

Standard Screen
Alarm History Display

Sample Screen Manual

Mitsubishi Electric Corporation

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REVISIONS

Sample Screen Manual

Date	Control No.*	Description
2014/8	BCN-P5999-0292	First edition

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

Project Data

Date	Project Date	GT Designer3*	Description
2014/8	Alarm-History_V_Ver1_E.GTX	1.117X	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.

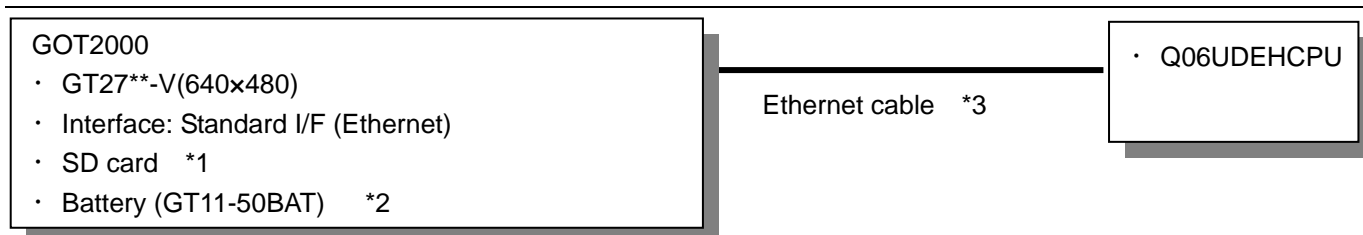
1. OUTLINE

This manual explains the sample screens of GOT2000 connected to a MELSEC-Q Series PLC (Q06UDEHCPU) via Ethernet, which can be used to display the alarm history. The screens can also be used to display the detail contents and restoration method of a selected alarm.

1.1 Reusing Standard Screen Samples

Standard screen samples include multiple patterns of screens that can be used by the customers depending on the intended use. Screens should be reused for the customers screen data by using [Utilize Data (Screen)]. For more details about [Utilize Data (Screen)], please refer to the "GT Designer3 (GOT2000) Help".

2. SYSTEM CONFIGURATION



*1: The SD card is used for the sequence program monitor functions.

*2: The battery is used for the backup of the clock data and the logging 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)
		Alphanumeric/Kana
	Outline Font	Gothic
		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	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 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

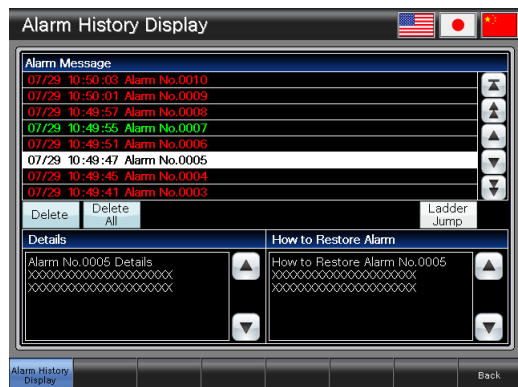
The language of the text displayed on the screen can be switched between Japanese, English and Chinese (Simplified). The text strings in each language are registered in the columns No.1 to No.3 in the comment groups No.311, No.312 and No.316 to No.318 as shown below. When the column No. is set in the 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 List/Transition



Base Screen B-30001: Alarm History Display 1



Base Screen B-30002: Alarm History Display 2

4.3 Explanation of Screens

4.3.1 Alarm History Display 1 (B-30001)



Outline

This screen displays the alarm history.

