

# Kinco DTools User Manual

This manual is suitable for G series HMI Read this manual carefully before you use the product

# **Safety Precautions**

Read this manual and related manuals that mentioned in this manual carefully before you use the products, at the same time operate the products under the premise of full safety attention. In order to use the products safely, we use the following icons and graphic symbols to represent precautions, and there is some important safety content for the precautions icons, please be sure to observe them.

Ţ.	Danger  If rated precautions are not taken, it may cause personal injury or death.
	Warning  If rated precautions are not taken, it may cause personal injury.
<u> </u>	Be Care  If rated precautions are not taken, it may cause slightly personal injury
<u> </u>	Notice  If rated precautions are not taken, it may cause undesirable result or state.
$\Diamond$	Forbidden  Some instructions, processes and remove operations are forbidden to ensure correct use of product

Put away this manual after reading, so that you can read it anytime.

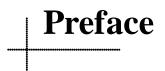
Note when using the product:

- The following places should be avoided when using MT series HMI:
- The place that the temperature and humidity exceeds the range of the specifications
- ➤ The place with high humidity that may cause condensed water
- ➤ The place that the temperature changes acutely
- > The place that is shined by ultraviolet ray
- ➤ The place with heavy dust
- > The place that is polluted by chemicals
- The place that is polluted by oily substance
- The place with heavy shock and vibration
- The place that is exposed to sunshine and wind directly.
  - The communication cables that connect HMI and PLC should be kept far from equipments that may generate interference, like VFD, motor at the same time. At the same time do not put the control cable, power cable and high line in the same wireway or nearby, or the interference may causes the malfunction of the equipment.
  - Please ensure the security of the system before you power on the HMI.

- The proper configuration program is must when you want to use HMI to control PLC.
- Please install the USB driver before you use USB cable to download user data
- Please use finger or professional touch pen to operate the HMI
- The input operation may fail if the HMI is touched rapidly and continuously. Please input the content after the
  previous operation is input successfully.
- If the backlight is off or the HMI has no display, do not touch it by mistake. Please confirm the safety of the system and then operate it.
- If the dip switches are changed, the operation takes effects after the restart button is pressed or the HMI is powered off and on.
- When you change the 3V battery in HMI, please choose the right model and install it correctly.

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Thank you for choosing Kinco G series HMI.

Before you use the G series products, please read this manual carefully and understand it fully to ensure the personal and equipment safety.

### **About this manual**

This manual is for the usage and design way of Kinco DTools configuration software ("Kinco DTools" for short). You can download it at our official English web site: <a href="https://en.kinco.cn/download/software/hmi">https://en.kinco.cn/download/software/hmi</a>



The content in this manual may not be updated in time because of the improvement of products or other reasons.

We advice customer to pay attention to the information at our web site in order to ensure the right timely information of product specifications and accessories

When you use this manual, some rated manuals and supporting details maybe involved. They are:

Communication Connection Help

This manual provides some information of rated communication setting, supported registers and communication cables when the G series HMI communicate with the PLC that it supports.

Product documents

Like catalog, products parameter list, order explanation, installation explanation manual, warranty and so on.

Examples

Some demo programs at our site.

## Range of Application

This manual provides guides to Kinco DTools, so that you can develop the project in HMI.

## Target Population

This manual is for the people, commissioning engineers, technical support and Maintenance engineers who use Kinco G series HMI and has basic knowledge in automation area. If necessary, they should have the ability to program with C language.

### How to use this manual

This manual introduce the process, components, configuration methods, operation details and using skills from easy to difficult and step by step. It has three parts: introductory part, junior part and senior part. The new starter can start form introductory part, the one who has experience with Kinco DTools just need to run over the introductory part, the engineer with rich experience in Kinco DTools can start from the third part directly.

### • The icons and terms in this manual

### Safety icons and terms



### **Danger**

If rated precautions are not taken, it may cause personal injury or death.



### Warning

If rated precautions are not taken, it may cause personal injury.



### Be Care

If rated precautions are not taken, it may cause slightly personal injury



### **Notice**

If rated precautions are not taken, it may cause undesirable result



### Forbidden

Some instructions, processes and remove operations are forbidden to ensure correct use of product

### • General information of icons and items



Provide tips or added information for using product correctly



Link to the rated information of other manuals



The items with explanation and footnotes.



Content for tips



Link to the rated information of this manual

### Items

> The following are the items in this manual:

Items used in this manual	Meaning
Kinco DTools	The software for Kinco G series HMI: Kinco DTools configuration software
HMI	Kinco G series HMI
PLC	Programmable Logic Controller
PC	Personal Computer
External Storage Device	The U disk or SD card that Kinco G series HMI supports.

The following items are different from the official trade mark or name

Items used in this manual	Official trade mark or name	
Windows 98	Microsoft® Windows® 98 Operation System	
Windows Me	Microsoft® Windows® Me Operation System	
Windows 2000	Microsoft® Windows® 2000 Operation System	
Windows XP	Microsoft® Windows® XP Operation System	
Windows Vista	Microsoft® Windows® Vista Operation System	
Windows 7	Microsoft® Windows® 7 Operation System	
Windows Server 2003	Microsoft® Windows Server® 2003 Operation System	

### The following items describe the operation of mouse:

Item	Operation Step	Picture
Click	Do not move the mouse; press the left button, then release.	
Right Click	Do not move the mouse; press the right button, then release.	
Double Click	Double Click  Do not move the mouse; press the left button two times quickly, this operation only takes effect on left button.  Hold pressing the left button and move the mouse, release the left button at the target position.  Move  Move the mouse to the target position and stop.	
Drag		
Move		
Input	Press the left button in the input box, then release. When there is a cursor in the input box, input the content.	A
Operation	Click, double click or right click the blank	

### Precautions when using the software

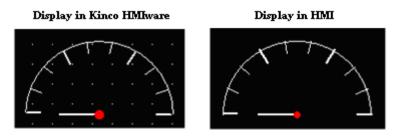
Install the proper Kinco DTools according to the language of the OS, if you install the Chinese version in English OS, some function may be abnormal, because there is no Chinese character library in English OS.

- Kinco DTools is backward compatible, but not the reverse. That is to say, the project that compiled by the higher version software cannot be opened and compiled by lower version, but the project that compiled by lower version software can be opened and compiled by higher version.
- Please remember the password if you use the project password, upload password and decompilation password, we cannot provide the reset the password service or any universal password.
- The display difference between the Kinco DTools and HMI:
- (1) When you configure the project, there are some grids as the aligning reference in Kinco DTools configuration area, there is no grids in HMI screen.

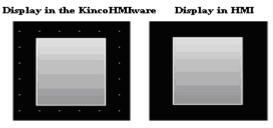
Display in Kinco HMIware Display in HMI Screen



(2) The following size difference maybe happen when using dial scale and dial axis.



(3) If the graphic uses the gradient color as fill color, the following display difference maybe happen.



### Product Support

Online support

If you have any question when using the product, you can contact our overseas technical engineers; they can support you online or by email.

# Technical Training

If you have any question about the product described in this manual, you can contact our company directly or local distributors. About the technical training, please pay attention to the information at our site or consult the sales manager.

### Contact us

### Kinco Automation Ltd

Email: sales@kinco.cn

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# Basic Part



# 1 Introduction

This chapter mainly introduces the features and functions of Kinco DTools Configuration Software.

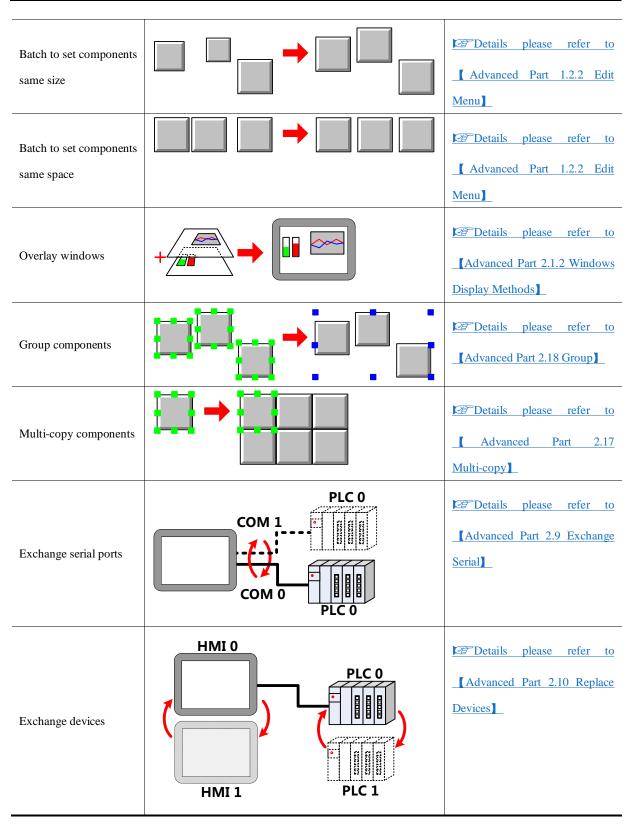
### 1.1 About Kinco DTools

Kinco DTools Configuration Software (Hereinafter referred to as "Kinco DTools") is a human-machine interface(HMI) configuration software developed by Kinco Electric (Shanghai) Ltd. (Hereinafter referred to as "Kinco"), it is special for G series HMI. Kinco DTools provides a powerful integrated development environment for users. Products are widely applied in various kinds of fields such as medical, chemical industry, electric power, printing, textile, food, national defense and engineering machinery, intelligent household, high speed railway and so on.

### 1.2 Features List of Kinco DTools

### • Edit operation functions

Functions	Diagrams		Notes
Batch to modify font properties	SETTING STOP	SETTING  START STOP	Per Details please refer to  Attribute Edition
Batch to modify graph properties	<b>→</b>		Details please refer to  Advanced Part 2.2.3  Geometric Figures Attribution
Batch to copy windows	Frame 0 Frame 10	Amel1 Frame12	Copy /Multi-Windows Copy
Crossing projects to copy components	Project A	Project B	Details please refer to  Advanced Part 2.1.5  Copy/Delete windows
Batch to set components alignment	<b>→</b>		Details please refer to  Advanced Part 1.2.2 Edit  Menu



### • Functions of Components

Switch and lamp

Functions	Diagrams	Notes
-----------	----------	-------

Lamps for displaying states of device's address	OFF ON ON	Details please refer to  Advanced Part 4.3 Lamp  Component
Switches for changing states of device's address	OFF ON	Details please refer to  Advanced Part 4.2  Button/Switch Component
Switches for changing the value of device's address	D100:123→150	Details please refer to  Advanced Part 4.2  Button/Switch Component

### Number/Text input and display

Functions	Diagrams	Notes
Number input	D100=123	Temperature Details please refer to  [Advanced Part 4.4.1 Number Input]
Number display	D100=120	Display
Text input	D100 4 D 4 8 M H D101 2 0 4 9 Space I	Details please refer to  Advanced Part 4.5.1 Text  Input
Text display	D100 4 D 4 8  M H D101 2 0 4 9  Space I  HMI	Details please refer to  Advanced Part 4.5.2 Text  Display
System time display	15:22:54	Details please refer to  Advanced Part 4.16.4  Date/Time

Text annotations



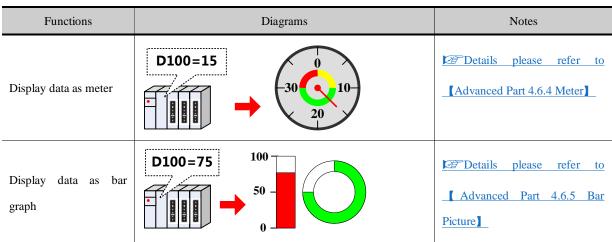
Details please refer to

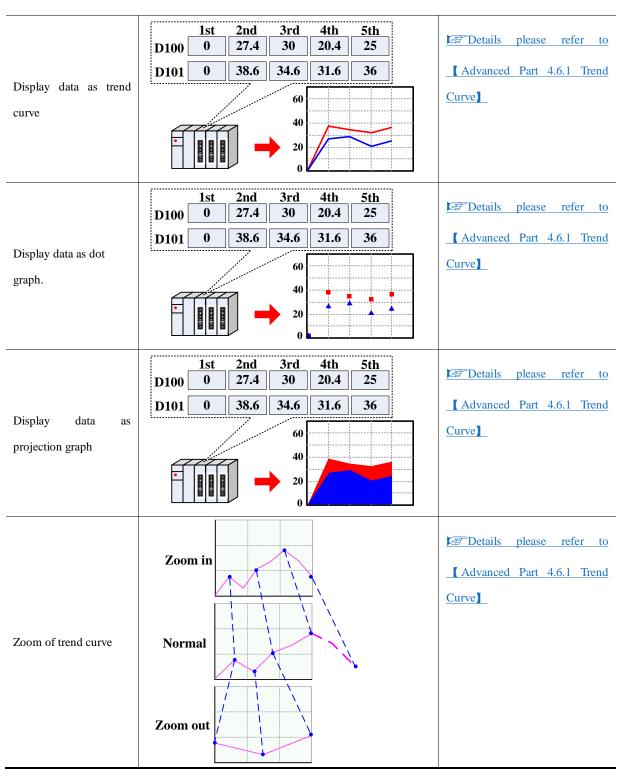
Advanced Part 2.3 Text

#### Data transmission

Functions	Diagrams	Notes
Transmit data by timing	D100 5 D101 10 D102 15 E Transmit: D109 50 D0 5 D1 10 D2 15 E Transmit: D9 50	Details please refer to  [Advanced Part 4.16.2 Timer]
Transmit data by touch	D100 5 D101 10 D102 15 : : Transmit: D109 50	
Transmit data by trigger	M0:OFF→ON  D100 5  D101 10  D102 15  Transmit  D0 5  D1 10  D2 15  Transmit  D9 50	Details please refer to  [ Advanced Part 4.14.2 Data  Transmission]
Data transmit by recipe	RW0 5 RW1 10 RW2 15 RW9 50 D100 5 D101 10 D102 15 RW9 50 Transmit	Part 4.14.1 Recipe  Data  Data

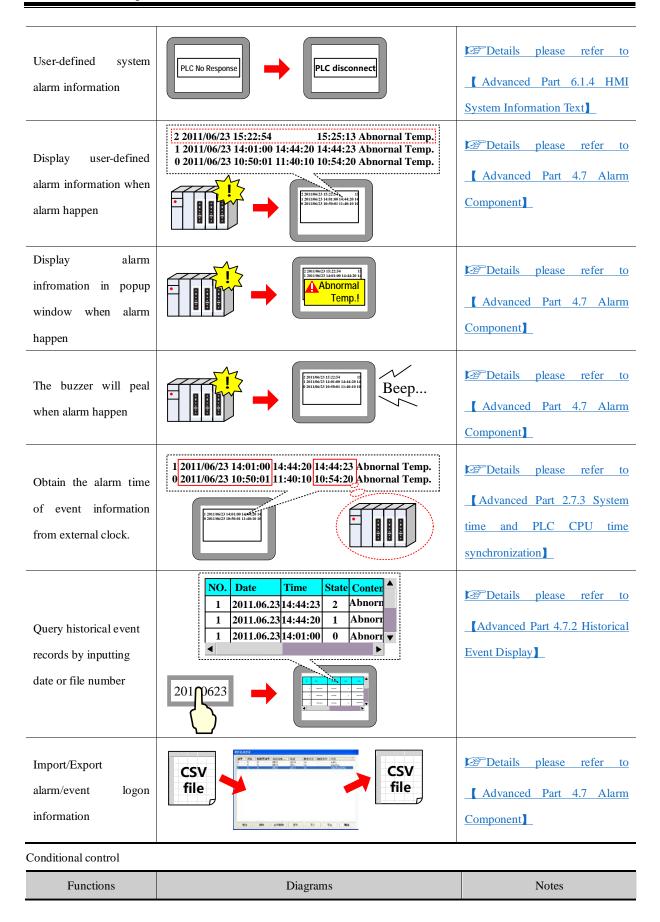
### Meter and Graph

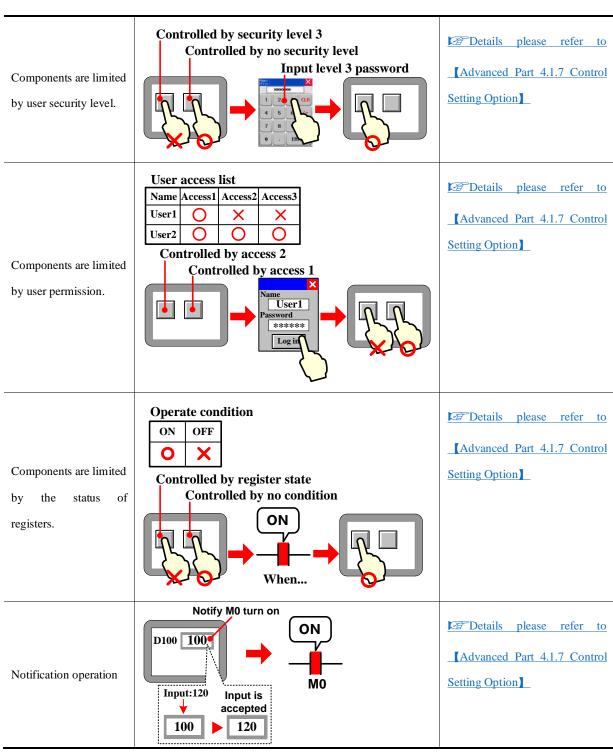




### Alarm

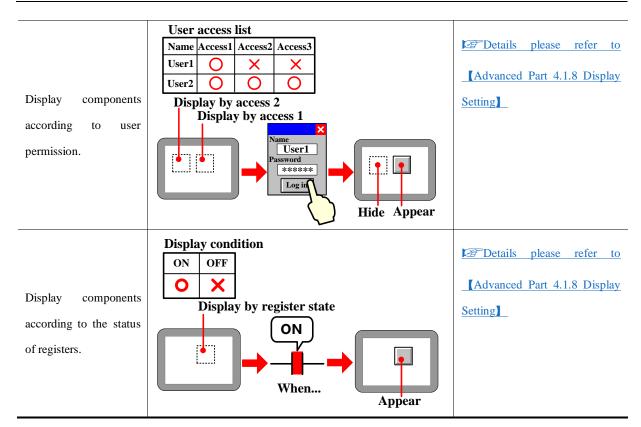
Functions	Diagrams	Notes
System alarm information	PLC No Response	Details please refer to  Advanced Part 6.1.4 HMI  System Information Text





### Conditional Display

Functions	Diagrams	Notes
Display components according to user security level.	Display by security level 3  Input level 3 password  Appear	Details please refer to  [Advanced Part 4.1.8 Display  Setting]



#### Data Storage Function

Functions	Diagrams	Notes	
Save historical event information.	201104023 15:2254   1   201104023 15:2254   1   201104023 15:2254   1   201104023 15:00.00 11:00.00 12   201104023 15:00.00 11:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023 15:00.00 12   201104023	Details please refer to  Advanced Part 6.1.7  Historical Events Storage	
Save sampling data of trend curve.	SAVE IC UMMMMM	Details please refer to  [Advanced Part 4.1.10 Save  Historical Data]	
Save operation records	SAVE SD	Details please refer to  Advanced Part 6.1.3 HMI  Extended Attributes	
Save recipe data	D100 150 D101 125 SAVE	Details please refer to  [Advanced Part 4.14.1 Recipe]	

### Data Clear Function

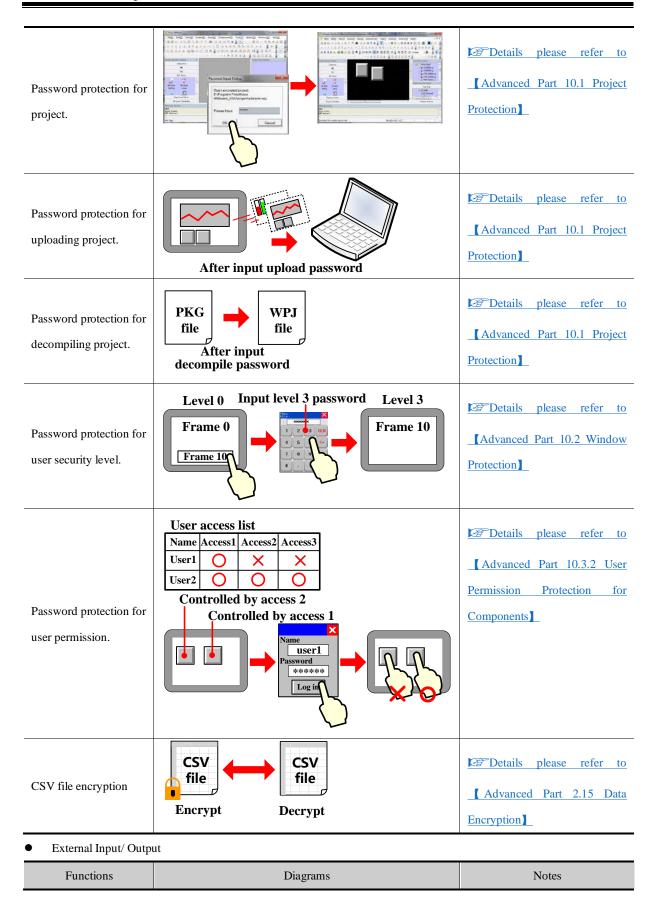
Functions	Diagrams	Notes	
Clear historical event records.	201100/23 56.20-64 201100/23 16.00-00 10.464.20 11 201100/23 10.50-00 11.1.00 19	Details please refer to  [ Advanced Part 4.7 Alarm  Component]	
Clear historical data records of trend curve.		Details please refer to  Advanced Part 8.3  Download	
Clear historical recipe data.	D100 150 D101 125 D100 0 D101 0	Details please refer to  Advanced Part 8.3  Download	

### Window Changing Function

Functions	Diagrams	Notes	
Change window by touch button.	Frame 0  Frame 10	Details please refer to  [Advanced Part 4.2.6 Function  Key]	
Change window by PLC control.	D0:0→10 Frame 0 Frame 10	Details please refer to  [ Advanced Part 4.15.5 PLC  Control]	
Popup other window in current window.	<b>→</b>		

### Password Protection Function

Functions	Diagrams	Notes	
-----------	----------	-------	--



Read data from barcode reader.	Bar-code Reader 135624	Details please refer to [HMI and PLC connection guide]
Obtain image from video.		
Printout the screen image or data.		Details please refer to  [Advanced Part 13 Print]
Connect keyboard and mouse.		

### Print Function

Functions	Diagrams	Notes	
Trigger printing event information.	15:25:54 Abnormal T 14:01:00 Abnormal T 10:50:01 Abnormal T IIII	Details please refer to  [Advanced Part 4.15.3 Event  Information]	
Touch button to print screen image.		Part 4.2.6 Function  Key	
Print trend curve real time.		Details please refer to  [ Advanced Part 4.6.1 Trend  Curve]	
Print screen image by PLC control.	Frame 10  Frame 0	Details please refer to  Advanced Part 4.15.5 PLC  Control	

### Upload/Download

Functions Diagrams	Notes
--------------------	-------

Download project from PC.		
Upload project from HMI to PC.		Details please refer to  [ Advanced Part 7 Compile /Simulate/Download/Upload]
Download project from external memory.	SD SD	Details please refer to  [Advanced Part 4.2.6 Function  Key]
Upload project from HMI to external memory.	SD	Poetails please refer to  [Advanced Part 4.2.6 Function  Key]

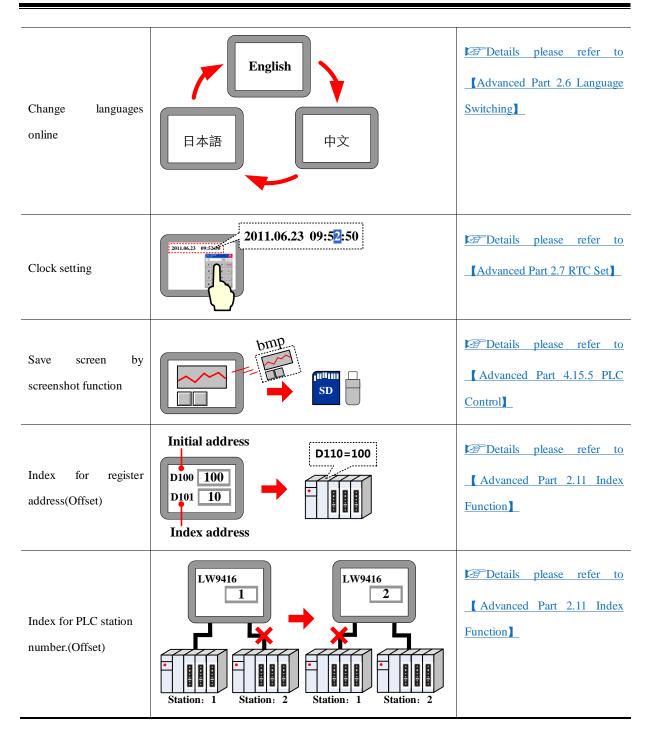
### Script Function

### Macro

Functions	Diagrams	Notes
Execute data operation or control the display in HMI by macro.	int MacroEntry() {     if(D100==1)     { M0=1; }     else     { M0=0; }     return 0; }	Details please refer to  [Advanced Part 9 Macro]

### Other Function

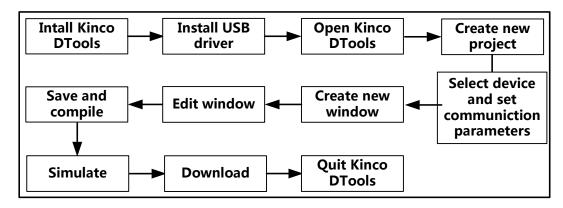
Functions	Diagrams	Notes	
Customize logo.	Kinco	Details please refer to  Advanced Part 2.8 Logo  Screen (Logo)	





#### 2.1 How to use Kinco DTools

The procedure for using Kinco DTools is shown in following figure.



#### 2.2 How to get Kinco DTools software

Users can download Kinco DTools software from download center in Kinco's website: https://en.kinco.cn

#### 2.3 Kinco DTools Installation and Operating Environment Requirement



Note for using Windows Vista/Windows 7 OS:

- When using Windows Vista/Windows 7 OS, don't install Kinco DTools in system disk(C:).
- When using Windows Vista/Windows 7 OS, Kinco DTools must run as administrator. Right click the icon of Kinco DTools.exe, and then select "Run as administrator" as following figure:



#### 2.4 Install/Uninstall

There are multilingual versions of Kinco DTools.

#### 2.4.1 Install Kinco DTools

The procedure of installation is as following:

Double click "Setup.exe" file to run the installation program.

- **1** Enter welcome window.
- 2 Select installation directory, the default directory is "C:\" and it will create "Kinco\Kinco DTools" folder automatically. Click [Browse] to change the installation directory.
- **3**Confirm installation.

It will appear installation statues of Kinco DTools, click [Install] to start installing software.

# 4 Install successfully

If the software install successfully, then it will appear the information. Click [Finish] to finish installation.

After finishing installation, Kinco DTools will create a complete startup directory in [Start] menu, and create the shortcut of Kinco DTools and KDManager in desktop of operation system.

In above installation process, the user can click [Cancel] to quit installation.

#### 2.4.2 Uninstall Kinco DTools

Please quit Kinco DTools firstly before uninstalling.

• Run uninstall.

Method 1:Uninstall from [Start] menu.

Method 2:Uninstall from 【Control Panel】 → 【Add/Del Programs】

**2** Uninstall procedure

Select "Remove", click [Next] to start uninstalling process.

Modify Select new program features to add or select currently installed features to remove.

Repair Reinstall all program features installed by previous setup.

Remove Remove all installed features.



If there are some files or folders added in the install directory of Kinco DTools, please delete these contents by manual after uninstalling the software.

#### 2.5 Start/Quit

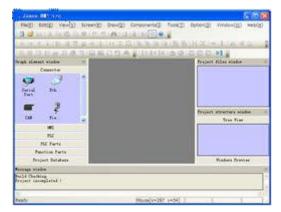
#### 2.5.1 Start Kinco DTools

Method 1:Start in [Start] menu.

[Start] → [All Programs] → [Kinco] → [Kinco DTools]

Method 2: Double click the shortcut of Kinco DTools in desktop to start software.

• When it is first time to start Kinco DTools, it will display window as following:

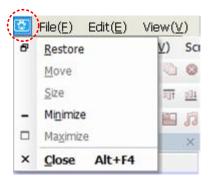


When it is not the first time to start Kinco DTools, then it will open the last operated project automatically.

#### 2.5.2 Quit Kinco DTools

After starting Kinco DTools software, there are several ways to quit the software as follows:

- Click the [Close] button on the upper right side of the window.
- Click the icon of Kinco DTools on the upper left of the window, then select "Close" in the control menu.

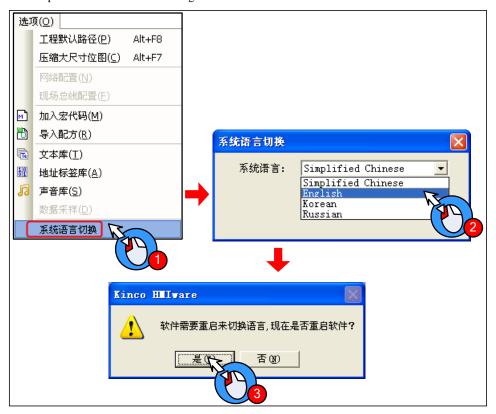


- Click Kinco DTools [File] menu, then select "Quit" in the pull-down menu.
- Press [Alt] key and [F4] key on the keyboard at the same time.

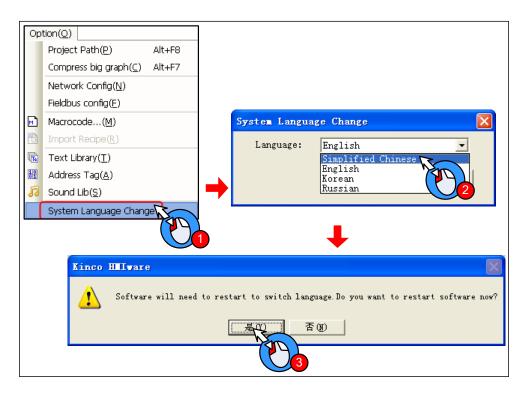
#### 2.6 System Language Change

Kinco DTools supports switching multiple languages, such as Simplified Chinese, English, Korean and Traditional Chinese. Users can switch the software language by the System Language of Option in the software menu bar. They can select the appropriate language environment according to their demands.

Switch the Simplified Chinese version to English version



• Switch the English version to Simplified Chinese version



#### 2.7 F1 Help

When user use the Kinco DTools software, there are there methods to use the F1 help.

- Press the F1 on the keyboard
- Click the [Help] button on the component attribute
- Click the [Help] menu

#### 2.8 Upgrade/Update



#### Note

- 1. To ensure the product working properly, it is forbidden to update, modify, uninstall and reinstall before the software is closed.
- 2. Before updating software, to ensure the product working properly, please uninstall the old version software completely.
- 3. Please backup the project made by old version software before using the new version software to update the project made by old version software.

The latest software or upgrade package can be downloaded from the download centre in Kinco's website: http://www.kinco.cn/en

# 2.9 Software Compatibility

#### 2.9.1 Project made by Kinco DTools software



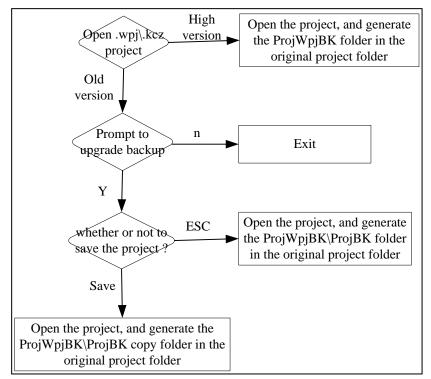
In Kinco DTools, projects made by old version software can be opened by new version software, but project made by new version software can't be opened by old version software.

#### 2.9.2 Project not made by Kinco DTools software

Click the open icon, and choose the file type, and then can open a project made by Kinco HMIWare or Kinco HMIware\_CZ software.



Open a project made by Kinco HMIWare or Kinco HMIware\_CZ software, Will automatically change the original project suffix to .dpj.





Not all of the projects made by Kinco HMIWare can be opened, only to support the project of the next list HMI model, Kinco DTools software will be replaced automatically to the corresponding model.

	DTools	HMIWare
1	GL043	MT4230T,ET050
2	GL043E	MT4230TE

3	GL070	MT4434T,ET070,MT4414T	
4	GL070E	MT4434TE,MT4414TE	
5	GL100	MT4532T,ET100	
6	GL100E	MT4532TE	
7	GL150E	MT4720TE	
8	GH043	MT4210T	
9	GH043E	MT4220TE	
10	GH070	MT4404T	
11	GH070E	MT4424TE	
12	GH150E	MT4720TE,MT5720TE	
13	G070	MT4414T	
14	G070E	MT4414TE	

#### 2.10 Install USB Driver





USB driver must be installed by manual, can't be installed automatically.

When it is first time to use Kinco DTools, it need to install the USB driver for downloading HMI project.

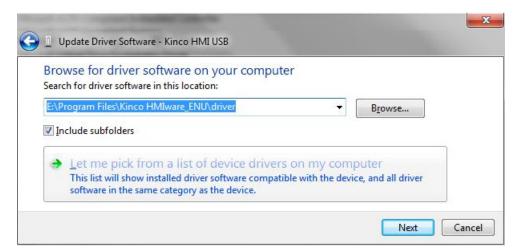
Users can install USB driver by manual as following procedure:

Use USB cable to connect the USB SLAVE port of HMI to USB HOST port of PC, and connect the power supply of HMI

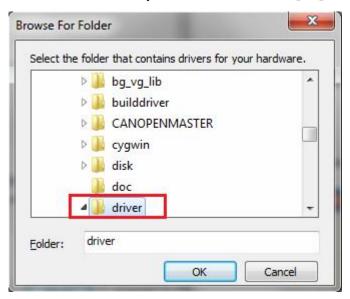
correctly and power on, then it will popup dialog box of 【Update Driver Software】, then click "Browse my computer for driver software":



2 Following dialog box will display. Click [Browse]:



**3** Set the route to the driver folder in the install directory of Kinco DTools, then click **[OK]**:



After finishing installation, it will popup the dialog box of "The best driver software for your device is already installed", then click [Close] to quit.

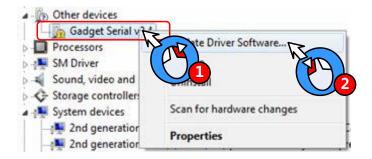


If PC doesn't popup [Installing device driver software] automatically in the first step, but there is a balloon tips in the toolbar as following figure:

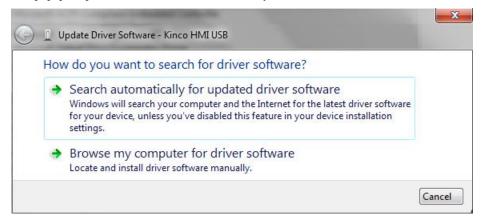


Then open 【Device Manager】 → 【Universal Serial Bus Controllers】, there is a detection icon of unknown device. Right click

The icon and select "Update Driver Software" as following figure:



At this time, it will popup [Update Driver Software] automatically:



Select "No," and click [Next], then continue the installation procedure of USB driver as above.

After finishing installation, there is a balloon tip of "Kinco HMI USB" on the toolbar as following figure:



After that, open [Device Manager], the unknown device will change to "Kinco HMI USB" in [Universal Serial Bus Controllers]. It means the USB driver installation is successful.



If the USB driver can't be installed correctly, there is a balloon tips on the toolbar of operation system as following figure:



Then there is an icon of unknown device in [Device Manager]. For this problem, please select the right directory to reinstall USB driver.

#### 2.11 Software Application Program Introduction

Kinco DTools software is integrated with Kinco DTools.exe, KDManager, KHPLCAddressView, RecipeEditor.exe and PDOManager and so on. Additionally, there are two manuals integrated in Kinco DTools software. Users can find the shortcuts of these functional units in 【Start】 → 【All Programs】 → 【Kinco】 → 【Kinco DTools】. Their descriptions are shown in following table:

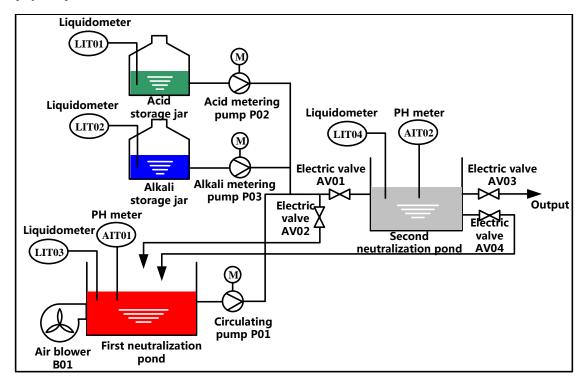
Functional Unit	Descriptions	
Kinco DTools	Main software which is used to create, edit, compile, simulate and download project.	
Kinco HMIware user's manual	User's Manual	
HMI and PLC connecting guide	Guide manual about communication between Kinco HMI and supported control devices.	
KDManager	Auxiliary software, it is used to upload, download, decompile, HMI firmware update, obtain HMI system information an so on.	
💤 PDOManager	Auxiliary software, it is used to configure the CAN communication parameters.	
■ RecipeEditor	Auxiliary software, it is used to create, view or edit recipe data file and external memory data file.	
KMMonitor	Auxiliary software, it is used to monitor the HMI and PLC registers.	
NetPrint	Auxiliary software, it is used to remote print.	
Wninstall	Uninstall software; it is used to uninstall Kinco DTools software.	

# 3 Make Project

This chapter takes PH value of neutralization pond control system for example to explain the process of making project by Kinco DTools.

#### 3.1 Project Requirement

The project requires auto-control mode and manual control mode.



In full-automatic control mode, after pressing "Start" button, the system will detect the water level of first neutralization pond automatically. When the liquid meter(LIT03) detect that the water level reaches preset height, then it will enter automatic circulation process: close electric valve(AV01),open electric valve (AV02),and start air blower(B01) and circulating pump(P01) to aerate and circulation stir. After stirring uniform, it will start acid metering pump(P02) or alkali metering pump(P03). When the PH value detected by AIT01 satisfies effluent standard (6≤PH≤9) ,then stop P02 or P03,open AV01 and close AV02,then let off the qualified water to the second neutralization pond. If the water level detected by LIT04 reaches the preset height, then it will detect the PH value of AIT02 automatically. If it satisfies 6≤PH≤9, then close AV04 and open AV03. Let off the water until the water level detected by LIT04 is lower than lower limit, then close AV03. If it doesn't satisfy the requirement, then it will close AV03 and open AV04 to continue processing.

When detecting the water level of the first neutralization pond lower than lower limit, then stop B01 and P01, herein this process finish. When the water level of the first neutralization pond reach preset height, then continue to next process.

In the circulation process, LIT01 and LIT02 real time monitor the liquid level of acid storage jar and alkali storage jar. If

it is lower than lower limit, then it will show alarm information.

In manual control mode, every process is controlled separately by manual according to the value of AIT01 and AIT02 instead of being triggered by the water level of neutralization pond.

# 3.2 System Analysis

According to project requirement, this control system can be consisting of upper computer, PLC and instrumentation.

PLC is mainly used to sample data (data of liquid meter and PH meter), control device (air blower, circulating pump, electric valve). Here we use HMI as upper computer to communicate with PLC by RS-232C.

The configuration and parameters are shown in following table.

• Upper computer system configuration:

Software Kinco DTools software

Hardware One PC with Windows XP/Vista/7 operation system and Kinco DTools software.

One G series HMI

One PLC (Herein we choose Kinco CPU306EX)

One DC24V power supply for HMI

One AC220V power supply for PLC

One specified USB download cable (Herein we choose USB port for downloading program)

One RS232C cross cable for communication between HMI and PLC. (Herein we choose RS232C

communication)

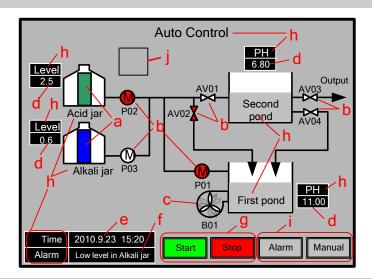
#### • PLC address allocation

Device	Address	Device	Address
Start switch SW01	I 0.0	Liquid meter LIT01	AIW 4
Emergency stop switch	I 0.1	Liquid meter LIT02	AIW 6
SW02			
Air blower B01	Q 0.0	Liquid meter LIT03	AIW 8
Circulating pump P01	Q 0.1	Liquid meter LIT04	AIW 10
Metering pump P02	Q 0.2	Electric valve AV01	Q 1.0
Metering pump P03	Q 0.3	Electric valve AV02	Q 1.1
PH meter AIT01	AIW 0	Electric valve AV03	Q 1.2
PH meter AIT02	AIW 2	Electric valve AV04	Q 1.3
Auxiliary relay AR01	M 0.0(Turn on when the liquid	Auxiliary relay AR05	M 0.4(Turn on when the liquid
	level of LIT01 is lower than lower		level of LIT03 is lower than
	limit)		lower limit)
Auxiliary relay AR02	M 0.1(Turn on when the liquid	Auxiliary relay AR06	M 0.5(Turn on when the liquid

	level of LIT01 is higher than		level of LIT03 is higher than
	upper limit)		upper limit)
Auxiliary relay AR03	M 0.2(Turn on when the liquid	Auxiliary relay AR07	M 0.6(Turn on when the liquid
	level of LIT02 is lower than lower		level of LIT04 is lower than
	limit)		lower limit)
Auxiliary relay AR04	M 0.3(Turn on when the liquid	Auxiliary relay AR08	M 0.7(Turn on when the liquid
	level of LIT02 is higher than		level of LIT04 is higher than
	upper limit)		upper limit)

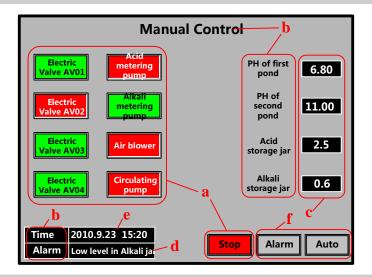
#### HMI frame

# Auto Control



- a. Bar Graph
- b. Bit State Lamp
- c. Multiple State Display
- d. Number Display
- e. Date/Time
- f. Event Bar
- g. Bit State Switch
- h. Text
- i. Function Key
- j. Timer

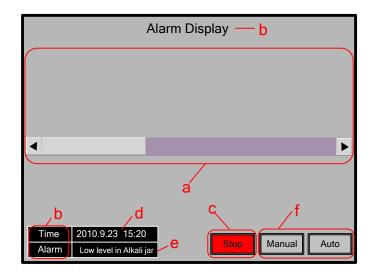
# Manual Control



- a. Bit State Switch
- b. Text
- c. Number Display
- d. Event Bar
- e. Date/Time
- f. Function Key

Alarm Display

Basic Part Make Project



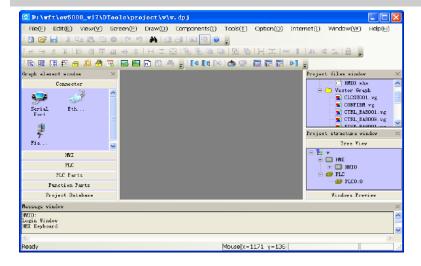
- a. Event Display
- b. Text
- c. Bit State Switch
- d. Date/Time
- e. Event Bar
- f. Function Key

# 3.3 Make Project

Following are the procedure for making project in Kinco DTools.

#### 3.3.1 Create Project

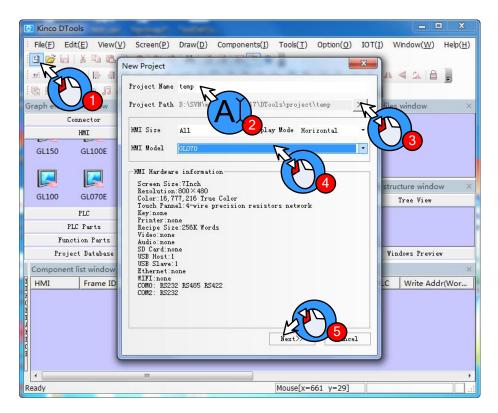
#### **Start Kinco DTools**



# Details please refer to Basic Part 2.5.1 Start Kinco DTools

# Create Project

- Click the icon in toolbar to create project.
- 2 Input project name. (Herein the project name is set as "PH control system")
- **3** Select path of saving project. (Herein we use the default path)
- 4 Click [OK] to finish creating project.

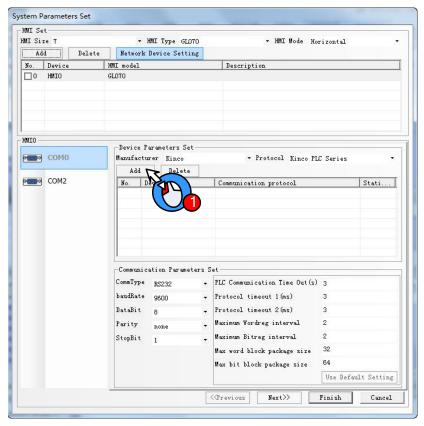


After creating project, it will popup grey grid working area. This area is named "Construct Window".

#### 3.3.2 Device Selection, Connection and Parameters Setting

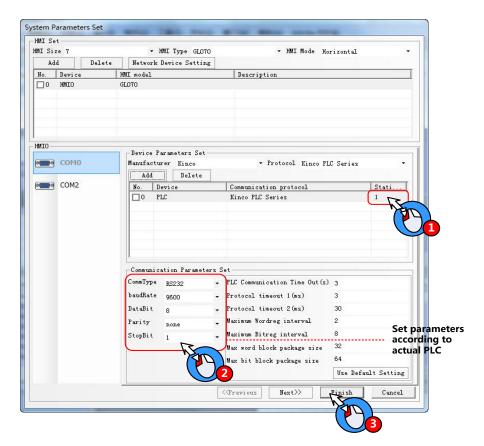
#### Device selection—select PLC mode (or communication protocol)

Click COM0 to add "Kinco PLC Series" in [System Parameters Set] .



#### Parameters setting——Communication Parameters Set

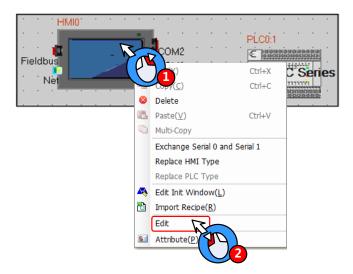
- 1 Ser plc station
- **2** Click **[**COM0 Setting**]** option and set the corresponding parameters of COM0 according to the communication parameters of PLC. Others all set as default.



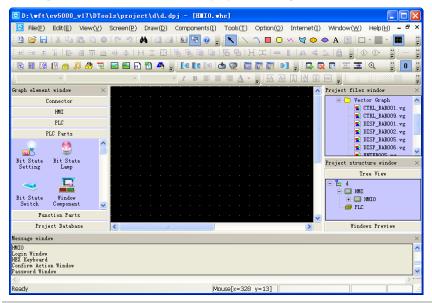
#### 3.3.3 Edit Frame

#### Open HMI edit window

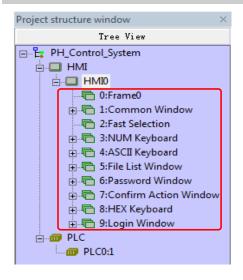
- Right click HMI icon
- **2**Click "Edit" in the popup menu as following figure.



It will open HMI edit window as following figure(It will open Frame0 by default)

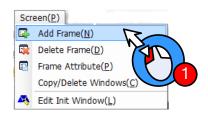


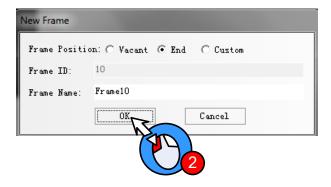
#### Edit frame——Create new frame



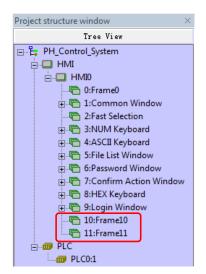
System will create frame 0~9 automatically when creating HMI. Therein, frame 1~9 are specified system windows. Only Frame0 can be used freely by user. According to the system analysis, we need to create two windows.

#### Procedure for adding frame:





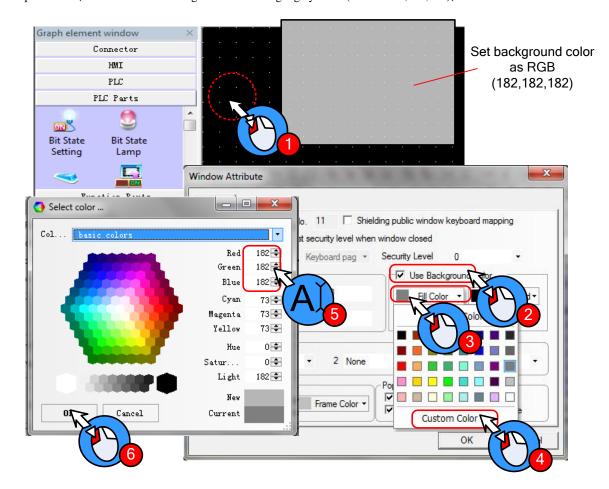
- Oclick [Screen] menu, select "Add Frame".
- 2 System will popup [New Frame] window, therein "Frame Name" can be defined freely(Herein we use system default name "Frame10"). Then click [OK] . And then create Frame11 by the same way.



After creating new frames, they will show in [Project structure window] as shown in left figure.

#### Edit "Auto Control" frame——Change background color

The initial background color of windows is black (RGB: 0,0,0). User can change the background color according to actual requirement (Herein we set the background color as light grey color (RGB: 182,182,182))

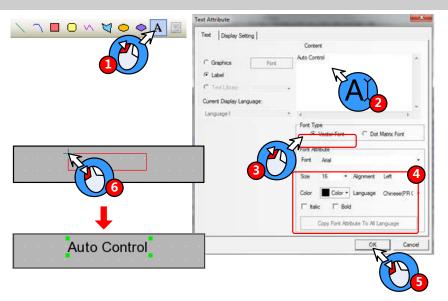


Operation procedure is as following:

- Double click background area, it will popup [Window Attribute] dialog box.
- Click "Use Background Color"

- 3 Click "Fill Color"
- 4 Click "Custom Color", it will popup [Select color] window
- **5** Choose the desired color or set RGB value in Red (R) ,Green (G) and Blue (B) .
- 6 Finally click [OK]

# Edit "Auto Control" frame—Edit frame title



- Oclick A icon in toolbar, it will popup [Text Attribute] window
- 2 Type "Auto Control" in [Content] area.
- 3 Select [Vector Font]
- **4** Setting in "Font Attribute":

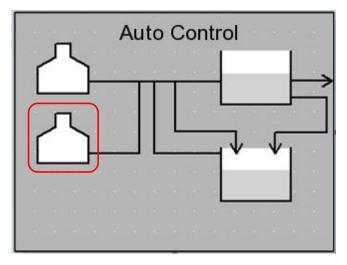
Font	Times New Roman
Size	16
Alignment	Center
Color	Black

- **5** After finishing setting font attribute, then click **[OK]**
- **6** Then there is a red box in the edit window. Choose and put on a suitable place.

Create title of" Manual Control" and "Alarm Display" by the same way.

# Edit "Auto Control" frame——Draw the operation flow chart of PH control system

Draw the operation flow chart of PH control system by using line, rectangle and polygon.

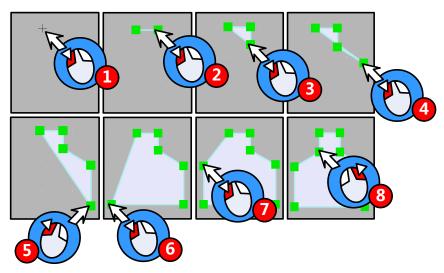


Take the graph in red box in the figure above for example, the procedure of drawing is as follows:

Click icon in "Draw Toolbar".



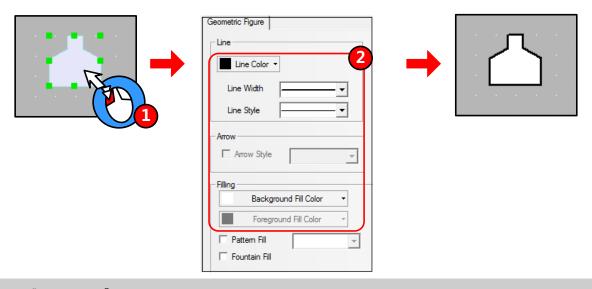
- **1 1 1 2 1** Move mouse to edit area, it will appear "+" .Then click 7 times on the related position.
- 8 Right click mouse to finish drawing polygon.



# More drawing methods please refer to Advanced Part 2.2 Draw

- ① Double click polygon to open the "Graphic Attribute" window.
- **2** Set graphic attribute of polygon as follows:

Line Color	Black	
Line Width	2 pound	
Background Fill Color	White	



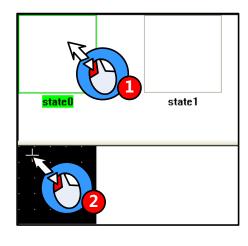
# Edit "Auto Control" frame——Draw graph of metering pump

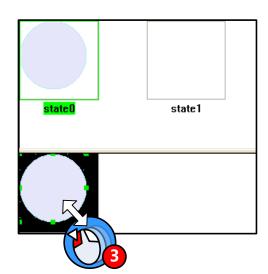
If there is no desired graph in the system image library, then user can create a new graph.

- New Graphics
- OClick the icon in Database Toolbar, it will popup [New Graphics] window
- **2** Set the attribute as following figure
- 3 Click [OK] to enter edit window of vector graph



- Draw graph
- Select state0 in the edit window of vector graph, click icon in the Draw Toolbar
- **2~3** Move the mouse to the black edit area below, it will appear "+". Then press left mouse button and drag to lower right side. Then release at the proper position to finish drawing a circle.



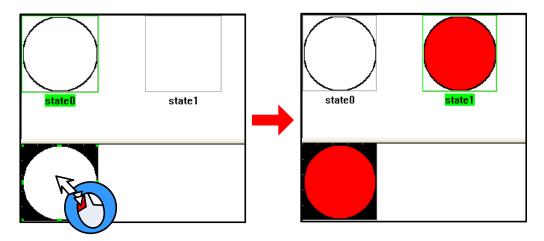


Select state 1 and draw a graph by the same way as drawing state 0.

# More details about new graph please refer to Advanced Part 5.3 Graphic Library

# • Set graphics attribute

Double click the graph to open 【Graphics Attribute】 window, then set the attribute of state0 and state1.



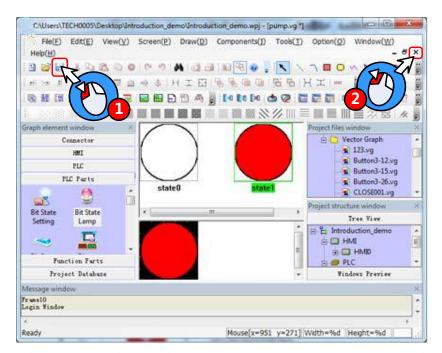
#### state0 Graphics Attribute

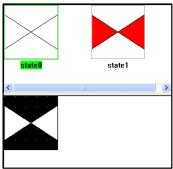
Line Color	Black	
Line Width	2 Pound	
Background Fill Color	White	

#### state1 Graphics Attribute

Line Color	Black	
Line Width	2 Pound	
Background Fill Color	Red	

- Save graph
- After finishing drawing graph of metering pump, click icon 同 in Basic Toolbar to save file pump.vg
- **②**Click the icon **▼** on the upper right of graph edit window to quit the window.



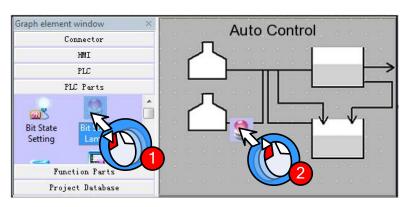


Create a new graph and draw graph of electric valve named valve.vg as shown in left figure.

# Edit "Auto Control" frame——Add Bit State Lamp components (metering pump, circulating pump and electric valve)

Add 7 "Bit State Lamp" components for state indication of metering pump, circulating pump and electric valve. The procedure is as follows:

- Select "Bit State Lamp" from [Graph element window]—[PLC Parts], then press left mouse button and drag to HMI edit area.
- 2 Release mouse and it will popup attribute box of 【Bit State Lamp】



Set the components attribute as follows:

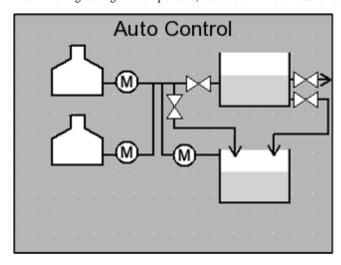
Circulating pump P01/Metering pump P02/ Metering pump P03

Read Address	Q0.1	Q0.2	Q0.3		
Function	Normal				
Tag	Use; 0: M; 1: M				
Font Type	Vector Font				
Font Attribute	Arial, 11, Black, Bold				
Graph	Vector Graph: pump.vg				

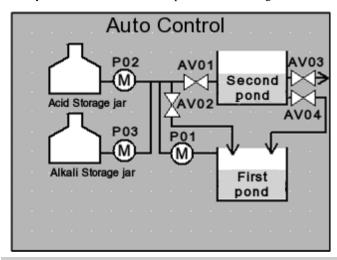
#### Electric valve AV01/AV02/AV03/AV04

Read	Q1.0	Q1.1	Q1.2	Q1.3
Address				
Function	Normal			
Tag	Not use			
Graph	Vector Graph: valve.vg			

After finishing setting the components, the screen will show as following figure:

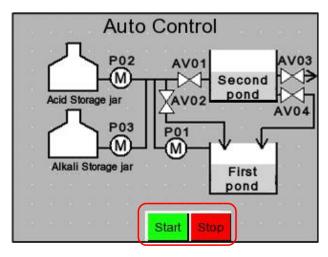


Finally add text in the screen. The procedure of adding text is the same as **[**Edit frame title**]**, show as following:



Edit "Auto Control" frame——Add Bit State Switch components (Start, emergency stop)

Add two "Bit State Switch" as "Start" and "Emergency stop" button as shown in following figure:



Add two "Bit State Switch" and set the attribute as follows: Start/Emergency stop

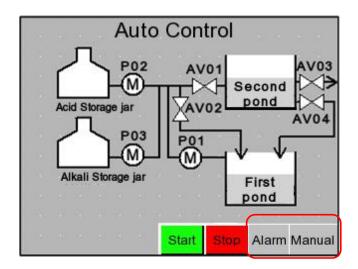
e	, ,		
Read/Write Address	I0.0 I0.1		
Switch Type	Reset		
Tag	Use; 0: Start/Emergency		
	stop; 1: Start/Emergency stop		
Graph	Vector Graph;		
	Button3-15.vg*		
	Button3-12.	vg*	

\*Button3-12.vg/Button3-15.vg are imported from

[System Image Library] — [VG] — [Button]

# Edit "Auto Control" frame——Add Function Key components

Add two "Function Key" from 【Graph element window】 — 【Function Parts】, which are used to change window to "Alarm Display" and "Manual Control".



Set the attributes as follows:

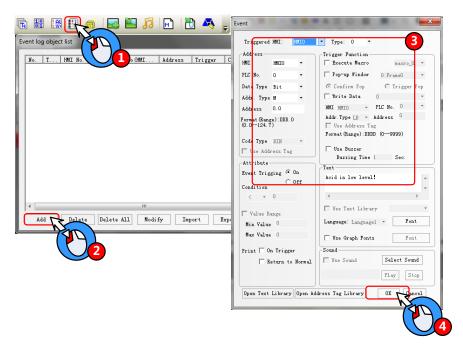
#### Manual Control

Function Key	Change window[Frame10]
Tag	Use; 0: Manual Control; 1: Manual Control
Graph	Vector Graph: CONFIRM.vg

#### Alarm

Function Key	Change window[Frame11]			
Tag	Use; 0: Alarm; 1: Alarm			
Graph	Vector Graph: CONFIRM.vg			

#### Edit "Auto Control" frame——Add Event Information Logon



- Oclick icon in Database Toolbar to open [Event log object list] window
- 2 Click [Add] button, it will popup [Event] window
- **3** Add one event information logon as follows:

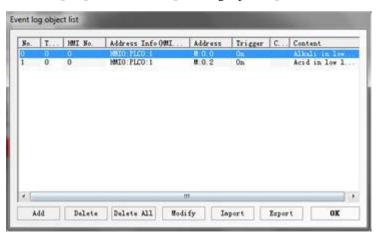
Address	M0.0
Event Trigging	On
Text	The liquid level of alkali storage jar is below lower limit!

4 Click [OK] button to close [Event] window and finish the first event information logon.

By the same way, add second event information logon.

Address	M0.2
Event Trigging	On
Text	The liquid level of acid storage jar is below lower limit!

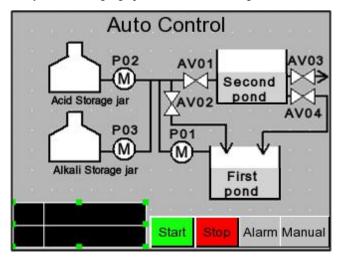
Then click [OK] button to close [Event log object list]



Edit "Auto Control" frame——Add information bar

Information bar include current system time and current alarm display.

Firstly add a rectangle graph and two line as background of information bar as following figure:

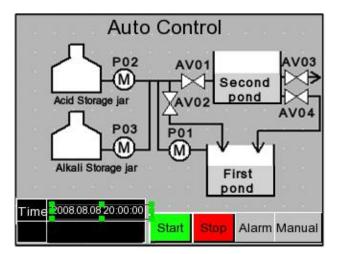


Set the attributes as follows:

Rectangle		Line		
Line Color	White	Line Color	White	
Background Fill Color	Black			

#### More drawing methods please refer to Advanced Part 2.2 Draw

Add "Date/Time" from [Graph element window] — [Function Parts] for displaying current system time.

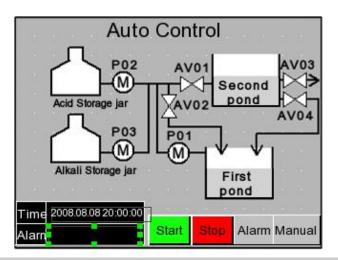


Set the attributes as follows:

Date	Display: YYYY.MM.DD
Time	Display: HH:MM:SS
Font Type	Vector Font
Font Attribute	Arial, 8, White
Graph	No use

Finally add a text of "Time" as shown in left figure:

Add "Event Bar" from [Graph element window] — [Function Parts] for rolling displaying alarm information



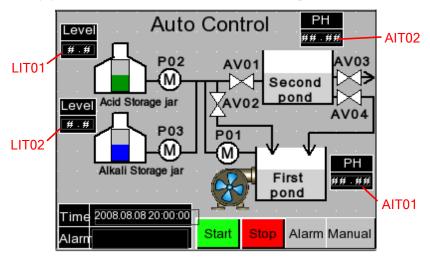
Set the attributes as follows:

Format	Event Trig Time
	Standard Time Format
	Extended Date Format
	Event Trig Date

Finally add a text of "Alarm" as shown in left figure:

# Edit "Auto Control" frame——Add Number Display component

Add 4 "Number Display" from 【Graph element window】— 【PLC Parts】 for display the liquid level of alkali(acid) storage jar and the PH value of first(second) neutralization pond.



Set the attributes as follows:

#### PH meter AIT01/AIT02

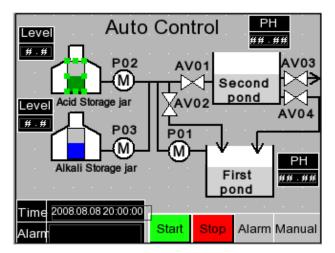
Read Address	AIW 0	AIW 5		
Data Type	Unsigned int			
Integer/Decimal	2/2			
Min/Max	0/1400			
Graph	No use			

# Liquid meter LIT01/LIT02

Read Address	AIW 4	AIW 6		
Data Type	Unsigned int			
Integer/Decimal	1/1			
Min/Max	0/50			
Graph	No use			

# Edit "Auto Control" frame——Add Bar Picture components

Add 2 "Bar Picture" from [Graph element window] — [PLC Parts] for displaying the liquid level of alkali(acid) storage jar



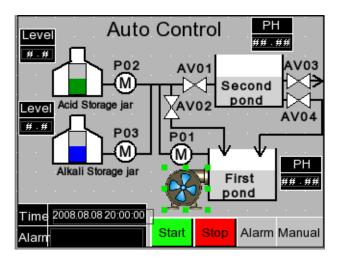
Set the attributes as follows:

Acid storage jar/Alkali storage jar

Read Address	AIW 4	AIW 6		
Border Color	Black			
Normal Color	Green/Blue			
Alarm Lower/Upper	Red/Yellow			
Minimum/Maximum	0/50			
Alarm Lower/Upper	5/45			
Graph	No use			

Edit "Auto Control" frame——Add Multiple State Display and Timer components

Add one "Multiple State Display" from [Graph element window] — [PLC Parts] for displaying the rotary of fan blade of air blower.



Set the attributes as follows:

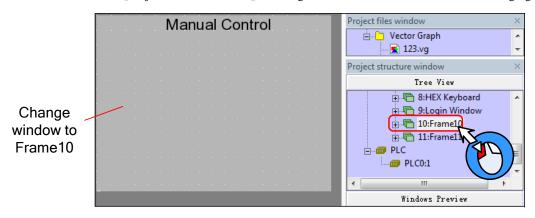
Read Address	LW 0
State Num.	3
Graph	Bitmap: fan-05.bg*

\*fan-05.bg is imported from [System Image Library] — [BG] — [Fan]

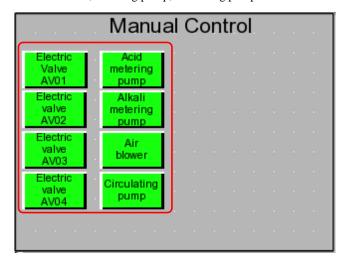
Add one "Timer "component from [Graph element window] — [Function Parts] for changing the state value of "Multiple State Display" component.

#### Edit "Manual Control" frame——Add Bit State Switch components

Click "10:Frame10" in [Project structure window] to change window to frame10 as shown in following figure:



Add 8 "Bit State Switch" components from [Graph element window] — [PLC Parts] for controlling the start and stop of electric valve, metering pump, circulating pump and air blower.



Set the attributes as follows:

Electric valve AV01/AV02/AV03/AV04

Air blower/Circulating pump/Acid metering pump/Alkali metering pump

Read/Write Address	Q1.0	0 Q1.1 Q1.2 Q1.3		Read/Write Address	Q0.0	Q0.1	Q0.2	Q0.3
Switch Type	Toggle			Switch Type	Toggle			
Tag	Use			Tag	Use			
Graph	Vector Graphics:Button3-15.vg		Graph	Vector Graphics:Button3-15.vg			3-15.vg	

# Edit "Manual Control" frame——Add Number Display components

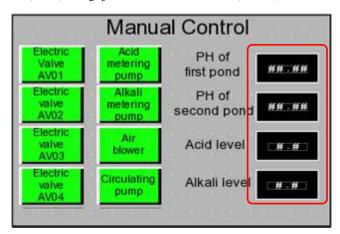
Add 4 rectangles as the background graph of "Number Display" components

Manual Control		
Electric Valve AV01	Acid metering pump	
Electric valve AV02	Alkali metering pump	
Electric valve AV03	Air blower	
Electric valve AV04	Circulating	

Set the attributes as follows:

Line Color	White
Background Fill Color	Black

Add 4 "Number Display" components from [Graph element window] — [PLC Parts] for displaying the liquid level of acid(alkali) storage jar and the PH value of first(second) neutralization pond



Set the attributes as follows:

PH value of first neutralization pond / PH value of Acid storage jar / Alkali storage jar second neutralization pond

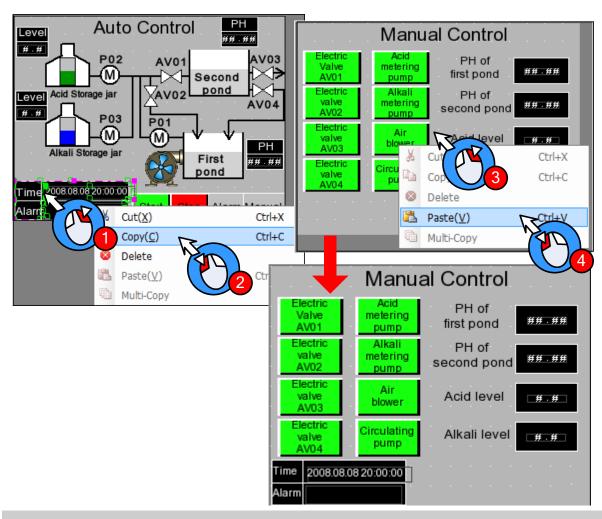
Read Address	AIW 0	AIW 2
Data Type	Unsigned int	
Integer/Decimal	2/2	
Min/Max	0/1400	
Graph	No use	

Read Address	AIW 4	AIW 6
Data Type	Unsigned int	
Integer/Decimal	1/1	
Min/Max	0/50	
Graph	No use	

Edit "Manual Control" frame——Add information bar

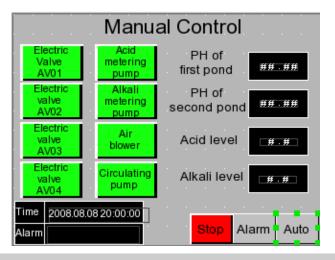
The information bar in "Manual Control" frame is the same as "Auto Control" fram. Therefore we can copy the information bar from "Auto Control" frame to "Manual Control" frame.

- ① Select all information bars in "Auto Control" frame and right click.
- 2 Click [Copy]
- **3** Change to "Manual Control" frame and right click.
- 4 Click [Paste]



Edit "Manual Control" frame——Add "Emergency stop" button and "Change window" button

Copy the "Emergency stop "button, "Alarm" button and "Manual Control" button in "Auto Control" frame and paste in this frame.



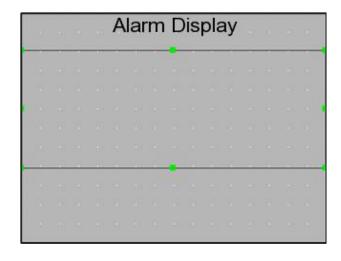
Double click "Manual Control" button to open the attribute box of [Function Key] and modify as follows:

Function Key	Change window[Frame0]
Tag	Use
	0: Auto Control
	1: Auto Control

Edit "Alarm Display" frame——Add Event Display component

Change window to Frame11.

Add one "Event Display" component from [Graph element window] — [PLC Parts] for displaying the triggered alarm information which have logined in "Event Information Logon"



Set the attributes as follows:

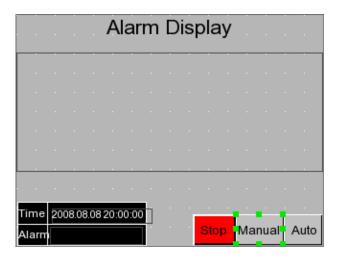
Read	LW1
Address	
Format	Sequence No.
	Event Trig Time
	Acknowledge Time
	Return to Normal Time
	Standard Time Format
	Extended Date Format
	Event Trig Date

Edit "Alarm Display" frame——Add information bar

The procedure is the same as **[Edit "Manual Control" frame——add information bar]** 

#### Edit "Alarm Display" frame——Add "Emergency stop" button and "Change window" button

Copy the "Emergency stop" button, "Alarm" button and "Auto Control" button in "Manual Control" frame and paste in this frame.



Double click "Alarm" button to open the attribute box of [Function Key] and modify as follows:

Function Key	Change window[Frame10]
Tag	Use; 0: Manual Control;
	1: Manual Control

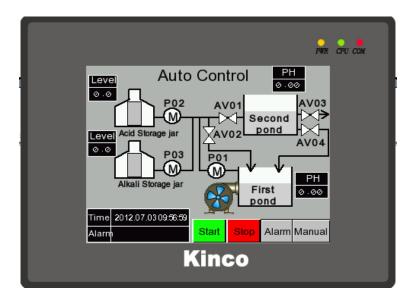
# 3.3.4 Save Project

Click the icon 🛅 in Basic Toolbar to save the project.

# 3.3.5 Project Simulation

After finishing project, user can simulate the project by "Off-line simulation" . The procedure is as follows:

- Olick the icon in System Toolbar to compile the project.
- 2 After compilation succeed, click the icon im System Toolbar to popup the dialog box of [EVSimulator]
- 3 Select the HMI need to compile and then click [Simulate] button to start simulation as shown in following figure:



#### 3.3.6 Download Project

The procedure of downloading project is as follows:

- ① Choose download way. Click the icon 💹 in System Toolbar to open the dialog box of 【Project Setting Option】
- **2** Select "USB" in [Download Device] (Herein we use USB for downloading)
- 3 Click [OK] button to close the dialog box of [Project Setting Option]
- 4 Click the icon in the System Toolbar, it will popup the dialog box of [EVDownload]
- **5** Select the HMI need to download and then click **[**Download**]** button to start downloading

#### 3.4 Project Folder Introductions

When we create a new project, it will generate specified folders automatically. In these folders, it will generate some files corresponding to the operation. The instructions of the files are as following table.

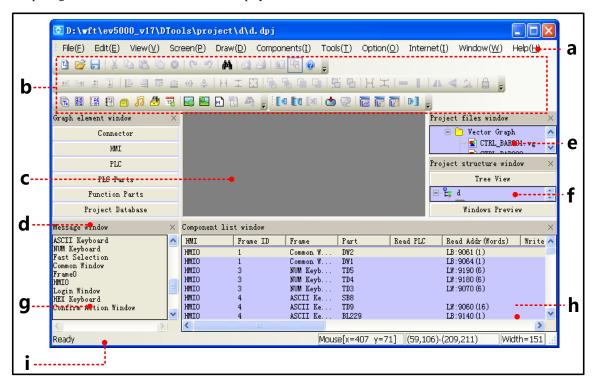
Name	Instructions
HMIn	"n" indicates number. All HMI used in one project will generate independent folder. This
	folder is used to store macro file and project file.
image	It is used to store initial picture of bitmap in project.
ProjBK	It is used to store the old project which is backuped by new software.
sound	It is used to store the initial file and convert file of the sound in project.
tar	It is used to store data files for project compilation.
temp	It is used to store the project which is stored at the last time.
vg	It is used to store the vector graphics and bitmap in project.
KHWindows.dat	System file
PLCGEDefaultProperties	System file
name.dpj	Project management file, opened by Kinco DTools.
name.bak	Data file backup by system automatically
name.pkg\.pkgx	Data package file generated by compilation, it is used for downloading to HMI.



# 1 User Interface

# 1.1 Interface Layout

After opening Kinco DTools, the main interface displays as below:



a. Menu bar b. Toolbar c. Configuration edit area d. Component library window e. Project file window f. Project construct window g. Compile information window h. Component list window i. Status bar

The main interface of Kinco DTools is composed by the following parts:

- Menu
- Toolbar
- Software window
- Edit area

#### 1.2 Menu

# 1.2.1 File Menu

- Save as: Save project to a new path.
- Project password: Set password for opening project.
- 4 files recently opened: The software automatically remembers most recently opened 4 files' name in the "File" menu to facilitate user open project directly.

Quit: Close the software, then software will prompt users to save unsaved project.

#### 1.2.2 Edit Menu

• Undo: Cancel the latest operation, and return to the state before this operation; redo: Redo the latest operation which

has been undone by the Undo operation.



Can only undo or redo one step, multiple steps of undo and redo is not supported.

- Find/Replace: Find/Replace component address or tag.
- Nudge: Left/Right/Up/Down: Move the selected component left/right/up/down by one pixel.
- Align: Left/Right/Top/Bottom/Vertical Midline/Horizontal Midline: Align the selected components.
- Size: Width/Height/Both: Set the selected components to the same width/height/ size.
- Layer: Set Top Layer/Set Bottom Layer/Previous Layer/Next Layer: Adjust the sequence of the multiple overlapped components.
- Group/Ungroup: Group/Ungroup multiple components.
- Same Horizontal/Vertical Space: Implement the equal horizontal/vertical space between multiple selected components.
- Align Horizontal/Vertical Center: Place multiple selected components in the horizontal/vertical center of the window.
- Flip Horizontally/Vertically/Rotate 90 Degree: Set the selected component to flip horizontally/vertically/rotate 90 degree.
- Select All Components: Select all the components in the frame.
- Show Grid: Display screen grid; Alignment Grid: Move by grid; Define the Grid Spacing: Self-define the screen grid space.
- Lock Component: Lock the components, then the components cannot be moved again.



The locked components support copy and paste.

Reset Toolbar: The toolbar restore to default state.

#### 1.2.3 View Menu

- Language: Quickly switch language 1,2,3,4.
- State: Quickly switch state 0,1,2,3.
- Zoom: 25%~300%; Normal Size: Display in proportion of 1:1.
- Display Component's Name: Whether or not display component's name.
- Attribute: Attribute of window or component.

#### 1.2.4 Screen Menu

- Add Frame: Add configuration window.
- Delete Frame: Delete configuration window.
- Frame Attribute: Open the attribute page of the current window.

- Copy/Delete Windows: Copy/Delete configuration windows.
- Edit Init Window: Edit starting up logo.

#### 1.2.5 Draw Menu

- Static Text: Add static text
- New Graphics: Add new graphics;
- Import Graphics Library: Import graphics of the system default image library.
- Group components: Use the group element; Save the group element: Save the group component to system library.
   components;
- Load Image: When creating a new bitmap graphic, single click [Load Image] to browse and import pictures.
- Transparent Color: To make the bitmap transparent.
- Multicolor-Gray switch: Single click [Multicolor-Gray switch] to switch between multicolor image and grayscale image.

#### 1.2.6 Components Menu

More details about components please refer to [Advanced Part 4 Component]

#### 1.2.7 Tools Menu

- Download Way: Selectable download way: USB/Serial port/Ethernet
- Recipe Editor: Open recipe editing window.

#### 1.2.8 Option Menu

- Project Path: Set the default save path for project.
- Compress big graph: Compress large bitmap size to reduce project size when quantities of bitmaps are used in the
  project.

#### 1.2.9 Window Menu

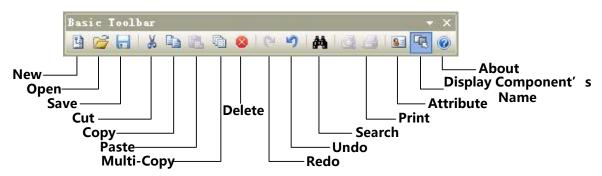
- Cascade: Arrange current opened windows in cascade sequence.
- Tile Horizontally: Tile current opened windows horizontally.
- Tile Vertically: Tile current opened windows vertically.
- Construct Window: Users configuration connection of HMI and PLC, as well set communication parameter in the window.
- HMI Edit Window: User editing window.
- Close All Window: Close the current opened project.

### 1.2.10 Help Menu

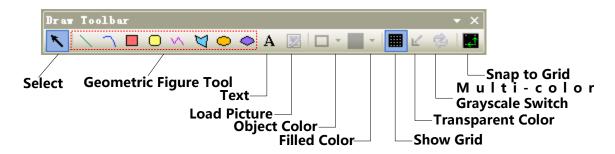
- Kinco DTools Manual: Kinco DTools user manual.
- Communication Connection Guide: Connection guide of Kinco DTools communicating with various PLCs and controllers.
- Version Information: Version information of the software.

#### 1.3 Toolbar

#### 1.3.1 Basic Toolbar

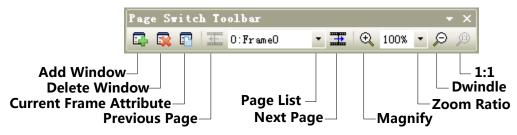


#### 1.3.2 Draw Toolbar

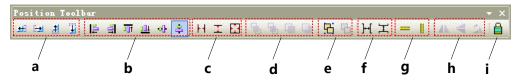


• Select: Single click [Select] icon to cancel the selected objects.

#### 1.3.3 Page Switch Toolbar

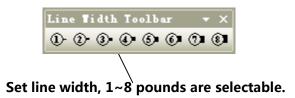


### 1.3.4 Position Toolbar

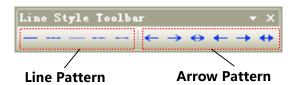


- a: Nudge Left/Right/Up/Down by one pixel
- b: Align Left/Right/Top/Bottom/Vertical Midline/Horizontal Midline
- c: Make Same Width/Height/Size
- d: Set Top/Set Bottom/Previous Layer/Next Layer
- e: Group/Ungroup
- f: Same Horizontal Space/Same Vertical Space
- g: Align Horizontal Center/Vertical Center
- h: Flip Horizontally/Vertically/Rotate 90 Degree
- i: Lock Component Position

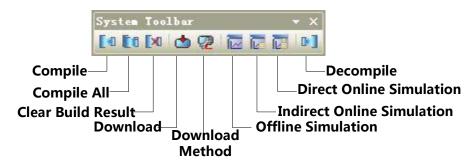
#### 1.3.5 Line Width Toolbar



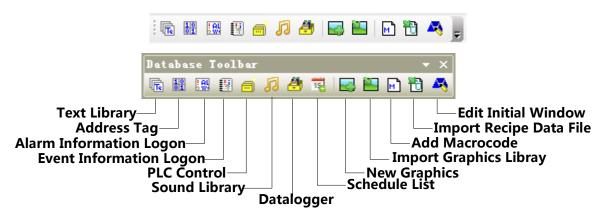
#### 1.3.6 Line Style Toolbar



#### 1.3.7 System Toolbar



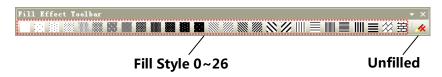
#### 1.3.8 Database Toolbar



#### 1.3.9 Code Edit Toolbar

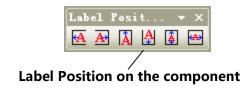
Code Edit Toolbar: Do not support currently.

#### 1.3.10 Fill Effect Toolbar



- Filled Style 0~26: when check [Window Attribute] [Use Background Color], there are 26 filled styles selectable. Filled style 0 indicates unfilled.
- Unfilled: When [Use Background Color] is checked, single click [Unfilled] to cancel fill color and filled style.

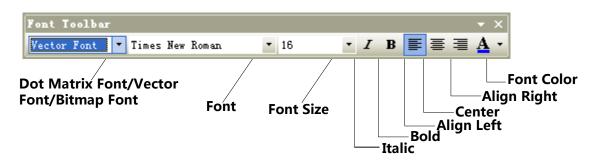
#### 1.3.11 Label Position Toolbar



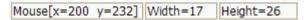
#### 1.3.12 State Switch Toolbar



#### 1.3.13 Font Toolbar



#### 1.3.14 Status Bar



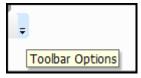
• **[Status Bar]**: Shows the current X, Y coordinate values of mouse position, width/height of the target object.

#### 1.3.15 Tip Text



• **Tip Text**: When mouse is hovering over toolbar icon, the responding tip text will display.

# 1.3.16 Toolbar Options



• 【Toolbar Options】: Single click the down arrow【Toolbar Options】, 【Display/hide panel】 will display for user to start closed toolbars.

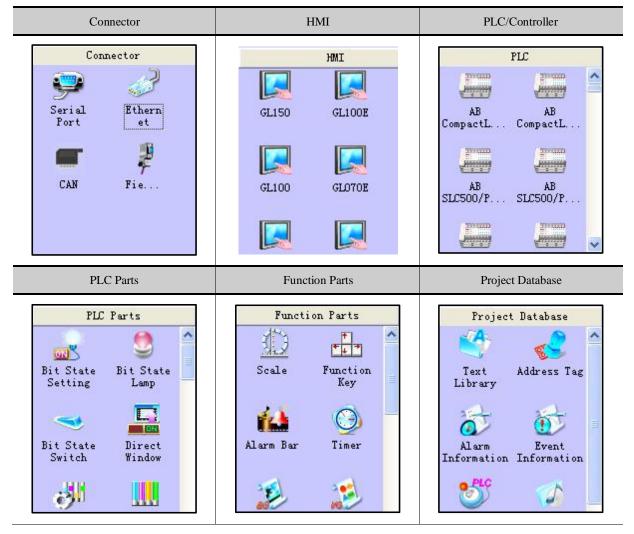
#### 1.4 Software window

Kinco DTools software windows include: Graph element window, Project files window, Project structure window, Message window, Component list window.

#### 1.4.1 Graph Element Window

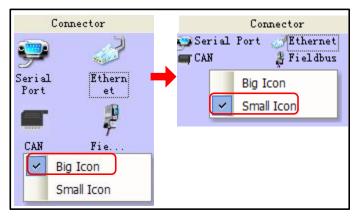
Graph element window is one of the most indispensable windows, which is mainly for supply configuration with devices, components and other design elements.

Graph element window is composed of the following 6 element libraries:

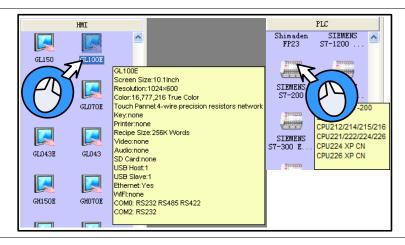




1. Right click on the Graphic Element Window to switch between big icon and small icon of parts:

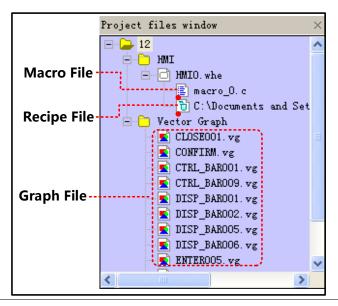


2. Hover mouse over icons of HMI or PLC to view information of the corresponding devices:



#### 1.4.2 Project Files Window

Project files window is for displaying all graphic libraries, macro files, recipe files and other information include in the current project.



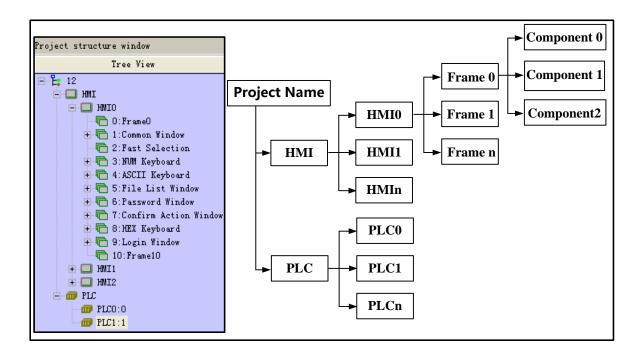


- Double click macrocode file in Project files window to open macro edit window and edit corresponding macrocode.
- 2. Double click graphic files in Project files window to open graphic edit window and edit corresponding graphic.

#### 1.4.3 Project Sstructure Window

Project structure window is for displaying all the elements in the current project by tree diagram or previews.

Tree structure: Displaying all the elements in the current project by tree diagram:





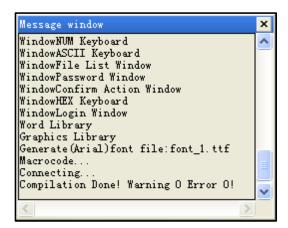
Click the project name in Project structure window to expand the topological structure; Click "HMIn" or "Frame n" to display the responding configuration window of the certain HMI; Click component to display configuration window which the component belongs to.

Preview: Display the frames of the configuration project in the form of thumbnail.



#### 1.4.4 Message Window

Message window displays information of the loaded projects and compilation results, in order to facilitate users accurately search the errors in the project.





Users could delete or export compilation information in Message window by right click.

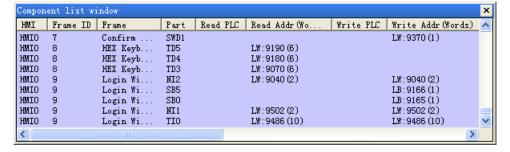


Clear message: clear all the compilation information shown in Message window.

Export message: export all the compilation information shown in Message window to the current project file, the exported file name is log.txt by default.

#### 1.4.5 Component List Window

Component list window is for check information of all the components used by current projects, including affiliated HMI/PLC, Frame No., component ID, address type, address and so on.





- 1. Open Component list window from the drop list of 【View】 Menu.
- 2. Double click the line of a component, then configuration edit window will change to the frame which the component belongs to.

#### 1.5 Configuration Edit Area

The windows can be opened in configuration edit area areas follows:

• Construct Window

Open Construct window by clicking "Construct Window" in [Window] menu or clicking project name in Project structure window.

• HMI Edit Window

Drag a HMI into the Construct Window, and then open HMI Edit Window by right clicking on the HMI icon and select "Edit", or clicking "HMI n" or "Frame n" in Project structure window.

• Graphic Edit Window

Open Graphic Edit window by creating a new graphic or by double clicking one graphic file in Project files window.

• Macro Edit Window

Open Macrocode Edit Window by creating a new macro or by double clicking macro files in Project files window.

• Edit Init Window

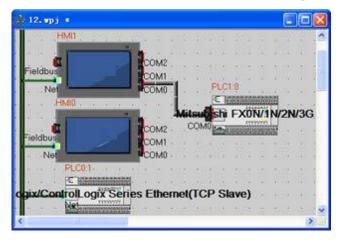
Enter the Edit Init Window by selecting HMI and clicking the icon of the Database Toolbar in Construct Window, or by clicking the in HMI Edit Window.



When multiple edit windows are opened, you can arrange the windows by "Cascade"/ "Tile Horizontally"/ "Tile Vertically" in [Window] menu.

#### 1.5.1 Construct Window

Users can configure communication connection between devices and set communication parameter in Construct Window.



Communication connection configuration

Drag devices and cables from [Connector]/[HMI]/[PLC] list of Graph element window into the Construct Window. Drag devices to connect with wire ends. To make sure the connection is established, drag devices, then the properly attached wire ends will move with the mouse.

#### Communication parameter setting

Double click icon of HMI or PLC to open 【HMI Attribute】 or 【PLC Attribute】.

Serial communication

Set serial communication parameter in 【COMX Setting】—【HMI Attribute】; Set communication parameters of PLC/Controller in 【PLC Attribute】.

> Ethernet communication

Set communication parameters of HMI or PLC/controller in [HMI Attribute] — [Network Device Setting] .

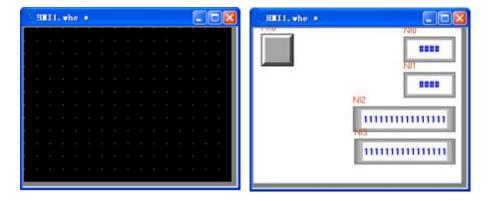
> Field Bus communication

Set communication parameters of HMI or PLC/controller in 【HMI Attribute】— 【Field Bus Setting】.

More details about communication please refer to [Advanced Part 14 HMI Communication]

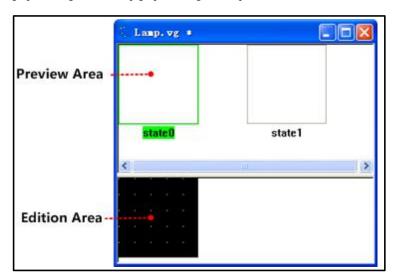
#### 1.5.2 HMI Edit Window

Design and edit project frames in the HMI Edit Window.



#### 1.5.3 Graphic Edit Window

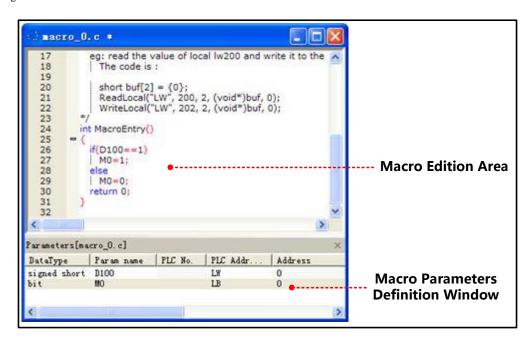
Users could edit vector graphics (.vg) and bitmap graphic (\*.bg) in Graphic Edit Window.



More details about graphics edit please refer to Advance Part 5.3 Graphic Library

#### 1.5.4 Macro Edit Window

In Macro Edit Window, users could write source code to realize such functions as operation and logic by using standard C language.



More details about Macro please refer to Advance Part 9 Macro

#### 1.5.5 Edit Initial Window

In Edit Initial Window, users could replace or edit the default initial window of HMI.



More details about initial window please refer to Advanced Part 2.8 LOGO Screen (Logo)

# 2 Basic Design Method

#### 2.1 Window screen

This chapter mainly introduces the specification of basic windows in Kinco DTools , and how to use and display them.

#### 2.1.1 Specification of window screen

Specification of new basic window:

Size (pixel) (width × height)	Max size (pixel) (width × height)	Min size (pixel) (width × height)	Number	
480×272	480×272			
800×480	800×480			
1024x600	1024x600	10×10	1~32768	
1024×768	1024×768			
1280x1024	1280x1024			

#### 2.1.2 Window Display Methods

Change window

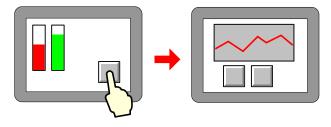
Window change is to shut down the current window (including the sub window) and open another appointed one.

This operation can be finished by the following two methods:

Use function key

Function key:[change window],fill a number in [window number]

You can change window though touch the function key.

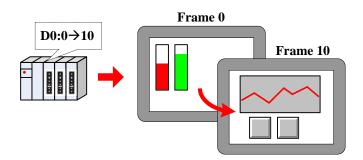


#### More information refers to Advanced Part 4.2.6 Function Key

Use plc control

"PLC control" :[change window],determine a control address,

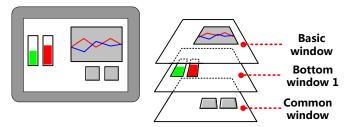
You can change window by changing the value in this address.



# More information refers to Advanced Part 4.15.5 PLC Control

#### Window overlay

Window overlay is to integrate some windows into one screen.



This function can be realized with two methods:

#### ➤ Bottom window

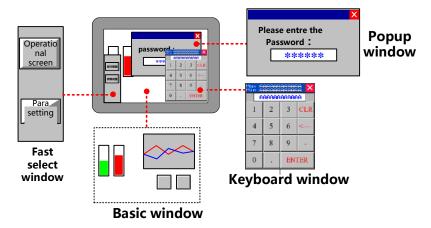
Double click at the space on the basic window, you can see [window attribute] frame. Once chosen as a bottom window, all the components on it will also show on the basic window.

Default common window:[1: Common Window], users also can define any other one freely. All the components on the common window will show on all the basic windows.

More information refers to Advanced Part 3 Window



- 1. 3 bottom windows can be used by one basic window at most
- 2. only one common window
- 3. Only components of bottom window or common window are shown on the basic window, excluding attribute settings like background color or frame color.
- Window overlay
- Window overlay is to integrate some windows into one screen.



This function can be realized with following methods:

#### Direct window

You can switch on or off to open or close popup the window. Its size is determined by the one of direct window. Keyboard window is direct window.

More information refers to Advanced Part 4.8.1 Direct Window

➤ Indirect window

By changing the value, you can open or close the specific window. Its size is determined by the one of indirect window.

More information refers to Advanced Part 4.8.2 Indirect Window

#### Function key

Function key:[Popup window] to open the specific window,[close window] to close it.Its size is determined by none but itself.

#### More information refers to Advanced Part 4.2.6 Function Key

#### Fast selection window

Default fast selection window [2: Fast Selection], users also can define any other one freely.

By click [Menu] on task bar, the fast selection window will display and it will shut down after click again.

it. Its size is determined by none but itself.

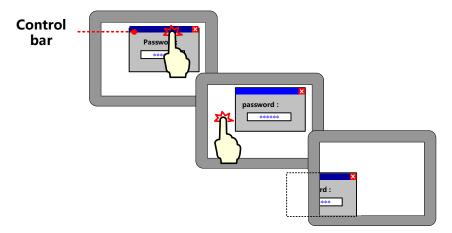
More information refers to Advanced Part 3 Window



- 1. No limit of popup window .But it's better to use much fewer or much RAM will not be released.
- 2. only one fast selection window

#### Window move

The place will be changed by using "control bar" of function key.



More information refers to Advanced Part 4.2.6 Function Key



Basic window cannot be moved ,only popup windows can.

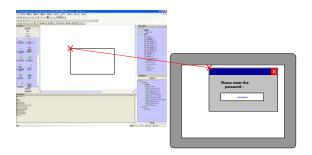
#### 2.1.3 Display Position

Different types of windows display in different styles:

Popup window by "direct window" or "indirect window"

> According to component position

The popup window will display where the "direct window" or "indirect window" is put.

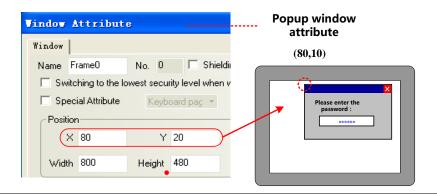


#### > According to setting value

Set [variable display coordinate], values or addresses determine the position of popup window (coordinate of top left corner point.

# • Function key [popup window]

Set values of "X", "Y" in [window attribute]-[position], they are the coordinates of the popup window.

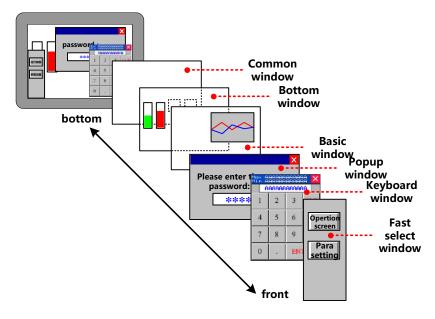




Its position cannot be changed when the screen is a basic window and it can only display full screen.

#### 2.1.4 Display Order

Different types of windows display on a screen in its order.



#### 2.1.5 Copy/Delete Windows

(1) copy window

Copy in Same project or different projects

Same project

Same project: same HMI or different HMIs

Same HMI

Copy things from frame A to frame B:

■ Right click [copy]

Right click the component on frame A, choose[copy], then change to frame B and paste it on it. By this way, only component is copied, not window attribute.

■ [copy/delete window]

Click[frame]-[copy/delete window], set "count", "source window", "destination windows", click "OK". By this way, all the components and window attribution are copied.

Copy across HMI

Copy across HMI can only realized by right click [copy].



[Screen]—[copy/delete window]: this copy operation across the HMI windows are not supported

Copy across project

When copy across different projects, you should open the related two projects with Kinco DTools, and then right click [copy].

(2) delete window

You can delete windows as belows:

• Right click [delete]

Right click the frame you want to delete under [project structure window], then it will be delete.



Windows are deleted one by one, multi-deletion is not supported.

• [copy/delete windows]

Click HMI you want to handle, click [screen]-[copy/delete windows-[delete window],[delete single window]can delete an appointed window,[delete multi-windows]can delete continuous-number windows.

More information refers to Advanced Part 3.3 Edit Window

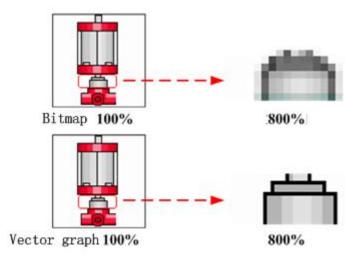
2.2 Draw

This chapter introduces Kinco DTools image format and picture drawing and using.

#### 2.2.1 Image Format

Kinco DTools mainly supports two format vg and bg. When createing a vector graph, its default format is vg, while createing a bit map, its default format is bg.

Differences between vector graph and bitmap is shown as below:



Specification of created graph:

Graph format	Max size(pixel) (width × height)	Min size(pixel) (width × height)	Graph types	State limit
Vector graph (vg)  Bitmap (bg)	320×240	2×2	line, round-corner rectangle, rectangle, ellipse, sector, broken line, curve, polygon and so on  Jpg, bmp, gif, png and so on	1~256

#### 2.2.2 Vector

[vector], in short, enlarge or narrow without distortion. Geometric figures which can be infinitely enlarged without color change and blurred are mostly in this form

In Kinco DTools, you can create vector graph through in two ways:

• Import from image library

Import graph you need from [image library]-[vector graph].

More information refer s to [Advanced Part 5.3.1 Import Grahpics]

- Use drawing tools in
- > Draw in picture edit window

Use component [vector graph].open window edition, draw as you need with drawing tools, save, exit edit window, a new vector graph is finished.

#### More information refers to [Advanced Part 5.3.2 Build New Graphics]

> Draw in configuration window

Draw in the edit window with drawing tools, right click the graph done, choose "save to the VG map", a new vector graph

# is finished

# More information refers to [Advanced Part 5.3.2 Build New Graphics]

Now we will introduce how to use drawing tools:



Choose an icon, drag in the edit area:



Graphic instrument	Drawing step
	<ul> <li>1 ~ 2 move mouse into edit area," +" shows</li> <li>up, press left on mouse and drag</li> <li>3 release at the position you prefer a line is finished</li> </ul>



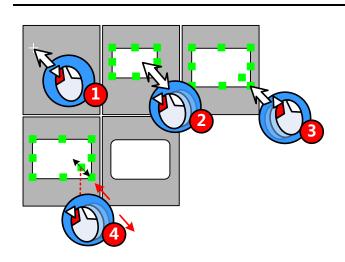
Graphic instrument	Drawing step	
1 2 3	<ul> <li>1 move mouse into edit area," +" shows up, press left on mouse and drag</li> <li>2 ,press left on mouse and drag</li> <li>3 release the mouse you can see a circle</li> <li>4 click at the start point</li> <li>5 click at the finishing point ,a curve is finished</li> </ul>	



Graphic instrument	Drawing step
2	<ul> <li>move mouse into edit area," +" shows up</li> <li>press left on mouse and drag</li> <li>release at the position you prefer a rectangle is finished</li> </ul>

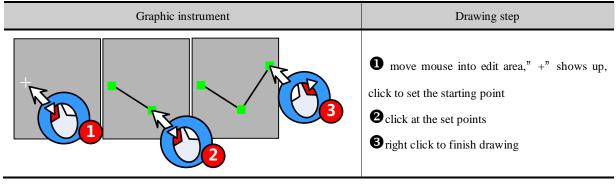


Graphic instrument Drawing s	tep
------------------------------	-----



- move mouse into edit area," +" shows up, click to set the starting point
- Press left on mouse and drag to the position you want
- **3** release the mouse, a roundrectangle is finished
- Point at the small green block on the bottom right corner, when the arrow turns two-ways, press left on mouse and drag, ou can change its radius.



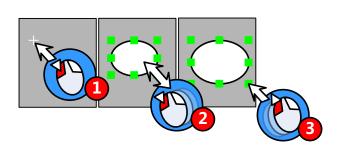




Graphic instrument	Drawing step
	<ul> <li>1~7 move mouse into edit</li> <li>area," +" shows up, click 7 times at 7</li> <li>points</li> <li>3 right click to finish drawing</li> </ul>

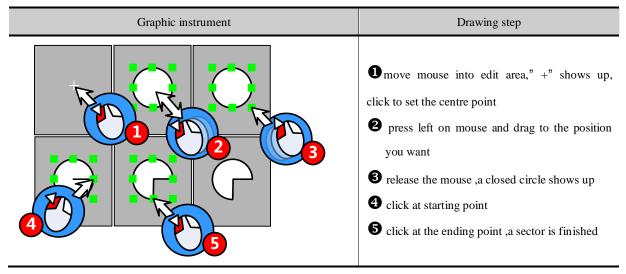
ellipse 🤷

Graphic instrument	Drawing step
--------------------	--------------



- move mouse into edit area," +" shows up, click to set the starting point
- 2 press left on mouse and drag to the position you want
- 3 release the mouse, a ellipse is finished
  With the same width and height ,a ellipse turns to
  be a circle





# 2.2.3 Geometric Figures Attribution

Attributions as below:

graphics	Graphic samples	Setting attribute
Line		line color, line style \ line width \ arrow style
Curve		line color、line style、line width
Rectangle		line color background fill color foreground fill color pattern fill fountain fill line style line width
RoundRectangle		line color background fill color foreground fill color pattern fill fountain fill line style line width

PolyLine	line color、line style、line width
PolyGon	line color, background fill color, foreground fill color, pattern fill, fountain fill, line style, line width
Ellipse	line color background fill color foreground fill color pattern fill fountain fill line style line width
Sector	line color background fill color foreground fill color pattern fill fountain fill line style line width

Users can modify attribute in two ways:

#### • Attribution frame

Double click the graph, modify in [graphics attribute]

#### • Tools bar

Choose the graph, modify its attribute through [drawing tools]/[ line width]/[line style]. In this way, you can only set line color\filled color\line width and line style.

