ViewX

Planning Program Manual
(ViewX Software User Guide)

CATALOGUE

1. ViewX Installation and Requirement

1-1 Minimum Hardware Requirement

64MB RAM
20MB in hard disk space
800*600 dpi and 256 colors

Window®

- Intel® Pentium® II/500 MHz or higher (or compatible)

- Microsoft® Window® 2000 or Window XP™

Please check up the computer hardware is suitable for minimum system requirement before you install the software. In order to avoid the problems of using incompatible hardware, the system must fit in with minimum system requirement or higher. If you have any problems, please contact our customer service. The operating system is Windows 2000 Professional and ViewX 1.0 vision.

1-2 ViewX Installation Procedure

Insert the installation CD, or click【Start】-> 【Run】, then key in a route of CD-ROM and "setup.exe", such as D:\SETUP.EXE

1-3 Run ViewX

On Windows, click【Start】 → 【Program】 →【ViewX】 → 【ViewX】 (Illustration 1-4.1)

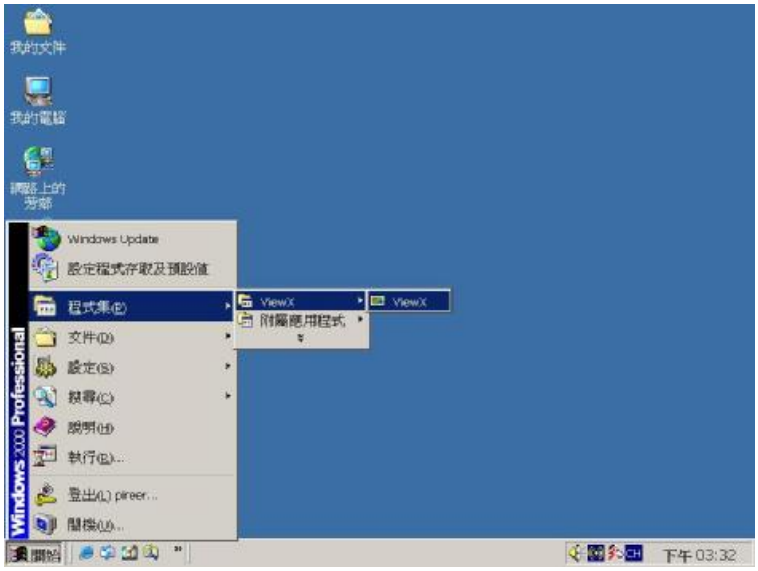


Illustration 1-4.1 to run ViewX on the scene

2. ViewX Function Description

2-1 File

Click【File】or press 【ALT】+【F】with a keyboard, the menu of【File】will appear as illustration 2-1.1. A Toolbar has the shortcut icon on the window, which provides prompt click to users. (Illustration 2-1.2)

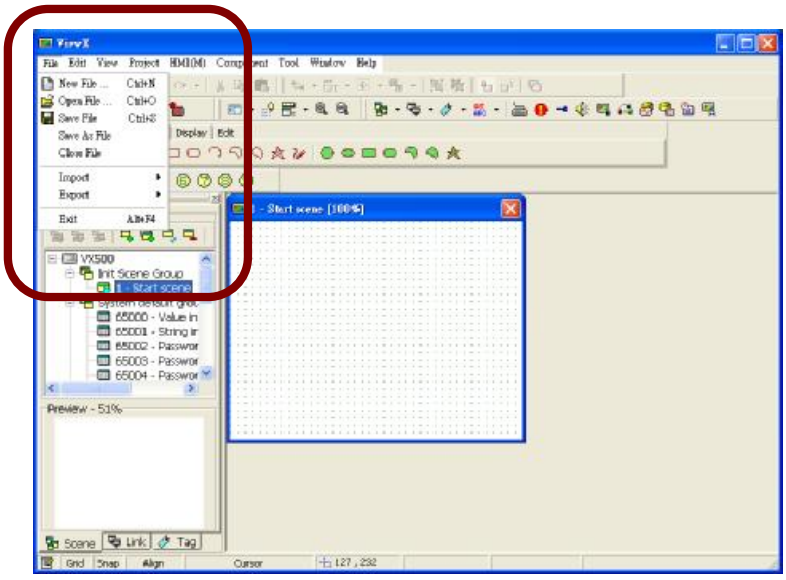


Illustration 2-1.1 【File】pull-down menu

(1) (2) (3) (4) (5)

Illustration 2-1.2 【File】Toolbar

（1）New File
（2）Open File
（3）Save File
（4）Printer Setup
（5）Print

2-1.1 Open New File

After Clicking【New File】, illustration 2-1.1.1 will appear. Key in data and click ″OK″ to add new file.

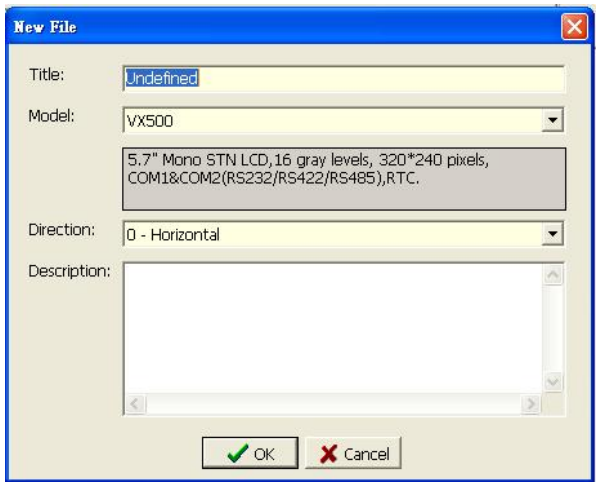


Illustration 2-1.1.1 【New File】window

File name： Input File name.
Model code： Select HMI style
Display mode： Select horizontal or vertical。
Description Input File description

2-1.2 Open Files

This function opens edited files as illustration 2-1.2.1. Choose among an old file. The extension of edited file for ViewX is vxf.

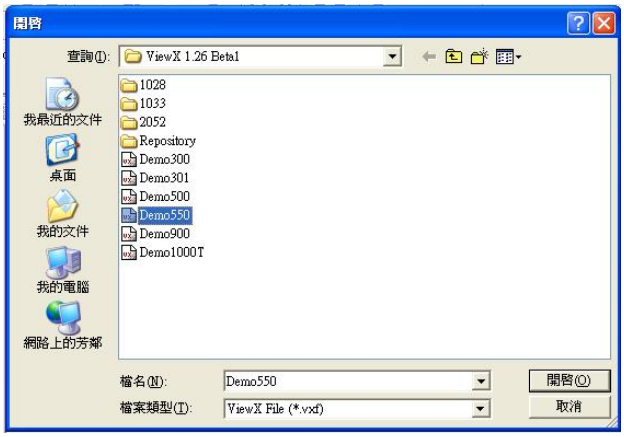


illustration 2-1.2.1 【Open old file】window

Or you can make a quick click to the old file on the toolbar. (Illustration 2-1.2.2)

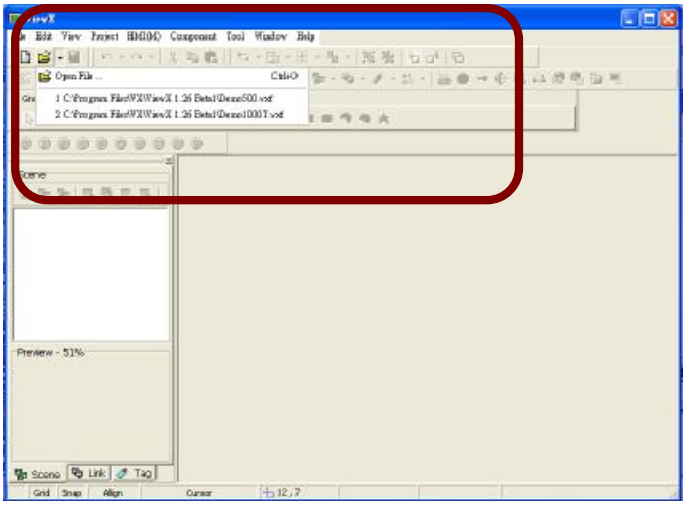


Illustration 2-1.2.2

2-1.3 Save File / Save As File

In editing new file, clicking【Save File】 will appear saving file route as illustration 2-1.3.1. In editing old file, the file will be saved in original route. Clicking【Save As File】will be saved file in the route you input as illustration 2-1.3.1.

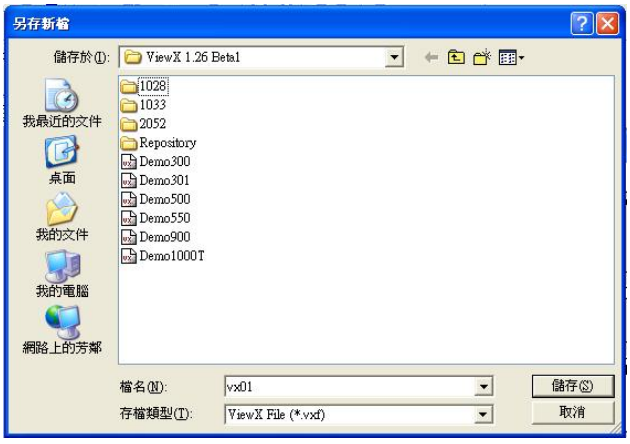


Illustration 2-1.3.1 【Save File/Save As File】window

2-1.4 Close File

Clicking【Close File】will close an opened file. If the file has been edited, a prompter will show the message as "Do you want to save".

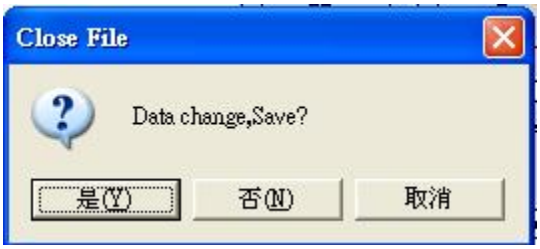


Illustration 2-1.4.1 【Close File】message

Click Yes： Saving and closing file
Click No： Closing file without saving
Click Cancel： Back to editing scene

2-1.5 Import

Choose the item you want to import as illustration 2-1.5.1.

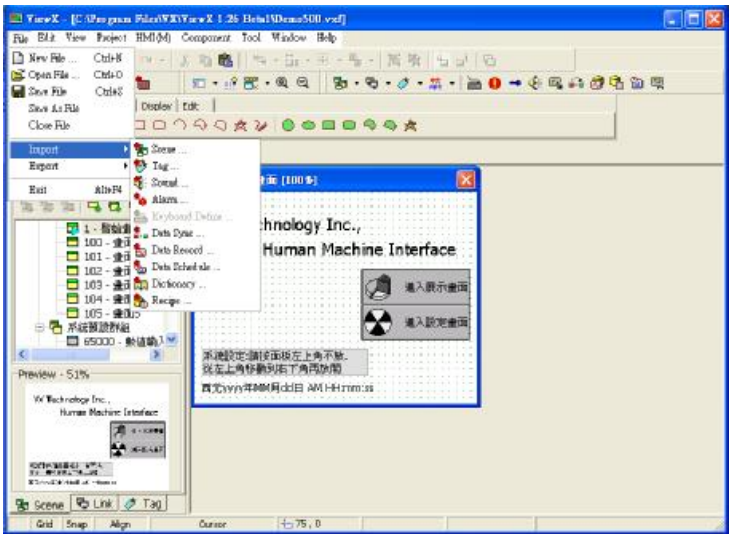


Illustration 2-1.5.1

2-1.6 Export

Choose the item you want to export as illustration 2-1.6.1.

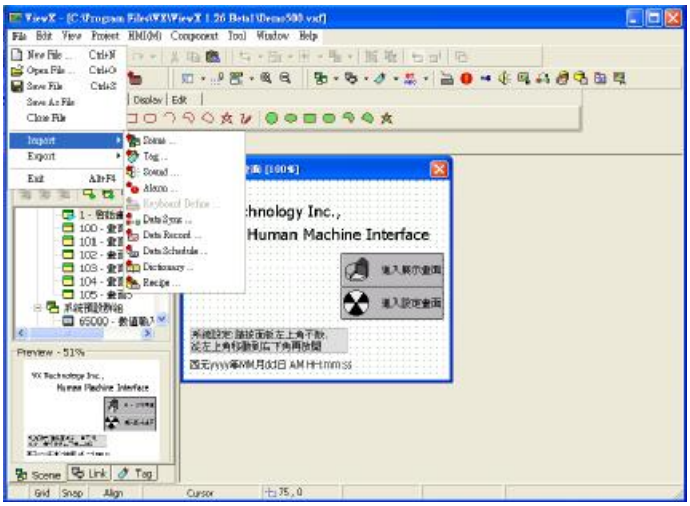


Illustration 2-1.6.1

2-1.7 Printer Setup and Print

Clicking【Printer Setup】will appear as illustration 2-1.7. This setup is similar to Windows setup. Please refer to Windows setup.

Illustration 2-1.7

2-1.8 Exit

Click【Exit】 to close ViewX. If the file has not saved yet, the prompt will pop-up and reminds you to save the file. Please refer to the illustration 2-1.4.1.

2-2 Edit

Click【Edit】or press 【ALT】+【E】with a keyboard, drop-down menu of 【Edit】 will appear. (Illustration 2-1.1) A Toolbar has the shortcut icon on the window, which provides prompt click to the users. (Illustration 2-2.2)

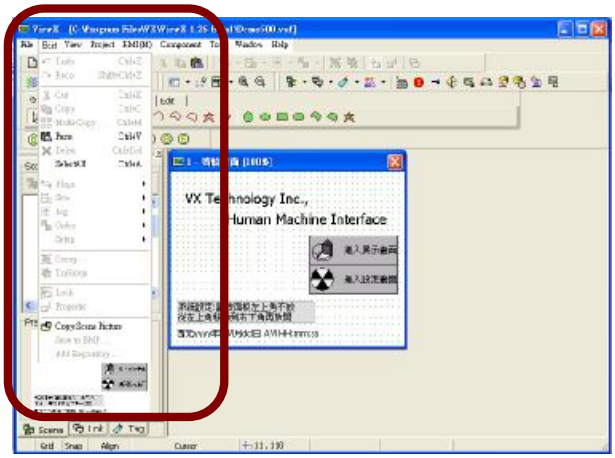


Illustration 2-2.1 【Edit】 pull-down menu

(1) (2) (3)(4)(5) (6) (7) (8) (9) (10)(11) (12)(13)

Illustration 2-2.2 【Edit】toolbar

(1) Undo【Ctrl+Z】
(2) Redo【Shift+Ctrl+Z】
(3) cut【Ctrl+X】
(4) Copy【Ctrl+C】
(5) Paste【Ctrl+V】
(6) Align
(7) Size
(8) Jog
(9) Order
(10) Group
(11) UnGroup
(12) Lock
(13) Properties

2-2.1 Align

Click【Edit】and choose【Align】(Illustration 2-2.1)

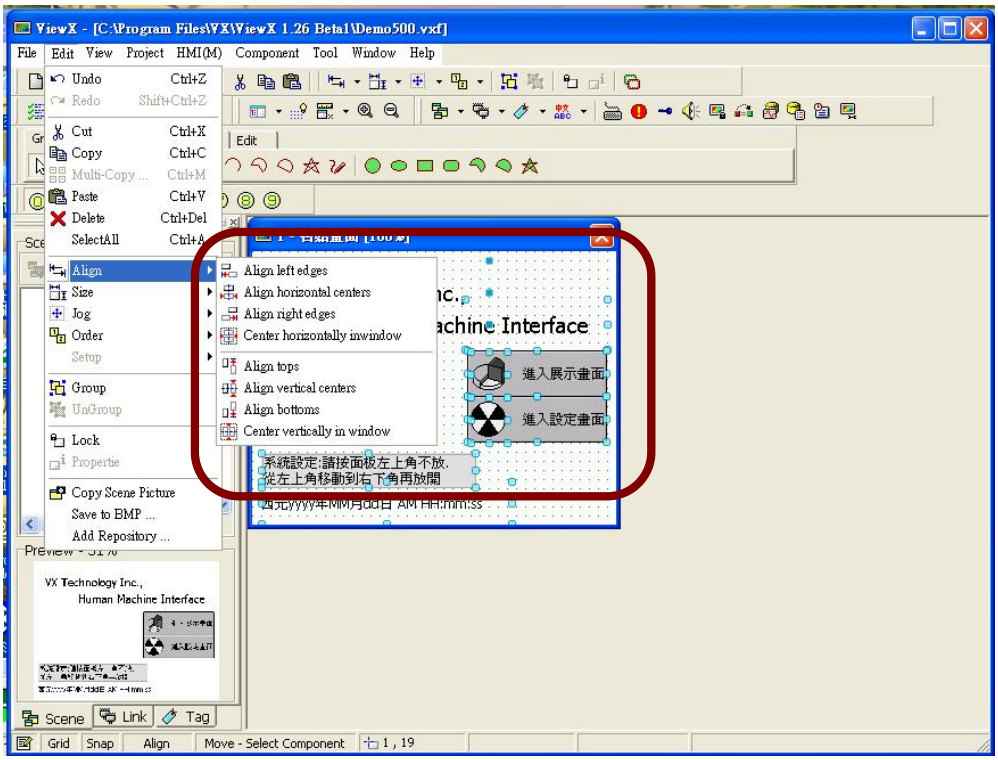


Illustration 2-2.1

Choosing the graphic components which needed to be aligned, it has to be more than two. (Illustration 2-2.1.1) Then select aligning mode as illustration 2-2.1.2. 【Align tops】This aligning mode is set for aligning the nearest edge.

