Programmable Terminal

NS Series

CX-Designer

Introduction Guide

General Precautions

The user must operate each product according to the performance specifications described in the operation manuals.

Before using the product under conditions which are not described in the manual or applying the product to nuclear control systems, railroad systems, aviation systems, vehicles, combustion systems, medical equipment, amusement machines, safety equipment, and other systems, machines and equipment that may have a serious influence on lives and property if used improperly, consult your OMRON representative.

Make sure that the ratings and performance characteristic of the product are sufficient for the systems, machines, and equipment, and be sure to provide the systems, machines, and equipment with double safety mechanisms.

This manual provides information for using the programmable terminal model NS12. Be sure to read this manual before attempting to use the software and keep this manual close at hand for reference during operation.

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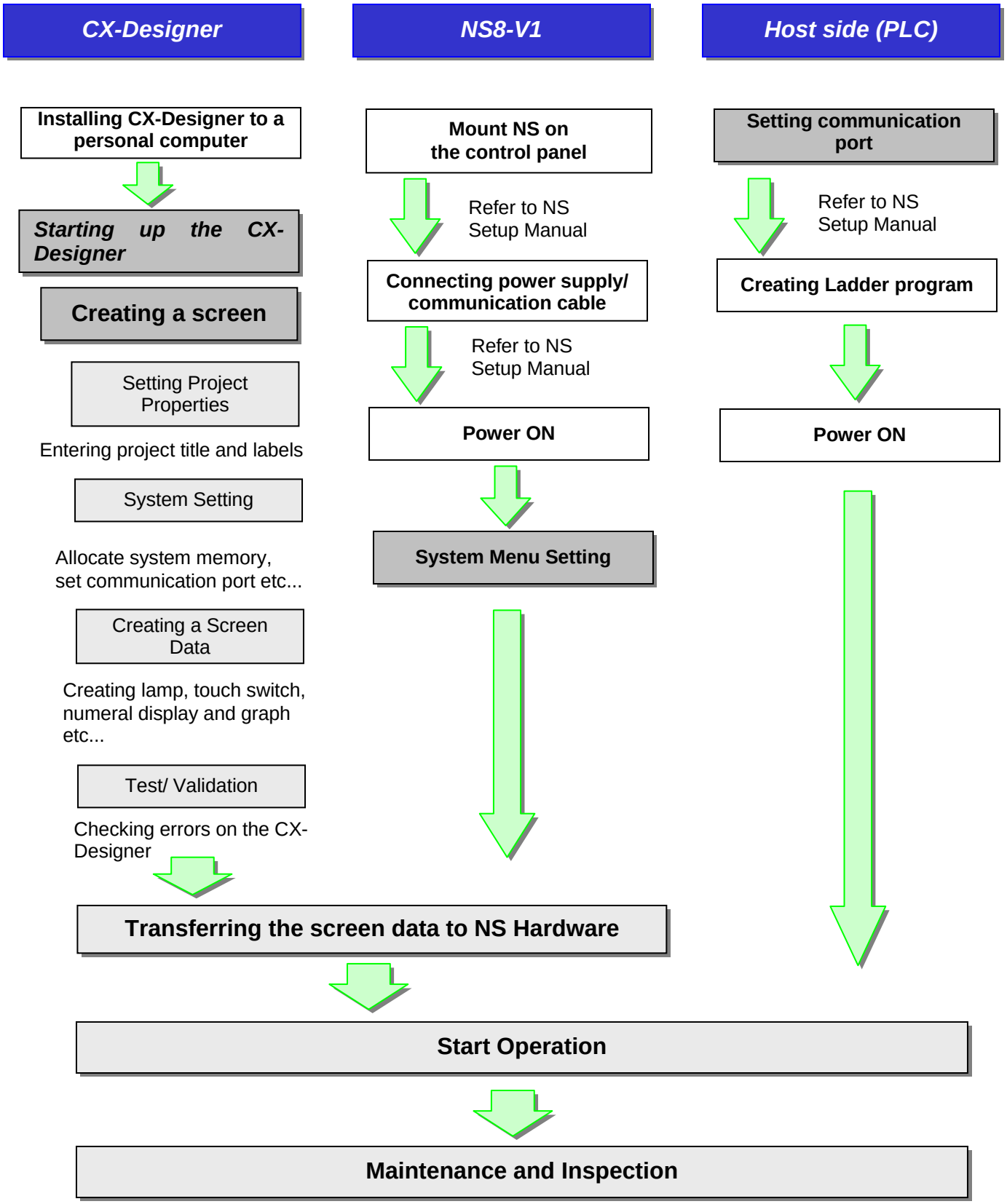
CX-Designer

Section 1
Operation Flow

Operation Flow



Section2
CX-Designer

Creating simple screens using the CX-Designer (CX-D)

CX-Designer

*A screen image depends on a CX-Designer system version; when you use a different system version from the one used in this manual, the screen image may not be the same.

*Certain settings depend on the hardware that you use. In this manual, NS8-V1 is used to create screens.

1. Preparations and settings

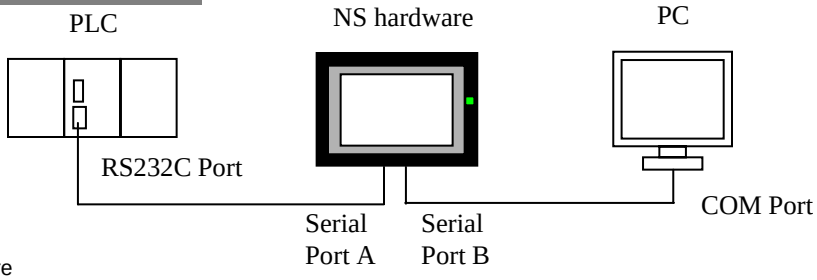
Introduction

This manual describes how to use the CX-Designer and its functions with a visual assistance in creating sample screens.

Necessary Equipment

Item	Model
- CX-Designer	NS-CXDC1-V[]
- NS Hardware	- NS8-TV1[](B)-V1
- PLC	- CS Series, CJ Series
- NS Hardware – PC Serial communication cable	- XW2Z-S002
- NS Hardware – PLC Serial communication cable	- XW2Z-200T
- PC	- Widows PC on which CX-Designer performs

Configuration & Communication Settings



NS Hardware
- Serial Port A NT Link (1:N), No. of units: 0, Communication Speed: High-speed
  Serial Port B Setting is not necessary

PLC
- Host Link Port Communication Speed: High-speed NT Link, Communication Mode: NT Link (1:N), NT Link Max. No. of units: 1

Allocation Address

The following PLC allocation addresses are used for sample screens shown in this manual.

Allocation Address	Description
00000.00	Power 1 Running / Stopped
00000.01	Power 2 Running / Stopped
00000.02	Power 3 Running / Stopped
00000.03	Power 4 Running / Stopped
00000.04	Power 5 Running / Stopped
00000.05	Power 6 Running / Stopped

Allocation Address	Description
DM100	Present value

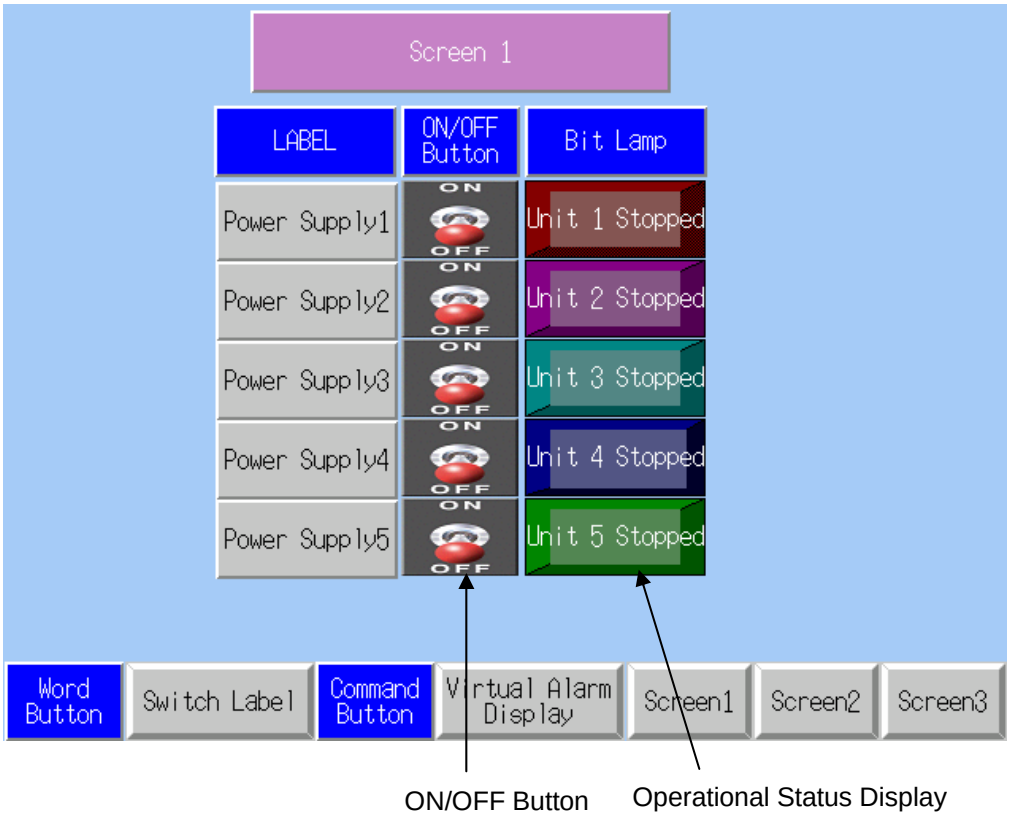
Allocation Address	Description
00001.00	Alarm 1 Occurred / Released
00001.01	Alarm 2 Occurred / Released
00001.02	Alarm 3 Occurred / Released
00001.03	Alarm 4 Occurred / Released
00001.04	Alarm 5 Occurred / Released
00001.05	Alarm 6 Occurred / Released
00002.00	Alarm 7 Occurred / Released
00002.01	Alarm 8 Occurred / Released
00002.02	Alarm 9 Occurred / Released
00002.03	Alarm 10 Occurred / Released
00002.04	Alarm 11 Occurred / Released
00002.05	Alarm 12 Occurred / Released

Sample Screen

Create 5 screens using the CX-Designer.
All screens are designed to display labels in two languages (English/Dutch) with “Switch Label” function.

Screen 1

Here, you will create a screen that turns ON/OFF specified addresses of the PLC.
On the screen 1, lamps (bit lamp) are lit/out according to the status of bits allocated to the PLC.
The screen below illustrates an example of a touch panel screen used to operate a machinery.

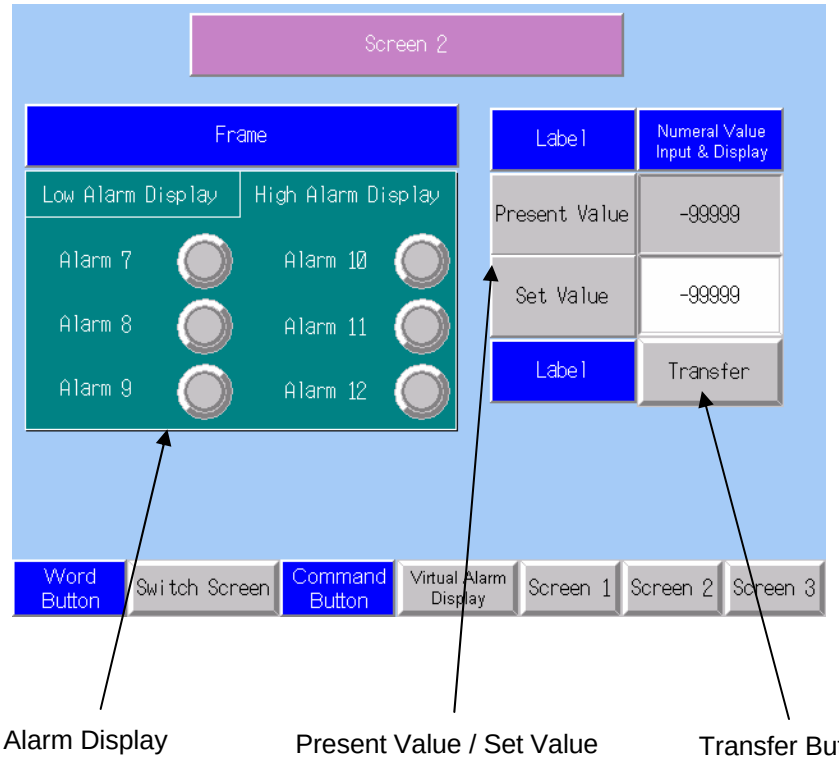


1. ON/OFF Button
   Press the button to switch ON/OFF status.

2. Operational Status Display
   “RUN/STOP” lamp is lit/out in linked with the status of an ON/OFF button.

Screen 2

On Screen 2, you will create a screen with 2 functions: one is a frame where more than one small screens are displayed by switching a tab; the other is to write values to memories in the PLC.



1. Alarm Display
   Is used to switch a Low Alarm Display and a High Alarm Display by pressing the tab of the Frame function.

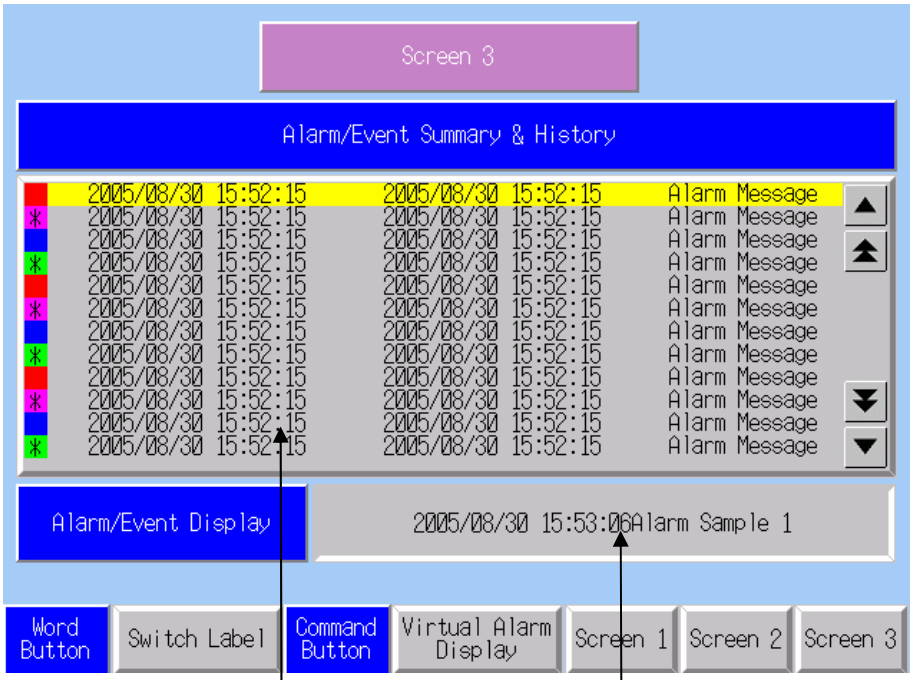
   Alarm lamps are respectively allocated to bits of the PLC as shown in the table on page 4.

2. Present Value / Set Value
   An object that displays the numeral value of an address is used to show the content of the PLC memory as a present value.

3. Set Value/Transfer Button
   Numeral Display & Input object lets the user to enter numeral values. In this manual, you will create a screen where values entered by the user are saved in the NS's internal memory area and be transferred to the PLC memory areas by pressing the Transfer button.

Screen 3

NS has a function that shows the ON/OFF status of a specified bit as an alarm history. On screen 3, you will generate a virtual alarm on the pop-up screen (described later) and display its history.

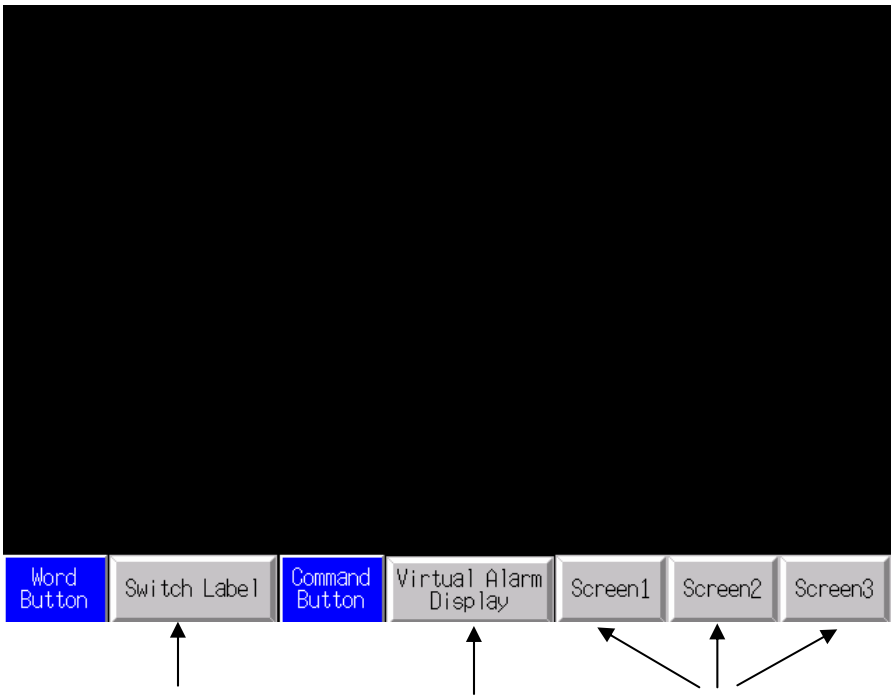


1. Alarm History
   Displays a virtual alarm history that was occurred and cancelled on the pop-up screen.

2. Latest Alarm
   Displays the latest virtual alarm that has occurred on the pop-up screen.

Sheet 1

A sheet is a screen that contains objects commonly used on several screens. In this manual, you will create a sheet with a “Switch Label” function to switch labels between English and Dutch, a function to display a screen (to be described later) for generating a virtual alarm, and a function to switch screens.



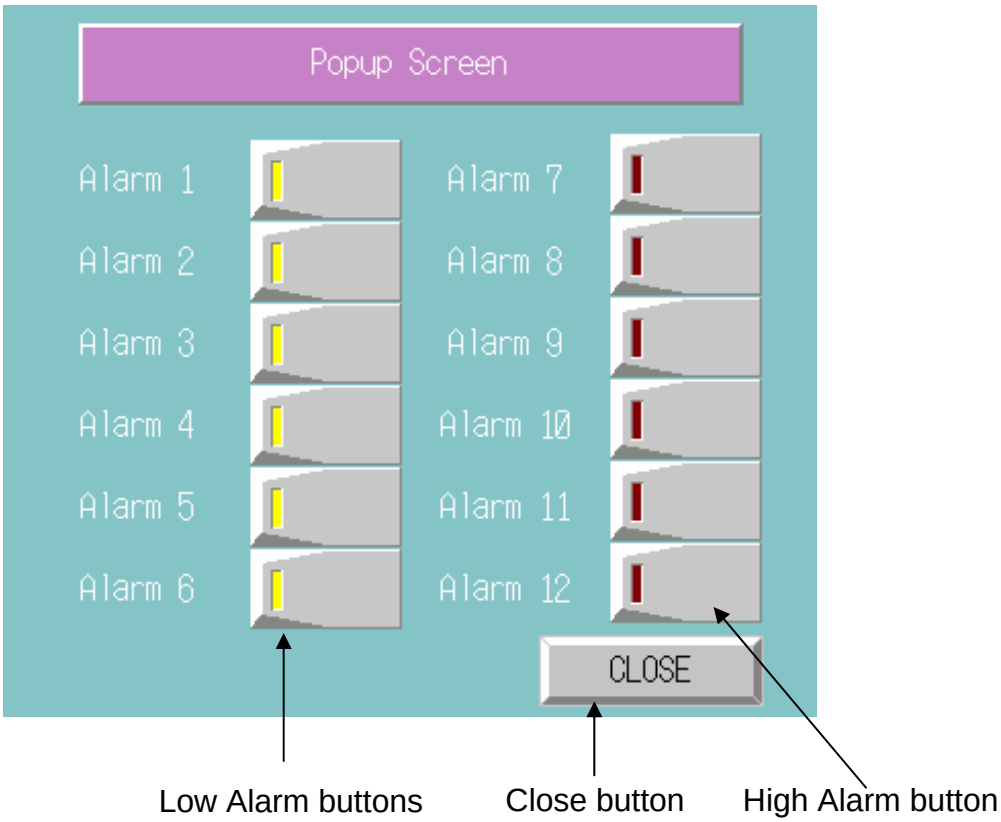
1. Switch Label Button
   Press this button to show a pop-up menu from which you can switch a label in English and Dutch.

2. Virtual Alarm Display Button
   Press this button to display the pop-up screen (to be described later) with a Virtual Alarm Display button.

3. Screen Switch Button
   Press a button to display the screen number (1 to 3) shown on the button .

Pop-up Screen

A pop-up screen is a small screen that can be displayed as needed on top of another screen.
You will create a pop-up screen that turns ON/OFF the PLC allocation addresses 00001.00 to 0001.05, and 00002.00 to 0002.05 and generate/cancel virtual alarms.



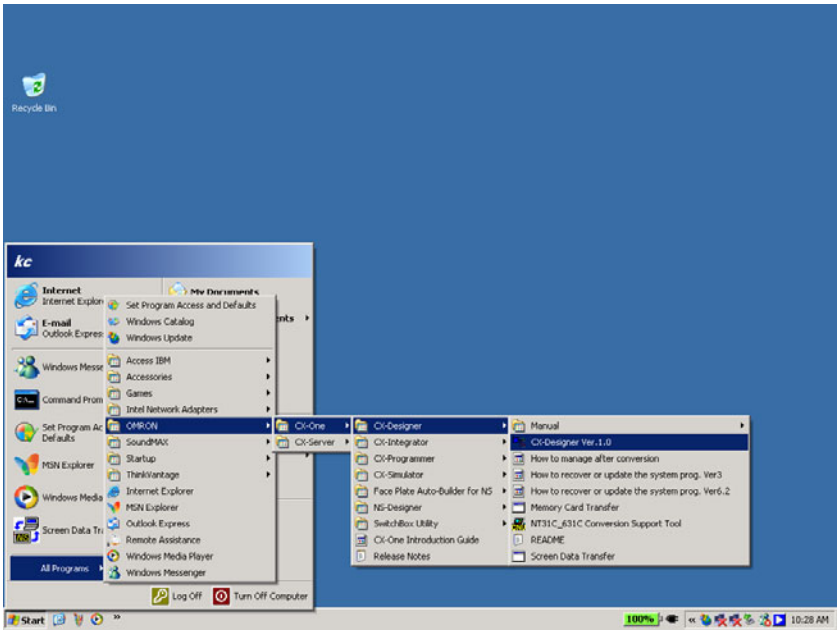
1. Low Alarm button
   Press this button to switch ON/OFF (Occurrence/Recovery).

2. High Alarm button
   Press this button to switch ON/OFF (Occurrence/Recovery).

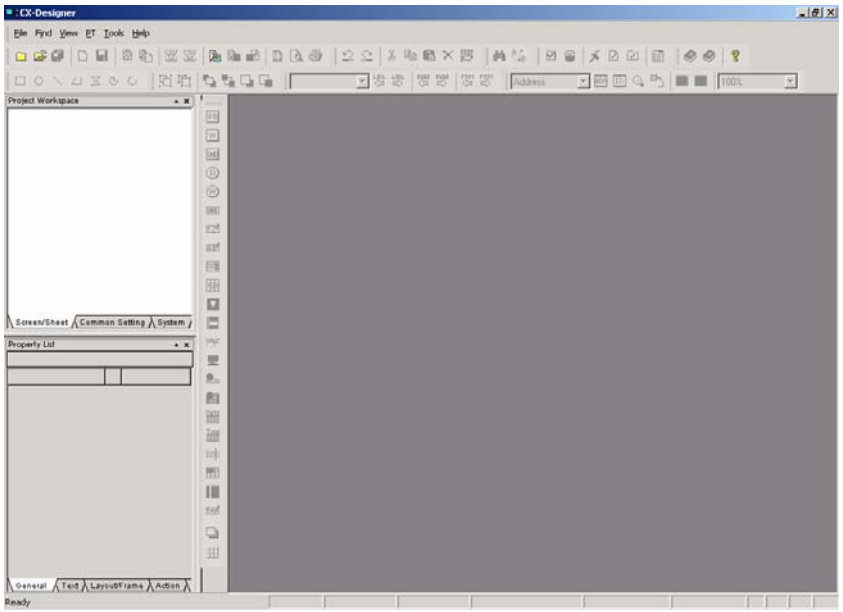
3. Close button
   Closes the pop-up screen.

2. Starting up the CX-Designer

Select [Start]-[Program]-[Omron]-[CX-One]
-[CX-Designer]
-[CX-Designer Ver. xx]
(CX-Designer Ver. 1.0 is used here.)



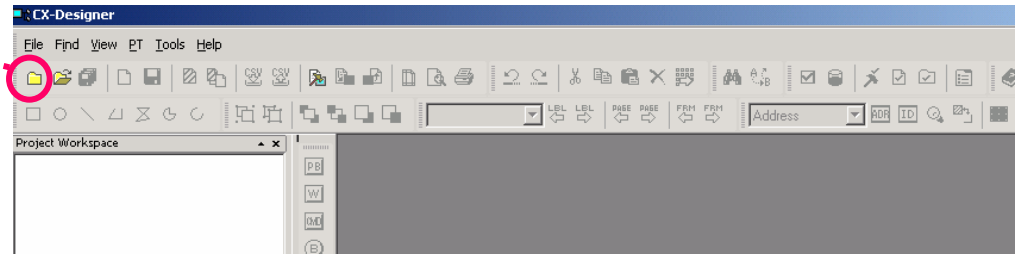
When the CX-Designer is started up, the main window will appear.



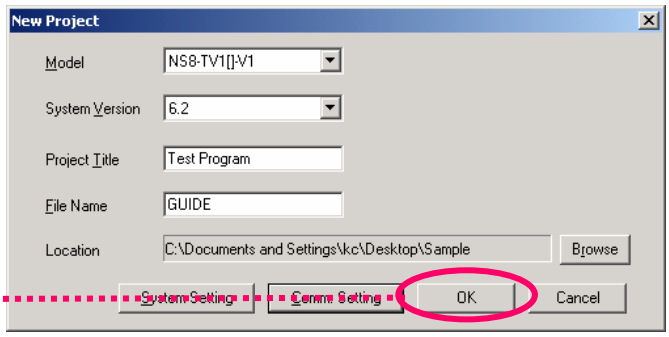
3. Creating a new project

Click [New project] button on the CX-Designer.

Left-click the icon



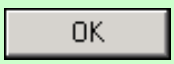
Set as follow:
[Model name]
NS8-TS1[]-V1
[System Version]
System Ver.6.2 (* Note)
[Project Title]
Enter a title.
“Test Program” is entered here.
[File Name]
Enter a file name.
“GUIDE” is entered here.
[Location]
Specifies a location where the file is saved.
The file is saved in [C:\Documents and Settings\kc\Desktop\Sample] here.

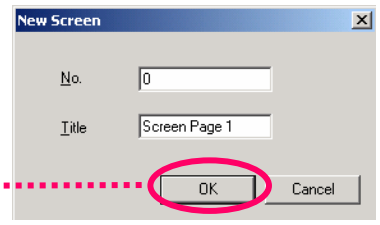


* Note the following points when you enter the project name.
-A file name can be as long as 42 characters including extension (.IPP).
-A file name may use any number or letter, underscore(_), and dollar mark($).

If project name is not entered correctly(e.g. using wide size characters etc…) the error occurs when transferring data.

Click

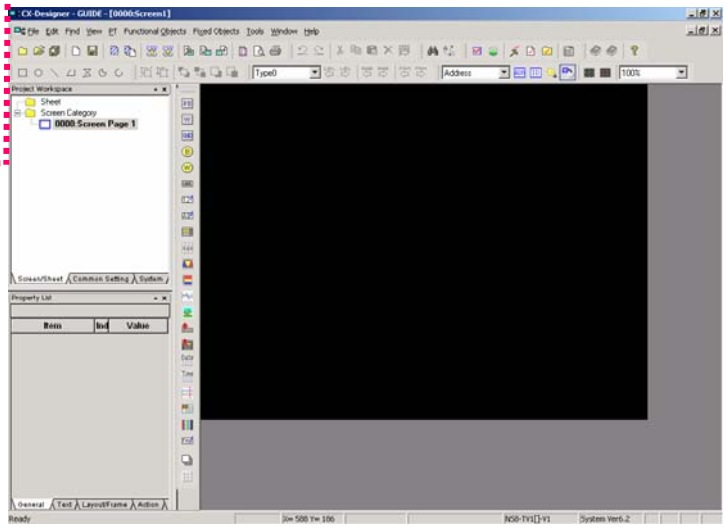




It is now ready to create a screen.

Enter a title name.
“Screen 1” is entered here.

Click



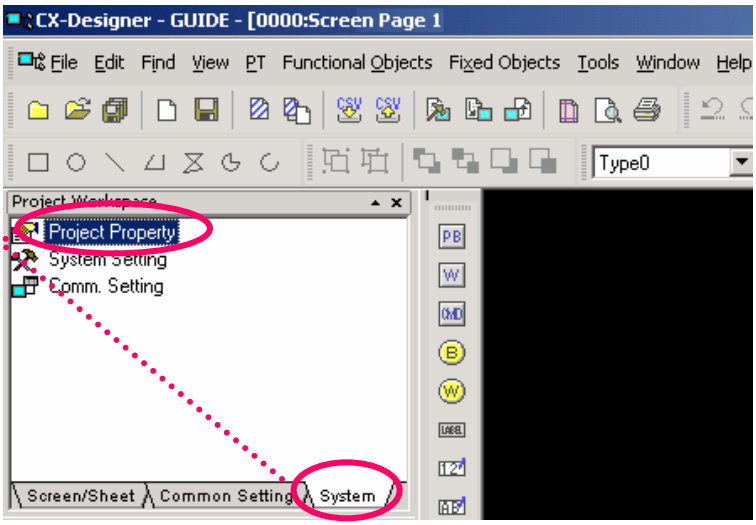
*System Ver.6.2 is used here.
Select [System Version] according to yours

4. Setting project properties

Making settings for a project data.
In this section, you will make a project that is able to show two language labels – English and Dutch by switching them. Here, it is necessary to set a project property for a label switching function is required.

Click the [System] tab in the project workspace.

Double-click [Project Property]

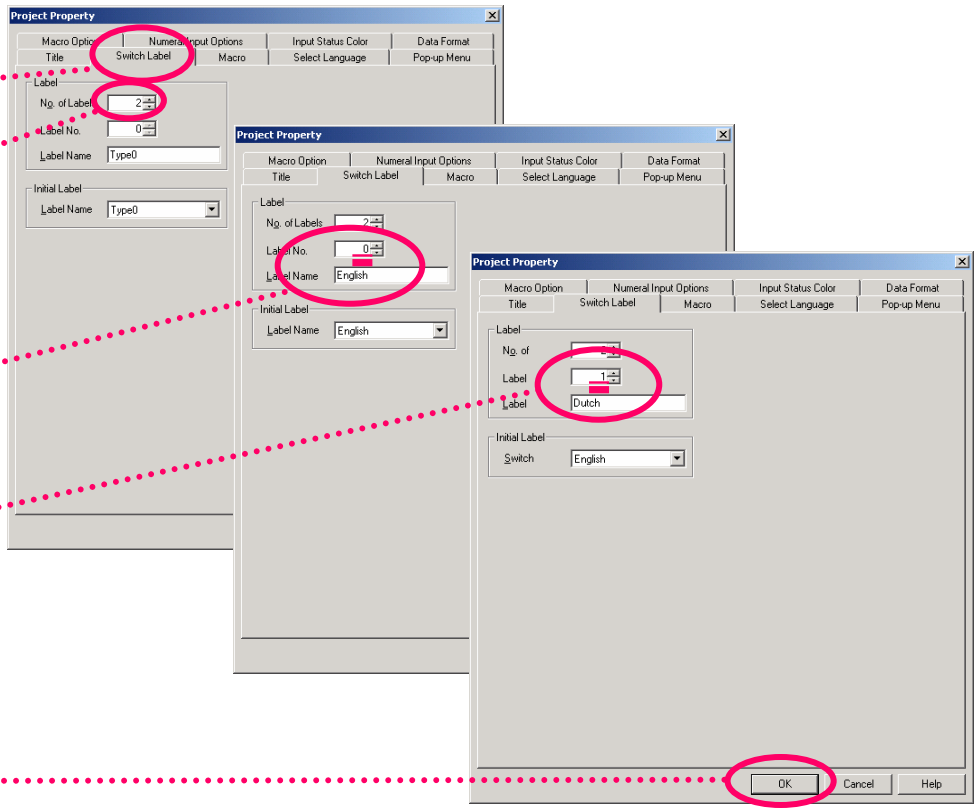


Click the [Switch Label] tab.

Set 2 for No. of Labels.

Set 0 to Label No. and enter English as a label name.

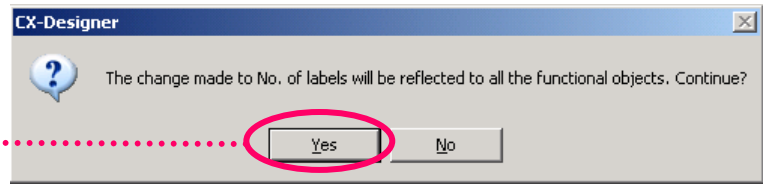
Set 1 to Label No. and enter Dutch as a label name.



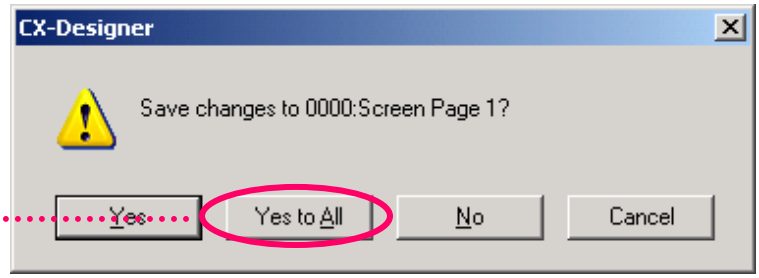
Click

OK

Click [Yes]



Click [Yes to All]

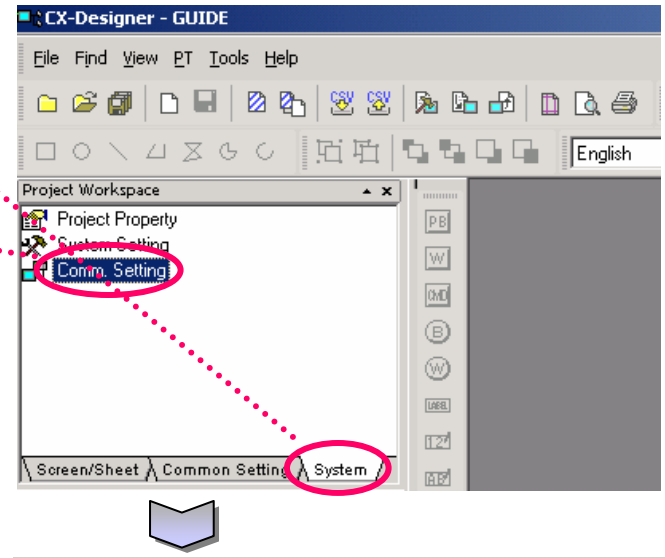


5 Communications settings

Making communications settings for the NS hardware to connect with the PLC.
In this manual, you will connect the NS to the PLC thru Serial port A.

Click [System] in the Project Workspace.

Double-click [Comm. Setting].

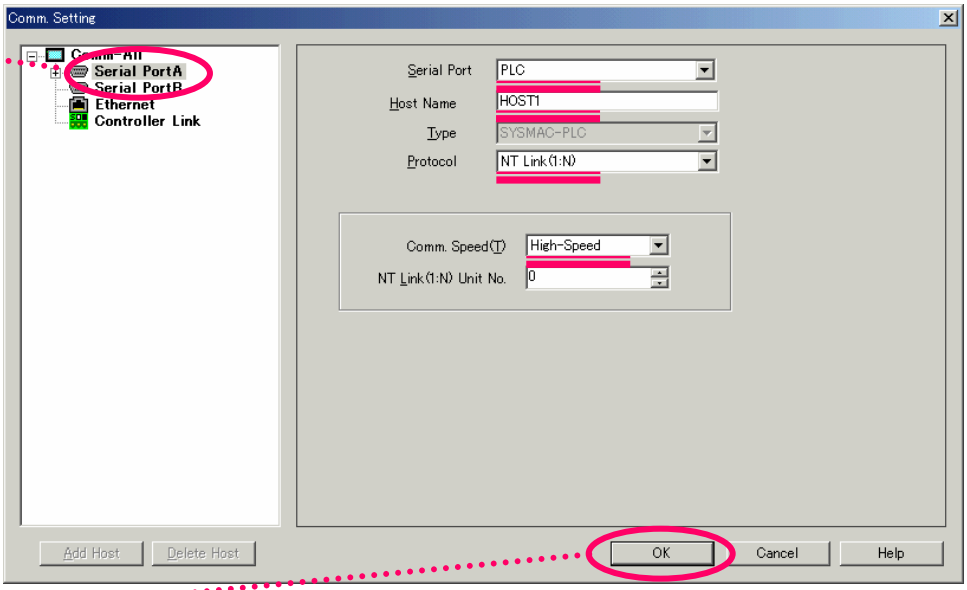


Click [Serial Port A]

Set as follow:

Serial Port
→[PLC]
Host Name
→[HOST1]
Protocol
→[NT Link(1:N)]
Comm. Speed
→[High-speed]

[Comm.-All], [Ethernet], [Controller Link] settings are not required.

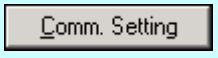


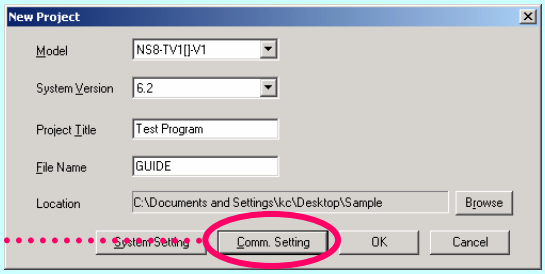
Click

<Note>

You can make communication settings when creating a new project.

Click [Comm. Setting] in the New Project dialog box as described in 3 “Creating a new project”.



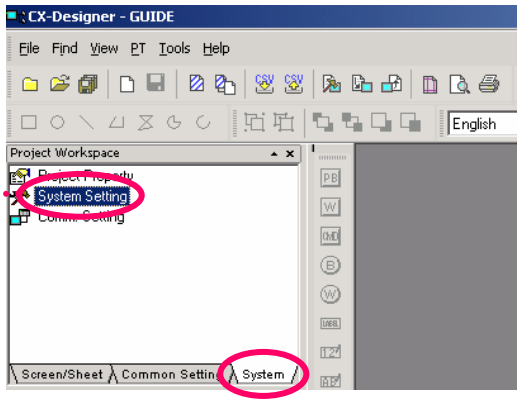


6. System settings

Allocating NS system memory areas to the PLC.
System memory area is memory area that is used to control the NS from the host (PLC) or to notify operation status from the NS to the host.
In this manual, you will allocate system memory areas to the PLC.

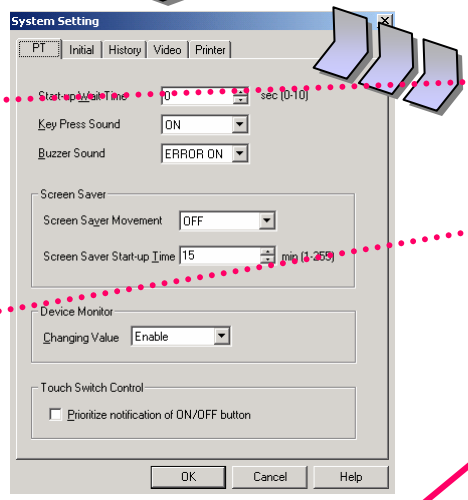
Click [System] In the “Project Workspace”.

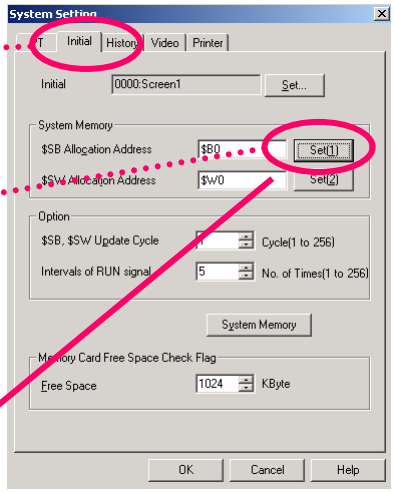
Double-click [System Setting].



Allocate a word to the PLC for controlling screen No.

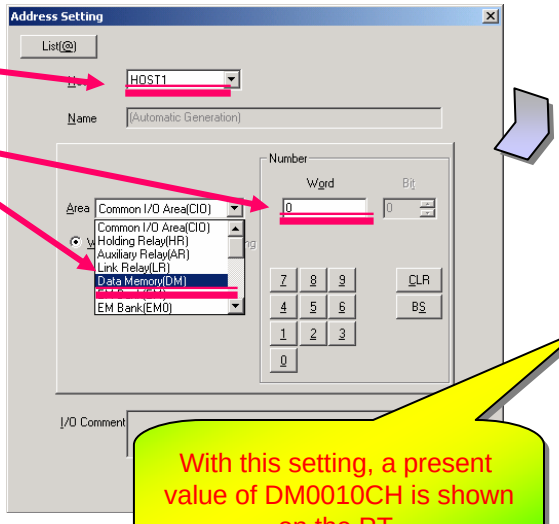
Click the [Initial] tab



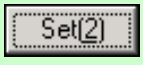


Click

Set as follow:
Host name
→ [HOST 1]
Word
→ “0”
Area Type
→ [Data Memory (DM)]



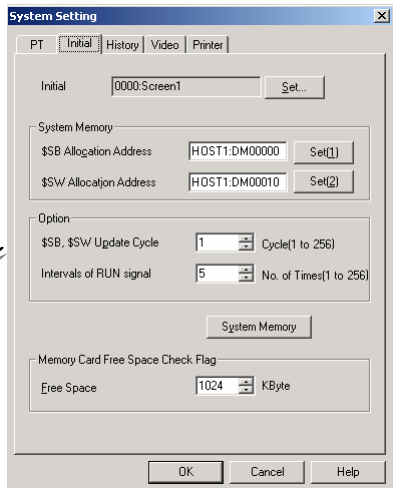
Set address in the same way as [Set(1)]



Host name
→ [HOST 1]
Word
→ “10”
Area Type
→ [Data Memory (DM)]

With this setting, a present value of DM0010CH is shown on the PT.

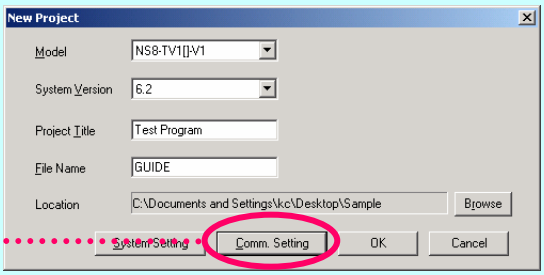
Complete



<Note>

You can make system settings when creating a new project.

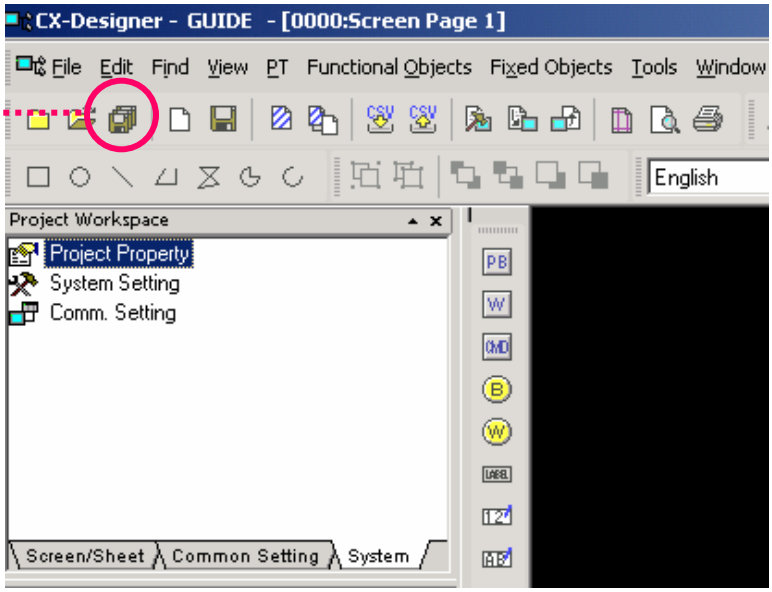
Click [System Setting] in the New Project dialog box as described in 3 “Creating a new project”.



7. Saving a project

Saving a whole project.
In this manual, you will save the project's system settings and screens/sheets all together.

Click the icon.



<Note>

We recommend to save projects and screens frequently.

8. Screen properties

Making basic settings when creating a new screen.
In this manual, you will change the screen background color.

Click the [Screen/Sheet] tab in the project workspace.

