

Screen Bookmark

Sample Screen Manual

Mitsubishi Electric Corporation

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## REVISIONS

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### Sample Screen Manual

Date	Control No.*	Description
2015/10	BCN-P5999-0588	First edition

\* The Control No. is noted at the lower right of the page.

### Project Data

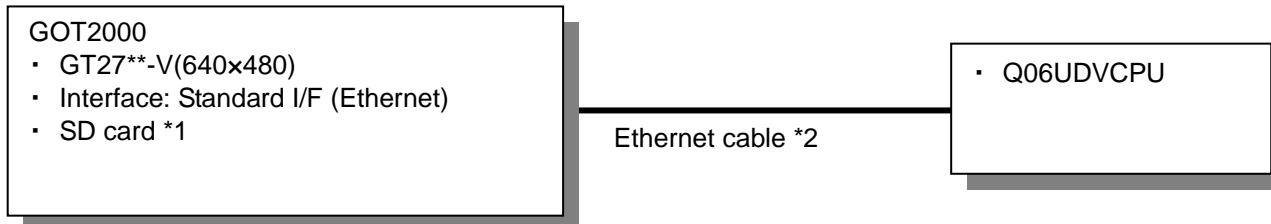
Date	Project data	GT Designer3*	Description
2015/10	Bookmark_V_Ver1_E.GTX	1.136S	First edition

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

## 1. OUTLINE

This manual explains sample screens for screen bookmarks which are used with multiple functions of GOT2000 series. The screen bookmark can be used to register frequently-used screens to bookmark lists and switch between the screens by selecting a registered bookmark from a bookmark list.

## 2. SYSTEM CONFIGURATION



\*1: The SD card is used for the recipe function.

\*2: For more details on 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	Gothic	Alphanumeric/Kana
			Japanese(Kanji)
			Chinese(Simplified)
	Operator Authentication Function		

### 3.2 Controller Setting for Screen Design Software

#### Detail Setting

Item	Set value	Remarks
GOT NET No.	1	
GOT Station	2	
GOT Standard 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 Standard Ethernet Setting

Item	Set value	Remarks
Reflect GOT standard 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 for 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

### 3.4 Overlap Window Setting for Screen Design Software

To close overlap windows when switching base screens, we have enabled [Close the window when switching base screens] in [Detail Setting] for overlap window in [Screen Switching/Window Setting].

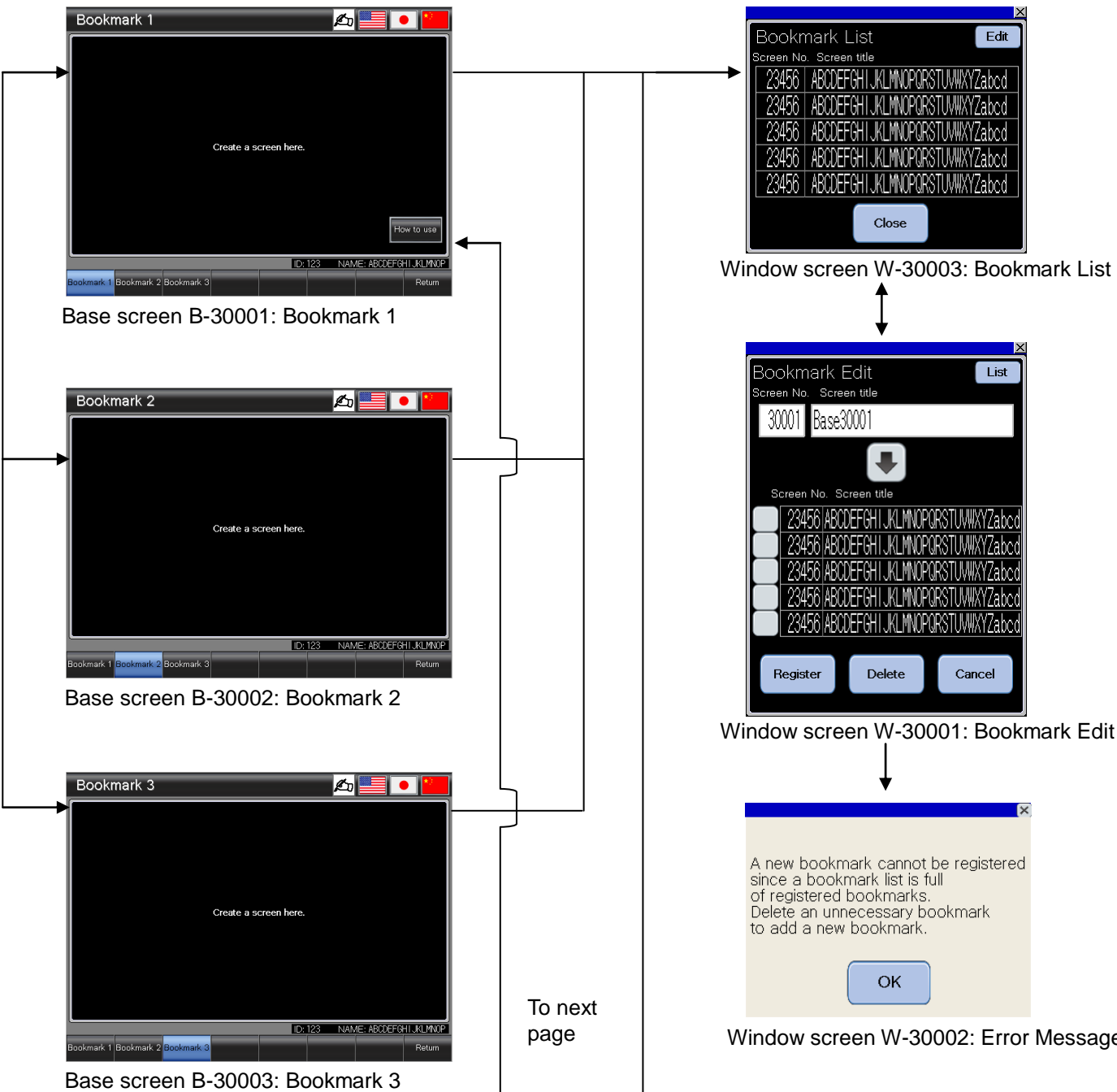
## 4. SCREEN SPECIFICATIONS

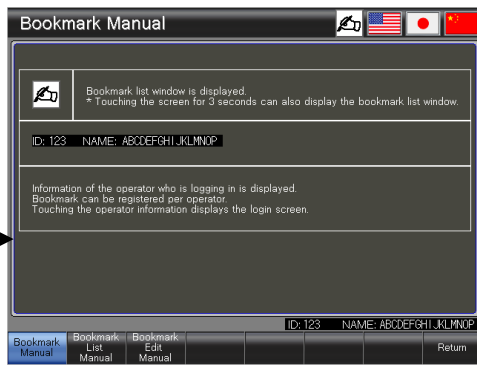
### 4.1 Display Language

The language of the text displayed on the screen can be switched between English, Japanese, and Chinese (Simplified). The texts in three languages are registered in the columns No.1 to No.3 respectively in the comment group No.500 as shown below. When the column No. is stored in the language switching device, the text in the language corresponding to the column No. will be displayed.

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

### 4.2 Screen List/Transition



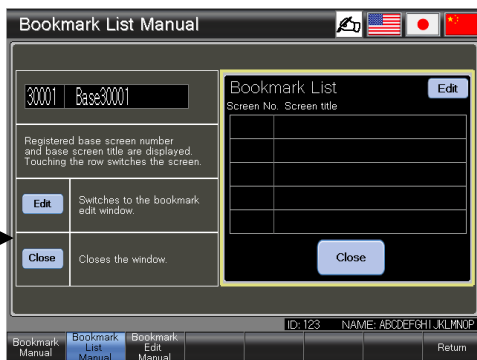


From  
previous  
page

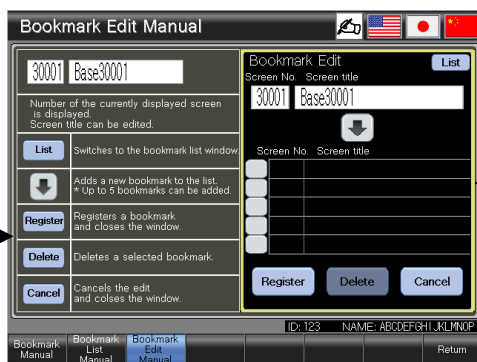
ID: 123 NAME: ABCDEFGHI JKLMNOP

Window screen W-30004: Operator Information  
This window screen is located at the lower right  
on the base screen by using a set overlay  
screen.

