

The OMRON logo is displayed in a bold, blue, sans-serif font. The letters are thick and rounded, with a consistent blue color throughout. The logo is centered horizontally within a light yellow rectangular background.

Automatización Eléctrica
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General Precautions

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

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

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

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

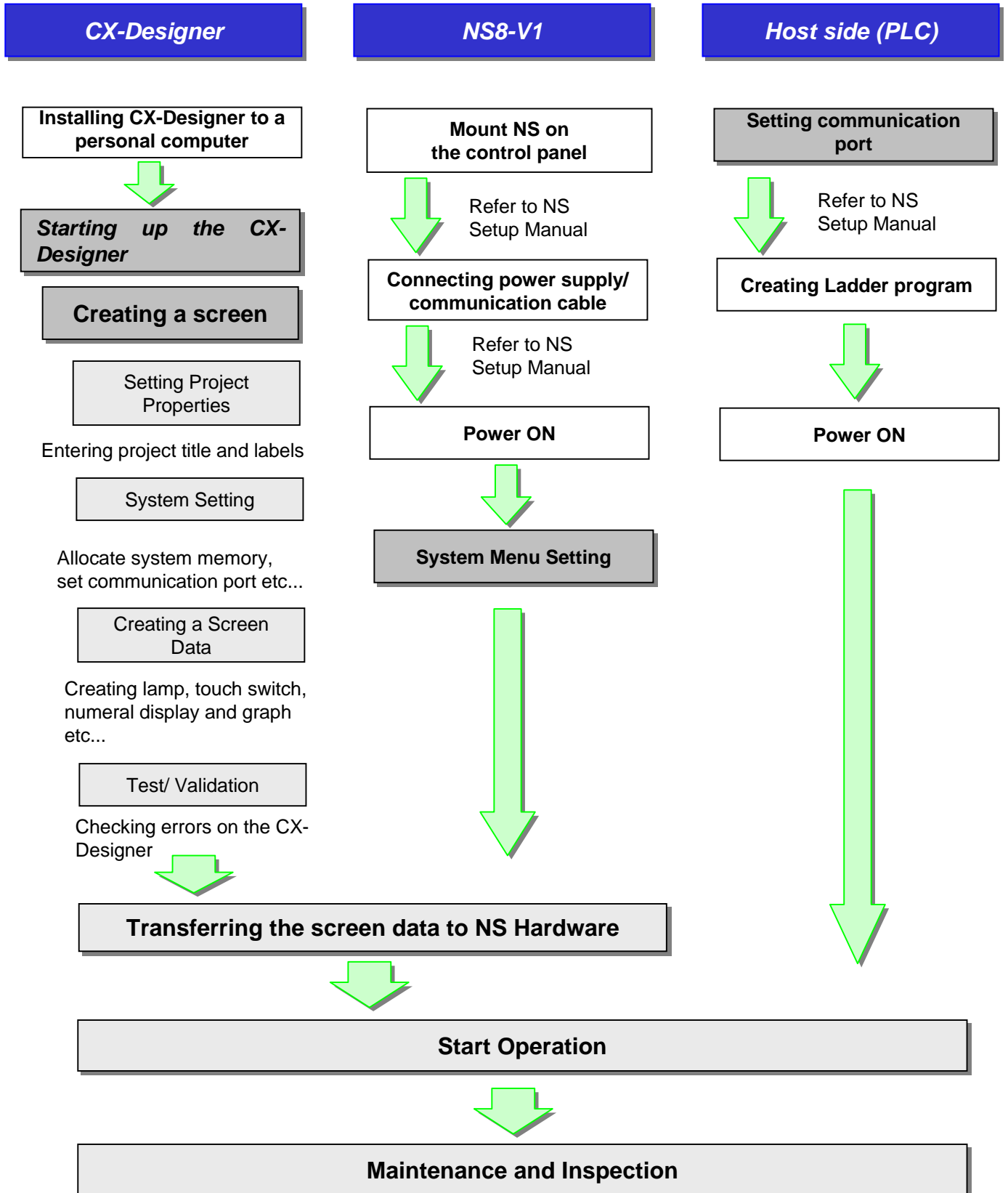
Contents

Section1. Operation Flow	
Operation Flow	2
Section2. CX-Designer	
1. Preparations and settings	4
2. Starting up the CX-Designer	10
3. Creating a new project	11
4. Setting project properties	12
5. Communications settings	14
6. System settings	15
7. Saving a project	17
8. Screen properties	18
9. Displaying a text	19
10.ON/OFF Button	22
11.Repeat function	
11-1 Repeat function (Button)	24
11-2 Repeat function (Text)	26
12. Bit Lamp	30
13. Adding a screen	35
14. Frame	37
15. Numeral Display & Input	46
16. Macro	48
17. Alarm/Event Display	50
18. Alarm/Event Summary & History	55
19. Pop-up Screen	56
20. Sheet	63
21. Word Button/Command Button	
21-1 Switch label button	64
21-2 Switch screen button	66
22. Creating another language label	
22-1 Creating a Dutch label	71
22-2 Alarm/Event settings in Dutch	78
23. Useful functions	
23-1 Find (Address)	81
23-2 Find (Label)	83
23-3 Select Object	84
23-4 Reuse of screen (by copying)	85
24.Test function	87
Section3.Transferring project data	
1.Transferring project data via serial cable (RS232C)	92
2.Transfer project data using a memory card	95

Section 1
Operation Flow

GX-Designer

Operation Flow



Section 2

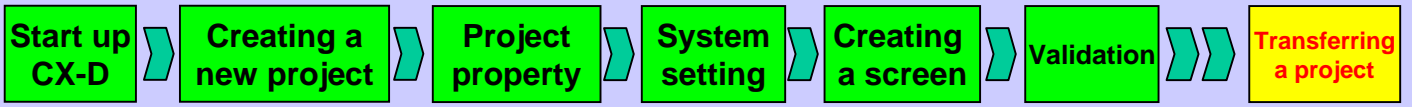
CX-Designer

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

*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.

CX-Designer



1. Preparations and settings

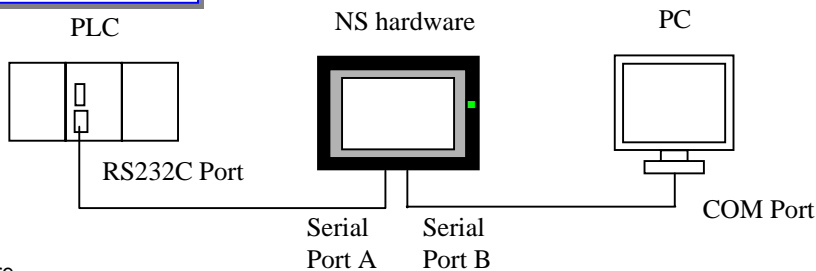
Introduction

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

Necessary Equipment

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

Configuration & Communication Settings



NS Hardware

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

PLC

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

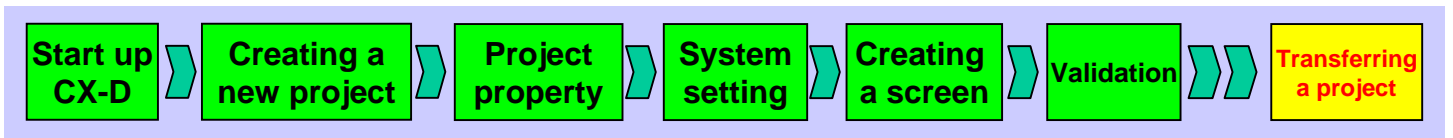
Allocation Address

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

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

Allocation Address	Description
DM100	Present value

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

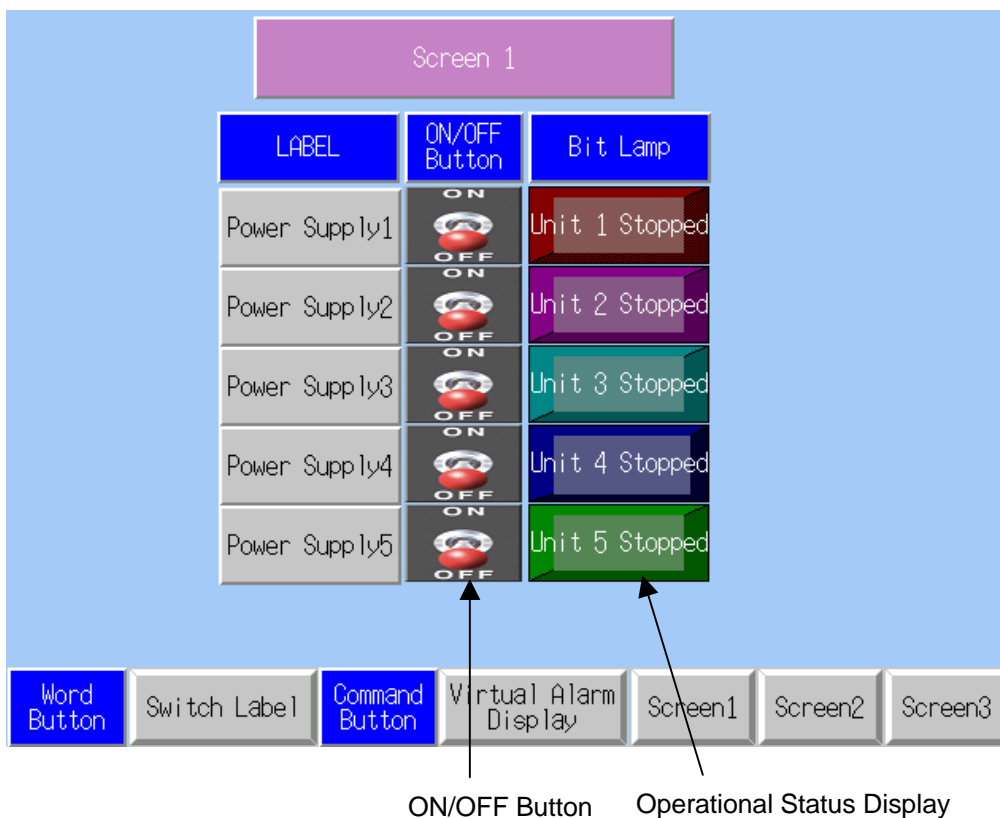


Sample Screen

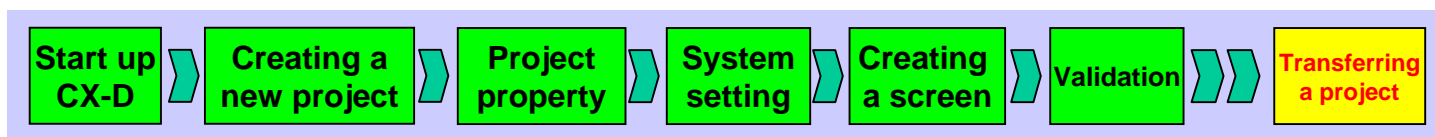
Create 5 screens using the CX-Designer.
 All screens are designed to display labels in two languages (English/Dutch) with “Switch Label” function.

Screen 1

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

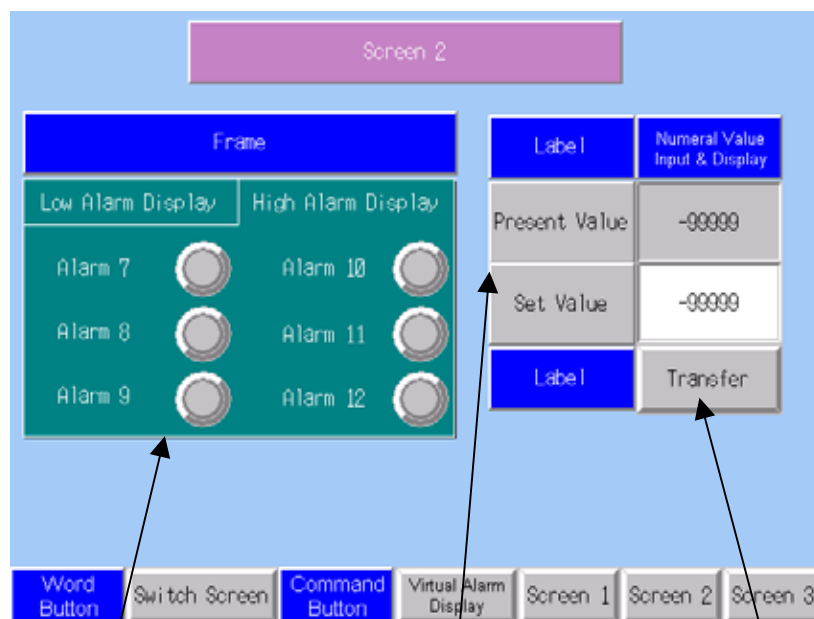


1. ON/OFF Button
Press the button to switch ON/OFF status.
2. Operational Status Display
“RUN/STOP” lamp is lit/out in linked with the status of an ON/OFF button.



Screen 2

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



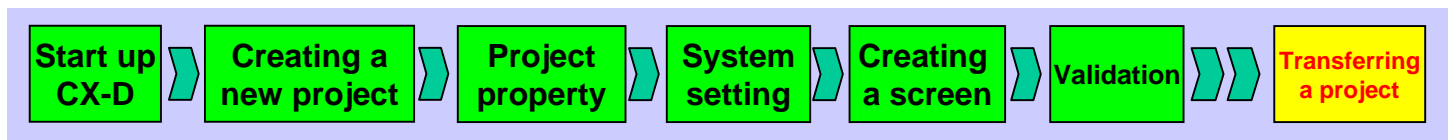
Alarm Display

Present Value / Set Value

Transfer Button

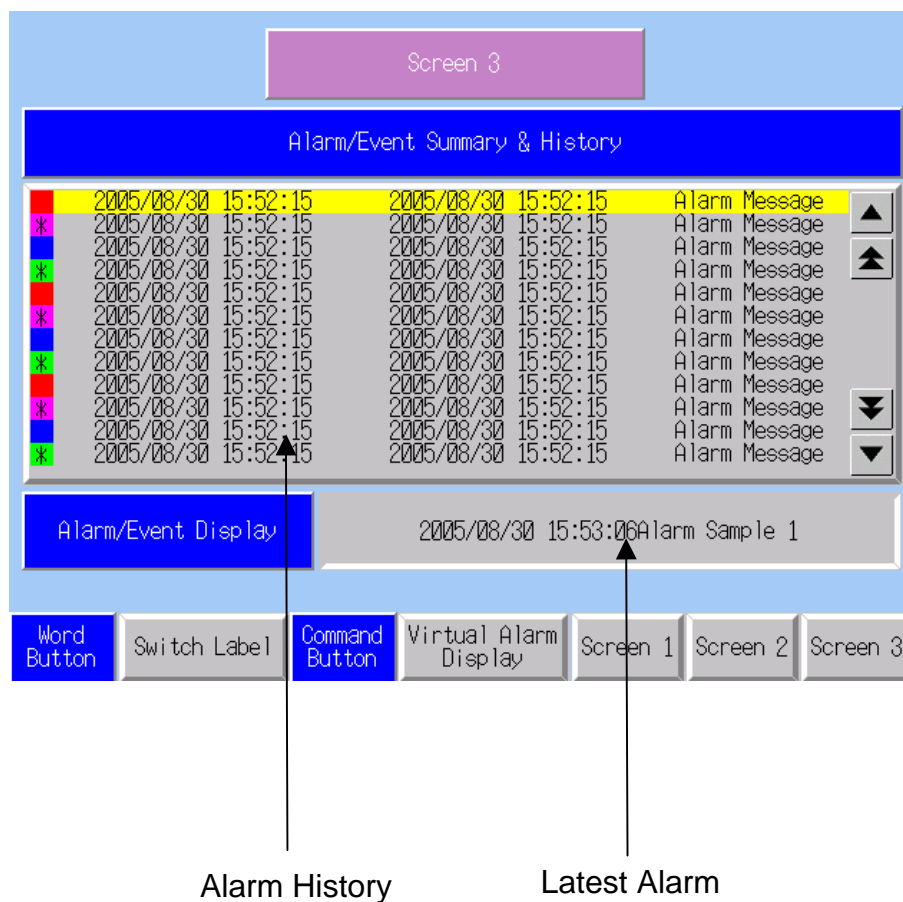
1. Alarm Display
Is used to switch a Low Alarm Display and a High Alarm Display by pressing the tab of the Frame function.

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.

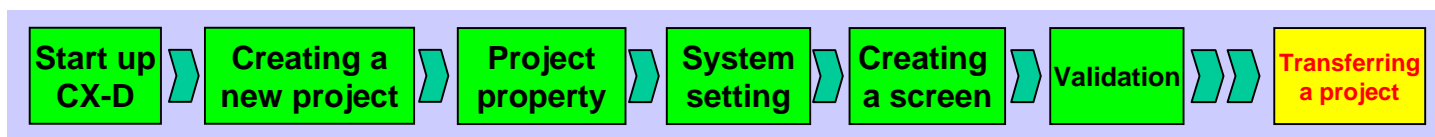


Screen 3

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

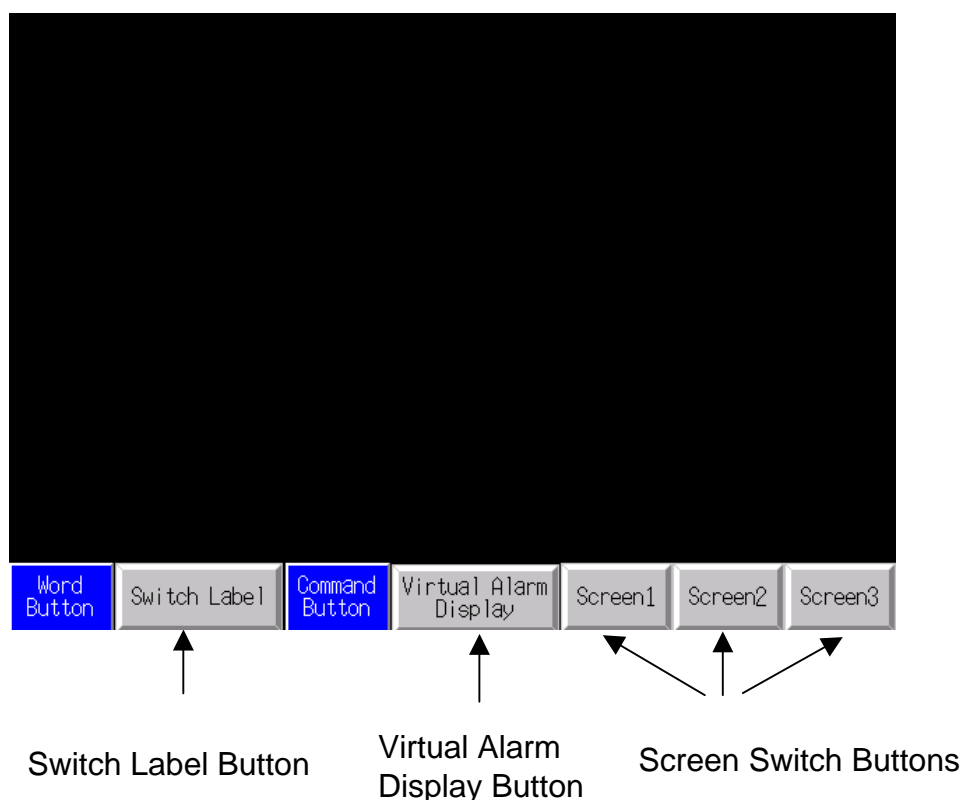


1. Alarm History
Displays a virtual alarm history that was occurred and cancelled on the pop-up screen.
2. Latest Alarm
Displays the latest virtual alarm that has occurred on the pop-up screen.

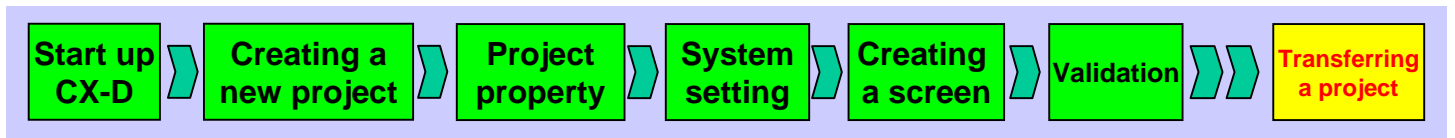


Sheet 1

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

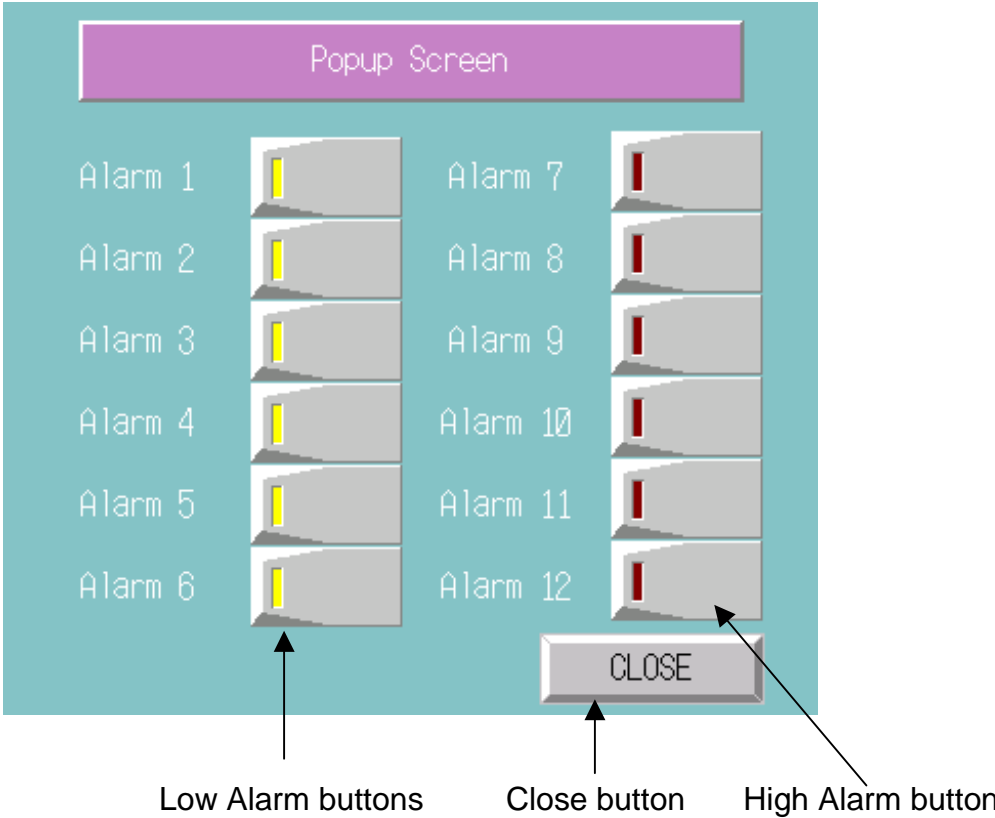


1. Switch Label Button
Press this button to show a pop-up menu from which you can switch a label in English and Dutch.
2. Virtual Alarm Display Button
Press this button to display the pop-up screen (to be described later) with a Virtual Alarm Display button.
3. Screen Switch Button
Press a button to display the screen number (1 to 3) shown on the button .



Pop-up Screen

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



1. Low Alarm button
Press this button to switch ON/OFF (Occurrence/Recovery).
2. High Alarm button
Press this button to switch ON/OFF (Occurrence/Recovery).
3. Close button
Closes the pop-up screen.

Start up
CX-D

Creating a
new project

Project
property

System
setting

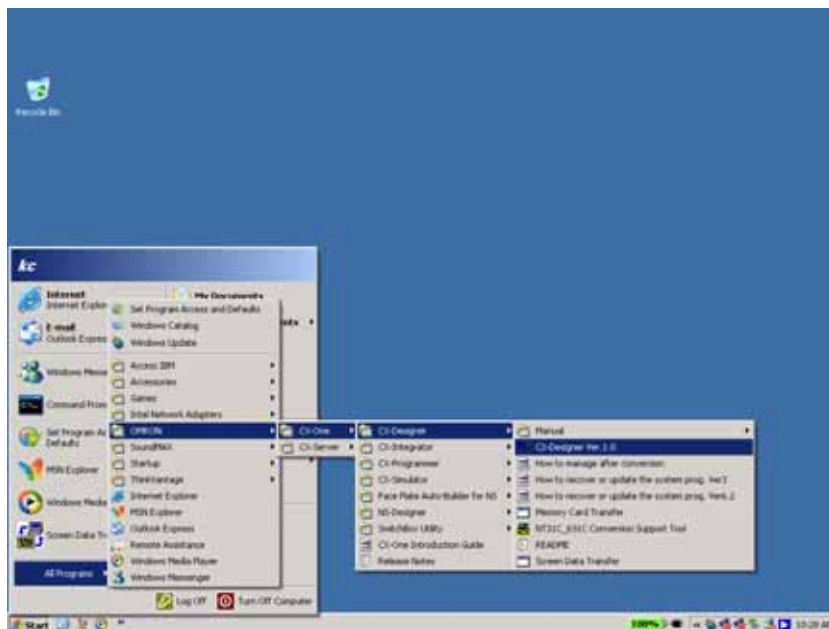
Creating
a screen

Validation

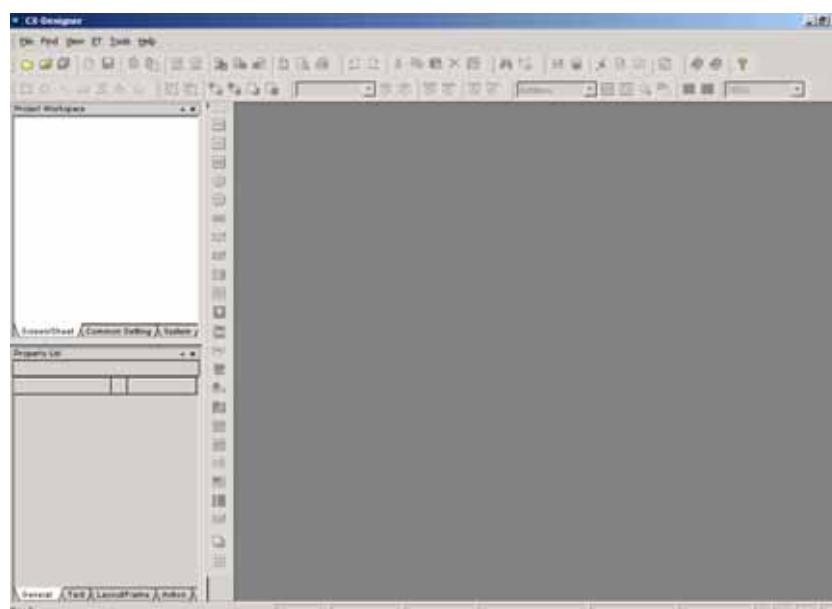
Transferring
a project

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

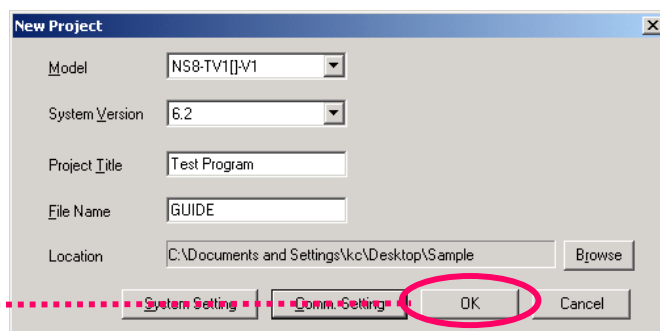
3. Creating a new project

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

Left-click the icon



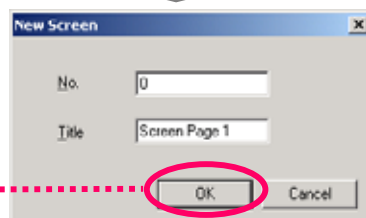
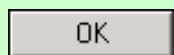
Set as follow:
[Model name]
NS8-TS1[]-V1
[System Version]
System Ver.6.2 (* Note)
[Project Title]
Enter a title.
"Test Program" is
entered here.
[File Name]
Enter a file name.
"GUIDE" is entered here.
[Location]
Specifies a location
where the file is saved.
The file is saved in
[C:\Documents and
Settings\kc\Desktop\Sam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

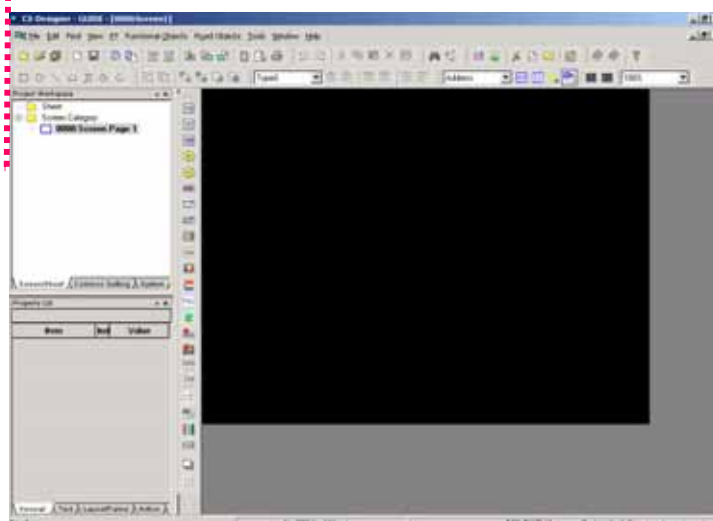
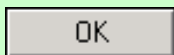
Click



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

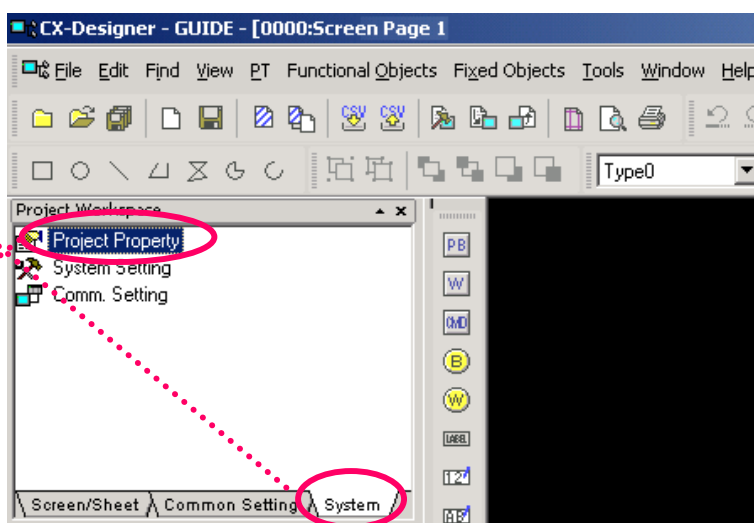
4. Setting project properties

Making settings for a project data.

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

Click the [System] tab
in the project workspace.

Double-click [Project
Property]



Click the [Switch
Label] tab.

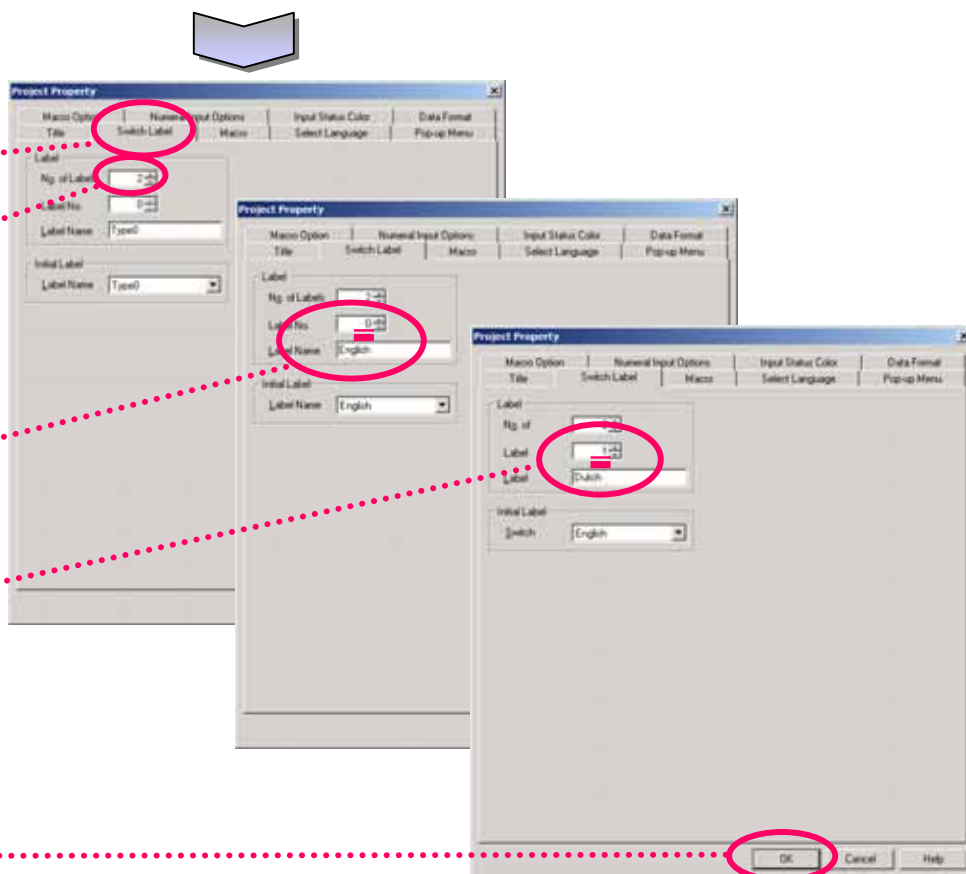
Set 2 for No. of
Labels.

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

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

Click

OK



Start up
CX-D

Creating a
new project

Project
property

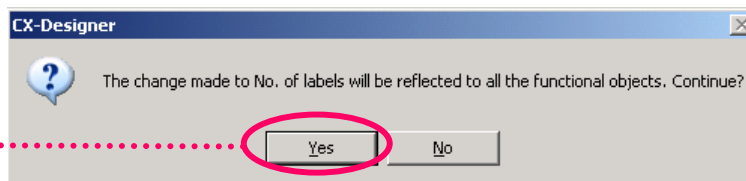
System
setting

Creating
a screen

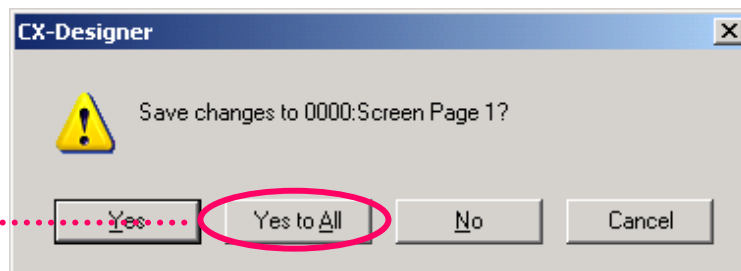
Validation

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

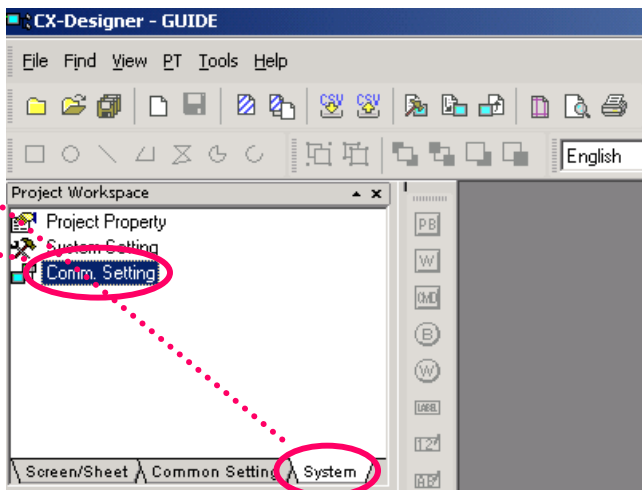
Transferring
a project

5 Communications settings

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]

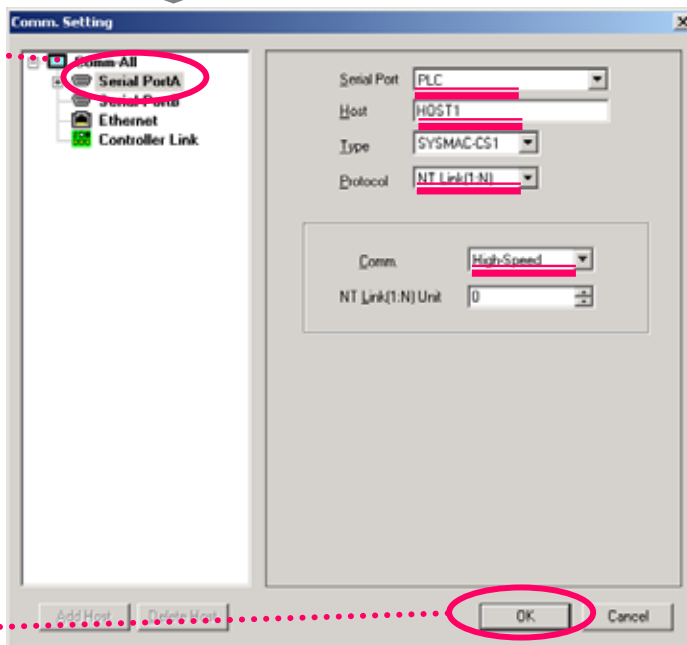
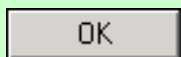
Host Name
→[HOST1]

Protocol
→[NT Link(1:N)]

Comm. Speed
→[High-speed]

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

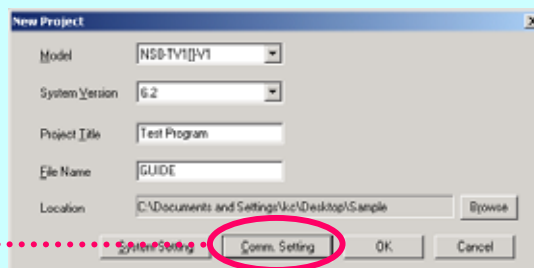
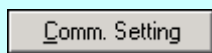
Click



<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

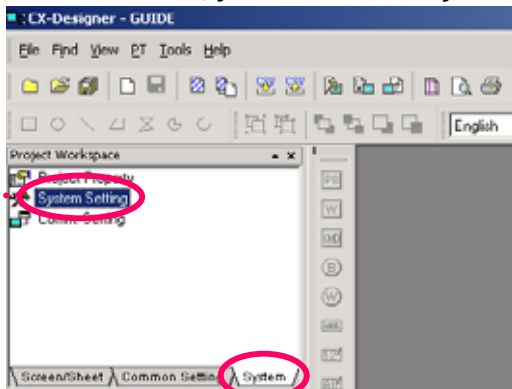
Transferring a project

6. System settings

Click [System] In the "Project Workspace".

