

16/01/2017

CREATING A CROUZET TOUCH APPLICATION M3

CROUZET TOUCH TUTORIAL

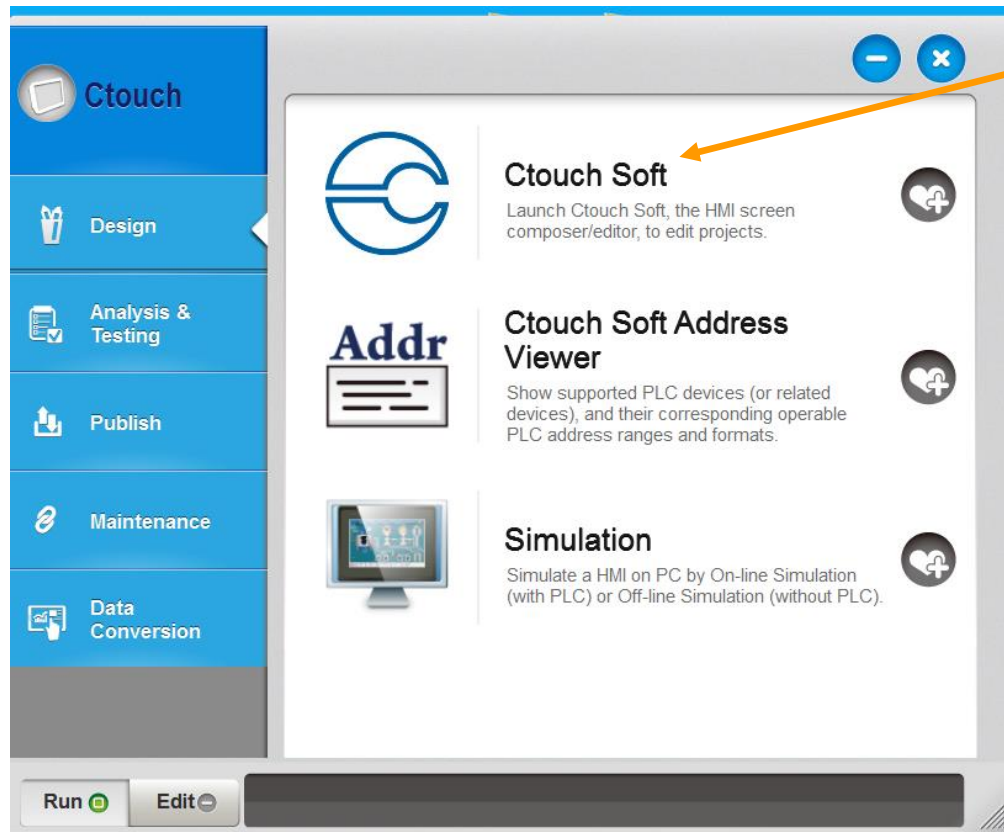


SUMMARY

- Creating a project
- System parameter setting
- Picking up Date & Time from the M3
- The graphical editor (programming window)
- Creating a bit lamp object
- Creating a numeric object
- Creating a button object

CREATING A PROJECT

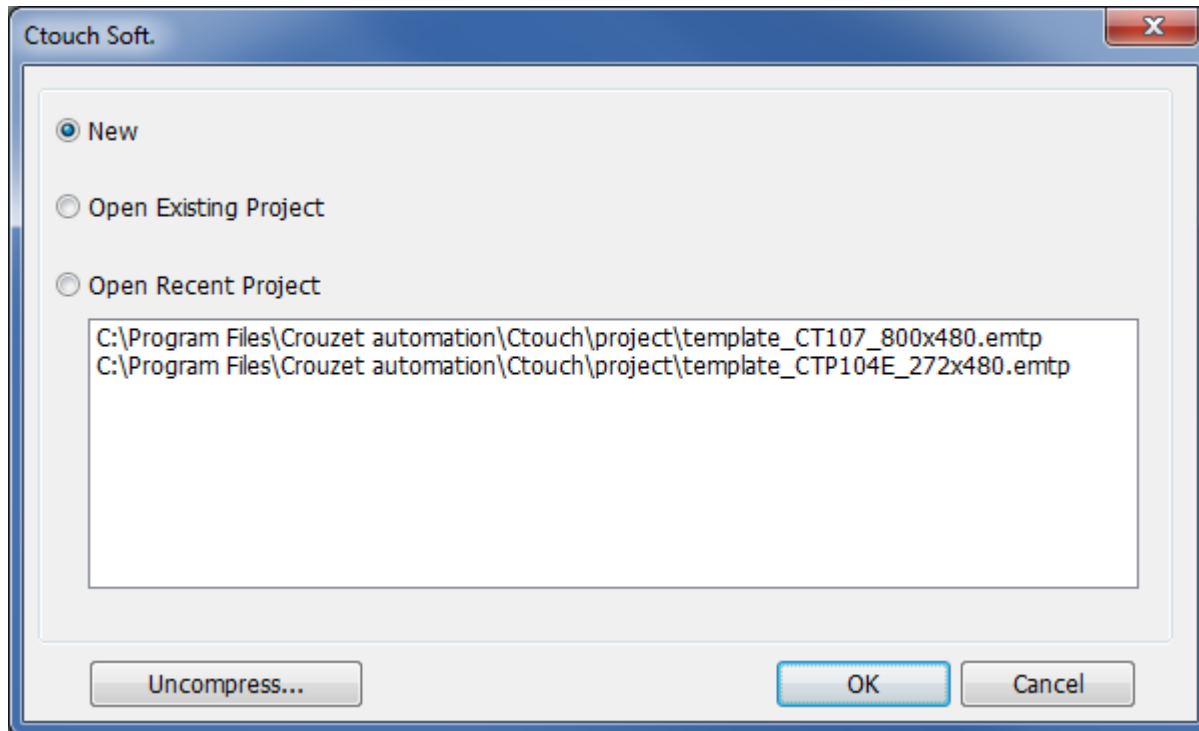
Creating a project



Open the *Utility Manager*

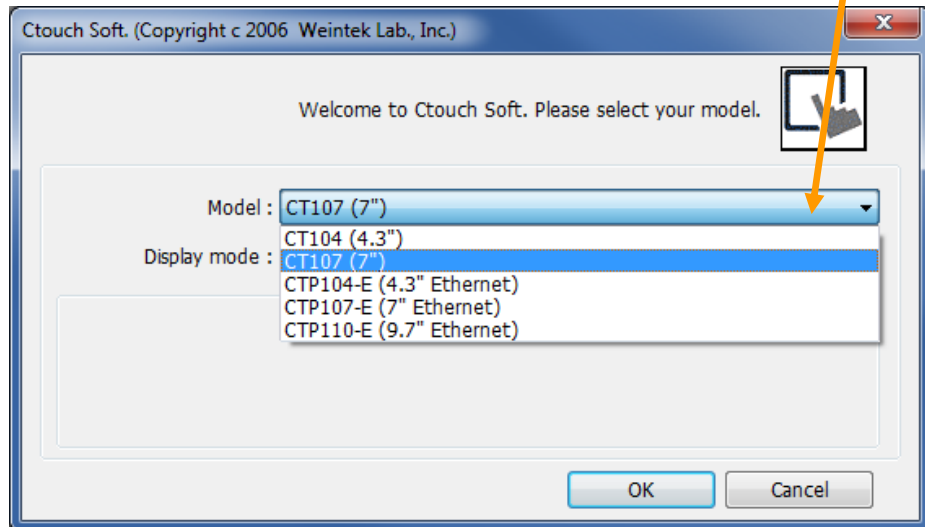
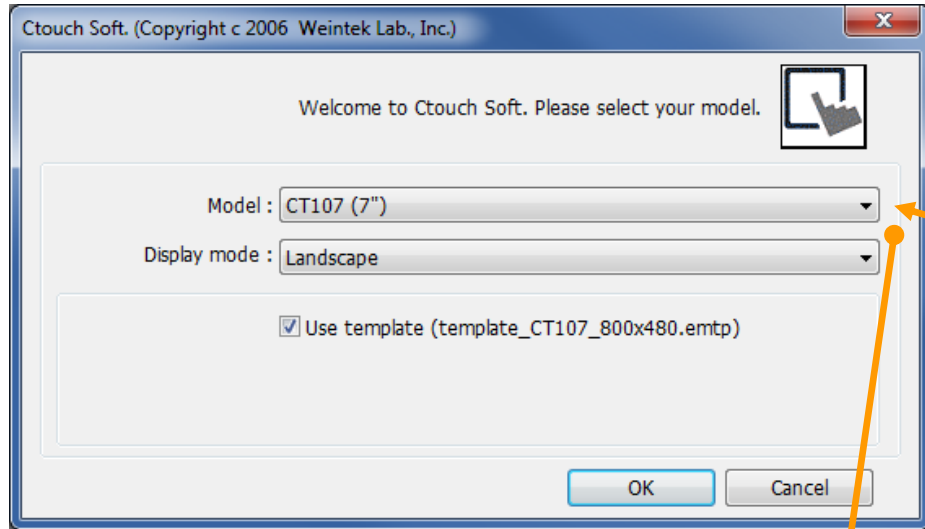
Click on *Crouzet Touch Soft* to open the graphic editor