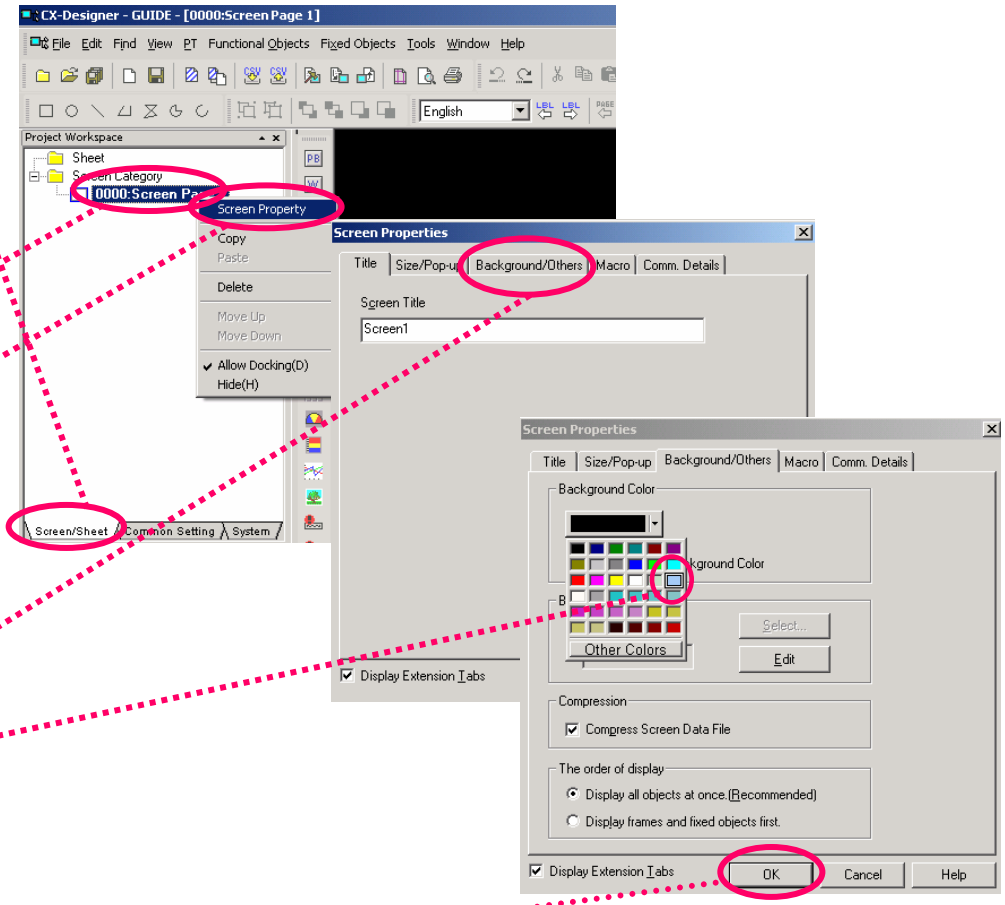
Right-click the [0000: Screen Page 1] to display the menu.

Click [Screen Property] on the menu.

The screen property dialog appears.

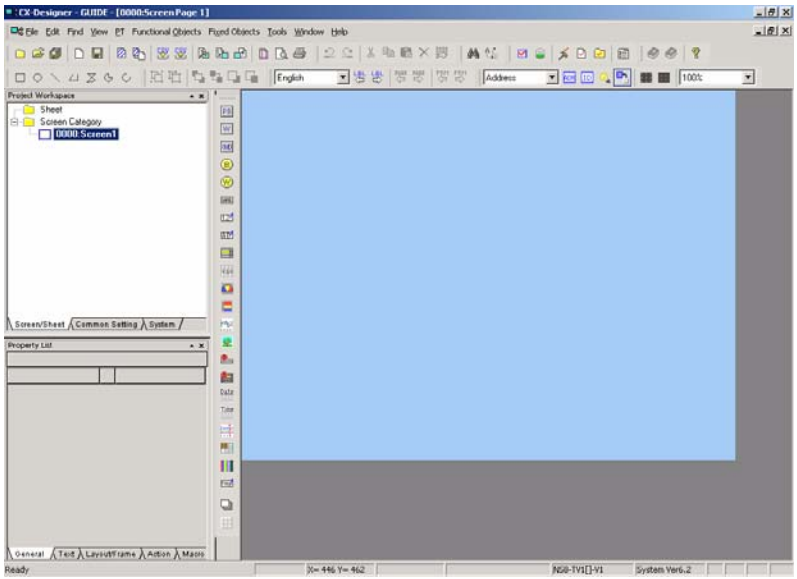
Click the [Background/Other] tab.

Click to display the color selection dialog and select a background color.



Click

Completed image

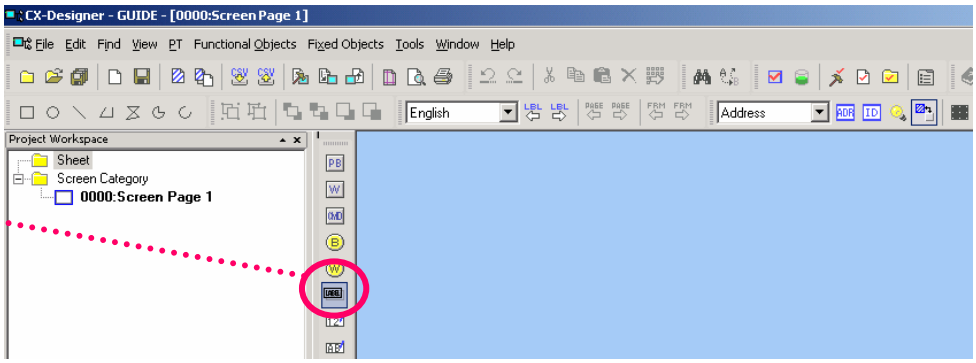


9. Displaying a text

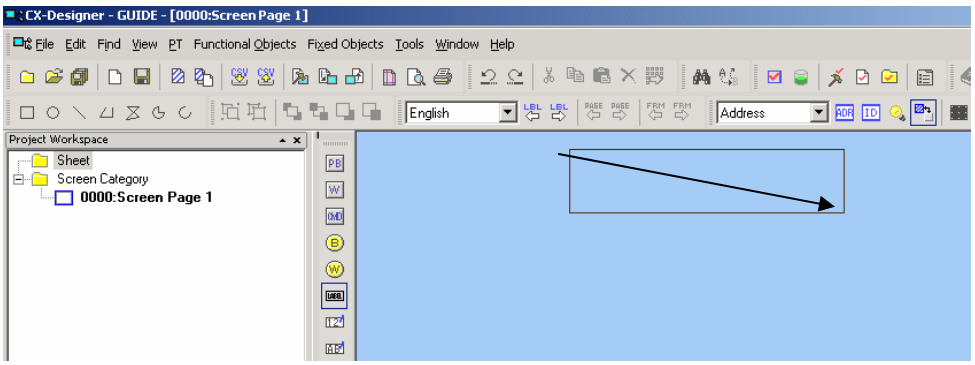
Creating a text object on the screen. A text object is used to display a fixed character string.
In this manual, it is used for a string character that displays a screen title or item name and does not have a special function.

Click the [Text] icon

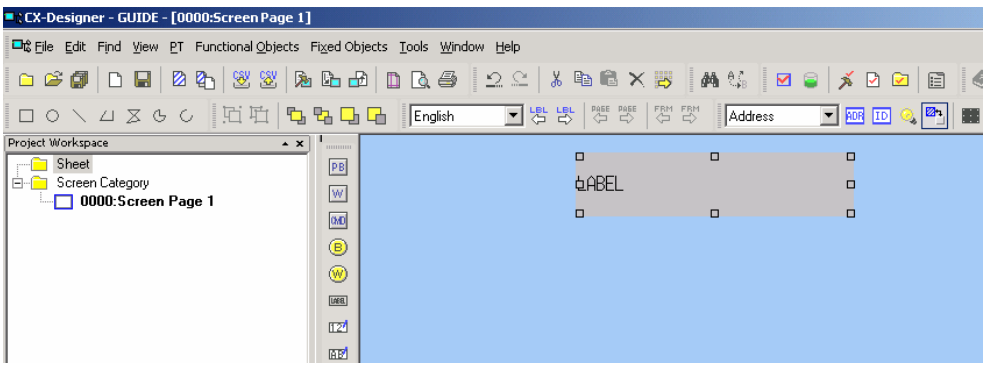
on the list.



Drag & drop the mouse on the editing screen till you get the size you want. (The size and position of the object can be changed later.)



A new text object is created as shown on the right.

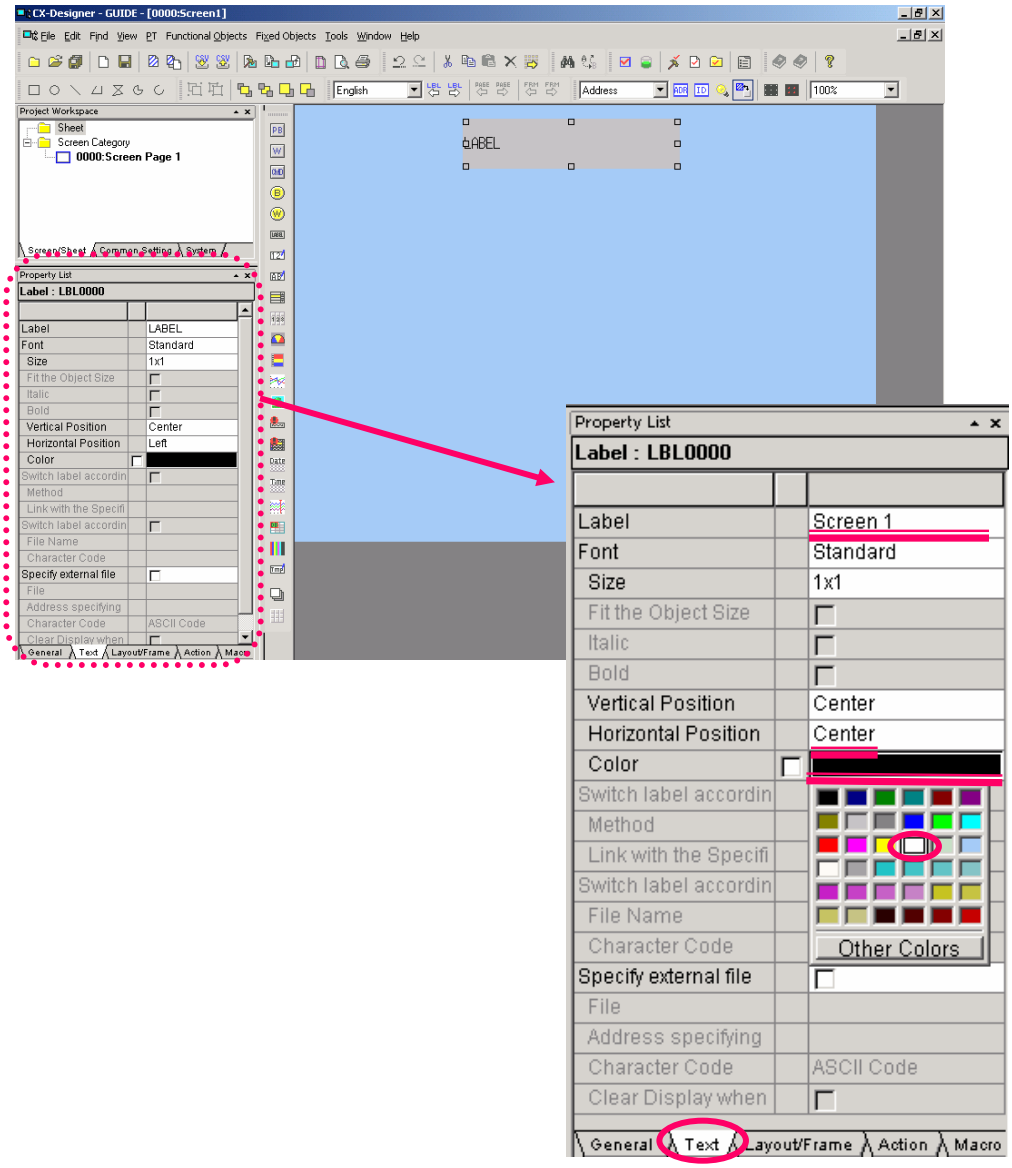


The property list is displayed by clicking the text object to display.

Click the property list and set as follow:

Text tab
[Label]
→ “Screen1”
Vertical position
→[Center]
Horizontal position
→[Center]

Select a color.



Click

to switch to the [Dutch] label.

Set the following items on the property list.

Text tab
[Label]
→ “Screen 1”
[Horizontal Position]
→ “Center”

Click the [General] tab on the property list.

Click the [Background Color] and select a color.

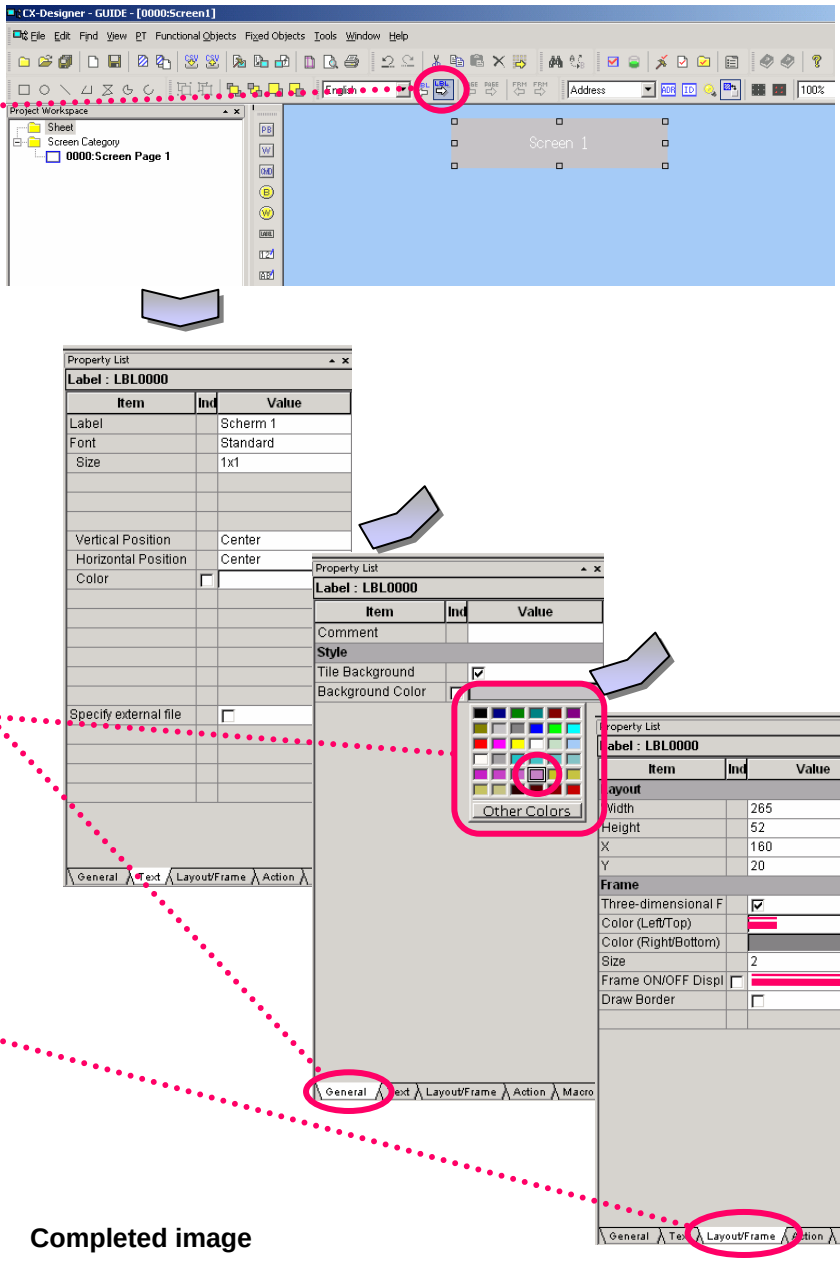
Select the [Layout/Frame] tab.

Check “Three-dimensional Frame” check box.

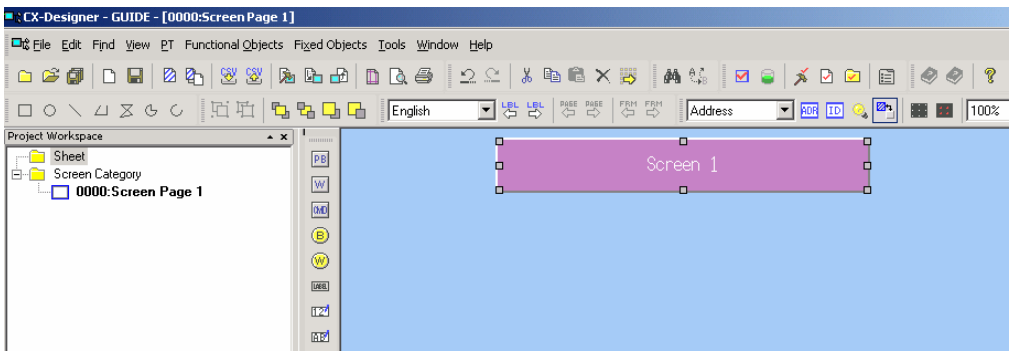
Set “2” to [Size].

Click

to switch back to the [English] label.



Completed image



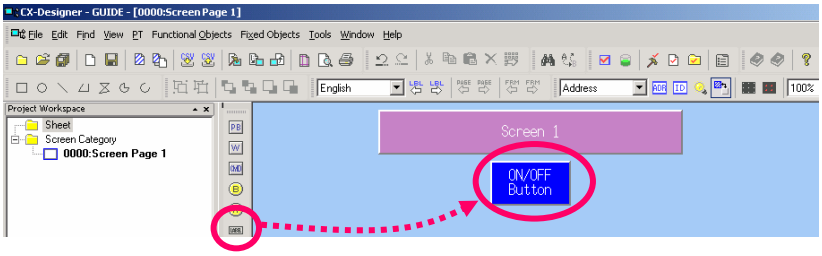
10. ON/OFF Button

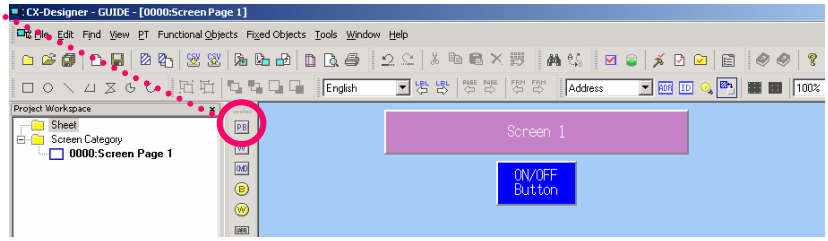
Creating a ON/OFF button on the screen.
ON/OFF Button has a function that goes ON/OFF according to the ON/OFF states of specified address (bit) by operation such as touch switch input.
In this manual, a button is used as ON/OFF button and Occurred/Cancelled button of virtual alarms.

Create a text object by referring to a “Display a Text”.

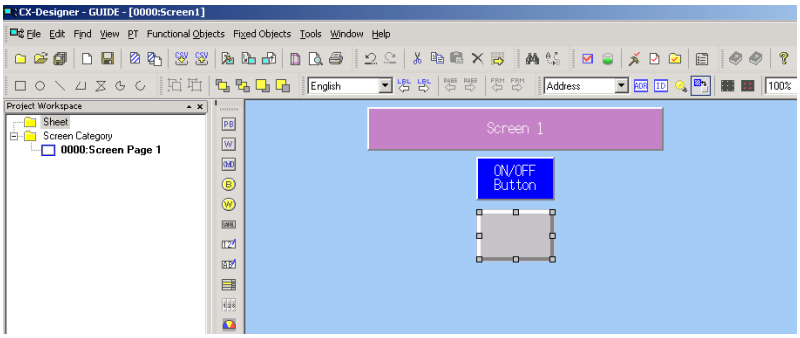
Click the [ON/OFF] icon

on the list.





Drag and drop a mouse to make a shape, same as performed for the text object on page 19.

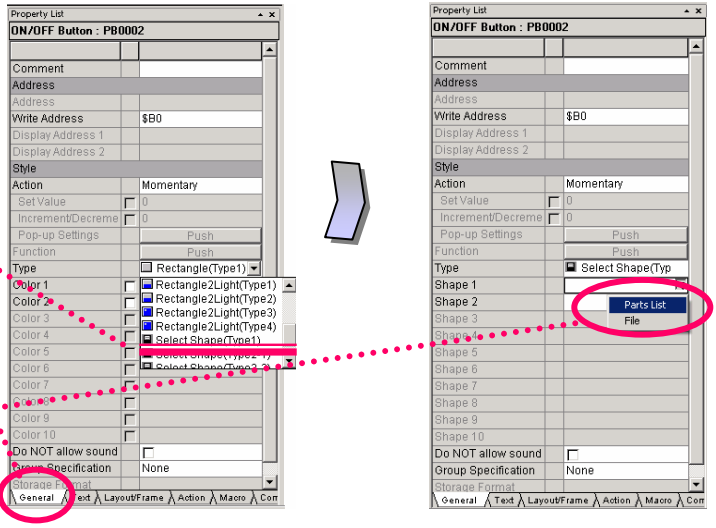


Select the [General] tab.

Click [Type] and select “Select Shape (Type 1)”.

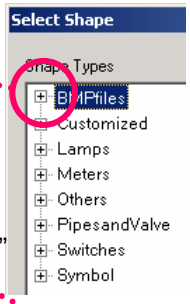
Click “Shape 1” and

Select “Parts List”



Click ⊞

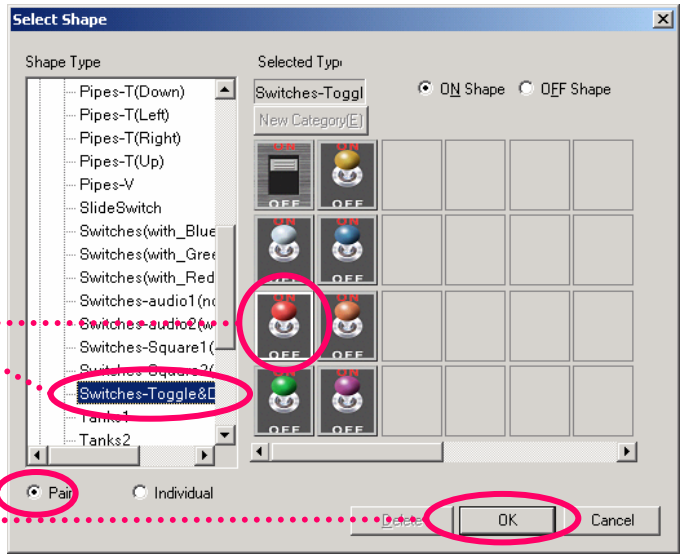
to display the [BMPfiles] pull-down menu.



Select “Switches-Toggle&Dip” in the BMPfiles.

Select the shape.

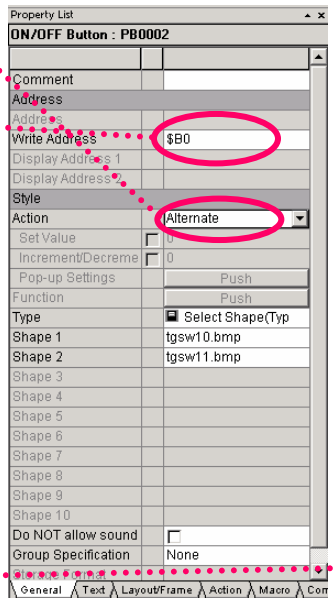
Check [Pair].



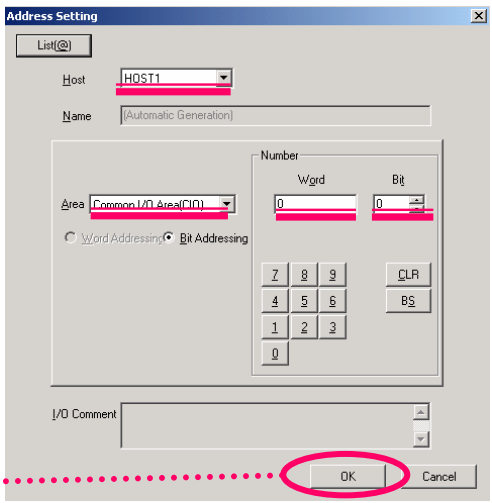
Click

OK

Click [Action] in the ON/OFF button property list and select [Alternate].



Click [Write Address] and ↓



Set as follow:

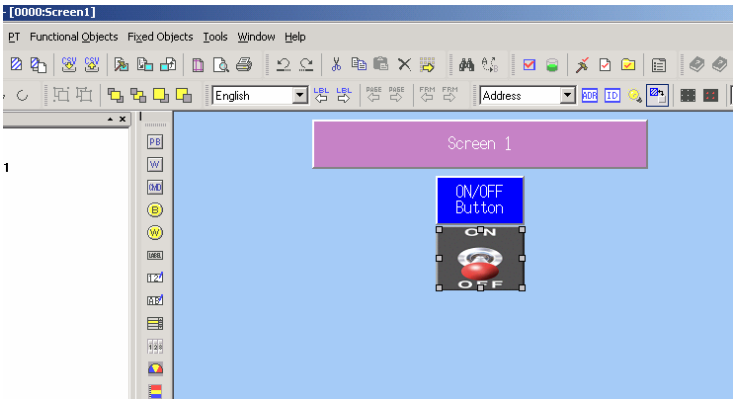
Host
→ [HOST1]
Area
→ [Common I/O Area (CIO)]
Word
→ [0]
Bit
→ [0]

Click

OK

Then, complete.

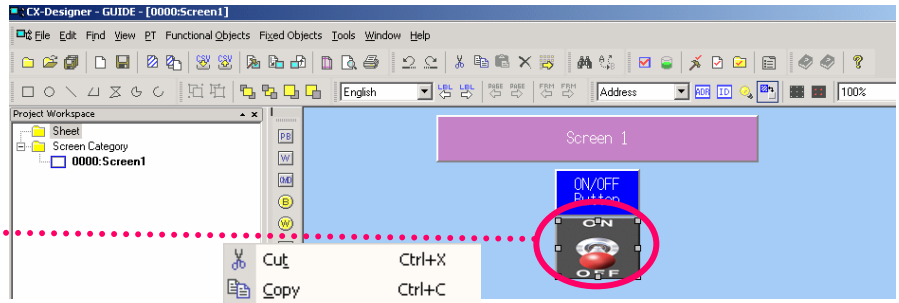
Completed image.



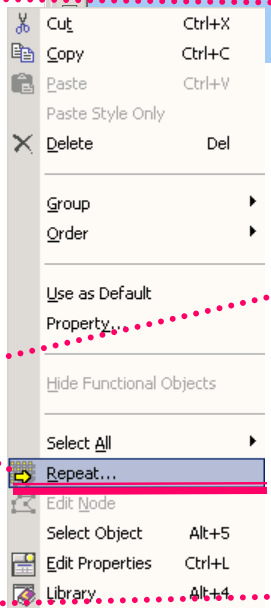
11.Repeat function

Using a [Repeat] function to copy a object already created.
In this manual, you will copy an ON/OFF button with [Repeat] function.

11-1 Repeat function (Button)



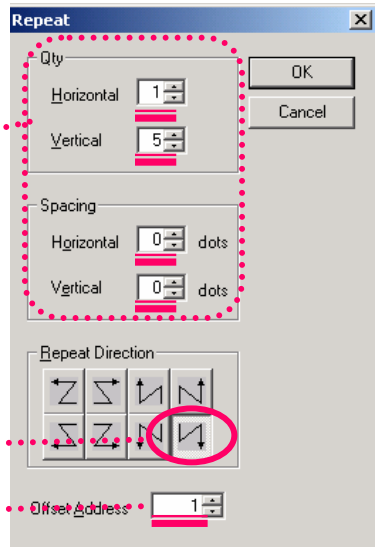
Right-click the created button.



Select [Repeat(R)] from the pop-up menu.

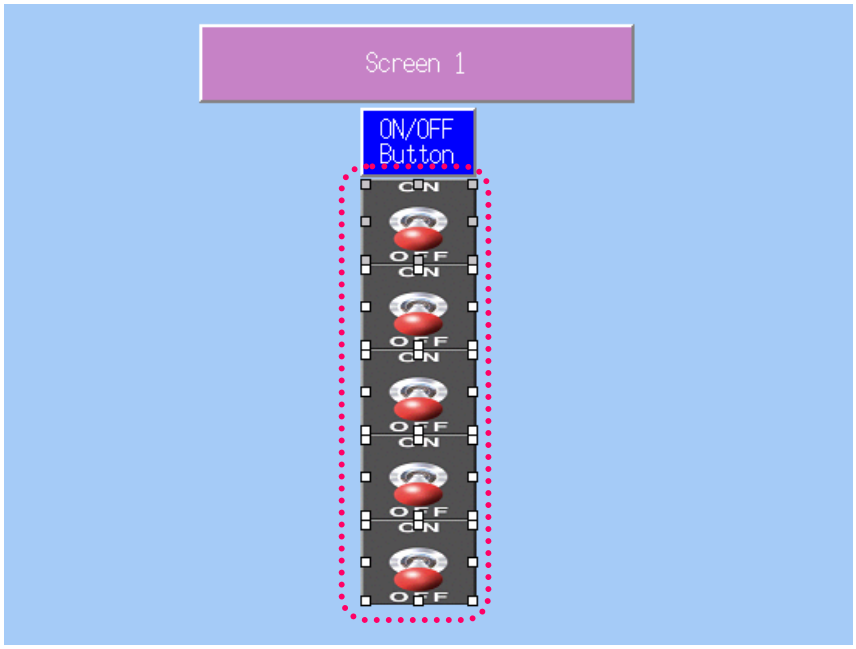
Set as follow:

[Qty]
Horizontal →[1]
Vertical → [5]
[Spacing]
Horizontal → [0]
Vertical → [0]

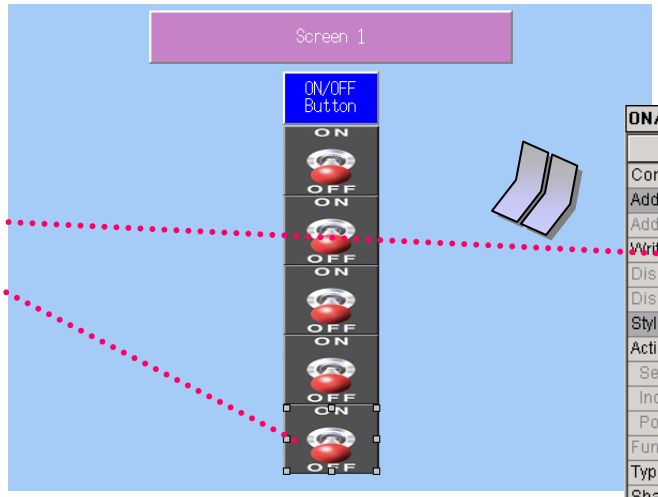


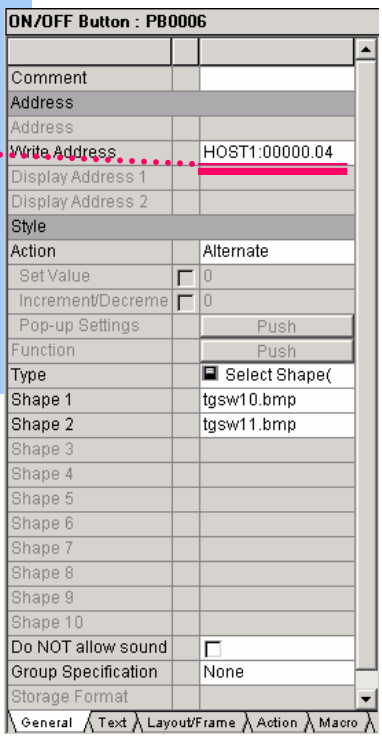
Select a repeat direction.

Set 1 to [Offset Address].



You can check an allocated address of a functional object (switch) from the [Property list].

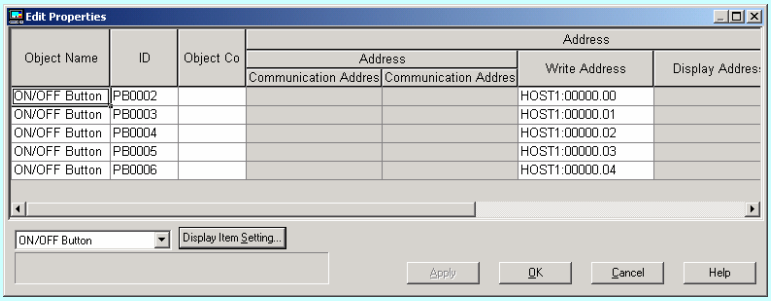




<Note>

You can display and edit a list of allocated addresses by selecting ON/OFF button in the Edit Properties dialog box.

See “11-2. Repeat Function (Label)” for how to use “Edit Properties”.

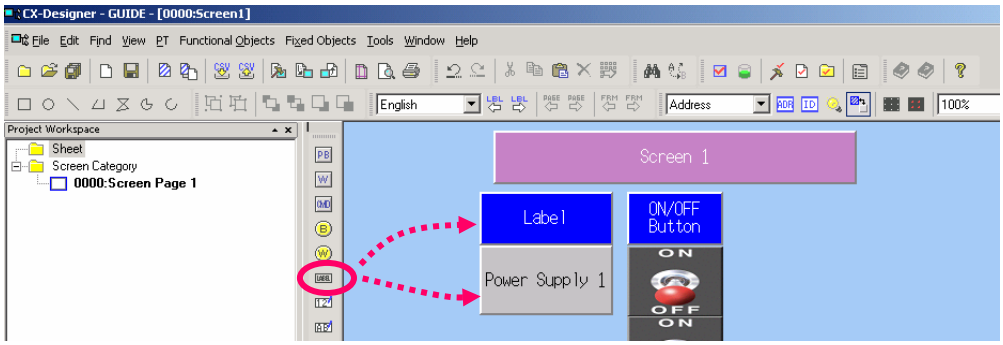


11-2 Repeat Function (Text)

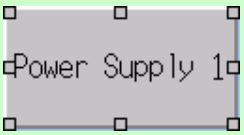
Using [Repeat] function to copy a text object to create multiple objects. In this manual, you will copy a text object using this function.

Add two more texts as shown on the right by referring to “9 Displaying a Text”.

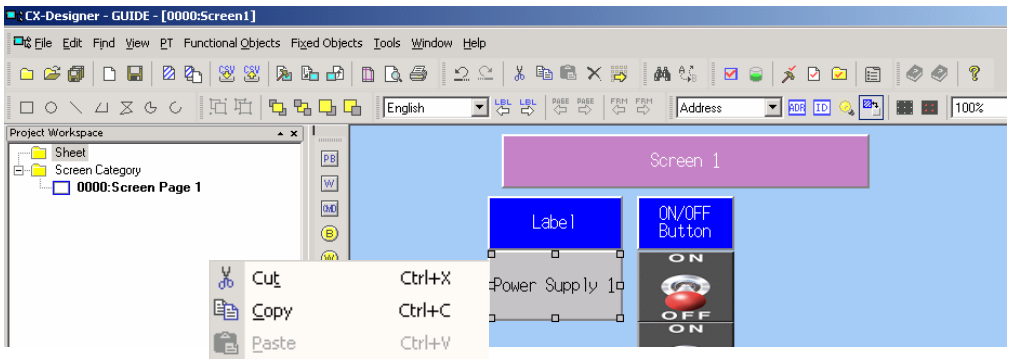
Upper text
[Label]
→ “Label”
Bottom text
[Label]
→ “Power Supply 1”



Right-click this button,



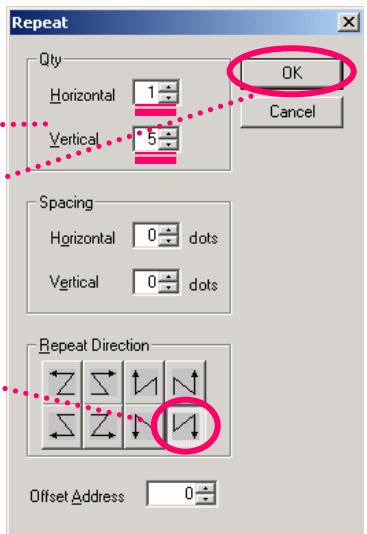
then select [Repeat] from the pull-down menu.



Enter Qty:
Horizontal
→ [1]
Vertical
→ [5]

Select a repeat direction

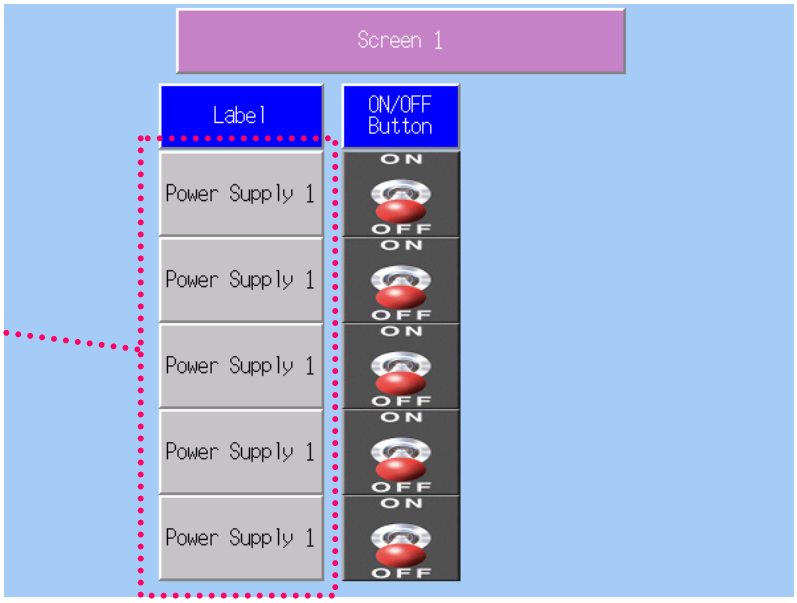
Click



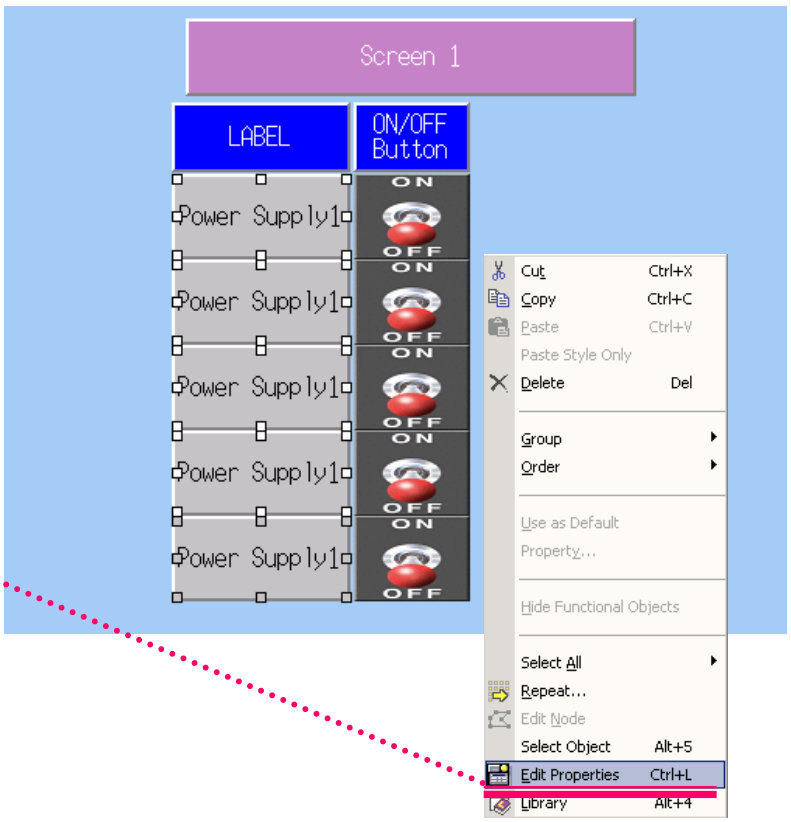
Power Supply 1

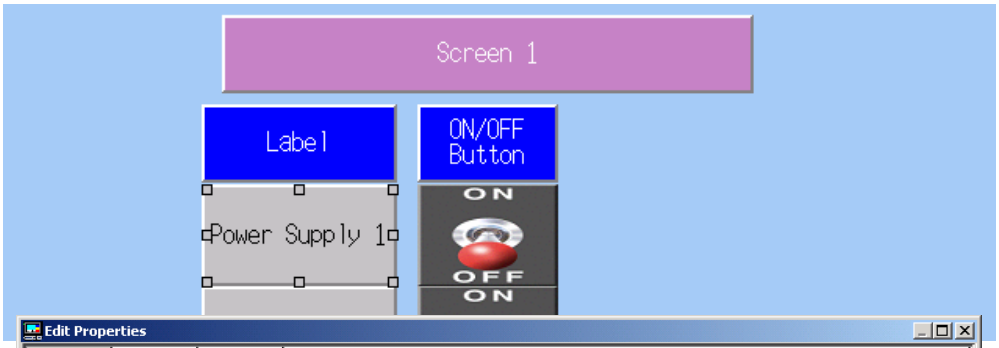
Five labels are copied.

Enclose whole texts while dragging the mouse.

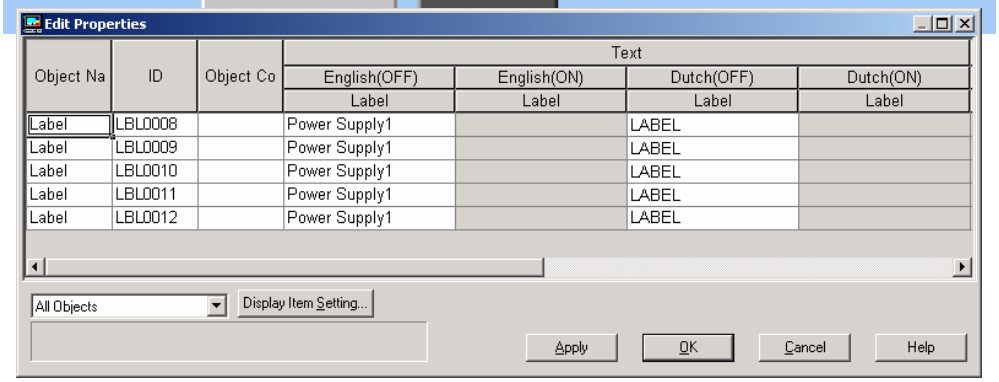


With all the texts selected, right-click to display the pull-down menu and select [Edit Properties].

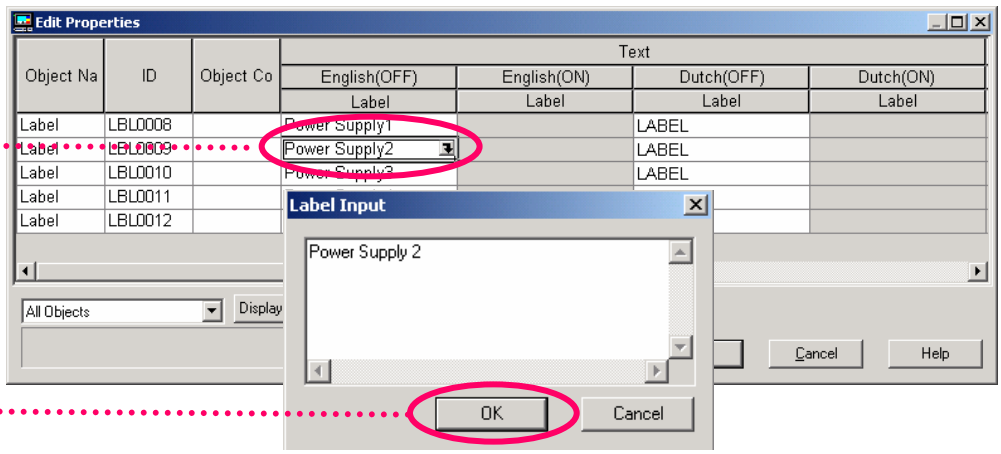




The [Edit Properties] dialog for the selected text objects appear.



English(OFF) label and click

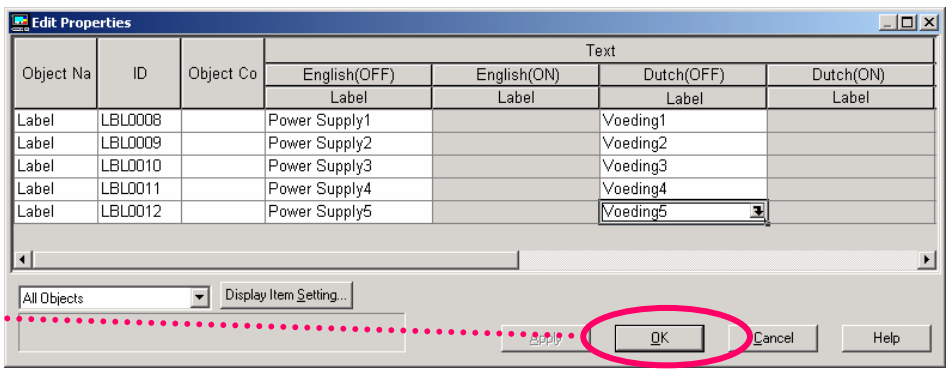


Enter [Power Supply 2].

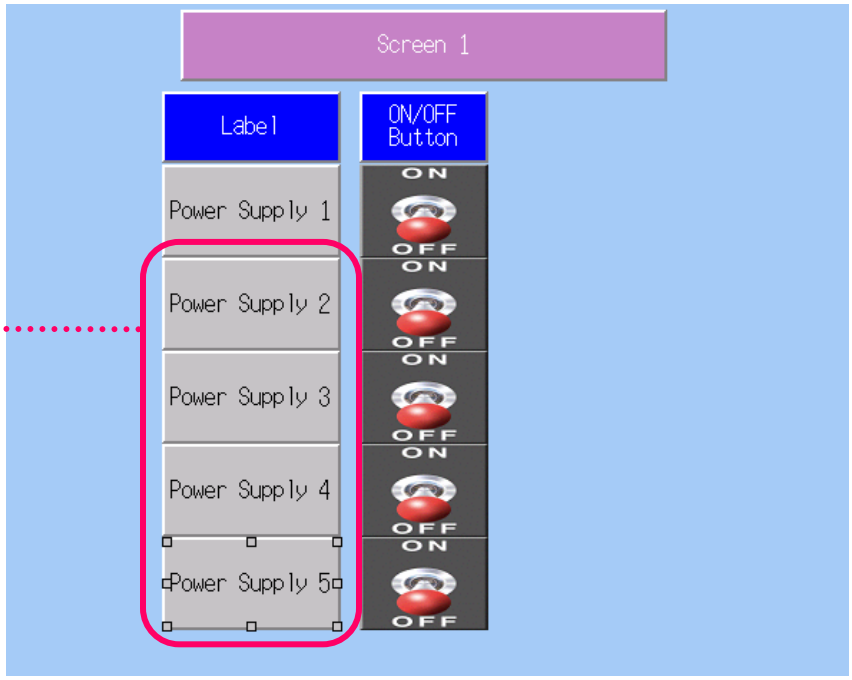
Click

Enter “Power Supply1 to 5” to English (OFF), and “Voeding1 to 5” to Dutch (OFF) in the same way above.

Click



The label displays are changed.