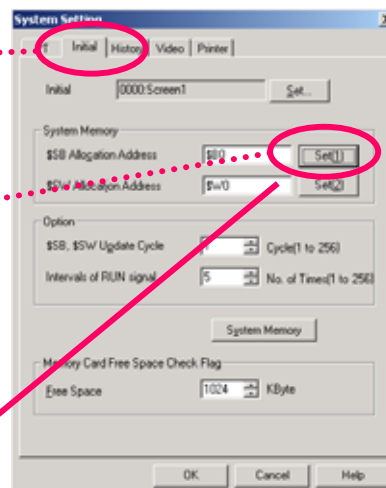
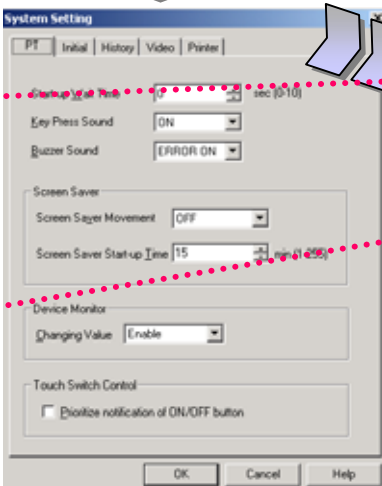
Double-click [System Setting].

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 the PLC for controlling screen No.

Click the [Initial] tab



Click



Set as follow:

Host name

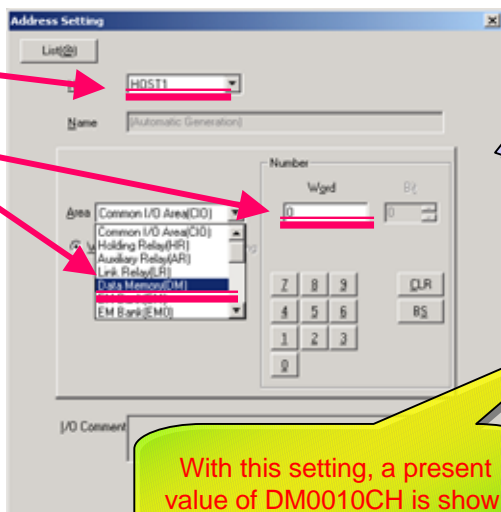
→ [HOST 1]

Word

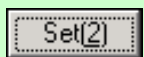
→ "0"

Area Type

→ [Data Memory (DM)]



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



Host name

→ [HOST 1]

Word

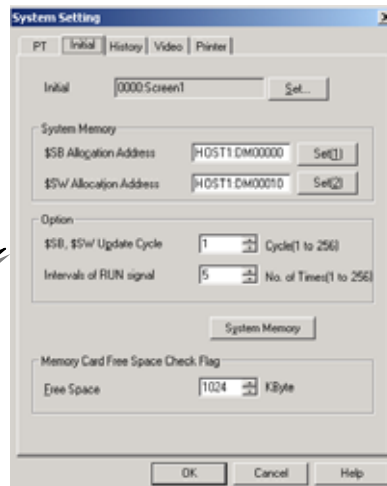
→ "10"

Area Type

→ [Data Memory (DM)]

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

Complete



Start up
CX-D

Creating a
new project

Project
property

System
setting

Creating
a screen

Validation

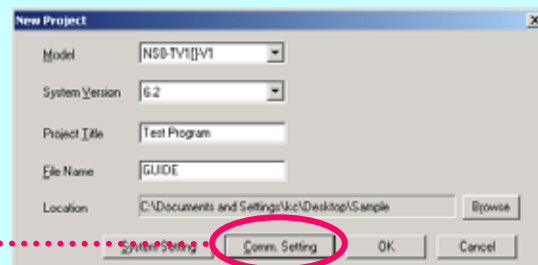
Transferring
a project

<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".

System Setting



Start up
CX-D

Creating a
new project

Project
property

System
setting

Creating
a screen

Validation

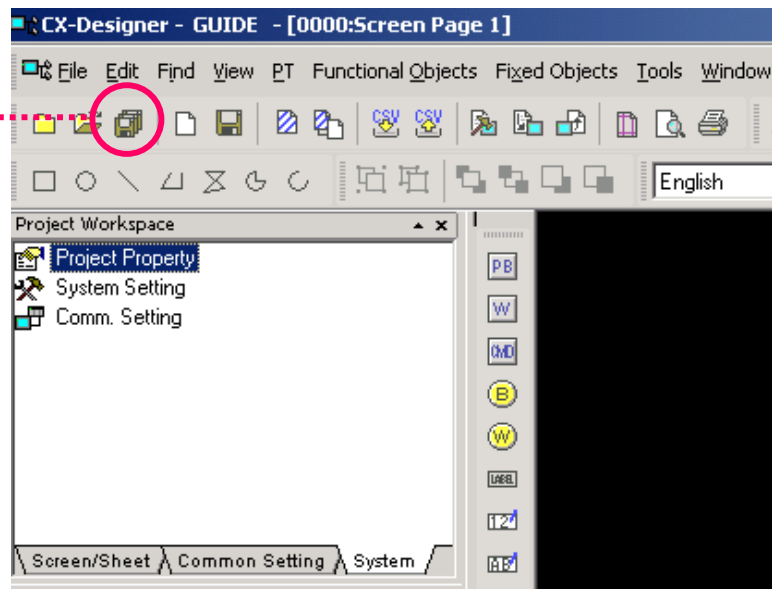
Transferring
a project

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

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.

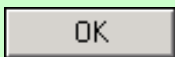
Click [Screen Property] on the menu.

The screen property dialog appears.

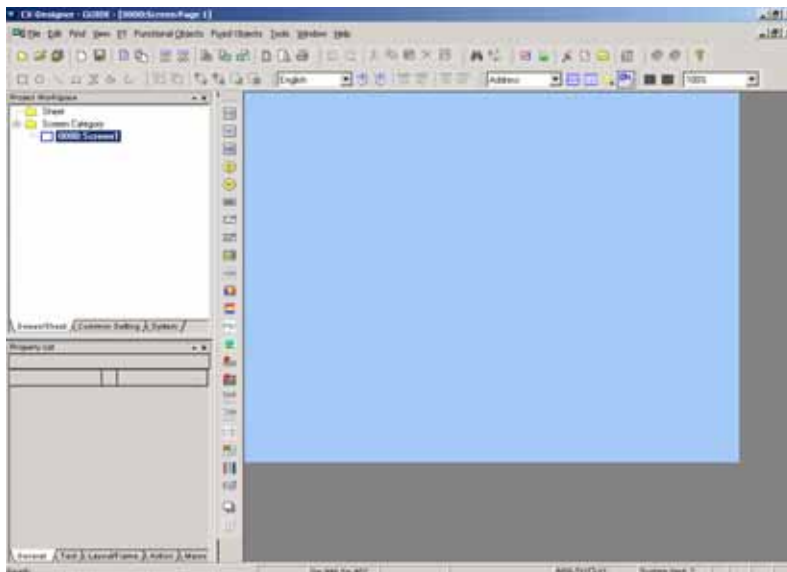
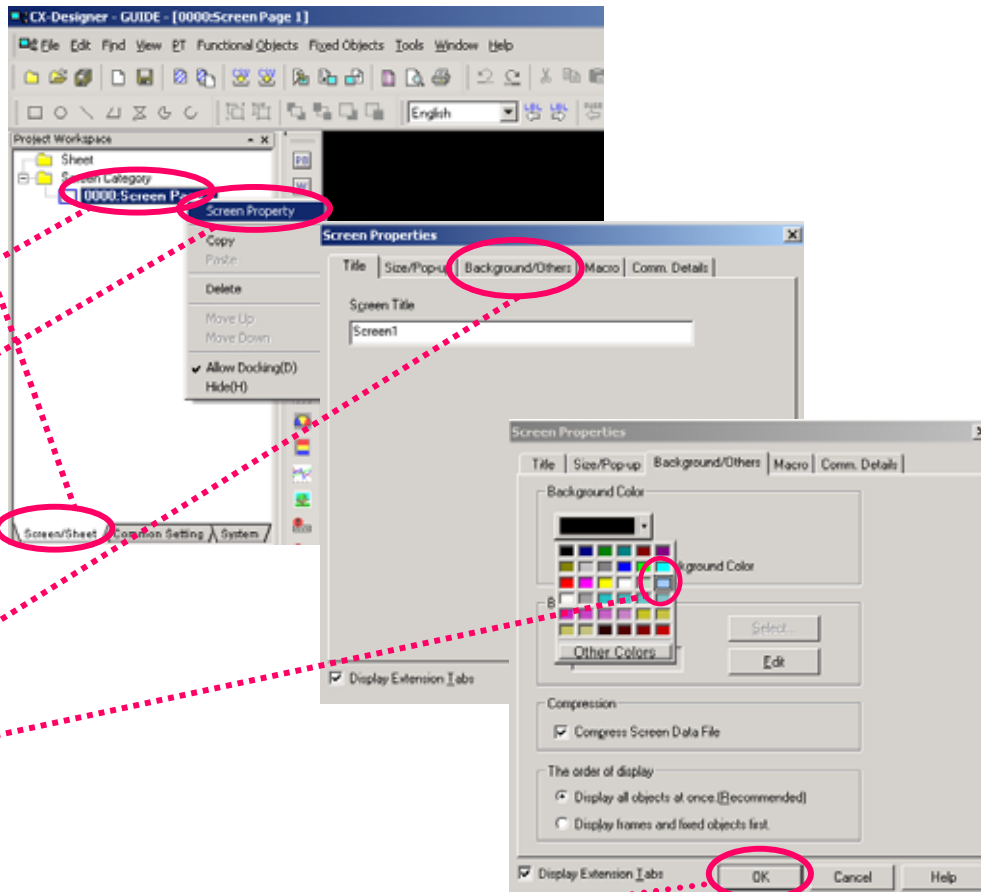
Click the [Background/Other] tab.

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. Displaying a text

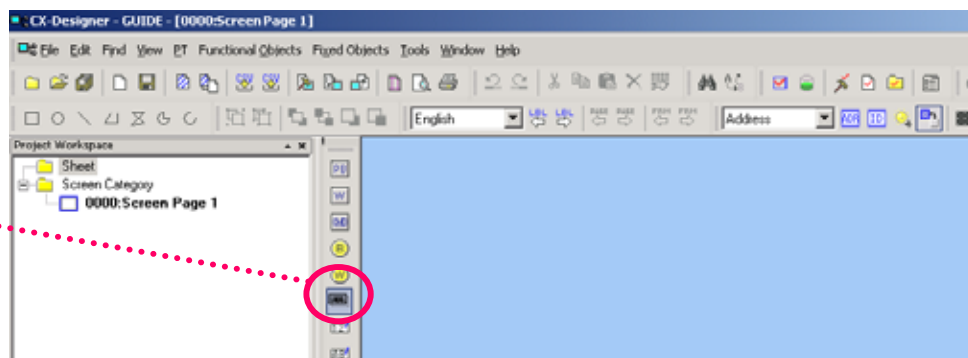
Creating a text object on the screen. A text object is used to display a fixed character string.

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.

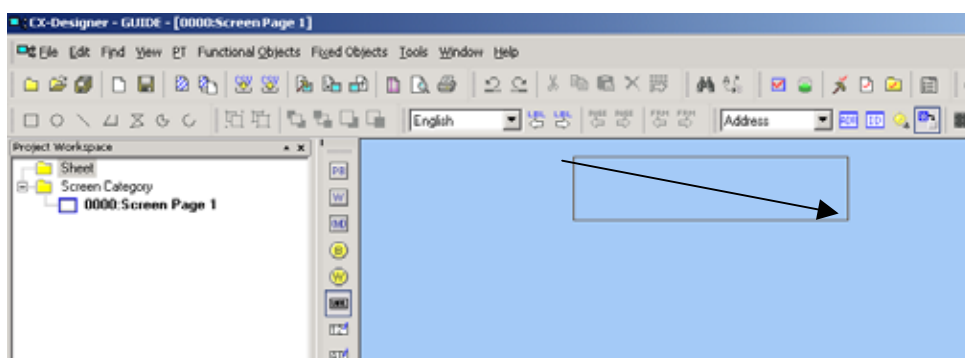
Click the [Text] icon



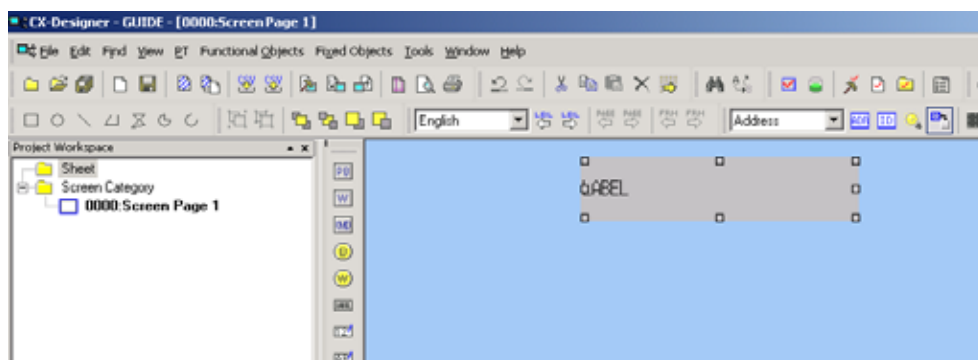
on the list.



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"

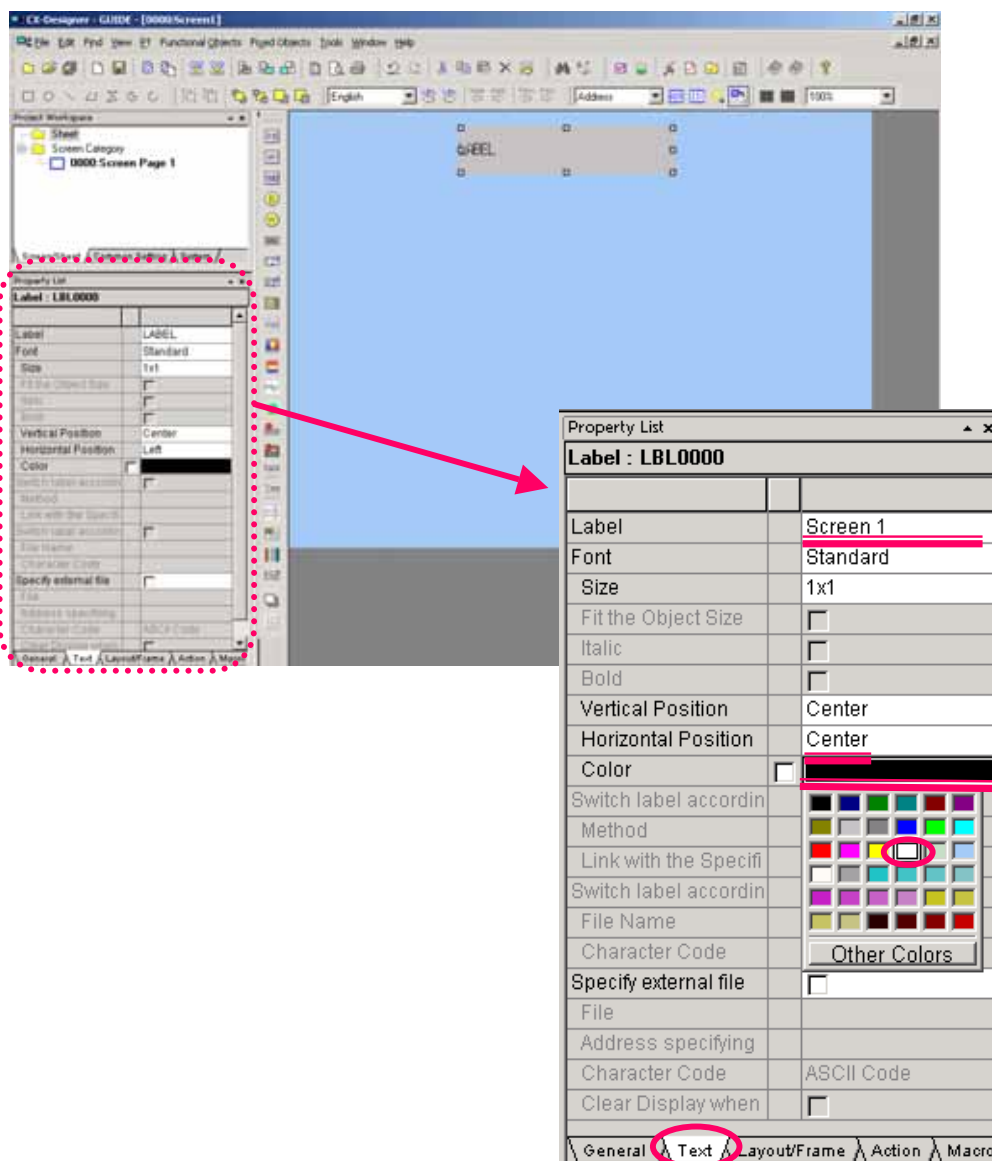
Vertical position

→ [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.

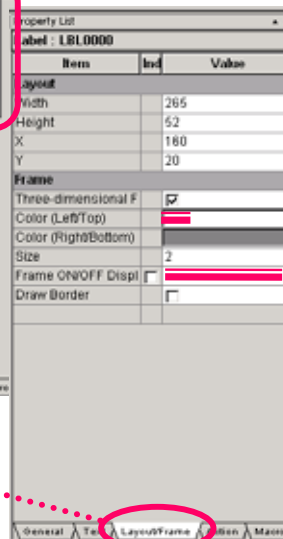
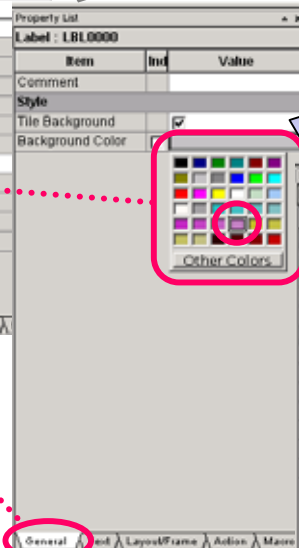
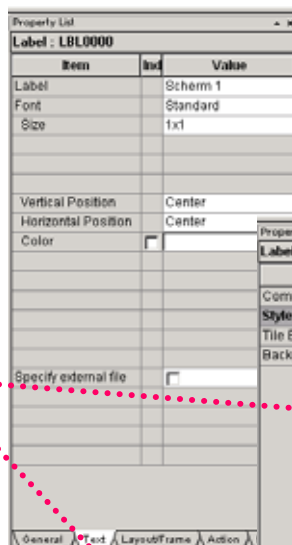
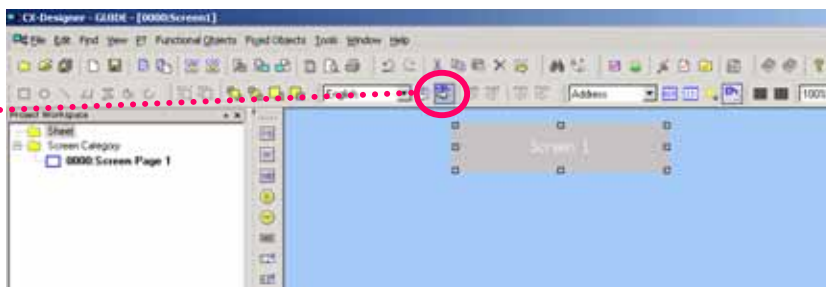
Check "Three-dimensional
Frame" check box.

Set "2" to [Size].

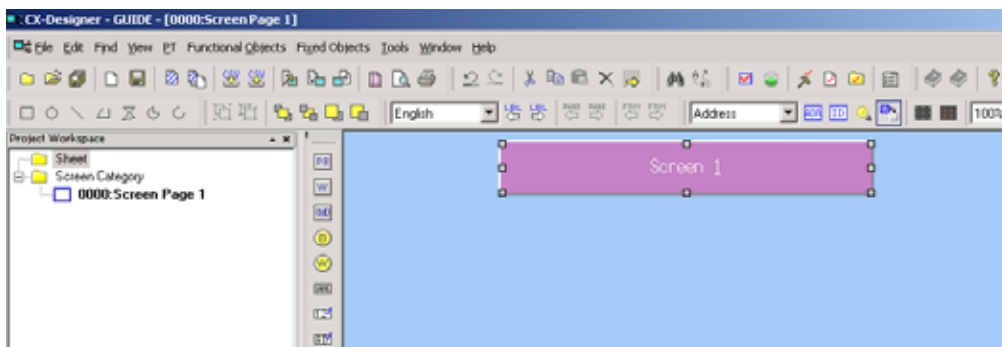
Click



to switch back to the
[English] label.



Completed image



Start up CX-D

Creating a new project

Project property

System setting

Creating a screen

Validation

Transferring a project

10. ON/OFF Button

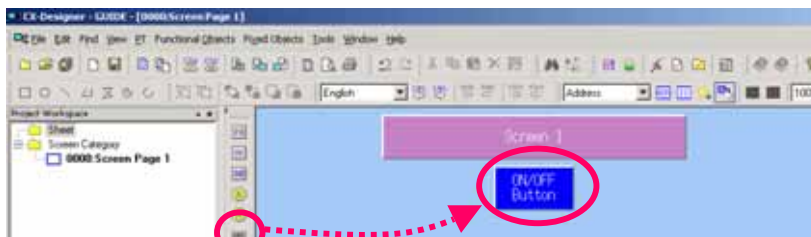
Creating a ON/OFF button on the screen. ON/OFF Button has a function that goes ON/OFF according to the ON/OFF states of specified address (bit) by operation such as touch switch input. In this manual, a button is used as ON/OFF button and Occurred/Cancelled button of virtual alarms.

Create a text object by referring to a "Display a Text".

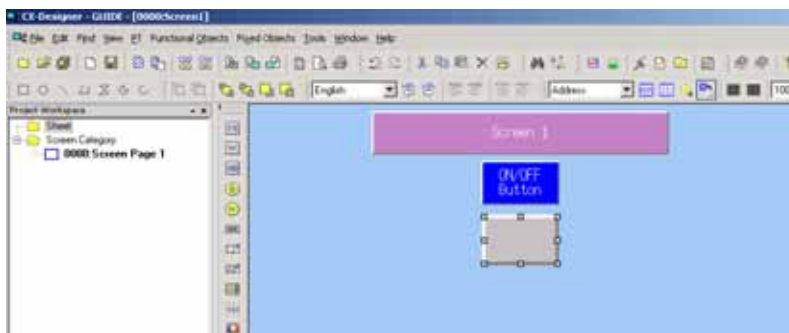
Click the [ON/OFF] icon



on the list.



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

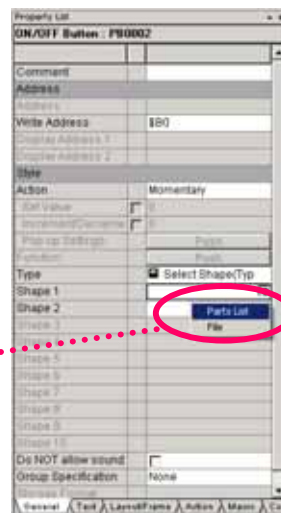
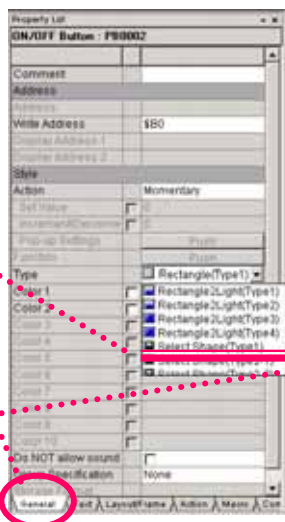


Select the [General] tab.

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 

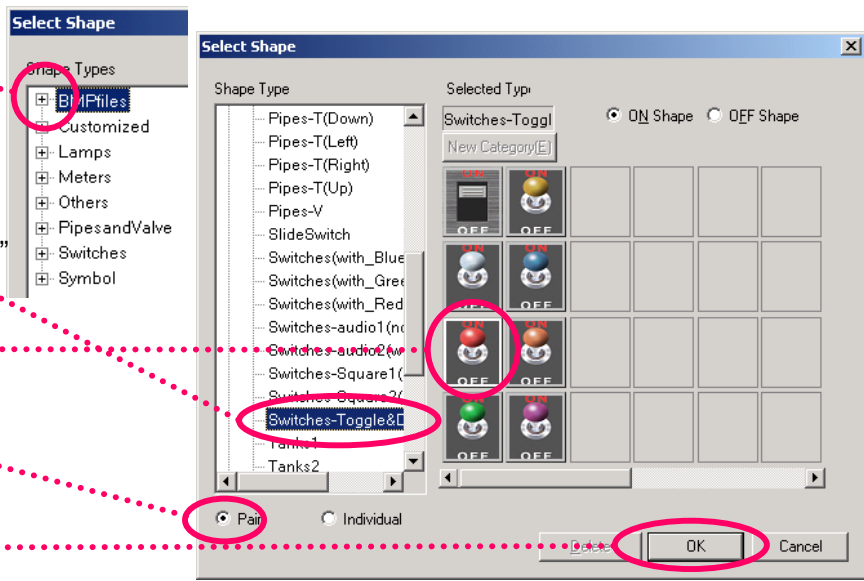
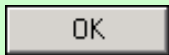
to display the [BMPfiles] pull-down menu.

Select "Switches-Toggle&Dip" in the BMPfiles.

Select the shape.

Check [Pair].

Click



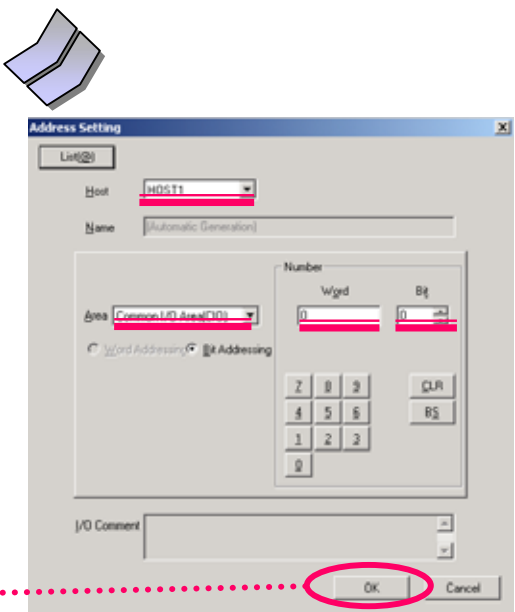
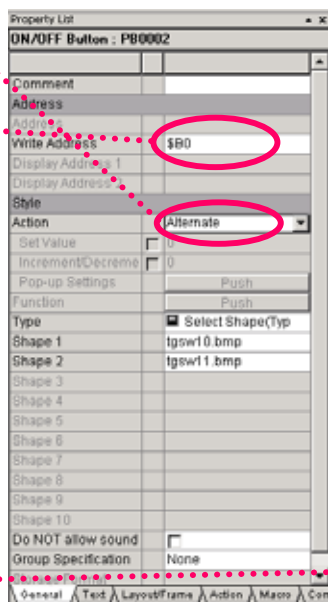
Click [Action] in the ON/OFF button property list and select [Alternate].

Click [Write Address] and 

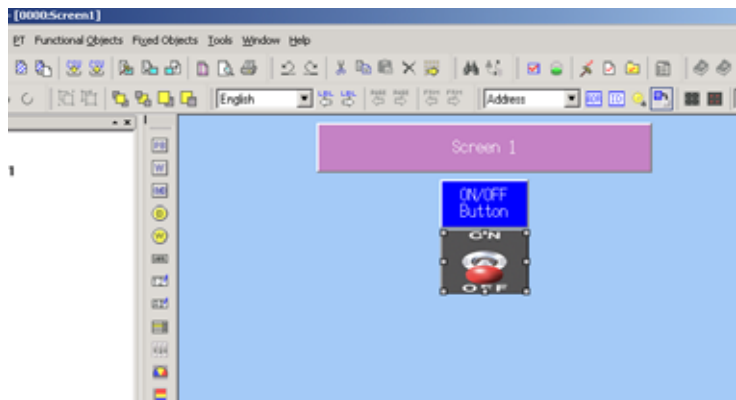
Set as follow:

- 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

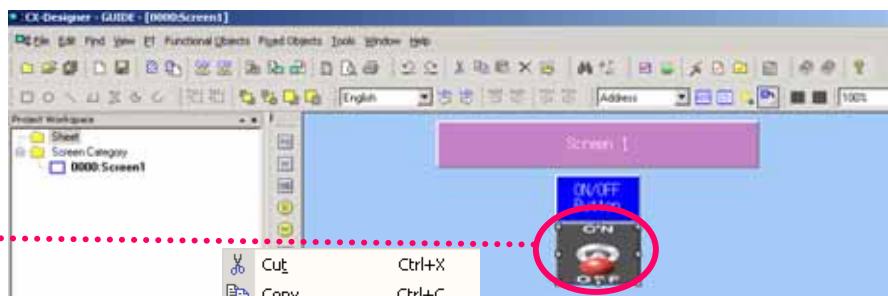
Transferring
a project

11.Repeat function

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

11-1 Repeat function (Button)

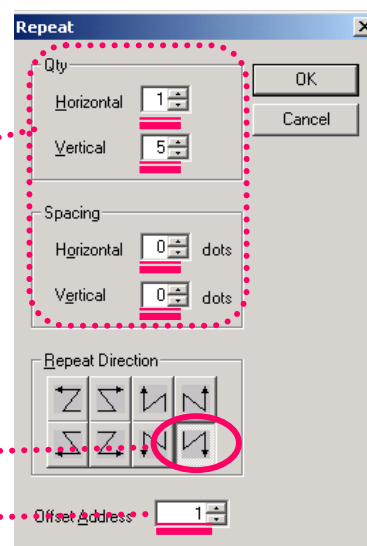
Right-click the created
button.



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

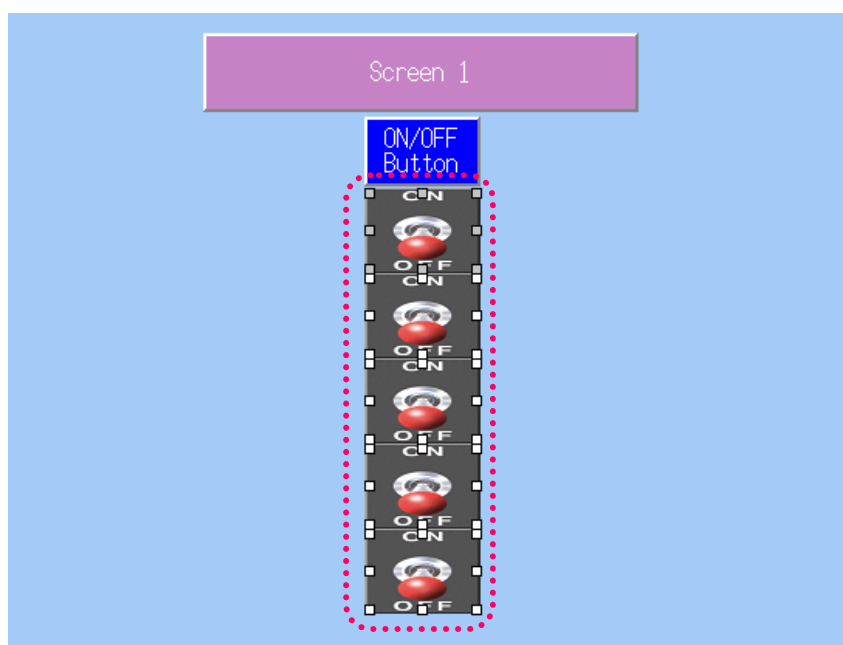
Set as follow:

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



Select a repeat direction.

Set 1 to [Offset Address].



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].

The screenshot shows a software interface for a screen titled "Screen 1". On the left, there is a vertical stack of seven "ON/OFF Button" objects. Each button has a red indicator and the text "ON" above and "OFF" below. A red dotted line points from the text on the left to the bottom-most button in the stack. To the right of the buttons is a property list for the selected button, titled "ON/OFF Button : PB0006". The property list includes fields for Comment, Address, Write Address (highlighted in pink and containing "HOST1:00000.04"), Display Address 1, Display Address 2, Style, Action (Alternate), Set Value (0), Increment/Decrement (0), Pop-up Settings (Push), Function (Push), Type (Select Shape(, Shape 1 (tgsww10.bmp), Shape 2 (tgsww11.bmp), Shape 3, Shape 4, Shape 5, Shape 6, Shape 7, Shape 8, Shape 9, Shape 10, Do NOT allow sound (checkbox), Group Specification (None), and Storage Format. At the bottom of the property list are tabs for General, Text, Layout/Frame, Action, and Macro.

<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".

The screenshot shows the "Edit Properties" dialog box. It contains a table with the following data:

Object Name	ID	Object Co	Address		
			Communication Address	Communication Address	Write Address
ON/OFF Button	PB0002				HOST1:00000.00
ON/OFF Button	PB0003				HOST1:00000.01
ON/OFF Button	PB0004				HOST1:00000.02
ON/OFF Button	PB0005				HOST1:00000.03
ON/OFF Button	PB0006				HOST1:00000.04

Below the table, there is a dropdown menu showing "ON/OFF Button" and a "Display Item Setting" button. At the bottom of the dialog are "Apply", "OK", "Cancel", and "Help" buttons.

Start up
CX-D

Creating a
new project

Project
property

System
setting

Creating
a screen

Validation

Transferring
a project

11-2 Repeat Function (Text)

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

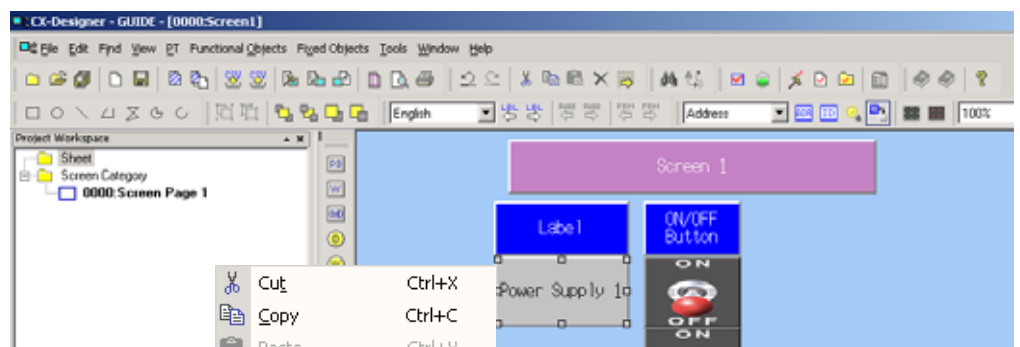
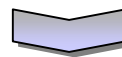
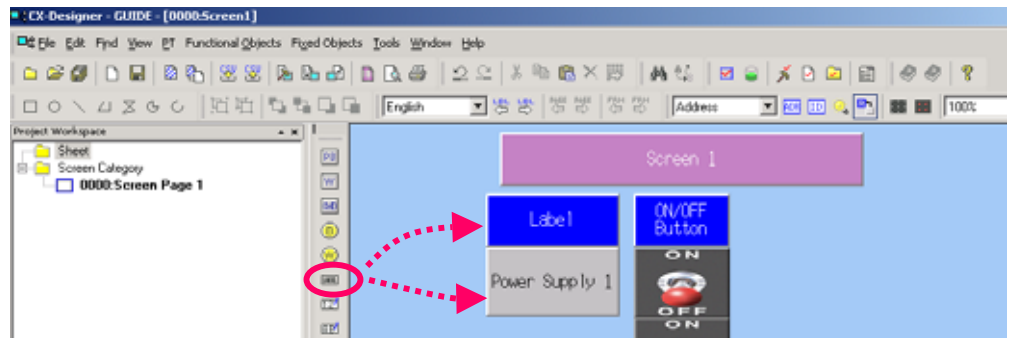
Upper text
[Label]

→ "Label"

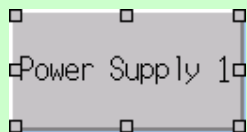
Bottom text
[Label]

→ "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:

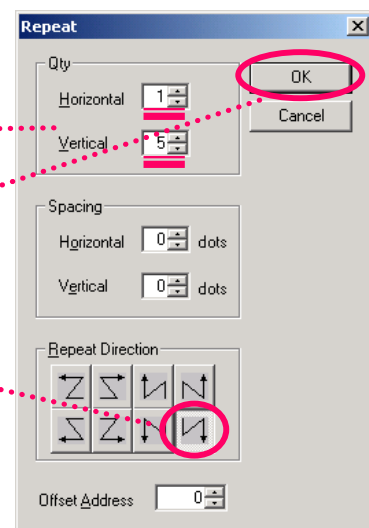
Horizontal

→ [1]

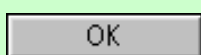
Vertical

→ [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

Power Supply 1

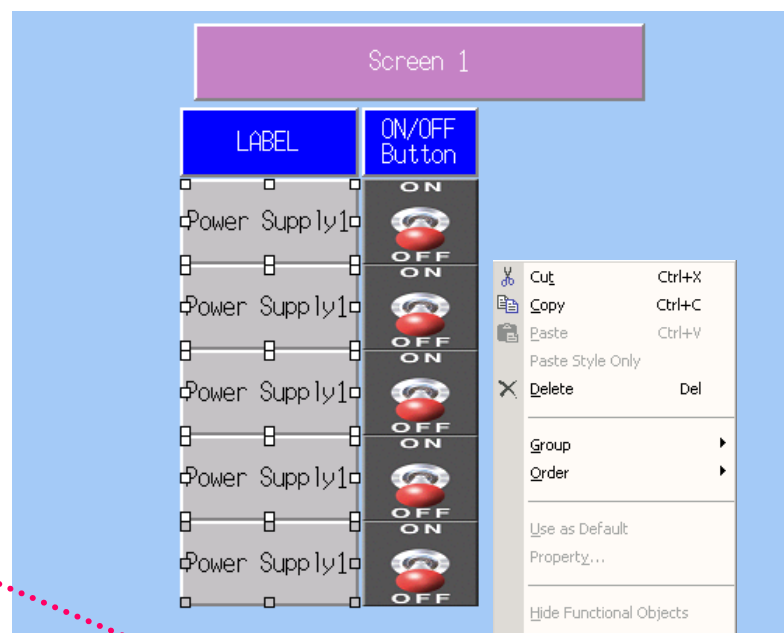
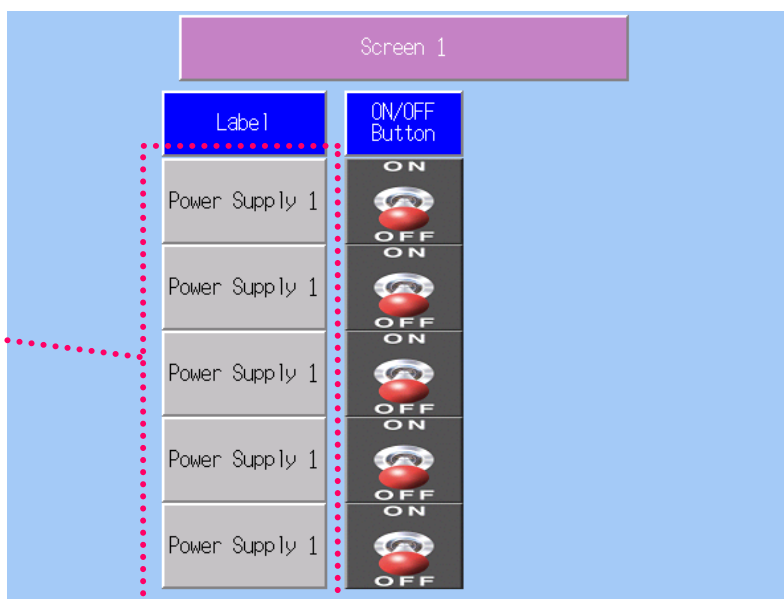
Five labels are copied.



