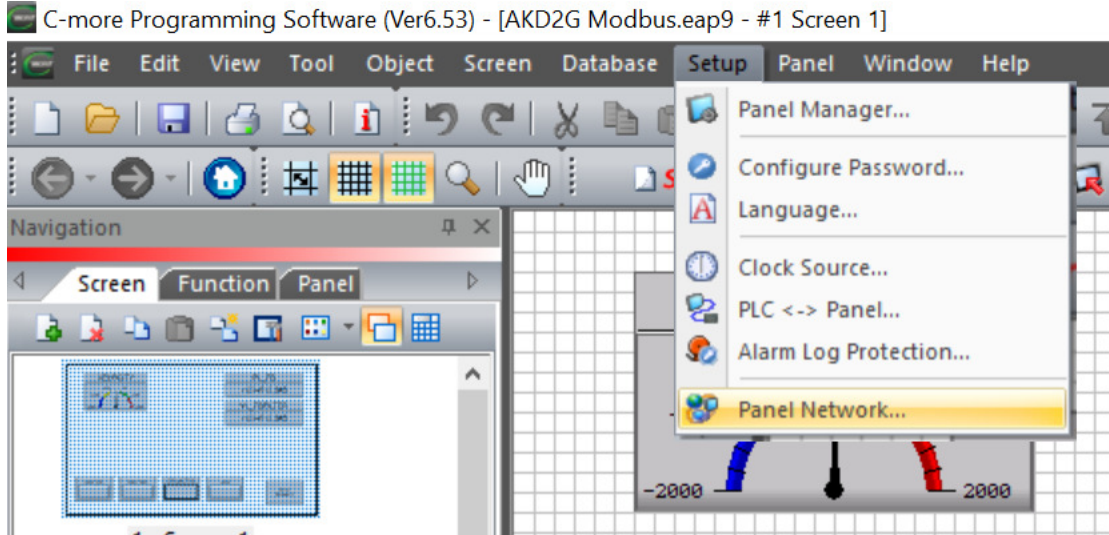
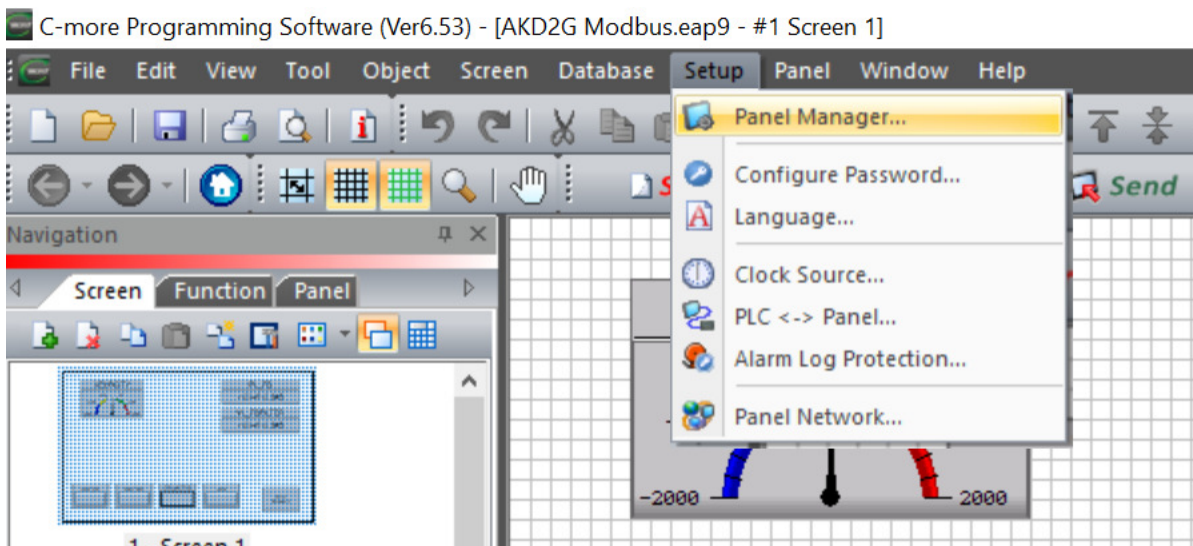
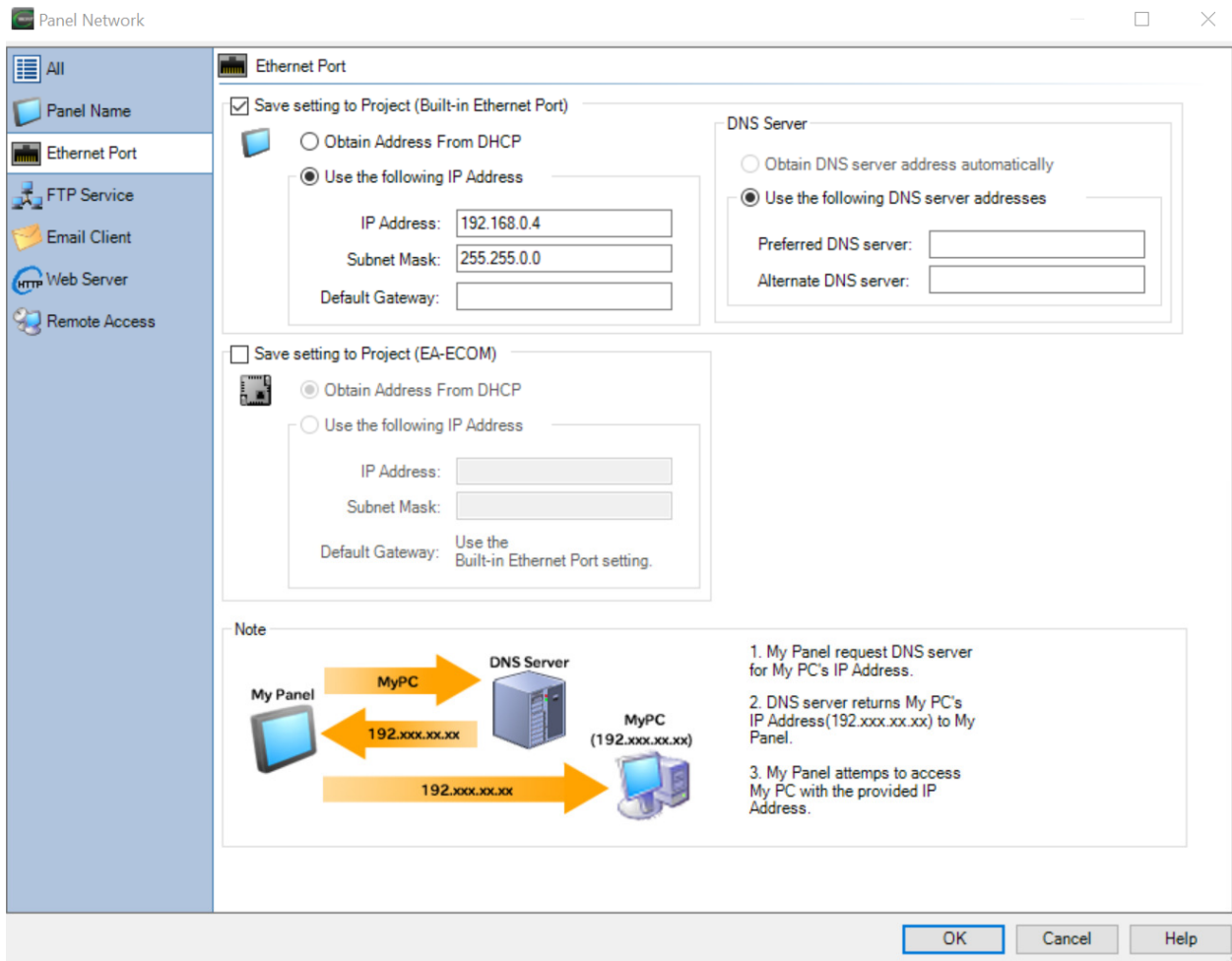


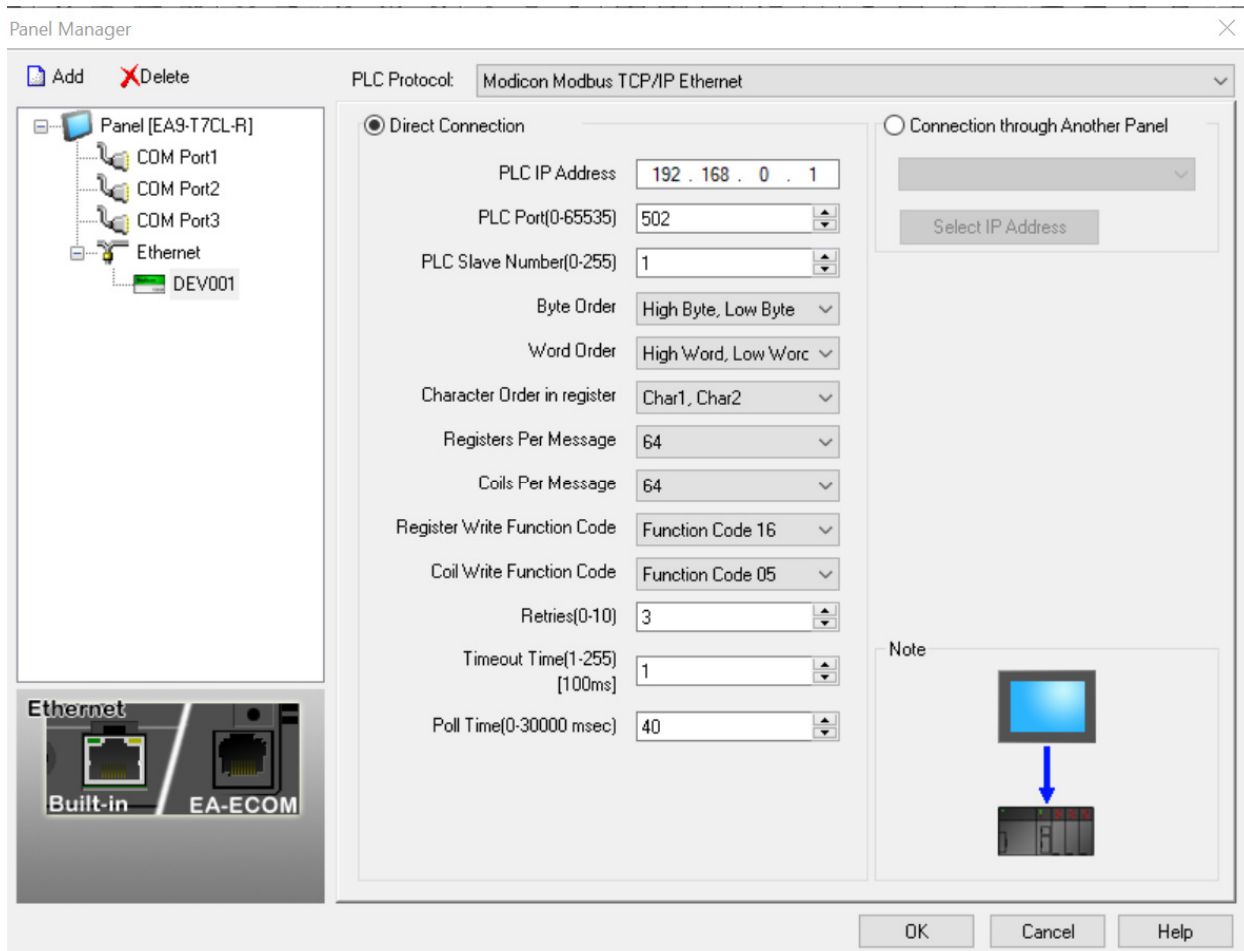
**Automation Direct C-More Software Modbus TCP Rev. A 2/17/2020**

This application note demonstrates configuration and addressing for Modbus TCP communications an Automation Direct HMI using C-more Programming Software V6.53.

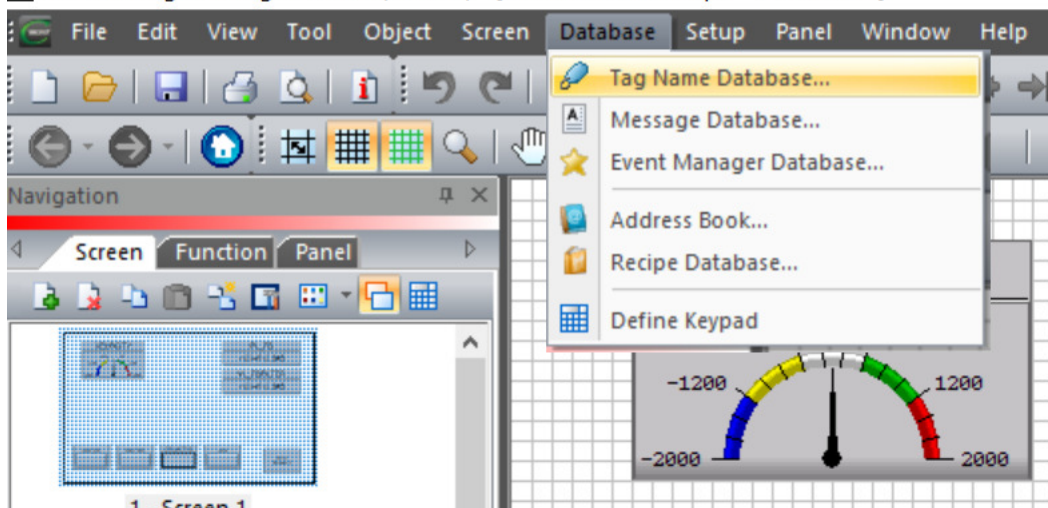
The application notes is an example only and the implementation and verification of proper operation of the application and system is the programmer's responsibility.