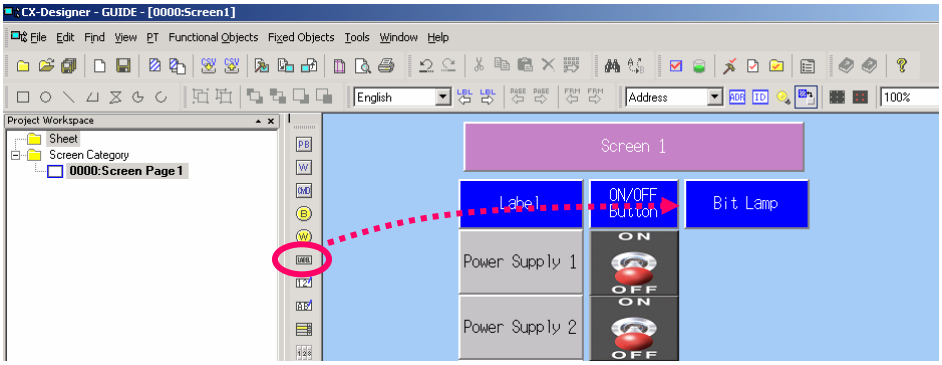


12. Bit Lamp

Creating bit lamps on the screen.
Bit lamp is an object that switches display color according to ON/OFF status of an address. In this manual, you will create bit lamps that link to ON/OFF button status.

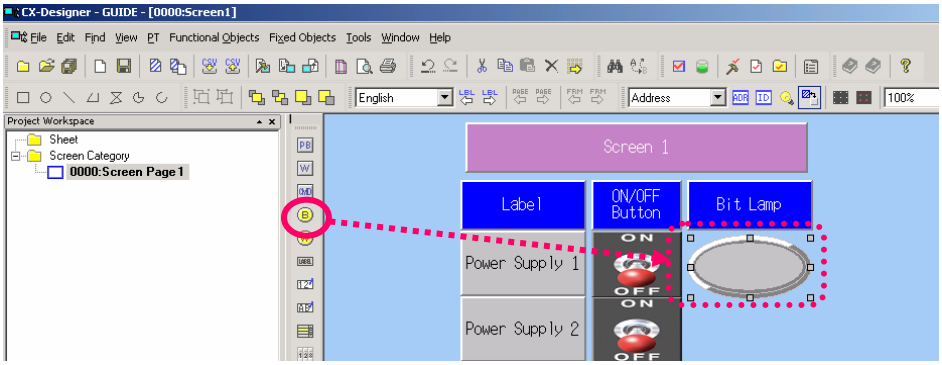
Create a label as shown on the right by referring to the “9. Displaying a Text”.

[Label]
→ “Bit Lamp”



Click

Drag the object until you get the size you want.



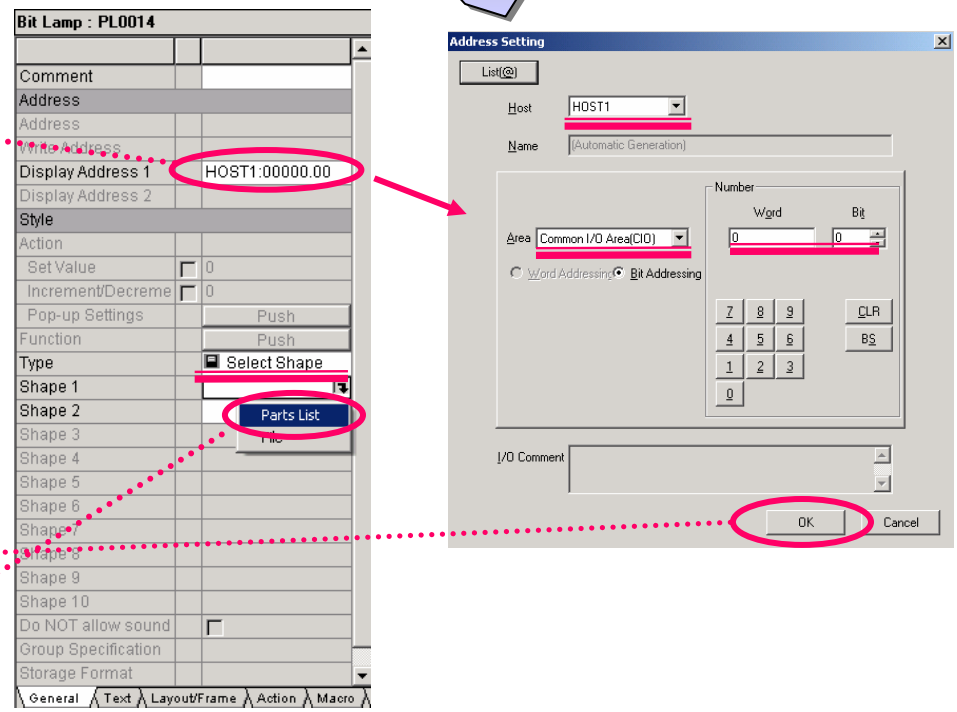
Change settings on the property list.

Click [Display Address 1] and

Host
→ [HOST1]
Area
→ [Common I/O Area (CIO)]
Word
→ [0]
Bit
→ [0]

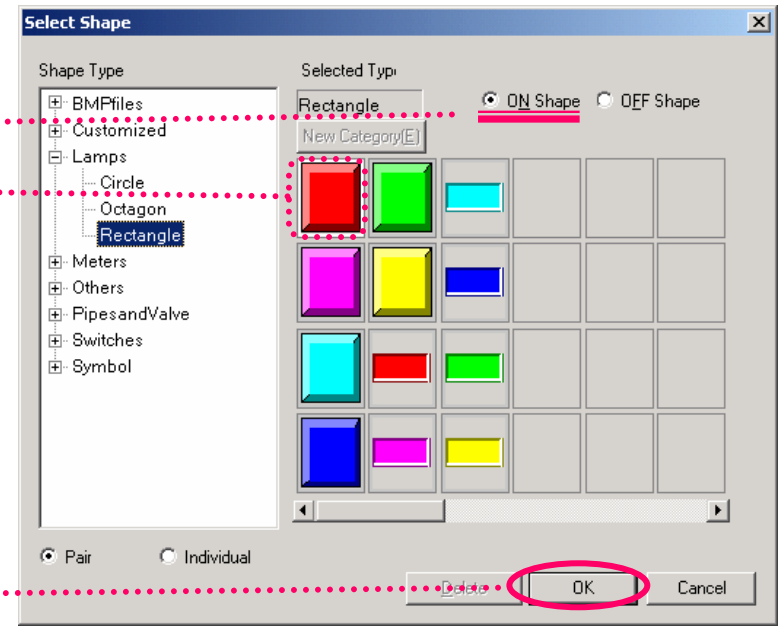
Click

Click “Select Type” from [Type].



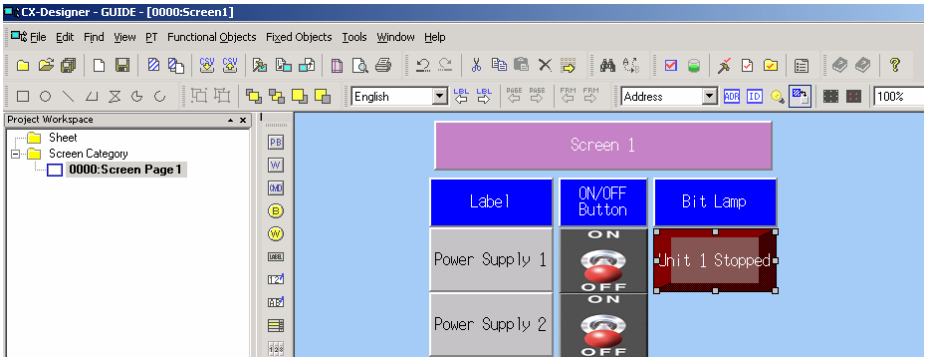
Check [ON Shape].

Select a shape.



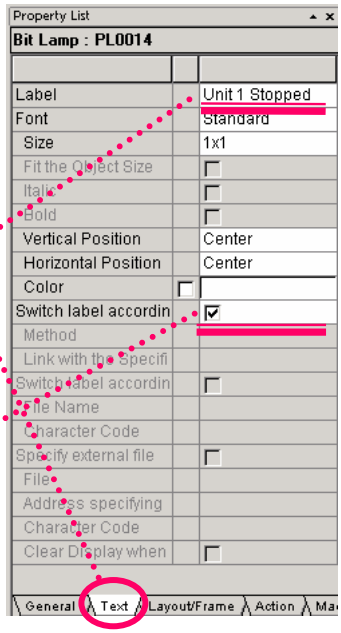
Click

OK



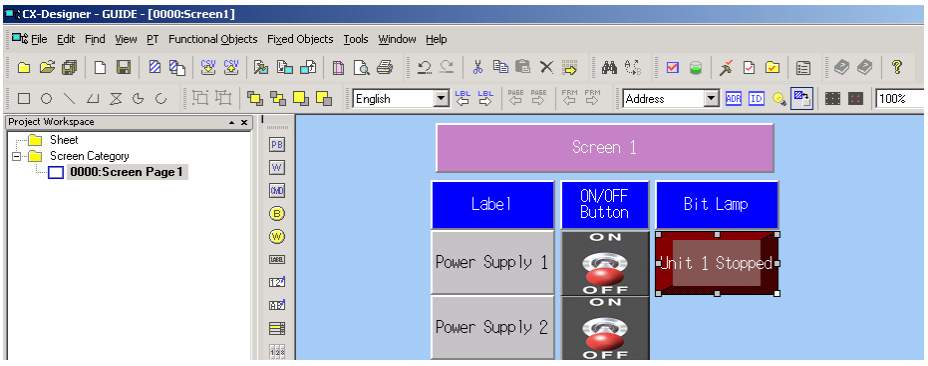
Click the property list and set the following items.

Double-click the [Text] tab.

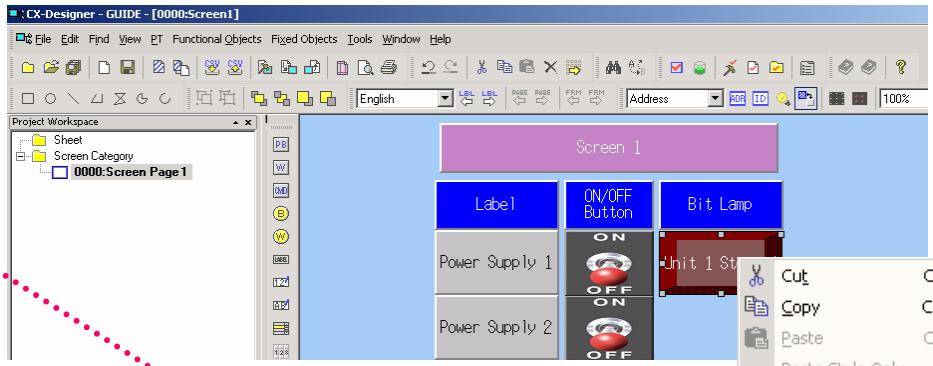


[Label]
→ “Unit 1 Stopped”

[Switch according to the value]
→ Check the box



Right-click the button and click [Repeat] from the pull-down menu.

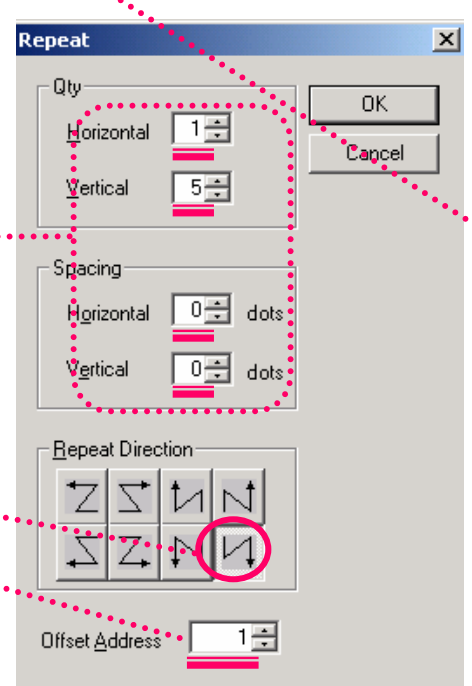


Set as follow:

[Qty]
Horizontal → “1”
Vertical → “5”
[Spacing]
Horizontal → “0”
Vertical → “0”

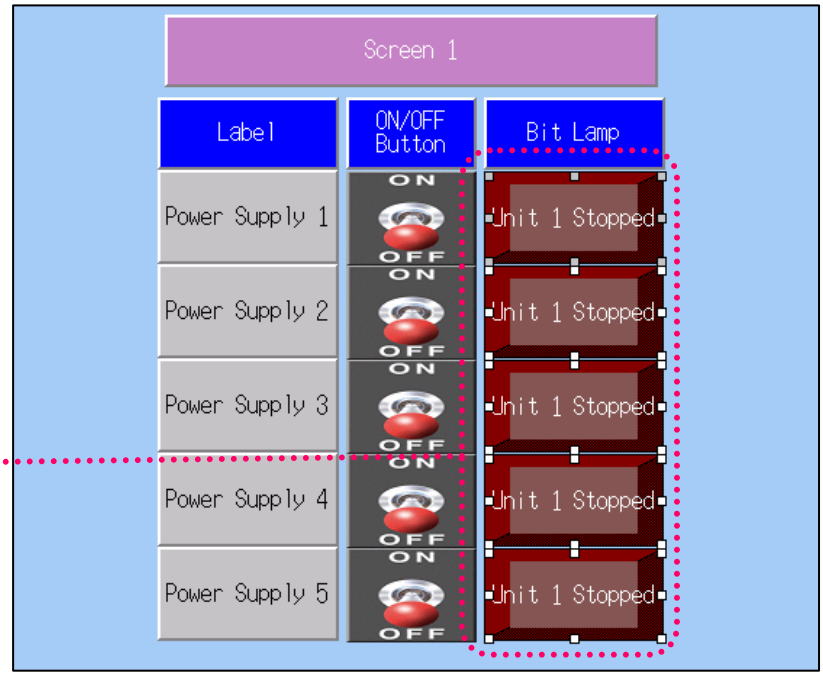
[Repeat Direction]

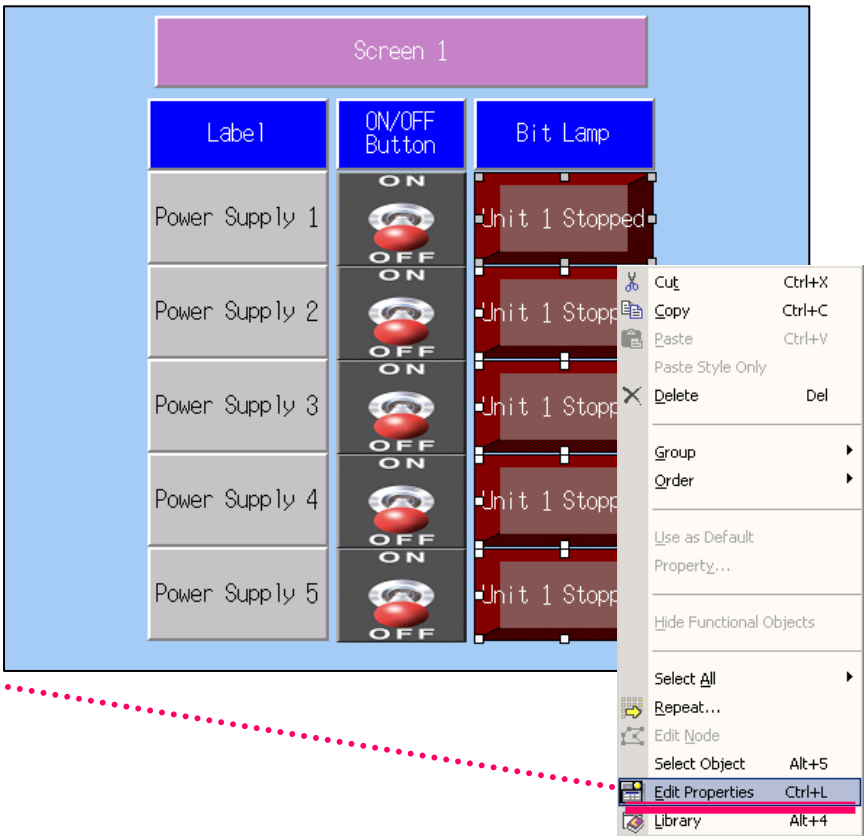
[Offset Address] → 1



Five buttons are copied.

Enclose whole bit lamps while dragging the mouse.





With all bit lamps selected, right-click the mouse to display the pull-down menu and click [Edit Properties].

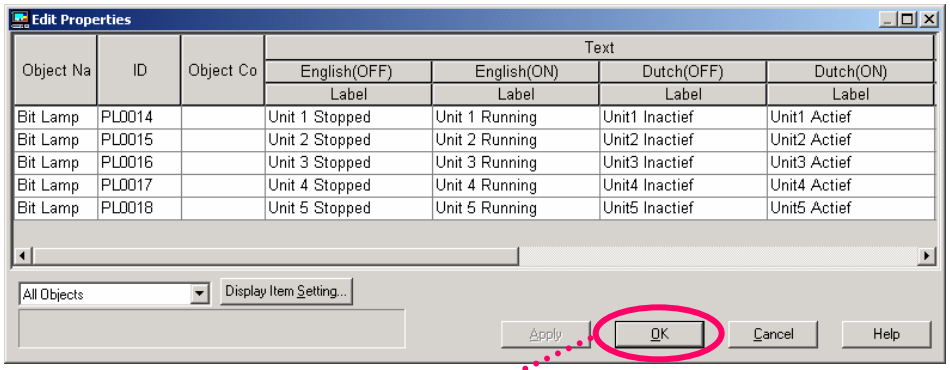
Change texts by referring to "11-2 Repeat Function (Text)".

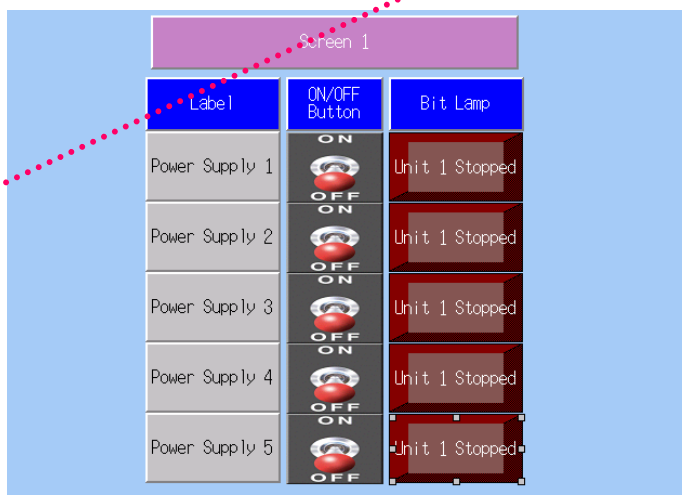
Enter as follow:

English (OFF)
→ "Unit 1 Stopped" to "Unit 5 Stopped"
English (ON)
→ "Unit 1 Running" to "Unit 5 Running"
Dutch (OFF)
→ "Unit1 Inactief" to "Unit5 Inactief"
Dutch (ON)
→ "Unit1 Actief" to "Unit5 Actief"

Click

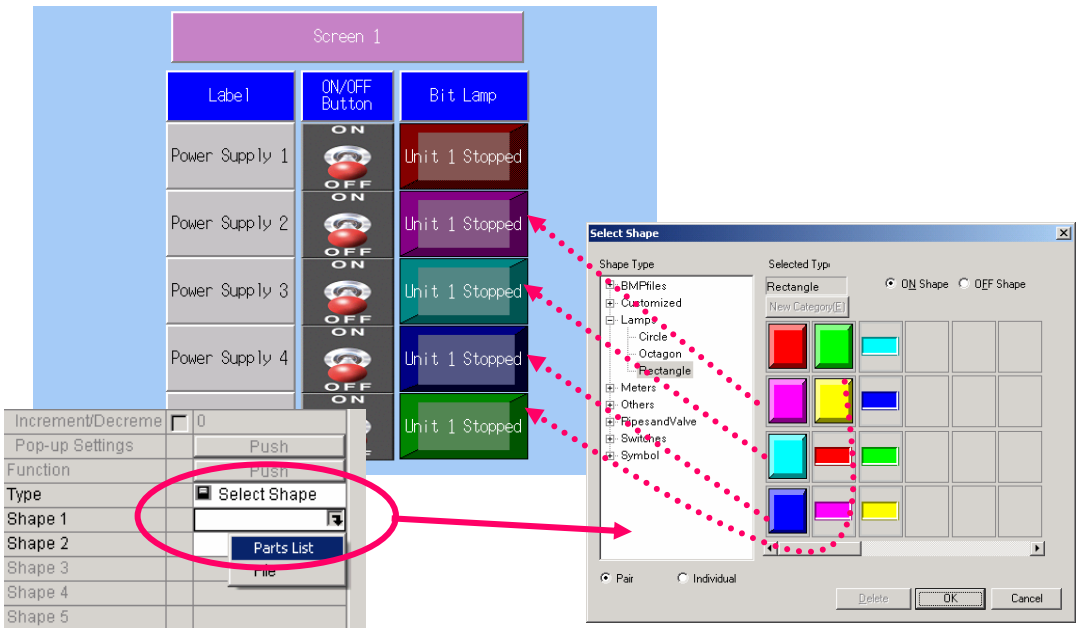
OK





Bit lamp labels are changed.

Change a lamp type for Units 2 to 5 on the property list in the same way you created "Unit 1 Stopped".



13. Adding a screen

Adding a new screen.
In this manual, you will first create screen 0001 and copy the title label of the screens 0000 to 0001.

Copy the title label of screen 1.

Right-click the object and select [Copy].

Creating Second Screen

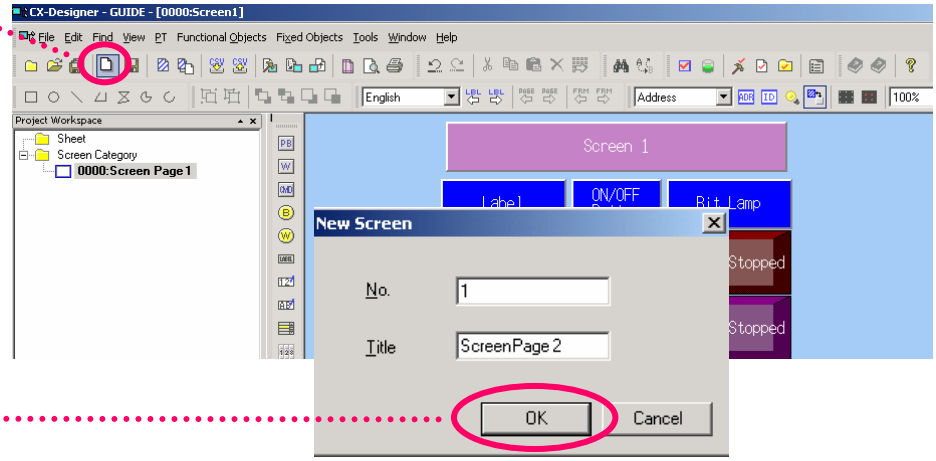
Left-click [New screen] icon.

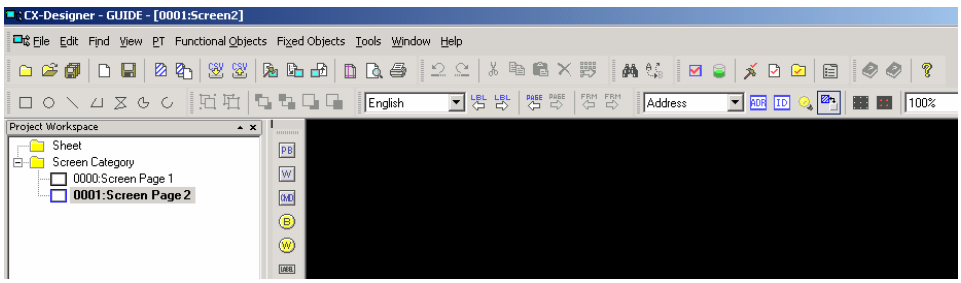
Open the New Screen menu.

Enter “Screen 2” to [Title].

Click

OK

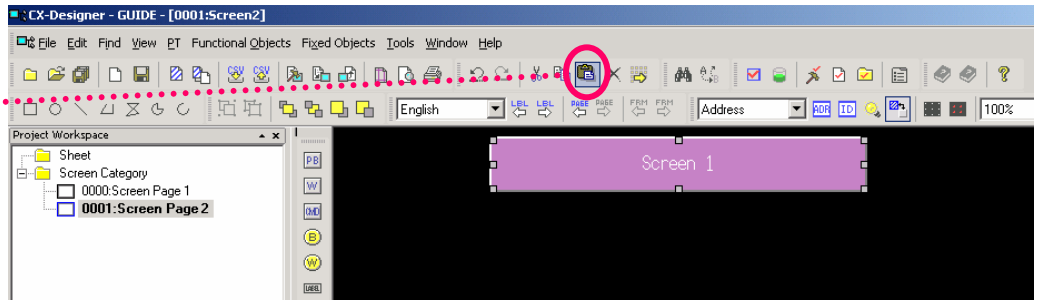




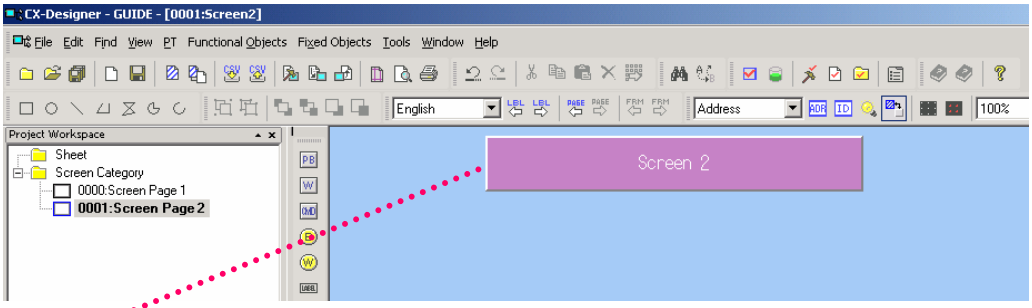
Click

or [Ctrl] + [V].

A label object is copied.



Change [Background] in the screen property dialog by referring to “8. Screen properties”.



Set as follow from the text object property list.

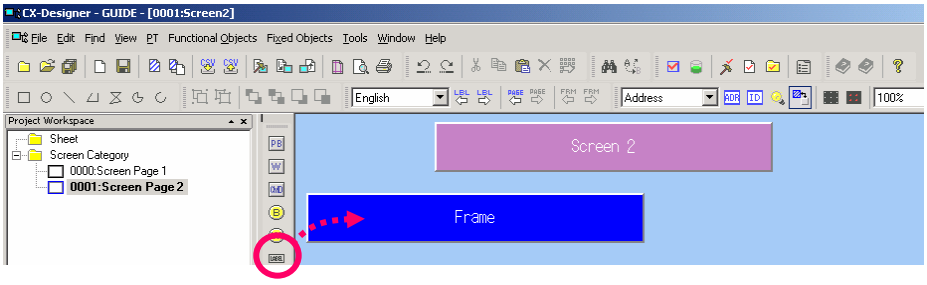
[Label]
→ Screen 2

14. Frame

Frame is an object that changes a displayed text on objects that have a page switch function. In this manual, a frame is used to switch a low alarm and a high alarm display.

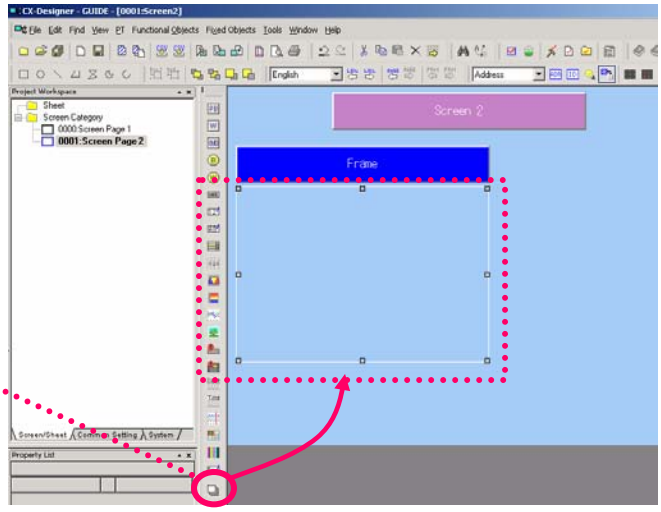
Create a label as shown on the right by referring to “9 Display a Text.

[Label]
→ “Frame”

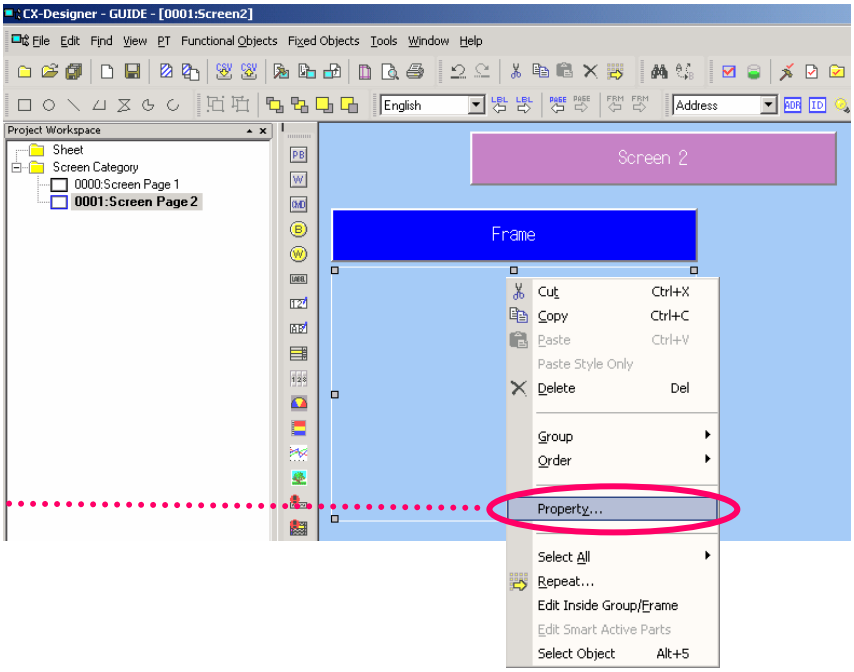


Select the icon

and drag it until you get the size you want.



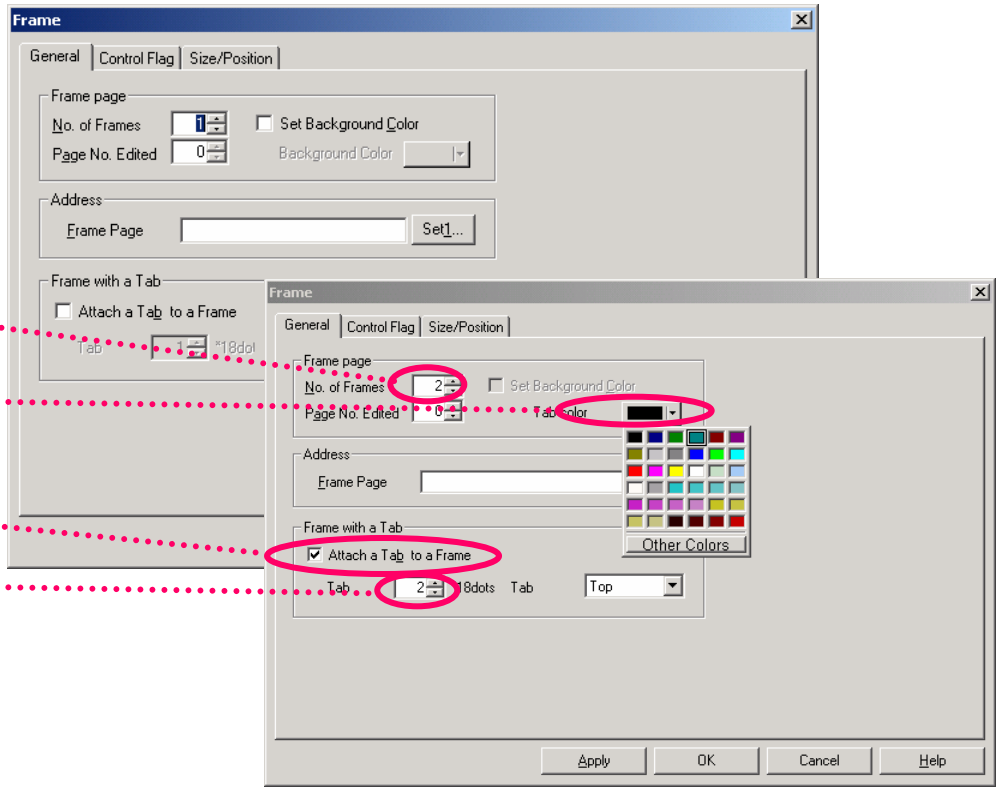
Right-click the object and select [Property] from the pull-down menu.



Select as follow:
[No. of Frames]
→ “2”

Select a color

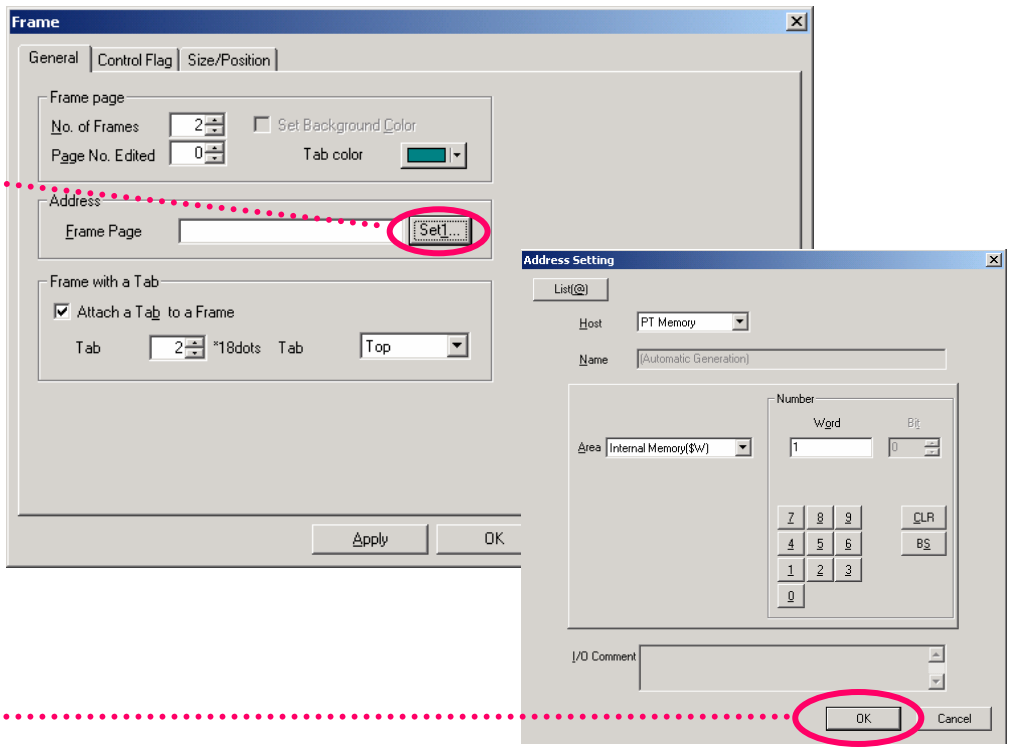
Check the [Frame with a tab] box.
[Height] → “2”



Set as follow from the address setting menu.

Set1...

Host Name
→ [PT memory]
Area Name
→ [Internal memory ($W)]
Word
→ [1]

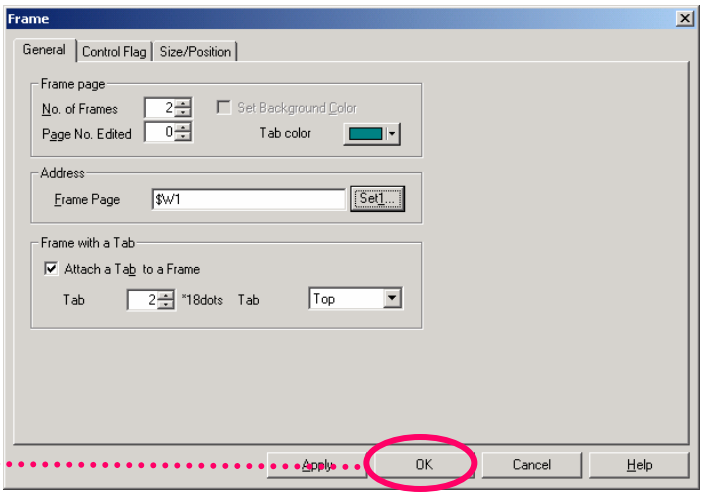


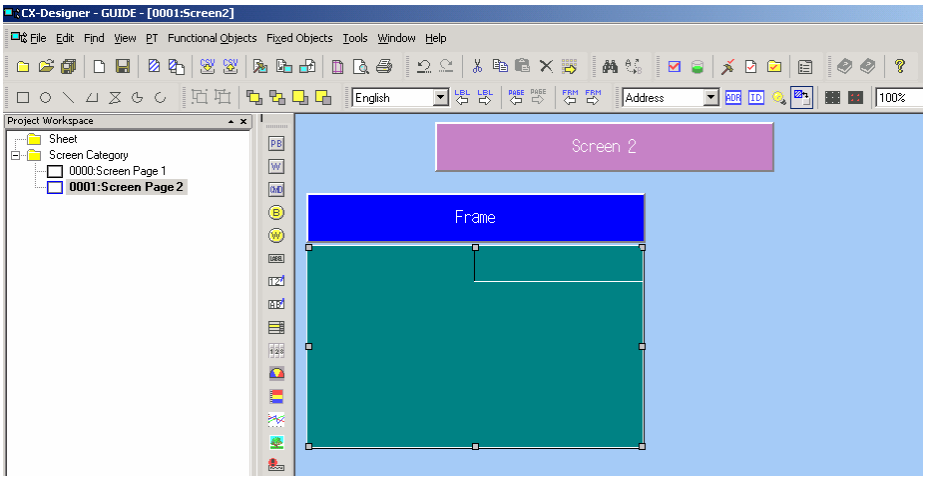
Click

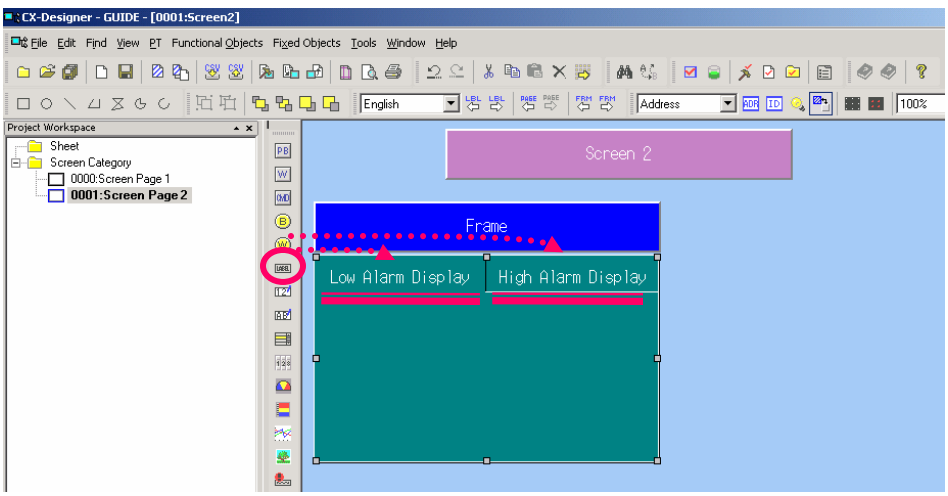
OK

Click

OK







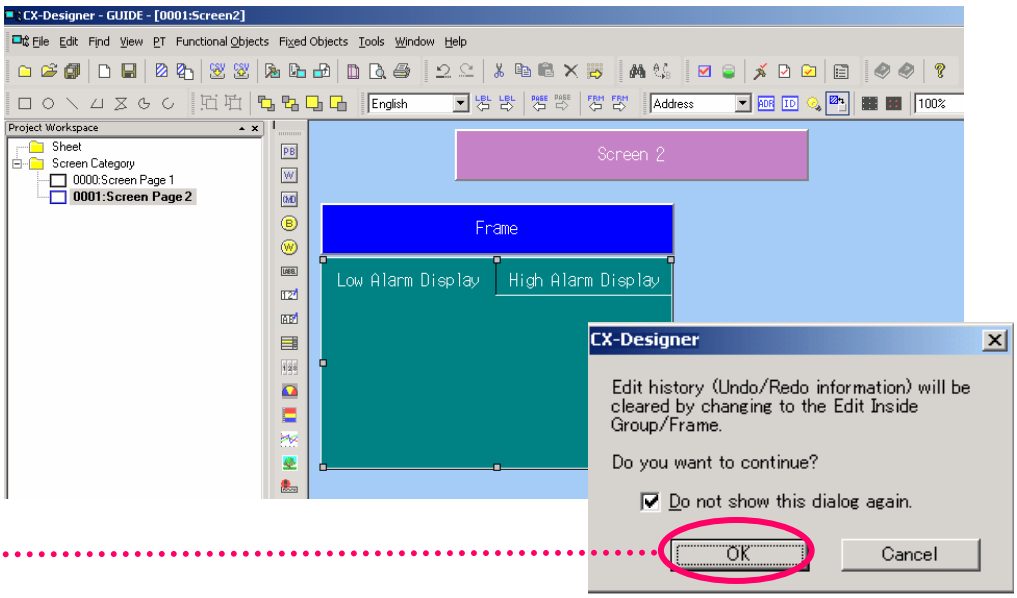
Create two labels as shown on the right by referring to “9. Displaying a Text”.

[Label]
→ “Light Alarm Display”
[Tile Background]
→ Uncheck the box.

[Label]
→ “High Alarm Display”

Double-click the frame object.

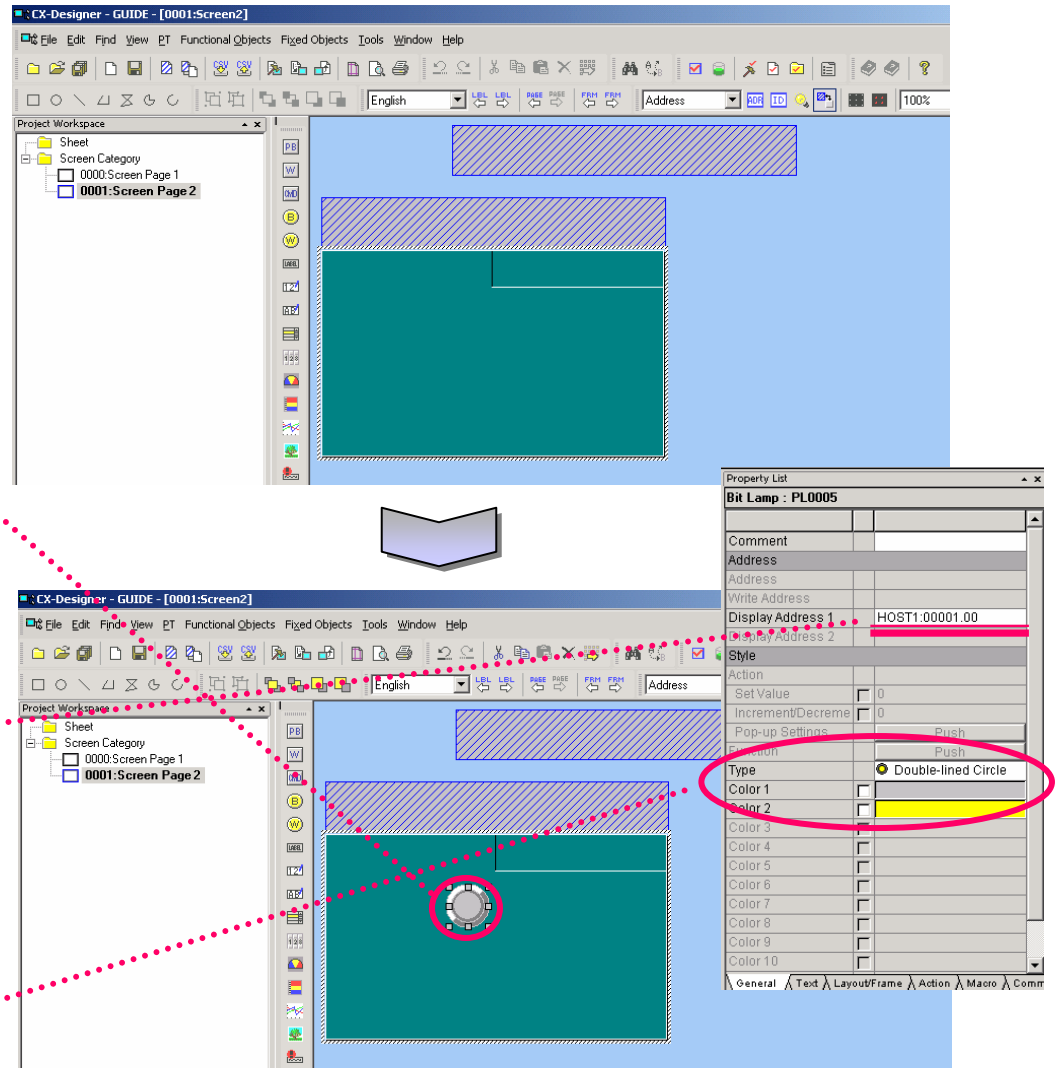
Check the “Do not show this dialog again” box.



Click

Create a bit lamp by referring to “12. Bit Lamp”.

Enter the following settings for [Display Address 1] in the property list.



Host
→ [HOST 1]
Area Name
→ [Common I/O Area (CIO)]
Word
→ [1]
Bit
→ [0]
[Type]
→ Double-line Circle
Set [Color 1] and [Color 2].

Create six bit lamps by referring to “11. Repeat function”.