Enclose whole texts
while dragging the mouse.



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



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.



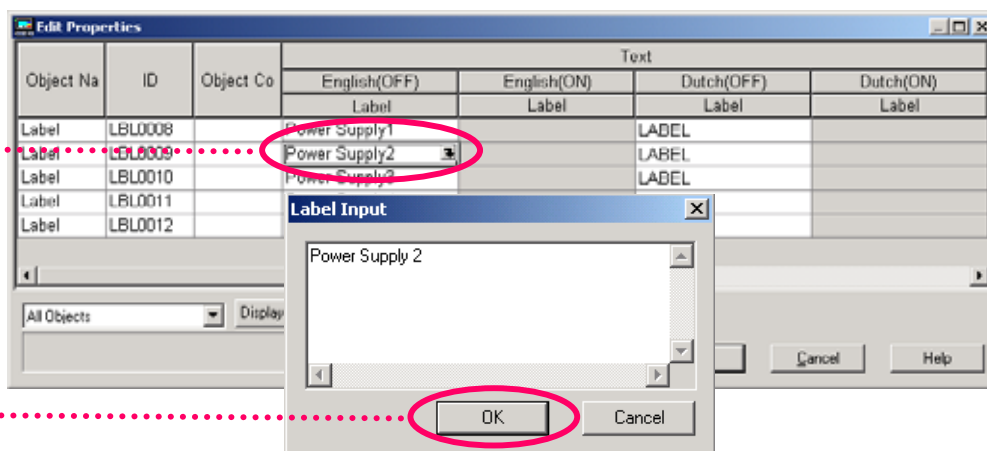
English(OFF)
label and click



Enter [Power Supply 2].

Click

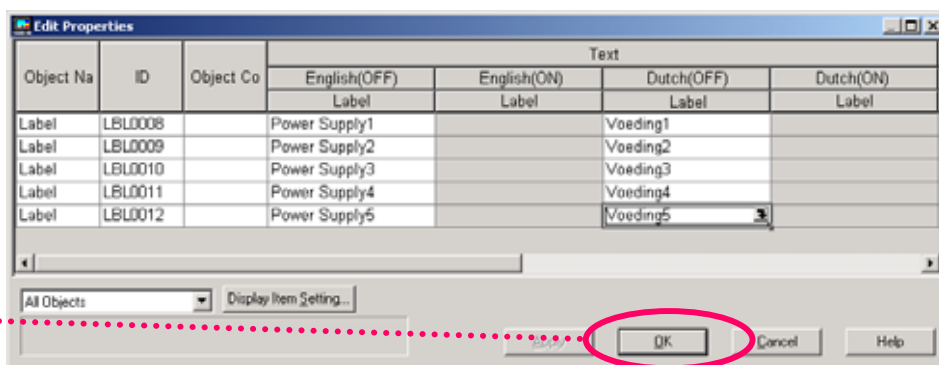
OK



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

Click

OK



Start up
CX-D

Creating a
new project

Project
property

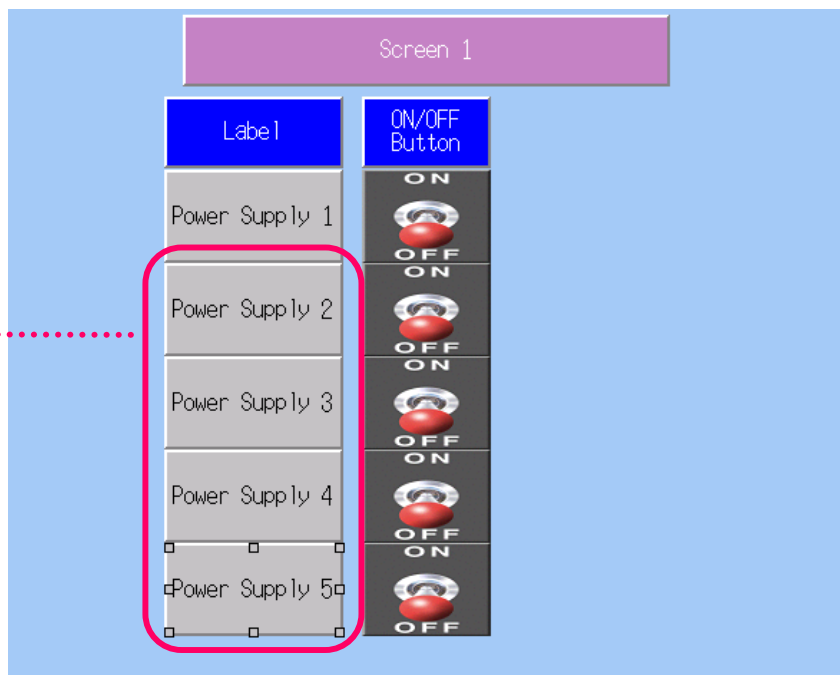
System
setting

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

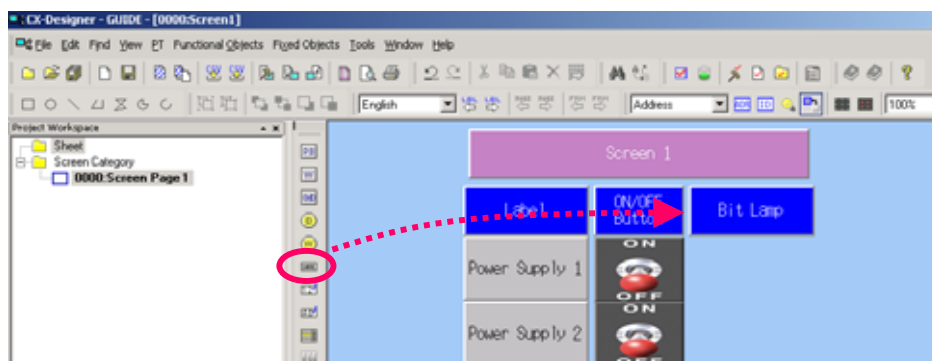
12. Bit Lamp


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.

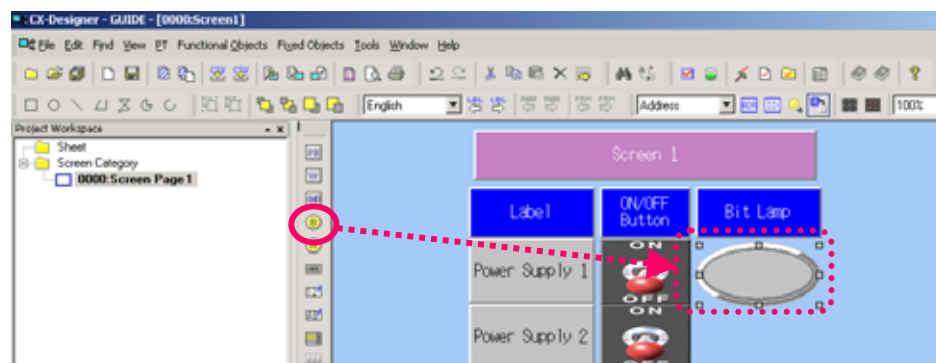
Create a label as shown on the right by referring to the "9. Displaying a Text".

[Label]
→ "Bit Lamp"




Click 

Drag the object until you get the size you want.

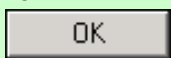


Change settings on the property list.

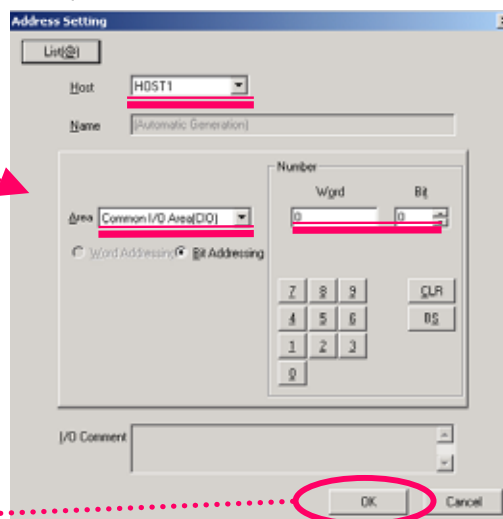
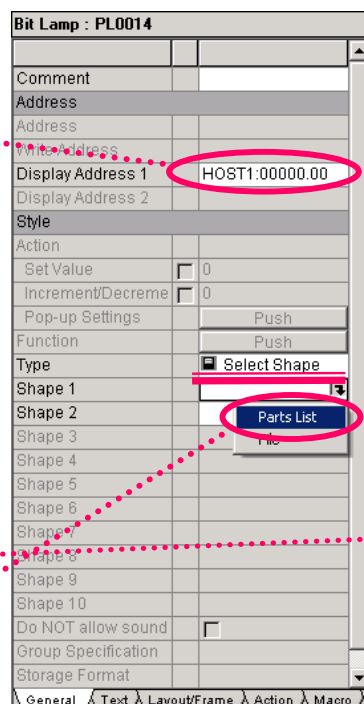
Click [Display Address 1] and 

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

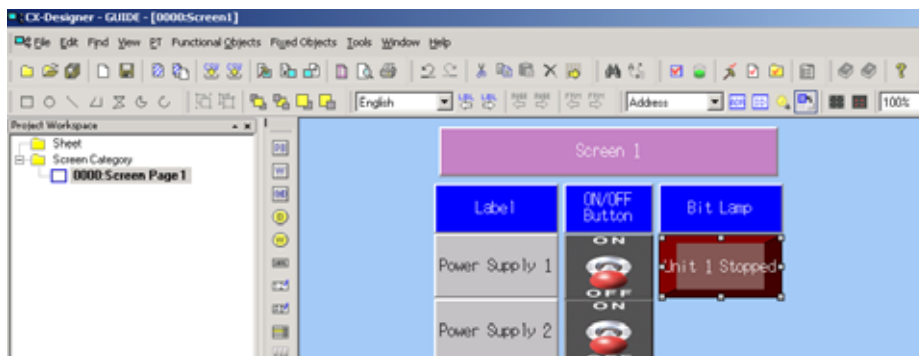
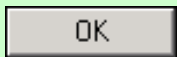
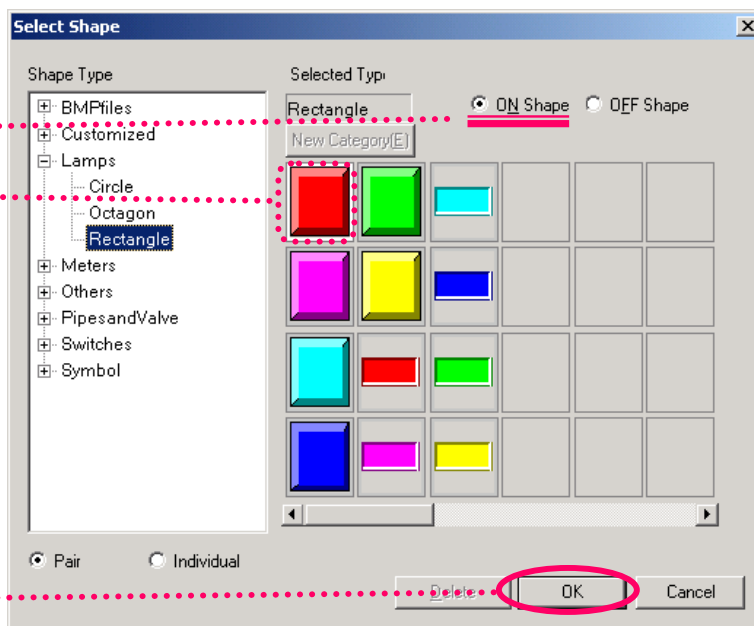
Validation

Transferring
a project

Check [ON Shape].

Select a shape.

Click

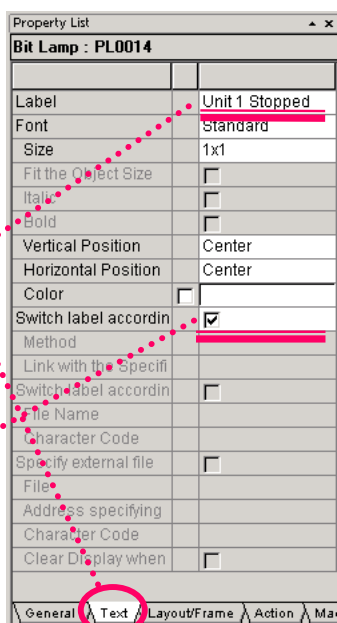


Click the property list and set the following items.

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

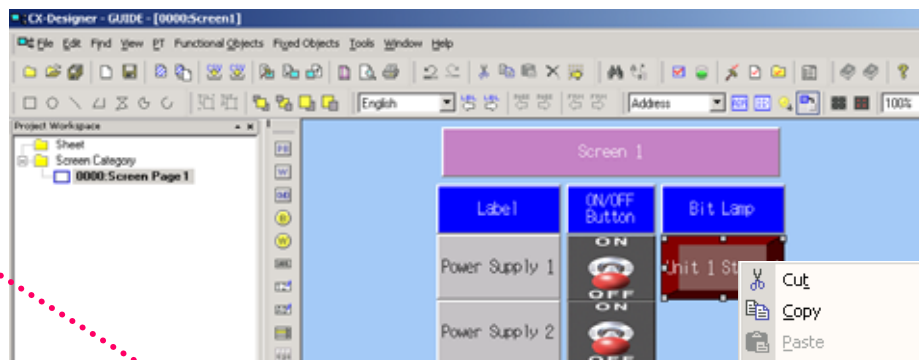
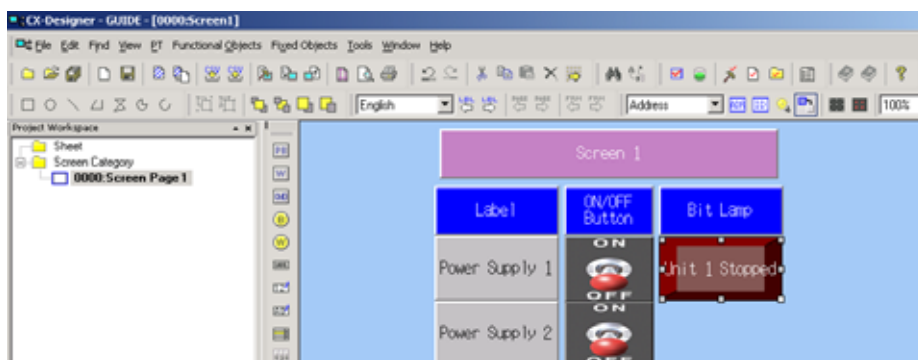
Project
property

System
setting

Creating
a screen

Validation

Transferring
a project



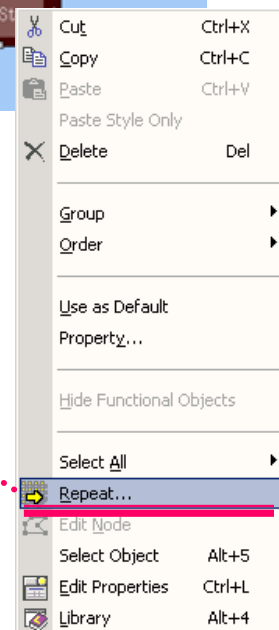
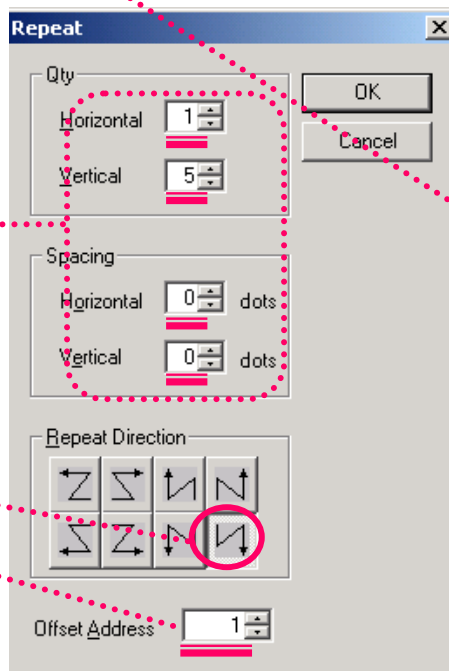
Right-click the button
and click [Repeat] from the
pull-down menu.



Set as follow:

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

[Repeat Direction] → [Down-Right]
[Offset Address] → 1



Start up
CX-D

Creating a
new project

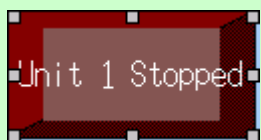
Project
property

System
setting

Creating
a screen

Validation

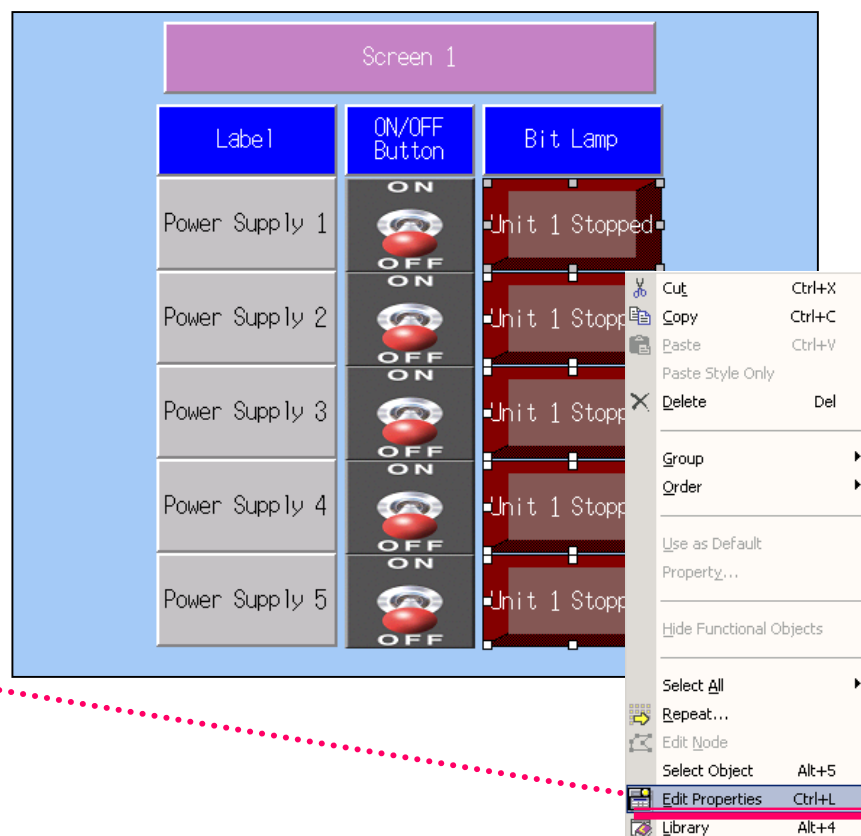
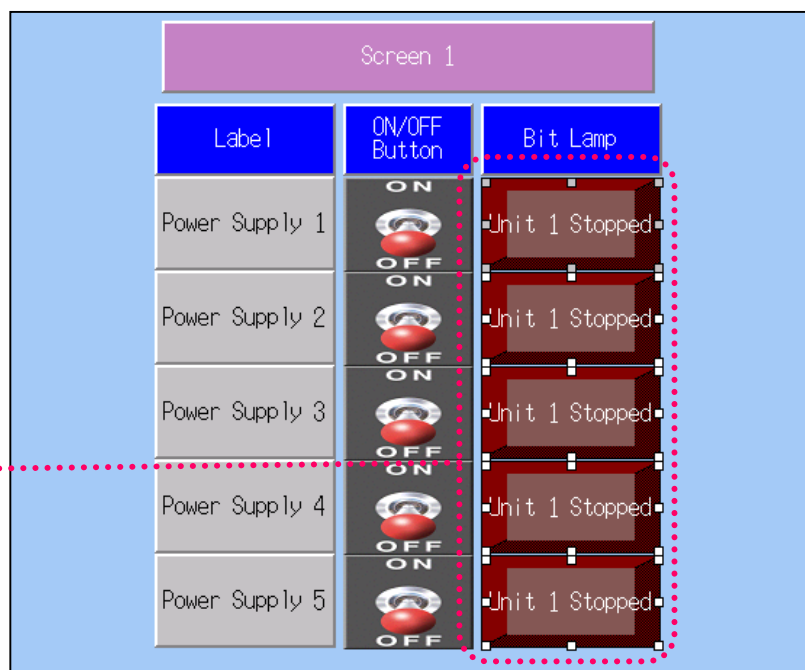
Transferring
a project



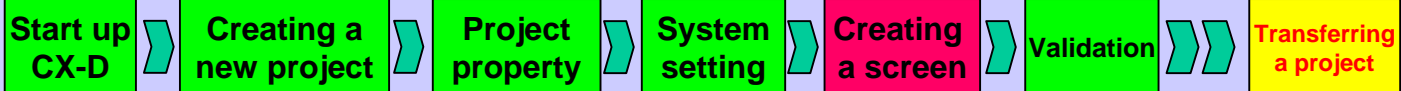
Five buttons are copied.



Enclose whole bit lamps
while dragging the mouse.



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

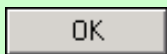


Change texts by referring to "11-2 Repeat Function (Text)".

Enter as follow:

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

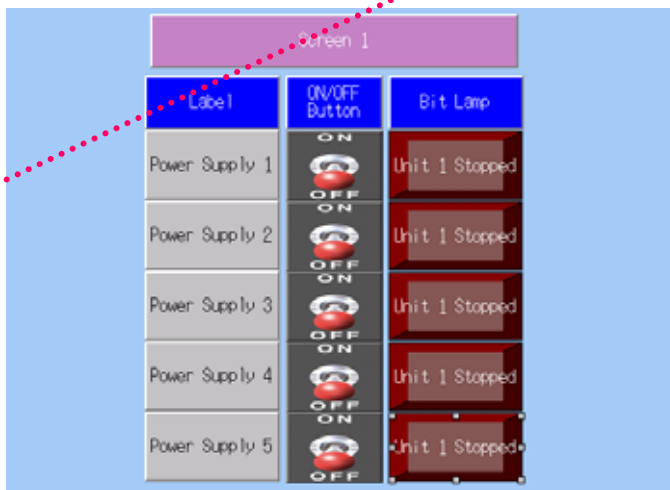
Click



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".

Object Na	ID	Object Co	Text			
			English(OFF) Label	English(ON) Label	Dutch(OFF) Label	Dutch(ON) Label
Bit Lamp	PL0014		Unit 1 Stopped	Unit 1 Running	Unit1 Inactief	Unit1 Actief
Bit Lamp	PL0015		Unit 2 Stopped	Unit 2 Running	Unit2 Inactief	Unit2 Actief
Bit Lamp	PL0016		Unit 3 Stopped	Unit 3 Running	Unit3 Inactief	Unit3 Actief
Bit Lamp	PL0017		Unit 4 Stopped	Unit 4 Running	Unit4 Inactief	Unit4 Actief
Bit Lamp	PL0018		Unit 5 Stopped	Unit 5 Running	Unit5 Inactief	Unit5 Actief



Label	ON/OFF Button	Bit Lamp
Power Supply 1	ON	Unit 1 Stopped
Power Supply 2	OFF ON	Unit 1 Stopped
Power Supply 3	OFF ON	Unit 1 Stopped
Power Supply 4	OFF ON	Unit 1 Stopped
Power Supply 5	OFF ON	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

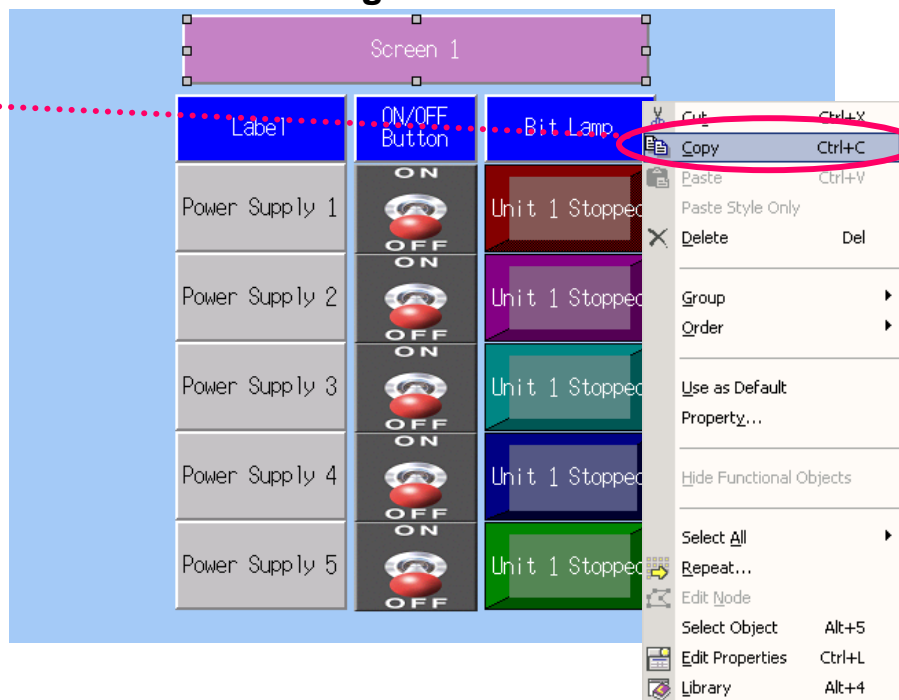
Adding a new screen.

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

Copy the title label of screen 1.

Right-click the object and select [Copy].

Creating Second Screen



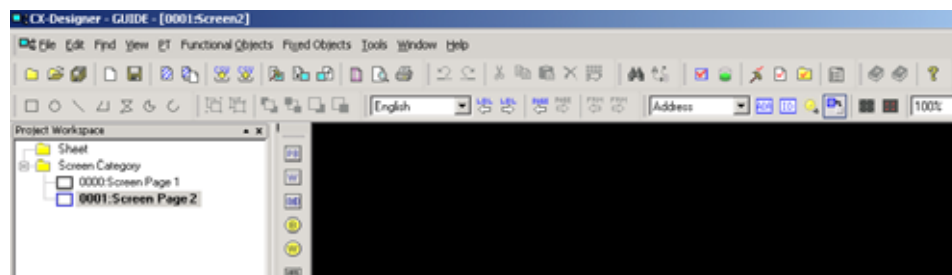
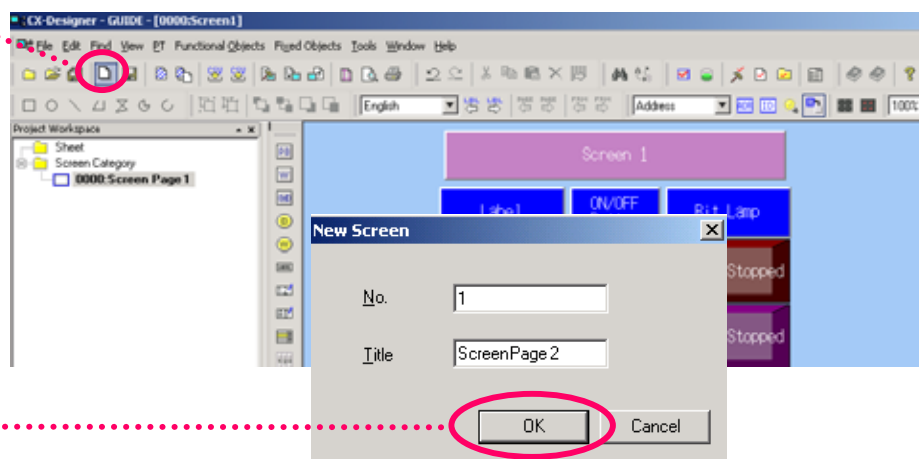
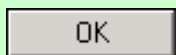
Left-click [New screen] icon.



Open the New Screen menu.

Enter "Screen 2" to [Title].

Click



Start up
CX-D

Creating a
new project

Project
property

System
setting

Creating
a screen

Validation

Transferring
a project

Click



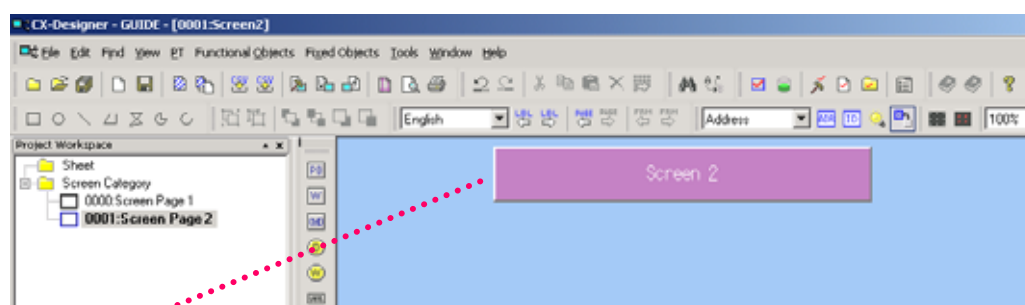
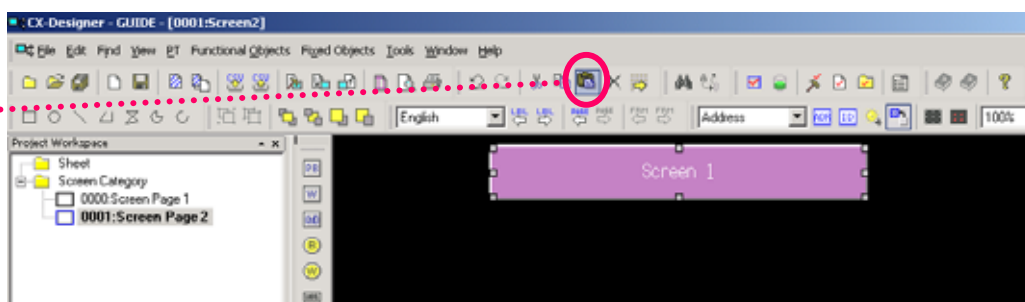
or [Ctrl] + [V].

A label object is
copied.

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

Set as follow from the
text object property list.

[Label]
→ Screen 2



Start up
CX-D

Creating a
new project

Project
property

System
setting

Creating
a screen

Validation

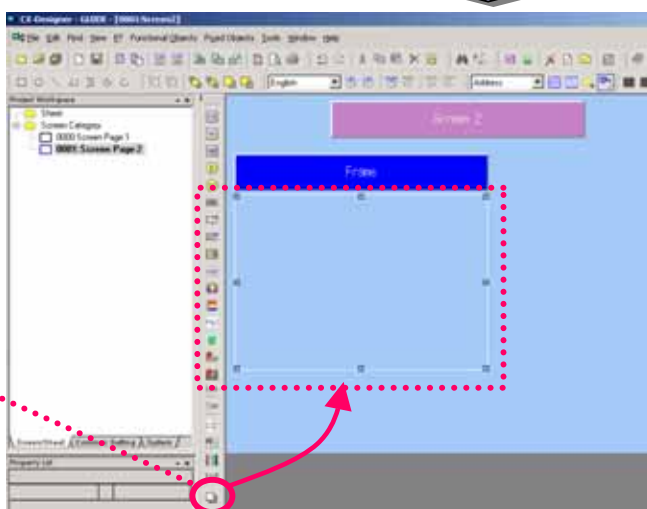
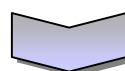
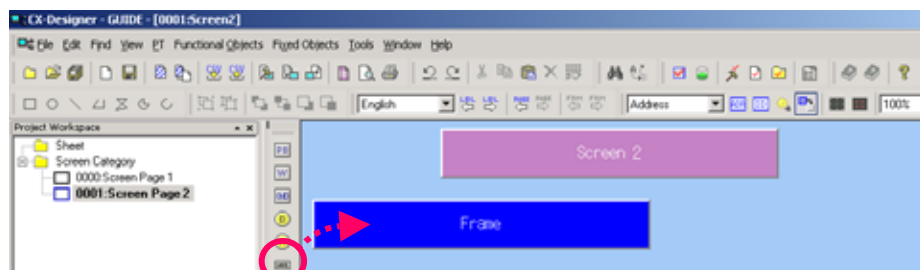
Transferring
a project

14. Frame

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

[Label]
→ "Frame"

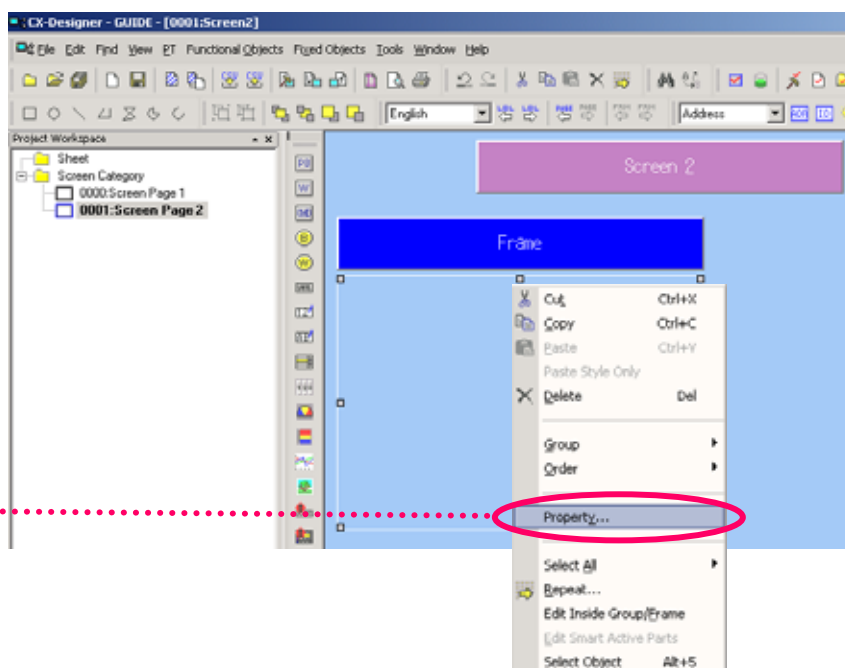
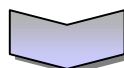
Frame is an object that changes a displayed text on objects that have a page switch function. In this manual, a frame is used to switch a low alarm and a high alarm display.



Select the icon



and drag it until you get the size you want.



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

Start up
CX-D

Creating a
new project

Project
property

System
setting

Creating
a screen

Validation

Transferring
a project

Select as follow:

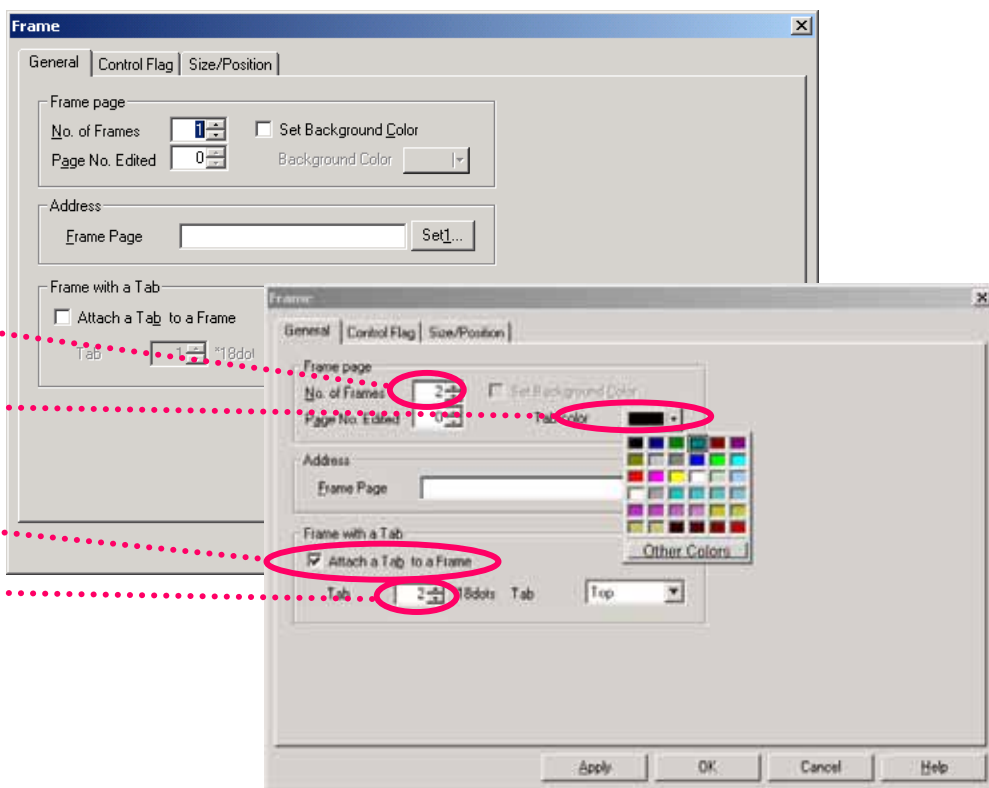
[No. of Frames]

→ "2"

Select a color

Check the [Frame with a
tab] box.

[Height] → "2"



Set as follow from the
address setting menu.

Set1...