C-more Programming Software (Ver6.53) - [AKD2G Modbus.eap9 - #1 Screen 1]



Tag Name Database

Highlight
   
 Unused Tags
   
 System Tags

Device ...	Tag Name	Data Type	Address	Data Count	Retentive	Attribute	Used
<INTERNAL>	SYS PANEL ECOM IP OCT1	Unsigned int 16			False	R	No
<INTERNAL>	SYS PANEL ECOM IP OCT2	Unsigned int 16			False	R	No
<INTERNAL>	SYS PANEL ECOM IP OCT3	Unsigned int 16			False	R	No
<INTERNAL>	SYS PANEL ECOM IP OCT4	Unsigned int 16			False	R	No
DEV001	PL_FB	Signed int 32	42073		False	R/W	Yes
DEV001	VL_FBFILTER	Signed int 32	4859		False	R/W	Yes
DEV001	DRV_EN	Unsigned int 32	4255		False	R/W	Yes
DEV001	DRV_DIS	Unsigned int 32	4237		False	R/W	Yes
DEV001	DRV_STOP	Unsigned int 32	4275		False	R/W	Yes
DEV001	DRV_ACTIVE	Unsigned int 32	4221		False	R/W	Yes
DEV001	DRV_CLRFAULT	Unsigned int 32	4225		False	R/W	Yes
DEV001	MT_ACC	Unsigned int 32	42057		False	R/W	Yes
DEV001	MT_DEC	Unsigned int 32	42059		False	R/W	Yes
DEV001	MT_V	Unsigned int 32	4567		False	R/W	Yes
DEV001	MT_P	Signed int 32	42061		False	R/W	Yes
DEV001	MT_CNTL	Unsigned int 32	4533		False	R/W	Yes
DEV001	MODBUS_MT	Unsigned int 32	4951		False	R/W	Yes
DEV001	MODBUS_SM	Unsigned int 32	4953		False	R/W	Yes
DEV001	HOME_MOVE	Unsigned int 32	4409		False	R/W	Yes
DEV001	FAULT1	Unsigned int 32	4955		False	R/W	Yes
DEV001	FAULT2	Unsigned int 32	4957		False	R/W	Yes
DEV001	FAULT3	Unsigned int 32	4959		False	R/W	Yes
DEV001	FAULT4	Unsigned int 32	4961		False	R/W	Yes

Show Tag Count : 125

Note the address syntax is 4 ( for a holding register ) and then the address +1 . Example:

PL.FB address in Workbench is 2072. The address is +1 so 2073 and then tack a 4 on the front of it=42072.

DRV.EN is address 254 in Workbench. The address is +1 so 255 and then tack a 4 on the front of it=4255. This is interesting because other HMIs may address it as 40255 or 400255.

Tag Name Database

Add Edit Delete Copy Paste Fill Down Replace Highlight Unused Tags System Tags Import Export Filter Saved Filters

Device ...	Tag Name	Data Type	Address
<INTERNAL>	SYS PANEL ECOM IP OCT1	Unsigned int 16	
<INTERNAL>	SYS PANEL ECOM IP OCT2	Unsigned int 16	
<INTERNAL>	SYS PANEL ECOM IP OCT3	Unsigned int 16	
<INTERNAL>	SYS PANEL ECOM IP OCT4	Unsigned int 16	
DEV001	PL_FB	Signed int 32	42073
DEV001	VL_FBFILTER	Signed int 32	4859
DEV001	DRV_EN	Unsigned int 32	4255
DEV001	DRV_DIS	Unsigned int 32	4237
DEV001	DRV_STOP	Unsigned int 32	4275
DEV001	DRV_ACTIVE	Unsigned int 32	4221
DEV001	DRV_CLRFAULT	Unsigned int 32	4225
DEV001	MT_ACC	Unsigned int 32	42057
DEV001	MT_DEC	Unsigned int 32	42059
DEV001	MT_V	Unsigned int 32	4567
DEV001	MT_P	Signed int 32	42061
DEV001	MT_CNTL	Unsigned int 32	4533
DEV001	MODBUS_MT	Unsigned int 32	4951
DEV001	MODBUS_SM	Unsigned int 32	4953
DEV001	HOME_MOVE	Unsigned int 32	4409
DEV001	FAULT1	Unsigned int 32	4955
DEV001	FAULT2	Unsigned int 32	4957
DEV001	FAULT3	Unsigned int 32	4959
DEV001	FAULT4	Unsigned int 32	4961

Tag Name - Edit

No. 107

Tag Information

Device Name: DEV001

Tag Name: PL\_FB

Tag Data Type: Signed int 32

Tag Data Type cannot be changed if Tag is used in the project.

Characters: 40  Retentive

PLC Address

Memory Type	Address
4	2073

Apply Close Help

Show Tag Count : 125 OK Cancel Help

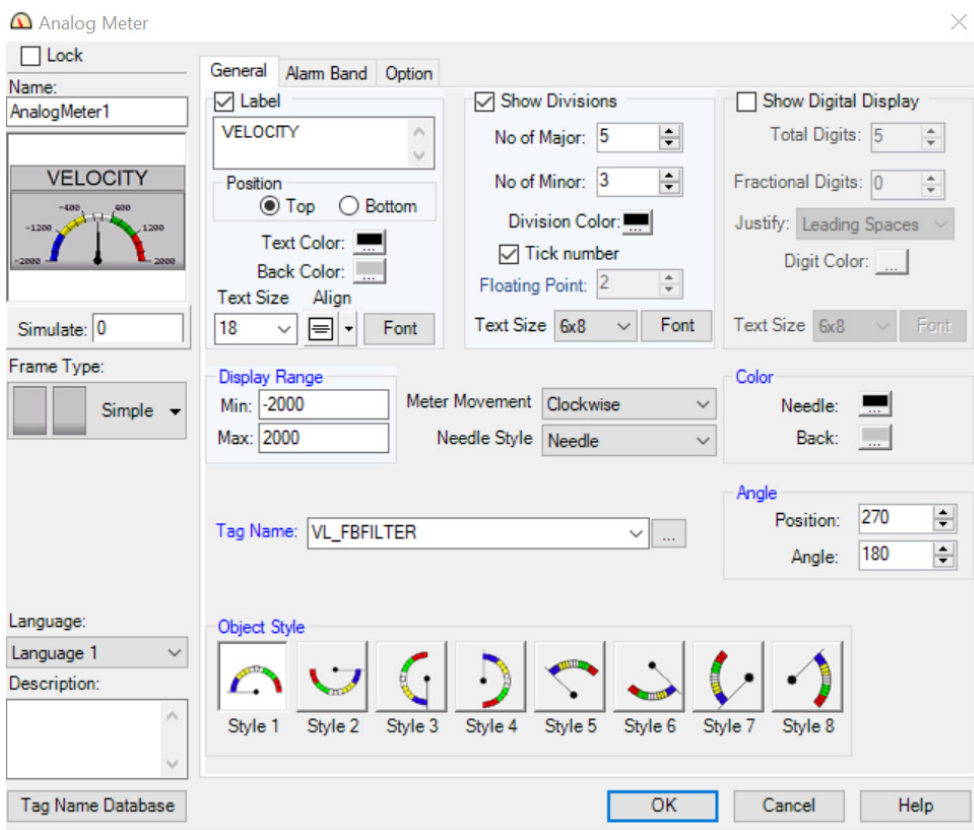
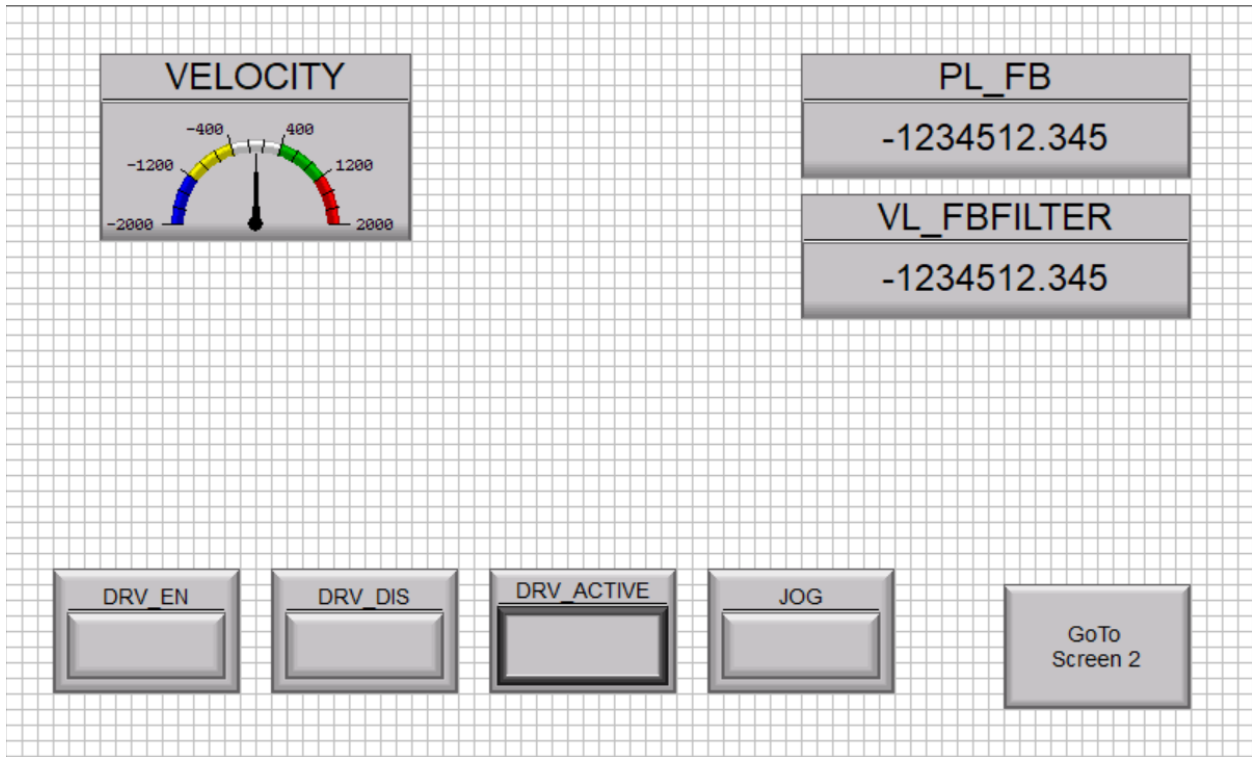
## Summary of Mapping

With the ability to choose the word order High Word/Low Word in the configuration only offset was applicable i.e. PL.FB\_32 starting address is 2072 from Workbench Help's Modbus Table and the Automation Direct 32 bit tag was addressed as 4 ( holding register )+2072 ( Workbench Starting Address ) +1 ( Offset )= 42073 as shown below and in the tag database table.

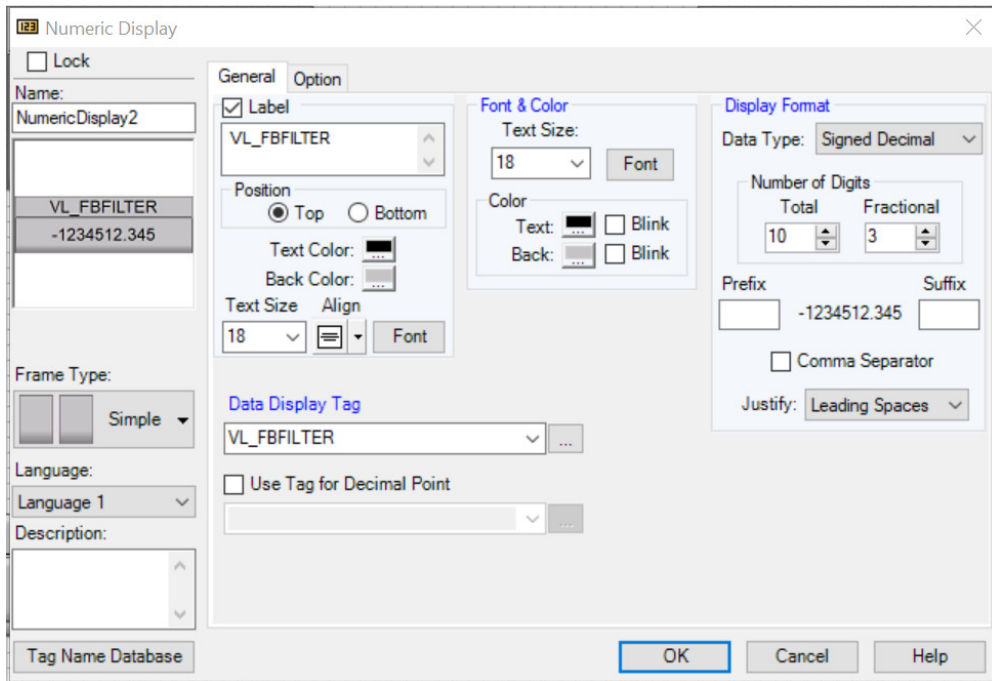
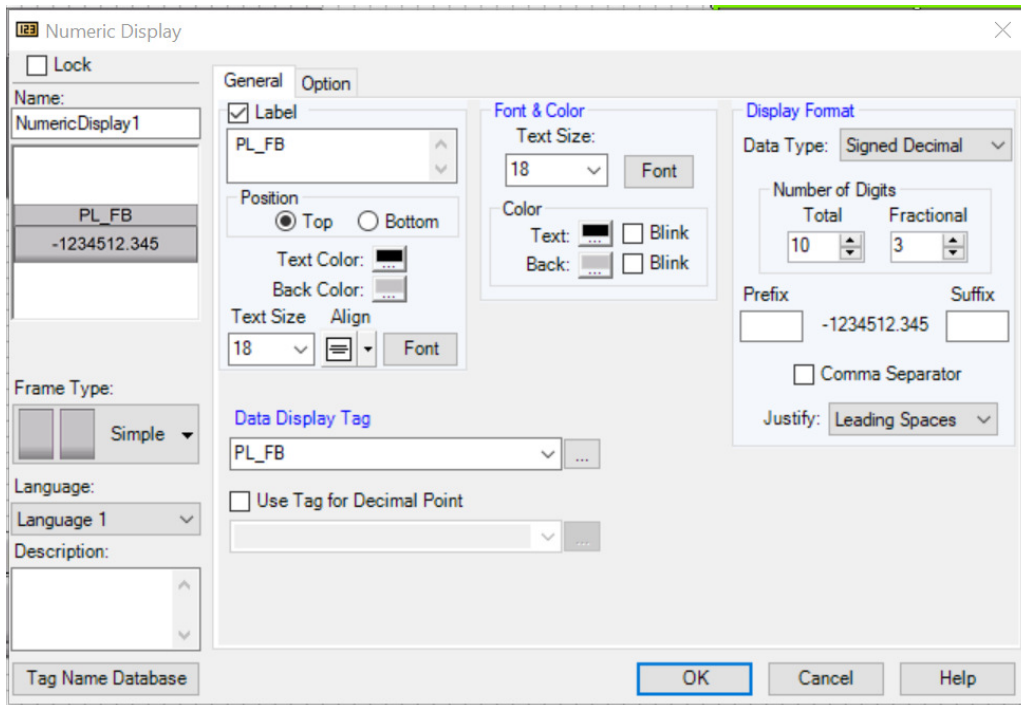
Automation Direct						
<u>AKD Keyword</u>	<u>AKD Native Address</u>	<u>AKD Keyword Data Type</u>	<u>Automation Direct Tag Name</u>	<u>Automation Direct Tag Address</u>	<u>Automation Direct Tag Data Type</u>	<u>Read or Write</u>
PL.FB	2072 2073		PL_FB	42073	Signed Int 32	R/W
VL.FBFILTER	858 859		VL_FBFILTER	4859	Signed Int 32	R/W
DRV.EN	254 255		DRV_EN	4255	Unsigned Int 32	R/W
DRV.DIS	236 237		DRV_DIS	4237	Unsigned Int 32	R/W
DRV.STOP	274 275		DRV_STOP	4275	Unsigned Int 32	R/W
DRV.ACTIVE	220 221		DRV_ACTIVE	4221	Unsigned Int 32	R/W
DRV.CLRFAULT	224 225		DRV_CLRFAULT	4225	Unsigned Int 32	R/W
MT.ACC_32	2056 2057		MT_ACC	42057	Unsigned Int 32	R/W
MT.DEC_32	2058 2059		MT_DEC	42059	Unsigned Int 32	R/W

