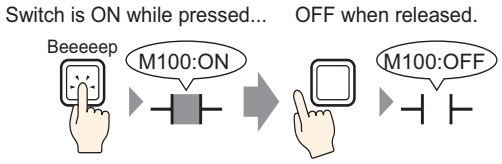
# 10 Switches

This chapter explains how to use "Switches" in GP-Pro EX and the basic operations to place a switch.
Please start by reading "10.1 Settings Menu" (page 10-2) and then turn to the corresponding page.

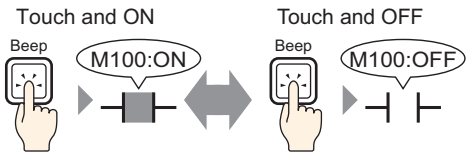
# 10.1 Settings Menu

### Creating a Bit Switch



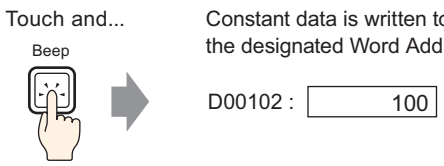

☞ Setup Procedure (page 10-5)
☞ Details (page 10-4)

### Inverting a Bit ON/OFF



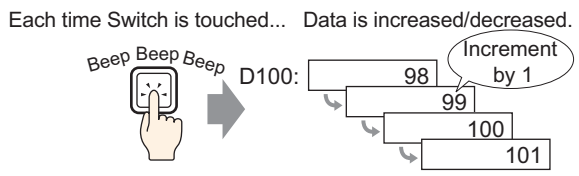

☞ Setup Procedure (page 10-8)
☞ Details (page 10-7)

### Writing a Value



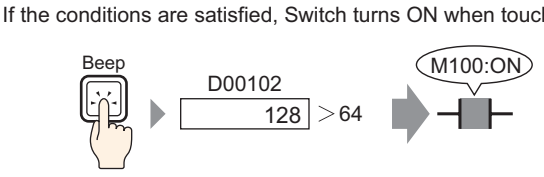

☞ Setup Procedure (page 10-11)
☞ Details (page 10-10)

### Increasing/Decreasing a Value



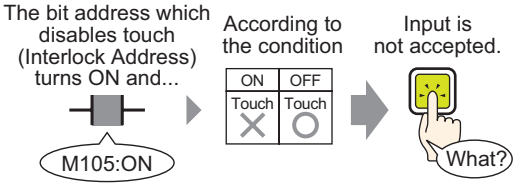

☞ Setup Procedure (page 10-14)
☞ Details (page 10-13)

### Conditionally ON Bit Switches (Comparison)



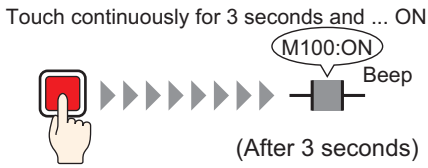

☞ Setup Procedure (page 10-17)
☞ Details (page 10-16)

### Using Interlock to Prevent Malfunctions



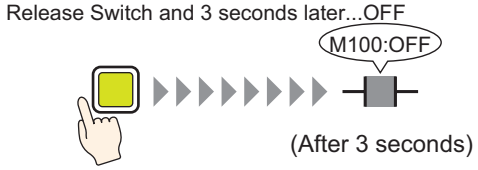

☞ Setup Procedure (page 10-20)
☞ Details (page 10-19)

## Creating a Delayed Operation Switch



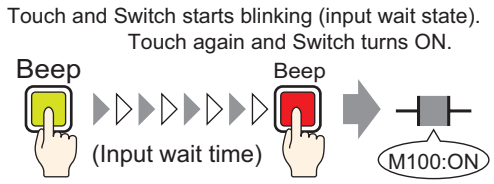

☞ Setup Procedure (page 10-23)
☞ Details (page 10-22)

## Setting a Delay Time for Switch OFF



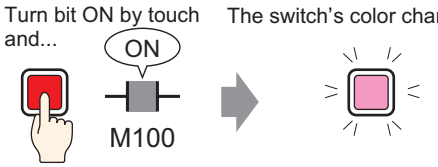

☞ Setup Procedure (page 10-26)
☞ Details (page 10-25)

## Confirming Before Turning a Switch ON (Double Touch)



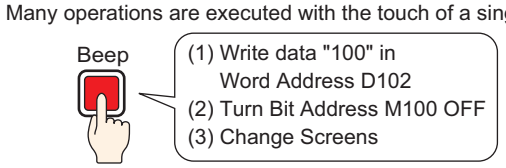

☞ Setup Procedure (page 10-29)
☞ Details (page 10-28)

## Creating a Color-Changing Switch



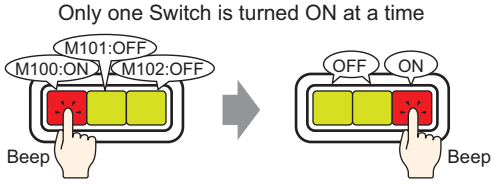

☞ Setup Procedure (page 10-32)
☞ Details (page 10-31)

## Performing Multiple Functions with One Switch




☞ Setup Procedure (page 10-35)
☞ Details (page 10-34)

## Creating a Radio Switch

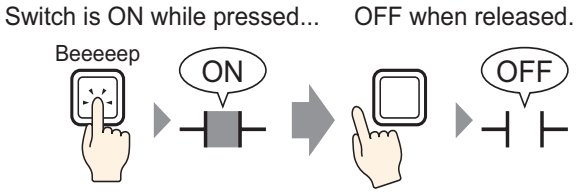



☞ Setup Procedure (page 10-39)
☞ Details (page 10-38)

# 10.2 Creating a Bit Switch

## 10.2.1 Introduction

### ■ Bit Momentary



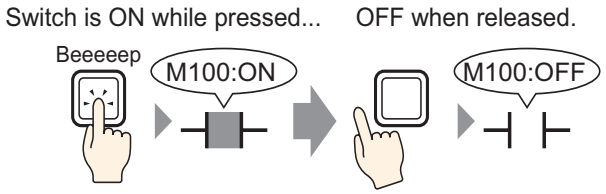

The specified bit will be turned ON as long as you press the Switch.
When you take your finger off the Switch, it turns OFF.

## 10.2.2 Setup Procedure

NOTE

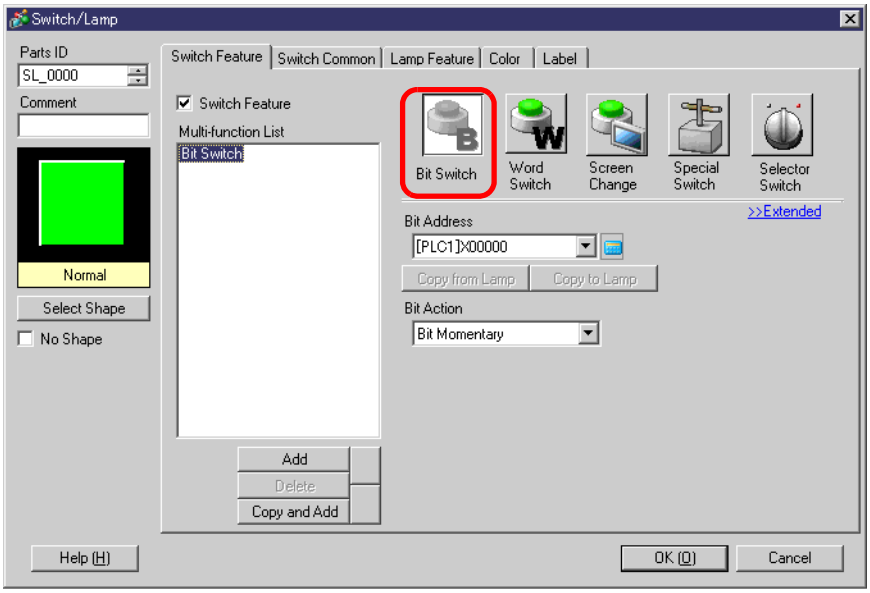
- Please refer to the settings guide for details.
  "10.14 Switch Lamp Parts Settings Guide" (page 10-42)
- For details of the part placement method and the address, shape, color, and label setting method, refer to the "Part Editing Procedure".
  "8.6.1 Editing Parts" (page 8-52)

Create a switch that turns ON a bit address (M100) for as long as it is pressed.




1 From the [Parts (P)] menu, point to [Switch Lamp (C)] and select [Bit Switch (B)], or click  . Place the Switch Part on the screen.

2 Double-click the placed Switch part. The following dialog box appears.

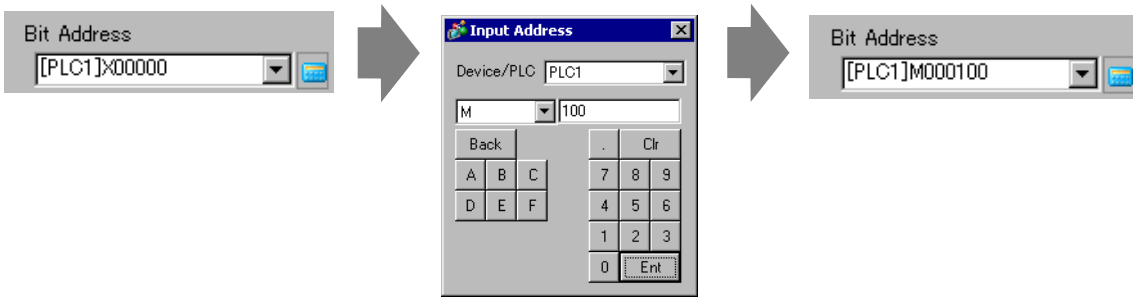



3 In [Select Shape], select the Switch shape.

4 Specify the [Bit Address] (M100) that you want to operate when the switch is touched.

Click the icon to display an address input keypad.

Enter "M" and "100".




5 Confirms that [Bit Momentary] has been selected for [Bit Action].


**NOTE**

- If you change the [Bit Action], you can also create a bit ON switch (Bit Set) or a bit OFF switch (Bit Reset).

6 As needed, set the color and display text on the [Color] tab and [Label] tab, and click [OK].

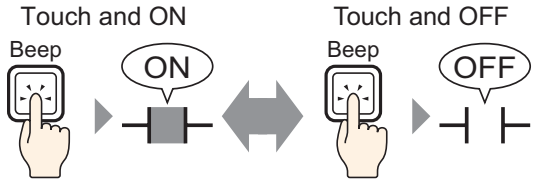
**NOTE**

- Depending on the shape, you may not be able to change the color.

# 10.3 Inverting a Bit ON/OFF

## 10.3.1 Introduction

### ■ Bit Invert



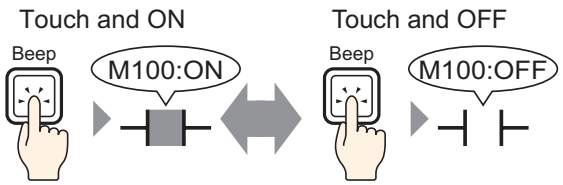

When you press the Switch, the specified bit will be turned ON and remain on until the next press.
Touch the same Switch again, and the specified bit will now be turned OFF. OFF and remain off until the next press.
The Switch alternates between ON/OFF each time it is pressed.

## 10.3.2 Setup Procedure

NOTE

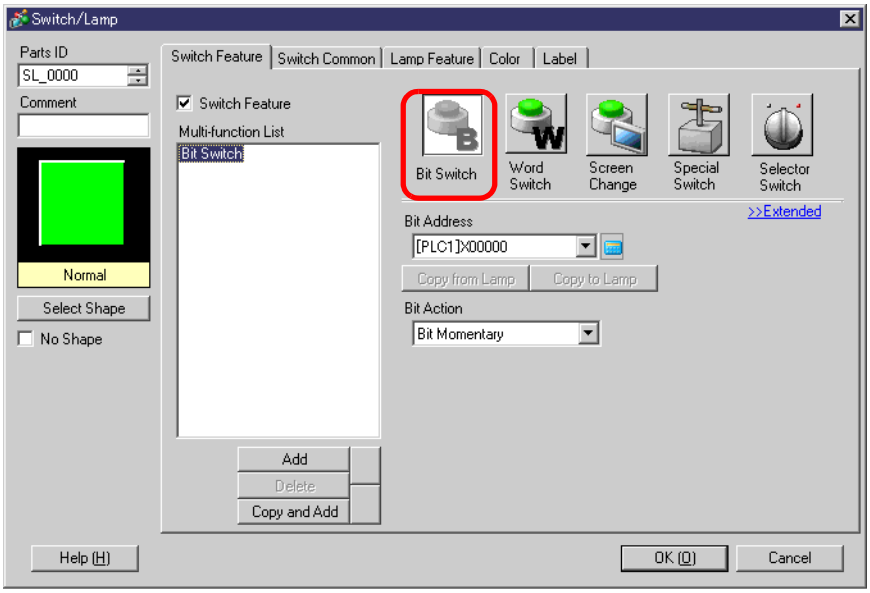
- Please refer to the settings guide for details.
  ☞"10.14 Switch Lamp Parts Settings Guide" (page 10-42)
- For details of the part placement method and the address, shape, color, and label setting method, refer to the "Part Editing Procedure".
  ☞"8.6.1 Editing Parts" (page 8-52)

Create a switch that inverts a bit address (M100) ON/OFF when pressed.




1 From the [Parts (P)] menu, point to [Switch Lamp (C)] and select [Bit Switch (B)], or click  . Place the Switch Part on the screen.

2 Double-click the placed Switch part. The following dialog box appears.

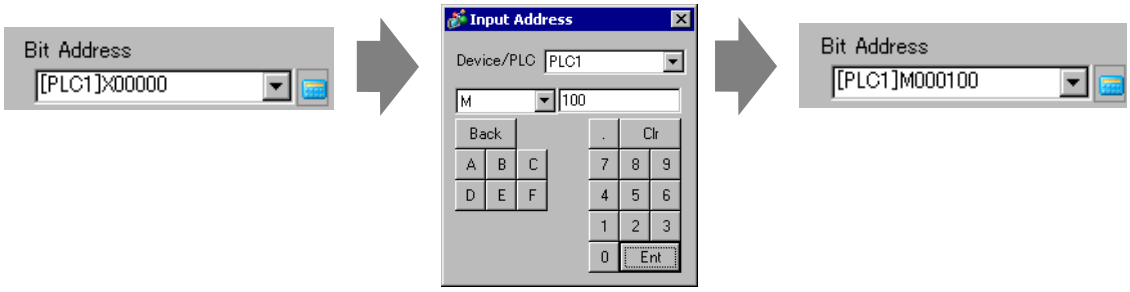



3 In [Select Shape], select the Switch shape.

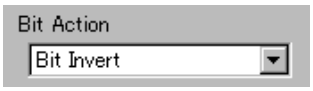
4 Specify the [Bit Address] (M100) that you want to operate when the switch is touched.

Click the icon to display an address input keypad.

Enter "M" and "100".




5 From [Bit Action], choose [Bit Invert].




6 As needed, set the color and display text on the [Color] tab and [Label] tab, and click [OK].

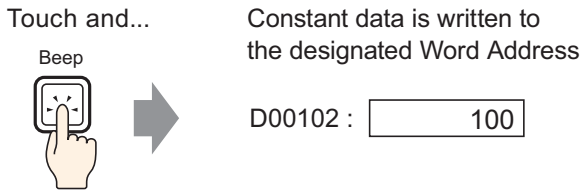
**NOTE**

- Depending on the shape, you may not be able to change the color.

# 10.4 Writing a Value

## 10.4.1 Introduction

### ■ Write Data



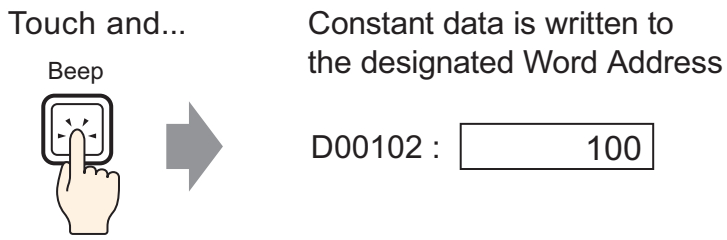

Touch the Switch and a constant (for example, 100) will be written to the address specified in [Word Address] (for example, D00102).

## 10.4.2 Setup Procedure

NOTE

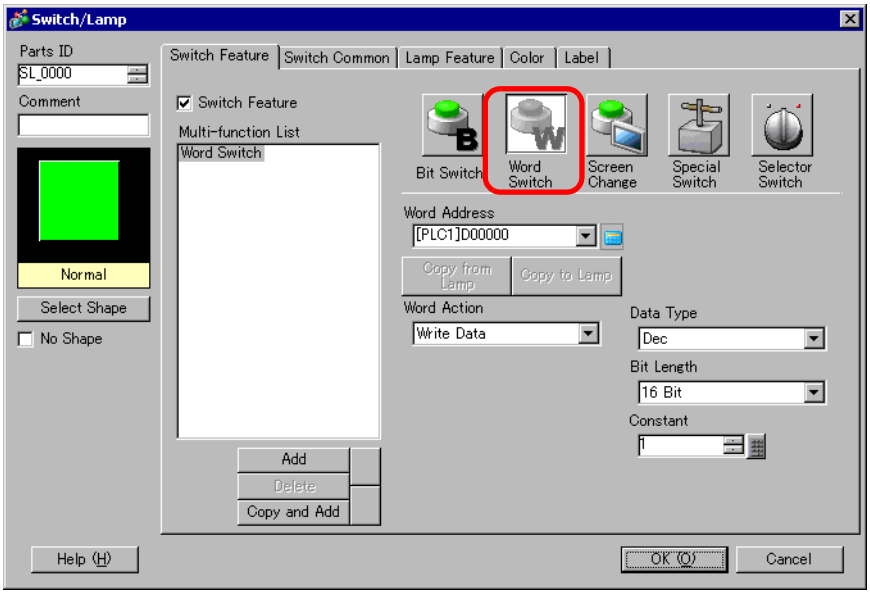
- Please refer to the settings guide for details.
  ☞"10.14 Switch Lamp Parts Settings Guide" (page 10-42)
- For details of the part placement method and the address, shape, color, and label setting method, refer to the "Part Editing Procedure".
  ☞"8.6.1 Editing Parts" (page 8-52)

Create a switch for writing constant data (100) to the Word Address (102).




1 From the [Parts (P)] menu, point to [Switch Lamp (C)] and select [Word Switch (W)] or click . Place the Part on the screen.

2 Double-click the placed Switch part. The following dialog box appears.

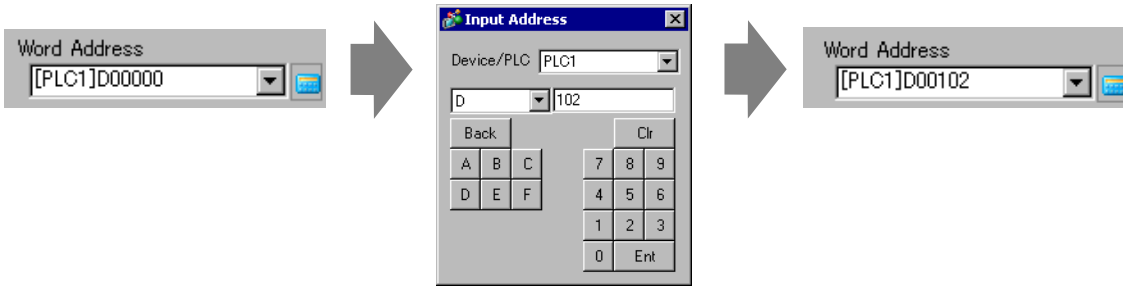



3 In [Select Shape], select the Switch shape.

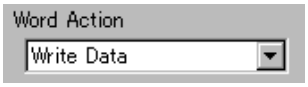
4 Set the Word Address (D102) where you want to write data in [Word Address].

