

Chapter 4

Operation/Guide Screen

Chapter 4 Operation / Guide Screen

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4. 1

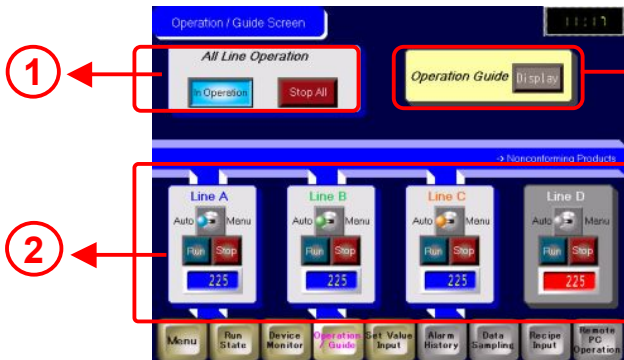
Operation / Guide Screen



Instruction

Operation / Guide Screen

The operation/guide screen allows you to operate switches to run or stop the machine. Also it displays a operation guide screen on the screen.



Hiding Operation Guide



Showing Operation Guide

- 1) Place switches to run and stop all lines.
(→ See page 4-6.)



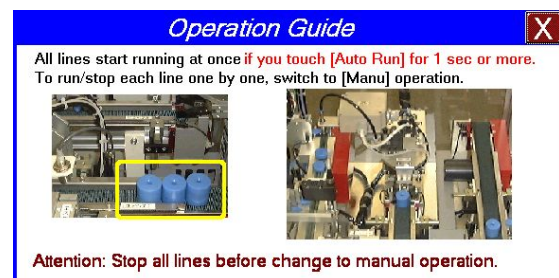
- 2) Place switches to run and stop lines individually.
(→ See page 4-9.)



- 3) Place a switch to display the operation guide.



- 4) Display the operation guide window.
(→ See page 4-14.)



4.2

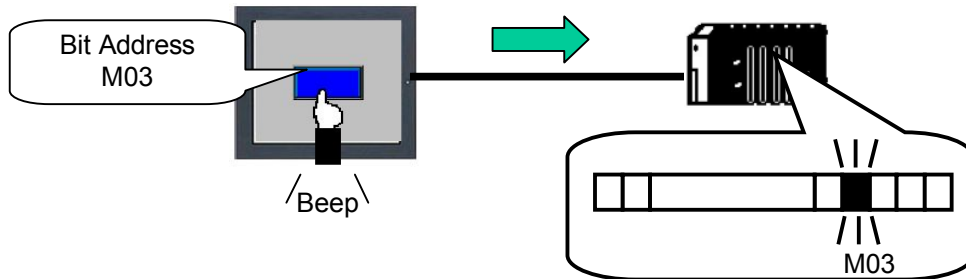
Bit Operation




Operate Bit (Set Bit Switch)

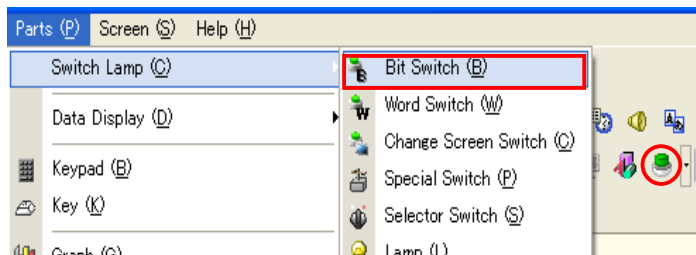
Instruction

You can operate a bit address in a device/PLC by touching a switch.

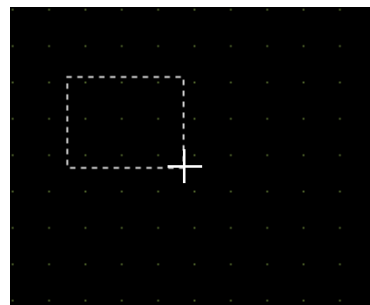


• Procedures of Placement/Setup

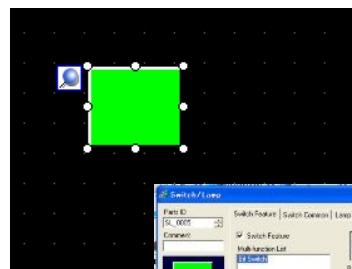
- 1) On the [Parts] menu, select [Switch Lamp] → [Bit Switch]. Or click the [Switch]  icon.



- 2) Drag the range to place the switch.



- 3) Double-click the switch and make settings.



Let's practice on the next page!



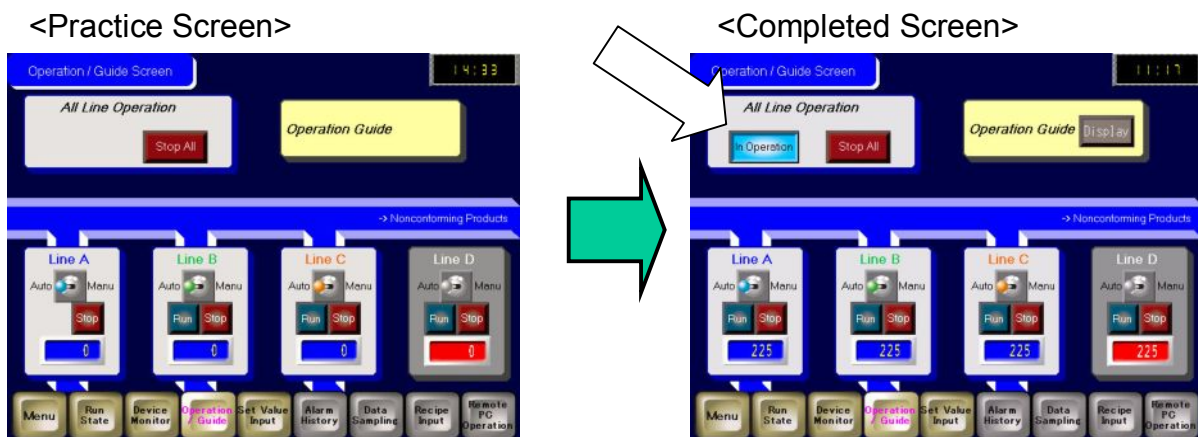
✓ Practice **Let's Create Auto Run Switch**

Let's create a switch to operate a bit address in a device/PLC!

