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Specifications subject to change without notice.

MITSUBISHI Graphic Operation Terminal
Revisions

*The manual number is given on the bottom left of the back cover.

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<th>Print Date</th>
<th>*Manual Number</th>
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</tr>
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<tbody>
<tr>
<td>Nov. 1998</td>
<td>IB(NA)-66886-A</td>
<td>First edition</td>
</tr>
</tbody>
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INTRODUCTION

Thank you for choosing the Mitsubishi Graphic Operation Terminal. Before using the equipment, please read this manual carefully to use the equipment to its optimum. Please forward a copy of this manual to the end user.

Whereabouts and Usage of This Manual

The manuals relating to the GOT 900 series are available in the following types. The manuals are classified according to their purposes. Please read the proper manuals to understand the handling, operation and functions of the GOT unit and SW1D5C-GOTRE-PACK.

[ GOT-A900 Series User’s Manual(Hardware) ]

* To know the features of the GOT-A900 series unit.
* To confirm the specifications of the GOT-A900 series unit.
* To know the part names of the GOT-A900 series unit.
* To know how to install and wire the GOT-A900 series unit.
* To know the outline dimension drawing of the GOT-A900 series unit.

[ GOT-A900 Series Option Unit Users Manuals ]

* To know the features of the corresponding GOT-A900 series option unit.
* To confirm the specifications of the corresponding GOT-A900 series option unit.
* To know the part names of the corresponding GOT-A900 series option unit.
* To know the outline dimension drawing of the corresponding GOT-A900 series option unit.

[ GOT-A900 Series User’s Manual ]

* To know the features of the GOT-A900 series unit.
* To confirm the component devices of the GOT-A900 series.
* To confirm the specifications of the GOT-A900 series unit.
* To know the part names of the GOT-A900 series unit.
* To fit various units to the GOT-A900 series.
* To know how to install and wire the GOT-A900 series unit.
* To know how to maintain and inspect the GOT-A900 series.
* To confirm the error codes of the GOT-A900 series.
* To know the outline dimension drawing of the GOT-A900 series unit.

- To know the connection forms available for the GOT-A900 series.
- To confirm the specifications of each connection form.
- To know the system configuration of each connection form.
- To know how to set the unit used.
- To confirm the connection diagrams of the connection cables.

[SW1D5C-GOTRE-PACK Operating Manual (Drawing Software Manual)]

- To install the software into the personal computer.
- To start each software.
- To know how to connect the personal computer and GOT.
- To know the screen makeup of the software.
- To grasp the outline of various monitoring functions.
- To know the procedure of displaying the monitor screen.
- To know how to use the help function.

[SW1D5C-GOTRE-PACK Operating Manual (Introductory Manual)]

- To learn the sequence of operations by creating a simple screen using the drawing software.

[SW1D5C-GOTRE-PACK Help Functions]

- To confirm how to operate each software of SW1D5C-GOTRE-PACK.
- To confirm how to set various object functions.

[GOT-A900 Series Operating Manual (Extended Option Functions Manual)]

- To perform the utility function.
- To perform the system monitoring function.
- To perform the ladder monitoring function.
- To perform the special function unit monitoring function.
- To perform the network monitoring function.
### Abbreviations, generic terms and special terms used in this manual

Abbreviations, generic terms and special terms used in this manual are described as follows:

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<tr>
<td>GOT</td>
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<td>Memory</td>
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*1 Microsoft Windows95 and Microsoft Windows NT Workstation 4.0 are the trademarks of Microsoft Corporation, U.S.
The following manuals related to this product are available. Obtain the manuals as required according to this table.

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<td>Provides the specifications of the utility, system monitoring, ladder monitoring, special function unit monitoring and network monitoring functions available for the GOT-A900 series and how to operate the dedicated monitor screen.</td>
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<tr>
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<tr>
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<td>IB-88885 (13J943)</td>
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<td>Describes specifications, part names and installation of A7GT-J71LP23/B13.</td>
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Chapter 1 Basics

This manual describes procedures for creating a simple screen and monitoring with the GOT for learning basic operations. If using the GOT for the first time, read this manual to become familiar with operation of the GOT and the drawing software.

**POINT**

For installation, start-up, and screen configuration of the drawing software, refer to the drawing software documentation.

1.1 Mouse usage and operations

Describes basic operations of the mouse.

(1) Left click (Hereinafter referred to as click.)

![Click](image)

Press the left button of the mouse once, then release without moving the mouse. This is the most common operation.

(2) Right click

![Click](image)

Press the right button of the mouse once, then release without moving the mouse.

(3) Double click

![Click](image)

Press the left button of the mouse twice quickly without moving the mouse. This operation is for the left button only.
(4) Drag

Move the mouse while pressing the left button. This operation is for the left button only.

1.2 System configuration used in the manual

A975GOT

Bus connection

PLC CPU

Data transfer

Personal computer

Install

SW1D5C-GOTRE-PACK
1.3 Procedures for use of GOT

Describes the procedures from installation of the drawing software to monitoring with the GOT.

1. Install the software package. (SW1D5C-GOTRE-PACK)
   - Refer to SW1D5C-GOTRE-PACK Operating Manual (Drawing Software Manual).

