

Standard Screen  
Alarm Status Display

Sample Screen Manual

Mitsubishi Electric Corporation

## Using the Samples

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## REVISIONS

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### Sample Screen Manual

Date	Control No.*	Description
2014/8	BCN-P5999-0298	First edition

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

### Project Data

Date	Project data	GT Designer3*	Description
2014/8	Alarm-Status_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.

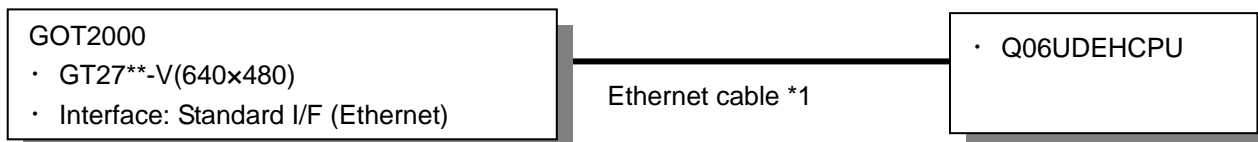
## 1. OUTLINE

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 occurrence status for each item.

### 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: 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)

### 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

### 3.4 Overlap windows Setting of Screen Design Software

In order to close the overlap window when the base screen is switched, check the [Close the window when switching base screens] in overlap window [Detail Setting] of [Screen Switching/Window].

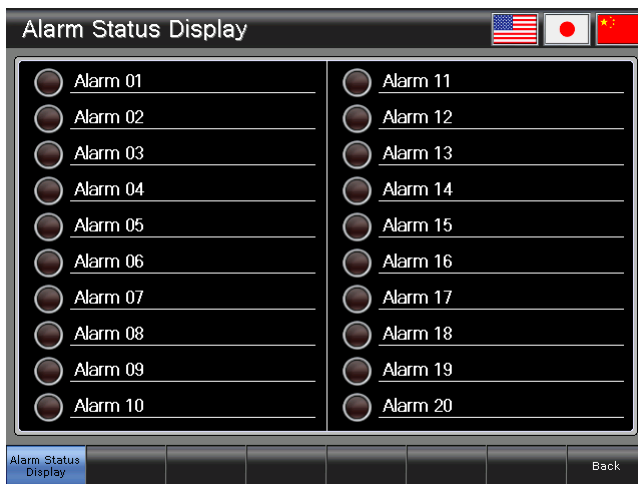
## 4. SCREEN SPECIFICATIONS

### 4.1 Display Language

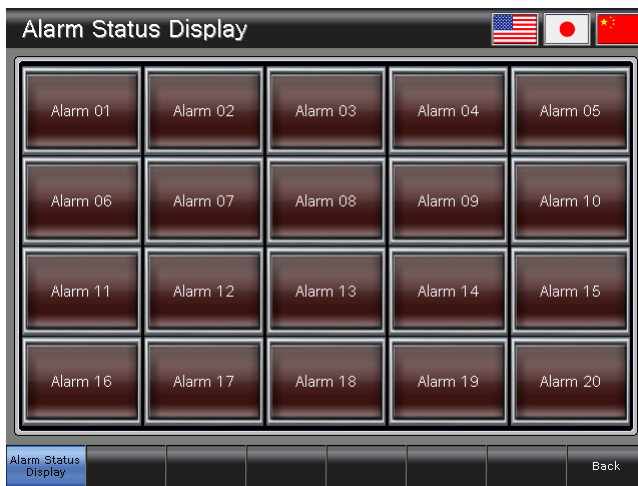
The language of the text displayed on the screen can be switched between Japanese, English and Chinese (Simplified). The text strings in each language are registered in the columns No.1 to No.3 in the comment groups No.331 to No.333 as shown below. When the column No. is set in the language switching 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 Status Display 1



