

MONITOUCH

Training Manual Beginner's Guide



Record of Revisions

Reference numbers are shown at the bottom left corner on the back cover of each manual.

Printing Date	Reference No.	Revised Contents
June, 2014	1069NE0	First edition

Thank you for selecting the MONITOUCH V9 series.

For correct setup of the V9 series, you are requested to read through this manual to understand more about the product. For details on other operating procedures for the V9 series, refer to the following related manuals.

Manual Name	Contents	Reference No.
V9 Series Training Manual Beginner's Guide	Explains the screen creation process for the V9 series using V-SFT version 6 with examples.	1069NE
V9 Series Training Manual Practical Guide		1070NE
V9 Series Reference Manual [1]	Explains the functions and operation of the V9 series.	1065NE
V9 Series Reference Manual [2]		1066NE
V9 Series Troubleshooting/Maintenance Manual	Provides an error list and explains the operating procedures for the V9 series.	1068NE
V9 Series Macro Reference	Provides an overview of macros of V-SFT version 6 and explains macro editor operations and macro command descriptions in detail.	1071NE
V9 Series Connection Manual [1]	Explains the connection and communication parameters for the V9 series and controllers in detail. Included Makers ALLEN BRADLEY, Automationdirect, Azbil, Baumuller, BECKHOFF, CHINO, CIMON, DELTA, DELTA TAU DATA SYSTEMS, EATON Cutler-Hammer, EMERSON, FANUC, FATEK AUTOMATION, FUFENG, Fuji Electric, Gammaflux, GE Fanuc, Hitachi, Hitachi Industrial Equipment Systems	2210NE
V9 Series Connection Manual [2]	Explains the connection and communication parameters for the V9 series and controllers in detail. Included Makers IAI, IDEC, JTEKT, KEYENCE, KOGANEI, KOYO ELECTRONICS, LS, MITSUBISHI ELECTRIC, MODICON, MOELLER, M-SYSTEM, OMRON, Oriental Motor, Panasonic, RKC, RS Automation	2211NE
V9 Series Connection Manual [3]	Explains the connection and communication parameters for the V9 series and controllers in detail. Included Makers SAIA, SAMSUNG, SanRex, SANMEI, SHARP, SHIMADEN, SHINKO TECHNOS, Siemens, SINFONIA TECHNOLOGY, TECO, Telemecanique, TOHO, TOSHIBA, TOSHIBA MACHINE, TURCK, UNIPULSE, UNITRONICS, VIGOR, WAGO, XINJE, YAMAHA, Yaskawa Electric, Yokogawa Electric, MODBUS, Barcode Reader, Slave Communication Function, Universal Serial Communication	2212NE
V9 Series Hardware Specifications	Explains hardware specifications and precautions when handling the V9 series.	2023NE

For details on devices including PLCs, inverters, and temperature controllers, refer to the manual for each device.

Notes:

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- 2. The information in this manual is subject to change without prior notice.
- 3. Windows and Excel are registered trademarks of Microsoft Corporation in the United States and other countries.
- 4. All other company names or product names are trademarks or registered trademarks of their respective holders.
- 5. This manual is intended to give accurate information about MONITOUCH hardware. If you have any questions, please contact your local distributor.

Notes on Safe Usage of MONITOUCH

In this manual, you will find various notes categorized under the following levels with the signal words "DANGER" and "CAUTION".

DANGER Indicates an imminently hazardous situation which, if not avoided, will result in death or serious injury.

CAUTION Indicates a <u>potentially hazardous situation which</u>, if not avoided, may result in minor or moderate injury and could cause property damage.

Note that there is a possibility that items listed with **CAUTION** may have serious ramifications.



- Never use the output signal of the V9 series for operations that may threaten human life or damage the system, such as signals used in case of emergency. Please design the system so that it can cope with a touch switch malfunction. A touch switch malfunction may result in machine accidents or damage.
- Turn off the power supply when you set up the unit, connect new cables, or perform maintenance or inspections. Otherwise, electrical shock or damage may occur.
- Never touch any terminals while the power is on. Otherwise, electrical shock may occur.
- You must cover the terminals on the unit before turning the power on and operating the unit. Otherwise, electrical shock may occur.
 The liquid crystal in the LCD panel is a hazardous substance. If the LCD panel is damaged, do not ingest the leaked liquid crystal. If leaked liquid crystal makes contact with skin or clothing, wash it away with soap and water.
- Never disassemble, recharge, deform by pressure, short-circuit, reverse the polarity of the lithium battery, nor dispose of the lithium battery in fire. Failure to follow these conditions will lead to explosion or ignition.
- Never use a lithium battery that is deformed, leaking, or shows any other signs of abnormality. Failure to follow these conditions will lead to explosion or ignition.
- The power lamp flashes when the backlight has reached the end of its service life or when the backlight is faulty. Note that the switches on the screen remain operable when this occurs. Do not touch the screen when the screen becomes dark and the power lamp is flashing. Otherwise, a malfunction may occur and result in machine accidents or damage.

•	Check the appearance of the unit when it is unpacked. Do not use the unit if any damage or deformation is found. Failure to do so may lead to fire, damage, or malfunction.
•	For use in a facility or as part of a system related to nuclear energy, aerospace, medical, traffic equipment, or mobile installations, please consult your local distributor.
•	Operate (or store) the V9 series under the conditions indicated in this manual and related manuals. Failure to do so could cause fire, malfunction, physical damage, or deterioration.
•	Observe the following environmental restrictions on use and storage of the unit. Otherwise, fire or damage to the unit may result.
	- Avoid locations where there is a possibility that water, corrosive gas, flammable gas, solvents, grinding fluids, or cutting oil can come into contact with the unit.
	- Avoid high temperatures, high humidity, and outside weather conditions, such as wind, rain, or direct sunlight.
	- Avoid locations where excessive dust, salt, and metallic particles are present.
•	Avoid installing the unit in a location where vibrations or physical shocks may be transmitted.
•	Equipment must be correctly mounted so that the main terminal of the V9 series will not be touched inadvertently. Otherwise, an accident or electric shock may occur.
•	Tighten the mounting screw on the fixtures of the V9 series to an equal torque of 0.6 N·m.
•	Excessive tightening may distort the panel surface. Loose mounting screws may cause the unit to fall down, malfunction, or short-circuit.

- Check periodically that terminal screws on the power supply terminal block and fixtures are firmly tightened. Loosened screws or nuts may result in fire or malfunction.
- Tighten the terminal screws on the power supply terminal block of the V9 series to an equal torque of 7.1 to 8.8 inch-lbf (0.8 to 1.0 N·m). Improper tightening of screws may result in fire, malfunction, or other serious trouble.
- The V9 series has a glass screen. Do not drop the unit or impart physical shocks to the unit. Otherwise, the screen may be damaged.
 Correctly connect cables to the terminals of the V9 series in accordance with the specified voltage and wattage. Overvoltage,
- overwattage, or incorrect cable connection could cause fire, malfunction, or damage to the unit.
- Always ground the V9 series. The FG terminal must be used exclusively for the V9 series with the level of grounding resistance less than 100 Ω . Otherwise, electric shock or a fire may occur.
- Prevent any conductive particles from entering the V9 series. Failure to do so may lead to fire, damage, or malfunction.
- After wiring is finished, remove the paper used as a dust cover before starting operation of the V9 series. Operation with the dust cover attached may result in accidents, fire, malfunction, or other trouble.

- Do not attempt to repair the V9 series yourself. Contact Hakko Electronics or the designated contractor for repairs.
- Do not repair, disassemble, or modify the V9 series. Hakko Electronics Co., Ltd. is not responsible for any damages resulting from repair, disassembly, or modification of the unit that was performed by an unauthorized person.
- Do not use sharp-pointed tools to press touch switches. Doing so may damage the display unit.
- Only experts are authorized to set up the unit, connect cables, and perform maintenance and inspection.
- Lithium batteries contain combustible material such as lithium and organic solvents. Mishandling may cause heat, explosion, or ignition resulting in fire or injury. Read the related manuals carefully and correctly handle the lithium battery as instructed.
- Do not press two or more positions on the screen at the same time. If two or more positions are pressed at the same time, the switch located between the pressed positions may be activated.
- Take safety precautions during operations such as changing settings when the unit is running, forced output, and starting and stopping the unit. Any misoperations may cause unexpected machine movement, resulting in machine accidents or damage.
- In facilities where the failure of the V9 series could lead to accidents that threaten human life or other serious damage, be sure that such facilities are equipped with adequate safeguards.
- When disposing of the V9 series, it must be treated as industrial waste.
- Before touching the V9 series, discharge static electricity from your body by touching grounded metal. Excessive static electricity may cause malfunction or trouble.
- Insert an SD card into the unit in the same orientation as pictured on the unit. Failure to do so may damage the SD card or the slot on the unit.
- The SD card access LED flashes red when the SD card is being accessed. Never remove the SD card or turn off power to the unit while the LED is flashing. Doing so may destroy the data on the SD card. Check that the LED has turned off before removing the SD card or turning off the power to the unit.

[General Notes]

- Never bundle control cables or input/output cables with high-voltage and large-current carrying cables such as power supply cables. Keep control cables and input/output cables at least 200 mm away from high-voltage and large-current carrying cables. Otherwise, malfunction may occur due to noise.
- When using the V9 series in an environment where a source of high-frequency noise is present, it is recommended that the FG shielded cable (communication cable) be grounded at each end. However, when communication is unstable, select between grounding one or both ends, as permitted by the usage environment.
- Be sure to plug connectors and sockets of the V9 series in the correct orientation. Failure to do so may lead to damage or malfunction.
- If a LAN cable is inserted into the MJ1 or MJ2 connector, the device on the other end may be damaged. Check the connector names on the unit and insert cables into the correct connectors.
- Do not use thinners for cleaning because it may discolor the V9 series surface. Use commercially available alcohol.
- If a data receive error occurs when the V9 series unit and a counterpart unit (PLC, temperature controller, etc.) are started at the same time, read the manual of the counterpart unit to correctly resolve the error.
- Avoid discharging static electricity on the mounting panel of the V9 series. Static charge can damage the unit and cause malfunctions. Discharging static electricity on the mounting panel may cause malfunction to occur due to noise.
- Avoid prolonged display of any fixed pattern. Due to the characteristic of liquid crystal displays, an afterimage may occur. If prolonged display of a fixed pattern is expected, use the backlight's auto OFF function.
- The V9 series is identified as a class-A product in industrial environments. In the case of use in a domestic environment, the unit is likely to cause electromagnetic interference. Preventive measures should thereby be taken appropriately.

[Notes on the LCD]

Note that the following conditions may occur under normal circumstances.

- The response time, brightness, and colors of the V9 series may be affected by the ambient temperature.
- Tiny spots (dark or luminescent) may appear on the display due to the characteristics of liquid crystal.
- There are variations in brightness and color between units.

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1.1 Models and Screen Resolution

The screen resolution differs between MONITOUCH models.



Series Name	Model	Inches	Resolution	Touch Switch Type
VQ Advanced	V9101iWR	10.1 Model	1024×600 (WSVGA)	Capacitanco
V9 Auvanceu	V9071iWR	7.0 Model	800 × 480 (WVGA)	Capacitance
	V9150iX	15.0 Model	1024 × 768 (XGA)	
VQ Standard	V9120iS	12.1 Model	800 × 600 (SVGA)	
v9 Stanuaru	V9100iS	10.4 Model		
	V9080iS	8.4 Model		Analog resistance film
	V9100iC	10.4 Model		
V9 Lite	V9080iC	8.4 Model	640 × 480 (VGA)	
	V9060iT	5.7 Model		

1.2 Screen Program Structure

The screen program file for MONITOUCH is structured based on an area referred to as a "screen".

The "screen" is the area for placing various parts and graphic items.

In addition, items such as data and graphics which change over time and that cannot be placed on a screen can be registered to a separate area and then combined for display on MONITOUCH.



* A maximum of 4,000 screens numbered between 0000 and 9999 can be registered per file.



1.3 V-SFT Ver. 6 Configuration Software Layout

1.3.1 Application Button

This button is used to set the menu display language of the editor and the font of text registered in item setting windows and message registration screens.

😫 🔚	<mark>ଲ</mark> ୬ (Screen [0] E	dit (MEN
File	Home	Parts	Edit	View	Screen Setting	Transfer	System Setting

1.3.2 Quick Access Toolbar

_		1. 2.	3. 4.	5. 6							
		🖹 🔚	H 9						Screen [0] I	Edit (MEN
	1	File	Home	Part	s Ed	lit View	Screen	Setting	Transfer	System	Setting
		۹ 🙆						789	INN -		
		Item					Des	cription			
1.	New			Creat	e a new sci	reen program fi	e.				
2.	Open			Oper	an existing	g screen progra	m file.				
3.	Save			Save	the screen	program.					
4.	Undo			Undo	the last op	peration.					
5.	Redo			Redo	the operat	tion that was un	done using th	e [Undo] k	outton.		
6.	Customize	Quick Acc	cess Toolb	ar Selec	t the menu	ı items to displa	y on the quick	access to	olbar.		

1.3.3 Ribbon Menu

Solution (1) So	≂ Screen [0] Edit (MENU) - V Series Editor for Windows Version 6.00 [C:¥DATA									
File Home I	Parts Edit View Screen Setting Transfer System Setting Tool Help									
Registration Item * Jump Screen	Overlap Switch Lamp Data Entry Trend Alarm Time Display* Display* The Display* Parts Graphic									
Catalog										
Item	Description									
File	- Perform operations including new file creation, printing, storage manager startup, file comparison, component parts editing, and property configuration.									
Home	Register registration items, switch between the screen for editing, and place primary parts and items.									
Parts	Place parts and items.									
Edit	Perform helpful operations during editing including copying, cutting, pasting, grouping, placement, and arrangement.									
View	Change the state of switches and lamps, switch between multiple languages, show/hide each view window, configure grid display settings, configure display environment settings, and set the magnification.									
Screen Setting	Configure the screen background color and macros, function switches, and function item settings.									
Transfer	Transfer screen programs and execute the simulation function.									
System Setting	Select the model for editing and configure unit settings, communication settings, and function settings common to all screens.									
Tool	Execute helpful functions including error checking, search, and batch device memory change.									
Help	Refer to manuals and check version information.									

1.3.4 Item Settings Window

This window is displayed by double-clicking on a placed item. The settings of parts can be checked and changed.

		Switch	X
Style A Char. Prop.	No. of Patterns	Area Setting Select from catalogs Type Select Color Select	×
Output Device	<u>Others</u> ≫ ☐ Use lamp function	Select from image files	
Interlock)		
Preview Display	Comm SW_00000	Language 1 : English/West 👻	Finish Cancel

Types of View Windows

Item	Description
Project view window	Check the screen program structure and settings.
Catalog view window	Check the type of parts placed on a screen. The displayed parts can be selected and arranged by dragging with the mouse.
Item list view window	Check the items placed on screens and overlaps in a list.
Function item view window	Configure and check items that do have an area on the screen (such as audio, macro modes, and interval timer macros).

Project view window

Double-click on items to check and change their settings.

Example: Hardware settings



Example: Screen



Catalog view window

Use this view window when placing parts. Choose parts and place them on the screen.



Item list view window

This view window displays a list of items placed on the screen.

To change the settings of items that are difficult to locate or select, use this window to easily select the item for changing.

m 💌	Coordinates	Text	Y	Device	Ŧ	Function	¥.	
Round Chamfering	(101, 53)-(581, 76)							
aPicture	(215,175)-(360,272)							
Switch	(42,500)-(164, 66)	Switch/Lamp				Screen:1		
Switch	(226,500)-(164, 66)	Data Display/ Entry Mode				Screen:2		
Switch	(410,500)-(164, 66)	Alarm History				Screen:3		
Switch	(594,500)-(164, 66)	Real Time Alarming				Screen:4		
e _c Text	(279,120)	MONITOUCH						

Function item view window

Configure and check items that do have an area on the screen (such as audio, animations, macro modes, and interval timer macros).



Display Method

Use [View] on the ribbon menu to select and display the respective view window.

	🖹 📛	<mark> </mark> ୬ ୧) = s	creen	[0] Edit (MENU	J) - V S	eries Editor I	for Wi	indows Versio	on 6.00 [C:¥DA	ATA¥sample.\	/9] V910)* i S (800	x 600)
1	File	Home	Parts	Edit	View	Screen Sei	tting	Transfer	Syst	em Setting	Tool	Help				
0	FF *			Project	Functio	n Item	HTT	Grid		- Ty	🗌 Devi	ce	Message	• •		47
21	: English/V	Vestern Eu	- 💷 (Catalog	🔛 Compo	nent Device	Crid	ON Grid		Dicplay	IDN0	o.	Security			Bodro
			<u>;;;</u> I	tem List	🔝 Compo	nent Text	Setting	y 📃 Point Se	arch	Environment	Cent	er Line	य Overlap	100%	*	Reura
	Display C	hange			View			Grid		C	isplay En	vironme	ent	Z	oom	Redra

Movement Method

Displayed view windows can be moved in the editor.

Double-click on the title bar of a view window or drag the title bar and move it to another position to change the window to the floating state.



	File Ho	me	Parts	Edit	View	Screen Setti	ng	Transfe	•	Syst	em Se	lting		Tool	H	lelp			
New	Save	Print	Prin Prin	nt Curren	v t Window	Storage Manager	Com	paring		New	2	Jpen Nodif;	P	Tope	nty Lai Se	ngua tting	ge •		
/ 000	File			Print		Storage	File Mai	nagemer	nt i	Comp	onen	Parts		_	Othe	r		_	
	Screen [0] Ed	it () >	<								_							
			Projec	t View			×												
			Syst	em Settin	g		•												
			Sel	ect Optional Contract	on Settina														
				Hardy	ware Sett	ina													
				Ether	net Comr	nunication													
				, Alarm	n Server														
				Add/D	elete Oth	er Settings													
							_												
			Sel	ect Option	on														
				Scree	en		۲												
	 			Messi	age		۲	_											
				Overl	ap Librar	y	۲												
				Macro	o Block		•												
			1	Tag D	Database		_												
				Add/D	elete Othe	er Settings													
			Deta	il			*												
			_																

Docking Method

Double-click on the title bar of a view window or drag the title bar and move it to dock the window in the editor.



1.4 Device Memory Specification Method

There are three methods for specifying device memory such as PLC device memory and internal device memory. Select a method that facilitates configuration.

1.4.1 Changing the Specification Method

Right-click at the following location on a device memory setting to show the display selection menu for device memory. The specification method can be changed by selecting the desired display type.



1.4.2 Device Memory Display Types and Specification Methods

Normal Display

Clicking on a device memory setting item displays the [Device Input] window. Specify the device memory in this window.



Normal Display (No Dialog)

Directly specify the device memory using the device memory settings item. The [Device Input] window is not displayed.



Simple Display

A red keypad icon is displayed next to the device memory settings item. Clicking on the keypad icon displays the [Device Input] window. Specify the device memory in this window.

内部 → \$u00100	Device Input Internal
Click	Type \$u 00100 PLC1 \$u 00100 Internal v v 0 v 0 1 1 5 6 D 0 v 1 2 3 8 0 v 0 v 0 1 2 3 8 0 v 0 v 0 c 0 C 0

2 Screen Creation

2.1 Overview of Screen Creation

2.1 Overview of Screen Creation

Screens are created using the following configuration in this manual.

Edit Model

V9100iS (800 x 600 pixels)

Connected Devices

PLC1: MITSUBISHI ELECTRIC QnU series CPU Connection port: CN1

PLC2 to 8: Not used.

Screen Configuration

Create the following five screens and two overlap libraries.

Screen

• Screen 0

		-		MON I TOUCH		 1			
				series 💙 🚵 🚥					

• Screen 2

	Da	ta	D	isp	la	iy/	En	tr	y	Mo	de	
D200	+123	45	D205	+1234	5	D210	FFFFF		D215	ABC	DEFGHIJ	
D201	+123	45	D206	+1234	5	D211	FFFFF					
D202	+123	45	D207	+1234	5	D212	FFFFF					
D203	S 12	845	D208	+1234	.5	D213	FFFFF					
D204	F1 (2)	84S .	D209	+1234	.5	D214	FFFFF					
												Return

• Screen 4





• Screen 3



Overlap

• Overlap library 0



• Overlap library 1

0		-1234. -1234. -1234.							
D	E	F	UP						
A	В	с	DW						
7	8	9	+/-						
4	5	6	•						
1	2	3	CLR						
)	Ent	er						

3 Initial Settings

- 3.1 Procedure for Creating a New File
- 3.2 Edit Model Selection
- 3.3 Hardware Settings
 - 3.3.1 PLC Property Settings
 - 3.3.2 Control Area Settings
- 3.4 Font Settings

3.1 Procedure for Creating a New File

- 1. Start V-SFT version 6.
- 2. Click [New].

		New Newly creates data file.	s a screen	or	
3.	The [Edit Mode Select the mode For the example [Edit Model [Installation [Size]: [Color]:	l Selection] wind el for editing and e in this manual, l]: V9100iS n]: Landscape 800 × 600 32K-Color v	ow is displa I click [OK]. use the folk v/ blinking	yed. owing settings.	
				Edit Model Selection	•

 The [PLC1 Connection Device Selection] window is displayed. Select the PLC model and connection port and click [Finish]. For the example in this manual, use the following settings.

or the example in this m	anual,
[Connected Device]:	PLC
[Maker]:	MITS
[Model]:	QnU
[Target Port No.]:	CN1

PLC	
MITSUBISHI ELECTRIC	
QnU series CPU	
CN1	

PLC1 Connection	Device Selection
Connected Device	PLC •
Maker	MITSUBISHI ELECTRIC
Model	QnU series CPU 🔹
Target Port No.	CN1 -
	Recent Devices >
	Finish Cancel

OK Cancel

The hardware settings and PLC properties are displayed.
 Configure the communication settings in the PLC properties window and then close the PLC properties.

		Hardware Setting	
Close(C)		PLC1 Properties MITSUBISHI ELECTRIC QnU series CPU	Close
PLC2 PLC3 PLC3 PLC4 PLC4 PLC5 PLC6 PLC6 PLC6 PLC6 PLC6 PLC6 PLC6 PLC6	PLC1 MITSUBISHI EL QrJJ series CPU	Communication Setting Connection Mode 1:1 Signal Level RC-282C Baud Rate 115K BFS Data Length 8-Bit Stop Bit 1-Bit Perity Odd Retrials 3 Time-out Time(*10msec) 50 Send Delay Time(*nsec) 0 Start Time(*sec) 0 Code DEC Text Process LSB->MSB Comm. Error Handling Stop Detail Priority 1 System device(\$s) V7 Compatible None Target Settings Use Connection Check: Device None	
Edit Model	Control Area		
•	Þ		

6. Click [Control Area] and configure the following settings.

[Displaying Screen Device]: PLC1 device memory D00000 [Initial Screen]: 0 Edit Mode Suzzer Backlight Local Port IP Address 0 Local Mode Control Are Control Area Settings Scr Displaying Screen Device PLC1 🕀 D 🔹 00000 • 0 -2 9999 Initial Screen 0 📃 Use a screen displaying device Control Device PLC1 ▼ 0 <u>*</u> D **v** 00001

🔄 Info. Output Device

PLC1

▼ 0 ÷ D

- 00002

 Click the [Close] button to close the [Hardware Setting] window. The [Screen [0] Edit] tab window is displayed.

tir)																		
				_											_	_	_	
	Screen [0] E	dit ()	×	 			 	 	 		 	 					
				_	 _	_	 _	 1	 _	 	_	 		-	 1			
1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 -																		
· · ·																		
															L			
															Γ.			
															Γ.			
															And in case of the local division of the loc			

8. Click [System Setting] \rightarrow [Multi-language Setting]. The [Font Setting] window is displayed.

		🖹 📛	<mark> </mark>) Ŧ	Screen [0]	Edit () - ۱	/ Series E	ditor fo	r Windov	vs Vers	ion 6.00 [No Title	e.V9] V910* i S (800 x 600) 32K-Color w/
	1	File	Home	Parts	Edit Vie	w Screen Setting	Transf	er	System Se	ting	Tool	Help	
	Ed	it Model ulti-langu nit Setting	Selection lage Setting	Hardware	Device	Ethernet	Global	Alarm	Logging	Recipe	5cheduler	Other	Macro Setting C Date and Time Display Setting T Japanese Conversion Function Setting
I		Unit Set	tting		Communicati	on Setting			Commor	Settin	9		Setting

9. Set the font from the [Setting] button and click [OK] to close the window.

ont Setting	×	
Ant Setting Font Transfer Font Setting Export / Import Interface Language Interface Langu	Setting.	Language 1 TrueType font English/Western Europe Gothic TTF Upportees Choic TTF Upportees Times TTF English/Western Europe Times TTF Chrines (Traditional) TTF Chrines (Traditional) TTF Chrines (Traditional) TTF Control Effect TTF Control Effect TTF Greek TTF Turkish TTF Bahic TTF
	OK Cancel	

This completes the settings required to create a new screen program.

3.2 Edit Model Selection

Select the MONITOUCH model for editing.



Item	Description
Edit Model	Select a model.
Installation	Select the installation direction of the MONITOUCH.
Size	Display resolutions for the selected model are displayed.
Color	Select the number of display colors.

3.3 Hardware Settings

Configure the settings of the V9 series unit and the settings of devices that connect to the V9 series unit.



	Item	Description
1.	PLC Setting	Set the device (PLC/temperature controller/servo/inverter/barcode reader etc.) for connection to PLC1 to PLC8.
2.	Connection diagram	Displays the devices configured for connection. Devices and communication settings can be changed.
3.	PLC Setting/Other Devices toggle	Switch the display between PLC settings and other settings. The display changes each time the button is clicked.
4.	Unit settings	Configure the settings of the V9 series unit.

For details on hardware settings, refer to the V9 Series Connection Manual.

3.3.1 PLC Property Settings

Configure the settings of PLCs connected to the V9 series unit. Match the communication settings with the settings on the relevant PLC.

Communication Setting		
Connection Mode	1:1	
Signal Level	RS-232C	
Baud Rate	115K BPS	
Data Length	8-Bit	
Stop Bit	1-Bit	
Parity	Odd	
Retrials	3	
Time-out Time(*10msec)	50	
Send Delay Time(*msec)	0	
Start Time(*sec)	0	
Code	DEC	
Text Process	LSB->MSB	
Comm. Error Handling	Stop	
🗉 Detail		
Priority	1	
System device(\$s) V7 Compatible	None	
Target Settings		
Use Connection Check Device	None	

For details on PLC property settings, refer to the V9 Series Connection Manual.

3.3.2 Control Area Settings

Specify the device memory to use for switching screens by commands from a connected device. The initial screen displayed at V9 series unit startup is also set here.

Control Area Settings					×
Screen					
Displaying Screen Device	PLC1	• 0	≜ ▼ D	▼ 00000 🚖	
Initial Screen	0	2 / 999	9		
	📃 Use a sc	reen displa	aying devid	ce	
Control Device	PLC1	-	D	v 00001	
Info. Output Device	PLC1	-	≜ ▼ D	v 00002	
Calendar Setting					
PLC Selection	PLC1	•			
📃 Calendar Read Device	PLC1	-	÷ D	▼ 00003-00 🛓	
Calendar Information Output	Device				
	PLC1	-	÷ D	▼ 00003-01 🔶	
<< Other Settings					
Watchdog Device	PLC1	-	÷ D	♥ 00004	
Answer-back Device	PLC1	-	÷ D	v 00005	
📃 Calendar Device	Internal	-	⇒ \$u	→ 16330 🔶	
	-\$u16335				
				ОК	Cancel

	Item	Description
	Displaying Screen Device	The device memory used when switching screens using an external command. When the screen number to show is specified, the display switches to the corresponding screen. If a screen was switched using an internal switch, the current display screen number is stored in this device memory.
Screen	Initial Screen	Set the screen number to display at startup. If the [Use a screen displaying device] checkbox is selected, the screen number set for [Displaying Screen Device] is displayed as the initial screen.
	Control Device	For more information, refer to the V9 Series Reference Manual.
	Info. Output Device	
	PLC Selection	This setting is available when the internal clock of the V9 series unit is not used. Calendar data is read from the selected device (PLC1 to PLC8).
Calendar Setting	Calendar Read Device	Calendar data is read from the PLC when this bit is set to ON.
	Calendar Information Output Device	The state of the device memory for calendar reading output automatically.

