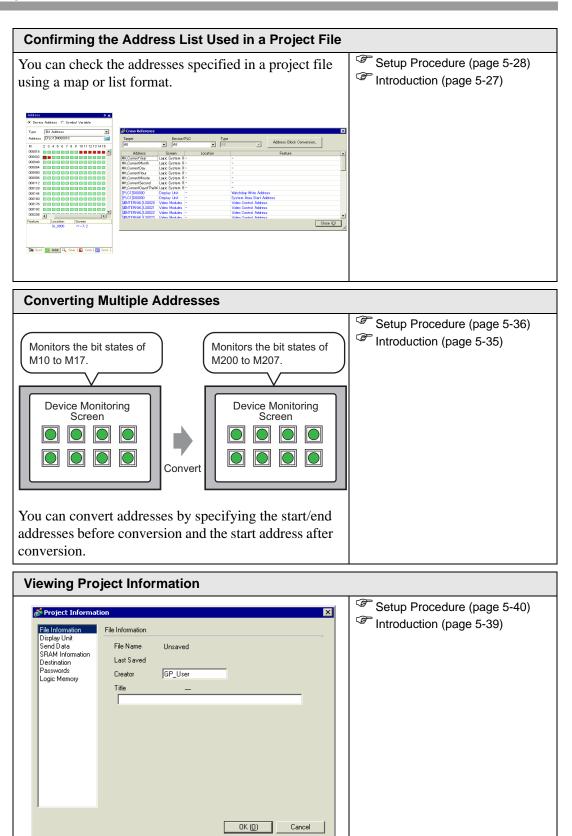
# 5 Start to Finish

This chapter covers the basics of GP-Pro EX from start to finish, including basic operations such as file management, project file backups, and address block conversion. Start with "5.1 Settings Menu" (page 5-2), and then turn to the corresponding page.

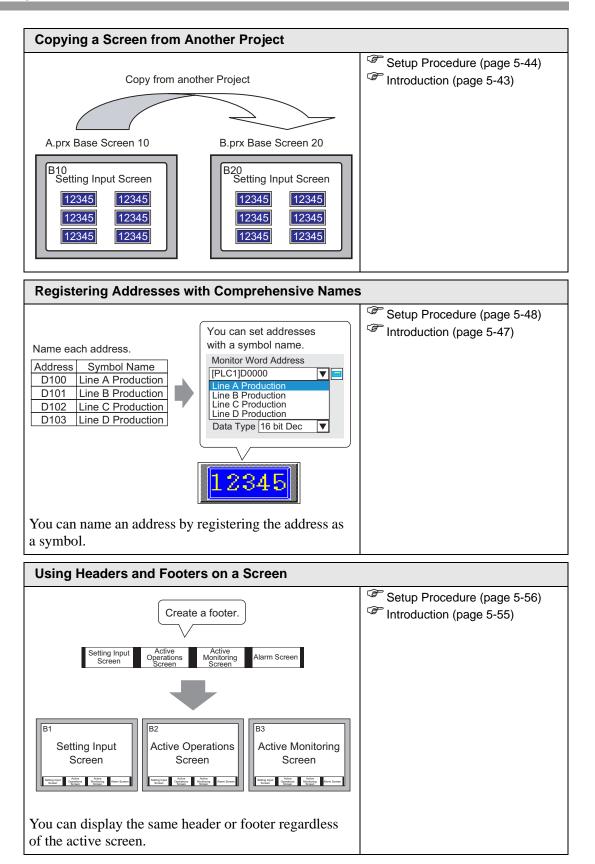
5.1	Settings Menu	5-2
5.2	Starting/Creating/Saving/Finishing	5-7
5.3	Backing Up a Project File	5-19
5.4	Entering a Password in a Project File	5-23
5.5	Confirming the Address List Used in a Project File	5-27
5.6	Converting Multiple Addresses	5-35
5.7	Viewing Project Information	5-39
5.8	Copying a Screen from Another Project	5-43
5.9	Registering Addresses with Comprehensive Names	5-47
5.10	Using Headers and Footers on a Screen	5-55
5.11	Changing the Screen Number/Title/Screen Color	5-61
5.12	Copying/Deleting a Screen	5-64
5.13	Searching/Replacing Parts Addresses, Labels, and Comments	5-69
5.14	Settings Guide	5-73
5.15	Restrictions	5-162

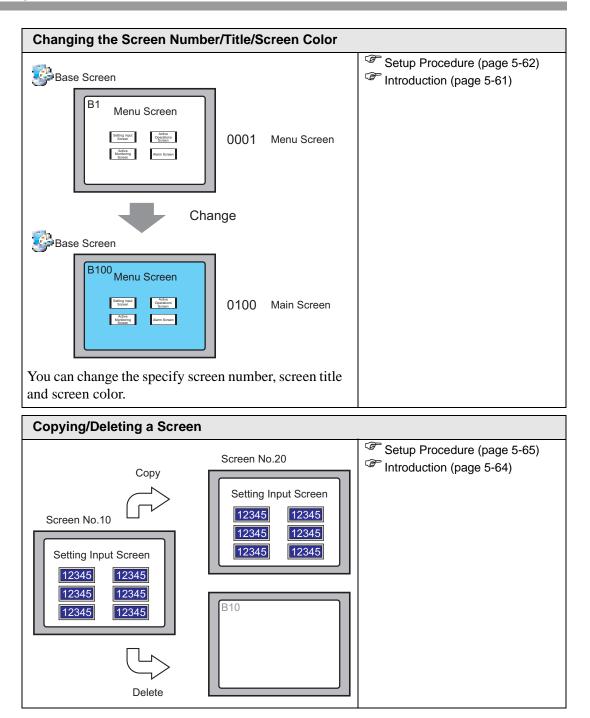
# 5.1 Settings Menu

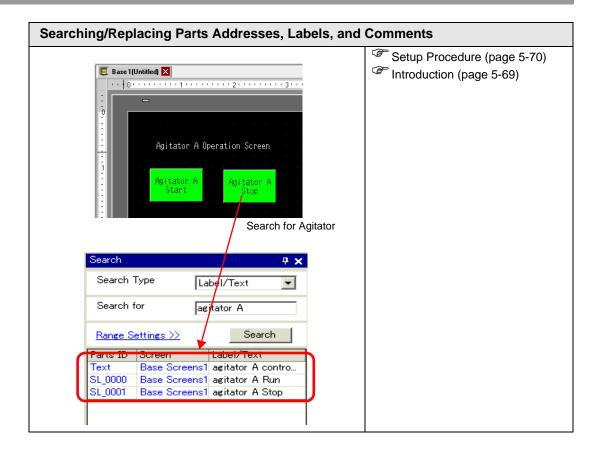
Starting/Creating/Saving/Finishing	
Starting/Creating/Saving/Finishing	<ul> <li>Setup Procedure (page 5-8)</li> <li>Introduction (page 5-7)</li> </ul>
Modify Finish	
Backing Up a Project File	
Save Save	Setup Procedure (page 5-20) for Introduction (page 5-19)
If a PRX file becomes corrupt, you can replace it with a backup BAK file.	
Entering a Password in a Project File	
Open a project file Input a password Edit	Setup Procedure (page 5-24) Introduction (page 5-23)
Password protecting the project file ensures no unauthorized personnel can edit the project.	



You can check information on files, models, sent data, SRAM, and memory usage.



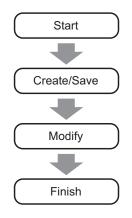




# 5.2 Starting/Creating/Saving/Finishing

## 5.2.1 Introduction

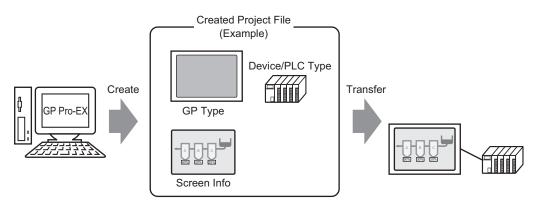
This section explains the work flow from starting GP-Pro EX to creating, saving, and editing project files.



## **Project File**

A file created in GP-Pro EX is called a "Project File".

A project file (\*.prx) contains the project screens, settings and functions for the display unit. Once you transfer a project file to a display, the display communicates with the device/PLC so that you can display and operate on the file.



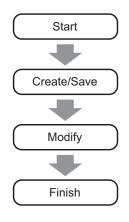
## 5.2.2 Setup Procedure

```
NOTE
```

• Refer to the settings guide for details.

"5.14.2 [New] Settings Guide" (page 5-76)

"5.14.6 [System Settings] Setting Guide" (page 5-109)



## Starting

1 Double-click the shortcut [Programs], then [Pro-face], then [GP-Pro EX] and select [GP-Pro EX].

		<b>f</b>	Pro-face	•	👼 GP-Pro EX 1.10 Beta 🛛		Manual (Help)	•
		Ca	Accessories	•		<i>6</i>	GP-Pro EX	
		Carlos Ca	) Startup	۲			Readme	
		6	Internet Explorer			6	Project Converter	
		<b>1</b>	Outlook Express			្ឋេវិ	TransferTool	
		œ	) Adobe	۲		3	Uninstall	
	<b>.</b>		PrintMe Internet Printing	۲				
P 5	Programs	· · · · · · · · · · · · · · · · · · ·	Adobe Reader 6.0					
- iš 🧉	Documents	•]						
line 🖁	Settings	+						
8	Search	•						
8 🌽	🕨 Help							

**2** GP-Pro EX opens and the screen appears as below.



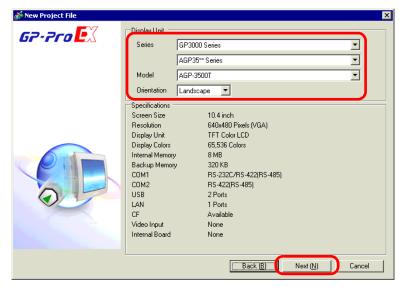
**3** The [Welcome to GP-Pro EX] dialog box appears. Select [Create new project] and click [OK].



NOTE	• To create a new project, from the [Project (F)] menu, select [New (N)]. You can also click the [1], to create a new project. The [New Project File] dialog
	box appears.

4 The following dialog box appears. In the [Series] drop-down list, select the appropriate GP series. In the [Model] drop-down list, select the appropriate model. In the [Orientation] dropdown list, select the method to use. Click [Next (N)]. ŝ

<u> </u>	"3.3 Supported Model List"	' (page 3-7)
----------	----------------------------	--------------



# • [Specifications] shows the detailed specifications of the selected display model.

- If you select [GP2000 Series], GP-Pro EX exits and GP-PRO/ PB III for Windows starts. If GP-PRO/PB III for Windows does not start unless installed.
- If you select [IPC Series], no [Orientation] settings are necessary. Specify the display size for the screen data in [Screen Size].
- 5 The following dialog box appears. In the [Maker] drop-down list, select the manufacturer of the PLC. In the [Series] drop-down list, select the appropriate series. In the [Port] drop-down list, port to connect through. Click [Communication Settings].

💰 New Project File	×
GZ-ZCO	Device/PLC-
	Maker Mitsubishi Electric Corporation
	Series Q/QnA Serial Communication
	Recent Device/PLC Digital Electronics Corporation LT Driver Digital Electronics Corporation General Ethernet
	Digital Electronics Corporation Memory Link
	Use System Area Refer to the manual of this Device/PLC
	Connection Method
	Port COM1
	Go to Device/PLC Manual
	_
Back (	Communication Settings New Logic New Screen Cancel

NOTE
------

• To create a screen without configuring communication settings for the device/PLC series, click [New Screen] to display the drawing screen [Base 1].

To create a logic program, click [New Logic] to display the new logic screen [MAIN].

<sup>CP</sup> "Chapter 29 Logic Programming" (page 29-1)

- If you specify [Use System Area], you can assign the GP internal system data area to the device/PLC.
  - <sup>C</sup> " ◆ System Area Settings" (page 5-133)

6 When the [New Project File] dialog box closes and the [Peripheral List] appears in the main window, click [Device/PLC1].

	Display Unit		
	Series	GP3000 Series	
	Model	AGP-3500T	
	Orientation	Landscape	
	Peripheral List	List of Device/PLC Management	t <u>Addresses</u>
(	Device/PLC1		
		ishi Electric Corporation	Port: COM1
	Series :Q/Qn/	A Serial Communication V1.10.02	2
	<u>Printer</u>		
	Type :Disable	e	
	Bar code 1		
	Type :Disable	e	
	Bar code 2		
	Type :Disable	e	
	Remote PC Access	Input	
	Type :Disable	e	
	Script1		
	Type :Disable	e	
	Script2		
	Type :Disable	e	
	<u>VM Unit</u>		
	Touch Output :	None	

7 When [Device/PLC] is displayed, specify the communication settings.

·····	ce/PLC1		Add Device/PLC Delete Device/PLC
Sun	nmary		Change Device/PLC
	,	i Electric Corporat	ation Series Q/QnA Serial Communication Port COM1
	Text Data Mode	2 <u>Change</u>	
Con	mmunication Settings		
	SIO Type	RS232C	O RS422/485(2wire) O RS422/485(4wire)
	Speed	19200	
	Data Length	O 7	© 8
	Parity	C NONE	○ EVEN
	Stop Bit	1     1	O 2
	Flow Control	C NONE	
	Timeout	3 📫	(sec)
	Retry	2 ÷	3
	Wait To Send	0 ÷	(ms)
Γ	RI / VCC	RI     R	O VCC
	In the case of RS2	32C, you can sele	lect the 9th pin to RI (Input)
	Isolation Unit, plea:	supply). If you us se select it to VCC	use the Digital's RS232C C. Default
Dev	vice-Specific Settings		
200	Allowable Number of	Devices/PLCs	16 📊
	Number Device N	ame	Settings
	👗 1 🛛 PLC1		Istation No.=0,Network No.=0,PC No.=255,Request destination module I/O No.=
	• The [	0	nication Settings] details differ depending on the device,

It is recommended to keep the initial settings for [Timeout], [Retry], and [Wait to Send].

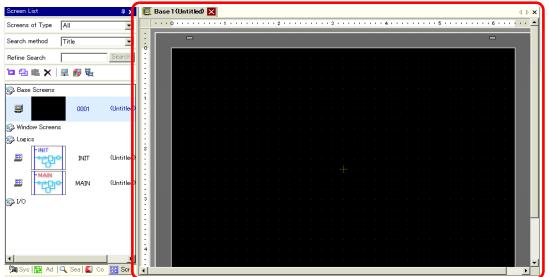
## Creating/Saving

1 Open the Screen List window and double-click the base screen.

Screens of Type All Search method Title Refine Search Base Screens Base Screens Control Concerns Control Control Concerns Control Co	Screen List		₽ <b>×</b>
Refine Search	Screens of Type	AII .	-
	Search method	ïtle	•
Base Screens	Refine Search		Search
Ocol	🗖 🔂 🏨 🗙   🚆	l 💋 💺	
Corics  Control  MAIN MAIN (Untitled)  Vo	🖏 Base Screens		
INT (Untitled)		0001	(Untitled)
INT (Untitled)	St Window Dereens		
MAIN (Untitled)			
MAIN (Untitled)		INIT	(Untitled)
		MAIN	(Untitled)
▲ 「「「 Sys   歴 Ad   Q Sea」 ● 0 岡 Ser	⊗ 1/0		
▲ ]			
▲] () Sys   (## Ad   Q. Sea) [ ] o (#) Sor			
▲ () Sys () Ad () Sea () O () () Sea () () () () () () () () () () () () ()			
▲ \$\$\$\$ \$\$\$\$ \$\$\$\$ Ad \$\$\$\$\$ \$\$\$\$ \$\$\$\$\$\$\$\$\$\$			
▲ Sys   ## Ad   Q Sea   Ø 0   # Ser			
🕅 Sys 🏢 Ad 🔍 Sea 🚺 o 🔛 Ser			
	Sys 🗰 Ad 🔍	Sea 🚺	o 🔡 Ser

#### NOTE

- If the [Screen List] window is not open, from the [View (V)] menu, point to [Work Space (W)] and select [Screen List (G)].
- To create a logic program, double-click the logic screen currently displayed. If you select a model that does not support the logic features, you can create the logic program but the program will not run on the display.
   "Chapter 29 Logic Programming" (page 29-1)
- 2 The following [Base Screen] appears.



#### 3 Create a screen.

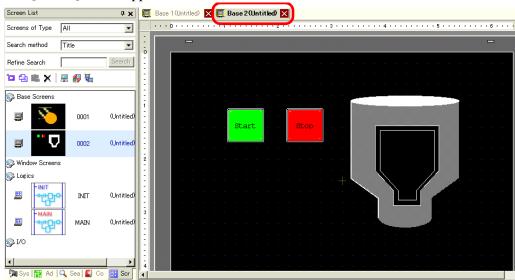
Screen List 7 🗸 🛪	📮 Base 1 (Untitled) 🗙 🖉 🖉
Screens of Type All	······································
Search method Title 💌	
Refine Search Search	
ʻ¤ 🕘 🏨 🗙 🖳 🏭 🕵	
🎲 Base Screens	
Untitled)	
🥩 Window Screens	
🚱 Logics	
- INIT	
INIT (Untitled)	
- MAIN	
MAIN (Untitled)	
s≥ 1⁄0	3 Construction of the second
	· · · · · · · · · · · · · · · · · · ·
	- -

4 Add a new screen.

From the [Screen (S)] menu, select [New Screen (N)] or click **[**. The [New Screen] dialog box appears. Select a [Screens of Type], specify the screen number in [Screen] and [Title], and click [New].

💰 New Screen		x	
Screens of Type	Base		
Screen	2 🗄 🏢		
Title	Untitled		
Use Template			
Select Template from List Recently Used Template			
	New Cancel	]	

5 The [Base 2] screen appears. Create a screen.



6 From the [Project (F)] menu select [Save as (A)] or click the Save icon



7 The [Save As] dialog box appears. Set the file storage location and file name and click [Save].

	Save As			? ×
	Save jn:	🔄 Database	🖃 놘 🖻 🔶 🔽	•
	History History Desktop My Documents My Computer	File name:	test	Save
		Save as <u>t</u> ype:	Project File (*.prx)	Cancel
		Title		
				11.
	• Vour f	ilo nomo oc	an contain up to 255 characters,	including the file extension
NOTE			ion is \Program Files\Pro-face\C	
			ror message is displayed in the	•
		-	n saving the file.	
		<b>•</b>	Errors" (page 33-54)	
	_	5		
		rror Check		
			Even if you save this data, you can't transfer it to the ma	in unit.
			Screen-Location Summary Peripheral Setting Ports settings are duplicated. Check the F	Devielence Link
		Error   1000   F	renprierar settung rons settings are ouplicated, check the r	enpretat List.

## Modifying

1 From the [Project (F)] menu, select [Open (O)] or click the Open icon 🝺.

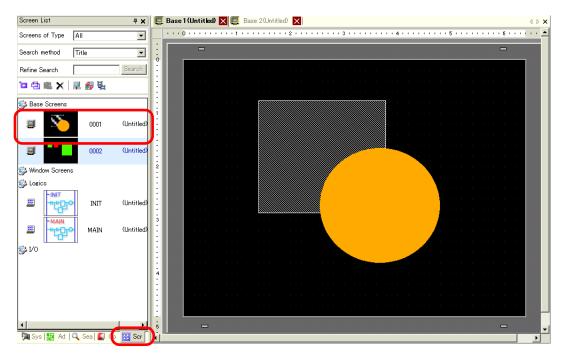


2 When the [Open File] dialog box appears, specify the location the file is saved in. Select the project file (\*.prx) you wish to open and click [Open].

Open File				<u>? ×</u>
Look in:	🔁 Database		+ 🛍 📥 🖬	
History History Desktop My Documents My Computer	die Lest pro			
	File name:	[	-	Open
My Network P	Files of type:	Project File (*.prx)	<u> </u>	Cancel
	Title Display			

**3** The project file main window opens.

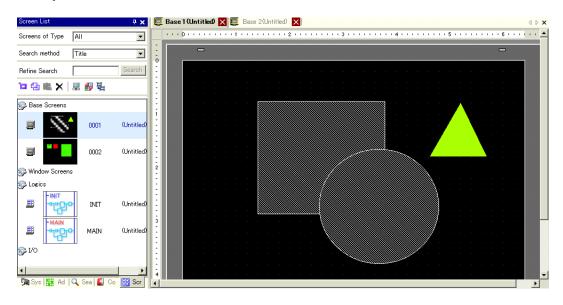
4 From the [Screen List] window, select the Base Screen you want to modify. The screen appears in the editing area.



NOTE

• From the [Screen List] window, select the logic screen you want to modify. The screen appears in the editing area.

5 Modify the screen.



6 To save the changes, from the [Project (F)] menu, select [Save (S)] or click the Save icon [].



## Finishing

1 To close the project, from the [Project (F)] menu, select [Exit (X)] or click the 🗙 icon in the top right corner.



**2** If you change a project file and try to exit the application without saving it, the [Confirm Project File Save] dialog box appears.

💰 Confirm Project File Save 🛛 🗙			
?	test.prx has been updated and needs to be saved. Continue?		
	<u>Yes (X)</u> No ( <u>N</u> ) Cancel		

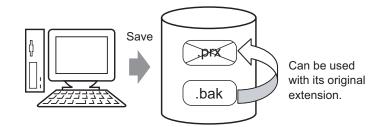
If you click [Yes (Y)], the project is saved in the current state and closed.

If you click [No (N)], the project closes with the last saved information.

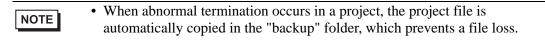
If you click [Cancel], the project returns to the state before the operation without being closed.

# 5.3 Backing Up a Project File

## 5.3.1 Introduction

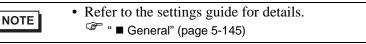


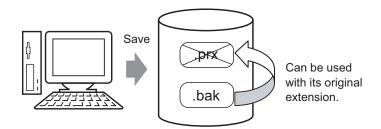
To protect against loss of work, you can create a backup file (\*.bak) for your project. To recover the project file, change the .bak file extension to .prx.



## 5.3.2 Setup Procedure

#### Backup as a History Procedure





1 From the [View (V)] menu, select [Preferences (O)]. The [Preferences] dialog box appears. Select the [Save Backup on Overwriting an Existing Project File] check box.

General Screen Edit Style	General Settings for the Editor
Script	Set Online Update
Toolbar Logic Edit Style	☑ Check for Update when the program starts
Monitor Step Error Check	Set Editor Language
	Language English
	Backup
	☑ Save Backup on Overwriting an Existing Project File
	✓ Enable
	OK (Q) Cancel

A backup file is saved as "Original Project File Name.bak".A backup file is saved in the same location where the original file exists.

NOTE

## Back Up on Abnormal Termination and File Startup

When the program closes improperly, a backup file is created in the "backup" folder. When you reopen GP-Pro EX, the following dialog box appears.

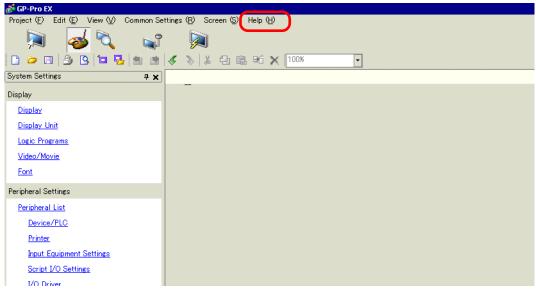
💰 Welcome to GP-Pro EX		×
GP-Pro	A file auto-saved before the abnormal ter	mination was found.
	Please select it from the list and execute B	Edit/Delete.
	File Name	Save Date
	C:¥Program Files¥Pro-face¥GP-Pro EX¥Dat	aba 2006/04/26 11:47:16
	Restore	Delete
		Next ( <u>N</u> )

#### ♦ What to do if the program closes improperly

1 Select the file you want to fix. Select the [Restore] check box and click [Next].

💰 Welcome to GP-Pro EX		×
GP-Pro 🛃	A file auto-saved before the abnormal termination was found.	
	Please select it from the list and execute Edit/Delete.	
	C:¥Program Files¥Pro-face¥GP-Pro EX¥Databa 2006/04/26 11:47:16	
	Restore	Delete
		Delete
0		
		Next (N)

2 The file is fixed and opened as an "Auto-saved file".



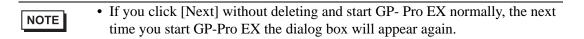
**3** Ensure that you overwrite the project file that closed improperly.

#### Starting GP-Pro EX without Fixing the Project File

1 Select the file that does not need to be fixed and click [Delete]. The file automatically saved in the "backup" folder is deleted.

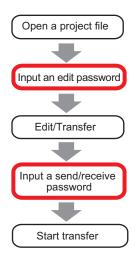
💰 Welcome to GP-Pro EX		X
GP-Pro	A file auto-saved before the abnormal termina Please select it from the list and execute Edit.	ation was found.
	File Name	Save Date
	Restore	Delete
		Next (N

2 Click [Next], and start a project file as usual. The project file opens in its most recently saved state.



## 5.4 Entering a Password in a Project File

## 5.4.1 Introduction



You can protect a project file by setting a password for the file editing or transfer. When you edit or transfer a project file, a dialog box that confirms the password appears. If you enter a password and it is confirmed, you can edit or transfer the project file.

NOTE	<ul> <li>Be sure to remember your password in order to edit/transfer a project file.</li> <li>For information on setting a transmission password, see:</li> </ul>
	"33.6 Transferring with Passwords" (page 33-31)

#### 5.4.2 Setup Procedure

```
NOTE
```

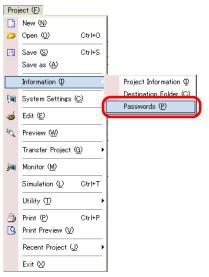
Refer to the settings guide for details.
 <sup>(2)</sup> " ◆ Passwords" (page 5-84)

## ■ Settings for an Edit Project File Password

When you open a project file, a dialog box to input a password appears.



