

Chapter 4

Operation/Guide Screen

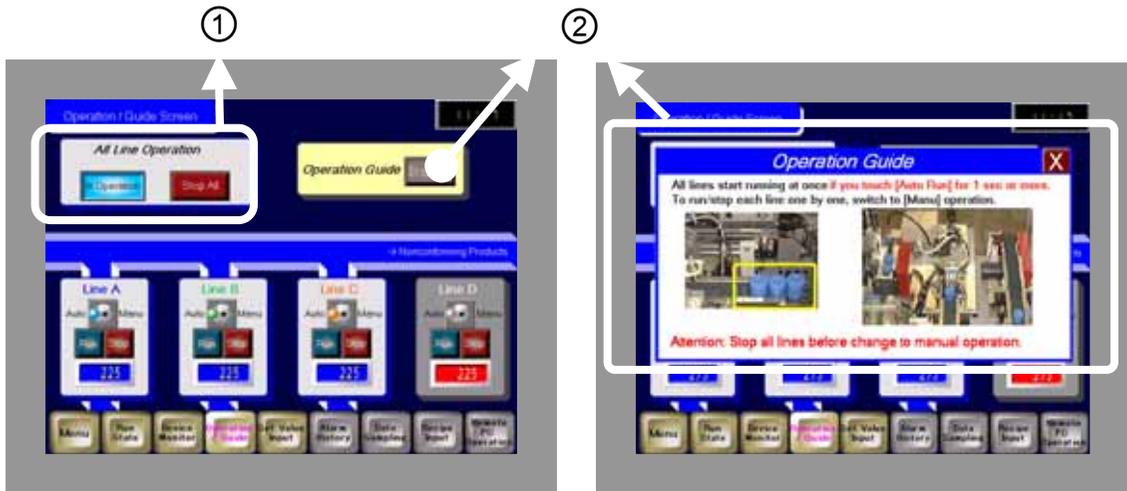
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Instruction

Operation / Guide Screen

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



Hiding Operation Guide

Showing Operation Guide

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

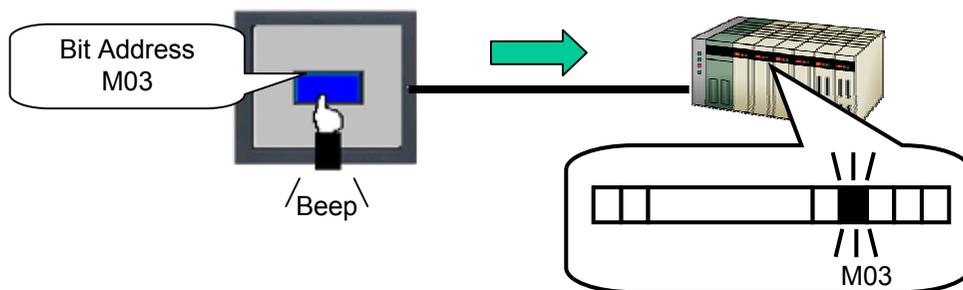


- 2) Place a switch to display the operation guide and Display the operation guide window.
(→ See page 4-6.)

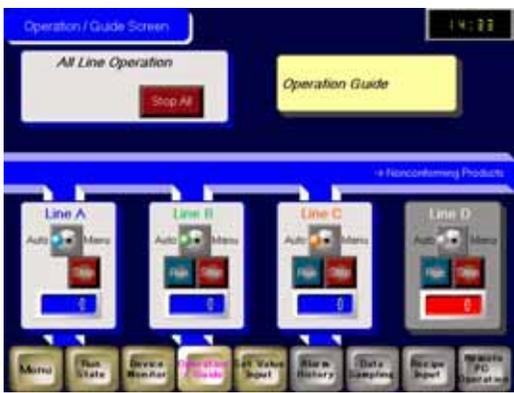


✓ Practice **Let's Create Auto Run Switch**

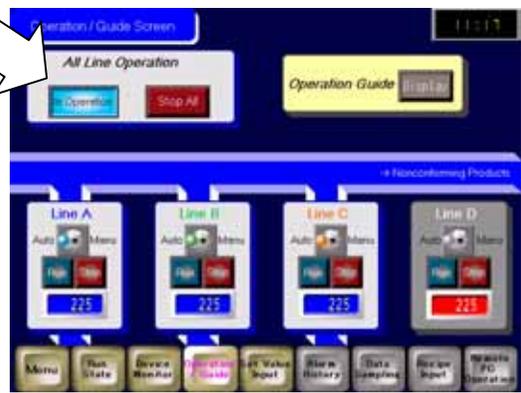
You can operate a bit address in a device/PLC by touching a switch.



