

Demo Project for Input Order

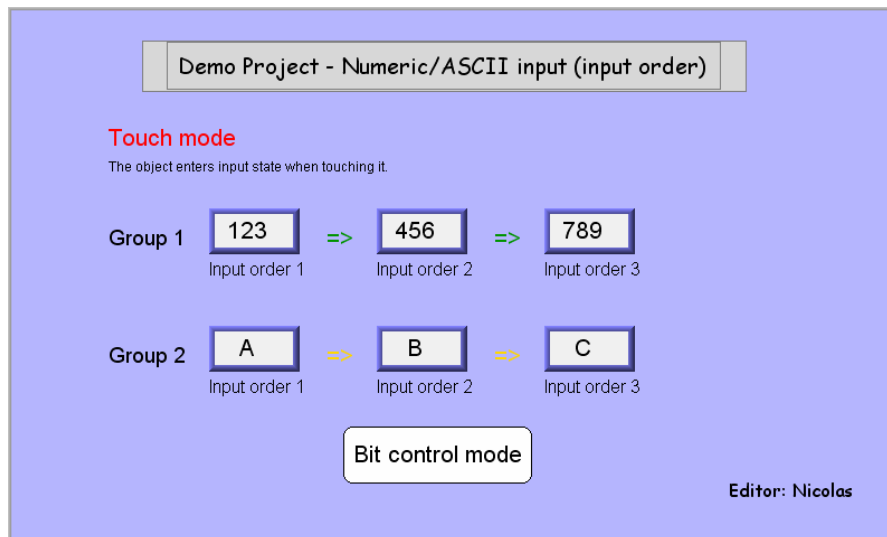
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1. Overview and Operation

Overview

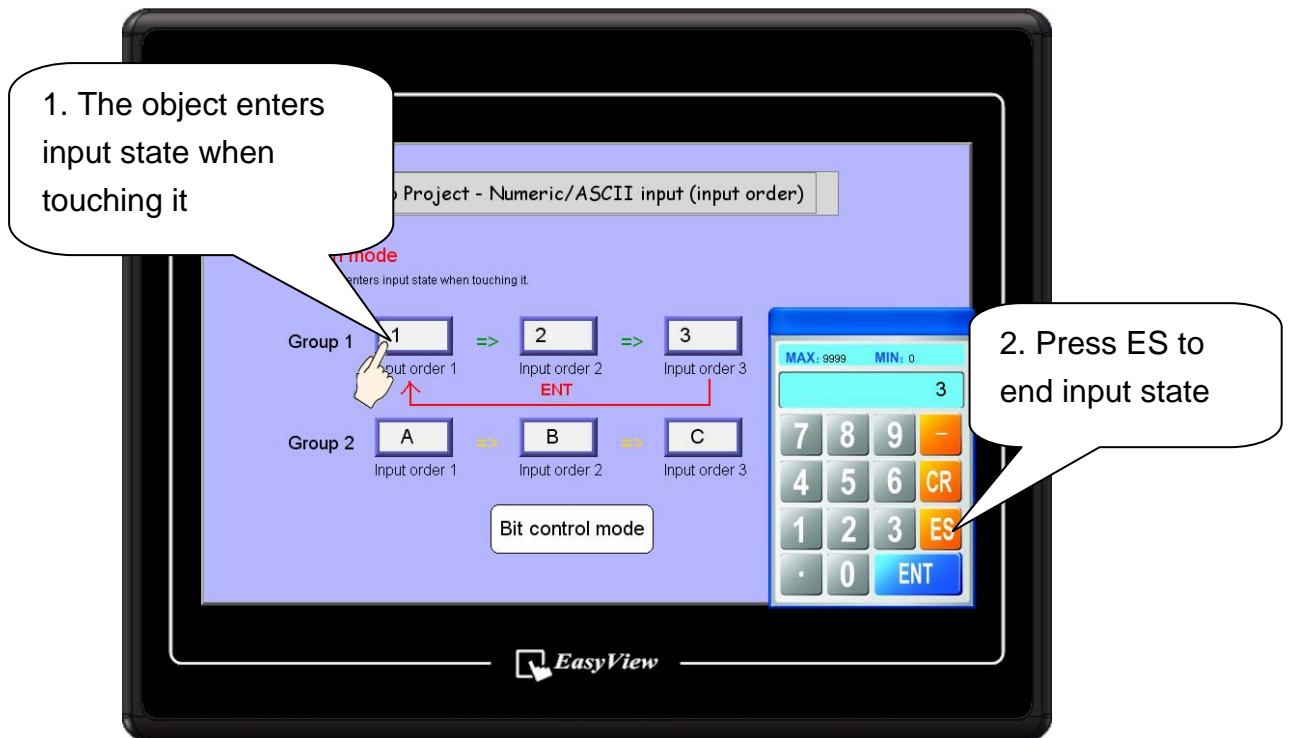
This demo project introduces that how to use touch mode and bit control mode of Numeric input / ASCII input objects with input order function. The touch mode means the object enters input state when a user touches it; the bit control mode means the object enters input state when turning ON the designated bit register, and ends input state when turning OFF. By setting Input Order and Input Order Group, users can continuously input data between multiple input objects. The system will automatically transfer input state to the next input object after users complete inputting data. (i.e. press ENT.)