Creating a project



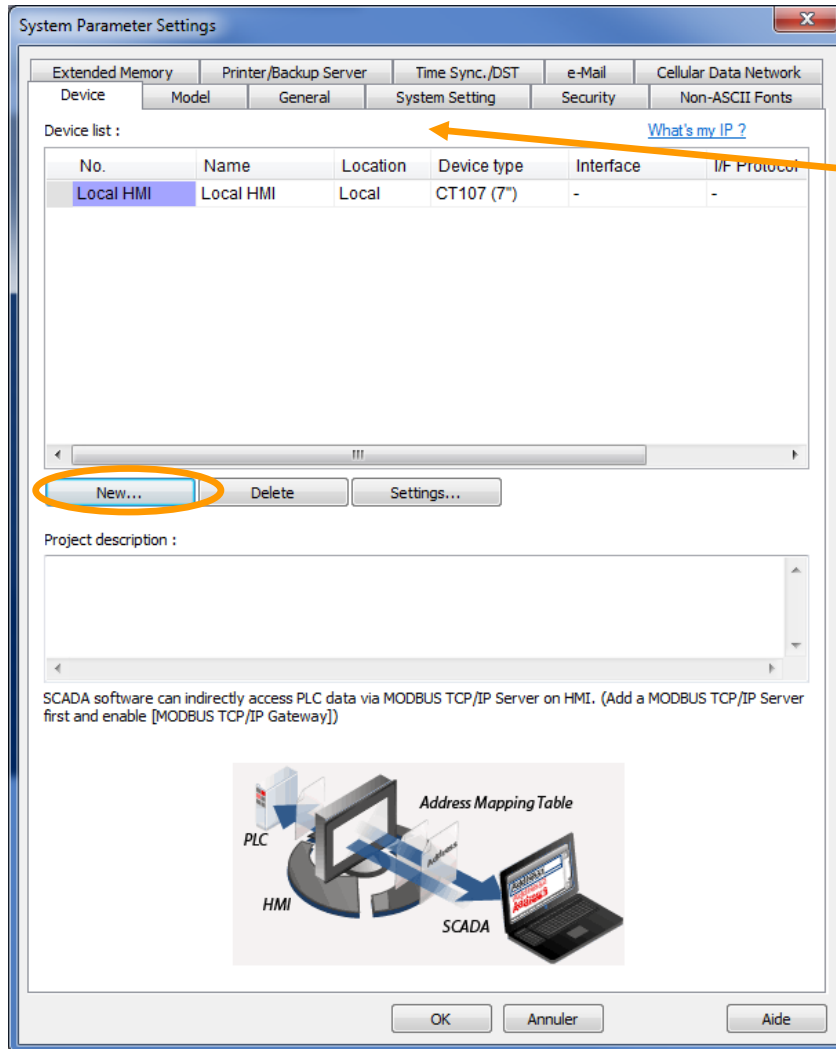
- In the window that opens one can select to
- Create a New project
- Open Existing Project
- Open a Recent Project

Creating a project



- After selecting *New*, this screen will appear
- Select the HMI model to be used and the Display mode of the project : Landscape or Portrait
- Then click *OK*
- Note: Landscape / Portrait mode can not be switched during project editing.

SYSTEM PARAMETER SETTING



- Once the HMI model has been selected, the *System Parameter Settings* menu opens the *Device* tab
- Here we add the PLC/device with the screen will be connected to by clicking on *New*

System parameter Settings

Name : Crouzet M3 FBD SLIN/SLOUT

☐ HMI ☒ PLC

Location : Local Settings ...

* Select Local for a PLC connected to this HMI, or Remote for a PLC connected through another HMI.

PLC type : Crouzet M3 FBD SLIN/SLOUT
V.1.80, CROUZET_M3_FBD.e30

I/F : RS-232 Open PLC Connection Guide...

* Support off-line simulation on HMI (use LB-12358)
* Support communications between HMI and PLC in pass-through mode
* Set LW-9903 to 2 to enhance the speed of download/upload PLC program in pass-through mode

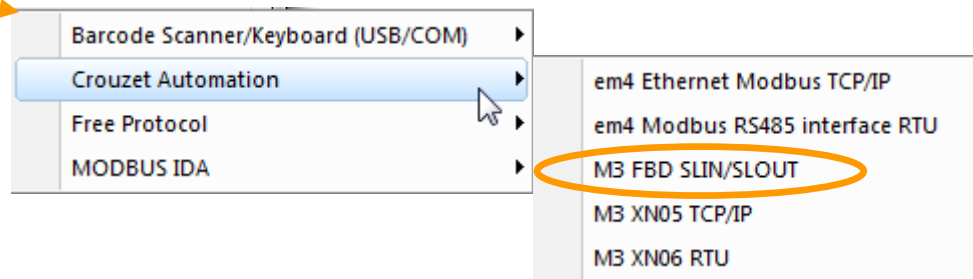
COM : COM1 (115200,E,7,1) Settings...

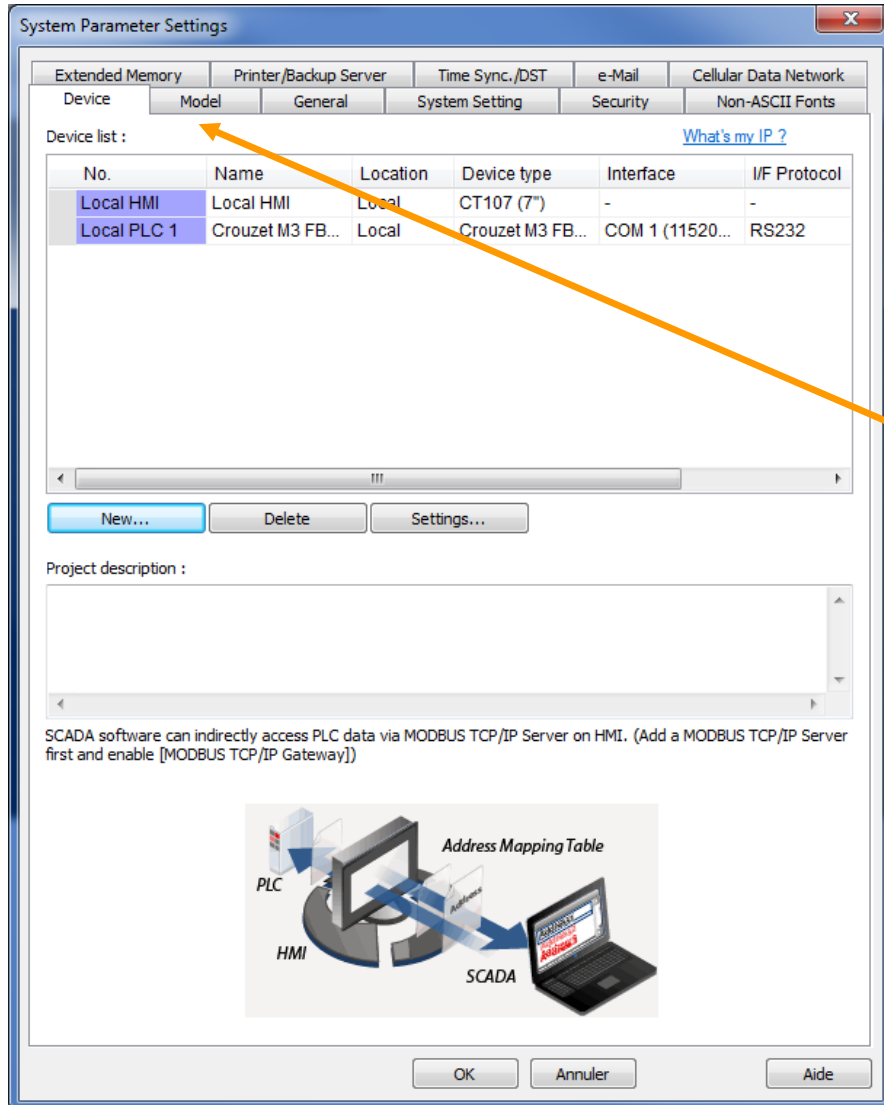
Interval of block pack (words) : 5
Max. read-command size (words) : 24
Max. write-command size (words) : 24