	Watchdog Device	When data is saved in this area, the same data is written to the [Answer-back Device] after the							
	Answer-back Device	 screen is displayed. By utilizing this function, these bits can be used for watch dog monitoring or display scanning. * For more information, refer to the V9 Series Connection Manual. 							
		This setting is available when the internal clock of the V9 series unit is not used. This bit should be used differently depending on whether the connected PLC is equipped with a calendar function.							
Other Settings	Calendar Device	 When connecting to a PLC with a calendar function When calendar data in the PLC is updated, it can forcibly be read by setting this bit to ON (0 → 1). In addition to updating calendar data using this bit, calendar data in the PLC is automatically read and updated at the following times. Power ON STOP → RUN When the date changes (00:00:00 AM) 							
		 When connecting to a PLC without a calendar function Set a tentative calendar data area using [Calendar Device] under [Other Settings] in the [Control Area Settings] window, and set calendar data by setting this bit to ON. 							

3.4 Font Settings

Select the display languages to use on the V9 series unit. When creating a multi-language screen program, set the number of languages and the language for display in this window.

ont Setting	-
Font Transfer Font Setting Export / Import	
hterfana Language	
siteriace caliguage	
Font Type	
TrueType font	
Display Font	
Language 1 : English/Western Europe Gothic TTF	Setting
Initial Interface Language	
	OK Canad
	Lancei

Item	Description
Interface Language	Set the number of languages for display.
Initial Interface Language	Select the language to be displayed at startup.
Font Type	Select the type of font to use.
Display Font	Use the [Setting] button to select the display font of languages 1 to 16.

MEMO





4 Creating Menu Screens

- 4.1 Screen Example
- 4.2 Creation Procedure
 - 4.2.1 Registering Screen Comments and Changing the Background Color
 - 4.2.2 Creating a Rectangle
 - 4.2.3 Creating Text
 - 4.2.4 Pasting Image Files
 - 4.2.5 Creating Switches for Changing Screens
 - 4.2.6 Moving and Aligning Items
 - 4.2.7 Saving the File
- 4.3 Checking Unit Operation
 - 4.3.1 Error Display

4.1 Screen Example

Create a menu screen using the drawing tool and switches.



4.2 Creation Procedure

4.2.1 Registering Screen Comments and Changing the Background Color

1. Click [Screen Setting] \rightarrow [Screen Setting]. The [Screen Setting] window is displayed.

🔬 🗅 🚍 🚽 🔿 🔇	≂ Screen [0] Edit () - V Series	Editor for Windows Vers	ion 6.00 [No Title.	
File Home	Parts Edit View	Screen Setting Tr	ansfer System Setting	Tool Help	
Close Macro Screen Setting Cycle Macro Screen Setting	Local Function Switch Setting Function Switch	Macro Interval Timer Function			
	Screen Setting	Others PLC Device	Transfer Unhide		
	Screen No.				
	Back Color	Ag	ply to all screens.		
	Switch Output	00msec Ag	ply to all screens.		
	Security Level	2-output			
				OK E	Cancel

2. Register a screen comment at [Comment] on the [Main] tab.

Screen Setting	×
Main Scroll Entry Others PLC Device Transfer Unhide	1
Screen No.	
Comment	
Back Color	
Back Color Apply to all screens.	
Receive Slice Level	
Apply to all screens.	
Switch Output	
I-Output	
Security Level	
	OK Cancel

3. Click the [Back Color] button on the [Main] tab. A drop-down list for color selection is displayed. Select the desired background color.

Screen Setting	1	Screen Setting
Main Scroll Entry Others PLC Device Transfer Unhide		Main Scroll Entry Others PLC Device Transfer Unhide
Screen No.		-Screen No.
Comment MENU		- Comment
Back Color Apply to all screens.		Back Color Apply to all screens.
Peccive Slice Level 0		Re Color Selected Last
Switch Output © 1-Output © 2-Output		-Sv
Security Level		Se Custom Color
OK Cancel		Special OK Cancel

4. The selected color is displayed on the icon. Clicking [OK] changes the background color.

reen Setting	
Main Scroll Entry Others PLC Device Transfer Unhide	
Screen No.	
Comment	
Back Color Back Color	
Receive Slice Level 0 *100msec Apply to all screens.	
Switch Output I-Output 2-Output 	
Security Level	
	OK ++2/2/

Click [Custom Color] to select The [Custom Color] window is	a color that is not shown in th s displayed.	e drop-down list.	
(Color Selected Last	Custom Color	

4.2.2 Creating a Rectangle

 Click [Home] → [Shape] → [Rectangle] → [Round Chamfering]. The mouse cursor changes to a crosshair.



- 2. Drag from the start point to the end point on screen using the mouse. This draws a rectangle.
- 3. Set the style in the item view window.



4.2.3 Creating Text

1. Click [Home] \rightarrow [Text] \rightarrow [Text]. The mouse cursor changes to a crosshair.



4. Click a location on the screen other than the text to accept the text entry.

(COM)	riter f		Parts		CONE		new		seree	en 50		2	110	isier	D	Syst	ent S		9	100		-	ην.							 	2.91
egistrati	on Sk	p Scre	n C	Overla	p Sw	itch	Lam	p	Data	•	Enti		Trend	Ala	ري س	Tir) ne	s	1 hape	Te	xt	Patte	m								
Item *	Screen	np List		*				D	ispla	y.≁ Pari	*					Displ	ay -		*	Grap	ohic	*									
式 s	creen [0] I	dit (ME	NU)	×																										
																					÷.			Ċ.							
· 📻				_		_		_			_							-	_	_						_					
			<u>(</u>											1.1]							
									MON	I TO	UCH																				
			· ·						-					i -																	
			-		-			-		-	_	-		1	_	-	-	-		_	-		-	 _							
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1 B																															
· •																															
1																															
		III		_											_		_											_	_		

5. Click the text to display its item view window. Change the text color and text size properties.



4.2.4 Pasting Image Files

Corporate logos and machine image data can be imported as picture parts and placed on the screen.

Importable image files	 Bitmap files (*.bmp) JPEG files (*.jpg / *.jpeg) PNG files (*.png) GIF files (*.gif)
------------------------	---

1. Click [Home] \rightarrow [Pattern] \rightarrow [Picture].

The [Open Image File] window is displayed.



2. Select the file to load and click [Open].


3. Place the image on the screen.



4.2.5 Creating Switches for Changing Screens

1. Click [Home] \rightarrow [Switch] and place a switch.



2. Adjust the size of the placed switch.

The clicked switch displays handles that can be dragged with the mouse to adjust size and shape.





- 3. Double-click on the switch to display the settings window and configure settings.
 - Style
 - Set the ON/OFF colors of the switch.

	Switch	x
Char. Prop. Char. Prop. Output Device	No. of Patterns I /128 OFF ON Area Settine Select from catalogs Type Select Color Select from image files Others >> Use lamp function	()
Preview Display Comm	SW_00000	Finish Cancel
_		
Pattern	Color	

Pattern	Color
OFF	Blue
ON	Dark blue

• Char. Prop.

Set the text displayed on the switch.

	OFF ON	Text
Style Char. Prop.		Switch/Lamp
Output Device	SWITCH/Lamp	Color A Style B S Z A A
Function		Rotation + Direction
Transition		Use Windows fonts
	E E E E Copy only characters Set line spacing Use the same style for all patterns Auto-adjust the size according to the style Retain the coordinates when changing character string	off - on 👔 👘 /1
Other Settings 👻		

Item	Description	Settings
Text	Register the text to be displayed on the switch.	Switch/lamp
Color Style Point Rotation + Direction Use Windows fonts	Set properties including text color, style, and text size.	-

• Function

Set the function to perform when the switch is pressed.

Function Function Function Function Transition Switch to No 0 : MENU Display Format Display Format Display Format				Switch	1	i i i i i i i i i i i i i i i i i i i
Function Function Transition U: MENU D: MENU	Style Char. Prop. Output Device	Function Standard Screen Change-over Hard Copy Overlap Control Return Word Operation Language changeover Explanation The screen of the spec	Di Di	splay All		
	Function Transition	Switch to	No 1 2/9999		Display Format List View	T

Item	Description	Settings
Function	Select a function.	Screen Change-over
Switch to No.	Specify the destination screen to switch to.	1

• Transition

This setting is available when the switch's function is "Screen Change-over". Add a transition effect when switching between screens.

		Switch		
Char. Prop.	ScreenB	Transition Type Switching Direction Time	Siide In Right • 5 •	*100ms
Function Transition				
Other Settings 👻				
Preview Display C	omm SW_00000			Finish Cancel

Item	Description	Settings
Transition Type	Select the type of effect when the screen is switched.	Slide In
Switching Direction	Select the switching direction when using the slide in effect.	Right
Time	Set the duration of the switching operation.	$5 \times 100 \text{ msec}$

4. When the settings are complete, click [Finish] to close the item settings window.

			Sw	vitch			x
Char. Prop. Char. Prop. Char. Prop. Coutput Device Function Transition	Scr	reenB	Sw	Itch Transition Type Switching Direction Time	Side in Right	*100ms	×
Other Settings 👻 Preview Display	Comm 5W 00000					Finish	Cancel

5. Copy the switch.

With the switch selected (handles displayed), click [Edit] \rightarrow [Copy].



6. Paste the switch copied in step 5.

 $\mathsf{Click}\;\mathsf{[Edit]}\to\mathsf{[Paste]}$ to place one more switch on the screen.



7. Repeat steps 5 and 6 until there are a total of four switches on the screen.



8. Arrange the created switches as shown below.



9. Change the properties and destination screen numbers of the three copied switches as shown below.

	Switch/Lamp Data Dir Entry	splay/ Mode	Alarm History	Real Time Alarming	
•	Text: Data Display/Entry Mode Screen No.: 2		Text: Alarm History Screen No.: 3	Text: Real Time Ala Screen No.: 3	rming
		• •	742:139	100% 😇 —— 🖓 —	

4.2.6 Moving and Aligning Items

Move

- 1. Click on a part. Handles are shown around the part.
- 2. With the mouse cursor displaying a move icon, drag the part to another position.





Enlarging and Reducing Part Size

- 1. Click on a part. Handles are shown around the part.
- 2. Place the mouse cursor over a handle. The mouse cursor changes to a \leftrightarrow cursor.
- 3. Drag the handle with the \leftrightarrow mouse cursor.





Aligning Parts and Matching Size

Align the positions and match the sizes of multiple parts at once.

- 1. Select the parts for alignment. Handles are shown around the parts.
- 2. Hold down the [Ctrl] key and click a part to change the reference part. The handle color of the clicked part changes to indicate that the part is specified as the reference part.



3. Align the positions of the parts with [Edit] \rightarrow [Place/Arrangement/Put All in Same Size].



Example: Left End





4.2.7 Saving the File

Saving as a New File

1. Click [File] \rightarrow [Save As].



2. The [Save screen program as] window is displayed. Enter the desired filename and click [Save].

🏂 Save screen program as			
😋 🔾 🗢 🕌 🕨 DATA		✓ ← Search DATA	ر
Organize 👻 New folder)II • 🕡
★ Favorites ■ Desktop B Downloads S Recent Places	Date modified Typ No items match your search.	e Size	
Constant Sector			
File name: sample			
Save as type: *.V9			•
Hide Folders		Save	Cancel

4.3 Checking Unit Operation

Screen data is displayed when the V9 series unit and PLC are connected correctly. Check that the unit operates properly.



4.3.1 Error Display

Communication Error - Timeout



Communication is not being performed correctly. Probable causes are:

- The model selected for the screen program in the [Hardware Setting] window differs from the actual connected model.
- The communication parameters of the V9 series unit and the PLC do not match.
- The communication cable is not connected correctly or disconnected.

MEMO





5 Creating Switch and Lamp Screens

5.1 Screen Example

5.2 Creation Procedure

- 5.2.1 Creating a New Screen
- 5.2.2 Registering Screen Comments and
- Changing the Background Color
- 5.2.3 Creating Switches
- 5.2.4 Creating Lamps 5.2.5 Creating a Three
- 5.2.5Creating a Three-Pattern Lamp5.2.6Procedure for Changing Parts
- 5.2.7 Placing Text and a Return Switch

5.3 Checking Unit Operation

- 5.3.1 Screen Change-over
- 5.3.2 Switch Output and Lamp Display

5.1 Screen Example

Create the following example screen that uses switch output to turn lamps on and off and changes to another screen using a switch.



5.2 Creation Procedure

5.2.1 Creating a New Screen

Click [Home] \rightarrow [Next Screen] icon to display the [Screen [1] Edit] window.

File Hon	<mark>) (*)</mark> ≑ S	Goreen [0] E Edit	Edit (View	MEN Screen Se	U) - V S	Series Ed Transfe	itor for Wi	ndows Ve	ersion 6.(Too	00 [C:¥DA	TA				
tration m * Jump	Screen List	erlap Switch	Lamp	123 Data Display *	Entry	Trend A	larm Tim Displa	ie ay *	pe Tex	Pattern					
Screen				Part	5				Grap	nic					
f	Screen [1]	Edit () ×												
] · ·	
<u> </u>															
														· ·	
														· ·	
1 - 1														• •	
· · ·														• •	
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<u> </u>														· .	
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· ·															
4		111													

5.2.2 Registering Screen Comments and Changing the Background Color

1. Click [Screen Setting] \rightarrow [Screen Setting]. The [Screen Setting] window is displayed.

🙀 💄 📛 📙 🥠 💿 🔻 Screen [1] Edit) - V Sei	ries Editor for	Windows Version		
File Home Parts Edit View	Screen Setting	Transfer	System Setting		
Close Macro Creen Cycle Macro Cycle Macro Cycle Macro	nimation Macro Inte	erval ner	-		
Screen Setting Function Switch	Function				
Screen Setting					×
Main Scroll Entry	Others PLC Devic	e Transfer Un	hide		
Screen No.					
Comment					
Back Color					
Back Color	-	Apply to all scr	eens.		
Receive Slice Le	el				
	Omsec 📃 i	Apply to all scr	eens.		
Switch Output					
I-Output	2-Output				
Security Level					
				OK	Cancel

Register a comment and change the background color.
 For details, refer to "5.2.2 Registering Screen Comments and Changing the Background Color".

in Scroll Entry Others P	LG Device Transfer Unhide	
Screen No.		
Back Color	Apply to all screens.	
Receive Slice Level		
0 *100msec	Apply to all screens.	
0 *100msec	Apply to all screens.	
	Apply to all screens.	
0 * 100msec Switch Output @ 1-Output @ 2-Outp Security Level 0 *	Apply to all screens.	

5.2.3 Creating Switches

Create the following parts.

мо	M1	M2	M2	МЗ	МЗ
Momentary	Alternate	Set	Reset	Alternate ON delay	Alternate Interlock

Placing and Configuring the First Switch

1. Click [Parts] \rightarrow [Catalog]. The [Catalog] view window is displayed.



2. Select "Switch" for [Parts], "Plain" for [Shape], and "Plain1" for [Group].

Catalog							×
5							
Parts	🔣 Switch			- off OFF	- 🗳 - 🗖		
Shape	Plain			- 8 -			
Group	Plain1			- 🖻 🖶			
📃 Magn	ified view						
						*	
						Ŧ	
Item	Create	Edit	Delete				

3. Select a switch and drag it onto the screen. This places the switch on the screen.



- 4. Configure each setting in the switch's settings window.
 - Style
 - Set the ON/OFF colors of the switch.

	Switd	h	x
Char. Prop. Style Char. Prop. Output Device Function	No. of Patterns 2 / 128 OFF ON Others >> Use lamp function	Area Setting © Select from catalogs Type Select Color © Select from image files	Finish Cancel
Pattern	Color		
OFF	Light blue		

Output Device

ON

Set the bit device memory for output and the operation to perform.

Dark blue

		Switch				x
Ê	Output Setting	Number of Outputs	1	/16		
Style	Output Action	Momentary	•			
	Device to Output	PLC1 • 0	÷ M	• 00000 🚖		
Char. Prop.	☑ Match Output Device v	vith Lamp Device				
eff Function						
Other Settings 👻						
Preview Display	Comm SW_00001				Finish Ga	ancel

Item		Description	Settings
Number of Outputs	Set the number of pressed.	bit memory addresses to output when the switch is	1
	Set the operation to when the switch is	o perform with respect to the output device memory pressed.	Momentary
	Switch Operation	Output Processing	
	Set	Set the specified bit device memory to ON.	
Output Action	Reset	Set the specified bit device memory to OFF.	
	Momentary Momentary W	Set the specified bit device memory to ON while the switch is depressed.	
	Alternate	Set the specified bit device memory alternately between ON and OFF each time the switch is pressed.	
	Word Operation	Store the value that undergoes operation processing to the specified bit device memory.	
Device to Output	Set the bit device n	nemory to output when the switch is pressed.	M0
Match Output Device with Lamp Device	Select this checkbo same device memo	x when setting the device memory for lamp display to the ry as the output device memory.	Selected

• Char. Prop.

Set the text displayed on the switch.

	Switch	
Style Char. Prop. Output Device Function	OFF ON	Text M0 Color A Style B S A A Point 12 Point 12 V989 Rotation + Direction A Use Windows fonts
Other Settings +	Set line spacing Use the same style for all patterns Auto-adjust the size according to the style Retain the coordinates when changing character string	OFF - ON 1 👘 /1
Preview Display Cor	nm SW_00001	Finish Cancel

Item	Description	Settings
Text	Register the text to be displayed on the switch.	M0
Color Style Point Rotation + Direction Use Windows fonts	Set properties including text color, style, and text size.	-

Creating Multiple Copies of Switches

Make multiple copies of a switch.

1. Select a switch. Handles are displayed.

[Scre	en	[1] E	dit (_	SV	V/LF	')	×																								-
	Ċ				÷			Ċ	÷			÷	÷	÷						•	-			÷	÷	÷		• •	÷					^
			·	·	·			·				·	·	·		·	·							·		·								
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																																		-
٠.																																	Þ	

2. Click [Edit] \rightarrow [Multi-copy]. The [Multi Copy] window is displayed.



3. Configure the following settings and click [OK].

Multi Copy		-X -
🖲 Dot 💿 Line/Column	Interval	Pitch
Direction		
	×	20 🌲
UGE	Y	0
CF -3-6	Ωusetitu V	6
Change Direction	Quanuty A	
Change Direction	Quantity Y	
Increment Cursor Mc Step Display Order INC Step		Decently of
	10. +1	Hecold No. +1
Switch/Lamp Device		Step
PLC1 ▼ 0 ÷ M ▼ 00000	-	1 🚔
Internal ▼ 0 🔶 \$u ▼ 00100	Å	
Internal v 0 ÷ \$u v 00100	A	
OK	Cancel	

4. This makes multiple copies of the switch.

Select [View] \rightarrow [Display Environment] group \rightarrow [Device] to display the device memory value at the lower left of each switch.



Changing the Settings of the Copied Switches

 Change the switch text and output device memory settings to the following. Perform changes while referring to the placement and settings of the first switch.



2. Set a delay for switch 5.

	Switch	
P	✓ ON delay	
Style	Change the timing to execute the set function (output device, function, macro, etc.) after the switch is pressed.	
	ON after a lapse of preset time	
Char. Prop.	Setting Time 20 🚔 *100ms /300*100ms 🔟	
	Sound a buzzer when the switch is pressed for the first time	
Output Device	ON repeat	
•	Set the function to repeat while the switch is held down.	
Function	Repeat ON function Repeat ON macro	
Delay	☐ OFF delay	
Uther Settings 👻		
Preview Display	Comm SW_00001 Finish Car	ncel

Item		Description	Settings
ON dela	у	A delay can be set for when the switch turns ON.	Selected
	ON after a lapse of preset time	Execute the ON operation after the switch is held down for the set time.	Selected
	Pressed twice within the setting time	Execute the ON operation when the switch is pressed twice within the set time.	Unselected
	Setting Time	Set the time before executing the function from when the switch is pressed.	$20 \times 100 \text{ msec}$
	Sound a buzzer when the switch is pressed for the first time	Selected:Always sound a buzzer when the switch is pressed.Unselected:After the switch is pressed, sound a buzzer if the delay condition is satisfied and performing an ON operation.	Unselected
Repeat ON function		Execute the function for every repeat interval while the switch is pressed.	Unselected
Repeat ON macro		Execute the ON macro for every repeat interval while the switch is pressed.	Unselected
OFF delay		Execute the OFF operation after the set time and after the operator's finger is released from the switch.	Unselected

•	 When [Delay] is not displayed in the item settings window Select [Other Settings] → [Delay] to display the settings.
	OFF delay
	Macro 00001 Finish Cancel Interlock Message Box Show/Hide Detail Detail Display All

3. Set an interlock for switch 6.

		Switch
Styl Char, F. Output I Funct	Image: Microbiology Type S Condition(Bit Device M0 Device AND /DR Setting	switch Add Delete Replace with the above Replace with the below
		Detail Settings>>
Other Set		Uispiay laoder diagram
Preview	Display Comm SW_00000	Finish Cancel
Error numbers	Туре	Setting
Condition 1	Bit Device	M00002 (ON)

Procedure for Adding an Interlock

1) Click the [Add] button.

	_	Switch	x
Style Syle Char. Prop. Output Device Function Function Interlock	✓ Use interlock No. Type AND/OR Setting	Switch Setting	Add Delete Replace with the above Replace with the below
Other Settings 👻 Preview Display	Comm 5W_00001		Detail Settines>> Display ladder diagram Finish Cancel

2) An interlock condition is added to the table. Click the condition.

		Switch			×
Style	Use interlock No. Type Condition1Bit Device	Setting 000100-00 (0N)	Click	Add	
Char. Prop.	AND/OR Setting		R	eplace with the below	
Output Device					
eff Function					
Interlock					
				Datail Satting	
Other Settings 👻	[Display ladder di	iagram
Preview Display	Comm SW_00001			Finish	Cancel

3) The condition 1 settings are displayed. Set as shown below.

	Switch	×
Style Char. Prop.	ng vice	
Output Device Mo. Ty Condition	evel Setting Add Device M00002 (0N) Delete Replace with the above	
AND/OR Sett	replace with the below	
	Detail Settings>>	
Other Settings 💌	🔲 Display ladder diagram	
Preview Display Comm SW_000	1 Finish (Cancel
Item	Description	Setting
Bit device	Set the interlock bit device memory.	M2/

	Item	Description	settings
	Bit device	Set the interlock bit device memory.	M2/
		Bit device memory "ON": switch operation is allowed When [Bit device] is OFF, switch operation is prohibited. When [Bit device] is ON, switch operation is allowed.	"ON": switch operation is allowed
Condition 1 settings		Bit device memory "OFF": switch operation is allowed When [Bit device] is OFF, switch operation is allowed. When [Bit device] is ON, switch operation is prohibited.	
	Word Device	Set the comparison condition expression of the interlock device memory.	Unselected
	Security Level	Used in conjunction with the security function. Allow users of levels higher than the set level to operate the switch.	Unselected

This completes the switch creation process.

5.2.4 Creating Lamps

Create the following parts.



Placing and Configuring the First Lamp

- 1. Click [Parts] \rightarrow [Catalog]. The [Catalog] view window is displayed.
- 2. Select "Lamp" for [Parts], "Plain" for [Shape], and "Plain2" for [Group].

Catalog			×
5			
Parts	🥥 Lamp	· IFF OFF ·	
Shape	Plain	- 🖺 🖶	
Group	Plain2	- 🗎 🏪	
📃 Magn	ified view		
\subset			
0			
Item	<u>Create Edit D</u>	elete	

3. Select a lamp and drag it onto the screen. This places the lamp on the screen.

	Screen [1] Edit (SW/LP) ×
· · ·		
· ·		Contra de la cont
		Calify
		a da anticipa da característica da característica da 🔁
· ·		
		Parts Calify Cal
		Shape Plain 🗧 💆 🚍
		e Plan2
· ·		Group i terra
		Magnified view
· ·		
• •		
		Jaco Cratte Edit Data
· ·		
		a a ser a
, L		···

4. Enlarge the placed lamp.



- 5. Configure each setting in the lamp's settings window.
 - Style
 - Set the ON/OFF colors of the lamp and the lamp device memory.



Item		Setting Detail	Settings
No. of Patterns		Set the number of patterns that the lamp can display.	2
	Туре	Select the lamp part design from the catalog.	-
Area Setting	Color	Set the ON/OFF colors of the lamp and colors of P3 to P128. (Device memory specification: 0 to 127 for word)	OFF: Red ON: Red
Lamp Device		Specify the device memory used to switch the lamp display.	M0
Device Designation		Bit: Specify the bit address of the lamp device memory. The lamp display is changed by setting (ON) and resetting (OFF) bits. Word: Specify the word address of the lamp device memory. The lamp display is changed according to the value specified in the device memory.	Bit

• Char. Prop.

Set the text displayed on the lamp.

	Lamp	
Style Char. Prop.	OFF ON	Text M0 Color A Style B S Z A A Point 12 Use Windows fonts
Other Settings -	E E Copy only characters Set line spacine Use the same style for all patterns Auto-adjust the size according to the style Retain the coordinates when changing character string	OFF - 0N 1 /1
Preview Display	Comm LP_00001 Language 1 : English/West -	Finish Cancel

Item	Description	Settings
Text	Register the text to be displayed on the lamp.	M0
Color Style Point Rotation + Direction Use Windows fonts	Set properties including text color, style, and text size.	-

Creating Multiple Copies of Lamps

Create multiple copies of lamps using the same procedure for multiple copies of switches.

1. Select the lamp. Handles are displayed.



2. Click [Edit] \rightarrow [Multi-copy]. The [Multi Copy] window is displayed.

	🔊 🔺 🛏 📮 🔊 🔿 🔹				Screen [1] Edit (SW/LP) - V Serie						r for Windo
**	File	Home	Parts	Edit	View	Scre	en Setting	Transfer	System Setting	Tool	Help
Paste	Copy	Multi-copy	Cut Cut Delete Undo Edit	(Red	io ection Past	ing •	Bring to Se Front * Ba	nd to ack + 2	e * 🚰 Grou ngement * ation * ce	ې م 2	Put All in Same Size *

3. Configure the following settings and click [OK]. This copies the lamp.



4. Change the text displayed on each lamp.



5.2.5 Creating a Three-Pattern Lamp

Create the following parts.



Creating a Bit Lamp

1. Click [Parts] \rightarrow [Lamp] and place a lamp.

	S 💳	9	≥	Screen	[1] Ed	it ()	- V Se	ries Edito	or for Wi	ndows V	ersion 6	.00 [No	Title.V9] V910	* i S (80
1		Home	Parts	Edit	Vie	w s	Screen Se	tting	Transfe		stem Sett	ing	Tool	Help		
				123		Ŵ	F))	6	()		/	P		•	B	
Catalog	Overlap	Switch	Lamp	Data Display ≁	Entry	Trend	Alarm	Graph	Time Display *	Image display*	Graphic	Message	e Others	Shape	Text	Pattern
Catalog							Parts								Graphi	

2. Configure each setting in the lamp's settings window.

• Style

Set the number of patterns, type, colors, and lamp device memory of the lamp.

