notes
1000	100	1000	precision Roating-point N	2	
+	12				
2	0	138/2	Ei-bit Unigned	I	
2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	ting	UW2	St-bit Unsigned		

After you selecting a sampling data for the option "Data Source", all channels of this sampling data defined in the "Data Sampling" will be displayed in the "Channel Setting" property box.

For the above figure, the sampling data "Temperature Humidity" is selected as the data source. This sampling data has two channels. The data of channel 1 is from LW0 register and the data type is "Single precision floating point number". The data of channel 2 is from LW2 register and the data type is "16-bit Unsigned".

• Data Source Information

In this area, you can see the various attributes of the selected sampling data defined in the "Data Sampling".

There is an option "Hide Channel Register" here. After it is checked, you need to specify a word register. When the bit0 of this word register is ON, hide the curve of Channel 1. When the bit1 is ON, hide the curve of Channel 2. Other channels can be done in the same matter. The setting is shown as below.

ate Sources	1:Temperature	Humidity	- 10			
Dets Sporte	Information			TT		
Trigger Type	Cycle15	Upper la	rite of an	repling point quantity in ea	ch channelil	
	olling/No Use	Ciner Me			No Use	
11 C 10 C 10	de Donbas	Company and the second	bern Qu	antity	1000	II we fee
(2) Hide Cha	mel Ragister	LW500	10			
harral Settin	9					
Channel	-Site	Address		Туря	Word Coart	Notex
TIL	12	LWO		precision floating-point N	1	
1.1.1						
2	2	082		18-bit Unsigned	1	
1Charred Set	2 International					
1Charred Set	2 International	Une Color				
1Charmel Set	2 International	Une Color		j tire Width	The Type	

For example, the option "Hide Channel Register" is set LW500. Then the curve of Channel 1 is hidden when the bit 0 of the LW500 is ON. The curve of Channel 2 is hidden when the bit1 of the LW500 is ON.

Channel Setting

All channels of the data source are displayed here. They are all checked in the "Use" Column by default. It means they are all set to display on the trend curve.

Note:

If one channel is not checked in the "Use" column, that means the data of this channel will not be displayed on the trend curve. So the corresponding bit of the word register specified in the option "Hide Channel Register" cannot control the curve of this channel to display or hide.

Click one channel in the "Channel Setting" area, the relevant attribute settings of this channel will be displayed below. It is shown as below.

ata Source:	Temperature H	enidex			
Data Source 1	elormation				
Trigger Type		CONCISION AND AND AND AND AND AND AND AND AND AN	meting point quantity in	each channel:	
Pause Control	10.70.80.00.00 C	Clear Mode:		No Line	
Historical Dat	a Don't save	Maximum Item Qu	writte	1000	C Arte Stop
E Hide Chan	nel Register LW	500			
housed Setting					
Charatel	Use	Address	Type	Word Court	Makes
1 1	12	L'#Y0	precision Routing point	10 L	
1.5.1		104	19-bit Gregord		
1Channel Sett (*) Don Marke (*) Drawing Co Minimum Value	ing enerting Line		3 Live Wells (an 🛊

Dot Mark

This option is not checked by default. After it is checked, you can set the dot color, the dot size and the dot style for each point of the sampling data.

☑ Dot Mark:	Dot Color	/	Dot Size	10 •	Dot Style	• •

Drawing Connecting Line

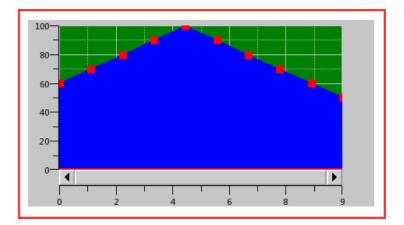
This option is checked by default. If it is checked, you can set the line color, the line width and the line type for the connecting line of the sampling data points.

☑ Drawing Connecting Line: Line Color	🗖 👻 📝 Line Width	Line Type	
---------------------------------------	------------------	-----------	--

Projection along X-axis Direction

This option is not checked by default. After it is checked, the trend curve from the first point to the current sampling point will project to the X-axis to form a closed figure.

For example, the option "Dot Mark" and the option "Projection along X-axis Direction" are all checked, the display effect is shown as below.



Minimum Value

The minimum value of the trend curve can be set by Constant or by Variable. When set it by Variable, the data type of the specified word register should be consistent with the data type of the selected sampling data channel.

Maximum Value

The maximum value of the trend curve can be set by Constant or by Variable. When set it by Variable, the data type of the specified word register should be consistent with the data type of the selected sampling data channel.

4.6.7.1.3 Search

The option "Enable Search Function" is not checked by default in the "Search" property TAB. After it is checked, the settings are shown as below.

ieneral Charcel S	and a State	Tixolan	
		(water)	
E truble Search P	witter		
Search By Del	e 🛛 Seanth By	y Time Range 👘 Seorch By Sec	Quitte
C El Regimer Quer	y Mode		
Search Trigger	nit:	80	
Search Register		80	
100000000000000000000000000000000000000		Mar .	
Espert CRV			

There are three fixed search modes supported: "Search By Date", "Search By Time Range" and "Search By Sequence". The "Register Query Mode" is a dynamic search mode. The default search mode is "Search By Date".

Search By Date

The settings of "Search By Date" are shown as below.

		1.01
eral Charinet Search	cale Display	
Z Enable Search Function		
R Search By Date (Search By Time Range - @ Search By Sequence	
C Register Query Mod	e .	
and a second second second		
Search Trigger Sit:	1820	
Search Trigger Bit:	LB20 Is show the results filtered by range.	
Search Trigger Bit	LB20 3: show the results filtered by range.	

"Search Trigger Bit"

The option "Search Trigger Bit" is used to specify a bit register to trigger the search function. When the trigger bit is ON, the filtered results are displayed. When the trigger bit is OFF, the result which is not filtered is displayed.

"Search Register"

The "Search Register" is used to specify word registers to save the information of the search function. The number of the word registers is depending on the search mode.

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You can get the information of the used word registers according to the text displayed under the specified address.

For example, select the "Search By Date" mode and specify LW300 for the option "Search Register". Then LW300 saves the search year, LW301 saves the search month and LW302 saves the search day. You can use three numeric value input components connected with the three word registers to give the search conditions in your project.

Search By Time Range

For the "Search By Time Range" mode, the function and the setting of the "Search Trigger Bit" are same to the "Search By Date" mode. The difference is the "Search Register."

When selecting the "Search By Time Range" mode, you should specify a start address of a continuous 12 word registers area for the option "Search Register". The first six word registers save the start date of search, including year, month, day, hour, minute and second. The last six word registers save the stop date of search. The setting is shown as below.

end Chart		1.8
eral Charrol Search	State Display	
2 Enable Search Function		
	Esearch By Time Range 🗇 Search By Sequence	
C Register Query Mod	te .	
Search Tripger Bit:	1820 🗃	
	LB20 3: show the results filtered by range.	
	LB20 1: show the results filtered by range (2) no filtering	
Search Register	2) no filering LW300 MM	
Search Registern	2) no Rhening UW300 III UW300 - UW305: It Shows The swarch Starting time, in the order of	
Search Registern	2) no filering LW300 MM	

Search By Sequence

For the "Search By Sequence" mode, the function and the setting of the "Search Trigger Bit" are same to the "Search By Date" mode. The difference is the "Search Register."

For example, select the "Search By Sequence" mode and specify LW300 for the option "Search Register". The settings are shown as below. Then when LW300 is 0, the data of the current day is displayed on the curve. When LW300 is 1, the data of the yesterday is displayed on the curve. Other values can be done in the same matter.

end Chart Israil Charte Search	Inde Clepter	1.18
🖉 Enable Search Functio		
C Search By Data C	Search By Tone Range 🔳 Search By Sequence	
E Register Query Mod	in-	
Search Trigger Bit:	1820	
	1520 1: show the results filtered by range. 2) no Shering	
	LIW300	
Search Register	1W300 G Today 1: Yesterday 2: The Day Belove Yesterday 1: S	

Register Query Mode

The "Register Query Mode" is a dynamic search mode. When the "Register Query Mode" is selected, you can specify a word register to dynamically adjust the search mode. If the word register is 0, the "Search By Date" mode will be used. If it is 1, the "Search By Time Range" mode will be used. If it is 2, the "Search By Sequence" mode will be used. The settings are shown as below.

anal Channel Search 1	cale Display	
Enable Search Function		
C Search Sy Date C S	earch By Time Range 👘 © Search By Sequence	
Begister Query Mode	1W150	
	UW350 Disearch by Date J.Search by Time Range, 25earch by Sequence	
Search Trigger Bit:	1820	
	LB20 1: show the results filtered by range. 2: no Filtering	
Search Register:	LW300 III	
	1W900 - LW311: Depending on different search methods, take up	

4.6.7.1.4 Scale

• X-axis Scale

The source of X-axis value can be set "Use Point Scale Value" or "Use Time Scale Value". The default is "Use Point Scale Value". It is shown as below.

🖉 Use Background Color 🛛 🔳 Back	gro 📲 📝 Use Scale Ae	e Cellor 🔢 Scale Aera	L
Z X-axia Scala			
Main Scale Division Number:	5 🗳 Main Scale Length	12 🛣 Azis/Scale	
🗑 Sub Scale Division Number:	z 🔹 Sub Scale Length	8	
😥 Display Grid Line 📶 Line Colt 🖉			
2 Mark			

The option "Use Point Scale Value" means that the values of the sampling data points are used as the X-axis scale. The option "Use Time Scale Value" means that the time of the data sampling is used as the X-axis scale.

• X-axis Scale

The source of Y-axis value can be set "Use ... Channel Maximum Minimum Value" or "Self-setting". The default is "Use 1 Channel Maximum Minimum Value". It is shown as below.

The second	ckgro 👔 🖉 😢 Une Scale Aan	Color	Stale Aara 1 + 💌
a X-auls Scale			
Main Scale Division Northern	3 😫 Main Scale Length	32 🛊	Asia/Scale Color 🔳 🔹
12 Sala Scale Division Number:	2 😨 Sub Stale Length	1.2	Autoria Color
2 Display Grid Line III Line Cole	• •		
W Mark	2000		
the second se	Fort Arial 🔹 🔳 Port Co		
APRIL OFFICE A			
	Contraction of the second		
🐠 Use Point Scale Vak	e 🗇 Use Time Scale Value		
● Use Poivt Scale Vak	e 🗇 Use Time Scale Wilve		
	e 🗇 Use Time Scale Value 5 🌸 Main Scale Length	u 漫	
🖉 Y-anis Scale	ş 🍙 Main Scale Lengthi	12 懐	Avity/Scale Color 🔳 🔺
V-anis Scale Main Scale Division Number V Sub Scale Division Number	5 🚔 Main Scale Length 7 🖨 Sob Scale Length:		Aris/Southe Color 🔳 🔺
V-avis Scale Main Scale Division Number V Sub Scale Division Number S Display Grid Line C	5 👘 Main Scale Length 7 👘 Sab Scale Length: 94 🐨	12 懐	Aris/Scale Color 🔳 💌
V-avis Scale Main Scale Division Number V Sub Scale Division Number S Display Grid Line C	5 👘 Main Scale Length 2 👰 Sob Scale Length: ou 호텔 Decreat: 3 👘	12 懐 # 懐	Aris/Soute Color 💻 💌

After you select the option "Use ... Channel Maximum Minimum Value", you can specify a channel number. And the minimum and the maximum values of this channel will be used as the minimum and the maximum values of the Y axis.

If the option "Self-setting" is selected, you can set the maximum and minimum values by yourself as the source of Y-axis. The minimum and maximum values can be set by Constant or by Variable. The settings are shown as below.

Trend Chart			1. AU
Several Channel Search Scale Di	st log		
🕼 Use Seckground Color 🛛 🔳 Rec	ogro 🖅 🖉 Line Scale Aar	Color Scale Aera C + 📝)
12 X-usis Scale			
Main Scale Division Number:	5 🚖 Niain Scale Length	12 🔹	-
😥 Sob Scale Division Number:	2 🔹 Suib Scale Lengths	a ala/Scale Color	- 1
2 Display Grid Line Line Cole			
2144	1		
Total Dire 8 + 1	orn Arial + Fort Ca	or a P	
I Une Point Scale Value	C One Time Scale Value		
V anix Scale	sola since a com-	11100	
Main Scale Dreyton Number:	3 🚔 Mair Scale Length	12 🔹 Asit/Scale Color	
😰 Sub Scele Division Number:	2 💼 Sub Scale Length	8	-
Display Grid Line Line Col	*		
WMark Interget 1 2	Decimal p		
Foot Elze B	on Ailal	lor .	
	Synchronia and a second s	Contraction of the local data and the local data an	
Cluse 1 Channel Maxim	um Minimum Value.		

For more details, please refer to: Detailed manual/Component/Scale.

4.6.7.1.5 Display

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The settings of the "Display" property TAB are referred to: <u>Detailed manual/General</u> <u>functions/Drawing/Display</u>.

4.6.7.2XY Chart

The "XY Chart" refers to the curve formed by the corresponding data points which are comprised by a set of data registers or two different sets of data registers. All settings are described below.

4.6.7.2.1 General

General Channel Scale	Display		
Refresh Mode	Second She	Data Point	
Cyclic Criggered	e.,		
Sampling Cycle	1 👘 X 💁 🔹	Constant. •	10 🛓
		Control Setting	
		E Pause Control	
		Clear Corefol	
Vise Cursor			
Display/Hide the Curson	CONTRACTOR AND A CONTRACTOR OF	Cursor Color: 🔳 Cersor C	olon 💌 💌
	LBO=1:Display the Cursor. LBO=0: Hide the Cursor. When the cursor is visible, enab	le moving cursor by click or slide act	ions.
Cursor Data address	LWO E		
	LWD: Current Cursor Coordinate LWD: Current Cursor Coordinate		

Refresh Mode

The "Refresh Mode" includes two types: "Cyclic" and "Triggered".

> Cyclic

The default refresh mode is "Cyclic". The default sampling cycle period is 1 second. That means the curve is refreshed every 1 second. The minimum sampling cycle period is 0.1 second.

> Triggered

After you select "Triggered" refresh mode, you need to specify a bit register and select the "Trigger Mode". The Trigger Mode can be set "Bit" or "Word".

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For the "Bit" trigger mode, there are three "Trigger Condition": "OFF \rightarrow ON", "ON \rightarrow OFF" and "OFF \leftrightarrow ON". You can choose one of them. The settings are shown as below.

efresh Mode O Cyclic 🛛 🖲 Triggere	Contraction of the second seco	Data Point	
Address LB0	B	Constant *	10 📩
ON	© Word	Control Setting	
		Clear Control	
🛿 Use Cursor			
Display/Hide the Curso	In: LBO Internet LBO LBO=1:Oisplay the Cursor. LBO=0: Hide the Cursor. When the cursor is visible, enable m	Cursor Color: Cursor	and the second
Cursor Data address	LW0 III LW2: Current Cursor Coordinate X V LW1: Current Cursor Coordinate V V		

For example, if the trigger condition is set "OFF \rightarrow ON", that means the XY curve will be refreshed when the specified bit register is changed from OFF to ON.

There is an option "Auto Reset" for the trigger condition "OFF \rightarrow ON" and "ON \rightarrow OFF". If you check it, the bit register state will be reset after it is changed.

For the "Word" trigger mode, the details are referred to: <u>Detailed manual/General</u> <u>functions/Drawing/Logical Control</u>.

• Data Point

The default value is 10. The range is from 2 to 4096. The option "Data Point" can be set byConstant or by Variable.

Control Setting

Pause control

If you check this option, a bit register needs to be specified to control the Pause function. When the bit register is ON, the XY chart is paused and not be refreshed.

Clear control

If you check this option, a bit register needs to be specified to control the Clear function. When the bit register is ON, the data of the current XY chart is cleared.

Use Cursor

After this option is checked, some parameters need to be set. The settings are shown as below.

eneral Channel Scale	seeded and a second		Data Point	
Ocyclic Triggered Address LB0 Frigger Mode: Bit Trigger Condition ONec	0	Nord	Context x Control Setting	10 💌
			Clear Control	
Use Currior	in and	240		
Bisplay/Hide the Curson	LBO=1:Display the LBO=0: Hide the D	arson.	Cursor Color: 🔳 Cursor	
Cursor Data address	LW0 LW0: Current Curs LW1: Current Curs			2040441
~			-97.2-	

Display/Hide the cursor

Same to the Trend Curve, a bit register needs to be specified to control the cursor display or hide.

Cursor Color

The cursor color is set here.

Cursor Data address

Similarly, you need to set a starting address of a continuous word registers area here to save the coordinate data information of which the cursor is crossed with the XY chart. The data type is depended on the setting in the "Channel" property TAB. For example, the data type is set "16-bit Unsigned in the "Channel" property TAB and the first starting register address is set LW100, then the data of the cursor (X, Y) is (LW100, LW101). If the

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data type is "Single-precision Floating-point Number", then the data of the cursor (X, Y) is (LW100, LW102). Other data types can be done in the same matter.

4.6.7.2.2 Channel

The "Channel" property TAB is shown as below.

hannel A	vumbers	1 0					
hannel S	ettings						
hannel	X Address	1.	V Address		Туре	Remark	
	EMG .	1	E B.WI		16-bit Unsigns		
Channe	el Setting						
	H Setting Iot Marks						
Use D	lot Meric	gline Line Co	alar 🗰 tine C	olor 💌 🍠 Line Widt	h [• Line Style	
E Use D 2 Oraw	lot Mark connecting	g line - Line Co In along X-bit		olor 📲 Line Widt		M. A.S.	
E Use D 2 Oraw	lot Mark connecting			- U2 C14		M. A.S.	_
E Use D Draw K-asiti	lot Mark connecting Projectio			Projection alo	ong Y-axile Direc	M. A.S.	
E Use D Draw K-asiti	lot Mark connecting Projectio	in along X-isi	le Direction	Projection alo	ong Y-axile Direc	Non	•
E Use D Draw Casilu Vinimun Aasisc	ket Marks connecting Brojectic n Value:	in along X-isi	le Direction	Projection als	ong Y-axile Direc	Non	
Use D 2 Draw Casis Minimun (-asis: Minimun	lot Mark Extracting Biojectic In Value: (6 In Value: (6	on along X-an omtart •	le Direction D = D =	Projection alo Maximum Value	ong Y-axile Direc	100 100	•
Use D Draw Gailt Heimun Gailt Heimun Channel XY Cor	ket Mark: connecting Projection Nature: Scheme C scheme C stimuous Ac	on along X iss constant • coupurtion der idness	le Direction D = D =	Projection all Maximum Value Maximum Value XV address	ong Y-avile Direc Constant + Constant +	100 100	•
Use D Draw Gailt Heimun Gailt Heimun Channel XY Cor	ket Marks sonresting Projectio n Value: (j stidmes o	on along X iss constant • coupurtion der idness	le Direction D = D =	Projection all Maximum Value Maximum Value 20 address 30 ±0.00 31 ±0.02	ong Y-axile Direc Constant + Constant +	100 100	•

Channel Number

The default value of the "Channel Number" is 1. The XY chart can display up to 16 channels simultaneously.

• Channel Settings

You can define the channel information in the "Channel Settings" table: the X address and the Y address are continuous by default. As shown as above, the default starting X address is LW0 and the default starting Y address is LW1. They are continuous. If you check the box in front of the Y address, the Y address can be not continuous with the X address. For example, you can set the starting Y address LW100.

> Type

Select the data type for the current channel according to the actual needs.

Remark

You can note the name of the curve for the current channel in the "Remark" column. For example, channel 1 is noted as "Disc A track".

Same as the Trend Curve, selecta channel in the "Channel Settings" table, there are many parameters can be set for the selected channel in the following "Channel Setting". The most parameters are same to the settings of the Trend Curve. The option "Projection along Y-axis Direction" is added here. The meaning of this option is same to the "Projection along X-axis Direction" but the direction is different. The Minimum Value and the Maximum Value of the Y-axis can be set different with X-axis. They can be set by Constant or by Variable. The default range of the Minimum Value and the Maximum Values from 0 to 100. The detailed settings can be referred to the "Channel" property TAB of the Trend Curve.

For the information of the occupied addresses by the current channel, it is depended on the data type of this channel. You can view the text which is noted below the "Channel Setting". It is shown as below.

a constanting	1.0	¥1					
hannei Niumb		Ê.					
Janmei Sattin	ĝs -						
channel X.Ac	dress	110.00	v Address		Type	Remark	٦
LW0	6		UWI		16-bit Unsigne +		
Use Dot N	færko	0002		r 🛪 💽 Line Widt	e •	Line Style	
E Use Dot N Draw corr Pa	hark: vecting line: Une	0002			CONTRACTOR NO.	a de la companya de l	
Use Dot N Draw com Pr N-axis:	hark: vecting line: Une	avile Dire			ong Y-axile Directi	a de la companya de l	
E Use Dot N Draw com E Pr X-axis: Minimum Va	fark: necting line: Une ojection along X	avile Dire	ection	Projection al	ong Y-axile Directi	04	
E Use Dot N Draw com E Pr X-ade: Minimum Val Y-aetic	fark: necting line: Une ojection along X	exile Dire	ection	Projection al	ong Y-soile Directi	04	
	fark: unting line: Une ojection along X ue: <u>Constant</u> .•	- asile Din	ection 0 (a) 0 (a)	Projection al Maximum Value Maximum Value	ong Y-soile Directi	00 100 💽 100 💽	eters:

4.6.7.2.3 Scale

Refer to the "Scale" property TAB of Trend Curve.

4.6.7.2.4 Display

The settings of the "Display" property TAB are referred to: <u>Detailed manual/General</u> <u>functions/Drawing/Display</u>.

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The "Data Group Chart Display" component is a curve comprising of a set data of specified continuous registers.

4.6.7.3.1 General

Data Block Displaying		1.82
eneral Channel Sca	le Display	
Each screen sampling	points: [10 🙀	Refresh Mode © Cyclic ① Triggered
Di	rection: Left To Right +	Sampling Cycle 1 X -
Browse Methodi Scrollbar Scro Side Note Onl	Iber Width 20 🚔	
Control Setting		
Clear Control		
2 Use Cursor		
Display/Hide the Co	# 180	Carsor Color:
	L80 =0; Hide the cursor When the cursor is visible, enal	ble moving cursor by click or slide actions.
Carson Data Areas	LW0	
	LW0~1: X-asis Points LW2Riseuse the sampling thor data value of the curve through	oughtare data formatiStorage the current is channel 1.
Use Zoom		
🗐 Two points tos	ich zooming (only for multi-touch	hardware)
E Register Contr	ol Zoom Function	
100 T 400 RG	19	OK Canto
Help Description	<u>T</u> /	UK

• Each screen sampling points

The default value of this option is 10. The minimum value is 2 and the maximum value is less than the width of the used screen resolution. For example, the used screen resolution is 800*480, and then the maximum value of samples per screen is 799.

• Direction

The "Direction" option is set "Left To Right" by default. You can set it "Up To Down" too. They are corresponding to the "Horizontal" and "Vertical" display modes.

The settings of these parameters such as the "Browse Method", the "Control Setting", the "Refresh Mode" and the "Use Zoom" are same to the "XY Chart". The details can be referred to the settings in the "General" property TAB of XY Chart.

Use Cursor

It is not checked by default. After check it, the parameters are shown as below.

ach screen sampling	points		110 🌸	Refresh Mod		ed	
Di	ection	Left To Algh		Sampling C	and the second s	1 🚔 X S	
Browse Method: Ø Scrollbar Scrol Side Note: Ord		Line .					
Control Setting							
Use Cursor							
Display/Hide the Co	r 1.80		100	Cu	sor Colon		8
	1.80 =0;	Show the curs Hide the curs e cursor is vis	or .	le moving cure	or by slick e	r side utions	8
Cursor Data Ania:	LW0-1: LW2Rise	X-axis Points sure the samp set of the curv		sughtare data ! channel 1.	formatStora	ge the current	
Use Zoom			-				
📰 fwo points too	th 200mi	ng tanly for m	ulti-truch	hardware)			
Register Contr	20am l	unction:					
							_

The settings of these options are same to the Trend Curve or the XY Chart, such as the "Display/Hide the Cursor" and the "Cursor Color".

• Cursor Data Area

Similarly, you can set a "Word Register" as the starting address of the continuous registers here. The first two word registers are used to save the point number where the cursor stays. The registers from the specified register address + 2 are used to save the data of which the cursor is crossed with the XY chart.

As shown as above, the starting register is set LW0, and then LW0 and LW1 save the point number where the cursor stays. If there are three channels for the XY chart, the data type of the Channel 1 is "16-bit Unsigned", the second channel is "Single-precision Floating-point Number", the third channel is "32-bit Unsigned", then LW2 (16-bit Unsigned number) save the Channel 1 data, LW3 (Single-precision Floating-point Number) save the Channel 2 data, LW5 (32-bit Unsigned) save the Channel 3 data. Other channels can be done in the same matter.

4.6.7.3.2 Channel

neral Chart	wel Scale Disp	lay			
Channel No.	1	1			
Channel Sett	ing	R	From the Start A	ddress, the Sampling	Address is Continuous
Channe	Sampling No.	and the second se	tart Address	Data Type	Remark
1 17	/100	E LWLDE		16-bit Unsigns .+	
	le nnecting line Line	o Coler 📃 💌 n in X-asis Directi g 💼	Ine Width on Max Value: Cons		e Type

• Channel No.

There is 1 channel by default. A "Data Group Chart Display" component can display up to 16 channels.

• From the Start Address, the Sampling Address is Continuous.

This option is checked by default. If the register of the "Sampling No." for channel 1 in the "Channel Setting" table is set "LW100" and the "Data Type" is "16-bit Unsigned", then LW101 is used to save the first sample data, LW102 is used to save the second, and so on. If the "Data Type" is set "32-bit Unsigned", then LW101 (32-bit Unsigned) saves the first sample data, LW103 (32-bit Unsigned) saves the second sample data. Other data types can be done in the same matter.

If you don't check the option "From the Start Address, the Sampling Address is Continuous.", it means the "Start Address" of the registers to save the sample data can be set independently. The settings are shown as below.

Channel	Ngu	1						
Channel			10	From the St	ert Add	liess, the Baroplic	g Address is Contin	IOUE
Channe		mpling No.		Start Address		Data Type	Rømark.	emark.
k.	LW100))))) (III)	1/W200		E.	16-bit Unsigne		
E Det I	connecting lin	ection in X-soi			919.13 -		ine Type	

The below parameters setting for the selected channel is same to the Trend Curve or the XY Chart. Please refer to the settings in the "Channel" property TAB of the Trend Graph or XY Curve.

4.6.7.3.3 Scale

Refer to the settings in the "Scale" property TAB of the Trend Curve.

4.6.7.3.4 Display

The settings of the "Display" property TAB are referred to: <u>Detailed manual/General</u> <u>functions/Drawing/Display</u>.

4.6.8 Scale

The "Scale" includes four types: "Horizontal Scale", "Vertical Scale", "Arc Scale" and "Round Scale". You can add a Scale component by clicking the menu command or by using the shortcut tools bar.

ļ	Con	nponent	Library	Macro	Recipe	Setup	Тс	ools	Help
1		Switch					•	1 1	i 💀 😐 🔛 🗊 🔜 🤫 🖷
Ì	?	Indicato	r Light				•	B	1:Basic Window(1) 🔹 🛃
2	123	Numerie	: Value an	d Charac	ter Displa	у	۲	0	ヽ () @ (≅ №) №
1	ню	Toggle	Switch and	l menu			•		
	$\textcircled{\baselinetwidth}$	Timer a	nd Data Ti	ransmissi	on		×		
:	E	Bar And	Meter				۲	::	
		Curve G	raphs				•	::	
	had	Scale					۲	haad	Horizontal Scale
:		Table					•	E	Vertical Scale
	-0	Slider					•	ሞ	Arc Scale
:	ф	Moving	Compone	nt			•	٢	Round Scale
	нон	Window	,				•		· · · · · · · · · · · · · · · · · · ·
	<u>^</u>	List					•		
:	K	Tools					•	::	· · · · · · · · · · · · · · · · · · ·
	÷	Pipeline					۲		· · · · · · · · · · · · · · · · · · ·
1	File								t Library Macro Recip
	: 🔟	<i>[</i>	🖼 %	- H	⊾ × •	7 Undo	•	C ² R	edo 🔻 🐴 📮 😥 🕀 🕀 🗿
	\mathbf{S}_0	$S_1 S_2$	S ₃ Stat	us0 ·	L1 L2	L3 L4	4	1-Er	ıglish (United Sta 🔹 🖢
	ню	l • 🢡 ·	- 123 -	- 🕖	•	100 -	had	-	🖩 • 🗣 • 🏚 · 🖕 📐
Ī	=	B_1:I	Basic Wir	1dow(1)	* X		had	Ho	orizontal Scale
	Project						Ε	Ve	rtical Scale
	ect						ጥ	An	c Scale

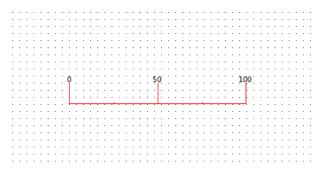
The "Horizontal Scale" is mainly used to display a progress bar. The "Vertical Scale" can be used to display the current liquid level of a tank or the charge state of a battery. The "Arc Scale" can display the value of a fuel meter, a speed meter, and other display devices. The "Round Scale" can display the revolution speed, the angle and other parameters.

① Round Scale

4.6.8.1General

ct 🥄 Fin

4.6.8.1.1 Horizontal Scale



First, the option "Horizontal" is selected. Then you can do other settings for the Horizontal Scale component.

116 \$	Y : Height	71 : 57 :
150 🕻	Height	57 🕻
	northern (D	
28 🕄	Conneres (M	
Fr	ant 💌 🍠	
	28 :	

• Line

You can set the line color, the line width and the line type to meet the needs of your project.

- Scale
- Main Scale Bisection

Subdivide the scale in the scale range.

Main Scale Bise	ction:	5	:				a nu lite
V Sub Scale Divi	sion Number	2	:	Sub Scale Leng	th ó	\$	Position: Up +
😰 Axis							
	egen 3	\$	Decima	n 0			
Fonta: Fo	nt Size: 8		Fontsi	Arial	٠	Fo	at + 💌
Min Value:	Constant +	1	0	:			
Max Valuet	Constant +	3	100	0			

Sub Scale Division Number

The main scale is subdivided singly. The option "Sub Scale Length" can be set to make difference with the main scale.

Main Scale Bise	ction:	5	0				Position Up
Sub Scale Div	sion Number	2	÷.	Sub Scale Ler	iyth ó	0	Position Up. +
🛛 Axis							_
Mark Int	egen 3	\$	Decima	t 0 t			
Forta: Fo	nt Size: 8	•	Fontsi	Arial	•	For	t • 💌
Min Value:	Constant	1	0	:			
Max Valuet	Constant -		100	0			
El Scale Is Re	1000						

Mark

The option "Mark is used to set the value of the main scale.

The option "Integer" refers to the number of the decimal integer digits. The option "Decimal" refers to the number of the decimal fraction digits.

You can set the font size, the font color and the font type for the main scale here.

The options "Min Value" and "Max Value" are used to set the range of the main scale.

Main Scale Bisection:		5	•				numeral literation
Sub Scale Division N	lumber .	ż	:	Sub Scale Le	nyth ó	¢	Position: Up. +
2 Axis							
Mark Integen	3	\$	Decim	sti 0 🙏			
Fonta: Font Siz	e (8	•	Fontsi	Arial	•	Fo	at + 🖌
Min Value: Con	stant +		0	:			
Max Valuer Con	stant +		100	0			

The options "Min Value" and "Max Value" can be set by Constant or by Variable. If you set them by Variable and specify word registers for them, you can change the range of the main scale by modifying the value of the specified word registers.

Main Scale Bise	ction:	5	:	Position Up +
🖉 Sub Scale Divi	sian Number	2	2	Sub-Scale Length 56
🖳 Aais				
🖉 Mark Inte	igen 3	:	Decim	et o 🛨
Fonts: Fo	et Size: 8:	•	Forital	Arial - Font -
Min Valuei	Variables •			a
Max Value:	Variables -			THE O

Usually, the scale value is displayed increasing from left to right. Sometimes, it needs to be displayed increasing from right to left. To do that, you should check the option "Scale Is Reverse".

Main Scale Bisection:	5	:			Position:	Up •
🖉 Sub Scale Division Number		\$	Sub Scale Length	56	+ Postor:	Up •
🛛 Axis						
Mark Diteger 1	\$	Decima	h 0 📫			
Forts Fort Size: B		Fonts	Arial +		Font 🔹 💽	
Min Value: Constant	•	0	:			
Max Value: Constant		100	:			

> Axis

You can check the option "Axis" to display the axis of the scale. The position of the axis can be set "Up", "Down" or "Center". Of course, you can remove the check to hide the axis of the scale.

Main Scale Bisection	5	0				Up •
2 Sub Scale Division Number	2		Scale Length 56	÷	Position	Up Down
V Axis						Center
2 Mark Integer: 3	•	Decimal: 0	÷			
Fonts: Font Size: 8	•	Fonts: Arial	•	For	t • 🕑	
Min Valuer Constant +		ø	:			
Max Value: Constant +		100	:			

4.6.8.1.2 Vertical Scale

For the "Vertical Scale", the only difference with the "Horizontal Scale" is the option "Position" in the "Scale" property box. It is shown as below.

Horizontal 🔍 Vertical 🕛 Arc 🗇 Circle	Position		
Atine	Position X I	116 🗘	Y 1. 73
📕 Line Color 💌 📝	Elocked Width:	150 🗘	Height: 30
Line Width			
Line Type 🛛 🔹			
cale			
Main Scale Bisection: 5	:	6	7
Sub Scale Division Number 2	Sub Scale Length 5		inside •
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🛛 Mark Integen 1 🗘 De	cimat: 0		
Fonts: Font Slow: 11 + Fo	rea: Arial +	Fort	- 💌
Min Value: Constant • 0		1.1	
	:		
Max Value: Constant + 100			

4.6.8.1.3 Arc Scale

For the "Arc Scale", there are three differences with the "Horizontal Scale". The options "Starting Angle" and "End Angle" are added in the "Angle" property box. The option "Main Scale Length" is added in the "Scale" property box. The option "Position" in the "Scale" property box is different.

The option "Main Scale Length" is shown as below.

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The start angle and the end angle can be set for the arc scale in the "Angle" property box. The settings and the effect are shown as below.

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	filment Elights	
F	Constantial D'Indica II Anti Colles Notices Notices No No <td< th=""><th></th></td<>	
E'A	Live Well]
	Main Tude Barrier 5 1 Main Scale Design 2 2 If State Scale Design Number 2 1 Main Scale Length 15 2 Position: Table	
:;_ [±]	Han Mithen temper 1 : Denvel 1 : Tem textus 8 × tem dele	

For the option "Position" in the "Scale" property box, the axis position of the scale can set "In", "Out" and "Center".

Scale							
Main Scale Bisection	5	\$	Main Scale Length:	30		Position:	In +
🕎 Sub Scale Division Numbe	2	\$	Sub Scale Length	15	\$	Position;	In
💟 Axis							Center
🕼 Mark 🛛 Integer: 3	\$	Decim	ak 0 💲				
Fontsi Font Sizer 8	•	Fonts	Arial		For	nt *	
Min Values Constant	•	0	\$				
Max Value; Constant	•	100	\$				
🔲 Scale Is Reverse							

4.6.8.1.4 Round Scale

For the "Round Scale", the only difference with the "Arc Scale" is that there is not "Angle" settings. It is shown as below.

neral Display					
🛛 Horizontal 🖤 Vertical 🖓 Arc 🏶 Circle	Position Position	х.	50 \$	¥1	160 ‡
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cale Main Scale Bisection: 5 \$			<u> </u>	Position []	n •
W Asia					
🕅 Mark Integer: 3 🗘 Dec	ivel a	1			
Fonts: Font Size: 8 • Fon	es: Arial		For	💌	
Min Value: Constant + 0	\$				
Max Value Constant • 100	0				

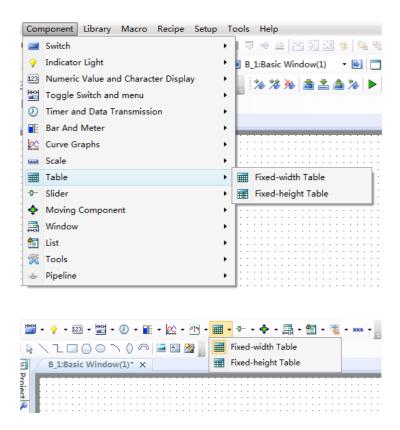
The settings of the "Position" for the Scale component are referred to: <u>Detailed</u> manual/General functions/Drawing/Position.

4.6.8.2Display

The settings of the "Display" property TAB are referred to: <u>Detailed manual/General</u> <u>functions/Drawing/Display</u>.

4.6.9 Table

The "Table" component is used largely in the project. There are two types: "Fixedwidth Table" and "Fixed-height Table". You can add a Table component by clicking the menu command "Component/Table/Fixed-width Table" or ""Component/ Table/ Fixedheight Table". Of course, you can add it by using the shortcut tools bar.



For the fixed-width table, the width of the cells is same and the height of the cells is equal. It is shown as below.

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For the fixed-height table, the width and the height of the cells can be modified by mouse-dragging the split line. It is shown as below.

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4.6.9.1General

The "General" property TAB of the "Fixed-width Table" is shown as below.

The "General" property TAB of the "Fixed-height Table" is shown as below.

eneral Display publics		
oxilisen X 79 C Locked Width 675 C Heet Background Color: Oxfore Type: Split Line Type:	Vi 00 C Height SIS C skippour a C Circ Weight 1	Outline Col -
Row Count 3	🔲 Equal Height 🐑 Hide Horizontal Spit Line	Contraction of the second second
Column Noi 2 😭	Equal Width 1016de Vertical Split Line	
Select Mode: Telect by Ann	+ Batast Date - 💌	
Grid Position	R	

The difference with the "Fixed-width Table" is that the options "Equal Height" and "Equal Width" are not checked. Of course, you can check them and make the Fixed-height Table switch to the Fixed-width Table.

• Position

The option "Position" in the "General" property TAB is referred to: <u>Detailed</u> <u>manual/General functions/Drawing/Position</u>.

• Appearance settings

The background color, the outline color, the split line color, the outline type, the split line type, the outline width and the split line width can be set for the table component appearance according to your needs and the project configuration.

noisian	25		- 14			
Rosilion X i	258 \$	¥4	96 🗘			
Locked Width:	317 3	Height	161 🗘			
livert Background Co	1111	ckgrpun ×	3		80	-
Outline Ty Sailt Line Ty	2023 C C		Live Width	:	Gudine Col +	5 K
Row Count:	나는	7 Equal H	eight 🖂 Hide Hora	- 100 C	of the lot of the lot	
Column No.:	3	W Equal V	Kath 📰 Hide Verti	al Split Une		
C Select						
	1000		lailer Colu + 🎦			
Select Mode: 34	NO BY SLAD					
Grid Position	et by film	100				
	ed by flas	M				
	et by film	M				
	ed by flave	M				
	ed by floor	M				
	ed by floor	ж				

The option "Row Count" and the option "Column No." are used to set the number of the rows and the columns of the table. The option "Equal Height" and the option "Equal Width" can be checked. If they are all checked, the table will be a fixed-width table.

Table	14
Seneral Display	
Hosten Hosten XI 312 VI 250 C	
Sneet Background Colon Outline Type	Curline Cul + M Split Line C + M
Row Count: 2 🖉 🕸 Equal Height 🗌 Hide Horizontal Spit Line	spectre s ((2)
Column No.: 👔 🔹 🐺 Equal Width 🔲 Hida Vertical Split Line	
Side	
Select Mode Leher by Roo + Taiter Coic +	
Orid Pesition:	
Hela Description	QK Careal

The option "Hide Horizontal Split Line" and the option "Hide Vertical Split Line" can be checked. You can check anyone or two to hide the split line of the table according to your needs

For example, only check the option "Hide Vertical Split Line". It is shown as below.

	Contraction of the second s
	General Display Position
1	
1.1	Filiached Width 160 C Height 100 C
- 10 m 12	Sheet Sackground Caloo Backgroun +
	Outline Type
	Row Count: 3 🐵 🐨 Tiguel Height 🐨 Hide Horizontal Soft Live

Select

In the "General" property TAB, if you check the option "Select", the "Control Settings" property TAB will display.

125(0)	nga Display			
nikon Xi	V:	100 \$		
Locked Width j	50 2 Helgitt	200 2		
neet Beckground Color:	Backgroun	3		
Outline Type:	•	Use Wath	💼 🔳 Outline Cal 🔹 💽	
Spit Line Type:	2 2	Line Walth	— 🔹 🖬 SpA Line C 💌 📍	
Row Court:	1 2 Equal H	leight. 🖉 Hide Horizontal Spik	t Liner	
Column No.i	S 🔄 😿 Equal V	(idt) 🗐 Hide Vertical Split Li	ne -	
Select				
Select Mode: Select	a Row -	Select Colc -		
Grid Position				
from supplier	10			

Select Mode and Select Color

After checking the option "Select", you can set the color of the row/column/cell which is selected during running the project. The option "Select Mode" can be set "Select by Row", "Select by Column" or "Select by Cell". It determines that the selected is a row, a column or a cell.

Select	
	Select by Row 🔹 Select Colc 👻 🧷
Grid Position:	Select by Row Select by Column Select by Cell

Grid Position

For the option "Grid Position", you need to give a word register to record the selected row number if the select mode is "Select by Row". The first row number is 0.

Select		
Select Mode:	Select by Row 🔹 Select Colc 👻 🍼	
Grid Position:	LWO	
Ľ	W0:Selected one column, and the up column is 0.	

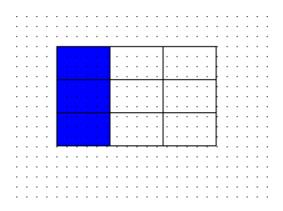
You need to give a word register to record the selected column number if the select mode is "Select by Column". The first column number is 0.

Select		
Select Mode:	Select by Column 🔻	Select Colc 👻 🍠
Grid Position:	LW0	
Ľ	W0:Selected one colum	n, and the left column is 0.

The effect of the "Select by Row" mode is shown as below.

	·	·	·	·	·	·	·	·	·	•		·	·	·	·	·	·	·	·	·	·	·	·	·	·	·	·
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The effect of the "Select by Column" mode is shown as below.



When selecting the mode "Select by Cell", two continuous word registers are occupied. You need to give the first address of the two word registers here. The first word register records the selected row number and the second records the selected column number. The first row number and the first column number are 0.

Select		
Select Mode:	Select by Cell 🔹 Select Colc 👻 🍠	
Grid Position:	LWO	
	W0:Selected one column, and the up column is 0. W1:Selected one column, and the left column is 0.	

The effect of the "Select by Cell" mode is shown as below.

	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	
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4.6.9.2 Control Settings

The settings of the "Control Settings" property TAB are referred to: <u>Detailed</u> <u>manual/General functions/Drawing/Control settings</u>.

4.6.9.3 Display

The settings of the "Display" property TAB are referred to: <u>Detailed manual/General</u> <u>functions/Drawing/Display</u>.

4.6.10 Slider

The "Slider" component can change the value of the specified word register by pressing and moving the slider block.

4.6.10.1 General

Lider			
General Scale Background Graphics	Sider Graphics Dyna	mic Graphics 🕴	Control Settings Display
		Dévictions	Eksplay Rightward *
Minimum Value: Constant +	0		
Maslmun Value Constant +	100	Min Scale:	1 🚔
	0.430,000	Ellipsese	1 - minimure scale per each click
		E Writing v	olise shange simulaneously while skilling
Read and Write Address			
Use Address Tag			
Deivre: LOCAL (Local Register)			
Address Type: ILW	•		
Address 0	System Register		
Format(Range) DCD0D0(8-795596) O	copy 1 Word		
	18-lak Unsigned +		
Address Index			
Hald Description			OK Ce

Minimum Value

The option "Minimum Value" refers to the minimum value of the slider. It can be set by a constant or by a variable. When use a variable to set, the details are referred to: <u>Detailed manual/General functions/Address editor/Standard Byte Address Input.</u>

Maximum Value

The option "Maximum Value" refers to the maximum value of the slider. It can be set by a constant or by a variable. When use a variable to set, the details are referred to: Detailed manual/General functions/Address editor/Standard Byte Address Input.

Seneral 🕖 Scale Backgrou	nd Graphics Sider Graphics Dynamic Graphics Control Se	elings Display
	Direction Display Rig	htward *
Vinimum Value: Variable +	LWO	
Assimum Value: Variable +	🕼 Standard Byte Address Input	
······································	I Use Address Tag	łe
	Delvce LOCAL(Local Register)	
Read and Write Address:		
Use Address Tag	7707 S 182	
Deirce: LOCAL/Local Registe		0040001
	Address: 0 10 System R Format(Range) DDDDDD(0-799999) Oscupy: 1	Word
Address Type: LW	Data Type: 10-bit Unioned	(Anthrony)
Address: 0	E Address Index	
Format(Range) DDDDDD(0+7		
D		
Address Index	OK	Cancel

• Read and Write Address

You should specify a word register to change the value for the slider component. The word register input method is referred to: <u>Detailed manual/General</u> <u>functions/Address editor/Standard Byte Address Input.</u>

• Direction

The option "Direction" is used to set the display direction of the slider. It can be set "Display Upward", "Display Downward", "Display Leftward" and "Display Rightward",.

Fs Slider				8
General Sca	ale Background Graphics	Slider Graphics	Dynamic Graphics	Control Settings Display
	ue: Constant	0 × 100 ×	Direction: Min Scale: Increas	Display Upward Display Downward Display Leftward Display Rightward

• Min Scale

The "Min Scale" refers to the step of the slider block.

Increase

The option "Increase" is used to set the minimum increase or decrease per each click. It should set multiple of the "Min Scale". If this option is not checked, it is set the value of the "Min Scale" by default.

Writing value change simultaneously while sliding

After this option is checked, the word register which is set in the option "Read and Write Address" will change in real time during sliding the slider component. If it is not checked, the value of the word register will change after the slider block is released.

4.6.10.2 Scale

The settings of the "Scale" property TAB are referred to: <u>Detailed manual/</u> <u>Component/ Scale</u>.

4.6.10.3 Background Graphics

The settings of the "Background Graphics" property TAB are referred to: <u>Detailed</u> manual/General functions/Drawing/Graphic edit.

4.6.10.4 Slider Graphics

The settings of the "Slider Graphics" property TAB are referred to: <u>Detailed</u> <u>manual/General functions/Drawing/Graphic edit</u>.

4.6.10.5 Dynamic Graphics

The settings of the "Dynamic Graphics" property TAB are referred to: <u>Detailed</u> <u>manual/General functions/Drawing/Dynamic Graphics</u>.

4.6.10.6 Control Settings

The settings of the "Control Settings" property TAB are referred to: <u>Detailed</u> <u>manual/General functions/Drawing/Control settings</u>.

4.6.10.7 Display

The settings of the "Display" property TAB are referred to: <u>Detailed manual/General</u> <u>functions/Drawing/Display</u>.

4.6.11 Moving Component

You can click the menu command "Component/Moving Component/Moving Component" to add a moving component in your project.

4.6.11.1 General

Move in X Axis Direction				
Read Address	7.000	(and		
Screen Moving Range (Axis Upper Umit	Constant +	700	
	Aria Lower Limit	Constant +	0 []	
2 Move Proportionally	Input Lower Limit	Constant v	0 📑	
Inversely Proportional	Input Upper Limit	Constant +	799	
Move in V Axis Direction				
Read Address	1/4/3.0	100		
Screen Moving Range (Aris Lower Unit	Constant +	0	
	Axis Upper Limit	Constant +	479 👘	
2 Move Proportionally	Input Lower Limit	Constant •	0 1	
Treesely Proportional	Trput Upper Limit	Constant +	479	

The option "Move in X-Axis Direction" refers to moving along the horizontal direction. The option "Move in Y-Axis Direction" refers to moving along the vertical direction. These two options can be checked together. That means moving in an oblique line direction. The angle of the oblique line can be computed based on the moving distance along the x-axis and along the y-axis.

• Read Address

For this option, you should set a word register to specify the moving distance of the moving component along the x-axis. The standard word address input method is referred to: Detailed manual/General functions/Address editor/Standard Byte Address Input.

• Screen Moving Range

After check this option, you should set the upper limit and lower limit of the moving range on the screen.

Axis Lower Limit

The option "Axis Lower Limit" refers to the minimum value of x-axis for the moving range. It can be a constant or a variable. When it is a variable, the details are referred to: Detailed manual/General functions/Address editor/Standard Byte Address Input.

> Axis Upper Limit

The option "Axis Upper Limit" refers to the maximum value of x-axis for the moving range. It can be a constant or a variable. When it is a variable, the details are referred to: Detailed manual/General functions/Address editor/Standard Byte Address Input.

Move Proportionally

After check this option, the moving component will move according to the proportion that the "Input Lower Limit" is corresponding to the "Axis Lower Limit" and the "Input Upper Limit" is corresponding to the "Axis Upper Limit".

For example, the "Axis Lower Limit" is 0, the "Axis Upper Limit" is 799, the "Input Lower Limit" is 0, and the "Input Upper Limit" is 7990. When the value of the specified word register is 0, the position is corresponding to the x coordinate: 0. When the value of the specified word register is 7990, it is corresponding to the x coordinate: 799.

Inversely Proportional

This option can be checked when the option "Move Proportionally" is checked. After it is checked, the "Input Lower Limit" is corresponding to the "Axis Upper Limit" and the "Input Upper Limit" is corresponding to the "Axis Lower Limit". The moving component will move in a inverse proportion.

4.6.11.1.2 Move in Y-Axis Direction

The settings of the "Move in Y-Axis Direction" are same to the "Move in X-Axis Direction". But the moving component is along the vertical direction.

4.6.11.2 Indicator Light

Display a picture or a text according to the status of the specified address.

The settings of the "Indicator Light" property TAB are referred to: <u>Detailed</u> <u>manual/Component/Indicator Light</u>.

4.6.11.3 Label

The settings of the "Label" property TAB are referred to: <u>Detailed manual/General</u> <u>functions/Drawing/Label</u>.

4.6.11.4 Graphics

The settings of the "Graphics" property TAB are referred to: <u>Detailed</u> <u>manual/General functions/Drawing/Graphic edit</u>.

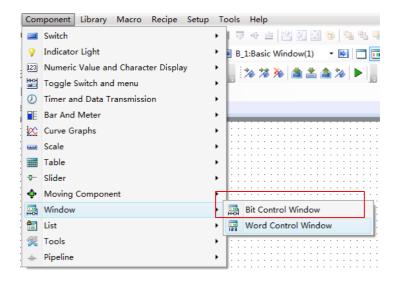
4.6.11.5 Display

The settings of the "Display" property TAB are referred to: <u>Detailed manual/General</u> <u>functions/Drawing/Display</u>.

4.6.12 Window

4.6.12.1 Bit Control Window

You can click the menu command "Component/Window/Bit Control Window" to add a bit control window component in your project.



4.6.12.1.1 General

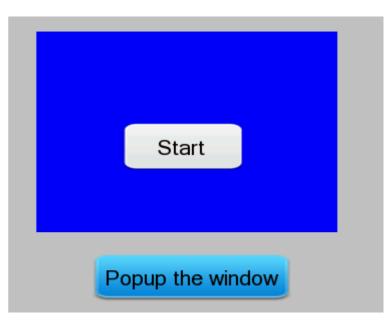
The "Bit Control Window" component is similar to the "Word Control Window" component. The differences with the "Word Control Window" component are pointed out as below. The other details are referred to: <u>Detailed manual/Component/Window/Word</u> <u>Control Window</u>.

• Bit register triggers the pop-up of window

The option "Trigger Bit" is used to specify a bit register to trigger a popup window. The popup window is determined by the option "Popup Window ID No.". If you select the option "Popup On", the window will popup when the bit register is ON. If you select the option "Popup Off", the window will popup when the bit register is OFF.

🖪 Popup Window 🔗 💌
General Display
$\textcircled{\label{eq:started}$ Bit trigger pop-up the specified window $\textcircled{\label{eq:started}}$ Word register control the popup window
Bit register triggers the pop-up of window
Trigger Bit: LBO 📓 💿 Popup On 🔘 Popup Off
Popup Window ID No.: B_2:Base Window(2)
Use Variable Window ID number:
With Window Control Bar:
Variable pop-up window position
Variable window size
Help Description: OK Cancel

For example, a button named "Popup the window" is connected with LB0 and the trigger bit of the popup window component is set LB0. The simulation running result is shown as below. When press the button "Popup the window", the specified window will pop up.

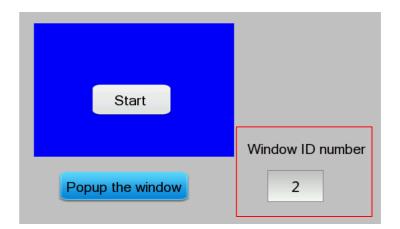


• Use Variable Window ID number

The function of "Use Variable Window ID number" is used to dynamically specify a pop-up window by using a word register.