Base screen B-30010: Bookmark Manual



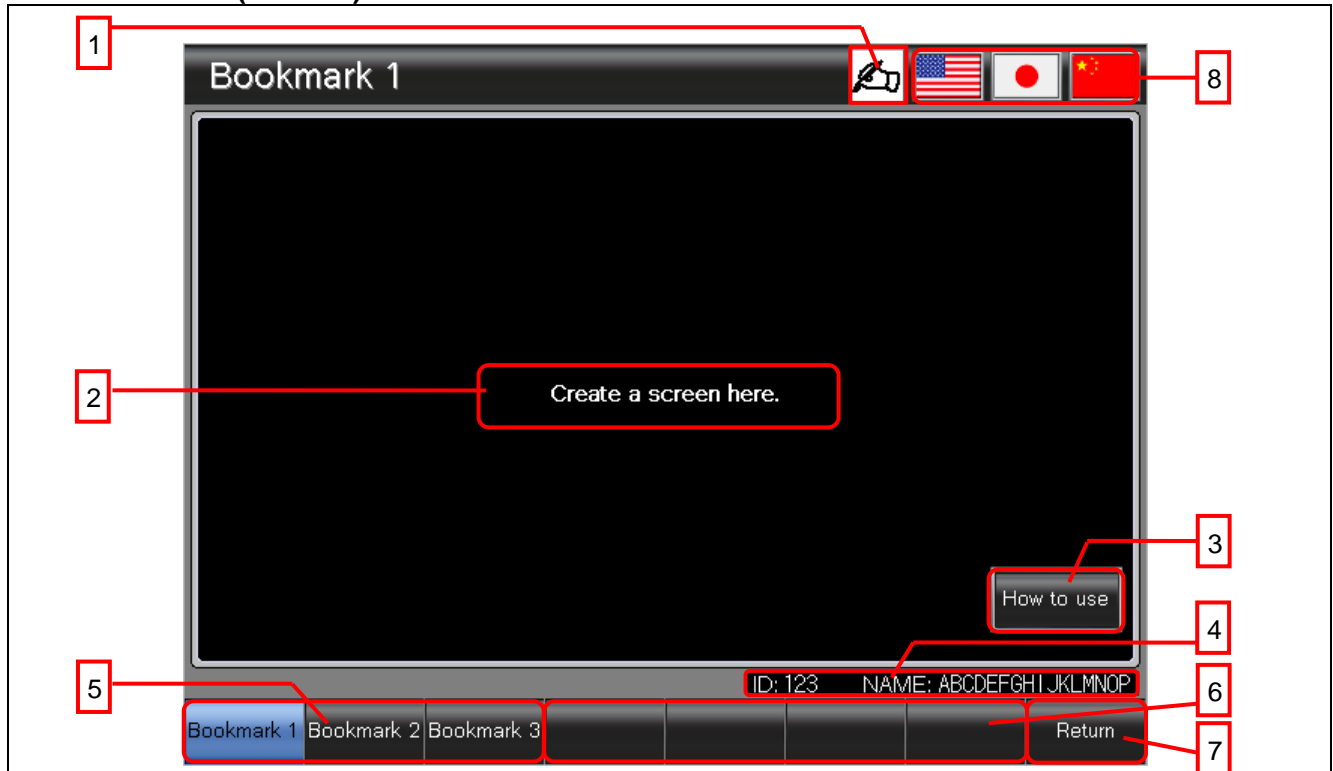
Base screen B-30011: Bookmark List Manual



Base screen B-30012: Bookmark Edit Manual

## 4.3 Screen Specifications

### 4.3.1 Bookmark 1 (B-30001)



#### Outline

This blank screen can be used to create a new screen and register it as a bookmark.

#### Description

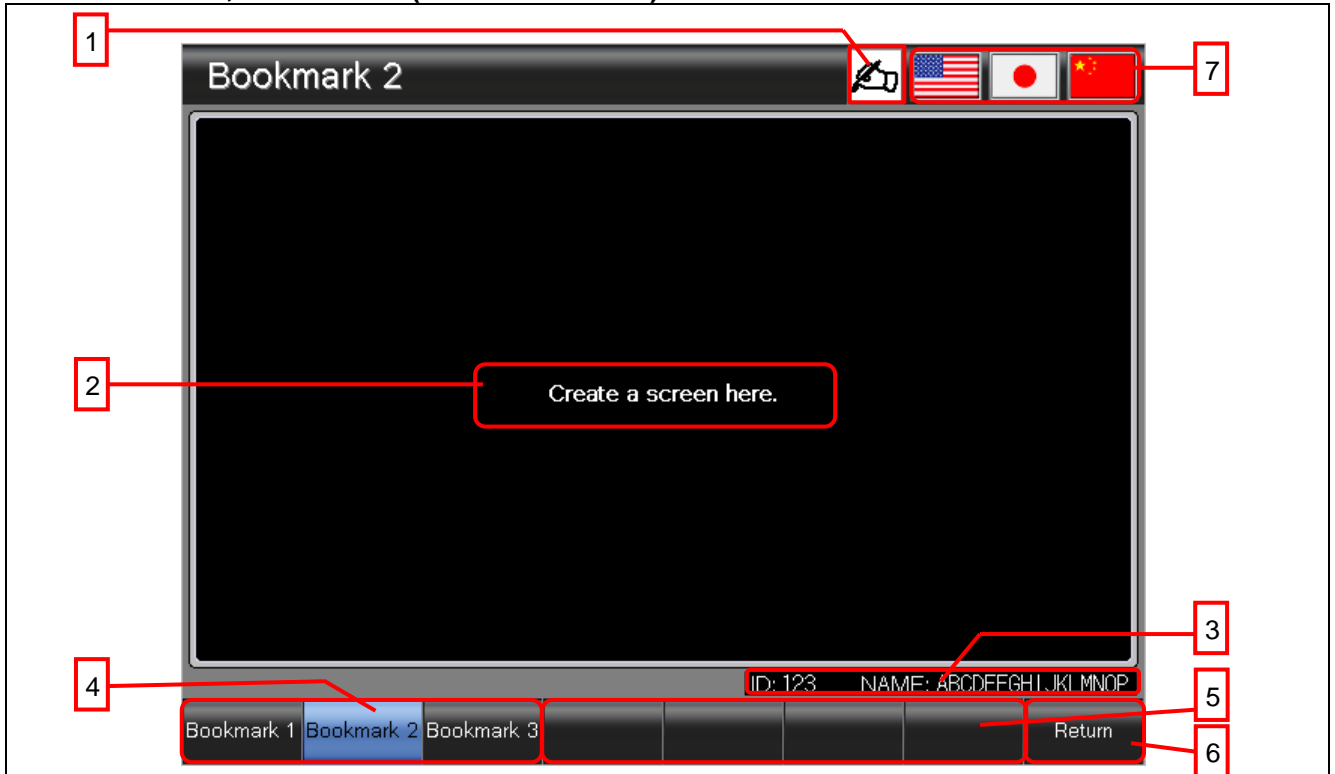
1. Displays the bookmark list window.  
Instead of using the object shown in No. 1, touching any part on the screen for 3 seconds can also display the bookmark list window.
2. Displays the default comment. Delete it and create a new screen.
3. Switches to the bookmark manual screen.
4. Displays the ID and name of the operator who is logging in.  
Touching the operator information displays the login screen for the operator authentication.
5. Switches between the screens.  
The blue switch that indicates the currently displayed screen does not switch the screen.
6. Indicates unused switches for base screen switching.
7. Switches to the previously opened screen.
8. Switches the display language between three languages.

#### Remarks

- The project script is used to count 3 seconds of screen touch, configure the bookmark initial settings, and switch the bookmark list according to the login/logout operations by the operator. For the details on the script, refer to "4.6 Script List".
- The currently displayed screen will be closed when the screen switching is performed.
- The system language will be switched as well when the language switching is performed.



#### 4.3.2 Bookmark 2, Bookmark 3 (B-30002. B-30003)



##### Outline

This blank screen can be used to create a new screen and register it as a bookmark.

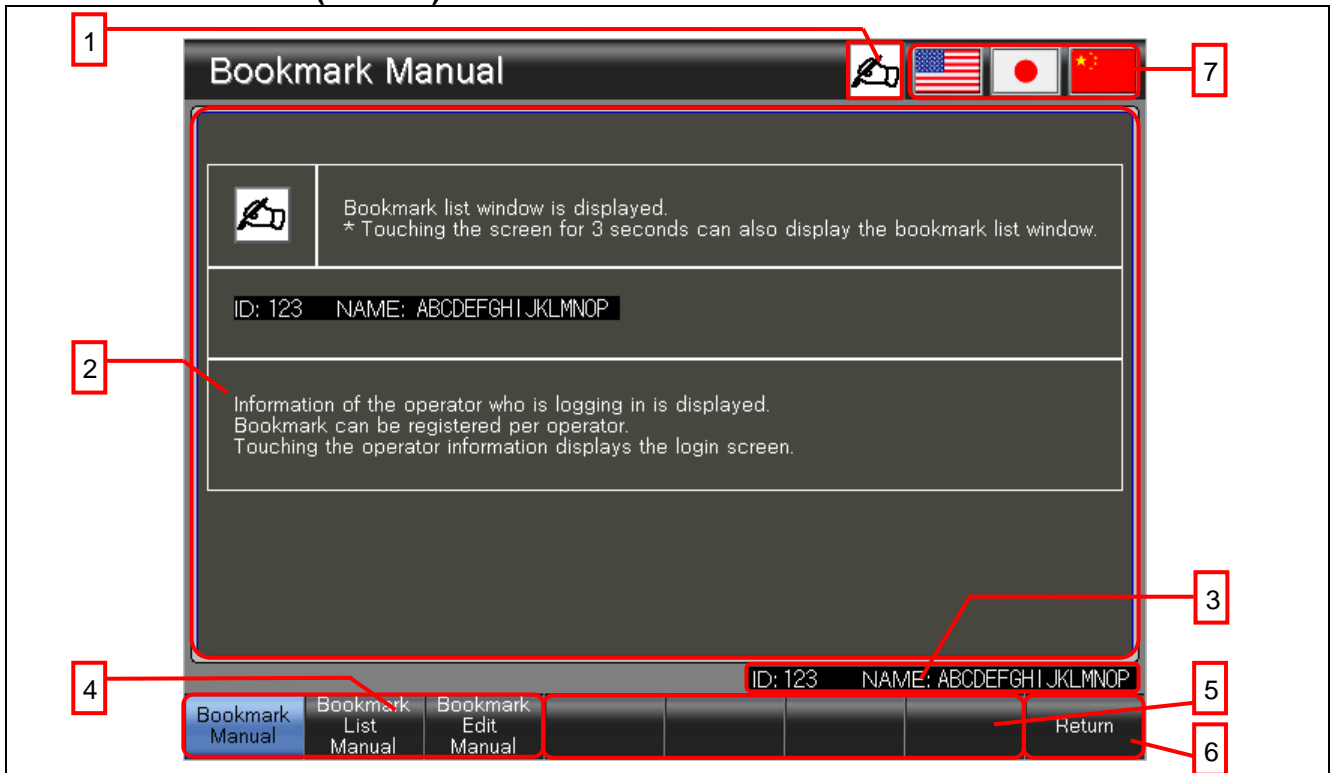
##### Description

1. Displays the bookmark list window.  
Instead of using the object shown in No. 1, touching any part on the screen for 3 seconds can also display the bookmark list window.
2. Displays the default comment. Delete it and create a new screen.
3. Displays the ID and name of the operator who is logging in.  
Touching the operator information displays the login screen for the operator authentication.
4. Switches between the screens.  
The blue switch that indicates the currently displayed screen does not switch the screen.
5. Indicates unused switches for base screen switching.
6. Switches to the previously opened screen.
7. Switches the display language between three languages.