Click the icon to display an address input keypad.

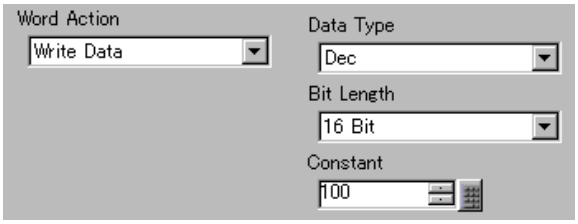
Select device "D", input "102" as the address, and press the "Ent" key.




5 From [Word Action] choose [Write Data].




6 Type "100" in [Constant].




7 As needed, set the color and display text on the [Color] tab and [Label] tab, and click [OK].

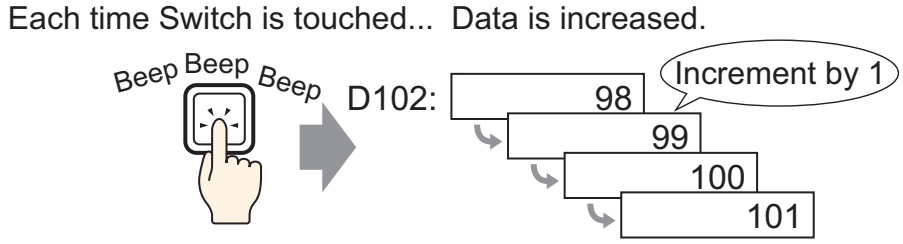
NOTE

- Depending on the shape, you may not be able to change the color.

# 10.5 Increasing/Decreasing a Value

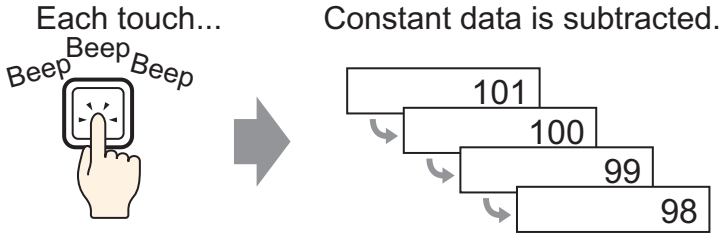
## 10.5.1 Introduction

### ■ Add Data




Every time the Switch is pressed, a positive constant (for example, 1) will be added to the current value (for example, 98) of the specified Word Address (for example, D102).

### ■ Subtract Data



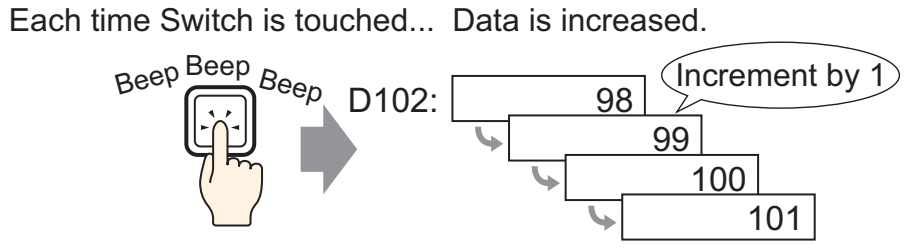

Every time the Switch is pressed, a negative constant (for example, -1) will be added to the current value (for example, 101) of the specified Word Address.

## 10.5.2 Setup Procedure

NOTE

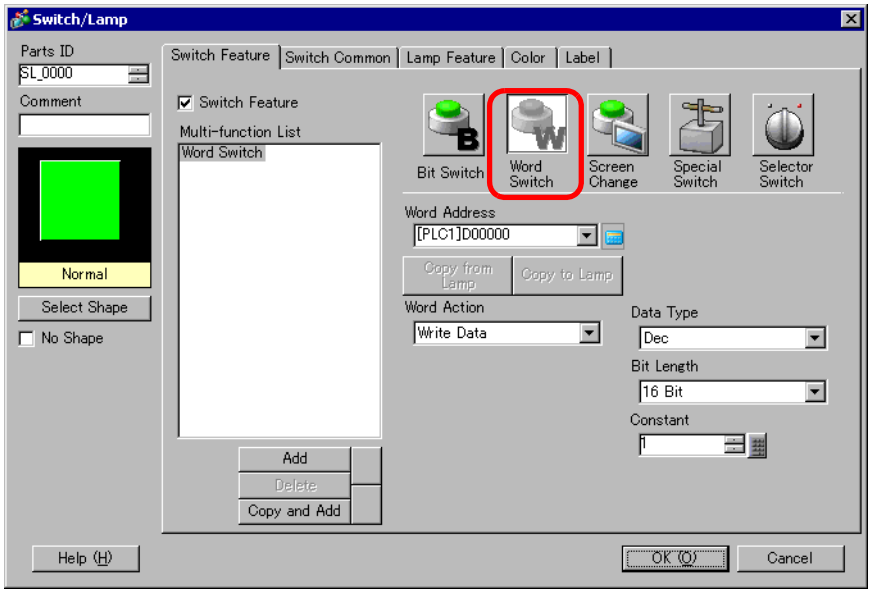
- Please refer to the settings guide for details.
  ☞"10.14 Switch Lamp Parts Settings Guide" (page 10-42)
- For details of the part placement method and the address, shape, color, and label setting method, refer to the "Part Editing Procedure".
  ☞"8.6.1 Editing Parts" (page 8-52)

Create a switch to increment the value stored in a Word Address (D102) by 1 each time.




1 From the [Parts (P)] menu, point to [Switch Lamp (C)] and select [Word Switch (W)] or click . Place the Part on the screen.

2 Double-click the placed Switch part. The following dialog box appears.

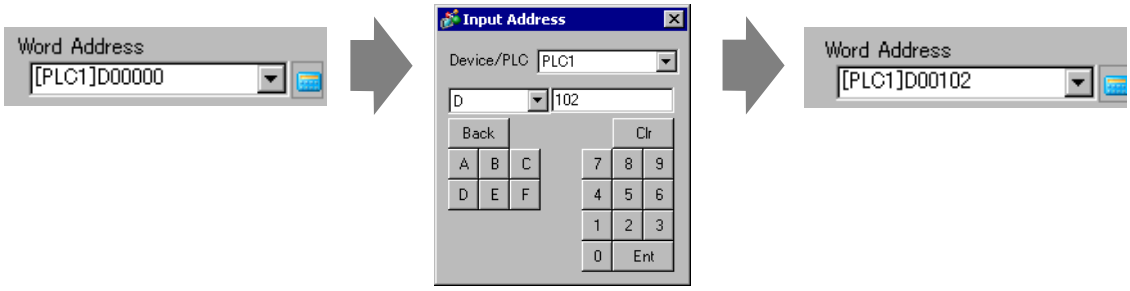



3 In [Select Shape], select the Switch shape.

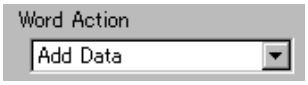
4 In [Word Address], set the address (D102) which will store the result (value) of the addition.

Click the icon to display an address input keypad.

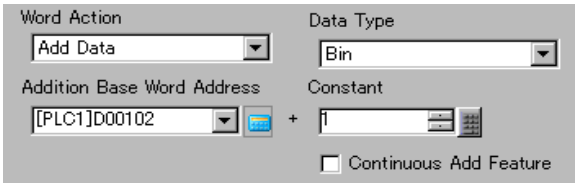
Select device "D", input "102" as the address, and press the "Ent" key.




5 From [Word Action] choose [Add Data].




6 In [Addition Base Word Address], set the address (D102) where the source data is stored, and input "1" in [Constant].




7 As needed, set the color and display text on the [Color] tab and [Label] tab, and click [OK].

**NOTE**

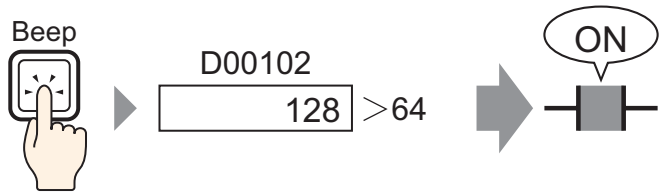
- Depending on the shape, you may not be able to change the color.

# 10.6 Conditionally ON Bit Switches (Comparison)

## 10.6.1 Introduction

### ■ Comparison

If the conditions are satisfied, Switch turns ON when touched




When the Switch is pressed, the Word Address data (for example, 128) and a preset constant (for example, 64) are compared. If the condition is met (for example, "Word Address data is larger than the constant"), the specified bit is turned ON.

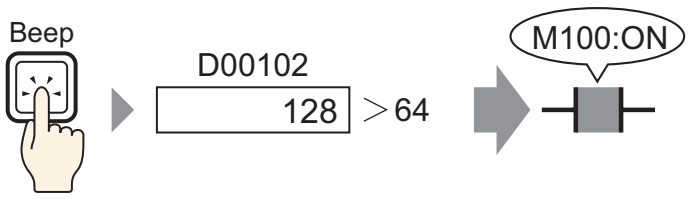
## 10.6.2 Setup Procedure

NOTE

- Please refer to the settings guide for details.
  ☞"10.14 Switch Lamp Parts Settings Guide" (page 10-42)
- For details of the part placement method and the address, shape, color, and label setting method, refer to the "Part Editing Procedure".
  ☞"8.6.1 Editing Parts" (page 8-52)

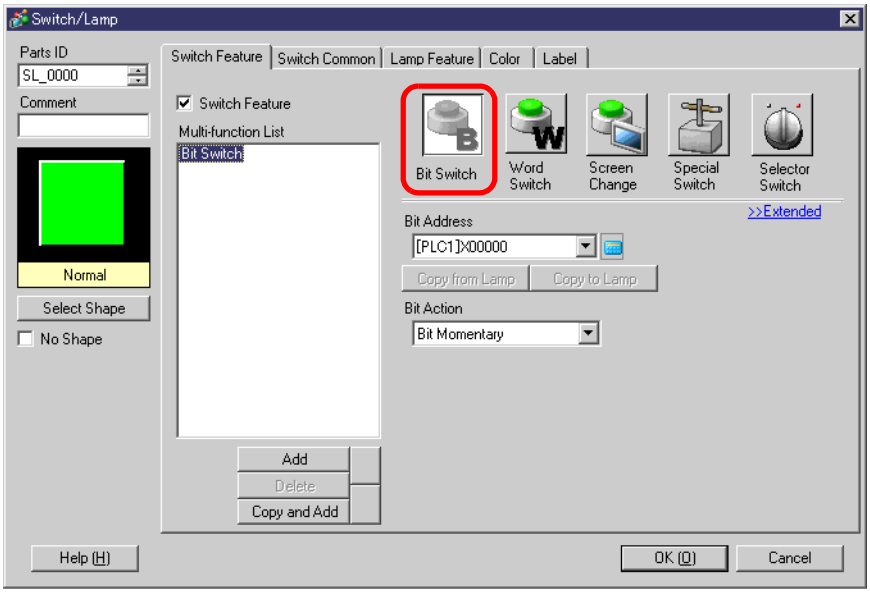
Create a switch to turn ON the specified bit address by touch when the value of the world address is over 64.

If the conditions are satisfied, Switch turns ON when touched




1 From the [Parts (P)] menu, point to [Switch Lamp (C)] and select [Bit Switch (B)], or click  . Place the Switch Part on the screen.

2 Double-click the placed Switch part. The following dialog box appears.

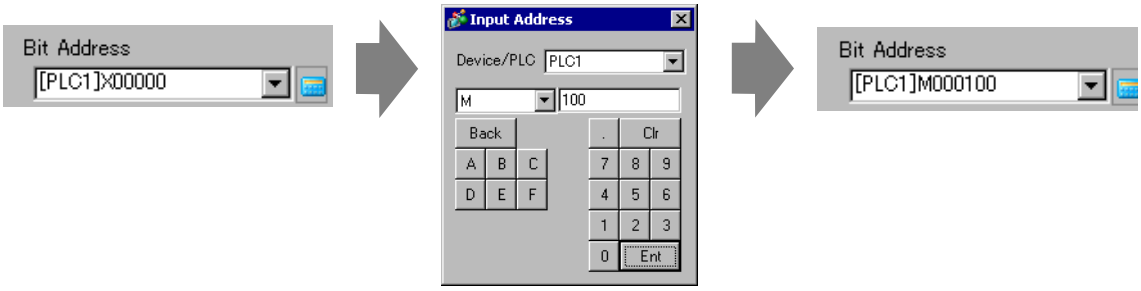



3 In [Select Shape], select the Switch shape.

4 Specify the [Bit Address] (M100) that you want to operate when the switch is touched.

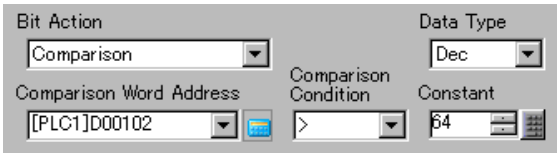
Click the icon to display an address input keypad.

Enter "M" and "100".




5 From [Bit Action] choose [Comparison].


6 Set the Word Address (D102) to compare in [Comparison Word Address], select ">" for the [Comparison Condition], and input "64" for the [Constant].



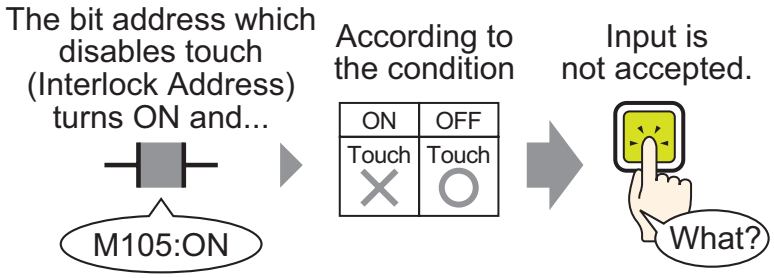

7 As needed, set the color and display text on the [Color] tab and [Label] tab, and click [OK].

**NOTE**

- Depending on the shape, you may not be able to change the color.

# 10.7 Using Interlock to Prevent Malfunctions

## 10.7.1 Introduction




The touch action will only be executed if the Bit Address specified in the Interlock Address meets the Touch Enable Condition.

If the Touch Enable Condition is set to [Bit ON]:The touch action will only work when the Interlock Address is ON.

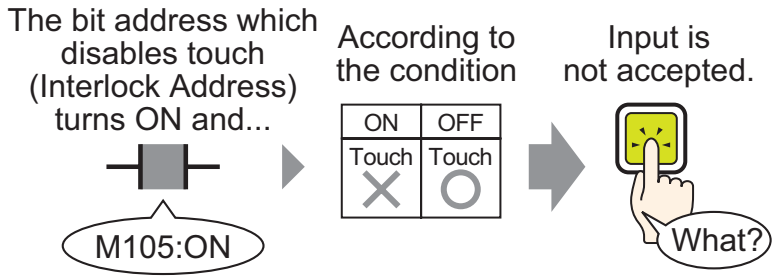
If the Touch Enable Condition is set to [Bit OFF]:The touch action will only work when the Interlock Address is OFF.

## 10.7.2 Setup Procedure

NOTE

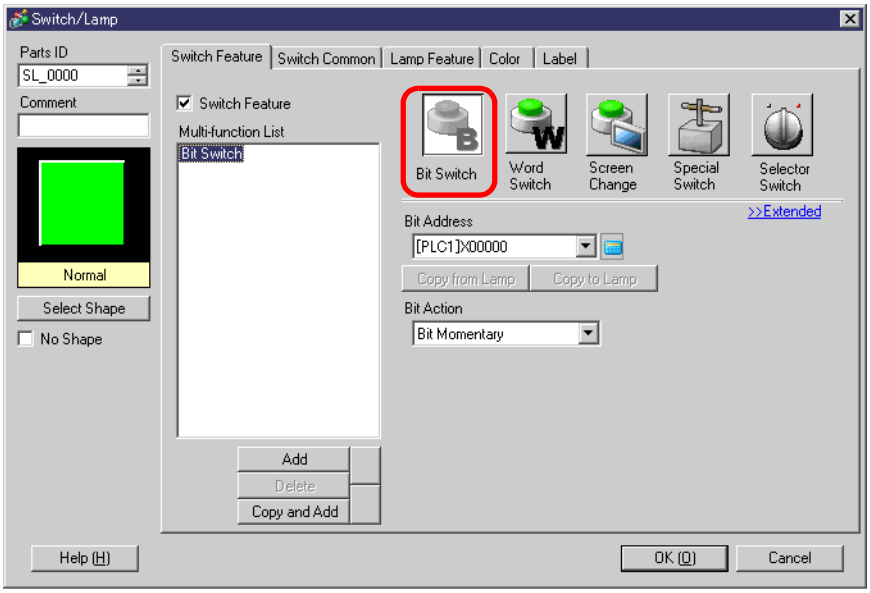
- Please refer to the settings guide for details.
  "10.14 Switch Lamp Parts Settings Guide" (page 10-42)
- For details of the part placement method and the address, shape, color, and label setting method, refer to the "Part Editing Procedure".
  "8.6.1 Editing Parts" (page 8-52)

Create a Switch to turn ON a Bit Address (M100) only when the designated Bit Address (M105) is OFF.




1 From the [Parts (P)] menu, point to [Switch Lamp (C)] and select [Bit Switch (B)], or click . Place the Switch Part on the screen.

2 Double-click the placed Switch part. The following dialog box appears.

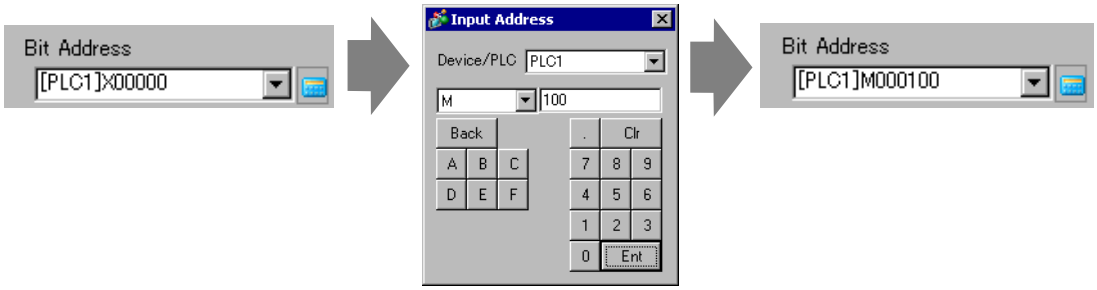



3 In [Select Shape], select the Switch shape.

4 Specify the [Bit Address] (M100) that you want to operate when the switch is touched.

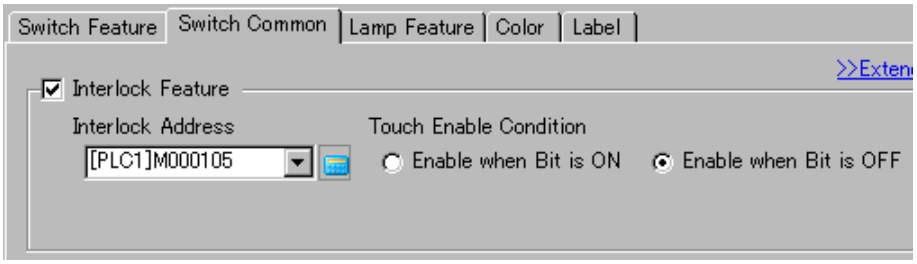
Click the icon to display an address input keypad.

Enter "M" and "100".