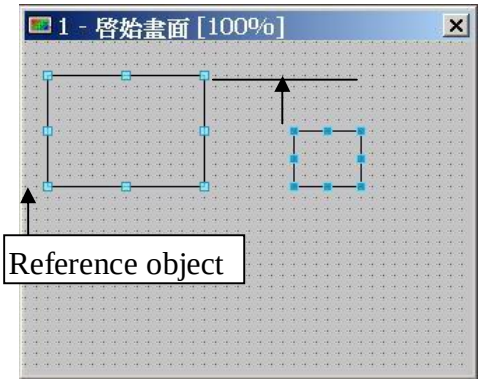


Illustration 2-2.1.1

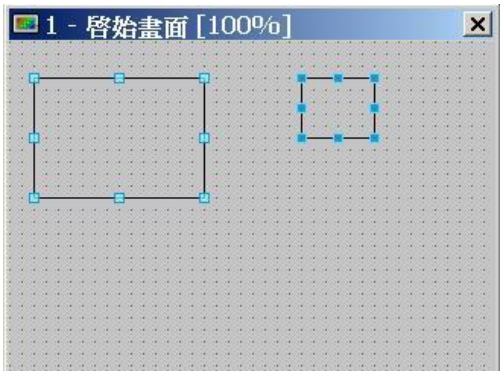


Illustration 2-2.1.2【Align upper edge】

2-2.2 Size

Click【Edit】and choose【Size】(Illustration 2-2.2)

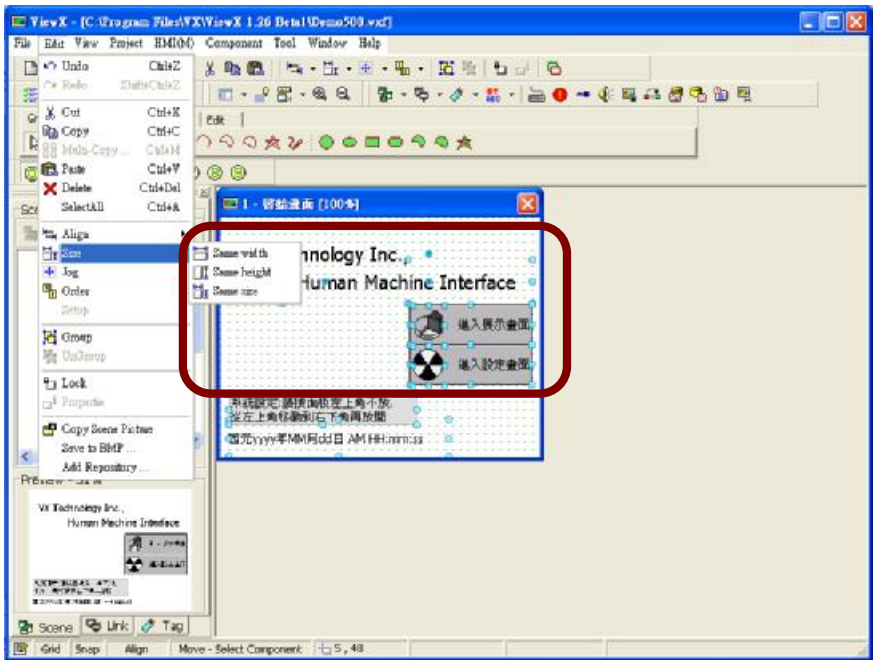


Illustration 2-2.2

While you choose more than two graphic components, you could use this function with speeding up editing. Choose the graphic component you want to modify (Illustration 2-2.2.1) and then pick up which a main component is. Darker point shows means the main component. Then, select the same width, or the same high, or the same size. (ex.【Same width】as Illustration 2-2.2.2)

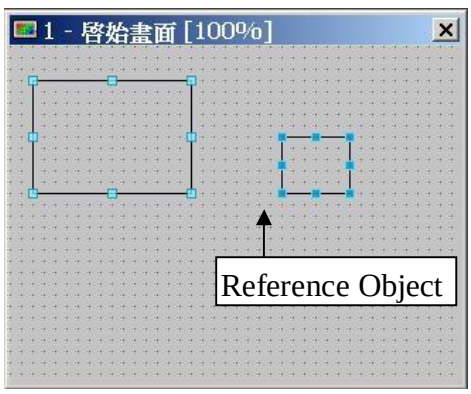


Illustration 2-2.2.1

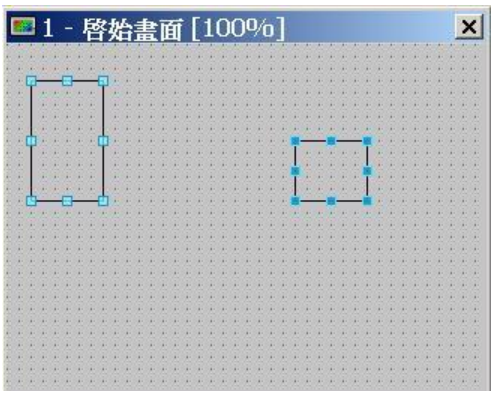


Illustration 2-2.2.2【Same width】

2-2.3 Jog

Click【Edit】and then click【Jog】(Illustration 2-2.3) This Function enables a graphic component to slightly move UP, DOWN, LEFT and RIGHT. Or you could use UP, DOWN, LEFT, and RIGHT keys (Jog), or hold key Shift + UP, DOWN, LEFT, and RIGHT keys (Grid point), or hold key Ctrl + UP, DOWN, LEFT, and RIGHT keys. (Jog for size)

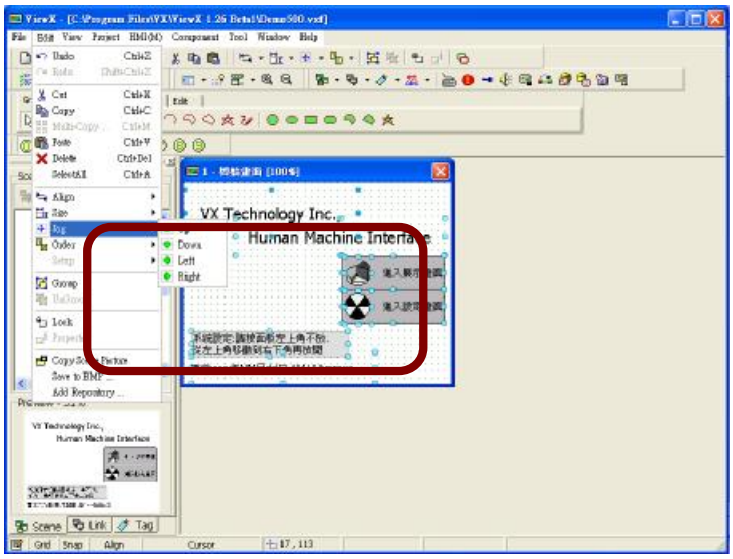


Illustration 2-2.3

2-2.4 Order

Chick【Edit】and then click【Order】as illustration 2-2.4. The graphic component in overlapping can be moved to bring forward, send backward, top layer, bottom layer.

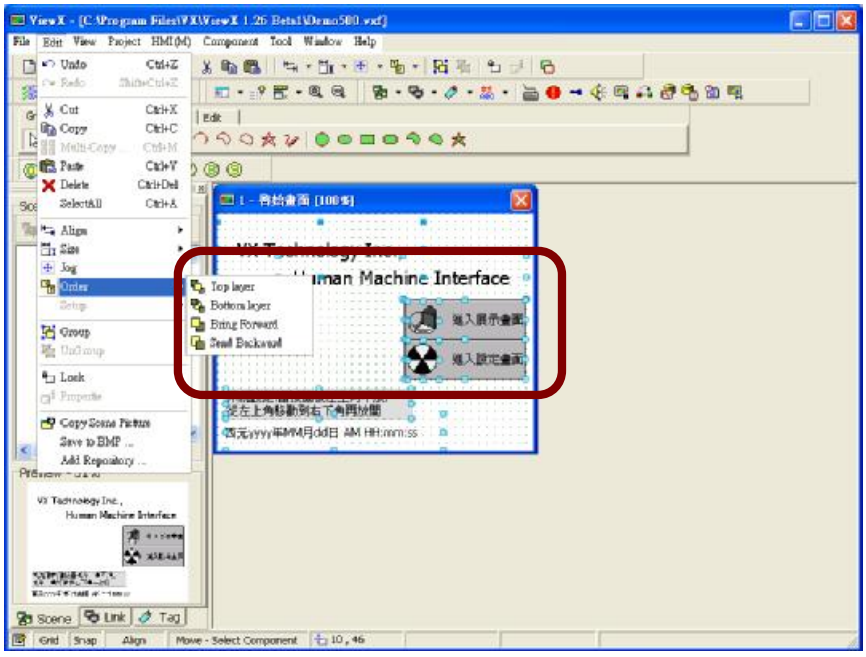


Illustration 2-2.4

2-2.5 Group/Ungroup

Click【Edit】and then click【Group/Ungroup】.When choosing several graphic components, it could combine them into a single component. You could also use the prompt key【G】 to edit quickly and easily while moving or copying. Clicking 【Ungroup】 can ungroup a collected component. To Ungroup just need to click the combining components then click the 【Ungroup】button, those components will be separated. You could also use the prompt key【U】.

2-2.6 Lock/Unlock

Click【Edit】 then choose【Lock】which could luck the single or multiple graphic components that been chosen. And this function makes the chosen components unmovable or unmodified.
For unlocking, click the graphic component you want to remove, and click 【Edit】, then click【Lock】to unlock. You could also use the prompt key【L】to luck or unlock.

2-2.7 Properties

Due to each graphic components' attribute are different, therefore please refer to

User Guide in【3. Component】

2-2.8 Copy Scene Picture

Click【Edit】and then choose【Copy Scene Picture】,which could copy the current editing window to graphic application, (as Illustration 2-2.8.1 to 3) ,or it could also copy to document processing software (ex. WORD) for collating document.

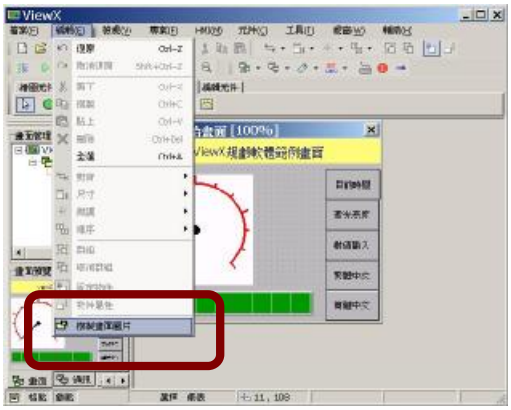


Illustration 2-2.8.1 【Step1】

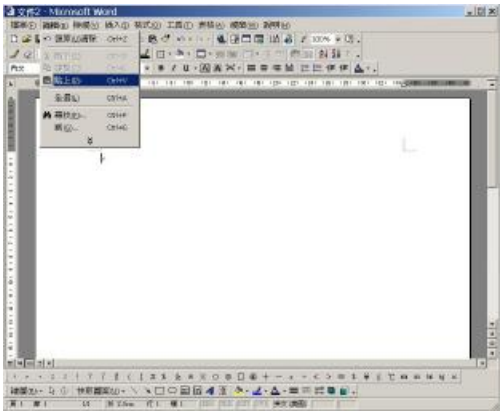


Illustration 2-2.8.2 【Step 2】

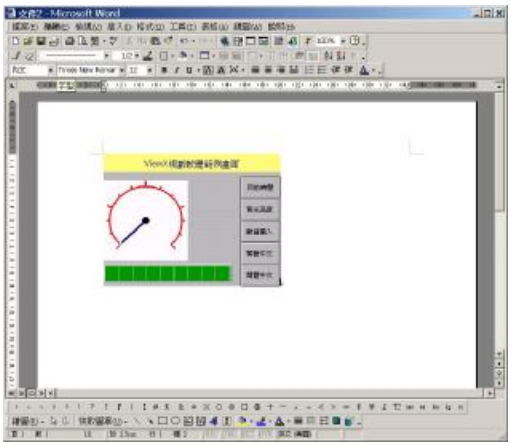


Illustration 2-2.8.3 【Step 3】

2-3 View

Click【View】or press【ALT】+【V】, will appear the drop-down menu under the View section (as Illustration 2-3.1). The toolbar in the window also provides the shortcut, which for user easier to use it (Illustration 2-3.2)

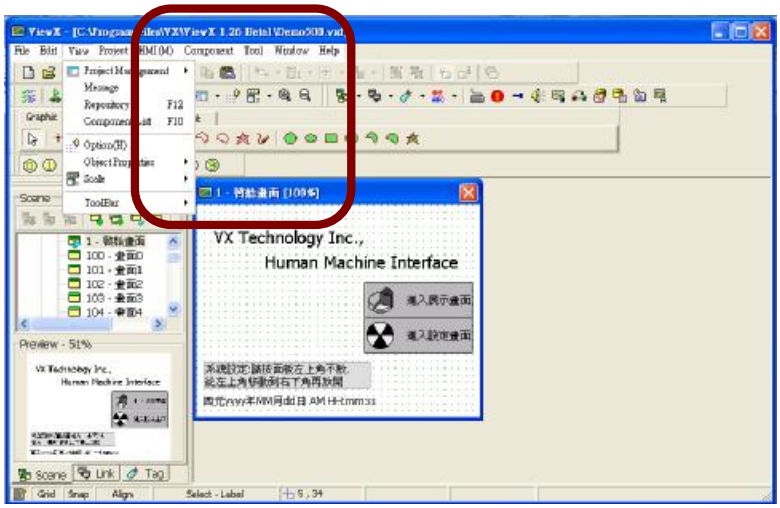


Illustration 2-3.1

(1) (2) (3) (4) (5)

Illustration2-3.2

(1) Project
(2) Option
(3) Scale
(4) Zoom In
(5) Zoom Out

2-3.1 Project Management

Click【View】and choose【Project Management】 Four item will appear. After clicking the 【Scene】, it will appear the window of "Scene" on the left side of monitor, or click 【Scene】 directly on bottom-left corner. (Illustration 2-3.1.1) This function is set for all organization and planning of the scene on HMI. Please refer to chapter 4 of 4-1 Scene.

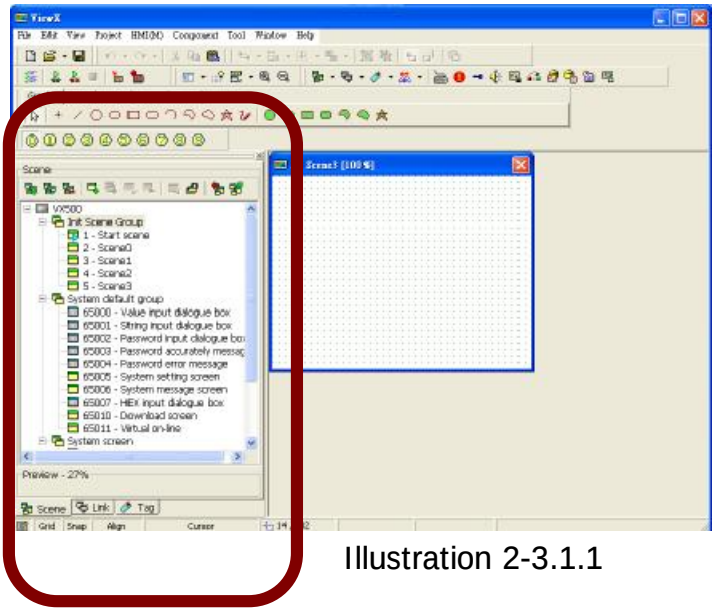


Illustration 2-3.1.1

2、Communication: After clicking the 【communication】, it will appear the window of "Scene" on the left side of monitor, or click【Communication】directly on bottom-left corner. (Illustration 2-3.1.2) This function is set for communication protocol and configuration setup between PLC and HMI. Please refer to chapter 4 of 4-1 Scene.

