

CHAPTER 1



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1.1. Getting Started

Welcome to PM Designer

The configuration software for PanelMaster and PanelExpress HMI products

Thank you for purchasing PM Designer. This manual describes PM Designer operation procedures and details about each feature.

Notes

- 1) All programs and documentation included with PM Designer ("the software") are the copyright of Cermate Technologies Incorporation, and are licensed to the user under the Software License Agreement. Any violation of the conditions described in the Software License Agreement is prohibited under Taiwanese and international laws.
- 2) Cermate Technologies Incorporation makes every attempt to provide the user with functionality and usability of the Product and accuracy of its documentation. However, if you should find any errors or omissions in this manual, please contact Cermate Technologies Incorporation.
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Precautions

- 1) Do not use the touch panel switch as an emergency stop switch. For safety reasons, it is required that all industrial machinery and systems must be equipped with a mechanical, manually-operated emergency stop switch.
- 2) Do not use the touch panel switch that could result in human injury or equipment damage. Failure with the touch panel, the processing unit, and the cables that makes the output stuck at ON or OFF could result in a serious accident.

1.1.1. Documentation Conventions

Product-related Abbreviations and Terminology

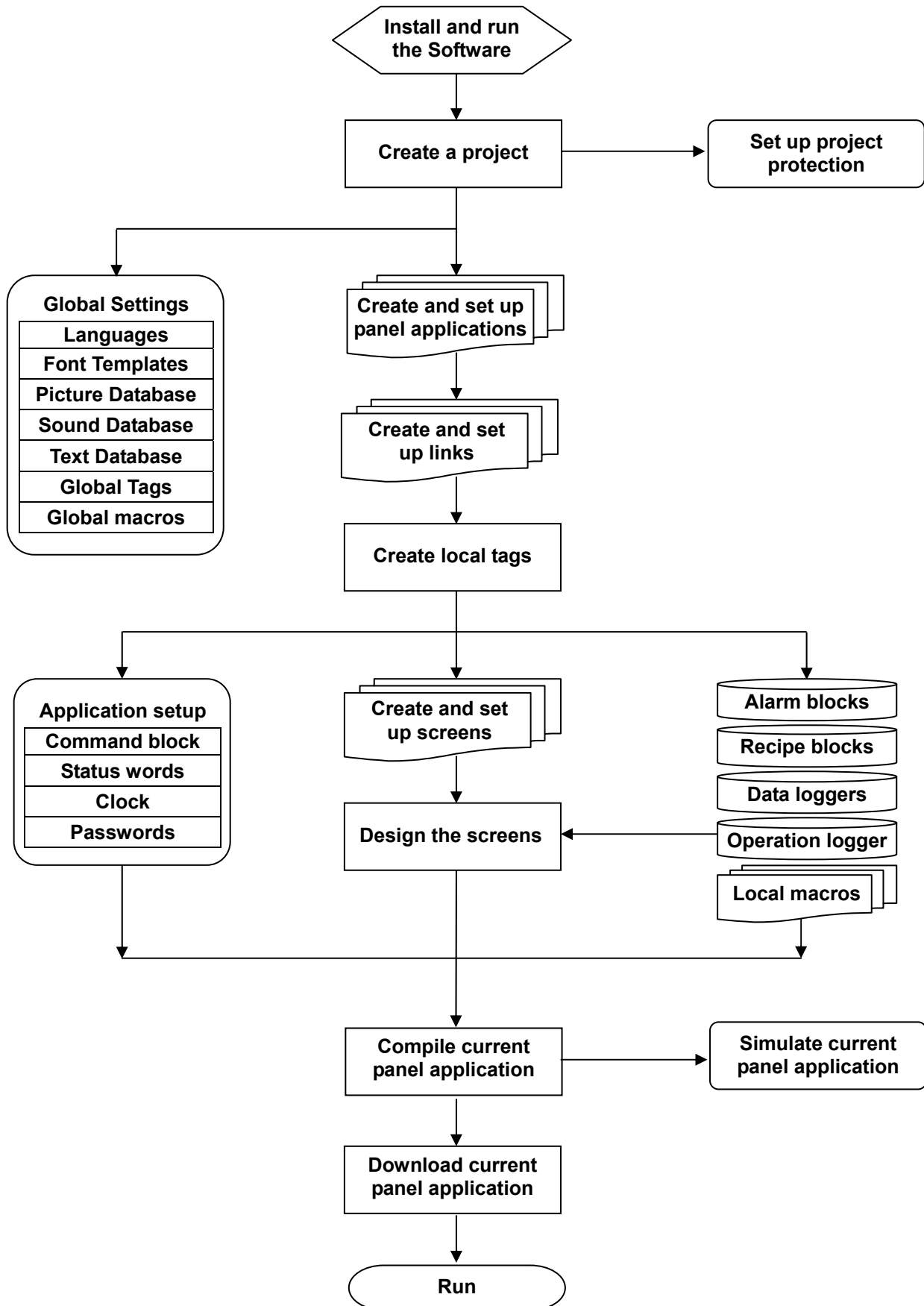
This manual uses the following terminology.

Terminology	Description
The Software	Indicates PM Designer, the integrated development tool for HMI products
Application	The screen application created with the software on the PC.
Target Panel	The HMI (Human-Machine Interface) unit or the computer that runs PanelExpress where the screen application is downloaded to and displayed.
Controller	Indicates controller, such as programmable logic controllers (PLCs), motion controllers, thermal controllers, inverters, and so on.

This manual uses the following abbreviations.

Abbreviations	Corresponding Target Panel
PM	All PanelMaster Series HMI products
PE	PanelExpress
LSK	PL037-LSK, PV037-LSK, PV037V-LSK, PL057-LSK, PV057-LSK, PV057V-LSK
TSK	PL057-TSK, PV057-TSK, PV057V-TSK
WKT	PL070-WKT, PV070-WKT

1.2. Project Development Steps



1.3. Installing the Software

1.3.1. System Requirements

The following hardware and software are required to use the software.

Free hard disk space

The software, once installed, takes around 170 MB of hard disk space. The installation procedure (only at installation time) requires twice as much (i.e. 340 MB).

RAM working memory

The memory requirements are as required by the OS. However minimum of 512MB RAM is recommended for decent performance when user is having large projects with high color bitmaps.

Minimum OS requirements :

Windows 2000™ SP4

Windows XP™ SP2 (for all flavors of XP such as Home, Media Center, Tablet PC)

Windows Server 2003™

Windows Vista™

1.3.2. Software Installation

■ Installing PM Designer

To install PM Designer, you may do the followings:

1. Close all other programs.
2. Select and click setup.exe in the CD or PM Designer installation folder.
3. Follow the on screen prompts.
4. The default location for the PM Designer software is "C:\Program Files\PM Designer. If you prefer to change the software at a different location on your hard drive, you have that option.

The installation procedure will create a program group entitled "**PM Designer**" within Windows™. A PM Designer icon



will be added to your desktop. PM Designer also appears on the Windows™ start menu under **Start > All Programs > PM Designer**.

■ Technical Support

For the questions about the PM Designer software, contact **Cermate** by sending an email to the following address: service@cermate.com.

■ How to Report a Bug

The PM Designer development team is proud to present a high quality program with minimal bugs. Despite their best efforts, however, bugs do occasionally appear in the software. Should you notice a problem with the software that you think may be a bug, please report it to PM Designer. Please e-mail to service@cermate.com.

Please include as much information as possible, including a description of the irregularity, the type of PC and panel that you have, any other software that was running when the problem occurred, and the sequence of steps that led to the problem.

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1.4. Using the Software








1.4.1. Main Menus

There are 11 menus you can select in the main menu: File, Edit, View, Screen, Draw, Object, Project, Panel, Tools, Window, Help.


















1.4.1.1. File Menu

Icon	Menu Item	Shortcut	Description
	New	Ctrl+N	Create a new project.
	Open...	Ctrl+O	Open an existing project.
	Close		Close the current project.
	Save	Ctrl+S	Save the current project.
	Save As...		Save the current project with a new name.
	<Recently opened filename>		Open the referred project.
	Exit		Exit the software.