5 From [Bit Action] choose [Bit Set].

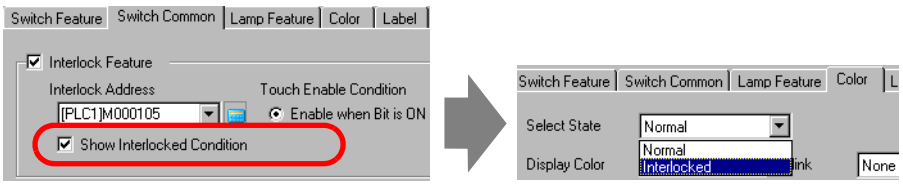

6 On the [Switch Common] tab, select the [Interlock Feature] check box.
In [Interlock Address], set the bit address (M105) to enable/disable touch, and for the [Touch Enable Condition] select [Enable when Bit is OFF].




7 As needed, set the color and display text on the [Color] tab and [Label] tab, and click [OK].

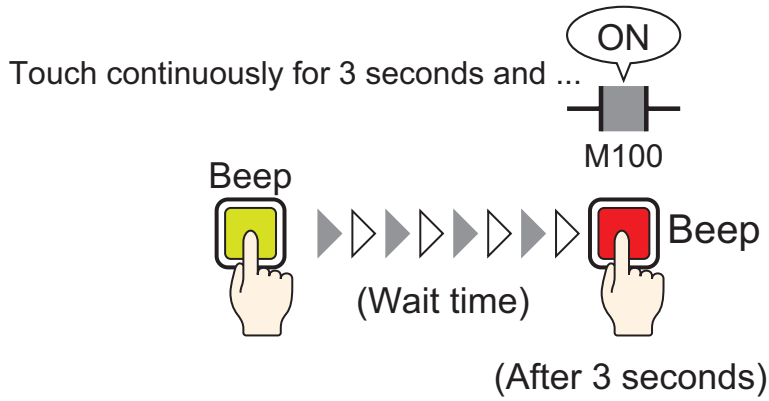
**NOTE**

- Depending on the shape, you may not be able to change the color.
- If you want to a color and label to change when it is Interlocked, select the [Show Interlock Condition] check box in [Switch Common] tab - [Extended]. You can set [Interlocked] on the [Color] and [Label] tabs' [Select State].



# 10.8 Creating a Delayed Operation Switch

## 10.8.1 Introduction



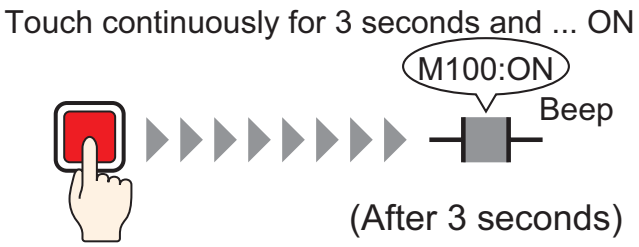

If the Switch is pressed continuously for a set time (for example, 3 seconds), the specified bit will turn ON. This is useful in preventing accidental input.
If you stop pressing the Switch before it becomes active, the Switch action will not execute and the buzzer will not sound.
As well, the switch appearance will return to its OFF state.

## 10.8.2 Setup Procedure

NOTE

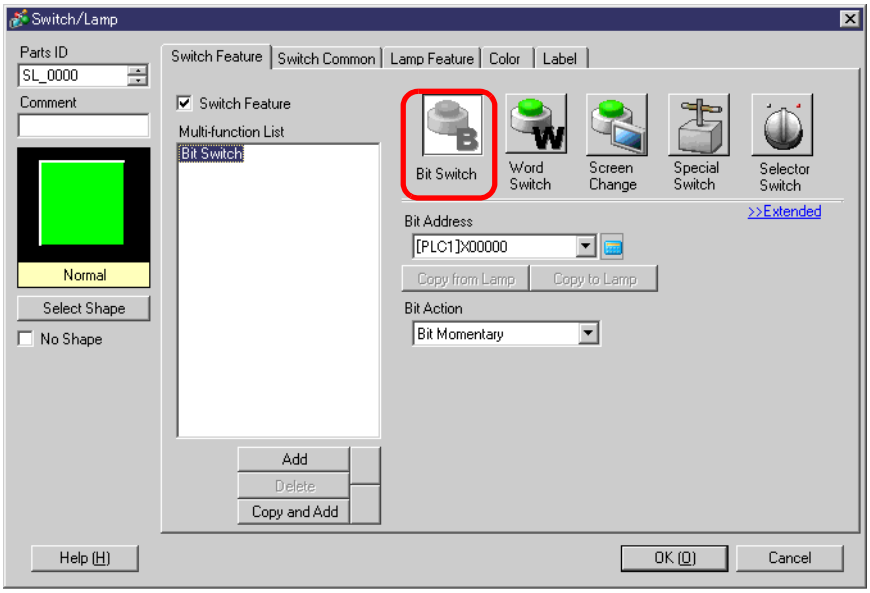
- Please refer to the settings guide for details.
  "10.14 Switch Lamp Parts Settings Guide" (page 10-42)
- For details of the part placement method and the address, shape, color, and label setting method, refer to the "Part Editing Procedure".
  "8.6.1 Editing Parts" (page 8-52)

Create a switch that turns ON a bit address (M100) after it is pressed for 3 seconds.




1 From the [Parts (P)] menu, point to [Switch Lamp (C)] and select [Bit Switch (B)], or click . Place the Switch Part on the screen.

2 Double-click the placed Switch part. The following dialog box appears.

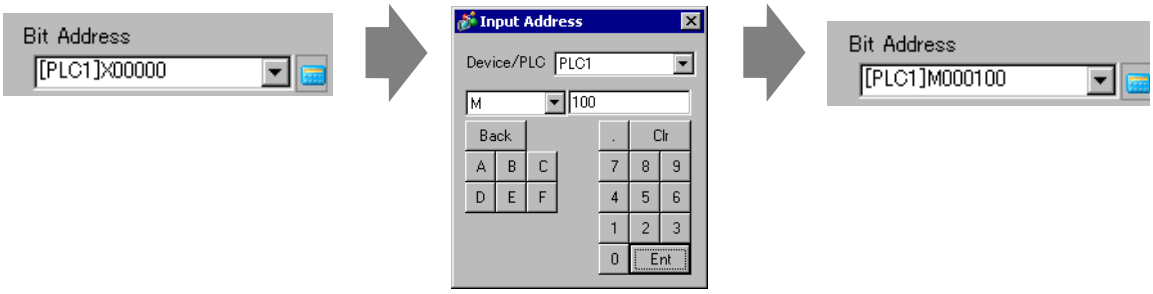



3 In [Select Shape], select the Switch shape.

4 Specify the [Bit Address] (M100) that you want to operate when the switch is touched.

Click the icon to display an address input keypad.

Enter "M" and "100".



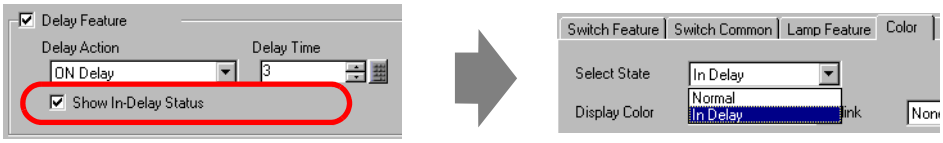

5 From [Bit Action] choose [Bit Set].


6 On the [Switch Common] tab, select the [Delay Feature] check box, and select [ON Delay] for the [Delay Action]. Set 3 seconds for the [Delay Time].


7 As needed, set the color and display text on the [Color] tab and [Label] tab, and click [OK].

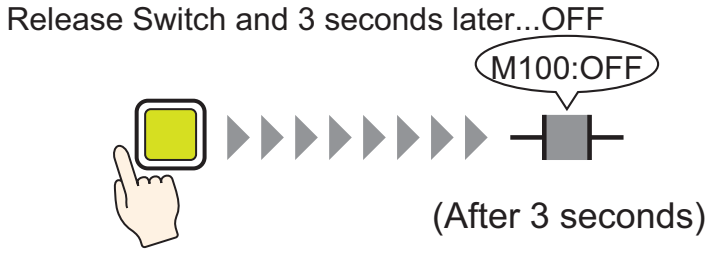
**NOTE**

- Depending on the shape, you may not be able to change the color.
- If you want to a color and label to change when the Delay Feature is running, select the [Show Interlock Condition] check box in [Switch Common] tab - [Extended]. You can set [Select State] to [In Delay] from the [Color] and [Label] tabs.



# 10.9 Setting a Delay Time for Switch OFF

## 10.9.1 Introduction



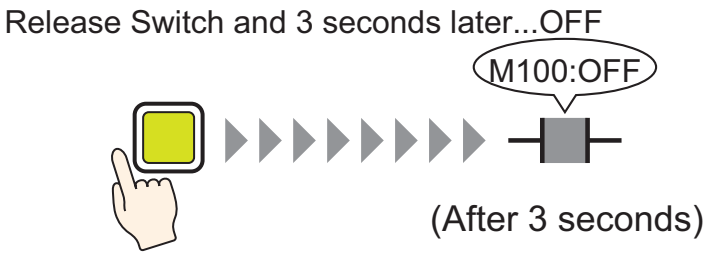

After the Switch is pressed and released, the specified bit will wait a set amount of time (for example, 3 seconds) before turning OFF.
If the Switch is pressed again while waiting to turn OFF, there will be another wait time (for example, 3 seconds) after it is depressed before the specified bit turns OFF.

## 10.9.2 Setup Procedure

NOTE

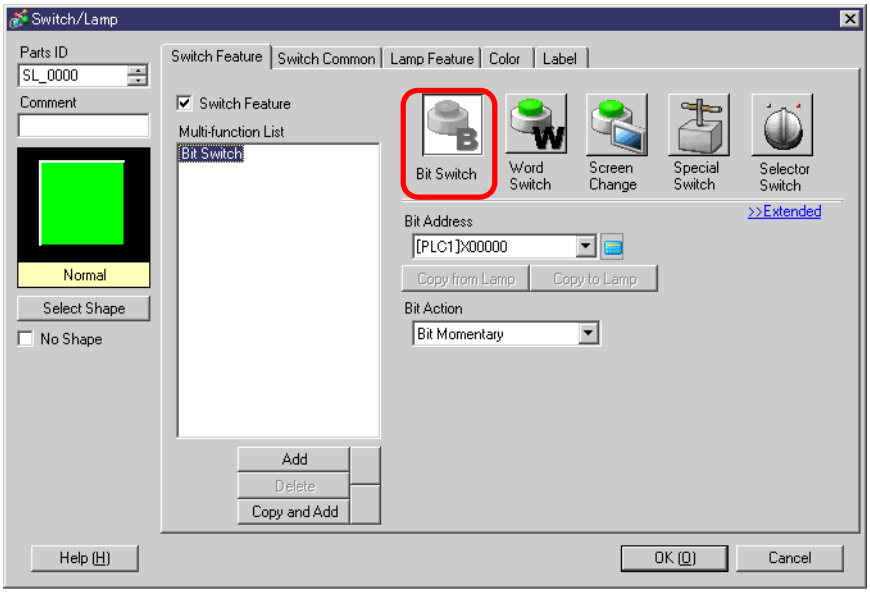
- Please refer to the settings guide for details.
  "10.14 Switch Lamp Parts Settings Guide" (page 10-42)
- For details of the part placement method and the address, shape, color, and label setting method, refer to the "Part Editing Procedure".
  "8.6.1 Editing Parts" (page 8-52)

Create a Momentary Switch that turns OFF a bit address (M100) 3 seconds after it is released.




1 From the [Parts (P)] menu, point to [Switch Lamp (C)] and select [Bit Switch (B)], or click . Place the Switch Part on the screen.

2 Double-click the placed Switch part. The following dialog box appears.

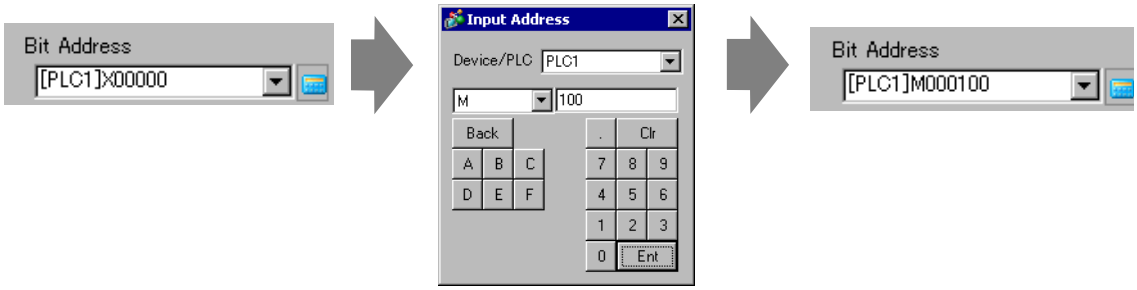



3 In [Select Shape], select the Switch shape.

4 Specify the [Bit Address] (M100) that you want to operate when the switch is touched.

Click the icon to display an address input keypad.

Enter "M" and "100".



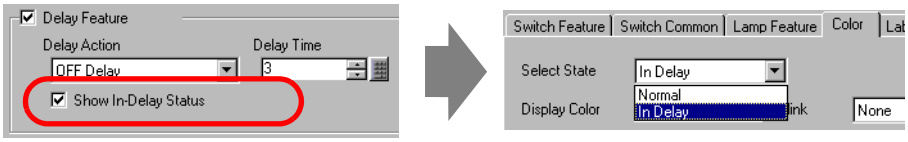

5 Confirms that [Bit Momentary] has been selected for [Bit Action].


6 On the [Switch Common] tab, select the [Delay Feature] check box, and select [OFF Delay] for the [Delay Action]. Set 3 seconds for the [Delay Time].


7 As needed, set the color and display text on the [Color] tab and [Label] tab, and click [OK].

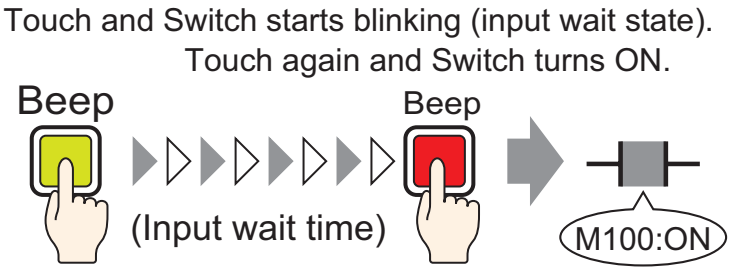
**NOTE**

- Depending on the shape, you may not be able to change the color.
- If you want to a color and label to change when the Delay Feature is running, select the [Show Interlock Condition] check box in [Switch Common] tab - [Extended]. You can set [Select State] to [In Delay] from the [Color] and [Label] tabs.



# 10.10 Confirming Before Turning a Switch ON (Double Touch)

## 10.10.1 Introduction



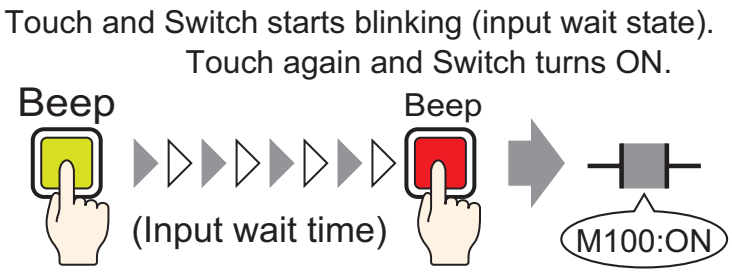

When the Switch is touched the first time, it starts flashing. It is now waiting for further input. When the Switch is touched a second time while flashing (input wait state), the specified bit turns ON. This is useful in preventing accidental input.
If the Switch is not touched a second time while flashing (input wait state), the specified bit will not turn ON.
Also, if another Switch is pressed during the wait state, the wait state ends and the specified bit does not turn ON.

## 10.10.2 Setup Procedure

NOTE

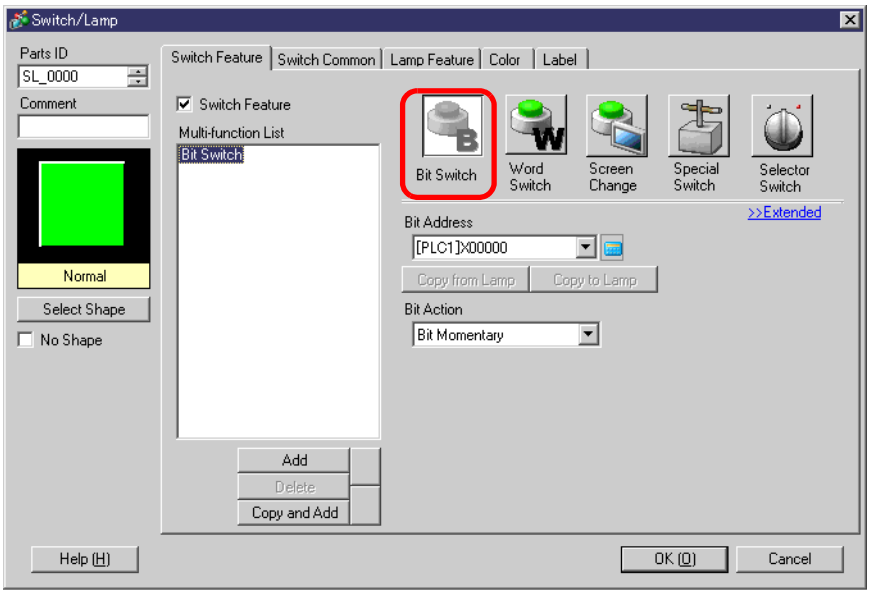
- Please refer to the settings guide for details.
  ☞"10.14 Switch Lamp Parts Settings Guide" (page 10-42)
- For details of the part placement method and the address, shape, color, and label setting method, refer to the "Part Editing Procedure".
  ☞"8.6.1 Editing Parts" (page 8-52)

Create a Switch to turn ON a Bit Address (M100) if pressed twice within 5 seconds.




1 From the [Parts (P)] menu, point to [Switch Lamp (C)] and select [Bit Switch (B)], or click  . Place the Switch Part on the screen.

2 Double-click the placed Switch part. The following dialog box appears.

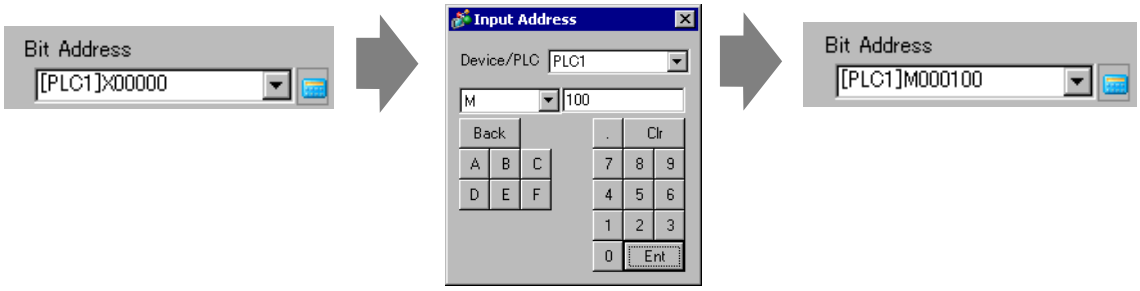



3 In [Select Shape], select the Switch shape.

4 Specify the [Bit Address] (M100) that you want to operate when the switch is touched.

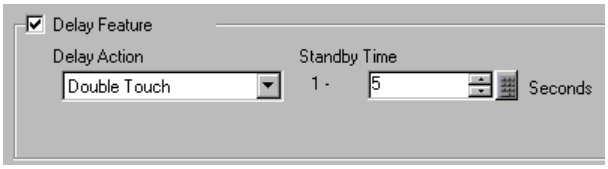
Click the icon to display an address input keypad.