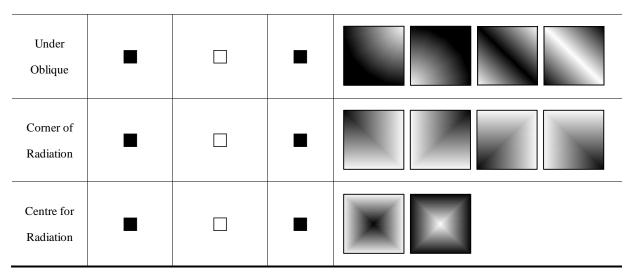
# 2.2.4 About Fountain Fill

The closed graphics can be set fountain fill.

Double click the graph, choose[fountain fill]choose the foreground fill color, background fill color line color.

#### Example:

Fountain	Foreground	Background Fill	Line	Deformation
Fill	Fill Color	Color	Color	
Horizontal				
Vertical				
Oblique				



#### **2.2.5 Bitmap**

[bitmap], in short, structured with pixel, enlarger or narrow with distortion. Bitmap is structured with pixel array and each has its own information. We can change the graph by dealing with every pixel.

In Kinco DTools, bitmap is created in two ways:

Import from image library

Import from[image library]-[BG]

More information refer s to [Advanced Part 5.3.1 Import Grahpics]

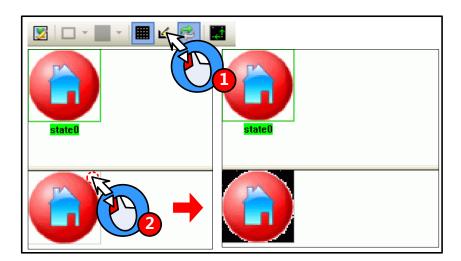
• Import pictures in forms of jpg, bmp, gif, png

Bitmap, open the edit window ,import pictures in forms of jpg, bmp, gif, png and so on, save, exit ,a new bitmap is created.

More information refers to [Advanced Part 5.3.2 Build New Graphics]

# 2.2.6 About Transparent Color

If a picture influences the aesthetic, users can deal with the pure color with [transparent] tool in drawing tools ...



<sup>&</sup>quot;Transparent" can only deal with simple actions, not suggested to use.

Besides, bitmap supports PNG format, so you can edit a picture with another editor and convert it into PNG form before import.



GIF and PNG form picture doesn't support transparent action

#### 2.3 Text

User can add the text for the component by the following way in Kinco DTools.

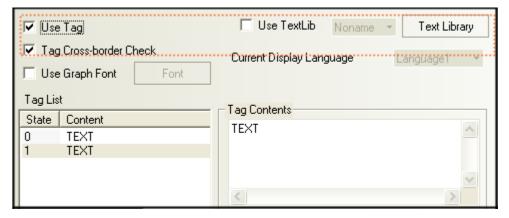
Set in Draw Toolbar.



Click the [A] icon in Draw Toolbar, and input the needed text content in [Text Attribute]-[Display Setting].

#### Position free

Set [Use Tag] or [Use TextLib] in the component attribute.



Select [Use Tag] in the [Tag] option in component attribute, and input the needed text contents in [Tag Contents], or select [Use TextLib], if there are TextLib logon in the project.

Only shown on the component

#### 2.3.1 Font Type

Kinco DTools provides 3 available fonts, i.e. dot matrix font, vector font and graph font. The advantages and disadvantages of these three fonts will be described as follows; users can select the suitable font type according to its characteristics.

#### 2.3.2 Dot Matrix Font

Dot Matrix font saves the bitmap for each character of the required Chinese character set. Each primitive (small picture) is spliced together to form a character string when it is used.

- Disadvantages of dot matrix font:
  - Only SimSun is supported.
  - > The scaling effect is poor.

For each character, 3 kinds of bitmaps (8×8, 16×8, 24×16 (height\*width)) are reserved respectively, so the effect is very poor when the larger font is displayed, as shown below:

Vord size	16	24	32	48	64	72
Exam	123	123	123	123	123	123

> full-width deal only for unASCII characters

Kinco DTools deals with ASCII characters as half-width ones, while unASCII as full-width ones. So if each character has different width, the intervals may be different:

# геоьёднснчщп

advantages of dot matrix font:

A smallest storage space is occupied by dot matrix font.

#### 2.3.3 Vector Font

Vector font intercepts the characters that are used by the user from the corresponding font library through checking the setup of the user-set fonts, and then makes them into TrueType font file (\*.ttf format) for HMI to use.

- Disadvantages of vector font:
  - > Only Support the TrueType installed in the operating system (\*.ttf format).
  - > Without selecting "Vector Fonts Edge Blur", the font is displayed with some projections, and comparison results as shown below:

# configuration

choose vector fonts edge blur

# configuration

not choose vector fonts edge blur

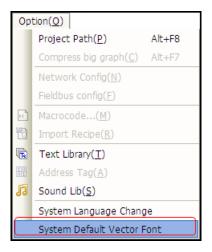


"Vector Fonts Edge Blur" can be set in [HMI Attribute]-[HMI Extended Attributes].

- Advantages of vector font:
  - A smaller storage space is occupied. It adopts the method of intercepting the matrix from the font file, thus reducing the size of the font file. For the same character in the same font, only one matrix needs to be intercepted regardless of the size, color, bold/italic styles.

- > The font size can be set freely without any deformation
- Support the alignment method for multiple-line text.
- > Text library can support the vector font.
- System default vector font setting

User can define the default vector font in [System Default Vector Font] in [Option].



[Example] Set System Default Font as "Arial", when using tag or text and select "Vector Font", it will select "Arial" by default automatically.

#### 2.3.4 Graph Font

Graph font treats the whole character string as a whole, and intercepts the whole bitmap and saves it in the project.

- Disadvantages of graph font:
  - A larger storage space is occupied. Because the character string saves as bitmap, so it needs a larger space. For example: Four characters "configuration" displayed in zero SimSun needs 1824 bytes, as shown below:

# configuration

In addition, the graph font should be intercepted again if the content, size or colors vary slightly, thus causing a linear increase in the occupied space.

- Text library can't support the graph font.
- Advantages of graph font:
  - > Support all installed fonts in current operating system.
  - > The scaling effect is good.

# 2.3.5 Text Attribute Edition

User can modify the font attribute through the following two methods:

Modify in the component attribute dialog box

Double-click component /text to set the font attributes in [Component Attribute]-[Tag] or [Text Attribute].

Modify in Font Toolbar

Selected component/ text, and then set the font attributes in [Font Toolbar]. This method can support multi-modify font

attribute.

Different font types support different font attribute to be modified, specific as below:

O: Support; --: Unsupport

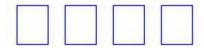
Font Attribute	Graphic	Dot Matrix Font	Vector Font	Graph Font
Common	A	0	0	0
Bold	A		0	0
Italic	A		0	0
Underline	<u>A</u>			0
strikeout	A			0
Size	AAA	0	0	0
Color	AAA	0	0	0

#### 2.3.6 Notes for Using Vector Font

Based on the special treating method for the vector font, the following conditions should be paid attention to when the vector font is used:

 $1. \ Some \ fonts \ may \ not \ support \ some \ characters, or \ have \ poor \ support \ effects.$ 

For example, the Chinese characters can be displayed by using Arial font, because there are no corresponding Chinese characters in Arial font library. Otherwise the effect will as shown below:



- 2. Because the dot matrix font and graph font have many disadvantages in the storage space and scaling etc, therefore, use the vector font as much as possible when it can meet the project requirements.
- 3. Avoid using too many fonts as much as possible.

It too many types of vector fonts (e.g. dozens or more) are used by the user, the number of font files will be too many, thus affecting the compilation speed, downloading speed and screen switching speed.

4. Use the common fonts in operating system as much as possible.

If a certain project uses "Microsoft Elegant Black" font when it is edited on PC, and when it is transferred to another PC where no "Microsoft Elegant Black" font exists for editing, then all the "Microsoft Elegant Black" characters used in the project will be changed to "SimSun" automatically.

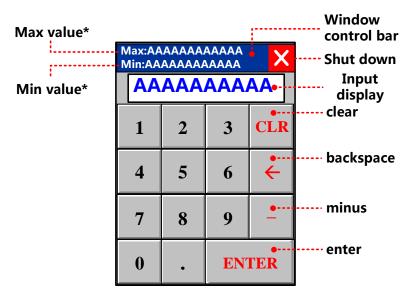
# 2.4 Keyboard

This chapter describes keyboard type and methods of calling keyboard in Kinco DTools.

#### 2.4.1 Keyboard Type

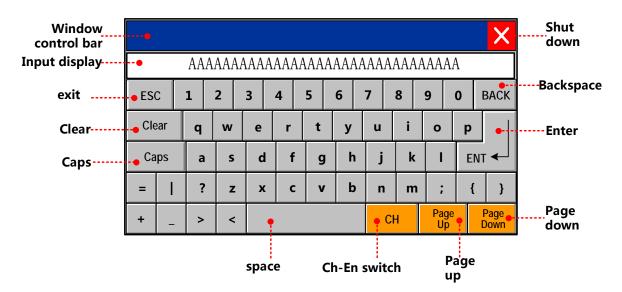
Kinco DTools support three keyboard for users: NUMERAL Keyboard、ASCII Keyboard and HEX Keyboard. And users can make own keyboard or use external USB keyboard.

• NUM Keyboard: NUM Keyboard for number input component.

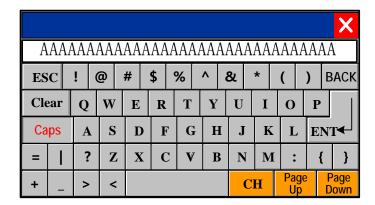


- ※ 1. The values shown here are max and min in Max/Min Value Setting in [Number Input Component Attribute]-[Numeric Data], Keyboard permission input value range is limited by the value.
  - 2. If [Proportion Conversion] is selected, the values shown here are max and min after proportion conversion.
- $\bullet \quad \text{ASCII Keyboard}: \text{ ASCII Keyboard for text input component or number input component.} \\$

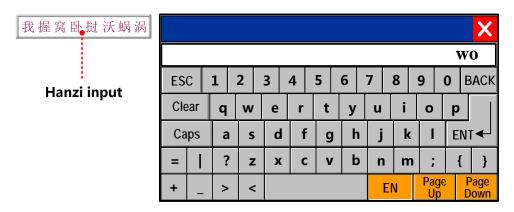
Lowercase:



Caps:

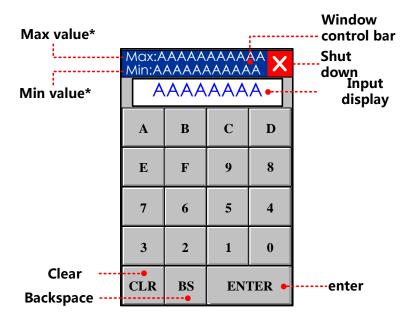


#### Chinese Input:



XSet Chinese Font Box Height in [HMI Attribute]-[HMI Extended Attributes], height range from 24 to 99 (pixel).

HEX Keyboard: for HEX character input



- ※1. The values shown here are max and min in Max/Min Value Setting in [Number Input Component Attribute]-[Numeric Data], Keyboard permission input value range is limited by the value.
  - 2. If [Proportion Conversion] is selected, the values shown here are max and min after proportion conversion.

More information refers to [Advanced Part 4.2.6 Function Key]

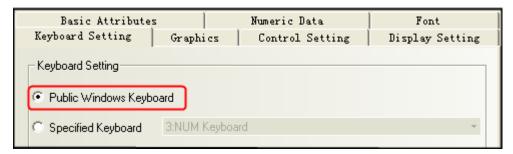
#### 2.4.2 NUM Keyboard

Through the following three methods, Number Input Component will pop up NUM Keyboard in Kinco DTools.

Use public windows keyboard

This method is system default.

Open [Number Input Component Attribute] - [Keyboard Setting] dialog box, and then select [Public Windows Keyboard], as shown below:



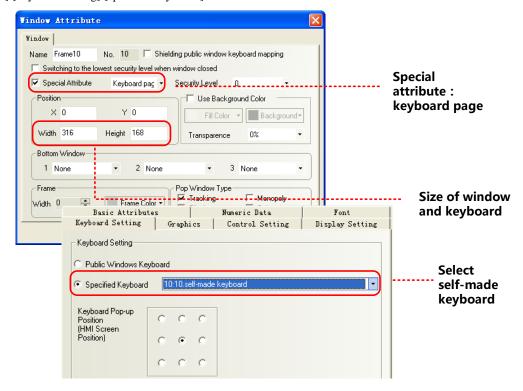
Put two "direct window" components respectively on the left and right side of [Frame 1: Common Window], choose [Frame 3: NUM Keyboard] in frame ID.

Take apart in the middle of a screen, when the components on the left side is triggered, the direct window on the right side will pop the keyboard, It's the same with the other side.

#### Use Specified Keyboard

This method can pop up keyboard made by user self.

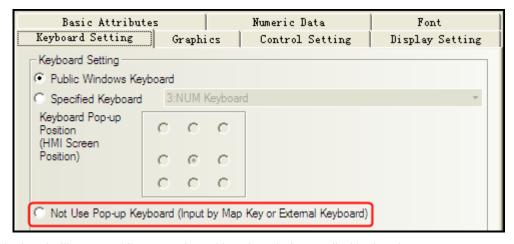
Use specified keyboard. Only after setting window attribute as "keyboard page" can you find the page in [input attribute]-[keyboard setting]-[specified keyboard].



#### Use external keyboard

This method need connect USB Host keyboard.

Open [Number Input Component Attribute] - [Keyboard Setting] dialog box, and then select [Not Use Pop-up Keyboard], as shown below:



No keyboard will pop up, while user can input things through circumscribed keyboard.



It is only applicable to the HMI supporting the USB HOST.

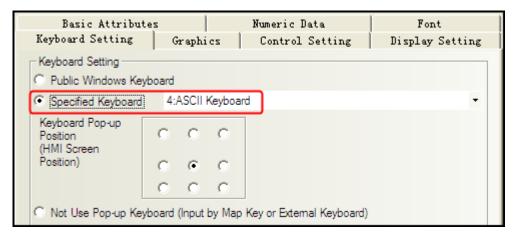
#### 2.4.3 ASCII Keyboard

Through the following two methods, Text Input component / Note Book component will pop up ASCII Keyboard in Kinco DTools.

Use Specified Keyboard

This method is system default.

Default keyboard:[Frame 4: ASCII Keyboard]





If you want to us your own keyboard, you should set it as a keyboard page ,and choose the frame ID of the keyboard window.

# Use external keyboard

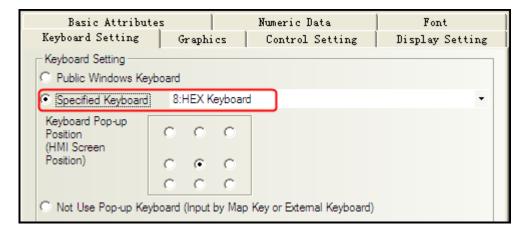
Same as number input, No keyboard will pop up, while user can input things through circumscribed keyboard.

#### 2.4.4 HEX Keyboard

When input hex number, you should make it with two methods as below:

#### Use Specified Keyboard

[number input attribute]-[keyboard setting]-[specified keyboard], choose[Frame 8: HEX Keyboard].





If you want to us your own keyboard, you should set it as a keyboard page, and choose the frame ID of the keyboard window.

#### Use external keyboard

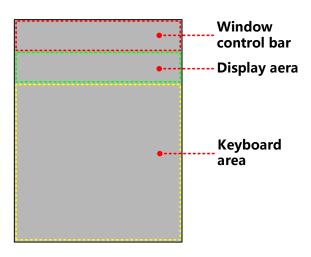
Same as number input

No keyboard will pop up, while user can input things through circumscribed keyboard.

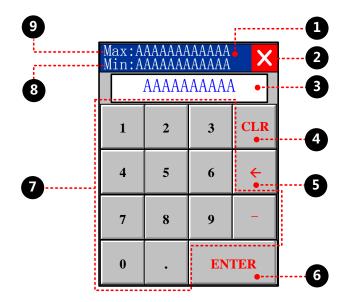
#### 2.4.5 Create your Own Mumber Keyboard

Num keys0-9, enter, delete and backspace

Determine the layout:



Create keyboard:



1 function key, move the window, attribute setting:

Function	Switch Window: Popup window title bar		
Graphics	State 0 State 1 Select Vector Graphics:		

**2** function key, close the window, attribute setting:

Function	Keyboard Function: Escape			
Graphics	Select Vector Graphics:	State 0	State 1	

**3** text display, display the characters, attribute setting:

Read address	LW 9070*1 (special register)
Data width	6

4 function key, delete, attribute setting:

Function	Keyboard Function: Clear
Tag	0: CLR; 1: CLR
Graphics	State 0 State 1 Select Vector Graphics:

**5** function key, backspace, attribute setting:

Function	Keyboard Function: Back Space	
Tag	0: →; 1: →	
Graphics	State 0 State 1 Select Vector Graphics:	

**6** function key, enter, attribute setting:

Function	Keyboard Function: Enter		
Tag	Sselect; 0: ENTER; 1: ENTER		
Graphics	State 0 State 1 Select Vector Graphics:		
function key, character input, attribute setting: take for example			
Function	Keyboard Function: Unicode		
Tag	0: 1; 1: 1		
Graphics	State 0 State 1 Select Vector Graphics:		
number display, display min value, attribute setting:			
Read address	LW 9190*2 (special register)		
Data width	6		
number display, display max value, attribute setting:			
Read address	LW 9180*3 (special register)		
Data width	6		

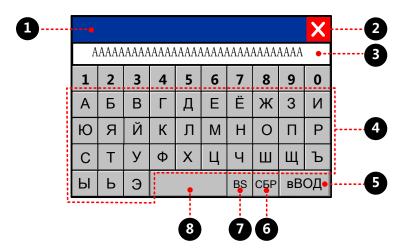
<sup>※ 1.</sup>LW9060 ~ LW9075 special registers, cache the latest input

- 2. LW9190 ~ LW9197 special register, min value display
- 3. LW9180 ~ LW9187 special register, max value display

# 2.4.6 Create your Oown Unicode Keyboard

Unicode uses two bytes to form a character, often used to display characters cannot display by ASCII, kanji for example.

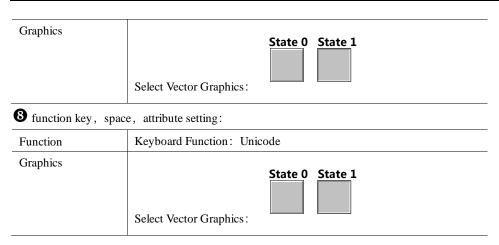
Take Russia as an example:



1 function key, move the window, attribute setting:

Function Switch Window: Popup window title bar
------------------------------------------------

	State 0 State 1		
Graphics	State 0 State 1		
	Salaat Vactor Graphics		
2 function key clo	Select Vector Graphics: use the window, attribute setting:		
Function	Keyboard Function: Escape  State 0 State 1		
Graphics	Select Vector Graphics:		
3 text display, disp	play the characters, attribute setting:		
Read address	LW 9060 (special register)		
Data width	16		
Unicode	choose		
function key, cha	aracter input, attribute setting: take II for example		
Function	Keyboard Function: Unicode		
Tag	0: И; 1: И		
Font	vector: Arial Unicode MS		
Graphics	State 0 State 1		
	Select Vector Graphics:		
function key, ent	ter, attribute setting:		
Function	Keyboard Function: Enter		
Tag	0: вВОД; 1: вВОД		
Font	vector: Arial Unicode MS		
Graphics	State 0 State 1 Select Vector Graphics:		
<b>A</b>			
	lete, attribute setting:		
Function	Keyboard Function: Clear		
Tag	0: CEP; 1: CEP		
Font	vector: Arial Unicode MS		
Graphics	State 0 State 1 Select Vector Graphics:		
function key, back	ckspace, attribute setting: :		
Function	Keyboard Function: Back Space		
Tag	0: BS; 1: BS		
Font	vector: Arial Unicode MS		
	- •		



#### 2.4.7 Call Keyboard in the Group Component Library

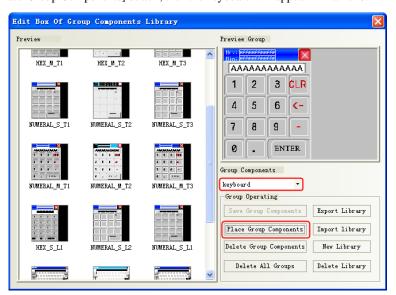
Kinco DTools provides 21 default keyboards in Group Components Library, the method of calling the keyboard in Group Components Library is as follows:

[example] number input calls a keyboard made of group (text input/note book) . [Example]

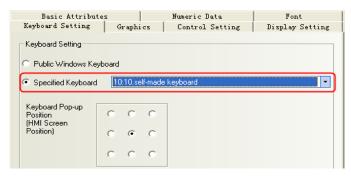
① Createe a new window named Frame 10, and select [Keyboard Page] from [Special Attribute] in Window Attribute.



**2** Right-click the mouse in the blank area in the Frame10 window to select [Group]-[Use the group element], then select [keyboard] from [Group Components] in [Edit Box of Group Components Library], and select the right keyboard from [Preview] and click [Place Group Components] button, then the keyboard will appear in Frame10.



- **3** Modify the window size of Frame 10 to the same size as the specified keyboard.
- 4 Place one number input component (LW0) in Frame0, and select [Specified Keyboard] in [Keyboard Setting] in [Number Input Component Attribute], select [10:Frame10].



**S** Save, compile, and run the project. Then click the number input component (LW0) to make the specified num keyboard pop up in the middle of HMI screen.

### 2.5 Code Type

Kinco DTools can support code type: BIN, BCD and LSB. User can select the correct encoding type according to the actual encoding type of data process.

#### 2.5.1 BIN

BIN (Binary) is binary code type. Most digital systems are based on BIN code to process the data

Code Type	Word data range	Dword data range
Signed BIN	-32767~32767	-2147483648~2147483647
Unsigned BIN	0~65535	0~4294967295

[Example]

15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0  $2^{15}$   $2^{14}$   $2^{13}$   $2^{12}$   $2^{11}$   $2^{10}$   $2^{9}$   $2^{8}$   $2^{7}$   $2^{6}$   $2^{5}$   $2^{4}$   $2^{3}$   $2^{2}$   $2^{1}$   $2^{0}$ 

Convert binary data 1001 0100 to decimal data:

**1001 0100** = 
$$1 \times 2^7 + 0 \times 2^6 + 0 \times 2^5 + 1 \times 2^4 + 0 \times 2^3 + 1 \times 2^2 + 0 \times 2^1 + 0 \times 2^0 =$$
**148**

#### 2.5.2 BCD

BCD (Binary Coded Decimal) is two-decimal code. The encoding type represents a decimal number 0 to 9 with 4-bit binary number. Example 9 (Decimal) =1001 (Binary).

As easy to deal with,often use for BCD switch and BCD nixie tube display 由

Code Type	Word data range	Dword data range
BCD	0~9999	0~9999999

#### [Example]

Decimal data is +123, the binary data is 0000 0000 0111 1011 (64+32+16+8+2+1=123). But BCD data is #123, it can be simply expressed as 0000 0001 0010 0011

Decimal data is -413, the binary data is 1111 1110 0110 0011(complement for negative number, negation adding 1). But BCD data is #F413, it can be simply expressed as 1111 0100 0001 0011

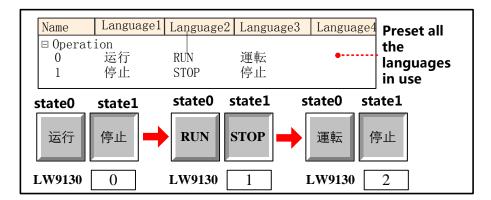
#### 2.5.3 LSB

LSB is the acronym of Least Significant Bit. This encoding type first converts the data in the buffer to binary data, and then determines the current state of component based on the number of consecutive "0" at the least significant bits of the binary dat. [Example] Take the data with word address for example:

Decimal	Binary	State
0	0000 0000 0000 0000	All bit are 0, the state is 16
1	0000 0000 0000 0001	The number of consecutive "0" at least significant bits is 0, the state is 0
2	0000 0000 0000 0010	The number of consecutive "0" at least significant bits is 1, the state is 1
3	0000 0000 0000 0011	The number of consecutive "0" at least significant bits is 0, the state is 0
4	0000 0000 0000 0100	The number of consecutive "0" at least significant bits is 2, the state is 2
5	0000 0000 0000 0101	The number of consecutive "0" at least significant bits is 0, the state is 0
6	0000 0000 0000 0110	The number of consecutive "0" at least significant bits is 1, the state is 1
7	0000 0000 0000 0111	The number of consecutive "0" at least significant bits is 0, the state is 0
8	0000 0000 0000 1000	The number of consecutive "0" at least significant bits is 3, the state is 3

#### 2.6 Language Switching

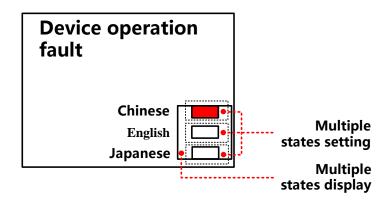
User can pre-register the content written in multiple languages to text library in Kinco DTools. The switching display among the multiple languages contents can be realized by modifying the value of special register, which refers to LW9130 in Kinco DTools.



For details about text library, refers to [Advanced Part 5.1 Text Library]

There are two following usages for switching display among the multiple languages by LW9130.

Use Multiple State Setting and Multiple State Display components.



Createe one Multiple State Display component, the attribute is:

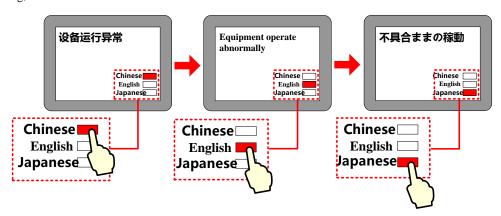
Read Address	LW9130 (HMI system special register)				
State Num.	3	3			
Tag	No				
Graphics Use vector graphic, createe one vector gr		tor graphic with 3 state			
	State 0 State1 State2				

Three multiple state settings stack up upon a multiple state display in corresponding order, attribute settings:

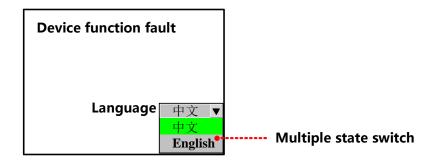
Write Address	LW9130 (HMI system special register)
Setting Mode	Set Constant
Set Value	0/1/2
Tag	No
Graphics	No

For details about component attribute, refer to [Advanced Part 4 Component]

When running, the effect is as shown below:



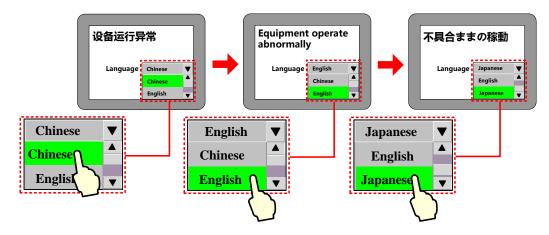
• Use Multiple State Switch



Createe one Multiple State Switch component, the attribute is:

Read/ Write Address	LW9130 (HMI system special register)	
Control Mode	Dropdown List	
State Num.	3	
Select/Background/Border Color	bright green/gray /lack	
Tag	Use; 0: Chinese; 1: English; 2: Japanese	
Graphics	No	

When running, the effect is as shown below:



## 2.7 RTC Set

G series HMI has real time (RTC) function, BIN coded format, for real time and date display. Once HMI is power off, battery is backup

In Kinco DTools, components with real time clock: time, event display, event bar, historical event display, historical data display, operation log, trend curve ,XY plot.

So when using components above, you should ensure the accuracy of time or you may get wrong information

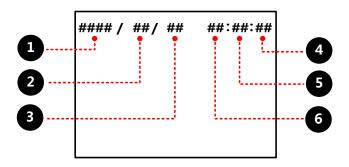
## 2.7.1 Through Special Registers

## LW10000~LW10006:

Special Register	Address Type	Code Type	Descriptions	
LW10000			Second, the effective value range from 0 to 59	
LW10001	WORD	BIN	Minute, the effective value range from 0 to 59	
LW10002			Hour, the effective value range from 0 to 23	

LW10003	Day, the effective value range from 1 to 31
LW10004	Month, the effective value range from 1 to 12
LW10005	Year, the effective value range from 2000 to 2037
LW10006	Week, the effective value range from 0 [Sun] to 6 [Sat]

 $[Example] set \ year, \ month, \ date, \ minute, \ second, \ use \ 6 \ number \ input \ components \ as \ shown:$ 



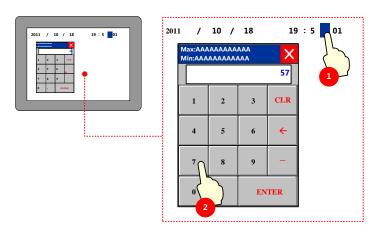
# **1023** attributes:

Read/Write	LW10005 (HMI system	LW10004 (HMI system	LW10003 (HMI system
Address	special register)	special register)	special register)
Integer	4	2	2
Min/ Max	2000/2037	1/12	1/31
Alignment	Left	Leading 0	Leading 0
Font Color	Black		
Graphics	No		

# 466 attributes:

Read/Write	LW10002 (HMI system	LW10001 (HMI system	LW10000 (HMI system	
Address	special register)	special register)	special register)	
Integer	2	2	2	
Min/ Max	0/23	0/59	0/59	
Alignment	Leading 0			
Font Color	Black			
Graphics	No			

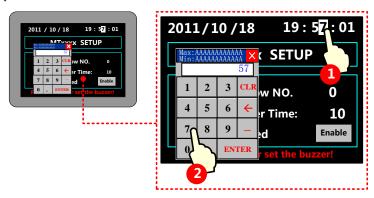
Input the real time to get the right time information:



#### 2.7.2 Calibrate System Time in System Setup Screen

Switch to system setting mode, modify time on this interface.

Take one HMI for example:



More infermationrefers to Hardware Part 3.1 Methods to Display System Setting Mode

#### 2.7.3 System Time and PLC Time Synchronization

There are two following way to make the system time and PLC CPU time synchronization:

• Use Data Transmission function of Timer component

In this way, we will use the Timer component to transfer the data in the time register of PLC to HMI system special register LW10000~LW10006.

For details about Timer component, refers to [Advanced Part 4.16.2 Timer]



Minimum execution cycle is 100ms, so there is an inevitable time deviation between HMI and PLC.

#### • Use The External Clock for Event

Only for trigger time and return to normal time of event (HMI time for acknowledge time).

Choose "use external time for event" - [HMI attribute]-[HMI extended attributes], related time will read from special registers: LW9010~LW9017, which get time by timer receiving from PLC CPU clock.

LW9010~9017:

Data Type	Code Type	Address	Descriptions	Address	Descriptions
		LW9010	Second, the effective value range from 0 to 59	LW9014	Month, the effective value range from 1 to 12
Word			Minute, the effective value range from 0 to 59	LW9015	Year, the effective value range from 1980 to 2079
WORD	D BIN	LW9012	Hour, the effective value range from 0 to 23	LW9016	Week, the effective value range from 0[Sun] to 6[Sat]
		LW9013	Date, the effective value range from 1 to 31	LW9017	Millisecond, the effective value range from 0 to 999



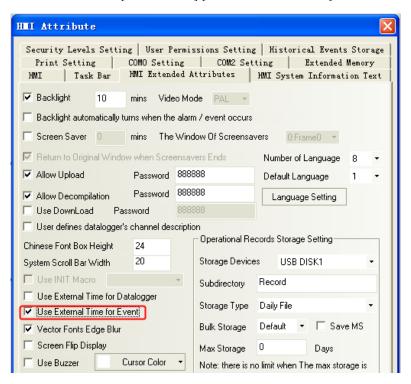
Minimum execution cycle is 100ms, so there is an inevitable time deviation between HMI and PLC.

#### [Example] Take FX3U PLC for example:

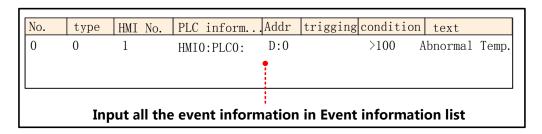
#### FX3U CPU clock

Addr. Type	Descriptions	Addr. Type	Descriptions
D8013	Second, the effective value range from 0 to 59	D8017	Month, the effective value range from 1 to 12
D8014	Minute, the effective value range from 0 to 59	D8018	Year, the effective value range from 1980 to 2079
D8015	Hour, the effective value range from 0 to 23	D8019	Week, the effective value range from 0[Sun] to 6[Sat]
D8016	Date, the effective value range from 1 to 31		

1 Select "Use External Time for Event" in [HMI Attribute]-[HMI Extended Attributes].



2 Add the needed event to Event Information List.



For details about event information logon, refers to [Advanced Part 4.15.3 Event Information]

**3** use a event display to display information written in event information list.

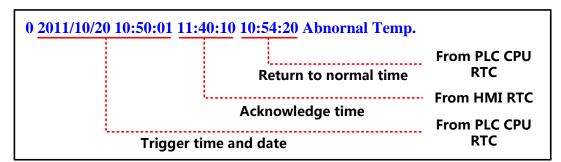
#### attribute:

Read Address	LW 0 (HMI Local Register)	
Format	Sequence No.	
	Event Trig Time	
	Acknowledge Time	
	Return to Normal Time	
Standard Time Format (H:M:S)		
	Extended Date Format (Y/M/D)	

4 use a timer to transport data from PLC to HMI

#### attribute:

Execution Cycle	1×100ms	
Data Transmission	Source Address	Destination Address
	SD 8013* (PLC register)	LW 9010 (HMI system special register)
Data Type	Word	
Data Transmission	6(word)	



## 2.8 LOGO Screen (Logo)

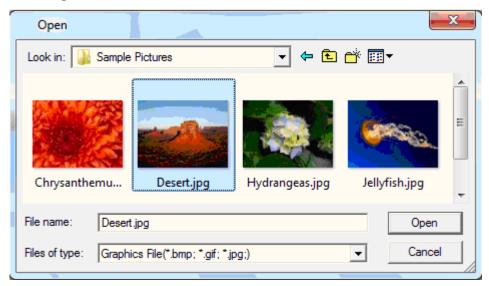
LOGO screen is the screen that appears during the startup of HMI. LOGO screen can be customized by users.

## 2.8.1 LOGO Screen Specification

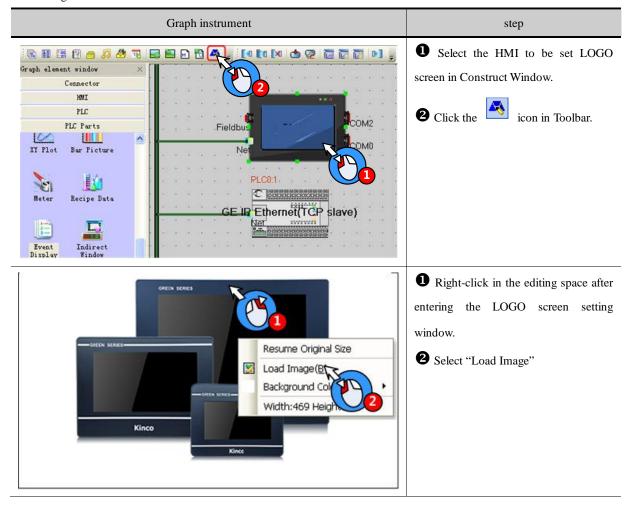
The specification of LOGO screen

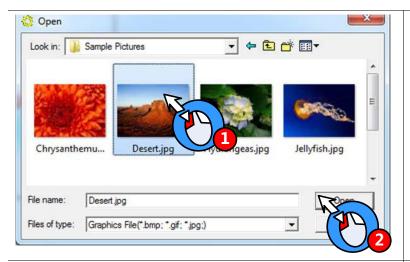
HMI models	Picture format	
G Series	Jpg, bmp, gif and so on	

#### 2.8.2 Init Screen Setting



• Change initial window:



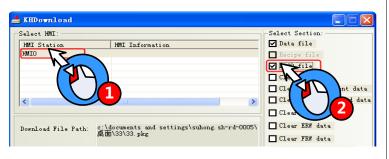


**1** There are will pop up [Open] dialog box, user can find the path of picture to be imported and select the picture.

2 Click [Open] button.



LOGO Screen is set successfully.



- HMI Click the icon in the toolbar, and pop up the [KHDownload] dialog box, then select the HMI to be downloaded the LOGO screen.
- Select the [LOGO file] and click the [Download] button that means the LOGO screen will be downloaded to the HMI.

The method for not showing LOGO:

Open [KDManager]-[Download Operate] and select "Unshow LOGO", then click the [Set] button. If the setting is successful, [Set Successfully] dialog box will appear. And then LOGO screen will not appear during the startup of HMI next time.

For details about KDManager, refer to [Advanced Part 8 KDManager].

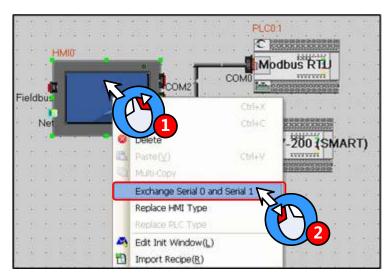
#### 2.8.3 Note for Using Init Screen

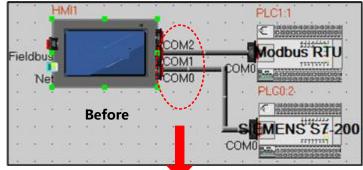
Pictures for initial screen should keep in allowed size.

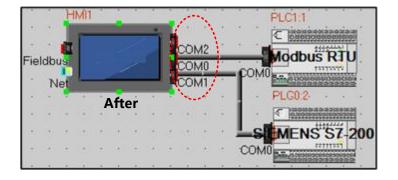
#### 2.9 Exchange Serial

By "exchange serial 0 and serial 1", all the devices connected to these two ports along with their parameters will be exchanged without bothering to reset.

In Kinco DTools construct window select the HMI which to exchange serial, right-click and select "Exchange serial 0 and serial 1", as shown below:









Exchange serial function is only applicable to COM0 and COM1, are not suitable for COM2

## 2.10 Replace Devices

In the industrial field, we often need to change devices. Kinco DTools has shortcuts to make it.



#### Note

HMI replacement must be carried out through the [Replace HMI Type] option, and if it is done by getting the original HMI deleted and then a needed HMI type created, the original project screen will be lost.

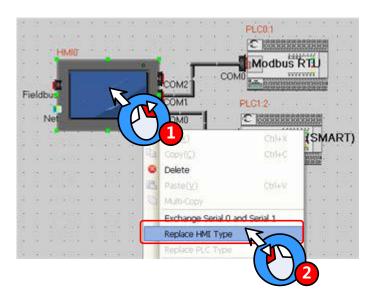


## Note

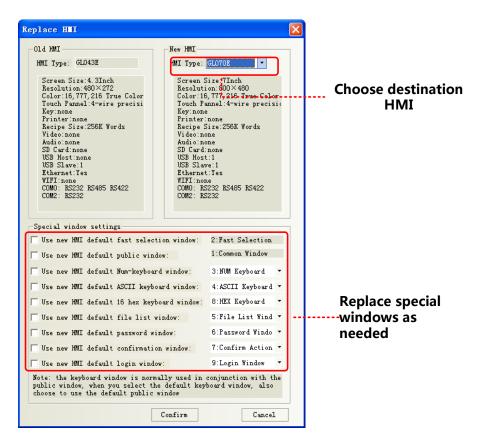
PLC replacement must be carried out through the [Replace PLC Type] option, and if it is done by getting the original PLC deleted and then a needed PLC type created, the PLC address type set in the original project will be replaced by the HMI local address.

## 2.10.1 Replace HMI

Select a HMI icon and right-click it in the Construct Window of Kinco DTools, and then click "Replace HMI Type", as shown below:



Then, the [Replace HMI Type] dialog box will pop up:



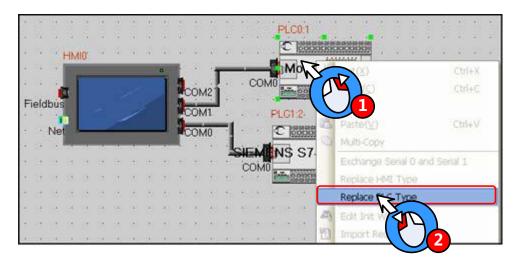
Choose the HMI you want in []new HMI]-[HMI type], If resolution ratio of the two differ a lot, it is suggested to choose all the special windows, or the old ones are in use. Click OK to finish.



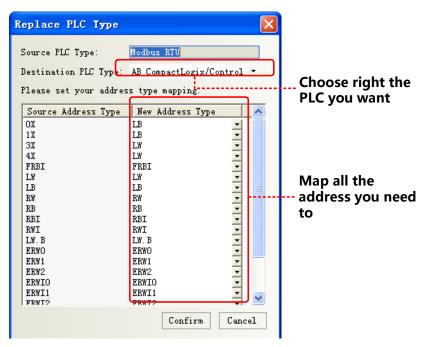
- 1. Replace a HMI with 3 serials with one with 2, you should connect the device to COM0 or COM1 if it is once connect to COM1.Otherwise ,replacement won't be allowed.
- 2. HMI with Ethernet can only replaced by one has too
- 3.Once the new HMI type doesn't support components in the old ones, all them will disappear automatically.
- 4. If resolution ratio of the two types are different size of component will be enlarged or narrowed, excluding word size..

## 2.10.2 Replace PLC

Select a PLC icon and right-click it in the Construct Window of Kinco DTools, and then click "Replace PLC Type", as shown below:



Then, the [Replace PLC Type] dialog box will pop up:



The user can select the replace PLC type in the pull-down list of the destination PLC type, and the user select new address types in address type mapping list according to the address type relationship between source PLC type and destination PLC type.

#### 2.11 Index Function

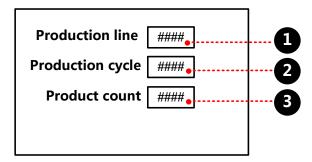
#### 2.11.1 Index Register

We can change operator address by changing value of a register .In this way; we call this register index register. Real address=initial address + value of index register. After using index register, only the real register value will be modified, not the initial one.

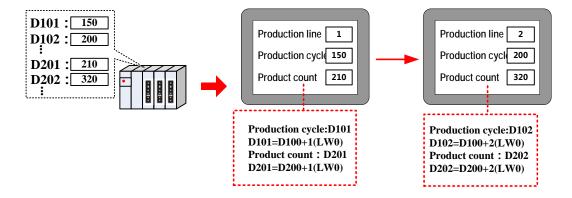


Some backgrounders including event information logon, alarm information logon, PLC control, macro ,trend curve, XY plot, oscilloscope do not have this function.

#### [Example]



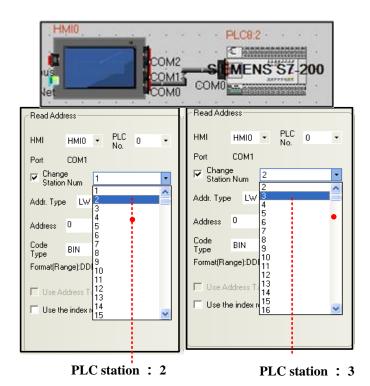
You can check all the product indicator data by input line number



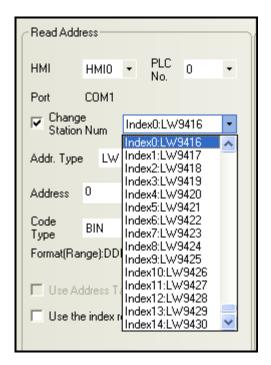
#### 2.11.2 Index Station Num

When HMI communicates with more than one PLC through one port, it usually needs to drag many PLCs on the screen. If there are a lot, it will be a little crowd. In order to avoid it, user can make it by [change station num.

When editing a project, only one PLC is dragged out, by change choose [change station num] in component attribute, you can switch to different station PLCs.



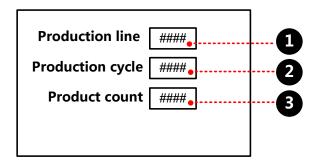
0 ~ 255 station ID, special registers LW9416 ~ LW9431





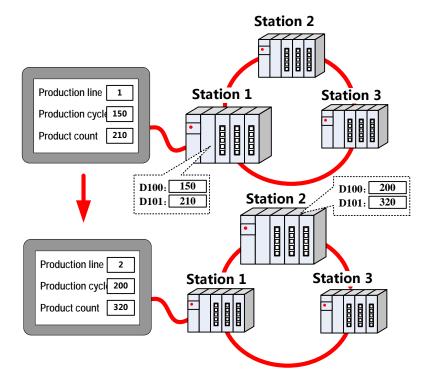
- 1. Some backgrounders including event information logon, alarm information logon, PLC control, macro, trend curve, XY plot, and oscilloscope do not have this function.
- 2. Special register index station ID, 16 different number devices to max on one screen .

[Example]



① Number input, attribute:			
read/write address	LW 9416 (special register)		
2 Number display, att	ribute:		
Read address	D 100 (PLC register)		
Change station num	Index0: LW9416		
3 Number display, att	ribute:		
Read address	D 101 (PLC register)		
Change station num	Index0: LW9416		

You can check all the product indicator data by input line number

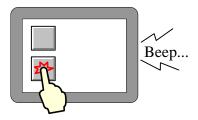


#### 2.12 Buzzer

Buzzer is built HMI body, and can issue a "beep" sound device. The buzzer is usually used for touch and alarm.

#### 2.12.1 Touch Beep

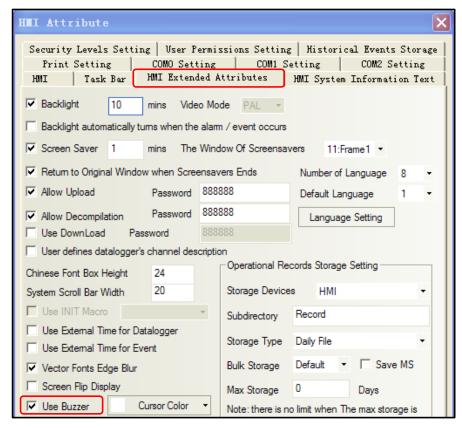
Touch beep means that when user touches the screen components, the buzzer will issue a "beep" sound.



Enabling and disabling the touch beep can be achieved through the following three ways:

Set in [HMI Attribute]-[HMI Extended Attributes]:

Check the "User buzzer" means that enable the buzzer sounds, as shown:

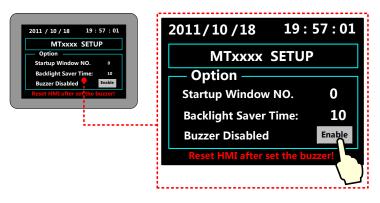


Save, compile and download to the HMI, then setting can take effect.

Set in system setting mode

Switch to system setting mode, and set the buzzer enable or disable.

Take a HMI for example:



#### More information refers to [Hardware Part 3 System Setting Mode]

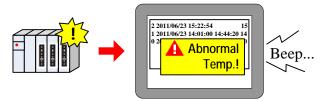
• Change the value of LW10012 to make buzzer enable or disable.

LW10012 Specific instructions as shown in table:

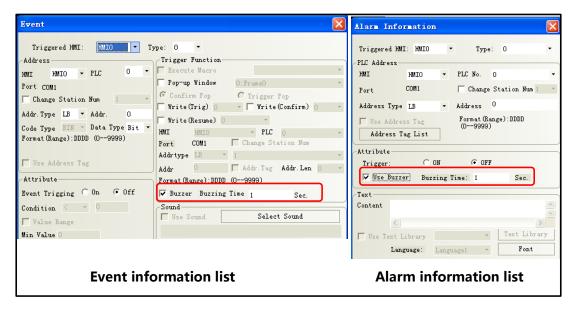
System Register	Descriptions
LW 10012	0:buzzer disable; 1: buzzer enable

#### 2.12.2 Alarm Beep

When item logon in the alarm information or event information is triggered, HMI will beep.



Choose "buzzer" as below:



Users can choose buzzing time raging from 1 to 65535, unit: second

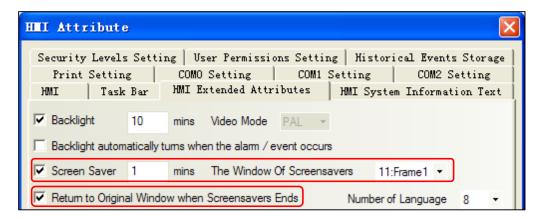
User should set value of LB9141 to shut off the buzzer:

Special register address	Specification	
LB 9141	ON: shut off buzzer, reset to 0	

#### 2.13 Screen Saver

Use a screen saver function can effectively prevent the screen in a important frame by inadvertently touch screen causes disoperation.

Screen saver function is enabled in the [HMI Attribute] - [HMI extended attributes]:



When the HMI screen in the set period of time without touched, the screen will switch to the specified window that screensaver window.

If the screen saver window is a non-fixed value, you can change the value of the special register LW9532 to change screensaver window number.



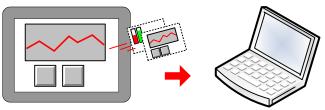
- 1. Screen saver time range from 1 to 65535, unit is minute; if set to 0, it means does not use the screen saver function.
- 2. Check the "Return to original window when screensavers ends", which means that when the system enters screen, if there are touch-screen operation, the system will switch back to the previous window into screensavers. Uncheck it means to continue to stay in the screensaver window, you need to set window switching element to switch screen.

#### 2.14 Password Setting

Kinco DTools security function includes project protect, screen protect and component protect.

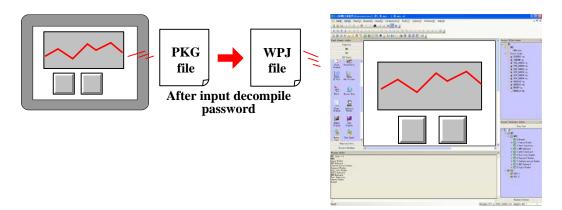
#### 2.14.1 Project Protection

- project protection: before you can open a project ,you should input password
- Project password protection:
- Upload protect: before uploading ,you should input a password
- Project upload projection:



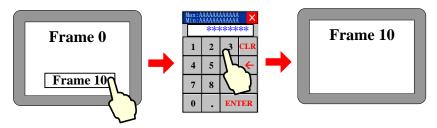
After input upload password

- Project decompile protection:: when turning pkg\.pkgx into wpj, you should input a password
- Project decompile protection:



#### 2.14.2 Screen Protection

You can set security levels or user permissions to limit operator from entering some important windows.



#### security levels to protect screen

Set number of security levels and relevant password in [HMI attribute]-[security levels].

There are two ways:

Take window A switching to window B for example:

## ➤ Window security level

Window security level is set to 0(default), Window B security level is set to 1, then window A can be switched to window B when the system security level is equal or up to 1. So user must input the 1 or up 1 level password before switching the window.

#### About password window:

User can pop password window with the help of direct window, while function key will be used to switch the state of it.

User can also create a new window or call the system one[Frame9:Login Window].

#### > Set the control authority

Set control setting to the component changing window. Choose "conditional enable" in [attribute]-[control setting]-[Touching enabled setting], select "security level", set minimum level:1(or higher than 1). Then only users whose level is not less than 1 can operate this component.

#### screen protection through user permission

You need first to assign authority in [HMI attribute]-[user permissions setting]

Then you can set control setting of a component to implement this function.

Choose "conditional enabling" in [HMI attribute]-[control setting]-[touching enabled setting], select "permission control", "select permission": 1 (for example).

Only user who has permission 1 can use this component. User can input its name and password to get the permission.

About login window:

User can also create a new window or call the system one [Frame9: Login Window].

#### 2.14.3 Component Protection

In Kinco DTools, you can limit others to operate some important components by set security levels or user permissions.



In two following ways you can protect components from being used without allowance:

- Through Security Level
- Through Permission Control

For details about password, refers to [Advaced part 10 Password]

#### 2.15 Data Encryption

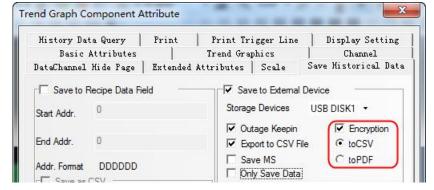
For the data stored in the external memory - USB disk\ SD card, data encryption function can be used to limit the user to make modification, editing and so on to the data files as CSV format.



- 1. If the [data decryption] operation is not performed to the CSV file generated for the component using [Data Encryption], the illegible characters will be displayed in the opened CSV file.
- 2. If the data is decrypted through KDManager, the CSV file or PDF file can only be opened for viewing instead of modifying or editing.
- 3. If the encrypted file is modified by someone intentionally, the error prompt will appear during the [Decompile] operation in KDManager, making the damage of source file informed to the user.
- 4. The components supporting [Data Encryption] function are trend curve, XY plot, historical data display components.

Take the setting method of [Data Encryption] for sampling data file of the Trend Curve as example:

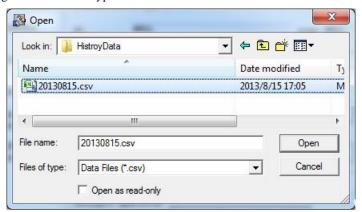
(1) [Trend graph component attribute] - [Save historical data] - Select [Save to external device] - Select [Data Encryption].

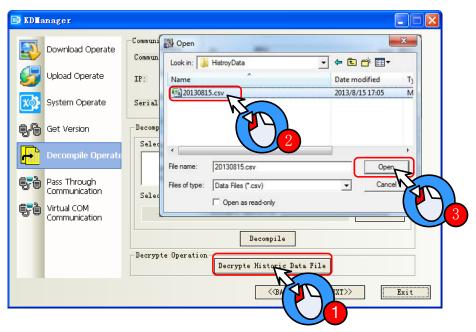


(2) The illegible characters will be displayed in the generated CSV file after the encryption if it is directly opened.

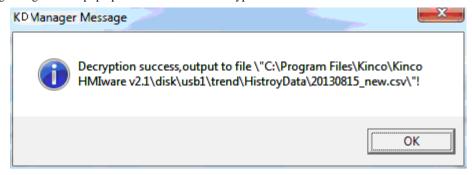


(3) Open the KDManager software to decrypt CSV file.





The following dialog box will pop up after the successful decryption.



The display effect of the CSV file decrypted successfully is as shown below.

	A	В	С	D	E
1	TIME	CH0			
2	10:57:37	10			
3	10:57:38	20			
4	10:57:39	30			
5	10:57:40	40			
6	10:57:41	50			
7	10:57:42	60			
8	10:57:43	70			
9	10:57:44	80			

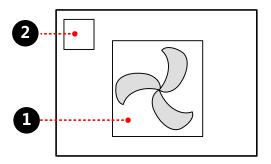
#### 2.16 Animation Effects

In Kinco DTools, user can make the screen more vivid by using animation effects in three ways:

• using multiple state display component

By frequently switching some static pictures ,you can see a continuous effect .

[Example]multiple state display making animation effect of an air blower



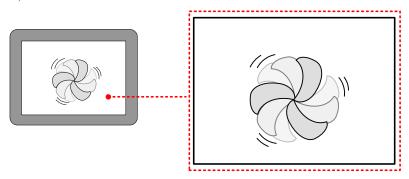
1 multiple state display, making animation effect of an air blower, attribute:

Read address	LW 0 (HMI local register)	
Move type	3	
Graphics	State0 State1 State2  Vector graphics:	
2 timer, change values of multiple state display, attribute:		

		-		
Ex	ecution Cycle	1×100ms		

State Setting	Mode	Periodical JOG++ (circle)
	Date Type	word
	Asc value	1
	Upper	2
	Addr. Type	LW 0 (HMI local register)

When the project is run, the effect is as shown:

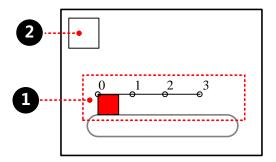


More information refers to [Adcanced Part 4.3.2 Multiple State Display]

## • Animation

By changing values, component can move from one position to another, so user will see a continuous action effect.

[Example]ambition making conveyer belt effect



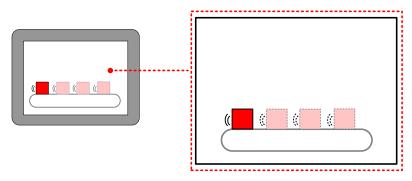
# **1** ambition, attribute:

Read address	LW 0 (HMI local register)
Graphics	State0 Vector graphics:

# 2 timer, change values of presupposed path, attribute:

Execution Cycle	1×100ms	
State Setting	Mode	Periodical JOG++ (circle)
	Date Type	word
	Asc value	1
	Upper	3
	Addr. Type	LW 1 (HMI local register)

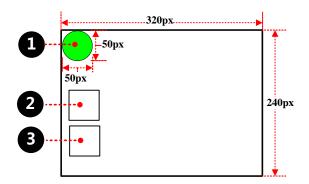
When the project is ran, the effect is as shown:



## More infermation refers to [Advanced Part 4.12.1 Animation Components]

- Moving component
  - By changing values, component can move from one position to another, so user will see a continuous action effect.

[Example] moving component making ball moving effect



• Moving component property is set to:

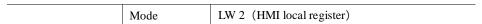
Read address	LW 0 (HMI local register)
Move type	X & Y axis
Graphics	State 0 Vector graphics:

2 Timer element, used to change the X-direction coordinate values of moving element, property is set to:

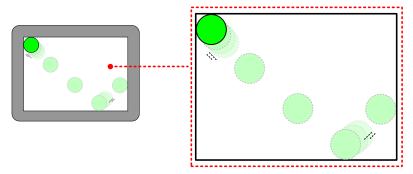
Execution Cycle	2×100ms	
State Setting	Mode	Periodical Bounce (turnover upon limit)
	Date Type	word
	Step	1
	Upper	0
	Lower	270 (320-50)
	Addr. Type	LW 1 (HMI local register)

**3** Timer element, used to change the Y-direction coordinate values of moving element, property is set to:

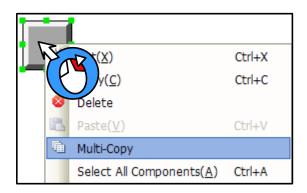
Execution Cycle	3×100ms	
State Setting	Mode	Periodical Bounce (turnover upon limit)
	Date Type	word
	Step	1
	Upper	0
	Lower	190 (240-50)



When the project is ran, the effect is as shown:

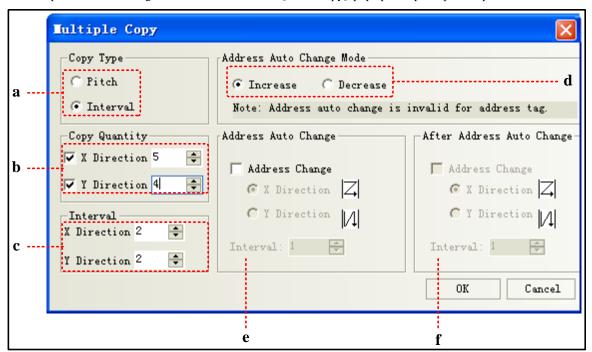


#### 2.17 Multi-Copy

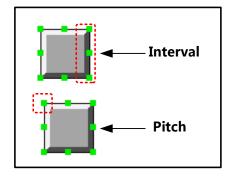


The method of multi-copy:

Select components, click the right mouse button and select [Multi-Copy], pop up multiple copies Properties window.



a: Interval makes the right border of the component as the start point to perform the copy. Pitch makes the 1<sup>st</sup> point in the upper-left corner of the component as the start point to perform the copy.



b: Copy quantity: Duplication elements quantity

c: Interval: The distance between the duplicated elements, in pixels

d: Increase/ Decrease: Address Increase or decrease

e: Address auto change: Integer bit register address auto increase or decrease

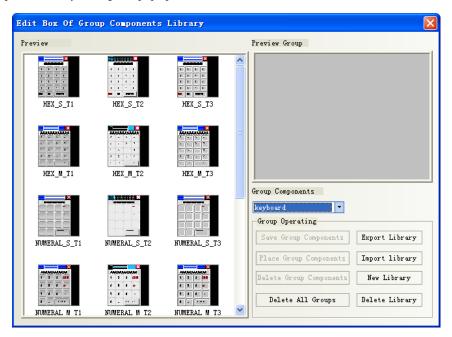
f: After address auto change: The register address after the decimal point auto increase or decrease

#### 2.18 Group

Several components or the graphics are combined together and saved into the Group Components Library, thus making them called by other projects conveniently.

The format of Group Components Library is \*.pgl.

- How to open [edit box of group components library]
  - ➤ Click [Draw] menu-[Group components]-[use the group element]
  - > Right-click the mouse in the blank space of the window, select [Groups]- [use the group element], then the [edit box of group components library] dialog will pop up, as shown below:



Name	Description	
Export Library	Make the [Group Components Library] saved in the path defined by the user for convenient	
	import.	
Import Library	The default path of group components library is the userlib directory under the installation	
	path of Kinco DTools, and the user can also import the group components library from the	

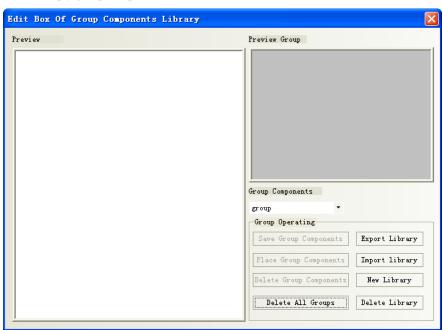
	self-defined path. Click [Import Library], and select the required group components library	
	in the path corresponding to the saved group components library, then click [Open] to add	
	this group components library to the group components library of the current project.	
New Library	Click [New Library] button will make the dialog pop up, and the user can put the name of	
	this new created group components library in it. The default path to save the group	
	components library is the userlib directory under the installation path of the software.	
Delete Library	Delete the group components library opened currently.	
Delete All Groups	Delete all the graphics in the group components library opened currently.	
Delete Group Components	Delete the selected graphics in the group components library opened currently.	
Place Group Components	Place the selected group graphics in the group components library opened currently into the	
	screen edited currently.	

[Example]: How to add group graphics to a new created group components library is described as follows:

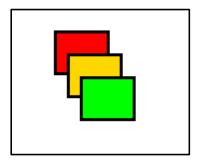
(1) Click [use the group element] in [Group components] in [Draw], and click [New Library] after the Edit Box of Group Components Library pops up, and input "group" as the name of the group components library in the group component library name dialog box, as shown below:



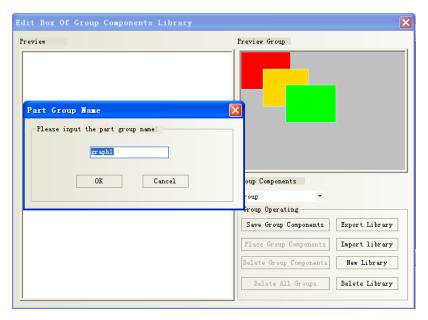
Click [Enter] to create an empty group components library as shown below:



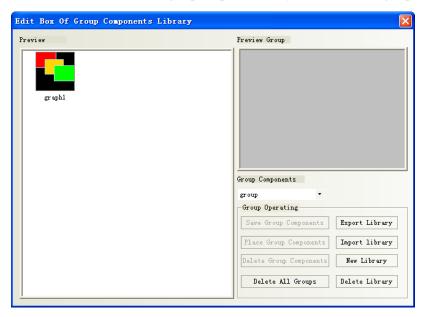
(2) Place 3 rectangles in the screen, as shown below:



Selected these 3 rectangles, and right-click the mouse to select [Group]-[Save the group elements], and then click the [Save Group Components] button in the Edit box of Group Components Library dialog box to make the following dialog box popup.



(3) Input "graph 1" in the Part Group Name dialog box, and then click [OK] button, then these 3 rectangles with the name of [graph 1] will be added into the new created group components library with the name of [group], as shown below:



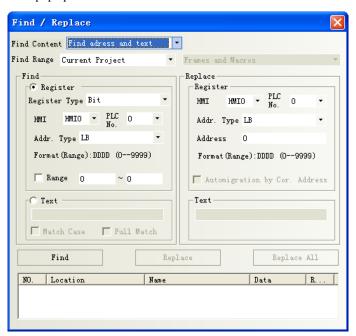
(4) If there are other group components to be added into the group components library with the name of [group], the

operation method is the same as that mentioned above. And you just need to select [group] in the Group Components Library list as the path to save it.

## 2.19 Find /Replace

- Click [edit] menu-[find/ replace]
- Click the icon on toolbar
- Press the PC keyboard shortcuts "CTRL" + "F"

The following dialog box will pop up:



Name	Description			
Find Range	Current Project	All the frames, macros, background database in HMI will be searched.		
	Background	Only the background database components, such as event information logon, alarm		
	Database	information logon, trend carve etc. will be searched.		
	All HMI	Frames and Macros	Frames and Macros All the frames and macros in current project will be searched.	
		All Frames	All the frames in current project will be searched.	
		All Macros	All the macros in current project will be searched.	
	Current HMI	Frames and Macros	All the frames and macros in the selected HMI will be searched.	
		All Frames	All the components in all the frames in the selected HMI will be	
			searched.	
		Current Frame	All the components in the current frame in the selected HMI will	
			be searched.	
		All Macros	Only all the macros in the current HMI will be searched.	
Find	Register	Register Type	It means to find the device with Bit type or Word type.	
		Addr. Type	It represents the device type and device address in the controller	
			where the search is performed. Checking "Range" means the	
			search will be performed in the set range of address.	
	Text	Unselect match	It means the judgment of the case of the characters and the	
		case/ full match	consistency in the whole text will not be done during the search.	
		Match Case	It means the match of the case of the characters in the text to be	

		searched is required.		
	Full Match	It means the match of the text to be searched in the whole text is		
		required.		
Replace	After this option is set, the device type	and address found according to the set conditions will be replaced by		
	the specified device type and address. "Automigration by Cor. Address" in the Replace part will take			
	effect once the "Range" in Find part is selected. If "Automigration by Cor. Address" is not selected, the			
	replace address is the same; while if "Automigration by Cor. Address" is selected, the replace address is th			
	consecutive address which will automatically deviate by making the set replace address as the start address.			
	When the above parameters are set, if the "Find" button in the dialog box is clicked, the search of address			
	meeting the condition will be performed the window locating in the Find Range. If the component is for			
	then No., Location, Name and Data wi	ll be displayed in the bottom white box. When the component		
	meeting the requirements is found, the	screen will automatically switch to the position where this component		
	locates and the attribute dialog box for	this component will pop up after this component is double-clicked.		
	Clicking "Replace" or "Replace A	ll" means the found component meeting the conditions will be		
	replaced by the component with the ad	ldress type and address set in the "Replace" part.		

# 3 Window

Window is the basic element for HMI project, each screen is made of some windows. With window, you can place the various components, graphics, texts displayed on the HMI screen.

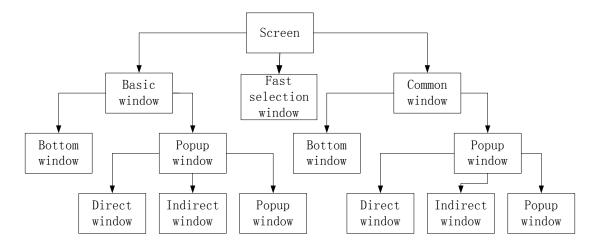
## 3.1 Window Types

According to the different of the function or using ways, there are 3 types of windows: Basic Window, Common Window and Fast Selection Window. The Basic Window after its size is changed can also be used as pop-up window. All the windows can be used as the bottom window. Specific descriptions are shown as below:

Window Types	Descriptions
Basic Window	This window is the most commonly used window. When Basic Window is changed by using [Function
	Key]-[change window] or [PLC Control]-[change window] function, the current screen will be cleared
	(All the windows rather than Common Window and Fast Selection Window will be cleared.), and the
	Basic Window to be changed will be displayed in the current screen. When the component in Basic
	Window calls the pop-up windows, the Basic Window is always on opening status, and the original
	information will be reserved, and the called pop-up window will be attached to the current Basic
	Window. The master-slave relationship is between Basic Window and all of related pop-up windows.
	When Basic Window N is switched to Basic Window M, all of the sub-windows of Basic Window N
	will be closed while Basic Window M and is sub-windows will be displayed.
Fast Selection	This window is the window called by the operation buttons, is generally used to place the commonly
Window	used buttons. And it will be always displayed in the screen until the operation button makes it hidden.
	The default Fast Selection Window is Frame 2. You can modify the other window as Fast Selection
	Window in [HMI Attribute]-[HMI Extended Attributes]-[Fast Selection Window].
Common	The components in this window will be displayed in the other window, but does not include Pop-up
Window	Window. Usually each window shared or the same components will be put in Common Window. The
	default Common Window is Frame 1. You can modify the other window as Common Window in [HMI
	Attribute]-[HMI Extended Attributes]-[Public Window].
Bottom Window	This window is generally used to put some common components such as background graphics, charts,
	and titles and so on. Using this window, you needn't to edit the some components repeatedly. The
	components in Bottom Window will be inserted into the general window during, and in fact window
	isn't displayed at all.
Pop-up Window	All the Pop-up windows are attached to the current Basic Window. The windows closed by the function
	key only can close Pop-up window, direct window or indirect window, can't close Basic Window. The
	direct window, indirect window, [Event Information Logon]-[Pop-up window] and [Function

Key]-[Popup window] all belong to the Pop-up window.

One screen can include Basic Window, Fast Selection Window, Common Window, while every Basic Window or Common Window can include many Bottom Windows and Pop-up Windows. The relationship between them is shown as below:



\* The pop windows by Event information logon and Function key setup

The number of windows in each project is limited as follows:

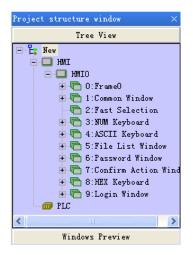
Window Type	Default Window No.	The largest number of windows
Basic Window	0	The window No. ranges: basic window 0, 10 to 32767
Common Window	1	1
Fast Selection Window	2	1
Bottom Window		Up to 3 bottom windows can be set for each window.
Pop-up Window		Unlimited until the memory runs out



- 1.As once opened, the popup window won't release the RAM unless closed, it is suggest to use it as few as possible.
- 2. The same window can be opened once by one related window, therefore you can't open the same window by 2 or up direct window/indirect window in the basic window.
- 3. All the Pop-up windows are attached to the current basic window, so when the current window is switched to the other Basic Window, the Pop-up window will be closed. In this case, if the window is switched back to this Basic Window, you will find that the Pop-up window originally attached to this window still exist; otherwise you use the [Close window] function of function key.
- 4.A popup window in the common window does exist until shut down with the Function key [Close window]
- 5. Fast Selection Window supports the Pop-up window.
- 6. Use Basic window rather than Popup window, Indirect window or direct window which may slow down the communication speed.
- 7. The actual largest number of Basic window and Popup window is related to HMI's RAM.

## 3.2 System Default Window

A new project has 10 default windows as seen in the Project structure window as follows:



#### Default windows description:

Window number	Window name	Description
0	Frame0	Basic window, default initial window
1	Common Window	Common window, two popup windows used to pop default keyboard. Do not delete these two windows or the keyboard is unavailable.  Attention: Devices used in every window can be put in it
2	Fast Selection	Fast Selection, used in coordinate with [Fast selection window] in HMI attribute
3	NUM Keyboard	NUM Keyboard, default keyboard
4	ASCII Keyboard	ASCII keyboard, backup
5	File List Window	File List Window, used in coordinate with [Input/Export] in Function key
6	Password Window	Password Window, used in coordinate with File List Window
7	Confirm Action Window	Confirm Action Window, pop up when [Control setting]-[Operator confirm] is chosen For details, refer to [Advanced Part 4.1.7 Control Setting Option]
8	HEX Keyboard	HEX Keyboard, backup
9	Login Window	Login Window, pop up when [Control setting]-[Conditional enable]-[Security level]-[auto show login window] is chosen  More information refer to [Advanced Part 10 Password]



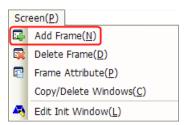
- 1. Default Frame 0~9 no deletion
- 2.Device address and attribute in Frame1-9 cannot been modified, or they may not be in normal use. You can only change the text set

#### 3.3 Edit Window

#### 3.3.1 Window Add

A new project has 10 system default windows. User can add some new windows, and there are 3 methods to create a new window.

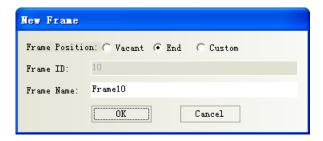
• Click the [Add Frame] in [Screen] menu.



- Click the icon of [Add Window] in [Page Switch Toolbar].
- Select the HMI0 to right click in Project Structure Window and select [Add Frame],



Click [Add Frame], and the [New Frame] dialog box will pop up.



Specific descriptions are shown as below:

Na	me	Descriptions	
Frame	Vacant	When the existing windows are not in a continuous order, the new window will automatically insert	
Position		in the first vacant place.	
	End	The new frame will automatically be numbered next to the existing last number. Default choice.	
	Custom	The new frame number can be defined freelyfrom10 to 32767 without duplicating the existing	

		number.
Frame ID New frame number. When the Frame position is [Vacant]or[End], this option is unavailable.		New frame number. When the Frame position is [Vacant]or[End],this option is unavailable. Only
		when it is [Custom], you can modify it.
Frame Na	me	Ether default or custom

After [New Frame] setting, click [New], a new frame is created.

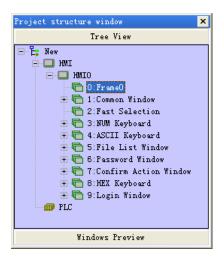
#### 3.3.2 Window Opening

There are 4 methods to open the window after the window is created.

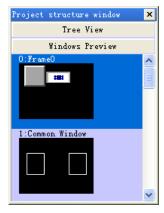
Select the window in the pull-down menu in [Page Switch Toolbar].



- Click the icon of [Previous page]/[Next page] to open the window. The previous window can be displayed by clicking the icon, and the next window can be displayed by clicking the incon.
- Click the window ID in [Project Structure window]-[Tree View].

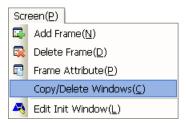


• Double-click the window ID in [Project Structure window]-[Windows Preview].



## 3.3.3 Window Copy/ Multi-Windows Copy

> Window support the function of copy and multi copy. Click the [Copy/Delete windows] in [Screen] menu to copy window.



Click [Copy/Delete windows] and the following dialog box will pop up:



Specific descriptions are shown as below:

Name		Descriptions	
Operation Type	Copy window: count	Select the function of Copy window and set the count	
Source Windows	Copy Single Window	Set the starting source copied window ID	
Param Setting	Copy Multi-Windows	Set the starting source copied window ID and the end source window ID,	
		from window M to window N will be copied at the same time.	
		Set the starting destination windows ID. The end destination window ID	
Destination windows ID Setting		will increase automatically according to the copied number and the number	
		of the source window, can't be modified.	



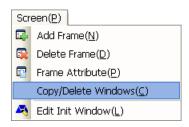
The destination window ID mustn't be the existing window ID.

## 3.3.4 Window Deletion/ Multi-Windows Deletion

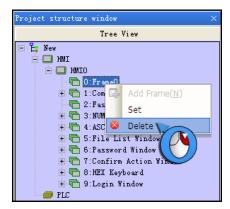
Delete the current window

There are 4 methods to delete the current window:

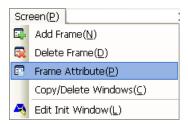
➤ Click [Delete Frame] in [Screen] menu.



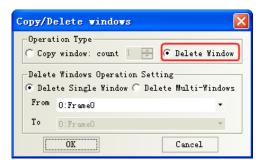
- ➤ Click the icon of Delete Frame in [Page Switch Toolbar]
- ➤ Right click the selected window in [Project Structure window]-[Tree View], select [Delete].



- > Selected the window in [Project Structure window]-[Tree View], and press the [Delete] key of PC keyboard.
- Delete custom window
  - > Click the [Copy/Delete windows] in [Screen] menu to delete window.



> Click [Copy/Delete windows] to pop up the [Copy/Delete windows] properties dialog box, and select [Delete Window].



Specific descriptions are shown as below:

Name	Descriptions
------	--------------

Operation Type	Delete Window Select the function of delete window.	
Delete Window	Delete Single Window	Set the starting deleted window ID
Operation Setting	Delete Set the starting source deleted window ID and the end source wind	
	Multi-Windows	from window M to window N will be deleted at the same time.



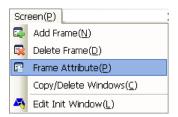
- 1. After delete window, all components in this window will lost and can't be recovered. Be careful with using this function.
- 2. The windows from Window 0 to window 9 are system default window, unable to delete.

## 3.4 Window Attribute

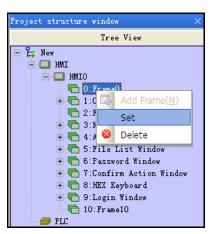
#### 3.4.1 Open Window Attribute Box

There are 5 methods to change the window attribute in Kinco DTools software.

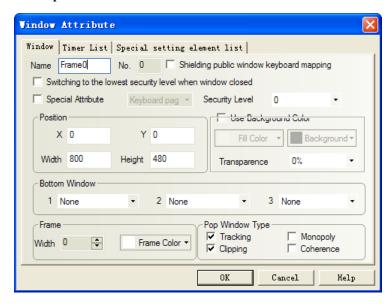
• Click [Frame Attribute] in [Screen] menu.



- Click the lie icon in the [Current Frame Attribute] in [Page Switch Toolbar].
- Directly click the sicon.
- Double-click the blank in the current window.
- Right click the selected window to set in [Project structure window]-[Tree View], select [set].



## **3.4.2** Window Attribute Descriptions



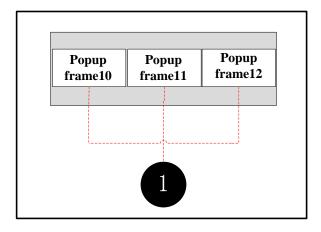
Window attribute descriptions are shown as below:

Window attribute descriptions			
Name	Assign the name for	r each window for convenient differentiation.	
No.	The window No. ranges from 0 to 32767. Window No. can be set when the new window is created,		
	and it can't be changed after it has been created.		
Security Level	Set the security level for the current window		
	For details, refer to [Advanced Part 10 Password]		
Switching to the	This function is use	d with security level.	
lowest security	For details, refer to [Advanced Part 10 Password]		
level when window	For details, feler to [Advanced Fait 101 assword]		
closed			
Position	X/Y	This function is only valid for using "popup window" function of the	
		function key. When the window is set this attribute, the vertex in the upper-left	
		of the window will be displayed in the special X/Y position.	
	Width/Height	Set the width and height of the window. If the special attribute features [Print	
		page], the width and height both can be larger than the fact screen size, but do	
		not exceed 1024.	
		For details, refer to [Advanced Part 13 Print]	
Bottom Window	Set the corresponding	ng bottom windows for the current window. The bottom window is in the bottom	
	of the edit window	as background graphics. The window to be set as the bottom window must be the	
	created window, where the components used by the multiple windows together can be put.		
Frame	Set the width and the color of frame. The frame width ranges from 0 to 16. If the width is not 0, the		

	color can be	selected for the frame.	
Shielding public	If the shielding public window keyboard mapping is selected, it will shield the keyboard in the		
window keyboard	common window. This function is only valid for the self-keyboard HMI.		
mapping			
Special Attribute	Keyboard page: Set the current window as keyboard window, and use with the specified keyboard of		
	the keyboard	d setting in component attribute. For details, refer to [Advanced Part 2.4 Keyboard]	
	Print page: Set the current window as print window. For details, refer to [Advanced Part 13]		
	Print]		
	Video page:	Set the current window as video window. It is set when video component is put in	
	pop-up wind	dow.	
Use Background	[Fill color] i	s the background color, [Background] is the filling graphics color. If the fill style is 0,	
Color	only fill color is displayed in this window.		
Transparence	It is only valid for the pop-up window and the fast selection window. Transparence is 0%, 20%, 50%, 80%, 100%		
Pop Window Type	The Pop Wi	ndow Type shows the relationship between one pop-up window and its adjacent window.	
	Monopoly	If one window features "Monopoly", its parent window will be frozen after it pops up,	
		and it will always be displayed in the Top layer.	
	Clipping	If one window features "Clipping", the border of this window will be restricted by its	
		parent window, i.e. the part displayed out of the border of its parent window will be cut o	
	Tracking	If one window features "Tracking", it will move together when its parent window	
		moves.	
	Coherence	Window A and Window B are both attached to the Basic Window. Generally, Window A	
		will be displayed in the Top layer when it is touched. But if "Coherence" is selected, it	
		will not be displayed in the Top layer even if it is touched, but it will always be attached to	
		its parent window.	
		For details, refer to [Advanced Part 3 Window]	
Note: If "Clipp		Clipping" is selected, "Tracking" must be selected simultaneously.	
		Timer List descriptions	
Timer List	Show all the	timers. If there is none, it won't display.	
		Special setting element list descriptions	
Special setting	Show all the timers and setting components with window attribute. If there is none ,it won't display		
element list			

[Example] Pop Frame10,11,12 over Frame0,transparence are respectively0%,20%,80%.Moreover,initial coordinate are

respectively (0,0), (110,0), (220,0).



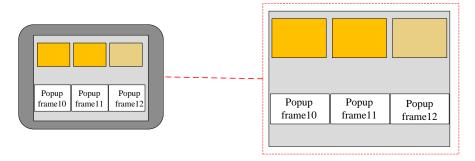
## frame0:3 function keys to pop frame10,11,12:

function	Change window: pop frame10	pop frame10	pop frame10
Tag	Use tag; 0: Pop frame10	Use tag; 0: Pop frame11	Use tag; 0: Pop frame12
Graphic	State0  Vector graphic:	State1	

## **2** Frame 10, 11, 12 attribute settings:

Initial coordinate	0	110	220
transparence	0%	20%	80%
Background color	choose, fill color: yellow		

3 Save, compile and download. In operation, click function key, you can see frame as bellow



## 3.5 Components Related to Window

Components directly related to the window are: Direct window, indirect window, and function key (Change window, Goto Prev, Change common window, Change fast selection window, Popup window, Close window, Popup window title bar and Minimize).

Functions directly related to the window are: Change Window, Write Data to PLC (Current Base Window), Change Window (Ignore the window 0) of PLC Control.

For details about contents of these components, refer to [Advaced part 4 Component]

# 4 Component

Components are the objects by which user inputs and operate data; user can execute some operations by operating these objects. The attribute of component must be set correctly according to actual application. Different attributes influence the component operating and executing result directly. This chapter will introduce the detail of component attribute.

#### 4.1 Common Setting of Component

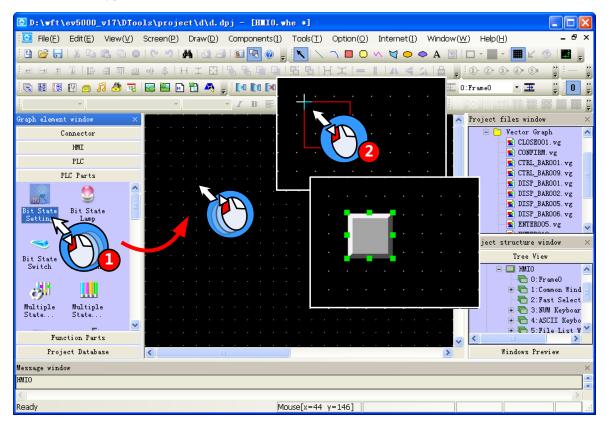
## 4.1.1 Create and Delete Component

#### (1)Create component

There are two ways to create component:

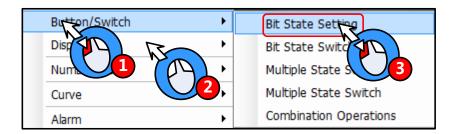
#### • Create from the Graph element window

In the PLC parts/Function parts/projects database of Graph element window, drag the component to the edit area, then the attribute window will pops up automatically, there will be a "+" cursor when you click the OK of attribute window, then move the cursor to appropriate position and click left button to put the component, click right button to cancel creating component. As shown in following picture:



#### Create from Menu

Click the components(I) menu, chose a wanted component, then the attribute window will pops up automatically, there will be a "+" cursor when you click the OK of attribute window, then move the cursor to appropriate position and click left button to put the component, click right button to cancel creating component.





Text library, address tag and sound lib are in the Option(O) menu

#### (2) Delete component

There are two ways to delete the components that have created

Delete by right click menu

Chose the component, right click then click the Delete to delete the selected component

• Delete by Delete key on the key board

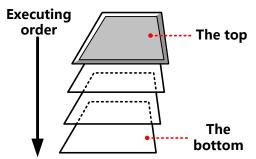
Chose the component, then press the Delete key on the keyboard to delete component

#### 4.1.2 Execution Order of Components

In some application, there is a chance that one touch to trigger multiple components execution, so the customer stacks several components together.

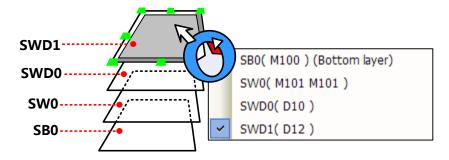
At this time, if there is a touch operation, the stacked components are not executed at the same time but executed according to the order of components.

The top component is executed first, then the following components. As shown in the following picture:

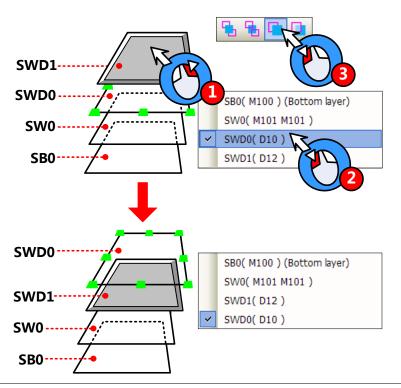


Besides, customer can check the layer position of the stacked components

Right click the stacked components; you can see the following options:

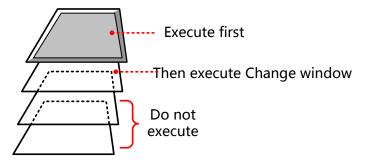


You can use the tool bar (set top/set bottom/ previous layer/next layer) to adjust the layer position of the stacked components





1. If there is a component that executes Change window operation in the stacked components, the components that under this Change window component will not be executed.



2. The number of stacked components should be less than 32.

## 4.1.3 Methods to Open Attributes Window

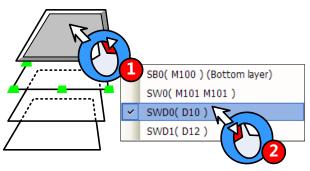
The attributes window will pop up automatically when the component created, and there are three methods to open attribute

window of the created component.

- Double click to open attribute window
- Chose the component, right click, chose the Attribute operation in the menu
- Chose the component, click the licon on the tool bar

How to open attributes window of stacked components

When multiple components stacked together, the lower component can be selected by right click, then open attributes window by above methods.





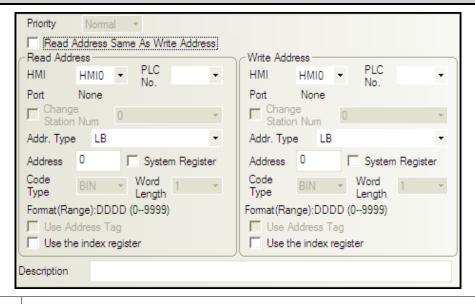
Multiple attribute windows can not be open at the same time

## 4.1.4 Basic Setting

In the Basic Attributes option, customer can set the operation object, address type and other related attributes



#### Detail description of Basic Attributes



Priority

Reserved

	TT 1. 11	111 4 1 . 1 . 4	
Write Address	The register address to which the status value or data that writes. If it is unavailable, the component is read-only component, the display status depends on the value and data in the Read Address		
	HMI		
	rivii	The HMI number; the number is distributed automatically in order when the HMI is built	
	PLC No.	The PLC controller number; the number is distributed automatically in order	
	TEC NO.	when the PLC controller is built	
	Change Station Num	When HMI communicate with multiple PLC controllers, you can use this option	
	change station I tall	to connect corresponding PLC controller. This option is used in the application	
		that uses one HMI-multiple PLCs or ,multiple HMIs-multiple PLCs but only one	
		PLC in the program	
		For details, refer to [Advanced Part 2.11.2 Index Station Num]	
	Addr. Type	Chose the address type of the PLC register or HMI local register	
		Bit registers in HMI: LB、LW.B、RB、RBI、FRB、FRBI	
		Word registers in HMI: LW \ RW \ RWI \ ERW0~2 \ ERWI0~2 \ FRW \ FRWI	
		For details, refer to [Advanced Part 15.1 Local Register of HMI]	
		PLC/Controllers' address type is different according to different PLC/controller	
		device	
		Refer to the Communication Connection Guide for more details about	
		PLC/controller address type	
	Address	Set the register address of the command or data	
	Code Type	BIN, BCD or LSB	
		For details, refer to [Advanced Part 2.5 Cdoe Type]	
	Word Length	The register number that the component takes up, It is usually 1, it also changes	
		according to different components and address type.	
	System Register	The registers in HMI which have special use	
		For details, refer to [Advanced Part 15.2 System Special Registers of HMI]	
	Format	The format of the address type in PLC/controller or HMI	
	Use Address Tag	Use the addresses that have been defined in the Address Tag	
		For details, refer to [Advanced Part 5.2 Address Tag Library]	
	Use the index	Use a certain register as the index register of the component	
	register	For details, refer to [Advanced Part 2.11.1 Index Register]	
Read Address	The register address f	From which the status value or data read. If it is unavailable, the component is	

	write-only component; the display status cannot display the data or state of read address.
Description	The reference name of this component.

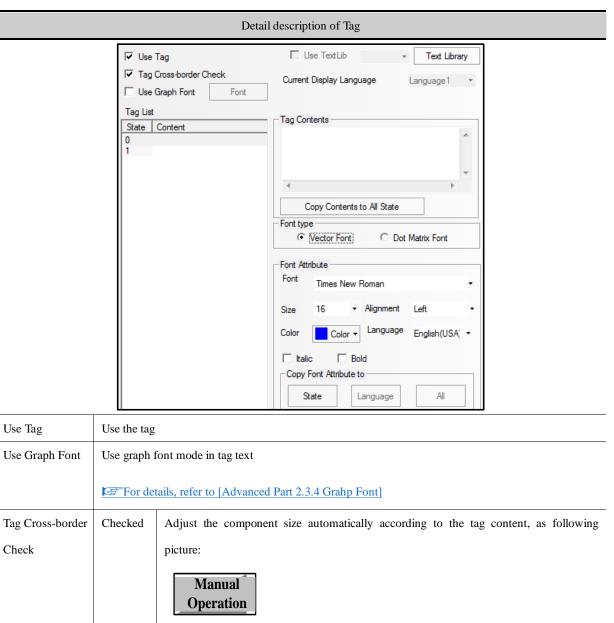
## 4.1.5 Tag Setting

In the Tag option of component attribute, set the display text of each state.



Uncheck

Manual peration

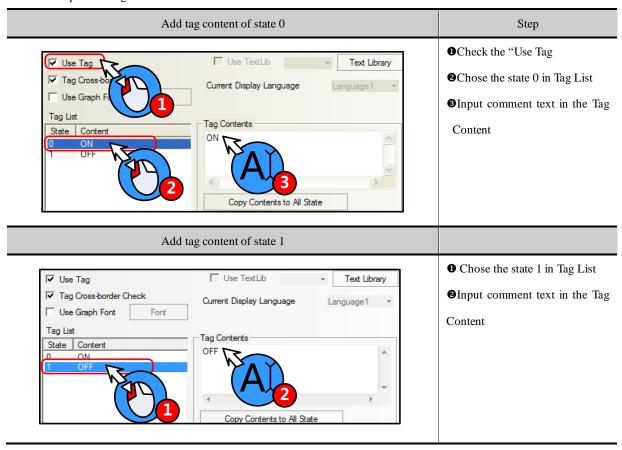


content that cross border will be cut, as following picture:

Do not adjust the component size automatically according to the tag content, the tag

Use Textlib	Use the text in the textlib as tag content		
	For details, refer to [Advanced Part 5.1 Text Library]		
Tag List	The comment text corresponding to each state		
Tag Content	Input the comment text of each state here		
Copy Contents to All State	Chose one state in the Tag list, click this option to copy the tag content of this state to all the state		
Front Type	Use vector font or dot matrix font in tag content		
	For details, refer to [Advanced Part 2.3 Text]		
Font Attribute	Set the attributes of the tag content, like font, size, alignment, color and so on. The current font		
	attributes can be copied to each state or tag content of each language		

## • The steps to set tag:

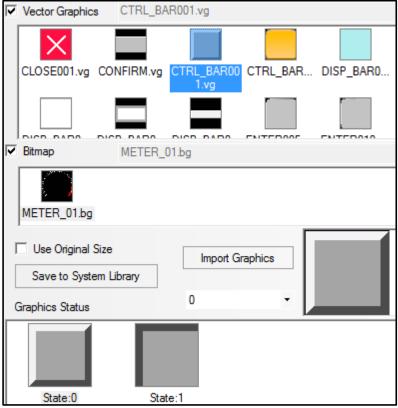


## 4.1.6 Graphics Setting

Set the graphic of each state in the Graphics option of component attribute, the graphic can be vector or bit map.



## Detail description of **Graphics**



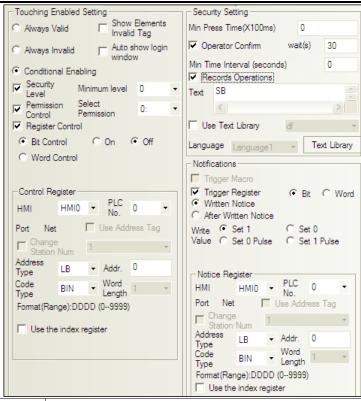
Vector Graphics	Use vector graphic to display	Bitmap	Use bitmap to display
Use original size	This option is effective when chose bitmap as graphic, if it is checked, component will display the		
	original size of the graphic		
Save to System Library	Save the checked graphic or grap	ohic of some	state to the system library in the UserselPath file folder
Import Graphics	Import vg or bg format graphic from system library or external		
Graphics Status	Preview the graphic of the checked state. For some stateless control component, like Vector Graph		
	and Bitmap, The graphic display	in Vector or	Bitmap is the picture checked here.
	Refer to Advanced Part 5.3 (	Graphic Libra	ary for more details

## 4.1.7 Control Setting Option

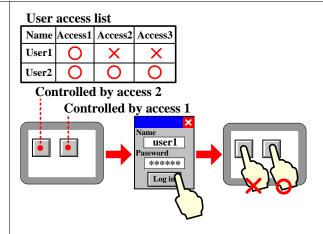
Set the control conditions and security in the Control Setting, also can set the trigger macro and trigger register operation here.



Detail description of Control Setting



Touching	Always valid	The touch is enabled always the time. The operator can operate is all the time
Enable	Always invalid	The touch is never enabled. The operator cannot control operator it
Setting	Conditional	Security Level: If clicked means the current security level must higher than the set
	Enabling	security, so the operator can operate this component to set the state value or data to the
		corresponding register.
		Controlled by security level  Input level 3 password
		For details, refer to [Advanced Part 10.3.1 Security Level Protection for
		<u>Components</u> ]
		Permission Control: If clicked means the operator must has corresponding permission so
		he can operate this component to set the state value or data to the corresponding register.

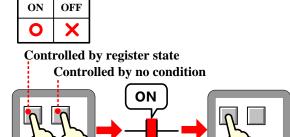


For details, refer to [Advanced Part 10.3.2 User Permission Protection for

#### Components]

Register Control: if clicked means the specified bit register or word register must satisfy the setting conditions, so that operator can operate this component to set the state value or data to the corresponding register.

## Operate condition



When...

Auto show login window

If clicked means when touch the component but the current user security level or permission cannot satisfy the setting security level or permission, the password input window (Frame9: Login window) will pop up automatically.

Show Element If clicked means when the component is touch invalid, the component will display touch Invalid Tag invalid tag. This function is optional only when the Always Invalid or Conditional Enabling is selected. The color of touch invalid tag can be set in HMI Extended Attributes of HMI Attributes Min Press Time Security The minimum time of a hold pressing to make touch effective. The unit is 100ms, when Setting it is set to 0, it means do not set this option. If clicked means when touch the component, the Confirm Window (Frame7: Confirm Operator Action Window) will pop up. Click YES to make this touch effective and if click Cancel Confirm or do not click YES during the wait(s), the touch operation will be canceled

		1							
		automatically.							
	Record	If clicked means the operation event will be recorded, this event can be displayed in the							
	Operations	Operation Log, and saved in csv file in the external storage							
	Min Time	The mi	nimum time interv	al betwee	n two touc	h operations of	one same component or		
	Interval(Second)	two di	fferent component	s. 0 means	do not set	the Min time Int	erval		
Notificatio	Trigger Macro	Execute	e the specified mac	ro when th	ne operation	to the compone	ent is successful		
n	Trigger Register	Word			e "Write V	alue" to the spe	cified register before the		
			Written Notice	operatio	n is execute	ed successfully			
			After Written	Write th	ie "Write V	/alue" to the sp	ecified register after the		
	Bit		Notice	operatio	operation is executed successfully				
		Bit		Write th	e On/Off s	ignal to the spe	cified register before the		
		Written Notice	operatio	n is execute	ed successfully				
			After Written	Write the On/Off signal to the specified register after t			ecified register after the		
					Notice	operatio	operation is executed successfully		
			Write Value	Set 1	Set 0	Set 0 Pulse	Set 1 Pulse		

#### 4.1.8 Display Setting

Set the display condition, display size, position in the Display Setting.



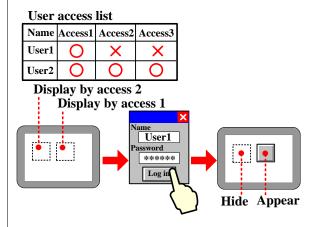
#### Detail description of **Display Setting** Position 132 ÷ + 50 X Width □ Lock 74 Υ 50 Height Display Control (Touching is invalid when Components do not display) Always Display Never Display(Touching is invalid) Conditional Display ▼ Security Level Control Minimum Level ✓ User Permission Control Select Permission Register Control Off Bit Control C On C Word Control Control Register PLC HMI HMI0 No. Change Station Num Port None ▼ Addr. 0 Addr. Type LB ▼ Use Address Tag BIN Code Type Format(Range):DDDD (0--9999) Word Length 1 Use the index register

Lock	If clicked means the component is locked, the position of component cannot be changed by mouse or
	moving keys on keyboard
X/Y	The coordinate value of the top left of component
Width/Height	The width and height of component(The unit is pixel)
Always Display	If clicked means the component is displayed all the time
Never Display	If clicked means the component is hidden, the hidden component cannot touch
Conditional	Security Level Control: Clicked means the component is displayed only when the current security level
Display	is higher than the setting level.
	Display by security level 3
	Input level 3 password



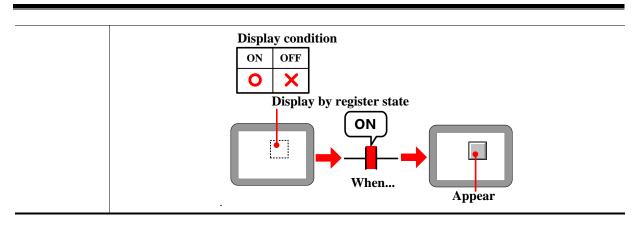
## For details, refer to [Advanced Part 10.3.1 Security Level Protection for Components]

User Permission Control: If clicked means the component is displayed only when the operator has corresponding permission



## For details, refer to [Advanced Part 10.3.2 User Permission Protection for Components]

Register Control: Click means he component is displayed only when the specified bit register or word register satisfies the condition



#### **4.1.9 Touch Sound Control**

In the Sound option, set the sound when the component is touched



For details, refer to [Advanced Part 5.4 Sound Lib Application]

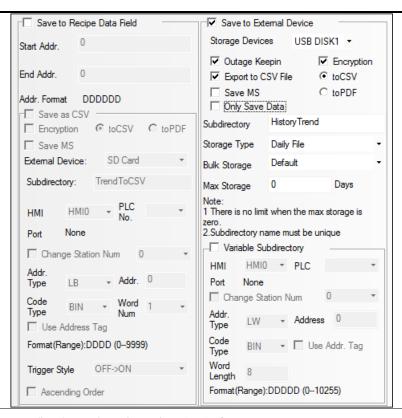


"The sound function is only suitable for the HMI with audio output port.

## 4.1.10 Save Historical Data



Detail description of Save Historical Data



Save to
Recipe Data
Field

Save as CSV

Save sampling data to the recipe register (RW) of HMI

The end address = the start address + 20 +sampling page number\*(4+ channel number). If the data exceeds the storage limit, the sampling data will cover the previous data

Sample Data saved to recipe data field is saved to the external device, and generated a

csv file. The storage path of the CSV file is: /export/ subdirectory name / filename. The CSV file name is named after the current time of the export.

20120629-163746. csv
Microsoft Office...

Note: The csv file generated from the historical data with the header, but the csv file

generated from the trend curve and XY plot is not header.

Encryption Encrypt the sampling data For details, refer to [Advanced Part 2.15 Data Encryption] SAVE MS Save the sampling time to ms level and record in CSV file Extenal Device SD、USB DISK1、USB DISK2、HMI are optional Note: The maximum file saved to HMI is 80M Subdirectory Set the subdirectory name of CSV file when it is saved in external device, customer can change this name OFF→ Trigger Trigge The data will be saved when specified register changes from OFF ON parameters r Type to ON

The data will be saved when specified register changes from ON

ON**→**O

			EE		
			FF	to OFF	
			OFF <b>←</b> →ON	The data will be saved when specified register changes	
			OFF→	The data will be saved when specified register changes from OFF	
			ON,	to ON. And the specified register will be reset to OFF	
			Reset	automatically	
			ON→O	The data will be saved when specified register changes from ON	
			FF,	to OFF. And the specified register will be reset to ON	
			Reset	automatically	
	Ascending			1 CSV data are arranged in a time ascending format. Not selected,	
	Order			n a time descending format.	
Save to	Save the samplin				
External	Storage	SD card	l, USB DISI	K1*、USB DISK2* are optional	
Device	Devices				
	Outage keep in	If the H	MI is powe	red off and restart, the information can be regained	
	Export to csv	Save th	e sampling	g data to external device in CSV file. This CSV file is saved in	
	File	/trend/subdirectory/file name			
	Data	Encrypt the sampling data			
	Encryption	For	For details, refer to [Advanced Part 2.15 Data Encryption]		
	Save MS	Save the	e sampling t	time to ms level and record in CSV file	
	Subdirectory	Set the	subdirectory	y name of CSV file when it is saved in external device, customer can	
		change	e this name		
		The def	ault subdire	ectory name of History Data is History Data, Trend Curve is History	
		Trend,	XY plot is	XY-CHART	
	Storage Type	Daily F	ile Save	e the sampling data by days, and the name of CSV files is in "yyyy	
			mme	dd" form	
		Single F	File Save	e the sampling data by items, and the name of CSV file is the	
			Subo	directory	
	Bulk Storage	Provide	a buffer sto	orage mode, Only when the data is up to the bulk storage setting, and	
		then wr	ite the data	to SD card or U disk. The "Default" means don't use buffer storage	
		mode, a	s soon as th	nere is sampling data, write this data to SD card or U disk	
	Max Storage	Set the	limit of the	storage: if it is by Daily File, the unit is day, if it is by Single File,	
		the un	it is item. If	f chose the "Daily File", the file name is as "yyyymmdd", The Max	
		Storage means the maximum csv file number under this routine, if csv file exceeds the			
		max s	torage num	ber; the previous files will be deleted. If chose the "Single File" in	

		Storage Type, the CSV file named by the Subdirectory name, The Max Storage means the maximum items in this csv file, if the items is up to the limit, the data will not be saved
Variable Subdirectory	The Subdirectory	is read from specified registers, the maximum register number is 16

If a HMI has two USB host, the number of U disk depends on the sequence they plug in HMI. That is to say the first U disk that plug in HMI is USB DISK1, and the second U disk that plug in HMI is USB DISK2. It does no matter with the slot position.