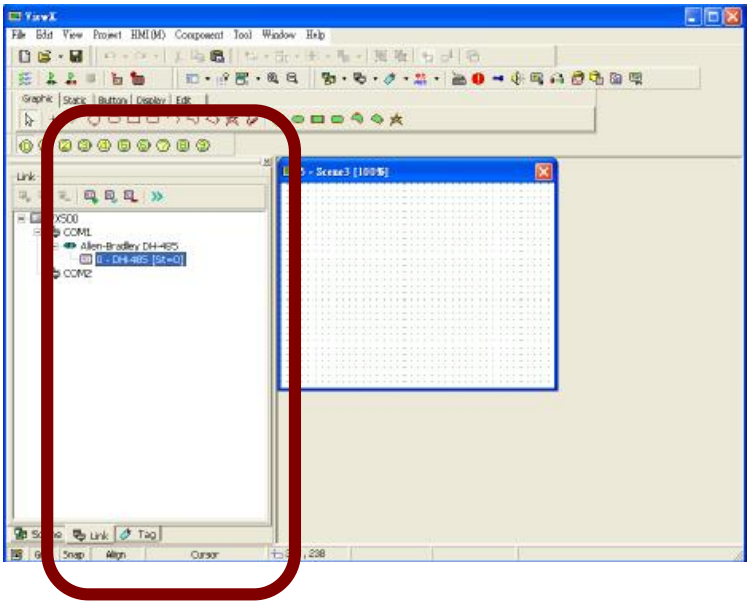


Illustration 2-3.1.2

3、Tag: after click the 【Tag】, it will appear the window of "Tag" on the left side of monitor, or you could directly click【Tag】 (Illustration 2-3.1.2). Please refer to chapter 4 of 4-3 Tag.

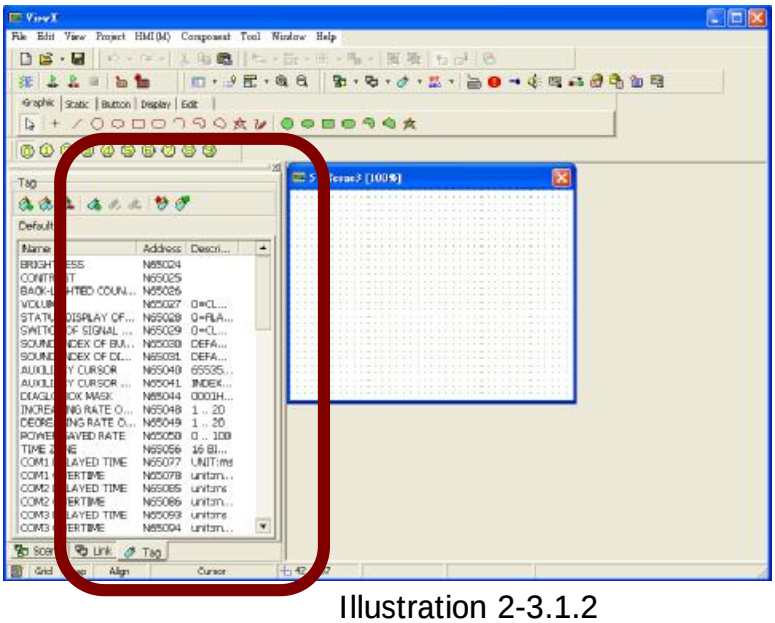


Illustration 2-3.1.2

4、Language: After clicking this function, "Language" will appear as illustration 2-3.1.3. You will see the default of the language family. Please refer to chapter 5 Multinational Language.

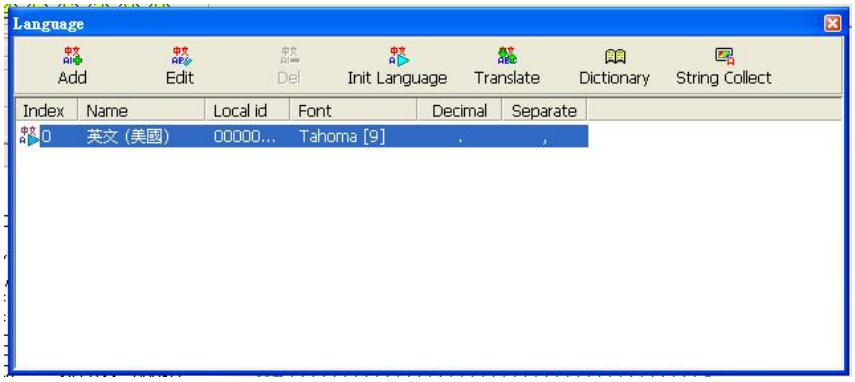


Illustration 2-3.1.3 "Language"

1、Add language：Click this function, illustration 2-3.1.4 will appear.

Illustration 2-3.1.4

Name: choose the language you want to add。

Local ID: the area code for this language.

Font default: default the used font.

Select Front: Select the used font of primary language.

Font: display the chosen font.

Decimal symbol: this function decides which symbol is the decimal Symbol

Separate symbol: this function decides which symbol is the separate Symbol.

2、Edit: Edit existent language in the system.

3、Delete: Delete existent language in the system.

4、Set the Initial language: Set the initial language for operational system's language.

2-3.2 Connection Parameter

Click【View】, then click【connection parameter】(Illustration 2-3.2.1)

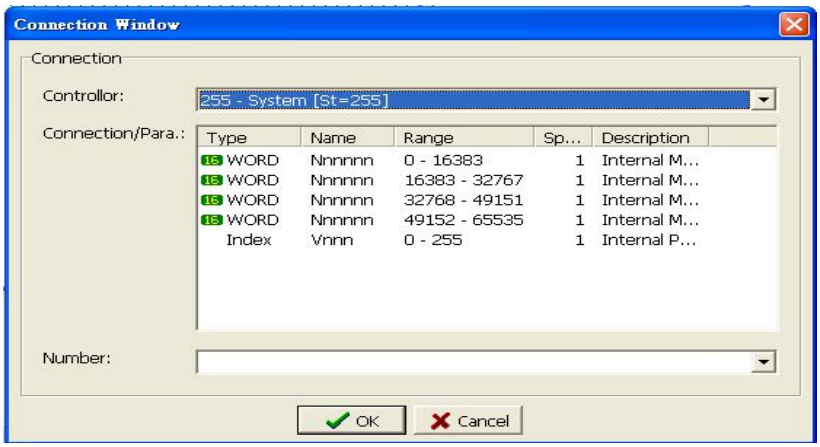


Illustration 2-3.2.1

Junction parameter：

Controller: You could choose junction parameter or communication protocol setup of PLC parameter on this function.

Junction parameter: displaying styles of controller or system parameter you chose

Code: key in junction parameter of system or style.

2-3.3 Message

Click【View】, and choose【Message】it will appear the window of inspecting syntax. (Illustration 2-3.3.1) If the setup is wrong, it will display a wrong message as running.

。

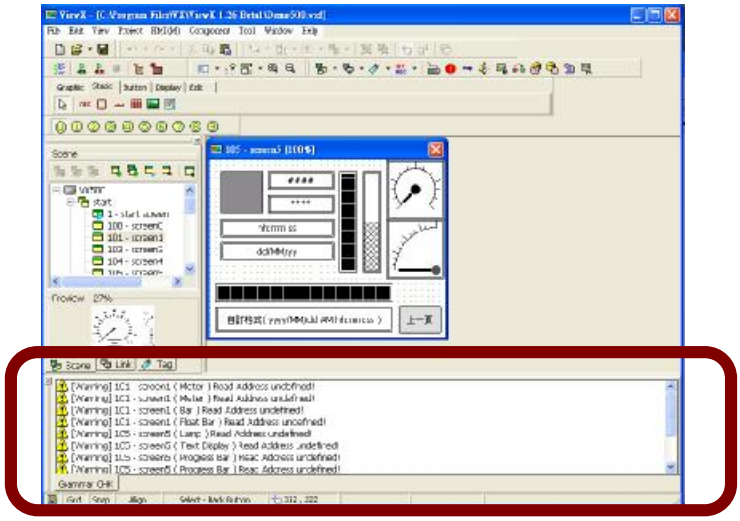


Illustration 2-3.3.1 the window of inspecting syntax

2-3.4 Option

Click【View】, then click【Option】(Illustration2-3.4.1)

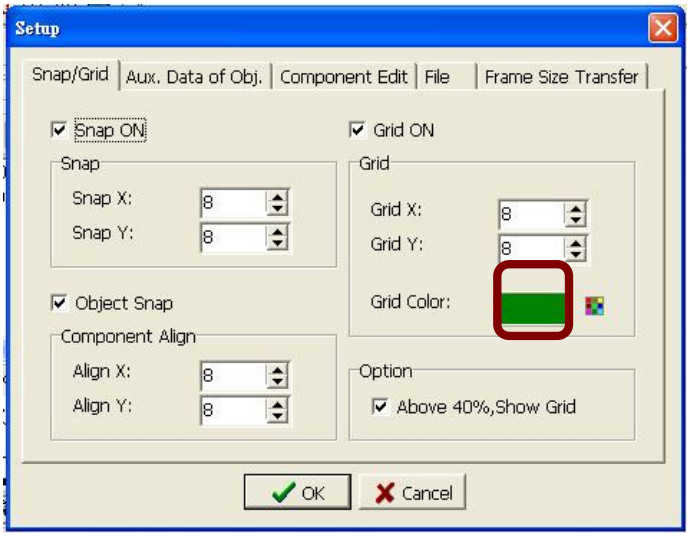


Illustration 2-3.4.1

Open lock point: this option is set whether to stand on net point as editing scene
Open net point: this option is set whether to display net point as editing scene
Color of net point: select color of net points as the red part on Illustration 2-3.4.1

2-3.5 Scale

Click【View】, then click【Scale】, the size of window can be selected as illustration 2-3.4.1. You also can use zoom-in【I】 or zoom-out【O】.

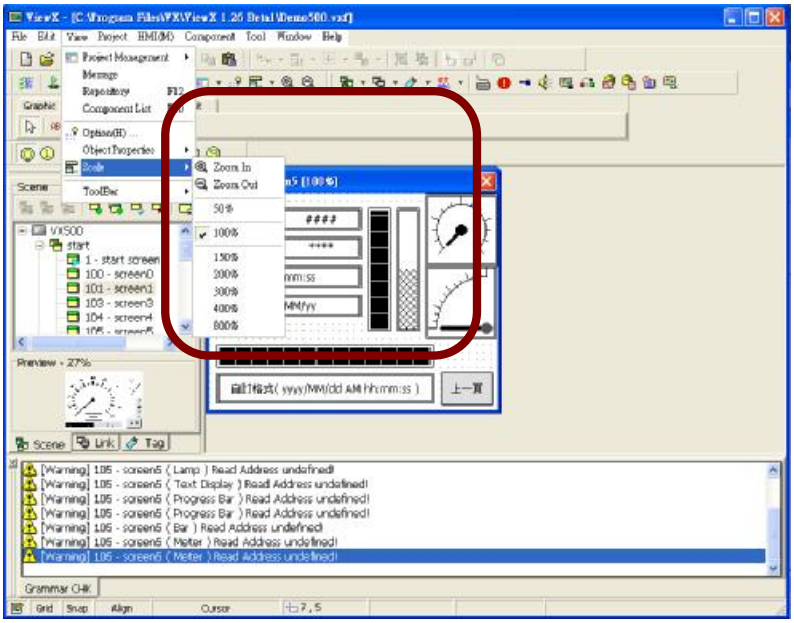


Illustration 2-3.4.1

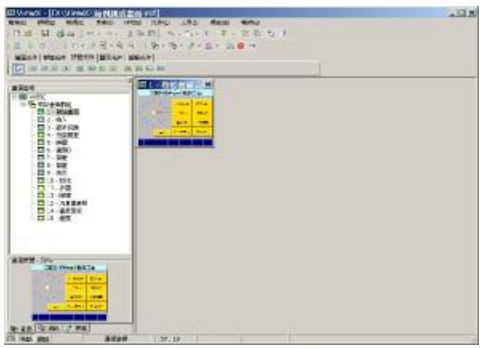


Illustration 2-3.4.2 magnification 50%

Illustration 2-3.4.3 magnification 100%

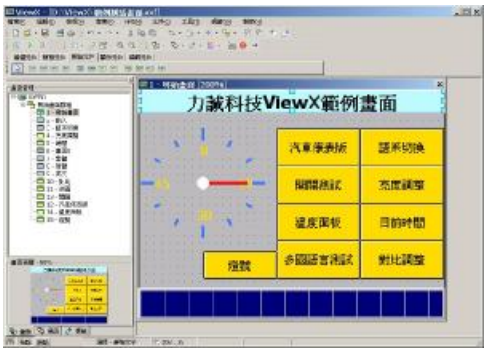


Illustration 2-3.4.4 magnification 200%

2-3.6 Toolbar

Click【View】, then choose【Toolbar】, it will appear selectable shortcut toolbar on ViewX as illustration 2-3.5.1.

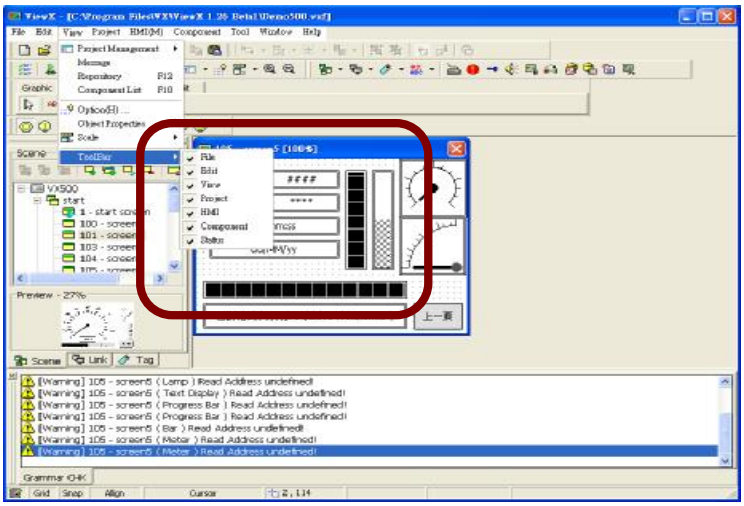


Illustration 2-3.5.1

2-4 Project

Please directly click【Project】, or press【ALT】+【P】, then【Project】will appear drop-down menu as illustration 2-4.1. The toolbar on the window also provides shortcut icon, which is convenient for users as illustration 2-4.2.

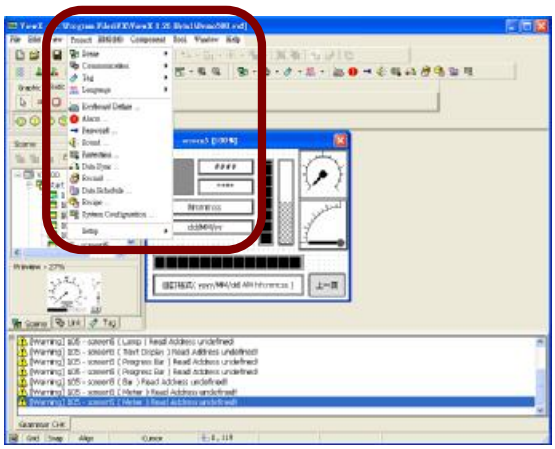


Illustration 2-4.1.

(1) (2) (3) (4) (5) (6) (7) (8)

Illustration 2-4.2

(1) Scene
(2) Communication
(3) Tag
(4) Language
(5) Keyboard define
(6) Alarm
(7) Password
(8) Sound

2-4.1 Scene

Click【Project】and then choose【Scene】as illustration 2-4.1.1. If you want to use add, edit, delete scene, and etc. Please click the start scene group on the left with scene management as illustration 2-4.1.1.