Set as follow:

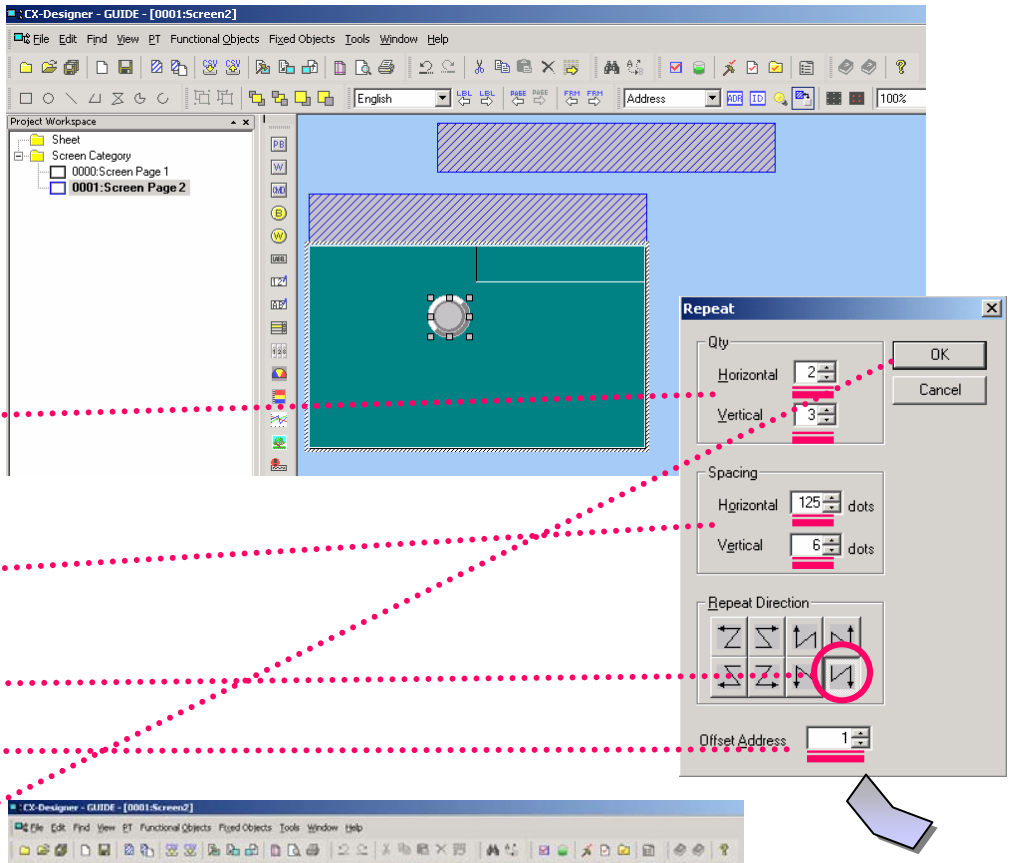
[Qty]
Horizontal
→ “2”
Vertical
→ “3”
[Spacing]
Horizontal
→ 125”
Vertical
→ “6”

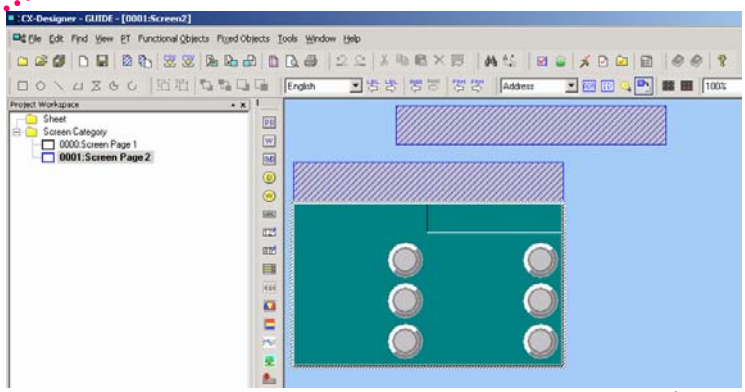
Repeat direction

Set “1” to [Offset Address]

Click

OK

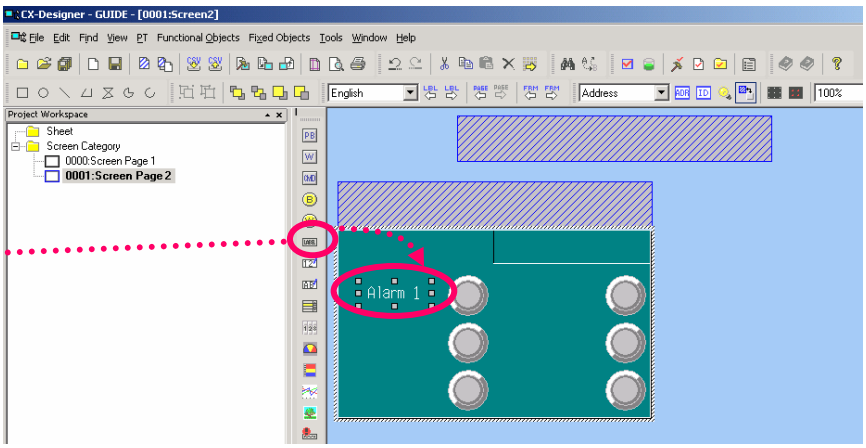




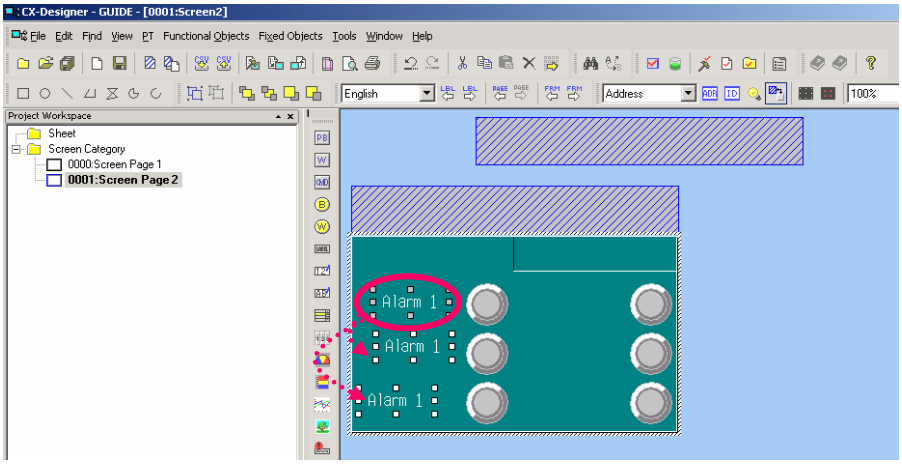
Create a label “Alarm1” by referring to “9. Displaying a Text”.

[Label]
→ “Alarm 1”

[Tile Background]
→ Uncheck the box.

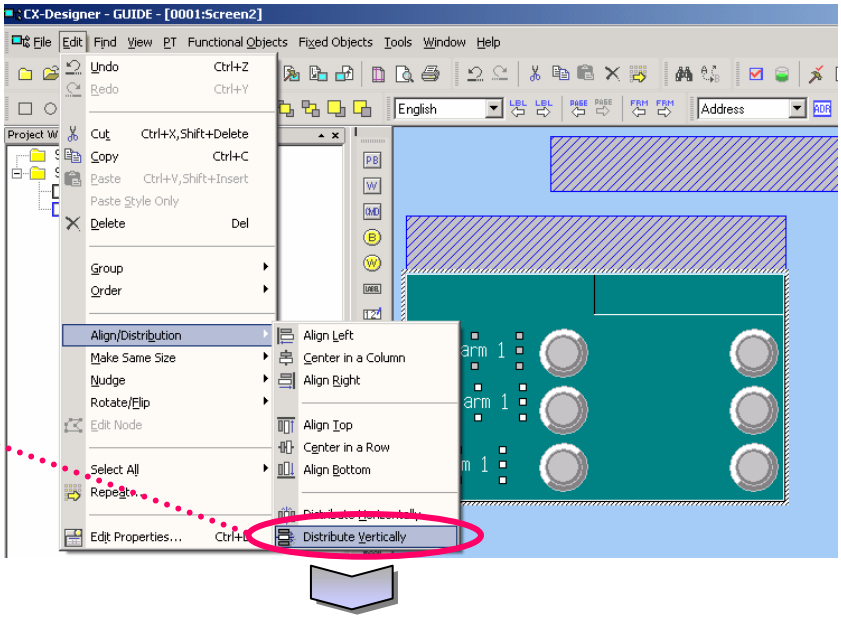


Copy a label object by dropping & dragging the label “Alarm 1” while holding down the [Ctrl] key.



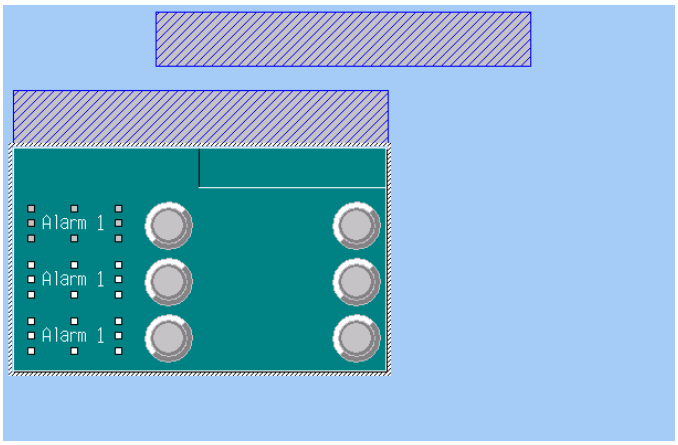
With three labels selected, select as follow:

[Edit] menu
-[Align/Distribution]
-[Distribute Vertically]

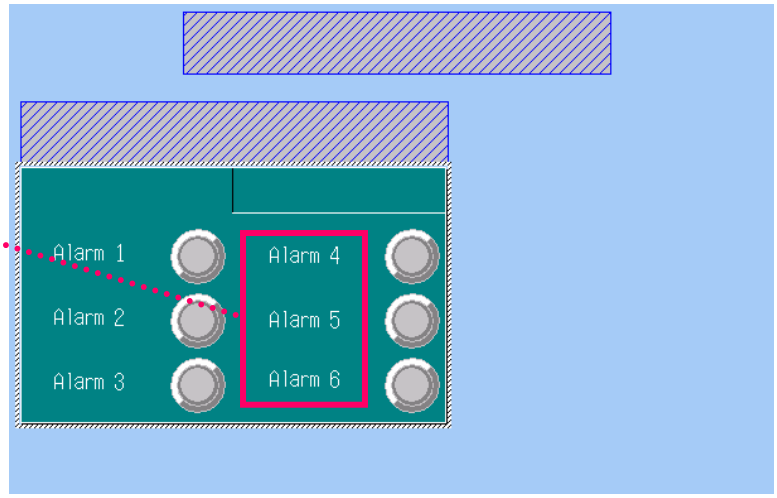


With three labels selected, select as follow:

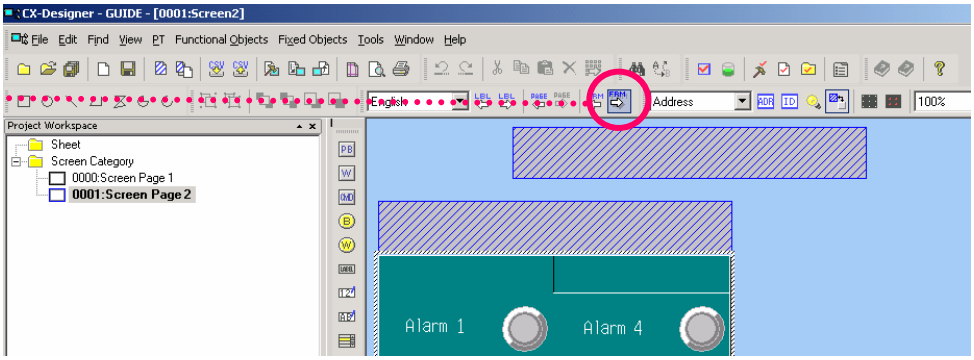
[Edit] menu
-[Align/Distribution]
-[Align Left]



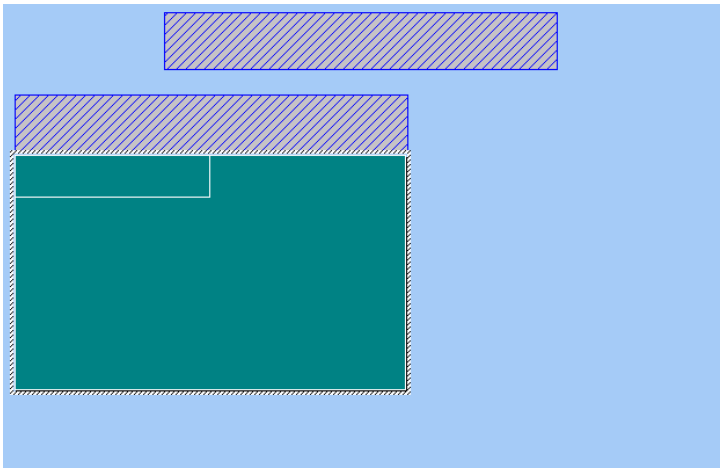
Create labels “Alarm 4 to 6” in the way you created “Alarms 1 to 3”.



Left-click FRM



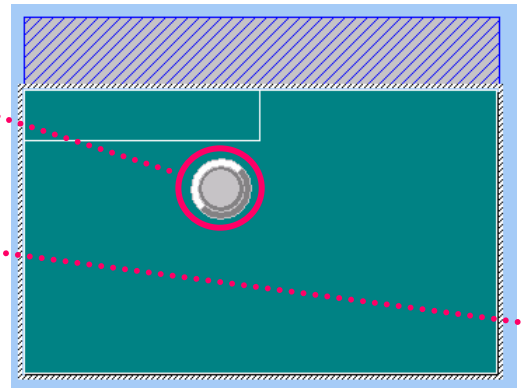
The next page of the Frame object (page 1) is displayed.

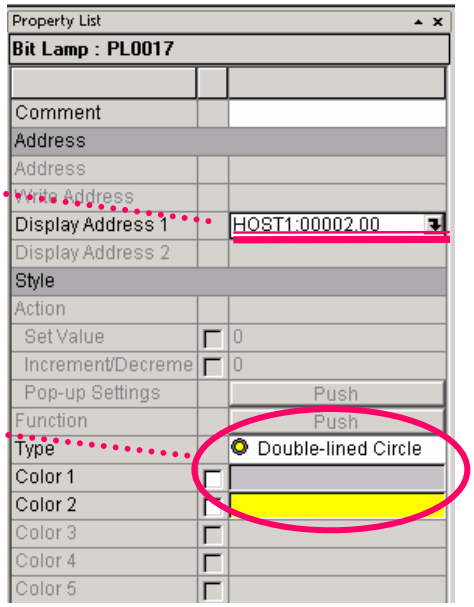


Create a bit lamp by referring to “12. Bit Lamp”.

Set [Display Address 1] from the property list as follow:

Host
→ [HOST 1]
Area
→ [Common I/O Area (CIO)]
Word
→ [2]
Bit
→ [0]
[Type]
→ Double-lined Circle
Select [Color 1] and [Color 2]





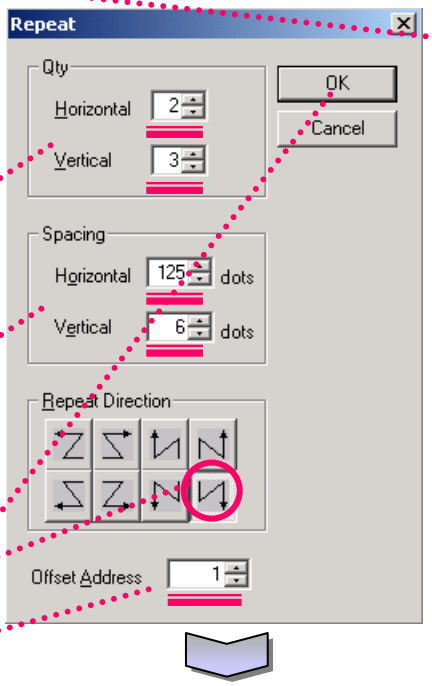
Create6 bit lamps by referring to “11. Repeat function”.

Set as follow:

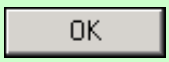
[Qty]
Horizontal
→ “2”
Vertical
→ “3”
[Spacing]
Horizontal
→ 125”
Vertical
→ “6”

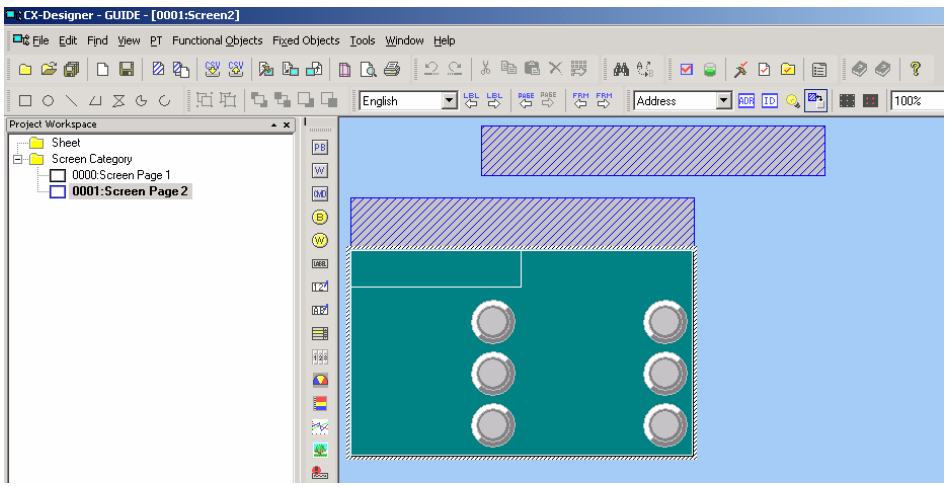
Repeat direction

Set “1” to [Offset Address]



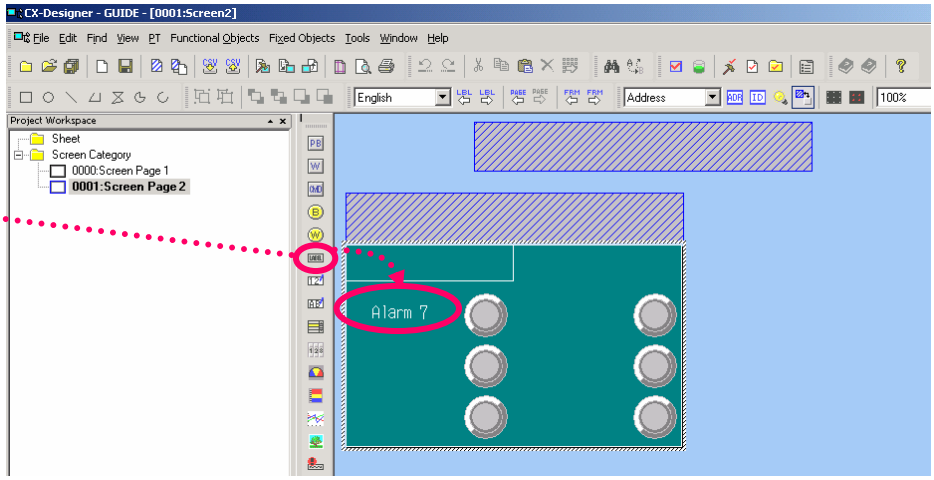
Click



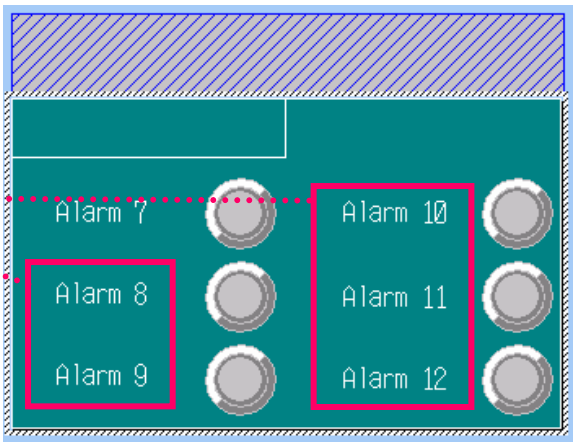


Create a label as shown on the right by referring to “9. Displaying a Text”.

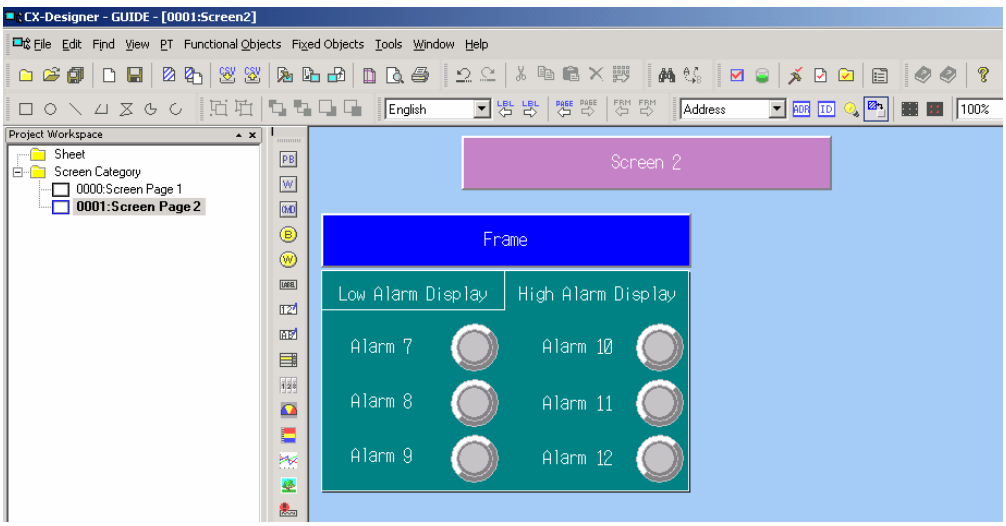
[Label]
→ “Alarm 7”
[Tile Background]
→ Uncheck it.



Create labels for “Alarms 8 to 12” in the way you created “Alarms 1 to 6”.

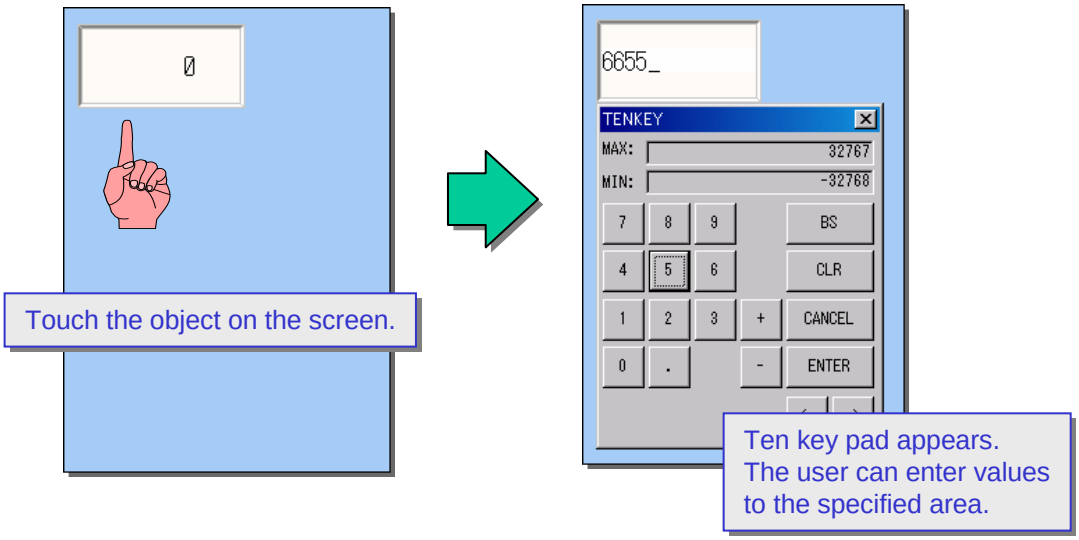


Click any area on the screen except frame objects to finish “Edit Inside Group/Frame.



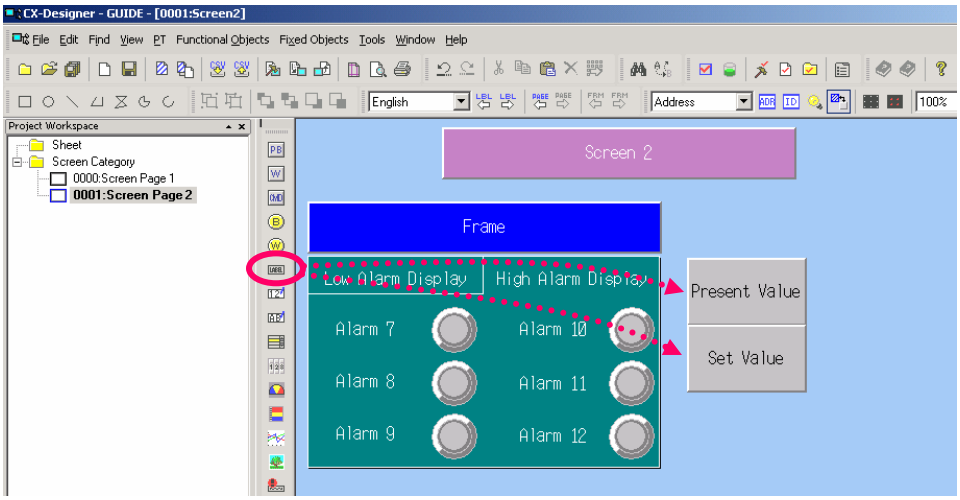
15. Numeral Display & Input

Numeral Display & Input is an object that displays data of an address as numeral value and changes data by inputting numeral value from a virtual key board.



Create labels as shown on the right by referring to “9. Displaying a Text”.

Upper
[Label]
→ “Present Value”
Lower
[Label]
→ “Set Value”.



Select the Numeral Display& Input icon

and place it next to the label “Present Value”.

Set as follow from the object property list.

Common tab
[Enable input]
→ Uncheck the box.
[Display]
→ Uncheck the box.
[Numeral Display]
→ Check the box.

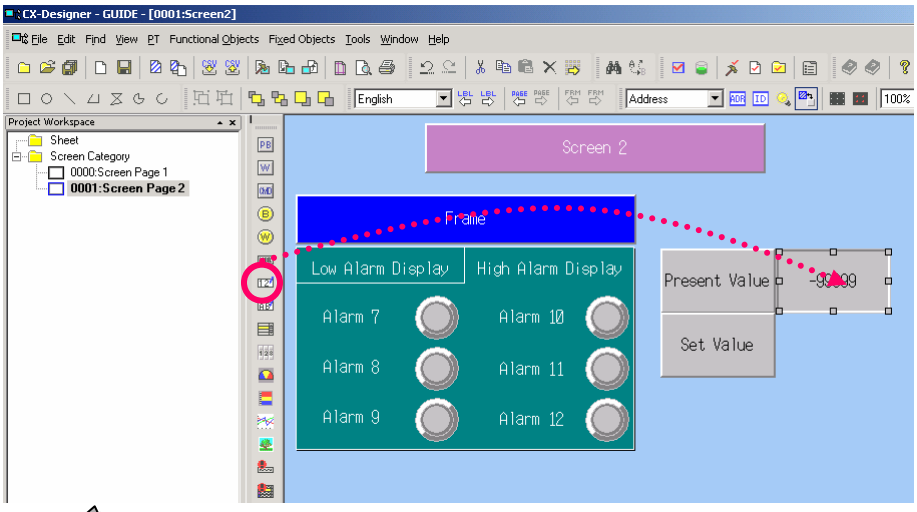
General tab
[Address]
→ “HOST 1 DM00100”
[Display Format]
→ “Decimal”
[Storage Format]
→ “INT (Signed 1 word)”
[Integer]
→ “5”
[Decimal]
→ “0”

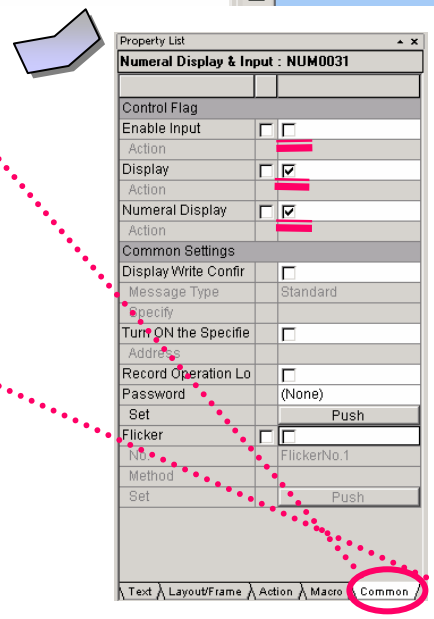
Select the Numeral Display & Input icon from the object list

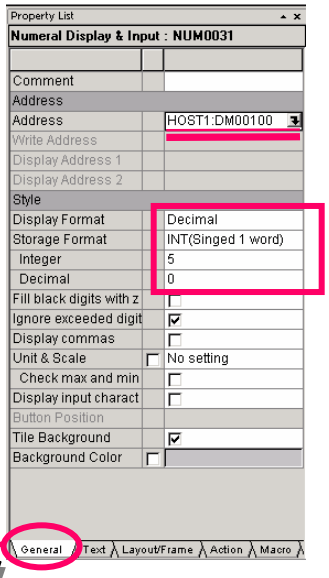
Set as follow from the object property list.

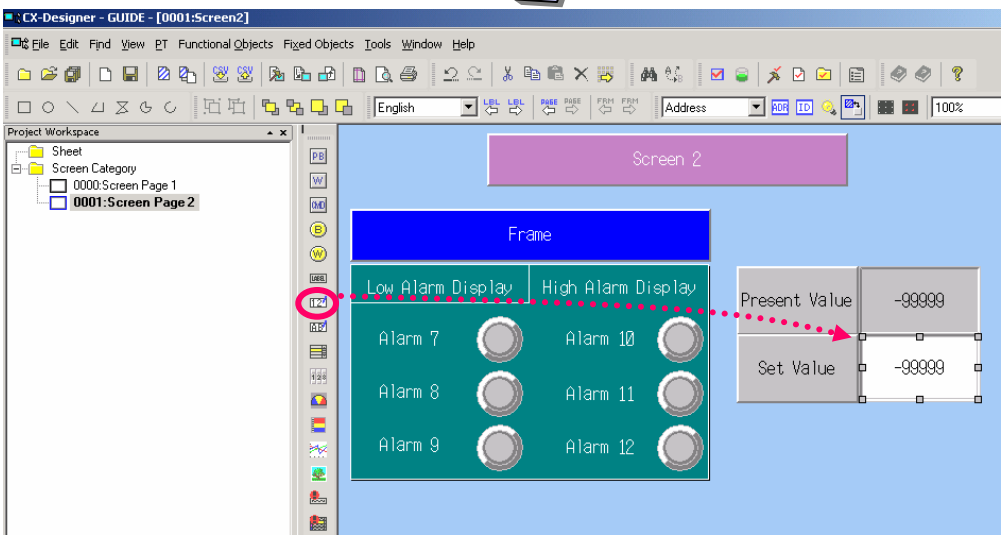
Common tab
[Enable Input]
→ Check the box.

General tab
[Address]
→ “$W0”
[Background]
→ “White”





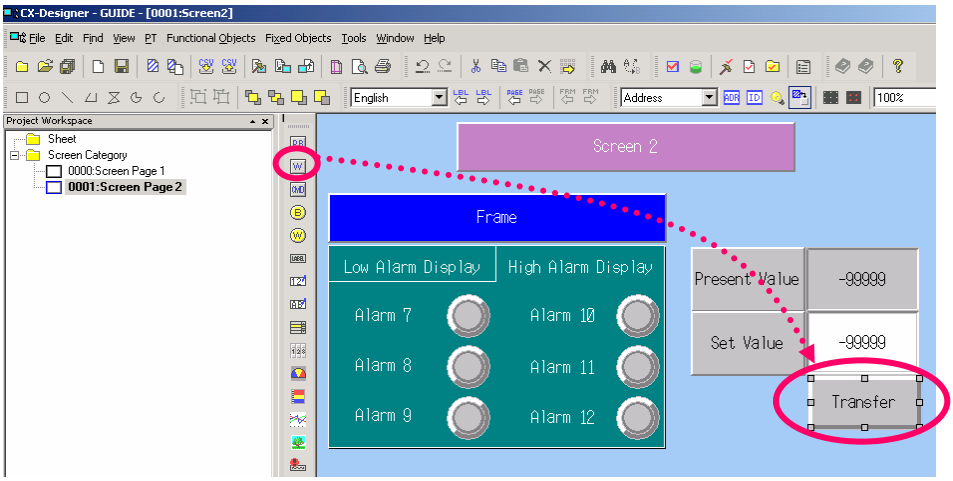




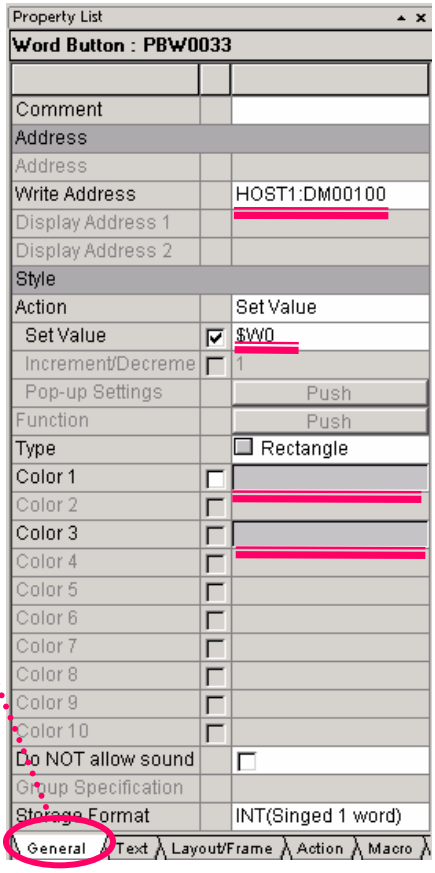
16. Word Button

Using a Word button.
Word button is an object that writes constants to the address (DM etc…) when it is pressed, or increases/decreases the value of the address. It is possible to display a pop-up menu and select the value from constants. In this manual, you will create a word button to write the set value (Internal address) to the present value (PLC address).

Paste a Word button.

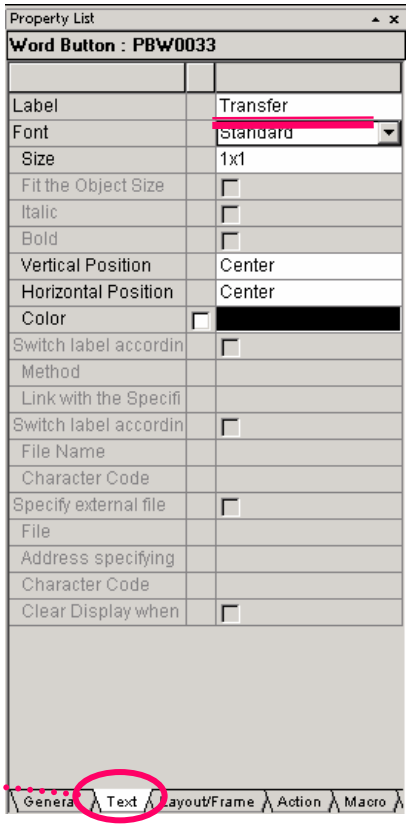


Set as follow on the object property list.



General tab
[Address]
→ “HOST1 DM00100”
[Action]
→ “Set Value”
[Set Value]
→ “$W0”

Also set [Color 1] and [Color 3].

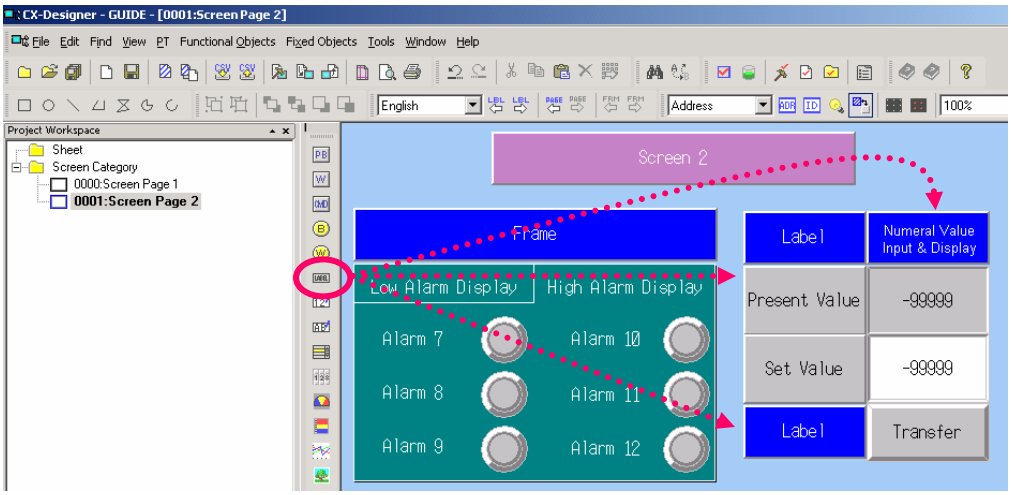


Text tab

[Label]
→ “Transfer”

Create three labels by referring to “9. Displaying a Text”.

[Label]
→ “Label”
[Label]
→ “Numeral Value Input & Display”
[Label]
→ “Word Button”



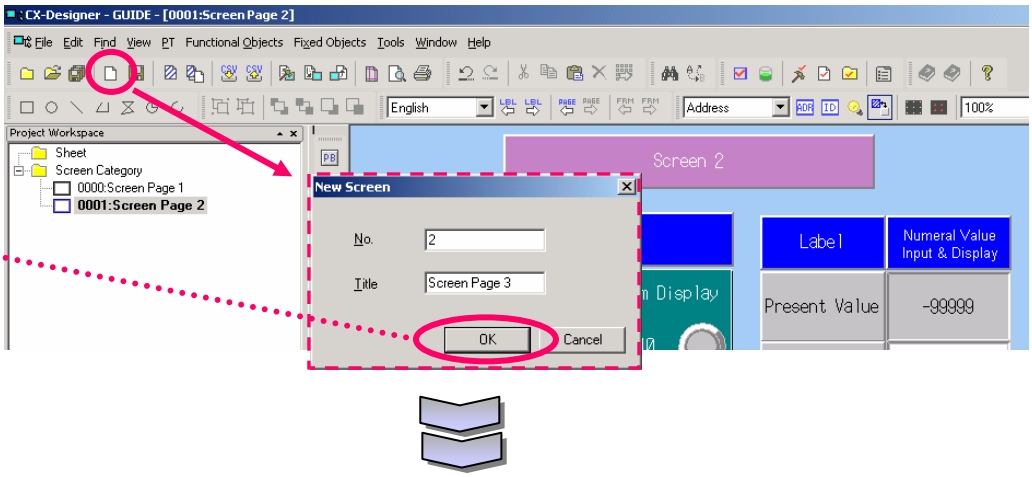
Creating Third Screen

Create three labels by referring to “13. Add a Screen”.

Click

OK

A new screen is created.

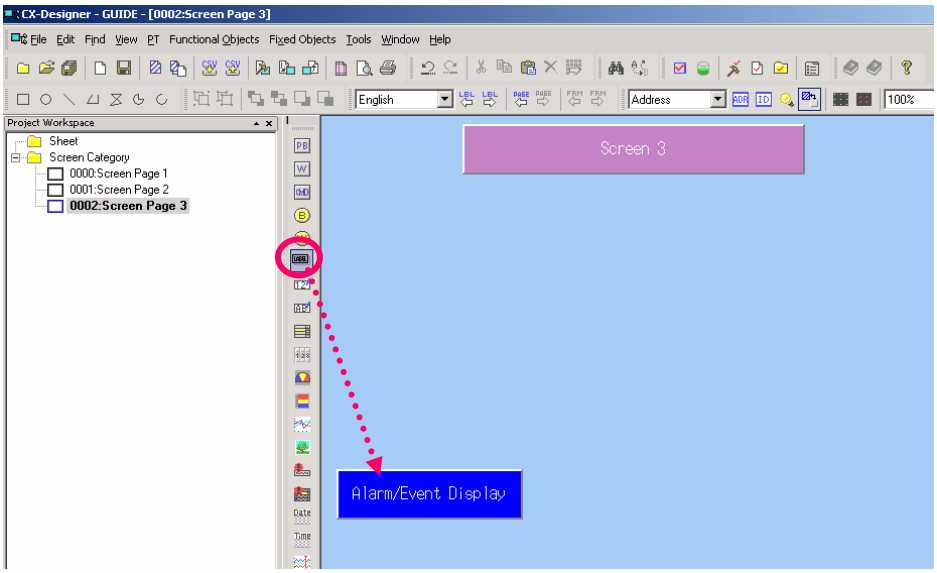


17. Alarm/Event Display

Alarm/Event Summary is a functional object that displays a current recorded alarm/event in one line. Normally, the highest priority alarm/event is displayed, buy it is also possible to display more than one alarm/event occurring at the same time according to the priority by specifying flowing string. In this manual,
It is used to display low alarm, high alarm, and running status (event).

Create a label as shown on the right by referring to “9. Displaying a Text”.

[Label]
→ “Alarm/Event Display”

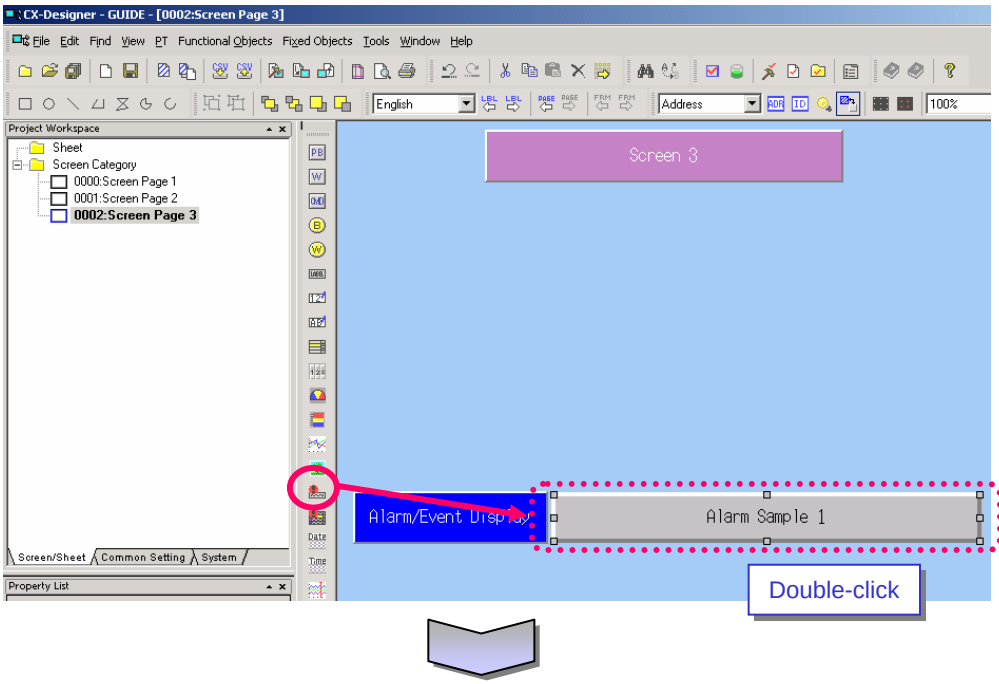


Select the Alarm/Event Display icon

on the list.

Create an Alarm/Event Display where you want it.

Double-click the object to display its property.



Uncheck “Low Alarm”.

Check “Date” and “Time”.

Click Register Alarm/Event…

Register Alarm/Event...

Click

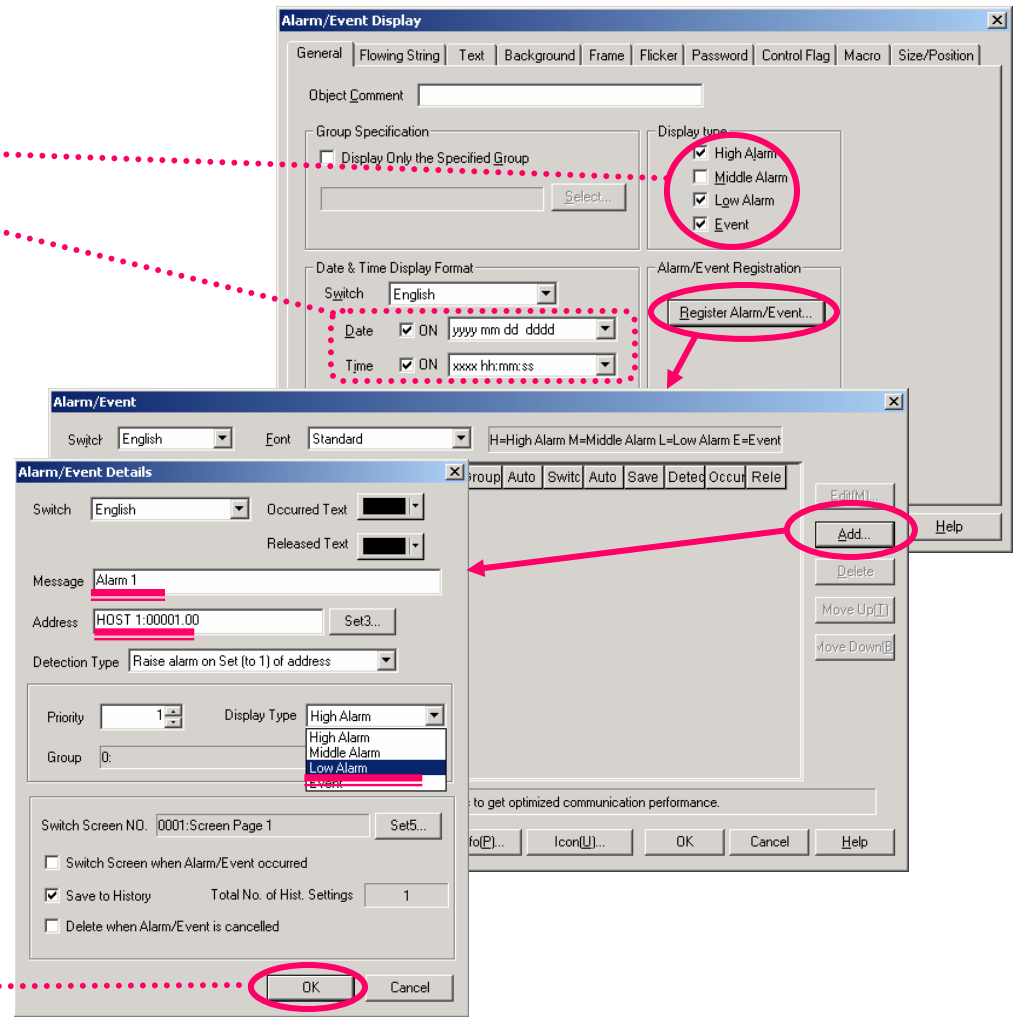
Add...