[Setup Procedure]

1. Open the base screen "4".
2. Place and set the Bit Switch.

Open the base screen "4".

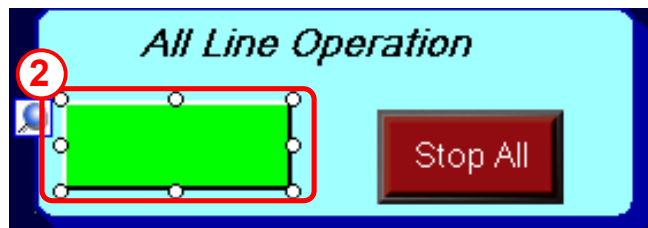


(1) Select/Place Switch

- 1) Click the [Switch] icon on the tool bar.



- 2) Drag the range to place the switch.



★ **One Point**

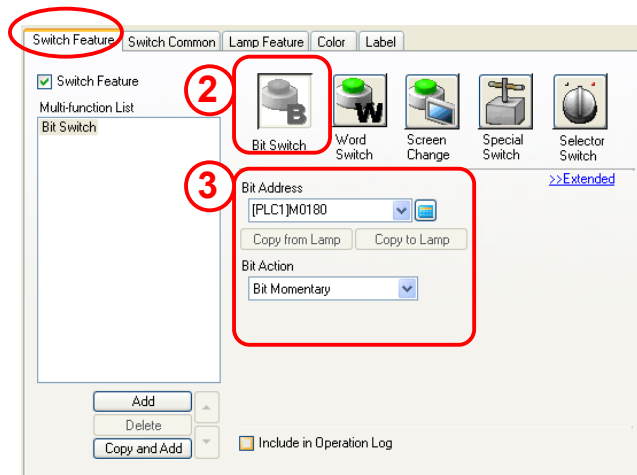
Bit Action

There are 4 actions for Bit Switch.

- Bit Set: When you touch the switch, the specified bit will turn on and retain the state.
- Bit Reset: When you touch the switch, the specified bit will turn off and retain the state.
- Bit Momentary: While you touch the switch, the specified bit will be on. If you release the switch, the bit will turn off.
- Bit Invert: When you touch the switch, the specified bit will be alternated and retain the state.
- Comparison: When the required conditions are met, the specified bit will turn on.

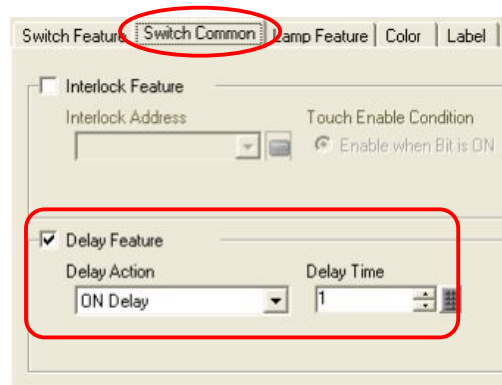
(2) Switch Feature

- 1) Double-click the placed switch to open the dialog box.
- 2) On the [Switch Feature] tab, select [Bit Switch].
- 3) Set [Bit Address] to “USR0002800” and select “Bit Momentary” for [Bit Action].



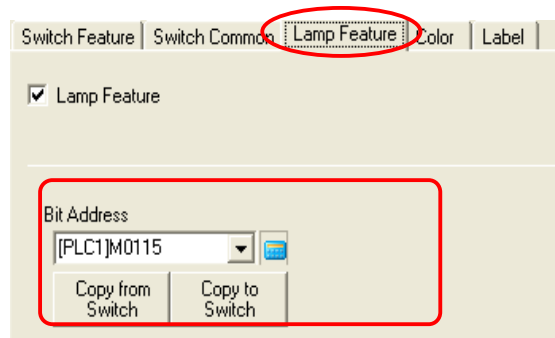
(3) Switch Common

On the [Switch Common] tab, check [Delay Feature].
 Select “ON Delay” for [Delay Action] and specify “1” for [Delay Time].



(4) Lamp Feature

On the [Lamp Feature] tab, check [Lamp Feature].
 Set [Bit Address] to “M115”.



★ One Point

ON Delay Feature

A Switch Action is executed after touching a switch for the specified time.
 The Delay Feature is one of the features that improve safety and operability as well as the Interlock Feature.

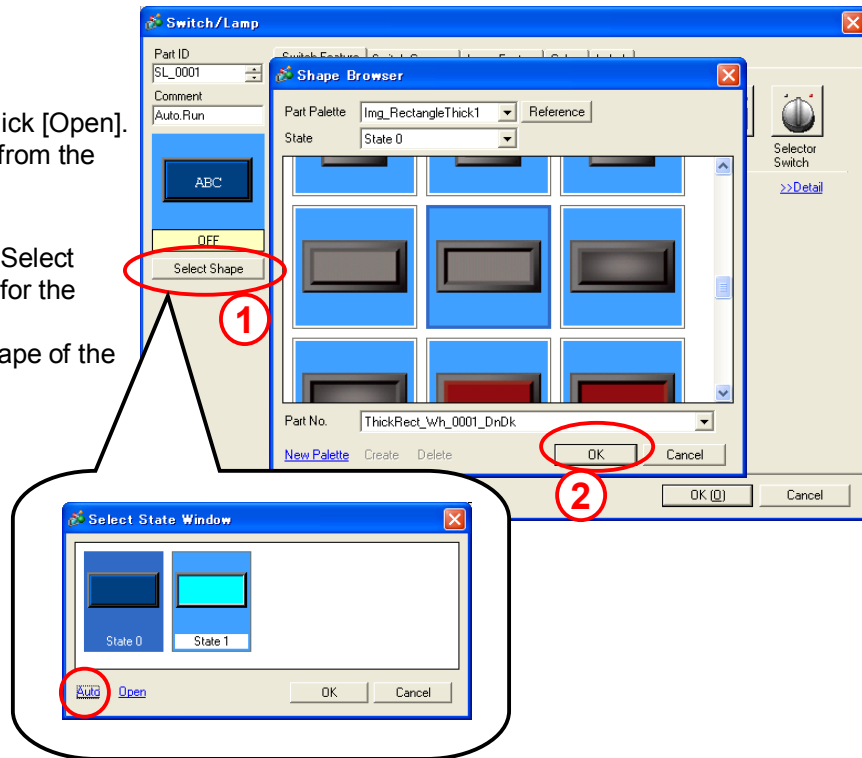
* Please see Appendix Practice Ladder Program for details of each bit action.

