

Standard Screen
Home Position Return

Sample Screen Manual

Mitsubishi Electric Corporation

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CONTENTS

REVISIONS	4
1. OUTLINE.....	5
1.1 Reusing Standard Screen Samples	5
2. SYSTEM CONFIGURATION	5
3. GOT.....	5
3.1 System Applications That Are Automatically Selected	5
3.2 Controller Setting of Screen Design Software	5
3.3 Ethernet Setting of Screen Design Software	5
4. SCREEN SPECIFICATIONS	6
4.1 Display Language	6
4.2 Screen List/Transition	6
4.3 Explanation of Screens.....	7
4.3.1 Home Position Return 1 (B-30001).....	7
4.3.2 Home Position Return 2 (B-30002).....	8
4.4 Device List	9
4.5 Comment List	9
5. TEMPLATES	10

REVISIONS

Sample Screen Manual

Date	Control No.*	Description
2014/8	BCN-P5999-0313	First edition

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

Project Data

Date	Project data	GT Designer3*	Description
2014/8	Home-Position-Return_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. The sample screens can be used to check home positions and execute home position return commands of the operation targets.

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

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. 381 and No. 382 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: Home Position Return 1



Base screen B-30002: Home Position Return 2

4.3 Explanation of Screens

4.3.1 Home Position Return 1 (B-30001)



Outline

This screen can be used to check home positions and execute home position return commands of the operation target.