When the sampling data is saving to external storage device, the special system register should set OFF before removing the external storage device, or the data will be damaged or lost. They are LB9153 (SD card) 、LB9154 (USB disk1) 、LB9155 (USB disk2)

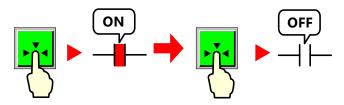
## 4.2 Button/Switch Components

They are Bit State Setting, Bit State Switch, Multiple State Setting, Multiple State Switch, Combination Operations, and Function Key and so on.

## 4.2.1 Bit State Setting



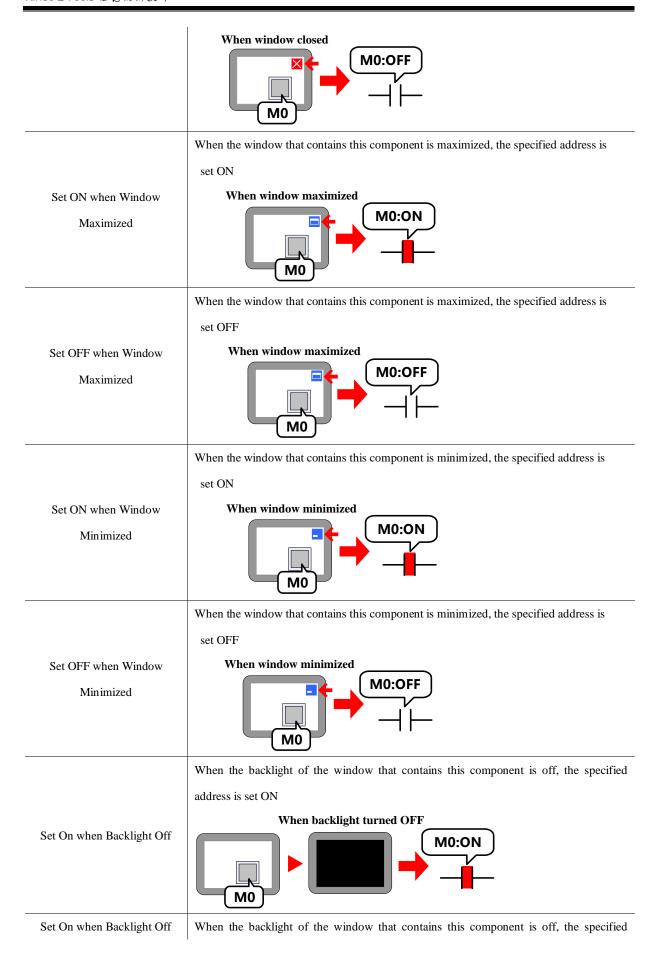
The Bit State Setting defines a touch area. When this area is active, this button can set the HMI bit address or PLC bit address On or Off. The display status of this component will not be changed by the input value.





Detail description of Bit State Setting			
Туре	Function description		
On	Press to set specified address ON, still ON if released or pressed again  Press and ON  Press again still ON  ON  ON		

	Press to set bit address OFF, still OFF if released or pressed again
Off	Press and OFF  OFF  OFF  OFF  OFF
	Press to set specified address ON, still ON if released; Press again to set address OFF,
	Still OFF if released
Toggle	Press and ON ON OFF OFF OFF
	Only when this component is hold pressing, the specified address is ON, change to OFF if
	released
Reset	Press and ON OFF when released  ON OFF
	When the window which contains this component opens, the specified address is set ON
Set On when Window Open	When window opened  M0:ON  M0
	When the window that contains this component opens, the specified address is set OFF
Set Off when Window Open	When window opened  M0:OFF  M0
	When the window that contains this component closes, the specified address is set ON
Set On when Window Close	When window closed  M0:ON  M0
Set OFF when Window Close	When the window that contains this component closes, the specified address is set OFF



address is set OFF When backlight turned OFF In the window which contains this component, when a Number Input component inputs successfully, the specified address is set ON 123 Set On when Input Success Input is M0:ON accepted 120 123 M<sub>0</sub> In the window which contains this component, when a Number Input component inputs successfully, the specified address is set OFF 123 Input is Set OFF when Input Success M0:OF accepted 120 123 Press button to set 0 while produce a specific width negative pulse. When time is over, it returns to 1. Users can set pulse width to ensure PLC to receive signal 0. 100ms lest and Set 0 pulse users need to set it long enough. Or it is too short for PLC to receive because of communication time or scan time. Press button to set 1 while produce a specific width positive pulse. When time is over, it returns to 0. Users can set pulse width to ensure PLC to receive signal 1. 100ms lest and Set 1 pulse users need to set it long enough. Or it is too short for PLC to receive because of communication time or scan time. Executed When The Button Is When the switch function is selected, the button is pressed, the element does not react; Released When the button is released, and the component performs the defined switch function.

## 4.2.2 Bit State Switch

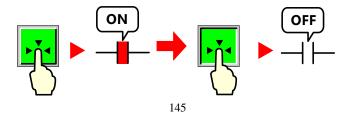
Key



The Bit State Switch is a combination of Bit State Lamp and Bit State Setting component, it defines a touch area, if this area is active, this component can switch HMI or PLC bit address between on and off, at the same time, the display state of component will change according to the value of read address.

Map the component to the F1~F12 of external keyboard or F1~F8 of the HMI which has

keys itself. This function is suitable for the HMI with USB host or HMI with keys itself



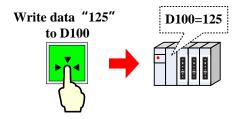


Detail description of Bit State Switch				
Switch Type	Function description			
	Press to set specified address ON, still ON if released or pressed again  Press and ON Press again still ON			
On				
	Press to set specified address OFF, still OFF if released or pressed again			
Off	Press and OFF OFF OFF OFF OFF OFF			
	Press to set specified address ON, still ON if released; Press again to set address OFF, Still			
	OFF if released			
Toggle	Press and OFF  ON  OFF  OFF			
	Only when this component is hold pressing, the specified address is ON, change to OFF if released			
Reset	Press and ON OFF when released  OFF			
	Press button to set 0 while produce a specific width negative pulse. When time is over, it returns to			
Set 0 pulse	1. Users can set pulse width to ensure PLC to receive signal 0. 100ms lest and users need to set it			
	long enough. Or it is too short for PLC to receive because of communication time or scan time.  Press button to set 1 while produce a specific width positive pulse. When time is over, it returns to			
Set 1 pulse	0. Users can set pulse width to ensure PLC to receive signal 1. 100ms lest and users need to set it long enough. Or it is too short for PLC to receive because of communication time or scan time.			
Executed When The	When the switch function is selected, the button is pressed, the element does not react; When the			
Button Is Released	button is released, and the component performs the defined switch function.			
Key	Map the component to the F1~F12 of external keyboard or F1~F8 of the HMI which has keys			
ncy	itself. This function is suitable for the HMI with USB host or HMI with keys itself			

## **4.2.3 Multiple State Setting**

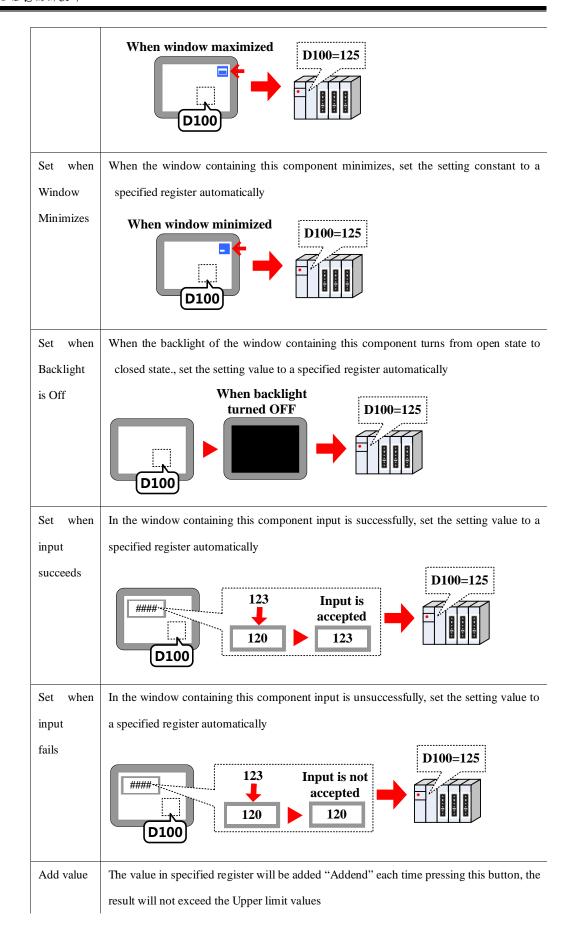


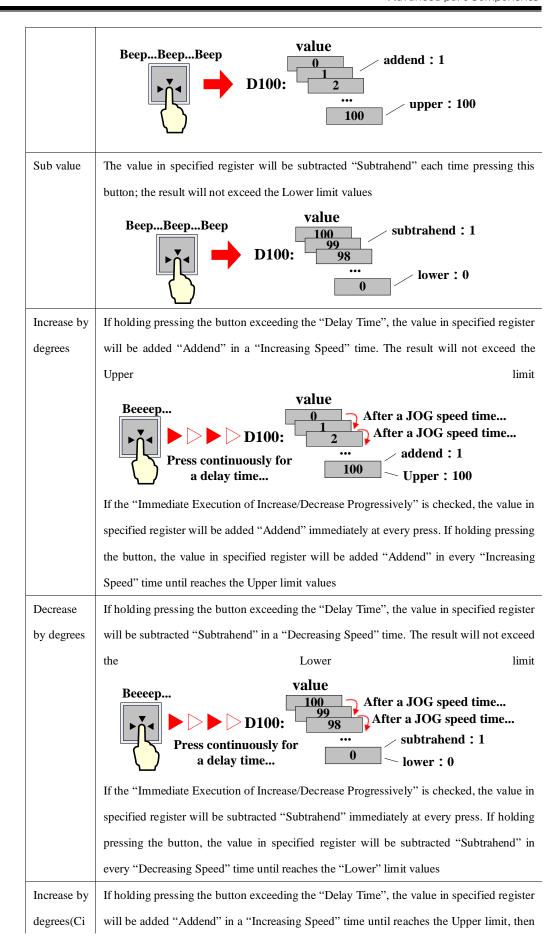
The Multiple State Setting component defines a touch area, if this area is active, this component writes a setting value to an internal specified word register address in HMI or PLC. The display status of component will not be changed by the write values.

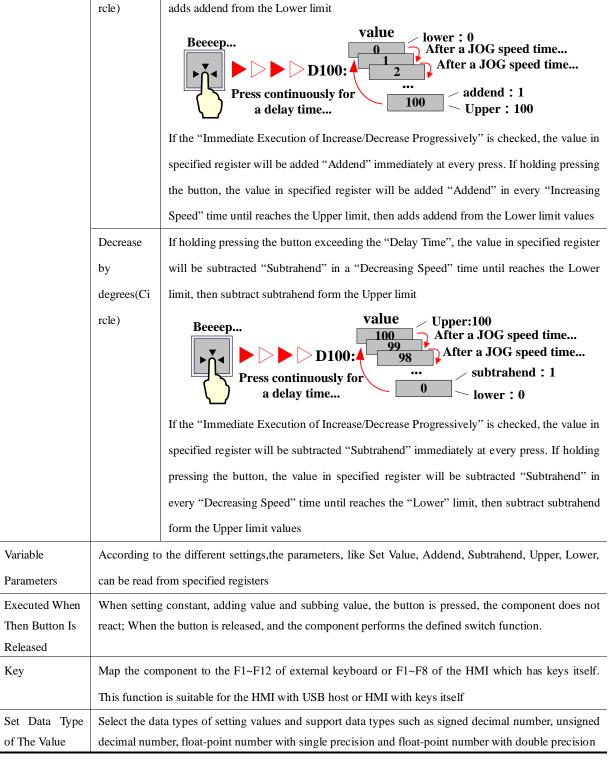


**Multiple State Setting** 

	Detailed description of Multiple State Setting						
Setting Mode	Set Constant	Press component to set the constant setting to a specified register  Default:125  D100=125					
	Set when the Window Opens	When the window containing this component opens, set the setting constant to a specified register automatically  When window opened  D100=125					
	Set when the Window Closes	When the window containing this component closes, set the setting constant to a specified register automatically  When window closed  D100=125					
	Set when Window Maximizes	When the window containing this component maximizes, set the setting constant to a specified register automatically					



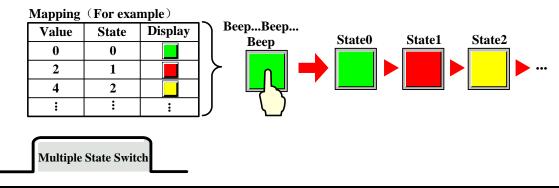




#### 4.2.4 Multiple State Switch



The Multiple State Switch is the combination of Multiple State Display and Multiple State Setting. It displays the mapping status according to the value of Read Address (the maximum mapping status is 768). At the same time, it defines an area, when this area is touched, this component writes the mapping value to the Write Address. The Write Address and Read Address can be the same or different.



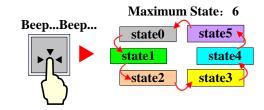
## Detail description of Multiple State Switch

Control

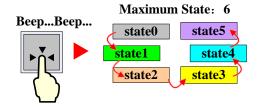
Add

The State No. adds 1 every time press this button, and the mapping value is write to the Write Address, at the same time this component displays corresponding graph according to the value of Read Address.

Unloop unchecked:



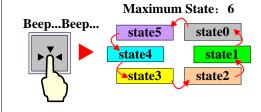
Unloop checked:



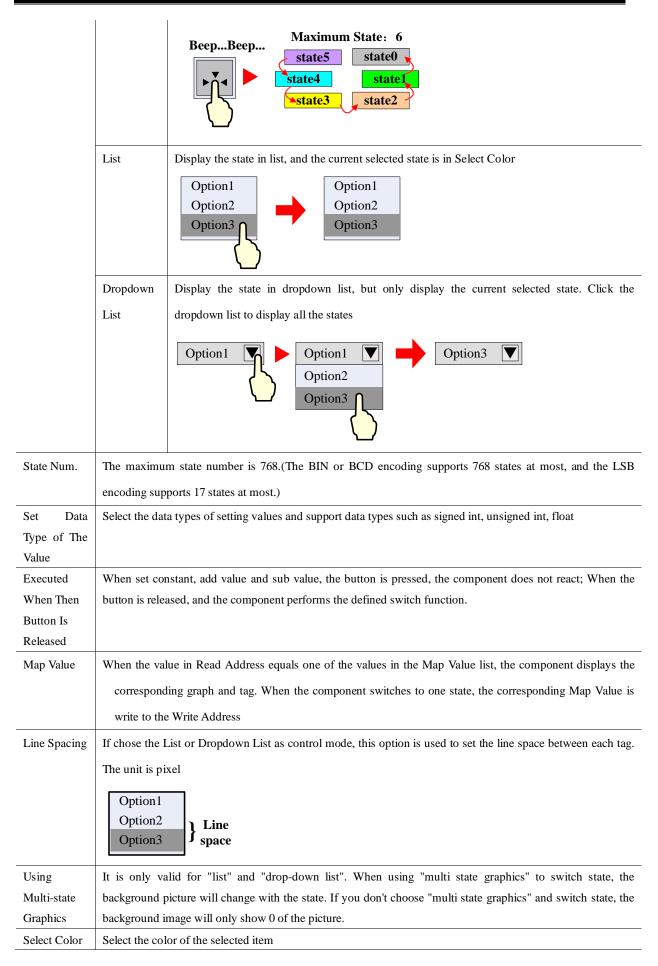
Sub

The State No. subtracts 1 every time press this button, and the mapping value is write to the Write Address, at the same time this component displays corresponding graph according to the value of Read Address.

Unloop unchecked:



Unloop checked:



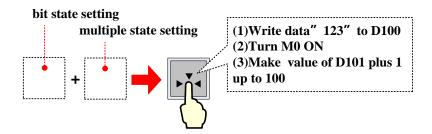
Foreground	Only when the control mode selection "drop-down list", and the graphics attribute is not selected, the							
color	foreground is valid							
Background	Only when the control mode selection "list" or "drop-down list", and the graphics attribute is not selected,							
Color	the backgro	the background is valid						
Border Color	Only when	the control mod	de selection "list" or "drop-down list", and the graphics attribute is not selected,					
	the backgr	ound is valid						
Project	Default	Display the tag. Note: The text here is fixed.						
Source	Item	When HMI works, this component displays the specified register data.						
	Address	Note: The text here is mutable						
		Words Per Set each item's words						
		Item	Unicode chosen, data displays in Unicode; not, data displays in					
			ASCII					
			Byte Conversion Chosen,data in ASCII is byte-conversion					
		Control	Update source of item address					
		Address	Control Address Set 1,, list displays data from address specified by item					
			address					
			Control Address +1 Set numbers of read address					
		Item Address	Address Set the first address of data source					
	User	Display the use	Display the user name set in the [HMI Attribute]-[User Permissions Setting].If you need to set a					
	Name	username, you can set the user name that you need to log in by LW9514.						
	History	Delete History If selected, enable to delete history data file						
	Date	Data file						
		Control Addres	When the address is written to 1, the current query data will be deleted and					
			automatically reset after writing.					
		Item Address	The address used to query historical data					
		History Date	It can display date data from history data, history Event, and operation log.					
		-	Note:The three components storage type must set daily file					
			Operational Records Storage Setting  Encryption © toCSV C toPDF					
			Storage Devices USB DISK1					
			Subdirectory Record					
			Storage Type Daily File					
			Bulk Storage Default → Save MS					
			Max Storage 0 Days					
			Note: there is no limit when The max storage is					
			zero.					

## **4.2.5** Combination Operations



The Combination Operations is used to combine multiple bit state setting and multiple state setting as one component. So the operator can execute bit state setting and multiple states setting operation by 0nly one button.

function is suitable for the HMI with USB host or HMI with keys itself



## **Basic Attributes**

Detail description of Combination Operations basic attributes				
Component List	Add multiple Bit State Setting and Multiple State Setting components by right click.			
Write Address	Set the Write Address of the components in the Component List			
Setting Mode	Bit State Setting supports 1, 0, switching on-off, setting 0 pulse, and 1 pulse type.			
	For details about Bit State Setting, refer to [Advanced Part 4.2.1 Bit State Setting]			
	Multiple State Setting components support Set Constant, Add and Sub mode only.			
	For details about Multiple State Setting, refer to [Advanced Part 4.2.3 Multiple State Setting]			
Exiting when	If checked means that the execution will stop if one of the components fails during the sequence			
component	execution, the next component will not be executed. If unchecked means the Combination			
execution Fail	Operation executes from top to bottom, if one of the components fails during the sequence			
	execution, then jump to execute the next component.			
Delayed	When checked, the corresponding configuration will be delayed, the delay time range (1~255)			
implementation	*100ms			



- 1. When add the components, use the "Insert before" and "Insert behind" option to set the order of the components
- 2. Use the Move UP and Move Down to change the order in component list
- 3. Use the Delete option to delete components

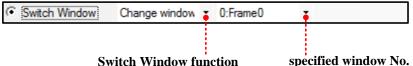
## 4.2.6 Function Key



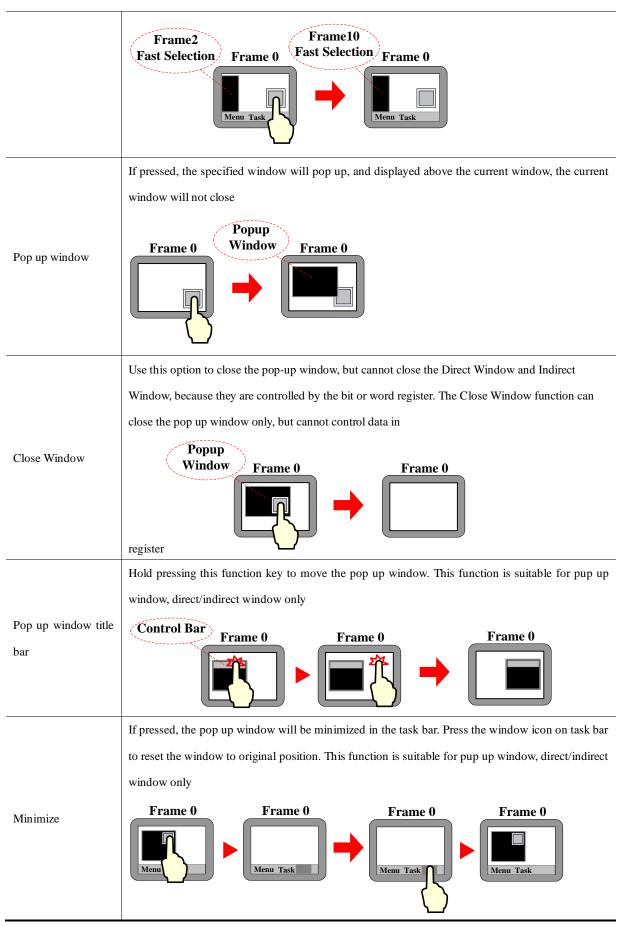
The Function Key provides functions like Switch Window, Keyboard Function, Clear Event, Touch Calibration, save Screenshot to Extended Memory, Execute Macro, and Print and so on. It also can be used to design the key board, and Function Key does not have control register, it executes functions by touch.

Function Key

## Switch Window



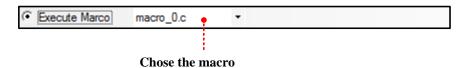
## **Switch Window function** specified window No. Description of Switch Window function Press the function key to close the current window (sub windows in this window included) and switch to the window with specified window No. Change Window Frame 0 Frame 10 Press the function key to close the current basic window, and come back to the previous window. For example, switch fram0 to frame 10, press this function key in frame 10 to back to frame 0. This function is only suitable for basic window Goto Prev Frame 0 Frame 10 Frame 0 If pressed, the Common Window (The default is Frame 1) will be replaced by the specified window as the new Common Window Common Common Window Window Frame 0 Frame 1 Frame 10 Frame 0 Change Common Window Frame 0 Frame 0 Change Fast If pressed, the Fast Selection Window (The default is Frame 2) will be replaced by the specified selection window window as the new Fast Selection Window



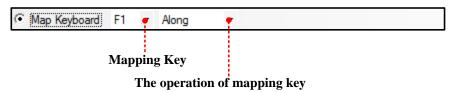
Use this function to make virtual keyboard.

Function description of keyboard		
Enter	The same function as the Enter on the keyboard	
Backspace	The same function as the Backspace on the keyboard	
Clear	Clear the content in the Number Input and Text Input component	
Escape	Cancel operation, the same function as the <b>ESC</b> on the keyboard	
Unicode	Set the input characters in the "Number Input" and "Text Input" component. The number (0, 1, 2) or	
Unicode	ASCII and Unicode (a, b, c) are operational	
C	Move the cursor according to the mode, like Move up, Move down, Move left, Move right, Line head,	
Cursor	Line tail, First position, Last position. This function is suitable for the Note Book component only	
Select Text	Select text operation, Start select and Finish select included. This function is suitable for the Note Book	
	component only	
Text Operation	Set the text operation, includes Copy, Cut, and Paste. This function is suitable for the Note Book only	

#### Execute Macro



Press function key to execute the existing macro.



This function can set function for the F1~F8 of HMI, includes Along, Backwards, ESC, Enter and so on.

#### Touch Calibration

Press function key with this option checked to enter the touch calibration screen. Customer can calibrate the touch panel.



Enter the calibration screen without set the DIP switches

#### Clear Event

Press function key to clear the event information in the Event Display component.

Save Screenshot to The Extended Memory.

Press function key to save the screenshot to the extended memory in bmp picture. So the customer can print or check the screen of HMI.

#### For details about Save Screenshot to the Extended Memory, refer to [Advanced Part 4.15.5 PLC Control]

#### Import/Export

Press function key to import/export project or recipe data.



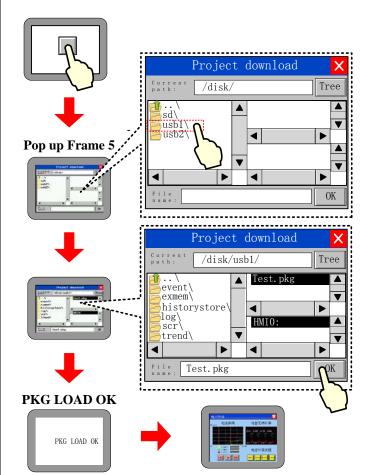
This function must works with the File List Window and only the HMI with USB host or SD card supports

it

#### Description of Import/Export function

Import project to HMI

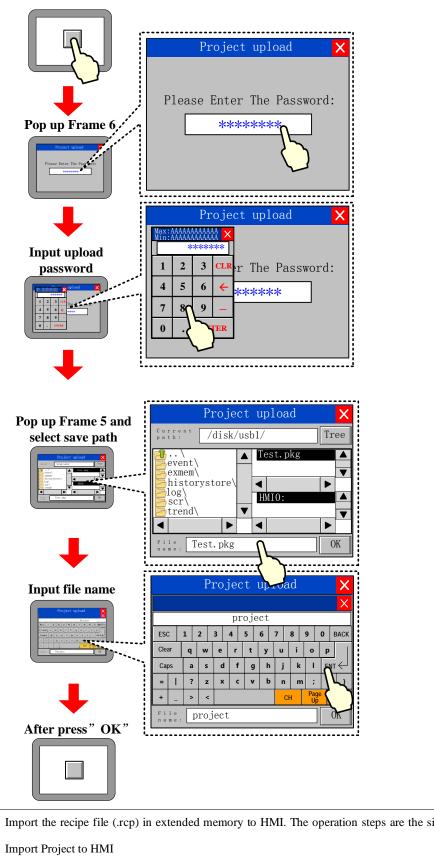
Import the project (pkg\pkgx file) from extended memory to HMI. After that, HMI will restart automatically and run the project.



Export Project from

Export the project(pkg\pkgx file) in HMI to extended memory

HMI



Import Recipe to	Import the recipe file (.rcp) in extended memory to HMI. The operation steps are the similar with
HMI	Import Project to HMI
Export Recipe from	Export the recipe file (.rcp) in HMI to extended memory. The operation steps are the similar with
НМІ	Export Project from HMI

#### Message Board

This function works with the Message Pad; it can be used as an assistant tool of Message Pad.

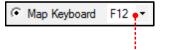
	Description of Message Board		
Tool	Pen	Press the function key to set the tool as a pen for Message Pad	
	Erase	Press the function key to set the toll as a eraser for Message Pad	
	Clear Block	Press the function key to clear the selected area of the Message Pad	
Pen Col	or	Set color of pen	
Pen Width		Set width of pen, 1~8 pixel are optional	
Clear		Press function key to clear all content on Message Pad	

#### Print

Press function key to print the current screen.

#### For details about print, refer to [Advanced Part 4.15.5 PLC Control]

#### Map Keyboard



Map the F1~F12 on the keyboard

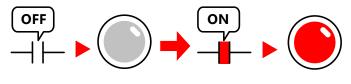
Map the function key to the F1~F12 of the keyboard. This function is suitable for HMI with USB host only.

### 4.3 Lamp Component

#### 4.3.1 Bit State Lamp



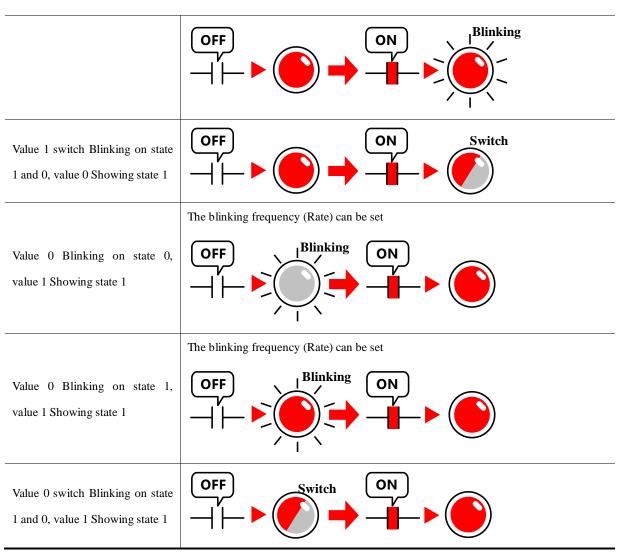
The Bit State Lamp is used to indicate the state (0 or 1) of bit register in HMI or PLC. It can display tag text and graphic.





	Detail description of Bit State Lamp
Function	Description
Normal	Display the corresponding graphic according to the state. This graphic isn't blinking  OFF ON

	The blinking frequency (Rate) can be set.
Value 1 Blinking on state 0, value0 Showing state 0	OFF ON Blinking
	The blinking frequency (Rate) can be set
Value 1 Blinking on state 1, value0 Showing state 0	OFF ON Blinking
Value 1 switch Blinking on state 1 and 0, value0 Showing state 0	OFF ON Switch
	The blinking frequency (Rate) can be set.
Value 0 Blinking on state 0, value 1 Showing state 0	OFF Blinking ON
	The blinking frequency (Rate) can be set
Value 0 Blinking on state 1, value 1 Showing state 0	OFF ON ON
Value 0 switch Blinking on state 1 and 0, value 1 Showing state 0	OFF Switch ON
	The blinking frequency (Rate) can be set
Value 1 Blinking on state 0, value 0 Showing state 1	OFF ON Blinking
Value 1 Blinking on state 1,	The blinking frequency (Rate) can be set
value 0 Showing state 1	

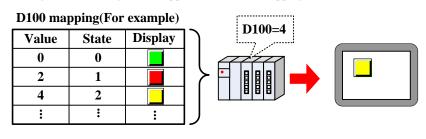


### 4.3.2 Multiple State Display

Multiple State Display



The Multiple State Display Component displays the mapping state according to the value in the specified HMI register or PLC register. It supports at most 256 mapping states.



Description of Multiple State Display

Set the state number of Multiple State Display, the upper limit value is 256. (The BIN or BCD encoding supports at most 256 state, and the LSB encoding supports at most 17 states)

Set Data Type of The	Including signed decimal number, unsigned decimal number, float-point number with single
Value	precision and float-point number with double precision
Data Mapping	Set the mapping value of each state. When the value in specified register equals the setting value,
Data Mapping	the component displays corresponding state

## 4.4 Number Components



Number components include Number Input Component and Number Display Component. They are used to write data to a specified register or read data from a register and display this value.

• Common Attributes of Number Component.

# Numeric Data

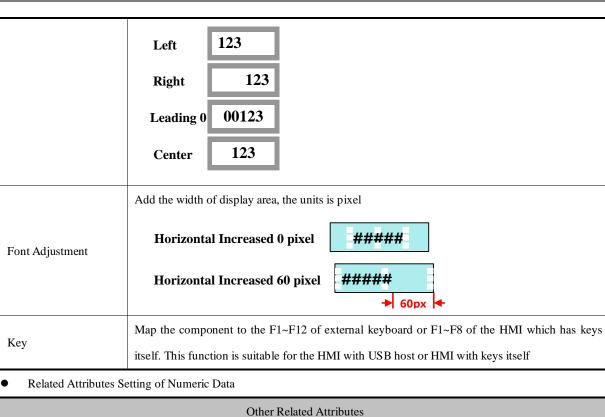
Description of number		
	signed int	Display the data in signed decimal integer (0~9) format.16 bits data range: -32768~32767; 32 bit data range: -2147483648~2147483647
	unsigned int	Display the data in unsigned decimal integer (0~9) format.16 bits data range: 0~65535; 32 bit data range: 0~4294967295
	Нех	Display the data in hex (0~F) format. The integer part can be set, no decimal. 6 bits data range: 0~65535; 32 bit data range: 0~4294967295
Data type	Bin	Display the data in binary (0, 1) format. The integer part can be set, no decimal. 6 bits data range: 0~65535; 32 bit data range: 0~4294967295
	Password	Display data in "*" format. Only the data type and date width can be set, other options are ignored
	Float	Transform the 32 bits IEEE float data to decimal data and display in decimal. The default data width is DWORD
	Double	Transform the 64 bits IEEE float data to decimal data and display in decimal. The default data width is 4-DWORD
Data Width	Set the data width of the register 16 bits or 32 bits(WORD or DWORD)	
Password Input	If checked, repl	ace all numeric display with * symbol.
Integer/Decimal	Set the display	bit number before and behind decimal dot
Show plus sign	When the data t	type is signed int, click this option to display the "+" symbol before positive number
Max/Min Value Setting	means that the	ay range for Number Input/Display Component. "Variable Max/Min Value" checked Max/Min Value is variable, and set read register of this variable. The word length of this son the data width of component. For example, the Max/Min Value is LW0, if the word
		O, the LW0 is minimum value register, LW1 is Maximum value register; and if the word RD, the LW0 and LW1 are minimum value registers, LW2 and LW3 are the maximum

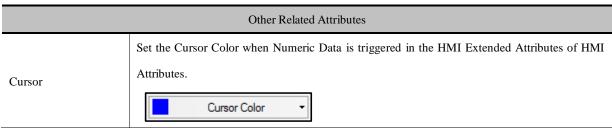
value registers  Off normal If the data is exceeds the Max/Min Value range, the component will display the data in the setting upper/lower color.  If the value in certain register exceeds the upper limit or lower limit, the data in the component will be flashing to enhance the alarm effect.  Left\Right Label The label unit can be displayed around the value  The data will be displayed after calculating by proportion, the Min Value and Max Value is must be set in the function. For example, the original data is A, and the displaying data is B. Then the relationship between is as followings:  B= Min Value+(A-Min)*Proportion and the Proportion=(Max Value -Min Value)/(Max-Min)  For example the original data is 20, according to the following setting, the displaying data is 15+(20-0)*(55-15)/(100-0)=23. So the component displays 23  Max/Min Value Setting  Min 0 Max 100  Variable Max/Min Value  HMI HMI0 PLC Port None Use Address Tag  Change Change Change Station Num 0 Address Type Word Length 2 Word Length 5 Max Value 55 Max Value 55 Max Value 55		
If the value in certain register exceeds the upper limit or lower limit, the data in the component will be flashing to enhance the alarm effect.  Left\Right Label The label unit can be displayed around the value  The data will be displayed after calculating by proportion, the Min Value and Max Value is must be set in the function. For example, the original data is A, and the displaying data is B. Then the relationship between is as followings:  B= Min Value+(A-Min)*Proportion and the Proportion=( Max Value-Min Value)/( Max-Min)  For example the original data is 20, according to the following setting, the displaying data is 15+(20-0)*(55-15)/(100-0)=23. So the component displays 23  Proportion  Conversion  Max/Min Value Setting  Min 0 Max 100  Variable Max/Min Value  HMI HMIO PLC Port None Station Num Address Type Address Type Address Type Word Length 2  Word Length 55		value registers
Flash  If the value in certain register exceeds the upper limit or lower limit, the data in the component will be flashing to enhance the alarm effect.  Left\Right Label  The label unit can be displayed around the value  The data will be displayed after calculating by proportion, the Min Value and Max Value is must be set in the function. For example, the original data is A, and the displaying data is B. Then the relationship between is as followings:  B= Min Value+(A-Min)*Proportion and the Proportion=(Max Value -Min Value)/(Max-Min)  For example the original data is 20, according to the following setting, the displaying data is 15+(20-0)*(55-15)/(100-0)=23. So the component displays 23  Proportion  Conversion  Max/Min Value Setting  Min 0 Max 100  Variable Max/Min Value  HMI HMI0 PLC Port None Use Address Tag  Station Num 0  Address Type LW Address	Off normal	If the data is exceeds the Max/Min Value range, the component will display the data in the setting
Flash  flashing to enhance the alarm effect.  Left\Right Label  The label unit can be displayed around the value  The data will be displayed after calculating by proportion, the Min Value and Max Value is must be set in the function. For example, the original data is A, and the displaying data is B. Then the relationship between is as followings:  B= Min Value+(A-Min)*Proportion and the Proportion=( Max Value -Min Value)/( Max-Min)  For example the original data is 20, according to the following setting, the displaying data is 15+(20-0)*(55-15)/(100-0)=23. So the component displays 23  Proportion  Conversion  Min 0 Max 100  Variable Max/Min Value  HMI HMI0 PLC Port None Use Address Tag Change Station Num  Address Type LW  Address Type LW  Address Type LW  Min Value 15  Max Value 555	upper/lower	color.
flashing to enhance the alarm effect.  Left\Right Label  The label unit can be displayed around the value  The data will be displayed after calculating by proportion, the Min Value and Max Value is must be set in the function. For example, the original data is A, and the displaying data is B. Then the relationship between is as followings:  B= Min Value+(A-Min)*Proportion and the Proportion=( Max Value -Min Value)/( Max-Min)  For example the original data is 20, according to the following setting, the displaying data is 15+(20-0)*(55-15)/(100-0)=23. So the component displays 23  Proportion  Conversion  Max/Min Value Setting  Min 0 Max 100  Variable Max/Min Value  HMI HMI0 PLC Port None Use Address Tag  Code Type BIN Word Length  Word Length  Variable Max/Value 555	El 1	If the value in certain register exceeds the upper limit or lower limit, the data in the component will be
The data will be displayed after calculating by proportion, the Min Value and Max Value is must be set in the function. For example, the original data is A, and the displaying data is B. Then the relationship between is as followings:  B= Min Value+(A-Min)*Proportion and the Proportion=( Max Value -Min Value)/( Max-Min)  For example the original data is 20, according to the following setting, the displaying data is 15+(20-0)*(55-15)/(100-0)=23. So the component displays 23  Proportion  Conversion  Min 0 Max 100  Variable Max/Min Value  HMI	Flash	flashing to enhance the alarm effect.
in the function. For example, the original data is A, and the displaying data is B. Then the relationship between is as followings:  B= Min Value+(A-Min)*Proportion and the Proportion=( Max Value -Min Value)/( Max-Min)  For example the original data is 20, according to the following setting, the displaying data is   15+(20-0)*(55-15)/(100-0)=23. So the component displays 23  Proportion  Conversion  Max Min Value Setting  Min 0 Max 100  Variable Max/Min Value  HMI HMI0 PLC  Port None Use Address Tag  Change Station Num  Address Type LW  Address Type LW  Address Type LW  Min Value 15  Word Length 2  Max Value 555	Left\Right Label	The label unit can be displayed around the value
between is as followings:  B= Min Value+(A-Min)*Proportion and the Proportion=( Max Value -Min Value)/( Max-Min)  For example the original data is 20, according to the following setting, the displaying data is  15+(20-0)*(55-15)/(100-0)=23. So the component displays 23  Proportion  Conversion  Min 0		The data will be displayed after calculating by proportion, the Min Value and Max Value is must be set
B= Min Value+(A-Min)*Proportion and the Proportion=( Max Value -Min Value)/( Max-Min)  For example the original data is 20, according to the following setting, the displaying data is 15+(20-0)*(55-15)/(100-0)=23. So the component displays 23  Proportion  Conversion  Max 100  Variable Max/Min Value  HMI HMIO PLC  Port None Use Address Tag  Change Station Num  Address Type LW  Address Type LW  Address Type LW  Word Length 2  Word Length 55		in the function. For example, the original data is A, and the displaying data is B. Then the relationship
For example the original data is 20, according to the following setting, the displaying data is  15+(20-0)*(55-15)/(100-0)=23. So the component displays 23  Max/Min Value Setting  Min 0 Max 100  Conversion  Variable Max/Min Value  HMI HMI0 PLC Port None Use Address Tag  Change Station Num  Address Type  LW  Address Type  Word Length  Value 15  Max Value 55		between is as followings:
Proportion  Conversion  Max/Min Value Setting  Min 0 Max 100  Variable Max/Min Value  HMI HMI0 PLC  Port None Use Address Tag  Change Station Num  Address Type LW  Address Type LW  Address Type BIN  Word Length 2  War Value 55		B= Min Value+(A-Min)*Proportion and the Proportion=( Max Value -Min Value)/( Max-Min)
Proportion  Min 0 Max 100  Conversion  Variable Max/Min Value  HMI HMIO + PLC + Port None Use Address Tag  Change Station Num  Address Type LW + Address  Code Type BIN + Word Length 2 + Wax Value 55		For example the original data is 20, according to the following setting, the displaying data is
Proportion  Min 0 Max 100  Conversion  Variable Max/Min Value  HMI HMIO PLC Port None Use Address Tag  Change Station Num  Address Type LW Address  Code Type BIN Word Length  Max Value 55		15+(20-0)*(55-15)/(100-0)=23. So the component displays 23
Proportion  Min 0 Max 100  Conversion  Variable Max/Min Value  HMI HMIO PLC Port None Use Address Tag  Change Station Num  Address Type LW Address  Code Type BIN Word Length  Max Value 55		May /Min Value Setting
Conversion  Variable Max/Min Value  HMI	<b>.</b>	
HMI HMIO  PLC  Port None  Use Address Tag  Change  Station Num    Address Type  LW  Address Type  LW  Proportion Conversion  Code Type  BIN  Word Length  2    Max Value  55	Proportion	Min 0 Max 100
Port None	Conversion	☐ Variable Max/Min Value
Change Station Num  Address Type LW  Address 0  Code Type BIN  Word Length 2  Way Value 55		HMI HMIO → PLC →
Address Type  LW  Address  Code Type  BIN  Word Length  O  Proportion Conversion  Min Value  15  Max Value  55		
Address 0  Code Type BIN  Word Length 2  Proportion Conversion  Min Value 15  Max Value 55		
Code Type  BIN  Word Length  2  Proportion Conversion  Min Value  15  Max Value  55		Address Type LW +
Code Type BIN  Word Length 2  Min Value 15  Max Value 55		Address 0 Proportion Conversion
May Value 55		Code Type BIN Y
Format(Range):DDDDD (010255)		May Value 55
		Format(Range):DDDDD (010255)

\*\* For signed/unsigned int, if the Decimal is set, the original data will be displayed after left shift the Decimal bits, but also set the original data to the register.



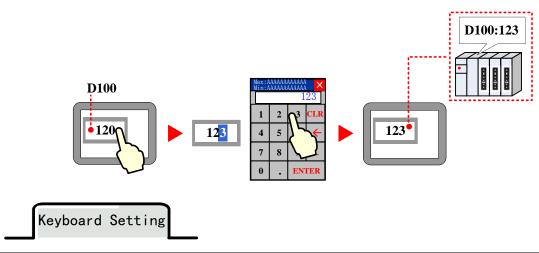
	Description of Font
	Set the display position of data,, it has for methods , they are Left, Right, Leading 0, Center.
Alignment	For example, the Integer is 5, Decimal is 0, input value is 123, then the following are the
	displaying in four different methods:





#### 4.4.1 Number Input

Number Input Component write the data in value to the certain HMI or PLC register, at the same time display the written date on HMI.



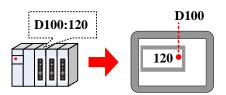
		Attributes Description of Keyboard Setting
Public	Windows	Use the Public Windows Keyboard
Keyboard		It is the default setting, and use the keyboard in Frame3: NUM Keyboard

Specified Keyboard	Use the specified keyboard in designated window. If use the self-made keyboard, the window where the keyboard is should set the Keyboard Page in Window Attribute, so the window number	
Keyboard Pop-Up Position	can be displayed in the Specified Keyboard list  Set the keyboard pop-up position on HMI	
Do not Use Pup-Up	When the Number Input Component is triggered, do not pup up keyboard. The HMI supports	
Keyboard	USB can use the external keyboard	
Use Input Order	The popped-up keyboard can input data to the components continuously by order. During the input operating, the keyboard will not disappear when press ENTER, and the input cursor will flash among the component in circle. The keyboard will be closed by press Close button    D100	
Input Order	Set the input order number for the component	
After Input Is  Completed, No  Longer Sequentially  Input	No more sequent input once it is completed once and the keyboard is shut of	
Group	For multiple groups of components that need input the data continuously, the first triggered component decides where the cursor circles  Group 1  D100  D101  D200  D201  D202 $123$ $150$ $200$ $100$ $50$ $180$	

For details, refer to [Advanced Part 2.4 Keyboard]

## 4.4.2 Number Display

Number Display is used to display the value in specific HMI or PLC register on HMI.



#### 4.5 Text Components



The text components contain Text Input, Note Book, Text Display, they are used to decode the data by ASCII then write it to specific register in character string or read data from specific register then display it in character string after the data decoded by ASSIC

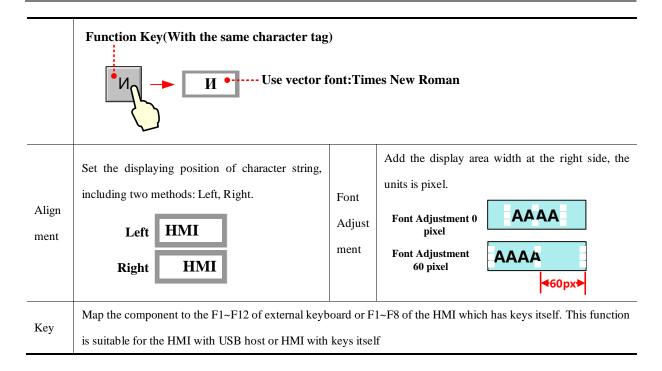
• Common Attributes Setting of Text Components



# Common Attributes Description of Text Component Swap the high byte and low byte, then display the high byte on the left and low byte on the right **D101** High byte and low byte swaps 4 D HMI 2 Do not swap If checked, the text content is decoded by Unicode and displayed. It is usually used to display Unicode multiple languages This mode can display the extended ASCII character between 0X80~0XFF. If checked, the text Extended ASCII cannot display Chinese character; the Unicode and Extended ASSCII cannot be chosen at the same time Word Length The word length is 1~16 optional. Each word contains 2 ASCII characters

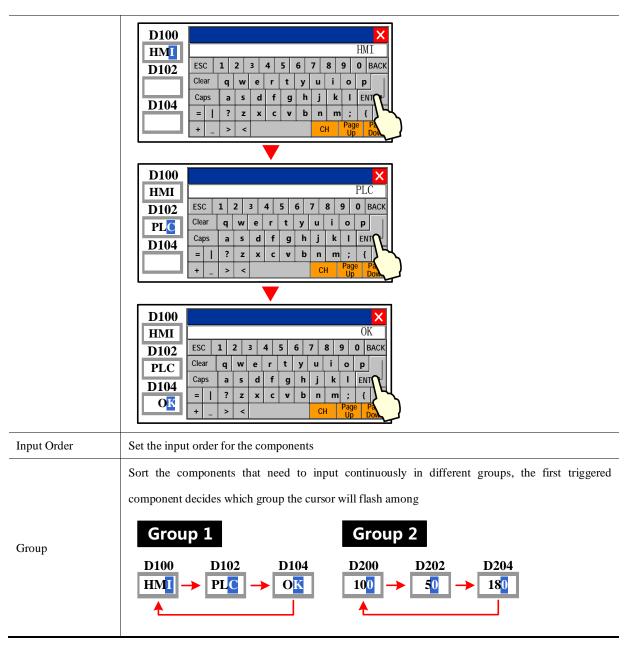


	Description of Font Attribute
E4	Use the Vector Font or Dot Matrix Font to display character string
Font Type	Note: Generally speaking, if it is not ASCII character, it cannot be displayed by vector font, but the Unicode
	character input by Unicode keyboard with sane character tag can be displayed by vector font. For example:





Description of Keyboard Setting Attributes			
Public Windows Keyboard	Use the public windows keyboard, the default keyboard is the [Frame3:NUM Keyboard]		
Specified Keyboard	Use the keyboard in specified window. The default keyboard is the [Frame 4: ASCII Keyboard] If you use the self-regulating keyboard, you should set the Special Attribute in HMI Attribute to Keyboard Page, then you can select the Window's number in Specified Keyboard list		
Keyboard Pop-up Position	Set the position of the pop-up window in the screen		
Not Use pop-p Keyboard	Do not pop up keyboard when trigger text input or text book component, but use the external USB keyboard if the HMI supports the USB host		
Use Input Order	Input the component continuously when the keyboard is popped up, the keyboard will not be closed when press the ENTER key during the inputting, the input cursor will flash in cycle among the components that set the Input Order, the keyboard will be closed when click the Close button		



#### For details, refer to [Advanced Part 2.4 Keyboard]

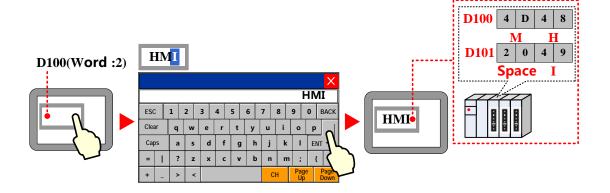
#### • Related attributes settings about the Text component

Description of related attributes		
	Set the cursor color when the Text Input component or Note Book component is triggered in	
Cursor Color	the HMI Extended Attributes of HMI Attributes	
	For details, refer to [Advanced Part 6.1.3 HMI Extended Attributes]	
Cursor Move	Use the Keyboard Function in the function key to move the cursor Refer to Advance Part	
Cursor Move	4.2.6 Function Key for more information.	
Text Operation	Operation Use the Keyboard Function in the function key to select, copy, cut, and paste the text content	

Refer to Advanced Part4.2.6 Function Key for more information.

#### 4.5.1 Text Iput

The Text Input decodes the data according to ASCII, and then writes it to the HMI or PLC register in character string, at the same time displays the written data in character string on HMI. The written data is saved in the continuous registers that begin from "Read Address". When displaying the data, the low byte characters are displayed on the left and the high byte characters are displayed on the right.

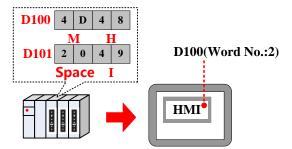




The Text Input component cannot display the multiple rows text content

#### 4.5.2 Text Display

The Text Display component displays the HMI or PLC data in character string on HMI after decoding it according to the ASCII.





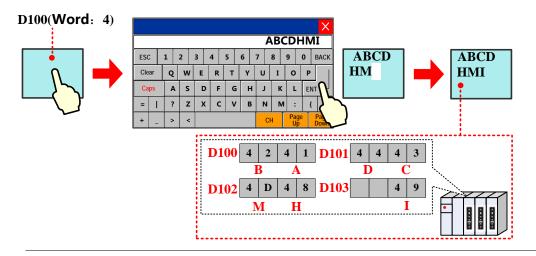
The Text Display component cannot display the multiple rows text content

#### 4.5.3 Note Book



The Note Book is the same as the Text Input; they decode the data according to ASCII, and then write it to the HMI or PLC register in character string, at the same time displays the written data in character string on HMI. The written data is saved in the continuous register that begins "Read Address". When displaying the

data, the low byte characters are displayed on the left and the high byte characters are displayed on the right.





The Note Book component can display the multiple rows text content

# Note Book

Description of Note Book attributes				
Total Lines The total lines of input text Display Line Display area line				
The Word Register	The most data length per line, the unit is word. A length of a ASSIC character is a byte, and			
Number of Per Line 1word = 2 bytes				

#### 4.6 Graph/Meter Components

In Kinco DTools, customer can display the data in chart/graph. The graph/meter components contain Trend Curve, XY plot, Oscillograph, Bar Picture, Meter and so on.

The Trend Curve, XY plot and Oscillograph are graphs; they are usually used to display data in a single or a series of continuous registers in graph on HMI. The customer can use them according to their function and actual application.

• The common attributes of graph setting.



Description of Basic Attributes				
Component	Trend Curve	XY Plot	Oscillograph	
Read Address	Set the sampling register address of the first channel	1 0 0	Set the sampling register address of the first channel	
Word Length	It depends on the	The word length depends on the	It depends on the channel	

sampling channel number,	channel number, sampling points, XY	number and sampling rate. If the
if the channel is	plot type and the read register type. The	channel number is m(0 <m<17)< td=""></m<17)<>
m,( $m$ <17), the word	user can not change this	and sampling rate is n(0 <n<256),< td=""></n<256),<>
 length is m		the word length is m*n

# Channel

Detail description of channel attributes.			
Line Width	Display the width of the curve		
Data Type	Set the data format of sampling data. It contains 16-bit signed, 16-bit unsigned, 32-bit signed, 32-bit unsigned, float and double		
Y max/Y min	Set the display range of sampling data on X axis and Y axis  D100: 90  Y max: 80  Pinn: 20  D100: 10		
Color	Set the color of curve		
Channel use variable limit	The Y max/Y min value is from specified registers. In multiple channel application, user can set specified registers for Y max/Y min of each channel. Trend Curve: if the Specified Address is Y min; the Specified Address+1 is the Y max. XY plot: if the Specified Address is Y min, the Specified Address+1 is the Y max, the Specified Address+2 is the X min and the Specified Address+3 is the X max. Oscillograph: if the Specified Address is Y min, the Specified Address+1 is the Y max		

# Extended Attributes

Detail description of extended attributes		
Channel	Chose a channel to edit. The available channels depend on the channel number set in Trend Graphics or XY	
Properties	Curve Graphics or Scope Chart page. And set the line style and line width	

Connect Style	Dot	•••	Line	
	X axis projection		Y axis	
Node	Chose the graph of nodes, the following six types are available			
Graph	●▲■○△□×			
Node Size	Set the size of node	Node Color	Set the color of node	;
Use Grid	The curve use the background and grid, users can set the line and row number, as well as the line width, color and type			
Variable Period	When use the Time sampling, to be read from specified regular Oscillograph does not support variable.	gister. Note: The	Number of	The number of sampling points  can be read from specified  register



If the circle period and sampling point number use the variable value, the variable value will be used in priority. And the default value will be used if the variable value cannot be got because of the communication problem

Historical Data Storage

For details, refer to [Advanced Part 4.1.10 Save Historical Data]

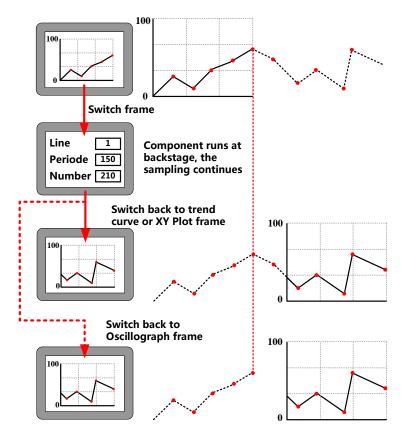


The Trend Curve and Historical Data Display can be used at the same, but when the trend curve and historical data display sample the same register and the data is saved in external device, the Subdirectories should be different, or the only save historical data in just one of the component

#### • About the display of curve.

The Trend Curve and XY plot run at the backstage, the trend curve and XY plot will not be cut off when changing the frame.

On the other hand, the Oscillograph does not support running at backstage; the data sampling and curve will be cut off when changing the frame.



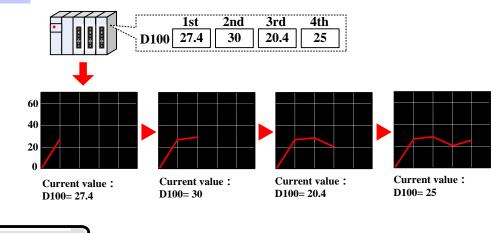
The special attributes of these curves are as follows.

#### 4.6.1 Trend Curve



Trend Curve

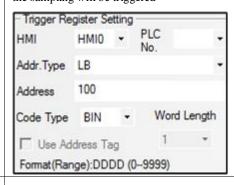
The Trend Curve reads a series specified continuous registers (in HMI or PLC) in period and display them in curve. The new data will be read from specified registers and displayed at the right/left/top/down side of curve, it is a real-time curve.



Detail description of trend curve attributes			
	Single page	Only display the sampling value in current page, there is no extended curve	
Туре	Multiple pages	There is extended curve. When the curve goes on, the previous sampling data will not	
		disappear. The historical data will be stored in the buffer area	

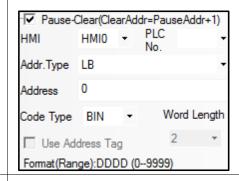
Attributes	Start from left	Start from right X			
	Start from top	Start from bottom  Y  Start from y  Y			
	Time sampling	Sample the date timely			
	OFF→ON trigger sampling	The sampling will be triggered when specified register changes from OFF to ON			
G I	ON→OFF trigger sampling	The sampling will be triggered when specified register changes from ON to OFF			
Sampling Methods	OFF←→ON trigger sampling	The sampling will be triggered when specified register changes			
	OFF→ON reset trigger sampling	The sampling will be triggered when specified register changes from OFF to ON. And the specified register will be reset to OFF automatically			
	ON→OFF reset	The sampling will be triggered when specified register changes from ON to OFF. And			
Cycle	trigger sampling the specified register will be reset to ON automatically  The time interval between two sampling points. The unit could be 1s or 100ms				
Cycle					
a m	Continue The sampling will continue even the all sampling points are finished				
Sam.Type	Once The sampling will stop automatically when all the sampling points are finished, the sampling executes only once				
Sampling	Sampling points or	n each page			
points					
PageNum	This option is valid in the Multiple Page type				
Channel	The number of the channel, it is 64 channels at most				
X-axis	The distance between two adjacent data points is a fixed distance (at the sampling point), not the distance				
PointBased	determined by the two time points.				
Time Based	Between the two adjacent points is the unit of time. Scope refers to the scope of the starting time to the end of the current page				
Control	This option is valid in the trigger sampling .Take the following picture for example, the LB100(bit register				

Register Setting in the HMI) is the trigger register, when the LB100 satisfies the setting condition in the Sampling Method , the sampling will be triggered



Set the Pause and Clear register, the default word length is 2, the set address is used to stop the curve, and the set address +1 is used to clear the curve. The Pause function just stops the change of curve, but not stops the sampling. The Clear function will clear the curve on the Trend curve. Take the following picture for example, the LB0(bit register in HMI) is set to control the Pause-Clear function, when the LB0 is ON, curve will stop refreshing, when the LB0 is OFF, the curve will continue to display, when the LB1 is ON the curve on the Trend Curve will be cleared

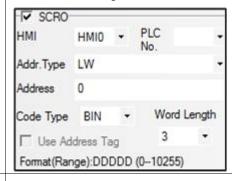
Pause-Clear



Set the register to turn the page of Multiple Page curve, default word length is 3. This option is valid when the Multiple Page is chosen. Use this function to browse multiple page curves, and this function can be used with Scroll Bar. For details, refer to [Advanced Part 4.16.3 Scroll Bar]

Take the following picture for example, if the specified register is LW0(word address in HMI), so the LW0 is the current browsing index value of scroll bar, the LW1 is the start browsing index value, and the LW2 is the max browsing index value

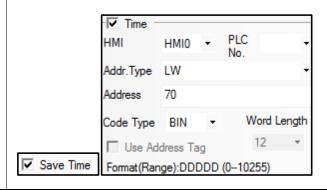
SCRO



Time

This option is used to save the start sampling time and end sampling time of current page, this option is

valid when the Save Time option is chosen. Default word length is 12. Take the following picture for example, if the specified address is LW70(word register in HMI), the start time of current time (second, minute, hour, day, month, year) are LW70, LW71, LW72, LW73, LW74, LW75. The end time of current page (second, minute, hour, day, month, year) are LW76, LW77, LW78, LW79, LW80, LW81





If "Use scroll bar" is selected in [Trend Graph Component Attribute]-[Scale], the [Scroll] cannot be selected in [Trend Graph Component Attribute]-[Trend Graphics].

# Scale

Description of Scale attributes			
Use Scroll Bar	The trend curve uses the system scroll bar, user can set the scroll bar width, the width range is		
	20~120, units is pixels.		
Use Vertical Axis Scale	Vertical Axis Scale The trend curve uses the system vertical axis scale.		
	Scale color	Set the color of vertical color.	
	Display Scale Frame	Display the scale frame or not.	
		O Display X O Do not display	
	Major Scale Number	Set the major scale number.	
	Major Scale Length	Set the major scale length, the unit is pixels.	
	Minor Scale Number	Set the minor scale number.	
	Minor Scale Length	Set the minor scale length, the unit is pixels.	

Use Scale Label	Scale Label 10	
	3	
		<u>0</u> O
	Label Font	Set the label font
	Integer	The integer number of scale (User cannot adjust it ).
	Decimal	The decimal number of scale (User cannot adjust it ).
Use Horizontal Axis	Trend Curve displays the	horizontal scale.
Time Scale	Scale Color	Set the vertical scale color.
	Display Scale Frame	Display the scale frame or not.
		Y Y Y Y Display Do not display
	Time scale interval	The time interval between two time scale point, the unit is sampling
		circle, for example, if the Time scale interval is 3, the time interval
		between two scale point is three sampling circles' time. So the
		displayed scale number depends on the sampling points number and
		time scale interval.
	Length	Set the length of time scale, the unit is pixel.
	Mark each sampling	Mark a scale on each sampling point
	point scale	
	Length	Set the length of each sampling points, the unit is pixel.
V		
	Label Font	Set the scale label font
	Time	Display and set the time format, there are three formats: HH:MM:SS
	]	HH:MM、HH:MM:SS:MS
	Date	Display and set the date format, there are three formats:
	]	DD*MM*YY、MM*DD*YY、YY*MM*DD. Separator:/、—、.
Vertical Axis Scale	Channel	The max/min of vertical axis is based on the max/min of specified
Reference Channel		channel.

## History Data Query

Select "History Data Query" in [History Data Query] of [Trend Graph Component Attribute], then set Query Address and Query Trigger Address to make history data query function for trend graph.

#### Description of History Data Query attributes

History data query address, the word length is 8.

Start Date: Specified address, word length is 2, input year and date in this address.

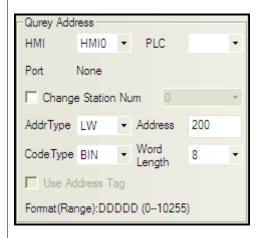
Start Time: Specified address+2, word length is 2, input time (hour, minute and second) in this address.

End Date: Specified address+4, word length is 2, input year and date in this address.

End Time: Specified address+6, word length is 2, input time (hour, minute and second) in this address.

Take the following picture for example, the specified address is LW200, and user wants to query the data between 9:30:40 14<sup>th</sup>, Aug, 2012 and 14:16:30 15<sup>th</sup>, Aug, 2012.

Query Address



So the Specified address are as follows:

Start Date: LW200=20120814

Start Time: LW202=93040

End Date: LW204=20120815

End Time: LW206=141630

Query Trigger Address

When the specified address status is on, the trend will trig query function.

Print

If the Open printing option is checked, the trend curve can be printed in real-time.



The real-time printing in Trend Curve only supports micro printer

Description of printing attributes			
	Print per point	The printing is triggered by every sampling point	
	Print per page	The printing is triggered when all the sampling points on a whole page is finished	
Mode	Print whole	The printing is triggered after all the sampling points on all pages are finished in multiple page trend curves	
	Trigger by register	The printing is triggered when the specified register satisfies the setting condition	
Paper Width	Set the paper width according to the printer		
Step	The pixel between to	wo small grids	
Vertical axis scale	Set the standard channel of vertical axis scale. That is to say set the upper limit and lower limit of		
reference channel	vertical axis		
Time Mode	Set the display time mode of horizontal axis. Two modes are optional: HH:MM、HH:MM:SS		
	OFF→ON	If chose the Trigger by register in the Mode, the printing will be triggered when specified register changes from OFF to ON	
	ON→OFF	OFF  If chose the Trigger by register in the Mode, the printing will be triggered when specified register changes from ON to OFF	
	OFF←→ON	If chose the Trigger by register in the Mode, the printing will be triggered when specified register changes its state	
Trigger Style	OFF→ON(Reset)	If chose the Trigger by register in the Mode, the printing will be triggered when specified register changes from OFF to ON, then the register will be reset to OFF automatically	
	ON→OFF(Reset)	If chose the Trigger by register in the Mode, the printing will be triggered when specified register changes from ON to OFF, then the register will be reset to ON automatically	
Print axis	The horizontal axis and vertical axis of printing. The line type, line width and axis color can be set		
Print horizontal axis(time)	The display time interval (show time), font size and color can be set. The show time means the display interval between the previous printing time and the next printing time, the unit is sampling points		
Print vertical axis(scale)	Print vertical axis has two forms: Percentage and Sampling value. The font size and color of vertical axis are changeable		

Print baseline

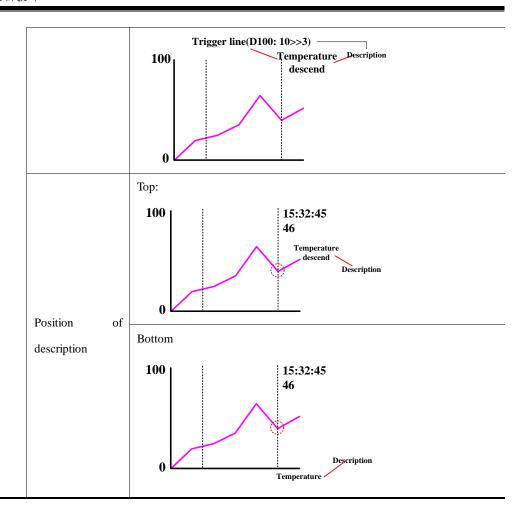
The baseline is the standard line in horizontal direction. Two baselines can be printed at most. The base line value, baseline type, line width and baseline color can be set. The baseline value is suggested not to exceed the limit of standard channel





This function is valid only when the Open Printing is checked

Description of Print Trigger Line Attribute				
	When value of specified register changes, print a trigger line			
Trigger Register	Trigger line(D100: $0 \rightarrow 1$ )  Trigger line(D100: $1 \rightarrow 0$ )			
Line Type/Width/Color	Set the type, width	Set the type, width and color of trigger line		
Print line scale/time	100	Time 15:32:45 46 Scale		
	Font Size	Set the font size of trigger line time and scale font		
	Font Color	Set the font color of trigger line time and scale font		
	Set the comments information of print trigger line			
	Trigger Line State	Set the state number and corresponding value of trigger state description,		
	Num	1~256 are optional. For example, set the trigger line state Num to 3, the		
Print state description		corresponding value are 0, 1, 2. And the value 0 corresponds to description		
		"temperature rise", the value 1 corresponds to description "temperature		
		unchanged" and value 2 corresponds to description "temperature descend"  When the value of specified register is 2, the trigger line and		
		corresponding description will be printed		



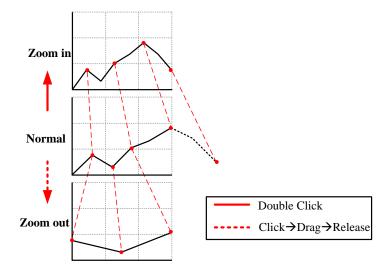
#### [Extend application of Trend Curve]

#### View and zoom function

Use the LB9110 to open or close the zoom function. When the LB9110 is ON, the zoom function will be opened.

Zoom out view: In multiple pages trend curve and the page number is more than 1. When LB9110 is ON, double click on the trend curve screen to zoom out the curve.

Zoom in view: When LB9110 is ON, drag the mouse to select a section curve to view the zoomed in curve.



#### Cursor function

The system special register LB9111 can enable the cursor function. When LB9111 is on, user can touch and trag the cursor to the data point that user want to select.



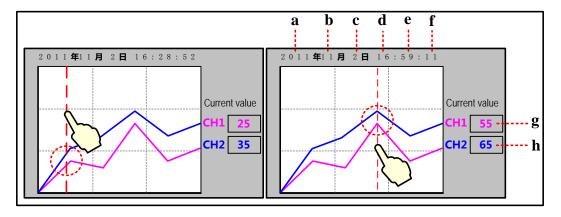
The priority of LB9111 is higher than LB9110. If LB9111 is on, the zoom function will be disabling.

#### Sampling time and sampling coordinates query function.

When the LB9110 is ON, customer can query the sampling time and sampling coordinates by system registers. Related system registers are as follows::

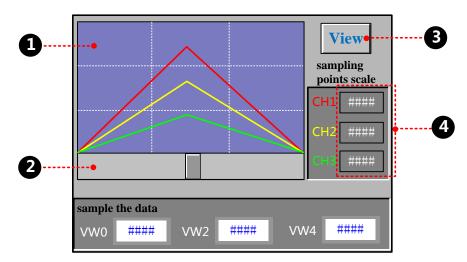
Description of related system registers			
Special register address	Function	Description	
LW9200~LW9205	Display the viewed sampling	These registers are second, minute, hour, day, month, and year.	
	point time of trend curve	The Code Type is BIN	
LW9210~LW9210+N		N means the channel number, display the Y coordinates of	
		viewed sampling point in each channel. For example the	
	Display the coordinates of	channel is 2, the LW9210 displays the Y coordinate value of	
	viewed sampling point	current viewed sampling point in channel 1, and the LW9211	
		displays the Y coordinate value of current viewed sampling	
		point in channel 2	

Take the following picture for example



- a. Number Display , LW9205 b. Number Display , LW9204 c. Number Display , LW9203
- d. Number Display, LW9202 e. Number Display, LW9201 f. Number Display, LW9200
- g. Number Display, LW9210 h. Number Display, LW9211

Take GH070 communicating with SIEMENS S7-200 for example, sample the data in VW0, VW2, VW4 and draw them in a curve, at the same time the sampling points scale can be viewed.

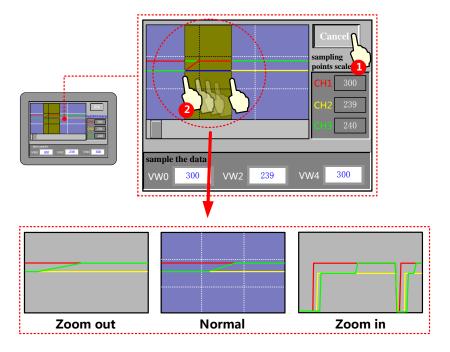


• Build a new Trend Curve component, the component attribute is as followings:

Basic Attribute			
Read Address	VW 0 (PLC register)		
Trend Graphics			
Туре	Multiple Pages		
PageNum	10		
Channel	3		
SCR0	Checked, address: LW 0 (HMI local register)		
Channel			
No. 0	Y Min/Max: 0/500 Color: ■ (Red)		
No. 1	Y Min/Max: 0/500 Color: (Yellow)		
No. 2	Y Min/Max: 0/500 Color: ■ (Green)		
Extended Attributes			
Use Grid	Checked, Lines/Columns: 3/3, Background color: ■(blue-gray), Grid color: □(white), Grid		
	Line Style:		
Save Historical Data			
Save to recipe data field	Checked, Start address: 0		
Add a Scroll Bar compon	nent to turn page of the historical curve, the setting is as followings:		
Basic Attributes			
Write address	LW 0 (HMI local register)		
Scroll Bar			
Background Image	Vector Graphics, CONFIRM.vg		
Button Image	Vector Graphics, CTRL_BAR001.vg		
Scroll Bar Extended Attrib	putes		
Max/Min Value Setting	0/100		

Variable Max/Min Value	Unchecked		
●Add a Bit State Switch to zoom the curve, the setting is as follows:			
Read/Write Address	LB 9110 (special system register in HMI)		
Switch Type	Toggle		
Tag	Use Tag checked; 0: View; 1: Cancel		
Font	Use Font Graph: Times New Roman, Size 12, Center, Blue.		
Graphics	Vector Graphics checked: CONFIRM.vg		
• Add three Number Display components to display the value of current sampling points, the setting is as follows:			
Read Address	LW 9210/LW 9211/LW 9212 (special system register in HMI)		

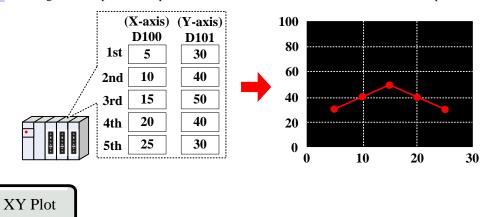
The effect is as follows:



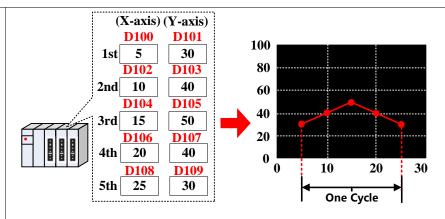
#### 4.6.2 XY Plot



XY Plot read a series of continuous registers from specified HMI local registers or PLC/Controller registers in a period, and plots them in dual axle curve, it can reflect the relationship of two variables.



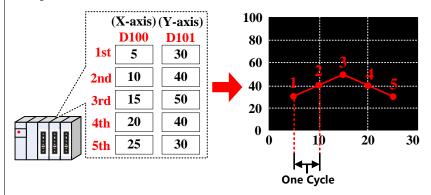
	Detail explanation of XY Plot attributes					
	Single Page	Only display the data change information of current page, there is no curve extension.				
Туре	Multiple Pages	There is XY plot extension, each channel can be saved, when the XY plot extends, historical sampling data will not be lost, but save in the buffer area.				
	Standard	Invalid Track Invalid				
Attributes	Trend	Hor izo ntal O X Vertical Y				
	Histogram	Hor izo ntal O X Vertica Vertica				
	Time Sampling	Sample data periodically.				
	OFF→ON trigger sampling	When specified register changes from OFF to ON, then trigger the sampling.				
Carra lin a	ON→OFF trigger sampling	When specified register changes from ON to OFF , then trigger the sampling.				
Sampling Method	OFF←→ON trigger sampling	When specified register changes its state, then trigger the sampling.				
	OFF→ON reset	When specified register changes from OFF to ON, then trigger the sampling. The				
	trigger sampling	specified register will be reset automatically after being triggered.				
	ON <b>→</b> OFF reset	When specified register changes from ON to OFF, then trigger the sampling. The				
	trigger sampling	pling specified register will be reset automatically after being triggered.				
Cycle	The time interval of	the two pages or two sampling points. The unit can be s or 100ms.				
XY Plot Type	Each period of cycle sampling points has X and Y components. The register number is related to the channel number and sampling number. For example, there is m channels and n sampling points, that is to say, the register number is m*n*2.					



Example, suppose the Read Address is D100, and there is 1 channel, 5 sampling points in each page; so this XY plot will take 10 registers. They are D100, D101, ..., D109 which corresponding to the X11, Y11, X12, Y12, ..., X15, Y15.

Sampling one point each time, with X and Y components. The register number is related to the channel number. For example, the channel number is m, sampling points is n, so the register number is m\*2.

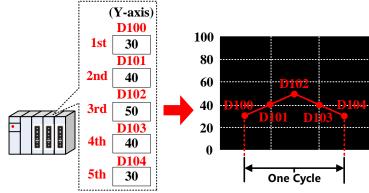
Track



Example, suppose the Read Address is D100, and there is 1 channel, 5 sampling points in each page; so this XY plot will take 2 registers. They are D100 and D101 which corresponding to the X1 and Y1.

Sampling multiple points every time or in each period, with Y components, but no X components. The register number is related to the channel number and sampling number. For example, there is m channels and n sampling points, that is to say, the register number is m\*n.

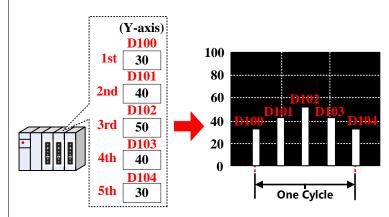
Trend



Example, suppose the Read Address is D100, and there is 1 channel, 5 sampling points in each page; so this XY plot will take 5 registers. They are D100, D101, ..., D104 which corresponding to the Y11, Y12, ... Y15.

Sampling multiple points every time or in each period, with Y components, but no X components. The register number is related to the channel number and sampling number. For example, there is m channels and n sampling points, that is to say, the register number is m\*n.

Histogram



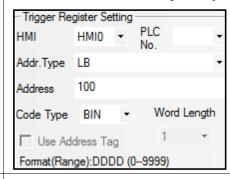
Example, suppose the Read Address is D100, and there is 1 channel, 5 sampling points in each page; so this XY plot will take 5 registers. They are D100, D101, ..., D104 which corresponding to the Y11, Y12, ... Y15.

Sampling	The compline points displayed on each page
Points	The sampling points displayed on each page
PageNum	This option is valid only when the Multiple Pages is chosen.
Channel	Displayed curve number, channel type can be set separately.

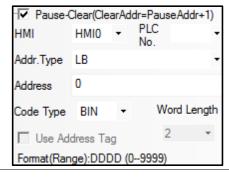
This option is valid when use the trigger sampling in the Sample Methods. Take the following picture for example, set the LB100 (HMI local register) as the trigger register, the sampling will be triggered when the state in LB100 satisfies the setting in Sampling Method.

Trigger Register

Setting



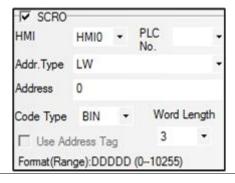
Pause/Cle ar Set the register that controls the Pause and Clear function, the default word length is 2, the [set register] controls the Pause, and [set register+1] controls the Clear. The Pause function only stops the change of curve, but not stops the sampling. The Clear function clears the curve displayed on the XY plot. Take the following picture for example, set LB0 (HMI local register) as the register to control Pause and Clear. When LB0 is ON, the screen on XY Plot will stop refreshing; when LB0 is OFF, the screen on XY Plot will continue to display the change of curve. When LB1 is ON, the curve on XY Plot will be cleared.



Set the register to turn page of multiple pages of XY Plot, the default word length is 3. This option is valid when the Multiple Pages is chosen. Use this function to scroll the multiple pages XY plot, and can be used with the Scroll Bar. For details, refer to [Advanced Part 4.16.3 Scroll Bar]

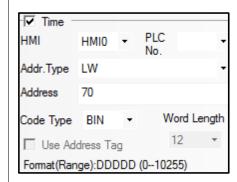
Take the following picture for example, the specified register is LW0 (HMI local register), so the LW0 is the current index value of scroll bar, LW1 is start index value of scroll bar, LW2 is the maximum index value of scroll bar.

SCR0



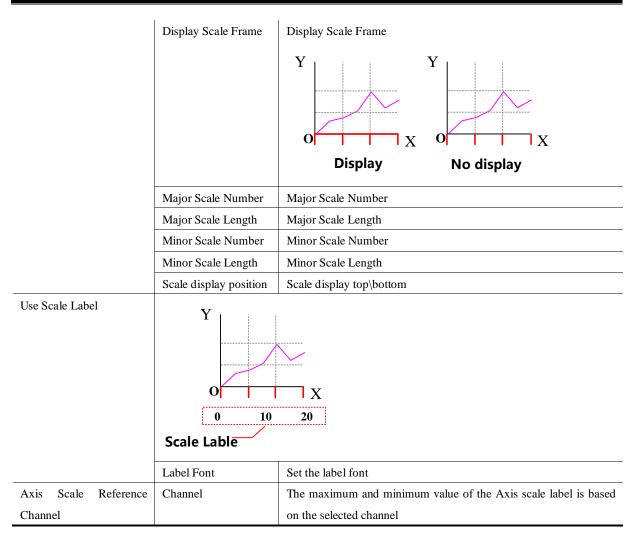
Use this function to save the start time and end time of current page. This function is valid when the "Save Time" is checked. The default word length is 12. Take the following picture for example, the specified address that is used to save time is LW70(HMI local register), the start time (Second, Minute, Hour, Day, Month and Year) of current page are LW70, LW71, LW72, LW73, LW74 and LW75. the end time (Second, Minute, Hour, Day, Month and Year) of current page are LW76, LW77, LW78, LW79, LW80 and LW81.

Time



Scale

	Descript	tion of Scale attributes
Use Vertical Axis Scale	-	system vertical axis scale.
	Scale color	Scale color
	Display Scale Frame	Display Scale Frame
		O Display X O No display X
	Major Scale Number	Major Scale Number
	Major Scale Length	Major Scale Length
	Minor Scale Number	Minor Scale Number
	Minor Scale Length	Minor Scale Length
	Scale display position	Scale display left\right
Use Horizontal Axis Scale	Scale Lable 100 50 O	
	Label Font	Set the label font
	Integer	The integer number of scale (User cannot adjust it ).
	Decimal	The decimal number of scale (User cannot adjust it ).
Use Scale Label	The XY curve uses the s	system horizontal axis scale.
	Scale color	Scale color

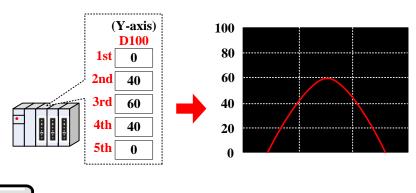


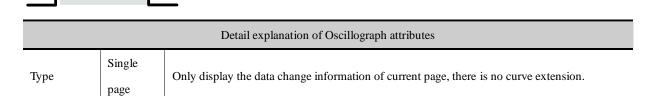
### 4.6.3 Oscillograph



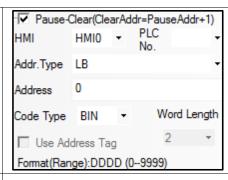
Oscillograph

The function of Oscillograph component is similar to the Trend Curve. They read continuous registers form specified HMI local registers or PLC/Controller registers periodically, and plots them in single axis curve.





	Multiple There is XY plot extension, each channel can be saved, when the XY plot extends, the	he		
	Pages historical sampling data will not be lost, but save in the buffer area.			
Property	The direction that Oscillograph curve starts.			
	Start from Left  Start from Right  X			
	Start from Top  Start from bottom  Top			
Cycle	The time interval of every 2 sampling points. The unit can be s or 100ms.			
	When use the rate sampling, the Oscillograph reads [Sampling Rate number] groups data each time. For			
	example, the Read Address is LW10 (HMI local register), Sampling Rate is 2, Channel is 3, so the rea			
Sampling	address is LW10~LW15. The address distribution is as follows: three channels' data of the first group a	ıre		
Rate	saved in LW10, LW11 and LW12; three channels' data of the second group are saved in LW13, LW14, are	nd		
	LW15. If the sampling cycle is 1s, the Oscillograph reads these two groups data every second. The rate sampling makes the curve more smooth and accurate			
Sampling points	Sampling points number displayed on each page			
PageNum	This option is valid when the Multiple Pages is checked			
Channel	Displayed curve number			
	Set the register that controls the Pause and Clear function, the default word length is 2, the [set register]			
	controls the Pause, and [set register+1] controls the Clear. The Pause function only stops the change of	of		
	curve, but not stops the sampling. The Clear function clears the curve displayed on the Oscillograph. Take	ke		
Pause/Clear	the following picture for example, set LB0 (HMI local register) as the register to control Pause and Clear	ar.		
	When LB0 is ON, the screen on Oscillograph will stop refreshing; when LB0 is OFF, the screen on			
	Oscillograph will continue to display the change of curve. When LB1 is ON, the curve on Oscillograph will	ill		
	be cleared.			

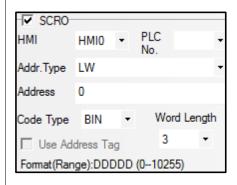


Set the register to turn page of multiple pages of Oscillograph, the default word length is 3. This option is valid when the Multiple Pages is chosen. Use this function to scroll the multiple pages Oscillograph, and

can be used with the Scroll Bar. For details, refer to [Advanced Part 4.16.3 Scroll Bar]

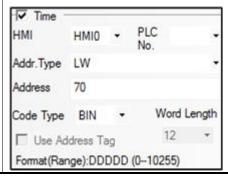
Take the following picture for example, the specified register is LW0 (HMI local register), so the LW0 is the current index value of scroll bar, LW1 is start index value of scroll bar, LW2 is the maximum index value of scroll bar.

SCR0



Use this function to save the start time and end time of current page. This function is valid when the "Save Time" is checked. The default word length is 12. Take the following picture for example, the specified address that is used to save time is LW70(HMI local register), the start time (Second, Minute, Hour, Day, Month and Year) of current page are LW70, LW71, LW72, LW73, LW74 and LW75. the end time (Second, Minute, Hour, Day, Month and Year) of current page are LW76, LW77, LW78, LW79, LW80 and LW81.

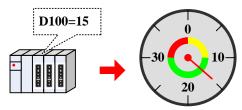
Time



## 4.6.4 Meter



Meter component displays the data of internal specified HMI or PLC/Controller which shows in instrument chart.



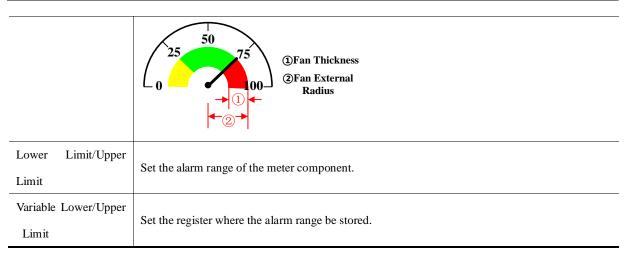
Meter Component

Detailed explanation of Meter attributes		
Set Data Type of	Select the data types of setting values and support data types such as signed decimal number, unsigned	
The Value	decimal number, float-point number with single precision and float-point number with double precision	
Angle	Clockwise, Anti-clockwise  MT0  MT1  9  75  25  50  50	
Dial Style	Pie, Circularity(point up), Circularity(point down)	
Hand color	Chose the color of the meter hand	
Length	Set the length of the meter hand, the maximum is the radius of the actual circle	
Width	Set the width of meter hand	
Hand Style	Chose the style of meter hand	
Scale color	Chose the color of meter scale	
Show Scale Frame	Set to display the scale frame or not  1 0 0 0 0 0 10 -30 10 20 Do not display scale frame	
The Number of	Set the number of main scale, 0~50 are optional	

Main Scale		
The Length of	See the length of main and the main and the main length of a trade	
Main Scale	Set the length of main scale, the maximum cannot exceed the radius length of actual circle	
The Number of		
Minor Scale	Set the number of minor scale, 0~10 are optional	
The Length of		
Minor Scale	Set the length of main scale, the maximum cannot exceed the radius length of actual circle	
Use Scale Tag	Set to display the scale tag or not	
Tag Font	Click the Tag Font to set the font of tag	
Integer	The integer number of scale tag (Can not be set, it will change according to the maximum of meter )	
Decimal	Set the decimal number of the scale tag, 0~8 are optional	
Use Dial Axis	Checked to set the axis size and color	
Axis Width	Set the size of meter axis, the maximum cannot exceed the radius length of actual circle	
Axis Color	Set the color of meter axis	

## Meter Component Extended Attribute

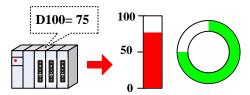
Explanations of Meter Extended Attributes			
Maximum/Minimum	Set the display range of meter.  Minimum  D100:-25  D100:125		
Variable Min/Max	Set the registers where variable Minimum and Maximum are stored.		
Upper Limit/Lower Limit	Set the color of the Upper/Lower Limit.  Lower Limit 25 75 Upper Limit		
Fan Thickness	Set the thickness of the circle color block. The maximum can not exceed the radius of meter circle, and should be equal to or smaller than the Fan External Radius.		
Fan External Radius	Set the radius of circle color block. The maximum can not exceed the radius of meter circle, and should be equal to or larger than the Fan External Radius.		



#### 4.6.5 Bar Picture



Bar Picture displays the data in HMI local register or PLC/Controller register in percentage of bar picture, that is to say the bar picture displays the percentage of actual value compared to the set maximum/minimum value.

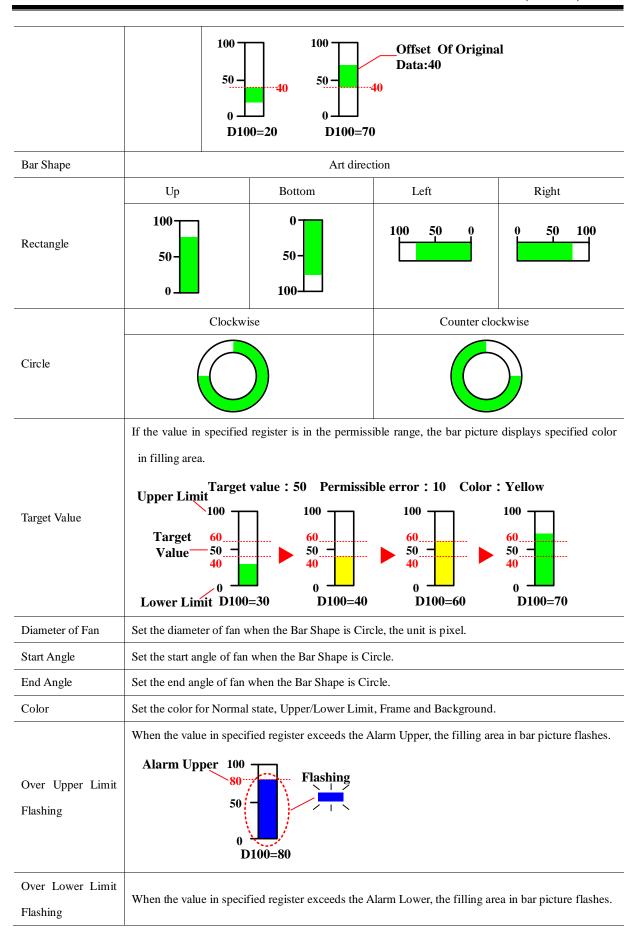


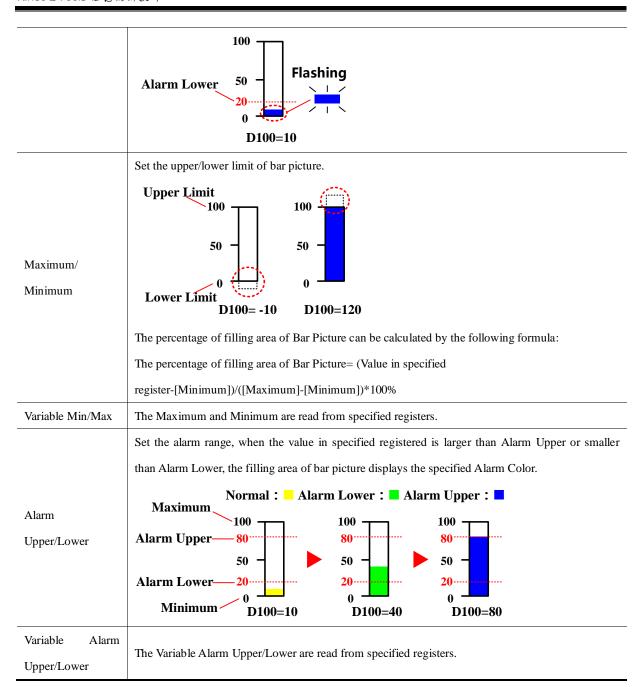


Bar Picture does not support the float data format

# Bar Picture

		Detail Explanation of Bar Picture Attributes
Bar Type	Standard	Display the percentage of actual value compared to the set maximum/minimum value in bar picture.  Standard  D100=70
	Offset	Display the offset value of actual value compared to the original data in bar picture.





# Scale

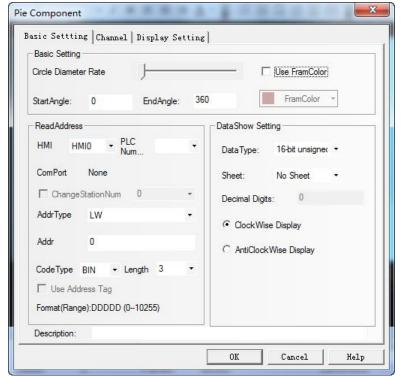
Detail Explanation of Scale Attributes			
	Scale Color	Set the scale color	
Use Scale	Show Scale Frame	Set to display scale frame or not.  Display Not Display	
	The Number of Main Scale	Set the number of main scale	

		I			
	The Length of Main Scale	Set the length of main scale, unit is pixel.			
	The Number of Minor Scale	Set the number of minor scale			
	The Length of Minor Scale	Set the length of mir	nor scale, unit is pixel.		
	Left	Right	Up	Bottom	
Scale Display Position					
Use Scale Tag	Scale Tag				
	Tag Font	Set the font of tag			
	Integer	Integer of scale cannot be set by user.			
	Decimal	ecimal Decimal of scale, can be set by user.			

## 4.6.6 Pie chart



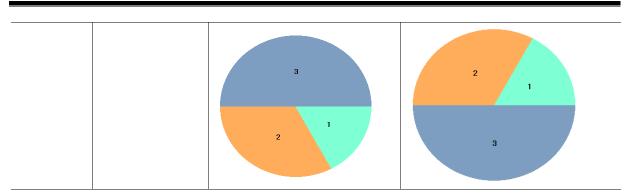
After the input data is assigned to the specified address, the proportion of each channel is displayed in pie chart.



Basic Setting

	Attribute Descriptions of Pie					
	Set the inner diameter and outer diameter of pie chart, the pie chart can display a					
	Circle Diameter Rate	circular ring.				
		If selected, each channel has a frame,	and the color is optional			
		Use black frame	No use			
Basic Setting	Use FramColor					
	StartAngle\EndAngl e	Set the startangle and endangle of pie chart, from 0 to 360, The 3 o'clock direction is 0 degrees, anticlockwise calculation, as shown in the following figure  Startangle: 0 Endangle: 90 Startangle: 90 Endangle: 270				
		90°	270°			
ReadAddress	The first read address	read address of pie chart				
	Data Type	16-bit unsigned, 32-bit unsigned, float	, double			
D . C	Sheet	No Sheet\data\Percentage				
DataShow Setting	Decimal Digits	The decimal should be between 0 to 8				
Ü	Display Direction	Set the channels clockwise or anticlockwise display				
		ClockWise Display	AnticlockWise Display			

Advanced part Components

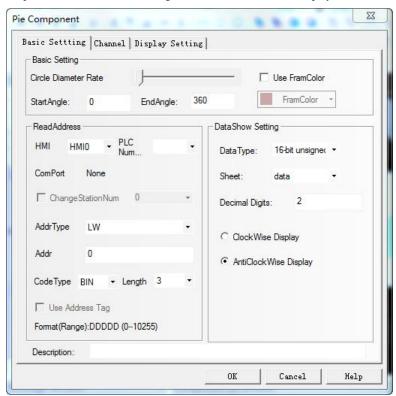


## Channe l

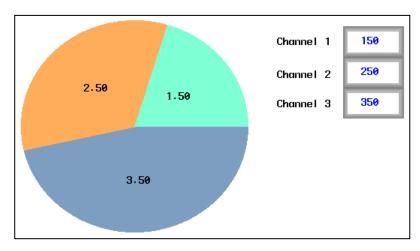
Attribute Descriptions of Channel		
Channel number	Set the channel number of pie chart, the range from 2 to 32	
Set All Font	Set all channels font	
Color	Set each channel color	
The column font	Set ecach channel font	

## [Example]

1. The channel number of pie chart are 3, the decimal digits is 2, and anticlockwise display



2. Offline simulation:



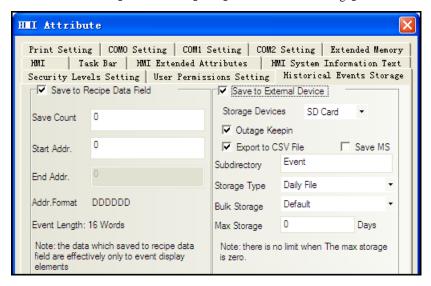
## 4.7 Alarm Component

Alarm component is used to display user alarm or user event information. Inco HMIware provides components of event display, historical event display, event bar, alarm display and alarm bar for displaying alarm information.



- 1. The event information displaying in components of event display, historical event display, event bar must be preset in [Event Information Logon] in project database.
- 2. The alarm information displaying in components of alarm display, alarm bar must be preset in [Alarm Information Logon] in project database.
- 3. Alarm information can't be saved, and alarm display component can only display the unrecovered alarm information.
- 4. Event information can be saved, and event display component can display both unrecovered event information and recovered event information.
- Related attribute of event information setting
  - > Event information storage

Set the storage of event information in 【HMI Attribute】— 【Historical Events Storage】.



## (1) Save to Recipe Data Field

It is used to save event information to recipe memory of HMI (RW register).



- 1."Save Count" must be greater than 0.If "Save Count" is 0, then system won't save event to recipe data field.
- 2."Start Addr." can be user-defined. The length of one event information is 16 words. System will set "End Addr." Automatically according to "Save Count".
- 3. Event information which saves to recipe data field cannot display in historical event display component.

#### (2) Save to External Device

It is used to save event information to external device.

When "Storage Type" is set as "Daily File", then the event information will save to path "event/Subdirectory name/yyyymmdd.csv". When "Storage Type" is set as "Single File", then the event information will save to path "event/Subdirectory name/ Subdirectory name.csv". (Therein, yyyymmdd is event execution date such as 20110101)



- 1. Only the HMI with USB HOST or SD Card support saving to external device.
- 2. Only the event information which is saved to external device can query by date or order sequence and display in "Historical Event Display" component.
- 3. Event information can save to recipe data field and external device at the same time.

For details about historical event storage, refer to [Advanced Part 6.1.7 Historical Events Storage]

#### Event information clear

There are four ways to clear event information which displaying in event display component.

(1) Set LW10015 as 0 and restart HMI.

This way is used to clear all the event information which are saved in recipe data field.

(2) Tick [Clear History Event Data] in [EVDownload] when downloading project. The event information will be clear after downloading.

This way is used to clear all the event information which are saved in recipe data field and external device.

(3) Use 【Clear Event】 function in function key.

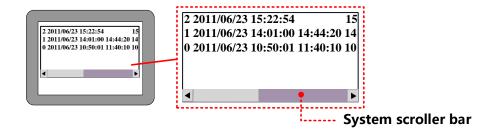
This way is used to clear all the event information which are saved in recipe data field.

(4) Use 【Clear History Event】 function in 【KDManager】.

This way is used to clear all the event information which are saved in recipe data field and external device.

## System Scroll Bar Width setting

When the information in Event Display component cannot totally display horizontally, then system will provide scroll bar automatically.

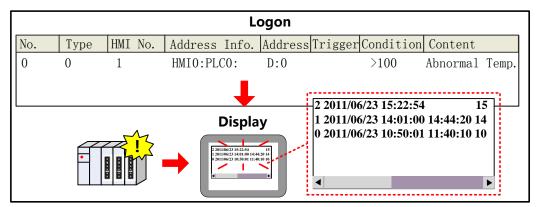


The width of system scroll bar can be set in [HMI Attribute]—[HMI Extended Attributes], the range is 20~120 (Pixel).

#### 4.7.1 Event Display



Event display is used to display event information logon in "Event Information Logon". The displaying events will be sorted by triggered time.





[Read Address] in Event Display component is used to scroll the event information(Up or down).

# **Event Information**

Related setting descriptions for event information			
Diomlary Type Dance	This event display component can only display the event within this type range. The		
Display Type Range	event type is set in "Event Information Logon".		
	The number of characters occupied by the Sequence No. (1~5 range can be set), the		
	default is 3		
	For example: when the user sets 3, the sequence No. is automatically set to 3 characters.		
Sequence No. Length	When the ordinal number is 1-999, the width is 3. When the ordinal number is changed		
	from 999 to 1000, the sequence number length of the subsequent event is automatically		
	changed to 4		
Character Space	The distance between each character of the event content. Unit as pixel point		

Acknowledge Type		Set the acknowledge method for triggered event. Click or Double Click.				
	Acknowled	The color of event information after affirming.				
	ge Color					
	Back to					
Color	Normal	The color of	event information after event back to normal.			
	Color					
	Select Area	Tl1f	dented line for in direction come in forms when			
	Color	The color of dotted line for indicating user information.				
		Select means	s using one by one to clear the selected event function. At run-time, when			
		the specified	register satisfies the set trigger condition, the selected event will be deleted.			
		Five trigger t	ype:			
		OFF→ON	When specified register changes from OFF to ON, the selected event will be deleted			
Clear Event One B	By One	ON→OFF	When specified register changes from ON to OFF, the selected event will be deleted			
		OFF←→O	When specified register changes, the selected event will be deleted			
		N				
		OFF <b>→</b> ON,	The selected event will be deleted, when specified register changes from			
		Reset	OFF to ON. And the specified register will be reset to OFF automatically			
		ON <b>→</b> OFF,	The selected event will be deleted, when specified register changes from			
		Reset	ON to OFF. And the specified register will be reset to ON automatically			
Background Color	Set the background color of event display component					
Border Width/Color	Set the border width and color of event display component, The border with from 0 to 8					
Row/Column Space	The space between two rows or two Columns.					
	Vertical Line		Set the vertical line			
Separator Setting	Horizontal Line		Set the horizontal line			
	Width/Style/Separator Color		Set Separator line width/style/color			
Title Bar Setting	Set the title bar name, color and font					
Format	The format of event information. All the format information display in front of event information.					

	1/06/23 15				nal Temp.
1 2	011/06/23	14:01:00	14:44:20	14:44:23	Abnornal
0 2	011/06/23	10:50:01	11:40:10	10:54:20	Temp. Abnornal
Sequence No.	Trig	Time	:	urn to nal Time	Temp. Event
Trig Date			wledge me	Ir	nformation

Sequence No.	Sequence No. of events, it starts from 0.
Event Trig Time	The time when event triggered
Acknowledge Time	The time when event acknowledged
Return to Normal Time	The time when event returns to normal
Extended Time Format (D/H:M)	Time format is Day/Hour: Minute
Short Time Format (H:M)	Time format is Hour: Minute
Standard Time Format (H:M:S)	Time format is Hour:Minute:Second
Precise Time Format (H:M:S:MS)	Time format is Hour:Minute:Second:Millisecond
Extended Date Format (Y/M/D)	Date format is Year/Month/Day
Event Trig Date (M/D)	Date format is Month/Day
Time Ascending Order Display	Tick it indicate that the events display by ascending order of sequence No. and time. Or the event display by descending order of sequence No. and time.
Only show the Event which doesn't recover	Tick it to only show the event which doesn't recover. Or it will display all the events.
Cumulative Time	Displays the total alarm time that the current alarm has accumulated during the entire operation.  Note: the cumulative time outage keepin, set LB9211 to ON, clear the cumulative time;
Cumulative Count	Displays the count of alarms accumulated during the entire operation.  Note: the cumulative count outage keepin, set LB9212 to ON, clear the cumulative time;
Current Count	Displays the number of alarms present during the current operation of the current alarm.  Note: Current Count outage is not saved
Category Ascending Sort	Events are ranked from small to large by category, and similar events are sorted by time. If the event is not selected according to the ascending

	order of the event, the similar events are displayed in descending order of
	time; after the selection, the similar events are displayed in a ascending
	order of time.
	Events are sorted from large to small, and similar events are sorted by
	time. If the event is not selected according to the ascending order of the
Category Descending Sort	event, the similar events are displayed in descending order of time; after
	the selection, the similar events are displayed in a ascending order of
	time.
Show Event Level	Show current event level
Show Event Type	Show current event Type

# Event Extended Information

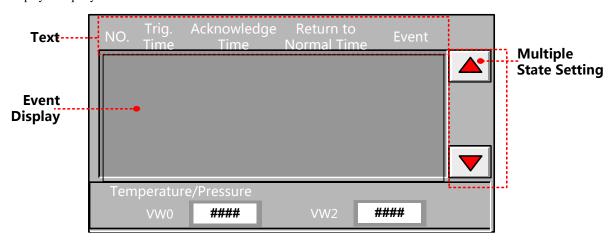
Related setting descriptions for event extend information				
Use Total Entry	Display the total number of the event			
	One key to acknow	vledge all events, there are five trigger types		
	OFF→ON	Only when the specified register changes from OFF to ON, all events are acknowledged.		
One Key To	ON→OFF	Only when the specified register changes from ON to OF, all events are acknowledged.		
Acknowledge Event	OFF←→ON	Only when the specified register changes its status, all events are acknowledged.		
Event	OFF→ON,Reset	Only when the specified register changes from OFF to ON, all events are acknowledged, and the specified register resets automatically.		
	ON→OFF,Reset	Only when the specified register changes from ON to OFF, all events are acknowledged, and the specified register resets automatically.		
Clear	After the checkout	After the checkout, the cumulative time of the selected event can be cleared by the change of the state		
Cumulative	of the specified register. Five trigger types are optional: OFF→ON、ON→OFF、OFF←→ON、			
Time	OFF→ON,reset、ON→OFF,reset			
Clear	After the checkout, the number of selected events can be cleared by the change of the state of the			
Cumulative	specified register. Five trigger types are optional: OFF→ON、ON→OFF、OFF←→ON、			
Count	OFF→ON,reset、ON→OFF,reset			
Select Color	Set the color that t	Set the color that the event is back to normal and acknowledge		
Use Vertical	After the checkout, the event shows the element with the vertical scroll bar, the scroll bar width can be			
Scroll Bar	set 20~120, the default 20			
Use Event Level	Set the level and actorogy of event alams image and test level discussion.			
Label And Image	Set the level and category of event alarm image and text label display  Note: using event level label and image or event type label and image, it is necessary to select the  "display event level" and "display event type" in the event information format.			
Use Event Type				
Label And Image				

# Event Detail Info Output

Event Detail Info Output				
			If selected, when click the current event, the specify registers can display the detail event	
			information. There are include sequence No.\level\type\trig time\confirm time\return to	
			normal time\cumulative time\cumulative count\current count. Default are 28 words.	
			Details in turn:	
			①Event information logon sequence number, =control register, length=1;	
			②Event level, =control register+1, length=1;	
			③Event type, =control register+2, length=1;	
			② Event triggering time, Year=control register+8, Month=control register+7,	
	Detail Info Reg		Day=control register+6, Hour=control register+5, Minute=control register+4,	
Use Event		Info	Second=control register+3, total length=6	
Detail Info		ШО	⑤ Acknowledge time, Year=control register+14, Month=control register+13,	
		Day=control register+12, Hour=control register+11, Minute=control register+10,		
Output		Second=control register+9, total length=6;		
		©Return to normal time, Year=control register+20, Month=control register+19,		
		Day=control register+18, Hour=control register+17, Minute=control register+16,		
		Second=control register+15, total length=6;		
			⑦ Cumulative time, Hour=control register+21, Minute=control register+22,	
		Second=control register+23, total length=3;		
		<pre>@Current count, =control register+26, total length=2;</pre>		
	Write	After	Solvet an arrant it will automatically matificable and all history by ON	
	Notify		Select an event, it will automatically notifies the control bit to be ON	

[Example] Take the serial communication between GH070E and SIEMENS S7-200 for example, when the temperature is higher than 80 °C or the pressure is

display and query historical event record.



