

Alarm Function (Hierarchy)

Sample Screen Manual

Mitsubishi Electric Corporation

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REVISIONS

Sample Screen Manual

Date	Control No.*	Description
2013/8/19	BCN-P5999-0118	First edition

* The control No. is noted at the lower right of each page.

Project Data

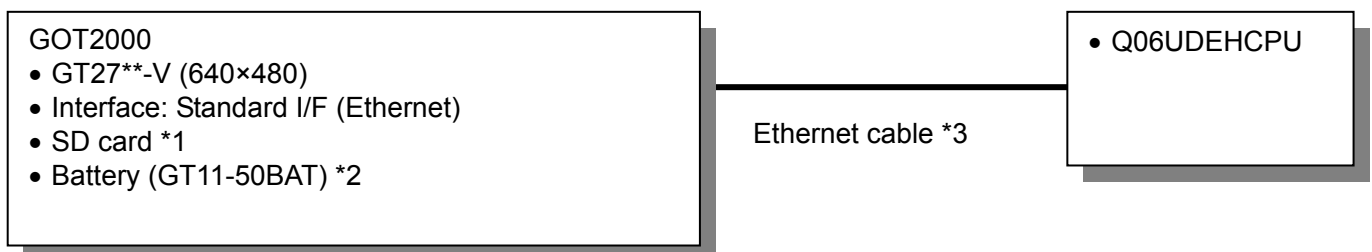
Date	Project data	GT Designer3*	Description
2013/8/19	Alarm-Hierarchy_V_Ver1_E.GTX	1.100E	First edition

* The version number of screen design software used to create the project data is listed. Use the screen design software with the listed version or later.

1. OUTLINE

This manual explains the sample screens of GOT2000 when using the alarm function for displaying the alarms by hierarchy.

2. SYSTEM CONFIGURATION



*1 The SD card is used in the sequence program monitor function.

*2 The battery is used for the backup of the clock data and the user alarm data in the SRAM user area. (The battery is provided with the GOT as standard.)

*3 For more details about the cable, please refer to the "GOT2000 Series Connection Manual (Mitsubishi Products)".

3. GOT

3.1 System Applications That Are Automatically Selected

Type	System application name	
Standard Function	Standard System Application	
	Standard Font	Japanese
Communication Driver	Ethernet Connection	Ethernet (MELSEC), Q17nNC, CRnD-700, Gateway
Extended Function	Standard Font	
	Chinese (Simplified)	
	Outline Font	Alphanumeric/Kana
		Japanese (Kanji)
		Chinese (Simplified)
	Sequence Program Monitor	
	Sequence Program Monitor (Ladder)	
	GOT Platform Library	
	GOT Function Expansion Library	

3.2 Controller Setting of Screen Design Software

Detail Setting

Item	Set value	Remarks
GOT NET No.	1	
GOT Station No.	2	
GOT Ethernet Setting	Refer to table below	
GOT Communication Port No.	5001	
Retry (Times)	3	
Startup Time (Sec)	3	
Timeout Time (Sec)	3	
Delay Time (ms)	0	

GOT Ethernet Setting

Item	Set value	Remarks
Reflect GOT Ethernet setting in the GOT	Checked	
GOT IP Address	192.168.3.18	
Subnet Mask	255.255.255.0	
Default Gateway	0.0.0.0	
Peripheral S/W Communication Port No.	5015	
Transparent Port No.	5014	

3.3 Ethernet Setting of Screen Design Software

	Host	Net No.	Station	Unit type	IP address	Port No.	Communication
1	*	1	1	QnUD(P)V/QnUDEH	192.168.3.39	5006	UDP