2. Start the drawing software.

3. Carry out common setting.
   - Refer to 2.3.

4. Prepare the user screen data.
   - Refer to Chapter 2.

5. Connect the GOT and the personal computer with RS-232C, and turn ON the GOT.
   - Refer to 3.1.

6. Using the GOT for the first time?
   - No

   - Yes

   - Install the OS and the communication driver.
     - Refer to 3.2.

   - Transfer the user screen data.
     - Refer to 3.3.

   - Connect to the PLC, and start monitoring.
     (Turn OFF the GOT, then turn it ON again.)
     - Refer to 3.4 and 3.5.

7. End
Chapter 2 Setting figures and objects

2.1 Drawing a figure

Describes how to draw a figure.

2.1.1 Selecting attributes

Before drawing a figure, use the tool palette to select the attributes of the figure.

1) Line pattern
   Click [ ] on the list box to select the line pattern.

2) Line width
   Click [ ] on the list box to select the line width.

3) Line color
   Click [ ] on the list box to select the line color.

3) Fill pattern
   Click [ ] on the list box to select the pattern to fill the figure.

5) Fill color
   Click [ ] on the list box to select the color to fill the figure.

6) Background color
   Click [ ] on the list box to select the background color of the figure to be filled.

POINT

The attributes of an existing figure can be changed with the list box by clicking the figure.
2. SETTING FIGURES AND OBJECTS

2.1.2 Drawing linear lines, rectangles and circles

Describes how to draw linear lines, rectangles and circles. Here, a linear line is drawn as an example.

1) Click on the tool palette. To draw a rectangle: Click . To draw a circle: Click .

2) Click the left mouse button at the start point of the line.

3) Drag the cursor to the end point.

4) Release the left mouse button. A linear line appears.
2. SETTING FIGURES AND OBJECTS

2.1.3 Drawing polygons and continuous lines

Describes how to draw polygons and continuous lines. Here, a polygon is drawn as an example.

1) Click on the tool palette. To draw continuous lines: Click .

2) Click the left mouse button at the start point of the polygon.

3) Drag the cursor to the second vertex of the polygon.

4) Release the left mouse button. The second vertex is determined.

(To the following page)
5) Click at the third vertex of the polygon. To increase the number of vertexes, repeat this operation.

6) Double-click at the last point. A polygon with designated vertexes appears.
2. SETTING FIGURES AND OBJECTS

2.1.4 Drawing arcs and sectors

Describes how to draw arcs and sectors. Here, an arc is drawn as an example.

1) Click on the tool palette. To draw an arc: Click .

If this check box is checked, a sector can be drawn. If not, an arc can be drawn.

2) After setting the line and pattern (for sectors only), click the button.

3) Press the left mouse button at the start point of the arc.

(To the following page)
4) Drag the cursor to the end point.

5) Release the left mouse button. A linear line appears between the center of the circle and the end point.

6) Move the cursor so that the start point of the arc comes to an end of the linear line.

7) Click the mouse to determine the start point of the arc.

8) Move the cursor so that the end point of the arc comes to an end of the linear line.

9) Click the left mouse button. An arc appears.
2. SETTING FIGURES AND OBJECTS

2.1.5 Inputting characters

Describes how to input characters.

1) Click \( \text{A} \) on the tool palette.

2) A dialog box appears.

3) Input a character string. Here, input "GOT900 series".

(To the following page)
2. SETTING FIGURES AND OBJECTS

4) Click the [Attribute] tab for setting the following items:
   - Style:
     - Click  and select the style of the character.
   - Direction:
     - Click  and select the direction of the character string.
   - Alignment:
     - Click  and select the position of the character string.

   (Available only for multiple lines.)
   - Text:
     - Click  and select the color of the character.
   - Solid:
     - Click  and select the color of the shadow.
   - Size:
     - Click  and select the vertical and horizontal sizes of the character.
   - Interval:
     - Click  and designate the spacing between character lines.

   (Available only for multiple lines.)
   - High quality font
     - Check the check box  when using high quality font. (Available only when vertical and horizontal sizes are 2, 4, 6 or 8 times.)

5) Click the  button.

(To the next page)
7) A frame of display range appears at the upper-left of the screen. Move the frame to the desired position.

8) Click the mouse button. The character string appears.
2. SETTING FIGURES AND OBJECTS

2.2 Editing figures and objects

Describes editing operations of figures and objects.

2.2.1 Selecting edit data

Describes the operations for selecting figure and objects for editing.

1) Click the on the tool palette.

2) When selecting single object, click a line of the object.
   When selecting multiple objects, press the left mouse button at the start point and drag the cursor to the end point. Release the left button. The selected objects are surrounded by a dotted rectangle.
2. SETTING FIGURES AND OBJECTS

2.2.2 Changing size

Describes the operations for changing the size of figures or objects.

(1) Expansion/contraction

Describes the operations for expanding or contracting the size of figures and objects.

1) Select the object to expand/contract.
   (Refer to 2.2.1.)

2) Press the left mouse button at the handle of the selected figure or object (*) in the direction to expand/contract, then drag it.