Host Name

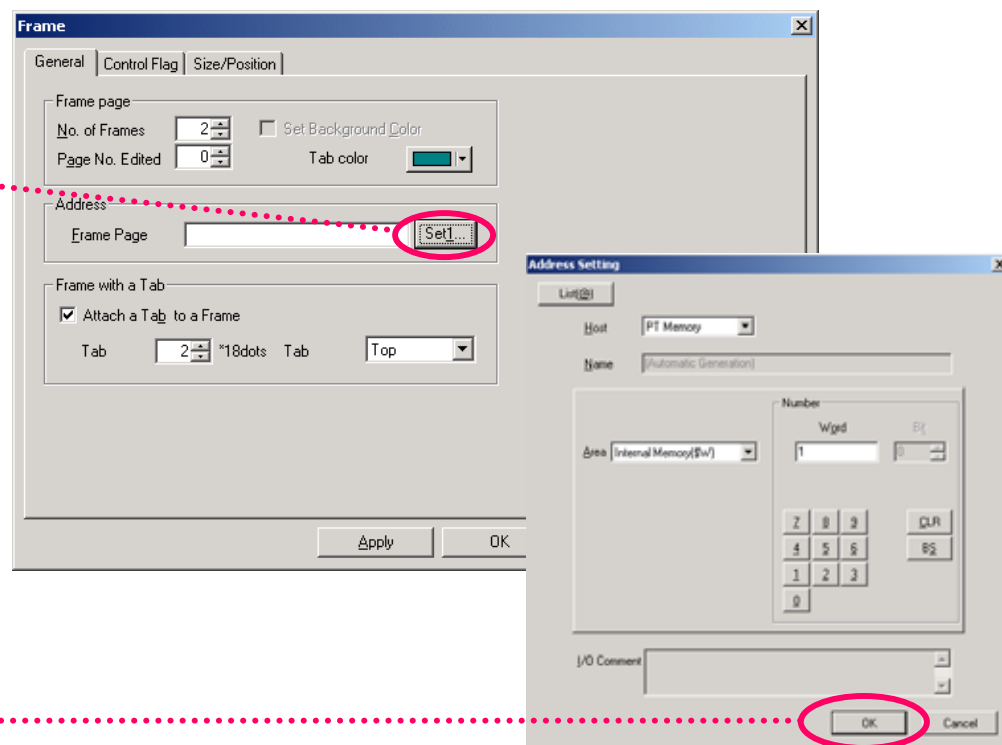
→ [PT memory]

Area Name

→ [Internal memory
(\$W)]

Word

→ [1]



Click

OK

Start up
CX-D

Creating a
new project

Project
property

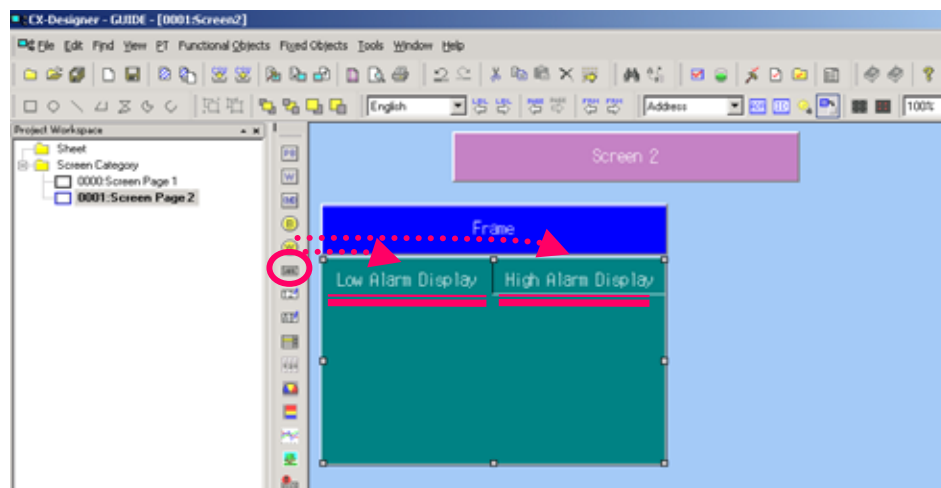
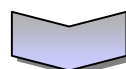
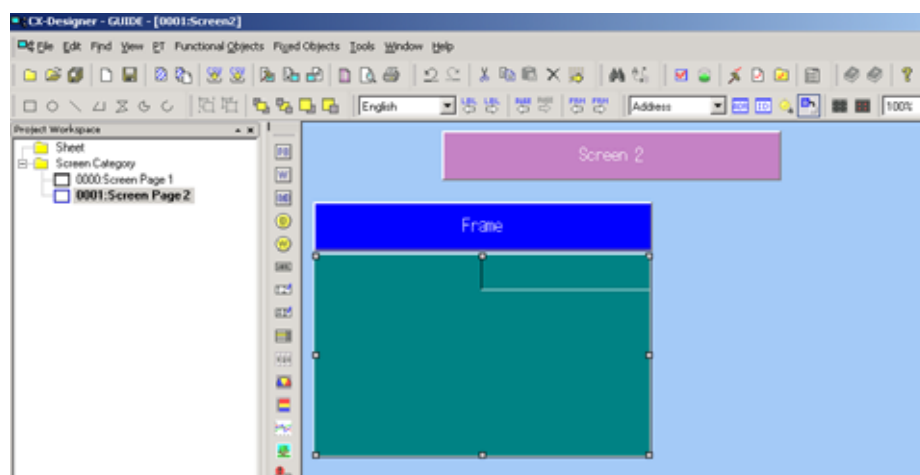
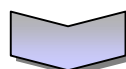
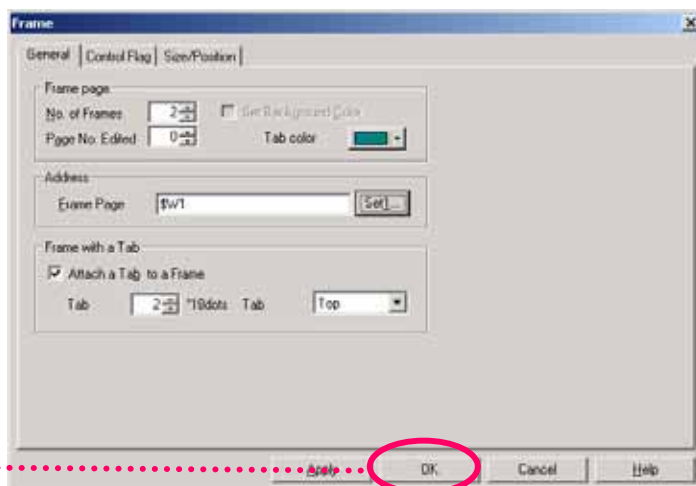
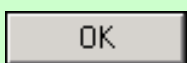
System
setting

Creating
a screen

Validation

Transferring
a project

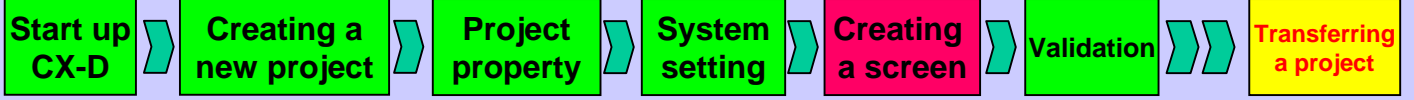
Click



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

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

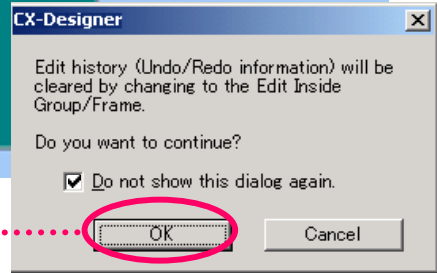
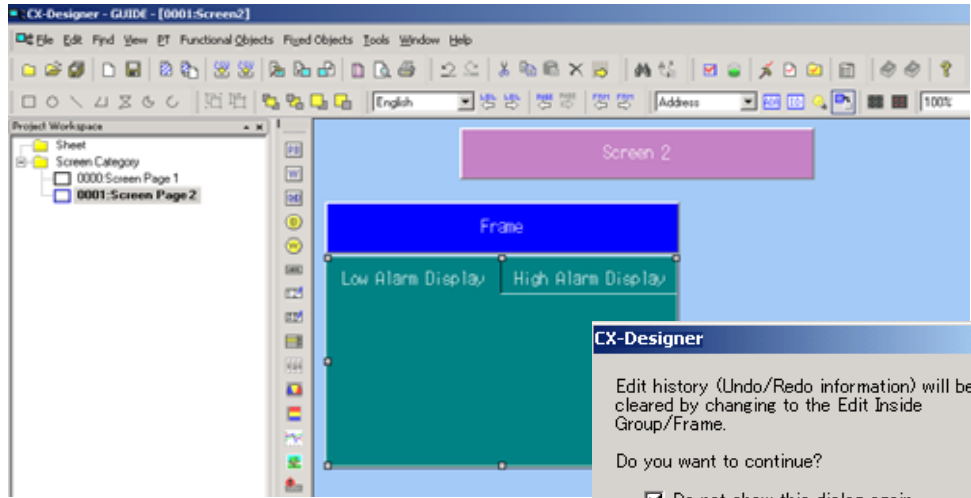
[Label]
→ "High Alarm Display"
[Tile Background]
→ Uncheck the box.



Double-click the frame object.

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

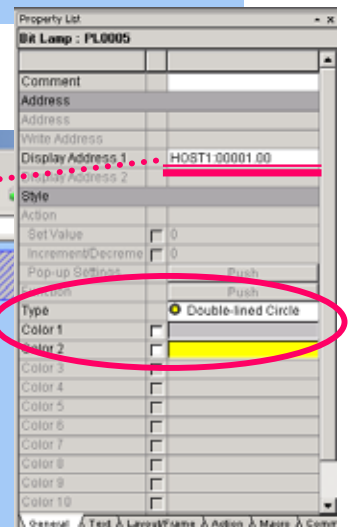
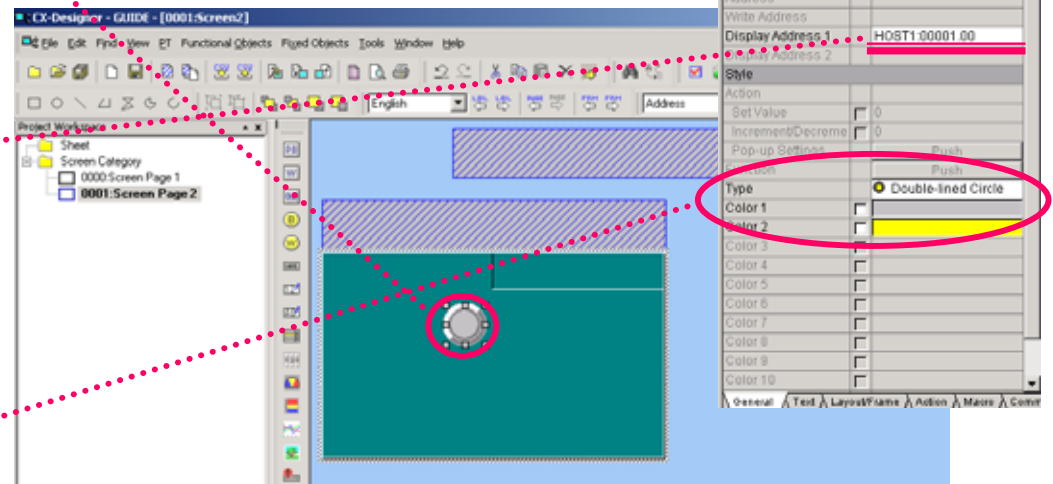
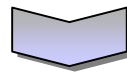
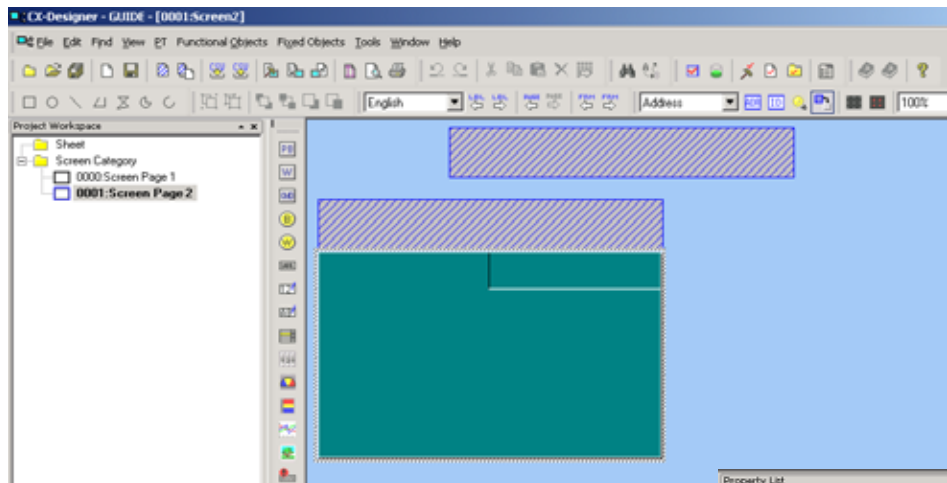
Click



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

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

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



Start up
CX-D

Creating a
new project

Project
property

System
setting

Creating
a screen

Validation

Transferring
a project

Create six bit lamps
by referring to "11.
Repeat function".

Set as follow:

[Qty]

Horizontal

→ "2"

Vertical

→ "3"

[Spacing]

Horizontal

→ 125"

Vertical

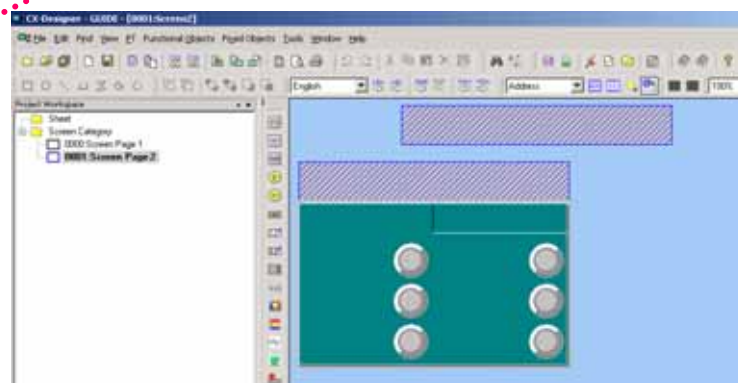
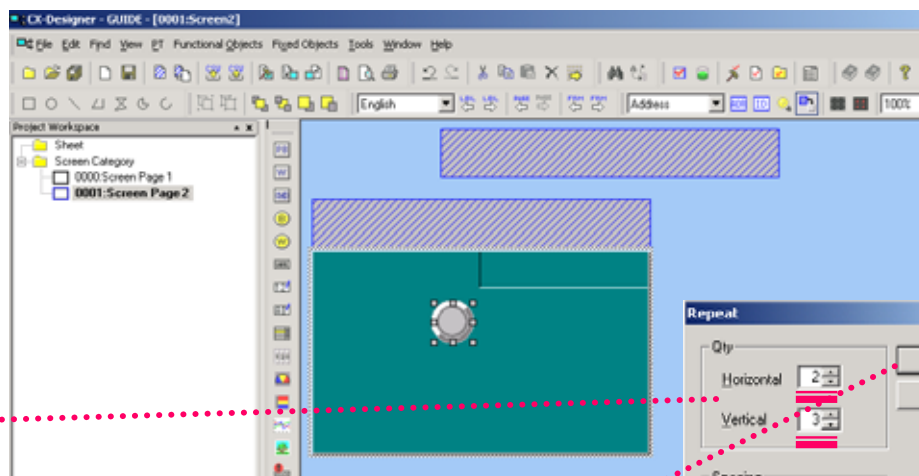
→ "6"

Repeat direction

Set "1" to [Offset
Address]

Click

OK



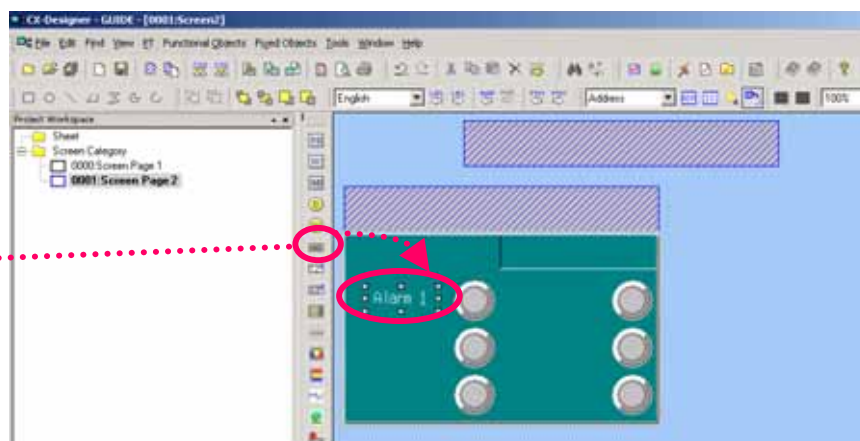
Create a label "Alarm1"
by referring to "9.
Displaying a Text".

[Label]

→ "Alarm 1"

[Tile Background]

→ Uncheck the box.



Start up
CX-D

Creating a
new project

Project
property

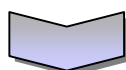
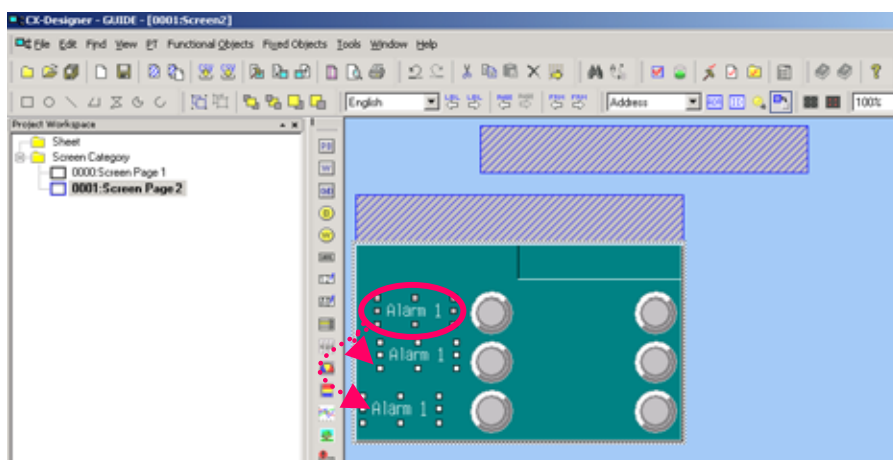
System
setting

Creating
a screen

Validation

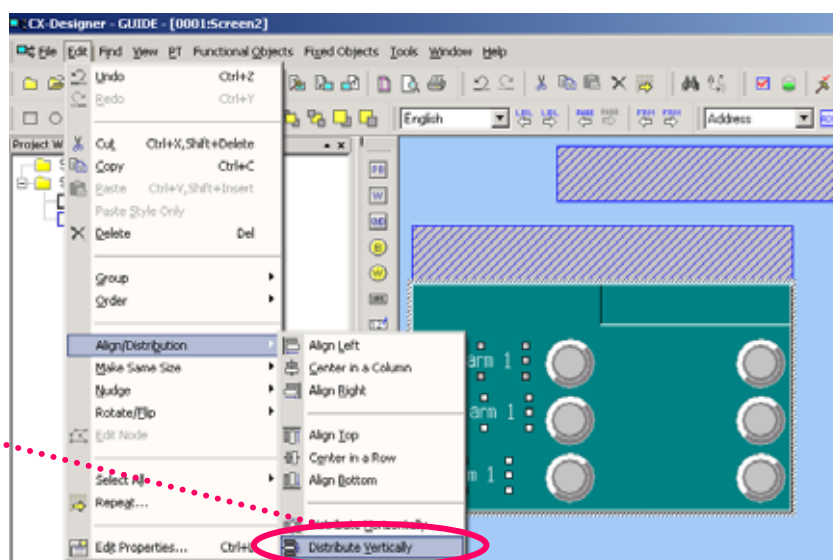
Transferring
a project

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



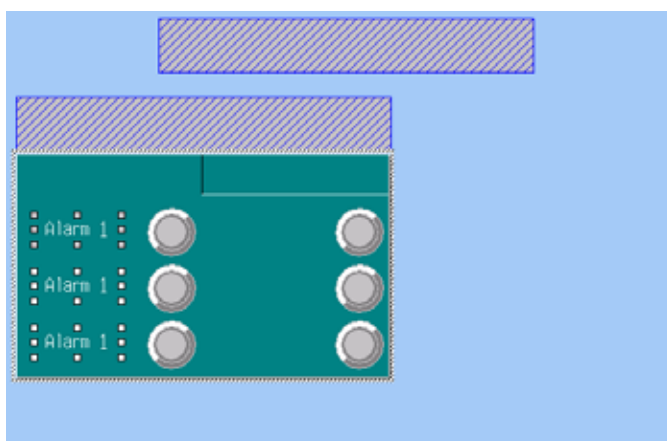
With three labels selected, select as follow:

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



With three labels selected, select as follow:

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



Start up
CX-D

Creating a
new project

Project
property

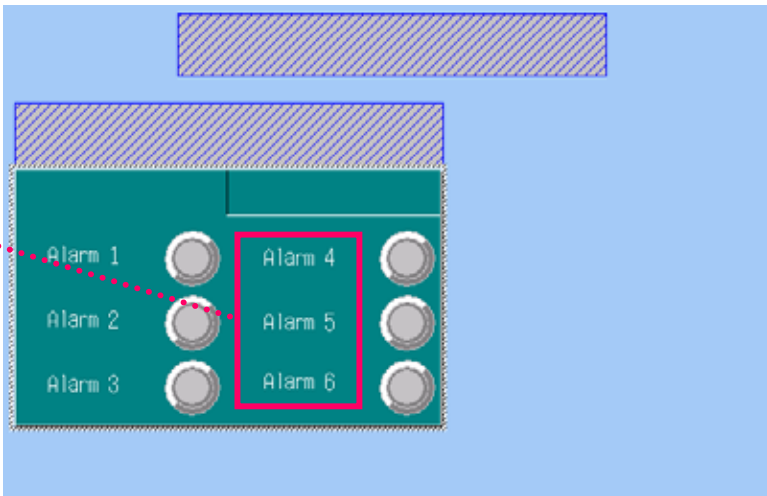
System
setting

Creating
a screen

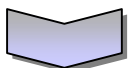
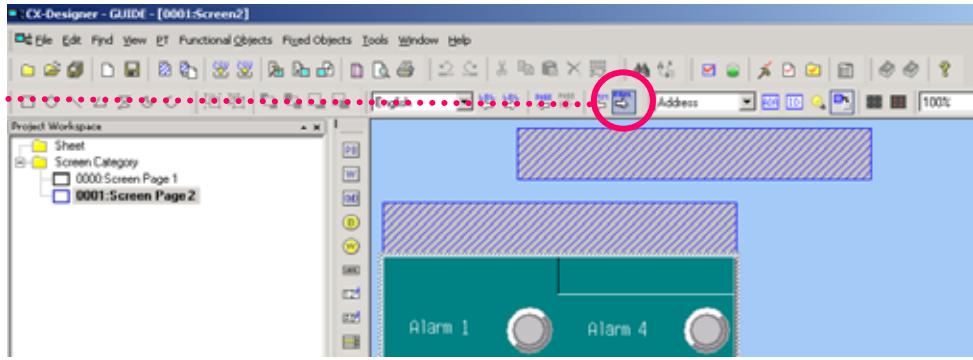
Validation

Transferring
a project

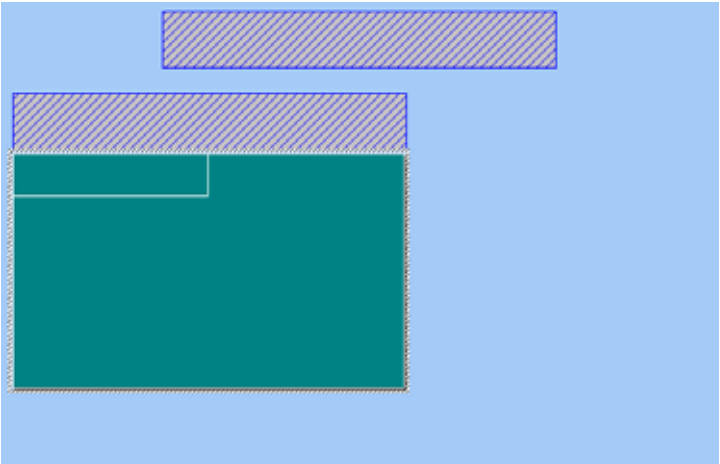
Create labels "Alarm 4 to 6" in the way you created "Alarms 1 to 3".



Left-click



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



Start up
CX-D

Creating a
new project

Project
property

System
setting

Creating
a screen

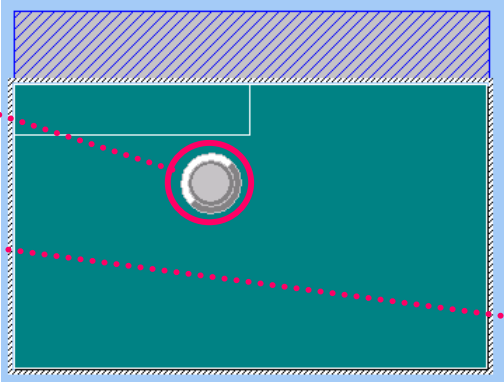
Validation

Transferring
a project

Create a bit lamp by referring to "12. Bit Lamp".

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

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

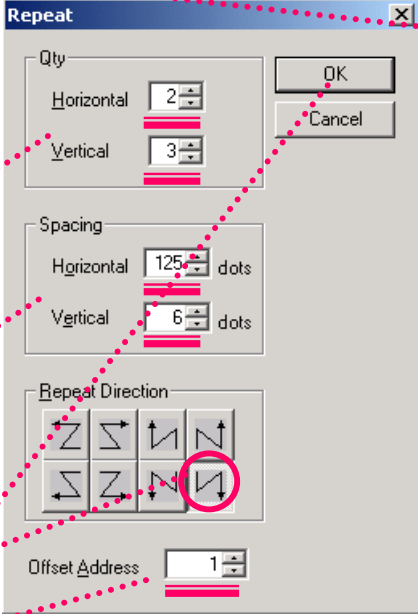


Property List	
Bit Lamp : PL0017	
Comment	
Address	
Address	
Write Address	
Display Address 1	HOST1.00002.00
Display Address 2	
Style	
Action	
Set Value	<input type="checkbox"/> 0
Increment/Decrease	<input type="checkbox"/> 0
Pop-up Settings	Push
Function	Push
Type	<input checked="" type="radio"/> Double-lined Circle
Color 1	<input type="checkbox"/>
Color 2	<input type="checkbox"/>
Color 3	<input type="checkbox"/>
Color 4	<input type="checkbox"/>
Color 5	<input type="checkbox"/>

Create 6 bit lamps by referring to "11. Repeat function".

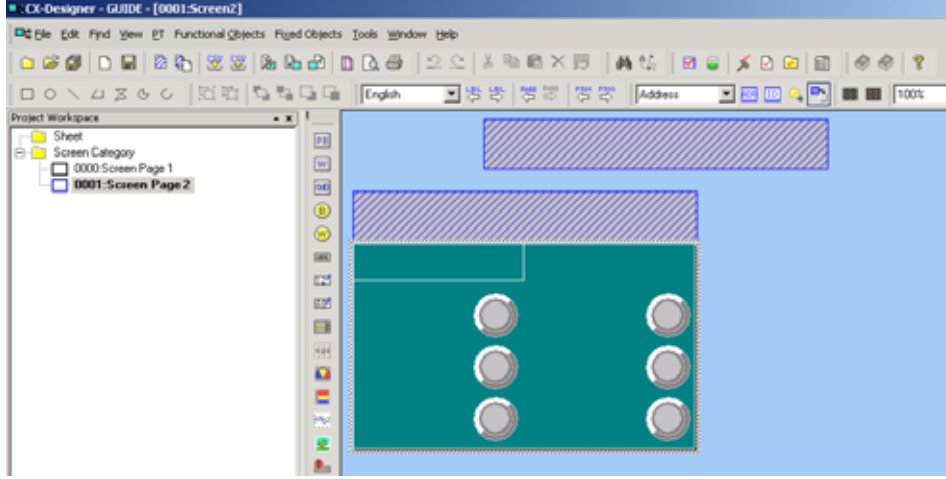
Set as follow:

- [Qty]
 - Horizontal → "2"
 - Vertical → "3"
- [Spacing]
 - Horizontal → "125"
 - Vertical → "6"



- Repeat direction
- Set "1" to [Offset Address]

Click



Start up
CX-D

Creating a
new project

Project
property

System
setting

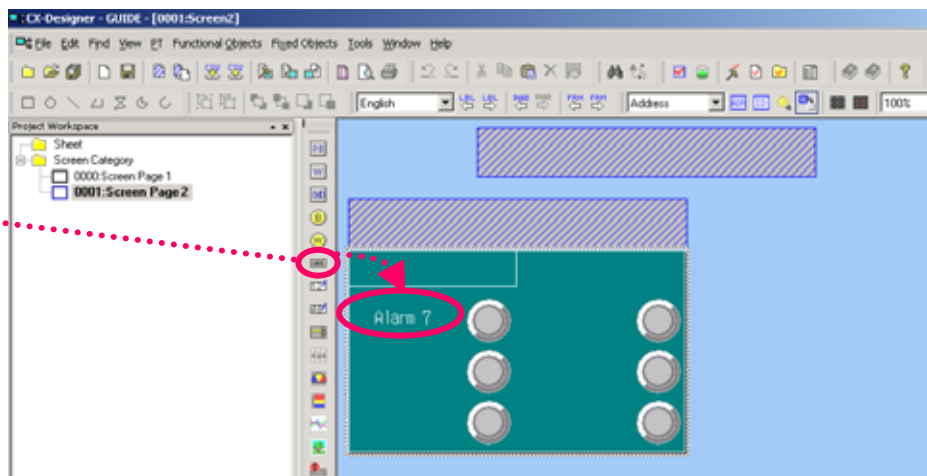
Creating
a screen

Validation

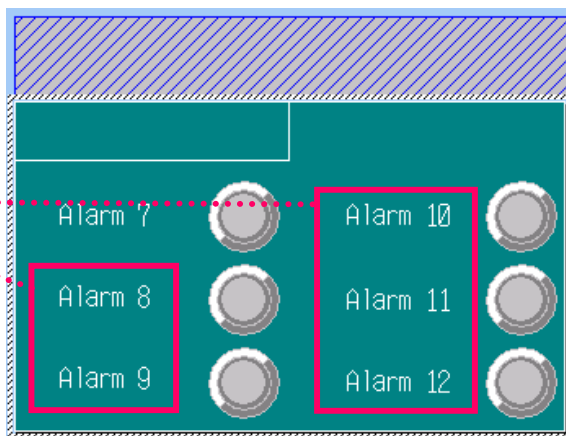
Transferring
a project

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

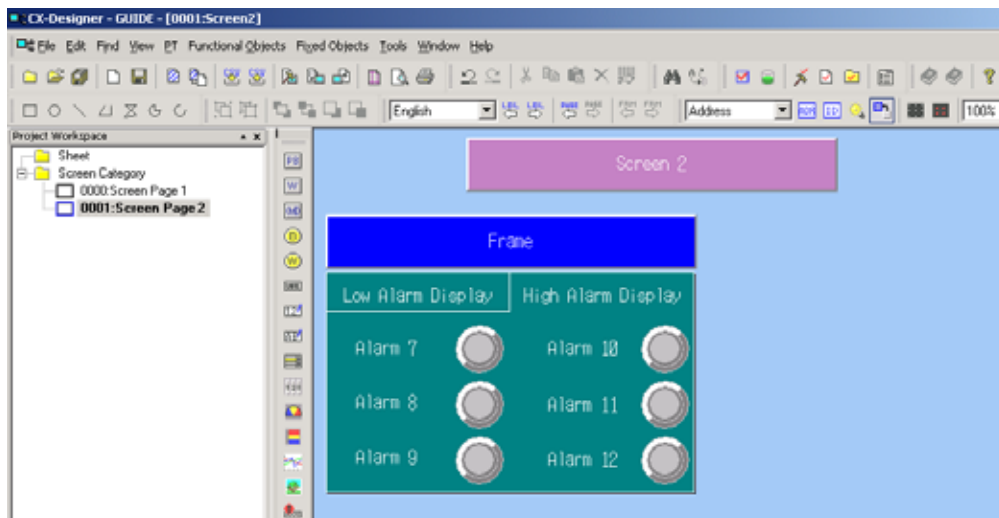
- [Label]
→ "Alarm 7"
- [Tile Background]
→ Uncheck it.



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



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



Start up
CX-D

Creating a
new project

Project
property

System
setting

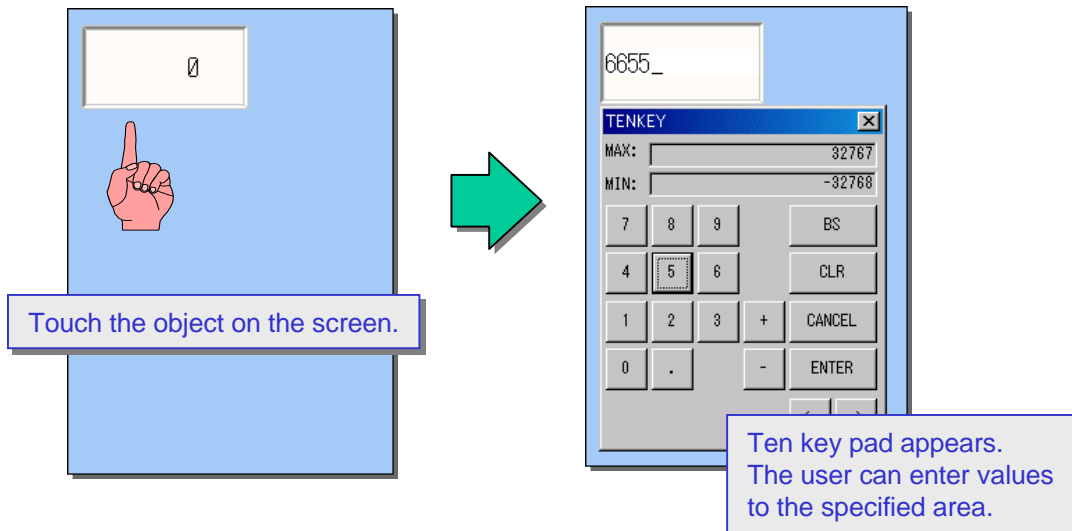
Creating
a screen

Validation

Transferring
a project

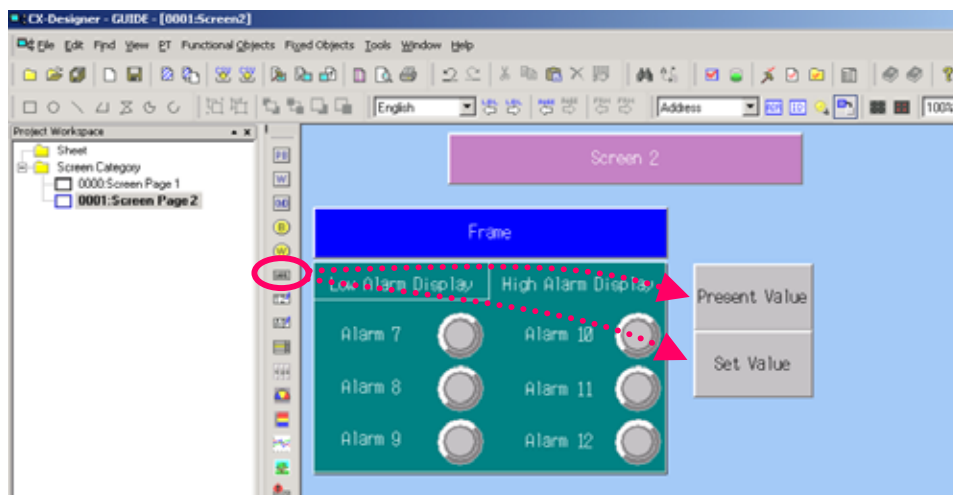
15. Numeral Display & Input

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



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

Upper
[Label]
→ "Present Value"
Lower
[Label]
→ "Set Value".



Start up
CX-D

Creating a
new project

Project
property

System
setting

Creating
a screen

Validation

Transferring
a project

Select the Numeral
Display & Input icon



and place it next to the
label "Present Value".

Set as follow from the
object property list.

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

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

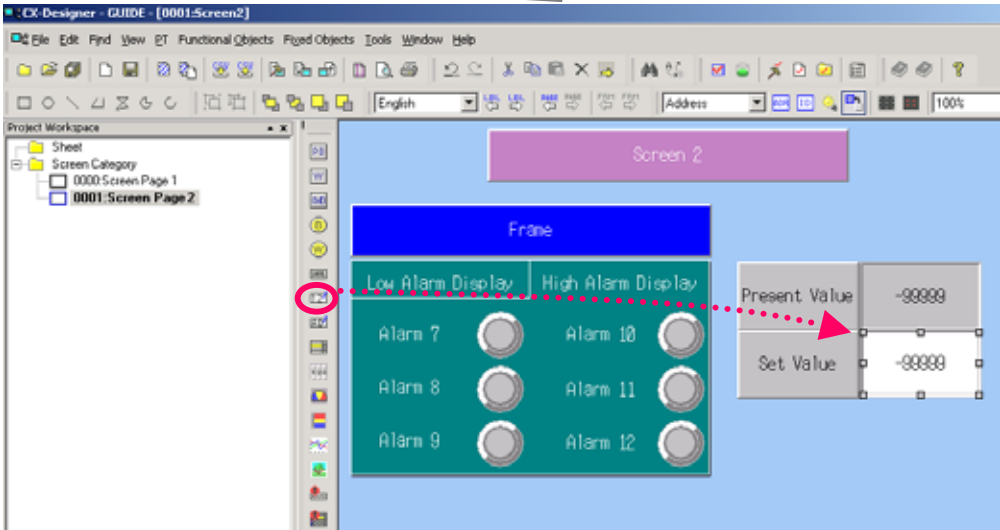
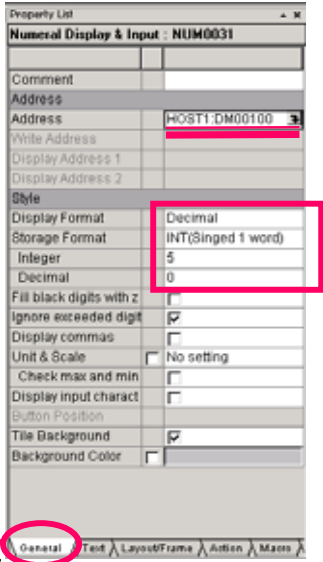
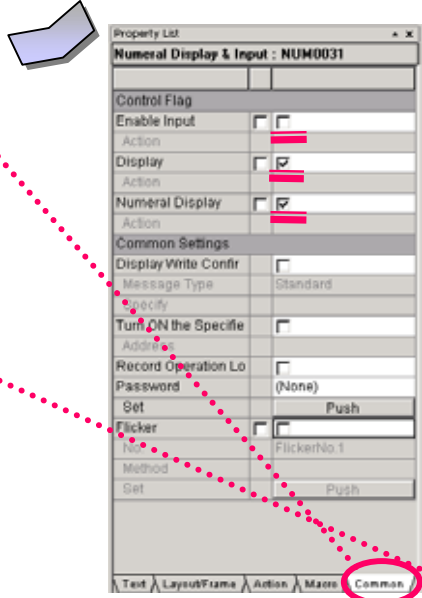
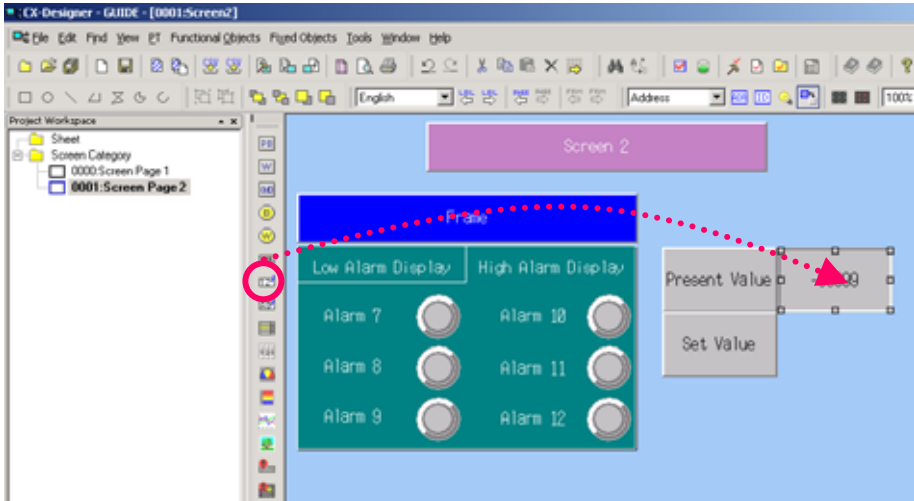
Select the Numeral
Display & Input icon
from the object list



Set as follow from
the object property list.