OK Cancel

Clicking on *PLC type* opens the device selection list

- If the device is directly connected to the HMI set *Local*, if it is connected through another HMI set *Remote*
- Select *M3 FBD SLIN/SLOUT* and verify by click on *OK*



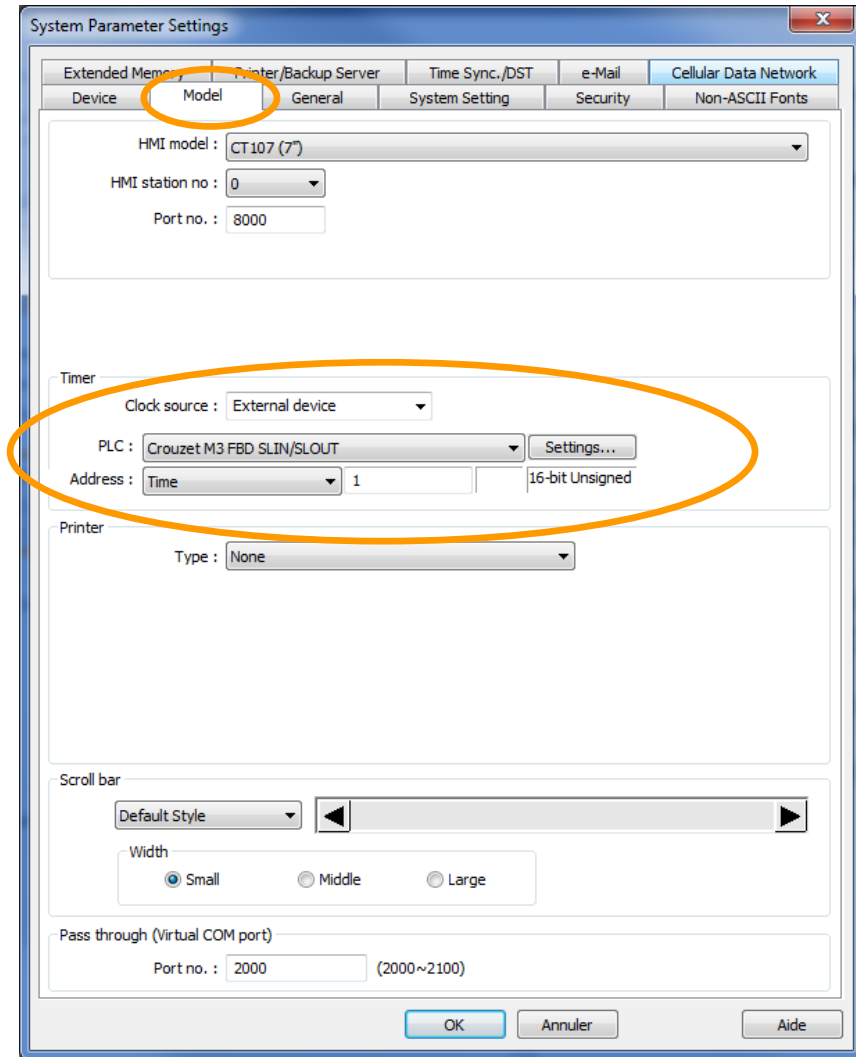


Millenium 3 is added to the *Device list*.

- The *System Parameter Settings* window can be reopened by an icon or from the Edit menu in the main tool bar of the graphical editor (programming window)
- The tab *Model* allows to take a finished project and use it in another screen without the need to rewrite the project or to copy and paste

PICKING UP DATE & TIME FROM THE M3

Picking up Date & Time from the M3

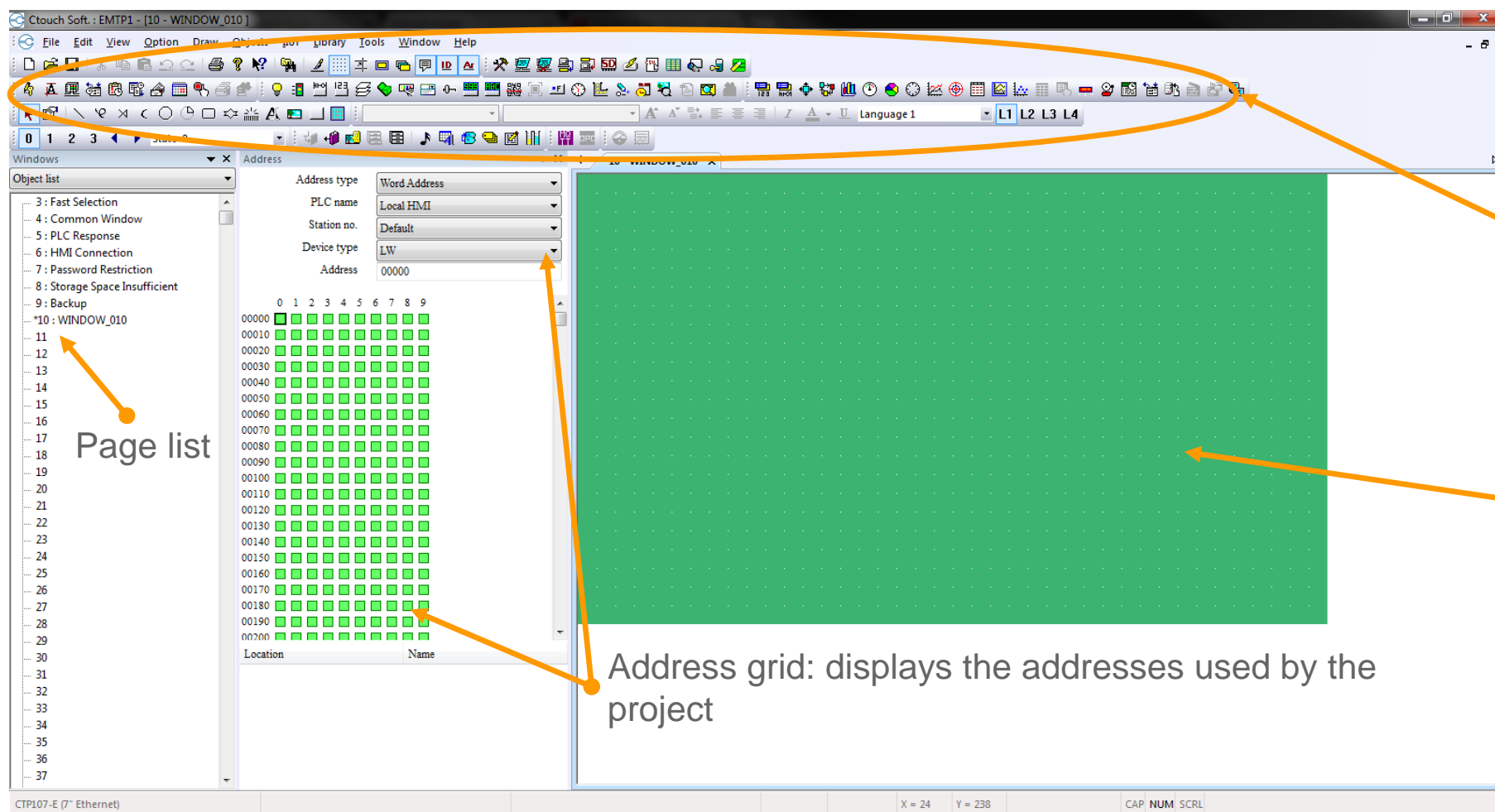


If one wants to have the *Crouzet Touch* to pick up the M3 Date & Time:

- Open *System Parameter Settings*
- Open the *Model* tab
- In *Timer* define *External device* as the *Clock source*
- In *PLC* select *M3 FBD SLIN/SLOUT*
- Set *Address* to *Time 1*.
- Click *OK*

THE GRAPHICAL EDITOR (PROGRAMMING WINDOW)

Once the setting page is closed, the graphical editor will be automatically displayed



Objects to edit the project. They are also available in the *Objects* menu in the main tool bar.