<Practice Screen>



<Completed Screen>



- [Setup Procedure]
1. Open the base screen "4".
 2. Place and set the Bit Switch.

★ **One Point**

Bit Action

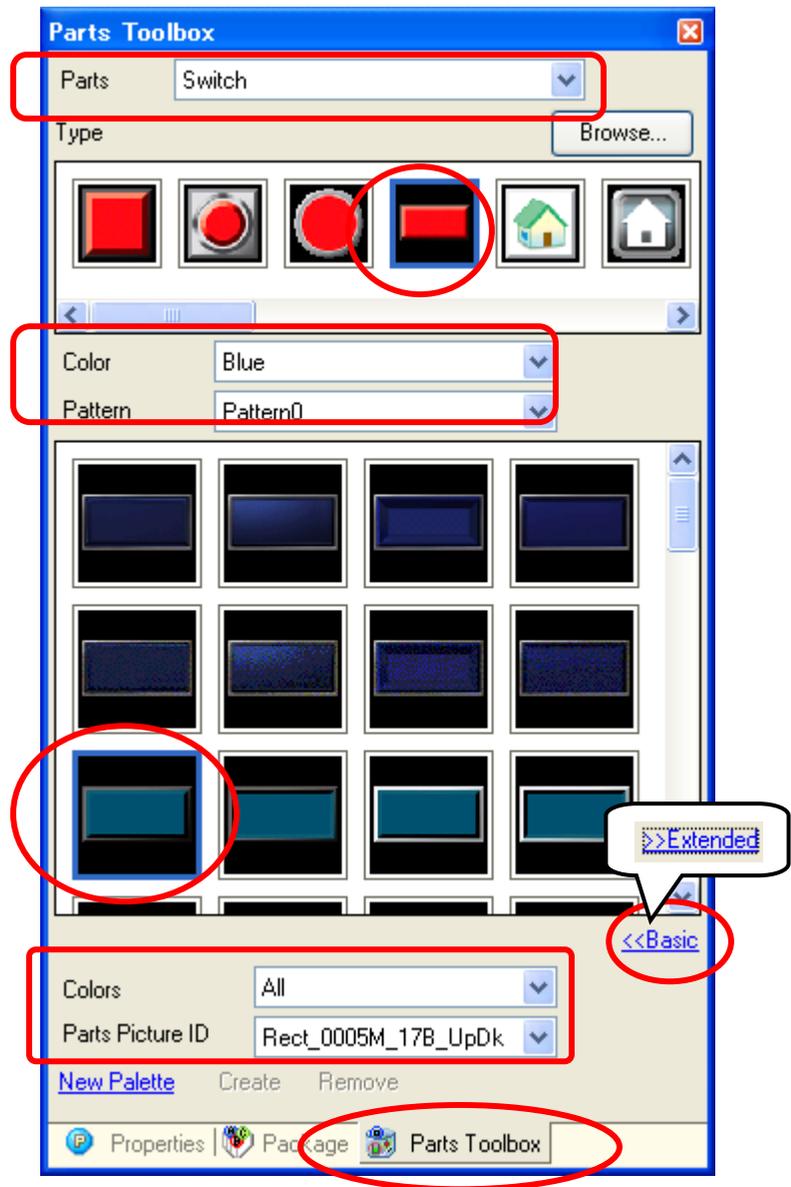
There are 4 actions for Bit Switch.

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

(1) Select/Place Switch

- 1) Open the base screen "4".
- 2) Select a shape from the Parts Toolbox as specified as specified in the right figure and drag and drop it on the base screen.

To show the Colors and Parts Picture ID, click [Basic].