(5) Select Shape

- 1) Click [Select Shape].
Select each state and click [Open].
Select a desired shape from the Shape Browser.

If you click [Auto] in the Select State Window, a shape for the State1 will be selected corresponding to the shape of the State0 automatically.

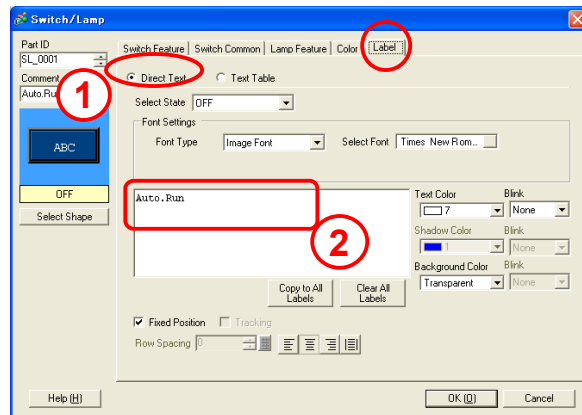
- 2) Click [OK].



(6) Label

- 1) On the [Label] tab, select [Direct Text].

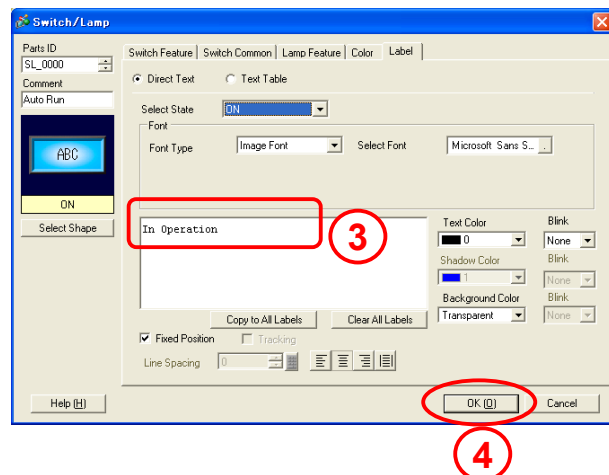
- 2) Select the state "OFF" and enter "Auto Run" in the input field.



- 3) Select the state "ON" and enter "In Operation".

Set the font and color as you like.

- 4) Click [OK].



✓ Practice **Let's Create Manual Run Switch**

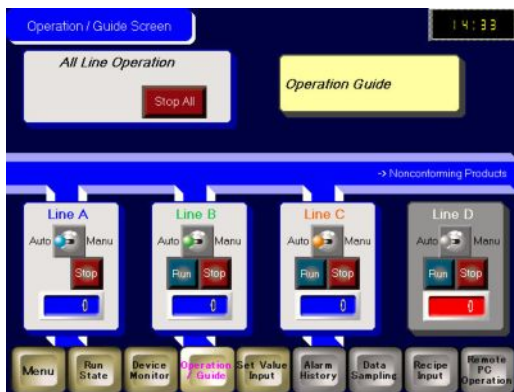
Let's create a switch to operate a bit address in a device/PLC!

[Setup Procedure]

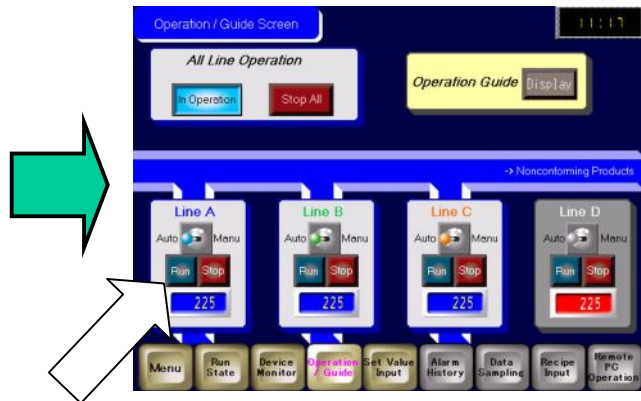
1. Open the base screen "4".
2. Place and set the Bit Switch.

Open the base screen "4".

<Practice Screen>



<Completed Screen>

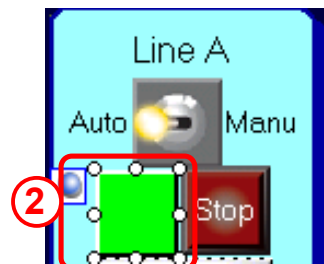


(1) Select/Place Switch

- 1) Click the [Switch] icon on the tool bar.

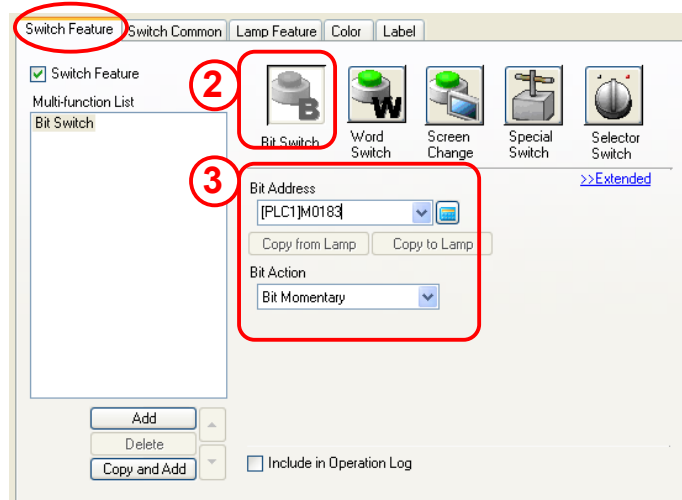


- 2) Drag the range to place the switch.