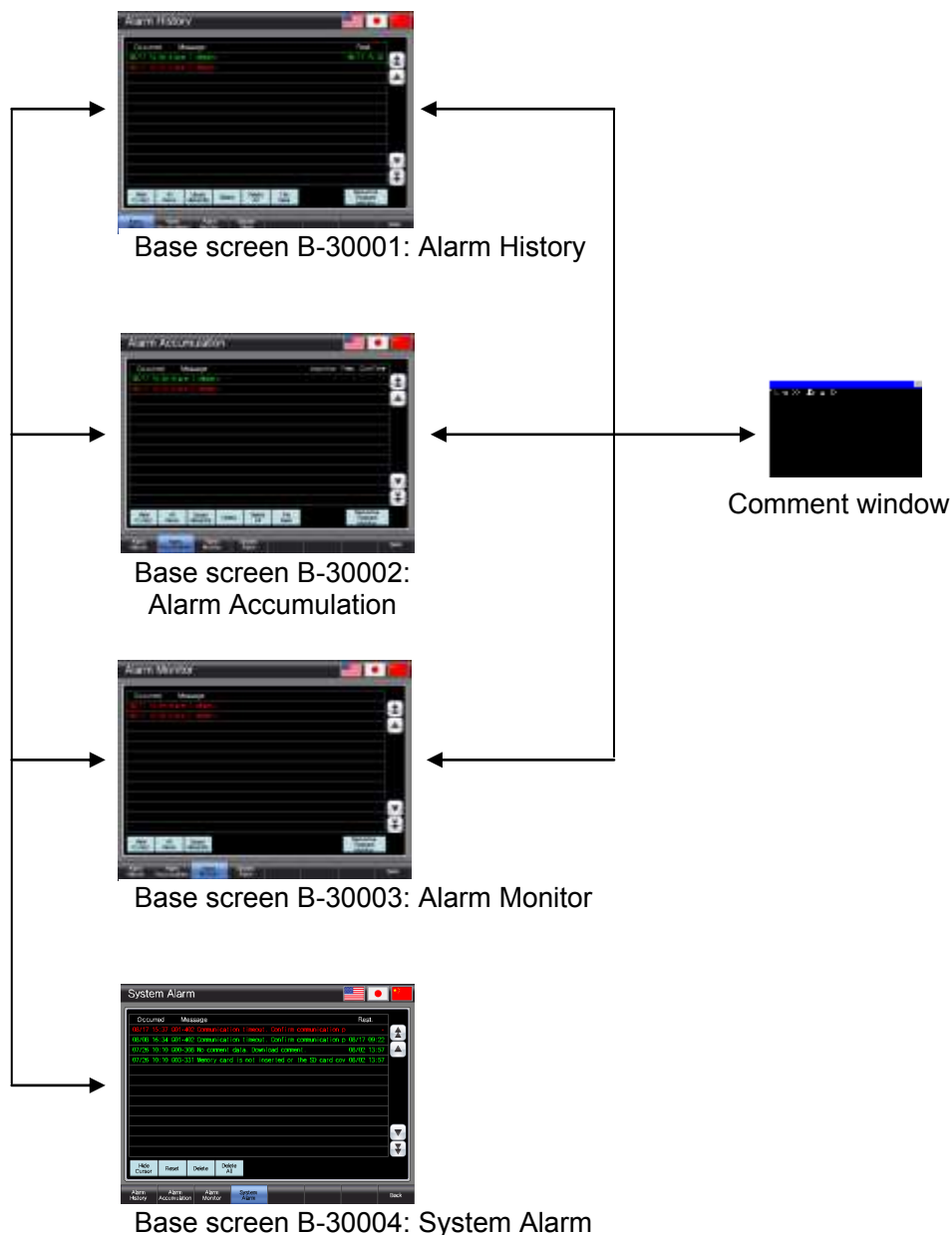
4. SCREEN SPECIFICATIONS

4.1 Display Language

The language of the text displayed on the screen can be switched between Japanese, English and Chinese (Simplified). The text strings in each language are registered in the columns No. 1 to No. 3 in the comment groups No. 254 and No. 255 as shown below. When the column No. is set in the language switching device, the language corresponding to the column No. will appear.

Column No.	Language
1	English
2	Japanese
3	Chinese (Simplified)

4.2 Screen Transition



4.3 Explanation of Screens

4.3.1 Alarm History (B-30001)



Outline

This screen displays the alarm history. When the screen is switched, the alarms in the upper hierarchy are displayed. When the alarm is touched, the display switches to the middle hierarchy, basic alarms, and detail displays.