Setting Example



(2) Switch Feature

Select the placed switch and edit the Switch and Lamp features in the Properties window.

Set the labels for both the ON and OFF states as follows.

Label	
Text Type	Direct Text
Fixed Position	ON
OFF	
Text	Auto Run
Font Type	Image Font
Automatically Adjust Te	OFF
Select Font	Microsoft Sans Serif 11 pt
Alignment	Align Center
Text Color	□ 7
Blink	None
Background Color	Transparent
ON	
Text	In Operation
Font Type	Image Font
Automatically Adjust Te	OFF
Select Font	Microsoft Sans Serif 10 pt
Alignment	Align Center
Text Color	■ 0
Blink	None
Background Color	Transparent

Properties

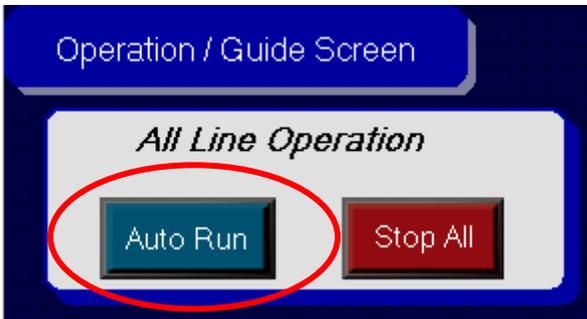
Switch/Lamp

Attribute Name	Value
Switch Feature	Enable
Bit Switch	
Bit Action	Bit Momentary
Bit Address	[PLC1]M018
Include in Operation Lo	OFF
Switch Common	
Interlock Feature	
Delay Feature	Enable
Delay Action	ON Delay
Delay Time	1
Lamp Feature	
Lamp Feature	Enable
Bit Address 1	[PLC1]M0115
Color	
Label	
Animation	

Delay Feature

Properties Package Parts Toolbo

Setting Example



Check the performance in the Simulation mode.



Or F12 key

★ One Point

Security features of Switch (Switch Common)

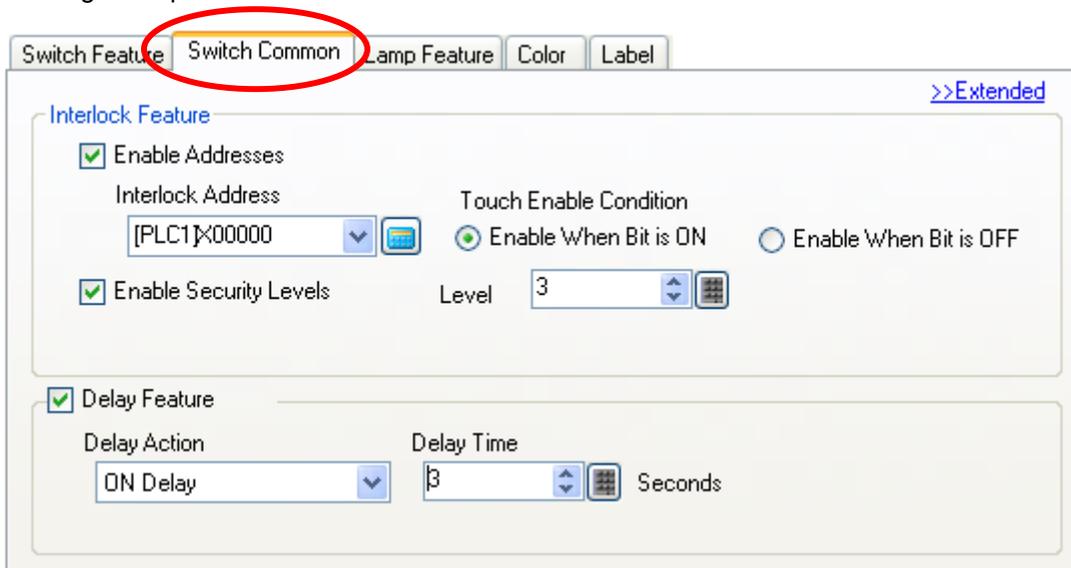
Interlock Feature

The Interlock feature allows you to operate the switch only when the specified bit is on or when off. You can set when the switch is enabled according to the device status.