1 From the [Project (F)] menu, point to [Information (I)] and select [Passwords (P)].



2 The [Project Information] dialog box appears with [Passwords] option displayed.

Project Informati	on 🧧
File Information	Passwords
Display Unit Send Data SRAM Information	
Passwords	Edit Project File Set Password Send/Receive
	Send/Receive Project File Set Password To open, send and receive you will need this password. Keep it at hand.
I	OK (O) Cancel

**3** In the [Edit] section, click [Set Password]. The following dialog box appears:

💰 Project File Edit	Management Set Password	×
Set a Project File	Edit Management password.	
Password		
Confirm		
Caution		
You will ne	ed this password to open the Pro	ject File.
Keep your password private and save it in a secure location.		
	OK ( <u>O</u> )	Cancel

4 Enter a password. The password can contain up to ten characters. Confirm the password.

Set a Project File Edit Management password.			
Password	*****		
Confirm	****		

5 Click [OK] to complete the password settings.

NOTE	• When opening a password-protected project file, the [Protection Release] dialog box appears. You must type the password to open and edit the project file.					
	Protection Release - A manufacture syst       Image: Comparison of the system         PassWord       Image: Comparison of the system         Image: This project file is protected.       Please enter the password.         Image: OK (D)       Cancel					

## Changing the Project Password Settings

Use the [Project Information] dialog box to change or delete the password.

1 From the [Project (F)] menu, point to [Information (I)] and select [Passwords (P)]. The [Project Information] dialog box appears.

💰 Project Informa	
File Information Display Unit	Passwords
Send Data SRAM Information	Edit
Pestination Passwords	Edit Project File Set Password
Logic Memory	Send/Receive
	Send/Receive Project File Set Password
	To open, send and receive you will need this password. Keep it at hand.
	OK (Q) Cancel

2 In the Edit section, click [Set Password]. The following dialog box appears.

💰 Project File Transfer ManagementSet Password 🛛 🗙	(
Set a Project File Transfer Management password.	
Password	
Confirm	
Caution	
You will need this password to send/receive the Project File.	
Keep your password private and save it in a secure location.	
OK (0) Cancel	

**3** Enter the currently set password.

Set a Project File	Transfer Management password.
Password	****

4 Enter the new password. The password can contain up to ten characters. Confirm the new password.

To delete the password, leave the fields blank and click [OK].

Set a Project File Transfer Management password.				
Password				
Confirm				

# 5.5 Confirming the Address List Used in a Project File

## 5.5.1 Introduction

You can check the addresses specified in a project file in the two following ways.

#### Map Format

Address	<b>₽ ×</b>							
O Device	e Address – C Symbol Variable	List Forma	t					
Туре	Bit Address 💌							
Address	[PLC1]M000018	💰 Cross Reference	2					×
м	2 3 4 5 6 7 8 9 1011 12131415	Target	Device	e/PLC	Туре			
000016		All	PLC1	-	Bit Ac	ldress 💌	Address Block Conversion	L
000032		Address	Screen	Location			Feature	
000048		[PLC1]M0012	Base 1	SL_0000		Bit Address	100000	
000064		[PLC1]M0011	Base 1	SL_0007		Bit Address		
000080		[PLC1]M0013	Base 1	SL_0001		Bit Address		
000030		[PLC1]M0014	Base 1	SL_0002		Bit Address		
000128		[PLC1]M0035	Base 2	SL_0001				
000144		[PLC1]M0036	Base 2	SL_0002				
000160		[PLC1]X00100	Base 2	SL_0000				
000176								
000192								
000208	╗╼╼╼╼╼╼┍╒┟╩							
Feature	Location Screen							
	SL_0000 ベース 2							
Syst	🛗 Addr 🔍 Sear 📓 Com 🔡 Scre							

#### 5.5.2 Setup Procedure

```
NOTE
```

• Refer to the settings guide for details. <sup>(2)</sup> " ■ Cross Reference" (page 5-91)

#### ■ Viewing the List of Addresses

Displays a list of the addresses specified in a project file.

1 From the [Project (F)] menu, point to [Utility (T)] and select [Cross Reference (R)]. The [Cross Reference] dialog box appears.

Target	Device/	PLC	Туре	Address Block Conversion	1
All		<u> </u>	All		
Address	Screen	Location	V	Feature	
#H_CurrentYear	Logic System (Re	•		•	
tH_CurrentMonth	Logic System (Re	•		•	
#H_CurrentDay	Logic System (Re	•			
#H_CurrentHour	Logic System (Re	•		•	
#H_CurrentMinute	Logic System (Re	•		•	
#H_CurrentSecond	Logic System (Re	•		•	
#H_CurrentDayofTheWi	Logic System (Re	•		•	
PLC1]D00000	Display Unit	•		System Area Start Address	
PLC1 ]D 00000	Display Unit			Watchdog Write Address	
(#INTERNAL]LS0020	Video Modules	•		Video Control Address	
#INTERNAL]LS0021	Video Modules			Video Control Address	
(#INTERNAL]LS0022	Video Modules			Video Control Address	
#INTERNAL]LS0023	Video Modules			Video Control Address	

2 Select the screen or setting to be displayed from [Target].

💰 Cross Reference				
Target				
All				
Address	S			
#H_CurrentYear	Logic			

**3** Select the [Device/PLC] of the target to be displayed.

Device/PLC	
PLC1	•

4 Select the [Type] of the address to be displayed.

Туре	
Bit Address	•

5 The list of addresses in use is displayed.

NOTE

Target All	Device		Address Block Conversion
Address	Screen	Location	Feature
[PLC1]M0012	Base 1	SL_0000	Bit Address
(PLC1)M0011	Base 1	SL_0007	Bit Address
[PLC1]M0013	Base 1	SL_0001	Bit Address
[PLC1]M0014	Base 1	SL_0002	Bit Address
[PLC1]M0035	Base 2	SL_0001	
[PLC1]M0036	Base 2	SL_0002	
[PLC1]X00100	Base 2	SL_0000	

• To sort by descending or ascending order, click the Addresses header. The column is sorted alphanumerically.

💰 Cross Reference	
Target	
All	
Address	
[PLC1]D00000	
[PLC1]D00000	F

- To convert the listed addresses as a block, click [Address Block Conversion]. (5.6 Converting Multiple Addresses" (page 5-35)
- If you specify [All] in the Cross Reference [Target] field, the address information may take longer to be displayed.
- You can open and edit the [Base Screen] and [Window Screen] by doubleclicking on the screen name.

#### Setting Procedure to View Addresses in the Address Map

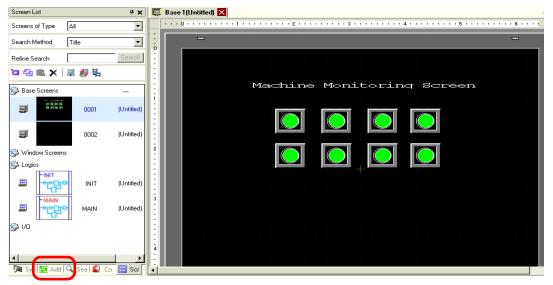
```
• Refer to the settings guide for details.

☞ "■ Address Settings" (page 5-97)
```

Displays the list of the addresses specified in a project file with a map.

Address	4 ×				
Device Address O Symbol Variable					
Type Address	Bit Address				
M					
000016					
000032					
000048					
000064					
000080					
000096					
000112					
000128					
000144					
000160					
000176					
000192					
000208					
Feature	Location Screen				
	SL_0000 ペース 2				

#### 1 Click [Address] in the Work Space.



NOTE

• If the [Address] tab is not displayed in the Work Space, from the [View (V)] menu, point to [Work Space (W)] and select [Address (A)].

2 The following [Address] dialog box appears.

Туре	Bit Address
Address	[PLC1]X00000
Х	0 1 2 3 4 5 6 7 8 9 A B C D
00000	
00010	
00020	
00030	
00040	
00050	
00060	
00070	
08000	
00090	
000 A0	
000B0	
000C0	
Feature	Location Screen

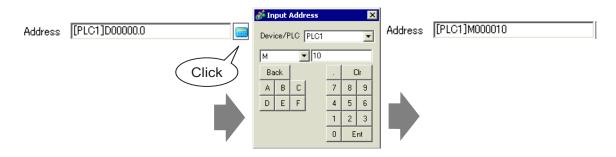
**3** Select the target to display from [Device Address] or [Symbol Variable].



4 In the [Type] drop-down list, select the address type from [Bit Address] or [Word Address].



**5** Select the address of the target to display. (For example M010)

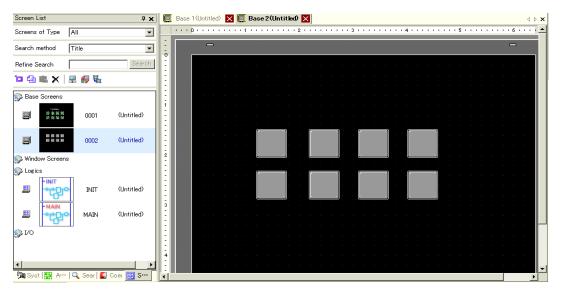


6 You can verify which addresses are used on the address map.

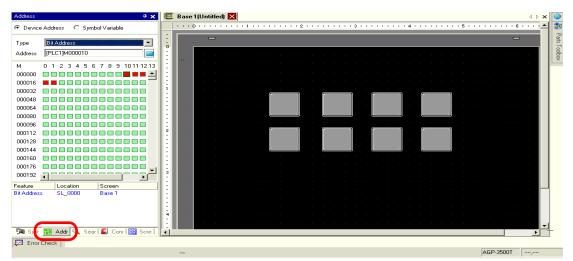
Address	<b>₽ x</b>				
Device Address     O Symbol Variable					
Туре	Bit Address				
Address	[PLC1]M000018				
м	2 3 4 5 6 7 8 9 101112131415				
000016					
000032					
000048					
000064					
000080					
000096					
000112					
000128					
000144					
000160					
000176					
000192					
000208	<b>▲</b>				
Feature	Location Screen				
	SL_0000 ベース 2				

## Changing Addresses Used in Screen Parts from the Address Map

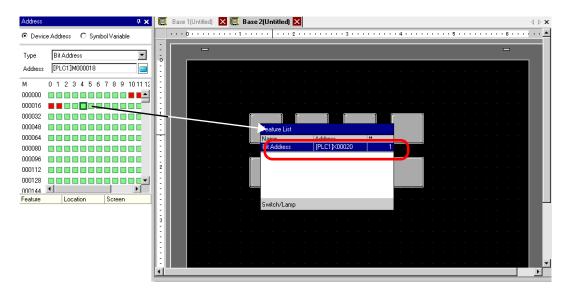
1 Open the screen with the part whose address you want to change.



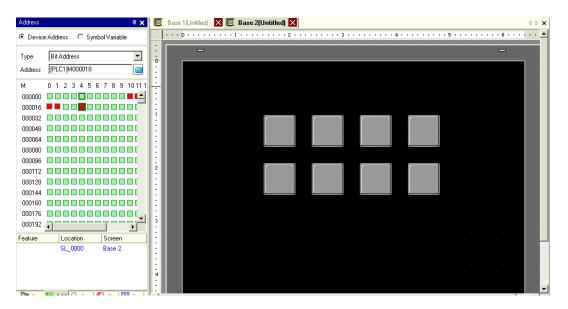
2 Click [Address] in the Work Space. Open the appropriate address [Type].



**3** Drag an address from the list onto the part in the screen. Do not release the mouse button. The [Feature List] dialog box is displayed. With the mouse button held down, select the appropriate row in this box.

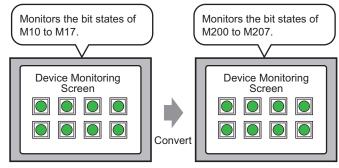


4 Release the mouse button. The address is assigned to the part.



# 5.6 Converting Multiple Addresses

## 5.6.1 Introduction



You can convert addresses by specifying the start/end addresses before conversion and the start address after conversion.

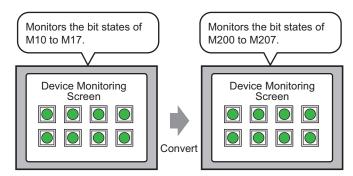
You can convert multiple addresses at one time using two conversion methods. Use [Whole Project] to convert all the addresses in a project. Use [Individual Settings] to convert addresses on a target screen.

#### 5.6.2 Setup Procedure

```
NOTE
```

• Refer to the settings guide for details. <sup>(2)</sup> "■ Address Block Conversion" (page 5-88)

Converts the addresses set on the specified screens as a block.



You can convert addresses by specifying the start/end addresses before conversion and the start address after conversion.

1 From the [Project (F)] menu, point to [Utility (T)] and select [Convert Addresses (A)]. The [Address Block Conversion] dialog box appears.

💰 Address Block Conversion 🛛 🔀					
Target to be converted					
Whole Pr	oject <u>Individual Settings &gt;&gt;</u>				
Address Type					
<ul> <li>Bit</li> </ul>	C Word				
Address Before Conversion					
Start	[PLC1]X00000				
End	[PLC1]X00000				
Address After Conversion					
Start	[PLC1]X00000				
	Convert Close				

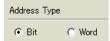
2 Click [Individual Settings] to display the setting items for each conversion target.

💰 Address Block Conversion 🛛 🛛 🗙					
Target to be converted	Screen Alarm Common				
Individual Settings KCWhole Project	Screen <u>Current Screen</u>	All Screens			
Address Type	▼ Base Screens Start Screen 1 🔆 🇱 End Screen	n 19999 🕂 🏢			
	Window Screens				
Address Before Conversion	Start Screen 👖 🗄 🏢 End Screer	n 2000 🗄 🏢			
Start [PLC1]X00000 🔂	Video Modules				
End [PLC1]X00000	Start Screen 1 🗄 🧾 End Screer	n 🗗 🔁 🧮			
Address After Conversion	Footer				
Start [PLC1]X00000	✓ Logics				
	Convert	Close			

3 Set the screen you want to convert and the screen number or features.

💰 Address Block Conversion			×
Target to be converted	Screen Alarm Comm	non	
Individual Settings << Whole Project	Screen	<u>Current Screen</u>	All Screens
Address Type	✓ Base Screens		
	Start Screen 1	🗄 🧾 End Screen	
Bit C Word	Window Screens		
Address Before Conversion	Start Screen 🕴	\Xi 🧾 End Screen	2000 🕂 🏢
Start [PLC1]X00000 🚾	🖵 Video Modules		
End [PLC1]X00000	Start Screen	📰 🧾 End Screen	512 🛨 🏢
	Header/Footer		
Address After Conversion			
Start [PLC1]X00000	Logics		
		Convert	Close

4 Select the [Address Type] from [Bit] or [Word].



**5** In the [Address Before Conversion] section, set the [Start] and [End]. For example, the start address is M10 and the end address is M17.

Address I	Before Conversion
Start	[PLC1]M000010
End	[PLC1]M000017

NOTE

• You cannot specify addresses from different registers.

6 In the [Address After Conversion] section, set the [Start]. For example, the start address is M200.

Address B	efore Conversion	
Start	[PLC1]M000200	

7 Click [Convert]. A dialog box appears to confirm that the conversion is complete. Click [OK].

	💰 Address Block Conversion 🛛 🔀
	Address Block Conversion was completed successfully.
NOTE	• If you selected [Symbol Variable] for the addresses, the [Address Blo
NOTE	Conversion] will not work properly.
	• If the total number of addresses (End Address Start Address) before

• If the total number of addresses (End Address - Start Address) before conversion is greater than the total number of addresses (End Address - Start Address) after conversion, the last device address is assigned to all the unconverted addresses.

# 5.7 Viewing Project Information

## 5.7.1 Introduction

Project Informat	ion			×
Project Information Display Unit Send Data SRAM Information Destination Passwords Logic Memory	File Information File Name Last Saved Creator Title	Unsaved GP_User 		
			OK ( <u>0)</u>	Cancel

From the [Project Information] dialog box, you can view: File Creator and Last Saved Date; the Model and Device/PLC; the data sent by Project Transfer; backup SRAM usage; the logic program you are creating; the registered variable size, and so on.

You can also specify a destination folder and a password.

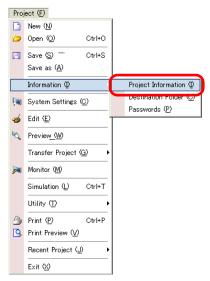
#### 5.7.2 Setup Procedure

```
NOTE
```

• Refer to the settings guide for details. <sup>(27)</sup> " ■ Project Information" (page 5-79)

## Checking [Project Information]

1 From the [Project (F)] menu, point to [Information (I)] and select [Project Information (I)].



**2** The [Project Information] dialog box appears. If you click each item in the left window, the displayed information changes.

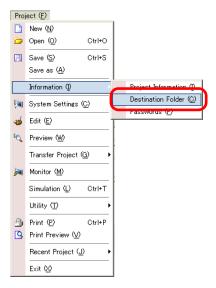
💣 Project Informati	on		×
Project Information File Information Display Unit Send Data SRAM Information Destination Passwords Logic Memory	on File Information File Name Last Saved Creator Title	Unsaved GP_User —	
			OK ( <u>D)</u> Cancel

**3** Change any information as necessary and click [OK] to close the [Project Information] dialog box.

#### Setting the Output folder

Specifies the location to temporarily store data before saving it on a CF Card or USB storage device.

1 From the [Project (F)] menu, point to [Information (I)] and select [Destination Folder (C)].



2 The [Project Information] dialog box appears. Select [Destination] and the checkbox beside either [Enable CF Card] or [USB Storage].

💰 Project Informal	tion	X
File Information Display Unit Send Data SRAM Information Destination Passwords Logic Memory	CF-Card Destination Folder	
	USB Storage Folder USB Storage USB Storage Destination Folder C:¥Program Files¥Pro-face¥GP-Pro E:#Dat Browse	
	OK ( <u>0</u> ) Cancel	

3 Click [Browse...] and designate the folder.

Browse For Folder	? ×
🖻 🛄 Module	
🔁 backup	
😟 🕀 💼 CML	
🕀 💼 🗀 CMLUSB	
🕀 🔂 Database	
en 🔂	
en_font_fix	
- 🔂 Fonts	
	<u> </u>
Cancel New F	older



• In the initial settings, \Program Files\Pro-face\GP-Pro EX \*.\*\* (\*.\*\* shows the version) \A database\ (folder with the same name as the project file) is automatically selected for the destination folder.

Click [OK] to return to the [Project Information] dialog box.

4 Click [OK]. If you specify the destination folder for the first time, the following message appears to confirm. Click [Yes (Y)].

<i> i</i> Destina	tion Folder	Warning	×
?	Folder does Create?	not exist.	
	Yes <u>[Y]</u>	No ( <u>N</u> )	

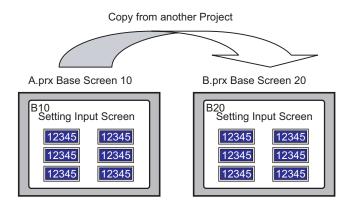
A folder ([data], [file]) is automatically created to store the data to be saved to the CF Card or the USB storage device.

# 5.8 Copying a Screen from Another Project

#### 5.8.1 Introduction

You can copy a screen created in another project to the project currently being edited. There are two copying methods: specify necessary screens and copy them, or copy all the screens of another project.

Copying the specified screens in another project



Copying all the screens from another project

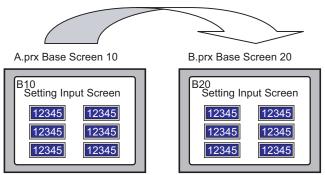
A.prx				B.prx			
🌮 Bas	e Screens			🎲 Ba	ase Screens		
	•	0001	(Untitled)	8		0001	(Untitled)
	0	0002	(Untitled)	3	2	0002	(Untitled)
	•	0003	(Untitled)			0003	(Untitled)

#### 5.8.2 Setup Procedure

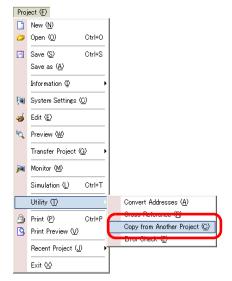
NOTE	• Refer to the settings guide for details.
NOTE	☞ " ◆ Whole Project" (page 5-88)

Copy the project "A.prx" Base Screen: 10 to the project "B.prx".

Copy from another Project



- 1 Open the project into which you want to copy the screens.
- 2 From the [Project (F)] menu, point to [Utility (T)] and select [Copy from Another Project (C)].



3 In the [Copy from Another Project] dialog box, click [Browse...].

	Brou	vse
Convert Resolution		
opy Extent 💿 All	C Specify Ranges	
Copy From		
🔽 Base Screens	Start 🗵 🚍 🧾 End	9999 🗮
🔽 Include Header and	ooter	
🔽 Window Screens	Start 📔 🗮 End	2000 🚊
🔽 Keypads	Start 📔 🗮 End	8999 🕂
Video Modules	Start 📔 🗮 End	512 🔆
Сору То		
Base Screens	Start 📔 🗮 🧾	
Window Screens	Start 📔 🚞 🏢	
Keypads	Start 📔 🗮 🧾	
Video Modules	Start 📃 🗮	

4 Specify the [Look in] and [File name] fields and click [Open].

Open a Project Fi	ile to Copy from				? ×
Look jn:	🔁 Database		•	(= 🗈 💣 🎫	-
History Desktop My Documents My Computer	£ <sup>®</sup> A.prx				
	File <u>n</u> ame:	A.prx		<b>~</b>	<u>O</u> pen
My Network P	Files of type:	Project File		•	Cancel

**5** Select the [Specify Ranges] radio button. In the [Copy From] section, select the [Base Screens] check box and set the [Start] and [End] numbers, (For example, [Start][End]10).

Copy fron	n Another P	roject							×
File	C:\Program Files\Pro-face\A.prx Browse								
Convert	Resolution								
Copy Exten	t	C AI	⊙ Sj	becify R	anges				
Copy Fro	om								
🖬 в	ase Screens		Start	10	•	End	10		#

6 In the [Copy To] section, set the [Base Screens] [Start] number.

Сору То	
Base Screens	Start 🛛 🔁 🧮
Window Screens	Start 📋 🚞

7 Click [Copy].

NOTE	• If a screen of the same number exists in the copy destination, the following confirmation dialog box appears.
	Confirm Screen Overwrite       Image: Confirm Screen 1 already exists in the project and will be overwritten.         Continue?       The Base Screen 1 already exists in the project and will be overwritten.
	Yes All (A)         Yes (Y)         No (N)         All No (L)         Cancel

8 When the copy is complete, the following message appears. Click [OK].

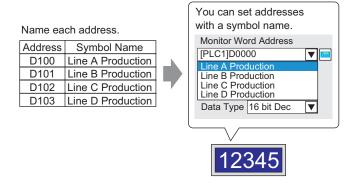
💰 Copy fi	rom Another Project	X
٩	Copy from another project was successfully completed.	
	COK (Q)	

9 When the [Copy from Another Project] dialog box appears, click 🗙 to close it.

💰 Copy from An	other Project					×	
File C:¥	Program Files¥Pro-1	face¥¥A.p	orx	Brows	:e		
Convert Resolution							
Copy Extent	C All	⊙ Sp	ecify Range:	S			
Copy From							
🔽 Base	Screens	Start	10 🚊	🗮 End	10	<u> </u>	
🔽 Inc	lude Header and Fo	oter					
🔲 Windo	w Screens	Start		🗮 End	2000	-	
🥅 Кеура	ds	Start		🧱 End	8999	-	
🗖 Video	Modules	Start		🧾 End	512		
Сору То							
Base Scr	eens	Start	20 🚊	#			
Window S	Screens	Start					
Keypads		Start		<b></b>			
Video Ma	odules	Start					
				Хору	Can	cel	

# 5.9 Registering Addresses with Comprehensive Names

## 5.9.1 Introduction



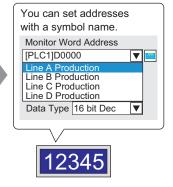
Each address has a "symbol" name. Parts and other objects can use the symbol name in address fields. You can change the address associated with a symbol when necessary, without affecting address settings in Parts and other objects that use the symbol.

## 5.9.2 Setup Procedure

NOTE	• Refer to the settings guide for details.
NOTE	G <sup>™</sup> "■ Address Settings" (page 5-97)
	"5.14.8 [Common Settings] Setting Guide" (page 5-153)
	• For the addresses that can be used with logic features, see:
	"29.3 Registering Addresses" (page 29-13)

Name each address.

Address	Symbol Name	
D100	Line A Production	
D101	Line B Production	
D102	Line C Production	
D103	Line D Production	



#### Registering the [Symbol Variable]

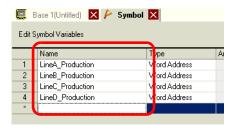
1 From the [Common Settings (R)] menu, select [Symbol Variable (V)].



2 The following screen appears.

Base 1 (Untitled)	🕨 🏱 Symbol 🔀				4 Þ	×
dit Symbol Variables					Utility	
Name	🛆 Туре	Array Cour	it Address	Retentive	Comment	
×						

**3** Click a cell in the [Name] column and specify the symbol variable name.



4 For each cell in the [Type] column, select the symbol's address type.



5 Click in each cell in the [Address] column to display 
 Set each symbol's address.
 (For example, Line A Production: D100, Line B Production: D101, Line C Production: D102. Line D Production: D103)

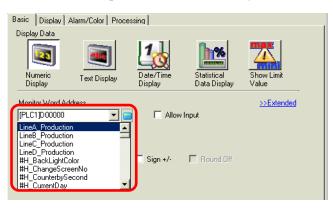
Click the icon to display an address input keypad.	Select device "D", input "100" as the address, and press the "Ent" key.	
	Input Address         X           Device/PLC         PLC1         Y           D         100         Input Address           Back         Clr         Clr           A         B         C         7         8         9           D         E         F         4         5         6           1         2         3         0         Ent	[PLC1]D00100

- 6 The settings to register an address as a symbol are complete.
- 7 Next, set the symbols for your Data Display element. From the [Parts (P)] menu, point to [Data Display (D)] and select [Numeric Display (N)], or click the icon, and place the Data Display element on the screen.