Trigger Bit: LBO	I	Popup On	Popup Off
👿 Use Variable Window II	D number:	LWO	1
🔠 With Window Control B	lan.		
🕅 Variable pop-up windo	w position		
🛄 Variable window size			

For the above example, the word register is specified LW0 and a numeric value input component is connected with LW0. The simulation running result is shown as below. Enter the corresponding window ID number in the numeric value input component and then click the button "Popup the window", the designated window will pop up.



4.6.12.1.2 Display

The settings of the "Display" property TAB are referred to: <u>Detailed manual/General</u> <u>functions/Drawing/Display</u>.

4.6.12.2 Word Control Window

You can click the menu command "Component/Window/Word Control Window" to add a word control window component in your project.

Со	mponent Library Macro Recipe Setup	Tools Help
	Switch	▶] 〒 애 业 😫 🗊 🕄 🤫 👊 🥦
9	Indicator Light	▶ B_1:Basic Window(1) - 💽 📑
12:	Numeric Value and Character Display	* * * * * * * * * *
ню	Toggle Switch and menu	
Ø	Timer and Data Transmission	•
	Bar And Meter	•
<u>k</u>	Curve Graphs	•
haa	Scale	•
	Table	•
-0-	Slider	•
•	Moving Component	•
	Window	Bit Control Window
A	List	Word Control Window
2	Tools	
÷	Pipeline	•

4.6.12.2.1 General

Popup V	Window				17-
General	Display				
🔿 Bit trig	gger pop-up the	specified window	. Word register of	ontrol the popup	window
Word res	gister control the	pop-up of winde	w.		
Рори	p Window ID:	LW0			
			asic Window of the c the value is not 0.	arrespanding Wi	ndow ID
≡ w	th Window Contr	ol Ban			
≣ Va	riable pop-up w	ndow position			
Va	riable window si	ue.			
Help	Description			OK	Cancel

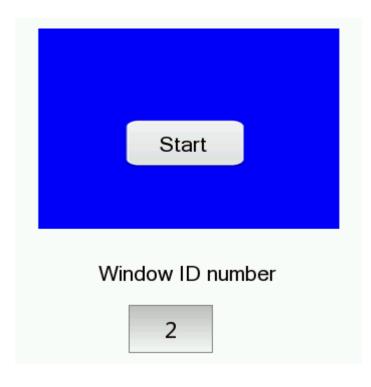
• Word register control the pop-up window

For the option "Popup Window ID", a word register needs to be given to specify the ID number of the popup window.

For example, add a word control window component and a numeric value input component in your project. The word register controlling the pop-up window is set LW0 and it is also connected with the numeric value input component. It is shown as below.

·		-							·	·		·	·	·	·	·	·	·		·	·	·	·	·	·			·		·				•
	- 1	•-		_		_	_		_	_		_		_	_		•-	_		_	-	_	_		_	_		_		_	-			
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•		•	·		•				÷	•			•						•		•••	·	·		•		·				•			•

The simulation running result is shown as below. When input a positive integer value to the numeric value input component, the window which the ID number of it is equal to the inputted value will pop up.



• With Window Control Bar

After checking the option "With Window Control Bar", you can add the window title by checking the option "Title" and add the window close button by checking the option "Close Button". The font of the window title can be set by clicking the button "Set Title". The details are referred to: <u>Detailed manual/General functions/Drawing/Font settings</u>.

	pop-up window, other title setting will be
Set Title	
Language: 1-English (U	ited S ×
O Use Text Library	Test library
Use Labels	
Title Contents Save Lak	Contents To Text Library
Start	
Copy Current Text To	All Languages
Import from Favorite	ant Templates.(I)
🗇 Vector Font 🔮 Graphic	Font OK Cance

After set the window control bar, the simulation running result is shown as below.

Start		X
1		
	Start	
Win	dow ID num	ber
	2	

Variable pop-up window position

After check the option "Variable pop-up window position", a first address of continuous two word registers needs to be given to specify the X and Y coordinates of the pop-up window.

Variable pop-up window position	LW2	
	LW2: Initial X coordinates LW3: Initial Y coordinates	

For the above example, check the option "Variable pop-up window position" and the first word register address of the window position control is set LW2. Then add two numeric value input components in your project for inputting the X and Y coordinates of the pop-up window. They are connected with LW2 and LW3 separately.

The simulation running result is shown as below. When change the values of the numeric value input components, the position of the popup window will change.

tart	(×		
Start			
	Window ID number	X coordinate Y	coordinate

Start	
Start	
Com.	
Window ID number	X coordinate Y coordinat

• Variable window size

If you check the option "Variable window size", a first address of continuous two word registers needs to be given to specify the width and height of the popup window.

Variable window size	LW4	
	LW4: Window Width LW5: Window Height	

For the above example, check the option "Variable window size" and the first word register address of the window size control is set LW4. Then add two numeric value input components in your project for inputting the width and height of the pop-up window. They are connected with LW4 and LW5 separately.

The simulation running result is shown as below. When change the values of the numeric value input components, the size of the popup window will change.

	Start	×		
		Start		
	e			
		Window ID number	Window Width V	Vindow Height
		2	200	200
Emulator				
	Start	¥		
		Start		
		Start Window ID number	Window Width	Window Heig

4.6.12.2.2 Display

The settings of the "Display" property TAB are referred to: <u>Detailed manual/General</u> <u>functions/Drawing/Display</u>.

4.6.13 List

4.6.13.1 Alarm and Event Display

4.6.13.1.1 Current Alarm and Event

The "Current Alarm and Event" function is to display the current triggered alarms and events in a tabular form. Only the trigger state is displayed.

• General

The general properties of the "Current Alarm and Event" are basically the same to the "Alarming and Event History". Please refer to: <u>Detailed</u> <u>manual/Component/List/Alarm and Event History</u>.

Typie		Show Group Brazer Method Science (1997) - 1 (1999) - 1 (1997)
	em Bar/Marquesi annig and Event History	From 103 • To 1200 • K Strollbar Scrollbar Width 20 (9) W Side Note: Only for capacitive screen
	arming and trend readory armit Alarming and Events	Alem and Events Logici
-	period and the second second	Careful Careful de
	110	
De	alay Languages (LiEnglish	P Draw Tate Tate Ford Setting Fording Mode By Date +
184	An Labada 👘 🖽 Une nar	ne fort for Title and Table. List Fort Setting 🗇 Awarding 🖷 Descending
Ne	Display Item	Title Description
22	Sectal No.	
10	Alarming Event Serial No.	Confirm Mode: Lingle Clak. +
10	Alarming Event Group	
12	Alaming Event Energen	Trading Dates
10	Oate of Alarning Event	Cate of Alarming Event
303	Time of Alarming Svent	Time of Alaming Event
12	Court of Alaming Events	Countra
3	Alarming Event Contents	Content Restore Default
LEL	Tripper Status	+
Disp	ay content heyond the tabl	e width: @ Scroll () Internant Step: 5 🛱 Float Speed: 10 🛃 x 6.1s.
Alare	ning Status Displayi	Triggent Ungen (+ 🗐 Sectivery Barrow 🔳 Regare + 🗐
	120 C C C C C C C C C C C C C C C C C C C	
Cuts	Format: WYMM*DD *	Data Separator: / + Time Format (HEMMSS +
Ura	Specing: D	Column Spacing: 10 🕸

Note:

The differences with the "Alarming and Event History" are shown as below.

Use	Display Item	Title Description	
	Count of Alarming Events	Counting	*
	Alarming Event Contents	Content	
	Trigger Status		
	Confirm Status		
	Restore Date		
	Restore Time		=
	Confirm Date		1
	Confirm Time		
	•		Ŧ

> The "Current Alarm and Event" includes "Count of Alarming Events". But the "Alarming and Event History" does not include it.

> The "Current Alarm and Event" only displays the trigger status. It does not confirm and restore the status. So the gray color options in the table can not be checked.

Table

The settings of "Table" property TAB is referred to: <u>Detailed manual/General</u> <u>functions/Drawing/Table drawing</u>.

• Display

The settings of "Display" property TAB is referred to: <u>Detailed manual/General</u> <u>functions/Drawing/Display</u>.

The "Alarming and Event History" function is to display all alarms entries in tabular form, including the current and historical alarms and events.

8 AI	ern Bar(Marqueei annig and Event Hatory arrent Alarning and Epents	Show Group: From <u>1932 +</u> To <u>1933 +</u> Marm and Scent Legis Convert Reg
bow		
DH:	play Language 1 English	• V Show Tale Tile Fast Setting Sorting Mode By Date •
10.5	he Labels 🛛 🖾 Une se	ne fort for Thie and Table. List Fort Setting D Ascending Descending
Use	Oligilar Dave	Title Description
10	Secial No.	Confirm Mode - Biogle Click - +
£3.	Alarming Event Serial No.	Construction of the second sec
11	Alarming Event Groop	
巴	Alarring Event Evergen-	Mag Iz -
$ \overline{\mathcal{B}} $	Oate of Alarming Event	Date of Alamsing Event
10	Tiese of Aleming Event	Time of Alaming Event
리	Count of Alaming Dents	20
$ \overline{q}\rangle$	Alarming Event Contents	Content Restore Default
但	Tripper Status	*
103	ning Status Display	le uidth @ Cool () Interrupt Steps 5 € Rear Spreck 20 € +0.14 Trigger Integrat ■ Trigger 1 € ♥ Beronety Buttom ■ Besure ● ♥ chimad ()utmonterrupt Duttom ● € ♥
Dan	Format: WMM/CC +	Date Separation: (• • Time Former: HILMMASS •
Line	Specing: 0 1	Column Speciage 10 🔮

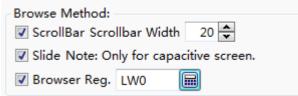
- General
- Show Group

You can select some groups of alarms and events to display in the alarm list.

Note:

The alarms and events can be grouped when they are created. The range of groups is from 1 to 32. The alarm and event content can be set by clicking the button "Alarm and Events Login" or by double-clicking the "System Settings/Alarm and Event" in the project tree. The details are referred to: <u>Detailed manual/Setup/System Settings/Alarm and</u> <u>Event</u>.

thod
ĺ



There are three browse methods: "Scroll Bar", "Slide" and "Browser".

The scroll bar will display in the alarm list if you check the option "Scroll Bar". You can view the alarms by using the scroll bar. The "Scrollbar Width" needs to be set. The unit of it is pixel.

You can check the option "Slide" in order to view the alarms by sliding the screen. This function is supported by the capacitive screen devices.

The option "Browser" can be checked when you need to view multiple pages. A word register needs to be specified to define the current page. The default is that 0 represents the records on the current day, 1 represents the records on yesterday, 2 represents the records on the day before yesterday, and so on. The word register input is referred to: Detailed manual/General functions/Address editor/Standard Byer Address Input.

	Ue:		
Di	uplay Languages [1-English	🕈 🔮 😥 Show Tide Title Fant Letting Sorti	ng Moder By Date •
10	Use Labels 🛛 🖾 Use sa	ne fort for Tille and Table. [List fore Setting] © As	iending 🔻 Descending
Use	Display Item	Title Description	Select Color *
63	Seriel No.		Confirm Mode Single Click +
10	Alarming Event Seriel No.		Contrast Modes Sangle Link /*
10	Alarming Event Group		-
15	Alarming Event Evengers		China Lin
12	Date of Alarming Event	Date of Alaming Event	C Manual Server
12	Time of Alamsing Event	Time of Alarming Event	
	Court of Raming form:	10.139 (05 070 010) 202	
395	Alarming Event Conterns	Content	Restore Delash
83	Trigger Status		- AUTOROCCOUNTS
Dise	Nay content beyond the tab	le width @ Scroll O Interrupt Stept 5 📳 Ford	Speed 10 2 + 0.1v
xie.	ming Status Displays	Triggen Trigger (* 💽 Recove	For Fanture Besame
	Unce	nimed: Ununfirmad Cooline	ed Carlimad
Ciste	Format VYMM/DD +	Date Separator / • Time Formal	 HHAMSESS +

"Display Language"

The "Display Language" is selected to switch the current display language for editing the Title Description. The details are referred to: <u>Detailed manual/Setup/System</u>. <u>Settings/Language Settings</u>.

"Show Title"

The option "Show Title" is checked by default. If you do not want to display the title bar, you can cancel the check.

"Title Font Setting"

It is used to set the font of the title bar. The details are referred to: <u>Detailed</u> <u>manual/General functions/Drawing/Font settings</u>.

"Sorting Mode"

The "Sorting Mode" set the arrangement order of the alarms and events.

If you set "By Date" and select the option "Descending", the latest event will be displayed on the top.

If you set "By Level" and select the option "Descending", the higher level events are displayed on the top.

If you select the option "Ascending", the display order is inverse.

"Select Color"

The selected alarm entry will display in the color which is set by the option "Select Color".

"Confirm Mode"

When the alarm is triggered, it is in the trigger status. If you want to confirm this alarm, you need to select the "Confirm Mode". It can be "Single Click", "Double Click" or "Press And Hold".

"List settings"

The title bar contents of the alarm list are set in the below table. The contents of the title bar can be set to display by checking it. But the gray Display Items can not be checked.

Use	Display Item	Title Description	Select Color *
101	Secial No.		Confirm Mode: Single Click +
15	Alarming Event Serial No		Commissioner Labge Cloc. *
0	Alaming Event Group		
R1	Alaming Event Emergen		Move Up
	Date of Alarming Esent	Date of Alarming Event	Move Down
9	Time of Alaming Event	Time of Alaming Event	L House down 1
8	Court of Alaming Events		
9	Alarming Event Contents	Content	Restore Celuit
123	Trigger Status	A CONTRACTOR OF A CONTRACTOR OFTA CONT	*

For the order of the contents arrangement, you can use the button "Move Up" or "Move Down" to modify it. The content on the top row will display on the left of the alarm list. You can restore the default arrangement by clicking the button "Restore Default ".

"Display content beyond the table width"

There are two modes, "Scroll" and "Interrupt", to display the title contents when they are more than the alarm list width. You can select one mode to display.

The content will be displayed by scrolling if you select the "Scroll" mode. You need to set the step size (Step: 1 to 255 pixels), and the scrolling speed (Speed: 1 to 255*0.1s).

Display content beyond the table width: Scroll Interrupt Step: Pixel Speed: x 0.1s
The excess contents will be truncated directly if you select the "Interrupt" mode.
"Alarming Status Display"
You can set the text color of the alarms and events in the different status here.
Alarming Status Display: Trigger: Trigger Trigger (Trigger (Trigger (Trigger)

Confirme 💌

Confirmed: Confirmed

"Date and Time Format"

The "Date Format" is used to set the sort order of year (YY), month (MM) and day (DD). The "Date Separator" is used to set the separator among year, month and day. The "Time Format" is used to set the time display format.

"Line Spacing and Column Spacing"

Unconfirmed: Unconfirmed

The "Line Spacing" and the "Column Spacing" are to set the ranks spacing of the alarm list. The unit is pixel and the range is 0-255.

Table

The settings of the "Table" property page TAB are referred to: <u>Detailed manual/</u> <u>General functions/ Drawing/ Table Drawing</u>.

• Search And Control

The "Search And Control" property TAB is shown as below.

Securit Lobb: Search And Connect Digitize Cobie Search By Cone Connect Digitize Search By Code Connect Dy Time Range Connect by Segarate Code No. Con Register Query Mode (W) Segaratery Lister by Date Lister by Time Range, Zieranh hy Segaratery Lister by Search by Time Range, Zieranh hy	ly Level 🗇 Search by Oracp
Search By Date © Search By Time Range © Search By Sequence © By Serial No. © B Register Query Mode UN0 UN0 OSsearch by Date LSearch by Time Range, Zsearch by Sequences, Stearch by Seala Nandate, 4daech by	ly Level 🗇 Searth by Oroup
Register Query Mode (W) (300 (Search by Date J.Search by Time Range, Ziearch hy Sequence J.Search by Sanid Number, Kaarch by	ly Lavel 🗇 Search by Oroup
(evel Seeach by Group Search Trigger Bb. 100 (80) L shout the reacht. Effered by range. 2 no Starting Search Register: (W10 (W10-UW2) Use meanman 12 registers, impending on different search	t methodis
🗈 Use Control Function	
Export CIV	
Hala Description	06 General

Enable Search Function

Check the option "Enable Search Function" to use the search function.

"Search mode"

Z Enable Search Function 🗇 Search By Date 🔘 Search By Time Range 🔘 Search By Sequence 🗇 By Serial No. 🗇 By Level 💮 Search by Group Mode LW0 LW0 OSearch by Date Lisearch by Time Range, 2Search by Sequence JSearch by Serial Number, 4Search by Lwwi, Stearch by Group B Register Query Mode LW0

There are seven search modes: "Search By Date", "Search By Time Range", "Search By Sequence", "By Serial No.", "By Level", "Search by Group" and "Register Query Mode".

The "Register Query Mode" is a dynamic search mode. You can specify a word register to dynamically adjust the search mode. If the word register is 0, the "Search By Date" mode is used. If it is 1, the "Search By Time Range" mode is used. If it is 2, the "Search By Sequence" mode is used. If it is 3, the "By Serial No." mode is used. If it is 4, the "By Level." mode is used. If it is 5, the "Search by Group." mode is used. The word register address input method is referred to: Detailed manual/General functions/Address editor/Standard ByteAddress Input.

"Search Trigger Bit"

The option "Search Trigger Bit" is used to specify a bit register to trigger the search function. Note that the search function is not edge-triggered mode. When setting the trigger bit 1, the alarm list displays the filtered results. After set the trigger bit 0, the list

will display the results which are not filtered. The bit address input method is referred to: Detailed manual/General functions/Address editor/Standard Bit Address Input.

"Search Register"

The "Search Register" is used to specify the first word register address for the search function. The number of the word registers is depending on the search mode. The function of the word registers used to search is different for the different search mode. You can get the information of the used word registers according to the text displayed under the first word register address. The word address input method is referred to: Detailed manual/General functions/Address editor/Standard ByteAddress Input.

Search Register:	LW10	
	LW10 : Year	(Input unsigned number YYYY, e.g. 2015)
	LW11 : Mor	th (Input unsigned number MM between 1 to 12)
	LW12 : Day	(Input unsigned number DD between 1 to 31)

Use Control Function

After checking this option, you can use word address registers to control the display of the alarms and events in the alarm list.

🔽 Use Control Function			
Control Register:	LW0		
	LW0:0: Display All Alarming Events		0
	LW0:2: Hide the Recovered Event	LW0:3: Hide the	Confirmed and Recovered Event

Export CSV

The option "Export CSV" is referred to: <u>Detailed manual/ General functions/ Drawing/</u> Export CSV.

• Display

The settings of the "Display" property TAB are referred to: <u>Detailed manual/General</u> functions/Drawing/Display.

4.6.13.1.3 Alarm Bar (Marquee)

The "Alarm Bar" function is to display the alarms and events in a single line and in a marquee form. The scrolling direction, step and speed need to be set. A title can be chosen to display.

eral.	Table Display	
T _{err}	erm BarlMarqueel	Show Group:
-	and and familiance	Filter (100 + To (100 + Alerter and Events Login
	arent Marning and Events Lise	
Die .	play Languager (LEnglish	+ Sorting Mode By Date +
10	ise Labels	List from Satting . Ascending . Descending
Ule	Display Item Secial No.	The Description
-	Alarming Trent Serial No.	
1	Alaming Event Group	
10	Aleming Event Energen-	(Muelle)
12	Date of Merning Event	Data of Alaming Event
2	Time of Alarming Swint	Turse of Alarming Event
10	Court of Marning Events	
$ \overline{g}\rangle$	Alarming Event Contents	Content Redore Default
E	Tiripger Statul	
Mar	tere moving model High	allo Lef + Step 1 2 Pool Speed 10 2 +0.14
Alar	ning Status Display:	biggen Diager (👘 🕐 Recovery: Tecture 🛛 🖬 Recovery 👘
	Unco	ofenedi Dosarfimati Confirmat Confirmat
Det	formati WYMMYCO	Dute Separation: (7 *) Time Formult: (HHIMMASS *)
Live.	Spacing: 0 🗎	Coherry Specing: 10 🖹
ule -	Descrution	OK Can

- General
- Show Group

The specified groups of the alarms and events will display in the Alarm Bar.

The alarms and events can be grouped when they are created. The range of groups is from 1 to 32. The alarm and event content can be set by clicking the button "Alarm and Events Login" or by double-clicking the "System Settings/Alarm and Event" in the project tree. The details are referred to: <u>Detailed manual/Setup/System Settings/Alarm and</u> <u>Event</u>.

Show List

Use	Display Item	Title Description
15	Serial Nu:	and the second sec
£1	Alarming Event Serial No	
E1	Alarming Event Group	a de la companya de la
任	Alarming Svent Emergen	V More to
N.	Oate of Alarming Event	Date of Alarming Event
10	Time of Alarming Event	Time of Alaming Event
11	Court of Alaming Events	
8	Alerning Event Contents	Content Restore Delault
日.	Trigger Status	1
Mar	quee moving mode Righ	tToled + Rep: 5 € Foel Speed 10 € +0.10
Alse I	ning Status Disatayi	Triggen Trigger (🖌 💽 Recovery: Bussian 🔚 Resume 🗶
		femed: Unsammed Confirmed: Confirmed

"Display Language"

The "Display Language" is selected to switch the current display language for editing the Title Description. The details are referred to: <u>Detailed manual/Setup/System</u>. <u>Settings/Language Settings</u>.

"Show Title"

The option "Show Title" is checked by default. If you do not want to display the title bar, you can remove the check.

"List Font Setting"

The button "List Font Setting" is used to set the font of the title bar. The details are referred to: <u>Detailed manual/General functions/Drawing/Font settings</u>.

"Sorting Mode"

The "Sorting Mode" sets the arrangement order of the alarms and events.

If you set "By Date" and select the option "Descending", the latest event will be displayed on the top.

If you set "By Level" and select the option "Descending", the higher level events are displayed on the top.

If you select the option "Ascending", the display order is inverse.

"Use Labels"

If you check the option "Use Labels", the contents of the "Title Description" can use the default or you can edit them.

If you don't check the option "Use Labels", the contents of the "Title Description" can be set by using the text in the text library. It is shown as below. You can click the button

"" to open the text library and select the required text. The details of the Text Library are referred to: Detailed manual/Library/Text Library.

Use Labels		List Font Setting	Ascend	ling
Use	Display Item	Title Description		
	Serial No.		4	•
	Alarming Event Serial No			
	Alarming Event Group			
	Alarming Event Emergen			
	Date of Alarming Event		•	
1	Time of Alarming Event		•	
	Count of Alarming Events			
1	Alarming Event Contents		•	
	Trigger Status		-	-

"List settings"

The title bar contents of the alarm bar are set in the below table. The contents of the title bar can be set to display by checking it. But the gray Display Items cannot be checked.

Use	Display Item	Title Description		
10	Serial No.		1	
扪	Alarming Event Serial No			
22	Alarming Event Group	1	*	
£1.	Naming Event Emergen			Move Up
8	Cate of Alermong Asem	Date of Alarming Event	- interest	Move Down
2	Time of Alarming Event	Time of Alarming Event		inere beint
Ð	Count of Alarming Events			
2	Alarming Event Contents	Content		Restore Default
前	Trigger Status	- 20,000,000	4	CONTRACT OF A DESIGNATION OF A DESIGNATIONO OF A DE

You can use the button "Move Up" or "Move Down" to modify the order of the display items arrangement. The content on the top row will display on the left of the alarm bar. You can restore the default arrangement by clicking the button "Restore Default ".

"Marquee moving mode"

You can set the scrolling direction of the alarm contents, the step size (Step: 1 to 255 pixels), and the scrolling speed (Speed: 1 to 255*0.1s).

Marquee moving mode:	Right To Lef 💌	Step:	5 🜩 Pixel	Speed:	10 🔹 x 0.1s

"Alarm Status Display"

The alarm bar only displays the triggered alarms and events. So only the Trigger Color can be changed.

"Date Format"

Alarming Status	Display: Trig	gger: Trigger	Trigger (👻	Recovery:	Restore	Resume 🔹 📝
	Unconfirm	med: Unconfirmed	đ	Confirmed:	Confirmed	Confirme 👻 📝
Date Format:	YY*MM*DD 🔻	Date Separator:	· · ·	Time Format:	HH:MM:SS	•
Line Spacing:	0	Column Spacing:	10 🖍			

The "Date Format" is used to set the sort order of year (YY), month (MM) and day (DD). The "Date Separator" is used to set the separator among year, month and day. The "Time Format" is used to set the time display format.

"Line Spacing and Column Spacing"

The "Line Spacing" and the "Column Spacing" are to set the ranks spacing of the alarm bar. The unit is pixel and the range is 0-255.

• Table

The settings of the "Table" property TAB are referred to: <u>Detailed manual/General</u> <u>functions/Drawing/Table Drawing</u>.

• Display

The settings of the "Display" property TAB are referred to: <u>Detailed manual/General</u> <u>functions/Drawing/Display</u>.

4.6.13.2 Historical Data Display

The function of the "Historical Data Display" is to display the sampling data in tabular form. The display is continuously refreshed according to the specified sampling frequency.

iow Lint	Refresh the latest sam Pause the refreshing.	pling data		2 Scroll Bar Scro 2 Side Note: Only 3 Browser Reg. 4 Hide Column Reg	for			20	1.00
Language 1-Eng	lich (Uni + 💽 😥 🛙				0	Aso	ug Me endir icend	19	
Use Display T	Title Discription	List Forts	Co	Data Type	100eg	ger:	Deci	inal	Leading Z
I Secial No.	Serial No.		0				-		
Dete	Date								10
37 Time	Time		D						-10
2 Channell	Channel1		1	Single-precision Flo	4	\$	0	-	自
2 Channel2	Channel2		1	15-bit Unsigned	-4	1	0	-	司
		ľ		wills	10,000			Re	eset Default
Date Format: XY*W	M*DD • Data	Separatori acs: 10	1	• fime)	locm.	at [HI M	MS	•

4.6.13.2.1 General

Data Source

Select a data sampling from the pull-down list. If there is no data sampling, you can quickly build one by clicking the button " I The details are referred to: <u>Detailed</u> manual/Setup/System Settings/Data Sampling.

• Pause

A bit register address can be set to pause or start the display of the historical data sampling.

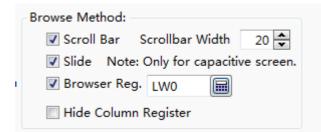
For example: set a bit address LB0 for the option "Pause". Then when LB0 is OFF, the latest data sampling is refreshed. When LB0 is ON, the refreshing is paused.

Note:

The refreshing is paused, but sampling is not stopped. All sampling data will be refreshed.

Browse Method

The "Browse Method" includes "Scroll Bar", "Slide", "Browser" and "Hide Column Register".



Scroll Bar

When checking the option "Scroll Bar", the list will appear scroll bar for viewing. The scrollbar width can be customized. The unit is pixel.

> Slide

You can check the option "Slide" in order to view by sliding the screen. This function is supported by the capacitive screen devices.

> Browser

The option "Browser" can be checked when you need to view multiple pages. A word register needs to be specified to define the current page. The default is that 0 represents the records on the current day, 1 represents the records on yesterday, 2 represents the records on the day before yesterday, and so on. The word register input is referred to: Detailed manual/General functions/Address editor/Standard Byte Address Input.

Hide Column Register

If you check the option "Hide Column Register", a word register can be set. The value of the word register is used to control the display or hiding of each column.

Show List

C LINE	Lable II Un	e same font for Title	Bar an	d Tab	ble	Table Font Settings		Own	cend	ing:	
Use	Display TI	Title Discription	List F	onts	Co	Data Type	Inte	ger	Dec	imal	Leading 2
10	Serial No.	Serial No.			2						
120	Oate	Date			2						10
192	Time	Time			3				l		12
10	Channel1	ChannelL		1	1	Single-precision Ro	3.4	+	0	-	E
12	Channel2	Channel2			1	15-bit Unsigned	.4	4	0	-	100

Language

The "Display Language" is selected to switch the current display language for editing the Title Description. The details are referred to: <u>Detailed manual/ Setup/ System</u>. <u>Settings/ Language Settings</u>.

Display Title Bar

The option "Display Title Bar" is checked by default. If you do not want to display the title bar, you can remove the check.

Table Font Settings

It is used to set the font of the title bar. The details are referred to: <u>Detailed</u> <u>manual/General functions/Drawing/Font settings</u>.

> Use Label

By default, the option "Use Label" is checked. The contents of the "Title Description" can use the default or you can edit them. It is shown as below.

Lise :	Display TI	Title Discription	List Fe	onts C	ia;	Data Type	Inte	ger	Deci	mal	Leading Z
100	Serial No.	Serial No.		al.	1				-		1
12	Date	Date		+[0
19	Time	Time		-	*						10
12	Channel1	Channel1		-	1	Single-precision Flo	4	-	0	÷	10
10	Channel2	Channel2				16-bit Unsigned	4	+	0	1	田

If you don't check the option "Use Label", the contents of the "Title Description" can be set by using the text in the text library. It is shown as below. You can click the button

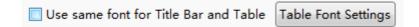
"...." to open the text library and select the required text. It is shown as below.

Use	Lable 🗵 Use	same font for Tit	le B	ar and	1 Tak	le	Table Font Settings		Der	cend	ing	
Use	Display TI	Title Discription	6	List Fo	onts	Cia	Data Type	Inte	ger	Deci	imal	Leading Z
1	Serial No.	1	0		*	1						
1	Date	1	0			1	1					E).
12	Time	- L.	0		1							10
12	Channel1	14	0		+1	1	Single-precision Flo	4	*	0	-	初
1	Channel2	(m)	0		+		16-bit Unsigned	đ	*	0	-	10

The details of the Text Library are referred to: Detailed manual/Library/Text Library.

> Use same font for Title Bar and Table

By default, the font of the contents in the list is same to the font of the title bar. If you want to define the font of the contents in the list, you can remove the check and set the font by clicking the button "Table Font Settings".



The details are referred to: <u>Detailed manual/General functions/Drawing/Font</u> <u>settings</u>.

Sorting Mode

There are two Sorting Modes: Ascending and Descending. When the option "Ascending" is selected, the oldest record is displayed in the first row. When the option "Descending" is selected, the newest record will display on the first row.

List Settings

	釰
-	世
÷.	10
	1000

You can select the required contents to display in the title bar by checking in the "Use" column. For the order of the contents arrangement, you can use the button "Move Up" or "Move Down" to modify it. The content on the top row will display on the left of the Historical Data Display List. You can restore the default arrangement by clicking the button "Restore Default ".

Date and Time Format

The "Date Format" is used to set the sort order of year (YY), month (MM) and day (DD). The "Date Separator" is used to set the separator among year, month and day. The "Time Format" is used to set the time display format.

Line Spacing and Column Space

The "Line Spacing" and the "Column Space" are to set the ranks spacing of the alarm list. The unit is pixel and the range is 0-255. The line space is a unified value, and the column space can be set one by one and can be set to the same value.

4.6.13.2.2 Table

The settings of the "Table" property TAB are referred to: <u>Detailed manual/General</u> <u>functions/Drawing/Table Drawing</u>.

4.6.13.2.3 Search

• Enable Search Function

Check the option "Enable Search Function" to use the search function.

Historical Data Display		1-5-6
Seneral Table Search 🥥 Display		
IV Enable Search Function		
Search By Data C Search By Time Range	C Search By Sequence	
🗇 Register Query Mode		
Search Trigger Bit		
Search Register:		
Export CSV		

Search mode

There are four search modes supported: "Search By Date", "Search By Time Range", "Search By Sequence" and "Register Query Mode".

The "Register Query Mode" is a dynamic search mode. You can specify a word register to dynamically adjust the search mode. If the word register is 0, the "Search By Date" mode is used. If it is 1, the "Search By Time Range" mode is used. If it is 2, the "Search By Sequence" mode is used. The word register address input method is referred to: Detailed manual/General functions/Address editor/Standard Byte Address Input.

■ Enable Search Function -	
🔘 Search By Date 🛛 🔍 S	earch By Time Range 🛛 💿 Search By Sequence
Register Query Mode	LWO
	LW0 0:Search by Date ,1:Search by Time Range, 2:Search by Sequence

Search Trigger Bit

The option "Search Trigger Bit" is used to specify a bit register to trigger the search function. Note that the search function is not edge-triggered mode. When set the trigger bit 1, the alarm list displays the filtered results. After setting the trigger bit 0, the list will display the results which are not filtered. The bit address input method is referred to: Detailed manual/General functions/Address editor/Standard Bit Address Input.

Search Register

Search Register: LW10 III LW10 ~ LW21: Depending on different search methods, take up to 12 words.

The "Search Register" is used to specify the first word register address for the search function. The number of the word registers is depending on the search mode. The function of the word registers used to search is different for the different search mode. You can get the information of the used word registers according to the text displayed under the first word register address. The word address input method is referred to: <u>Detailed</u> manual/General functions/Address editor/Standard ByteAddress Input.

Export CSV

The option "Export CSV" is referred to: <u>Detailed manual/ General functions/</u> <u>Drawing/ Export CSV</u>.

4.6.13.2.4 Display

The settings of the "Display" property TAB are referred to: <u>Detailed manual/General</u> <u>functions/Drawing/Display</u>.

4.6.13.3 Operator Log

The function of the "Operation Log" is to record the required detailed operation of the HMI device, such as a button is triggered at a certain time, a value is modified at another certain time, and so on. The "Operation Log component displays the detailed operating records in the list form. You can search the records or export them.

Note 1:

For the created components, the operations are not recorded by default. To record the operation of a component, check the "Records Operation" option in the "Control Settings" property TAB and click the button "Set" to set the operation information. The details are referred to: <u>Detailed manual/General functions/Drawing/Control settings</u> and <u>Detailed manual/General functions/Drawing/Label</u>.

meral Taggle Switch Grephics Dynemic Graph	and the second se				
Activation Settings # Always	Security Settings				
	Minimum Press Terre: 0 🚔 (80.15)				
Conditional	Regular confirmation prior to execution				
	Waiting Time 100 (\$ (X0.35)				
	2 Necords Operation Ose				
	Minimum Operation Internal: 0(0.13)				
	Notification Settings				
	Before Writing After Writing				
	E Notify Bit Address				
	E Notify Byte Address.				
Grydmand					
III Use Keylaoand	Aedio				
	E Flay Audio				

Note 2:

Only when the user privilege is enabled and a user logs in, the operator user name will be recorded and displayed. When the user privilege is not enabled or there is no user to log in, the user name is displayed a blank in the operation records.

4.6.13.3.1 General

The general attributes of the "Operator Log" are set in the "General" property TAB.

)/ El Displa Lamps	Screen Dissusser ly the Lint	Note: Only for capacitie Reg.	19 Display Title Bar Date form	Setting Mode: C-Assending (Older data are displayed first) # Descending/Newer data are displayed first)
	Use	Display the Project	Title Bar Description	
	10	Serial No.	Serial No.	
	126	Date	Date	-
	ian -	Time	Time	14
	80	Guer Nerre	User Name	
	195	Operation Log	Operation Log	Contraction of the second seco
	Formati	Contraction (Contraction)	Time Splits (A. 4) Time F	Rentares to default serving renat: (HHAMMASS +)

Browse Method



There are three browse methods: "Scrollbar", "Screen" and "Browser".

The scroll bar will display in the alarm list if you check the option "Scrollbar". You can view the alarms by using the scroll bar. The "Scrollbar Width" needs to be set. The unit of it is pixel.

You can check the option "Screen" in order to view the records by sliding the screen. This function is supported by the capacitive screen devices.

The option "Browser" can be checked when you need to view multiple pages. A word register needs to be specified to define the current page. The default is that 0 represents the records on the current day, 1 represents the records on yesterday, 2 represents the records on the day before yesterday, and so on. The word register input is referred to: Detailed manual/General functions/Address editor/Standard Byte Address Input.

• Display the list

Cite :	Display the Project	Title Ser Description	
36	Serial No.	Secial No.	
9 9 9	Date	Date	
90	Tinte	Time	100
A	User Name	User Name	
100	Operation Log	Deerwhiain kow	Count .
			Restore to default sorting

Language

The "Language" is selected to switch the current display language for editing the Title Description. The details are referred to: <u>Detailed manual/ Setup/ System Settings/</u> Language Settings.

Display Title Bar

The option "Display Title Bar" is checked by default. If you do not want to display the title bar, you can remove the check.

Title Font Setting

It is used to set the font of the title bar. The details are referred to: <u>Detailed</u> manual/General functions/Drawing/Font settings.

Use label

By default, the option "Use Label" is checked. The contents of the "Title Bar Description" can use the default or you can edit them. It is shown as below.

e Lable	Use same font for Titl	e Bar and List	
Use	Display the Project	Title Bar Description	
	Serial No.	Serial No.	
	Date	Date	
	Time	Time	
	User Name	User Name	
	Operation Log	Operation Log	

If you don't check the option "Use Label", the contents of the "Title Bar Description" can be set by using the text in the text library. It is shown as below. You can click the button "____" to open the text library and select the required text. It is shown as below.

Use	Lable 🛛	Use same font for Title B	ar and List	
	Use	Display the Project	Title Bar Description	
		Serial No.		•
	V	Date		•
	V	Time		•
	V	User Name		•
	1	Operation Log		

The details of the Text Library are referred to: Detailed manual/Library/Text Library.

Use same font for Title Bar and List

By default, the font of the contents in the list is same to the font of the title bar. If you want to define the font of the contents in the list, you can remove the check and set the font by clicking the button "Table Font Settings".

Use same font for Title Bar and List

Table Font Setting

The details are referred to: <u>Detailed manual/General functions/Drawing/Font</u> <u>settings</u>.

Sorting Mode

There are two Sorting Modes: Ascending and Descending. When the option "Ascending" is selected, the oldest record is displayed in the first row. When the option "Descending" is selected, the newest record will display on the first row.

Use	Display the Project	Title Bar Description	
1	Serial No.	Serial No.	
7	Date	Date	
1	Time	Time	Up
1	User Name	User Name	
1	Operation Log	Operation Log	Down

List Settings

You can select the required contents to display in the title bar by checking in the "Use" column. For the order of the contents arrangement, you can use the button "Up" or "Down" to modify it. The content on the top row will display on the left of the Operator Log List. You can restore the default arrangement by clicking the button "Restore to default sorting".

۶

The "Date Format" is used to set the sort order of year (YY), month (MM) and day (DD). The "Date Time Split" is used to set the separator among year, month and day. The "Time Format" is used to set the time display format.

> Row Spacing and Column Spacing

The "Row Spacing" and the "Column Spacing" are to set the ranks spacing of the operator log list. The unit is pixel and the range is 0-255.

4.6.13.3.2 Table

The settings of the "Table" property TAB are referred to: <u>Detailed manual/General</u> <u>functions/Drawing/Table Drawing</u>.

4.6.13.3.3 Checking

• Enable Search Function

Check the option "Enable Search Function" to use the search function.

parete Log Display			1.4
neral Table Checking	Display		
Enable Search Function			
Check By Date	Check By Time Range	C Chuck By Sequence	Check By Unit Name
Oue register to control	the search mothesd.		
Search bigger bit		80	
Soardi Register		into 1	
Esport CSV			
Description			Car

Search mode

There are four fixed search modes supported: "Check By Date", "Check By Time Range", "Check By Sequence" and "Check By User Name".

The "Use register to control the search method" is a dynamic search mode. You can specify a word register to dynamically adjust the search mode. If the word register is 0, the "Check By Date" mode is used. If it is 1, the "Check By Time Range" mode is used. If it is 2, the "Check By Sequence" mode is used. If it is 3, the "Check By User Name"

mode is used. The word register address input method is referred to: Detailed manual/General functions/Address editor/Standard Byte Address Input.

Check By Date	🔘 Check By Ti	me Range	Check By See	quence	◯ Check By User Name
Ose register to control the second	search mothod.	LW0	6		
		LW0 0:Search B 1:Search By Tir 2:Search By Se 3:Search By Us	ne Range, quence,		

Search trigger bit

The option "Search trigger bit" is used to specify a bit register to trigger the search function. Note that the search function is not edge-triggered mode. When set the trigger bit 1, the alarm list displays the filtered results. After set the trigger bit 0, the list will display the results which are not filtered. The bit address input method is referred to: <u>Detailed</u> manual/General functions/Address editor/Standard Bit Address Input.

Search Register

The "Search Register" is used to specify the first word register address for the search function. The number of the word registers is depending on the search mode. The function of the word registers used to search is different for the different search mode. You can get the information of the used word registers according to the text displayed under the first word register address. The word address input method is referred to: <u>Detailed manual/General functions/Address editor/Standard ByteAddress Input</u>.

Search Register	LW10
	LW10: Year (Input unsigned number YYYY, e.g. 2015)
	LW11: Month (Input unsigned number MM between 1 to 12)
	LW12: Day (Input unsigned number DD between 1 to 31)

Export CSV

The option "Export CSV" is referred to: <u>Detailed manual/ General functions/</u> <u>Drawing/ Export CSV</u>.

4.6.13.3.4 Display

The settings of the "Display" property TAB are referred to: <u>Detailed manual/General</u> <u>functions/Drawing/Display</u>.

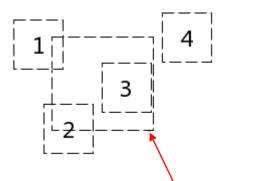
4.6.14 Tools

The "Tools" component includes "Touch Trigger", "Canvas", "Calendar Clock" and "QR-Code".

file View Edit Window Drawing	Component Library Macro Recipe Setu	p Tools Help
Image: Second		a trianic Window(1)
Addemosce	Tools a Roolne	Touch Trigger S Carvas Calendar Clock Gl-Code

4.6.14.1 Touch Trigger

The "Touch Trigger" component can be used in the occasions that a component or more components can be triggered not by touching. That is, all components which occupy the active area of the touch trigger component can be triggered when the register specified by the touch trigger component meets the conditions.



The area of a touch trigger component

As shown as above, when the trigger condition of the touch trigger component is met, the components 1,2 and 3 will be triggered, while component 4 will not be triggered. The property page of the "Touch Trigger" component is shown as below.

🖪 Touch Trigger 🔤	2 🗙
Trigger Settings 🥹 Dynamic Graphics Display	
Trigger Simulation Type	
\odot Simulation Click \bigcirc Simulation Sliding \bigcirc Simulation Zoom	
Trigger Condition:	
It Status Changing \bigcirc World Value Changing \bigcirc Condition Judgment	
Trigger Address:	
Trigger Mode: OFF->ON 🔹 🗖 Auto Reset	
Help Description: OK Ca	ncel

4.6.14.1.1 Trigger Simulation Type

The "Trigger Simulation Type" refers to the trigger type of the "Touch Trigger" component. It includes "Simulation Click", "Simulation Sliding" and "Simulation Zoom". They are corresponding to the trigger actions when the trigger conditions of the touch trigger component are met.

•	Simulation Click
Trig	gger Simulation Type
	◉ Simulation Click ○ Simulation Sliding ○ Simulation Zoom

When the trigger conditions of the touch trigger component are met, the components which occupy the active area of the touch trigger component will execute the click action, such as clicking a switch button.

	Simulation	Sliding
--	------------	---------

Trigger Simulation Type
nigger officiation type
\bigcirc Simulation Click $@$ Simulation Sliding \bigcirc Simulation Zoom
Touch Control Parameters
roadh control raraneters
LW0
The sliding angle, 0 for the right slide, 90 slide up, 180 slide to the left, 270 to decline.
LW1
The sliding velocity, unit: pixel per second

When the trigger conditions of the touch trigger component are met, the components which occupy the active area of the touch trigger component will execute the sliding action within this area. The sliding action is controlled by two word registers. The first word register controls the sliding angle, 0 for sliding to right, 90 for sliding up, 180 for sliding to left, 270 for sliding down. The second word register controls the sliding velocity. The sliding velocity unit is pixel per second. The address input of the word register is referred to: Detailed manual/General functions/Address editor/Standard ByteAddress Input.

Simulation Zoom

Trigger Simulation Type
ringger sindiadon type
\bigcirc Simulation Click \bigcirc Simulation Sliding $©$ Simulation Zoom
Touch Control Parameters
LW1
Zoom ratio, 0~200, in percent, less than 100 is reduced, with more than 100 amplification.

When the trigger conditions of the touch trigger component are met, the components which occupy the active area of the touch trigger component will execute the zooming action within this area, such as viewing the trend curve by zooming.

The zoom ratio is controlled by a word register. The range of zoom ratio is 0-200, in percent. The value 1-200 is legal. It represents the zoom percentage which less than 100 is corresponding to reducing and more than 100 is corresponding to amplification. The address input of the word register is referred to: <u>Detailed manual/ General functions/</u> Address editor/ Standard ByteAddress Input.

4.6.14.1.2 Triggering Condition

Trigger Condition:	
\odot Bit Status Changing \odot World Value Changing \odot Condition Judgment	
Trigger Address: LB0	
Trigger Mode: OFF->ON 👻 🗖 Auto Reset	

The "Trigger Condition" supports "Bit Status Changing", "Word Value Changing" and "Condition Judgment". The settings are referred to: <u>Detailed manual/Component/Timer</u> and Data Transmission/Timer.

4.6.14.2 Canvas

The property page of the "Canvas" can be opened by clicking the menu command "Component/Tools/Canvas".

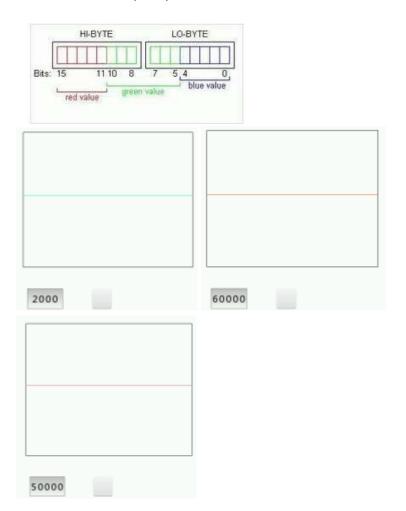
You can control the graphics canvas by bit registers. You can modify the canvas color and the pen color, as shown as below.

🖪 Canvas 🔹 👔 💌
General Dynamic Graphics Display
Brush Type Monochrome Brush Canvas V Pen Co V Multicolor Brush Address Use Address Tag Deivce: LOCAL:[Local Register]
■ Bit-index within a Byte Register Address Type: LB Address: 0 Format(Range) DDDDDD(0~7999
Address Index The length of occupancy address: 16384
Refresh
Help Description: OK Cancel
General Dynamic Graphics Display Position Position: X : Q 🗘 Y : 0 🗘
 Locked Width: 128 Height: 128 Always Display Conditional Display

In the above settings, you can see that the Canvas Width is 128 and the Canvas Height is 128 in the "Display" property page. The size of the canvas is 128*128.So the occupied LB addresses number is 16384. It is displayed in the "General" property page. If any of the address LB0 ~ 160000 is 1, the corresponding pixel on the canvas is white. If it is 0, the corresponding pixel on the canvas is black. You can also check the "Bit-index within a Byte Register" to set the canvas. It is easy to program a complex graphic. You can set LW0=65535 (0xFFFF) directly if you want all LW0.0~ LW0.15 to be 1.

The settings of the "Multicolor Brush" are similar to the monochrome brush. The default canvas color is white. Each pixel of the canvas is controlled by using word register addresses. The color of pen brush is based on the value of the corresponding word address according to the RGB565 form.

The RGB565 mode is a color mode which a pixel occupies two bytes. The first 5 bits in the low byte are used to indicate B (BLUE). The last 3 bits in the low byte + the first 3 bits in the high byte are used to indicate G (Green). The last 5 bits in the high byte are used to indicate R (RED).



4.6.15 Pipeline

The "Pipeline" component includes three types: Horizontal, Vertical and Elbow.

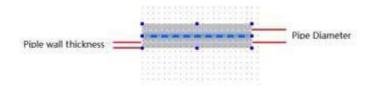
	Com	ponent	Library	Macro	Recipe	Setup	Tools	s Help
η		Switch					•	T 🐠 💷 🔛 🗊 📰 🧐
1	?	Indicator	Light				• 🛛 E	3_1:Basic Window(1)
¢	123	Numeric	Value and	d Charac	ter Displa	у	•	% % % 🚵 📥 📤
	ню	Toggle S	witch and	menu			•	
	\odot	Timer and	d Data Tr	ansmissi	on		•	
c	Ē	Bar And I	Meter				• =	
	₩	Curve Gra	aphs				•	
	haad	Scale					•	
		Table					•	
	-0	Slider					•	
	ф	Moving C	Compone	nt			•	
	ы	Window					•	
	<u>6</u>	List					•	
	R	Tools					۰L	
	÷	Pipeline					•	Horizontal
	_						1	Vertical
							1	Elbow

4.6.15.1 Horizontal

4.6.15.1.1 Pipeline

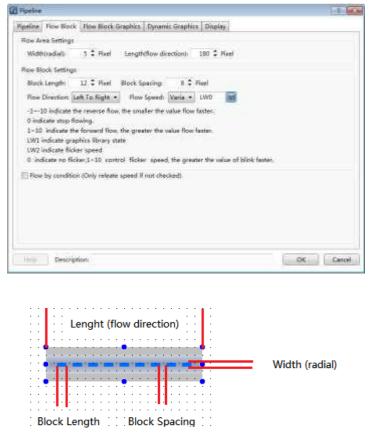
The Pipe Diameter and Pipe wall thickness should be given when you use a horizontal component. It is shown as below.

peline Settings		
Pipe Diameter: 15 \$ Pixel Pip Piple wall color: Piple Wall Colo	Hill Day of Barris and Brown and B	
Pipe was coort	· · · · · · · · · · · · · · · · · · ·	
Background Color *	Fil Type Gradient +	
Foreground Color *	Gradual Apprnach Horizontal +	
Gradient FISing Effect		
	and the second se	
	and the second s	



4.6.15.1.2 Flow Block

The "Flow Block" property page is mainly used to set the width and length of the pipe and the flow block. The flow direction and flow velocity parameters are also set here. It is shown as below.



Note:

For example, the system will use LW0, LW1 and LW2 to control the flow block of the pipe when the Flow Speed is set LW0.

4.6.15.1.3 Flow Block Graphics

The graphic of the flow block is set here. You can edit the graphic and the display color in different status. It is shown as below.

	←			100		
backgro be	ackspece hu	ton button002	buttos1		States0	Statural
0						
circle dot		block Furbidden	Frame012			
nport Ade	d a new Graphic	1			Favorites	Edk Graphics
Shadow Effec	π.					

4.6.15.1.4 Display settings

The overall height and width of the pipeline component are set here. The settings are shown as below. Note that the "Width" of the component should be greater than the length of the flow block and the "Height" of the component should be greater than the diameter of the pipeline.

Pipeline								-
Tipeline Film	Elock F	low Block G	raphics Dyn	namele Graphie	Display	ā		
Position								
Position	Xi	276 0	9.1	120 \$				
E Locked	Width	200 \$	Height	44.\$				
· Always D	isplay							
Condition	nal Display							

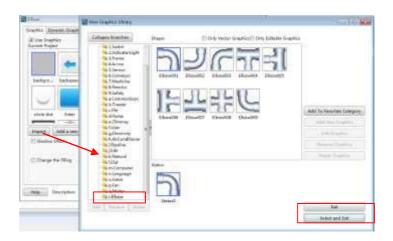
4.6.15.2 Vertical

The settings of a vertical pipeline are similar to a horizontal pipeline. The attribute of vertical or horizontal can be switched directly in the "Pipeline" property page. It is shown as below.

RipeTire Settings Ripe Diameter: 44 \$ Rivel Riple wall thickness: 50 \$ Rivel Riple wall color: Piple Wall Color: T C Horizontal & Venical	
Contraction of the second statement of the second stat	
Piple wall color: Piple Wall Color 💌 🥤 😳 Horizontal 🏶 Vertical	
運用	
Background Color * 📝 Hil Type Gradient •	
Foreground Color * S Gradual Approach Horizontal •	
Gradient Filing Effect	

4.6.15.3 Elbow

It is mainly used to connect the horizontal pipeline and the vertical pipeline. There are many kinds of elbows in the graphics library. You can use it by clicking the button "Import" to select one to use. They are shown as below.



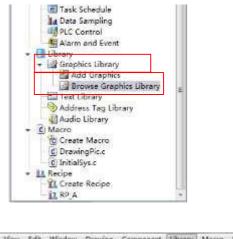
4.7Library

4.7.1GraphicsLibrary

Many graphics need to be used in the project configuration. The VEDA-IN HCT software has a graphics library which provides rich graphics. The users can also add their own pictures to the library to use.

The commands of Graphics Library include "Add Graphics" and "Browse Graphics Library". You can use any of these commands by clicking the menu command "Library/Add

Graphics" or "Library/Browse Graphics Library". You can also double-click the "Library/ Add Graphics" or "Library/ Browse Graphics Library" in the project tree.



