

# 39



# Hand-held GP

This chapter describes how to set up function keys on hand-held GPs. Please start by reading "39.2 Settings Menu" (page 39-5) and then go to the corresponding page.

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## 39.1 Function Key Features

You can set up function keys on Hand-held GPs with the same features available to Switches and Keys. Function keys offer an alternative to touching parts on the screen to operate the GP.

There are both local and global function keys. Local function keys can be used only on the associated screen. Global function keys can be used on all screens.

### 39.1.1 Target models

AGP-3300HL

AGP-3300HS

AGP-3310HT

### 39.1.2 Part Features You can Add to Function Keys

You can set the following switches and keys to function keys.

Category	Feature	Action	Remarks
Bit Switch	Bit Set	0	
	Bit Reset	0	
	Bit Momentary	0	
	Bit Invert	0	
	Comparison	0	
Word Switch	Write Data	0	
	Add Data	0	
	Subtract Data	0	
	Digit Addition	0	
	Digit Subtraction	0	
	Operation	0	
Screen Change	Screen Change	0	
	Previous Screen	0	
Special Switch	Window Display Switch	0	
	Alarm History Switch	0	
	Text Alarm Switch	0	
	Historical Trend Graph Switch	0	
	Sampling Data Display Switch	0	
	File Item Switch	0	
	File Manager Display Switch	0	
	Data Transfer Switch	0	
	Switch for CSV Display	0	
	Movie Player Switch	0	
	Start Monitor Switch	0	
	Start Application	0	
	Exit WinGP	0	
	Remote PC Access Window Switch	0	
	Reset	0	
	Offline	0	
	Security	0	
	Selector List Switch	0	
Transfer Device/PLC Data	0		
Selector Switch		0	
Keys	Keypad Key	0	
	FEP Feature Key	0	

◆ **Switch Common**

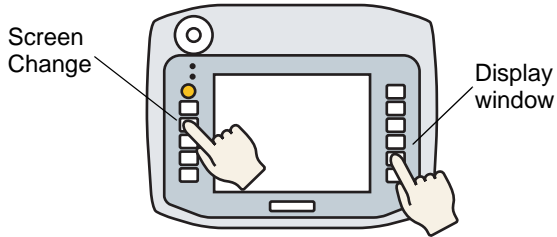
You can use the following common switch settings with function keys.

Category	Feature	Action	Remarks
Switches	Groups	O	You can only add bit switches.
	Hierarchical Screen Change	O	You can only add the screen change switch.
Switch Common	Interlock	O	[Show Interlocked Condition] is not available.
	Delay Feature: ON Delay	O	[Show In-Delay Status] is not available.
	Delay Feature: OFF Delay	O	
	Delay Feature: Double Touch	O	
	Preferences: Reverse Display	X	
	Preferences: Buzzer	O	
Preferences: AUX Output	O		
Lamp Feature		X	
Color		X	
Label		X	
Select Shape		X	
Animation		X	

## 39.2 Settings Menu

### Setting Up Function Keys on the Hand-held GP

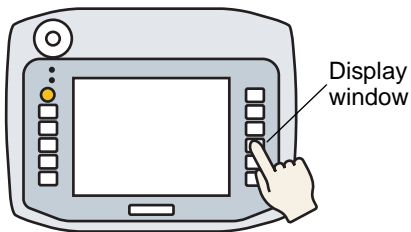
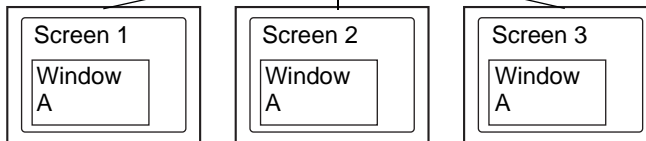
On the Hand-held GP's function keys, you can set up often-used switch and key features.