MT.V	566 567	MT_V	4567	Unsigned Int 32	R/W
MT.P_32	2060 2061	MT_P	42061	Signed Int 32	R/W
MT.CNTL	532 533	MT_CNTL	4533	Unsigned Int 32	R/W
MODBUS.MT	950 951	MODBUS_MT	4951	Unsigned Int 32	R/W
MODBUS.SM	952 953	MODBUS_SM	4953	Unsigned Int 32	R/W
HOME.MOVE	408 409	HOME_MOVE	4409	Unsigned Int 32	R/W
DRV.FAULT1	954 955	FAULT1	4955	Unsigned Int 32	R/W
DRV.FAULT2	956 957	FAULT2	4957	Unsigned Int 32	R/W
DRV.FAULT3	958 959	FAULT3	4959	Unsigned Int 32	R/W
DRV.FAULT4	960 961	FAULT4	4961	Unsigned Int 32	R/W

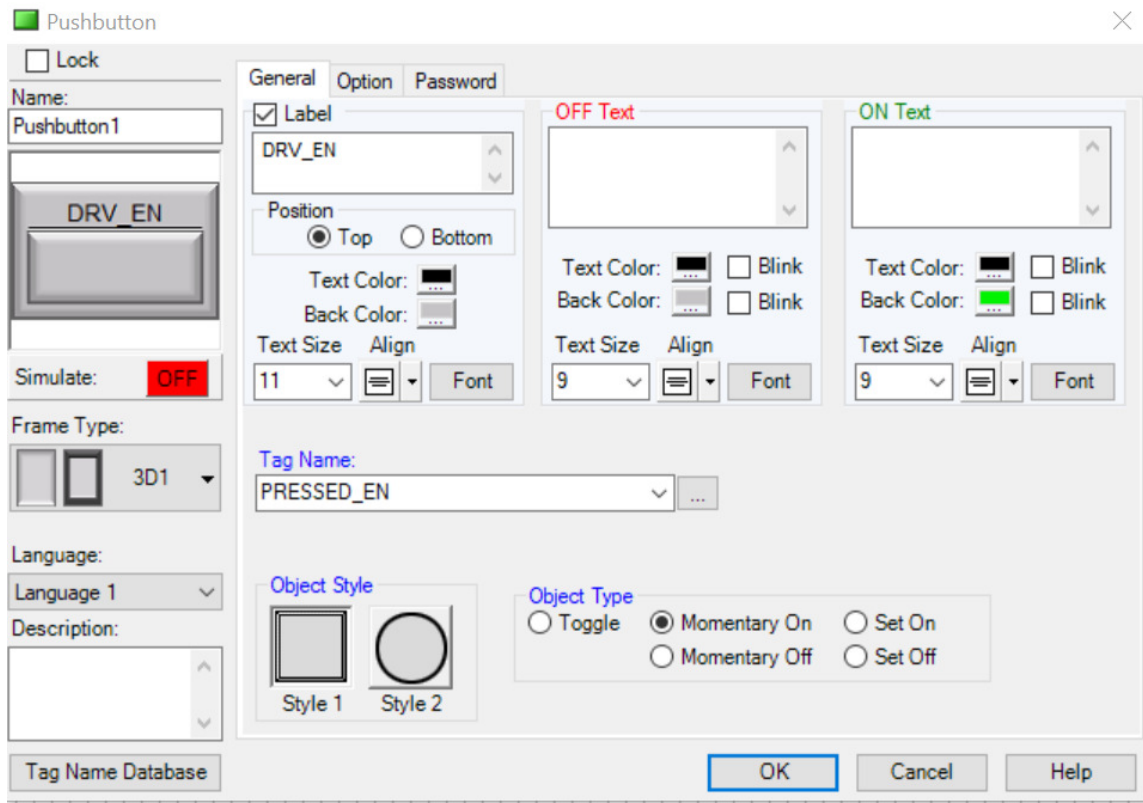
Screen 1







To handle the need for a momentary pushbutton note the tag "PRESSED\_EN" is set for Momentary On but the tag itself is not addressed to Modbus.



From the Tag Name Database the “Device” is Internal.

Device ...	Tag Name	Data Type	Address	Data Count	Retentive	Attribute	Used
<INTERNAL>	PRESSED_EN	Discrete			False	R/W	Yes
<INTERNAL>	PRESSED_DIS	Discrete			False	R/W	Yes
<INTERNAL>	PRESSED_JOG	Discrete			False	R/W	Yes
<INTERNAL>	ACTIVE	Discrete			False	R/W	Yes
<INTERNAL>	PRESSED_MOVE	Discrete			False	R/W	Yes
<INTERNAL>	PRESSED_STOP	Discrete			False	R/W	Yes
<INTERNAL>	PRESSED_CONT	Discrete			False	R/W	Yes
<INTERNAL>	PRESSED_HOME	Discrete			False	R/W	Yes
<INTERNAL>	PRESSED_CLR	Discrete			False	R/W	Yes
<INTERNAL>	SYS Bit On	Discrete			False	R	No

To correlate the internal tag with the Modbus tag an Event was created.

From the Event Manager Database:

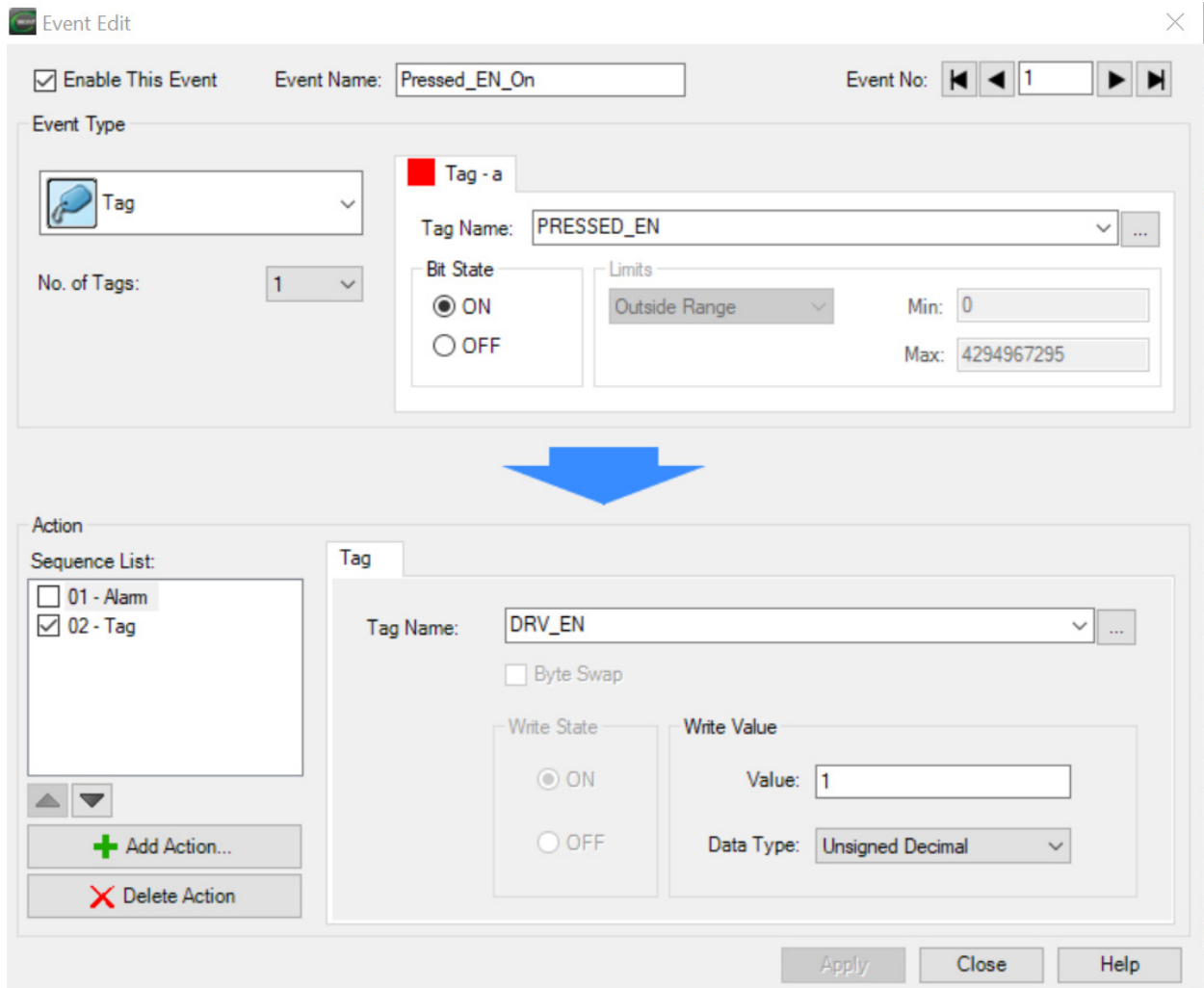
Event Manager

No.	Enable	Event Name	Event Type	Alarm	Tag	Tag Copy	Sound	Msg Box	Scr Cap	Mail	Scr Char
1	<input checked="" type="checkbox"/>	Pressed_EN_On	Tag	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>						
2	<input checked="" type="checkbox"/>	Pressed_En_Off	Tag	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>						
3	<input checked="" type="checkbox"/>	Pressed_Dis_On	Tag	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>						
4	<input checked="" type="checkbox"/>	Pressed_Dis_Off	Tag	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>						
5	<input checked="" type="checkbox"/>	Pressed_Jog_On	Tag	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>						
6	<input checked="" type="checkbox"/>	Pressed_Jog_Off	Tag	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>						
7	<input checked="" type="checkbox"/>	Drv_Active_On	Tag	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>						
8	<input checked="" type="checkbox"/>	Drv_Active_Off	Tag	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>						
9	<input checked="" type="checkbox"/>	Pressed_Move_On	Tag	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>						
10	<input checked="" type="checkbox"/>	Pressed_Move_Off	Tag	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>						
11	<input checked="" type="checkbox"/>	Pressed_Stop_On	Tag	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>						
12	<input checked="" type="checkbox"/>	Pressed_Stop_Off	Tag	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>						
13	<input checked="" type="checkbox"/>	Press_Continue_On	Tag	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>						
14	<input checked="" type="checkbox"/>	Press_Continue_Off	Tag	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>						
15	<input checked="" type="checkbox"/>	Pressed_Home_On	Tag	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>						
16	<input checked="" type="checkbox"/>	Pressed_Home_Off	Tag	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>						
17	<input checked="" type="checkbox"/>	Fault1_On	Tag	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>						<input checked="" type="checkbox"/>
18	<input checked="" type="checkbox"/>	Pressed_CLR_On	Tag	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>						
19	<input checked="" type="checkbox"/>	Pressed_CLR_Off	Tag	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>						
20	<input checked="" type="checkbox"/>	Pressed_CLR_2_On	Tag	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>						
21	<input checked="" type="checkbox"/>	Pressed_CLR_2_Off	Tag	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>						

Show Event Count : 21

Note each button has 2 events setup for it: one event to turn the bit on ( set the value to 1 ) and the other event to turn the bit off ( set the value to 0 ).