File View Edit Window Drawing Component	Library Macro Recipe Setup To	ols Help
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8, 8, 8, 8, Status0 • 1.	g 🔝 Text Library	B_1:Basi
SH • • • • • • • · · · · · · · · · · · ·	Audio Library	20 78
5,1:Basic Window(1) X	Add Graphics	
	Browse Graphics Library	0000

4.7.1.1 Add Graphics

The "Add Graphics" window is shown as below.

			0
	Width: 300 C Height: 3		
Modity on currer	¢ graphics library	Tenert Graphics	
Preview			

4.7.1.1.1 Name, Status Count, Width and Height

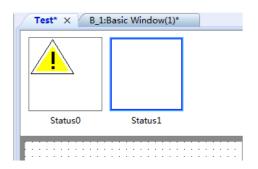
You need to give a name for the new added graphic. A graphic may have many statuses. You should set the number of the statuses for the option "Status Count". And you should also set the Width and the Height for your graphic.

Please check the option "Modify on current graphics library" if you want to modify the selected graphic from the graphics library. Then you can click the button "Select Graphics" to select a graphic from the library.

Name: Text	
Modily on current graphics library Preview	Select Graphics
Statuso	
	GK

4.7.1.1.3 Edit

Click the button "OK" to confirm. Then the graphic editor window is displayed. The content of the editor window is corresponding to the selected status. It is shown as below.



4.7.1.2 Browse Graphics Library

The menu command "Browse Graphics Library" is used to open the "View Graphics Library". It is shown as below.

Calepon Brandson	Dage	10	Duly Vector	Graphics 🗌 Or	ly Editable Grig	shis	
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a gillectricity		tate00	Indicatoria		indicatoria		Ferrance Graphics
in Liferboo	Frame002	Transe002	rep 202	indicatoria ward00	repPhiG20	2	Defete Graphics
s k Natural s LOid is n Computer is n Longuage s s Talee p See	Pieres						
datal Assumption (States)	Status0						Tel.

4.7.1.2.1"Only Vector Graphics" and "Only Editable Graphics"

You can filter to display the graphics by check the "Only Vector Graphics" or the "Only Editable Graphics".

Collapes Branches	Shape	Only Vector Graphics Only Editable Graphics
Current Project Passifies I & Graphics Library 1 Switch 2 DisdicatorLight		

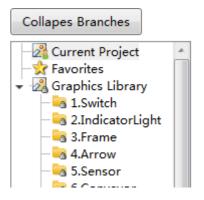
4.7.1.2.2 Add, Edit and Rename Graphics

You can add a new graphic to the library by clicking the button "Add New Graphics". After select a graphic in the library, you can modify it by clicking the button "Edit Graphics" and rename it by clicking the button "Rename Graphics".

Callepen Brandsen	Diagoni	10	Daly Vector Q	icaphics 🖹 On	ly Editable Gra	phie	
Current Projekt	backgrown	tacupace	laymoi	Button002	bemosi	1	
SSentor E.Conserver 7 Medicine & Reactor Sofety & ACcentrostor b.Treator T	erke det	7	Enter	familie k	Forbidden		Internet Add To Panirles Category
a ditump a chimey a chimey a tituey				0	0		Add New Graphics Edit Graphics
AirConditioner	frame002	fiame003	Indicatoria	indicatoria	indicatoria		Farmere Graphica
	- ittimata	Second Co.	mp 902	10000	wpphacab	1	Delete Graphics
k Natural s IDM s	Status						
Add Advanta States							Tel.

4.7.1.2.3 "Collapse Branches" and "Expand Branches"

There are rich graphics in the Graphics Library, such as Switch, Frame, Arrow, and so on. You can view the directory on the left area of the "View Graphics Library" window by clicking the button "Expand Branches" and select a required graphic from the directory.



4.7.1.2.4 Favorites

The users can select favorite or popular graphics into the "Favorites" or a category under the "Favorites". The category under the "Favorites" can be added by clicking the button "Add". It can be renamed by clicking the button "Rename" or deleted by clicking the button "Delete".



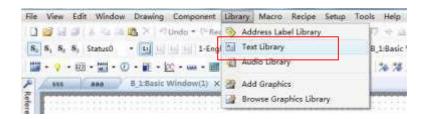
The selected graphic of the Graphics Library can be added to the Favorites or a alegory of the Favorites by clicking the button "Add To Favorites Category".

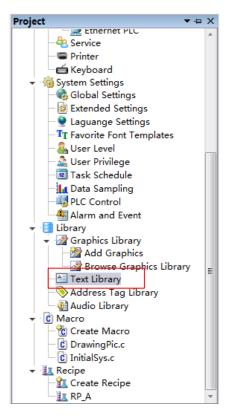
Caligon Danden	Date	Coly Vector Graphics (Only Editable Go	éşes.	
Carrent Projekt		akt 652 Seet. 5023 Seet. 5023 Seet. 5024 Seet. 5026 set. 5027 Seet. 5023 Seet. 5024 Seet. 5026 Seet. 5026 set. 5027 Seet. 5126 Seet. 5126 Seet. 5126 Seet. 5126 set. 5027 Seet. 5126 Seet. 5126 Seet. 5126 Seet. 5126		Treat
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a j.bdk a K.Platanyi a I.Diel a m.Zomputer a n.Langooge a n.Valie	Cutan			

4.7.2Text Library

The text can be saved in the form of multi-languages and multi-statuses by using the function of the Text Library. It can facilitate the users to use the text and modify it together in the project.

The Text Library can be opened by clicking the menu command "Library/ Text Library" or double-click the "Library/ Text Library" in the project tree.





The "Text Library" window will pop up. It is shown as below.

		Search Lang	wage Display	Sort by Name	Disp	ay All Language
A	COLFOI	IJKLMNO	# Q 8 5	TUVW	x	1
185						
Name				Status No	mber Ref	erance Number
Larry	pie_1			1	1 =	D
Statu: D	1-English (United States)	2-Chinese (Simplified, PRC) Bit		36	- 22	
Exercit	162				30	
State	s 1-English (United States)	2-Chinese (Simplified, PRC)			11.	-
0	OK	建造				

4.7.2.1 Search

After enter the name required to find and click the button "Search", all items which match the content will be found out.

Note that only the name is supported to find. The content in different language is not supported to search.

4.7.2.2 Language Display

After click the button "Language Display", the "Language Display" window will pop up. It is shown as below.

🕞 Langu	🖥 Language Display 💽							
	Select languages needed from the list, use "UP" and "Down" to change the relative position.							
	Please note that Up/Down operation only changes the relative display position in the list, while it will not change the list sequence of the language.							
Visible	Serial No.	Language						
	1	1-English (United States)	Language Settings					
v	2	2-Chinese (Simplified, PRC)						
			Select All					
			Up					
			Down					
			Restore Order					
			Confirm					
			Cancel					

4.7.2.2.1 Language Settings

After clicking the button "Language Settings", the "Language Settings" property page will be opened. You can add or delete language and set the display color, size and other information here. The details of the "Language Settings" are referred to: <u>Detailed</u> manual/ Setup/ System Settings/Language Settings.

4.7.2.2.2 Other settings

The checked languages will be displayed in the "Text Library" window. And you can check all the languages by clicking the button "Select All". Meanwhile, you can modify the order of the languages by clicking the button "Up" or "Down" after select a language.

Note:

The settings are valid for the language display effect in the "Text Library" window. It does not change the order of languages.

4.7.2.3 Sort by Name

After clicking the button "Sort by Name", all items in the text library will be sorted in the increasing order by the first letter of the item name.

After checking the button "Display All Language", all the languages will display in the table including which is not checked in the "language display" window.

4.7.2.5 A~Z letters

The A~Z letters are used to locate the desired item.

4.7.2.6 Preview box

The same content to the selected text in the table displays simultaneously in the preview box. If you modify the content in the preview box, the selected text in the table will be modified to the same content.

Note:

The name of the item is not displayed in the preview box.

Te	est									
	Name				Status Number	Reference Number				
-	Examp	le_1			1 🔹	0				
	Status	1-English (United States)	2-Chinese (Simplified, PRC)							
	0	Test	测试							

The item in the table is shown as below.

		Name					Status Number	Reference Number
	-	Examp	le_1				2 🗘	0
ſ		Status	1-Eng	glish (United States)	2-Chinese (Simplified, PRC)	_		3
		0	Test		测试			
		1	Act		执行			

Note:

The name of the item cannot be blank and not be duplicated.

4.7.2.7 New

A new item will be created after you click the button "New".

4.7.2.8 Delete

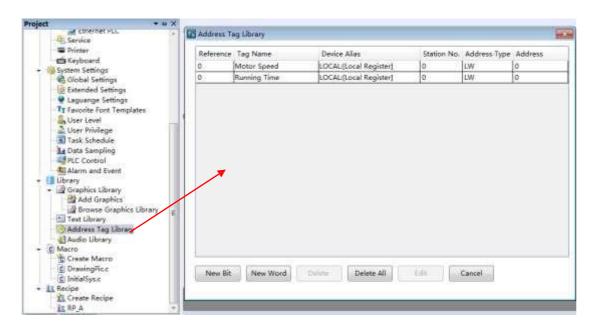
The selected item will be deleted after you click the button "Delete".

4.7.3Address Tag Library

The "Address Tag Library" saves the addresses in the tag form. This makes it easy to use and modify the address for the user.

The Address Tag Library can be opened by clicking the menu command "Library/ Address Label Library" or double-click the "Library/ Address Tag Library" in the project tree.





4.7.3.1 Table preview

The table in the "Address Tag Library" displays the information of all the address tags.

Reference	Tag Name	Device Alias	Station No.	Address Type	Address
0	Motor Speed	LOCAL:[Local Register]	0	LW	0
0	Running Time	LOCAL:[Local Register]	0	LW	0
			-		

4.7.3.2 New Bit

After click the button "New Bit", the "Create Bit Address" dialog will pop up. You can create a new bit address here. The details to input the bit address are referred to: <u>Detailed</u> <u>manual/General functions/Address editor/Standard Bit Address Input</u>.

Reference	les		hee	ice Alias	distant.	Station	No. Address 7	Type Address
0	Running	Create Bi	it Addres					0
		Tag Name	Bit A	draw 1				
		Deivre: LC	XAL-B.or	al Register)			÷	
		E Bit-inde	x within a	Byte Regis	ter			
		Address Ty	ALC: NOTE: N			a		
		Address:	10000000	00000-79	00001	System	Register	
		Partitulitate	1907 U.V.	eeele sa	0.001			
		_						
					0	< 11 [1]	Cancel	
New Bit	-	Word	Delater	Delet	All	Dist.	Cancel	-

4.7.3.3 New Word

After click the button "New Word", the "Create Byte Address" dialog will pop up. You can create a new word address here. The details to input the bit address are referred to: Detailed manual/General functions/Address editor/Standard ByteAddress Input.

NUTCHE	nce Tag Nan	me Device Alias Station No. Address Type Add	ress
5	Rit Addr	en liggatulland Realized In line 0	
3		Create Byte Address 0	
)	Running	Tag Name Wind Address 3	
		Deliver LOCAL(Local Register) +	
		Address Type: LW	
		Address: 0 0 FormatRange) DDDDDDDD-799999)	
		OK. Cancel	
		UN LAICE	

4.7.3.4 Delete

Delete the selected tag.

4.7.3.5 Delete All

Delete all tags.

4.7.3.6 Edit

Modify the selected tag.

4.7.4 Audio Library

In the VEDA-IN HCT software, you can use some specific audios. These audios can be selected from the Audio Library or be added from the other devices.

The Audio Library can be opened by clicking the menu command "Library/ Audio Library" or double-click the "Library/ Audio Library" in the project tree.



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	4) Service	
	E Printer	
	C Keyboard	
	System Settings	
	Global Settings	
	Ut Extended Settings	
	Laguange Settings	
	Tt Favorite Fort Templates	
	Sa User Level	
	Luser Privilege	
	Task Schedule	
	La Data Sampling	
	PLC Control	
	Alarm and Event	
	Library	
1.1	Graphics Library	
	Add Graphics	
	Browse Graphics Librar	2 III
	Test Library	5 (F)
	Address Tag Library	
1	For an and the second sec	
- 0	Margaret .	
1 4	Create Macro	
	C DrawingPic.c	
100	C InitialSys.c	
- 11	Recipe	
	11 Create Recipe	- 13
_	IL RP.A	

The "Audio Library" is opened as below.

Audio Nerre Sleep Aver	File Name Sleep Away.mp3	Referenze Tirtes	18e Bas(KB) 4728	Rolls Length 200.6	Import Auder
	1.4.2.4.6	-	1 Serve	T 357 70.	Suport from System Catalogue
					Equat state
					Serve Auto
					The finite
					Digurt and Horge Hiddo Obiat
					Edited Auto Divery
					Cear

4.7.4.1 Import Audio

After click the button "Import Audio" or "Import from System Catalogue", the audio file in the current computer can be imported to the Audio Library.

eadic Marrie	The Name	Toheranza Times	Fire Site(67)	Water Lengt	Import Audio
Teep new	Deep Nony Mp3	1	4000	20011	import from System Catalogue
					the second s
					bport Audio
					Delete Audio
					Play Audio
					Support and Warge Justice Library
					Tippet Autilitationsy
					Cloar
Steep Away	Audio No.	Skep Avay		+47210)	
		Trey And the		angéoptikas na Tinand	

4.7.4.2 Export Audio

You can click the button "Export Audio" to export the selected audio. So the other projects can use it.

Addis Name Sloop Away	File Name Greg Awaympil	Bafarance Tyree	Na Sin(83) 4729	Audio Sengt 200.6	Import Audio :
Kiletta (Gertarral		110.	iiii	Unport from System Catalogue
					Export Audio
					Deteta Audio
					Play Audio
					Inguit sid those Auto Idea
					to desire the same by weather 11114
					feper Julie (heav

4.7.4.3 Play Audio

After you import the audio to the Audio Library and select it, you can click the button "Play Audio" to listen.

Apdis Name In Sloop Away	File Name Geep Awaympil	Bafarance Tores	4729	Autio Sengt	Import Audio :
22444	Grandwarre		100. L	981.	Unport from System Catalogue
					Export Audio
					Deleta Audio
					Play Audio
					ingent wid Margo Auto 1977
					Input Balls (Beay
					Cinar
		Kalindu	the first	60236	

4.7.4.4"Delete Audio" and "Clear"

You can delete the selected audio by clicking the button "Delete Audio". And you can delete all the audios of the Audio Library by clicking the button "Clear".

Apdia Name Sloop Away	File Name Geep Awaympil	Bafarance Tower	Ne Sin(FB) 4729	Audio Serget	Import Audio :
- 2044au	Gardenne		8202	iiiii	Import from System Catalogue
					Export Audio
					Deleta Audio
					Flay Audio
					import and Marga Audio 12mm
					Expert Job Marya Audit Dave Expert Hollin Chrary

4.7.4.5 Name

You can change the name of the imported audio in the edit box "Audio Name" for your project.

Audio Name Sloep Away	He Name Heep Away mp I	Aufanence Tires	His Sile(SB) 4729	Audio Leropt 200.8	import Audia
Koloninal.	Kalimba mgi l	3	825T	141.1	Import from System Catalogs
					Esport Audio
					Deleto Audio
					Ray Audio
					Report and Mongo Surfact Data
					Begint and Henge Sufficiency
. Kalendari	- Audio V	- Ground		#21743 #421743	Chart Audo Library

4.7.5 Watch Address Table

"Insert Watch Address" button will be used in the alarm content display of the "Alarm and Event Detail Setting". You can set the "Watch Address Table" in the following ways.

Trigger Condition		Audio
Condition.		10 Trigger Bazzer - If fazzer Timmed - 10 (2014)
		El Audio Butte (financia) (D) El Larragi
	0	Action
	_	Triggering Coefficienty Recovery Attice
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You can click the button as shown in the figure to enter the "Watch Address Table" (path : Alarm and Event Display/Alarm and Events Login/Create/Insert Watch Address), you can also enter it through the tool bar(path: Library /Watch Address Table).

The "Watch Address Table" page is shown as below:

Watch Address Table	-
Name	Addres
Fire Alarm	LWO
Add Modify Dalate C	less Select Acd Onit
Add Modify Delete C	lear Select And Quit

Add: You can add new watch address entry. Click "Add", set the watch address name, such as "Fire Alarm", and set the address of the watch entry, such as "local

register LW0",set the data format, there are various data types to choose; click "Confirm" after setting finished, you can see the figure as below.

Modify: You can modify the created watch address entry.

Delete: You can delete the selected watch address entry.

Clear: You can delete all watch address entries.

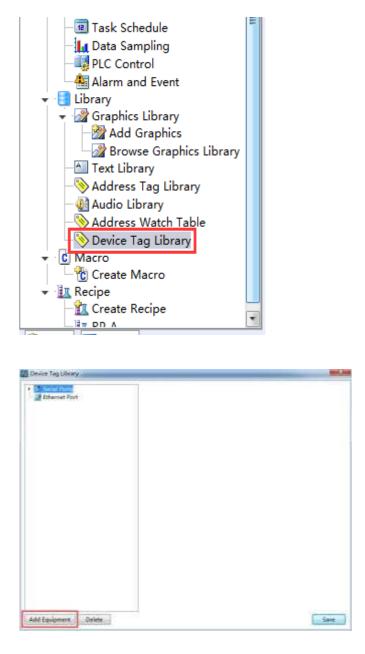
Select and Quit: When you enter the "Watch Address Table" from the "Alarm and Event Detailed Setting" page, select the watch address entry you are using, click the "Select and Quit" button to complete setting.

Vatch Address Name	e: Fire Alam	4			
Use Address Tag					
eives: LOCAL:[Loca	l Register]		*		
ddress Type: LW					
A CONTRACT OF		111111			
ddress: 0	101	System Regist	bev .		
iddress: 0 ormat(Range) DDDI	·····································		tev lord		
A Distance in the second secon	·····································		10010		
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A Distance in the second secon	·····································		10010		
ormat(Range) DDDI	·····································		10010		
onnat(Range) DDDI	DDD(0Oco.		10010		

4.7.6 Device Tag Library

The "Device Tag Library" saves the device addresses in the tag form. This makes it easy for the users to use and modify the addresses .

You need add the contents of the tag first when using the devices of tag type. The added tag should be the tags on the tag type devices.



Add Equipment: Click the 'Add Equipment' button, select the 'Serial Port Type', and select the 'Manufacturer' and 'Device Type''. Then click 'OK' to finish adding after selecting device, the added device should be the tag type device here, such as the figure shown as below.

Serial Port Type:	Serial Ports O Ethernet Port
Manufacturer:	Allen-Bradley -
Device Type:	AB Micro850_CITAG

- 55

Data Type		-
+ PreDefined = flexem abs	Name: «be Description:	
	Name abc	Data 7 _M AEAL

	Add Data Type	Modiły	
d Category: Aufri Cuis G	1 Sector Se		Go
wite Tag Lillway			
Serial Ports	Name	Data Type	Station No. 0
AB Micro830_CII/TAS Ethermet Part	ARC	fievemabcabc	
		feremabcabc BDOL	
		SINT	
		USENT	
		LINT CINT	
		UDINT REAL	
		(NEHL	
		Add Import	Export Deta 1

Add: You can add tags manually, enter the tag name, select the data type and station number, click "Save" after finishing adding.

Import: You can import the tags directly in the form of file, this will facilitate users to quickly establish a tag library. the tag file format can be imported is CSV file. The CSV format files can be exported by the tag type PLC software, you can also make it with Excel, About the table format, you can refer to "Export the CSV File".

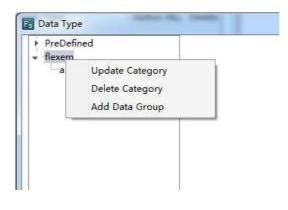
Export: You can export the added contents of the tag library as CSV format files, which you can quickly import to other devices to use.

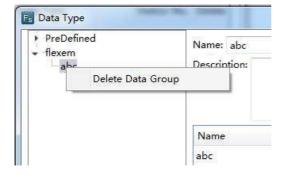
Data type: You can classify and group the data type of the device tags, this will facilitate users to quickly select the data type they need. Click the "Data Type" button, click the "Add Category", then you can define the category name, click the "Add Data Group", you can add the elements of the group - data type. Click "Close" after the definition.

After defining the data type, you can see the data type just defined in the "Data Type" page, as shown below: you can select the data type for the "flexem / abc.REAL", the nature of this type is "REAL".

Delete Data Type:

Right-click the data category then you can modify category, delete category, and add data group. Right-click data group then you can delete the data group.





4.8Macro

4.8.1Create Macro

Click the menu command "Macro/ Create Macro" or double-click the "Macro/ Create Macro" in the project tree, you can open the "Create Macro" window. It is shown as below.

Marin Instantion	a ta ag of the Address I	in 19730
Name Maro Cofe Initiality Draving Ro marto_1	V Create Aleman Neme: macro, 1 Description Description Cencel	Beaul Wite Function Space: Function Convertion Advector Convertion Advector Convertion Advector
Costs From Main		Voor and taxes Tind and Replace.

(1)Name

You need to designate a name for the new macro. It will be displayed in the "Macro" directory of the project tree. When you call and execute a macro, the name is used. It can be in Chinese or English.

(2) Description

The "Description" is used to introduce the macro, which is similar to the "Comments". It can be in Chinese or English.

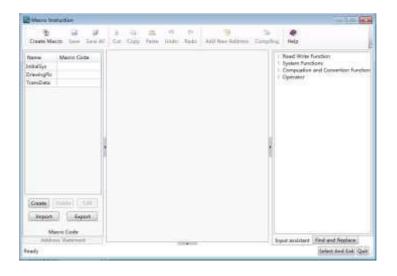
Click the button "OK" to confirm and the new macro will be displayed in the macro editor as below. You can also click the button "Cancel" to cancel the new macro.

E a a	A Ga Care Pathe Undo Forde Add New Address	t Compiling Help
Afes Yerre Address	TransData t X = the (labe same vie.h) = per Asservitein() = (/ Here to add.serve cade. = return #) = ()	Feral Write Function System Function Comparison and Convertiger Function Operates
Greate (Traine) (Add)		
Marm Code		· Ingas assisters First and Replace

You can edit the macro code in the code editor window. The details are referred to: <u>Use topic/Macro</u>.

4.8.2Edit Macro

Click the menu command "Macro/ Edit Macro", you can open the "Macro Instruction" window. It is shown as below.



The existing macros are listed on the left side of the "Macro Instruction" window.

After clicking any one of the existing macros, you can delete, modify, import and export it. But the deleted macro will not be recovered.

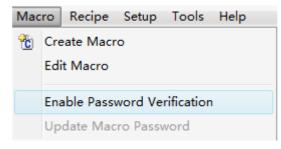
After double-click any one of the macro, the macro can be opened and display in the code editor window area.

The details are referred to: Use topic/Macro.

4.8.3 Enable Password Verification

You can use the password verification function to protect the macro codes.

Click the menu command "Macro/Enable Password Verification", you can open the "Set Macro Password" window.



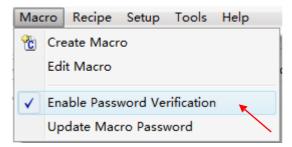
🖪 Set Macro Passw	ord 💌
Password:	123456
Confirm Password:	123456
	OK Cancel

Note the "Confirm Password" needs to be same to the "Password". Otherwise the "OK" button will be unavailable.

After you enable password verification, the "Verify Password" window will pop up when you click the menu command "Create Macro" or "Edit Macro". These two menu commands can be use only after you entering the correct password. The "Verify Password" window is shown as below.

🕞 Verify Password	—
Password:	
Verify	Cancel

If you want to cancel the password verification function, you can click the menu command "Macro/Enable Password verification" again and enter the correct password to cancel the password verification function.



If you want to modify the macro password, the details are referred to: <u>Detailed</u> <u>manual/Macro/Update MacroPassword</u>.

Note: The macro password is a global password. All macros need to password verification once you enable the password verification function. You can't set a password for a single macro.

4.8.4 Update Macro Password

If you use the "Enable Password Verification" function, the menu command "Update Macro Password" is available. Otherwise this command is not available.

The menu command "Update Macro Password" is available. It is shown as below.

Mac	ro	Recipe	Setup	Tools	Help
1	Cre	eate Macr	0		
	Edi	t Macro			
✓	Ena	able Passv	word Ve	rification	1
	Up	date Mac	ro Passv	vord	

The menu command "Update Macro Password" is not available. It is shown as below.

Mac	ro	Recipe	Setup	Tools	Help
°C	Cre	eate Macr	o		
	Edi	t Macro			
	Ena	able Passv	vord Ver	ification	
	Up	date Mac	ro Passw	vord	

After click the "Update Password Verification", the "Update macro password" window will pop up.

🖪 Update macro pa	assword 💽
Old Password:	123456
New Password:	654321
Confirm Password:	654321
	OK Cancel

Enter the correct old password and valid new password, then clicking the button "OK" to confirm the password modification.

If the new password is not valid, the button "OK" is unavailable.

After click the button "OK", a "Warning" window will pop up to message that the old password is error if the old password is not correct.



4.9 Recipe

Recipe refers to a group of data saved in a continuous registers of the HMI device. The data in this area is resistant after powering off. It can be quickly downloaded to the controller.

Click the menu command "Recipe/ Create Recipe" or double-click the "Recipe/ Create Recipe" in the project tree, you can open the "Recipe" settings page. It is shown as below.

V 100 T			-	12 X X-	
Nemer RP_	Recipe Length	1	Data Entry	Array Formula	1000 \$
Address of Recip	e Storage				
	Word address range:	NPW_0+999			
	Word address index range:	RPWL/ 8-8			0
	Bit address ranger	10-01-010-000	13		
	Bit address index range:	RPBL 0.0-0.1			
	Current recipe ID register:	HPL 0			1
17) Use E	sternal Address as Recipe index				
Clear cum	ent recipe bit address.				
Cear cum	nt recipe bit address.				
	nt recipe bit atdress. r all recipe bits addresses				

4.9.1General

4.9.1.1 Name

You need to specify a name for the new recipe for the "Name" option. The name can be English, numbers, letters, and so on. The prefix name "RP_" is fixed and not editable. It represents a "recipe register". For example, if you give a name "coffee" for a recipe, then the whole name of the recipe is "RP_ coffee". The recipe word register name is "RPW_coffee".

4.9.1.2 Recipe Length

The default "Recipe Length" is 1. You can modify it by clicking the button "Data Entry" or clicking the title of the settings page "Data Information". The Recipe Length refers to the number of words occupied by each group of this recipe.

4.9.1.3 Array Formula

The default value of the "Array Formula" is 1000. It ranges from 1 to 65535.

The whole length of the word register addresses occupied by the recipe can be calculated after you set the "Recipe Length" and the "Array Formula". For example, if the "Recipe Length" is 10 and the "Array Formula" is 1000, then the whole length of the word register addresses occupied by the recipe is 10*1000=10000.

4.9.1.4 Address of Recipe Storage

You can view the details of the addresses occupied by the recipe in the "Address of Recipe Storage" area. It is shown as below.

sh: 10 2 Data Entry Array Formula:	1000 \$
RPW, coffees 0~2999	3
RFWI_coffeet.0-9	
RP8_10/Res: 0.0-9999.15	
HDBL roller 0.0-9.15	
t (HUIL_software D	
6	
221	Cano
	 RDW_coffee: 0-9999 RPW_coffee: 0-9 RPS_coffee: 0.0-9990.15 RDW_coffee: 0.0-8.15

4.9.1.4.1 Word address range

For example, the "Recipe Length" is 10 and the "Array Formula" is 1000, so the whole length of the word register addresses occupied by the recipe is 10*1000=10000. The Recipe name is "RP_Coffee". So the address range of the word registers is "RPW_ Coffee: $0 \sim 9999$ ".

4.9.1.4.2 Word address index range

In the above example, the "Recipe Length" is 10 for each group of the recipe. So the Word address index range is "RPWI_ coffee: 0-9."

4.9.1.4.3 Bit address range

The bit address range is determined by the word address range. So the bit address in the above example is "RPB_ coffee: 0.0 to 9999.15."

4.9.1.4.4 Bit address index range

Similarly, the bit address index range is determined by the "Recipe Length". So the "Bit address index range" is "RPBI_ coffee: 0.0 to 9.15."

4.9.1.4.5 Current recipe ID register

The "Current recipe ID register" is used to specify the group number of the recipe. For the above example, the "Current recipe ID register" is "RPI_coffee: 0". It is a unique register for each recipe.

4.9.1.4.6 Use External Address as Recipe index

It is not checked by default. If it is checked, you can specify a word address as a recipe ID register and the "Current recipe ID register" (such as "RPI_ Coffee: 0") is not valid.

4.9.1.5 Clear current recipe bit address

It is not checked by default. If it is checked, you can specify a bit address. If it is set ON, the current data of the recipe group which specified by the recipe ID register will be cleared. After the data is cleared, this bit address will be reset OFF. It is shown as below.

Carlo Participation	1				
Name: RP_ coffee	Recipe Length	10 2	Data Entry 4	rray Formula:	1000 2
Address of Recipe Sto	rage				
	Word address range:	RPW, coffse: 0-1	1000		
X	ford address index range:	RP40_coffee 0-	9		
	Bit address ranger	RPU_coffee: 0.0	999015		
	Bit address index range	RP8(_coffee: 500	0.15		
	Current recipe ID register:	RPL_cuffee: 0			
💟 Use Externa	I Address as Recipe index				
2470-2470-2470-2470-2470		and the set of the source of	Conception and the second second	Service and the service	-100 M
Note: Clear current setting to OFF.	recipe bit address. (80 is (SN:Current recipe	will be cleared.	atter clearing fi	nished;
setting to OFF.	rveipe bit address. UBD is (ecipe bits addresses	OkCurrent recipe	sill be deared.	atter cleaning fo	nahed;

For example, if the value of the "RPI_ coffee: 0" register is 3, the data of the No. 3 group of the recipe "RP_coffee" will be cleared when the "Clear current recipe bit address" LB0 is set ON. After finish clearing,LB0 will be reset OFF.

4.9.1.6 Note: Clear all recipe bit addresses

It is not checked by default. If it is checked, you can specify a bit address. If it is set ON, the data of all the recipe groups will be cleared. After the data is cleared, this bit address will be reset OFF. It is shown as below.

Name RP_ collee	Redpe Length	i 10 T	Data Entry 4	Array Formula:	1000 ‡
Address of Recipe 1	Borage				
	Word address range:	RPW_coffmer.0-4	100		
	Word address index range:	RPWLoaffee 0-	ų.		
	Bit address range:	HPB_cuffee 8.0-	9998.13		
	Bit address index range:	RFIE coffset 0.0	-9-55		
	Current recipe ID register:	TUPL cuffee: 0			
T Use Exte	mai Address as Recipe index				
1.1.5457.1.557.655.032	recipe bit address. LBO				
1.1.5457.1.557.655.032	recipe bit address. LBO ert recipe bit address. LBO is	1000	will be sleared.	after clearing fi	rished,
Note: Clear curr setting to OFF.		DNcCurrient recipe	will be cleared,	after clearing fi	rished,
Note: Clear cart setting to OFF. (2) Note: Clear a	ent recipe bit address, LBO is	ONECurrent recipe			
Note: Clear corr setting to OFF. IV Note: Clear a Note: Clear all r	ert racipe bit address, LBO is Il recipe bits addresses - LB1	ONECurrent recipe			
Note: Clear corr setting to OFF. IV Note: Clear a Note: Clear all r	ert racipe bit address, LBO is Il recipe bits addresses - LB1	ONECurrent recipe			
Note: Clear corr setting to OFF. IV Note: Clear all r Note: Clear all r	ert racipe bit address, LBO is Il recipe bits addresses - LB1	ONECurrent recipe			

For the above example, all the data of the recipe "RP_coffee" will be cleared if the bit register LB1 is ON. After the data is cleared, LB1 will be reset OFF.

4.9.2 Data Information

The default "Data Information" settings page is shown as below.

		Is Dwis Group	Data Group Leegth	Data Type	Data Nam
. 1	- 1	No		14-bit Umigre	1

4.9.2.1 Modify

After double-click the selected entry, the "Data Setting" dialog will pop up. You can modify the settings for this entry. It is shown as below.

🖪 Data Setting	
Name:	
Address Offset	0
Data Type:	16-bit Unsigned 👻
🔲 Data Grou	q
	OK Cancel

4.9.2.1.1 Name

A description for the data of this entry can be given here.

4.9.2.1.2 Address Offset

It refers to the address offset of this entry in the recipe. The address offset of the first entry starts from 0. It is determined according to the data type and the entry order by system and not be edited.

4.9.2.1.3 Data Type

A data type needs to be set here. The default is "16-bit Unsigned".

4.9.2.1.4 Data Group

It is not checked by default. You can check it when you need to define a group of the same data type data for this entry.

🕞 Data Setting 📃 💷 💌
Name:
Address Offset 10
Data Type: 16-bit Unsigned 🔻
🗹 Data Group Length 2 🖨
OK Cancel

The "Length" option needs to set for the data group when you check the option" Data Group".

Click the button "OK" to finish the settings for the selected entry.

4.9.2.2 Insert

After select an entry in the list and then click the button "Insert", a new entry will be added before the selected entry.

4.9.2.3 Add

After click the button "Add", a new data entry will be added after the last data entry.

4.9.2.4 Move Up

For many data entry, the selected data entry will be moved up a row after click the button "Move Up".

4.9.2.5 Move Down

For many data entry, the selected data entry will be moved down a row after click the button "Move Down".

4.9.2.6 Delete

The selected data entry will be deleted from the list after click the button "Delete".

For example, the recipe "RP_coffee" has only one entry and the data type of the entry is "16-bit Unsigned ". The Recipe Length is 10. The data setting of the entry is shown as below.

Name:	Coffee Data		
iddress Offset	0	2	
Data Type:	16-bit Unsigned		
🗾 Data Grou	up Length	10	

After click the button "OK" to confirm the entry setting, the "Data Information" setting page of this recipe is shown as below.

	Number of Words	Is Data Group	Data Group Length'	Data Type	Data Nar
16	11.117	Ver		10 kin Longoo	Coffee Dieta

Thus, a named "RP_coffee" recipe is created. It will be displayed in the project tree. It is shown as below.

Project			▼ +¤ X
👻 🔳 Local H	MI F007		
—遲 нм	Settings		
- 🛄 Window			
Communication Connection			
🕨 🕨 🍓 Syst	System Settings		
🔰 🕨 📑 Libr	rary		
🕨 🜔 🚺 Mac	C Macro		
👻 📃 Reci	- II Recipe		
<u>— 🏦 (</u>	- 🗽 Create Recipe		
- <u>lin</u> F	RP_coffee		
L			

4.10 Setup

4.10.1 HMI settings

You can open the "HMI Settings" property TAB by clicking the menu command "Setup/ HMI Settings ". It is shown as below.

Wodet	1007					
Description		Ethernet Settin				
Size	7	C Auto P Add	format (DHICP)	· Shasic IP Add	veds.	
Resolution	1024 × 600	IP Address	192.168.0.200	18W10010-11		
Calor;	24BIT Color	Subret Mr	255.259.258.0	SRW55014-13		
Touch Type	Capacitive Tooct Parel	Getenney	192.168. U . I	SRW\$0018-21		
Key	0	DNS2:	0.0.0.0.0	SRW16002-25		
Ethermett	Yes	DN531	0.0.0.0	GRW10026-24		
Main 1818	1	Use system bit register SRB10000 to select IP address assigning method (Auto-allocate or static)		ssigning method		
SD/TF Card	Yes					
COML	R\$232\B\$485-2\R\$485-4					
CONU	R5485-2	Rotation Displa				
COMB	95222	121021-001	New Address of the			
COM	R5485-2		rinortal Displayi	11	Prevlatas	
CAN	Note	C) Vertical (Ro	tate 90 degrees Cloi		^	
Expension I	fortiNove	C Vertical(Rot	ate 90 Degree count		A	
Vedici	None	C Upside Dov	wiRotate 180 Degre			
Audio	None	Calor Setting				
			(65535 Colori	🗇 24 Bit Color (16777236 Color)	
			1.000	nav HMI		

4.10.1.1 Model

The "Model" displays the type of the current selected HMI device.

4.10.1.2 Description

The detailed information of the current HMI device is displayed in the "Description" area.

4.10.1.3 Ethernet setting

You can set the Ethernet connection properties for the current HMI device. The setting mode of IP address can be "Auto IP Address (DHCP)" or "Static Address".

If you select a "Static Address" mode, the IP address can be assigned here. Or you can use the SRW registers to set the IP address.

Ethernet Settir	ig				
Auto IP Address (DHCP)		Static IP Address			
IP Address	192.168. 0 .200	SRW10010~13			
Subnet Ma	255.255.255.0	SRW10014~17			
Gateway:	192.168.0.1	SRW10018~21			
DNS1:	0.0.0.0	SRW10022~25			
DNS2:	0.0.0.0	SRW10026~29			
Use system bit register SRB10000 to select IP address assigning method (Auto-allocate or static)					
🔲 Use FTP Pr	otocol				

When SRB10000=0, the setting mode is DHCP. When SRB10000=1, the "Static Address" mode is used to assign the IP address. You can switch the IP address setting mode by the SRB10000 register.

4.10.1.4 Rotation Display

Rotation Display	
Normal (Horizontal Display)	Preview
Vertical (Rotate 90 degrees Cloc	
Vertical(Rotate 90 Degree count	A
🗇 Upside Down(Rotate 180 Degre	

There are 4 rotation display effect. They are "Normal (Horizontal Display)", Vertical (Rotate 90 degrees Clockwise), "Vertical (counterclockwise)" and "Upside down (Rotate 180 degrees)". You can preview the display effect of the character "A" on the right area.

The rotation display mode should be selected according to the installation direction of the HMI device.

4.10.1.5 Color Setting

You can select "16 Bit Color (65535 Color)" or "24 Bit Color (16777216 Color)" based on your project. This setting will take effect after restarting.

Color Setting	
I6 Bit Color (65535 Color)	24 Bit Color (16777216 Color)

4.10.1.6 Exchange HMI

If you want to change the HMI device type for your project, you can click the button "Exchange HMI".

Wodet	1007				
Description		Ethernet Settin			
Size	7	C Auto P Add	International Contents	Inatic IP Address	
Resolution	1024 8 600	IP Address	192.168.0.200	18W10010-11	
Calor;	24BIT Color	Subret Mr	255.259.255.0	SRW15014-17	
Touch Type	c Capacitive Tooch Parel	Getenney	192.168. 0 . I	SRW00018-21	
Key	0	DNS1:	0.0.0.0.0	SRW1002-25	
Ethernett	Yes	DN531	0.0.0.0	GRW10029-38	
Main 1918	1	Use system hit regiser SR80000 to select IP address analysing metho (Auto-allocate in static) II Use 172 Protocol Rotation Elupion		elect IP address assigning met	hod
SD/TF Care	k Yes				
COML	R\$232\R\$485-2\R\$485-4				
CONU	R5485-2				
COMR	R5233	1740274.630	rbordal Disaslavi	2517-	
COMA	R5485-2		CULTER ALCOUNTS OF	President	
CAN	Rone	C) Vertical (Ro	tate 90 degrees Cloi	Δ.	
Expension	PortiNove	C Vertical/Fot	ale 90 Degree count	A	
Wedfict	None	C Upside Dov	niRotate 180 Degre		
Audio	None	Calor Setting			
			165535 Colori	- 24 Sir Color (16777216 Col	ori.
		17.55	Margaret and		57/1
			1.0000	nge HMI	

The "Change HMI Model" dialog will pop up after you click the button "Exchange HMI".

Source HMI Mod	et 6007	Target HMI Mode	C REMARK
Source HMI De	scription	Target HMI Des	crif FE4104
Sizer	7	Sizer	7 FE4097
Resolution:	1024 X 600	Resolution:	80 FE4043
Colon	24BIT Color	Color:	24 FE4150
Touch Type:	Capacitive Touch Panel	Touch Type:	Re FE5070
Key:	0	Keye	0 FE5170
Ethernet	Yes	Ethernet:	Ye F65220
Main US8:	1	Main USB:	1 FE2043-V5
SD/TF Card:	Yes	SD/TF Card:	Ye FE2070-V5 FE2104-V5
COM1 :	R\$232\R\$485-2\R\$485-4	COM1 :	R1 FE2097-V5 *
COM2 :	R\$485-2	COM2 :	RS232\RS485-2\RS485-4
COM3 :	R5232	COM3 :	RS232
COM4 :	R\$485-2	COM4 ±	RS232
CAN :	None	CAN 1	None
Expansion Po	rtNone	Expansion Por	1:0
Vedior	None	Vedio:	None
Audior	Nane	Audios	None
		-	hange Cancel

After you select the "Target HMI Model" for your project and click the button "Exchange" to confirm the setting, the project will be converted to adapt the new HMI device.

The resolution and color need to be adjusted by manual after the exchanging operation. Because the resolution and color change may result in the change of the window size and the loss of color.

4.10.2 System Settings

S	etu	p Tools Help	
i (P	HMI settings	19. 9. 9. 9. 1. j. j.
		Communication Settings	🛃 🗖 🗝 🍭 100% 🔹 🔍 🏢 🔝
		System Settings	🍓 Global Settings
ſ	51	Options	i Extended Properties
	\$	Options	🔮 Language Settings
			T _T Favorite Font Templates
		· · · · · · · · · · · · · · · · · · ·	🔒 User Level
:			😨 Task Schedule
:			Data Sampling
		· · · · · · · · · · · · · · · · · · ·	PLC Control
:			🐴 Alarm And Event

4.10.2.1 Global Settings

You can set the project properties, backlight and screensaver, initialization, the main window, touch audio and other related attributes in the "Global Settings" property TAB.

Click the menu command "Setup/ System Settings/Global Settings" to open the "Global Settings" property TAB. It is shown as below.

User Privilege	Task Schedule	Data	Sampling	PLC Control	Alar	And Event
Clobal Settings 🕖	Extended Setting	n Lagua	nge Settings	Favorite Fort Te	mplates	User Level
Project Properties			Initialization			
Willpload	Persword: \$888	88	Initial Wind	ow B_1:Basic Wind	imett -	
Tecompilation	Peisword: 8688	88	Tritial Ma	A STATE AND A STAT		
Download poch	ord Paseword 8888	88		- Marre Coda		
una contant			Main Windo	=(HOME)		
Becklight And Scree		100	Main Winds	WHOME) (B.1.B	esic Window	64 E
2 Dim the brightne 2 Turn off Backligh		2 Di Guino	Drop-down i	waterie		
Dim down and wait for 10 🗐 (min)		(2) Use the drop-down window or not?				
I Turn on back	light upon Alarm/Teen	fii i	Note: Only	for capacitive scree	en.	
9 Screencaver:		12 🕏 (miri)	Clock			
Screensaver Winds	wi B_Lifetic Windowi			fi Internal Clock •		
Require Passer	d to exit Screensaver	Decision of the local		e time souce of eve data-ett.	rnta.	
Password Lev	el 0.			VsD~7: Year/Month nute/Second/Mili se		
	i screen when Screens	iaver is			contry week	
0.ept			Touch Audio			
Local Register Endia	er Orden		Ø Buzzer Is	Erabled Buzzer	Time: 30ml	•
16-bit Integer	21	•	E	able Controls		
32-bit Integen	4321	- 200	🛒 Touch Au	dio Enabled.		
32-bit Float	4371		10 En	sble Control:		
Scrollhar						
Scrulhar Width	20 1					

4.10.2.1.1 Project Properties

• Upload

If you check "Upload" and set the "Password", the project can be allowed to upload when the other user enter the password after it is downloaded to the HMI device. The

uploaded project file can be downloaded to the other HMI device by using the VEDA-IN HCT software Tools.

Note:

The uploaded project file is a special archive. The project can be opened after decompilation by the VEDA-IN HCT software.

Decompilation

If you check "Decompilation" and set the "Password", the project can be allowed to decompile by the VEDA-IN HCT Tools after the password is entered.

Note:

- If only the "Decompilation" is checked, the Fpg file of this project can be decompiled after entering the correct password. But this project can't be uploaded.
- If only the "Upload" is checked, this project can be uploaded after enter the correct password. But the Fpg file of this project can't be decompiled.
- If the "Upload" and the "Decompilation" are not checked, the size of the file after compiling is the least. But it cannot be uploaded or decompiled. On the other hand, it is safest way to protect your project.

Download Password

The HMI projects can be downloaded if the option is not checked. After checking the option, then you need to enter the password every time you want to download projects from the HMI, to avoid the original projects to be replaced.

4.10.2.1.2 Backlight and Screensaver

• Dim the brightness

You can check the option "Dim the brightness" to adjust the backlight lightness after the specified time. The lightness can be set "Lowest", "10%", "20%", "30%", "50%" or "80%". The specified time needs to input in integer.

Backlight And Screensaver					
📝 Dim the brightness	Lowest 🔻	3 🖨 (min)			
🔽 Turn off Backlight	Lowest				
Dim down and wai	t 10% 20%	10 🜩 (min)			
🔽 Turn on backlig	h1 30%	n/Events			
Screensaver:	50% 80%	10 🜩 (min)			
Screensaver Window: B_1:Basic Window(1 🔻					
Require Password to exit Screensaver					
Return to original screen when Screensaver is over					

- Turn off Backlight
- Dim down and wait for

You can set a specified time to turn off the backlight after the lightness is adjusted. The default value is 10. That means it will keep 10 minutes after the backlight lightness is adjusted. Then the backlight will be turned off.

Note:

The configuration screen will be visible after the backlight is turned off.

> Turn on backlight upon Alarm/Events

If you check the option "Turn on backlight upon Alarm/Events", the backlight will be turned on automatically when the alarms or events occur and the backlight is off during the running.

• Screensaver

If you check the option "Screensaver", the Screen saver Window will be switched to display when the time is up. The Screen saver Window must be specified. It is used to display the company LOGO.

• Require Password to exit Screensaver

If you check the option "Require Password to exit Screensaver", a system message window will pop up to prompt you to enter the corresponding level password when you want to exit the screen saver window.

Note:

You need to use the character input component to enter the password to SRW100 ~ 103.

• Return to original screen when Screensavers is over

If you check the option "Return to original screen when Screensavers is over", it will return to the original screen when you click the HMI screen. Of course, if you set a password, the system message window will pop up to prompt you to enter the password before return to the original screen.

Note:

If you don't check the option "Return to original screen when Screensavers is over", it will still stay in the screensaver window when the screensaver is over.

4.10.2.1.3 Local Register Endian Order

The "Local Register Endian Order" refers to the order of the high byte and the low byte. For example, a 32-bit register LW0=0x12345678. If you select the "4321" mode, then the word register LW0=0x1234 and the word register LW1=0x5678. If you select the "2143" mode, then the word register LW0=0x5678 and the word register LW1=0x1234.

4.10.2.1.4 Scrollbar

For some components without setting the scrollbar width, you can set it in the "Scrollbar Width" option. For example, you set the scrollbar width for the pop up window component here.

4.10.2.1.5 Initialization

Initial Window

The "Initial Window" refers to the first displayed configuration window after the project is downloaded to the HMI or the HMI is powered on.

Initial Macro

After check the "Initial Macro", you can specify a Macro to run before the configuration window is displayed. This function can realize the initial work of your project.

4.10.2.1.6 Main Window(HOME)

The main window can be set here. So you can return to the main window in any configuration window by setting "Return to the main window (HOME)" for the "Window Operation" function of the Bit Set component.

4.10.2.1.7 Drop-down window

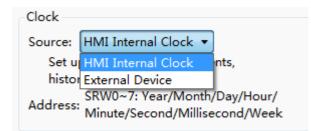
If this function is checked, you can specify a window as a pull-down window, where you can put the alarm events and other related components to display. This function is valid only for the capacitive HMI device.

Note:

When you slide the HMI window to more than half the width of the window from the upper edge down during running the project, the Drop-down window will display gradually. Similarly, when you slide to more than half the width of the window from the lower edge up, the Drop-down window will be withdrawn.

4.10.2.1.8 Clock

The "Source" of Clock can be set "HMI Internal Clock" or "External Device".



If you select the "HMI Internal Clock" as the HMI clock, SRW0~7 will be used to save the time source of events, historical data, etc.

Clock
Source: HMI Internal Clock 🔻
Set up the time souce of events,
historical data etc.
Address: SRW0~7: Year/Month/Day/Hour/ Minute/Second/Millisecond/Week
Minute/Second/Millisecond/Week

If you select the "External Device", the registers address can be changed.

-Clock		
Source:	External Device 🔻	
	p the time souce of events, rical data etc.	
Address	SRW0	

4.10.2.1.9 Touch Audio

Touch Audio				
Buzzer Is Enabled	Buzzer Time: 50mS 🔹			
Enable Control:				
✓ Touch Audio Enabled.				
Enable Control:				

• Buzzer is enabled

If only the option "Buzzer Is Enabled" is checked, the buzzer will beep for a specified time when you touch the effective components, such as buttons.

If the option "Enable Control" is also checked, you need to select a bit register. When the bit register is ON, the function of "Buzzer Is Enabled" is allowed to use. For example, the LB0 is set for the "Enable Control". If LB0 is ON, the buzzer will beep when you touch the effective components. When it is OFF, the buzzer will not beep. The option "Buzzer Time" can set 50ms, 75ms,100ms,150ms,200ms,300ms,500ms,800ms, and1s.

•

• Touch Audio Enabled

If the option "Touch Audio Enabled" is checked, all audio play is available. It is selected by default.

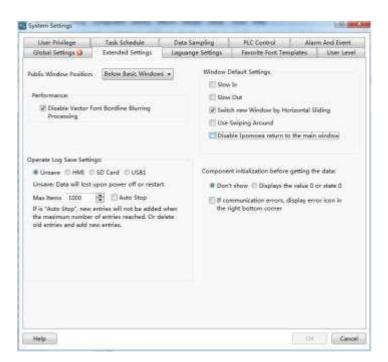
If the option "Enable Control" is also checked, you need to select a bit register. When the bit register is ON, the function of "Touch Audio Enabled" is allowed to use. For example, the LB1 is set for the "Enable Control". If LB1 is ON, the audio play is available. if it is OFF, the audio will not be available.

Touch Audio	
☑ Buzzer Is Enabled Buzzer Time: 50mS	•
✓ Enable Control: LB0	
Touch Audio Enabled.	
☑ Enable Control: LB1	

Note:

If the option "Touch Audio Enabled" is not checked in the global settings, the audio will not be available even if the audio is active in the proper TAB of the effective component.

4.10.2.2 Extended Settings



4.10.2.2.1 Public Window Position

The attribute of "Public Window Position" can be set "Below Basic Window" or "Above Basic Window". The option "Below Basic Window" is selected by default.

Public Window Position: Below Basic Windows
Below Basic Windows
Above Basic Windows

The effect of the "Below Basic Window" is shown as below.

This is the Basic Window.

The effect of the "Above Basic Window" is shown as below.



4.10.2.2.2 Performance

If you check the option "Disable Vector Font Bordline Blurring Processing", the display effect of the fonts will have some burr. It does not look smooth and good, but the display speed is faster. You can use this option to get higher display speed when less display quality is demanded.

Note: the speed difference is not obvious for the hardware which the version is above A8. So you need not check this option generally.

If you don't check the option "Disable Vector Font Bordline Blurring Processing", the display effect is shown as below.

Static Text

If you check the option "Disable Vector Font Bordline Blurring Processing", the display effect is shown as below.

Static Text

4.10.2.2.3 Window Default Settings

There are three options for the "Window Default Settings". They are "Slow In", "Slow Out" and "Switch Window by Horizontal Sliding". The three options are valid only for the capacitive screen.

Window Default Settings
Slow In
Slow Out
Switch Window by Horizontal Sliding
Note: Only for capacitive screen.

• "Slow In" and "Slow Out"

After the "Slow In" or "Slow Out" is checked, the new window will have a fade effect. You can find the "Fade in" option is checked by default in the "Basic" property TAB of the new window. Another window effect is "Fade out". The fade effect is only valid for the capacitive HMI device.

			Theory Cala Transmission
Window Description	terr timbre(2)		E Post Page
Insta #Bak	Date Oliverined 0	Secure	on social sam: The No. of all the windows after sell be added by 2)
Window No. IIIy Type	6	17	mindow worker laved for we dow writely gift
10.00x 300 -	Helghit 483 Q		Window Type: Base Window •
Wadaw Criestation	# electronical		
E Popup Window			Talvty
			Gian Gauge (Or
			E Switch to over level where window closed.
			199257 22101
			Window Effect
Overlapped Winds	*		
			W Fache in
Overlapped Winds	Nore -	•	W Facts in

Note:

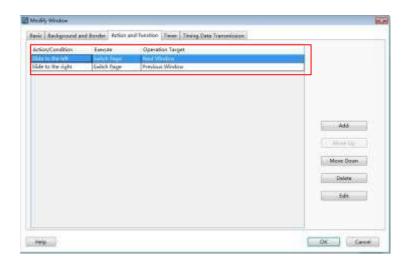
The fade effect will produce an effect on the speed of switching windows obviously. The economic HMI models are not suggested to be used.

Switch Window by Horizontal Sliding

Window Default Settings
Slow In
Slow Out
Switch Window by Horizontal Sliding

After the "Switch Window by Horizontal Sliding" option is checked, the windows can be switched by horizontal sliding action. This function is only supported by the capacitive HMI devices.