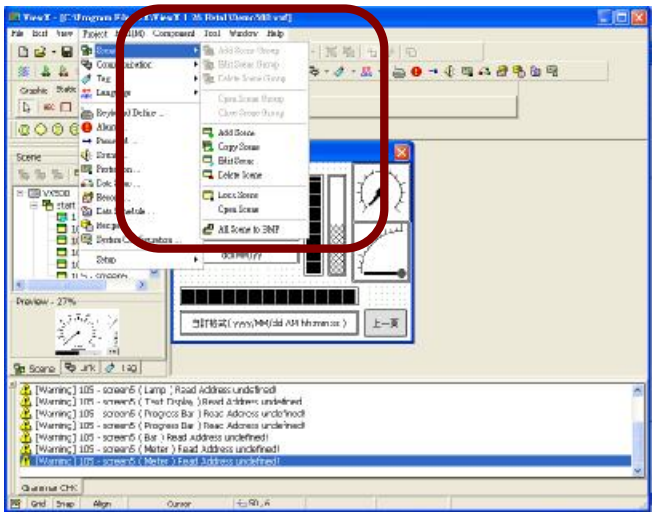


Illustration 2-4.1.1

1、 Add scene group：Click【add scene group】and then appear as illustration 2-4.1.a。

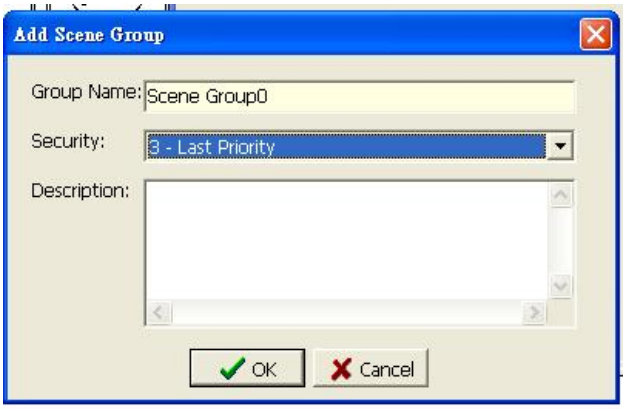


Illustration 2-4.1.a

一、Group name: input the name of the group.

二、Limits of authority:

(1) Maximum limits of authority in control: say the authority of this scene group is of maximum.

(2) Advanced authority in control: say the authority of the scene group is inferior to maximum limits of authority.

(3) Minimum limits of authority in control: say the authority of this scene group is of minimum.

三、Group description: input the description of the group.

2、 Edit scene group: this function is for editing name, access right and group description on an added scene group. Please refer to【add scene group】。此功

3、 Delete scene group: delete the added scene group.

4、 Open scene group: open the entire entire scene belongs to the group.

5、 Close scene group: close the entire scene belongs to the group.

6、 Add scene: Clicking this option that will appear as illustration 2-4.1.b。

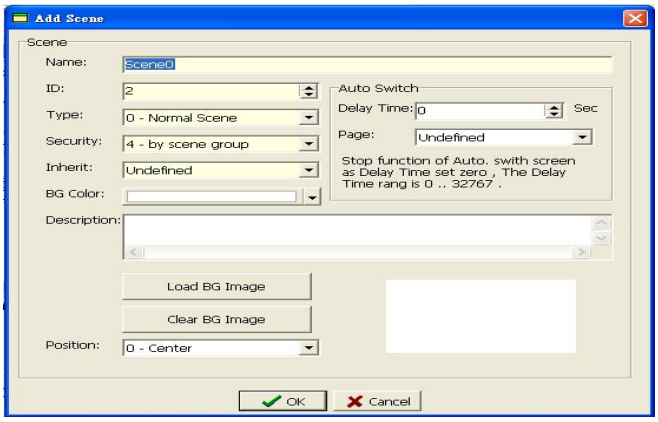


Illustration 2-4.1.b

一、Name: enter the name of added scene

二、ID: enter the number of added scene the number is from 1 to 32767 and number cannot be overlapped.

三、Type: provide four options of choice.

四、

Normal scene	：Basic edit operation scene
Dialogue box	：You could edit dialogue box on this function
Boot scene	：Start HMI scene, similar with Windows boot screens.
initial scene	：Appearing the first scene after start scene

五、Limits of authority: provides four options

(1) Maximum limits of authority in control: say the authority of this scene group is of maximum.

(2) Advanced authority in control: say the authority of the scene group is inferior to maximum limits of authority.

(3) Minimum limits of authority in control: say the authority of this scene group is of minimum.

(4) Set by scene group: the same as the scene group's limits of authority.

六、Inherit: it will succeed to all of setup you choose.

七、Description: the description of the scene.

7、 Edit: This function is used for setup of editing added scene; please refer to last chapter "added scene".

8、 Delete: delete the added scene.

9、 Open: because you will probably add many scenes to edit later on, you could use this shortcut for your convenience to promptly click. As illustration 2-4.1 on the left of scene management, if you add other scenes, you could click the scene you want to display, and then click this function.

2-4.2 Communication

Please set the left of window to 【Communication】window before you click this function. You could directly click【communication】on bottom left., or choose【Project management】from【View】,then click【Communication】, and then please click communication port as illustration 2-4.2.1.

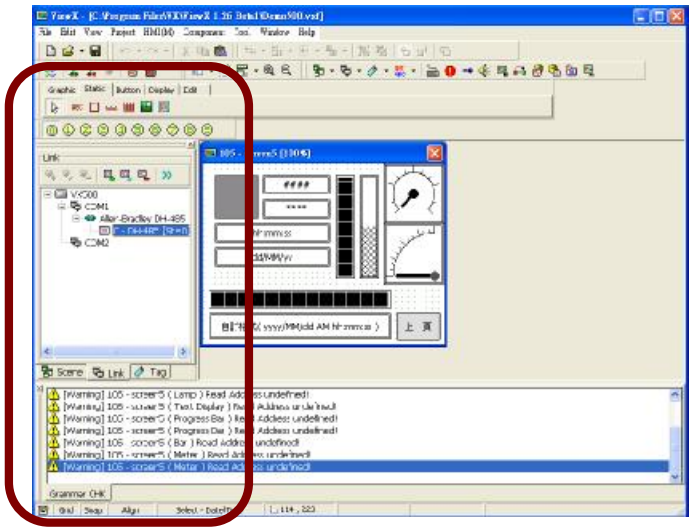


Illustration 2-4.2.1

(1) Add protocol: it will only appear【Add protocol】before you have not set any communication port as illustration 2-4.2.2。

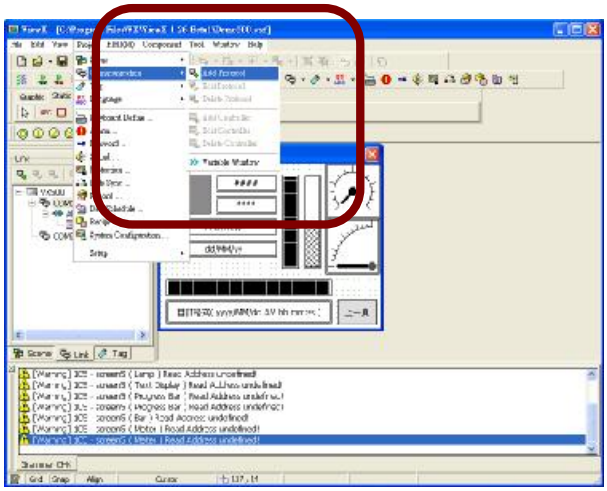


Illustration 2-4.2.2

Clicking【Add protocol】will appear as 2-4.2.3. Set the date, then press【OK】, and setup will be completed.

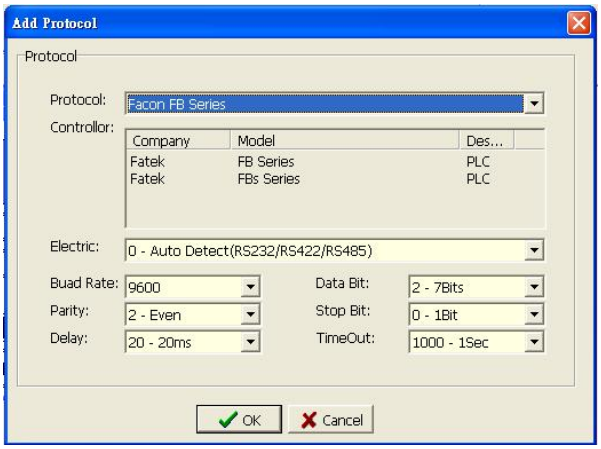


Illustration 2-4.2.3

1、 Communication protocol: display communication protocol.

2、 Controller: display communication protocol with firm and style you chose.

3、 Electric: auto-identified by program.

4、 Baud rate: supply optional 150~115200 in speed rate.

5、 Delay:【Nil】、【Odd parity】、【Even parity】、【Mark】、【Space】。

6、 Data bits:【Five】、【Six】、【Seven】、【Eight】。

7、 Stop bits：【one bit】、【two bit】。

（2）Edit protocol: After adding protocol, you could use this function to modify if you set something wrong.

（3）Delete protocol: Delete added protocol.

（4）Add controller: After add communication protocol, next to add a controller as illustration 2-4.2.4. Please notice the red circle part; you have to click "add protocol". And then you can click "added controller".

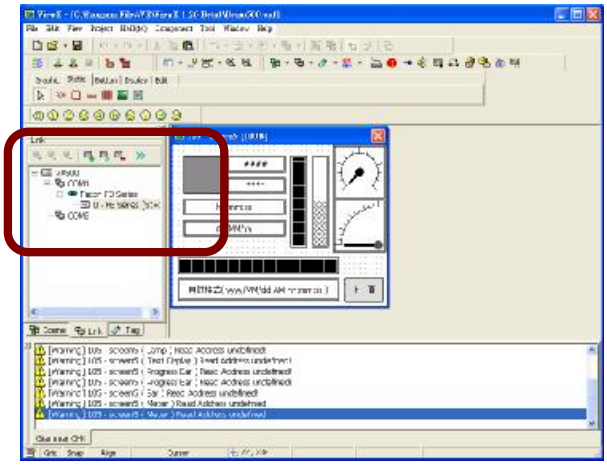


Illustration 2-4.2.4

Clicking "add controller" will appear as illustration 2-4.2.5.

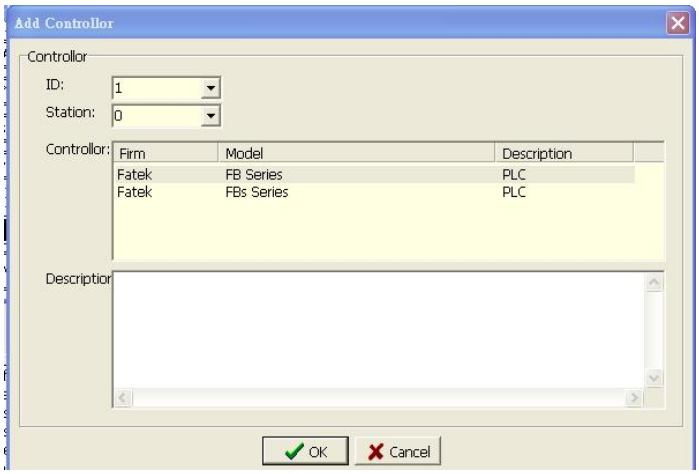


Illustration 2-4.2.5

ID : Input ID of Controller.
Number : Input number of Controller
Controller : Display the information of firm, style and description you chose.
Description : Input description for this controller.

（5）Edit controller: After adding controller, you could use this function to modify if you set something wrong.

（6）Delete controller: Delete the added controller.

2-4.3 Tag

Click【Project】, then clicking【Tag】will appear six options as below:

1、Add tag group: Take labels to do categorize labels, which are convenient for editing.

2、Edit tag group: Edit tag categories.

3、Delete label group: Delete the existence of tag categories.

4、Add tag: As illustration 2-4.3.1

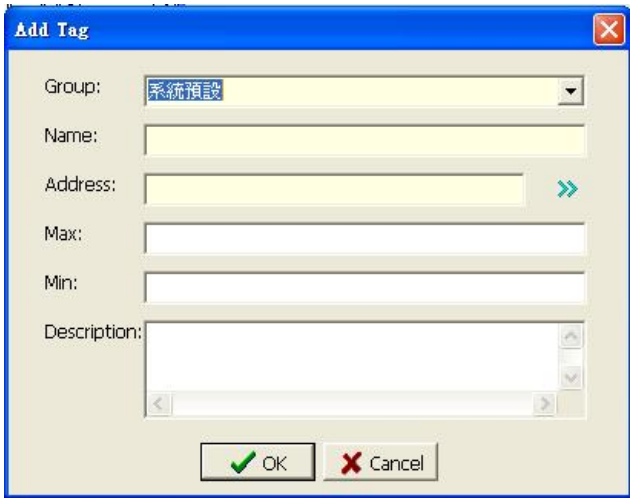


Illustration 2-4.3.1

一、Tag group: If you add tag categories, you could choose the previous added categories

二、Tag name: Input tag name to displace the position.

三、Position: Input buffer or system parameter.

四、Maximum: Input maximum range in read data of position.

五、Minimum: Input minimum range in read data of position.

六、Description: Input description of this tag.

5、Edit tag: Edit tag setup.

6、Delete tag: Delete tag.

2-4.4 Language

Click【Project】, then clicking【Language】will appear four options as below:

1、Add language: Clicking this function will appear as illustration 2-4.4.1.

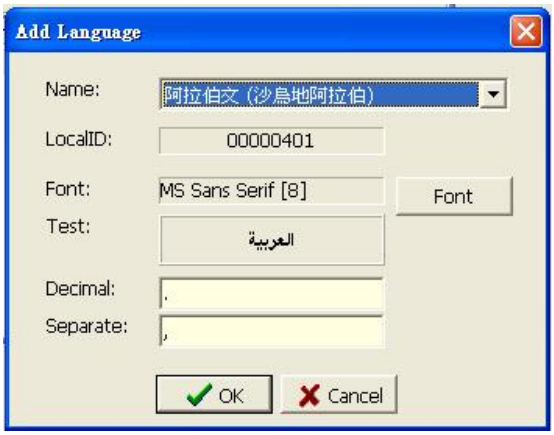


Illustration 2-4.4.1

Name:	Select a language you want to add.
Local ID:	Display the area code for this language.
Front:	Default front.
Optional front:	Select a usable front in a language
Test:	Display the text of front you chose.
Decimal:	this function decides which a symbol is the decimal point
Separate:	this function decides which a symbol is the separate

2、Edit language: Edit language.

3、Delete language: Delete language.

4、Set Initial language: Set language to Initial language.

Language: it can direct edit language, similar to toolbar function as illustration 2-4.4.2~3.