3) Release the left mouse button. The figure or object is resized.

POINT

When the [Shift] key or [Ctrl] key is pressed while changing size, the following change occurs respectively.
- [Shift] key: Geometric change occurs.
- [Ctrl] key: The size changes to the center of the figure.
(2) Editing vertex
Describes operations for changing the vertex position of a continuous line or a polygon.

1) Select the continuous line or the polygon for editing.
(Refer to 2.2.1.)

2) Click on tool bar 1.

3) Check that the handles (*) are displayed at the vertexes of the figure.

(To the following page)
4) Click the left mouse button on the handle (*) of the desired vertex. Drag the handle.

5) Release the left mouse button. The new position of the vertex is determined.

6) Click again to end the Edit Vertex mode.
2. SETTING FIGURES AND OBJECTS

2.2.3 Moving selected data

Describes the operations for moving figures and objects.

1) Select the figure or the object to move. (Refer to 2.2.1.)

2) Move the cursor to the object or the figure so that the cursor shape changes to 

3) Press the left mouse button to move the figure or the object to the desired position.

4) Release the left mouse button. The position of the figure or the object is determined.
2.4 Cutting, copying and pasting selected data

Describes the operations for cutting, copying and pasting figures or objects.

(1) Cutting and copying
Here, a touch key is cut as an example.

1) Select a figure or an object to cut.
(Refer to 2.2.1.)

2) Click on tool bar 1.
For copying: Click

**POINTS**
- The selected object can be cut or copied by pressing the following keys:
  Cutting: Ctrl + X
  Copying: Ctrl + C
- The cutting operation cannot be undone. For this reason, be careful.
- By pressing the Delete key, the selected figure or object can be deleted.
  The "Paste" command cannot be used for the deleted data, but the "Undo" command is available.
(2) Pasting
Here, the touch key cut in (1) is pasted as an example.

1) Click the on tool bar 1.

2) The display range frame appears. Move the frame to the desired position.

3) Click to paste the touch key.

POINT
- Data can be pasted by pressing the Ctrl + V keys.
2. SETTING FIGURES AND OBJECTS

2.2.5 Aligning selected data

Describes the operations for aligning figures and objects. Here, the objects are aligned to the right as an example.

1) Select the figures and objects to align. Be sure to select multiple figures and objects. (Refer to 2.2.1.)

2) Click the [Edit] - [Align] menu.

3) The dialog box as shown on the left appears. Click the [Right] button.
   - No: No horizontal alignment is carried out.
   - Top: Aligns to the top.
   - Center: Aligns to the center in the horizontal direction.
   - Bottom: Aligns to the bottom.
   - No: No vertical alignment is carried out.
   - Left: Aligns to the left.
   - Center: Aligns to the center in the vertical direction.
   - Right: Aligns to the right.

Align equality: Click [ ] and designate the direction to distribute the figures and objects evenly.
4) Click the [OK] button.

5) The selected figures and objects are aligned.
2. SETTING FIGURES AND OBJECTS

2.2.6 Details of edit menu

Describes the contents of the edit menu.
For details, refer to the help window of the drawing software.

**Edit**
- **Undo**................................. The last operation on the data is canceled and the previous data is maintained.
- **Cut**................................ Figures and objects are cut and stored in the clipboard.
- **Copy**.............................. Selected figures, characters and objects are stored in the clipboard.
- **Paste**.............................. Figures and objects stored in the clipboard are pasted.
- **Consecutive Copy**.............. Selected figures and objects are copied and pasted on multiple editing screens.
- **Delete**............................. Selected figures and objects are deleted.
- **Edit Vertex**........................ Length of continuous line or lines designated by polygon is changed.
- **Object of Selection**
  - **Figure**.......................... Only figures are edited.
  - **Object**.......................... Only objects are edited.
  - **Figure and Object**............. Figures and objects are edited.
- **Select All**....................... All figures and objects are selected.
- **Group**
  - **Group**.......................... Selected figures and objects are grouped.
  - **Ungroup**....................... Grouping of selected figures and objects is canceled.
- **Rotate/Flip**
  - **Flip Vertical**................. Selected figures are flipped vertically.
  - **Flip Horizontal**.............. Selected figures are flipped horizontally.
  - **Rotate left**.................... Selected figures are rotated to the left by 90°
- **Align**............................. Selected figures and objects are aligned.
- **Stacking Order**
  - **Bring to Front**............... Selected figures and objects are brought to front.
  - **Send to Back**.................. Selected figures and objects are sent to back.
- **Attribute**....................... Attributes of selected figures and objects are changed.
- **Replace Devices**............... The set monitoring devices are replaced with other devices.
2.3 Common setting before drawing

Describes the operations for common setting before drawing.

2.3.1 Selecting GOT/PLC type

Describes the operations for selecting the type of the GOT and the PLC to use.

1) Click the [Common] – [GOT/PLC Type] menu.

2) The dialog box appears.

3) Click ☑ and set the type of the GOT and the PLC.