You can set the operation for this function in the "Action and Function" property TAB of the basic window.



If you click the "Use Swiping Around" option, then the function of horizontal sliding will take effect, the function is only valid for the capacitive HMI.

If you click the "Disable Ipomoea return to the main window" option, then the function of "Ipomoea return to the main window" is disabled, the function is enabled by default, you can check the option if you do not need it. It can be controlled by the special register "SRB10012=1", too.

Operate Log Save Settings:

Operate Log Save Settings:					
◯ Unsave . ● HMI . ◯ SD Card . ◯ USB1					
Power-off sustain.					
Subdirectory Name: LOG					
Save CSV File meanwhile					
Maximum Saving Limit:(No Limit) 0 🌩 Day					
On Cache Full: Delete Old Records 🔻					
▼ When free space is less than: 512KB ▼					
Notify Register: LB0					
✓ Clear Record Register:					

This settings is the global settings, the operating steps can be recorded without setting the operate log control, the default is "unsave", you can choose to save to the local HMI, SD card, USB1. The address of storing operate log is retained after power down, you can define the subdirectory name by yourself. The files saved is Db files.

Save CSV File meanwhile: The operate log will be saved as Db file and CSV file at the same time. The CSV file can be opened directly and viewed with Excel.

Maximum Saving Limit: there is no limit when it is 0, you can click the option "Delete Old Records" when the cache is full, the new operate log will continue recording, "Discard New Records", it will not record the operate log any more if the cache is full.

You can set the "Notify Register" when the cache is full, as shown below, LB0 is set to 1 when the free space is less than 512KB.

▼ When free space is less than: 512KB ▼					
Notify Register:	LBO				

You can set a flag bit to clear the historic records of the operate log.

User Pris	liege	Task Schedule	Data Sa	mpling	PLC Control	Har	m And Event
Global Set	ttings	Extended Settings	Laguange	Settings	Ferentite Foot Te	mplates	User Level
inguage				Default i	Fant		
Language	Count	2		Imp	ion from Fevorite F	ont Tempi	ates.(I)
No.	Langu	age		17 Vecto	se Fort 🛎 Graphic	Fort	
1	Englist	h (Linited States)		Fort	Microsoft Sane Ser	it	
2	Chines	e (Simplified: FRC)		Sire:	16 - 10 7	- 7	
Default La 1 : Englisi		Section 2			e Current Font für å		
Contraction of Contraction	negame.	0. by using system regi	ster				
SRW10050	3. When t	he project is download ill be restored.					

4.10.2.3.1 Language

Language Count

You can select the number of the languages in the list of the "Language Count" option. Then you set the languages in the table. The languages should be different in the table. You can modify the languages by the lists in the table.

User Privi	ege	Task Schedule	Data Sampling	PLC Control	Alarm And Event
Global Sett	irgn	Extended Settings	Laguange Settings	Eavorite Font Ten	oplates User Level
inguage			Defau	it Fort	
Language (Count	U.	•	nport from Favorite Fo	art Templates.(I)
No.	Langu	lade.	© Ve	ctor Font 🔹 Graphic I	forit
1	English	+ (United States)	Fore	Ariel +	
2	Chines	e (SimpSfied, PRC)	Size	16 . H Z	
1	Turkin	h (Turkey)	- Office		
	Franc	h (France)	1991 () () () () () () () () () (
5		t (France)	2 C	100	
Ű.		(Staly) eh (Spain)		Arial	
7		an cipani aurea (Portugat)		7114	
8	Genn	an (Germany)			1
		imese (Vietnam) Thailand)		rent Fort for A	Languages(F)
		rian (Bulgaria)			
	Catala	an (Catalaró			
		(Czech Republic) h (Denmark)			
		n (Denmano) : (Greece)			
		h (Finland)			
Default Lan		ne (Israel) anan (Hungary)		2	
1 : Inglish					
Switch lang	unge N	O. by using system reg	ister		
		he project is download	ed, the		
default lang	juage w	ill be restored.			

Default Language

You can select a language from the list as the "Default Language". After downloading the project, the specified default language will be as the display language. You can switch the display language by changing the value of SRW10050. The No.1 language will be displayed when SRW10050 is 0. The No.2 language will be displayed when SRW10050 is 1. The No.3 language will be displayed when SRW10050 is 2. And so on. The display language will be changed to the specified "Default Language" when the project is downloaded again.

4.10.2.3.2 Default Font

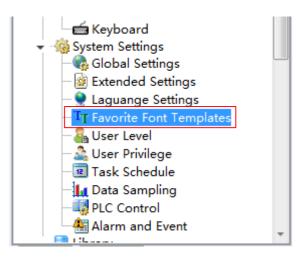
Refer to: Detailed manual/ General functions/ Drawing/ Font settings.

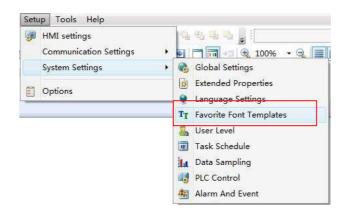
4.10.2.4 Favorite Font Templates

The function is used to save the common font styles as a template. You can use this template when you set the font style.

4.10.2.4.1 Open the "Favorite Font Templates"

You can open the "Favorite Font Templates" settings page in the project tree or by clicking the menu command "Setup/System Settings/Favorite Font Templates".





4.10.2.4.2 Add Font Templates

First, click the button "Add(A)". Then give a name for the current font template in the "Description". The font style need to be set, referred to: <u>Detailed manual/General</u> <u>functions/Drawing/Font settings</u>. At last, click the button "OK" to confirm and save the settings

Gest Priciege	Task Scheckle	Data Seriphing	FLC Control	Alerm And Shert
Global Settinge	Estanded Settings	Laguarge Settings	Pasorite Foot Terr	plates Lisar Lava
et Tereplates (3:3		Fait Te	replates Settings	
	Description	Descrip	Nov Fants	
1 Fortf.//Sra	ophix Arlat 341	in Vect	er fort # Co	and first
		Fort2	Arial	
		Size	16 + 10 4	
		3	Arial	
	Addaa De	(eter)06		
	[modul] De	Relation -		

4.10.2.4.3 Usea font template

For example, a font template is used in the property settings of a Static Text component.

takir Turat		
Chipher		Δ.
langsage Independent anguages 1 Gright Juried E + 🖗	Posidon Finel Point X1 S S V1 D S	
Use Ted Ubrary Test Library	Deport from Favorite Ford Templates.	11
SATAN TOMA CONTRACT	Please wheth Fort Terrigistes	Edit. Templaterik
B Use Labels	Np. Template Description	and the party of the second
Tap Contents	1 Feet10 april 20	
Terralate -	a francisco de sere	
Import from Empire Fact Templates Vertor-Foot ® Graphic Foot ore Microsoft Sams Seril =) Inter 24 + 28 27 1 + 19 Add Inte Alignment 8 18 18 19 Advanced	Protes	
Microsoft Sans Serif		K. Carcel

First, click the button "Import from Favorite Font Templates" in the property window of a Static Text component to open the "Import from Favorite Font Templates" dialog. Then select the required font template and click the OK button. The result is shown as below.

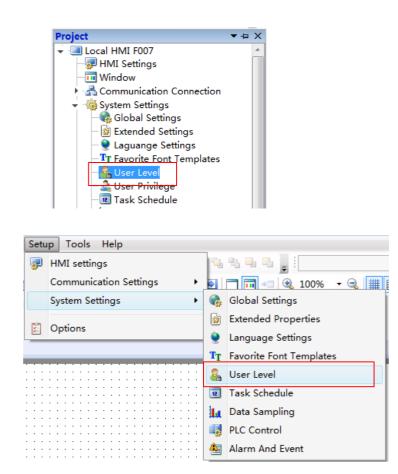


4.10.2.5 User Level

You can set the levels and the level passwords for the users in the "User Level" settings page. The settings of the "User Level" are valid in the whole HMI system. The higher the level is, the greater the range which can be operated is. The higher user level can access the screen windows which the lower user level can access. But it is not prohibited that the lower user level accesses the higher user level.

4.10.2.5.1 Open

The "User Level" settings page can be opened by double-clicking the "User Level" option in the System Settings of the project tree or click the menu command "Setup/ System Settings /User Level".



4.10.2.5.2 Edit

User Privilege	Task Schedule	Date Sampling	PLC Control	Alam	And Event
Global Settings	Extended Settings	Laguange Settings	Favorite Fort Ter	plates	User Level
iser Level Count:	ā. •	1			
Password Level	Predefined Password	Grade Description			
OLevel Password	None				_
ILevel Password	888888	Level1			_
2Level Password	888888	Lavel2			

You can set the number of the user level in the "User Level Count" by using the list. And you can edit the information of every user level in the table, such as the Predefined Password and the Grade Description.

4.10.2.5.3 Use

For example, set the user level function for the "Bit Switch" component.

Open the property window of the "Bit Switch" component and select the option "Conditional" in the property TAB of "Control Settings". Check the option "Level User" and select the level from the list. It is shown as below.

Switch Indicator Light Lable Graphics Dynamic Gre	sphica Control Settings (Display
2ctileston Settings	Security Settings
Advant III Indicating Invalid Mark	Minimum Press Time: 0.18 (90.15)
III Conditional III Hide when condition not meet.	Require confirmation prior to execution
Non-operative when the gass is halden.	Waiting Trave 100 🛣 001(5)
IV Automatic pop-up passoord window	Records Operation
V Level User	Minimum Operation Internal: 0 ¹⁸ (2015)
Trivlege User	Notification Settings
E Logic Commit	Before Wining Atlan Weiling
	In Picetity Bit Address:

Run the project. A "User level login" window will pop up when you click the component. It is shown as below. You can operate the component only by entering the correct password in the "User level login" window.

User level le	ogin	×
~	Please enter the password:	

4.10.2.6 User Privilege

The "User Privilege" is used to provide security for the user operations. The different privilege is given when the user enter the different user name and the corresponding password.

4.10.2.6.1 Add

The "User Privilege" settings page can be opened by double-clicking the "User Privilege" option in the System Settings of the project tree or click the menu command "Setup/ System Settings /User Privilege".

i i i i i i i i i i i i i i i i i i i		Sellings 1	Contraction of the			
The state of the s		Postege	Task Scharble	Dete Lamaling	Results Fast Treated	n More Long
100010012581	146	User Nation	Frédelined Farcocré assess	Seguer Treatmin	Farminature Distantion	
State						
g handhalan - At herbe	and a				1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	int Decision

After clicking the button "Add", the "User Privilege Settings" dialog will pop up.

			-
User Name:	user2	Initial Password B88888	
Logout Time:	10 🔹	nin(0 indicates never logout)	
Check	Permission No.	Description	
(2)	1	Permission1	1
1	2	Permission2	1
	1		
10	4		
2016	5		

4.10.2.6.2 Set

You can set different User names, Initial Password and Logout Time for different privileges in the "User Privilege Settings" dialog. The login state of the current user will exit if the login time is more than the Logoff Time.

User Privileg	e Settings		10.30
User Name:	user2	Initial Password 888888	
Logout Time	e 10 🚖 ,	min(0 indicates never logout)	
Check	Permission No.	Description	
(10)	1	Permission1	1.
12	2	Permission2	
- 23	4		
10	5		

4.10.2.6.3 Use

You can use the "User Privilege" in many situations, such as the control settings, the window switch, the value input, and so on.

witch Indicator Light Latitle Graphics Dynamic Graphics	Castrol Settings Display
Activation Settings 2 Always Conditioning Smallel Mark 6 Conditional Non-operative when the part is hidden.	Security Settings Minimum Press Times 2 (1) (00.15) Thesaire confirmation price to everation Waiting Time 100 (2) (00.15) Decords Operation
There i then	Minimum Operation Interval: 0 ^(A) (X0.15)
Z Prinlage Duer Frivlege: LPerminiscol +	Notification Settings
Cope Control	Before Writing After Writing
	🔝 Notify Sit Address
	📳 Notiky Byte Address
Audo	
E Play Audio	Dingger Macros
Kejboard	
Use Keyboard	

4.10.2.6.4 Call

You can find some windows which the system provides in the project tree, such as the User privilege window, the User login window, and so on. These windows make it easy to use for the users.

Window	• ‡	×
- Power-on Screen		
- Public Window		
👻 🧰 Basic Window		
- 🚰 Create Basic Window		
-III B_1:Basic Window(1)		
- III B_2:Base Window(2)		
B_29001:User privilege(29001)		
- III B_29002:User login(29002)		
-III B_29003:Add user privilege(29003)		
-III B_29004:Delete user privilege(29004)		
-10 B_29005:Change password(29005)		
B_29006:Setup privilege(29006)		
Keyboard Window		
System Window		

4.10.2.7 Task Schedule

The "Task Schedule" is used to execute some operations when time is up.

You can open the "Task Schedule" property TAB by clicking the menu command "Setup/ System Settings/Task Schedule". It is shown as below.

Global Settings	Extend	ed Settings	Laguarge	Settings	Favorite Fort T	emplates	User Level
User Privilege	Tand	c Schedule	Date Se	empling	PLC Control	Alarm	And Event
Description	Erable	Mode	Week	Start Time	End Time	fåt Set	Byle Set

After click the button "New(N)", the "Task Schedule Details" window pop up. It is shown as below.

Task Schedule Details	10
Description Schedule-1	
Errable Control	
Made Week Day Every Other Day HMI Address Start Time 0 + Hour 0 + Minute 0 + Second Week Day San @ Mon Tue Wed Thu Fri Sat	Execution upon Start
End Time 13 Set End Time	Word Setting
	Trigger Macron
	📰 Popup Window
	🔝 Use Buzzen
	🖺 Play Audio
	OK Carcel

4.10.2.7.1 Description

You can give a name for the task schedule in the "Description" edit box. This description can facilitate the identification in programming.

After you check the option "Enable Control", you can select a bit register. When the bit is ON, this Task Scheduler is not allowed to use.

4.10.2.7.3 Mode

• Week Day

The start time and the end time are within a week.

• Every Other Day

The start time and the end time can execute in the adjacent two weeks. The Week Day of the start time is only selected one. You must set the end time.

Mode 🛛 🔍 Week Day 💿 Every Other Day 🔍 HMI Address
Start Time
6 → Hour 0 → Minute 0 → Second
Week Day 💿 Sun 🔘 Mon 🔘 Tue 🔘 Wed 🔘 Thu 🔘 Fri
Sat
End Time
Set End Time
21 Hour 0 Minute 0 Second
Week Day O Sun Mon Tue Wed Thu Fri Sat

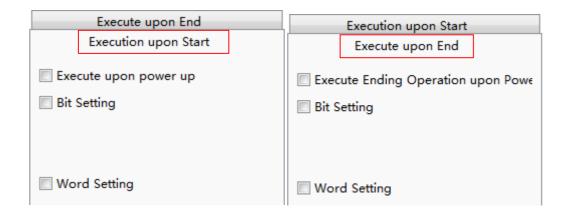
HMI Address

Use word registers to set the mode.

Mode 🛛 🔍 Week Day 🔍 Every	Other Day 🔘 HMI Address
Related to address variable —	
Start Address (9 Registers)	/0
Mode: LW0 0 Specified V Other Day Start Time:Hour:LW1 Minut Start Week: LW4 Bit0~Bit 7 weekdays starting From 9 End Time:Hour:LW5 Minute Finish Week: LW8 Bit0~B 7 weekdays starting From 9	e:LW2 Second:LW3 5 are corresponding to unday To Saturday. LW6 Second:LW7 t6 are corresponding to

4.10.2.7.4 Execution upon Start and Execute upon End

Only an "Execution upon Start" setting page is displayed by default. The "Execute upon End" setting page is visible if you check the option "Set End Time". They are shown as below.



The operations need to be executed are listed in the "Execution upon Start" setting page and the "Execute upon End" setting page.

• Execute upon power up

If you check the option "Execute upon power up", the operations checked in the "Execution upon Start" setting page will be executed in the time range (start time - end time). It will stop outside the time range.

• Execute Ending Operation upon Power Off

If you check the option "Execute Ending Operation upon Power Off", the operations checked in the "Execute upon End" setting page will be executed in the time range (start time - end time). It will stop outside the time range.

Bit Setting

This operation is to set a bit register ON or OFF.

Word Setting

This operation is to change the value of a word register.

• Trigger Macro

This operation is to trigger a Macro.

Popup Window

This operation is to pop up a window.

Use Buzzer

This operation is to make the internal buzzer of HMI to ring.

Play Audio

This operation is to play an audio.

4.10.2.8 Data Sampling

The "Data Sampling" is the data source of these components such as the "Trend Curve", the "Historical Data Display", and so on. You must create the "Data Sampling" before using these components. You can open the "Data Sampling" property TAB by clicking the menu command "Setup/ System Settings/Data sampling". It is shown as below.

-6	iobal Settings	Extende	d Settings	Laquange Set	ings	Favorite	Foint Terro	plates	User Level
	User Privilege	and the second second second second	Schedule	Data Sampl		PLC Col			And Event
No	Description	Humidity	Address LW0	Sampling Cyclic	Cycle/T 15	rigger Ac	Pause A	ddress	Clear Addr
					New	(Del	au [Clear	1 Sec

4.10.2.8.1 Property Setting

After clicking the button "New" in the "Data Sampling" property TAB, the "Data Sampling Property" dialog will pop up. It is shown as below.

opens Setting () Chernel Setting () Deurstration	Sampling Mode
Data Largeling Scarting Address [] Use Address Tag Device: [[QCALdatas Register]]	
Control Seting Channel Seting Channel Control Cause Control	Data Resord * Uname MML SD Card OUEL Identity ST and State set lost sport power off its restart. Max have 1000 State Step If a fact Step? new setting all rates they for facts Step? new setting all rates the added where the maintain matches of setting resched. Or delate out anytes and add ress setting.
Execute on Onoignated Window Openned	

• Description

The "Description" is used as the name of the "Data Sampling". It is a required the attribute. If it is null, there will be a red exclamation mark to indicate that a name is needed here. The "Description" can be a text which is easy to understand, such as "Level of Tank 1", "Temperature of Main Motor", and so on.

• Data Sampling Starting Address

A word register is needed to specify as the start address of the data sampling here. It is can be an internal address of the HMI and the register address of the controller which is connected to the HMI.

• Control Setting

Three attributes of the Control Setting are optional. They are not be checked by default. You can check or not check them according to the actual needs.

> Pause Control

If the "Pause Control" is checked, you can set a bit address to control the data sampling. When this bit address is ON, the data sampling is paused. When it is OFF, the data sampling will continue.

> Clear Control

If the "Clear Control" is checked, you can set a bit address to clear the sampling data. When this bit address is ON, all the sampling data in the memory is cleared.

> Execute on Designated Window Opened

After checking this attribute, you can specify a window when the window is set to open, the above "Pause control" and "clear control" to be effective.

If the "Execute on Designated Window Opened" is checked, you can specify a window. When this window is opened, the settings of "Pause Control" and "Clear Control" are valid.

• Sampling Mode

The Sampling mode can be "Cyclic" or "Triggered". The default is "Cyclic".

> Cyclic

The unit of the Sampling Cycle can be "s" or "0.1 s". The default is 1 s.

> Triggered

If you select the "Triggered" option, the data sampling will be done according to the "Trigger Condition". The Trigger Mode includes "Bit" and "Word". The "Address" is needed to specify according to the Trigger Mode. The "Trigger Condition" of Bit Trigger Mode can be "OFF \rightarrow ON", "ON \rightarrow OFF" or "OFF \leftrightarrow ON". For Word Trigger Condition, you can refer to:<u>Detailed manual/General functions/Drawing/Logic Control</u>.

operty Setting () Channel Cetting () Description	a Sampling Mode
Data Sampling Starting Address	© Cycle Trippered
그 것이 않는 것 같은 것 같아요.	Address MCU
🔟 Ose Addema Tag	Trigger Moder @ Ek
Deiver: LOCAL/Local Registed	Tripper Condition Office ADE +
	Child Off
Address Types UW	ON +OFF Off->ON
Address 0 3 System Res	The second secon
the second se	#ISONOF
	Manual
Formati Rangel: DDDDDDDI(1-799999) Orcupy: [1 -	Ward
E Aldres Index	
	Data Record
	Data Record Bunary © HMT © 10 Card © USEL
🖺 Address Indes	Data Record Busane © HMF © 10-Card © USB1 Unsave: Data will but upon power off or restart.
Enderer Index	Data Record Data Record Unase: © HMT © 10° Card © UTEL Unase: Data will fuit upon power off or restart. Nex New Nerve 1000 🛣 🖽 4do Stop
Enderse Index Carron Setting	Data Record Classes 0 HWT 0 105-Card 0 UTB1 Unave: Data will but upon power off or restart. Nex bares 1000 🔮 11 Auto Stop If is 'door Stop', rev entries will not be added when the
Enderer Index	Data Record Data Record Unase: © HMT © 10° Card © UTEL Unase: Data will fuit upon power off or restart. Nex New Nerve 1000 🛣 🖽 4do Stop
Endores Index Charnel Setting Prese Control	Data Record Data Record Data @ Unitary @ HMF @ UD Card @ USEL Unitary: Data will have upon power off or resters. Max Arene 1000 🔮 @ Acto Stop If is 'dono Stop' new entities will another Of entire robother Of edute of entire
Enderse Index Carron Setting	Data Record Data Record Data @ Unitary @ HMF @ UD Card @ USEL Unitary: Data will have upon power off or resters. Max Arene 1000 🔮 @ Acto Stop If is 'dono Stop' new entities will another Of entire robother Of edute of entire
Cantrol Setting	Data Record Data Record Data @ Unitary @ HMF @ UD Card @ USEL Unitary: Data will have upon power off or resters. Max Arene 1000 🔮 @ Acto Stop If is 'dono Stop' new entities will another Of entire robother Of edute of entire
Endores Index Charnel Setting Prese Control	Data Record Data Record Data @ Unitary @ HMF @ UD Card @ USEL Unitary: Data will have upon power off or resters. Max Arene 1000 🔮 @ Acto Stop If is 'dono Stop' new entities will another Of entire robother Of edute of entire

Data Record

You can save the sampling data to the HMI or other peripherals. The default is "Unsave". That is, the sampling data is not saved.

Unsave

When you select "Unsave", there will be a "Max Items" setting for the memory occupation. The default is 1000. The maximum is 99,999. The "Auto Stop" is not checked by fault. If the "Auto Stop" is checked, the new items will not be added when the maximum number of items reached. Or delete the oldest items and add the new items. It is shown as below.



Note:

All the sampled data will be lost if you select "Unsave". After powering on, you need to sample the data again.

> HMI

When you select "HMI" for the Data Record, the "Subdirectory Name" is required.

Data Record
🔿 Unsave 💿 HMI 🔿 SD Card 🔿 USB1
Power-off sustain.
Subdirectory Name: SAMPLE
Maximum Saving Limit:(No Limit) 0 🔷 Day
On Cache Full: Delete Old Records 🔻
■ When free space is less than: 128KB
Clear Record Register:

The "Maximum Saving Limit" option is set "0" Day by default. That means that there is no limit to save. However, there is a limit because of the limited capacity of the HMI Flash. It is suggested that the "Maximum Saving Limit" option is set several days when you select HMI to save data, such as 15 days, 30 days, and so on.

The default action is "Delete Old Records" when the Flash memory of the HMI is full. This is a cycle record mode. You can also select "Discard New Records" option. It is a fixed-saving mode which the new records are no longer saved when the Flash memory is full.

Data Record
◎ Unsave : ● HMI ◎ SD Card ◎ USB1
Power-off sustain.
Subdirectory Name: SAMPLE
Maximum Saving Limit:(No Limit) 0 💌 Day
On Cache Full: Delete Old Records ▼ When free st Delete Old Records ▼ Discard New Records
Discard New Records
Clear Record Register:

If you check the option "When frees pace is less than", the action of "Notify Register" will be done when the free space is less than the specified capacity. The capacity range is 16KB ~ 2MB. You can set a bit register to notify. The bit register will be ON when the free Flash capacity is less than the specified.

If you check the option "Clear Record Register", you can specify a "bit register". When the "bit Register" is ON, all the saved history records will be cleared.

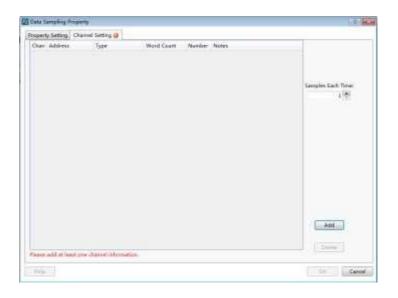
For example, you want to save the data record to the "SAMPLE" folder in the HMI. The bit register LB0 will be ON to indicate insufficient space when the free space is less than 128KB. All saved history records will be deleted when the bit register LB1 is set ON. The settings are shown as below.

Data Record
◯ Unsave
Power-off sustain.
Subdirectory Name: SAMPLE
Maximum Saving Limit:(No Limit) 0 🚔 Day
On Cache Full: Delete Old Records 🔻
✓ When free space is less than: 128KB
Notify Register: LB0
Clear Record Register: LB1

SD Card and USB1

You can choose to save the data records to SD card or USB disk. The settings are referred to the "HMI".

4.10.2.8.2 Channel Setting



There will be a red exclamation mark here due to no channel.

Add channel

After clicking the button "Add", an item will be added. It is shown as below.

ti k Go	y Cetting	Charinel Getting				
	Address LW0	Type 16-bit Unsigned +	Word Coart	Number 1	Plates	
						Samples Each Time 1197
						Add
						Defete

The "Address" refers to the start address of the data record. The "Type" of data record can be "16-bit Unsigned", "16-bit Signed", "32-bit Unsigned", "32-bit Signed", "16-bit BCD", "32-bit BCD", "Single-precision Floating-point Number" or "Character String". The maximum memory occupied is 64 word registers for the type of "Character String".

hoperty Satting Ch	arrivel Setting				
Chan Addonsa	Type	Word Count	Nather	Notes	
1 196	10-bit Linking	-11	10	5	
	10-bit Signer 32-bit Unige 32-bit Signer 10-bit BCD 32-bit BCD 5-bit BCD 5-bit BCD 5-bit BCD 5-bit BCD 5-bit BCD 5-bit BCD 5-bit Signer 2-bit BCD 5-bit Signer 10-bit Sign	ion Finaling-point Ha	rèser		Samples Each Time:

You can create many channels by clicking the button "Add". The addresses of the data record are continuous and specified automatically. It is shown as below.

	hated Setting				
han Address kwo-	Tape	Ward Court	Number	Notes	
CWD-	16-bit Linsigned +	1	1		
1393	52-bit Mosgreed *	2	11		
0.001	Single premision .*				
24	0.55	- A	1	12	Samples Each Time:
					10
					- take
					and the second second
					Delete

• Samples Each Time

The default value of "Samples Each Time" is 1. That means that one data is sampled each time. When this parameter is set a value larger than 1, the addresses which each channel occupies will multiply. For example, the option "Samples Each Time" is set 3. Then the number of address occupied by each channel is shown as below.

	erte Setting Cha an Address	Туре	Word Coart	Number	Bister	
	(1990	10-bit Unsigned. *		18	in the second se	2
t	33403	12-bit Unsigned *		÷.		
1	LVP	Single-precision +		0		
						18
						Add

In this example, LW0 ~ LW2 is occupied by the first channel, LW3 ~ LW8 is occupied by the second channel, and LW9 ~ LW14 is occupied by the third channel. The number of addresses is three times as the number which the "Samples Each Time" is set 1.

• Delete channel

You can delete the selected channel by clicking the button "Delete ".

• Notes

In the "Notes" column of each channel, you can give a description. The "Notes" makes it easy to read and it will display in the "Historical Data" table. For example, the first channel is "Liquid level", the second channel is "Pressure", and the third channel is "Flow". It is shown as below.

Larg	Yupe Word Court 16-bit Lineigned + 1 12-bit Lineigned + 2 Single peopletin +	Number Model 1 Jiguid Knel 2 Presure Nov	Langlits Each Terrer 1 19
	12-bit Unsigned + 2	2 Pressore	
	The party of the second s	Plan	
			Add

• Sample Using Serial Address

You can set the non-serial address sampling channel if the option is not checked.

toerty Setting () Non-Senial Address Channel ()	Templing Mode
2010年7月1日 1997年 1997 1997	H Cycle C Triggered Lengting Cycle I Triggered
crimi Setting Pause Control Color Control Color Control	Data Record Data Record Data Record Disase: Offset III S 50 Eard DUSSE Disase: Data will best approprior off or restart. Main There: 2000 (1) (1) (1) (1) (1) (1) We there: 2000 (1) (1) (1) (1) (1) (1) (1) (1) III (1) (1) (1) (1) (1) (1) (1) (1) (1) (1)

Non-Serial Address Channel

Click the "Non-Serial Address Channel" button, then the "Non-Serial Address Channel" page will display.

Property Set	ting at 14	on-Serial Autoress Channel 🥥			
imophen Bac	n Tires	199			Add Word Owner
Ournel A	ddress	Тдре	Word Court	Number of words been used. Notes	
Teate and I	a least see	charrel bformation			
-	_		-		

Add Word Channel:

Click the "Add Word Channel" button, there will be a entry of data sampling, then you can click the address button to edit the address, then you can choose device and address type. The length of the sampling points can be set by the option of "Samples Each Time". You can click the "Add Word Channel" again, continue to add a channel, the new channel address can be defined by yourself, and it does not need to continue with the last channel address. As shown in the following figure:

	Each Times	10		terr and the		-
Jurra	Address 1990	12	Type 18-bit Unsigned	Word Court	Number of words been used in	rootes
	100		Sogle atsuision Floating-point Number		1	-
2	SRW1	-	Instant an exception of source service and the service of the serv	P.	2	

It can be seen that the sampling addresses of multiple channels could be non-continuous addresses.

Samples Each Time

The default is 1, which means 1 point per sample. When the value is set more than 1, the sampling points of each channel is changed to the set value.

4.10.2.9 PLC Control

The "PLC Control" attribute is used to execute an action according to the change of the address of the local HMI or the controller connected to the local HMI. This is a global Attribute. That is, the action of the "PLC Control" will be executed regardless of which one the current screen window is, as long as the conditions are met.

After clicking the menu command "Setup / System Settings / PLC Control", the "PLC Control" settings page will be opened. It is shown as below.

Global Setti	ngs	Extended Settings	Lagua	inge Settings	Favorite F	ont Templa	tes	User Level
User Privile		Task Schedule		a Sampling	PLC Con			And Event
VQ. Addr			Туре	Costent				
				Add	Delete	Ce.		C. Calle

Click the button "Add" in the "PLC Control" settings page, the "PLC Control Details" settings dialog will pop up. It is shown as below.

PLC Coxbiel Details		14
Control Type: Switch Basic Winds Utalid on Window Opened Trigger Address Use Address Tag Deivce: [LOCAL:[Local Register]	+	Property Turn on Rack Light Clear Address on Switched Window
Address Type: LW Address: 0	• System Register ys: 1 - Word 16-bit Unsign: •	OK Cancel

The "Control Type" refers to the action of the "PLC Control". It includes "Switch Basic Window", "Report Current Window No.", "Back Light Control", "Execute Macro Instruction", "Audio Control", "Sheet Print", and "Force Buzzer off".

PLC Control E	ortails.		1423
Valid on Win Trigger Address Use Address Deivon LOCALd Address Type Address	Force Buzzer off	dow No.	Property
			OK Cantel

4.10.2.9.1 Switch Basic Window

You can switch the basic window of the HMI by changing the value of a register.

PLC Coxbel	Details		14
Valid on Wir Trigger Addres		40w •	Property Turn on Rack Light Clear Address on Switched Window
Address Typer Address 0 Format/Range)	DODDDD(0~Gen Data Type	 ✓ System Register spic 1 - Word 16-bit Unsigne + 	OK Cancel

• Valid on Window Opened

The "Valid on Window Opened" is a public attribute of the "PLC Control". By default, it is not checked. After checking this attribute, you can select a base window. The action defined in the "PLC control" will be executed when the specified base window is switched to open.

• Trigger Address

You can select a word register to trigger the "Switch Basic Window" action. For example, if the "Trigger Address" is set LW100, the HMI will display the Basic Window(1) when the value of LW100 is 1, and the HMI will automatically switch to the Basic Window(20) when the value of LW100 is 20. And so on.

• Property

There are two optional attributes in the "Property" box. They are not checked by default.

♦ Turn on Back Light

If you check the option "Turn on Back Light", the back light will be turned on automatically when the action of "Switch Basic Window" is executed and the back light is closed.

♦ Clear Address on Switched Window

If you check the option "Clear Address on Switched Window", the value of the word register will be cleared to zero automatically after the action of "Switch Basic Window" is finished.

After click the "OK" button, the "PLC Control" action will be added in the "PLC Control" settings page.

Global Settings	Extended Settings	Lague	inge Settings	Favorite Fort Te	emplates	User Level
User Privilege	Task Schedule	Ort	ta Sampling	PLC Control	Alare	n And Event
NO. Address		Туре	Content			
EOCAL(Baral	Register(SWSDO	Ward	Switch Banic V	Mindow.		
			Add	Delote	Clear	Edit

Note:

The "Switch Basic Window" action will be triggered only when the value of the trigger address changes. You can also use a Bit Set component to switch the base window in the VEDA-IN HCT software. But the switch basic window action may not be executed if you use the two switch window methods. For example, after you input a value to the trigger address to switch the basic window, you switch another basic window by using the Bit Set component. Then you input the same value to the trigger address to

switch the first basic window. But it does not act because the value of the trigger address does not change. To avoid this situation, you should check the option "Clear Address on Switched Window".

4.10.2.9.2 Report Current Window No.

The current window number can be recorded to a register.

PLC Control Details		
Control Type: Report Cur	rent Window No. 🔹	Property
🗄 Valid on Window Opened	-	
Trigger Address		
Deiste: LOCAL:[Local Regist	eti .	
Address Type: LW		
Address: 0	System Register	
Format(Range) D0D0D0(0-	Occupy: 1 - Ward	
	Type: 16-bit Unlight +	
Address Index		
		OK Cancel

Trigger Address

You can select a word register to trigger the "Report Current Window No." action. For example, if the "Trigger Address" is set LW200, the number of the current basic window will be moved to LW200 when the HMI displays a window. If the HMI device displays the Basic Window (18), then the value of LW200 is equal to 18.

4.10.2.9.3 Back Light Control

You can define a trigger condition to control the state of the back light if you select the "Back Light Control" as the control type.

	1000
Convol Type: Back Light Control • Valid on Window Opened • Trigger Address User Address Tag Deloce: LOCAL@cocal Register Eddress Type: LS • Address Type: LS • Address Index Address Index	Property Back Light on Sack Light off Adjust to Lowest Brightness Trigger Condition Sit @ Word © Condition Trigger Mode: OFF->ON • Auto Reset

Back Light on

The option "Back Light on" is selected by fault. If this option is selected and the trigger condition is satisfied, the back light will be turned on when the back light is closed or in the lowest lightness.

Back Light off

If the option "Back Light off" is selected and the trigger condition is satisfied, the back light will be turned off.

• Adjust to Lowest Brightness

If the option "Adjust to Lowest Brightness" is selected and the trigger condition is met, the back light of the HMI will be adjusted to the lowest lightness.

• Trigger Address

The "Trigger Address" can be a word or bit register. It depends on the setting of the "Trigger Condition".

• Trigger Condition

You can select "Bit", "Word" or "Condition" for the "Trigger Condition". If you select "Bit" or "Word", the condition is determined by the register which is given in the "Trigger Address". If you select "Condition", the condition needs to be given by the logic control editor box.

Control Type: Black Light Control •	Property Back Light on Back Light off Adjust to Lowest Brightness Trigger Condition Bit Word Condition
	Condition
	Add Medly Delete

The detailed of "Condition" setting is referred to: <u>Detailed manual/ General functions/</u> <u>Drawing/ Logical Control</u>.

Control Type: Execute Macro Instruction +	Property
Valid on Window Opened Trigger Address Use Address Tag Use Address Tag Use Address Tag Bit-index within a Byte Register Address Type, UB Formatificance, DODDDD00	Execute Mooro Macro Code Code
🖺 Address Index	⊂ Cencel

Execute Macro

You can select a Macro from the list. The selected Macro will be executed when the Trigger Condition is achieved. If you have not created a Macro, there will be a red exclamation mark to prompt that any one macro has not been established. Click the button "Macro Code", you can open the Edit Macro window.

• Trigger Address

The "Trigger Address" can be a word or bit register. It depends on the setting of the "Trigger Condition".

Trigger Condition

You can select "Bit", "Word" or "Condition" for the "Trigger Condition". If you select "Bit" or "Word", the condition is determined by the register which is given in the "Trigger Address". If you select "Condition", the condition needs to be given by the logic control editor box.

The detailed of "Condition" setting is referred to: <u>Detailed manual/ General functions/</u> <u>Drawing/ Logical Control</u>.

4.10.2.9.5 Audio Control

You can control the internal buzzer of the HMI or the audio from the "Audio Library" by using the control type of "Audio Control". This function is invalid if the audio output is not supported by the HMI device.

Centrol Type: Auido Control +	Property
Valid on Window Opened Trigger Address Use Address Tag Use Address Tag St-index within a Byte Register Address Type: LB Format(Range) DDDDDD(0 Address Index	Buzzer Buzzer Time: 1 (*) Grepresents buzzer sounds permanently. Use Audio function (*) Trigger Condition Bit Mord Condition Trigger Mode: OFF + CN • Auto Reset
	OK Canal

Buzzer

The option "Buzzer" is selected by default. If it is selected, the internal buzzer of the HMI will ring when the trigger condition is satisfied. The "Buzzer Time" is used to set the time of buzzer ringing. It is 1 second by default. The max value of the "Buzzer Time" is 100 seconds. When the "Buzzer Time" is set "0", the buzzer will continue ringing until the trigger condition is not satisfied.

Use Audio

If the option "Use Audio" is selected, you can select an audio from the "Audio Library". When the "Trigger condition" is satisfied, the audio will be played.

• Trigger Address

The "Trigger Address" can be a word or bit register. It depends on the setting of the "Trigger Condition".

• Trigger Condition

You can select "Bit", "Word" or "Condition" for the "Trigger Condition". If you select "Bit" or "Word", the condition is determined by the register which is given in the "Trigger Address". If you select "Condition", the condition needs to be given by the logic control editor box.

The detailed of "Condition" setting is referred to: <u>Detailed manual/ General functions/</u> <u>Drawing/ Logical Control</u>.

4.10.2.9.6 Force Buzzer off

You can specify a bit register to force the buzzer off by using the control type of "Force Buzzer off". When the state of the buzzer is ON, it will be forced to OFF if the specified bit register is ON.

PLC Control Details			10.00
Control Type: Force Buzzer	ett •	Property	
Trigger Address			
Deivcer LOCALI(Local Register)			
Bit-index within a Byte Regis Address Type: LB			
Address: 0 0	System Register		
		ок	Carroel

4.10.2.10 Alarm And Event

You can preset the attributes of the alarms or events such as the conditions and contents in the "Alarm And Event" settings page. The "Alarm And Event" settings page can be opened by clicking the menu command "Setup/System Settings/Alarm And Event".

Global Settings	Extended Settings	Laguange Settings	Favorite Fo	ort Templa	tes:	User Lev
User Privilege	Task Schedule	Date Sempling	PLC Cont	rel	Alam	n And Event
Group: AlU0]	•		Language:	1-English	(Unite	nd Staten)
Group ID Urgens	y Level Trigger Conditi	be:		Contern		
Create	net) (Gee Ornet)	01999) (. 19999) (.	₹#¥:	Copy		
Historical Event S	aning Event Count Pri	int	74H.	Contra		
Historical Event S	aving Event Count Pri MI © SD Card © USB	int	₹eki.	Corps		
Historical Event S	ering Event Court Pri MI © SD Card © USB n.	int	ZdH:	Gwite		
Historical Event S © Unsave 🖷 H Power-off sustai Subdirectory Na	ering Event Court Pri MI © SD Card © USB n.	int1	Telk	Contra		
Historical Event S O Unsave	ening Event Count Pri Mt © SD Cend © USB: n. EVENT	int1	249	Contra	1	
Historical Event S O Unsave H Power-off sustain Subdirectory Na Maximum Saving On Cache Fult	ening Event Count Pri Mt © SD Cand © USB: n. 	int1	249	Copy		
Historical Event S Unsave H Power-off sustain Subdirectory Na Maximum Saving On Cache Fulk	ening Event Count Pri Mt SD Cand OUSB n. me: EVENT g Unite(No Limit) 0 (*) Delete Old Records *)	int 1 Day	249(Code	1	
Historical Event S O Unsave H Power-off sustain Subdirectory Na Maximum Saving On Cache Fult	ening Event Court Pri Mt © SD Card © USB n. me: EVENT g Unite(No Limit) © Delete Old Records • nor is less them (120x)	int 1 Day	249(Code	1	

4.10.2.10.1 Group

The alarms and events can be viewed by groups. The users can customize the groups. Here, the option "Group" can be set any one of "All, 1, 2, 3 ...32".

User Prisileg Group: Aligo Group IC 1(0) 2(0)	1 -	Scheduïe	Data Sampling	PLC Cont	ral Al	arm And Event
Group /E 1(9) 2(0)		1				
Group /E 1(0) 2(0)		ξ		Language:	1-English (U	nited States)
3(0) 4(0) 5(0) 6(0) 7(0) 8(0) 9(0)		oger Conditi			Content	
Create 1000 1100 1200 Nistorics 1300 1400	H N H H	nt Connte l	n	italii	Capy	
D Unsave Power-off o	e HMI 🗇 SD	Card CUSB)	L			
	y Name: TVIN					
	aving Limit(No	RWO DESCRIPTION	Day			
	I: Delete Old		789.			
	e space is less t	COLUMN STATES	÷			
🔝 Clear Reci	ord Registen					

4.10.2.10.2 Language

Global Settings	Extended Settings	Laguange Settings	Favorite Fo	ont Templates	User Leve
User Privilege	Task Schedule	Data Sampling	FLC Cont	rol Alar	m And Event
			COMM/MM	1-English (Unit	
Group: (AHD)					

The alarm content can be displayed in different languages. So you need select a language for the option "Language" to view the alarm content.

4.10.2.10.3 Create and set

After selecting a Group, then click the button "Create", the "Alarm and Event Detailed Setting" window will pop up. It is shown as below.

Date Privilege	Task Schuchole Bata Sampling #10	Control Mayer An	etten He (V + n = n) / / / /
Crew Life	- and -	new Stadiot project S	tatati (
Grange ID Grapersy Lee Grange III Grane Tolks of Saving III Graner Tolks of Ma Mala Save 2000 Adams 2000 Adams 2000 Adams 2000	Googe DD Urgency Least (fig Stagaye Coulting Will + 2 Walter Walter Walter Walter Decoyles fast Lik Lengwaye Strett R. Lengwaye Strett R.	Teach	Andre (************************************

Group ID

If you select "All" for the "Group" in the settings page, the "Group ID" can set any one of 1~32 here. If you select any one of 1~32 for the "Group" in the settings page, the "Group ID" is same to the "Group". It refers to the group of the alarm or event waiting for be set here.

Urgency Level

The "Urgency Level" can be set "High", "Medium" or "Low". You can set it according to the priority level of the alarm or event.

Trigger Condition

The trigger condition of the alarm or event can be set here by using the button "Add", "Modify" or "Delete". The details can be referred to: <u>Detailed manual/General</u> <u>functions/Address editor/Standard Bit Address Input</u> and <u>Detailed manual/General</u> <u>functions/Address editor/Standard Byte Address Input</u>.

- Text and Record
- Description: Text Lib

You can input the description for the current alarm or event in the edit box here. Or you can check the "Text Lib" and use a text of the Text Lib as the description. The "Text Lib" is referred to: <u>Detailed manual/Libray/Text Library</u>.

> Language

You can select a language for the current display language here. If you check the "Text Lib" and use a text in the Text Lib as the description, the content in the edit box will only be viewed and not be edited. It can be viewed in different language by switching the Language.

• Insert Watch Address

The display content of the alarm is the contents of the register address, the data type of the address support the "string" type.

innap Th. 👔 🥑 Lingersy Level High	- -	
Trigger Candilion Condition Add Condition Tayt and Record Description: Differ Like	2 Text Libs	Audio Trigger Bazzer III hanne Finnene III III au Audio Radio Hanne III III III Audio Radio Hanne III IIII IIII Audio Action Triggering Coordinating Recovery Action III Merror IIIII Actives:
Languages (Languages) (Languag	10130/2014CF	Wood Address Figure Westers Figure Westers Figure Structure to Plane
Copy Current Test To: Al Languages System 9	Vetch Address	

alare and been Det	wheel because		
Group 10: 1	Weich Zolahers Table		
Trigger Excellence	Di Hatab Address Servi		
i tehtiim	Match Address Name used Match Address Name Delice LOOKLIJscal Registert		See 1.01
Test and Record Description 20 Te Language (3-Bogd	Address Type 10 + Address 0 - 1 Byte Fermal Range DOCCOD-Dinage 1	a Register Word	
Copy Covers Test	Debtroot locks Care Format Data Type 24 bit locagent (*) Debrger 25 bit Scignal 35 bit Dergent 35 bit Scignal 15 bit Unigent 18 bit Science 18 bit Science 18 bit Science	(P. T. El Davis Pro	ing ("Les fading Contra), Ges
E Background Co	2) 44 (KC) 25-57 Perceberinal 22-57 Reselectional 25-56 Servery	Select And Call	(and

Audio

Audio
▼ Trigger Buzzer
🛙 Audio Library Sleep Away 🕟

If the option "Trigger Buzzer" is checked, the internal buzzer of HMI will beep when an alarm occurs. If the option "Buzzer Timeout" is checked, you can set the beeping time of the buzzer. If the option "Audio" is checked, you can select an audio from the Audio Library as the sound of the alarm or event.



Action

There are three kinds of actions according to the status of the alarm or event. They are "Triggering", "Confirming" and "Recovery Action". You can set the actions in different status for the alarm or event by clicking the title of the setting page "Triggering", "Confirming" or "Recovery Action".

Triggering	Confirming	Recovery Action
Macro:	InitialSys 🔻	Macro Code Edit
📝 Bit Add	ress: ON	OFF
	LB0	
🔽 Word A	ddress: ۱	/alue 0
	LW0	
V Popup	Window: B_2	Base Window(2) -
Print In	formation to I	Printer

The actions of "Triggering" refers to the actions that they will be executed when the alarm or event occurs. The actions of "Confirming" refers to the actions that they will be executed when the alarm or event is acknowledged by manual. The actions of "Recovery Action" refers to the actions that they will be executed when the alarm or event exists.

Macro

Select a Macro to execute as an action. You can also open the Macro Editor by clicking the button "Macro Code" or edit the Macro by clicking the button "Edit".

Bit Address

Set a bit register ON or OFF.

Word Address

Write a value to a specified word register.

Popup Window

Pop up a specified window.

Print Information to Printer

Make the printer to print the corresponding information.

4.10.3Communication Settings

4.10.3.1 Local Connection

The command "Local Connection" in the "Communication Settings" menu is used to set the communication parameters of the COM ports.

Select the corresponding COM port (COM1, COM2, COM3, or COM4) property TAB to set the communication parameters.

Remote PLC	Etherns	et PLC	Servio	e	Printer	Keyboard
COM1	COM2	¢	OM3	CON	44	Remote HMI
Unused		Connect	Device(Ma	ster)	© Provide	Service(Slave)
Manufacture	FLEXEM				•	
Device Typ	et FLEXEM N	IODBUS				
Device Alia	# Device1					
Pre-set Station No	Constant		1 🚔	5	ynchronize	Station No.
Broadcast Statio	one		Master	Station N	o.: I	0
Communication S	ietting			patible M		
Communication	Type: RS23.	21	•	CARL CARGADO	102	
Baud Rate:	11520	00	•			
Data Bit:	8		•			
Stop Bit:	1		•			
Parity Bit:	None					
Reset	Ac	lvance.				
Instr	uctions					

4.10.3.1.1 Unused

The option "Unused" is the default. It means the selected COM port is not used to communicate.

4.10.3.1.2 Connect Device (Master)

The option "Connect Device (Master)" needs to be selected when the touch screen is as master device. Then you need to set communication parameters for the corresponding PLC.

Manufacturer

The option "Manufacturer" is used to set the manufacturer of the connected PLC.

Remote PLC	Ethernet	PLC Ser	vice Print	er Keyboard
COM1	COM2	COM3	COM4	Remote HMI
Unused		onnect Device(N	lasteri Opro	ovide Service(Slave)
Manufacture	FLEXEM		*	
Device Typ Device Alia re-set Station No Broadcast Stati Communication S Communication Baud Rate:	MODBOSCA SIEMENS PANASONIC MITSUBISHI FATEK ON HOLLYSYS DELTA Inovance_H2 T MEGMEET MKOM KeWei KINCO		E tobro Jel S	nize Station No.
Data Bit: Stop Bit:	HCFA Yaskawa		-	
Parity Bit:	None	•		
Reset	Adve	ince		

• Device Type

The Device Type refers to the corresponding type of the connected PLC.

Remote PLC	Ethernet	PLC	Service	Printer	Keyboard
COM1	COM2	COM3		COM4	Remote HMI
Unused	ec	onnect Device	(Master)	🔘 Provide	Service(Slave)
Manufacture	ri FLEXEM			+	
Device Typ	e: FLEXEM MC	ODBUS		*	
Device Alia	FLEXEM FL2	N(MISTUBISH IOBUS	ILFX2N CO	MPATIBLE)	
Pre-set Station No	Constant .		1 🔹	Synchronize	Station No.
Broadcast Static	ant	Ma	ster Statio	n Noa 👘 1	2
Communication S	etting		Compatibl		
Communication	Type: RS232	•	FLEXEM M	ODBUS	
Baud Rate:	115200	•			
Data Bit:	8				
Stop Bit:	1	•			
Parity Bit:	None	٠			
Reset	Adv	ance			
Instr	uctions				
		_			

• Pre-set Station No.

The option "Pre-set Station No." is used to set the PLC station number. You can set it by Constant or Variable.

You can input a fixed station number of the connected PLC by Constant way. It is the default station number for the new address. The station number which is already set will not change if you modify the preset station number. You can use the button "Synchronize Station No." to unify the station number.

You can set the "Pre-set Station No." by variable. It means the preset station number will depend on the value of a variable which you can input by a numeric value input component. The method to input the variable address is referred to: <u>Detailed</u> <u>manual/General functions/Address editor/Standard ByteAddress Input</u>.

• Synchronize Station No.

After clicking the button "Synchronize Station No.", the station number will be modified and saved for all addresses of this PLC used in the current project.

- Communication Setting
 - Communication Type: RS232, RS485-2 and RS485-4 are optional.
 - Baud Rate:

110,300,600,1200,2400,4800,9600,14400,19200,38400,56000,57600,115200 and 187500 are optional.

- > Data Bit: the number 7 and 8 are optional.
- Stop Bit: the number 1 and 2 are optional.
- > Parity Bit: None, Odd and Even are optional.
- > Reset: the default settings will be restored if you click the button "Reset".

Advance: more communication protocol parameters can be modified if you click the button "Advance". The settings are shown as below.

🕞 Advanced Communicat	tion Settings		×
Timeout And Group P	ackaging Parar	meters	
Timeout(m	s): 300 🔹	Bit Register Interval:	64 🜩
Protocol Timeou	t1: 30 🌲	Protocol Timeout2:	3 🜩
Word Register Interv	al: 16 🜩	Max Bit Registers:	128 🗘
Max Word Registe	rs: 60 🜩	Time Interval:	5 🜲
Communication Abno Tip Display Time(s):	rmal 0 🜩 Ret	ry Count: 10 🔦	
Retry Count Reached:	itop		
Word and Byte Port C)rder		
16-bit Integer: 21	•	32-bit Integer: 4321	•
32-bit Float: 4321	•		
Re	set	ОК	Cancel

The parameters in the Advanced Communication Settings should not be modified, unless the professional guidance is given. The optional modification may result in a communication failure or unexpected events occur. You can consult the factory technical staff to modify the advanced parameters based on your needs. In most cases, the default parameters are the best and need not to be changed.

4.10.3.1.3 Provide Service (Slave)

The touch screen is used as the slave device.

Remote PLC	Ethernet	PUC	Service	Printer	Keyboard
COM1	COM2	COM	i	COM4	Remote HMI
) Unused	00	onnect Devi	ce(Master)	Provide	Service(Slave)
Device Typ	e: Barcode			•	
Device Alia	s Service)	
Server Station No	Constant •			1	
Communication S Communication Baud Rate: Data Bit: Stop Bit:	Type: RS232 9600 8 1		Compatib Serial Bar	ile Model Code Scanner	
Parity Bit:	None	nce .			
Instr	uctions				

• Device Type

The Device Type includes Barcode, FLEXEM SLAVE and Modbus RTU Server. It is shown as below.