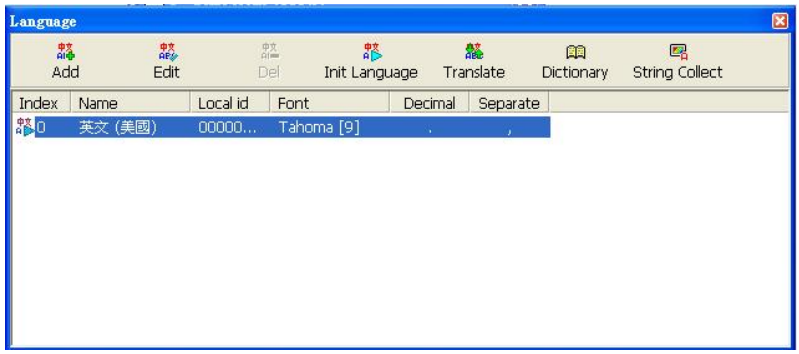


Illustration 2-4.4.2

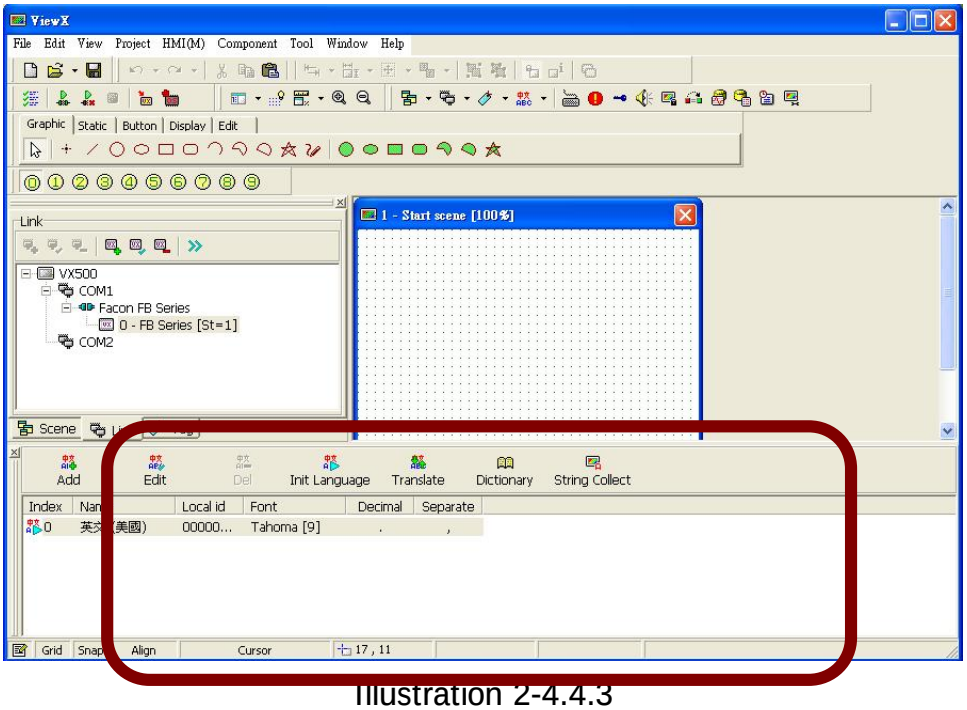


Illustration 2-4.4.3

In Illustration 2-4.4.3, comes to 3 kinds of languages, while you click one of the languages, the scene would also switch to that language. If you do not set a font of language, it will not display the font.

2-4.5 Keyboard Define

Click【Project】, and then choose【Keyboard define】as illustration 2-4.5.1. Providing the built-in and expansion style keyboard for user to use when opening a new file, and while you select HMI styles, you must choose one of the styles support keyboard definition before you set.

Illustration 2-4.5.1

After selected the ID then press "edit", then it will appear as illustration 2-4.5.2

Illustration 2-4.5.2

ID Number	:	Edit current ID number.
Name	:	Enter the purpose name of the keyboard
Normal key	:	Set which key can be acted
Shift status	:	Set Shift and one of keys that can be acted.
Ctrl status	:	Set Ctrl and one of keys that can be acted.
Alt status	:	Set Alt and one of keys that can be acted.

2-4.6 Alarm

Click【Project】, and then click【Alarm】(Illustration 2-4.6.1)

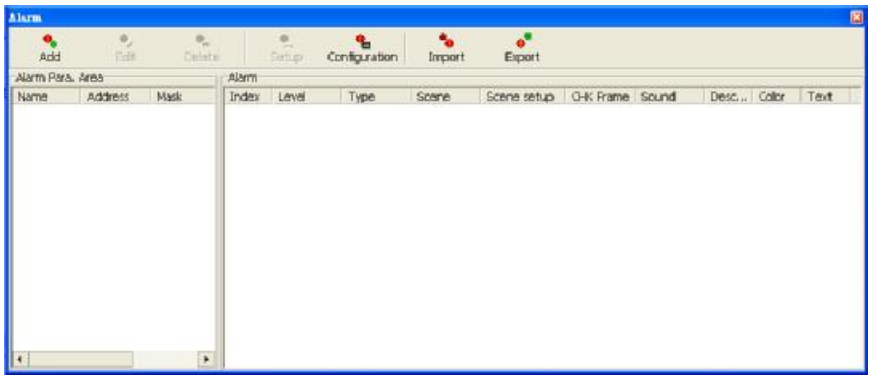


Illustration 2-4.6.1

Add Alarm area: see as Illustration 2-4.6.2。

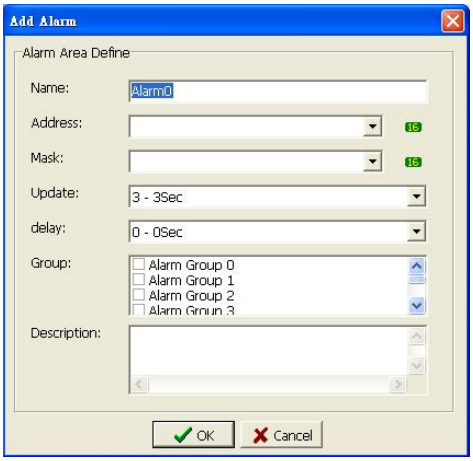


Illustration 2-4.6.2

Name: enter the name of alarm.

Address: input the address of connection parameter, you could press the dual arrow as illustration 2-4.6.3, this position must be WORD, you could see “style” on illustration 2-4.6.3.

Mask: While alarm triggered, you can use this function to mask the alarm, it means alarm would not send out message and sound, you could press the dual arrow to choose mask address as illustration 2-4.6.3。

Update: you can select how long to update at a time. If you choose 3 seconds, it will check the alarm triggered in 3 seconds.

Group: you could select which group would be categorized in alarm. Double-click in group to edit group name.

Description: input description of this alarm.

Illustration 2-4.6.3

After added alarm area,【Alarm】 will show as illustration 2-4.6.4. At the time, there are three more setups has been added. Cause "edit alarm area" and "add alarm area" are all the same in setup. Please refer to "add edit area" setup. Means delete the information that has been selected in "delete alarm area". that will delete data you chose on "alarm".

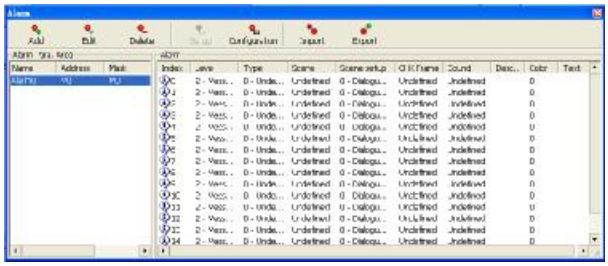


Illustration 2-4.6.4

Set alarm: you could select an index you want to set on illustration 2-4.6.4. And then press "set alarm" or directly double-click the message, that will appear as illustration 2-4.6.5.

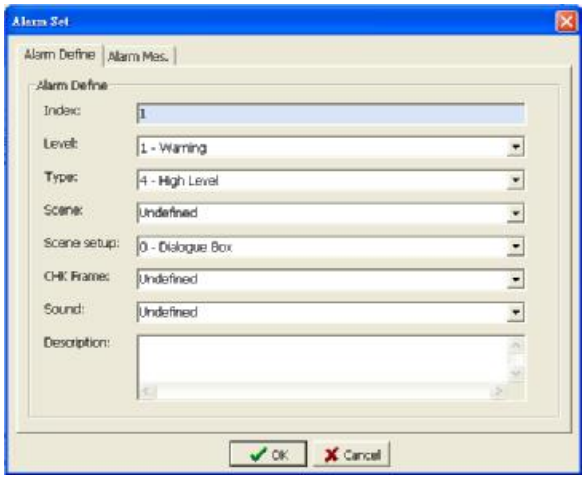


Illustration 2-4.6.5

Index: Cause the alarm address is saved as WORD，and the size of the WORD is 2 bytes. When the WORD value is 1, which turns to「0000 0000 0000 0001」in binary system. Please refer to illustration 2-4.6.6. and the example。

2 power	2^{15}	2^{14}	2^{13}	2^{12}	2^{11}	2^{10}	2^{9}	2^{8}	2^{7}	2^{6}	2^{5}	2^{4}	2^{3}	2^{2}	2^{1}	2^{0}
2 carry	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
Index	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Illustration 2-4.6.6

Level: It let user easily edit which alarm level is

Trigger method:

Positive: Trigger the alarm as data turns 0 to 1.

Negative: Trigger the alarm as data turns 1 to 0

Positive-negative: Trigger the alarm as data turns 0 to 1 or as data turns 1 to 0。

High: Trigger the alarm as data is 1.

Low: Trigger the alarm as data is 0.

Alarm scene: choose the alarm appear scene. You must add a dialogue box before edit the alarm scene.

Set alarm scene:

Dialogue box:

1. Please notice all of scene setup must have dialogue box with exiting function, otherwise you cannot exit when the alarm happens in dialogue box.
2. Operating scene (dialogue box) will disappear if the alarm happens at the time.

Message: you could select how many seconds the message appear, it will not affect the current operation's function.

View scene: You can add the dialogue box and then edit the scene. After alarm occurs, if you want to see what previous alarm is, then scene will display it. It could let us step-up the expression of alarm scenes.

Alarm sound: select what sound will be as alarming. You must set the sound in stereo management.

Description: descript for this setup.

2-4.7 Password

Click【Project】, and then click【Password】, that will appear as illustration 2-4.7.1. This function provides eight sets of passwords and authority settings. First set of coactive system setting's authority has the top priority, which is to avoid the insufficient authority while the setting has the error.

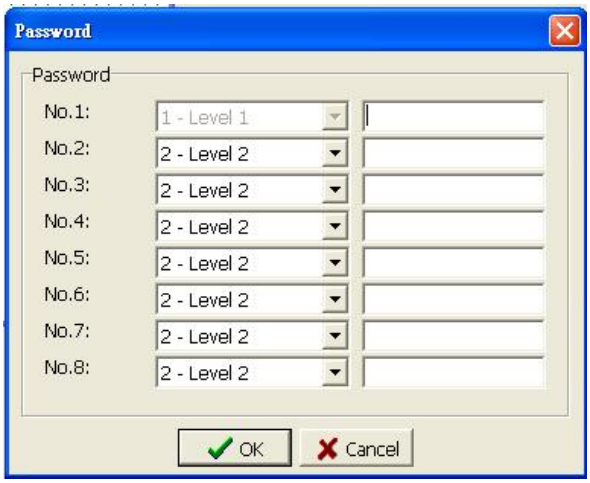


Illustration 2-4.7.1

2-4.8 Sound

Click【Project】, and then click【Sound】, as illustration 2-4.8.1.

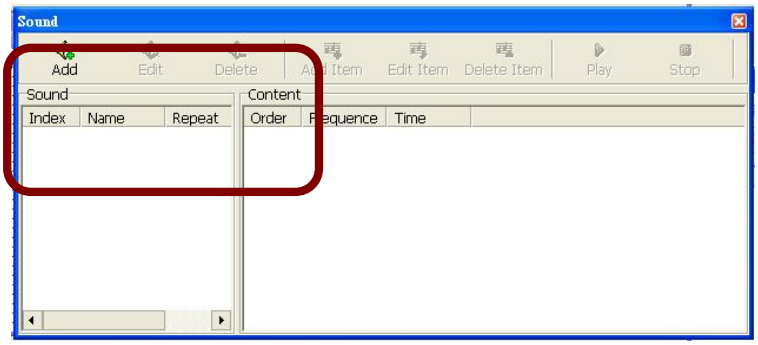


Illustration 2-4.8.1

Red circle of Illustration 2-4.7 is default sound. The system would set index 0 and index 1 for key sound and dialogue sound in illustration.

Add sound：as illustration 2-4.8.2。

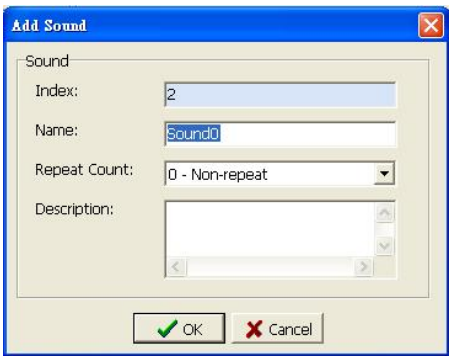


Illustration 2-4.8.2

Name: input the distinguishable name of sound
Repeat Count: You could choose the sound unrepeatable or repeat several times, the maximum is seven times.
Description: it could enter the description for this sound by personal requirement.

"Edit sound" and "add sound" is the same. Please refer to "add sound".

Added item: as illustration 2-4.8.3。

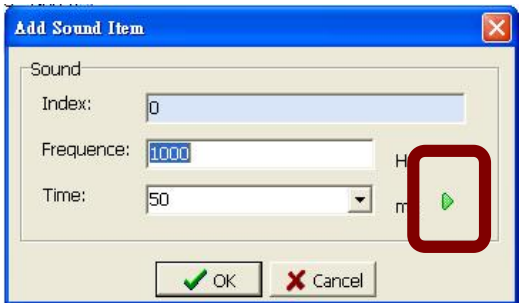


Illustration 2-4.8.3

Frequence: input the frequency of sending out sound, low and high voice will be changed by different frequency. High-frequency will be sharp voice, and low-frequency will be deep voice.

Time: input time of sending out sound, the ms are a unit. 500 ms equal to 0.5 second which means the sound would stop after sending out in 0.5 second at ms (Micro Second).

When the frequency and Time set-up ready, you could press the triangle picture trade to play the sound for testing in illustration. "Edit item" and "add item" is the same. Please refer to "add sound".

Play: as illustration 2-4.8.4.

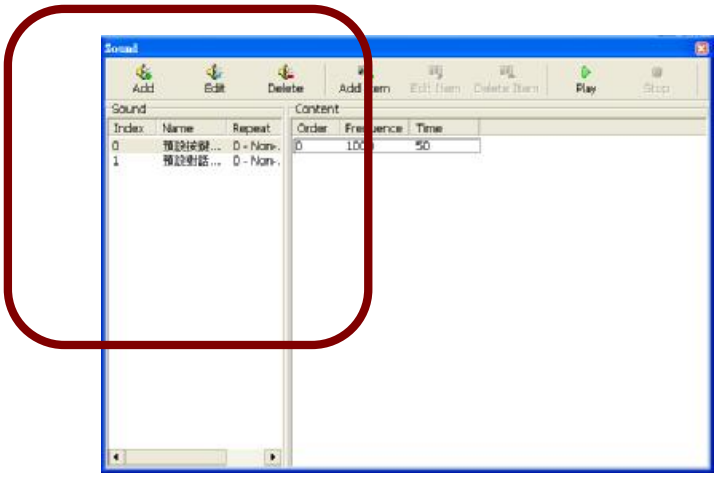


Illustration 2-4.8.4

When you select a item in the【Sound】 (as red circle shows in illustration2-4.8.4.) then press play button, it will play the frequency of sound that you have set.

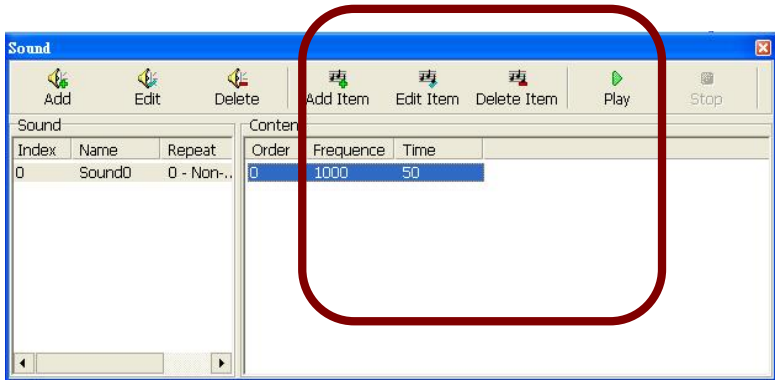


Illustration 2-4.8.5

When you select a item in the【Content】(as red circle shows in illustration2-4.8.4.) then press play button, it will play the frequency of sound that you have set.

Import:

Clicking "Import" will appear as illustration 2-4.8.6. You could select the file you exported.

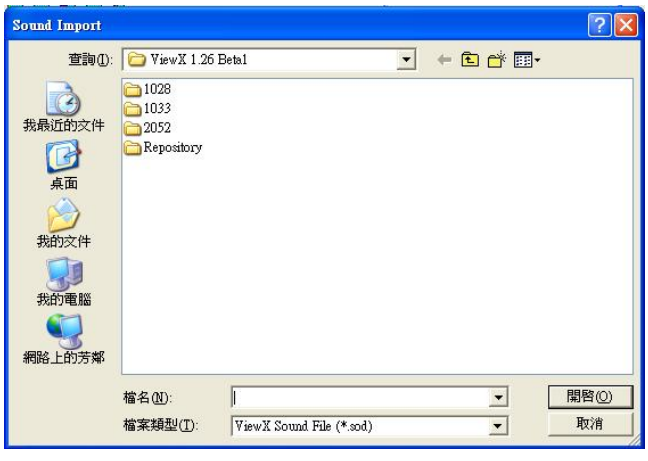


Illustration 2-4.8.6

After you chose the file, press open, it will appear as illustration 2-4.8.7.