1.4.1.2. Edit Menu

Icon	Menu Item	Popup Menu Item	Shortcut	Description
	Undo		Ctrl+Z	Undo the last action.
	Redo		Ctrl+Y	Redo the previously undone action.
	Cut		Ctrl+X	Cut the selection and put it on the Clipboard.
	Copy		Ctrl+C	Copy the selection and put it on the Clipboard.
	Paste		Ctrl+V	Place the Clipboard contents on the current screen.
	Delete		Del	Delete the selection.
	Duplicate...			Duplicate the selected object.
	Find and Replace	Find...		Find the specified text.
		Replace...		Replace specific text with different text.
	Show Grid			Show or hide the grid.
	Snap to Grid			Select or deselect the option of aligning objects to the grid points.
	Grid Settings...			Opens the Grid Settings dialog box.
	Select All		Ctrl+A	Select entire objects of the active screen.
	Group			Group the selection.
	Ungroup			Ungroup the selected group.

Continued

Icon	Menu Item	Popup Menu Item	Description
	Pin		Pin the selection so it can not move.
	Unpin		Unpin the selection so it can move again.
	Auto Text Resizing		Select or deselect the option of automatic text resizing.
	Align	Left	Align the left sides of selected objects to the left side of the reference object. All the objects move horizontally so their left sides are in line with the left side of the reference object.
		Vertical Center	Align the vertical centers of selected objects to the vertical center of the reference object. All the objects move horizontally so their vertical centers are in line with the vertical center of the reference object.
		Right	Align the right sides of selected objects to the right side of the reference object. All the objects move horizontally so their right sides are in line with the right side of the reference object.
		Top	Align the tops of the selected objects to the top of the reference object. All the objects move vertically so their tops are in line with the top of the reference object.
		Horizontal Center	Align the horizontal centers of selected objects to the horizontal center of the reference object. All the objects move vertically so their horizontal centers are in line with the horizontal center of the reference object.
		Bottom	Align the bottoms of selected objects to the bottom of the reference object. All the objects move vertically so their bottoms are in line with the bottom of the reference object.
		To Grid	Select or deselect the option of aligning objects to the grid points.
		Make Same Size	Width
	Height		Make the selected objects have the same height as the reference object.
	Both		Make the selected objects have the same width and height as the reference object.
	Nudge	Left	Nudge the selection left. When the Snap to Grid option is not selected, all objects of the selection move one pixel left. When the Snap to Grid option is selected, each object of the selection moves left to where its upper-left corner aligns to the nearest grid point.
		Right	Nudge the selection right. When the Snap to Grid option is not selected, all objects of the selection move one pixel right. When the Snap to Grid option is selected, each object of the selection moves right to where its upper-left corner aligns to the nearest grid point.
		Up	Nudge the selection up. When the Snap to Grid option is not selected, all objects of the selection move one pixel up. When the Snap to Grid option is selected, each object of the selection moves up to where its upper-left corner aligns to the nearest grid point.
		Down	Nudge the selection down. When the Snap to Grid option is not selected, all objects of the selection move one pixel down. When the Snap to Grid option is selected, each object of the selection moves down to where its upper-left corner aligns to the nearest grid point.

Continued

Icon	Menu Item	Popup Menu Item	Description
	Layer	Bring to Top	Bring the selection to the top.
		Bring Forward	Bring the selected object one layer up.
		Send Backward	Send the selected object one layer down.
		Send to Bottom	Send the selection to the bottom.
	Set Order		Start the order setting process for the objects of the active screen.
	Object Properties...		Open the property sheet of the selected object.
	Save as Default		Save the selected object as the default object for the type of that object. Default objects are saved in the Objects category of the object library.
	Save to Object Library...		Save the selected object to the object library.
	Save as Global Object...		Save the selected object as the global object which is saved in the Global category of the object library. Global Objects can be used for the Global Object Containers.


Note:

1. To select a reference object from the selection, use [Ctrl+Click].
2. To add an object to the selection, use [Shift+Click].



1.4.1.3. View Menu

Icon	Menu Item	Popup Menu Item	Description
	Address	Write/Monitor	Display the Write address and Monitor address defined for each object of all the opened screens.
		Write	Display the Write address defined for each object of all the opened screens.
		Monitor	Display the Monitor address defined for each object of all the opened screens.
		Read	Display the Read address defined for each object of all the opened screens.
		Notification	Display the Notification address defined for each object of all the opened screens.
		Touch Operation Control	Display the address of the Touch Operation Control bit defined for each object of all the opened screens.
		Visibility Control	Display the address of the Visibility Control bit defined for each object of all the opened screens.
	Show Tips		Select or deselect the option of displaying tip for the toolbar icon or the object on which the cursor stays.


















Continued

Icon	Menu Item	Popup Menu Item	Description
	Zoom	25%	Display screens in 25% of their normal sizes.
		50%	Display screens in 50% of their normal sizes.
		70%	Display screens in 70% of their normal sizes.
		80%	Display screens in 80% of their normal sizes.
		90%	Display screens in 90% of their normal sizes.
		100%	Display screens in normal size.
		150%	Display screens in 150% of their normal sizes.
		200%	Display screens in 200% of their normal sizes.
		300%	Display screens in 300% of their normal sizes.
	Normal Size		Display screens in normal size.
	Project Manager		Show or hide Project Manager.
	Screen Manager		Show or hide Screen Manager.
	Screen Overview		Show or hide Screen Overview.
	Link Overview		Show or hide Link Overview.
	Object Library		Show or hide Object Library.
	Macro Command Properties		Show or hide Macro Command Properties window.
	Object List		Show or hide Object List.
	I/O List		Show or hide I/O List.
	Standard Toolbar		Show or hide Standard toolbar.
	Object Toolbar		Show or hide Object toolbar.
	Draw Toolbar		Show or hide Draw toolbar.
	Text Toolbar		Show or hide Text toolbar.
	Edit Toolbar		Show or hide Edit toolbar.
	Address Toolbar		Show or hide Address toolbar.
	Picture Toolbar		Show or hide Picture toolbar.
	Status Bar		Show or hide Status bar.
	Semi-transparent Object Dialog View		Select or deselect the option of displaying the object property dialog box in semi-transparent mode. A semi-transparent dialog box allows you to see the objects underlying the dialog box.
	<Language name>		Display the text of objects in the selected language.























1.4.1.4. Screen Menu

Icon	Menu Item	Description
	New Screen...	Create a new screen for the current panel application.
	Open Screen...	Open an existing screen of the current panel application.
	Close Screen	Close the current screen.
	Close All Screens	Close all the opened screens.
	Cut Screen	Cut the current screen and put it on the Clipboard.
	Copy Screen	Copy the current screen and put it on the Clipboard.
	Paste Screen	Insert the screen on the Clipboard to the current panel application.
	Delete Screen	Delete the current screen.
	Stretch Screen...	Stretch the current screen.
	Export Screen...	Export the current screen to a file.
	Import Screen...	Import a screen from a file for the current panel application.
	Save Current Screen as Picture...	Save the current screen to a picture file.
	Save Screens as Pictures...	Open the Save Screens as Pictures dialog box. You can save each of the selected screens to a picture file using the dialog box.
	Screen Properties	Open the screen property dialog box for the current screen.























1.4.1.5. Draw Menu

Icon	Menu Item	Description
	Dot	Get ready to place a copy of the default dot on a screen.
	Line	Get ready to place a copy of the default line on a screen.
	Horizontal Line	Get ready to place a copy of the default horizontal line on a screen.
	Vertical Line	Get ready to place a copy of the default vertical line on a screen.
	Polyline	Get ready to draw a polyline on a screen.
	Rectangle	Get ready to place a copy of the default rectangle on a screen.
	Round Rectangle	Get ready to place a copy of the default round rectangle on a screen.
	Clipped Rectangle	Get ready to place a copy of the default clipped rectangle on a screen.
	Circle	Get ready to place a copy of the default circle on a screen.
	Ellipse	Get ready to place a copy of the default ellipse on a screen.
	Arc	Get ready to place a copy of the default arc on a screen.
	Pie	Get ready to place a copy of the default pie shape on a screen.
	Polygon	Get ready to draw a polygon on a screen.
	Text	Get ready to place a copy of the default text object on a screen.
	Picture	Get ready to place a copy of the default picture object on a screen.
	Scale	Get ready to place a copy of the default scale on a screen.
	Table	Get ready to place a copy of the default table on a screen.