##### Remarks

- The project script is used to count 3 seconds of screen touch, configure the bookmark initial settings, and switch the bookmark list according to the login/logout operations by the operator. For the details on the script, refer to "4.6 Script List".
- The currently displayed screen will be closed when the screen switching is performed.
- The system language will be switched as well when the language switching is performed.

### 4.3.3 Bookmark Manual (B-30010)



#### Outline

This screen explains how to use the bookmark.

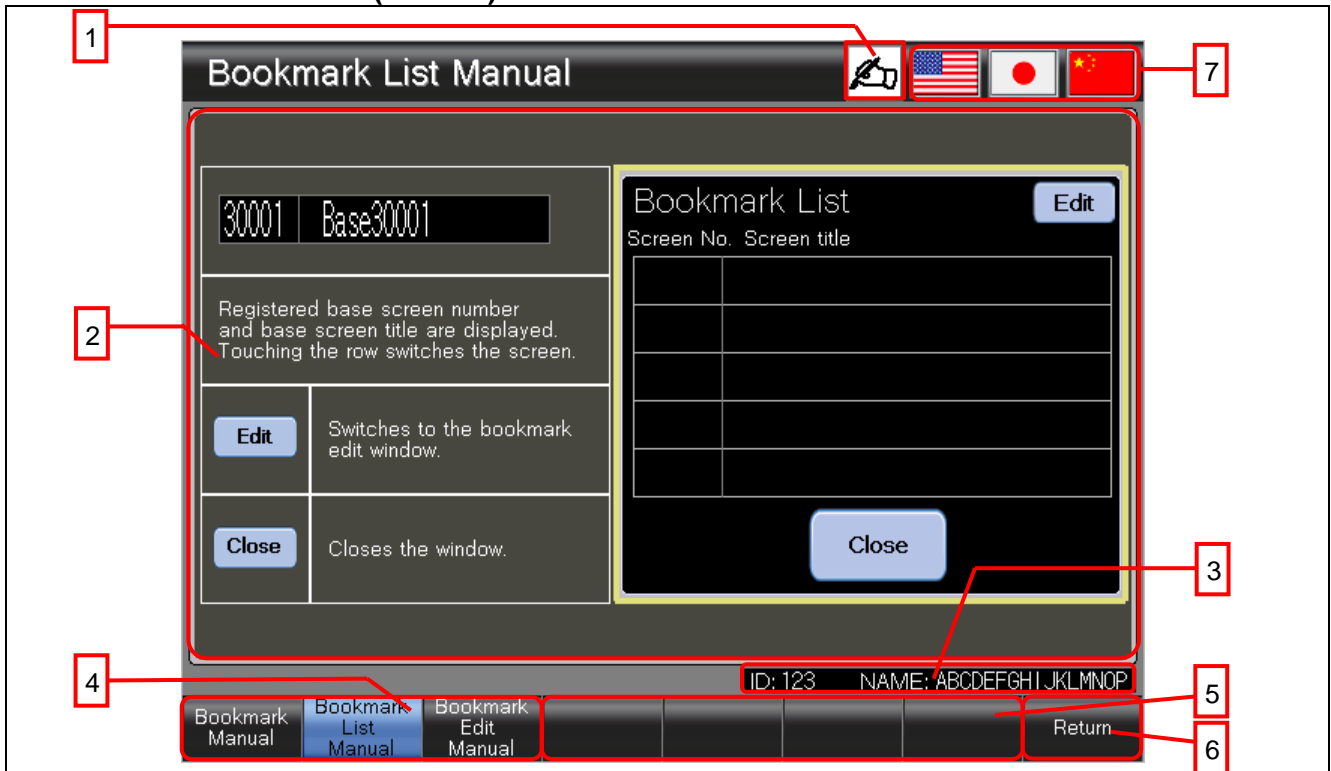
#### Description

1. Displays the bookmark list window.  
Instead of using the object shown in No. 1, touching any part on the screen for 3 seconds can also display the bookmark list window.
2. Shows how to use the bookmark.
3. Displays the ID and name of the operator who is logging in.  
Touching the operator information displays the login screen for the operator authentication.
4. Switches between the screens.  
The blue switch that indicates the currently displayed screen does not switch the screen.
5. Indicates unused switches for base screen switching.
6. Switches to Bookmark 1.
7. Switches the display language between three languages.

#### Remarks

- The project script is used to count 3 seconds of screen touch, configure the bookmark initial settings, and switch the bookmark list according to the login/logout operations by the operator. For the details on the script, refer to "4.6 Script List".
- The currently displayed screen will be closed when the screen switching is performed.
- The system language will be switched as well when the language switching is performed.

#### 4.3.4 Bookmark List Manual (B-30011)



##### Outline

This screen explains how to operate the bookmark list window.

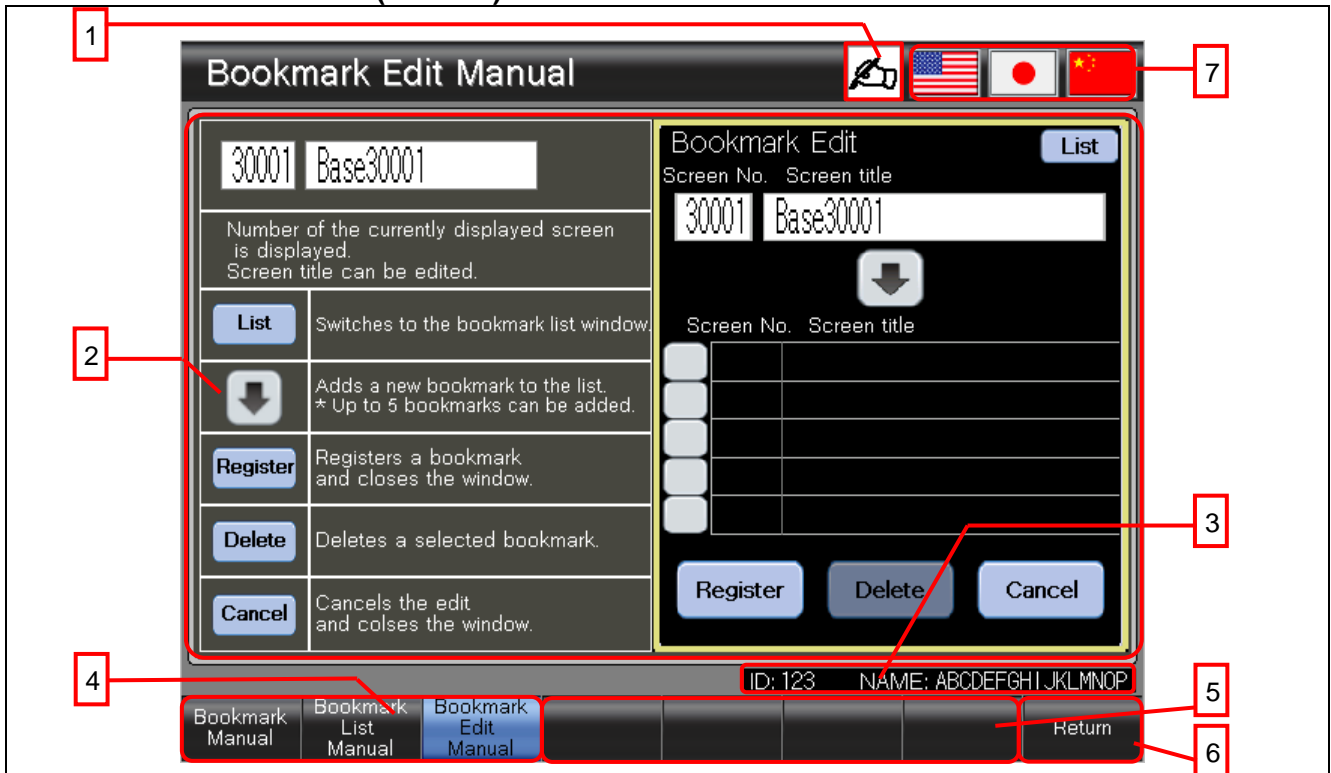
##### Description

1. Displays the bookmark list window.  
Instead of using the object shown in No. 1, touching any part on the screen for 3 seconds can also display the bookmark list window.
2. Shows how to use the switches placed in the bookmark list window.
3. Displays the ID and name of the operator who is logging in.  
Touching the operator information displays the login screen for the operator authentication.
4. Switches between the screens.  
The blue switch that indicates the currently displayed screen does not switch the screen.
5. Indicates unused switches for base screen switching.
6. Switches to Bookmark 1.
7. Switches the display language between three languages.

##### Remarks

- The project script is used to count 3 seconds of screen touch, configure the bookmark initial settings, and switch the bookmark list according to the login/logout operations by the operator. For the details on the script, refer to "4.6 Script List".
- The currently displayed screen will be closed when the screen switching is performed.
- The system language will be switched as well when the language switching is performed.

#### 4.3.5 Bookmark Edit Manual (B-30012)



##### Outline

This screen explains how to operate the bookmark edit window.