8 Double-click the placed element. The Data Display dialog box appears.

💰 Data Display	×
Parts ID	Basic Display Alarm/Color Processing
DD_0000	Display Data
Comment	
	Numeric Text Display Date/Time Statistical Show Limit
	Display Date Time Statistical Show Limit Display Data Display Value
ABC	Monitor Word Address
	[PLC1]D00000
Select Shape	☐ Specify Input/Display Range
 └── No Shape	
	Data Type 16 Bit Dec 💌 🗖 Sign +/- 🦷 Round Off
Help ( <u>H</u> )	OK (Q) Cancel

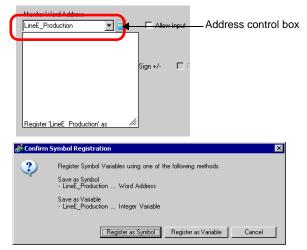
- **9** Click [Select Shape] and select the appropriate shape.
- 10 In the [Monitor Word Address] drop-down list, select the symbol to store the value.



11 In the [Data Type] drop-down list, set the type of data to display (for example "16 Bit Dec").

Monitor Word		-		w Input
🗖 Specify In	put/Display Ra	ange		
Data Type	16 Bit Dec 16 Bit Dec 16 Bit Hex 16 Bit Oct 16 Bit BCD 16 Bit Bin 32 Bit Dec 32 Bit Hex 32 Bit Bin		☐ Sign +/-	E Round Off

- 12 As needed, specify the Data Display's color and text on the [Alarm/Color] tab and [Display] tab, and click [OK].
- 13 Set the Data Displays for the symbols of "Line B Production", "Line C Production", and "Line D Production" as well.
  - Without registering the symbol first, you can directly enter the symbol name in the address control box when designating the address. Once you enter the symbol, press the [Enter] key. When the following message appears, click [Register as Symbol]. Once registered, you can check the symbol in the Common Settings [Symbol Variable].



• For the [Register Variable] field, if you select [Variable Format] and [Register as Symbol] it is registered as a symbol of "word address" type. When you click [Register as Variable], it is registered as a variable of "integer variable" type.

If you select [Address Format], the following message appears. Click [Yes] to register it as a "word address" type symbol.



## Confirming the Symbol Registration

1 Click [Address] in the Work Space.

Type Address	e Address O Symbol Variable Bit Address [PLC1]X00000
х	0 1 2 3 4 5 6 7 8 9 A B C D
00000	
00010	
00020	
00030	
00040	
00050	
00060	
00070	
00080	
00090	
000 A0	
000B0	
000C0	
Feature	Location Screen



• If the [Address] tab is not displayed in the Work Space, from the [View (V)] menu, point to [Work Space (W)] and select [Address (A)].

2 Select [Symbol Variable].



**3** From the [Type] drop-down list select the symbol's address type.

Туре	Word Address
Attribute	All Bit Address
Name	Word Address
	Integer Variable
	Real Variable Timer Variable

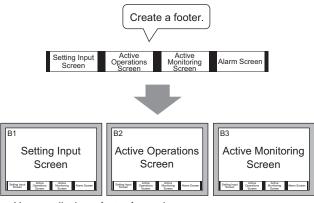
4 In the [Attribute] drop-down list, select the device/PLC for the symbol variable to display. The symbol variable's address list is displayed.

	Word	Address		•	4
Attribute	All			•	
Name	_∆ Тур		Addre		
LineA_Proc				JD 001 00	
LineB_Proc				JD00101	
LineC_Proc				JD00102	
LineD_Proc	lucti Wor	d Address	E [PLC1	JD 001 03	
41				•	
			Scree	· · · ·	
Feature	Loc				

• To associate an address with a part, you can drag the address to a part displayed on the screen.
• By double-clicking the address in the list, you can open the [Edit Symbol Variables] dialog box.

# 5.10 Using Headers and Footers on a Screen

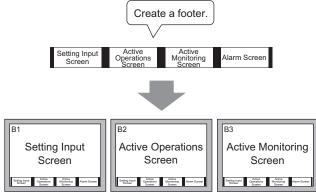
## 5.10.1 Introduction



You can display a footer for each screen.

You can display the same header/footer on multiple screens.

#### 5.10.2 Setup Procedure



You can display a footer for each screen.

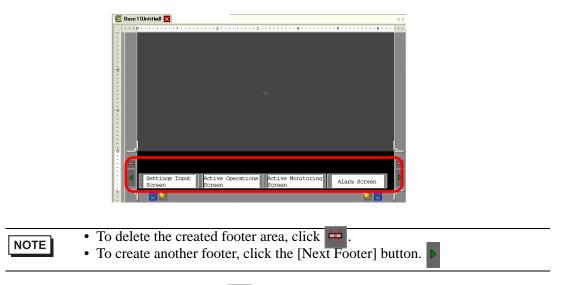
1 You can display a header or footer on each screen. To display the footer screen area, from the [View (V)] menu, select [Footer (F)] or click the [Edit Footer] button at the bottom of the drawing screen.

	0	 	11.1	 	;	2 .	 		. 3				• 4	 	 5 -	 	6	 
•	10000																	18
-2																		
1:																		
-1																		
1:																		
1:																		
																		1
11																		đ
0																		ų
E	×						<sup>1</sup> Eo	inte	r ie	und	eter	min	ori					
	4										objec							
1:	4																	1

• To display the header screen area, from	n the	e [View (V)] menu, select [Header
(H)] or click the [Edit Header] button		at the top of the drawing screen.

NOTE

**2** Create a screen in the footer editing area.



**3** Click the [Disable footer edit] button **\_\_\_** to close the footer area.

 0																				2												. 6					-	6			i.
Ľ.					_				_			_				_								_				_							_	_	_		_		
I.																																									
	-	Set	t	in	qs	I	np	but				lct	i	ve		pe	ra	ti	or	s		Act	i	ve	14	oni	ite	ri	n				1	1833							
	4	SCI	:e								ŝ,	ici	200	en									rei	en								~	ца	Eur		CE.	ee,				
			Set	Sett	Settin		Setting I	Settings In	Settings Input	Settings Input	Settings Input	Setting Input	Settings Input Act	Settings Input Acti	Settings Input Active	Settings Input Active C	Settings Input Active Ope	Settings Input Active Opera	Settings Input Active Operati	Settings Input Active Operation	Setting Input Active Operations	Settings Input Active Operations	Settings Input Active Operations Act	Settings Input Active Operations Acti	+ Settings Input Active Operations Active	Settings Input Active Operations Active M	+ Settings Input Active Operations Active Mon	Settings Input Active Operations Active Monito	Settings Input Active Operations Active Monitori	Settings Input Active Operations Active Monitoring	Setting Input Active Operations Active Monitoring	Settings Input Active Operations Active Monitoring									

```
• You can specify a comment in each header/footer screen. The comment is displayed in the bottom right corner of a header/footer screen. To specify a comment, from the [View (V)] menu, point to [Work Space (W)] and select [Properties (P)]. In the Properties dialog box, enter your comments.
```

#### Reusing a Header/Footer

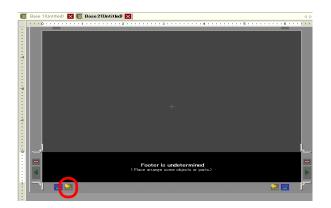
- 1 From the [Screen (S)] menu, select [New Screen (N)] or click the [New Screen] button 🛅.
- 2 In the [New Screen] dialog box, specify [Screens of Type], [Screen], [Title], and click [New].

💰 New Screen	
Screens of Type	Base
Screen	2 📰 🏢
Title	Untitled
Use Template	
Select Temp	late from List
Recently Use	ed Template
	New Cancel

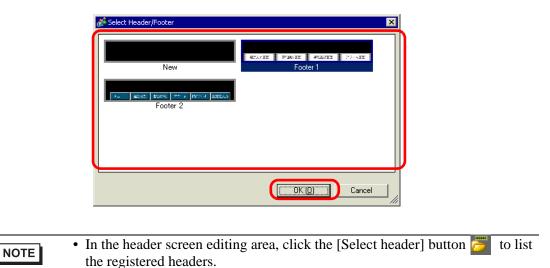
**3** From the [View (V)] menu, select [Footer (F)] or click the [Edit Footer] button **—** at the bottom of the drawing screen.

ļ	В	ase	e 1	0	Int	itle	ed)		×	1	Ç	1	В	a	se	2	(1	In	ti	tle	d		×																														
	•	• •	0	•	÷	• •		•	,	•	•	1	•	,	•	•	•	•	•	÷	•	2	•	•	•	•	•	•	•	•	•	3	•		•	•	•	4	•	 	 •	•	•	•	5	•	 •	•		•	6	 •	•
			I																																																		I
			1																																																		ł
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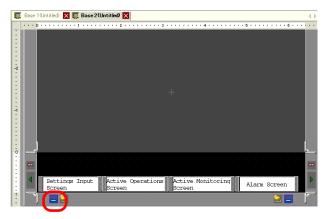
4 The footer screen editing area is displayed. Click the [Select footer] button 🮑.



5 The registered footers are listed. Select the footer you wish to use and click [OK].

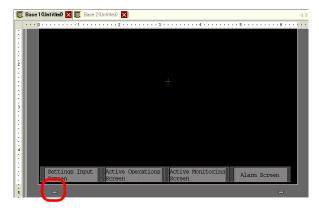


6 The selected footer is displayed. Click the [Disable footer edit] button \_\_\_\_\_ to close the editing area.



#### Removing a Header/Footer

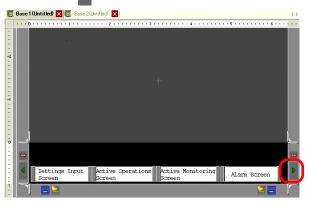
1 Open the screen with the footer you want to remove and click the [Edit Footer] button



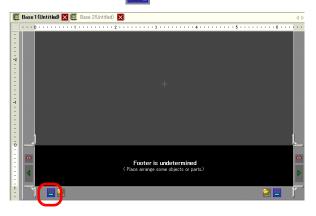


• To view a header, from the [View (V)] menu, select [Header (H)] or click the [Edit Header] button at the top of the drawing screen.

2 Click the [Next Footer] button ▶ and specify a blank header.



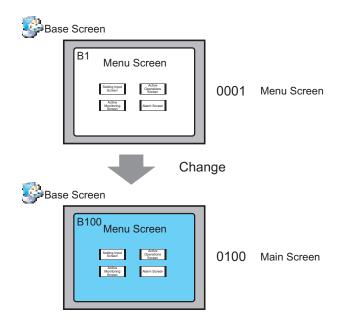
**3** Click the [Disable footer edit] button **[1]** to close the editing area.



# • If you change from a large resolution GP model to a small resolution model, the headers and footers are not scaled down. After changing the GP type, you need to adjust the header/footer size and position.

# 5.11 Changing the Screen Number/Title/Screen Color

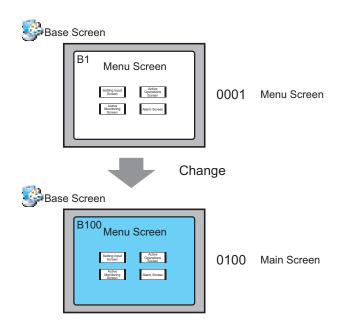
## 5.11.1 Introduction



You can change the screen number, screen title, and screen color in a project file.

## 5.11.2 Setup Procedure

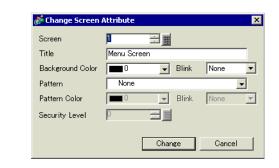
NOTE	<ul> <li>Refer to the settings guide for details.</li> <li><sup>G</sup> " ■ Screen List" (page 5-101)</li> </ul>
	Screen List (page 5-101)



1 From [Screen List] window, select the screen with the attribute you want to change and click the [Change Screen Attribute] icon 🖳.

Screen List		<del>4</del> ×	
Screens of Type	All	•	
Search method	Title	•	
Refine Search		Search	
°¤ 🕁 🛍 🗙 🖡	🖳 🖟 🙀		
🚵 Base Screens			
	0001	(Untitled)	
window Screens			
🎯 Logics			
- INIT	Π		

2 The [Change Screen Attribute] dialog box appears.



NOTE

• Alternatively, double-click the screen title bar in the upper editing area to display the [Change Screen Attribute] dialog box.

**3** Change the [Screen], [Title] and [Background Color]. (For example, Screen: 100, Title: Main Screen)

💰 Change Screen /	Attribute	X
Screen	100 🕂 🏢	
Title	Main Screen	
Background Color	Blink None	-
Pattern	None 🗾	
Pattern Color	Blink None	-
Security Level		
	Change Cancel	

NOTE	1

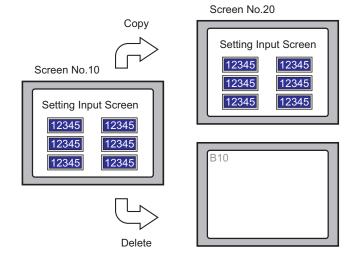
To specify the [Security Level], see:
"22.2 Creating Limited Access Screens" (page 22-3)

4 The screen attribute is updated.

Screen List		<b>₽ X</b>
Screens of Type	AII	•
Search method	ītle	•
Refine Search		Search
°o 🕘 🏨 🗙   💂	l 💋 💺	
Dana Saraana		
	0100	(Main Screen)
👺 Window Screens		
🍪 Logics		
TINIT		

# 5.12 Copying/Deleting a Screen

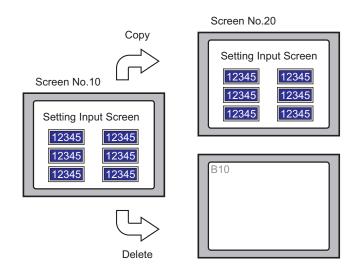
# 5.12.1 Introduction



You can copy or delete a screen.

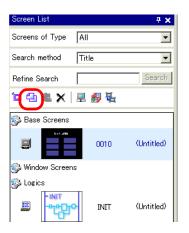
# 5.12.2 Setup Procedure

NOTE	<ul> <li>Refer to the settings guide for details.</li> <li><sup>CP</sup> " ■ Screen List" (page 5-101)</li> </ul>
------	---



#### Copying a Screen

1 In the [Screen List], select the screen you want to copy from and click [Copy] 🔁.



2 Click the [Paste] icon 🖺.

Screen List		<b>₽ x</b>
Screens of Type	All	•
Search method	Title	•
Refine Search		Search
° <b>¤ { 🚯 X</b>	트 🎒 💺	
🍪 Base Screens		
	0010	(Untitled)
🍪 Window Screens	S	
🍪 Logics		
	INIT	(Untitled)

**3** In the [Paste Screen] dialog box, specify the [Paste-To Start Screen Number] and [Screen Number after Paste] and click [Paste]. (For example, [Paste-To Start Screen Number] 20)

Paste-To Start Screen Number
20 📑 🏢
Screen Number after Paste
B0020
Paste Cancel

4 A thumbnail view of the pasted screen is displayed in the [Screen List].

Screen List		<b>₽ x</b>
Screens of Type	All	•
Search method	Title	•
Refine Search		Search
°= 🕘 🛍 🗙	르 🛃 💺	
🍪 Base Screens		
9	0010	(Untitled)
	0020	(Untitled)
😴 Window Screens	\$	



• To select multiple screens at a time, select the target screens on the [Screen List] with the [Shift] key + click, or the [Ctrl] key + click.

#### Delete a Screen

1 In the [Screen List], select the screen you want to delete from and click the [Delete] icon 🗙.

Screen List		<del>4</del> ×
Screens of Type	All	•
Search method	Title	•
Refine Search		Search
° 4 CX	르 💋 💺	
🙉 Base Screens		
	0010	(Untitled)
	0020	(Untitled)
🐝 Window Screens		
🎲 Logics		

2 The screen is deleted from the [Screen List].

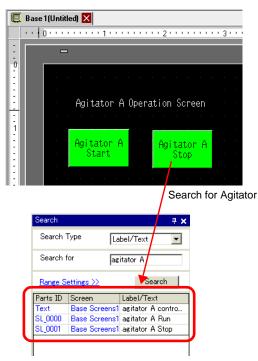
Screen List		4 ×
Screens of Type	All	-
Search Method	Title	•
Refine Search		Search
🎾 🕯 🛍 🗙	💻 🛃 🍇	
🍪 Base Screens		
5x1.49	0020	(Untitled)
🐝 Window Screen	IS	
🍪 Logics		
		(Untitled)



• To select multiple screens at a time, select the target screens on the [Screen List] with the [Shift] key + click, or the [Ctrl] key + click.

# 5.13 Searching/Replacing Parts Addresses, Labels, and Comments

#### 5.13.1 Introduction



You can search and replace the addresses, labels, and comments of the parts used on the screen.

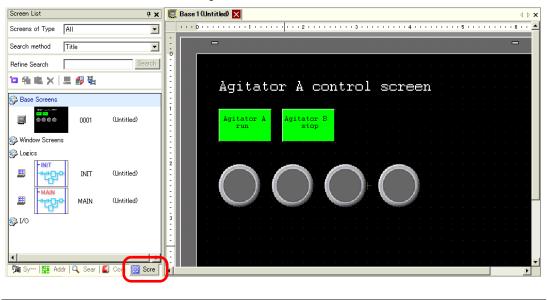
NOTE	settings screen, • • You can	You ca video sc not sea exts use	n search creen, ai rch addi rd in scr	h parts o nd heade resses an ipts, go t	r dr r/fo d co	awings oter. ommer	s found nts if the	used in the on a base so ey are used enu in the So	creen, v in scrip	window ots. To
		💣 Global I	D-Script							
		File ( <u>F</u> )	Edit ( <u>E</u> )	View 💟	Sea	rch ( <u>S</u> )	Help ( <u>H</u> )			
		6 8	¥ 🔁	🛍 🔍 i	Q	Search	(E)	Ctrl+F		
		Function				Replace	e ( <u>R</u> )	Ctrl+R		
		Built-I	n Function	(Instruction		Jump to	o Specified	Line (L)Ctrl+L	_	

#### 5.13.2 Setup Procedure

```
NOTE
```

• Refer to the settings guide for details. \*5.14.5 [Work Space] Settings Guide" (page 5-95)

1 Click the [Search] tab in the work space.



- If the work space does not have the [Search] tab displayed, select from the [View] menu, point to [Work Space (W)] and select [Search (F)].
- 2 The [Search] window appears. Select the search target from [Search Type]. (For example, [Label/Text])

Search					4 x
Search Type	· (	Comm	ent		-
Find Comme	nt	Comme Label/ Addres Parts I	Text s		
Range Settin	<u>igs &gt;&gt;</u>	Farts 1	U	Coard	
Parts ID	Screen	1	Comme	nt	
Replace Settin	igs >>				
🕅 Sy 🕌	Addr	🔍 Sea	ar 🚺 (	Com   🔡	Scre

**3** Enter the text you want to search for (For example, Agitator A).

NOTE	• To search for [Comment] or [Label/Text], the following search is also available.
	For example, 1) In [Find Comment], enter [Alarm?]
	-> You can find [Alarm A] but not [Alarm AB] with a different number
	of words.
	For example, 2) In [Find Comment], enter [Alarm*]
	-> You can find both [Alarm A] and [Alarm AB].

4 Click [Search]. The search results appear.

	Search		<b>₽ ×</b>
	Search Type	Label/	Text 💌
	Search for	aditator	A
	Range Setting	<u>'s &gt;&gt;</u>	Search
1	Parts ID	Screen	Label/Text
	Text	Base Screens1	aditator A control sc
	SL_0000	Base Screens1	aditator A run
	-	D 0 1	aditator A stop
	SL_0001	Base Screens1	

**5** To replace the found text into another text, click [Replace Settings]. From the search results, select the line of the parts you wish to replace and enter the new text and click [Replace].

Replace Settings >>	
🔊 Sy 🔛 Add	r 🔍 Sear 📓 Com   🔡 Scre
Replace Settings <<	
Find	aditator A
Replace with	aditator B
Replace with	

#### NOTE

• To replace all the texts of multiple parts from the search result, select the relevant line with pressing the CTRL key. Use the SHIFT key to select multiple lines in sequence.

	• You can only replace [Comment], [Label/Text], and [Address] not [Parts ID].
NOTE	• To replace [Address], select the address to replace from the search result.
	Once entering [Replace with], click [Replace] or [Replace All].

Search			4 ×	
Search Type	Addres	s	•	
Device Ad	ldress C	Symbol Va	riable	
Туре	Bit Ad	dress	•	
Find Address	[PLC1]	M000100		
Range Setting	<u>15 &gt;&gt;</u>		Search	
Parts ID	Screen	Address		
SL_0002	Base Screens	[PLC1]M	000100	
Paplace Setting				
Replace Settings <<				
Replace with	[PLC1]	M000200		
Next	Repla	ce	Replace All	

# 5.14 Settings Guide

#### 5.14.1 Main Window Part Names

The following explains the basic screens and names in GP-Pro EX.

Title Bar _ CHPHOEX = CHPHOEX 15131410dule103tabase10.000000 area to screen to Help to
Menu Bar 🖉 🙀 🙀 🙀
Operation     JA·/ A □ O O / I E 器目● P I E I A I I I I I I I I I I I I I I I I
Screen Lit       9 ×

Setting	Description	
Title Bar	Displays a project file name or screen title.	
Menu Bar	Displays GP-Pro EX operation menus, which change depending on what you are editing.	
Operation State Bar	Select from [System Settings], [Edit], [Preview], [Transfer Project], or [Monitor] to switch to the operation screen.	
Tool Bar		

Setting		Description			
	Standard	🗋 🗀 🖂 💁 💁 🖆 😹 🖄 🏈 🚴 🐰 🚭 🛍 Pố 🗙 100%			
	Edit	○ [1] [1] [2] [2] [2] [2] [2] [2] [3] (2] (2] (2] (2] (2] (2] (2] (2] (2] (2			
	View				
	Draw				
	Parts				
Bar	Instruction				
Tool E	Package				
To	Common				
	Settings	🛃 🛃 🔃 🗊 🐜 🧐 🦓 🌆 🙆 📾 🛤 🔡 🛱 🧱 📖 🔎			
	Editing Area				
	Tiling				
	Change part	0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 L D			
Mc	state				
vvc	ork Space	Displays a Window. By dragging a Window, you can move and place it in the desired position. Displays the following types of Windows.			
	System Settings	Displays [System Settings], [Address], [			
	Address	Common Settings], [Screen List], [Search].			
		<ul> <li>System Settings</li> </ul>			
	Common	<ul> <li>System Settings</li> <li><sup>C</sup> " ■ System Settings" (page 5-95)</li> </ul>			
	Settings	Address Settings			
		G <sup>™</sup> ■ Address Settings" (page 5-97)			
	Screen list	Common Settings			
	Search window	<sup>G</sup> "■ Common Setting" (page 5-99)			
		Screen List Window			
		☞ "■ Screen List" (page 5-101)			
		Search			
		☞ "■ Search" (page 5-105)			
	Properties	Displays the selected part or screen's attributes to confirm or edit the			
		attributes.			
		Image of the second			
		NOTE			
		·			
	<b>D</b> ( <b>T</b> "	• This window is displayed the first time you start up the GP.			
	Parts Toolbox	The window lists the part shapes. This allows you to select the parts			
		shapes you wish to use and drag & drop the parts to place them on the			
Screen Data List         Displays a list of drawings and Parts on the screen.					
	Comment	G <sup>*</sup> "■ Screen Data List Window" (page 5-104)			
	Comment Settings	General Comment List Window" (page 5-108)			
<u> </u>	Watch List	<sup>C</sup> "■ Watch List Window" (page 5-108)			
	Error Check	Displays a list of errors found on the created screen. You can execute an			
		error check by clicking the icon in the window.			
		<sup>(27)</sup> "■ Error Check" (page 5-152)			
		Continued			

Setting		Description	
	PID Monitor	<sup>©</sup> "■ PID Monitor" (page 5-108)	
Editing Area		<ul> <li>This is the area used to edit a screen. The editing area displays Base</li> <li>Screens, Window Screens, or the registration of each functionís</li> <li>[Common Settings] and setting screens.</li> <li>You can change the display method of the editing area using the [Editing Area (B)] option from the [View (V)] menu. Also, when displaying Base</li> <li>Screens or Window Screens, you can change the display state by using</li> <li>[Zoom (Z)] or [Change Language (L)].</li> </ul>	
Status BarDisplays the specified model and the coor pointer in the editing area.		Displays the specified model and the coordinate position of the mouse pointer in the editing area.	
From the		The window displays the enlarged image around the cursor. From the [View (V)] menu, select [Zoom Box] to display/hide the screen or to change the enlargement percentage.	

## 5.14.2 [New] Settings Guide

To create a new project, from the [Project (F)] menu, select [New (N)] or click []. The [New Project File] dialog box appears. Set the display model.

#### Display Settings

💰 New Project File		×
GP-Pro 🛃	Display Unit Series	GP3000 Series
		AGP35** Series
	Model	AGP-3500T
	Orientation	Landscape
	-Specifications -	
	Screen Size Resolution Display Unit Display Colors Internal Memory Backup Memory COM1 COM2 USB	y 8 MB
0	LAN OF	1 Ports Available
	Video Input Internal Board	None None
		Back ( <u>B</u> ) Next ( <u>N</u> ) Cancel

Setting	Description
Select Series	<ul> <li>Select the display unit to use from [GP3000 Series], [GP2000 Series], [ST3000 Series], [LT3000 Series], or [IPC Series].</li> <li>NOTE</li> <li>If you select [GP2000 Series], the following dialog box appears. Click the icon to exit GP-Pro EX and start GP-PRO/PB3. GP-PRO/PB does not start if not installed.</li> </ul>
	Samo GP- PRO/PB3

Setting Description		Description
Display Unit		Set the Display Unit.
	Series	Select the Series.
Model Select one of the models from the series.		Select one of the models from the series.
Orientation Select the display orientation from [Landscape] and [Po displayed if [IPC Series] is selected.		Select the display orientation from [Landscape] and [Portrait]. This is not displayed if [IPC Series] is selected.
	Screen Size	Only when [IPC Series] is selected, sets the display size for the screen data.
Specifications Displays the specifications of the display specified in [Display U		Displays the specifications of the display specified in [Display Unit].