1.4.1.6. Object Menu

Icon	Menu Item	Popup Menu Item	Description
	Bit Button		Get ready to place a copy of the default bit button on a screen.
	Toggle Switch		Get ready to place a copy of the default toggle switch on a screen.
	Screen Button		Get ready to place a copy of the default screen button on a screen.
	Function Button		Get ready to place a copy of the default function button on a screen.
	Slide Switch		Get ready to place a copy of the default slide switch on a screen.
	More buttons	Word Button	Get ready to place a copy of the default word button on a screen.
		Multistate Switch	Get ready to place a copy of the default multistate Switch on a screen.
		Radio Button Group	Get ready to place a copy of the default radio button group on a screen.
		Keypad Button	Get ready to place a copy of the default keypad button on a screen.
		Scroll Button Group	Get ready to place a copy of the default scroll button group on a screen.
		Scroll Bar	Get ready to place a copy of the default scroll bar on a screen.
		Step Button	Get ready to place a copy of the default step button on a screen.
		Page Selector	Get ready to place a copy of the default page selector on a screen.
	Numeric Entry		Get ready to place a copy of the default numeric entry on a screen.
	Numeric Display		Get ready to place a copy of the default numeric display on a screen.
	Advanced Numeric Display		Get ready to place a copy of the default advanced numeric display on a screen.
	Character Entry		Get ready to place a copy of the default ASCII string entry on a screen.
	Character Display		Get ready to place a copy of the default ASCII string display on a screen.
	Bit Lamp		Get ready to place a copy of the default bit lamp on a screen.
	Multistate Lamp		Get ready to place a copy of the default multistate lamp on a screen.
	Message Display		Get ready to place a copy of the default message display on a screen.
	Meter		Get ready to place a copy of the default meter on a screen.


Continued

Icon	Menu Item	Popup Menu Item	Description
	Time/Date	Time Display	Get ready to place a copy of the default time display on a screen.
		Date Display	Get ready to place a copy of the default date display on a screen.
		Day-of-week Display	Get ready to place a copy of the default day-of-week display on a screen.
	Dynamic Graphic	Dynamic Circle	Get ready to place a copy of the default dynamic circle on a screen.
		Dynamic Rectangle	Get ready to place a copy of the default dynamic rectangle on a screen.
		GIF Display	Get ready to place a copy of the default GIF display on a screen.
		Picture Display	Get ready to place a copy of the default picture display on a screen.
		Animated Graphic	Get ready to place a copy of the default animated graphic on a screen.
	Pipeline		Get ready to place a copy of the default pipeline on a screen.
	Graph/Chart	Bar Graph	Get ready to place a copy of the default bar graph on a screen.
		Line Chart	Get ready to place a copy of the default line chart on a screen.
		Circular Bar Graph	Get ready to place a copy of the default circular bar graph on a screen.
		Scatter Chart	Get ready to place a copy of the default scatter chart on a screen.
	Alarm Display		Get ready to place a copy of the default alarm display on a screen.
	Historic Display	Historic Data Table	Get ready to place a copy of the default historic data table on a screen.
		Historic Event Table	Get ready to place a copy of the default historic event table on a screen.
		Historic Trend Graph	Get ready to place a copy of the default historic trend graph on a screen.
		Single Record Data Table	Get ready to place a copy of the default single record data table on a screen.
		Single Record Line Chart	Get ready to place a copy of the default single record line chart on a screen.
		Operation Log Display	Get ready to place a copy of the default operation log display on a screen.
	Recipe Selector		Get ready to place a copy of the default recipe selector on a screen.
	Recipe Table		Get ready to place a copy of the default recipe table on a screen.
	Sublink Table		Get ready to place a copy of the default sublink Table on a screen.
	Global Object Container		Get ready to place a copy of the default global object container on a screen.
	USB Camera View		Get ready to place a copy of the default USB camera view on a screen.


1.4.1.7. Project Menu

Icon	Menu Item	Popup Menu Item	Description
	Information & Protection...		Open the Project Information & Protection dialog box. This dialog box shows the basic information of your project and allows you to define how to protect it.
	Languages...		Open the Languages dialog box. You can specify up to 10 languages for your project to support with this dialog box.
	Font Templates...		Open the Font Templates dialog box. With this dialog box, you can specify up to 20 fonts as the frequently used fonts for each language.
	Picture Database...		Open the Picture Database (dialog box). You can import pictures and organize them for your project in this dialog box.
	Sound Database...		Open the Sound Database (dialog box). You can import sounds for your project in this dialog box.
	Text Database...		Open the Text Database (dockable window). With Text Database, you can import text, export text, and edit text for your project.
	Global Tags...		Open the Global Tags window. You can define the global tags in this window.
	Global Macro	Add...	Create a new macro.
		Edit	Select a macro to edit.
		Delete	Select a macro to delete.
	Add New Panel Application...		Create a new panel application.
	Import Panel Application...		Import a panel application from a PLF file.
	Delete Panel Application		Select a panel application to delete.



1.4.1.8. Panel Menu

Icon	Menu Item	Popup Menu Item	Description
	Current Panel Application	<Panel application name>	Select a panel application as the current application
	Link	Add...	Add a new communication link to the current application.
		Properties	Select a communication link to open its property sheet.
		Delete	Select a communication link to delete.
		Driver List...	Open communication driver list dialog box which lists all the supported communication drivers. In the dialog box, you can export the driver list to the .csv file.
	Tags...		Open the Tags window of the current application. You can define tags for the application in this window.
	Sound Table...		Open the Sound Table (dialog box). You can collect sounds for the current application in this dialog box.
	General Setup...		Open the Panel General Setup dialog box. You can define the general settings for the current application in this dialog box.
	Command & Status...		Open the Command & Status dialog box. You can define the command block and the status words for the current application in this dialog box.
	Clock...		Open the Clock dialog box. You can define the clock operations for the current application in this dialog box.
	Passwords...		Open the Passwords dialog box. You can define passwords and related settings for the application in this dialog box.
	Discrete Alarm Block	Add	Add a new discrete alarm block to the current application.
		Properties	Select a discrete alarm block to open its property sheet.
		Delete	Select a discrete alarm block to delete.
	Analog Alarm Block	Add	Add a new analog alarm block to the current application.
		Properties	Select an analog alarm block to open its property sheet.
		Delete	Select an analog alarm block to delete.
	Recipe Block	Add	Add a new recipe block to the current application.
		Properties	Select a recipe block to open its property sheet.
		Delete	Select a recipe block to delete.
	Data Logger	Add	Add a new data logger to the current application.
		Properties	Select a data logger to open its property sheet.
		Delete	Select a data logger to delete.
	Operation Logging...		Open the Operation Logging dialog box. You can define the settings of operation logging for the current application in this dialog box.
	Macro	Add...	Add a new macro to the current application.
		Edit	Select a macro of the current application to edit.
		Delete	Select a macro of the current application to delete.
	Compile...		Compile the current application to build the runtime data. You can download the runtime data to the target panel. With the runtime data the target panel can perform exactly what you programmed for the application.

Continued

Icon	Menu Item	Popup Menu Item	Description
	Build Panel Runtime Package (PRP)...		Build the panel runtime package (PRP) file for the current application. The PRP file contains the runtime data and the system programs. You can update the target panel without the project file by downloading the PRP file to it. The target panel can also update itself by loading the PRP file from a USB mass storage device.
	Build ROM Image...		Build the ROM image file for the current application. The ROM image file contains the runtime data and the system programs. The target panel can update itself by loading the ROM image file from a micro SD card.
	Download...		Download data to the target panel.
	Upload...		Upload data from the target panel.
	Export Panel Application...		Export the current panel application to a PLF file.