Device Type:	Barcode 🔹
Device Alias:	Barcode FLEXEM SLAVE
Server Station No.:	Modbus RTU Server

Device Alias

"Serve" is the default name of the Device Alias.

• Server Station No.

You can set the "Server Station No." by Constant or Variable. It is the station number of the touch screen as a slave device.

Server Station No.:	Constant 👻	1 🔹
	Constant	
	Variable	

Constant

The user can input a constant as the fixed station number.

> Variable

You can set the "Server Station No." by variable. It means the server station number will depend on the value of a variable which you can input by a numeric value input component. The method to input the variable address is referred to: Detailed manual/General functions/Address editor/Standard ByteAddress Input.

- Communication Setting
 - Communication Type: RS232, RS485-2 and RS485-4 are optional.
 - Baud Rate:

110,300,600,1200,2400,4800,9600,14400,19200,38400,56000,57600,115200 and 187500 are optional.

 \triangleright

Stop Bit: the number 1 and 2 are optional.

- > Parity Bit: None, Odd and Even are optional.
- Reset: the default settings will be restored if you click the button "Reset".

Advance: more communication protocol parameters can be modified if you click the button "Advance". The settings are shown as below.

B Advanced Communication Settings	×
Timeout And Group Packaging Parameters	
Timeout(ms): 200 🚔 Bit Register Inte	erval: 2 🜩
Protocol Timeout1: 0 🗢 Protocol Time	out2: 0 🌩
Word Register Interval: 2 🗢 Max Bit Regis	sters: 32 🜲
Max Word Registers: 64 🔦 Time Inte	erval: 0 🜩
Communication Abnormal	
Tip Display Time(s): 0 🗬 Retry Count: 1	10
Retry Count Reached:	
Word and Byte Port Order	
16-bit Integer: 21	4321 🔹
32-bit Float: 4321 🔹	
Reset	Cancel

The parameters in the Advanced Communication Settings should not be modified. The optional modification may result in a communication failure or unexpected events occur. You can consult the factory technical staff to modify the advanced parameters based on your needs.

4.10.3.2 Remote Connection

The Remote connection contains three connection modes: "Remote HMI", "Remote PLC" and "Ethernet PLC".

4.10.3.2.1 Remote HMI

After click the menu "Setup / Communication Settings / Remote Connection", the "Remote HMI" settings page is opened as the default. It is shown as below.

Remote PLC	E	theroet	PLC	Service		Printer	Keyboard
COM1	CON	42	co	IM3	COM	+	Remote HMI
ID Device A	lias IF	i.		Port	Device	Туре	
emote HMI car scal register da				s. Using de	vice alias,	local HM	II can easily visit ti
				s. Using de	vice alias	local HM	II can easily visit th

For one of the HMI device, anyone of other HMI devices in the same Ethernet network of the LAN is the Remote HMI. For example, there are two HMI: one named HMI1, another one named HMI2. These two HMI devices are connected in an Ethernet network. For HMI1 device, HMI2 is the "remote HMI" of HMI. For HMI2 device, HMI is the "remote HMI" of HMI2.

After clicking the button "Add" in the "Remote HMI" settings page, the "Remote HMI" settings dialog will pop up. It is shown as below.

Use IP				
Fixed •	192.168.0.1	Port No.:	Constant •	3000 🕏
				1000
13				
Device Type:	FE4070			•

• Use IP

You can set the IP address of the remote HMI by Fixed or Variable. The default setting mode is "Fixed". And the default fixed IP address is "192.168.0.1". For example, the IP address of HMI1 is "192.168.0.10" and the IP address of HMI2 is "192.168.0.20". For the project of HMI1, you need set the IP address of the remote HMI "192.168.0.20".

When you set the IP address of the remote HMI by Variable, a word register address needs to be given as the start address. There are 4 word registers which is from the start word register. They are used to save the 4 segments of the IP address. It is shown as below.

Use IP						
Variable *	RWD		Port No.	Constant *	300	0
R	W0~RW3: co	rrespond	to the 4 sec	ments of IP a	ddress	140
1		in espense i	to the stary		001020	
Device Type: FE	4070					

You can input the IP address of the Remote HMI to the4 word registers by the numeric value input component. Then you can access the desired HMI device.

• Port No.

You can set the "Port No." of the remote HMI by Constant or Variable. The default setting mode is "Constant" and the default port number is 3000. You need to set the "Port No." by Variable if you want to change the port number of the remote HMI by a word register. The default port number is suggested usually. It is noted that all the port numbers of the connected HMI devices must be the same. Otherwise, the connection may fail.

• Device Type

The Device Type refers to the type of the remote HMI device which the HMI needs to access.

• Device Alias

The default of the Device Alias is "Device1". It cannot be null. You can set a device alias which is easy to understand, such as "HMI for Machine 3".

Click the button "OK" to confirm the settings. And the "Remote HMI" settings page is shown as below.

	emote PLC	Ethernet Pl	LC Se	prvice	Printer	Keyboard
1	OM1	COM2	COM3	C	DM4	Remote HMI
D	Device Alias	IP	Por	t Dev	ice Type	
	HMI of Device	3 192-158-0-2	300	0 FE40	170	
				ig device a	Sas, local HN	li can easily visit t
	ite HMI can be register data o			ng device a		

Click the button "OK" in the "Remote HMI" settings page to save, and then you can find the remote HMI device in the Device list of the register address. For example, it is shown as below.

	and a second second
Operation Attribute: 🛞 Norveric Display 🕷 Norveric Light: 🛞 Characters Display	O Characters Input
Reading And Writing Address Is Officeret	
	-
Read Address	
E Use Address Tag Device (LOCALLEXAL Register) +	
10CAL(Local Register)	
HINE of Contra Adhenican Hartan altra	
Address '999' (19)	
Address: D 14 System Register	
Format(Rangel D0000000. Occupy 1 + Word	
nan de Alina de Calendar de Calendar	
Address Index	

After finishing setting the "Remote HMI", the local HMI can access all the registers of the "Remote HMI", including the LW, RW, SRW, LB, SRB and other registers.

If you need to add other remote HMIs, you can add them by referring to the above.

4.10.3.2.2 Remote PLC

The Remote PLC refers to the device which is connected with the remote HMI, including the PLC, the inverter, the servo, the instrument, and so on.

After clicking the menu "Setup / Communication Settings / Remote Connection", the "Remote HMI" settings page is opened as the default. Click the "Remote PLC" tab to open the "remote PLC" settings page. It is shown as below.

COM1	COM2	COM3	COM4	Remote HMI
Remote PLC	Ethernet PLC	Service	Printer	Keyboard
ID Device Alias	IP	Port COM	Part Device Ty	pe Default St
emote PLC is a devic cress to remote PLC sing the device alias	registers through			cal HMI can

After clicking the button "Add" in the "Remote PLC" settings page, the "Remote PLC" settings dialog will pop up. It is shown as below.

B Use IP Fixed +	192.168.0.1	Port No.: Co	vistant *	3000 😫	
At COM port:	COM1 ·				
Manufacturen	FLEXEM				
Device Type:	FLEXEM FL2N(MISTUR	ISHE FX2N COM	PATIE .	Instructions	
Device Alias:	Alias cannot be null, Dr	factDevice1			
Default Station	No.: Constant +	1	Syne	dennize Station No.	Advance

Remote HMI Address

> Use IP

You can set the IP address of the remote HMI by Fixed or Variable. The default setting mode is "Fixed". And the default fixed IP address is "192.168.0.1".

> Port No.

You can set the "Port No." of the remote HMI by Constant or Variable. The default setting mode is "Constant" and the default port number is 3000.

The detailed settings of "Use IP" and "Port No." can be referred to the settings in the "Remote HMI" settings page.

• COM

> At COM port

The "At COM port" refers to the number of COM port which the "Remote PLC" device is connected to. The default is COM1. For example, the "At COM port" is set COM2 if the accessed controller is connected to the COM2 port.

> Manufacturer

The "Manufacturer" refers to the manufacturer of the connected "Remote PLC" device.

> Device Type

The Device Type refers to the type of the remote PLC device which is connected to the remote HMI.

> Device Alias

The default of the Device Alias is "Device1". It cannot be null. You can set a device alias which is easy to understand, such as "HMI for Machine 3".

> Default Station No.

The "Default Station No." refers to the station number of the Remote PLC device. It must be consistent with the actual station number of the Remote PLC device.

> Advance

Please refer to the "Advance" settings of the "Local Connection".

For example, the "Remote PLC" device is connected to the "Remote HMI" which the IP address is "192.168.0.20". The type of the remote PLC is Siemens S7-200 and the COM1 of the remote HMI is used to connect with the PLC. The station number of the PLC is 2. The settings are shown as below.

Fixed •	192.168.0.20	Port No. Consta	nt =	3000	
At COM port	COM1 .				
Manufacturer:	SIEMENS		•	Instructions	
Device Type:	Siemens 57-200			Instructions	
Device Alias:	PLC of Device 3				
Default Station	No: Constant +	2	Synchro	onize Station No.	Adva

Click the button "OK" to confirm the settings and the "Remote PLC" device is added to the "Remote PLC" settings page.

1	COMI	COM2	1	COM3	CC	IM4	Ren	note HMI
R	emote PLC	Etherr	net PLC	Sei	vice	Printer		Keyboard
ID	Device Alia	s IP		Port	COM Po	rt Device 1	Туре	Default St
1	PLC of Devic	ce 3 192.16	8.0.20	3000	COM1	Siemens	\$7-200	2
	ote PLC is a d							
tcce	ote PLC is a d ss to remote l g the device al	PLC registers	s through					
scce	ss to remote l	PLC registers	s through			port numbe	er of ren	

You can find the remote PLC device in the "Device Type" of the component. For example, it is shown as below.

ereral Number Format Keyboard Setting Fort Graphics Dynamic Graph	and a second second in 1 works at 1
Operation Athibute : 🗈 Numaric Display 🖷 Numaric Input 🗈 Characters Dis	play (1) Characters Topul
Reading And Writing Address is Different Efferent	
Rood Address Use Address Tag	
Obinical (LOCAL)(Local Registen) OCAL(Local Registen) HMI of Classics Silvervote HMI2FC4270	
Address 0 6 System Register	
Format/Rangel DDDDDDIB Occupy 1 + World	
E Addrew Indes	

After finishing setting the "Remote PLC", the local HMI can access all the registers of the "Remote PLC" which is connected to the "Remote HMI".

If you need to add other remote PLCs, you can add them by referring to the above.

4.10.3.2.3 Ethernet PLC

The "Ethernet PLC" refers to the PLC which is connected with the HMI by the Ethernet communication mode. The network communication protocols which the HMI and the PLC support are used to complete the communication.

After clicking the menu "Setup / Communication Settings / Remote Connection", the "Remote HMI" settings page is opened as the default. Click the "Ethernet PLC" tab to open the "Ethernet PLC" settings page. It is shown as below.

COM1	COM2	COM3	0	OM4	- 5	Remote HMI
Remote PLC	Ethernet	PLC	ervice	Printe	H.	Keyboard
D Device Alias	Ip	Port	Device	Туре	Default	Station No.
hernet PLC is a PL ical HMI can acce						

After click the button "Add" in the "Ethernet PLC" settings page, the "Ethernet PLC" settings dialog will pop up. It is shown as below.

	the second se	Contraction of the second		14	
Fixed *	192.168.0.2	Port No.: Const	ant •	502 💌	
Manufacturer	MODBUS Compatible				
Device Type:	Modbus TCP		Instru	ctions	
			-		
1		ult:Device1			
Device Alias:	Allas cannot be null. Defa				
Device Alias;	No: Constan •	1	Synchronize St	ation No. A	ivar

• The IP address of Ethernet PLC

The IP address of Ethernet PLC refers to the IP address of the PLC which is connected with the HMI through the Ethernet network.

• Port No.

The "Port No." is the number of the communication port between the Ethernet PLC and the HMI. The "Port No." is different for the different network. There is a default "Port No." for your selected network. Generally, it is ok to use the default port number. For example, the default port number is 502 for the "Modbus TCP".

The "Manufacturer", "Device Type", "Device Alias," "Default Station No." are same as the settings in the "Remote PLC".

Broadcast Station

After checking the "Broadcast Station", you can set a number for the broadcast station. The default is that the "Broadcast Station" is not checked. You can determine to use this function or not according to the actual situation.

Click the button "OK" to confirm the settings and the "Ethernet PLC" device is added to the "Ethernet PLC" settings page. For example, the "Modbus TCP" is selected as the device type. The result of settings is shown as below.

Remote PLC Ethernet PLC Service Printer Keyboard ID Device Alias 1P Port Device Type Default Station No. Device1 192.168.0.21 502 Modbus TCP 1	COMI	COM2	CC	SMG	co	M4	Re	mote HiMI
 A state of the sta	Remote PLC	Ethernet	PLC	Servi	e	Printer		Keyboard
Device1 192.168.0.21 502 Modbus TCP 1	D Device Ali	is Ip	1	Port	Device T	ype D	efault s	station No.
	Device1	192.168.0	1.21 5	02 0	Aodbus	TCP 1		

If you need to add other Ethernet PLCs, you can add them by referring to the above.

You can realize the connections by using the "Ethernet PLC" mode, such as multi HMIs, multi HMIs and one PLC, multi HMIs and multi PLCs, and other connections.

4.10.3.3 Service

Service refers to that the HMI device provides the data requested by other devices. The HMI is a slave device. The port is static. All communication operations should be initiated by other master devices.

The type of Service includes Serial Port Service and Network Service.

- (IMOC	COM2		COM3		COM4	5	emote HMI
R	emote PLC	Ethe	met PLC	Set	vice	Print	er	Keyboard
ID	Protocol Ty	ype	Service	Туре	Port/CC	M Port	Slave	Device NO.
	Modbus TO	P Server	Network	Service	502		1	
2	Modbus R	TU Server	Secial Po	art Service	COM1		1	
Near	e add the se	rvice of ser	ial port fro	un corresp				
leas	e add the se	rvice of ser	ial port fre	un corresp	ondent 1		settings	Lipdate

4.10.3.3.1 Serial Port Service

Remote PLC	Ethernet PLC	Service	Printer	Keyboard
COM1	COM2	COME	COM4	Remote HMI
Unused	Conr	ect Device(Maste	er) 😐 Pravia	e Service(Slave)
Device Type	e Modbus RTU S	erver.	•	
Device Alia	s Service			
Server Station No	Constant •		1	
Communication S	etting		tible Model	
Communication	Type: R5232	* Modbs	is RTU Server	
Baud Rate:	115200	•		
Data Biti	8	*		
Stop Bit:	1			
Parity Bit:	None	*		
Reset	Advance	•		
Instr	uctions			
	÷1-			

The Device Type can be Barcode, FLEXEMSLAVE and Modbus RTU Server. The Barcode refers to the bar code gun. It can scan information and display it by using a continuous 100 characters saved in the area which LW8900 is the start address. LB8999,which is as a flag bit, is set ON after scanning is finished (it will not be reset automatically). The FLEXEM SLAVE device is supported and the HMI can work as a slave or a master device. The Modbus RTU Server is referred to: <u>Detailed</u> <u>manual/Setup/Communication Settings/Local Connection/Provide Service (Slave)</u>.

Device Type:	Modbus RTU Server 🔹
Device Alias:	Barcode FLEXEM SLAVE
Server Station No.:	Modbus RTU Server

4.10.3.3.2 Network service

Network Service		×
Please Select Service P	rotocol Type(Slave Device Protocol):	
Modbus TCP Server	 Instructions 	
Local IP: 192.168.0.20	0 Port No.: 502	
(IP is from HM		
Server Station No.:	Constant • 1	
	OK Cancel	

The Service Protocol Type supports Modbus TCP Server. It is referred to: Ethernet Service

4.10.4 Options

The command "Options" in the "Setup" menu opens the Options dialog. You can view and modify some settings such as the VEDA-IN HCT software interface display. There are two catalogs: General and HMI.

4.10.4.1 General

The General has only one option: Auto Update. If the "Check for Updates" is checked in the Auto Update sub catalog, the VEDA-IN HCT software will be checked for updates automatically when it is opened. A message will be popped up to remind you to

🕞 Options	
i≊General	Auto Update Check for Updates
	OK Cancel

Auto Update: Click this option then the software will update automatically every time you open it, if there is a installation package, it will hint you to install it.

General Auto Update	UI Language
⇒ <mark>UI Language</mark> ⊡ Hmi	Chinese English Turkish
	Korean
	Current UI language: English Click on an icon to choose language.
	OK Cancel

UI Language: You can set the UI language of VEDA-IN $\ensuremath{\mathsf{HCT}}$, and it will take effect after

4.10.3.2 Hmi

The catalog of "Hmi" includes "General", "Auto Recover" and "Window".

4.10.3.3.1 General

If you check the "Automatically load the previously closed project" option, the last closed project will be opened automatically when the VEDA-IN HCT software is

Detors	
Calorenal Htti Auto Recover Window	General
	OK Circuit

4.10.3.3.2 Auto Recover

You can set the "Recover Time Interval" here. For example, the "Recover Time Interval" is set as 2 minutes means that the project will be saved automatically every two minutes. This setting can reduce the project information losing when the software accidentally shutdown or the power failure is occurred.

C Options	
i⊒General I⊒Hmi	Auto Recover
General ➡ <mark>→ Auto Recover</mark> ➡Window	Recover Time Interval:
	View backup project
	OK Cancel

You can open the file folder "Backup Projects" by clicking the button "View backup project".

曲到第二 •	- 共業 -	用子帮性	利款 #5	DR MR			10.0	18 1
14	7.81			1000048	25	2.9		
	Original 2	015-04-25-09	57-18-雨水泉	Jmithuk/24.937	248			
	- Original-3	015-06-17-22	18-17-007	2025/00/12 22:00	2142			
	🔒 Original-2	013-06-18-08	-44-02-007	1010/0/18 244	其例決			
*	🗼 Original-2	015-07-16-10	HL-17-#	3015/7/18 1041	2/0/8			
	a Original-2	015-07-14-20	10-54-11	3015/7/14 20:30	会体情			
	📕 Original-2	015-07-21-10	23-50-00	2015/7/25 10:24	2月末			

4.10.3.3.3 Window

The sub catalog "Window" includes two options: General and the Designer. The option of "General" is blank.

If you check the "Use pipeline animation effect" in the "Designer" option, you can see the dynamic liquid flow effect in the pipeline component during the project editing process.

Es Options	
E Options General Auto Recover Window General ♣ Designer	□ □ ■ ✓ Use pipeline animation effect
	OK Cancel

4.11 Tools

In the VEDA-IN HCT software, the Tools menu includes many tools in the shortcut tool bar. It includes" Compile, Compile All, Clear Compile Result, Download, Pack to Disk,

Тоо	ls Help		
*	Compile	F6	-
渗	Compile All		🔟 🕫 🔍 100% 🔹 🔍 🏢 🏥 🛄
*	Clear Compile Result		_
1	Download		
1	Pack to Disk		Ŧ
٦	Upload		
*	Decompile		
	Offline Simulation	F5	

1 Compile

The project will be saved automatically and the system will generate a bin directory and other files if no errors.

2Compile All

The project will be saved automatically and all the files are forced to compile.

3Download

The system will compile the project automatically and generate a directory of upload and some relevant files for decompiling. Then the relevant files are packaged and the download tool dialog is popped up. Before clicking the button "Download", you need to select the communication mode (USB or Ethernet) and the data source (Project or Fpg File). You can check the delete options and check the download options (Batch Mode or Force Mode) according to demands.

Protocol # UB © Ethernet 0 , 0 0 0 Econ Sata Source # fraject © Fpg Fals © Ethata © Retipe E '2015-2016-1'graject-fa\FirstF\bin	Dalets Option (Frajset Valid) Dalets HY Data Dalets HY Data Dalets Sarping and Alars Mintery Data Dalets Sarping and Alars Mintery Data Dalets Mint Sacry Minch Dalets Vise's Info Doubled Option(Grajset Valid) Dath Nude Farre Neda
	Ternland

4 Pack to Disk

The tool of "Pack to Disk" can realize compiling the project and packaging it to the disk. The package file is named Fpg File. Then you can download it by the USB disk or the VEDA-IN HCT

🖪 Pack to Disk
Compile and download the project to disk, downloadable with USB disk or FSTOOLLS.
Name: FirstP_20151125_b02.fpg
Location: E:\2015-2016-1\project-fe\FirstP
Help OK Cancel

5 Upload

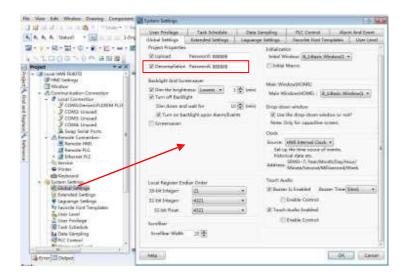
If you check "Upload" to enable upload in the Global Settings of the System Settings, the configuration information downloaded in the HMI device can be uploaded by the USB or Ethernet communication mode. The configuration information can be Project, RW Data, Recipe or Logs.

He New Let Window Drawing Component	23 Carton Latings	1.11
A Communication Connector Constant We Resto Constant	Vier Privilege Task Schedule Date	Interface PAC Central Alexis. Set Experies Interface Secondar free Terry Sets User Central Interface Secondar Free Terry Sets Secondar Free Terry Sets Main Windowski Secondar Free Terry Sets Secondar Free Terry Sets Main Windowski Secondar Free Terry Sets Secondar Free Terry Sets Octor Name Central Free Terry Sets Secondar Free Terry Sets Set Main Secondar Free Terry Sets Secondar Free Terry Sets Set Set Main Sets Sets Sets Sets Sets Sets Sets Sets
Convertion Convertion Convertion Converted Converte	Lond Regime Delar 25-bit Integer 21. • 25-bit Integer 22. • 35-bit Integer 4221. • 35-bit New 4221. • Nerollan Scotline Welds 21.2	Tooh Audis IF Toore Is United States Tota (Bed) Datable Control IF Tooks Audio Instituted If Tooks Control 2
Street III Catent	And a local second s	OR Emist

sTaols v1.4.4	Con U
aloud Upload System	
Fratoral	
IS3	
©Ethernet	
Tplond Data Source	
# Project O Br Data O Recipe O Logs	
Tpload	
Iscopile	
Chosse a file to be decompiled(* fpg)	
Choste a folder to tave decompiled files	
	lecompile

6 Decompile

The Fpg File can be decompiled to project if you check "Decompilation" to enable decompile function in the Global Settings of the System Settings



aloud Upload Syntam	
Fratocol IUS Ethernot Scan	
Opland Data Source ● Project ② DF Data ◎ Decipa	C Loga
Decompile Chouse a file to be decompiled(* fpg)	
Chocce a folder to zave decompiled files	Decompile

7 Offline Simulation

The tool of the "Offline Simulation" is used to simulate the project running in offline.

4.12 Help

In the VEDA-IN HCT software, the Help menu includes: Online Help, Help, Check for

ŀ	Help		
	9	Online Help	S .
	9	Help	+= 🗨
		Check for Updates	
		About	
_			

1 Online Help

You can find the online help when you click the command "Online Help".

2 Check for Updates

The VEDA-IN HCT software will be updated by using the internet when you click the



3 About

The current VEDA-IN HCT software version information and copyright declaration will



4.13 General functions

4.13.1 Address editor

4.13.1.1 Standard Bit Address Input

In the software VEDA-IN HCT , the "Standard Bit Address Input" function will be used

device, and the value of the bit address will be displayed. The function can easily realize the connection with each PLC. The "Standard Bit Address Input" window is as shown as below.

💽 Standard Bit Address Input 📃	x Ì
 □ Use Address Tag Deivce: Device1:[LocalCOM1:FLEXEM FL2N(MISTUBISHI FX2N (▼) Station No.: 1	
OK Cancel	

In the VEDA-IN HCT software, the corresponding bit address symbols are given according to the various connected devices. For the Flexem FL2N series PLC, X represents the input address, Y represents the output address, M represents the middle register address, SM represents the system special bit address, and S represents the state address. As shown as below.

🕞 Standard Bit A	ddress Input	—
Station No.: 1	I:[LocalCOM1:FLEXEM FL2N(MIS T:[LocalCOM1:FLEXEM FL2N(MIS Tight Index hin a Byte Register M Y Y X S	TUBISHI FX2N (👻
	C	Cancel

If the address is not connected with the device after you input a specific address number, you should check whether the parameters (such as Device, Station No. and Address) are set correctly. For example, these parameters are set as follows.

🕞 Standard Bit Address Input	×
 □ Use Address Tag □ Deivce: Device1:[LocalCOM1:FLEXEM FL2N(MISS Station No.: 1	System Register
	K Cancel

If you find the data refresh rate is a little slow, you can change the communication rate as follows.

💽 Standard Bit Address Input	x
 □ Use Address Tag Deivce: Device1:[LocalCOM1:FLEXEM FL2N(MISTUBISHI FX2N (▼) Station No.: 1	
OK Cancel	

Certainly, you can use the address tag library. You need to prepare the data addresses in the address tag library before using them. Check the "Use Address Tag" in

the "Standard Bit Address Tag" window and click the button " [Solary" to open the "Address Tag Library" window. Select the bit address you need in the address tag library, as shown as follows.

Use Address Tay Reference Tay Name Decke Alas Station Nu. Address Tage Address Deckee Image: Control International Address Tage Address Image: Control International Address Tage Address Station Na. Image: Control International Address Image: Control International Address Address Image: Control International Address Image: Control International Address Station Na. Image: Control International Address Image: Control International Address Address Image: Control International Address Image: Control International Address Image: Control International Address Image: Control International Address Image: Control International Address	Standard Uk Address Input	Address Te	eg Library				6
Address Index	🖸 Uau Adatawa Tay	Reference	Tag Name		Statigo No.	Address Type	Address
	Station No.: I Index Station No.: Address Address Address Final Index Final In		<u>Y89</u>	Beview 1 Brieseld COATL #1 DOC.	<u>- +</u>		10

The "Bit-index within a Byte Register" function can be used. You need to check the "Bit-index within a Byte Register", as shown as below.

🖪 Standard Bit Address Input
Use Address Tag Deivce: Device1:[LocalCOM1:FLEXEM FL2N(MISTUBISHI FX2N (▼ Station No.: 1 ↓ Index ✓ Index ✓ Bit-index within a Byte Register Address Type: ▼ Address 0 ▼ ✓ Address: 0 C_dword C_dword Format(Range) C_dword C_word T_word Address Ind SD SD SD SD
OK Cancel

You can use the Address Index function. This function can change the bit address which is connected with the current component according to the value of a word address. For example, the bit address LB0 is connected with the current component. If you check the Address Index and set the address as LW0, as shown as below, the bit address which is connected with the current component will be LB (0 + LW0).

🔄 Standard Bit Address Input	
Use Address Tag Deivce: LOCAL:[Local Register]	•
Bit-index within a Byte Register Address Type: LB Address: 0 Format(Range) DDDDDD(0~799999)	▼ System Register
Address Index LW0	
	OK Cancel

In addition, you can use the System Register in the Standard Bit Address Input window. When you click the System Register button, the System Special Function Register window will pop up. There are many system special function register addresses in this window, as shown as follows. You can quickly select one to use.

	DelitityTesticator Light	List leftermation	Description
atad ・1000000000000000000000000000000000000	Switch [Indicator Light Lable Graphics 3	HMI OH: St30Network constition status	SREI=1.Reset IP address invitediately/Re-distain dynamic IP address invitediately
Address Index LWG	n Register F D:0-799995:	 19830000000000 Predictors automatically 198000000000000000000000000000000000000	
0+6qlate	OIC Caricel		

Certainly, the screen is connected with multiple slaves at sometime. The station number is varied. At this moment, you need to use the Index function. This function uses a word address to provide a variable station number. The setting process is shown as follows.

🖥 Standard Bit Address Input 🛛 💦
 Use Address Tag Deivce: Device1:[LocalCOM1:FLEXEM FL2N(MISTUBISHI FX2N ← ▼ Station No.: 0 ♀ □ Index Bit-index within a Byte Register Address Type: C_bit ▼ Address: 0 ♀ System Register Format(Range) DDD(0~255) Rate: Normal ▼ Address Index
OK Cancel

Deivce: Device1:[LocalCOM1:FLEXEM FL2N/MISTUB/SHI FX2N + +	Deivce: LOCAL:[Local Register] +
Bit-index within a byte Register Address Type: C_bit Address: 0 0 Format(Range) DDD(0-255) Rate: Normal	Address Type: LW Address: 0 System Register Format(Range) DDDDDD0(0~799999) Occupy: 1 Word Data Type: 16-bit Unsigned
Address Index OK Cancel	OK Cancel

4.13.1.2 Standard Byte Address Input

In the software VEDA-IN HCT, the "Standard Byte Address Input" function will be used frequently. By this function, you can input the byte or word address which is connected with a device and the value of this address will be displayed. The function can easily realize the connection with each PLC. The "Standard Byte Address Input" window is as

🕼 Standard Byte Address Input	x
🔲 Use Address Tag	
Deivce: LOCAL:[Local Register]	
Address Type: LW 🔹	
Address: 0 System Register	
Format(Range) DDDDDD(0~799999) Occupy: 1 v Word	
Data Type: 16-bit Unsigned 🔹	
Address Index	
	-
OK Cancel	

In the VEDA-IN HCT software, the corresponding byte or word address symbols are given according to the various connected devices. For the Flexem FL2N series PLC,D represents the data register, SD represents the special address, represents the timer, C_word represents the 16-bits counter which saves the current value, and C_dword represents the 32-bits counter which saves the current value. As shown as

🕞 Standard Byte	Address Input		×
Use Address Deivce: Device Station No.: 1	1:[LocalCOM1:FLE	EXEM FL2N(MISTUBISHI FX2N	(
Address Type: Address: 0 Format(Range) Rate: Normal	D C_dword C_word T_word	▼ System Regis upy: 1 → V t Unsigned	ster Vord
		ОК Са	ncel

If the address is not connected with the device after you inputting a specific address number, you should check whether the parameters (such as Device, Station No. and Address) are set correctly. For example, these parameters are set as follows.

history and the second second	1:[LocalCOM1		NUM121	USDHI	FA2IN + +
tation No.: I	1 Inde	1K			
ddress Type:	Cword				
ddress: 0	0		1	System	Register
ormatiRange)	DDD(0-255)		Öccup	yi I	· Word
Lete: Normal	•	Data Type:	16-bit	Unign	ed *
Address Ind	ex :			- 5-2	

If you find the data refresh rate is a little slow, you can change the communication rate as follows.

🖪 Standard Byte Address Input 📃 🛃
Use Address Tag Deivce: Device1:[LocalCOM1:FLEXEM FL2N(MISTUBISHI FX2N + • Station No.: 1 • Time Index
Address Type: C_word Address: 0 System Register Format(Range) DDD(0~255) Occupy: 1 Vord Rate: Normal Add Normal High Speed Low Speed
OK Cancel

Certainly, you can use the address tag library. You need to prepare the data addresses in the address tag library before using them. Check the "Use Address Tag" in

the "Standard Byte Address Tag" window and click the button " [Solary" to open the "Address Tag Library" window. Select the byte or word address you need in the address tag library, as shown as follows.

🖬 Standard Byte Address Input	Address Tag Ubrary				
El Use Address Tag	Reference, Tag Name	Device Alias Device Alias		Address Type	Address 10
Station Nation Station Nation Station Nation Station Nation Station St					
Formatillangel Cicupy v Word	•				
Cancel					
	-				
	New Word	Delete Delete 41	Edit.	Cancel Sek	ect and E

You can use the Address Index function. This function can change the byte or word address which is connected with the current component according to the value of a word address. For example, the word address D0 is connected with the current component. If you check the Address Index and set the address as LW0, as shown as below, the word address which is connected with the current component will be D (0 + LW0).

🖪 Standard Byte Address Input 🛛 💌
Use Address Tag Deivce: Device1:[LocalCOM1:FLEXEM FL2N(MISTUBISHI FX2N (Station No.: 1 😴 🗍 Index
Address Type: D Address: 0 System Register Format(Range) DDDD(0~7999) Occupy: 1 Word Rate: Normal Data Type: 16-bit Unsigned
Address Index LW0
OK Cancel

In addition, there are many system special function register addresses. You can quickly select one by clicking the button "System Register", as shown as follows.

No Status0 + Lo	Switch/bediamen Light	System Special function Register		100
E + E + O + E + E + E aut Witnesstart × I Une Address Tag Dense Device Boral COMU Sadon No. 1 D E Inder Address Type: D Address 0 M1 format/flarget DCCC0-760	If Oue Indicator Display Mode: Register Control • ISS ISS	● দেশ _0 ব্যৱ	Description System state, Format en: 20x	
in the second	Help Destription		Select. Centel	

Certainly, the screen is connected with multiple slaves at sometime. The station number is varied. At this moment, you need to use the Index function. This function uses a byte or word address to provide a variable station number. The setting process is shown as follows.

🕞 Standard Byte Address Input	
Use Address Tag	
Device: Device1:[LocalCOM1:FLEXEM FL2N(MISTUBISHI FX2	2N I -
Station No.: 1	
Address Type: D	
Address: 0 System Re	aister
Format(Range) DDDD(0~7999) Occupy: 1	
Rate: Normal Data Type: 16-bit Unsigned	, word
Address Index	
ОК	Cancel
Ŭ K	Cancel
Standard Byte Address Input	💷 🖬 Standard Byte Address Input
Use Address Tag	Use Address Tag
Device: Device1:LocalCOM1:FLEXEM FL2N(MISTUBISHI FX2N + +	Device: Device1:[LocalCOM1:FLEXEM FL2N/MISTUBISHI FX2N (+
Vindex D0	Station No.: 0 🏠 🗌 Index
	at deside of the second s
Address Type: D. +	Address Type: D
Address: 0 System Register	Address: 0 💠 System Register
Format(Range) DDDD(0~7999) Occupy: 1 Word	Format(Range) DDDD(0~7999) Occupy: 1 + Word
Rate: Normal • Data Type: 16-bit Unsigned •	Rate: Normal • Data Type: 16-bit Unsigned •
Address Index	
OK Cancel	OK Cancel

4.13.2 Drawing

4.13.2.1 Border settings

After double-click the figure you have drawn, you can view and select border color and style.

🛛 🖉 Border —	
Line Co	or 🕶 🍠
Line Width	
Line Type	

You can select the line width and the line type from the lists.

You can change the border color by using the list or the button "



4.13.2.2 Filling settings

After double-click the figure you have drawn, you can view and select the fill type and the fill color.

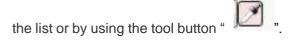
There are three fill types: Solid Color, Pattern and Gradient.

Fill Type	SolidColor 🔹
	SolidColor
	Pattern
	Gradient
	Fill Type

1 Solid Color

Fill		
Background Color 💌 📝	Fill Type	SolidColor 🔹
User Defined Color		

In this fill type, you can select a kind of color for the background of the figure from



2 Pattern

Fill Type	Pattern •
	Fill Type

In this fill type, you can select a kind of color for the background and another kind of color for the foreground. You can set the pattern filling effect, too.

3 Gradient

🖬 Background Color 🔹 📝	Fill Type	Gradient	
Foreground Color 💌 📝	Gradual Approx	och Vertical	
Gradient Filling Effect			
	10000000		
	111		

In the gradient fill type, you can select the background color, the foreground color, gradual approach and gradient filling effect.

4.13.3Font settings

everal 🥹 Display					
🗄 Language Independent Languages: 🔹 Lenglish (United 5, + 🔍 🔍	Position Fixed Point:	X)	0 ¢	¥1	0 \$
O the Ted Ubrary [Test Library]	Elacked	Widdn	- 90 C	Height	50 1
# Use Labels	T Marquee				
Tag Contents 0					
	🖾 Set løbel p	asilian by	language	state separat	ely
Copy Current Text to All Languages		Right: Bottom			
Import from Favorite Font Templetes/0					
Vector Fort Craphic Fort					
uni introducti sans sent • uni 16 + ■ / ■ • ● tubi fine Afgiment ■ ■ ■ Tr Advanced					
Microsoft Sans Serif					
Copy Current Properties to All Languages					
Hele Description			_	05	Car

1 Vector Font

According to the font attributes setting, change the characters of the text into a TrueType font file (ttf format) for HMI.

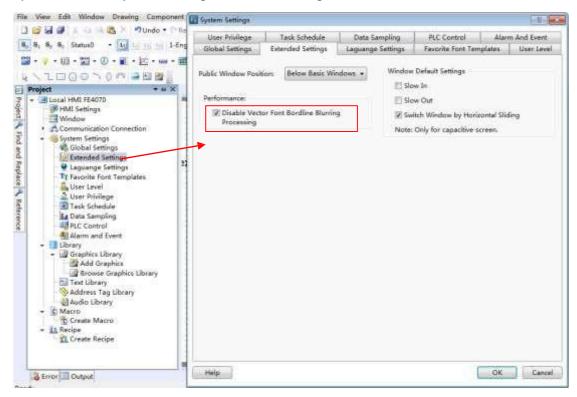
Disadvantages

• Only support the TrueType font type (ttf format) which the current operating system has installed.

• The below is the font effect comparison between the tows that the "Disable Vector Font Bordline Blurring Processing" is not checked and the "Disable Vector Font Bordline Blurring Processing" is checked.



Note: the "Disable Vector Font Bordline Blurring Processing" can be set in the path: Project/Local HMI/System Settings/Extended Settings.



Advantages

• Occupy Less memory. The same character in the same font type uses one font data regardless of size, color, bold, or italic.

- Full size and can be set freely without distortion.
- Supports multi-line text alignment.
- Text Library supports the use of vector fonts.

2 Graphical Font

Regard the string as a whole and save it as a bitmap to the project.

- Disadvantages
 - Occupy more memory because of the bitmap storage format.
- Advantages
 - Supports all the fonts installed in the current operating system.
 - Display effect is good.

3 Equivalent width

Each single font displays in the max width size. The max width of the font is greater if the font size is greater.

• For example, the max width of a single digit is 17 and the max width of a single character is 22 if the font size is 16,

4 Font

You can set the font type from the list. It supports all font types installed in the current operating system, such as Microsoft Sans Serif.

5 Size

You can set the current font size. The range is from 8 to 144.

The font supports bold and italic, and you can modify the font color from the

list or by using the tool button "

6 Multi-line Alignment

It is only valid for multiple lines text. You can set the multiple lines text align to the left, center or right.

7 Advanced

You can set the Horizontal Scaling, Space, and Shadow Effects after clicking the button "Advanced".

Advanced
✔ Horizontal Scaling: 100% ▼ Space
Line Space: 2 🔹 Words Space: 2
✓ Shadow Effects
Color: ShadowColor 👻 🏸
Shadow Deviation: X: 2 🔷 Y: 2
OK Cancel

8 Position

You can set the font position of the current components.

4.13.4 Graphic edit

ment Proje	-					ġ 🔽		
backgro .	Beckspece	buttor	buttor/001	batturi	circle dot		tun)	Sabel
Enter	Fowbiase	forbidden	Frane002	France D00	indicatori-			
Import	Add a new lis	ophic .				Envor	ites	Ealit Geaphics
2 Clarge I Clarge I	te border cok	i (Frame Colo		Reset the Default (aloi		

1 The Current Project Graphics Library

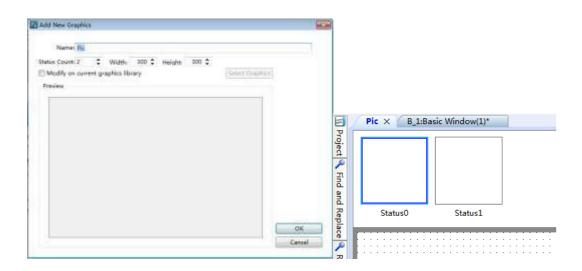
For some components, you can find the property TAB of "Graphics". In this TAB, you can view the component graphics in the Current Project Graphics Library. Select one, then you can preview the status of it in the Status Preview window.

2 Import

The system graphics library can be opened by clicking the button "Import". You can select a system graphic into the current project graphics library here.

3 Add a new Graphic

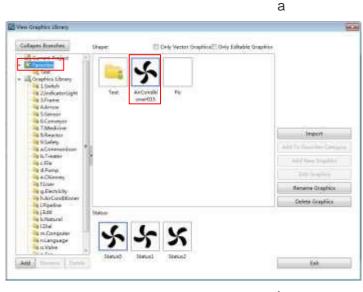
Click the button "Add a new Graphic" to pop up the window "Add New Graphics" (see Figure a). Then you can set the properties of the new graphic, such as "Name", "Status Count", "Width", "Height" and other information. After clicking the button "OK" to confirm it and closing all the pop-up windows, you can see that an editable window with the same name is already opened (see Figure b). You can edit the new graphic in this window. Refer to: **Detailed manual/Library/Graphics Library/Add graphics.**



4 Favorites

After clicking the button "Favorites", you can add the current selected graphic to a specified Favorites Category. The Favorites Category can be selected, added and renamed (see Figure a).Click the button "OK" to confirm the addition to the Favorites Category. You can view the graphics collected in the Favorites Category by the path: **Project/Library/Graphics Library/Browse Graphics Library** (see Figure b).

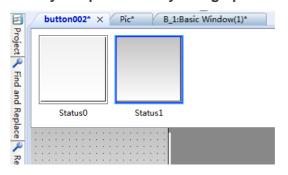
	orites		Add Category
Name: Die		61	
		04:1	Taural



b

5 Graphics Edit

After clicking the button "Edit Graphics" and closing all the pop-up windows, you can see that an editable window with the same name of the graphic is already opened (see Figure a). The graphic can be edited in this window. Refer to: **Project/Library/ Graphics Library/Add graphics.**



6 Shadow Effect

Double click the graphic you have drawn in the Graphics Edit window to modify the properties of it. After checking the Shadow Effect (see Figure a), you can add the shadow effect for the selected graphic (see Figure b).

	🛛 🕄 Shado	w Effect					
	Color:	ShadowColor	• 🥖	Shadow Excursion	x	4 🔹 Y	4 🔹
a.							
b.							

7 Border

You can change the outer border color of the current selected graphic. Note: Only when the elected graphic is vector graphic and this attribute can be modified, this option is valid to change the outer border color (see Figure a)!

to the Stratuce of the local day	E fartege	manual of the local of the second second
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inea) ineal	Sim Male	Chanter Malle 301 2 Mage 301 2 Render Canton Canton Canton
	11 M	Revenues III Application
	tergrood fair 3 9 10 too	hearpoon (1996) Villon underson und
	W Salar Dat	manufacture of the second second

8 Fill

You can change the filling effect of the current selected graphic (see Figure a). Note: Only when the elected graphic is vector graphic and this attribute can be modified, this option is valid (see Figure b)!

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61 - 177
in the second

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The state and the state of the	Carryel # Derivery® Chapter # Derivery® Derivery® Derivery® Derivery® # Derivery® # Deriv	Paulies Paulies Decker V. (4) (V. Decker Wells Rober	un : 10 3
	Distort Chert	(IN) (JEAN)
		b	

4.13.5 Control settings

For some components, there is a property TAB of "Control Settings".

1 Activation Settings

Always

The current component can always be operated if you use the option "Always".

Switch Jedicator Light Labie Graphics Dynamic Graphics	Control Settings Display
Activative Settings 8 200ys © Conditional	Security Settings Nisimum Press Time: 0 1 2015 Require confirmation prior to execution Waiting Time: 100 2 (00.10) Ascorth Operation
	Minimum Operation Interval: 0 (★) (20.13) Notification Settings Tehree Writing After Writing □ Notify Bit Address:
Audio Pilay Audio Seyloard Use Keyboard	IC Trigger Marrow

- Conditional
 - Indicating Invalid Mark

anth Indicator Settings Activator Settings Advans [Mindicating Jonalid Mark] Conditional Indicating Jonalid Mark Conditional Indicating Jonalid Mark Non-operable when the part is hidden. [2] Automatic por-up personnel window. [2] Level User Min Level LamelL + Con [3] Minloge User [4] Logic Control	Security Settings Minimum Press Time 0 (4) (00.15) Require confirmation prior to execution Weining Time 100 (100.05) (110.
Aude El Pay Aufe Keyboard El Uar Keyboard	Trigger Macro

After checking the option "Indicating Invalid Mark", the prohibited mark will display on the component if the operating conditions are not met. The prohibited mark is shown as below.

(pen	Close

Hide when conditions are not met.

Activation Settings TAiwaya 📰 Indicating Invalid Mark	Security Settings Minimum Press Time: 01-80 (X0.15)
Coodiana II Hide when condition not meet. Non-operable when the part is hidden. If Automatic pop-up paraword window.	Require confirmation prior to execution Walting Time 250 (*) (200.15) Records Operation
il Level User Min Level <u>Lifereti - i an</u> Il Philipge User Il Legic Control	Nentram Operation Interval 0/61 (00.15) Notification Settings Before Writing After Writing III holdy 89: Address:
Audio II Pay Audio Keyboard II Uae Keyboard	🖺 Trigger Micros

When you check the option "Hide when conditions are not met", the component will hide if the operating conditions are not met.

Automatic pop-up password window

Subch Indicator Light Lable Graphics Dynamic Graphics	Current Settings Display
Antivation Settings C Always II Indicating Insulid Mark. II Conditional III Findle when condition not meet. Non-specialize when the part is hidden. II Automitic peprup (resound window.	Security Settings Misimum Press Time 0 (2) Tequire conformation prior to execution Weining Time 100 (2) (00.51) Effected Coperation
2 Lond Uner Min Lovel Lawelt 🔧 🦓	Mismum Opination Interval 0 🗐 (20.15) Notification Settings Before Writing Alter Writing Define Mriting Alter Writing
Audio El Play Audio Réglocard El Une Keylecard	Trigger Micros

If you check the option "Automatic pop-up password window", the user login window will pop up when you click the component. It is shown as below.

S Emulator	Theorem	-
(Deg)	Close	
User level l	ogin Please enter the password:	×
2	* * * * * * * *	
-	******	

Beitch Sidwatur Light Lable Graphics Dynamic Graphics	Carbol Settings Eliging
Activities Setting Anaux Elistic and Duald Mark Conditional II fields when condition not ment Ston-operative when the part is holden. Advanced: pro-no-personed windows Universitäties Mile Level Danieloge Univer Universitäties Universitäties Danieloge Univer Universitäties Universitäties Danieloge Univer Universitäties Universitäties Danieloge Universitäties Danieloge Universitäties Danie	Security Settings Merzene Franz Finist Rogale conformation prior to accolute Rogale conformation prior to accolute Records Operation Merzenes Merzenes Record Writing Accelly Bit Address Netty Bit Address Netty Byte Address
Audio Pay Audes Reyboard Use Keshoord	Trigger Macros

After checking this function, you need to enter the appropriate user level password to operate the device. It is shown as below.

, Emulator	Colorado	- Capital State
(Per	Close	
User level	login	×
0	Please enter the password:	

Ewhich/bedicator Oglit	1.5X.
Switch Indicator Light Lable Graphics Dynamic Graphi	ca Control Settings Display
Activation SetFings. (7 Aways IIC adjusting Invalid Mark © Conditional IIC Hide whee condition not meet. Non-operable when the part is hidden.	Security Settings Meanum News Taxas 0 0 00.000 III Require confirmation prior to execution Wating New 0.00 00 (00.13) III Records Operation
The Lawy I Guar	Minimum Operation Internal 0 ¹⁵⁰ 00.15
🖉 Prinlage Deer Privlege: [16Admin: +] _]	Notification Settings
Espic Contral	Before Writing After Writing
	🗇 Notify By Address:
àide	
🗇 Play Audio	Trigger Marris
Keyboard	11 <u>11</u>
Use Septemb	CR IIICave

After checking this function, you need to login by using the corresponding user privilege to operate the component. It is shown as below.

Coor Ci	ose		
Login	User login	×	
	User	Admin	
	Password	88888	
		Cancel OK	

Logic control

Switchvärdicater Light	and the second
which Indicator Light Lable Graphics Oynamic Stap	nics Control Settings Display
Athalias Settiga Bilonga X Helicating Iwold Mark Candisona Hidde when candition not meet. Nan-operable when the part is hidden.	Security Settings: Meansum Press: Time: 0.165 (X0.25) Ell Requires conformation prior to execution Waiting: Time 100 (a) (X0.25) Ell Records Operation
E Level User	Minimum Operation Internal 0 ± (200.15)
🗄 Privlege User	Notification Settings
2 Logic Control	Sohrre Writing After Writing
togic Condition	E Notify Bit Addresse
AND + 1.00 + 1	III Notify Byte Address
Audio 11 Ray Audio	II Trigger Mecro
Keyboard Use Keyboard	

After check this function, the component can be operated when the specified conditions are satisfied. The conditions can be multiple logical operations.

2Security Settings

• Minimum Press Time

Activation Settings	Security Settings
& Always	Minimum Press Timer 10 10 10 00.10
Conditional	Regular conformation prior to execution Welling Tree 100 (2) (2015) Records Operation Molecent Operation Molecent Operation
	Notification Satings
	Before Writing Alber Writing
	🗉 Notly Bit Address
	🖂 Norify Byte Address
4.60	
📰 Play Audie	Trigger Matrix
Reyboand	
Use Xeylioont	

You need to hold the button component for a specified time to perform actions. The function is used to avoid the action due to touching the screen by mistake.

• Require confirmation prior to execution

s Time II _ 00015) firmation prior to escation 100 _ (0015) letation retation pation Interval: 0 (* 00015) fings 1 After Writing Addresse
firmation prior to escation 100 (00.15) letation ration interval: 0 (\$) (X0.15) fings 1 (After Writing)
100 🖗 (903.15) Intraficer Internal: 01 🖗 (903.15) Intrgs J After: Willing
ration Internal: 0 👘 (X0.15) tings 1 After Writing
ingi J After Willing
After Writing
Addrenat
Address:
acros

If this function is checked, a confirmation dialog box will pop up auto matically. It will keep the display status for the "Waiting Time" if you don't confirm or cancel it. It is shown as below.

Open	Close	
Log	Gin Confirm execution	
	Are you sure to perform the operation?	
	OK Cancel	

Records Operation

Switch/Indicator Light	N. M.
Rultch Indicator Light Lable Graphics I	Synamic Graphics Council Settings Display
Actuation Settings B Almays C Conditional	Teoutly Lettings Minimum Frees Time III (2015) Require confirmation prior to execution Wating Time 200 (2015)
	Witheords Operation (Operation Second 0101)
	Notification Eetings Before Willing <u>After Wilding</u> Notify 9k Address Notify Byse Address
éudic Play Aufle Keyboard Uus Keyboard	Trigger Mecro

If you check this function, you can record the operations of the component and display the records in the operator Log. It is shown as below.

	Serial No.	Date	Time	User Name	Operation Log	-
Open Valve	3	10/01/16	11:32:02		Open the valve	
delocation seconds	2	10/01/16	11:31:33		Open the valve	
	1	10/01/16	11:31:20		Open the valve	
	0	10/01/16	11:31:17		Open the valve	
	4				1)	6

• Minimum Operation Interval

Switch Indicator Light Lable Graphics	Dynamic Graphics Control Settings Display
Activation Sattings W Almays Coordisional	Security Sattings Minimum Press Time: 0 (1) (00.15) Dispase continues prior to execution Wating Time: 100(2) (00.15) Becards Operation Minimum Operation Interval: 10 (2) (00.15)
	Notification Settings Refore Writing After Writing Notify By Address Picifity Byte Address
Audio El Pag Actio Keyboard El Une Keyboard	E Trigger Merror

By using the "Minimum Operating Interval" function, continuous actions can be avoided in a short time due to touching the screen continuously by mistake.

4.13.6 Display

1 Position

elich India	ator Light	Lable Cin	aphics Dyn	enii: Graphice	Control Settings	Display	
Position Position	Xi	83	100	170 0			
Elicohed		10 0	Height	50.0			
Neapr D Cueditie	Kaplay nal Oisiplay						

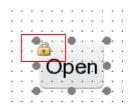
• Position and size

You can set X and Y coordinate values of the component to change the display position of it. You can modify the width and the height of the component to change the size of it.

Locked

Switch Analicator	tiphe						0.0
Switch Indicator	Light Lable G	aphics Dynam	ic Graphics Co	ntroi Settinga	Display		
Position							
Position	x) (65.5	¥3	£26-C				
Witcohed W	idte 30 I	Height	30.0				
⊕ Always Graph							
Nep Dev	cóption					ОК	Canoel

The position and size of the component cannot be changed if you check the "Locked" function. And there is a small lock icon on the component in the editing window. It is shown as below.



②Always Display

2 InithInden	tight to						-D
Switch Indica	tor Light	Lable On	aphics Dyn	eniis Graphice	Control Settings	Display	
Position							
Position	Xi	85 Ç	¥1	170 🐨			
Eliosked	Widths	70 Q	Height	50.0			
a Always D	231-2	1					
	C 6 8 9 % *						
Condition	ne cyslanik						
Help. D	and the						OK Cassel
CTTOMPTCH 1	escription	94					Am Laocer

If you select the "Always Display" function, the component will always be visible when the project is running. It is the default setting.