Delay Feature

The Delay feature delays the effect of touching the switch after the specified amount of time. This feature helps you prevent accidental operation.

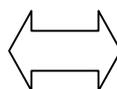
Setting Example



When setting multi-functions on a switch, these features are applied in common to all switch functions.

Moreover, you can show/hide a switch by turning a bit on/off using the Animation feature, and also set the security levels to restrict operation authority on a switch. (See Chapter 3 for Animation, Chapter 8 for Security)

Visible (Operable)



Invisible (Inoperable)

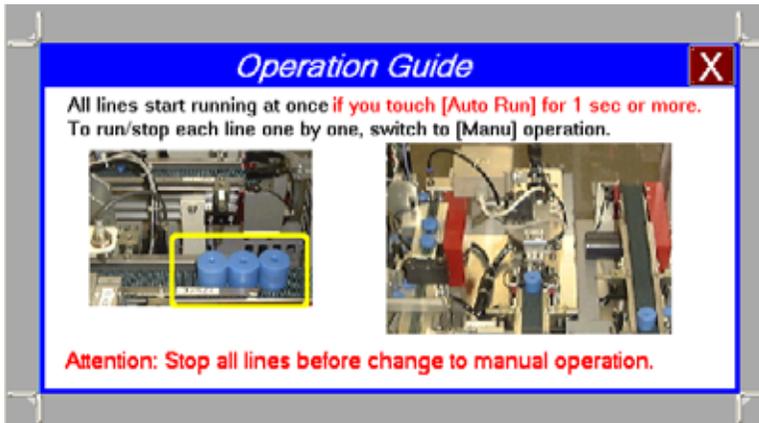


✓ Practice **Let's Display Operation Guide Window**

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

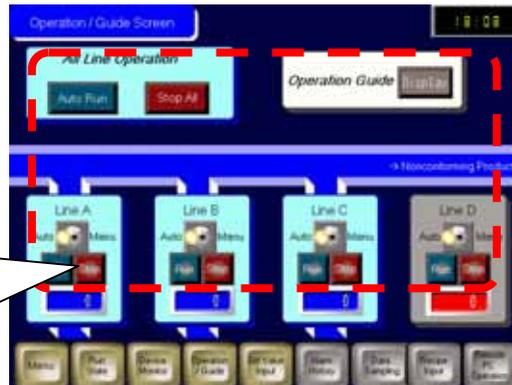
Setup Procedure of Window Display

- 1) Create a window screen.



- 2) Drag and drop the window screen on a base screen which calls the window screen.

Or, place a Window part.



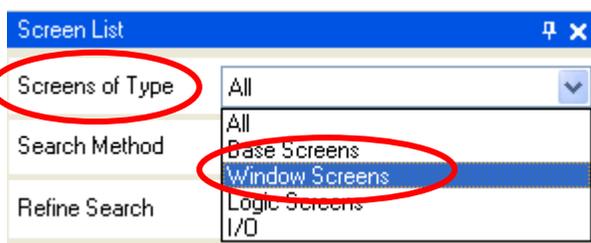
- 3) Set the Window screen's action type.

Bit Action: Displays the Window by changes in the specified bit address
 Word Action: Displays the Window by changes in the specified word address
 Activate Switch: Displays the Window by a touch of the switch on the screen