1.4.1.9. Tools Menu

Icon	Menu Item	Popup Menu Item	Description								
	Language Selection	Auto	When this item is selected: <table border="1" data-bbox="767 987 1511 1205"> <thead> <tr> <th>Default Language for the Windows</th> <th>Language Used for the U/I of the software</th> </tr> </thead> <tbody> <tr> <td>Simplified Chinese</td> <td>Simplified Chinese</td> </tr> <tr> <td>Traditional Chinese</td> <td>Traditional Chinese</td> </tr> <tr> <td>Others</td> <td>English</td> </tr> </tbody> </table>	Default Language for the Windows	Language Used for the U/I of the software	Simplified Chinese	Simplified Chinese	Traditional Chinese	Traditional Chinese	Others	English
Default Language for the Windows	Language Used for the U/I of the software										
Simplified Chinese	Simplified Chinese										
Traditional Chinese	Traditional Chinese										
Others	English										
		English	Select English as the language for the U/I of the software.								
		Chinese (Simplified)	Select simplified Chinese as the language for the U/I of the software.								
		Chinese (Traditional)	Select traditional Chinese as the language for the U/I of the software.								
	Run Offline Simulation		Run offline simulation for the current application.								
	Run Online Simulation		Run online simulation for the current application.								
	Set Transparent Communication...		Open the Set Transparent Communication dialog box.								
	Start Transparent Communication		Start the transparent communication.								
	End Transparent Communication		End the transparent communication.								
	Update OS0 through BIOS		Update the system program OS0 of the target panel through its BIOS. This operation is useful when the system programs of the target panel were destroyed.								
	Export Text...		Export the text of the current application to a PTX file.								
	Import Text...		Import the text in a PTX file for the selected application.								
	PM TextEditor		Run the PM TextEditor program to edit the text of a PTX file.								

1.4.1.10. Window Menu

Icon	Menu Item	Description
	Cascade	Arrange windows so they overlap.
	Tile Vertical	Arrange windows as non-overlapping vertical tiles.
	Tile Horizontal	Arrange windows as non-overlapping horizontal tiles.
	Arrange Icon	Arrange icons at the bottom of the window.
	Restore	Restore the windows to their original sizes and positions.
	Maximize	Maximize the windows
	Opened Window List	Display a list of opened windows titles. You may click the window title to bring the corresponding window to the top.
	Windows...	Open the Windows dialog box to activate or save or close the selected window.

1.4.1.11. Help Sub-menu

Icon	Menu Item	Description
	About PM Designer...	Open the About PM Designer dialog box. You can see the version number of the PM Designer in this dialog box.

1.4.2. Toolbars

1.4.2.1. Standard Toolbar



Icon	Tool Tip	Description
	New	Create a new project.
	Open	Open an existing project.
	Save	Save the current project.
	Cut	Cut the selection and put it on the Clipboard.
	Copy	Copy the selection and put it on the Clipboard.
	Paste	Place the Clipboard contents on the current screen.
	Undo	Undo the last edit action.
	Redo	Redo the previously undone edit action.
	New Screen	Create a new screen for the current panel application.
	Screen Properties	Open the screen property dialog box for the current screen.
	Previous Screen	Make the previous screen of the current screen in terms of screen number the current screen.
	Next Screen	Make the next screen of the current screen in terms of screen number the current screen.
	Zoom In	Make the screen view one step bigger.
	Zoom Out	Make the screen view one step smaller.
	Normal Size	Restore the screen view to normal size.
	Off (State 0)	Show the Off state of all the objects on the current screen.
	On (State 1)	Show the On state of all the objects on the current screen.
	State	Select a state for the selected object to show.
	Compile	Compile the current application to build the runtime data. You can download the runtime data to the target panel. With the runtime data the target panel can perform exactly what you programmed for the application.
	Download	Download data to the target panel.
	Download Immediately	Download data using the existing settings to the target panel immediately
	Run Offline Simulation	Run offline simulation for the current application.
	About	Open the About PM Designer dialog box.

1.4.2.2. Object Toolbar




Icon	Tool Tip	Description
	Bit Button	Get ready to place a copy of the default bit button on a screen.
	Word Button	Get ready to place a copy of the default word button on a screen.
	Screen Button	Get ready to place a copy of the default screen button on a screen.
	Page Selector	Get ready to place a copy of the default page selector on a screen.
	Function Button	Get ready to place a copy of the default function button on a screen.
	Keypad Button	Get ready to place a copy of the default keypad button on a screen.
	Scroll Button Group	Get ready to place a copy of the default scroll button group on a screen.
	Scroll Bar	Get ready to place a copy of the default scroll bar on a screen.
	Radio Button Group	Get ready to place a copy of the default radio button group on a screen.
	Step Button	Get ready to place a copy of the default step button on a screen.
	Toggle Switch	Get ready to place a copy of the default toggle switch on a screen.
	Multistate Switch	Get ready to place a copy of the default multistate Switch on a screen.
	Slide Switch	Get ready to place a copy of the default slide switch on a screen.
	Numeric Entry	Get ready to place a copy of the default numeric entry on a screen.
	ASCII String Entry	Get ready to place a copy of the default ASCII string entry on a screen.
	Advanced Numeric Display	Get ready to place a copy of the default advanced numeric display on a screen.
	Bit Lamp	Get ready to place a copy of the default bit lamp on a screen.
	Multistate Lamp	Get ready to place a copy of the default multistate lamp on a screen.
	Numeric Display	Get ready to place a copy of the default numeric display on a screen.
	ASCII String Display	Get ready to place a copy of the default ASCII string display on a screen.
	Message Display	Get ready to place a copy of the default message display on a screen.
	Meter	Get ready to place a copy of the default meter on a screen.

Continued

Icon	Tool Tip	Description
	Time Display	Get ready to place a copy of the default time display on a screen.
	Date Display	Get ready to place a copy of the default date display on a screen.
	Day-of-week Display	Get ready to place a copy of the default day-of-week display on a screen.
	Dynamic Circle	Get ready to place a copy of the default dynamic circle on a screen.
	Dynamic Rectangle	Get ready to place a copy of the default dynamic rectangle on a screen.
	GIF Display	Get ready to place a copy of the default GIF display on a screen.
	Picture Display	Get ready to place a copy of the default picture display on a screen.
	Animated Graphic	Get ready to place a copy of the default animated graphic on a screen.
	Pipeline	Get ready to place a copy of the default pipeline on a screen.
	Bar Graph	Get ready to place a copy of the default bar graph on a screen.
	Line Chart	Get ready to place a copy of the default line chart on a screen.
	Circular Bar Graph	Get ready to place a copy of the default circular bar graph on a screen.
	Scatter Chart	Get ready to place a copy of the default scatter chart on a screen.
	Alarm Display	Get ready to place a copy of the default alarm display on a screen.
	Historic Data Table	Get ready to place a copy of the default historic data table on a screen.
	Historic Event Table	Get ready to place a copy of the default historic event table on a screen.
	Historic Trend Graph	Get ready to place a copy of the default historic trend graph on a screen.
	Operation Log Display	Get ready to place a copy of the default operation log display on a screen.
	Recipe Selector	Get ready to place a copy of the default recipe selector on a screen.
	Recipe Table	Get ready to place a copy of the default recipe table on a screen.
	Sublink Table	Get ready to place a copy of the default sublink Table on a screen.
	USB Camera View	Get ready to place a copy of the default USB camera view on a screen.

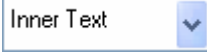
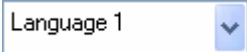












1.4.2.3. Draw Toolbar



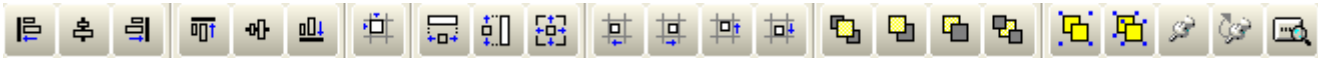
Icon	Tool Tip	Description
	Dot	Get ready to place a copy of the default dot on a screen.
	Line	Get ready to place a copy of the default line on a screen.
	Horizontal Line	Get ready to place a copy of the default horizontal line on a screen.
	Vertical Line	Get ready to place a copy of the default vertical line on a screen.
	Polyline	Get ready to draw a polyline on a screen.
	Rectangle	Get ready to place a copy of the default rectangle on a screen.
	Round Rectangle	Get ready to place a copy of the default round rectangle on a screen.
	Clipped Rectangle	Get ready to place a copy of the default clipped rectangle on a screen.
	Polygon	Get ready to draw a polygon on a screen.
	Circle	Get ready to place a copy of the default circle on a screen.
	Ellipse	Get ready to place a copy of the default ellipse on a screen.
	Arc	Get ready to place a copy of the default arc on a screen.
	Pie	Get ready to place a copy of the default pie shape on a screen.
	Table	Get ready to place a copy of the default table on a screen.
	Scale	Get ready to place a copy of the default scale on a screen.
	Text	Get ready to place a copy of the default text object on a screen.
	Picture	Get ready to place a copy of the default picture object on a screen.
	Dot Style	Select a dot style for the selected dot.
	Line Style	Select a line style for the selected shape.
	Border Color	Select a color for the border of the selected shape.
	BG Color	Select a color for the background of the selected solid shape.
	Pattern Style	Select a pattern for the selected solid shape.
	FG/Pattern Color	Select a color for the pattern of the selected solid shape.