## Device/PLC Series Settings

Click [Next] after the setting the display and the following dialog box appears. Select the Device/PLC.



Setting Description		Description
De	vice/PLC	Set the device/PLC.
	Maker	Select the device/PLC maker name.
	Series	Select the series for the device/PLC selected in [Maker].
	Recent Device/ PLC	Displays the maker name and series name of up to three devices/PLCs recently specified in the [New Project File] dialog box. Click each display to specify the [Maker] and [Series].
Area device/PLC.		Designate whether or not to assign the GP internal system data area to the device/PLC. <sup>©</sup> " ◆ System Area Settings" (page 5-133)
	Refer to the manual of this Device/PLC	Displays the page in "GP-Pro EX Device Connection Manual" that describes the device/PLC selected.
Co	nnection Method	Set the connection method of the GP and device/PLC.
	Port	Select the port to allocate to the device/PLC from [COM1], [COM2], [Ethernet (UDP)], and [Ethernet (TCP)].
Go to Device/PLC Displays the top page of "GP-Pro EX Device Connection Manual		Displays the top page of "GP-Pro EX Device Connection Manual."

#### 5.14.3 [Properties] Settings Guide

This section covers the Project Information dialog box. To open this dialog box, from the [Project (F)] menu, select [Information (I)].

#### Project Information

The Project Information dialog box displays the settings for communicating with the display unit.

#### File Information

Displays information of a project file.

Project Informati	ion			×
File Information Display Unit Send Data SRAM Information Destination Passwords Logic Memory	File Information File Name Last Saved Creator Title	Unsaved GP_User	1	
		[	OK ( <u>O</u> )	Cancel

Setting	Description	
File Name	Displays a project file name.	
Last Saved	Displays the year, date, day of the week, and time when the last project file was saved. The format is [Day of the Week], [Month], [Date], [Time (hh:mm:ss)], and [Year].	
Creator	Set the name of the project file creator. You can input up to 30 characters.	
Comment	Set a comment for the project file. You can input up to 60 characters.	

#### ♦ Display Unit

Displays the type or name of the specified devices/PLC and peripheral devices. Displays [Unused] for unused devices.

ile Information Display Unit	Display Unit Co	nfiguration
end Data	Main Unit	AGP-3500T
RAM Information Destination Passwords	Device/PLC 1	Mitsubishi Electric Corporation Q/QnA Serial Communication COM1
ogic Memory	Device/PLC 2	(Unused)
	Device/PLC 3	(Unused)
	Device/PLC 4	(Unused)
	Printer	(Unused)
	Bar Code 1	(Unused)
	Bar Code 2	(Unused)
	Script 1	(Unused)
	Script 2	(Unused)

Setting	Description
Main Unit Displays the display model name.	
Device/PLC 1	Displays the specified device/PLC's series.
Device/PLC 2	"5.14.6 [System Settings] Setting Guide" (page 5-109)
Device/PLC 3	
Device/PLC 4	
Printer	Displays the specified printer type.
	"34.6.2 System Settings [Printer] Settings Guide" (page 34-48)
Bar Code 1	Displays the specified bar code type.
Bar Code 2	"8.4.1 [Input Equipment Settings] Settings Guide" (page 8-21)
Script 1	Displays the specified script type.
Script 2	Image: Script I/O Settings] Settings Guide" (page 5-143)

## Send Data

Displays information of the data to transfer to the display.

💣 Project Informal	tion X
File Information Display Unit Send Data SRAM Information Destination Passwords Logic Memory	Send Data Send Size 76,456 Bytes (0.9%) Fonts to Use Japanese Standard Font English Standard Font English Stoke Font Chinese[Traditional] Standard Font Chinese[Simplified] Standard Font Korean Stanard Font
	OK (0) Cancel

Setting	Description
Send Size	Displays the total size of the project data to send. The data exceeding the maximum size that the GP can accept is displayed with red characters.
Fonts to Use	Displays a list of fonts to send. Designate the fonts for a project in [System Settings]> [Font].

#### ♦ SRAM Information

Displays information of GP's backup SRAM capacity.

💰 Project Informat	ion		×
File Information Display Unit	SRAM Information	Capacity: 320 KB	
Send Data SRAM Information	Alarm Backup	0 Bytes	
Destination	Sampling	0 Bytes	
Passwords Logic Memory	Backup Area	0 Bytes	
	Recipe	0 Bytes	
	Total Size	2,320 Bytes	
	Remaining Capacity	325,360 Bytes	
1			
		OK ( <u>O</u> )	Cancel

Setting	Description	
Capacity	Displays the specified display's backup SRAM capacity in KB.	
Alarm Backup	Displays the SRAM size used for Alarm History.	
Sampling	Displays the SRAM size used for Sampling.	
Backup Area	Displays the SRAM size used for the GP internal device backup.	
Recipe	Displays the SRAM size used for Recipe.	
Total Size	Displays the total size used for the SRAM by the byte.	
Remaining Capacity	Displays the remaining capacity by the byte. If the total size exceeds the capacity, the value is displayed with a minus.	

#### Destination

Specifies the location to save data you transfer to a CF Card and USB storage inserted to GP.

Project Information	×
File Information Display Unit Send Data SRAM Information Destination Passwords Logic Memory	CF-Card Destination Folder  CF Card Folder  CF Card Folder  C*Program Files*Pro-face#GP-Pro EX# Browse Browse
	USB Storage Folder USB Storage USB Storage Destination Folder C:¥Program Files¥Pro-face¥GP-Pro EX¥ Browse
	OK (D) Cancel

Setting	Description
Enable CF Card	Select whether or not to use a CF Card in a project.
CF Card Folder	Specifies the location to store data you save on the CF Card. Click [Browse] to display the dialog box that designates the directory. In the initial settings, \Program Files\Pro-faceGP-Pro EX *.** (*.** show the version) \Database\ (folder with the same name as the project file) is specified.
USB Storage	Select whether to use USB storage in the project.
USB Storage Destination Folder	Specifies the location to store data you save in USB storage. Click [Browse] to display the dialog box that designate the directory. In the initial settings, \Program Files\Pro-face\GP-Pro EX *.** (*.** shows the version) \Database\ USB is specified.

#### ♦ Passwords

Set a password for editing or transferring a project file.

💰 Project Informati	on			x
File Information Display Unit Send Data SRAM Information Destination Passwords Logic Memory	Passwords Edit Edit Project File Send/Receive Send/Receive Project File To open, send and receive Keep it at hand.	you will need this	Set Password Set Password password	
		OK	( <u>0</u> ) Cancel	1

Setting Description		Description	
Edit Set a password to protect the project file.		Set a password to protect the project file.	
	Edit Project File	Displays the password as "*****".	
	Set Password	Click this button and the following dialog box appears:	
		If you click [Set Password] when a password is already set, the following dialog box appears. Change or remove the password.         If you click [Set Password] when a password is already set, the following dialog box appears. Change or remove the password.         If refer the current Project File Edit Management password.         Password         If you click [Set Password] when a password is already set, the following dialog box appears. Change or remove the password.         Password         If you click [Set Password] when a password is already set, the following dialog box appears. Change or remove the password.         Password         Inter the current Project File Edit Management password.         Password         Inter the current Project File Edit Management password.         Password         Inter the current project File Edit Management password.         Password         Inter the current project File Edit Management password.         Password         Inter the current project File Edit Management password.         Password         Inter the current project File Edit Management password.         Password         Inter the current project File Edit Management password.         Password         Inter the current project File Edit Management password.         Inter the current project File Edit Management password.         Inter the current project File Edit	

Se	tting	Description	
	Password	Set a password with up to 10 characters.	
Edit	Confirm Confirm the password		
Send/Receive Set a password to Permit a project transfer.		Set a password to Permit a project transfer.	
	Send/Receive Project File	Displays a password for sending/receiving with "****".	
	Set Password	Click this button and the following dialog box appears:	
		If you click [Set Password] when a password is already set, the following dialog box appears. Change or remove the password is already set, the following dialog box appears. Change or remove the password password password password.         If refer the current Project File Transfer ManagementSet Password         If you click [Set Password] when a password is already set, the following dialog box appears. Change or remove the password         If enter the current Project File Transfer ManagementSet Password         Password         If enter the current Project File Transfer Management password.         Password         If enter the current Project File Transfer Management password.         Password         If you will need this password to send/receive the Project File Transfer Management password.         Password         If you click [Set Password         If you will need this password to send/receive the Project File Transfer Management password.         Password         If you will need this password to send/receive the Project File.         If you will need this password private and save it in a secure location.         If you will need this password private and save it in a secure location.         If you will need this password private and save it in a secure location.	
	Password	Set a password with up to 24 characters.	
	Confirm	Confirm the password.	
		NOTE	
		• If you click [OK] leaving this box blank, the password is not set.	

#### ♦ Logic Memory

You can check the current logic capacity, symbol variable capacity, address points, and comment memory of the logic program. You can also change the proportion of the logic capacity and comment memory as required.

💰 Project Information			×
Project Information File Information Display Unit Send Data SRAM Information Destination Passwords Logic Memory	Logic Memory Logic Capacity (Steps) Variable Capacity	Confi	gure Memory 3 / 15000 0 / 6000 Details
	Number of Addresses Used in Logic Comment Memory Number of Variable Comments Number of Rung Comments	0 / 210	7 / 256 Details
		OK ( <u>O</u> )	Cancel

Setting	Description	
Configure Memory	Click this button and the following dialog box appears.	
Logic Capacity	yDisplays the number of Steps that you can create.Sets the upper limit for the symbol variable comment memory, ranging from 0 to 15.	
Variable Comment Capacity		
Rung Comment Capacity	Sets the upper limit for the rung comment capacity, ranging from 0 to 15.	

Setting	Description		
Variable Capacity	Displays the current and total configurable number of symbol variables used.		
Details	Click this button and the following dialog box appears. You can check		
	the number of symbol variables currently used and the possible		
	configurable number, as well as the total number of symbol variables.		
	💰 Variable Capacity Detail		
	Variable Capacity Retentive Variable Volatile Variable		
	Bit Variable 0 items 0 / 8000		
	Bit Variable Input 0 items 0 / 256		
	Bit Variable Output 0 items 0 / 256		
	Integer Variable 0 items 0 / 8000		
	Integer Variable Input 0 items 0 / 64		
	Integer Variable Output 0 items 0 / 64		
	Float Variable 0 items 0 / 128		
	Real Variable 0 items 0 / 128		
	Timer Variable 0 items 0 / 512		
	Counter Variable 0 items 0 / 512		
	Date Variable 0 items 0 / 64		
	Time Variable 0 items 0 / 64		
	PID Variable 0 items 0 / 8		
	Total 0 items		
	 ОК @		
Number of Addresses	Displays the number of addresses currently used in the logic program and		
Used in Logic	the possible configurable number.		
Details	Click this button and the following dialog box appears. You can check		
	the current number used, the possible configurable number, as well as the		
	total number of bit variables, integers, and system variables.		
	💰 Number of Addresses Used in Logic		
	Bit 0 items 0 / 256		
	Integer 0 items 0 / 256		
	System Variable 7 items 7 / 64		
	Total 7 items 7 / 256		
Comment Memory	Displays the current and configurable number of symbol variable and rung		
comments.			
	continents.		

## Destination Folder

Specifies the designation folder for the CF Card or the USB storage. ☞ "◆ Destination" (page 5-83)

## Protect Data

Set a password for editing or transferring a project file. 

## 5.14.4 [Utility] Settings Guide

This section covers the Utilities. To open the utilities, from the [Project (F)] menu select [Utility (T)].

#### Address Block Conversion

Converts the sequential addresses specified in a project. There are two conversion methods: [Whole Project] converts the addresses in the whole project as a block, and [Individual Settings] converts the selected target screens or features.

#### ♦ Whole Project

💰 Addres	s Block Conversion 🛛 🗙
Target to	be converted
Whole Pr	roject <u>Individual Settings &gt;&gt;</u>
Address T	уре
<ul> <li>Bit</li> </ul>	C Word
Address E	Before Conversion
Start	[PLC1]X00000
End	[PLC1]X00000
Address A	After Conversion
Start	[PLC1]X00000
	Convert Close

Se	tting	Description
Сс	nversion Target	Displays the conversion target.
	Whole Project	Display this when converting all the addresses in a project file.
	Individual Settings	Goes to the mode that sets the selected target individually. <sup>C</sup> " ◆ Individual Settings" (page 5-89)
Ad	dress Type	Select the address type to convert from [Bit] or [Word].
	dress Before	Set the range of sequential addresses to convert.
	Start	Set the start address to convert.
	End	Set the end address to convert.
	dress After	Set the addresses after conversion.
	Start	Set the start address of the convert destination.
	NOTE .	You cannot specify addresses from different registers. If the total number of addresses (End Address - Start Address) before conversion is greater than the total number of addresses (End Address - Start

Address) after conversion, the last device address is assigned to all the

unconverted addresses.

## Individual Settings

Sets the address conversion target screens individually and converts them.

💣 Address Block Conversion	x
Target to be converted	Screen Alarm Common
Individual Settings <u>&lt;&lt; Whole Project</u>	Screen <u>Current Screen</u> <u>All Screens</u>
Address Type	IZ Base Screens Start Screen 1
	Vindow Screens
Address Before Conversion	Start Screen 🕴 🗄 👖 End Screen 🛛 🔁 🏢
Start [PLC1]X00000 🔚	Video Modules
End [PLC1]X00000 🖂	Start Screen 🕴 🗮 End Screen 📴 🗮
Address After Conversion	₩ Header/Footer
Start [PLC1]X00000	₩ Logics
	Convert Close

Settin	g	Description
Scree	n	Select the block of target screens to convert.
Cı	urrent Screen	Converts addresses as a block only for the screens that are currently being edited.
All	I Screens	Runs address block conversion on all screens by selecting check boxes for all screen types.
Ba	ase Screens	Set whether or not to include Base Screens.
	Start Screen	Set the start screen number of the Base Screens from 1 to 9,999.
	End Screen	Set the end screen number of the Base Screens from 1 to 9,999.
Wi *1	indow Screen	Set whether or not to include Window Screens.
	Start Screen	Set the start screen number of the Window Screens from 1 to 2,000.
	End Screen	Set the end screen number of the Window Screens from 1 to 2,000.
Vio	deo Modules	Determines whether to include the Video Module window in the conversion.
	Start Screen	Specifies the first Video Module window number to be included in the conversion from 1 to 512.
	End Screen	Specifies the last Video Module window number to be included in the conversion from 1 to 512.
He	eader/ Footer	Set whether or not to include the addresses specified for Headers/Footers among the conversion.
Lo	gics	Determines whether to include the logic screen in the conversion.

Setting	Description
Alarms	Select the Alarm Settings.
	Scree Alarm bommon
	Alarm Select All
	✓ Alarm History
	✓ Banner Message
	✓ Alarm Summary
	Common
Alarms	Select the conversion Alarm features from [Alarm History], [Banner
	Message], [Alarm Summary], or [Common].
Select All	Runs address block conversion on all alarm settings by selecting check
	boxes for all alarm types.
Common	Runs address block conversion on the features selected in [Common
	Settings].
	Screen   Alarm Common
	Common Select All
	🔽 Sampling 🔽 Global D-Script
	Recipe Retended Script
	Security Security User Defined Functions
	✓ Time Schedule ✓ Backlight Color Settings
	🔽 Sound 🔽 Symbol
	🔽 Text Table
Common	Select the conversion features from [Sampling], [Recipe], [Security],
	[Time Schedule], [Sound], [Text Table], [Global D-Script], [Extended
	Script], [User Defined Functions], [Backlight Color Settings] or [Symbol].
Select All	Runs address block conversion on all Common settings by selecting check boxes for all the features, except for alarms.

## Cross Reference

Displays the addresses used by screens and placed parts in a project.

Target All	Device/	PLC T	Address Block Conversion
Address	Screen	Location	Feature
#H_CurrentYear	Logic System (F	-	-
#H_CurrentMonth	Logic System (F	-	-
#H_CurrentDay	Logic System (F	-	-
#H_CurrentHour	Logic System (F	-	-
#H_CurrentMinute	Logic System (F	-	-
#H_CurrentSecond	Logic System (F	-	-
#H_CurrentDayofTheW	Logic System (F	-	-
[PLC1]D00000	Display Unit	-	System Area Start Address
[PLC1]D00000	Display Unit	-	Watchdog Write Address
[#INTERNAL]LS0020	Video Modules	-	Video Control Address
[#INTERNAL]LS0021	Video Modules	-	Video Control Address
[#INTERNAL]LS0022	Video Modules	-	Video Control Address
E#INTERNAL1LS0023	Video Modules	-	Video Control Address

Setting	Description
Target	Select the contents to display on the Cross Reference from [All], [Current Screen], [Base Screen], [Window Screen], [Header/Footer], [Logics], [I/O], [Alarm], [Sampling], [Recipe], [Security], [Time Schedule], [Sound], [Text Table], [Global D-Script], [Extended Script], [User Defined Functions], [Backlight Color Settings], [Video Modules] or [System Settings].
Device/PLC	Select the contents to display on the Cross Reference from [All], [Symbol Variable], [PLC1] (device/PLC), [#INTERNAL] (internal device address), or [#MEMLINK] (only when using memory link).
Туре	Select the address type to display from [All], [Bit Address], [Word Address], [Bit Variable], [Integer Variable], [Float Variable], [Real Variable], [Timer Variable], [Counter Variable], [Date Variable], [Time Variable], [PID Variable], [System Variable (Bit)], [System Variable (Integer)].
Address Block Conversion	Displays the [Address Block Conversion] dialog box. Converts the addresses specified in a project as a block. There are two conversion methods: [Whole Project], which converts the addresses in the whole project as a block, and [Individual Settings], which sets and converts the conversion target screens individually.
Address	Displays the address or symbol name in use.
Screen	Displays the screen numbers, Alarms, Common Settings' types in use.
Location	Displays the part IDs in use or the group, block number, or rung number an address belongs to.
Feature	Displays the usage of each address.

## ■ Copy from Another Project

Specifies another project file to copy necessary screens.

💕 Copy from Another Project							×
File C:¥Program Files¥Pro-fa	ace¥¥A	.prx		Brows	:e		
Convert Resolution			_				
Copy Extent C All	ΘSp	pecify	Ranges				
Copy From					,		
Base Screens	Start	1		End	9999		
✓ Include Header and Foo		I.	<u>m</u>	LIIG	J		
, ♥ Window Screens	Start	1		End	2000		
🔽 Keypads	Start	1		End	8999		
Video Modules	Start	1		End	512		
Сору То							
Base Screens	Start	1					
Window Screens	Start	1					
Keypads	Start	1					
Video Modules	Start	1					
			Cop	у	C	ancel	1

Setting	Description
File	Displays the copy-from file.
Convert Resolution	Specifies whether or not to adjust part size, position, and text size to the display resolution when copying the screen from a project with a different resolution. Some scale magnification may not convert properly due to text size and resolution limitations.
Browse	Click this button and the following dialog box appears. Set the copy- from fileis storage location and select a file.
Copy Extent	Select the copy target from [All] or [Specify Ranges].
	Continue

Se	tting	g	Description
Co	py F	rom	Set the target screens when the Copy from is [Specify Ranges].
	Ba	se Screens	Copies Base Screens in another project file.
		Start	Set the copy-from Base Screen start number from 1 to 9,999.
		End	Set the copy-from Base Screen end number from 1 to 9,999.
		lude Header d Footer.	Set whether or not to copy the header/footer in another project file.
	Wi	ndow Screens	Copies Window Screens in another project file.
		Start	Set the copy-from Window Screen start number from 1 to 2,000.
		End	Set the copy-from Window Screen end number from 1 to 2,000.
	Ke	ypads	Copies the keypad screen from another project file.
en		Start	Specifies the first copy-from keypad screen number from 1 to 8999.
cre		End	Specifies the last copy-to keypad screen number from 1 to 8999.
s u	Vid	leo Modules	Copies the Video Module window from another project file.
Copy from Screen		Start	Specifies the first copy-from Video Module window number from 1 to 512.
ပိ		End	Specifies the last copy-from Video Module window end number from 1 to 512.
Со	ру Т	ō	Specifies the copy-to screen numbers.
	Ba	se Screens	Specifies the copy-to Base Screen start number from 1 to 9,999.
	Wi	ndow Screens	Specifies the copy-to Window Screen top number from 1 to 1,999.
	Ke	ypads	Specifies the first copy-to keypad screen start number from 1 to 8999.
	Vid	leo Modules	Specifies the first copy-to Video Module window start number from 1 to 512.

## Error Check

Checks whether an error exists in the settings in a project.

No	error	

Error exists

Error Check					
7 🕅 🖗 🗉					
Level Error Num	Screen-Location S	inmary			
Error	N	i Error			
Error Check					
	🔒 Even il you sav	this data, you can't transfer it t	o the main unit.		
♥₩₹	Even if you say Screen-Location S		o the main unit.		

Setting			Description
su	All 💕		Checks for errors in all settings.
lcons	Logic only	<b>₽</b>	Checks for errors in logic screen settings.
Operation	Screen only	V	Checks for errors in the new screen settings.
Ope	Settings	E	Displays the [Error Check] dialog box under [Preferences].
Lev	/el		Displays the level of error as either an [Error] or a [Warning].
Error Number			Displays the error number. For details about error numbers, refer to "Maintenance/Troubleshooting."
Screen-Location		reen-Location Displays the screen Number, part Number, or Row Number error occurred.	
Summary:		ary: Displays the error details.	

## 5.14.5 [Work Space] Settings Guide

This section covers the Work Space settings. To open each Work Space, from the [View (V)] menu, point to [Work Space (W)] and select the Work Space to open.

#### System Settings

This window is used to configure system settings for a project file.



Setting	Description	
Display	Configures the display settings.	
Display	Displays the display settings and specifications.	
	☞ " ■ [Display]" (page 5-109)	
Display Unit	Configures detailed settings for the display main unit.	
	☞ " ■ [Display Unit] Settings Guide" (page 5-110)	
Logic Programs	Configures the logic feature settings.	
	<sup>(2)</sup> "29.14.1 [Logic Programs] Setting Guide" (page 29-135)	
Video/Movie	Configures the settings for video play and movie recording.	
	<sup>(27)</sup> "27.9.1 [Video/Movie] Settings Guide" (page 27-73)	
Font	Sets a font to use on the display.	
	"6.4 [Font] Settings Guide" (page 6-19)	

Setting	Description	
Peripheral Settings	Configure settings for each peripheral device.	
Peripheral List	Displays a list of the specified peripheral devices.	
	☞ "■ [Peripheral List] Settings Guide" (page 5-137)	
Device/PLC	Configure settings for a device/PLC.	
	☞ "■ [Device/PLC] Setting Guide" (page 5-140)	
Printer	Configure settings to communicate with the printer.	
	<sup>(37)</sup> "34.6.2 System Settings [Printer] Settings Guide" (page 34-48)	
Input Equipment	Configures the settings to communicate with the input device.	
Settings	(3) "8.4.1 [Input Equipment Settings] Settings Guide" (page 8-21)	
Script I/O	Configure Script I/O Settings.	
Settings	<sup>(2)</sup> "20.8.1 D-Script/Common [Global D-Script] Settings Guide" (page 20-53)	
I/O Driver	Configures the I/O series settings.	
	(31.2.1 [I/O Driver] Settings Guide" (page 31-12)	
FTP Server	Registers FTP servers.	
	<sup>(27)</sup> "27.9.2 [FTP Server] Settings Guide" (page 27-91)	
Modem	Configures the settings for the modem connected to the display unit.	
	<sup>(27)</sup> "33.10.2 [Modem] Setttings Guide" (page 33-65)	
Video Modules	Configures the Video Module window settings.	
	(27.9.6 [Video Module] Settings Guide" (page 27-124)	

## Address Settings

Displays a map of the device/PLC addresses in use or a list of the symbol variables.

Туре	Bit Address	Type All	
Address	[PLC1]X00000	Attribute All	
		Name 2	Type Address
(	0 1 2 3 4 5 6 7 8 9 A B C D	#L_ScanTime	System Variable(Ir
0000		#L_Status	System Variable(Ir
0010		#L_StopPending	System Variable(B
		#L_StopScans #L_Time	System Variable(Ir System Variable(Ir
0020		#L_IIme #L_UnlatchClear	System Variable(IF
0030		#L_Onlatenciear #L_Version	System Variable(In
0040		#L_WatchdogTime	System Variable[Ir
		IceSupplyButton	Bit Variable
0050		Lamp	Bit Variable
0060		LargeCupButton	Counter Variable
070		MediumCupButton	Counter Variable
080		PowerOff	Bit Variable
		PowerOn	Bit Variable
0090		SetIceSupplyCup	Bit Variable
00 A 0		SmallCupButton	Bit Variable Counter Variable
00B0		SmallCupQuantity SodaInjectionTime	Timer Variable
		<ul> <li>Souamection line</li> </ul>	Timer variable
0000		Feature	Location Screen
eature	Location Screen	TON SodalnjectionT	ime 3 MAIN
		MOV 4000 Sodalnje	otion' 5 MAIN
		NC SodalnjectionTim	eQ.6 MAIN

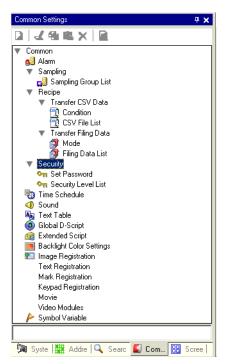
Setting		Description
Se	lect Model	Select the target for a list from [Device Address] or [Symbol Variable].
Device Address		Displays a map of the device/PLC addresses used in a project.
	Туре	Select the address type to list. If you selected [Variable Format] as the [Register Format], select [Bit Address] or [Word Address] as the type. If you select [Address Format] as [Register Format], select the type from [Bit Address], [Word Address], [Float Variable], [Real Variable], [Timer
	Address	Variable], [Counter Variable], [Date Variable], [Time Variable], or [PID Variable]. Select the address of the target to display in the map area.
	Map Area	Displays a map of how the addresses are used

Continued

Setting	Description           Displays the symbol variables used in the project.	
Symbol Variable		
Туре	Select the address type to list.If you selected [Variable Format] for [Register Format], select the typefrom [All], [Bit Address], [Word Address], [Bit Variable], [IntegerVariable], [Float Variable], [Real Variable], [Timer Variable], [CounterVariable], [Date Variable], [Time Variable], [PID Variable], [SystemVariable (Bit)], or [System Variable (Integer)].If you selected [Address Format] for [Register Format], select the typefrom [Bit Address], [Word Address], [System Variable (Bit)], or [SystemVariable (Integer)].	
Attribute	Select the symbol variable usage from [All], [In Use], or [Not used].	
Display Area	Displays a list of the symbol variables.	
Feature	Displays the usage of each address.	
ID Location	Displays the part IDs in use or the group, block number, or rung number an address belongs to.	
Screen	Displays the screen numbers, Common Settings type.	