Lamp	x
Style OFF ON P3	
Area Setting	23 <u>1 /1</u>
Lamp Device PLC1	
Preview Display Comm LP_00006 Language 1 : English/West -	Finish Cancel

Item		Setting Detail	Settings		
No. of Patterns		Set the number of patterns that the lamp can display.	3		
	Туре	Select the lamp part design from the catalog.	-		
Area Setting	Color	Set the ON/OFF colors of the lamp and colors of P3 to P128. (Device memory specification: 0 to 127 for word)	OFF: Red ON: Red P3: Green		
Lamp De	vice	Specify the device memory used to switch the lamp display.	M4		
Device Designation		Bit: Specify the bit address of the lamp device memory. The lamp display is changed by setting (ON) and resetting (OFF) bits. Word: Specify the word address of the lamp device memory. The lamp display is changed according to the value specified in the device memory.	Bit		

• Char. Prop.

Set the text displayed on the lamp.

	Lamp	
1	OFF ON P3	4 Þ
Chula		Text
Char. Prop.		OFF
	OFF	Color A
		Style 🛛 🖪 💲 🗾 🔺 📥
		Point 14 🚔 /999
		Rotation + Direction
		Use Windows fonts
	E E Copy only characters	OFF - P3 1 1
	Set line spacing	
	Use the same style for all patterns	
	Auto-adjust the size according to the style	
	Retain the coordinates when changing character string	
Other Settings 👻)	
President Directory	Comm LB 00006	Finish Cano

Item	Description	Settings
Text	Register the text to be displayed on the lamp.	OFF: OFF ON: ON P3: P3
Color Style Point Rotation + Direction Use Windows fonts	Set properties including text color, style, and text size.	-

Creating a Word Lamp

1. Click [Parts] \rightarrow [Lamp] and place a lamp.

6		🖹 📛 🖡	9 0	•	Screen	[1] Ed	it ()	- V Se	ries Edito	or for Wi	ndows V	ersion 6	.00 [No	o Title.V9] V910	* i S (8
	>	File	Home	Parts	Edit	Vie	w s	icreen Se	etting	Transfe	er Sy	stem Sett	ing i	lool	Help		
					123	7 8 8 4 8 6 1 2 3	X	F	6	(<i>(</i>	Ę		•	B	
C	atalog	Overlap	Switch	Lamp	Data Display *	Entry	Trend	Alarm	Graph	Time Display *	Image display*	Graphic	Message	Others	Shape	Text	Patter
	atalog							Parts								Graphi	c

- 2. Configure each setting in the lamp's settings window.
 - Style
 - Set the number of patterns, type, colors, and lamp device memory of the lamp.

		Lamp	x
Style A Char. Prop.	No. of Petterns	/128 Area Settine © Select from catalogs Type Select Color © (Select from image files	A A
Other Settings 🛩	Others >> Lamp Device PLC1 ♥ 0 ** Puvice Designation Input Type	Pattern Nc 0 • 00100	0 2
Preview Display	Comm LP_00008	anguage 1 : English/West 👻	Finish Cancel

Item		Setting Detail	Settings
No. of Patterns		Set the number of patterns that the lamp can display.	3
	Туре	Select the lamp part design from the catalog.	-
Area Setting	Color	Set the ON/OFF colors of the lamp and colors of P3 to P128. (Device memory specification: 0 to 127 for word)	0: Red 1: Red 2: Green
Lamp Device		Specify the device memory used to switch the lamp display.	D100
Device Designation		Bit: Specify the bit address of the lamp device memory. The lamp display is changed by setting (ON) and resetting (OFF) bits. Word: Specify the word address of the lamp device memory. The lamp display is changed according to the value specified in the device memory.	Word

• Char. Prop.

Set the text displayed on the lamp.

<u>e</u>	Lamp	4
Style Char. Prop.	Pattern No. 0	Text Pattern No. 0 Color Style B S Z A Point 12 7999 Rotation + Direction Use Windows fonts
	E E Copy only characters Set line spacing Use the same style for all patterns Auto-adjust the size according to the style Retain the coordinates when changing character string	Pattern No. 🔋 🧍 /2
Other Settings 👻 Preview Display	Comm LP_00008 Language 1 : English/West 👻	Finish Car

	Item	Description	Settings
-	Text	Register the text to be displayed on the lamp.	0: Pattern 0 1: Pattern 1 2: Pattern 2
	Color Style Point Rotation + Direction Use Windows fonts	Set properties including text color, style, and text size.	-

This completes the creation process for the three-pattern lamp.

5.2.6 Procedure for Changing Parts

Perform the following procedure to change the design or color of parts placed on the screen.

1. Select the part for changing and display its item settings window.



2. Select [Select from catalogs] via [Style] \rightarrow [Area Setting] and click the [Select] button. The [Part Type Select] window is displayed.

	Lamp					х				
(No. of Patterns 2 /128									
Style	Area Set	Ine from catalogs year of the select from image files								
	Lamp Device M00000	Part Type					۲.			
	Others >> Lamp Device	Shape	Real				• 🗳 -	Magnified vi	зw	
	PLC1 ▼ 0 ☆ M ▼ 00000 ↔ Device Designation Bit ▼	Group	Circle 1			-				
		🔽 Maintai	n Size							
Other Settings 👻						6	\bigcirc			•
Preview Display C	omm LP_00001 Language 1: English/West •									
							C	OK	Cancel	

3. Configure the [Shape] and [Group] settings.



Item	Description	
Shape	Changes the shape of parts. Real/Sign/3D/2D/HA	
Group	Changes the type of parts. Circle/Square/Plant/Icon etc.	
Maintain Size	Unselected Change to the default size. Selected Maintain the size prior to changing.	
Pattern Change	The pattern image of OFF, ON, and patterns from P3 to P128 can be checked.	
Part color selection	Change the color of parts.	
Magnified view	The parts images can be enlarged for easier viewing during selection.	

4. Select a part and click [OK] to change the lamp on the screen.

	Screen [1] Edit (SW/LP) ×
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		and a second
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5.2.7 Placing Text and a Return Switch

Place the screen title and other text elements.



Creating Text

1. Click [Home] \rightarrow [Text]. The mouse cursor changes to a crosshair.



- 2. Click on the screen. A text frame is displayed.
- 3. Enter text.
- 4. Click a location on the screen other than the text to accept the text entry.
- 5. Click the text to display its item view window. Change the text color and text size properties.



Return Switch

Place a switch used to return to the previous screen.

- 1. Place a switch.
- 2. Select "Return" for [Function] in the switch's settings window.

	Switch	x
Char. Prop. Output Device	Function Standard Userband Standard Userband Standard Used for returning to the previously displayed screen.	
Function		
Preview Display	Comm SW_00003	Finish Cancel

3. Register switch text and adjust the color and position.

This completes the screen creation process. Check screen operation on the V9 series unit.

5.3 Checking Unit Operation

Confirm screen operation after transferring the screen program to the unit.

Device Memory Used

The device memory addresses used in this example are listed below.

Device Memory	Description of Device Memory	
M0	Switch output device memory (momentary), lamp device memory	
M1	Switch output device memory (alternate), lamp device memory	
M2	Switch output device memory (set/reset), switch interlock device memory, lamp device memory	
M3	Switch output device memory (alternate), lamp device memory	
M4, M5	Lamp device memory	
D100	Lamp device memory	

5.3.1 Screen Change-over

 Screen 0 is displayed initially. (Refer to the next page if a different screen is displayed.)



2. Press the [Switch/Lamp] switch. The screen changes over to screen 1.




5.3.2 Switch Output and Lamp Display

Momentary Switch

The output device memory is set to ON while the switch is depressed.

1. Press the M0 (momentary) switch. The M0 lamp turns on.



2. Releasing your finger from the switch turns the M0 lamp off.



Alternate Switch

The specified device memory bit is alternately set (ON) and reset (OFF) each time the switch is pressed.

1. Press the M1 (alternate) switch. The M1 lamp turns on.



2. The M1 lamp stays on even after releasing your finger from the switch.



3. Press the M1 (alternate) switch again. The M1 lamp turns off.

Switch/Lam	η
3 pattern	n lamp
100 Mt M2 13 OFF	Pattern
Bit	No. 0
M0 M0 Mt M2 M2 M3	Word
Momentary At to Set	M3
Reset Atternate	Alternate
Ot delay	Interlock

4. The ON/OFF state of the lamp changes each time the switch is pressed.

Set/Reset Switch

Set the specified device memory bit ON or OFF.

1. Press the M2 (set) switch. The M2 lamp turns on.



2. The M2 lamp stays on even after releasing your finger from the switch.



3. Press the M2 (reset) switch. The M2 lamp turns off.



ON Delay Function

1. Press the M3 switch (ON delay).



2. Holding down the switch for two or more seconds turns on the M3 lamp.



3. Hold down the M3 switch (ON delay) for two or more seconds again.



4. The M3 lamp turns off.



Interlock-enabled Switch

1. Press the M2 (set) switch.



2. The M2 lamp turns on.

	ę	Swi	tch	/Lar	np	
MO	•	12		3 patte	rn lamp Pattern No. 0 Word	
MO Momentar	M1 ry Alternate	M2 Set	M2 Reset	M3 Alternate ON delay	M3 Alternate Interlock	
						Return

3. Press the M3 (interlock) switch.



4. The M3 lamp turns on.



3 Switching Between Lamp Patterns

Bit Lamp

To display a three-pattern lamp using bit device memory, lamp display is switched by changing the state of the subsequent two bits.

The following	table chows	changing	the state of	M4 and	M5 with a PIC
The following		changing	the state of		IVID WITH AT LC.

Bit	Lamp Display
M4 = OFF M5 = OFF	OFF display
M4 = ON M5 = OFF	ON display
M4 = OFF/ON M5 = ON	P3 display

Word Lamp

The lamp display is changed according to the value specified in the word device memory.

Enter 0 to 2 for D100 with a PLC.

Device Memory	Lamp Display
D100 = 0	OFF display Pattern No. 0
D100 = 1	ON display Pattern No/1
D100 = 2	P3 display Pattern No, 2

6 Creating Overlaps

- 6.1 Overlap Overview
- 6.2 Screen Example
- 6.3 Creation Procedure
 - 6.3.1 Editing the Overlap Library
 - 6.3.2 Screen Editing
- 6.4 Checking Unit Operation
 - 6.4.1 Showing and Hiding Multi-overlaps
 - 6.4.2 Overlap System Button Function

6.1 Overlap Overview

Windows can be temporarily overlaid on the displayed screen when necessary. These types of windows are referred to as "overlaps".

A maximum of 10 overlaps can be displayed at once.



Overlaps that are frequently used include normal overlaps, which can only be displayed on the screen on which they are created, and multi-overlaps registered to the overlap library that can be used across several screens.

Normal overlap



• Multi-overlap



6.2 Screen Example

Add a multi-overlap to screen 1, on which switches and lamps were created.

	ç	Swi	tch	/Lar	np	
				3 patte	rn lamp	
MO	M1	M2	МЗ	OFF Bit	Pattern No. O Word	
МО	M1	M2	M2	МЗ	МЗ	Expla- nation
Momentary	Alternate	Set	Reset	Alternate ON delay	Alternate Interlock	
						Return
					Sy	



6.3 Creation Procedure

6.3.1 Editing the Overlap Library

This section explains how to create overlaps.

Almost all items including switches, lamps, and alarms can be placed on overlaps.

Placing an Overlap

 $\overline{\mathbf{\cdot}}$

1. Click [Home] \rightarrow [Registration Item] \rightarrow [Overlap Library]. The [Overlap Library] window is displayed.

6		🖹 🗁 🔚 🖉	50	, ⇒		5	Screen [1]	Edit (5	SW/LP)	- V Serie	s Editor f	for Win	dows Ve	rsion			
	<i>></i>	File Hom	ne f	Parts I	Edit	View	Screen S	etting	Tran	sfer	System S	etting	Tool	Help				
Re	gist	tration m * Jump	Screen List	Overlap •	Switch	Lamp	123 Data Display *	Entry	Trend	Alarm	Time Display *	Shape	Text	Pattern				
		Screen(S) Message(M)	1				Par	ts					Graphi	<u>.</u>		Overlap	Library	
G	1	Overlap Library(C													->		No. C	
		Graphic Library(N)	0															
2		Multi-language(L	.)															Ĩ
		Macro Block(R) Tag Database(Y)																
	9	Data Sheet(H)																
Ę	٦	Comment(C)																
~	•	Animation(A)																
	•	Pattern(P)																

2. Select a registration number and click the [OK] button. The [Overlap Library [0] Edit] tab window is displayed.

	Screen [1] Edit (SW/LP) 📜 Over	rlap Library [0] Edit () ×
	,			
· ·				
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	L			
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8

3. Click [Home] \rightarrow [Overlap] \rightarrow [Normal Overlap] and place an overlap.

🔊 📑 🔜 🔊	(∿) ⊽			Over	lap Library [0] Edit () - V S	eries Ec	litor for \	Vine			
File Home	Part	ts Edit	View	Screen Set	tting Trai	nsfer	System Se	tting	Tool	Help				
tration m*	Screen List	Overlap Swit	ch Lamp	Data I Display •	Entry Trend	Alarm	Time Display •	Shape	Text	Pattern				
Screen	(Normal	Overlap(N)	Parts	5				Graphic					
		Multi-C	enap(C) werlap(M)											
		Screen [1] Edit (SW/LP)	📺 Overlap	Library [0] Edit ()	×							
	•					· · ·				· · ·	· · · ·		 	· · · ·

4. Configure settings in the overlap settings window.

• Style



It	Item Description					
Aroa Sotting	Туре	Change the part used for the overlap.	-			
Alea Setting	Color	Set the area color.	Light blue			

Detail



Placing Text

This section explains how to place text on the overlap.

1. Click [Home] \rightarrow [Text] \rightarrow [Multi Text]. The mouse cursor changes to a crosshair.



2. Drag on the overlap. A multi text frame is displayed.



3. Enter text. Line breaks can be entered in multi text frames.



- 4. Click a location on the screen other than the text to accept the multi text entry.
- 5. Click the text to display its item view window. Change the text color and text size properties.



Placing a Switch

This section explains how to create a switch for hiding the overlap.

- 1. Click [Parts] \rightarrow [Catalog]. The [Catalog] view window is displayed.
- 2. Select "Switch" for [Parts], "Plain" for [Shape], and "Plain1" for [Group], and set a color.



3. Select a switch and drag it onto the screen. This places the switch on the screen.



- 4. Configure each setting in the switch's settings window.
 - Function Set the function to perform when the switch is pressed.

ren l	Function	
E Style	Standard	
	Standard Screen Change-over	
A	Hard Copy Overlap Control	
har. Prop.	Return Word Operation	
	Language changeover	0
tput Device	This switch is used for showing and hiding the overlap displ	lay.
Function		
	Uvenap ID U 79	Match the overlap ID to the ID of the screen's overlap icon
	Control Operation OFF -	(For details on the overlap icon, refer to page 6-12.)
ransition	C Set Display No.	
r Settings 👻		

Item	Description	Settings
Function	Select the function of the switch, or in order words, how the switch should work when it is pressed.	Overlap Control
Overlap ID	Specify the overlap ID controlled using the switch. * Match the overlap ID to the ID of the icon in the case of a multi-overlap or call overlap.	0
Control Operation	Specify the control operation of the overlap when the switch is pressed.	OFF

• Style

Set the ON/OFF colors and design of the switch.

• Char. Prop.

Register the text displayed on the switch.

The completes the overlap editing process.

	Edit items on the overlap by clicking [Overlap I	Editing] \rightarrow [ID 0] on	th	e right-clic	menu.		
.	This allows multiple items to be selected by dr	agging with the	mo	use	2.			
		Paste Undo						
		Redo						
		Select All Delete All						
		Grid Customize	+ +					
		Overlap Display	+					
		Overlap Editing	×	✓	ID 0			
					ID 1			
					ID 2			
					ID 3			
					ID 4			
					ID 5			
					ID 7			
					ID 8			
					ID 9			

6.3.2 Screen Editing



This section explains how to register a multi-overlap icon and a switch for displaying a multi-overlap.

Placing a Switch

1. Display the [Screen [1] Edit] window.

Screen [1] Edit (SW/LP) >	<					Ŧ
						Â
						E
	Sw	itch/	'Lan	np		
				•		
			3 patter	rn lamp		
	M1 M2		OFF	Pattern No. 0		
			Bit	Word		
мо	M1 M2	M2	МЗ	МЗ		
Momentary	Alternate Set	Reset	Alternate ON delay	Alternate Interlock		
					Return	
	_	_	_	_		-

2. Click [Parts] \rightarrow [Catalog]. The [Catalog] view window is displayed.

	🖹 🗁 🖡	<u> </u> າ ເ	₹ 💉			Screen	[1] Edi	t (SW/LF) - V Se	ries Edil	tor for W	/indows	Version 6	.00	
**	File	Home	Parts	Edit	Viev	N S	creen Se	tting	Transfe	r Sy:	stem Sett	ing	Tool	Help		
			\bigcirc	123		XX	E	6	(L)		<i>(</i>	Ę		•	B	
Catalog	Overlap	Switch	Lamp	Data Display *	Entry	Trend	Alarm	Graph	Time Display *	Image display *	Graphic	Message	• Others	Shape	Text	Pattern
Catalog							Parts								Graphi	

3. Select "Switch" for [Parts], "Plain" for [Shape], and "Plain1" for [Group], and set a color.



4. Select a switch and drag it onto the screen. This places the switch on the screen.



5. Configure each setting in the switch's settings window.

• Function

Set the function of the switch.

	Switch X
ren la companya de la	Function
	Standard 👻 🗌 Display All
A	Stendard Screen Change-over Hard Copy Extended E
Char. Prop.	Return Word Operation Language changeover
Output Device	Explanation
	rins switch is used for showing and night the overlap display.
Function	Overlap ID 0 🙀 / 9
	🕼 Set Display No.
Transition	Overlap Screen Setting
	Overlap Library No. 0 🔷 /9999 Open
	✓ Display Position
	Start_X 248 文 Start_Y 212 👘 Specify with Mouse
Other Settings 👻	
Preview Display	Comm SW_00004 Einish Cancel

Item	Description	Settings
Function	Select the function of the switch.	Overlap Control
Overlap ID	Specify the overlap ID controlled using the switch. * Specify the same ID as the ID of the multi-overlap icon.	0
Control Operation	Specify the control operation of the overlap when the switch is pressed.	ON
Set Display No.	Select this checkbox to display the overlap in the overlap library.	Selected
Overlap Library No.	Set the overlap library number. Setting value: 0 to 9999	0
Display Position	Set the X coordinate and Y coordinate for the display position of the overlap. [Specify with Mouse] button*: Specify the coordinates by clicking with the mouse.	Selected

* Mouse specification method

Click the [Specify with Mouse] button. A crosshair cursor and a dotted line frame the size of the overlap are displayed.



Click on a position where the dotted line frame does not protrude outside of the screen area. The \mathbf{W} mark that indicates the display position of the multi-overlap moves to the clicked position.

- Style
- Set the ON/OFF colors and design of the switch.
- Char. Prop.

Register the text displayed on the switch.

This completes the switch creation process.

Registering an Overlap Icon

1. Click [Parts] \rightarrow [Overlap] \rightarrow [Multi-Overlap].

	S 📛	<mark> </mark>	.♥) ₹			Screen	[1] Edi	t (SW/LF	P) - V Se	ries Edi	tor for '	Windows	Version 6	.00		
*	File	Home	Parts	Edit	Vie	w s	icreen Se	etting	Transfe	r Sy	stem Set	ting	Tool	Help			
				123		XX	1	6	(<i>(</i>	F			B		2
Catalog	Overla •	p Switch	Lamp	Data Display *	Entry	Trend	Alarm	Graph	Time Display *	Image display *	Graphic	Messag	ge Others	Shape	Text	Pattern	Component Parts
Catalog		Normal Ov	rerlap(N)				Parts								Graphi	c	Component Parts
		Call-Overla	ap(C)														
		Multi-Over	rlap(M)														

2. Click on the screen to place the multi-overlap icon.

. 🖾 🤉	Screen [1] Edit (SW/LP) ×								~
			Q	Sw i 1	tch	/Lar	np			E
				1	M3	3 patte	rn lamp Pattern No. 0 Word			
		MO	M1 Alternate	M2 Set	M2 Reset	M3 Alternate ON delay	M3 Alternate Interlock	Expla- nation		
								Retu	rn	

- 3. Configure settings in the item settings window.
 - Operation Select

Operation Select	ID Registration Status 0 Multi - Editing - 1 (Unregistered) 2 (Unregistered) 3 (Unregistered)	Overlap ID 0 2 / 9
	Overlap Setting	•
	Multi	
	Control Settings	
	Display Method	Switch
	Information Output Device	Internal • 0 15340
Other Settings -		

	Item	Description	Settings
	Overlap ID	Set the area in which to display the overlap registered in the overlap library from IDs 0 to 9.	0
0	verlap Setting	Call Display a fixed overlap library. Multi Overlap libraries can be switched between for display.	Multi
	Display Method	Switch Display the overlap using the switch function. Control Device Specify the overlap library number using device memory and show or hide the overlap according to the ON/OFF state of the control device memory.	Switch
Control	Control Device	Display Method: Available when "Control Device" is specified. Specify the device memory to use to show/hide the overlap.	-
Settings	Information Output Device	Stores the currently displayed overlap library number. This device memory stores "–1" when the overlap display is hidden.	-
	Device for Overlap Library No. to Display	Display Method: Available when "Control Device" is specified. This device memory specifies the overlap library number.	-
	Specify the display position by device	Display Method: Available when "Control Device" is specified. Select this checkbox to set the display position of the overlap (X and Y coordinates).	-

This completes the screen creation process. Check screen operation on the V9 series unit.

6.4 Checking Unit Operation

Confirm screen operation after transferring the screen program to the unit.

6.4.1 Showing and Hiding Multi-overlaps

1. Screen 1 is displayed.



2. Press the [Explanation] switch. The overlap is shown.

Switch/La	mp
3 patt 100 mm Switch and Lamp functions are explained in this screen. Momentary Alternat Or werey	tern lamp Patern No. 0 Word M3 Alternate Interlock

3. Press the [OK] switch. The overlap is hidden.

Switch and Lamp functions are explained in this screen.	Switch/Lamp
Zm	3 pattern lamp 100 111 102 103 10FF Pattern 100 111 102 103 10FF Pattern 100 111 102 103 10FF Pattern 100 101 100 100 100 100 100 100 100 100
	Return

6.4.2 Overlap System Button Function

A system button function can be added to overlaps.

This function can perform the following two operations.

- Overlap movement
- Overlap dismissal

	Overlap X
Style Detail	Auxiliary Function Image: System buttons Image: System buttons Image: Transparency Display Image: Read PLC Device when OFF
	Coordinate
	Start X 0 🚱 Start Y 0 🚭 Width 256 🚭 Height 200 🚓

1. Press the [Explanation] switch to display the multi-overlap.



2. Press the upper left corner of the overlap. The periphery of the overlap starts flashing.



3. While the periphery of the overlap is flashing, press the position to move the overlap. The overlap moves to the specified position.



4. Double-tap the upper left corner of the overlap to dismiss it.



7 Creating Numerical Data Displays and Entry Screens

71	Screen	Fxample
/.1	JULEEN	слаттріє

7.2 Creation Procedure

7.2.1	Creating Numerical Data Displays for Monitoring
7.2.2	Placing Numerical Data Displays for Entry and a Keypad
7.2.3	Overlap Library

- 7.2.4 Placing Character Displays and Registering Character Keys
- 7.2.5 Placing Text and a Return Switch

7.3 Checking Unit Operation

- 7.3.1 Checking the Numerical Data Displays
- 7.3.2 Entering Values
- 7.3.3 Entering Text

7.1 Screen Example

This section explains how to create a screen for monitoring device memory with data display parts and keypad entry on screen 2.

The keypad will be normally hidden and only displayed on screen when performing entry.

Data Display/Entry Mode

Monitoring only	,			
D200 +100	0205 +100	D210 20AA	D215 hal	kkoelec
D201 +200	D206 +200	D211 4000		
D202 +300	0207 +300	D212 5FFF		
D203 4400	0208 +500.0	D213 7000		
D204 -8000	0209 +600.0	D214 6500		
	Entry throug	h the numerical k	eypad	
				0
				Return

• Entry: Keypad displayed



7.2 Creation Procedure

7.2.1 Creating Numerical Data Displays for Monitoring



Placing Numerical Data Displays

Click [Home] → [Data Display] → [Num. Display].
 A numerical data display appears. Place it on the screen.

🙀 🔌 🥃 📙 🤦 🔿 🧧 Screen [2] Edit () - V Series Editor for Windows	Version 6.00 [No Title.V9] V910* i S	(800 x 600) 32K-Color w/ blinking _ 🗆 🗙
File Home Parts Edit View	Screen Setting Transfer System Set	tting Tool Help	Window Style 👻 🚹
Registration Rem* Jump List	Data Display	Shape Text Pattern	
	Chas Display(N)	Giaphic	
	Message Disp(G)		
	Table Data Display(I)		· · · · · · · · · · · · · · · · · · ·
a a su a			
a a series a series a series a series a series de la series			
a a shararar a arar a a a s			
e e e e e e e e e e e e e e e e e e e			
12345			
a ser a s			
 A second sec second second sec			
a se a ser a ser a ser a ser a ser a ser a			
 A second sec second second sec			a ser a s
 A second sec second second sec			a a a sha a a a a a a a
te de la construcción de la constru			
en el servicio de la companya de la			
< III.			
		275 : -26	100% 🗢 — 🕶 💮 🕂

- 2. Configure each setting in the item settings window of the numerical data display.
 - Contents

	_		N	um. Display					×
				Device to D	splay				
Contents				Device	PLC1	▼ 0 <u>*</u> D	• 00200		
Ē			-	Data Length	1-Wor	d 👻			
Style		+12345	5	Text to Disp	lay				
*				Display For	mat	DEC (with sign +-)	•		
Function				Digits		5 🚔 / 32			
A				Decimal Po	int	0 🚔 / 10			
Char. Prop.				🔽 Auto-ad	just the	area according to the cha	r.size		
7							<u>Detail S</u>	ettings>>	1
Operation/Alarm									
Other Settings -	1								
Preview Display	Gomm	DATA D 00000					Finish	Gancel	
rreview Display	Comm	DATA_D_00000					r inish	Uancel	

Ι	tem	Description	Settings
Device to	Device	Specify the device memory to monitor.	D200
Display	Data Length	Set data length of the device memory.	1-Word
Text to	Display Format	Set the format of numbers to be displayed on the screen.	DEC (with sign +–)
Display	Digits	Specify the number of digits of device memory to monitor.	5
	Decimal Point	Set whether to include a decimal point.	0

• Char. Prop.