Enter "M" and "100".

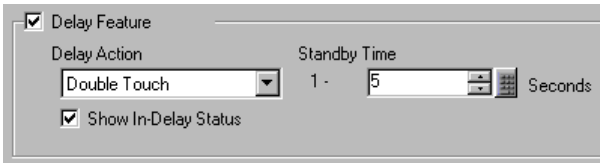



5 From [Bit Action] choose [Bit Set].


6 On the [Switch Common] tab, select the [Delay Feature] check box, and select [Double Touch] for the [Delay Action]. Set 5 seconds for the [Standby Time].




7 Click [Extended] and select the [Show In-Delay Status] check box.




8 On the [Color] tab, set [Select State] to [In Delay]. In [Display Color], set the color while in waiting for input and set [Blink] to [Medium].

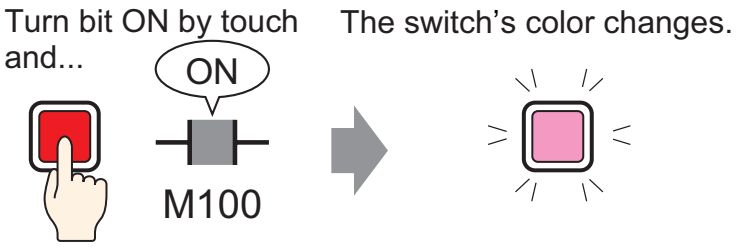

**NOTE**

- Depending on the shape, you may not be able to change the color.

9 As needed, set the label that will display while in delay on the [Label] tab, and click [OK].

# 10.11 Creating a Color-Changing Switch

## 10.11.1 Introduction



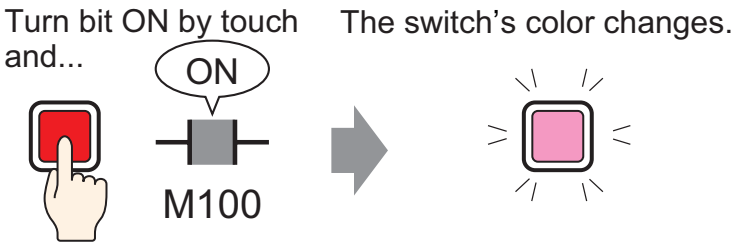

Combine a Switch with the Lamp Feature and you can change the color according to the designated state (ON/OFF).

## 10.11.2 Setup Procedure

**NOTE**

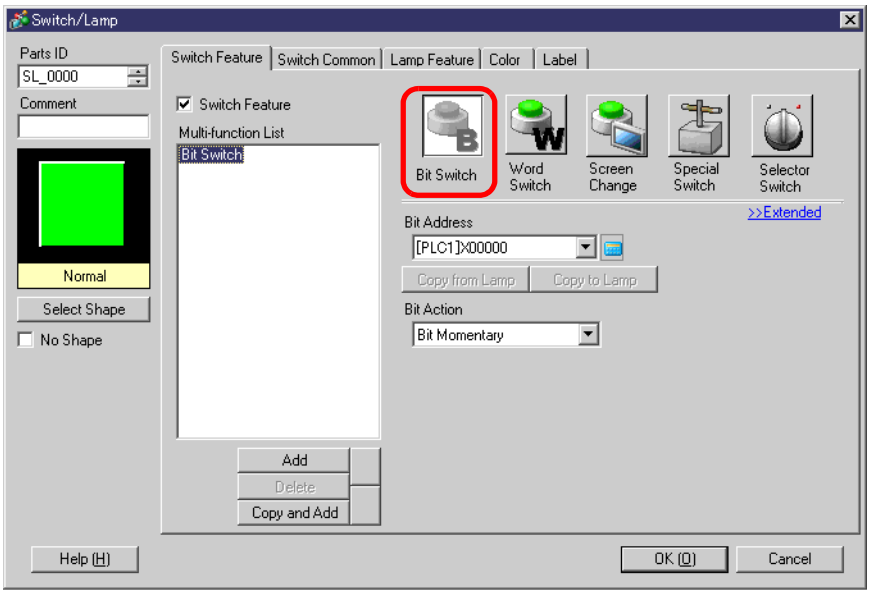
- Please refer to the settings guide for details.
  ☞"10.14 Switch Lamp Parts Settings Guide" (page 10-42)
- For details of the part placement method and the address, shape, color, and label setting method, refer to the "Part Editing Procedure".
  ☞"8.6.1 Editing Parts" (page 8-52)

Create a Switch which changes color (OFF: Green, ON: Red) each time it is pressed and the Bit Address (M100) operation occurs.




1 From the [Parts (P)] menu, point to [Switch Lamp (C)] and select [Bit Switch (B)], or click  . Place the Switch Part on the screen.

2 Double-click the placed Switch part. The following dialog box appears.




3 In [Select Shape], select the Switch shape.

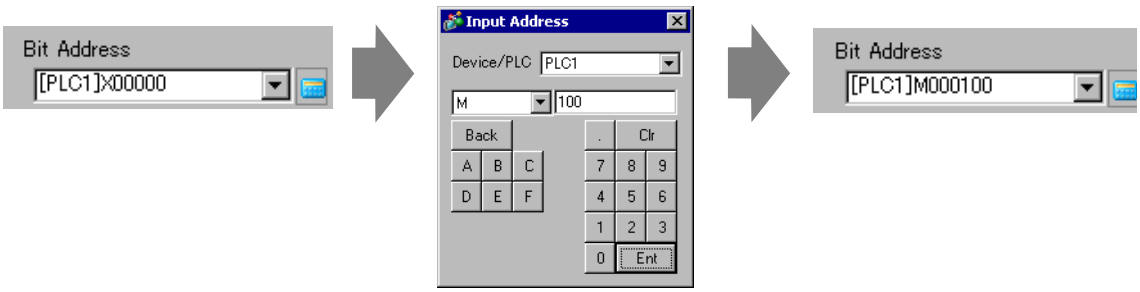
**NOTE**

- Depending on the shape, you may not be able to change the color.

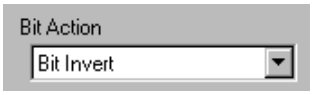
4 Specify the [Bit Address] (M100) that you want to operate when the switch is touched.

Click the icon to display an address input keypad.

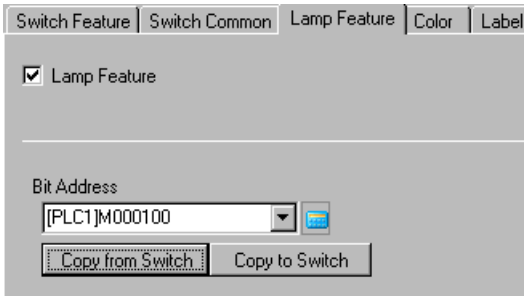
Enter "M" and "100".




5 From [Bit Action], choose [Bit Invert].




6 On the [Lamp Feature] tab, select the [Lamp Feature] check box and click [Copy from Switch]. The same address as the one designated on the [Switch Feature] tab will appear in [Bit Address].




7 On the [Color] tab, set the OFF state switch color (green).

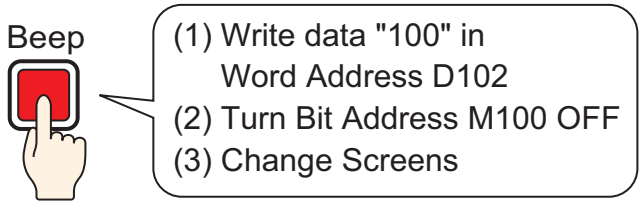

8 In [Select State], select [ON] and set the ON state switch color (red).


9 As needed, set the text to display in each state on the [Label] tab, and click [OK].

# 10.12 Performing Multiple Functions with One Switch

## 10.12.1 Introduction

Many operations are executed with the touch of a single Switch



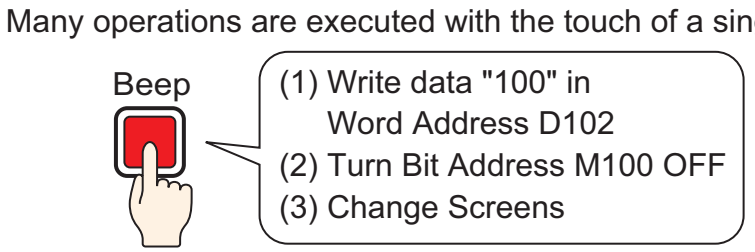

A single Switch can be set with a maximum of 16 Switch Operations.
When the first registered Switch address is activated, the Switch Operations are executed in the order they were registered. You can set the order of the Switch Operations. The Screen Change Action will run if it is registered as the last operation in the sequence. This feature is useful for screens with limited space.

## 10.12.2 Setup Procedure

NOTE

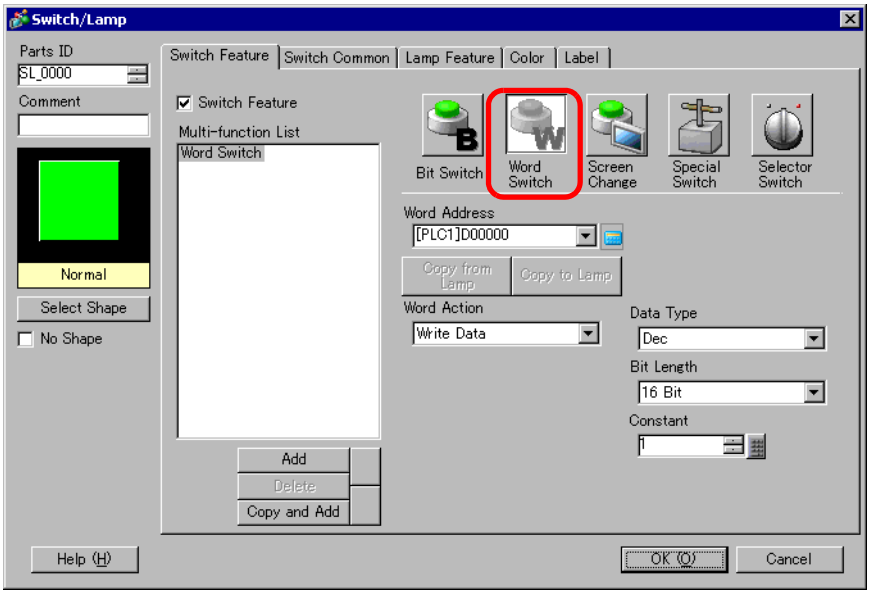
- Please refer to the settings guide for details.
  ☞"10.14 Switch Lamp Parts Settings Guide" (page 10-42)
- For details of the part placement method and the address, shape, color, and label setting method, refer to the "Part Editing Procedure".
  ☞"8.6.1 Editing Parts" (page 8-52)

Create a Switch to write data "100" to a Word Address (D102), turn OFF a Bit Address (M100) and then return to the previous screen.




1 From the [Parts (P)] menu, point to [Switch Lamp (C)] and select [Word Switch (W)] or click  . Place the Part on the screen.

2 Double-click the placed Switch part. The following dialog box appears.

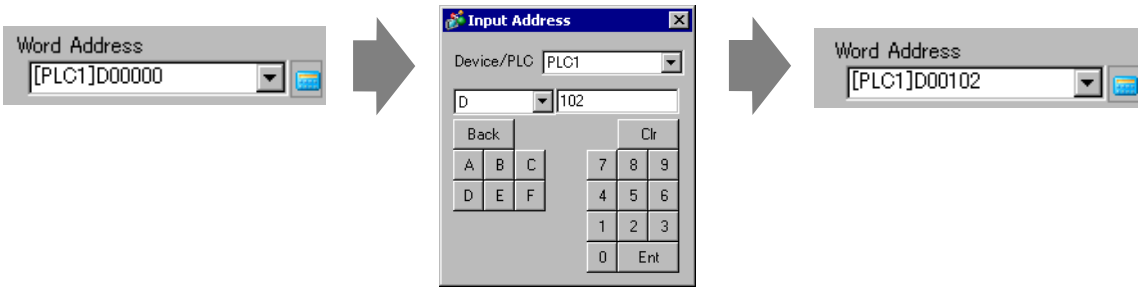



3 In [Select Shape], select the Switch shape.

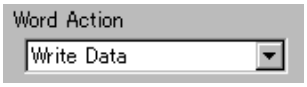
4 Set the address (D102) where you want to write data when you touch the switch in [Word Address].

Click the icon to display an address input keypad.

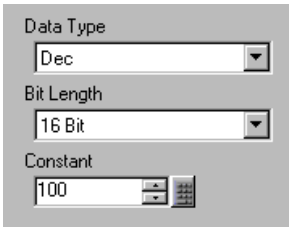
Select device "D", input "102" as the address, and press the "Ent" key.



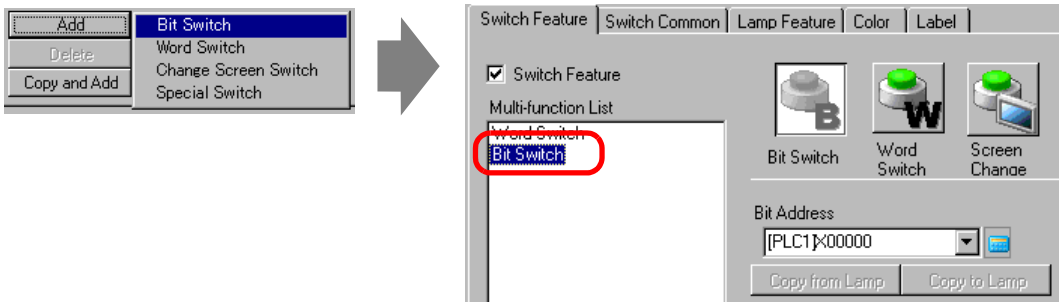

5 From [Word Action] choose [Write Data].



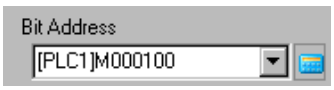

6 Set [Constant] to "100" and word switch's function is complete.




7 Click [Add] and select [Bit Switch].
When the screen changes to the bit switch settings, the bit switch is added to the display in [Multi-function List].

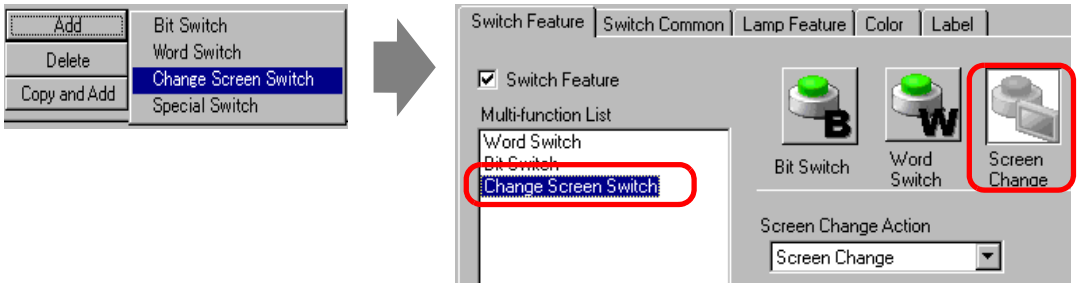



8 Specify the [Bit Address] (M100) that you want to turn OFF when the switch is touched.

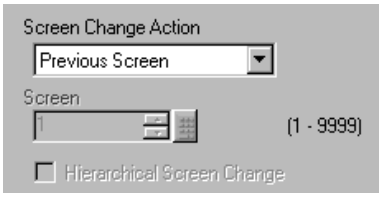


9 In [Bit Action], select [Bit Reset] and the bit switch feature settings are complete.


10 Click [Add] and select [Change Screen Switch].
When the screen changes to the Change Screen Switch settings, the Change Screen Switch is added to the display in [Multi-function List].




11 In [Screen Change Action], select [Previous Screen]. The Change Screen Switch settings are complete.



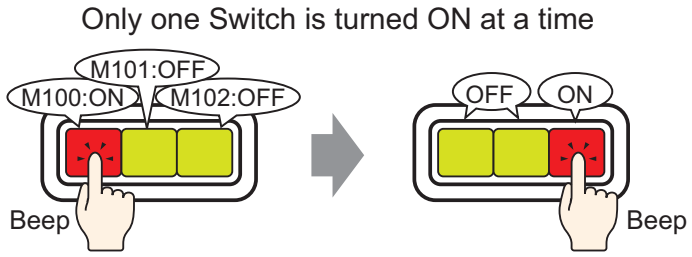

12 As needed, set the color and display text on the [Color] tab and [Label] tab, and click [OK].

**NOTE**

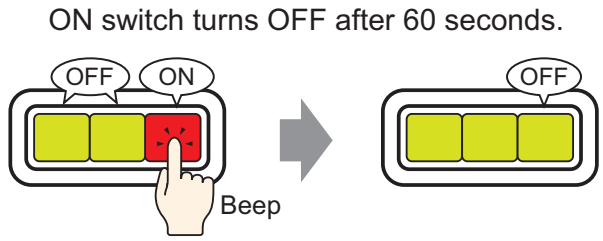
- Depending on the shape, you may not be able to change the color.

# 10.13 Creating a Radio Switch

## 10.13.1 Introduction




If you register multiple Switches into a single Group, when one Switch from the group is touched and the specified bit is turned ON, the remaining Switches turn OFF.
When another Switch in the same Group is touched, the same action will apply.




NOTE

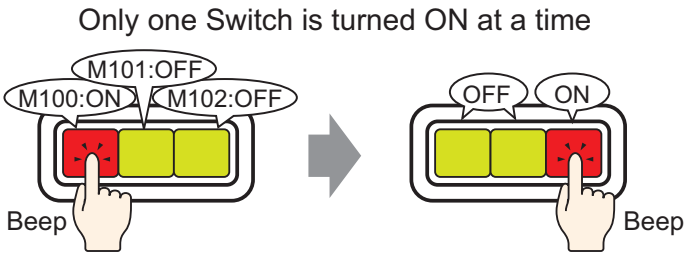
- Set [Group with Auto OFF], and the bit will automatically turn OFF when the screen changes or the Window closes.

## 10.13.2 Setup Procedure

NOTE

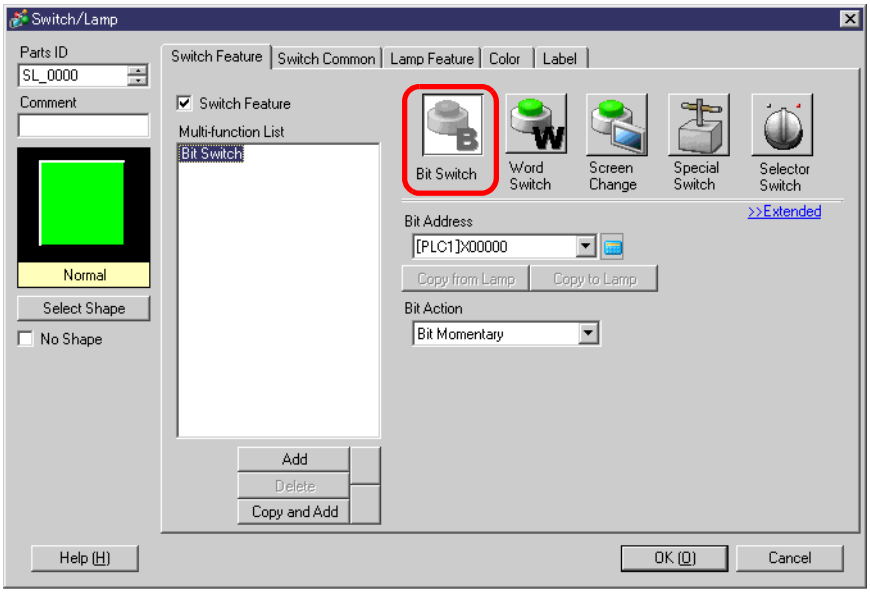
- Please refer to the settings guide for details.
  "10.14 Switch Lamp Parts Settings Guide" (page 10-42)
- For details of the part placement method and the address, shape, color, and label setting method, refer to the "Part Editing Procedure".
  "8.6.1 Editing Parts" (page 8-52)

Create a Radio Switch that contains a group of 3 Bit Address switches: M100, M101, and M102.