   Here, set as follows:
   - GOT type: A97GOT640 x 480
   - PLC type: MELSEC-A, QnA

4) Click the OK button. The GOT/PLC types are set.
2. SETTING FIGURES AND OBJECTS

2.3.2 Setting screen switching device

Describes the operations for setting the screen switching device for switching screens. Here, only the screen switching device of the base screen is set to "D999" because only the base screens are switched in the manual.

1) Click the [Common] – [Switching Screen] menu.

2) The dialog box appears.

3) Click the [Device] button on the base screen to set the screen switching device of the base screen.

(To the following page)
4) The dialog box appears.

5) Click 3 to set to "D".

6) Click button 9 three times.

7) After setting is completed, click the OK button.

8) Check that value is set to "D999".

9) Click the OK button. The screen switching device is set.

POINTS

- Screen switching device
  The screen switching device is required for switching screens. Devices designated as the screen switching devices must be used only as such. Word devices "D" or "W" are mainly used as the screen switching device, but device "GD" for the GOT is also available.

- Device "GD"
  Device "GD" is a word device of the GOT.
  In device GD, 1024 points from GD0 to GD1023 are available. There is a bit device GB, in which 1024 points from GB0 to GB1023 are also available.
2.4 Creating a screen

Here, a simple screen is created to practice procedures for creating screens. Refer to 2.1 and 2.2 and create a screen as follows:

(Screen to create)

<table>
<thead>
<tr>
<th>Today's date</th>
<th>Current time</th>
</tr>
</thead>
<tbody>
<tr>
<td>98/09/25</td>
<td>17:30</td>
</tr>
</tbody>
</table>

Clock function

A
2. SETTING FIGURES AND OBJECTS

2.4.1 Setting clock function

Describes the operations for setting clock function.

1) Click on the tool palette.

2) The dialog box appears. Set the details of the [Basic] tab.
   - Display style: Click the date or time of the display item.
   - Shape: Check the check box when setting a frame for the clock function.
   - Frame: Click to select the frame color. (Available only if the shape check box is checked.)
   - Plate: Click to select the background color of the figure. (Available only if the shape check box is checked.)
   - Color: Click to select the color for displaying values.
3) Click the [Form] tab to switch the screen and set the display details.

Data format:
- Click \( \text{Alt} \) and select the order to display date.
  (Available only if the display style of the "Basic" tab is set to "Date".)

Size:
- Click \( \text{Alt} \) and select the display size in the vertical and horizontal directions.

High quality font:
- Check the check box \( \checkmark \) to use high quality fonts.
  (Available only when vertical and horizontal sizes are 2, 4, 6 or 8 times.)

4) Click the \( \text{OK} \) button.

5) A frame of display range appears on the upper-left of the screen. Move the frame to the desired position.

6) Click the mouse button. The display position is determined.
2. Setting Figures and Objects

2.5 Saving created screen data

Describes the operations for saving created screen data. Here, the data is saved on a floppy disk (drive A) as an example.

1) Click [Project] – [Save As].

2) The dialog box appears. Click 📀, then click "3½ Floppy (A:)".

3) Click 📁 to create a folder.

4) Designate a project name to the new folder. (Here, input "GOT".)

(To the following page)
5) Double-click the Got icon and display the contents of the folder.

6) Check that "Got" is displayed here.

7) Click the Save button to save the screen data.
2.6 Reading saved screen data

Describes the operations for reading the saved data. Here, the data saved in 2.5 (the data saved in drive A) is read as an example.

1) Click the [Project] – [Open] menu.

2) The dialog box appears. Click "3 1/2 Floppy (A:)".

3) Double-click "GOT" and display the contents of the folder.

(To the following page)
4) Check that "Got" is displayed here.

5) Check that "A9gotp.got" is in the folder. Click the [Open] button to read the screen data.
3.1 Connecting the personal computer and GOT

Connect the personal computer and the GOT with an RS-232C cable.

A975GOT

RS-232C interface

COM port

RS-232C cable

Personal computer
3.2 Installing the OS

Describes the operations for installing the OS program and the communication driver on the GOT before monitoring. This chapter describes a specific installation example.

**POINT**
The GOT does not have the OS program for monitoring or the communication driver. Therefore, these programs must be installed on the GOT before monitoring. Once the programs are installed, you do not need to install again unless the version of OS or the communication method changes.

1) Click the [Communication] → [Install] → [OS] menu.

2) The dialog box appears. Designate each item.
   - **Target:**
     - Click "GOT".
   - **Standard monitor OS:**
     - Check the checkbox ✓ and click apply to select "English".
   - **Communication driver:**
     - Click apply, then select "Bus [Ver 2.0.0].
     * [Ver "\.*"] may be different.

(To the following page)
3. STARTING GOT

(From the previous page)

3) Click the [Install] button.

4) Click the [Yes] button. Installation of the OS is executed.
3.3 Downloading screen data

Describes the operations for downloading the screen data created in 2.4 to the GOT.


2) The dialog box appears. Click the Download button.

3) Click the [YES] button. Downloading of the screen data is executed.
3.4 Connecting to PLC CPU

Here, the bus connection is used to connect the GOT and the PLC CPU. For details of the bus connection board and the bus connection cable, refer to GOT-A900 Series User's Manual (Connection System Manual).