- Common tab
- [Enable Input] → Check the box.

- General tab
- [Address] → "\$W0"
- [Background] → "White"



Start up
CX-D

Creating a
new project

Project
property

System
setting

Creating
a screen

Validation

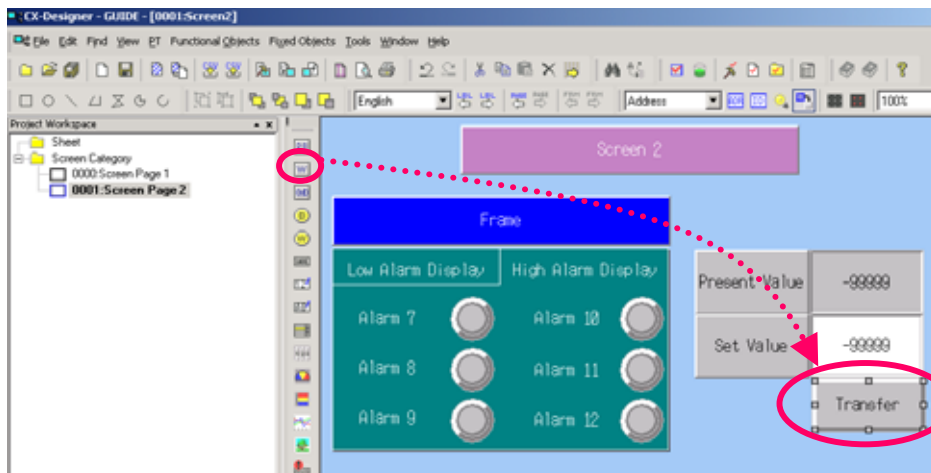
Transferring
a project

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]

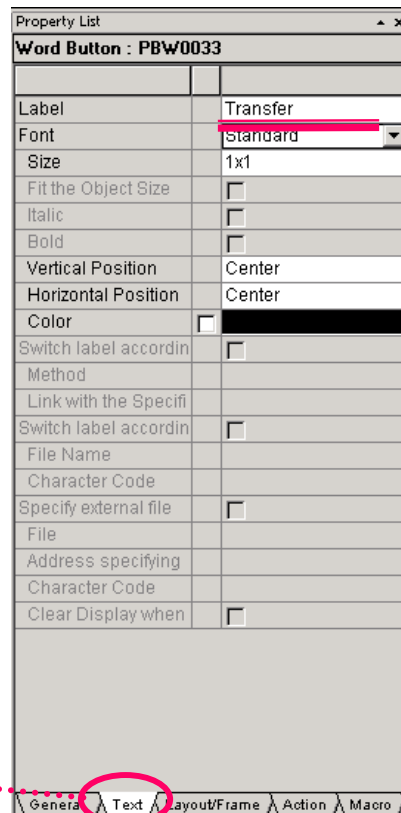
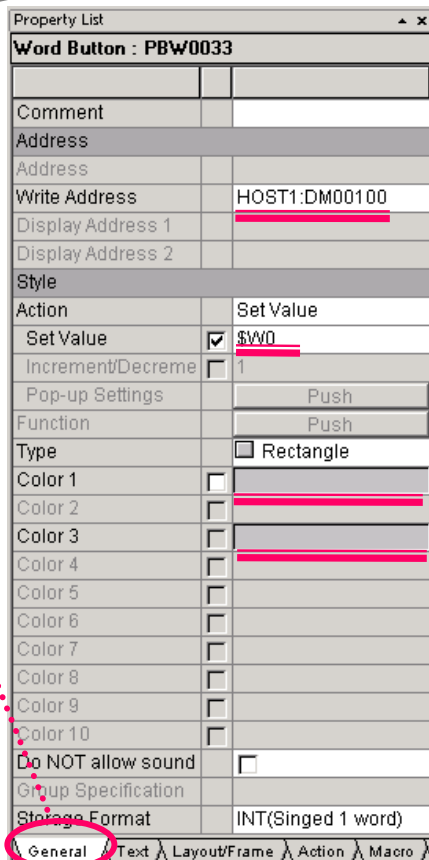
→ "\$W0"

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

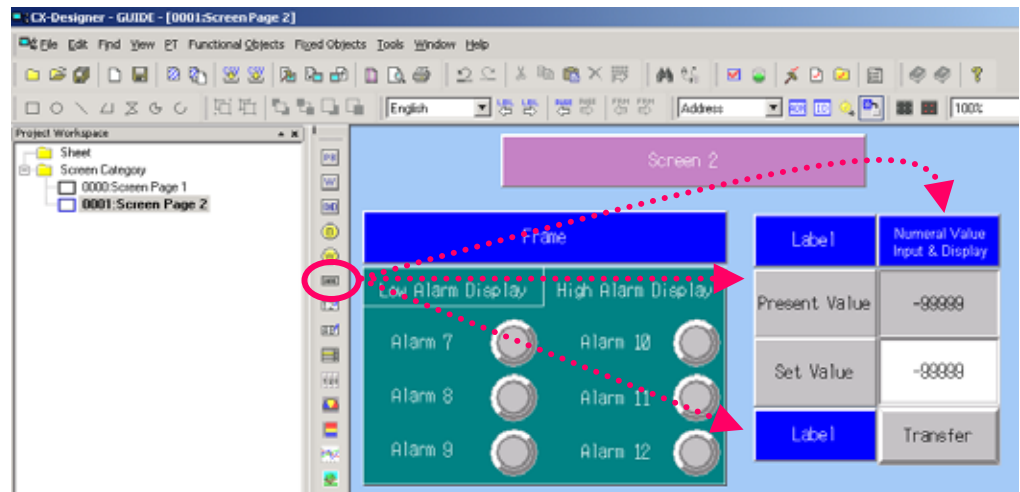
Transferring
a project

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

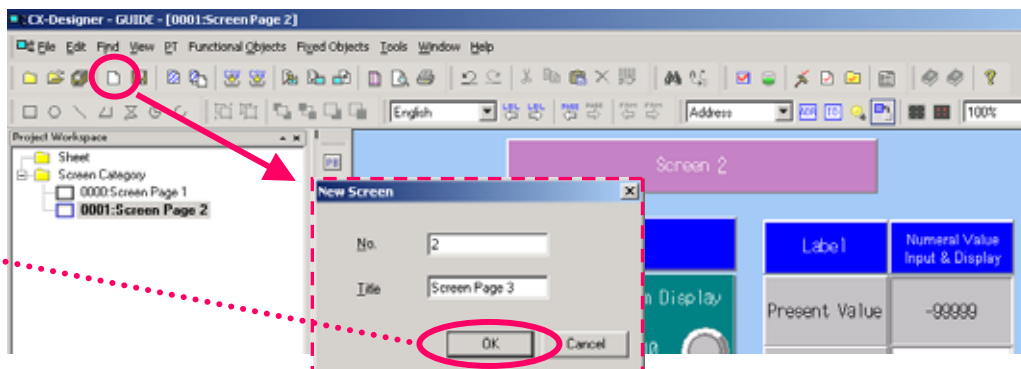
Creating Third Screen

Create three labels by referring to "13. Add a Screen".

Click

OK

A new screen is created.

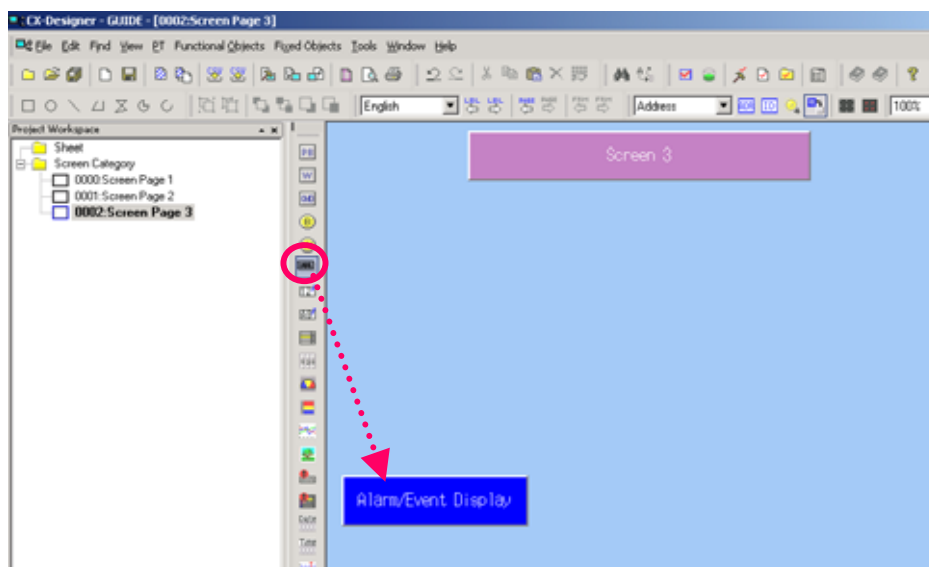


17. Alarm/Event Display

Alarm/Event Summary is a functional object that displays a current recorded alarm/event in one line. Normally, the highest priority alarm/event is displayed, 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



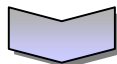
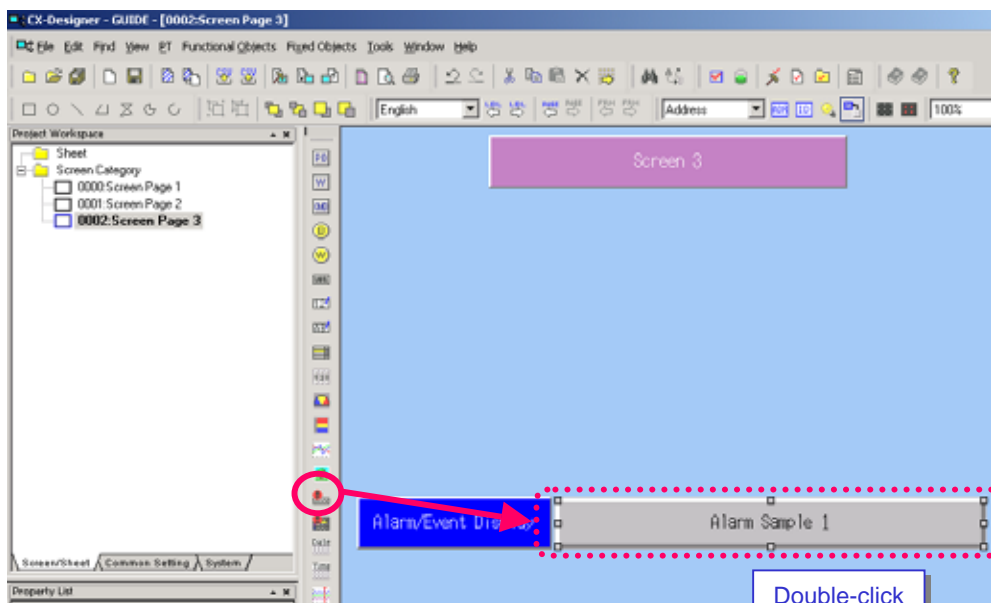
on the list.



Create an Alarm/Event Display where you want it.



Double-click the object to display its property.



Uncheck "Low Alarm".

Check "Date" and "Time".

Click Register Alarm/Event...

Register Alarm/Event...



Click

Add...

Set as follow:

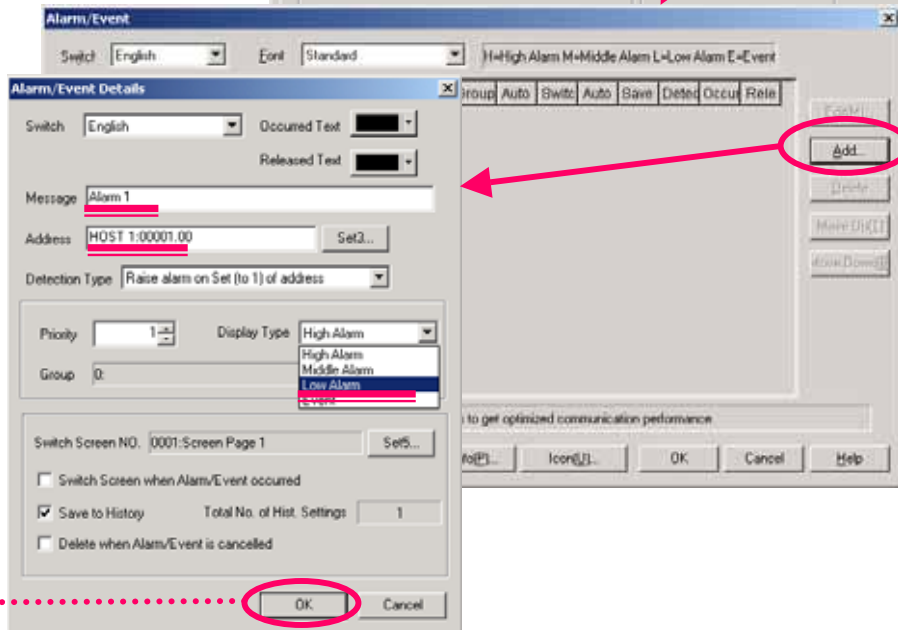
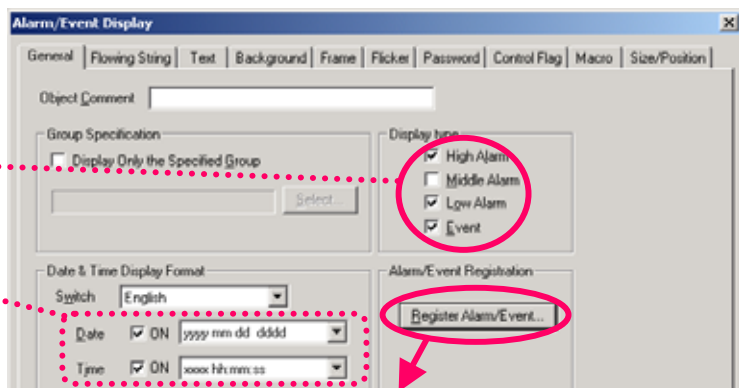
[Message] → "Alarm 1"

[Address] → "Host1:00001.00"



Click

OK



Start up CX-D

Creating a new project

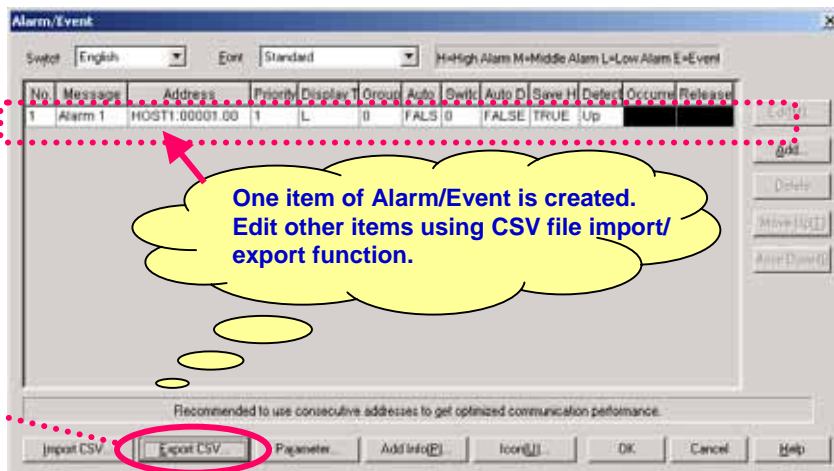
Project property

System setting

Creating a screen

Validation

Transferring a project



Click Export CSV

Export CSV...

Select "ASCII Code".

Click

OK

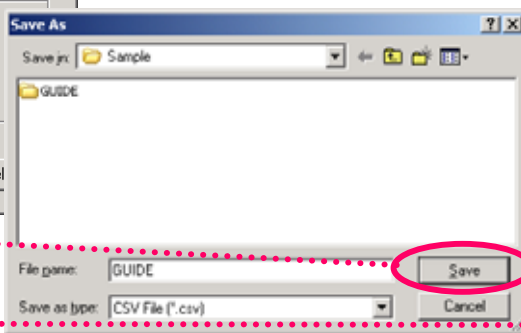
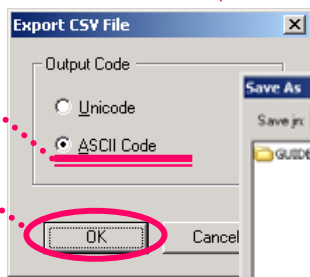
Enter a file name. "GUIDE" is used here.

and click

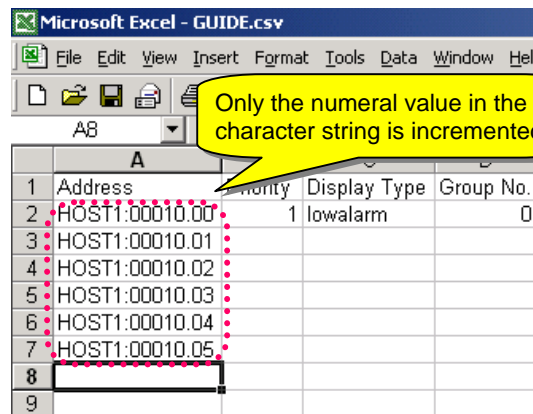
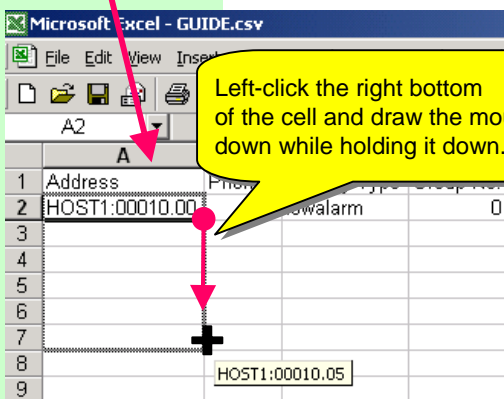
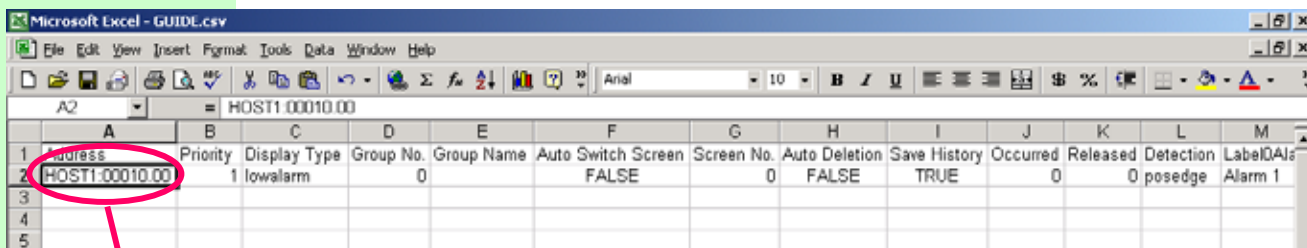
Save

Click

OK



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



Start up
CX-D

Creating a
new project

Project
property

System
setting

Creating
a screen

Validation

Transferring
a project

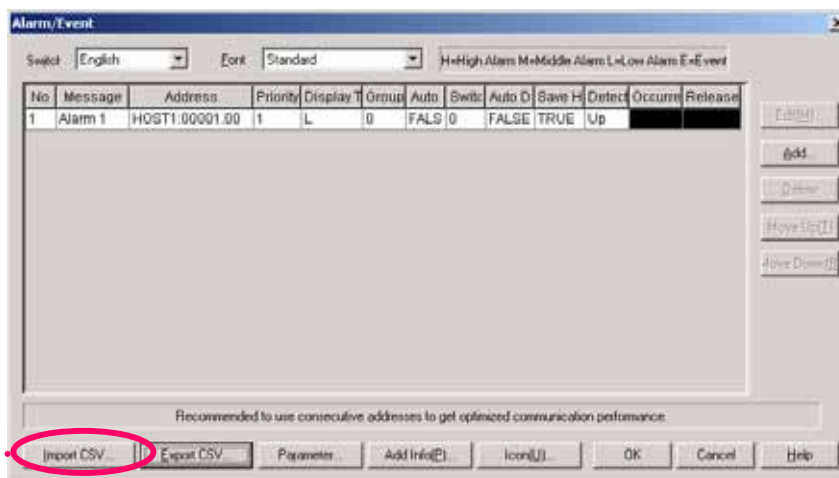
Complete the following table using operation described on the previous page as well as Copy & Paste function.

	A	B	C	D	E	F	G	H	I	J	K	L	M	N
1	Address	Priority	Display Ty	Group No.	Group Name	Auto Swt	Screen No	Auto Delet	Save Histo	Occurred	Released	Detection	Label Alarm Message	Label Alarm Message
2	HOST1.001	1	lowalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 1	Alarm 1
3	HOST1.001	1	lowalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 2	Alarm 2
4	HOST1.001	1	lowalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 3	Alarm 3
5	HOST1.001	1	lowalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 4	Alarm 4
6	HOST1.001	1	lowalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 5	Alarm 5
7	HOST1.001	1	lowalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 6	Alarm 6
8	HOST1.001	1	highalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 7	Alarm 7
9	HOST1.001	1	highalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 8	Alarm 8
10	HOST1.001	1	highalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 9	Alarm 9
11	HOST1.001	1	highalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 10	Alarm 10
12	HOST1.001	1	highalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 11	Alarm 11
13	HOST1.001	1	highalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 12	Alarm 12
14	HOST1.001	1	event	0		FALSE	0	FALSE	TRUE	0	0	posedge	Unit 1 Start Running	Unit1 Actief
15	HOST1.001	1	event	0		FALSE	0	FALSE	TRUE	0	0	posedge	Unit 2 Start Running	Unit2 Actief
16	HOST1.001	1	event	0		FALSE	0	FALSE	TRUE	0	0	posedge	Unit 3 Start Running	Unit3 Actief
17	HOST1.001	1	event	0		FALSE	0	FALSE	TRUE	0	0	posedge	Unit 4 Start Running	Unit4 Actief
18	HOST1.001	1	event	0		FALSE	0	FALSE	TRUE	0	0	posedge	Unit 5 Start Running	Unit5 Actief
19														
20														

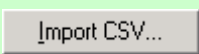
When you finish editing, save the file.



Go back to work on the CX-Designer.

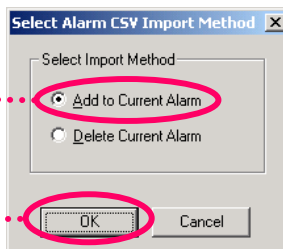
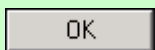


Click Import CSV



Check "Add to Current Alarm".

Click



Start up CX-D

Creating a new project

Project property

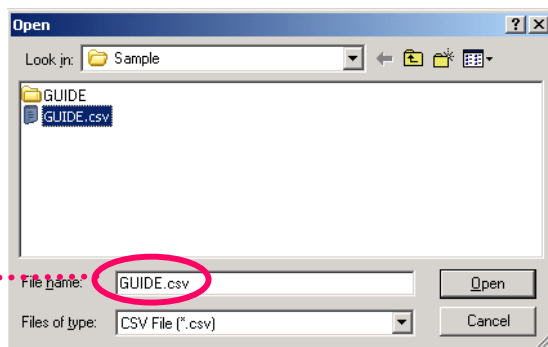
System setting

Creating a screen

Validation

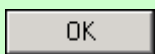
Transferring a project

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

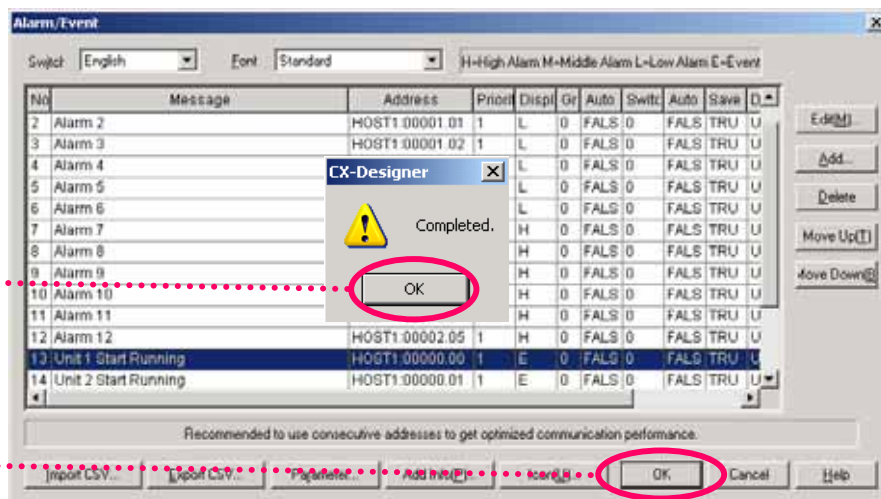
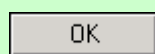


The "Completed" message is displayed to indicate that a file has been read.

Click



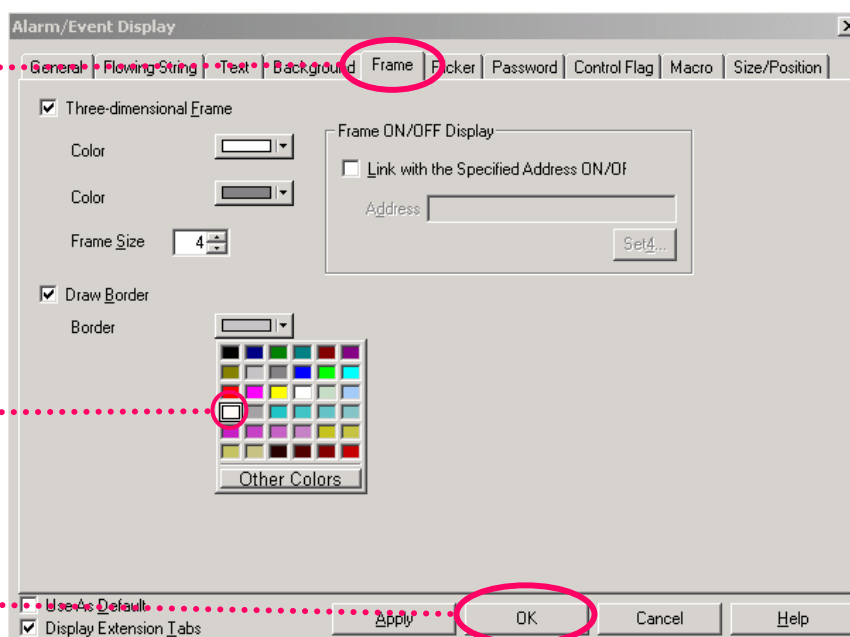
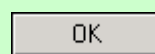
Click



Click the Frame tab.

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

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

Select Alarm /Event
Summary & History



on the list



Create Alarm/Event
Summary &History
on the screen.



Double-click the
object to display its
property.

Set properties as follow:

[Display Data]

→ Check Alarm History

Check "High Alarm"
and "Low Alarm".

[Date] → yyyy/mm/dd

[Time] → hh:mm:ss

Click

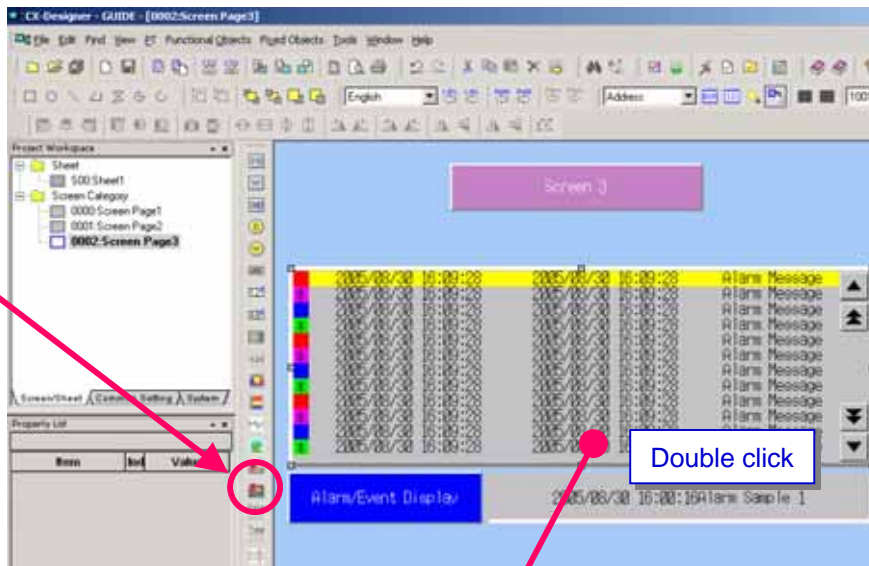
Register Alarm/Event...

Check the settings.

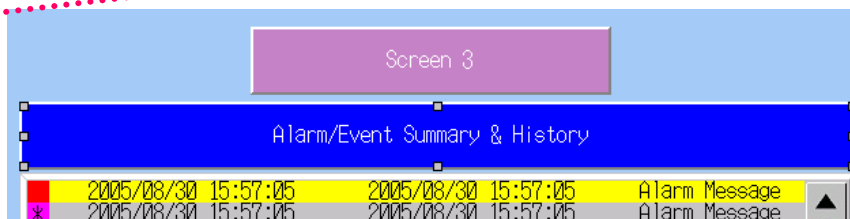
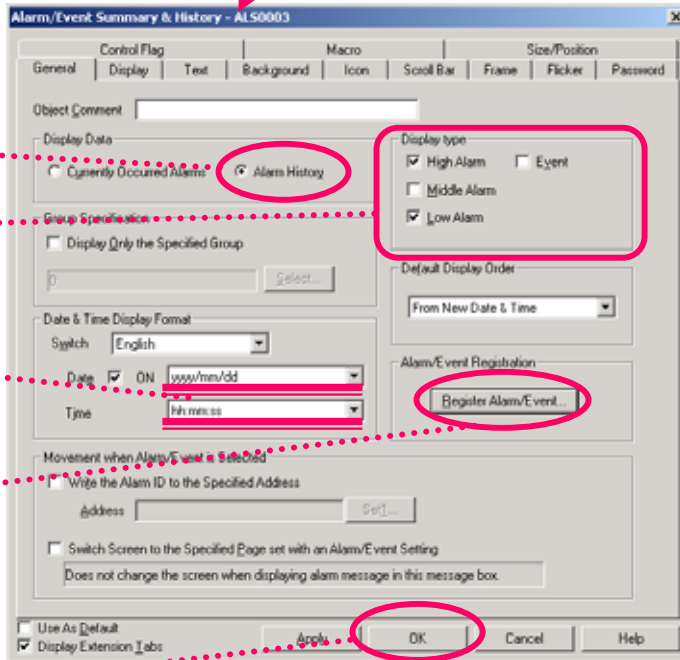
Click

OK

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



Double click



Start up
CX-D

Creating a
new project

Project
property

System
setting

Creating
a screen

Validation

Transferring
a project

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.

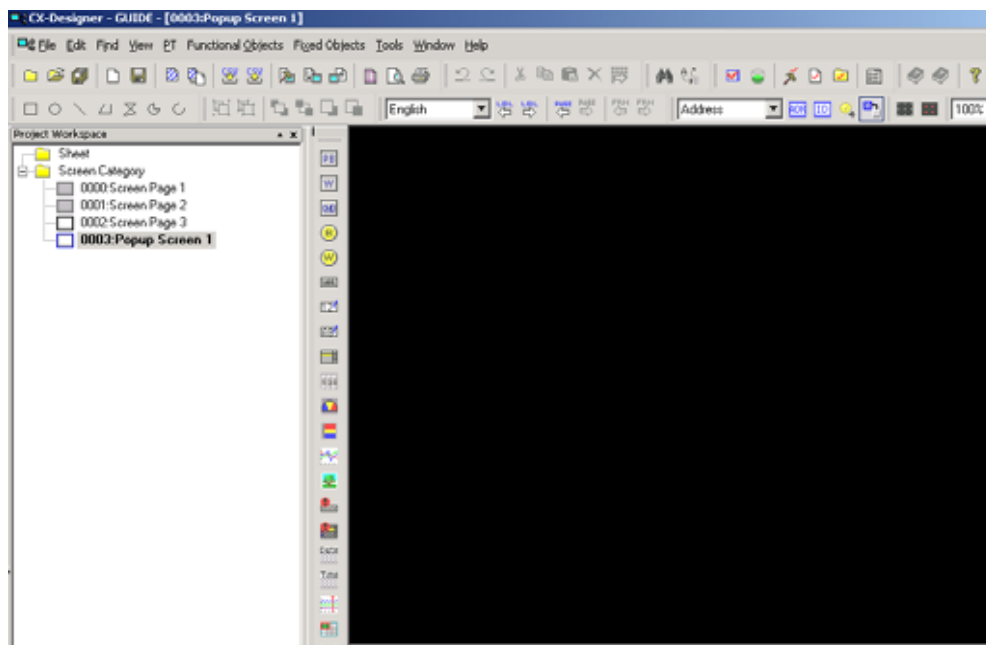
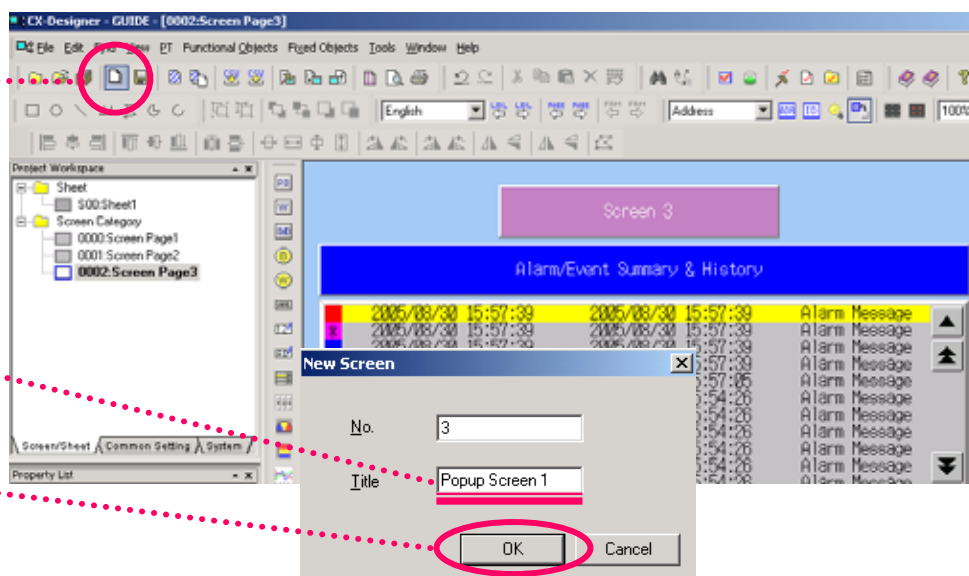
Click the icon to open
the New Screen menu.



Enter "Pop-up Screen 1"
in [Title].