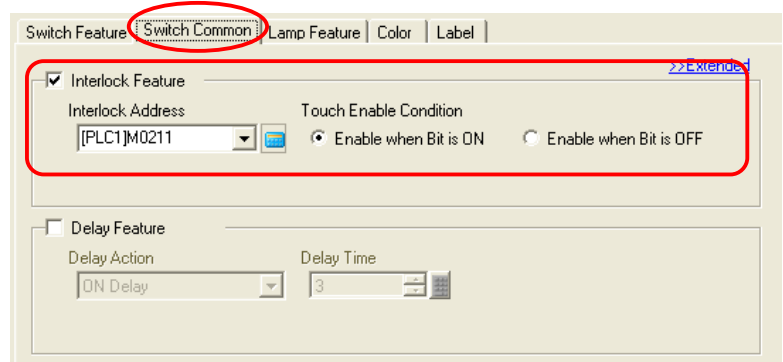
(2) Switch Feature

- 1) Double-click the placed switch to open the dialog box.
- 2) On the [Switch Feature] tab, select [Bit Switch].
- 3) Set [Bit Address] to “USR0002803” and select “Bit Momentary” for [Bit Action].



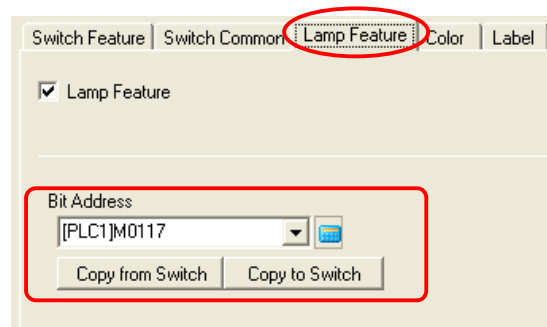
(3) Switch Common

On the [Switch Common] tab, check [Interlock Feature].
 Set [Interlock Address] to “USR0003101” and select “Enable when Bit is ON” for [Touch Enable Condition].



(4) Lamp Feature

On the [Lamp Feature] tab, check [Lamp Feature].
 Set [Bit Address] to “USR0002107”.

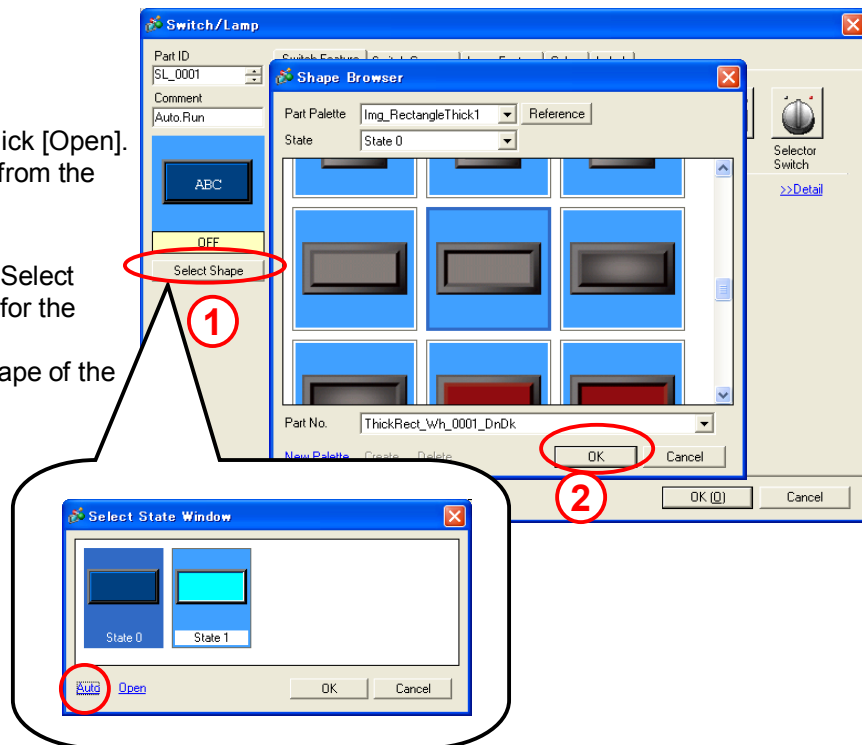


(5) Select Shape

- 1) Click [Select Shape].
Select each state and click [Open].
Select a desired shape from the Shape Browser.

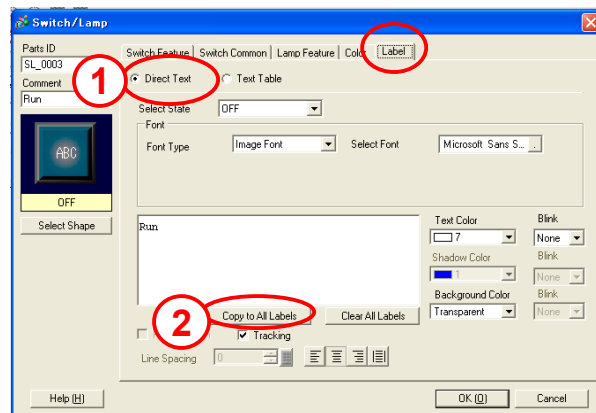
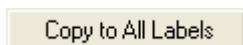
If you click [Auto] in the Select State Window, a shape for the State1 will be selected corresponding to the shape of the State0 automatically.

- 2) Click [OK].



(6) Label

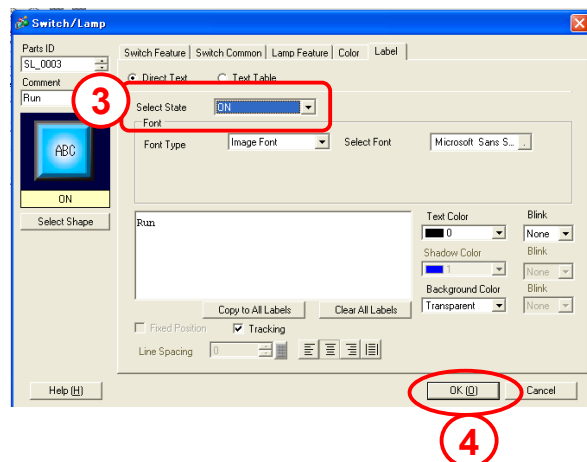
- 1) On the [Label] tab, select [Direct Text].
- 2) Enter "Run" in the input field and click [Copy to All Labels].