1 From the [Parts (P)] menu, point to [Switch Lamp (C)] and select [Bit Switch (B)] or click  . Place the Part on the screen.

2 Double-click the placed Switch part. The following dialog box appears.

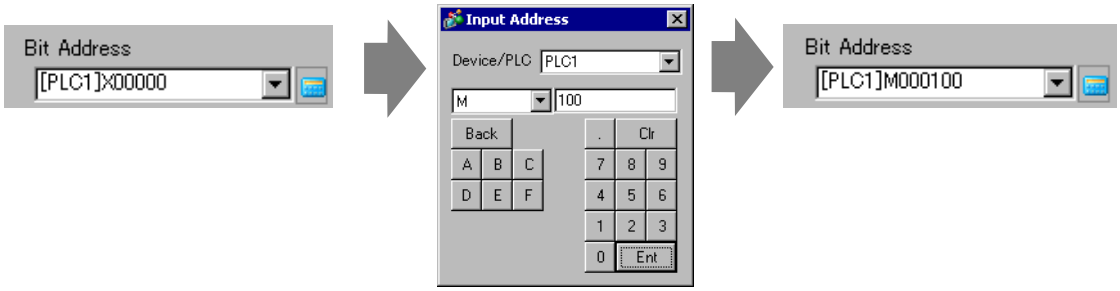



3 In [Select Shape], select the Switch shape.

4 Specify the one [Bit Address] (M100) that you want to operate when the switch is touched.

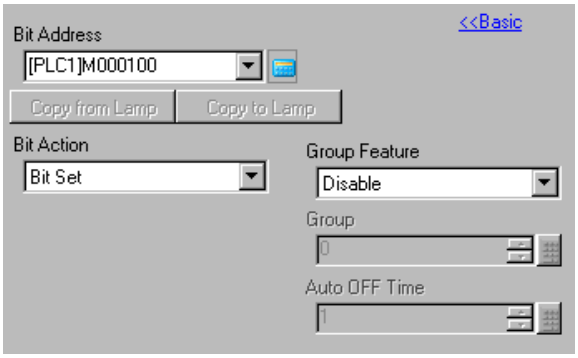
Click the icon to display an address input keypad.

Enter "M" and "100".

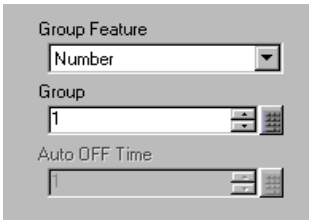



5 From [Bit Action] choose [Bit Set].


6 Click [Extended].




7 In [Group Feature], select [Group] and set the [Group No.]

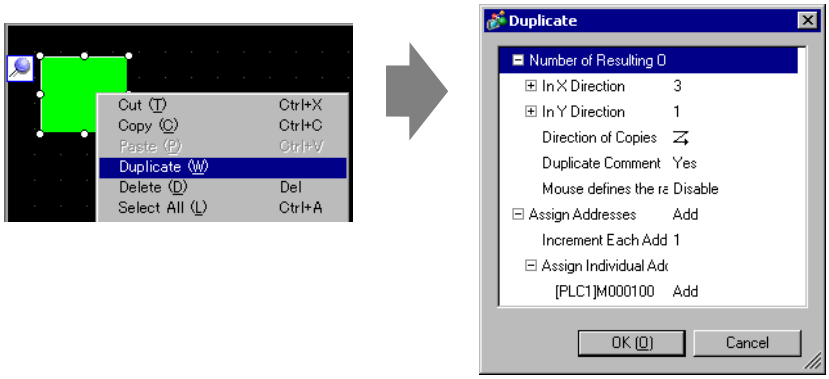



8 As needed, set the color and display text on the [Color] tab and [Label] tab, and click [OK]. The switch that turns ON M100 is complete.

NOTE

- Depending on the shape, you may not be able to change the color.

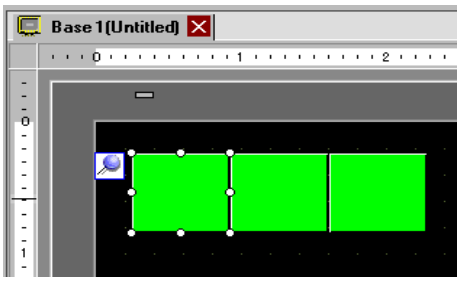
9 Select the created switch, right-click, and select [Duplicate (W)].
When the [Duplicate] dialog box appears, change [In X Direction] to "3", [In Y Direction] to "1", and confirm that the [Assign Individual Addresses] is "M100". Click [OK].




**NOTE**

- For more details about Duplicate, please refer to "8.4.5 Duplicate" (page 8-32) .

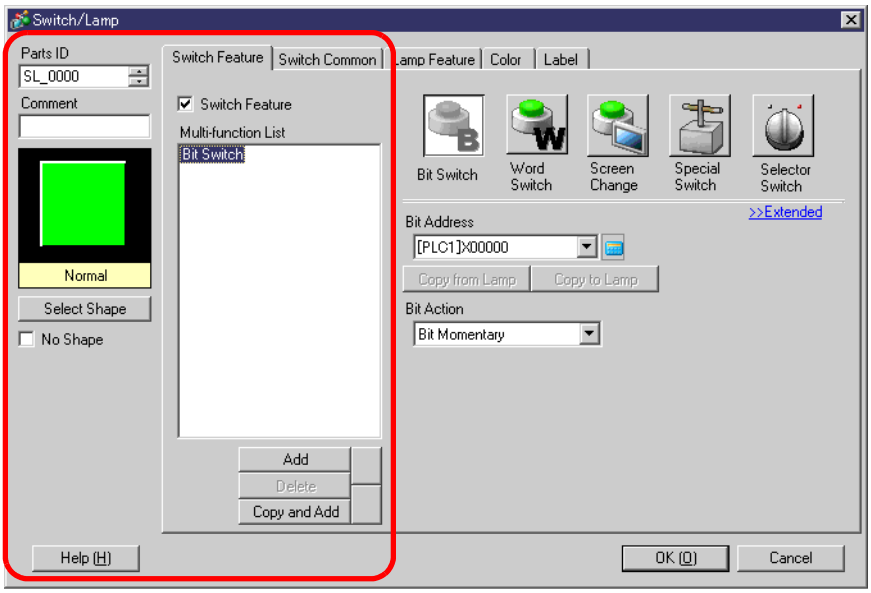
Complete the Radio Switch with the consecutive 3 bit addresses in the same Group Number




**NOTE**

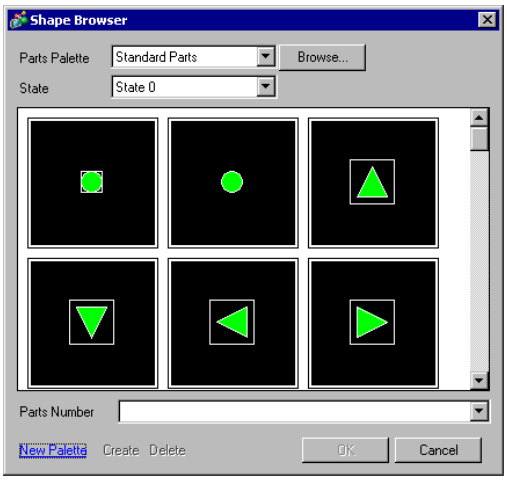
- To group three switches together without copying them, set all the switches to the same [Group Number].
- You can place the same switch using [Copy] and [Paste] without using [Duplicate].
- For [Duplicate], you can create automatically added copies of addresses depending on the [Assign Addresses] and [Increment Each Address by] settings, but if you make switches without consecutive addresses into a Group, you will need to change the [Bit Address] of the 2nd and 3rd switch.

# 10.14 Switch Lamp Parts Settings Guide




| Setting | Description |
|---|---|
| Parts ID | Placed parts are automatically assigned an ID number.<br>Switch Lamp Part ID: SL_**** (4 digits)<br>The alphabetic portion is fixed. You can change the number part within the range of 0000-9999. |
| Comment | The comment for each Part can be up to 20 characters long. |
| Status Display | Displays the shape and status of the Part selected in [Select Shape].<br>When combining the Switch Feature and Lamp Feature, you can display different settings for each state (ON state/OFF state) by changing [Select State] on the [Color] tab and [Label] tab. |

Continued

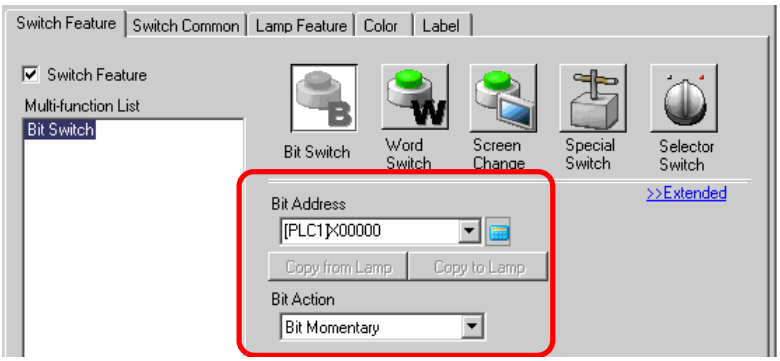
| Setting | Description |
|---|---|
| Select Shape | Open the Select Shape dialog box to choose the shape.<br>  <br><br>Clicking ▼ to the right of the [Parts Palette] or [Browse] displays the Parts Palette. There are 65535, 256, or 64 color parts.<br>Select the parts palette according to the number of colors on your model.<br>Depending on the shape, you may not be able to change the color. |
| No Shape | Select whether the part will be transparent with no shape<br>This can only be set if the Lamp Feature is not used. |
| Switch Feature | Designate whether or not to use the Switch Feature.<br>**NOTE**<br>• When using the Lamp Feature, you do not need to designate this. |
| Types of Switches | • Bit Switch<br>Turns a specified bit ON/OFF.<br>☞"10.14.1 Bit Switch" (page 10-45)<br>• Word Switch<br>Sets data into a specified Word Address.<br>☞"10.14.2 Word Switch" (page 10-59)<br>• Change Panel<br>Changes the screen.<br>☞"10.14.3 Change Screen Switch" (page 10-63)<br>• Special Switch<br>Handles special features, such as changing the GP into offline mode and displaying a Window.<br>☞"10.14.4 Special Switch" (page 10-64)<br>• Selector Switch<br>When touched, it turns ON the specified bits (up to a maximum of 4 bits) in order.<br>☞"10.14.5 Selector Switch" (page 10-74) |

Continued

| Setting | Description |
|---|---|
| Multi-function List | Displays the type of set Switches.<br>When setting multiple features to a single Switch, the set features will display in order in a list starting from the top. Processing occurs in order starting at the top of this list. |
| Add | When setting multiple features to a single Switch, adds a feature.<br>Click this button, select the Switch you want to add, and the feature will be added to the [Multi-function List]. |
| Delete | When a switch is set up with multiple switch operations, deletes the operation selected in the [Multi-function List] pane. |
| Copy and Add | When a switch is set up with multiple switch operations, copies the operation selected in the [Multi-function List] pane and pastes it at the end. |
| ↑↓ (Move Up/Down) | Moves the feature selected in the [Multi-function List] one position up (or down) the list.<br>This will not change the order of the [Change Screen Switch] feature. |

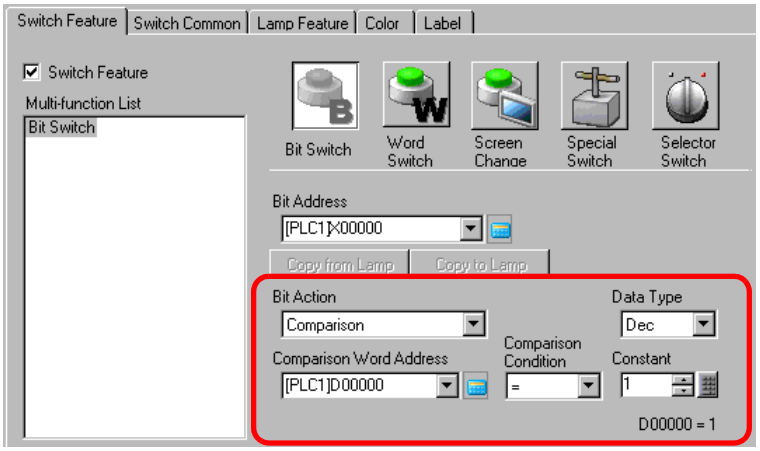
## 10.14.1 Bit Switch

### ■ Switch Feature/Basic




| Setting | Description |
|---|---|
| Bit Address | Specify the Bit Address that you want to operate. |
| Bit Action | Select the Bit action.<br>• Bit Set<br>Touch the Switch and the bit specified in [Bit Address] will turn ON.<br>• Bit Reset<br>Touch the Switch and the bit specified in [Bit Address] will turn OFF.<br>• Bit Momentary<br>While the Switch is touched, the bit specified in [Bit Address] will turn ON. The address turns OFF when the Switch is released.<br>• Bit Invert<br>Touch the Switch and the bit specified in [Bit Address] will be alternated (ON-OFF or OFF-ON).<br>• Comparison<br>Touch the Switch and the Word Address data and a constant are compared. If the required condition is met as a result of the comparison, the bit specified in [Bit Address] is turned ON.<br>☞" ◆ Comparison" (page 10-46)<br><br>**NOTE**<br>• Bit Momentary operations are enabled by touch regardless of the [Touch Panel Detection] option in the System Settings window, [Display Unit] page, [Operation] tab. |
| Copy from Lamp | The [Lamp Feature] tab's [Bit Address] setting is copied to the [Switch Feature] tab's [Bit Address]. This is used when setting a Lamp Feature and Switch Feature to the same address. |
| Copy to Lamp | The [Switch Feature] tab's [Bit Address] setting is copied to the [Lamp Feature] tab's [Bit Address]. This is used when setting a Lamp Feature and Switch Feature to the same address. |

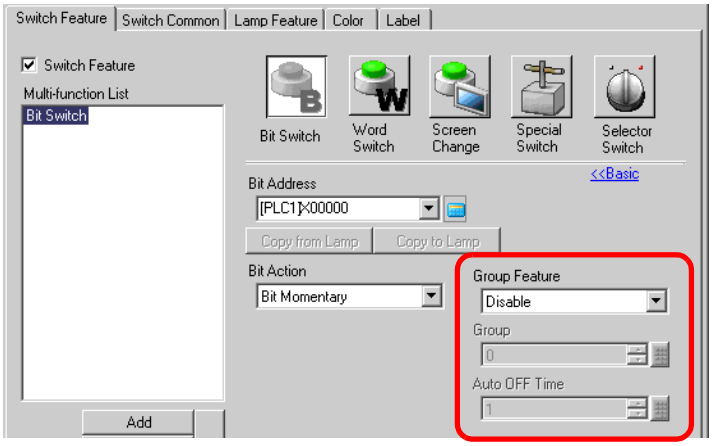
### ◆ Comparison




| Setting | Description |
|---|---|
| Comparison Word Address | Specify the Word Address (16 bit) to be compared. The data stored in this Word Address will be compared to the [Constant], and if the conditions are met the [Bit Address] will be turned ON. |
| Comparison | Select the comparison condition from: =, <, >, <>, <=, >= |
| Constant | Specify the value to be compared. Each [Data Type] has a different size range.<br>Dec : - 32,768 to 32,767<br>BCD : 0 to 9999<br>Hex : 0 to FFFF |
| Data Type | Choose the constant's data type from [Dec], [BCD], or [Hex]. |

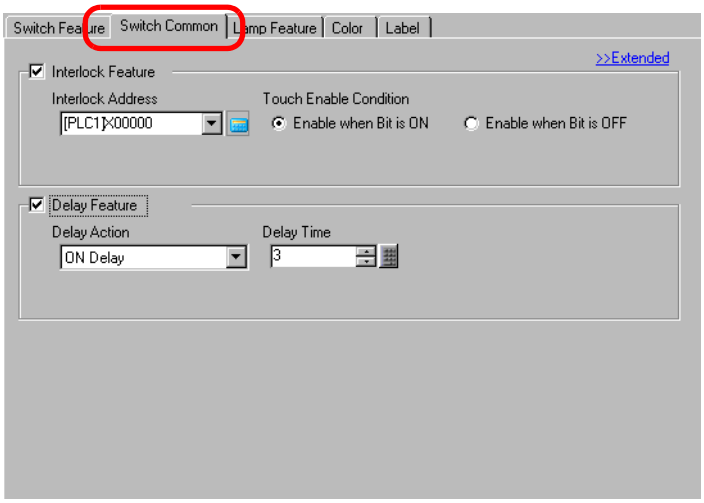
## ■ Switch Feature/Extended

When a bit action is [Bit Set], [Bit Momentary], or [Bit Invert], the Group Feature can be used.