Description

- Displays the upper hierarchy alarms. Touch the screen to display the cursor, and touch the cursor to switch the screen to display the alarms <Upper>, the alarms <Middle>, basic alarms and then the alarms <Detail>. (The details are displayed in the comment window.) While touching the alarm display area, flicking the area will scroll the alarms up and down. Current alarms are displayed in red, and restored alarms are displayed in green.
- These switches are used to operate the alarm display.

Hide Cursor	: Hides the cursor.
All Alarm	: Displays all alarms (basic alarms).
Upper Hierarchy	: Displays the alarms in the hierarchy one level up from the current one.
Delete	: Deletes only the selected restored alarms.
Delete All	: Deletes all restored alarms.
File Save	: Saves the details of the alarm history on a SD card.
Sequence Program Monitor	: Displays the ladder data of the selected alarm.
▲ ▼	: Scrolls the page up and down.
▲ ▼	: Scrolls alarms up and down line by line.
- Switches to each screen. The blue switch indicates the currently displayed screen, thus selecting this switch will not switch the screen.
- These are reserved switches for base screen switching.
- Switches to the previously displayed screen.
- Switches the display language.

Remarks

- When the language is switched, the alarm display will switch to the upper hierarchy.
- Even if the cursor is hidden or moved while the detail window is opened, the contents of the detail window will remain unchanged.
- The details of the alarm history are saved on the SD card when the alarm status is changed regardless of whether the [File Save] switch is pressed or not.
- The #6 switch also switches the system language corresponding to the display language.

4.3.2 Alarm Accumulation (B-30002)



Outline

This screen displays the accumulated alarms. When the screen is switched, the upper hierarchy alarms are displayed. When the alarm is touched, the display switches to the middle hierarchy, basic alarms, and detail displays.

Description

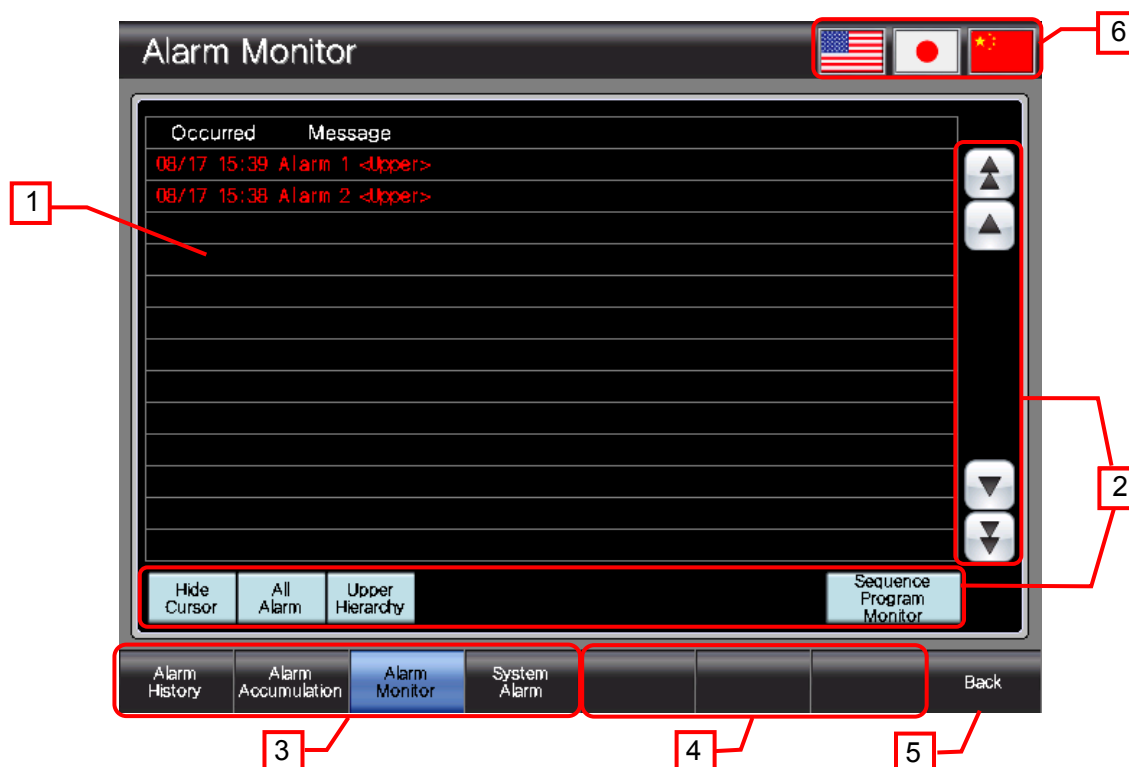
- Displays the upper hierarchy alarms. Touch the screen to display the cursor, and touch the cursor to switch the screen to display the alarms <Upper>, the alarms <Middle>, basic alarms and then the alarms <Detail>. (The details are displayed in the comment window.)
While touching the alarm display area, flicking the area will scroll the alarms up and down. Current alarms are displayed in red, and restored alarms are displayed in green.
- These switches are used to set the alarm display.