Description

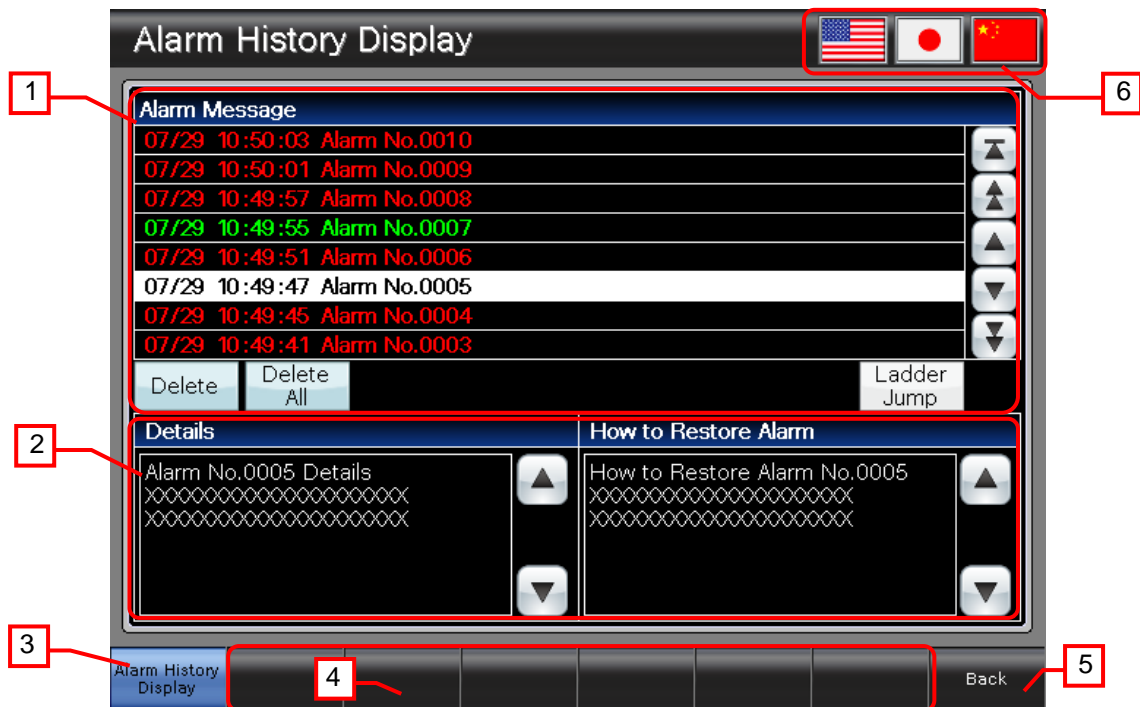
- Displays alarms. Display a cursor when the alarm display is touched. While touching the alarm display, flick the alarm display to scroll the displayed contents upward and downward.
Red for the current alarm, green for the restored alarm.

Delete	: Deletes the selected alarm that has been restored.
Delete All	: Deletes all the alarms that have been restored.
Ladder Jump	: Displays the selected alarm in the sequence program monitor.
▲	: Displays the first of the alarms.
▲ ▼	: Deletes the cursor and scrolls the page up and down.
▲ ▼	: Displays the cursor and moves the cursor upward or downward by row.
- The switch indicates the currently displayed screen, thus selecting this switch will not switch screens.
- Shows unused switches for base screen switching.
- Switches to the previously opened screen.
- Switches languages.

Remarks

- To the switches marked with No.5, settings are made to switch system languages in conjunction with the change of the display language.
- Stores the alarm history contents to the SD card when any alarm state is changed.

4.3.2 Alarm History Display 2 (B-30002)



Outline

This screen displays the alarm history and the detail contents and restoration method of a selected alarm.

Description

- Displays alarms. Display a cursor when the alarm display is touched. While touching the alarm display, flick the alarm display to scroll the displayed contents upward and downward.
Red for the current alarm, green for the restored alarm.
Delete : Deletes the selected alarm that has been restored.
Delete All : Deletes all the alarms that have been restored.
Ladder Jump : Displays the selected alarm in the sequence program monitor.

▲

▲▼

▼

: Displays the first of the alarms.

: Deletes the cursor and scrolls the page up and down.

: Displays the cursor and moves the cursor upward or downward by row.
- Displays the details and how to restore a selected alarm.