	7	Nulli, Dis			
			Char. Color	A •	
Contents			Style	B S I A A	
	1122	ie l	Point	12 🚔 / 999	
Style	171234	2	Rotation + Direction	≜≕ ▼	
Function			Spacing		
			Zero Suppress	Flush Right 👻	
Char. Prop.			System Font	•	
				Detai	I Settings>>
Operation/Alarm					
)ther Settings 👻					

Item	Description	Settings
Char. Color	Select the color of values.	-
Style	Select the text style.	-
Point	Set the text size.	-
Zero Suppress	Select this checkbox to enable zero suppression.Unselected \rightarrow O0010Flush Right \rightarrow 10	Selected Flush Right
System Font Windows Font 7-segment Font	Set the font of the numerical data display.	System Font

• Operation/Alarm

	√ Alar m	
Contents	Minimum	Constant ▼ DEC- ▼ -5000
Ē		Char. Color 🔺 🔹
Style	Maximum	Constant VDEC- V 5000
		Char. Color A
Function	Operation	
A	Scaling	
Operation/Alarm		

It	em	Description	Settings
Alarm	Minimum/	Set the minimum value used to trigger an alarm.	Minimum: -5000
	Char. Color	If lower than the set value, the value is displayed in the specified text color.	Char. Color: Red
Aldini	Maximum/	Set the maximum value used to trigger an alarm.	Maximum: 5000
	Char. Color	If higher than the set value, the value is displayed in the specified text color.	Char. Color: Blue



Creating Multiple Copies of Numerical Data Displays

Make multiple copies of the numerical display part.

1. Select the numerical data display. Handles are displayed.



2. Click [Edit] \rightarrow [Multi-copy]. The [Multi Copy] window is displayed.

Screen [2] Edit () - V Series E
Edit View Scre	en Setting Trar
Bring to Send to Front Back	Put All in Same Size -
	Screen [2] Edit (Edit View Screen Edit View S

3. Configure the following settings and click [OK]. This creates copies of the numerical data display.

C Dot Column	Interval	Pitch
Direction		
000	×	U
1/1/1	Y	10 🄶
GGP	Quantity X	1
Change Direction	Quantity Y	5
Device INC File N	o. +1 [Record No. +1
		Sten
V Numerical Data Device		Step
✓ Numerical Data Device PLC1 0	×	1
✓ Numerical Data Device PLC1 0 ↓ 0 ↓ 00200 Internal × 0 ↓ \$u × 00100		

4. Change the settings of each numerical data display. Change the settings as shown below in this example.



This completes the creation process of numerical data displays for monitoring.

7.2.2 Placing Numerical Data Displays for Entry and a Keypad

Data	Displ	ay/Ent	ry Mode
	Numerical data d	isplays for entry	
D200 +100	D205 +100	D210 20AA	D215 hakkoelec
D201 +200	D206 +200	D211 4000	
D202 +300	D207 +300	D212 5FFF	
D203 4400	D208 +500.0	D213 7000	
D204 -8000	D209 +600.0	D214 6500	
			Return

Placing Numerical Data Displays

Click [Home] → [Data Display] → [Num. Display].
 A numerical data display appears. Place it on the screen.

👔 🗳 📛 📙 🤦 💿 🕫 Screen [2] Edit () - V Series Editor for Windows V	/ersion 6.00 [No Title.V9] V910* i S (800 x 600) 32K-Color w/ blinking _ 🗆 x
File Home Parts Edit View	Screen Setting Transfer System Settin	ng Tool Help	Window Style 🗸 🎁
📉 🚍 🥅 🛃 🔲 🥥		rt 📭 🔜	
Registration Screen Overlap Switch Lamp	Data Entry Trend Alarm Tim	Text Pattern	
Item - Jump List -	Display V Displa	Granhic	
Screen [2] Edit (Char Display(N)	oraphix	
	Message Disp(G)		
· · · · · · · · · · · · · · · · · ·	Table Data Display(I)		<u> </u>
e e el construction de la constr			
 A second sec second second sec	e e e e <mark>l e e e e</mark> e e e e e		
	e la la presidente de la companya d		
a second a second second second	a a a 📥 a a a 🗧 a a a a a a		
 A second sec second second sec	a la la 🔽 la		a a a construction and a second
			a a a construction and a second second
<u>#12345</u>	12345		
±12345			a a a construction and a second second
+ <u>+12345</u>			
			a a se anna a an an an an an an an
and the second se			a a se a a a a a a a a a
2855.8 P			
 A second sec second second sec			
 A second sec second second sec			
e a service a service a service as a			
			•
		348 : -30	100% 😁 —— 🖓 🛲

- 2. Configure each setting in the settings window of the numerical data display.
 - Contents

	Num. Display	x
	Device to Display	,
Contents	Device PLC1	▼ 0 ÷ D ▼ 00205 ÷
	Data Length 1-Wo	ord 💌
Style +12345	Text to Display	
er	Display Format	DEC (with sign +-)
Function	Digits	5 32
	Decimal Point	0 🚔 / 10
Char. Prop.	📝 Auto-adjust th	ne area according to the char.size
7		<u>Detail Settings≫</u>
peration/Alarm		
ther Settings		
review Display Comm DATA D 00001		Finish Cancel

It	em	Description	Settings
Device to	Device	Specify the device memory for entry.	D205
Display	Data Length	Set data length of the device memory.	1-Word
Text to	Display Format	Set the format of numbers to be displayed on the screen.	DEC (with sign +–)
Display	Digits	Specify the number of digits of device memory to monitor.	5
	Decimal Point	Set whether to include a decimal point.	0

• Function

	Num. Display X
Contents	andard Tandard Tangay Display All Display
Style Exg Function C Char. Prop.	planation merric values are input using a keypad and the input data is written into the designated device. Custor movement order 0 → / 255 Ø Display the keyboard @ Ovelap Libray No. 1: ▼ Register
Operation/Alarm	Display Format List View
Other Settings 💌 Preview Display Com	Display Position

Item	Description	Settings
Function	Set the numerical data display function.	Entry Target
Cursor movement order	Set the cursor movement order between entry targets.	0
Display the keyboard	Overlap library No. [Register] ^{*1} Specify the overlap library number of the keyboard to be registered. Select and register a keyboard design using the [Register] button. System Keyboard Use the keyboard provided by the system.	Overlap library No. 1
Display Position	Set the X coordinate and Y coordinate values for the display position of the overlap. [Specify with Mouse] button *2 : Specify the display position coordinates by clicking with the mouse.	-

*1

Registration method Setting [Overlap Library No.] to "1" and clicking the [Register] button displays the [Part Type Select] window. Select a design and click the [OK] button.



A keypad is registered to the specified overlap library number. For details on registration, refer to page 7-12. If the specified overlap library number is already registered, a confirmation message is displayed. Select [Yes] to overwrite the overlap library number or select [Cancel] to register to another overlap library number.

*2 Click the [Specify with Mouse] button. A crosshair cursor and a dotted line frame the size of the overlap are displayed.



Click on a position where the dotted line frame does not protrude outside the screen area. A mark that shows the display position of the multi-overlap moves to the clicked position.

• Operation/Alarm

		Num. Display	
	🗸 Alarm		
Contents	Minimum	Constant VDEC V-5000	
1 Style	Maximum	Char. Color A T	
**		Char Color A	
Function			
	Operation		
Char. Prop.	Scaling		
Operation/Alarm			
Other Settings 👻]		
Preview Display	Comm DATA_D_00	101	Finish Cancel
Item		Description	

It	em	Description	Settings
Alarm	Minimum/ Char. Color	Set the minimum value used to trigger an alarm. Values lower than the set value cannot be entered using the keypad.	-5000
AidIII	Maximum/ Char. Color	Set the maximum value used to trigger an alarm. Values higher than the set value cannot be entered using the keypad.	5000

Creating Multiple Copies of Numerical Data Displays

Make multiple copies of the numerical display part.

1. Select the numerical data display. Handles are displayed.

	Screen [2] Edit ([)	×																					-
Í T				Ċ.		÷	 				·	• •						• •				÷				^
· •																										
1 · · ·			102					12				1														
· · ·				123	<u>45</u>				+1	234	5															
								•				-														
			1	123	45																					
			_																							
			- 4	123	45-	1																_				
				-																						
			117	122	i i de la																					
			13.	.ig 1	35																					
- · ·																										
			Ξ.	123	45																					
· ·																										
<u> </u>																										
· ·													i										 			

2. Click [Edit] \rightarrow [Multi-copy]. The [Multi Copy] window is displayed.



3. Configure the following settings and click [OK]. This creates copies of the numerical data display.

Multi Copy		×
Ot OLine/Column	Interval	Pitch
Direction	[
086	×	/5
X/X/ X	Y	10
	Quantity X	2
Change Direction	Quantity Y	5
Increment Cursor Mc Step 1 Display Order INC Step 1 V Device INC File N	A V No. +1	Record No. +1
V Numerical Data Device		Step
PLC1 ▼ 0 ÷ D ▼ 00205		1
Internal v 0 x \$u v 00100		
Internal v 0 10 \$u v 00100	A V	
ОК	Cancel	

4. Select the [View] → [Device] checkbox. The device memory (D200 to D214) is displayed at the lower left on each numerical data display.

🙀 🐚 🦷 🧐 📯 🔹 Screen [2] Edit () - V Series Ed	itor for Windows Version 6.00 [No Titl	de.V9]V910* i S (800 x 600) 32K 💷 🖻	×
File Home Parts Edit View Screen Setting Tra	nsfer System Setting Tool He	elp Window Style	~ 🚺
OFF OFF OFF OFF OFF OFF OFF OFF	Grid Ty Device	Message 🗨 😋 🔂 🖽 🛃	
1: English/Western Eu 👻 🔛 Catalog 🔛 Component Device Grid	ON Grid Display	Security	w
Display Change Now	Point Search Environment Center Li	ne 🔄 Overlap	
Screen [2] Edit () ×			
			nî.
A second seco		a a a a a a a a a a	
[1] A. S. A.		a a a a a a a a a a a .	
ter en la companya de la companya d		a second a second second second second	
		and a second second second	
and a second sec		a a a a a a a a a a a a a	
+12345	+12345	a server a server a server a server	•
		and the second second second second	
+12345 +12345	+12345		
+12345	+12345	a a a a a a a a a a a a a a	
000202	000212	a service a service as a service service	
H12345	+12345		
D00203	D66213		
H 12345	+12345	and a second second second	
D00204 D00209	D68214	a second a second second second	
1 A second se		a a a a a a a a a a a a a a	•
te de la companya de			
en el compositor de la comp		a a a a a a a a a a	
the second s			
€			•
	706 : 162	100% 🕤 —— 🗇 👘	÷
5. Change the settings of each numerical data display. Change the settings as shown below in this example.



This completes the registration of numerical data displays for entry and the entry keypad.

7.2.3 Overlap Library

The following items are registered to the overlap library that contains the entry keys registered using the [Register] button. These can be used without changing any settings.

If size adjustment or color changes are required, change these settings in the [Overlap Library Edit] tab window.

• Overlap library number 1 (keypad)



Editing the Overlap Library

1. Click [Home] \rightarrow [Registration Item] \rightarrow [Overlap Library]. The [Overlap Library] window is displayed.

6		n 🔿 🖓 🚍 🛋 🖉	•		S	creen [1]	Edit (5	SW/LP)	- V Serie	s Editor f	for Win	dows Vei	sion					
	8	File Home	Parts E	Edit V	View	Screen S	etting	Tran	sfer	System Se	etting	Tool	Help						
	Regi	stration em v Jump Scree	n Overlap	Switch	O Lamp	123 Data Display *	Entry	Trend	Alarm	Time Display *	shape	Text	Pattern						
		Screen(S) Message(M)										orapin			ſ	Overlan Lil	brank		ā
(Overlap Library(O))														No.	0	
		Graphic Library(G)																	
	2	Multi-language(L)															OK	Cancel	
		Macro Block(R)													L				_
		Tag Database(Y)																	
		Data Sheet(H)																	
	-	Animation(A)																	
		Pattern(P)																	

2. Specify number "1" for the overlap library to which the entry key is registered. The [Overlap Library Edit] tab window is displayed.

Screen [2] Edit (Data Disp./Entry) 📮 Overlap Library [1] Edit () ×													
			Max Min	1234.5 1234.5									
			Input -	1234.5									E
	D	E	F	UP									
	A	В	С	DW									
	7	8	9	+/-									
	4	5	6	•									
	1	2	3	CLR									
		D	Ent	er									
۲ 📄													+

Overlap Settings

- 1. Double-click the overlap to display its item settings window. Properties such as area color and size can be changed in this window.
 - Style



Item	Description	Settings
Туре	Change the design of the overlap part.	-
Color	Set the area color.	-

• Detail

				Ov	erlap				>
e	Auxiliary Fu	nction							
Style	☑ System	buttons rency Displa	0 y						
Detail	Read PL	C Device wł	nen OFF						
	Coordinate								
	Start X	0	🔿 🛛 Start Y	0	🚔 Width	256 🚖	Height	200 🚖	
	1								
Other Settings 🔻									

Item	Description	Settings
System buttons	Select this checkbox to add a switch function (move/dismiss) to the upper left corner of the overlap area. For details on operation, refer to page 6-14 (Showing and Hiding Multi-overlaps).	Selected
Coordinate	Start X/Start Y Specify the upper left coordinates of the overlap area. Width/Height Specify the width and height of the overlap area.	-

Settings of Items Placed on the Overlap

Edit items placed on the overlap by clicking [Overlap Editing] \rightarrow [ID 0] on the right-click menu. This allows editing of only the items on the overlap.



Entry Icon

An entry icon for configuring keypad settings is displayed at the upper left of the keypad placed on the screen. If this entry icon is not displayed or settings are incorrect, the keypad will not function correctly.

In this section, use the keypad without changing any settings.

For details on the entry icon, refer to the V9 Series Reference Manual.



		Entry
Operation Select		
	Entry Target Control Device	Data Display 💌 Internal 🖜 0 👘 🕼
	Cursor Moved by:	Enable/disable the entry key(Bit 15)
Other Settings 👻]	
Preview Display	Comm	Place Entry Target Finish Cancel

Entry Display/Max. Value Display/Min. Value Display

- Entry display
 - This part temporarily displays values entered using the entry keys.
- Maximum/minimum value display

This displays the range of values that can be entered using the entry keys. The maximum and minimum values set for [Alarm] when [Function] is set to "Entry Target" are displayed automatically.

This section only explains the essential settings for each function.

1. Click the numerical data display on the overlap. The settings window for the numerical data display is displayed.

- 2. Configure each setting.
 - Function

	Num. Display X
Contents Style Function Char, Prop.	Function Image: Standard Image:
Other Settings 👻	
rreview Display	rhish Cancei
Item	Description
	Set the numerical data display function.

• Contents

Function

		Num. Display X
Contents		Device to Display Device Internal V 0 🛧 \$u V 00100 🛧
Ê	1004 6	Data Length I-Word -
Style	<u>+1234.5</u>	Text to Display
• • • • • • • • • • • • • • • • • • •		Display Format DEC (with sign +-) 👻
Function		Digits 5 🥌 / 32
		Decimal Point 1 💌 / 10
Char. Prop.		Auto-adjust the area according to the char. size
Other Settings 💌		
Preview Display Comm		Finish Cancel
Item		Description
Display Format	Set the format of nu	imbers to be displayed on the screen.

Text to	Display Format	Set the format of numbers to be displayed on the screen.	DEC (with sign +–)
Display	Digits	Specify the number of digits of device memory to monitor.	5
	Decimal Point	Set whether to include a decimal point.	1

This completes the overlap library configuration process.

Settings

Entry display Maximum value display Minimum value display

Settings

7.2.4 Placing Character Displays and Registering Character Keys

Data	Displa	ay/Ent	ry Mode
D200 +100	D205 +100	D210 20AA	D215 hakkoelec
D201 +200	D206 +200	D211 4000	
D202 +300	D207 +300	D212 5FFF	
D203 4400	D208 +500.0	D213 7000	
D204 -8000	D209 +600.0	D214 6500	
			0
			Return

- 1. Click [Parts] \rightarrow [Catalog]. The [Catalog] view window is displayed.
- 2. Select "Char. Display" for [Parts] and "Real" for [Shape].



3. Select a character display part and drag it onto the screen. This places the character display on the screen.



- 4. Configure settings in the item settings window.
 - Contents

			c	har. Display						x
	Device to Display									
Contents	ABCDEFGHIJ	Device	PLC1 - D0021	▼ 0 9	÷ D	• 00215	×			
Etulo		ABCDEEGHL	GHIJ	Text to Display						
				No. of Byte	e [10	- / 127			
Function				☑ Auto-adjust the area according to the char					ır. size	
A								De	etail Settings)	<u>»></u>
Char. Prop.										
Other Settings 👻)									
Preview Display	Comm	STR_D_00000						Fin	ish 📄	Cancel

	Item	Description	Settings		
Device to Display	Device to Display Device Specify the device memory to monitor.				
	No. of Bytes	Set the number of bytes for displaying text.	10		
Text to Display	Auto-adjust the area according to the char. size	Select this checkbox to automatically adjust the size of the part according to the number of specified bytes.	Selected		

• Style



	Item Description		Settings
Area Setting	Select from catalogs	Type Set the part design. Color Set the part color.	Color: White
	Select from image files	Load an image file to serve as the part.	-

• Function

	Char. Display
	Function
	Standard Display All
Contents	Char. Display
r 🖹	Password Input
Style	Explanation
	Numeric values or characters are input using a keypad and the input data is written into the designated device.
Function	Cursor movement order 0 📮 / 255
	☑ Display the keyboard
Char. Pron	🔿 Overlap Library
charriep	Sustem Keuboard
	System Reyboard
	gwerty yaiap 13 🗙
	a s d f g h j k 7 hrs
Other Settings 👻)
Den im Direland	Camp 777 D. cooco

Item	Description	Settings
Function	Set the character display function.	Entry Target
Cursor movement order	Set the cursor movement order between entry targets.	0
Display the keyboard	Overlap library No. [Register] Specify the overlap library number of the keyboard to be registered. Select and register a keyboard design using the [Register] button. System Keyboard Use the keyboard provided by the system.	System Keyboard

	,	une syst	ciii. it u	nows er						
Character key	s					r	-r		·	
q w	е	r	t	У	u	i	0	р	BS	×
a	s c	1 1	: 9	, ł		i	k	ι	DEL	
1 z	x	С	v	b	n	m	,		†	Ļ
📖 A 1				Ļ				-		-
Value keys										
! "	#	\$	%	~		7	8	9	BS	×
Ī	, (-		4	5	6	DEL	
+	–	*	/	,		1	2	3	†	L.
📖 A 1						0	T.	-		-

7.2.5 Placing Text and a Return Switch



This section explains how to place the screen title and other text elements.

Creating Text

1. Click [Home] \rightarrow [Text]. The mouse cursor changes to a crosshair.



- 2. Click on the screen. A text frame is displayed.
- 3. Enter text.
- 4. Click a location on the screen other than the text to accept the text entry.
- 5. Click the text to display its settings view window. Change the text color and text size properties.

	Screen [2] Edit (Data Disp/Entry) ×				
					_E
	· · · · · · · · · · · · · · · ·				
	Data	Displ	ay/Ent	ry Mode	
· ·	• • • • • • • • • • •	<mark>-</mark>			
					· · · · · · · · · ·
				Text	×
	p200 +12345	D205 + +12345	D210 EFEFE	Style	A
				Data Display/Entry Mode	
· ·	D201 +12345	D206 +12345	D211 FFFFF	Char. Color <u>A</u> *	
· ·				Style BS Z	
· ·	D202 +12345	D207 +12345	D212 FFFFF		
		D208 +1234 5	D213 FEFE	Point 40 Age	
· ·		11234.3		Botation + Direction	
	D204 H 12345	D209 +1234.5	D214 FFFFF		
· ·			· · · · · · · · · ·		1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 -
				Use Windows fonts	
				Coordinates	<u> </u>
	· · · · · · ·			Start X 90 👻 Start Y 110 💌	
				·	
	"				
,					

Return Switch

Place a switch used to return to the previous screen.

- 1. Place a switch.
- 2. Select "Return" for [Function] in the switch's settings window.

(Switch	x
Style Char. Prop. Output Device Function	Switch Function Standard Screen Chance-over Hard Copy Overlap Control Language Changeover Explanation Used for returning to the previously displayed screen.	
Other Settings 👻 Preview Display		Finish Cancel

3. Register switch text and adjust the color and position.

This completes the screen creation process. Check screen operation on the V9 series unit.

7.3 Checking Unit Operation

Check screen operation after transferring the screen program to the unit.

Device Memory Used

The device memory addresses used in this example are listed below.

Device Memory	Data in Device Memory
D200 - D204	Numerical data display
D205 - D214	Numerical data display (Entry Target)
\$u16330 *	Entry (control device memory)
\$u16340 *	Entry (information output device memory)

* Change to another device memory address to control specification of entry targets using device memory or to use information output device memory.

7.3.1 Checking the Numerical Data Displays

1. Display screen 2.



2. Enter values for D200 to D204 using the PLC. The values are updated to the numerical data displays on the screen.



3. Entering a value outside the alarm range will display the value in the alarm color.

Alarm setting range Minimum: –5000, Alarm color: Red Maximum: +5000, Alarm color: Blue



7.3.2 Entering Values

1. Press the numerical data display for "D205". This displays the keypad overlap and highlights the value for "D205".





2. Press "3" twice on the keypad. "+33" is displayed on the entry display part.



3. Press the [Enter] key. The keypad overlap disappears and the value of "D205" displays "33". Checking the "D205" address on the PLC should show that "33" is written.



Writing operations for other data are performed in the same manner.



Entering negative values, such as "-200": Press "2" "0" "0" "+/-" and then [Enter] on the keypad.

7.3.3 Entering Text

1. Press the character display for "D215". This displays the system keyboard and highlights the value for "D215".

Data	Displa	ay/Ent	ry Me	ode
D200 +2000	D205 +33	D210 0	D215	
D201 +2100	D206 +0	D211 0		Im
D202 -3000	D207 +0	D212 0		
D203 -8000	D208 +0.0	D213 0		L
q w e	r t y	ui	o p	BS 🗙
a s d	f g	h j k	1	DEL
☆ z x	c v b	n m	, .	
📖 A1		_	+	

2. Press "d", "a", "t", and "e" using the character entry keys. "date" is displayed on the entry display part.

Data	Displ	ay/Ent	ry M	ode	
D200 +2000	D205 +33	D210 0	D215	date	
D201 +2100	D206 +0	D211 0			
D202 -3000	D207 +0	D212 0			
D203 -8000	D208 +0.0	D213 0			
q w e	r t y	ui	o p	BS	×
a s	the g	h j k		DEL	
	V b	n m	, .	1	Ţ
🕮 A1		.	-		→

- 3. Press the [Enter] key. The keyboard disappears and the character display returns to its normal display state and shows "date".
- 4. Checking the "D215" and "D216" addresses on the PLC should show that "6164Hex" and "6574Hex" are written.



MEMO





8 Alarms

8.1 Overview

- 8.1.1 History Display
- 8.1.2 Only Display Occurring Alarms
- 8.2 Screen Example

8.3 Creation Procedure

- 8.3.1 Creating Screen 3 (History Display)
- 8.3.2 Creating Screen 4 (Real Time Display)
- 8.3.3 Configuring Scrolling Messages
- 8.3.4 Placing Text and a Return Switch

8.4 Checking Unit Operation

- 8.4.1 Checking Screen 3 (History Display)
- 8.4.2 Checking Screen 4 (Real Time Display)
- 8.4.3 Checking Scrolling Messages

8.1 Overview

Information including time of occurrence can be saved together with error messages as history. History is saved to an area referred to as an "alarm server".

Information saved to an "alarm server" is displayed using "alarm parts".

* Scrolling messages can be used instead of alarm parts.



There are four ways to display alarms.



8.1.1 History Display

Alarm History

The changes in device memory on the PLC saved to an alarm server can be displayed on an alarm part. Display alarm occurrence/reset/acknowledgment times and messages on one line.



Event History

The changes in device memory on the PLC saved to an alarm server can be displayed on an alarm part. Display alarm occurrence/reset/acknowledgment times and messages each on separate lines.



8.1.2 Only Display Occurring Alarms

Real Time Display

Use alarm server information to only display currently occurring errors on an alarm part.



Scrolling Message

Use alarm server information to display currently occurring errors on the screen as scrolling messages. Alarm parts are not required.



8.2 Screen Example

Screen 3

Create an alarm history screen. Display the history of error occurrence/reset/acknowledgment times with alarm parts.





Screen 4

Create a real time display screen for alarms.

Only display currently occurring errors with occurrence time in an alarm part.



Scrolling Message

Display currently occurring errors on the bottom of the screen with a scrolling message regardless of the currently displayed screen.



Messages and Device Memory Used

Line	Message	Error Device Memory
0-0	Tank A Error	M100
0-1	Tank B Error	M101
0-2	Tank C Error	M102
0-3	Tank D Error	M103
0-4	Valve A Error	M104
0-5	Valve B Error	M105
0-6	Valve C Error	M106
0-7	Valve D Error	M107

8.3 Creation Procedure

8.3.1 Creating Screen 3 (History Display)

Configuring the Alarm Server

1. Click [System Setting] → [Alarm Server]. The [Alarm Server] window is displayed.



2. Click [Add]. This manual uses block number 0 so specify "0" and click [Complete]. [Alarm block [0]] is added.



3. Configure settings on the [Alarm Device] tab window.

Delete	A	dd In:	ert Delete	Delete		set Selected
	Numb Monit	er of Monitoring Al oring Intervals	larms 8 /11	6384 ()) sec ()) * 10	Omsec Display Pa	ige 1 🔆 /1
	No.	Device	Error Condition	Group	Message	Alarm Histo
	0	D00100-00	Edge ON	0: GROUPOO	0-0	
	1	D00100-01	Edge ON	0: GROUPCO	0-1	
	2	D00100-02	Edge ON	0: GROUPOO	0-2	
	3	D00100-03	Edge ON	0: GROUPCO	0-0	
	4	D00100-04	Edge ON	0: GROUPCO	0-4	
	5	D00100-05	Edge ON	0: GROUPOO	0-5	
	6	D00100-06	Edge ON	0: GROUPOO	0-6	
	7	D00100-07	Edge ON	0: GROUPOO	0-7	
		III				,

Item	Description	Setting Example
Number of Monitoring Alarms	Use the [Add], [Insert], [Delete], [Delete All], and [Set Selected] buttons to set the number of monitoring alarms. The number of registered alarms is displayed. 1 - 16384	8
Monitoring Intervals	Set the monitoring frequency of the alarm.	1 (sec)
Device	Set the device memory for the alarm.	M100 - M107
Error Condition	 Set error condition for the device memory. Edge ON Bit OFF → ON: Error occurrence Bit ON → OFF: Error reset Edge OFF Bit ON → OFF: Error occurrence Bit OFF → ON: Error reset Range Designation Set the comparison condition expression for the value of the device memory address. 	Edge ON
Group	Set the alarm group to which the alarm device memory belongs. For information on alarm groups, refer to page 8-8.	0: GROUP00
Message	 Register an alarm message. GNo.0 - 127 No.0 - 255 Set the [GNo.] and [No.] values of the message registered to the alarm message. Display the [Message Edit] window using the [Edit] button. Message Lines Set the number of lines of the alarm message. 	0-0 - 0-7 Message Lines: 1
Alarm types	 Set the alarm type. If none of the checkboxes are selected, history is not retained even if the error condition is satisfied. * To display alarm messages on the unit, match the display mode setting of the alarm parts. Alarm History Display alarm occurrence/reset/acknowledgment times and messages together on one line. Event History Display alarm occurrence/reset/acknowledgment times and messages each on separate lines. Real Time Only display alarms that are currently occurring. Alarms that require resetting can be recognized at a glance. 	Alarm History
Actions	 Set the action to perform when an alarm occurs. Flowing Message Automatically display alarm messages at the bottom (or top) of the screen. Messages are displayed continuously until the error is reset even if the screen is changed over. Sound Play an audio file. E-Mail Send an e-mail. Operation Setting Perform operations including writing to specified device memory, changing over screens, and macro execution. Parameter Save/display value/text data (i.e. parameters) together with alarm messages when an alarm occurs. Touch Action Change over the screen by touching the displayed alarm message. 	-

4. Specify the message color on the [Alarm Group] tab window.

Adam Server Adam Device Adam Device

Item			Setting Example	
Alarm Group		Create groups with	the [Add] button.	-
Group	Specify Group Name	 Selected A group name can be selected from the registered messages. Unselected Group names are automatically set as "GROUPxx" (xx: 00 to 15). 		Unselected (GROUP00)
settings	Color to Display	Set the text color ar Occurrence: Cancellation: Acknowledgment: Normal:	nd background color of each alarm state. Alarm occurring, unacknowledged Alarm reset, unacknowledged Alarm occurring, acknowledged Alarm reset, acknowledged	-

Set the amount of data to retain as history on the [Data Output Setting] tab window.
 Also configure settings on this tab window when outputting history data to a storage device.