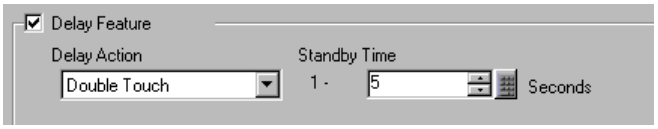

| Setting | Description |
|---|---|
| Group Feature | Select whether or not to use the Group Feature.<br>When a bit's action is [Bit Set], [Bit Momentary], or [Bit Invert], the Group Feature can be used.<br>• Do Not Use<br>Do not use the Group Feature.<br>• Group<br>Handles multiple switches as a single Group. When one of the switches in the Group turns ON, the other switches turn OFF. This can only be set when [Bit Action] is [Bit Set].<br>• Group with Auto OFF<br>Handles multiple switches as a single Group. When one of the switches in the Group turns ON, the other switches turn OFF. When one of the switches in the Group turns ON, after the time set in [Auto OFF Time] passes, that switch automatically turns OFF. |
| Group | When the [Group Feature] is [Group] or [Group with Auto OFF] is selected, this will appear. Switches on the same screen and with the same Group Number will be handled as a single group.<br>The following shows the settings range for Group Nos. on one screen.<br>Group : 0 to 255<br>Group with Auto OFF : 0 to 63<br>IMPORTANT<br>• Even if the Group numbers in [Group] and [Group with Auto OFF] are the same, the groups are handled as separate groups. |
| Auto OFF Time | When [Group with Auto OFF] is selected for the [Group Feature], set the auto off time from 0 to 60 seconds.<br>When Auto OFF Time is set to "0", you can set a Group which will not turn OFF automatically. |

## ■ Switch Common/Basic



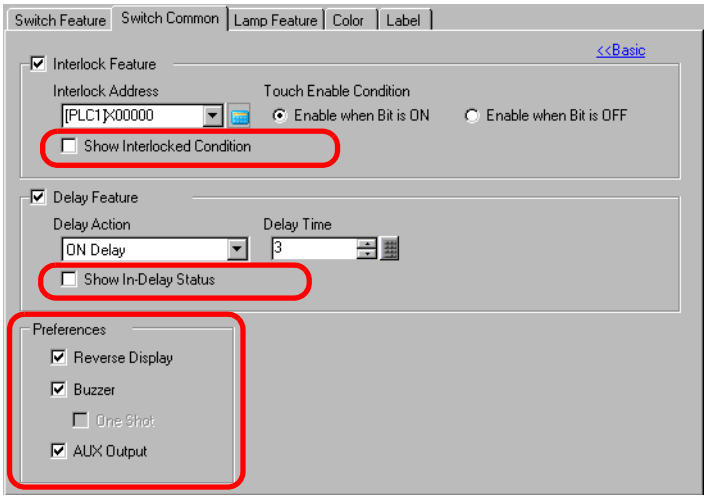

| Setting | Description |
|---|---|
| Interlock Feature | Designate whether or not to use the Interlock Feature (a feature that enables touch only when a condition is satisfied). |
| Interlock Address | If the Interlock feature is enabled, select the bit address which will control whether touch is enabled or disabled. Only when the address designated here is in the same state as the [Touch Enable Condition] will touch be enabled. |
| Touch Enable Condition | When using the Interlock feature, choose the condition which will enable touch.<br>• Enable when Bit is ON<br>Touch is only enabled when the designated [Interlock Address] is ON.<br>• Enable when Bit is OFF<br>Touch is only enabled when the designated [Interlock Address] is OFF. |
| Delay Feature | Designate whether or not to use the Delay Feature. This function delays the effect of touching a Switch by a specific amount of time.<br>**NOTE**<br>• Regardless of the System Settings window, [Display Unit] page, [Operation] tab's [Touch Panel Detection] option, operation is enabled when touched.<br>• This function cannot be used with a Selector Switch. |

Continued

| Setting | Description |
|---|---|
| Delay Action | Choose the condition that will enable the Switch feature: [ON Delay], [OFF Delay], or [Double Touch].<br>• ON Delay<br>If you continuously press the Switch for the period designated in [Delay Time], the Switch feature is enabled.<br>The Switch will not operate if you release it before the [Delay Time] has elapsed.<br>• OFF Delay<br>Turns OFF when the amount of time specified by [Delay Time] has elapsed after releasing the Switch.<br>Only enabled when [Bit Action] is set to [Bit Momentary].<br>• Double Touch<br>After pressing the Switch a first time, if you press it again within the period designated in [Standby Time], the Switch feature is enabled.<br>The Switch is not enabled when you press it again after the [Standby Time] has elapsed. |
| Delay Time | When the [Delay Action] is [ON Delay] or [OFF Delay], set the time period for the delay. The value can be from 1 to 30 seconds. |
| Standby Time | When the [Delay Action] is [Double Touch], set how many seconds the switch will wait for the second touch after the first touch. You can enter a value of between 2 and 30 seconds.<br>**NOTE**<br>• The monitor time starts from the point when the switch is released.<br>  |

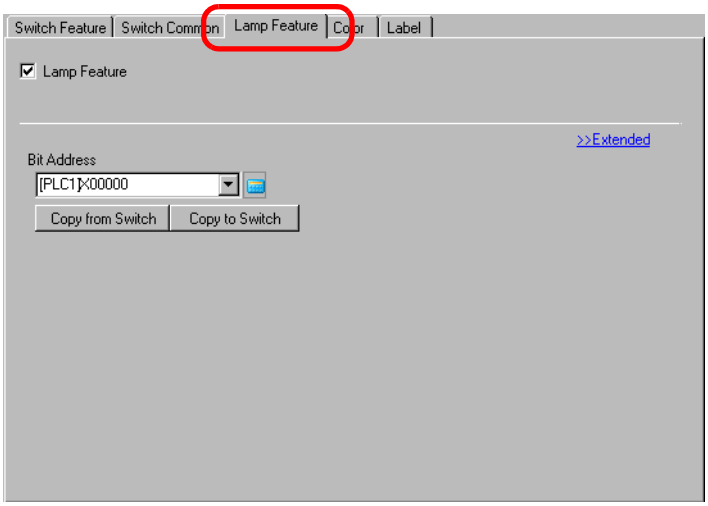
## ■ Switch Common/Extended

You can set further options for the Switch Feature during touch, including sound options and Reverse Display.



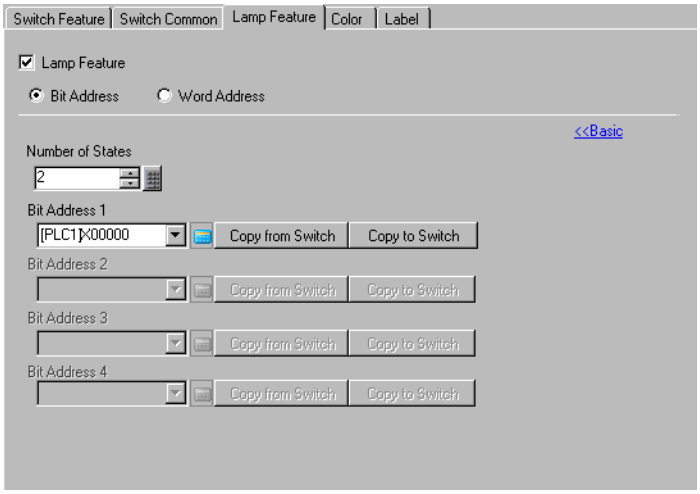

| Setting | Description |
|---|---|
| Show Interlocked Condition | When using the Interlock feature, designate whether or not to configure display settings to show a switch is Interlocked.<br>When this is designated, the [Interlocked] option will be added to [Select State] on the [Color] tab and [Label] tab, and you can set the switch color and label for the Interlock state. |
| Show In-Delay Status | When using the Delay feature, designate whether or not to configure display settings to show a switch is In Delay.<br>When this is designated, the [In Delay] option will be added to [Select State] on the [Color] tab and [Label] tab, and you can set the switch color and label for the In Delay state. |
| Reverse Display | Select whether or not to reverse the color while the Switch is pressed.<br>When the [Lamp Feature] is set, this setting cannot be used.<br>**NOTE**<br>• The Reverse Display color cannot be changed. |
| Buzzer | Select whether or not to emit a buzzer. |
| One Shot | You can set the buzzer to sound continuously while the Momentary Switch is or to sound for just a moment. This can only be set when [Bit Momentary] is selected for [Bit Action]. |
| AUX Output | Designate whether or not to sound the buzzer from a connected external device (speaker) when a switch is pressed.<br>Models that do not have an AUX interface cannot output the buzzer sound. |

## ■ Lamp Feature/Basic




| Setting | Description |
|---|---|
| Lamp Feature | Set whether or not to use the lamp feature.<br>When combined with the Switch feature, you can create a Switch that changes color and label depending on the designated bit state. |
| Bit Address | Designate the Bit Address to operate the state (light ON/light OFF). |
| Copy from Switch | The [Switch Feature] tab's [Bit Address] setting is copied to the [Lamp Feature] tab's [Bit Address].<br>This is used when setting a Lamp Feature and Switch Feature to the same address. |
| Copy to Switch | The [Lamp Feature] tab's [Bit Address] setting is copied to the [Switch Feature] tab's [Bit Address]. This is used when setting a Lamp Feature and Switch Feature to the same address. |

## ■ Lamp Feature/Extended




| Setting | Description |
|---|---|
| Address Type | Designate the address to operate the state from [Bit Address] or [Word Address]. |
| Bit Address (1 to 4)/ Word Address | Set the addresses. The lamp display will change depending on the bit status of the address designated here and the [State Switch Condition]. |
| Number of States | Set the number of display states. The range will differ depending on the [State Switch Condition] and whether a Bit Address or Word Address is set.<br>• Bit Address<br>For [Change Condition by Bit]: 3 to 5<br>For [Change Condition by Bit Combination]: 2 to 16<br>• Word Address<br>For [Change Condition by Bit]: 3 to 17<br>For [Change Condition by Data]: 2 to 256 |
| State Switch Condition | When the [Number of States] is 3 or more, select the condition that will change the status.<br>• Change Condition by Bit<br>This can be set for either [Bit Address] or [Word Address]. The status is judged by which bits are ON.<br>• Change Condition by Bit Combination<br>This can only be set for [Bit Address]. The status is judged by the combination of bits that are ON from Bit Address 1 to 4.<br>• Change Condition by Data<br>Available when [Word Address] is selected. The state is defined by the value of the bottom eight bits in the word address.<br><br>**NOTE**<br>• When [Change Condition by Bit] is selected and multiple bits are ON, the status is judged by the earliest bit set for Bit Address and by the most recent bit for Word Address. |

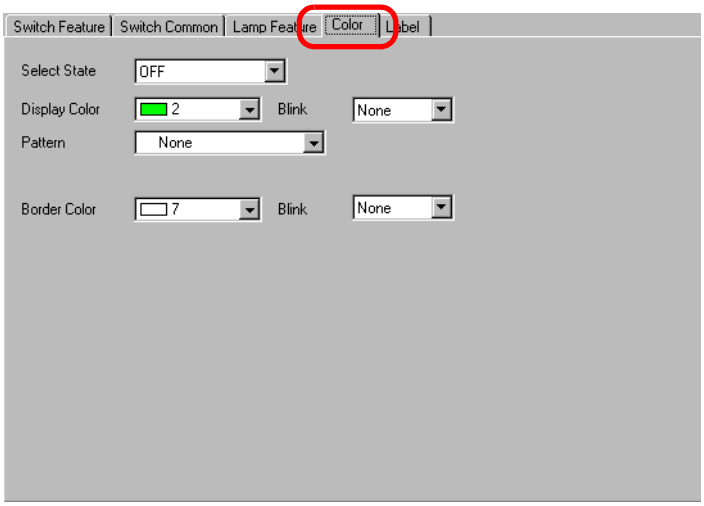
◆ **State List**

| | [Select State] option | Bit Address | | Word Address | |
|---|---|---|---|---|---|
| | | Change Condition by Bit | Change Condition by Bit Combination | Change Condition by Bit | Change Condition by Data |
| **When [Number of States] is 1** | Normal | - | - | - | - |
| **When [Number of States] is 2** | OFF | - | - | - | - |
| | ON | - | - | - | - |
| **When [Number of States] is 3 or more** | State 0 | All OFF | All OFF | All OFF | Data 0 |
| | State 1 | Bit 1 is ON | Bit 1 is ON | 00 Bit is ON | Data 1 |
| | State 2 | Bit 2 is ON | Bit 2 is ON | 01 Bit is ON | Data 2 |
| | State 3 | Bit 3 is ON | Bit 1 and 2 are ON | 02 Bit is ON | Data 3 |
| | State 4 | Bit 4 is ON | Bit 3 is ON | 03 Bit is ON | Data 4 |
| | State 5 | - | Bit 1 and 3 are ON | 04 Bit is ON | Data 5 |
| | State 6 | - | Bit 2 and 3 are ON | 05 Bit is ON | Data 6 |
| | State 7 | - | Bit 1, 2 and 3 are ON | 06 Bit is ON | Data 7 |
| | State 8 | - | Bit 4 is ON | 07 Bit is ON | Data 8 |
| | State 9 | - | Bit 1 and 4 are ON | 08 Bit is ON | Data 9 |
| | State 10 | - | Bit 2 and 4 are ON | 09 Bit is ON | Data 10 |
| | State 11 | - | Bit 1, 2 and 4 are ON | 10 Bit is ON | Data 11 |
| | State 12 | - | Bit 3 and 4 are ON | 11 Bit is ON | Data 12 |
| | State 13 | - | Bit 1, 3 and 4 are ON | 12 Bit is ON | Data 13 |
| | State 14 | - | Bit 2, 3 and 4 are ON | 13 Bit is ON | Data 14 |
| | State 15 | - | All ON | 14 Bit is ON | Data 15 |
| | State 16 | - | - | 15 Bit is ON | Data 16 |
| | State 17 | - | - | - | Data 17 |
| | ⋮ | - | - | - | ⋮ |
| | State 255 | - | - | - | Data 255 |
| **Interlock** | Interlocked | - | | | |
| **Delay** | In Delay | - | | | |

NOTE

- The lamp does not display normally if using a state outside one of the defined [Select State] options.
  For example, if the [Number of States] is 3 with the [Change Condition by Bit] option, you can use states 0, 1, and 2. Turning on bits 1 and 2 creates invalid state 3, and the lamp continues to display its previous valid state.

## ■ Color



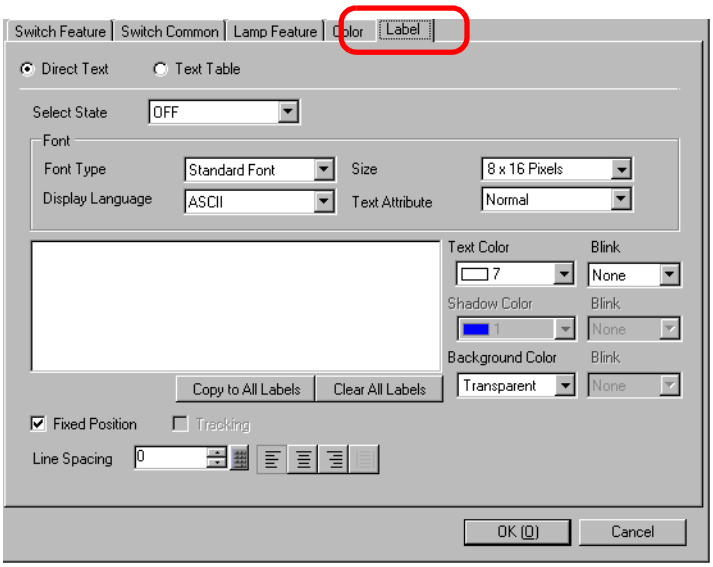

| Setting | Description |
|---|---|
| Select State | Select the state.<br>If the Lamp Feature is not used, only [Normal] can be selected.<br>If the Lamp Feature is used, set the Switch color corresponding to the state.<br>**NOTE**<br>• To set a color that is interlocked or in delay, click the [Switch Common] tab's [Extended], then designate [Show Interlock Condition] or [Show In-Delay Status]. This will add the [Select State] choice. |
| Display Color | Select the Switch color. |
| Pattern | Select the pattern from among 9 types. |
| Pattern Color | Select the pattern color.<br>The Switch color appears as a combination of the [Display Color] and [Pattern Color]. |
| Border Color | Select a border color for the Switch. |
| Blink | Select whether or not the Part will blink, and the blink speed. You can choose different blink settings for the [Display Color], [Pattern Color], and [Border Color].<br>**NOTE**<br>• There are cases where you can and cannot set Blink depending on the Display Unit and System Settings' [Color Settings].<br>☞"8.5.1 Setting Colors ■ List of Available Colors" (page 8-42) |

**NOTE**

• Depending on the shape, you may not be able to set a [Display Color], [Pattern Color], or [Border Color].

## ■ Label

Define the text to draw on the Switch Lamp. You can change the text to match the state of the Switch Lamp.

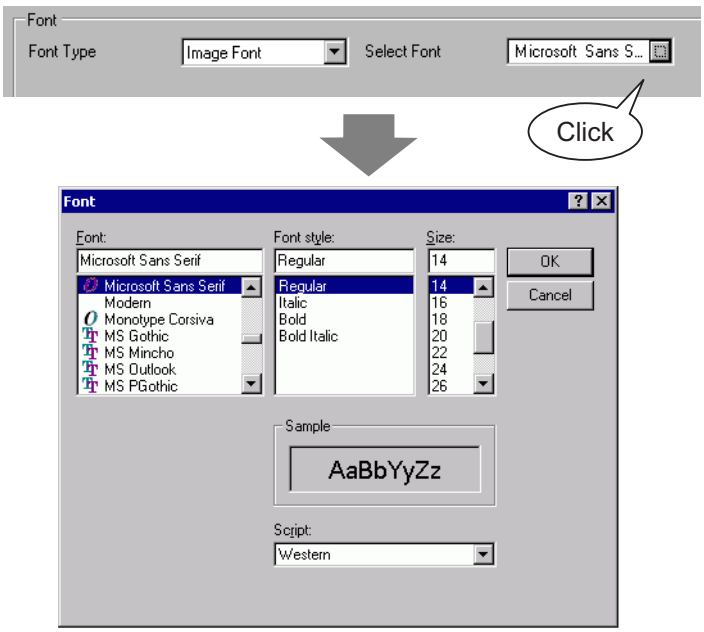



| Setting | Description |
|---|---|
| Text Type | Select the text type.<br>• Direct Text<br>Input the text into the text window, and it is placed directly as fixed text.<br>• Text Table<br>Use text from a previously saved Text Table.<br>☞"17.7.4 Switch/Lamp - Label (Enable Text Table) Settings Guide" (page 17-59) |
| Select State | Select the state.<br>If the Lamp Feature is not used, only [Normal] can be selected.<br>If the Lamp Feature is used, set the label corresponding to the state.<br>**NOTE**<br>• To set a label that is interlocked or in delay, set the [Switch Common] tab's Detail Settings to [Show Interlocked Condition] or [Show In-Delay Status]. This will add the [Select State] choice. |

Continued

| Setting | | Description |
|---|---|---|
| Font | Font Type | When [Direct Text] is selected:<br>Select the font type as [Standard Font], [Stroke Font], or [Image Font].<br>• Standard Font<br>For a bit map font, you can choose the magnification level of the letters' height and width. When you magnify/shrink the letters, the outline may become rough or the letter may appear squished.<br>• Stroke Font<br>This is an outline font where the ratio of the character height/width is fixed. The letters will have a smooth outline even if you magnify/shrink them. However, this font uses more disk space on the GP.<br>• Image Font<br>Displays a Windows font as image data. Therefore, it cannot be edited as text data. This can only be selected when the Text Type is [Direct Text]. |
| | | **NOTE**<br>• Image Fonts are a main cause of large project files. Text used an Image Font has a size of 50 bytes per character string.<br>• When Image Font is selected, text cannot be set to Vertical.<br><br>When [Text Table] is selected:<br>Select the font type as [Standard Font] or [Stroke Font].<br>If you select [Stroke Font], the [Automatically Adjust Text Size] option appears. By selecting this option, the font size adjusts automatically to fit the text in the part. |
| | Size | Select the text size. Each font type has a different size range.<br>• Size<br>Standard Font: Depending on the font, you can either select the font size in 8 pixel increments, from [8 x 8] to [64 x 128] pixels, or select a fixed font size, [6 x 10], [8 x 13], or [13 x 23] pixels.<br>Stroke Font: 6 to 127<br>If you select [Automatically Adjust Text Size], you can adjust the [Maximum Size] and [Minimum Size].<br>• Fixed Size<br>Available when [Standard Font] is selected. You can choose between 6x10 dots, 8x13 dots, or 13x23 dots. This font supports single-byte characters only.<br>When using 6x10 fonts, you cannot set the [Text Attribute] to [Bold]. |