- 3) Confirm that ON and OFF of [Select State] have the same labels.

Set the font and color as you like.

- 4) Click [OK].



4.3

Window Display



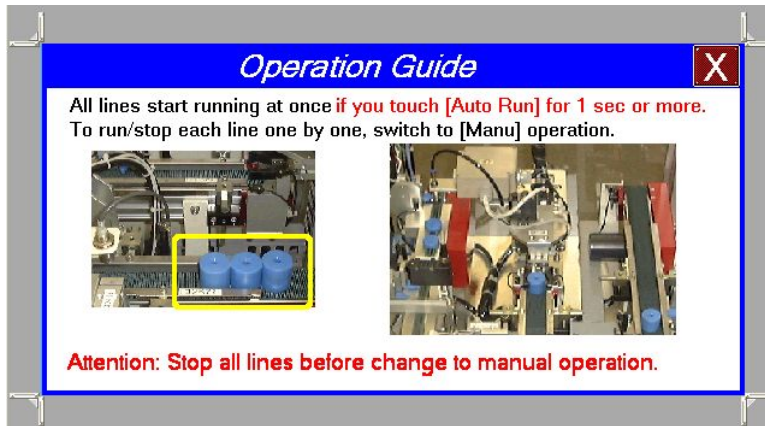
Instruction

Display Window Screen

To display a window screen, create a picture to be called on a window screen first, and then place the Window on a loading screen.

Setup Procedure of Window Display

- 1) Create a window screen.

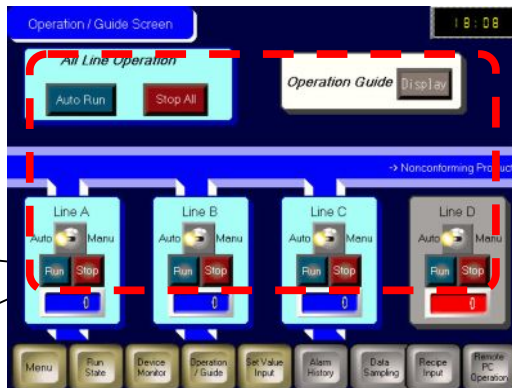


- 2) Place the Window on a base screen which calls the window screen.

Click the Window icon on the tool bar.



Window



- * To call the Window manually, place a switch to call the Window.



✓ Practice **Let's Display Operation Guide Window**

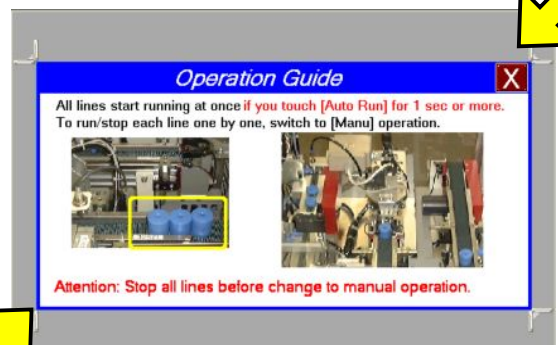
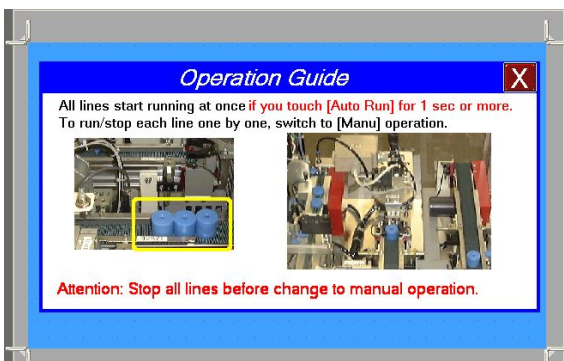
Let's create a window screen and display it on a base screen!

[Setup Procedure]

1. Create the window screen "1".
2. Open the base screen "4".
3. Place and set the Window.

(1) Create Window Screen

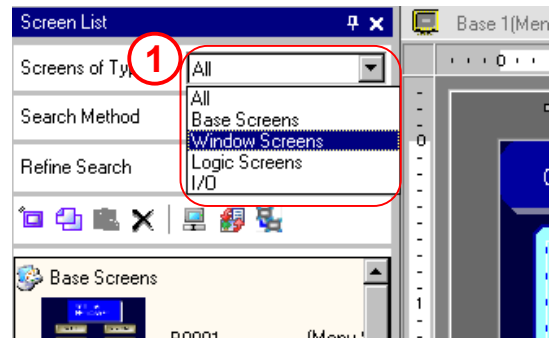
Open the window screen "1: Guide".



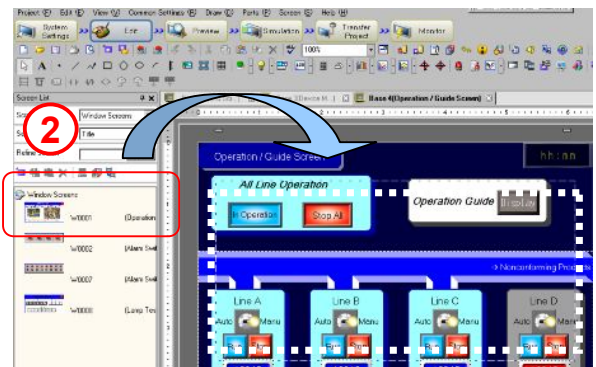
Adjust the window size by dragging the frame of the Operation Guide and save it.

(2) Place Window

- 1) Open the base screen "4".
In the [Screen List] window of the Work Space, change the [Screens of Type] to [Window Screens].



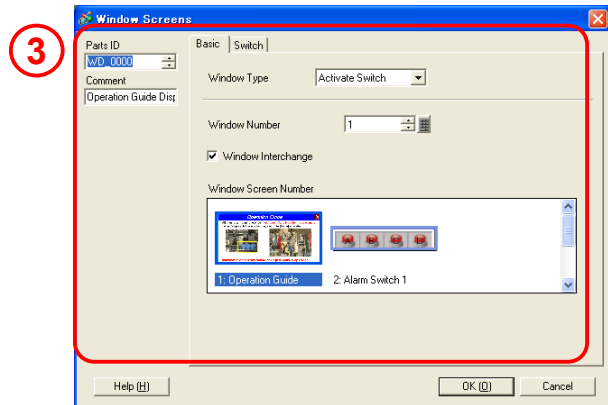
- 2) Window screens will be displayed.
Select "W0001 Operation Guide" and drag and drop it on the base screen.