#### Common Setting

Calls features common to a project file.



Setting			Description	
Alarm Settings			Displays the setting screen to register an alarm message. <sup>(27)</sup> "19.9.1 Common (Alarm) Settings Guide" (page 19-63)	
Sampling	Sampling List		Displays a list of each setting content for sampling groups. <sup>(27)</sup> "24.8.1 Common [Sampling] Settings Guide" (page 24-37)	
Recipe	Transfer CSV Data	Condition CSV File List	Displays the screen to configure condition settings for transferring CSV data. <sup>(C)</sup> "■ Transfer CSV Data (Condition)" (page 25-56) Displays the screen to register CSV data. <sup>(C)</sup> "■ Transferring CSV Data (CSV File List)" (page 25-61)	
	Transfer Filing Data	Action Filing Data List	Displays the screen to specify the filing data's transfer actions. <sup>(G)</sup> "■ Transfer Recipe Data Settings" (page 25-63) Displays the screen to register filing data. <sup>(G)</sup> "■ Transferring Recipes (Filing Data List)" (page 25-67)	
	Tran:			

Setting		Description
Security	Security	Displays the screen to specify a security level and password.
	Password	<sup>(2)</sup> "22.5.2 Security Level List" (page 22-11)
	Security Level	Displays a list of the screens with the security settings and the
	List	security level.
		"22.5.1 Password Settings" (page 22-9)
Time Sch	nedule	Displays a list of actions with the time schedule settings.
		"23.4 Common Time Schedule Settings Guide" (page 23-11)
Sound		Displays the screen to specify sound.
		"26.5 Settings Guide" (page 26-13)
Text Tabl	е	Displays the text table to specify text.
		"15.7.3 Text Table Settings Guide" (page 15-51)
Global D	-Script	Displays a list of existing global D-scripts.
		"20.8.1 D-Script/Common [Global D-Script] Settings Guide" (page 20- 53)
Extended	d Script	Displays the screen to program extended scripts.
		"20.8.1 D-Script/Common [Global D-Script] Settings Guide" (page 20- 53)
Change	Backlight Color	Configures the operation conditions to switch the backlight to red
		Image: Section of the section of
Image Re	egistration	Displays the [Image Registration] screen to register images.
		"10.5.1 Common (Image Registration) Settings Guide" (page 10-23)
Text Reg	istration	Displays the screen to register text.
		"15.7.2 Common [Text Registration] Settings Guide" (page 15-49)
Mark Reg	gistration	Displays the screen to register marks.
		"9.12.3 Common (Mark Registration) Settings Guide" (page 9-81)
Keypad F	Registration	Displays the screen to edit a keypad.
		"16.5.2 Common (Keypad Registration) Settings Guide" (page 16-23)
Movie		Displays the [Movie] screen for creating a movie list file.
		"27.9.3 Common [Movie] Settings Guide" (page 27-93)
Video Mo	odules	Displays the screen for specifying the Video Module settings.
		"27.9.5 Common [Video Module] Settings Guide" (page 27-115)
Symbol \	/ariable	Displays a screen to register a symbol.
		Image: Symbol Variable]" (page 5-49)
		"29.3 Registering Addresses" (page 29-13)

## Screen List

Displays a list of existing Base Screens or Window Screens.

Screen List	<del>4</del> ×	📮 Base 1 (Untitled) 🗙
Screens of Type	<b>•</b>	••••0••••••••••••••••••••••••••••••••••
Search Method Title	-	
Refine Search	Search	
1= 4: iii 🗙 🗶 🗒 😼		
🐝 Base Screens		
	(Untitled)	
😵 Window Screens		
🚱 Logics		
	(Untitled)	2
MAIN		
	(Untitled)	
si 1/0		3
		<u>:</u>
		4
•		

Se	tting	Description				
Screens of Type		Select the screens to list from [All], [Base Screen], [Window Screen], [Logic], or [I/O Screen].				
Se	arch Method	Select the screen search method from [Screen] or [Title].				
Refine Search		Enter your search term, up to 128 characters.				
	New Screen 🛅	Displays the [New Screen] dialog box.				
	Сору (С) 🔁	Copies the selected screen.				
	Paste 🔁	Pastes the copied screen on the Screen List.				
	Delete 🗙	Deletes the selected screen from the project.				
		Screen   Title   Background Color   Pattern   None   Pattern Color   Security Level				

Se	tting	Description					
Operation Icons	Change Display Unit Mode	Changes the screen list to show or not show a thumbnail preview of the screen. Reduced Screen Display          Screen List       Image: Screen S of Type         Screen S of Type       All         Search       Image: Screen S of Type         Refine Search       Image: Screen S of Type         Image: Screen S       Image: Screen S         Image: Screen S       Image: Screen S					
	Nesting 🛃	Displays the screens hierarchically.					
Screen ListDisplays a list of screens existing in a project. Double-click the screen row you want to view and the screen is displayed in the right editing an You can also select a screen and copy or delete it.							

#### Properties

Displays the selected part or screen attributes/settings. Using this window, you can check the attributes or change the settings.

NOTE	• Not all of the setting information for the selected part will be displayed in this window.

- Attributes and settings for parts whose placement position and setting information is fixed with fixed pins 
   will not be displayed. For more details on the fixed pins, refer to
- "9.6.3 Fixing/Unfixing Objects" (page 9-49)

#### When Creating a Screen

Properties	د		
		r ropentes	
Switch/Lamp		Logics MAIN	
		Rungs 11	
🔹 🔤 💠		Steps 16	
		Lable List	
Attribute Name	Value		Rung comments
Parts Information		1 - MAIN START	
Parts ID	SL 0001	4 - LABEL-001	
Comment		11 - MAIN END	
Coordinate			
Top Left X-Coordinat	240		
Top Left Y-Coordinat		Attribute Name	Value
Width	141	Title	Untitled
Height	61	▼ Rung	Ontided
🔻 Switch Feature		Rung Number	2
Switch Feature	Enable	Comment	
▼ Bit Switch		Ladder Instructions	
Bit Action	P2 0 1	Instruction Name	NO
	Bit Set	OperandS1	
Bit Address	[PLC1]M000011	Value/Address Nam	- onkom
Switch Common		Туре	Bit Variable
Lamp Feature		Detail Settings     Address	
Color		Address Array Size	0
Label		Betentive	Volatile
- Labor		Comment	Volgalo

Setting		Description
Part Name Display Area (When creating a screen)		The name of the selected part or screen is displayed. If multiple parts are selected, the number of selected parts is displayed.
Part Name Display Area (When creating logic)		For more information about creating a logic program using the [Logic Program Window], refer to "29.13.5 Using Reference Features to Search Logic Programs" (page 29-126).
	Logics	When creating a [MAIN], [INT], or subroutine screen, select the logic screen from [SUB-01] to [SUB-32].
	Rungs	Displays the total number of rows in the logic program.
	Steps	Displays the total number of Steps in the logic program.
	Label List	Displays a list of the labels in the logic program.
But	tton Area	Opens and closes the attributes list.
	Expand All	Expands and displays all categories.
	Collapse All	Reduces and hides all categories.
	Expand to 1st Level	Expands and displays only top level categories.

#### When Creating Logic

Setting	Description
Attribute Display/ Setting Area	Displays the setting content for each attribute. You can change the attributes in this list.

#### Screen Data List Window

Displays a list of the Parts and Draw on the screen.

Screen Data List Target All 💌	×
Draw/Parts Information MD_0000 [PLC1]X00000	
Edit Delete	▲ <b>▼</b>

Setting Description		Description	
Target		Select the targets to display in the list from [All], [Draw], or [Part].	
Target Assistance		Select the type of targets to display in the list when the [Target] is [Draw] or [Part].	
Display List		Displays a list of the Parts and Draw placed on the screen. Double-click a row and to open the Settings dialog box.	
Draw/Parts		Displays the Draw type when the [Target] is [Draw] or the Part ID number when the [Target] is [Part]. Displays "Group Object 1" for a grouped target. And displays "D-script" when [D-Script] is selected.	
	Information	Displays the coordinate when the [Target] is [Draw] or all the Partís addresses when the [Target] is [Part]. Displays the ID number and comment when [D-Script] is selected or the coordinate and all the addresses in a group when Group Object is selected.	
	Show Fixed Pins	Shows whether or not the part or drawing is fixed. For more details on the fixed pins , see ** "9.6.3 Fixing/Unfixing Objects" (page 9-49)	
Edit		Displays the setting dialog box for the Part/Draw selected on the display list.	
Delete		Deletes the Part/Draw selected on the display list.	
Ord	der (Start)	Moves the item selected on the display list to the start.	
Ord	der (Bottom)	Moves the item selected on the display list to the bottom.	

## Search

Searches all screens in the project file for the parts that meet the specified conditions. Based on the search results, you can change the attributes.

Search		<b>₽ x</b>
Search Type	Comme	nt 💌
Find Comme	nt autorun	
Range Settin	<u>es &gt;&gt;</u>	Search
Parts ID	Screen	Comment
SL_0000	Base Screens2	autorun
SL_0006	Base Screens3	autorun
SL_0001	Base Screens5	autorun
Papipas Sattin		<b>F</b>

Setting	Description
Search Type	Select the search method from [Comment], [Label/Text], [Address], or [Parts ID].
Comment	Searches for the text entered in the parts' [Comment]. In [Find Comment], enter the text you wish to find.
Label/Text	Searches for the parts' [Label] or Drawing text. In [Search for], enter the text you wish to find.
	Search Type Label/Text Search for autorun

Set	ting	Description		
	Address	Searches for the address used in the parts. Select [Device Address] or [Symbol Variable]. If you select [Device Address], enter [Type] and [Find Address]. If you select [Symbol Variable], enter [Find Address] only.		
, Ype		Search 🛛 🗸 🗙		
Search Type		Search Type Address		
Sea		O Device Address O Symbol Variable		
		Type Bit Address		
		Find Address [PLC1]M000100		
	Parts ID	Search the Parts ID. Select [All Parts] or [Define Part ID (No.only)].		
		Search 🕂 🗸		
		Search Type Parts ID		
		<ul> <li>All Parts</li> </ul>		
		O Define Parts ID 🛛 🚍 🧾		
Ran	ige Settings	Click to display a dialog box to specify the search area. <sup>C</sup> " ◆ Range Settings Dialog Box" (page 5-108)		
Sea	rch button	Click to start the search. During the search, the [Stop] button will appear.		
Search Result         Click the search results to call the screen where the part is use screen shows the selected parts. Double-click the search result		Click the search results to call the screen where the part is used. The screen shows the selected parts. Double-click the search results to display the parts setting dialog box.		
	Parts ID	Displays the parts numbers found.		
	Screen	Displays the screen where the found parts are placed.		
Comment/Text/ Address       According to the search type specified, either comment/text/address directly of screen.         Search Type       Label/Text         Search for       Alarm         Rance Settings >>       Search Type         Parts ID       Screens4         Text       Base Screens4         Base Screens4       Alarm         Alarm       Alarm         Text       Base Screens4         SL_0000       Footer1         Alarm       Alarm		According to the search type specified, either comment/text/address is displayed. You can change the comment/text/address directly on the screen.		
		Search Type       Label/Text         Search for       Alarm         Range Settings >>       Search         Parts ID       Screen       Label/Text         Stage Screens1 Alarm       Image Settings         Text       Base Screens4 Alarm Report List         SL_0000       Base Screens4 Alarm NW         SL_0000       Footer1         Alarm         SL_0000       Footer2         Alarm History		

	-	
Setting	Description	
Replace Settings <<	Click to display the following items. You can change the specified	
	comment/text/address.	
	Replace Settings <	
	Next Replace Replace All	
Find	Enter the text you wish to replace.	
Replace with	Enter the new text you want to use.	
Next	Searches the replace target in the current search result.	
Replace	Replaces the items selected in the search results.	
Replace all	Replaces all the items selected in the search result.	

## Range Settings Dialog Box

đ	🗯 Range S	ettings				×
	-Screen -					
	🔽 Bas	e Screens				
	Start	1	=	End	9999 🚊 🏢	
	🔽 Wine	dow Screens			_	
	Start	1	= =	End	2000 🚊 🏢	
	🔽 Key	pad Screens				
	Start	1	= =	End	8999 🚊 🏢	
	🔽 Vide	eo Modules	Screens			
	Start	1		End	512 📑 🏢	
	🔽 Hea	der/Footer				
	-Parts					
	V D. V Ka V Gi	·			Select All	
	☑ D. ☑ A ☑ Te	ata Block D	isplay Grap	h T	Clear All	
				ок ( <u>o</u> )	Cancel	

Setting	Description	
Base Screens	Specifies whether to search the base screen as well as the search range from 1 to 9999.	
Window Screens *1	Specifies whether to search the window screen as well as the search range from 1 to 2000.	
Keypad Screens	Specifies whether to search the keypad screens as well as the search range from 1 to 999.	
Video screens	Specifies whether to search the video modules as well as the search rang from 1 to 512.	
Header/Footer	Specifies whether to search the header/footer.	
Parts type	Select the check boxes for the type of parts you want to find.	
Select All Searches for all parts.		
Clear All	Clears all the parts selected for search.	

#### Comment List Window

"■ Comment List Window" (page 29-136)

#### Watch List Window

"■ Watch List Window" (page 29-141)

#### PID Monitor

# 5.14.6 [System Settings] Setting Guide

This section reviews the information in the [System Settings].

### ■ [Display]

Displays the specified display unit specifications.

System Settings 🛛 🕂 🗙	Display		
Display Display Display Unit	Display Unit Series Model Orientation	GP3000 Serie: AGP-3500T Landscape	<u>Change Display Unit</u>
Logic Programs Video/Movie Font	Specifications Screen Size Resolution	10.4 inch 640x480 Pixels (VGA)	
Peripheral Settings	Display Unit Display Colors Internal Memory	TFT Color LCD 65,536 Colors 8 MB	
Device/PLC Printer Input Equipment Settings	Backup Memory COM1 COM2	320 KB RS-232C/RS-422(RS-485) RS-422(RS-485)	
Script I/O Settings I/O Driver FTP Server Modem	USB LAN CF	2 Ports 1 Ports Available	
Video Modules			

Se	tting	Description			
Display Unit Displays the		Displays the display unit model number.			
		NOTE			
		• Commonly displayed on all the screens called from the System Settings.			
	Series	Displays the series name of a display unit.			
	Model	Displays the model name that supports the display unit series.			
	Orientation	Displays the display unit installation method with [Landscape] or [Portrait].			
Sp	ecifications	Displays the specifications of the display unit specified in [Display Unit].			
Change Display Unit		The following dialog box appears. Change the display unit model to be used for the project file.			

Se	tting	Description		
currently specified display unit.New DisplaySpecifies [Series], [Model], [Orientation]		Displays the series name, model name and installation method of the currently specified display unit.		
		Specifies [Series], [Model], [Orientation] of the display to change. If you select IPC series, select [Screen Size] instead of [Orientation].		
	Convert Resolution	Specifies whether or not to adjust part size, position, and text size to the display resolution if the previous resolution is different. Some scale magnification may not convert properly due to text size and resolution limitations.		

# [Display Unit] Settings Guide

# Display

System Settings 7 X Display	Display Unit Series GP3000 Series Model AGP-3500T Orientation Landscape
Display Unit Logic Programs Video/Movie Font	Display Unit Display   Qoeration   Mode   Logic   System Area   Extended Settings   - Screen Settings Initial Screen Number
Peripheral Settings Peripheral List Device/PLO Printer Input Equipment Settings Script I/O Settings I/O Driver ETP Server Modem	Data Type of Display Screen Numbers
Video Modules	Reverse Display         Show Brichtness/Contrast Control Bar         Faded Color Blink       C Black       Faded Color         D-Script_debug       Function Feature       C Enable         Menu and Error Settings       System Language       English         Offline Language       English       Show System Menu         Show Error Position       C User Part       Show Error Position         Stow Error Position       C Uper Part       C Disable

Screen Settings

Screen Settings			
Initial Screen Number	1		
Data Type of Display Screen	Numbers	Image: Bin	C BCD
Change Screen from Main Un	it		
Reflect in Device/PLC			
Start Time	0	=	Seconds
Standby Mode	None	-	
Standby Mode Time	1	<u>-</u>	Minutes
Change-To Screen in Star	ndby Mode	1	<u> </u>

Setting		Description		
Initial Screen Number		Set the number of the screen that to appear at startup. "" "12.3 Choosing the Screen to Display when the GP Turns on" (page 12-7) NOTE • Set the screen number from 1 to 9,999 when the [Data Type of Display		
Sc	ta Type of Display reen Number	Screen Number] is [Bin], and from 1 to 7,999 for [BCD].Select the data type of the screen number specified when changing screens from [Bin] or [BCD].		
	ange Screen from in Unit	Set whether or not to reflect the settings in the device/PLC when the screen is changed from the main unit.		
Reflect in Device/PLC		The currently displayed screen number is written into the connected device's [System Data Area Start Address] + 8 address. This option must be set to change screens from a Screen Change switch and connected device.		
Sta	rt Time	Set the time it takes for the display to start up after the power turns ON from 0 to 255 seconds.		
Standby Mode		<ul> <li>Select the standby mode from [None], [Screen OFF], or [Screen Change].</li> <li>No Check Box Selected The screen does not change to the standby mode.</li> <li>[Screen OFF] Clears the screen if there is no screen touch, screen change or alarm message display after the [Standby Mode Time] passes.</li> <li>Screen Change Changes to the screen specified in [Change-To Screen in Standby Mode] if there is no screen touch, screen change or alarm message display after the [Standby Mode Time] passes.</li> </ul>		
	Standby Mode Time	Set the time to automatically clear the screen to protect the display from 1 to 255 minutes. Automatically clears the screen display or changes to the specified screen when the specified time passes without any display operations.		
	Change-To Screen in Standby Mode	<ul> <li>If [Screen Change] is selected for [Standby Mode], specifies the base screen number to switch to after [Standby Mode Time] passes.</li> <li>NOTE</li> <li>Set the screen number from 1 to 9,999 when the [Data Type of Display Screen Number] is [Bin], and from 1 to 7,999 for [BCD].</li> <li>If the global window is displayed, the window remains even when the base screen changes.</li> </ul>		

Display Settings

-Display Settings	
Color	16384 Colors, 3-Speed Blink 💌
🗖 Reverse Display	
🔽 Show Brightness/Contrast	Control Bar
Faded Color Blink	C Black 💿 Faded Color
D-Script_debug0 Function Fe	ature 💿 Enable 🔿 Disable

Setting	Description			
Color	Set the color for the display.			
	Туре	Color Setting Range		
	TFT Display	65,536 Colors, No Blink and 16,384 Colors, 3-Speed Blink		
	STN Display	4,096 Colors, 3-Speed Blink		
	Monochrome	Monochrome 16 Levels 3-Speed Blink		
Reverse Display	Set whether or n	ot to display the screen with black/white reversed.		
	<ul><li>NOTE</li><li>This can be set only when a monochrome display is selected.</li></ul>			
Show Brightness/ Contrast Control Bar	Select to control with touch inputs the brightness and contrast on the display unit.			
Faded Color Blink	Select the reverse-to color of a part or a picture with blink from [Black] or [Faded Color]. If you select [Faded Color], the blink is a darker shade of the color specified in the part or picture.			
D-Script_debug() Function Feature	Set whether or not to execute the debug() function data described in D- script. "21.7.1 Debug Function" (page 21-65)			

• Menu and Error Settings

Menu and Error Settings			
System Language	English		
Offline Language	English 💌		
Show System Menu	Lower Part 💌		
Show Error Online	Clear at Recovery		
Error Position	○ Upper Part ⊙ Lower Part		
Auto Recovery on System Error 🔿 Enable 💿 Disable			

Setting	Description
System Language	Set the system language to either [English] or [Japanese]. The system language controls the language for the system menu, Brightness/Contrast Control, and error messages.
Offline Language	Select the offline menu display language from either [English] or [Japanese].

Setting	Description
Show System Menu	Select the system menu position: [Do Not Display], [Upper Part], or [Lower Part].
Show Error Online	<ul> <li>Select the timing for clearing online error displays: [None], [Clear at Recovery], or [Clear on Screen Change].</li> <li>MPORTANT</li> <li>The error message that occurs when the device/PLC cannot be written to due to a communication error will not be deleted from the GP screen, even if [Clear at Recovery] is specified. You can delete this error message by initiating a screen change.</li> </ul>
Error Position	Select the error display position: [Upper Part] or [Lower Part].
Auto Recovery on System Error	Set whether or not to perform auto recovery on system errors.

# Operation

System Settings 🛛 📮 🗙	Display Unit			
Display	Series	GP3000 Series		
	Model	AGP-3500T		
Display	Orientation	Landscape		
<u>Display Unit</u>	Display Unit	_		
Logic Programs	Displat Operati	on Node   Logic   Sy	ystem Area   Exter	nded Settings
<u>Video/Movie</u>	System Passwo	rd	0	0:No Password
<u>Font</u>	Touch Panel De	tection	ON Detect	C OFF Detect
Peripheral Settings	🔽 Touch Buzze	r Sound		
Peripheral List	🔽 Output to Ex	ternal Buzzer Terminal		
Device/PLC	Touch Panel Op Light Off Detect	eration on Back tion	🖲 Enable 🔿	Disable
<u>Printer</u>	-			
Input Equipment Settings				
Script I/O Settings				
<u>I/O Driver</u>				
FTP Server				
<u>Modem</u>				
<u>Video Modules</u>				

Setting	Description
System Password	Set the system password for the initial settings or to go offline from 0 to 99,999,999. Set "0" when a system password is unnecessary.
Touch Panel Detection	Select the detection timing from [ON Detect] (when touching the touch panel) or [OFF Detect] (when taking your finger off the touch panel).
Touch Buzzer Sound	Set whether or not to sound the built-in buzzer when touching the screen.
Output to External Buzzer Terminal	Set whether or not to output the touch panel buzzer to the external buzzer terminal.
touch Panel Operation on Back Light Off Detection	Set whether or not to enable touch panel operations when the backlight is burned out.

### ♦ Mode

Display Display Usplay Unit	Display Unit Sories OP3000 Series Model AGP-3500T Orientation Landscape Display Unit Display Unit Window Setting' Global Window Operation Disable I	Backup Internal Device Backup Start Address Backup Ares Stre
Insut Exulament Settines Soriet //O Settings //O Driver ETP Server Modem Video Modules	Screen Capture Settings Capture Action Capture Action Capture Action Seve in C OF Card C USB Storage C FTP Serve Control Word Address Capture Stick/White Screen/Video Capture Sticks Auto Increment File Number Auto Dester File Capture Inage Quality Low quality/Nigh Low quality/Nigh Compression (1)	Memory Card Settings

Window Settings

Set the Global Window display settings.

n Disable 💌
0

Setting		Description		
Global V Operation		Select the action of the Global Window, which displays on all screens:		
		[Disable], [Direct], or [Indirect].		
Disa	able	Does not use a Global Window.		
Dire	ct	Displays the Window Screen number to display and its position in a fixed state. Control the display with address LS16 in the GP internal device, or the device/PLC to which the system data area is assigned.		
		Setting Screen Internal Device Addresses to Use		
		Window Settines       LS0016       Control Address         Global Window Operation       Image: Control Address       (Reserved)         Display Position X-Coordinate       Image: Control Address       (Reserved)         Display Position X-Coordinate       Image: Control Address       (Reserved)         Control Address       (Reserved)       (Reserved)         Control Address       (Reserved)       (Reserved)         Control Address       (Reserved)       (Reserved)         Vindow is display of a Global Window. If you turn ON Bit 0, a       Window is displayed.         15       2 1 0       Image: Control Address         Window is displayed.       Window Interchange       O: Interchange is valid.         1: Interchange is invalid.       0 - 1: Display window       Image: Control Address		
		<ul> <li>NOTE</li> <li>To use a system data area on the device/PLC, use four sequential words from the assigned address.</li> <li><sup>CP</sup> " ◆ System Area Settings" (page 5-133)</li> </ul>		
	Window Screen	Set the Global Window screen number from 1 to 2000.		

	Catting		
Se	Setting		Description
	Direct	Display Position X- Coordinate/ Y-Coordinate	Set the Global Window display position. Even if the screen changes, the Window is displayed in the same position. The coordinate specified here is the top left corner of the Window. X-Coordinate Y-Coordinate Window Base Screen
			NOTE
Global Window Operation	Ind	lirect	<ul> <li>Specifies the X-coordinate by 4 dots. If the display position is not specified by 4 dots, the position is automatically corrected by 4 dots to the left of the specified coordinate to display the Global Window.</li> <li>Set the Window Screen number to display and its position by storing data in the GP internal device address (LS16 to LS19). If you assign a system data area to the device/PLC, you can switch Window Screens or change the display position from the device/PLC.</li> <li>Setting Screen Internal Device Addresses to Use</li> <li>Global Window Operation Indirect I Bin C BCD</li> <li>LS0016 Control Address</li> <li>Using Vindow Screen No.</li> <li>LS0018 Display Position (X-Coordinate</li> </ul>
			LS0018 Display Position (X-Coordinate LS0019 Display Position (Y-Coordinate
			<ul> <li>Control Address Controls the display of a Global Window. If you turn ON Bit 0, a Window is displayed.</li> <li> <sup>15</sup> <sup>2</sup> <sup>16</sup> <sup>15</sup> <sup>2</sup> <sup>16</sup> <sup>16</sup> <sup>17</sup> <sup>17</sup> <sup>16</sup> <sup>17</sup> <sup>17</sup> <sup>18</sup> <sup>18</sup> <sup>18</sup> <sup>19</sup> <sup>10</sup> <sup>11</sup> <sup>11</sup></li></ul>

Se	tting	Description
Global Window Operation	Indirect	<ul> <li>Display Position X-Coordinate/Y-Coordinate Set the Global Window display position. If you change the value to store in the address, you can move the Window. The coordinate specified here is the top left corner of the Window.</li> <li>X-Coordinate</li> <li>Y-Coordinate</li> <li>Y-Coordinate</li> <li>Window</li> <li>Base Screen</li> </ul> NOTE • To use a system data area on the device/PLC, use four sequential words from the assigned address. Image: " System Area Settings" (page 5-133)
	Data Type	Select the type of data to store in the address from [Bin] or [BCD].

