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You can read the recommendations in the user guide, the technical guide or the installation guide for OMRON CX-DESIGNER. You'll find the answers to all your questions on the OMRON CX-DESIGNER in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

User manual OMRON CX-DESIGNER
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Manual abstract:

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Transferring project data 1. Transferring project data via serial cable (RS232C) 2. Transfer project data using a memory card 92 95 Operation Flow CX-Designer CX-Designer NS8-V1 NS8-V1 Host side (PLC) Host side (PLC) Installing CX-Designer to a personal computer Mount NS on the control panel Refer to NS Setup Manual Connecting power supply/ communication cable Refer to NS Setup Manual Power ON Setting communication port port Refer to NS Setup Manual Creating Ladder program Starting up the CX-Designer Designer Creating a screen Creating a screen Setting Project Properties Entering project title and labels System Setting Allocate system memory, set communication port etc.

.. Creating a Screen Data Creating lamp, touch switch, numeral display and graph etc... Test/ Validation Checking errors on the CX-Designer Power ON System Menu Setting System Menu Setting Transferring the screen data to NS Hardware Transferring the screen data to NS Hardware Start Operation Start Operation Maintenance and Inspection Maintenance and Inspection *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. Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 1. Preparations and settings 1.

Preparations and settings Introduction Introduction This manual describes how to use the CX-Designer and its functions with a visual assistance in creating sample screens. Necessary Equipment Necessary Equipment Item - CX-Designer - NS Hardware - PLC - NS Hardware PC Serial communication cable - NS Hardware PLC Serial communication cable - PC Model NS-CXDC1-V[] - NS8-TV1[] (B)-V1 - CS Series, CJ Series - XW2Z-S002 - XW2Z-200T - Widows PC on which CX-Designer performs Configuration & Configuration & Communication Settings Communication Settings PLC NS hardware PC RS232C Port Serial Port A Serial Port B COM Port 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 Allocation Address The following PLC allocation addresses are used for sample screens shown in this manual.

Allocation Address 00000.00 00000.01 00000.02 00000.03 00000.

04 00000.05 Description Power 1 Running / Stopped Power 2 Running / Stopped Power 3 Running / Stopped Power 4 Running / Stopped Power 5 Running / Stopped Power 6 Running / Stopped Allocation Address 00001.00 00001.01 00001.02 00001.03 00001.04 00001.05 00002.00 00002.01 Allocation Address DM100 Description 00002.

02 Present value 00002.03 00002.04 00002.05 Alarm 9 Occurred / Released Alarm 10 Occurred / Released Alarm 11 Occurred / Released Alarm 12 Occurred / Released Description Alarm 1 Occurred / Released Alarm 2 Occurred / Released Alarm 3 Occurred / Released Alarm 4 Occurred / Released Alarm 5 Occurred / Released Alarm 6 Occurred / Released Alarm 7 Occurred / Released Alarm 8 Occurred / Released Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project Sample Screen 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 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. ON/OFF Button Operational Status Display 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. Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project Screen 2 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. Alarm Display Present Value / Set Value Transfer Button 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. Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project Screen 3 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. Alarm History Latest Alarm 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. Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project Sheet 1 Sheet 1 A sheet is a screen that contains objects commonly used on several screens.



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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. Switch Label Button Virtual Alarm Display Button Screen Switch Buttons 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. Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project Pop-up Screen 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. Low Alarm buttons Close button High Alarm button 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. Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 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. Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 3. Creating a new project 3. Creating a new project Click [New project] button on the CX-Designer. Left-click the icon Set as follow: [Model name] NS8-TS1[-]VI [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\%user%\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 Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 4. Setting project properties 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 Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project Click [Yes] Click [Yes to All] Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 5 Communications settings 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".

Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 6. System settings 6. System settings Click [System] In the "Project Workspace". Double-click [System Setting]. 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. Allocate a word to Allocate a word to the PLC for controlling the PLC for controlling screen No. screen No. Click the [Initial] tab Click Set as follow: Host name ![HOST 1] Word ! "0" Area Type ! [Data Memory (DM)] Complete 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 With this setting, a present value of DM0010CH is shown value of DM0010CH is shown on the PT. on the PT. Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project <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". Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 7. Saving a 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. Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 8. Screen properties 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 Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 9.



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Displaying a text 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. Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 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. Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 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 Completed image to switch back to the [English] label. Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 10. ON/OFF Button 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" Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project Click to display the [BMPfiles] pull-down menu. Select "Switches-Toggle&Dip" in the BMPfiles.