- 3) Double-click the window and open the Window Screens dialog box.

Set as below.

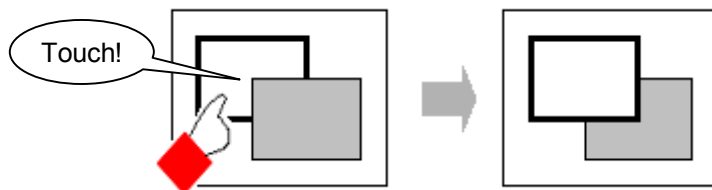
Parts ID: WD_0000
 Window Type: Activate Switch
 Window Number: 1
 Window Interchange: Not Checked



★ One Point

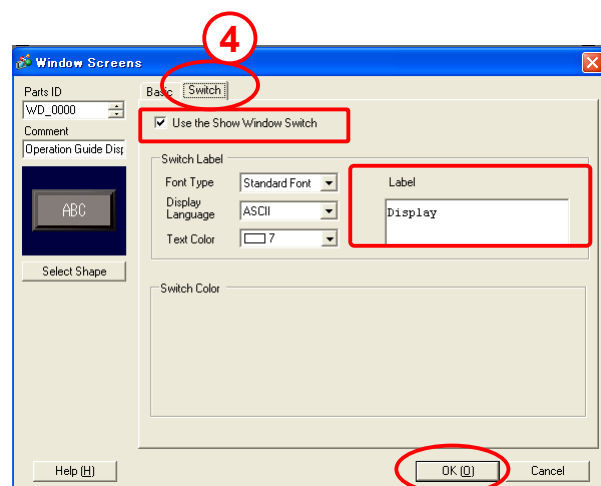
Window Interchange

If you check "Window Interchange" when creating 2 or more windows, the touched window will come on top of the overlapped windows.

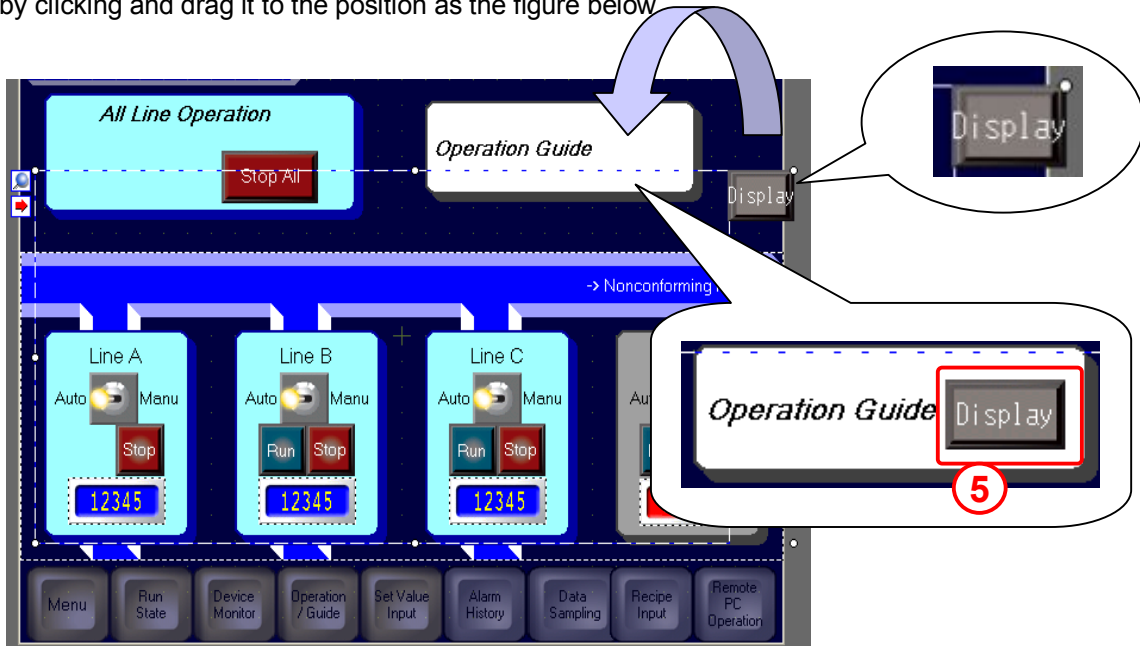


- 4) On the [Switch] tab, check "Use the Show Window Switch" (default) and enter "Display" on its label.

Set a shape, a font, a color and other settings as you like.
 Click [OK].



- Adjust the position of the window screen. Select the switch by clicking and drag it to the position as the figure below



★ One Point

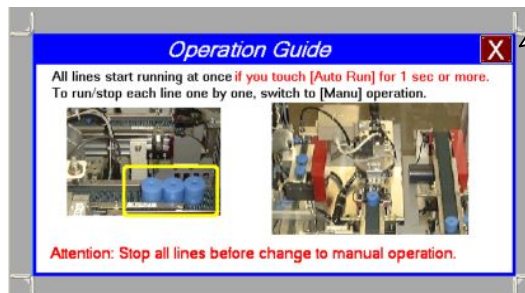
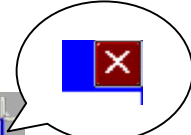
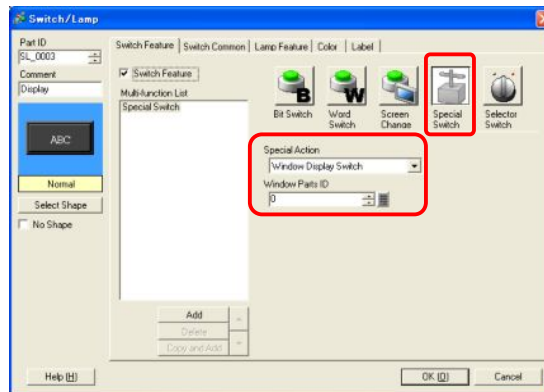
Close Window Switch



You can also create a window display switch using a Switch: Special Switch.