• Create new project [Event], and then add two windows Frame10 and Frame11 which are used for temperature alarm and pressure alarm. Set the attributes as follows:

Name	Alarm window_1/Alarm window_2
X/Y	80/80
Width/Height	200/100
Use Background Color	Tick, Fill Color: (Yellow)
Frame	Width: 2 Frame Color: ■ (Gray-50)
Pop Window Type	Monopoly: tick

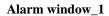
2 Add two texts and function keys in Frame10 and Frame11, and then draw a alarm symbol.

Set attributes of text as follows:

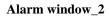
Content	Abnormal Temp./Abnormal Pressure
Font Type	Vector Font
Font Attribute	Font: Arial Black Size: 12 Color: ■ (Red)
Set attributes of function key as follows:	
Switch Window	Close window

Set the size of function key to the same as the size of window.

No use









**3** Add event information in **Project Database** — **Event Information Logon**. Set event information as follows:

## Temperature Alarm:

Graphics

Data Type	Word
Address	VW 0(PLC register)
Condition	>80
Pop-up window	Tick,[10: Alarm window_1]
Use buzzer	Tick,1 second
Text	Abnormal Temp.!
Pressure Alarm:	
Data Type	Word
Address	VW 2(PLC register)
Condition	>120
Pop-up window	Tick, [10: Alarm window_2]
Use buzzer	Tick,1 second
Text	Abnormal Pressure!

4 Add "Event Display" component in Frame0, set its attribute as follows::

Read Address	LW 0 (HMI local register)
Format	Tick Sequence No., Event Trig. Time, Acknowledge Time, Return
	to Normal Time, Standard Time Format (H:M:S).

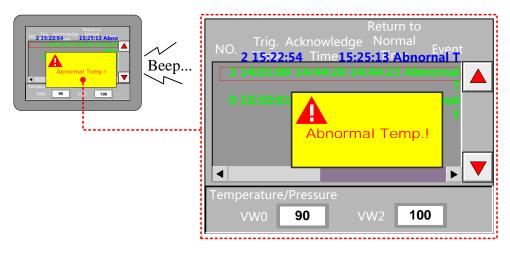
Add two "Multiple State Setting" components in Frame0, and set their attributes as follows:

Write Address	LW 0 (HMI local register)
Setting Mode	Sub/Add
Subtrahend/Addend	1/1
Lower/Upper	0/100
Graphics	Use vector graphics, Button6-27.vg/Button6-28.vg

Historical events storage setting

Open [HMI Attribute] — [Historical Events Storage], tick [Save to Recipe Data Field], set [Save Count] to 100, set [Start Addr.] as 0, means events will be saved in the registers start from RW0.

When the value of VW0 is larger than 80 °C:



[Example 2] Event Detail Info Output、Event Type (Level)Label And Image Steps:

- 1. Create a new project, project database→Event information→ADD
- 2. Set the level 0-5 of type 0, level 0-5 of type 1, level 0-5 of type 2, total 18events: LB0-LB17.

LB0:OFF→ON	type0	level0	Text: 0-0
LB1:OFF→ON	type0	level1	Text: 0-1
LB2:OFF→ON	type0	level2	Text: 0-2
LB3:OFF→ON	type0	level3	Text: 0-3
LB4:OFF→ON	type0	level4	Text: 0-4
LB5:OFF→ON	type0	level5	Text: 0-5
LB6:OFF→ON	type1	level0	Text: 1-0
LB7:OFF→ON	type1	level1	Text: 1-1
LB8:OFF→ON	type1	level2	Text: 1-2
LB9:OFF→ON	type1	level3	Text: 1-3

LB10:OFF→ON	type1 level4	Text: 1-4
LB11:OFF→ON	type1 level5	Text: 1-5
LB12:OFF→ON	type2 level0	Text: 2-0
LB13:OFF→ON	type2 level1	Text: 2-1
LB14:OFF→ON	type2 level2	Text: 2-2
LB15:OFF→ON	type2 level3	Text: 2-3
LB16:OFF→ON	type2 level4	Text: 2-4
LB17:OFF→ON	type2 level5	Text: 2-5

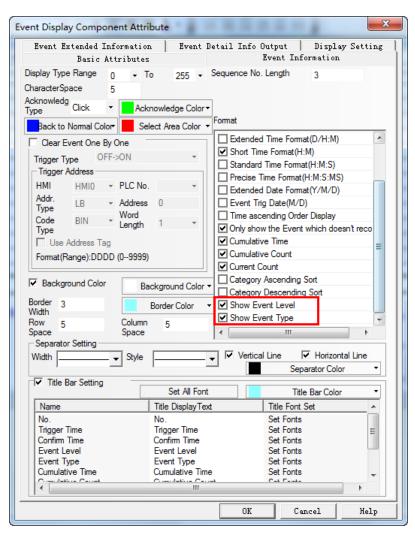
3. Create a new graphics, status: 6, used to show picture of events' level; the same way to create a new graphic, sates3 to show picture of events' type:



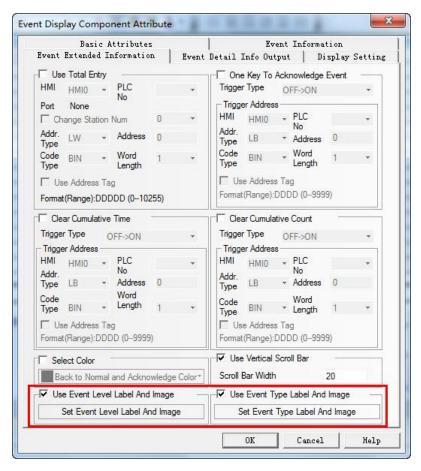
Status 3:



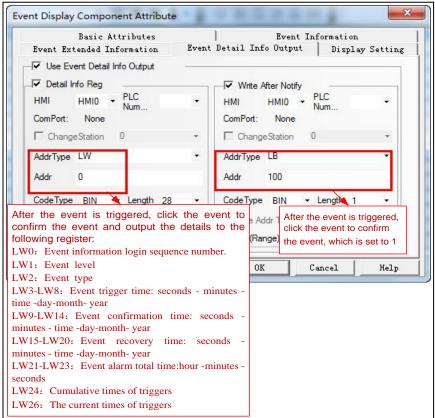
4. "PLC parts"  $\rightarrow$  "Event Display", attribute:

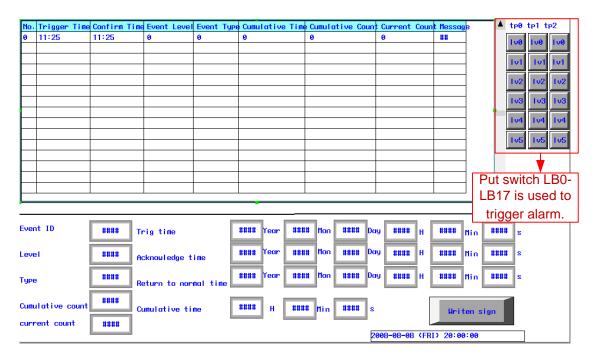


5. Click "Set Event Level label and image "and "Set Event Type label and image", Select the vector diagram above and then set the label text.

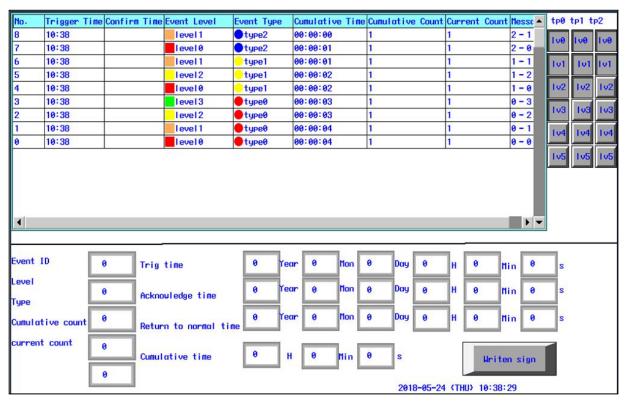


## 6. [Event Detail Info Output] set

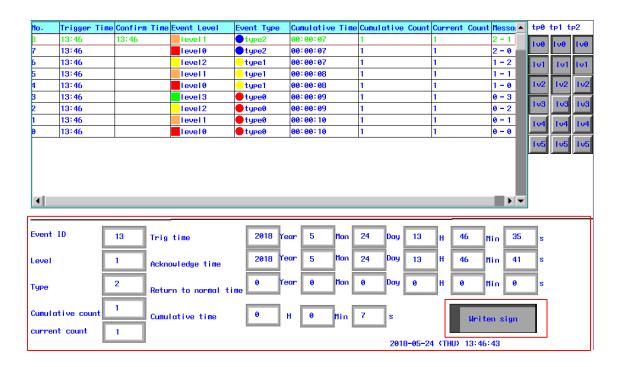




#### 7 .Offline simulation results:



8. Click on one of the alarms (confirm the alarm), and output the alarm to the details:



## 4.7.2 Historical Event Display



Historical event display is used to query the triggered historical event information, which are added in "Event Information Logon", and display them as form format.



- 1. [Read Address] in "Historical Event Display" component is used to query historical event. Word length is2 by default.
- 2.It must tick the option "Save to External Device" in 【HMI Attribute】— 【Historical Event Storage】 and set the subdirectory when using "Historical Event Display" component.

## Table Display Attribute

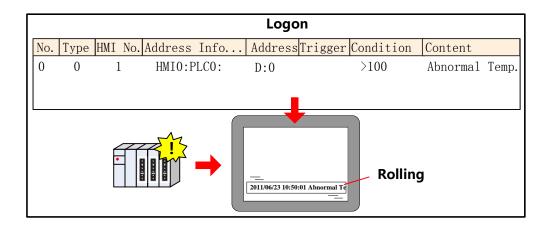
Descriptions for Table Display Attribute		
	Time	It is used to set whether display time for trigger, acknowledge and recovery events
		and time format. Therein, YY means year, MM means month, DD means day.
	Date	It is used to set whether display date for trigger, acknowledge and recovery events
Table Disales		and time format. Therein, YY means year, MM means month, DD means day.
Table Display	Separator	Choose the separator for date, there are three format options. Such as 11/06/24.
	Sequence No.	Set whether display the sequence no. of event information
	Ascending	Selecting it indicates the event information is sequenced by ascending order
	Order	according to time. Or it is sequenced by descending order.

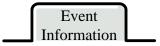
Background Setting	Set the border width and the color of background, title bar and border of Historical Event Display component.		
Historical Event Query	Query by File Order	If selecting it, then when the value of the specific register is 0, it means to display the historical event information of today or the latest day. When the value is 1, it means to display the historical event information of the previous day. And by parity of reasoning.  For example, there are two files in extended memory, 20110621.csv and 20110624.csv. When the value of the specific register is 0, then it will display the historical event in Jun.24th, 2011. When the value is 1, then it will display the events in Jun.21st, 2011.	
	Query by Date	If selecting it, then when input the date in the specific register, it will display the historical event in this day. The format of inputting date is yyyymmdd (yyyy means year, mm means month, dd means day).  For example, when input 20110624 in the specific register, then it will display the historical events in Jun.24th, 2011.	
Separator Setting	Set the color, line style, line width of separator line, and row space and column space. The unit of row space and column space is pixel.  Tick "Horizontal Line" to display horizontal separator line. Tick "Vertical Line" to display vertical separator line.		
	Trigger	Set the status information which is used to display in status column of the table when event is triggered. It is set as 0 by default.	
Status display	Confirm	Set the status information which is used to display in status column of the table when event is confirmed. It is set as 1 by default.	
	Resume	Set the status information used to display in status column of the table when event is resumed. It is set as 2 by default.	
Title Bar Setting	Set the name and font attribute of title bar.		
Select Display State	Screen Confirm State	Not display the event confirm state in this component	
	Screen Trigger State	Not display the event trigger state in this component	
	Screen Resume State	Not display the event resume state in this component	

## 4.7.3 Event Bar



Event Bar is used to display and roll the triggered information from right to left which is already set in "Event Information Logon".





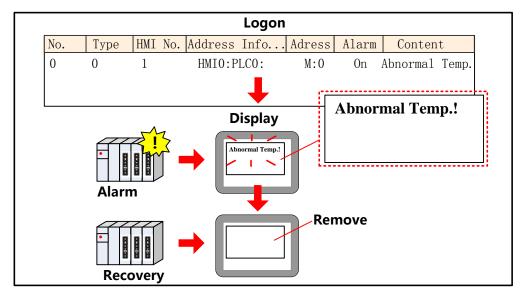
	Attribute Descriptions of Event Information			
Display Type	Set type range of event information, only this type range will display in the Event Bar. The type of event			
Range	information is set in "Event Information Logon".			
Moving Step	Set the moving step of event information. The unit is pixel. The bigger the value, the faster the moving speed.			
Moving Rate	Set the interval time of moving the event information. The unit is 100ms. The bigger the value, the slower the moving speed.			
Gap Space	Set the space between two events ra	anging from1-7 pixel.		
Moving Style	Set moving style: from right to lef	t or from right to left		
	Set the display format of event information. All the format information will display in front of event information.  2011/06/23 15:22:54 Abnornal Temp.  Trig. Time Event Information			
	Event Trig. Time	The time when event is triggered.		
Format	Extended Time Format (D/H:M)	Time format is Day/Hour: Minute.		
	Short Time Format (H:M)	Time format is Hour: Minute.		
	Standard Time Format (H:M:S)	Time format is Hour: Minute: Second.		
	Precise Time Format (H:M:S:MS)	Time format is Hour: Minute: Second: Millisecond.		
	Extended Date Format (Y/M/D)	Date format is Year/Month/Day.		
	Event Trig. Date(M/D)	Date format is Month/Day.		
	Time Ascending Order Display	Selecting it to display the event information by time ascending order.		

	For example,2011/06/23 15:22:54 Event 1	2011/06/23 16:20:40
	Event 2	
	Cancel it to display the event information by t	ime descending order.
	For example, 2011/06/23 16:20:40 Event 2	2011/06/23 15:22:54
	Event 1	

## 4.7.4 Alarm Display



Alarm Display component is used to display the triggered alarm information which is already set in "Alarm Information Logon". The alarm information will not remove until the alarm condition is cleared.





【Read Address】 in Alarm Display component is used to roll the alarm information(Upward or downward)

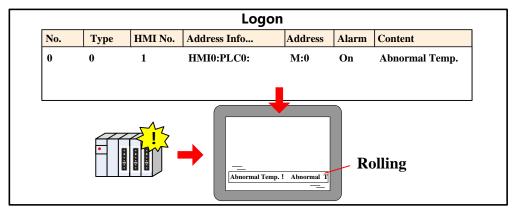


Attribute Descriptions for Alarm Display			
Row Space Set the interval between two alarm information. The unit is pixel.			
Column Space	Set the interval between two characters or words in the alarm information. The unit is pixel.		
Display Type	Set the type range of alarm information, only this type range will display in the alarm display. The		
Range type of alarm information is set in "Alarm Information Logon".			

## 4.7.5 Alarm Bar



Alarm Bar is used to display and roll the triggered alarm information which is already set in "Alarm Information Logon".



# Alarm Bar

Attribute Descriptions of Alarm Bar			
Set the moving step of alarm information. The unit is pixel. The bigger the value Moving Step			
	moving speed.		
Maying Data	Set the interval time of moving the alarm information. The unit is 100ms. The bigger the value, the		
Moving Rate	slower the moving speed.		
Display Type	Set type range of alarm information, only this type range will display in the Alarm Bar. The type of		
Range	alarm information is set in "Alarm Information Logon".		

## 4.8 Window Component



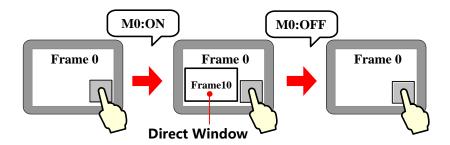
Kinco DTools provides two window components, Direct Window and Indirect Window, which are used for popup window.

The main differences between the two window components and 【Popup Window】 in Function Key are as follows:

Component	Read Address	Control Method	Window No.
Direct Window	Bit	According to the state of Read Address	Specify in the attribute
Indirect Window	Word	According to the value of Read Address	According to the value of Read Address
Function Key	None	Touch	Specify in the attribute

## 4.8.1 Direct Window

Direct Window is used to define a display area and display the specific window in this area according to the state of Read Address.

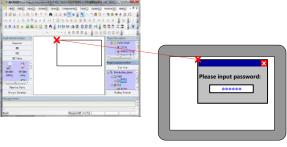




- 1. Direct Window's open or close depends on the state of Read Address, it means that it will popup window when the state of Read Address is ON, and close window when the state is OFF.
- 2. Generally the size of Direct Window should be set the same as the size of specific popup window.
- 3. There is no limit for the quantity of Direct Window.

## Direct Window

# Attribute Descriptions of Direct Window Frame ID Specify the window which will display in the display area of Direct Window Select it to set the coordinates of Direct Window as variable. [Address] is used for X coordinate,[Address+1] is used for Y coordinate. D100: 0 D101: 0 **Origin (0,0)** (0,0)D100: 80 D101: 10 (80,10)(X,Y)Variable Display Coordinates Cancel it to set the coordinates of Direct Window as constant.

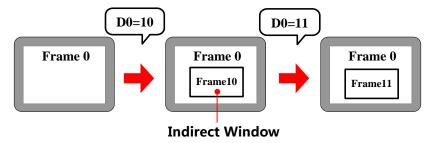




Direct Window can be closed by the "Close Window" function in Function Key

#### 4.8.2 Indirect Window

Indirect Window is used to define a display area and display the window whose number is the same as the value of Read Address.





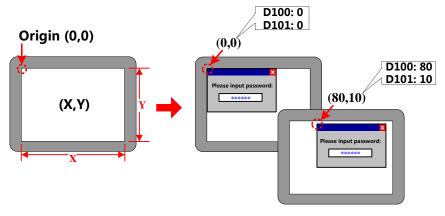
- 1. It will close window when the value of the register is 0. And it will popup window 0 when the value is -1.
- 2. Generally the size of Indirect Window should be set the same as the size of specific popup window.
- 3. There is no limit for the quantity of Indirect Window.



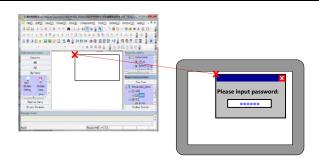
## **Explanation of Indirect Window attributes**

Select it to set the coordinates of Indirect Window as variable. [Address] is used for X coordinate, [Address+1] is used for Y coordinate.

Variable Display
Coordinates



Cancel it to set the coordinates of Indirect Window as constant.



#### 4.9 Graphic Components

Kinco DTools provides Vector Graph and Bitmap which can be used to display vg or bg pictures in system graph library and graph library in project files window.

For details about how to build and edit Bitmap and Vector Graph, refer to [Advanced Part 5.3 Graphic Library]

## 4.9.1 Vector Graph



Vector Graph component is used to display vg pictures in system graph library and Project Files Window graph library.



There is no register control in Vector Graph component, and graph doesn't support multiple states switching display. If you want to control vector graph by register, you can chose corresponding vector graphics-Graphics option of other components, like Bit State Switch, Multiple State Setting etc.

For details about vector graphics in graphics option, refer to [Advanced Part 4.1.6 Graphics Setting]

#### 4.9.2 Bitmap



Bitmap component is used to display bg pictures in system graph library and Project Files Window graph library.



There is no register control in Bitmap component, and graph doesn't support multiple states switching display. If you want to control bitmap by register, you can chose corresponding bitmap in Graphics option of other components, like Bit State Switch, Multiple State Setting etc.

For details about bitmap in graphics option, refer to [Advanced Part 4.1.6 Graphics Setting]

## 4.9.3 Free Plotting



Free Plotting component plots graph according the states of specified bit or word register. This component doesn' t open to ordinary customer.

## 4.9.4 Dynamic Graph



Dynamic Graph can change the position and size of rectangle, ellipse or line according to value in the specified HMI/ PLC register.



Attribute explanation of Dynamic Graph		
Graphic Type	Chose the graph type, rectangle, ellipse and line are optional	
Line	Set the frame line color, line width and line type	
Filling	Set the filling color and picture of rectangle and ellipse	

# Dynamic Graph Position

Attribute explanation of Dynamic Graph Position			
The Upper-left Corner of Variable Unchecked		The dynamic graph position(X, Y) are constant.	
	Checked	The dynamic graph position( $X$ , $Y$ ) read from specified register. $X$ position=specified register, $Y$ position = specified register +1.	
The Width/Height of Variable	Unchecked	The dynamic graph width and height are constant.	
H W—	Checked	The dynamic graph width and height read from specified register.  Width=specified register, Height= specified register +1.	

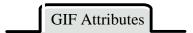


The component takes the upper-left as base point, X direction moving means increasing towards right. Y direction moving means increasing towards down. The moving unit is pixel

## 4.9.5 GIF



GIF component is used to display the gif picture, and the switching frequency of gif picture can be controlled.



Description of GIF Attributes				
Use Start Address	If checked, wl	hen the specified register is ON, GIF displays animation, when register is OFF, GIF		
	displays stati	ic picture.		
Use GIF Default Freq	Use the defaul	It frequency of gif picture.		
Use defined Freq	User set frequ	ency for the gif picture.		
	Switching Different frequencies mean different switching speed of gif picture; the larger			
	Frequency value means the slower switching speed. Unit: 100ms.			
	Use Variable The switching frequency is read from specified register. Unit: 100ms.			
	Frequency Note: If the specified register is PLC register, but the HMI does not			
	communication successfully with the PLC all the time, the gif use the default			
	frequency. If the communication is cut off, the gif uses the latest historical value			
		in the specified PLC register.		
Load GIF	Load the gif picture from PC, and preview the loaded gif picture in Preview area.			
GIF Preview	Preview the loaded gif picture in this area.			
Use Original Size	If checked, the component size is the same as the gif original size.			



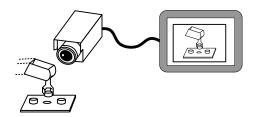
GIF component only support the gif format picture.

## 4.10 Video Input Component

## 4.10.1 Video



Video component is used to monitor the industrial site picture in real time, supporting the CVBS signal.





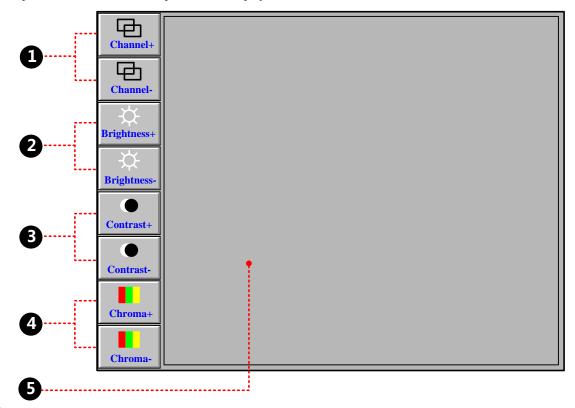
- 1. Only the HMI with BNC connector can support the Video component
- 2. Supports PAL and NTSC format. And the video mode are optional in HMI Attribute>>HMI Extended Attributes
- 3. If the video is displayed in pup up window, the pop up window should be set Video Page in Window Attribute>> Special Attribute



The default Word Length of Read Address is 4, each word corresponds to different function attribute as follows:

Explanation of Video component Read Address			
Read Address Function Description			
		Switch channels, if the value is 0, the component displays the video	
Specified Address	Switch channel	image from channel 0; if the value is 1, the component displays the video	
		image from channel 1;	
Specified Address+1	Adjust brightness	Adjustable range: 0~255	
Specified Address +2	Adjust contrast	Adjustable range: 0~255	
Specified Address +3	Adjust chromaticity	Adjustable range: 0~255	

[Example] Take MT5620T for example, build a new project.



• Multiple State Setting component, it is used to switch the channels (There are only 2 CVBS port on MT5620T), its attributes are as followings:

Write Address	LW 0(HMI local register)	LW 0(HMI local register)	
Setting Mode	Jog++; Addend:1; Upper:1	Jog; Subtrahend:1; Lower:0	
Tag	Use Tag; 0: Channel+; 1:Channel+	Use Tag; 0: Channel-; 1:Channel-	

Graphics	Use Vector Graphics State 0 State 1		
2 Multiple State	e Setting component, it is used to adjust brightness	s, it attributes are as followings:	
Write Address	LW 1(HMI local register)	LW 1(HMI local register)	
Setting Mode	Jog++; Addend:1; Upper:255	Jog; Subtrahend:1; Lower:0	
Tag	Use Tag; 0: Brightness+; 1: Brightness+	Use Tag; 0: Brightness-; 1: Brightness -	
Graphics	Use Vector Graphics State 0 State 1		
<b>3</b> Multiple State	e Setting component, it is used to adjust contrast, it	t attributes are as followings:	
Write Address	LW 2(HMI local register)	LW 2(HMI local register)	
Setting Mode	Jog++; Addend:1; Upper:255	Jog; Subtrahend:1; Lower:0	
Tag	Use Tag; 0: contrast+; 1: contrast +	Use Tag; 0: contrast-; 1: contrast -	
Graphics	Use Vector Graphics:  State 0 State 1		
Multiple State Setting component, it is used to adjust chromaticity, it attributes are as followings:			
Write Address	LW 3(HMI local register)	LW 3(HMI local register)	
Setting Mode	Jog++; Addend:1; Upper:255	Jog; Subtrahend:1; Lower:0	

Use Vector Graph:

**5** The Video component, its attributes is as followings:

Use Tag; 0: chromaticity +; 1: chromaticity +

State 0

State 1

Read Address LW 0 (HMI local register)

## 4.10.2 Camera

Tag

Graphics



Camera component is also used to monitor the industrial image as the Video component, and the Camera component supports the USB camera video input.

Use Tag; 0: chromaticity-; 1: chromaticity -



## Basic Attributes

Camera component uses the Read Address to open, close, switch the camera.

For example, suppose the Read Address is LW0 (HMI local register), when LW0 is 0, the camera is close; when LW0 is 1, the camera on USB HOST1 is open; when LW0 is 2, the camera on the USB HOST2 is open.



- 1. The Camera component is only suitable for the HMI with USB HOST port.
- 2. If there are cameras on both USB HOST1 and USB HOST2, the two cameras can not be open at the same time. That is to say when one camera is open, the other is closed automatically.

## 4. 11 Multiple State Neon Lamp



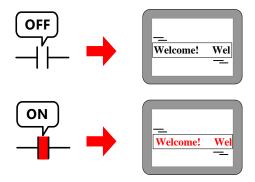
The Multiple States Neon Lamp component displays text content circularly in neon.

Knico HMIware provides Bit State Neon Lamp and Multiple State Neon Lamp, their differences are as followings:

Component	Control Address	Code Type	State Number
Bit State Neon Lamp	Bit	BIN	1~2
Multiple State Neon Lamp	Word	BIN、BCD or LSB	1~256

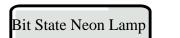
## 4.11.1 Bit State Neon Lamp

The Bit States Neon Lamp component displays tag content circularly in neon, supports tag content in state 0 and state 1.





Change the states of Read Address to switching display the tag content in corresponding states.

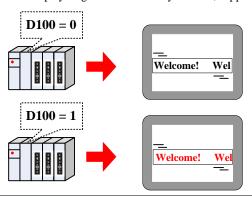


Detail Description of Bit States Neon Lamp			
Moving Style	From left to right	The text moves from left frame to right frame circularly.	

	From right to left	The text moves from right frame to left frame circularly.	
	From top to bottom	The text moves from top frame to bottom frame circularly.	
	Form bottom to top	The text moves from bottom frame to top frame circularly.	
Step Length	The distance of each movement, the unit is pixel point.		
Speed	The time interval between previous moving text and next moving text, the unit is ms.		

## 4.11.2 Multiple State Neon Lamp

The multiple State Neon Lamp component displays tag content circularly in neon, supports 256 states tag content at most.





Change the value of Read Address to switching display the tag contents corresponding to the value.

## Multiple State Neon Lamp

Detail Description of Multiple State Neon Lamp				
	From left to right	The text moves from left frame to right frame circularly.		
Moving	From right to left	The text moves from right frame to left frame circularly.		
Style	From top to bottom	The text moves from top frame to bottom frame circularly.		
	Form bottom to top	The text moves from bottom frame to top frame circularly.		
Step Length	The distance of each movement, the unit is pixel point.			
Speed	The time interval between previous moving text and next moving text, the unit is ms.			
State Num	Set the state number of Multiple State Neon lamp, 256 states at most.			
Data	Set the mapping value of each state. When the value in Read Address equals to the corresponding value, the			
Mapping	component displays the corresponding tag content of this value.			

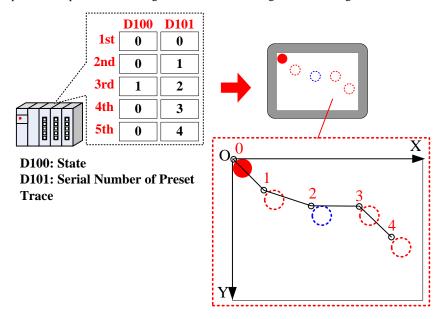
## 4.12 Animation Components

In Kinco DTools, the Animation and Moving Components are used to realize animation effect and make the HMI picture more vivid.

#### 4.12.1 Animation

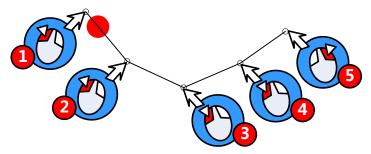


Animation component can preset the trace of moving component, and change the component state and preset trace position according to value of the HMI register or PLC register.



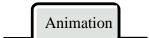
Steps to preset the Animation trace:

Drag the Animation component to the edit area, there will be a "+" icon, press the left mouse button at appropriate position, so a moving position is preset. Press the right mouse button to end the presetting after all the all the positions are set.



The default word length of Animation component is 2, each word corresponding to the different control function, see the details follows:

Read Address description of Animation Component			
Read Address	Control Function	Description	
Specified	C + C+ +	When the value in control address equals to the state number of component, the	
Address	Component State	Animation Component display corresponding tag or picture.	
Specified	Number of preset	When the value in control address equals to the number , the Animation Component	
Address +1	trace	moves to corresponding position.	

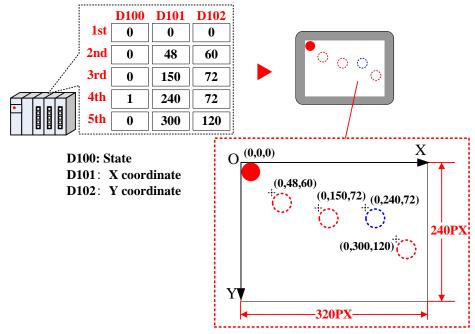


	Attribution Description of Animation Component.			
	No. and	Set the coordinate position of the moving node on HMI.		
	coordinates	The number 0 means the first moving node, the number 1 means the second moving node.		
Mayina Nada	Add Node	Add a moving node at the end of preset trace		
Moving Node List	Insert Node	Insert a moving node after the selected moving node		
List	Delete Node	Delete the selected moving node		
	Shift Up	Exchange the position of the selected node and the previous node		
	Shift Down	Exchange the position of the selected node and the next node		
Size(Width, Height)		Set the display size of Animation component		
State Num:		Set the state number of Animation component.		

#### 4.12.2 Moving Component



The Moving Component can change the display state and position according to the value of HMI register or PLC register.



The default word length of Moving Component is 3, each word corresponding to the different control function, see the details follows:

Read Address Description of Moving Component				
Type X Axis Only Y Axis Only X&Y Axis				
Specified Address	Component State	Component State	Component State	

	256 states at most	256 states at most	256 states at most
Specified Address +1	X axis displacement (pixel	X axis displacement (pixel Y axis displacement (pixel	
Specified Address +1	point)	point)	X axis displacement (pixel point)
Specified Address +2	Reserved	Reserved	Y axis displacement (pixel point)



	Moving Type Description				
Type	X axis only	The component moves along the X axis horizontally  X			
	Y ax is only	The component moves along the Y axis vertically			
	X & Y axis	The component moves along the X and Y axis at the same time.			
	X Scaling	The component moves along the X axis horizontally, but the relative moving position can be set by the input value and proportional value.  When the value in register that controls X movement is 1000  When the value in register that controls X movement is 1000  (Proportional)Min Proportional Max Maximum			
	Y Scaling	The component moves along the Y axis vertically, but the relative moving position can be set by the input value and proportional value.			

	When the value in register that controls Y movement is 1000  When the value in Proportional Max  -50  Max  -1000  Maximum
	It is similar with the X Scaling, but with the reverse direction.
	When the value in register that controls X movement is 1000
X Reverse Scaling	X 1000 50 0  Maximum Proportional Max Proportional Min
	It is similar with the Y Scaling, but with the reverse direction.
	Y A - 1000 Maximum
Y Reverse Scaling	When the value in register that controls Y movement is 1000  (Proportional)  Minimun
	The component moves along the X and Y axis at the same time, the relative
	moving position can be set by the input value and proportional value.
	Proportional Proportional Maximum Minimum Maximum
X Scaling, Y Scaling	Proportional Minimum 1. X
	Proportional Maximum  50  When the value in register that controls X movement is 1000, controls Y movement is 500
	Maximum 500 -
	1 7
X Scaling, Y Reverse	The component moves along the X and Y axis at the same time, and the
Scaling	relative moving position can be set by the input value and proportional value,
	but in reverse direction in Y axis.

	Y Maximu _500 — m	<b>L</b>		When the value in register that
	Proportional 50 - Maximum  (Proportional)			controls X movement is 1000 , controls Y movement is 500
	Minimum 0		T 50	······
	Proport Minim		portional aximum	Maximum
				xis at the same time, and the
			by the inpu	at value and proportional value,
	but in reverse direction	і ііі <b>Л</b> ахіs.		7
X Reverse Scaling, Y			<b>A</b> <sup>2</sup>	7 500 Maximum
Scaling	When the value in register that controls X movement is 1000, controls Y movement is 500		-5	Proportional Maximum  Proportional
	X <b>⋖-</b>	50		Minimum
	1000 / Maximum	/ Proportional Maximum	Proporti Minim	
				with reverse direction, and the t value and proportional value
	Maximum	Proportional Maximum	-	rtional mum
	1000	50	0	
X Reverse Scaling, Y	X <b>⋖</b> .l			-0 Proportiona Minimum
Reverse Scaling	When the value in register that controls X movement is 1000 controls Y movement is 500	,		Proportional -50 Maximum
			<b>\</b>	- 500 Maximum Y
Set the status number that	can be switching display	<i>/</i> .		
According to different T	Type, the Maximum/Min	nimum of X,	Maximun	n/Minimum of Y, Proportional
Upper/Lower Limit of X	and Proportional Upper/I	Lower Limit o	of Y are rea	d from specified registers.
1				

Status

Number
Variable
Min/Max

#### **※**1.X Scaling or Y Scaling

Suppose the read data is A, and the actual display position is B. You can get the B according to the following formula:

B=Current Position + (A-Minimum)\*Proportional Value, and Proportional Value=(Proportional Upper Limit – Proportional Lower Limit )/(Maximum-Minimum)

#### 2. X Reverse Scaling or Y Scaling

Suppose the read data is A, and the actual display position is B. You can get the B according to the following formula:

B=Current Position + (Maximum-A)\*Proportional Value, and Proportional Value= (Proportional Upper Limit - Proportional Lower Limit )/(Maximum-Minimum)

#### **4.12.3 Pipeline**



Pipeline component is used to build pipeline effect in the HMI program.

### Basic Attributes of Pipeline

	Basic Attributes of Pipeline				
Basic Attributes	Radius	Set the radius of pipeline.			
	Thickness	Set the thickness of pipeline border.			
	Body color	Set the color of pipeline(the first color)			
	Border color	Set the color of pipe	border.		
	Body Color Changeable	If checked, the pipel	line color can be changed by specified register.		
		Body color 2	Set the second color of pipeline		
		Body color 3	Set the third color of pipeline		
		Default color	View the display effect of pipeline		
	Flicker	If checked, use specified register to switch on/off the flicker effect.			
	Use Flow Effect	If checked, use specified register to control the flow effect.			
Default Flow	Symbol	Select the flow symbol			
Effect Copy Symbol to All Pipe Copy the current flow symb		w symbol to all the pipes			
	Symbol Color	Set the color of flow	symbol.		
	Copy Color to All Pipe	Copy the current flo	w symbol color to all the pipes		
	Display Length	Set the length percent	centage of flow symbol in the pipe, 1~100 are		
		optional.			
	Copy Length to All Pipe	Copy the length percentage to all the pipes			
	User Flowinfo to All Pipe	Copy the flow effect to all pipes.			
	Not use Flowinfo to All Pipe	All the pipes do not	use flow effect.		

#### Control Address

If the bit1 of specified register is ON, Pipeline uses the second color; if the bit2 is ON, Pipeline uses the third color; Bit3 is on, Pipeline starts to flicker(when the Flicker is checked), that is to say the pipeline switching displays the first color, second color(bit1 is ON) or third color(bit 2 is ON). If the bit3 is ON, the pipeline display the flow effect(the Use Flow Effect is checked).

Note: if the bit1 and bit2 are ON or OFF at the same time, pipeline displays the first color, the flicker is invalid.

For example, the Control Address is LW0 (HMI local address), word length is 1.

When the LW0 =1 or LW.B0.0 is ON, the Pipeline display the second color; When the LW0 =2 or LW.B0.1 is ON, the Pipeline display the third color; When the LW0 =5 or LW.B0.0 and LWB0.2 are ON at the same time, the Pipeline switching display the first color and the second color. When the LW0 =8 or LW.B0.3 is ON, the Pipeline display the flow effect.

#### Pipe Info

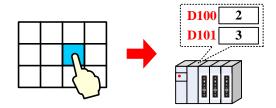
	Description of Pipe Info			
Pipe List	Number	Number 0 is the first pipeline; Number 1 is the second pipeline and so on.		
	Coordinates	The start coordinates of the pipeline component.		
	Туре	Display the current pipe type, there are HLNE (Horizontal), Bend Node (Bend),		
		VLINE (Vertical).		
Pipe Setting Select the corresponding pipe number, and set its parameters		nding pipe number, and set its parameters.		
	Туре	Set the type of current pipe.		
	Coordinates	Set coordinates of current pipe.		
Follow Effect	ct Select the corresponding pipe number, and set its flow effect.			
	Symbol	Set the flow symbol of current pipeline.		
	Color	Set the color of flow symbol		
	Display Length	Set the display percentage of current pipeline.		

#### 4.13 Grid Components

#### 4.13.1 Grid



The Grid can be selected in row, column or cell. User can set the row number, column number, Select Color, Background Color, Border Color, and the Grid writes the column number and row number to the specified HMI or PLC register.



Grid component takes different register number according to the different Type, see the detail as follows:

Туре	Row register	Column register	Register number
Select in row	Specified address	_	1
Select in col	_	Specified address	1
Select in cell	Specified address	Specified address +1	2

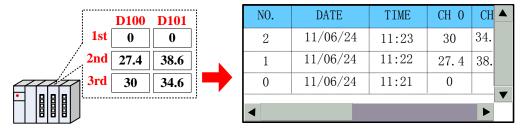


Description of Grid Attributes			
	Set the select type.		
T.	By Row	By Col	By Cell
Туре			
Row/Column	Set the row number and column number.		
Color	Set the Select Color, Background Color and Border Color.		

#### 4.13.2 Historical Data Display



Historical Data Display component read data from specified HMI or PLC continuous registers periodically, and display them in grid.



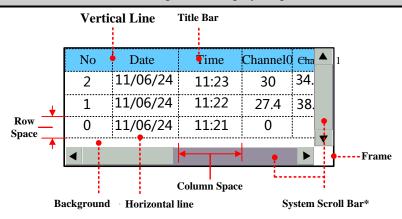


- 1. The Read Address of Historical Data Display component is register address of the first channel.
- 2. The Word Length of Historical Data Display depends on the channel number, if the channel number is m (0<m<17), the Word Length is m.
- 3. When use the Historical Data Display component, one of the Save to Recipe Data Field and Save to

External Device option, or both must be checked.



#### **Detail Description of Display Properties**



\*If the information in Historical Data Display component cannot be displayed entirely, the scroll bar will be built automatically to make user to view the whole information. And the width of system scroll bar can be set in HMI Attributes >> HMI Extended Attributes, ranges from 20~120 pixel.

Channel	The continuous register number, 16 channels at most.			
Sequence No.	Display the sequence number or not.			
	Checked means the sampling data information is arranged in ascending order, that is to say the latest			
Ascending Order	sampling data i	is displayed at bottom; Unchecked means the sampling data information is arranged		
	in descending of	order, that is to say the latest sampling data is displayed at top.		
		Checked means to display the sampling date, and choose the date format, three		
	Date	formats are optional, in the date format, YY means year, MM means month, DD		
		means day.		
Date/Time Display	Date Separator	Choose the date separator; three formats are optional, for example 11/06/24.		
		Checked means to display the sampling time, and choose the time format, three		
	Time	formats are optional, in the date format, HH means hour, MM means minute, SS		
		means second, MS means millisecond.		
Color Setting	Set the color for grid background and tile bar.			
Border Setting	Set the border color and border line width of grid.			
	Set the separator color, style and width of each row and column in grid, the unit of Row S			
Separator Setting	Column Space is pixel point. And check the Horizontal Line means to display horizontal line, check			
	the Vertical Line means to display vertical line.			
Historical Data	The data that is saved to the external device can be queried by specified register in Historical Data			
Query	Query. The default length of specified register is 2.			

	Query by file order	Check the "Query by file order", when the value in specified register is 0, it means to query today or the latest day's historical data, 1 means to query the previous day's historical data and so on. For example, there are two csv file in the external device, when the value in specified register is 0, the historical data file saved on 24th, June, 2011 is queried and displayed, when the value in specified register is 1, the historical data file saved on 21st, June, 2011 is queried and displayed.
	Query by date	Check the "Query by date" and input the date to the specified register, then the historical data in corresponding date is queried and displayed. The format of inputting date is yyyymmdd, yyyy means year, mm means month, and dd means day, for example, input 20110624 in the specified register, the historical data sampled on 24th, June, 2011 is queried and displayed.
Variable Cycle	The sampling circle is read from specified register in Time Sampling mode.	



If the Variable Circle is configured, the Variable Circle value will be used preferentially; and the preset value is called when the Variable Circle value cannot not be read because of losing communication..

## Background Attribute

Detail Description of Background Attribute				
	Time Sampling	Sample the data periodically.		
	OFF→ON	Only when the specified register changes from OFF to ON, the sampling is		
	trigger sampling	triggered.		
	ON→OFF	Only when the specified register changes from ON to OF, the sampling is		
	trigger sampling	triggered.		
Sampling Methods	OFF←→ON	Only when the specified register changes its status, the sampling is triggered.		
	trigger sampling			
	OFF→ON reset	Only when the specified register changes from OFF to ON, the sampling is		
	trigger sampling	triggered, and the specified register resets automatically.		
	ON→OFF reset	Only when the specified register changes from ON to OFF, the sampling is		
	trigger sampling	triggered, and the specified register resets automatically.		
Cycle	Time interval between every two sampling points, the sampling points can be second or hundred			
	milliseconds.			
Sam. Type	Continuous The sampling will continue after all the sampling points are finished.			

	Once	The sampling will stop after all the sampling points are finished, the sampling is executed once.	
Sampling Points	In the "Once" Sam. Type, the sampling will stop after all the Sampling Points are finished		
Trigger Register Setting	It is the specified register in the "Trigger Sampling" Sampling Method.		
Pause-Clear	the specified addre	cal Data Query" is selected, the display data is from external device, at the time	

## Channel Properties

Description of Channel Properties			
Display	Checked means displaying this channel data information in grid.		
D . T	Set the data format of sampling data, supporting format is 16-bit signed, 16-bit unsigned, 32-bit		
Data Type	signed, 32-bit unsigned, float, double.		
Min/Max Limit	Set the Min and Max Limit		
Integer/Decimal	Set the Integer and Decimal		
Lower/Upper Limit			
Color	Set the Lower/Upper Limit color		



#### For details, refer to [Advanced Part 4.1.10 Save Historical Data]



Historical Data Display component and Trend Curve can be used together, but when they sample the same registers and save the data in external device, the sub routine of saving file must be different, or chose only one historical data (Historical Data Display component or Trend Curve.) to save.

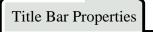
# Background Print

Select [Use Background Data Print] to enable realtime print historical data. If [Net Print] is select, historical data can be

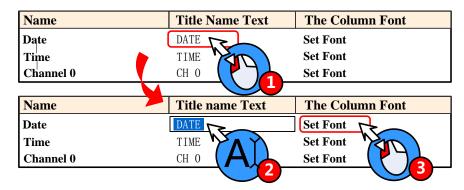
#### printed in network.

Description of Background Data Print			
Use Background Data Print	Enable the background data print		
Print Type	Real-time	Print every sampling data in real-time.	
	Batch	Trigger printing when the sampling point number equals the set value.	
	Point	Set the sampling points number in batch printing	
	Trig	Trigger printing when the specified register satisfies the set condition.	
Net Print	Enable the Net Pri	nt, download the program to HMI, and then run the Net Print.exe to	
	connect the network	c printer to print historical data.	
	Note: If the Net Print is checked, the local printing is invalid. Even if the local printer is		
	connected to HMI,	the HMI still cannot print via local printer.	
Print Content	Print Serial	Print serial number of each sampling point.	
	Number		
	Print Table Header	Print the table header of Historical Data Display component.	
	Print Grid	Pint the grid ground of Historical Data Display component.	
	Print Date	Print date of each sampling data, and select the date format and	
		separator. There are three date format and separator, YY means year ,	
		MM means month, DD means day.	
	Print Time	Print time of each sampling data, and select the time format and	
		separator. There are three date formats and separators, HH means	
		hour, MM means minute, SS means second, MS means millisecond.	
Grid	Set the line type, lin	ne width and color of grid background.	

For details, refer to [Advanced Part 13.3.2 Network Print]



User can set the title name a font in this page, see as follows:



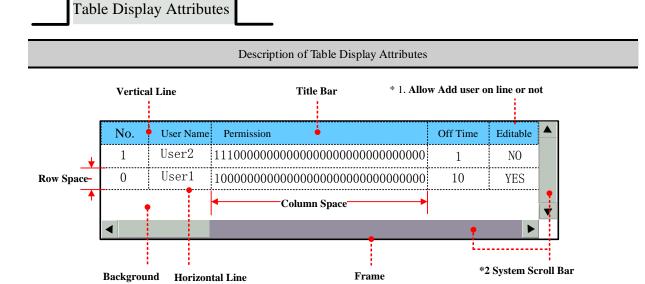
#### 4.13.3 User Info Display



When configure the "User Permission Setting" function, use the User Info Display component to dispay the user information(system registered or added on line.) in table format.

User Permission registered in system Permission Permission Permissio Name 32 X X User1 X X X User2 NO. User Name Permission User2 1 1110000000000000000 User1 0 100000000000000000

For details, refer to [Advanced Part 10.3.2 User Permission Protection for Components]



- \*1. Users that registered in User Permission Setting of HMI Attribute cannot be deleted on line, so the Editable option in the User Infor Display component is "NO".
- \*2. When the user information cannot be wholly displayed in vertical or horizontal direction, system will provide scroll bar automatically. The width of system scroll bar can be set in HMI Extend Attributes of HMI Attributes, the width are optional from 20 to 120(pixel).

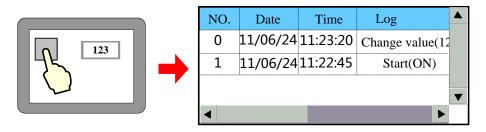
Table	Display	Charled many displaying sequence number before each item
Attributes		Checked means displaying sequence number before each item.

Back Ground Setting	Set the background, title bar, frame color and frame width of table.			
	Set the separator color, line style, width and row space, column space. The unit of row space and			
Separator Setting	column space are pixel point. Check the "Vertical Line" means displaying the vertical separator			
	line, and check the "Horizontal Line" means displaying the horizontal separator line.			
	Set the display name and font attribute of table title bar.			
Title Bar Setting	For details, refer to [Advanced Part 4.13.2 Historical Data Display]			

#### 4.13.4 Operation Log



The Operation Log component recode the all the operations on the HMI and display them in table, these recode can be saved as CSV file in external memory device.

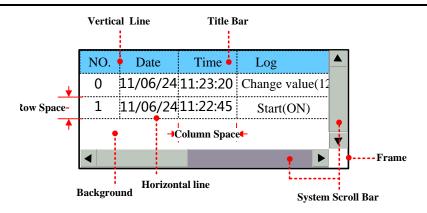




- 1. The Read Address of Operation Log is the specified register that is used to query the operation log, the default word length is
- 2. The Operation Log can display operation result of Bit State Setting, Number Input, Text Input component and so on.
- 3. The Operation Log component is only suitable for HMI with SD card or U disk.

Table Display Attributes

Description of Table Display Attributes



\* When the operation log cannot be wholly displayed in vertical or horizontal direction, system will provide scroll bar automatically. The width of system scroll bar can be set in HMI Extend Attributes of HMI Attributes, the width are optional from 20 to 120(pixel).

110111 20 to 120(pix			
Table Display	Time	Checked means displaying the operation time and chose the time format, three	
		formats are operational. HH means hour, MM means minute, SS means second,	
		MS means millisecond.	
	Date	Checked means displaying the operation date and chose the time format, three	
		formats are operational, YY means year, MM means month, DD means day.	
	Date Separator	Choose the date separator, three formats are operation, for example 11/06/24	
	Sequence No.	Checked mean displaying sequence number of each operation log.	
	User Name*	Checked means displaying operation user name.	
	Ascending Order	Checked means that the operation logs are arrange in ascending time order, that is	
		to say the latest log is at the bottom; unchecked means that the operation logs	
		are arrange in descending time order, that is to say the latest log is on the top.	
Background	Set the background, title bar, frame color and frame width of operation log table.		
Setting			
Historical Logs	Query by File	If the "Query by File Order" is checked, 0 in specified register means to call	
Query	Order	today's log or latest day's log; 1 means to call the previous day's log and so on.	
		For example, there are two operation log csv file in external memory device, they	
		are 20110621.csv and 20110624.csv, when the value in specified register is 0, the	
		csv file that is saved on 24th, June, 2011 is called, when the value in specified	
		register is 1, the csv file that is saved on 21st, June, 2011 is called and displayed.	
	Query by Date	If the "Query By Date" is checked, input date in specified register to call the	
		corresponding operation log. The inputting date format is yyyymmdd, yyyy	
		means year, mm means month, dd means day. For example, input 20110624 to	
		specified register, the operation log that is saved on 24th, June, 2011 is called	
		and displayed.	

Separator Setting	Set the separator color, line style, width and row space, column space. The unit of row space and		
	column space are pixel point. Check the "Vertical Line" means displaying the vertical separator line,		
	and check the "Horizontal Line" means displaying the horizontal separator line.		
Title Bar Setting	Set the display name and font attribute of table title bar.		
	For details, refer to [Advanced Part 4.13.2 Historical Data Display]		

<sup>\*</sup>When using the User Permission function, the User Name column displays the current user name.

Related attributes settings of Operation Log.

>> Operation Recode Storage Setting

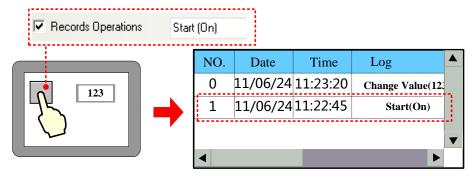
User needs to set the storage path for Operation Log storage file in HMI Attributes>> HMI Extended Attributes>> Operation Recode Storage Setting.

#### For details, refer to [Advanced Part 6.1.3 HMI Extended Attributes]

If the CSV file is stored by Daily File type, the storage path is log/subdirectory/yyyymmmdd.csv; if the CSV file is stored by Signal File type, the storage path is log/subdirectory/subdirectory.csv. Note: yyyymmdd is the date on which the operation log is built, for example 20110101.

Recode Operations setting in component attributes.

The components whose operation log needs recoding must check the Recodes Operations in Control Setting of component attributes and input description information in the text frame.



#### 4.13.5 Data Report



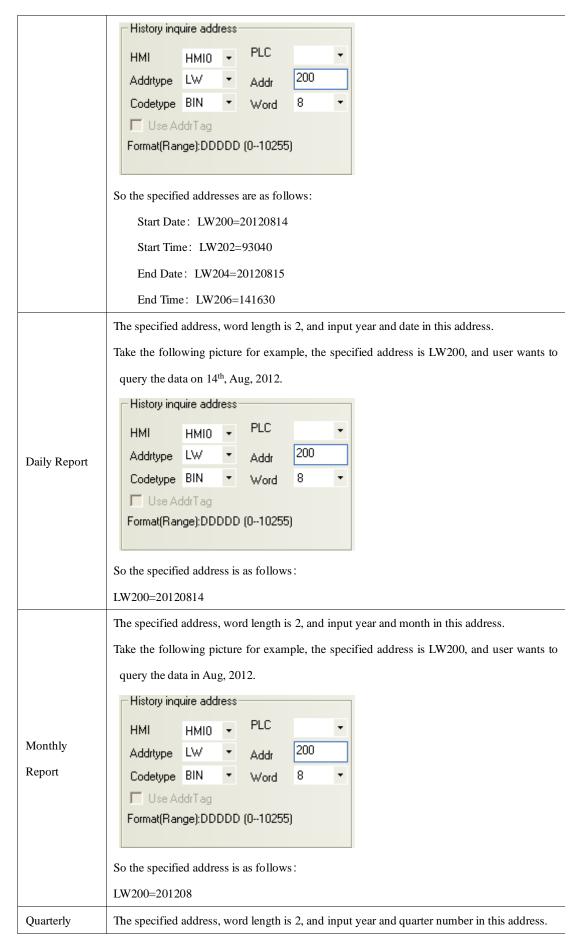
Data Report is used to display the data that is logged in the Data Logger and stored in external memory device on the HMI in report. The logged registers can be continuous or discontinuous registers.

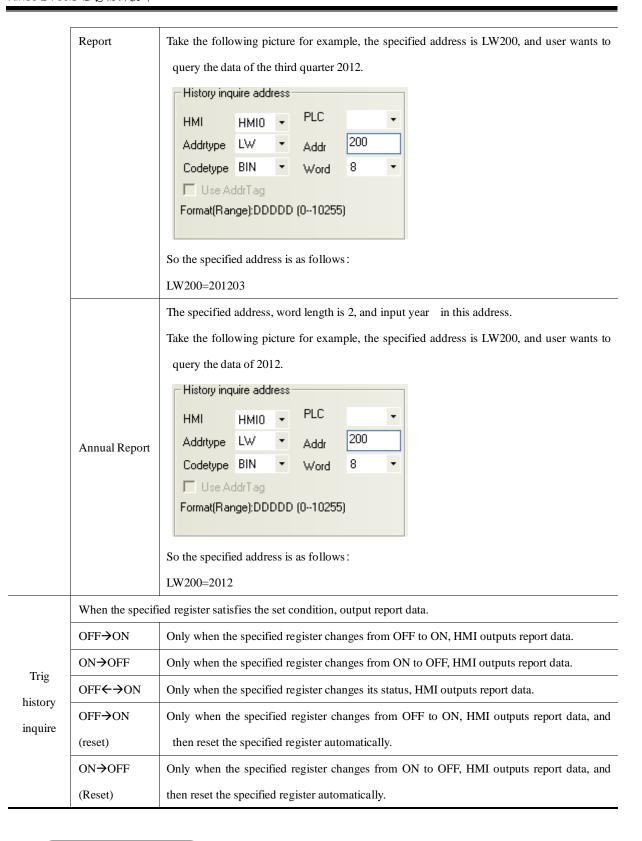


Detail Description of Data Report				
Data	Report mode	Real time	Update the report data timely according to the settings.	
Report		History	Input the time range to query the historical report.	
Attribute	Report type	Trigger Report	In the user defined time interval, trigger the sampling to get the instant	

		data.	
	Free Report	Display all the data in the user defined time interval.	
		Note: In the real-time Report Mode, if the Free Report exceeds the	
		user defined length, the earliest data will be deleted, then the whole	
		report moves up	
	Daily Report	Display the data of one day.	
		Note: In the real-time Report Mode, the Daily Report is displayed in	
1		circle. The new data is displayed at the bottom of report. If the report	
		exceeds the length of row number, the newest data displays at the top	
		of report, and all the data in previous circle will be deleted, only the	
		newest row data is reserved, and then start a new circle.	
	Monthly Report	Display the data of the moth	
	Quarterly Report	Display the data of three months	
	Annual Report	Display the data of a year.	
	By Order	The sampling data is sequenced by time order; the newest data is at the	
		bottom.	
Dis. Order	Reverse	The sampling data is sequenced by reverse time order, the newest data	
		is at the top	
	Set the displaying	lines of report, this parameter is only suitable for the Trigger Report and	
	Free Report.		
	Note:		
	The line number of Daily Report is created automatically according to the Timer		
Report Line	Interval, for example, the time interval is 1 hour, so the line number is 24.		
	2. The line number of Monthly Report is 31, Quarterly Report is 3, and Annual Report is		
	12.		
	3. In the "History" Report mode, the line number of Free Report and Free Report depends		
	on the user defined time interval.		
	There are five options; they are Instantaneous Value, Min Value, Max Value, Average Value		
	There are five option	ons; they are Instantaneous Value, Min Value, Max Value, Average Value	
	There are five option	ons; they are Instantaneous Value, Min Value, Max Value, Average Value	
Get Value	and Added Value.	ons; they are Instantaneous Value, Min Value, Max Value, Average Value e Type is one of Min Value, Max Value, Average Value or Added Value,	
Get Value Type	and Added Value.  When the Get valu		
	and Added Value.  When the Get valu	e Type is one of Min Value, Max Value, Average Value or Added Value, s the min value, max value, average value or added value of all the	
Туре	and Added Value.  When the Get valu the report displays sampling values in	e Type is one of Min Value, Max Value, Average Value or Added Value, s the min value, max value, average value or added value of all the	
	and Added Value.  When the Get valu the report displays sampling values in There are Begin Tin	e Type is one of Min Value, Max Value, Average Value or Added Value, is the min value, max value, average value or added value of all the a circle.	

	Process	value, the default value is 0.			
		Last Valid Value When there is no value in sampling register, the report displays the last			
		valid value.			
		The time interval of report, there are two options, they are minute and hour.			
	T. I. I	Note: This option is only suitable when the Free Report and Daily Report are selected.			
	Time Interval	Because the time interval of Monthly Port and Quarterly Report are month, and time			
		interval of Annual Report is year.			
	History Inquire A	Address, the word length is 8.			
		Start Date: specified address, word length is 2, input year and date in this address.			
		Start Time: specified address +2, word length is 2, input time (hour, minute and minute) in			
		this address.			
		End Date: specified address +4, word length is 2, input year and date in this address.			
		End Time: specified address +6, word length is 2, input time (hour, minute and second) in			
		this address.			
		Take the following picture for example, the specified address is LW200, and user wants to			
		query the data between 9:30:40 14th, Aug, 2012 and 14:16:30 15th, Aug, 2012.			
		History inquire address			
	Trigger Report	HMI HMIO → PLC →			
		Addrtype LW ▼ Addr 200			
		Codetype BIN ▼ Word 8 ▼			
History		Use AddrTag			
Inquire		Format(Range):DDDDD (010255)			
Address		So the specified addresses are as follows:			
		Start Date: LW200=20120814			
		Start Time: LW202=93040			
		End Date: LW204=20120815			
		End Time: LW206=141630			
		Start Date: specified address, word length is 2, input year and date in this address.			
		Start Time: specified address +2, word length is 2, input time (hour, minute and minute) in			
		this address.			
		End Date: specified address +4, word length is 2, input year and date in this address.			
	Trigger Report	End Time: specified address +6, word length is 2, input time (hour, minute and second) in			
		this address.			
		Take the following picture for example, the specified address is LW200, and user wants to			
		query the data between 9:30:40 14th, Aug, 2012 and 14:16:30 15th, Aug, 2012.			





### Data Report Channel

Data Logger

Detail Description of Data Report Channel	
Click this button to pop up Data Logger library.	-

	Click this button pop up the dialog box to choose channels.		
Data Report Channel List	Data Sample List	Display all the sampling data in the Data Logger library.	
	Data Sample Channel	Display all channel information of one sampling data.	
	The data-report channel list	Display the selected channels of current report.	
Data report channel.	Set the title, integer and decimal of report channel.		

## Data report display attribute

Details of Data report display attributes				
Serial number	Display the se	Display the serial number of sampling data or not.		
Display time	If checked, report displays the sampling time, and chooses the time format and separator.  There are three formats optional, HH means hour, MM means minute, SS means second, MS			
	means millised			
Back color	Set the backgr	ound color and title bar color.		
	Date Format Display sampling date, and choose the date format, there are three			
Display date		optional, YY means year, MM means month and DD mans day.		
	Separator	Select the date separator, three formats are optional, for example 12/07/19.		
	Set the color, type and width of separating line, and set the width of each row and column, t			
C	unit is pixel			
Separator border settings	If the Horizontal Line is checked, report displays horizontal separator, if the Vertical Line is			
	checked, report displays vertical separator,			
Title bar settings	Set the display name and font of title bar.			

## Data Report Control

Details of Data Report Control attributes			
Pause Address	In real-time report mode, use a bit register to pause data sampling, ON means pause, OFF means		
Pause Address	outputting data.		
	In real-time report mode, use a bit register to clear the sampling data in Data Report Display.		
	OFF→ON	Only when the specified register changes from OFF to ON, HMI clears the	
Data alaamaddwass		sampling data in Data Report Display.	
Data clear address	ON→OFF	Only when the specified register changes from ON to OFF, HMI clears the	
		sampling data in Data Report Display.	
	OFF←→ON Only when the specified register changes its status, HMI clears the sampli		

		in Data Report	Display.	
	OFF→ON (Reset)	•	ne specified register changes from OFF to ON, HMI clears the in Data Report Display, and then reset the specified register	
	ON→OFF (Reset)	Only when the specified register changes from ON to OFF, HMI clears the sampling data in Data Report Display., and then reset the specified register automatically.		
	Export Dir	device, the def routine in exte the file name is	e name of the exported sample data file in the external memory fault name is ReportToCSV, user can modify it himself and the detail ernal memory device is :\external memory device\export\Export Dir, is named according to the saving time: year-month-day, hour: minute: econd, for example 20120903-110552.csv	
		File format: csv.		
	Save Disk	Save the exported data to the external memory device: SD card, USB1 or USB2.		
	Export data	When the specified register satisfies the set condition, HMI exports data.		
Sample Data	Param.  ON-2  OFF-	OFF→ON	Only when the specified register changes from OFF to ON, HMI exports report data.	
Export		ON→OFF	Only when the specified register changes from ON to OFF, HMI exports report data.	
		OFF←→ON	Only when the specified register changes its status, HMI exports report data.	
		OFF→ON reset)	Only when the specified register changes from OFF to ON, HMI exports report data, and then reset the specified register automatically.	
		ON→OFF (Reset)	Only when the specified register changes from ON to OFF, HMI exports report data, and then reset the specified register automatically.	

### DataChannel Print

Description of print attributes				
Enable background	Check the option	Check the option to enable print function for Real Time Data Report.		
data print	Note: only the Real Time report mode support print function.			
Mode	Print per point Print is triggered be every sampled point.			
	Print per batch When number of sampled points equals to preset number of points, print			
	triggered.			

	Number	of	Set number of points for print per batch		
	points				
	Trigger	by	Print is trigge	red when the assigned register satisfy corresponding condition. There	
	register		are up to 5 trig	gger modes selectable:	
			OFF→ON	Print is triggered when the assigned registers changes form OFF to ON.	
			ON→OFF	Print is triggered when the assigned registers changes form ON to OFF.	
			OFF↔ON	Print is triggered when the assigned register changes states.	
			OFF→ON	Print is triggered when the assigned registers changes form OFF to	
			(Auto reset)	ON. Then the assigned register resets automatically.	
			ON→OFF	Print is triggered when the assigned registers changes form ON to	
			(Auto reset)	OFF. Then the assigned register resets automatically.	
Net print	Enable the	the Net Print, download program to HMI. And then run the NetPrint.exe to connect network		program to HMI. And then run the NetPrint.exe to connect network	
	printer to print Data Report.				
	Note: if the	e Net	Print is checked	d, the local printing is invalid. Even If the local printer is connected to	
	HMI, the	HMI	still cannot prir	nt via local printer.	
Print setting	Print		Print sequence NO. of sampled data.		
	Sequence 1	No.			
	Print Title		Print the title of data report display component.		
	Print Grid		Print grid background of data report display component.		
	Print Date		Check this option to print date for each sampled data, and set date format and		
			separator. Th	here are up to 3 data formats and separators selectable. YY indicates	
		year; MM indicates month; DD indicates day.			
	Print Time		Check this option to print time for each sampled data, and set time format and		
			separator. There are up to 3 time formats and separators selectable. HH indicates		
			hour; MM in	ndicates minute; MS indicates millisecond.	
Grid attributes	Set grid attributes such as grid line style, width, color. Also the title and font are settable here.				

## Page Display Setting

Details of Page Display Setting attributes			
Number of items per page Maximum items displayed in one page			
TotalPages Addr	Total page number is calculated according to inquiry time:total page=number of total		
	items/Number of items per page		
PageNumber Addr Users could unquiry by page number, Range:0~(Total page-1),0 indicates the first page.			



- 1. Do not put multiple free reports in a same window, it will affect the communicate speed.
- 2. Do not add too many data channels in a signal Free Report.
- If there are multiple free reports or multiple channels report in a same window, please use the minute or hour as Time Interval.
- 4. If you want to plug off the external memory device when HMI is in operation, we suggest using the safe mode, but not plug it off directly. Safe Mode: set the LB9153 (SD card), LB9154 (USB1), LB9155 (USB2) OFF first, then plug of the corresponding memory device.
- When you download the project again, check the Clear data report option in KHDownload, or the residual information may cause the data error for the new sampling data.

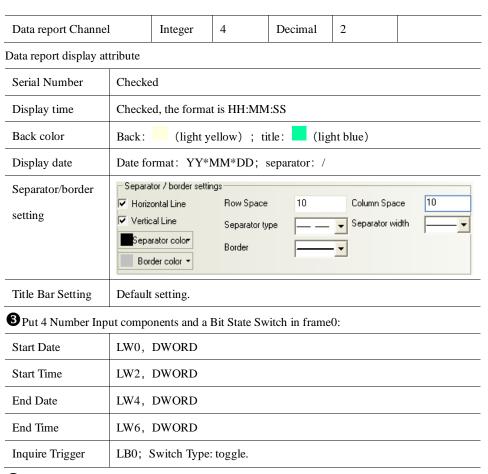
Take the GH070 for example, suppose the sampling address is Dword0, three channels' data, and the sampling data is stored in SD card, user can query the data in any time interval.

**1** Build a new project, and add a Data Logger, the parameters are as follows:

Data Sample HMI	HMI0	HMI0		
Sample Point	10	10		
Sample Type	Circling Sample			
Get Data Type	Sample Continue			
Channel	3			
Sample Circle	10	10		
	Data Type	16-bit signed/32-bit signed/float		
Sample channel	Description	Channel 0/Channel 1/Channel 2		
Data Sample Control				
Sample Address	D0	D0		
Sample Data Save	Save Disk	SD Card		
	Save Dir	SampleDataStore		
	I .	1		

2 Build a Data Report in Frame0 to display data in the Data Logger, the attributes setting is as follows::

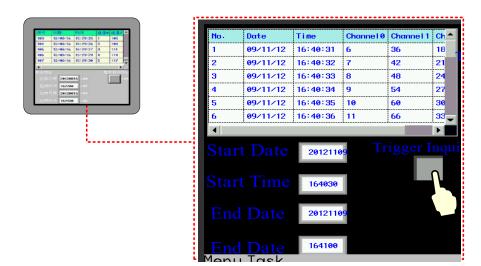
	Report mode	History	
	Report type	Trig type	
Data report attribute	Disp.type	By order	
	Get value type	Instantantaneous Value	
	Empty data process	0	
History inquire address	LWO		
Trig history inquire	LB0, Trigger type: OFF>>ON, Reset		
Data report channel:			
The data-report channel list	Add channel 0 and chann2 to this list		



② Put 3 Timer components in frame0 to simulate the change of D\_Word registers, the attributes setting are as follows:

Mode	Periodical Jog++(circle)
Data Type	Word
Asc Value	1/6/3
Upper	100/150/200
Addr.Type	D_word
Address	0/1/3
Value Type	Unsigned Int (word length 1)/Signed Int (word length 2)/float (word
	length 2)
Timer	Trigger mode: All time, Execution Cycle:10

After a period of time, suppose the HMI system time is 2012/11/09, 16:50:00, we want to query the data between 16:40:30 and 16:41:00, the operation is as follows.



#### 4.13.6 Data Curve



Data Report Curve component is used to display data that is logged in the Data Logger and stored in external memory device on the HMI in curves. The logged registers can be continuous or discontinuous registers. newly added. Via the Data Report Curve component, users could display the sampled data in trend curves on HMI.



Detail Description of Data Report Curve				
Data Report	Report	Real time	Update data report curve timely according to the settings.	
Curve	mode	History	Query historical data report curve according to input time range.	
Attribute	Report type	Trigger Report	During defined time interval, trigger sampling to get instant data.	
		Free Report	Display all the sampled data in defined time interval.	
			Note: In Real Time mode, if Free Report exceeds the defined length,	
			then the earliest data will be deleted, and the whole report moves up.	
		Daily Report	Display the data of one day.	
			Note: In real-time Report Mode, the Daily Report is displayed in	
			circle. The new data is displayed at the bottom of report. If the report	
			exceeds the length of row number, the newest data displays at the top	
			of report, and all the data in previous circle will be deleted, only the	
			newest row data is reserved, and then start a new circle.	
		Monthly Report	Display the data of one month.	
		Quarterly Report	Display the data of three months.	
		Annual Report	Display the data of one year.	
	Display	By Order	The sampled data is sequenced by time order; the newest data is at the	
	Order		bottom.	
		Reverse	The sampling data is sequenced by reverse time order, the newest data	
			is at the top.	
	Total Points	Set number of total	points of Data Report Curve. It is only valid for Trigger Report and Free	
		Report in Real Time Report mode.		

	T							
		Note: If the number of sampled points exceeds number of total points, the earliest data will						
		be deleted, and the newest sampled data will be displayed at the end of the curve.						
	Get Value	There are five options: Instantaneous Value, Min Value, Max Value, Average Value and						
	Type	Added Value.						
		When Min Value, Max Value, Average Value or Added Value is set, it will calculate all the						
		sampled data during set time interval, and output corresponding Min Value, Max Value,						
		Average Value, Added Value.						
	Time	There are Begin Time, Mid Time and End Time selectable for time displayed in report.						
	Record							
	Empty Data	Specified When there is no value in sampled register, the report displays specified value,						
	Process	Value the default specified valued is 0.						
		Last Valid When there is no value in sampled register, the report displays the last valid						
		Value value.						
	Time	There are two options for report time interval: minute and hour.						
	Interval	Note: This option is only suitable when Free Report and Daily Report. Because time interval						
		for Monthly Report, Quarterly Report and Annual Report are fixed as month, three month						
		and year respectively.						
History	History Inquir	Address, word length is 8.						
Inquire	Trigger	Start Date: specified address, word length is 2, input year and date in this address;						
Address	Report	Start Time: specified address+2, word length is 2, input time (hour, minute and second) in						
		this address;						
		End Date: specified address+4, word length is 2, input year and date in this address;						
		End Time: specified address+6, word length is 2, input time (hour, minute and second) in						
		this address;						
		[Example] It is the same with Data Report Display component.						
	Free Report	Start Date: specified address, word length is 2, input year and date in this address;						
		Start Time: specified address+2, word length is 2, input time (hour, minute and second) in						
		this address;						
		End Date: specified address+4, word length is 2, input year and date in this address;						
		End Time: specified address+6, word length is 2, input time (hour, minute and second) in						
		this address; <b>[</b> Example <b>]</b> It is the same with Data Report Display component.						
	Daily	The specified address, word length is 2, input year and date in this address.						
	Report	[Example] It is the same with Data Report Display component.						
	Monthly	The specified address, word length is 2, input year and month in this address.						
	Report	[Example] It is the same with Data Report Display component.						
	Quarterly	The specified address, word length is 2, input year and quarter number in this address.						
	Report	【Example】 It is the same with Data Report Display component.						
	Annual	The specified address, word length is 2, input year in this address.						
	Report	[Example] It is the same with Data Report Display component.						
Trig history		port curve when the specified register satisfies the set condition.						
inquire	OFF→ON	Only when the specified register changes from OFF to ON, HMI outputs data report curve.						
•	ON→OFF	Only when the specified register changes from ON to OFF, HMI outputs data report curve.						
	OFF←→ON	Only when the specified register changes its status, HMI outputs data report curve.						
	OFF→ON	Only when the specified register changes from OFF to ON, HMI outputs data report curve.						
	511 511							

(Auto reset)	and then reset the specified register automatically.
ON→OFF	Only when the specified register changes from ON to OFF, HMI outputs data report curve,
(Auto reset)	and then reset the specified register automatically.

## Data Report Channel

	Detail Descripti	on of Data Report Channel			
Data Logger	Touch this button to pop up Data Logger library.				
Data Report Channel	Touch this button to pop up dialog box to choose channels.				
List	Data Sample List	Display all sampling data added in the Data Logger Library.			
	Data Sample Channel	Display all channel information of one sampling data group.			
	The data-report channel list	Display all the channels added to the current report.			
Variable Max/Min	Check this option, the repo	ort channel read maximum and minimum value from specified			
Value Setting	registers.				
	The register address order in For example: The specified LW21 indicates the maximum	s Y Min, Y Max  address is LW20, then LW20 indicates the minimum value and			
	HMI HMIO  PLC No. 0  Port: Net Change Station Num Address Type LW Address 20 Code Type BIN Format (Range): DDDDD (01	OK Cancel			

## DataReport Control

Data report channel

── Use Address Tag

Set the title, integer and decimal of report channel.

Detail Description of DataReport Control				
Pause address	In real-time report mode, use a bit register to pause data sampling, ON means pause, OFF means			
	outputting data.			
Data clear address	In real-time report mode, use a bit to clear the sampling data in Data Report Curve.			
	OFF→ON	Only when the specified register changes from OFF to ON, HMI clears data		
		report curve.		

ON→OFF	Only when the specified register changes from ON to OFF, HMI clears data
	report curve.
OFF←→ON	Only when the specified register changes its status, HMI clears data report curve.
OFF→ON (Auto	Only when the specified register changes from OFF to ON, HMI clears data
reset)	report curve, and then reset the specified register automatically.
ON→OFF (Auto	Only when the specified register changes from ON to OFF, HMI clears data
 reset)	report curve, and then reset the specified register automatically.



Detail Description of Page Display Setting			
Number of items per page Maximum items displayed in one page.			
TotalPage Addr	Total page number is calculated according to inquiry time: total page=number of total		
	items/Number of items per page.		
PageNumber Addr  Users could inquiry by page number, Range: 0~(total page-1). 0 indicates the first page.			

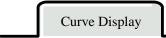
## Extended Attributes

Detail Description of Extended Attributes				
Channel	Channel Set line style and width.			
Properties	Connect Style	Dot, LINE, X axis projection, Y axis projection.		
	Node Properties	Set node graph, node size, node color.		
Use Grid	Set line number, column number, background color, grid line width, grid line style and grid line color.			



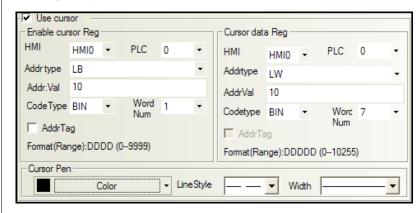
Detail Description of DataReport Control				
Horizontal Scroll Bar	Check this option to use the system scroll bar. Users can set scroll bar width range 20~120			
	pixels.			
Vertical Axis Scale	Channel	The maxim	um/minimum value of the vertical axis takes the maximum/minimum	
Reference Channel		value of th	ne reference channel.	
Use Vertical Axis Scale	Check this option to display vertical axis scale			
	Scale color		Set vertical axis scale color	
	Display S	cale Frame	Display vertical axis scale frame	
	Major Sca	ale Number	Set major scale number	
	Major Scale Length		Set major scale length, unit: pixel.	
	Minor Scale Number		Set minor scale number.	
	Minor Scale Length		Set minor scale length, unit: pixel.	
Use Vertical Axis Scale Check this option to disp		s option to disp	play vertical axis scale label.	

Label	Label Font	Set the I	abel font
	Integer	The inte	ger number of scale (Users cannot adjust it).
	Decimal	The deci	imal number of scale (Users cannot adjust it).
Use Horizontal Axis	Check this opt	ion to disp	olay horizontal axis scale.
Time Scale	Scale Color		Set horizontal axis time scale color
	Display Scale	Frame	Display horizontal axis time scale frame
	Display Relati	ve Time	Horizontal axis starts with the first sampled point, and its displayed
			time is 0.
	Time scale into	erval	The time interval between two time scales, the unit is sampling circle.
	Length		Set the length of time scale, the unit is pixel.
	Mark each sampling point scale		Mark a scale on each sampling point.
	Length		Set the length of each sampling points, the unit is pixel.
Use Horizontal Axis	Check this option to displa		play the horizontal time scale label.
Time Scale Label	Label Font	Set the s	scale label font.
	Integer	Display	and set time format. There are three formats: HH:MM:SS, HH:MM,
		НН:ММ	I:SS:MS.
	Decimal	Display	and set date format, there are three formats: DD*MM*YY,
		MM*DI	D*YY, YY*MM*DD. Separator: "/", "— ", ".".

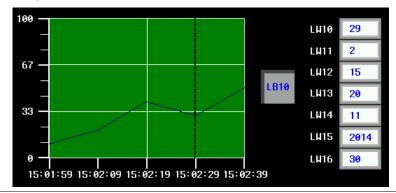


Detail Description of DataReport Control				
Property	Start from left			
	Start from right			
	Start from top			
	Start from bottom			
Sampling points	Sampling points on each page			
Variable sampling points	Read number of sampling points on each page form specified address.			
Hide Channel	Set a specified register for hiding channels. Then set the corresponding bits to ON to hide the			
	corresponding channels.			
	Example: Check "Hide Channels" and set address to LW100. Then, when LW.B100.0=1,			
	Channel 0 will be hidden; when LW.B100.1=1, channel 1 will be hidden; and so on.			
	HideChannel			
	HMI HMIO → PLC 0 →			
	AddrType LW →			
	AddrVal 100			
	CodeType BIN ▼ WordN 1 ▼			
	AddrTag			
	Format(Range):DDDDD (010255)			
Scroll	Use scroll to inquire sampled scale and time of the curve.			

Example: Check "Scroll" , set Enable Scroll Address And Scroll Data Address to LB10 and LW10 respectively.



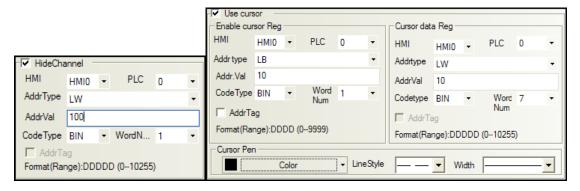
As following picture: Set Enable Scroll AddressLB0 to ON, then Scroll Data Address LW10, LW11, LW12, LW13, LW14, LW15 correspond to second, minute, hour, date, month, and year of the sampled data respectively. LW16 corresponds to data value of channel 0; LW17 corresponds to data value of channel 1, and so on.



Scroll Brush

Set color, line style and width of scroll brush.

**[**Example**]** Settings of Hide Channel and Scroll are as follows:

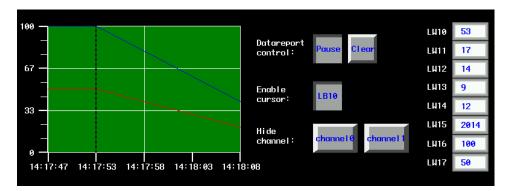


Set LW.B100.0 to ON, Channel 0 will be hidden; Set LW.B100.1 to ON, channel 1 will be hidden and so on.

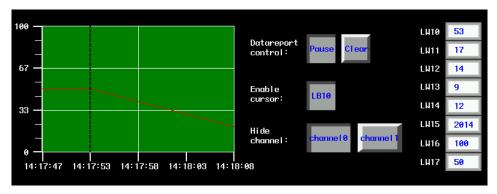
Set LB10 to ON to enable scroll function. LW10, LW11, LW12, LW13, LW14, LW15 correspond to second, minute, hour, date, month, and year of the sampled data respectively. LW16 corresponds to sampled value of channel 0; LW17 corresponds to sampled value of channel 1, and so on.

Offline simulation:

Scroll inquiry:



#### Hide Channel:



Print

If the Open printing option is checked, the trend curve can be printed in real-time.



The real-time printing in Trend Curve only supports micro printer

Description of printing attributes			
	Print per point	The printing is triggered by every sampling point	
	Print per page	The printing is triggered when all the sampling points on a whole page is finished	
Mode	Print whole	The printing is triggered after all the sampling points on all pages are finished in multiple page trend curves	
	Trigger by register	The printing is triggered when the specified register satisfies the setting condition	
Paper Width	Set the paper width according to the printer		
Step	The pixel between two small grids		
Vertical axis scale reference channel	Set the standard channel of vertical axis scale. That is to say set the upper limit and lower limit of vertical axis		

	T				
Time Mode	Set the display time mode of horizontal axis. Two modes are optional: HH:MM、HH:MM:SS				
	OFF→ON	If chose the Trigger by register in the Mode, the printing will be triggered when specified register changes from OFF to ON			
	ON→OFF	If chose the Trigger by register in the Mode, the printing will be triggered when specified register changes from ON to OFF			
Trigger Style	OFF←→ON	If chose the Trigger by register in the Mode, the printing will be triggered when specified register changes its state			
Higger Style	OFF→ON(Reset)	If chose the Trigger by register in the Mode, the printing will be triggered when			
		specified register changes from OFF to ON, then the register will be reset to			
		OFF automatically			
	ON→OFF(Reset)	If chose the Trigger by register in the Mode, the printing will be triggered when specified register changes from ON to OFF, then the register will be reset to ON automatically			
Print axis	The horizontal axis and vertical axis of printing. The line type, line width and axis color can be set				
Print horizontal axis(time)	The display time interval (show time), font size and color can be set. The show time means the display interval between the previous printing time and the next printing time, the unit is sampling points				
Print vertical	Print vertical axis h	as two forms: Percentage and Sampling value. The font size and color of vertical			
axis(scale)	axis are changeable				
	The baseline is the standard line in horizontal direction. Two baselines can be printed at most. The				
Print baseline	base line value, baseline type, line width and baseline color can be set. The baseline value is				
	suggested not to exceed the limit of standard channel				

#### 4.13.7 CommState Display



CommState Display component is used to view each port of HMI communication status



This component does not support offline simulation to view HMI communication status

## Table Display Attributes

Detail Description of Table Display Attributes			
	Sequence No.	Select to display each communication port sequence No.	
Table Display	Time	Select to display the communication state change time, and choose the time format .	
		The three format is optional, HH is hour, MM is minutes, SS is second, MS is	

		milliseconds		
	Date  Select to display the communication state change date, and choose the date. The three format is optional, YY is year, MM is month, DD is day.			
	Date Separator	Select Date Separator, three formats can be set. Eg. 11/06/24		
Background Setting	Set background color\Title Bar Background Color\Border Color and width			
Separator Setting	Set separator color\style\width. Row space and Column space.			
Title Bar	Set title bar name and font, the title content can use Text Lib  Note: if state column choose label type, the title and content all use label type; if choose text lib type, the title and content all use text lib type., so user should set four text lib: not ready\success\overtime\error.			
Setting	Serial/IP	Display current connect device serial no.\IP		
	Station/Port	Display current connect device station no.\port		
	State	Display current connect device communication state		
	Set the text information in the CommState Display to display the communication status. Set the label type or text lib type in the attribute state			
a. D.	Not Ready	Corresponding system information" server not ready". User-Defined		
State Disp	Success	Communication success . User-Defined		
	Over Time	Corresponding system information "plc no response" . User-Defined		
	Error	Corresponding system information "plc response error" . User-Defined		

#### ${\bf 4.13.8~Schedule~Info~Display}$



Displays the information in the schedule list, including No., start time, end time, valid date and status.

### Table Display

Detail Description of Table Display			
Table Display	Time Format The two format is optional. HH is hour, MM is minute, and SS is seconds.		
Separator Setting	Set the color, line type, line width, row space and column space. row space and column space are		
	pixel points. Choose the horizontal line or vertical line.		
Background Setting	Set schedule information to display element background, title bar, border color and border width.		

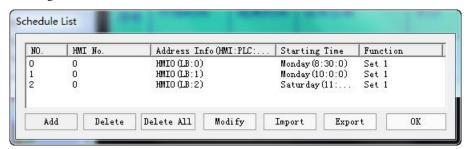
## Title Setting

Detail Description of Title Setting			
Date Label Display	Label Type	Font display selection label mode	
	TextLib Type	Font display selection TextLib mode	
	Week	The default is "Monday" to "Sunday", and each label can be set separately.	

State Disp	State	The default is "unexecuted" and "executed". Users can set their own settings.	
Title Day Setting	Set the name and font property displayed in the title bar. The title display text can be used in the text		
Title Bar Setting	library.		

[Example]Schedule info display component is used to displays the information in the schedule list, including No., start time, end time, valid date and status.

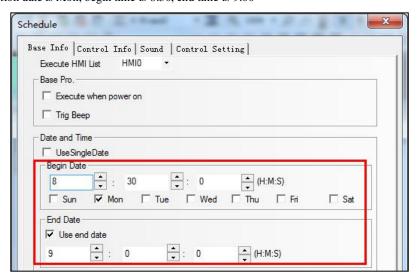
1. Schedule List setting and the offline simulation



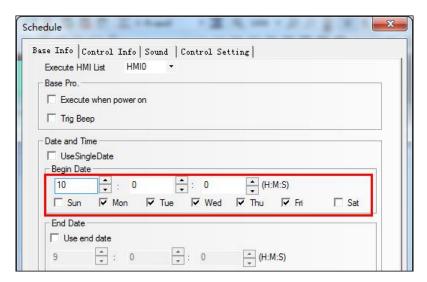
No.	Start time	End time	Applicable date	
0	08:30:00	09:00:00	Monday	
1	10:00:00		Monday/Tuesday/Hednesday/Thursday/Friday	
2	11:00:00	12:00:00	Saturday->Monday	
			_	
4	<b> </b>			

2. Specific instructions for each schedule

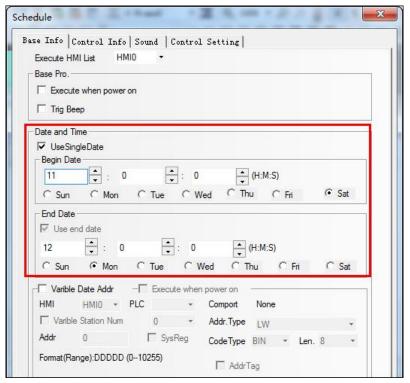
1) No. 0: Application date is Mon, begin time is 8:30, end time is 9:00



2) No. 1: Application dates are from Mon to Sat, begin time is 10:00, no end time.



3) No. 2: Begin date is Sat and time is 11:00, end date is Mon and time is 12:00



#### 4.13.9 Authorized Info Display



Used to view the HMI attribute - HMI license setting the expiration time and jump frame of each authorization

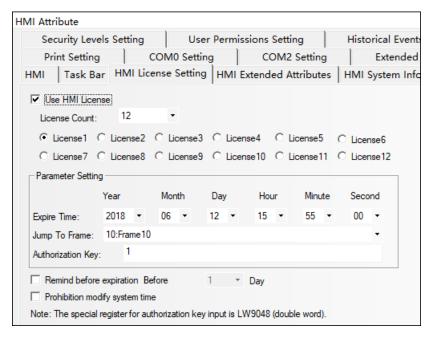
## Table Display Attribute

Descriptions for Table Display Attribute			
Table Disales	Use No.	Check to show the license number	
Table Display	Time	Check to show the expire time of each authorization, and select the time	

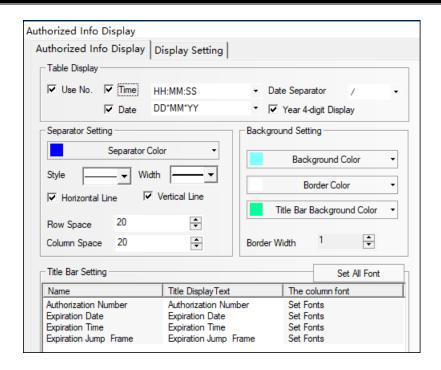
		format to display. The three formats are optional, including HH	
		representation, MM representation, SS for seconds, MS for milliseconds.	
		Check to show the expire date of each authorization, and select the date	
	Date	format to display. The three formats are optional, where YY represents the	
		year, MM is the month, DD represents the day.	
	Separator	Select the date delimiter, and the three formats are optional. Such as 11/06/24	
	Year 4-digit display	Shows 4 digit years in 4 years, and 2 in unchecked.	
Background Setting	Sets the background, title bar, border color, and border width of the communication status element.		
	Sets the color, line width, width of each line and width of each line.Line spacing, column spacing		
Separator Setting	width units are pixels.Check "horizontal line" to indicate horizontal separator line; Tick the vertical		
	line to show the vertical separator line.		
mid D G of	You can set the font property displayed, default to the label mode, and choose the text library mode		
Title Bar Setting	to do the muti languag	ge switching display	

# [Example]

1.Create a new project, HMI attribute-HMI license setting, set 12 licenses, expiration time and the Expired jump frame



2.Function Parts-Authorized Info Display



#### 3.Off-line simulation effect

		2018-06-15	(FRI) 15:43:24
Authorization Number	Expiration Date	Expiration Time	Expiration Jump Frame
0	12/06/2018	15:55:00	10
1	13/06/2018	15:56:00	11
2	13/06/2018	15:57:00	12
3	14/06/2018	23:59:59	13
4	15/06/2018	23:59:59	13
5	16/06/2018	23:59:59	12

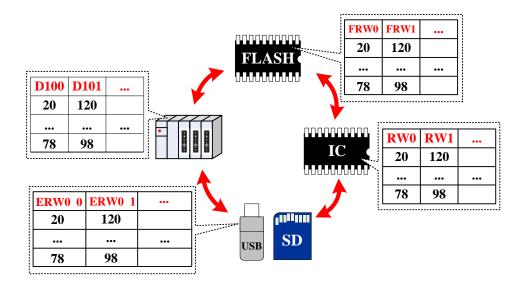
#### 4.14 Data Transmission Component

Data Transmission component is used to exchange the data between HMI and PLC or controller. In Kinco DTools, the following components can be used to exchange data: Recipe Data, Data Transmission, Data Transmission function in Timer and General PLC control in PLC Control component.

#### 4.14.1 Recipe



Recipe Data component can transmit HMI data that can be stored even powered off to specified PLC/controller registers, or transmit data in PLC/controller data to HMI registers that can be stored even powered off.





The Write Address of Recipe Data is the start register of transmitting PLC/controller

# Recipe Data

Detail description of Recipe Data				
	Upload from PLC to Recipe	Transmit data in specified PLC/controller registers to HMI RW registers		
	Download from Recipe to PLC	Transmit data in HMI RW registers to specified PLC/controller registers		
	Upload from PLC ERW0*1	Transmit data in specified PLC/controller registers to external memory device(the default is SD card)		
Function	Download from ERW0 to PLC	Transmit data in external memory device (the default is SD card) to specified PLC/controller registers.		
	Upload from PLC to ERW1*1	Transmit data in specified PLC/controller registers to external memory device(the default is USB DISK1)		
	Download from ERW1 to PLC	Transmit data in external memory device (the default is USB DISK1) to specified PLC/controller registers.		
	Upload from PLC to ERW2*1	Transmit data in specified PLC/controller registers to external memory device(the default is USB DISK2)		
	Download from ERW2 to PLC	Transmit data in external memory device (the default is USB DISK2) to specified PLC/controller registers.		
	Upload from PLC to FRW*2	Transmit data in specified PLC/controller registers to HMI FLASH memory FRW.		

	Download from FRW PLC	Transmit data in HMI FLASH memory FRW to specified PLC/controller registers.	
Data Length	The length of transmitting data, unit is word.		
Key	Map the function to the external keys (F1~F2) or HMI keys (F1~F8). The HMI with USB host slot or keys		
	supports this function. The HMI with USB host or keys supports this function.		

<sup>\*1.</sup>ERW0, ERW1, ERW2 are special registers for the external memory device, users can distribute them to U disk or SD card in the Extended Memory of the HMI Attributes

2. FRW is a special register type for the HMI flash memory.

# For details, refer to [Advanced Part 11 Recipe/ Recipe Editor]

#### 4.14.2 Data Transmission

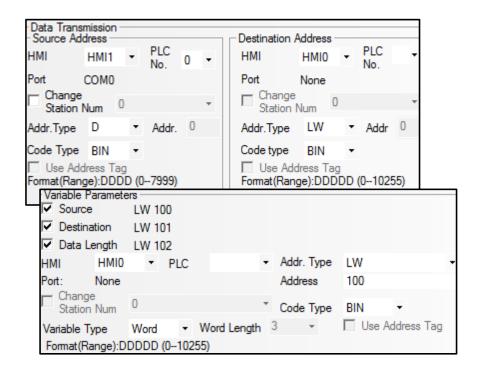


Data Transmission component transmits data in specified HMI or PLC/controller registers to the other HMI or PLC/controller registers. The transmission can be triggered by touching or change of specified register.

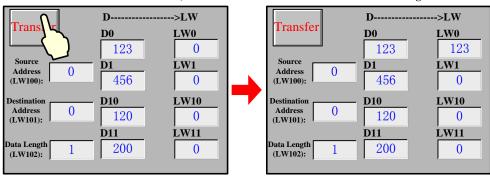
# Basic Attributes

Basic Attributes of Data Transition					
Data Type	Set the transmitting data type: bit or word Data Length Set the transmitting data length				
Key	Map the function to the external keys (F1~F2) or HMI keys (F1~F8). The HMI with USB host slot				
	or keys supports this function. The HMI with USB host or keys supports this function				
Source Address	Set the source address of transmitting data				
Destination Address	Set the destination address of transmitting data				
Variable Parameters	The offset of Source Address, Destination Address and Data Length are read from specified				
	registers				

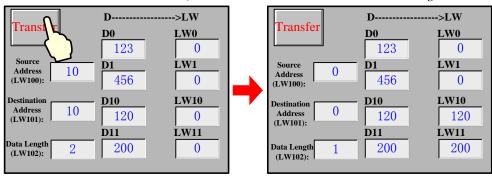
Take the following picture for example, the Source Address, Destination Address and Data Length use variable parameters, set the D register (PLC register) for Source Address, and the LW100 (HMI register) controls the offset of Source Register; Set LW register (HMI register) for Destination Address, and the LW101 (HMI register) controls the offset of Destination Register; LW103 controls the Data Length.

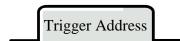


When the offset of Source Address is 0, offset of Destination Address is 0 and the Data Length is 1:



When the offset of Source Address is 10, offset of Destination Address is 10 and the Data Length is 2:





Check the "Use Trigger Address" in Trigger Address page to trigger the transmission by status of specified register.



If use the trigger address to trigger the transmission but not by touch, user can set the **Always Invalid** in the Control Setting page.

#### Detail Description of Trigger Address

Trigger Type	Description		
OFF→ON	When specified register changes from OFF to ON, the transmission is triggered		
ON→OFF	When specified register changes from ON to OFF, the transmission is triggered		
OFF←→ON	When specified register changes its status, the transmission is triggered		
OFF YOM (D)	When specified register changes from OFF to ON, the transmission is triggered, at the same time		
OFF→ON (Reset)	reset the trigger address		
ON→OFF (Reset)	When specified register changes from ON to OFF, the transmission is triggered, at the same time		
	reset the trigger address		

#### 4.15 Project Database

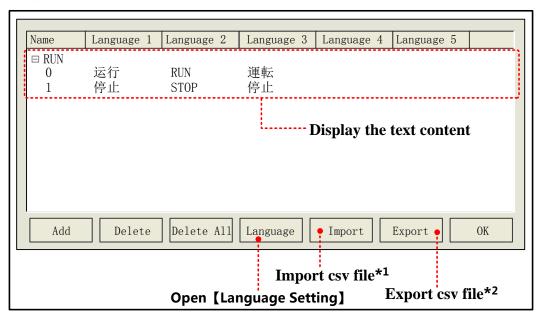
In Kinco Builder, user can put the repeat information or background function in the specified area, in this way, it is easy to control and call this information and function, at the same time it can reduce the data redundancy. The specified area are in the project Data Base components, they are: Text Library, Address Tag, Alarm Information, Event Information, PLC Control, Sound Lib and so on.

#### 4.15.1 Text Library



Text Library component is used to store the text content in the project, so that it can avoid the input the same text tag many times. Text Library supports multiple language, it makes the HMI can switch the display languages. Kinco DTools supports 32 languages switching at most.

#### • Text Library Interface



<sup>\*1.</sup> Import csv file (text library file) to Text Library of current project

2. Export the Text Library to the CSV file, User can use Microsoft EXCEL to open and edit this CSV file.

#### Language attributes

Click the Language in the Text Library to open the Language Setting dialog box, in this dialog box, user can set the font attributes of each language, refer to the following table for details:

	Description of Language Setting				
Max Lang Num	Text Library supports 32 different languages setting at most; the default max language number is 8.  Note: If customer needs to display more than 8 languages, he should set the Max Lang Num.				
Current Lang	Choose the current language.				
Font Type	Choose the data type for current language: Vector Font or Dot Matrix Font.				
Font Attribute	Set the font attributes of current language: Size, Alignment, Color, Italic/Bold and so on.				
Copy Font Attribute to All Language	Copy the current font attributes to the font of all the languages.				
Language	English (America) and Japanese language, click the set" to add English (America) and Japanese as the following picture.  Text Services and Input Languages  Input Languages  Input Languages  Input Languages  Input Languages to use as the default for all input language bar, then choose the services and Input Languages to use as the default for all input language bar, add and Remove buttons to modify this list.  Restore Def  Italian (India)  Italian (Italy)  Ital				

For details, refer to [Advanced Part 5.1 Text Library]

Japanese in the dropdown menu of Language

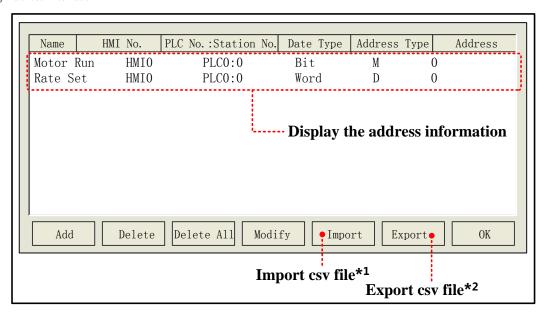
After add the English(America) and Japanese languages, user can finde the English(America) and

#### 4.15.2 Address Tag



Address Tag component can be used to store the address information , and user can add description to these addresses.

• Tag Address Interface



- \*1. Import the address information (CSV file) to the Address Tag.
- Export the address information of Address Tag to a CSV file, user can use Microsoft EXECEL to pen an edit this CSV file.
   Build Address Tag attributes

Click the Add in Address Tag to open the Build Address Tag box, see the following table for details:

Description of Build Address Tag		
Tag Name	Set the name of this address tag.	
НМІ	Choose the HMI number of this address tag.	
PLC NO.	Choose PLC/controller number of this address tag.	
Register Type	Choose the data type: word or bit.	
Address Type	Choose the address type of address tag, it can be HMI register or PLC/controller register.	
Address	Set the address of address tag.	
Code Type	Display the code type of address tag: BIN or BCD	
Format(range)	Display the address format and address range.	

For details, refer to [Advanced Part 5.2 Address Tag Library]

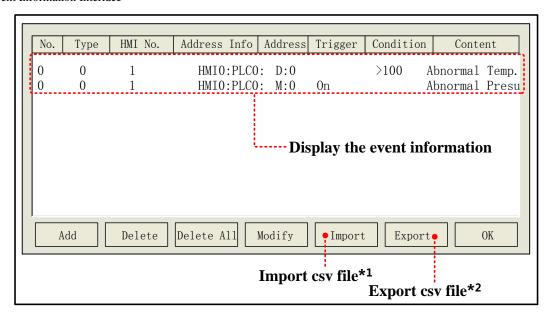
#### 4.15.3 Event Information



Event Information is used to configure the event content and trigger conditions; it is used with the Event Display and Event Bar together. Event Information supports bit register and word register to trigger event.

#### For details about Event Display and Event Bar, refer to [Advanced Part 4.7 Alarm Component]

#### • Event Information Interface

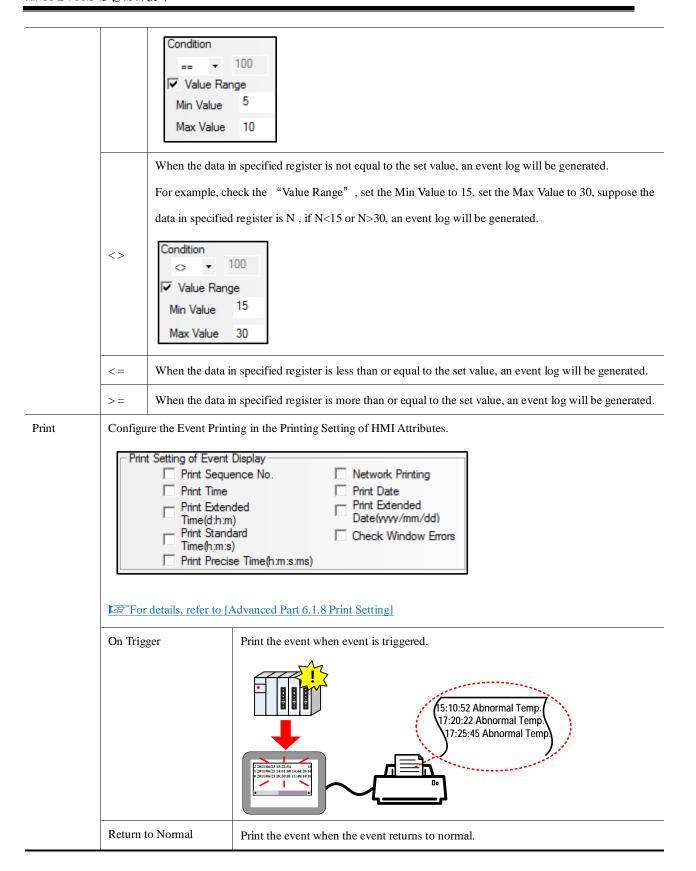


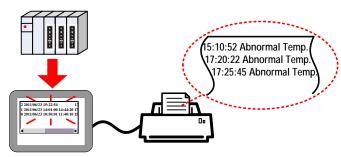
- \*1. Import the event information (in CSV file) to the Event Information library.
  - 2. Export the event information to a CSV file, user can use Microsoft EXECEL to pen an edit this CSV file.