Continued

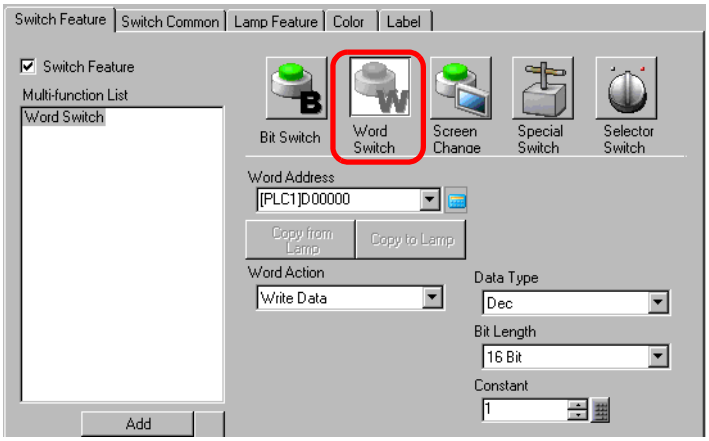
| Setting | | Description |
|---|---|---|
| Font | Display Language | Select the display language for the label from [ASCII], [Japanese], [Chinese (Simplified)], [Chinese (Traditional)], [Korean], [Cyrillic], or [Thai].<br>This can only be set when [Font Type] is [Standard Font] or [Stroke Font].<br>**NOTE**<br>• This cannot be set when [Text Table] is selected. |
| | Text Attribute | When [Font Type] is [Standard Font] or [Stroke Font], select from the following text attributes.<br>Standard Font: Choose from [Standard], [Bold], [Shadow]<br>(When using the [6x10] font size, select either [Standard] or [Shadow].)<br>Stroke Font: Choose from [Standard], [Bold], [Outline] |
| | Select Font | This appears when [Font Type] is set to [Image Font].<br>The [Font] dialog box appears. Select the font, style, and size.<br>  |
| Input Text Field | | If [Direct Text] is selected, input the character string. Up to 400 characters (100 characters per row, 4 rows) can be inputted. |
| Copy to All Labels | | Copies the text and fonts to all states in the [Select State] list.<br>**NOTE**<br>• This can not be used if the Lamp Feature is not set. |
| Clear All Labels | | Clear the contents of [Input Text Field] for all states. All of the [Label] tab's other setting, such as Font Type and Color, will remain the same.<br>**NOTE**<br>• This can not be used if the Lamp Feature is not set. |

Continued

| Setting | Description |
|---|---|
| Text Color | Set the display color for the text. |
| Background Color | Set the background color for the text. |
| Shadow Color | If the [Font Type] is [Standard Font], and [Shadow] has been selected from the [Text Attribute] menu, choose a color for the shadow. |
| Blink | Select whether or not the Part will blink, and the blink speed. You can choose different blink settings for [Text Color] and [Background Color].<br>**NOTE**<br>• There are cases where you can and cannot set Blink depending on the Display Unit and System Settings' [Color Settings].<br>☞"8.5.1 Setting Colors ■ List of Available Colors" (page 8-42) |
| Fixed Position | Set whether or not to fix the Label in the center of the Part. |
| Tracking | After the Part is placed, any changes made to the size or position will be copied to all the other states.<br>To change the size or position of an individual state's Label without affecting the other states, do not use this option.<br>**NOTE**<br>• When [Fixed Position] is set, this setting cannot be used.<br>• This cannot be set when [Text Table] is selected. |
| Line Spacing | Set a value from 0 to 255.<br>This cannot be set when [Font Type] is [Image Font]. |
| Align | Select the alignment of the text from [Align Left], [Align Center], or [Align Right].<br>When the [Font Type] is set to [Image Font], you can also select [Align on Both Sides]. |

## 10.14.2 Word Switch

### ■ Switch Feature

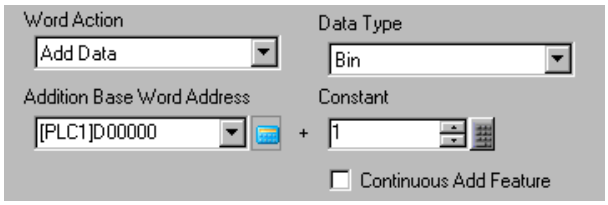



| Setting | Description |
|---|---|
| Word Address | Specify the Word Address where the data will be stored. |
| Word Action | Select the Word action.<br>• Write Data<br>Touch the Switch and data will be written to the device/PLC's address specified in [Word Address].<br>• Add Data/Subtract Data<br>Touch the Switch and the data value is added to (subtracted from) the data currently in the device's specified Word Address. The result is then written to the [Word Address].<br>☞" ◆ Add Data/Subtract Data" (page 10-60)<br>• Digit Addition/Digit Subtraction<br>Every time the Switch is pressed, the designated digit's data will be added (subtracted) by one and written to the [Word Address]. Only the specified digit will be increased or decreased, not affecting the rest of the value.<br>☞" ◆ Digit Addition/Digit Subtraction" (page 10-61)<br>• Operation<br>Performs a boolean logic operation (AND/OR/XOR) between the Word Address value and a constant. The result is stored back in the [Word Address].<br>☞" ◆ Operation" (page 10-62) |
| Data Type | Choose the constant's data type from [Dec], [BCD], or [Hex]. |
| Bit Length | Choose the constant's bit length from [16 Bit] or [32 Bit]. |

Continued

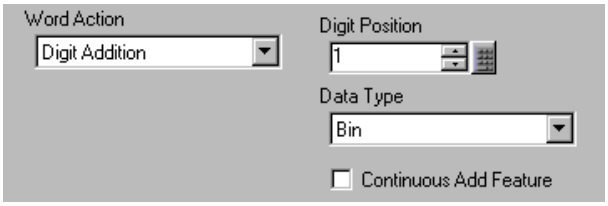
| Setting | Description |
|---|---|
| Constant | Set the value to write to the designated [Word Address].<br>Each [Data Type] has a different size range.<br><table><tr><td>Bit Length</td><td>Data Type</td><td>Constant</td></tr><tr><td rowspan="3">16 Bit</td><td>Dec</td><td>–32768 to 32767</td></tr><tr><td>BCD</td><td>0 to 9999</td></tr><tr><td>Hex</td><td>0 to FFFF</td></tr><tr><td rowspan="3">32 bit</td><td>Dec</td><td>–2147483648 to 2147483647</td></tr><tr><td>BCD</td><td>0 to 99999999</td></tr><tr><td>Hex</td><td>0 to FFFFFFFF</td></tr></table> |

### ◆ Add Data/Subtract Data




| Setting | Description |
|---|---|
| Addition Base Word Address (Subtraction Base Word Address) | The designated [Constant] is added to (subtracted from) this data, and the result is then written to [Word Address]. |
| Data Type | Choose the constant's data format from [Bin] or [BCD]. |
| Constant | Specify the value to be added/subtracted. Each [Data Type] has a different size range.<br><table><tr><td>Word Action</td><td>Data Type</td><td>Constant</td></tr><tr><td rowspan="2">Add</td><td>Bin</td><td>0 to 32767</td></tr><tr><td>BCD</td><td>0 to 9999</td></tr><tr><td rowspan="2">Subtract</td><td>Bin</td><td>0 to 32768</td></tr><tr><td>BCD</td><td>0 to 9999</td></tr></table> |
| Continuous Add Feature (Continuous Subtract Feature) | Select whether or not the add or subtract feature will act continuously (repeat function) while the Switch is pushed down.<br>**NOTE**<br>• If the Continuous Add Feature is set, the Delay Feature cannot be used.<br>• This will not function when the [OFF Detect] option is selected for [Touch Panel Detection] in the [System Settings] window, [Display Unit] page, [Operation] tab. |

### ◆ Digit Addition/Digit Subtraction




| Setting | Description |
|---|---|
| Digit Position | Select the position of the digit to be increased (decreased). Value can be from 1 to 4. |
| Data Type | Choose the data type from [Bin] or [BCD]. |
| Continuous Add Feature (Continuous subtract Feature) | Select whether or not the Digit Addition or Digit Subtraction feature will act continuously (repeat function) while the Switch is pushed down.<br>**NOTE**<br>• If the Continuous Add Feature is set, the Delay Feature cannot be used.<br>• This feature does not work if [Touch Panel Detection] is set to [Off Detect] in the [System Settings] window, [Display Unit] page, [Operation] tab. |

### ◆ Operation


| Setting | Description |
|---|---|
| Operation Base Word Address | Specify the Word Address to reference for the operation. The operation occurs with the data stored in the address designated here and the constant, and the result is then written to [Word Address]. |
| Operator | Select from [AND], [OR], or [XOR].<br>• AND (Logical AND)<br>Result is "0" when either of the two bits is "0", and "1" when both bits are "1".<br>• OR (Logical OR)<br>Result is "1" when either of the two bits is "1", and "0" when both bits are "0".<br>• XOR (Exclusive OR)<br>Result is "0" when both bits are the same value, and "1" when they are a different value.<br>For example, When [Operation Base Word Address] value is 5, [Constant] is 3<br>AND: Operation Base Word Address 0101, Constant 0011, Operation Result (Word Address) 0001 (1)<br>OR: Operation Base Word Address 0101, Constant 0011, Operation Result (Word Address) 0111 (7)<br>XOR: Operation Base Word Address 0101, Constant 0011, Operation Result (Word Address) 0110 (6) |
| Constant | Designate the operation value. The value range is 0 to FFFF. |

## ■ Switch Common/Lamp Feature/Color/Label

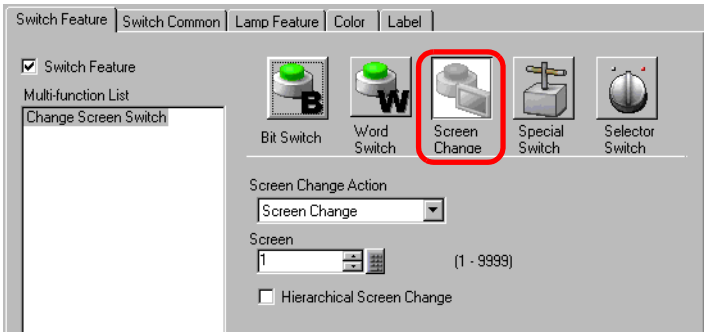
Configure settings that are common regardless of the type.

☞ "10.14.1 Bit Switch ■ Switch Common/Basic" (page 10-48)
☞ "10.14.1 Bit Switch ■ Lamp Feature/Basic" (page 10-51)
☞ "10.14.1 Bit Switch ■ Color" (page 10-54)
☞ "10.14.1 Bit Switch ■ Label" (page 10-55)

## 10.14.3 Change Screen Switch

Create a switch that changes the base screen.

### ■ Switch Feature




| Setting | Description |
|---|---|
| Screen Change Action | Select the Screen Change action.<br>• Change Panel<br>Touch the Switch, and the screen changes (jumps) to the specified screen.<br>• Previous Screen<br>Touch the Switch, and the previously displayed screen will reappear. For screens that are organized hierarchically, the screen one level up (the parent screen) will reappear. |
| Screen | Specify the number of the Screen you want to display from 1 to 9,999. This can only be set when [Screen Change Action] is set to [Screen Change]. |
| Hierarchical Screen Change | You can set a level hierarchy to the Screen Change. This can only be set when [Screen Change Action] is set to [Screen Change]. A maximum of 32 levels can be set. |

### ■ Switch Common/Lamp Feature/Color/Label

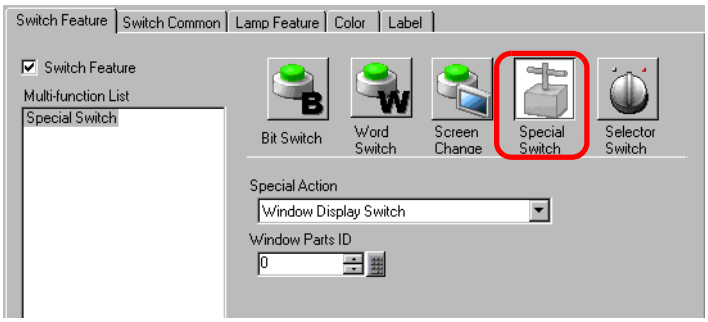
Configure settings that are common regardless of the type.

☞ "10.14.1 Bit Switch ■ Switch Common/Basic" (page 10-48)
☞ "10.14.1 Bit Switch ■ Lamp Feature/Basic" (page 10-51)
☞ "10.14.1 Bit Switch ■ Color" (page 10-54)
☞ "10.14.1 Bit Switch ■ Label" (page 10-55)

## 10.14.4 Special Switch

Create a Switch with special features.

### ■ Switch Feature

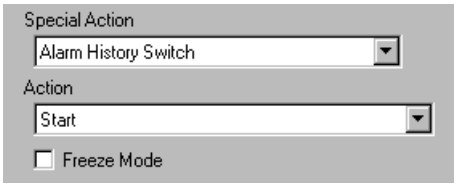


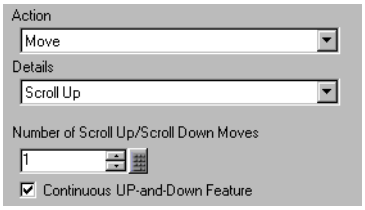

| Setting | Description |
|---|---|
| Special Action | Select the Special action.<br>• Window Display Switch<br>This is the same as the Switch attached to a Window part which triggers the Window. Press the Switch and the designated Window displays. Press it again and the Window closes.<br>• Alarm History Switch<br>This is the same as the Switch which is attached to the Alarm part. Creates a Switch to manage (Acknowledge/Move/Clear) the displayed Alarm History.<br>☞" ◆ Alarm History Switch" (page 10-66)<br>• Text Alarm Switch<br>This is the same as the Switch which is attached to the Text Alarm part. Creates a Switch to show the displayed Text Alarm's scroll or Sub Screen.<br>☞" ◆ Text Alarm Switch" (page 10-67)<br>• Historical Trend Graph Switch<br>This is the same as the Switch which is attached to the Historical Trend Graph. Creates a Switch to display and scroll through historical data.<br>☞" ◆ Historical Trend Graph Switch" (page 10-67)<br>• Sampling Data Display Switch<br>This is the same as the Switch which is attached to the Sampling Data Display part. Creates a Switch to scroll through a Sampling Data Display.<br>☞" ◆ Sampling Data Display Switch" (page 10-68)<br>• File Item Switch<br>This is the same as the Switch which is attached to the Special Data Display [Filing]. Creates a Switch to transfer filing data, scroll through a Filing Display, etc.<br>☞" ◆ File Item Switch" (page 10-68)<br>• File Manager Display Switch<br>This is the same as the Switch which is attached to the Special Data Display [File Manager]. Creates a Switch to display the File Manager on the screen. |

Continued

| Setting | Description |
|---|---|
| Special Action | • Data Transfer Switch<br>This is the same as the Switch which is attached to the Special Data Display [Data Transmission].<br>Creates a Switch to transfer CSV data, scroll through a Data Transfer Display, etc.<br>☞" ◆ Data Transfer Switch" (page 10-69)<br>• Switch for CSV Display<br>This is the same as the Switch which is attached to the Special Data Display [Show CSV].<br>Creates a Switch to scroll through a CSV Display or print CSV data.<br>☞" ◆ Switch for CSV Display" (page 10-69)<br>• Movie Player Switch<br>This is the same as the switch attached to the movie player. Create the switch to operate the screen for movie playback.<br>☞" ◆ Movie Player Switch" (page 10-70)<br>• Start monitor switch<br>Create a switch to display the Device monitor and the Ladder monitor on the screen.<br>☞" ◆ Start Monitor Switch" (page 10-72)<br>• Start Application<br>Create a switch to directly specify and start the application executable file when using WinGP. You can specify the start up parameters and watch for multiple instances.<br>☞" ◆ Start Application Switch" (page 10-73)<br>• Exit WinGP<br>Create a switch to exit WinGP.<br>☞" ◆ Exit WinGP+" (page 10-73)<br>• Remote PC Access window display Switch<br>This is the same as the switch attached to the Remote PC Access Window Display. Display the RPA Window Screens on the screen.<br>☞"35.3 Display/Operate the computer screen on the GP" (page 35-4)<br>• Reset<br>Create a switch to reset the Display.<br>• Offline<br>Create a switch to transfer to offline mode (no communication with the device/PLC) for the Display.<br>**NOTE**<br>• [Reset] and [Offline] cannot to be a multifunctional switch (multiple operations with one switch). |
| Window Parts ID | Set the ID of the Window to display when the switch is touched. This can be set from 0 to 383. |

### ◆ Alarm History Switch



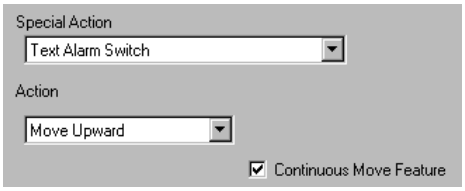

| Setting | Description |
|---|---|
| Set Editor Language | Select the alarm history switch operation: [Start], [End], [Acknowledge], [Move], [Clear], [Sort],[Scroll], [Sub Display], or [Alarm Number Acquisition Key]. |
| Freeze Mode | When the [Action] is [Start], designate whether or not to use Freeze Mode (stops the Alarm display in the current state and does not perform updates). |
| Detail Action | When [Action] is selected as [Acknowledge], [Move], [Clear], or [Sort], select the details.<br>• Acknowledge<br>Choose from [Acknowledge] or [Check All].<br>• Move<br>Choose from [Move Upward], [Move Downward], [Scroll Up], or [Scroll Down].<br>  <br>• Clear<br>Select from [Clear], [Clear All], [Clear Recovered Alarm], [Clear Acknowledged Alarm], [Clear All Recovered Alarms], [Clear All Acknowledged Alarms], [Clear All Number of Occurrences], [Clear Individual Number of Occurrences], [Clear All Accumulated Time], or [Clear Individual Accumulated Time].<br>• Sort<br>Choose from [Sort by Triggered Date and Time], [Sort by Number of Occurrences], [Sort by Accumulated Time], [Alarm Sort by Registration Order], [Sort by Level & Date and Time], [Sort by Level & Number of Occurrences], or [Sort in Reverse].<br>• Scroll<br>Select either [Scroll Right] or [Scroll Left]. |
| Continuous Move Feature | When [Detail Action] is selected as [Move Upward] or [Move Downward], select whether or not to move continuously while the Switch is pressed.<br>This function does not exist on the Alarm part. |



Continued

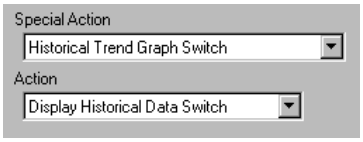
| Setting | Description |
|---|---|
| Number of Scroll Up/ Scroll Down Moves | When [Detail Action] is [Scroll Up] or [Scroll Down], set the number of moves the Switch will scroll when pressed once. The value can be from 1 to 768. |
| Continuous Up-and-Down Feature | When [Detail Action] is selected as [Scroll Up] or [Scroll Down], select whether or not to scroll up (or down) continuously while the Switch is pressed.<br>This function does not exist on the Alarm part. |

### ◆ Text Alarm Switch




| Setting | Description |
|---|---|
| Set Editor Language | Choose the action from [Move Upward], [Move Downward], [Scroll Up], [Scroll Down], [Sub Display], or [End]. |
| Continuous Move Feature | When [Action] is selected as [Move Upward] or [Move Downward], select whether or not to move continuously while the Switch is pressed.<br>This function does not exist on the Text Alarm part. |
| Number of Scroll Up/ Scroll Down Moves | When [Action] is [Scroll Up] or [Scroll Down], set the number of moves the Switch will scroll when pressed once. The value can be from 1 to 512. |
| Continuous Up-and-Down Feature | When [Action] is selected as [Scroll Up] or [Scroll Down], select whether or not to scroll up (or down) continuously while the Switch is pressed.<br>This function does not exist on the Text Alarm part. |

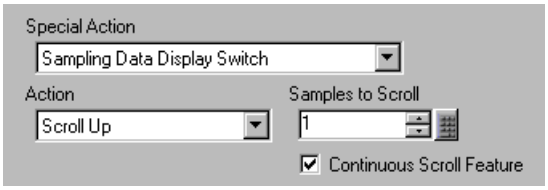
### ◆ Historical Trend Graph Switch




| Setting | Description |
|---|---|
| Set Editor Language | Select the Display Historical Data switch operation for the Historical Trend Graph: [Display Historical Data Switch], [Scroll for Old Data], [Scroll for New Data], [Zoom Display], and [Zoom Out Display]. |
| Samples to Scroll | When [Action] is [Scroll for the Old Data] or [Scroll for New Data], set the number of samples to scroll with one touch. The value can be from 1 to 65,535. |
| Continuous Scroll Feature | When [Action] is [Scroll for the Old Data] or [Scroll for New Data], designate whether or not to scroll continuously when the Switch is pressed.<br>This feature does not exist on the Historical Trend Graph part. |