Click

OK



Start up
CX-D

Creating a
new project

Project
property

System
setting

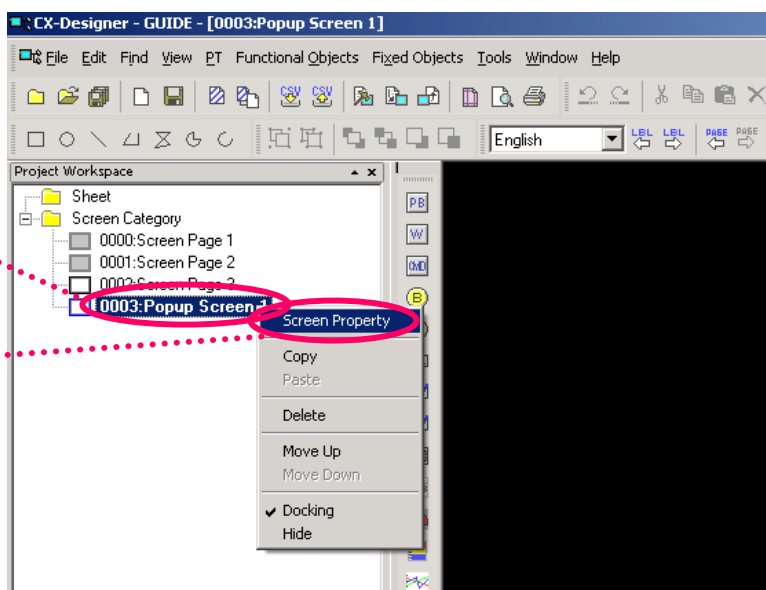
Creating
a screen

Validation

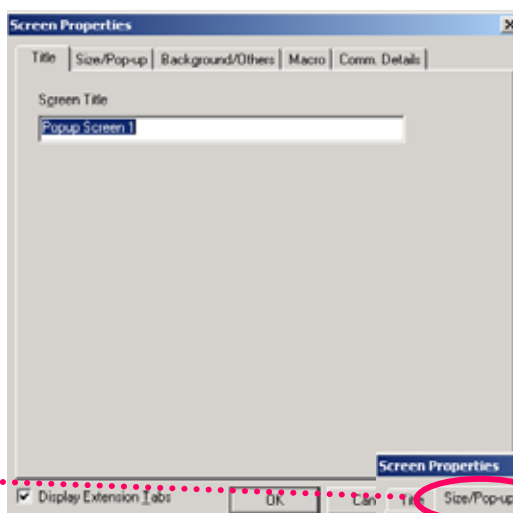
Transferring
a project

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"

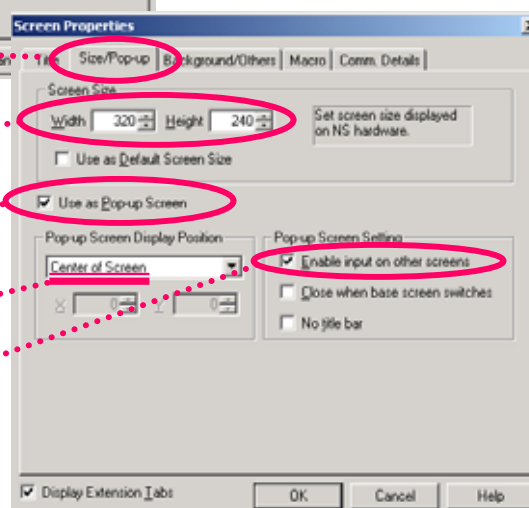
[Height]

→ "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

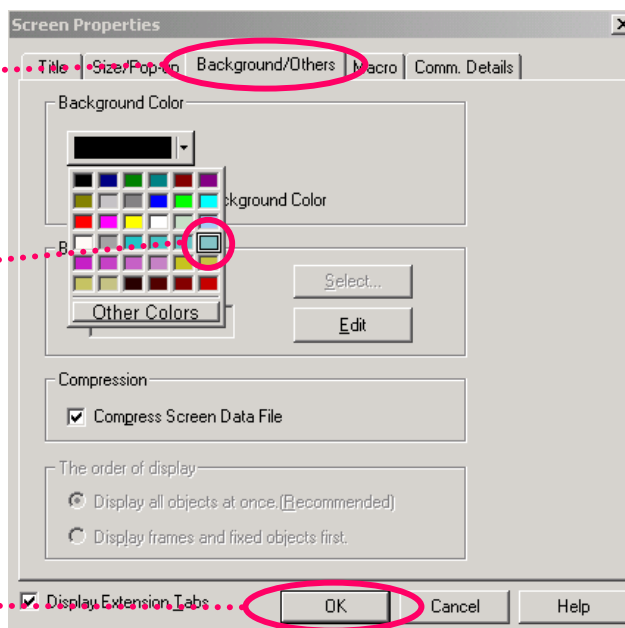
Click the [Background/
Others] tab.

Click Background
Color

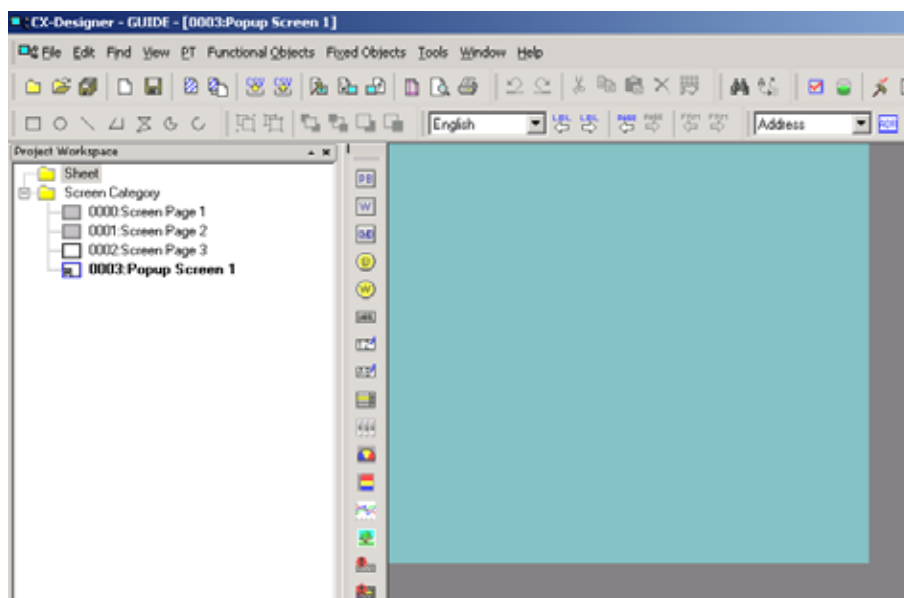
and select a color
from the color
selection dialog.

Click

OK



- 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

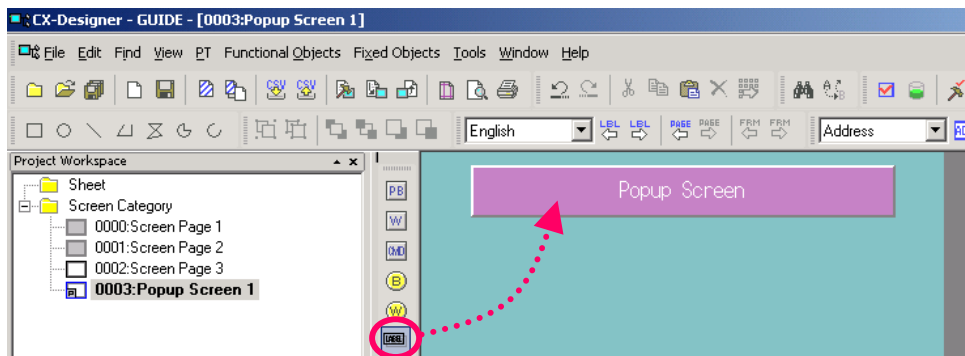
Creating
a screen

Validation

Transferring
a project

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

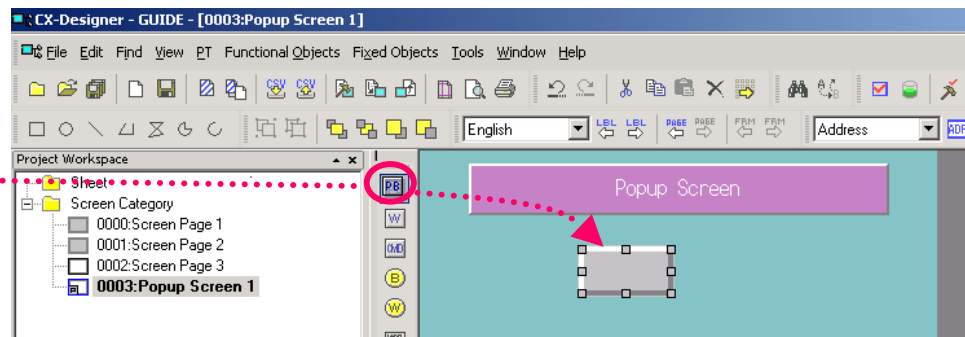
[Label]
→ "Pop-up Screen"



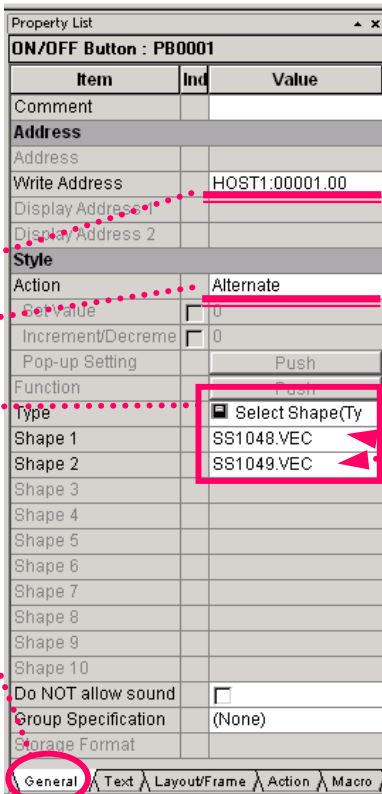
Select the ON/OFF
button



on the list.



On the object property list,
set as follow:




General tab


[Address]
→ "HOST1: 00001.00"

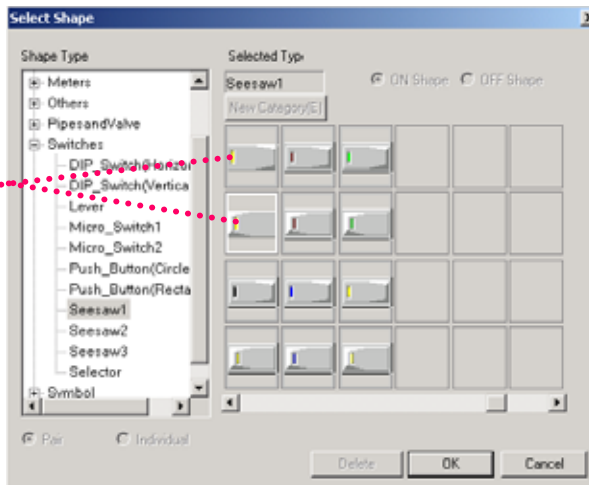
[Action]
→ "Alternate"

[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

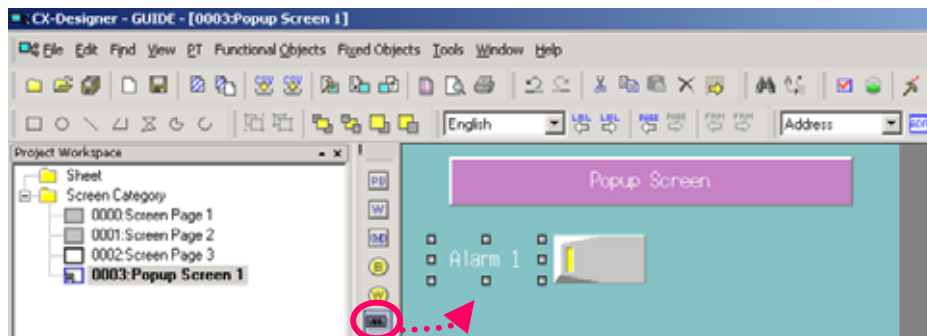
Creating
a screen

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.

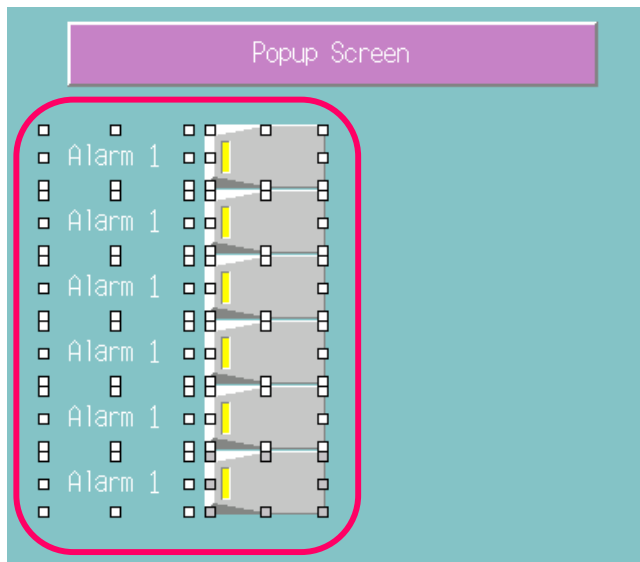
Repeat Function

[Qty]
Horizontal → "1"
Vertical → "6"

[Spacing]
Horizontal → "0"
Vertical → "0"

[Offset Address] → "1"

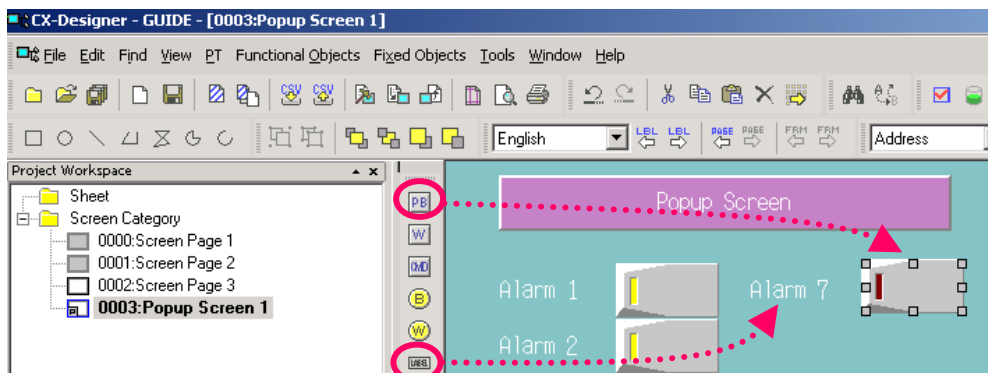
Enter an object label as "Alarm 1" to "Alarm 6" respectively.



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"

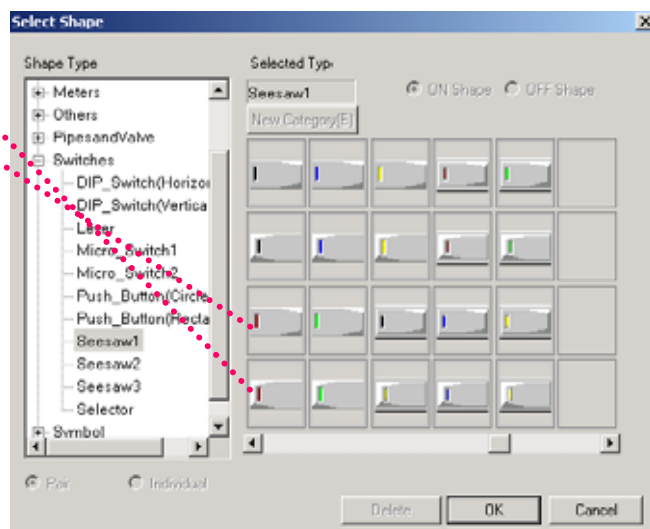
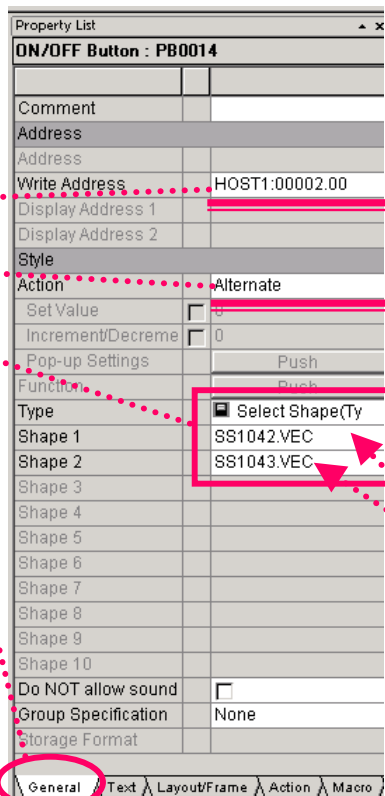
[Type]
→ "Select Shape
(Type1)"

[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

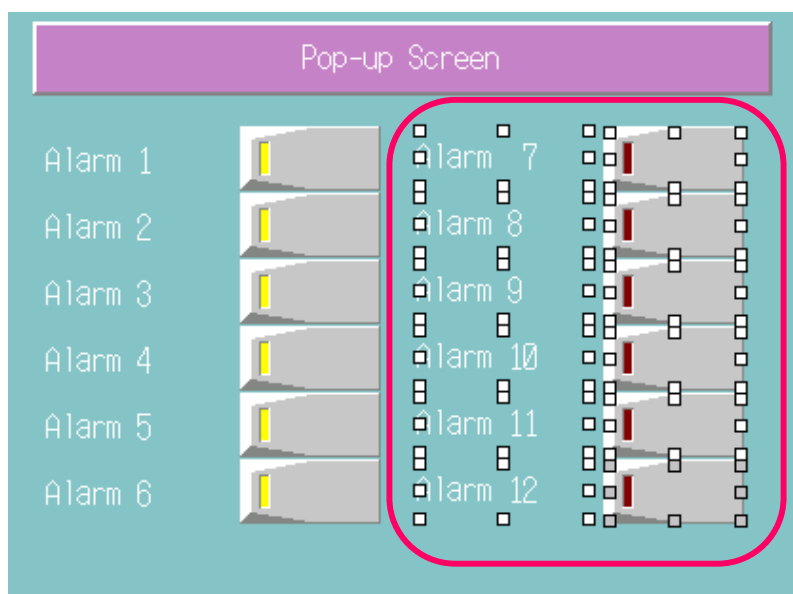
Set as follow:

[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

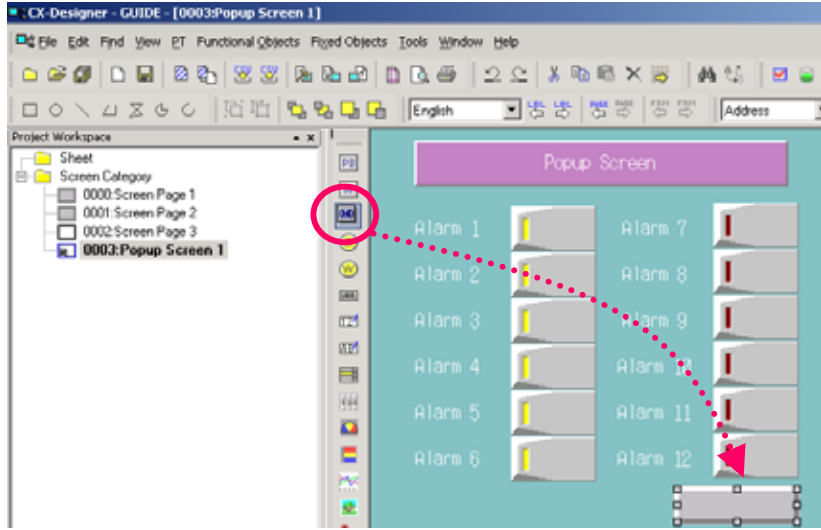
Validation

Transferring
a project

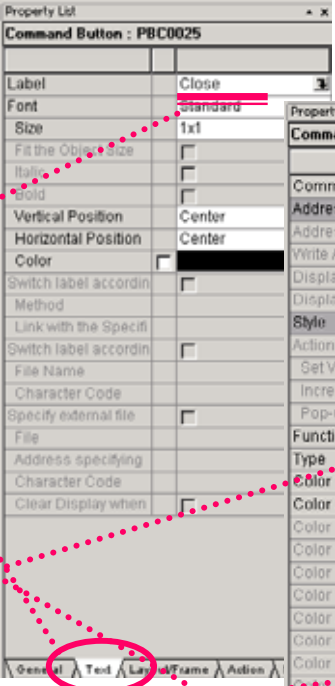
Select the Command
button



on the list.



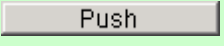
Set the object property
list as follow.



Text tab
[Label]
→ "Close"

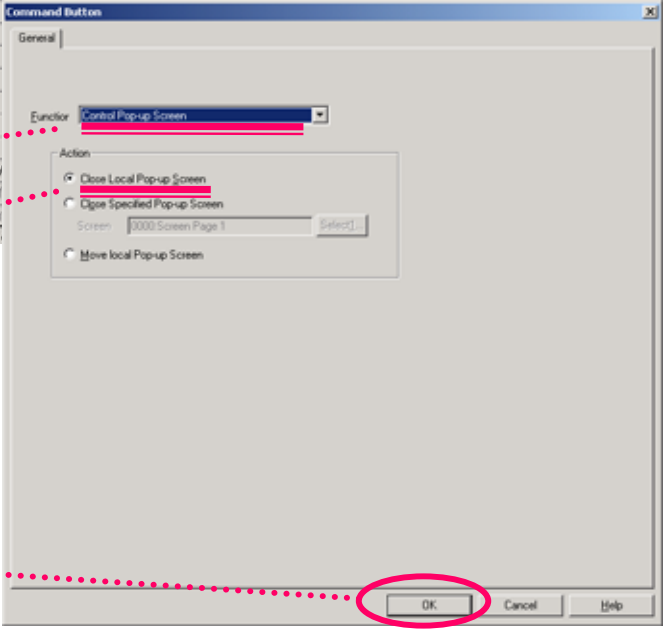
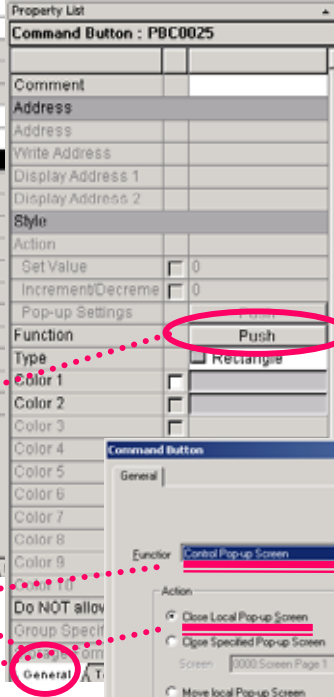
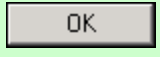
General tab
[Function]

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

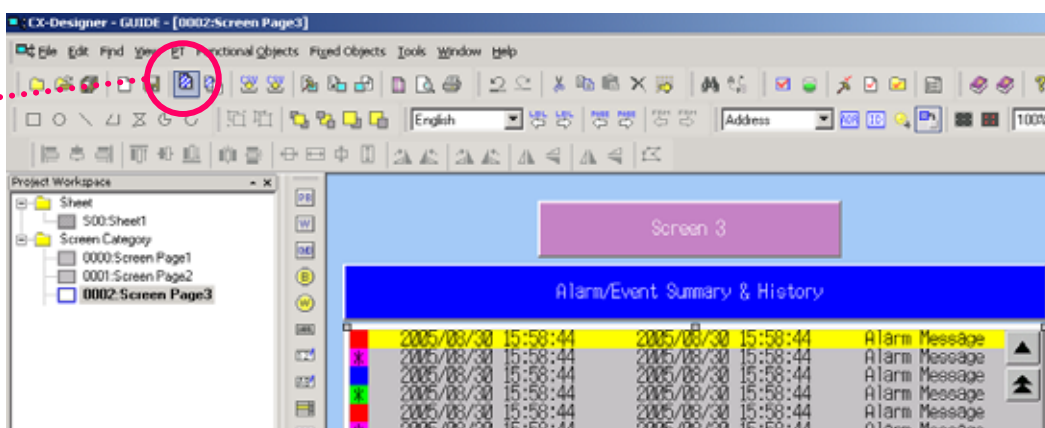
Transferring
a project

20. Sheet

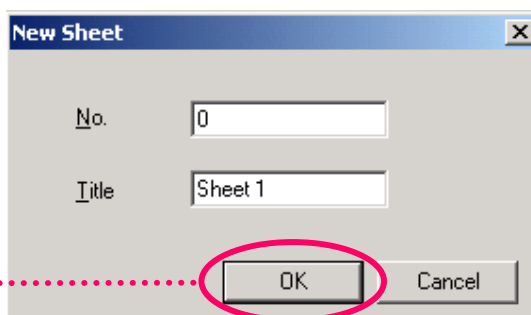
Sheet is a screen that is able to be overlapped on a normal screen and displayed. If you create functional objects on a sheet that you want to use for more than one screen, those objects can be used on all screens applied to the sheet just by setting at [apply sheet].

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.

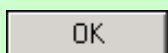
Select the Sheet icon.



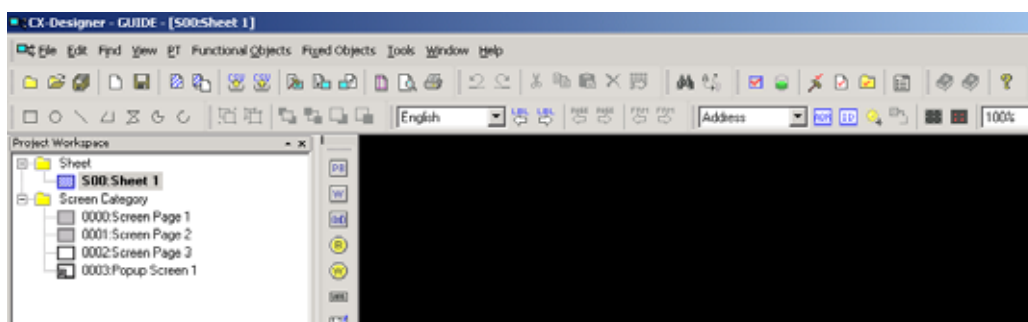
Enter "Sheet 1" in Title.



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

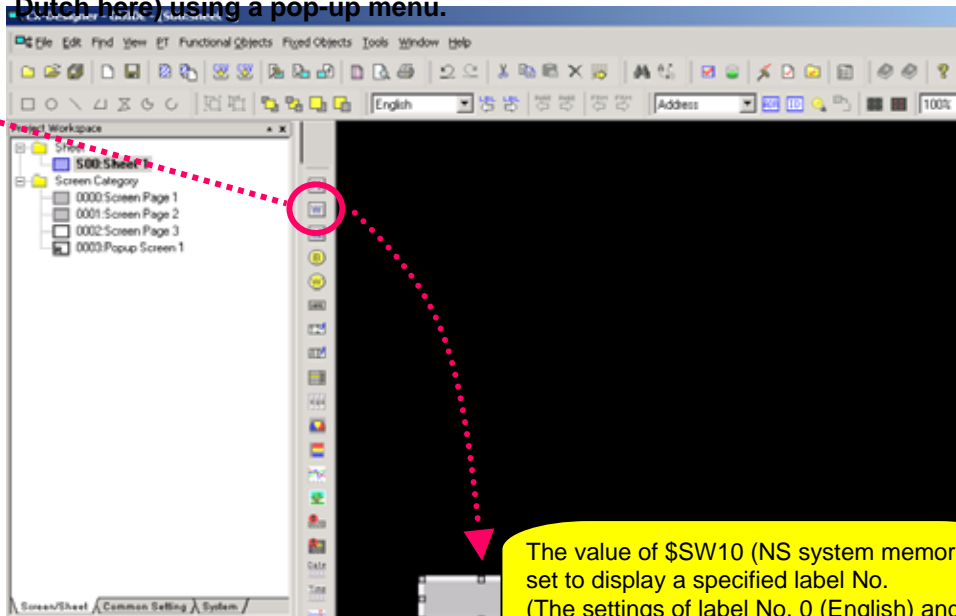
21-1 Switch label button

Click the Word button



on the list

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.



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

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

Property List	
Word Button : PBW0000	
Comment	
Address	
Write Address	\$SW10
Display Address 1	
Display Address 2	
Style	
Action	Display Pop-up Menu
Set Value	<input type="checkbox"/> Set Value
Increment/Decrement	<input type="checkbox"/> Increment/Decrement
Pop-up Settings	Display Pop-up Menu
Function	Push
Type	<input checked="" type="checkbox"/> Rectangle
Color 1	<input type="checkbox"/>
Color 2	<input type="checkbox"/>
Color 3	<input type="checkbox"/>
Color 4	<input type="checkbox"/>
Color 5	<input type="checkbox"/>
Color 6	<input type="checkbox"/>
Color 7	<input type="checkbox"/>
Color 8	<input type="checkbox"/>
Color 9	<input type="checkbox"/>
Color 10	<input type="checkbox"/>
Do NOT allow sound	<input type="checkbox"/>
Group Specification	
Storage Format	INT(Singed 1 word)
General Text Layout/Frame Action Macro Co	

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

Property List	
Word Button : PBW0000	
Comment	
Address	
Write Address	\$SW10
Display Address 1	
Display Address 2	
Style	
Action	Display Pop-up Menu
Set Value	<input type="checkbox"/> 0
Increment/Decrement	<input type="checkbox"/> 1
Pop-up Settings	Push
Function	Push
Type	<input type="checkbox"/> Rectangle
Color 1	<input type="checkbox"/>
Color 2	<input type="checkbox"/>
Color 3	<input type="checkbox"/>
Color 4	<input type="checkbox"/>
Color 5	<input type="checkbox"/>
Color 6	<input type="checkbox"/>
Color 7	<input type="checkbox"/>
Color 8	<input type="checkbox"/>
Color 9	<input type="checkbox"/>
Color 10	<input type="checkbox"/>
Do NOT allow sound	<input type="checkbox"/>
Group Specification	
Storage Format	INT(Singed 1 word)
General Text Layout/Frame Action Macro Co	

Start up
CX-D

Creating a
new project

Project
property

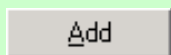
System
setting

Creating
a screen

Validation

Transferring
a project

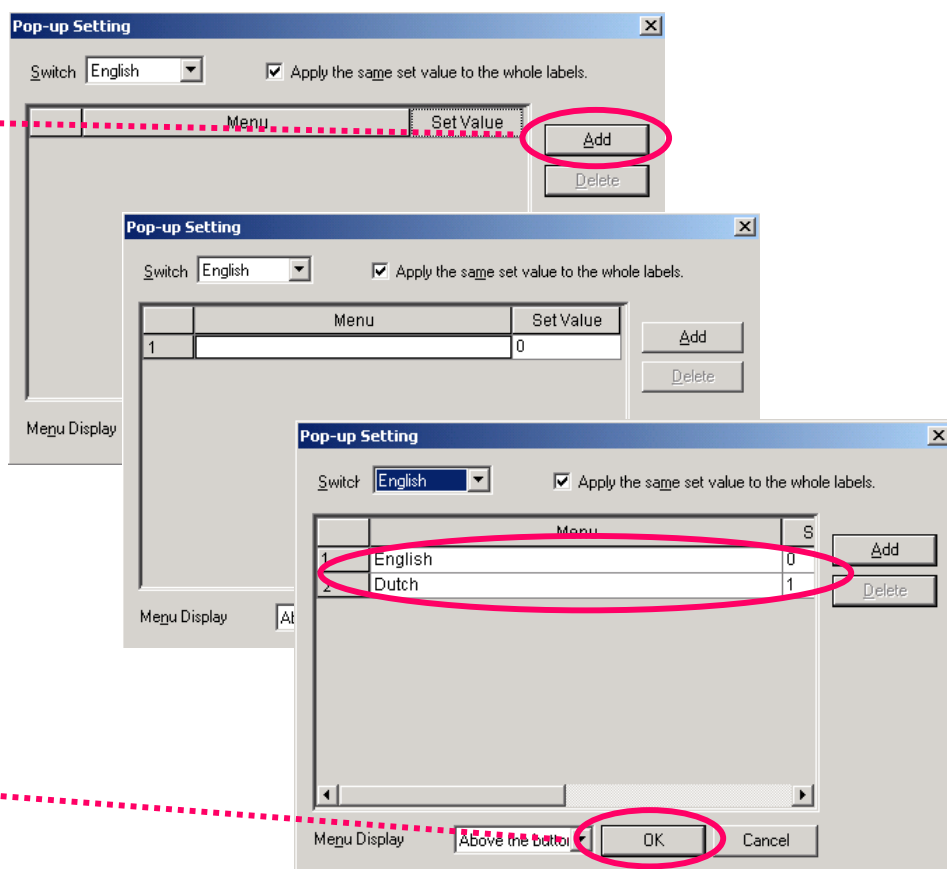
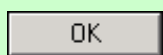
Click



Add the following
settings in the Pop-up
settings:

- [1]
[Menu] → "English"
[Set Value] → "0"
- [2]
[Menu] → "Dutch"
[Set Value] → "1"

Click

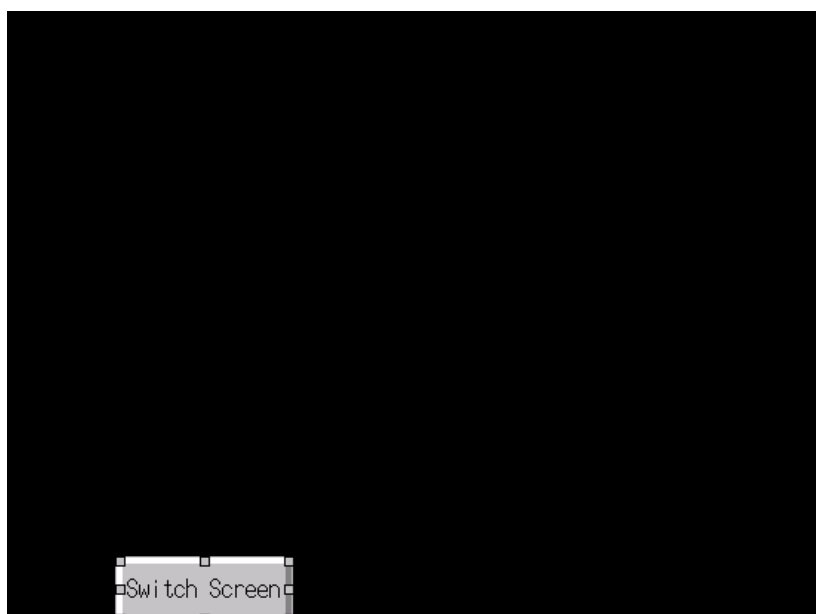


Pop-up Setting

Switch: English Apply the same set value to the whole labels.

	Menu	Set Value
1	English	0
2	Dutch	1

Buttons: Add, Delete, OK, Cancel



Start up
CX-D

Creating a
new project

Project
property

System
setting

Creating
a screen

Validation

Transferring
a project

21-2 Switch screen button

Using a command button.

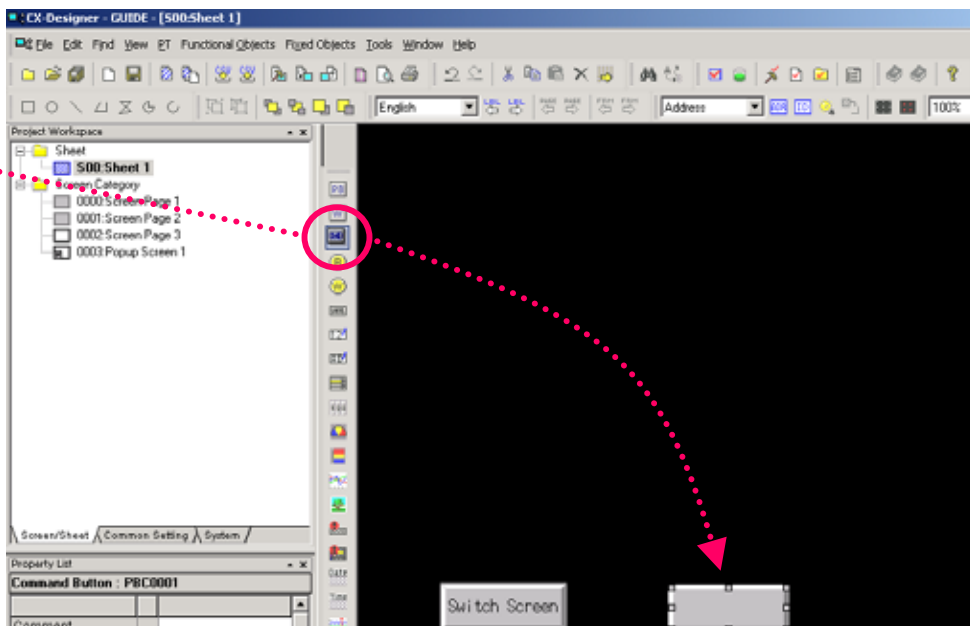
Command button is a object to switch screens and send a string code.

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

Click the Command
button



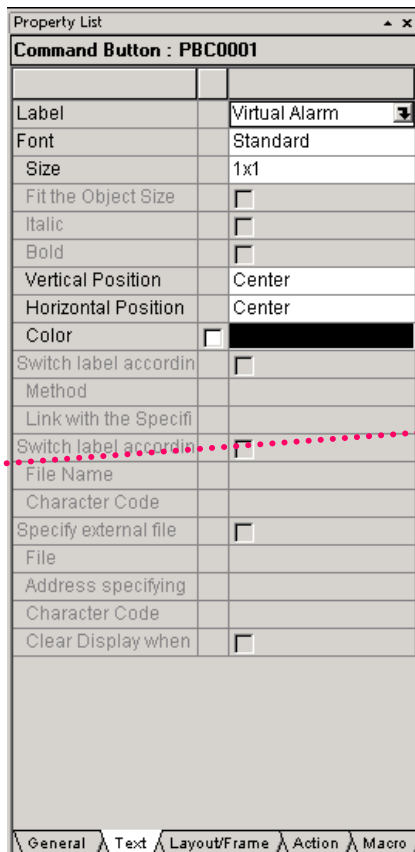
on the list



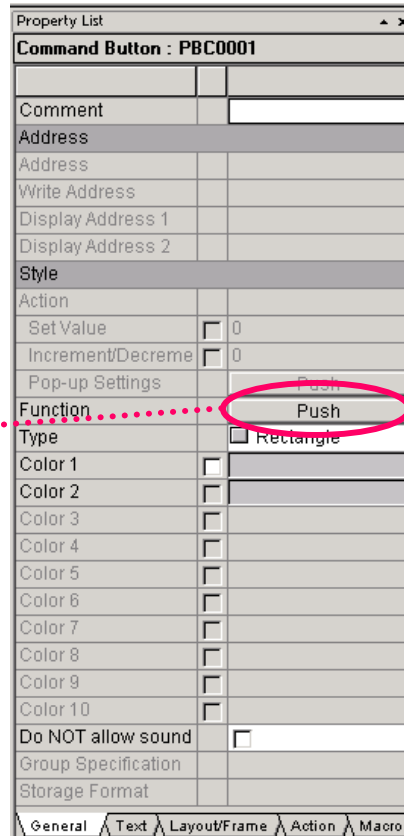
Set as follow on the object
property list:

Text tab
[Label]

→ "Virtual Alarm Display"



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



Start up
CX-D

Creating a
new project

Project
property

System
setting

Creating
a screen

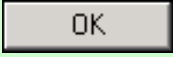
Validation

Transferring
a project

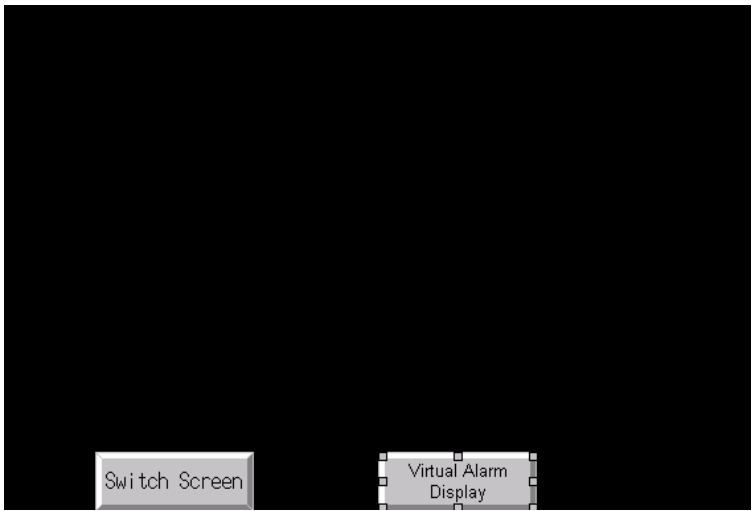
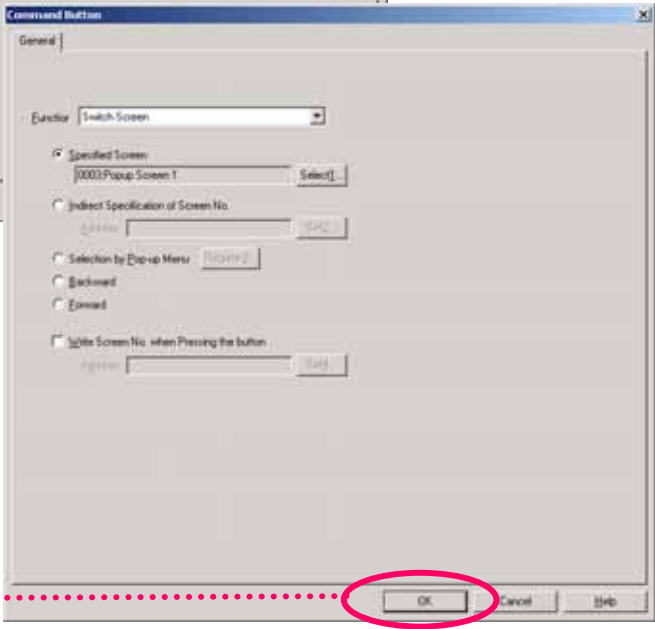
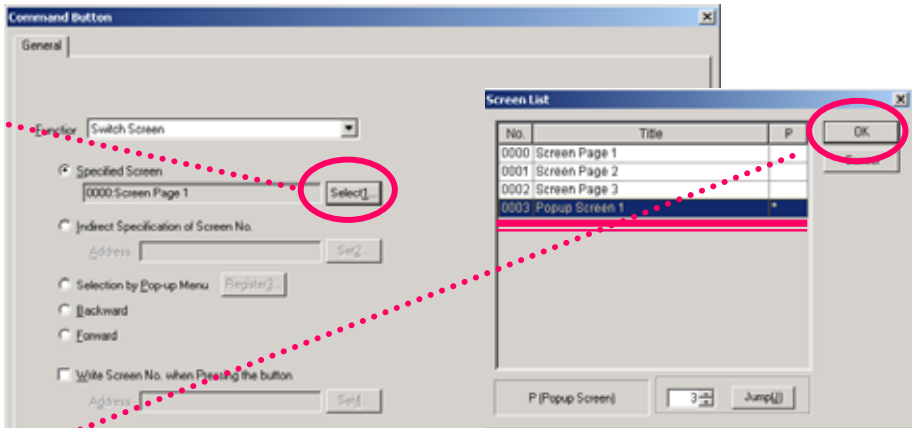
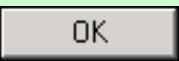
Click the [Select]
button.