• Screen Capture Settings Prints hard copy of the GP screen or video screen.

Screen Capture Settings
Capture Action
Save in CFC and CUSB Storage CFTP Server
Control Word Address [#MEMLINK]0000
Black/White
Screen/Video Capture Settings
Auto Increment File Number
🥅 Auto Delete File
Loop
Capture Image Quality
Low quality/high 80 🛨 III High quality/low compression (1)

Setting		Description
	Capture Action	Set whether or not to perform a screen capture.
	Save in	Select the location to save the captured screen from the [CF Card], [USB Storage], or [FTP Server].
	Control Word Address	Set the control word address to trigger the screen capture. Three words are used starting from the designated [Control Word Address] to check the file number, file output execution, and saving results (status).
		About Address
		Address +0 Control
		Address +1 Status
Sc		Address +2 Hard Copy File No.
Capture Settings		* [Hardcopy File Number] is available only when CF, USB storage are selected.
ture (		Control 15 0 Bit
Capi		Reserved
0		Bit 0: File output start bit
		Starts file output when [0] changes to [1].
		Status
		15 12 1 0 Bit
		Reserved
		JPEG Error Code Bit 1: File output completed — [0]: Unoutputted [1]: Output completed
		Bit 0: File outputting [0]: Unoutputted [1]: Outputting
	•	Continued

Setting		Description		
	Control Word Address	-	EG Error Code	
		Bit 12-15	Description	Details
		0000	Completed Successfully	Occurs when the process was completed successfully.
		0001	Reserved	
		0010	Reserved	
		0011	Reserved	
		0100	CF Card/USB No storage	Occurs during snapshot or JPEG data display, either the CF Card/USB storage is not inserted or the CF Card hatch is open.
		0101	Write Error	Occurs when the CF Card/USB storage does not have sufficient free space for snapshot or when it is removed during writing.
		0110	Reserved	
		0111	CF Card/USB storage error	Occurs when the CF Card/USB storage has not been formatted.
6		1000	Reserved	
Capture Settings		1001	Excess of Number of Auto Increment Files	Occurs when the file number exceeds 65,535 in the auto increment feature.
Capture		1010	FTP server connection error	Occurs when the FTP server cannot be accessed.
		1011	FTP Login Error	Occurs when an attempt to log into the FTP server failed.
		1100	Write error	Occurs when an attempt to write data to the FTP server fails.
		NOTE	it for the FTP Serve	r is 75 seconds. An error occurs if the FTP
		Server is control of the time server for example	onnected after the ti tamp will be saved i	meout period elapses. in a file name. saved 2006/05/27, 15:23:46", the file
		<ul> <li>Saving on This featur "CP****" [Auto Incression stores the f</li> <li>Saving on The file nu</li> </ul>	jpg" The value can ement File Number] file number. FTP server	***" portion in a screen capture file name be from 0 to 65,535. When using the function, this address automatically captured file uses the time stamp and does

Setting		Description			
	Control Word Address	• Details of Capture Action In the file output completion bit, the status address Bit 1 turns ON when the capture process is completed. Then, confirm that the file output completion bit is ON and turn OFF the file output bit from the device/ PLC. If the file output bit is turned OFF, the GP turns OFF the file output completion bit. Control and status timing during capture is as follows			
		File Output Bit ON (Control) OFF			
		(Status) OFF			
		File Output Completion Bit ON (Status) OFF			
		Capture Process			
		$\bigcirc$ =GP turns OFF. $\diamondsuit$ =Turn OFF the bit.			
		NOTE			
Settings		<ul> <li>If you turn OFF the file output bit (control) before the file output completion bit turns ON, the file output completion bit is automatically turned OFF.</li> <li>If an error occurs while processing screen capture, the status area is not cleared when the control address trigger bit is turned OFF. It will be cleared next time the process is completed successfully.</li> </ul>			
Capture	Black/White	<ul> <li>Specifies whether to save the screen captured on a CF Card in black and white reverse display.</li> <li>NOTE</li> <li>On a monochrome or color model, the black/white reverse states are displayed as follows.</li> </ul>			
		PC Screen GP GP Screen GP Screen (in CF-Card)			
		Image: Stress of the stress			
		(White O)			
		(Other Colors) e.g.: Green			
		<ul><li>You can reverse only black or only white.</li><li>Color inversion is not available.</li></ul>			
		Continue			

CF Card/USB storage.	S	etting	Description
[Control Word Address] +2 are ignored.	Capture		<ul> <li>automatically assigned by adding 1 (numbering) to the highest number of the existing files. The feature is available when saving to [CF Card] or [USB Storage].</li> <li>The automatically numbered file number will be written to designated [Control Word Address] +2.</li> <li>Numbering occurs to a maximum of 65535. After that screen capture will not function. To continue, use [Auto Delete File] or [Loop].</li> <li><b>NOTE</b></li> <li>The GP searches for the highest file number upon GP power-up, upon opening/closing of the CF Card cover, and upon insertion/removal of the CF Card/USB storage.</li> <li>When using this function, file numbers specified to the designated</li> </ul>

Se	Setting		Description					
		Auto Delete File	Deletes existing files and allows new files to be saved when the file number exceeds the maximum of 65535 the CF Card/USB storage does not have sufficient free space.					
			When a file with the highest file number exists If the CF Card/USB storage already has the maximum number (65535) file, it deletes all the existing files and creates new files starting with the file number 0.					
			For example, When "CP65535.JPG" exists in the CF Card					
			CF-Card CF-Card					
Settings	Number		CP00100.JPG CP00101.JPG CP00102.JPG : : CP65535.JPG After capture					
Screen/Video Capture Settings	Auto Increment File Number		<ul> <li>All screen capture files in the CF Card "CP *****.JPG" are deleted and "CP00000.JPG" is saved.</li> <li>NOTE</li> <li>All files are deleted so this can take from a few seconds to a few minutes.</li> </ul>					
Scree	Autc		When the CF Card/USB does not have sufficient free space This feature deletes the file with the lowest file number and creates a file with the highest file number $+ 1$ .					
			For example, Files with file numbers CP00100.JPG to CP00300.JPG are saved on the CF Card.					
			CF-Card CF-Card					
			CP00100.JPG           CP00101.JPG           CP00102.JPG                       CP00300.JPG             After capture             CP00300.JPG					
			The file with the smallest number, "CP00100.JPG", is deleted and the new file "CP00301.JPG" is created.					

Source       During screen capture a new file number is created by adding 1 to the most recently time stamped file number in the CF Card/USB storage. When 65535 files exist on the CF Card, the files from 00000 will be overwritten sequentially and the screen captures will continue.         NOTE       • File timestamps are checked each time a file is created.         The latest file has the highest file number       When the latest file has the highest file number         When the latest file has the highest file number       CF-Card         CF-Card       CF-Card         Uring screen capture, the oldest file is deleted and the new file is saved with a file number 1 larger than the latest file.         For example, When the latest file is "CP00000.JPG" 1400       CF-Card         CF-Card       CF-Card       CF-Card         CF-Card       CF-Card       CF-Card         CF-Card       CF-Card	Setting	Description
Source       CP66531.JPG       9.00 CP66533.JPG       CP00000.JPG       14.00 CP65533.JPG       CP00000.JPG       9.00 CP65533.JPG       CP00000.CPG       CP65533.JPG       11.00 CP65533.JPG       CP65533.JPG       12.00 CP65535.JPG       CP65535.JPG       13.00         A new file, "CP00000.JPG", is created.       If the CF Card/USB does not have sufficient free space During screen capture, the oldest file is deleted and the new file is saved with a file number 1 larger than the latest file.       For example, When the latest file is "CP00000.JPG"         CF-Card       CF-Card       CF-Card       CF-Card         CP65533.JPG       11.00 CP65533.JPG       CP65533.PG       13.00         CP65533.JPG       11.00 CP65533.JPG       CP65533.JPG       13.00         CF-Card       CF-Card       CF-Card       CP65533.JPG       CP65533.JPG       13.00         CP65533.JPG       11.00 CP65533.JPG       CP65533.JPG       13.00       CP65533.JPG       13.00         The oldest file, "CP65531.JPG", is deleted and the new file "CP00001.JPG" is created.       CP00001.JPG" is created.       CP00001.JPG"       CP00001.JPG       CP00001.JPG       CP00001.JPG       CP0000		During screen capture a new file number is created by adding 1 to the most recently time stamped file number in the CF Card/USB storage. When 65535 files exist on the CF Card, the files from 00000 will be overwritten sequentially and the screen captures will continue.         NOTE         • File timestamps are checked each time a file is created.         The latest file has the highest file number         When the latest file number is 65535, the next file is number 00000.         For example, Files with file numbers "CP65531.JPG" to "CP65535.JPG"
Source of the constraint of the con		CF-Card CF-Card
CP-Card CP00000.JPG 14:00 CP65531.JPG 9:00 CP65532.JPG 10:00 CP65533.JPG 11:00 CP65534.JPG 12:00 CP65535.JPG 13:00 The oldest file, "CP65531.JPG", is deleted and the new file "CP00001.JPG" is created. NOTE • When a file is deleted due to insufficient free space on the CF Card or the USB storage, the oldest file is deleted in order to create a new file. In such a case, it may take twice as long to save a file compared to saving when there is sufficient free space. • When saving to FTP, the auto increment file number feature is not	Settings umber	CP65532.JPG         10:00         CP65531.JPG         9:00           CP65533.JPG         11:00         CP65532.JPG         10:00           CP65534.JPG         12:00         CP65533.JPG         11:00           CP65535.JPG         13:00         CP65534.JPG         12:00
CP-Card CP00000.JPG 14:00 CP65531.JPG 9:00 CP65532.JPG 10:00 CP65533.JPG 11:00 CP65534.JPG 12:00 CP65535.JPG 13:00 The oldest file, "CP65531.JPG", is deleted and the new file "CP00001.JPG" is created. NOTE • When a file is deleted due to insufficient free space on the CF Card or the USB storage, the oldest file is deleted in order to create a new file. In such a case, it may take twice as long to save a file compared to saving when there is sufficient free space. • When saving to FTP, the auto increment file number feature is not	le N	A new file, "CP00000.JPG", is created.
CP-Card CP00000.JPG 14:00 CP65531.JPG 9:00 CP65532.JPG 10:00 CP65533.JPG 11:00 CP65534.JPG 12:00 CP65535.JPG 13:00 The oldest file, "CP65531.JPG", is deleted and the new file "CP00001.JPG" is created. NOTE • When a file is deleted due to insufficient free space on the CF Card or the USB storage, the oldest file is deleted in order to create a new file. In such a case, it may take twice as long to save a file compared to saving when there is sufficient free space. • When saving to FTP, the auto increment file number feature is not	en/Video Cap to Increment F	During screen capture, the oldest file is deleted and the new file is saved with a file number 1 larger than the latest file.
CP-Card CP00000.JPG 14:00 CP65531.JPG 9:00 CP65532.JPG 10:00 CP65533.JPG 11:00 CP65534.JPG 12:00 CP65535.JPG 13:00 The oldest file, "CP65531.JPG", is deleted and the new file "CP00001.JPG" is created. NOTE • When a file is deleted due to insufficient free space on the CF Card or the USB storage, the oldest file is deleted in order to create a new file. In such a case, it may take twice as long to save a file compared to saving when there is sufficient free space. • When saving to FTP, the auto increment file number feature is not	Aut	
<ul> <li>"CP00001.JPG" is created.</li> <li>NOTE</li> <li>When a file is deleted due to insufficient free space on the CF Card or the USB storage, the oldest file is deleted in order to create a new file. In such a case, it may take twice as long to save a file compared to saving when there is sufficient free space.</li> <li>When saving to FTP, the auto increment file number feature is not</li> </ul>		CP00000.JPG         14:00           CP65531.JPG         9:00           CP65532.JPG         10:00           CP65533.JPG         11:00           CP65534.JPG         12:00
available		<ul> <li>"CP00001.JPG" is created.</li> <li>NOTE</li> <li>• When a file is deleted due to insufficient free space on the CF Card or the USB storage, the oldest file is deleted in order to create a new file. In such a case, it may take twice as long to save a file compared to saving when there is sufficient free space.</li> <li>• When saving to FTP, the auto increment file number feature is not</li> </ul>

Se	etting	Description
Capture Settings	FTP Server	It is displayed only when you select [FTP Server] for the Save in location. Select the FTP server number to use. (FTP server number is the number that you registered in the system settings [FTP Server Settings]. NOTE • The time stamp is given to the file name.
Screen/Video (	Capture Image Quality	<ul> <li>Set the capture image quality from 1 to 100. You can also specify by directly inputting numeric values.</li> <li>1 : Low-Quality Image, High Compression</li> <li>100: High Quality Image, Low Compression</li> </ul>

#### Backup Internal Device

Copies data stored in the internal device addressís user area to the backup SRAM. If you specified the Backup Internal Device, the GP will start up maintaining the data stored in the internal device address when you turn ON the GP again.

IMPO	RTA	NT	1

• The data stored in the GP internal device is cleared when turning OFF the GP or when the GP goes offline. You can use this function to back up the data in the user area.

I	Backup Internal Device
	🗖 Backup
	Backup Start Address
	Backup Area Size 🕺 🗮 🧱
	_

Setting	Description	Description					
Backup	Set whether or not to	backup the	GP internal	device.			
	NOTE	NOTE					
	user area range from method). You cann the direct access m	the data stored in sequential addresses in the user area. Select the range from LS or USR (system area or USR for the memory link You cannot back up multiple ranges. If you select the LS area in access method, only one of the two user areas (red frame s backed up. This holds true for selecting the system area in the link method.					
	Direc	ct Access Metho LS Area	d Me	mory Link Meth System Area	od		
	LS0000	System Data	[	System Data	0000		
	LS0020	Area		Area	0020		
	(LS0276) –	Read Area User		User Area			
	LS2032	Area Special Relay		Special Relay	2032		
	LS2048	Area		Area	2048		
	LS2096	Reserved Area		Reserved Area	2096		
		User Area		User Area			
	LS8999				8999		
					Continued		

Setting	Description	Description					
Backup Start Address	Set the start address of the internal device to back up. Set the start address within the range to ensure the [Backup Area Size]. For direct access method, the start address should be specified within the range of LS20 to LS2031, LS2096 to LS8999, or USR0 to USR29999. For memory link method, the start address should be specified within the range of 20 to 2031, 2096 to 8999, or USR0 to USR29999.						
Backup Area Size	<ul> <li>IMPORTANT</li> <li>If the [Backup Start Address range of the internal device</li> <li>NOTE</li> <li>For the LS area or M to M 6,096. For the USR area, sp</li> <li>The internal device's backup</li> <li>Calculation</li> </ul>	<ul> <li>If the [Backup Start Address] + [Backup Area Size] exceeds the valid range of the internal device backup, the backup function will not work.</li> <li><b>NOTE</b></li> <li>For the LS area or M to M device (memory link), specify from 1 to 6,096. For the USR area, specify from 1 to 30,000.</li> <li>The internal device's backup size depends on the backup area size.</li> </ul>					
	*1 The value is 4 for the LS of value is 2 for the USR de	Backup Start AddressLS2096Backup Area6096					

• Memory Card Settings Configures the settings for saving data to various memory cards.

Memory Card Settings						
🔽 Save Data						
Save in 💿 OF Card 🔿	Save in . ● OF Card . ⊂ USB Storage					
Control Word Address [PLC1]	000000					
CF Card Free Space						
Free Space Storage Address	(aast)					
USB Storage Free Space						
Free Space Storage Address	Lucel					
SRAM Auto Backup						
Control Word Address	(an)					

Setting	Description			
Save Data	Specifies whether to save the data stored in the backup SRAM when the GP is active, such as filing data or CSV files (Alarm, Sampling), on a [CF Card] or in [USB Storage].			
Control Word Address		address controls writing data. It writes a command to the address designating a file number.		
			htrol Word Address Command/Status +1 File No.	
		mmand	to write data to a CF Card or a USB storage device ults (status) are reflected in the address.	
	Mode Command	Data 0001h 0002h 0003h 0004h 0005h 0006h 0007h 0008h 0009h 0000h 0000h 0000h 0000h	Description         Filing Data         GP-PRO/PB III for Windows Logging data (compatible)         GP-PRO/PB III for Windows Line Chart data (compatible)         GP-PRO/PB III for Windows Sampled data (compatible)         Block 1's Alarm History data         Block 2's Alarm History data         Block 3's Alarm History data         Block 5's Alarm History data         Block 6's Alarm History data         Block 6's Alarm History data         Block 7's Alarm History data         Block 7's Alarm History data         Block 8's Alarm History data         GP-PRO/PB III for Windows Logging loop auto-save start (compatible)	
	Status	0021h 0000h 0100h 0200h 0300h 0400h 0500h 2000h	GP-PRO/PB III for Windows Logging loop auto-save completion (compatible)         Completed Successfully         Write Error         No CF Card is inserted, or the cover is open.         No data to be loaded (when no data is specified)         File Number Error (File number is outside of range)         Conflict error with the Pro-Server request         GP-PRO/PB III for Windows Logging loop auto-save responding correctly (compatible)         While the Control Address has this value, the auto-save mode continues. When the value is changed, the auto-save mode finishes.	

Setting	Description	tion				
Control Word	File Name	File Name and Save Location				
Address	When [Ena	When [Enable multiple folders] is specified for filing data, specify within				
		of 1 to 8,999. When it is not specified, the file n				
	with "1".					
		le, after writing a command, Alarm History da	ta is saved to			
		the [ALARM] folder on the CF Card or USB storage device with the				
	following					
	Tonowing					
		<u>Z1*****</u> .CSV				
		Alarm History — File No.				
		Data Block No	0.			
		2.00.00				
	e.	g.)				
		Control Word Address 0005h	•			
		+1 0002h	→ Z100002.CSV			
	NOTE					
	• When th	e CF Card is reset by the GP unit, a folder is cr	even to save			
	data.	e cr card is reset by the or unit, a folder is er	ealed to save			
	Folder	Data to be saved	File Name			
	\FILE	Filing Data	F****.BIN			
		Transfer CSV Data	ZR*****.CSV			
	\LOG	GP-PRO/PB III for Windows Logging data	ZL*****.CSV			
		(compatible)				
	\DATA	Image Screen	I*****.BIN			
		Sound Data	O*****.BIN			
	\CAPTUR	Screen Capture	CP****.JPG			
		Video Conture				
	E	Video Capture				
	\MOVIE	Movie File	*.SDX			
	_	Movie File GP-PRO/PB III for Windows Line Chart data	*.SDX ZT*****.CSV			
	\MOVIE	Movie File GP-PRO/PB III for Windows Line Chart data (compatible)	ZT*****.CSV			
	\MOVIE	Movie File GP-PRO/PB III for Windows Line Chart data				
	\MOVIE	Movie File GP-PRO/PB III for Windows Line Chart data (compatible) GP-PRO/PB III for Windows Sampled data (compatible)	ZT*****.CSV ZS*****.CSV			
	\MOVIE \TREND	Movie File GP-PRO/PB III for Windows Line Chart data (compatible) GP-PRO/PB III for Windows Sampled data (compatible) Block 1's Alarm History data	ZT*****.CSV			
	\MOVIE \TREND	Movie File GP-PRO/PB III for Windows Line Chart data (compatible) GP-PRO/PB III for Windows Sampled data (compatible) Block 1's Alarm History data Block 2's Alarm History data	ZT*****.CSV ZS*****.CSV Z1*****.CSV Z2*****.CSV			
	\MOVIE \TREND	Movie File GP-PRO/PB III for Windows Line Chart data (compatible) GP-PRO/PB III for Windows Sampled data (compatible) Block 1's Alarm History data Block 2's Alarm History data Block 3's Alarm History data	ZT*****.CSV ZS*****.CSV Z1*****.CSV Z2*****.CSV Z3*****.CSV			
	\MOVIE \TREND	Movie File GP-PRO/PB III for Windows Line Chart data (compatible) GP-PRO/PB III for Windows Sampled data (compatible) Block 1's Alarm History data Block 2's Alarm History data Block 3's Alarm History data Block 4's Alarm History data	ZT*****.CSV ZS*****.CSV Z1*****.CSV Z2*****.CSV Z3*****.CSV Z4*****.CSV			
	\MOVIE \TREND	Movie File GP-PRO/PB III for Windows Line Chart data (compatible) GP-PRO/PB III for Windows Sampled data (compatible) Block 1's Alarm History data Block 2's Alarm History data Block 3's Alarm History data Block 4's Alarm History data	ZT*****.CSV ZS*****.CSV Z1*****.CSV Z2*****.CSV Z3*****.CSV Z4*****.CSV Z5*****.CSV			
	\MOVIE \TREND	Movie File GP-PRO/PB III for Windows Line Chart data (compatible) GP-PRO/PB III for Windows Sampled data (compatible) Block 1's Alarm History data Block 2's Alarm History data Block 3's Alarm History data Block 4's Alarm History data Block 5's Alarm History data	ZT*****.CSV ZS*****.CSV Z1*****.CSV Z2*****.CSV Z3*****.CSV Z4*****.CSV Z5*****.CSV Z6*****.CSV			
	\MOVIE \TREND	Movie File GP-PRO/PB III for Windows Line Chart data (compatible) GP-PRO/PB III for Windows Sampled data (compatible) Block 1's Alarm History data Block 2's Alarm History data Block 3's Alarm History data Block 5's Alarm History data Block 6's Alarm History data Block 7's Alarm History data	ZT*****.CSV ZS*****.CSV Z1*****.CSV Z2*****.CSV Z3*****.CSV Z4*****.CSV Z5*****.CSV Z6*****.CSV Z6*****.CSV			
	\MOVIE \TREND	Movie File GP-PRO/PB III for Windows Line Chart data (compatible) GP-PRO/PB III for Windows Sampled data (compatible) Block 1's Alarm History data Block 2's Alarm History data Block 3's Alarm History data Block 4's Alarm History data Block 6's Alarm History data Block 6's Alarm History data Block 7's Alarm History data Block 8's Alarm History data	ZT*****.CSV ZS*****.CSV Z1*****.CSV Z2*****.CSV Z3*****.CSV Z4*****.CSV Z5*****.CSV Z6*****.CSV Z6*****.CSV Z8*****.CSV			
	\MOVIE \TREND \ALARM	Movie File         GP-PRO/PB III for Windows Line Chart data (compatible)         GP-PRO/PB III for Windows Sampled data (compatible)         Block 1's Alarm History data         Block 2's Alarm History data         Block 3's Alarm History data         Block 4's Alarm History data         Block 5's Alarm History data         Block 6's Alarm History data         Block 6's Alarm History data         Block 7's Alarm History data         Block 8's Alarm History data	ZT*****.CSV ZS*****.CSV Z1*****.CSV Z2*****.CSV Z3*****.CSV Z4*****.CSV Z5*****.CSV Z6*****.CSV Z6*****.CSV Z8*****.CSV Z8*****.CSV ZD*****.BIN			
	\MOVIE \TREND	Movie File GP-PRO/PB III for Windows Line Chart data (compatible) GP-PRO/PB III for Windows Sampled data (compatible) Block 1's Alarm History data Block 2's Alarm History data Block 3's Alarm History data Block 4's Alarm History data Block 6's Alarm History data Block 6's Alarm History data Block 7's Alarm History data Block 8's Alarm History data	ZT*****.CSV ZS*****.CSV Z1*****.CSV Z2*****.CSV Z3*****.CSV Z4*****.CSV Z5*****.CSV Z6*****.CSV Z6*****.CSV Z8*****.CSV			
	\MOVIE \TREND \ALARM	Movie File         GP-PRO/PB III for Windows Line Chart data (compatible)         GP-PRO/PB III for Windows Sampled data (compatible)         Block 1's Alarm History data         Block 2's Alarm History data         Block 3's Alarm History data         Block 4's Alarm History data         Block 5's Alarm History data         Block 6's Alarm History data         Block 6's Alarm History data         Block 7's Alarm History data         Block 8's Alarm History data	ZT*****.CSV ZS*****.CSV Z1*****.CSV Z2*****.CSV Z3*****.CSV Z4*****.CSV Z5*****.CSV Z6*****.CSV Z6*****.CSV Z8*****.CSV Z8*****.CSV ZD*****.BIN			
	\MOVIE \TREND \ALARM	Movie File         GP-PRO/PB III for Windows Line Chart data (compatible)         GP-PRO/PB III for Windows Sampled data (compatible)         Block 1's Alarm History data         Block 2's Alarm History data         Block 3's Alarm History data         Block 4's Alarm History data         Block 5's Alarm History data         Block 6's Alarm History data         Block 6's Alarm History data         Block 7's Alarm History data         Block 8's Alarm History data	ZT*****.CSV ZS*****.CSV Z1*****.CSV Z2*****.CSV Z3*****.CSV Z4*****.CSV Z5*****.CSV Z6*****.CSV Z6*****.CSV Z8*****.CSV Z8*****.CSV ZD*****.BIN			

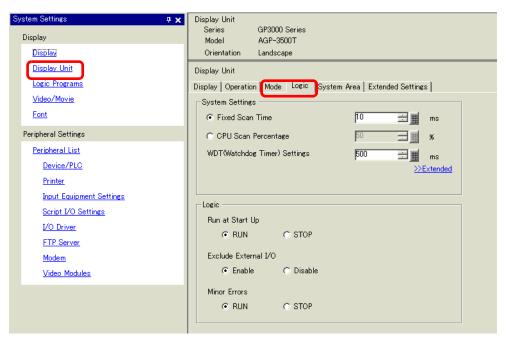
Setting	Description					
CF Card Free Space	Set whether or not to store the CF Cardís free space in an internal device.					
	You can then view the CF Cardís free space.					
Free Space Storage Address	<ul> <li>Set the address to store CF Card free space.</li> <li>For direct access method, the start address should be specified within the range of LS20 to LS2031, LS2096 to LS8999, or USR0 to USR29999.</li> <li>For direct access method, the start address should be specified within the range of 20 to 2031, 2096 to 8999, or USR0 to USR29999.</li> <li>Stores the value within the range of 0 to 65,535 (FFFFh) in the specified address. The unit of a value to be stored is in KB.</li> <li>NOTE</li> <li>When a CF Card is not inserted, the GP cannot check the free space successfully and displays it as 0 KB.</li> <li>The CF Card free space is only an estimate. You may not always be able to save data exactly the size of the free space.</li> <li>If free space exceeds 65,535 (FFFFh) KB, the value of the LS area is</li> </ul>					
	65,535 (FFFFh).					
USB Storage Free Space	Determines whether to save the free space in the external memory to the internal device. The approximate free space in the external memory is displayed.					
Free Space Storage Address	<ul> <li>Configures the address where the free space in the external memory is saved.</li> <li>For direct access method, the start address should be specified within the range of LS20 to LS2031, LS2096 to LS8999, or USR0 to USR29999.</li> <li>For direct access method, the start address should be specified within the range of 20 to 2031, 2096 to 8999, or USR0 to USR29999.</li> <li>Stores the value within the range of 0 to 65,535 (FFFFh) in the specified address. The unit of a value to be stored is in KB.</li> <li>NOTE</li> <li>When no USB storage is inserted, the GP cannot check the free space successfully and simply displays 0 byes.</li> <li>The free space in the external memory is only an estimate. You may not always be able to save data exactly the size of the free space.</li> <li>If free space exceeds 65,535 (FFFFh) KB, the value of the LS area is</li> </ul>					
SRAM Auto Backup	65,535 (FFFFh). Set whether or not to automatically transfer all the backup SRAM data to					
	the CF Card.					