**Event Attributes** 

Click the Add in the Event Information to open the Event attributes dialog box, see the following table for details:

Triggered	In multi	In multiple HMI program, set the HMI where the Event Display or Event Bar displays this event information.		
HMI	in multiple 11.41 program, set the 11.41 where the Event Display of Event Bar displays this event information.			
Type	Set the	event type: 0~255 are optional.		
	Event D	Display and Event Bar can display the event information conditionally according to the event type.		
Address	Set the	read address of trigger register, choose the bit or word type in Data Type.		
		Attributes		
D.:	On	When specified bit register's status changes from OFF to ON, an event log will be generated.		
Bit	Off	When specified bit register's status changes from ON to OFF, an event log will be generated.		
	<	When the value in specified register smaller than the specified value, an event log will be generated.		
	>	When the value in specified register larger than a specified value, an event log will be generated.		
Word		When the value in specified register equals the specified value, an event log will be generated.		
		Value Range: When the value in specified register equals is in the specified value range, an event log		
	==	will be generated.		
		Take the following picture for example, check the "Value Range", set 5 to the Min Value and 10 to		
		Max Value , suppose the data in specified register is N , if 5<=N<=10, an event log will be generated.		





Trigger Function					
Execute Macro	The specified macro is triggered when the event happens.				
	Confirm Pop	Whe	2 2011/06/23 15:22:54 15 1 2011/06/23 14:01:00 44:20 14		
			0 2011/06/23 10:50:01 :10 10		
Pop-up Window			e: please use the "Close window" function in Function Key to close the pop-up adow.		
	Trigger Pop	Whe	When the event is triggered, pop up specified window.		
		Na	2 200 1800 221 86223-54		
		wind	ex please use the "Close window" function in Function Key to close the pop-up low.		
Write Data	Word length is 3. Write (Trig) address is the specified address; Write (Confirm) address is the specified				
	address+1; Write (Resume) address is the specified address+2;				
		0	When the event happens, set OFF to specified register.		
	Write(Trig)	1	When the event happens, set ON to specified register.		
		Not	When the event happens, reverse specified register status.		
		0	When the event confirm, set OFF to specified register.		
	Write(Confirm)	1	When the event confirm, set ON to specified register.		
		Not	When the event confirm, reverse specified register status.		
		0	When the event resume, set OFF to specified register.		
	Write(Resume)	1	When the event resume, set ON to specified register.		
		Not	When the event resume, reverse specified register status.		

When the event happens, trigger the buzzer. Buzzing Time ranges from 1 to 65535, the units is second.

User Buzzer

Continuous Buzz

If the alarm occurs, the beep will go off

#### Text

Input text content that needs to be displayed in Event Display after event happens, click the Font to set the font attributes.

Data in LW register can be displayed in the event information, user can configure it according to the following format:

^xxxx^: Print header, which means print this content when the event is triggered the first time or a different event is triggered.

For example, print "water" as a header, the format is ^water^

%h:mm:s#: Print time;

%y:mm:d#: Print date;

%nnfmd: Print variable, % means the start sign, nn means register number of LW, ranges from 00 to 99, that is to say, it is from LW0 to LW99, f means there is decimal in the data, d means the end sign. If there is no decimal in the data, the format can be %nnd. Take printing the data in LW20 for example; there is a decimal in this data, use the %20f1d in the Text of the Event Information. **Note:** If customer wants to print data in PLC register, use the Timer to transmit the data to LW0~LW99.

Use Text	The Text content reads from the text library, but not writes in the text box.			
Library	For details, refer to [Advanced Part 4.15.1 Text Library]			
Use Graph Font	Set the graph font for the text content in event display, user can set the font attribute after the "Use Graph			
-	Font" is checked.			
Language	When multiple languages is used in Text Library, user can choose language then set the font attributes of this			
Language	language.			
	Sound			
Select Sound	Play selected audio file when this event is triggered.  Note: Only the HMI with audio output port supports this function.			
Open Text Library	Open the Text Library dialog box.			
Open Address Tag Library	Open the Address Tag dialog box.			

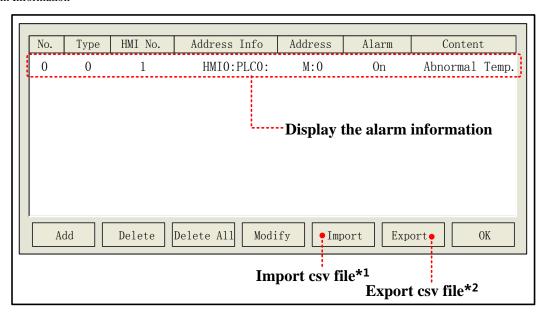
# 4.15.4 Alarm Information



Alarm Information is used to configure the alarm content and trigger conditions; it is used with the Alarm Display and Alarm Bar together. Alarm Information only supports bit register to trigger alarm.

# For details, refer to [Advanced Part 4.7 Alarm Component]

#### **Alarm Information**



- \*1. Import the alarm information (in CSV file) to the Alarm Information library.
- 2. Export the alarm information to a CSV file, user can use Microsoft EXECEL to pen an edit this CSV file.

Alarm Attributes

Click the Add in the Alarm Information to configure the alarm information, see the following table for details:

Triggard HMI	In multiple HMI program, set the HMI where the Alarm Display or Event Bar displays this alarm			
Triggered HMI	informa	information.		
	Set the	event type: 0~255 are optional.		
Туре	Alarm Display and Alarm Bar can display the event information conditionally according to the			
	event type.			
PLC Address	Set the read address of trigger register, supports bit address only.			
Use Address Tag	Use the address in the Address Tag library.			
Address Tag Library	Open the Address Tag library dialog box.			
Attributes				
Trigger	On	When specified bit register changes from OFF to ON, an alarm log is generated.		
	Off	When specified bit register changes from ON to OFF, an alarm log is generated.		
User Buzzer	When the alarm is triggered, the buzzer will be buzzing. Buzzing Time: 1~65535 are optional, the			

Abnormal Temp.!

Beep...

units is second.

Text			
Input the displaying co	Input the displaying constant when the alarm is triggered; click the Font to set the font attributes.		
	The Text content reads from the text library, but not writes in the text box.		
Use Text Library	For details, refer to [Advanced Part 4.15.1 Text Library]		
Use Graph Font	Set the graph font for the text content in event display, user can set the font attribute after the "Use		
Ose Graph Folit	Graph Font" is checked.		
Languaga	When multiple languages is used in Text Library, user can choose language then set the font		
Language	attributes of this language.		
Sound			
	Play selected audio file when current alarm is triggered.		
Select Sound	Abnormal Temp.!  Abnormal Temp.!		
	Note: Only the HMI with audio output port supports this function.		
	For details, refer to [Advanced Part 4.15.6 Sound Lib]		
Text Library	Open the Text Library dialog box.		

# 4.15.5 PLC Control



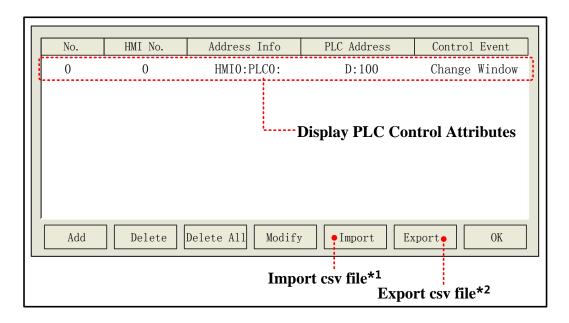
PLC Control is used to log in the trigger condition of some functions, when specified register satisfies the setting condition, the corresponding function will be executed.



Not select [Execute Only When The Specified Window Is Opened], the function is not restricted by windows, and the function can be performed if the execution condition is satisfied.

Select [Execute Only When The Specified Window Is Opened], the function is restricted by windows, and the function can be performed only in the specified window, if the execution condition is satisfied.

#### PLC Control Interface



- \*1. Import the control file constant (in CSV file) to the PLC Control library.
- Export the control file constant to a CSV file, user can use Microsoft EXECEL to pen and edit this CSV file.
  Alarm Attributes

#### • PLC Control Attributes

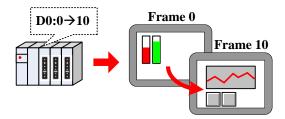
Click the Add in the PLC Control to open the dialog box, chose the control function in the Control Type and set the control register and trigger condition.

The control type that PLC Control supports are as followings: Change Window (Ignore the window 0), Write Data to PLC (Current Base Window number); Report Printout; Screen Hard Copy; General PLC Control; General PLC Control(Extended); Backlight Close; Backlight Close (Write Back); Execute Macro Program; Backlight Open; Backlight Open(Write Back); Sound Ctrl; Save Screen Shoot Data to Extended Memory.

See the following for details of the control type.

#### (1) Change Window

When the value in specified register changes to a valid window number, HMI will switch to the window with this window number automatically. And write the new window number to the specified register+1 address.



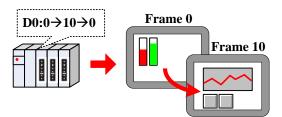
For example, Suppose the current window number is 0, specified register address is D100, when the D100 is 10, the HMI switches to the window 10, and return the new window number 10 to D101.



If the "Change Window" in PLC Control and "Change Common Window" in Function Key are used at the same time, user can set an invalid window number to the control register by "Set at Window Close" of Multiple State Setting component, in this way to avoid inputting the same window number, but cannot change the window at the next time.

#### (2) Change Window (Ignore the window 0)

Change common window function, when the value in specified register is 0, HMI will not change to Window 0.

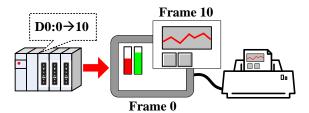


#### (3) Write Data to PLC (Current Base Window)

When switching common window, write the window number to specified register.

#### (4) Report Printout

Print the HMI screen according to the value in the specified register. When value in specified register changes and this value is a valid window number, the constant in this window will be printed out.





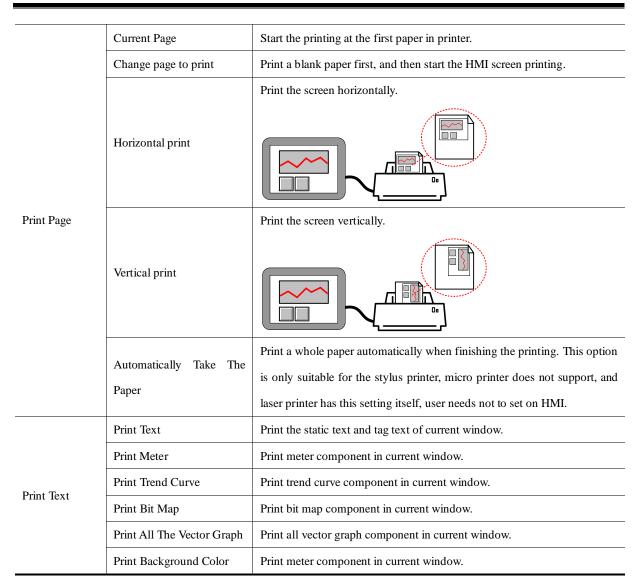
- 1. HMI will not switch to the printed window when printing out this window in Print Out function.
- 2. The data in specified register will be reset to 0 automatically after printing.
- 3. Report Printout cannot print the constant in window 0.

User can set the printing constant by the following two methods:

Method 1: Check the Custom Print Options

Attributes of Custom Print Options

Custom Print Attributes		Detail Description
Drinton Colon	Monochrome	Only the color printer supports switching printer color.
Printer Color	Color	
Magnification	Ranges from 0.1 to 5.0(Zo	com-out printing may causes anamorphous, we do not advice zoom-out
Magnification	printing.)	



Method 2: Do not check the Custom Print Options; use the bits of LW9054 and LW9055 to set the print.

	LW9054 Setting			
Bit No.	Name	0 (OFF)	1 (ON)	
Bit0	Print Text	Do not print	Print	
Bit 1	Print Meter	Do not print	Print	
Bit 2	Print Trend Curve	Do not print	Print	
Bit 3	Print Bit Map	Do not print	Print	
Bit 4	Print All The Vector Graph	Do not print	Print	
Bit 5	Print Background Color	Do not print	Print	



Use the Multiple States Setting component to set the value of LW9054, if all the constant needs printing, put the Multiple State Setting component in the common window(frame 1) and the setting mode is Set at Window Open, set value is 255.

	LW9055 Setting			
Bit NO.	Name	0 (OFF)	1 (ON)	
Bit 0~ Bit 7	Magnification	Each bits means zoom out 0.1 times	Each bits means zoom in 0.1 times (LW9055 ranges from 1 to 50, which means 0.1 to 5 times.)	
Bit 8	Printer Color	Color	Monochrome	
Bit 9	Print page	Current page	Change page to print	

For example, if the Magnification is 0.3, Monochrome printing and print current page, that is to say, set the LW.B9055.0, LW.B9055.1, LW.B9055.8 and LW.B9055.9 On. User also can set the above configuration by LW9055 directly, set LW9055 to 259(bit 0, 1, 8 and 9 on means 259)

#### For details, refer to [Advanced Part 13.3 Print Function Setting Method]

#### (5) Screen Hard Copy

Screen Hard Copy is used to print current screen: when the specified bit register changes from OFF to ON, the current screen is printed.



The Custom Print Options setting is the same as the Report Printout.

#### (6) General PLC Control

General PLC Control is used to transmit data between PLC/controller registers and HMI local registers.

When the Control Type is General PLC Control, system will distribute 4 registers to control transmit type, transmit data length, offset of PLC/controller register address and offset of HMI register address. See the following table for details:

Address	Function	Description
Specified address	Store the transmit type code, different codes mean different transmitting direction.	There are 4 transmit type, see details in table 4.15.5_5, when the register is write new code, HMI executes corresponding transmit and the register will be reset to 0 after the transmitting finishes.
Specified address+1	Data length	The transmitting data length, units is word.
Specified address+2	offset of PLC/controller register address	This offset is for the "specified address +4".
Specified address+3	offset of HMI register address	Set the start address of HMI recipe register(RW) or local register(LW).

See the following table for details of transmit type.

Code	Data transmit type	Code	Data transmit type
1	PLC → RW(HMI Recipe register)	2	PLC → LW(HMI local register)

3	RW(HMI Recipe register) → PLC	4	LW(HMI local register) $\rightarrow$ PLC

For example: Transmit the data in D100~D104 (PLC register) to the RS100 ~RW104 (HMI recipe register).

Set D0 as the specified address in PLC Control, that is to say, D0 controls the Transmit Type, D1 controls the Transmit Data Length, D2 controls the offset of data source register (PLC) and D3 controls the offset of destination register (HMI). According to the example, D0=1 means transmit data from PLC to RW; D1=5 means there are 5 words (D100~D104) needs transmitting; D2=96 which means PLC source address is D100=(96+0)+4, 0 means the start address in General PLC Control. As the D0 to D3 are used for control register, so the source address is D4, and the offset(96) is also for D4, so the PLC source register address is D2+ start address in General PLC Control(D0)+4. D3=100 means that the start address of destination register is RW100.

#### (7)General PLC Control (Extend)

General PLC Control (Extend) is similar as the General PLC Control, it is also used to transmit data between PLC/controller register sand HMI registers; the difference is that it distributes 6 registers to transmit type, transmit data length, offset of PLC/controller register address and offset of HMI register address. See the following table for details

Address	Function	Description	
	Store the transmit type code,	There are 4 transmit type, see details in table 4.15.5_5, when the	
Specified Address	different codes mean different	register is write new code, HMI executes corresponding transmit	
	transmitting direction	and the register will be reset to 0 after the transmitting finishes	
Specified Address+1	Data length	The transmitting data length, units is word	
Specified Address+2	offset of PLC/controller	This off this found to the second of the sec	
Specified Address+3	register address	This offset is for the "specified address +6"	
Specified Address+4	-66-4-6 HMI	Set the start address of HMI recipe register (RW) or local	
Specified Address+5	offset of HMI register address	register(LW)	

# (8) Backlight Close

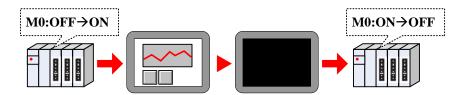
When the specified bit register changes from OFF to ON, HMI turns off the backlight, and the backlight will be on again if the screen is touched.



#### (9) Backlight Close(Write Back)

When the specified bit register changes from OFF to ON, HMI turns off the backlight, and reset the specified register to OFF.

The backlight will be on again if the screen is touched.



#### (10)Execute Macro Program

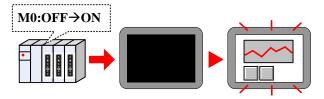
When the specified register satisfies the execute method, the specified macro will be executed.

The execute methods are as follows:

Execute Method	Description	
ON←→OFF	When the status of specified register changes, HMI executes specified macro	
OFF <b>→</b> ON	When the status of specified register changes from OFF to ON, HMI executes specified macro	
ON→OFF	When the status of specified register changes from ON to OFF, HMI executes specified macro	
ON	When the status of specified register keeps ON, HMI executes specified macro	
OFF YON	When the status of specified register changes from OFF to ON, HMI executes specified macro	
OFF→ON, reset	At the same time reset the specified register to OFF automatically	
ON→OFF, reset	When the status of specified register changes from ON to OFF, HMI executes specified macro	
	At the same time reset the specified register to ON automatically	

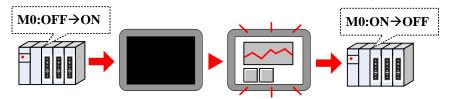
# (11) Backlight Open

When the specified register changes from OFF to ON, HMI will turn on the backlight.



# (12) Backlight Open (Write Back)

When the specified register changes from OFF to ON, HMI will turn on the backlight. At the same time HMI resets the register to OFF.



# (13) Sound Control

When the specified register satisfies the setting condition, HMI plays specified audio file.

Execute Method	Description
ON←→OFF	When the status of specified register changes, HMI plays specified audio file
OFF <b>→</b> ON	When the status of specified register changes from OFF to ON, HMI plays specified audio file
ON→OFF	When the status of specified register changes from ON to OFF, HMI plays specified audio file

OEE-AON moset	When the status of specified register changes from OFF to ON, HMI plays specified audio file
OFF→ON, reset	At the same time reset the specified register to OFF automatically
ON YOFE wast	When the status of specified register changes from ON to OFF, HMI plays specified audio file
ON→OFF, reset	At the same time reset the specified register to ON automatically

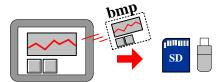
For details, refer to [Advanced Part 5.4 Sound Lib Application]



Only the HMI with audio output port supports this Sound Control function

(14) Save Screenshot Data to Extended Memory.

When specified register changes from OFF to ON, save the current screen constant to the extended memory in picture.





- 1. Only the HMI with USB host and SD card supports this function
- 2. This function supports offline simulation, indirect online simulation and direct simulation. The screenshot pictures are saved in the  $\disk\sd(usb1\ or\ usb2)\scr$  file folder of Kinco HHMIware installation route

User needs to set the extended device in the HMI Attributes>> HMI.



The bmp pictures are named as year-month-day, hour: minute: second: millisecond, for example: 2010-09-01, 10:12:50:203.bmp. User also can define the picture name by system special register. The LW9470~LW9485 define the prefix of file name, for example the constant in LW9470~LW9485 is "Version Num .20100001-", then the screenshot picture name is Version Num .20100001-2010-09-01,10:15:28:421.bmp.

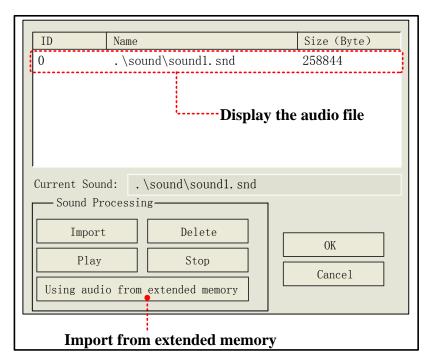


After the save screenshot is executed, please do not plug out the extended memory device in 1 minute, or the picture may cannot be saved.

#### 4.15.6 Sound Lib



Sound Lib is used to save the wav or mp3 audio file. The system will transfer the audio file to snd format file automatically, and user can call this file, the original audio file (WAV or mp3 file) are saved in the sound file folder of current project.





- 1. One imported audio file must be smaller than 256KB, but the audio file from the Using audio from extended memory does not limit the file size.
- 2. Supports WAV, MP3 format audio file.

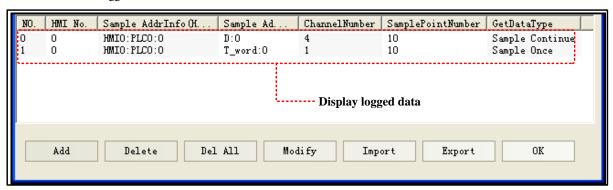
For details, refer to [Advanced Part 5.4 Sound Lib Application]

#### 4.15.7 Data Logger



Data Logger is used to sample data and set sampling method, these data can be displayed on Data Report component.

•Interface of Data Logger



- 1. Import: .Import the data sampling information in CSV file format to the Data Logger
- 2. Export: Export all logged in sampling data to a CSV file; this file is editable by Microsoft EXCEL.

# • Data Logger Attributes

Click the  $\mathbf{Add}$  to open the Data Logger attributes dialog window, the detail attributes are as follows:

# Data sampling properties

	Detail Description of Data sampling properties.			
Sample Point	The total sample point number, it ranges from 1~999999			
C 1 T	Circle Sampling	Sample the data periodically.		
Sample Type	Trigger Sampling	Trigger sampling when the specified register satisfies the condition.		
	Sample Continue	The sampling continues even if all the sampling points are finished.		
Get Datatype	Sample Once	The sampling stops when all the sampling points are finished, that is to say, the		
		sampling is executed only once.		
Channel	The continuous samp	ling registers number, 128 channels at most.		
Circle Courts	It is invalid if the San	npling Type is Circle Sampling.		
Circle Sample	Sample Circle	The time interval between each two sampling points, the unit is millisecond.		
Param	Viable Circle	Read sample circle from specified register in circle sampling.		
	It is invalid if the Sampling Type is Trigger Sampling.			
	OFF→ON	Only when the specified register changes from OFF to ON, HMI triggers the		
	OFF-30N	sampling		
	ON→OFF	Only when the specified register changes from ON to OFF, HMI triggers the		
Trigger Type		sampling		
mgger type	OFF←→ON	Only when the specified register changes its status, HMI triggers the sampling		
	OFF→ON(reset)	Only when the specified register changes from OFF to ON, HMI triggers the		
	OTT 70N(Ieset)	sampling, and then reset the specified register automatically.		
	ON→OFF(Reset)	Only when the specified register changes from ON to OFF, HMI triggers the		
	ON-OFF(Reset)	sampling, and then reset the specified register automatically.		
	Data Type	Set the display data format for the sampling data, there are six formats, they are		
Sample		16-bit signed, 16-bit unsigned, 32-bit signed, 32-bit unsigned, float, double and		
Channel		string.		
	Description	Set the description name for the channel		



If the Variable Circle is checked, the variable value is used preferentially, if the variable value cannot be get because of communication lost, HMI uses the default value(the Sample Circle).

# Data Sample Control

		<b>—</b>					
	De	tail Description of Data	a Sample Contro	ol			
	Set the start address of sampling data, the word length depends on the channel and data type. Take the						
	following picture for example: there are 4 channels, their data types are 16-bit signed, 32-bit signed,						
	float and double. So	o the word length is 9, bec	ause the 16-bit sig	gned is one word, 32-bit signed is two			
	words; float is two words and double is 4 words.						
	- Sample channel -						
Sample Address	No.	Datatype	Length	Description			
	0	16-bit signed	1	Channel0			
	1	32-bit signed	2	Channel1			
	2	float	2	Channel2			
	3	double	4	Channel3			
	J	I		П			
	Save Disk	The external memory	device of HMI,	the SD Card, USB1 and USB2 are			
		optional.					
	Save Dir The subdirectory where sampling data is saved in the external memory						
Sample Data		The default name is SampleDataStore, customers can change this name					
Save		themselves, and the detail route of this file is \external					
		device\database\subdirectory name\export file name.db.					
		The file format is .db.					
	Variable Dir	The subdirectory name is	s read from specifi	ied register, the max word length is 16.			
	Use a bit register to clear the sample data and delete the file in the database.						
	OFF YOM	Only when the specified register changes from OFF to ON, HMI clears the					
	OFF→ON	sample data.					
	ON YOFF	Only when the specified register changes from ON to OFF, HMI clears the					
Sample Data	ON→OFF	sample data.					
Clear	OFF←→ON	Only when the specified	register changes it	ts status, HMI clears the sample data.			
	OFF YOM	Only when the specified register changes from OFF to ON, HMI clears the					
	OFF→ON(reset)	sample data. and then reset the specified register automatically.					
	ON YOFE (D	Only when the specified register changes from ON to OFF, HMI clears the					
	ON→OFF(Reset)	sample data., and then re	set the specified re	egister automatically.			
	Use a specified bit	register to pause the sam	pling, ON means	HMI stops sampling and OFF means			
D C .	HMI starts sampling	g.					
Pause Sample	Note: In Sample On	ace mode, this register will	be set ON autom	atically when the sampling is finished,			
	The state of the s						

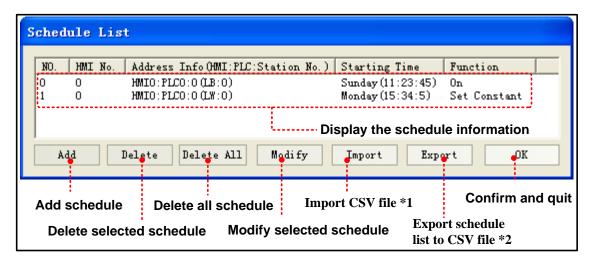
# 4.15.8 Schedule List



Schedule List is used to configure the operation which will be executed in specific time.

user can set this register OFF to trigger the sampling again.

• 【Schedule List】Interface



X 1. Import the CSV file which include schedule list format into 【Schedule List】 in the current project.

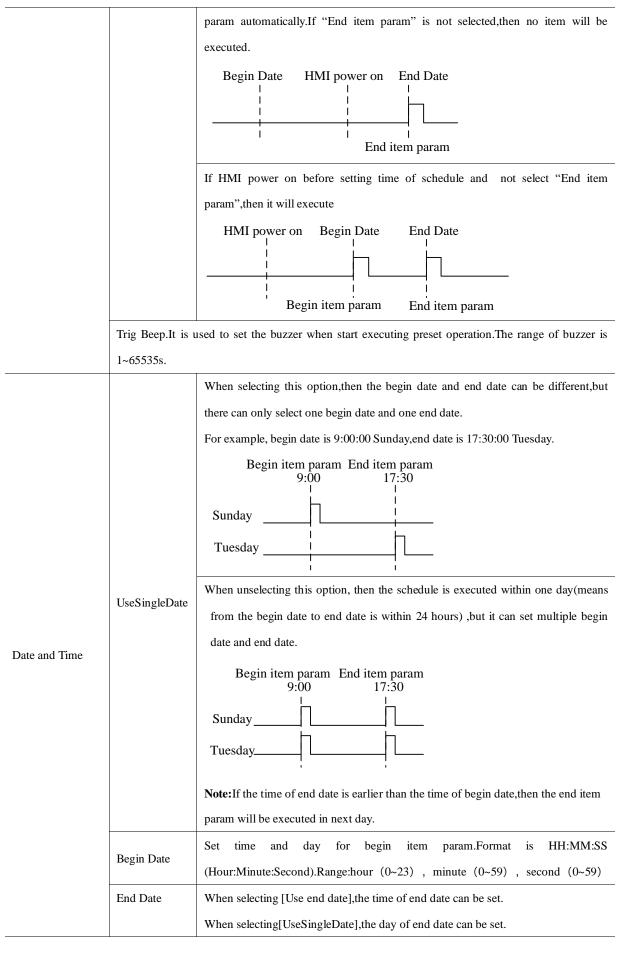
2. Export all the schedule information in current project to specific directory and saved as CSV file. This file can be open by Microsoft EXCEL.

#### • [Schedule List] Setting

Click [Add] in [Schedule List] to open the setting window of [Schedule List], its attributes are shown as follows.



Descriptions							
Execute HMI List	Select the HMI	Select the HMI which will execute the schedule.					
	Execute when p	ower on					
		If HMI power on after the setting time of schedule, then it will execute the "Begin item param" automatically.  Begin Date HMI power on End Date  Begin item param End item param					
Basic Pro.	Select	If HMI power on before setting time of schedule and select "End item param", then it will execute the "End item param" automatically.  HMI power on Begin Date End Date  End item param Begin item param End item param					
	Unselect	If HMI power on after setting time of schedule and select "End item param", then it won't execute "Begin item param" automatically,but it will execute the end item					



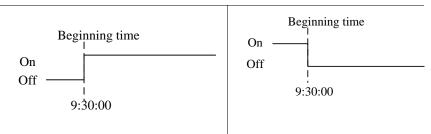
	It is used to If unselectin for begin dat The variable (0:Invalid, 1	g [Use en e. e date ado	d date], dr.=Week	it will o	occupy 4	words,the	se addres		•
	15	7	6	5	4	3	2	1	0
	Reserv	ed (0)	Saturday	Friday	Thursday	Wednesday	Tuesday	Monday	Sunday
Variable Date Addr.	The variable The variable Exammple 1 Mintue=LW If selecting   begin date as Example 2:i: Hour=LW1, Minute=LW	date addidate addidate addidate addidate. The variate end of the variate Minute=L	:.+2=Mini :.+3=Secondable date =LW3. date],it we te. ble date a	ute ond addr. is ill occu	ipy 8 wo	rds,then the	ese addre	esses are Week=LV	V0,

# Control Info.

Descriptions				
	Execute Type	Descriptions as follows.		
Control Info.	Bit Set	On: it will set the specific bit address as on at the beginning time.  For example, beginning time  On Off  9:30:00  Off:it will set the specific bit address as off at the beginning time.  For example:beginning time is 9:30:00  Beginning time On Off  9:30:00		

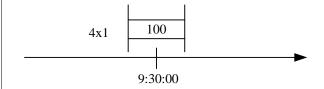
Toggle:it will switch the status of the specific bit address at beginning time.If the original status of the bit address is off,then it will switch to on.Or it will switch to off.

For example, beginning time is 9:30:00



Set Constant:it will write a constant to specific register at the beginning time.

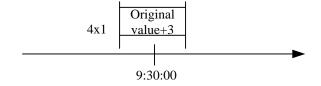
For example:beginning time is 9:30:00, constant value is 100 and specific register is 4x1.



Add Value:it will use the original value of specific register to add an addend at the beginning time, and its final value will not exceed the upper limit.

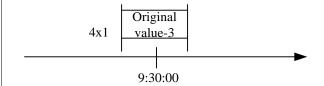
For example:beginning time is 9:30:00,addend is 3,upper limit is 80 and specific register is 4x1.

#### Word Set



Sub Value: it will use the original value of specific register to subtract a subtrahend at the beginning time, and its final value will not exceed the lower limit.

For example:beginning time is 9:30:00, subtrahend is 3, lower limit is 9 and specific register is 4x1.



### Data type

It is used to select the data type of setting value. It supports 16-bit signed\16-bit unsigned,32-bit signed\32-bit unsigned,float,double.

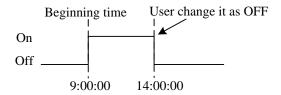
Write Address Set the address which is used for execution.

Variable Param Use variables to change the set value(for set constant), Addend, upper(for add), subtrahend and lower(for

Address sub)



- 1. If the write addresses are the same in schedule list, it is forbidden to set the same time and date to them.
- Every time in schedule list only executes once. When it reaches execution time, the specific address will be written a value once.



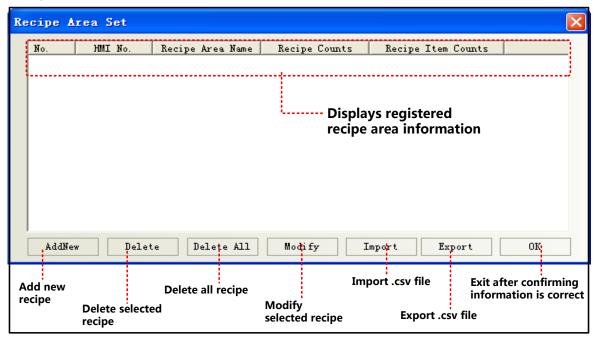
- 3. Because it needs to read the data of [Word Set] and [Control Setting], the execution maybe delay according to the data communication.
- 4. When selecting [Variable Date Address], system will read the address cyclically, the cycle time depends on the busyness of system.
- When the value of the variable date address exceeds the range of standard time, then the setting schedule will be wrong.

#### 4.15.9 Recipe Area List



The recipe area list is used to specify the recipe attributes, which can be displayed in the recipe area browse component.

[Recipe area list]



※ 1. The existing CSV format data sampling information file is imported into the formula setting of the current project.

2.Export all the registered data sampling information in the current project to the specified location and generate the CSV format file. This file can be opened and edited with Microsoft EXCEL.

# • [Recipe Area List]

In [recipe setting] property page, click [add] can open [data item settings] dialog box, the specific attributes of the table below:



	(	Specific data item settings		
	When there are multiple	e HMI in the project, the corresponding formula data can be established		
HMI	according to the HMI nur	nber		
RecipeAreaName	Recipe Area Name			
RecipeCounts	Recipe Counts			
RecipeItemCounts	Recipe Item Counts			
	Set data item name type	e and so on		
	Recipe Address	Auto assign data item address according to the data type		
	Data Item Name	Set data item name		
	Datatype	Setting data types supported by data items, currently supports 16 bit		
		unsigned numbers, 32 bit unsigned numbers, single / double precision		
		floating point numbers, strings		
	Integer\Decimal	Setting integer digits and decimal digits of data items. Invalid setting when		
Daginadata Itam		data type is strings		
Recipedata Item Set	Length	Only when the data type is set as a string, the maximum is set to 64		
Set		Automatic allocation of other data types		
	Lower\Upper Limit	Sets the upper and lower limit, and the Strings type does not have to be set		
	Use UNICODE	Strings support the use of Unicode encoding formats		
	Exchange H/L char	Strings type optional high and low byte swap		
	Data Up	Click the button to move up the selected data item. The move button will		
		rearrange the display sequence of the data item.		
	Data Down	Click the button to move the selected data item down. The move down		
		button will rearrange the display order of the data item.		
	Enable Insert Before In	When the trigger condition is satisfied, the data item can be inserted above		
	Cur Row	the selected line, and the last row formula data is deleted		
	Enable Insert After In	When the trigger condition is satisfied, the data item can be inserted below		
	Cur Row	the selected line, and the last row formula data is deleted		
	Enable Delete Cur	When the trigger condition is satisfied, the selected row data item can be		
Register Set	Register	deleted, and the last row of the element is inserted into a row of new		
register set		recipe data		
	Enable Copy Register	When the trigger condition is satisfied, the recipe copy function can be		
		executed		
	Enable Cut Register	When the trigger condition is satisfied, the recipe cut function can be		
		executed		
	Enable Paste Cur	When the trigger condition is satisfied, the recipe paste function can be		

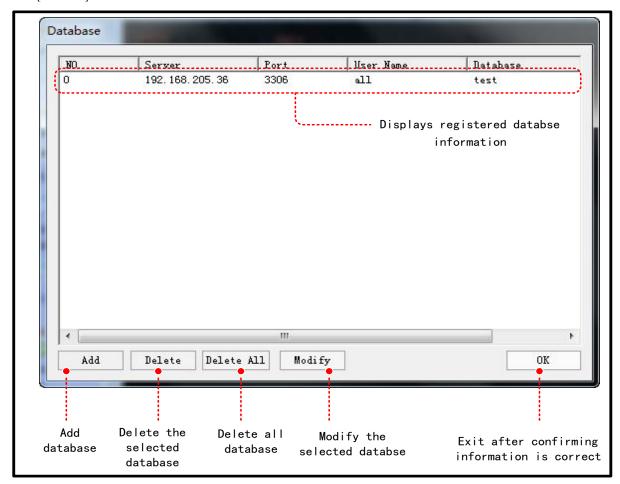
		Register	executed			
Recipe	Area	Display the recipe area address range				
Address	Alea	Bit and Word Address	The range is calculated according to recipe count and recipe item counts.			
11001055		Range	Format: HMIn_RB_ recipe area name			
		Display the Current recipe area address range				
C	D:	Bit and Word Address	The range is calculated according to recipe item counts. Format:			
Cur Address	Recipe	Range	HMIn_CRB_ recipe area name			
Address		Recipe No. Address	Displays the line number of the current recipe data in the component			
		Range	browse component. The line number is always starting from 0.			

#### 4.15.10 Network Database



By the connection between the HMI database and the PC database, the HMI data sampling library is synchronized to the network database for storage and sharing.

# • [Database] interface



### • [Database configuration]

Click the [add] button, the database will pop up [database configuration] box. The properties are shown in the following table:

Detail Description of Database				
Use Domain Name	If selected, user can enter a domain name in [IP/Domain Name], and connect WAN			

	database through the domain name
IP/Domain Name	The IP/Domain Name in the database
Port	Access to the database account port number, the default is 3306
User Name	The name of the account required to access the database
Password	The password of the account required to access the database
Database Name	Database name for access

**LEXAMPLE 1** Taking GL070E (IP address: 192.168.205.123) and LAN database as an example, the database data collected by HMI is required to be synchronized to a MySQL database of PC (IP address: 192.168.205.36) in the LAN.

#### • Add Network Database, database configuration:

Use Domain Name	No
IP/Domain Name	192.168.205.36
Port	3306
User Name	all
Password	123456
Databse Name	test

# **2**Create a new project[sample], add a data sampling, Data Sampling properties:

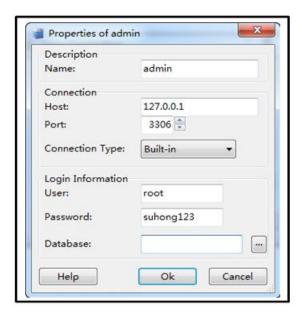
	I	S			
Data sample HMI	HMI0	HMI0			
Sample Point	10				
Sample Type	Cycle Sampl	ing			
GetData Type	Sample Cont	inue			
Channel	2				
Cycle Sample Param	10	10			
Camala ahannal	Datatype	16-bit signed/float			
Sample channel	Description	Channel0/Channel1			
Data Sample Control:	·				
Sample Address	LW0				
SampleData Save	SaveDisk	НМІ			
	Save Dir	SampleDataStore			
Synchronize To Database	Enable	192.168.205.36			
-					

# **3**Lay 2 Number Components at frame0

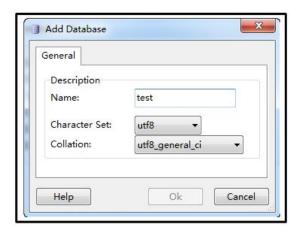
Component 1	LW0, 16-bit signed
Component 2	LW1, float

- Install MySQL software in PC, and Create a user, for example: user name: root, password: suhong 123, then launch MySQL
- Creating databases and tables in MySQL and it can be created by using statements in the DOS command window or by visualization tools. Considering the convenience of operation, I use visual tools here to illustrate a lot of visual chemicals, and this example is used in MySQL-Front.

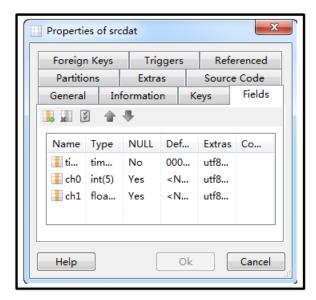
Log on local system



Create database "test"

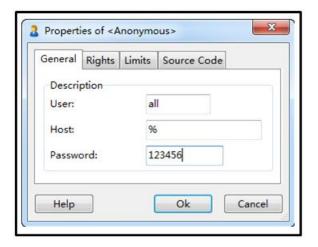


The new table and its data fields are fixed as "srcdat, and create the fields time, ch0, ch1 of the table .The types are Timestamp, int, float.

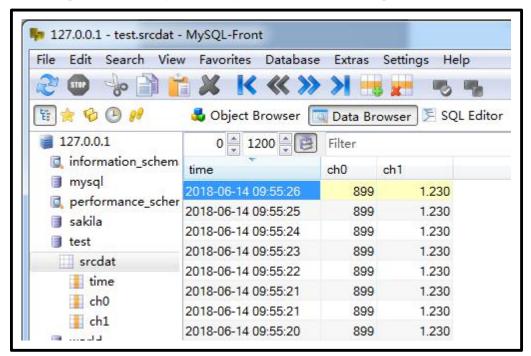


Open access to create accessible users

\*\*The username and password here is access HMI to the database, Filling in the Host as", it means users can access the database at any client login, and if you want to allow only HMI access restrictions, you need to input the HMI IP address instead: 192.168.205.123



Then, HMI start sample data, refresh MySQL-front, you can see data that HMI sampled



#### 4.16 Auxiliary Component

#### 4.16.1 Scale



Scale Component is used to set equal scale label for some components, like Bar Picture, Meter and so on.

So components has scale itself, they also can use the Scale component.



Description of Scale component							
	Horizontal	Vertical	Arc	Circularity			
Style		1111111111					
Equal Division	Set the equal division n	umber					
Line Length	Set the scale length of Arc and Circularity style						
Start/End Angle	Set the start and end angle of Acr style						
Line Color	Set the line color						

# 4.16.2 Timer



When the setting time is up, Timer will execute corresponding functions, like macro, setting parameters, data transmission and so on.

# Timer

Description of Timer Attributes.				
Trigger Mode		Timer function will be executed as soon as the timer is initialized, and stopped		
	All time	automatically after the Repeat Count. Then the timer will not be triggered till the next		
		initialization. If the Repeat Count is 0, that means the function is executed all the time.		
		Timer function will be executed as soon as the frame is initialized, and stopped		
	Initial frame	automatically after the Repeat Count. Then the timer will not be triggered till the next		
		initialization. It is the almost the same the "All time" Trigger Mode.		
	Close frame	Timer function will be executed when the frame is close.		
		The function will be triggered according to the Trigger Address. When the Repeat Count		
	Ву	is 0, it means that the function will be executed till the trigger condition is canceled.		
	re-address	When the repeat Count is N, it means that the function will be executed N times if		
		address is triggered, then it will stop automatically.		
Execution Cycle	The execution cycle of timer, the unit is hundred milliseconds. The timer executes the Timer Function			
	one time in every execution cycle.			
Response Mode	Immediate	Timer executes the function immediately when the condition is triggered.		
	Delay	Timer executes the function in the next execution cycle when the condition is triggered.		
		That is to say, there will be one circle delay.		
Trigger State	In the By reg-address mode, the Trigger State is On or Off.			

Repeat Count	The execution number of timer function. If the Repeat Count is 0, it means the function will be	
	executed all the time.	
Trigger Address	In the By reg-address mode, set the register address for trigger register.	
Variable Period	Once users choose variable period, it is determined by the specific register	



#### Execute Macro

Execute the specified macro program. That is to say, when the timing time is up, the macro will be executed

#### **Data Transmission**

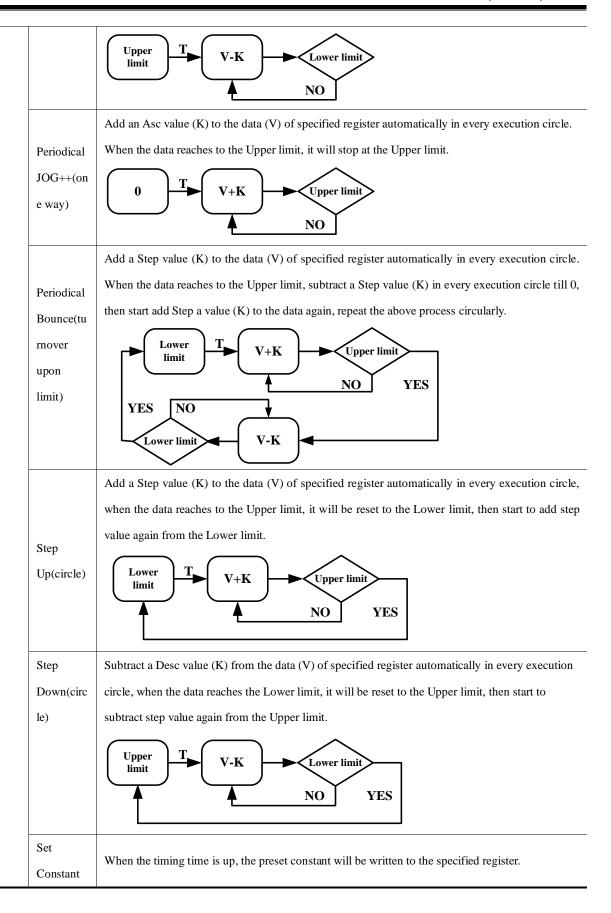
Transmit the data in batch. When the timing time is up, timer transmits corresponding length data from Source Address to Destination Address

Data Type	Set the type of transmitting data, bit or word
Data Length	Set the number of transmitting data
The Data Source Has Changed Before Transmission	When the source address data changes, the data transfer function is executed, and the source address data has not changed and no data transmission function has been implemented.
Source Address	Set the source address of data
Destination Address	Set the destination address of transmitting data

# State Setting

Change the state or value of specified register. When the timing time is up, timer changes the state of corresponding bit register or write value to the word register.

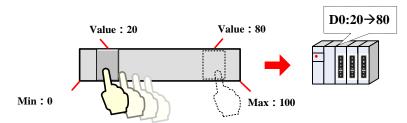
	Set Value	When the "Execution Cycle" time is up, set the bit register to 0 or 1.			
Bit	Periodical Toggle	When the "Execution Cycle" time is up, toggle the bit register between 0 and 1.			
	Periodical	Add an Asc value (K) to the data (V) of specified register automatically in every execution circle.			
Word	JOG++(cir	When the data reaches to the Upper limit, it will start from 0 again.			
	cle)	0 V+K Upper limit NO YES			
	Periodical	Subtract a Desc value (K) from the data (V) of specified register automatically in every execution			
	JOG(one	circle. When the data reaches to the Lower limit, the data will stop at the lower limit.			
	way)				



#### 4.16.3 Scroll Bar



Scroll Bar is used to change the value of HMI or PLC register by moving the slider, and the scaling relation between actual value and Min/Max is displayed by the position of slider.



Scroll Bar

Description of Scroll Bar Attributes		
Word Length of Index Number	Word and Double Word are optional.	
Direction	Set the direction of scroll bar, there are four directions; they are From Left To Right,	
	From Right To Left, From Up to Down and From Down to UP.	
Background Image	Set the background image of scroll bar, there are three options; they are Not Used,	
	Vector Graphics and Bitmap.	
Import Image	Import the background image from the system image library.	
Button Image	Set the button image of scroll bar, there are three options; they are Not Used, Vector	
	Graphics and Bitmap.	
Import Image	Import the button image from the system image library.	

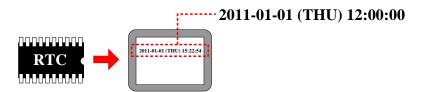
# Scroll Bar Extended Attributes

Description of Scroll Bar Extended Attributes		
Slider Width	Set the width of slider, ranges from 1 to 99. Uncheck means that the slider uses the	
	default width, which is 10 pixels.	
Max/Min Value Setting	Set the start value and max value of scroll bar.	
Variable Max/Min Value	Set the variable for the Min and Max for the scroll bar, and set the register address, the	
Setting	specified address is the Min, and the specified address+1 is the Max.	
Set Scroll Mode	Ranging from 1 to 100, each time user clicks scroll bar , it adds or subs the setting value.	

#### 4.16.4 Date/Time



Date/Time component is used to display HMI system date and time in specified format.





Description of Time attributes			
Display Date	Set the component to display date or not		
	Date format	Four formats are optional. DD means day, MM means month, YY means year.	
	Date Separator	Three formats are optional, for example, 2011.01.01.	
	Year 4-digital	Checked means Timer displays year in 4 numbers, for example 2011; unchecked	
	Display	means Timer displays year in 2 numbers, for example 11.	
	Zero suppress	Checked means there is not a 0 before year and month take June for example, when	
	for Year and Day	this option is checked, Timer displays 6, if unchecked, and Timer displays 06.	
Display Week	Set the component to display week or not, the week is displayed in abbr.		
Display Time	Set the component to display the time or not.		
Time Two formats are optional: HH means hour, MM means n		Two formats are optional: HH means hour, MM means minutes, SS means second.	
	12-hour System	Checked means Time is displayed in 12-hour system, take the three o'clock in the	
	(AM/PM) afternoon for example, if this option is checked, it displays 3:00		
		it displays 15:00.	



The Date/Time component can read the RTC time in the HMI, but cannot change it. If user need to change the date or time, they can change it in HMI SETUP screen or via system special registers(LW 10000~LW 10006)

For details, refer to [Advanced Part 2.7 RTC Set]

#### 4.16.5 Note Pad

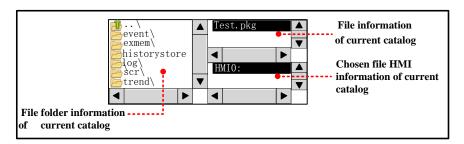


Note Pad is the message board function; it is used together with the Message Board function in the Function Key.

#### **4.16.6 File List**



File List is used to display the file information in the external memory device. It is divided into three area: the left part displays the file folder information of current catalog. Upper right part displays the file information of current catalog; the Lower right part displays the chosen project file (.pkg \.pkgxfile) or recipe file (.rcp file) of current catalog.



File list component is a special component; it is usually used together with the Import/Export function of Function Key.

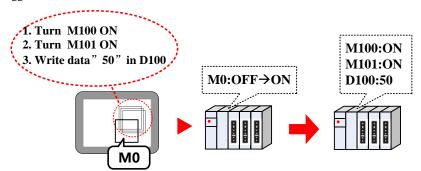
System also provides [Frame5: File List Window] as file list when user import/export project file or recipe file in the SETUP screen. And the File Browser Window can be changed in the HMI Attributes.



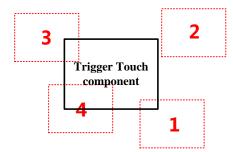
#### 4.16.7 Trigger Touch



Trigger Touch is used to trigger multiple components without touching them, when the specified address satisfies the setting Trigger Type condition, all the components in the Trigger Touch area will be triggered.



Take the following component for example:



The components (1, 3 and 4) are in the Trigger Touch area.

The component 2 is not in the Trigger Touch area.

When the specified address satisfies the setting Trigger Type condition, the 1, 3 and 4 will be trigged, but 2 will not be triggered, because it is out of the Trigger Touch area.



Detail Description of Trigger Touch		
OFF <b>→</b> ON	When the specified register changes from OFF to ON, the components in the Trigger Touch area will	
	be triggered.	
ON→OFF	When the specified register changes from ON to OF, the components in the Trigger Touch area will be	
	triggered.	
OFF←→ON	When the specified register changes its state, the components in the Trigger Touch area will be	
OFF€→ON	triggered.	
OFF→ON (reset)	When the specified register changes from OFF to ON, the components in the Trigger Touch area will	
	be triggered. At the same time, reset the specified register to OFF.	
ON→OFF (reset)	When the specified register changes from ON to OFF, the components in the Trigger Touch area will	
	be triggered. At the same time, reset the specified register to ON.	

#### 4.16.8 VNC



VNC client components can be used for remote control of HMI. After the user needs to open the VNC function in the controlled HMI, the VNC Viewer control end can be carried out at the main control end.

# VNC Component Attribute

Detail Description of VNC		
Use Constant IP	Setting the IP address of the controlled erminal HMI	
	The IP address of the controlled terminal HMI is a variable.Default takes up to 4 words.	
Use Variable IP Addr	<b>Example:</b> the IP:192.168.100.10 of the controlled terminal HMI, then [control address] =192,	
	[control address +1] =168, [control address +2] =100, [control address +3] =10	
Use Constant PassWord	The control side access the controlled terminal to enter the password, the password is constant	
Use Variable Password	The control side access the controlled terminal needs to enter the password, the password is a	
	variable. <b>Note:</b> the password input is required by the text input element	
Start	Triggers the register to connect the control side to the controlled side	

#### System special registers related to VNC element information

Address	Function	Description
LW9171	Display the state of the VNC	=1, Connection error
	element	=2, Password error
		=3, Running error
		=4, Connection OK



The features of the VNC client component are as follows:

- 1. Remote access security, password authentication can be set;
- 2. Simple setting of project interface;
- 3. The component automatically generates up and down scroll bar to realize the free display of the remote screen;
- 4. Access is fast, as long as your network is good;
- 5. Multiple VNC clients can access the same VNC server at the same time;

#### 4.16.9 Recipe Area View



The formula area browsing is mainly used to display the selected formula data. The formula area browsing element is a column by column display formula, and the data items are displayed line by line.

#### Recipe Area Choose

Detail Description of Recipe Area Choose		
Recipe Area Lib	Click the button of the recipe area database to pop up the recipe list window for the recipe	
	registration modification	
Currently Recipe	Clicking on the button of the current selection area can pop up the recipe selection window for	
Area	formula selection	
Recipe Data Item	After the selection of the formula name in the window of the currently selected formula area, the	
	specific information of the formula member is displayed in the formula area name list	
Disable	After checkup, when running on HMI, the browsing element in the recipe area can only read the	
Modification	selected recipe data and cannot be modified. The default is no tick. Runtime allows modification of	
	the recipe data.	

## Recipe Area Display Properties

Detail Description of Recipe area display properties		
Serial number	Choose whether to display the serial number	
Serial Number Begin From	It is possible to set the minimum number of ordinal numbers 0 or 1	
Selected color	Color when selected, Setting the selected color of the formula line	
Back color	Setting the background color of the component browsing element and the color of the title	
	bar	
Separator /border settings	Setting up the element border and dividing line properties in the formula area	
Title Bar Setting	Setting the font properties of each data item in the formula	

# Keyboard Set

[keyboard set] is valid.

## Detail Description of Keyboard Set

When selecting the attribute page in the recipe area] [Disable modification], [keyboard set] page is invalid. No selected.

Number keyboard Set	Default is Public Windows Keyboard	
---------------------	------------------------------------	--

Text Keyboard Set	Default is Public Windows Keyboard

#### 4.16.10 PDF Display

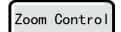


The PDF display component is used to display the PDF documents in the external storage device, including the documents in the HMI, the U disk, and the SD card. The file must be used in conjunction with the file list component.



# PDF Property

Detail Description of PDF Display		
Background Color	Set the background color	
PDF File Path	It is set to open the path of the PDF document in the external storage device.	
	Note: The file must be used in conjunction with the file list component. The file list selected the	
	"Enable full FilePath", and the control address of the full filepath in file list to be the same as the file	
	address of the PDF display.	
Control Address	Switch to display the current PDF file page and display the total page number.	
	[Control address]: switch the current page; [Control address+1]: display total page number	



Detail Description of Zoom Control		
		Adjust to display the PDF file size in the HMI. [Control address]: zoom control, zoom range
Enable	Zoom	20%~300%;
Control		[control address +1]: adaptive width, =0 is the original size, =1 is highly adaptable, =2 is a highly
		adaptable



1.It is convenient for users to use PDF components. It has integrated PDF models group elements in the project file window group library. During the process of calling, please check whether the address in the group element is clash with the whole project. If there is any conflict, it is recommended to modify it.

2. there are two ways to call group components:

Mode 1: in the configuration editing screen, click the right mouse to select [group] -- use group, select group Library in group component library edit box: PDF models, then select the appropriate PDF group element, click group group components.

Mode two: in the configuration editing screen, double-click [engineering file window] -- group library [PDF models], select the appropriate PDF group components in the pop-up group library edit box, click group components.

#### 4.16.11 FTP Client



It can be used to access other screens or computer FTP files, support offline simulation access

# FTP client basic attribute

Descriptions for FTP client basic attribute		
Access fixed FTP server based on constant	Constant Server Name	The IP of ftp server
	Constant Password	The password of ftp server
	Constant User Name	User name of ftp server
Accessing the FTP server according to the variable	Use Variable Server Name	Set the device IP online
		Note: use text component
	Use Variable Password	Set the password online
can modify the device to be	Ose variable rassword	Note: use text component
accessed online.	Use Variable User Name	Set the user name online
	Ose variable Oser Name	Note: use text component
Refresh	II I C I I EED CI .	Set 1 to refresh operation, after set 1 it can reset
	Used to refresh the FTP file to view	automatically

# Table Display Attribute

Descriptions for Table Display Attribute		
		Check the last time when the file was modified., and select the time format to
Time		display. The three formats are optional, including HH representation, MM
		representation, SS for seconds, MS for milliseconds.
Table Display		Check the date when the files was modified, and select the date format to
Table Display	Date	display. The three formats are optional, where YY represents the year, MM is the
Separator Sequence No.		month, DD represents the day.
	Select the date delimiter, and the three formats are optional. Such as 11/06/24	
	Sequence No.	Check the file number
Background Setting	Sets the background, title bar, border color, and border width of the communication status element.	
S	Sequence No.	Check the file number

	Sets the color, line width, width of each line and width of each line.Line spacing, column spacing
Separator Setting	width units are pixels.Check "horizontal line" to indicate horizontal separator line;Tick the vertical
	line to show the vertical separator line.
Title Day Setting	Sets the name and font properties displayed in the table title bar, and the title bar contents can be sett
Title Bar Setting	by text library.

# Show Specified Type File

Show specified type file attribute		
File Suffix List	Input the suffix name to display, such as: pdf, csv, mp4	
Add	After entering the suffix name, click add to add it	
Delete	Select the suffix that has been added, click delete to delete it	
FTP OutPath attribute		
Enable FTP OutPath	If selected, The text component will display the ftp file out-path	

**Show specified type file:** if you don't add any suffix, it will display all files, if u add some suffix, it will only show files that have add suffix file (the function is used for when there are too many files, convenient to view certain types of file)

# File Upload Settings

Description of File Upload Settings Properties		
Englis and a din a file	Can upload files from	the screen and external devices on the screen (USB disk, SD card ) to the
Enable uploading file	currently accessed server FTP file path	
Use static filename	Storage medium	Select the storage area where the file is located, HMI, USB, SD
(specify a fixed file)	File name	Set a fixed target file, such as trend / test.txt
Use variable filename	Variable file name	Select the file with the File List BOX widget and set the address to the
(you can dynamically	address	same address
set the file to upload	File upload trigger	
on the screen )	address	After setting the trigger, trigger the upload operation

#### Example analysis:

[Example1] Access to the screen that opens the FTP service

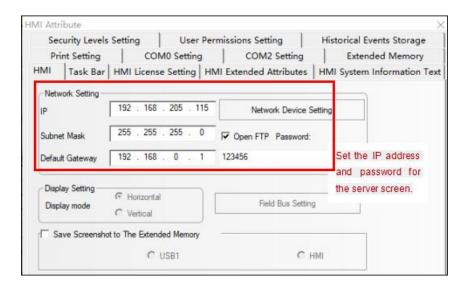
#### The ftp server device setting:

Create a new project, open the HMI attribute, check the FTP function, set the IP address and password, and compile the download to the server screen

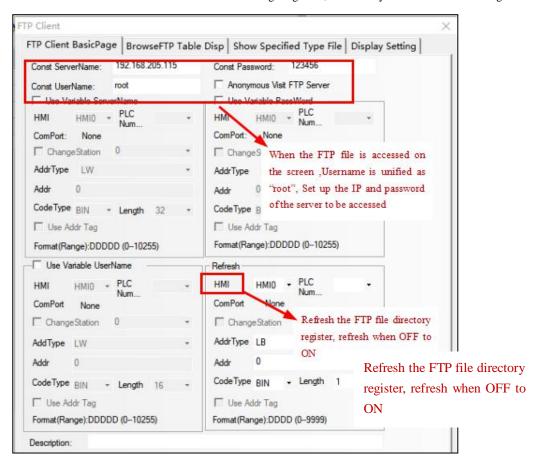
#### The ftp client device setting:

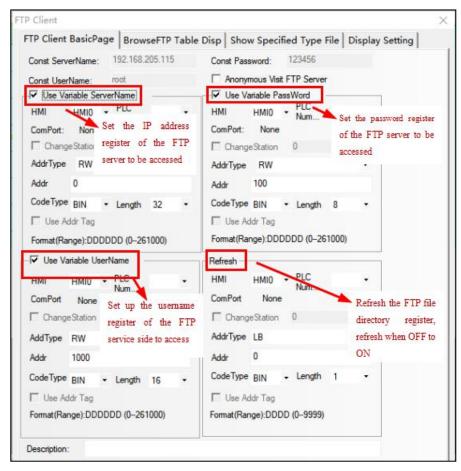
Open Kinco DTools software, new project, component library window - function component -FTP client, place FTP client element, double-click to open element properties:

①Constant access: access to the fixed FTP server screen.

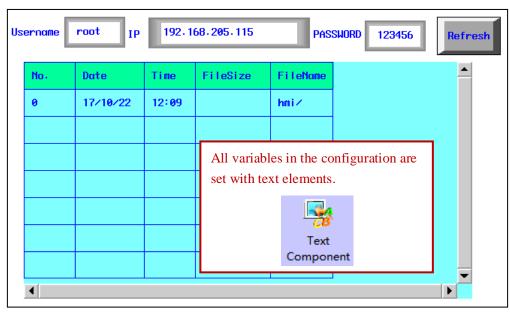


②Access by variables: that is to set the server side to be viewed through registers, and modify the FTP server to change.





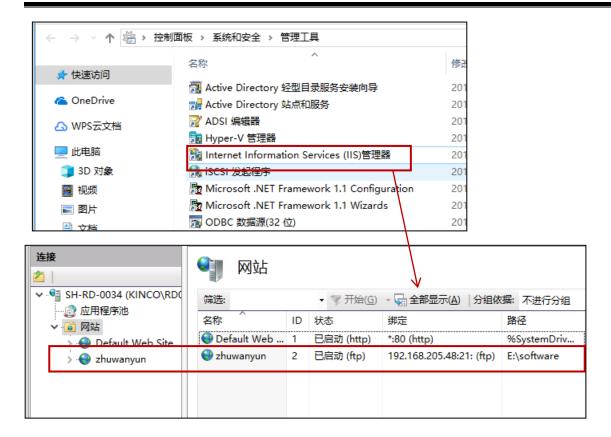
The effect of accessing the hmi FTP files is as follows



[Example2] Access to the computer that opens the FTP service

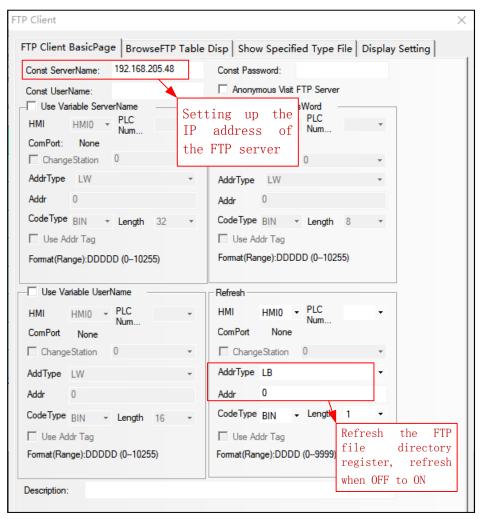
#### The ftp server device setting:

The computer needs to turn on the FTP function, U can refer to Google to search how to start the FTP, After u start it ,double-click the IIS manager. Then add the FTP site as shown in the zhuwanyun below, and the permission settings are open to all.

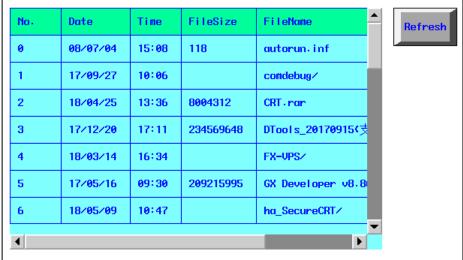


#### The ftp client device setting:

Open Kinco Dtools software, Put the FTP client from the "functional parts"



The effect of accessing the computer FTP files is as follows:



#### 4.16.12 QRCode Display



QR code display element is displayed in the form of character generation two-dimensional code. Users can scan the two-dimensional code to scan the corresponding characters by sweeping.



Description of QRCode Display		
	Generating the color	r of a QRCode
Basic Setting		If selected, it means that the text content of the display is interpreted by
	Use Unicode	Unicode encoding, which is generally used to display the contents of the
		multi lingual text.
	Use High and low	If selected, high and low character exchange display position
	byte exchange	in selected, high and low character exchange display position
Read Address	The value of the register is a character corresponding to a QRCode	
Read Address	Error correction leve	els from L to H, the fault tolerance level is increasing
	OFF→ON	The refresh will be triggered when specified register changes from OFF to
		ON
	ON→OFF	The refresh will be triggered when specified register changes from ON to
Trig Address		OFF
	OFF←→ON	The refresh will be triggered when specified register state changes
	OFF→ON, Reset	The refresh will be triggered when specified register changes from OFF to
		ON, and auto reset
	ON→OFF, Reset	The refresh will be triggered when specified register changes from ON to
		OFF, and auto reset
Use Timed Refresh QRCode	If selected, time refresh QRCode	

# **5 Better Understanding of Library**

In Kinco DTools, user can load the text, address tag, graphic and sound in the database, when they need to use this information, they can call it from the database directly, this database is called library in Kinco DTools. This chapter will give you a detail description of how to use library.

#### 5.1 Text Library

We will describe how to use Text Library in this section.

#### 5.1.1 Create a Text Library

- (1) Click on the Option (O) menu>>Text Library (T) or the icon in the tool bar or the Text Library in the Project Database of Graph element window to open the Text Library dialog box.
- (2) Click on the Add to pop up the Add Text dialog box.



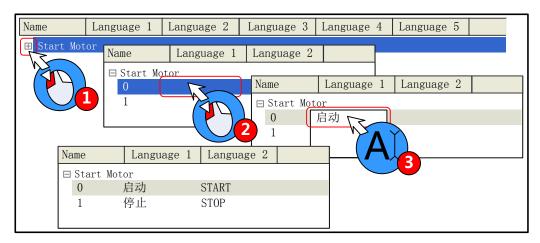
For example, build a text item named "Start Motor", the State Num is 2, each text supports 256 states at most. Click on the Ok to finish building the text, and click on the Cancel to give up this text.



The Name of text cannot be modified after it is built

After setting the Name and State Num, click on the OK to the next step.

(3) The text named "Start Motor" has been added to the Text Library, click on the ⊞ icon before "Start Motor" to view the states of this text, there are two states: 0 and 1. Click on the blank area under the each language to input text content. In this example, we input "启动" in the language1 of state 0, and "停止" in the language1 of state 1; Input "Start" in the language2 of state 0, and "Stop" in the language2 of state 1.

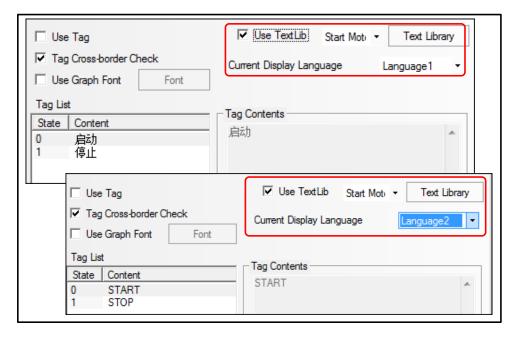


Besides, user can add/delete/modify the text state by right click option, take the following picture for



example:

(4) Click on the OK to close the Text Library dialog box after editing. Check the "Use Textlib" in Tag option of a component and then select a already built text in list.



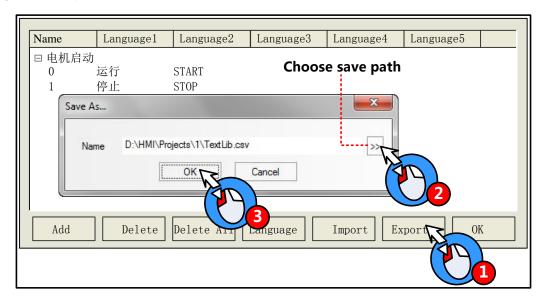
#### 5.1.2 Export/Import Text Library

The built text library can be exported in a csv file, and the csv file also can be import into the Text Library.



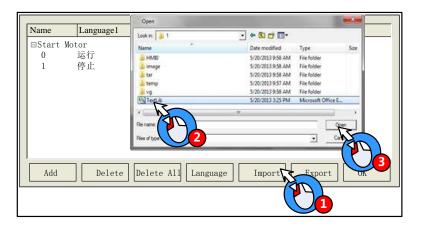
Import/export the whole text library, but cannot import/export a single text item

#### (1) Export text library



The exported csv file can be edit by Microsoft Excel.

#### (2) Import text library



#### 5.1.3 Set the Language of Text Library

Click on the Language Setting in the HMI Extended Attributes option of HMI Attributes or the Language in the Text Library dialog box to open the Language Setting dialog box, and then set the global font attributes of each language.



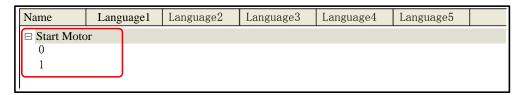
- 1. The font attributes in Language Setting is global, and the font attributes in the tag option is only for the tag content of current component.
- 2. If the font attributes in Language Setting change, it will not affect the font attributes of the tag which has already used the text in text library, if user want this font attributes to be the same as the Language Setting, they can cancel the "Use Textlib" in the tag and then recheck it, so the font attributes is refreshed.

#### 5.1.4 Text Library Application

• Edit the Text Library quickly

When there is a lot of text content in text library, user can export the text library in a csv file, then edit it in the Microsoft excel, it is very conveniently to edit in this way.

Firstly, build a text library, and then set the state number and text content.



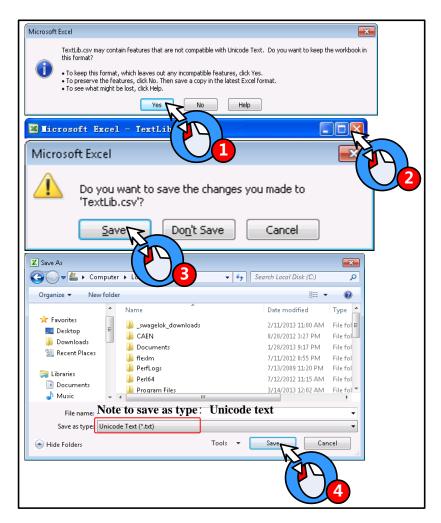
Export the text library to a csv file in your PC, and then open and edit it by Microsoft Excel, you can edit the text name, state number, text content and add new text item.





The Name, Status, Language 1~32 are fixed formwork, if they are modified, there will be problem when the csv file is imported to the Text Library.

Save the csv file before close it:



At last, import the text library file (textlib.csv) to the project.



When importing the text library file, if there is a text in the project text library has the same name as the text in the file, there will be a tip to warn that whether you want to cover the same name text or not, the covered text cannot be regained.

## • Use Text Library to switch multiple languages

Use the special system register LW9130 to switch the languages in text library

When LW9130=0, HMI displays the text content in Language1; when LW9130=1, HMI displays the text content in Language2···.and so on, When LW9130=31, HMI displays the text content in Language32; if the LW9130>31, HMI displays the text content in Language1.



The Number of Language in the HMI Extended Attributes of HMI Attributes will limit the language number in Text Library. The default language number is 8 in Text Library, even if the LW9130>8, HMI only displays the Language1~Language8. If user wants to use more than 8 languages, he needs to set the Max Lang Num in Language Setting, and the Number of Language must be smaller than Max Lang Num. The

Default Language means the default language that HMI displays, for example, the language 2 is English in Text Library, if the Default Language is 2, HMI will display the text content in English till LW9130 changes.

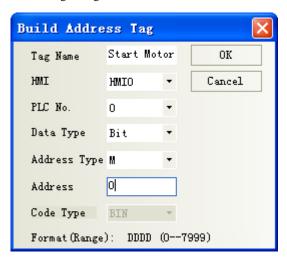
#### For details, refer to [Advanced Part 2.6 Language Switching]

#### 5.2 Address Tag Library

We will describe how to use Address Tag library in this section

#### 5.2.1 Build a Address tag Library

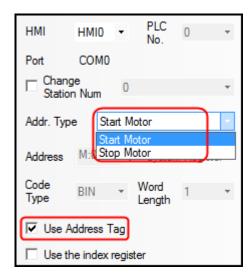
- (1) Click on the Option (O) menu>>Address Tag (A) or the icon in the tool bar or the Address Tag in the Project Database of Graph element window to open the Text Library dialog box.
- (2) Click on the Add to pop Build Address Tag dialog box



For example, build an address tag named "Start Motor", the address is M0. Click on the OK to finish building this address tag, and click on Cancel to give up this address tag.

#### 5.2.2 Address Tag Application

After building the address tag in Address Tag Library, check the Use Address Tag, and chose the corresponding address tag name. Take the following picture for example:





Bit component can only use the bit address tag; and the word component can only use the word address tag.

The Address Tag library supports being imported and exported; the import/export operation is the same as the Text Library.

#### 5.3 Graphic Library

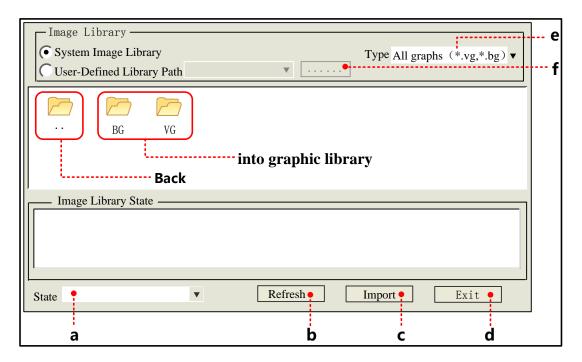
Kinco DTools provides user rich vector graphic and bit map. User can draw vector graphics, like, switch, lamp and so on. User also can import external pictures to bit map. We will describe how to use the Graphic Library in this section.

#### 5.3.1 Import Graphics

(1) Import Graphics

There are three methods to open the Import Graphic dialog box

- 1. Click on the icon
- 2. Click on the Import Graphics Library in Draw (D) menu.
- 3. Click on the Import Graphics in the Graphics option of a component attributes.

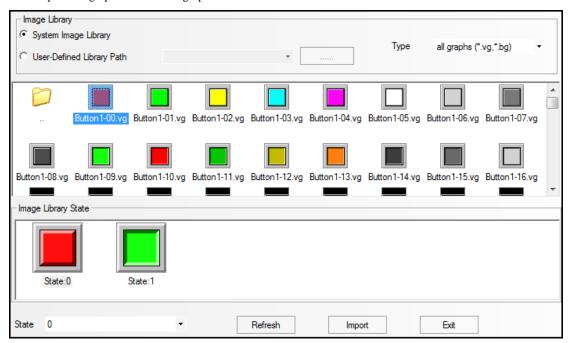


- a. Switch the states of selected graphic.
- b. When all graphic are not displayed in above area, click on Refresh to display them all.
- c. Choose a wanted graphic in above area, click on the Import to load this graphic (vg or bg) to current project.
- d. Close the Import Graphic dialog box
- e. Set the graphic type that needs displaying in following area.
- f. Open the route selection dialog box.

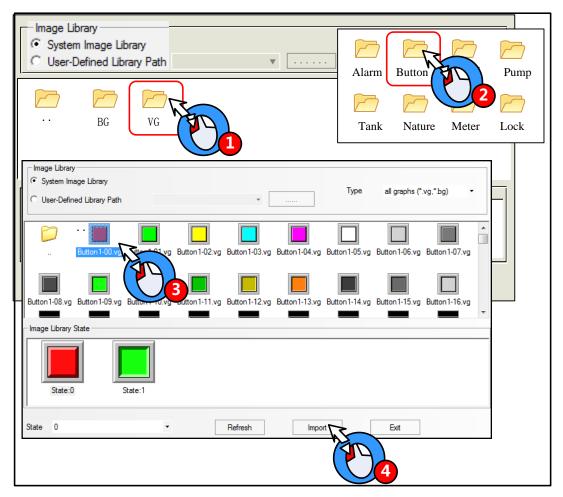
There are two sources for graphic library

System graphic library: The graphic library in software, it is in the vg\_bg\_lib file folder of Kinco DTools installation file folder.

There are two parts for graphic display area, the upper half displays all thumbnail in graphic library, the lower half displays all states' preview graphic of selected graphic

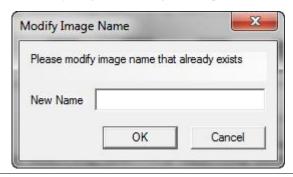


Import graphic from system graphic library, for example, import the button named "Button1-00.vg" from the System Graphic Library>>Vg>> Button, the operation steps are as follows:

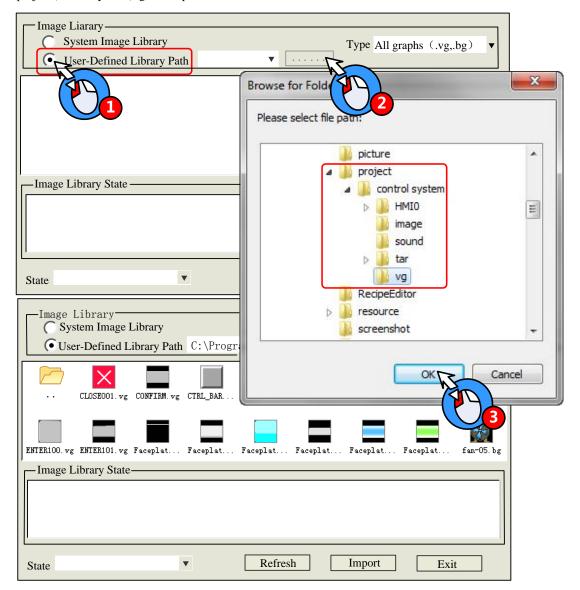




If the imported vector graphic (vg) or bit graphic (bg) has the same name as the graphic in current project graphic library, there will be a Modify Image Name dialog box to input a new name.



• User-defined Library Path: user can import a vg or bg from a specified route, that is, user can import the graphics from the vg file folder of other project files. For example, import graphic from D:\Program Files\Kinco\Kinco DTools\ project \control system\ vg, the steps are as follows:



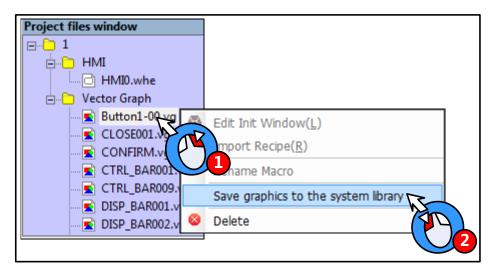


Multiple vg/ bg cannot be imported/exported at the same time

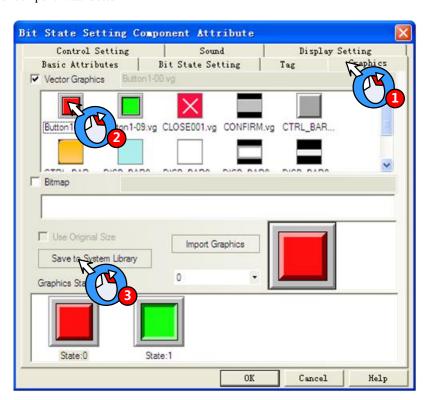
#### 2. Export Graphic

The imported vg/bg from system library or the new build vg/bg graphics are stored in the vg file folder of project file folder. There are two methods to save the graphic in current project to system graphic; they are stored in vg\_bg\_lib>>vg/BG>>UserselPath file folder of Kinco DTools installation file folder. So user can use these graphics in the other project.

1. Project File Window>> Vector Graph



#### 2. Graphic option of component attributes



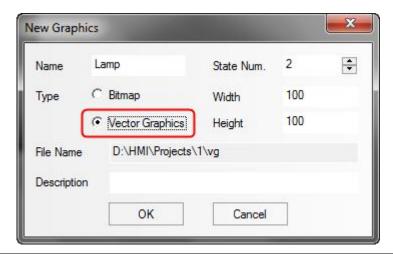
#### 5.3.2 Build New Graphics

If the vg/bg in system graph library cannot satisfy user's application, he can build new vg/bg himself.

(1) Build a new vector graph

The New Graphics button

For example, draw a indicator light name "Lamp" and has two states: Click on the icon or New Graphics (N) of Draw (D) menu to open the New Graphics dialog box:

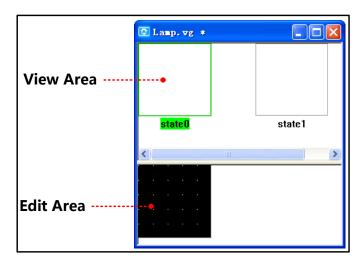


New Graphics dialog box		
Name	The name of new graph	
State Num	Set the state number of new graph, it is 256 at most	
Type	The type of new graphic: vector graph or bit map	
Width/Height	Set the width and height of new graph, the unit is pixel	
File Name	The store route of new graph	
Description	The note information for new graph	

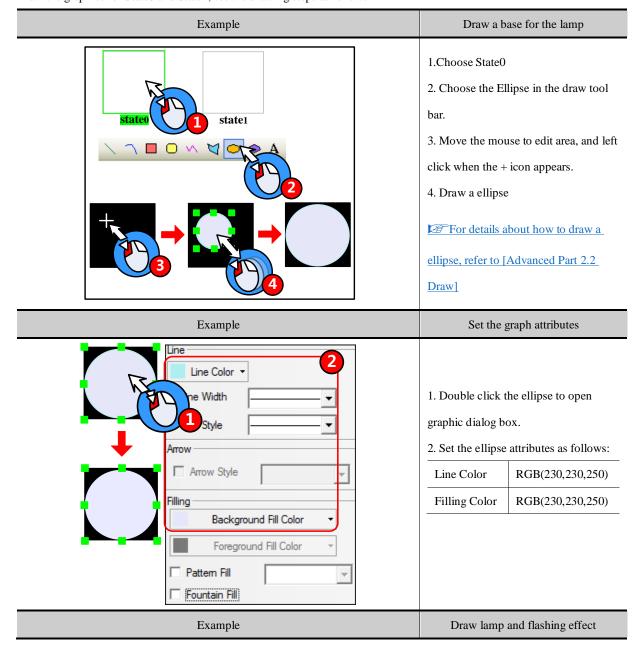


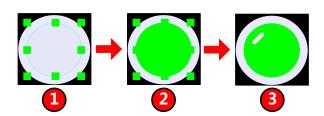
The width and height cannot be modified after being built.

Choose the Vector Graph type, input "Lamp" as its name and set 3 to State Number, use the default width (100) and height (100). Click on OK to enter the graphics edit window:



Draw the graphics for State0 and State1; see the drawing steps as follows:





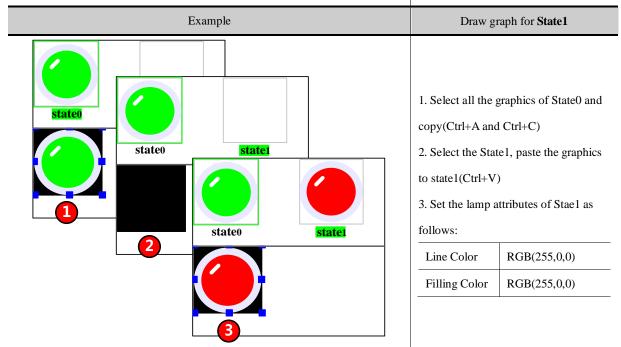
- 1. Draw a ellipse which is smaller than the base.
- 2. Set the ellipse attributes as follows:

Line Color	RGB(0,255,0)
Filling Color	RGB(0,255,0)

Draw a short line on lamp as the flashing effect.

For details about how to draw a

line, refer to [Advanced Part 2.2 Draw]



After drawing the lamp graphics, click on the Save in File menu or icon to save the new graphic, at last click on the save in File menu or icon to save the new graphic, at last click on the close the graph edit window.

The new vector graphics will be saved as vg format file, they are in the vg file folder of current project file folder



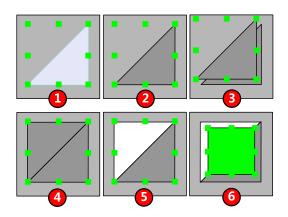
User can only use the draw bar to draw pictures on vector, but cannot add some text or external picture to vector graph.

#### Save to the VG map

User also can draw vector graphics in project edit window and then save them as VG map.

For example, draw a vector graph named "button", and has two states. The drawing steps are as follows:

Example Draw graphics for <b>State0</b>
-----------------------------------------



- 1. Draw a polygon in HMI Edit Window
- 2. Double click the polygon, setits attributes as follows:

Line Color	RGB(0,0,0)
Filling Color	RGB(165,165,165)

- 3. Copy (Ctrl + C) and paste (Ctrl + V) the polygon.
- 4. Rotate the polygon2 horizontally and then vertically.
- 5. Double click the polygon2 to set its attributes as follows:

Line Color	RGB(0,0,0)
Filling Color	RGB(255,255,255)

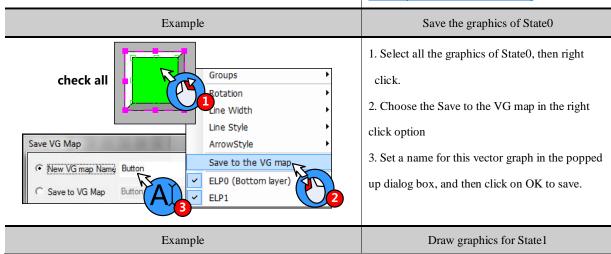
6. Draw a rectangle, and double click to set its attributes as follows:

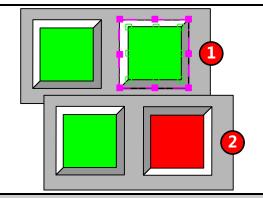
Line Color	RGB(0,0,0)
Filling Color	RGB(0,255,0)

Now finish drawing the graphics of State0.

For details about how to draw a rectangle,

refer to [Advanced Part 2.2 Draw]





- 1. Select all he graphics of State0, and then copy  $(Ctrl + C) \ and \ paste \ (Ctrl + V)$
- 2. After pasting , exchange the two polygon, and set the rectangle's attributes as follow:

Line Color	RGB(0,0,0)
Filing Color	RGB(255,0,0)

Now finish drawing the graphics of State1.

# Save VG Map Save VG Map New VG map Name New Graphics State New State Update

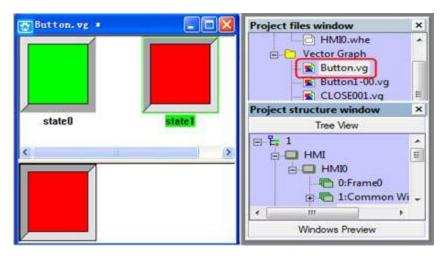
- Save the graphics of State1
- 1. Select all the graphics of State1, then right click.
- Choose the "Save as VG map" in right click options.
- Choose the "Save to VG map" in the popped up dialog box.
- Choose the "New State" in the Graphics States.



ave to VG Map

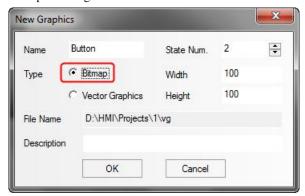
The New States in Save VG map dialog box means add a new state to the vg, Update Current State means replace a specified state.

User can view the saved vg in Vector Graph of Project file window.



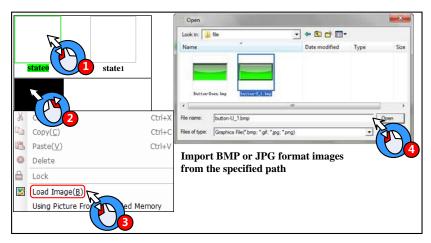
(2) Build a new bit map

For example, build a new bit graph named "Button", and it has two states. Click on the New Graphics (N) of Draw (D) menu or icon to open the New Graphic dialog box.

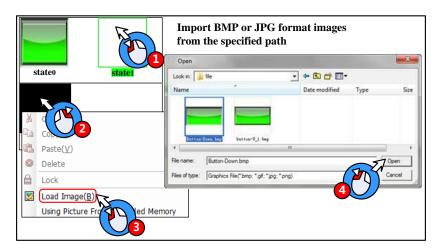


Choose the Bit Map type and input "Button" as its name, set the State Num to 2, and then click on the OK to enter the graph edit window

Import a picture for State0:



Import a picture for State1



After import pictures to bit map, click on the Save in the File menu or the icon to save bit map, at last click on the icon to exit the graph edit window.

The new build bit graph will be saved as bg format file, it is saved in the vg file folder of current project file folder. The imported original bmp, jpg, gif pictures are saved in the image file folder of project file folder.



- 1. Do not delete any file in the vg file folder, or the vg/bg cannot display normally in the project.
- 2. User can only load external picture to bit graph, but cannot use draw tool to draw pictures or add text on it.
- 3. If user load gif format picture to bit graph, the gif cannot be controlled by component state, for example, if the Bit State Switch uses the gif picture, the component displays the gif animation effect, no matter the component is ON or OFF.

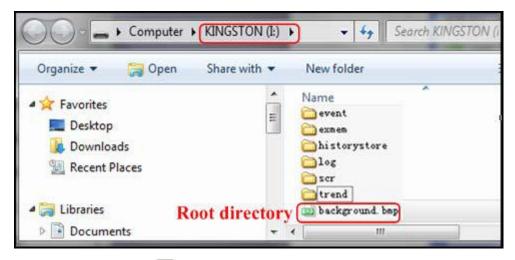
Kinco DTools supports reading the pictures from extended memory devices to bit map; it can save the HMI memory.



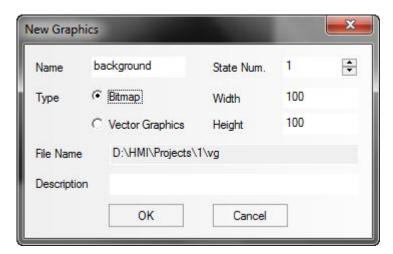
Only the HMI with USB host and SD card port support reading picture from extended memory device.

Example: Put a picture (background.bmp) in the U disk or SD card (It is USB1 in this example), the HMI project read this picture (background.bmp) in the U disk.

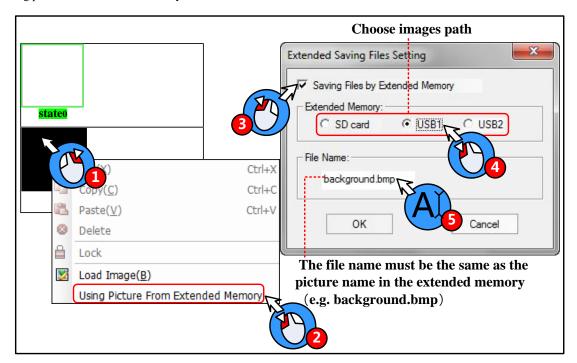
1. Copy the picture (background.bmp) to the U disk.



2. Build a new bitmap: Click on the icon or the New Graphics(N) in the Draw(D) menu to pop up New Graphics dialog box: Name: background, State Num: 1, Type: Bitmap.



#### 3. Using picture from extended memory





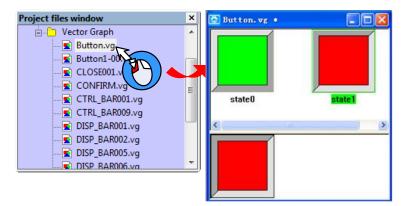
- 1. The File Name must be the same as the picture name in the extended memory.
- 2. The picture can be bmp, jpg or gif or png format.
- 3. The picture must be in the root directory of extended memory.

After above setting, click the icon to save the bitmap, and click on the icon at the upper right to close the graph edit window.

#### 5.3.3 Edit Graphics

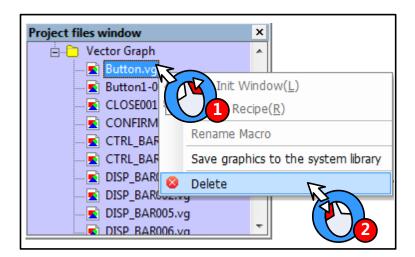
• How to open the Graph Edit Window

Open the Graph Edit Window as shown in following picture:



Delete the graph

Delete the vg/bg graph in current project as shown in following picture:



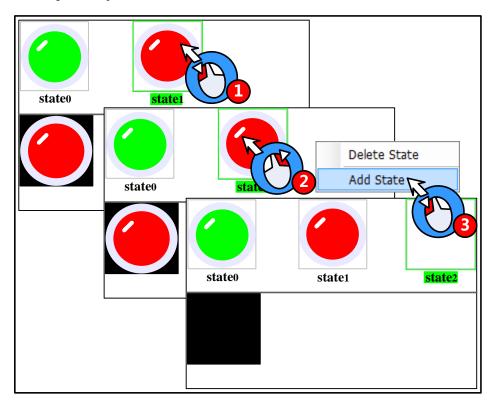
Click on the Yes to delete the chosen vg/bg, and click on the No to cancel this operation.

Add/delete states for graphics

User can add/delete graphics states in the Graph Edit Window.

Add state

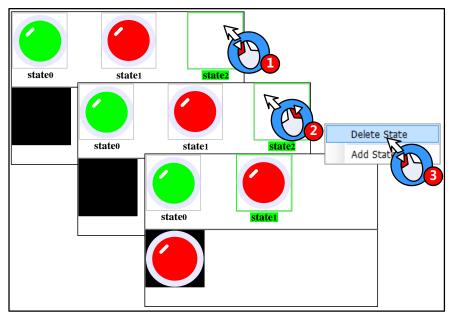
(1) Add States in the right click options



(2) The icon in the tool bar: choose one state, and then click on the icon it to add state.

Delete States

(1) Delete States in the right click options.



(2) The icon in the tool bar: choose one state, and then click on the icon to delete this sate.

Delete States

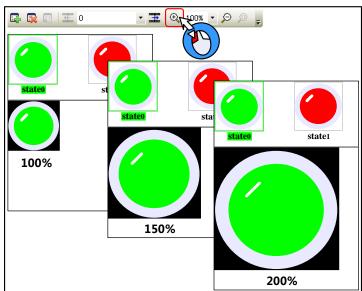


The icons and and are used to add/delete window in HMI Edit Window, and add/delete graph states in Graph Edit Window.

#### Zoom in/Zoom out edit area

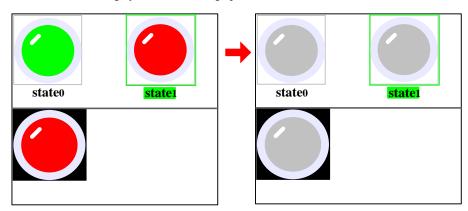
In the graph edit window, it is not easy to edit graph if the edit area is too small, user can use the zoom in function to zoom in the edit area.

In the graph edit window, click on the icon (a) to zoom in the work space, the maximum is 300%; In the same way, click on the icon (b) to zoom out the work space, the minimum is 25%. See the 200% effect as follows:



Gray level of graph

Click on the icon do to switch the gray level of current graph.



The transparent color of bit graph

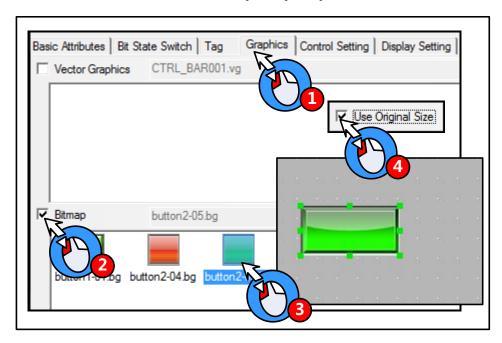
#### For details, refer to [Advanced Part 2.2.6 About Transparent Color]

#### 5.3.4 How to Use the Graphics

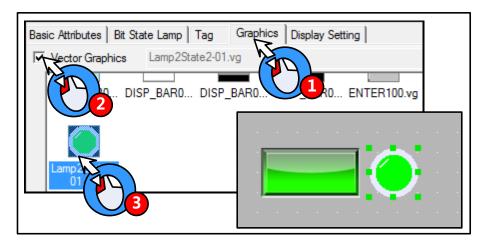
(1) How to use the vector and bit graphics.

Take the lamp, button and background pictures for example:

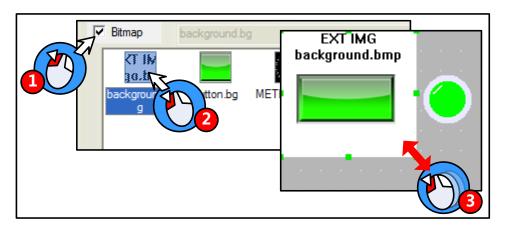
Add a Bit State Switch to the edit window, and use the Bitmap in Graphics option.



Add a Bit State Lamp, and use the Vector Graph in Graphics option.



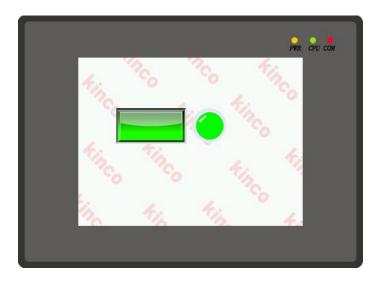
Add a Bitmap component as a background picture.





The bitmap which uses the picture from extended memory device does not support the "Use Original Size" function; user needs to adjust the size according to the original size himself.

The simulation effect is as follows:



(2)Optimize the bitmap

The bitmap supports the multiple formats picture, like BMP, JPG, JPE, JPEG, GIF, and PNG. But the color and size of imported pictures will affect the HMI project size and execution speed. Please note the following issues when you import a picture to the bitmap:

- The resolution of imported picture cannot be higher than HMI's resolution, for example the HMI's resolution is 640\*480, and the imported picture's resolution should be lower than 640\*480. User can edit the picture to the same size as component by picture edit tool before importing this picture to the project, for example, a bitmap is used in a component with the width and height 100\*100, and user can edit the picture to resolution 100\*100 before importing this picture to bitmap. If you do not need the high resolution display, edit the picture as small as possible before importing, and then zoom in the program.
- The pictures saved in HMI are lossless compression in BMP format, if the imported pictures are loss compression in JPG, the pictures will be larger after compiling, and the resolutions will loss. That is, when using bit map. Please optimize the picture size, and chose compression format according to the actual application.
- Relatively Speaking, the vector graph takes much smaller size than bit map. That is, do not use too many bit maps in the program, use vector graphics as possible, it also can make HMI execute faster.

## 5.4 Sound Lib Application

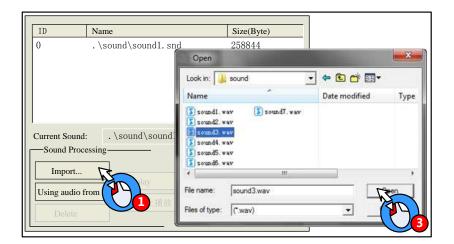
Kinco DTools supports sound files, like WAV, MP3 formats. They can be used for touch sound or Event/Alarm sound.



- 1. The audio output port does not support OPAMP function; user needs to connect a loud speaking to this port.
- 2. A signal imported sound file must be smaller than 256K, but if the sound file is saved in extended memory, the size is not limited.
- 3. Supports WAV and MP3 formats only.
- 4. Only the HMI with audio output port support Sound Lib function.

#### **5.4.1 Import Audio File**

Click on the icon 👨 or Graph element window>>Project Database>>Sound Lib to open the Sound Library box.

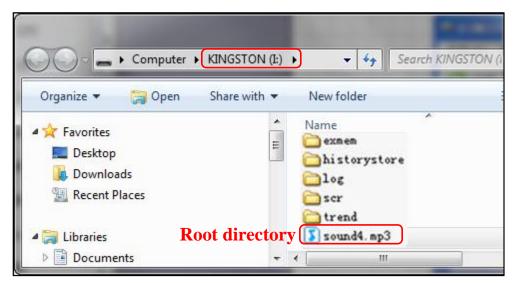




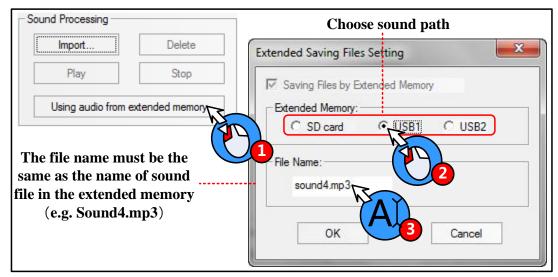
The system will convert the imported sound file to snd file automatically; the original sound file is saved in the sound file folder of current project file.

The sound file also can be read from extended memory, which can save HMI's memory.

[Example]: Read the sound file named "sound4.mp3" from U disk. First, save the sound4.mp3 file to the root catalog of U disk.



Choose the "Using audio from extended memory" in Sound Library.



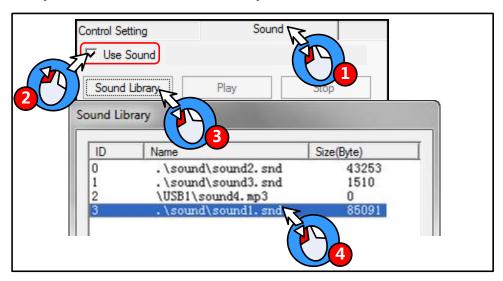


- 1. The File Name must be the same as the name of sound file in the extended memory.
- 2. The audio file read from extended memory must be mp4 format, the wav is not supported.
- 3. The audio file must be saved in the root catalog of extended memory.
- 4. The size of audio file is not limited, it depends on the memory size of extended memory device.

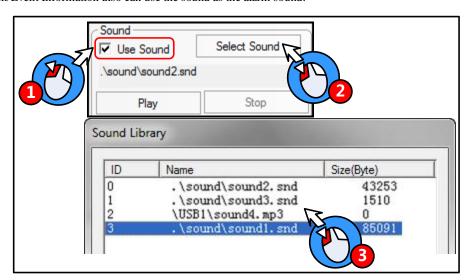
## 5.4.2 How to Use Audio File

#### (1)How to use audio file

Only the HMI with audio output port has the Sound option in component attributes. The audio file will be played till the it is over when the component is touched, and this sound cannot be paused.



The Alarm/Event Information also can use the sound as the alarm sound.



## (2)Adjust the audio volume

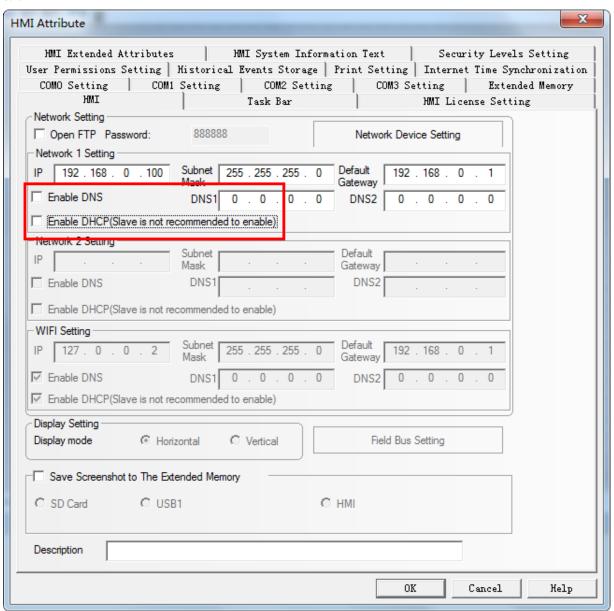
User can use the system register LW9464 to adjust the volume, if LW9464=0, it means sound off. The value of LW9464 is from 1 to 100, which means the volume is larger.