③Conditional Display

Level User

ch Indextor Light Lable Graphics Dynamic Draphics Correct Lattings Ohipilay solition Nation Xi 45 0 Vi 270 0 Tucked Wick: 70 0 Height 50 0 Advery Cloping Conditional Clupiky Level User Me Lavel: Internation of Control Privilage User	4
outdon X: 65 V: 170 C Doctord Width: 70 C Height 50 C Always Charles Conditional Claules Conditional Claules Devidege User	
Locked Widts: 70 C Height 50 C Always Olapha Conditional Olapha Lowel User Net Lawel. Lineall. + C.	
Always Olophay Conditional Oliphay Least User Net Lawel. Lineall. + ()	
i Consellerand Graphy 1 seart Uner Min Level (15sealt +) ()) 1 Privilege Uner	
Level User Mir Level. Itimusli. + (🏔	
Privilege User	
Privilege User	
Logic Control	
Description I GK	

If you check this function, the component will be visible after you entering the appropriate user level password.

with finition	tor Light						1.6
itth Isdia	ene light	Lable Gri	aplica Dyre	wréc Gra	aphics Control Setting	Oisplay	
Pesition							
Position	X)	85 🕏	¥1	135	•		
Locked	Wath	70 \$	Height	50 3	¢		
C Alega D	isplay						
Cunditor							
Level Use	et .						
	et .	ege: 16A	dnin •	2			
🗌 Level Use 🖉 Privlege	nt Usart Privi	ege: 164	dmin. •				
Level Use	nt Usart Privi	ege: 16A	dmin. •				
🗌 Level Use 🖉 Privlege	nt Usart Privi	ege: 16A	dnin •				
🗌 Level Use 🖉 Privlege	nt Usart Privi	ege: [16A	dnin •				
🗌 Level Use 🖉 Privlege	nt Usart Privi	ege: 164	dmin •				
🗌 Level Use 🖉 Privlege	nt Usart Privi	ege: 164	dnin 🔹				
🗌 Level Use 🖉 Privlege	nt Usart Privi	ege: (164	dnin •				
🗌 Level Use 🖉 Privlege	nt Usart Privi	ege: 16A	dnin -				
🗌 Level Use 🖉 Privlege	nt Usart Privi	ege: 164	dnin -				
🗌 Level Use 🖉 Privlege	nt Usart Privi	ege: 164	dnin •				
🗌 Level Use 🖉 Privlege	nt Usart Privi	ege: 154	dmin. •				
🗌 Level Use 🖉 Privlege	nt Usart Privi	ege: 164	dnin •				

If you check this function, the component will be visible after you login by using the corresponding user privilege.

• Logic Control

Position						
Position	Xi	85 I	9.1	: 011		
Diades	Wath	20 \$	Height	50 \$		
O Alvers	Display					
Constitution Constitution	onal Display ser					
Priviteg	e User					
2 Logic C	intro					
22.53	Eandition LBO ON			1-2		
AND +	LW0 > 1			1		
AND .	LB2 ON			+		
- Add	540	sty 🔅	Beiete			

If you check this function, the component can be controlled to display according to the logic condition. The condition can be multiple logical operations.

4.13.7 Keyboard setting

For some components, there is a property TAB of "Keyboard Setting".

Gerenal Number Format Keyboord Serting Ford Graphics Dynam Mode # Touch Control © Rit control Keyboord settings # Use pop-up hoyboard Keyboord Type: [K_28/dec mananic keyboard *] # Acto adjust position © Pop-up position © Don't use pop-up keyboard Select 'Don't use pop-up keyboard Select 'Don't use pop-up keyboard' under the conditions lined below: 1. Frefer to use user-defined landpoard raiter than the pop-up keyboard 2. Frefer to use user-defined landpoard raiter than the pop-up keyboard	in Graphics Control Settings (Clipbly)
Reyboard settings # Use pop-up keyboard Keyboard Type: <u>X_2846e nameric keyboard *</u>] # Acco adjust position ① Pop-up position © Don't use pop-up keyboard Select "Don't use pop-up keyboard" under the conditions lated below: L de setternal USE keyboard is used.	C Specified Position
Buse pop-up layboard Keyboard Type: X_Bitter numeric keyboard .*] # Acco adjust position ① Pop-up position ① Port use pop-up layboard Select "Dort use pop-up layboard" under the conditions inted below: L in storem USE keyboard is used.	🕒 Specified Position
Keyboard Type: X_284ae nameric keyboard * # Acto adjust position ① Pop-up position © Don't use pop-up keyboard' Select "Don't use pop-up keyboard" under the conditions lated below: L for softened USE keyboard is used.	C Specified Position
Acto adjust position O Pop-up position Don't use pop-up keyboard Select 'Don't use pop-up keyboard' under the conditions lated before: L or seternal USE keyboard is used.	10 Specified Pacifice
ID Don't use pop-us-keyboard Select "Don't use pop-up keyboard" under the conditions listed below: 1. <i>An</i> external USE keyboard is used.	C Specified Position
Select "Don't use pop-up keyboard" under the conditions lated below: 1. An external USB keyboard is used.	
E. An external USB keyboard is used.	
	ed.
📰 Use input order function	
Note Description	OK Carcel

$\textcircled{1}\mathsf{Mode}$

Touch Control

The keyboard will be popped up if you click the HMI input component.

Bit control

A bit register is used to control the keyboard to pop up or close.

②Keyboard Settings

• Use pop-up keyboard

You can select the Keyboard Type from the system-provided keyboard types.

Numeric Toput	- () - 1 -1
Several Naminer Format Reviewed Setting Foot Graphics Cynamic Graphics Control Setting	a Display
Moder # Touch Control 0 Bit control	
Keybourd settings	
Use pop-up keyboard	
Reyboard Tope: R. Atten warmen beylogand	
C. Libertral surveix heploard/Swritant) C. Alexina surveix heploard/Swritant R. Alexi angles and the strength of	
Select "Don't use pop-up keyboard" under the coolifions listed before L An external USB keyboard is used.	
2. Prefer to use a user defined keyboard rather than the pop-up keyboard.	
 Prefer to use a user-defined keyloand other than the pop-us heyboard. Due input order function 	

Auto adjust position

The position of the pop-up keyboard is adjusted automatically according to the position of the HMI input component.

Passiene Supat			X 2
General Mumber Format.	Keyboard Setting [Ford] Graph	ics Dynamic Graphics Control Setting	n Cispley
Moder # Touch Cormol	C. Hit control		
Keyboard settings			
Use pop-up keyboard			
Keyboard Type: Killies	nameric keyboard +		
# Auto adjust position	O Pop-up position	C Specified Pockion	
Don't use pop-up keed	ward		
1. An external USB keyboa	oxyboard" under the conditions liv rd is used. Ired Reyboard rather than the po		
🗐 Use input order function			
Help Description			OK Cares

Pop-up position

A relative region in HMI is specified to pop up the keyboard.

	active construction of the	201	12.04	an la	the second second second second
General [Number Format]	Keyboard Setting []	Q11. 9	estra	48 (- P)	manik Graphics Control Settings Display
Mode: . Touch Control	D Bit control				
Report settings					
Use pop-op keyboard					
Keyboard Type: K_2iller.	oumeric keyboard .*	1			
		0	0	0	
C Auto edjust position	Pop-up positio	2.0		0	C Specified Position
	1.000.000000000000000000000000000000000		10.	0	
C Don't use popiap keyb	und.				
The local designed					
E the input order function	HC				

Specified Position

The position to pop up the keyboard is specified by the X and Y coordinates.

and a second s	kica Dynamic Graphica Control Se	ittirga.	.Osg	skaty	
Mode: Touch Control					
Keyboard settings					
E lise pop-up keyboard					
Keyboard Type K, JHex rummic keyboard •		_			
		80	0	展	
C Auto adjust position D Pop-up position	Specified Posision:	44	D	121	
© Don't use pop-up keyboard			-	1.223	
 An external OSB keyboard is used. Steller to use a user defined keyboard rather than the possible of the state of the state. 	op-sp keyboard.				
Use logat order function					

• Don't use pop-up keyboard:

If you need to use an external keyboard or a keypad which is designed by using the FS software, you should select the option "Don't use pop-up keyboard

③Use input order function

This function can be used to input the values into multiple input components continuously according to a specified order. You can check it when there are many input components.

General Number Format	Keylsbard Setting	Total Graphics	Dynamic Graphics	Control Se	niigi	Disp	play	
Mode: 🖷 Tourit Control	It control							
Keyboard settings								
# Use pep-up keyboard								
Keyboard Type: K_32tes	nameric kayboard							
		2				0	14	
Auto adjust position	C Pop-up post	ide .	# Specified	Pesition		24-		
12 64 6 G 12 6 75 7 6 77					10.	0.	1	
ID Derift une pop-up keyt	board.							
 An external USB keylosi Prefer to use a user-del 		er that the pop-u	a keyboard.					
2 Use input order fundi 2 Signit without order a								
	her input finished	юę						
Bigst without order a	her input finished)esep						
Ellingut without order a	her input finished	isagi						
Ellinest without order a	her input finished	ю¢						

• Input without order after input finished

The function of "Use input order function" will be canceled after you finish the input of multiple input components.

Input Order

You can set the input order for the current input component here. The multiple components in one group can be input according to the order number, from small to large.

Group

You can divide the input components into several groups and finish the input according to the input order in the current group.

4.13.8 Label

Adding a label for a component can be increased readability. You can setthe properties of the label such as the language, the content, the font type and other settings. The display text will change when the status is switched if you set different text for different status.

Language Independent Language: 1-English (United Stat		Import from Perceite Fort Templetos.(1)
i Give Tavit Libroary 2 Une Cablel 2) Adaptive Tabel Nice Tag Contern	Test Library	© Vector Fort III Graphic Fort Fort Microsoft Seas Smit + Size 30 + 8 2 ■ + 3 Multi-line Alignment 6 8 ■ ViciAdvanced Microsoft Sans Serif
Copy Text To: All Statum	CONTRACTOR OF THE OWNER.	Copy Att. To: Al Dotte . Al Lenguages . Al
Ent label position by language th Port Left Right: A A A Top Bottom: A A A Margan	te separately.	Status Control 0 1

1 Language

Select a language for label edit. The settings will only take effect in the selected language.

2 Language Independent

When you change the language, the label content is not affected.

3 Use Text Library

After the "Use Text Library" is checked, the label content will be filled by the selected text entry in the text library. Some common text can be ready in the text library.

4 Use Label

You need to check this option when you want to set a label for the component.

5 Tag Content

You can edit a label for the current status here. So you edit the label in the tag content edit box, you should select the status first on the lower right corner. Then, click the next status to edit the next status label.

Language Tridependent Language: 1-English IUrited	States) - Q	Import from Favorite Fort Templates.(U
Class Tool Library	+ Toot Library Seen Content To Test Lib +	Vector Fort # Graphic Fort Fort Microsoft Sans Serif Mubli fine Alignment # Trademont Microsoft Sans Serif
Copy Test To: All Datus Set lubel position by Tergang Fou: Left Right: (A.W. A) Top Rottom: (A (1)) Manquer	Contraction of the second	Copy Am. To: At States At Languages All Status Content Open

The text in the Tag Content edit box can be copied to all languages, all status or all languages and all status.

Gwitch Endicator Light Leble Gra	and a second second	and the second s			
Language: 1-Enginh (United Mar	ni - 💡	inged for	n faniorite Fu	rt Templetes.IU	
Use Text Library USE Label Use Label Adaptive label size fog Sortext Size	[Text Library] Seen Content To Text Lib	tize (10. •) Multi Gre Align	di Lans Sanif Li X. ■ nenti III (III)	•	
Copy Text To: All Status: All		Copy Attr. Tei	All Status	Al Langeogra	#1
Tel label position les language et Roc: Lett Right: (A.W. A. Top Roman: (A. 1. A. Manquer	de separately.	Status Conten D Open	•		

6 Label attributes

You can set the attributes for each Tag Content such as the font type, the size, the color, the alignment type, the Advanced Settings (Scaling, Space, and Shadow Effects) and other attributes. The function of "Copy text to" can avoid duplication of work. And you can also import from favorite font template to simplify label attributes editing. It is efficient and convenient.

7 Vector Font and Graphic Font

• Vector Font

According to the font attributes setting, change the characters of the text into a TrueType font file (ttf format) for HMI.

Disadvantages

• Only support the TrueType font type (ttf format) which the current operating system has installed.

• The below is the font effect comparison between the tows that the "Disable Vector Font Bordline Blurring Processing" is not checked and the "Disable Vector Font Bordline Blurring Processing" is checked.

Static Text Static Text

Note: the "Disable Vector Font Bordline Blurring Processing" can be set in the path:

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Proiect/Local HMI/System Settings/Extended Settings.

- Occupy Less memory. The same character in the same font type uses one font data regardless of size, color, bold, or italic.
 - Full size and can be set freely without distortion.
 - Supports multi-line text alignment.
 - Text Library supports the use of vector fonts.
- Graphical Font

Regard the string as a whole and save it as a bitmap to the project.

- Disadvantages
 - Occupy more memory because of the bitmap storage format.
- Advantages
 - Supports all the fonts installed in the current operating system.
 - Display effect is good.

8 Marquee

In the VEDA-IN HCT software, every label of the component can be set to display by scrolling the fonts. The scrolling direction, step length, speed, etc. can be set separately.

E Switch/Indicator Light	? 🔀
Switch Indicator Light Lable Graphics Dynamic Graphics (Control Settings Display
□ Language Independent Language: 1-English (United States) □ Use Text Library □ Use Label □ Adaptive label size Tag Content Save Content To Text Lib Close	Import from Favorite Font Templates.(I) Vector Font Graphic Font Font: Microsoft Sans Serif Size: 16 B C T Advanced Microsoft Sans Serif
Copy Text To: All Status All Languages All	Copy Attr. To: All Status All Languages All
Set label position by language state separately.	Status Content
Pos.: Left Right: A	0 Open
Top Bottom: 👔 🔬	1 Close
Marquee	
Moving Direction RightToLeft Step Length 10 - PixSpeed 10 - x0.1S	
Help Description:	OK Cancel

4.13.9 Marquee

The function of "Marquee" is to display text by scrolling the fonts. The components such as "Label" and "Static Text" have the "Marquee" function.

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When you check the "Marquee" option for the label or the static text ,the fonts will display by scrolling. You can set the attributes such as the Moving Direction, Step Length and Pix Speed. The setting is shown as below.

eneral Display	520029 V
Tanguage Independent	Position Fixed Point: X (0 \$ Y (0 \$
Use Test Library Test Library	El Locked Width 50 \$ Height 50 \$
Use Labels	V Marquee
Tag Contents	Moving Direction RightToteft +
* Valvej	Step Length 10 2 PoxelSpeed 10 2 s0.15
	Set label position by language state separately.
Copy Current Text to All Languages	Left Right 📑 🖶 着 Top Bottom: 📰 📰 🚘
bd 30 rokultura na prosini casa 19 colla y	Top Sotion:
Import from Equarite Fort Templates (3)	
Vector Fort: 🖲 Graphic Fort	
Vector Font ● Graphic Font ont [Microsoft Sans Sani] + ise: (16 + (18 Z) + ●	
Vector Fort 🔮 Graphic Fort unt (Microsoft Sans Sanil +)	
Vector Font Graphic Font ont Microsoft Sans Sanil	

Language Independent Language: 1-English (Units	ed States) + 📦	Import from Pavorite Fort Templates.ID
E Use Tast Library E Use Label A Adaptine label Size Tag Context	Text Library	© Venter Fort III Graphic Fort Fort Microsoft Sans Serif + Sam III + III / ■ + ↑ Moth-Tire Alignment III III / TriAdvanced Microsoft Sans Serif
Copy Text Tiz Al Statu Ser label position by langua For: Left Right: DAMA Top Bottom: X A	ge state separately.	Copy Attr. To: All Robots All Languages All Status Content 0 Open 1 Chois

1 Moving Direction

There are four moving direction: Left To Right, Right To Left, Top To Bottom and Bottom To Top. Select one to be the moving direction of fonts scrolling.

2 Step Length

The fonts scroll step by step. The distance of two steps is Step Length. The unit of Step Length is pixel. For example, setting Step Length 10 means that the fonts move 10 pixels per second.

3 Pix Speed

The option "Pix Speed" is used to set the moving speed of fonts scrolling. The unit of Pix Speed is 0.1 seconds. The range of Pix Speed is from 1 to 255. For example, setting PixSpeed10 means that the moving speed of fonts scrolling is 1 second. The process will be circulated after all fonts move out in the component size range.

4.13.10 Logic Control

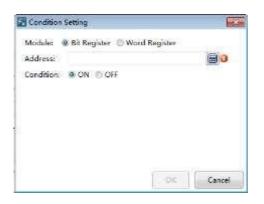
You can find the function of "Logic Control" if you select the option "Conditional" in the "Control Settings" property TAB of some component. Or you can find it if you select the option "Conditional Display" in the "Display" property TAB. You can also find it if you select the option "Condition" in the "Trigger and Stop" property TAB of the Timer component. This function can realize all kinds of logic operations or judgment easily and can reduce using macros.

witch Indicator Light Lable Graphics Dynamic Graphic	cs Control Settings () Display
Activation Settings Showya ID Indicating Invalid Mark Conditional ID Hide when condition not meet. Non-operable when the part is hidden.	Security Settings Minimum Press: Time: 0 (1) (20.15) El Require confirmation prior to execution Walking Time 100 (2) (20.35) El Records Operation
Level Oper	Minimum Operation Interval 0 9 (00.15)
Privilege liser	Notification Settings
E Logic Control	Sefore Willing Alter Wilting
Condition	📰 Notily Bk Address
Add. Alvelly Links	📳 Notify Byte Address
Audio 11 Flay Audio	📰 Trigger Marcol
Keyboard Use Keyboard	

Position	xi	0 2	400				
Pasifibre							
Clocked	Width	30.\$	Hilght	50.0			
Anape 1	liptay						
	nal Display						
C Lovel Us	et l						
histoge	User						
€ Logic Cr	introl						
Comilition							
				0			
			_				
Add .	- May	10	Julies:				

ond tion for stop
onderen for oop Timer will stop when the window closed. I meet ta and, please choose the end condition. Stop when specified court value reached Condition Judgement ID Trigger Condition not satisfier

There is a red exclamation mark due to no logic condition. Now click the button "Add", you can pop up the Condition Setting dialog.



There are two address types: Bit Register and Word Register. The default selection is Bit Register. The logic condition judgment for Bit Register is "ON" or "OFF". The

default selection is "ON". Click the tool button " i or double-click the "Address" blank box, you can edit and select a "bit register". For example, set the address of "Bit Register" LB0, and set the Condition "ON". It is shown as below.



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The red exclamation mark will disappear after you select an address for the condition. Click the button "OK" and the condition will be added to the Logic Control list. It is shown as below. It means the current component will be valid when the bit register LB0 is ON.

Switch Indicator Light Lable Graphics Dynamic Graphics	Control Settings Display
Activation Settings Adverss Indicating Insulid Mark Conditional II filds when condition not meet. Non-operable when the part is lidden	Excurdy Cettings Minimum Press Time: 0 (* 000.15) Require confirmation prior to execution Walking Trave 100 (* 000.15)
E Level User	Minimum Operation Interval. () (8) (00.15)
Riviege L/ser	Notification Settings
2 Logic Corteni	Before Writing After Writing
Landston LBD CN	El Nutly III Address
Add Nodly Delete	🖺 NoSily Byte Address
Audio 🔲 Play Asific	E Trigger Macro:
Keyboard	

If the condition is not enough, you can continue to add. For example, the condition "LW0 > 1" need to be added. You can click the button "Add" to go on the operation. The Word Register is selected and the address is set LW0. The condition is set "LW0 > 1". The setting is shown as below.

Module:	🛛 Bit Register 🍬 Word Reg	jister
Address:	LWO	圓
Conditions		
Re	ad Value 💌 🔹 🔹 A(1	None •
А	Constant *	1 🚔

There are two pop-down lists in the Condition setting area. The first list is used to select the compare relationship. The compare relationship symbols include "<", ">", "<=" ">=", "==" and "! =". The second list is used to add the next condition of the word register LW0. The default of the second list is "None". It means that there is not the next condition any more. You can select "AND" or "OR" in the second list. It means the relationship between the current condition and the next condition.

Module: 🔅 Bit Register	🛎 Word Register
Address: LW0	
Condition:	
Read Value 🗧	• A(1) [None •]
A Constant	
1=	
	OK Cancel
Condition Setting	
2011/01/2017/2017	
Aodule: O Bit Register Iddress: LW0	👻 Word Register
ddress: LW0	Word Register
Aodule: O Bit Register Iddress: LW0	Word Register
Aodule: 🗇 Bit Register Iddress: LWO Iondition:	Word Register
Aodule: Bit Register ddress: LWO ondition: Read Value a	Word Register A(1) None - AnD

The setting is shown as below if you select "AND" in the second list.

Modula: 🔘 Bit Regi	star 😟 V	ford Regist	tor
Address: LWG			() and
Condition			
Read Value	•	A(1)	AND +
Read Value	s •	B(1)	
A Constant			1
B Constant			1

If the conditions you need is "LW0> 100" and "LW0 <LW1", then the condition of the second is not "constant" but "variable" and the address is LW1. The setting is shown as below.

fodule:	Bit Register	1 St 100	rd Kegiste	1 C	11000
ddress	1990				
ondition:					
Re	ad Value 🕞	•	A(100)	AND	•
Re	ad Value 💽	•	B(LW1)		
A	Constant +				100
B	Variable +	LW1			

After click the button "OK", you can add this condition to the Logic Control list. It is shown as below.

aitzh Andicator Light Lable Graphice Dynamic Grap	hiss Control Settings Display
Activation Settings Makays Todoxting Invalid Mark & Conditional Tide when condition not meet. Non-speciable when the part is hidden.	Security Settings Minimum Press Time: 0 140 000.151 Require confirmation prior to restation Waking Time 100 140 (00.15) 12 Records Operation
Lavel User	Minimum Operation Interval 0 🚔 000.152
🗈 Prislege User	Notification Settings
Elogic Control	Before Writing After Writing
Lagic Condition LBD CN AND + UN0 > 100 AND LW0 × LW1	🗇 Notily Bit Address
Add Modify Delate	
Flay Audio	(9) Tripger Macros macro_3 • Macro Code Edit
Keyboard	
Cise Keyboard	

There is a relationship option in front of the second condition in the Logic Control list. The option can be set "AND" or "OR". It means the logic relationship between the previous condition and the following condition. The component can be operated or display only if the result of all the conditions logic operation is true.

Switch Indicator Light Lable Draphics Dynamic Oraph	ka Control Settings Clapley
Antivation Settings II Manage Industing Invalid Mark Conditional III Hide when condition opt meet Non-operative when the part in hidden.	Security Settings Minimum Free 0 (0013) () Require confirmation prior to execution Waking Time (100 (0) (0015) () Records Operation
E Lovel Liver	Minimum Operation Internal) 8 🗐 (80.35)
Aniclese these Couple Constant Logic Constant Logic Constant Logic Constant Logic Constant Logic Constant Constant Modily Durine	NodScalsen Setlings Belgre Wolfig Alber Winking NodBy Bit Address NodBy Bps Address
Audo Phy Audio Keptoard Une Keptoard	V. Trigger Macro (macro, 3. +) Macro Code (64k)

There are the button "Modify" and the button "Delete" besides the button "Add" in the Logic Control list. After selecting a condition in the Logic Control list, you can click the button "Modify" to edit it again or click the button "Delete" to remove it from the Logic Control list. You can also double-click a condition in the Logic Control list to modify it.

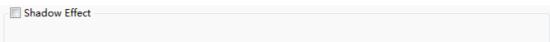
Note: the conditions are executed sequentially from the top to the bottom in the Logic Control list when the conditions are more.

4.13.11 Shadow Effect

You can set the property "Shadow Effect "for the vector graphics, the bitmaps, the graphics, the fonts, and so on. It is shown as below.

🔽 Shadow	/ Effect						
Color:	ShadowColor	• 🖋	Shadow Excursion	x	4 🔹	γ	4 🔹

After checking the "Shadow Effect", the setting options such as Color and Shadow Excursion will be displayed. Otherwise the options are not visible.



1 Color

You can use the color palette to set the shadow color.



You can also use the tool "2" to set the shadow color.

2 Shadow Excursion

The Shadow Excursion includes the X-axis (horizontal) direction offset and the Y axis (vertical) direction offset. The unit is pixel.

Shadow Effect							
Color: ShadowColor	• 🖋	Shadow Excursion	x	4 🔹	Y	4 🔹	

Note:

- The coordinates in this software refer to: <u>Detailed manual/General</u> <u>functions/Drawing/ Position</u>.
- The range of Shadow Excursion is: -16 to 16.The positive number for X-axis represents the shadow direction is to the right. The positive number for Y-axis represents the shadow direction is downward. The negative number represents the contrary direction.

The display results are shown as below.



4.13.12 Position

Every component has the property of "Position". You can find it in the "General" property TAB or the "Display" property TAB of the component.

everal Display	
Contraction of the second	
10 Language Independent	Position
Languages: I-English (United S + 4	Fixed Point: X 1 230 2 V 1 320 2
ATRACTION AND A CONTRACTOR AND A CONTRAC	El Locked Widtly 212 C Height 212 C
() Use Test Library [Test Library]	
	🖾 Marquee
Cite Labels	
Tag Contents	
Shadow Effect	
	E Set label position by language state separately.
	Left Right -
Copy Current Test to All Languages	Top Bottom:
Import from Favorite Font Templates.(I)	
Vector Fort Graphic Fort	
Font Microsoft Sam Serif •	
Size 36 • 11 / 🔳 • 💽	
Muti-Era Alignment III 🖉 🖩 👖 TI Advanced	
Help Description	OK Cance
Senshylodcause lugin	
Tarittyfredeator Light Saltch Iedeator Light Labla Graphica Dynamic Gra	
	aphins Control Settings Display
Teintrybridcenter Light Seitch Teidcenter Light Lable Graphica Dynamic Gra Position	ebics [Correct Settings Circley
Tarith/Grafit Lafe Saith Tedoator Light Lable Graphics Dynamic Gra Position Position X: E C V: 170 Elicobed Width 70 C Height 50	ebics [Correct Settings Circley
Twitch/brodication Light Lable Graphics Dynamic Gra Position Position X : E : V: 170 Elizable Width T0 : Height 50 E Always Display	aphics [Control Settings Cirplay
Twitth/Indicator Light Selech Indicator Light Lable Graphics Dynamic Gra Position Position X III C V I ITO El Locked Width 70 C Height 50 E Ainaya Display III Conditional Display	ebics [Correct Settings Circley
Twitch/brodication Light Lable Graphics Dynamic Gra Position Position X : E : V: 170 Elizable Width T0 : Height 50 E Always Display	ebics [Correct Settings Circley
TwitthYord cartor Light Selech Indicator Light Lable Graphics Dynamic Gra Position Position X III C V III Exclosed Width 70 C Height 50 Rivers Display Econditional Display Useef User	ebics [Correct Settings Circley
Twitch/brefcante Lugin Solitich Techonica Light Lable Graphica Dynamic Gra Position Position X C V: 170 Solicion X C V: 1	ebics [Correct Settings Circley
Twitch/tradicator Light Lable Graphics Dynamic Gra Position Position Position X I I V I I/O Dialoge Note To V Height 50 Newsya Display Conditional Display Conditional Display Conditional Display Level User Vilogic Control Logic Control Logic Control	ebics [Correct Settings Circley
Twitch/thedication Light Lables Graphics Dynamic Gra Position Position Position X I III V III0 Cacked Widds 70 V Height 50 Positional Display I Conditional Display Conditional Display I Level User V Logic Control Logic Control Logic Control Logic Control Logic Control Logic Control Logic Control Logic Control	ebics [Correct Settings Circley
Tenchylordicatel Light Centon Techanor Light Lable Graphics Dynamic Gra Posticen Posticen X	ebics [Correct Settings Circley
Twitch/thedication Light Lables Graphics Dynamic Gra Position Position Position X I III V III0 Cacked Widds 70 V Height 50 Positional Display I Conditional Display Conditional Display I Level User V Logic Control Logic Control Logic Control Logic Control Logic Control Logic Control Logic Control Logic Control	aphics [Control Settings Cirplay
Tenchylordicatel Light Centon Techanor Light Lable Graphics Dynamic Gra Posticen Posticen X	aphics [Control Settings Cirplay
Tenchylordicatel Light Centon Techanor Light Lable Graphics Dynamic Gra Posticen Posticen X	ebics [Correct Settings Circley
Tenchylordicatel Light Centon Techanor Light Lable Graphics Dynamic Gra Posticen Posticen X	ebics [Correct Settings Circley
Tenchylordicatel Light Centon Techanor Light Lable Graphics Dynamic Gra Posticen Posticen X	ebics [Correct Settings Circley

The "X" and "Y" in the Position property are used to set the x coordinate and the y coordinate of the start point of the current component in the window. The title of the "X" and "Y" is "Fixed Point" or "Position". The title of "Fixed Point" decides a fixed point as the start point of the component. The detail is referred to: <u>Detailed manual/General functions/Drawing/Rotation</u>. The title of "Position" decides the point in the upper left corner of the component as the start point.

Note:

In this software, the coordinate system is shown as below. The origin point is in the upper left corner. The X-axis is horizontal direction. The positive direction of the X-axis is to the right. The Y-axis is vertical direction. The positive direction of the Y axis is downward.



The properties of "Width" and "Height" are used to set the width and the height of the component. If the option is grey and not editable, it represents the attribute is not available. It is shown as below.

Position				
Fixed Point:	X :	230 🗘	Υ:	320 🗘
Locked	Width:	312 🌲	Height:	312 🌲
			5	

If you check the option "Locked", the position of the component will be locked. Its position and size cannot be edited. A lock mark will display in the upper left corner of the component when you select it in the configuration window.

	Ellese					1.2.1
-	General Dynamic Graphics Indicator	Light Display				
	@ Elfpse	constant station				
	12 Border	Position				
<u> </u>	📰 Line Color 🛪 💽	Fixed Point:	X).	326.5	(9 4)	151.0
	Line Width	12 Locked	Widdy.	80 5	Height	80 T

4.13.13 Rotation

Rotation	
Fix Point	○ ── ○
	• • •
RotationAngle 45 🖨	NonRotation

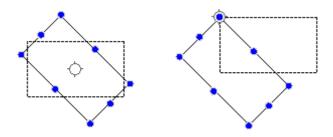
The function of "Rotation" can adjust the display angle of the components such as static graphics, vector graphics and other components. This function is a static function. That is, the display angle is not adjusted in the HMI if you set the display angle in the "Rotation" property. If you want to dynamically adjust the display angle of the graphics, please refer to: Detailed manual/General functions/Dynamic Graphics.

1 Fix Point

Each figure has nine fixed points. The middle fixed point is selected as the default by the system. You can change the fixed point. The result is different after the figure rotates

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around the different fixed point. For example, a rectangle rotates the center fixed point and another rectangle rotates the upper left fixed point. It is shown as below.



2 Rotation Angle

The Rotation Angle is used to set the clockwise rotation angle of the component. This angle range is 0-360 degrees.

3 Non Rotation

You can quickly set the display angle to zero by clicking the button "Non Rotation".

4.13.14 Dynamic Graphics

There is a property TAB of "Dynamic Graphics" for some component such as the static picture component, the vector graphics, and so on.

Elipse			1
General Dynamic Grap		Display	
🗵 Use Dynamic Graphic	E.		
Control Address	LW0		
2 Control Position	X LWD VLW1 Coordinate of the	top-inft point	
Control Size:	Width : UW2 Height For square and circle	: 1993 a orly width is wild, height is not applicable.	
Control Rotating:	Angle: UW4 Increase anti-clockwi	ise, 0–360 degree	
	Note: Location, size	and rotating is set based on fixed reference point.	ł.

You can use the function of "Dynamic Graphics" if you want to adjust the position, the size and the rotation angle of the figure dynamically during running the HMI.

The function of dynamic graphics is realized by using the registers to control the position, the size, and the rotation angle of the figure dynamically.

1 Use Dynamic Graphics

You need to check the option "Use Dynamic Graphics" in the property TAB of "Dynamic Graphics" if you want to use the dynamic graphics function.

2 Control Address

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The start address of the control registers is selected here. The start control register address editing is referred to: <u>Detailed manual/General function/Address editor/Standard</u> <u>ByteAddress Input</u>.

③Control Position

The option of "Control Position" needs to be checked if you want to adjust the position of the component dynamically. Two registers are used. The addresses will be set and displayed automatically after the "Control Address" is given. These two registers will control the absolute coordinates of the fixed point of the component on the screen window. The touch screen coordinate system is referred to: <u>Detailed manual/General function/Drawing/Position</u>.

(4) Control Size

The option of "Control Size" needs to be checked if you want to adjust the size of the component dynamically. Two registers are used. The addresses will be set and displayed automatically after the "Control Address" is given. These two registers will control the width and the height of the component. The register to control the width is valid for the components which the width and the height are equal, such as the square and the circle.

⑤Control Rotating

The option of "Control Rotating" needs to be checked if you want to adjust the rotation angle of the component dynamically. One registers is used. The address will be set and displayed automatically after the "Control Address" is given. The register will control the clockwise rotation angle of the component. This angle range is 0-360degrees.

Note:

The position, size, and rotating control are based on the "fixed point" of the component. The fixed point is referred to: <u>Detailed manual/General</u><u>function/Drawing/Rotation</u>.

4.13.15 Table Drawing

You can find the property TAB "Table".

	ing Dinglay	-0.
ninel 1	Table Crecking Display	
	Table Background Color Background 🛨 💌	
	Outire Sole	🔹 🖈 🔳 Oudire Bour 🛪 📝
	Split Live Style	- + Soft line Co +
	Display Grid Line: 🗐 Row Split Line 👘 Column Split Line	
(a)c	Description	OE Care

Senal No		Time	User Name		-	
1	08/12/15	08:40:23	admin	#######		
		-		1	1	
-						Outlin
					1	
1						
. 1						- OI

You can change the background color and the title bar background color.

Table Background Color:	Background 💌 📝
Title Bar Background Color :	Background 🕶 📝

You can change the outline style, the split line style, the line width and the line color.

Split Line Style:	▲	Line Width:	Split Line Co 🔻 📝
Outline Style:	▲	Line Width:	Outline Boar 🔻 📝

You can display the grid line after check the "Row Split Line" and the "Column Split Line". It is shown as below.

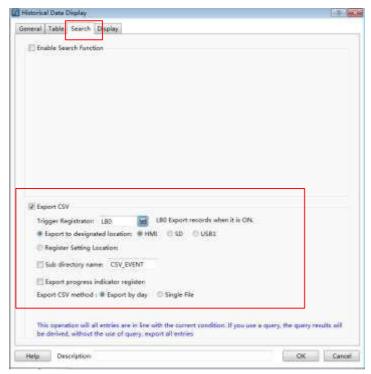
Serial No.	Date	Time	User Name
1	08/12/15	08:40:23	admin
_			

You can hide the grid line if you don't check the "Row Split Line" and the "Column Split Line". It is shown as below.

Serial No	Date	Time	User Name	
1	08/12/15	08:40:23	admin	
4				

4.13.16 Export CSV

You can use the function of "Export CSV" if you want to export the list data to a CSV format file. You can find the option "Export CSV" in the "Search" or "Checking" property TAB of the list component, such as the Historical Data Display component and the Operator Log component.



Operate Log Display	1.1
General Table Checking Dearley	
E trable Search Function	
2 Euron CSV	
Trigger Registrator: (8)	
Export to designated location # HML 0 SD 0 USB1	
The Sub directory name: CSX_EVENT	
📰 Esport programs indicator register:	
Export CEV wethed : # Export by day 🗇 Grighe File	
This operation will all entries are in line with the current condition. If you use a query, the query results will be derived, without the use of query, export all	
Hole Description	
	OK Carros

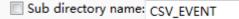
①Trigger Registrator

A bit register is used to trigger the action of exporting data to a CSV file. Exporting is triggered when the bit register changed from OFF to ON. You can use a bit toggle switch to control the bit register. The method to input the trigger register address is referred to: Detailed manual/General function/Address editor/Standard Bit Address Input.

②Export to designated location

The function of "Export to designated location" supports exporting the CSV file to HMI, SD card or USB disk. The corresponding options are: HMI, SD, USB1.

③Subdirectory name You can give a sub directory name for the exporting location.



The contents saved in the designated registers will provide the sub directory name if you check the option "Sub directory name" and give the start register address.

Z Sub directory name: LW0
 LW0 Use 16 charaters specify a file name with maximum 32 ASCII charaters

Note:

Please use the character component to input the sub directory name if you use registers to provide it. The method to input the register is referred to: <u>Detailed</u> <u>manual/General function/Address editor/Standard ByteAddress Input</u>.

④Export progress indicator register

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A register can be given to display the exporting progress if the data is large. It is shown as below.

Export progress indicator register:	_W20	(0-100, Reflect the current export schedule)
-------------------------------------	------	--

The exporting progress uses the percentage of completion (0-100) to represent. You can use a numeric value display component or a bar graph component to display.

⑤Export CSV method

The Export CSV method can be "Export by day" or "Single File". If you select the "Export by day", the exported data will be saved in different files by date. If you select the "Single File", the exported data will be saved in a single file.

If you select "Single File", you can use the function of "User-defined File Name". The system will name the exported file according to the default name rules when the option "User-defined File Name" is not checked. A register address needs to be specified to save the file name which is input when it is needed.

Export CSV method :	Export by day	Single	File
👿 User-defined File Na	me: LW100		LW100 Specify a file name with maximum 32 ASCII charaters or 16 Chinese characters, suffix is not

Please use the character input component to input the user-defined file name. The file name length is limited to 32 ASCII characters or 16 Chinese characters.

Note:

This operation will export all entries in the current condition. If you use the function of "Enable Search Function", the current result of searching will be exported.

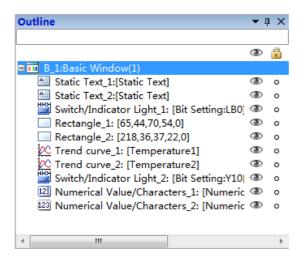
5 Use topic

5.1 Find and Replace

Find Type: Address Word Address Bit Address Word Address Find Replace Device: EOCAL:[Local Register * Ø Address Type: Ø Address Type: Ø Address Type: Ø Address Type: Ø Bit index within a Byte Register Ø Address Type: Ø Bit index within a Byte Register Ø Address Type: Ø Address Type: Ø Totmat/Kangel;0DDDDDD0: Format/Kangel;0DDDDDD: 799999) Find Format/Kangel;0DDDDDD: Ford Target	🛛 Find 🖷 Replace				
Find Replace Device LOCAL_Local Register • Device LOCAL_Local Register • V) Address Type:Lili • V/ Address Type:Lili • V/ Bit-index within a Byte Register Sit-index within a Byte Register Address Type:Lili • Sit-index within a Byte Register Range(0 * Address Type:Lili • Sit-index within a Byte Register Address Type:Lili • Format/Range(JDDDDDDD(D-799999) Format/Range(JDDDDDD(D-799999) Format/Range(JDDDDDD(D-799999)	Find Type: Address	ा <u>क</u>	earch Range:	All Project	
Fiel. Fiel there: Testore: Theology All	Find Device ADCALBO W Address Type II St index within a Range 0 5	cal Register + I • I Byte Registe	Device	EOCAL(Local enter Type LB odes within a B c0 III	• yte Register
	1 or many congress of a				STATISAN PORTAGE
Location Target		70.0	half fail and and		Contract and
				Target	
	Location				
	Location				

5.2 Outline

It will display all components of the current work window in the "Outline" window.



The tool button " \checkmark " on the top right corner which is used to control the display mode of the outline window. The tool button " $\overset{\bullet}{\clubsuit}$ " is used to make the outline window show or auto hide. The tool button " $\overset{\bullet}{\times}$ " is used to close the outline window.

Outline		• 1	×
B_1:Bas Statio Statio Statio Swite Rect	Float Show Dock as Tabbed Document Auto Hide Hide		
	_2: [218,36,37,22,0]	۲	0
🛛 🖄 Trend cun	ve_1: [Temperature1]	۲	0
📉 🖄 Trend cun	ve_2: [Temperature2]	۲	0
Switch/Ind	licator Light_2: [Bit Setting:Y10]	۲	0
12] Numerica	Value/Characters_1: [Numeric	۲	0
123 Numerical	Value/Characters_2: [Numeric	٩	0
۲ III			÷.

Note:

You can check "Outline" from the "View" menu and make the outline window display again after the Outline window is closed.

You can find the component by inputting the component name in the blank text box on the top of the outline window and click the "Enter" key. All the components display can be restored by clear the text box and click the "Enter" key.

Outline 👻 🛛	LХ
Switch	8
٩	
D (1)	0
۲	0
٩	0
٩	0
Switch/Indicator Light_1: [Bit Setting:SRB31][S Image: State St	0
💀 🖾 Switch/Indicator Light_2: [Pop-up:29005]	0
🗔 Switch/Indicator Light_3: [Pop-up:29004] 👁	0
💀 Switch/Indicator Light_4: [Pop-up:29003]	0
4 III	

When you click the little eye tool " ⁽¹⁾" except the top one, it will change to " ⁽¹⁾" and hide the corresponding component in the window. When you click it again, it will change to " ⁽¹⁾" and make the corresponding component show in the window. The top little eye tool " ⁽²⁾" will control all components hide or shown by clicking it.

_ [۲	ĺ
B_1:Basic Window(1)	Hide o	r show a	all		_	1
Static Text_1:[Static Te Static Text 2:[Static Te	compo	nontc			୍ତ	
Switch/Indicator Light	compo	nents			۰ ۵	
Rectangle_1: [65,44,70	54 01				0	
Rectangle_2: [218,36,3					۲	
Trend curve 1: ITempe				/	۲	
🔀 Trend curve					۲	
Switch/Indica Hide	or	show	the	:Execute Mad	۲	
121 Numerical V	snondir	ng compo	nont	10],d10[D10]	۲	
123 Numerical V	sponun	ig compo	nem	V_Water10]	۲	•
				- 1		1

When you click the right tool " \circ ", it will change to " i " and lock the corresponding component in the window. When you click it again, it will change to " \circ " and unlock the corresponding component. The top tool " i " will control all components locked or unlocked by clicking it. The component will not move if it is locked.

Outline						• # ×
0.10.000				_	Q	0
B_1:Basic Window Static Text_1:[S Static Text_2:[S	tatic Loc	k or	unlock all	-	0	
Switch/Indicate	con	npone	ents		0	D 0
Rectangle_2: [2 KC Trend curve_1:					0	8) 0 8) 0
Trend curve_2:			WINDOWE	ton Kant	ocute Mar 9	
22 Numerical Va 323 Numerical Va	Lock	or	unlock	the	d10[D10] 0	
	corres	oondi	ng compor	nent	andrady	
L						

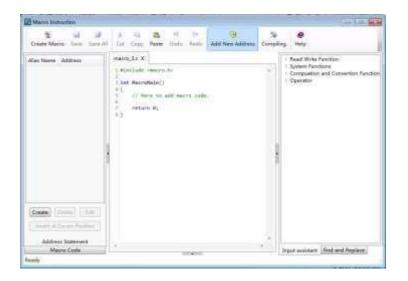
You can right-click to pop up the shortcut menu and cut, copy, paste or delete the selected components. You can look at the components properties by this way.

B 1:Basic Window(1) Static Taxet Michaelic Taxet Static Taxet Michaelic Taxet Ctrl+X Switch Coty Switch Copy Rectar Paste C Trend Components Properties Nume Components Properties	State Taon Addenie Taoni State Taon Addenie Taoni State A Cut Ctrl+X Ctrl+X Switch J Copy Ctrl+C Ctrl+X Recta A Paste Ctrl+V Ctrl Trend X Delete Del Ctrl X	utline					13
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Static à Cut Crrl+X Static à Capy Crrl+C Recta Recta Trend Switch Delete Del Nume Components Properties d10[D10],d10[D10]]	Static & Cut Ctri+X Switch a Copy Ctri+C Recta & Paste Ctri+V Trend X Delete Del RKey/Execute Macroinstruction Switch A Delete Del RKey/Execute Macroinstruction						.0
Rectal Association Rectal Paste ChileV ChileV Components Properties	Recta Recta Recta Set 20 Trend Switch Nume Components Properties Ctrl+V Ctrl+	Static			Ctrl+X	æ	.0
Recta Paste Ctrl+V (2) (2) Trend Del (2) (2) Trend X Delete Del (2) (3) Switch Components Properties d10[D10],d10[D10]] (3)	Rector Aste Ctrl+V X Trend Delete Del Trend Delete Del Switch rx Key/Execute Macroinstruction Delete Nume Components Properties d10(D10),d10(D10)] Delete	Switch	4	Capy	Ctrl+C	æ	0
A Trend Image: Components Properties Image: Components Pr	Z Trend Z Trend 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	1 IVOCODE	100		Ctrl+V	 	0
B Switch r Key:Execute Macroinstruction (#) Nume Components Properties d10[D10],d10[D10]] (#	B Switch n Key-Execute Macroinstruction @ Nume Components Properties d10[D10],d10[D10]] @		1			æ	0
🛛 Nume Components Properties d10[D10],d10[D10]] 👁	Nume Components Properties d10[D10],d10[D10]]		×	Delete	Del	10	
						æ	.0
	Numerical valley characters or prometic value cospilay RPW_Water10] D					æ	0
Numerical value/characters_cr_prometic value crispiay(RPW_Water10)			car		ic value cas	æ	0

5.4 Macro

5.4.1 Macro Editor Introduction

The Macro Editor can be opened by clicking "Create Macro" or "Edit Macro" from the "Macro" menu. It is shown as below.



5.4.1.1Shortcut Tools Bar

%		0	ä	1	2	19	(*	8	**	9
Create Macro	Save	Save All	Cut	Сору	Paste	Undo	Redo	Add New Address	Compiling	Help

Shortcut Tools Bar contains Create Macro, Save, Save All, Cut, Copy, Paste, Undo, Redo, Add New Address, Compiling and Help buttons.

Create Macro: Create a new macro.

Save: Save the current macro.

Save All: Save all macros.

Cut, Copy, and Paste: Edit the selected macro codes.

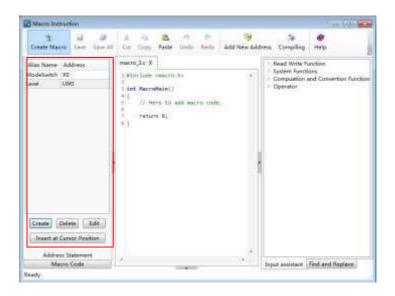
Undo, Redo: Undo /Redo the edit of the selected macro codes.

Add New Address: Add a new address alias for the current macro.

Compiling: Compile the current macro.

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5.4.1.2Address Statement

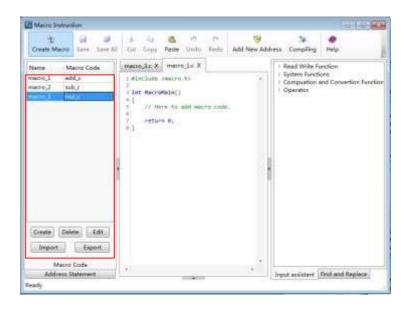


•

Address Statement is used to create and manage the address aliases in the current macro. The address statement window shows on the left of the macro editor. You can

hide or display it by using " . You can switch to the macro code window by clicking the bottom tab "Macro Code".

5.4.1.3Macro Code



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Macro Code window is used to create or manage the macros in the current project. All macros in this project will be listed here. These macros can be edited, deleted, imported and exported. You can simply double-click a macro's name to edit the codes of the macro.

Macro Instruction		
Treate Macro Sere Sere A	A 44 K 19 19 19 19 19 19 19 19 19 19 19 19 19	dress Compiling Help
Norme Macro Code namo, 1 add (, namo, 2 sub, r namo, 1 nation namo () nation nation namo () nationation nat	I findlate (marro, 5) I fin Recovering) I (in Recovering) I (in Recovering) I (in Pre-ta sold Recre.cone. I (in the sold recre.co	Real Write Function System Function Comparation and Convertion Function Comparation Committee
Import Export		

5.4.1.4Code Editor Window

Code Editor Window is a code editor which is compatible with C syntax. The detailed macro codes are edited here. Code Editor Window is a multi-tab window. You can open multiple macros and display one macro by clicking the corresponding tab. If a macro code has been edited but not yet saved, it will display "*" in this macro tab. For example, it will display "macro_1.c*" if the codes of this macro are edited and not saved.

Maxee laws laws Carl Cop. Raze laws Apple laws <thApple laws</th> <thApple laws</th>

5.4.1.5 Input assistant Window

Input assistant Window on the right of the macro editor lists the built-in functions. It will display a detailed description of the function in the Input assistant Window at the lower middle position of the macro editor when you select a built-in function on the right window.

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The Input assistant Window at the lower middle position of the macro editor gives the use direction. And you can set the parameters of this function here, too. The function with the parameters you have set will display in the Code Preview edit box. It will be inserted into the current cursor position when you click the "Insert" button.

Macro Instruction	010
Treate Macro Save Lave Al	A 44 3 10 10 10 10 10 10 10 10 10 10 10 10 10
Name Macro Code macro_1 edd_c macro_2 sub_c macro_2 mal_c	Image: Set X manner, Set X i diminishini (marner, Set X) i marner, Set X i marner, S
Crasts Deline Edit Triport Export Macro Code Address Sotereert	umigrad Address Alais Level • Sead one Address Offset Stad one Parameter Type Constant • Address 1 Constant value 0 • Tode Freelex GetWord BLowID © Instant I Instant State 1 and Replace Dayst excitate Information Stat

5.4.1.6 Find and Replace

Find and Replace function can provide a more convenient method of editing the macro codes. It can perform jump between lines and you can view the macro reference here.

5.4.1.7Information List

E Destr Merro	-		-	14.	15. Pert	-	2	Raid New Address	Carefing .	e leis
Green Date	- 40 (M	80		All and All an	Correr Main () - Ny Correr Main ()				n Per Lei	Enad Write Function Faced for Engineer Directly Face for Engineer Carling Face Write S Pagesers Carling Face Write S Pagesers Carling Face Funct Registers Face Function Face Funct Face Function Face Function Face Function Face
Marrie I Address St				e e e	WISS	eution (27	7		Luca acclosura (Red and Replace

Information List window displays prompts and error messages when the macro compile. You can double-click the error message entry in the list if compiling errors occur. It will quickly navigate to the position where this error occurs.

5.4.2 A Macro example

In this example, we use a macro to execute a simple calculation function. The output value (saved in LW1) will be 3 times as much as the input value (saved in LW0) if the output value is less than or equal to 300, or it will be 2 times as much as the input value.

5.4.2.1 Create a new project

Refer to: Detailed manual/File/Create New Project.

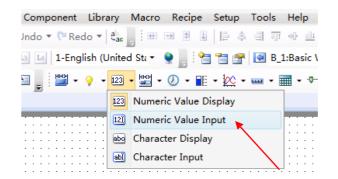
Build a new project.

5.4.2.2 Add the components

①Add a numeric value input component.

Refer to: <u>Detailed manual/Component/Numeric Value and Character</u> <u>Display/Numeric Value Input</u>.

Add a numeric value input component in the window and set the address as LW0.



Series [Number Format] Keyboard Setting [Font] Graphics] Dynamics	
Operation Attributer 👘 Numeric Display 🕷 Numeric Disput 👘 Charae	ters because a characteris input
🗈 Reading And Writing Address Is Different 👘 Password	
Read Address	
Use Address Tag	
Deliver (LOCAL/Local Register)	
Address Type: LW	
Address D 4 System Register	
format/Rangel DDDDDDD0012_Occupy I Word	
🖂 Adulteris Index	

②Add a value display component.

Refer to: <u>Detailed manual/Component/Numeric Value and Character</u> <u>Display/Numeric Value Display</u>.

Add a numeric value display component in the window, and set the address as LW1.

Component	Library	Macro I	Recipe	Setup	Tools	Help
Jndo 🔻 🍽 Rec	lo ▼ ab ⊌ac		1	₽ ♣	₫ 111	-o[]- <u>al</u>
I I-Eng	ish (United	Sta 🔹 🧕], i 省	1 🖀	🛃 B_1	L:Basic
🗐 📮 i 💾 🗣	💡 🛛 🔢	- 🔛 - 🤇	- 🛯	- 🙋 -	hand 💌	
_	123	Numeric	Value D	isplay		
	12]	Numeric	Value In	put 🔨		
	iii abo	Characte	r Display	/	\mathbf{i}	
	i i i i i i i i i i i i i i i i i i i	Characte	r Input			
						'

Speration Attributes - III Numeric Display - Numeric Input - Characters Display	Characters lepat
Research	
forad Address: Une Address: Tag Devora: [LOCA4(Local Register]	
Address Type 1W * Address 1 3 3 System Register FernattRange DCCCCCC/D_ Dccupy 1 + Word	
🗍 Address Indes	

③Add the text description.

Refer to: Detailed manual/Drawing/Static Text.

Add text description for the two numeric value components, as shown as below.