1.4.2.4. Text Toolbar












Icon	Tool Tip	Description						
	Text Type	Select the type of text you are working on. <table border="1" data-bbox="676 454 1449 584"> <thead> <tr> <th>Text Type</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>Inner Text</td> <td>Text displayed inside of an object.</td> </tr> <tr> <td>External Text</td> <td>Text of the external label of an object.</td> </tr> </tbody> </table>	Text Type	Description	Inner Text	Text displayed inside of an object.	External Text	Text of the external label of an object.
Text Type	Description							
Inner Text	Text displayed inside of an object.							
External Text	Text of the external label of an object.							
	Language	Select a language that you are defining the text for.						
	Font	Select a font for the text here.						
	Size	Select a font size for the text here.						
	Text	Edit the text here.						
	Text Color	Select a color for the text.						
	Background Color	Select a color for the background of the object.						
	Center Position	Position the text at the center location within the object.						
	Horizontal Position	Change the horizontal position of the text within the object.						
	Vertical Position	Change the vertical position of the text within the object.						
	Align Left	Align the text to the left of the text body.						
	Center	Align the text to the center of the text body						
	Align Right	Align the text to the right of the text body						
	External Label Position	Change the position of the external label.						

1.4.2.5. Edit Toolbar












Icon	Tool Tip	Description
	Align Left	Align the left sides of selected objects to the left side of the reference object. All the objects move horizontally so their left sides are in line with the left side of the reference object.
	Align Vertical Center	Align the vertical centers of selected objects to the vertical center of the reference object. All the objects move horizontally so their vertical centers are in line with the vertical center of the reference object.
	Align Right	Align the right sides of selected objects to the right side of the reference object. All the objects move horizontally so their right sides are in line with the right side of the reference object.
	Align Top	Align the tops of the selected objects to the top of the reference object. All the objects move vertically so their tops are in line with the top of the reference object.
	Align Horizontal Center	Align the horizontal centers of selected objects to the horizontal center of the reference object. All the objects move vertically so their horizontal centers are in line with the horizontal center of the reference object.
	Align Bottom	Align the bottoms of selected objects to the bottom of the reference object. All the objects move vertically so their bottoms are in line with the bottom of the reference object.
	Snap to Grid	Select or deselect the option of aligning objects to the grid points.
	Make Same Width	Make the selected objects have the same width as the reference object.
	Make Same Height	Make the selected objects have the same height as the reference object.
	Make Same Size	Make the selected objects have the same width and height as the reference object.
	Nudge Left	Nudge the selection left. When the Snap to Grid option is not selected, all objects of the selection move one pixel left. When the Snap to Grid option is selected, each object of the selection moves left to where its upper-left corner aligns to the nearest grid point.
	Nudge Right	Nudge the selection right. When the Snap to Grid option is not selected, all objects of the selection move one pixel right. When the Snap to Grid option is selected, each object of the selection moves right to where its upper-left corner aligns to the nearest grid point.
	Nudge Up	Nudge the selection up. When the Snap to Grid option is not selected, all objects of the selection move one pixel up. When the Snap to Grid option is selected, each object of the selection moves up to where its upper-left corner aligns to the nearest grid point.
	Nudge Down	Nudge the selection down. When the Snap to Grid option is not selected, all objects of the selection move one pixel down. When the Snap to Grid option is selected, each object of the selection moves down to where its upper-left corner aligns to the nearest grid point.

Continued

Icon	Tool Tip	Description
	Bring to Top	Bring the selection to the top.
	Bring Forward	Bring the selected object one layer up.
	Send Backward	Send the selected object one layer down.
	Send to Bottom	Send the selection to the bottom.
	Group	Group the selection.
	Ungroup	Ungroup the selected group.
	Pin	Pin the selection so it can not move.
	Unpin	Unpin the selection so it can move again.
	Auto Text Resizing	Select or deselect the option of automatic text resizing.

1.4.2.6. Address Toolbar



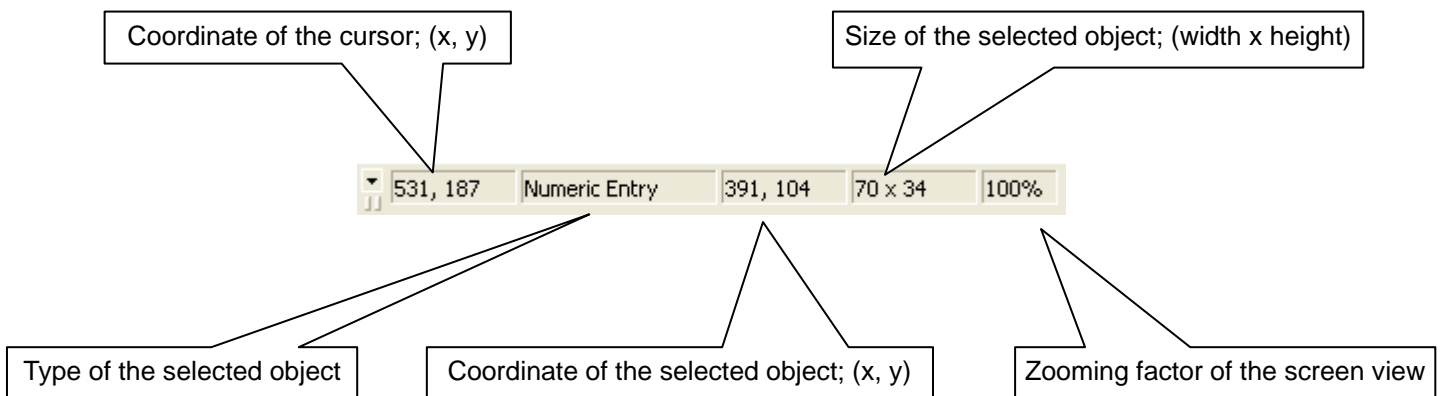
Icon	Tool Tip	Description
 W100  	Write Address	Specifies the Write address of the selected object.
 W33  	Read Address	Specifies the Read address of the selected object.
 W100  	Monitor Address	Specifies the Monitor address of the selected object.