## **6 System Parameters**

#### 6.1 HMI Attributes

Double the HMI icon or right click the HMI icon and choose the Attribute to open the HMI Attributes box. User can configure some HMI system parameters in this box.

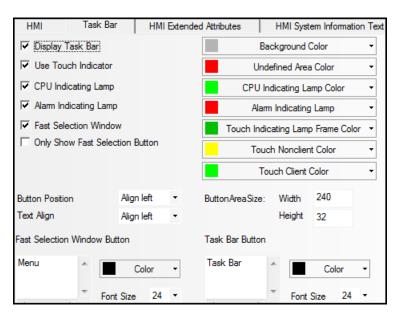
#### 6.1.1 HMI



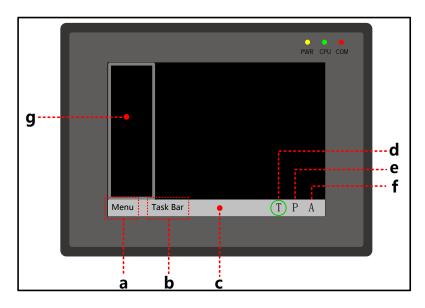
Detail description of HMI Attributes option			
Network Setting	IP	Set the IP address for the HMI with Ethernet port	
	Subnet Mask	Set the subnet mask for the HMI with Ethernet port	
	Default Gateway	Set the gateway of LAN which HMI is connected to	

	Enable port DNS	Set DNS server address	
	E II DUCE	Enable automatic access to IP address, default DHCP is not	
	Enable DHCP	check	
		Enable the FTP function and set a password.	
	Open FTP	For details, refer to [Advanced Part 14.2.4 FTP Function]	
	Network Device	Configure the Ethernet protocol when HMI communicates with	
	Setting	PLC/controller via Ethernet	
Display Setting	Display the HMI display mode		
Field Bus Setting	Configure the field bus protocol and parameters when HMI communicates with		
	PLC/controller via field bus		
Save Screenshots to The	Choose the extended memory device where the screenshots are saved. Only the HMI with		
Extended Memory	extended memory supports this function		
Description	Input description for HMI , this description will distinguish different HMI when		
Description	downloading and simulating		

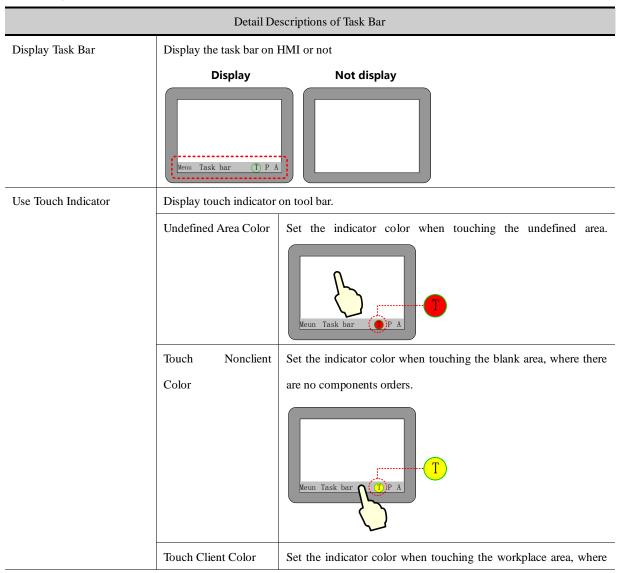
## 6.1.2 Task Bar



The display effect on HMI is as follows:

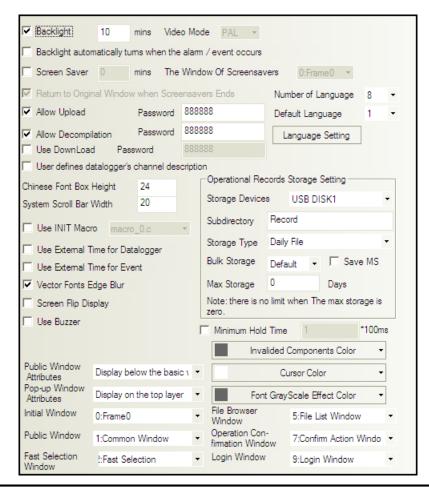


a. Fast Selection Window button b. Task Bar button c. Task Bar d. Touch Indicator e. CPU Indicator f. Alarm Indicator g. Fast Selection Window



		there are components and orders.	
	Touch Indicating  Lamp Frame Color	Set the color for indicator frame.	
CPU Indicating Lamp	Display CPU indictor or	n task har	
or o maketing Europ	CPU Indicating Lamp	Set the color for CPU indicating lamp.	
	Color	Meun Task bar T P A	
Alarm Indicating Lamp	Display alarm indictor of	on task bar.	
	Alarm Indicating	Set the color for alarm indicating lamp.	
	Lamp	Meun Task bar	
Fast Selection Window	When clicking on the M	Ienu button, pop up the fast selection window or not.	
Only Show Fast Selection Button	Set this option to display	y fast selection button only.	
Button Area Size	Set the size of buttons o	n fast selection window and task bar, the unit is pixel.	
Font Size/Color	Set the font size and color of text on fast selection window and task bar, the unit is pixel.		
Button Position	Set the position of buttons on fast selection window and task bar.		
	Align left  Meun Task bar (T) P	Align right  Telephone  Telephone  Task bar Meun	
Text Align	Set the align method of	text on fast selection window and task bar.	
Hide the buttons of fast	Delete the text in the text box to hide the buttons.		
section window and task bar			

#### **6.1.3 HMI Extended Attributes**



Back Light/Screen Saver Setting				
Backlight	HMI turns off the backlight if there is no touch within set time, and the backlight will turn on when			
	the HMI screen is touched again. The	unit of set time is minute, and the default time is 10 minutes.		
	Backlight automatically turns when	In the backlight off state, The backlight will turn on		
	alarm/event occurs.	automatically if alarm or event is triggered.		
Screen Saver	HMI displays the screen saver window	w if there is no touch within set time, user can set the screen		
	saver window in the Window of Screen	een savers. HMI will display the normal screen again if the		
	screen is touched in screen saver mode. The default screen saver time is 10 minutes.			
	The Window of Screensavers Select a window as screensaver screen picture.			
	Return to Original Window when			
	Screen saver Ends. when screensaver ends, if it is not checked, HMI goes to the			
	screensaver window when screensaver ends.			
	Upload/Decompile function settings			
Allow Upload	Allow user uploads the project in HMI to PC, the default password is 888888. Note: the Password can not be empty or 0.			

	For details, refer to [Advanced Part 8.4 Upload]			
Allow	Allow user decompile the pkg \.pkgx file to wpj file, which Kinco DTools can edit, the default			
Decompilation	password is 888888. Note: the Password cannot be empty or 0.			
•				
	For details, refer to [Advanced Part 8.7 Decompile Operation]			
Use Download	Allow user download the pkg \.pkgx file to HMI, the default password is 888888.			
	For details, refer to [Advanced Part 10.1.4 Download Password Protection]			
	Video function settings			
Video Mode	Set the signal format of video input, the PAL and NTSC are optional. Only the HMI with BNC port			
	supports this function, and uses the Video component in the program.			
	Text library settings			
Number of	Set the language number in the Text Library, there are 32 languages at most. This function is used			
Language	together with Text Library.			
	The default display language of the texts which use text library. This function is used together with			
Default Language	Text Library.			
Language Setting	Open the Language Setting dialog box .This function is used together with Text Library.			
	System function setting			
Use INIT Macro	Trigger the macro when HMI is powered on.			
Use Buzzer	Enable the buzzer in HMI			
Screen Flip Display	Display a 180 degrees turn over screen.			
	Auxiliary parameters setting			
System Scroll Bar Width.	Set the width of system scroll bar, it ranges from 20 to 120, the unit is pixel.			
Chinese Font Box	Set the height of Chinese character input box, it ranges from 24 to 99, and the unit is pixel. This			
Height	function is used when input Chinese character to Text Input component.			
Minimum Hold	When the event triggered state continues to set time, the alarm is displayed on the			
Time	screen.units:100ms			
Invalided	Set the color of invalid components, this function is used together with component which is set the			
Components Color	Conditional Enabling option.			
Cursor Color	Set the cursor color in the input status of Number/Text Input component.			
Font GrayScale Effect Color	When the component touch is invalid, the font label color is displayed as the setting color			
Use External Time	Set the time source of the data sample in Datalogger and Data Report.			

for Datalogger	For details, refer to [Advanced Part 2.7.3 System Time and PLC Time Synchronization]		
Use External Time	Set the time source of Event Trig time and Return to Normal Time in the Event Display and Event		
for Event	Bar.		
	For details, re	fer to [Advanc	ed Part 2.7.3 System Time and PLC Time Synchronization]
User defines			
datalogger's	Set the description	in created *.d	b file same as the sample channel description.
channel description			
Operational	Storage Devices	The SD, USI	B DISK1*, USB DISK2* , HMI are optional.
Records Storage	Save MS	Save the mil	lisecond of operation log and save them in the CSV file.
Settings	Subdirectory	Set the subdi	irectory where CSV file is storage, user can modify it.
		The default s	subdirectory is Record.
	Storage Type	Daily File	Save the daily operation log in CSV file, the file name is named
			by date, "yyyy mmdd".
		Single File	Save the every recodes of operation log in CSV file, the filename
			is the Subdirectory.
	Bulk Storage	Select a cach	ne mode, when the data in buffer memory reaches the set size; write
		data to SD ca	ard or USB drive. The Default means no buffer memory, data is
		write to SD o	eard or USB drive directly.
	Max Storage	Set the upper	r limit of storage.
		The unit of D	Daily File is Day, and the unit of Single File is item
		If the Storage	e Type is Daily File, the CSV file is named as "yyyymmdd" and the
		Max Storag	ge is upper limit of CSV file number in this route. The early file
		will be dele	te if the file number exceeds the Max Storage; If the Storage Type
		is Single Fi	le, The file is named as Subdirectory, the Max Storage means the
		upper limit	of the item number in this file, if item number exceeds the Max
		Storage, th	e data will not be stored any more.(yyyymmdd means the date
		when the op	peration log happens)
		D 1 ( 1)	Pattings of Window

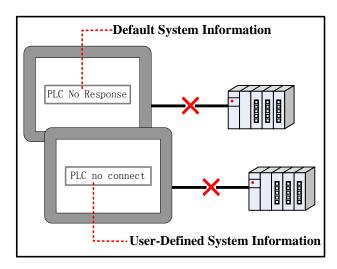
Related Settings of Window			
Public Window Attributes Display Public Window above the basic window or below the basic window			
Pop_up Window Attributes	Display pop-up window on the top or not		
Initial Window	Set the first window when HMI is powered on. The default is [0:Frame0]		
Public Window	Set a window as Public Window. The default is [1: Common Window]		
E (Cl. C. W. I	Set a window as Fast Selection Window, The default is [2:Fast Selection]. The Fast		
Fast Selection Window	Selection is used together with the fast selection button in the task bar.		

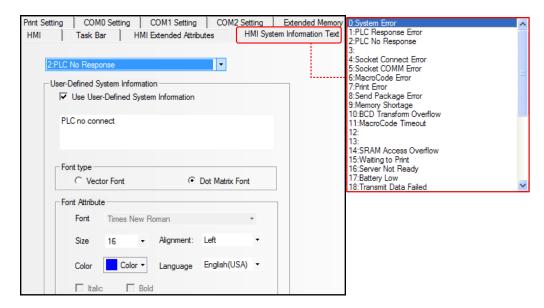
File Brower Window	Set a window as File Brower Window, The default is [5:File List Window]. The File Brower Window is used together with the Import/Export in Function Key.	
Operation Confirmation Window	Set a window as Operation Confirmation Window, the default is [7: Confirm Action Window]. The Operation Confirmation Window is used together with Operator Confirm of component.	
Login Window	Set a window as Login Window of User Permission and Security Level, the default is [9:Login Window]. The Login Window is used together with the User Permission and Security Level function.	

<sup>\*</sup>Some models have two USB Host ports; the number of USB DISK is according to the sequence when the USB drives are plugged in HMI, but not the position of the USB slot. The USB drive which is plugged in first is the USD DISK1 and the second one is USB DISK2.

## **6.1.4 HMI System Information Text**

User can define the display content for the system error information in the User-Defined System Information. When the error happens, if user defines the display content for system error, HMI will display the user-defined content, or HMI displays the default system error information.





Select the default system error information in the red frame, then check the Use User-Defined Information and input user-defined content in the input box.



User can define multiple system error information

## 6.1.5 Security Levels Setting

In this option, user can set the security levels and their passwords. There are 16 levels at most

For details, refer to [Advanced Part 10 Password]

#### 6.1.6 User Permissions Setting

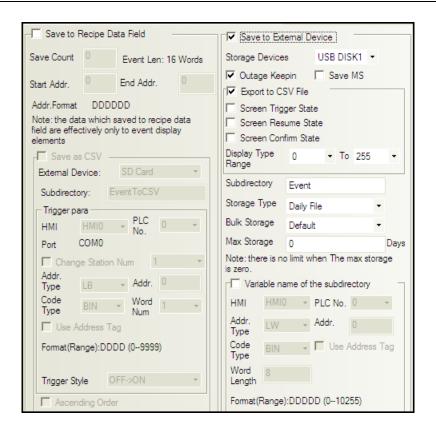
In this option, user can configure user name, password, logoff time and permission and so on. There are 32 users at most, and each user has 32 permissions at most.

For details, refer to [Advanced Part 10 Password]

#### 6.1.7 Historical Events Storage

In this option, user can set the route where the historical events are stored; this function is used together with Event components.

For details, refer to [Advanced Part 4.7 Alarm Component]

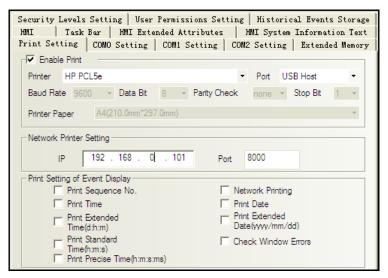


	Descriptions of Historical Events Storage				
Save to	Save the hist	Save the historical event information in the recipe memory.			
Recipe	Save Count	Set the item number of hi	storical events, which are saved in recipe memory. If the event item is		
Data Field		larger than the set Save C	larger than the set Save Count, the early information will be deleted, and save new information.		
		Note: If the Save Coun	t is 0, the historical event will not be stored.		
	Start Addr	Set the start address from	which the historical events are stored in recipe memory.		
	End Addr	Software will calculate th	e End Address according to the Save Count and Start Addr.		
Save to	Save the hist	he historical event information to external devices.			
External	Storage Devi	Devices The SD card, USB DISK1*, and USB DISK2* are optional.			
Device	Outage Keepin When HMI is restarted by power outage, HMI can recover 1024 items historical evo				
		which are triggered b	pefore power outage, and display them in the Event Display		
		component.			
	Export to CS	Save the historical ev	vent information in CSV file, and save this CSV file to external		
	file	memory device, the storage route is :/event/subdirectory name/file name			
		Screen Trigger State	Screen Trigger State No triggered status information in the CSV file saved to the		
	external device				
		Screen Resume State	No resumed status information in the CSV file saved to the		
			external device		
		Screen Confirm State			
	external device				

	Display Type Range		Only save alarm information for set category
Save MS	Save the millisecond of operation log and save them in the CSV file.		
Subdirectory	Set the subdi	rectory wh	nere CSV file is storage, user can modify it.
	The default s	ubdirector	y for historical event is Event.
Storage Type	Daily File	Save the	daily historical event information in CSV file, the file is named by
		date, "yy	yyy mmdd".
	Single File	Save the	every recodes of operation log in CSV file, the filename is the
		Subdirec	tory.
Bulk Storage	Select a cache mode, when the data in buffer memory reaches the set size; write data to		
	SD card or USB drive. The Default means no buffer memory, data is write to SD card or		
	USB drive directly.		
Max Storage	Set the upper limit of storage. The unit of Daily File is Day, and the unit of Single File is		
	item.  If the Storage Type is Daily File, the CSV file is named as "yyyymmdd" and the Max  Storage is upper limit of CSV file number in this route. The early file will be delete if the file number exceeds the Max Storage; If the Storage Type is Single File, The file is named		
	as Subdirectory, the Max Storage means the upper limit of the item number in this file, if		
	item number exceeds the Max Storage , the data will not be stored any more.(yyyymmdd		
	means the date when the operation log happens)		

## 6.1.8 Print Setting

In the Print Setting option, user can enable print functions and set its parameters.



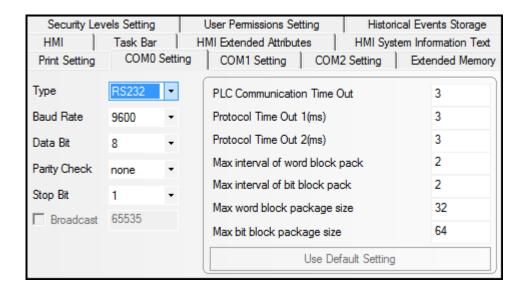
Descriptions of Printing Setting				
Enable Print	Enable print function of HMI			

	Printer	Select a communication protocol for printer
		For details, refer to [Advanced Part 13 Print]
	port	Select a communication port for HMI and printer
	Baud Rate/Data	If the printing port is serial port, set the corresponding parameters of serial port
	Bit/Parity	
	Check/Stop Bit	
Net Print	IP	The IP address of the PC which connects to the network printer in the LAN
Setting	Port	The port of the PC which connects to the network printer in the LAN
Print Setting of	Print Date	Print the date when the event is triggered and returns to normal. Format:mm/dd
Event Display	Print Standard	Print the standard time when the event is triggered and returns to normal, If
	Time(h:m:s)	this option is checked the Print Time will be checked automatically. Format:
		h:m:s
	Print Sequence NO.	Print sequence NO. of event
	Print Extended	Print the extended date when the event is triggered and returns to normal, If
	Date(d:h:m)	this option is checked the Print Date will be checked automatically. Format:
		yyyyy/mm/dd
	Print Precise	Print the precise time when the event is triggered and the returns to normal, If
	Time(h:m:s:ms)	this option is checked the Print Time will be checked automatically. Format:
		h:m:s:ms
	Print Time	Print the time when the event is triggered and the returns to normal. Format:
		m:s
	Print Extended	Print the extended time when the event is triggered and the returns to normal,
	Time(d:h:m)	If this option is checked the Print Time will be checked automatically. Format:
		h:m:s:ms. Format: d:h:m
	Check Window Error	Check if there is error in this window when printing
	Network Printing	Enable the Network Printing function

For details, refer to [Advanced Part 13 Print]

## **6.1.9 Serial Port Setting**

In the CMO0/1/2 Setting, user can set the HMI communication parameters when HMI communicates with PLC.

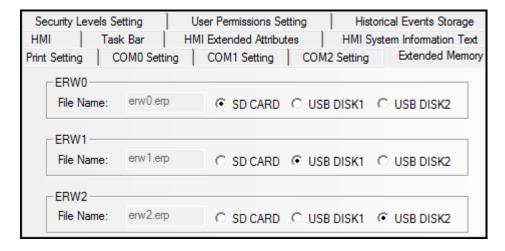


Descriptions of COM0/1/2 Setting				
Туре	Select a communication type when HMI communicates with PLC, the RS232 (RS-232C),			
	RS485-2(RS-485), RS485-4(RS-422A) are optional.			
	Note: the COM2 only supports the RS232(RS232C)			
Baud Rate/Data Bit/Parity	Set the HMI communication parameters when HMI communicates with PLC			
Check/Stop Bit	For details, refer to [Advanced Part 14 HMI Communication]			
Device No.	When HMI works as a slave device, set the HMI station number.			
Broadcast	When HMI works as MODBUS RTU master, HMI only sends command to PLC, but			
	ignores any response from PLC. The Broadcast can only be 0.			
PLC Communication Time	The time HMI waits response from PLC/controller, unit is millisecond or second. If			
Out	PLC/controller has no response within this time, it is time out; HMI gives up this request			
	and try the next request. If there is no response after several requests, HMI display PLC			
	no response. Do not suggest customers to modify this parameter.			
Protocol Time Out1(ms)	Time out of character. The protocol takes this time as time interval to cut frame; In other			
	words, it is the max time interval between each character. If the communication is not			
	stable, user can increase this value to improve the communication. It ranges from 1to			
	500. This parameter is set when you connect a PLC to HMI port in the software. Do not			
	suggest customers to modify this parameter.			
Protocol Time Out2(ms)	The communication speed will be slow, but the communication error and error package			
	will also be reduced. Do not suggest customers to modify this parameter.			
Max Inter of bit/word block	These parameters decide that how many registers can be read in a package when the			
pack	registers are not continual. Do not suggest customers to modify this parameter.			
Max word block word/bit	These parameters decide the max length of package. That is, how many the registers that			

package size	can be read as one frame at a time. Do not suggest customers to modify this parameter.
Use Default Setting	If users modify the default communication parameters, and HMI and PLC does not
	communicate successfully, they can use this button to set the parameters to default value.

#### 6.1.10 Extended Memory

In the Extended Memory option, user can define address type ERW0, ERW1, ERW2 in the extended memory devices, USB drive or SD card.

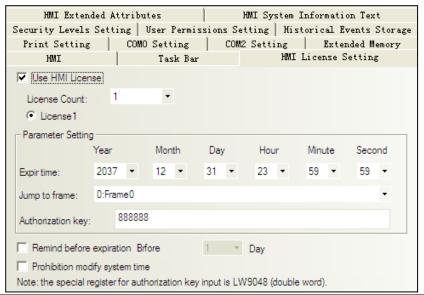


The ERW data will stored in the extended memory in erp file, its route is /exmem/erw.erp, (x=0, 1, 2)

## 6.1.11 HMI License Setting

Users can get a HMI rocked at the set time through [HMI ]-[HMI License Setting].HMI will jump to an expected frame when time is up.Until users enter the right password ,HMI keeps at that frame.

We use HMI system time in this function. And system time reset will not disable the license function.



HMI License Setting Instruction			
Use HMI License	License Court	1~12	
	License1 ~ 12	Authorization Key is set according to the setting time. Longer the time is,	
		higher the level will be. With higher level key, users can release the lower	
		license.	

Parameter	Expir Time	The time when HMI is rocked
Settings	Jump to Frame	The frame HMI jumps to when time is up
	Authorization Key	Release password. No more limit once this key is entered
Remind before	1~30 days	For example: set 15 days.15 days before the expiration time, HMI will show a
expiration		message:[40] HMI will be rocked:015(days).While it keeps working until the
		expiration time comes
Prohibition	Not chosen	System time can be modified. However, only setting latter time comes effective
modify system		after HMI restarted.
time	Chosen	System time cannot be modified, invalid set

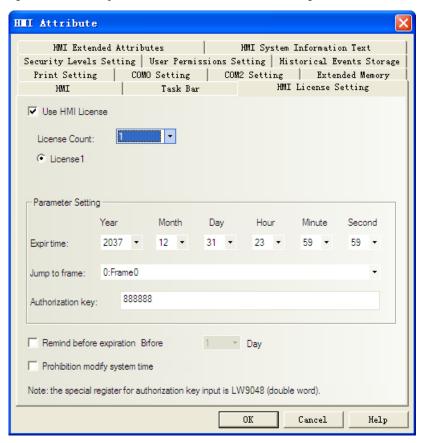
For example: three times to rock a HMI.

License1: expiration time: 2015.12.13 23:59:59, key:11111111, License2: expiration time: 2012.12.31 23:59:59,key:222222222, License3: expiration time: 2016.12.31 23:59:59,key:33333333,

After users enter the right password, HMI jumps to the initial frame.

Steps:

1)HMI License Setting, double click to open [HMI Attribute]-[HMI License Setting]

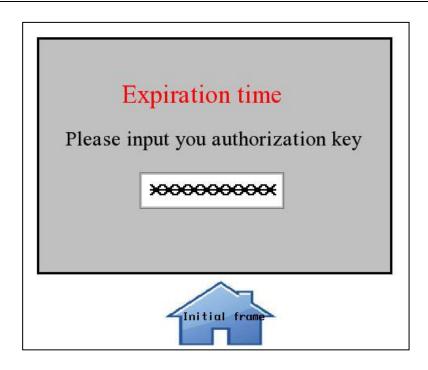


2)choose "use HMI license", license court:3

License court	Expir time	Jump to frame	Authorization key
License 1	2015.12.31 23:59:59	Frame 11	11111111
License 2	2012.12.31 23:59:59	Frame 11	22222222
License 3	2016.12.31 23:59:59	Frame 11	33333333

3)choose "remind before expiration time", before 15 days; choose "prohibition modify system time"

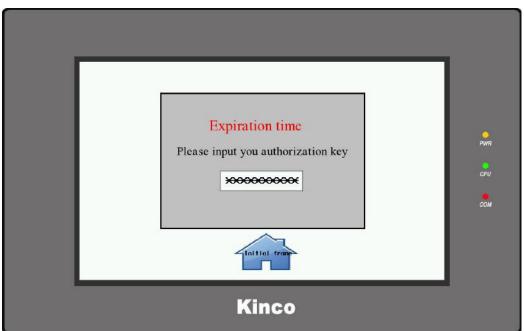
4)Edit jump-to frame:frame 11



## Number Input

_				
Read/Write Address	LW 9048 (HMI special system register)			
Data type	password	password		
Data length	DWORD	DWORD		
Text				
Font				
Text	Expiration time Please input you authorization key			
Function key				
Switch window	Change window	0: Frame0		

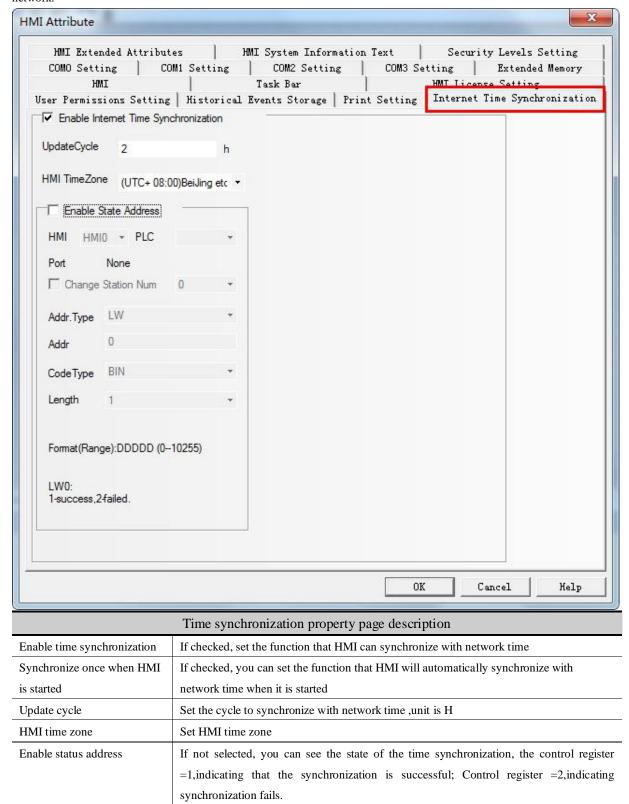
## 5)Simulation



Now, users have to enter the right key to unlock the HMI.

#### 6.1.12 Time Synchronization

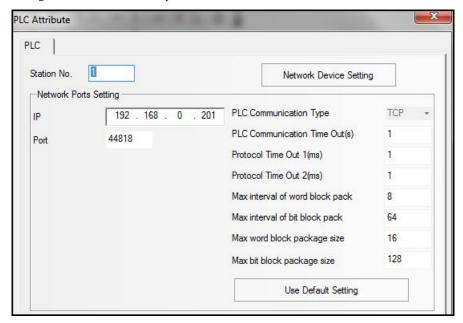
Once enabled, the network can be automatically synchronized with network time as long as the screen is connected to the network.



## 6.2 PLC Attribute

In the Construct window, double click PLC icon or right click PLC icon and choose the Attributes to open the PLC Attribute

option. User can configure PLC communication parameters



PLC Attribute Description				
Station No.	When PLC/controller works as slave device, set the station No. for PLC/controller.			
Network Device Setting	When HMI communicates with PLC/controller via Ethernet, configure the Ethernet			
	protocol and communication parameters here.			
IP Address	Set the IP address for PLC/controller.			
Port No.	Set the port No. for PLC/controller.			
PLC Communication Time	For details, refer to [Advanced Part 6.1.9 Serial Port Setting]			
OutUse Default Setting				

# 7 Compile/Simulate/Download/Upload

## 7.1 Compilation

Compilation can be divided into: [Compile], [Compile All], [Clear Build Result].

#### 7.1.1 Methods of Compilation

Click the click the click icons in toolbar, or select click the click the click the click in the click in the click the click

Name	Description		
Compile	When there are Macro files in the project, click [Compile] will do not compile the Macro files that has		
	been compiled		
Compile All	Compile all the files		
Clear Build Result	Clear all the compiled files, including .pkg \.pkgx files, Macro files .so/.dll, .hmi files, .logo files		

#### 7.2 Simulation

Kinco DTools supports 3 modes of simulation: Offline Simulation, Indirect Online Simulation, Direct Online Simulation

Name	PLC/Controller	HMI	Description
Offline Simulation	_	_	Connections with PLC and HMI are not needed, so the time for each download is shortened significantly. But the program cannot acquire data from the PLC, only read data from the local address. Therefore all data displayed on the configuration windows are static data
Indirect Online Simulation	<b>V</b>	<b>V</b>	Need to connect PLC and HMI. PLC data can be obtained dynamically. The operating environment of the program is the same as downloaded into HMI, but does not need to download the project to HMI repeatedly, which is quickly and convenient
Direct Online Simulation	<b>V</b>	_	Only PLC needs to be connected, while HMI doesn't. PLC data can be obtained dynamically. This mode can be used to check whether communication is normal without connecting with an HMI

## 7.2.1 Modes of Simulation

Click the limit icons in toolbar, or select [Offline simulation] / [Indirect Online Simulation] / [Direct Online Simulation] in the [Tools] menu. Select an HMI to be simulated, and click [Simulation] to start simulation.



- 1. The maximum test time for the direct online simulation is 15 minutes. After 15 minutes, the system will prompt "Online Simulation overtime and Program is end, if want, Please Simulate again."
- 2. Mostly only the RS232 communication mode can be used for direct online simulation. Some PLCs

communicating through Ethernet port can execute direct online simulation through Ethernet port.

- 3. Connection of direct online simulation for RS232 communication: program cable of PLC connects with the serial port of PC directly. Connection of direct online simulation for Ethernet port communication mode: connect directly through cross-over cable or through a Switch.
- 4. The port used for direct online simulation cannot be used by other programs, otherwise, communication will fail when simulating.

#### 7.2.2 Exit Simulation

To exit simulation by the space key of the keyboard, or click the right mouse button in the simulation box blank, select [Close] to exit simulation.

#### 7.3 Download

Kinco DTools provides 3 ways of download: USB, Serial port, Ethernet port (Download via Ethernet port is only suitable for HMIs with Ethernet ports).

#### 7.3.1 Download Method Selection

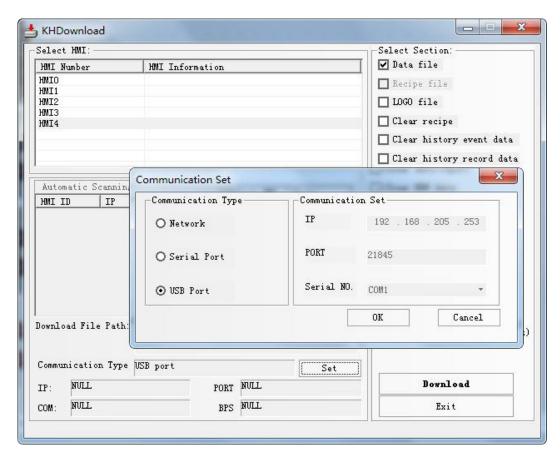
Click the icon in toolbar:

The 【KHDownload】 property box pops up. The default download mode is USB port.



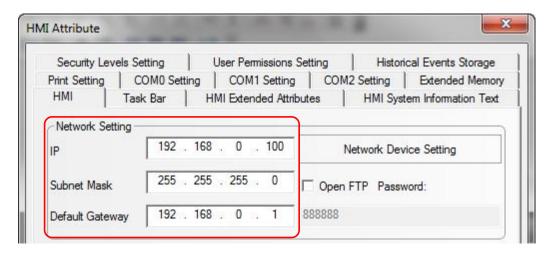
- 1. It has the function of memory. The next time you open it after selecting it once is the last time you select the download method.
- 2. When USB downloading cable is used for the first time, the USB device driver should be installed manually.
- For more details about the installation of USB driver, please refer to Basic Part 2.8 Install USB Driver
- 3. For downloading through serial port, users should weld the cable by themselves.
- For more details about welding downloading cable for serial port, please refer to the manual of

  [Communication Connection Guide]

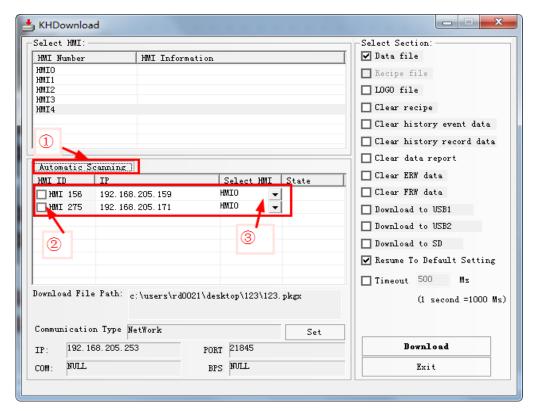


- Notes for downloading through Ethernet and setting of IP:
- The IP of PC and HMI should be in the same network segment.. That means the former three digits should be the same and the last digit should be different. If the devices are connected in local area network, and then the IP should not conflict with other device in the local area network.
- Modify the current IP and PORT of HMI

Click 【HMI Attribute】 — 【HMI】, set the target IP to HMI, compile and download into HMI, then the IP of HMI is in line with the set value in project.



Network download automatic scan IP, and can batch download to multiple HMI



Set IP in SETUP Interface

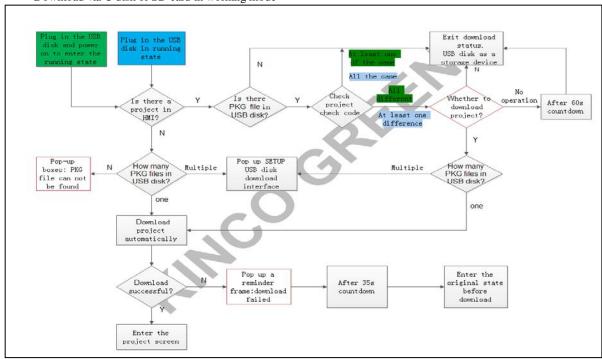
For more details about setting IP in SETUP interface, please refer to [Hardware Part 3 System Setting Mode]

• Set IP via 【Update IP/PORT】 in KDManager

For more details about setting IP via [Update IP/PORT] in KDManager, please refer to [Advanced Part 8 KDManager]

#### 7.3.2 Download via U disk or SD card

• Download via U disk or SD card in working mode

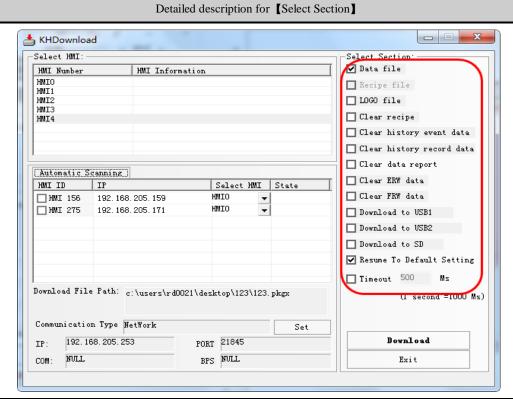


Download via U disk or SD card in system setting mode

For more details about downloading via U disk or SD card, please refer to [Hardware Part 3 System Setting Mode]

#### 7.3.3 Download Selection

In the property box of 【KHDownload】, select the related options in 【Select Section】 to download the files needed.



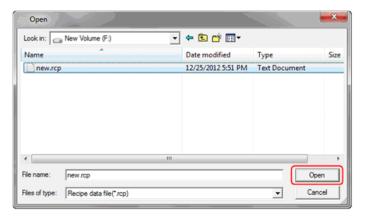
Name	Description
Data file	Download user project files in .pkg \.pkgx format
Recipe file	Download recipe files in .rcp format
LOGO file	Download Initial Start Window in.bmp\.jpg\.gif\ .logo format
Clear recipe	Clear recipe data saved in RB/RBI/RW/RWI
Clear history event data	Clear the record in 【Event Display】 / 【Historical Event Display】 parts
Clear history record data	Clear the record in 【Historical Event Display】 / 【Trend Curve】 / 【Trend Curve】 parts
Clear data report	Clear data saved in 【Data Report】 parts
Clear ERW data	Clear the data saved in external register ERW/ERWI
Clear FRW data	Clear the data saved in FLASH register FRB/FRBI/FRW/FRWI
Download to USB1	Download the project files to external register USB1
Download to USB2	Download the project files to external register USB2
Download to SD	Download the project files to external register SD
Resume To Default	Recovered the data above LW10000. Default check.
Setting	

Timeout

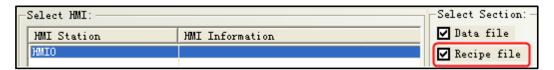
Set the timeout time of download, the unit is millisecond, and it ranges from 0 to 65535

#### Download recipe files

Recipe files should be imported before downloading. Single click icon in toolbar or single click [Options] menu — [Import Recipe], then dialog box of [Open] pops up, select the recipe files to be downloaded and single click [Open] to load the recipe files:



Compile and then download, select 【Recipe File】 as shown in the below figure:





Kinco DTools will record the directories of recipe files, when the selected recipe files is loaded into Kinco DTools. If the directories of recipe files changed, warning information will appear in the compilation message window, the recipe files will no longer be selected when download again.

```
Message window
WindowFrameO
YindowCommon Window
WindowFast Selection
WindowNUM Keyboard
WindowASCII Keyboard
YindowConfirm Action Window
WindowHEX Keyboard
Word Library
Graphics Library
Pre-compile HMIO:macro_O.c
Generate(Franklin Gothic Medium Italic)font file:font_1.ttf
Macrocode..
Connecting.
arning: Link Recipe file: C:\Documents and Settings\SALES0019\My Documents\1219.rcp failed!
Compilation Done! Warning 1 Error O!
```

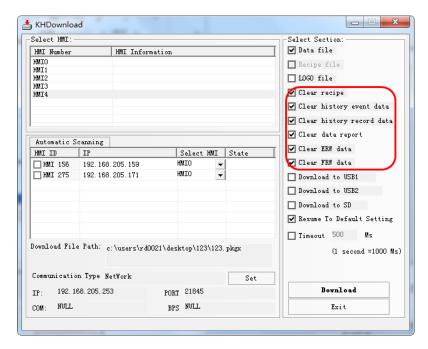
Download LOGO file (Initial Start Window)

For more details about [LOGO file], please refer to [Advanced Part 2.8 LOGO Screen (LOGO)]

Clear data when download

When download project, user could select [Clear recipe], [Clear history event], [Clear history record], [Clear data report], [Clear ERW data], [Clear FRW data]. Select the data to be deleted, then the related data in HMI will be deleted when

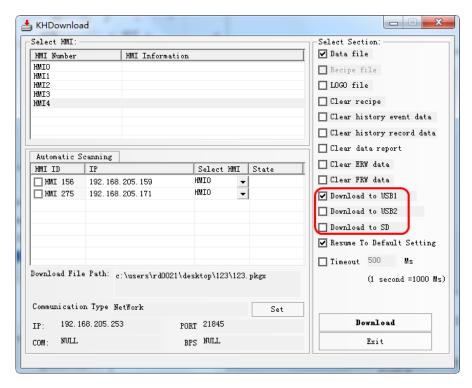
downloading.



Project runs directly in external storage devices

When there are too many pictures in project, then the project will be too big to download into HMI. Prompt: When compress bitmap of large size, users could download the project to external devices.

Select [Download to USB1], [Download to USB2], [Download to USB3] when download as shown in the below picture:



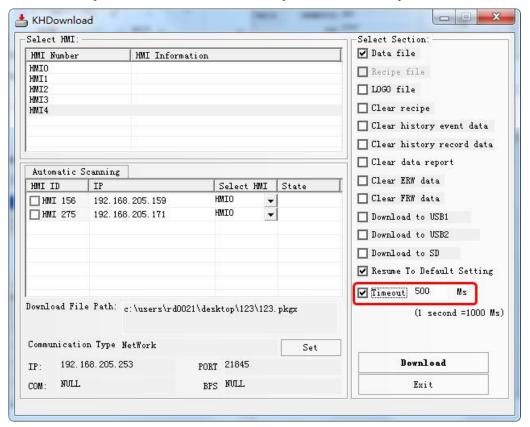
Single click [Download], the project will be downloaded to external memory device.



- 1. The function that project runs directly in the external storage device is only applicable for HMIs supporting external storage devices.
- 2. The projects copied directly into external storage devices cannot run.
- 3. The external storage devices cannot be removed during running, otherwise, the project stored in external device will be abnormal.

#### The timeout time of KHDownload can be set by user

If the timeout option is checked, user can set the timeout time of download, the unit is millisecond, and it ranges from 0 to 65535. The function can improve download timeout error of serial port, USB and Ethernet port.



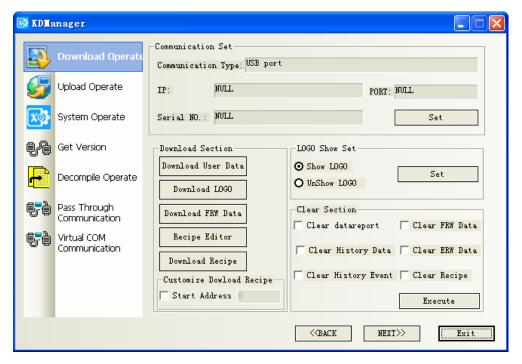
## 7.4 Upload/Download/Compile Project via KDManager

For more details about upload, download, compile project, please refer to Advanced Part 8 KDManager

## 8 KDManager

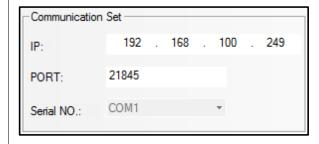
## 8.1 Introduction to KDM anager

KDManager consists of six processing modules: [Download], [Upload], [System Operation], [Get Version], [Decompile Operate], [Pass Through Communication].



[Communication parameter setting]: The current download way selected in KDManager will be displayed. Click [Set] to modify the current download way.

Download way	Parameter setting		
Download via USB port  O USB Port	No need to set communication parameters		
Download via serial port	Choose the current used serial port NO.		
<ul><li>Serial Port</li></ul>	- Communication Set		
	IP: 192 . 168 . 100 . 249		
	PORT: 21845		
	Serial NO.: COM1		
	COM2 COM3		
Download via network			
Network	Set the IP address and port number of the current HMI		



[PageUP] / [PageDown] : Click [PageUP/PageDown] to skip among the 6 processing modules.

【Exit】: Exit KDManager.



[Pass Through Communication] is not supported temporarily

## 8.2 Methods of Open KDManager

- Open from the [Start] menu of PC.
- Double click the shortcut of KDManager on desktop.
- Open from Tools menu of Kinco DTools software.

Click [Tools] menu— [System Manager] / [HMI Version Manager] / [Upload Manager] / [Upload Init Window] / [Download Init Window] / [Upload project] / [Decompile Manager] to open [KDManager]

• Double click 【KDManager.exe】 in the installation directory of Kinco DTools software.

## 8.3 Download

Detailed descriptions of [Download]		
Download	Download User Data	Download .pkg \.pkgx files to HMI
Section	Download LOGO	Download Initial Start Window of.bmp\.gif\.jpg\ .logo files to HMI
	Download Recipe	Download .rcp files to HMI
	Recipe Editor	Open [Recipe Editor]
	Download FRW Data	Download .frp files to HMI
	Show LOGO Start	Select [Show LOGO], click [Set], HMI will display Initial Start Window
Initial Start		when boots up.
Window		Select 【UnShow LOGO】, and click 【Set】, HMI will do not display Initial
setting Area	UnShow LOGO	Start Window when boots up, but keeps white screen until project window
		displays.
	Clear Desires	Select [Clear Recipe], and click [Execute], to clear the data that is saved in
Cl. C.	Clear Recipe	physical storage area of HMI RB/RBI/RW/RWI.
Clear Section	Clear FRW Data	To clear the data that is saved in physical storage area of FLASH
		FRB/FRBI/FRW/FRWI.

	Clear ERW Data	To clear the data that is saved in physical storage area of external memory ERW/ERWI.		
Clear History Data  /【Trend that ar		To clear the displayed history data that is recorded in [History Data Display]  /[Trend Curve]/[XY Curve] parts, at the same time the history data and files that are saved in recipe memories and external memories will also be cleared.		
	Clear History Event	To clear the displayed history events that are recorded in 【Event Display】 /  【Historical Event Display】, at the same time the history data and files that are saved in recipe memories and external memories will also be cleared.		

## 8.4 Upload

Detailed descriptions of 【Upload】					
Upload User Data	Upload project files of .pkg \.pkgx format	Recipe Editor	Open 【Recipe Editor】		
Upload Recipe	Upload .rcp files in HMI	Upload FRW	Upload .frw files in HMI		
Upload LOGO	Upload .logo files in HMI				

## 8.5 System Operation

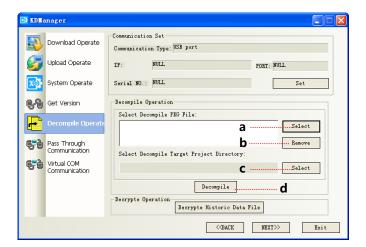
Detailed descriptions of [System Operation]						
Get HMI IP / PORT	Obtain the IP address and port number information of the target HMI					
Information Area						
Update IP/PORT Area	Update the IP address and port number to the set value					
I	Return to User Application Status	HMI jumps to run the configuration program				
Jumping Section Area	Return to Set Application Status	HMI changes to the embedded SETUP interface				
Update Operation Area	Update the kernel/ file system	Update firmware of HMI				
		For more details please refer to [Hardware Part 5]				
		Firmware Update Mode]				

#### 8.6 Get Version

User could view firmware version information of HMI through 【Get Version】 in KDManager, click 【Version Get】, HMI firmware version information will be displayed. Otherwise please check whether the current communication mode is correct or other reasons.

## 8.7 Decompile Operation

The configuration screen edited by Kinco DTools is saved as .dpj files. Compile to generate pkg \.pkgx files which are required for running in HMI and download into HMI. So the files uploaded from HMI are in pkg \.pkgx format. Before open the projects uploaded from HMI, users should decompile the pkg \.pkgx files by KDManager to generate a project file in which .dpj file and other files are included, then users can open .dpj file and edit.



- a. Select the target pkg \.pkgx files to be decompiled
- b. Delete the redundant pkg \.pkgx files no need to be compiled.
- c. Select a saving path for the decompiling project files.
- d. Execute decompilation operation

Regardless of whether the file allow decompiling or not, upload password dialog box will pop up and request for decompilation password. If decompilation is prohibited, user cannot move to the next step. While if decompilation is allowed and no password is set, and then enter the default password 888888 to move to the next step.



- 1. When there are more than one (2 or more) HMIs in a project, users need to add all the pkg \.pkgx files of each HMI to execute decompilation operation.
- 2. When there are more than one (2 or more) HMIs in a project, all the pkg \.pkgx files uploaded from the HMIs must be compiled at the same time, otherwise, the the pkg \.pkgx files cannot be decompiled.

## 8.8 Data Decryption

To decrypt the encrypted CSV files.

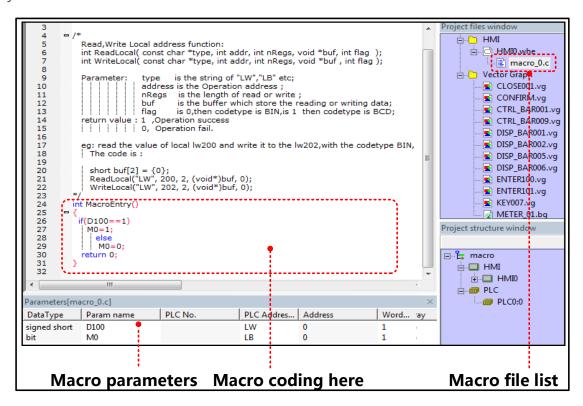
For more details about [Data Encryption], please refer to [Advanced Part 2.15 Data Encryption]

## 9 Macro

Macro uses C language to release logic and arithmetic calculation. User can use macro and other components together to release some complex calculation and make HMI strong function. The macro instructions in Kinco DTools are compatible with standard C language (ANSI C89).

#### 9.1 Macro Editing Environment

There are three parts in this edit environment, they are macro edit window, Macro variables window and macro file list in the project files window.



The detail description of macro edit environment

detail description of macro edit environment			
Macro edit window	User writes C language code in this window, the variables are defined in the Parameters list;		
	you can use them in the C code.		
Macro variables window	The write and read variables in this macro, which are external variable of this macro.		
Macro file list	User can rename and delete macro in this list. If there are multiple macro, user also can switch		
	macro among different macro.		

#### 9.2 Macro Edit

## 9.2.1 Build Macro

There are two ways to build macro:

Click on the icon

• Click on the "Option">>Macrocode...(M)

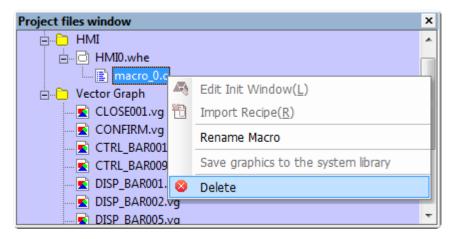
There is a New Macrocode dialog window when you build the macro:



- 1. Choose the HMI where the macro is build, for example HMI0.
- 2. There is a default macro name(macro $\_0.C$ ) in the File Name, user can rename it .
- 2. Click on OK to enter the macro edit window.

#### 9.2.2 Delete Macro

Right click the macro in the Project files window; choose the delete to delet the macro. As shown in the following picture:

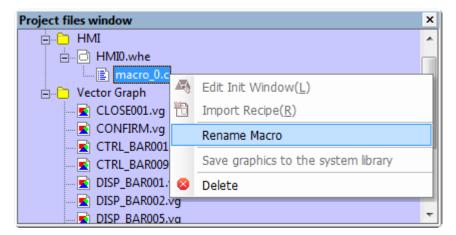




Note that the delete operation of macro does not support undo operation,

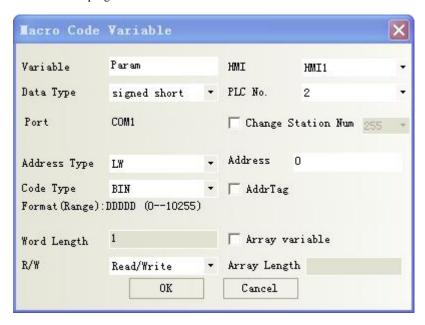
#### 9.2.3 Rename Macro

Right click the macro in the Project files window; choose the Rename Macro to rename the macro. As shown in the following picture:



# 9.2.4 Program Macro

1 Define the macro variables before program the macro.



#### Macro Variables

In macro, the unit whose value can be changed is called variable, each variable has a name and a initial value, it takes a memory unit in the memory.

#### Variable name

When user builds a new variable, the default name is Param and user can modify the name. The definition of macro name must follow the principle of C language, the following are exceptional case:

- 1. Cannot use the reserved word of language C code.
- 2. The variable name is not case sensitive(not C language standard)
- 3. The variable name must start with 26 English letters
- 4. The variable name only supports 26 English letters, number and underline.
- 5. The number of group data must be from 2 to 1024, but the number of (unsigned) shot group data cannot be 4, the number of int/float group data be 2.( (not C language standard))

The type of macro variable

There are internal variables and external variables in the macro variables

Internal variables: they are the registers in HMI. The internal variables can be defined in the Parameters window; it also can be defined in the macro edit window directly.

External variables: they are the registers in the PLC/controller which is connected to HMI. The external variables must be defined in the parameters window, and then they can used in the macro edit window.

The data type which is supported in macro variable

Data Type	Data Length	Description				
Bit	1bit	Bit variable, 0 and 1				

Signed short	1word (16bits)	Signed short integer variable, -2 <sup>15</sup> ~(2 <sup>15</sup> -1)				
Unsigned short	1word (16bits)	Unsigned short integer variable, $0 \sim (2^{16}-1)$				
Signed int	2word (32bits)	Signed integer variable, $-2^{31} \sim (2^{31}-1)$				
Unsigned int	2word (32bits)	Unsigned integer variable, $0 \sim (2^{32}-1)$				
Float	2word (32bits)	Single float variable				
Double	4word (64bits)	Double float variable				

# The write & read type of macro variable

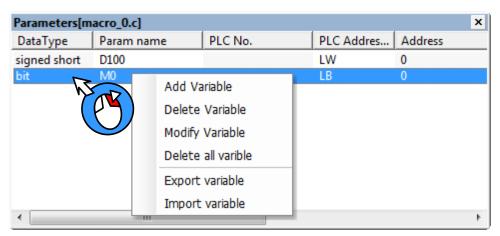
write & read	Description
Read	Read the register before the C code is executed, the register will not be read when the C codede is running.
Write	Write the register after the C code is executed, the register will not be write when the C
Read/Write	Read the register before the C code is executed and wirte it after the C code is executed.



Usually, we define the registers which only need reading as Read type; the registers which need writing have read operation too, so we define them as Read/Write. Regarding some special registers, which are write only, but cannot be read, we can define them as Read. Therefore, in the assignment instruction, the variables at the left side of "="icon are usually defined as Read/Write and variables at the right side of "="icon are usually defined as Read/Write and variables at the right side of "="icon are usually defined as Read/Write and variables at the right side of "="icon are usually defined as Read/Write and variables at the right side of "="icon are usually defined as Read/Write and variables at the right side of "="icon are usually defined as Read/Write and variables at the right side of "="icon are usually defined as Read/Write and variables at the right side of "="icon are usually defined as Read/Write and variables at the right side of "="icon are usually defined as Read/Write and variables at the right side of "="icon are usually defined as Read/Write and variables at the right side of "="icon are usually defined as Read/Write and variables at the right side of "="icon are usually defined as Read/Write and variables at the right side of "="icon are usually defined as Read/Write and variables at the right side of "="icon are usually defined as Read/Write and variables at the right side of "="icon are usually defined as Read/Write and variables at the right side of "="icon are usually defined as Read/Write and variables at the right side of "="icon are usually defined as Read/Write and variables at the right side of "="icon are usually defined as Read/Write and variables at the right side of "="icon are usually defined as Read/Write and variables at the right side of "="icon are usually defined as Read/Write and variables at the right side of "="icon are usually defined as Read/Write and variables at the right side of "="icon are usually defined as Read/Write and variables at the right side of "="icon ar

# Operation of macro variable

Right click variable list in the macro variable window, user can choose the add/delete/modify/export/import macro operations.



# Detail descriptions of variable operations

Detail descriptions of variable operations						
Add Variable	Add the new variable to the macro					
Delete Variable	Delete the selected macro					
Modify Variable	Modify the attributes of selected macro					

Export Variable	Export the defined variables to PC in a CSV file.
Import Variable	Import the variable CSV file to the macro variable window.

The notes of macro variable

- (1) When defining the variable, make sure that there is no overlap in the address range, for example, the LW1000 is defined as a float variable A (double words), that is A takes two addresses: LW1000 and LW1001. If user defines another variable which uses LW1001, there will be error in the macro calculation.
- (2) The macro only supports the logic and arithmetic operation, but do not supports char type operation.
- (3) When the variable uses variable station number, especially when the special registers are used as index, the value in the index registers must be modified before macro execution, so the modified station number can be effective in the macro.

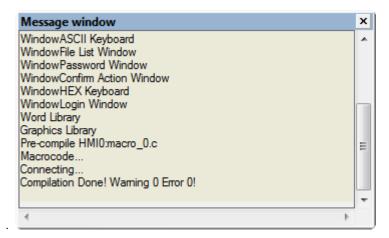
  If the index value is set in the macro, the modified station number can be effective in the next execution of macro.
- (4) The Export/Import operation only supports export/import all the variables, but not supports export/import a single variable.
- (5) When user uses Excel to edit exported variable CSV file, note that the ParamName~StationNumID are default formwork, do not modify them or there will be error when you import the CSV file to the macro variable window.

Program the C code in the Macro Edit Window

```
1
       #include "macrotypedef.h"
2
       #include "math.h"
3
4
        Read, Write Local address function:
5
6
        int ReadLocal( const char *type, int addr, int nRegs, void *buf, int flag );
        int WriteLocal( const char *type, int addr, int nRegs, void *buf, int flag);
7
8
        Parameter:
                              is the string of "LW", "LB" etc;
9
                      type
                     address is the Operation address;
10
11
                     nRegs is the length of read or write;
12
                             is the buffer which store the reading or writing data;
                             is 0,then codetype is BIN,is 1 then codetype is BCD;
13
                     flag
        return value: 1, Operation success
14
                     0, Operation fail.
15
16
17
        eg: read the value of local lw200 and write it to the lw202, with the codetype BIN,
           The code is:
18
19
           short buf[2] = \{0\}:
20
           ReadLocal("LW", 200, 2, (void*)buf, 0);
21
                                                           24
                                                                  int MacroEntry()
           WriteLocal("LW", 202, 2, (void*)buf, 0);
22
                                                           25
23
                                                                  if (D100==1)
                                                           26
       int MacroEntry()
24
                                                                    M0=1:
                                                           27
25
                                                           28
                                                                      else
26
                                                           29
                                                                       M0=0;
27
                                                           30
                                                                  return 0:
28
         return 0;
                                                           31
29
                                                            Macro coding here
30
```



- 1. Add the note information in the macro, so you can check and modify the code conveniently in the future.
- 2. Use the tab and line break to make the macro a good structure.
- 3. Do not delete or modify the default code in the macro edit window, press the Enter before "return" to add your code.
- After the macro is build, save and compile the HMI program, then check if there is any error information in the Message Window



#### 9.2.5 Execute Macro

There are 6 methods to execute the macro in Kinco DTools, user can choose one method according his application.

1. Triggered when the HMI system starts.

Set initialization macro in HMI Attributes>>HMI Extended Attributes, this macro will be trigged when the HMI starts, user can use this macro to set the initialization value of some parameters and transmit some recipe value.

2. Triggered by Function Key

Use the Execute Macro function in the Function Key, when the function is pressed, the macro will be triggered once

3. Triggered by Timer

There are many trigger method in the Timer, it is very flexible to trigger macro by timer.

Triggered by PLC Control

When the certain register satisfies the setting condition, the macro will be triggered.

5. Triggered by Event

The macro is triggered when the event is triggered

6. Triggered by Notification

User can use notification in Control Setting to trigger macro.

# 9.3 Macro Application

For example, we use the value of D100 (PLC register) to change the state of M0 (PLC register), we make this in a macro as an example: when the value of D100 is 123, M0 is 1, or the M0 is 0.

First, build a macro, set the macro name "ouput status.c"

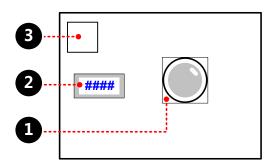
Then define the variable D100 and M0 in the Parameters Window in macro.

Parameters[macro_0.c]									
DataType	Param name	PLC No.	PLC Address type	Address	WordNum	OptMode	Array	Array Length	
signed short	D100	0	D	100	1	Read/Write	No		
bit	M0	0	M	0	1	Read/Write	No		

Write the following macro code in the macro edit window.

```
24 int MacroEntry()
25 {
26 if (D100==123)
27 M0=1;
28 else
29 M0=0;
30 return 0;
31 }
```

Save the project, close the macro edit window then switch to the HMI program edit screen, make the program as follows:



1 Bit State Lamp, which is used to display the state of M0. Its attribute are as follows:

Read Address	M0 (PLC register)
Graphics	State 0 State 1 Use Vector Graphics,

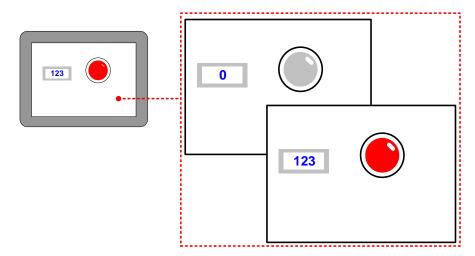
2 Number Input Component, which is used to input the value of D100, its attributes are as follows:

Read/Write Address	D100 (PLC Registers)
Graphics	User Vector Graphics ,

Timer Component, which is used to execute the macro, its attributes are as follows:

Exectution Cylcle	1×100ms
Execute Macro	Output status

Save, Compile and Execute:



#### 9.4 Application of communication function

#### 9.4.1 Local Variable Function

When you use the internal (local)l variable, you do not need to define the variable in the macro parameters window, you can define it macro directly, that is to use the local variable of HMI.

The advantage of using local variable is that the local variable in the macro can be read/write in real time and the execution speed is faster, performance is better. At the same time, it also saves the time of defining variables in the macro parameters window.

In the macro edit window ,there is demo code(example) to read/write the local variable, user can write the macro code to read/write local variable according the demo code, see as follows

```
Read, Write Local address function:
int ReadLocal( const char *type, int addr, int nRegs, void *buf, int flag );
int WriteLocal( const char *type, int addr, int nRegs, void *buf, int flag);
Parameter: type is the string of "LW", "LB" etc;
           address is the Operation address;
           nRegs is the length of read or write;
                    is the buffer which store the reading or writing data;
                    is 0,then codetype is BIN,is 1 then codetype is BCD;
           flag
return value: 1, Operation success
              0, Operation fail.
eg: read the value of local lw200 and write it to the lw202, with the codetype BIN,
 The code is:
          short buf[2] = \{0\};
          ReadLocal("LW", 200, 2, (void*)buf, 0);
          WriteLocal("LW", 202, 2, (void*)buf, 0);
```

In this demo code, we transfer the values in LW200 and LW201 to the LW202 and LW203.

We will explain to you how to use the local variable function in the following example.

For example, use the macro to achieve the addition calculation: LW100(HMI local register) adds LW101(HMI local register) and transfer this result to LW102(HMI local register), the macro code is as follows:

```
24 int MacroEntry()
25 {
26 short buf[2]={0};
27 ReadLocal( "LW" ,100,2,(void*)buf,0);
28 buf[0]=buf[0]+buf[1];
29 WriteLocal( "LW" ,102,1,(void*)buf,0);
30 return 0;
31 }
```

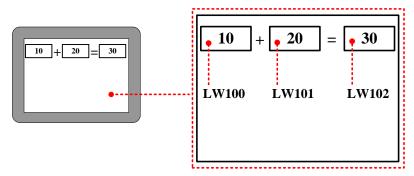
In this example,

ReadLocal ("LW", 100, 2, (void\*)buf, 0) means read the value in LW100 and LW101 and give this value to buf[0] and buf[1].

buf[0]=buf[0]+buf[1] means addition calculation

WriteLocal ("LW", 102, 1, (void\*)buf, 0) means write the calculation result to the LW102.

Save, Compile and Execute:



#### 9.4.2 Controller Variable Function

Use the communication function of macro variables, first in the macro code variable window statement variable name, and then call the function in the code, the variable name is directly used in the function, address, station number can be consistent with the macro variables window, can also be inconsistent.

The advantages of transfer communication function is in the implementation of the macro code, according to the order of execution of the macro code, real-time reading and writing, make faster, better execution; as a macro code involving multiple controller, a communication equipment failure, communication equipment does not affect the normal operation of the macro code, at the same time also eliminates the need for the definition of variables in the macro variables window [Code] action, can save a lot of time.

#### Function:

int ReadData(param, int plcNo, int addr, int nRegs, void \*buf);

int WriteData(param, int plcNo, int addr, int nRegs, void \*buf);

#### Parameter description:

[param] The variable name registered in the macro code variable table.

[plcNo] PLC station

[addr] the Operation address

[nRegs] the length of read or write

[buf] the buffer which store the reading or writing data

[return value] 1, Operation success; 0, Operation fail.

We will explain to you how to use the local variable function in the following example.

For example, use the macro to achieve the addition calculation: D100(Mitsubishi Fx2n register) adds D101(Mitsubishi Fx2n

register) and transfer this result to D102(Mitsubishi Fx2n register), the macro code is as follows:

Variables are defined as follows:

Parameters[macro_0.c]									
DataType	Param name	PLC No.	PLC Addr	Address	WordNum	OptMode	Array	Array Length	
unsigned	a	0	D	0	1	Read/Write	No		
unsigned	Ъ	0	D	1	1	Read/Write	No		
unsigned	c	0	D	2	1	Read/Write	No		

the macro code is as follows:

```
int MacroEntry()
= {
    short dat[3]={0};|
    ReadData(a,1,100,1,(void*)&dat[0]);
    ReadData(b,1,101,1,(void*)&dat[1]);
    dat[2]=dat[0]+dat[1];
    WriteData(c,1,102,1,(void*)&dat[2]);
    return;
}
```

In this example,

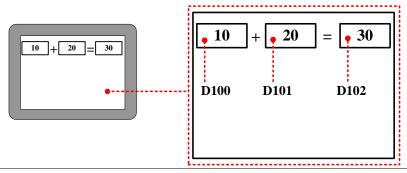
ReadData(a,1,100,1,(void\*)&dat[0]): means the value of the D100 register in the PLC that reads the station number 1, and puts it on dat[0].

ReadData(b,1,101,1,(void\*)&dat[1]): means the value of the D101 register in the PLC that reads the station number 1, and puts it on dat[1].

dat[2]=dat[0]+dat[1]: means addition calculation

WriteData(c,1,102,1, (void\*)&dat[2]): means write the calculation result to the D102.

Save, Compile and Execute:





The read and write address in the communication function must be an integer, such as the PLC address with a decimal point, and it must be converted to a decimal number address. For example, the M2.5 of Kinco PLC, the address format is DDDD.O, then the address in the ReadData or writedata function should be 21, not 2.5, and the way of computing 2\*8+5

# 9.5 Array Application

Array is a group of variables, who has the same data type and name. These variables are called element of array. Each element has its own serial number in the array, this number is called index. User can distinguish these elements by their index. The total number of the element of an array is also called the array length.

We explain the array to you in the following example:

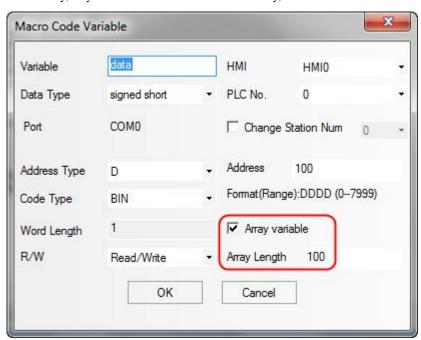
For example, use macro to assign values to 100 continuous registers which starts from D100(PLC register), if we do not use array, we need to define 100 registers in macro parameters window and assign value one by one in the macro code. See as follows:

signed short	data_0	0	D	100	1
signed short		0	D	101	1
signed short		0	D	102	1
				•••	
signed short	data 99	0	D	199	1

Macro code:

```
int MacroEntry()
24
25
         data_0=120;
26
         data_1=135;
27
         data_2=200;
28
...
         data_99=210;
125
         return 0;
126
127
128
```

In the above macro code, the variable name has no unified rule, at the same time, it also takes too much time on define the variables. If users use the array, they can define these variables in one array, see as follows:



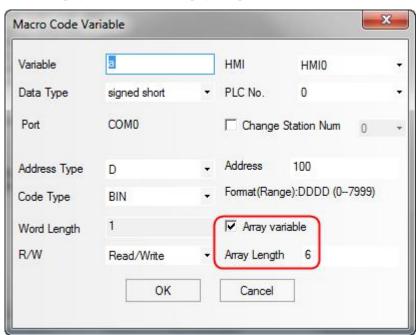
Parameters[macro_0.c]									
DataType	Param name	PLC No.	PLC Address type	Address	WordNum	OptMode	Array	Array Length	
signed short	data	0	D	100	1	Read/Write	Yes	100	

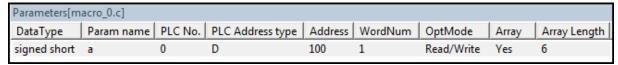
Macro code:

```
int MacroEntry()
24
25
         data[0]=120;
26
27
         data[1]=135;
         data[2]=200;
28
...
         data[99]=210;
125
126
          return 0;
127
128
```

User can use a name and index to representation a variable in the array. For example, data [0] means the first variable in a array, data[1] means the second variable in a array. The data is the variable name of this array, the number after data is the index of this array, we need to put the index to a [].

For example, the following example is to define a array variable, then use loop statement to assign 10~15 to the array elements, these data will be displayed on the Number Display Components. The variable is defined as follows:

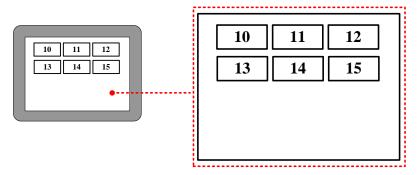




Macro code:

```
24 int MacroEntry()
25 {
26 int i;
27 for(i=0;i<6;i++)
28 a[i]=i+10;
29 return 0;
30 }
31
```

Save, compile and execute:



Actually, array is a list of data which has the same data type in the memory. Take the above array for example; a[i] starts from the number 100 in the memory. The content and value of this array are as follows:

Variable	a[0]	a[1]	a[2]	a[3]	a[4]	a[5]
Value	10	11	12	13	14	15
Memory Unit	D100	D101	D102	D103	D104	D105



- 1. When users visits or assign array variable, they need to according to the defined data type.
- 2. The indexes of array are inter, which starts from 0, not 1. The index n means the (n+1) variable
- 3. The array a[n] has n elements, but there is no a[n] in these elements. If user uses the nonexistent elements in macro, there will be a overflow error.

#### 9.6 Some Notes on the Macro

- The values of external variables in the macro are read once when the macro is triggered. The macro will not read it again or in real time in the macro execution process. So the macro result will not be changed if the registers are changed from outside during the macro execution process. When we use the macro, we need to make sure that all the input value are ready before we trigger the macro, or we may cannot get the expect result.
- The macro result is output once when the macro is finished. The external variable value will not be changed during the macro execution process when we use the macro, we need to make sure that the macro is finished and all the outputs are updated, then we can get the right result.
- It is meanness to write the Read Only variable and it is meanness to read the Write Only variable. If the variable needs to be read and write, please define it as R/W. Besides, user must assign value to the variable which has write operation attributes(Write Only or R/W variable)
- User can define the temporary variable in the macro according to the C language, but can not set the global variable and static variable. If the global variable is needed, please use the LW, LB register.
- One macro can not call other macros in Kinco DTools, if user wants to use the Function Call as the C language, they can use a trigger bit in one macro to trigger other macros.

# 10 Password

Kinco DTools provides powerful password function for users, to ensure the security of user's intellectual property.

The passwords are used for project protection, window protection, and important component protection.

- Project protection functions:
  - Password protection for opening project
  - Password protection for uploading project from HMI
  - Prohibit uploading project from HMI
  - Password protection for decompiling project
  - Prohibit decompiling project
- Operation window protection: To protect important windows, passwords must be entered when accessing important windows.
- Component protection: To avoid disoperation, user name and password must be entered to access some important components.



- When project password, uploading password and decompilation password are used, please keep the
  passwords in mind. The manufacture does not provide factory recovery and universal password
  service.
- 2. The system default passwords for decompiling and uploading are 888888.
- 3. When the password is 0 or Null, system will automatically default to not using password. When passwords begin with 0, 0 is invalid.

#### Differences between User level and User permission:

Difference Security Level		User Permission	
Level Range	16 levels(0~15), level 0 is invalid	32 users, 32 operation permissions, User 0 is valid	
User Name None		Available	
Logout time	None	Available	
Add/Delete levels or permissions in HMI	Not support	Support	
Modify password in HMI	Support	Not support	
Access Restriction	Users with low security level password cannot access high security levels; high security level is the "authority".	A user can possess multiple operation permissions, and different users can possess the same operation permission. There is no hierarchy of user	

	Users with high level password can	permissions, only user name and correct	
access low security level windows or		password are needed to execute corresponding	
	components.	operation.	
System reserved register	The involved system reserved registers are different.		

#### 10.1 Project Protection

#### 10.1.1 Project Password Protection

To prevent unauthorized access and protect user's intellectual property, passwords are required to open project file of .wpj.

• Set project password for first time

Open the software, single click [File] — [Project Password], then attribute box of [Project Password Setting] will pop up, input the password and confirm it. The project password will take effect when open the project next time.

Enter password to open project

Once project password is set, password entry box will pop up when opening the project again.

Enter correct password to open the project, otherwise, error prompt box will pop up.



If entering password wrong continuously for 3 times, it would pop up a dialog box showing [Invalid Password. Project cannot be opened!], then user needs to single click [File] menu— [Open].



Modify or cancel project encryption

Open the encrypted project, single click [File] menu— [Project Password], the attribute box of [Setting Project Password] will pop up. To modify password, users need to enter old password, and at the same time set new password. To cancel the password, users only need to enter the old password, leave the new password box blank. Single click [OK] button., then the modification will take effect when opening the project next time.

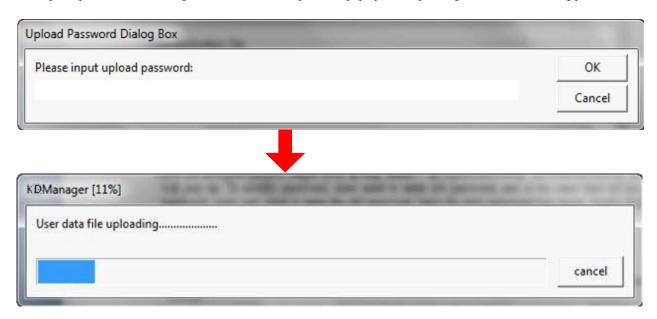
#### 10.1.2 Upload Password Protection and Prohibit Uploading

Upload Password setting

Project allows uploading by default, but upload password is required to prevent unauthorized operation. Default password is "888888".

Upload Password setting: Check the option of 【Allow Upload】 in 【HMI Attributes】— 【HMI Extended Attributes】 page.

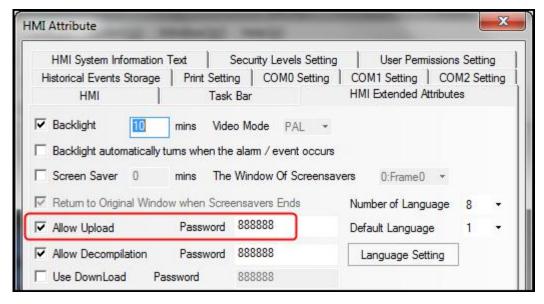
After upload password is set, dialog box of 【Password input】 will pop up when uploading, as shown in following pictures:



1. Upload password cannot be null.



- 2. Data package loss may occur during uploading, then restart the HMI and upload again.
- 3. Project allows uploading by default, but upload password is required to prevent unauthorized operation. Default password is "888888".
- Prohibit uploading: prohibit uploading project from HMI. The specific setting is: [HMI Attribute] [HMI Extended Attributes], do not select the option of [Allow Upload].



When prohibit uploading is set, prompt box will pop up if forcibly upload:



#### 10.1.3 Decompilation Password Protection and Prohibit Decompiling

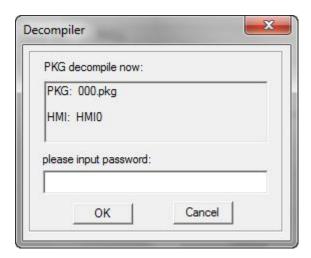
#### Decompilation setting

Decompilation is used to convert the pkg \.pkgx files running in HMI to wpj files, which can be opened and edited by Kinco DTools. For new project, system allows decompilation by default, and the default password is "888888".

Setting of decompilation: Select "Allow Decompile" in [HMI Attribute] — [HMI Extended Attributes], and set password.



For projects that decompilation passwords have been set, when clicking decompilation, password entry box will pop up as shown in following picture:



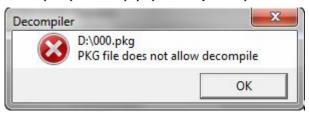
#### • Prohibit decompilation

Prohibit decompiling: Prohibit decompiling project from HMI. Do not check the option of [Allow Upload] in [HMI Attribute] — [HMI Extended Attributes] page, to prohibit user decompiling.pkg \.pkgx file to wpj.



The pkg \.pkgx files that are set to prohibit decompiling can still be downloaded into HMI.

When prohibiting decompilation is set, prompt box will pop up if forcibly decompile:



#### 10.1.4 Download Password Protection

Set download password to HMI, to prevent user project saved in HMI being covered by unauthorized operation.

#### Do not use download password

Projects do not use password by default. Settings of no use of password: Do not select the option of [Use Download Password] in [HMI Attribute] — [HMI Extended Attributes] page to do not use password. If download password is not set, the dialog box of download password will not pop up the next time when you download project into HMI. Users can download project into HMI directly.



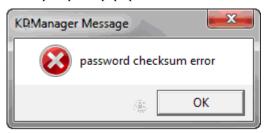
# Use password

Use password: Select the option of [Use Download Password] in [HMI Attribute] — [HMI Extended Attributes] page and set password. The default password is "888888".

When project running in HMI is set to use download password, then [Download Password Dialog] box will pop up next time when user download project into HMI, as follows:



If input password is wrong, password error prompt will pop up.



Only enter password correctly then project can be downloaded into HMI.



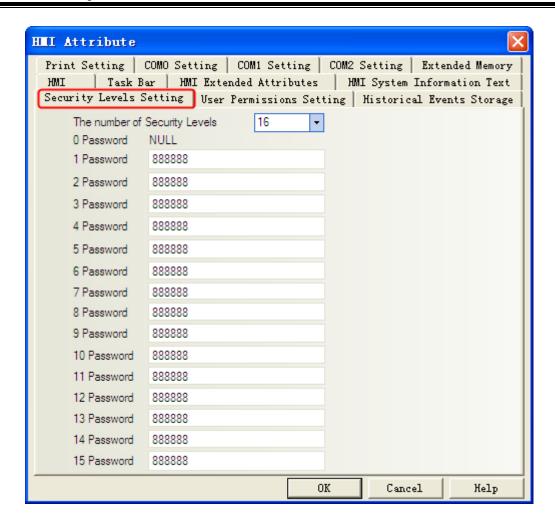
- When set or modify download password in HMI attributes, users have to download project into HMI for the first time and restart HMI, then download password will take effect.
- 2. After the password is set, please keep it in mind, otherwise, configuration project download will fail. Manufacture does not provide factory recovery and universal password service.

#### 10.2 Window Protection

For windows with important parameters or components, user could protect these important windows by security level function.

# 10.2.1 Window Password Setting

Set the number of security levels and corresponding passwords in [HMI Attribute] — [Security Levels Setting], and system default passwords are "888888".

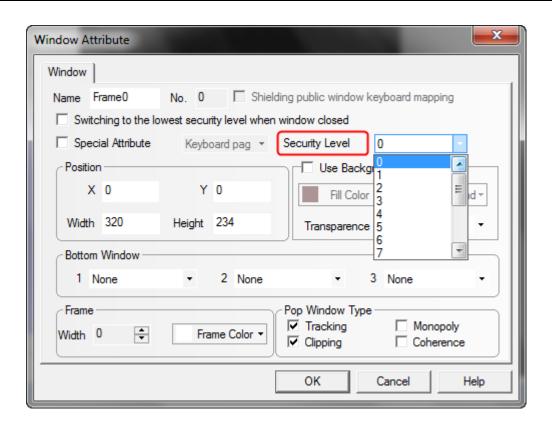




- 1. Support at most 16 security levels from 0 to 15. Level 0 indicates that there is no password; Level 15 is the highest security level. The bigger the number is the higher the level.
- 2. The password cannot be zero or empty; when passwords begin with 0, 0 is invalid.
- 3. The maximum value of password is 99999999.
- 4. Security level is valid only for base window and not available for other windows.
- Users with high security level can access low security level windows; While users with low security level cannot access high security level windows.

# 10.2.2 Security Level Setting of Window

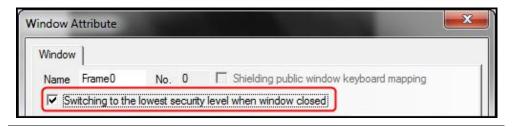
Access [Window Attribute] page— [Security Level] and choose the corresponding security level.





Software will remember the password input for the first time by default, as long as HMI is powered continuously, do not need to enter the password again when enter into the window next time.

If the option of 【Switching to the lowest security level when window closed】 is checked, then the password need to be entered again when accessing the window next time.

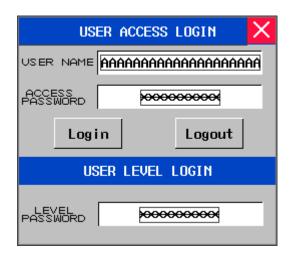


10.2.3 System reserved registers related to security level

Address	Description	
LW9040~9041	Double words, is for inputting password of 【Security Level】	
LW9042	Display the security level of current base window	
LW9043	Force to lower the security level	

# 10.2.4 Security level password input window

[Frame9: Login Window] is provided by the system for security level password input.



[Frame9: Login Window] is for inputting passwords of security levels and user permissions. User using security level function only need to input appropriate password of security level.



- 1. The system reserved registers referred in **[**Frame9: Login Window**]** could be found in **[**Chapter 14 Registers**]** of this manual
- 2. User could move the window by the control bar on the top of 【Frame9: Login Window】

# 10.2.5 Modifying Password Online

Kinco DTools supports security level password modifying online.



User permission password does not support online modification

System reserved registers for modifying security levels

Addresses of system reserved registers	Description	Addresses of system reserved registers	Description
LW10024~10025	Level 1 password. Double word	LW10026~10027	Level 2 password. Double word
LW10118~10119	Level 3 password. Double word	LW10120~10121	Level 4 password. Double word
LW10122~10123	Level 5 password. Double word	LW10124~10125	Level 6 password. Double word
LW10126~10127	Level 7 password. Double word	LW10128~10129	Level 8 password. Double word
LW10130~10131	Level 9 password. Double word	LW10132~10133	Level 10 password. Double word
LW10134~10135	Level 11 password. Double word	LW10136~10137	Level 12 password. Double word
LW10138~10139	Level 13 password. Double word	LW10140~10141	Level 14 password. Double word
LW10142~10143	Level 15 password. Double word		

# 10.2.6 Application of Passwords Required for Switching Windows

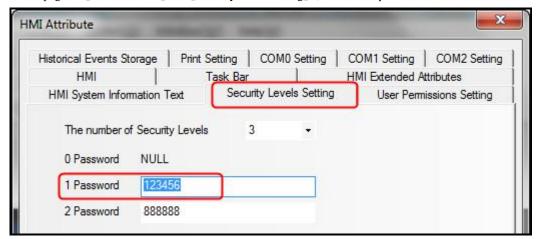
The following example describes how to protect the window by the security level function.

[Example] Switch the window from window 0 to window 10 by switch window function of "Function Key" component, the window will switch only when the password is entered correctly.

In this example, set security level of window 0 to 0, set security level of window 10 to 1 and the password is 123456.

Set security level password

In the attribute page of [HMI Attribute] — [Security Level Setting], set level 1 password to 123456.



**2** Create a Function Key component in window 0, and the attributes setting is as follows:

Function	Switch Window: Chang window [10: Frame10]	
Tag	Use Tag; State 0: Switching window 10; State 1: Switching window 10.	
Graphics	State0 State1 Use vector graphics:	
Control Setting	Select [Conditional Enabling]; Check [Security Level]; Check [Minimum	
	level: 1]; Check [Auto show login window].	

**3** Set the attributes of window 10 and create a Function Key component to switch to window 0.

Double click at the blank area of window 10 to open the [Window Attribute], and set its attributes as follows:

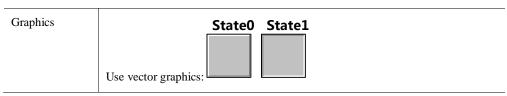
Security Level	1
Switching to the lowest security	Check
level when window closed*	

When the option is checked, the current window will be set to the lowest security level when window closed. Password is required to input again when access high level windows;

When the option is not checked, there is no need to input password when access windows with the same security level.

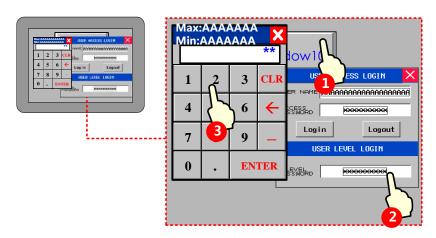
Set the attributes of Function Key as follows:

Function	Switch Window: Chang window [0: Frame0]
Tag	Use Tag; State 0: Switching window 0; State 1: Switching window 0.



# Save and compile

During running, touch Function Key component in window 0 to pop up password input window [Frame9: Login Window], and input "123456" to the [LEVEL PASSWORD] box to switch to window 10.



#### 10.3 Component Protection

Some important components are set with permission /security level control. Only users with higher or equal permission/security level could operate to prevent wrong operation.

There are two ways for component protection: security level protection, user permission protection.

# 10.3.1 Security Level Protection for Components

Settings of Security level protection for components are similar with window protection.

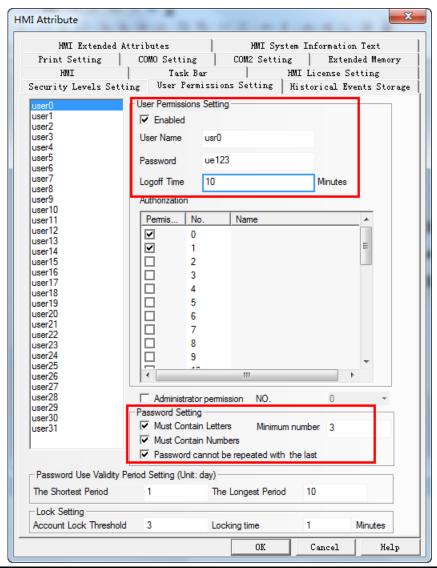
For more details about components using [Security level protection], please refer to [Advanced Part 10.2.6 Application of passwords required for switching windows]

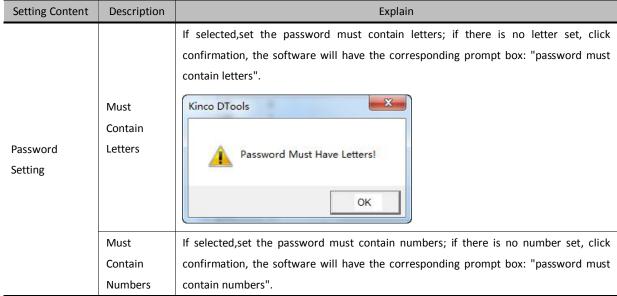
#### 10.3.2 User Permission Protection for Components

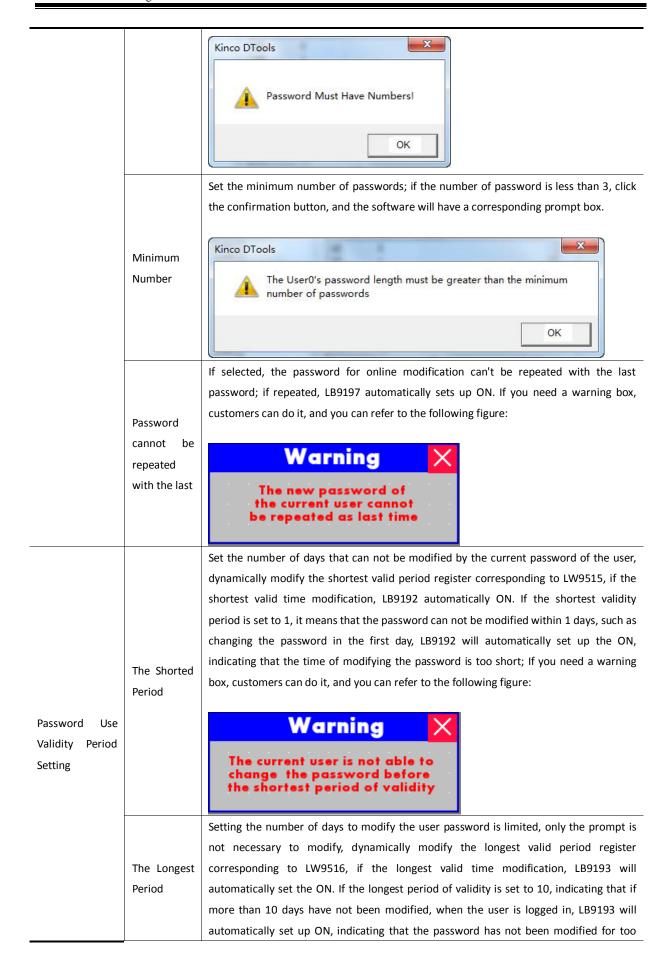
When [Permission control] is set to a component, then only users with corresponding permission can operate this component.

User name and access password setting

Open 【HMI Attribute】 — 【User Permissions Setting】, in the box of 【User Permissions Setting】, select 【Enabled】 and input User Name, Password, Logoff Time and Permissions.







long;If you need a warning box, customers can do it, and you can refer to the following figure: Warning e longest validity, please change the password The number of input password errors is set, and the account is locked after the number of settings is set. If the account lock threshold is set to 3, if the password is entered 3 times, the account will be locked. USER ACCESS LOGIN Login USER NAME Account usr0 Lock ACCESS Logout Threshold **PASSWORD Lock Setting USER LEVEL LOGIN** 131User is locked LEVEL PASSWORD Once locked, the login time can only be logged in again. If the lock time is set for 1 Locking time minutes, after the account is locked, it will take 1 minutes to keep landing. In these 1  $\,$ minutes, the account is always locked and the password is invalid. Note: lock function, outage is not saved



- 1. When password is set to 0, indicating no password in use.
- 2. Range of logout time is 0~2147483647 minutes. 0 indicates that do not log off and permission remains in effect. The logoff time is timed from the last time operation finished after login.
- 3.Password settings, Password Use Validity Period Setting, lock settings, all users share a global setup;

#### 10.3.3 System Reserved Registers Related to User Permissions

Besides set user permission in [HMI Attributes] — [User Permissions Setting], the following system reserved registers can also be used for user permissions setting:

Address	Function	Description
LW9486~LW9501	Input user name for login	32 characters at most
LW9502~LW9503	Input user password for login	Double word
LW9504~LW9505	Display permission of current user	Double word, read only, display 32 bits corresponding

		permission
LB9165	User login confirmation	Set ON to execute login operation, then set OFF automatically
I D0166	User logout confirmation	Set ON to execute logoff operation, then set OFF
LB9166		automatically

# 10.3.4 System Reserved Registers Related to Add/Delete Users and User Permissions Online

Besides add/delete users and user permissions in [HMI Attributes] — [User Permissions Setting], user also can add/delete users and user permissions online. See the table below for system reserved registers related to add/delete users and user permissions online:

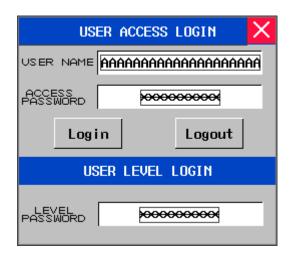
Address	Function	Description
LW9486~LW9501	Input user name for login	32 characters at most
LW9502~LW9503	Input password	Double word
	corresponding to user name	
LW9506~LW9507	User permission assignment	Double words, readable/writable, 32 permissions assignment, LW
		9506~9507 corresponds to permission 0~31 separately. LW.B
		corresponds to bits of LW 9506~9507. For example: LW.B 9506.0
		indicates permission no. 0. LW.B 9506.A indicates permission no. 10
LW9508~LW9509	Logout time for user	Double words, in minutes
	permission	
LW9510~LW9511	Confirm password for	Double word
	adding/deleting user	
LB9167	Confirm to add user	Set ON to execute adding user, then set OFF automatically
LB9168	Confirm to delete user	Set ON to execute deleting user, then set OFF automatically
LB9190	Executive mark of user	The bit will be set to ON when execute operations of Add/Delete
	management	users
LB9191	Operation failure of user	The bit will be set to ON when operation of user management fails
	management	



- 1. Only users and user permissions added online can be deleted online.
- 2. User permissions do not support modify passwords online, but user could modify password through adding/deleting users online.

# 10.3.5 Window for User Permission Password Input

 $\label{thm:continuous} \textbf{ [Frame 9: Login Window]} \quad \text{is provide by the system to input user permission password.}$ 



If user permission function is use, users only need to input corresponding "USER NAME" and "ACCESS PASSWORD" then click "Login".



- 1. System reserved registers referred in [Frame9: Login Window] can be found in [Chapter 14 Registers].
- 2. User could move **[**Frame9: Login Window**]** by the control bar on the top of the window.

# 10.3.6 Application of Security Level Protection for Components

[Example] Correct password required before operation of "Bit State Switch" component.

In the example, security level is used to protect component, and set minimum level at least 2 to operate this component.

● Open 【HMI Attributes】 — 【Security Levels Setting】. Detailed settings are as follows:



2 Create a bit state switch component in window 0, and set its attributes as follows: address LB0. Switch Type: Toggle.

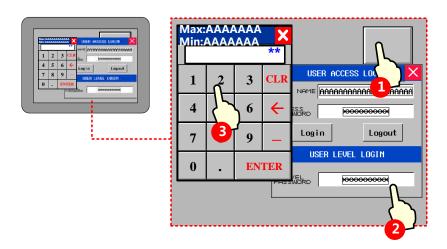
[Control Setting]—[Conditional Enabling]—[Security Level]—[Minimum level: 2]—[Auto show login window].

Read/Write address	LB 0 (HMI local register)
Switch Type	Toggle

Graphics	State0 State1 Use Vector Graphics:
Control Setting	Select [Conditional Enabling]; Check [Permission Control]; Check
	[Select Permission: 2]; Check [Auto show login window]

# **3** Save and compile

During running, when touch the bit state switch component, password input window [Frame9: Login Window]] will pop up, then input level 2 password "222222" or level 3 password "333333" in the password level box. After confirm, user could operate the bit state switch component; If input level 1 password or wrong password, then the operation will fail.



# 10.3.7 Application of User Permission Protection for Component

[Example] Set 3 users: Administrator, Engineer, Operator. The 3 users have different permissions. Operator can operate number input component; Engineer can operate bit state switch component; Administrator can operate both the number Input component and bit state switch component.

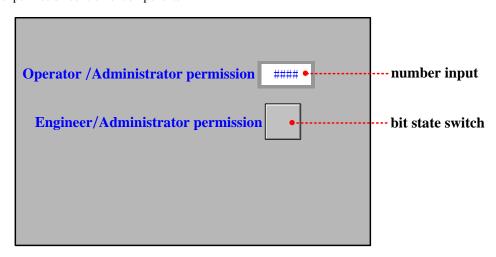
User ID	User Name	Password	Logoff Time	Permission	
User 0	Operator	111111	10 minutes	Operator permission	
User 1	Engineer	222222	10 minutes	Engineer permission	
User 2	Administrator	333333	1 minutes	Operator permission and engineer permission	

● Registered user and corresponding permission in 【HMI Attribute】 — 【User Permission Setting】, the settings are as follows:

User 0: Enable	User Name	Operator		
	Password	111111		
	Logoff Time	10		
	Permission	Permission 0: Operator permission Check		
		Permission 1: Engineer permission	Uncheck	
User 1: Enable	User Name	Engineer		

	Password	222222		
	Logoff Time	10		
	Permission	Permission 0: Operator permission	Uncheck	
		Permission 1: Engineer permission	Check	
User 2: Enable	Enable User Name Administrator			
Password 333333				
	Logoff Time	1		
Permission		Permission 0: Operator permission	Check	
		Permission 1: Engineer permission	Check	

# 2 Set user permission control for components



Create a number input component and a bit state switch component, and the attribute setting is as follows:

# Number input component

Read/Write address	LW 0 (HMI local register)
Graphics	Use vector graphics:
Control Setting	Select 【Conditional Enabling】; Check 【Permission Control】, Select Permission: 0  Operator permission; Check 【Auto show login window】

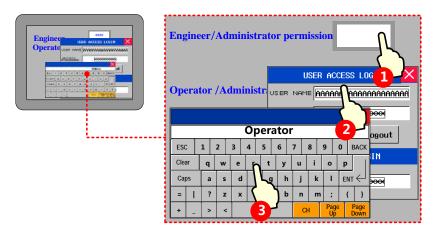
# Bit state switch component

Read/Write address	LB 0 (HMI local register)
Graphics	State0 State1 Use vector graphics:
Control Setting	Select [Conditional Enabling]; Check [Permission Control], Select Permission: 1 Engineer permission; Check [Auto show login window]

**3** Save and compile

During running, touch number input component to pop up password input window [Frame9: Login Window], and input

"Operator" to the 【USER NAME】 box and "111111" to the 【ACCESS PASSWORD】 box. Then click 【login 】 to login Operator permission. Now user can operate the number input component. Operations for other components are similar.





- 1. Logoff time: it is the valid time after login, user permission will be lapsed automatically after the time limit.
- 2. User name is case sensitive.

**[**Example**]** Add/Delete user permissions: Take GH070 for example:

(1) Window 0

		User Sett	ting		
No.		Pemission			
0	##	1	11:38	##	
			•		
	Add Us	er 1	3	Delete Us	ser 2

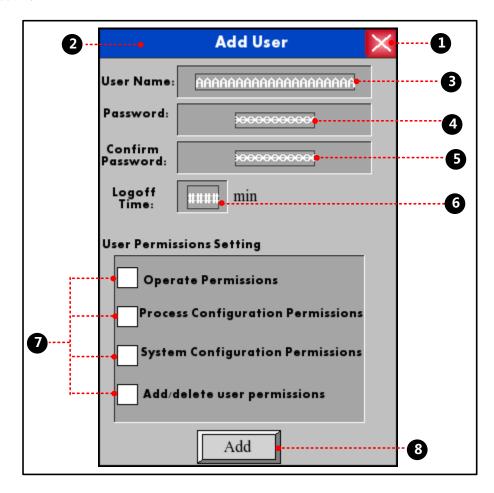
• Function key component is used to pop up window 10, and attribute settings are as follows:

Function	Switch window: popup window	
Graphics	State0 State1 Use vector graphics:	
Tag	Use Tag: Add user	

2 Function key component is used to pop up window 11, and attribute settings are as follows:

Function	Switch window: popup window		
Graphics	Use vector graphics:		
Tag	Use Tag: Add user		
3 User info display co	omponent is used to display user's information, and attribute settings are as follows:		
Separator Setting	Color: Black; Style:		
Background Setting	Background Color: White; Title Bar Background Color: Green; Border Color: Black		
Border Width	2		

# (2) Window 10

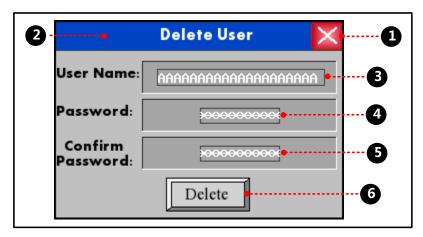


**1** Function key component is used to close keyboard, and attribute settings are as follows:

Function	Keyboard Function: Escape		
Graphics	Use vector graphics:		
2 Function key compo	onent is used to move keyboard, and attribute settings are as follows:		
Function	Switch Window: Popup window title bar		

	<u> </u>	State Ct	nto1	
Graphics		State0 Sta	ater	
	Use vector graphics:			
3 Text input compone	nt is used to input us	ser name, and attri	bute settings are a	s follows:
Read/Write address	LW9486			
Word Length	10			
Graphics	None			
4 Number input comp	onent is used to inpu	ut password, and a	ttribute settings ar	e as follows:
Read/Write address	LW9502			
Numeric Data	Word Length: 2 w	vords; Data Type:	[password];	Data Width 【DWORD】
Graphics	None			
<b>6</b> Number input comp	onent is used to con	firm password, and	d attribute settings	are as follows:
Read/Write address	LW9510			
Numeric Data	Word Length: 2 w	vords; Data Type:	【password】;	Data Width 【DWORD】
Graphics	None			
<b>6</b> Number input comp	onent is used to set l	logout time, and at	tribute settings ar	e as follows:
Read/Write address	LW9508			
Numeric Data	Word Length: 2 words; Data Type [unsigned int], Data Width [DWORD]			
Graphics	None			
<b>7</b> Bit state switch com	ponent is used to se	lect user permissio	ons, and attribute s	settings are as follows:
Write address	LW.B9506.0	LW.B9506.1	LW.B9506.2	LW.B9506.3
Switch Type	Toggle			
Tag	None			
Graphics		State0 S	tate1	
	Use vector graphi	cs:		
8 Bit state setting com	ponent is used to co	onfirm to add users	, and attribute sett	tings are as follows:
Write address	LB9167			
Switch Type	On			
Tag	Use Tag, 0: Add			
Graphics		State0 Sta	te1	
	Use vector graphic	es:		

(3) Window 11



• Function key component is used to close keyboard, and attribute settings are as follows:

Function	Keyboard Function: Escape
Graphics	State0 State1  Use vector graphics:

**2** Function key component is used to move keyboard, and attribute settings are as follows:

Function	Switch Window: Popup window title bar
Graphics	State0 State1 Use vector graphics:

**3** Text input component is used to input user name, and attribute settings are as follows:

Read/Write address	LW9486
Numeric Data	10
Graphics	None

4 Number input component is used to input password, and attribute settings are as follows:

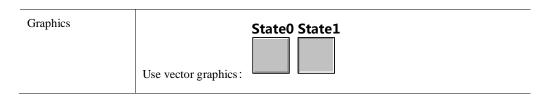
Read/Write address	LW9502		
Numeric Data	Word Length: 2 words; Data Type:	[password];	Data Width 【DWORD】
Graphics	None		

**5** Number input component is used to confirm password, and attribute settings are as follows:

Read/Write address	LW9510
Numeric Data	Word Length: 2 words; Data Type: 【password】; Data Width 【DWORD】
Graphics	None

**6** Bit state setting component is used to confirm to delete users, and attribute settings are as follows:

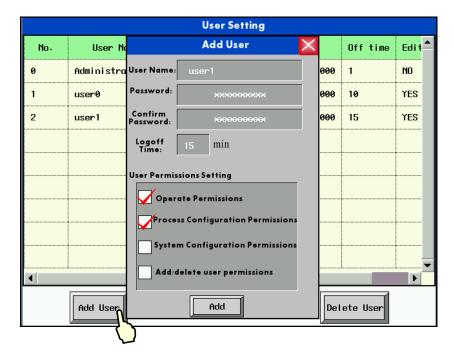
Write address	LB9168
Switch Type	On
Tag	Use Tag; 0: Delete





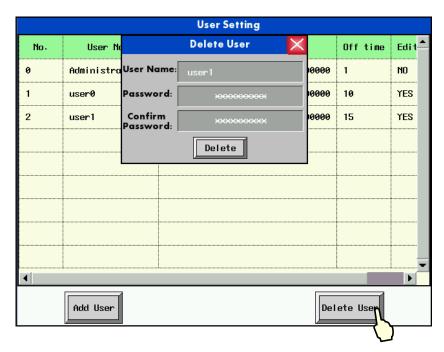
Delete user permission is only valid for the users added in HMI. Users set in the configuration project cannot be deleted

- (4) Save, compile and offline simulation
- > Touch the [Add User] button, add user dialog box will pop up.



Input the user name to be added and the corresponding password, confirm it, then click "Add" to complete the operation.

> Touch the [Delete User] button, delete user dialog box will pop up.



Input the user name to be deleted and the corresponding password, confirm it, and then click "Delete" to complete the operation.