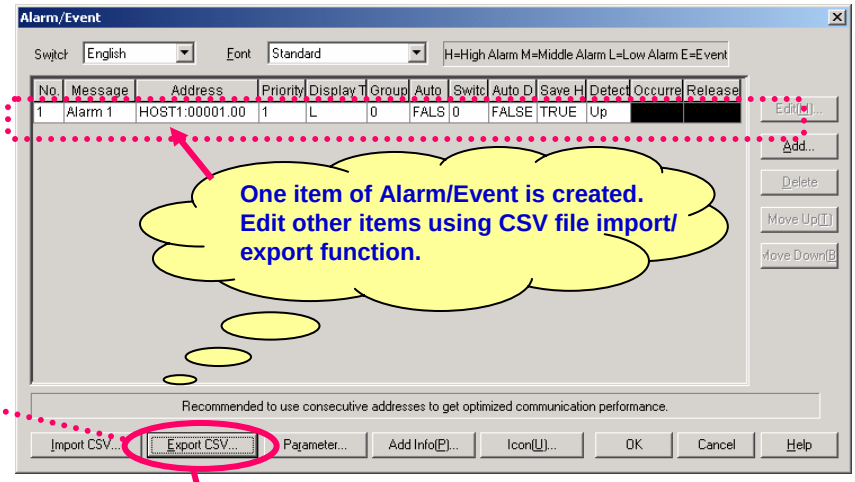
Set as follow:

[Message]
→ “Alarm 1”
[Address]
→ “Host1:00001.00.

Click

OK





Click Export CSV

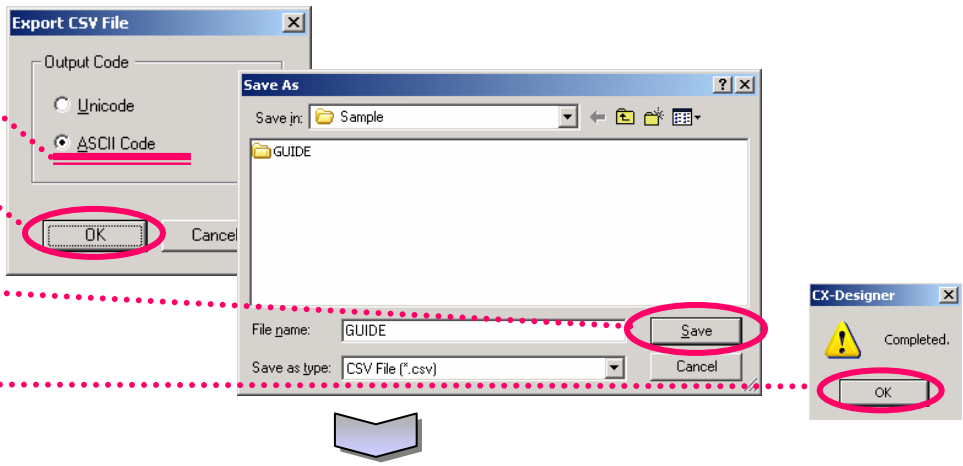
Select “ASCII Code”.

Click

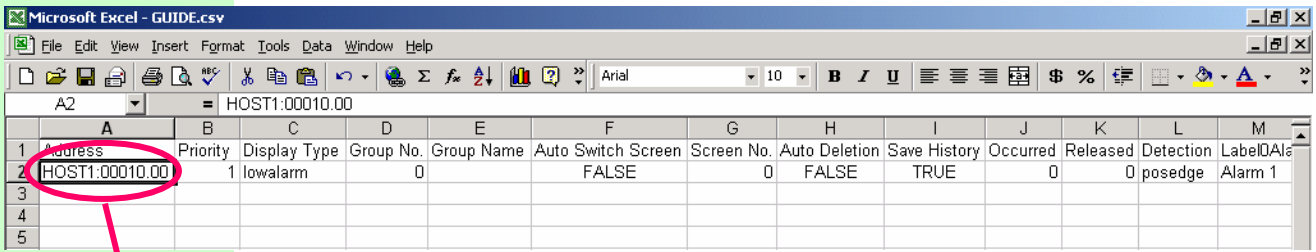
Enter a file name.
“GUIDE” is used here.

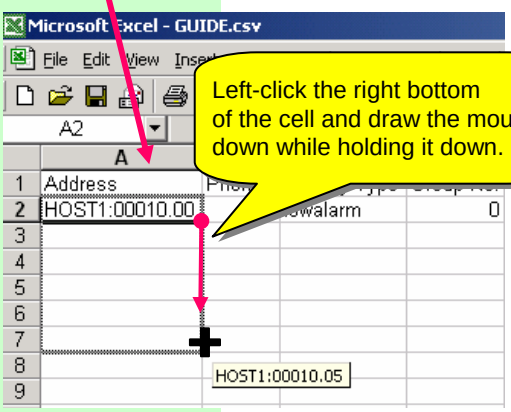
and click

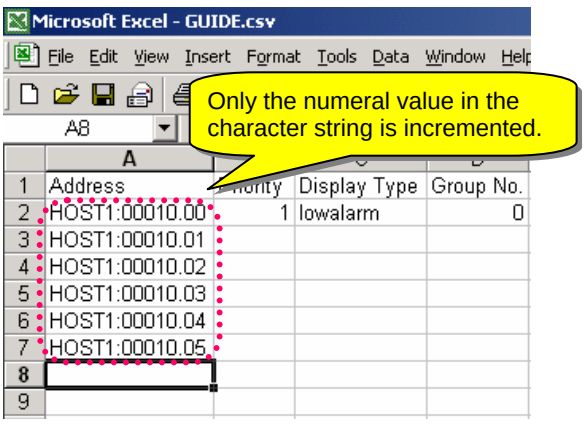
Click



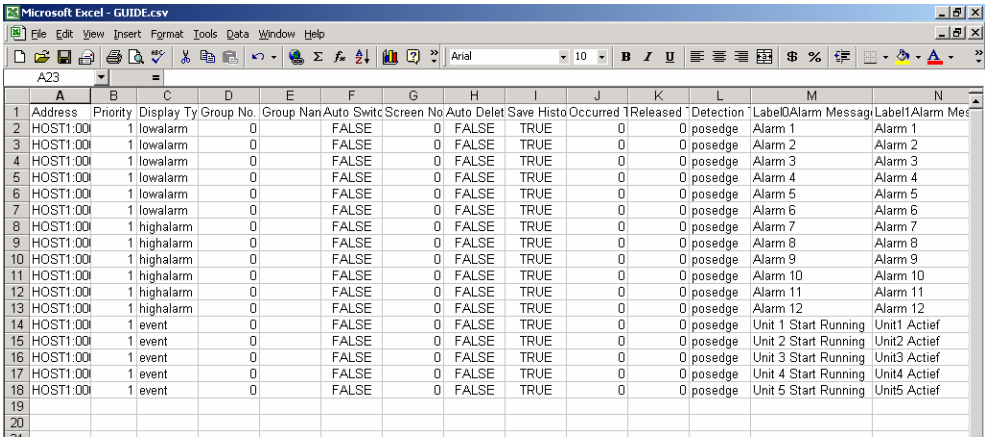
Read the file saved above with EXCEL. (Select [Data] menu – [Get External Data] – Import Text File…].







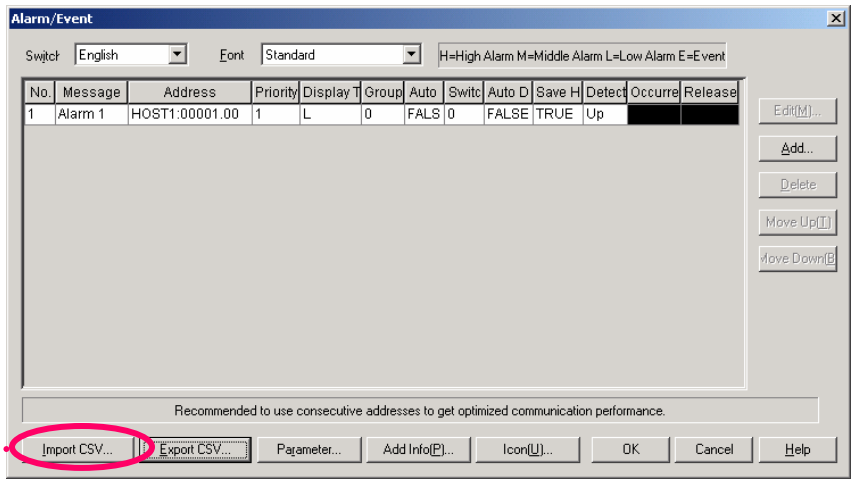
Compete the following table using operation described on the previous page as well as Copy & Paste function.



	A	B	C	D	E	F	G	H	I	J	K	L	M	N
1	Address	Priority	Display Ty	Group No.	Group Nan	Auto Switc	Screen No.	Auto Delet	Save Histo	Occurred T	Released T	Detection T	Label0	Alarm Messag	Label1	Alarm Mes
2	HOST1:00	1	lowalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 1		Alarm 1	
3	HOST1:00	1	lowalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 2		Alarm 2	
4	HOST1:00	1	lowalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 3		Alarm 3	
5	HOST1:00	1	lowalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 4		Alarm 4	
6	HOST1:00	1	lowalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 5		Alarm 5	
7	HOST1:00	1	lowalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 6		Alarm 6	
8	HOST1:00	1	highalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 7		Alarm 7	
9	HOST1:00	1	highalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 8		Alarm 8	
10	HOST1:00	1	highalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 9		Alarm 9	
11	HOST1:00	1	highalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 10		Alarm 10	
12	HOST1:00	1	highalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 11		Alarm 11	
13	HOST1:00	1	highalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 12		Alarm 12	
14	HOST1:00	1	event	0		FALSE	0	FALSE	TRUE	0	0	posedge	Unit 1 Start Running		Unit1 Actief	
15	HOST1:00	1	event	0		FALSE	0	FALSE	TRUE	0	0	posedge	Unit 2 Start Running		Unit2 Actief	
16	HOST1:00	1	event	0		FALSE	0	FALSE	TRUE	0	0	posedge	Unit 3 Start Running		Unit3 Actief	
17	HOST1:00	1	event	0		FALSE	0	FALSE	TRUE	0	0	posedge	Unit 4 Start Running		Unit4 Actief	
18	HOST1:00	1	event	0		FALSE	0	FALSE	TRUE	0	0	posedge	Unit 5 Start Running		Unit5 Actief	
19														
20														

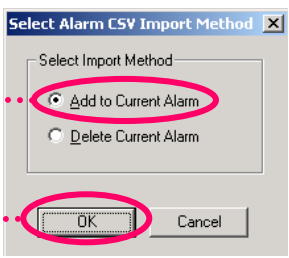
When you finish editing, save the file.

Go back to work on the CX-Designer.



Click Import CSV

Import CSV...

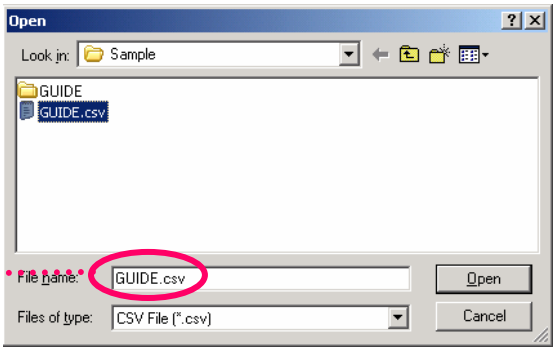


Check “Add to Current Alarm”.

Click

OK

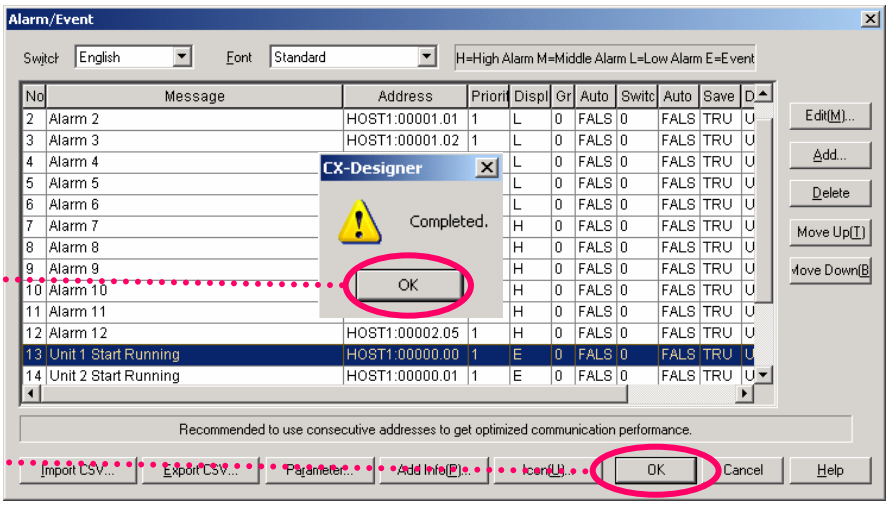
Specify the file name that was saved on the previous page.



The “Completed” message is displayed to indicate that a file has been read.

Click

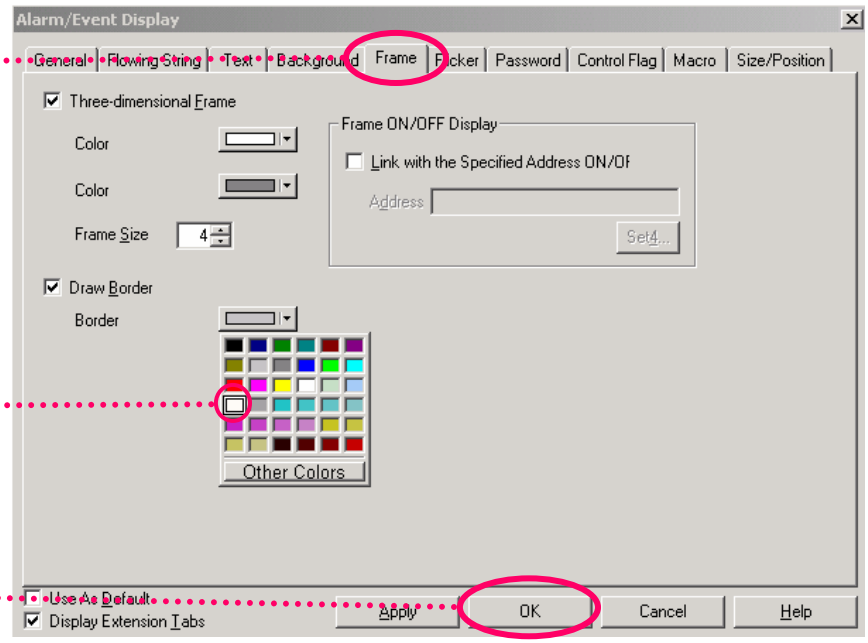
OK



Click

OK

Click the Frame tab.



Select a color.

Click

OK

18. Alarm/Event Summary&History

Alarm/Event Summary & History is an object that displays current alarms/events in a list.You can specify display order such as checked time, priority and frequency. In this manual, it is used to display the status (Occurrence/Recovery) of light alarms, and high alarms.

Select Alarm /Event Summary & History

on the list

Create Alarm/Event Summary &History on the screen.

Double-click the object to display its property.

Set properties as follow:

[Display Data]
→ Check Alarm History

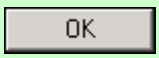
Check “High Alarm” and “Low Alarm”.

[Date] → yyyy/mm/dd
[Time] → hh:mm:ss]

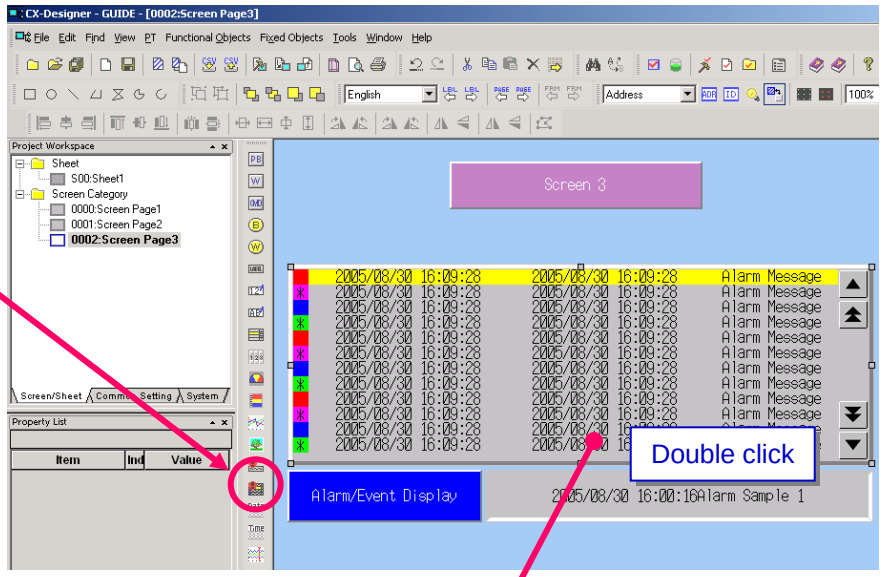
Click

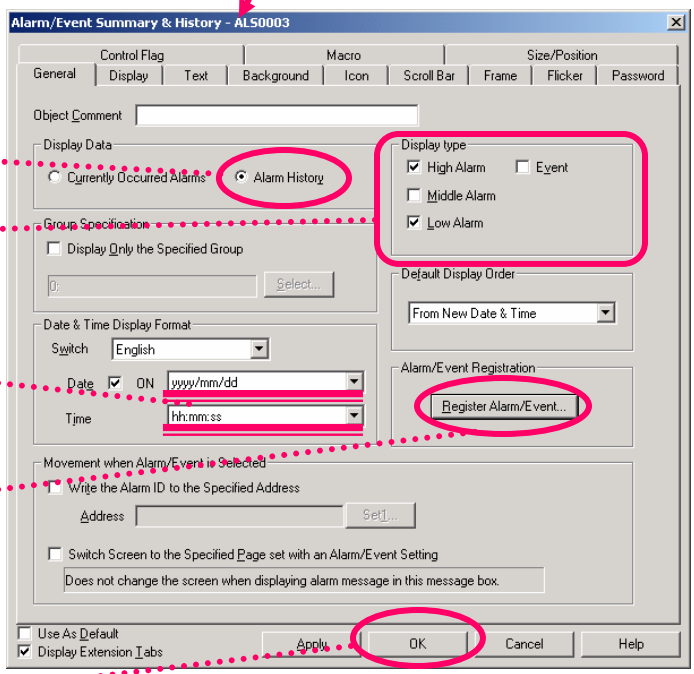
Check the settings.

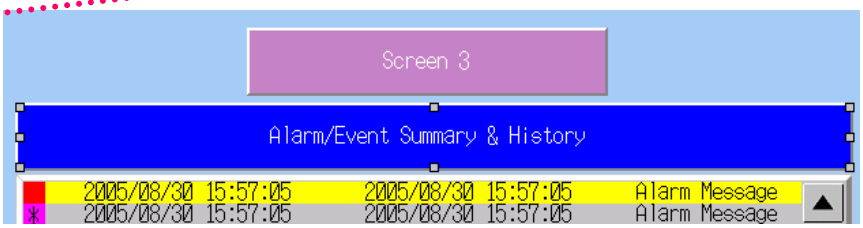
Click



Add a label and name it as“Alarm/Event Summary & History”.



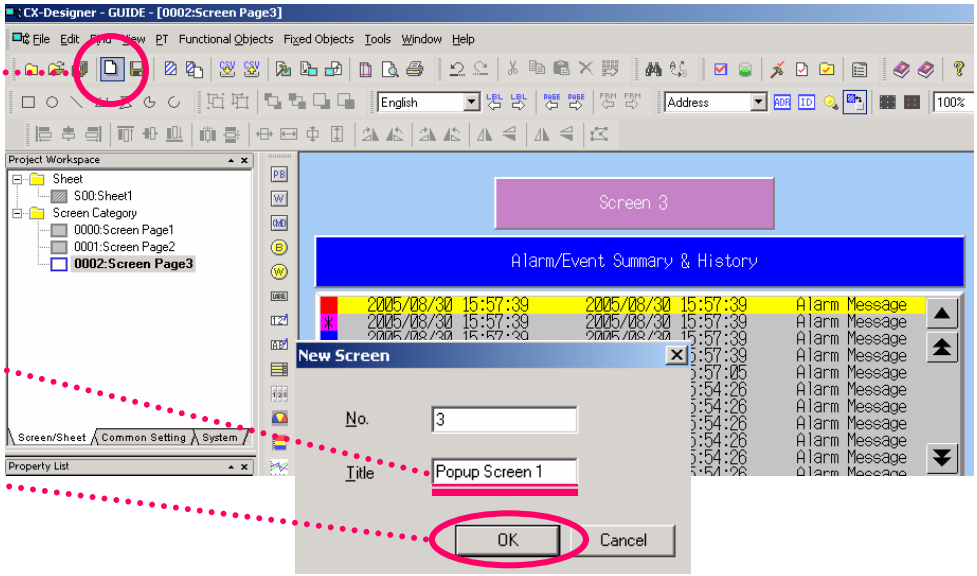




19. Pop-up Screen

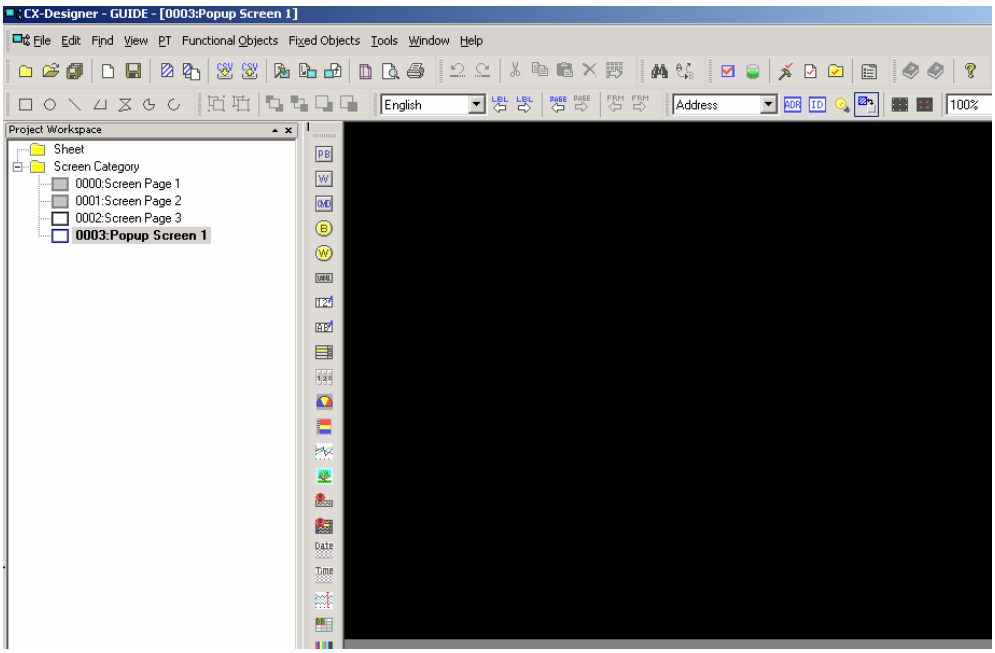
Usually only one screen is displayed on the NS hardware, however, a pop-up screen can be overlapped on the normal screen.
In this manual, you will create a button on a pop-up screen to generate/cancel low and high alarms.

Click the icon to open the New Screen menu.



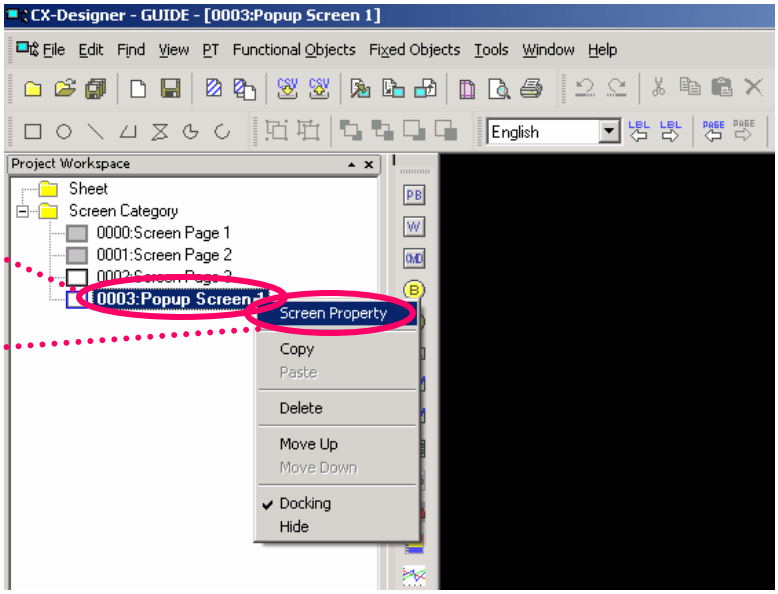
Enter “Pop-up Screen 1” in [Title].

Click

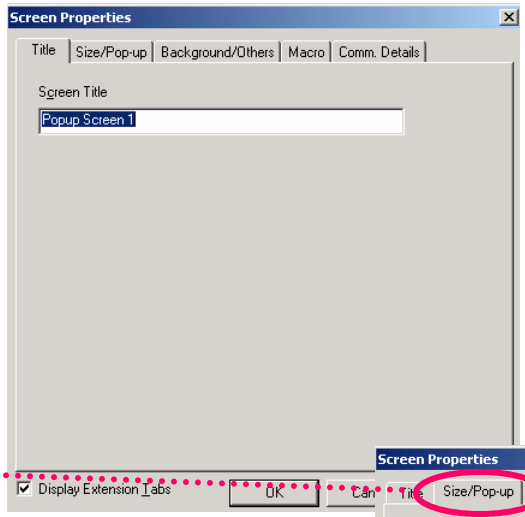


Right-click [0003: Pop-up Screen 1] in the Project Workspace to display the menu.

Click “Screen Property” from the menu.



The Screen Property Dialog appears.



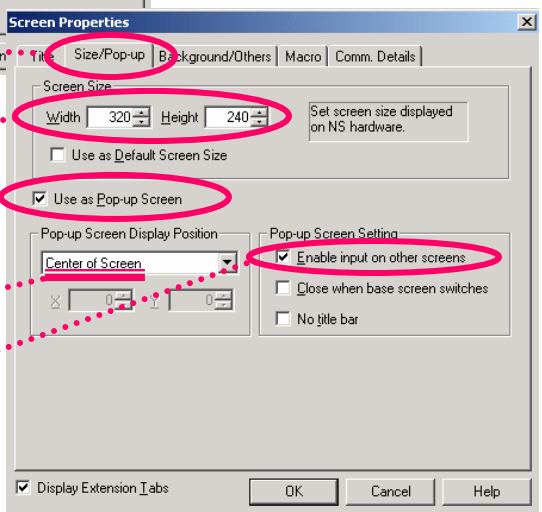
Click the [Size/Pop-up] tab.

Set screen size as follow:
[Width]
→ “320”
[Height]
→ “240”

Check “Use as Pop-up Screen”.

[Pop-up Screen Display Position]
→ “Center of Screen”

[Pop-up Screen Setting]
→ Check “Enable input on Other screens”.

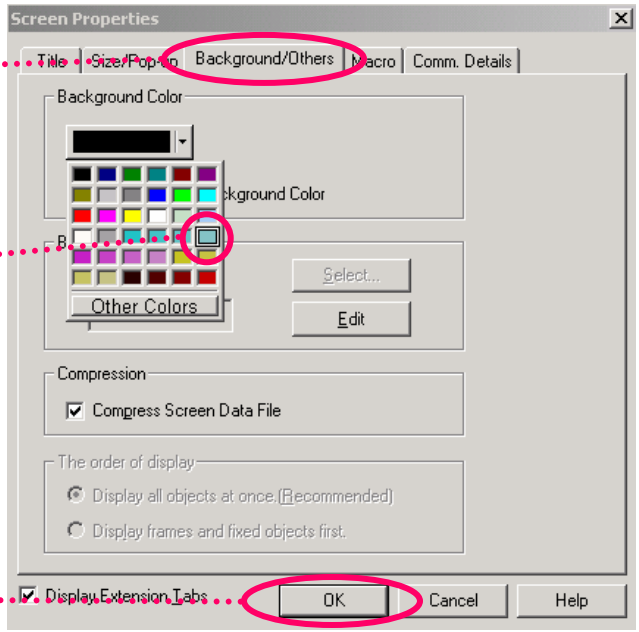


Click the [Background/ Others] tab.

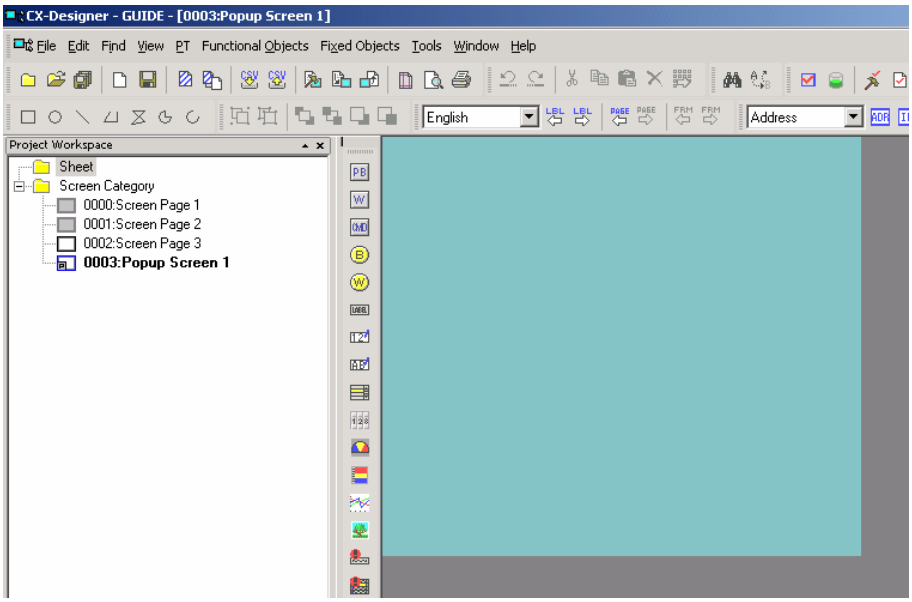
Click Background Color

and select a color from the color selection dialog.

Click

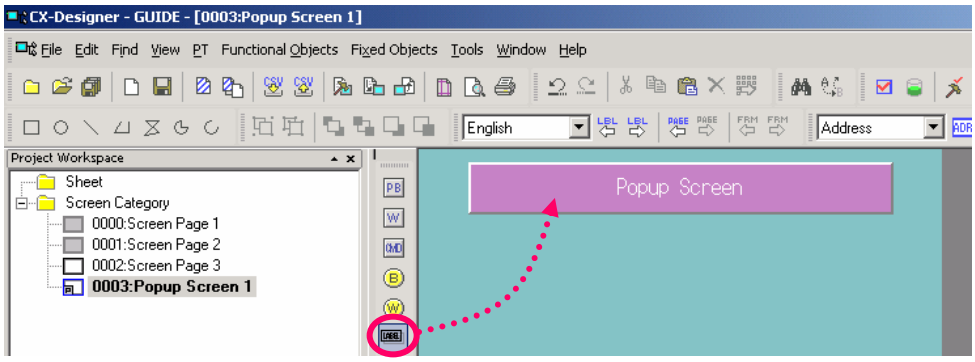


- Screen size set in this property will be the pop-up screen size -



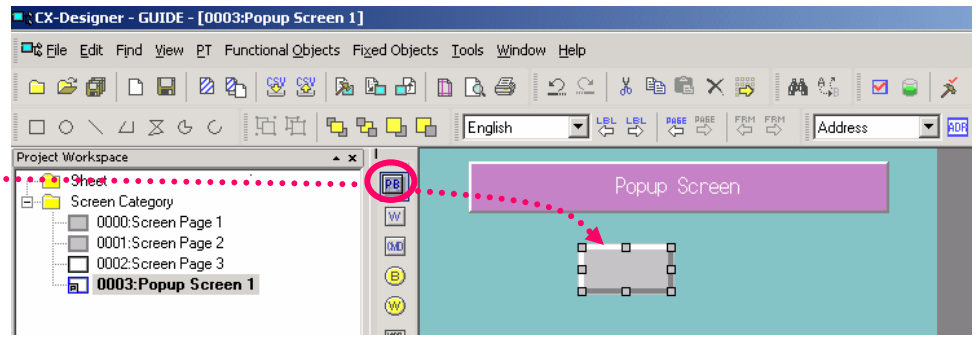
Create a label as shown on the right by referring to “9. Displaying a Text”.

[Label]
→ “Pop-up Screen”



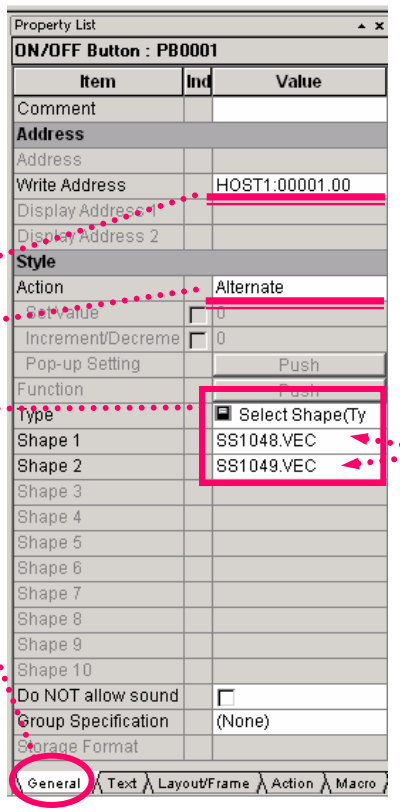
Select the ON/OFF button

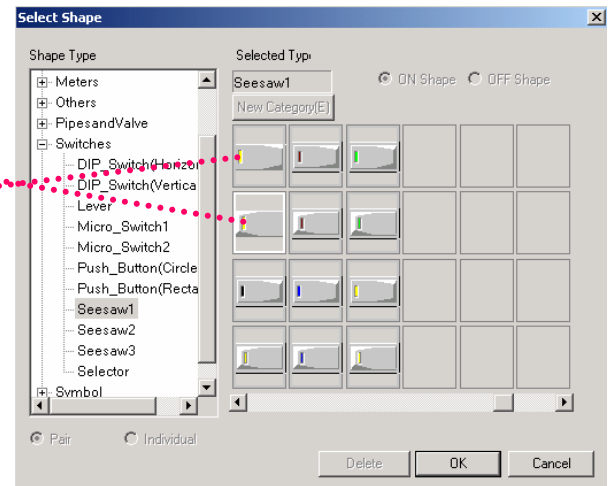
on the list.



On the object property list, set as follow:

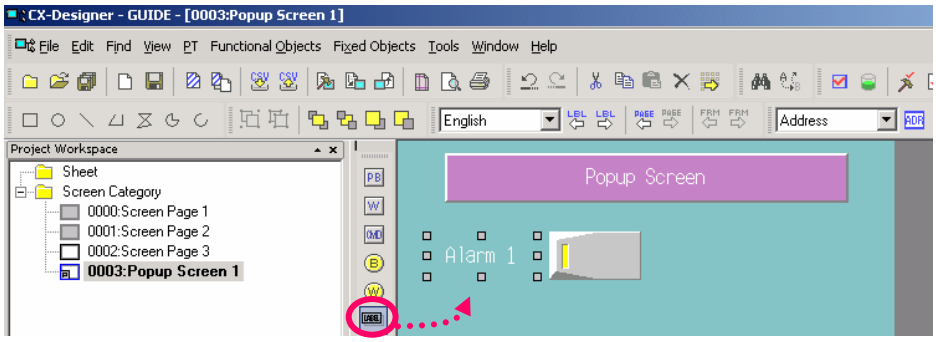
General tab
[Address]
→ “HOST1: 00001.00
[Action]
→ “Alternate”
[Type]
→ “Select Shape”
(Type1)”
[Shape 1]
→ Click
to display the Select the Shape dialog box and select a switch.
[Shape 2]
→ Click
to display the Select Shape dialog box and select a switch.





Create a label as shown on the right by referring to “9. Displaying a Text”.

[Label]
→ “Alarm 1”

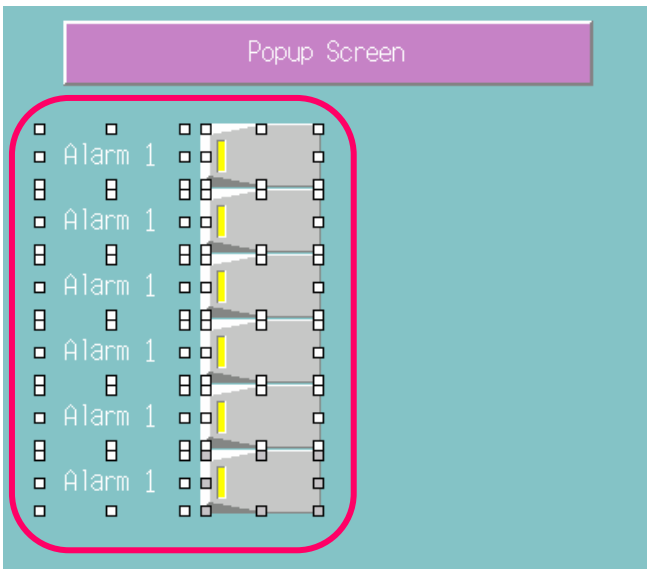


Create six ON/OFF buttons and labels using the Repeat function.

Repeat Function

[Qty]
Horizontal → “1”
Vertical → “6”
[Spacing]
Horizontal → “0”
Vertical → “0”
[Offset Address] → “1”

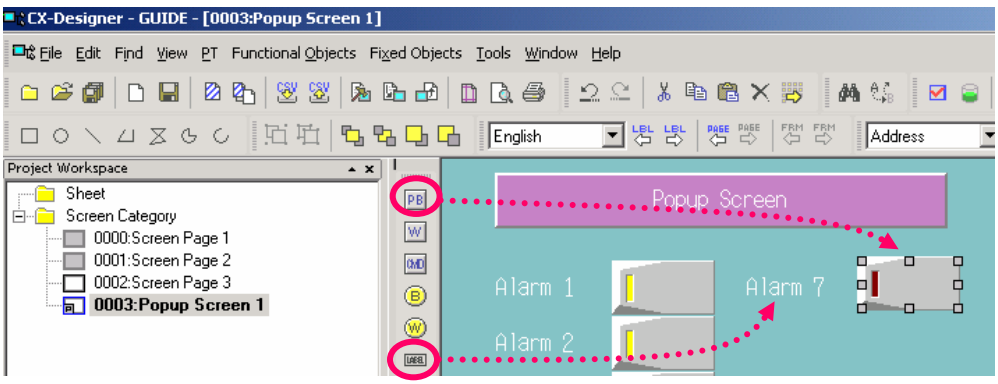
Enter an object label as “Alarm 1” to “Alarm 6” respectively.



Create an ON/OFF button and label it as “Alarm 7” in the way you made “Alarm 1”.

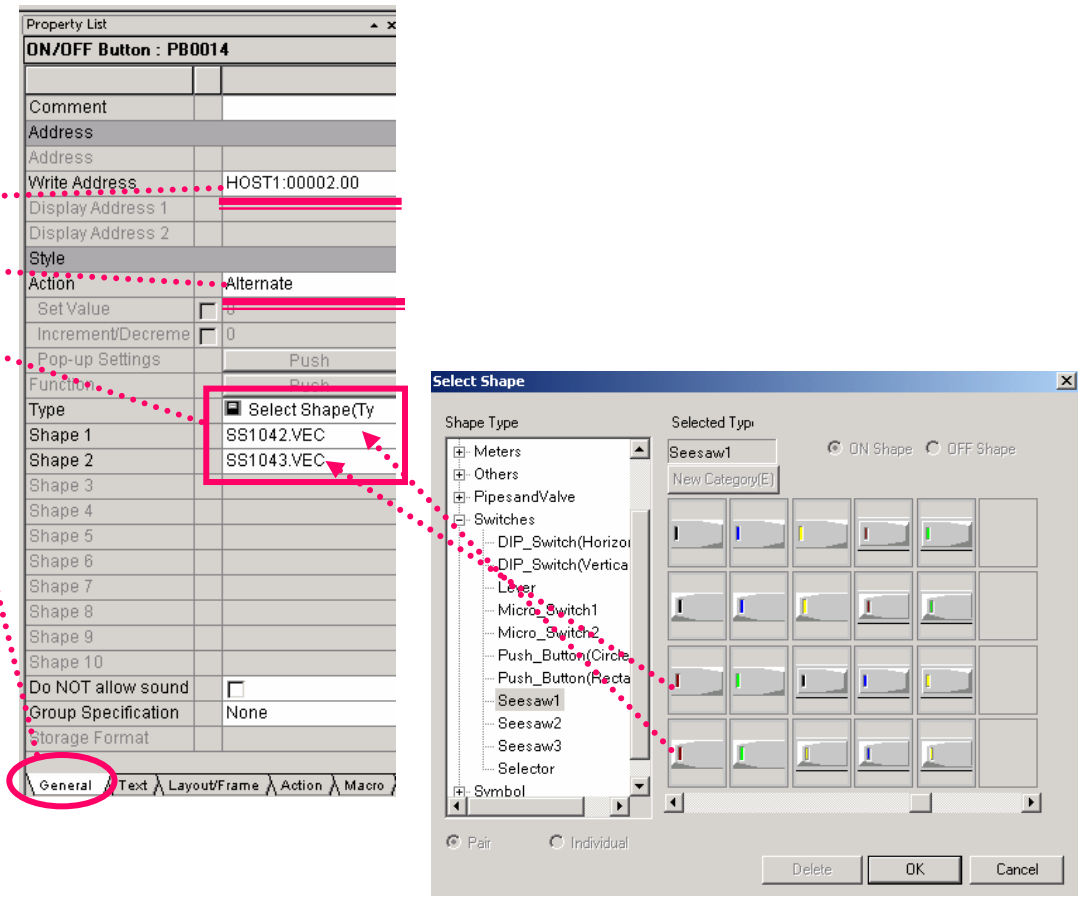
Set the text object property list as follow:

[Label]
→ “Alarm 7”



Set the ON/OFF button property list as follow :

General tab
[Address]
→ "HOST1: 00002.00
[Action]
→ "Alternate"
[Type]
→ "Select Shape (Type1)"
[Shape 1]
→ Click
to display the Select Shape dialog box and select the switch "SS1042.VEC".
[Shape 2]
→ Click
To display the Select Shape dialog box and select the switch "SS1043.VEC"

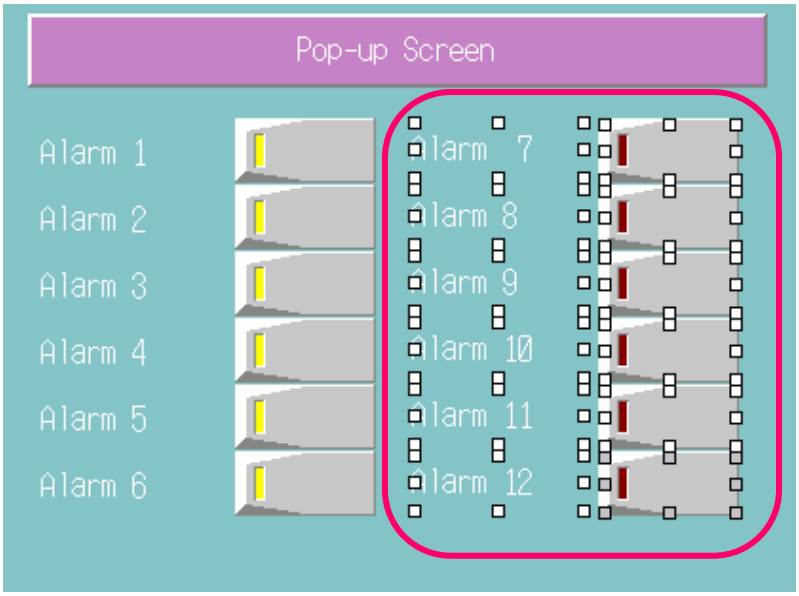


Create six ON/OFF buttons and labels using the Repeat function.

Repeat function

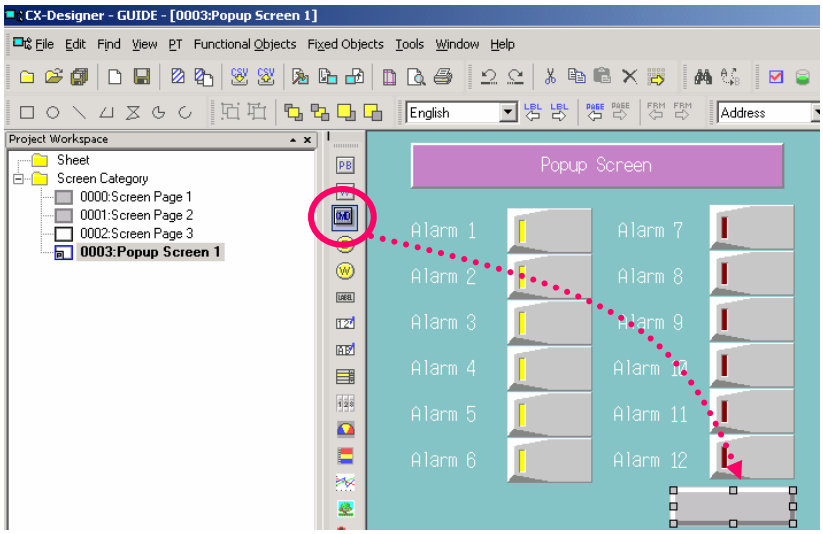
Set as follow:
[Qty]
Horizontal → "1"
Vertical → "6"
[Spacing]
Horizontal → "0"
Vertical → "0"
[Offset Address] → "1"

Enter an object label as "Alarm 7" to "Alarm 12" respectively.



Select the Command button

on the list.

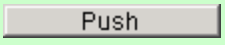


Set the object property list as follow.