Hide Cursor	: Hides the cursor.
All Alarm	: Displays all alarms (basic alarms).
Upper Hierarchy	: Displays the alarms in the hierarchy one level up from the current one.
Delete	: Deletes only the selected restored alarms.
Delete All	: Deletes all restored alarms.
File Save	: Saves the details of the alarm history on a SD card.
Sequence Program Monitor	: Displays the ladder data of the selected alarm.
▲ ▼	: Scrolls the page up and down.
▲ ▼	: Scrolls alarms up and down line by line.
- Switches to each screen. The blue switch indicates the currently displayed screen, thus selecting this switch will not switch the screen.
- These are reserved switches for base screen switching.
- Switches to the previously displayed screen.
- Switches the display language.

Remarks

- When the language is switched, the alarm display will switch to the upper hierarchy.
- Even if the cursor is hidden or moved while the detail window is opened, the contents of the detail window will remain unchanged.
- The details of the alarm history are saved on the SD card when the alarm status is changed regardless of whether the [File Save] switch is pressed or not.
- The #6 switch also switches the system language corresponding to the display language.

4.3.3 Alarm Monitor (B-30003)





Outline

This screen displays the current alarms. When the screen is switched, the upper hierarchy alarms are displayed. When the alarm is touched, the display switches to the middle hierarchy, basic alarms, and detail displays.