Operation

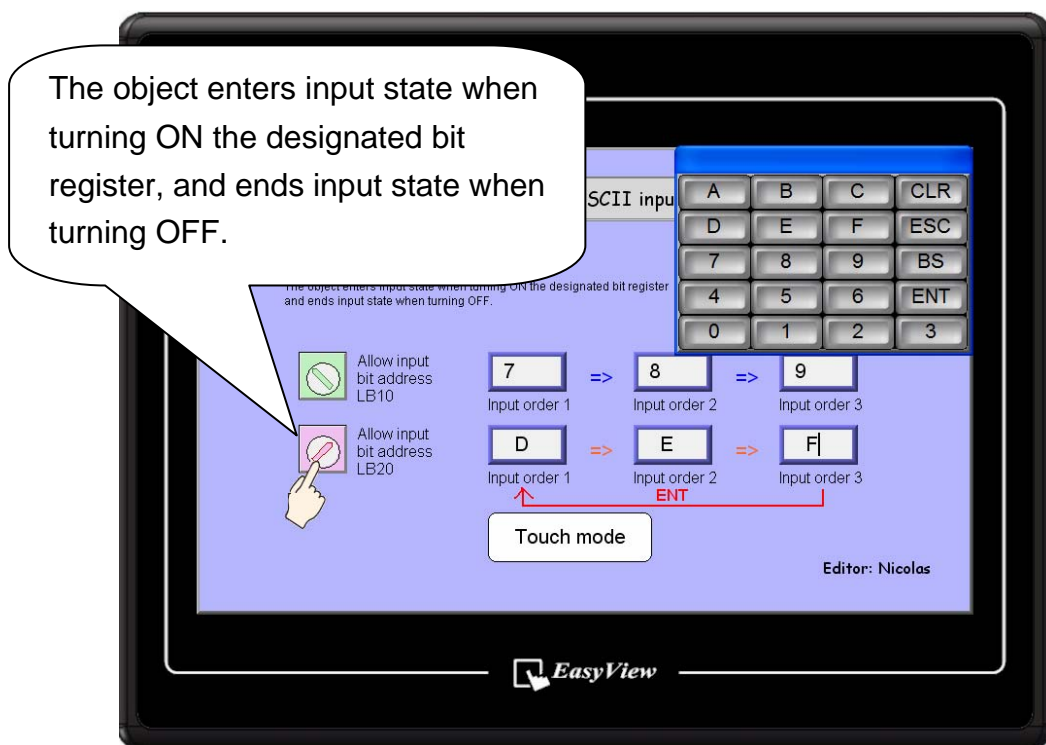
[Touch mode]

When users complete inputting data in "Group1, input order3", the system transfers input state to "Group1, input order1". The reason why not transferring to "Group2, input order1" is that they are in different Input Order Groups.