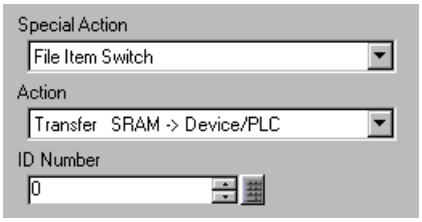
Continued

### ◆ Sampling Data Display Switch



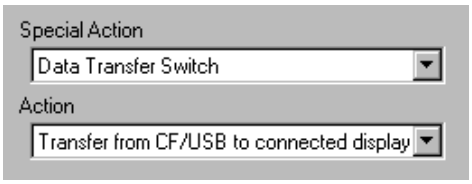

| Setting | Description |
|---|---|
| Set Editor Language | Choose the action from [Scroll Up], [Scroll Down], [Scroll Left], or [Scroll Right]. |
| Samples to Scroll | Set the number of samples to scroll when pressed once. The setting range is 1 to 65,535 for [Scroll Up] and [Scroll Down], and 1 to 514 for [Scroll Left] and [Scroll Right]. |
| Continuous Scroll Feature | Designate whether or not to scroll continuously when the Switch is pressed.<br>This function does not exist on the Sampling Display part. |

### ◆ File Item Switch



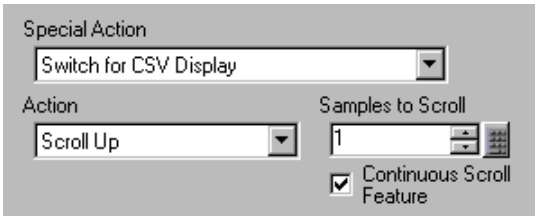

| Setting | Description |
|---|---|
| Set Editor Language | Select the action from [Transfer SRAM→Device/PLC], [Transfer SRAM→Internal Device], [Transfer Device/PLC→SRAM], [Transfer Device/PLC→Internal Device], [Transfer Internal Device→SRAM], [Transfer Internal Device→Device/PLC], [Move Upward], or [Move Downward]. |
| ID Number | Set the ID number of the Special Data Display [Filing] you want to operate with the Special Switch. The value can be from 0 to 255. |
| Number of Moves | When [Action] is [Move Upward] or [Move Downward], set the number of moves for one touch from 1 to 2,048. |
| Continuous Move Feature | When [Action] is selected as [Move Upward] or [Move Downward], select whether or not to move continuously while the Switch is pressed. This feature does not exist on a Special Data Display [Filing]. |

### ◆ Data Transfer Switch



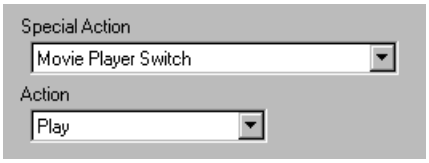

| Setting | Description |
|---|---|
| Set Editor Language | Select the switch to operate the Special Data Display [Data Transmission] from [Transfer to CF/USB→Device/PLC], [Transfer to Device/PLC→CF/USB], [Scroll Up], [Scroll Down] or [CSV Data Display]. |
| Samples to Scroll | When [Action] is [Scroll Up] or [Scroll Down], set the number of moves for one touch from 1 to 100. |
| Continuous Scroll Feature | When [Action] is selected as [Scroll Up] or [Scroll Down], select whether or not to move continuously while the Switch is pressed.<br>This feature does not exist on a Special Data Display [Data Transmission]. |

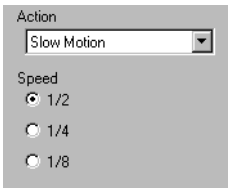
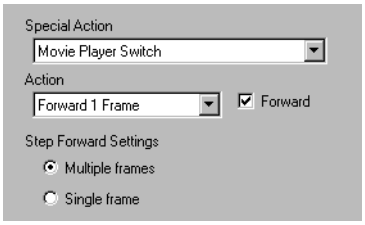
### ◆ Switch for CSV Display



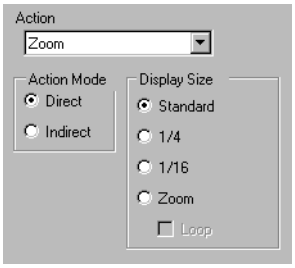

| Setting | Description |
|---|---|
| Set Editor Language | Choose the action from [Scroll Up], [Scroll Down], [Scroll Left], [Scroll Right], [Print-All], or [Print-Display]. |
| Samples to Scroll | When [Action] is [Scroll Up], [Scroll Down], [Scroll Left], or [Scroll Right], set the number of moves for one touch from 1 to 1,000. |
| Continuous Scroll Feature | When [Action] is selected as [Scroll Up], [Scroll Down], [Scroll Left], or [Scroll Right], select whether or not to move continuously while the Switch is pressed.<br>This feature does not exist on a Special Data Display [Show CSV]. |

### ◆ Movie Player Switch



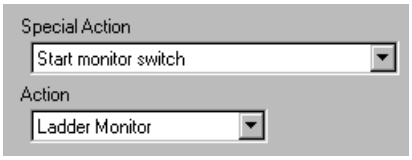

| Setting | Description |
|---|---|
| Set Editor Language | Select the switch function for playing a movie with [Movie Player] from [Play], [Stop], [Pause], [Fast Forward], [Rewind], [Slow Motion], [Forward 1 Frame], [Back 1 Frame], [Change Movie], [Zoom], [Move], or [Video Display]. |
| Speed | When selecting [Slow Motion] under [Action], specify the play speed from [x 1/2], [x 1/4] or [x 1/8]<br>  |
| Step Forward Settings | When the [Action] is set to [Forward 1 Frame], select [Frame Width (Large)] or [Frame Width (Small)]. This setting can be used only during [Pause].<br>  |
| Forward(Backward) | When selecting [Forward 1 Frame] (or [Back 1 Frame]) under [Action], while holding down the switch, specify whether to continuously forward (or reverse) the movie frame by frame. |

Continued

<table>
<tr><th>Setting</th><th>Description</th></tr>
<tr><td>Detail Action</td><td>When selecting [Change Movie] under [Action], select [Next], [Previous], or [Specification Number].<br>• Loop<br>When selecting [Next] or [Previous], specify whether to perform a loop operation.<br>• Specify Range<br>Specify the Index Number from 0 to 99 for the movie file to be played.<br><br>When selecting [Move] under [Action], select [Top], [Bottom], [Left], or [Right]. The following describes the range in which a movie can be moved at one time.<br><br>
<table>
<tr><th>Direction</th><th>When playing an SDX file</th><th>When playing a video</th></tr>
<tr><td>Landscape direction</td><td>2 dots</td><td>2 dots</td></tr>
<tr><td>Portrait direction</td><td>Normal size<br>2 dot units<br>1/4 and 1/16 sizes<br>1 dot</td><td>1 dot</td></tr>
</table>
<br>• Continuous<br>While holding down the switch, specify whether to move the movie.</td></tr>
<tr><td>Detail Action</td><td>When selecting [Video Display] under [Action], select [Video ON], [Video OFF], or [Video ON/OFF].</td></tr>
<tr><td>Action Mode</td><td>When selecting [Zoom] under [Action], select [Direct] or [Indirect].<br>• Display size<br>When selecting [Direct], select the display size from [Normal], [1/4], [1/16], or [Zoom].<br>[Zoom] zooms a movie in or out in the order of "Normal -> 1/4 -> 1/16 -> 1/4 -> Normal..." each time the switch is pressed. When [Loop] is selected, the movie is zoomed in and out in the order of "Normal -> 1/4 -> 1/16 -> Normal -> 1/4...".<br> 

<br>• Word Address<br>Designate an address to store the display size when [Indirect] is selected. The display sizes are as follows.<br>0: Standard<br>1: 1/4<br>2: 1/16<br>3 to 0xFFFE: Reserved (no change)<br>0xFFFF: Normal (return to the main screen)</td></tr>
</table>

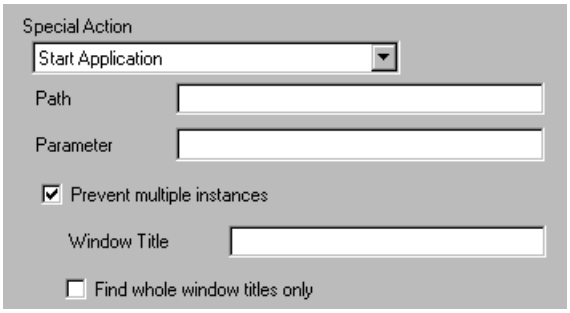
### ◆ Start Monitor Switch




| Setting | Description |
|---|---|
| Set Editor Language | Select from [Ladder monitor], [Ladder monitor (Cache)] or [Device monitor].<br>• Ladder monitor<br>Start the ladder monitor screen. The ladder is displayed after start and [Read]. The ladder is not displayed at start up.<br>• Ladder monitor (Cache)<br>Displays the previous ladder saved on the CF card upon exiting.<br>• Device monitor<br>Start the Device monitor screen.<br>☞"A.2 Monitoring the Value of Device Addresses (Device monitor)" (page A-47)<br>**NOTE**<br>• To use the Ladder monitor, you need the ladder monitor tool (sold separately) on your PLC. Refer to the ladder monitor operation manual in the ladder monitor CD-ROM. |

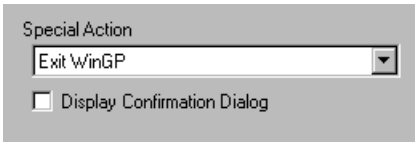
### ◆ Start Application Switch

Use the Start Application switch for starting the application by touch when using WinGP.




| Setting | Description |
|---|---|
| Path | Input the absolute path of the executable file (.exe) that you want to start. You can input up to 255 characters. |
| Parameter | Input the argument of the executable file on start up. You can input up to 255 characters. |
| Prevent multiple instances | Set [Window Title] to watch multiple instances. You can input up to 63 characters.<br>If a window matching [Window Title] is found, the application does not start. If no settings are specified in [Window Title], multiple instances are allowed. |
| Find whole window titles only | If a window matching the title specified in [Window Title] is found, the specified application does not start. |

### ◆ Exit WinGP+




| Setting | Description |
|---|---|
| Confirm | Display the acknowledge message when exiting WinGP. |

## ■ Switch Common/Lamp Feature/Color/Label

Configure settings that are common regardless of the type.

☞ "10.14.1 Bit Switch ■ Switch Common/Basic" (page 10-48)
☞ "10.14.1 Bit Switch ■ Lamp Feature/Basic" (page 10-51)
☞ "10.14.1 Bit Switch ■ Color" (page 10-54)
☞ "10.14.1 Bit Switch ■ Label" (page 10-55)

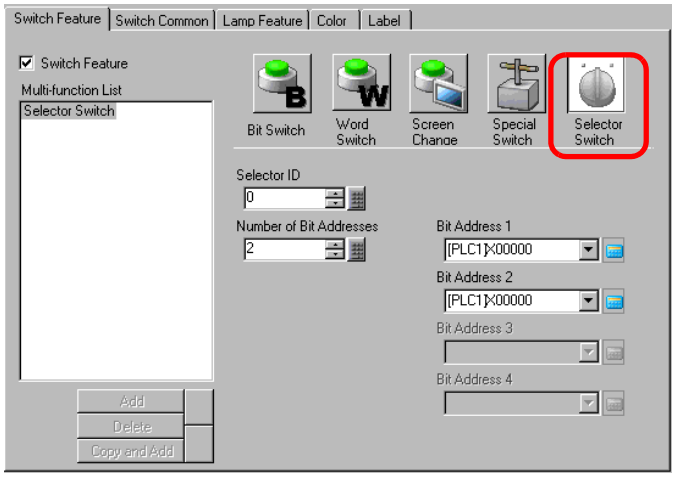
## 10.14.5 Selector Switch

Create a Rotary Selector Switch (a switch which turns ON bits in order with each touch).

NOTE

- After the power is turned ON and you touch the Selector Switch, the data for each set bit address is read from the device/PLC, that information is stored inside the GP, and at the same time the Selector action occurs (the bit following the currently selected bit address turns ON). After that, the Selector action occurs without reading the device/address data, based on information stored in the GP (which bit address was ON last time). After the first touch, even if the bit address data changes, it will not be reflected right away in the Selector Switch. Data will be overwritten the next time you touch the Switch.
- When setting the addresses of multiple devices/PLCs, if a communication error occurs in one of the devices, writing will continue normally to that device until the write occurs, and a write error will be displayed at the time of writing to the device. The displayed write error will be erased once you change screens after communication recovers.

### ■ Switch Feature




| Setting | Description |
|---|---|
| Selector ID | Set the Selector ID number. The value can be from 0 to 2,047. |
| Number of Bit Addresses | Set the number of bit addresses to operate in a single Selector Switch from 2 to 4. |
| Bit Address 1 to 4 | Set the bit addresses for the amount designated in [Number of Bit Addresses]. |

### ■ Switch Common/Lamp Feature/Color/Label

Configure settings that are common regardless of the type.

☞ "10.14.1 Bit Switch ■ Switch Common/Basic" (page 10-48)
☞ "10.14.1 Bit Switch ■ Lamp Feature/Basic" (page 10-51)
☞ "10.14.1 Bit Switch ■ Color" (page 10-54)
☞ "10.14.1 Bit Switch ■ Label" (page 10-55)

## 10.15 Restrictions for Switches

- As the display unit utilizes analog touch panel technology, please avoid touching multiple spots simultaneously (two or three-point touch.)
- Please be careful when handling momentary switches. While holding down a momentary switch and you hold down another touch area unoccupied by any switches, even though you release the momentary switch it will remain on until the other touch area is also released.
- Immediately after changing screens, in order to draw the new screen, Switches may be disabled.
- When operating on the bit of device/Word Address with a [Bit Set], [Bit Reset], or [Bit Momentary] switch, all other bits in the Word Address will be turned OFF. For Internal Device Word Addresses, you can only operate on the specified bit.
- If you change screens from the device/PLC while a [Bit Momentary] switch is pushed, the specified bit will turn OFF.
- For the Bit Switch [Bit Invert] and [Comparison] functions and the Word Switch [Add Data/ Subtract Data] and [Operation] functions, data is read into the PLC or other connected device after the screen has changed. The data used by the process is the data that was current when the Switch was pressed. If a switch is pushed immediately after the screen changes, it is possible that invalid data will be written because the valid data has not yet been read. If you press a switch immediately after the screen changes, please set that switch's address to the read area.
- For the Bit [Bit Invert] and [Comparison], and the Word [Add Data/Subtract Data] and [Operation], the write action occurs for data read from the device/PLC. A Switch pressed rapidly in succession may write to the device/PLC before the value can be read. Therefore, sometimes the value will not reflect the actual amount of times the Switch was pressed.
  (For example, 1) If you push an [Add Data] Switch which adds +1 to a Word data two times in rapid succession, it may not add +2 to the data.
  (For example, 2) If the same Word Address contains 2 bit switches (bit [0] and bit [1]) and both switches are pushed in rapid succession, in some cases the bits will not toggle as normal.
- For a Word [Add Data/Subtract Data], if the [Data Type] is BCD and the result of an operation is a negative value, it will be treated the following way.
  For example, 1 - 10 = 9991 (10001 - 10)
  9 - 10 = 9999 (10009 - 10)
- When a Word [Add Data/Subtract Data] or [Digit Addition/Digit Subtraction] is set with the Continuous feature, the Delay feature can not be used.
- When a Word [Add Data/Subtract Data] or [Digit Addition/Digit Subtraction] is set with the Continuous feature, data writing that depends on communication with the device/PLC is sometimes temporarily interrupted.
- While a Switch is pressed, its color is displayed in reverse. The Reverse Display color cannot be changed.
- When the Lamp Feature is set, Reverse Display will not function. Also, when a Switch is pressed (during Reverse Display), it cannot change to Interlocked Condition Display or In-Delay Status Display. The Part's color display has the following priority order.
  (1) Interlocked Condition Display High Priority
  (2) In-Delay Status Display ↕
  (3) Reverse Display or Lamp Display Low Priority

- When you select an Image Part (BPD file) from [Select Shape], the color is set on the Image Part itself, therefore the color can not be changed.
- A Part's reduction is sometimes limited according to the label's size (number of characters and rows).
- When using [Text Table] on the Label Settings, the placed part will be displayed corresponding to the size of the Characters x Number of Rows. Even if the table changes, the size will not.
- Label text that is displayed in the screen creation software and the way text is actually displayed on the GP may be different.
- Switches set up with the interlock feature will not operate during a screen change or power up sequence when communication does not occur with the device/PLC address defined in the [Interlock Address]. If the associated address is an internal address, then the interlock switch will operate properly.

## 10.15.1 Restrictions on the Delay Feature

- The [Selector Switch] cannot use the Delay feature.

### ■ ON Delay

- If you take your finger off the switch before the Switch feature is enabled, it will have no effect.In that case, the rem’s appearance (color, label) will remain in the normal state and the buzzer will not sound.
- If the Interlock feature is set, when Interlock is enabled, the ON Delay action will not occur. Also, if Interlock is enabled during the ON Delay action (wait state), the wait state is canceled and the action does not occur.
- If the screen changes or the Window closes during the ON Delay action (wait state), the wait state is canceled at the change time and the action does not occur.
- If a bit operation occurs from the device/PLC during the ON Delay action (wait state), the ON Delay feature is disabled.

### ■ OFF Delay

- For [Bit Momentary], the designated bit turns OFF. For [Bit Set], [Bit Invert], [Word Switch], etc., Switches that do not have the Momentary action can not turn OFF.
- If the screen changes during the OFF Delay action (OFF wait state), the screen changes after the OFF wait state is over. Also, if a switch is on the window during the OFF Delay action, the window will close after the OFF wait state is over.
- If a screen change request from the device/PLC occurs during the OFF Delay action, touch is disabled for the period of the delay time starting from after the screen change request.

### ■ Double Touch

- If the specified time passes, the second touch has no effect.
- If the Interlock feature is set, when Interlock is enabled, the double touch wait state will not occur. Also, when Interlock is enabled during the double touch wait state, the 2nd touch cannot occur so the Switch will not become enabled.
- If you touch a different Switch during the designated time, the double touch wait state is canceled.
- If the screen changes or the Window closes during the designated time, the double touch wait state is canceled at the change time.

### 10.15.2 Restrictions on the Multifunction Feature

- A single Switch can be set with a maximum of 16 switch features.
- The Screen Change action is handled last. You cannot change the order.
- The following Switch features cannot be used for multifunction.
  - Bit Switches set with the Group feature ([Group] or [Group with Auto OFF])
  - Special [Reset Display Unit] or [Offline] Switch
  - Selector Switch
- The following Switch features cannot be set multiple times on the same Switch
  - Special Switch
  - Change Screen Switch
  - A Switch not set with Multifunction
- Even if you have a bit switch set with [Bit Momentary] in the middle of its multiple features, the buzzer will only ring while the Switch is pressed.

### 10.15.3 Group Function Limitations

- You cannot turn a Switch that uses the Group feature into a multifunction Switch (where a single Switch executes multiple features).
- Even if you set a Switch on the Base Screen and a Switch on the Window Screen which it calls to the same Group Number, the two switches will not be handled as the same Group.
- The Group Number for [Group] and [Group with Auto OFF] are handled as different entities.
- When you set [Group with Auto OFF], the bit will automatically turn OFF when the screen changes. Even if it is placed on the window, the bit will be turned OFF when the window closes.