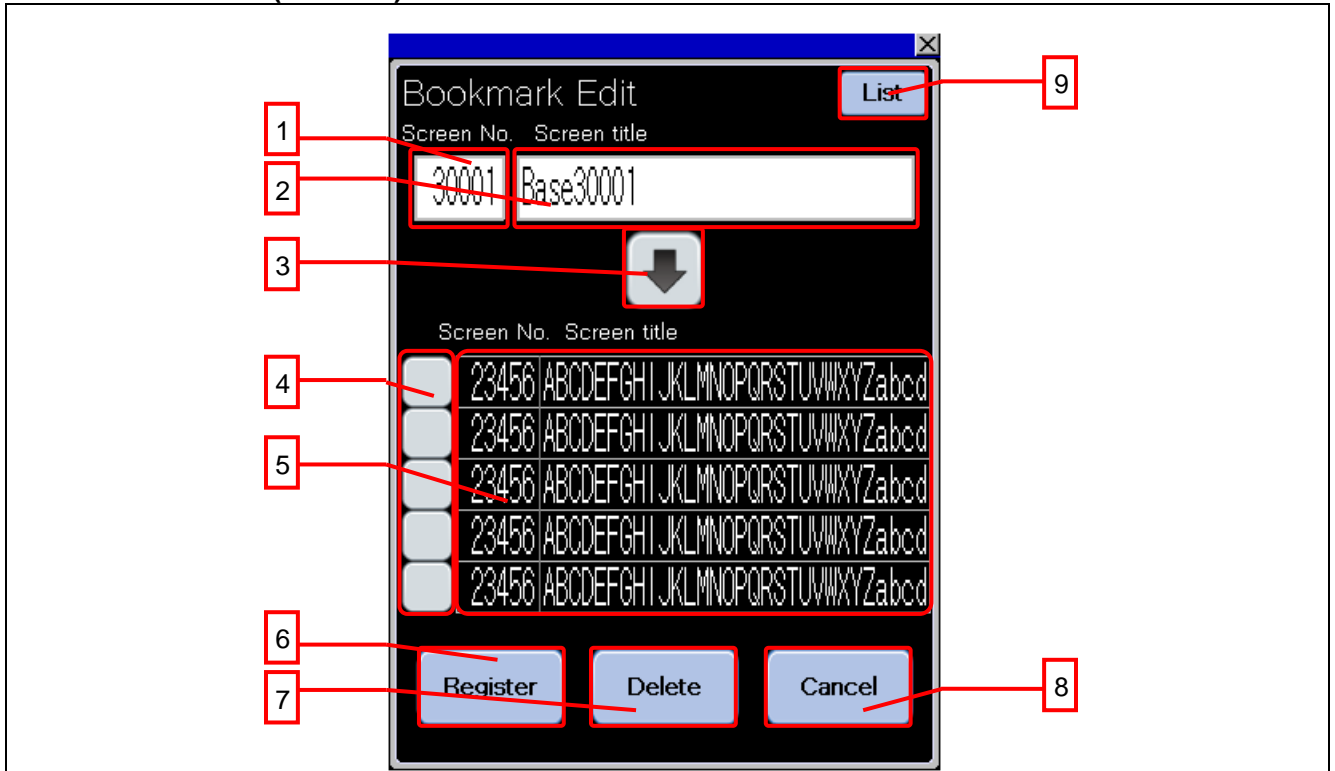
##### Description

1. Displays the bookmark list window.  
Instead of using the object shown in No. 1, touching any part on the screen for 3 seconds can also display the bookmark list window.
2. Shows how to use the switches placed in the bookmark edit window.
3. Displays the ID and name of the operator who is logging in.  
Touching the operator information displays the login screen for the operator authentication.
4. Switches between the screens.  
The blue switch that indicates the currently displayed screen does not switch the screen.
5. Indicates unused switches for base screen switching.
6. Switches to Bookmark 1.
7. Switches the display language between three languages.

##### Remarks

- The project script is used to count 3 seconds of screen touch, configure the bookmark initial settings, and switch the bookmark list according to the login/logout operations by the operator. For the details on the script, refer to "4.6 Script List".
- The currently displayed screen will be closed when the screen switching is performed.
- The system language will be switched as well when the language switching is performed.

### 4.3.6 Bookmark Edit (W-30001)



#### Outline

This screen can be used to display the screen number and screen title of the currently displayed base screen, add the base screen as a new bookmark, and delete selected bookmarks. Touching the Register switch finishes the edit operation.

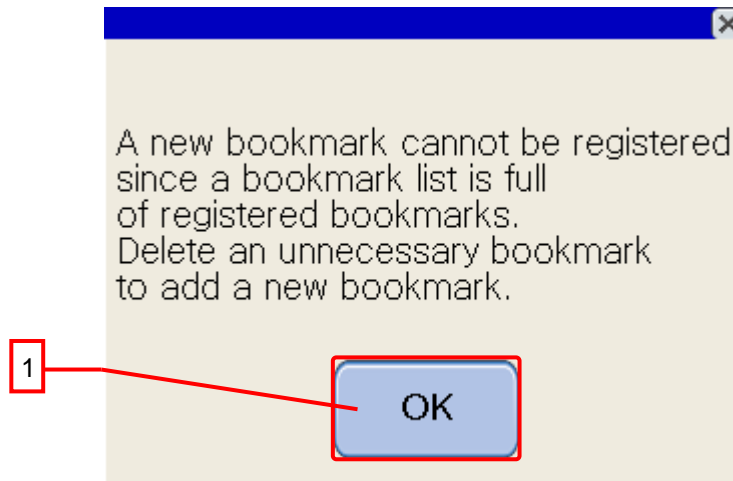
#### Description

1. Displays the screen number of the currently displayed base screen.
2. Displays the text in which "Base" is added in front of the screen number shown in No. 1. Touching the text input displays the key window to edit the text.
3. Adds the base screen shown in No. 1 to the bookmark list. In the sample screens, up to 5 bookmarks can be registered per operator.
4. Selects the bookmark to be deleted.
5. Displays the bookmark list.
6. Registers the edited bookmark and close the window screen.
7. Deletes the bookmark selected in No. 4. The Delete switch is not activated unless any one of the bookmarks is selected.
8. Cancels the edit operation and closes the window screen.
9. Cancels the edit operation and switches to the bookmark list window.

#### Remarks

- The error message will appear when the operator touches the button shown in No. 3 even though the number of registered bookmarks has reached the maximum limit.
- The screen script is used to perform the add/delete/cancel operations for the bookmark and the screen switching operation. For the details on the script, refer to "4.6 Script List".
- The bookmark can be registered per operator. The project script is used to display the bookmark corresponding to the operator ID. For the details on the script, refer to "4.6 Script List".

#### 4.3.7 Error Message (W-30002)



##### Outline

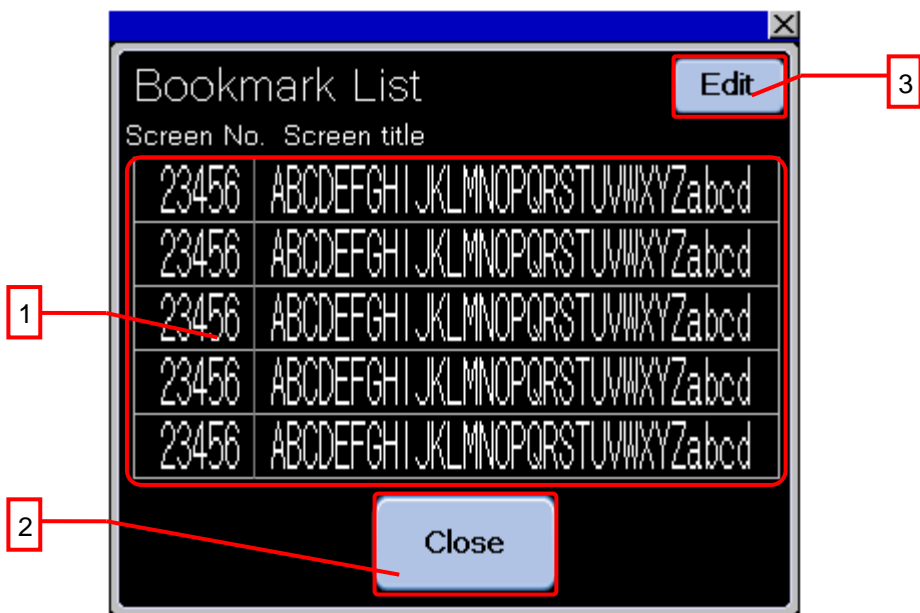
This is the error message which is displayed when the operator attempts to register a new bookmark even though the number of registered bookmarks has reached the maximum limit.

##### Description

1. Closes the window screen.

##### Remarks

4.3.8 Bookmark List (W-30003)



Outline

This screen can be used to display the screen number and screen title of the base screen which is registered as the bookmark. Touching a row switches between the screens.

Description

1. Displays the list of the registered bookmarks. Using the operator authentication function displays the list of the bookmarks registered by the operator who is logging in. Touching a row switches between the screens.
2. Closes the window screen.
3. Switches to the bookmark edit window.

Remarks

- In the sample screens, up to 5 bookmarks can be registered per operator.

4.3.9 Operator Information (W-30004)



Outline

When the operator authentication function is used, the ID and name of the operator who is logging in is displayed as the operator information.

Description

1. Displays the ID and name of the operator who is logging in.  
Touching the operator information displays the login screen for the operator authentication.

Remarks

- This window screen is located at the lower right on the base screen by using a set overlay screen.



## 4.4 Device List

Some of the devices specified to the on-screen switches and lamps, etc., are also used for common settings of functions such as scripts. 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	None	
Word	None	

### 4.4.2 GOT internal devices

Type	Device No.	Application
Bit	GB60000	For script operation
	GB60001	Script trigger
	GB60002	Script trigger
	GB60100	Recipe write trigger
	GB60101	Recipe read trigger
	GB60200	Bookmark register trigger
	GB60201	Bookmark delete trigger
	GD60160.b0, b1	Recipe common setting external notification device
	GD60251.b0	Trigger for selecting the bookmark to be deleted
	GD60252.b0	Trigger for selecting the bookmark to be deleted
	GD60253.b0	Trigger for selecting the bookmark to be deleted
	GD60254.b0	Trigger for selecting the bookmark to be deleted
	GD60255.b0	Trigger for selecting the bookmark to be deleted
Word	GD60000	Base screen switching
	GD60001	Overlap window 1 screen switching
	GD60010	Dialog window
	GD60021	Language switching device
	GD60022	System language switching device
	GD60099	For script operation
	GD60100	Operator authentication ID
	GD60101	Operator authentication Operator name
	GD60150	Recipe record No.
	GD60160	Recipe common setting external notification device
	GD60201 - GD60205	Recipe device
	GD60251	Device for selecting the bookmark to be deleted
	GD60300 - GD60374	Recipe device
	GD60400	Screen number of currently displayed base screen
	GD60410	Screen title of currently displayed base screen
	GD60501	For script operation
	GS656	Touch status external notification (Touch status)
	TMP800 - TMP804	For script operation