1.4.2.7. Picture Toolbar



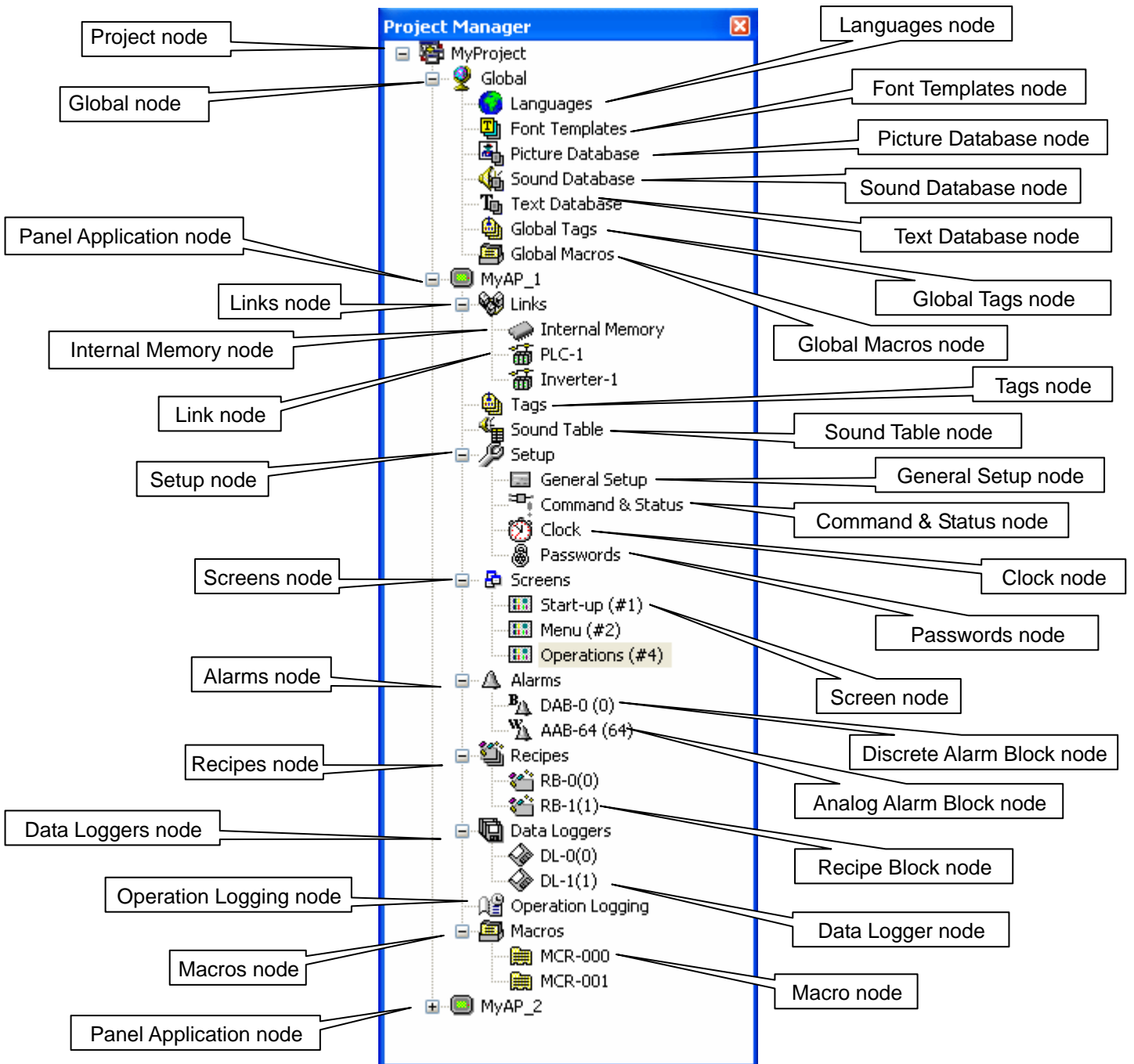
Icon	Tool Tip	Description
	Picture Name	Specifies the picture name. You can select an imported picture here using the drop-down list.
	Import from File	Select a picture from a picture file.
	Select/Import from Library	Select a picture from the software provided picture library.
	Transparent	Select or deselect the option that parts of the picture are transparent. The transparent parts are pixels having the specified transparent color.
	Transparent Color	Select a color as the transparent color.
	Flip/Rotate	Select a method to rotate/flip the picture.
	Tone	Select or deselect the option that the picture is toned with the specified toning color.
	Toning Color	Select a color as the toning color.
	Fit to Object	Stretch the picture so it has the same size as the object.
	Center	Position the picture at the center location within the object.
	Horizontal Position	Change the horizontal position of the picture within the object.
	Vertical Position	Change the vertical position of the picture within the object.
	Background Color	Select a color for the background of the object.

1.4.2.8. Status Bar



1.4.3. Project Manager

The Project Manager is a dockable window with a project tree. You can manage your project with it easily. To open the Project Manager, check the Project Manager menu item in the View menu. The following is an example of the Project Manager. In this example, the project MyProject has two panel applications: MyAP_1 and MyAp_2.



■ Project Node ()

The label of the Project node is the project name. You can do the following with the Project node:

- 1) Double-click it to open the Project Information & Protection dialog box.
- 2) Right-click it to get a popup menu with the following menu items:

Menu Item	Description
Add Panel Application...	Create a new panel application.
Import Panel Application...	Import a panel application from a PLF file.
Information	Open the Project Information & Protection dialog box.
Toggle All	Expand all the collapsed lists of sub-nodes and collapse all the expanded lists of sub-nodes.

■ Global Node ()

The Global node has seven sub-nodes. You can do the following with the Global node:

- 1) Double-click it to expand or collapse the list of its sub-nodes.

■ Languages Node ()

You can do the following with the Languages node:

- 1) Double-click it to open the Languages dialog box.
- 2) Right-click it to get a popup menu with the following menu item:

Menu Item	Description
Properties...	Open the Languages dialog box.

■ Font Templates Node ()

You can do the following with the Font Templates node:

- 1) Double-click it to open the Font Templates dialog box.
- 2) Right-click it to get a popup menu with the following menu item:

Menu Item	Description
Properties...	Open the Font Templates dialog box.

■ Picture Database Node ()

You can do the following with the Picture Database node:

- 1) Double-click it to open the Picture Database dialog box.
- 2) Right-click it to get a popup menu with the following menu item:

Menu Item	Description
Properties...	Open the Picture Database dialog box.

■ Sound Database Node ()

You can do the following with the Sound Database node:

- 1) Double-click it to open the Sound Database dialog box.
- 2) Right-click it to get a popup menu with the following menu item:

Menu Item	Description
Properties...	Open the Sound Database dialog box.

■ Text Database Node ()

You can do the following with the Text Database node:

- 1) Double-click it to open the Text Database dialog box.
- 2) Right-click it to get a popup menu with the following menu item:

Menu Item	Description
Open	Open the Text Database window.

■ Global Tags Node ()

You can do the following with the Global Tags node:

- 1) Double-click it to open the Global Tags window.
- 2) Right-click it to get a popup menu with the following menu item:

Menu Item	Description
Open	Open the Global Tags window.

■ Global Macros Node ()

The Global Macros node can have many Global Macro sub-nodes. Each Global Macro node is associated with a global macro of the project. You can do the following with the Global Macros node:

- 1) Double-click it to expand or collapse the list of its sub-nodes.
- 2) Right-click it to get a popup menu with the following menu items.

Menu Item	Description
Add Macro...	Create a new global macro.
Import Macro...	Import a global macro from an MCR file.

■ Global Macro Node ()

Each Global Macro node is associated with a global macro of the project. You can do the following with the Global Macro node:

- 1) Double-click it to open the editing window of the associated macro.
- 2) Right-click it to get a popup menu with the following menu items.

Menu Item	Description
Open	Open the editing window of the associated macro.
Close	Close the editing window of the associated macro.
Rename	Rename the associated macro.
Delete	Delete the associated macro.
Export Macro...	Export the associated macro to an MCR file.

■ Panel Application Node ()

The label of a Panel Application node is the associated application name. You can do the following with the Panel Application node:

- 1) Double-click it to open the General Setup dialog box.
- 2) Right-click it to get a popup menu with the following menu items:

Menu Item	Description
Rename	Rename the panel application.
Delete	Delete the panel application.
General Setup	Open the General Setup dialog box.
Export Panel Application...	Export the panel application to a PLF file.
Toggle All	Expand all the collapsed lists of sub-nodes and collapse all the expanded lists of sub-nodes.

■ Links Node ()

The Links node has one Internal Memory sub-node and can have up to 16 Link sub-nodes. You can do the following with the Links node:

- 1) Double-click it to expand or collapse the list of its sub-nodes.
- 2) Right-click it to get a popup menu with the following menu item:

Menu Item	Description
Add Link	Create a new communication link.
Driver Link...	Open communication driver list dialog box which lists all the supported communication drivers. In the dialog box, you can export the driver list to the .csv file.

■ Internal Memory Node ()

You can do the following with the Internal Memory node:

- 1) Double-click it to open the Internal Memory dialog box.
- 2) Right-click it to get a popup menu with the following menu item:

Menu Item	Description
Properties...	Open the Internal Memory dialog box.

■ Link Node ()

A Link node is associated with a communication link. You can do the following with the Link node:

- 1) Double-click it to open the Link Properties dialog box of the associated communication link.
- 2) Right-click it to get a popup menu with the following menu item:

Menu Item	Description
Rename	Rename the associated communication link.
Delete	Delete the associated communication link.
Properties...	Open the Link Properties dialog box of the associated communication link.

■ Tags Node ()

You can do the following with the Tags node:

- 1) Double-click it to open the Tags window.
- 2) Right-click it to get a popup menu with the following menu item:

Menu Item	Description
Open	Open the Tags window.