5.4.2.3 Create and edit a macro

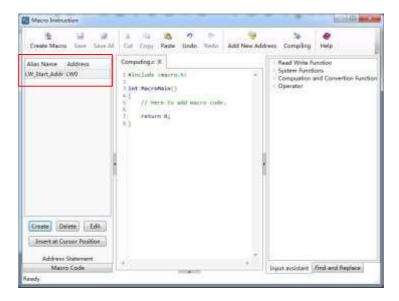
①Create a new macro.

Refer to: Detailed manual/Macro/CreateMacro.

Create a new macro, named "Computing".

Add an address statement. Define the LW starting addressLWO as LW_Start_Addr.

			Add Address Statement	
Macolistuator B di 2 Deen Watt inn inn-fi	a ca a ca ca ca ago	en Congling Take	Address Alias: LW_Start_Add	
diar Nova Alderi	Competition 2) Final Hitte Function System Function I Comparison and Connection Function Upworthe	Use Address Tag Derivce: LOCAL(Local Register) Address Type: LW Address: 0 5yst	• em Register
Entern (Second) (Second) Address Second) Mattern Second) Mattern Second) Mattern Second)		lago annan (Saland Balan)	Format(Range) DODODD(0~799999)Occupyr 1	



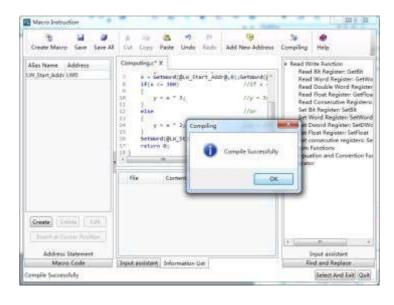
3 Edit the macro codes.

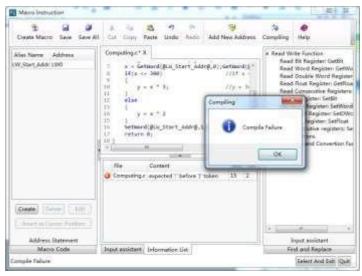
In the macro code editor window, edit the macro codes according to the logic previously defined. The syntax rules follow the C language specification. The final macro codes are as follows.

computing c * X	
i #include emacro.Rx	
the second second	
int MacroMain()	
<pre>// Here to add macro cod unsigned abort x = 0, y x = GetMard(Bin/Start_Ad 1f(x <= 300) { y = x = 3; y = x = 3; }</pre>	ie.
unsigned short x - 0, y	- 0: //define the variables
x - GetMord(SUW_Start_Ad	<pre>dr@,0);GetWord(@LN_Start_Addr@,0);//read LNO to a</pre>
1 1f(x <= 300)	//if a c= 300
y = x * 3;	//y = 3x
	1.515
else	1/ar
{ 1 y = x = 2; } SetWord(#LH_Start_Addr#,	VI VIIII
y = x = 2;	f/y = 2x
SetWord(ULW_Start_Addr@,	1.y); //write the value of y to Lift
	withit there are surge on A co cut
return 0;	

④Compile and save.

Click the Compile button " ² " on the shortcut toolbar to compile after finish editing the macro codes. A message box will pop up to display "Compile Successfully" if no syntax errors; otherwise the message box will display "Compile Failure".





If compiling fails, you should modify the macro codes according to the error messages of the information list until compiling is successful.

Click the Save button "

5.4.2.4 Execute the macro

There are many ways to execute the macro. You can set macros for the buttons, the notification settings in the component control settings and timer function.

nction Opeartion: <u>macro_1</u>	Edit Macro Code
Help(<u>H</u>)	OK Cancel
ggie Gerach	land a state of the
rena) Toggle Switch Graphics Dynamic Gr	aphies Control Settings Display
Activation Settings	Security Settings
# Hongs	Minimum Ponse Times (10.15)
Conditional	ERequire confirmation prior to execution
	Waiting Time 200 📳 (90.15)
	E Records Operation
	WEninger: Operation Internal: 0 2 (80.11)
	Notifitation Settings
	Bafare Writing After Writing
	Thereity Bit Address
	Thereby Byte Address
	2 Trigger Macro
Keyboard	Coleputi + Merro Code Silk
E Use Keyboard	Audit
	They Audio

	p 🕖 Timer	Function	
Run Macro	Computi 🔹	Macro Code	Edit
Run Macro	Computi •	Macro Code	Edit

In this example, execute the "Computing" macro when the input value changes by using the timer function. See settings as shown as below. The detailed using method of the timer component, please refer to: <u>Detailed manual/Component/Timer and Data</u><u>Transmission/Timer</u>.

Fining and Execution Execution Period: 10 📳 + 0.15] Delay	
Trigger Londition Bit Word Contribution Trigger when the window is open Trigger Address: LW0	Condition for day Timer will stop when the sindow closed. If need to and, please choose the end condition. Stop when specified court value reached Condition Judgement Repeat Timer: Constant *
Melo	DC Care

2 Timer	W more
Trigger and Stop Timer Function	
V Run Marro Computi + Marro Code Life	
🖪 Status Setting	
E Audio Play	
Help	OK Carcel

5.4.2.5 Offline Simulation

Offline simulation can be executed to verify the correction of the function after the above steps are finished.

Click the "Offline Simulation" button" >" on the shortcut tools bar.

Tools I	Help
희 ㅠ ·	n 😃 😫 🗊 🔝 🤫 🍬 🖦 👞 📕 📜 📰
🔄 B_1:	Basic Window(1) 🔹 💽 🛅 💷 🔍 100%
-	* 78 🎉 🚵 🚵 🏇 🏓 📙
	Offline Simulation

A "Clear Records" message box will pop up. After clicking the button "OK", the project will compile.

Clear Records	
🔽 Clean up RV	V data
🔽 Clean up ree	cipe data
🔽 Clean up da	ta sampling and history aler
🔽 Clean up sp	ecial registers
	OK Cancel

	Build Data	

The project compiling needs a little time. There is a progress bar to indicate the compiling progress. The simulator window (Emulator)will open automatically after the compiling is finished.

Unulator			
	LWO	LW1	
	0	0	

Input the value 100 to LW0. The output value of LW1 will be 300 according to the rules that the output value will be 3 times as much as the input value if the input value is less than or equal to 300.

1. Constator	Apply an orally		
	LW0	LW1	
	100	300	

Input the value 400 to LW0. The output value of LW1 will be 800 according to the rules that the output value will be 2 times as much as the input value if the input value is not less than or equal to 300.

A , Feddator			
	LW0	LW1	
	400	800	

5.5 Online software upgrade

If the user can not receive the automatic update reminders, the following solutions are given.

(1) Execute "cmd" in the administrator mode. Please input the following commands.

rmdir /s /q "%userprofile%\wc"

rmdir /s /q "%appdata%\wyUpdate AU"

6 Appendix

6.1The Use of Register

The Type of HMI register includes "Word" register and "bit register".

6.1.1 Word Register

LW: An internal "Word Register" in HMI. The data is lost when the power is off. The register address range is 0 - 799,999.

RW: An internal "Word Register" in HMI. The data can be saved if power is off. The register address range is 0 - 524288.

SRW: A special internal "Word Register" in HMI. The register address range is 0 - 11023. You can click the "System Register" button and open the "System Special Function Register" to get the specific function of each SRW register when you use the component such as "Numeric Display". For example, SRW0 ~ 7 saves the system time. The "Description" introduces the function of the selected register.

leveral Number Format Font Graphics Dynamic Graphics D	lisplay
Operation Attribute: 🕷 Numeric Display 📋 Numeric Input 🗍 Ch	anacters Display Characters Input
E Panaord	
Read Address	
Die Admen Tag	
Deleter [LOCAL]Local Register]	
Address Typer LW + Address 0 10 System Register FormetRanget DDDDDD00. Destage - Word	
Address Index	

System Special Function Register		100
List Information	Description	
FHM OPEC System: Time Syste	Eystem date. Format al: 2004	

6.1.2 Bit Register

LB: An internal "Bit Register" in HMI. The data is lost when the power is off. The register address is 0 - 799,999.

SRB: A special internal "Bit Register" in HMI. The register address range is 0 - 11023. You can click the "System register" button and open the "System Special Function Register" to get the specific function of each SRB register when you use the component such as "Bit Set". The "Description" introduces the function of the selected register. For example, SRB16 is ON when the touch screen is pressed.

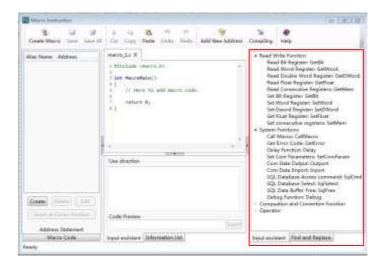
E Bit Setting Property	X
Action: Press	
Address Use Address Tag Deivce: LOCAL:[Local Register]	T
Bit-index within a Byte Register Address Type: LB Address: 0 🗳 Format(Range) DDDDDD(0~799999)	▼ System Register
Address Index	
Help(H)	OK Cancel

Diformation	Description
term Special Randon Register I odomation * MMI Onc Standard St	Description When presents the touch, SRB10 is on unmultaneously the X/Y coordinate values of the touch, unexp will be indicated between SRV450 and SRV452

Note: "Word Register" and "Bit register" in HMI are two different areas, so the address does not overlap. For example, LW0 and LB0 are two registers that they are not related. SRW0 and SRB0 are also two different special system registers. But each word register can be divided into 16bit registers. For example, LW0 can be divided into 16bit registers: LW0.0 ~ 0.15.

6.2 Built-in Functions

You can find the built-in functions when you create or edit Micros. They can be used by calling directly.



6.2.1 Read Write Function

6.2.1.1 Read Bit Register: GetBit

boolGetBit(@Address Alias@,Address Offset):

@Address Alias@: Select a bit address register

Address Offset: An unsigned integer, Read Address=The address specified by @Address Alias@+Address Offset

Return Value: BOOL, the value of the bit which was read

Error Information:

Get the error code using GetError() function.

int error=GetError();

Example:

bool power=GetBit(@power_on@,2):

In this example, power on is the alias of LBO, so the function GetBit will read the bit value from LB2 and return to a BOOL variable power.

6.2.1.2 Read Word Register: GetWord

unsigned short GetWord(@Address Alias@, Address Offset):

Read one word from specified register address.

@Address Alias@: Select a word address register

Address Offset: An unsigned integer, Read Address=The address specified by @Address Alias@+Address Offset

Return Value: Unsigned Short Type, the value of the word which was read

Error Infomation: Get the error code using GetError() function.

int error=GetError();

Example:

unsigned short speed=GetWord(@Speed@,3):

The Alias @Speed@ represents the register LW0 in this example, so the target word register is LW3 (LW0+3), the value of LW3 is returned to an Unsigned Short variable named "speed".

short speed = (short) GetWord(@Speed@,3): //If use signed number, you can use force conversion.

6.2.1.3 Read Double Word Register: GetDWord

Unsignedint GetDWord(@Address Alias@, Address Offset):

Read a double word from a specified register address.

@Address Alias@: Select an address register (word or double word).

Address Offset: An unsigned integer, Read Address=The address specified by @Address Alias@+Address Offset.

Return Value: unsigned int type, the value of the double word which was read. If the address is word type, the function will return two consecutive words.

Error Information: Get the error code using GetError() function.

int error=GetError();

Example:

unsignedint speed=GetDWord(@Speed@,3):

The Alias @Speed@ represents the register LW0 in this example, so the target word register is LW3 and LW4, the value of LW3 and LW4 are returned to a Unsigned int variable named "speed".

int speed = (int) GetDWord(@Speed@,3): //If use signed number, you can use force conversion.

6.2.1.4 Read Float Register: GetFloat

floatGetFloat(@Address Alias@,Address Offset):

Read a single precision float number from specified register address.

@Address Alias@: Select a address register (word or double word)

Address Offset: An unsigned integer, Read Address=The address specified by @Address Alias@+Address Offset

Return Value: float type, the value of the float number stored in the Word register or two consecutive word registers which are read.

Error Information: Get the error code using GetError() function.

int error=GetError();

Example:

float speed=GetFloat(@Speed@,3):

The Alias @Speed@ represents the register LW0 in this example, so the target word register is LW3 and LW4, the double word stored in LW3 and LW4 are returned to a float variable named "speed".

6.2.1.5 Read Consecutive Registers: GetMem

intGetMem(Array Pointer,@AddressAlias@,AddressOffset,Byte Number):

Read consecutive words from specified registers.

Array Pointer: pointer type, point to a pre-defined array.

@Address Alias@: select a register as the beginning address, could be a bit type or word type register.

Address Offset: an unsigned int number. The read beginning address=The address specified by @Address Alias@ + Address Offset.

Number of Bytes: an unsigned int number, specifying how many bytes should be read. Please note: Number of Bytes = sizeof (Type of the Array) * (number of elements in the array). The upper limit of Number of Bytes is 20480.

Return Value: int type, 0-Failure, 1-Success.

Example:

unsigned short data[10];

int error = GetMem(data,@Array Data@,2,10*sizeof(unsigned short)):

In this example, @Array Data@ = LW0, so the function will return 10 words from the address starting from LW2.

char data[5];

int error = GetMem(data,@Array Data@,2,5):

@Array Data@ = LW0, so the function will read 3 words (each word contains 2 variables of char type, the higher half of the last word is invalid) and copy to the array named "data"

6.2.1.6 Set Bit Register: SetBit

intSetBit(@Address Alias@,AddressOffset,Set Value):

Write a bool value into one bit of a designated register address.

@Address Alias@: Select a bit address register

Address Offset: An unsigned integer, Target Address=The address specified by @Address Alias@+Address Offset.

Set Value: BOOL, the value to be written into the designated bit register, 0 or 1.

Return Value: int type, 0-Failure, 1-Success.

Example:

int error=SetBit(@power@,2,1)

In this example, power is the alias of LBO, so the function SetBit will write "1" into the bit LB2.

6.2.1.7 Set Word Register: SetWord

intSetWord(@Address Alias@,AddressOffset,Set Value):

Write one 16-bit number into a designated word register.

@Address Alias@: Select a word type address.

Address Offset: unsigned int, Target Address=The address represented by @Address Alias@+Offset.

Set Value: short type, the value to be written into the designated register.

Return Value: int type, 0-Failure, 1-Success.

Example:

short speed;

int error=SetWord(@Speed@,3,speed);

In this example, the alias @Speed@ refers to LWO, so the function will write the value of speed into the word register LW3 .

6.2.1.8 Set Double Word Register: SetDWord

boolSetDWord(@Address Alias@,AddressOffset,Set Value):

Write one 32-bit number into a designated word register, the register could be a Dword register or two consecutive word registers.

@Address Alias@: Select a word or dword type address.

Address Offset: unsigned int, Target Address=The address represented by @Address Alias@+Offset.

Set Value: int type, the value to be written into the designated register.

Return Value: int type, 0-Failure, 1-Success.

Example:

unsignedint speed;

int error=SetDWord(@Speed@,3,speed):

In this example, the alias @Speed@ refers to LWO, so the function will write the value of speed into the word registers LW3 and LW4.

6.2.1.9 Set Float Register: SetFloat

intSetFloat(@Address Alias@,AddressOffset,Set Value):

Write one single precision float number into a designated word register.

@Address Alias@: Select a word or dword type address.

Address Offset: unsigned int, Target Address=The address represented by @Address Alias@+Offset.

Set Value: float type, the float value to be written into the designated register.

Example:

float speed=3.14;

int error=SetFloat(@Speed@,3,speed):

In this example, the alias @Speed@ refers to LWO, so the function will write the value of speed into the dword registers consist of LW3 and LW4.

6.2.1.10 Set Consecutive Registers: SetMem

intSetMem(Array Pointer,@AddressAlias@,AddressOffset,Byte Number):

Write the array data into consecutive registers.

Array Pointer: pointer type, point to a pre-defined array.

@Address Alias@: A register as the beginning address. It can be a bit type or word type register.

Address Offset: an unsigned int number. The read beginning address=The address specified by @Address Alias@ + Address Offset.

Number of Bytes: an unsigned int number, specifying how many bytes should be read. Please note: Number of Bytes = sizeof (Type of the Array) * (number of elements in the array). The upper limit of Number of Bytes is 20480.

Return Value: int type, 0-Failure, 1-Success.

Example:

unsigned short data[10];

int error = SetMem(data,@Array Data@,2,10*sizeof(unsigned short)):

In this example, @Array Data@ = LW0, so the function will copy 10 words to the 10 word register address starting from LW2.

char data[5];

int error = SetMem(data,@Array Data@,2,5):

@Array Data@ = LW0, so the function will copy the value from the array named "data" to 3 words starting from LW2(each word contains 2 variables of char type, the higher half of the last word is invalid)

6.2.2 System Functions

6.2.2.1 Call Macro: CallMacro

intCallMacro("Macro Name"):

Call Designated Macro.

Macro Name: The content within the double quotes is the name of the macro being called, don't use any file name suffix.

Return Value: int type, the return value of the main function of the macro will be returned.

Example:

int error = CallMacro("Macro_1");

6.2.2.2 Get Error Code: GetError

intGetError():

Get error code.

No input parameters.

Return Value: int type, the corresponding error code.

0-Not executed

1-Success

2-Timeout

3-Error

4-Socket word error

5-Communication failure

Example:

int error =GetError();

6.2.2.3 Delay Function: Delay

Delay(ms):

Delay Function, the input parameter is the number of mili-seconds, unsigned int type.

Return Value: None.

Example:

Delay(1000)://Delay 1000ms.

6.2.2.4 Set Com Parameters: SetComParam

intSetComParam(Port Number,BaudRate,databit,stopbit,checkbit,communication mode);

Port Number: the ID of com port, unsigned int type. 0-COM1, 1-COM2, 2-COM3...

Baud Rate: the speed of communication, int type. e.g. 9600, 115200

Date bit: the number of bits used as data, int type, 7,8

Stop bit: the stop bit, int type, 1,2

Check bit: specify the way of checking, int type, 'n' or 110-no check, 'o' or 111-odd check, 'e' or 101-even check

Communication mode: set the mode of communication, int type, 0-232, 1-485-4w, 2-485-2w.

Return Value: 0-Failed, 1-Success.

Example:

int error=SetComParam(0,115200,8,1,'n',2);//COM1,485-2w, 115200,8,1,N.

6.2.2.5 Com Data Output: Outport

intOutport(Port ID, BufferPointer, Data Quantity);

Please call the SetComParam function to initialize the serial port before call this function.

Port ID: the ID of com port, unsigned int type. 0-COM1, 1-COM2, 2-COM3...

Data Quantity: unsigned short, the number of data to be sent out.

Return Value: the number of bytes of the output data.

Example:

unsigned char send_buff[]="Hello world!";

int error=Outport(1,send_buff,12);

6.2.2.6 Com Data Import: Inport

intInport(Port ID, BufferPointer, BufferSize, Timeout Limit):

Please call the SetComParam function to initialize the serial port before call this function.

Port ID: the ID of com port, unsigned int type. 0-COM1, 1-COM2, 2-COM3...

Buffer Pointer: the pointer to the buffer array

Buffer Size: The length of buffer being read, the size will be returned when read complete, maximum buffer size is 4096.

Timeout Limit: unit mS, if no data is received within nmS, or buffer is full, the receive function will return.

Return Value: the number of data actually be read, return value of -1 indicates error.

Example:

unsigned char recv_buff[];

intdata_count=Inport(1,recv_buff,16,10);

6.2.2.7 SQL Database Access Command: SqlCmd

intSqlCmd(Database file ID, SQL command string pointer);

Database file ID: int type, 0 represents the database for historical and alarm events; 1,2,3...represent the database file corresponding to the data sampling IDs.

SQL command string pointer: char type, pointer to the SQL command strings.

6.2.2.8 SQL Database Select: SqlSelect

intSqlSelect(Database file ID, SQL command string pointer, Buffer of inquiry results, Number of Rows Returned, Number of Columns Returned);

Database file ID: int type, 0 represents the database for historical and alarm events; 1,2,3...represent the database file corresponding to the data sampling IDs.

SQL command string pointer: char type, pointer to the SQL command strings.

Buffer of inquiry results: char type, pointer.

Number of Rows Returned: int type, the number of rows of the returned results.

Number of Columns Returned: int type, the number of columns of the returned results.

Return Value: int type, 1-Success, 0-Failed.

Example:

char **pResult;

intRow,Col;

int err=SqlSelect(2,"xxx",pResult,Row,Col);

SqlFree(pResult);

6.2.2.9 SQL Data Buffer Free: SqlFree

intSqlFree(Pointer to Database inquiry buffer);

Pointer to database inquiry buffer: Char Array pointer.

Return Value: int type, 1-Success, 0-Failure.

Example:

char **pResult;

intRow,Col;

int err=SqlSelect(2,"xxx",pResult,Row,Col);

SqlFree(pResult);

void Debug(Port ID,Format String,Var1,Var2...);

Please call the SetComParam function to initialize the serial port before call this function. But serial port initialization is not needed if only debug in the simulation window.

Port ID: the ID of com port, unsigned int type. 0-COM1, 1-COM2, 2-COM3...

Format String: the format of output string, usage is same as printf in C language.

Variables: the name of variables corresponding to the output strings, same usage as printf function in C programming language.

The format is defined below, [] indicates optional elements.

%[Designated Parameter][Identifier][Width][.Precision]Designator

If you want to output '%', please use '%%'. 1- Define the direction of processing. Negative sign means the direction is from backend to the beginning.2- The word element for space filling. 0 means fill 0s to the spaces.3- The width of the character.4- Precision, the number of decimal places.

Character Conversion:

%% Print % sign, no conversion

%c Convert the integer to corresponding ASCII character

%d Convert the integer to decimal number

%f Convert to floating number

%o Convert the integer to Octal numbers

%s Convert the integer to string

%x Convert the integer to lower case hexadecimal number

%X Convert the integer to upper case hexadecimal number

Example:

intitest=12;

floatftest=65.4321;

Output Result:

itest=12

ftest=65.432

6.2.3 Computation and Conversion Function

6.2.3.1 CRC check function, 16Bit

unsigned short CRC16(Array Pointer, Computation Length);

Array Pointer: point to the array being processed.

Computation Length: the number of bytes being processed.

Return Value: 16-bit CRC check value.

Example:

unsigned char data[]={5,6,3,2,18};

unsigned short crc16=CRC16(data,5);

6.2.4 Operator

6.2.4.1 Assignment Operator

=

Assignment operator for assignment.

Example:

inti;

i=100;

6.3 System Register Bits and Words List

	Network connection status
SRB0	SRB0=0: no connection.
	SRB0=1: network connection is normal
SRB1	SRB1=1: Reset IP address immediately/re-obtain dynamic IP
	address immediately
SRB3	SRB3=1: Reboot the system
SRB4	SRB4=1: reboot and enter BOOT state (refresh state)
SRB5	SRB5=0: light up the backlight, SRB5=1: turn off the
3603	backlight
SRB6	SRB6=0: No SD card inserted,
SKDO	SRB6=1: SD card inserted
	SRB7~9=0: no USB flash drive inserted, SRB7~9=1: USB flash
SRB7	drive inserted, SRB7~9 correspond to USB 1~3 inserted USB
	flash drives respectively
SRB10	SRB10=0: Function key input lowercase characters, SRB10=1
SKBTU	function key input corresponding uppercase characters
SRB11	SRB11=0: USB download cable is not connected, SRB11=1:
SKBTT	USB download cable is connected
CDD12	SRB12=1: mouse use allowed
SRB12	SRB12=0: mouse disabled

SRB13	SRB13=0: alphabetic keyboard displays letters, SRB13=1
	alphabetic keyboard displays numbers and symbols
SRB14	SRB14=0: use English input, SRB14=1: use Pinyin input
SRB15	SRB15=1: force disable alarm beeping
	When the touch is pressed, SRB16 turns ON and the X and Y
SRB16	coordinates of the touch position are displayed in SRW450
	and SRW451.
	When SRB17 is ON, RW, recipe and other power-down hold
SRB17	data is written immediately. The default is OFF, when
SKDT	buffered writing is used, so if power is suddenly lost, the last
	few seconds to a minute of data will be lost.
	If SRB18 is set to 1, the system will safely eject the SD card,
SRB18	to reuse the SD card, please re-plug the SD card or reboot
SKDTO	the HMI, you can use SRB6 to check if the SD card has been
	ejected.
SRB19	Use SRB7 to check if the USB stick has been ejected.
	After changing the COM1 communication setting, setting
SRB20	this position 1 will immediately apply the change. If this
	position is not set, it will only take effect after a reboot.
CDP21	After changing the COM2 communication mode setting, the
SRB21	change will be applied immediately to position 1. If this

	position is not set, the change will only take effect after a
	restart.
	After changing the COM3 communication mode setting, the
SRB22	change will be applied immediately to position 1. If this bit is
	not set, the change will only take effect after a restart.
	After changing the COM4 communication mode setting, the
SRB23	change will be applied immediately to position 1. If this
SKD25	position is not set, the change will only take effect after a
	restart.
SRB30	SRB30=1: User rights login
SRB31	SRB31=1: Logout of user rights
SRB32	SRB32=1: Add user rights
SRB33	SRB33=1: Delete user rights
SRB34	SRB34=1: Change the password of the current user rights
CDD25	SRB35=1: revert to user information of the configuration
SKB35	project
	Changes to box input IO point X0 will be reflected to this
ISKR2D	value
	Changes to the box input IO point X1 will be reflected to this
ISKR21	value
SRB35 SRB50 SRB51	Changes to box input IO point X0 will be reflected to this value Changes to the box input IO point X1 will be reflected to this

SRB52	Changing the value of register SRB52 will change the output
	state of the box Y0 point
SRB53	Changing the value of register SRB53 will change the output
	state of the box at point Y1
SRB70	SRB70=1:Acknowledge all current alarm events
SRB71	SRB71=1:Acknowledge all historical alarm events
SRB72	SRB72=1:Clear the acknowledged current events
SRB73	SRB73=1: Clear restored historical events
CDD101	SRB101=1: Execute the display sub-macro for all
SRB101	components
CDD102	SRB102=1: Customized uppercase characters for Korean
SRB102	input method
SRB103	SRB103=1: File browse path set by SRW300 takes effect
SRB104	SRB104=1: Disable scrolling input function for text elements
SRB105	SRB105=1: No history is saved for 33~64 group alarms
SRB106	SRB106=1: Trend graph hides out-of-range sampling points
	Confirm rebind when rebooting the device (valid only after
SRB110	reboot if current flink serial number and bound serial
	number do not match and first trigger)
SRB111	SRB111=1, rebind flink successful

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SRB112	SRB112=1, power on detects that the current flink and the
	bound flink serial number do not match
SRB113	Already bound HMI, when no flink flag bit is connected 1: no
	flink inserted 0: flink inserted
SRB114	Internal use
	Synchronized with the "Connected flink" field of the
SRB115	configuration project, =1 means used, =0 means not used,
	read only.
SRB120	Network connection status of Ethernet 2 SRB120=0: no
SKB120	connection; SRB120=1: network connection normal
SRB121	SRB121=1: Immediately reset the IP address of Ethernet 2 /
	immediately reacquire the dynamic IP address
SRB122	WiFi immediately re-writes configuration and reconnects
SRB123	WiFi connection status triggers a refresh
SRB124	Start WiFi network scan
SRB125	Cellular network status triggers refresh
	SRB126=1: immediately resets all network parameters back
SRB126	to the same as the in-project settings (obtained from
	fshmi.bin)
SRB127	Triggers saving of internet access, and url
SRB128	Triggers saving of apn etc.

SRB140currently running project allows upload flag, read-only, SRB140=1: upload allowed; SRB140=0: upload not allowedSRB140=1: upload allowed; SRB140=0: upload not allowedCurrent running project allows decompile flag, read-only, SRB141=1: decompile allowed; SRB141=0: decompile not allowed.SRB142Current running project has set download password flag, read-only, SRB142=1: download password set; SRB142=0: no download password set.SRB143Current running project has set the developer password flag, read-only, SRB143=1: developer password set; SRB143=0:
SRB140=1: upload allowed; SRB140=0: upload not allowedCurrent running project allows decompile flag, read-only,SRB141SRB141=1: decompile allowed; SRB141=0: decompile not allowed.Current running project has set download password flag, read-only, SRB142=1: download password set; SRB142=0: no download password set.Current running project has set the developer password flag, Current running project has set the developer password flag,
SRB141 SRB141=1: decompile allowed; SRB141=0: decompile not allowed. Current running project has set download password flag, read-only, SRB142=1: download password set; SRB142=0: no download password set. Current running project has set the developer password flag, Current running project has set flag password flag password flag password flag p
allowed. Current running project has set download password flag, SRB142 read-only, SRB142=1: download password set; SRB142=0: no download password set. Current running project has set the developer password flag,
Current running project has set download password flag, SRB142 read-only, SRB142=1: download password set; SRB142=0: no download password set. download password set. Current running project has set the developer password flag,
SRB142 read-only, SRB142=1: download password set; SRB142=0: no download password set. Current running project has set the developer password flag,
download password set. Current running project has set the developer password flag,
Current running project has set the developer password flag,
SRB143 read-only, SRB143=1: developer password set; SRB143=0:
developer password not set.
System recovery, restores the HMI to the state of waiting for
the configuration project to be downloaded, write-only.
SRB144 = 1: performs system recovery; SRB144 = 0: no
action.
System bit register, SRB147 to 1, triggers start of fshmi.logo
file update and logo replacement; by trigger success floader
SRB147 to 0.
Check if the replacement is successful, using SRW70, out of
error prompt.
SRB150: control the user rights username and password byte
SRB150 allocation method.

	SRB150=0, SRW400 starts with 16 words for username and
	SRW416 starts with 4 words for password.
	SRB150=1, SRW400 starts with 12 words for the user name
	and SRW412 starts with 8 words for the password.
	Power-down holding register, SRB10000=0: automatically
SRB10000	obtain IP address (DHCP); SRB10000=1: statically assign IP
	address
SRB10010	SRB10010=0: buzzer enable, SRB10010=1: buzzer disabled
SRB10011	SRB10011=0: play sound normally, SRB10011=1: mute
	SRB10012=0: enable five-finger screen grab to return to
SRB10012	main window blinking, SRB10012=1: disable five-finger
	screen grab to return to main window
CDD10010	SRB10013=0: Allow modification of system time
SRB10013	SRB10013=1: Disable modification of system time
SRB10014	SRB10014=1: keyboard focus left/right movement by pixel
	SRB10014=0: Keyboard focus left/right movement by
	component addition order
	SRB10015=1: disable turning off the backlight or turning
SRB10015	down the brightness when the alarm is not restored
SRB10016	SRB10016=1: Enable keyboard arrow keys to control mouse
	movement and enter key to control left click

SRB10020	SRB10020=0: disable VNC, SRB10020=1: enable VNC;
	SRB10020=0: disable VNC
	SRB10020=1: VNC enabled; power down save
SRB10021	SRB10021=0: Remote VNC can control interface;
	SRB10021=1: Remote VNC is display only, no control; power
	down save
	Read/write, power-down hold register, SRB10022=0:
SRB10022	automatically obtain IP address (DHCP); SRB10022=1:
	statically assigned IP address (Ethernet 2)
SRB10030	Disable register power-up initialisation: when set to 1,
	power-up does not immediately initialise all register values.
	Valid for the case of variable station numbers.
SRB10031	SRB10031=1 : loading string is not displayed at boot,
	SRB10031=0 : loading string is displayed at boot
SRB10032	Used by the template as a control bit to pop up the program
	update window. SRB10032=1 : pop up, SRB10031=0 : no
	action
SRW0	System date: year in the format 20xx
SRW1	System date: month
SRW2	System date: day
SRW3	System time: hour

SRW4	System time: minutes
SRW5	System time: seconds
SRW6	System time: milliseconds
SRW7	System date: day of week
SRW10	HMI MAC address, SRW10~15, the lower address of each
	WORD indicates a MAC segment. Read only, not rewritable.
SRW20	Product model ID, SRW20~21, ID number of the product
SKWZU	model
	Factory date, SRW24~26, the date the product was shipped
SRW24	from the factory, corresponding in order: year: month: day
	HMI current color depth, 16-16 bit color, 24-24 bit color,
SRW27	read only
SD\W20	Software version number, SRW30~36, in order: Boot, Kernel,
SRW30	Rootfs, Floader, Fgui, Fcs, Fds
CD)4/40	Product hardware serial numbers, SRW40~45, 96 digits in
SRW40	total, unique worldwide
SRW50	Used for operation confirmation in security settings: 1 -
34000	Confirm operation execution, 2 - Cancel operation
SRW60	Communication message code, communication timeout,
	error, etc., occupies one word register
SRW61	Device number of the communication message

SRW62	Port number where the communication message is located
SRW63	The PLC station number where the communication message
	is located
SRW64	Set the communication timeout or error pop-up time in
	seconds (0 means default 3 seconds)
SRW65	Set the time to hold the system prompt pop-up in seconds
	(0 means default 3 seconds)
	System information codes.
	1: Input overrun.
	2: processing in progress.
	3: operation successful.
	4: data transfer out of bounds.
	5: Out of memory.
SRW70	6: macro execution error.
	7: password input error.
	8: failed to connect to the server.
	9: operation failure.
	10: current user rights do not match.
	11: successful logout.
	12: user repeatedly logged in.
	13: SD card not detected.

14: U-drive 1 not detected.
15: U-disk 2 not detected.
16: database upgrade in progress, please wait.
17: query in progress, please wait.
18: Printing failed.
19: Printing busy.
20: preparing report for printing.
24: HMI remaining space is less than 3M.
25: SD card with less than 3M remaining space.
26: USB1 remaining space less than 3M.
27: insufficient space left for USB2 of 3M.
30: Media file format error.
31: media file playback failure.
32: password setting too short.
33: media playback not supported by 16-bit color.
34: unsupported video encoding format.
35: capacitive touch does not need to be calibrated (only
Allwinner platforms will give this indication).
128: operation successful.
137: file does not exist.
138: wrong file type.

	139: operation failed.
	140: file already exists.
	141: user password error.
	142: Insufficient memory on screen.
	143: insufficient memory on SD card, USB stick.
	144: Incorrect developer password.
	145: target model restricted, please change to the correct
	HMI.
	146: current HMI model does not support this function.
	147: upgrade file not detected.
	148: abnormal upgrade file.
	149: the upgrade file version is the same as the current
	version.
	150: Upgrade in progress, please wait
	151: Kernel upgrade failed.
	152: kernel upgrade successful.
SRW76	SRW76~77: Double-word type, showing the maximum space
	(in bytes) of the HMI disk
SRW78	SRW78~79: double word type, displaying the used space of
	HMI disk (in bytes)

SRW80	SRW80~81: Double-word type, displaying the amount of
	RAM memory currently occupied by the system
SRW84	SRW84~85: Double-word type, displaying the upper limit of
	the amount of RAM memory available to the system
SRW88	Display the time interval (in milliseconds) of the system cyclic
	scan
SRW96	SRW96~99: 4 words, developer password
	Enter the user registration password for verification.
SRW100	Occupies SRW100~103, 4 words, please use the text input
	element to read or display the password value
SRW104	Read-only register, display the current password level of the
	basic window. SRW104, occupies 1 word
SRW105	Forced change of the current password level, note that it can
	only be switched from a high level to a low level. SRW105,
	occupies 1 word
SRW120	SRW120~135; COM1 connected device communication
	status by station number, occupies 16 words, each word has
	16 bits, corresponding to station number 0~255. e.g.
	SRW120 with Bit3 of 1 means that the serial port is
	connected to station number 3 device communication error.

SRW140	SRW140~155;COM2 connected device communication status
	by station number, occupies 16 words, each word has 16
	bits, corresponding to station number 0~255. e.g. SRW140
	with Bit3 of 1 means the serial port connected device of
	station number 3 has communication error.
	SRW160~175;COM3 connected device communication status
	by station number, occupies 16 words, each word has 16
SRW160	bits, corresponding to station number 0~255. e.g. SRW160
	with Bit3 of 1 means the serial port is connected to station
	number 3 device communication error.
	SRW180~195; COM4 connected device communication
SRW180	status by station number, occupying 16 words, each word 16
	bits, corresponding to station number 0~255. e.g. SRW180
	with Bit3 of 1 means the serial port connected device
	communication error of station number 3.
SRW200	SRW200~215, 16 words in total, are generally used as
	character display elements to display the input process of
	characters when the keyboard is popped up
SRW220	SRW220~235, 16 characters in total, generally used as a
	character display element to show the maximum value of the
	input range of the current value input element

	SRW240~255, 16 characters in total, generally used as a
SRW240	character display element to show the minimum value of the
	input range of the current numeric input element
	SRW260 to 275, 16 characters in total, generally used as a
SRW260	character display element to show the historical value of the
	current numeric input before it enters the input state
	Input keyboard control word, currently only SRW280.0 is
	valid, SRW280.0 is ON means that the alternative word
SRW280	window coordinates (SRW281,SRW282) are in effect
	SRW280.0 is OFF to indicate that the alternative word
	window coordinates are fixed at the page coordinates (0,0).
SRW281	Single character, input method alternative window x-
	coordinate, relative to keyboard window
	Single character, Y-coordinate of input method alternative
SRW282	window, relative to keyboard window
SRW283	Input method type, 0 - Pinyin input method, 1 - Korean input
	method
	SRW300~349, total 50 characters, general use character
SRW300	component, displaying the absolute path string currently
	selected by the file browser component

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	SRW350~389, 40 characters, general character element,
SRW350	displays or enters the file name of the file browser element,
	excluding the path
	SRW390, actions performed after confirmation of the
	document viewing element.
	0-cancel or no operation.
SRW390	1-Import of the project to the HMI.
2410290	2-Export from HMI to SD card or USB stick.
	3-Importing recipes to the HMI.
	4- Export of recipes to SD card or USB stick.
	5-Other file operations
	Clean-up operations done before importing the project to
SRW391	the HMI.
	BIT0: Clears the RW,
	BIT1: Clears the recipe
	BIT2: Clears data sampling records and alarm event history
	BIT3: Clears special register values
SRW392	Result of the import and export operation.
	128: Operation successful 0x80
	137: File does not exist 0x89
	138: File type error 0x8a

	139: Operation failed 0x8b
	140: File already exists 0x8c
	141: User password error 0x8d
	142: Insufficient HMI memory space 0x8e
	143: External memory storage space is insufficient 0x8f,
	132: U disk format is not correct, please replace the U disk
	with Fat format 0x84
	144: Developer password error 0x90
	145: Screen does not match the model selected by the
	project 0X91
	The user uploads a password store that takes up 4
	characters, the password can be any combination of 0 to 9
SRW394	and supports a maximum of 8 numbers. Note that for
	example 0123 and 00123 are different passwords. Occupies
	SRW394~397, 4 words in total, please use ASCII components
	to read or display the password value
SRW398	Minimum length of user password
SRW399	User number for user rights login
	User permission user name string, occupies 16 characters,
SRW400	you can enter 16 Chinese characters or 32 English and
	numeric characters

	Password for user rights setting, occupies 4 characters,
SRW416	password can be any combination from 0 to 9, maximum
	support 8 numbers. Note that for example, 0123 and 00123
	are different passwords. Use ASCII input, please use the text
	input element to operate
	Double word, shows the current user rights, each bit
SRW420	corresponds to a BIT, BIT0 corresponds to permission 1, BIT1
	corresponds to permission 2
	Double word to set the new user rights, each bit corresponds
SRW422	to a BIT, BIT0 corresponds to right 1, BIT1 corresponds to
	right 2
SRW424	Set the automatic logout time for new users (in minutes), 2
5KVV424	words
	Set the new password for the new user or the new password
	for the modified password, accounting for 4 characters, the
SRW426	password can be any combination from 0 to 9, the maximum
	number of numbers supported is 8. Note that for example,
	0123 and 00123 are different passwords. Use ASCII input,
	please use the text input element to operate
	Set the confirmation password for adding a new user or
SRW430	changing a password, accounting for 4 characters
SRW434	Display of the currently logged in user name, 16 characters

SRW449Delay time for issuing a super read after numeric entry or clicking a switch, time value = set value * 100 ms. Default value 0 for 100 ms.SRW450SRW450: When the touch is pressed, SRB16 is set to ON and SRW450 is the X coordinate value of the current touch pointSRW451SRW451: When the touch is pressed, SRB16 is set to ON and SRW451 is the Y-coordinate value of the current touch pointSRW456The key code value of the current key press, occupies 2 wordsSRW458Set the determination time of USB keyboard key release, time value = set value * 200 ms. SRW458 default value 0, means 200 ms.SRW460The serial number of the box/screen, accounting for 12 characters, 6 characters in totalSRW460Box/screen password, 4 characters, 2 wordsSRW480System prompt masking bit, 16 characters in total. SRW480.F is the ON masking SRW70=x corresponding to the prompt. For example: SRW480.1 shield input over limit, SRW480.F shield not detected U disk 2, SRW481.0 shield database uupgrade in progress		
Internet of the second secon		Delay time for issuing a super read after numeric entry or
SRW450SRW450: When the touch is pressed, SRB16 is set to ON and SRW450 is the X coordinate value of the current touch pointSRW451SRW451: When the touch is pressed, SRB16 is set to ON and SRW451 is the Y-coordinate value of the current touch pointSRW451SRW451: When the touch is pressed, SRB16 is set to ON and SRW451 is the Y-coordinate value of the current touch pointSRW450The key code value of the current key press, occupies 2 wordsSRW456Set the determination time of USB keyboard key release, time value = set value * 200 ms. SRW458 default value 0, means 200 ms.SRW460The serial number of the box/screen, accounting for 12 characters, 6 characters in totalSRW466Box/screen password, 4 characters, 2 wordsSRW480System prompt masking bit, 16 characters in total. SRW480.F is the ON masking SRW70=x corresponding to the prompt.SRW480For example: SRW480.1 shield input over limit, SRW480.F shield not detected U disk 2, SRW481.0 shield database	SRW449	clicking a switch, time value = set value * 100 ms. Default
SRW450SRW450 is the X coordinate value of the current touch pointSRW451SRW451: When the touch is pressed, SRB16 is set to ON and SRW451 is the Y-coordinate value of the current touch pointSRW451The key code value of the current key press, occupies 2 wordsSRW456The key code value of the current key press, occupies 2 wordsSRW458Set the determination time of USB keyboard key release, time value = set value * 200 ms. SRW458 default value 0, means 200 ms.SRW460The serial number of the box/screen, accounting for 12 characters, 6 characters in totalSRW466Box/screen password, 4 characters, 2 wordsSRW480System prompt masking bit, 16 characters in total. SRW480.r is the ON masking SRW70=x corresponding to the prompt.SRW480For example: SRW480.1 shield input over limit, SRW480.F shield not detected U disk 2, SRW481.0 shield database		value 0 for 100 ms.
SRW450 is the X coordinate value of the current touch pointSRW451SRW451: When the touch is pressed, SRB16 is set to ON and SRW451 is the Y-coordinate value of the current touch pointSRW456The key code value of the current key press, occupies 2 wordsSRW456Set the determination time of USB keyboard key release, time value = set value * 200 ms. SRW458 default value 0, means 200 ms.SRW460The serial number of the box/screen, accounting for 12 characters, 6 characters in totalSRW466Box/screen password, 4 characters, 2 wordsSRW480For example: SRW480.1 shield input over limit, SRW480.F shield not detected U disk 2, SRW481.0 shield database		SRW450: When the touch is pressed, SRB16 is set to ON and
SRW451SRW451 is the Y-coordinate value of the current touch pointSRW456The key code value of the current key press, occupies 2 wordsSRW456Set the determination time of USB keyboard key release, time value = set value * 200 ms. SRW458 default value 0, means 200 ms.SRW460The serial number of the box/screen, accounting for 12 characters, 6 characters in totalSRW466Box/screen password, 4 characters, 2 wordsSRW480System prompt masking bit, 16 characters in total. SRW480.x is the ON masking SRW70=x corresponding to the prompt.SRW480For example: SRW480.1 shield input over limit, SRW480.F shield not detected U disk 2, SRW481.0 shield database	3600430	SRW450 is the X coordinate value of the current touch point
SRW451 is the Y-coordinate value of the current touch pointSRW456The key code value of the current key press, occupies 2 wordsSRW456Set the determination time of USB keyboard key release, time value = set value * 200 ms. SRW458 default value 0, means 200 ms.SRW460The serial number of the box/screen, accounting for 12 characters, 6 characters in totalSRW466Box/screen password, 4 characters, 2 wordsSRW480System prompt masking bit, 16 characters in total. SRW480.x is the ON masking SRW70=x corresponding to the prompt.SRW480For example: SRW480.1 shield input over limit, SRW480.F shield not detected U disk 2, SRW481.0 shield database		SRW451: When the touch is pressed, SRB16 is set to ON and
SRW456wordsSRW456Set the determination time of USB keyboard key release, time value = set value * 200 ms. SRW458 default value 0, means 200 ms.SRW460The serial number of the box/screen, accounting for 12 characters, 6 characters in totalSRW460Box/screen password, 4 characters, 2 wordsSRW466System prompt masking bit, 16 characters in total. SRW480.x is the ON masking SRW70=x corresponding to the prompt.SRW480For example: SRW480.1 shield input over limit, SRW480.F shield not detected U disk 2, SRW481.0 shield database	5KW451	SRW451 is the Y-coordinate value of the current touch point
wordsSet the determination time of USB keyboard key release, time value = set value * 200 ms. SRW458 default value 0, means 200 ms.SRW460The serial number of the box/screen, accounting for 12 characters, 6 characters in totalSRW460Box/screen password, 4 characters, 2 wordsSRW466System prompt masking bit, 16 characters in total. SRW480.x is the ON masking SRW70=x corresponding to the prompt.SRW480For example: SRW480.1 shield input over limit, SRW480.F shield not detected U disk 2, SRW481.0 shield database		The key code value of the current key press, occupies 2
SRW458time value = set value * 200 ms. SRW458 default value 0, means 200 ms.SRW460The serial number of the box/screen, accounting for 12 characters, 6 characters in totalSRW466Box/screen password, 4 characters, 2 wordsSRW466Box/screen password, 4 characters, 2 wordsSRW466System prompt masking bit, 16 characters in total. SRW480.x is the ON masking SRW70=x corresponding to the prompt.SRW480For example: SRW480.1 shield input over limit, SRW480.F shield not detected U disk 2, SRW481.0 shield database	SRW456	words
Image: means 200 ms.SRW460The serial number of the box/screen, accounting for 12 characters, 6 characters in totalSRW466Box/screen password, 4 characters, 2 wordsSRW466System prompt masking bit, 16 characters in total. SRW480.x is the ON masking SRW70=x corresponding to the prompt.SRW480For example: SRW480.1 shield input over limit, SRW480.F shield not detected U disk 2, SRW481.0 shield database		Set the determination time of USB keyboard key release,
SRW460The serial number of the box/screen, accounting for 12 characters, 6 characters in totalSRW460Box/screen password, 4 characters, 2 wordsSRW466Box/screen password, 4 characters, 2 wordsSystem prompt masking bit, 16 characters in total. SRW480.x is the ON masking SRW70=x corresponding to the prompt.SRW480For example: SRW480.1 shield input over limit, SRW480.F shield not detected U disk 2, SRW481.0 shield database	SRW458	time value = set value * 200 ms. SRW458 default value 0,
SRW460characters, 6 characters in totalSRW466Box/screen password, 4 characters, 2 wordsSRW466System prompt masking bit, 16 characters in total. SRW480.xis the ON masking SRW70=x corresponding to the prompt.SRW480For example: SRW480.1 shield input over limit, SRW480.Fshield not detected U disk 2, SRW481.0 shield database		means 200 ms.
characters, 6 characters in totalSRW466Box/screen password, 4 characters, 2 wordsSystem prompt masking bit, 16 characters in total. SRW480.xis the ON masking SRW70=x corresponding to the prompt.SRW480For example: SRW480.1 shield input over limit, SRW480.Fshield not detected U disk 2, SRW481.0 shield database		The serial number of the box/screen, accounting for 12
System prompt masking bit, 16 characters in total. SRW480.x is the ON masking SRW70=x corresponding to the prompt. SRW480 For example: SRW480.1 shield input over limit, SRW480.F shield not detected U disk 2, SRW481.0 shield database	SRW460	characters, 6 characters in total
is the ON masking SRW70=x corresponding to the prompt. SRW480 For example: SRW480.1 shield input over limit, SRW480.F shield not detected U disk 2, SRW481.0 shield database	SRW466	Box/screen password, 4 characters, 2 words
SRW480 For example: SRW480.1 shield input over limit, SRW480.F shield not detected U disk 2, SRW481.0 shield database		System prompt masking bit, 16 characters in total. SRW480.x
shield not detected U disk 2, SRW481.0 shield database	SRW480	is the ON masking SRW70=x corresponding to the prompt.
		For example: SRW480.1 shield input over limit, SRW480.F
upgrade in progress		shield not detected U disk 2, SRW481.0 shield database
		upgrade in progress.

<u>.</u>	
	Communication prompt masking bits (SRW496.1 is ON to
SRW496	mask communication timeout prompts, SRW496.2 to mask
	communication error prompts)
	SRW630~633; Network PLC communication status bits, 4
	single words indicate the status of up to 63 remote PLCs, a
	bit value of 1 indicates that the corresponding remote PLC
	communication is abnormal, a value of 0 indicates that the
SRW630	corresponding remote PLC communication is normal or
	unused.
	For example, a value of 1 for SRW630.1 indicates that the
	first remote PLC is communicating abnormally, and a value
	of 1 for SRW630.2 indicates that the second remote PLC is
	communicating abnormally.
	SRW640~655, network PLC communication status bits, set to
	1 means the corresponding network PLC communication is
SRW640	abnormal, set to 0 means the corresponding network PLC
	communication is normal or not in use. For example,
	SRW640.0 is 1, which means the first network PLC
	communication is abnormal, SRW640.1 is 1, which means the
	second network PLC communication is abnormal.