Screen page under editing

Address grid: displays the addresses used by the project

Page list

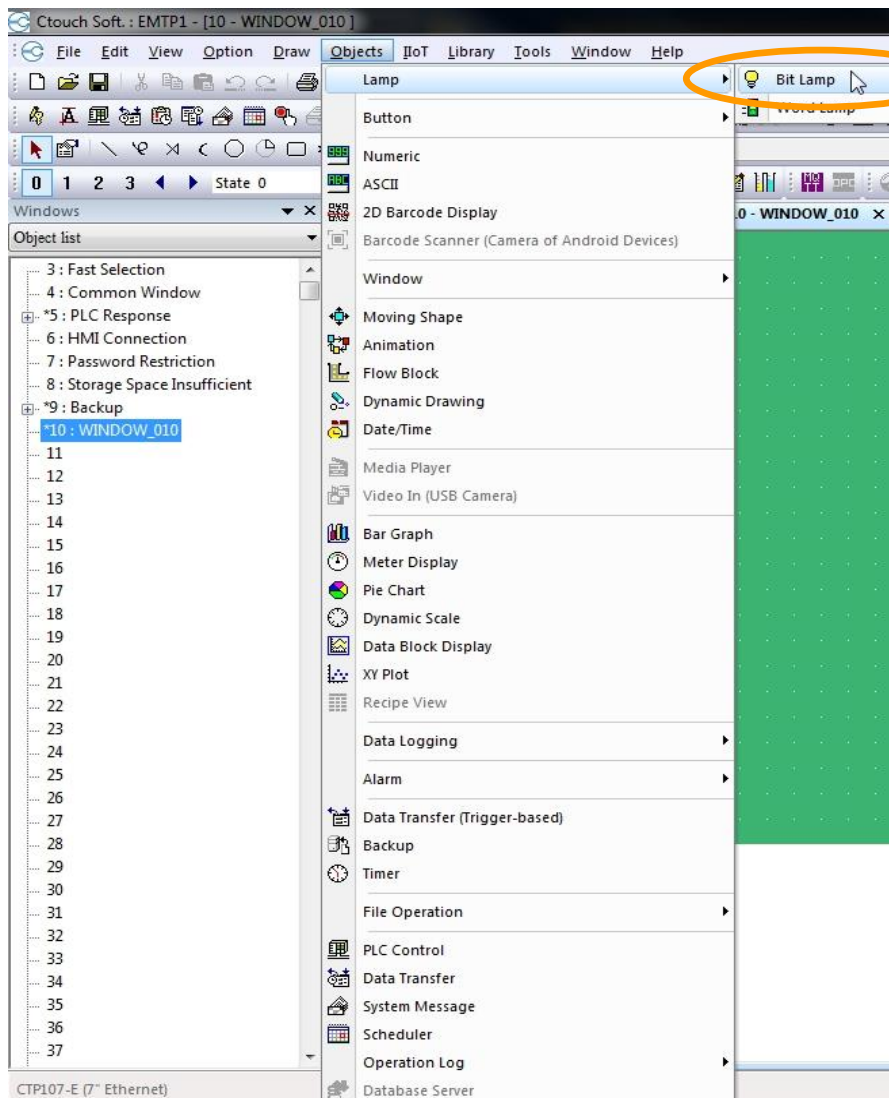


The first 7 pages of the project are *System pages*, used for managing the project:

- The *Fast Selection* page is a pick list menu which allows to create a page changing menu not related to the page under editing. This function can be enabled or disabled by system settings or using a special bit
- *Common Window* is a Layer Zero page. Everything that is placed on this page, will be available in all project pages
- Pages 5 and 6 are pages related to a PLC communication failure. These pages can be resized and changed in format and attributes
- The *Password Restriction* page is displayed, if enabled, when an object which has been assigned to a safety class is accessed before logging in

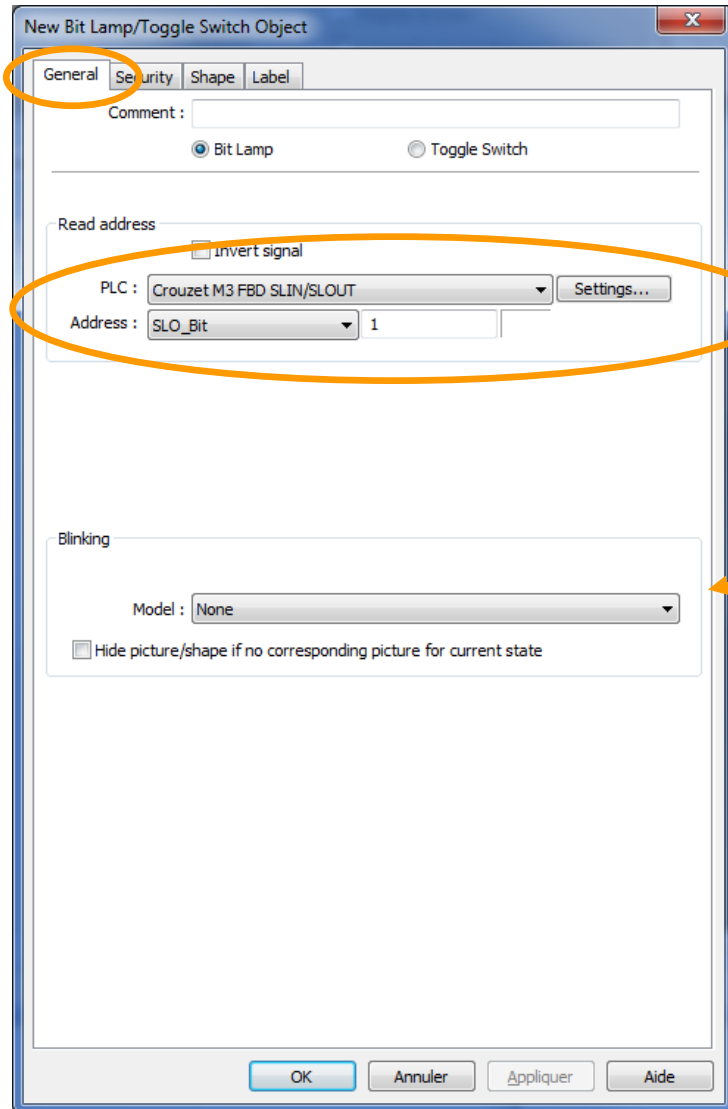
CREATING A BIT LAMP OBJECT

Creating a Bit Lamp Object



- Open *Objects*, *Lamp* and click on *Bit Lamp*

Creating a Bit Lamp Object



New Bit Lamp/Toggle Switch Object

General Security Shape Label

Comment :

☒ Bit Lamp ☐ Toggle Switch

Read address

☐ Invert signal

PLC : Crouzet M3 FBD SLIN/SLOUT Settings...

Address : SLO_Bit 1

Blinking

Model : None

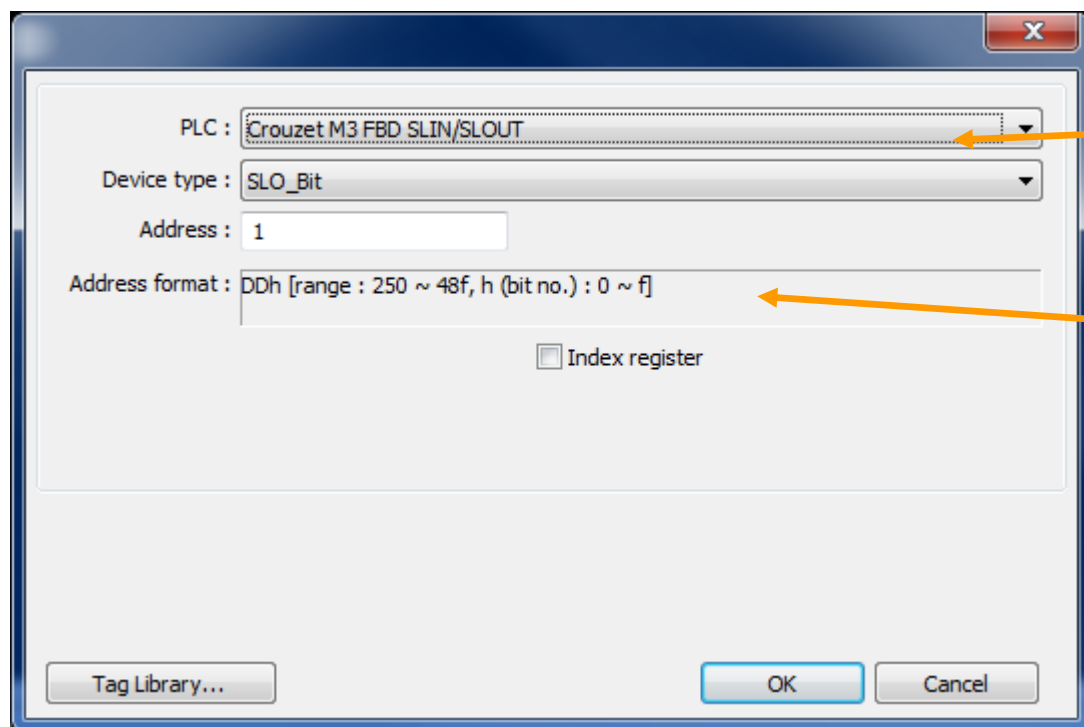
☐ Hide picture/shape if no corresponding picture for current state