■ Sound Table Node ()

You can do the following with the Sound Table node:

- 1) Double-click it to open the Sound Table dialog box.
- 2) Right-click it to get a popup menu with the following menu item:

Menu Item	Description
Properties...	Open the Sound Table dialog box.

■ Setup Node ()

The Setup node has four sub-nodes. You can do the following with the Setup node:

- 1) Double-click it to expand or collapse the list of its sub-nodes.

■ General Setup Node ()

You can do the following with the General Setup node:

- 1) Double-click it to open the General Setup dialog box.
- 2) Right-click it to get a popup menu with the following menu item:

Menu Item	Description
Properties...	Open the General Setup dialog box.

■ Command & Status Node ()

You can do the following with the Command & Status node:

- 1) Double-click it to open the Command & Status dialog box.
- 2) Right-click it to get a popup menu with the following menu item:

Menu Item	Description
Properties...	Open the Command & Status dialog box.

■ Clock Node ()

You can do the following with the Clock node:

- 1) Double-click it to open the Clock dialog box.
- 2) Right-click it to get a popup menu with the following menu item:

Menu Item	Description
Properties...	Open the Clock dialog box.

■ Passwords Node ()

You can do the following with the Passwords node:

- 1) Double-click it to open the Passwords dialog box.
- 2) Right-click it to get a popup menu with the following menu item:

Menu Item	Description
Properties...	Open the Passwords dialog box.

■ Screens Node ()

The Screens node can have many Screen sub-nodes. Each Screen sub-nodes is associated with a screen of the panel application. You can do the following with the Screens node:

- 1) Double-click it to expand or collapse the list of its sub-nodes.
- 2) Right-click it to get a popup menu with the following menu item:

Menu Item	Description
New Screen...	Create a new screen.
Import Screen...	Import a screen from an SNF file.
Sort by Name	Sort the list of Screen sub-nodes by the screen name.
Sort by Number	Sort the list of Screen sub-nodes by the screen number.
Close All Screens	Close all opened screens.
Save Screens as Pictures...	Open the Save Screens as Pictures dialog box. You can save each of the selected screens to a picture file using the dialog box.

■ Screen Node ()

Each Screen node is associated with a screen of the panel application. You can do the following with the Screen node:

- 1) Double-click it to open the associated screen if the screen is not opened yet.
- 2) Double-click it to open the property sheet of the associated screen if the screen is already opened.
- 3) Right-click it to get a popup menu with the following menu item:

Menu Item	Description
Open	Open the associated screen.
Delete	Delete the associated screen.
Properties	Open the property sheet of the associated screen.
Export Screen...	Export the associated screen to an SNF file.

■ Alarms Node ()

The Alarms node can have many Discrete Alarm Block sub-nodes and Analog Alarm Block sub-nodes. You can do the following with the Alarms node:

- 1) Double-click it to open the Alarm Properties dialog box.
- 2) Right-click it to get a popup menu with the following menu item:

Menu Item	Description
Add Discrete Alarm Block	Create a new discrete alarm block.
Add Analog Alarm Block	Create a new analog alarm block.
Import Alarm Block...	Import an alarm block from an ALM file.
Properties	Open the Alarm Properties dialog box.

■ Discrete Alarm Block Node ()

A Discrete Alarm Block node is associated with a discrete alarm block of the panel application. You can do the following with the Discrete Alarm Block node:

- 1) Double-click it to open the Discrete Alarm Block dialog box of the associated alarm block.
- 2) Right-click it to get a popup menu with the following menu item:

Menu Item	Description
Delete	Delete the associated discrete alarm block.
Properties	Open the Discrete Alarm Block dialog box of the associated discrete alarm block.
Export Alarm Block...	Export the associated alarm block to an ALM file.

■ Analog Alarm Block Node ()

An Analog Alarm Block node is associated with an analog alarm block of the panel application. You can do the following with the Analog Alarm Block node:

- 1) Double-click it to open the Analog Alarm Block dialog box of the associated alarm block.
- 2) Right-click it to get a popup menu with the following menu item:

Menu Item	Description
Delete	Delete the associated analog alarm block.
Properties	Open the Analog Alarm Block dialog box of the associated analog alarm block.
Export Alarm Block...	Export the associated alarm block to an ALM file.

■ Recipes Node ()

The Recipes node can have many Recipe Block sub-nodes. Each Recipe Block sub-node is associated with a recipe block of the panel application. You can do the following with the Recipes node:

- 1) Double-click it to expand or collapse the list of its sub-nodes.
- 2) Right-click it to get a popup menu with the following menu item:

Menu Item	Description
Add Recipe Block	Create a new recipe block.

■ Recipe Block Node ()

A Recipe Block node is associated with a recipe block of the panel application. You can do the following with the Recipe Block node:

- 1) Double-click it to open the Recipe Block dialog box of the associated recipe block.
- 2) Right-click it to get a popup menu with the following menu item:

Menu Item	Description
Delete	Delete the associated recipe block.
Properties	Open the Recipe Block dialog box of the associated recipe block.

■ Data Loggers Node ()

The Data Loggers node can have many Data Logger sub-nodes. Each Data Logger sub-node is associated with a data logger of the panel application. You can do the following with the Data Loggers node:

- 1) Double-click it to expand or collapse the list of its sub-nodes.
- 2) Right-click it to get a popup menu with the following menu item:

Menu Item	Description
Add Data Logger	Create a new data logger.

■ Data Logger Node ()

A Data Logger node is associated with a data logger of the panel application. You can do the following with the Data Logger node:

- 1) Double-click it to open the Data Logger dialog box of the associated recipe block.
- 2) Right-click it to get a popup menu with the following menu item:

Menu Item	Description
Delete	Delete the associated data logger.
Properties	Open the Data Logger dialog box of the associated data logger.

■ Operation Logging Node ()

You can do the following with the Operation Logging node:

- 1) Double-click it to open the Operation Logging dialog box.
- 2) Right-click it to get a popup menu with the following menu item:

Menu Item	Description
Properties...	Open the Operation Logging dialog box.

■ Macros Node ()

The Macros node can have many Macro sub-node. Each Macro node is associated with a macro of the panel application. You can do the following with the Macros node:

- 1) Double-click it to expand or collapse the list of its sub-nodes.
- 2) Right-click it to get a popup menu with the following menu items.

Menu Item	Description
Add Macro...	Create a new macro.
Import Macro...	Import a macro from an MCR file.

■ Macro Node ()

Each Macro node is associated with a macro of the panel application. You can do the following with the Macro node:

- 1) Double-click it to open the editing window of the associated macro.
- 2) Right-click it to get a popup menu with the following menu items.