Select the shape. Check [Pair]. Click 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 Completed image. Then, complete.

Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 11.Repeat function 11.Repeat function 11-1 Repeat function 11-1 Repeat function (Button) (Button) Using a [Repeat] function to copy a object already created. In this manual, you will copy an ON/OFF button with [Repeat] function. 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]. Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 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". Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 11-2 Repeat Function 11-2 Repeat Function (Text) (Text) 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" Using [Repeat] function to copy a text object to create multiple objects. In this manual, you will copy a text object using this function. Right-click this button, then select [Repeat] from the pull-down menu. Enter Qty: Horizontal ! [1] Vertical ! [5] Select a repeat direction Click Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 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]. Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 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 Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project The label displays are changed. Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 12. Bit Lamp 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]. Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project Check [ON Shape]. Select a shape. Click 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 Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 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 Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project Five buttons are copied.



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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]. Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 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 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". Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 13. Adding a screen 13. Adding a screen Copy the title label of screen 1. Right-click the object and select [Copy]. Adding a new screen. In this manual, you will first create screen 0001 and copy the title label of the screens 0000 to 0001.

Creating Second Screen Left-click [New screen] icon. Open the New Screen menu. Enter "Screen 2" to [Title]. @@@[Label] ! @@Frame 14. @@[Label] ! @@@[of Frames] ! "2" Select a color Check the [Frame with a tab] box.

[Height] ! @@[PT memory] Area Name ! [Internal memory (\$W)] Word ! @@[Displaying a Text". [Label] ! "Light Alarm Display" [Tile Background] ! Uncheck the box. [Label] ! "High Alarm Display" [Tile Background] ! @@@@Bit Lamp". @@[HOST 1] Area Name ! [Common I/O Area (CIO)] Word ! [1] Bit ! [0] [Type] ! @@Repeat function". Set as follow: [Qty] Horizontal ! "2" Vertical ! "3" [Spacing] Horizontal ! 125" Vertical ! @@[Displaying a Text". [Label] ! "Alarm 1" [Tile Background] ! @@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] ! @@Repeat function". Set as follow: [Qty] Horizontal ! "2" Vertical ! "3" [Spacing] Horizontal ! 125" Vertical ! @@[Displaying a Text". [Label] ! "Alarm 7" [Tile Background] ! @@Numeral Display & Input 15. @@Touch the object on the screen. Ten key pad appears. Ten key pad appears. @@@@[Displaying a Text". Upper [Label] ! "Present Value" Lower [Label] ! @@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] ! @@Common tab [Enable Input] ! Check the box. General tab [Address] ! "\$W0" [Background] ! "White" Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 16. Word Button 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" Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project Create three labels by referring to "9. Displaying a Text". [Label] ! "Label" [Label] ! "Numeral Value Input & Display" [Label] ! "Word Button" Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project Creating Third Screen Create three labels by referring to "13. Add a Screen". Click A new screen is created.

17. Alarm/Event Display 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, but 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" Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 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.

Double-click Double-click Uncheck "Low Alarm". Check "Date" and "Time". Click Register Alarm/Event... Click Set as follow: [Message] ! "Alarm 1" [Address] ! "Host1:00001.00. Click Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project One item of Alarm/Event is created. Edit other items using CSV file import/ export function. 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..

.). Left-click the right bottom Left-click the right bottom of the cell and draw the mouse of the cell and draw the mouse down while holding it down. down while holding it down. Only the numeral value in the Only the numeral value in the character string is incremented. character string is incremented. Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project Compete the following table using operation described on the previous page as well as Copy & Paste function. When you finish editing, save the file. Go back to work on the CX-Designer. Click Import CSV Check "Add to Current Alarm". Click Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 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 Click the Frame tab.



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Select a color. Click Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 18.

Alarm/Event Summary&History 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 Double click 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". Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 19.

Pop-up Screen 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 Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 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". Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 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 - Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 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. Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 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" Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 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.

Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 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 Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 20. Sheet 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.

Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 21. Word Button/Command Button 21. Word Button/Command Button 21-1 Switch label 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 The value of \$SW10 (NS system memory) is set to display a specified label No. set to display a specified label No. (The settings of label No. 0 (English) and (The settings of label No. 0 (English) and No.

1 (Dutch) made to the initial project No. 1 (Dutch) made to the initial project property are applied. 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. Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project Click Add the following settings in the Pop-up settings: [1] [Menu] ! "English" [Set Value] ! "0" [2] [Menu] ! "Dutch" [Set Value] ! "1" Click Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 21-2 Switch screen button 21-2 Switch screen button Using a command button.