[Bit control mode]

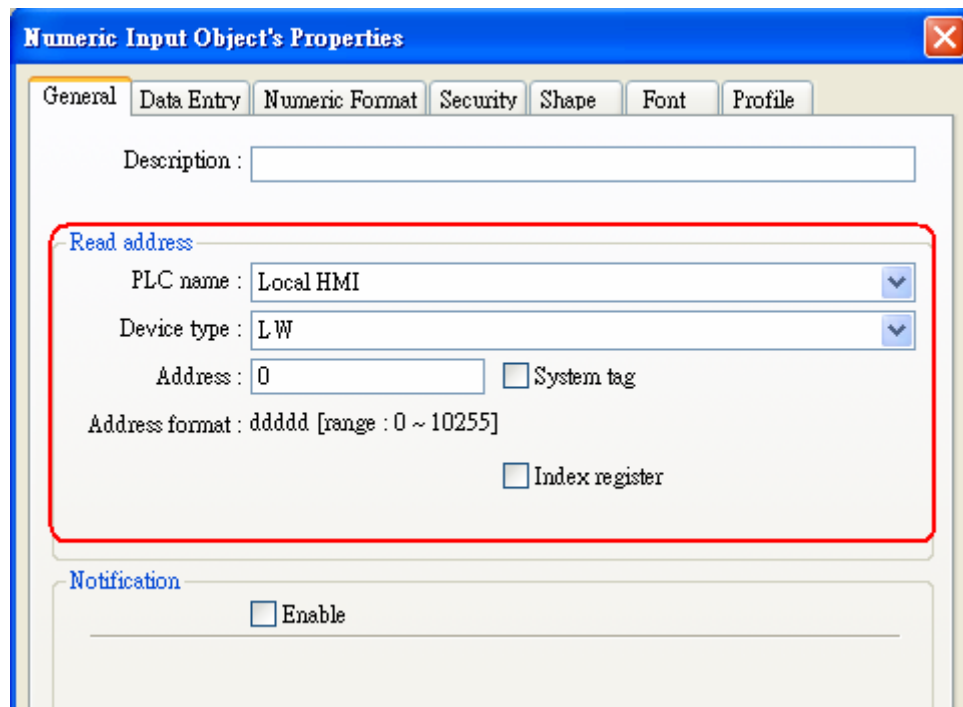
When users complete inputting data in “Allow input bit LB10, input order3”, the system transfers input state to “Allow input bit LB10, input order1”. The reason why not transferring to “Allow input bit LB20, input order1” is that they allow different input bit addresses.