OK Annuler Appliquer Aide

This opens the window that allows to set the object parameters

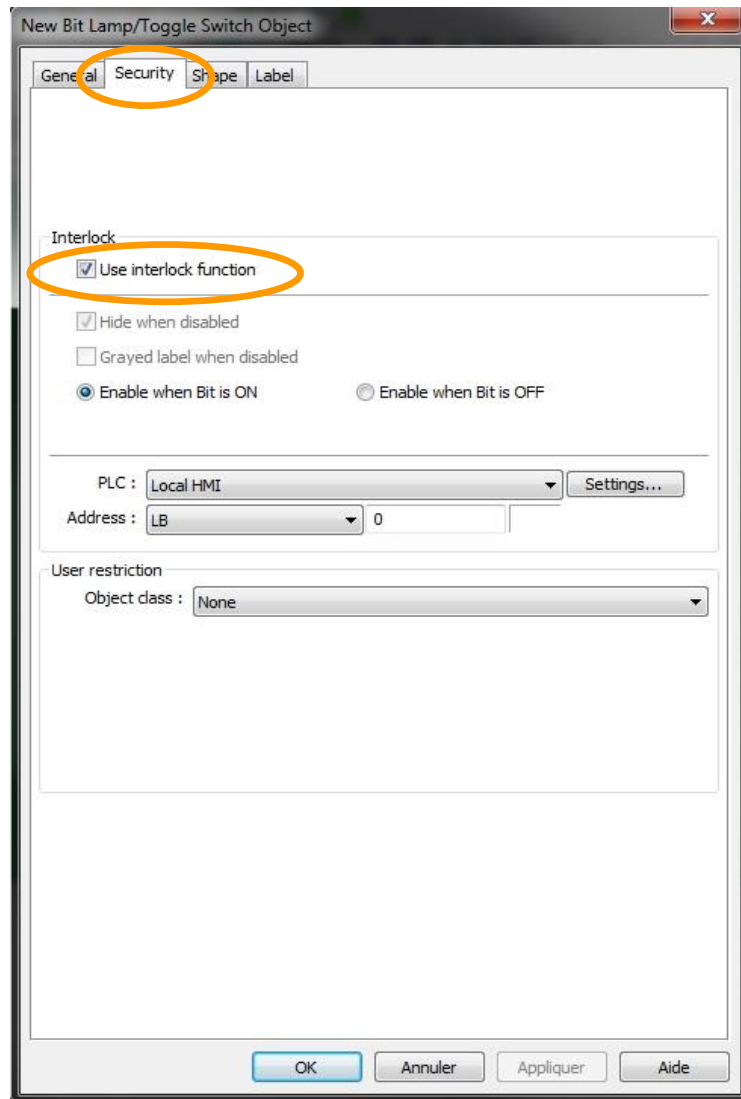
- In the *General* tab set the Device from which the variable is read, and the read *Address*
- It is also possible to set some specific object attributes like *Blinking*

Creating a Bit Lamp Object



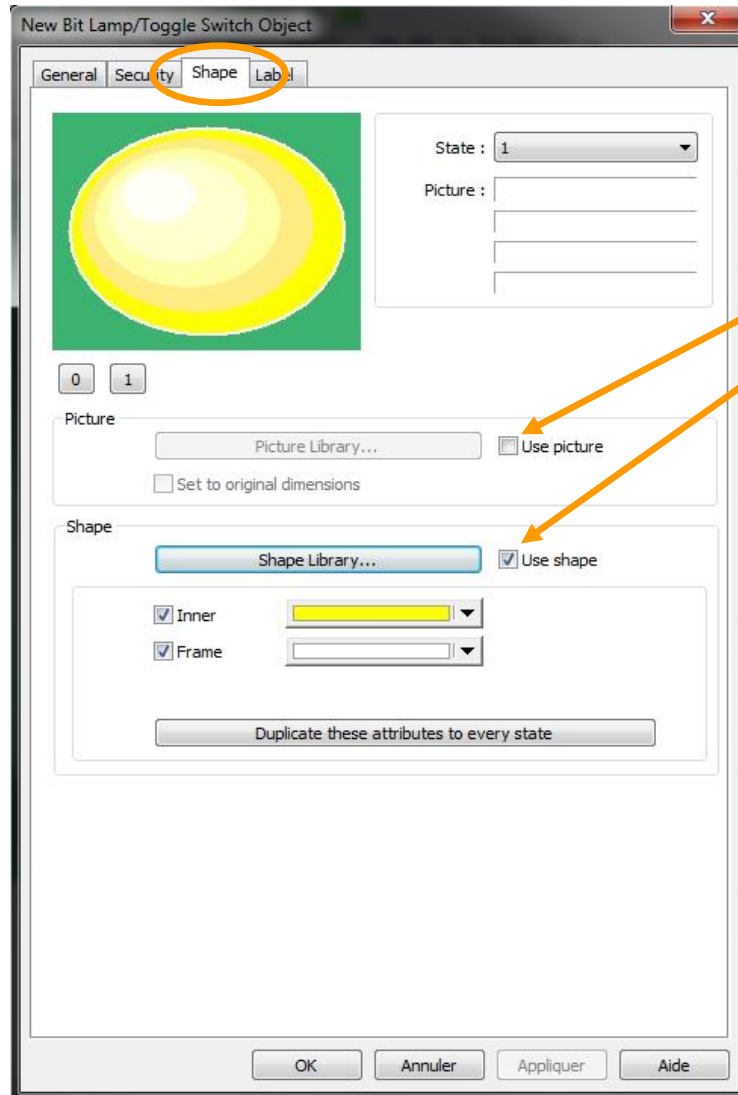
- A click on *Settings* in the *General* tab opens the access to the detailed device address setting area
- In this window the *Address format* is also shown, a reminder of the allowed address range and how it has to be written
- For details about M3 ↔ Crouzet Touch address settings please have a look at the *Crouzet Touch SLIn SLOut Addressing* document

Creating a Bit Lamp Object



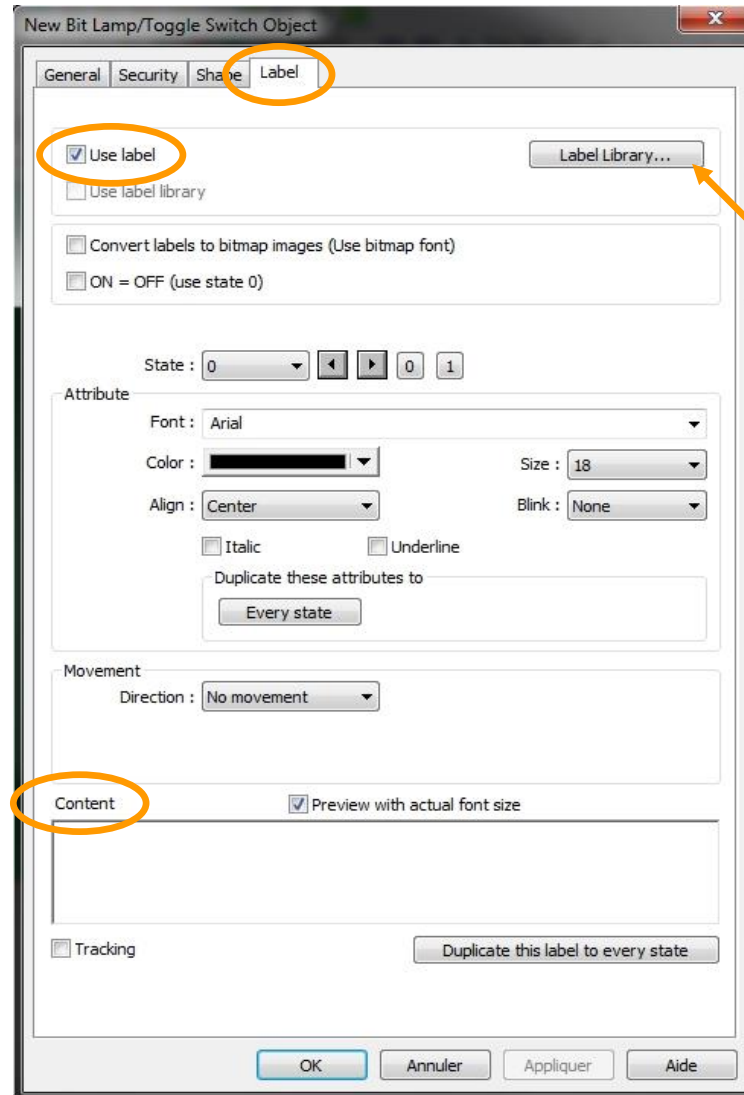
- In 'display only' objects like *Bit Lamp* or *Numeric Display*, the *Security* tab provides the possibility to make the object transparent if a designated bit is ON or OFF depending on the setting.