## 4.5 Comment List

Comment Group No.	Comment No.	Base/Window screen No.
500	No.1 - 5	B-30011, W-30003
	No.11 - 17	B-30012, W-30001
	No.21	W-30002
	No.31 - 33	All base screens, W-30004
	No.41	B-30001
	No.42	B-30002
	No.43	B-30003
	No.44 - 47	B-30001, B-30002, B-30003
	No.48	B-30001
	No.49	All base screens
	No.61	B-30010
	No.62	B-30010, B-30011, B-30012
	No.63 - 64	B-30010
	No.71	B-30011
	No.72	B-30010, B-30011, B-30012
	No.73 - 75	B-30011
	No.81	B-30012
	No.82	B-30010, B-30011, B-30012
	No.83 - 88	B-30012

## 4.6 Script List

### 4.6.1 Project script

Script No.	30000	Script name	Script30000
Comment	Detect touch actions		
Data type	Signed BIN16	Trigger type	Ordinary
<pre>//Turn ON the trigger device of script No. 30001 when any part without the object on the base screen is touched //GS656: Touch status external notification (Touch status) device of GOT special register //GB60001: Trigger device of script No. 30001 //GB60000: Comparison device //GD60501: Count device of script No. 30001 if ([w:GS656] == 1) {     //When the base screen is touched     [b:GB60001] = ON;     //Execute script No. 30001     if ([b:GB60000] == OFF) {         [w:GD60501] = 0;         //Clear the count device of script No. 30001     }     [b:GB60000] = [b:GB60001]; } else {     //When the base screen is not touched     [b:GB60001] = OFF;     [b:GB60000] = OFF; }</pre>			
Script No.	30001	Script name	Script30001
Comment	Count 3 seconds		
Data type	Signed BIN16	Trigger type	ON sampling (1 sec) GB60001
<pre>//Detect a 3-second long screen touch and turn ON the trigger device of script No. 30002 //GD60501: Count device for counting up per second when ON sampling (1 sec) is applied for the script trigger type //GB60002: Trigger device of script No. 30002 [w:GD60501] = [w:GD60501] + 1; //Count up per second if ([w:GD60501] &gt; 1) {     //When 3 seconds have elapsed     [b:GB60002] = ON;     //Execute script No. 30002 }</pre>			

Script No.	30002	Script name	Script30002
Comment	Initialize bookmarks		
Data type	Signed BIN16	Trigger type	Rise GB60002
<pre>//Set the screen number and screen title of the currently displayed base screen and display the bookmark list window  //GB60002: Script trigger device //GD60000: Base screen switching device //GD60001: Screen switching device for overlap window 1 //GD60099: str_printf function return value //GD60400: Screen number of the currently displayed base screen //GD60410: Screen title of the currently displayed base screen  [b:GB60002] = OFF;           //Reset the trigger device  if ([w:GD60000] != 0) {      //When the value of the base screen switching device is not 0     [w:GD60400] = [w:GD60000]; //Store the value of the base screen switching device into the screen     number of the currently displayed base screen } else {                    //When the value of the base screen switching device is 0     [w:GD60400] = 30001;      //Store the initial screen number into the screen number of the     currently displayed base screen }  [u16:TMP801] = 0; fmov([u16:TMP801], [u16:GD60410], 15); //Clear the screen title device [s16:GD60099] = str_printf([u16:GD60410],30,"Base%05d",[s16:GD60400]); //Store the text including the screen number into the screen title of the currently displayed base screen  [w:GD60001] = 30003;        //Display the bookmark list window</pre>			
Script No.	30010	Script name	Script30010
Comment	Processing for reading recipe		
Data type	Signed BIN16	Trigger type	ON GB60101
<pre>//Processing for reading recipe  //GD60160.b1: Recipe-common reading notification signal //GB60101: Recipe read trigger device  if ([b:GD60160.b1] == ON) { //Detect that the recipe is being read     [b:GB60101] = OFF;      //Reset the recipe read trigger device }</pre>			
Script No.	30020	Script name	Script30020
Comment	Change operators		
Data type	Signed BIN16	Trigger type	Ordinary
<pre>//Detect the change of the operator ID and switch the record No. of the recipe to display the bookmark list corresponding to the operator ID  //GD60100: Operator ID storage device //GD60150: Record No. device //GB60100: Recipe write trigger device  [s16:TMP800] = [s16:GD60100] + 1; //Set the record No. if ([s16:TMP800] != [s16:GD60150]) { //When the operator ID is changed     [s16:GD60150] = [s16:TMP800]; //Update the record No.     [b:GB60100] = ON;             //Write the recipe }</pre>			

Script No.	30011	Script name	Script30011
Comment	Processing for writing recipe		
Data type	Signed BIN16	Trigger type	ON GB60100
<pre>//Processing for writing recipe  //GD60160.b0: Recipe-common writing notification signal //GB60100: Recipe write trigger device  if ([b:GD60160.b0] == ON) { //Detect that the recipe is being written     [b:GB60100] = OFF;      //Reset the recipe write trigger device }</pre>			

#### 4.6.2 Screen script

Window screen 30001

Script No.	30100	Script name	Script30100
Comment	Add bookmarks		
Data type	Signed BIN16	Trigger type	Rise GB60200
Script symbol	BOOKMARK_ITEMS	5	
<pre>//Detect if there is available space in the recipe. When the available space is found, a new bookmark is added. When there is no space, the error message is displayed. //Added bookmarks will not be reflected in the recipe data until the recipe reading operation (registration) is performed  //BOOKMARK_ITEMS: Script symbol of constant 5 //GB60200: Script trigger device //GD60010: Screen switching device for dialog window //GD60201 - GD60205: Registered base screen number //GD60300, GD60315, GD60330, GD60345, GD60360: Registered base screen title //GD60400: Screen number of the currently displayed base screen //GD60410: Screen title of the currently displayed base screen  [b:GB60200] = OFF; //Reset the trigger device  [s16:TMP800] = 0; while([s16:TMP800] &lt; BOOKMARK_ITEMS) { //Detect if there is available space     if ([s16:GD60201[s16:TMP800]] == 0) { //When the available space is found         break;     }     [s16:TMP800] = [s16:TMP800] + 1; }  if ([s16:TMP800] &lt; BOOKMARK_ITEMS) {     [s16:GD60201[s16:TMP800]] = [s16:GD60400]; //Add the screen number of the currently displayed base screen to the bookmark list      [s16:TMP801] = [s16:TMP800] 15;     bmov([s16:GD60410], [s16:GD60300[s16:TMP801]], 15); //Add the screen title of the currently displayed base screen to the bookmark list } else { //When there is no available space     [s16:GD60010] = 30002; //Display the error message (W-30002) }</pre>			

Script No.	30101	Script name	Script30101
Comment	Delete bookmarks		
Data type	Signed BIN16	Trigger type	ON GB60201
Script symbol	BOOKMARK_ITEMS	5	

//Delete the selected bookmark and fill up blank rows with the bookmark remained in the list  
//Deleted bookmarks will not be reflected in the recipe data until the recipe reading operation (registration) is performed

//BOOKMARK\_ITEMS: Script symbol of constant 5  
//GB60201: Script trigger device  
//GD60201 - GD60205: Registered base screen number  
//GD60251.b0 - GD60255.b0: Bit device for selecting the bookmark to be deleted  
//GD60300, GD60315, GD60330, GD60345, GD60360: Registered base screen title

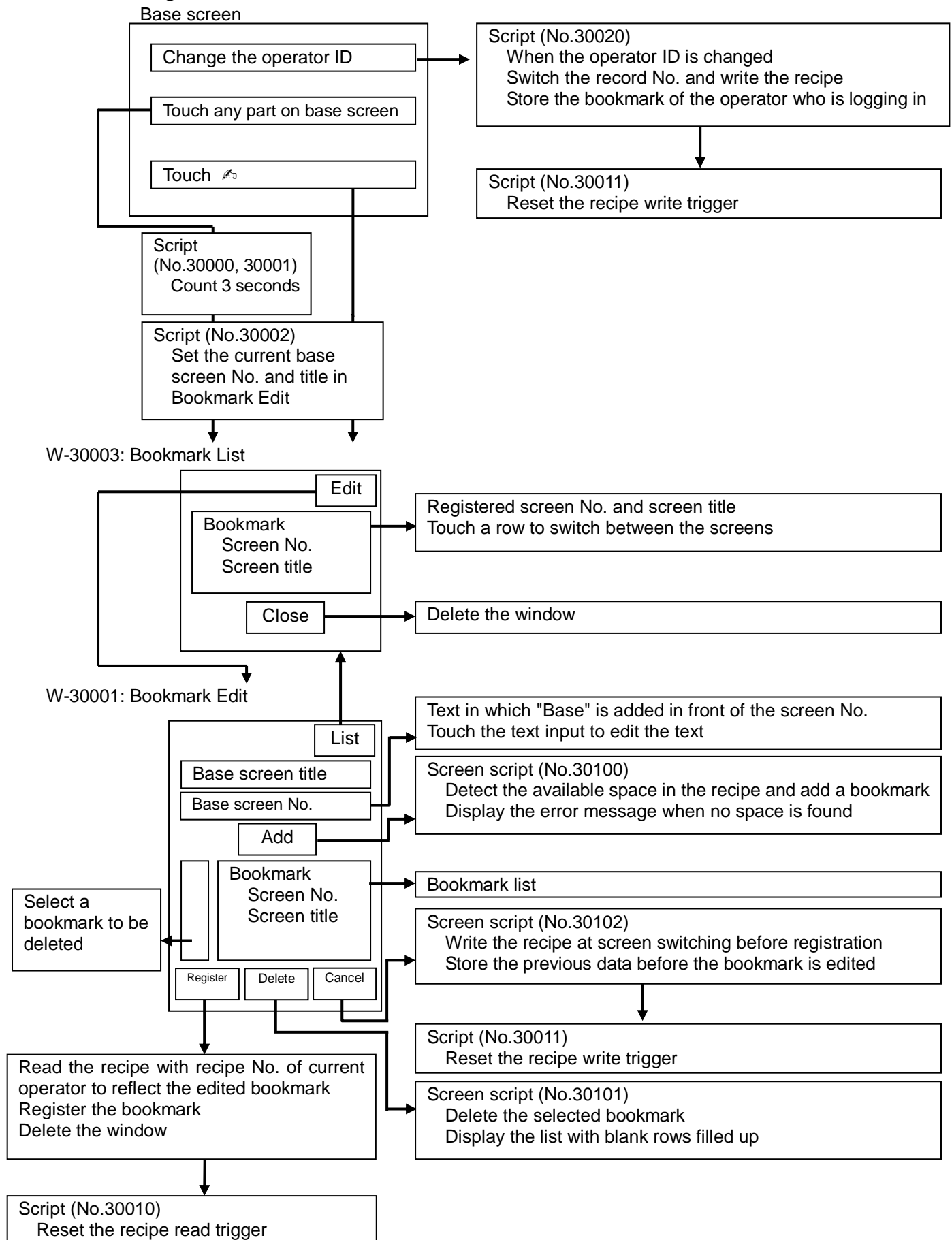
[b:GB60201] = OFF; //Reset the trigger device  
//Detect the selected bookmark to be deleted and delete the bookmark  
[s16:TMP800] = 0;  
while ([s16:TMP800] < BOOKMARK\_ITEMS) {  
if ([u16:GD60251[s16:TMP800]] != 0) { //Detect the selected bookmark to be deleted  
[s16:GD60201[s16:TMP800]] = 0; //Delete the base screen number  
[u16:TMP801] = 0;  
[s16:TMP802] = [s16:TMP800] 15;  
fmov([u16:TMP801], [u16:GD60300[s16:TMP802]], 15); //Detect the base screen title  
  