Event 1 for the button to enable the drive when pressed.




Event 2 to set the value for the enable to off when the button is released.

Event Edit ×

Enable This Event    Event Name:     Event No:

---

**Event Type**

 Tag


No. of Tags:

■ Tag - a

Tag Name:

Bit State:  ON  OFF

Limits:     Min:     Max:



**Action**

Sequence List:

- 01 - Alarm
- 02 - Tag

**Tag**

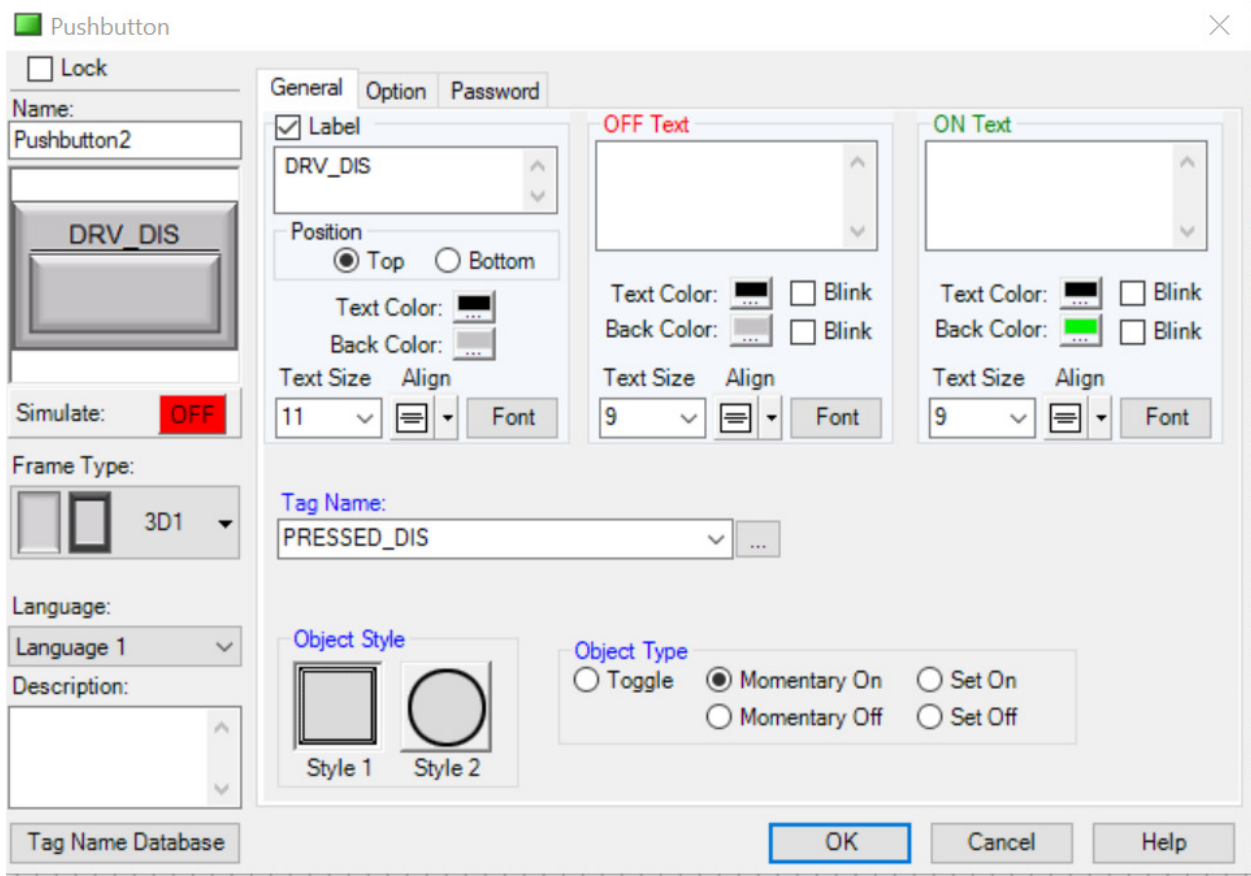
Tag Name:

Byte Swap

Write State:  ON  OFF

Write Value: Value:     Data Type:

Other buttons in the project were handled in the same way which pairs of events in the event list.




Event Edit ×

Enable This Event    Event Name:     Event No:

---

**Event Type**

 Tag

No. of Tags:

■ Tag - a

Tag Name:

Bit State:  ON     OFF

Limits:     Min:     Max:

↓

---

**Action**

Sequence List:

- 01 - Alarm
- 02 - Tag

**Tag**

Tag Name:

Byte Swap

Write State:  ON     OFF

Write Value: Value:     Data Type:

Event Edit ×

Enable This Event    Event Name:     Event No:

**Event Type**

▼


No. of Tags:  ▼

**Tag - a**

Tag Name:  ▼ ...

Bit State:  ON  OFF

Limits:  ▼    Min:     Max:



**Action**

Sequence List:

- 01 - Alarm
- 02 - Tag

**Tag**

Tag Name:  ▼ ...

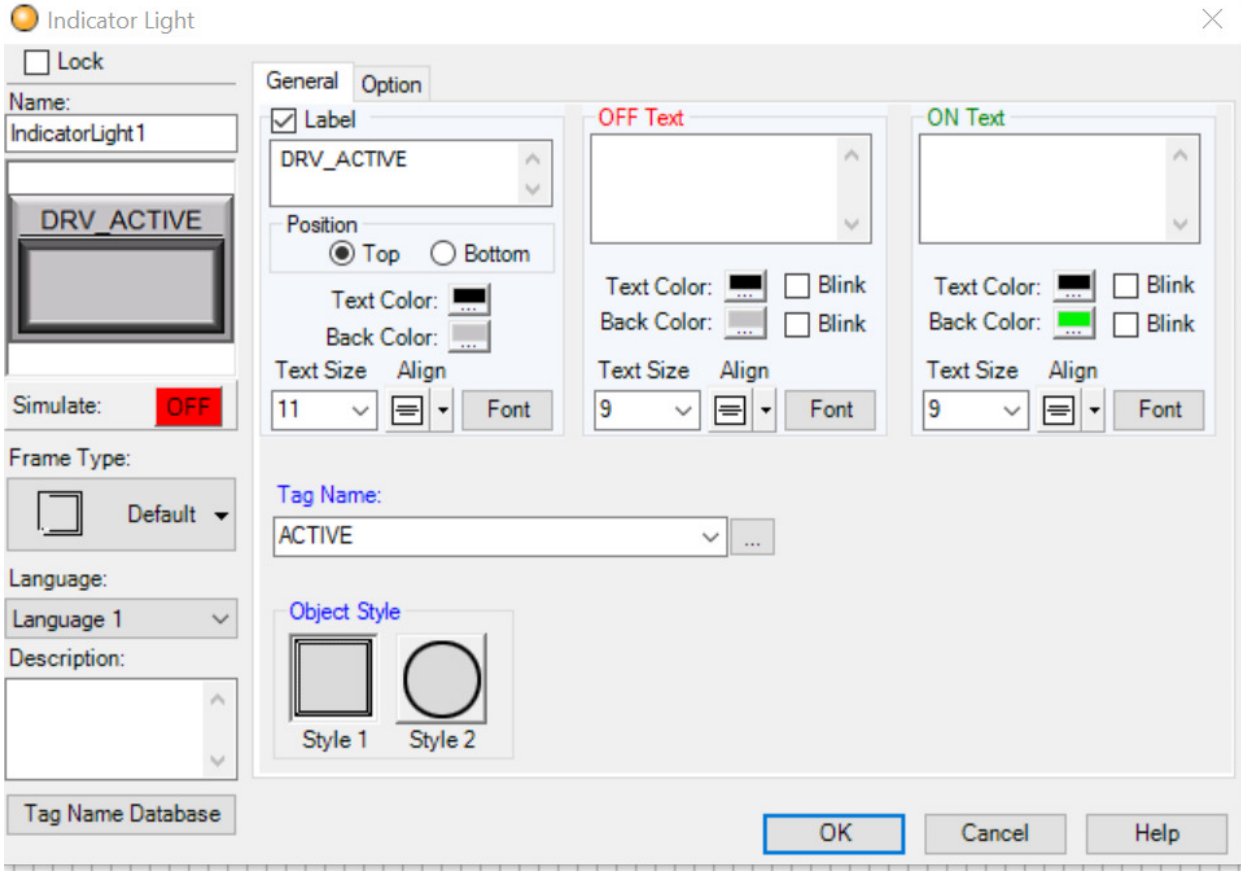
Byte Swap

Write State:  ON  OFF

Write Value: Value:

Data Type:  ▼





Event Edit ×

Enable This Event    Event Name:     Event No:

---

**Event Type**

▼

No. of Tags:  ▼

■ Tag - a

Tag Name:  ▼ ...

Bit State:  ON  OFF

Limits:

**Action**

Sequence List:

- 01 - Alarm
- 02 - Tag

**Tag**

Tag Name:  ▼ ...

Byte Swap

Write State:  ON  OFF

Write Value: Value:

Data Type:

Event Edit

Enable This Event    Event Name:     Event No:

Event Type

   Tag - a

No. of Tags:

Tag Name:

Bit State:  ON    Limits:

OFF

Action

Sequence List:

- 01 - Alarm
- 02 - Tag

Tag

Tag Name:


Byte Swap

Write State:  ON    Write Value: Value:

OFF    Data Type:

Lock

Name: Pushbutton3



Simulate: **OFF**

Frame Type: 3D1

Language: Language 1

Description:

Tag Name Database

General Option Password

Label

JOG

Position  
 Top  Bottom

Text Color: [Color Picker] Back Color: [Color Picker]

Text Size: 11 Align: [Align Icon] Font

OFF Text

ON Text

Text Color: [Color Picker]  Blink Back Color: [Color Picker]  Blink

Text Size: 9 Align: [Align Icon] Font

Text Size: 9 Align: [Align Icon] Font

Tag Name: PRESSED\_JOG

Object Style

Style 1 Style 2

Object Type  
 Toggle  Momentary On  Set On  
 Momentary Off  Set Off

OK Cancel Help

Event Edit ×

Enable This Event    Event Name:     Event No:

**Event Type**

▼


No. of Tags:  ▼

**Tag - a**

Tag Name:  ▼ ...

Bit State:  ON  OFF

Limits:



**Action**

Sequence List:

- 01 - Alarm
- 02 - Tag

**Tag**

Tag Name:  ▼ ...

Byte Swap

Write State:  ON  OFF

Write Value: Value:

Data Type:  ▼

Event Edit X

Enable This Event    Event Name:     Event No:  ◀ ▶

---

**Event Type**

▼

No. of Tags:  ▼

■ Tag - a

Tag Name:  ▼ ...

Bit State:  ON  OFF

Limits:  ▼    Min:  ▼

Max:  ▼

**Action**

Sequence List:

- 01 - Alarm
- 02 - Tag

**Tag**

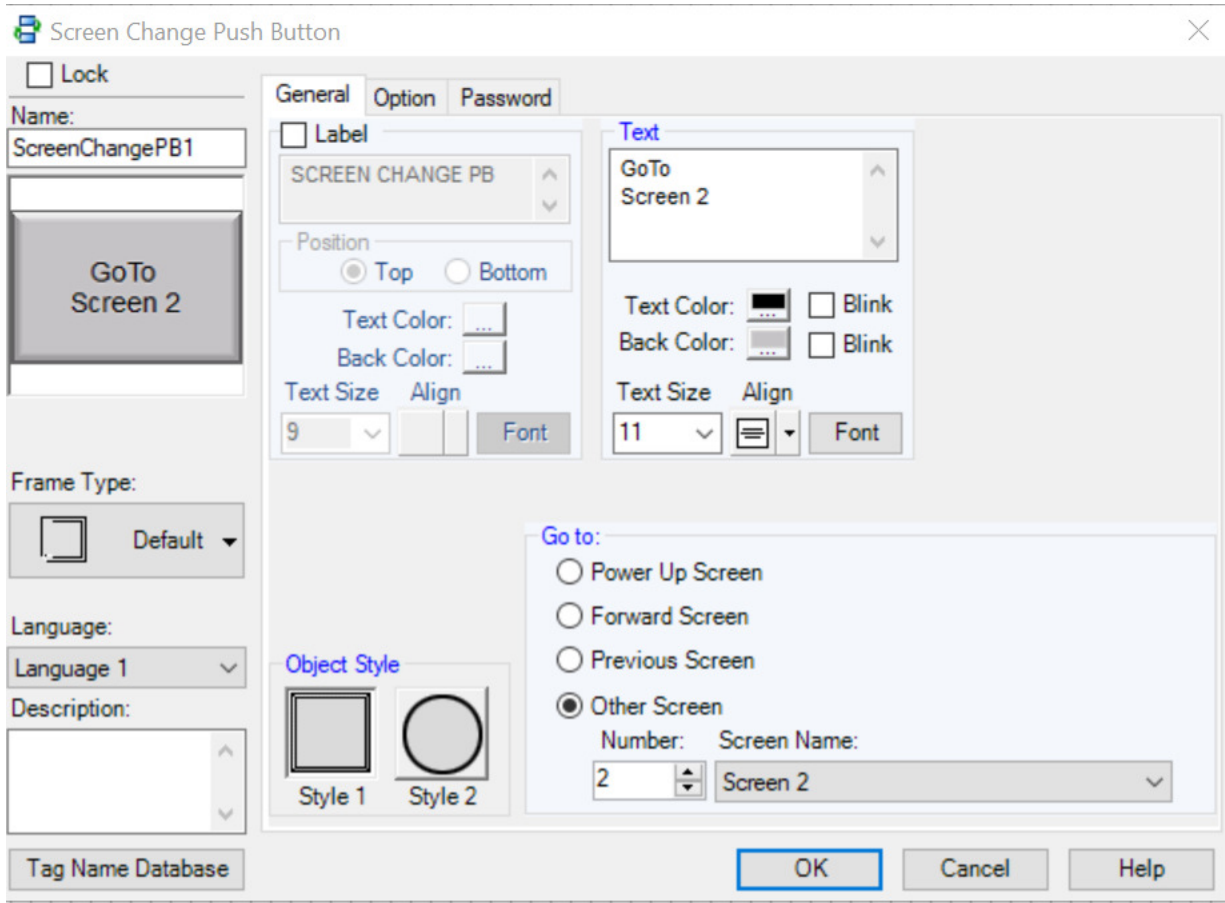
Tag Name:  ▼ ...