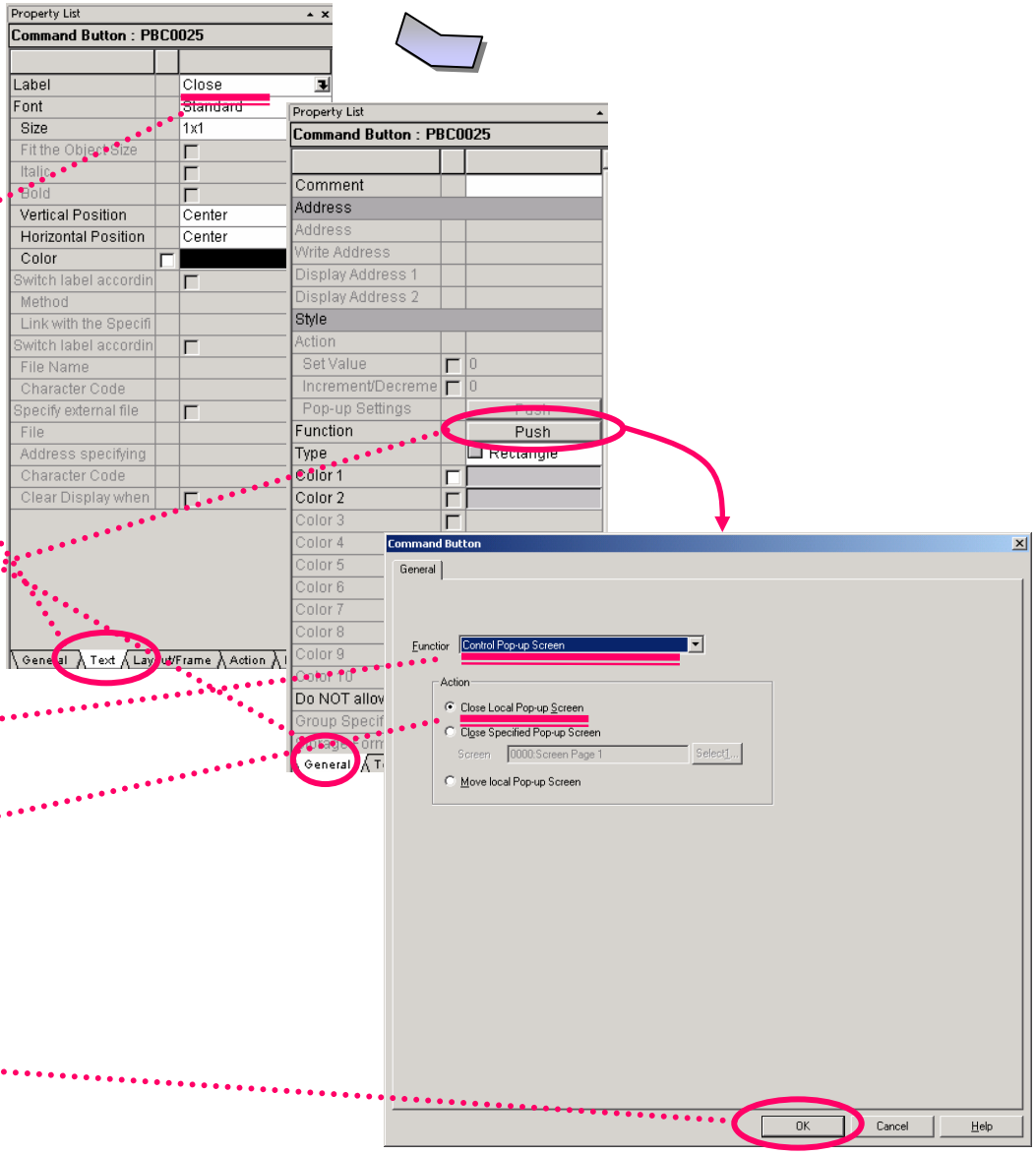
Text tab
[Label]
→ “Close”

General tab
[Function]

Click



[Function]
→ “Control Pop-up Screen”
[Action]
→ “Close Local Pop-up Screen”

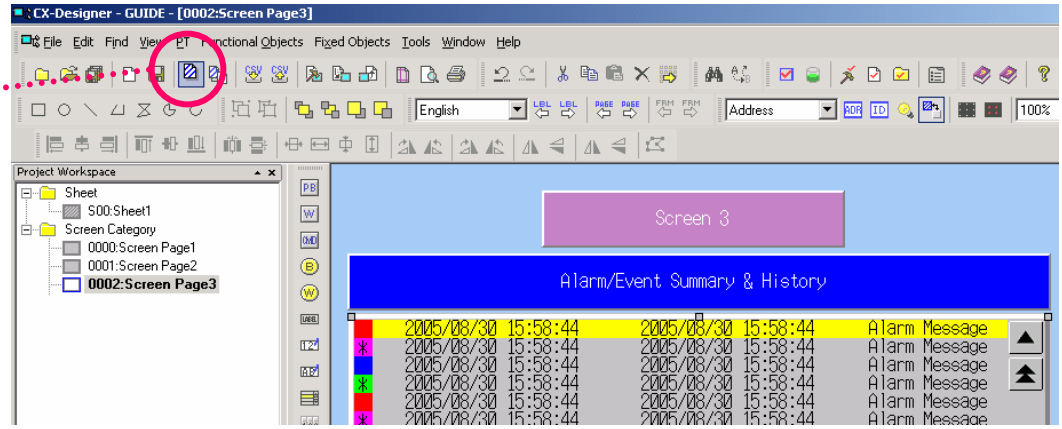


Click

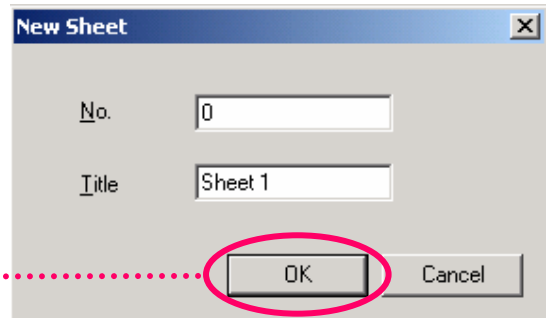
20. Sheet

Sheet is a screen that is able to be overlapped on a normal screen and displayed.
If you create functional objects on a sheet that you want to use for more than one screen, those objects can be used on all screens applied to the sheet just by setting at [apply sheet].
In this manual, you will create a Switch Label button, a Pop-up Display button, and a Switch Screen button in the sheet, that are commonly used on screens 1 to 3.

Select the Sheet icon.

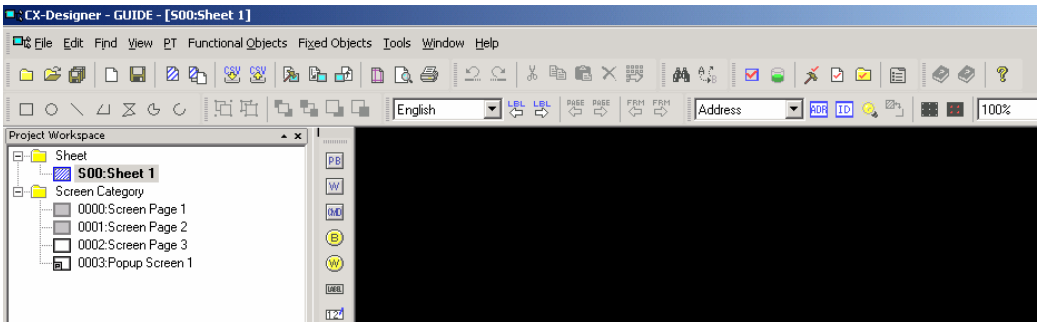


Enter “Sheet 1” in Title.



Click

A new sheet is created.



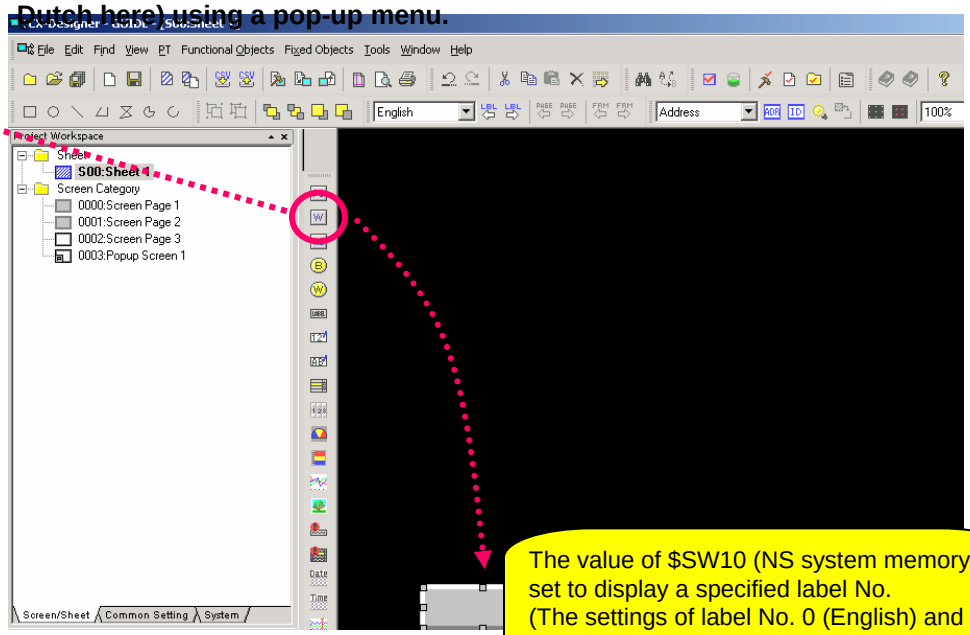
21. Word Button/Command Button

21-1 Switch label button

**Word button is an object that writes constants to a specified address when it is pressed,
or increases/decreases a value of the specified address. It is possible to write a specified value to the item selected from a pop-up menu.
In this manual, you will make a button to switch labels (switching English and Dutch here) using a pop-up menu.**

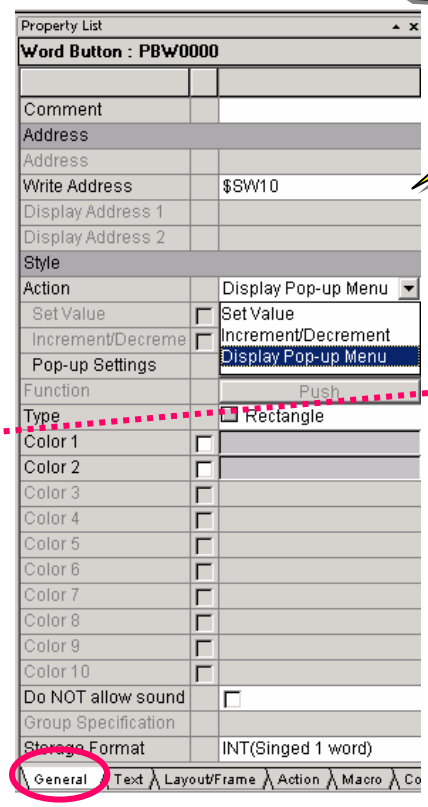
Click the Word button

on the list

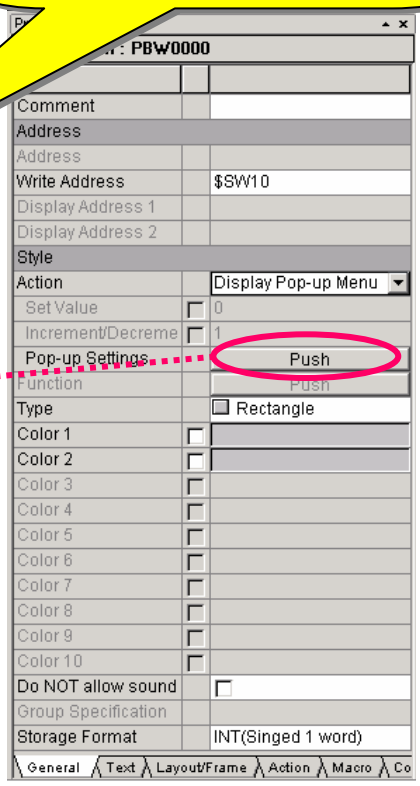


The value of $SW10 (NS system memory) is set to display a specified label No.
(The settings of label No. 0 (English) and No. 1 (Dutch) made to the initial project property are applied.

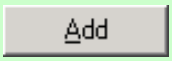
Set as follow in the object property list:
General tab
[Write Address]
→ "$W10"
[Action]
→ "Display Pop-up Menu"



Click the Push button of the Pop-up Settings on the General tab.

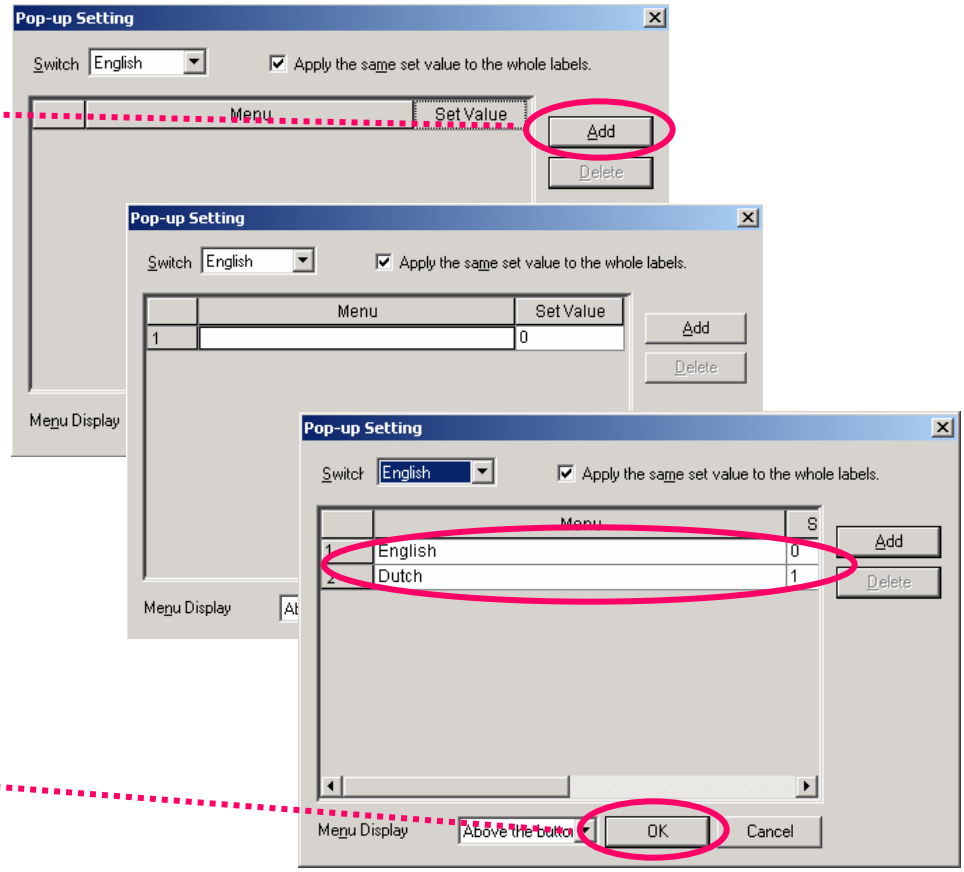


Click



Add the following settings in the Pop-up settings:

[1]
[Menu] → “English”
[Set Value] → “0”
[2]
[Menu] → “Dutch”
[Set Value] → “1”



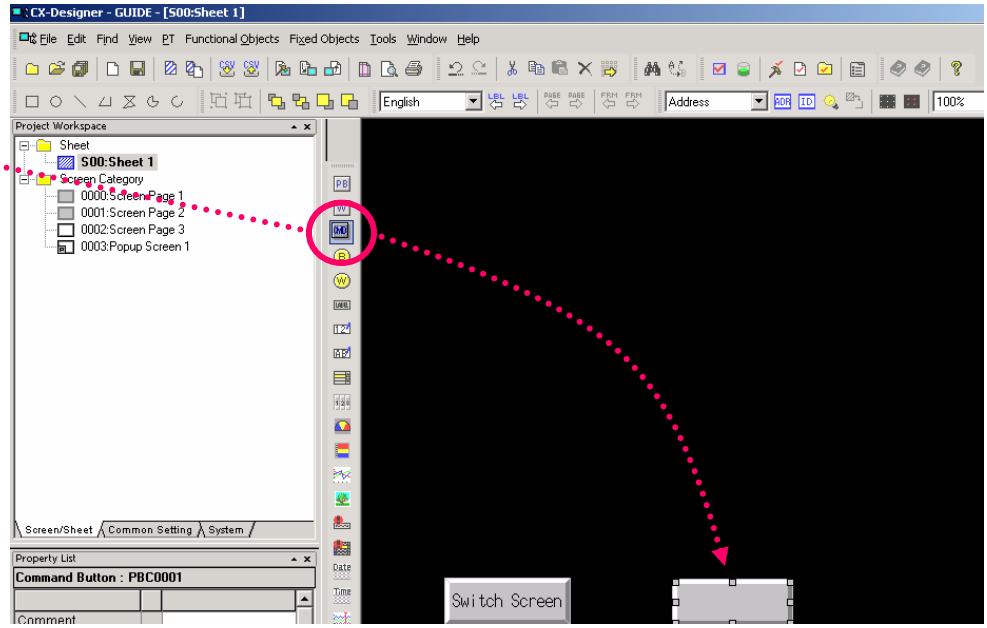
Click

21-2 Switch screen button

Using a command button.
Command button is a object to switch screens and send a string code.
In this manual, it is used to switch the virtual alarm pop-up screen and screens 1 to 3. Create a command button to display the pop-up screen on the sheet created on the previous page.

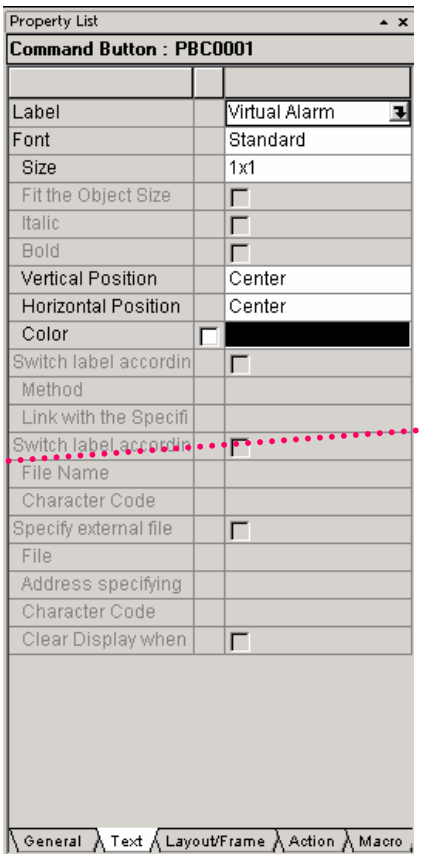
Click the Command button

on the list

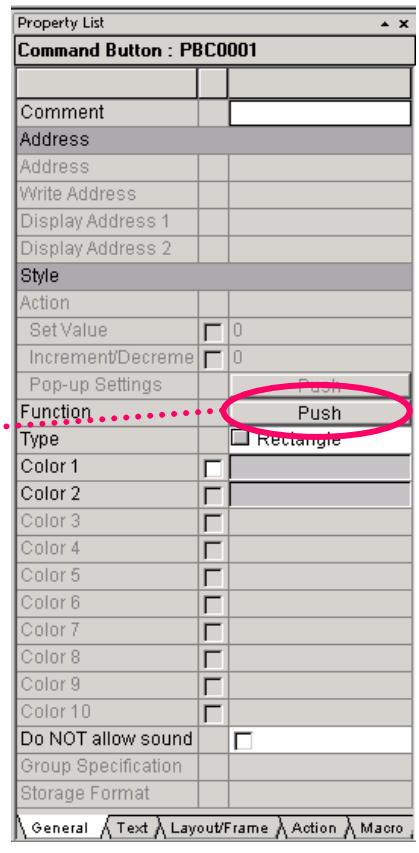


Set as follow on the object property list:

Text tab
[Label]
→ “Virtual Alarm Display”



Click the Push button of [Function] on the General tab.



Click the [Select] button.

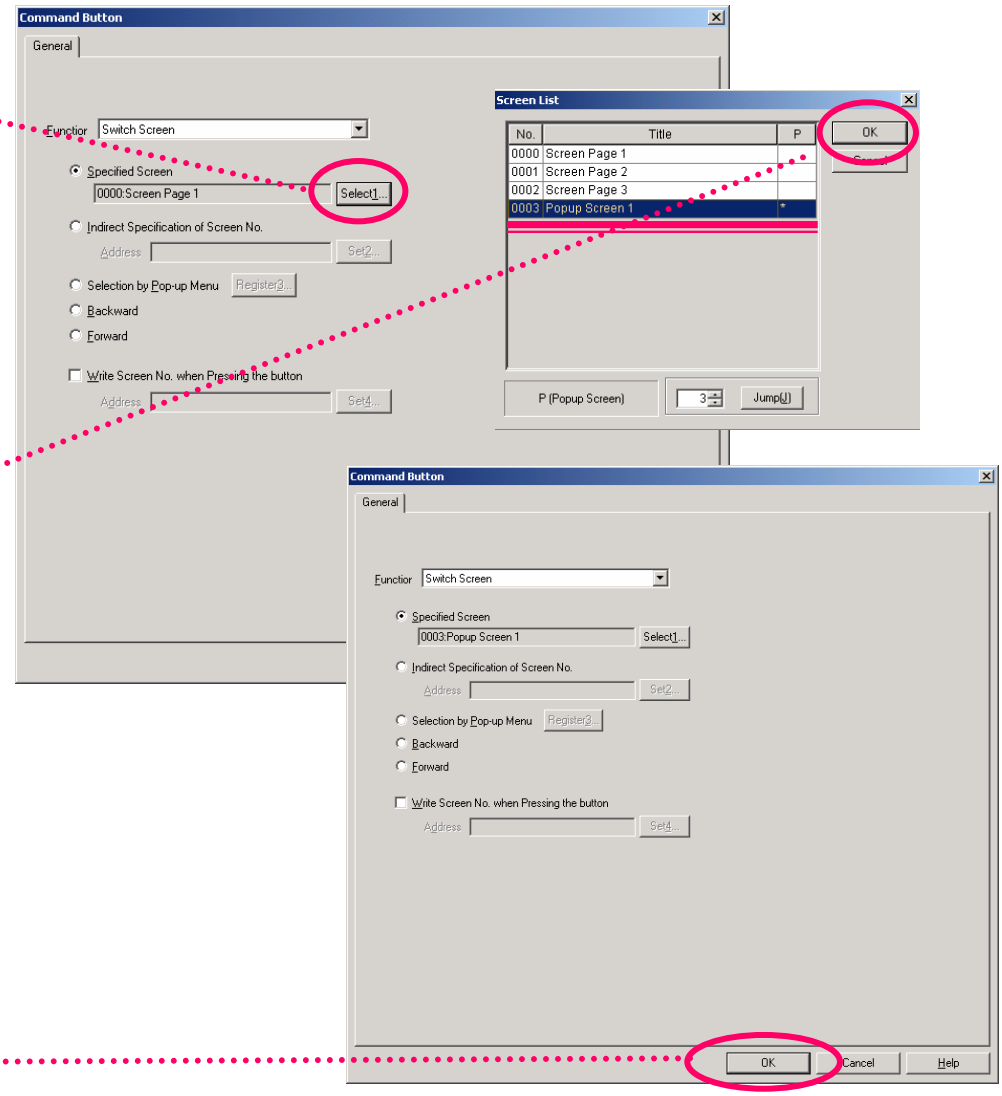
The Screen List dialog appears.
Select “Pop-up 1” and

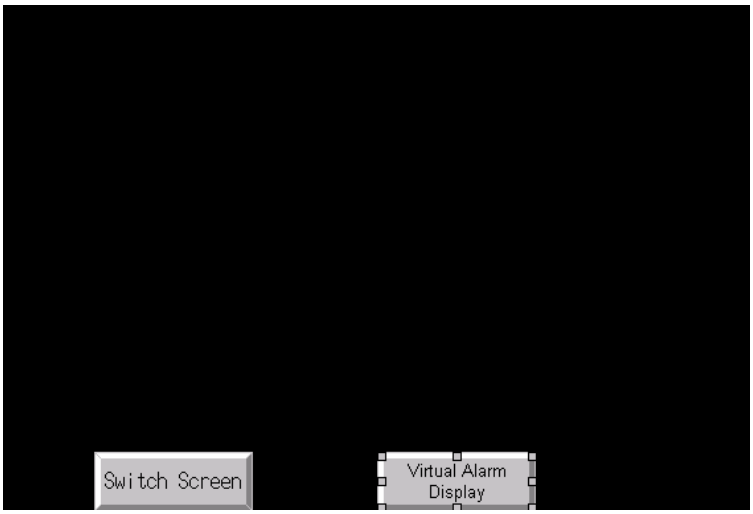
Click

OK

Click

OK





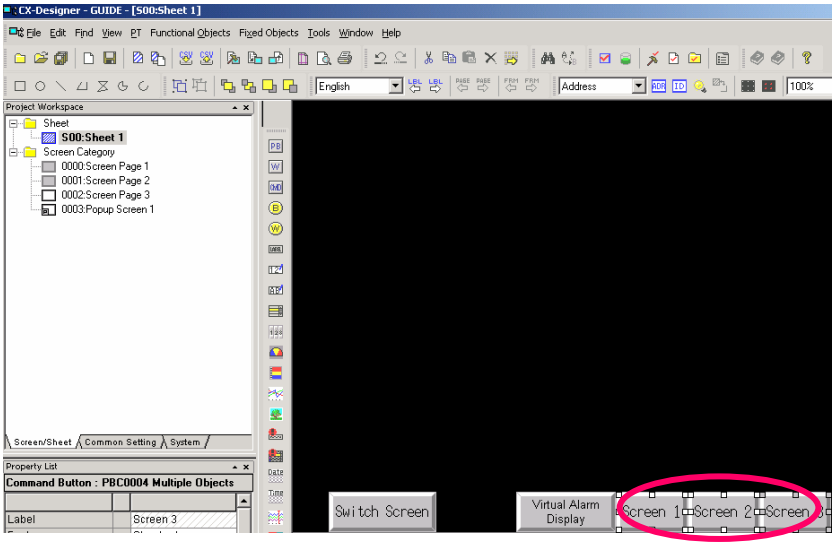
Create a screen switching button (CMD button) labeled as Screen 1 to Screen 3 in the way you made “Virtual Alarm Display”.

Click the PUSH button on the right side of [Function] to display the dialog. Set each button as follow:

[Screen 1]
[Specified Screen]
→ “0000: Screen 1”

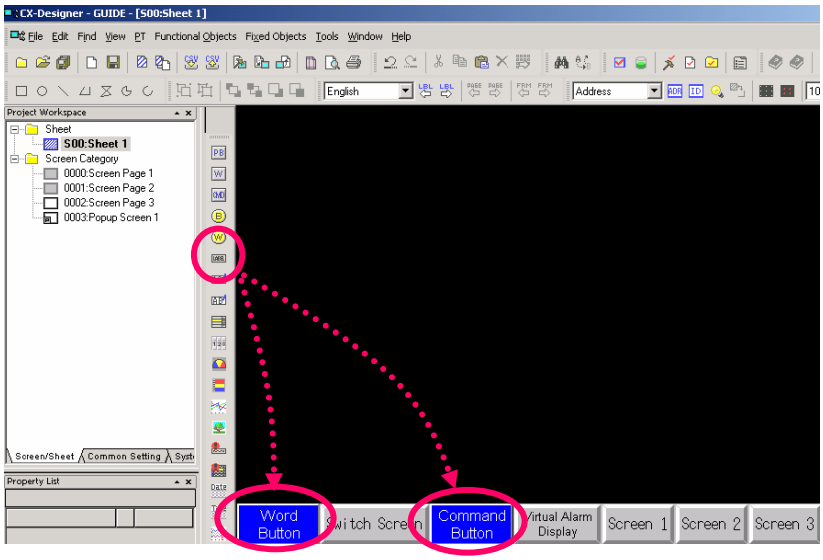
[Screen 2]
[Specified Screen]
→ “0001: Screen 2”

[Screen 3]
[Specified Screen]
→ “0002: Screen 3”

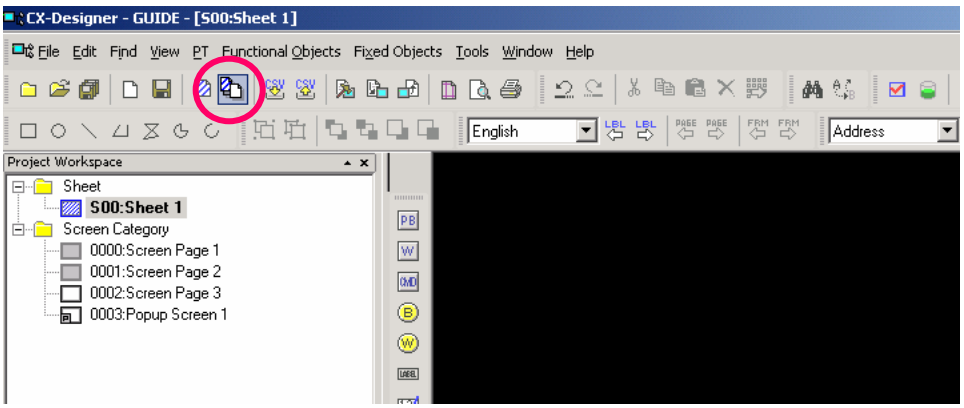


Create two labels as shown on the right by referring to “9. Displaying a Text”.

[Label]
→ “Word Button”
[Label]
→ “Command Button”



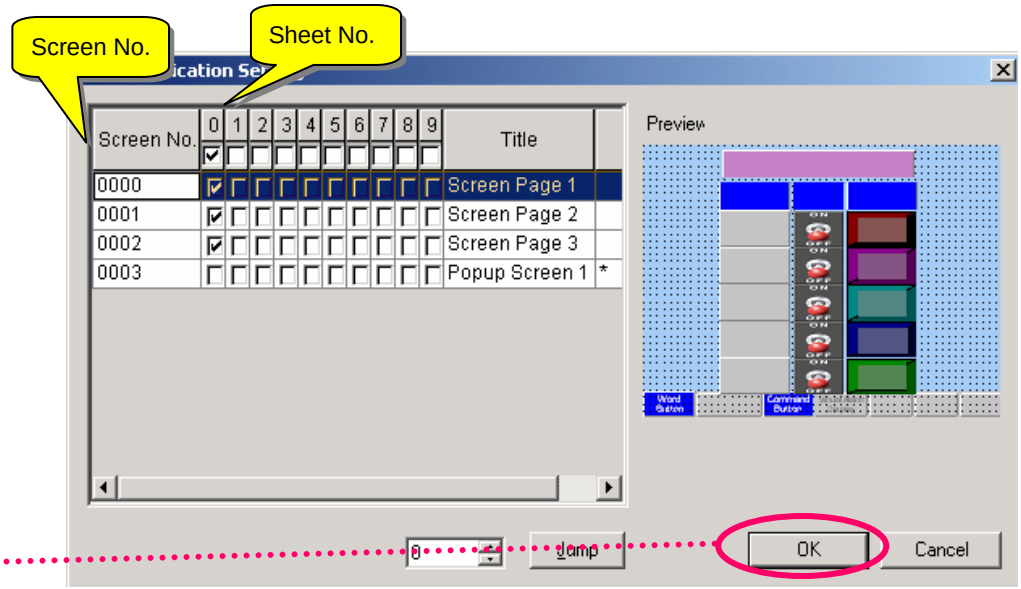
Click the Apply Sheet button.



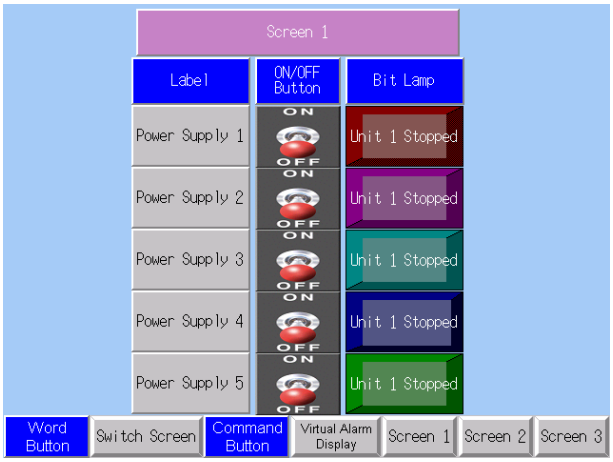
Check the Sheet No. 0 boxes to all of the Screen No. 0000 to 0003.

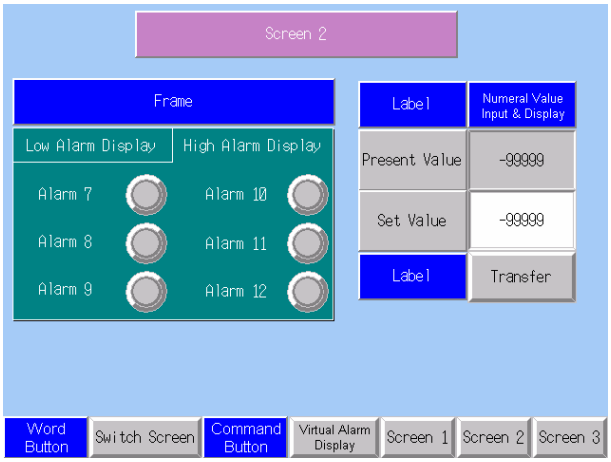
Click

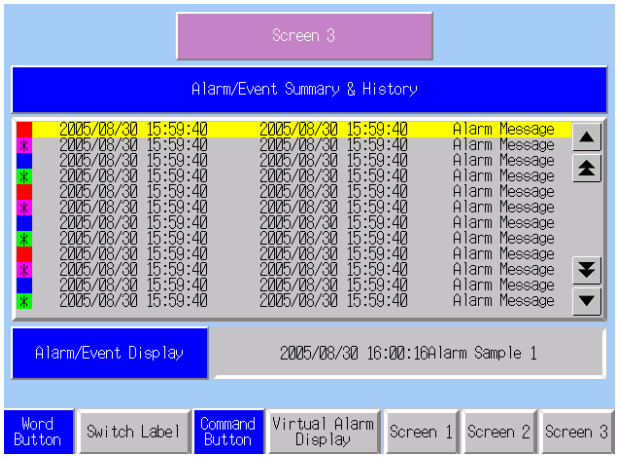
OK



These are the three screens created so far.





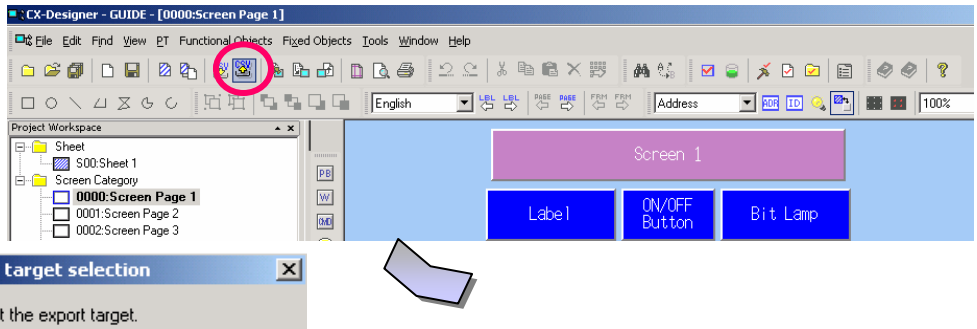


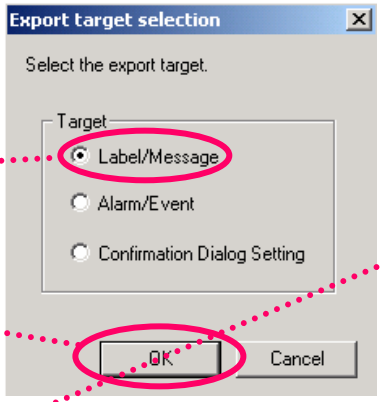
22. Creating another Language label

Up to 16 different labels (characters) can be set for each functional object. In this manual, you will create a project with two labels, English and Dutch, that can be switched by a one-touch operation using the label switching function.

22-1 Creating a Dutch label

Click the [CSV File Export] button.

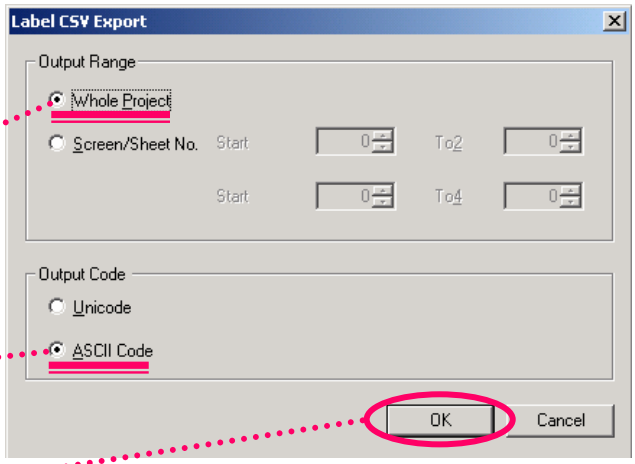




Check [Label/Message] in the [Target].

Click

OK

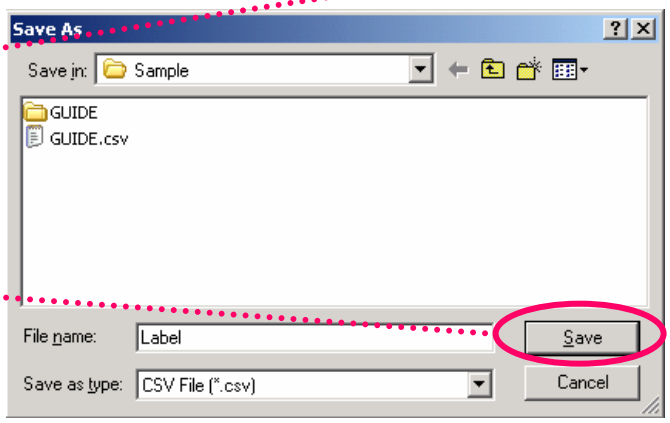


Check [Whole Project] in the [Output Range].

Check [ASCII Code] in the [Output Code].

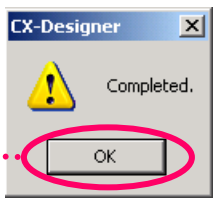
Click

OK



Enter a file name (here Label) and click Save.

Save



Click

OK

Read the file saved on the previous page with EXCEL. (Select [Data] menu – [Get External Data] – Import Text File…].

Microsoft Excel - Label.csv

File Edit View Insert Format Tools Data Window Help

English

Dutch

	A	B	C	D	E	F	G
1	PRJ						
2	Project/Sc	Title	Parts ID	Parts Com	Property	English	Dutch
3	Project				AlarmMessage-0	Alarm 1	Alarm 1
4	Project				AlarmMessage-1	Alarm 2	Alarm 2
5	Project				AlarmMessage-2	Alarm 3	Alarm 3
6	Project				AlarmMessage-3	Alarm 4	Alarm 4
7	Project				AlarmMessage-4	Alarm 5	Alarm 5
8	Project				AlarmMessage-5	Alarm 6	Alarm 6
9	Project				AlarmMessage-6	Alarm 7	Alarm 7
10	Project				AlarmMessage-7	Alarm 8	Alarm 8
11	Project				AlarmMessage-8	Alarm 9	Alarm 9

Microsoft Excel - Label.csv

File Edit View Insert Format Tools Data Window Help

Screen Page 1

English

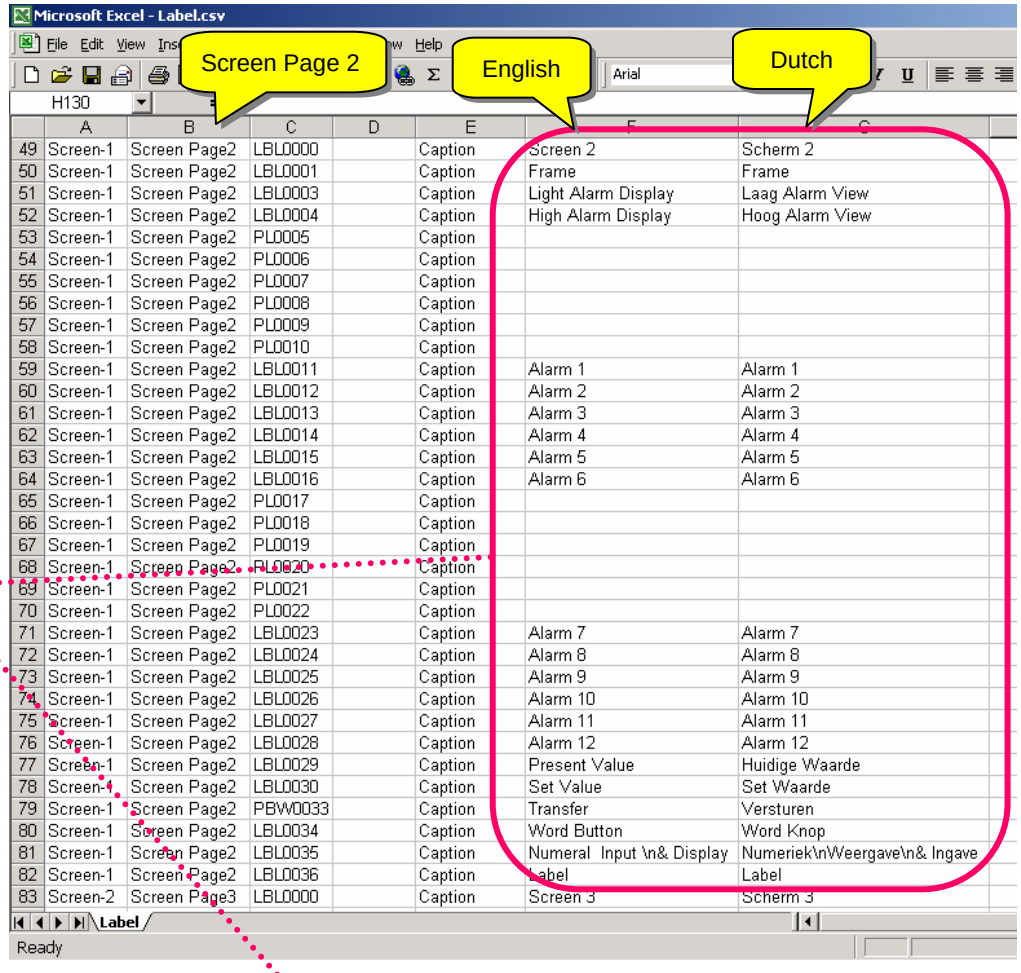
Dutch

	A	B	C	D	E	F	G
31	Screen-0	Screen Page1	PB0006		Caption-ON		
32	Screen-0	Screen Page1	LBL0007		Caption	LABEL	LABEL
33	Screen-0	Screen Page1	LBL0008		Caption	Power Supply1	Voeding1
34	Screen-0	Screen Page1	LBL0009		Caption	Power Supply2	Voeding2
35	Screen-0	Screen Page1	LBL0010		Caption	Power Supply3	Voeding3
36	Screen-0	Screen Page1	LBL0011		Caption	Power Supply4	Voeding4
37	Screen-0	Screen Page1	LBL0012		Caption	Power Supply5	Voeding5
38	Screen-0	Screen Page1	LBL0013		Caption	Bit Lamp	Bit Lamp
39	Screen-0	Screen Page1	PL0014		Caption-OFF	Unit 1 Stopped	Unit1 Inactief
40	Screen-0	Screen Page1	PL0014		Caption-ON	Unit 1 Running	Unit1 Actief
41	Screen-0	Screen Page1	PL0015		Caption-OFF	Unit 2 Stopped	Unit2 Inactief
42	Screen-0	Screen Page1	PL0015		Caption-ON	Unit 2 Running	Unit2 Actief
43	Screen-0	Screen Page1	PL0016		Caption-OFF	Unit 3 Stopped	Unit3 Inactief
44	Screen-0	Screen Page1	PL0016		Caption-ON	Unit 3 Running	Unit3 Actief
45	Screen-0	Screen Page1	PL0017		Caption-OFF	Unit 4 Stopped	Unit4 Inactief
46	Screen-0	Screen Page1	PL0017		Caption-ON	Unit 4 Running	Unit4 Actief
47	Screen-0	Screen Page1	PL0018		Caption-OFF	Unit 5 Stopped	Unit5 Inactief
48	Screen-0	Screen Page1	PL0018		Caption-ON	Unit 5 Running	Unit5 Actief
49	Screen-1	Screen Page2	LBL0000		Caption	Screen 2	Scherm 2
50	Screen-1	Screen Page2	LBL0001		Caption	Frame	Frame
51	Screen-1	Screen Page2	LBL0003		Caption	Light Alarm Display	Laag Alarm View
52	Screen-1	Screen Page2	LBL0004		Caption	High Alarm Display	Hoog Alarm View

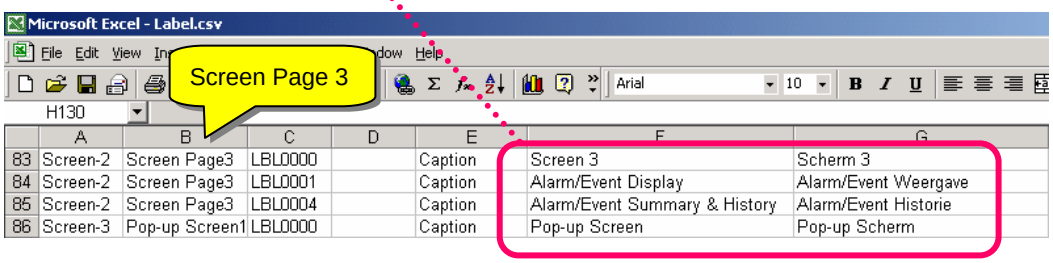
Enter labels in Dutch for the Screen Page 1.

Enter labels in Dutch for the Screen Pages 2 to 3.

"\n" n character strings is a line feed.