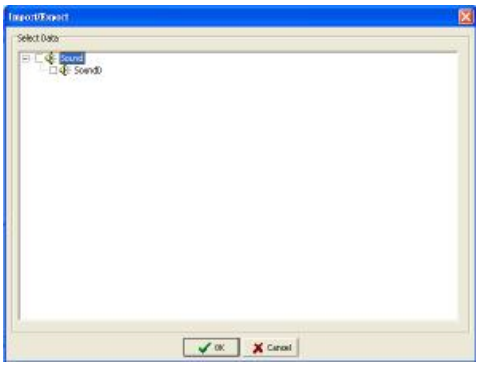


Illustration 2-4.8.7

Put a check the "default sound of dialogue box", if the check is in green color and the "Sound" selection is yellow check, green color means the selections have been selected, yellow color means some contents have not been selected yet, then press "ok".

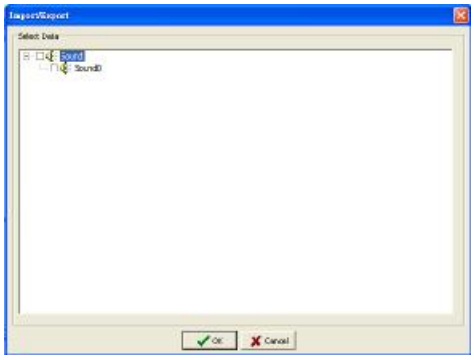
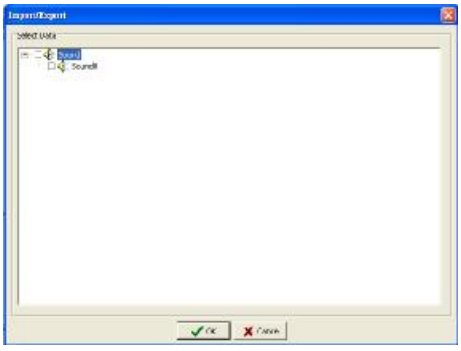


Illustration 2-4.8.7

Export:

Clicking "Export" will appear as illustration 2-4.8.7. You could select the item you want to export. Then click "ok", it will appear as illustration 2-4.8.8.



Press "save" after input file name. Illustration 2-4.8.8

2-5 HMI

You could click【HMI】, or press【ALT】+【M】, it will appear drop-down menu as illustration 2-5.1. Toolbar also provides shortcut for convenience to choose as illustration 2-5.2.

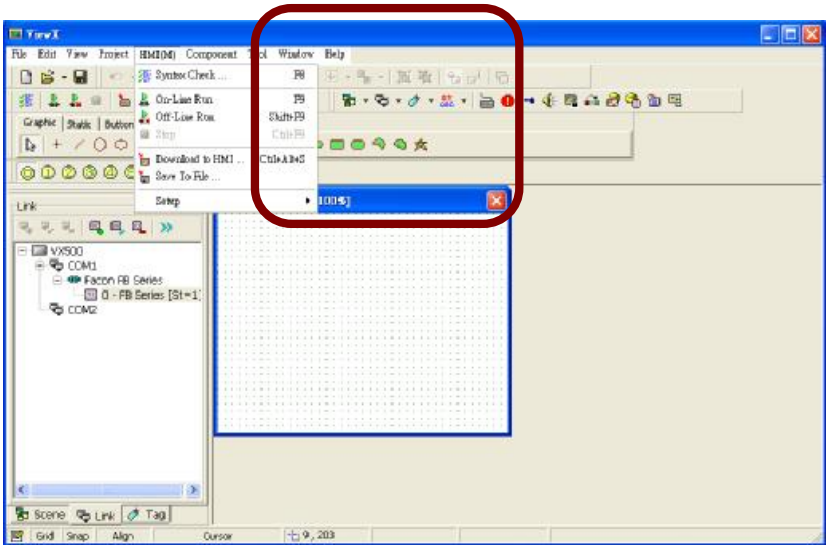


Illustration 2-5.1

(1) (2) (3)

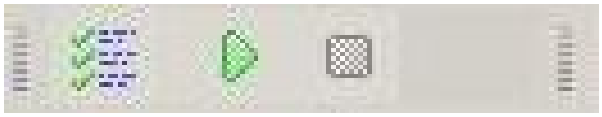


Illustration 2-5.2

(1) Syntax check
(2) Run
(3) Stop

2-5.1 Syntax Check

Click【HMI】, and click【Syntax Check】, or press 【F8】 and 【HMI toolbar】as illustration 2-5.2。When Running【Syntax Check】which will check the compiler, parameter name, and setup.【Syntax Check】provides the error information, so it is convenient to get rid of error.

2-5.2 Run

All setup can be conveyed to HMI after computer simulation. This function is simulated with the scene you edited by computer, you could click【Run】, or press 【F9】, or click the triangle picture in toolbar as illustration 2-5.2.

2-5.3 Stop

For stopping computer simulation, you could click【Stop】, or press【CTRL】+【F9】, or click square in toolbar as illustration 2-5.2.

2-5.4 Download to HMI

You could directly download to HMI after all scenes have been set. You could click 【Download to HMI】, or press【CTRL】+【ALT】+【S】。

2-5.5 Setup

Clicking【Setup】will appear as illustration 2-5.5.1、2-5.5.2.

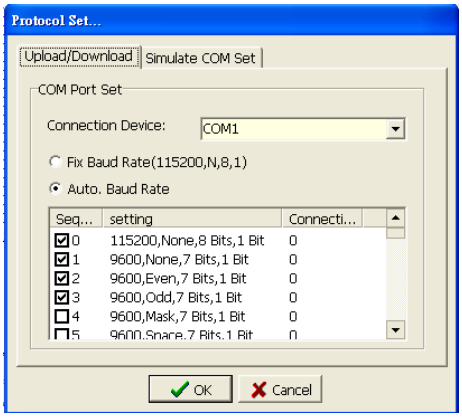


Illustration 2-5.5.1

Upload/Download: as illustration2-5.5.1。

Connection device: set the COM port which you want to connect with.

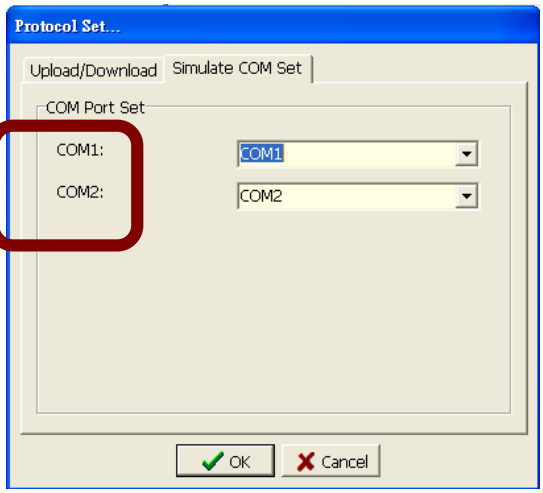


Illustration 2-5.5.2

Simulate COM Set: as illustration 2-5.5.2。

COM1: select the COM port to connect with HMI COM1.

COM2: select the COM port to connect with HMI COM2.

In the red circle of illustration 2-5.5.2, COM1 and COM2 is for the left COM PORT of ViewX as Illustration 2-5.5.3.

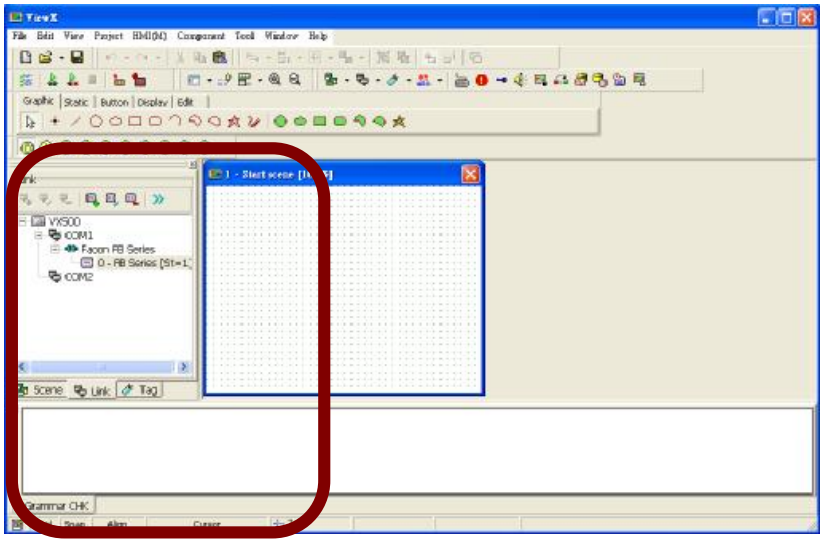


Illustration 2-5.5.3

2-6 Component

Click【Component】, or press【ALT】+【C】, and then will appear drop-down menu of 【Component】as illustration 2-6.1. Toolbar also provides shortcut for convenience to click as illustration 2-6.2.

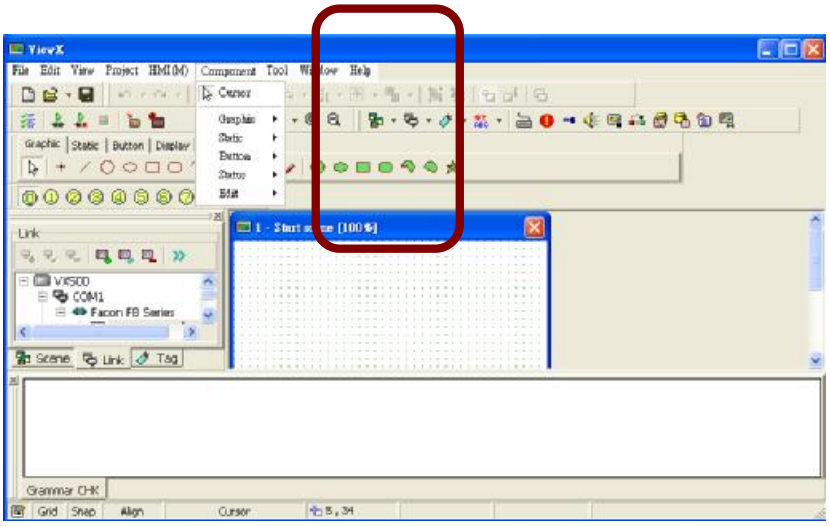


Illustration 2-6.1

Illustration 2-6.2

2-6.1 Component Description

Cause there is a lot of functions in the Component. Please refer to 3rd chapter 【Component】.

2-7 Tools

Click【Tools】, or press【ALT】+【T】, and then will appear drop-down menu of 【Tools】 as illustration 2-7.1.

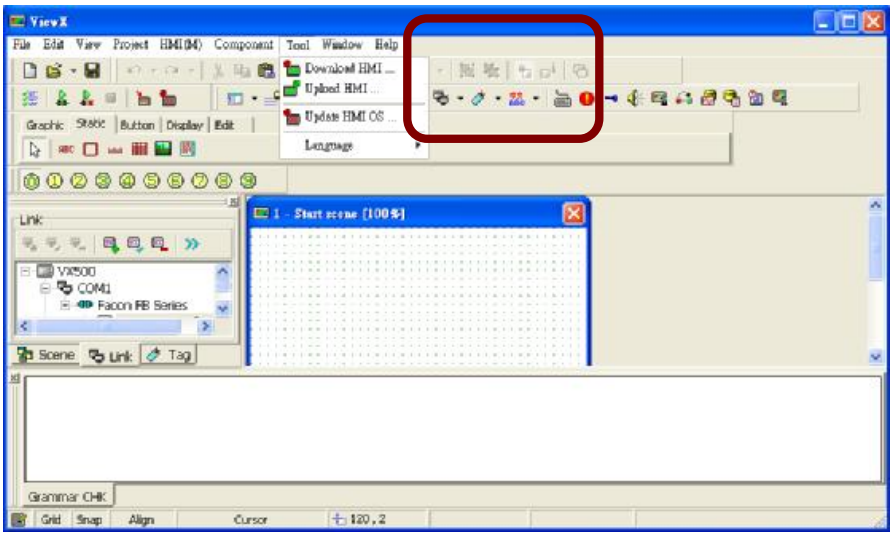


Illustration 2-7.1

2-7.1 Download HMI

Running this function will download HMI OS from computer to HMI.

2-7.2 Upload HMI

Running this function will upload HMI OS from HMI to computer.

2-8 Window

Click【Window】, or press【ALT】+【W】, and then will appear drop-down menu of 【Window】as illustration2-8.1.

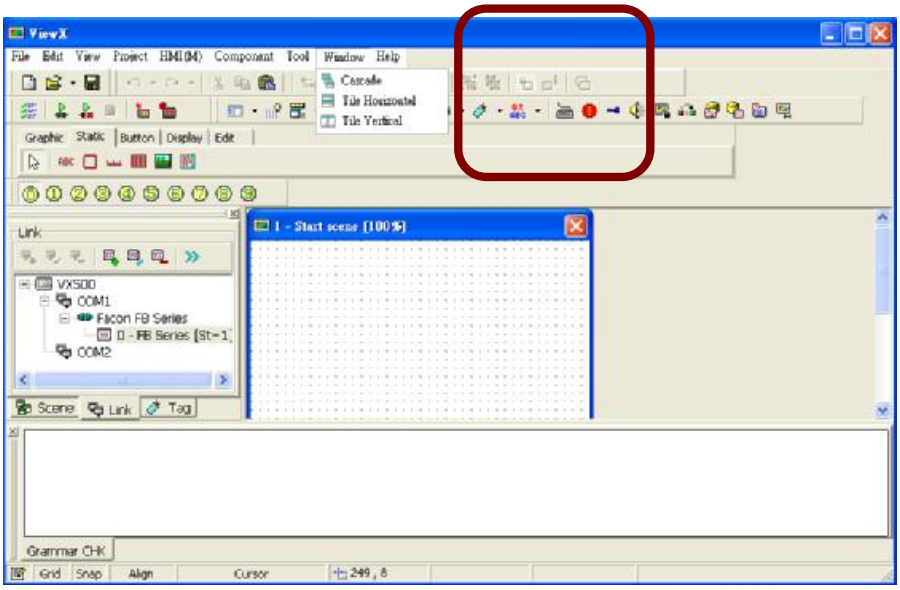


Illustration 2-8.1

When you edit two or more scenes at same time, you could select mode of editing scene for convenience to edit. After add a scene as illustration 2-8.2, you could select 【Cascade】, 【Tile Horizontal】, 【Tile Vertical】, 【Tile icon】.

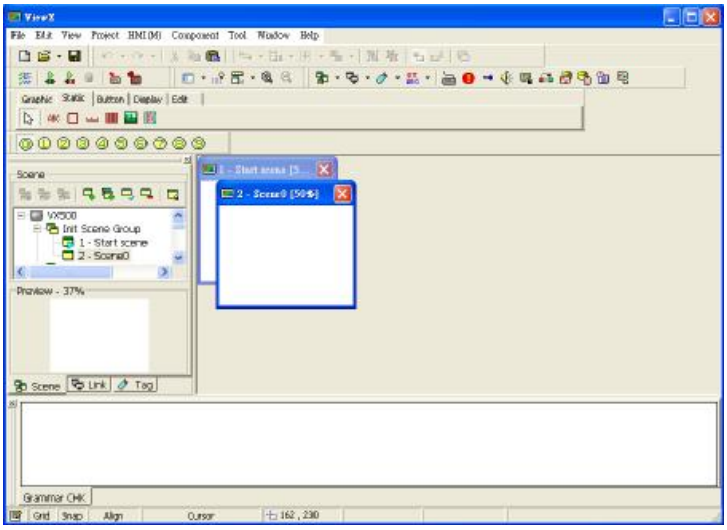


Illustration 2-8.2

2-8.1 Cascade

Clicking【Cascade】will turn illustration 2-8.2 to illustration 2-8.1.1。

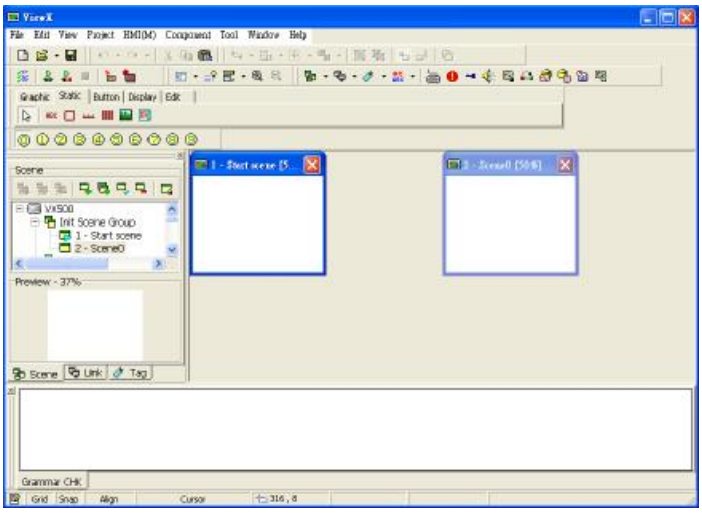


Illustration 2-8.1.1

2-8.2 Tile Horizontal

Clicking【Tile Horizontal】will turn illustration 2-8.2 to illustration 2-8.2.1.