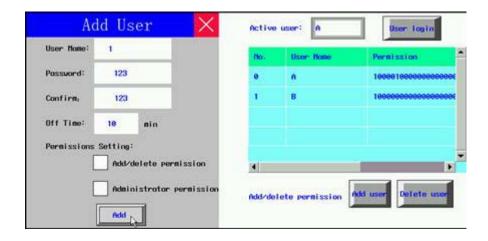
User 2

**[**Example**]** Delete user by administrator permission. There are two users in the project as follows:

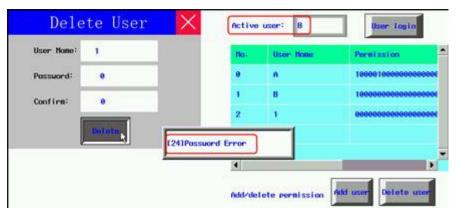
User 1

User Nan	ne	A		]	В		
Password 111			2	222			
Permission 1.Add/delete perm 2.Administrator p			1	1.Add/delete permission		n	
Jser Permissi	ions Set	ing		User Permis	sions Setti	ng	
✓ Enabled	10			▼ Enable	d		
User Name	A			User Name	В		
Password	111			Password	222		
Logoff Time	10		Minutes	Logoff Time	10		Minutes
Authorization	n			Authorizatio	n		
Permis	No.	Name		Permis	No.	Name	
8000080000C	0 1 2 3 4 5 6 7 8	Add/delete users Administrator		80000000000	0 1 2 3 4 5 6 7 8 9	Add/delete users Administrator	
			>	( C			

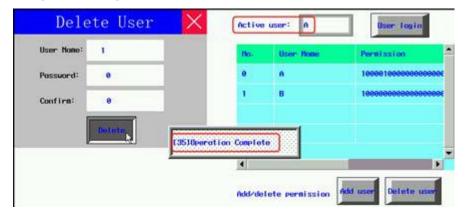
1) Add new user online, User Name: 1, Password: 123.



2) User B (No Administrator Permission) execute delete operation without password, it prompts "Password Error", and delete operation is fails.



3) When User A (Check Administrator Permission) execute delete operation without password, it prompts "Operation Complete", and delete operation is complete.



# 11 Recipe/ RecipeEditor

Recipe data is saved on the HMI and can be stored inside the area power down. Recipe data can be stored in the RW and FRW register. For with USB HOST interface or SD card slot on the HMI, the recipe data can also be stored in the ERW register.

#### RW, FRW and ERW distinction as follows:

Recipe Register	Description	
RW	RW is specially designed for HMI recipe memory physical storage area that is defined by the address	
	type. When the HMI is powered down, RW in 4000 series remains . RW in 5000 series depends on	
	backup battery . If it is powerfui,data remains,but back-up battery power is low, or when no electricity,	
	RW data will be lost.	
FRW	FRW is dedicated to the physical storage area HMI FLASH address type definition. The data stored	
	FLASH FRW, not because of HMI powered off or HMI backup battery power and loss of data. But	
	there are erasing times limit FLASH	
ERW0~2	ERW0 ~ 2 is dedicated to the physical storage area defined in the external memory address type. The	
EKWU~2	data stored in the ERW, not because of HMI powered off or HMI backup battery is dead and losing data	

RW, FRW, ERW using methods similar, the following content mainly RW, for example, no longer on the FRW and ERW additionally described.

# 11.1 Register Related to the Recipe

Register/ Component	Descriptions	
RB	The absolute addresses of the recipe bit addresses saved in the HMI.	
RBI	The index addresses of the recipe bit addresses saved in the HMI.	
FRB	The absolute addresses of the recipe bit addresses saved in the flash.	
FRBI	The index addresses of the recipe bit addresses saved in the flash.	
RW	The absolute addresses of the recipe word addresses saved in the HMI.	
RWI	The index addresses of the recipe word addresses saved in the HMI.	
FRW	The absolute addresses of the recipe word addresses saved in the flash.	
FRWI	The index addresses of the recipe word addresses saved in the flash.	
ERW0~2	The absolute addresses of the recipe word addresses saved in the external memory.	
ERWI0~2	The index addresses of the recipe word addresses saved in the external memory.	
LW9000	The data in LW9000 is the offset of the index address	
Data Transmission	Transferable data in marine data to the data in DLC or IDM	
Timer	Transfer the data in recipe data to the data in PLC or HMI.	

Recipe Data
General PLC Control/ General PLC
Control (Extend)

# 11.2 Method for Checking the Recipe Size

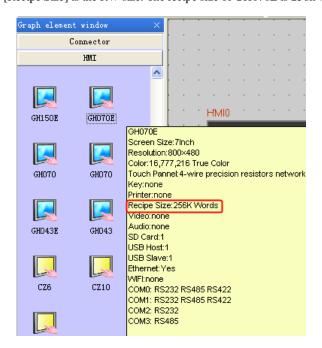
#### 11.2.1 Method for Checking the RW Size

The capacity (RW size) is different from different types of HMI. Through the following ways user can check the RW size.

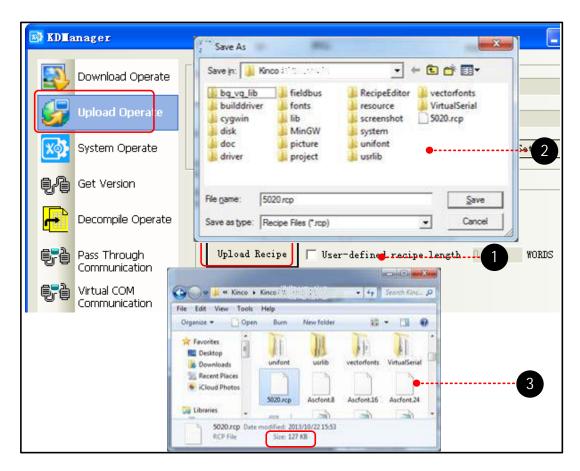
Check in Kinco DTools software

For example: Take GH070E for example:

Move the mouse to the GH070E icon in HMI in Graph element window, the system will automatically display the relevant information of this HMI. The [Recipe Size] is the RW size. The recipe size of GH070E is 256k words that are 512 K Bits.



- Check in selection guide
- Check the recipe file attribute after uploading the recipe by KDManager



- ① Click [Upload Recipe] in [KDManager], and input [File Name], then click [Save].
- 2 Recipe is uploading until the "Upload Success" dialog box pop up.
- **3** Check the size of recipe file uploaded.

#### 11.2.2 Calculation for Recipe Address Range

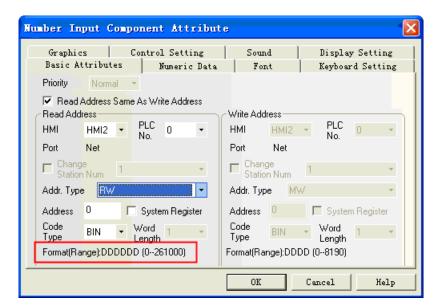
There are two following ways for calculating HMI recipe address range.

#### • Calculation based on recipe size

[Example]: Take GH070E for example, the recipe size is 256K words, that 256Kword= 512K Byte, and 1k byte is occupied by the system. The calculation is  $(512-1) \times 1024$  Byte=523264 Byte. Because Kinco DTools are addressed in words, so bytes divided by 2 becomes the word address, and then the last three digits become 0, finally get 261000 words.

## View through the element address range

[Examples] For example create a new model for the GH070E HMI configuration, in the Configuration Editor to create a new screen number input component, set the address type is RW, the user can view the GH070E in the [address range], RW register address range is:  $0 \sim 261000$ .



# 11.3 Usage of Recipe

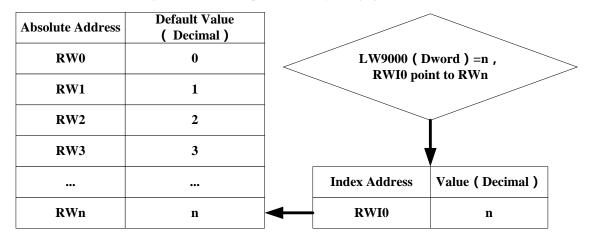
#### 11.3.1 Absolute Address

The recipe memory has an address corresponding recipe absolute addressing (It is assumed that the initial value of illustration only, to actually quasi) as shown:

Address	Default Value(10 decimal)
RW0	0
RW1	1
RW2	2
RW3	3
•••	
RWn	n

#### 11.3.2 Index Address

Because absolute address too much, find it very difficult, so the index provides a virtual address of a temporary storage area RWI0, ..., RWIn and an index register LW9000 (occupies 2 words) by changing t LW9000 to find RW.

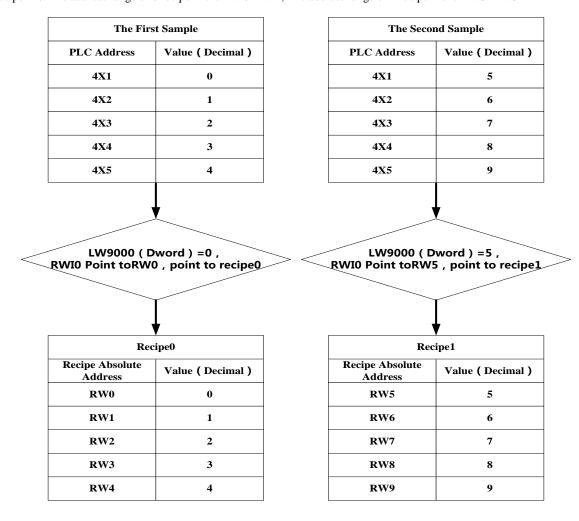


**Default Value Absolute Address** ( Decimal ) RW100 1111 LW9000 ( Dword ) =105 , **RWI0 Point to RW105** RW101 2222 RW102 3333 RW103 4444 RW104 5555 **Index Address** Value ( Decimal ) RW105 6666 RWI0 6666 7777 RW106 7777 RWI1 RW107 RWI2 8888 8888 9999 RWI3 9999 RW108

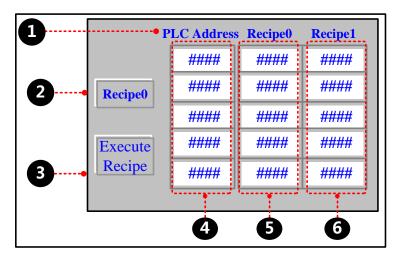
[Example] If the value of LW9000 is equal to 105, then the RWI0 will point to the data in address RW105.

#### 11.3.3 Application of Recipe

For example: We take the address 4x of Modbus RTU protocol for example, save the value of 4X1~4X5 to 0 recipe file and 1 recipe file. The address range of 0 recipe file is RW0~RW4, The address range of 1 recipe file is RW5~RW9.



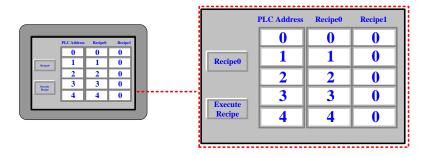
Configuration screen as shown:



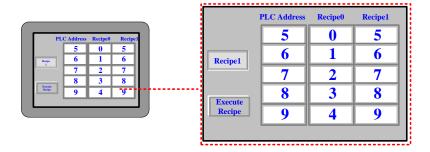
- 1 Text: PLC address, recipe 0, recipe 1
- 2 Multiple State Switch component used to change the value of LW9000, its attribute are:

				,	
Read/ Write address	LW9000 (HMI system special register)				
Function	Control Mode: add, State Num.: 2, State No. 0 map value 0, State No. 1				
	map value 1				
Graphics	State0 State1 Use vector graphic:				
Tag	Use Tag: rec	ipe 0, recipe 1			
3 Recipe Data compo	onent transferrin	g the value of I	PLC to RW, its	attribute are:	
Write Address	4X 1 (PLC register)				
Function	Recipe Data: Upload from PLC to Recipe, Data Length: 5 words				
Graphics	State0 State1 Use vector graphic:				
Tag	Use Tag; 0: Execute Recipe				
Number Input component inputting the value of the PLC register, its attribute are:					
Read/ Write address	4X 1	4X 2	4X 3	4X 4	4X 5
S Number Display component displaying the value of RW0~4, its attribute are:					
Read/ Write address	RW0	RW1	RW2	RW3	RW4
6 Number Display co	mponent displa	ying the value	of RW5~9, its a	attribute are:	1
Read/ Write address	RW5	RW6	RW7	RW8	RW9
	1	l		l .	I .

Run and input  $0\sim4$  in the PLC address  $4X1\sim4X5$ , then press [Execute Recipe] button, the value of RW0 $\sim$ RW4 will display  $0\sim4$ .



Press [recipe 0] button and switch to [recipe 1], and modify the value of PLC address 4X1~4X5 to 5~9, then press [Execute Recipe] button, the value of RW5~RW9 will display 5~9.



# 11.4 RecipeEditor

RecipeEditor is a tool in Kinco DTools, and it is mainly used for the user to create, check, or edit the recipe file in \*.rcp, \*.csv, \*.erp and \*.frp format.



The data file in \*.rcp, \*.erp and \*.frp format can save as \*.csv file, and can open, check, edit or print by Excel.

File Format	Descriptions	
	HMI own the recipe memory corresponding recipe file format, using KDManager tool can upload and	
rcp	download files to the format of the recipe (which, file size depends on the HMI recipe memory size) It is	
	the file format which can be identified by HMI	
	It usually means the file format is based on the configuration settings and automatically saved to an	
OCM	external storage device or through the recipe editor to save. This particular binary file format, you can	
csv	use Microsoft Excel software to open and can be to edit, save and print, and other related operations, but	
	can not be freely modified template format, otherwise the recipe editor and HMI can not be resolved	
erp	The file format only supported that the HMI with external memory, can be saved in USB DISK, SD card	
	The recipe file format corresponding to the FLASH address, HMI will be only generated while used,	
£	supports a maximum address is 2G Bits, $2 \times 1024 \times 1024 \times 1024/16$ Words = 134217728 Words,	
frp	when configuration, placed a number input element, the address type selection FRW, will see the range is	
	0-134217727. The number of FLASH recipe address using as the same as the HMI is open, when not in	

use will be released. Usually used to save the more important and not always erase the data, because the HMI powered off or battery power is not lost, but erasing times is limited. using KDManager tool can upload and download the recipe file format (upload FRW, download FRW)

#### 11.4.1 Recipe Editor Start-up

- Open from the [Start] menu in the PC operation.
- Open from the [Tools] menu in Kinco DTools.

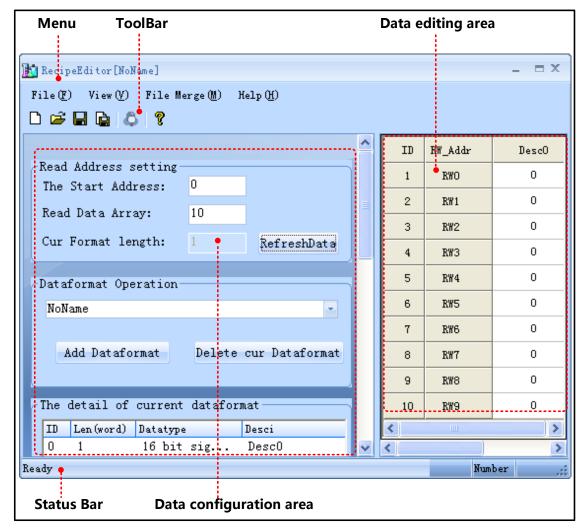
Click [Recipe Editor] in the [Tools] menu.

Double-click [RecipeEditor.exe] in the [RecipeEditor] file document in Kinco DTools installation directory.

The RecipeEditor folder is copied to another location can be used alone.

• Click [Recipe Editor] button in [KDManager]-[Download Operate].

# 11.4.2 Recipe Editor User interface



#### • Menu Bar/ Toolbar

Name	Icon	Toolbar name	Descriptions
File		New File	Create a new recipe file
	<b>=</b>	Open File	Open a recipe file

		Save File	Save recipe file
	è	Save As	Save as a recipe file
		Exit	Exit recipe editor
V:		ToolBar	Start/ Close Toolbar
View		Status Bar	Start/ Close Status Bar
File Merge		File Merge	HMI Merge some recipe files to a recipe file
Help	<b>?</b>	About RecipeEditor	The version of RecipeEditor
Bit Browser	۵	Bit Browser	Display word register in bit format

#### Data configuration area

There are [Read Address Setting], [Dataformat Operation], [The detail of current dataformat] and [Dataformat Operation Usage] in data configuration area.

Name		Descriptions
	The Start Address	The start address of the reads data segment
D J A JJ C	Read Data Array	The number of groups to read data
Read Address Setting	Cur Format length	The sum length of each data type × the number of groups
	RefreshData	Click 【Refresh Data】, display data as a new setting
		Select the current data format
Dataformat Operation	Add Dataformat	Click 【Add Data format】 to add the data format
	Delete cur Dataformat	Click [Delete cur Data format] to delete the current data format
The detail of current		Select an entry, double click, pop [Data Type Editor] dialog;
dataformat	-	blank right-click menu, you can add, modify, delete data type
	Auto use dataformat	After modify the data format, automatically read the current file
Dataformat Operation Usage	Use Dataformat	With the same effect [Refresh Data]

#### Data editing area

Data editing area according to [data configuration area] set the start address, the number of data and data types to display the corresponding register address, and the user can view and modify data area data corresponding to these addresses.

# ➤ Hide / Show [Data Configuration area]

Move the mouse to the control bar when the mouse is displayed as the pulling the control bar or click the left mouse button, you can hid [Data Configuration area]. At this moment move the mouse to place the control bar when the mouse is displayed as the pulling the control bar or click the left mouse button, you can restore the display [Data Configuration area].

#### Data editing area to view, modify, and bit browser

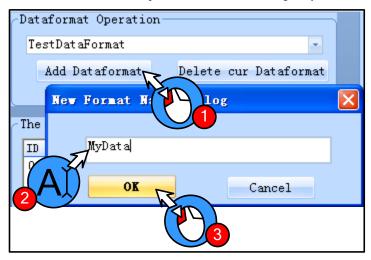
Directly input data in the data field [Desc1] (eg.RW1-RW9 are input 1-9), select the data bar required to bit browser, the data bar turns blue, right-click or click on the toolbar, can pop [bit browse] properties box.



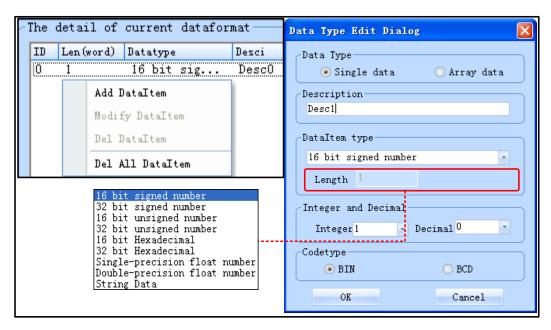
[Examples] For example RW9 value is 9, bit browser form RW9: 03,00 bit address can be seen in red: ON, decimal 9 to binary form as 0000 0000 0000 1001.

#### 11.4.3 Usage of RecipeEditor

- (1) Add a new recipe file: If you use the RecipeEditor in the first time, you can click icon in the toolbar and then can create a new recipe file.
- (2) Add Dataformat: Click [Add Dataformat] and input the new format name: e.g. "Mydata", then click [OK] button.



- (3) Add Data Item
- The procedure of adding data type is shown as below:

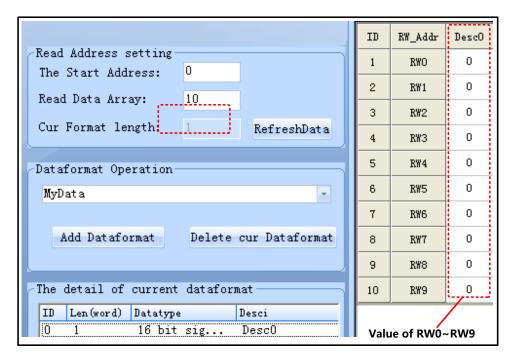


Data Type can be [Single data] or [Array data].

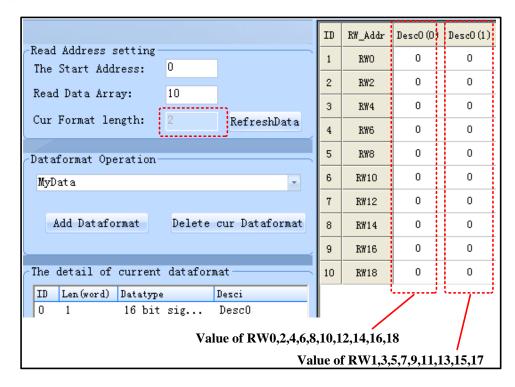


In [The detail of current dataformats], if each ID entry is a single data, data area address only corresponds to one column, if each ID entry is array data, and the array length is N, then the address of the data area corresponding N columns. If the [read address set area] is M, then the address of the data area corresponding to M lines. The entire data area of the format is M rows  $\times$  (N0 + ... + Nx) columns, where Nx represents the x-th ID entry length of the array, if a single data, Nx = 1, if the array data, and the length of the array number N, the Nx = N

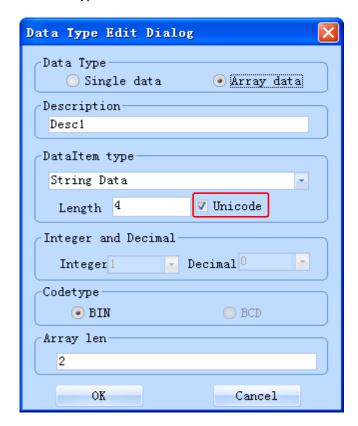
# Single data



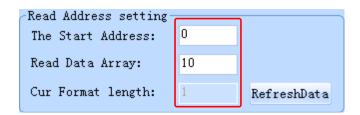
#### Array data



• [String Data] support Unicode code type



(4) Adjustment of Data Start Address and Data Length

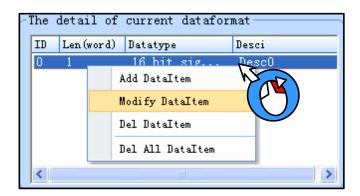


(5) Save: Click icon, and save the current data to recipe file.



After the completion of number modify, it would be click [save], otherwise the previous data will be lost after RefreshData button is pressed.

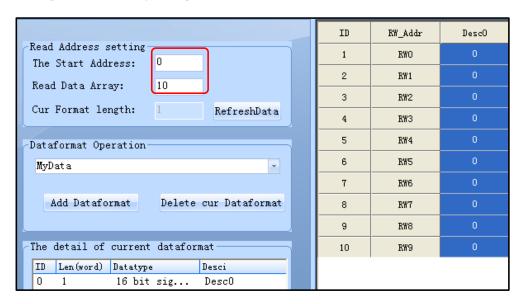
(6) Modify data item



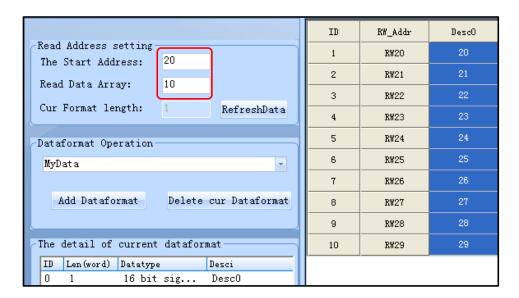
#### (7) File Merge

HMI can only download a recipe file every time. If you download the second recipe file will overwrite the first file. If you need to use a different recipe file, you can merge all recipe files to one file, then download the file to HMI.

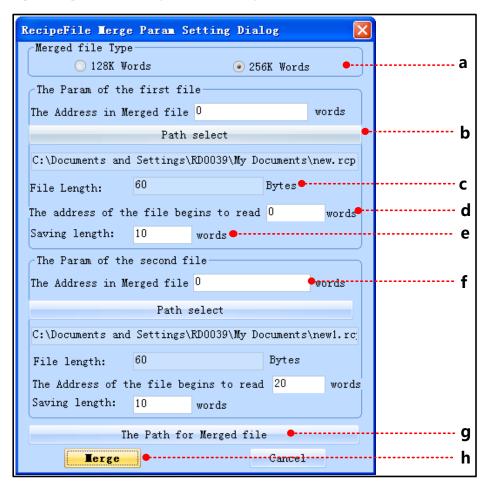
Create a 1.rcp file, default setting, and input 1~10.



• 20~29 Create a 2.rcp file, the start address: 20, and input 2~29.



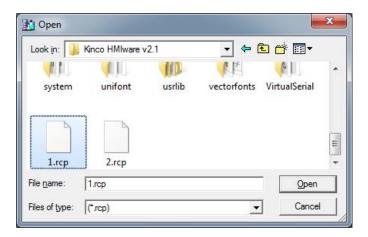
• Merge 1.rcp and 2.rcp: Click [File Merge] menu-[File Merge].



a: Select merged file type: The merged file will download to 128k words HMI or 256k words HMI.

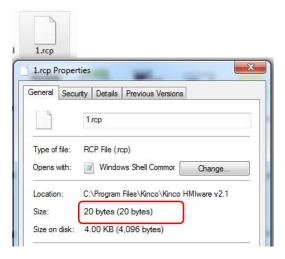
The files size of merge depends on the file type after the merger, if it is 4000 series, then the size is 256KB, if it is 5000 series, then the size is 512KB. Note: The recipe size of MT4522T is 512KB, this time the file types after merger to choose 5000 Series.

b: Select the path: Select the file needed to merge.



#### c: File Length: the size of merged file

[Example]: 1.rcp file is 20 bytes, then the file length is 20 Bytes.



d: The address of the file begins to read: the starting address of recipe file.

[Example]: The starting address of 1.rcp file is 0, so [The Param of the first file] –[The Address in Merged file] is 0 words.

The starting address of 2.rcp file is 20, so [The Param of the second file] –[The Address in Merged file]: 20 words.

e: File length: the length of recipe file.

[Example]: the data type of 1.rcp and 2.rcp are single data, so the [The Param of the first file]/ [The Param of the second file]-[File length] is 10 words.

f: The Address of the file begins to read: The Address of the file begins to merge.

[Example]: The Starting address of the 1.rcp file is 0, so [The Param of the first file]-[ The Address of the file begins to read] is 0 words. [File length] is 10 words, that is RW0~RW9.

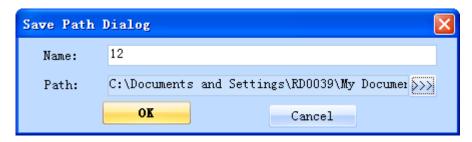
The Starting address of the 2.rcp file is 20, so [The Param of the second file]-[The Address of the file begins to read] is 20 words. [File length] is 10 words, that is RW10~RW19.

So [The Param of the first file]-[ The Address in merged file] is 0 words, [The Param of the second file]-[ The Address merged file] is 10 words.



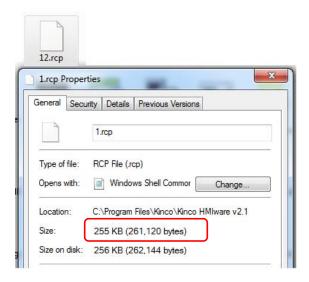
The Address merged file in the Param of the second file must be greater than the sum of the Address merged file and the Address of the file begins to read in the Param of the first file.

g: The path for merged file: Set the name and path for the merged recipe file.



h: Merge file: Execute the [Merge file] operation.

The size of the 12.rcp merged file.



Open the 12.rcp merged file in RecipeEditor, and the data will display in [RecipeEditor] as below:

ID	RW_Addr	Desc0
1	RWO	1
2	RW1	2
3	RW2	3
4	RW3	4
5	RW4	5
6	RW5	6
7	RW6	7
8	RW7	8
9	RW8	9
10	RW9	10
11	RW10	20
12	RW11	21
13	RW12	22
14	RW13	23
15	RW14	24
16	RW15	25
17	RW16	26
18	RW17	27
19	RW18	28
20	RW19	29
21	RW20	0

# 11.5 Recipe Uploading/ Downloading/ Clearing

For details about, refers to [Advaced Part 8 KDManager]



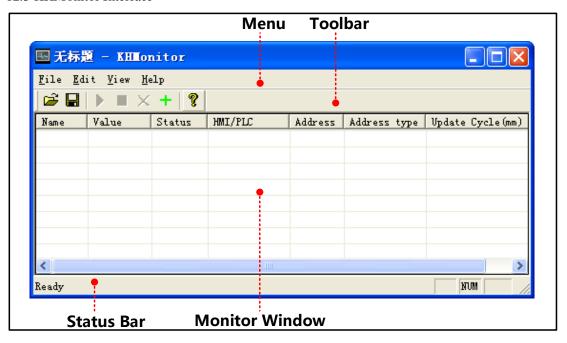
# 12.1 Descriptions of KHMonitor

KHMonitor is used to monitor the data in HMI and PLC registers through HMI.

#### 12.2 Start KHMonitor

- Click [Start] [All Programs] [Kinco] [Kinco DTools v3.1] [Tools] [KHMonitor]
- In the installation directory of Kinco DTools,double click 【KHMonitor.exe】

#### 12.3 KHMonitor Interface



#### • Menu/Toolbar

Menu	Toolbar Icon	Toolbar	Description
File	<b>≧</b>	Open	Open an exist monitor file
		Save	Save the monitor configuration file
		Save as	Save as another configuration file, its format is *.khm
		Exit	Close KHMonitor
		Select All	Select all the monitor items in monitor window
Edit	+	Add	Add a monitor item
	X	Del	Delete the selected monitor item
		Run	Execute selected monitor register
		Stop	Stop the status of selected monitor register
View		Toolbar	Open/Close Toolbar
		Status Bar	Open/Close status bar

Help	<b>?</b>	About KHMonitor	Version information

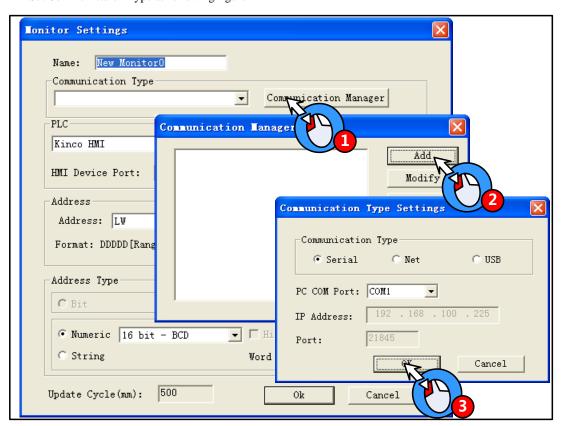
- Monitor Window
- Monitor Window is used to display information such as Name, Value, Status, HMI/PLC, Address, Address type,
   Update Cycle (ms).



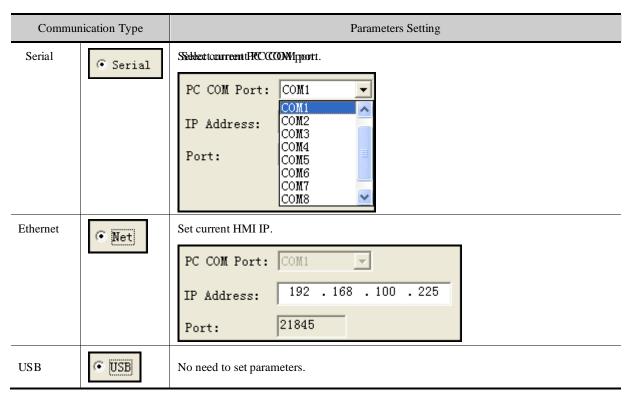
Double click the monitor item in Monitor Window to change its setting.

#### 12.4 How to Use KHMonitor

- 1) Create new monitor item: When it is first time to use KHMonitor, click in toolbar to create data monitor.
- Enter monitor name: Enter monitor name in the popup window when creating new monitor. Default name is New Monitor0, if create another item, the No. will increase automatically.
- 3) Set Communication Type: Set the current connection type between HMI and PC.
- Set Communication Type as following figure:



- •Communication Manager include function such as 【Add】, 【Modify】, 【Remove】, 【Remove all】, 【OK】
- □□Adth add a new communication type between HMI and PLC.
- ☐ Mify: to modify the current communication type.
- Removto remove the selected communication type.
- Remove all the communication
- Descriptions of Communication Type Settings.



4) PLC: to select the communication protocol between HMI and PLC.

Descriptions of [PLC]		
Drop down menu for PLC	Select the corresponding communication protocol between HMI and PLC.	
Station	PLC's station No.	
HMI Device Port	Select the HMI port which is used to communicate with PLC	

5) Address: to set the address which needs to be monitored

Descriptions of 【Adderss】				
Address	Set the address of HMI/PLC which needs to be monitored			
	Batch Count	Set the number of address which will be copied, its range is 1~1000		
	Address Auto Change Mode	Copy by address increment/decrement.		
Datab	Forward Address Auto Change	Increment/decrement for the address of the register		
Batch	After Address Auto Change	Increment/decrement for the address of the register in accordance with		
		the decimal point		
	Note: Batch is only valid in the first time to add monitor items.			

- 6) Address Type: to select the data type of the address, including bit, number and string. It will display the data according to selected data type when monitoring.
- 7) Run/Stop monitor

[Run]: Select monitor item and click icon in toolbar to run it. Press ctrl/shift icon to select more items. The data will display in "Value" after run the item.



【Stop】: Select monitor item and click icon in toolbar to stop it. Press ctrl/shift to select more items.

# 13 Print

Kinco DTools support 2 type of printing method:

• Local print: Printing via serial or USB interface, HMI is connected directly to the printer to print the HMI screen.



• Network print (remote print): Through network printer to print HMI screen.

Network printing needs hardware configuration: HMI with Ethernet port and connect to the LAN, the LAN with a PC, printer, and the printer is no direct link between the HMI, and HMI does not need any drivers.



# 13.1 Type of Printer supports local printing

Kinco DTools supported printer models as follows:

Kinco DTools Printer Driver	Printer Models	Printer Interface	Printer method	Dot Matrix	Manufacturer information
WH4008A31-0	WH-A52Z20-30E125	Serial	Pin micro-printing	240 pixels / line	
53	WH-A52Z20-40E125	Serial	Pin micro-printing	240 pixels / line	
	WH-A62R10-41E725	Serial	Thermal micro-printing	192 pixels / line	
WW + can 10	WH-A93RG0-00E725	Serial	Thermal micro-printing	192 pixels / line	. ,, .
WH-A62R10	WH-E173R90-00E11720 GA	Serial	Thermal micro-printing	192 pixels / line	http://www.b
WH-A93RG0-0	WH-A93RG0-00E825	Serial	Thermal micro-printing	384 pixels / line	n
0E825	WH-T2AR10-30E82B	Serial	Thermal POS	384 pixels / line	
WH-E191RB0- 00E1182055	WH-E191RB0-00E11820 55	Serial	Thermal micro-printing	576 pixels / line	
Siupo SP-M, D, E, F	SP-E4004SK	Serial	Impact dot matrix	240 pixels / line	http://www.si upo.com
MY-POS80K	MY-POS80K	Serial	Thermal POS	240 pixels / line	http://www. mypos.cn

#### 13.2 Printing-related Components

In Kinco DTools, you can use the print function of specific components as follows:

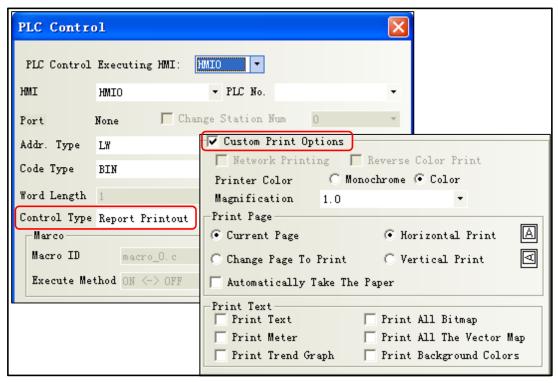
Components name	Trigger	Print Content	Support	Support Network
сотронена наме	Register		Local Print	Print
Function Key	_	Print Current Screen	0	0
PLC Control (Report Printout)	Word	Print the specified screen	0	0
PLC Control (Screen Hard Copy)	Bit	Print Current Screen	0	0
Event Information Logon	Word / Bit	Print the contents of trigger event	0	0
Trend Curve	Word / Bit	Print trend curve	0	0

For more details about the print-related elements settings, please refer to [Advanced Part 4 Compent]

#### Report Printout

You control the specified window screen printout by changing the value of the specified word registers. When the value of the specified register word changed, and is a valid window number, the window number corresponding window contents will be printed. Printing is completed; the value of the specified register address automatically changes to 0.

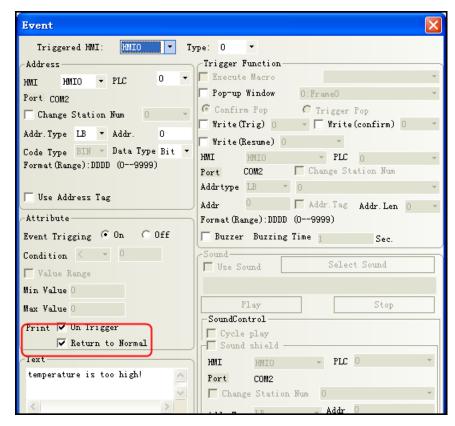
Example: Set as shown below, when the value of LW0 is equal to 10, print the contents of the window 10. Printing is completed, the value of LW0 automatically change to 0. When the value of LW0 is equal to 11, print the contents of the window 11. [Report] function using output only execute print function does not perform the function of switching window, will not switch to the print window. Using the [Report Printout] function performs only print function and will not switch to the printed window.



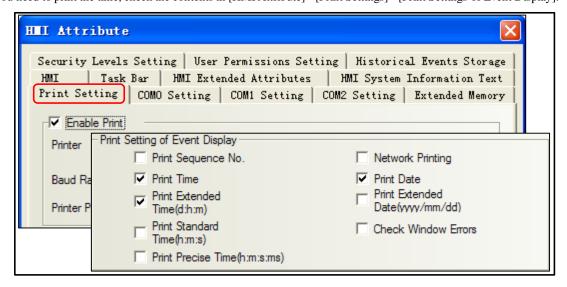
Event Print

In the [Event Information Logon], set the print log events, when the set condition is triggered, it will print out the event contents.

Example: Set as shown below, selecting [On Trigger] and [Return to Normal]: when LB0 is ON, print "temperature is too high!" When LB0 returns to OFF, print "Temperature is too high!".



If you need to print the time, check the contents in [HMI Attribute] - [Print Settings] - [Print Settings of Event Display].



For more details about Print Settings of Event Display, please refer to [Advanced part 6.1.8 Print Setting]



[Print] - check the [Print Relative Time], if no printer is connected, HMI will be prompted to an error message "Print Error"

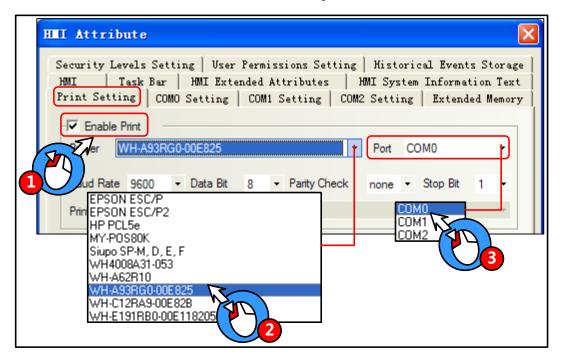
# For more details about [Trend Print], please refer to [Advanced Part 4.6.1 Trend Curve]

#### 13.3 Print Function Setting Method

# 13.3.1 Local Print: HMI serial is connected directly to the Printer

[Example 1] GH070E connect to WH-A93RG0-00E825 printer, print the current screen by function key. First create a new project.

1 Enable Print and select Printer driver: [HMI Attribute]-[Print Setting]-[Enable Print]

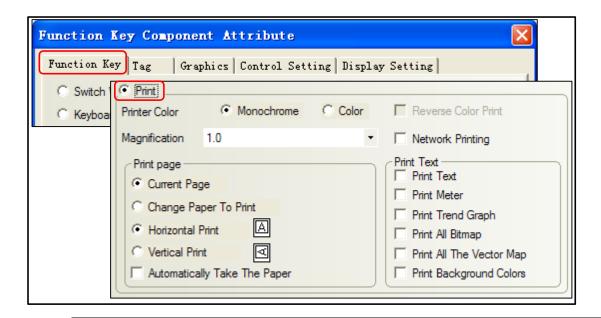


- 2 Select the printer driver "WH-A93RG0-00E825" from the [Printer] list.
- **3** Select the printer port connected with HMI, in this case choose "COM0".



Same port cannot be set to print port and communication port

- (Baud rate / data bits / parity / stop bits] recommend using the default settings, and printer parameters must be consistent. In this case [baud] / [data bits] / [Parity] / [stop bits] are the default.
- **5** You place a function key on screen0, and select [Print] select All [Print Text]. Compile and download to HMI.





The COM0 wiring connection instructions about WH-A93RG0-00E825 printer and GH070E, please refer to [Communication Manual]

**6** Through press the function key to print current screen.

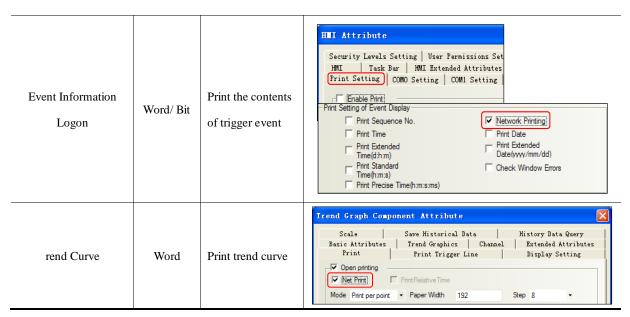


Because micro-printer are monochrome printers, when editing HMI configuration project, recommended window fill color is white, the text color is black, try not to use the color pictures, so as to avoid the printing effect is not clear

# 13.3.2 Network Print (remote print): Through Network Printer to Print HMI Screen.

Element to enable network printing setup method as follows:

Components name	Trigger Register	Print Content	Enable Network print
Function Key	_	Print Current Screen	Printer Color  Magnification  1.0  Reverse Color Print    Network Printing
PLC Control (Report Printout)	Word	Print the specified screen	Print Text Print Text Print Text Print Text Print Meter Change Paper To Print Horizontal Print  Print Text
PLC Control (Screen Hard Copy)	Bit	Print Current Screen	O Horizontal Print



[Example]: requirements through remote printer to print the HMI Screens.

Preparation before printing: a PC, a HMI with network interface, a printer can be directly connected to the PC

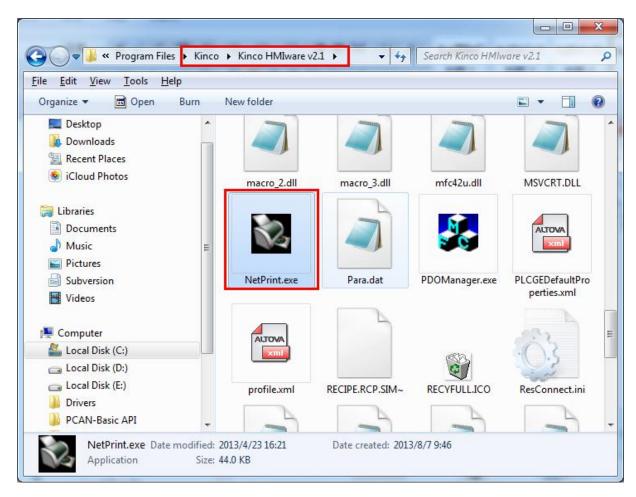
This example uses the HP USB printer which model is HP LaserJet P2014, HMI model is GH070E, and use the [PLC Control] - [Report Printout] function to print the specified screen.

• Installed printer driver on the PC, then in the operating system [Control Panel] - [Printers and Faxes] to find the appropriate printer, and through the right-click menu to set as the default printer



# 2 Run the print program on PC [NetPrint.exe]

[NetPrint.exe] program is stored in Kinco DTools software installation directory, if the user did not change the installation directory, the default installation path is <code>[D:\Program Files\Kinco\Kinco DTools]</code> .

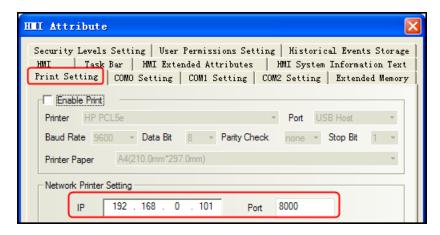


Double click to run [NetPrint.exe], if the firewall prompts [you want to keep this process?], Select [Unblock].

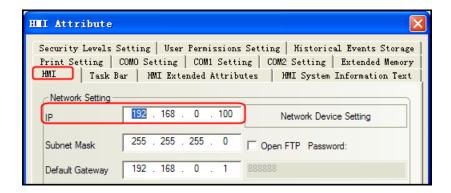


When printing, [NetPrint.exe] need to keep running, [NetPrint.exe] during operation will be minimized to the tray

3 In the [HMI Attribute] - [Print Settings], set the PC IP address and port which run [NetPrint.exe]:



**4** In the [HMI Attribute]-[HMI], set the HMI IP address

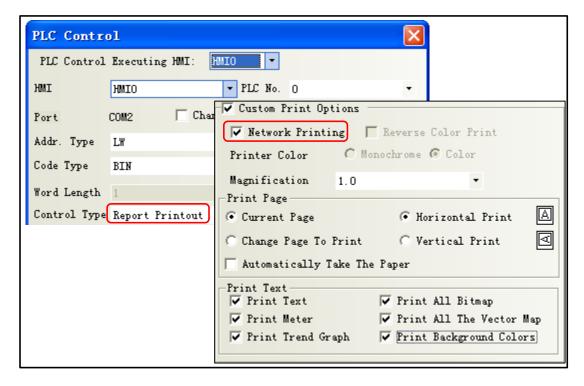




- 1. The PC which connect to the printer and the PC which run the [NetPrint.exe] program can be the same, and it can also be any PC within the LAN
- 2. The PC which connect the printer, the PC which run the [NetPrint.exe] program and HMI are connected to the same LAN, IP address must be on the same subnet, IP address must be the same in front of three, the last one is not the same

### **5** Enable network printing

PLC Control] property in the [[control type] is set to "Report Output" to specify the address of the register LW0; then check [custom printing options]] and [network printing and check all the options] [print content.



And then you place a "Numeric Input" component on screen 0. [Read / Write Address] is set LW0. Save and compiled, then downloaded to HMI.

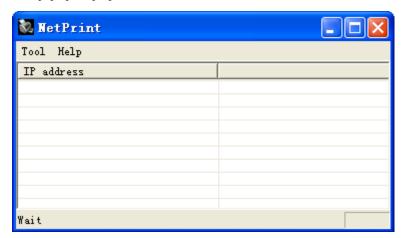


- 1. Use [network printing] function, you need to enable the print function in related components, while local print only need to enable print function in [HMI attribute]-[Print setting]
- 2. Select the [Network Printing], printer color cannot be modified, the default is monochrome
- **6** Cable

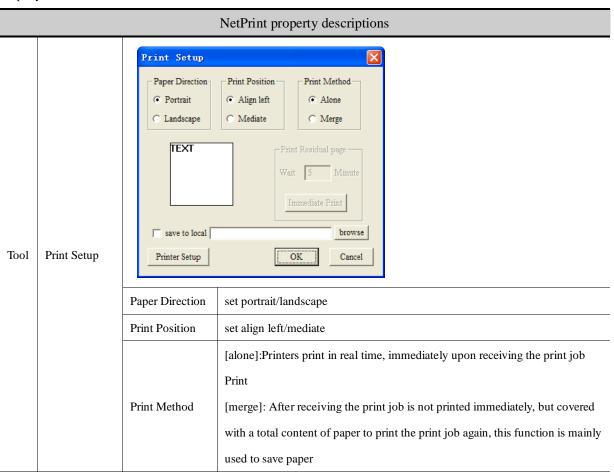
The HMI through cross or direct network cable access network.

**7** Setting print properties

Click [NetPrint.exe] icon to pop up the properties window. As shown:



Property described as follows:



		Save to local	Checked, and choose the path, upon receiving the print job, you can save the screen pictures on your PC instead of printing. Picture format. JPG, picture naming names is the time, yyyymmdd-hhmmss, such as 20120903-110552.jpg	
		Printer Setup		
	Print Preview	View print effect		
	Exit	Exit [NetPrint.exe]		
Help About [NetPrint.exe] version information		xe] version information		
IP address		HMI IP address。 If the HMI with the PC connected to the same LAN, NetPrint will automatically		
		detect		

8 Change on the value of LW0, it will print the contents of the corresponding window

#### 13.4 Print Page Application Skills

When the HMI window larger or smaller than the actual width of print paper, you can set the current window to [Print Page], by changing the HMI window width and height to achieve print paper more or less than the actual width of the HMI window. This feature is only available for [Report printout]



- 1. Select [Print page], the window maximum width and height can be set to 1024 x 1024 pixels / line.
- 2. Once the height of the window is set to exceed the actual height of the HMI window, if the HMI runs the window, over the part will not show up. Recommended to use [Report printout], that only need to print this window, no view on the HMI. If you want to view, you can do a normal screen identical to the user.

[Example] HMI model: GH070E, the width of window is 320 pixels / line.

WH-A62R10-41E725 printer support 192 pixels / line.

If GH070E connect to WH-A62R10-41E725, the HMI is wider than the width of the paper, so the window to the right of HMI 128 pixels printed out.

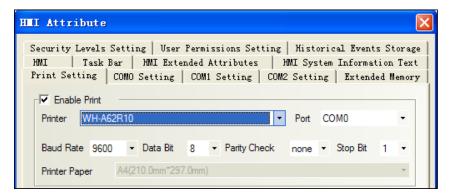
Create a new project of GH070E

[HMI Attribute]—[Print Setting]—select[Enable Print].

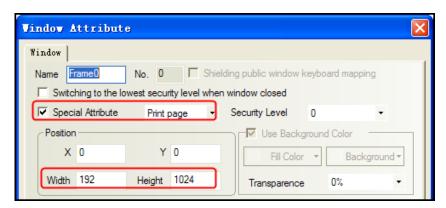
[Printer]: WH-A62R10

[Port]:COM0

[Baud Rate]/ [Data Bit]/ [Parity Check]/ [Stop Bit] are default.



3 Double-click screen0, [Window Attribute]-choose [special attribute]-[print page], and set the width is 192, height is 1024.



- 4 Set control type: [Report printout]
- For more detail about [Report printout], please refer to [Advanced part 4.15.5 PLC Control]
- **6** Cable



For more details about the printer connection cable, refer to [communication connection Manual]

#### 13.5 Print Error

The following dialog box will be displayed when the printer error:



When this error occurs, please check the printer power, cable, printer port, etc. are normal.

For more details about shielding print error messages and modify the print error information content, please refer to [Advanced part 6.1.4 HMI System Information Text]

# 14 HMI Communication

This chapter introduces the HMI supports communication and various communication configurations.

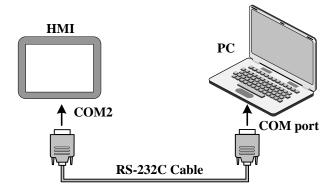
#### 14.1 Serial Communication

Serial interface that is referred to is a bit of data sent in the order. Serial communication is common in industrial control communication, which is characterized by a communication line as simple as a pair of transmission line can be two-way communication, thereby reducing costs, especially for long-distance communication, the communication distance can be from a few meters to several thousand m, the transfer speed is slow.

HMI supports RS-232C, RS-485, and RS-422A three kinds of serial communication connection.

#### 14.1.1 HMI and PC Serial Communication

HMI via RS-232C serial cable to connect the PC side serial interface for user projects, recipes and other data upload / download and HMI firmware update.



For more details about uploading and downloading via the serial port on the HMI, please refer to [Advanced Part 8]

#### KDManager]

#### 14.1.2 HMI and PLC/Controller Serial Communication

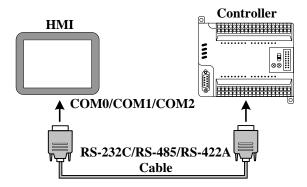
Single HMI via the serial port with single PLC communication, but also support multiple serial communication protocol to use the same or a different serial communication protocols PLC / controller communication.

In the same COM port, can connect multiple serial communication protocol and uses the same multi-point communication PLC / controller can connect up to 255 devices. The serial communication protocols using different PLC / controller needs were connected to the HMI different COM port, and can simultaneously and use three different serial communication protocols PLC / controller communications, depending on the hardware configuration of the actual HMI decision.



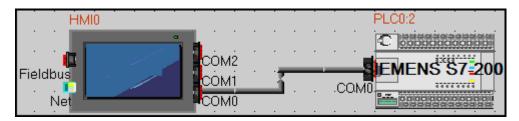
COM0 and COM1 port supports RS485 interface mode, respectively simultaneously with multiple serial communication protocol to use the same PLC / controller communication; The RS232 interface COM2 port supports only way, it does not support multiple PLC / controller communication

single HMI with a single PLC / controller communication

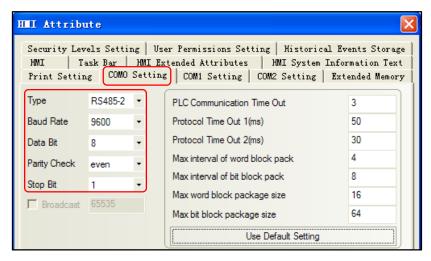


[Example] Below a GH070E with a SIEMENS S7-200 communication, for example, requires the HMI monitor PLC M0.0 output state. (This example uses the HMI COM0 port to connect PLC communication)

① Configure the device in the topology window and set the communication parameters



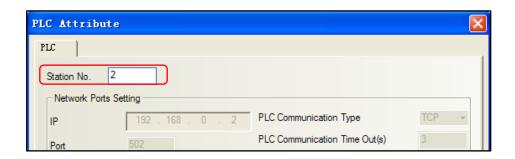
Configuring HMI COM0 client communications parameters: [HMI Attribute]-[COM0 Setting] set the serial communication parameters





HMI serial communication parameters with the actual PLC communication port parameters consistent

Configure the PLC station number: [PLC Attribute] - [station NO.] setting 2





[PLC Attribute] - [station NO.] consistent with the actual PLC station number

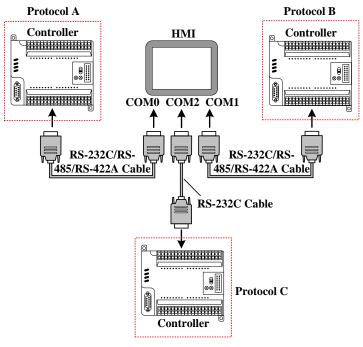
**2** Edit the configuration screen

Double-click the HMI in the topology window icon to open the Configuration Editor window, From the [Graph Element window] - [PLC Parts], select "Bit State Lamp" component added to the Configuration Editor window, and set the component Attribute are:

Read Address	M.B 0.0 (PLC Register)
Graph	Using vector graphics,

After setting, save the project, compile and download.

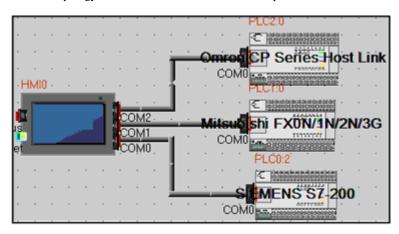
- **3** Using RS-485 communication cable for connecting the HMI and the PLC, After successful communication can be established on the HMI monitor the state of M0.0
- single HMI with multiple PLC / controller communication
  - > Single HMI with multiple PLC / controller (different communication protocols) communication



[Example] Below a GH070E with a SIEMENS S7-200 (hereinafter referred to as PLC 0), a MITSUBISHI FX2N (hereinafter referred to as PLC 1), a OMRON CP1H (hereinafter referred to as PLC 2) communication, for example, Requirements were monitored on the HMI PLC 0 of VW 100, PLC 1 of D100 data and PLC 2 in Q 0.0 outputs.

(This example uses the HMI COM0 port to connect PLC 0, COM1 connected PLC 1, COM2 communication connection PLC 2)

① Configure the device in the topology window and set the communication parameters



In the [HMI Attribute] - [COM0/COM1/COM2 Setting] According to the serial communications port of the connected PLC actual parameters were set to HMI serial communication parameters, Parameters are set as follows:

HMI serial	Serial communication parameters		
COM0	RS485-2, 9600, 8, Even parity, 1		
COM1	RS485-4, 9600, 7, Even parity, 1		
COM2	RS232, 9600, 7, Even parity, 2		

In the PLC 0, PLC 1, and PLC 2 [PLC Attribute], in accordance with the actual [PLC station number] to each station number setting:

PLC Number	Station number
PLC 0	2
PLC 1	0
PLC 2	0



Connected to the serial port on a different HMI PLC / controller can be set to the same or a different station number, setting the station number to be connected with the actual PLC / controller station number the same.

# **2** Edit the configuration screen

Double-click the HMI in the topology window icon to open the Configuration Editor window, Respectively, from the [Graph

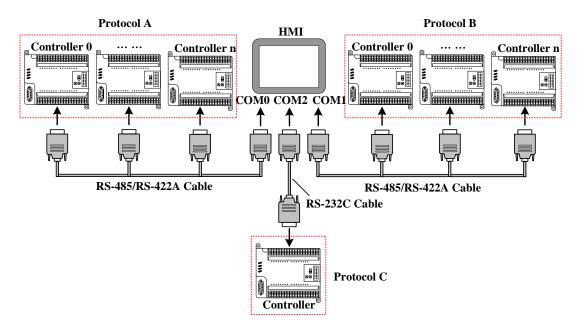
Element window] - [PLC Parts] select two "Number Display" and a "Bit State Lamp" component added to the Configuration Editor window, Component Attribute are set to:

Number display elemen	t_1
PLC Number*	0
Read Address	VW 100 (PLC Register)
Graph	Using vector graphics,
Number display elemen	t_2
PLC Number*	1
Read Address	D 100 (PLC Register)
Graph	Using vector graphics,
Bit State Lamp	
PLC Number *	2
Read Address	CIO _bit 100.00 (PLC Register)
Graph	State0 State1 Using vector graphics,

XA multi-machine HMI by changing the components Attribute required of the [PLC number] to distinguish PLC control object.

After setting, save the project, compile and download.

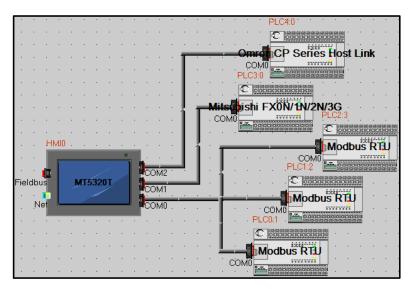
- **3** Use the appropriate communication cable are connected HMI and PLC 0, PLC 1, PLC 2, after the success of communication is established on the HMI monitor VW 100, D100 data as well as the state of Q 0.0
  - > Single HMI with multiple PLC / controller (the same communication protocol) communication



[Example] Below a GH070E with three MODBUS device (hereinafter referred to as PLC 0, PLC 1, PLC 2), a MITSUBISHI FX2N (hereinafter referred to as PLC 3), a OMRON CP1H (hereinafter referred to as PLC 4) communication is cases, Requirements were monitored on the HMI PLC 0, PLC 1, PLC 2 of 4X 100, PLC 3 of D100 data and PLC 4 of Q 0.0 outputs.

(This example uses the HMI COM0 port to connect PLC 0, PLC 1, PLC 2, COM1 connected PLC 3, COM2 communication connection PLC 4)





In the [HMI Attribute] - [Serial 0/1/2 setup] According to the serial communications port of the connected PLC actual parameters were set to HMI serial communication parameters, the parameters are set as follows:

HMI Serial ports	Serial communication parameters
COM0	RS485-2, 9600, 8, Even parity, 1
COM1	RS485-4, 9600, 7, Even parity, 1

COM2	RS232, 9600,	7, Even parity, 2
------	--------------	-------------------

In the PLC 0, PLC 1, PLC 2 [PLC Attribute], in accordance with the actual [PLC station number] to each station number setting:

PLC Number	Station number
PLC 0	1
PLC 1	2
PLC 2	3
PLC 3	0
PLC 4	0



Connected to a serial port on the HMI with PLC / controller must be set to a different station number and station number set to be connected with the actual PLC / controller station number consistent

## **2** Edit the configuration screen

Double-click the HMI in the topology window icon to open the Configuration Editor window, respectively, from the [Graph Element window] - [PLC Parts] selected four "Number Display" and a "bit status indicator" component added to the Configuration Editor window, element attributes are set as follows:

Number display element \_1/2/3

PLC Number*	0	1	2
Read Address	4X 100 (PLC Re	egister)	
Graph	Using vector grap	State0	
Number display elemen	t _4		
PLC Number*	4		
Read Address	D 100 (PLC Reg	rister)	
Graph	Using vector grap	State0	
Bit Lamp			
PLC Number*	5		
Read Address	CIO_bit 100.00 (	(PLC Register)	
Graph	Using vector grap		te1

XA multi-machine screen by changing the components required Attribute of the [number] to distinguish PLC control object.

After setting, save the project, compile and download.

**3** Use the appropriate communication cable are connected HMI and PLC 0, PLC 1, PLC 2, PLC 3, PLC 4, after the success of communication is established on the HMI monitor VW 100, D100 data and Q 0.0 state.

#### 14.1.3 Serial Communication Related Settings

(1) Kinco DTools allowed through "Exchange serial 0 and serial 1 " option will COM0 and COM1 serial port communication parameters and settings in these two serial ports to connect devices on the exchange.

#### For details about serial to exchange, refer to [Advanced Part 2.9 Exchange Serial]

(2) Users in making redundant communication, it can provide a system through Kinco DTools special register to mask the corresponding fault site communications.

## For details about the Station No. Shield, refer to [Advanced Part 15 Register]

(3) When the HMI and PLC / controller serial communication failure occurs, the system will automatically prompt the corresponding fault error message. Fault error message contains information about the PLC station number in hexadecimal data display.

Meanwhile, the user can customize the system to provide fault error message content or special registers through the system to mask the corresponding fault error message.

For details about the System Information screen, refer to [Advanced Part 15 Register]

## For details about the system customization, refer to [Advanced Part 6.1.4 HMI System Information Text]

## 14.2 Network Port Communication

Ethernet has a high transmission speed, low power, easy to install and good compatibility and other advantages, it is widely used in industrial automation control system.

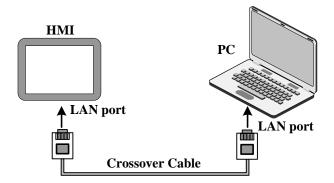
HMI via Ethernet communication mainly in the following two ways:

One is through the ends of the Straight through Cable RJ45 connector or Crossover Cable, via a hub or switch communications;

Another is through the RJ45 connectors at both ends of the Crossover Cable, not through a hub or switch communications, this approach only applies to one pair of a communication.

## 14.2.1 HMI and PC Network Port Communication

HMI via RJ45 connectors at both ends of the Crossover Cable and PC-side network interface connector for user projects, recipes and other data upload / download and HMI firmware update.



For more details about HMI via Ethernet port on uploading and downloading, refer to [Advanced part 7 Compile /

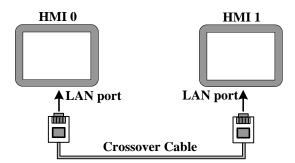
## Simulate / Download / Upload]

## 14.2.2 HMI and HMI Port Communication Network

HMI and HMI port communication network are the following two ways:

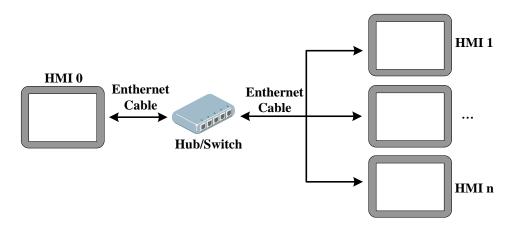
• Single HMI and single HMI communication

Single HMI and single HMI via a network port communication, through both ends of the cross UTP RJ45 connector is connected directly communicate.



Multiple (two or more) HMI group network communication

Multiple HMI via the network port communication, need to communicate through the Hub or Switch connection.



[Example] Below two GH070E communication, for example, requires HMI0 screen control HMI1 of LB100 status output to ON.

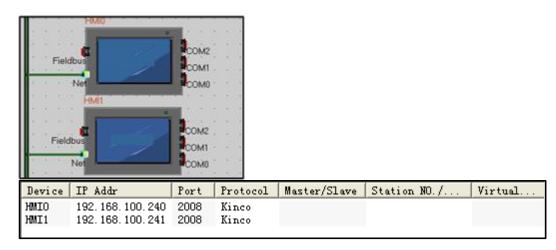
① Configure the device in the topology window and set the communication parameters

In the [HMI Attribute] - [HMI] - [Network Configuration Settings], click [Add] Configuring the HMI network port 449

communication parameters:

HMI Number	Communication protocol	IP Address
HMI0	Kinco	192.168.100.240
HMI1	Kinco	192.168.100.241

Once configured, the topology diagram and bus configurations are listed below:



## **2** Edit the configuration screen

In the topology window, double HMI0 icon to open HMI0 Configuration Editor window, from the [Graph Element window]

- [PLC Parts], select "Bit State Setting" added to the Configuration Editor window, the component property is set to:

HMI*	1
Write Address	LB 100 (HMI Local register)
Switch Type	toggle
Graphics	State0 State1 Using vector graphics,

\*In Multi-screen network, elements required by changing the properties of the [number] to distinguish between the touch screen control object.

After setting, save the project, compile and download

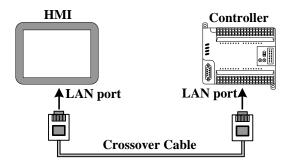
**3** Use a crossover cable to connect HMI0 and HMI1, after the communication is established successfully, you can touch on the HMI0 Bit State Setting Part, Can be HMI1 LB100 state turns ON.

## 14.2.3 HMI and PLC/Controller Network Port Communication

HMI and PLC communications network ports are the following ways:

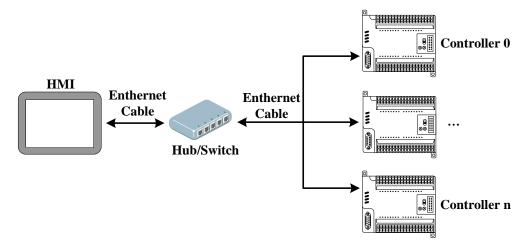
Single HMI and single PLC communication network port

Single HMI and single PLC communication via Ethernet port, through the ends of the cross UTP RJ45 connector is connected directly communicate.

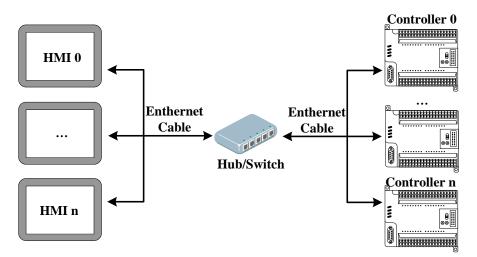


• Single HMI and multiple PLC network port communication

Single HMI and multiple PLC communication via Ethernet port, need to communicate through the Hub or Switch connection.



- Multiple HMI and multiple PLC communication network port
- Multiple HMI and multiple PLC communication via Ethernet port need to communicate through the Hub or Switch connection.



[Examples] Below two GH070E (hereinafter referred HMI0 and HMI1) and one MODBUS TCP device (hereinafter referred to PLC0), and one OMRON CJ series PLC (hereinafter referred to PLC1) communications as an example. Require to monitor the data of PLC0 4x100 in the HMI0, and to monitor the data of PLC1 D100 in HMI1.

• Configure the device in the topology window and set the communication parameters

In [HMI Attribute] — [HMI] — [Network Device Settings], Click [Add] configuring the HMI network port communication parameters.

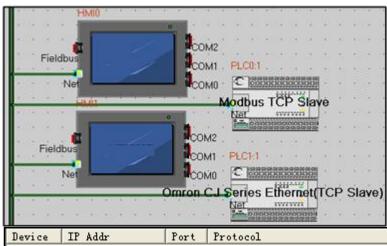
## Setting HMI:

HMI NO.	IP Address	Communication protocol
HMI0	192.168.100.240	Kinco
		Modbus TCP
		Omron CJ Series Ethernet(TCP)
HMI1	192.168.100.241	Kinco
		Modbus TCP
		Omron CJ Series Ethernet(TCP)

Setting PLC: The IP address set here with the actual IP address of the PLC consistent

PLC NO.	IP Address	Communication protocol
PLC0	192.168.100.2	Modbus TCP Slave
PLC1	192.168.100.201	Omron CJ Series Ethernet(TCP Slave)

After configuration, the topology diagram and field bus setting are listed below:



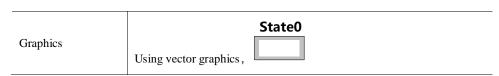
Device	IP Addr	Port	Protocol	Mast	Stati.
HMIO	192, 168, 100, 240	502	Modbus TCP	M	
HMIO	192, 168, 100, 240	2008	Kinco		
HMI1	192, 168, 100, 241	9600	Omron CJ Series Ethernet (TCP)	M	
HMI1	192, 168, 100, 241	2008	Kinco		
PLCO	192, 168, 100, 2	502	Modbus TCP Slave	S	1
PLC1	192, 168, 100, 201	9600	Omron CJ Series Ethernet (TCP Slave)	S	1

## **2** Edit the configuration screen

In the topology window, double HMI0 icon, opens HMI0 configuration Editor window, from [Graph element window] —

[PLC Parts] choose "Number Display" element add to Configuration Editor window, Element attribute is set to:

HMI*	1
Read Address	4x 100 (PLC Register)



Then opens the Configuration Editor window of HMI1,from 【Graph element window】 — 【PLC Parts】 choose "Number

Display" element add to Configuration Editor window, Element attribute is set to:

HMI*	0
Read Address	D 100 (PLC Register)
Graphics	State0 Using vector graphics,

\*Multi-screen network elements required by changing the properties of the [number] to distinguish between the touch screen control object.

After setting, save the project, compile and download.

3 Using crossover or straight-through cable through the Hub or Switch are connected HMI0, HMI1, PLC0, PLC1, after successful communication can be established to monitor the PLC0's 4x100 data in HMI0 and to monitor the PLC1 D100 data in HMI1

## 14.2.4 FTP Function

Kinco DTools open the FTP functions, can transport files of external storage device to the PC via the LAN, or transport files of PC to external storage device.

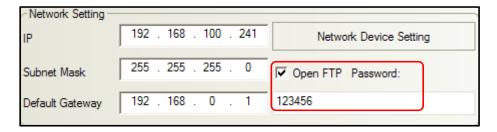


FTP function is only available with USB HOST or SD card interface and an HMI with Ethernet port.

[Examples] Through the LAN to access GH070E U disk file, HMI's IP address is 192.168.100.241.

**①** In 【HMI Attributes】 — 【HMI】 open the property page FTP function。

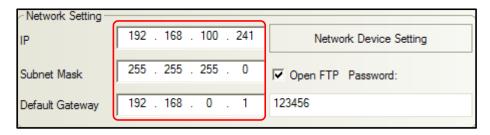
Select 【open FTP】, setting password: 123456。



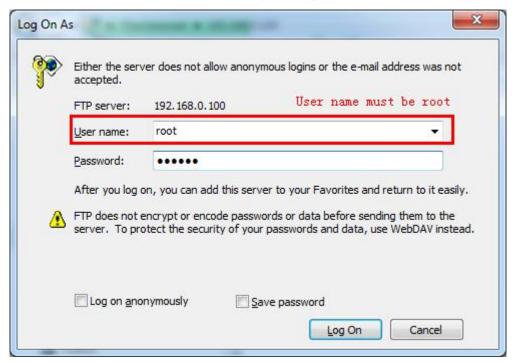


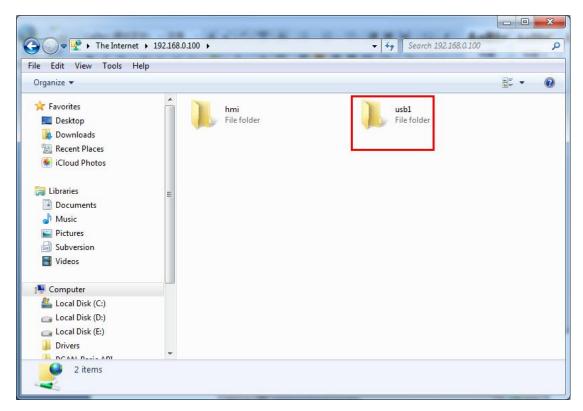
- 1. FTP default password is 888888.
- 2. FTP password are not supported characters, cannot be empty, only digits.

[HMI Attributes] — [HMI] configure the HMI network parameters. Set the IP address of the current HMI: 192.168.100.241,, Not to modify the subnet mask and default gateway.

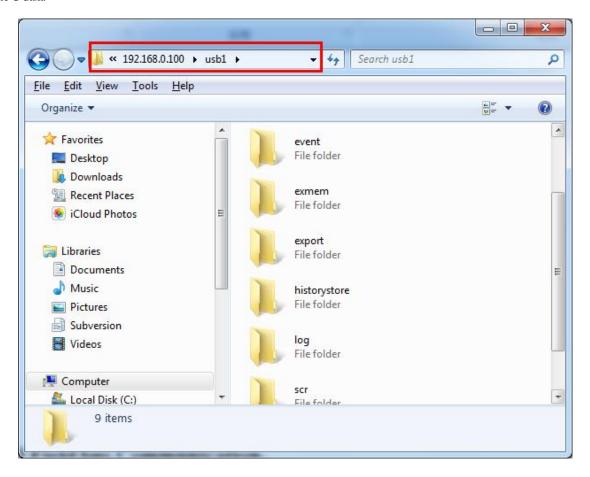


- **3** Save, compile, then downloading the project.
- Use cross or straight-through cable via Hub or Switch to access the HMI LAN. Open the IE browser or Explorer, in the address bar, enter the IP address of the HMI: ftp://192.168.100.241, Enter the system will automatically pop-up dialog [Login identity], Enter the user name: root, Password: 123456, you can log into the FTP server.





**5** Open usb1 folder, internal documents can browse. But also can be copy their files to a PC or copy files from the PC to the U disk.



## 14.3 Field Bus Communication

Fieldbus is a kind used in the production site, between devices in the field, between field devices and control devices implement two-way, string-shaped, multi-node digital communication technology. Kinco DTools Supports field bus communication with CAN and Profibus-DP.

#### 14.3.1 CAN Communicate

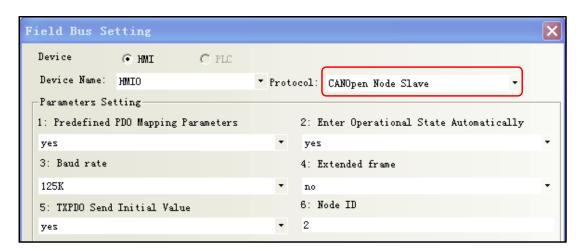
Kinco DTools provided CANOpen Node Slave HMI communication protocol can be realized as a slave device with CANOpen communication between the master devices.

[Examples] Take one GH070E-CAN screen and one CAN communications equipment for example.

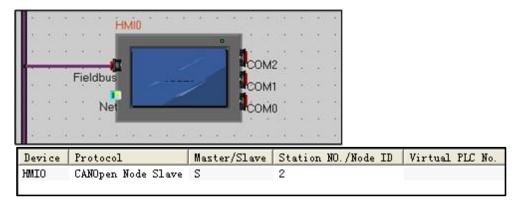
1 In Kinco DTools topology window to configure the device and set the communication parameters

Double-click the HMI icon in the topology window, in [HMI Attribute] — [HMI] — [Field bus setting], Click [Add] configuring the HMI communication parameters.

Setting [Protocol] for "CANOpen Node Slave"; The remaining parameter settings and the connected CAN device communication parameters are consistent.



After configuration, the topology diagram and bus configurations are listed below:



**2** Edit the configuration screen

Place the "number input/display" in configuration screen, Address Range LW8000~8031. Save and compile and download the project.

3 Configuration of the CAN device



For more information on the CAN device configuration, see [Communication connection instructions]CanOpen Node Slave(CANOpenSlave protocol) related content

① Communications configuration and communication cables are set up, after successfully established communication, HMI can read and write operations on the CAN devices.

#### 14.3.2 DP Communicate

The DP of PROFIBUS-DP is Decentralized Periphery, is a field bus. It has the characteristics of high-speed low-cost, Used for device-level control systems and distributed I / O communications.

In Kinco DTools , HMI software provided by the communication protocol Profibus Slave ,HMI as a slave device and supports Profibus-DP communication protocol PLC / controller communications.

HMI as a slave device, HMI local address LW is mapped to PIW(D)/PQW(D), Written to or read from the PLC.

The correspondence relation table of registers below:

PLC Register Address	Local address range corresponding HMI
PIW(D)	LW8500~8615
PQW(D)	LW8000~8115



With PLC / controller communication via Profibus DP HMI must be extended with Fieldbus interfaces and the DP model

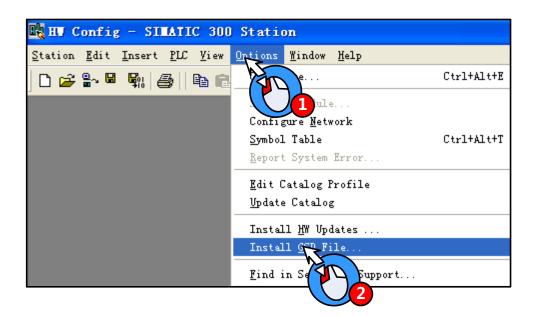
[Examples] Below a GH070E-DP and a SIEMENS S7-300 communication, for example, requires the HMI monitor PLC PQW256 data.

• Installing the GSD file by STEP7 software

Slave devices need to have a device description file, is used to describe the characteristics of DP the device, This file is called GSD file, This file usually contains device-specific parameters: Such as baud rate, the input / output data length, IO data definition. It is an ASCII text file format, Usually provided by the device manufacturer.



Kinco provided "kinco.gsd" File can find In Kinco DTools installation directory fieldbus folder or "http://www.kinco.cn/Search.aspx?type=product&par1=1&par2=8&nodeid=45&lang=cn" download "kinco MT5020 series ProfibusDP GSD file"

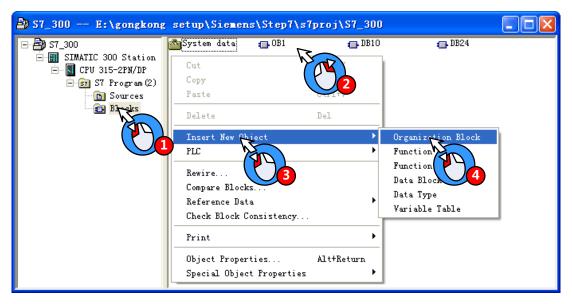


GSD file installed, Right in the HW Config directory PROFIBUS DP / Additional Field Devices / MMI find the appropriate configuration file:

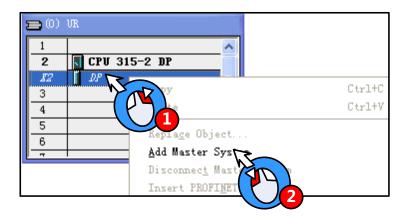


## 2 PLC hardware configuration

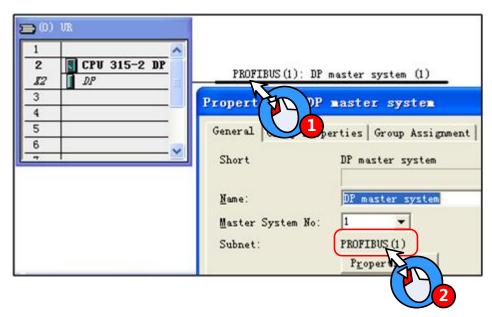
Open SIMATIC Manager, in the block configuration Insert included OB1、OB82、OB86、OB100、OB121、OB122 tissue blocks:



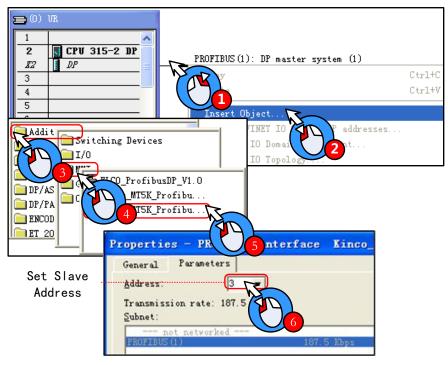
Open HW Config, add Master System:



After appears the main rail station system, Configure the master system



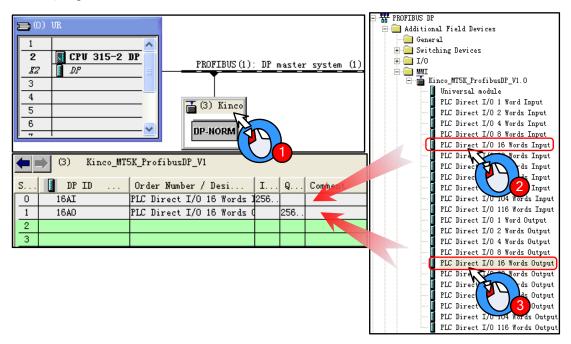
#### Add a slave:



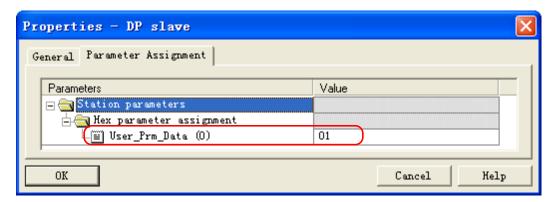


DP master system and the slave device address number cannot be the same; In addition slave device transfer rate adaptation, without setting

Configuring the slave input and output resources: This example configure 16 Words Input, 16 Words Output, PIW address from 256~287, PQW address from 256~287



Setting User\_Prm\_Data(0): Double-click the slave station device icon, in 【DP slave】— 【Parameter assignment】 set User\_Prm\_Data(0)为 1



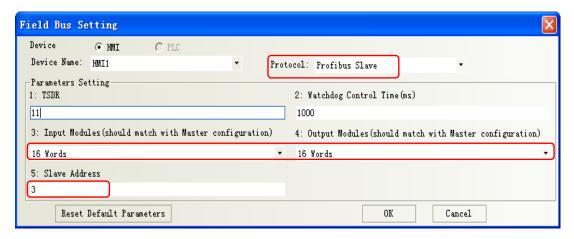


When LW using double word, only with SIEMENS products through DP communication, only need to User\_Prm\_Data (0) is set to 1; If communicate with a master device support other DP protocol, User\_Prm\_Data (0) defaults to 0.

3 In Kinco DTools topology window to configure the device and set the communication parameters

Double-click the HMI icon in the topology window, in [HMI Attribute] — [HMI] — [Field bus setting], Click [Add] configuring the HMI communication parameters.

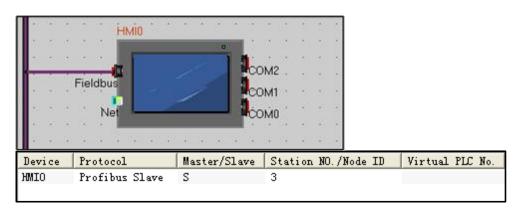
Setting [Protocol] for "Profibus Slave"; [Input/output Modules] Are set to 16 Words, should match with HW Config Slave device input and output resources; Slave address should match with HW Config.





Input/Output Modules should match with Master configuration, The max length are 116 words.

After configuration, the topology diagram and bus configurations are listed below:



4 Edit the configuration screen

Double-click the HMI icon in the topology window, and open the Configuration Editor window, in [Graph element window]

- [PLC Parts] Select "Number Display" component added to the Configuration Editor window, Element attribute is set to:

Read Address	LW 8000(HMI Local address)		
Graphics	Using vector graphics,,		

After setting, save the project, compile and download.

Using DP communication cables are connected the HMI and PLC, After successful communication established, can monitor PQW256 data on the HM.

## 14.4 MODBUS Protocol Applications (Master-slave mode)

MODBUS protocol is a common language applied on the electronic controller. Over this protocol, between the controller, the controller through the network (such as Ethernet), and other devices can communicate. Today, MODBUS protocol has become a common industry standard by which different manufacturers of industrial control equipment can be connected into the network, thereby performing centralized monitoring.

## 14.4.1 MODBUS Protocol Overview

Modbus is a request / response protocol, and provide services required by the function code.

Modbus protocol including ASCII, RTU, TCP, etc., does not require the physical layer. Protocol defines the controller can recognize and use the message structure, regardless of what network they are communicating. The Modbus ASCII, RTU protocol provides news, data structures, commands, and fluent manner, Data communication using Maser / Slave mode, Master station data request message, the slave receives the correct data can be sent after a message to the master station in response to the request; master can also be directly send message modify the data from a slave, two-way read and write. MODBUS stipulates that only master station has the initiative, only a passive response from the slave, including answering error message.

MT Series HMI Modbus protocol communications to achieve, follow the standard Modbus communication process:

Common data frame format is as follows:

Address Code	Function Code	Data Area	Error Correction Code	
8Bits	8Bits	N×8Bits	16Bits	

#### Address code

Address field of a message frame contains two characters (ASCII) or 8Bit (RTU). Possible from the device address is 0 ... 247 (decimal). Single device address range is 1 ... 247. To contact master device through the slave device address into the address field of the message to select from the device. When a message is sent from the device to respond, he put his address in response to the address field in order to know which device is the master device to respond. Address 0 is used as the broadcast address and all slave devices will recognize.

## Function code

In the HMI system, commonly used function codes are as follows:

Modbus Function code	Name	Function	Corresponding address type
01	Read Coil Status	Read bit (Read N Bits)	0x
02	Read input discrete	Read bit	1x
03	Read multiple registers	Reading integer, character, status word, float (Read N Words)	4x
04	Read Input Registers	Reading integer, status word, float	3x
05	Write Single Coil	Write bit (Write a Bit)	0x
06	Write Single Register	Write integer, character, status word, float (Write a Word)	4x

15	Write multiple coils		Write bit (Write N Bits)	0x
16	Write	Multiple		4
16	Registers		Write integer, character, status word, float (Write N Words)	4x

#### Data Area

Data area contains the specific function of the terminal data needed to respond to queries or the terminal to collect data. These data may be numeric, reference address or set values. For example: Function code tells terminal reads a register the data area from which you need to specify the beginning and read the number of register data, the embedded addresses and data types according to the contents of the slave varies.

## • Error correction code

Modbus protocol data needs to checksum, in addition to the serial protocol parity outside, ASCII mode uses the LRC parity, RTU mode uses a 16-bit CRC checksum, TCP checksum mode without additional requirements.

#### Parity

Users can configure the controller is an odd or even parity, or no parity. This will determine the character of each parity bit is how to set up.

If you specify an odd or even parity, "1" digit will count to the number of bits in each character (ASCII Mode 7 data bits, RTU, 8 data bits). For example RTU character frame contains the following eight data bits: 1 1 0 0 0 1 0 1; The whole "1", the number is four. Such as the use even parity, the parity frame bit will be 0, so that the entire "1" bits remain is four. If the odd parity, the parity frame bit will be 1, so that the entire "1" bits is 5. If no parity bit, no parity bit is transmitted, nor checksum testing. Additional padding instead of stop bits to be transmitted character frame.

## LRC Detect

Using ASCII mode, messages include methods based LRC error detection domains. LRC field testing except the beginning of the message field colon and end carriage return line numbers outside content.

LRC field is a binary value that contains an 8-bit byte. LRC value calculated by the transmission device and into the message frame, the receiving device receiving the message in the process of calculating LRC, and place it in the message received LRC field value, and if the two values are unequal, there is an error.

LRC is the message of the continuous accumulation of bytes 8Bit, discarding the carry bit.

## LRC Simple function as follows:

```
static unsigned char LRC(auchMsg,usDataLen)
unsigned char *auchMsg; /* Message to be calculated */
unsigned short usDataLen; /* LRC number of bytes to be processed */
{
    unsigned char uchLRC = 0; /* LRC Byte Initialization */
    while (usDataLen--) /* Send Message */
    uchLRC += *auchMsg++; /* Cumulative */
    return ((unsigned char)(-((char_uchLRC)));
```

}

#### CRC Detect

Use RTU mode, the message including the method based on the CRC error detection fields. CRC field test the entire contents of the message.

The CRC field is two bytes that contains a 16 bit binary value. Calculated by the transmission equipment was added to the message. Receives the message receiving device recalculates the CRC, and with the received CRC value in the field, and if the two values are different, then an error.

CRC added to messages, the low byte of the first to join, and then the high byte. CRC simple function as follows:

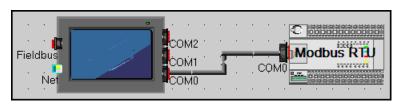
```
unsigned short CRC16(puchMsg, usDataLen)
unsigned char *puchMsg; /* the message to be CRC checksum */
unsigned short usDataLen; /* The number of bytes in the message */
{
    unsigned char uchCRCHi = 0xFF; /* High CRC byte initialization */
    unsigned char uchCRCLo = 0xFF; /* Low CRC byte initialization */
    unsigned uIndex; /* CRC cycle index */
    while (usDataLen--) /* Transmitted message buffer */
    {
        uIndex = uchCRCHi ^ *puchMsgg++; /* Calculate the CRC */
        uchCRCHi = uchCRCLo ^ auchCRCHi[uIndex];
        uchCRCLo = auchCRCLo[uIndex];
    }
    return (uchCRCHi << 8 | uchCRCLo);
}</pre>
```

## 14.4.2 MODBUS Protocol Communication Format

Following through several examples, and use the serial debugging tools to send and receive data frames HMI listen to learn more about the Modbus protocol communication format.

The following examples are primary device HMI, PLC done from the device, and use the RTU transmission mode is described:

Topology diagram is shown below:



## (1) 01 Function Code Application

Function Code 01 reads 0x10, 0x11, 0x12, 0x13, 0x14, 0x15 Bit of these six states.

Placed six "bit state lamp" parts in the HMI configuration, the read address are set to  $0x10 \sim 0x15$ .

## Running, the host (HMI) Request

Station	Function	First address	First address	Read Bit Number	Read Bit Number	CRC	CRC
no.	code	(High byte)	(Low byte)	(high byte)	(low byte)	High byte	low byte
01	01	00	09	00	06	6C	0A

## Slave (PLC) response

Station no.	Function code Byte count		Single byte of data	CRC High byte	CRC low byte	
01	01	01	3A	D1	9B	

HMI debugging tools from the serial port to send data packets	HMI display
01H 01H 01H 3AH D1H 9BH	

0x15 HMI reads as ON, 0x14 is ON, 0x13 is ON, 0x12 is OFF, 0x11 is ON, 0x10 is OFF. 3A hexadecimal number is covert into binary to 111,010, corresponding exactly.

## (2) 02 Function Code Application

Function Code 02 reads 1x999 this Bit state.

In the HMI configuration to place a "bit state lamp" part, the read address is set to 1x999.

## Running, the host (HMI) Request

Station	Function	First address	First address	Read Bit Number	Read Bit Number	CRC	CRC
no.	code	(High byte)	(Low byte)	(high byte)	(low byte)	high byte	low byte
01	02	03	Е6	00	01	58	79

## Slave (PLC) response

Station no.	Function code	Byte count	Data (single-byte)	CRC high byte	CRC low byte
01	02	01	00	A1	88
01	02	01	01	60	48

HMI debugging tools from the serial port to send data packets	HMI display
01H 02H 01H 00H A1H 88H	
01Н 02Н 01Н 01Н 60Н 48Н	

## (3) 03 Function Code Application

Function Code 03 reads 4x 208 ~ 215 this 8 Words value.

Placed on the HMI configuration 8 "Number Display" component, the read address are set to  $4x\ 208 \sim 215$ .

## Running, the host (HMI) Request

Station no.	Function	First address (High byte)	First address (Low byte)	Read Word Number (high byte)	Read Word Number (low byte)	CRC high byte	CRC low byte
01	03	00	CF	00	08	74	33

## Slave (PLC) response

Station	Eumatia	Druto	Data(1)	Data(1)	Data(2)	Data(2)	Data(3)	Data(3)	Data(4)	Data(4)
Station	Functio	Byte	High	low	High	low	High	low	High	low
no.	n code	count	Byte							
01	03	10	00	01	00	02	00	03	00	04

Data(5)	Data(5)	Data(6)	Data(6)	Data(7)	Data(7)	Data(8)	Data(8)	CDC	CDC
High	low	High	low	High	low	High	low	CRC	CRC
Byte	high byte	low byte							
00	05	00	06	00	07	00	08	72	98

HMI debugging tools from the serial port to send data packets	HMI display
01H 03H 10H 00H 01H 00H 02H 00H 03H 00H 04H 00H 05H 00H 06H 00H 07H 00H 08H 72H 98H	1 2 3 4 5 6 7 8

## (4) 04 Function Code Application

Function Code 04 reads 3x 1023 the value of the Word.

Placed on the HMI configuration 8 "Number Display" component, the read address are set to  $3x\ 1023$ .

## Running, the host (HMI) Request

Station no.	Function code	First address (High byte)	First address (Low byte)	Read Word Number (high byte)	Read Word Number (low byte)	CRC high byte	CRC low byte
01	04	03	FE	00	01	50	7E

## Slave (PLC) response

Station	Function	Byte count	Data High Byte	Data High Byte Data low Byte		CRC
no.	code	Byte count	Data High Byte	Data low Byte	high byte	low byte
01	04	02	04	D2	3B	AD

HMI debugging tools from the serial port to send data packets	HMI display
01H 04H 02H 04H D2H 3BH ADH	1234

## (5) 05 Function Code Application

Use 05 Function code to modify 0x 1 Bit state.

Place a "Bit State Setting" component in HMI, the write address is set to 0x 1, switch type is set to "Toggle."

Runtime on the HMI click "Bit State Setting" component to switch to the ON state, the serial debugging tools for the data received 01 05 00 00 FF 00 8C 3A; Be switched to the OFF state, the serial debugging tools for the data received 01 05 00 00 00 CD CA; (Among them, the hexadecimal value 0XFF00 requests coil to ON. Hexadecimal value 0X0000 request coil is OFF) Meanwhile, the serial debugging tools to reply to the same data.

## The host (HMI) Request

Station no.	Function	First address (High byte)	First address (Low byte)	Write Bit Number (high byte)	Write Bit Number (low byte)	CRC high byte	CRC low byte
01	05	00	00	FF	00	8C	CA
01	05	00	00	00	00	CD	CA

## Slave (PLC) response

Station no.	Function code	First address (High byte)	First address (Low byte)	Write Bit Number (high byte)	Write Bit Number (low byte)	CRC high byte	CRC low byte
01	05	00	00	FF	00	8C	CA
01	05	00	00	00	00	CD	CA

HMI debugging tools from the serial port to send data packets	HMI display
01H 05H 00H 00H FFH 00H 8CH 3AH	ON
01H 05H 00H 00H 00H CDH CAH	OFF

## (6) 06 Function Code Application

Use 06 Function code writes 4x 1 this Word value.

In the HMI configuration to place a "multiple state setting" component, the write address is set to 4x 1, set the mode to "set constant", set the value to 88.

Runtime on the HMI click on the "multiple state setting" component, the serial debugging tools received data to 01 06 00 00 00 58 88 30; while serial debugging tools To reply to the same data.

## the host (HMI) Request

Station no.	Function code	First address (High byte)	First address (Low byte)	Write Word Number (high byte)	Write Word Number (low byte)	CRC high byte	CRC low byte
01	06	00	00	00	58	88	30

## Slave (PLC) response

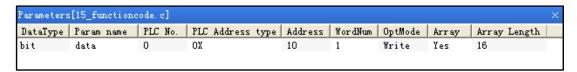
Station no.	Function code	First address (High byte)	First address (Low byte)	Write Word Number (high byte)	Write Word Number (low byte)	CRC high byte	CRC
01	06	00	00	00	58	88	30

HMI debugging tools from the serial port to send data packets	HMI display
01Н 06Н 00Н 00Н 00Н 58Н 88Н 30Н	SET

## (7) 15 Function Code Application

Use 15 Function code modify the  $0x 10 \sim 25$  this 16 Bit state.

In the HMI configuration to create a macro code: 15 function code. C, variables are defined as follows:



## Code is as follows:

```
24 int MacroEntry()
25 {
26 short i;
27 for(i=0;i<16;i++)
28 data[i]=1;
29 return 0;
30 }
31
```

And then placed on a configuration screen "function key" component, the function is set to "execute macro code: 15 function code. C".

Running, click on the function keys on the HMI, the serial data received on debugging tools for the 01H 0FH 00H 09H 00H 10H 02H FFH FFH E3H 09H, while serial debugging tools, the reply data 01H 0FH 00H 09H 00H 10H 84H 05H.

The host (HMI) Request

Station no.	Function code	First address (High byte)	First address (Low byte)	Write Bit Number (high byte)	Write Bit Number (low byte)	Write Bit Byte count	Bit Data High Byte	Bit Data low Byte	CRC High Byte	CRC low Byte
01	0F	00	09	00	10	02	FF	FF	E3	09

## Slave (PLC) response

Station no.	Function code	First address (High	First address (Low byte)	Write Bit Number (high byte)	Write Bit Number (low byte)	CRC High Byte	CRC low Byte
		byte)					Бую
01	0F	00	09	00	10	84	05

## (8) 16 Function Code Application

Use 16 Function code writes  $4x 10 \sim 25$  these 16 Words value.

In the HMI configuration to create a macro code: 16 function code. C, variables are defined as follows:

Parameters[16_functioncode.c] X								×	
DataType	Param name	PLC	PLC Address type	Address	WordNum	OptMode	Array	Array Length	
signed short	data	0	4X	10	1	Write	Yes	16	

Code is as follows:

```
24 int MacroEntry()
25 {
26 short i;
27 for(i=0;i<16;i++)
28 data[i]=i+1;
29 return 0;
30 }
31
```

And then placed on a configuration screen "function key" component, the function is set to "execute macro code: 16 function code. C".

Running, click on the function keys on the HMI, the serial data received on debugging tools for the 01H 10H 00H 09H 00H 10H 20H 00H 01H 00H 02H 00H 03H 00H 04H 00H 05H 00H 06H 00H 07H 00H 08H 00H 09H 00H 0AH 00H 0BH 00H 0CH 00H 0DH 00H 0EH 00H 0FH 00H 10H 88H 37H.while serial debugging tools, the reply data 01H 10H 00H 09H 00H 10H 11H C7H.

The host (HMI) Request

Station	Function	First	First	Write Word	Write Word	Write Word	Data(1)	Data(1)
	code	address	address	Number (high	Number (low	Byte count	High	low
no.	code	(High	(Low	byte)	byte)	Byte count	Byte	Byte

		byte)	byte)						
01	10	00	09	00		10	20	00	01
·					·				
Data(3)	Data(3)	Data(4)	Data(4)	Data(5)	Data(5)	Data(	5) Data(6)	Data(7)	Data(7)
High	low	High	low	High	low	High	low	High	low
Byte	Byte	Byte	Byte	Byte	Byte	Byte	Byte	Byte	Byte
00	03	00	04	00	05	00	06	00	07

D-4-(0)	Data(8)	D-4-(0)	Data(9)	Data(10)	Data(10)	Data(11)	Data(11)	Data(12)	Data(12)
Data(8)	low	Data(9)	low	High	low	High	low	High	low
High	Byte	High	Byte	Byte	Byte	Byte	Byte	Byte	Byte
Byte		Byte							
00	08	00	09	00	0A	00	0B	00	0C

Data(13)	Data(13)	Data(14)	Data(14)	Data(15)	Data(15)	Data(16)	Data(16)	CRC	CRC
High	low	High	low	High	low	High	low	High	low
Byte	Byte	Byte							
00	0D	00	0E	00	0F	00	10	88	37

## Slave (PLC) response

C4-4:	E	F:	F:4 - 4 d	W.i.e. W.	Wite We al	CRC	CRC
Station	Function First address code (High byte)	First address	Write Word	Write Word	High	low	
no. code	code	(riigii byte)	(Low byte)	Number (high byte)	Number (low byte)	Byte	Byte
01	10	00	09	00	10	11	C7

## 14.4.3 MODBUS Protocol in the HMI Application

In the HMI interface design applications, often encountered need to design their own microcontroller control board communication situation. In this application environment, the MCU control system designers want a simple, stable and reliable means of communication with the HMI to exchange data. The MODBUS protocol is achieved between the HMI and the equipment master-slave communication mode most commonly used way.

Below microcontroller (hereinafter referred to as MCU) and HMI through MODBUS protocol (RTU transmission mode in case) communication, for example, explains how to use MODBUS protocol communication between the HMI and the MCU. Between the HMI and the MCU communication through MODBUS protocol mainly have the following two Master-slave ways:

Master / Slave	Using protocol	Advantage	Disadvantages
HMI as Master device	Modbus RTU	HMI direct access to the MCU	MCU as a slave device must constantly
MCU as Slave device		mapped out 0X, 1X, 3X, 4X	respond to queries the HMI, CPU

		registers.	occupancy rate is high; MCU interrupt
			response shall be used, programming is
			relatively difficult.
HMI as Master device	Modbus RTU	MCU as the master device can	LW on the HMI configuration data is
MCU as Slave device	Slave	initiate communication; do not take	modified, you must regularly check the
		up too much CPU time.	MCU can be read out to achieve them
		HMI local address LW, LB is	inconvenient.
		mapped to 4X, 0 X register, write or	MCU can only access the HMI local
_		read by the MCU.	word (LW), the position (LB)

## (1) HMI as Master, MCU as Slave (using the Modbus RTU protocol)

MCU and HMI using standard Modbus RTU protocol for communication, HMI as master, MCU for the slave side, the MCU, you need to write the interrupt service routine to handle communication requests from HMI. MCU must support the standard Modbus RTU protocol, while MCU must map out 0X, 1X, 3X, 4X registers (where 0X, 1X is bit register; 3X, 4X for the word register)

The recommended communication parameter is 19200, data bits, 1 stop bit, no parity. In addition to seven data bits protocol support all settings other than combinations. Baud rate range from 1200-115200, with the flexibility to choose.

#### Communication processes

First, HMI sends a request to the MCU, MCU accepts the request, a response back to the HMI. MCU can access the HMI, 4X, 3X, 0X, 1X register; the address range is 1 to 65535.



- 1. MODBUS protocol is relatively complex, demanding overtime
- 2. In the communication process, HMI continuously sends request packets to MCU; MCU accepts the request, the need to continue to give a response to the HMI. MCU's response is given using interrupt mode; therefore, MCU's CPU usage is high. Most of the MCU's CPU resources consumed during the communication response. Therefore, in practical applications need to be taken into account, if the MCU is used in addition to doing communication functions, there are other response functions, HMI (Master) MCU (Slave) using Modbus RTU protocol solution is not recommended, it is recommended to use HMI (Slave) MCU (Master), using Modbus RTU Slave protocol solutions

## • HMI Power communication processes

When the HMI after power

- (1) If the configuration page does not place any project component, the HMI will not send any communication packets External
- (2) If the configuration page placed engineering components and these components address types are local types (LW, RW, RWI, LB, RB, RBI, LW.B), the HMI will not send any communication packets External

- (3) If the configuration page to place the component works, and these elements are not the local address type for 0X, 1X, 3X, 4X, the HMI constantly scanning configuration page of these registers, and constantly sends communication data packets
- (4) When using the timer device batch write bit components (consecutive addresses transmission number greater than one) when, HMI will be issued by the packet encapsulation function code: 0x0F
- (5) When using the timer components word element bulk write (consecutive address transfer number greater than one) when, HMI will be issued by the packet encapsulation function code: 0x10
- (6) Using recipes components download operation (that is, the local word register in HMI RW data downloaded to the MCU in the appropriate register, such as 4X).

When the download operation data length is greater than 1, HMI will be issued by the packet encapsulation function code: 0x10

Data communications package

Assuming HMI configuration screen is placed 25 0X register address type, starting address: 20, HMI station number is 1.

HMI send packets: ("H" indicates hexadecimal form)

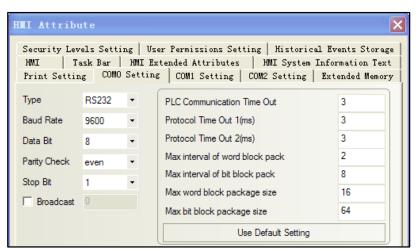
01H 01H 00H 13H 00H 25H XXH XXH (Wherein: "XX" indicates LRC / CRC)

MCU Return packets:

01H 01H 05H CDH 6BH B2H 0EH 1BH XXH XXH (Wherein: "XX" indicates LRC / CRC)

HMI Communication parameter configuration

HMI Port parameter settings:



According to the actual physical connection mode selection set [Communication type].