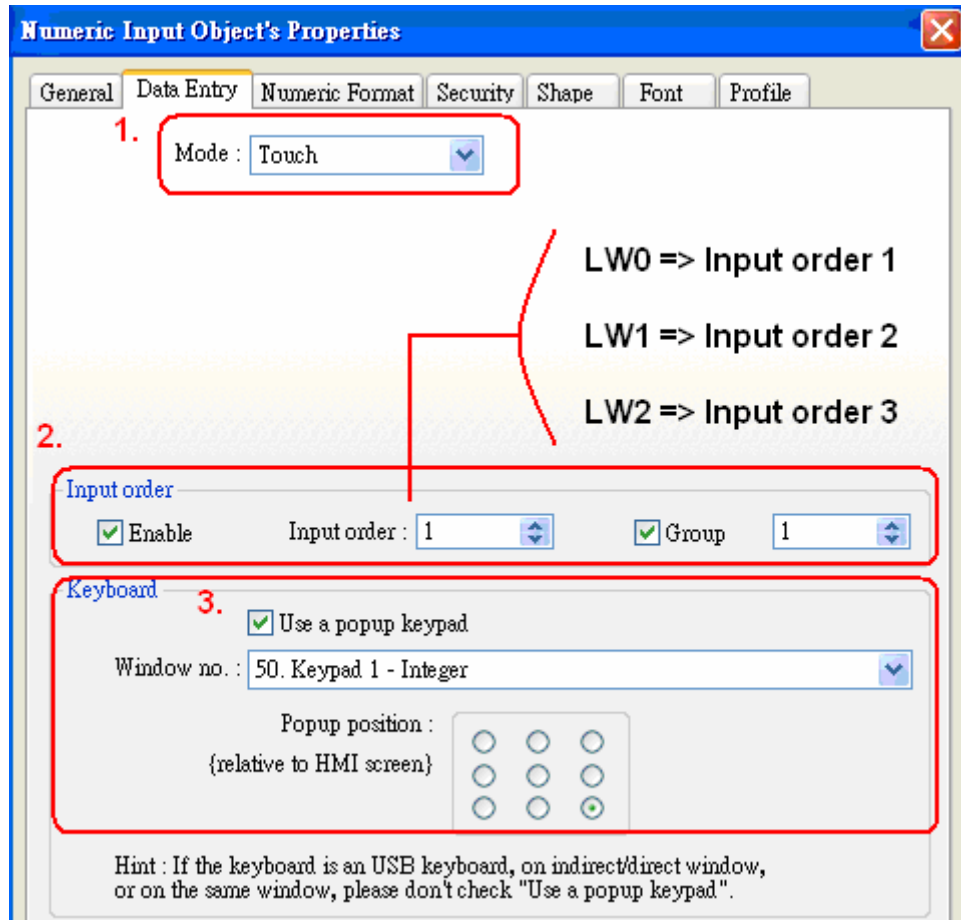
2. Setting Up the Screen

[Touch mode]