- ☞ Setup Procedure (page 39-7)
- ☞ Introduction (page 39-6)

### Setting Up Common Function Keys for All Hand-held GP Screen

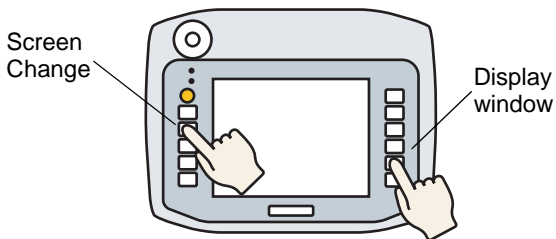
Same operation no matter what screen is displayed



- ☞ Setup Procedure (page 39-10)
- ☞ Introduction (page 39-9)

## 39.3 Setting Up Function Keys on the Hand-held GP

### 39.3.1 Introduction



You can set up often-used switch and key features on the Hand-held GP's local function keys, which operate only when the associated screen is displayed.

The following describes how to set up a screen change operation on the F1 key.

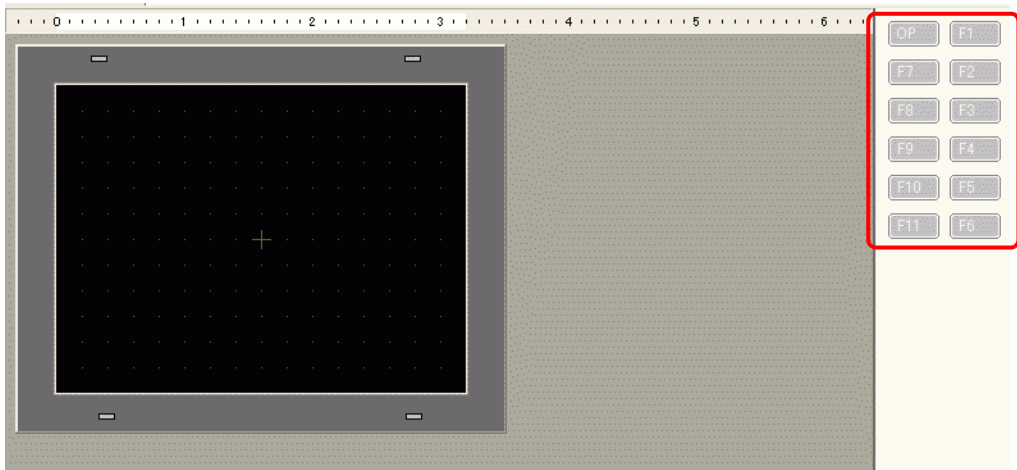
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**NOTE**

- You can set up the unit so that function key and touch panel operations work only when the Operation Switch (OP) is pressed.  
☞ "39.6.2 System Settings Window, [Display Unit]-[Operation] Tab" (page 39-14)
  - One function key can be set up with both local and global function key operations.  
☞ "39.4 Setting Up Common Function Keys for All Hand-held GP Screen" (page 39-9)
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### 39.3.2 Setup Procedure

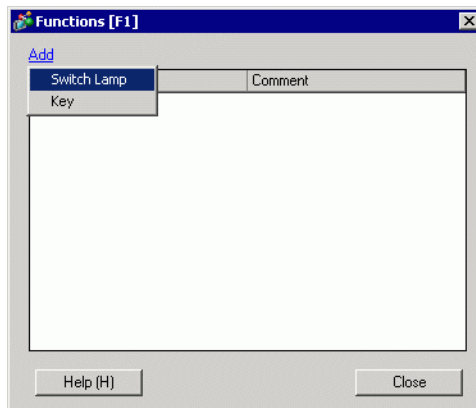
1 On the screen editor, double-click the function key you want to associate with Switch operations. For example, F1



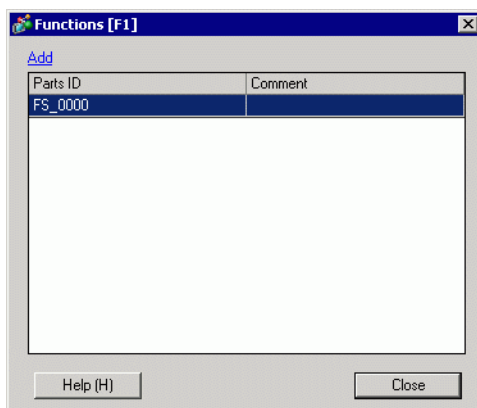
**NOTE**

- The number of displayed function keys depends on the display unit model.
- You can also add functionality to the Operation Switch (OP).