POINT

Be sure to turn OFF the whole system before connecting the GOT and the PLC CPU.
3.5 Executing monitoring

Execute monitoring of the screen created in 2.4.

<Monitor screen>

```
Today's date = 98/09/25
Current time = 17:30

Date (year/month/date) is displayed.  Time is displayed.
```

**POINT**

The clock function displays the time and date of the PLC CPU. Use the GPP function software package to set the time and date of the PLC CPU, or use the utility menu of the GOT to adjust the clock.
Chapter 4 Creating screens

4.1 Creating a screen like this

In this chapter, a screen as shown below is created. A) to D) are used for the description of 4.4.

**REMARK**

For the lamp display function shown in the above screen, set ON/OFF of the input signal (device name: X) of the PLC CPU so that the lamp is displayed. Set the touch key function so that the output signal (device name: Y) of the PLC CPU is turned ON/OFF by touching the touch key.
4. CREATING SCREENS

4.2 Creating a new project

Before creating a screen as described in 4.1, any screen created in Chapter 3 must be closed and a new project must be created. Here, operations for creating a new project are described.

1) Click the [Project]-[New] menu.

2) The dialog box appears.

3) Click and designate the type of GOT and PLC. Here, designate as follows:
   - GOT type: A97"GOT (640 x 480)
   - PLC type: MELSEC-A, QnA

4) Click the OK button.

(To the following page)
5) A new project is created.

Refer to Chapter 2 and create a screen as follows:

Use a rectangle to create this.

Use characters to create these.
4.3 Operation setting of key window

In this chapter, the key window operation is set so that the key window appears simultaneously as the numerical input object is touched. Here, the setting operation is described.

1) Click the [Common]-[Auxiliary Setting]-[Project] menu.

2) The dialog box appears.

3) Check the check box.

4) Click the OK button.
4. CREATING SCREENS

4.4 Setting objects

Describes the operations for setting objects used in this chapter.

**POINT**

Only the objects required for creating the screen in 4.1 are described in this chapter. For further details or other objects, refer to the help window.

4.4.1 Setting numerical display function

Describes the operations for setting numerical display function.

1) Click on the tool palette.

2) The dialog box appears.

3) Click the **Device** button and set the device.

(To the following page)
4) The dialog box appears. Set the device.
   Click [ ] and select device. (Here, select "D".)
   Designate the device number with the ten-key window or the keyboard.
   Click [ ] for fine adjustment of the value.
   (To set A), designate "12". To set B), designate "13".)

5) After setting is completed, click the [OK] button.
   The dialog box disappears.

6) Check the check box [ ] and click the [Shape] button to designate the background figure.
7) The dialog box appears. Click the figure to be used as the background. (Here, select figure 21.)

8) Click the OK button.

To set the attributes of the figure or the numerical value, click and set the attributes. (Here, set as shown on the left.)

9) Click the OK button.

10) A frame of display range appears at the upper-left of the screen. Move the frame to the desired position and click.

Change the size of the outer figure or the inner object frame with the handle (●). (Refer to 2.2.2.)
4.4.2 Setting numerical input function

Describes the operations for setting numerical input function.

1) Click on the tool palette.

2) The dialog box appears.

3) Click the Device button, and designate the device.

4) The dialog box appears. Designate the device.

Click and select device. (Here, select "D").

Designate the device number with the ten-key window or the keyboard.

Click for fine adjustment of the value.

(To set C), designate "10". To set D), designate "11".)

5) After setting is completed, click the OK button.

The dialog box disappears.

(To the following page.)
6) Check the check box □ and click the [Shape] button to designate the background figure.

7) The dialog box appears. Click the figure to be used as the background. (Here, select figure 21.)

8) After setting is completed, click the [OK] button. The dialog box disappears.

(To the following page.)
To set the attributes of the figure or the numerical value, click [ ] and set the attributes. (Here, set as shown on the left.)

9) Click the [OK] button. The dialog box disappears.

10) A frame of display range appears at the upper-left of the screen. Move the frame to the desired position and click.

Change the size of the outer figure or the inner object frame with the handle (*). (Refer to 2.2.2.)
4.4.3 Setting lamp display function

Describes the operations for setting the lamp display function.

1) Click the List button on the template (parts display area)

2) The template (directory tree) is displayed. Click the + button of the parts library folder.

3) The library names are displayed.

(To the following page)
4) Double-click Lamp (1).

5) Parts in the library are displayed on the template (part display area).

6) Click a lamp on the template (part display area). (Here, use No. 1).

7) Move the cursor to the screen. A frame of display range appears. Move the frame to the desired position and click.
8) Press the Esc key.
(Or click the right mouse button to view menu, then click the [Data Select Mode] menu.

9) Double-click the pasted lamp.

10) The dialog box appears.

11) Click the Device button and designate the device.

(To the following page)
12) The dialog box appears. Set the device. (Designate 8 devices from X0 to X7 in total.) Click \[\text{I}\] and select the device. (Here, select "X".) Designate the device number with the ten-key window or the keyboard. Click \[\text{O}\] for fine adjustment of the value. (Here, designate "0" to "7".)

13) After setting is completed, click the \[\text{OK}\] button. The dialog box disappears.