	Item	Description	Setting Example
	Number of Data to Save	Set the number of alarms to save. Occurrence, reset, and acknowledgment are each counted as a single data entry.	1000
	After Full Capacity	Set the processing to perform when [Number of Data to Save] is exceeded.	Clear old data and continue monitoring
Internal Storage	Device Type	Set the save destination.	SRAM
Setting (SRAM)	Memorize initial value	 In the state where an alarm is occurring, set the operation to perform when power to the unit is turned ON or when switched from Local mode to RUN mode. Selected Selected The error occurrence is not logged again because the latest state of the bit is recorded. Unselected The history of the error occurrence is logged again. 	Unselected

Item		Description	Setting Example
	Number of Data to Save	Set the amount of data to save to the storage device. Occurrence, reset, and acknowledgment are each counted as a single data entry.	Unselected
Storage Output	Drive for Output	 Set the output destination for the CSV and backup files. Storage Setting (uses specified drive) C: Built-in Socket D: USB-A Port 	Storage Setting
Settings	Output timing	 Storage Output Bit Perform output when the specified bit changes from OFF to ON. After Full Capacity Upon date change Upon change to local mode Upon storage removal 	Storage Output Bit M110

For other settings, refer to the V9 Series Reference Manual.

Configuring Alarm Parts

Place alarm history display parts on screen 3.

- 1. Click [Parts] \rightarrow [Catalog]. The [Catalog] view window is displayed.
- 2. Select "Alarm Tracking" for [Parts], "Plain" for [Shape], and "AlarmHistory 800*600" for [Group].



3. Select a group of parts and drag it onto the screen.



- 4. Configure each setting in the alarm part settings window.
 - Operation Select

		Alarm		×
Operation Select		* • •		
Contents Monitoring Alarm	Owner, Jiming Inner II. AD	se Paras Para		
Filter	Function Descriptions The occurrence time, reset time displayed in one line. You can check the status of e	me and acknowledged time of an ala each alarm at a glance.	rm are	
Style	Display Mode	Alarm History 👻	Display All	
	Display Order of Date/Time	Ascending Order Order	escending Order	
Other Settings 👻				

Item	Description	Setting Example
Display Mode	Specify the display mode for the alarm part.	Alarm History
Display Order of Date/Time	Specify the display order of alarm messages.	Ascending Order

• Contents

	Alarm	x
Operation Select	Common Setting V Ruled Line Display Use Windows Font Title Setting V Display a title GNo. 127 A. 0 255	Edit Detail Setting
Monitoring Alarm Filter Etter Style	Display Setting Items Not to Display Alarm No. Group Name	Point 12 📩 / 999
Other Settings 👻 Preview Display	Preview Comm Ala284_00000 Language 1: English/West	Finish Cancel

	Item	Description	Setting Example
Common	Ruled Line Display	Show ruled lines in the display area. Also set the ruled line color.	Selected
Setting	Use Windows Font	Display alarm messages using a Windows font.	Unselected
Title Setting	Title Setting Display a title *1 Display a title on the first line of each item. Titles can be edited by displaying the [Message Edit] window with the [Edit] button. The specified number of display item lines are used consecutively. Set the number of points, display position, and color by selecting the [Detail Setting] button		Selected GNo.127 No.0
	Items Not to Display	Select the items not to display in the alarm part.	Alarm No. Group Name
Display Setting	Items to Display	Select the items to display in the alarm part.	Message Occurrence Time Reset time Acknowledged time
	Point	Set the text size of the display items.	12
	Select Option	This is displayed when each item for display is selected. Set the width and placement of the item's display area and the date/time display.	-

*1 Example of title and display settings

Message (Title Setting)	Items to Display (Title Setting)
GNo. 127 No. 0: Error contents	Message
GNo. 127 No. 1: Occurrence	Occurrence Time
GNo. 127 No. 2: Reset	Reset time
GNo. 127 No. 3: Acknowledgment	Acknowledged time

A display example of the title and display settings can be checked by clicking the [Preview] button.

Monitoring Alarm Filter Style	Display Setting Items Not to Display Alarm No. Group Name	Items to Message Occurrence Reset time Acknowledg	Time Up ed time Down	Point	12 🗼	/ 999		
		F	Preview					×
Other Settings 👻	Preview							
Preview Display	Comm ALARM_00000	Language 1	Error Messa	ge Occurrence		Cancel		Acknowled
-			Message	YYYY/MM/D	Dhh:mm:ss	YYYY/MM/DDh	h:mm:ss	YYYY/MM.
			•	п	11			4

• Monitoring Alarm

 $\overline{\mathbf{\cdot}}$

Operation	Alarm Davies		
Select	Alarm Device	Alaum History (Paul Time	
	Type. Number of Manitoring Alayme:	0/16204	
Contents	Elemina Messare	Name	
Contents	Filiwing message.	None	
	E-Mail:	None	
Manitaring	Operation Setting	Occurrence/None Cancel/None	
Alarm	Barameter:	None	
	Tauch Action	None	
	Touch Hoton	None	
Filter	Data Output Setting		
<u></u>	Device Type:	SRAM	
	Number of Data to Save:	1000	
Style	After Full Capacity:	Clear old data and continue monitoring	
- 4	Storage Output Settings		
	Storage Drive:	Storage Setting	
	Drive for Output:	Storage Setting	

Item	Description	Setting Example
Reference Alarm Block No.	Select the alarm block number for history display.	No.0
Settings	Check the details of alarm block settings.	-

To check how the message will be displayed from the editor, select the [View] \rightarrow [Display Environment] group \rightarrow [Message] checkbox to display a registered message in the display area.

🕋 🛯 🛏 🖛 🔿	≂ Screen [3] Edit (Ala	arm 1) - V Series Editor for	Windows Version 6.00 [No Title.V9] V9	010* i S (800 x 600) 32K-Color w
File Home F	Parts Edit View Screen Se	tting Transfer Syste	m Setting Tool Help	
OFF •	Project 📅 Function Item	Grid	To Device Message	0.0
1: English/Western Eu 👻	Component Device	Grid Setteing Point Search	Display Environment V Center Line Coverlap	100% - 🔊 Redraw
Display Change	View	Grid	Display Environment	Zoom Redraw

8.3.2 Creating Screen 4 (Real Time Display)

Configuring the Alarm Server

- 1. Click [System Setting] \rightarrow [Alarm Server]. The [Alarm Server] window is displayed.
- 2. Add settings to alarm block 0. Select the [Real Time] checkboxes on the [Alarm Device] tab window.

💷 Alarm Serv	ver 💽
🖃 🌄 Alarm Se	erver MBlockI0 Add Alarm Device Alarm Group Data Output Setting Control Device Setting Format Setting Others
	Delete All Set Selected
	Number of Monitoring Alarms 8 /16384
	Monitoring Intervals 0 + /65535 • sec • 100msec Display Page 1 + /1
	IVO. Intersage Alarm History Event History (Real Time Flowing mess 0 0-0 Tant & Error V V V Kone
	1 D-1 Tank B Error Image: Comparison of the second
	3 0-4 Tank D Error Image: Constraint of the second
	5 0-5 Value 5 Error Image: Comparison of the second secon
	7 C-7 Valve D Error 🗹 🗌 🔽 Kone
	۲ III. ۲
	Display Language Language 1 : English/Western Europe Gothic TTF
	Complete Cancel
Cotting all charle	
	cooxes at once
I. Select the [F	Real TimeJ checkbox for alarm number 0 and then click the [Set Selected] button.
	Narm Server
	Add Alarn Biock[0]
	Delete All Set Selected
	Number of Monitoring Alarms 8 /16384
	No. Message Alarm History Event History Real Time Flowing Ress
	0 0-0 Tant à Error 🗹 🗌 🔽 Jone 1 0-1 Tant B Error 🖌 🗍 None
	2 0-2 Tank C Error V . None 3 0-2 Tank D Error V . None
	4 0-4 Valve A Error 5 0-5 Valve B Error ✓ None
	6 0-6 Valve C Error V None
2. Select numb	bers 0 to 7 in the [Set Selected] window and then click [Run].
	Set Selected
	Run Cancel
D Tb c c c c c c c c c c	of sumber 0 is conied to sumber 1 to 7
3. The setting	or number 0 is copied to numbers 1 to 7.
	Alam Server
	Add Alam Biock[0] Add Alam Group Data Output Setting Control Device Setting Format Setting Others
	Delete Add Insert Delete Al Set Selected
	Number of Monitoring Alarms 8 //16384
	No. Message Alarm History Event History Real Time Flowing Mess
	0 0-0 Tank à Error 🗹 🗌 📝 None 1 0-1 Tank 3 Error 🕅 🗍 🖓 None
	2 0-2 Tank C Error 🗹 🗌 😾 None
	U U U MODE 6 0-6 'late C Error V V None - - - - None
	17 [0-7 Valve D Error V None

Configuring Alarm Parts

Place real time display parts on screen 4.

- 1. Click [Parts] \rightarrow [Catalog]. The [Catalog] view window is displayed.
- 2. Select "Alarm Tracking" for [Parts], "Plain" for [Shape], and "Realtime 800*600" for [Group].



3. Select a group of parts and drag it onto the screen.



- 4. Configure each setting in the settings window of the alarm part.
- Operation Select

		Alarm	x
Operation Select Contents Montoring Altoring Filter	Function Descriptions Only alarms that are currently You can check the alarms that	r occurring are displayed.	
Style	Display Mode Display Order of Date/Time	Real Time Display All Ascending Order Descending Order	
Other Settings 👻 Preview Display	Comm ALARM_00000	Language 1: English/West 💌	Finish Cancel

Item	Description	Setting Example	
Display Mode	ay Mode Specify the display mode for the alarm part.		
Display Order of Date/Time Specify the display order of alarm messages.		Ascending Order	

• Contents

		Alarm		x
Operation Select Contents	Common Setting V Ruled Line Display Use Windows Font Title Setting V Display a title GNo. 127		Edit	Detail Setting
Monitoring Alarm Filter Style	Display Setting Items Not to Display Alam No. Group Name	Items to Display Message Occurrence Time Down	Point	12 👘 / 999
Other Settings 👻 Preview Display	Preview Comm Alarm_00000	.anguage 1:English/West ▼		Finish Cancel

	Item	Description	Setting Example
Common	Ruled Line Display	Show ruled lines in the display area. Also set the ruled line color.	Selected
Setting	Use Windows Font	Display alarm messages using a Windows font.	Unselected
Title Setting	Display a title *1	Display a title on the first line of each item. Titles can be edited by displaying the [Message Edit] window with the [Edit] button. The specified number of display item lines are used consecutively. Set the number of points, display position, and color by selecting the [Detail Setting] button.	Selected GNo.127 No.4
	Items Not to Display	Select the items not to display in the alarm part.	Alarm No. Group Name
Display	Items to Display	Select the items to display in the alarm part.	Message Occurrence Time
Setting	Point	Set the text size of the display items.	12
	Select Option	This is displayed when each item for display is selected. Set the width and placement of the item's display area and the date/time display.	-

*1 Example of title and display settings

Message Contents (Title Setting)	Items to Display (Display Setting)
GNo. 127 No. 4: Occurring error	Message
GNo. 127 No. 5: Occurrence time	Occurrence Time

A display example of the title and display settings can be checked by clicking the [Preview] button.

Monitoring Alarm Filter Style	Display Setting Items Not to Display Alarm No Group Name	Items Message Occurrence	o Display	Point Up own	12 🚖 / 999	
			Preview			X
Other Settings 👻	Preview					
Preview Display	Comm ALARM_00000	Language 1	Error Mes	sage	Occurrence	
			Message	l.	YYYY/MM/DDhh:mm:ss	

• Monitoring Alarm

Contents Monitoring Alarm	Type: Number of Monitoring Alarms: Flowing Message: Sound: E-Mail: Operation Setting: Parameter:	Alarm History/Real Time 8/1884 None None None OccurrenceNone CancetNone None	
Y	Touch Action:	None	
Filter	Data Output Setting Device Type: Number of Data to Save: After Full Capacity:	SRAM 1000 Clear old data and continue monitoring	
	Storage Output Settings Storage Drive: Drive for Output:	Storage Setting Storage Setting	

Item	Description	Setting Example
Reference Alarm Block No.	Select the alarm block number for history display.	No.0
Settings	Check the details of alarm block settings.	-

8.3.3 Configuring Scrolling Messages

Configuring the Alarm Server

- 1. Click [System Setting] \rightarrow [Alarm Server]. The [Alarm Server] window is displayed.
- 2. Add settings to alarm block 0.

Edit

Set the [Flowing Message] setting of alarm number 0 registered on the [Alarm Device] tab window.

II Alarm Server		X
Alarm Block[0]	Add Alarm Device Alarm Group Data Dutput Setting Control Device Setting Format Setting Others Add Inset Delete Delete Al Set Selected Number of Monitoring Alarms 8 /16384 Monitoring Intervals 0 / 76535 9 sec * 10 Double-Click / 1 No. Alarm History Event History Real Time Flowing Message Flowing Message[0] / None None None None Setting Enable Edit None None Complete Cancel None None None None	
m	Description	S
etting	et [Enable] to display a scrolling message.	

Display a window for setting the scrolling speed and direction of messages.

3. Click the [Edit] button to display the scrolling message settings and change the scrolling speed, direction, and color of text.

Flowing Message Settings
2014/05/22 21:08:01 Sample String1 2014/05/22 21:08:01 Samp
Slow Fast Flow Speed 15 255 Position © Lower End Upper End Narrow Wide pixel/100msec Flow Direction © Left <> Right Ceft >> Right Marcowal Interval 30 255 255 255 255
Display Setting
Char. Prop Area Setting
Char. Color A V Background V Area Color V Style B 1/4 Z A V V Display Frame
Enlarge X 1 / / 8 Y 1 / / 8 Frame Color 9 -

Item		Description	Setting Example
Operation Setting	Flow Speed	Set the message speed.	5
	Message Interval	Set the interval to use when there are multiple messages.	30
	Position	Set the display position of the message.	Lower End
	Flow Direction	Set the scrolling direction of messages.	Left \leftarrow Right
	Scroll Tool	Touch the area to display a scroll tool. This tool allows the display position and speed to be changed.	Selected
Display Setting	Date Display	Display the date of when an alarm occurs.	Selected
	Time Display	Display the time of when an alarm occurs.	Selected
	Char. Prop.	Set the color, style, and size of text in scrolling messages.	-
	Area Setting	Set the color and frame of the display area of scrolling messages.	-

ما

-

4. After editing the settings of scrolling message number 0 is complete, click the [Set Selected] button.

Alarm Server							
⊟-	Add Delete	Alarm Den Add Number	vice Alarm Grou Inser of Monitoring Alar	p Data Output Se t Delete ms 8 /16	tting Control Devi Delete All	ice Setting Format Setti	ng Others elected
		No.	ng Intervals 0 Alarm History V	Event History	● sec _ © *100i Real Time ☑	msec DisplayPage Flowing Message Enable	1 2 /1 Sound None
		1 2 3	V		✓ ✓ ✓	None None None	None None
		4	× ×		V V	None None	None None
		6 7	× ×		✓ ✓	None None	None

5. Select alarm numbers for adding a scrolling message (e.g. numbers 0 to 3) and click [Run]. The scrolling message action is set to the selected alarm numbers.



8.3.4 Placing Text and a Return Switch

This section explains how to place the screen title and other text elements.

Screen 3



Screen 4



Creating Text

1. Click [Home] \rightarrow [Text]. The mouse cursor changes to a crosshair.



- 2. Click on the screen. A text frame is displayed.
- 3. Enter text.
- 4. Click a location on the screen other than the text to accept the text entry.
- 5. Click the text to display its item view window. Change the text color and text size properties.

Screen [3] Edit (Alarm 1) ×						
Alarm History						
PAGE Text	×					
Style Alarm History Char. Color Alar Style Black Transparency Alar Point 40 ÷ /939 Rotation + Direction Character Position Image: Start X Start X 223 ÷ Start Y 74						
Change Display Reset DEL ACK ALL Filter File Return						
4	- F					

Return Switch

Place a switch used to return to the previous screen.

- 1. Place a switch.
- 2. Select "Return" for [Function] in the switch's settings window.

	Switch	x
Style Char. Prop.	Function Standard Standard Display All Standard Language change-over Explanation Explanati	
Function	useu ior returning to the previously usplayed screen.	
Uther Settings 👻		
Freview Display	Commi Sw_00003 Language 1. English West -	

3. Register switch text and adjust the color and position.

This completes the screen creation process. Check screen operation on the V9 series unit.

8.4 Checking Unit Operation

Check screen operation after transferring the screen program to the unit.

Device Memory Used

The device memory addresses used in this example are listed below.

Device Memory	Description of Device Memory
M100 - 107	Alarm monitoring bit
M110	Storage Output Bit

8.4.1 Checking Screen 3 (History Display)

Checking the Screen Display

1. Display screen 3.

	Alarm	History	
Error Message	Occurrence	Cancel	Acknowledg PAGE
			PAGE
DISPOrder Change-or	ver Reset DEL	ACK ALL Filter F	Return

2. Turn ON M100 on the PLC. A message, occurrence time, and asterisks are displayed on the alarm part on the screen.


3. Turn OFF M100 on the PLC. The reset time is displayed on the alarm part.



4. Press the [ACK ALL] switch. The acknowledgment time is displayed in the alarm part.

	Alarm	Histo	ry	
Error Message	Occur rence	Cance I	Acknowle	dç PAGE
Tank A Error	05 20, 2014 08:05	:02 05 20, 2014 08	:06:20 05 20, 2014	
				•
				PAGE
Change Displ	ay Reset DEL	ACK ACK		
DISPOrder Change-o	ver DEL	ALL		Return
				no turn

5. Repeat steps 2 to 4 for M101 to M107. A record of these operations is created.



Filter Display Function

The alarm status to display can be selected using a filter switch.

1. Turn M100 to M107 ON and OFF. A record of these operations is created.

Tank A Error 05 20, 2014 08:09:57(05 20, 2014 08:10.06(05 20, 2014 0) Tank B Error 05 20, 2014 08:10:06(05 20, 2014 08:10.07(05 20, 2014 0) Tank D Error 05 20, 2014 08:10:06(05 20, 2014 08:10:07(05 20, 2014 0) Tank D Error 05 20, 2014 08:10:16(05 20, 2014 08:10:27(05 20, 2014 0) Alive A Error 05 20, 2014 08:10:26(05 20, 2014 08:10:27(05 20, 2014 0) Alive A Error 05 20, 2014 08:10:26(05 20, 2014 08:10:27(05 20, 2014 0) Alive A Error 05 20, 2014 08:10:26(05 20, 2014 08:10:27(05 20, 2014 0) Alive A Error 05 20, 2014 08:10:25(05 20, 2014 08:10:27(05 20, 2014 0) Tank A Error 05 20, 2014 08:10:25(05 20, 2014 08:10:27(05 20, 2014 0) Tank A Error 05 20, 2014 08:10:25(05 20, 2014 08:10:24(05 20, 2014 0) Tank A Error 05 20, 2014 08:12:40 Tank A Error 05 20, 2014 08:12:40 <th>Error Message</th> <th>Occur r</th> <th>ence</th> <th>Cancel</th> <th>Acknowled</th> <th>PAGE</th>	Error Message	Occur r	ence	Cancel	Acknowled	PAGE
Tank B Fror 05 20, 2014 08:10:20405 20, 2014 08:10:0705 20, 2014 0 Tank C Fror 05 20, 2014 08:10:2056 20, 2014 08:10:0705 20, 2014 0 Tank D Fror 05 20, 2014 08:10:1056 20, 2014 08:10:2705 20, 2014 0 Valve A Fror 05 20, 2014 08:10:2105 20, 2014 08:10:2705 20, 2014 0 Valve A Fror 05 20, 2014 08:10:221 Valve A Fror 05 20, 2014 08:10:221 Valve B Fror 05 20, 2014 08:10:221 Valve B Fror 05 20, 2014 08:10:221 Valve B Fror 05 20, 2014 08:10:241 Valve D Fror 05 20, 2014 08:10:241 Tank A Fror 05 20, 2014 08:10:241 Valve A Fror 05 20, 2014 08:12:44 Valve A Fror 05 20, 2014 08:12:42 Valve A Fror 05 20, 2014 08:12:46	Tank A Error	05 20, 2014	08:09:57 05 20), 2014 08:10:0	605 20, 2014 0	
Tank C Fror 05 20, 2014 08:10:05/05 20, 2014 08:10:07/05 20, 2014 0 Tank D Fror 05 20, 2014 08:10:14/05 20, 2014 08:10:27/05 20, 2014 0 Valve A Error 05 20, 2014 08:10:19/05 20, 2014 08:10:27/05 20, 2014 0 Valve A Error 05 20, 2014 08:10:19/05 20, 2014 08:10:27/05 20, 2014 0 Valve A Error 05 20, 2014 08:10:19/05 20, 2014 08:10:27/05 20, 2014 0 Valve C Error 05 20, 2014 08:10:28/05 20, 2014 08:10:44/06 20, 2014 0 Valve D Error 05 20, 2014 08:10:48 Tank A Error 05 20, 2014 08:10:44/05 Tank A Error 05 20, 2014 0 Valve D Error 05 20, 2014 08:10:44/05 Tank A Error 05 20, 2014 0 Valve D Error 05 20, 2014 0 Tank A Error 05 20, 2014 0 Valve D Error 05 20, 2014 0 Valve A Error 05 20, 2014 0	Tank B Error	05 20, 2014	08:10:04 05 20	0, 2014 08:10:0	705 20, 2014 0	
Tank D Error 05 20, 2014 08:10:1405 20, 2014 08:10:2705 20, 2014 0 Valve A Error 05 20, 2014 08:10:2705 20, 2014 08:10:2705 20, 2014 0 Valve B Error 05 20, 2014 08:10:270 Valve B Error 05 20, 2014 08:10:270 Valve B Error 05 20, 2014 08:10:270 Valve D Error 05 20, 2014 08:10:28 Valve D Error 05 20, 2014 08:10:28 Valve D Error 05 20, 2014 08:10:48 Valve D Error 05 20, 2014 08:10:48 Valve D Error 05 20, 2014 08:10:43 Valve A Error 05 20, 2014 08:12:44 Valve A Error 05 20, 2014 08:12:44	Tank C Error	05 20, 2014	08:10:05 05 20	0, 2014 08:10:0	705 20, 2014 0	
Valve & Error 05 20, 2014 08:10:1905 20, 2014 08:10:2705 20, 2014 0 Valve & Error 05 20, 2014 08:10:2605 20, 2014 08:10:2805 20, 2014 0 Valve & Error 05 20, 2014 08:10:2605 20, 2014 08:10:2805 20, 2014 0 Valve & Error 05 20, 2014 08:10:2805 20, 2014 08:10:405 20, 2014 0 Tank & Error 05 20, 2014 08:10:53 Tank & Error 05 20, 2014 0 Tank & Error 05 20, 2014 0 <td< td=""><td>Tank D Error</td><td>05 20, 2014</td><td>08:10:14 05 20</td><td>0, 2014 08:10:2</td><td>705 20, 2014 0</td><td></td></td<>	Tank D Error	05 20, 2014	08:10:14 05 20	0, 2014 08:10:2	705 20, 2014 0	
Valve & Error 05 20, 2014 08:10:25 Valve & Error 05 20, 2014 08:10:26 Valve 0 Error 05 20, 2014 08:10:45 Tank A Error 05 20, 2014 08:10:45 Tank C Error 05 20, 2014 08:10:45 Tank C Error 05 20, 2014 08:10:45 Tank E Error 05 20, 2014 08:12:42 Tank E Error	Valve A Error	05 20, 2014	08:10:1905 20	0, 2014 08:10:2	705 20, 2014 0	
Valve & Error 05 20, 2014 08:10:2605 20, 2014 08:10:4405 20, 2014 0 Valve & Error 05 20, 2014 08:10:53 Tank & Fror 05 20, 2014 08:10:53 Tank & Fror 05 20, 2014 08:10:53 Tank & Fror 05 20, 2014 08:10:40 Tank & Fror 05 20, 2014 08:12:42 Valve & Error 05 20, 2014 08:12:42 Valv	Valve B Error	05 20, 2014	08:10:25 *****		*05 20, 2014 0	0
Valve D Error 05 20, 2014 08:10:45 Tank A Error 05 20, 2014 08:12:45 Tank C Error 05 20, 2014 08:12:40 Tank B Error 05 20, 2014 08:12:40 Tank B Error 05 20, 2014 08:12:45 Valve A Error 05 20, 2014 08:12:45 Valve A Error 05 20, 2014 08:12:45	Valve C Error	05 20, 2014	08:10:26 05 20	0, 2014 08:10:4	405 20, 2014 0	
Tank A Error 05 20, 2014 08:10:53 05 20, 2014 0 Tank C Error 05 20, 2014 08:12:42 05 20, 2014 08:12:42 Tank B Error 05 20, 2014 08:12:42 05 20, 2014 08:12:42	Valve D Error	05 20, 2014	08:10:45		05 20, 2014 0	V
Tank C Error 05 20, 2014 08:12:40	Tank A Error	05 20, 2014	08:10:53 *****		*05 20, 2014 0	
Tank 8 Error 05 20, 2014 08:12:42	Tank C Error	05 20, 2014	08:12:40*****	•••••	**********	
Valve A Error 05 20, 2014 08:12:46 05 20, 2014 08:12:44	Tank B Error	05 20, 2014	08:12:42	•••••	• • • • • • • • • • • • • • • • • •	PAGE
	Valve A Error	05 20, 2014	08:12:4605 20	0, 2014 08:12:4	9***********	PAGE

2. Press the [Filter] switch, select [Occurrence] and [Reset], and then press [Apply].

	Occurrence	Reset	Check	Normal	Batch Disp. Ch
GROUP00	\times	\times			ON
					-
					-
					1
•					•

3. After an alarm occurs, only the history of unacknowledged alarms is displayed.

Error Message	Occurrence	Cancel	Acknowledg	PAGE
Tank B Error	05 20, 2014 08:12:4	42	•••••	
	05 20, 2014 08:12:4		2:49	
				0
			2	
				▼
			l	PAGE

Outputting CSV and Backup Files to a Storage Device

- 1. Turn M100 to M107 ON and OFF. A record of these operations is created.
- 2. Turn ON the storage output bit (M110).
- 3. A CSV file and backup file are output to the storage device.
- Filename and storage target
 - CSV output Filename:
 - Set at [Format Setting] \rightarrow [CSV Format Setting] \rightarrow [File Name].
 - ALARM_00_00.CSV (default)

Storage target: (output drive)\access folder\ALARM

- Backup file output

 $\label{eq:Filename:} \begin{array}{ll} \mbox{Set the CSV file at [Format Setting]} \rightarrow [\mbox{CSV Format Setting]} \rightarrow [\mbox{File Name]}. \\ \mbox{ALARM_00_00_yyyymmddhhmmss.CSV (default)} \end{array}$