Creating a Bit Lamp Object



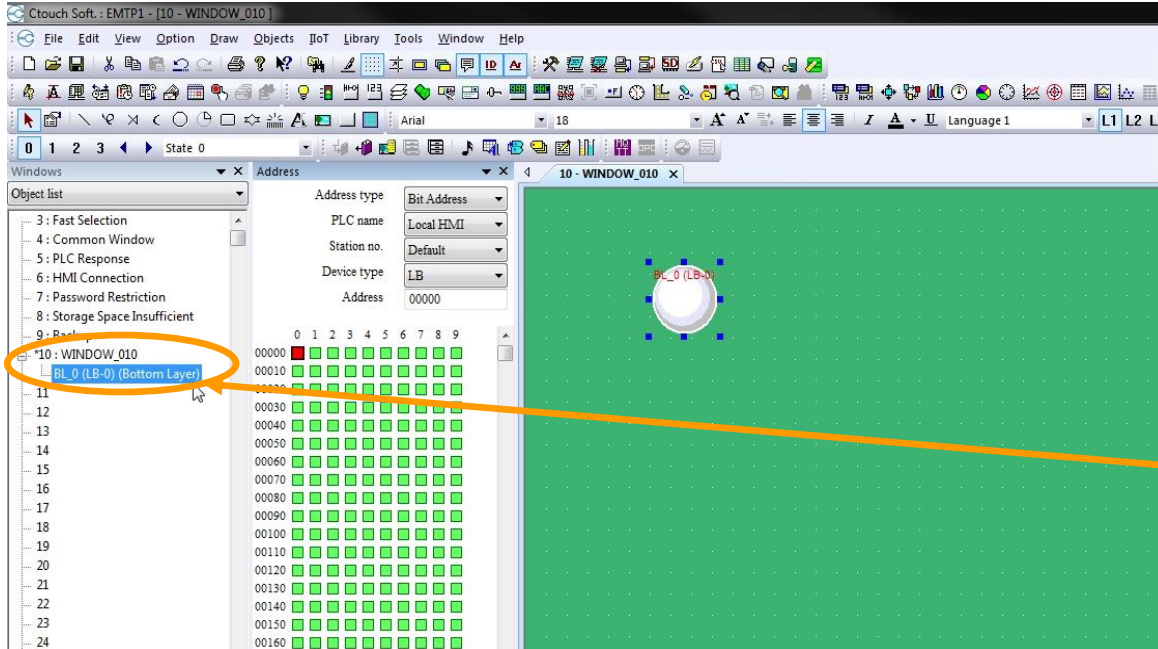
- In the *Shape* tab one can select the image to be connected to the object. One can choose between *Shape Libraries* (simple vector format shapes, very light, with colors that are easily modified) or *Picture Libraries* that one can create by adding ones own BMP, JPG, PNG or animated GIF images
- If none of these are selected the object will not have any image

Creating a Bit Lamp Object



- In the *Label* tab it is possible to activate a text for the object.
- When *Use label* is marked one can directly enter the text that is to be displayed in the *Content* windows for state 0 and 1. It is possible to add a different color or text dimension to each state.
- **Attention:** this written text is not a multi language type. A *Label Library* has to be created in advance if multi language text is needed. It can be exported or imported via excel. Once the table has been created, *Use label library* can be marked in order to select the labels.
- If *Use label* is not marked, the object will show only an image.

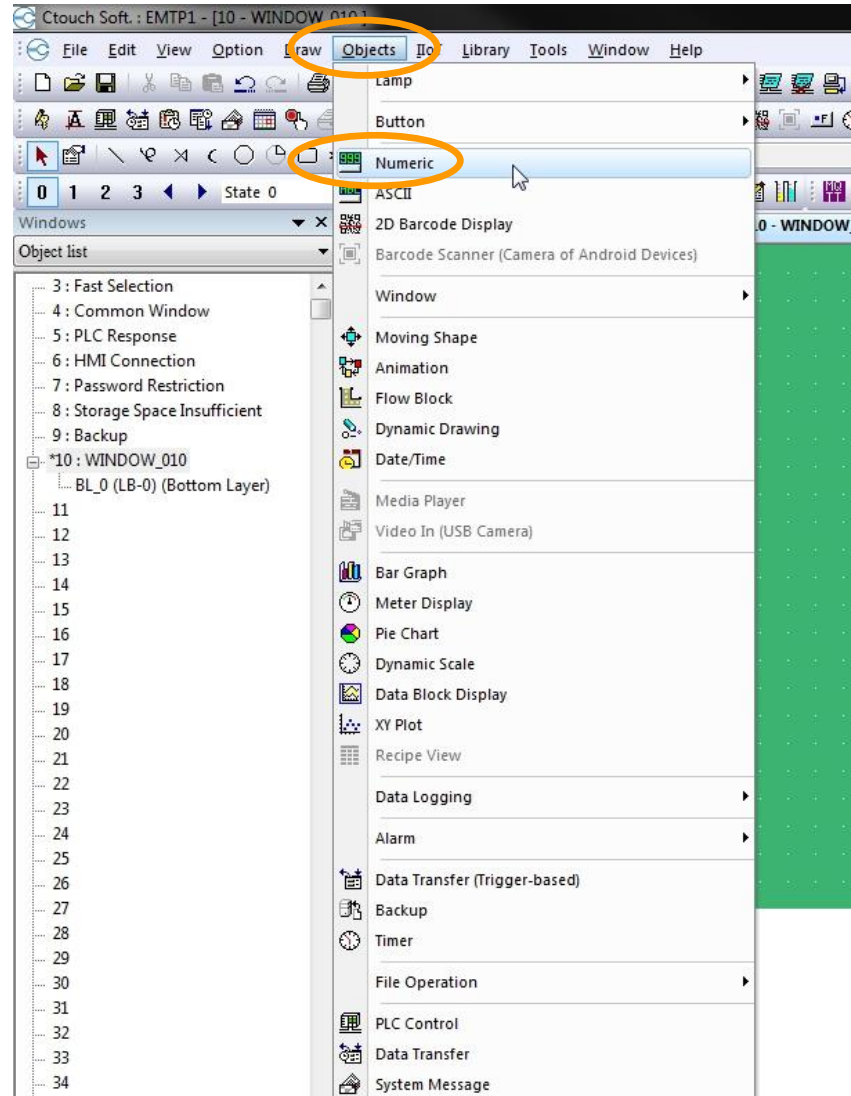
Creating a Bit Lamp Object



- After setting the object parameters click *OK*
- This closes the parameter setting window and the object can be placed by a click into the project window
- Afterwards the object can be resized, repositioned, and the settings window reopened by double click on the object itself, or by double click on the object description in the window view