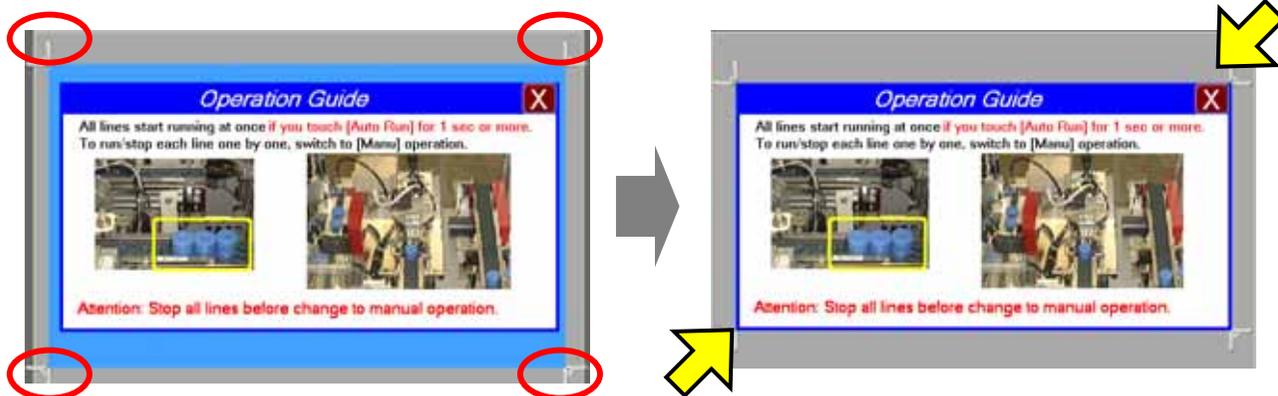
If you select "Activate Switch," a Window Display Switch is created.

(1) Create Window Screen

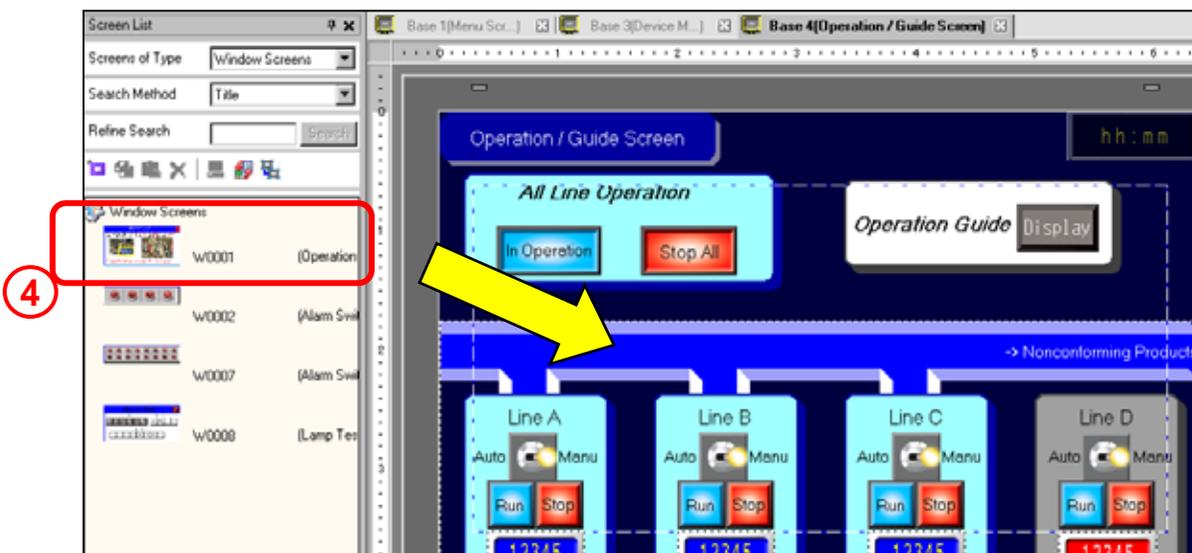
- 1) Open the base screen "4".
- 2) On the Screen List window, select "Window Screens" in Screens of Type and open the window screen "1: Operation Guide."



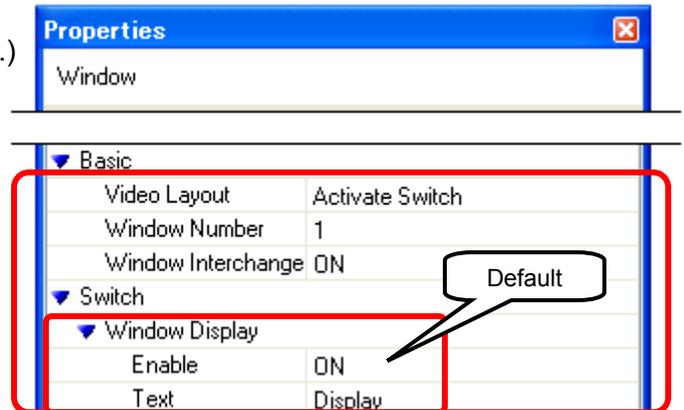
- 3) Adjust the size of the window by dragging the corners.