[u16:GD60251[s16:TMP800]] = 0; //Clear the checkbox of the selected bookmark  
to be deleted  
}  
[s16:TMP800] = [s16:TMP800] + 1;  
}  
//Fill up blank rows with the bookmark remained in the list  
[s16:TMP800] = 0;  
while ([s16:TMP800] < (BOOKMARK\_ITEMS - 1)) {  
if ([s16:GD60201[s16:TMP800]] == 0) { //Detect the available space and check if  
there is the bookmark stored after the space  
[s16:TMP801] = [s16:TMP800] + 1;  
while ([s16:TMP801] < BOOKMARK\_ITEMS) {  
if ([s16:GD60201[s16:TMP801]] != 0) { //When there is the bookmark stored after  
the available space  
[s16:GD60201[s16:TMP800]] = [s16:GD60201[s16:TMP801]]; //Copy the base screen  
number in the available space  
  
[s16:TMP802] = [s16:TMP800] 15;  
[s16:TMP803] = [s16:TMP801] 15;  
bmov([u16:GD60300[s16:TMP803]], [u16:GD60300[s16:TMP802]], 15); //Copy the base screen  
title in the available space  
  
[s16:GD60201[s16:TMP801]] = 0; //Delete the base screen number to be copied  
[u16:TMP804] = 0;  
fmov([u16:TMP804], [u16:GD60300[s16:TMP803]], 15); //Delete the base screen title to be  
copied  
  
break;  
}  
[s16:TMP801] = [s16:TMP801] + 1;  
}  
}  
[s16:TMP800] = [s16:TMP800] + 1;  
}  
}

Script No.	30102	Script name	Script30102
Comment	Processing for canceling		
Data type	Signed BIN16	Trigger type	When the screen is closed
//When the screen switching is performed before the bookmark data is registered, the recipe writing operation returns the edited data to the previous data stored before the bookmark is edited  //GB60100: Recipe write trigger device //GD60251.b0 - GD60255.b0: Bit device for selecting the bookmark to be deleted  //Write the recipe [b:GB60100]=ON;  //Uncheck the selected bookmark to be deleted [s16:TMP800] = 0; while ([s16:TMP800] < BOOKMARK_ITEMS) { if ([u16:GD60251[s16:TMP800]] != 0) { [u16:GD60251[s16:TMP800]] = 0; }  [s16:TMP800] = [s16:TMP800] + 1; } 			

## 5. DETAILED SPECIFICATIONS

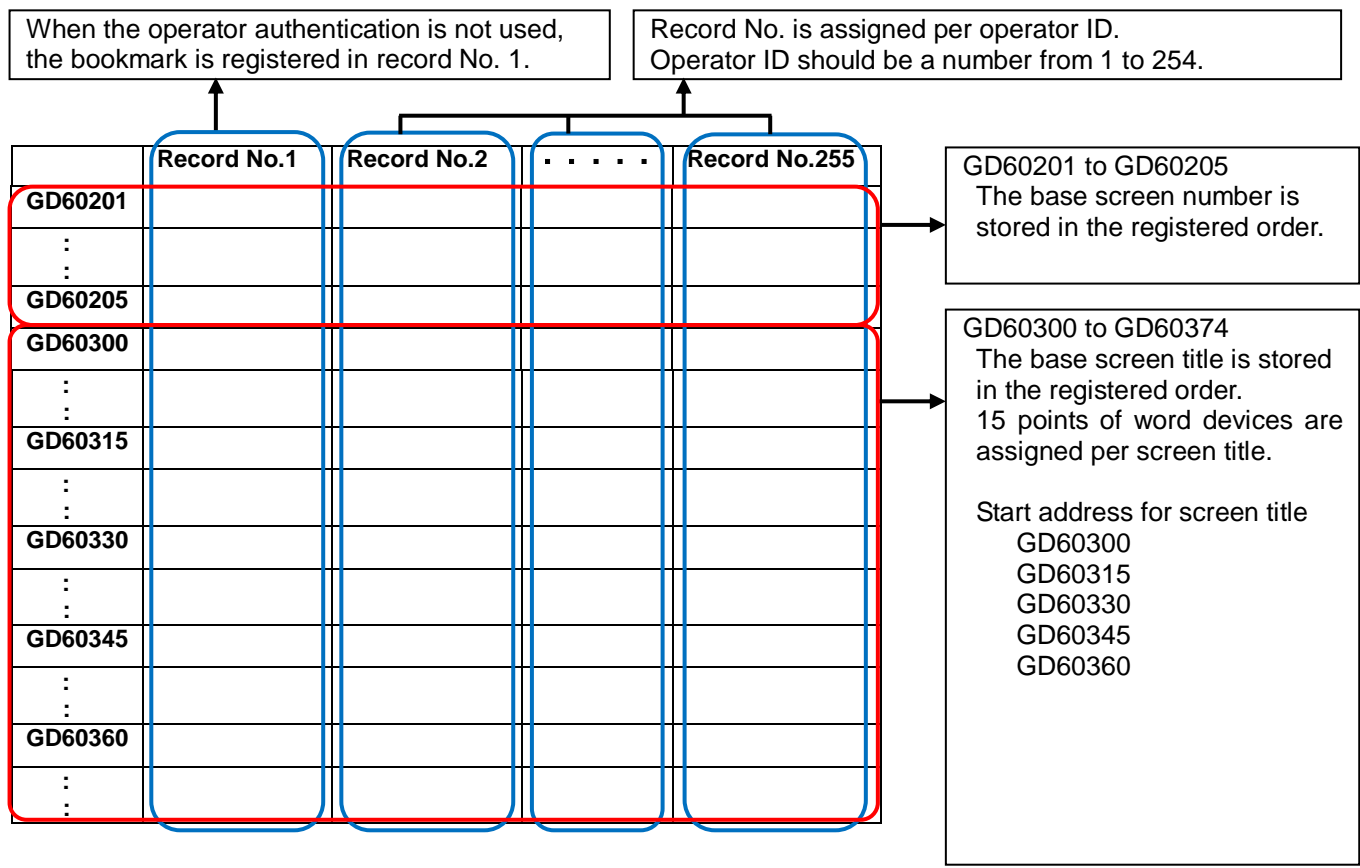
### 5.1 Internal Processing

#### 5.1.1 Processing flow



5.1.2 Recipe image

In the sample screens, up to 5 bookmarks can be registered per operator.





## 5.2 Window Specifications

### 5.2.1 Specifications for W-30001: Bookmark Edit

The screenshot shows the 'Bookmark Edit' window with the following elements and callouts:

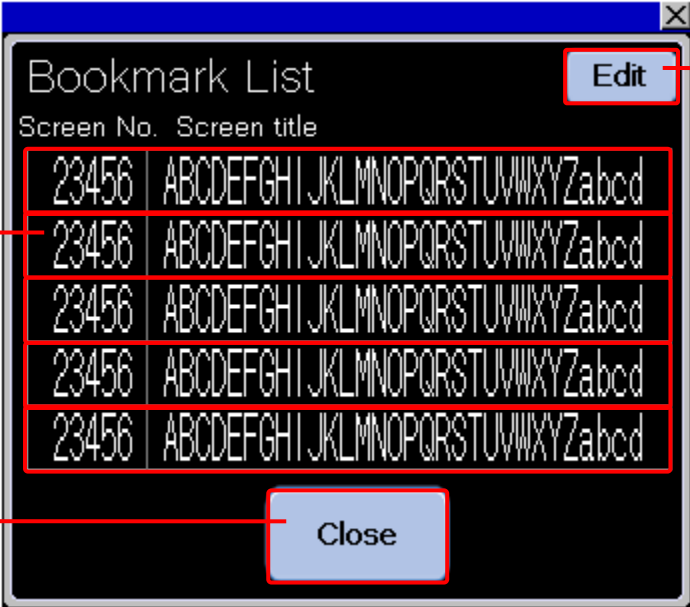
- 1** Numerical Display: Points to the 'Screen No.' field showing '30001'.
- 2** Text Input GD60410: Points to the 'Screen title' field showing 'Base30001'.
- 3** Switch GB60200: Points to a downward arrow button.
- 4** Switch GB60201: Points to a switch in the list of bookmarks.
- 5** Switch GB60101: Points to the 'Register' button.
- 6** Go To Screen Switch Window 30003: Points to the 'List' button.
- 7** Numerical Display GD60201-GD60205 Text Display GD60300 GD60315 GD60330 GD60345 GD60360: Points to the list of bookmarks.
- 8** Go To Screen Switch Close the window: Points to the 'Cancel' button.