Setting	Description		
Control Word Address	control address address created		ard in operating mode. Specify the . The processing status is saved to an ontrol address +1.
	• Control Turn On Bit (	) to start the backup.	
	15	Tra	0
	Completion F	Flag) turns ON. Confi ol address. The trans	r completed, Bit 0 (Transfer rm that Bit 0 is ON, and turn OFF Bit fer completion bit will then turn OFF
	15 Error St [0000]: [0100]: [0101]: [0111]: The details of	Completed Successfully No CF Card	
	Error Code	Error Name	Details
	0000	Completed Successfully	When the backup process is completed successfully.
	0100	No CF Card	When a CF Card is not inserted at backups or the CF Card hatch is open.
	0101	CF Card Write Error	When there is no sufficient free space in the CF Card at backups or the CF Card is removed while the data is written.
	0111	CF-Card Error	Occurs when the CF Card is unformatted.

Setting	Description
Control Word Address	The timing during transfer is as follows.
	Transfer Trigger Bit ON (Control) OFF
	Transfer Completion Bit ON (Status) OFF
	SRAM→CF-Card Transfer Action
	O=GP turns OFF <b></b>
	<ul> <li>NOTE</li> <li>After confirming that the data is not being saved in the CF Card by another feature and that the [Transfer Completion Flag] is OFF, transfer SRAM data to the CF Card.</li> <li>When transferring SRAM data to the CF Card, make sure the [Transfer Trigger Bit] and [Transfer Completion Flag] are OFF at the start of operation in case the power is turned OFF during transfer.</li> <li>Set the time to turn ON and OFF [Transfer Trigger Bit] longer than the time set in either [Communication Cycle Time]<sup>*1</sup>or [Display Scan Time]<sup>*2</sup>.</li> </ul>

- \*1 The Communication Cycle Time is the time from when the GP requests data from the external device to when the data arrives. This value is stored in internal device LS2037 as a binary value, in units of 10 milliseconds.
- \*2 Display Scan Time is the time required to process one screen. This value is stored in internal device LS2036 as a binary value, in millisecond units.

### ♦ Logic



Setting	Description
System Settings	Configures the system settings for logic features.
Fixed Scan Time/CPU Scan Percentage	<ul> <li>Selects the mode for logic scan time.</li> <li>If you select [Fixed Scan Time], you can specify the logic time frequency from 10 ms to 2000 ms.</li> <li></li></ul>
WDT (Watchdog Timer) Settings	You can configure the monitoring time for the logic scan time. An error occurs if the logic scan time exceeds the WDT (Watchdog Time). The settings range from 100 ms to 3000 ms.
>>Extended/< <basic< td=""><td>Click [&gt;&gt;Extended] to specify the [Address Refresh] speed.</td></basic<>	Click [>>Extended] to specify the [Address Refresh] speed.
Address Refresh	Select the address refresh speed from [Slow], [Medium], and [Fast].
	Address Refresh Medium
	G <sup>™</sup> ■ Address Refresh" (page 29-122)
Logic Settings	Click [Retentive Settings] to display the [Retentive Settings] dialog box. [Variable Format] specifies the symbol variable keep/clear points. [Address Format] specifies the symbol variable keep/clear range. ☞ " ■ Retentive Settings" (page 29-16)

Se	tting	Description
	Run at Start Up	Select the logic program status at display start up from [Run] or [Stop].
	External I/O	Select whether to enable input/output from the I/O unit from [Enable] or [Disable].
	Minor Errors	Select whether to [Run] or [Stop] the logic program when a minor error occurs.

# ♦ System Area Settings

P-ProEX ect (F) Edit (E) View (V) Common:	Settings (P) Server (S) Help (H)	_
M 🚳 🔨 🛛		
em Settings 🛛 📮 🕽	C Display Unit Series GP3000 Series	
isplay	Model AGP-3500T	
Display	Orientation Landscape	
Display Unit	Display Unit	
Logic Programs	Display Operation Mode Logic System Area Elended Settings	
Video/Movie	Display	
Font	System Area Device PLC1	
eripheral Settings	System Data Area	
Peripheral List	System Area Start Address [PLC1]D00000	
Device/PLC	Read Area Size	
Printer	I Enable System Data Area	
Input Equipment Settings	System Data Area Items Number of Words in use: 16	
Script I/O Settings	Current Screen: (1 Word) [PLC1]D00000	
1/0 Driver	Firor Status: (1 Word) [PLC1]D00001	
FTP Server	Clock Data (Current): (4 Word) [PLC1]D00002	
Modem	▼ Status: (1 Word) [PLC1]000006	
Video Modules	Reserved (Write) (1 Word) [PLC1[D00007	
	Change-To Screen: (1 Word) [PLC1]D00008	
	Screen Display DN/OFF: (1 Word) [PLC1]D00009	
	Clock Data (Preset Value): (4 Word) [PLC1]D00010	
	Control: (1 Word) [FLC1]D00014	
	Window Control: (1 Word)	
	🕅 Window Screen: (1 Word)	
	☐ Window Display Position: (2 Words)	
	Watchdog Settings	
	Watchdog Timer Settings 🛛 🚊 🗱 Seconds 0 : None	
	Watchdog Write Address [PLC1]D00000	
Sys 🚟 Add 🔍 Sea 💋 Co 🚟 Scr		

Se	tting	Description
Display Specify a device/PLC.		Specify a device/PLC.
	System Area Device	Select the device/PLC to specify the system data area.
System Data Area		Set the system data area.

Setting		Description
	System Area Start Address	Designate the start address used for the system area.
	Read Area Size	Set the number of words in the [Read Area] that stores the data used commonly on all screens or the line chart block display data from 0 to 256.
		• Cannot be specified when a device/PLC is connected with the memory link method.
	Enable System Data Area	Set whether or not to enable the system data area.
	System Data Area Items	Set the system data area items to use. For details of the direct access method, refer to "A.1.4.2 System Data Area" (page A-11), and for the memory link method "A.1.5.2 System Data Area" (page A-26).
	Number of Words in Use:	Displays the total number of words for the items specified to the system data area.
Wa	atchdog Settings	Monitors the communication state of the GP and the PLC. The GP writes "00FF" to the PLC word address at every setting time. The PLC confirms at every setting time that "00FF" has been written and that communication is performed.
	Watchdog Timer Settings	Set the watchdog's monitoring cycle time from 0 to 65,535.
	Watchdog Write Address	Set the write address for the watchdog.

### Extended Settings

Available extensions differ depending on the model. Please check whether your model supports the feature before use.

"1.3 List of Supported Functions by Device" (page 1-5)

System Settings 7 X Display Display	Display Unit Series GP3000 Series Model AGP-3500T Orientation Landscape
Display Unit Logic Programs Video/Movie Font	Display Unit Display   Operation   Mode   Logic   System Area Extended Settings   Device Monitor Settings
Peripheral Settings Peripheral List Device/PLC Printer Input Equipment Settings Script I/O Settings I/O Driver ETP Server Modem	Global Window is set to Indirect.  Remote PC Access Key Code  Settings
<u>Video Modules</u>	

Setting	Description
Device Monitor	Specifies whether to use the device monitor feature.           NOTE
	<ul> <li>For the device monitor feature, see below.</li> <li>"A.2 Monitoring the Value of Device Addresses (Device Monitor)" (page A-41)</li> </ul>
Remote PC Access Key Code	Enter the key code necessary for using the RPA feature. Click [Settings] and the [Remote PC Access Key Code Settings] dialog box appears. Enter the 12-digit key code and click [OK(O)].
	<ul> <li>NOTE</li> <li>If you enter the wrong key code, an error message appears and no settings are allowed. Enter the correct key code.</li> <li>When you place the Remote PC Access Window Display, an error message appears. You cannot transfer the project file unless the key code is set.</li> </ul>

### ♦ IPC Settings

This item only appears when you select [IPC Series] for the display unit. "37.8.1 System Settings [Display Unit Settings]-[IPC Settings] Settings Guide" (page 37-154)

### ■ Logic Program Settings Guide

<sup>(C)</sup> "29.14.1 [Logic Programs] Setting Guide" (page 29-135)

#### ■ [Video Module Window] Settings Guide

(27.9.1 [Video/Movie] Settings Guide" (page 27-73)

#### ■ [Font] Settings Guide

(Font] Settings Guide" (page 6-19)

# ■ [Peripheral List] Settings Guide

Displays a list of the specified peripheral devices.

System Settings 🛛 🗘 🗙 Display	Display Unit Series GP3000 Series Model AGP-3500T
Display	Orientation Landscape
Display Unit Logic Programs Video/Movie Font Peripheral Settings	Peripheral List <u>List of Device/PLC Management Addresses</u> <u>Device/PLC1</u> Maker : Mitsubishi Electric Corporation Port: COM1 Series : Q/QnA Serial Communication V1.10.02 <u>Printer</u> Type : Disable
Peripheral Settings Peripheral List Device/PLO Printer Input Equipment Settings Script I/O Settings V/O Driver FTP Server Modem Video Modules	Bar code 1       Type     :Disable       Bar code 2       Type     :Disable       Remote PC Access Input       Type     :Disable       Script1       Type     :Disable       Script2       Type     :Disable       VM. Unit       Touch Output     :None

Setting	Description	
List of Device/PLC Management Addresses	Displays a list of the specified de	evice/PLC management addresses.
Addresses	Device/PLC Device Name	Communication Cy SCAN ON/OFF
	1 PLC1	LS9400 LS955000
Device/PLC	Displays the specified device/PL	C series.
Device Name	Displays the specified device/PL	C names.

Description
Displays the internal device addresses to store the specified device/PLC communication cycle time (unit: ms). Communication cycle time refers to the elapsed time between data transfer request and import start from the GP to the device/PLC. The communication cycle times for communication with multiple device/ PLCs and that with each of the device/PLC are stored using the address shown here as a start. LS AREA LS9430 Driver 1, Device Unit 1 LS9431 Driver 1, Device Unit 32 LS9463 Driver 2, Device Unit 32 LS9464 Driver 3, Device Unit 32 LS9495 Driver 3, Device Unit 1 LS9496 Driver 4, Device Unit 1
<ul> <li>LS9527 Driver 4, Device Unit 32</li> <li>NOTE</li> <li>The communication cycle time specified in the system window settings [Display Unit]-[System Area]-[System Area Device] is also stored in the internal device LS2037 as binary data (unit:10ms).</li> <li>If LS area is 32 bit, the value is stored in the lower 16 bits.</li> </ul>

Setting		Description		
	SCAN ON/OFF	Displays the internal device address that controls whether to run or stop the set communication scan for the device/PLC. Controls the device/PLC using the displayed bit address as the start.		
		LS AREA		
		LS9550 Driver 1, Units 1 to 16		
		LS9551 Driver 1, Units 1 to 32		
		LS9552 Driver 2, Units 1 to 16		
		LS9553 Driver 2, Units 1 to 32		
		LS9554 Driver 3, Units 1 to 16		
		LS9555         Driver 3, Units 1 to 32           LS9556         Driver 4, Units 1 to 16		
		LS9557 Driver 4, Units 1 to 32		
		LS9558 Reserved		
		LS9559 Reserved		
		To stop the communication with the 1st device/PLC of Driver 1, turn ON the LS9550 bit. To resume, turn OFF the bit.		
		LS9550		
		NOTE		
		<ul> <li>If you select [Enable System Data Area] for the device/PLC, you cannot turn OFF the communication scan.</li> <li>If LS area is 32 bit, the value is stored in the lower 16 bits.</li> </ul>		
De	vice/PLC1	Displays the memory size of the font used in the user screen area. The		
user screen area capacity depends on the displa		user screen area capacity depends on the display model. <sup>(2)</sup> "1.3 List of Supported Functions by Device" (page 1-5)		
Ī	Maker	Displays the currently specified device/PLC maker.		
	Series	Displays the currently specified devicer LC maker.		
	Version	Displays the device/PLC series.		
	Port			
	For	Displays the ports that can be connected to a device/PLC.		
		• If the port is also used for other devices/PLCs, ④ is displayed to the right of the [Port].		
Printer, Bar Code 1, Bar Code 2, Script 1, Script 2		Displays and edits the settings of the specified [Printer], [Bar Code 1], [Bar Code 2], [Script 1], and [Script 2].		
	Туре	Displays the types of the specified peripheral devices.		
	Port	Displays the connecting ports of the specified peripheral devices.           NOTE		
		• If the port is also used for other devices/PLCs, 😣 is displayed to the right of the [Port].		

# ■ [Device/PLC] Setting Guide

Set the details of a device/PLC.

System Settings 7 × Display Display	Display Unit Series GP3000 Series Model AGP-3500T Drientation Landscape
Display Unit	Device/PLC
Logic Programs	Add Device/PLC Delete Device/PLC
<u>Video/Movie</u>	Device/PLC 1
Font	Summary Change Device/PLC
Peripheral Settings	Maker Mitsubishi Electric Corporation Series 0/0nA Serial Communication Port COM1
Peripheral List	Text Data Mode 2 Change
Device/PLC	Communication Settings
Printer	SIO Type
Input Equipment Settings	Speed 19200 💌
Script I/O Settings	Data Length C 7 C 8
I/O Driver	Parity C NONE C EVEN © ODD
FTP Server	Stop Bit
Modem	Flow Control C NONE C ER(DTR/CTS) C X0N/X0FF
Video Modules	Timeout 3 🚉 (sec)
	Retry 2
	Wait To Send 0 💼 (ms)
	In the case of R5232C, you can select the 9th pin to RI (Input) or VCC (BY Power Supply). If you use the Digital's R5233C Isolation Unit, phase select it is VCC.
	Device-Specific Settings
	Allowable Number of Devices/PLCs 16
	Number Device Name Settings           Number         Device Name         Settings           Image: PLC1         Image: Station No.=0.Network No.=0.PC No.=255.Request destination module I/0 No.=
🕅 Sys 🧱 Add 🔍 Sea 🗳 Co 🔛 Scr	

Se	tting	Description		
Ad	d Device/PLC	Adds the device/PLC settings. Use this setting when one display is communicating with multiple devices/PLCs.		
		NOTE		
		• The number of device/PLC drivers that the GP can communicate with at		
		the same time depends on the type of GP. $\sim$		
		"I.3 List of Supported Functions by Device" (page 1-5)		
De	lete Device/PLC	Deletes the specified device/PLC.		
Ch	ange Device/PLC	Changes the settings of the device/PLC.		
Summary		Displays the settings of the currently specified devices/PLCs.           NOTE           Selection the LT period model, shows the malen period and perturbed		
		Selecting the LT series model, shows the maker, series, and ports:		
		[LT Driver] is the same as [Memory Link].		
	Maker	Displays the currently specified device/PLC maker.		
	Series	Displays the currently specified device/PLC series name.		
	Port	<ul> <li>Displays the connection port of the currently specified device/PLC.</li> <li><b>NOTE</b></li> <li>If the port is also used for other devices/PLCs, (1) is displayed to the right of the [Port].</li> </ul>		

	tting	Description						
	Text Data Mode	Displays the text data mode of the currently specified devices/PLCs.						LCs.
	Change	When the [Change Text Data Mode] dialog box is displayed, you ca						ou can
	Ū	change the tex	-		-	-	• •	
		according to each device/PLC.						
		💰 Change Text Data Mode						
		S	elect a text data r	node from the follow	ving list.			
			)ata in Device Iddresses	Bytes LH/HL storage	Double-word LH/HL storage	Text Data Mode	Select	
			itore from Top	LH Order	LH Order HL Order	4	0	
			ata	HL Order	LH Order HL Order	5	O O	
				LH Order	LH Order HL Order	6	0	
			Store from Last Data	HL Örder	LH Order	8	0	
		L			HL Order	3		
						hange	Cancel	
Summary	Bytes LH/HL	Storing the te: • Store from I • Store from I D1 D1 D1 C Select the data	Top Data: Last Data: 00 A E 01 C E 02 E 00 NULL= "00	(When the When the $\begin{bmatrix} 3\\ 0\\ 0\\ 0\\ 0\\ (h)^n \end{bmatrix}$	Text Data D100 D101 D102	Mode] is	"8" h   ↑	

Setting		9	Description		
Summary	Change	Double-word LH/HL Storage	Select the data storage order to specify in two words (32 bits) from [LH Order] or [HL Order]. Storing the text "ABCDE". • HL Order (When the [Text Data Mode] is "1") • LH Order (When the [Text Data Mode] is "1") • (When the [Text Data Mode] is "4" H = L $H = L$ $D100$ $E = 00h 00h 00h$ $D102$		
		Text Data Mode	Displays the combination number of the text data mode storage orders.		
		Select	Select the text data mode to be used.		
Communication Settings			Configure the settings according to the device/PLC. The settings differ depending on the series. See "GP-Pro EX Device Connection Manual." It is recommended to keep the default settings for [Timeout], [Retry], and [Send Wait].		
	tting		Set this according to each device/PLC.		
	Allowable Number of Devices/PLCs		Displays the allowable number of devices/PLCs for the selected device/ PLC type.		
	-	ld Device tton]	Each time you click the [Add Device Button], one device/PLC is added. This cannot be added when the [Allowable Number of Devices/PLCs] is set to 1.		
[Delete Device     Deletes the device/PLC settings.       Button]     Image: Setting			Deletes the device/PLC settings.		
	Nu	- mber	Displays the specified device/PLC number.		
Device Name       Set a device/PLC name with up to 20 characters.         NOTE       • When adding the desired [Device Name], ensure not to use name.		• When adding the desired [Device Name], ensure not to use a repeated			
		splay Unit tton]	Set settings as needed for the device/PLC. Displays the [Individual Display Unit] dialog box.		
			• The [Individual Display Unit] differ depending on the PLC. For more information on the settings for each device/PLC, refer to "GP-Pro EX Device Connection Manual".		

### [Printer] Settings Guide

(34.6.2 System Settings [Printer] Settings Guide" (page 34-48)

#### ■ [Input Equipment Settings] Settings Guide

<sup>(36)</sup> "36.4.2 System Settings [Input Equipment Settings] - [Remote PC Access Input] Settings Guide" (page 36-20)

### ■ [Script I/O Settings] Settings Guide

Configure settings to communicate with the device/PLC using scripts.

System Settings 🛛 🕂 🗙	Display Unit	
Display	Series GP3000 S	
	Model AGP-3500	L
Display	Orientation Landscape	;
<u>Display Unit</u>	Script I/O Settings	
Logic Programs	Script 1 Script 2	
<u>Video/Movie</u>	Summary	
<u>Font</u>	Type Extended Sci	ipt 💌 Port COM1 💌
Peripheral Settings	Communication Settings	
Peripheral List	Туре	RS232C
Device/PLC	Speed	9600 💌
<u>Printer</u>	Data Length	O 7 Bit
Input Equipment Settings	Parity	⊙ None ⊂ Odd ⊂ Even
Script I/O Settings	Stop Bit	C 2 Bit C 1 Bit
<u>I/O Driver</u>	Flow Control	C None C RTS/CTS C ER(DTR/CTS)
FTP Server	5V Power Supply	C Enable C Disable
Modem		

Setting	Description
Туре	Select [D-Script/Global D-Script] to use the "SIO Port Operation" function, which communicates using a serial port for D-script or global
	D-script. Select [Extended Script] to use extended scripts.
Port	Select a port for scripts from [COM1] or [COM2].
	NOTE
	• If the port is also used for other devices/PLCs, () is displayed to the right of the [Port].
Communication	Configure communication settings.
Settings	NOTE
	• This is not displayed when the [Type] is [Do Not Use].
	• [Communication Settings] differ depending on the device/PLC selected.
	For details on the settings of the device/PLC, see "GP-Pro EX Device Connection Manual."

Se	tting	Description		
	Туре	Select the communication method from [RS232C], [RS422/485 (4wire)] or [RS422/485 (2wire)].		
6	Speed	Select a communication speed from [2400], [4800], [9600], [19200], [38400], [57600] or [115200].		
Settings	Data Length	Choose the communication data length from [7 bit] or [8 bit].		
Sett	Parity	Select the communication parity bit from [None], [Odd], or [Even].		
	Stop Bit	Choose the communication stop bit length from [2 bit] or [1 bit].		
Communication	Flow Control	If the communication method is [RS232C], select the communication control method from [None], [RTS/CTS] or [ER (DTR/CTS)].		
	5V Power Supply	If the communication method is [RS232C], designate whether or not to specify the 5V power supply. Only set it to [Enable] if the connected device requires a power supply. If a 5V power supply is not needed and you select Enable, damage can occur to the connected device or the GP. Confirm the specifications of the connected device and cable before setting this.		

### ■ [I/O Driver] Settings Guide

(31.2.1 [I/O Driver] Settings Guide" (page 31-12)

### ■ [FTP Server Settings] Setting Guide

<sup>(C)</sup> "27.9.2 [FTP Server] Settings Guide" (page 27-91)

# [Modem] Settings Guide

## 5.14.7 [Preferences] Settings Guide

This section explains each item on the [Preferences] dialog box. To open this dialog box, from the [View (V)] menu, select [Preferences (O)].

#### General

Configure general settings for the editor system.

Preferences		×
General Seript Toolbar Logic Edit Style Monitor Step Error Check	General Settings for the Editor Set Online Update ✓ Check for Update when the program starts Set Editor Language Language English ✓ Backup ✓ Save Backup on Overwriting an Existing Project File Editor Memory Condition ✓ Enable	
	OK ( <u>O</u> ) Cancel	
	General Screen Edit Style Script Toolbar Logic Edit Style Monitor Step	General Settings for the Editor Script Toobar Logic Edit Style Monitor Step Error Check Backup Save Backup on Overwriting an Existing Project File Editor Memory Condition F Enable

Setting		Description
Set Online Update	Check for Update when the program starts	Set whether or not to perform an online update when the program starts.
Set Editor Language	Language	Select the language, [Japanese] or [English], used in GP-Pro EX for menus and so on. NOTE • You need to restart GP-Pro EX after making the settings.
Backup	Save Backup on Overwriting an Existing Project File	Before overwriting a project file, select whether or not you want to create a backup of the project file. ☞ "■ Backup as a History Procedure" (page 5-20)
Editor Memory Condition	Enable	Specifies whether to keep the settings after exiting the project in order to use the same screen environment the next time. You can keep open screen, active screen, and editing area, items open in the system setting window after exiting the project. You can keep the environment from the most recent 5 projects.

## Screen Edit Style

Configure settings relevant to Screen Edit Style.

Preferences	Settings for Screen Edit Style	×
Screen Edit Style Corip Toolbar Logic Edit Style Monitor Step Error Check	Action  Action  Show Guide on Move or Resize  C Left Edge C Upper Edge Vertical Center Bottom Edge Snap to Grid Grid Size (pixels) Width	
	<ul> <li>✓ Show Fixed Pin of Parts</li> <li>✓ Show Ruler</li> <li>✓ Show Grid</li> <li>Order Back ✓ Shape Dot ✓</li> <li>Show Parts ID</li> <li>Show Address</li> <li>Show Touch Area</li> <li>Show Window Parts Screen</li> </ul>	,
	OK (Q) Cano	el //

Setting			Description	
Act	tion			Set the actions for editing screens.
		Show Guide on Move or Resize		When moving parts or pictures, this option shows guides to help align pictures or parts.
	Left Edge		t Edge	Displays a guide on the left to help you align pictures and parts.
		_	rizontal nter	Displays a guide with a horizontal center to help you align pictures and parts.
		Rig	ght Edge	Displays a guide on the right edge to help you align pictures and parts.
		Up	per Edge	Displays a guide on the upper edge to help you align pictures and parts.
Vertical Displays a gr Center parts.			Displays a guide with a vertical center to help you align pictures and parts.	
	Bottom Edge		ttom Edge	Displays a guide on the bottom edge to help you align pictures and parts.
		Sn	ap to Grid	Displays a guide to help you align pictures and parts with the grid.
		-	d Size kels)	Set the grid size.
			Width	Set the grid size in the X-coordinate direction from 4 to 120.
			Height	Set the grid size in the Y-coordinate direction from 4 to 120.
Dis	splay			Set the display for editing screens.
	Show Fixed Pin			Shows fixed pins of a Part.
	of Parts		S	Image: Screen Data List Window" (page 5-104)
Show Ruler Shows the		Ruler	Shows the ruler.	
	Show Grid		Grid	Shows the grid.