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"

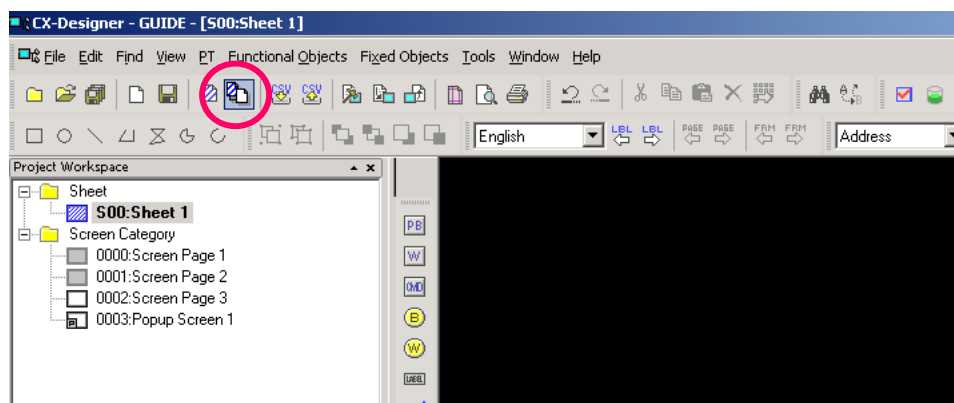
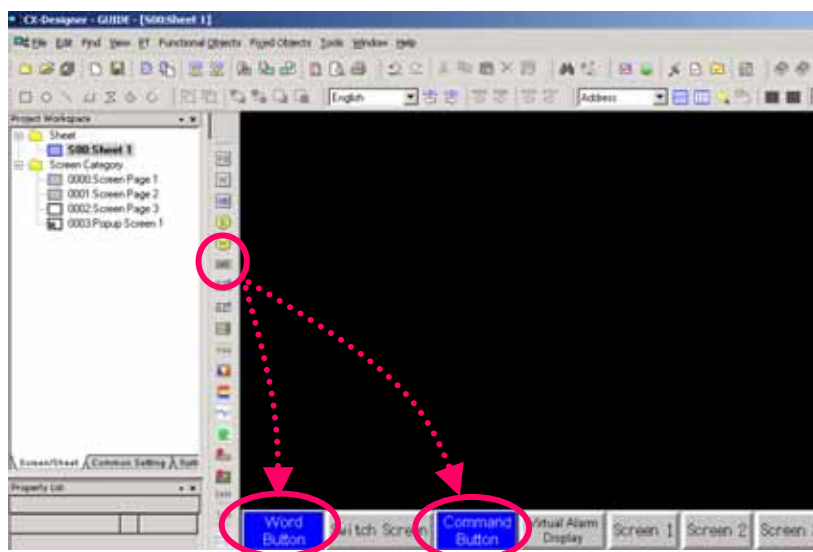
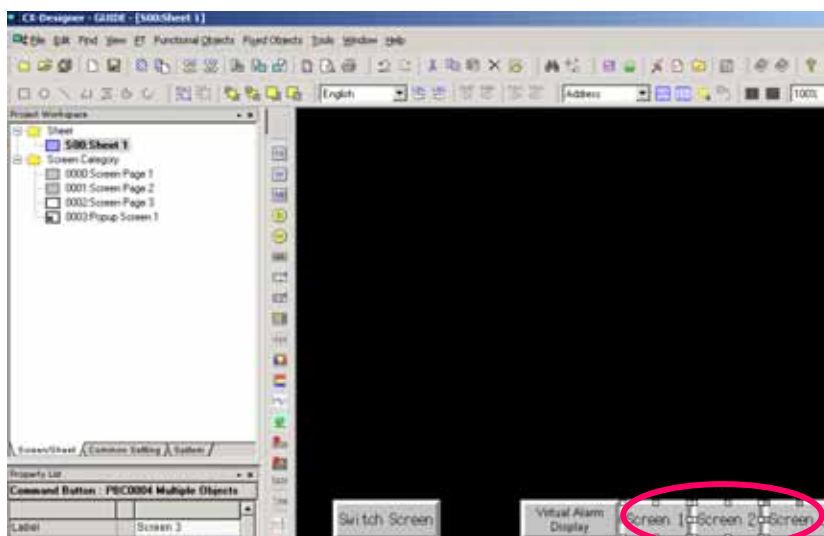
[Screen 3]
[Specified Screen]
→ "0002: Screen 3"

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

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

Click

OK

Validation Set

Screen No.	0	1	2	3	4	5	6	7	8	9	Title
0000	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Screen Page 1
0001	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Screen Page 2
0002	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Screen Page 3
0003	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Popup Screen 1 *

Preview

OK Cancel

Start up
CX-D

Creating a
new project

Project
property

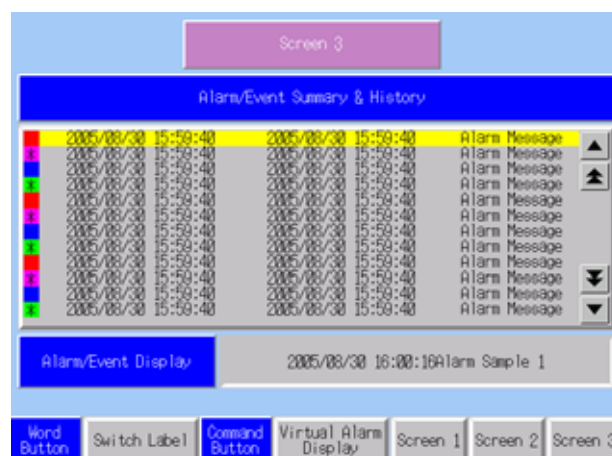
System
setting

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

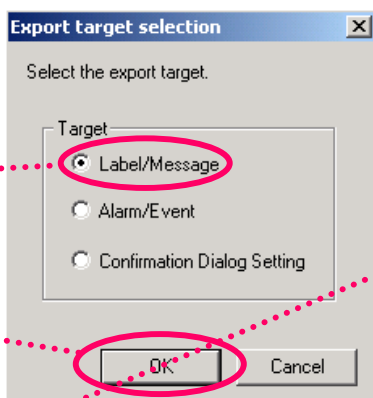
22-1 Creating a Dutch label

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

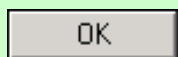
Click the [CSV File Export] button.



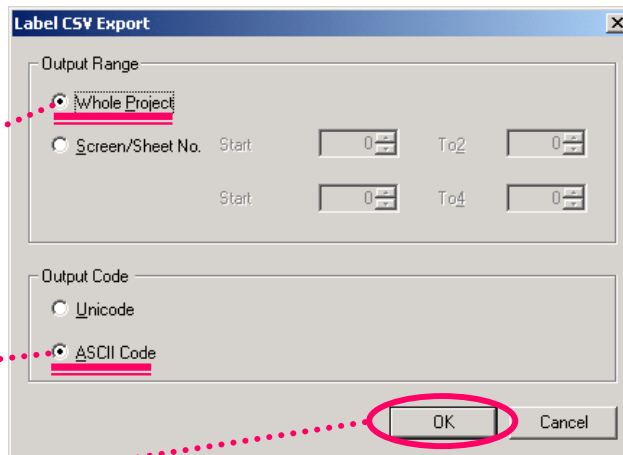
Check [Label/Message] in the [Target].



Click

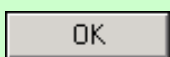


Check [Whole Project] in the [Output Range].

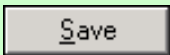
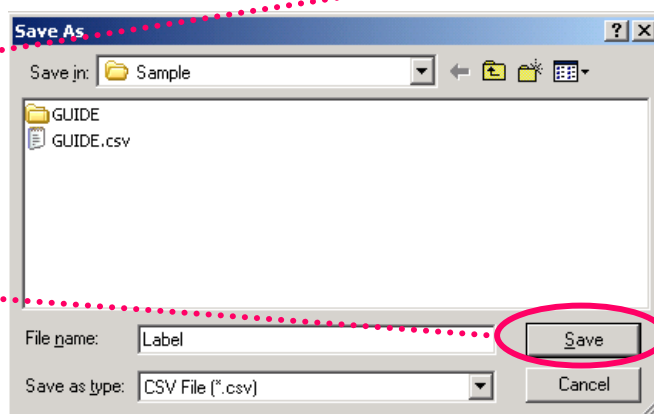


Check [ASCII Code] in the [Output Code].

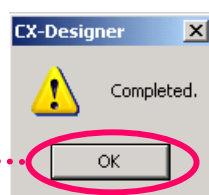
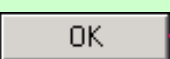
Click



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...).

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



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

Enter labels in Dutch
for the Screen Page 1.

Start up
CX-D

Creating a
new project

Project
property

System
setting

Creating
a screen

Validation

Transferring
a project

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

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

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

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

Start up
CX-D

Creating a
new project

Project
property

System
setting

Creating
a screen

Validation

Transferring
a project

Enter labels in Dutch for
the Pop-up Screen.

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

Pop-up Screen 1

English

Dutch

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

Start up
CX-D

Creating a
new project

Project
property

System
setting

Creating
a screen

Validation

Transferring
a project

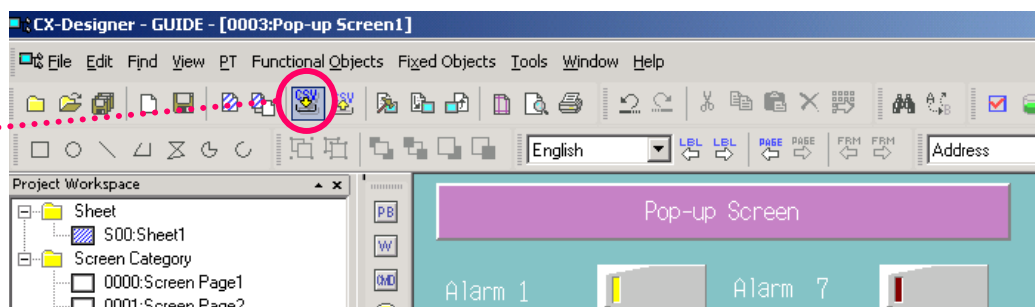
Enter labels for [Sheet] in
Dutch.

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

	A	B	C	D	E	F	G
123	Screen-3	Pop-up screen1	PBC0025		Caption	Close	Sluiten
124	Sheet-0	Sheet1	PBW0000		Caption	Switch Label	Verande\nLabel
125	Sheet-0	Sheet1	PBW0000		MenuName	English	Engels
126	Sheet-0	Sheet1	PBW0000		MenuName	Japanese	Japans
127	Sheet-0	Sheet1	PBC0001		Caption	Virtual Alarm\nDisplay	VirtueelAlarm\nWeergave
128	Sheet-0	Sheet1	PBC0002		Caption	Screen 1	Scherm 1
129	Sheet-0	Sheet1	PBC0003		Caption	Screen 2	Scherm 2
130	Sheet-0	Sheet1	PBC0004		Caption	Screen 3	Scherm 3
131	Sheet-0	Sheet1	LBL0005		Caption	Word\nButton	Word\nKnop
132	Sheet-0	Sheet1	LBL0006		Caption	Command\nButton	Command\nKnop
133							
134							
135							
136							

Save the file when you have finished editing.

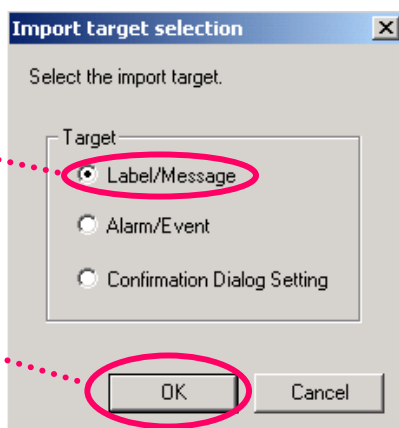
Click [CSV File Import]



Check [Label/Message]
in the
[Target]

Click

OK

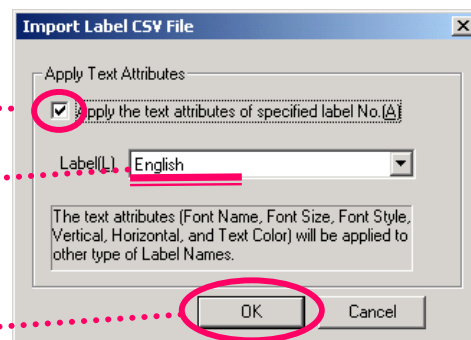


Check the [Apply the
text Attributes of
specified No. (A)]
box.

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

Click

OK



Start up
CX-D

Creating a
new project

Project
property

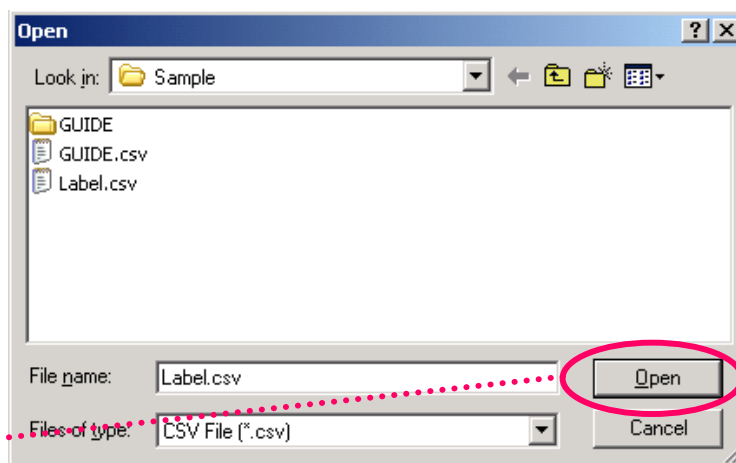
System
setting

Creating
a screen

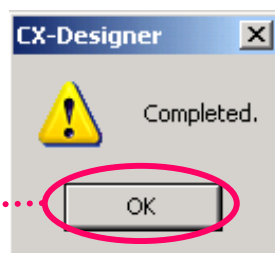
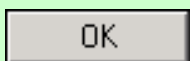
Validation

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

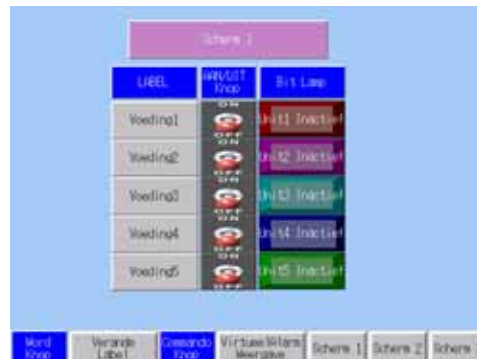
Validation

Transferring
a project

English Labels
Screen 1



Dutch Labels
Screen 1



Screen 2



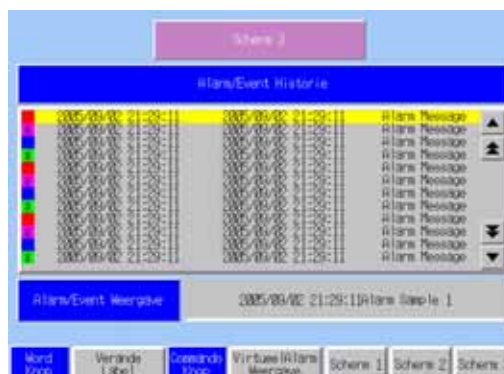
Screen 2



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

Making settings for alarm/event in Dutch.

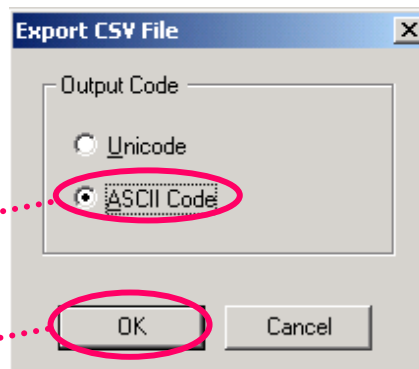
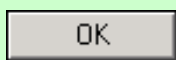
In this manual, you will create a project with two language labels, English and Dutch.

Click the [CSV File
Export] button.



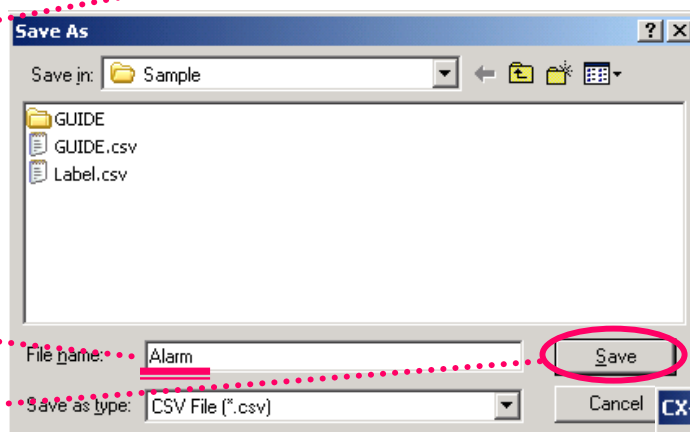
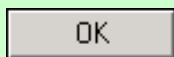
Check [Alarm/Event] in
the [Target].

Click

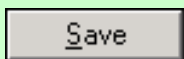


Check [ASCII Code] in
the [Output Code].

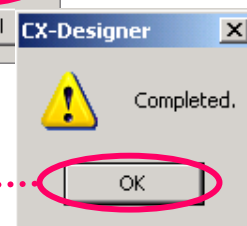
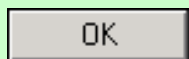
Click

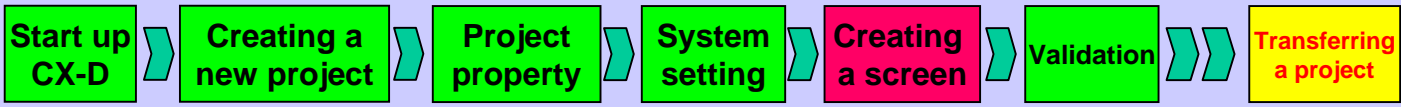


Enter a file name (Alarm
is used here) and click



Click



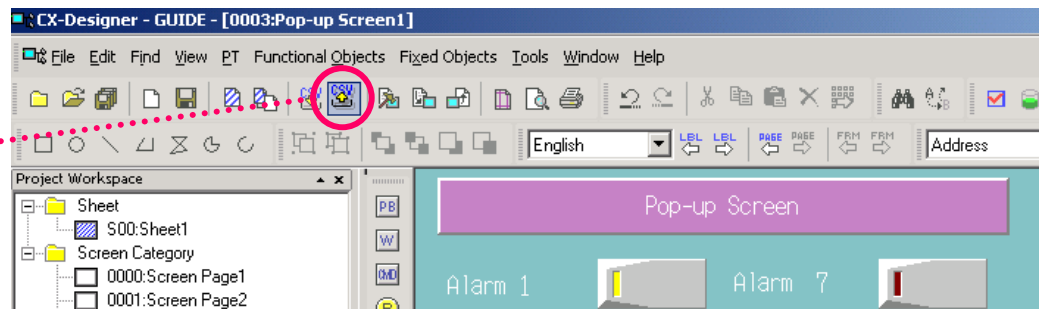


Read the file save on a previous page with EXCEL. (Select [Data] menu – [Get External Data] – Import Text File...).

Address	Priority	Display Ty	Group No	Group N	Auto Swit	Screen N	Auto Del	Save His	Occurr	Releas	Detection	Label	Alarm Messag	Label	Alarm Mess
HOST1.00001.00	1	lowalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 1			
HOST1.00001.01	1	lowalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 2			
HOST1.00001.02	1	lowalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 3			
HOST1.00001.03	1	lowalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 4			
HOST1.00001.04	1	lowalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 5			
HOST1.00001.05	1	lowalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 6			
HOST1.00002.00	1	highalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 7			
HOST1.00002.01	1	highalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 8			
HOST1.00002.02	1	highalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 9			
HOST1.00002.03	1	highalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 10			
HOST1.00002.04	1	highalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 11			
HOST1.00002.05	1	highalarm	0		FALSE	0	FALSE	TRUE	0	0	posedge	Alarm 12			
HOST1.00000.00	1	event	0		FALSE	0	FALSE	TRUE	0	0	posedge	Unit 1 Start Running			
HOST1.00000.01	1	event	0		FALSE	0	FALSE	TRUE	0	0	posedge	Unit 2 Start Running			
HOST1.00000.02	1	event	0		FALSE	0	FALSE	TRUE	0	0	posedge	Unit 3 Start Running			
HOST1.00000.03	1	event	0		FALSE	0	FALSE	TRUE	0	0	posedge	Unit 4 Start Running			
HOST1.00000.04	1	event	0		FALSE	0	FALSE	TRUE	0	0	posedge	Unit 5 Start Running			

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

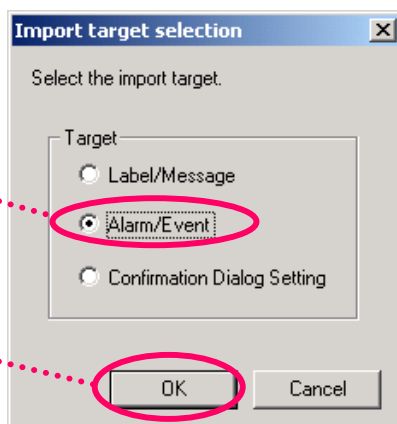
Validation

Transferring
a project

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

Click

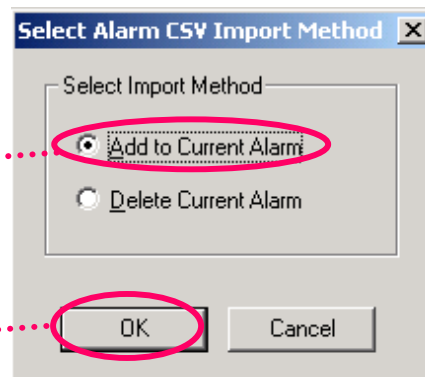
OK



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

Click

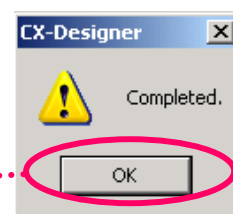
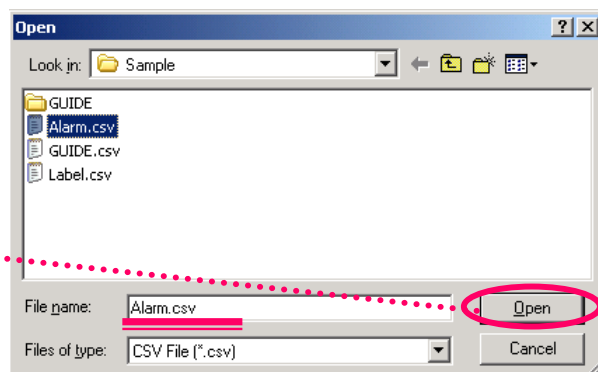
OK



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

Click

OK



English Label



Dutch Label



Start up
CX-D

Creating a
new project

Project
property

System
setting

Creating
a screen

Validation

Transferring
a project

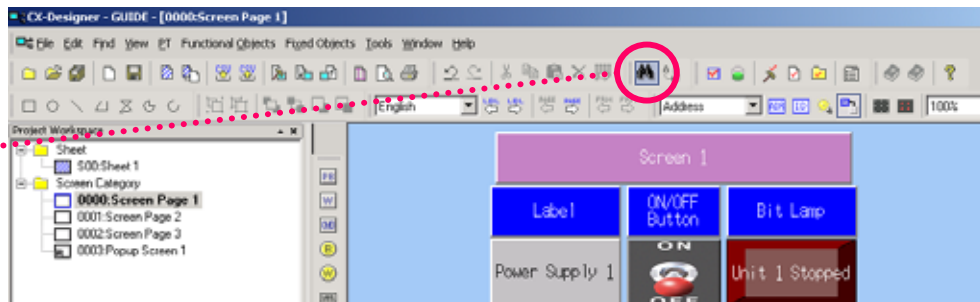
23. Useful Functions

Searching addresses used in a project.

In this manual, you will search OCH of Common I/O Area (CIO) allocated to the PLC.

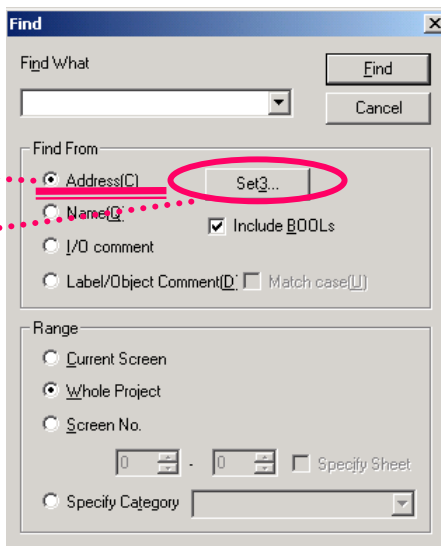
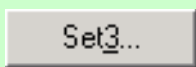
23-1 Find (Address)

Click the [Find] button.



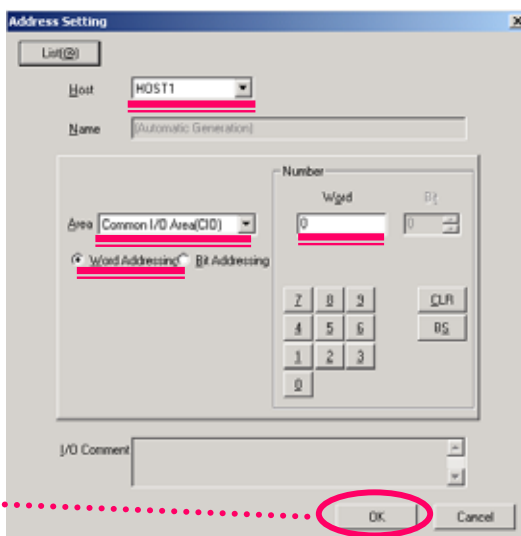
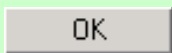
Check [Address] in the [Find What].

Click



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

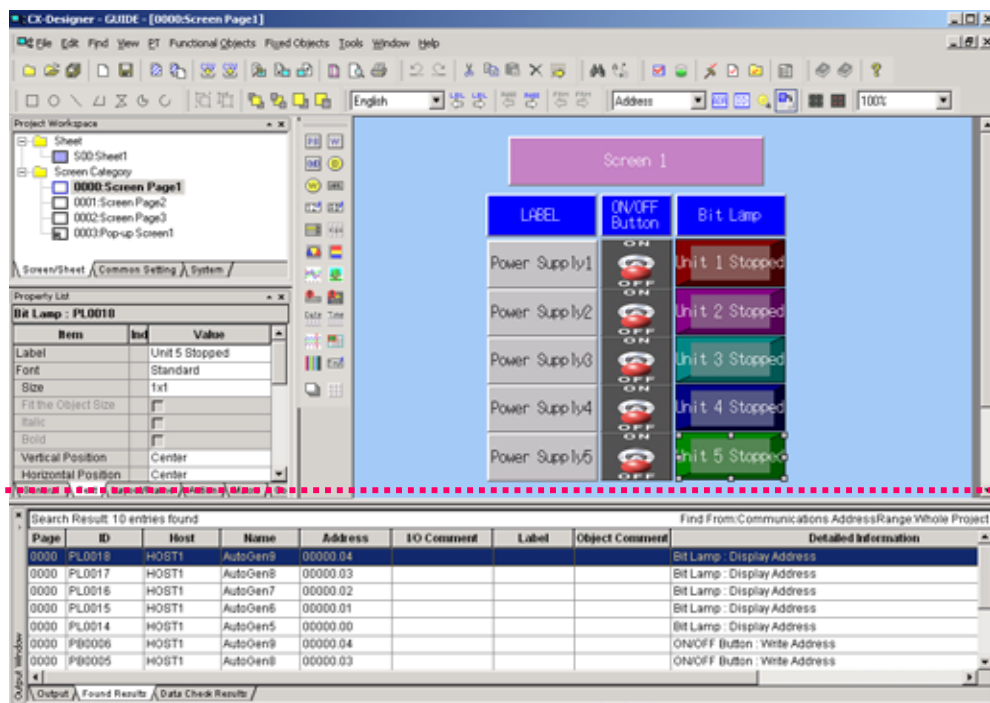
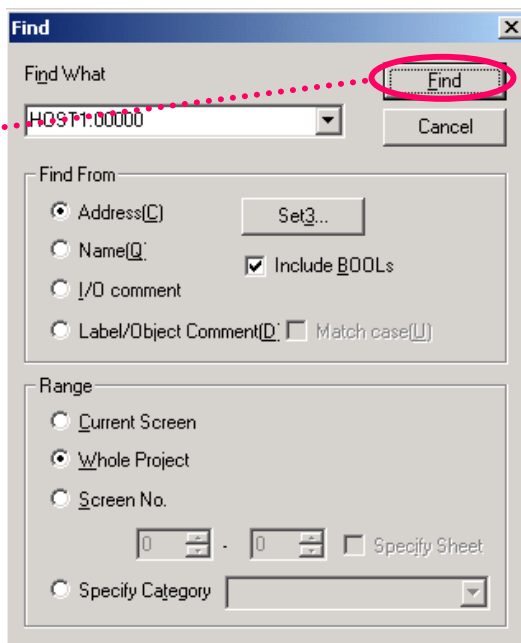
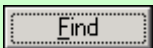
System
setting

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

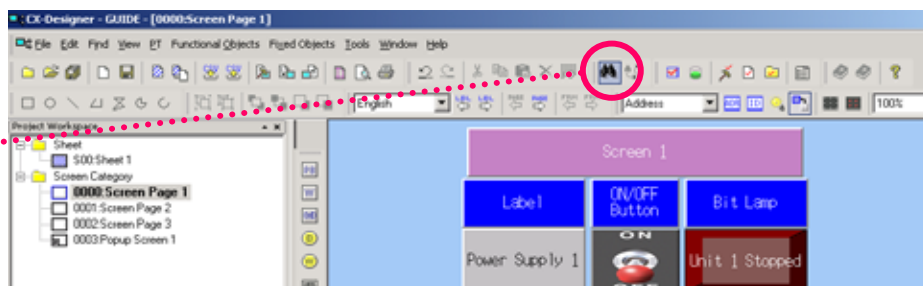
Validation

Transferring
a project

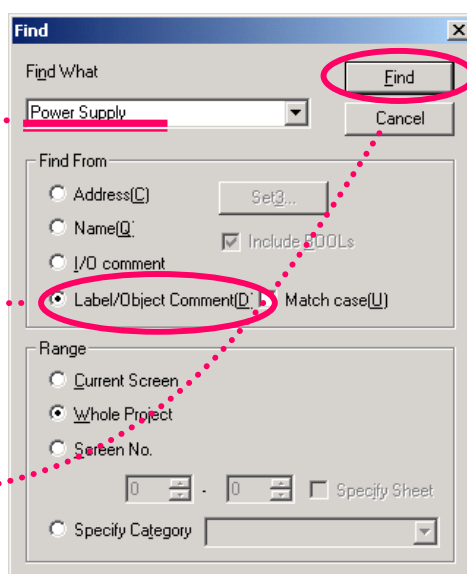
23-2 Find (Label)

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

Click the [Find] button.

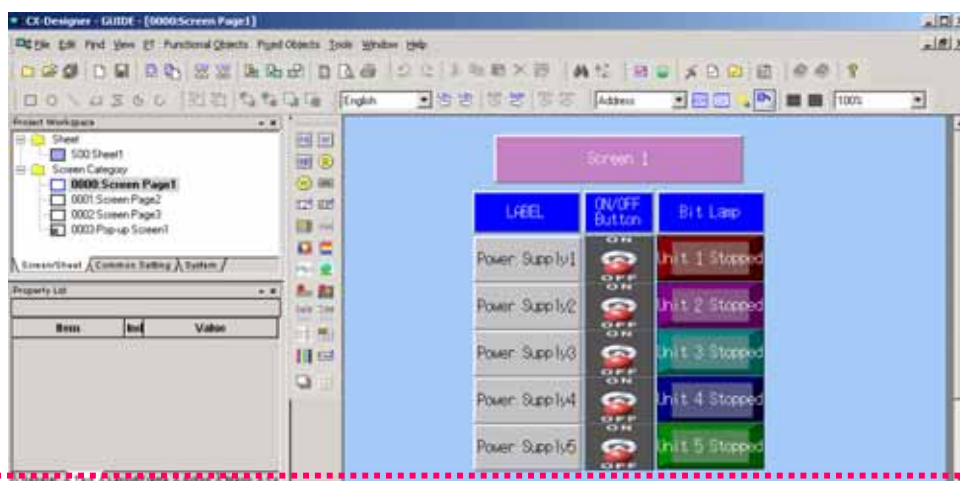
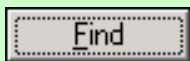


Enter "Power Supply" in
[Find What].



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

Click



Search results are
displayed in a list.

Page	ID	Host	Name	Address	IO Comment	Label	Object Comment	Detailed Information
0000	LBL0012					Power Supply	Label: Label	
0000	LBL0011					Power Supply	Label: Label	
0000	LBL0010					Power Supply	Label: Label	
0000	LBL0009					Power Supply	Label: Label	
0000	LBL0008					Power Supply	Label: Label	

Start up
CX-D

Creating a
new project

Project
property

System
setting

Creating
a screen

Validation

Transferring
a project

23-3 Select Object

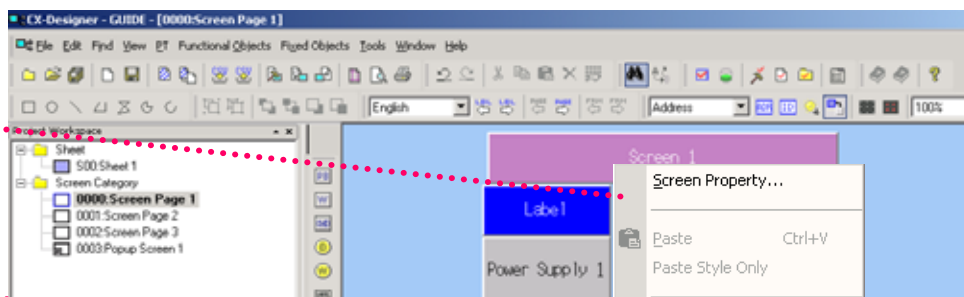
Using "Select Object" function facilitates your search for certain kinds of objects when many kinds of objects are on a screen. In this manual, you will select ON/OFF buttons.

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

Click [Select Object].

Click [ON/OFF Button].

The ON/OFF Buttons are displayed.