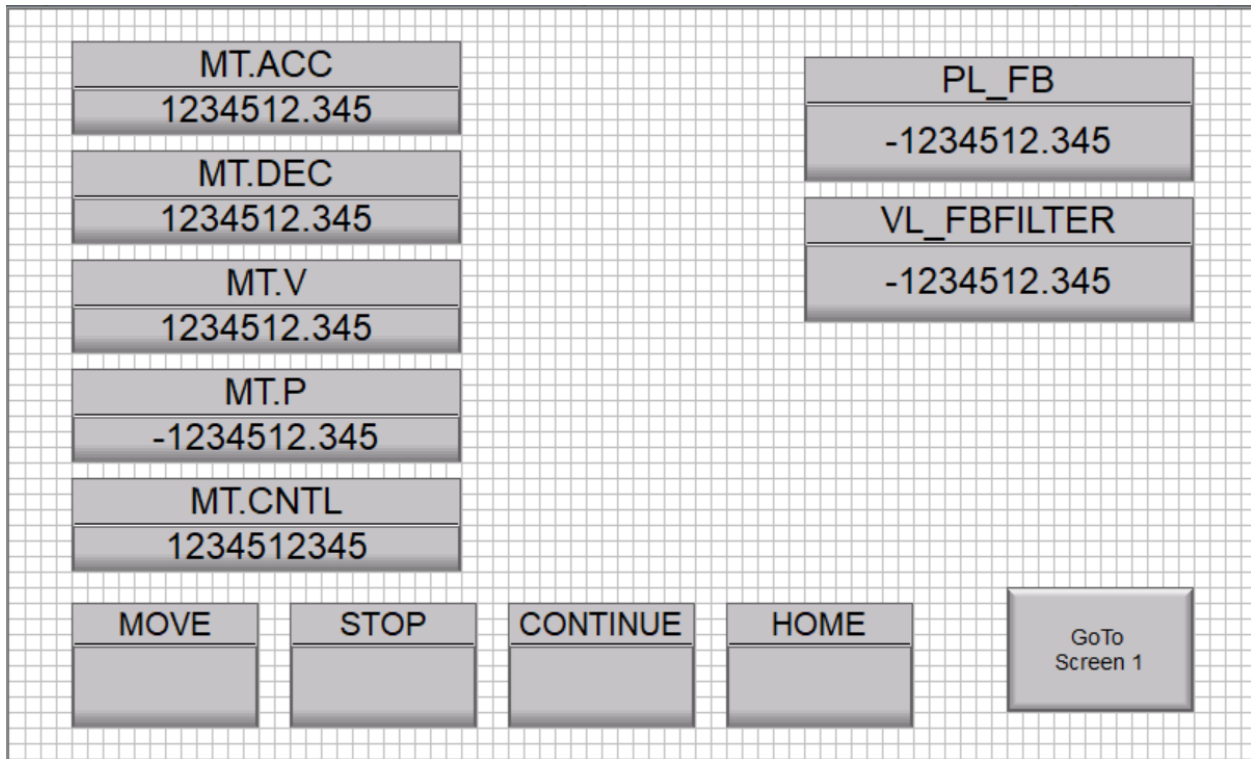
Byte Swap

Write State:  ON  OFF

Write Value: Value:  ▼

Data Type:  ▼





**Numeric Entry** [Close]

Lock

Name: NumericEntry1

MT.ACC  
1234512.345

Frame Type: Simple

Language: Language 1

Description:

Tag Name Database

General Control Option Password

Label  
MT.ACC

Position:  Top  Bottom

Text Color: [Color Picker] Back Color: [Color Picker]

Text Size: 18 Align: [Align Icon] Font

Range  
Min: 0 Max: 65535

Data Entry Tag & Data Display Tag: MT\_ACC

Use Display Tag

Use Tag for Decimal Point

Font & Color  
Text Size: 18 Font  
Color: Text: [Color Picker] Blink [ ] Back: [Color Picker] Blink [ ]

Display Format  
Data Type: Unsigned Decimal  
Number of Digits: Total 10 Fractional 3  
Prefix: [ ] 1234512.345 [ ] Suffix: [ ]  
 Comma Separator  
Justify: Leading Spaces

Object Style  
Style 1 [Preview] Style 2 [Preview]

Keypad  
System Default EA9 [ ] Preview

OK Cancel Help



Numeric Entry

Lock

Name: NumericEntry2

MT.DEC  
1234512.345

Frame Type: Simple

Language: Language 1

Description:

Tag Name Database

General Control Option Password

Label

MT.DEC

Position:  Top  Bottom

Text Color:

Back Color:

Text Size: 18 Align: Font

Range

Min: 0

Max: 65535

Data Entry Tag & Data Display Tag

MT\_DEC

Use Display Tag

Use Tag for Decimal Point

Font & Color

Text Size: 18 Font

Color

Text:  Blink

Back:  Blink

Display Format

Data Type: Unsigned Decimal

Number of Digits

Total	Fractional
10	3

Prefix: 1234512.345 Suffix:

Comma Separator

Justify: Leading Spaces

Object Style

Style 1:

Style 2:

Keypad

System Default EA9 Preview

OK Cancel Help

**Numeric Entry** [X]

Lock

Name: NumericEntry3

MT.V  
1234512.345

Frame Type: Simple

Language: Language 1

Description:

Tag Name Database

General Control Option Password

Label

MT.V

Position:  Top  Bottom

Text Color: [Color Picker]

Back Color: [Color Picker]

Text Size: 18 [Font]

Align: [Align Icon]

Range

Min: 0

Max: 65535

Data Entry Tag & Data Display Tag

MT\_V

Use Display Tag

Use Tag for Decimal Point

Font & Color

Text Size: 18 [Font]

Color

Text: [Color Picker]  Blink

Back: [Color Picker]  Blink

Display Format

Data Type: Unsigned Decimal

Number of Digits

Total: 10 Fractional: 3

Prefix: [Text Box] Suffix: [Text Box]

1234512.345

Comma Separator

Justify: Leading Spaces

Object Style

Style 1: [Preview: 1234 with keypad]

Style 2: [Preview: 1234 in box]

Keypad

System Default EA9 [Preview]

OK Cancel Help

Lock

Name: NumericEntry4

MT.P  
-1234512.345

Frame Type: Simple

Language: Language 1

Description:

Tag Name Database

General Control Option Password

Label

MT.P

Position  
 Top  Bottom

Text Color: [Color Picker]  
Back Color: [Color Picker]

Text Size: 18 Align: [Align Icon] Font

Range  
Min: 0  
Max: 65535

Data Entry Tag & Data Display Tag  
MT\_P

Use Display Tag

Use Tag for Decimal Point

Font & Color

Text Size: 18 Font

Color  
Text: [Color Picker]  Blink  
Back: [Color Picker]  Blink

Display Format

Data Type: Signed Decimal

Number of Digits  
Total: 10 Fractional: 3

Prefix: [Text Box] -1234512.345 [Text Box] Suffix

Comma Separator

Justify: Leading Spaces

Object Style

Style 1: [Preview: 1234 with keypad icon]  
Style 2: [Preview: 1234 in box]

Keypad  
System Default EA9 Preview

OK Cancel Help

**LEA** Numeric Entry ✕

Lock

Name: NumericEntry5

MT.CNTL  
1234512345

Frame Type: Simple

Language: Language 1

Description:

Tag Name Database

General Control Option Password

Label  
MT.CNTL

Position  
 Top  Bottom

Text Color: ...  
Back Color: ...

Text Size: 18 Align: ≡ Font

Range  
Min: 0  
Max: 65535

Data Entry Tag & Data Display Tag  
MT\_CNTL

Use Display Tag

Use Tag for Decimal Point

Font & Color  
Text Size: 18 Font

Color  
Text: ...  Blink  
Back: ...  Blink



Display Format  
Data Type: Unsigned Decimal

Number of Digits  
Total: 10 Fractional: 0

Prefix:  1234512345 Suffix:

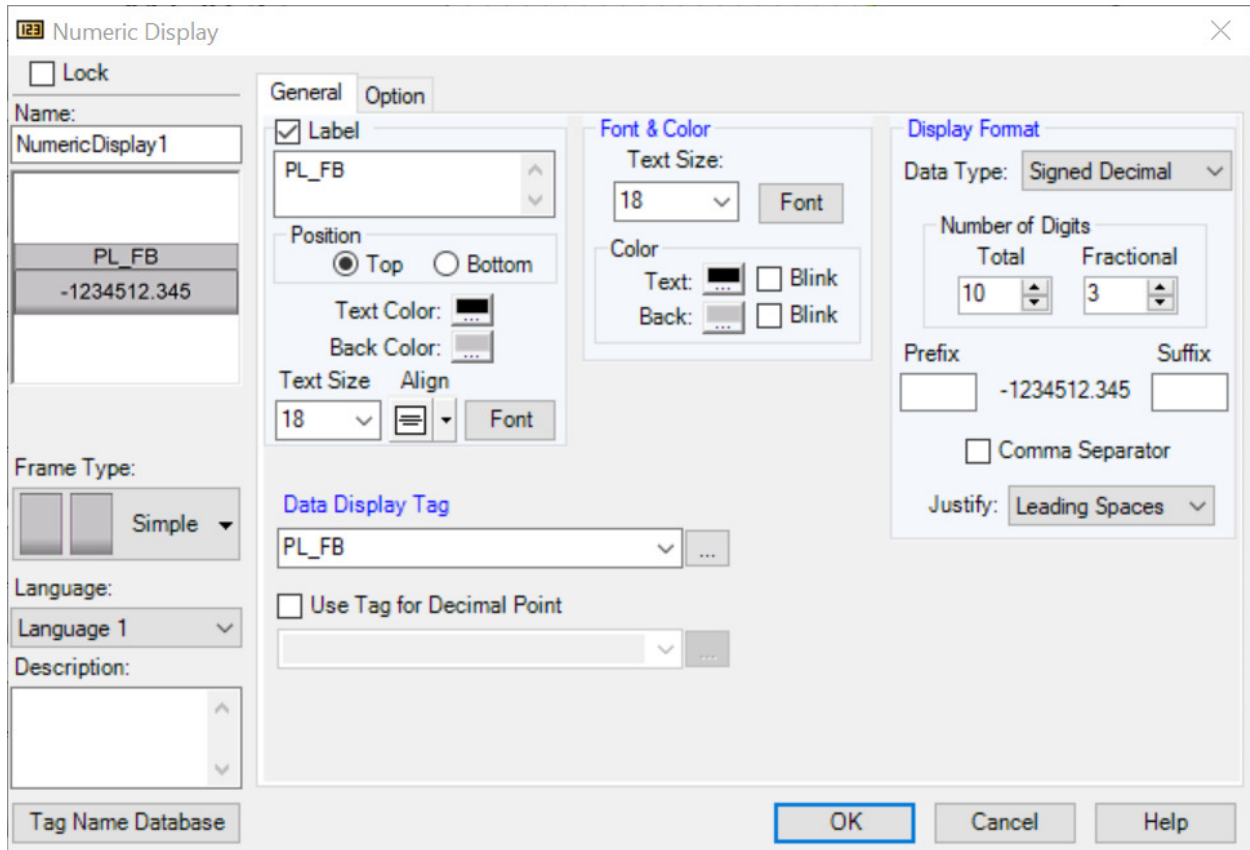
Comma Separator

Justify: Leading Spaces

Object Style  
Style 1:  Style 2: 

Keypad  
System Default EA9 Preview

OK Cancel Help



Lock

Name: NumericDisplay2

VL_FBFILTER
-1234512.345

Frame Type: Simple

Language: Language 1

Description:

Tag Name Database

**General** Option

Label

VL\_FBFILTER

Position:  Top  Bottom

Text Color: [Color Picker]

Back Color: [Color Picker]