Continued

Setting		Description
	Order	Select whether or not to show the grid at the [Front] or the [Back] of the pictures or parts.
	Shape	Set the grid's shape from [Dot] or [Grid].
$rac{1}{80}$ Show Part ID Shows the picture or part label.		Shows the picture or part label.
Display	Show Address	Shows the address of a Part with address settings.
	Show Touch Area	For touchable Parts, shows its touch area in orange.
	Show Window Part Screen	Shows Window Screens that refer to window Parts.

## ■ Script

Configure settings relevant to D-Script, Global D-Script, Extended Script, and User Defined Function.

You can also specify these in the [Extended Script] and [Global D-Script] dialog boxes. \*\* "20.8.1 D-Script/Common [Global D-Script] Settings Guide" (page 20-53)

General Server Edit Style Script Tooloa Logic Edit Style Monitor Step Error Check	Settings for D-Script, Global D-Script, Extended Script, and User-Defined Functions Input Assistance  Solve Show Row Number Solve Auto Indent Control  Solve Function Input Assistance Solve Address Input Dialog  Auto Syntax Completion Format
	Font Type Font Size Number of spaces inserted by TAB
	OK (Q) Cancel

Setting Description	
Input Assistance	Configure settings of input assistance in D-Script, Global D-Script, Extended Script, and User Defined Function.
Show Row Number	Shows the row number to the right of the program.

Continued

Se	tting	Description		
	Auto Indent Control	If you insert line feeds as below, tabs are inserted according to the hierarchy.		
Input Assistance	Function Input Assistance	When the function and the initial bracket "(" are typed as below, the function's format is displayed.		
	Address Input Dialog	When creating a script, type a left-hand square bracket ([) and the [Input Address] dialog box appears. You can input addresses in this dialog box.		
	Auto Syntax Completion	When "if" or "loop" is typed from the keypad, the remaining syntax is completed.		
	Auto Syntax Analysis	When creating scripts, the expression is verified. The [Message Area] displays the results if the expression is incorrect. For example, "Line 1: The expression is incorrect."		
Fo	rmat	Set the format for scripts.		
	Font Type	Select the font to use.		
	Font Size	Set the font size to use from 8 to 72 in increments of 0.5.		
	Number of Spaces Inserted by Tab	Set the number of tab key indentations to use from 1 to 8.		

# Tool Bar

Customize each Toolbar

ð	Preferences		X
	General Screen Edit Style Soriet Toolbar Losie Edit 69, IL Monitor Step Error Check	Configure toolbar layout Parts  Show Parts preview Ladder Instructions  Toolbar Settings	
		OK (Q) Cancel	

Setting	Description
Parts Show Parts Preview	Set whether or not to display a preview of the part when you hover the mouse over the part's toolbar icon.
Customize	Select the logic instruction icon to be displayed on the toolbar.
Toolbar Settings	Opens the [Toolbar Settings] dialog box.         Image: Comparison of the toolbar settings, refer to the following.         Image: Comparison of the toolbar settings, refer to the following.

# Logic Edit Style

💕 Preferences				×
General Screen Edit Style Script	Configure Logic Edit	Editor		
Logic Edit Style		perands when adding instructions		
Monitor Step Error Check	Display			,
	🔽 Rung co	mments		
	🔽 I/O Add	ress		
	Font:	MS UI Gothic, Standard, 9pt	Change Font	
	Color:	Background 💌	Change Color	
]				
			K ( <u>O</u> ) Cancel	-

Setting		Description
Edit	Specifies operands when you are inserting the instruction in the logic programming.	
_	Rung Comments	Displays rung comments on the logic screen.
olay	I/O Address	Displays the I/O address if a symbol variable is allocated to an I/O terminal.
Display	Font	Select the font to use for all the characters on the logic screen.
	Color	Select an option from the drop-down list, then click [Change Color] to set the option's color.

## Monitor Step

Configures the settings for monitoring logic programs online.

Preferences			X
General Screen Edit Style Script Toolbar <del>Doglo Edit Style</del> Monitor Step Error Chook	Configure Monito Communication		
	Port IP Address Monitor	© USB C LAN	
	Frequency Retry Count Display	500 ÷ ∰ ms β ÷ ∰	
	I Rung Cor I I∕O Addre I Current V	aue	
	Font: Color:	es MS UI Gothic, Standard, 9pt  Background 💽	Change Font Change Color
,			OK (Q) Cancel

Settin	ng	Description
uc	Port	Select the communication port for online monitoring from [USB] or [LAN].
Communication Settings	IP Address	If you select [LAN] for [Port], specify the IP Address.
or	Frequency	Specifies the communication frequency from 200 to 3000.
Monitor	Retry Count	Specifies the communication retry count from 200 to 3000.
-	Rung Comments	Displays rung comments on the logic screen.
	I/O Address	Displays the I/O address if a symbol variable is allocated to an I/O terminal.
Display	Current Value	Displays the current values of symbol variables during online monitoring.
	Forces	Displays values that have been forced during online monitoring.
	Font	Select the font to use for all the characters on the logic screen.
	Color	Select an option from the drop-down list, then click [Change Color] to set the option's color.

## Error Check

Configures the error check settings.

Preferences		<
Preferences General Screen Edit Style Script Toolbar Logic Edit Style Meniter Step Error Check	Error Check Settings           Display           Image: Constraint of the set of t	
	OK (Q) Cancel	

Setting	Description
Display warnings	On running the error check, displays warnings in the error window. When the check box is not selected: Displays only errors. When the check box is selected: Displays both errors and warnings.
Include Double Coil in warnings	When the same address is used for multiple purposes, displays a warning in the error window.

## 5.14.8 [Common Settings] Setting Guide

Alarm (P "19.9.1 Common (Alarm) Settings Guide" (page 19-63) Sampling P "24.8.1 Common [Sampling] Settings Guide" (page 24-37) Recipe Ē "25.10.1 Common [Recipe] Setup Guide" (page 25-56) Security P "22.5 Common [Security Settings] Settings Guide" (page 22-9) Time Schedule Ē "23.4 Common Time Schedule Settings Guide" (page 23-11) Sound (j) "26.5.1 Common [Sound] Settings Guide" (page 26-13) Text Table Global D-Script I/O Settings "20.8.1 D-Script/Common [Global D-Script] Settings Guide" (page 20-53) Extended Script I/O Settings "20.8.1 D-Script/Common [Global D-Script] Settings Guide" (page 20-53) Image Registration (P "10.5.1 Common (Image Registration) Settings Guide" (page 10-23) Text Registration P "15.7.2 Common [Text Registration] Settings Guide" (page 15-49) Mark Registration Ē "9.12.3 Common (Mark Registration) Settings Guide" (page 9-81) Keypad Registration Movie (Page 27-93) (page 27-93) (Page 27-93) Video Module Window Settings (F "27.9.5 Common [Video Module] Settings Guide" (page 27-115)

## Backlight Color Settings

This feature switches the backlight to red. It is useful when creating warning signals. There are 16 condition settings available.

NOTE	• This feature is available to limited models.
	"1.3 List of Supported Functions by Device" (page 1-5)

📮 Ba	ase 1 (Untitled)	🗙 📑 Backlight 🗙		4 ▷ ×	
Backlight Color Settings					
Number	Action Mode	Action Address	Condition	Comment	
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13 14					
14					
16					
10			<u> </u>	1	

Setting	Description
Action Mode	
Action Address	Double-click the line to display the [Backlight Color Settings] settings
Condition	dialog box. The selected settings are shown in the box.
Comment	

## Selecting [Bit Action]

💰 Backlight Color Settings 🛛 🗙
Action Mode Bit Action
Comment
Change condition to red
ि 🦯 Bit ON
C 🔧 Bit OFF
Bit Address [PLC1]X00000
OK Cancel

## Selecting [Word Action]

🌮 Backlight Color Settings 🛛 🗙 🗙
Action Mode Word Action
Comment
Change condition to red
Word Address [PLC1]D00000
Alarm Range
Upper Limit 65535
Lower Limit D
OK Cancel

Setting	Description	
Action Mode	Select either [Bit Action] or [Word Action].	
Comment	Enter your comment using up to 20 characters.	
Change condition to red	<ul> <li>Configure the conditions for switching the backlight to red.</li> <li>When you select [Bit Action] for [Action Mode] Specifies whether to switch the color to red upon the specified [Bit Address] turning ON or OFF.</li> <li>When you select [Word Action] for [Action Mode] Switches the color to red when the stored value in the specified [Word Address] is outside the specified range</li> </ul>	
	(higher than [Upper Limit] or lower than [Lower Limit]) is stored. The setting range between [Upper Limit] and [Lower Limit] is 0 to 65535.	

NOTE

## Symbol Variable Settings

Displays the screen for registering symbol variables.

• For details about registering symbol variables, refer to the following.

"29.3.2 Using Symbol Variables with Arbitrary Names (Variable Format)" (page 29-19)

"29.3.3 Using Symbol Variables with Fixed Addresses (Address Format)" (page 29-30)



Setting	Description	
Name	Specifies the symbol variable name.	
Туре	Specifies the symbol variable type.	
	If you selected [Variable Format] for [Register Format], select the type	
	from [Bit Address], [Word Address],	
	[Bit Variable], [Integer Variable], [Float Variable], [Real Variable],	
	[Timer Variable],	
	[Counter Variable], [Date Variable], [Time Variable], or [PID Variable].	
	If you selected [Address Format] for [Register Format], select the type	
	from [Bit Address] or [Word Address].	
Array	Determines whether to specify arrays.	
Count	Specifies the array size of an [Array].	
Address	If you specified [Bit Address] or [Word Address] for [Type], specify the	
	Device/PLC address.	
Retentive	Select Keep/Clear.	
Comment	Type any comments.	
Utility	Import	
	Imports CSV file format symbol variables.	
	• Export	
	Exports CSV file format symbol variables.	

## 5.14.9 [Screen] Settings Guide

This section explains about each item displayed by selecting the [Screen (S)] menu.

## New Screen

To create a new screen, from the [Screen (S)] menu, select [New Screen (N)].

New Screen	E	×
Screens of Type	Base	
Screen		
Title	Untitled	
Use Template		
Select Template from List		
Recently Used	<u>d Template</u>	
	New Cancel	

Se	tting	Description			
Screens of Type		Select the screen type to create or select a template from [Base], [Window], or [Logic].			
Screen		If you selected [Base] for [Screens of Type], specify the number of the screen to create from 1 to 9,999. If you selected [Window], specify the number from 1 to 2,000. If you selected [Logic], specify from SUB-01 to SUB-32.			
Titl	е	Set the title of a screen to create with up to 30 characters.			
Us	e Template	Select a template.			
	Select Template from List	Displays the [Select Template] dialog box to select a template.			
	Recently Used Template	The names of recently used templates are displayed as popup.			

## Open Screen

Opens a screen.

Open Screen			×
Screens of Type	Base	•	
🔽 Screen Informati	on		
	Screen Title	1	
Number Title	Header	Footer	
	Oper	n Cancel	

Setting		Description				
Screens of Type		Select the type of a screen to open from [Base], [Window], [Logic], or [I/O].				
Sc	reen Information	Set whether or not to display the information and preview of a screen to open.				
	Screen	Displays the screen number selected on the display list. If you change the number, the preview is changed.				
	Title	Displays the screen title in the preview.				
Dis	play List	Displays a list of all the screens in a project file.				
	Number	Displays the screen number.				
	Title	Displays the screen title.				
	Header	When a Header is specified, the Header [Title] is displayed.				
	Footer	When a Footer is specified, the Footer [Title] is displayed.				

## Close Screen

Closes the drawing screen.

## Screen Information

Displays the specified screen information.

💰 Screen Inform	ation	×
Screen Attribute		
Type Number Title	Base 0001 Untitled	
Security Level Send Data	0	
Send Size	8 Bytes (0.0%)	
Addresses	0 (Max1,152)	
Parts	0 (Max384)	
Information		
		Close (C)

Setting	Description				
Screen Attribute	Displays the screen information.				
Туре	Displays the type of the specified screen with [Base], [Window] or [Logic]. If you open the [Screen Info] where the Header/Footer can be edited, the Type is displayed as [Header] or [Footer].				
Number	Displays the screen number.				
Title	Displays the screen title.				
Security Level	Displays the screen security level				
Send Data	Displays the summary of data to send to the GP.				
Send Size	Displays the data size for one screen by the byte. Displays the usage rate of the screen total size in percentage in parenthesis.				
Addresses	Displays the total number of addresses used in screens in [Number of Addresses]. Displayed in red if it exceeds the maximum number of addresses.				
Parts	Displays the total number of parts used for screens in Parts.				
Information	Displays supplementary information.				

## Previous screen/Next screen

Displays the previous/next screen from that currently displayed.

• The previous screen/next screen feature is not available on movie screens.

#### ■ Change View

#### Edit Screen

Changes the view to the drawing screen.

#### Parts List

Displays a list of the attributes of the parts used on the selected screen. Does not display a list of [Draw], [Trigger Action], or [D-Script].

Screen List	<b>₽ x</b>	📮 Base 1 (Untitle	ad) 🗙							∢ ⊳ <b>x</b>
Screens of Type All	•	Parts List (Base Sc	reens)							
Search method Title	•	Parts		7	Filter I	Edit	Export	Back to Screen		
Refine Search	Search	Number ID	Comment	Feature	1	Feature (	Details		Details	
🎾 🕘 🏨 🗙 🛛 💂	<i>6</i> 9 🖳									
🎲 Base Screens										
	0001 (Untitled)									
🍪 Window Screens										

Setting	Description				
Part	Select the part type to list from all the parts placed on the screen.				
Filter	The [Filter Settings] dialog box appears. Set whether or not to display [Address], [Feature Detail], and [Label Text] on the Parts List.				
Edit	Displays the setting dialog box for the part selected from the list.				
Export	The [Export Parts List] dialog box appears. Set the location to save the [Parts List] in a CSV file (*.csv)				
Back to Screen	Changes the view to the drawing screen.				
Display List	Lists the details of parts.				

Continued

Setting	Description				
Number	Numbers are sequentially assigned to the placed parts from the oldest, starting from 1.				
ID	Displays the part IDs.				
Comment	Displays the parts comments.				
Feature	Displays the part feature name. For example, Bit - Comparison				
Address/Address 1	Displays the address types and addresses specified to the parts.				
Feature Details	Displays the detail text for a part's features.				
Label/State 0	Displays the labels specified to the parts. If different labels are specified to each state of a part, a label is displayed for each state.				
Details	Displays other detailed information such as coordinates where parts are placed. The display contents depend on parts.				

## Template Registration

Register the parts placed on the drawing screen except the header/footer as a template.



Setting	Description
Register Template	Set the title of a template to create with up to 30 characters.

# 5.15 Restrictions

## 5.15.1 Restrictions for Creating Screens

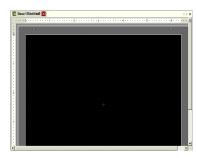
### Screens of Type

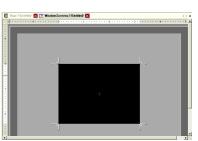
This section covers the types of screens created with project files.

A project file is mainly composed of two screens: a Base Screen and Window Screen. A Base Screen is a screen displayed on the GP. To display a screen on the GP, always use a Base Screen. A Window Screen is a screen called and displayed on a Base Screen. A Window Screen is used to display one screen on top of the other, such as a keypad input. \*\*\* "18.3 Displaying Windows" (page 18-7)



#### Window Screens



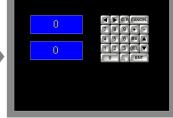


For example,





XEX



Window Screen \*1

Base Screen + Window Screen

NOTE

The logic screen and I/O screen are used for creating logic programs.
 "29.2.3 Logic Screens" (page 29-5)
 " I/O Display Method" (page 31-15)

### Number of Screens that can be Created

Screens of Type	Allowable Setting Number Range for Screens
Base Screen	1 to 9999
Window Screen *1	1 to 2000
Logic	SUB-01 to SUB32

### ■ Data Capacity per Screen

The maximum capacity per screen is approximately 1 MB. You cannot create a screen exceeding this capacity.

The maximum capacity of the area that can maintain created screen data ([User Screen Area]) depends on each GP model.

"1.3 List of Supported Functions by Device" (page 1-5)

### Number of Features that can be Placed on a Screen

The maximum allowable number of parts and features placed on a single screen is as follows. This number is for newly created screens without any other settings.

• The maximum number of parts you can place per screen are 284 and the number of addresses you can specify per screen are 1,152. If you select [IPC Series] for the display unit, you can use up to 1000 parts and 3000 addresses.

Part	Feature Type	Base Screen	Window Screen <sup>*1</sup>
Alarms	Summary	1	1
	Show History	384	
Text Alarm	-	1	1
Graph	Normal Graph	384	
	Statistical Graph		
	Meter Graph		
Key Part	-	384	
Data Display	Numeric Display <sup>*2</sup>	384	
	Text Display *2	384	
	Date/Time Display	384	
	Statistical Data Display	384	
	Show Limit Value	384	
Picture Display	ON/OFF Display	384	
	State Display		
	CF Image Display		
	Move Display (only when	30	
	Mark is selected)		

Continued

Part	Feature Type	Base Screen	Window Screen <sup>*1</sup>
Switch/Lamp	Bit Switch	384	
	Word Switch		
	Screen Change		
	Special Switch		
	Selector Switch		
	Lamp		
Window	Window <sup>*3</sup>	384	0
	Global Window <sup>*4</sup>		
Movie Player	-	1	
Video Module Display	-	512*5	0
Message Display	Direct Input	384	·
	Text Display		
D-Script	-	_*6	
Sampled Data Display *2	-	1	1
Historical Trend Graph <sup>*7</sup>	-	8	
Data Block Display Graph *7	-		
Special Data Display	Data Transmission	1	1
	Filing	384	
	Show CSV *2	1	1
	File Manager	1	0
Trigger Action	Bit Action	384	
	Word Action		
	Screen Change		
	Draw Action		
Remote PC Access Window Display	-	1*8	-

\*1 A maximum of three Windows can be displayed on the display screen at the same time. For more details about displaying Windows, refer to the following:

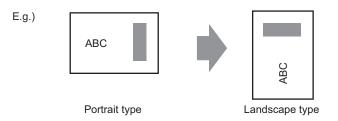
"18.8.2 Restrictions for Window Displays ■ Displaying Multiple Windows on a Single Screen" (page 18-30)

- \*2 You cannot draw a Sampled Data Display and Special Data Display (Show CSV) at the same time. The same applies to drawing a Special Data Display (Show CSV) and a Data Display set up with Allow Input.
- \*3 Up to three window parts with the [Continuous Read] option (two if using Global Windows) can be placed on a single screen. If three [Continuous Read] windows are placed on a screen, any additional windows will not operate.
- \*4 When the device monitor screen is displayed, the global window cannot be displayed.
- \*5 You can display only one video module per display screen at the same time.

- \*6 The setting number of D-Script depends on the number of setting address per screen (up to 1152) and the screen data capacity (up to 1 MB).
- \*7 Maximum eight [Historical Trend Graphs] and [Data Block Display Graphs].
- \*8 When three windows are already displayed (or two global window), this cannot be displayed.

### Screen Display

• When you change the orientation from portrait to landscape, or from landscape to portrait, the drawing is displayed with 90-degree rotated. From the [Edit] menu, select [Rotate/ Flip] to edit. Be sure to check the screen after the change.



• If you change from a large resolution display type to a small resolution display type, the data that exceeds the range is not displayed. If you change back to a large resolution display type, the data that exceeded the range is displayed.

The maximum number of display characters on a part differs between a small resolution display type and a large resolution display type. If you change an alarm message created with a large resolution display type to a small resolution display type, any part that does not fall on the message screen is not displayed.

- If you convert resolution, the part size, position, and the text size to the display resolution is adjusted automatically. Some scale magnification may not convert properly due to text size and resolution limitations.
- When you reduce the screen edit area with the zoom function, some drawings may not display correctly, depending on the magnification.

### 5.15.2 Restrictions on Saving Data

#### ■ CF Card/USB Storage Save Cautions

- During data writing onto a CF Card/USB storage, the parts and screen switching actions becomes slower.
- It may take several seconds to write data, depending on the amount.
- After the Status data is read out from the GP, at least one communication cycle or one Display Scan Time period must pass before the next command can be written.\*1\*2
- Do not call up screens that use the CF Card/USB storage when the CF Card/USB storage is not installed on the GP. If you do, they will not function properly.
- If a write error occurs, any file that has not finished loading may remain on the CF Card in the USB storage.
- To overwrite and save the CF Card/USB storage data existing, the CF Card/USB storage must have enough free space to allow the data. If the data is larger than the available space, a write error occurs.
- When saving data onto a CF Card or into USB storage and the target folder (\ALARM...) does not exit, the folder is automatically created to save the data. If the folder cannot be created for such as the CF Card/USB storage not being initialized, a write error results.
- There is a limit to the frequency that data can be written to the CF Card (500 KB of data can be rewritten around 100,000 times).
- To format the CF Card/USB storage on your PC, select FAT or FAT32. If you use NTFS for formatting, GP does not recognize the CF Card/USB storage.

- \*1 The Communication Cycle Time is the time from when the GP requests data from the external device to when the data arrives. This value is stored in internal device LS2037 as a binary value, in units of 10 ms.
- \*2 Display Scan Time is the time required to process one screen. This value is stored in internal device LS2036 as a binary value, in millisecond units.

## CF Card Cautions for Use

- When removing the CF Card, verify that the access lamp is switched off. There is a chance that CF Card data can be lost or damaged.
- While accessing the CF Card, do not turn the GP unit off, reset the GP, or remove the CF Card. Create a preset verification screen for information about CF Card access. Turn off power, reset, open the CF Card cover, or remove the CF Card only after verifying that screen.
- When inserting the CF Card in the GP unit, make sure you have the correct side up and the correct location for the CF Card connector. If installed incorrectly, damage can occur to the data or to the CF Card/GP unit.
- Please use a CF Card made by Digital Electronics Corporation. If using another companyís CF Card, damage may occur to the CF Cardís data.
- Please make sure to back up all CF Card data.
- Please refrain from doing the following, as it can result in damage to data and equipment:
  - •Bending the CF Card
  - •Dropping the CF Card
  - •Spilling water on the card
  - •Touching the CF Card's connectors directly
  - •Disassembling or modifying the CF Card

### USB Storage Cautions for Use

- When accessing a USB storage device, do not reset the GP or remote/insert a USB storage device. Data in the USB storage device may be destroyed.
   To remove the USB storage safely, design the system to turn ON the system variable #H\_Control\_USBDetouch and confirm #H\_Status\_USBUsing is OFF before removal.
   Image: I
- Please make sure to back up all data on USB storage devices.
- Do not connect more than 1 USB storage. If you do so, the USB devices may not be recognized properly.

## External Memory List for Saving Data

The below shows external memories you can use to save data in (or browse to).

• Available memories you can use to save data in differ depending on the model.

(F "1.3 List of Supported Functions by Device" (page 1-5)

Feature	CF Card	USB storage	FTP Server
Screen Capture	0	0	0
Image Display on Picture Display	0	X	Х
Alarm History Data Save	0	0	Х
Sampled Data Save	0	0	Х
Recipe (CSV data) Transfer	0	0	Х
Recipe (Filing Data) Save	0	0	Х
File Display on File Manager	0	X	Х
File Manager Copying Feature between CF Card/External Memory	0	0	X
Display on Display CSV Data	0	X	Х
Sound Data Save	0	X	Х
Movie File Save/Play	0	X	0
Video Screen Capture (with VM Unit)	0	X	Х
JPEG Display on Video Modules	0	X	Х
Video Modules (memory loader)	0	0	Х
Available Space Check	0	0	Х
Backup SRAM Data Save	0	X	Х
Offline Memory Initialization	0	X	-

## Screen Capture

- It takes five to six seconds to capture a screen, and the file size is approximately 200 KB (when the Image Quality is 80).
- The file size and capture time depend on the image quality and screen size.
- Part displays are not updated during capture.
- If you capture a screen with the Blink option, the captured image is displayed with no blink.
- If you create a file with other actions than screen capture while the CF Card/USB storage device is inserted, the file is overwritten with the next [Auto Increment File Number].
- When you use [Auto Delete File], it may take some time to delete many files. All files are deleted so this can take from a few seconds to a few minutes.

## SRAM Auto Backup

- Make sure the CF Card free space is larger than the backup SRAM size. Free space is checked before the process execution. If there is no sufficient free space in a CF Card, data is not saved in the CF Card.
- When you use the CF Card storage feature, confirm that the CF Card storage control address has no data. You can save the following data in a CF Card: Filing Data, Logging Data, Line Chart Data, Sampled Data (Data Samplingís Data), and Alarm Data
- The CF Card storage feature runs before SRAM backup. While SRAM backup is running, writing to the CF Card is interrupted.
- While executing the SRAM backup, the process of CF Card storage feature is interrupted. When automatically writing to the CF Card with the logging feature is loop action, the logging action is also interrupted until the write to the CF Card starts.
- Only one backup file can be saved in a CF Card.
- If you execute [Initialize CF Card] under [Initialize Memory] in GP offline mode, a SRAM folder will be created.
- If you execute CF Card → SRAM (Restore) in GP offline mode, all the saved data (such as sampled data) will be replaced with the newly stored data.
- If you execute CF Card → SRAM (Restore) in GP offline mode, the adjusted values for Brightness, Contrast, and Sound Volume will not change. The adjusted values will be applied after you turn ON the power again or after the GP goes into operation mode.
- If you execute CF Card → SRAM (Restore) in GP offline mode, the stored Japanese FEP learning information will be overwritten. For this reason, the display order of the convert-to characters may change according to the frequency of use.