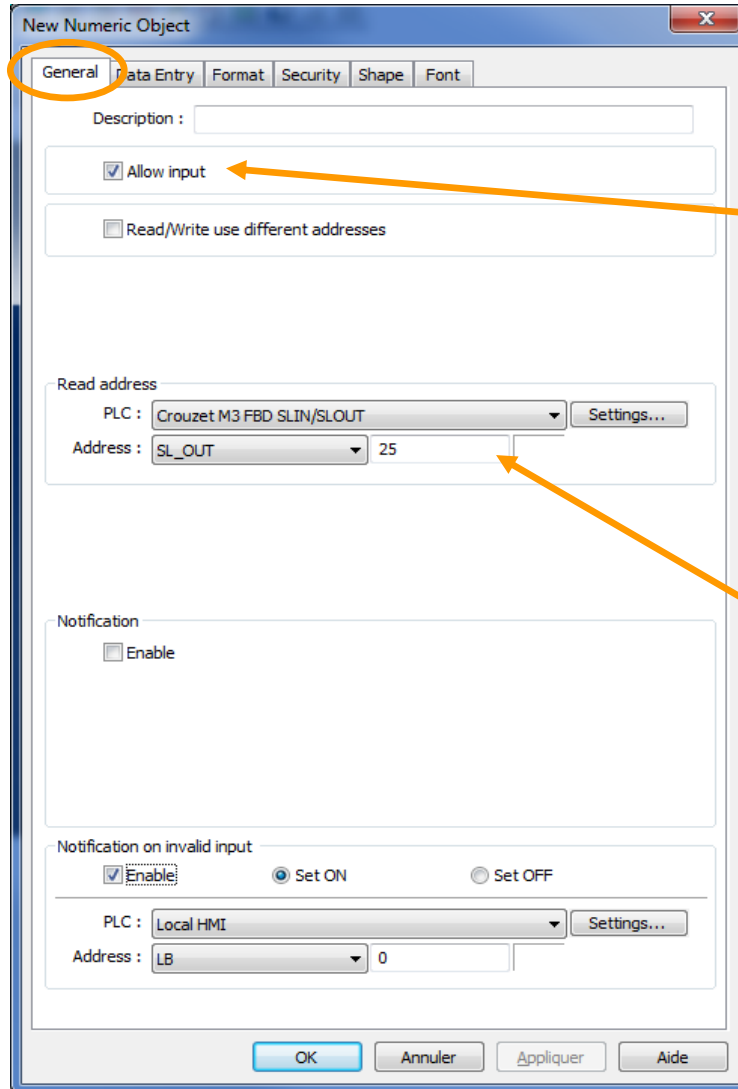
CREATING A NUMERIC OBJECT

Creating a Numeric Object



- Open *Objects* and click on *Numeric*

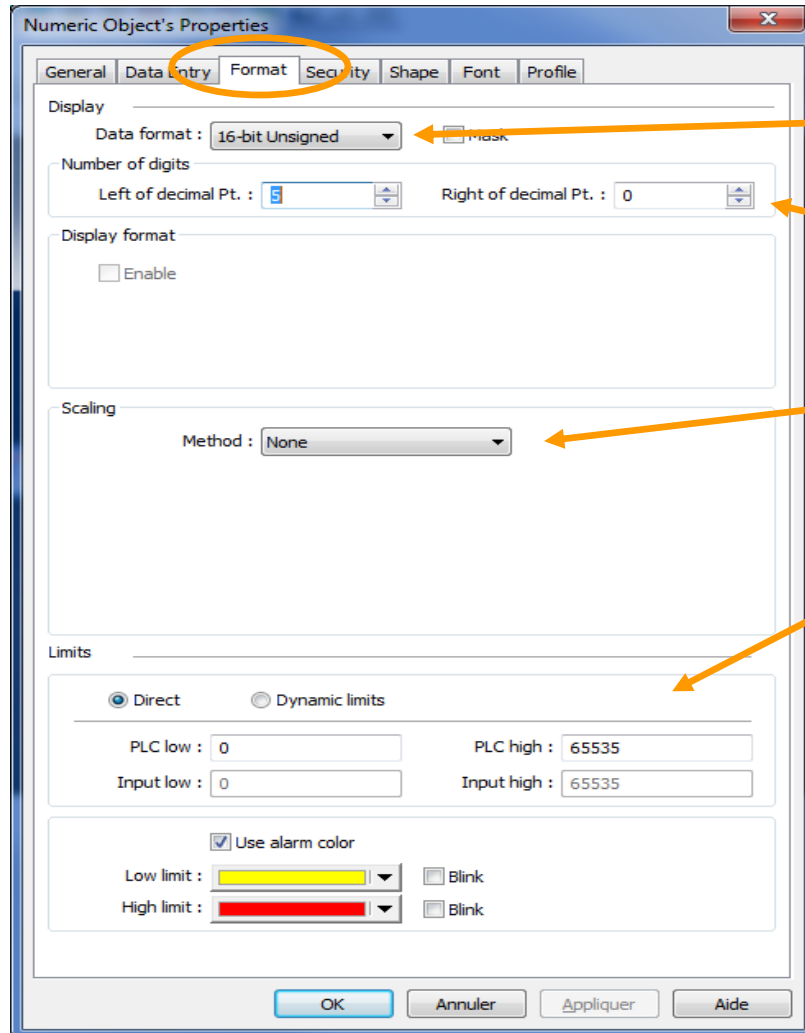
Creating a Numeric Object



This opens the window that allows to set the object parameters

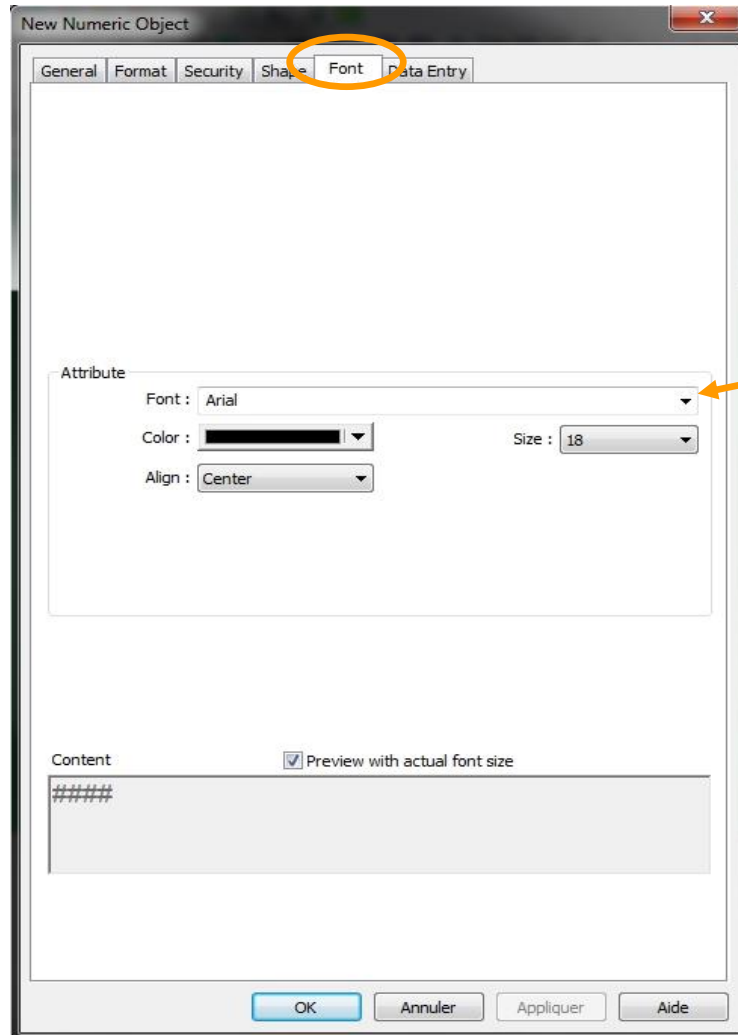
- In the *General* tab mark *Allow input* to define the *Numeric Object* as a value input (Write/Read), and set *Address* in *Read address* to the address that this value is to be written to
- Type and position of the pop-up keyboard is defined in the *Data Entry* tab
- If *Allow input* is not marked the Numeric object will display (read) values from the address defined in *Read address*

Creating a Numeric Object



- In the *Format* tab set the *Data format* to **16-bit Signed**
- Set *Number of digits* to the value range to be displayed
- Select and define the *Scaling* option if needed
- Tick *Use alarm color* to highlight values that are above or below the *Limits*. **The limitations set in *Limits* do not restrict the display of the value**