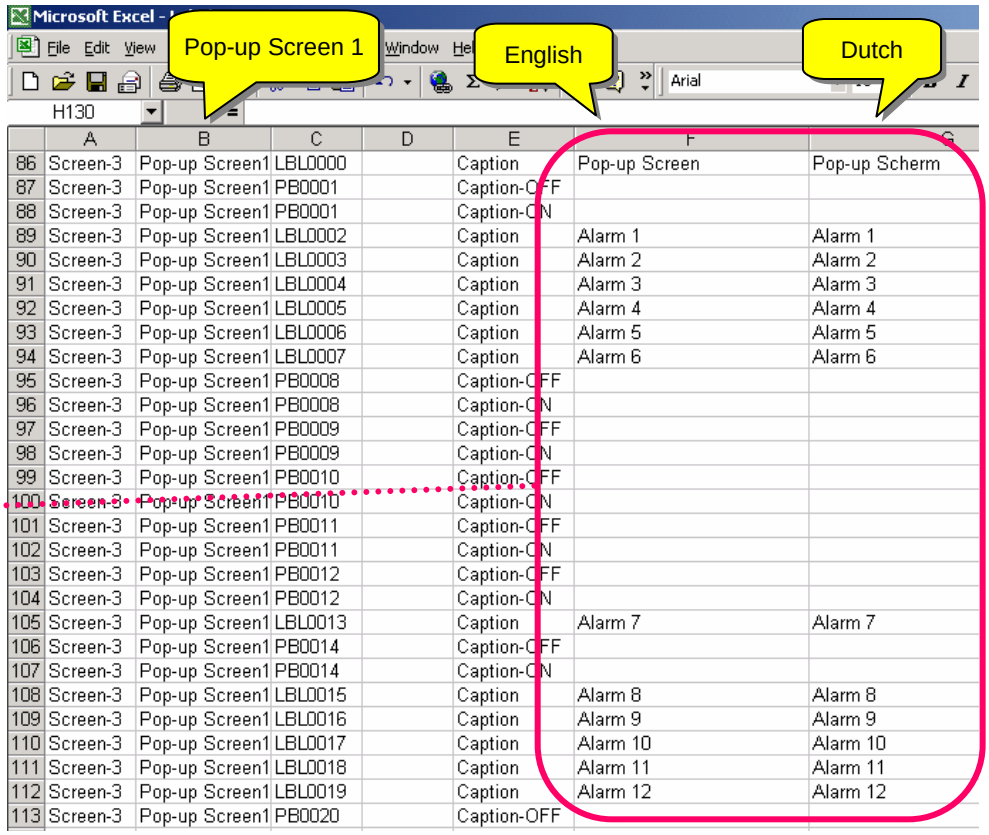
	A	B	C	D	E	F	G
49	Screen-1	Screen Page2	LBL0000		Caption	Screen 2	Scherm 2
50	Screen-1	Screen Page2	LBL0001		Caption	Frame	Frame
51	Screen-1	Screen Page2	LBL0003		Caption	Light Alarm Display	Laag Alarm View
52	Screen-1	Screen Page2	LBL0004		Caption	High Alarm Display	Hoog Alarm View
53	Screen-1	Screen Page2	PL0005		Caption		
54	Screen-1	Screen Page2	PL0006		Caption		
55	Screen-1	Screen Page2	PL0007		Caption		
56	Screen-1	Screen Page2	PL0008		Caption		
57	Screen-1	Screen Page2	PL0009		Caption		
58	Screen-1	Screen Page2	PL0010		Caption		
59	Screen-1	Screen Page2	LBL0011		Caption	Alarm 1	Alarm 1
60	Screen-1	Screen Page2	LBL0012		Caption	Alarm 2	Alarm 2
61	Screen-1	Screen Page2	LBL0013		Caption	Alarm 3	Alarm 3
62	Screen-1	Screen Page2	LBL0014		Caption	Alarm 4	Alarm 4
63	Screen-1	Screen Page2	LBL0015		Caption	Alarm 5	Alarm 5
64	Screen-1	Screen Page2	LBL0016		Caption	Alarm 6	Alarm 6
65	Screen-1	Screen Page2	PL0017		Caption		
66	Screen-1	Screen Page2	PL0018		Caption		
67	Screen-1	Screen Page2	PL0019		Caption		
68	Screen-1	Screen Page2	PL0020		Caption		
69	Screen-1	Screen Page2	PL0021		Caption		
70	Screen-1	Screen Page2	PL0022		Caption		
71	Screen-1	Screen Page2	LBL0023		Caption	Alarm 7	Alarm 7
72	Screen-1	Screen Page2	LBL0024		Caption	Alarm 8	Alarm 8
73	Screen-1	Screen Page2	LBL0025		Caption	Alarm 9	Alarm 9
74	Screen-1	Screen Page2	LBL0026		Caption	Alarm 10	Alarm 10
75	Screen-1	Screen Page2	LBL0027		Caption	Alarm 11	Alarm 11
76	Screen-1	Screen Page2	LBL0028		Caption	Alarm 12	Alarm 12
77	Screen-1	Screen Page2	LBL0029		Caption	Present Value	Huidige Waarde
78	Screen-1	Screen Page2	LBL0030		Caption	Set Value	Set Waarde
79	Screen-1	Screen Page2	PBW0033		Caption	Transfer	Versturen
80	Screen-1	Screen Page2	LBL0034		Caption	Word Button	Word Knop
81	Screen-1	Screen Page2	LBL0035		Caption	Numeral Input \n& Display	Numeriek\nWeergave\n& Ingave
82	Screen-1	Screen Page2	LBL0036		Caption	Label	Label
83	Screen-2	Screen Page3	LBL0000		Caption	Screen 3	Scherm 3



	A	B	C	D	E	F	G
83	Screen-2	Screen Page3	LBL0000		Caption	Screen 3	Scherm 3
84	Screen-2	Screen Page3	LBL0001		Caption	Alarm/Event Display	Alarm/Event Weergave
85	Screen-2	Screen Page3	LBL0004		Caption	Alarm/Event Summary & History	Alarm/Event Historie
86	Screen-3	Pop-up Screen1	LBL0000		Caption	Pop-up Screen	Pop-up Scherm

Enter labels in Dutch for the Pop-up Screen.

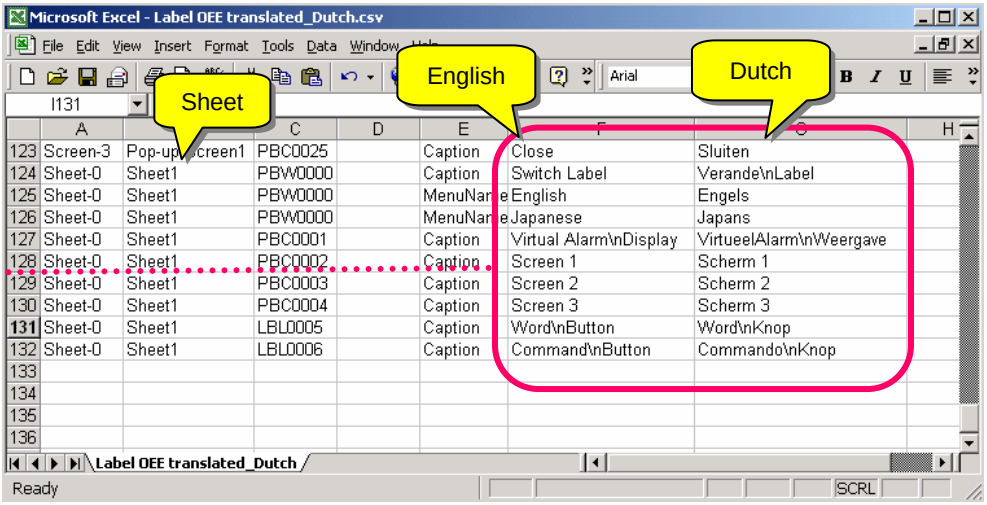
"\n"in character strings is a line feed.



	A	B	C	D	E	F	G
86	Screen-3	Pop-up Screen1	LBL0000		Caption	Pop-up Screen	Pop-up Scherm
87	Screen-3	Pop-up Screen1	PB0001		Caption-OFF		
88	Screen-3	Pop-up Screen1	PB0001		Caption-ON		
89	Screen-3	Pop-up Screen1	LBL0002		Caption	Alarm 1	Alarm 1
90	Screen-3	Pop-up Screen1	LBL0003		Caption	Alarm 2	Alarm 2
91	Screen-3	Pop-up Screen1	LBL0004		Caption	Alarm 3	Alarm 3
92	Screen-3	Pop-up Screen1	LBL0005		Caption	Alarm 4	Alarm 4
93	Screen-3	Pop-up Screen1	LBL0006		Caption	Alarm 5	Alarm 5
94	Screen-3	Pop-up Screen1	LBL0007		Caption	Alarm 6	Alarm 6
95	Screen-3	Pop-up Screen1	PB0008		Caption-OFF		
96	Screen-3	Pop-up Screen1	PB0008		Caption-ON		
97	Screen-3	Pop-up Screen1	PB0009		Caption-OFF		
98	Screen-3	Pop-up Screen1	PB0009		Caption-ON		
99	Screen-3	Pop-up Screen1	PB0010		Caption-OFF		
100	Screen-3	Pop-up Screen1	PB0010		Caption-ON		
101	Screen-3	Pop-up Screen1	PB0011		Caption-OFF		
102	Screen-3	Pop-up Screen1	PB0011		Caption-ON		
103	Screen-3	Pop-up Screen1	PB0012		Caption-OFF		
104	Screen-3	Pop-up Screen1	PB0012		Caption-ON		
105	Screen-3	Pop-up Screen1	LBL0013		Caption	Alarm 7	Alarm 7
106	Screen-3	Pop-up Screen1	PB0014		Caption-OFF		
107	Screen-3	Pop-up Screen1	PB0014		Caption-ON		
108	Screen-3	Pop-up Screen1	LBL0015		Caption	Alarm 8	Alarm 8
109	Screen-3	Pop-up Screen1	LBL0016		Caption	Alarm 9	Alarm 9
110	Screen-3	Pop-up Screen1	LBL0017		Caption	Alarm 10	Alarm 10
111	Screen-3	Pop-up Screen1	LBL0018		Caption	Alarm 11	Alarm 11
112	Screen-3	Pop-up Screen1	LBL0019		Caption	Alarm 12	Alarm 12
113	Screen-3	Pop-up Screen1	PB0020		Caption-OFF		

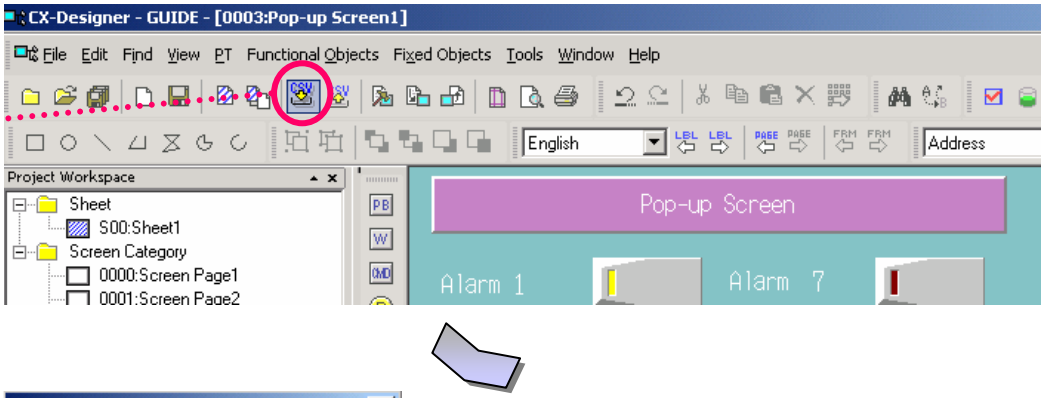
Enter labels for [Sheet] in Dutch.

"\n" n character strings is a line feed.

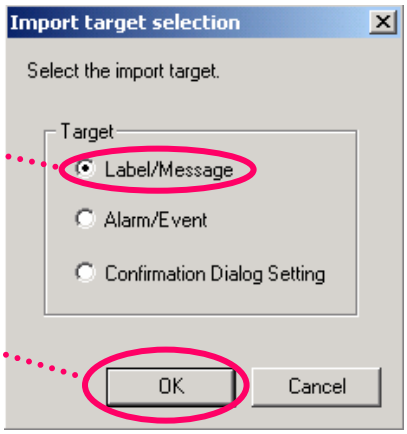


Save the file when you have finished editing.

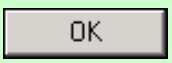
Click [CSV File Import]



Check [Label/Message] in the [Target]

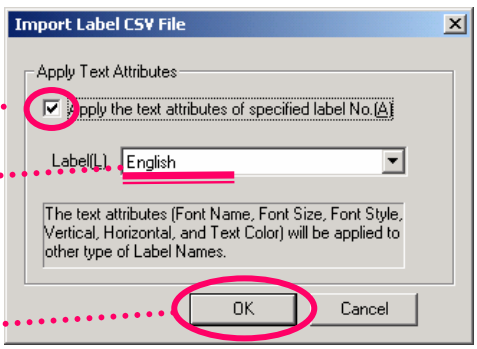


Click

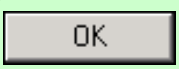


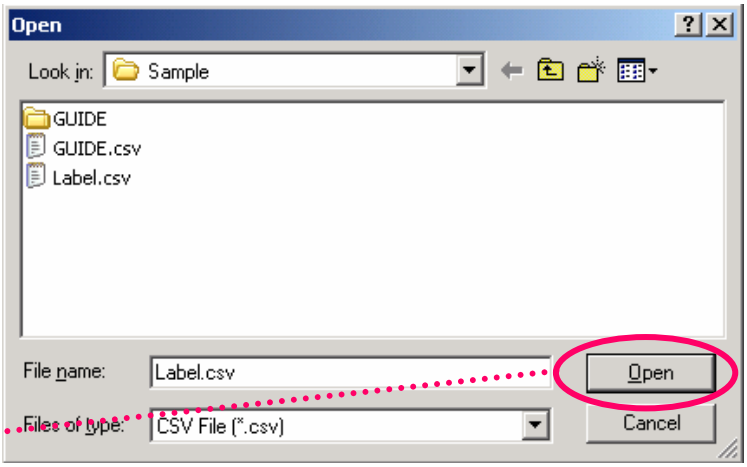
Check the [Apply the text Attributes of specified No. (A)] box.

Select [English] from the [Label] pull-down menu.

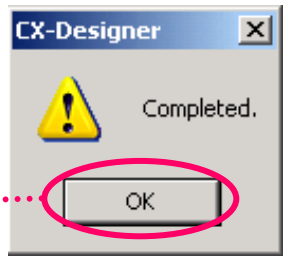


Click



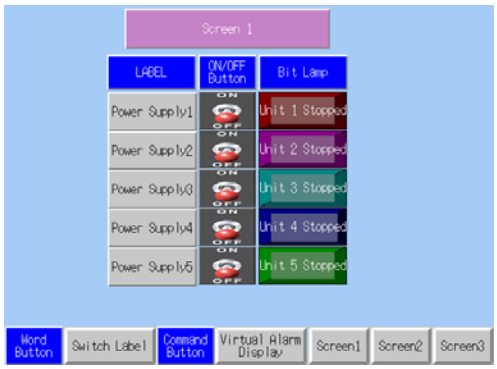


Enter the file name that has just been specified and click the [Open] button.

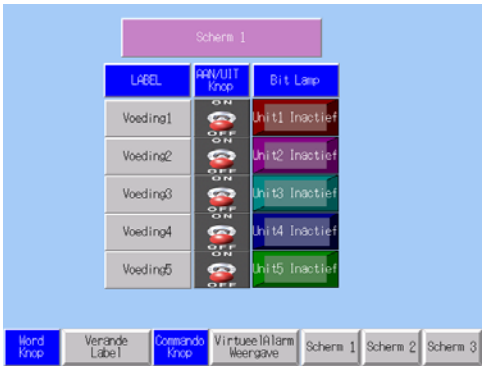


Click

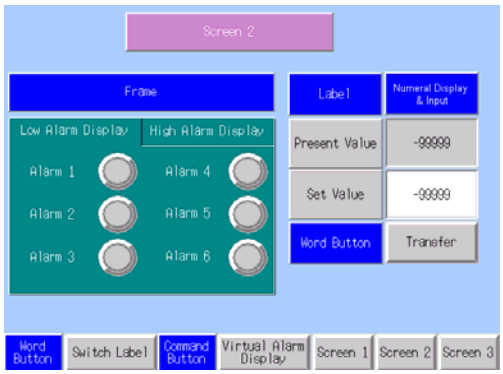
English Labels
Screen 1



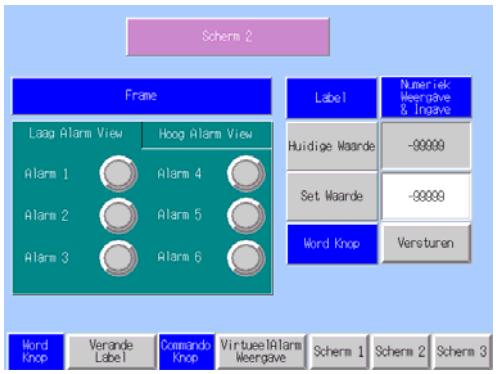
Dutch Labels
Screen 1



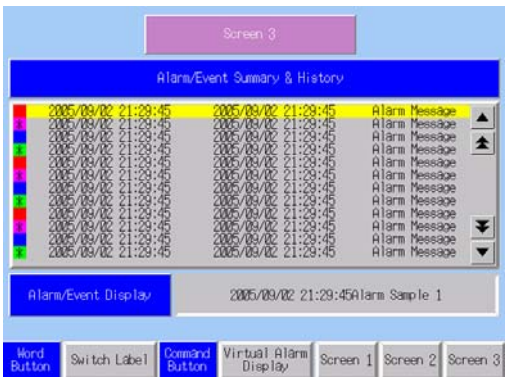
Screen 2



Screen 2

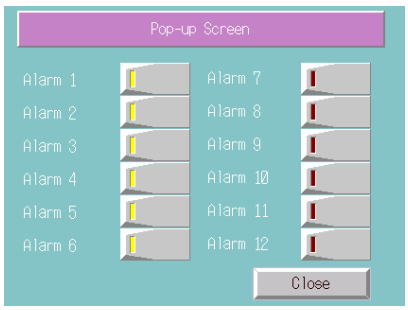


Screen 3



Screen 3

Pop-up Screen

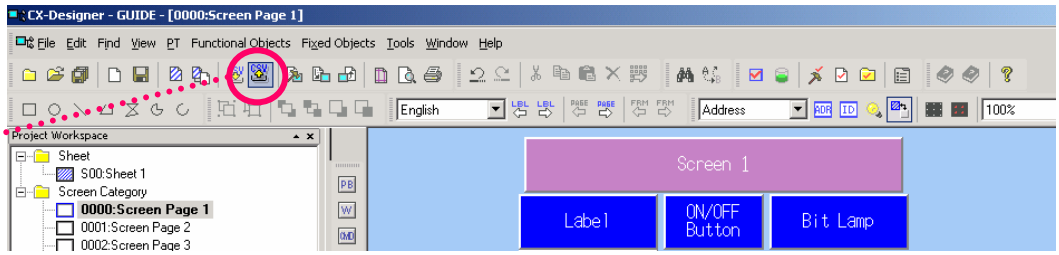


Pop-up Screen

22-2 Setting Alarm/Event in Dutch

Making settings for alarm/event in Dutch.
In this manual, you will create a project with two language labels, English and Dutch.

Click the [CSV File Export] button.



Check [Alarm/Event] in the [Target].

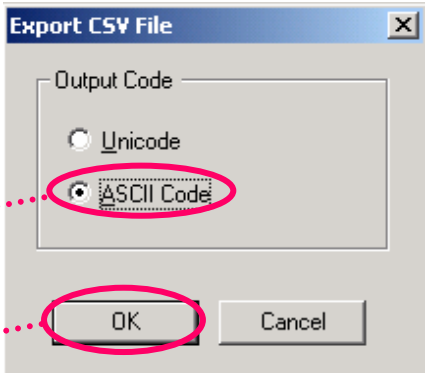
Click

OK

Check [ASCII Code] in the [Output Code].

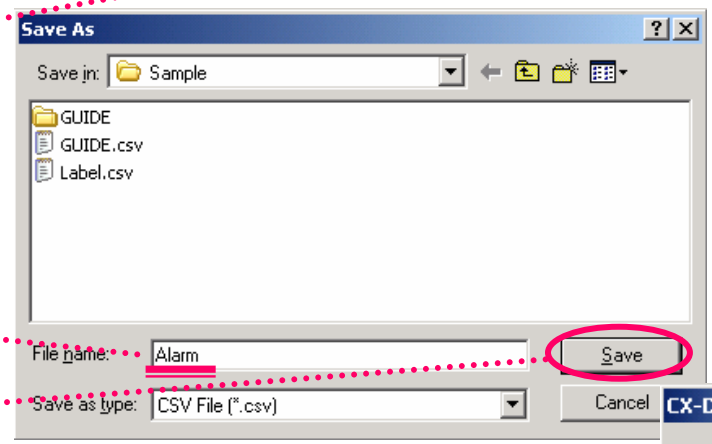
Click

OK



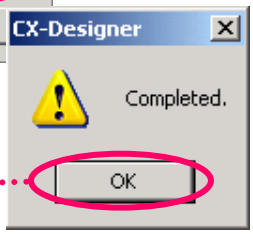
Enter a file name (Alarm is used here) and click

Save

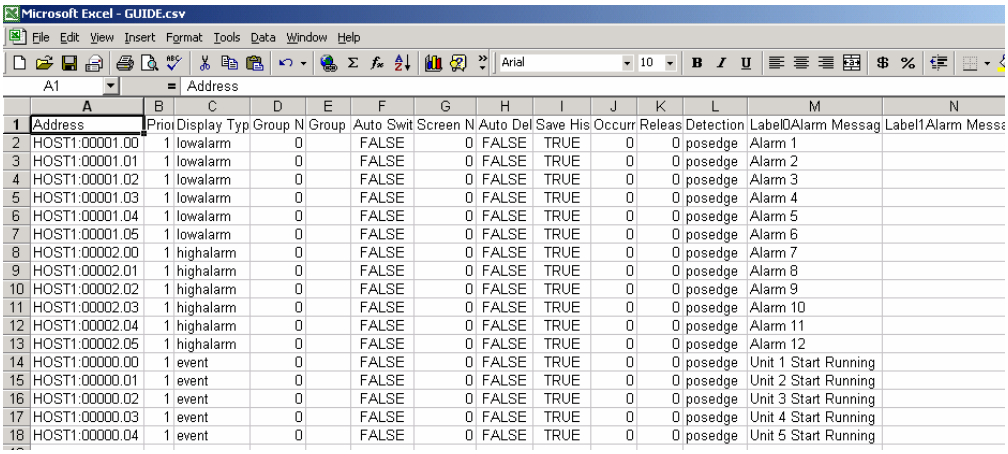


Click

OK

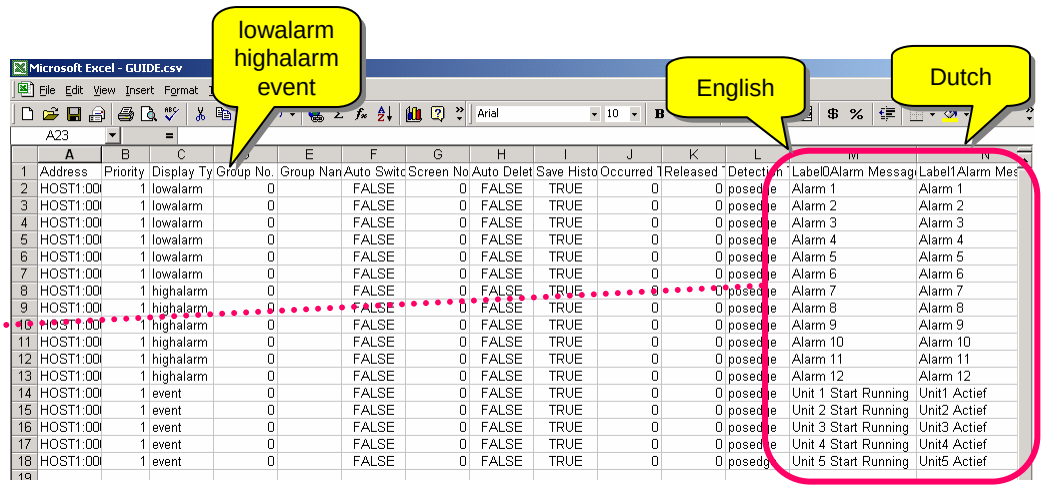


Read the file save on a previous page with EXCEL. (Select [Data] menu – [Get External Data] – Import Text File…].



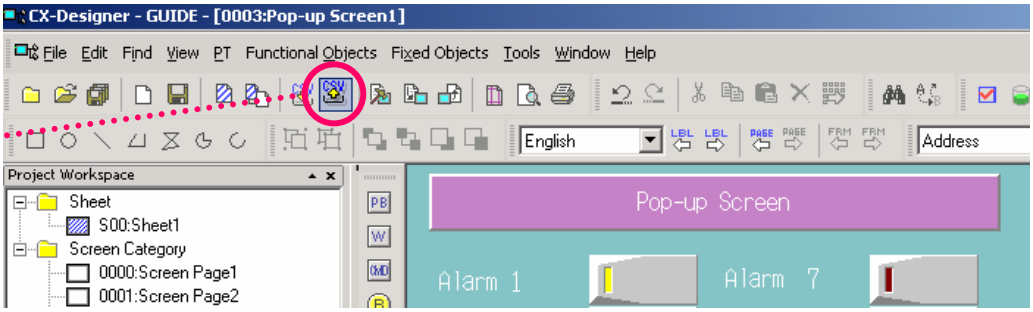
	A	B	C	D	E	F	G	H	I	J	K	L	M	N
1	Address	Prio	Display Typ	Group N	Group	Auto Swit	Screen N	Auto Del	Save His	Occurr	Releas	Detection	Label0Alarm Messag	Label1Alarm Messa
2	HOST1:00001.00	1	lowalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 1	
3	HOST1:00001.01	1	lowalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 2	
4	HOST1:00001.02	1	lowalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 3	
5	HOST1:00001.03	1	lowalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 4	
6	HOST1:00001.04	1	lowalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 5	
7	HOST1:00001.05	1	lowalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 6	
8	HOST1:00002.00	1	highalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 7	
9	HOST1:00002.01	1	highalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 8	
10	HOST1:00002.02	1	highalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 9	
11	HOST1:00002.03	1	highalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 10	
12	HOST1:00002.04	1	highalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 11	
13	HOST1:00002.05	1	highalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 12	
14	HOST1:00000.00	1	event	0		FALSE	0	FALSE	TRUE	0	0	posedge	Unit 1 Start Running	
15	HOST1:00000.01	1	event	0		FALSE	0	FALSE	TRUE	0	0	posedge	Unit 2 Start Running	
16	HOST1:00000.02	1	event	0		FALSE	0	FALSE	TRUE	0	0	posedge	Unit 3 Start Running	
17	HOST1:00000.03	1	event	0		FALSE	0	FALSE	TRUE	0	0	posedge	Unit 4 Start Running	
18	HOST1:00000.04	1	event	0		FALSE	0	FALSE	TRUE	0	0	posedge	Unit 5 Start Running	

Write [lowalarm], [highalarm], and [event] In Dutch.



	A	B	C	D	E	F	G	H	I	J	K	L	M	N
1	Address	Priority	Display Ty	Group No.	Group Nan	Auto Switc	Screen No	Auto Delet	Save Histo	Occurred T	Released T	Detection	Label0Alarm Messag	Label1Alarm Mes
2	HOST1:00	1	lowalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 1	Alarm 1
3	HOST1:00	1	lowalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 2	Alarm 2
4	HOST1:00	1	lowalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 3	Alarm 3
5	HOST1:00	1	lowalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 4	Alarm 4
6	HOST1:00	1	lowalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 5	Alarm 5
7	HOST1:00	1	lowalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 6	Alarm 6
8	HOST1:00	1	highalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 7	Alarm 7
9	HOST1:00	1	highalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 8	Alarm 8
10	HOST1:00	1	highalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 9	Alarm 9
11	HOST1:00	1	highalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 10	Alarm 10
12	HOST1:00	1	highalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 11	Alarm 11
13	HOST1:00	1	highalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 12	Alarm 12
14	HOST1:00	1	event	0		FALSE	0	FALSE	TRUE	0	0	posedge	Unit 1 Start Running	Unit1 Actief
15	HOST1:00	1	event	0		FALSE	0	FALSE	TRUE	0	0	posedge	Unit 2 Start Running	Unit2 Actief
16	HOST1:00	1	event	0		FALSE	0	FALSE	TRUE	0	0	posedge	Unit 3 Start Running	Unit3 Actief
17	HOST1:00	1	event	0		FALSE	0	FALSE	TRUE	0	0	posedge	Unit 4 Start Running	Unit4 Actief
18	HOST1:00	1	event	0		FALSE	0	FALSE	TRUE	0	0	posedge	Unit 5 Start Running	Unit5 Actief

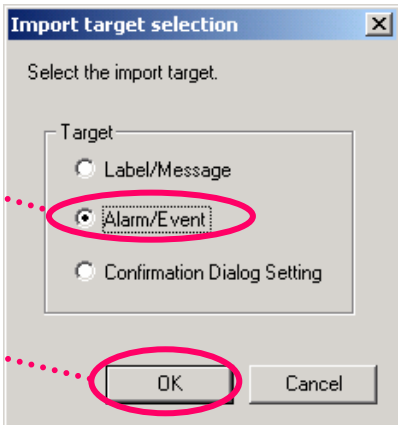
Click the [Import CSV File] button.



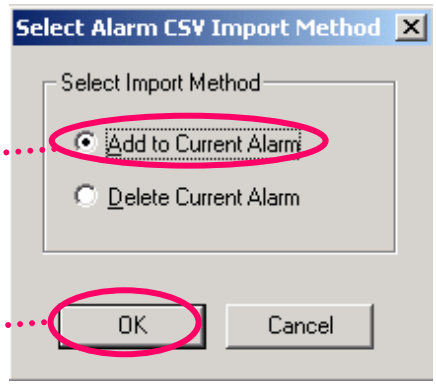
Check [Alarm/Event] in the [Target].

Click

OK



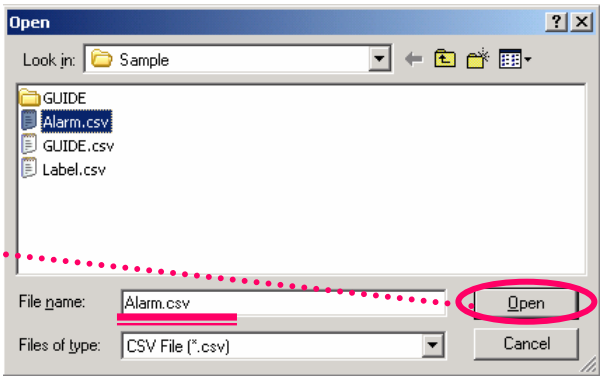
Check [Add to Current Alarm] in the [Selected Import Alarm].



Click

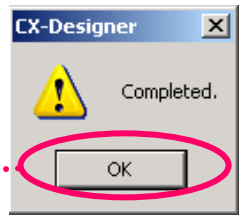
OK

Enter the file name that has just been specified and click the [Open] button.

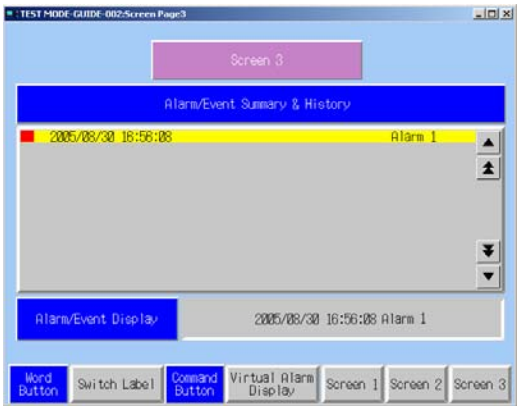


Click

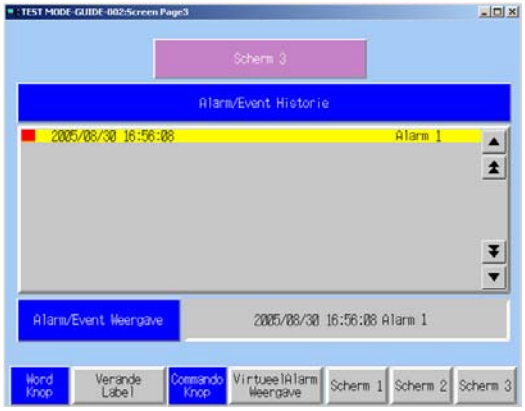
OK



English Label



Dutch Label

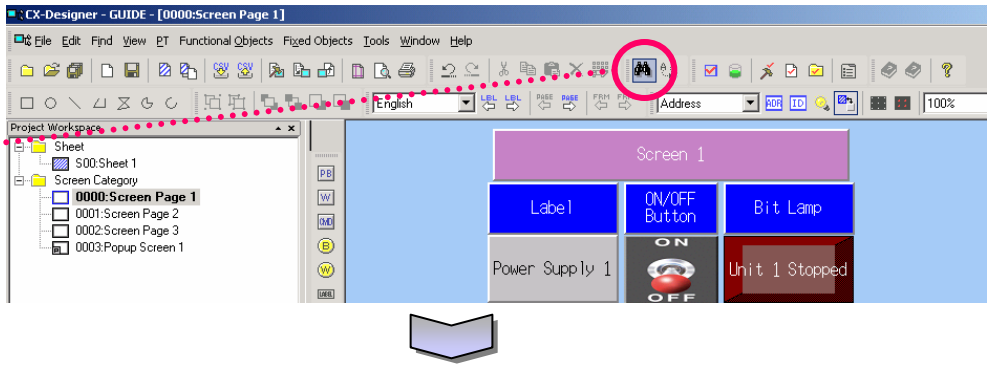


23. Useful Functions

Searching addresses used in a project.
In this manual, you will search OCH of Common I/O Area (CIO) allocated to the PLC.

23-1 Find (Address)

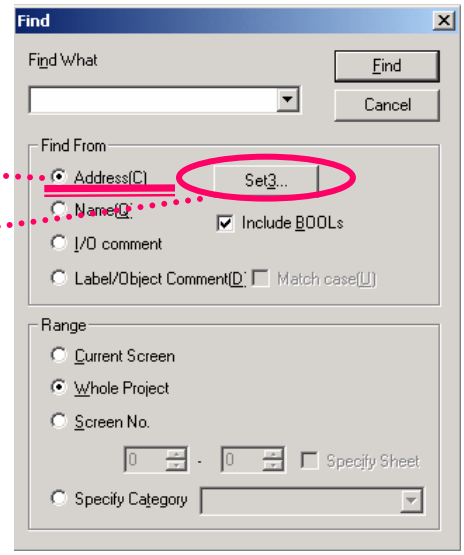
Click the [Find] button.



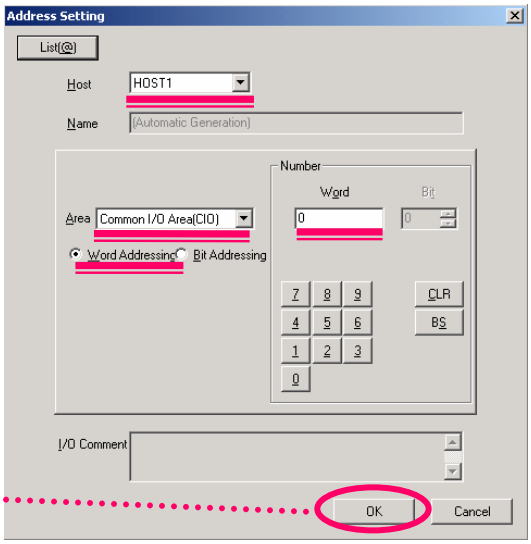
Check [Address] in the [Find What].

Click

Set3...



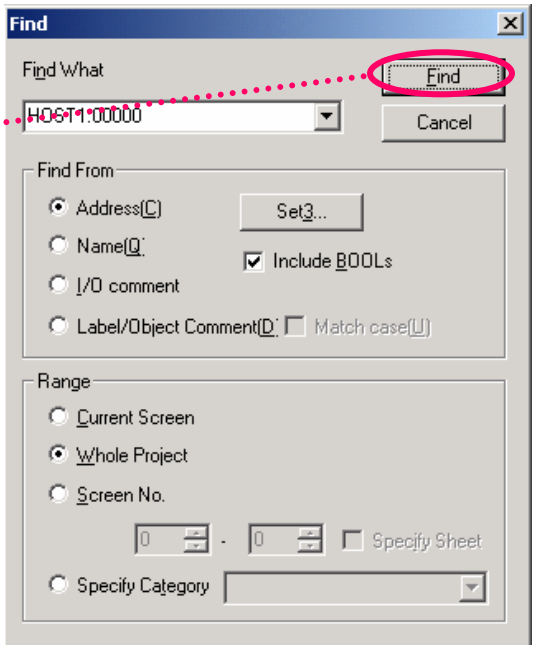
Host
→ [HOST 1]
Area
→ [Common I/O Area (CIO)]
→ Check “Word Addressing”
Word
→ [0]

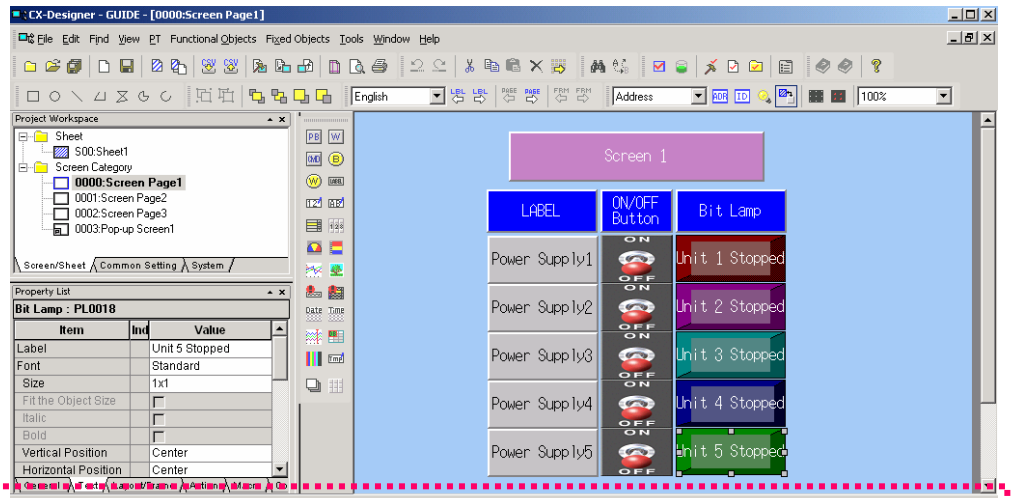


Click

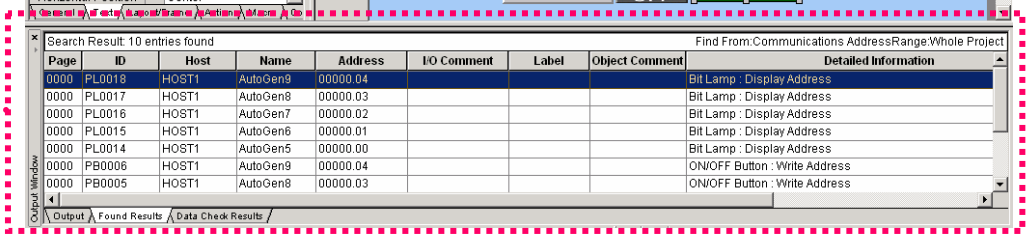
OK

Click the [Find] button.





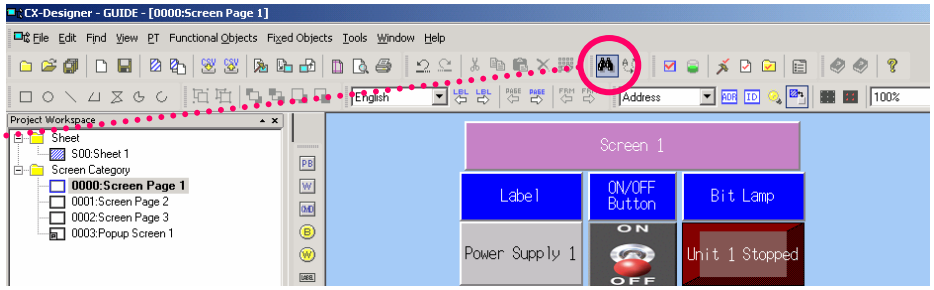
Search results are displayed as a list.



23-2 Find (Label)

Searching labels and object comments used in a project.
In this manual, you will search labels including the character string “Power Supply”.

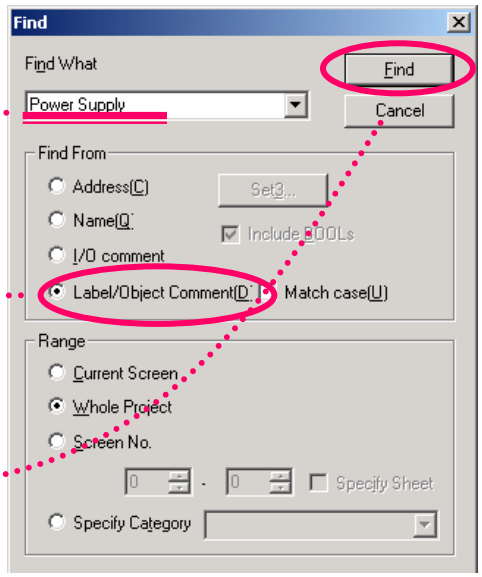
Click the [Find] button.

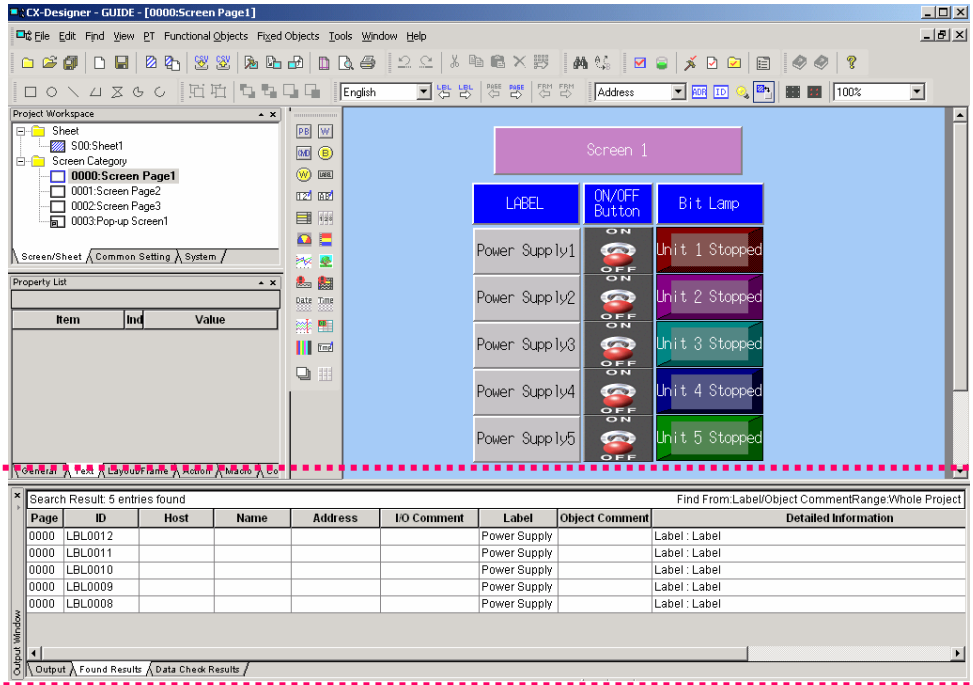


Enter “Power Supply” in [Find What].

Check [Label/Object Comment(D) in the [Find From]

Click





Search results are displayed in a list.

23-3 Select Object

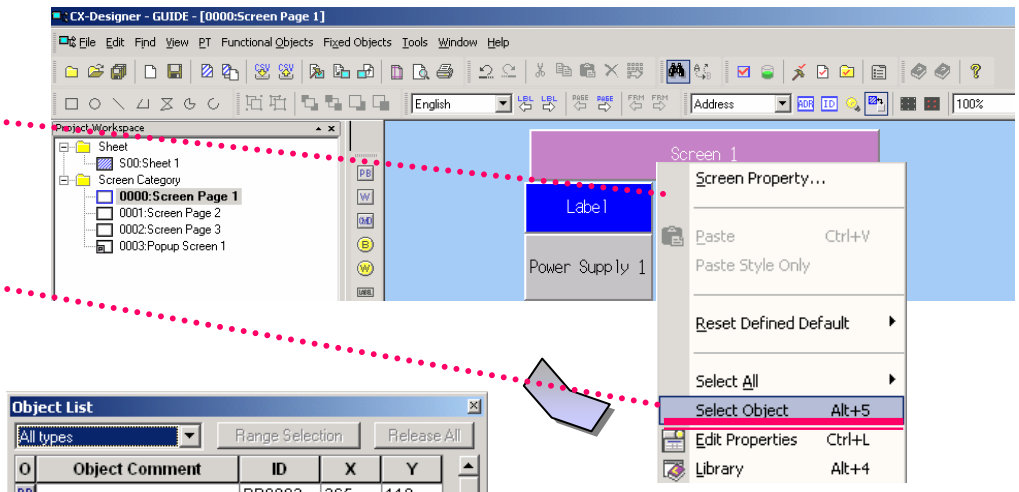
Using “Select Object” function facilitates your search for certain kinds of objects when many kinds of objects are on a screen.
In this manual, you will select ON/OFF buttons.

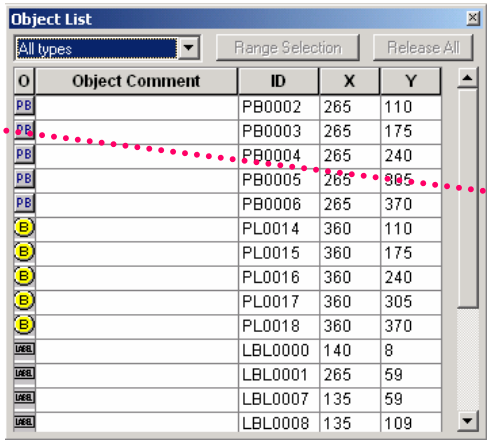
Right-click the screen to display the pull-down menu.

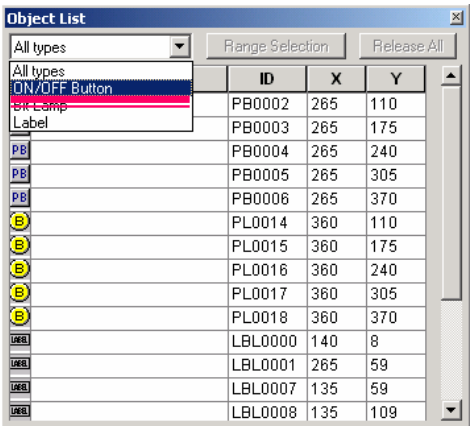
Click [Select Object].

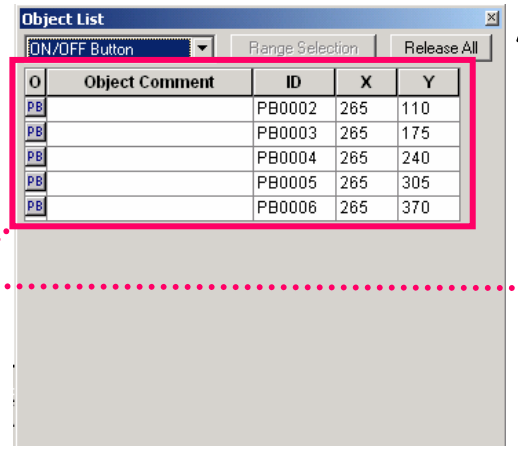
Click [ON/OFF Button].