The list of bookmarks shown is:

Screen No.	Screen title
23456	ABCDEF GHI JKLMNOPQRSTU VWXYZabcd
23456	ABCDEF GHI JKLMNOPQRSTU VWXYZabcd
23456	ABCDEF GHI JKLMNOPQRSTU VWXYZabcd
23456	ABCDEF GHI JKLMNOPQRSTU VWXYZabcd
23456	ABCDEF GHI JKLMNOPQRSTU VWXYZabcd

1	The 3-second long screen touch or the bookmark switch executes script No. 30002, which displays the screen number of the currently displayed screen and the text in which "Base" is added in front of the screen number. Touching the text input displays the key window to edit the text.
2	Script No. 30100 detects if there is available space in the recipe. When the available space is found, the screen number and screen title of the currently displayed base screen are added. When there is no available space, the error message is displayed. In the sample screens, up to 5 bookmarks can be registered per operator.
3	Select the bookmark to be deleted. Touching the switch turns on the bit device, which indicates the bookmark is selected. The switch is not activated for the row for which the bookmark is not registered.
4	The Delete switch is activated by selecting the bookmark to be deleted. Script No. 30101 detects the bit device which is turned on and deletes the bookmark. Fill up blank rows with the bookmark remained in the list
5	The Register switch turns on the recipe read trigger device to save the edited bookmark in the recipe, and then closes the window screen. After reading of the recipe is completed, script No. 30010 resets the recipe read trigger device.
6	The List switch cancels the edit operation and displays the bookmark list window. When the screen is closed, script No. 30102 performs the recipe writing operation to return the edited data to the previous data stored before the bookmark is edited. After writing of the recipe is completed, script No. 30020 resets the recipe write trigger device.
7	This shows the bookmark list of the record No. corresponding to the operator who is logging in. After the bookmark is edited, the recipe reading operation (registration) saves the edited bookmark in the recipe.
8	The Cancel switch cancels the edit operation and closes the window screen. When the screen is closed before the bookmark data is registered, script No. 30102 performs the recipe writing operation to return the edited data to the previous data stored before the bookmark is edited. After writing of the recipe is completed, script No. 30020 resets the recipe write trigger device.

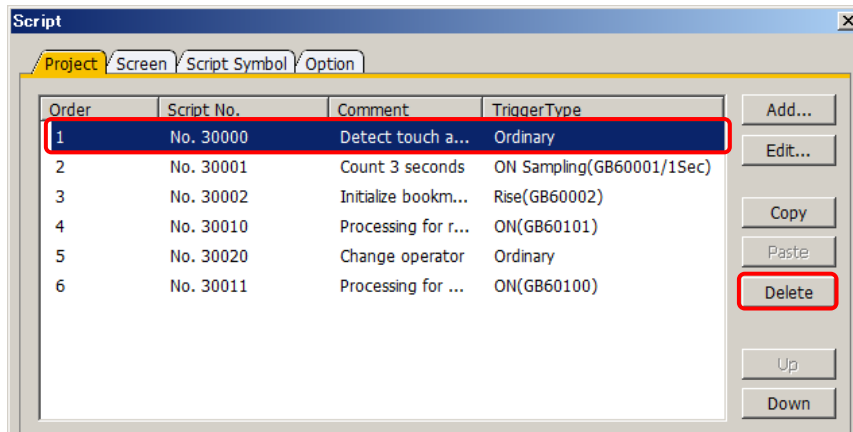
5.2.2 Specifications for W-30003: Bookmark List

<div>1</div> <div>Numerical Display GD60201-GD60205</div> <div>Text Display GD60300 GD60315 GD60330 GD60345 GD60360</div> <div>Go To Screen Switch GD60201-GD60205</div>		<div>3</div> <div>Go To Screen Switch Window 30001</div>
<div>2</div> <div>Go To Screen Switch Close the window</div>		
1	Script No. 30020 detects if the operator ID is changed. When the operator ID is changed, script No. 30020 writes the recipe of the record No. corresponding to the operator ID to display the bookmark list of the operator who is logging in. The Go To Screen switch is placed underneath the numerical display and text display in order to switch the screen by touching the object.	
2	Closes the window screen	
3	Switches to the bookmark edit window.	

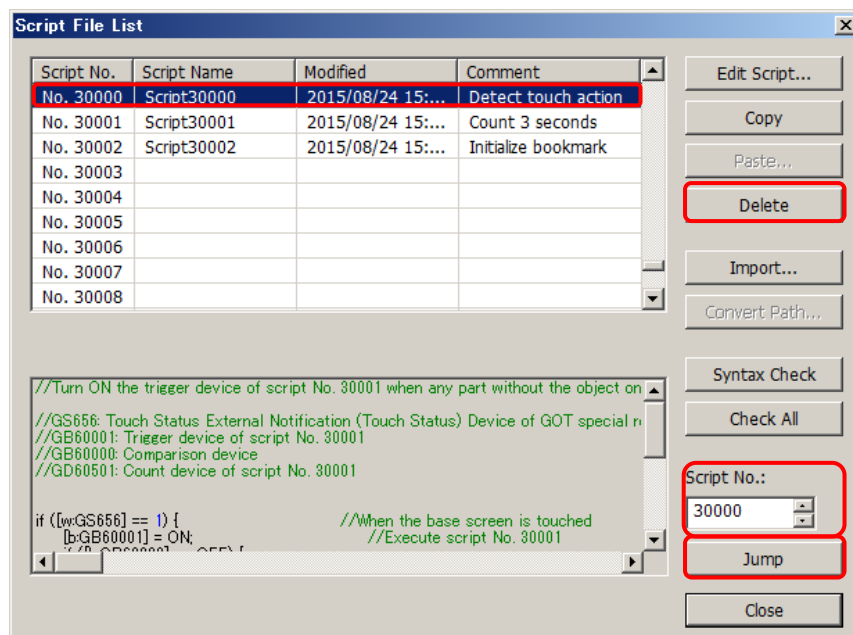
### 5.3 Delete the Counter for 3-second Long Screen Touch

To delete the counter for counting 3-second long screen touch, follow the steps below.

- (1) Select [Common]-[Script]-[Script] from the menu bar.
- (2) Select script No. 30000 and click the [Delete] button. Follow the same steps to delete script No. 30001.



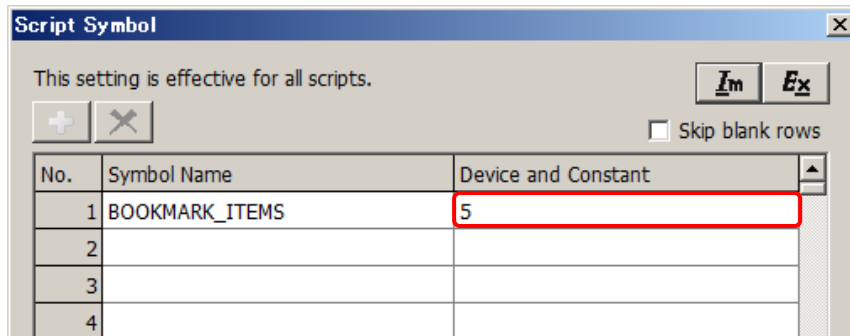
- (3) To completely delete the script, select [Common]-[Script]-[Script File List] from the menu bar. Input "30000" in [Script No.] and click the [Jump] button.
- (4) Select script No. 30000 and click the [Delete] button. Follow the same steps to delete script No. 30001.



## 5.4 Change the Maximum Number of Bookmarks Allowed to be Registered

To change the maximum number of bookmarks allowed to be registered, follow the steps below.

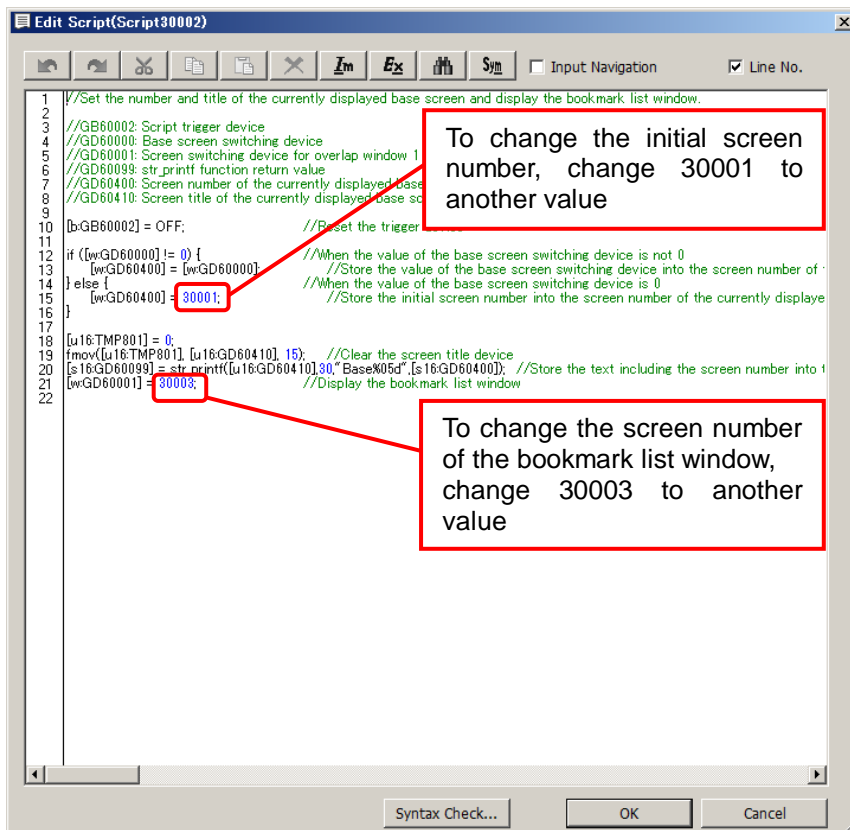
- (1) Select [Common]-[Script]-[Script Symbol] from the menu bar.
- (2) Change the value in [Device and Constant].