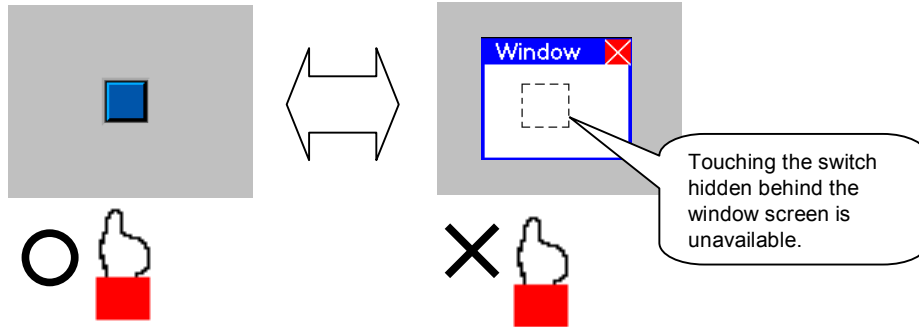
Touching a window display switch alternates between showing and hiding a window.

In this practice project file, the window screen itself has a Switch: Special Switch with the same part ID as the switch for the Window parts because the switch placed on the base screen 5 is hidden behind the Window.



Note

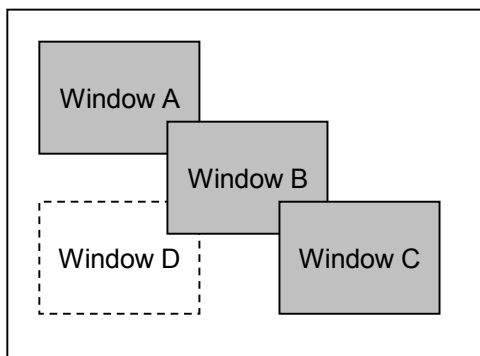
If the switch is behind the window screen and hidden, touching it is unavailable. Please be sure to place the switch not to hide behind the window screen if you need to operate with the switch during displaying the window screen.



Note

Up to 3 windows can be displayed on one base screen.

e.g.) When 4 windows are set on a base screen:




While the window A, B, and C are displayed, the window D is not displayed.

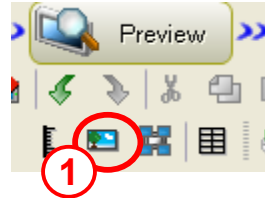
Please refer to the GP-Pro EX Reference Manual 12.8 Restrictions for Windows for the details.



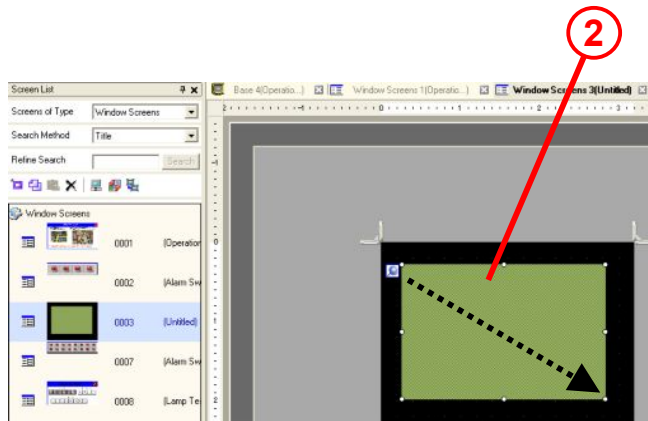
Place Image

Place Image on Window Screen

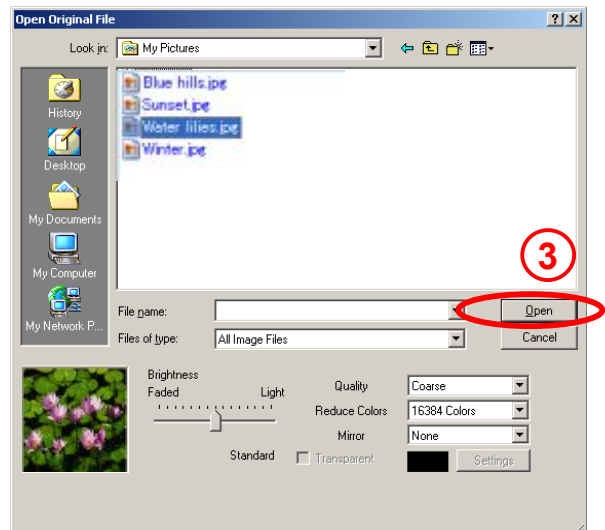
- 1) Click the [Image Placement] icon on the tool bar. 



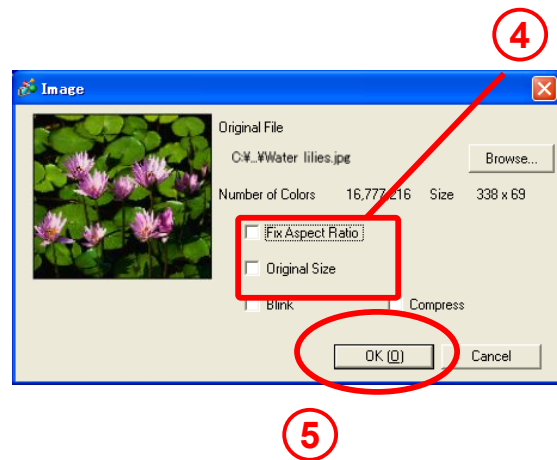
- 2) Adjust the size by dragging. 