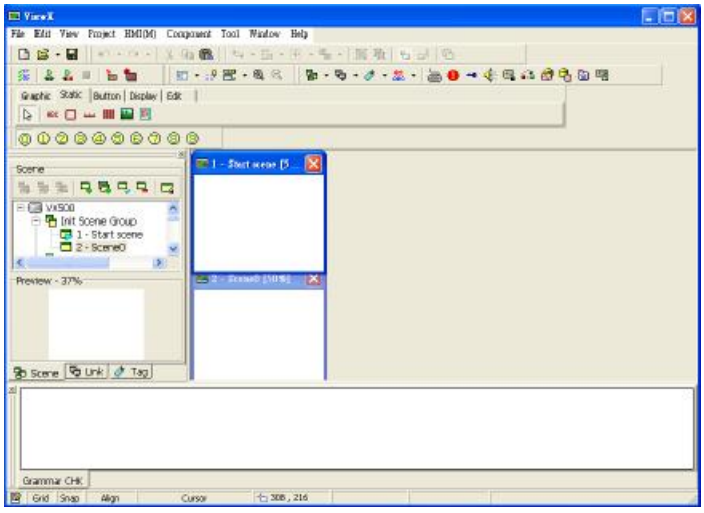


Illustration 2-8.2.1

2-8.3 Tile Vertical

Clicking【Tile Vertical】will turn illustration 2-8.2 to illustration 2-8.3.1.

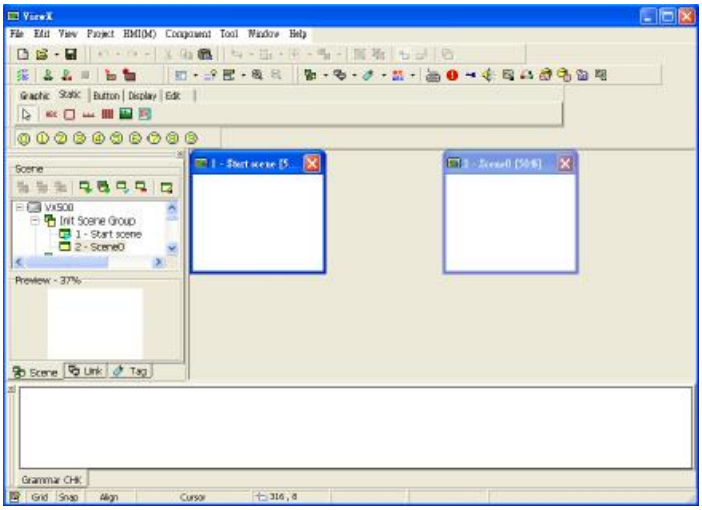


Illustration 2-8.3.1

2-9 Help

Click【Help】, or press【ALT】+【H】, and then will appear drop-down menu of【Help】as illustration 2-9.1. Clicking【About】will show the software vision of ViewX. Please take notice of the vision whether is the latest one or not.

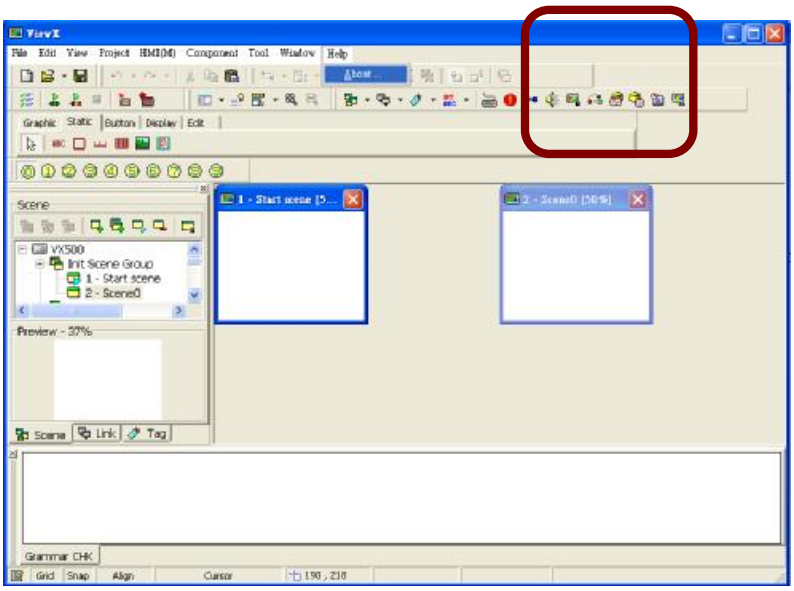


Illustration 2-9.1

3. Component

ViewX provides 5 styles of component:
1、【Graphic】
2、【Static】
3、【Button】
4、【Display】
5、【Edit】

3-1 Graphic

Click【Component】, and click【Graphic】, and then will appear drop-down menu as illustration 3-1.1, or you could click this function on toolbar as illustration 3-1.2.

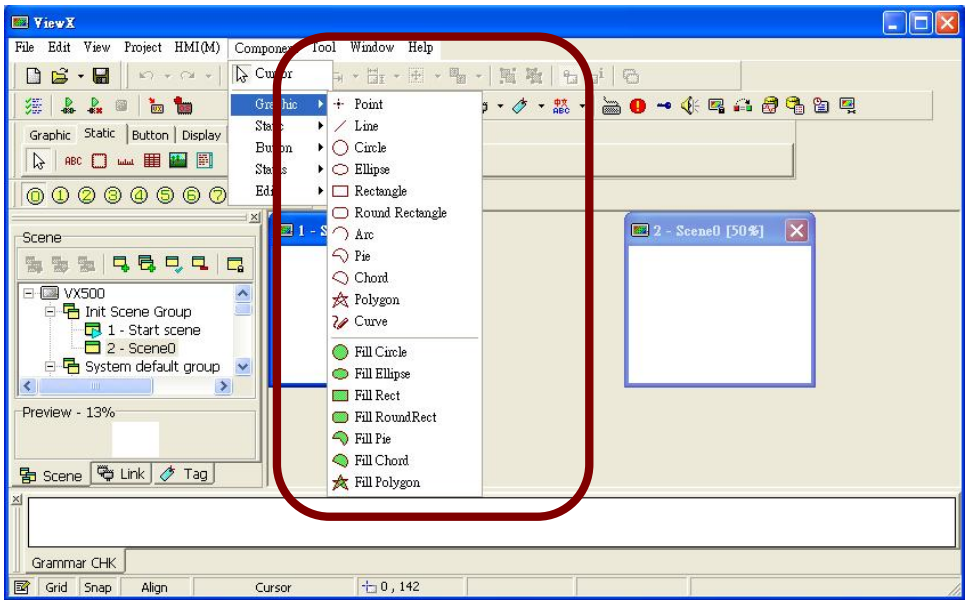


Illustration 3-1.1

Illustration 3-1.2

3-1.1 Function Description

Choose a component and press right-click, and then choose the Properties, or direct double clicking the component you want to edit, and then will appear the properties of the component, 【Point】/【Line】for description of the properties:

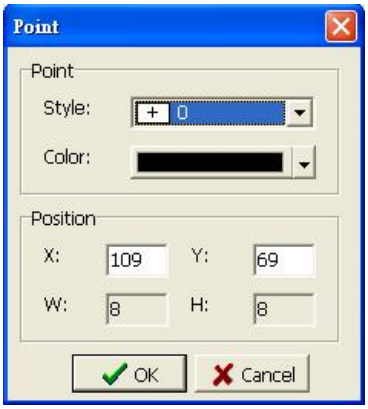


Illustration 3-1.1.1【Point】

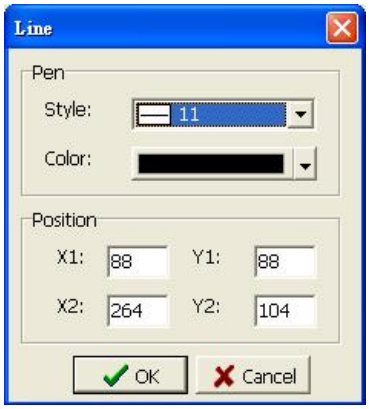


Illustration 3-1.1.2【Line】

Style: according to your requirement, select graphic styles of【Point】/【Line】
Color: modify graphic colors of【Point】/【Line】
Positions: X1/Y1 will be the first dot from the left of【Line】, X2/Y2 will be 加上the first dot from the right【Line】

X: modify the position X of the coordinate. Make the X coordinate's component move to the modificatory X-axis.

Y: modify the position Y of the coordinate. Make the Y coordinate's component move to the modificatory Y-axis.

Description of the co-category window:
Example:

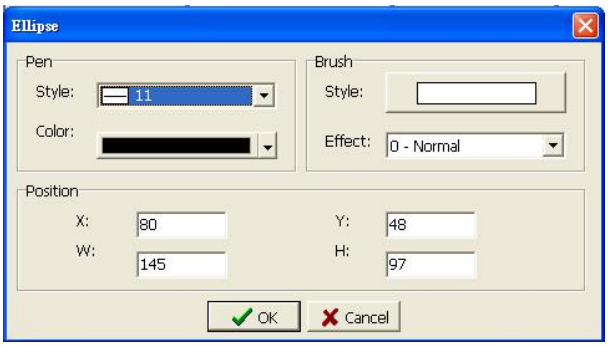


Illustration 3-1.1.3

Pen:

Style: select a style of ellipse on out-bevel.

Color: select a color of ellipse on in-bevel.

Brush：

Style: select a style of bevel on out-bevel.

Color: select a color of bevel on in-bevel..

Positions:

X: Input the position of the ellipse component on X-axis

Y: Input the position of the ellipse component on Y-axis

W: input the width of ellipse component.

H: input the height of ellipse component.

3-2 Static

Click【Component】, and click【Static】, and then will appear drop-down menu as illustration 3-2.1, or you could click this function on toolbar as illustration 3-2.2。

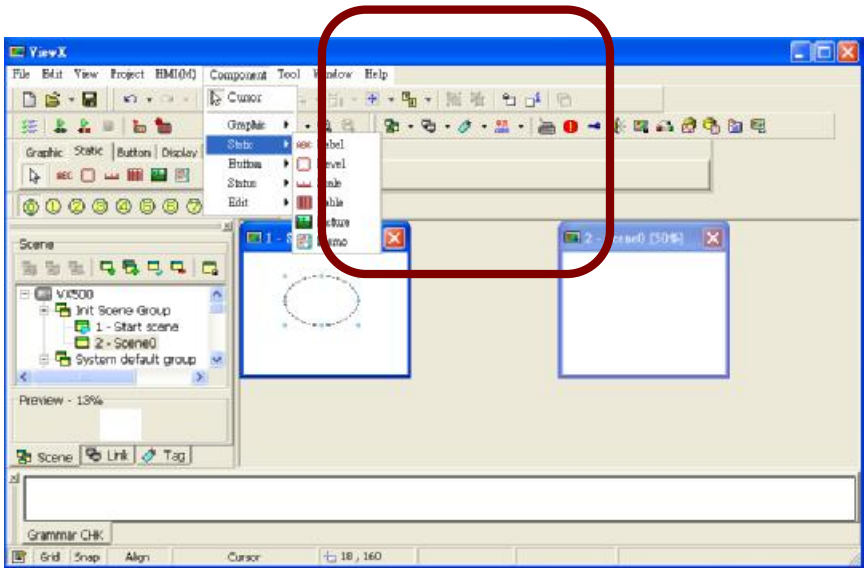


Illustration 3-2.1

Illustration 3-2.2

3-2.1 Static Text / Bevel

Choose a component and press right-click, and then choose the Properties, or directly double clicking the component you want to edit, and then will appear the Properties of the component setting of the component Properties. The description of the static text's bevel will show as illustration 3-2.1.1.

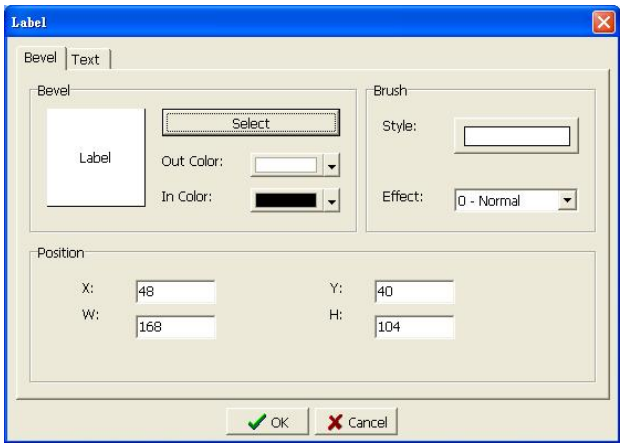


Illustration 3-2.1.1

Bevel:

Select: select a bevel style of static texts as illustration 3-2.1.2。

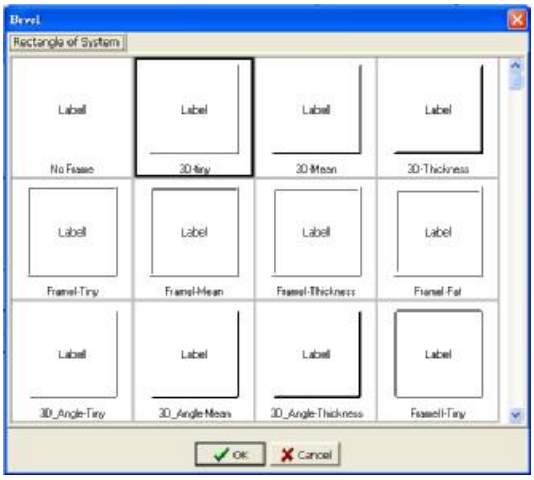


Illustration 3-2.1.2

Out-bevel color: select a out-bevel color of static text.

In-bevel color: select a in-bevel color of static text.

Brush:

Style: select an in-bevel style of static text.

Color: select an in-bevel color of static text.

Position:

X: Input the X-axis's position of the static text.

Y: Input the Y-axis's position of the static text.

W: input width of static texts.

H: input height of static texts.

Description for static texts: as illustration 3-2.1.2。

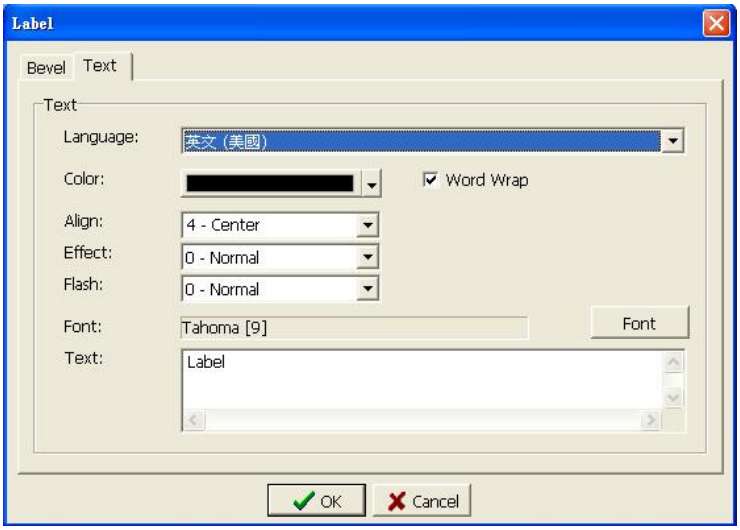


Illustration 3-2.1.2

Text:

Language: select language for static texts.