ALARMxx_yyyymmddhhmmss.BIN (fixed)

Storage target: (output drive)\access folder\ALARM\year/month folder\year/month/day folder



CSV format settings The items for CSV output and filename etc. can be set in the format settings of the alarm server.
Alarm Server
Alarm Server Adam Device Alarm Ericup Data Output Setting Control Device Setting Tomal Setting Adam Block(0) Delete SV Formal Setting Add Delete V9 Formar ALARM.00.00 No Designation Double-Click Tr Format(0) Type Alarm () Journet(0) Type Alarm () Double-Click Tr File Name ALARM.00.00 Odput No Designation Display Type () V9 Formal) Specify a bld GNo. 127 1/127 No. 0 2/255 Edit Rest time Alarm No. Setting Alarm No. Setting Alarm No. Setting Setting Add Delete SV Format Setting Double-Click Tr Setting Setting Double-Click Tr Setting Seting Setting Seting Setting Setting Setting
Output Preview
Complete Cancel

Checking Backup Data

1. Press the [File] switch.

Error Message	Occurre	nce	Cancel	10.0709.20	.cknowledg	PAGE
Tank D Error	05 20, 2014	08:10:14 05	20, 2014 08:	10:27 05 20	2014 0	
Valve A Error	05 20, 2014	08:10:1905	20, 2014 08:	10:27 05 20	, 2014 0	
Valve B Error	05 20, 2014	08:10:25		05 20	, 2014 0	
Valve C Error	05 20, 2014	08:10:26 05	20, 2014 08:	10:44 05 20	, 2014 0	
Valve D Error	05 20, 2014	08:10:45		05 20	, 2014 0	0
Tank A Error	05 20, 2014	08:10:5305	20, 2014 08:	17:46 05 20	, 2014 0	
Tank C Error	05 20, 2014	08:12:40		05 22	, 2014 0	
Tank B Error	05 20, 2014	08:12:4205	20, 2014 08:	17:42 05 22	, 2014 0	V
Valve A Error	05 20, 2014	08:12:46 05	20, 2014 08:	12:49 05 22	. 2014 0	
Valve A Error	05 20, 2014	08:17:51 05	20, 2014 08:	17:54 05 22	, 2014 0	•
Tank D Error	05 20, 2014	08:17:51 05	20, 2014 08:	17:5505 22	, 2014 0	PAGE
Valve C Error	05 20, 2014	08:17:57		05 22	, 2014 0	
Tank B Error	05 20, 2014	08:17:59		05 22	, 2014 0	
fank B Error	05 22, 2014	08:18:31 05	22, 2014 08:	18:5505 22	, 2014 0	
Tank C Error	05 22, 2014	08:18:31 05	22, 2014 08:	18:53 05 22	, 2014 0	
Valve B Error	05 22, 2014	08:18:31 05	22, 2014 08:	18:51 05 22	, 2014 0	
Valve C Error	05 22, 2014	08:18:31 05	22, 2014 08:	18:41 05 22	, 2014 0	
Valve D Error	05 22, 2014	08:18:31 ***		*******05 22	, 2014 0	
Valve A Error	05 22, 2014	08:18:43 ***		******05 22	2014 0	
fank A Error	05 22, 2014	08:18:52***		•••••		
	05 22, 2014				*******	
Change Disp	lav la la		ACK L			
DISPOrder Change-	over Reset D	EL ACK	ALL FI	Iter File		
						Return
				\	m	

2. Select the date/time of the file to view and then press the [Open Log File] switch.

05 20, 2014	08:17:17 PM
05 22, 2014	08:18:00 PM
	08:18:04 PM

3. Past backup data is displayed in the alarm part.

Error Message	Occurre	ence	Cancel	Acknowledg	PAGE
Tank A Error	05 20, 2014	08:09:5705 2	20, 2014 08:10:	0605 20, 2014 0	-
Tank B Error	05 20, 2014	08:10:04 05 2	20, 2014 08:10:	0705 20, 2014 0	
Tank C Error	05 20, 2014	08:10:0505	20, 2014 08:10:	0705 20, 2014 0	
Tank D Error	05 20, 2014	08:10:14 05 2	20, 2014 08:10:	2705 20, 2014 0	
Valve A Error	05 20, 2014	08:10:1905 2	20, 2014 08:10:	2705 20, 2014 0	0
Valve B Error	05 20, 2014	08:10:25		- 05 20, 2014 0	
Valve C Error	05 20, 2014	08:10:2605 2	20, 2014 08:10:4	4405 20, 2014 0	
Valve D Error	05 20, 2014	08:10:45	0.0011.00.17	05 20, 2014 0	V
IANK A Error	05 20, 2014	08:10:5305 2	20, 2014 08:17:4	4605 20, 2014 0	_
	05 20, 2014	08:12:40		10	T
	05 20, 2014			+2	PAGE
	05 20, 2014	08:12:40:05 2		54 ***********	
	05 20, 2014	08:17:5105		55 *********	
	05 20, 2014	08:17:57		**************	
	05 20 2014	08:17:59			
	2014	00.11.00			

* Pressing the [File] \rightarrow [Display the Latest Log] switch will return the display to the latest state.

Cancel	Open Log File
2 th	

8.4.2 Checking Screen 4 (Real Time Display)

1. Display screen 4.



2. Turn ON M100 on the PLC. An occurrence time and message are displayed in the alarm part on the screen.

Re	altime	Alarming	
Error Message Tonk A Error	Occurrence 05-22, 2014:08:30:35		
Change DISPOrder Change-over	ACK ACK ALL Filter		Return

3. Turn OFF M100 on the PLC. The message in the alarm part becomes hidden.

Re	altime	Alarming	
Error Message	Occurrence		PAGE
			PAGE
Change Display Change-over	ACK ACK Filter		Return

8.4.3 Checking Scrolling Messages

1. Turn ON M100 on the PLC. A scrolling message that shows the occurrence time of the alarm and a message is displayed at the bottom of the screen.



2. Turn OFF M100 on the PLC. The scrolling message is hidden.

MONITOUCH
MONTENER Series Series
Switch/Lamp Data Display/ Entry Mode Alarm History Real Time Alarming

••	Use the scroll tool to o	hange the display position of the scrolling message and speed up	or pause scrolling.
	2014/05/16	16:09:46 Tank A Error	TT I
			Pause/start scrolling High speed scrolling
	Location of Setti	ngs	Move the display position
		Flowing Message Settings 2014/05/22 21:08:01 Sample String1 2014/05/22 21:08	EXE (1)
		Operation Setting Slow Fast Flow Speed IS / 255 Position @ Lower End (pixel/100msec rs. pixel / 255 Position ()	Upper End
		Narow Wide How Usection @ Left <- Hight Message Interval - 30 255 Scroll Tool pixel Display Setting) Leit-> Hight
		Date Display Date Display Date Display drea Setting	_
		Use Windows Font Transparency	
		Style B 1/4 Z A A Display Frame	
		Enlarge X 1 /8 Y 1 /8 Frame Color	
			Cancel





9 Other Functions

- 9.1 Show/Hide Function
 - 9.1.1 Overview
 - 9.1.2 Setting Procedure
 - 9.1.3 Checking Unit Operation
- 9.2 Splash Screen
 - 9.2.1 Overview
 - 9.2.2 Setting Procedure

9.3 Three-Pattern Switch Macro

- 9.3.1 Overview
- 9.3.2 Setting Procedure
- 9.3.3 Checking Unit Operation

9.1 Show/Hide Function

9.1.1 Overview

The switch or numerical data display parts registered on the screen can be shown or hidden according to the operation status. Items can also be shown or hidden according to the ON/OFF or value statuses of PLC device memory in RUN mode. This function facilitates using the same screen to display information that differs according conditions, which reduces the number of different screens that need to be created.

Screen Example

Add settings for showing/hiding the numerical data displays for monitoring (D200 to D204) on screen 2.



9.1.2 Setting Procedure

1. Select all of the numerical data displays for monitoring (D200 to D204) and text at once with the mouse.

Screen [2] Edit (Data Disp/Entry) ×	• •
Data Display/En	try Mode
₽ 2) (112345 D205 112345 D210 17777	D215 ACCDEFCHIU
D206 12345 D211 11111 D207 12345 D212 11111	
D208 11234.5 D213	
D209 1234.6 D214	
	Return
۲	· · · · · · · · · · · · · · · · · · ·
	500 : -30 100% 🕤 —— 👽 🕫

2. Right-click on the selected parts and group them by clicking [Group] \rightarrow [Group].



3. Double-click on the grouped parts to display the item settings window for the group. Set the [Show/Hide] settings.

	Group	
	Show	
	Hide	
Show/hide	Show/hide according to the condition	
	Bit device	
	PLC1 ▼ 0 🚖 M ▼ 00200 🚔	
	Word Device	
	Security Level	
Other Settings 🔻		
Preview Display	Comm Language 1 : English/West -	Finish Cancel

Item		Settings		
Show	Always show the it	em on the screen.	-	
Hide	Always hide the ite	m on the screen.	-	
	Bit device	The item is shown or hidden according to the ON/OFF status of the specified bit device memory. Bit ON: Item shown Bit OFF: Item hidden	Bit device M200	
Show/hide according to the condition	Word Device	The item is shown or hidden according to the status of the specified word device memory. Within range: Item shown Outside range: Item hidden		
	Security Level	This setting is available when using the security function. The "show/hide" attribute can be controlled according to the user's security level. For more information, refer to the V9 Series Reference Manual.		



To use the show/hide function with single parts or linked parts, set the show/hide items in the item settings window of the relevant item.

4. Select the [Unhide Items] checkbox on the [Unhide] tab window accessible via [Screen Setting] \rightarrow [Screen Setting].

creen Setting	
Main Scroll Entry Others Unhide	
When changing Show/Hide device	
Apply to all screens.	

This completes the show/hide settings.

9.1.3 Checking Unit Operation

Check screen operation after transferring the screen program to the unit.

Device Memory	Data in Device Memory
M200	Show/hide setting

1. Display screen 2.

The numerical data displays for monitoring (D200 to D204) are not displayed.

Data	Displa	ay/Enti	ry Mode
	D205 +1000	D210 2FFF	D215 date
	D206 +2000	D211 41BB	
	D207 +3000	D212 6FFF	
	D208 +450.0	D213 200B	
	D209 +680.0	D214 300A	
			Return

2. Turn ON M200 using the PLC.

The numerical data displays for monitoring (D200 to D204) are displayed.

Data	Displa	ay/Ent	ry Mode
D200 +2000	D205 +1000	D210 2FFF	D215 date
D201 +2100	D206 +2000	D211 41BB	
D202 -3000	D207 +3000	D212 6FFF	
D203 -8000	D208 +450.0	D213 200B	
D204 1:000	D209 +680.0	D214 300A	
			0
			Return

9.2 Splash Screen

9.2.1 Overview

An image prepared by the user can be used as the splash screen displayed when the V9 series unit starts up.





Splash screen display timingPower ONSwitching between RUN and Local modes

9.2.2 Setting Procedure

1. Click [File] \rightarrow [Property]. The [Property] window is displayed.

	🖹 📛 🔚	<u>୨</u> ୯) ⊽	Screen [(] Edit (MENI	J) - V Se	ries Edito	r for Windows	s Version	6.00 [No	Title.V	9] V91
<u>></u>	File Ho	me Parts	Edit	View	Screen Se	tting	Transfer	System Sett	ting T	ool H	elp	
New	Dpen Save Save As File	Print	Print Preview Print Currer Print	v it Window	Storage Manager Storage	Com File Ma	paring	New Component	pen Iodify Parts	roperty Set Other	nguage tting *	
		Property										
		E	ia.	Trac	nsfer	S	lash Screen					
		File	Information		PLC Informati	on	Gener	ral				
		File Nan	ne				_					
		No Title	<u>e.V9</u>									
		File Con	nment									
				_								
		Chang	e Password									
					(ОК	Ca	ancel				

2. Select the [Specify the splash screen] checkbox on the [Splash Screen] tab window and specify an image file and display position.

File Information	PLC Informatio	on General
Edit	Transfer	Splash Screen
Image selection	Select from Select from Select	image files patterns
Position Setting Display in Center	•	

Ite	em	Description	Settings
Specify the splash screen		Display a user-prepared image on the screen during startup.	Selected
Image selection	Select from image files	Select a PNG file. The selected PNG file is stored at the following location. C:\MONITOUCH\User\Splash	File selection
inage selection	Select from patterns	Select a pattern registered in the screen program. Patterns are registered at [Home] \rightarrow [Registration Item] \rightarrow [Pattern].	-
Position Setting		 Specify the display position of the image. Fit to Screen Fit to Width Fit to Height Display in Center 	Fit to Screen

9.3 Three-Pattern Switch Macro

9.3.1 Overview



The macro function can be used to control switching of three-pattern switches.

Setting Example

Add a three-pattern switch to screen 1.



9.3.2 Setting Procedure

Switch Settings

1. Place a switch from the catalog.



- 2. Configure each setting in the switch's settings window.
 - Style

	Switch No. of Patterns 3 (128)		
Style Char. Prop.	0 1 2	Area Setting (a) Select from catalogs Type Select Color (C)	
Output Device	Lamp Device D00100	Select from image files	
	Other Settings>> Ise lamp function PLC1 0 Device Designation Input Type	Pattern No	0 💉 /2
Other Settings 👻 Preview Display C	omm 5%_00000 Language 1 : English/Wes		Finish Cance

Item		Description	Settings
No. of Patterns		Set the number of patterns that the switch can display.	3
	Туре	Set the part design from the catalog.	-
Area Setting Color		Set the colors of pattern numbers 0 to 127. (Device Designation: Bit, ON/OFF, P3 to P128)	0: Red 1: Purple 2: Green
Use lamp function		Select this checkbox and specify a device memory address for switching the display according to the status of the device memory.	Selected D100 Device Designation: Word

• Char. Prop.

Register text to the OFF tab.

	Switch	x
Style Char. Prop. Output Device Function Macro		Text Macro Color A Style BSZAA Point 14 / 999 Rotation + Direction A Use Windows fonts
Other Settings 💌	Copy only characters Set line spacing Use the same style for all patterns Auto-adjust the size according to the style Retain the coordinates when changing character string	Pattern No. 🗿 🚖 /2
Preview Display Com	m SW_00006 Language 1 : English/West 👻	Finish Cancel

- Macro
 - Set "ON Macro".

		Switch			x
Ê	Macro to Edit	Macro Macro			
Style	Setting Method 🔘 Us	e switch macros	Edit Delete		
Char. Prop.	© Spe	scify the macro block number			
	:Read the lamp device to \$u00100 = PLC1[D00100 ;Check the current value	internal device.](W)			<u>^</u>
Output Device	IF(\$u00100 == 0) LB 0 (\ IF(\$u00100 == 1) LB 1 (\ :	10 10			
Function	:Display pattern No. 0 \$u00100 = 0 (W) JMP LB 2				
	Display pattern No. 1 LB 0:				E
Macro	\$u00100 = 1 (W) JMP LB 2				
	:Display pattern No. 2 LB 1: \$u00100 = 2 (W)				
	JMP LB 2 : Write the internal device	value to the lamp device.			
	LB 2:				
Other Settings		/			
Preview Display	Comm 5%_00006	Language 1 : English/West	•	Finish	Cancel
File Edit View H	[No Title.V9] - Macro Editor Ielp				
86 B B X ×	n 🗛 🙀 😘 🗰 🌩		(Will Jump to Selected Commen	t)	•]
0;Read the 1 \$u00100 =	PLC1[D00100] (W)	nal device.			
3 IF(\$u00100 4 IF(\$u00100) == 0) LB 0 (\)) == 1) LB 1 (\)		Register comma	ands.	
5; 6;Display:	pattern No. 0				
7 \$u00100 = 8 JMP LB 2	0 (W)				
10 ;Display ; 11 LB 01	pattern No. 1				
12 \$000100 = 13 JMP LB 2	1 (₩)				
14 ; 15 ;Display ;	pattern No. 2				
16 LB 1: 17 \$u00100 =	2 (₩)				
19; 20:Write the	e internal device valu	e to the lamp device	s		
21 LB 2: 22 PLC1[D0010	00] = \$u00100 (W)				
23 ;			J		
					P.

This completes the necessary settings.

Macro Entry Method

Using the Support Window

Click [View] \rightarrow [Support Dialog] from the menu bar in the macro editor. In the displayed [Macro Editing Support] window, select a command and specify a device memory, and then click either the [Overwrite] or [Insert] button.

Command selection Bigstript Import Divide Use of the specific decision of the specific decisi	Switch ON Macro [No Title V9] - Macro Editor	Macro Editing Support
Segent Data Segent Data Precond Page Contrel Device Page 1 and 2 doesning in object Device Setting Meru Command Selection	File Edit View Help	Display All
Image: Chick State Stat	😹 📭 💼 Tool Bar 🔸 🖪	(Comment)
Command selection	0) Support Dialog	ABS A comment line can be inserted.
And the state of the	luma Christian	ADD(+) ADL VOLUME
Inter trage Command selection Image: Selection Image:	Previous Page Ctrl+Bagel In	AND(%)
Support Support Decide Stating Meric Decide Stating Meric Decide Stating Meric Command Selection	Next Page Ctrl+PageDown	ATAN
Ormand selection Box of Selection	Skip to Non-registered Screen	AVG
Device Setting Mov.	Character Size	
Command selection	Display Language	
Command selection	Device Setting Menu	
Add in the same line We work We solve the same line Here work Subtraction = PLC1[Doortoo] (w) We solve the same line Here work Subtraction = PLC1[Doortoo] (w)	Command selection	UP Insetted Comment Overwide Preview Insett Preview Dvw ;
Bevice memory setting Image: Strict ON Macro [No Title V9] - Macro Editor Image: Strict ON Macro [No Title V9] - Macro [No Title V9]	Iacro Editing Support Display All MAX MES MIN MO(2)	
Device memory setting	MUVE_FILE MULEXI NEG	
0 FI PLCI 0 0 0 Plot the part device to internal device. 1 Plot the part device to internal device. 1 1 0<	Device memory setting	Switch ON Macro [No Title.V9] - Macro Editor
<pre> au or o contract contrac</pre>		File Edit View Help
ela Size VUDBE DWORD Preview Succional real file Verview Succional real file Verview	^{ru} ^{ri} <u>PLC1 ▼0 ⊕ D ▼ 00100</u> \$u00100 = D0000	🕉 🗅 🛱 X 👓 🕶 🗛 🙀 😘 🜩 🥵 🐴 🖴 🕁 🖽
ela Size • W086 DW0RD P P Preview Preview \$u00100 = PLC1[D00100] (#)		1 Read the lamp device to internal device.
ate Size WUDDE DWORD Instruct Comment Add in the same line Preview Su0100 = PLC1[D00100] (M)		(1 \$a00100 = PLC1L00100) (W)
ate Size P WDBP DWORD Instree Comment Add in the same line Preview Su0100 = PLC1[D00100] (w)		
ale Size WUDBE DWORD Instructed Comment Add in the same line Preview Su00100 = PLC1[D00100] (w)		
ale Size WOBE DWORD Instructed Comment Add in the same line Preview Su00100 = PLC1[D00100] (w)		
ata Size WUBBE DWURD Inserted Comment Deevnike Add in the same line Preview Su00100 = PLC1[D00100] (w)		
ata Size OWDBE OWDRD Inseried Comment Add in the same line Preview Su00100 = PLC1[D00100] (w)		
ata Size WUDBE DWORD Instreed Comment Add in the same line Preview Su00100 = PLC1[D00100] (W)		
ata Size WUDBE DWORD Instreed Comment Add in the same line Preview Su00100 = PLC1[D00100] (W)		
ela Size WOBE DWORD Instruction Comment Add in the same line Instruction Comment Add in the same line Preview \$u00100 = PLC1[D00100] (w)		
ata Size WODBE DWORD Inserted Comment Add in the same line Insert Preview StuD100 = PLC1(D00100] (W)		
ata Size WODE DWORD Prevence Comment Add in the same line Inset Preview StuD100 = PLC1(D00100] (W)		
ata Size WUDBE DWORD Inserted Comment Add in the same line Insert Studion = PLC1(D00100) (W)		
JP Inserted Comment Decention Add in the same line Insert Preview Studit00 = PLC1(D00100] (w)	Data Size	
Decention Add in the same line Insert Preview Studition = PLC1[D00100] (w)	UP Inserted Comment	
Inset Preview \$u00100 = PLC1[D00100] (W)		
Inset Preview bw \$u00100 = PLC1[D00100] (w)	Add in the same line	
\$w00100 = PLC1(D00100) (W)	Preview	
\$440100 = PLC1[000100] (v/)	DW	
	\$u00100 = PLC1[D00100] (W)	

Using Command Entry

Directly enter a command to select it from the command list. Double-click on the corresponding command to display the [Device Setting] window, set a device memory address, and then click the [Finish] button.



,	-
F0 Internal 💌 0 👘 🗫 🗸 🗸 00100 👘	
F1 Constant VDEC- V 0	
F2 Constant V DEC- V 0	
F3 Internal v 0 🔹 \$u v 00100 🛓	© DWORD
Condition 💷 💌 🗹 Create Label at the Same Time	
Text	
Preview IF(\$u00100 == 0) LB 0 (w/)	Finish
LB 0:	<u> </u>
	/
	/
Switch ON Macro [No Title.V9] - Macro Editor	
Switch ON Macro [No Title.V9] - Macro Editor File Edit View Help	B
Switch ON Macro [No Title.V9] - Macro Editor File Edit View Help	B
Switch ON Macro [No Title.V9] - Macro Editor File Edit View Help So the two the second sec	B .
Switch ON Macro [No Title.V9] - Macro Editor File Edit View Help Solution Control C	E
Switch ON Macro [No Title.V9] - Macro Editor File Edit View Help So the two the lamp device to internal device 1 \$400100 = PLC1[D00100] (₩) 2 : Check the current value 3 IF(\$400100 == 0) LB 0 (₩) 4 LB 0:	₽ e.
Switch ON Macro [No Title.V9] - Macro Editor File Edit View Help So the two Help O :Read the lamp device to internal device 1 \$400100 = PLC1[D00100] (₩) 2 :Dhack the current value 3 IF(\$4.00100 == 0) LB 0 (₩) 4 LB 0:	a .
Switch ON Macro [No Title.V9] - Macro Editor File Edit View Help B C X P R A R C C C C C C C C C C C C C C C C C	<u>e</u> .
Switch ON Macro [No Title.V9] - Macro Editor File Edit View Help	B .

Using Direct Entry

Enter a macro directly from the keyboard. Press the [Enter] key to proceed to the next line. Enter "\$u100" for the internal device memory address, "PLC1 [D100]" for the PLC device memory address, decimal constant of "10", and hexadecimal constant of "10H".

9 : 10 :Display pattern 11 LB 0: 12 \$u00100 = 1 (W) 13 JMP LB 2 14 : 15 :Display pattern 16 LB 1: 17) \$u00100 Internal ▼0 ≑	n No. n No. Su	1 2 • 00010 •		9 : 10 11 EE 12 & 13 JM 14 : L 16 EE 17 & 18 J)isplay pattern Ne 3 0: .00100 = 1 (₩) M LB 2)isplay pattern Ne 3 1: .00100 = 2 (₩)	o. 1 o. 2
• [View] When select	\rightarrow [l edit ed.	Device Setting Menu] ing macros, the displa	y position of	the device settin	ıg menu used to	o change the device memory can be
86 PD		Tool Bar	+	🖁 🚳 : (Will Jump to Sel	ected Comment)	
0		Support Dialog				13 JMP LB 2
		lump	Ctrl+G			15 ;Display pattern No. 2
		Previous Page	Ctrl+PageUp			16 LB 1: 17 \$ 00100
		Next Page	Ctrl+PageDown			Internal ▼ 0 ⊕ \$u ▼ 00010 ⊕
		Skip to Non-registered Screen				
		Character Size	+		/	
		Display Language	+			The device setting menu is displayed
		Device Setting Menu	•	Upside Display	Ctrl+T	under the device memory.
			(Downside Display	Ctrl+B	
			L	Hide	Ctri+D	

Text Entry

Text files can be imported and exported. Macros created using other commercially available software can be imported.

:	Switch ON Macro [No Title	.V9] - Macro	Editor			
File	Edit View Help					
	Close		⊨ ⇒	ሌ 🖷	≞	🙀 🔡 😂 🛛 (Will Jump to Selected Commer
	Import Export	Ctrl+0 Ctrl+S				
_	Print Preview Print Current Window	Ctrl+Q				

9.3.3 Checking Unit Operation

Check screen operation after transferring the screen program to the unit.

Device Memory Used



1. Display screen 1.



Press the three-pattern switch.
 Check that each time the switch is pressed, the display of the three-pattern switch and three-pattern lamp changes.



10 Screen Program Transfer

- 10.1 Overview
- 10.2 Transfer via USB 10.2.1 Installing the USB Driver 10.2.2 Transfer
- 10.3 Transfer via Ethernet
 - 10.3.1 IP Address Settings
 - 10.3.2 Transfer

10.1 Overview

This chapter explains how to transfer screen programs to the V9 series unit and export screen programs from the V9 series unit.



Transfer methods include USB transfer by connecting the V9 series unit and computer with a USB cable, Ethernet transfer, and storage transfer using a USB flash drive.

For information on serial and storage device transfer, refer to the V9 Series Hardware Specifications and V9 Series Reference Manual.

10.2 Transfer via USB

10.2.1 Installing the USB Driver

A USB driver must be installed on the computer in advance to perform transfer using a USB cable. Install the driver according to the following procedure.

For Windows Vista/7/8

1. Connect the USB-mini-B port of the MONITOUCH (with power on) to the USB-A port of the computer using a USB cable.



2. The USB driver is automatically installed. During installation, the following message is displayed on the computer's taskbar.



- The following message is displayed on the computer's taskbar when installation is finished. When successfully completed, transfer the screen program. → Refer to page 10-5. If installation has terminated due to an error, reinstall the USB driver. → Refer to page 10-3.
 - When successfully completed



• When terminated due to error



For Windows XP

1. Connect the USB-mini-B port of the MONITOUCH (with power on) to the USB-A port of the computer using a USB cable.



2. The message "Found New Hardware" and then the driver installation wizard appear on the computer. Select [No, not this time] and click the [Next] button.

i Found New Hardware	Found New Hardware Wizard
Coperation Panel USB Driver	Found New Hardware Wizard Welcome to the Found New Hardware Wizard Welcome to Update to the found New Hardware Wizard Welcome to Windows Update to search for to the Windows Update to search for to the Windows Update to search for to the to the found Yellow Welcome to Windows Update to search for to the the to t
	<back next=""> Cancel</back>

3. Select [Install the software automatically (Recommended)] on the [Found New Hardware Wizard] and click [Next].

Hardware Update Wizard	
	This wizad helps you install software for: Operation Panel USB Driver The your hardware came with an installation CD or floppy disk, insert it now. What do you want the vizad to do?
	< <u>Back</u> (Next>) Cancel

4. Installation of the USB driver starts.

Found New Hardware Wizard	
Please wait while the wizard installs the	software
Operation Panel USB Driver	
Ď	6
Setting a system restore point case your system needs to be	and backing up old files in restored in the future.
	< <u>B</u> ack Next> Cancel

5. Click the [Finish] button on the screen below.



When USB driver installation fails

If automatic installation of the USB driver fails, perform installation according to the following procedure.

- 1. Open the following folder using [My Computer] or [Windows Explorer].
- C:\MONITOUCH\Common\Driver
- 2. Double-click "USBDriverInstaller.exe".