14) Click the [Case (Bit)] tab.

\(\text{To the following page}\)
15) Click the **Text** button.

Position (Characters can be set to all five positions.)
Select "Bottom". Text
Designate 8 devices from X0 to X7 in total.
Horizontal alignment
Click this button.

16) The dialog box appears. After setting each item, click the [**OK**] button.

17) Click the ON [**Copy from ON**] button.

To designate the attributes of the lamp or the characters, click [ ] and designate the attributes. (Here, designate as shown on the left.)

18) After setting is completed, click the [**OK**] button. The dialog box disappears.
19) The lamp set on the screen is updated.

20) Repeat steps 9) to 19) for the number of lamps to set. (Here, repeat 7 times.)

The lamp pasted in 9) must be copied and pasted to a new position.
(Refer to 2.2.4.)

POINT
With the [Edit]-[Consecutive Copy] menu, a figure can be copied continuously.
4.4.4 Setting touch key function

Describes the operations for setting touch key function.

1) Click the [List] button on the template (parts display area)

2) The template (directory tree) is displayed. Click the [+] button of the parts library folder.

3) The library names are displayed.

(To the following page)
4) Double-click Switch (1).

5) Parts in the library are displayed on the template (part display area).

6) Click a lamp on the template (part display area). (Here, use No.16).

7) Move the cursor to the screen. A frame of display range appears. Move the frame to the desired position and click.
8) Press the [Esc] key.
   (Or click the right mouse button to view menu,
   then click the [Data Select Mode] menu.)

9) Double-click the pasted touch key.

10) The dialog box appears.
11) Select "Bit".
12) Click the [Device] button and set the device.
13) The dialog box appears. Set the device.
(Designate 8 devices from Y70 to Y77 in total.)

- Click and select the device.
  (Here, select "Y").

- Designate the device number with the ten-key window or the keyboard.
  (Here, designate "70" to "77").

14) After setting is completed, click the button. The dialog box disappears.

15) Click the [Case] tab.
16) Click the Text button.

Position (Characters can be set to all five positions.)
Select "Bottom".

Text
Designate 8 devices from Y70 to Y77 in total.
Horizontal alignment
Click this button.

17) The dialog box appears. After setting each item, click the OK button.

18) Click the Copy ON button.

To designate the attributes of the lamp or the characters, click ☑ and designate the attributes.
(Here, designate as shown on the left.)

19) Click the [Action] tab.

(To the following page)
20) Click the **Bit** button.

21) The dialog box appears. Select "Alternate".

22) Click the **Device** button and set the device.

23) The dialog box appears. Set the device.
   (Designate 8 devices from Y70 to Y77 in total.)
   Click and select the device.
   (Here, select "Y").
   Designate the device number with the ten-key window or the keyboard.
   Click for fine adjustment of the value.
   (Here, designate "70" to "77").

24) After setting is completed, click the **OK** button. The dialog box disappears.
25) After setting is completed, click the OK button. The dialog box disappears.

26) After setting is completed, click the OK button. The dialog box disappears.

27) The touch key set on the screen is updated.
28) Repeat steps 9) to 27) for the number of touch keys to set.
(Here, repeat 7 times.)

The key pasted before step 9) must be copied and pasted to a new position.
(Refer to 2.2.4.)

**POINT**
With the [Edit]-[Continuous Copy] menu, a figure can be copied continuously.
Chapter 5 Creating the second screen

5.1 Creating a screen like this

In this chapter, the following screen is created as the second screen of the screen created in Chapter 4 (the first screen). The switching button to the second screen is added to the first screen.

(1) Adding the screen switching button to the first screen.
The screen switching button to the second screen must be set on the first screen.
Set a touch key at the lower right corner of the first screen.

![Data display panel and Data input panel diagram]
(2) Creating the second screen
Steps E) to H) are used for description in 5.4.

A line supply conveyor stopped. Check power.

First, create a screen as follows by referring to Chapter 2.

Draw rectangle (white (255), full line).
5. CREATING THE SECOND SCREEN

5.2 Creating the second screen

Describes the operations for creating the second screen.

1) Click [ ] on tool bar 1.

2) Click [ ] and set the screen number to "2".

3) Click the [OK] button. The second screen is created.
5. CREATING THE SECOND SCREEN

5.3 Creating comments

Describes the operations for creating comments that are used in the alarm list function.

Register comments as follows:

<table>
<thead>
<tr>
<th>Comment No.</th>
<th>Device</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>X0</td>
<td>A-line supply conveyer stopped. Check the power source.</td>
</tr>
<tr>
<td>2</td>
<td>X1</td>
<td>Emergency stop limit switch operated. Check the product.</td>
</tr>
<tr>
<td>3</td>
<td>X2</td>
<td>Product limit switch does not operate. Check for presence/absence of the product.</td>
</tr>
<tr>
<td>4</td>
<td>X3</td>
<td>Hydraulic pressure of finishing machine 1 is low. Supply hydraulic oil.</td>
</tr>
<tr>
<td>5</td>
<td>X4</td>
<td>More than 100 pieces have been processed. Replace brush.</td>
</tr>
<tr>
<td>6</td>
<td>X5</td>
<td>Arm ascended abnormally. Adjust the arm height.</td>
</tr>
<tr>
<td>7</td>
<td>X6</td>
<td>Arm descended abnormally. Adjust the arm height.</td>
</tr>
<tr>
<td>8</td>
<td>X7</td>
<td>Arm error limit switch operated. Adjust the width.</td>
</tr>
</tbody>
</table>

1) Click the [Draw]-[Comment] menu.