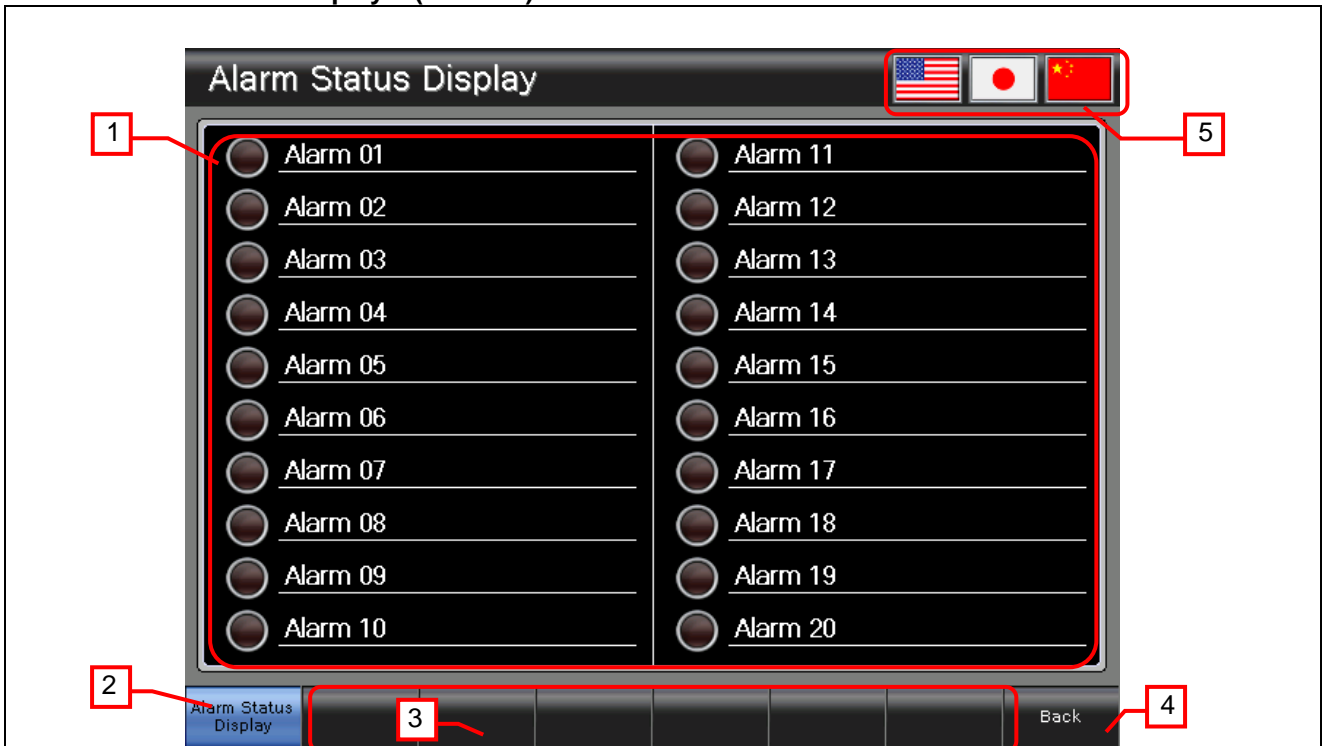
Base screen B-30002 : Alarm Status Display 2



Window screen W-30001 : Alarm Detail

## 4.3 Explanation of Screens

### 4.3.1 Alarm Status Display 1 (B-30001)



#### Outline

This screen displays the alarm occurrence status for each alarm target.

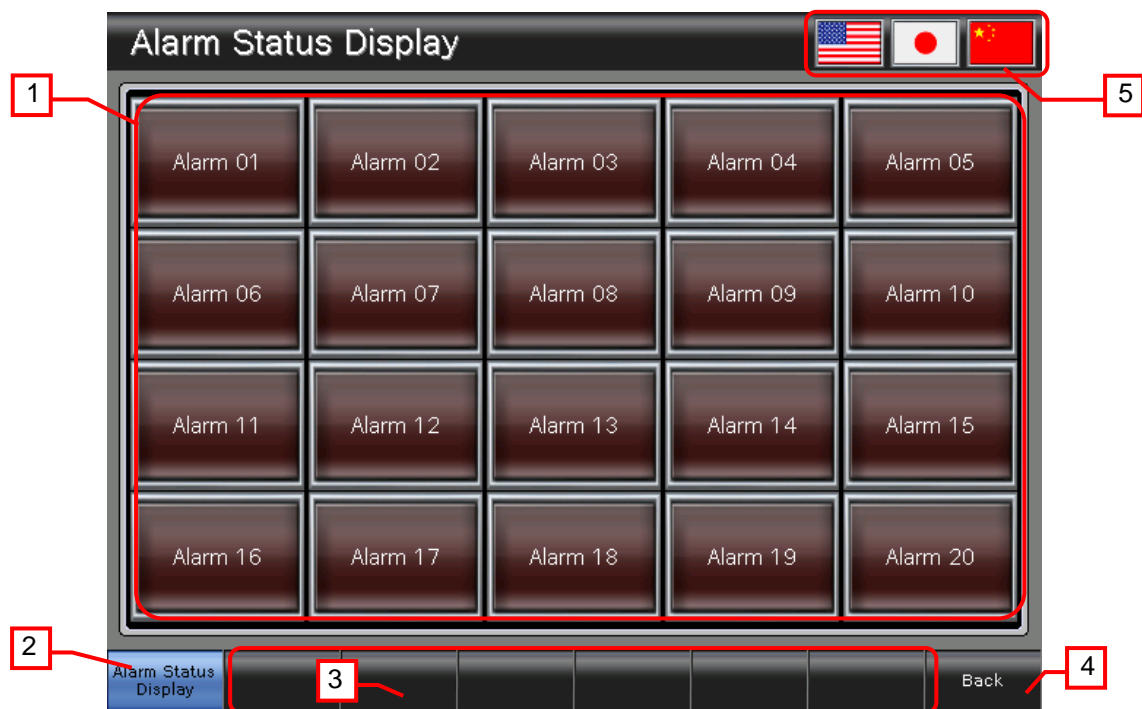
#### Description

1. Displays the alarm status and the alarm message.  
Normal :The lamp turns off  
Abnormal :The lamp turns on
2. The switch indicates the currently displayed screen, thus selecting this switch will not switch screens.
3. Shows unused switches for base screen switching.
4. Switches to the previously opened screen.
5. 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.