SRW699Display the length of the scan gun input characters (in bytes), the user needs to clear this length value after reading the content of SRW700SRW700SRW700~799:Display the content of the scan gun input charactersSRW700COM1 automatically blocked station number: SRW800~815; occupies 16 words, each word has 16 bits, one bit corresponds to one station number, indicating station number 0~255. 1 - the corresponding station number has been automatically blocked communication; 0 - the corresponding station number is normal communication. Example: Bit 3 of SRW800 is 1, which means that the station number 3 device connected to COM1 has been blocked automatically due to abnormal communication. This register is valid when SRW10230 is set to allow automatic blocking.SRW820COM2 is automatically blocked station number: SRW820~835; occupies 16 words, each word has 16 bits, one bit corresponds to one station number, indicating station number 0~255. 1 - the corresponding station number: SRW820 or 835; occupies 16 words, each word has 16 bits, one bit corresponds to one station number, indicating station number 0~255. 1 - the corresponding station number has been automatically blocked communication; 0 - the corresponding station number, indicating station number 0~255. 1 - the corresponding station number has been automatically blocked communication; 0 - the corresponding station number is normal communication.		
space of the content of SRW700 COM1 automatically blocked station number: SRW800~815; occupies 16 words, each word has 16 bits, one bit corresponds to one station number, indicating station number 0~255. 1 - the corresponding station number has been automatically blocked communication; 0 - the corresponding station number is normal communication. Example: Bit 3 of SRW800 is 1, which means that the station number 3 device connected to COM1 has been blocked automatically due to abnormal communication. This register is valid when SRW10230 is set to allow automatic blocking. SRW820 COM2 is automatically blocked station number: SRW820~835; occupies 16 words, each word has 16 bits, one bit corresponds to one station number, indicating station number 0~255. 1 - the corresponding station number has been automatically blocked communication; 0 - the		Display the length of the scan gun input characters (in
SRW700 SRW700~799:Display the content of the scan gun input characters SRW700 COM1 automatically blocked station number: SRW800~815; occupies 16 words, each word has 16 bits, one bit corresponds to one station number, indicating station number 0~255. 1 - the corresponding station number has been automatically blocked communication; 0 - the corresponding station number is normal communication. SRW800 Example: Bit 3 of SRW800 is 1, which means that the station number 3 device connected to COM1 has been blocked automatically due to abnormal communication. This register is valid when SRW10230 is set to allow automatic blocking. SRW820 COM2 is automatically blocked station number: SRW820~835; occupies 16 words, each word has 16 bits, one bit corresponds to one station number, indicating station number 0~255. 1 - the corresponding station number: SRW820	SRW699	bytes), the user needs to clear this length value after reading
SRW700 characters COM1 automatically blocked station number: SRW800~815; occupies 16 words, each word has 16 bits, one bit corresponds to one station number, indicating station number 0~255. 1 - the corresponding station number has been automatically blocked communication; 0 - the corresponding station number is normal communication. Example: Bit 3 of SRW800 is 1, which means that the station number 3 device connected to COM1 has been blocked automatically due to abnormal communication. This register is valid when SRW10230 is set to allow automatic blocking. COM2 is automatically blocked station number: SRW820~835; occupies 16 words, each word has 16 bits, one bit corresponds to one station number, indicating station number 0~255. 1 - the corresponding station number has been automatically blocked communication; 0 - the bit corresponds to one station number;		the content of SRW700
charactersCOM1 automatically blocked station number: SRW800~815; occupies 16 words, each word has 16 bits, one bit corresponds to one station number, indicating station number 0~255. 1 - the corresponding station number has been automatically blocked communication; 0 - the corresponding station number is normal communication. Example: Bit 3 of SRW800 is 1, which means that the station number 3 device connected to COM1 has been blocked automatically due to abnormal communication. This register is valid when SRW10230 is set to allow automatic blocking.SRW820COM2 is automatically blocked station number: SRW820~835; occupies 16 words, each word has 16 bits, one bit corresponds to one station number, indicating station number 0~255. 1 - the corresponding station number indicating station humber 0~255. 1 - the corresponding station number	5014/700	SRW700~799:Display the content of the scan gun input
occupies 16 words, each word has 16 bits, one bit corresponds to one station number, indicating station number 0~255. 1 - the corresponding station number has been automatically blocked communication; 0 - the corresponding station number is normal communication. Example: Bit 3 of SRW800 is 1, which means that the station number 3 device connected to COM1 has been blocked automatically due to abnormal communication. This register is valid when SRW10230 is set to allow automatic blocking.SRW820COM2 is automatically blocked station number: SRW820~835; occupies 16 words, each word has 16 bits, one bit corresponds to one station number, indicating station number 0~255. 1 - the corresponding station number has been automatically blocked communication; 0 - the	3KW700	characters
SRW800corresponds to one station number, indicating station number 0~255. 1 - the corresponding station number has been automatically blocked communication; 0 - the corresponding station number is normal communication. Example: Bit 3 of SRW800 is 1, which means that the station number 3 device connected to COM1 has been blocked automatically due to abnormal communication. This register is valid when SRW10230 is set to allow automatic blocking.COM2 is automatically blocked station number: SRW820 SRW820COM2 is automatically blocked station number: bit corresponds to one station number, indicating station number 0~255. 1 - the corresponding station number has been automatically blocked communication; 0 - the		COM1 automatically blocked station number: SRW800~815;
SRW800 number 0~255. 1 - the corresponding station number has been automatically blocked communication; 0 - the corresponding station number is normal communication. Example: Bit 3 of SRW800 is 1, which means that the station number 3 device connected to COM1 has been blocked automatically due to abnormal communication. This register is valid when SRW10230 is set to allow automatic blocking. COM2 is automatically blocked station number: SRW820~835; occupies 16 words, each word has 16 bits, one bit corresponds to one station number, indicating station number 0~255. 1 - the corresponding station number has been automatically blocked communication; 0 - the the corresponding station number has		occupies 16 words, each word has 16 bits, one bit
SRW800been automatically blocked communication; 0 - the corresponding station number is normal communication. Example: Bit 3 of SRW800 is 1, which means that the station number 3 device connected to COM1 has been blocked automatically due to abnormal communication. This register is valid when SRW10230 is set to allow automatic blocking.COM2 is automatically blocked station number: SRW820~835; occupies 16 words, each word has 16 bits, one bit corresponds to one station number, indicating station number 0~255. 1 - the corresponding station number has been automatically blocked communication; 0 - the		corresponds to one station number, indicating station
SRW800corresponding station number is normal communication.Example: Bit 3 of SRW800 is 1, which means that the station number 3 device connected to COM1 has been blocked automatically due to abnormal communication. This register is valid when SRW10230 is set to allow automatic blocking.COM2 is automatically blocked station number: SRW820~835; occupies 16 words, each word has 16 bits, one bit corresponds to one station number, indicating station number 0~255. 1 - the corresponding station number has been automatically blocked communication; 0 - the	SRW800	number 0~255. 1 - the corresponding station number has
corresponding station number is normal communication.Example: Bit 3 of SRW800 is 1, which means that the station number 3 device connected to COM1 has been blocked automatically due to abnormal communication. This register is valid when SRW10230 is set to allow automatic blocking.COM2 is automatically blocked station number: SRW820~835; occupies 16 words, each word has 16 bits, one bit corresponds to one station number, indicating station number 0~255. 1 - the corresponding station number has been automatically blocked communication; 0 - the		been automatically blocked communication; 0 - the
number 3 device connected to COM1 has been blocked automatically due to abnormal communication. This register is valid when SRW10230 is set to allow automatic blocking.COM2 is automatically blocked station number: SRW820~835; occupies 16 words, each word has 16 bits, one bit corresponds to one station number, indicating station number 0~255. 1 - the corresponding station number has been automatically blocked communication; 0 - the		corresponding station number is normal communication.
automatically due to abnormal communication. This register is valid when SRW10230 is set to allow automatic blocking.COM2 is automatically blocked station number: SRW820~835; occupies 16 words, each word has 16 bits, one bit corresponds to one station number, indicating station number 0~255. 1 - the corresponding station number has been automatically blocked communication; 0 - the		Example: Bit 3 of SRW800 is 1, which means that the station
is valid when SRW10230 is set to allow automatic blocking.COM2 is automatically blocked station number:SRW820~835; occupies 16 words, each word has 16 bits, onebit corresponds to one station number, indicating stationnumber 0~255.1 - the corresponding station number hasbeen automatically blocked communication; 0 - the		number 3 device connected to COM1 has been blocked
COM2 is automatically blocked station number: SRW820~835; occupies 16 words, each word has 16 bits, one bit corresponds to one station number, indicating station number 0~255. 1 - the corresponding station number has been automatically blocked communication; 0 - the		automatically due to abnormal communication. This register
SRW820~835; occupies 16 words, each word has 16 bits, one bit corresponds to one station number, indicating station number 0~255. 1 - the corresponding station number has been automatically blocked communication; 0 - the		is valid when SRW10230 is set to allow automatic blocking.
SRW820 bit corresponds to one station number, indicating station number 0~255. 1 - the corresponding station number has been automatically blocked communication; 0 - the		COM2 is automatically blocked station number:
SRW820 number 0~255. 1 - the corresponding station number has been automatically blocked communication; 0 - the	SRW820	SRW820~835; occupies 16 words, each word has 16 bits, one
number 0~255. 1 - the corresponding station number has been automatically blocked communication; 0 - the		bit corresponds to one station number, indicating station
		number 0~255. 1 - the corresponding station number has
corresponding station number is normal communication.		been automatically blocked communication; 0 - the
		corresponding station number is normal communication.

Example: Bit 3 of SRW820 is 1, which means that the station number 3 device connected to COM2 is blocked automatically due to abnormal communication. This register is valid when SRW10280 is set to allow automatic blocking.COM3 is automatically blocked station number: SRW840~855; occupies 16 words, each word has 16 bits, one bit corresponds to one station number, indicating station number 0~255. 1 - the corresponding station number has been automatically blocked communication; 0 - the corresponding station number is normal communication. Example: Bit 3 of SRW840 is 1, which means that the station
automatically due to abnormal communication. This register is valid when SRW10280 is set to allow automatic blocking.COM3 is automatically blocked station number: SRW840~855; occupies 16 words, each word has 16 bits, one bit corresponds to one station number, indicating station number 0~255. 1 - the corresponding station number has been automatically blocked communication; 0 - the corresponding station number is normal communication.
is valid when SRW10280 is set to allow automatic blocking.COM3 is automatically blocked station number:SRW840~855; occupies 16 words, each word has 16 bits, onebit corresponds to one station number, indicating stationnumber 0~255. 1 - the corresponding station number hasbeen automatically blocked communication; 0 - thecorresponding station number is normal communication.
COM3 is automatically blocked station number: SRW840~855; occupies 16 words, each word has 16 bits, one bit corresponds to one station number, indicating station number 0~255. 1 - the corresponding station number has been automatically blocked communication; 0 - the corresponding station number is normal communication.
SRW840~855; occupies 16 words, each word has 16 bits, one bit corresponds to one station number, indicating station number 0~255. 1 - the corresponding station number has been automatically blocked communication; 0 - the corresponding station number is normal communication.
bit corresponds to one station number, indicating stationnumber 0~255. 1 - the corresponding station number hasbeen automatically blocked communication; 0 - thecorresponding station number is normal communication.
Number 0~255. 1 - the corresponding station number hasbeen automatically blocked communication; 0 - theSRW840corresponding station number is normal communication.
SRW840 been automatically blocked communication; 0 - the corresponding station number is normal communication.
SRW840 corresponding station number is normal communication.
corresponding station number is normal communication.
Example: Bit 3 of SRW840 is 1, which means that the station
number 3 device connected to COM3 has an abnormal
communication and is automatically blocked. This register is
valid when SRW10330 is set to allow automatic blocking.
COM4 is automatically blocked station number:
SRW860~875; occupies 16 words, each word has 16 bits, one
bit corresponds to one station number, indicating station
SRW860 number 0~255. 1 - the corresponding station number has
been automatically blocked communication; 0 - the
corresponding station number is normal communication.

Example: Bit 3 of SRW860 is 1, which means that the station number 3 device connected to COM4 has been blocked automatically due to abnormal communication. This register is valid when SRW10380 is set to allow auto-masking.ReadEthernet communication automatically blocked devices: SRW880~895; occupies 16 words, each word has 16 bits, one bit corresponds to one Ethernet device, indicating the 0th to 255th device in the network PLC setting, blocking communication by IP to close the channel.1 - the IP set for the corresponding device has been automatically blocked from communication; 0 - the corresponding device is communicating normally.Example: Bit3 of SRW880 is 1, which means that the 3rd Ethernet device is communicating abnormally and the IP set is automatically blocked. This register is valid when SRW10518 is set to allow auto-masking.SRW900HMI MAC2 address, assigned to Ethernet 2, SRW900~905, the lower address of each WORD indicates a MAC segment. Read only, not rewritable.SRW1021Box network type, 1: Ethernet, 2: GPRS, 4: WIFI, 5: 4GSRW1022Box unlimited signal strength: 0 min, 8 max	_	
automatically due to abnormal communication. This register is valid when SRW10380 is set to allow auto-masking.Ethernet communication automatically blocked devices: SRW880~895; occupies 16 words, each word has 16 bits, one bit corresponds to one Ethernet device, indicating the 0th to 255th device in the network PLC setting, blocking communication by IP to close the channel. 1 - the IP set for the corresponding device has been automatically blocked from communication; 0 - the corresponding device is communicating normally. Example: Bit3 of SRW880 is 1, which means that the 3rd Ethernet device is communicating abnormally and the IP set is automatically blocked. This register is valid when SRW10518 is set to allow auto-masking.SRW900HMI MAC2 address, assigned to Ethernet 2, SRW900~905, the lower address of each WORD indicates a MAC segment. Read only, not rewritable.SRW1020Box online status, 1: box online, 0: box offline SRW1021		Example: Bit 3 of SRW860 is 1, which means that the station
is valid when SRW10380 is set to allow auto-masking. Ethernet communication automatically blocked devices: SRW880~895; occupies 16 words, each word has 16 bits, one bit corresponds to one Ethernet device, indicating the 0th to 255th device in the network PLC setting, blocking communication by IP to close the channel. 1 - the IP set for the corresponding device has been automatically blocked from communication; 0 - the corresponding device is communicating normally. Example: Bit3 of SRW880 is 1, which means that the 3rd Ethernet device is communicating abnormally and the IP set is automatically blocked. This register is valid when SRW10518 is set to allow auto-masking. HMI MAC2 address, assigned to Ethernet 2, SRW900~905, the lower address of each WORD indicates a MAC segment. Read only, not rewritable. SRW1020 Box online status, 1: box online, 0: box offline SRW1021 Box network type, 1: Ethernet, 2: GPRS, 4: WIFI, 5: 4G		number 3 device connected to COM4 has been blocked
Ethernet communication automatically blocked devices: SRW880~895; occupies 16 words, each word has 16 bits, one bit corresponds to one Ethernet device, indicating the 0th to 255th device in the network PLC setting, blocking communication by IP to close the channel. 1 - the IP set for the corresponding device has been automatically blocked from communication; 0 - the corresponding device is communicating normally. Example: Bit3 of SRW880 is 1, which means that the 3rd Ethernet device is communicating abnormally and the IP set is automatically blocked. This register is valid when SRW10518 is set to allow auto-masking. HMI MAC2 address, assigned to Ethernet 2, SRW900~905, the lower address of each WORD indicates a MAC segment. Read only, not rewritable. SRW1020 Box online status, 1: box online, 0: box offline SRW1021 Box network type, 1: Ethernet, 2: GPRS, 4: WIFI, 5: 4G		automatically due to abnormal communication. This register
SRW880~895; occupies 16 words, each word has 16 bits, one bit corresponds to one Ethernet device, indicating the 0th to 255th device in the network PLC setting, blocking communication by IP to close the channel.1 - the IP set for the corresponding device has been automatically blocked from communication; 0 - the corresponding device is communicating normally.Example: Bit3 of SRW880 is 1, which means that the 3rd Ethernet device is communicating abnormally and the IP set is automatically blocked. This register is valid when SRW10518 is set to allow auto-masking.SRW900HMI MAC2 address, assigned to Ethernet 2, SRW900~905, the lower address of each WORD indicates a MAC segment. Read only, not rewritable.SRW1020Box online status, 1: box online, 0: box offline SRW1021SRW1021Box network type, 1: Ethernet, 2: GPRS, 4: WIFI, 5: 4G		is valid when SRW10380 is set to allow auto-masking.
bit corresponds to one Ethernet device, indicating the 0th to 255th device in the network PLC setting, blocking communication by IP to close the channel.1 - the IP set for the corresponding device has been automatically blocked from communication; 0 - the corresponding device is communicating normally.Example: Bit3 of SRW880 is 1, which means that the 3rd Ethernet device is communicating abnormally and the IP set is automatically blocked. This register is valid when SRW10518 is set to allow auto-masking.SRW900HMI MAC2 address, assigned to Ethernet 2, SRW900~905, the lower address of each WORD indicates a MAC segment. Read only, not rewritable.SRW1020Box online status, 1: box online, 0: box offline SRW1021		Ethernet communication automatically blocked devices:
255th device in the network PLC setting, blocking communication by IP to close the channel.1 - the IP set for the corresponding device has been automatically blocked from communication; 0 - the corresponding device is communicating normally. Example: Bit3 of SRW880 is 1, which means that the 3rd Ethernet device is communicating abnormally and the IP set is automatically blocked. This register is valid when SRW10518 is set to allow auto-masking.SRW900HMI MAC2 address, assigned to Ethernet 2, SRW900~905, the lower address of each WORD indicates a MAC segment. Read only, not rewritable.SRW1020Box online status, 1: box online, 0: box offline SRW1021SRW1021Box network type, 1: Ethernet, 2: GPRS, 4: WIFI, 5: 4G		SRW880~895; occupies 16 words, each word has 16 bits, one
SRW8801 - the IP set for the corresponding device has been automatically blocked from communication; 0 - the corresponding device is communicating normally. Example: Bit3 of SRW880 is 1, which means that the 3rd Ethernet device is communicating abnormally and the IP set is automatically blocked. This register is valid when SRW10518 is set to allow auto-masking.SRW900HMI MAC2 address, assigned to Ethernet 2, SRW900~905, the lower address of each WORD indicates a MAC segment. Read only, not rewritable.SRW1020Box online status, 1: box online, 0: box offline SRW1021SRW1021Box network type, 1: Ethernet, 2: GPRS, 4: WIFI, 5: 4G		bit corresponds to one Ethernet device, indicating the 0th to
SRW8801 - the IP set for the corresponding device has been automatically blocked from communication; 0 - the corresponding device is communicating normally. Example: Bit3 of SRW880 is 1, which means that the 3rd Ethernet device is communicating abnormally and the IP set is automatically blocked. This register is valid when SRW10518 is set to allow auto-masking.SRW900HMI MAC2 address, assigned to Ethernet 2, SRW900~905, the lower address of each WORD indicates a MAC segment. Read only, not rewritable.SRW1020Box online status, 1: box online, 0: box offline SRW1021SRW1021Box network type, 1: Ethernet, 2: GPRS, 4: WIFI, 5: 4G		255th device in the network PLC setting, blocking
SRW880automatically blocked from communication; 0 - the corresponding device is communicating normally. Example: Bit3 of SRW880 is 1, which means that the 3rd Ethernet device is communicating abnormally and the IP set is automatically blocked. This register is valid when SRW10518 is set to allow auto-masking.SRW10518 is set to allow auto-masking.HMI MAC2 address, assigned to Ethernet 2, SRW900~905, the lower address of each WORD indicates a MAC segment. Read only, not rewritable.SRW1020Box online status, 1: box online, 0: box offlineSRW1021Box network type, 1: Ethernet, 2: GPRS, 4: WIFI, 5: 4G		communication by IP to close the channel.
automatically blocked from communication; 0 - the corresponding device is communicating normally.Example: Bit3 of SRW880 is 1, which means that the 3rd Ethernet device is communicating abnormally and the IP set is automatically blocked. This register is valid when SRW10518 is set to allow auto-masking.SRW10518 is set to allow auto-masking.HMI MAC2 address, assigned to Ethernet 2, SRW900~905, the lower address of each WORD indicates a MAC segment. Read only, not rewritable.SRW1020Box online status, 1: box online, 0: box offline SRW1021SRW1021Box network type, 1: Ethernet, 2: GPRS, 4: WIFI, 5: 4G	SRW880	1 - the IP set for the corresponding device has been
Example: Bit3 of SRW880 is 1, which means that the 3rdEthernet device is communicating abnormally and the IP setis automatically blocked. This register is valid whenSRW10518 is set to allow auto-masking.HMI MAC2 address, assigned to Ethernet 2, SRW900~905,the lower address of each WORD indicates a MAC segment.Read only, not rewritable.SRW1020Box online status, 1: box online, 0: box offlineSRW1021Box network type, 1: Ethernet, 2: GPRS, 4: WIFI, 5: 4G		automatically blocked from communication; 0 - the
Ethernet device is communicating abnormally and the IP setis automatically blocked. This register is valid whenSRW10518 is set to allow auto-masking.HMI MAC2 address, assigned to Ethernet 2, SRW900~905,the lower address of each WORD indicates a MAC segment.Read only, not rewritable.SRW1020Box online status, 1: box online, 0: box offlineSRW1021Box network type, 1: Ethernet, 2: GPRS, 4: WIFI, 5: 4G		corresponding device is communicating normally.
is automatically blocked. This register is valid when SRW10518 is set to allow auto-masking. HMI MAC2 address, assigned to Ethernet 2, SRW900~905, the lower address of each WORD indicates a MAC segment. Read only, not rewritable. SRW1020 Box online status, 1: box online, 0: box offline SRW1021 Box network type, 1: Ethernet, 2: GPRS, 4: WIFI, 5: 4G		Example: Bit3 of SRW880 is 1, which means that the 3rd
SRW10518 is set to allow auto-masking. HMI MAC2 address, assigned to Ethernet 2, SRW900~905, the lower address of each WORD indicates a MAC segment. Read only, not rewritable. SRW1020 Box online status, 1: box online, 0: box offline SRW1021 Box network type, 1: Ethernet, 2: GPRS, 4: WIFI, 5: 4G		Ethernet device is communicating abnormally and the IP set
HMI MAC2 address, assigned to Ethernet 2, SRW900~905,SRW900the lower address of each WORD indicates a MAC segment. Read only, not rewritable.SRW1020Box online status, 1: box online, 0: box offlineSRW1021Box network type, 1: Ethernet, 2: GPRS, 4: WIFI, 5: 4G		is automatically blocked. This register is valid when
SRW900the lower address of each WORD indicates a MAC segment. Read only, not rewritable.SRW1020Box online status, 1: box online, 0: box offlineSRW1021Box network type, 1: Ethernet, 2: GPRS, 4: WIFI, 5: 4G		SRW10518 is set to allow auto-masking.
Read only, not rewritable. SRW1020 Box online status, 1: box online, 0: box offline SRW1021 Box network type, 1: Ethernet, 2: GPRS, 4: WIFI, 5: 4G		HMI MAC2 address, assigned to Ethernet 2, SRW900~905,
SRW1020 Box online status, 1: box online, 0: box offline SRW1021 Box network type, 1: Ethernet, 2: GPRS, 4: WIFI, 5: 4G	SRW900	the lower address of each WORD indicates a MAC segment.
SRW1021 Box network type, 1: Ethernet, 2: GPRS, 4: WIFI, 5: 4G		Read only, not rewritable.
	SRW1020	Box online status, 1: box online, 0: box offline
SRW1022 Box unlimited signal strength: 0 min, 8 max	SRW1021	Box network type, 1: Ethernet, 2: GPRS, 4: WIFI, 5: 4G
	SRW1022	Box unlimited signal strength: 0 min, 8 max

	SRW1000~1001, double word (unit hundred milliseconds). 1
SRW1000	is accumulated every hundred milliseconds starting from
	normal operation of GUI, zero is cleared for GUI reboot.
	Display IoT MQTT function using driver version number,
SRW1070	occupies 1 word, segmented value display, takes value
31.0010	0~65535. version explanation: V a.b.c, SRW1070 =
	a*1000+b*100+c.
	FS version number first field from left to right, read only,
SRW1080	occupies 1 word, decimal unsigned number taking values
	from 0 to 15.
	FS version number, second field from left to right, read-only,
SRW1081	occupies 1 word, decimal unsigned number in the range 0 to
	15.
	FS version number, third field from left to right, read-only,
SRW1082~1083	occupies 2 characters, decimal unsigned number in the
	range 0 to 16777215.
	Product model ID, SRW1090~1091, the ID number of the
SRW1090	product model. in ASCII string form. See SRW20 for numeric
	form.
SRW1092~1093	Internal use
CDW/1004	Displays the product hardware version number,
SRW1094	corresponding to the hardware version number area of the

	EEPROM or eMMC memory, occupying 1 word. Numeric
	form, takes values from 0 to 65535.
	Error code for the address mapping function. 0 = normal, -1
	= error registering entry to FDS, 2 = mapping device driver
SRW1161	communication timeout, 3 = mapping device driver
	communication error, 6 = FDS error, occupies 1 word, read
	only [modbus rtu sever and modbus tcp sever].
	HMI IP address setting, power down hold, SRW10010~13,
SRW10010	each WORD represents an IP segment. Read/write when
	static, read-only when dynamic.
	HMI subnet mask setting, power down hold, SRW10014~17,
SRW10014	each WORD represents one IP segment, read/write in static,
	read-only in dynamic.
	HMI Gateway setting, power-down hold, SRW10018~21,
SRW10018	each WORD represents an IP segment, read/write at static,
	read-only at dynamic.
	DNS1 setting, power-down hold, SRW10022~25, each
SRW10022	WORD represents an IP segment, read/write at static time,
	read-only at dynamic time.
	DNS2 setting, power-down hold, alternate DNS,
SRW10026	SRW10026~29, each WORD represents an IP segment,
	read/write at static, read-only at dynamic.

	LAN IP address setting for local ETH, power-down hold,
SRW10030	SRW10030~33, each WORD represents an IP segment. Read
	and write available when static.
	Reset switch short pulse width setting, occupies 1 word,
SRW10039	takes the value 0~200, unit milliseconds, default value 0,
360010035	means 100 milliseconds. Effective around 5 seconds after
	modification
	Screen saver time, SRW10040, the product after a period of
SRW10040	time without operation, jump screen saver screen, power
	down to save
	Backlight off time, SRW10041, after a period of no operation,
SRW10041	the product automatically turns off the backlight, power off
	is saved
	Turn down the brightness time, SRW10042, after a period of
SRW10042	no operation, turn down the brightness, power down and
	save
	Modify the current language number, SRW10050, and save it
	at power down.
SRW10050	0 means use language 1,
	1 means that language 2 is used,
	and so on
SRW10051	SRW10051, rotate display, power down save

	0: normal
	1: 90 degrees vertical
	2: 270 degrees vertical
	3: Inverted
	Note: Adaptive adjustment is not possible, you need to
	adjust the width and height of the window before rotating.
SDW/10052	Set the current brightness percentage value 1~100,
SRW10052	SRW10052, power down save.
SRW10053	Set current volume percentage value 1~100, SRW10053,
5KW10035	power down save.
	Time zone setting. Take the value 1~82, corresponding to
SRW10055	different time zones, other values (including 0) indicate East
	8 (China), the default value is 0.
	Enable/disable synchronization of time from NTP server.
SRW10056	SRW10056 = 1: synchronization allowed. = 2:
	Synchronization is disabled. = other values (including 0): not
	defined.
	Configuration change flag. Occupies 1 word, 1 before
SRW10057	configuration download, after download, value is 2. Needs to
	be cleared by user. [floader].

	Set the maximum execution time of macro instruction, unit
SRW10080	hundred milliseconds, 0 - no limit, 1 - macro instruction
	execution time (not including the communication time of
	reading and writing registers) exceeds 100mS, forcibly
	terminate the macro instruction. The default value is 10 i.e.
	1S, power down and save.
SRW10082	Single character, font size setting for Pinyin input method,
	12~32 numbers. Power down save
SRW10084	Keyboard arrow keys to move the mouse in steps, unit: pixels
	User level 1 password, password can be any combination of
	0~9, maximum support 8 numbers. Note that for example
SRW10110	0123 and 00123 are different passwords. Occupies
	SRW10110~113, 4 characters in total, please use ASCII
	components to read or display the password value
	User level 2 password, password can be any combination of
	0 to 9, maximum 8 digits supported. Note that for example
SRW10114	0123 and 00123 are different passwords. Occupies
	SRW10114~117, 4 words in total, please use ASCII
	components to read or display the password value
	User level 3 password, password can be any combination of
SRW10118	0 to 9, maximum 8 digits supported. Note that for example
	0123 and 00123 are different passwords. Occupy

	SRW10118~121, 4 words in total, please use ASCII
	components to read or display the password value
	User level 4 password, password can be any combination of
	0 to 9, maximum 8 digits supported. Note that for example
SRW10122	0123 and 00123 are different passwords. Occupy
	SRW10122~125, 4 characters in total, please use ASCII
	components to read or display the password value
	User level 5 passwords, passwords can be any combination
	of 0 to 9, maximum 8 digits supported. Note that for
SRW10126	example 0123 and 00123 are different passwords. Occupy
	SRW10126~129, 4 characters in total, please use ASCII
	components to read or display the password value
	User level 6 password, password can be any combination of
	0 to 9, maximum 8 digits supported. Note that for example
SRW10130	0123 and 00123 are different passwords. Occupy
	SRW10130~133, 4 characters in total, please use ASCII
	components to read or display the password value
	User level 7 password, password can be any combination of
SRW10134	0 to 9, maximum 8 digits supported. Note that for example
	0123 and 00123 are different passwords. Occupy

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	SRW10134~137, 4 characters in total, please use ASCII
	components to read or display the password value
	User level 8 passwords, passwords can be any combination
	of 0 to 9, maximum 8 digits supported. Note that for
SRW10138	example 0123 and 00123 are different passwords. Occupy
	SRW10138~141, 4 words in total, please use ASCII
	components to read or display the password value
	User level 9 passwords, passwords can be any combination
	of 0 to 9, maximum 8 digits supported. Note that for
SRW10142	example 0123 and 00123 are different passwords. Occupy
	SRW10142~145, 4 characters in total, please use ASCII
	components to read or display the password value
	User level 10 passwords, passwords can be any combination
	of 0 to 9, maximum 8 digits supported. Note that for
SRW10146	example 0123 and 00123 are different passwords. Occupy
	SRW10146~149, 4 words in total, please use ASCII
	component to read or display the password value
	User level 11 password, password can be any combination
SRW10150	from 0 to 9, maximum 8 digits supported. Note that for
	example 0123 and 00123 are different passwords. Occupy

	SRW10150~153, 4 words in total, please use ASCII
	components to read or display the password value
	User level 12 password, password can be any combination of
	0 to 9, maximum 8 digits supported. Note that for example
SRW10154	0123 and 00123 are different passwords. Occupy
	SRW10154~157, 4 words in total, please use ASCII
	components to read or display the password value
	User level 13 password, password can be any combination of
	0 to 9, maximum 8 digits supported. Note that for example
SRW10158	0123 and 00123 are different passwords. Occupy
	SRW10158~161, 4 words in total, please use ASCII
	components to read or display the password value
	User level 14 password, password can be any combination of
	0 to 9, maximum 8 digits supported. Note that for example
SRW10162	0123 and 00123 are different passwords. Occupy
	SRW10162~165, 4 characters in total, please use ASCII
	components to read or display the password value
	User level 15 passwords, passwords can be any combination
SRW10166	of 0 to 9, maximum 8 digits supported. Note that for
	example 0123 and 00123 are different passwords. Occupancy

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	SRW10166~169, 4 characters in total, please use ASCII
	components to read or display the password value
	VNC control password, password verification has control
SRW10180	rights, can be controlled remotely. No password, set to
	empty
	VNC monitoring password, password verification with
SRW10184	monitoring rights, only monitoring, not control. No
	password, set to empty
	Occupies one word (16-bit unsigned number), used to set
SRW10199	the delay time between HMI start and start of external
	communication, unit is second, take value 0~300.
	SRW10200~201;COM1 communication baud rate setting,
SRW10200	occupies a double word (32-bit unsigned number) to
	indicate: value range: 110~187500. power down to save,
	restart to take effect.
	SRW10202;COM1 communication data bit, occupies one
SRW10202	word (16-bit unsigned number) to indicate: 8 - 8 data bits, 7
	- 7 data bits, power down to save, restart to take effect.
	SRW10203;COM1 communication stop bit, occupies a word
SRW10203	(16-bit unsigned number) indicating: 1 - 1 stop bit, 2 - 2 stop
	bits, power down save, restart effective.

	SRW10204;COM1 communication parity bit, occupies one
SRW10204	word (16-bit unsigned number) indicating: 0 - no parity, 1 -
51(10204	odd parity, 2 - even parity, power down save, restart
	effective.
	SRW10205;COM1 communication mode, occupies a word
SRW10205	(16-bit unsigned number) indicating: 0-232,1-485-4w,2-485-
	2w, power down save, restart effective.
	SRW10210~225;COM1 connected devices by station number
	shield communication, occupy 16 words, each word 16 bits,
	corresponding to the station number 0 ~ 255. For example,
SRW10210	SRW10211 Bit3 set to 1 represents the serial port connected
	to the station number 19 of the device shield, no longer
	communicate. The relevant component data is no longer
	refreshed. The configuration is saved at power-down and
	takes effect immediately.
	Allow/prohibit COM1 auto-mask communication: SRW10230;
	occupies a word (16-bit unsigned number) indicating: 10 and
SRW10230	above - allows automatic mask communication by station
	number in case of communication failure; 0 to 9 - prohibits
	auto-masking.

The station number to be automatically blocked is viewed via SRW800~SRW815. The retry period after auto-masking is set via SRW10231.COM1 auto-mask retry cycle: SRW10231; Sets the cycle time, in seconds, for the probe test after entering the auto-mask state. Occupies a word (16-bit unsigned number) to indicate that the default value is 0 for 10 seconds and takes a maximum value of 65535 seconds. This register is valid when SRW10230 is set to allow automatic masking.SRW10250SRW10250~251;COM2 communication baud rate setting, occupies a double word (32-bit unsigned number) to indicate: value range: 110~187500. power down to save, restart to take effect.SRW10252SRW10252;COM2 communication data bit, occupies one word (16-bit unsigned number) to indicate: 8 - 8 data bits, 7 - 7 data bits, power down to save, restart to take effect.SRW10253SRW10253;COM2 communication stop bit, occupies a word (16-bit unsigned number) to indicate: 8 - 2 stop bits, power down save, restart effective.SRW10253SRW10253;COM2 communication parity bit, occupies a word (16-bit unsigned number) indicating: 1 - 1 stop bit, 2 - 2 stop bits, power down save, restart effective.SRW10254SRW10254;COM2 communication parity bit, occupies one word (16-bit unsigned number) indicating: 1 - 1 stop bit, 2 - 2 stop bits, power down save, restart effective.	I.	1
via SRW10231.COM1 auto-mask retry cycle: SRW10231; Sets the cycle time, in seconds, for the probe test after entering the auto-mask state. Occupies a word (16-bit unsigned number) to indicateSRW10231that the default value is 0 for 10 seconds and takes a maximum value of 65535 seconds. This register is valid when SRW10230 is set to allow automatic masking.SRW10250SRW10250~251;COM2 communication baud rate setting, occupies a double word (32-bit unsigned number) to indicate: value range: 110~187500. power down to save, restart to take effect.SRW10252SRW10252;COM2 communication data bit, occupies one word (16-bit unsigned number) to indicate: 8 - 8 data bits, 7 - 7 data bits, power down to save, restart to take effect.SRW10253SRW10253;COM2 communication stop bit, occupies a word (16-bit unsigned number) indicate: 1 - 1 stop bit, 2 - 2 stop bits, power down save, restart effective.SRW10254SRW10254;COM2 communication parity bit, occupies one		The station number to be automatically blocked is viewed via
COM1 auto-mask retry cycle: SRW10231; Sets the cycle time, in seconds, for the probe test after entering the auto-mask state. Occupies a word (16-bit unsigned number) to indicate that the default value is 0 for 10 seconds and takes a maximum value of 65535 seconds. This register is valid when SRW10230 is set to allow automatic masking.SRW10250SRW10250~251;COM2 communication baud rate setting, occupies a double word (32-bit unsigned number) to indicate: value range: 110~187500. power down to save, restart to take effect.SRW10252SRW10252;COM2 communication data bit, occupies one word (16-bit unsigned number) to indicate: 8 - 8 data bits, 7 - 7 data bits, power down to save, restart to take effect.SRW10253SRW10253;COM2 communication stop bit, occupies a word (16-bit unsigned number) to indicate: 8 - 2 stop bits, power down save, restart effective.SRW10253SRW10253;COM2 communication stop bit, occupies a word (16-bit unsigned number) indicatie: 1 - 1 stop bit, 2 - 2 stop bits, power down save, restart effective.SRW10254SRW10254;COM2 communication parity bit, occupies one		SRW800~SRW815. The retry period after auto-masking is set
In seconds, for the probe test after entering the auto-mask state. Occupies a word (16-bit unsigned number) to indicateSRW10231that the default value is 0 for 10 seconds and takes a maximum value of 65535 seconds. This register is valid when SRW10230 is set to allow automatic masking.SRW10250~251;COM2 communication baud rate setting, occupies a double word (32-bit unsigned number) to indicate: value range: 110~187500. power down to save, restart to take effect.SRW10252SRW10252;COM2 communication data bit, occupies one word (16-bit unsigned number) to indicate: 8 - 8 data bits, 7 - 7 data bits, power down to save, restart to take effect.SRW10253SRW10253;COM2 communication stop bit, occupies a word (16-bit unsigned number) indicating: 1 - 1 stop bit, 2 - 2 stop bits, power down save, restart effective.SRW10254SRW10254;COM2 communication parity bit, occupies one		via SRW10231.
SRW10231state. Occupies a word (16-bit unsigned number) to indicate that the default value is 0 for 10 seconds and takes a maximum value of 65535 seconds. This register is valid when SRW10230 is set to allow automatic masking.SRW10250~251;COM2 communication baud rate setting, occupies a double word (32-bit unsigned number) to indicate: value range: 110~187500. power down to save, restart to take effect.SRW10252SRW10252;COM2 communication data bit, occupies one word (16-bit unsigned number) to indicate: 8 - 8 data bits, 7 - 7 data bits, power down to save, restart to take effect.SRW10253SRW10253;COM2 communication stop bit, occupies a word (16-bit unsigned number) indicating: 1 - 1 stop bit, 2 - 2 stop bits, power down save, restart effective.SRW10254;COM2 communication parity bit, occupies one		COM1 auto-mask retry cycle: SRW10231; Sets the cycle time,
SRW10231that the default value is 0 for 10 seconds and takes a maximum value of 65535 seconds. This register is valid when SRW10230 is set to allow automatic masking.SRW10250~251;COM2 communication baud rate setting, occupies a double word (32-bit unsigned number) to indicate: value range: 110~187500. power down to save, restart to take effect.SRW10252SRW10252;COM2 communication data bit, occupies one word (16-bit unsigned number) to indicate: 8 - 8 data bits, 7 - 7 data bits, power down to save, restart to take effect.SRW10253SRW10253;COM2 communication stop bit, occupies a word (16-bit unsigned number) indicating: 1 - 1 stop bit, 2 - 2 stop bits, power down save, restart effective.SRW10254SRW10254;COM2 communication parity bit, occupies one		in seconds, for the probe test after entering the auto-mask
Imaximum value of 65535 seconds.This register is valid when SRW10230 is set to allow automatic masking.SRW10250~251;COM2 communication baud rate setting, occupies a double word (32-bit unsigned number) to indicate: value range: 110~187500. power down to save, restart to take effect.SRW10252SRW10252;COM2 communication data bit, occupies one word (16-bit unsigned number) to indicate: 8 - 8 data bits, 7 - 7 data bits, power down to save, restart to take effect.SRW10253SRW10253;COM2 communication stop bit, occupies a word (16-bit unsigned number) to indicate: 8 - 2 stop bits, power down save, restart effective.SRW10253SRW10254;COM2 communication parity bit, occupies one		state. Occupies a word (16-bit unsigned number) to indicate
Image: Set to allow automatic masking.SRW10250~251;COM2 communication baud rate setting, occupies a double word (32-bit unsigned number) to indicate: value range: 110~187500. power down to save, restart to take effect.SRW10252SRW10252;COM2 communication data bit, occupies one word (16-bit unsigned number) to indicate: 8 - 8 data bits, 7 - 7 data bits, power down to save, restart to take effect.SRW10253SRW10253;COM2 communication stop bit, occupies a word (16-bit unsigned number) to indicate: 8 - 2 stop bits, power down save, restart effective.SRW10253SRW10253;COM2 communication stop bit, occupies a word (16-bit unsigned number) indicating: 1 - 1 stop bit, 2 - 2 stop bits, power down save, restart effective.SRW10254SRW10254;COM2 communication parity bit, occupies one	SRW10231	that the default value is 0 for 10 seconds and takes a
automatic masking.SRW10250~251;COM2 communication baud rate setting, occupies a double word (32-bit unsigned number) to indicate: value range: 110~187500. power down to save, restart to take effect.SRW10252SRW10252;COM2 communication data bit, occupies one word (16-bit unsigned number) to indicate: 8 - 8 data bits, 7 - 7 data bits, power down to save, restart to take effect.SRW10253SRW10253;COM2 communication stop bit, occupies a word (16-bit unsigned number) indicating: 1 - 1 stop bit, 2 - 2 stop bits, power down save, restart effective.SRW10254SRW10254;COM2 communication parity bit, occupies one		maximum value of 65535 seconds.
SRW10250SRW10250~251;COM2 communication baud rate setting, occupies a double word (32-bit unsigned number) to indicate: value range: 110~187500. power down to save, restart to take effect.SRW10252SRW10252;COM2 communication data bit, occupies one word (16-bit unsigned number) to indicate: 8 - 8 data bits, 7 - 7 data bits, power down to save, restart to take effect.SRW10253SRW10253;COM2 communication stop bit, occupies a word (16-bit unsigned number) indicating: 1 - 1 stop bit, 2 - 2 stop bits, power down save, restart effective.SRW10254SRW10254;COM2 communication parity bit, occupies one		This register is valid when SRW10230 is set to allow
SRW10250occupies a double word (32-bit unsigned number) to indicate: value range: 110~187500. power down to save, restart to take effect.SRW10252SRW10252;COM2 communication data bit, occupies one word (16-bit unsigned number) to indicate: 8 - 8 data bits, 7 - 7 data bits, power down to save, restart to take effect.SRW10253SRW10253;COM2 communication stop bit, occupies a word (16-bit unsigned number) indicating: 1 - 1 stop bit, 2 - 2 stop bits, power down save, restart effective.SRW10254SRW10254;COM2 communication parity bit, occupies one		automatic masking.
SRW10250indicate: value range: 110~187500. power down to save, restart to take effect.SRW10252;COM2 communication data bit, occupies one word (16-bit unsigned number) to indicate: 8 - 8 data bits, 7 - 7 data bits, power down to save, restart to take effect.SRW10253SRW10253;COM2 communication stop bit, occupies a word (16-bit unsigned number) indicating: 1 - 1 stop bit, 2 - 2 stop bits, power down save, restart effective.SRW10254SRW10254;COM2 communication parity bit, occupies one		SRW10250~251;COM2 communication baud rate setting,
indicate: value range: 110~187500. power down to save, restart to take effect.SRW10252;COM2 communication data bit, occupies one word (16-bit unsigned number) to indicate: 8 - 8 data bits, 7 - 7 data bits, power down to save, restart to take effect.SRW10253SRW10253;COM2 communication stop bit, occupies a word (16-bit unsigned number) indicating: 1 - 1 stop bit, 2 - 2 stop bits, power down save, restart effective.SRW10254SRW10254;COM2 communication parity bit, occupies one	CD1440250	occupies a double word (32-bit unsigned number) to
SRW10252SRW10252;COM2 communication data bit, occupies one word (16-bit unsigned number) to indicate: 8 - 8 data bits, 7 - 7 data bits, power down to save, restart to take effect.SRW10253SRW10253;COM2 communication stop bit, occupies a word (16-bit unsigned number) indicating: 1 - 1 stop bit, 2 - 2 stop bits, power down save, restart effective.SRW10254SRW10254;COM2 communication parity bit, occupies one	SRW10250	indicate: value range: 110~187500. power down to save,
SRW10252word (16-bit unsigned number) to indicate: 8 - 8 data bits, 7 - 7 data bits, power down to save, restart to take effect.SRW10253;COM2 communication stop bit, occupies a word (16-bit unsigned number) indicating: 1 - 1 stop bit, 2 - 2 stop bits, power down save, restart effective.SRW10254SRW10254;COM2 communication parity bit, occupies one		restart to take effect.
- 7 data bits, power down to save, restart to take effect.SRW10253;COM2 communication stop bit, occupies a word(16-bit unsigned number) indicating: 1 - 1 stop bit, 2 - 2 stopbits, power down save, restart effective.SRW10254		SRW10252;COM2 communication data bit, occupies one
SRW10253 SRW10253;COM2 communication stop bit, occupies a word SRW10253 (16-bit unsigned number) indicating: 1 - 1 stop bit, 2 - 2 stop bits, power down save, restart effective. SRW10254 SRW10254;COM2 communication parity bit, occupies one	SRW10252	word (16-bit unsigned number) to indicate: 8 - 8 data bits, 7
SRW10253(16-bit unsigned number) indicating: 1 - 1 stop bit, 2 - 2 stop bits, power down save, restart effective.SRW10254SRW10254;COM2 communication parity bit, occupies one		- 7 data bits, power down to save, restart to take effect.
bits, power down save, restart effective. SRW10254		SRW10253;COM2 communication stop bit, occupies a word
SRW10254;COM2 communication parity bit, occupies one	SRW10253	(16-bit unsigned number) indicating: 1 - 1 stop bit, 2 - 2 stop
SRW10254		bits, power down save, restart effective.
		SRW10254;COM2 communication parity bit, occupies one
word (to unsigned aights) and indicates. or no parity, t	ISKW10254	word (16 unsigned digits) and indicates: 0 - no parity, 1 -

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	odd parity, 2 - even parity, power down save, restart
	effective.
	SRW10255;COM2 communication mode, occupies a word
SRW10255	(16-bit unsigned number) indicating: 0-232,1-485-4w,2-485-
	2w, power down save, restart effective.
	SRW10260~275; COM2 connected devices by station
	number shield communication, occupy 16 words, each word
	16 bits, corresponding to the station number 0 ~ 255. For
CD\\/102C0	example, SRW10251 Bit3 set to 1 means that the serial port
SRW10260	connected to the station number 19 of the device shield, no
	longer communicate. The relevant component data is no
	longer refreshed. The configuration is saved at power-down
	and takes effect immediately.
	Allow/Prohibit COM2 auto-mask communication: SRW10280;
	occupies a word (16-bit unsigned number) indicating: 10 and
	above - allows automatic mask communication by station
CD14/4 0000	number in case of communication failure; 0 to 9 - prohibits
SRW10280	auto-mask.
	The station number to be automatically blocked is viewed via
	SRW820~SRW835. The retry period after auto-masking is set
	via SRW10281.

	COM2 auto-mask retry cycle: SRW10281; Sets the cycle time,
	in seconds, for communication probing after entering the
	auto-mask state. Occupies a word (16-bit unsigned number)
SRW10281	to indicate that the default value is 0 for 10 seconds and
	takes a maximum value of 65535 seconds.
	This register is valid when SRW10280 is set to allow auto-
	masking.
	SRW10300~301;COM1 communication baud rate setting,
SRW10300	occupies a double word (32-bit unsigned number) to
3KW10300	indicate: take the value range: 110~187500. power down to
	save, restart to take effect.
	SRW10302;COM3 communication data bit, occupies a word
SRW10302	(16-bit unsigned number) to indicate: 8 - 8 data bits, 7 - 7
	data bits, power down to save, restart to take effect.
	SRW10303;COM3 communication stop bit, occupies a word
SRW10303	(16-bit unsigned number) indicating: 1 - 1 stop bit, 2 - 2 stop
	bits, power down save, restart effective.
	SRW10304;COM3 communication parity bit, occupies one
SRW10304	word (16 unsigned digits) and indicates: 0 - no parity, 1 -
51(1010504	odd parity, 2 - even parity, power down save, restart
	effective.

	SRW10305;COM3 communication mode, occupies a word
SRW10305	(16-bit unsigned number) indicating: 0-232,1-485-4w,2-485-
	2w, power down save, restart effective.
	SRW10310~325; COM3 connected devices by station
	number shield communication, occupy 16 words, each word
	16 bits, corresponding to the station number 0 ~ 255. For
SRW10310	example, SRW10311 Bit3 set to 1 represents the serial port
580010310	connected to the station number 19 of the device shield, no
	longer communicate. The relevant component data is no
	longer refreshed. The configuration is saved at power-down
	and takes effect immediately.
	Allow/prohibit COM3 auto-mask communication: SRW10330;
	occupies a word (16-bit unsigned number) indicating: 10 and
	above - allow auto-mask communication by station number
CD\\/10220	in case of communication failure; 0 to 9 - prohibit auto-
SRW10330	mask.
	The station number to be automatically blocked is viewed via
	SRW840~SRW855. The retry period after auto-masking is set
	via SRW10331.
	COM3 auto-mask retry cycle: SRW10331; Sets the cycle time
SRW10331	in seconds for communication probing after entering the
	auto-mask state. Occupies a word (16-bit unsigned number)

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	to indicate that the default value is 0 for 10 seconds and
	takes a maximum value of 65535 seconds.
	This register is valid when SRW10330 is set to allow auto-
	masking.
	SRW10350~351;COM4 communication baud rate setting,
SRW10350	occupies a double word (32-bit unsigned number) to
5KW 10550	indicate: value range: 110~187500. power down to save,
	restart to take effect.
	SRW10352;COM4 communication data bit, occupies a word
SRW10352	(16-bit unsigned number) to indicate: 8 - 8 data bits, 7 - 7
	data bits, power down save, restart effective.
	SRW10353;COM4 communication stop bit, occupies one
SRW10353	word (16-bit unsigned number) and indicates: 1 - 1 stop bit,
SRW10353	
SRW10353	word (16-bit unsigned number) and indicates: 1 - 1 stop bit,
	word (16-bit unsigned number) and indicates: 1 - 1 stop bit, 2 - 2 stop bits, power down save, restart effective.
SRW10353 SRW10354	word (16-bit unsigned number) and indicates: 1 - 1 stop bit, 2 - 2 stop bits, power down save, restart effective. SRW10354;COM4 communication parity bit, occupies one
	word (16-bit unsigned number) and indicates: 1 - 1 stop bit, 2 - 2 stop bits, power down save, restart effective. SRW10354;COM4 communication parity bit, occupies one word (16 unsigned digits) and indicates: 0 - no parity, 1 -
	 word (16-bit unsigned number) and indicates: 1 - 1 stop bit, 2 - 2 stop bits, power down save, restart effective. SRW10354;COM4 communication parity bit, occupies one word (16 unsigned digits) and indicates: 0 - no parity, 1 - odd parity, 2 - even parity, power down save, restart
	 word (16-bit unsigned number) and indicates: 1 - 1 stop bit, 2 - 2 stop bits, power down save, restart effective. SRW10354;COM4 communication parity bit, occupies one word (16 unsigned digits) and indicates: 0 - no parity, 1 - odd parity, 2 - even parity, power down save, restart effective.
SRW10354	 word (16-bit unsigned number) and indicates: 1 - 1 stop bit, 2 - 2 stop bits, power down save, restart effective. SRW10354;COM4 communication parity bit, occupies one word (16 unsigned digits) and indicates: 0 - no parity, 1 - odd parity, 2 - even parity, power down save, restart effective. SRW10355;COM4 communication mode, occupies a word

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SRW10360	SRW10360~375;COM4 connected devices by station number
	shield communication, occupy 16 words, each word 16 bits,
	corresponding to the station number 0 ~ 255. For example,
	SRW10361 Bit3 set to 1 represents the serial port connected
	to the station number 19 of the device shield, no longer
	communicate. The relevant component data is no longer
	refreshed. The configuration is saved at power down and
	takes effect immediately.
	Allow/prohibit COM4 auto-mask communication: SRW10380;
	occupies a word (16-bit unsigned number) indicating: 10 and
SRW10380	above - allows automatic mask communication by station
	number in case of communication failure; 0 to 9 - prohibits
	auto-masking.
	The station number to be automatically blocked is viewed
	via SRW860~SRW875. The retry period after auto-
	masking is set via SRW10381.
SRW10381	COM4 auto-mask retry cycle: SRW10381; Sets the cycle time
	in seconds for communication probing after entering the
	auto-mask state. Occupies a word (16-bit unsigned number)
	to indicate that the default value is 0 for 10 seconds and
	takes a maximum value of 65535 seconds.
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	This register is valid when SRW10380 is set to allow auto-
	masking.
SRW10500	SRW10500~10515; Network PLC communication mask bit,
	this mask bit is for IP, if more than one PLC is connected to
	the same IP at the same time, the communication of all these
	PLCs is blocked.
	For example: SRW10500.0 set to 1 to block communication
	of the first network PLC corresponding to the IP,
	SRW10500.1 set to 1 to block communication of the second
	network PLC corresponding to the IP.
	Allow/prohibit Ethernet auto-mask communication:
	SRW10518; occupies a word (16-bit unsigned number)
	indicating: 10 and above - allow auto-mask communication
CDW/10510	by IP in case of communication failure; 0 to 9 - prohibit auto-
SRW10518	mask.
	The auto-masked Ethernet devices are viewed via
	SRW880~SRW895. The retry period after communication is
	automatically blocked is set via SRW10519.
SRW10519	Ethernet device communication auto-mask retry period:
	SRW10519; Sets the cycle time in seconds for
	communication probing after entering the auto-mask state.
	It is expressed as a word (16-bit unsigned number) and the

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	default value is 0 for 10 seconds, taking a maximum value of
	65535 seconds.
	This register is valid when CDW/10E18 is set to allow
	This register is valid when SRW10518 is set to allow
	automatic masking.
SRW10520	The 15 level passwords for SETUP mode, corresponding to
	SRW10110~169, occupy 60 words
	SRW10590~10593; remote PLC communication blocking bit,
	used to set whether remote PLC communication is blocked
	or not, 4 single words up to 63 remote PLCs are blocked,
SRW10590	corresponding to position 1 means blocking this remote PLC.
	For example: SRW10590.1 is set to 1 to block the first remote
	PLC added, SRW10590.2 is set to 1 to block the second
	remote PLC added.
	Note: SRW10590.0 is not valid
SRW10600	SRW10600~10601, user account disable bit, used to set
	whether the user account is disabled or not, 2 single words
	can disable up to 32 previous user accounts, corresponding
	bit setting 1 means disable.
	For example: SRW10600.0 set to 1 to disable account 1,
	SRW10600.1 set to 0 to not disable account 2.

SRW10610	SRW10610~10641, user login failure count, 32 words in total,
	each word indicates the number of failed login attempts for
	one account.
	For example, SRW10610 means the number of failed login
	attempts for account 1, SRW10641 means the number of
	failed login attempts for account 32.
SRW10700	If 1, it means that the 4G box cannot use GSM and will be
	disconnected if it is found to be using GSM when connected
	to the 4G network.
SRW10710	IP address setting for Ethernet 2, power down hold,
	SRW10710~13, each WORD indicates an IP segment. Static
	read/write, dynamic read only.
SRW10714	Ethernet 2's Subnet Mask setting, Power Down Hold,
	SRW10714~17, each WORD represents an IP segment,
	read/write when static, read-only when dynamic.
SRW10718	Ethernet 2's Gateway setting, Power down hold,
	SRW10718~21, each WORD represents an IP segment,
	read/write at static, read-only at dynamic.
SRW10722	DNS1 setting for Ethernet 2, Power down hold,
	SRW10722~25, each WORD represents an IP segment,
	read/write at static, read-only at dynamic.

SRW10726	DNS2 setting for Ethernet 2, Power Down Hold, Alternate
	DNS, SRW10726~29, each WORD represents an IP segment,
	read/write at static, read-only at dynamic.
SRW10730	LAN IP address setting for Ethernet 2, Power down hold,
	SRW10730~33, each WORD represents an IP segment. Read
	and write available when static.