O	Object Comment	ID	X	Y
PB		PB0002	265	110
PB		PB0003	265	175
PB		PB0004	265	240
PB		PB0005	265	305
PB		PB0006	265	370
B		PL0014	360	110
B		PL0015	360	175
B		PL0016	360	240
B		PL0017	360	305
B		PL0018	360	370
LBL		LBL0000	140	8
LBL		LBL0001	265	59
LBL		LBL0007	135	59
LBL		LBL0008	135	109

O	Object Comment	ID	X	Y
PB		PB0002	265	110
PB		PB0003	265	175
PB		PB0004	265	240
PB		PB0005	265	305
PB		PB0006	265	370
B		PL0014	360	110
B		PL0015	360	175
B		PL0016	360	240
B		PL0017	360	305
B		PL0018	360	370
LBL		LBL0000	140	8
LBL		LBL0001	265	59
LBL		LBL0007	135	59
LBL		LBL0008	135	109

O	Object Comment	ID	X	Y
PB		PB0002	265	110
PB		PB0003	265	175
PB		PB0004	265	240
PB		PB0005	265	305
PB		PB0006	265	370



Start up
CX-D

Creating a
new project

Project
property

System
setting

Creating
a screen

Validation

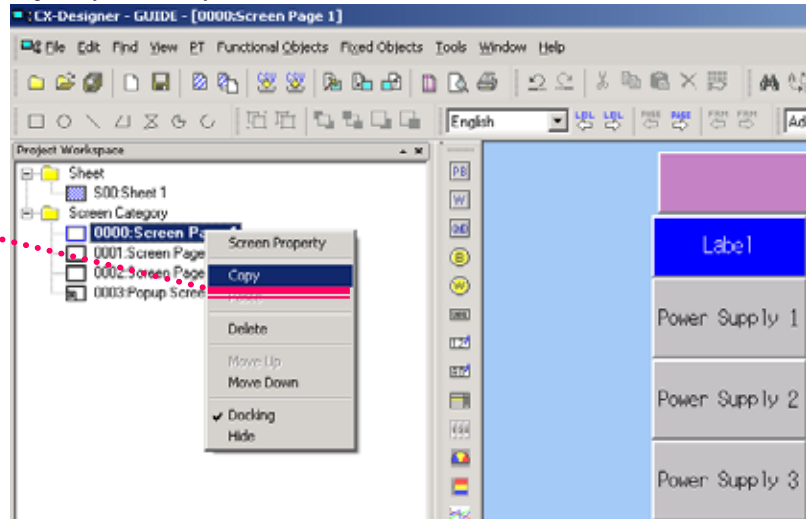
Transferring
a project

23-4 Reuse of screen (by copying)

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

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

Click [Copy].

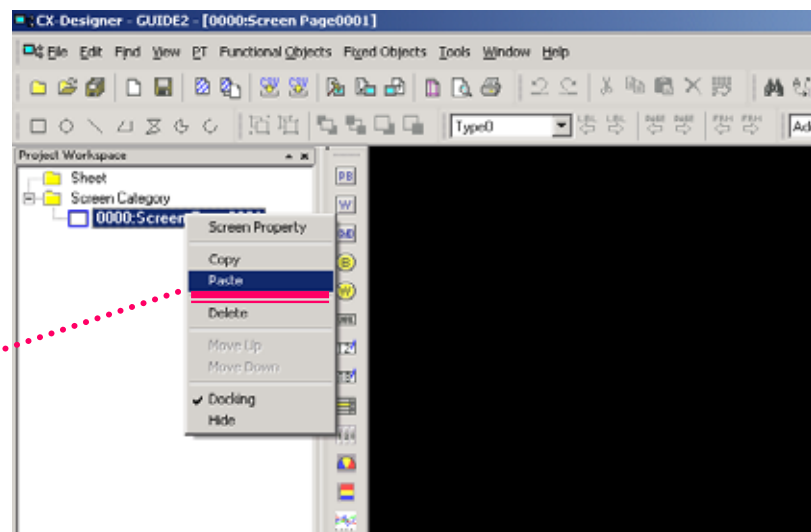


Start-up another CX-Designer and create a project “GUIDE 2” by referring to “3. New Project”.

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

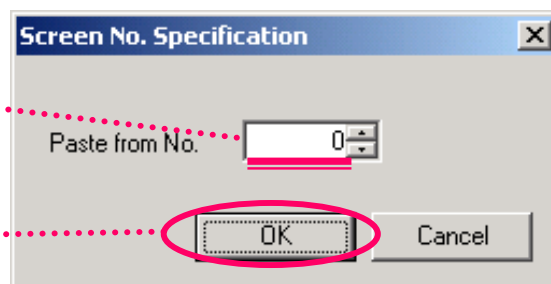
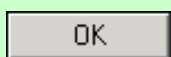
Right-click [Screen Page] to display the pull-down menu.

Click [Paste].



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

Click



Start up
CX-D

Creating a
new project

Project
property

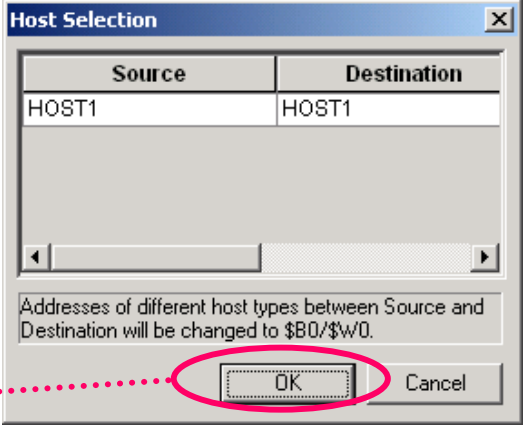
System
setting

Creating
a screen

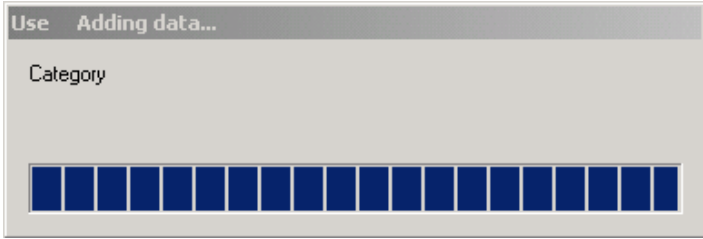
Validation

Transferring
a project

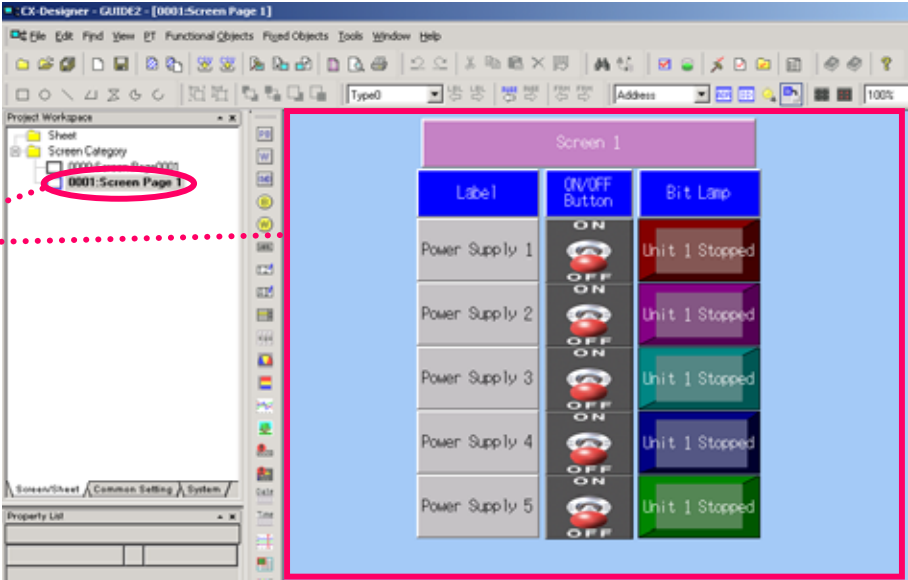
Click



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

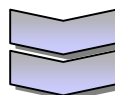
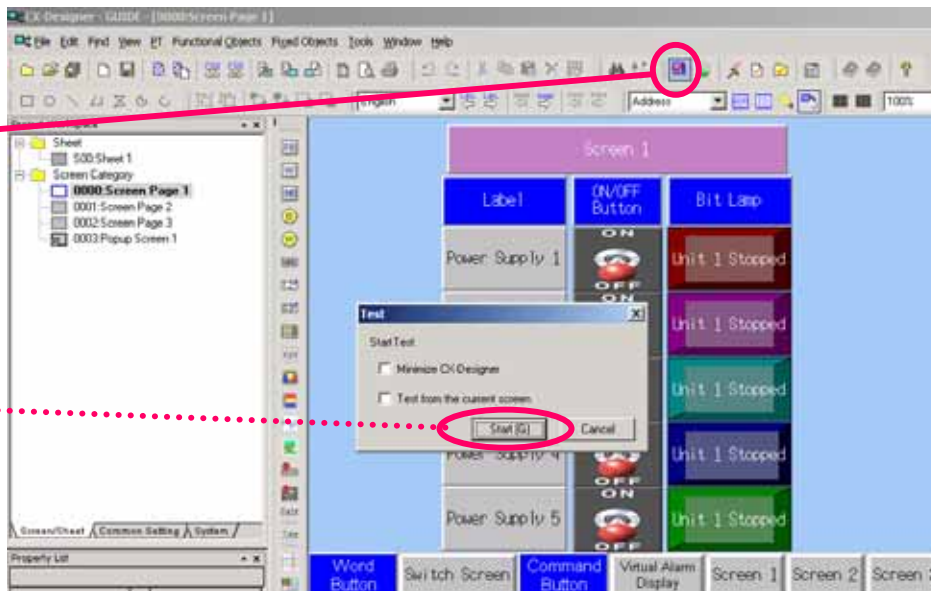
24. Test function

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

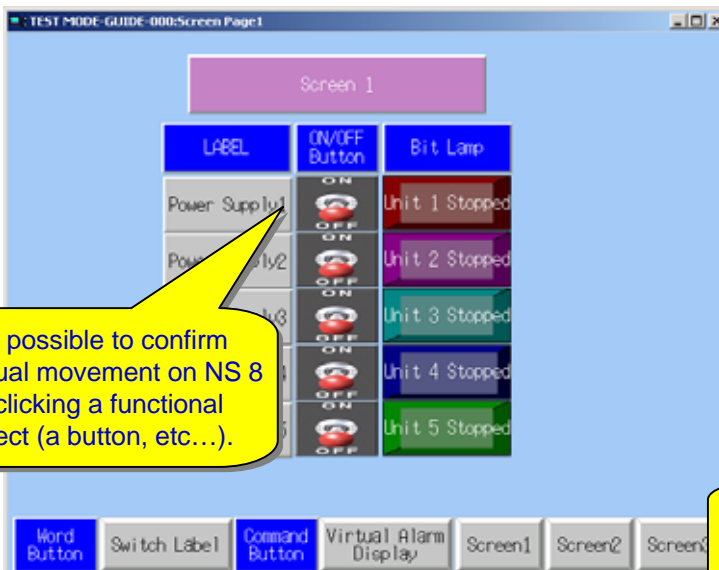
Click the [Test] button.



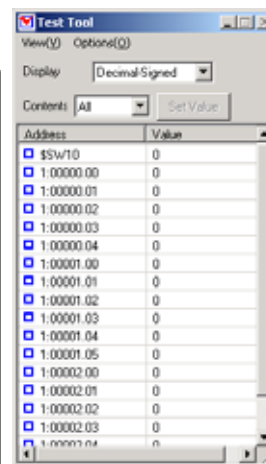
Click the [Start] button.



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



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



You can directly change values on the Test Tool dialog.

Start up
CX-D

Creating a
new project

Project
property

System
setting

Creating
a screen

Validation

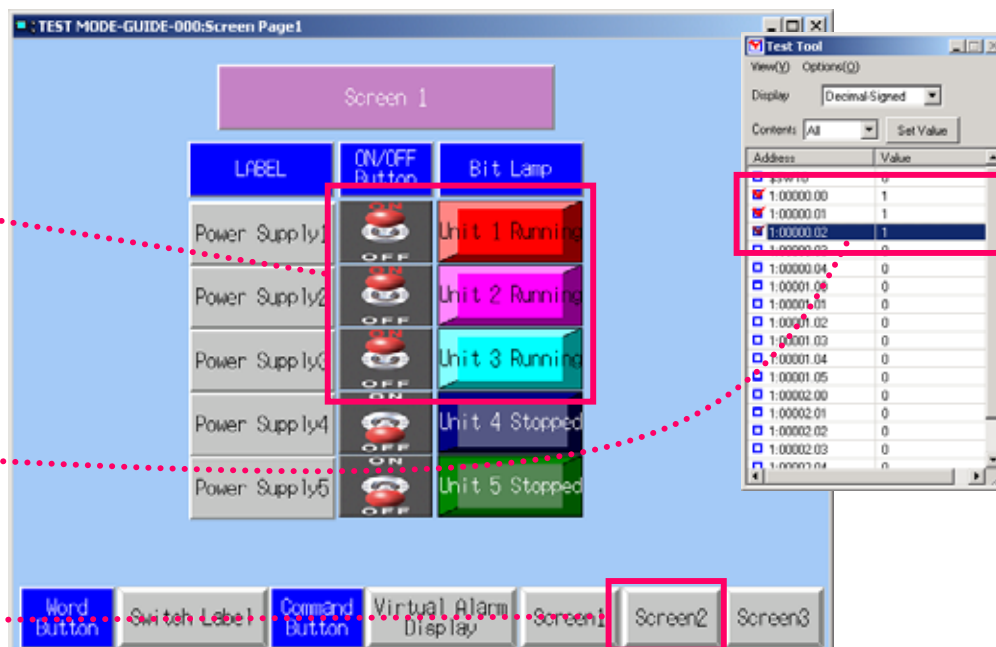
Transferring
a project

[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.

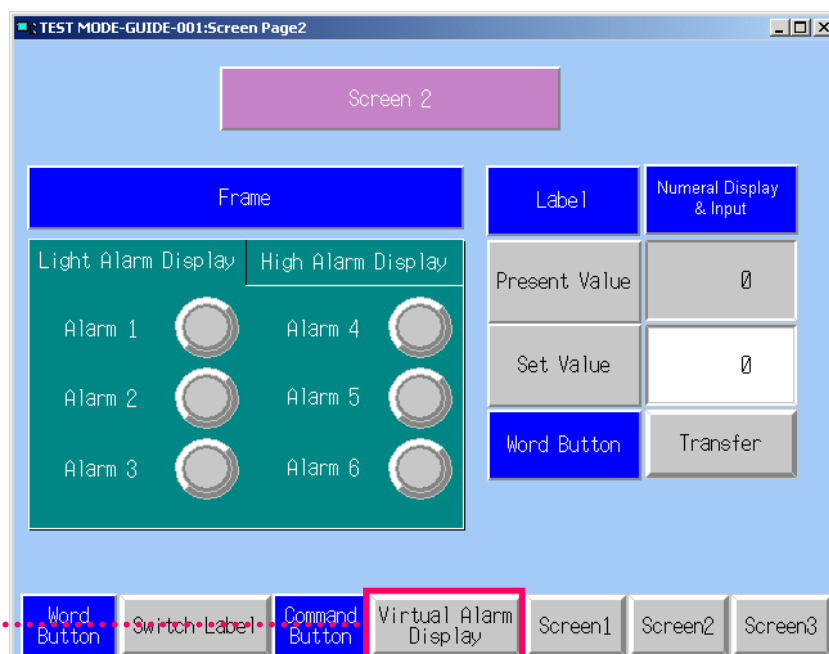
You can check that the addresses of the Power Supply (1 to 3) is turned ON on the Test Tool dialog.

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

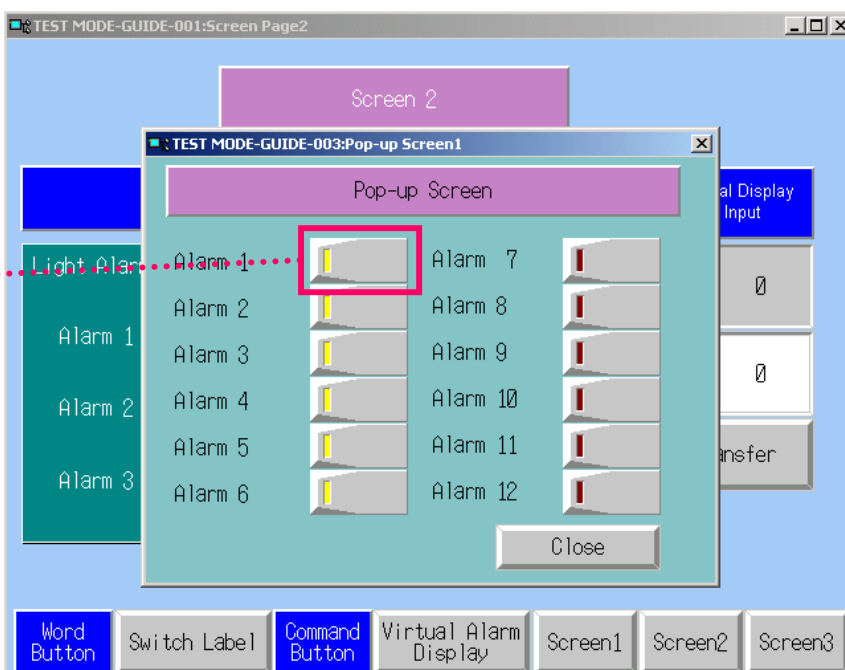
Creating
a screen

Validation

Transferring
a project

Pop-up Screen appears.

Turn ON the ON/OFF
button of Alarm 1.

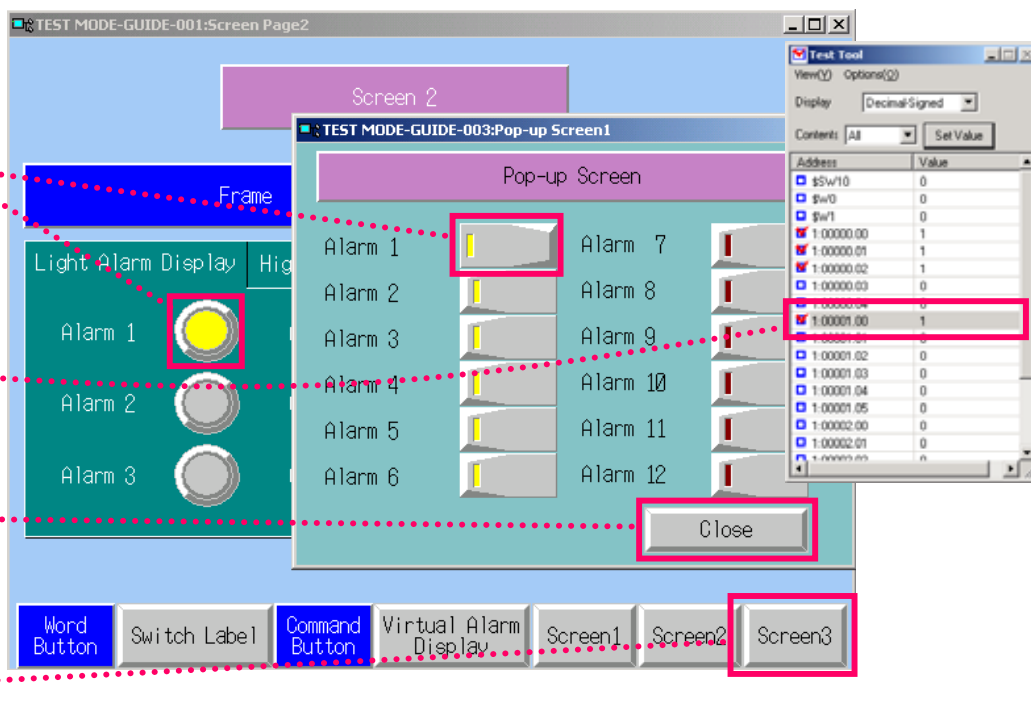


Alarm bit 1 is lit by turning
ON the ON/OFF button of
Alarm 1.

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

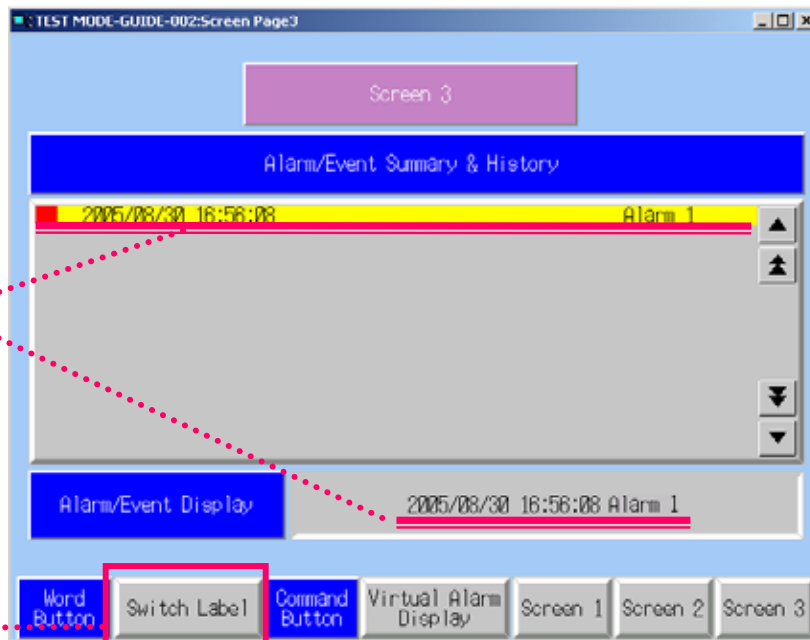
System
setting

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.



Section 3
Transferring a project

GX-Designer

Start up
CX-D

Creating a
new project

Project
property

System
setting

Creating
a screen

Validation

Transferring
a project

Transferring project data

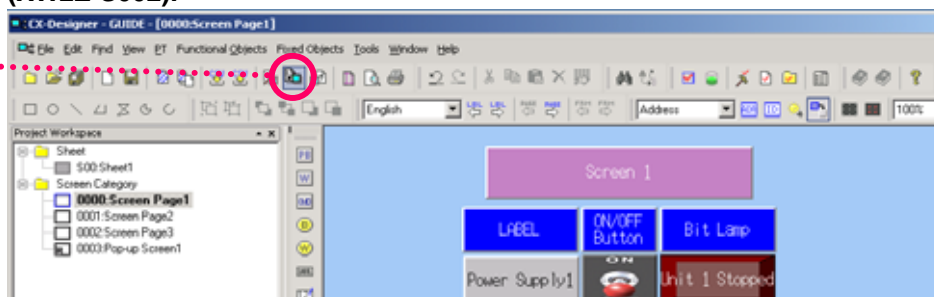
Transferring projects created on CX-Designer to the NS hardware. There are six ways to transfer a project: serial cable, Modem, Ethernet, Controller link, USB and Memory card. In this manual, you will transfers project data via serial cable and using a memory card.

1. Transferring project data via serial cable(RS232C)

Before you start...

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

Click

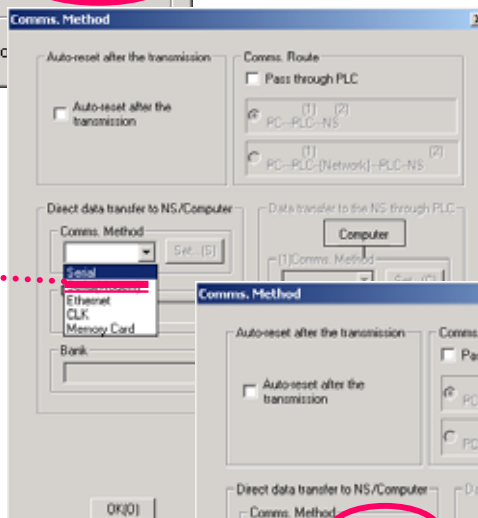


Click the Setting button.

Setting

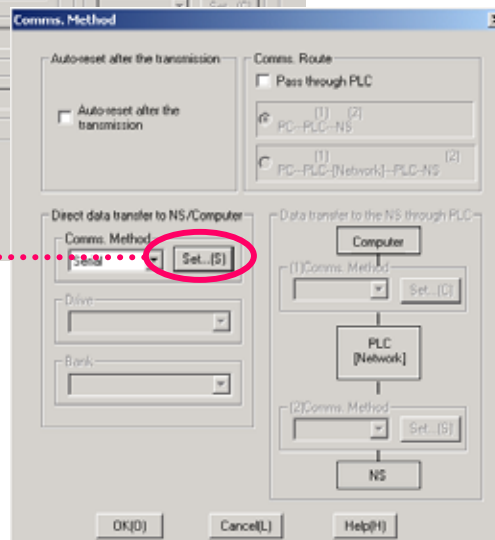


Select "Serial" from the Comms. Method pull-down menu.



Click the Set... button.

Set...[S]



Start up
CX-D

Creating a
new project

Project
property

System
setting

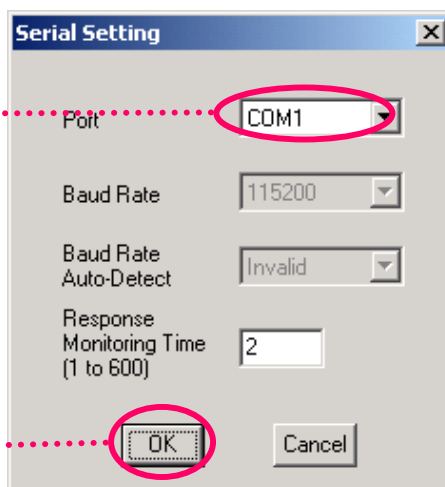
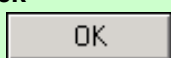
Creating
a screen

Validation

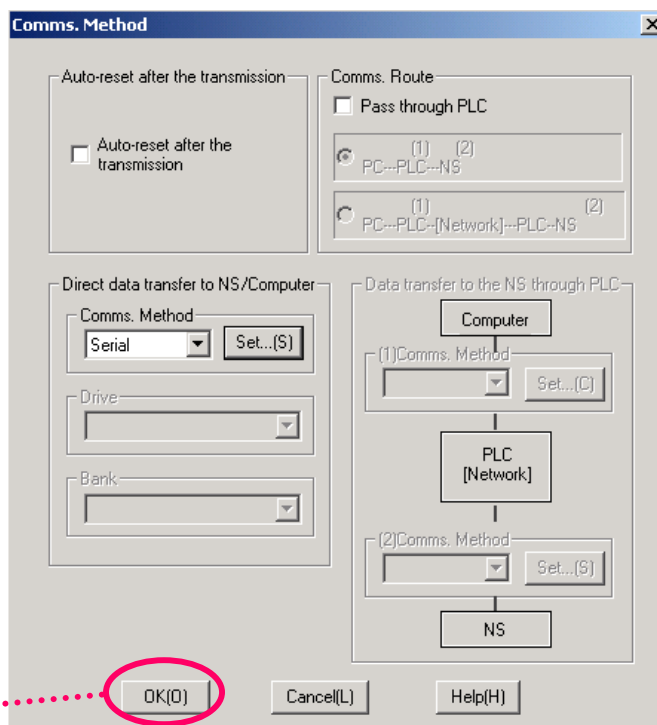
Transferring
a project

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.

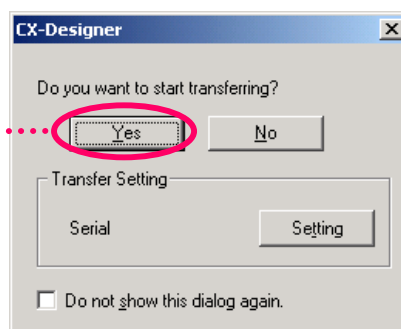
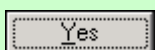
Click



Click



Click the Yes button.



Start up
CX-D

Creating a
new project

Project
property

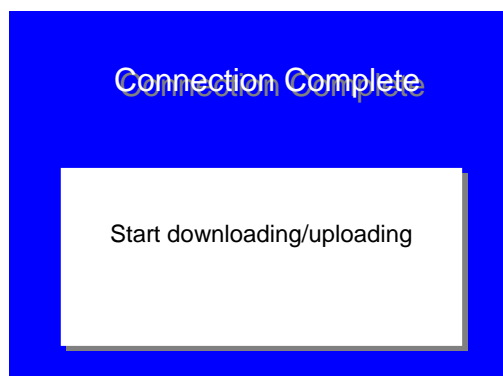
System
setting

Creating
a screen

Validation

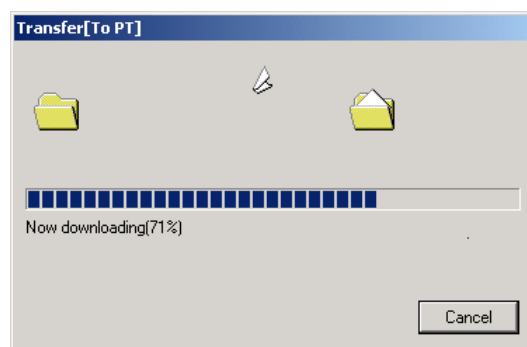
Transferring
a project

NS hardware screen
changes to the transfer
preparation screen.

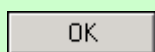


The transfer processing
dialog appears.

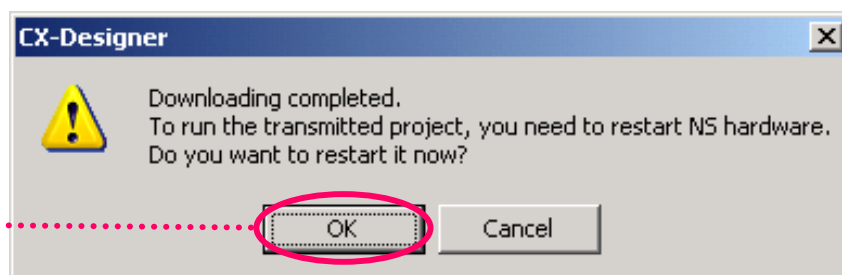
On the NS hardware, the
process bar appears, too.



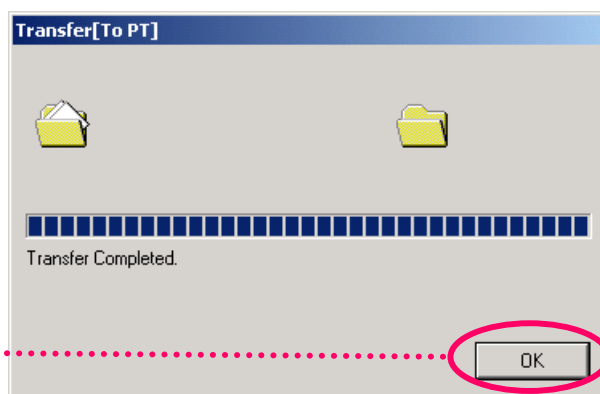
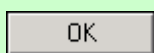
Click

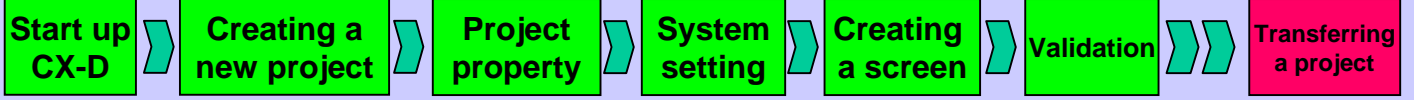


to restart the NS
hardware.



Click

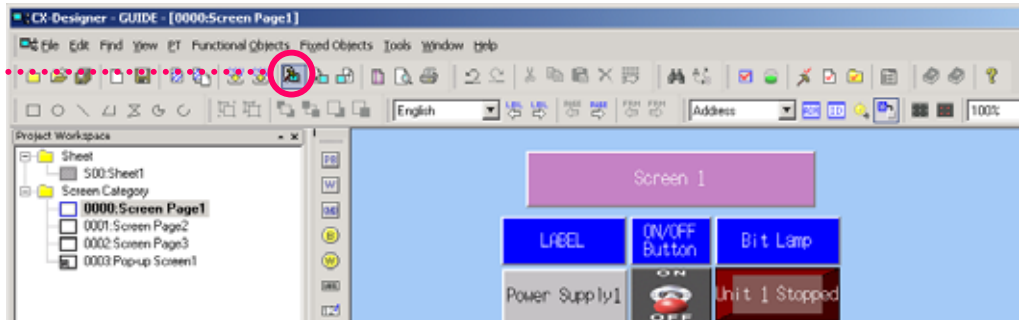




2. Transferring project data using a memory card

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.

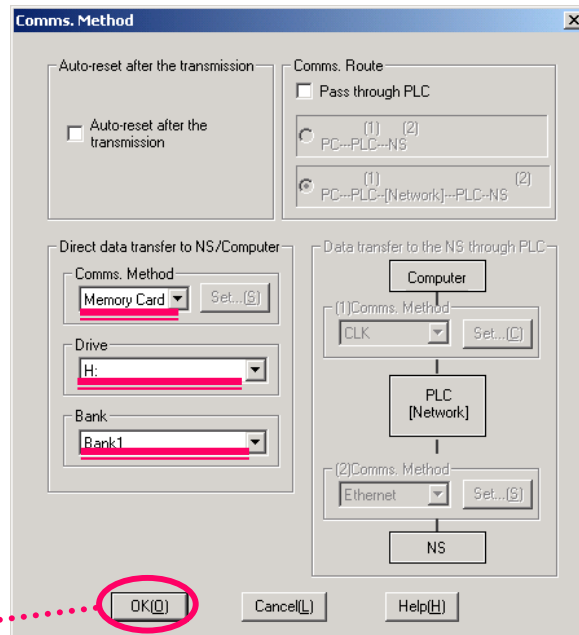
[Comms. Method]
→ "Memory Card"

[Drive]
→ "H"

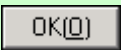
*Select the drive to which the memory card is installed.

[Bank]
→ "Bank 1"

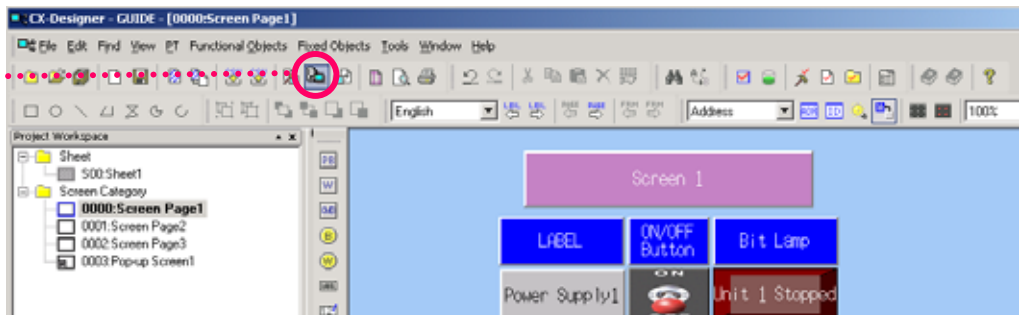
*There are four banks available for memory cards. One project is downloaded to a bank. Here, you specify the bank to be transferred.



Click



Click



Start up
CX-D

Creating a
new project

Project
property

System
setting

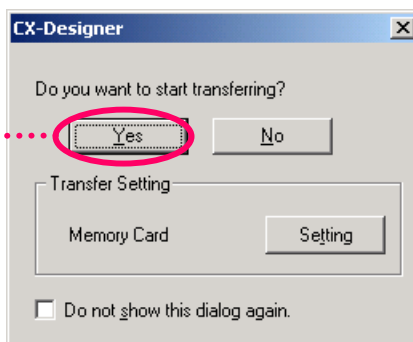
Creating
a screen

Validation

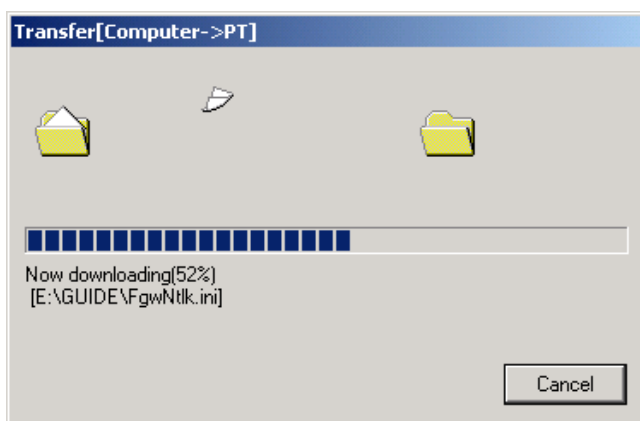
Transferring
a project

Click Yes

Yes

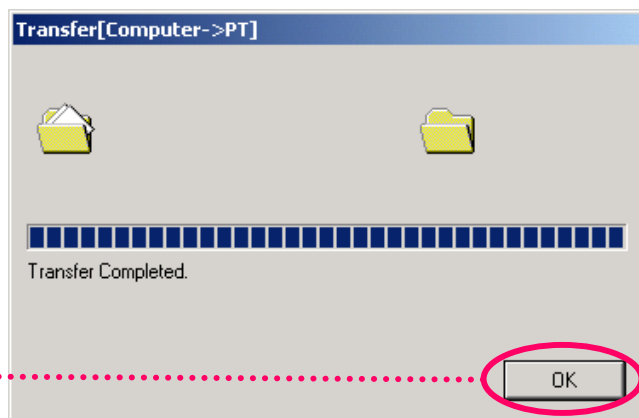


The transfer processing
dialog appears.



Click

OK



Start up
CX-D

Creating a
new project

Project
property

System
setting

Creating
a screen

Validation

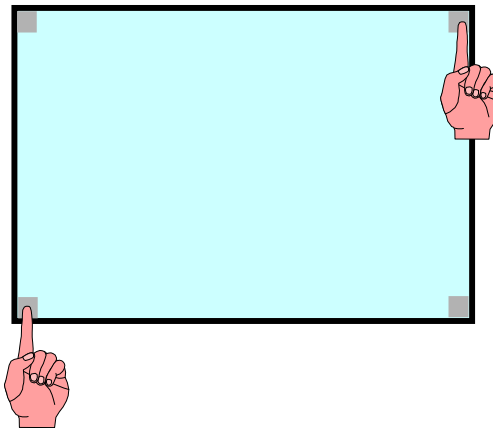
Transferring
a project

-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"

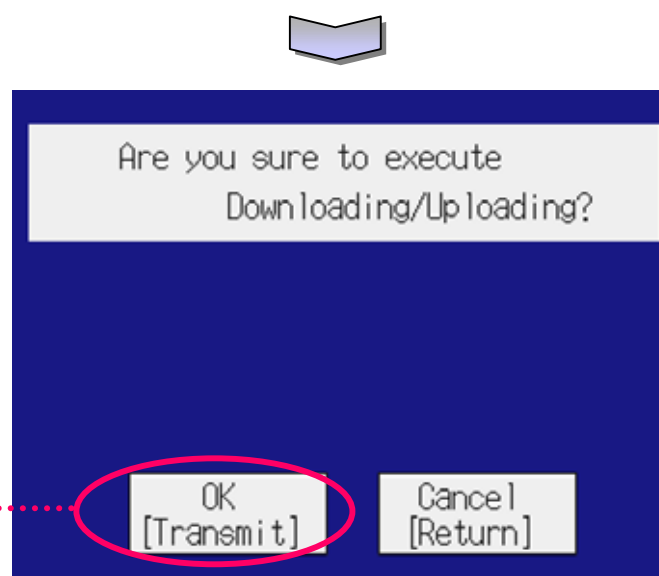
Press "Project".

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

Now Downloading...

Memory Card → NS Hardware

File Name: H3NetTbl.ini



Transmission Complete

Memory Card → NS Hardware

You may safely remove the Memory Card. Press the reset button to restart the NS after removing the Memory Card.

Reset

Press "Reset" to restart the NS hardware.



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