Creating a Numeric Object

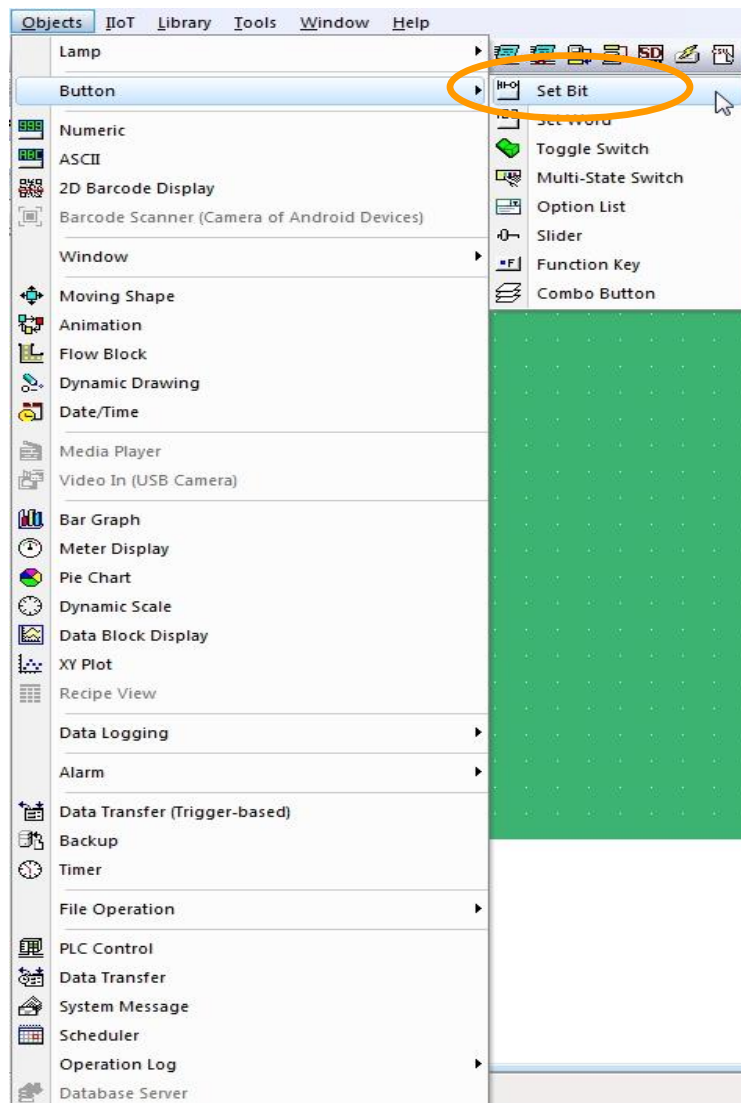


Set the parameters for *Security* and *Shape* as explained on pages 20 and 21

- Define the *Attribute* (especially Size and Align) in the *Font* tab
- Click *OK* and place the Numeric Object in the screen page

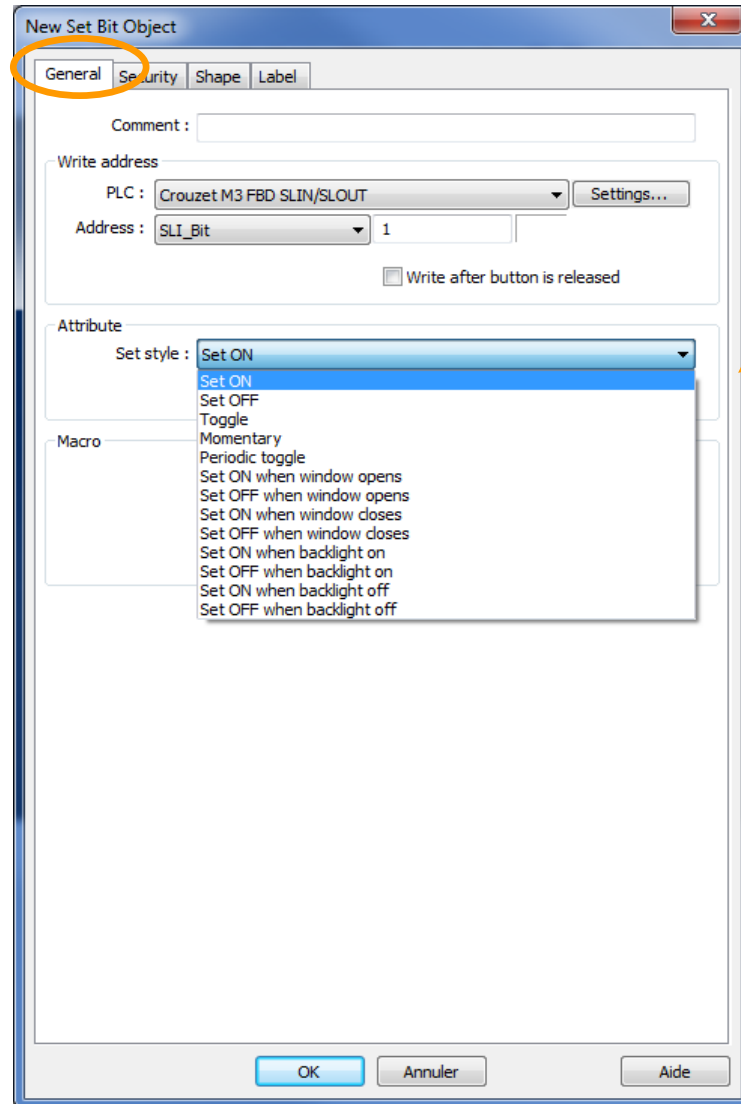
CREATING A BUTTON OBJECT

Creating a Button Object



To create a *Button* object like *Set Bit* or *Set Word*, the procedure and settings are basically the same as for the objects that were just described.

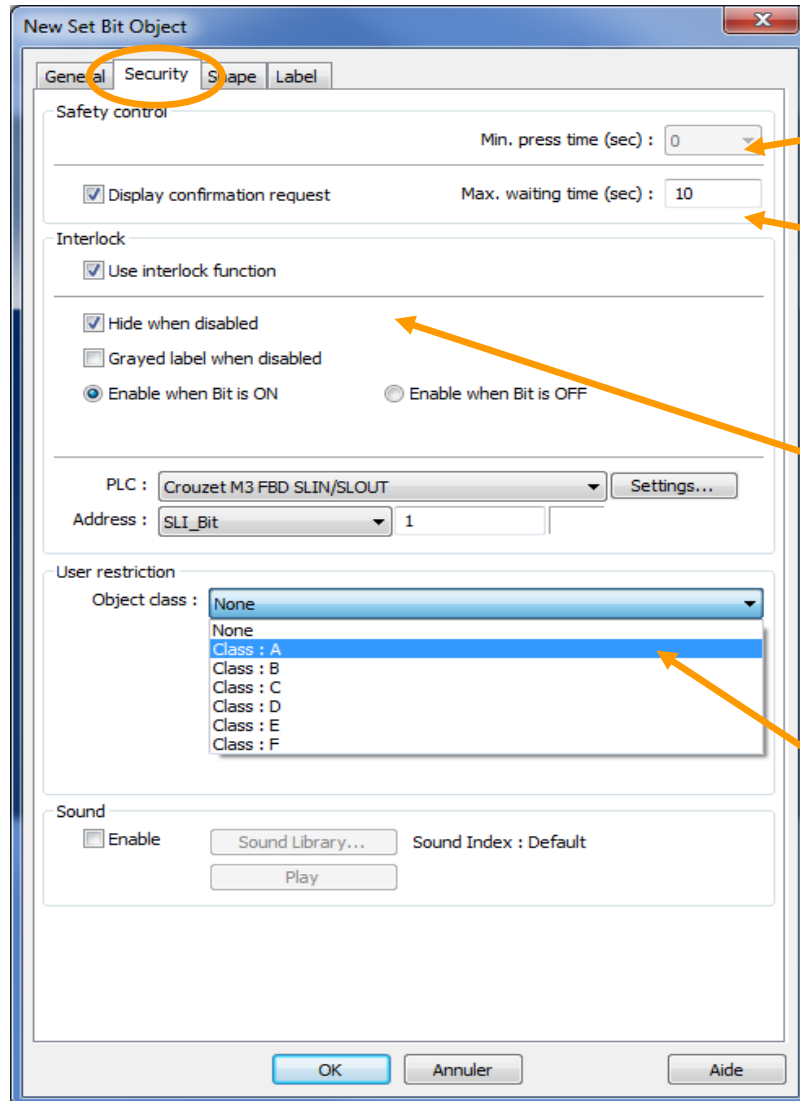
Creating a Button Object



The main differences to a 'display only' object are:

The *Attribute* options

Creating a Button Object



The *Security* options

- It is possible to set a minimum pressure time for the action
- If marked, a *Display confirmation request* pop-up with a max. waiting time can be set
- If marked, the button can be hidden using a control bit, but it could also be displayed anyway even if disabled, and if there is a text label it can be grayed
- The object can be linked to an *Object class* and if required to an 'access denied' warning message (system page 7).

THANK YOU FOR YOUR ATTENTION

WWW.CROUZET-AUTOMATION.COM