Text Size: 18 Align: [Align Icon] Font

**Font & Color**

Text Size: 18 Font

Color: Text: [Color Picker]  Blink  
Back: [Color Picker]  Blink

**Display Format**

Data Type: Signed Decimal

Number of Digits: Total 10 Fractional 3

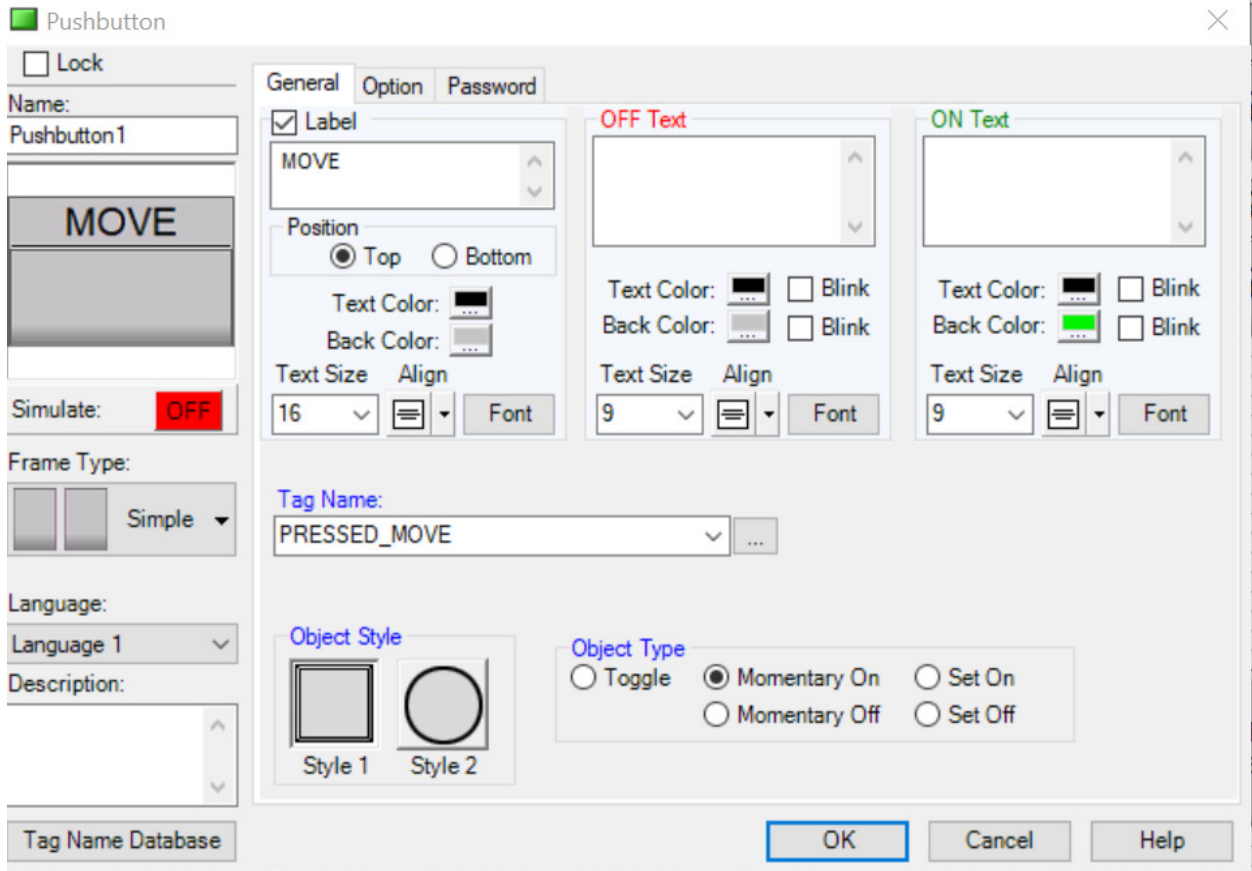
Prefix: [Text Box] Suffix: [Text Box]

-1234512.345

Comma Separator

Justify: Leading Spaces


OK Cancel Help



Event Edit X

Enable This Event    Event Name:     Event No:

**Event Type**

 Tag v

No. of Tags:  v

■ Tag - a

Tag Name:  v ...

Bit State:  ON  OFF

Limits:  v    Min:  v

Max:  v

↓

**Action**

Sequence List:

- 01 - Alarm
- 02 - Tag

**Tag**

Tag Name:  v ...

Byte Swap

Write State:  ON  OFF

Write Value: Value:  v

Data Type:  v



Event Edit ×

Enable This Event    Event Name:     Event No:

**Event Type**

Tag


No. of Tags:

**Tag - a**

Tag Name:

Bit State:  ON  OFF

Limits:      Min:     Max:



**Action**

Sequence List:

- 01 - Alarm
- 02 - Tag

**Tag**

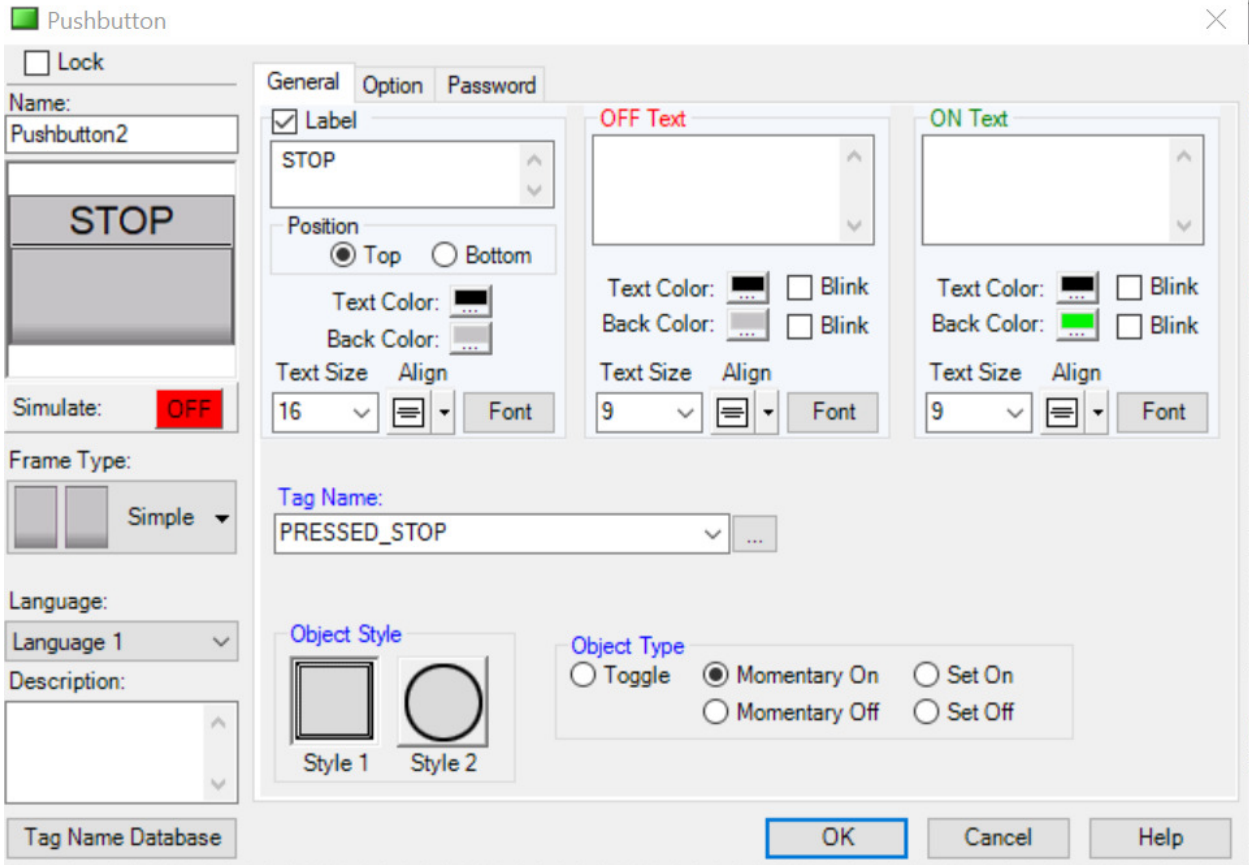
Tag Name:

Byte Swap

Write State:  ON  OFF

Write Value: Value:


Data Type:



Event Edit ✕

Enable This Event    Event Name:     Event No:

**Event Type**

 Tag


No. of Tags:

**Tag - a**

Tag Name:

Bit State:  ON     OFF

Limits:     Min:     Max:



**Action**

Sequence List:

- 01 - Alarm
- 02 - Tag

**Tag**

Tag Name:

Byte Swap

Write State:  ON     OFF

Write Value: Value:     Data Type:

Event Edit

Enable This Event    Event Name:     Event No:

Event Type

    Tag - a

No. of Tags:

Tag Name:

Bit State:  ON     OFF

Limits:     Min:     Max:

Action

Sequence List:

- 01 - Alarm
- 02 - Tag

Tag


Tag Name:

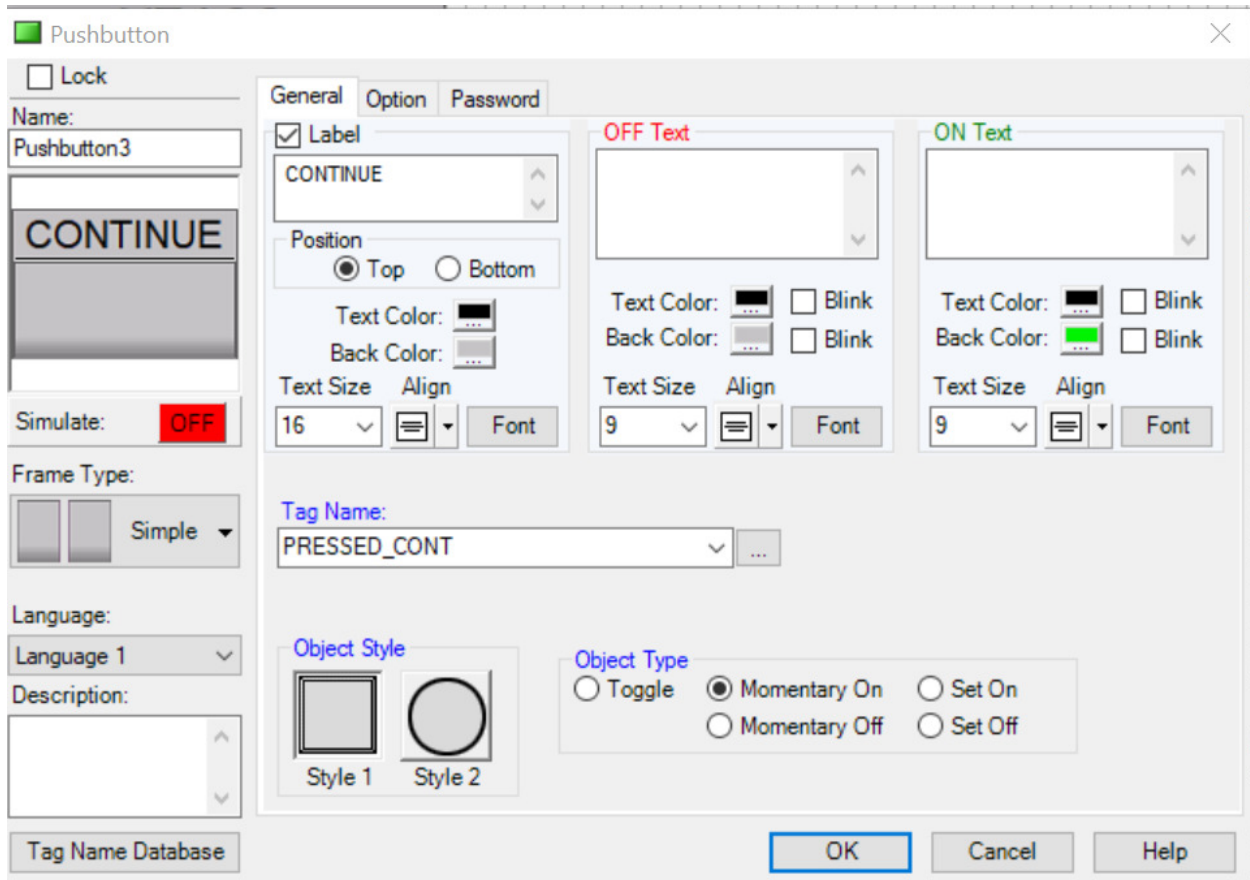
Byte Swap

Write State:  ON     OFF

Write Value: Value:     Data Type:





Event Edit ×

Enable This Event    Event Name:     Event No:

**Event Type**

Tag

No. of Tags:

■ Tag - a

Tag Name:

Bit State:  ON  OFF

Limits:   Min:  Max:

↓

**Action**

Sequence List:

- 01 - Alarm
- 02 - Tag

**Tag**

Tag Name:

Byte Swap

Write State:  ON  OFF

Write Value: Value:

Data Type:

Event Edit ×

Enable This Event    Event Name:     Event No:

**Event Type**

Tag


No. of Tags:

**Tag - a**

Tag Name:

Bit State:  ON  OFF

Limits:      Min:     Max:



**Action**

Sequence List:

- 01 - Alarm
- 02 - Tag

**Tag**

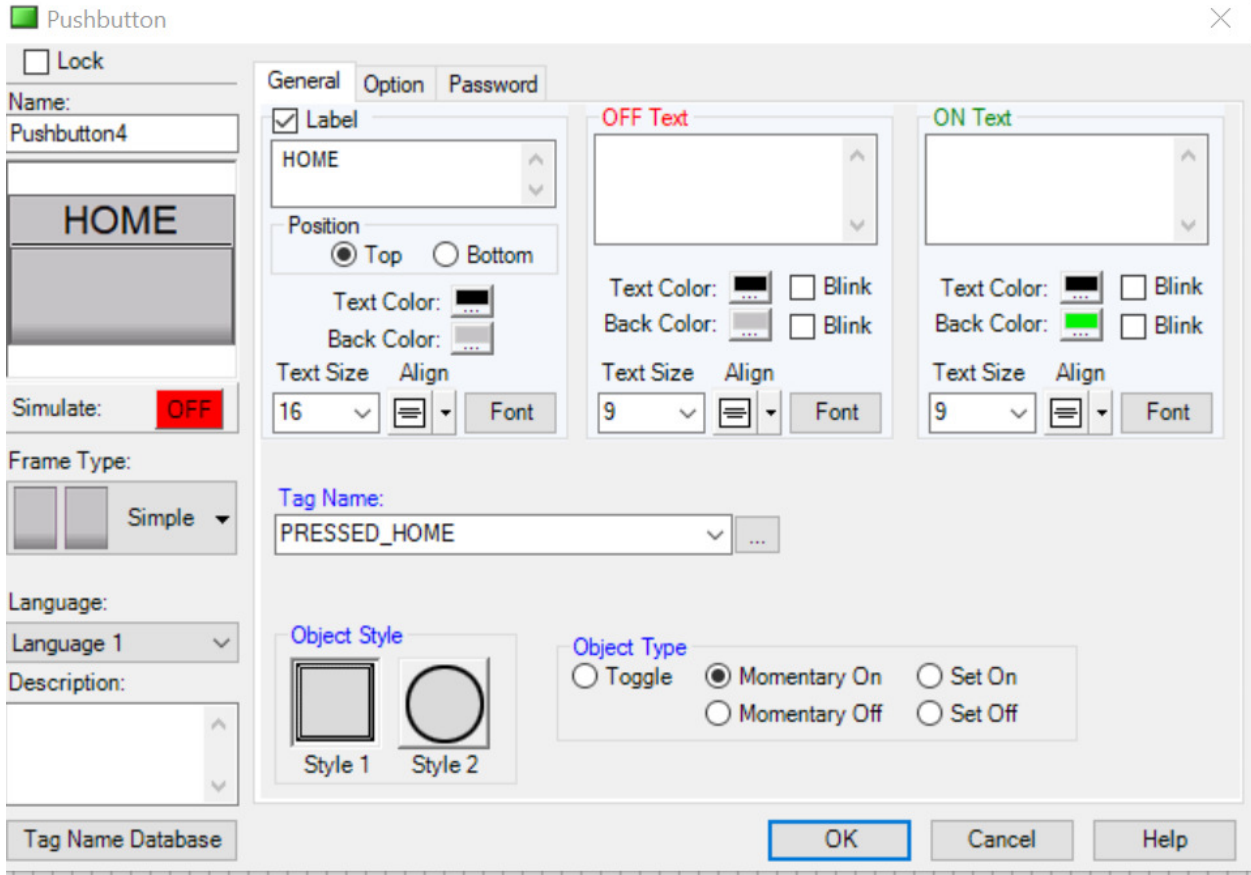
Tag Name:

Byte Swap

Write State:  ON  OFF

Write Value: Value:

Data Type:






Event Edit X

Enable This Event    Event Name:     Event No:

---

**Event Type**

 Tag v


No. of Tags:  v

■ Tag - a

Tag Name:  v ...

Bit State:  ON     OFF

Limits:  v    Min:     Max:



**Action**

Sequence List:

- 01 - Alarm
- 02 - Tag

**Tag**

Tag Name:  v ...

Byte Swap

Write State:  ON     OFF

Write Value: Value:

Data Type:  v

Event Edit ×

Enable This Event    Event Name:     Event No:

**Event Type**

Tag


No. of Tags:

**Tag - a**

Tag Name:

Bit State:  ON  OFF

Limits:      Min:     Max:



**Action**

Sequence List:

- 01 - Alarm
- 02 - Tag

**Tag**

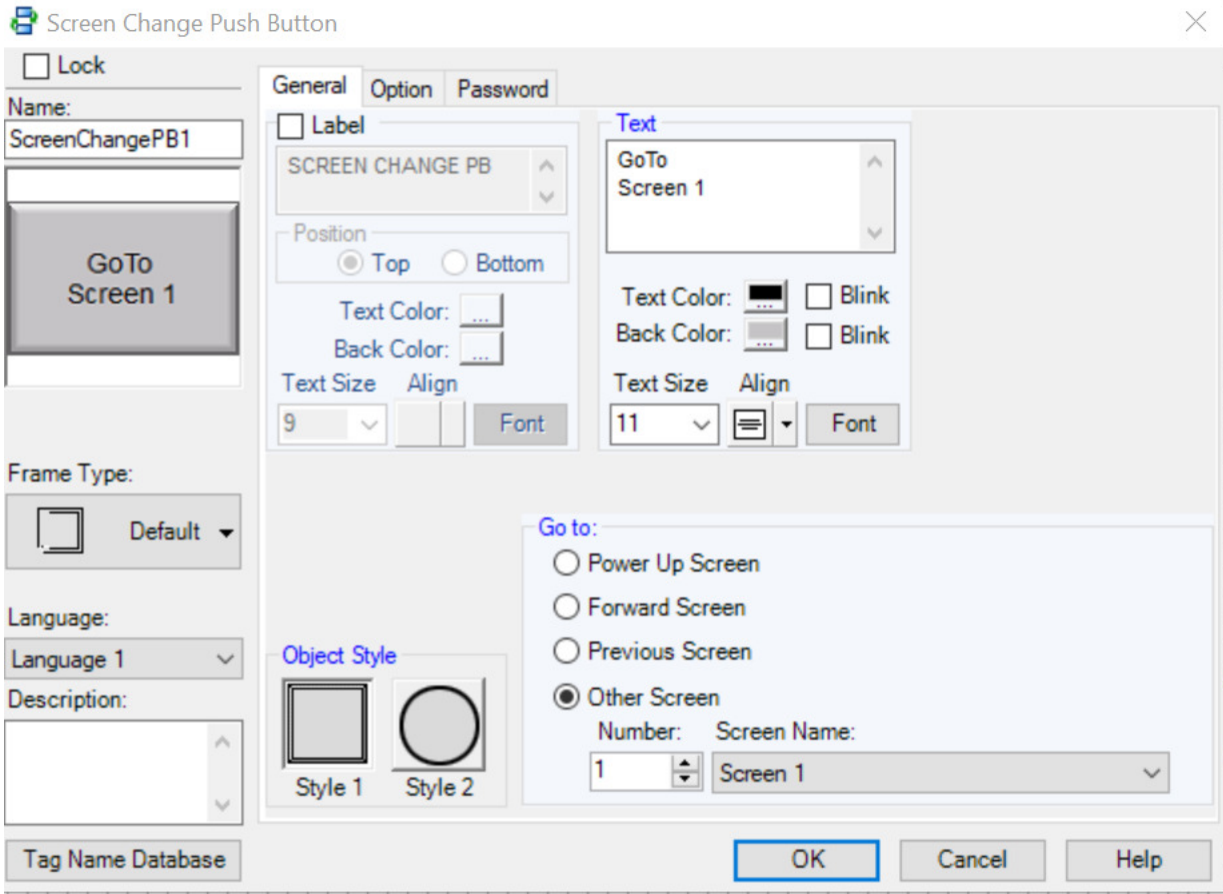
Tag Name:

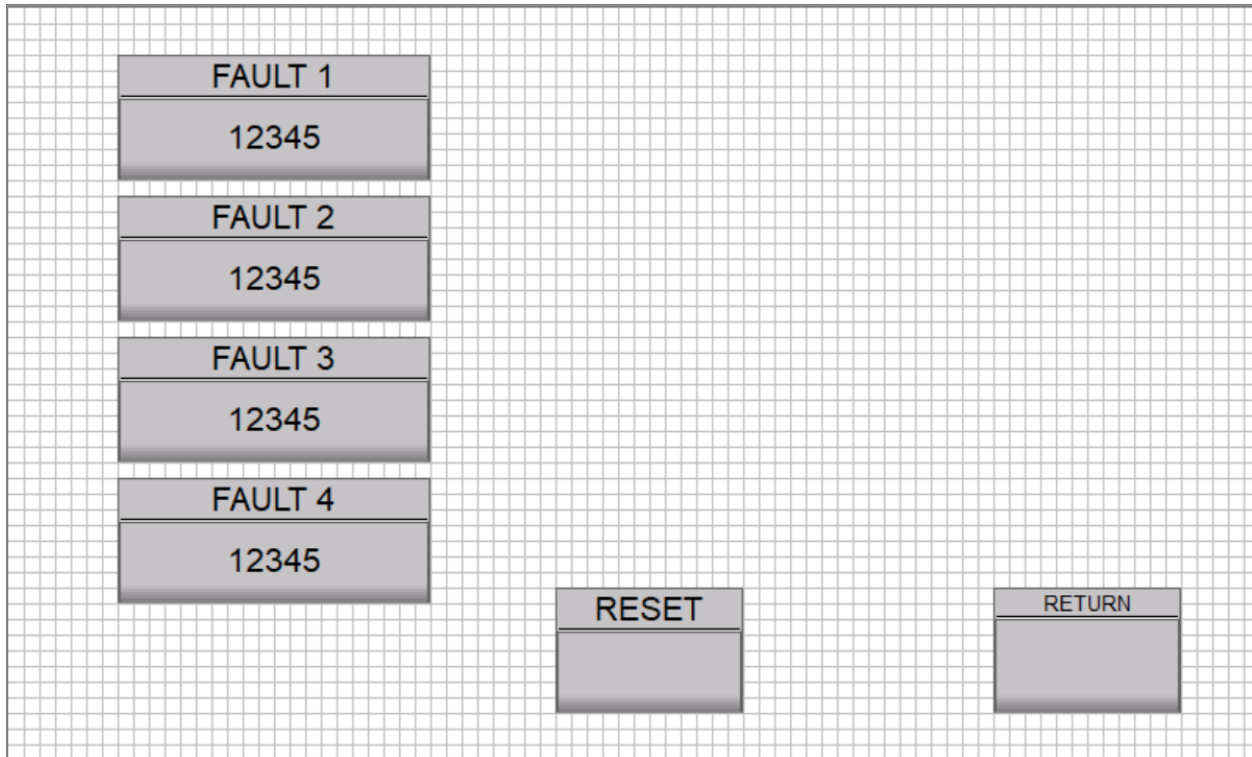
Byte Swap

Write State:  ON  OFF

Write Value: Value:

Data Type:





**Numeric Display** [Close]

Lock

Name: NumericDisplay1

Frame Type: Simple

Language: Language 1

Description:

Tag Name Database

**General** **Option**

Label

FAULT 1

Position:  Top  Bottom

Text Color: [Color Picker]

Back Color: [Color Picker]

Text Size: 16 Align: [Align Icon] Font

**Font & Color**

Text Size: 16 Font

Color: Text: [Color Picker]  Blink Back: [Color Picker]  Blink

**Display Format**

Data Type: Unsigned Decimal

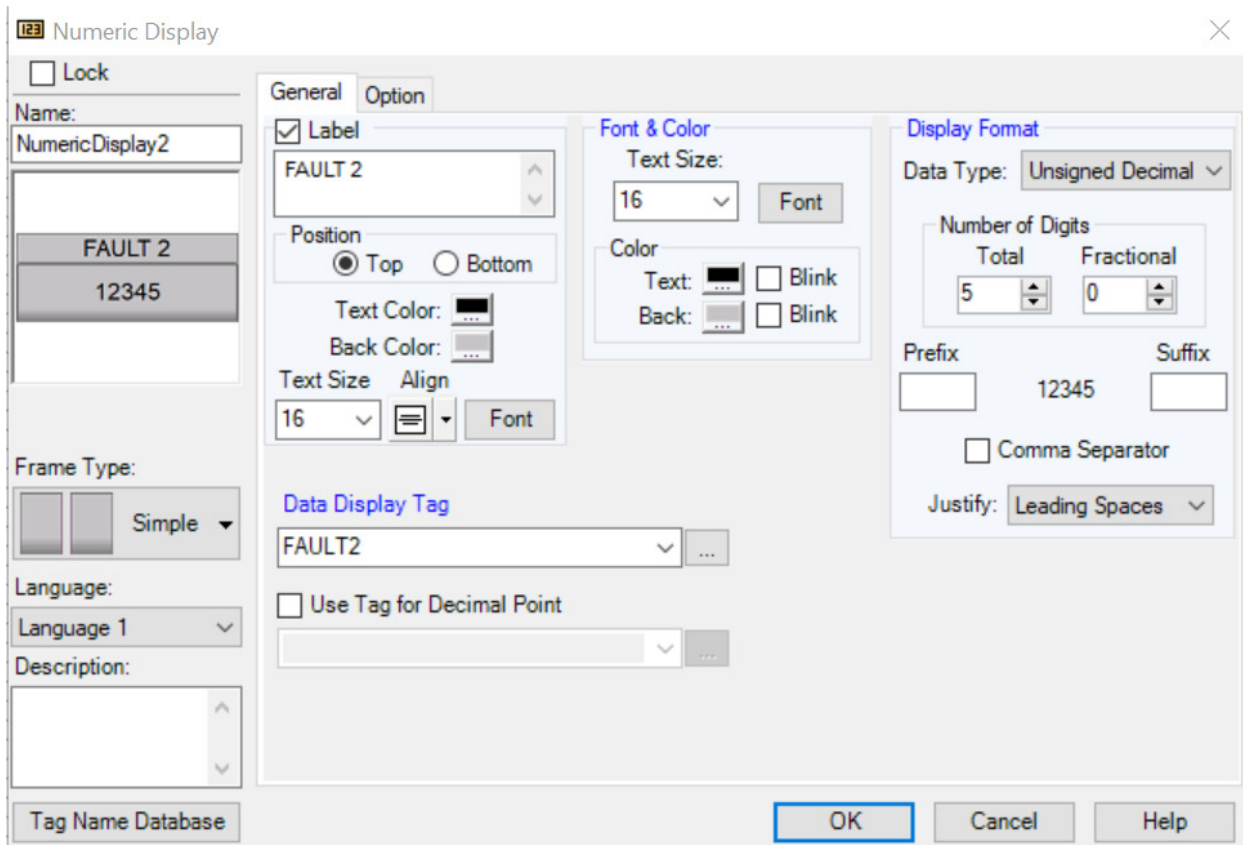
Number of Digits: Total: 5 Fractional: 0

Prefix: [Text Box] 12345 Suffix: [Text Box]

Comma Separator

Justify: Leading Spaces

OK Cancel Help



Lock

Name: NumericDisplay3

FAULT 3  
12345

Frame Type: Simple

Language: Language 1

Description:

Tag Name Database

**General** Option

Label

FAULT 3

Position  
 Top  Bottom

Text Color:

Back Color:

Text Size: 16

Align:

**Font & Color**

Text Size: 16

Color  
Text:   Blink  
Back:   Blink

**Display Format**

Data Type: Unsigned Decimal

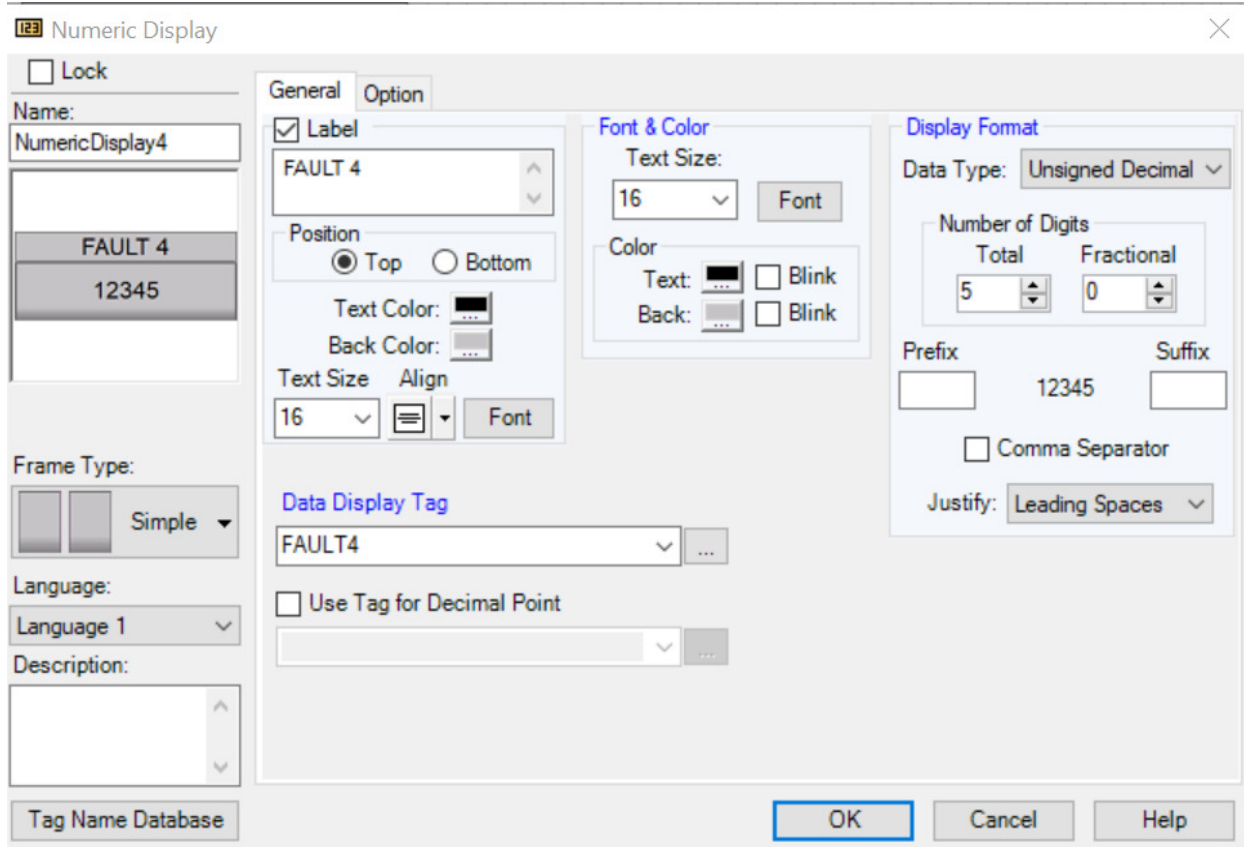
Number of Digits  
Total: 5 Fractional: 0

Prefix:      12345      Suffix:

Comma Separator

Justify: Leading Spaces

OK Cancel Help



Pushbutton

Lock

Name: Pushbutton1

RESET

Simulate: OFF

Frame Type: Simple

Language: Language 1

Description:

Tag Name Database

General Option Password

Label

RESET

Position  
 Top  Bottom

Text Color:

Back Color:

Text Size: 16 Align: Font

OFF Text

Text Color:  Blink

Back Color:  Blink

Text Size: 9 Align: Font

ON Text

Text Color:  Blink

Back Color:  Blink

Text Size: 9 Align: Font

Tag Name: PRESSED\_CLR

Object Style

Style 1 Style 2

Object Type

Toggle  Momentary On  Set On

Momentary Off  Set Off

OK Cancel Help



Event Edit ×

Enable This Event    Event Name:     Event No:

**Event Type**

Tag


No. of Tags:

**Tag - a**

Tag Name:

Bit State:  ON  OFF

Limits:  Min:  Max:



**Action**

Sequence List:

- 01 - Alarm
- 02 - Tag

**Tag**

Tag Name:

Byte Swap

Write State:  ON  OFF

Write Value: Value:


Data Type:

Event Edit ✕

Enable This Event    Event Name:     Event No:

---

**Event Type**

 Tag ▼


No. of Tags:  ▼

■ Tag - a

Tag Name:  ▼ ...

Bit State:  ON     OFF

Limits:  ▼    Min:     Max:



**Action**

Sequence List:

- 01 - Alarm
- 02 - Tag

**Tag**

Tag Name:  ▼ ...

Byte Swap

Write State:  ON     OFF

Write Value: Value:

Data Type:  ▼

Event Edit ×

Enable This Event    Event Name:     Event No:

**Event Type**

Tag


No. of Tags:

Tag - a

Tag Name:

Bit State:  ON  OFF

Limits:      Min:     Max:



**Action**

Sequence List:

- 01 - Alarm
- 02 - Tag

**Tag**

Tag Name:

Byte Swap

Write State:  ON  OFF

Write Value: Value:


Data Type:

Event Edit X

Enable This Event    Event Name:     Event No:

---

**Event Type**

 Tag v


No. of Tags:  v

■ Tag - a

Tag Name:  v ...

Bit State:  ON  OFF

Limits:  v    Min:     Max:



**Action**

Sequence List:

- 01 - Alarm
- 02 - Tag

**Tag**

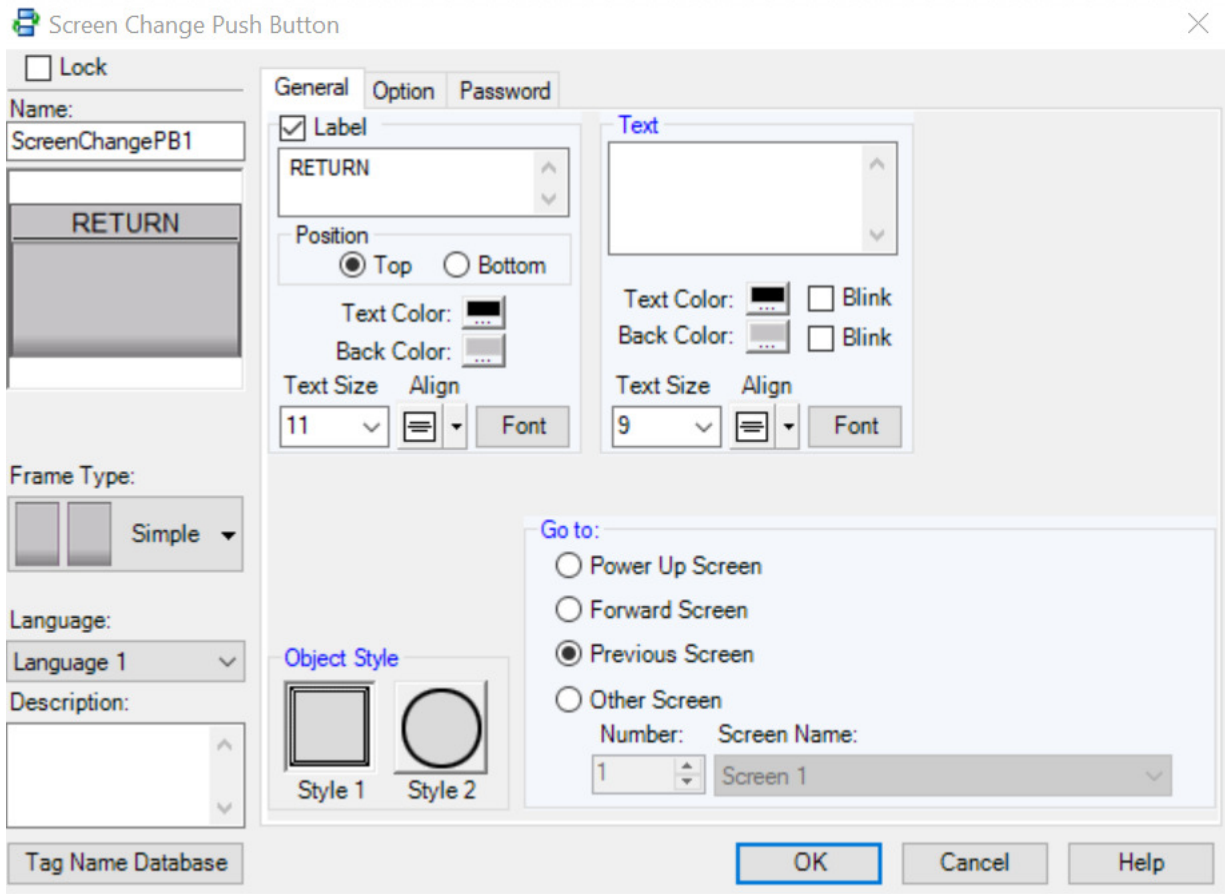
Tag Name:  v ...

Byte Swap

Write State:  ON  OFF

Write Value: Value:

Data Type:  v



Event Manager


No.	Enable	Event Name	Event Type	Alarm	Tag	Tag Copy	Sound	Msg Box	Scr Cap	Mail	Scr Char
1	<input checked="" type="checkbox"/>	Pressed_EN_On	Tag	✓	✓						
2	<input checked="" type="checkbox"/>	Pressed_En_Off	Tag	✓	✓						
3	<input checked="" type="checkbox"/>	Pressed_Dis_On	Tag	✓	✓						
4	<input checked="" type="checkbox"/>	Pressed_Dis_Off	Tag	✓	✓						
5	<input checked="" type="checkbox"/>	Pressed_Jog_On	Tag	✓	✓						
6	<input checked="" type="checkbox"/>	Pressed_Jog_Off	Tag	✓	✓						
7	<input checked="" type="checkbox"/>	Drv_Active_On	Tag	✓	✓						
8	<input checked="" type="checkbox"/>	Drv_Active_Off	Tag	✓	✓						
9	<input checked="" type="checkbox"/>	Pressed_Move_On	Tag	✓	✓						
10	<input checked="" type="checkbox"/>	Pressed_Move_Off	Tag	✓	✓						
11	<input checked="" type="checkbox"/>	Pressed_Stop_On	Tag	✓	✓						
12	<input checked="" type="checkbox"/>	Pressed_Stop_Off	Tag	✓	✓						
13	<input checked="" type="checkbox"/>	Press_Continue_On	Tag	✓	✓						
14	<input checked="" type="checkbox"/>	Press_Continue_Off	Tag	✓	✓						
15	<input checked="" type="checkbox"/>	Pressed_Home_On	Tag	✓	✓						
16	<input checked="" type="checkbox"/>	Pressed_Home_Off	Tag	✓	✓						
17	<input checked="" type="checkbox"/>	Fault1_On	Tag	✓							✓
18	<input checked="" type="checkbox"/>	Pressed_CLR_On	Tag	✓	✓						
19	<input checked="" type="checkbox"/>	Pressed_CLR_Off	Tag	✓	✓						
20	<input checked="" type="checkbox"/>	Pressed_CLR_2_On	Tag	✓	✓						
21	<input checked="" type="checkbox"/>	Pressed_CLR_2_Off	Tag	✓	✓						

Show Event Count : 21

Event Edit ×

Enable This Event    Event Name:     Event No:

**Event Type**

 Tag

No. of Tags:

■ Tag - a

Tag Name:

Bit State:  ON  OFF

Limits:

↓

**Action**




Sequence List:

- 01 - Alarm
- 02 - Screen Change

**Alarm**    **Screen Change**

Language:

Text:

Show in Alarm Objects     Display

Require Confirmation    Text Color:   Blink

Save file to SD1    Back Color:   Blink

Event Edit ×

Enable This Event    Event Name:     Event No:

**Event Type**

Tag  ▼


No. of Tags:  ▼

**Tag - a**

Tag Name:  ▼ ...

Bit State:  ON  OFF

Limits:  ▼



**Action**

Sequence List:

- 01 - Alarm
- 02 - Screen Change

**Alarm**    **Screen Change**

Power Up Screen

Forward Screen

Previous Screen

Other Screen

Screen No:  ▼


Screen Name:  ▼





Lock

Name: IndicatorLight1



Simulate: OFF

Frame Type: Default

Language: Language 1

Description:

Tag Name Database

**General** Option

Label

DRV\_ACTIVE

Position:  Top  Bottom

Text Color: [Color Picker] Back Color: [Color Picker]

Text Size: 11 Align: [Align Icon] Font

**OFF Text**

[Text Area]

Text Color: [Color Picker]  Blink  
Back Color: [Color Picker]  Blink

Text Size: 9 Align: [Align Icon] Font

**ON Text**

[Text Area]

Text Color: [Color Picker]  Blink  
Back Color: [Color Picker]  Blink

Text Size: 9 Align: [Align Icon] Font

Tag Name: ACTIVE

**Object Style**

Style 1 Style 2

OK Cancel Help