2) The dialog box appears.

3) Click the Edit button.

(To the following page)
4) The dialog box appears. Input comment from the keyboard.

5) After setting is completed, click the **OK** button. The dialog box disappears.

6) Click the next comment area. Repeat steps from 3) to 5) for the number of comments to register. (Here, repeat 7 times.)

7) After setting is completed, click the **OK** button. The dialog box disappears.
5. CREATING THE SECOND SCREEN

5.4 Setting objects

Describes the operation for setting the objects used in this chapter.

POINT

This chapter describes only the objects required for creating the screen in 5.1. For further details or other objects, refer to the help window.

5.4.1 Setting touch key function for screen switching

Describes the operations for setting the touch key function for screen switching.

1) Click the [List] button on the template (parts display area)

2) The template (directory tree) is displayed. Click the [+] button of the parts library folder.

(To the following page)
3) The library names are displayed.

4) Double-click Switch (1).

5) Parts in the library are displayed on the template (part display area).

6) Click a key on the template (part display area). (Here, click No. 15).
7) Move the cursor to the screen. A frame of display range appears. Move the frame to the desired position and click.

8) Press the [Esc] key. (Or click the right mouse button to view menu, then click the [Data Select Mode] menu.

9) Double-click the pasted key.

10) The dialog box appears. Click the [Case] tab.
11) Click the Text button.

- Position (Characters can be set to all five positions.)
- Select "Center".
- Text
- Input "Screen 2" for the touch key set on the first screen.
- Input "Screen 1" for the touch key set on the second screen.
- Horizontal alignment
- Click these buttons.

12) The dialog box appears. After setting each item, click the OK button.

13) Click the Copy from ON button.

To designate the attributes of the lamp and the characters, click and designate the attributes.
(Here, designate as shown on the left.)

14) Click the [Action] tab.
15) Click the **Base** button.

16) The dialog box appears. Designate the destination to "Fixed".

17) Click **Input**
   - "Screen 2" for the touch key set on the first screen.
   - Input "Screen 1" for the touch key set on the second screen.

18) After setting is completed, click the **OK** button. The dialog box disappears.

19) After setting is completed, click the **OK** button. The dialog box disappears.
20) The touch key set on the screen is updated.

21) Change the key size with the handle (■).
    (Refer to 2.2.2.)
5.4.2 Setting level display function

Describes the operations for setting the level display function.

1) Click \text{button} on the tool pallet.

2) The dialog box appears.

3) Click the \text{button} to designate the device.

4) The dialog box appears. Designate the device.

   Click \text{button} and select device. (Here, select "D".)
   Designate the device number with the ten-key window or the keyboard.
   Click \text{button} for fine adjustment of the value.
   (To set E, designate "12". To set F, designate "13".)

5) After setting is completed, click the \text{button}. The dialog box disappears.

(To the following page)
(From the previous page)

Click \[\text{\(\square\)}\] to set the line color of the figure used for the level display function. (Here, set as shown on the left.)

To designate the attributes of the level display, click \[\text{\(\square\)}\] and designate the attributes. (Here, designate as shown on the left.)

6) Click the [From] tab.

7) Click \[\text{\(\square\)}\] to designate the fixed value of the upper limit to "10000". (The value can be input directly from the keyboard.)

8) Click \[\text{\(\square\)}\] to designate the fixed value of the lower limit to "0". (The value can be input directly from the keyboard.)

9) After setting is completed, click the \[\text{\(\text{OK}\)}\] button. The dialog box disappears.

10) A frame of display range appears at the upper-left of the screen. Move the frame to the desired position, then click.

(To the following page)
11) Change the key size with the handle (■).
(Refer to 2.2.2.)
5.4.3 Setting panelmeter display function

Describes the operations for setting the panelmeter display function.

1) Click [ ] on the tool palette.

2) The dialog box appears.

3) Click the [Device] button to designate the device.

4) The dialog box appears. Designate the device.

   Click [ ] and select device. (Here, select "D".)

   Designate the device number with the ten-key window or the keyboard.

   Click [ ] for fine adjustment of the value.

   (To set G), designate "12". To set H), designate "13".)

5) After setting is completed, click the [OK] button. The dialog box disappears.

(To the following page)
6) Check the check box and click the button to designate the background figure.

7) The dialog box appears. Click the figure to be used as the background. (Here, select figure 39.)

8) After setting is completed, click the button. The dialog box disappears.

To set the attributes of the panel meter, click and set the attributes. (Here, set as shown on the left.)

9) Click the [Form] tab.
10) Click ☑ and designate the meter type to "Top1/2".

11) Click ☑ to designate the fixed value of the upper limit to "10000". (The value can be input directly from the keyboard.)