2 In the following dialog box, click [Add].  
Select [Switch Lamp].



- 3 A part ID is added to the dialog box. Double-click the ID to display the [Switch/Lamp] dialog box.



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**NOTE**

- To delete registered parts, right-click the part you want to delete. From the popup menu, select [Delete].
- 

- 4 Set up Change Screen, and click [OK].

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**NOTE**

- See the following for information on setting up Switches.  
☞ Chapter 10 Switches (page 10-1)
  - When using [AUX Output], the external buzzer may not output immediately after the switch is touched. This results from the conversion adapter communicating with the Hand-held GP which initiates an output process. The external buzzer is output by both function keys and screen touches.
  - The sound of the external buzzer is linked with the sound of the touch buzzer.
- 

- 5 [Close] exits the function settings dialog box.

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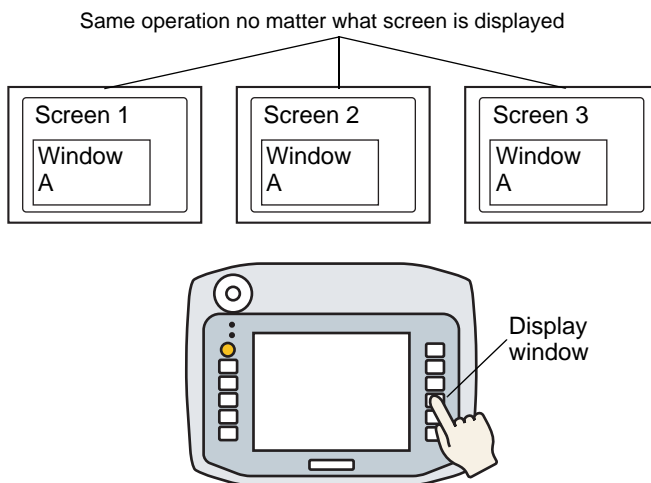
**NOTE**

- Function keys display in black text when they have operations set up.
  - You can acknowledge function key operations during simulation.
  - The [Operation Switch] setting in the Display Unit's [Operation] tab is set to [Disable] during simulation.
-



## 39.4 Setting Up Common Function Keys for All Hand-held GP Screen

### 39.4.1 Introduction



You can set up global function keys on the Hand-held GP so they can be used on all screens.

In this example, the [F1] key is set up as a global function key with a Window Display Switch operation.

**NOTE**

- You can set up the unit so that function key and touch panel operations work only when the Operation Switch (OP) is pressed.
  - ☞ "39.6.2 System Settings Window, [Display Unit]-[Operation] Tab" (page 39-14)
- One function key can be set up with both local and global function key operations.
  - ☞ "39.3 Setting Up Function Keys on the Hand-held GP" (page 39-6)

### 39.4.2 Setup Procedure

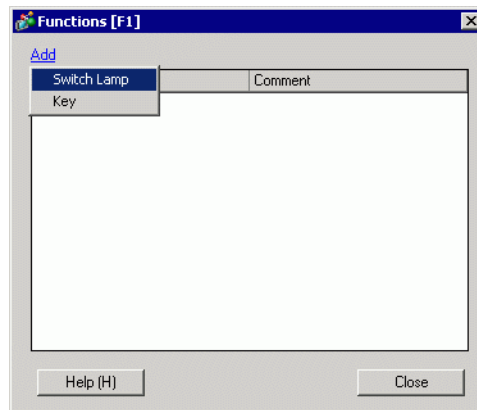
1 [Common Settings (R)] menu's [Global Functions (C)] command displays the following screen. Double-click the keys you want to set up with features. For example, F1



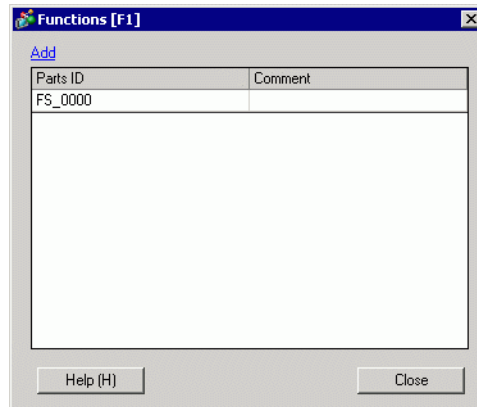
**NOTE**

- The number of displayed function keys depends on the display unit model.
- You can also add functionality to the Operation Switch (OP).