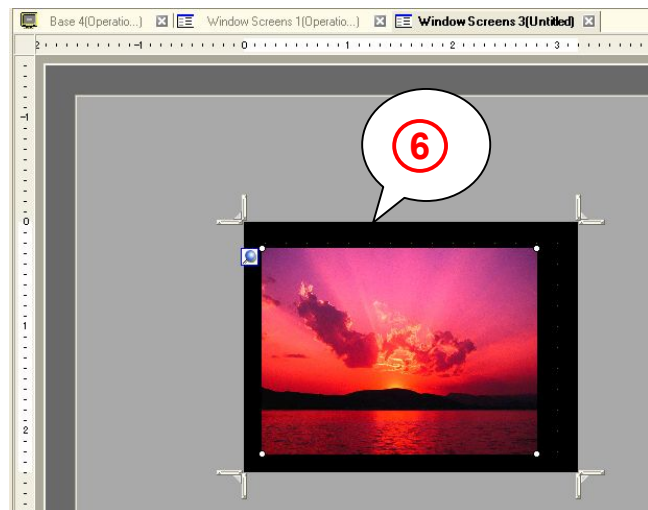
- 3) The Open Original File window opens. Select the desired file and click [Open].



- 4) The Image window opens. Check off [Fix Aspect Ratio] and [Original Size].
- 5) Click [OK].



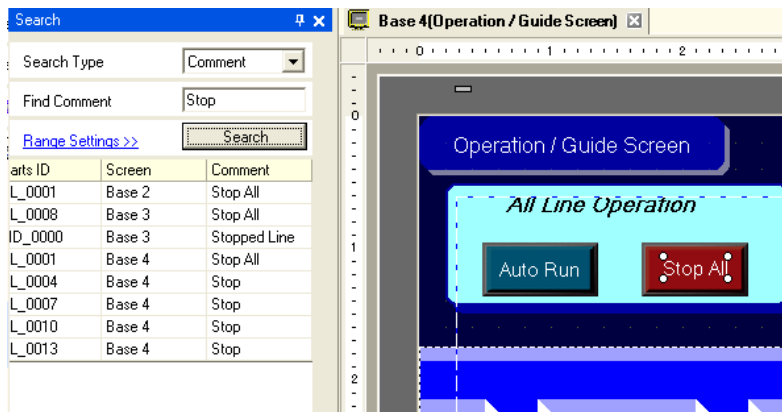
- 6) The image will be placed. You can adjust the window size by dragging the frame.



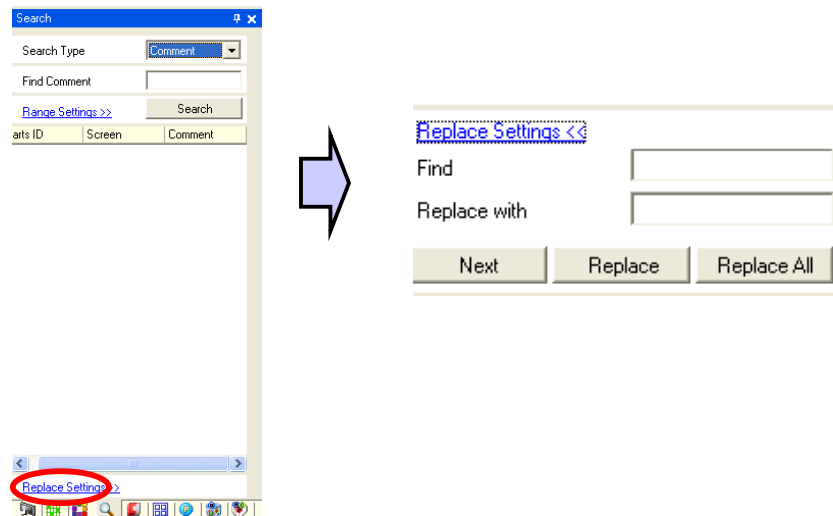
 **One Point**

Search Window

The “Search” feature in the Work Space allows you to search or replace the addresses, labels, or comments used on screens.



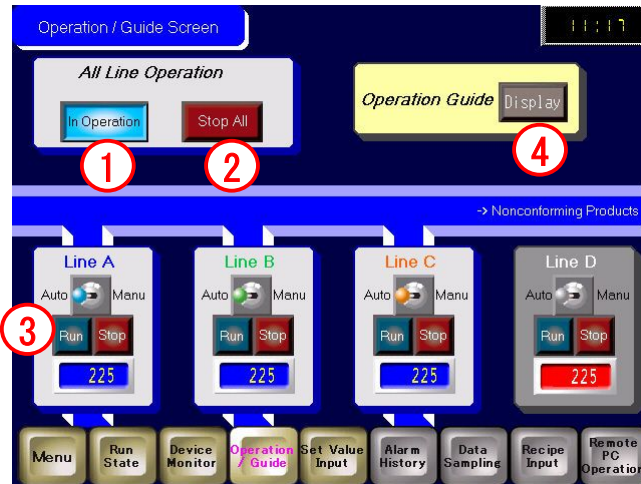
To replace, click [Replace Settings >>](#) under the search window.



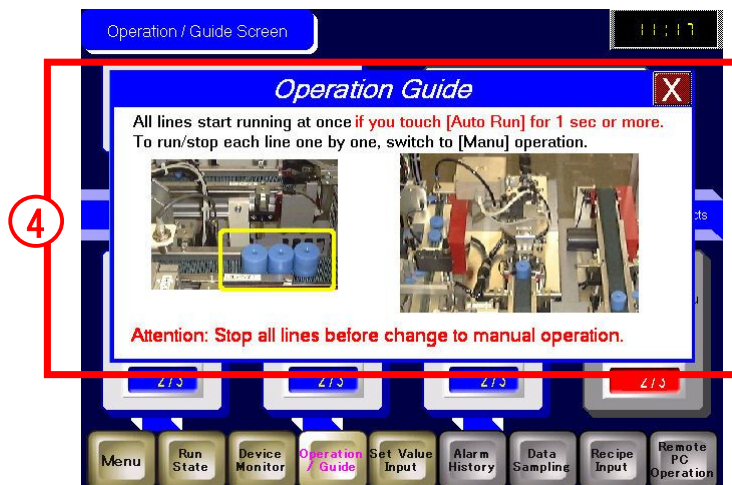


Let's Transfer Data to GP and Check Performance

<Completed Screen>



- 1) If you touch the Auto Run switch for one second or more, all the lines will run.
- 2) If you touch the Stop All switch, all the lines will stop.
- 3) After all the lines stop, you can change the operation to the "manual" operation.



- 4) If you touching the [Display] switch, the Operation Guide window will appear.