12) Click ☑ to designate the fixed value of the lower limit to "0". (The value can be input directly from the keyboard.)

13) Click the [Extended>>] button.

14) Click the [Graph] tab.
15) Click to designate the fixed value of the upper limit to "100". (The value can be input directly from the keyboard.)

16) Click to designate the fixed value of the lower limit to "0". (The value can be input directly from the keyboard.)

17) After setting is completed, click the OK button. The dialog box disappears.

18) A frame of display range appears at the upper-left of the screen. Move the frame to the desired position, then click.

To change the size of the outer figure or the inner object frame, use handles (■).
(Refer to 2.2.2.)
5. CREATING THE SECOND SCREEN

5.4.4 Setting alarm list display function

Describes the operations for setting the alarm list display function.

1) Click on the tool palette.

2) The dialog box appears.

3) Check the check box and click the button to designate the background figure.

4) The dialog box appears. Click the figure to be used as the background. (Here, select figure 39.)

b) After setting is completed, click the button. The dialog box disappears.

(To the following page)
To designate the attributes of the figure, click and designate the attributes.
(Here, designate as shown on the left.)

6) Click the [Form] tab.

7) Click and set the device value to "8". (The value can input directly from the keyboard.)

8) Click the [Device] button.

9) The dialog box appears. Click the [Edit] button to set the device.

(To the following page)
10) The dialog box appears. Set the device.
   Click and select the device.
   (Here, select "X").
   Designate the device number with the ten-key window or the keyboard.
   Click for fine adjustment of the value.
   (Here, set the value to "0").

11) After setting is completed, click the OK button.
    The dialog box disappears.

12) After setting is completed, click the OK button.
    The dialog box disappears.

13) Click and set the number of comments to display to "Single".

14) After setting is completed, click the OK button.
    The dialog box disappears.

(To the following page)
15) A frame of display range appears at the upper-left of the screen. Move the frame to the desired position, then click.

16) Change the size with the handle (■). (Refer to 2.2.2.)
Chapter 6 Starting GOT for checking

6.1 Executing monitoring

Displays numerical values for D12 and D13.

When the external input X00 to X07 are turned ON, the lamp lights accordingly.

Press the touch key. The corresponding external output Y70 to Y77 is turned ON/OFF.

Carries out level display of values D12 and D13.

Turning ON of X00 to X07 displays the designated alarm comments.

Carries out panel meter display of values D12 and D13.

Input values to D10 and D11 from the ten-key window.

Press the touch key. The second screen appears.

Press the touch key. The first screen appears.

A line supply conveyor stopped. Check power.
6.2 Sequence program used in the manual

<table>
<thead>
<tr>
<th>M9031</th>
<th>&gt;= K10 Z</th>
<th>MOV P K1 Z</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>&lt;= K10 Z</td>
<td>MOV P K1 Z</td>
</tr>
<tr>
<td></td>
<td>= K1 Z</td>
<td>MOV P K350 D12</td>
</tr>
<tr>
<td></td>
<td>MOV P K5365 D13</td>
<td></td>
</tr>
<tr>
<td></td>
<td>= K2 Z</td>
<td>MOV P K5250 D12</td>
</tr>
<tr>
<td></td>
<td>MOV P K2315 D13</td>
<td></td>
</tr>
<tr>
<td></td>
<td>= K3 Z</td>
<td>MOV P K175 D12</td>
</tr>
<tr>
<td></td>
<td>MOV P K355 D13</td>
<td></td>
</tr>
<tr>
<td></td>
<td>= K4 Z</td>
<td>MOV P K2438 D12</td>
</tr>
<tr>
<td></td>
<td>MOV P K3575 D13</td>
<td></td>
</tr>
<tr>
<td></td>
<td>= K5 Z</td>
<td>MOV P K1250 D12</td>
</tr>
<tr>
<td></td>
<td>MOV P K5437 D13</td>
<td></td>
</tr>
<tr>
<td></td>
<td>= K6 Z</td>
<td>MOV P K4380 D12</td>
</tr>
<tr>
<td></td>
<td>MOV P K6437 D13</td>
<td></td>
</tr>
<tr>
<td></td>
<td>= K7 Z</td>
<td>MOV P K4325 D12</td>
</tr>
<tr>
<td></td>
<td>MOV P K7452 D13</td>
<td></td>
</tr>
<tr>
<td></td>
<td>= K8 Z</td>
<td>MOV P K5340 D12</td>
</tr>
<tr>
<td></td>
<td>MOV P K4850 D13</td>
<td></td>
</tr>
<tr>
<td></td>
<td>= K9 Z</td>
<td>MOV P K4327 D12</td>
</tr>
<tr>
<td></td>
<td>MOV P K1250 D13</td>
<td></td>
</tr>
<tr>
<td></td>
<td>= K10 Z</td>
<td>MOV P K7362 D12</td>
</tr>
<tr>
<td></td>
<td>MOV P K355 D13</td>
<td></td>
</tr>
</tbody>
</table>

[END]
When exported from Japan, this manual does not require application to the Ministry of International Trade and Industry for service transaction permission.

Specifications subject to change without notice.