2 In the following dialog box, click [Add].  
[Switch Lamp] will popup. Click to select.



- 3 A part ID is added to the dialog box. Double-click the ID to display the [Switch/Lamp] dialog box.



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**NOTE**

- To delete registered parts, right-click the part you want to delete. From the popup menu, select [Delete].
- 

- 4 Set up the [Window Display Switch] and click [OK].

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**NOTE**

- See the following for information on setting up Switches.  
☞ Chapter 10 Switches (page 10-1)
  - When using [AUX Output], the external buzzer may not output immediately after the switch is touched. This results from the conversion adapter communicating with the Hand-held GP which initiates an output process. The external buzzer is output by both function keys and screen touches.
  - The sound of the external buzzer is linked with the sound of the touch buzzer.
- 

- 5 [Close] exits the function settings dialog box.

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**NOTE**

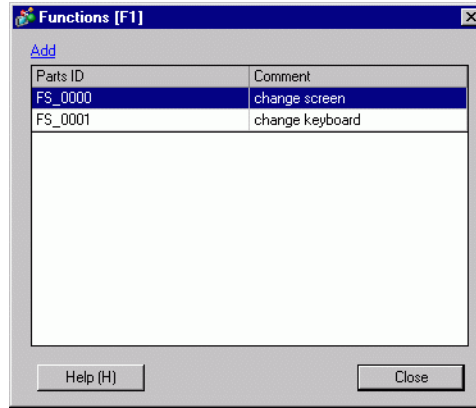
- Function keys display in black text when they have operations set up.
  - You can acknowledge function key operations during simulation.
  - The operation switch is not available during simulation.
-

## 39.5 Function Key Operations

- **Pressing Multiple Function Keys at the Same Time**  
You can press up to two function keys at the same time. When enabled, the operation switch is considered part of the two simultaneous touch limit.  
After simultaneously pressing two function keys, if you press a third function key and then release one of the previous function keys, the third function key remains inactive. You need to release and press the third function key again in order for it to work.
- **When ON Delay is Set Up on the Function Key**  
When the operation switch is enabled and you add the ON Delay operation on a function key, the function key does not run if you release the operation switch during the ON Delay period.
- **When OFF Delay is Set Up on the Function Key**  
Conversely, when the operation switch is enabled and you add the OFF Delay operation on a function key, the function key operation is canceled after the delay period even though you release the operation switch during the OFF Delay period.
- **When Double Touch is Set Up on the Function Key**  
When the operation switch is enabled and you add the Double Touch operation on a function key, releasing the operation switch after the first function key touch and before the second touch cancels the function key operation.
- In simulation, you cannot simultaneously touch multiple function keys at the same time.
- Function keys do not operate while the security password dialog box is displayed.