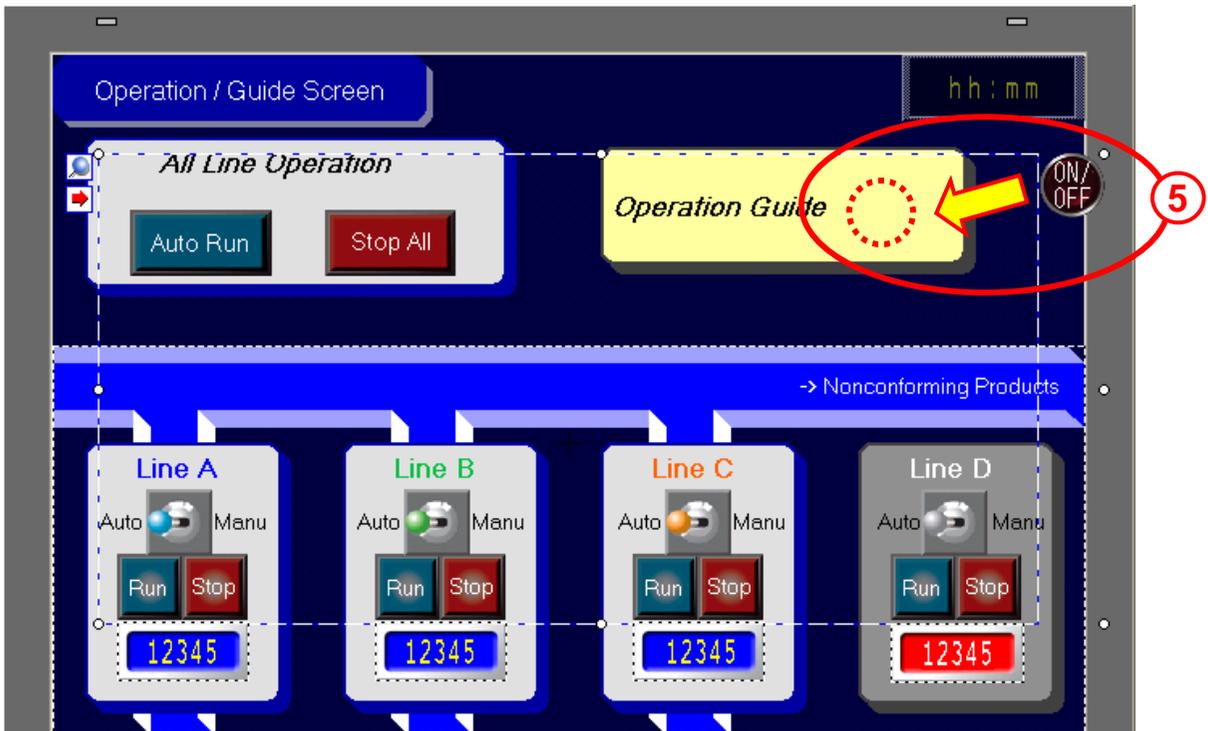
- 4) Display the base screen "4" in front and drag and drop "W0001 Operation Guide" from the Screen List onto the base screen.



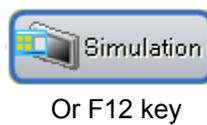
- 5) Select the window and edit it in the Properties window as shown in the right figure.
 (Keep the default values on hidden items.)



- 6) Select the Window Display Switch placed on the top right of the window and drag it to the position shown below.



Check the performance in the Simulation mode.