▲

▼

: Scrolls the comment up and down.
- The switch indicates the currently displayed screen, thus selecting this switch will not switch screens.
- Shows unused switches for base screen switching.
- Switches to the previously opened screen.
- Switches languages.

Remarks

- The alarm display marked with No.1 is overlapped with the switch, which resets the comment display start row of the details and how to restore alarm.
- To the switches marked with No.6, settings are made to switch system languages in conjunction with the change of the display language.
- Stores the alarm history contents to the SD card when any alarm state is changed.

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	M0 to M9	User Alarm Observation
Word	Not used	

4.4.2 GOT internal devices

Type	Device No.	Application
Bit	Not used	
Word	GD60000	Base Screen Switching
	GD60021	Language Switching
	GD60022	System Language Switching
	GD61000 to GD61001	Comment Display Start Row
	GD61100	Alarm Display (User) External Output (Comment No.)

4.5 Comment List

Comment group No.	Where comments are used
311	B-30001
312	B-30002
316	Alarm Message
317	Alarm Details
318	How to Restore Alarm

5. BINARY FORMAT FILE → CONVERT INTO UNICODE TEXT FILE OR CSV FILE

Alarm log files generated by alarm function settings are binary format files (*.G2A). To display and edit the alarm log files on a personal computer, convert them into Unicode text files or CSV files. The following shows how to convert the alarm log files

(1) Converting with GT Designer3

1. Store the binary file (*.G2A) in a personal computer.
2. Select [Tools] [Resource Data Conversion] [Alarm File] from the menu.

(2) Converting with the utility

Select a G2A file in [Data management] [Alarm information] of the utility and touch the **G2A→CSV** or **G2A→TXT** button.

(3) Converting with the device

1. Set [Conversion Trigger Device] and [Alarm ID Device] in [Alarm Common Setting].
2. Write the alarm ID to the [Alarm ID Device] and turn on the [Conversion Trigger Device].

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

6. TEMPLATES

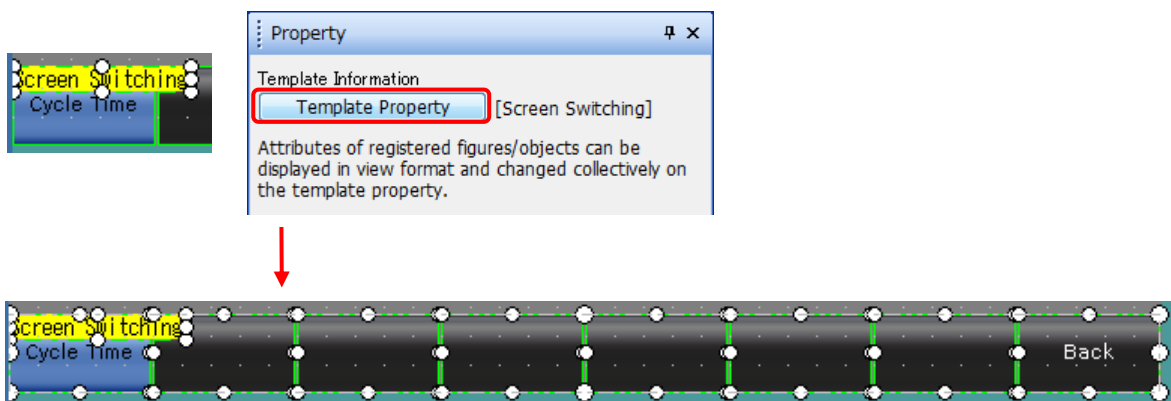
Templates are a group of figures and objects. Related settings are grouped into template attributes and registered, so the devices and colors, etc. can be easily changed in a batch. For more details about changing the attribute settings, please refer to the "GT Designer3 (GOT2000) Help".



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 the color of switches (Each Screen)

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



The figures and objects that are registered in the template are changed to the selected state.

(2) Double-click on [Setting Value] of [Switch(Each Screen)_Shape Color], and select the new color.