#### 4.3.2 Alarm Status Display 2 (B-30002)



##### Outline

This screen displays the alarm occurrence status and the alarm detail message for each alarm target.

##### Description

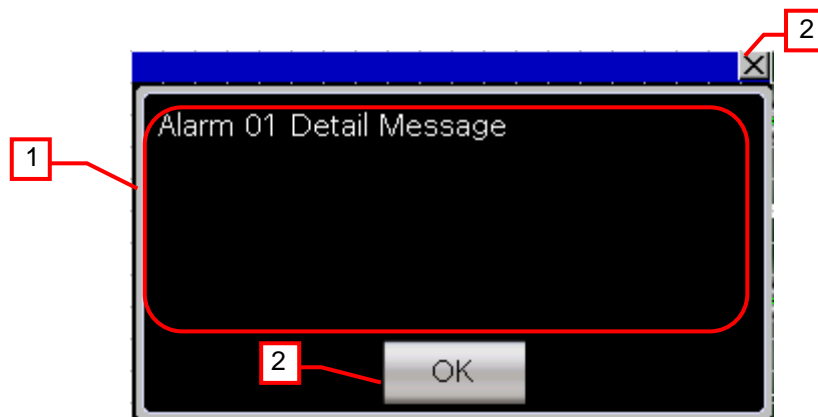
1. Displays the alarm detail window. The lamp turns on when the alarm is occurring.
2. The switch indicates the currently displayed screen, thus selecting this switch will not switch screens.
3. Shows unused switches for base screen switching.
4. Switches to the previously opened screen.
5. Switches 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.



### 4.3.3 Alarm Detail (W-30001)



#### Outline

This screen displays the alarm detail message.

#### Description

1. Displays the alarm detail message.
2. Closes the window.

#### Remarks

#### 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 M19	For Alarm Occurrence Status Notifying
Word	Not used	

##### 4.4.2 GOT internal devices

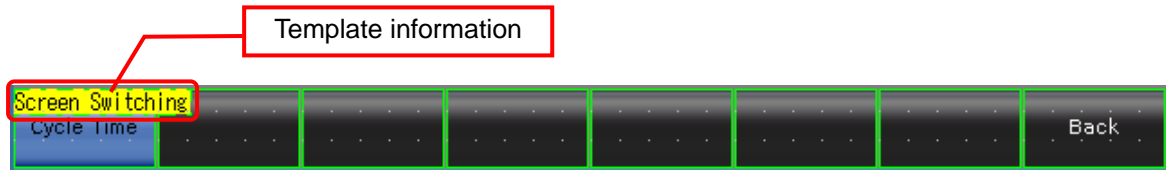
Type	Device No.	Application
Bit	Not used	
Word	GD60000	Base Screen Switching
	GD60001	Overlap Window 1 Switching
	GD60021	Language Switching
	GD60022	System Language Switching
	GD61100	For Alarm Detail Message

#### 4.5 Comment List

Comment group No.	Where comments are used
331	B-30001
332	B-30002
333	W-30001

## 5. TEMPLATES

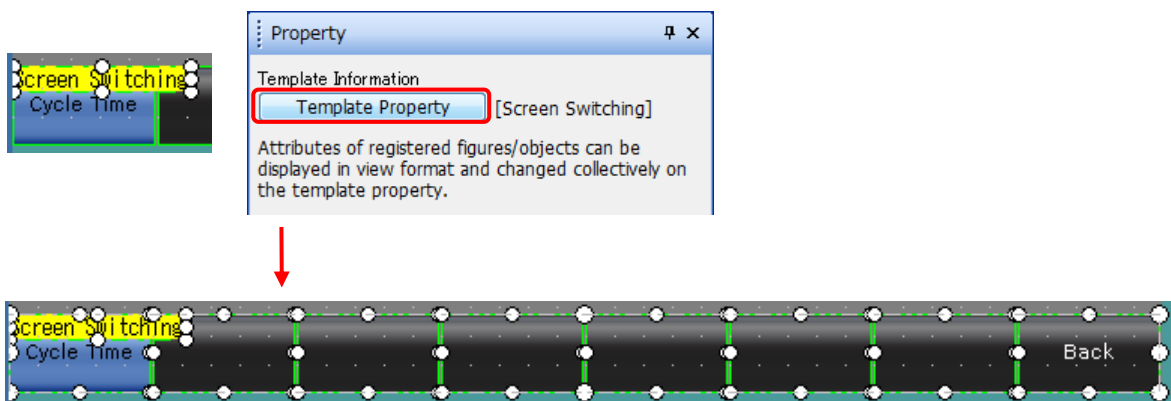
Templates are a group of figures and objects. Related settings are grouped into template attributes and registered, so the devices and colors, etc. can be easily changed in a batch. For more details about changing the attribute settings, please refer to the "GT Designer3 (GOT2000) Help".



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.