Description

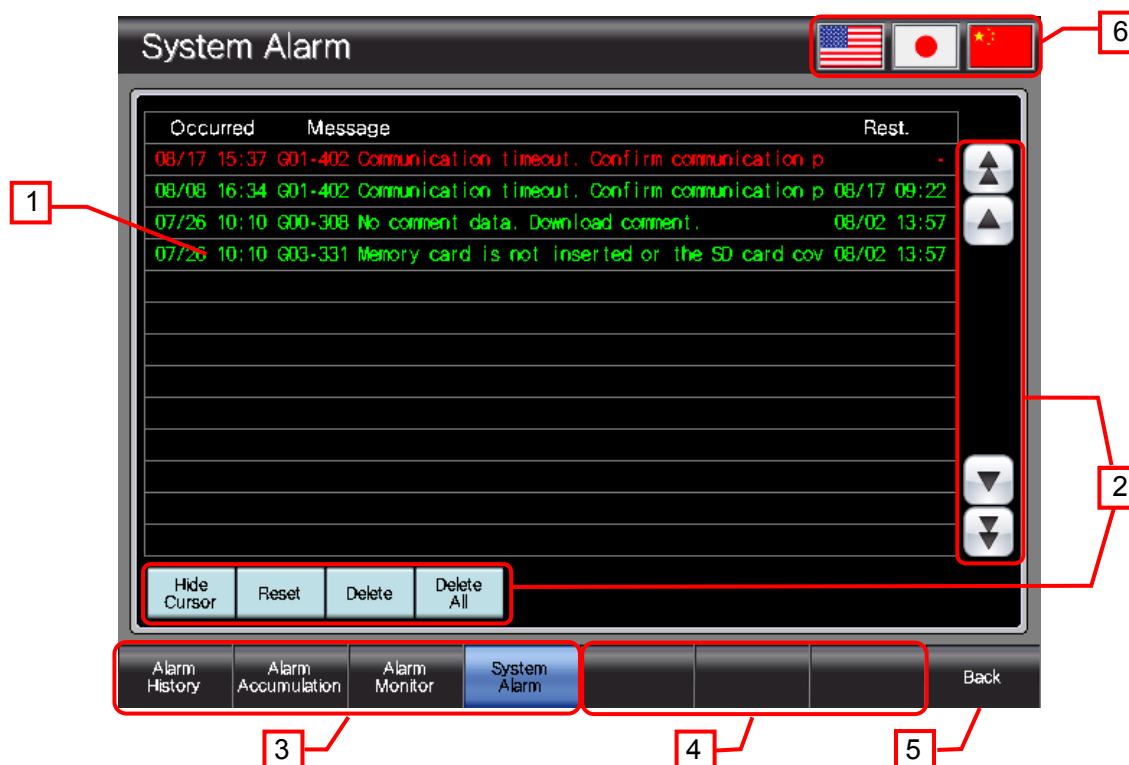
1. Displays the upper hierarchy alarms. Touch the screen to display the cursor, and touch the cursor to switch the screen to display the alarms <Upper>, the alarms <Middle>, basic alarms and then the alarms <Detail>. (The details are displayed in the comment window.)
While touching the alarm display area, flicking the area will scroll the alarms up and down.
Only current alarms are displayed.
2. These switches are used to operate the alarm display.

Hide Cursor	: Hides the cursor.
All Alarm	: Displays all alarms (basic alarms).
Upper Hierarchy	: Displays the alarms in the hierarchy one level up from the current one.
Sequence Program Monitor	: Displays the ladder data of the selected alarm.
	: Scrolls the page up and down.
	: Scrolls alarms up and down line by line.
3. Switches to each screen. The blue switch indicates the currently displayed screen, thus selecting this switch will not switch the screen.
4. These are reserved switches for base screen switching.
5. Switches to the previously displayed screen.
6. Switches the display language.

Remarks

- When the language is switched, the alarm display will switch to the upper hierarchy.
- Even if the cursor is hidden or moved while the detail window is opened, the contents of the detail window will remain unchanged.
- The #6 switch also switches the system language corresponding to the display language.

4.3.4 System Alarm (B-30004)



Outline

This screen displays the history of the system alarms (CPU error, GOT error, network error).

Description

- Displays the history of the system alarms. Touch the screen to display/hide the cursor. While touching the alarm display area, flicking the area will scroll the alarms up and down. Current alarms are displayed in red, and restored alarms are displayed in green.
- These switches are used to operate the alarm display.
 - Hide Cursor : Hides the cursor.
 - Reset : Resets the selected alarm.
 - Delete : Deletes only the selected restored alarms.
 - Delete All : Deletes all restored alarms.
 - ▲ ▼ : Scrolls the page up and down.
 - ▲ ▼ : Scrolls alarms up and down line by line.
- Switches to each screen. The blue switch indicates the currently displayed screen, thus selecting this switch will not switch the screen.
- These are reserved switches for base screen switching.
- Switches to the previously displayed screen.
- Switches the display language.

Remarks

- The #6 switch also switches the system language corresponding to the display language.

4.4 Device List

Some of the devices used for settings of the on-screen switches and lamps, etc., are also used for common settings. Using [Batch Edit] is recommended to change these devices in a batch. For more details about using [Batch Edit], please refer to the "GT Designer3 (GOT2000) Help".