Depending on your Click [Install].	computer, the following dialog may be displayed when using W	/indows Vista/7/8.
	Windows Security	
	Would you like to install this device software? Name: Hakko Electronics Co., Ltd. Operation Pa Publisher: Hakko Electronics Co., Ltd	
	Always trust software from "Hakko Electronics Co., Install Vou should only install driver software from publishers you trust. How can Ix device software is safe to install?	Don't Install decide which

3. Click the [Next] button on the screen below. Installation of the USB driver starts.

USB Driver	
	Welcome to the setup for USB Driver This wizard will install USB Driver on your computer.
	< Back Next> Cancel

4. Click the [Finish] button on the screen below.

USB Driver		
	Install Complete	
	The device driver installation wi software for your hardware devii the software you currently have	zard did not update any of your ces because it was not better than installed.
	Driver Name	Status
	Hakko Electronics Co.,	Ready to use
	< <u>B</u> ack	Finish Cancel

USB driver installation is complete. Transfer the screen program.

Confirming Installation of the USB Driver

When the driver has been installed successfully, the [Device Manager] window shows "Operation Panel - Operation Panel USB Driver".



This will disappear when MONITOUCH and the computer are disconnected.

If [Other Device] or a mark other than shown above is displayed even while the USB is connected, the USB driver is not recognized. If this happens, uninstall the USB driver and reinstall it.

10.2.2 Transfer

Connect the USB-mini-B port of the unit to the USB-A port of the computer using a USB cable.



Download

Transfer screen data from the computer to the V9 series unit.

1. Click [Transfer] \rightarrow [Download].

ᇌ 🖹 🗁 🔚 🥥 💿 🔹	Screen [0] Edit () - V Series Editor for	Windows Version 6.00
File Home Parts Edit \	View Screen Setting	Transfer System Setting	Tool Help
File Comparing	Simulate Emulate		
Traorfar	Simulation		

2. Set [Transfer Data] to "Screen Data" in the [Transfer] window.

Transfer	×
Transfer Data	
Screen Data 👻	
Communication Port USB	
Use Simulator	Communication Setting
	Option
PC -> Up-date of System	Cancel

3. Check the [Communication Port] setting.

If the setting is "USB", proceed to step 5.

If the setting is a serial port or Ethernet IP address, click the [Communication Setting] button and select "USB" under [Communication Port].

Transfer Data Screen Data Consumication Port	Communication Port Serial Port Ethernet	Communication Port COM1 Baud Rate	
Communication Port	USB		
058	- Lummi		
Image: se Simulator Communication Setting PC → Up-date of System Cancel		OK Cancel	

4. Select the [Use Simulator] checkbox to use the simulator.

$\overline{\bullet}$

Simulator If a PLC is not available during debugging, use the simulator to check screen operation with only the V9 series unit. The simulator that runs on the computer acts as the PLC. For details, refer to page 11-1.

5. Click [PC \rightarrow] to start transferring.

Transfer	—
Transfer Data	
Screen Data 💌	
Communication Port USB	
Use Simulator	Communication Setting
	Option
PC -> Up-date of System	Cancel

6. The following dialog box is displayed in the editor during transfer.



MONITOUCH switches to Local mode and [Transferring data... (USB)] dialog is displayed.



* If MONITOUCH does not switch to Local mode and the transfer does not start, manually switch to Local mode and execute the transfer.



7. When transfer is complete, the transfer display disappears and communication with the PLC starts. Check unit operation.

Upload

Export the screen program on the V9 series unit to the computer.

1. Click [Transfer] \rightarrow [Upload].



2. In the [Transfer] window Select "Screen Data" for [Transfer Data].

ansfer		
ansfer Data		
creen Data)	
Communication Port JSB		
		Communication Setting.
		Option
	PC <-	Cancel

3. Check the [Communication Port] setting.

If the setting is "USB", proceed to step 4.

If the setting is a serial port or Ethernet IP address, click the [Communication Setting] button and select "USB" under [Communication Port].

Transfer	Communication Setting	×
Transfer Data Screen Data Communication Port USB Communication Setting	Communication Port Communication Port CDM1 • Ethemet Baud Rate 57600 •	
PC <- Cancel	OK Cancel	

4. Click [PC \leftarrow] to start exporting.

Transfer	×
Transfer Data	
Screen Data 🔻	
Communication Port USB	
	Communication Setting
	Option
PC <-	Cancel

5. When export is complete, the transfer display disappears and the exported data is displayed. Name and save the screen program to file.

Transfer and Comparison

Compare the program on the computer with the program on the V9 series unit.

1. Click [Transfer] \rightarrow [File Comparing].

🙀 🛯 🛏 🤊 (e) 🕫	Screen [0] Edit () - V Series Editor for Windows Version 6
File Home Parts Edit	View Screen Setting	Transfer System Setting Tool Help
Download Upload	g Simulate Emulate	
Transfer	Simulation	

2. Set [Transfer Data] to "Screen Data" in the [Transfer] window.

Transfer		•
Transfer Data		
Screen Data	•	
Communication Port USB		
Text comparison		Communication Setting
		Option
	PC <->	Cancel

3. Check the [Communication Port] setting.

If the setting is "USB", proceed to step 5.

If the setting is a serial port or Ethernet IP address, click the [Communication Setting] button and select "USB" under [Communication Port].

Transfer 💽	Communication Setting	×
Transfer Data Screen Data Communication Port USB	Communication Port Communication Port CDM1 © Serial Port Communication Port CDM1 © Ethernet Baud Rate 57600 © USB Figure Port Figure Port	
Pext comparison		

4. Select the [Text Comparison] checkbox.

Transfer	×
Transfer Data	
Screen Data 🔹	
Communication Port USB	
Text comparison	Communication Setting
	Option
PC <->	Cancel

5. Click [PC \leftrightarrow] to start the comparison.

Transfer	×
Transfer Data	
Screen Data	•
Communication Port USB	
Text comparison	Communication Setting
	Option
PC «	Cancel

6. When the comparison is complete, the transfer display disappears and the comparison results are displayed.

10.3 Transfer via Ethernet

10.3.1 IP Address Settings

The IP address of the unit must be configured in advance to allow Ethernet communication.

Configuring New Units

1. The following screen is displayed after the power is turned on. Selecting a language displays the "Welcome!" screen.



2. Press the [Transfer via Ethernet] switch to display the [LAN Setting] screen.



3. Configure each setting.



Touching each setting displays a keyboard.

Press the [Apply] switch to confirm the IP address.
 Press [System Information] and check the IP address displayed under [Ethernet Information].

<u></u> I	LAN Setting			2014-05-21 16:07:0	G	System Information	2014-05-21
Welcome!	IP Setting Op	tion			Welcome!	MONITOUCH Screen Data Driver Hi Information Information Information	/W mation
System Information	IP Address Subnet Mask	192.168.1.100 255.255.255.0	External Acc Service Port	10000	System Information	Model Information Etherne Type : V910IS IP Addre Program Ver. : V1.000 Service I OCI (rec.) V1.000 Service I	Information ISS : 192.168.1.100 Port : 10000
Setting I	Gateway MAC Address		Time-Out Retrials	15 *se 3	Language Setting	Font Information Transle Font Data : Multi Font Set Port	r Port for Editor (Serial)
LAN Setting Storage	Network Tab	le I Name IP Address	Sub Net Mask	Gate Way Service Port	LAN Setting	Memory Information Memory Usage 26572/65396KB	Screen Data : 0K Font Data : 28 Comm. Driver : 0K
IO Check					I'O Check	40%	Free Space : 38
_	•			© Cancel © Apply		Setup Error Screen Data not setting.	

This completes the IP address settings. Next, perform screen program transfer.

Configuring Existing Units

- 1. The PLC communication screen is displayed after the power is turned on. If a PLC is not connected, the [Communication Error: Time-Out] screen is displayed.
- 2. Press the system switch to display the system menu at the top of the screen.





3. Press the [Local] switch on the system menu. MONITOUCH switches to Local mode.





4. Press the [LAN Setting] switch to display the LAN settings screen.



	LAN Setting			2014	-05-24 07:00:56
RUN	IP Setting Op	tion			
System Information	IP Address Subnet Mask	10.91.130.174	External Acc Service Port	10000	
Sector Se	Gateway	0.0.0.0	Time-Out	15	*sec
Setting	MAC Address	00:50:FF:02:9A:F8	Retrials	3	
LAN	Network Tab	le			
	No Hos	Name IP Address	Sub Net Mask	Gate Way	Service Port
E-Mail Setting					
a					
SRAM Setting					
22					
Comm. Setting					Þ
1 👳					

5. Configure each setting.

	2	LAN Setting								2014-00-2	4 07.0	1.43	
F	IUN	IP Setti	ing Op	tion									
Sy	1) stem	IP Ac	dress	10.91.	130.174			External	Access Port 1	; 0000			
Lan	liabon guage	Subnet Mask 255.255.255.0 Gateway 0.0.0.0				Time-Out 15			•	ec			
Se E	AN AN Sting	MAC Address 00:50:FF:02:9A:F8 Network Table No Host Name IP Address				Sub	Net Mas	k G	ate W	ay Ser	vice Pr	ort	
1		#	\$	%	~		7	8	9		BS		×
	i l') .	-		4	5	6		DEL		
Ŷ	+	-	*	/	,		1	2	3		t	+	2
	A1						0			←	Ŧ	->	

Touching each setting displays a keyboard.

Press the [Apply] switch to confirm the settings.
 Press [System Information] and check the IP address displayed under [Ethernet Information].

	LAN Setting	2014-05-24 07:02:34		System Information	2014-05-24 07:03:50
RUN	IP Setting Option		RU	N MONITOUCH Screen Data Driv Information Information Information	er H/W ation Information
() System	IP Address 10.91.130.174	External Access Service Port 10000	G Syste	Model Information Type : V9100iS	Ethernet Information IP Address : 10.91.130.174
Information	Subnet Mask 255.255.255.0		Informa	Program Ver. : V1.010	Service Port : 10000
2 Language	Gateway 0.0.0.0	Time-Out 15 *sec	Langu	Acceleration OSVer : V1.00	Trans.Speed : Auto
Setting	MAC Address 00:50:FF:02:9A:F8	Retrials 3	Setti	ng Font Data : Multi Font	0.00.00.00.00
	Network Table			Font Ver. : V1.000	Set Port : MJI
Setting	No Host Name IP Address S	ub Net Mask Gate Way Service Port	Setti	ing Memory Information	Screen Data 636KB
	1			Memory Usage	East Data : 7669KP
E-Mail			E-M	ail 9400/65536KB	Comm Driver : EEEKB
Setting			Setti	ing	Gomm. Driver . 336KB
a				14 %	Exercised Fig 540KB
SRAM Setting			SRA	M	Pree Space : 56136KB
22	-		25		
Comm. Setting			Com Setti	ing	
1		Cancel O Apply		9	

This completes the IP address settings. Next, perform screen program transfer.

10

Network Test

The following two methods can be used to check whether there is a problem with the Ethernet connection.

- Testing in V9 Local mode
- Testing using the PING command on the computer

Testing in V9 Local Mode

Network Test

Test whether a communication route is established with connected devices.

1) Select [I/O Check] \rightarrow [Network Test].



2) Set the IP address of the computer to [IP Setting] and press the [Start Test] switch.



Set the IP address of the computer.

3) The test results are displayed.



• Duplicate IP address test

Check whether any devices have the same IP address as the V9 series unit on the network.

1) Select [I/O Check] \rightarrow [Duplicate IP Test].



2) Press the [Start Test] switch.

SRAM Setting	I/O Check	2014-05-24 07:48:28
Comm. Setting	Touch switches and media Network Test Duplicate IP Test	SYS
Simulator Setting	U Skill rest	F1
System Setting		F2
Date/Time Setting		F3
Storage Transfer		F5
9 NO Check		F6
User Settings		F7

3) The test results are displayed.

SRAM Setting	I/O Check	2014-05-24 07:49:01
Comm. Setting	Touch switches and media Network Test Duplicate IP Test	SYS
Simulator Setting	LAN 10.91.130.174 is unique.	F1
System Setting		F2
Date/Time Setting		F3
Storage Transfer		F5
الان NO Check		F6
User Settings		F7

Testing Using the PING Command on the Computer

Example: Check the connection state from the computer when the IP address of the unit is "10.91.130.174".

1. Open a [Command Prompt] window on the computer.

Administrator: Command Prompt	
Microsoft Windows [Version 6.1.7600] Copyright (c) 2009 Microsoft Corporation. All rights reserved.	
C:\Users\m-higashi.HAKKO>	

2. Enter "ping 10.91.130.174" on the command line using the keyboard and press the [Enter] key.



3. The following result is displayed if the unit is connected.

	an Administrator: Command Prompt	
	Hicrosoft Windows [Version 6.1.7600] Copyright (c) 2009 Microsoft Corporation. All rights reserved.	
	C:\Users\m-higashi.HAKKO>ping 10.91.130.174	
Connection OK	Pinging 10.91.130.174 with 32 bytes of data: Reply from 18.91.130.174 with 32 bytes of data: Reply from 18.91.138.174: bytes=32 time(Ins TIL=64 Reply from 18.91.138.174: bytes=32 time(Ins TIL=64 Reply from 18.91.138.174: bytes=32 time(Ins TIL=64 Reply from 18.91.138.174: bytes=32 time(Ins TIL=64 Ping statistics for 10.91.130.174: Packets: Sent = 4, Received = 4, Lost = 0 (0% loss), Approximate round trip times in milli-seconds: Minimum = Oms. Haximum = Oms. Haximum = Dms. Haximum = Dms.	
	C:\Users\n-higashi.HAKKO>	

4. The following result is displayed if the unit is disconnected.

	∞ Administrator Command Prompt Microsoft Vindows (Version 6.1.7600) Copyright (c) 2009 Microsoft Corporation. All rights reserved. C:\Users\n-higashi.HAKKO>ping 10.91.130.174	
Disconnected	Pinging 18.91.138.174 with 32 bytes of data: Reply from 18.91.138.43: Destination host unreachable. Reply from 18.91.138.43: Destination host unreachable. Reply from 18.91.138.43: Destination host unreachable. Reply from 18.91.138.43: Destination host unreachable.	
	Ping statistics for 10.91.130.174: Packets: Sent = 4, Received = 4, Lost = 0 (0% loss), C:\Users\m-higashi.HAKKO>_	

Check the IP address of the unit and computer as well as the connection cable.

10.3.2 Transfer

Connect the LAN port on the unit to the computer using a LAN cable.



Download

Transfer screen data from the computer to the V9 series unit.

1. Click [Transfer] \rightarrow [Download].

🔹 🔍 🖓 💭 🖬 🖉	Screen [0] Edit () - V Series Editor for	Windows Version 6.00
File Home Parts Edit \	View Screen Setting	Transfer System Setting	Tool Help
Download Jpload	Simulate Emulate		
Transfar	Simulation		

2. Set [Transfer Data] to "Screen Data" in the [Transfer] window.

Transfer	×
Transfer Data	
Screen Data 🔹	
Communication Port Ethernet 10.91.130.174	
Use Simulator	Communication Setting
	Option
PC -> Up-date of System	Cancel

3. Check the [Communication Port] setting.

If the setting is Ethernet and the IP address is correct, proceed to step 4. If the setting is a serial port or USB, click the [Communication Setting] button and select "Ethernet" under [Communication Port].



4. Select the [Use Simulator] checkbox to use the simulator.



Simulator If a PLC is not available during debugging, use the simulator to check screen operation with only the V9 series unit. The simulator that runs on the computer acts as the PLC. For details, refer to page 11-1.

5. Click $[PC \rightarrow]$ to start transferring.

Transfer	— ×
Transfer Data	
Screen Data 👻	
Communication Port Ethernet 10.91.130.174	
Use Simulator	Communication Setting
PC -> Up-date of System	Option
	Cancel
6. The following dialog box is displayed in the editor during transfer.

×
Cancel

MONITOUCH switches to Local mode and the [Transferring data... (Ethernet)] dialog is displayed.



7. When transfer is complete, the transfer display disappears and communication with the PLC starts. Check unit operation.

Upload

Export the screen program on the V9 series unit to the computer.

1. Click [Transfer] \rightarrow [Upload].



2. Set [Transfer Data] to "Screen Data" in the [Transfer] window.

Transfer Data		
Screen Data	-)	
Communication Port Ethernet 10.91.130.17	4	
		Communication Setting
		Option
	PC <-	Canad

3. Check the [Communication Port] setting.

If the setting is Ethernet and the IP address is correct, proceed to step 4. If the setting is a serial port or USB, click the [Communication Setting] button and select "Ethernet" under [Communication Port].

Transfer Data Communication Port Screen Data Communication Port USB Communication Port	
Ethernet 10.91.130.174 Communication Setting PC <- Cancel	0 10.91.130.174 Open Option OK Cancel

4. Click [PC←] to start exporting.

Transfer	×
Transfer Data	
Communication Port Ethernet 10.91.130.174	
	Communication Setting
	Option
PC <-	Cancel

5. When export is complete, the transfer display disappears and the exported data is displayed. Name and save the screen program to file.

Transfer and Comparison

Compare the program on the computer with the program on the V9 series unit.

1. Click [Transfer] \rightarrow [File Comparing].



2. Set [Transfer Data] to "Screen Data" in the [Transfer] window.

Transfer		—
Transfer Data		
Screen Data	-	
Communication Port Ethernet 10.91.130.174	1	
Text comparison		Communication Setting
		Option
	PC <->	Cancel

3. Check the [Communication Port] setting.

If the setting is Ethernet and the IP address is correct, proceed to step 4.

If the setting is a serial port or USB, click the [Communication Setting] button and select "Ethernet" under [Communication Port].

Transfer 💌	Communication Setting	×
Transfer Data Screen Data Communication Pott Ethernet 10.91.130.174 Text contrainion PC <> Cancel	Communication Port Serial Port Ethernes USB DK Cancel	Option

4. Select the [Text comparison] checkbox.

Transfer	×
Transfer Data	
Screen Data 💌	
Communication Port Ethernet 10.91.130.174	
Text comparison	Communication Setting
	Option
PC <->	Cancel

5. Click $[PC \leftrightarrow]$ to start the comparison.

Transfer	×
Transfer Data	
Screen Data	•
Communication Port Ethernet 10.91.130.174	
Text comparison	Communication Setting
	Option
PC	<-> Cancel

6. When the comparison is complete, the transfer display disappears and the comparison results are displayed.

11 Simulator Function

11.1 Simulator

- 11.1.1 Overview
- 11.1.2 Usage Procedure
- 11.1.3 Operating the Simulator
- 11.2 Emulator
 - 11.2.1 Overview

11.1 Simulator

11.1.1 Overview

Screen program operation on the V9 series unit is usually confirmed using a connection to a PLC. Using the simulator allows confirmation of screen program operation during debugging using just the V9 series unit without the need for a PLC. The simulator that runs on the computer serves as a substitute for the PLC and allows entry of ON/OFF values for bit device memory and word device memory data.



- * The simulator can be used for 1:1 connections between the V9 series unit and a connected device. The simulator cannot be used for 1:n and n:1 connections.
- * The simulator cannot be used when the connection device is a barcode reader or slave communication device (V-Link, MODBUS slave).

11.1.2 Usage Procedure

1. Transferring the Simulator Driver

To use the simulator function, the simulator driver must be transferred to the V9 series unit. The simulator driver is transferred at the same time as the screen program.

1. Click [Transfer] \rightarrow [Download].



- 2. Select "Screen Data" for [Transfer Data] and select the [Use Simulator] checkbox in the [Transfer] window.
 - Transfer

 Transfer Data

 Screen Data

 Communication Port

 USB

 VUse Simulator

 PC >

 Up-date of System

 Cancel
- 3. Transfer the screen program and simulator driver to the V9 series unit by clicking the $[PC\rightarrow]$ button.

Transfer	×
Transfer Data	
Screen Data 👻	
Communication Port USB	
Use Simulator	Communication Setting
	Option
PC -> Up-date of System	Cancel

2. V9 Series Unit Settings

Switch the V9 series unit to Local mode.
 Press the [SYSTEM] switch to display the system menu and then press [Local].



2. Scroll the left-side menu and press the [Simulator Setting] switch. The [Simulator Setting] screen is displayed.



3. Select [Use] for the PLC1 setting and then press [Apply].

SRAM Setting	Simulator Setting	2014-05-24 08:07:18
SRAM Setting Setting Sumdator System System System System Softing Storage Transfer Storage Sto	Simulator Setting -Simulator Information Simulator VI.140 Comm. Mode : UBB-B(Device) PIC.1 Maker : MITSUBISHI ELECTRIC Model : GnU series CPU Not Use (Actual Machine) Use	2014-05-24 06:07:18
I/O Check		
I/O Check		
User Settings		Cancel O Apply

<u> </u>	Ethernet connection				
$\overline{\mathbf{\cdot}}$	The IP address of the computer mu Set the service port to "8020".	State be enter State and the state of the st	red in the simulator info Simulator information Simulator information Simulator information Simulator Version: V1.140 Comm. Model : EntermiqU(DP) PLC1 Meder: Anti-Series CPU Net Use (Actual Machine) Use	2014-05-24 08:08:30 P Address 10.91.130.43 Service Port 8020	ulator Setting] screen.

This completes the settings on the V9 series unit. Press [RUN] on the left-side menu in Local mode. MONITOUCH switches to RUN mode.

3. Starting the Simulator

1. Click [Transfer] \rightarrow [Simulate].



The simulator starts up. Communication with the touch panel starts in conjunction with the simulator.
 Also, the address associated with the screen program currently open in the editor is automatically displayed on a sheet in the simulator.

erver m0001 ss Ti M0000 Ti M0000 Ti M00001 Ti M00001 Ti M00002 Ti M00002	Value	Tvpe	SW/LP	Item	
erver m0001 55 51 M00000 51 M00001 51 M00001 51 M00002 51 M00002	Value	Туре	Data Len ASCII	Item Switch Dutput Memory Switch Later Memory	
erver m0001 ss C1 M00000 C1 M00001 C1 M00001 C1 M00002 C1 M00002	Value	Туре	Data Len ASCII	Item Switch Dutput Memory Switch Dutput Memory	
erver m0001 ss C1 M00000 C1 M00001 C1 M00001 C1 M00002 C1 M00002	Value	Туре	Data Len ASCII	Item Switch Dubut Memory Switch Lano Memory	
m0001 55 C1 M00000 C1 M00000 C1 M00001 C1 M00002 C1 M00002 C1 M00002	Value	Туре	Data Len ASCII	Item Switch Output Memory Switch Lang Memory	
m0001 SS C1 M00000 C1 M00000 C1 M00001 C1 M00001 C1 M00002 C1 M000002 C1 M00002 C1 M00000 C1 M0000 C1 M00000 C1 M0000 C1 M00000 C1 M0000	Value	Туре	Data Len ASCII	Item Switch Dutput Memory Switch Lamp Memory Switch Lamp Memory	
25 C1 M00000 C1 M00000 C1 M00001 C1 M00001 C1 M00002 C1 M00002	Value	Туре	Data Len ASCII	Item Switch Output Memory Switch Lamp Memory Switch Lamp Memory	ĥ
21 M00000 21 M00000 21 M00001 21 M00001 21 M00002 21 M00002		1,400		Switch Dutput Memory Switch Lamp Memory Switch Lamp Memory	h
C1 M00000 C1 M00001 C1 M00001 C1 M00002 C1 M00002 C1 M00002				Switch Lamp Memory Switch Lamp Memory	1
C1 M00001 C1 M00001 C1 M00002 C1 M00002				Switch Output Momon	
C1 M00001 C1 M00002 C1 M00002				1219901 CTTTTIAL INFORMATION OF	1
C1 M00002				Switch Lamp Memory	t i i
C1 M00002				Switch Output Memory	1
				Switch Lamp Memory	1
C1 M00002				Switch Output Memory	
C1 M00002				Switch Lamp Memory	1
C1 M00003				Switch Output Memory	1
C1 M00003				Switch Lamp Memory	1
C1 M00003				Switch Output Memory	
C1 M00003				Switch Lamp Memory	
C1 M00002				Switch Interlock Memory[Condition 1] Bit Designation	
C1 M00000				Lamp Lamp Memory	
C1 M00001				Lamp Lamp Memory	
C1 M00002				Lamp Lamp Memory	
C1 M00003				Lamp Lamp Memory	
C1 M00004				Lamp Lamp Memory	4
CT MUU005				Lamp Lamp Memory	4
C1 D 00100	0	DEC	1 word	Lamp Lamp Memory	- T
	M00000 M00001 M00002 M00003 M00004 M00005 D00100	M00000 M00001 M00002 M00003 M00004 M00005 D00100 0	M00000 M00001 M00002 M00003 M00004 M00005 D00100 0 DEC	M00000 M00001 M00002 M00003 M00004 M00005 D00100 0 DEC 1 word	M00000 Lano Lano Memory M00001 Lano Lano Memory M00002 Lano Lano Memory M00003 Lano Lano Memory M00004 Lano Lano Memory M00005 Lano Lano Memory D00100 0 DEC 1 word

* If the V9 series unit is in Local mode, it must be switched to RUN mode by pressing [RUN].

The above operations allow communication between the V9 series unit and the simulator and screen program operation can be checked.

11.1.3 Operating the Simulator

Changing Screens

Click the [] and [] buttons in the simulator window to change the screen on the V9 series unit. The screen for display can also be selected from the pull-down menu that shows screen numbers and screen comments.

Ean	t <u>Communication</u>	view wind	iow <u>H</u> eip				
2	8 8 6	NO CH 🤇	> X [1:	SW/LP		SEP D	► 1: SW/LP
							0: MENU
iyste	em						1: SW/LP
123	AlassaCassas						2: Data Disp/Entru
2	Alarmserver						3: Alarm 1
Ac	Scrn0001					×	A Alam 2
00	Address	Maker	Turne	Data Law ACCI			4: Alarm Z
٥ ٩	Address Address Address	value	Type	Data Len ASUI	Item Cuitale Outeut Manager	- <u></u>	
뗏	B PLCT M00000				Switch Dutput Memory	-	
嫂	B PLC1 M00000				Switch Lamp Memory Switch Dutput Momory	-	
뗏	B PLCT M00001	STM00001 SWICH Output Wendry				-	
6	C PLCT M00001				Switch Lamp Memory	-	
	@ FLCT M00002				Switch Dutput Memory	-	
뼺	PLCT M00002				Switch Lamp Memory		
669	@ FLCT M00002				Switch Dulput Memory		
	PLCT M00002				Switch Lamp Memory	-	
	CO PLCT MODOUS				Switch Dulput Memory	-	
	C PLCT M00003				Switch Lamp Memory	-	
	C PLCT MUUUU3				Switch Dutput Memory	_	
	C PLCT M00003				Switch Lamp Memory		
	PLCT M00002				Switch Interlock Memory/Londition 11 Bit Designation	_	
	PLCT M00000				Lamp Lamp Memory	-	
	C PLCT MUUUUT				Lamp Lamp Memory	-	
	PLCT M00002				Lamp Lamp Memory	-	
	C PLCT MUUUU3				Lamp Lamp Memory	-	
•	O PLCT M00004				Lamp Lamp Memory	_	
	PLCT MUUUUS	-	0.50		Lamp Lamp Memory		
	PECT 000100	U	DEC	I Word	Lamp Lamp Memory		
	,						

Bit Operations

Click the [ON]/[OFF] mark of bit device memory to invert the bit state.