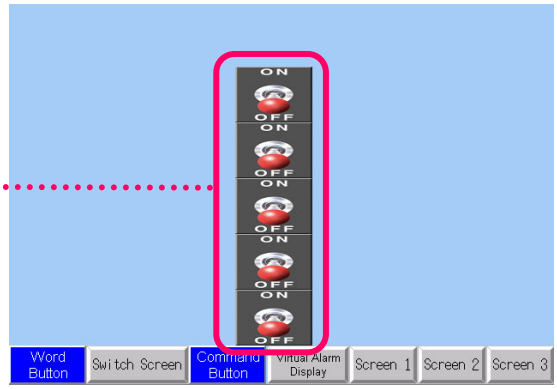
The ON/OFF Buttons are displayed .









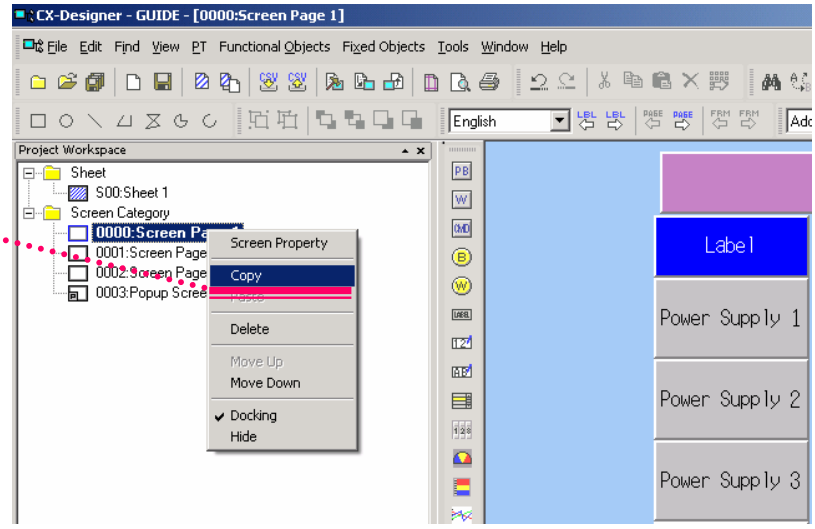


23-4 Reuse of screen (by copying)

“Reuse of Screen” is a function to use an already-made screen and copy them to another project.
In this manual, you will reuse Screen Page 1 made in the sample project (GUIDE) to another project (GUIDE 2).

Right-click [0000: Screen Page 1] on the Project Workspace to display the pull-down menu.

Click [Copy].

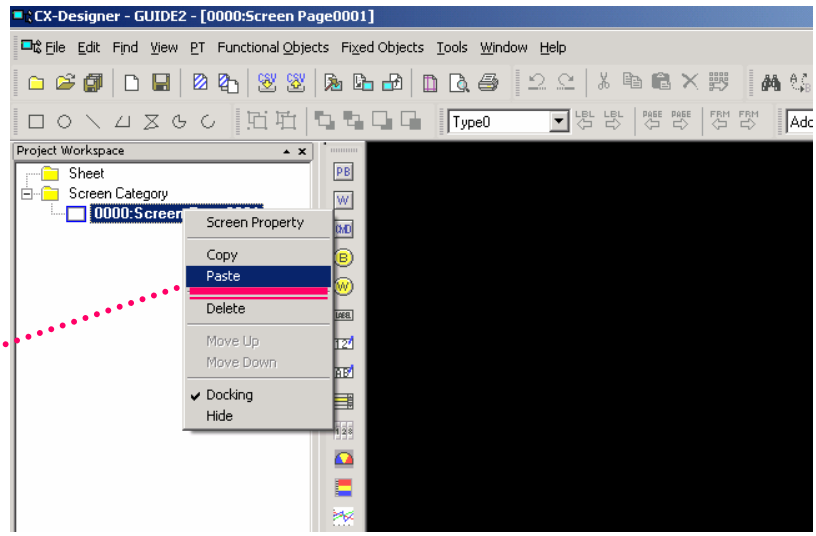


Start-up another CX-Designer and create a project “GUIDE 2” by referring to“3. New Project”.

Do not close the CX-Designer on which you have been editing the project “GUIDE”.

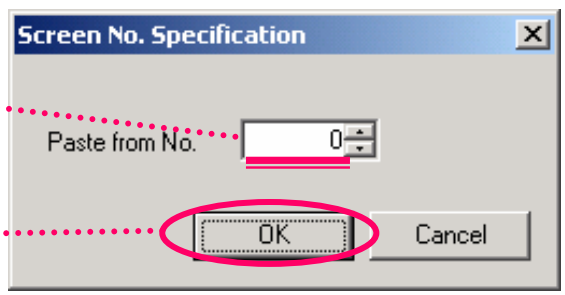
Right-click [Screen Page] to display the pull-down menu.

Click [Paste].



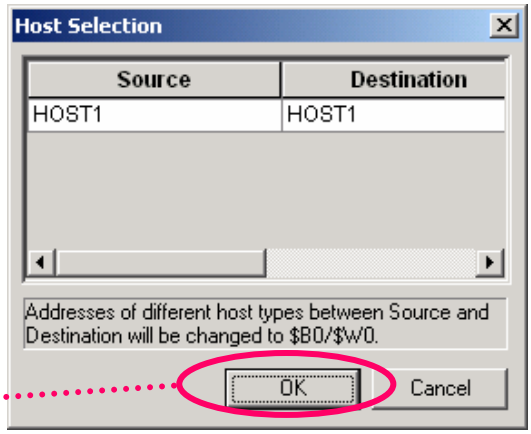
Enter [Paste from No.]. (“0” is set in this manual.)

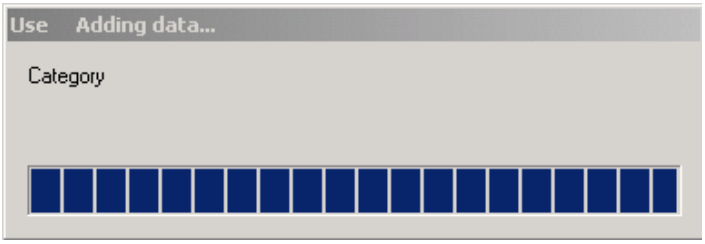
Click OK



Click

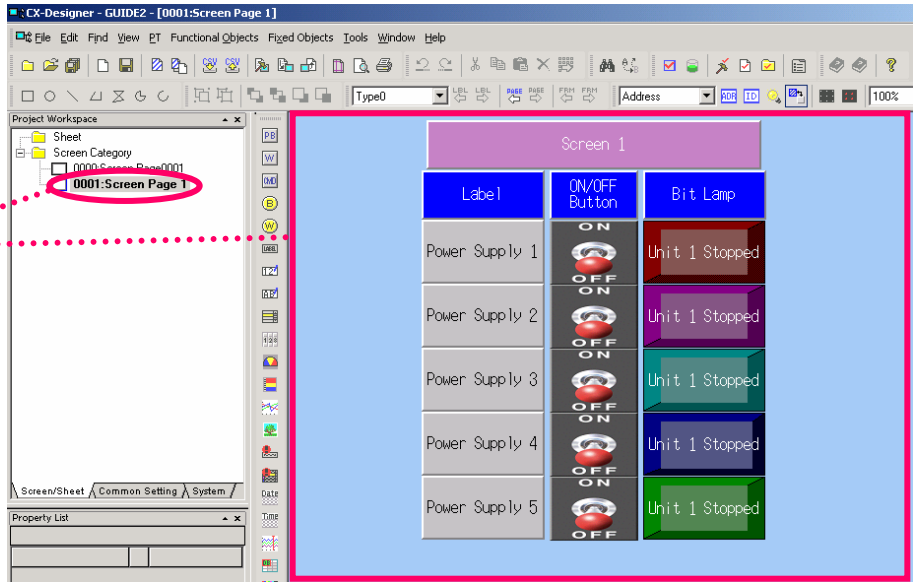
OK





The process dialog appears.

[0000: Screen Page 1] is added.

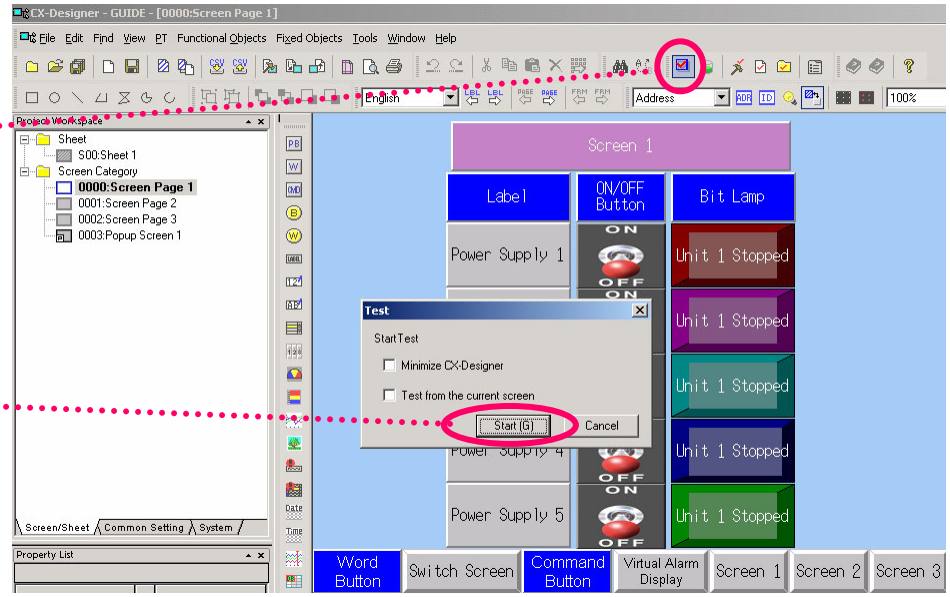


24. Test function

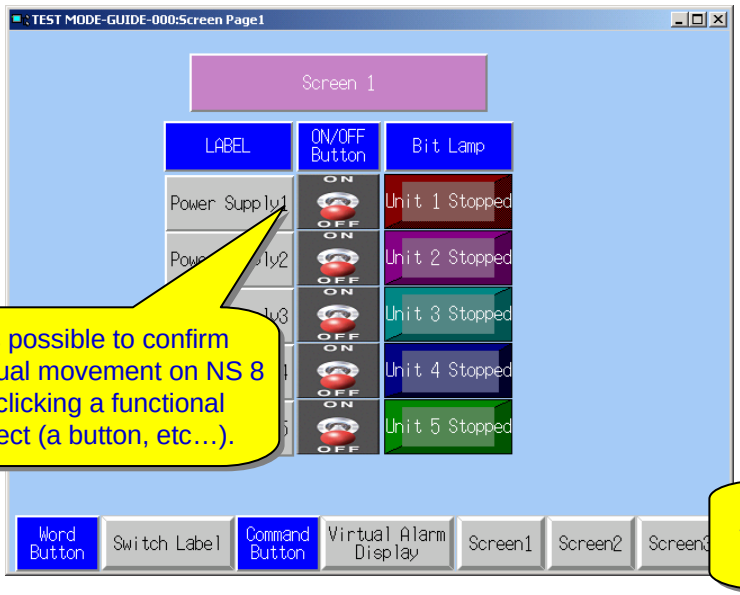
Before transferring the data, you can check it on the CX-Designer.

Click the [Test] button.

Click the [Start] button.



The first screen “0000: Screen Page 1” and the Test Tool dialog appear.



It is possible to confirm actual movement on NS 8 by clicking a functional object (a button, etc…).

You can directly change values on the Test Tool dialog.

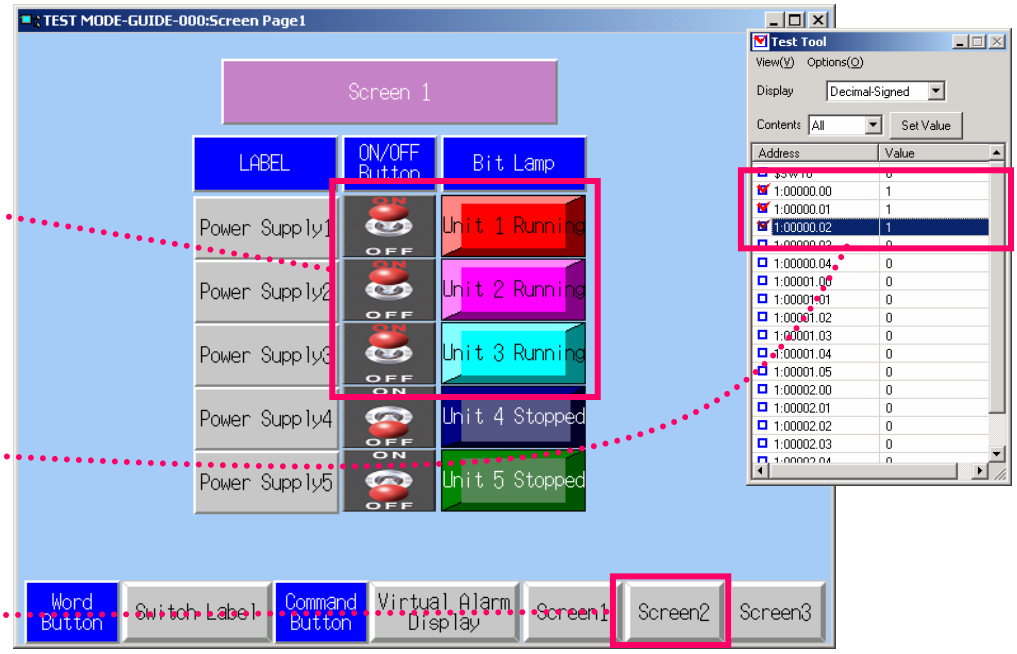
[Confirming a movement of ON/OFF buttons and bit lamps of “Power Supply 1 to 5”.]

The Power Supply (1 to 3) bit lamps will lit by turning ON the ON/OFF buttons.

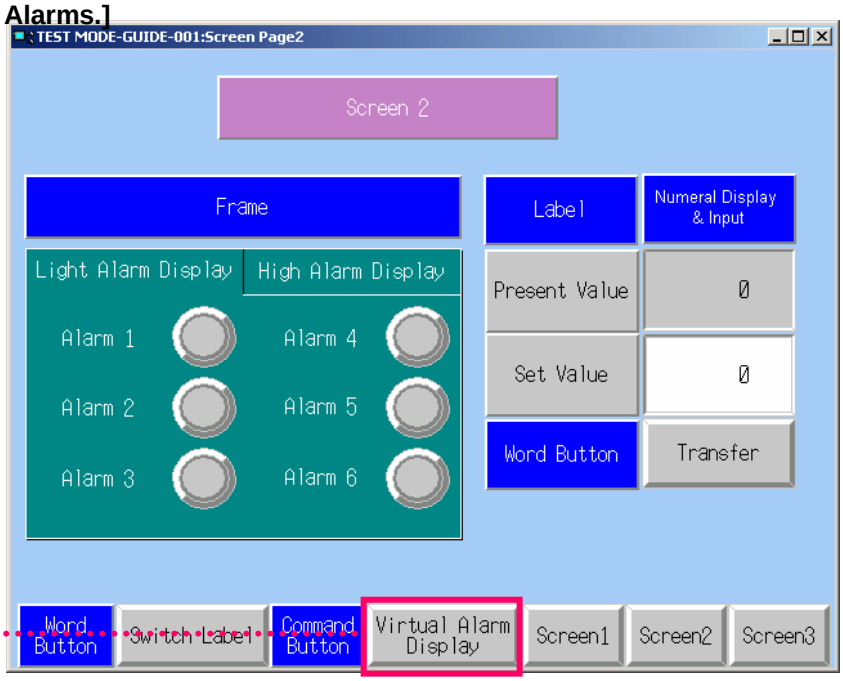
You can check that the addresses of the Power Supply (1 to 3) is turned ON on the Test Tool dialog.

Click the Screen 2.

Screen 2



[Check the ON/OFF buttons and bit lamps of Alarms.]

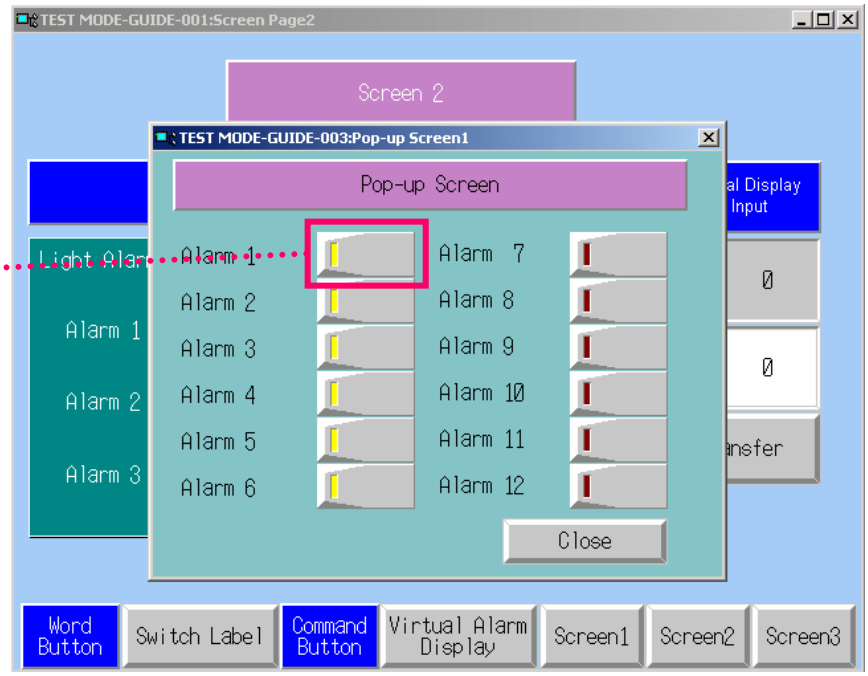


Click the Virtual Alarm Display.

Virtual Alarm Display

Pop-up Screen appears.

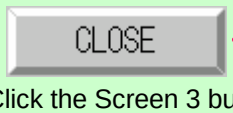
Turn ON the ON/OFF button of Alarm 1.



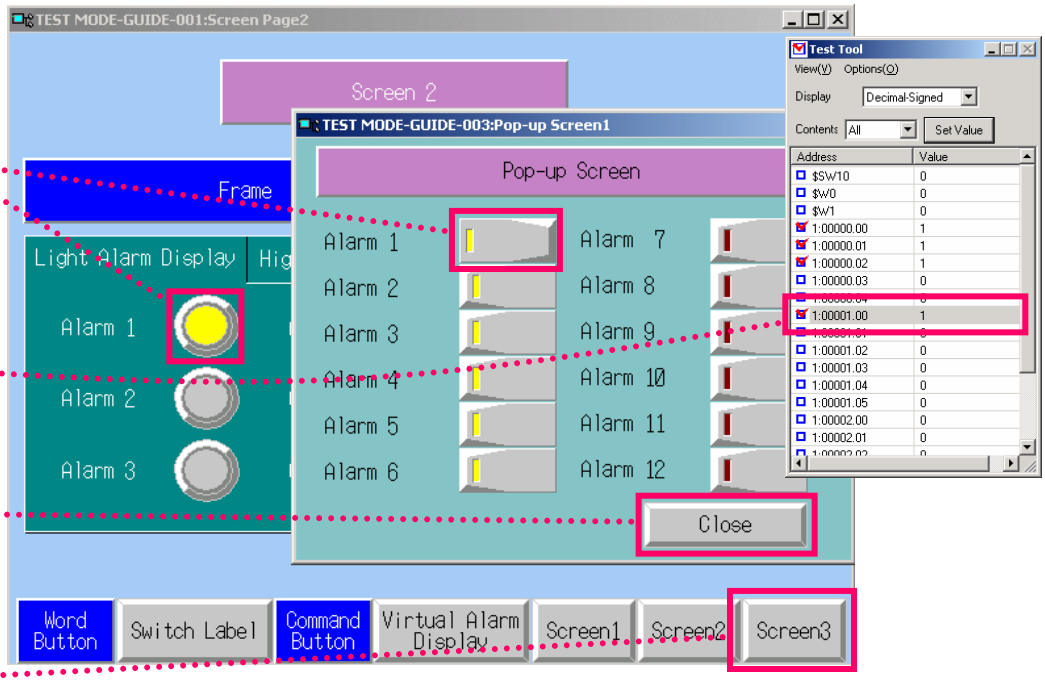
Alarm bit 1 is lit by turning ON the ON/OFF button of Alarm 1.

You can also check that the address of the Alarm 1 is turned ON on the Test Tool dialog.

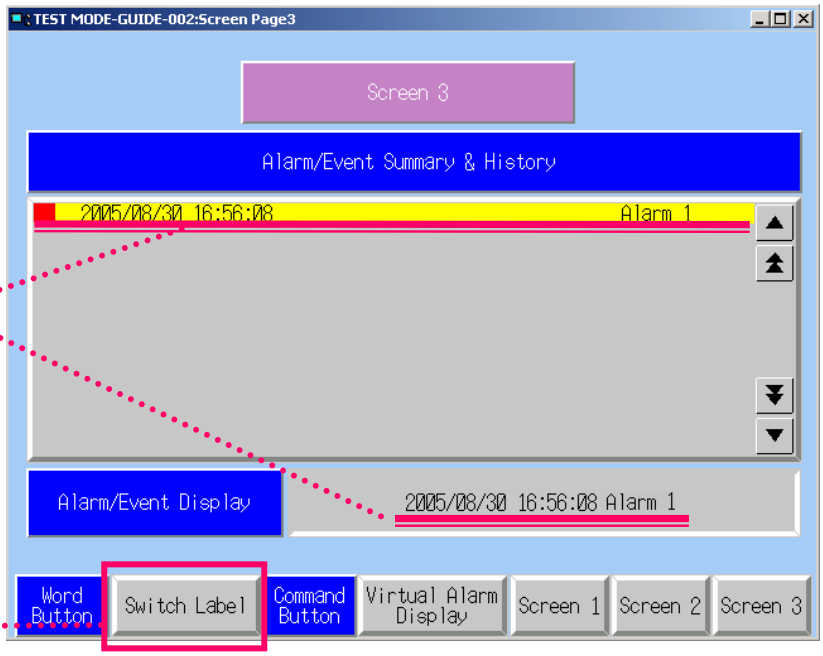
Click the Close button.



Click the Screen 3 button.



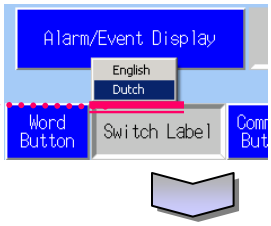
[Confirming a movement of Alarm/Event.]



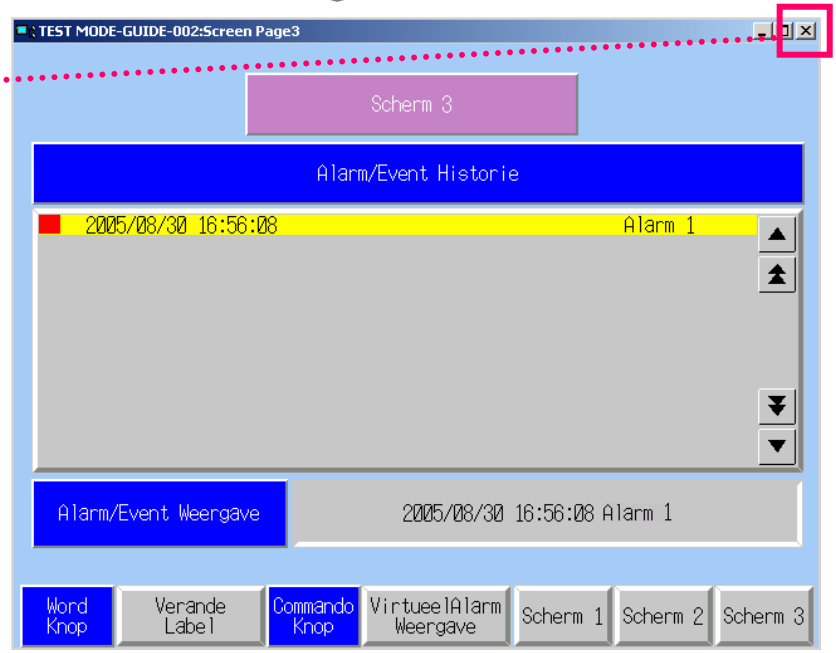
You can check the alarm that was occurred on the previous page.

Click the Switch Label button.

[Check a movement of the Switch Label button.]



Click [Dutch] in the menu.



Click the [X] button to end the Test tool.

CX-Designer

Section 3
Transferring a project

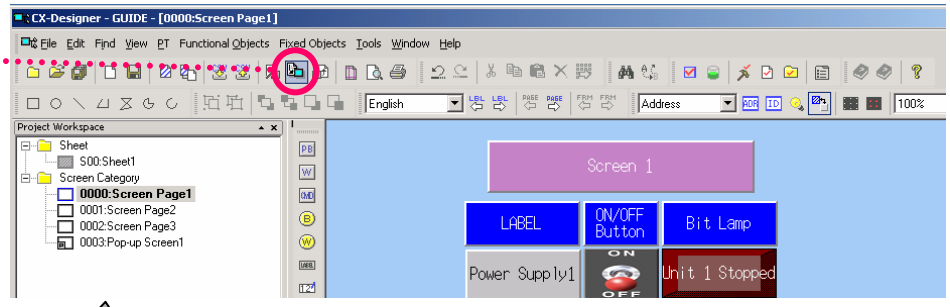
Transferring project data

Transferring projects created on CX-Designer to the NS hardware.
There are six ways to transfer a project: serial cable, Modem, Ethernet, Controller link, USB and Memory card.
In this manual, you will transfers project data via serial cable and using a memory card.

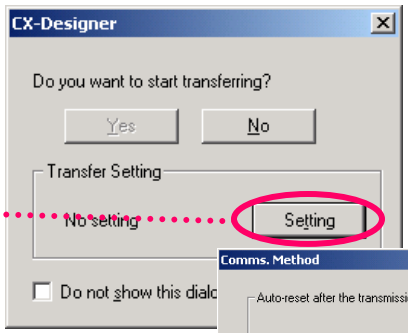
1. Transferring project data via serial cable(RS232C)

Before you start…
Connect the NS hardware to the personal computer with the communication cable (XW2Z-S002).

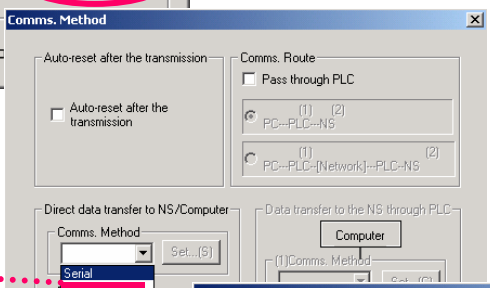
Click



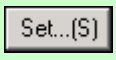
Click the Setting button.

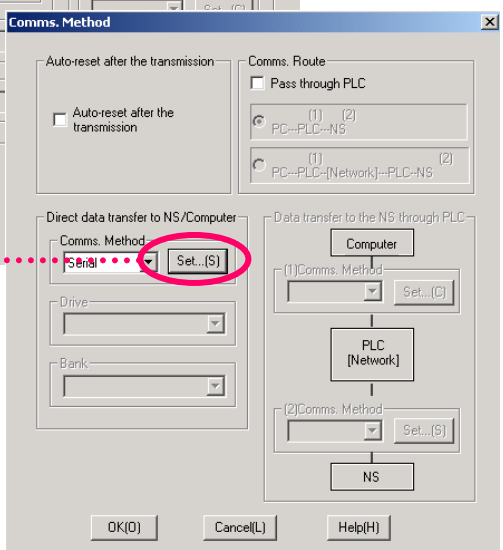


Select “Serial” from the Comms. Method pull-down menu.

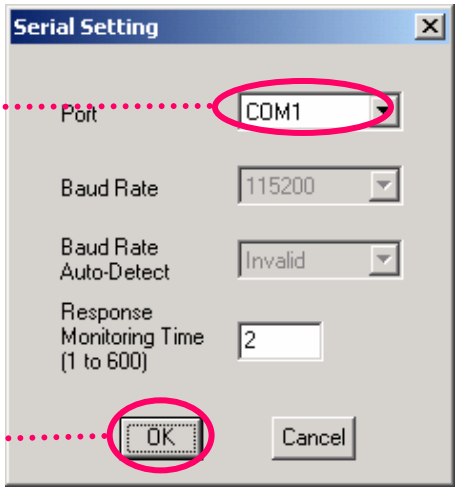


Click the Set… button.



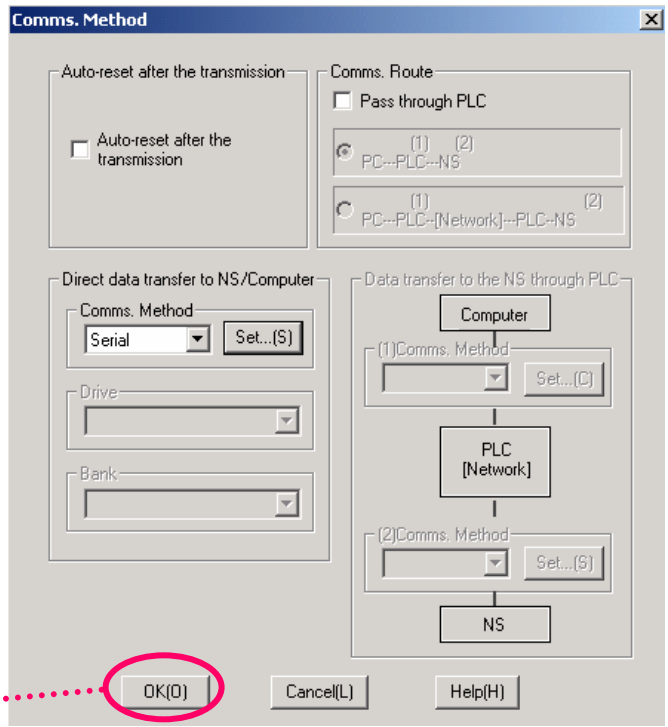


Select [Port] for connection. “COM1” is selected here. Select COM port to be used to connect with the NS hardware according to your working environment.



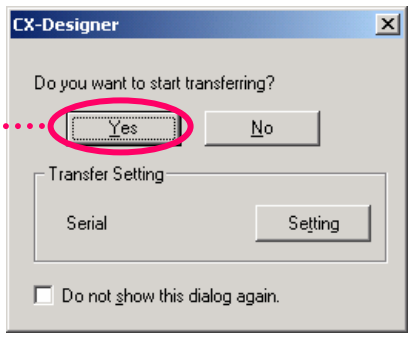
Click

OK



Click

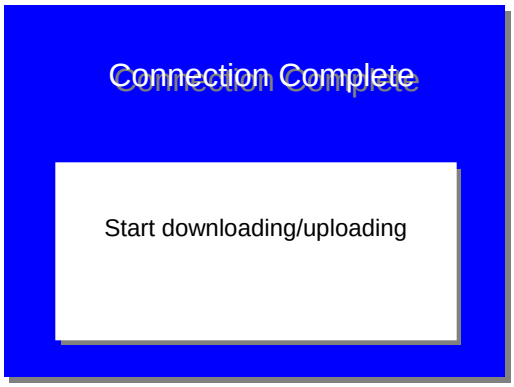
OK(O)



Click the Yes button.

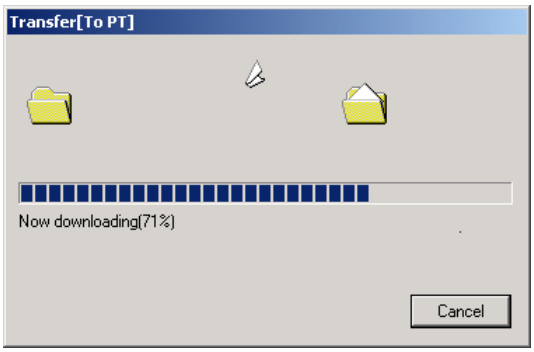
Yes

NS hardware screen changes to the transfer preparation screen.



The transfer processing dialog appears.

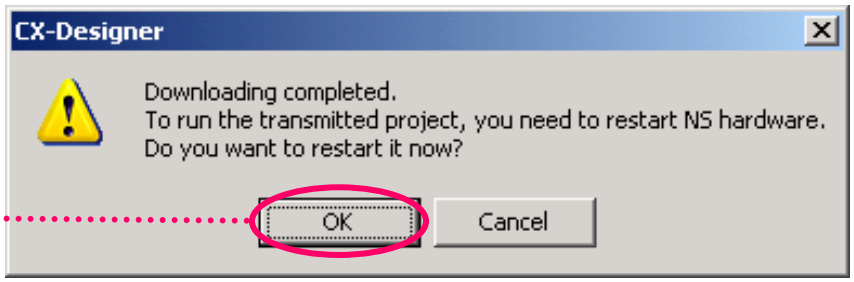
On the NS hardware, the process bar appears, too.

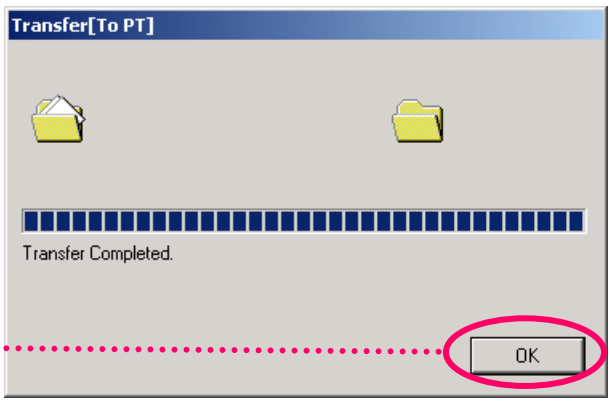


Click

OK

to restart the NS hardware.





Click

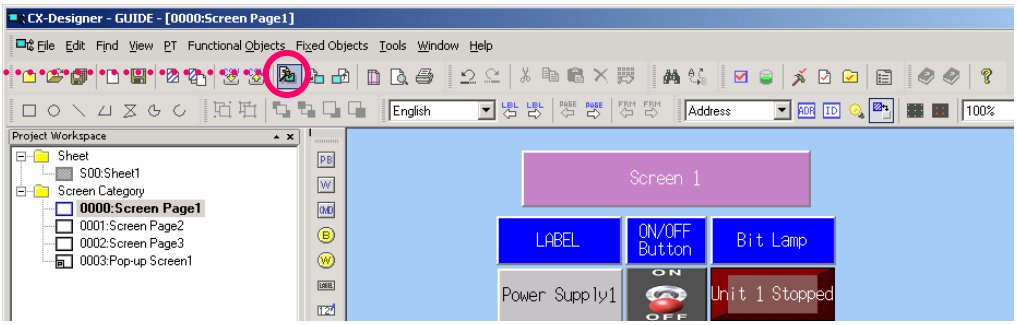
OK

2. Transferring project dada using a memory card

Before you start…

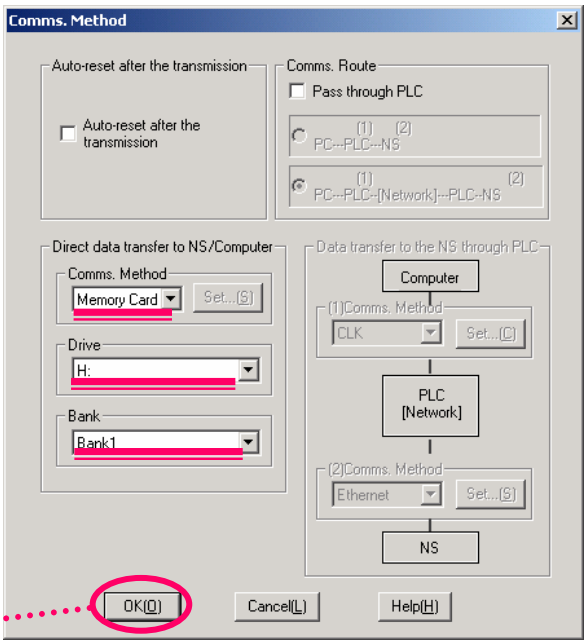
Install the memory card to the personal computer.

Click



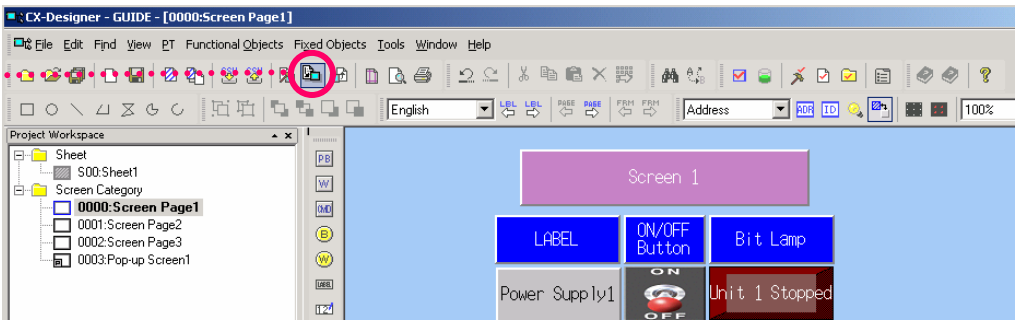
Change the settings to the “Direct data transfer to NS/Computer” on the Comm. Method dialog.

[Comms. Method]
→ “Memory Card”
[Drive]
→ “H”
*Select the drive to which the memory card is installed.
[Bank]
→ “Bank 1”
*There are four banks available for memory cards. One project is downloaded to a bank. Here, you specify the bank to be transferred.



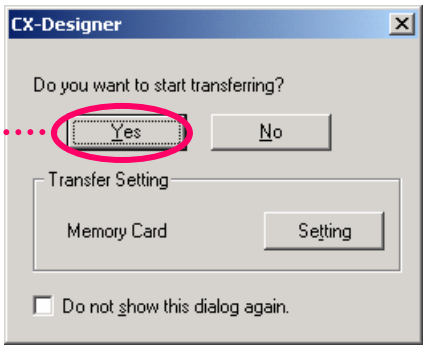
Click

Click

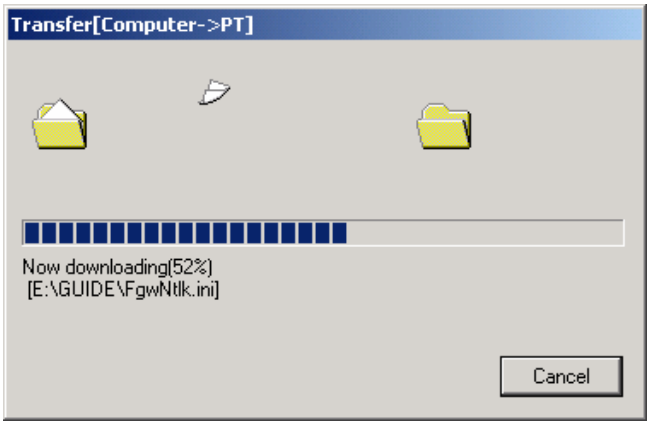


Click Yes

Yes

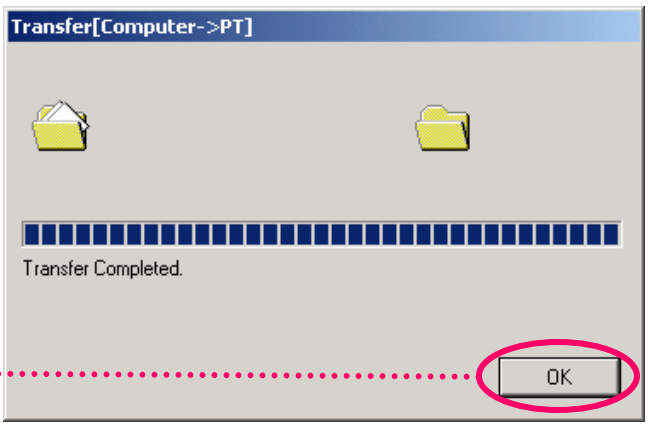


The transfer processing dialog appears.



Click

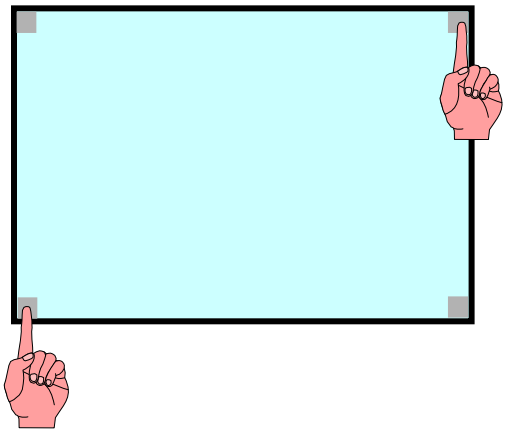
OK



-Transfer data from a Memory Card to a personal computer-

Before you start…
Install the memory card to the memory card slot.

Press two any corners on the NS hardware simultaneously to display the system menu.

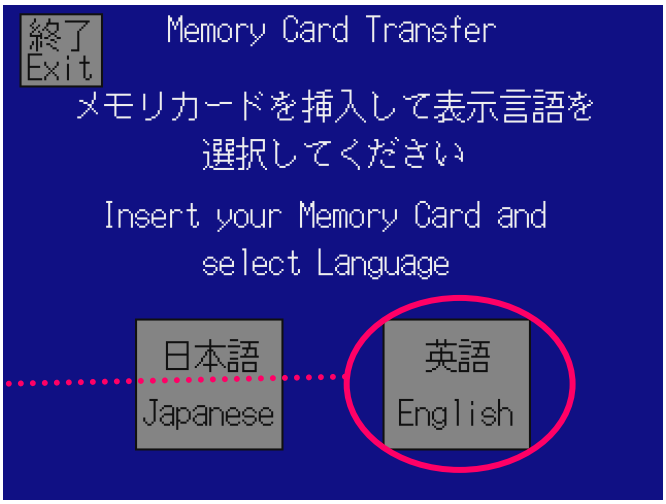


Press the “Special Screen” tab.

Press “Memory Card Transfer”.”

Press the “START” button.

Press “English”.

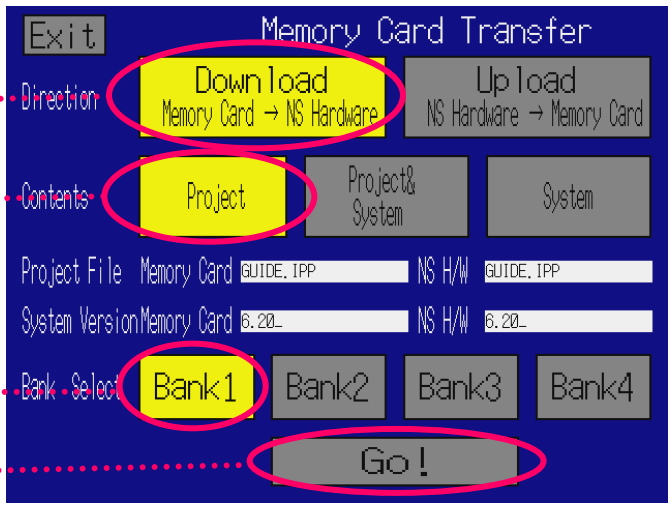


Press “Download Memory Card → NS”

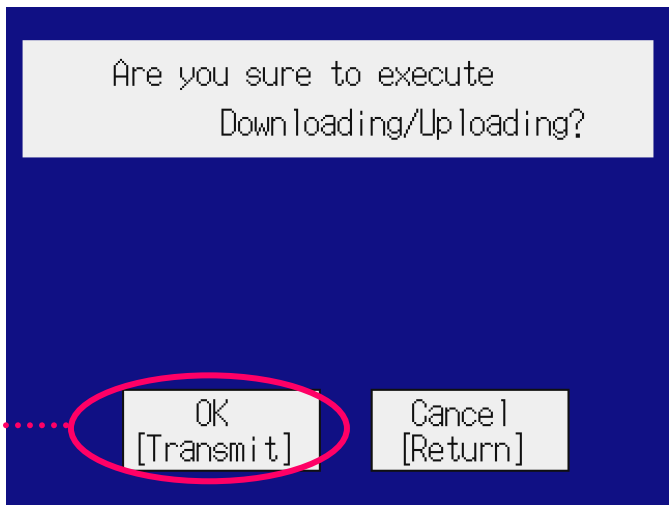
Press “Project”.

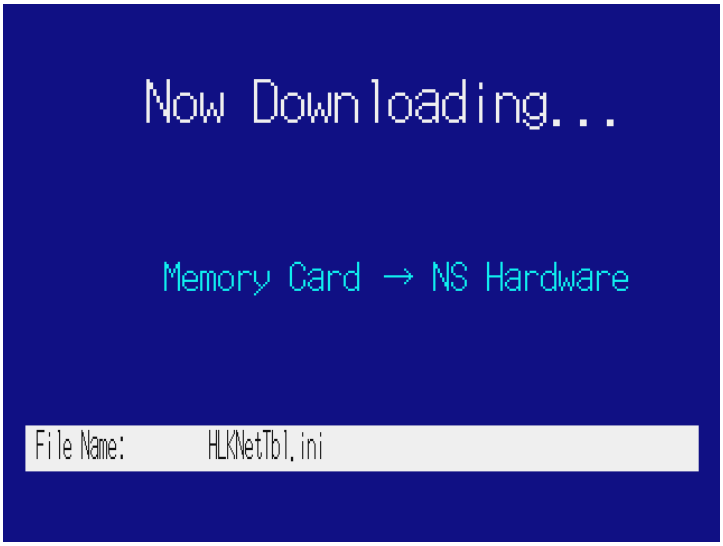
Press “Bank 1”.

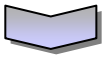
Press “Go”.

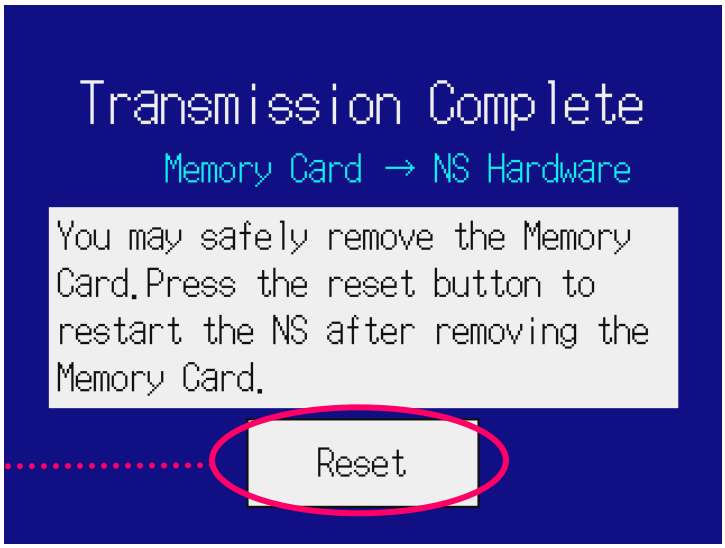


Press “OK [Transmit]”.









Press “Reset” to restart the NS hardware.

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