1. Create three numeric input objects and set different read addresses.
(ex: LW0, LW1 and LW2)

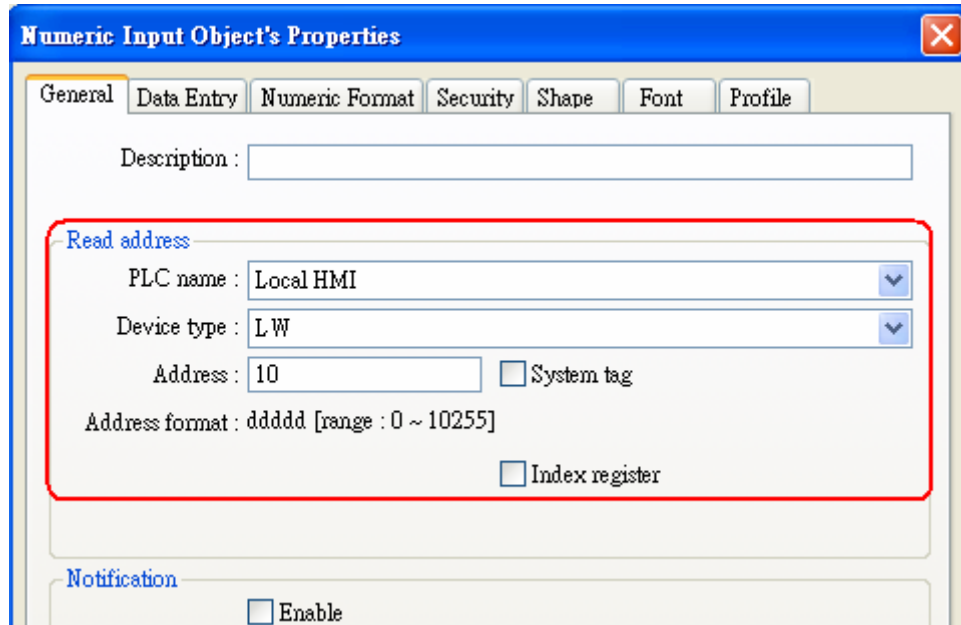


2. On Data Entry tab, select touch mode and set different input order. And then select a keypad as input tool.

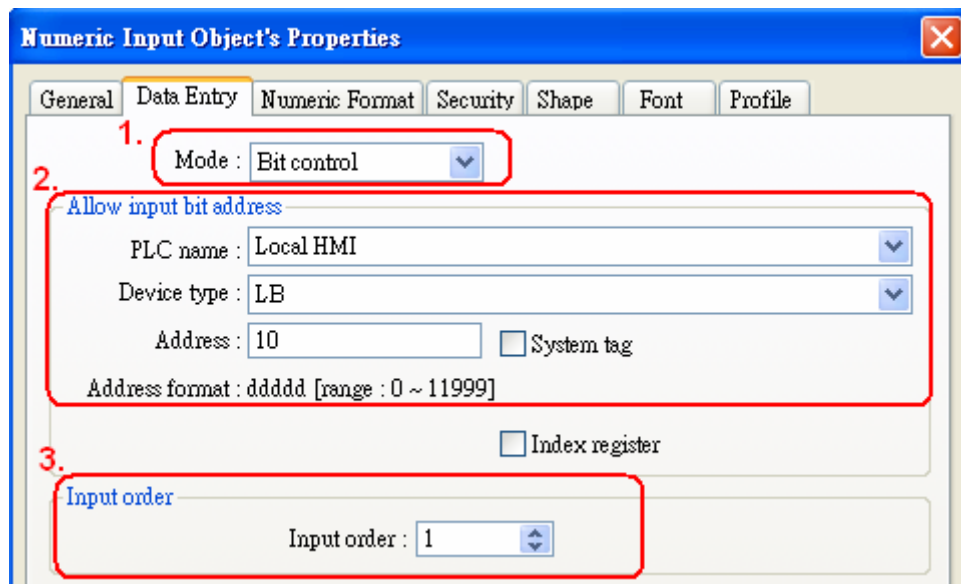


[Bit control mode]

1. Create three numeric input objects and set different read addresses.
(ex: LW10, LW11 and LW12)



2. Select bit control mode and set allow input bit address (ex: LB10). And then set LW10 input order to 1; LW11 input order to 2; LW12 input order to 3. In this mode, users do not need to set Input Order Group, because all the input objects with [Bit control] in [Mode] are in the same Input Order Group, which is different from any other input object with [Touch] in [Mode].



3. When selecting [Bit control] in [Mode], the system will automatically disable [popup keypad] in [Keyboard]. So we use allow input bit address (ex: LB10) to activate direct window keypad in this project. (For more information of direct window keypad, please refer to related chapter)

4. Create Toggle switch object, and set read/write address to LB10. The toggle object is used not only to enter/end input state, but also to activate direct window keypad and close it.

Toggle Switch Object's Properties

General Security Shape Label Profile

Description :

1. **Read address**

PLC name : Local HMI

Device type : LB

Address : 10 ☐ System tag

Address format : ddddd [range : 0 ~ 11999]

☐ Index register

☐ Invert signal

2. **Write address :**

PLC name : Local HMI

Device type : LB

Address : 10 ☐ System tag

Address format : ddddd [range : 0 ~ 11999]

☐ Index register

☐ Write when button is released

3. **Attribute**

Switch style : Toggle

3. Addresses

The addresses used in this demo project are listed below. Please change these addresses according to your system.

Object	Address	Object ID	Detail
Window10			
Numeric input	LW0	NE_0	Input order 1, Group 1
	LW1	NE_1	Input order 2, Group 1
	LW2	NE_2	Input order 3, Group 1
ASCII input	LW3	AE_0	Input order 1, Group 2
	LW4	AE_1	Input order 2, Group 2
	LW5	AE_2	Input order 3, Group 2
Function key		FK_0	Change full-screen window to NO.11
Window11			
Toggle switch	LB10	TS_0	Allow input bit
	LB20	TS_1	Allow input bit
Numeric input	LW10	NE_0	Input order 1
	LW11	NE_1	Input order 2
	LW12	NE_2	Input order 3
ASCII input	LW20	AE_0	Input order 1
	LW21	AE_1	Input order 2
	LW22	AE_2	Input order 3
Direct window	LB10	WC_0	Direct window keypad
	LB20	WC_1	Direct window keypad
Function key		FK_0	Change full-screen window to NO.10