4.4.1 Devices of the controller

Type	Device No.	Application
Bit	Not used	
Word	Not used	

4.4.2 GOT internal devices

Type	Device No.	Application
Bit	GB60100 to GB60131	User alarm observation (ID30001, ID30002)
Word	GD60000	Base screen switching
	GD60021	Language switching
	GD60022	System language switching
	GD61001	Hierarchy switching in alarm display (user)

4.5 Comment List

Comment Group No.	Comment No.	Applicable Location
254	No.1 to No.2	User alarm observation (ID30001 to ID30002) Upper hierarchy (B-30001 to B-30003)
	No.101 to No.106	User alarm observation (ID30001 to ID30002) Middle hierarchy (B-30001 to B-30003)
	No.1001 to No.1032	User alarm observation (ID30001 to ID30002) Basic alarms (B-30001 to B-30003)
	No.2001 to No.2032	User alarm observation (ID30001 to ID30002) Details (B-30001 to B-30003)
255	No.1 to No.5	B-30001 to B-30004
	No.101 to No.111	B-30001
	No.201 to No.213	B-30002
	No.301 to No.307	B-30003
	No.401 to No.408	B-30004

5. BINARY FILE → UNICODE TEXT/CSV FILE CONVERSION

The alarm log file created with the alarm function is a binary file (*.G2A). To display and edit the alarm log file on a personal computer, it must be converted into a Unicode text file or CSV file. The following methods can be used to convert the file.

(1) Conversion using GT Designer3

1. Save the binary file on the personal computer.
2. Select the [Tools] - [Resource Data Conversion] - [Alarm File] menu of GT Designer3.

(2) Conversion using the utility

Select the G2A file in the [Alarm Information] of the utility. Then touch **G2A→CSV** or **G2A→TXT**.

(3) Conversion using devices

1. Set [Convert Trigger Device] and [Alarm ID Device] under [Alarm Common Setting].
2. Write the alarm ID in the [Alarm ID Device], and turn ON the [Convert Trigger Device].

For more details, please refer to 2. "How to use the user alarm observation" ((4) Converting alarm log file)), 4. "[Alarm Common Setting] dialog" in 9.1.1 "Collecting alarms by monitoring devices" in the "GT Designer3 (GOT2000) Help".

6. TEMPLATES

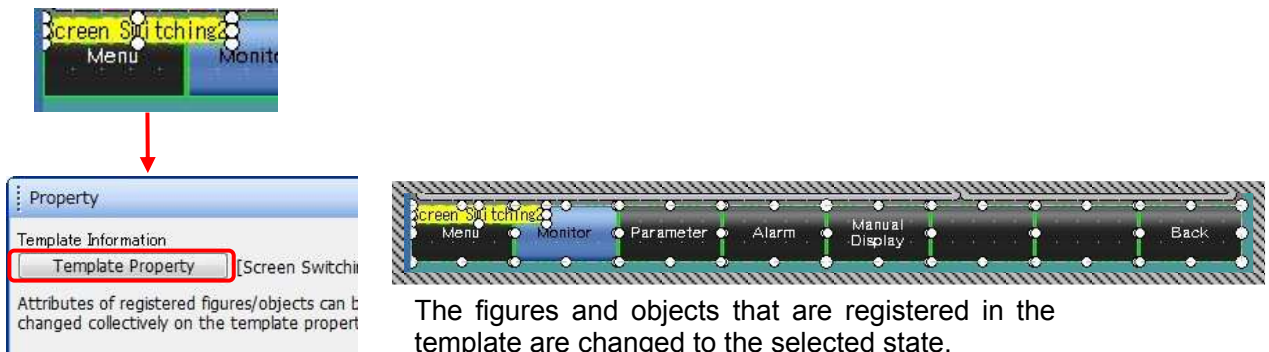
Templates are a group of figures and objects. Related settings are grouped into template attributes and registered, so the devices and colors can be easily changed in a batch. For more details about changing the attribute settings, please refer to the "GT Designer3 (GOT2000) Help".



The template information is only displayed on the screen design software's editing screen. It is not displayed on the GOT display screen.

Example: Changing a font

- (1) Select [Template Information], and click on [Template Property] (or double-click [Template Information]).



- (2) Click on [Font], and select the new font.