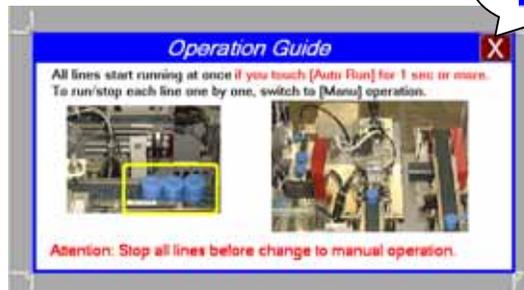
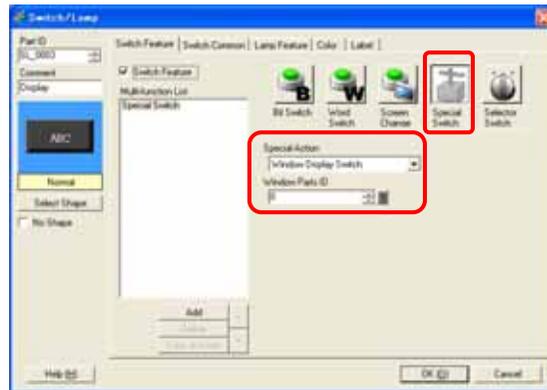
Window Display Switch



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

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

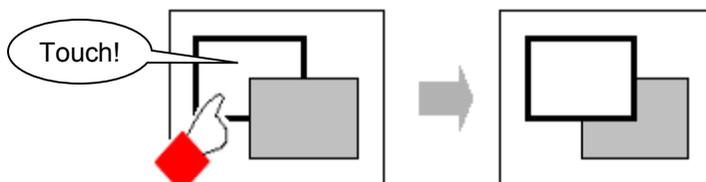
In this practice project file, as the Window Display Switch placed on the base screen "4" is hidden behind the window itself calls, a Special Switch is arranged on the top right of the window screen "1" to hide the window.



★ One Point

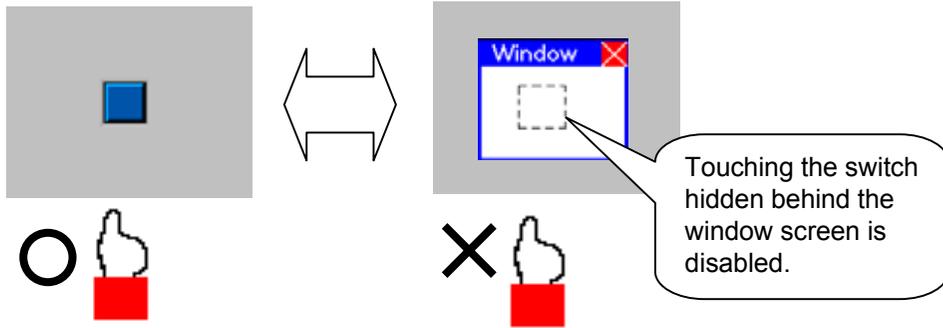
Window Interchange

If you check "Window Interchange" in case of creating several windows, the touched window will come to the front.



NOTE

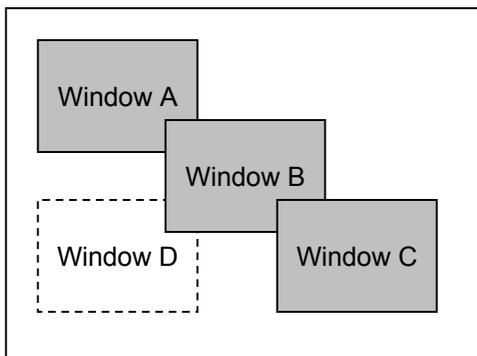
When the switch is behind the window screen and hidden, the switch is disabled. Please be sure to place the switch not to hide behind the window screen if you need to operate with the switch while displaying the window screen.