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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. Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project Click the [Select] button.

The Screen List dialog appears. Select "Pop-up 1" and Click Click Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 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. Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project Screen No. Screen No. Sheet No. Sheet No.

Check the Sheet No. 0 boxes to all of the Screen No. 0000 to 0003. Click Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project These are the three screens created so far. Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 22. Creating another Language label 22. Creating another Language label 22-1 Creating a Dutch 22-1 Creating a Dutch label label Click the [CSV File Export] button. 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. Check [Label/Message] in the [Target].

Click Check [Whole Project] in the [Output Range]. Check [ASCII Code] in the [Output Code]. Click Enter a file name (here Label) and click Save. Click Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project Read the file saved on the previous page with EXCEL. (Select [Data] menu [Get External Data] Import Text File...). English English Dutch Dutch Screen Page 1 Screen Page 1 English English Dutch Dutch Enter labels in Dutch for the Screen Page 1. Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project Screen Page 2 Screen Page 2 English English Dutch Dutch Enter labels in Dutch for the Screen Pages 2 to 3.

"n" in character strings is a line feed. Screen Page 3 Screen Page 3 Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project Pop-up Screen 1 Pop-up Screen 1 English English Dutch Dutch Enter labels in Dutch for the Pop-up Screen. "¶" in character strings is a line feed. Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project Sheet Sheet English English Dutch Dutch Enter labels for [Sheet] in Dutch. "¶" in 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 Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project Enter the file name that has just been specified and click the [Open] button.

Click Start up CX-D Creating a new project Project property System setting Creating a screen Dutch Labels Screen 1 Validation Transferring a project English Labels Screen 1 Screen 2 Screen 2 Screen 3 Screen 3 Pop-up Screen Pop-up Screen Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 22-2 Setting Alarm/Event in Dutch 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 Check [ASCII Code] in the [Output Code]. Click Enter a file name (Alarm is used here) and click Click Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project Read the file save on a previous page with EXCEL. (Select [Data] menu [Get External Data] Import Text File...).

lowalarm lowalarm highalarm highalarm event event English English Dutch Dutch Write [lowalarm], [highalarm], and [event] In Dutch. Click the [Import CSV File] button. Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project Check [Alarm/Event] in the [Target]. Click Check [Add to Current Alarm] in the [Selected Import Alarm]. Click Enter the file name that has just been specified and click the [Open] button. Click English Label Dutch Label Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 23. Useful Functions 23. Useful Functions 23-1 Find (Address) 23-1 Find (Address) Searching addresses used in a project. In this manual, you will search OCH of Common I/O Area (CIO) allocated to the PLC. Click the [Find] button.

Check [Address] in the [Find What]. Click Host ! [HOST 1] Area ! [Common I/O Area (CIO)] ! Check "Word Addressing" Word ! [0] Click Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project Click the [Find] button. Search results are displayed as a list. Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 23-2 Find (Label) 23-2 Find (Label) Searching labels and object comments used in a project.



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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. Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 23-3 Select Object 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. @@@@New Project".

@@Right-click [Screen Page] to display the pull-down menu. Click [Paste]. Enter [Paste from No.]. ("0" is set in this manual.) Click Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project Click The process dialog appears. [0000: Screen Page 1] is added. Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 24. Test function 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 It is possible to confirm actual movement on NS 8 actual movement on NS 8 by clicking a functional by clicking a functional object (a button, etc...). object (a button, etc...). You can directly change You can directly change values on the Test Tool values on the Test Tool dialog. dialog. Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project [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. [Check the ON/OFF buttons and bit lamps of Alarms.] Click the Virtual Alarm Display. Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 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. Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project [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. Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project Transferring project data 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) 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 pulldown menu. Click the Set..

. button. Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 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 Click Click the Yes button. Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project Connection Complete Connection Complete NS hardware screen changes to the transfer preparation screen. Start downloading/uploading Start downloading/uploading The transfer processing dialog appears. On the NS hardware, the process bar appears, too. Click to restart the NS hardware. Click Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project 2. Transferring project data using a memory card 2. Transferring project data 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 Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project Click Yes The transfer processing dialog appears. Click Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project -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. Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project Press "English". Press "Download Memory Card ! NS" Press "Project". Press "Bank 1".

Press "Go". Press "OK [Transmit]". Start up CX-D Creating a new project Project property System setting Creating a screen Validation Transferring a project Press "Reset" to restart the NS hardware. .



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