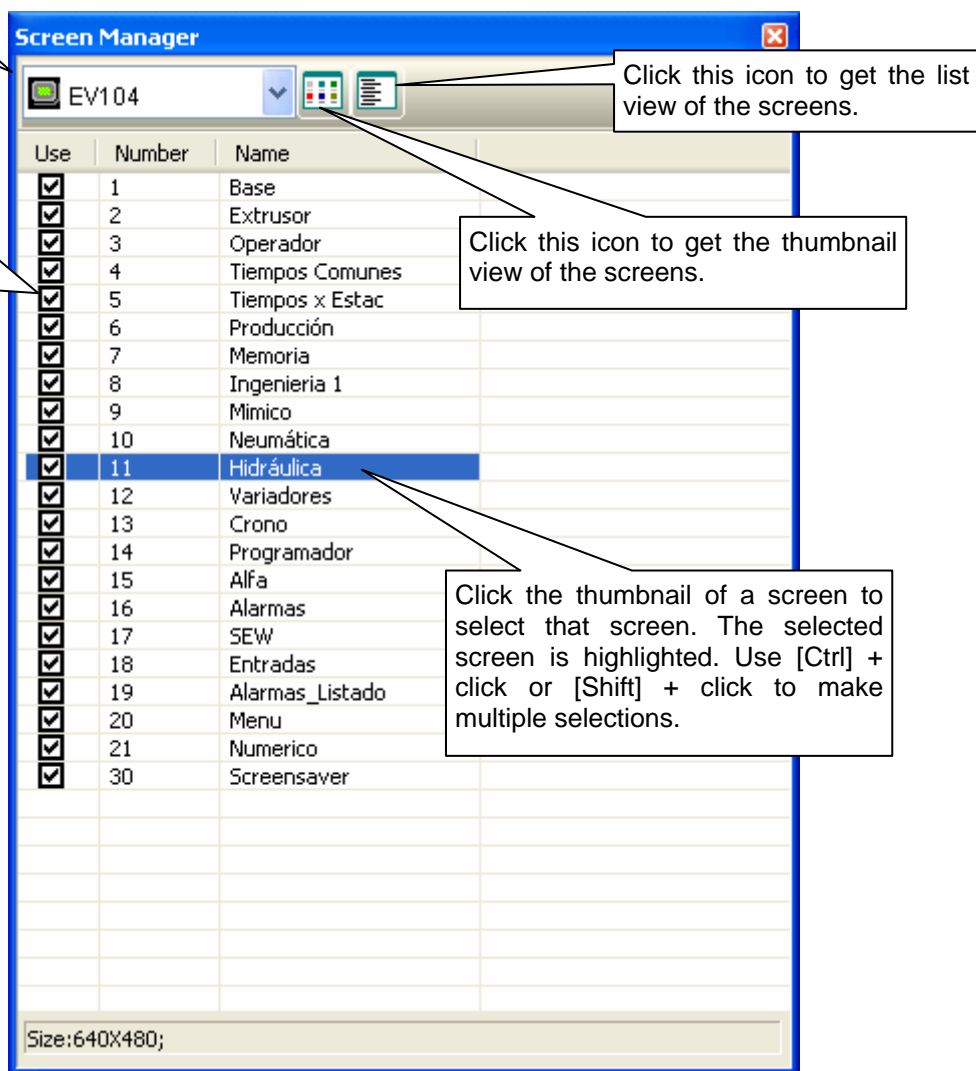
Menu Item	Description
Open	Open the editing window of the associated macro.
Close	Close the editing window of the associated macro.
Rename	Rename the associated macro.
Delete	Delete the associated macro.
Export Macro...	Export the associated macro to an MCR file.

1.4.4. Screen Manager

The Screen Manager is a dockable window. You can manage the screens of your project with it easily. To open the Screen Manager, check the Screen Manager menu item in the View menu. The following is an example of the Screen Manager that lists the screens of the application EV-104 of the project.

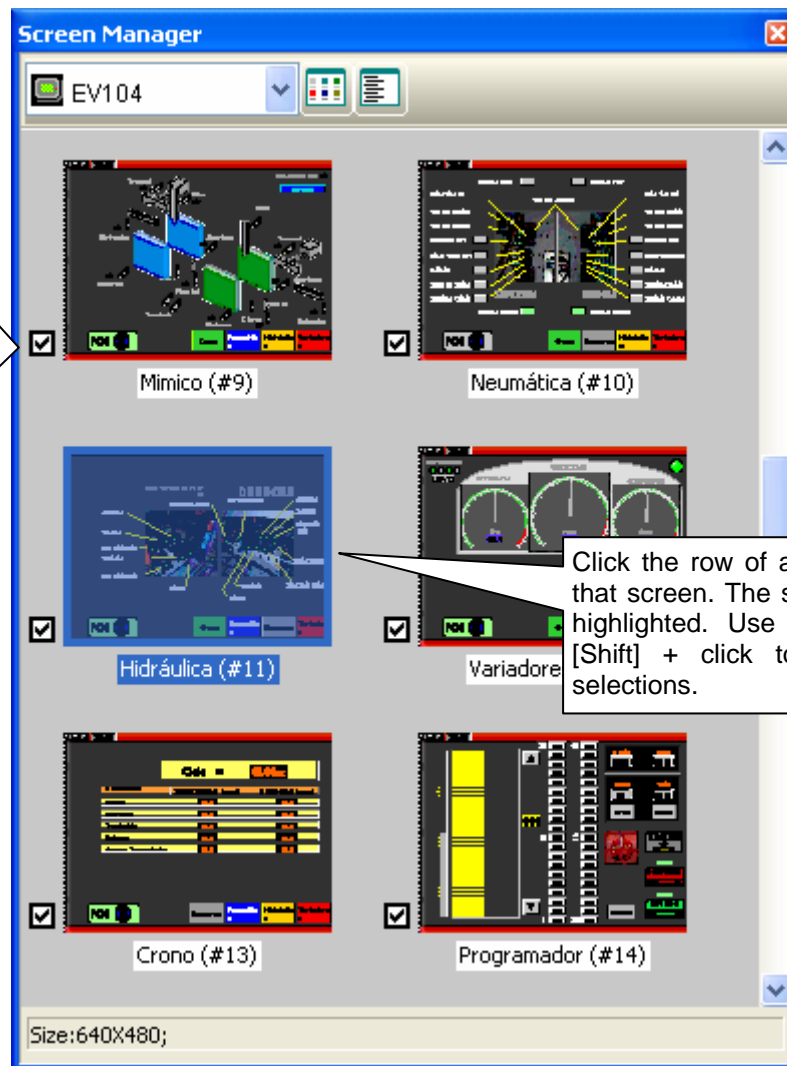
The name of the current panel application. You can select another panel application of the project to view.

If the Use box of a screen is checked, the application compiler will generate the runtime data for that screen. If the Use box of screen is unchecked, the application compiler will not generate the runtime data for that screen and will assume that screen is not existing.



The following is an example of the Screen Manager that shows the screens in thumbnail view.

If the Use box of a screen is checked, the application compiler will generate the runtime data for that screen. If the Use box of screen is unchecked, the application compiler will not generate the runtime data for that screen and will assume that screen is not existing.













You can right-click the Screen Manager to get the popup menu with the following menu items:

Menu Item	Description
New Screen...	Create a new screen for the current panel application.
Open Screen...	Open the selected screen.
Cut Screen	Cut the selected screen and put it on the Clipboard.
Copy Screen	Copy the selected screen and put it on the Clipboard.
Paste Screen	Insert the screen on the Clipboard to the current panel application.
Delete Screen	Delete the selected screen.
Export Screen...	Export the selected screen to a file.
Import Screen...	Import a screen from a file for the current panel application.
Screen Properties	Open the screen property dialog box of the selected screen.

1.4.5. Popup Menus

1.4.5.1. Object Popup Menu

■ For all objects

Icon	Menu Item	Shortcut	Description
	Cut	Ctrl+X	Cut the selection and put it on the Clipboard.
	Copy	Ctrl+C	Copy the selection and put it on the Clipboard.
	Paste	Ctrl+V	Place the Clipboard contents on the current screen.
	Delete	Del	Delete the selection.
	Pin		Pin the selection so it can not move.
	Unpin		Unpin the selection so it can move again.
	Duplicate...		Duplicate the selected object.
	Bring to Top		Bring the selection to the top.
	Bring Forward		Bring the selected object one layer up.
	Send Backward		Send the selected object one layer down.
	Send to Bottom		Send the selection to the bottom.
	Object Properties...		Open the property sheet of the selected object.
	Save as Default		Save the selected object as the default object for the type of that object. Default objects are saved in the Objects category of the object library.
	Save to Object Library...		Save the selected object to the object library.
	Save as Global Object...		Save the selected object as the global object which is saved in the Global category of the object library. Global Objects can be used for the Global Object Containers.
	Save Current Screen as Picture...		Save the current screen to a picture file.
	Screen Properties		Open the screen property dialog box for the current screen.


■ For polylines and polygons

Menu Item	Description
Insert Point	Add a point at the specified position.
Delete Point	Delete a selected point.

■ For pipelines

Menu Item	Description
Insert Connector	Add a connector at the specified position. If the specified position is on the vertical pipe segment, you can add left, right or cross connector. If the specified position is on the horizontal pipe segment, you can add up, down or cross connector.
Delete Pipe Segment	Delete a selected connector and its pipe segments.

1.4.5.2. Screen Popup Menu

Icon	Menu Item	Description
	Close Screen	Close the current screen.
	Cut Screen	Cut the current screen and put it on the Clipboard.
	Copy Screen	Copy the current screen and put it on the Clipboard.
	Paste Screen	Insert the screen on the Clipboard to the current panel application.
	Delete Screen	Delete the current screen.
	Save Current Screen as Picture...	Save the current screen to a picture file.
	Screen Properties	Open the screen property dialog box for the current screen.