NOTE

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

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

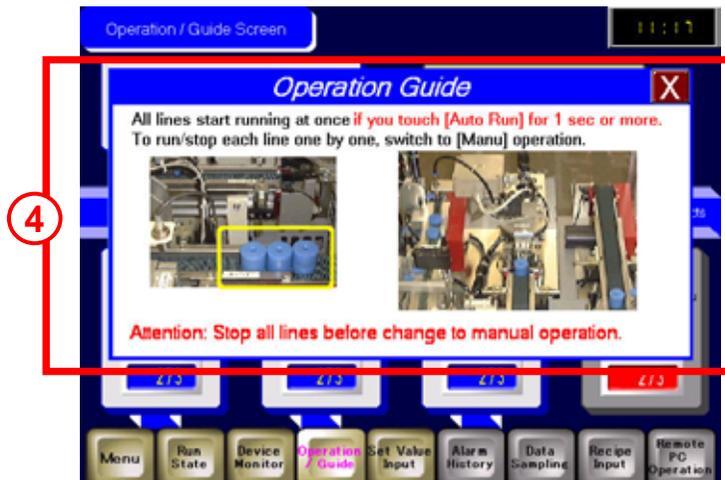
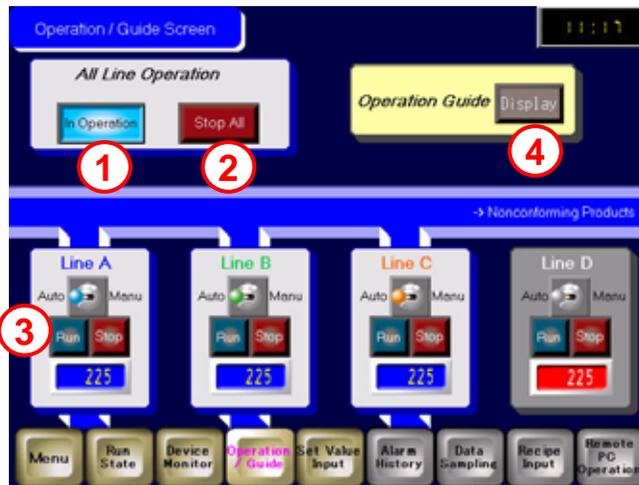


While the window A, B, and C are displayed, the window D is not displayed.

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

Performance Check

- 1) If you touch the Auto Run switch for one second or more, all the lines will run.
- 2) If you touch the Stop All switch, all the lines will stop.
- 3) After all the lines stop, you can change the operation to the “manual” operation.
- 4) If you touching the [Display] switch, the Operation Guide window will appear.



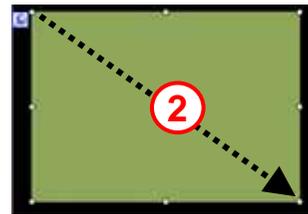
 **One Point**

Place Image on Window Screen

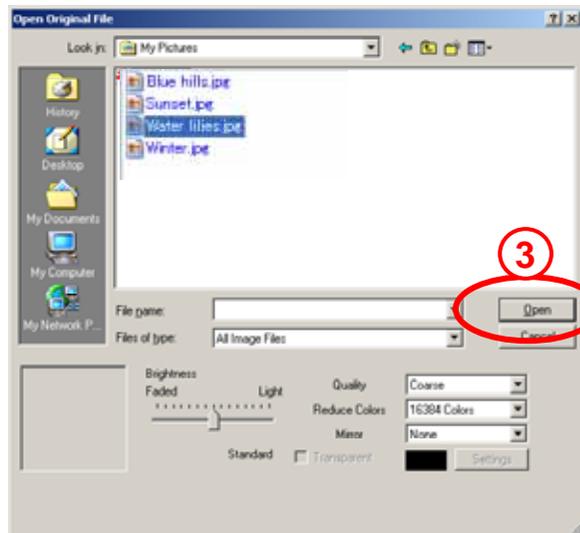
1) Click the [Image Placement] icon on the tool bar.



2) Drag the range where to place it.

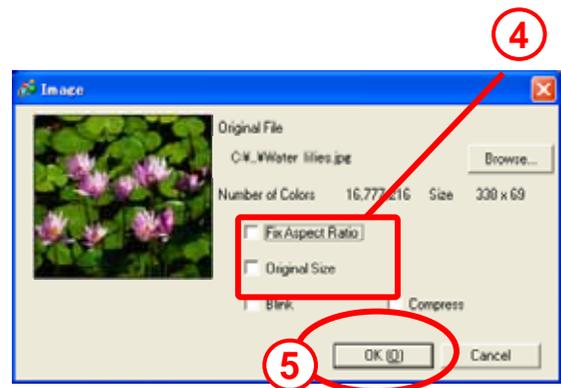


3) The Open Original File window opens. Select the desired file and click [Open].



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

5) Click [OK].



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

Example







MEMO