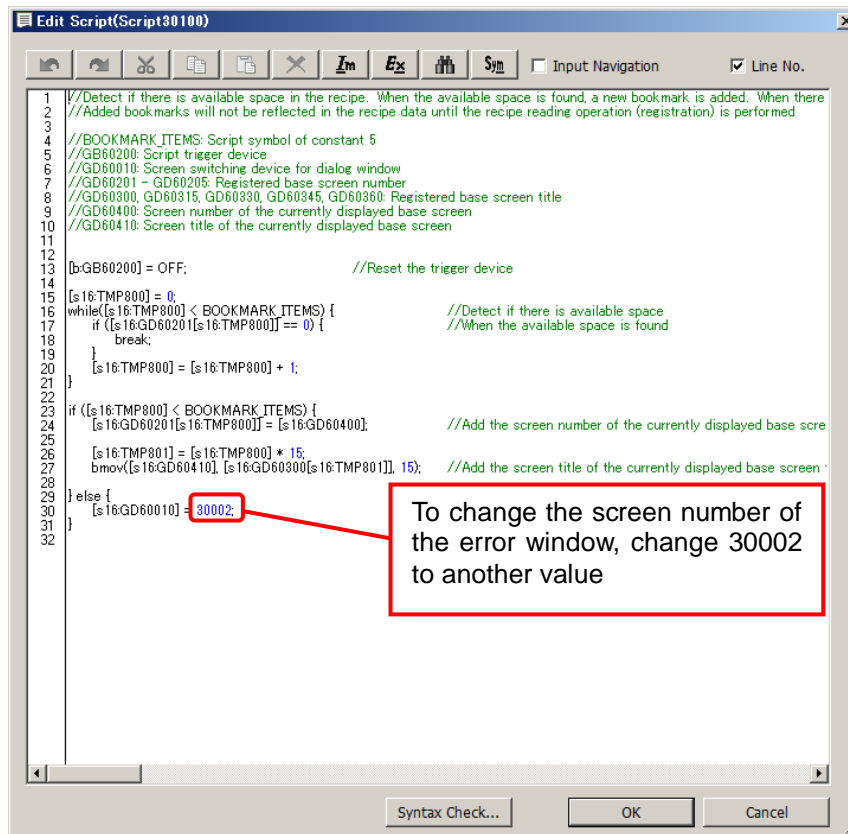
Besides, change the device point for the recipe and the number of objects such as the numerical display, text display, and switch that are placed in the Bookmark List and Bookmark Edit.

## 5.5 Change the Base Screen No. and Window Screen No.

- (1) To change the initial screen number of GOT startup and the screen number of the window screen which is displayed by touching the bookmark switch, modify the project script (script No. 30002) as shown below.



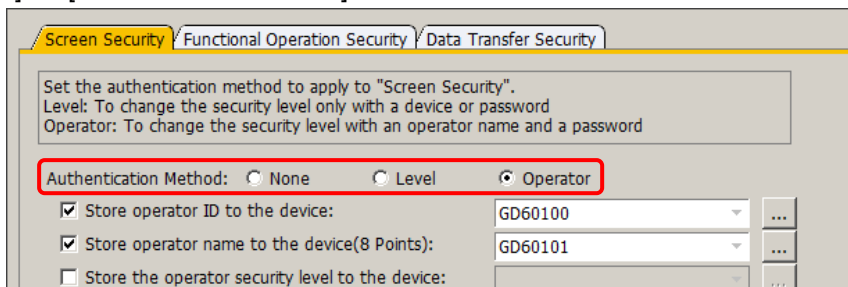
(2) To change the screen number of the error window, modify the screen script (script No. 30100) as shown below.



## 5.6 Disable the Operator Authentication Function

To disable the operator authentication function, follow the steps below.

- (1) Select [Common]-[GOT Environmental Setting]-[Security] from the menu bar.
- (2) Select [None] for [Authentication Method].



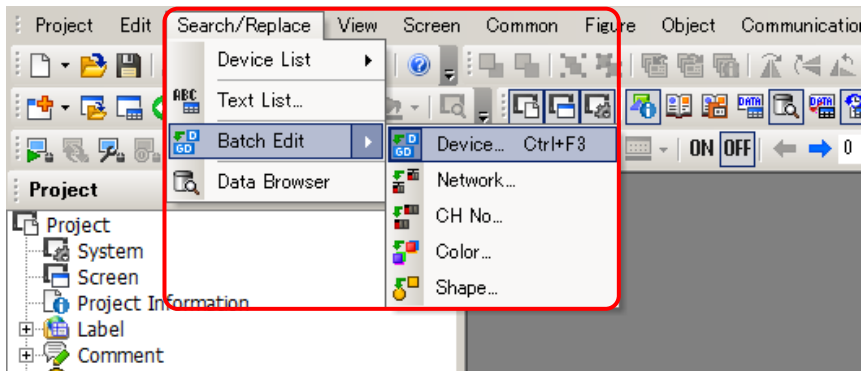
- (3) Select [Common]-[Script]-[Script] from the menu bar and delete script No. 30020.  
For how to delete the script, refer to the steps described in section 5.3.
- (4) Delete the operator information (W-30004).

## 5.7 Change Devices

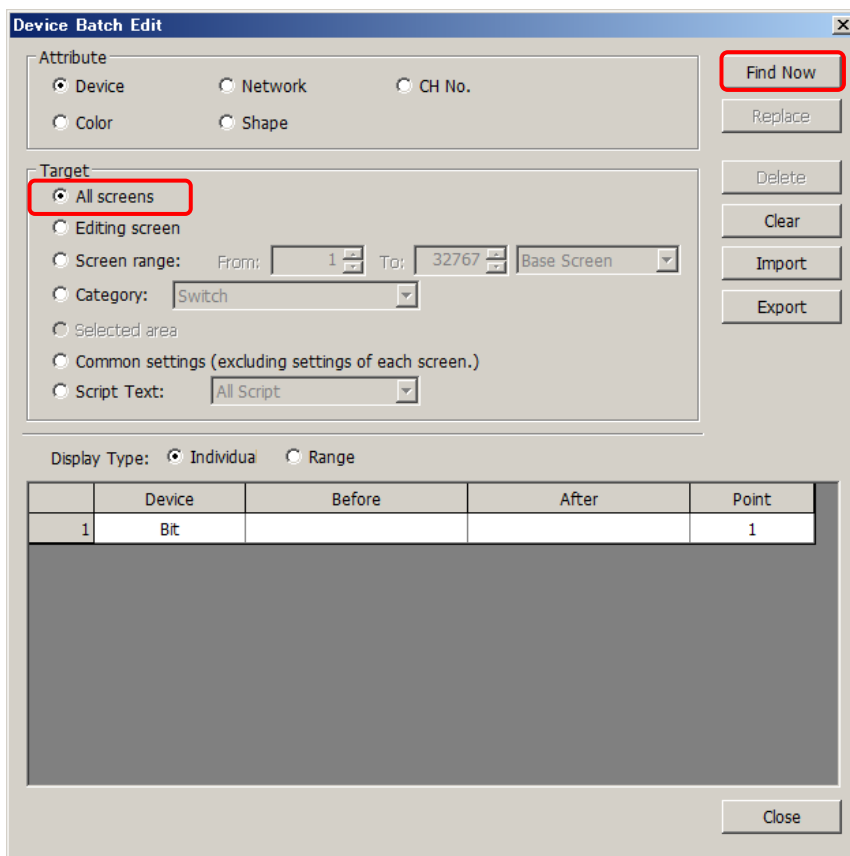
### 5.7.1 Change the device assigned to the object on the screen

To change the device assigned to the object on the screen, select [All screens] for [Target].

- (1) Select [Search/Replace]-[Batch Edit]-[Device] from the menu bar.



- (2) In the [Device Batch Edit] dialog, select [All screens] for [Target] and click the [Find Now] button.



(3) Specify the device and point in the [After] field and click the [Replace] button.

**Device Batch Edit**

Attribute: ☒ Device ☐ Network ☐ CH No. ☐ Color ☐ Shape

Find Now **Replace** Delete Clear Import Export

Target: ☒ All screens ☐ Editing screen ☐ Screen range: From: 1 To: 32767 Base Screen ☐ Category: Switch ☐ Selected area ☐ Common settings (excluding settings of each screen.) ☐ Script Text: All Script

Display Type: ☒ Individual ☐ Range

	Device	Before	After	Point
1	Bit	GB60002	GB60002	1
2	Bit	GB60101	GB60101	1
3	Bit	GB60200	GB60200	1
4	Bit	GB60201	GB60201	1
5	Bit	GD60251.b0	GD60251.b0	1
6	Bit	GD60252.b0	GD60252.b0	1
7	Bit	GD60253.b0	GD60253.b0	1
8	Bit	GD60254.b0	GD60254.b0	1
9	Bit	GD60255.b0	GD60255.b0	1

Close

### 5.7.2 Change the device associated with common setting

To change the device associated with [GOT Environmental Setting] and the functions such as recipe, select [Common settings (excluding settings of each screen)] for [Target]. Follow the steps described in sub-section 5.7.1.

**Device Batch Edit**

Attribute: ☒ Device ☐ Network ☐ CH No. ☐ Color ☐ Shape

Find Now **Replace** Delete Clear Import Export

Target: ☐ All screens ☐ Editing screen ☐ Screen range: From: 1 To: 32767 Base Screen ☐ Category: Switch ☐ Selected area **☒ Common settings (excluding settings of each screen.)** ☐ Script Text: All Script

Display Type: ☒ Individual ☐ Range

	Device	Before	After	Point
1	Bit	GB60001	GB60001	1
2	Bit	GB60002	GB60002	1
3	Bit	GB60100	GB60100	1
4	Bit	GB60101	GB60101	1
5	Word	GD60000	GD60000	1
6	Word	GD60001	GD60001	1
7	Word	GD60010	GD60010	1
8	Word	GD60021	GD60021	1
9	Word	GD60022	GD60022	1

Close

5.7.3 Change the device associated with the script text

To change the device associated with the script text, select [Script Text (All Script)] for [Target]. Follow the steps described in sub-section 5.7.1.

Device Batch Edit

Attribute

☒ Device

☐ Network

☐ CH No.

☐ Color

☐ Shape

Find Now

Replace

Target

☐ All screens

☐ Editing screen

☐ Screen range:

From: 1

To: 32767

Base Screen

☐ Category:

Switch

☐ Selected area

☐ Common settings (excluding settings of each screen.)

☒ Script Text:

All Script

Delete

Clear

Import

Export

Display Type:

☒ Individual

☐ Range

Close