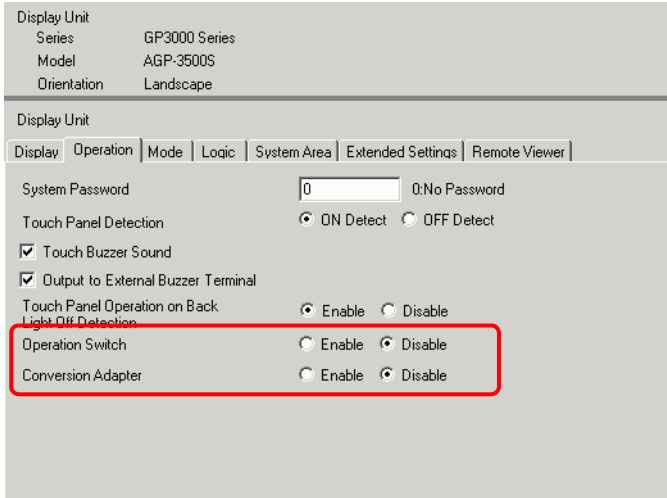
## 39.6 Settings Guide

### 39.6.1 Function Setting Guide



Setting	Description
Add	<p>Click to add a part to the function key. You can set up Switch or Key parts.</p> <p><b>NOTE</b></p> <ul style="list-style-type: none"> <li>• There is no limit to the number of parts you can set up on a local function key. There is a limit of 384 parts you can add to a single Hand-held GP screen, which includes function keys. You cannot add more than the maximum 1152 registers to read per screen.</li> <li>• You can add the maximum 384 parts to each global function key. You can also add to each function key up to 1152 registers to read.</li> </ul>
Parts ID	Displays the Parts ID. You can change the Parts ID in the associated set up screen.
Comment	Part comments can be up to 20 characters long. You can change the comment in the associated set up screen.

### 39.6.2 System Settings Window, [Display Unit]-[Operation] Tab



Setting	Description
Operation Switch	<p>[Enable] check box forces the display unit to accept inputs from the touch panel or function keys only when the Operation Switch (OP) is pressed.</p> <p><b>NOTE</b></p> <ul style="list-style-type: none"> <li>• Regardless of the [Touch Panel Detection] setting, the operation switch enables operations while pressed.</li> <li>• When the operation switch is set to [Enable], any switches that turn ON as a result of touching the panel or function key, turn OFF upon release of the operation switch.</li> <li>• Regardless of the operation switch setting, two-point touch to enter offline mode is always available.</li> <li>• The operation switch does not limit touch or switch operation in offline mode.</li> <li>• When operations are prohibited due to a burned-out backlight, regardless of the operation switch setting, touch and switch operations will not work.</li> <li>• You can also add part operations to the operation switch, but its operations will not work when on the [Display Unit] page's [Operation] tab, [Touch Panel Detection] is set to [OFF Detect].</li> </ul>

Continued

Setting	Description
Conversion Adapter	<p>When enabled, pressing the [F1] and [F2] keys outputs DOUT via the conversion adapter (optional part).</p> <p><b>NOTE</b></p> <ul style="list-style-type: none"><li>• As the conversion adapter communicates with the Hand-held GP by running an output process, the DOUT output may occur a little after the switch is actually pressed.</li><li>• When this setting is enabled, DOUT is forcibly output when you press the [F1] and [F2] keys. [The same applies when parts are not set up on function keys [F1] and [F2].</li><li>• DOUT output is momentary output.</li></ul>

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## 39.7 Restrictions

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- You cannot use the following features on the Hand-held GP.
  - Screen Capture
  - JPEG Display
  - Remote PC Access
  - Remote Printer Server
  - Logic
- Function keys cannot be registered in packages.
- The preview screen does not display function keys.
- Function keys do not display in the [Properties] window.
- If you change the display unit, all the functions added to switches are copied.
- There is no limit to the number of parts you can set up on a local function key. There is a limit of 384 parts you can add to a single Hand-held GP screen, which includes function keys. You cannot add more than the maximum 1152 registers to read per screen.
- You can add the maximum 384 parts to each global function key. You can also add to each function key up to 1152 registers to read.
- The operation switch is not available during simulation.
- In the [Display Unit] page's [Operation] tab, if [Touch Panel Detection] is set to [OFF Detect], parts set up on the operation switch will not work.
- When operations are prohibited due to the Operation Lock, function key inputs are not accepted.
- The following features do not run in simulation.
  - Operation tab's [Operation Switch] setting.  
(In simulation, [Operation Switch] is always set to [Disable].)
  - Conversion adapter functions  
DOUT, external buzzer, unit Number
- Function keys are not available on Window screens.
- When a communication error occurs due to noise between the Hand-held GP and conversion adapter, you may not be able to turn ON/OFF the buzzer or DOUT.