Baud rate, data bits, parity, stop bits setting must be connected to the MCU and the corresponding parameters consistent.

Other parameters are described below:

Parameter	Explanation
PLC Communication	HMI wait MCU response, if the MCU to set the time interval in which the response is not given,
timeout	the HMI that communication timeout, and then continue to send request packet, continue to wait

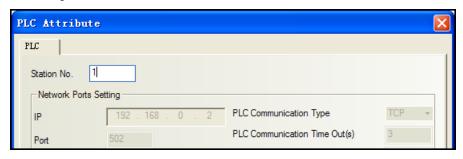
## Protocol timeout 1 Inter-character timeout. HMI communication with the MCU in the process, if the communication frame characters and the time interval between characters exceeds the set time interval, the HMI think this communication process is completed, then, to deal with the communication data frame, parse packets. For Modbus protocol, baud rate calculation within the program should be based on an estimate. As follows: Protocol timeout 1 = 1.5\*1000000\*(1 + data bits + parity + stop bits) / baud + set adjust time bps(baud rate); Sample code (standard C language): int speed\_arr[] = { B115200, B57600, B38400, B19200, B9600, B4800, B2400, B1200, B300,B150, B134, B110, B75 }; int name\_arr[] = {115200, 57600, 38400, 19200, 9600, 4800, 2400, 1200, 300, 150, 134, 110, 75 }; int adjust\_time\_bps\_arr[]={1000, 4000, 10000, 11000,25000, 40000, 70000, 140000, 600000, 0, 0, 0, 0}; Function: Set a baud rate adjustment values check time Parameter: baud\_rate Returns: the current baud rate of the checksum time adjustment value int set\_adjust\_time\_bps(int baud\_rate) int adjust\_time; int i; for(i=0;i<sizeof(speed\_arr)/sizeof(int);i++)</pre> if(baud\_rate==name\_arr[i]) { adjust\_time=adjust\_time\_bps\_arr[i]; break; } return adjust\_time; Protocol timeout 2 The communication speed will be slow, but the communication error and error package will also be reduced. Do not suggest customers to modify this parameter.

Max interval of word

Occurs mainly in the HMI read data phase, in order to improve communication efficiency,

-	
(bit) block pack	relatively tight group of registers connected to pack together to form a bulk read, for example, D1,
	D2, D4, group packet interval is set to 10, these three registers will be taken a bulk read (read
	from D1 from the bulk 4 registers). Note: The group packet interval must be less than the
	maximum length of batch read.
Max word (bits) block	Protocol supports the largest number of registers to read and write batch. This function is used to
package size	achieve data transmission components to achieve

## PLC Station number setting:



(2) MCU as Master, HMI as Slave (using Modbus RTU Slave protocol)

MCU and HMI using standard Modbus RTU protocol for communication, MCU for remote, HMI for the slave side, the MCU, just write a simple communication read / write programs without having to write the interrupt service routine. HMI local address LW, LB is mapped to 4X, 0X register, write or read by the MCU.

Registers the correspondence table is as follows:

Modbus Register address range	Local address range corresponding HMI
0X (19000)	LB (08999)
4X (19000)	LW (08999)

The recommended communication parameter is 19200, data bits, 1 stop bit, no parity. In addition to seven data bits protocol support all settings other than combinations. Baud rate range from 1200-115200, with the flexibility to choose from.

## Communication processes

First, MCU sends a request to the HMI, HMI accepts the request, a response back to the MCU.



- 1. MODBUS protocol is relatively complex, demanding overtime
- 2. In the communication process, MCU as the initiator of communication, initiate communication. When the HMI device accepts the request, a response back to the MCU. Therefore, MCU without constantly interrupt, do not take up too much CPU time

Therefore, in practice, if the MCU is used in addition to doing communication functions, there are other response functions (recommended to use this solution).

3. HMI configuration on LW, LB data is modified, you must regularly check the MCU can be read out and realize it is not very convenient. Therefore, the actual application, the MCU written communication read / write process, you should consider requesting the HMI data interval stated in the program to give much

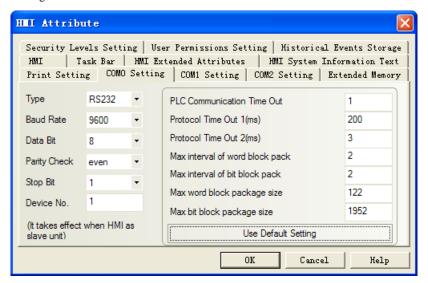
time to wait for a communication request

## • HMI Power communication processes

In this scheme, the user edit the configuration project, the component type can only select local word address register LW and the local register LB. When powered on the HMI, HMI does not take the initiative to send out a packet communication, HMI is waiting to receive state. After the MCU send request, HMI resuming a response.

HM Communication parameter configuration

HMI Port parameter settings:



Them from the device number for the HMI station number, other communications parameters set according to specific circumstances.

# **15 VNC**

VNC (Virtual Network Computing) is a kind of software for screen sharing and remote operation via RFB protocol. The VNC software could transfer mouse and keyboard operation and real-time screen.

VNC system is composed of client-side, server-side and protocol. The server side shares screen with client-side, while the client-side interacts with server side by monitoring and controlling server-side.

VNC is OS independent. Users could use the VNC system to remote control HMI via PC, mobile and so on.

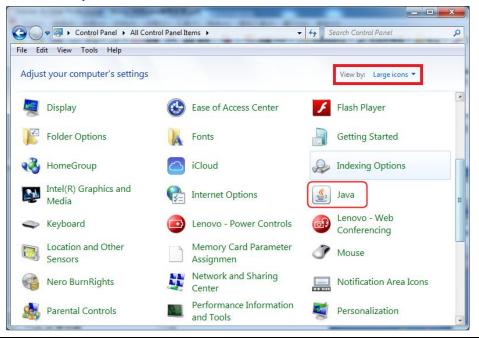
#### 15.1 Various client-sides

Kinco does not provide the VNC software. Users could download from the internet:

- VNC software for PC: VNC Viewer
- Browser: IE, Firefox...
- VNC software for mobile terminal: most mobile system support VNC software, for example: VNC/RDP.



- 1. JAVA plugin tool is required by browser access. Generally, PC has the JAVA plugin. Please refer to Java.com to install if there is no JAVA plugin on PC.
- 2. IF after install the JAVA plug-in, the brower to monitor HMI, JAVA plug-in can not run normally, you can change the security level to "Medium" in [Control Panel]-[All Control Panel Items].





3. You can open multiple VNC Viewer clients to access to multiple HMI at the same time.

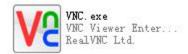
## 15.2 Access via LAN

## 15.2.1 Remote control HMI by PC via LAN

Example 1 Remote control MT4414TE by PC. MT4414TE works as server, while PC as client.



- Only the HMI models with Ethernet port support VNC function for the VNC function is realized via Ethernet.
- 1) Tools required for Client-side:

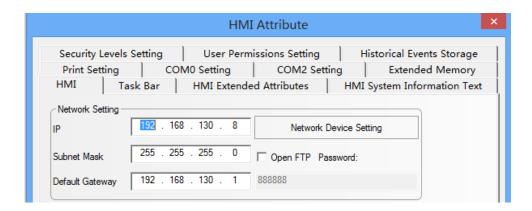


2) The related system registers of HMI are as follows:

Register	Function
LB9290	Open VNC function. Set to "1" to open the VNC function.
LB9291	Mask user operation. Set to "1" to mask user operation(check only, cannot operate)
LB9292	Operation password enabled. Set to "1" to enable operation password.
LB9293	Inquiry password enabled. Set to "1" to enable inquiry password.
LW10146~LW10147	Operation password
LW10148~LW10149	Inquiry password

3) Parameter settings for HMI:

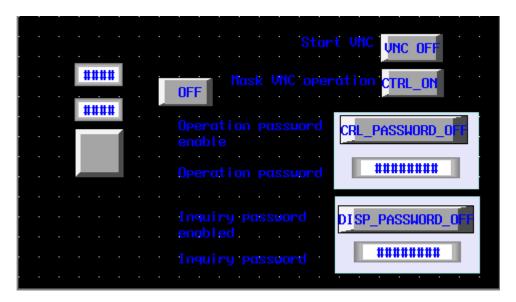
Set IP of HMI as follows:





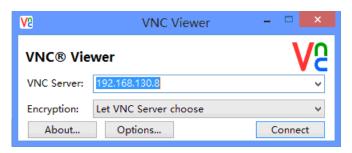
1. Take the default gateway in LAN.

Set the VNC related registers:



4) Parameter setting on PC

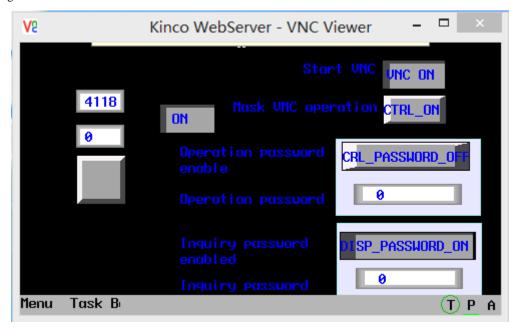
Input IP of the target HMI:



Input Password (Operation password or inquiry password)



## Monitoring on PC:



Changes on HMI is displayed on PC simultaneously, meanwhile, user could control HMI by operating on PC.



- If input inquiry password on PC side, then users only could check HMI information, but cannot operate.
- If input operation password on PC side, then users could check HMI information and operate HMI on PC, but cannot operate.
- If there is no password set on HMI, then no passwords required for monitoring or operating HMI.

## 15.2.2 Remote control HMI by mobile via LAN

[Example 2] Remote control MT4414TE by an android mobile. MT4414TE works as server, while the android mobile as client.

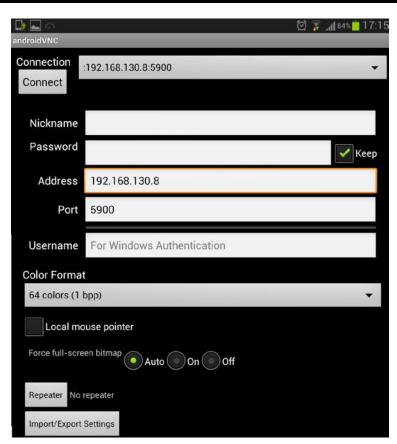
1) Tools required for mobile



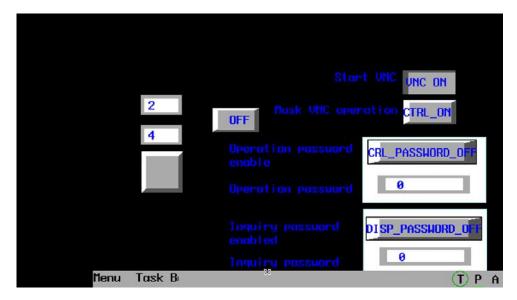
- 2) Parameter setting of HMI is the same with 【Example 1】
- 3) Parameter setting on mobile



- 1. Input IP in the Address box.
- 2. The default port is 5900, please do not change it, otherwise, may not get connection.
- 3. Nickname and User name can be omitted.
- 4. Input operation password or inquiry password.



Monitoring on mobile:

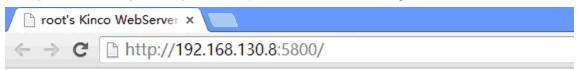


Changes on HMI is displayed on mobile simultaneously, meanwhile, user could control HMI by operating on mobile.

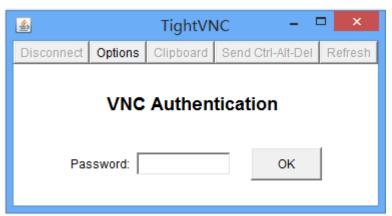
#### 15.2.3 Remote control HMI by browser via LAN

[Example 3] Remote control MT4414TE by browser.

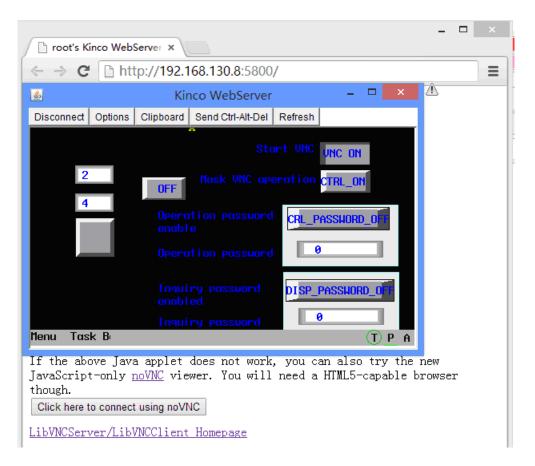
- 1) Parameter setting of HMI is the same with 【Example 1】
- 2) Open the browser, input IP and port of the target HMI in the website box: http://192.168.130.8:5800



Input password (Operation password or inquiry password)



Monitoring by browser:



Changes on HMI is displayed by browser simultaneously, meanwhile, users could control HMI by operating on browser.



- The remote control by browser is realized by a JAVA plugin running on the website. Please
  make sure that JAVA software has been installed on PC.
- Default port for browser access is 5800. Please do not change it, otherwise may not get connection.
- 3. Only after updated kernel and Rootfs by v2.2 (build140314) software or above, the HMI can support the remote control by brower.

#### 15.3 Access via WAN

For remote access via WAN, users need to set port mapping of HMI by router.

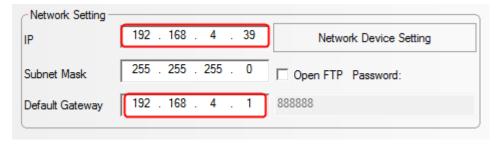
# 15.3.1 Remote access by VNC Viewer

For remote access by VNC Viewer on PC via WAN, users need to map IP of target HMI to port number 5900. [Example 4] The IP of the remote HMI is: 192.168.4.39

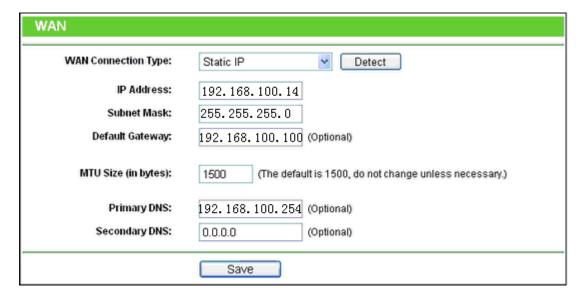
1) Port mapping: Choose menu "Forwarding->Virtual Servers", click the Add New...button



2) Parameter setting of HMI:



3) Assumed that the WAN IP of the local network where the HMI located is 192.168.100.14, then, users need to input IP 192.168.100.14 into VNC Viewer and mobiles of external network to remote control HMI. Choose menu "Network->WAN"



#### 15.3.2 Remote access by browser

For remote access by browser via WAN, users need to map the HMI IP to port number 5800.

[Example 5] The IP of the remote HMI is: 192.168.4.39

1) Port mapping: Choose menu "Forwarding->Virtual Servers", click the Add New...button



- 2) Parameter setting of HMI is the same with 【Example 4】
- 3) Assumed that the WAN IP of the local network where the HMI located is 192.168.100.14, then, use the browser of the external network to visit website: http://192.168.100.14:5800 to remote control HMI.



- 1. The Gateway must been set in the same network segment for access via WAN.
- 2. The firewall and antivirus software are suggested to be closed, for it may affect the VNC function

#### 15.3.3 DMZ host setting

Router mapping method: If the DMZ host is opened on PC, then users could remote control HMI by VNC without port mapping.

[Example 6] The IP of the remote HMI is: 192.168.4.39

1) Router mapping: Choose menu "Forwarding->DMZ"



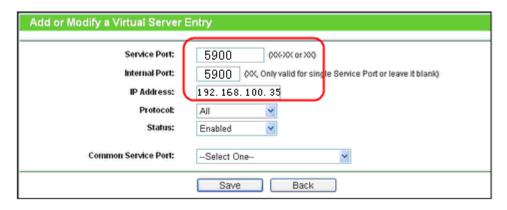
- 2) Parameter setting of HMI is the same with [Example 4]
- 3) Assumed that the WAN IP of the local network where the HMI located is 192.168.100.14, then, users need to input IP 192.168.100.14 into PCs of external network to remote control HMI.

# 15.3.4 Access multiple HMIs

If users need to access multiple HMIs by VNC via WAN, then the router is required for supporting port self-definition of external network port. The model TL-WR841N (TP-LINK) supports port self-definition of external network.

[Example 7] IP of remote HMI1 is 192.168.100.35, IP of remote HMI2 is 192.168.100.36.

1) Port setting of router: add two new items in [transfer rule]-[Virtual server]

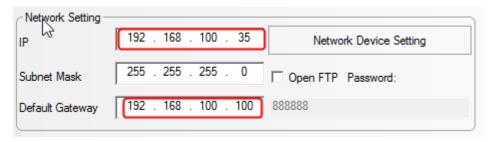






- 1. For access by VNC Viewer, the internal port must be set to 5900 by router, and serve port can be set as casual value. Input IP and internal port for access by VNC Viewer via WAN.
- 2. For access by browser, the internal port must be set to 5800 by router, and serve port can be set as casual value. Input IP and internal port for access by browser via WAN.
- 2) Parameter setting of HMI:

#### HMI1:



#### HMI2:



3) Assumed that the WAN IP of the local network where the HMI located is 203.110.174.214, then, users need to input 203.110.174.214:5900 and 203.110.174.214:5901 into PCs and mobiles of external network to remote control HMI.



 The firewall and antivirus software are suggested to be closed, for it may affect the VNC function.

# 15.3.5 Dynamic IP network monitoring

Dynamic IP solution: if the IP provided by the operator is dynamically changing, dynamic DNS, such as peanut shell, can be bound on the dynamic DNS of the router, and remote access is achieved by entering the domain name.

# 16 Register

The registers supported by HMI include local registers and external PLC or the registers of control devices. Local registers include Local Word(LW), Local Bit(LB), Recipe Word(RW) and so on. External registers include M, D, S, etc.

# 16.1 Local Registers of HMI

# 16.1.1 Bit Address

Description	Address Type	Address Range	Format
Local bit, Local word address, local registers of HMI, don't save data after power off.	LB	0~9999	DDDD: Decimal system
Bit extended from local word, Bit addresses extended from local words.	LW.B	0~10255.F	DDDDD.H  No. "H" bit of the no.  DDDDD word, range of H:  0~f
Bit extended from local word, Bit addresses extended from local words.	ELW.B	0~134217727.F	DDDDDDDDD.H
Recipe bit, Recipe bit address, local registers of HMI, save data after power off, don't save data when run out of batteries.	RB	0~261000.F	DDDDDD.H
Recipe bit index, Recipe bit index addresses, indirect addressing mode is adopted, save data after power off, don't save data when run out of batteries.	RBI	0∼261000.F	DDDDDD.H  [Example] RBI50  RB address=50+[LW9000]
Flash recipe bit, Flash recipe bit addresses, using FLASH to save the data that is Erased /Written infrequently, save data after power off even when run out of batteries, but the "erase/write" times are limited.	FRB	0~134217727.F	DDDDDDDDD.H
Flash recipe bit index, Flash recipe bit index addresses, using FLASH to save the data that is Erased /Written infrequently, save data after power off even when run out of batteries, but the "erase/write" times are limited.	FRBI	0~134217727.F	DDDDDDDDD.H

16.1.2 Word Address

Description	Address Type	Address Range	Format
Local word, Local word addresses.	LW	0~10255	DDDDD
Local word, Local word addresses	ELW	0~134217727	DDDDDDDDD
Recipe word , Local recipe word addresses,			
indicating the local register of HMI, save data	DW	0~261000	DDDDDD
after power off, don't save data when run out of	RW	0~261000	DDDDDD
batteries.			
Recipe word index, Recipe word index addresses,			DDDDDD
local register of HMI, indirect addressing mode is	DWI	0 261000	【Example】 RWI50
adopted, save data after power off, don't save data	RWI	0~261000	RW address = 50 +
when run out of batteries.			[LW9000]
Extended Recipe word, Extended recipe word			
addresses, usually for HMI external storage			
devices access, such as SD card, U disk and so on,	EDWO EDWO	0 21 47 492 6 47	DDDDDDDDD
when more than one external storage devices are	ERW0~ERW2	0~2147483647	DDDDDDDDDD
used, ERW0/ERW1/ERW2 will be used for			
identifying.			
Extended Recipe word index, Extended recipe			
word index addresses, usually for HMI external			
storage devices access, such as SD card, U disk	EDWIO EDWIO	0 21 47 492 6 47	
and so on, when more than one external storage	ERWI0~ERWI2	0~2147483647	DDDDDDDDDD
devices are used, ERW0/ERW1/ERW2 will be			
used for identifying.			
Flash recipe word, Flash recipe word addresses,			
using FLASH to save the data that is Erased			
/Written infrequently, save data after power off	FRW	0~134217727	DDDDDDDDD
even when run out of batteries, but the			
"Erase/Write" times are limited.			
Flash recipe word, Flash recipe word index			
address, using FLASH to save the data that is			
Erased /Written infrequently, save data after power	FRWI	0~134217727	DDDDDDDDD
off even when run out of batteries, but the			
"Erase/Write" times are limited.			

# 16.2 System Special Registers of HMI

The system has reserved some Local Word(LW), Local Bit(LB) addresses for special purpose, the users must use the addresses according to related description.



When local registers are used, users need to pay special attention to making sure that the local registers cannot conflict with the special registers, otherwise the registers will not be able to be used normally or unexpected results will be lead.

# 16.2.1 Parameter Setting of Hardware

Address	Description	Read/Write
	Screen saver indication for entering. When the system enters screen saver/backlight and energy	
LB9018	saving state, the bit is automatically set to ON; when the system exits screen saver state, it is	R
	set to OFF.	
	Screen saver indication for exiting. When the system enters screen saver/backlight and energy	
LB9019	saving state, the bit is automatically set to OFF; when the system exits screen saver state, it is	R
	set to ON.	
LB9045	Restart touch screen. Restart HMI when this bit is set to ON.	W
LB9051	Enable/disable touch function when backlight is closed. Set this bit to ON will disable the	R/W
LD9031	touch function when backlight is closed.	IC/ VV
LB9091	Increase LCD contrast. The system will execute the function of increasing LCD contrast by	W
LB9091	setting the bit to ON, upon completion, the bit will be cleared automatically.	VV
LB9092	Decrease LCD contrast. The system will execute the function of decreasing LCD contrast by	W
LB9092	setting the bit to ON, upon completion, the bit will be cleared automatically.	W
LB9093	Increase backlight brightness. The system will execute the function of increasing backlight	W
LB9093	brightness by setting the bit to ON, upon completion, the bit will be cleared automatically.	vv
LB9094	Decrease backlight brightness. The system will execute the function of decreasing backlight	W
LD9094	brightness by setting the bit to ON, upon completion, the bit will be cleared automatically.	W
I D0120	Trigger long sound of buzzer. Set the bit to ON to trigger long sound of buzzer once, upon	W
LB9120	completion, the bit will be cleared automatically.	W
I D0121	Trigger short sound of buzzer. Set the bit to ON to trigger short sound of buzzer once, upon	W
LB9121	completion, the bit will be cleared automatically.	W
LB9145	Automatically restart after system crash. Set the bit to ON, to make HMI will restart	D/W/
	automatically after it crash for 5 seconds.	R/W
LB9160	Switch bit of CPU light. Set the bit to ON to turn off CPU light, and forbid blinking.	R/W
LB9163	Screen flip display. Set the bit to ON to flip vertical display the HMI screen.	R/W

LW9140	Display screen brightness level.	R
LW9141	Display screen contrast level.	R
	Note: as for KM5303, the value of LW9141 indicates the brightness of the buttons.	
LW9464	Audio volume register. Range: 0~100, 0 indicates mute, from 1 to 100, the volume increases	R/W
	gradually.	K/ W
LW9532	Number of the screen saver window. Display and set the number of the screen saver window.	R/W

# 16.2.2 System Setting

# • System parameter Setting

Address	Description	Read/Write
	set second for Screen Saver.So far users can set minute in software and set second in LW9131	
	for it	
	[example 1] the software set the backlight for 1 minutes, and the special LW set 20, then the	
I W/0121	final backlight time was 1 minutes and 20 seconds.	D /W
LW9131	[example 2] the software is set not to open the backlight, the special LW setting is 30, and the	R/W
	final backlight time is 30 seconds.	
	[example 3] the software is set not to open the backlight, the special LW set 0, then the final	
	backlight function is not used.	
LW10010	Initial window number, range: 0~65535.	R/W
I W 1 0 0 1 1	Screen saver/backlight and energy saving time setting. 0: Disable screen saver; 1~65535:	D W
LW10011	Enable screen saver (take effect without restart). Time unit: minute.	R/W
	Buzzer sound. 0: Disable; 1: Enable (take effect without restart, non-zero value enables the	
	function)	
LW10012	Note: LW10012 is only used for closing buzzer, not for closing the buzzer sound triggered by	R/W
	alarms and events. For the buzzer sound triggered by alarms and events, the function is	
	prohibited.	
LW10013	Pop-up window attribute. 0: Normal; 1: Display above other windows.	R/W
LW10014	Common window attribute. 0: Display below base window; 1: Display above base window.	R/W
LW10015	Number of stored events. Range: 0~65535	R/W
LW10017	Default language. Range: 0~7.	R/W
LW10018	System reserved. For HMI internal use.	R/W
LW10019	Exchange communication ports. Set the bit to ON to exchange com0 and com1 of HMI.	
LW10028	Screen saver. 0: off,1-65535: on(no restart is need) ,unit: minute	R/W

#### Taskbar control

Address	Description	Read/Write	
---------	-------------	------------	--

LB9040	Hide/display Fast selection window. Set the bit to ON to hide; Set the bit to OFF to display.	R/W
LB9041	Hide/display taskbar. Set the bit to ON to hide; Set the bit to OFF to display.	R/W
LB9042	Hide/display task buttons. Set the bit to ON to hide; Set the bit to OFF to display.	R/W
LB9043	Hide/display all (Fast selection window, taskbar, task buttons). Set the bit to ON to hide; Set	R/W
	the bit to OFF to display.	IX/ VV

# Keyboard control

Address	Description	Read/Write
	Keypad popup indication. Keypad popup is controlled by the component in the left part of the	
LB9060	window. When numeric input or text input function is enabled by users, HMI will set the bit to	R
LB9061	ON automatically, and pop up a direct window including a keypad. After successful entry or	K
	pressing [Esc], this bit will be set to OFF, and the keypad window will be closed automatically.	
LB9062	Keypad popup indication. Keypad popup is controlled by the component in the upper left part	R
LB9002	of the window.	K
LB9063	Keypad popup indication. Keypad popup is controlled by the component in the bottom left part	R
LB9003	of the window.	K
LB9064	Keypad popup indication. Keypad popup is controlled by the component in the right part of the	R
LB9065	window.	K
LB9066	Keypad popup indication. Keypad popup is controlled by the component in the upper right part	R
	of the window.	K
LB9067	Keypad popup indication. Keypad popup is controlled by the component in the bottom right	R
LD9007	part of the window.	K
LB9068	Keypad popup indication. Keypad popup is controlled by the component in optional position of	R
LB9069	the window.	K
LB9080	Keypad popup indication. Keypad popup is controlled by the component in the upper half part	R
	of the window.	K
LB9081	Keypad popup indication. Keypad popup is controlled by the component in the bottom half part	R
LD/001	of the window.	K

# • Pinyin input method

Address	Description	Read/Write
LB9100	This bit is used to switch input method of Chinese and English. When the bit is set to	
	ON, the system switches to Pinyin input method; when it is set to OFF, the system	R/W
	switched to English input method.	
LW9150	The value is the serial number of the current window in which Chinese characters are	D/W
	displayed; the value is used for page turning.	R/W

LW9152~9167	Display the currently entered Pinyin characters.	R
	Transfer of the state of the st	

# Touch

Address	Description	Read/Write
LB9053	Touch status. The bit will be set to ON when press, OFF when lose.	R
LW9030	Touch coordinates. Record the touch coordinate of X position that takes the upper-left corner of the screen as origin.	R/W
LW9031	Touch coordinates. Record the touch coordinates of Y position that takes the upper-left corner of the screen as origin.	R/W
LW9540 ~9543	Position of the touch component (component position). The values are the coordinates (x, y, w, h) of the touch component relative to the window coordinates.	R
LW9544 ~9547	Position of the window which the touch components are in (window position). The values are the coordinates (x, y, w, h) of the window which the touch components are in relative to the screen coordinates.	R

#### Cursor

Address	Description	Read/Write
1.00125	Cursor lock. When the bit is set to ON, the cursor is locked in the current input component, it	R/W
LB9135	will switch to other input components only after the current input is completed.	
LW9520	Cursor position. X position of the cursor in the input component.	R
LW9521	Cursor position. Y position of the cursor in the input component.	R
LW9530	Cursor semi-transparent display. When the value are not set to 0,the cursor will display	R/W
	semi-transparently, the range of the value is 20~100.	

# Transparence

Address	Description	Read/Write
LW9611	Specifies the pop-up window number to dynamically change the transparency of the window	R/W
LW9612	Set the transparency value of the pop-up window . 0~100, 0 full transparent, 100 opaque	R/W
LB9210	Set ON to perform the settings of the pop-up window transparency operation	W

# • Change Base Window

Address	Description	Read/Write
	Disable the return value function of <b>[PLC Control]</b> — <b>[Change Base Window]</b> . ON: Disable;	
	OFF: Enable.	
	[Example]: To switch from Base Window 10 to Base Window 12 with the [PLC Control]	
LB9052	— 【Change Base Window】 function, and the reading address is D12, the switchover will be	R/W
	implemented when the value of D20 is 12. After the system switches to Base Window 12, PLC	
	will automatically return the number 12 to the address D21. If the return value function is	
	disabled, the system will not return the number 12 to D21.	

-		
LB9139	The bit will be set when change Base Window. The bit will be set to ON when change Base Window display.	R
LW9100 LW9101	The value of LW9100 is the window number; the value of LW9101 is the offset address of PLC. Apply only to controller.  [for example] if you set LW9100 to 11, LW9101 to 20, then all the components of the PLC address in the window 11 will add offset 20, that is, D10 into D30, all of the bit address will add offset 20*16=320, that is, M20 into M340.	R/W
LW9050	Displaying Base Window Number. Slave machine can maintain the same Base Window with master machine according to the word.	R
LW9051	Read the former frame number	R

# • Print control

Address	Description	Read/Write	
LB9016	Printer error indication. The bit is set to ON in case of printer error and to OFF if printer is	R	
LB9010	normal.	K	
	Printer control. Set it to ON to disable print function; set it to OFF to enable print function.		
LB9017	Note: 【HMI Attributes】 — 【print Setting】 — 【Enable print】 must be selected, otherwise the	R/W	
	function of this bit will be invalid.		
I D0122	Event printing setting. Set the bit to ON to separate event content from other information such	D/W	
LB9123	as serial number, time and so on.	R/W	
LB9132	Printing indication. The bit will be set to ON when printing, OFF when finished.	R	
	Printing preprocessing. Set the bit to ON to execute printing preprocessing operation to	D/W	
LB9133	improve the printing results.	R/W	
LB9143	USB printer connection status. Set the bit to ON for connection, OFF for disconnection.	R	
LB9202	Print header of History Data. Set the bit to ON to always print header; OFF to print only once.	R/W	
LW9800	Error code register, word length:2	R	
LW10254	Enable Pictbridge print. Set it to 1 to enable pictbridge print; set it to 0 to disable pictbridge	D/W	
LW10254	print.	R/W	

# • HMI System Version Information

Address	Description	Read/Write
LW9640	Hardware Version	R
LW9641	Kernel Version	R
LW9642	Rootfs Version	R
LW9643	GUI Version	R
LW9644	Comserver Version	R
LW9645	Servo Version	R

# • HMI Time

Address	Description	Read/Write
LW9034~9035	Stopwatch, double word, display the time in unit of 0.1 second.	R
LW9999	BIN code, System time (millisecond), range:0~999	R
LW10000	BIN code, System time (Second), range:0~59	R/W
LW10001	BIN code, System time (Minute), range:0~59	R/W
LW10002	BIN code, System time (Hour), range:0~23	R/W
LW10003	BIN code, System time (Date), range:0~31	R/W
LW10004	BIN code, System time (Month), range:0~12	R/W
LW10005	BIN code, System time (Year), range:0~9999	R/W
LW10006	BIN code, System time (Week), range:0~6	R/W



The system time should be downloaded into HMI for debugging, it will call the system time of PC when run in offline simulation mode on PC.

#### • External time

Address	Description	Readable/Writable
LW9010	Local time(Second), Range:0~59	R/W
LW9011	Local time(Minute), Range:0~59	R/W
LW9012	Local time(Hour), Range:0~23	R/W
LW9013	Local time(Date), Range:0~31	R/W
LW9014	Local time(Month), Range:0~12	R/W
LW9015	Local time(Year), Range:0~9999	R/W
LW9016	Local time(Week), Range:0~6	R/W
LW9017	Local time(Millisecond), Range:0~999	R/W



1.When 【HMI Attributes】 — 【Use The External Clock for Event】 is selected, the events will read the values of LW9010~9017 rather than adopt system time of HMI.

2. Before this function is used, the values of PLC time registers must be transmitted to LW9010~9017.

# • VNC

Address	Description	Read/Write
LB9290	VNC enable, set on, start VNC function	R/W
LB9291	VNC operation disable, set on, no VNC operation	R/W

LB9292	VNC operation password enable, set on, password valid	R/W
LB9293	VNC check password enable, set on, password valid	R/W
LW10146~10147	VNC operation password	R/W
LW10148~10149	VNC check password	R/W

# VNC Client

Address		Description	Read/Write
	Display the stat	te of the VNC element	
	=1	Connection error	
LW9171	=2	Password error	R
	=3	Running error	
	=4	Connection OK	

#### Two-dimensional code function

Address	Description	Read/Write
LW9680	Set the character input address	R/W
LW9681	Set the address of two-dimensional code display	R/W
LW9683	Set the image size of two-dimensional code	R/W
LB9421	Produce two-dimensional code	R/W



- 1. Must use Freeplotting to show two-dimensional code;
- 2. The size of freeplotting must be same as the value of LW9683;
- 3. Here we use indirect addressing because of shortage of LW. We use LW9680 to point to input address. For example, LW9680=1000,input address LW1000. We use LW9681 to point to output address. For example,LW9681=2000, Output address LW.B2000.

#### • USB Camera to scan two-dimension code

Address	description	Read/write
LB9420	Open USB camera scan.	R/W
	ON: camera shows a rectangle frame, put the two-dimension code inside. Once	
	recognized, the buzzer rings out, and LB9420 turns off. OFF: no scan	
LW9819	Number of bytes of the text	R
LW9820	Save the address which keeps the text. For example:LW9820=1000, then the text will be	R/W
	stored in LW1000 until the next scan clears it.	



To scan two-dimension code, users have to open camera. The size of frame is suggest to be 640\*480.If it is too small, the code cannot be included.

Chinese is not supported

LW0		
Width:640, heig	ht:480	
,		
LW0		
Multi-State Sw	vitch Compone	nt Attribute
		Control Setting   Multi-State Switch
Control Mode State Num. Line Spacing	Add 2 • 0	☐ Unloop
Data Mapping	State No. 0 1	Map Value 0 1
LB9420(special syste	m register)	
Toggle		
LW9820 (special syst	em register)	
Set at window open	value	1000
LW9819 (special syst	tem register)	
Unsigned int		
LW1000		
16		
ch and switch LB9420	ON	
	LW0  Width:640, height LW0  Multi-State Sward Graphi Basic Control Mode State Num. Line Spacing Data Mapping  LB9420(special system Toggle  LW9820 (special system Set at window open LW9819 (special system LW9819 (special system) Unsigned int	Width:640, height:480  LW0  Multi-State Switch Componer Graphics Basic Attributes  Control Mode Add State Num. 2 Line Spacing 0 Data Mapping State No. 0 1  LB9420(special system register)  Toggle  LW9820 (special system register)  Set at window open value  LW9819 (special system register)  Unsigned int  LW1000  16

# USB scan gun

Address	Description	Read/Write
LB9107	On:gun in use	R/W
LB8999	Get valid data.Once scan successfully,it turns on.Users should set off manually next time	R/W
LW8900	Beginning address of receiving text	R/W

# External keyboard focus

Address	Description	Read/Write
LB9105	Set ON, open the USB keyboard switch focus function	R/W
LB9106	Set ON, open keyboard switch button and other components.	R/W

# Others

Address	Description	Read/Write		
LB9148	update data from sample components like Trend Curve to CSV	R/W		
LB9149	Clear the file that saved to HMI	W		
LB9162	TTF font optimization display. Set the bit to ON to optimize the display effect of the edge of the TTF font.			
LB9164	Video mode selection. ON: NTSC mode; OFF: VPAL mode.	R/W		
LB9242	The serial touch control device function control bit. Set ON, open the serial touch device			
	function, and screen the touch touch function of the screen itself.	R/W		
	Note: this function also needs to cooperate with the serial port TP free port driving protocol.			
LB9260	Speed selection switch pages. ON: Switch page displays fast. OFF: Switch page displays slow.	R/W		
LB9261	Switch page data display selection. ON:Keep original data. OFF:Page data first brush cut to zero, and then display valid data.	R/W		
LB9262	Real time read repeated request not processed. ON, not processed; OFF, processed	R/W		
LB9264	A large number of events can be optimized to cause the slow communication of the foreground components in the switchover window. Set ON to open optimization			
LB9271	CSV of History Data Display and Data Report keeps the same fractional part with the functioning component. Set on to use it. If the decimal number has fractional part, the CSV file has it too. Default OFF	R/W		
LB9910	Open WebServer. Set the bit to ON to open WebServer function; while OFF to close this function.	R/W		
LB9911	Brower display mode. Set the bit to ON to display HMI image with gray mode in browser; while OFF to display actual HMI image.			
LB9915	Set on, with key, KM5303 switch disable	R/W		
LB9917	Turn on" ON", CZ6 starts to switch different Components according to the location of coordinate.	R/W		
LB9920	Set on, instead invalid float number NAN of former value			
LB9921	Set ON, clear the project in HMI			
LW9370	Operation acknowledgement mode. Operator acknowledgement mode: 1: Confirm; 2: Cancel.	R		
LW9856~	To input project password for downloading project from Udisk.	R/W		

9863		
	9863	



- 1. The above functions will take effect after restart.
- 2. The values of the local words above will be saved after power off.

# 16.2.3 Components Setting

#### • Input Components

Address	Description	Read/Write	
LB9103	on,not empty LW9060 ~ 9075 numerical after input the numerical	R/W	
LB9129	Trigger input components in basic window. Set the bit to ON to trigger input components in basic window.	W	
LB9131	Input components trigger automatically. Set the bit to ON to make the input components triggered automatically after open window.	R/W	
LB9140	Caps Lock. Set the bit to ON to make English letters input in capital format; the bit will be set to OFF automatically after input finished.	R/W	
LB9142	Trigger input components in popup window. Set the bit to ON to trigger input components in the popup window in top layer.	W	
LB9161	Components left alignment display. Set the bit to ON to make the display component(LW9060~9075) on the keyboard displays left alignment when input.	R/W	
LB9240	ON: When he number input component which read address same as write address is input ENT, the new value will display immediately.	R/W	
LB9241	The number input element display the blank before password input. Set ON, the number input element display blank before password input;Set OFF, the number input element display * number before password input. Default is OFF.		
LW9002~9003	Display the maximum of numeric input. When numeric input component is activated, it will display the maximum of the numeric component. Otherwise, it will be set to 0.	R	
LW9004~9005	Display the minimum of numeric input. When numeric input component is activated, it will display the minimum of the numeric component. Otherwise, it will be set to 0.	R	
LW9060~9075	Number/Text input procedure display. The words will display the input procedure when Number/Text input components are activated. LW9075 display the latest input data. Usually text components are used for displaying.	R	
LW9180~9187	0~9187 Display the maximum of number input, usually by text components.		
LW9190~9197	Display the minimum of number input, usually by text components.	R/W	
LW9380~9395	Display the historical data of number input components, usually by text components.	R	

# • Text components

Address	Description			
	Display the bytes of text display component in inverted order. Set the bit to ON, then the			
LB9137	high bytes and low bytes of text component will exchange to display, the low bytes will			
	display on the right side of the text component.			
I D0129	LB9138 Mask text characters. Set the bit to ON to make text component only display characters in code 33~127. Other characters will be replaced by space character.			
LD9138				
L D0242	Set ON, the text input element is not allowed to enter after the full input; Set OFF, more than			
LB9243	the number of bits, the highest in order to remove. Default is OFF.	R/W		
LB9410	Set the bit to ON, the lack bit display 0; otherwise the lack bit display space. Default: Off			
LB9411	Set the bit to ON,clear content before input. Otherwise no action.	R/W		
LW9130	Switch text library contents online. The value indicates the text library index.	R/W		
LW0170	Display the page number of note book component. The value indicates the initial row of the			
LW9170	input area. It is used for page turning of note book component.	R		

# Alarm/Event

Address	Description					
LB9124	Times of alarm setting. Set the bit to ON to display alarm times in the front of the massages.					
LB9125	Event sequence No. starts at 1. Set ON, sequence No. starts at 1; default is OFF, sequence No. starts at 0	R/W				
LB9141	Turn off the current sound of buzzer alarm. Set the bit to On to turn off the current sound of buzzer alarm, upon completion, the bit will be cleared automatically.	W				
LB9211	Clear event cumulative time.Set on to clear cumulative time, and the bit will be reset automatically.	R/W				
LB9212	Clear event cumulative time.Set on to clear cumulative count, and the bit will be reset automatically.	R/W				
LB9215	Must be used with LW9618\9619, set on to clear ,and the bit will be reset automatically.					
LB9270	Open the function of exporting event to .csv file including date. ON:Open.After setting  ON,the format of .csv file in external device(USB,SD Card)will change,it can't be used together with the function "Save to external device" like USB and SD Card. OFF: Close.					
LB9280	Identifier bit of unconfirmed event. ON: there are events which are unconfirmed; OFF: there is no event which is unconfirmed.					
LB9281	ON: confirm all events.					
LB9401	Mask buzzer for event and alarm. Set this bit to ON to close buzzer; Set this bit to OFF to open buzzer.					
LB9403	Event alarm recovery without closing beep. On:event recover,buzz keeps on.off:event recover,buzz off					

LB9916	Page registers prohibit cross-border display blank. Set ON, when the page registers cross-border, the events will automatically change to the maximum value of the normal range.	R/W
LW9533 LW9534	Events exported to save as CSV file by the type. LW9533 control the lower type, LW9534 control the higher type.	R/W
LW9616	Record the current number of events triggered. Word length:1	R/W
LW9618 LW9619	Delete event by type, must be used with LB9215. LW9618 control type lower limit, LW9619 control type upper limit.	R/W

# • Trend Curve

Address	Description				
LB9110	Active view and zoom function of trend curve.	R/W			
LB9111	Active cursors function of trend curve.	R			
LB9203	Set on to print Y-axis each time. Default OFF	R/W			
LW9200	Time value of the browsed points of trend curve, second. BIN code.	R			
LW9201	Time value of the browsed points of trend curve, minute. BIN code.	R			
LW9202	Time value of the browsed points of trend curve, hour. BIN code.	R			
LW9203	Time value of the browsed points of trend curve, date. BIN code.	R			
LW9204	Time value of the browsed points of trend curve, month. BIN code.	R			
LW9205	Time value of the browsed points of trend curve, year. BIN code.	R			
	Display the value of every channel of every browsing dot in trend curve. According to the				
LW9210∼	channels of trend curve, the registers will display the current value of each channel. LW9210				
	displays the value of channel 0; LW9211 displays the value of channel 1;				

# • Register decoding in Modbus Slave driver

Address		Descriptions			Read/Write
LW9810	Adjust	the decoding	sequence of 16bits integer		
	Value	Sequence	Descriptions	For example:0x0001	D/W
	0	12	High byte and low byte are normal	Means 1 (0x0001)	R/W
	1	21	High byte and low byte swap	Means 256 (0x0100)	
LW9811	Adjust the decoding sequence of 2bits integer				
	Value	Sequence	Descriptions	For example:0x0000 0001	
	0	1234	High byte and low byte,high word and low	Means 1 (0x0000 0001)	
			word are Normal		R/W
	1	2143	High word and low word are normal,but	Means 256(0x0000 0100)	
			high byte and low byte swap.		
	2	3412	High word and low word swap,but	Means 65536	

			high byte and low byte are normal.	(0x0001 0000)	
	3	4321	High word and low word, high byte	Means 16777216	
			and low byte swap.	(0x0100 0000)	
LW9812	Adjust	the decoding	sequence of 2bits float		
	Value	Sequence	Descriptions	For example:0x3F80	
				0000	
	0	1234	High byte and low byte,high word and low	Means 1.0(0x3F80 0000)	
			word are Normal		
	1	2143	High word and low word are normal,but	Means -5.78564e-039	R/W
			high byte and low byte swap.	(0x803F 0000)	
	2	3412	High word and low word swap,but	Means 2.27795e-041	
			high byte and low byte are normal.	(0x3F80 0000)	
	3	4321	High word and low word, high byte	Means 4.60060e-041	
			and low byte swap.	(0x0000 803F)	

# 16.2.4 Security Leve I and User Permission

# Security Level

Address	Description	Read/Write
LB9046	Lower security level. The bit will be set to ON when system switches from a lower security level to a higher level.	R
LW9040~9041	Password of security level. Double word.	W
LW9042	Security level. Display security level of current base window.	R
LW9043	Switch security level by force. Force to switch from higher level (for example, level 2) to lower level (for example, level 0).	W

# • Mapping of Security Level

Address	Description	Read/Write
LW10024~10025	Level 1 password. Double word	R/W
LW10026~10027	Level 2 password. Double word	R/W
LW10118~10119	Level 3 password. Double word	R/W
LW10120~10121	Level 4 password. Double word	R/W
LW10122~10123	Level 5 password. Double word	R/W
LW10124~10125	Level 6 password. Double word	R/W
LW10126~10127	Level 7 password. Double word	R/W
LW10128~10129	Level 8 password. Double word	R/W
LW10130~10131	Level 9 password. Double word	R/W

LW10132~10133	Level 10 password. Double word	R/W
LW10134~10135	Level 11 password. Double word	R/W
LW10136~10137	Level 12 password. Double word	R/W
LW10138~10139	Level 13 password. Double word	R/W
LW10140~10141	Level 14 password. Double word	R/W
LW10142~10143	Level 15 password. Double word	R/W



- $1. \ \mbox{The value}$  of the local word above could be saved after power off.
- $2. \ Online\ modification\ of\ passwords$  is supported by the function.
- 3. Passwords could be modified online, while offline simulation does not support passwords modification.

# • User Permission

Address	Description	ReadWrite
LB9165	User login. Set ON to execute logining operation, then set OFF automatically.	W
LB9166	User logoff. Set ON to execute logoff operation, then set OFF automatically.	W
LB9167	Add user. Set ON to execute adding user operation, then set OFF automatically.	W
LB9168	Delete user. Set ON to execute deleting user operation, then set OFF automatically.	W
LB9169	Modify password. Set ON to modify password operation, then set OFF automatically.	W
LB9190	Executive mark of user management. The bit will set to ON when execute operations of Add/Delete users.	R
LB9191	Operation failure of user management. The bit will be set to ON when operation of user management fails.	R
LB9192	User password prohibition of modifying flags	R
LB9193	User password expiration mark	R
LB9194	The bit will be set to ON when the password is too short	R
LB9196	The bit will be set to ON when the user is locking	R
LB9197	The bit will be set to ON when the new password is repeated with the last one	R
LW.B9512.0	After ON is set up, the user name dynamically added by LW9486 can be processed by Unicode encoding.	R/W
LW9486~9501	User name for login. Input user name for login, 32 characters at most.	R/W
LW9502~9503	User password. Input user password for login.	R/W
LW9504~9505	Display user permission of the current user. Display the user permission with 32 bits corresponding to the current user.	R
LW9506~9507	Set user permission. Set user permission with 32 bits when adding user information.	W
LW9508~9509	Set automatic logoff time. Set automatic logoff time when adding user information.	W

LW9510~9511	Password confirmation. Input password again to confirm the consistency when adding user information.	W
LW9514	Set the user name that needs to be logged by matching list or drop-down list.	R/W
LW9515	Set the shorted use period of password, and the new password is modified, and the	R/W
	password cannot be modified within the specified time.	
LW9516	Set the longest use of password. After the time has come, the password is not modified.	R/W
	The system automatically locks the password and is unable to log in. It must be	
	reactivated with the administrator's authority.	
LW9650~9665	Display login user name	R
LW9840~9847	change password warning	R/W
LW9848~9855	Password(whole keyboard)	R/W

# • Set HMI license online

Address	Description	Read/Write
LW9821	License count	R/W
LW9822	License number (license1-license10)	R/W
LW9823	Authorization password login window	R/W
LW9824~9829	Expire time, year, month, date, hour, minute, second	R/W
LW9830	Authorization password	R/W
LW9832	License grade. LW.B9832.0 is first , LW.B9832.1 is second LW.B9832.9 is 10th	R
LW9834	The current license number is locked. Note: this value is the authorized serial number corresponding to the earliest unlocking time at all times; this value is valid in the locked state.	R
LW9835	The current license number is locked. Note: this value is the corresponding authorization sequence corresponding to all unlocked recent times; this value is valid in the locked state.	R
LB9425	Set on to save	R/W
LB9426	Shielding the authorization function. ON, shielded authorization function	R/W

# 16.2.5 Data and Project Management

# Recipe operation

Address	Description	Read/Write
	Recipe downloading indication. The bit will be set to ON in downloading status, and set	
LB9010	to OFF automatically after download is finished (Download from recipe to PLC).	R
LB9011	Recipe uploading indication. The bit will be set to ON in uploading status, and set to	R
LB9011	OFF automatically after uploading is finished (Upload from PLC to recipe).	
LB9012	Recipe Download/Upload indication. Set to ON in downloading/uploading status, and	R
LB9012	set to OFF automatically after downloading/uploading is finished.	
LW9000~9001	Index address for recipe data. RWI and RBI access recipe data by this index address.	R/W
LW9000~9001	LW9000 is low word, LW9001 is high word.	IX/ VV
LB9130	Clear RW register. Set the bit to ON to trigger RW clearance.	R/W

LW9260~9261	Initial address for RW clear operation.	R/W
LW9262~9263	Word length for RW clear operation.	R/W
LW9536~9537	Set start address when using external device for example U disk to download recipe data	R/W
LW9538~9539	Set length when using external device for example U disk to download recipe data. 0:	R/W
	download all	

# • External memory operation

Address	Description	Read/Write
	Safety removing setting of SD card. Set the bit to ON before inserting SD card; Set to	
LB9153	OFF before removing to make sure safety removing.	R/W
	Safety removing setting of U disk 1. Set the bit to ON before inserting U disk 1; Set to	
LB9154	OFF before removing to make sure safety removing.	R/W
	Safety removing setting of U disk 2. Set the bit to ON before inserting U disk 2; Set to	
LB9155	OFF before removing to make sure safety removing.	R/W
LB9156	Clear files in SD card. Clear all the files that generated in SD card.	W
LB9157	Clear files in U disk 1. Clear all the files that generated in U disk 1.	W
LB9158	Clear files in U disk 2. Clear all the files that generated in U disk 2.	W
LB9220	HMI is reading SD card indication. ON: reading operation	R
LB9221	HMI is reading U disk1 indication. ON: reading operation	R
LB9222	HMI is reading U disk2 indication. ON: reading operation	R
LB9230	HMI is writing SD card indication. ON: writing operation	R
LB9231	HMI is writing U disk1 indication. ON: writing operation	R
LB9232	HMI is writing U disk2 indication. ON: writing operation	R
LW9133	Set the classification and delete the external files, then set the LB9149 (HMI) \9156 (SD	
	card) \9157 (U disk 1) to ON, so that we can classify and delete functions. The default	
	LW9133 is 0, which means no classification, that is to clear all.	
	LW.B 9133.0=ON, delete event files;	
	LW.B 9133.1=ON, delete trend files;	R/W
	LW.B 9133.2=ON, delete database files;	
	LW.B 9133.3=ON, delete log files;	
	LW.B 9133.4=ON, delete scr files;	
	LW.B 9133.5=ON, delete export files;	
	Prefix title of the copied file. Prefix character strings of the file name which is copied to	
LW9470~9485	SD card or U disk.	R/W

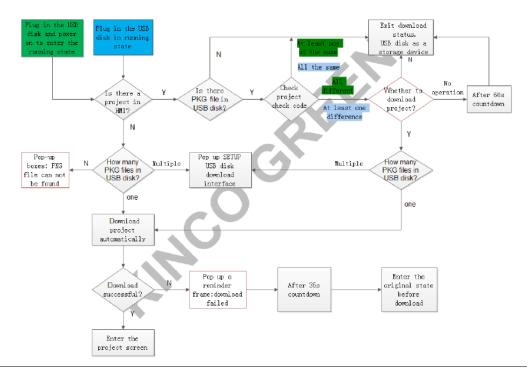
# • Direct downloading project in working mode

Address	Description	Read/Write
LB9126	There are projects on the screen, and the root directory of the external device has	R/W
	PKG\.pkgx , which automatically sets ON.	
LB9127	Set ON, the default PKG \.pkgx file in the external device will be imported	R/W

LB9128	The project is automatically exported as the kinco.pkg of the root directory. Set ON, auto	R/W
	export	
LW9021	The countdown function of the project	R/W



#### 绿色和蓝色两种情况区分,是为了解决屏上U盘断电、上电不断跳出提示框的问题。



#### • File list box operation

Address	Description	Read/Write
LB9147	Set ON to support folder copy and paste functions	R/W
LB9150	Execute import/export operation of project or recipe. Set the bit to ON to execute import/export operation.	W
LB9151	Protection bit of export project. Uploading password is input correctly when export project, then the bit will be set to OFF, otherwise, it will be set to ON.	R
LB9152	Switch folder type between tree type and list type. Set the bit to ON to display folders in tree type, while set it to OFF to display folders in list type.	R/W
LB9265	Open import/export logo function.ON: Open import/export logo function. OFF: Open import/export project function.	R/W
LB9266	Import and export FRW/RW. ON: FRW import/export. OFF: RW import/export.	R/W
LW9300~9331	Route name of the browsed file. Display the route name which is browsed currently in file list component.	R
LW9332~9363	Current selected file. Display the file name which is browsing currently in file list component.	R/W
LW9364	Import/ export selection of project or recipe. 1: project import; 2: project export; 3:	R/W

	recipe import; 4: recipe export. 7: LOGO import; 8: LOGO export. 9: FRW import; 10:	
	FRW export.	
LW0266	Copy/cut/ paste operation of files. With file browse component to execute: 1: copy; 2:	W
LW9366	cut; 3: paste. 4: Delete	vV

# 16.2.6 Communication

# • PLC communication information

Address	Description	Read/Write
LB9057	put modified serial port communication parametrs into effect immediately when LB9507 is on,default value:off	R/W
LB9136	Filtrate communication of the non-response PLC. Set the bit to on to filtrate communication of the non-response PLC.	R/W
LB9144	Hide the component which failed in communication. Set the bit to ON to hide the component which failed in communication.	R/W
LB9180	Notification bit of PLC access error, when PLC communication error occurs, the bit will be set to ON.	R
LB9245	Control LW9296~9299 only to shield the function of the system prompt box. Set the bit to ON, LW9296~9299 only shields the system frame, and does not shield LW9550~9553.	R/W
LW9264~9279	Mask off code of PLC station NO. (COM port 0). Each bit corresponds to one station no. of port 0 (9264.0 corresponds to station no. 0,, 9279.F corresponds to station no. 255), set the corresponding bit to ON to mask the communication of the corresponding station.	R/W
LW9280~9295	Mask off code of PLC station NO. (COM port 1). Each bit corresponds to one station no. of port 1 (9280.0 corresponds to station no. 0,, 9295.F corresponds to station no. 255), set the corresponding bit to ON to mask the communication of the corresponding station.	R/W
LW9400~9415	Mask off code of HMI no Each bit corresponds to one HMI no. in the network (9400.0 corresponds to HMI no. 0,, 9415.F corresponds to HMI no. 255), set the corresponding bit to ON to mask the communication of the corresponding HMI.	R/W
LW9432~9447	Register for communication status indication (COM 0). Each bit corresponds to one station no. (9432.0 corresponds to station no. 0,, 9447.F corresponds to station no. 255). When PLC communication timeout and no response, the corresponding bit will be set to ON, otherwise, the bit will be set to OFF.	R/W
LW9448~9463	Register for communication status indication (COM 1). Each bit corresponds to one station no. (9448.0 corresponds to station no. 0,, 9463.F corresponds to station no.	R/W

	T	
	255). When there is no response and PLC communication timeout, the corresponding bit	
	will be set to ON, otherwise, the bit will be set to OFF.	
LB9259	To indicate whether COM2 is well communicated or not.	R
	Mask off code of error message. Each bit corresponds to one error message. Set the bit	
	to ON to mask the corresponding error message indication.	
LW9296~9299	For example: "PLC No Response" corresponds to 9296.2, "Socket Connect Error"	R/W
	corresponds to 9296.4	
	Indication code of error message. Each bit corresponds to one error message, when an	
1110550 0552	error indication occurred, the corresponding bit will be set to ON automatically.	D
LW9550~9553	For example: "PLC No Response" corresponds to 9550.2, "Socket Connect	R
	Error"corresponds to 9550.4	
LW9605~9606	shield PLC network communication. Related registers:LW9605-9606.	R/W
	LW9605.0~9605.2 for serial 0- serial2, the others for network communication,as to say	
	users can shield 29 PLC network communication	

# • Mapping of communication parameters

Address	Description	Read/Write
LW10030~10033	IP address. Each section occupies one word, range 0~255.	R/W
LW10034	Download port number. It is download port number rather than communication port	R/W
LW 10034	number.	
LW10035	Reserved.	R/W
LW.B9614.4	Turn on"ON"Open DHCP	R/W
LW10110~10113	Gateway. Each section occupies one word, range 0~255.	R/W
LW10114~10117	Subnet mask. Each section occupies one word, range 0~255.	R/W
	DNS1、DNS2 地址。每 WORD 放一个段,有效范围 0~255。例如:	R/W
LW10226~10233	DNS1:255.254.253.252; DNS2:251.250.249.248;则 DNS1: LW10226=255,	
LW 10220~10233	LW10227=254, LW10228=253, LW10229=252; DNS2:LW10230=251,	
	LW10231=250, LW10232=249,LW10233=248	
LW10036	Work mode of COM0. 0: 232; 1: 485-4w; 2: 485-2w	R/W
LW10037~10038	Baud rate of COM0. Double word	R/W
LW10039	Data bit of COM0.	R/W
LW10040	Check bit of COM0.	R/W
LW10041	Stop bit of COM0.	R/W
LW10042	Slave station no. of COM0 (HMI station no.)	R/W
LW10043~10044	PLC time-out constant of COM0.	R/W

	T	T
LW10045~10046	Protocol time-out constant 1of COM0.	R/W
LW10047~10048	Protocol time-out constant 2 of COM0.	R/W
LW10056	Work mode of COM1. 0: 232; 1: 485-4w; 2: 485-2w	R/W
LW10057~10058	Baud rate of COM1. Double word	R/W
LW10059	Data bit of COM1.	R/W
LW10060	Check bit of COM1.	R/W
LW10061	Stop bit of COM1.	R/W
LW10062	Slave station no. of COM1 (HMI station no.)	R/W
LW10063~10064	PLC time-out constant of COM1.	R/W
LW10065~10066	Protocol time-out constant 1of COM1.	R/W
LW10067~10068	Protocol time-out constant 2 of COM1.	R/W
LW10182	Work mode of COM2. 0: 232;	R/W
LW10183~10184	Baud rate of COM2. Double word	R/W
LW10185	Data bit of COM2.	R/W
LW10186	Check bit of COM2.	R/W
LW10187	Stop bit of COM2.	R/W
LW10188	Slave station no. of COM2 (HMI station no.)	R/W
LW10189~10190	PLC time-out constant of COM2.	R/W
LW10191~10192	Protocol time-out constant 1 of COM2.	R/W
LW10193~10194	Protocol time-out constant 2 of COM2.	R/W



- 1. The above functions will take effect after restart.
- 2. The value of some local words above will be saved after power off.

# WIFI Parameter

Address	Description	Read/Write
LB9301	WIFI login information setup	R/W
LB9302	WIFI connection sign. ON, WIFI has been connected; set OFF, WIFI disconnect	R
LW.B10204.0	WIFI connection settings	R/W
LW9700	Show the list of wireless network. Each entry takes up 8 words (i.e. 16 characters). We	R
	can use the Notepad to browse the list name.	
LW9784	WIFI login name settings, up to 8 words	R/W
LW9792	WIFI login password settings, up to 8 words	R/W
LW10200~10203	The WIFI IP address is displayed. One segment per WORD, valid range 0~255	R



After entering the wireless login name and password, you must first set LB9301 to ON, then assign LW10204 to 1, so that we can connect to the wireless network correctly.

#### Variables of station number

Address	Description	Read/Write
LW9416	Variable register of station number. It corresponds to index 0 of variable of station number.	R/W
LW9417	Variable register of station number. It corresponds to index 1 of variable of station number.	R/W
LW9418	Variable register of station number. It corresponds to index 2 of variable of station number.	R/W
LW9419	Variable register of station number. It corresponds to index 3 of variable of station number.	R/W
LW9420	Variable register of station number. It corresponds to index 4 of variable of station number.	R/W
LW9421	Variable register of station number. It corresponds to index 5 of variable of station number.	R/W
LW9422	Variable register of station number. It corresponds to index 6 of variable of station number.	R/W
LW9423	Variable register of station number. It corresponds to index 7 of variable of station number.	R/W
LW9424	Variable register of station number. It corresponds to index 8 of variable of station number.	R/W
LW9425	Variable register of station number. It corresponds to index 9 of variable of station number.	R/W
LW9426	Variable register of station number. It corresponds to index 10 of variable of station number.	R/W
LW9427	Variable register of station number. It corresponds to index 11 of variable of station number.	R/W
LW9428	Variable register of station number. It corresponds to index 12 of variable of station number.	R/W
LW9429	Variable register of station number. It corresponds to index 13 of variable of station number.	R/W
LW9430	Variable register of station number. It corresponds to index 14 of variable of station number.	R/W
LW9431	Variable register of station number. It corresponds to index 15 of variable of station number.	R/W

# • Communication PLC dynamic IP

Address	Description	Read/Write
LW9176~9179	Communication PLC dynamic IP corresponding register. This special register supports	R/W
	only one network port PLC communication.	
	For example, the IP address of PLC is modified to 192.168.205.190 online, then	
	LW9179=192, LW9178=168, LW9177=205, LW9176=190.	
LW9175	LW pointer of dynamic network port IP. This function needs to cooperate with LB9244.	R/W
	This register supports dynamic IP of multiple network ports PLC.	
	For example, the IP address of PLC0 is modified to 192.168.205.190 online, and the IP	
	address of PLC1 is modified to 192.168.205.191 online.	
	Steps: 1) LW9175=1000	
	2) LW1003=192, LW1002=168, LW1001=205, LW1000=190; (PLC0 IP)	
	3) LW1007=192, LW1006=168, LW1005=205, LW1004=191; (PLC1 IP)	
	4) LB9244=on	
LB9244	Set ON to update dynamic IP, perform automatic reset, and cooperate with LW9175.	R/W



- 1. The dynamic IP address power down is not kept
- 2. If a dynamic IP is 0, it means that the corresponding network port PLC still uses static IP.

#### • Online set the can slave node ID

Address	Description	Read/Write
LW10029	Online set the can slave node ID	R
LB9057	Set on, the new can slave node ID will take effect and automatically reset	R

#### Error code of bus

Address	Description	Read/Write
LW9145	Record error codes of Profibus.	R
LW9146	Record error codes of Canopen.	R

# Macro code operation

Address	Description	Read/Write
LB9115	Improve macro response performance. Set higher priority to Function Button in triggering a	R/W
	macro by setting LB9115 on	
LB9116	Macro reading input registers indication. The bit will be set to ON when Macro is reading input	R
	registers, set to OFF automatically after finish reading.	
LB9117	Macro writing output register indication. The bit will be set to ON when Macro is writing input	R
	registers, set to OFF automatically after finish writing.	
LB9118	Macro working indication. The bit will be set to ON When Macro is running (read and write	R
	register operation are included), set to OFF after finish.	
LW9465	Time magnification of Macro time-out. If it is set to N, then the allowable maximum running	R/W
	time for once of Marco is N times as long as the default value.	
LW9466	Macro to read communication time of register	

# • Data Transmit Operation

Address	Description	Read/Write
LW9467	Write communication time of Data Transmit	R/W
LW9468	Read communication time of Data Transmit	R/W



# Hardware Part



# 1 Name and Specification

This chapter mainly introduces names and specifications of the universal parts of G series HMI.

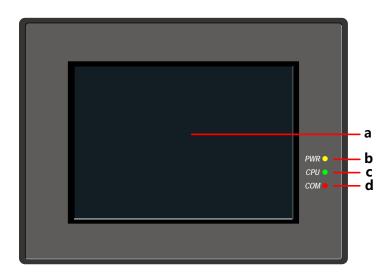


Names and specifications of the special parts of G series HMI, please refer to related selection manual.

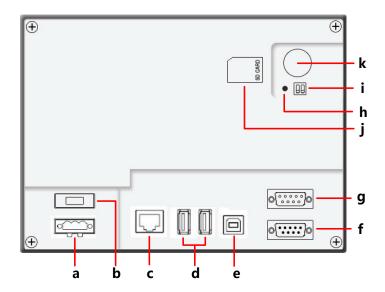
# 1.1 Name of Each Part

Names of the universal parts of G series:

Front:



a. Screen display /Touch control area
 b. PWR indicator
 c. CPU indicator
 d. COM indicator
 Back:



a. Input terminal of power supply DC24V b. 1A Fuse c. LAN interface d. USB HOST(USB type A interface) e. USB SLAVE(USB type B interface) f. COM1(male) g. COM0&COM2(male) h. RESET Button i. DIP Switch j. SD CARD interface k. One-time button type lithium battery

#### 1.2 Specifications of Each Part

#### 1.2.1 Screen display/Touch control area

The touch panel is for input/output and display.



#### **Caution**

In the case of personal safety may be endangered or significant losses may be leaded, please do not use the input function of HMI touch switch as emergency stop switch.

#### 1.2.2 LED indicator

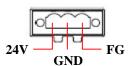
Indicator	Description		
PWR	When the power supply of HMI is ON/OFF, the yellow indicator is ON/OFF.		
CPU	When CPU works normally, the green indicator is ON.		
When HMI communicates with PLC and such controllers normally, the red indicator will free			
COM	flick or be normally ON.		



COM indicator only indicates the communication states of PLCs connected to COM0 and COM1.

#### 1.2.3 Power Supply

Input voltage: DC24V±15%



24V: Connect to 24V+ terminal of the power supply.

GND: Connect to COM terminal or 0V terminal of the power supply.

FG: Earthing terminal

#### 1.2.4 Fuse

Fast fuse with rated current 1A is used.



## **Notice**

Fast fuse offers protection when the power supply voltage is too high or power polarity is connected reversely, but it cannot ensure the internal electronic components shall not be damaged.

#### 1.2.5 Serial ports

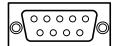


# Notice

Please do not hot plug communication cable with charged, to avoid the communication interface being damaged.

# Serial port COM0

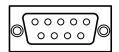
COM0 is a 9-pin D-SUB male connector, it supports communication functions of RS-232C/RS-485/RS-422A, and its pin assignment is as follows:



Pin#	Signal	Function		
		RS-232C	RS-485	RS-422A
1	RX-(B)		RS485B	Receive data
2	RXD	Receive data		
3	TXD	Send data		
4	TX-			Send data
5	SG		Signal Groun	nd
6	RX+(A)		RS485A	Receive data
7	NC			
8	NC			
9	TX+			Send data

### Serial port COM1

COM1 is a 9-pin D-SUB male connector, it supports communication functions of RS-232C/RS-485/RS-422A, and its pin assignment is as follows:

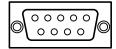


Pin#	Signal	Function		
		RS-232C	RS-485	RS-422A
1	RX-(B)		RS485B	Receive data
2	RXD	Receive data		
3	TXD	Send data		
4	TX-			Send data
5	SG		Signal Grour	nd
6	RX+(A)		RS485A	Receive data
7	CTS	Clear to send		
8	RTS	Request to send		
9	TX+			Send data

#### Serial port COM2

COM2 shares physical interface with COM0, is 9-pin D-SUB male connector, this port only supports communication

function of RS-232C, and its pin assignment is as follows:

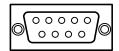


Pin#	Signal	Function
Ι ΙΙΙπ		RS-232C
1	NC	
2	NC	
3	NC	
4	NC	
5	SG	Signal Ground
6	NC	
7	RXD	Receive data
8	TXD	Send data
9	NC	

COM2 can connect with controllers supporting RS-232C, also can be used to upload/download program and debug.

#### Serial port COM3

COM3 shares physical interface with COM1, is 9-pin D-SUB male connector, this port only supports communication function of RS-232C, and its pin assignment is as follows:



Pin#	Signal	Function RS-232C
1	NC	
2	NC	
3	NC	
4	NC	
5	SG	Signal Ground
6	NC	
7	RX-(B)	RS485B
8	RX+(A)	RS485A
9	NC	

COM2 can connect with controllers supporting RS-232C, also can be used to upload/download program and debug.

# 1.2.6 USB interfaces

# • USB HOST

USB HOST is a USB A type interface, can connect with peripheral equipments such as USB storage device, keyboard, mouse and so on. Its pin assignment is as follows:



Pin#	Signal	Function
1	VCC	+5V power supply
2	D-	Data-

3	D+	Data+
4	GND	-5V Earthing

#### USB SLAVE

USB SLAVE is a USB B type interface, can connect with the USB port of PC, and is used to upload/download program and debug. Its pin assignment is as follows:



Pin#	Signal	Function
1	VCC	+5V power supply
2	D-	Data-
3	D+	Data+
4	GND	-5V Earthing

#### 1.2.7 LAN interface

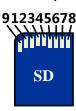
LAN port is a 10M/100M transmission speed auto-adapted RJ-45 type interface, can be used to upload/download program and debug; Multiple HMIs equipped with LAN interfaces can be networked at will via this port and communication with controllers supporting Ethernet communication is also supported by this port. Its pin assignment is as follows:



Pin#	Signal	Function
1	TX+	Send data +
2	TX-	Send data -
3	RX+	Receive data +
4	NC	
5	NC	
6	RX-	Receive data -
7	NC	
8	NC	

#### 1.2.8 SD CARD interface

SD CARD port is suitable for connecting with ordinary plug of which the size is 32mm×24mm×2.1mm. It can be used to save data and quick upload/download user projects, recipes and such files. Its pin assignment is as follows:

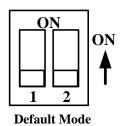


Pin#	Signal	Function
1	CD/DAT3	Card checkout / Data 3
2	CMD	Command
3	VSS1	GND
4	VDD	Power supply (+3V)
5	CLK	Clock
6	VSS2	GND
7	DAT0	Data 0
8	DAT1	Data 1

9	DAT2	Data 2

## 1.2.9 DIP switch

DIP Switch is used to set the HMI system in different working modes, the corresponding working modes of the setting are as follows:



SW1	SW2	Working mode	
OFF	OFF	Normal working mode	
ON	OFF	More details about Firmware Update Mode, please refer to	
		【Hardware Part 5 Firmware Update Mode】	
OFF	ON	More details about Touch Screen Calibrate Mode, please	
		refer to 【Hardware Part 4 Touch Screen Calibrate Mode】	
ON	ON	More details about System Setting Mode, please refer to	

## 1.2.10 RESET switch

Press the RESET button, HMI will restart.

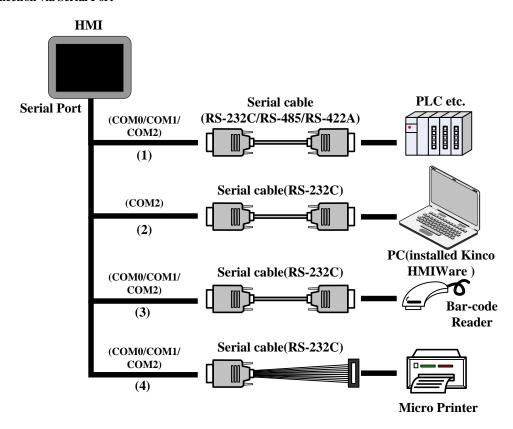
## 1.2.11 Button battery

Non-rechargeable button type LI-Mn battery is used, and the standard voltage is 3V. (CR series)

## 2 Connection with Preiferal Equipments

To meet users' requirements for multifunction screens of intelligence, information, humanity, MT series HMIs have equipped with kinds of interfaces. The equipments supported by the interfaces are described in turn as follows.

#### 2.1 Connection via Serial Port



## (1) Connect with PLC and other controllers via serial ports to communicate

HMI can connect with the serial ports of PLC and such controllers to communicate via RS-232C/RS-485/RS-422A serial cable.

#### • Requirements for connection

The PLC and such controllers communicate with HMI must be of the types supported by Kinco DTools, or support the serial communication protocols supported by Kinco DTools.

#### • Cable production

Users can make the connection cable by themselves according to the types of controllers and communication modes.

#### (2) Upload/download data via serial ports

HMI can connect with the serial ports of PC to upload/download user projects, recipes and such data via RS-232C serial cable.

## • Requirements for connection

Install and run the HMIware configuration software of Kinco on PC, select download ways through the 【Tools】 menu of the

software.

### More details about download please refer to Advanced Part 7.3 Download

## Cable production

Users can make the connection cable by themselves.

(3) Connect with scanner and such equipments via serial ports

HMI can connect with scanner via RS-232Cserial cable to receive banner code and such data.

#### Requirements for connection

The scanners communicate with HMI must be of the types supported by Kinco DTools, or support the serial communication protocols supported by Kinco DTools.

#### • Cable production

Directly use the RS-232C communication cable provided by the scanner manufacturer.

(4) Connect with miniprinter via serial ports

HMI could connect with miniprinters to print screen or data report via RS-232C serial ports.

#### • Requirements for connection

The miniprinters communicate with HMI must of the types supported by Kinco DTools, or support the serial communication protocols supported by Kinco DTools.

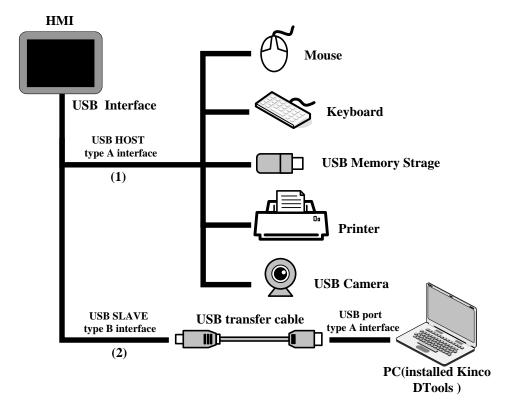


More details please refer to the manual of 【Communication Connection Guide】.

## • Cable production

Users can make the connection cable by themselves.

#### 2.2 Connection via USB Interfaces



- (1) Connect with USB mouse, USB keyboard and such equipments via USB HOST
- Connect with USB mouse

HMI connects with USB mouse, then the USB mouse can execute input operation to the HMI screen.

Connect with USB keyboard

HMI connects with USB keyboard, then the USB keyboard can execute input operation to the HMI screen via the [Map Key] function of Function Key components.

• Connect with USB mass storage device

Connection between HMI and USB mass storage device can be used for:

- Quick upload/download user projects, recipes and such files between HMI and USB mass storage devices via import/export functions;
- > A physical storage area (ERW) is divided up from the USB mass storage device, users take access to ERW registers to read/write data directly on HMI.
- Historical data of Trend Curve and XY Curve, historical events, operation log and such data can be saved in USB mass storage devices.
- Connect with USB printer

HMI can connect with USB printers via USB cable to print screen and data report.

The USB printers communicate with HMI mush be of the types supported by Kinco DTools, or support the printer communication protocols supported by Kinco DTools.



Details about the supported printers please refer to the manual of 【Communication Connection Guide】.

#### • Connect with USB camera

HMI can connect to camera with drive type USB to display the video pictures input by USB camera via camera component.

## More details please refer to Advanced Part 4.10.2 Camera

## (2) Upload/download data via USB SLAVE

HMI can connect with the USB interfaces of PC to upload/download projects, recipes and such data via USB cable.

#### • Requirements for connection

Install and run the HMIware configuration software of Kinco on PC, select download ways through the 【Tools】 menu of the software.

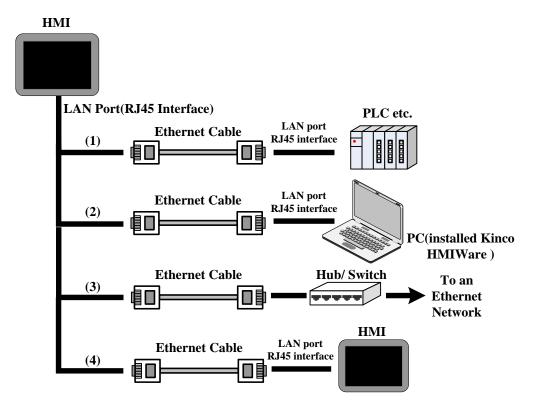
#### • Cable production

Users can make the connection cable by themselves.



Details about cable production please refer to the manual of 【Communication Connection Guide】.

## 2.3 Connection via LAN Interfaces



(1) Connect with PLC and such controllers to communicate

HMI can connect to PLC and such controllers to communicate via an interconnection cable (RJ45 Crossover Cable).

#### Requirements for connection

The PLC and such controllers communicate with HMI mush be of the types supported by Kinco DTools, or support the Ethernet communication protocols supported by Kinco DTools.

#### Cable production

Users can make the connection cable by themselves.

(2) Upload/download/monitor data via LAN interface

Via interconnection cable (RJ45 Crossover Cable), HMI can connect with the LAN interface of PC to upload/download user projects, recipes and such data; meanwhile users can monitor the data of HMI or PLC and such controllers on PC.

#### Requirements for connection

Install and run the HMIware configuration software of Kinco on PC, select download ways through the 【Tools】 menu of the software.

#### Cable production

Users can make the cable for connection by themselves.

(3) Connect HMI to a Local Area Network via Hub/Switch

HMI can be connected to a HUB or SWITCH to access a Local Area Network via a standard Ethernet cable (RJ45 straight-through cable) or interconnection cable (RJ45 cross-over cable). This is mainly used for multiple HMIs links or HMI network with multiple PLC and such controllers.

#### More details please refer to Adavanced Part 14 HMI Communication

(4) linking via LAN interface

HMI can link to another HMI via interconnection cable (RJ45 Crossover Cable).

Requirements for connection

All HMIs online are with LAN interfaces, and set [HMI Attributes] — [Networking Device Setting] in the software.

• Cable production

Users can make the connection cable by themselves.



More details please refer to the manual of 【Communication Connection Guide】.

# 3 System Setting Mode

In this mode, users can set such items as system time, Startup Window, IP address.

#### 3.1 Methods to Display System Setting Mode

Enter the System Setting Mode by the following steps:

- Set the DIP switch SW1 and SW2 to "ON";
- 2 Press the "RESET button, then HMI restarts and enters the SETUP interface.

#### 3.2 System Setting

Take the SETUP interface of GH070E for example:



In the SETUP interface of GH070E, the following items can be set:

- Startup Window No.: Startup window. It is the displayed window when start HMI, the default value is 0.
- Backlight Saver Time: Screen saver time, in minutes. The default value is 10. Screen saver is unavailable when the
  value is 0.
- Buzzer Disabled/Enabled: Enable/Disable the buzzer. For MT5000/4000 series HMI, select "Mute" to close the buzzer.
- Network parameter setting: set the network parameters such as IP Address, Port, Subnet Mask, Gateway of a target screen equipped with Ethernet port.
- Brightness adjustment: Adjust brightness (Brightness Up/Down) to achieve the best visual effect.



Brightness adjustment is not supported by some HMI models.

Calibrate Time: Check whether the year, month, day, hour, minute and second are the current time, otherwise, calibrate
manually.

Import/Export: Quick upload/download user project files or recipe files. The function is only supported be HMIs
equipped with USB HOST/SD Card ports.

USB/SD HMI	Upload the user project files (.pkg\.pkgx) saved in HMI to USB or SD Card. Upload password is required when upload, the default password is 888888 if it has not been set in the HMI attributes dialogue box.
USB/SD HIMI	Download the user project files (.pkg\.pkgx) saved in USB or SD Card into HMI.
RCP HMI	Upload the recipe files (.rcp) saved in HMI to USB or SD Card.
RCP HMI	Download the recipe files (.rcp) saved in USB or SD Card into HMI.



The SETUP interface may not be displayed in full size in a single screen, then click "Next" or " $\rightarrow$ " to enter the next page and click Back" or " $\leftarrow$ " to return the previous page.

## 4 Touch Screen Calibrate Mode

When the screen touch is not accurate after firmware update, users can calibrate HMI screen under this mode.

#### 4.1 Methods to Display Touch Screen Calibrate Mode

There are two methods to enter the Touch Screen Calibrate Mode:

Method 1: Enter Touch Screen Calibrate Mode by set DIP switches.

- Set the DIP switch SW1 and SW2 (on the back of the HMI) to "ON";
- **2** Press the "RESET button, then HMI restarts and enters the Touch Screen Calibrate interface.

Method 2: Enter Touch Screen Calibrate Mode by the "Touch Calibration" function of [Function Key].

Method 2 is directly completed on the HMI screen, users do not need to manipulate the DIP switches and without bothering to open the control cabinet.

More details please refer to Advanced Part 4.2.6 Function Key

#### 4.2 Touch Screen Calibrate Setting

Follow the "+"sign to touch the screen until you hear a click sound and the"+"sign disappears, then "TP Adjust Success! "is showing, which indicates that Touch Screen Calibrate is successed. Then, set DIP switch 1 and 2 to "OFF" and press [Reset] button, restart HMI to exit Touch Screen Calibrate Mode.

# **5 Firmware Update Mode**

In firmware update mode, users can update the version of the Kernel and Root files system (It is strongly recommended that the users use the function under the guidance of Manufacturer).

## 5.1 Methods to Display Firmware Update Mode

Enter the Firmware Update Mode by the following steps:

- Set the DIP switch (on the back of the HMI) SW1 to "ON" and SW2 to "OFF";
- **2** Press the "RESET button, then HMI restarts and enters the Touch Screen Calibrate interface.

#### **5.2 Firmware Update Setting**

Open KDManager, enter [System Operation] to update the Kernel and Root files system.

More details please refer to Advanced Part 8 KDManager



Please backup the configuration projects, recipe data and so on before update Kernel/Root files system, to avoid data loss during update.

## 6 Maintenance and Tending

This chapter mainly introduces the maintenance and inspection methods to prevent errors occur, so as to ensure the normal use of the products.



#### Caution

Do not disassemble the host or touch any internal component in a powered state, otherwise electric shock accidents may be leaded.

#### 6.1 Maintenance

To ensure the HMI in an optimal state, please maintain the following items regularly:

Engineering data backup

Regularly backup engineering data and store it to safe place, to prevent engineering data loss when HMI malfunctions and in need of repairment and parts replacement.

Backlight replacement

When the backlight darkens and is difficult to see clearly, then, the backlight should be replaced. The users cannot replace the backlight privately.

When you need to replace the backlight, please contact your local dealer or representative offices.

Battery replacement

Some HMI models use button type Li-Mn batteries to save recipe data and system time when HMI powers off, when the voltage of the battery is lower than 2.5V, then the battery should be replaced. Users could buy and replace the batteries according to the specified specifications by themselves.

#### 6.2 Tending

Screen tending

When the screen gathers dust or dirt, please disconnect the power supply for HMI, then, soak a piece of soft cloth in neutral detergent and wring it to dry, and then wipe the screen gently.



### **Prohibition**

- $1. \ Do \ not \ use \ paint \ thinner, \ organic \ solvent \ or \ strong \ acid \ mixture \ to \ clean \ the \ screen.$
- Do not use hard or sharp objects to operate or wipe the screen, otherwise, screen surface will be damaged.

### Periodic inspection

To ensure the HM in an optimal state, please inspect the following items regularly:

## ➤ Working environment

Whether the temperature or humidity of HMI working environment is in the specified range?

Whether there is corrosive or flammable gas in the working environment of HMI?

## ➤ Electrical performance

Whether the power supply input voltage is in the specified range?

## ➤ Others

Has any of the power cable or power cord of the power supply terminals been loosened?

Whether all the installed fasteners are locked tight?

## **Appendix 1 Regular PLC Used for HMI**

Brand	Connecting device	description
ABB	AC31/ AC500	
(Rockwell) Allen-Bradley	MicroLogix PLC	AB SLC500/PLC5/MicroLogix
	SLC500 PLC	Series(DF1)
	PLC-5 PLC	AB SLC500/PLC5/MicroLogix Series
		Ethernet(TCP Slave)
	CompactLogix PLC	AB CompactLogix/ControlLogix
	ControlLogix PLC	Series(DF1)
		AB CompactLogix/ControlLogix Series
		Ethernet(TCP Slave)
(Advantech) ADAM	ADAM-4015/ ADAM-4017	
Baldor	NextMove ES Controller	
Baumuller	BM4413-ST0-02200-03	
Bosch Rexroth	KVFC+ Inverter	
	PPC-R Series Controller	
	IndraLogic L Series Controller	Bosch Rexroth
		Bosch Rexroth Ethernet
(CAN) CANOpen Node	Kinco k4	
Slave	Other company devices which support	
	CANOpen	
Danfoss	FC-300	
Delta	DVP PLC	
	DVP	
Emerson	EC10/ EC20 Series PLC	
Facon	FBs/ FBe/FBn	Facon FB/Modbus RTU
Fuji	SPB Series PLC/ NB Series PLC	
GE	Fanuc Series 90-30 Series PLC	GE Fanuc Series SNP/GE SNP-X
	Fanuc Series 90-70 Series PLC	Modbus TCP
	VersaMax Series PLC	
	VersaMax Micro&Nano Series PLC	
	PACSystem RX7i Series PLC	
Hitachi	H Series PLC	

	EH-150 Series PLC	
	MICRO-EH Series PLC	
	SJ300 Inverter	
Hollysys	LM Series PLC	
	LK Series PLC	Hollysys LK Modbus RTU
		Hollysys LK Modbus TCP Slave
IDEC	Micro Smart Series PLC	
Inovance	H2U Series PLC	Inovance H2u
		Modbus RTU
Kinco	Kinco K3 PLC	
	ED Series Servo	
	CD Series Servo	
	EB-MOD2P-01	Modbus RTU
		Kinco EB-MOD2P-01
	EB-MOD2P-11	
Keyence	KV-16DT/ KV-1000/ KV-3000/ KV-5000	
Lenze	Lecom A/B Series Inverter	
LS	Master-k Series PLC	LS K-Master Cnet
		LS K-Master CPU Direct
		LS K-Master Modbus RTU
	XGT Series PLC	LS XGT Cnet
		LS XGT CPU Direct
	GLOFA Series PLC	LS GLOFA Cnet
		LS GLOFA FEnet
LUST	CDE34.008	
	ServoOne junior	
Mitsubishi	FX Series PLC	
	Q Series PLC	
	FX Series Link Module	
	QJ Series Link Module	
Modbus	Modbus RTU	
	Modbus RTU Extend	
	Modbus RTU Slave	
	Modbus RTU MT500 Compatible	
	Modbus ASCII	

	Modbus TCP	
	Modbus TCP Slave	
	Modbus UDP	
	Modbus UDP Slave	
Omron	C Series PLC	
	C Series Link PLC	
	CJ2 Series PLC	
	CJ1 Series PLC	
	CS1 Series PLC	
	CJ Series Link Module	
	CS Series Link Module	
	E5EZ-R3 Controller	
ОРТО	SNAP	
Panasonic	FP Series PLC	
Parker	Compax3 Series	
	SLVD Series	
	6K4 Series	
Profibus DP Slave	Siemens S7-300/ Siemens S7-400	
	Other company devices which support	
	PROFIBUS DP Master	
Schneider	Micro Series PLC	Modbus RTU
	Premium Series PLC	Schneider Modicon Uni-TelWay
	Nano Series PLC	
	Twido	
Siemens	S7-200	SIEMENS S7-200
		SIEMENS S7-200 Ethernet(TCP Slave)
	S7-300	SIEMENS S7-300/400(PC Adapter Direct)
		SIEMENS S7-300/400(MPI Direct)
		Profibus Slave
		SIEMENS S7-300 Ethernet(TCP Slave)
	S7-400	SIEMENS S7-300/400(PC Adapter Direct)
		SIEMENS S7-300/400(MPI Direct)
		Profibus Slave
		SIEMENS S7-400 Ethernet(TCP Slave)
	S7-1200	

Thinget	XC3-32R-E	Modbus RTU
		Thinget Controller
Trio	Euro	Trio
		Modbus RTU Extend
Vigor	VH series PLC/ VB0 series PLC	
Yaskawa	V Inverter	
	MP Series	Yaskawa MP2300
		Yaskawa Ethernet(UDP Slave)
	∑    /∑    Plus Servo	
Yokogawa	FA-M3	Yokogawa FA-M3
		Yokogawa FA-M3 Ethernet(TCP Slave)
YuDian	AI Series PLC	

# **Appendix 2 List of Error Information**

No.	Error information	Description
1	Compilation failed! No compiled PKG files are	Macro code or other reasons result in compilation failing,
1	generated!	no compiled PKG files are generated.
	Warning: Init. Start Window does not exist, the	The initial start picture saved in the original project possibly
2	software will add the default Init. Start Window	has been lost, the system will automatically replace it with
	automatically!	Kinco initial start picture.
3	Logo's size is too big, please adjust it! Logo's	The bitmap imported for Initial Start Window is bigger than
	size is out of limit: Width*Height > 2097152	the software restriction.
4	Logo file error!	HMI0.lg file went wrong.
5	HMI%s logo compile failed!	HMI0.lg corresponding to Logo does not exist, or the
	Thytras logo complic fanca:	picture used by logo does not exist.
6	Current HMI can not support this component!	The current HMI does not support the component.
7	Export file already exist, do you want to replace	The same file is exported to the same path repeatedly.
	it?	The same the is exported to the same path repeatedly.
8	Unable to write file, export failed!	The exported file name is possibly illegal.
9	Unable to parse file, import failed!	The file to import does not exist or the file format is
	Chaole to parse the, import tanea.	discrepant.
10	The project is existed in your selected content,	The new project is of the same name with the already
	replace the old one?	existing project in the path.
11	Project has been opened, can not open	Kinco DTools cannot open one project repeatedly.
	repeatedly!	Name of Discoss cum of open one project repeatedry.
	The new version project can not be opened by	Software of low version cannot open the project edited by
12	the old version software! Please update your	new version software. The software is upward compatible,
	software!	please use the new version software.
13	Can not save project. Please check the following	The project is set to read only and cannot be modified and
	files permission!	saved again.
14	Save project error, please resume you project	The project saved last time will be backupped automatically
	from \"temp\" directory in your project directory!	in the \"temp\" directory.
15	The project had been modified, please save and	After modifying, the project should be saved and compiled
1 <i>J</i>	compile first!	again.
16	Can not find compiled file, please compile first!	PKG file is wrong or lost.
17	A same name project already exists in this folder,	Projects of the same name cannot be saved in the same path.
17	please select another folder!	110Jects of the same name cannot be saved in the same path.

18	Software was closed abnormally last time, whether restore the unsaved project?  The project is created by old version	Prompt when reopen the project after abnormal close.
19	software .Do you want to backup and update the project now?\n\nWarning:the updated project can not be opened by old version software!	Prompt for backuping when use high version software to open the project edited by low version software.
20	System default window, unable to delete!	Frame0~9 are the system default windows, cannot be deleted.
21	Rename variable error!	The variable names possibly include "?", ", ", "/" and such illegal characters.
22	Project incompleted!	There are only serial port cables or PLCs in the Construct Window.
23	Project error: some HMIs, PLCs or connectors are not be connected!	HMIs, PLCs and communication cables do not be connected properly in the Construct Window.
24	After delete, all related pictures will lost and can not be recovered! Do you want to continue?	When delete the HMIs in the Construct Window, all the configuration pictures will be deleted and cannot be recovered, please be cautious with this operation.
25	After delete, all related register address for the plc items will be set default value and can not be recovered! Do you want to continue?	When delete PLCs, all the registers related with PLC will be changed to HMI default registers, and cannot be recovered, please be cautious with this operation.
26	If remove all, all objects will be deleted and can not be recovered! Do you want to continue?	Prompts of [Delete all] in the attribute box of BUS, events, alarms, text libraries, address labels, PLC control.
27	After replace, some parts of the HMI will change position, size or colour, and can not be recovered! Do you want to continue?	When replacing HMI models, the different screen sizes will lead to some components' attributes be adjusted automatically in the configuration project.
28	Element or the special function of the element. It has been deleted!	When replacing HMI, some components not supported by the new HMI will be automatically deleted due to different hardware, for example Video, Historical Event Display and such components.
29	Project contains some HMIs which are not supported by current version software. These HMIs had been auto updated to some available HMIs:\n\n	The discontinued HMI models have been deleted in the configuration software of higher version, the discontinued HMI model will be replaced automatically when open the project edited by low version software.
30	Error: address cross-border	The addresses exceed the allowed range.
31	Error: address format error	The address format does not match with the actual format of

	Error: address input error	component, possibly decimal number is written to octonary
	Error, address input error	system, or entered characters are illegal.
		Address type not supported by the driver protocols is used
32	Invalid address type!	in the project.
33	The files are damaged or deleted, can not play!	Audio files faulted.
33		
24	Load system word library error!/ Vector font files	If the font library used in the project does not exist in the
34	used in project does not exist, please close the	computer, then song typeface will be taken as default when
	project, install the missing font files	opening the project.
35	Copy error: the destination window ID already exists!	Source windows cannot be copied to the existing windows.
		Copy component across windows or projects, the
36	Size too large, can not be pasted!	component size should be smaller than target window.
	The size of File %s is larger than 256K, the file	Audio file imported into audio library should be less than
37	can not be added to sound library!	256k.
	The fieldbus device is already defined, do you	If a fieldbus or network device is already defined in HMI, it
38	want to replace it?/ Network device is already	will prompt when you add the same fieldbus or network
	defined,do you want to replace it?	device again.
20		Prompt when the same protocol is added repeatedly in the
39	Only one protocol can be defined in a device!	same fieldbus device.
40	The Investid Dealet/The Investid Deale addlessed	Prompt when saving project as or opening project but there
40	The Invalid Path!/ The Invalid ProjectName!	is no path or project name checked.
41	Bottom Window Error: the frame can not be used	Two windows connet he used as mutual hottom window
41	as both parent window and bottom window!	Two windows cannot be used as mutual bottom window.
42	Window size settings failed, please adjust parts	The width and height values of the modified window should
42	position first, then reset the windows size!	be bigger than its coordinate values.
	Image of GIF/PNG format or with alpha channel	In picture editing window, transparent color treatment is
43	do not support the additional transparent color	invalid for image of GIF/PNG format or with alpha channel.
	treatment!	invalid for image of On /1 NO format of with alpha channel.
44	Error: Please select at least one display	【Conditional display】 of component is chosen, but no
77	condition!	display condition is checked and click <code>[OK]</code> .
45	Part size error: Width and height of part can not	The width and height values should both be bigger than 1
	less than 1!	when modifying component size.
46	Error: The content cannot be empty!	When static text is used, it must not be empty.
47	Error: Text size must less than screen size!	The input content of static text is too long and exceeds the
	Error. Text size must less than selecti size:	screen size.

48	Same item exists in the text library, whether or	Prompt when import text library and there is item of the	
-10	not to replace?	same name already existed.	
49	Error: Text size must less than screen size!	The Fonts are too big that exceed the display area of the	
49	EHOL. Text Size must less than screen size:	components and windows.	
50	The HMI does not support the HistoryDataDisp	KW5300T/KM5303T/KG5509T/KG5300T do not support	
30	components!	historical data display.	
	The state of the s	MT4220TE/4414TE/4424/4522/4523/4620TE are equipped	
51	HMI cannot support USB2!	with only one USB host.	
		When there are multiple HMIs in the configuration and	
52	IP address is already defined, please check it/ IP	network communication protocol is used to network, the IP	
	address conflict, please check it!	addresses cannot repeat.	
	The station NO. is already defined, please check	When adding new PLC, there is the same station no. already	
53	it!	existing in the same protocol.	
	The window id is incorrect or the window exists,	The number for the new frame is illegal or the number is	
54	please input another id!	already existed.	
	The current screen does not support the property	<del>·</del>	
55	of sound!	The target HMI does not support audio.	
	The hmi %s doesn't support the property of Save		
56	screen shots to extend memory!	The target HMI does not support external storage devices.	
57	Failed to open file	File error when uploading.	
58	Cannot open Serial Port	Serial port may be occupied already.	
<b>-</b> 0		USB cable is not connected or the USB port is broken, or	
59	Open USB handle fail	the USB driver is not installed successfully.	
		Errors appear during downloading, so data received by HMI	
	Send data error/read data error/Data checkSum	is inconsistent with data sent by upper machine, please	
60	error/file checksum fail	unplug the communication cable between HMI and PLC,	
		restart HMI and try again.	
61	Recipe file size error	Recipe size is larger than HMI recipe registers.	
		Click the 【Download】 button when no download option is	
62	No download option was be selected	chosen in KHDownload dialog box.	
		The model of the HMI is not supported by the used	
63	Unsupport HMI, download failed!	software, high version software should be used.	
		The project is too large to be downloaded, please check	
64	Please use method of big BMP zipped or	whether lots of bitmaps or vector fonts are used in the	
-	simplify configuration project	project and simplify the project and download again.	
		FJ-24 and samping the project and download again.	

65	create file fail	Cannot download to external storage device, possibly there are illegal characters included in the file name.
66	Save file fail	Prompt when download to external storage device and the memory is insufficient.
67	Upload password must contain nonzero character!	The password cannot be zero when setting upload password in [HMI Attribute] page.
68	Invalid Password, please Input Password again!	Upload password entry failure.
69	password checksum fail	Prohibiting upload is set in the target HMI program.
70	Invalid Password. Project cannot be opened!	After the project is encrypted, password input is wrong when open project.
71	password error, please reset system and try again	Password for decompilation is input wrong repeatedly.
72	Failed to upload file	Data package lost when uploading file, please unplug the communication cable between HMI and PLC, restart HMI and try again.
73	No select decompile PKG file	Click [Decompile] button when no PKG file or target project for decomilation is chosen.
74	Number of PKG Files wrong, can not decompile!/ PKG file is not generated by the same project and same build, can not decompile!	When multiple HMIs are networked, decompilation is not supported.
75	PKG file does not allow decompile!	Prohibit decompiling is set in the 【HMI Attributes】 page.
76	PKG file edited by configuration software version lower than 1.2.3.0 cannot be decompiled!	Only the PKG files edited by software version higher than version 1.2.3.0 can be decompiled.
77	Another decompile process has not ended, please closed it first!	Prompt when starting a new decompilation while there is a decompilation in process.
78	A same directory exists, delete it and continue?	Target project file cannot be saved in the same directory with the original PKG file.
79	Online Simulation overtime and Program is end, if want, Please Simulate again	Maximum duration for direct online simulation is 15 minutes, after the time run out users need to simulate again.
80	An instance of software already exists, please close it first!	Only one simulation process can be executed at one time.

## **Appendix 3 List of System Prompt Message**

Edit/Mask	Mask address	Prompt message	Description
Allow	LW.B9296.0	[0]System Error	System error (Possibly file system fault)
mask/edit	LW.B9296.1	[1]PLC Response Error	Communication with PLC error, possibly the
			selected driver protocol do not support the current
			connected PLC (Read/write error)
	LW.B9296.2	[2]PLC No Response :xx-xx-x	PLC no response: xx-xx-x (HMI NoPLC station
			No Port No.) (Communication with PLC fail,
			please check communication cable and whether
			the communication parameters of PLC AND HMI
			are consistent)
	LW.B9296.4	[4]Socket Connect Error	Connect to server failed. (Connect to local or
			remote server failed. Usually network
			communication faulted or PLC driver faulted, very
			occasionally may communication cable of PLC
			fault)
	LW.B9296.5	[5]Socket COMM Error	Communication with server error
	LW.B9296.6	[6]MacroCode Error:xxxx	Macro code xxxx execution error (Check marco
			code, possibly there are memory access
			cross-border or dividing by zero errors in marco
			code)
	LW.B9296.7	[7]Print Error	Print error (communication with printer error.
			Please check printer connection, make sure that
			whether the current printer is supported by
			selected printer protocol)
	LW.B9296.8	[8]Send Package Error	Send network massage failed.
	LW.B9296.9	[9]Memory Shortage	Run out of memory (Possibly open two many
			popup windows or components occupying too
			much resources, check whether use too many
			popup windows, direct windows, indirect
			windows, trend curves, oscillograghs, XY plots,
			alarms and events in project)
	LW.B9296.A	[10]BCD Transform Overflow	BCD conversion outflow. Check whether BCD
			settings of component are correct.

LW.B9296.B	[11]MacroCode Timeout:xxxx	Marco code xxxx executing timeout (Macro
		execution time is too long or there is an endless
		loop)
LW.B9296.E	[14]RW Access Overflow	Recipe memory access cross-border (The accessed
		recipe address is beyond current allowable range
		of HMI)
LW.B9296.F	[15]Waiting to Print	Waiting for printing. Printing dada is under
		processing (This is a normal prompt during
		printing)
LW.B9297.0	[16]Servo Not Ready	Server data is not ready (possibly server error), or
		possibly firmware error or PLC driver error.
LW.B9297.2	[18]Transmit Data Failed	Data transmission failed.
LW.B9297.3	[19]Data Input Failed	Number input failed, the input value exceeds the
		minimum/maximum values of number input
		component.
LW.B9297.4	[20]Device Error	Device fault (Access to input/output devices error,
		possibly file system or firmware fault)
LW.B9297.5	[21]Copying File	File is in copy (This is a normal prompt during
		project export or screen shoot)
LW.B9297.6	[22]Copy File Failed	File copy failed (Project export or screen shoot
		fail)
LW.B9297.7	[23]Invalid File	Import file is invalid (Filename invalid)
LW.B9297.8	[24]Password Error	Input password wrong
LW.B9297.9	[25]SD Card Full	SD card is full
LW.B9297.A	[26]USB Disk1 Full	U disk 1 is full
LW.B9297.B	[27]USB Disk2 Full	U disk 2 is full
LW.B9298.0	[32]RTC Device Error	RTC clock fault (possibly RTC chip fault)
LW.B9298.2	[34]Invalid UserName	Invalid user name (The input user name is invalid
		when login or add/delete user)
LW.B9298.3	[35]Operation Complete	Prompt of operation success (This is normal
		prompt during printing when adding/deleting user
		or modifying password)
LW.B9298.4	[36]Print Busy	Busy printing task
LW.B9298.5	[37]HMI Flash Full	Too many files saved to HMI (eg.
INI DOGGO	[20]G 1' DD	Database/trend)
LW.B9298.6	[38]Searching DB···	Database data search process

			I
	LW.B9298.8	[40]HMI will be locked	The lock screen function is used in the project, and
			the expiration date is coming.
Do not allow	No	DOWNLOAD/SIM MODE	Enter download mode
edit/mask	corresponding	STRAIGHT MODE	Enter straight mode
	mask bits	SIMULATION MODE	Enter indirect online simulation mode
		LOAD PKG OK!	Project download success.
		LOAD PKG ERROR!	Project download fail.
		TP adjust success!	Touch screen calibration success.
		TP adjust fail, try again!	Touch screen calibration fail, calibrate again.
		DOWNLOAD/SIM MODE	There is no project in HMI, download project
		User Data invalid, please	again.
		redownload!	
		Kinco DTools version too low!	The software version is too low, please use the
		Please compile with new version!	newest version, compile and download project
			again.
		System Crash	HMI system crash, possibly project is too large or
			firmware error.