🕎 AlarmServer		
Address	Value	Туре
PLC1 M00110		
PLC1 M00100		
PLC1 M00101	Click	
🖻 PLC1 M00102	Chick	
🖻 PLC1 M00103		
PLC1 M00104		
👜 PLC1 M00105		
🖻 PLC1 M00106		
PLC1 M00107		

Writing to Device Memory

Double-click the value field of the device memory for changing to display the [Write Device] window. Enter a value and click [OK].



Adding Device Memory Addresses

1. Add a new sheet by clicking [File] \rightarrow [New].



Address	Value	Type	Data Len	ASCII	
					_

2. Click [Edit] \rightarrow [Add Item] to display the [Add Device] window.



Add Device	
📃 Bit Device	
Top Device	
PLC1 -	0 🔹 D 💌 00100
V Block	Device Count 2
Device Type	DEC •
Data Length	I-Word 2-Word
Sign	No O Yes
ASCII	🔘 Display 💿 Hide
	OK Cancel

3. Specify the device memory to add and the number of addresses and click [OK]. The device memory addresses are added.

Add Device	Untitled_4				
Bit Device	Address PLC1 D00300	Value	Type	Data Len ASCII	
Top Device	PLC1 D00301	0	DEC	1 word	
Pict V () () D V 00300	PLC1 D00302 PLC1 D00303	0	DEC	1 word	
	PLC1 D00304	0	DEC	1 word	
Block Device Count 5					
Device Type DEC -					
Data Length @ 134/ord @ 234/ord					
Sign No Yes					
ASCII 💿 Display 💿 Hide					
]				
OK Cancel					

11.2 Emulator

11.2.1 Overview

The operation of created screen programs can be checked even when a V9 series unit is not available. Confirmation is performed by starting both the emulator and simulator on the computer. The emulator substitutes as the V9 series unit and the simulator substitutes as the PLC.

•	Emulator	Shows a representation of the MONITOUCH screen display on the computer

Emulator6 [RUN - Emulation] - [V9_sample.V8Z]	- • •
Screen0	
Switches and Lamps	
M100 M101 M102	
M100 M101 M102 M102 OVLP	

Simulator
 Implements memory operations instead of the PLC

Ste V	🛃 V Simulator 6 [No Title.V9Z] - Scm0001							
Eile	Edit	<u>Communication</u>	View Window	<u>H</u> elp				
į D	1	8 %%%	ю ei 4 Р	• [1:	SW/LF	,	• @ @ 6 🖽 🖳 🖳 🐺 📽	¥ 📳
1	System							
Ac	123	AlarmServer						
	Ad	P Scrn0001						×-
	610	Address	Value	Туре	Data Len	ASCII	Item	A
	(init)	PLC1 M00000					Switch Output Memory	
	6FB	PLC1 M00000					Switch Lamp Memory	
	(in)	PLC1 M00001					Switch Output Memory	
	(078)	PLC1 M00001					Switch Lamp Memory	
	(in)	PLC1 M00002					Switch Output Memory	
	610	PLC1 M00002					Switch Lamp Memory	
	õ	@ PLC1 M00002					Switch Output Memory	=
		PLC1 M00002					Switch Lamp Memory	
		@ PLC1 M00003					Switch Output Memory	
		PLC1 M00003					Switch Lamp Memory	
		@ PLC1 M00003					Switch Output Memory	
		@ PLC1 M00003					Switch Lamp Memory	
		@ PLC1 M00002					Switch Interlock Memory[Condition 1] Bit Designation	
		@ PLC1 M00000					Lamp Lamp Memory	
		@ PLC1 M00001					Lamp Lamp Memory	
		@ PLC1 M00002					Lamp Lamp Memory	
		@ PLC1 M00003					Lamp Lamp Memory	
	•	@ PLC1 M00004					Lamp Lamp Memory	
		@ PLC1 M00005					Lamp Lamp Memory	
		PLC1 D00100	0	DEC	1 word		Lamp Lamp Memory	
	_ L							
Ready	y						Cor	nmunicating

12 Convenient Editor Functions

12.1 Screen List

- 12.1.1 Display Method
- 12.1.2 Convenient Functions of the [Screen List] Window

12.2 Edit Menu

- 12.2.1 Placement
- 12.2.2 Alignment
- 12.2.3 Matching Size

12.3 View Menu

- 12.3.1 Changing Switch and Lamp States
- 12.3.2 Language Display Selection
- 12.3.3 Item List
- 12.3.4 Grid
- 12.3.5 Display Environment
- 12.3.6 Zoom

12.4 Tool Menu

- 12.4.1 Error Check
- 12.4.2 Search
- 12.4.3 Batch Change
- 12.5 Customizing the Quick Access Toolbar

12.1 Screen List

This section explains how to display a list of screens that can be selected for editing or copied.

12.1.1 Display Method

1. Click [Home] \rightarrow [Screen List].



2. The [Screen List] tab window is displayed.



3. The [Screen List] tab window displays 1024 screens. To check screen numbers 1024 and above, change the window using [Home] → [Next Screen].

The screen number for display can also be specified using [Home] \rightarrow [Jump].

🙀 🐚 🔚 🗐 🕐 👻 Screen List - [Screen(0 -	1023)] - V Series Edito	r for Windows Versio	on 6.00 [D:¥E_V9			
File Home Edit View Transfer S	ystem Setting Tool	Help				
Registration to Skip Reme to Skip Sump List Cverlap Switch Lamp Displa	Entry Trend Alarr	Time Display*	Text Pattern Graphic			
Screen	Screen [1] Edit (SW/LP) Screen List -	[Screen(0 - 1023)] ×	_	_	Ŧ
	[100]	[101]	[102]	[103]	[104]	*
No. 100 Cancel	(1 111)	r 3	1	c 1	1	H.
	[105]	[106]	[107]	[108]	[109]	
	E 3	t 3	t 3	e 1	t J	
	[110]	[111]	[112]	[113]	[114]	
	[115]	[] [116]	[] [117]	[] [118]	[] [119]	

12.1.2 Convenient Functions of the [Screen List] Window

Selecting Screens for Editing

With the [Screen List] window displayed, double-click the screen for editing to display it.



Copying and Deleting Screens

• Using the right-click menu

Click on a screen in the [Screen List] window to highlight its corresponding number. The right-click menu contains [Copy], [Paste], and [Delete] operations. Select the desired operation to execute it.



• Using drag and drop

Select the screen to copy and drag it to the copy destination to copy the screen.





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12.2 Edit Menu

12.2.1 Placement

Use the [Edit] menu to arrange the placement of multiple selected items.



Item	Description
Left End	Arrange items to the left edge of the reference item.
Horizontal Center	Arrange items to the position of the horizontal center of the reference item.
Right End	Arrange items to the right edge of the reference item.
Upper End	Arrange items to the top edge of the reference item.
Vertical Center	Arrange items to the position of the vertical center of the reference item.
Lower End	Arrange items to the bottom edge of the reference item.
Align left and right center of the window	Move items to the position of the horizontal center of the window.
Align top and bottom center of the window	Move items to the position of the vertical center of the window.

Operating Procedure

1. Select multiple items for arrangement.



Select the reference item by holding down the [Ctrl] key and left clicking.
 When arranging to the horizontal or vertical center of the window, selection of a reference item is not necessary.



- 3. Select the arrangement method via the [Place] group.
 - Example: Selecting [Upper End]





SW3



12

12.2.2 Alignment

Use the [Edit] menu to evenly align multiple selected items.

1		Home	Parts	Edit	View		reen Setting Transfer System Setting Tool Help
Parte			<i>∞</i><i>∞</i><i>∞</i>	Ring to	Cand to		System v 12 * Western v
Paste	Сору	мин-сору	5	Front *	Back*	•	Horizontal Align[Regular Spacing](H)
		Edit			Place	8	Horizontal Align[Specified](P) Style
						4	Vertical Align[Regular Spacing][V]
						2	Vertical Align [Specfied] (A)
							Switch/lamp Centering(S)

Item	Description
Horizontal Align (Regular Spacing)	Align items horizontally at equal intervals.
Horizontal Align (Specified)	Align items horizontally at a specified interval.
Vertical Align (Regular Spacing)	Align items vertically at equal intervals.
Vertical Align (Specified)	Align items vertically at a specified interval.
Switch/lamp Centering	Center the text on switches and lamps.

Operating Procedure

1. Select multiple items for arrangement.



- 2. Select the alignment method via [Arrangement].
 - Example 1: Selecting [Horizontal Align (Regular Spacing)]



• Example 2: Selecting [Horizontal Align (Specified)]

When [Horizontal Align (Regular Spacing)] or [Vertical Align (Regular Spacing)] is selected, the alignment interval can be specified.

Specify the interval in pixels.

		7		
•1	Horizontal Align[Regular Spacing](H)			
8	Horizontal Align[Specified](P)	000		DDDDBB
4	Vertical Align[Regular Spacing](V)	SW1 S	SW2 SW3	SW1 SW2 SW3
2	Vertical Align [Specfied] (A)	OFF	DFF OFF	OFF OFF OFF
	Switch/lamp Centering(S)	0 0 0-0	• • • •	· · · · · · · ·
_	Ptch			
 Exai 	mple 3: Selecting [Swite	ch/lamp Centering	g]	





12.2.3 Matching Size

Use the [Edit] menu to match the size of multiple selected items.

File Home File Home Paste Copy Multi-copy Edit	• Screen [0] Edit (MENU) - V Series Editor for Windows Version 6.00 [D:VE_V9_Training_1.V Parts Edit View Screen Setting Trainfer System Setting Tool Help Setter Fining to Send to Art Put Allin System View 12 + Western Verview Verview					
Item	Description					
Width	Match the width of items to the reference item.					
Height	Match the height of items to the reference item.					
All	Match the overall size of items to the reference item.					

Operating Procedure

1. Select multiple items for arrangement.



2. Select the reference item by holding down the [Ctrl] key and left clicking.

[Ctrl] + left-click





- 3. Select the items to be matched with [Put All in Same Size].
 - Example: Selecting [Height]

 $\overline{\mathbf{\cdot}}$



• Right-click menu

The [Put All in Same Size] settings are also accessible from the right-click menu. After selecting the items for arrangement, the same settings can be applied by right-clicking on the mouse.

Undo Redo Cut Cot Cot Cot Cot Cot Cot Cop Paste Delete Multi Copy Select within Overlap Group Group Order Place Arrangement (Equal) Put All in Same Size Put All in Same Size Put Allin Same Size Change Part Link Batch Change Change Device Detail Setting				
Redo Cut Copy Paste Delete Multi Copy Select within Overlap Group Order Place Arrangement (Equal) Put All in Same Size Put All in Same Size All Vertex Edit Change Part Link Batch Change Change Device Detail Setting	Undo			
Cut Copy Paste Delete Multi Copy Select within Overlap Group Order Place Arrangement (Equal) Put All in Same Size Align items in edit model area Arrangement (Equal) Ali Put All in Same Size Ali Align items in edit model area Ali Rotation/Reverse Rotation Ali Nertex Edit Change Part Link Batch Change Change Device Detail Setting	Redo			
Copy Paste Delete Multi Copy Select within Overlap Group Order Place Put All in Same Size Put All in Same Size Put All in Same Size Align items in edit model area Rotation/Reverse Rotation Vertex Edit Change Part Link Batch Change Change Device Detail Setting	Cut			
Paste Delete Multi Copy Select within Overlap Group Order Place Arrangement (Equal) Put All in Same Size Put All in Same Size Align items in edit model area All Wetrex Edit Change Part Link Batch Change Change Device Detail Setting	Сору			
Delete Multi Copy Select within Overlap Group Order Place Arrangement (Equal) Put All in Same Size Put All in Same Size Align items in edit model area Put All in Same Size Align items in edit model area Align items items in edit model area Align items items items in edit model area Align items	Paste			
Multi Copy Select within Overlap Group Place Arrangement (Equal) Put All in Same Size Put All in Same Size Width Align items in edit model area Kotation/Reverse Rotation Vertex Edit Change Part Link Batch Change Change Device Detail Setting	Delete			
Select within Overlap Group Group Group Group Grour Group Gr	Multi Copy			
Group Group Group Group Group Group Group Group Group Group	Select within Overlap			
Order Place Arrangement (Equal) Put All in Same Size Put All in Same Size Align items in edit model area Rotation/Reverse Rotation All Vertex Edit Change Part Link Batch Change Change Device Detail Setting	Group	•		
Place Arrangement (Equal) Put All in Same Size Align items in edit model area All Vertex Edit Change Part Link Batch Change Change Device Detail Setting Wethin the set of the set	Order	•		
Arrangement (Equal) Put All in Same Size Align items in edit model area Kotation/Reverse Rotation Vertex Edit Change Part Link Batch Change Change Device Detail Setting	Place	•		
Put All in Same Size Width Align items in edit model area Height Rotation/Reverse Rotation All Vertex Edit All Change Part Link Batch Change Change Device Detail Setting Vertex Edit	Arrangement (Equal)	•		_
Align items in edit model area Height Rotation/Reverse Rotation Ali Ali Ali Ali Ali Ali Ali Ali Detail Setting	Put All in Same Size	+	Width	
Rotation/Reverse Rotation All Vertex Edit Change Part Link Batch Change Change Device Detail Setting	Align items in edit model area	•	Height	
Vertex Edit Change Part ► Link ► Batch Change Change Device Detail Setting	Rotation/Reverse Rotation	· • [All	
Change Part Link Batch Change Change Device Detail Setting	Vertex Edit			
Link ► Batch Change Change Device Detail Setting	Change Part	•		
Batch Change Change Device Detail Setting	Link	•		
Change Device Detail Setting	Batch Change			
Detail Setting	Change Device			
	Detail Setting			

12.3 View Menu

12.3.1 Changing Switch and Lamp States

The ON/OFF state of switches and lamps placed on the screen can be changed.



12.3.2 Language Display Selection

For screens with multiple display languages, the language of registered text displayed on items placed in the editor can be changed.

			s 📛	<mark>ମ ୧୨</mark> ୧୨		Screer	n [1] Edi	t(SW,	(LP) - V	Series Edito	r for	Windows Ve	rsion 6.00) [C:¥	DATA¥sample	.V9]V910*iS(800 x 600)
	<u>8</u>	y	File	Home	Parts	Edit	View	Screen Se	ting	Transfer	Syst	em Setting	Tool	Help			
I		ON	*			Project	TT Fund	tion Item	HTR	Grid		- S	Devic	.e	Message		4
ľ	21	1: En	glish/W	estern Eu	- 💷	Catalog	😭 Com	oonent Device		📃 ON Grid		Disalar	IDNo		Security		G
		1: E	nglish/\	Nestern Eur	rope Gotl	hic TTF		oonent Text	Setting	Point Sea	arch	Environmen	t 🔲 Cent	er Line	📥 Overlap	100% -	Redraw
		2: Ja	apanese	Gothic TTF						Grid			Display Env	vironme	ent	Zoom	Redraw

12.3.3 Item List

Items on the screen for editing can be checked or configured from a list.

Display Method

Click [View] \rightarrow [Item List] to display the item list.

	🖹 🧁	<mark>_ </mark>	•	Screer	n [1] Edit (SW/	'LP) - V	Series Edito	r for	Windows Ve	rsion 6.0	0 [C:¥I	DATA¥sample	e.V9] V910* i S	(800 × 600)
1	File	Home	Parts	Edit	View	Screen Set	ting	Transfer	Syst	em Setting	Tool	Help			
0	N Ŧ			Project	Function	n Item	HTR	Grid		- The second sec	🗌 Devi	ce	Message		-
21	: English/V	/estern Eu	· 🛄	Catalog	😭 Compon	ent Device	Crid	📃 ON Grid		Display	🗌 IDNo	o.	Security		Pedrow
			- E - I	Item List	🕄 Compon	ent Text	Setting	Point Sea	arch	Environmen	t 🔲 Cent	ter Line	🔩 Overlap	100% *	Keuraw
	Display Cl	hange			View			Grid			Display En	vironme	nt	Zoom	Redraw

Using the Item List

• Selecting items

Click the name of an item in the item list to select the item.

Double-click an item name to display the item settings window, where settings can be changed.



- Changing item settings in the item list The settings of items displayed in the item list can be changed directly.
 - Text change

	M 🛄 🛛 💽 🖬				
Item	 Coordinates 	Text	 Device 	Function 💌	
Switch	(113,320)-(60, 60)	MO	M00000	Standard	
Switch	(193,320)-(60, 60)	M1	M00001	Standard	
Switch	(273,320)-(60, 60)	M2	M00002	Standard	
Switch	(353,320)-(60, 60)	M2	M00002	Standard	
Switch	(433,320)-(60, 60)	MD	M00003	Standard	
Switch	(513,320)-(60, 60)	M2	M00003	Standard	
Lanp	(114,216)-(60, 60)	100	100000	Standard	
Lanp	(194,216)-(60, 60)		00001	Standard	
🕘 Lanp	(274,216)-(60, 60)		00002	Standard	
Quel	(354,216)-(60, 60)		-N00003	Standard	
실 Lanp	(432,217)-(60, 60)	OFF	M00004	Standard	
Олор	(512,227)-(79, 48)	Pattern No. 0	D00100	Standard	
∿e _C Text	(252,117)	Switch/Lamp			
∿e _c Text	(446,199)	3 pattern lamp			
e _c Text	(452,296)	Bit			
e _c Text	(539,296)	Nord			
e _c Text	(112,398)	Momentary			
8-Text	(193,399)	Alternate			

- Device memory change

Item List						×
🖪 🗛 📳	🚧 🔟 🔯 🗗					
Item	Coordinates	Text	▼ Device	▼ Function ▼		
Switch	(113,320)-(60, 60)	MO	M00000	Standard		
Switch	(193,320)-(60, 60)	M1	M00001	Standard		
Switch	(273,320)-(60, 60)	M2	M00002	Standard		
Switch	(353,320)-(60, 60)	M2	M00002	Standard		
Switch	(433,320)-(60, 60)	M3	M00003	Standard		
Switch	(513,320)-(60, 60)	M2	N00003	Standard		
Lanp	(114,216)-(60, 60)	80	N00000	Standard		
Lanp	(194,216)-(60, 60)	м1	PLC1	▼ 0 ⊨M	 00000 	
Lanp	(274,216)-(60, 60)	M2				1.01
Lanp	(354,216)-(60, 60)	M3	M00003	Standard		
Lanp	(432,217)-(60, 60)	OFF	M00004	Standard		
Lonp	(512,227)-(79, 48)	Pattern No. 0	D00100	Standard		
As _{ic} Text	(252,117)	Switch/Lamp				
As _c Text	(446,199)	2 pattern lamp				
As _c Text	(452,296)	Bit				
As _c Text	(539,296)	Nord				
AscText	(112,398)	Momentary				
AscText	(193,399)	Alternate				-
Base			_			

• Filter function

By using the function for type selection according to function, a list of items that only correspond to the selected function can be displayed.



Base

12.3.4 Grid

Grid Display

A grid can be displayed in the editing area.



ON Grid

Place and move items along the grid on the screen.



12.3.5 Display Environment

Device

Display the device memory addresses set to items placed on the screen.



Message

Messages specified using the alarm function etc. can be checked on the screen.



12.3.6 Zoom

The display size of the screen can be changed.



12.4 Tool Menu

12.4.1 Error Check

Check the entire file currently being edited for errors and if any errors are found, display the error details and corrective measures.

Display Method

Click [Tool] \rightarrow [Error Check]. The [Error Check] window is displayed.

Error Error	File Home Parts List of Memory Use Search	reen [0] Edit (MENU) - V Series E Edit View Screen Setting Trans	ditor for Windows Version 6.00 [D:¥E_V9 ter System Setting Tool Help Screen Convert to Rich DXF File Image Text Format Convert Others
Error Check	1 Warning		
Category Location		Explanation	Solution
Screen[0] Alai	rm History	No setting made for the specified ala	rm block. Specify the alarm block number or alarm server.
		anogratura aurain'is specifies.	

* Double-click the error item to jump to the location of the error.

Category	Description
8	Error When transferred to the unit, this type of error will prevent the screen program from operating.
Δ	Warning A warning does not have any effect on screen program operation. This is a comparatively low-grade error.

12.4.2 Search

Device

Search the device memory addresses used in the entire file and check the locations of use.

Search Method

1. Click [Tool] \rightarrow [Search] \rightarrow [Device]. The [Device Address Use] window is displayed.



- 2. Select the [Cross-reference] and [Device Designation] checkboxes and specify the device memory range for searching.
 - Device Address Use
 Image: Coss-reference

 Image: Device Bange
 Stat Device

 Stat Device
 Image: Device Count

 Device Count
 End Device

 300
 Image: Device

 Image: Device Count
 End Device

 300
 Image: Device

 Image: Display Type
 Image: Display Type

 Display Type
 Image: Display Type
- 3. Click [OK] to display a tab window that shows the usage status of device memory addresses in the specified range.

Screen (0	j Edit (MENU) 🔚 Device Address Use [D00000 - D00299] 🗙 👻
Device	Used Point
PLC1 D00000	Control Area Displaying Screen Device
PLC1 D00100	Screen[1] Lamp Lamp Device
PLC1 D00100	Screen[1] Switch Lamp Device
PLC1 D00100	Screen[1] Switch ON Macro Line 1 [F1]
PLC1 D00100	Screen[1] Switch ON Macro Line 22 [F0]
PLC1 D00200	Screen[2] Num. Display Device
PLC1 D00201	Screen[2] Num. Display Device
PLC1 D00202	Screen[2] Num. Display Device
PLC1 D00203	Screen[2] Num. Display Device
PLC1 D00204	Screen[2] Num. Display Device
PLC1 D00205	Screen[2] Num. Display Device
PLC1 D00206	Screen[2] Num. Display Device
PLC1 D00207	Screen[2] Num. Display Device
PLC1 D00208	Screen[2] Num. Display Device
PLC1 D00209	Screen[2] Num. Display Device
PLC1 D00210	Screen[2] Num. Display Device
PLC1 D00211	Screen[2] Num. Display Device
PLC1 D00212	Screen[2] Num. Display Device
PLC1 D00213	Screen[2] Num. Display Device
PLC1 D00214	Screen[2] Num. Display Device
PLC1 D00215	Screen[2] Char. Display Device
PLC1 D00216	Screen[2] Char. Display Device
PLC1 D00217	Screen[2] Char. Display Device
PLC1 D00218	Screen[2] Char. Display Device
PLC1 D00219	Screen[2] Char. Display Device
* Do	ouble-click on a device memory to jump to the location of use.

$\overline{\mathbf{\cdot}}$	Searching all device memory Searching of all device memory checkbox in the [Device Add	addresses used in a screen program ory addresses can be performed by deselecting the [Device Designation] ress Use] window and clicking [OK].
		Device Designation No. of memories 20 to display
		Device range Stat Device PLC1 0 (00000)
		Device Count End Device
		Word Bit
		Display Type 🛞 Word 🔿 Bit
		OK Cancel

Text

Search the entire file for locations of use of the specified text. The specified text can also be replaced with other text if required.

Search Method

Click [Tool] \rightarrow [Search] \rightarrow [Text].

The [Text Search and Replacement] window is displayed.

- Search only
 Spacify text on the [Search]
 - Specify text on the [Search] tab window and click [Search].
- Replace text

Specify text on the [Replacement] tab window and click [Replace] or [Replace All], as required.

	s 🔁 📙 🤊 🔿	⇒ Screen [0]	Edit (MENU) - V S	Series Editor fi	or Windows Vers	ion 6.00 [D:¥	
<u> </u>	File Home	Parts Edit	View Scr	een Setting	Transfer	System Setting	Tool He	l
Q								
Error	List of Searc	ch Device Wind	ows Multi	Change	Screen Scree	n Convert to Rich	DXF File	
Error	Searce A	Device(D)	tch Chan	ge	Library Imag	e Format Others	Convert	
		Tag Use(S)		-				ĺ
		Text(T)						
		Windows Font(W)						
	M	Macro Command(4)					
	20	Cross-reference(C)						
	Text Search and	Replacement					×	
	~							
	Search Repla	cement						
	Text to search	for						
	Language	English		-				
	Langago	Linghon			Canada D	Ontion		
					Jearch	option	_	
	Text	Language No.	Used Point	_	_			
	-							

12.4.3 Batch Change

Device

Change multiple device memory addresses used in the file to other addresses at once.

Operation Method

1. Click [Tool] \rightarrow [Device] \rightarrow [Batch Change].

	🖹 📛 📙	00	•	Screen	[0] Edit	(MENU) - V	Series E	ditor for	Windows Ver	sion 6.00	[D:¥E_V9
S	File H	lome	Parts	Edit	Viev	w Scr	een Setting	Trans	er S	ystem Setting	Tool	Help
8		A				O =1						
Error	List of	Sear	ch D	evice Wi	ndows	Multi	Change	Screen	Screen	BTE Convert to Riv	DXF	
Check	Memory	Jse 👻	-	* F	ont - L	anguage	Order INC	Library	Image *	Text Format	Convert	
Error	Se	arch		Batch	Change	(C) Char	ige			Others		
				Selec	ted Item(H)						

2. The [Batch Change Device] window is displayed.

	Before C	hange	After Change	Туре	
No.0	D00100	D00100	D00100	Word	^
No.1	D00100	D00100	D00100	Word	
No.2	D00100	D00100	D00100	Word	
No.3	D00100	D00100	D00100	Word	E
No.4	D00100	D00100	D00100	Word	
No.5	D00100	D00100	D00100	Word	
No.6	D00100	D00100	D00100	Word	
No.7	D00100	D00100	D00100	Word	
		0.004.00	0.001.00		
Paste	💿 DEC 🤘) HEX			Datail Catting
	💿 Word 🤇	Bit			Detail Setting
	0	Ontion	Chan	~	Canaal

 Select the [No. 0] checkbox and click [Detail Setting]. The [Device Setting] window is displayed.

7		Device Designation
		Before Change Start Device PLC1
	A	After Change Start Device PLC1

4. Specify the device memory address before the change and after the change and then perform the conversion.

Device Setting		Batch Cha	ange Devio	e			— × —
Device Designation O Device Count Designation			Before C	Change	After Change	Туре	
Before Chevron Chevil Davies		🔽 No.0	D 00200	D00300	D 00500	Word	~
Before Change Start Device		No.1	D00100	D00100	D00100	Word	
		No.2	D00100	D00100	D00100	Word	
	N	No.3	D00100	D00100	D00100	Word	E
Before Change End Device		No.4	D00100	D00100	D00100	Word	
		No.5	D00100	D00100	D00100	Word	
		No.6	D00100	D00100	D00100	Word	
After Change Start Device		No.7	D00100	D00100	D00100	Word	-
PLC1 ▼ 0 🕂 D ▼ 00500 🚖			1	0.004.00	0.004.00		
		Paste	DEC () HEX			Detail Setting
Word			Word (🗇 Bit		_	
OK Cancel			(Option	Chan	ge	Cancel

12.5 Customizing the Quick Access Toolbar

The menu items displayed on the quick access toolbar can be customized.

Customization Method

 Click the ▼ mark on the right side of the quick access toolbar to display the customization menu. Click [More Commands].



2. The [Customize] window is displayed. Select the icons to add and click the [Add] button.

Lustomize								
Customize								
Custome Procee commands from: Finander Cgennends: Cgenn	•							
Reget								
Stew Quick Access Toobar below the Ribbon Keyboard shottouts: Customize								
ОК	ncel							

3. Check that the commands are added to the right-side window and click [OK].

ustomize				×				
Customize								
Otoose commands from: Transfer • Cammands: • "Operators" • ************************************	Add >>	New Open Save Otho Care Bedo Download						
Simulation	Remove			•				
Reget Stow Guick Access Toobar below the Rbbon Keyboard shortouts: Quatomize								
			ОК	Cancel				

4. The icons are added to the quick access toolbar.



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