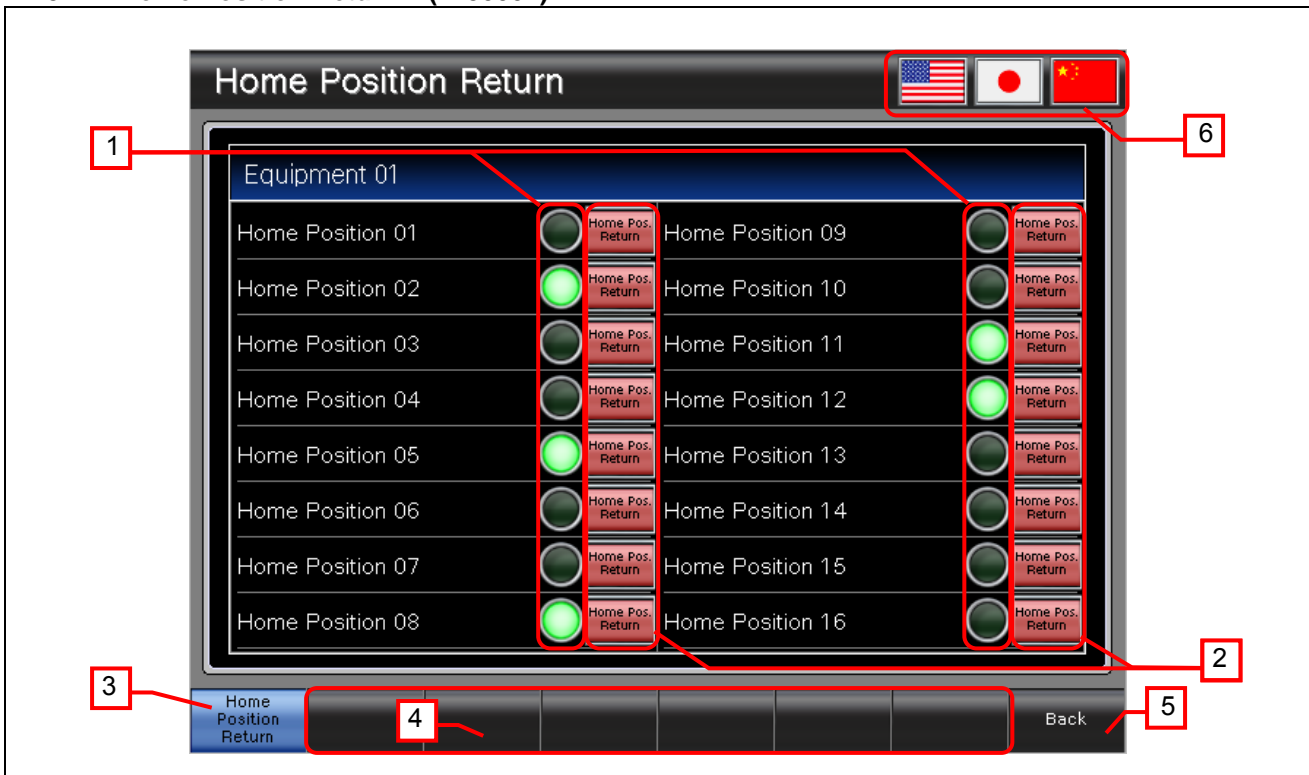
Description

1. Monitors the home position information. Lamps turn on when the action targets are at their home positions.
2. Executes home position return commands. After execution, the switches blink until the action targets return to their home positions.
3. The switch indicates the currently displayed screen, thus selecting this switch will not switch screens.
4. Shows unused switches for base screen switching.
5. Switches to the previously opened screen.
6. Switches languages.

Remarks

- Create the following ladder programs:
the program to execute the home position return processing at the rise of the home position return command device and then turn off the device when the processing is completed; the program to turn on the home position information lamp device when the action target is at the home position.
- To the switches marked with No.6, settings are made to switch system languages in conjunction with the change of the display language.

4.3.2 Home Position Return 2 (B-30002)



Outline

This screen can be used to check home positions and execute home position return commands of the operation target.

Description

1. Monitors the home position information. Lamps turn on when the action targets are at their home positions.
2. Executes home position return commands. After execution, the switches blink until the action targets return to their home positions.
3. The switch indicates the currently displayed screen, thus selecting this switch will not switch screens.
4. Shows unused switches for base screen switching.
5. Switches to the previously opened screen.
6. Switches languages.

Remarks

- Create the following ladder programs:
the program to execute the home position return processing at the rise of the home position return command device and then turn off the device when the processing is completed; the program to turn on the home position information lamp device when the action target is at the home position.
- To the switches marked with No.6, settings are made to switch system languages in conjunction with the change of the display language.

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 M15	For Home Position Monitoring
	M100 to M115	For Home Position Return Command
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

4.5 Comment List

Comment group No.	Where comments are used
381	B-30001
382	B-30002

5. TEMPLATES

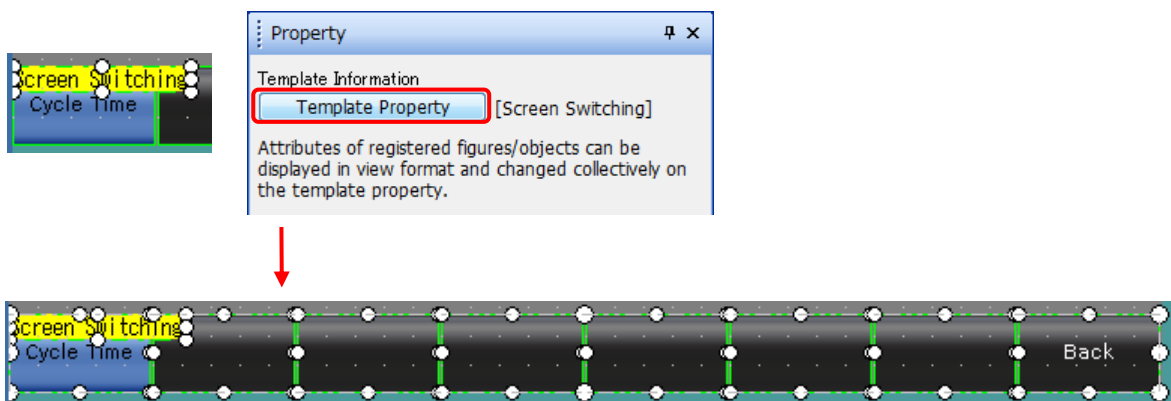
Templates are a group of figures and objects. Related settings are grouped into template attributes and registered, so the devices and colors, etc. can be easily changed in a batch. For more details about changing the attribute settings, please refer to the "GT Designer3 (GOT2000) Help".



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.