Color: select color of static texts.

Align: select aligned position of static texts.

Font: select font for static texts.

Text: input static texts you want to show.

3-2.2 Scale

Press right-click to the component, and then choose the properties. Or double clicking the component you want to edit, and then it will appear the setting of properties. Here【Bevel】 and 3-2.1.【Bevel】are the same setup. Therefore Please refer to 3-2.1 setup of【Bevel】. The window of【Scale】Properties as Illustration 3-2.2.1。

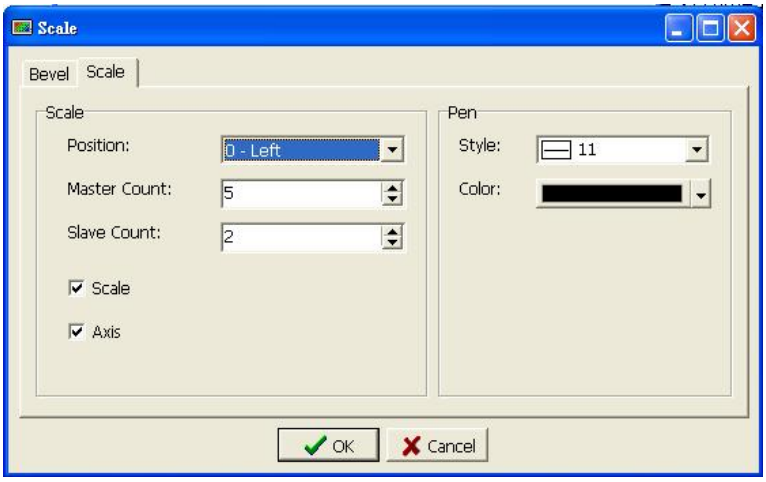


Illustration 3-2.2.1

Scale：

Position: select direction of scale component.

Master Count: select main scale, including the highest and the lowest.

Slave Count: select minor scale, little scale in main scale.

Scale: alternative if display scale.

Axis: alternative if display positions.

Pen：

Style: select style of scale component.

Color: select color of scale component.

3-2.3 Table

Press right-click to the component, and then choose the properties. Or double clicking the component you want to edit will appear the properties as illustration 3-2.3.1. Cause this【Bevel】and 3-2.1【Bevel】are the same setup, please refer to 3-2.1【Bevel】.

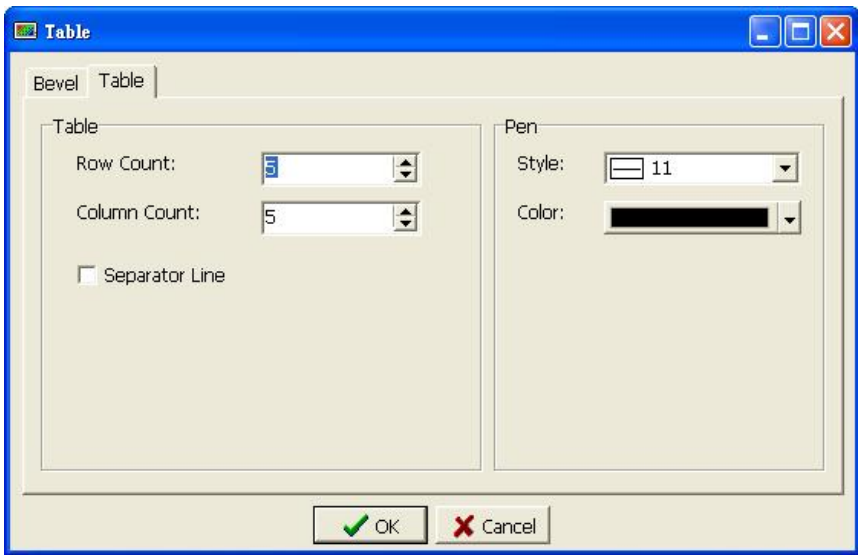


Illustration 3-2.3.1

Table:

Row Count: adjust how many horizontal you need.

Column Count: adjust how many vertical field you need.

Separator line: make a slash in a field as the red circle part of illustration 3-2.3.2，

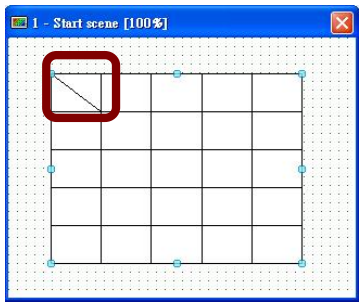


Illustration 3-2.3.2

Pen:

Style: select style of Horizontal field.

Color: select color of Vertical field.

3-2.4 Picture

Press right-click to the component, and then choose the properties. Or double clicking the component you want to edit will appear the properties as illustration 3-2.4.1. Cause this【Bevel】and 3-2.1【Bevel】are the same setup, please refer to 3-2.1【Bevel】.

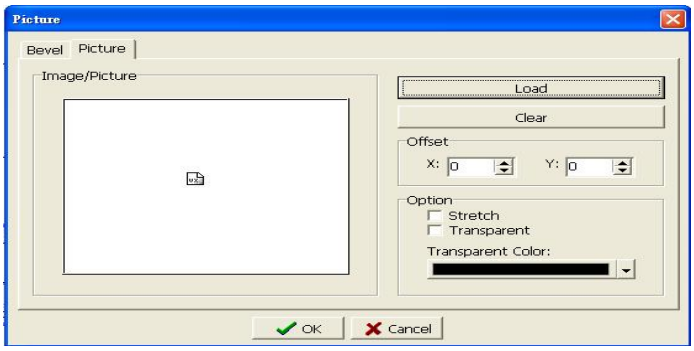


Illustration 3-2.4.1

Image/Picture：

Load image/picture: clicking that will appear as illustration 3-2.4.2. Please select a graphic file. The acceptable form includes: jpeg, bmp, ico, emf, wmf.

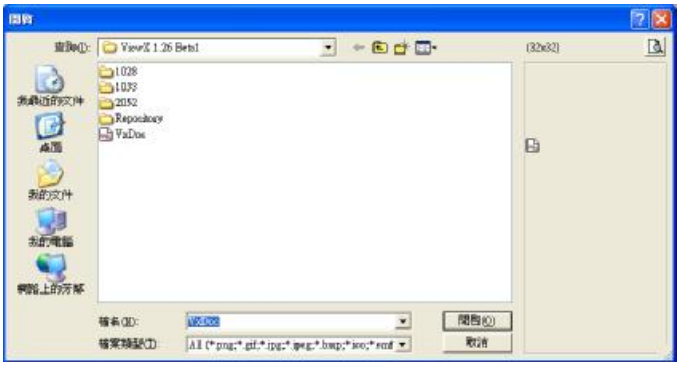


Illustration 3-2.4.2

Delete image/picture: delete the picture you choose.

Option:

Stretch: the picture size will auto zoom by the window size.

Transparent background: the picture will be transparent.

Transparent color: select the color to be transparent.

3-3 Button

Click【Component】, and then click【Button】, will appear the drop-down menu as illustration 3-3.1. Or you could click this function on the toolbar as illustration 3-3.2.

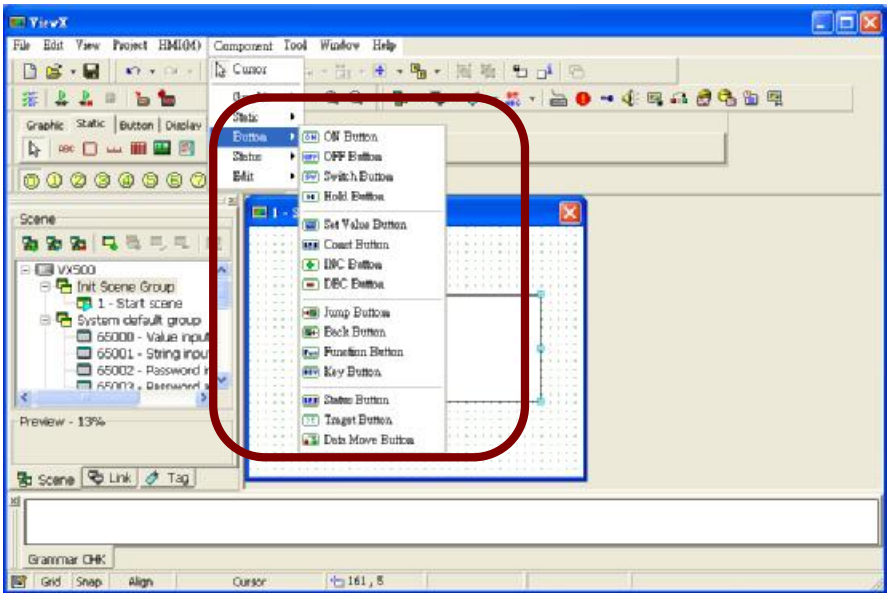


Illustration 3-3.1

Illustration 3-3.2

3-3.1 on/off Button and Switch/Hold Button

Press right-click on the component, and choose the properties. Or double clicking the component you want to edit will appear the properties as illustration 3-3.1.1~3.

1、Button:【Button】 and 3-2.1.【Bevel】 are same setup, so please refer to 3-2.1 【Bevel】setup.

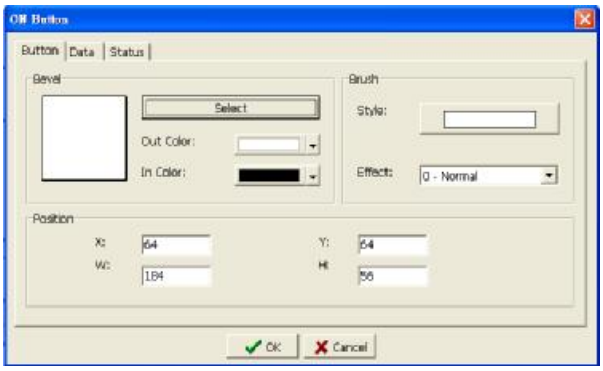


Illustration 3-3.1.1

2、Data: as illustration 3-3.1.2。

Illustration 3-3.1.2

Data:

Action: there are 4 actions you could select.

Read position: input the position of buffer or system parameter, and then load the figure.

Written position: input the position of buffer or system parameter, and then write the figure to the position.

Option:

Limited authority: added scene has a limited authority of scene setup. Please refer to 2-4.1 scene management. If the limited authority is insufficient for simulating or running HMI, the added scene will appear the password request window.

Confirmation：

Non-confirmation: Run without confirmation while you press button.

Confirm and wait 0.1 sec: to prevent the mindless pressing, therefore here need to be wait 0.1 sec and then run while you press button.

Confirm and wait 0.2 sec: wait 0.2 sec and then run while you press button.

Confirm and wait 0.3 sec: wait 0.3 sec and then run while you press button.

Confirm and wait 0.5sec: wait 0.3 sec and then run while you press button

Keyboard definition: after setup keyboard definition in 2-4.5. Then you could select which function you set for using.

Keyboard window: this function which OKs if running other functions is used for dialogue box.

Hiding: when scene authority is lower than「Options」－＞「Limited authority」. The component will hide up until the authority sufficient to re-show the screen

Display prompt symbol: scene authority is lower than「Options」－＞「Limited authority」. The component will display a prompt symbol "Lock" that means it cannot be operated until the authority sufficient to cancel the lock

3、Status: as illustration 3-3.1.3。

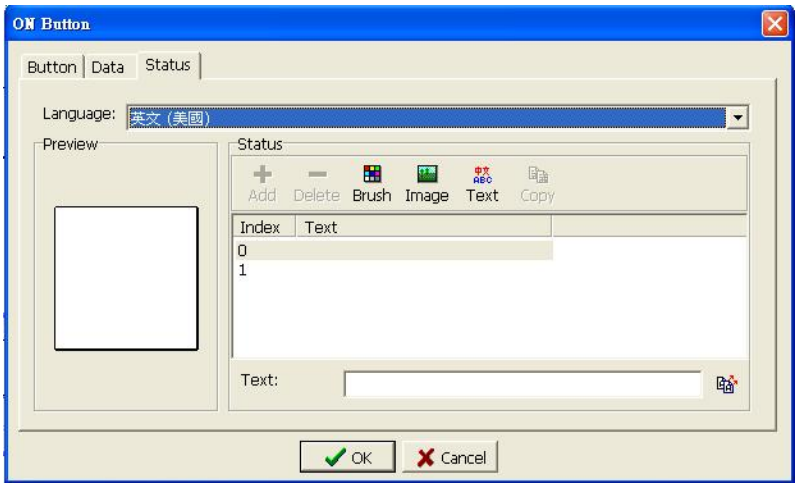


Illustration 3-3.1.3

Language: select the language you want to use.

Preview: you can preview the texts you input, which is to prevent the mistake of

entering

Status:

Add: without adding function due to only 0 or 1 status.

Delete: without deleting function due to only 0 or 1 status.

Brush: as illustration 3-3.1.4.

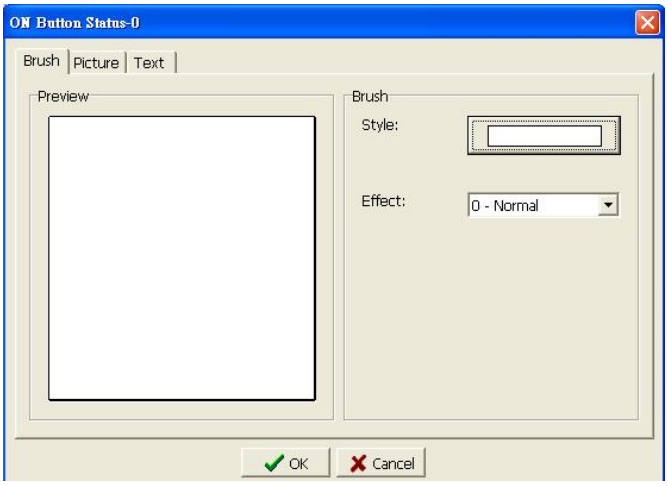


Illustration 3-3.1.4

Style: select a line style on buttons.

Color: select a color style on buttons

Image: please refer to 3-2.4.

Text: please refer to 3-2.1.

Copy: without copying function due to only 0 or 1 status.

Index/Text: index 0 is the text shows on the screen while you press the button. Index 1 is the text shows on the screen while you not press the button.

Input text: input the text you want to display.

3-3.2 Setup/Constant and Increase/Decrease

Press right-click on the component, and choose the properties. Or double clicking the component you want to edit will appear the properties as illustration 3-3.2.1. Please refer to 3-3.1.

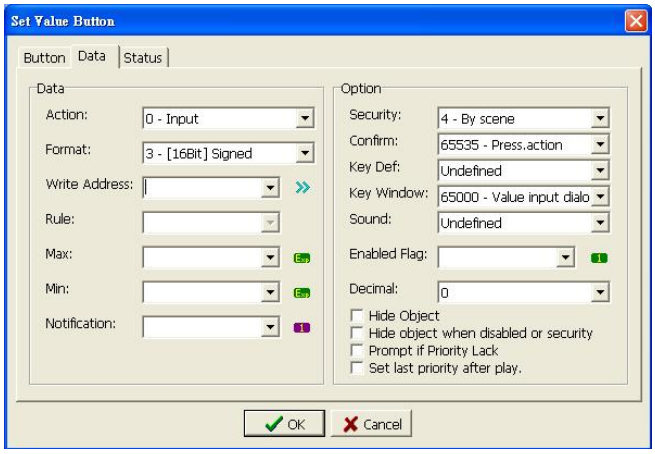


Illustration 3-3.2.1

Action:

Setup for Input window: input data from scene to connection parameter position for matching keyboard window.

Parameter/Constant: input figure to connection parameter by written rules.

Add/minus figure: set add or minus figure while you press at one time.

Data: select the data form you want to write in.

Written position: input connection parameter position.

Written rules:

Input the figure of connection parameter while you choose parameter/constant in movement function. Input【+】 symbol in front of the figure if you want to add value. Input【-】symbol in front of the figure if you want to subtract value.

Maximum: input maximum of data range.

Minimum: input minimum of data range.

Option: please refer to 3-3.1.

3-3.3 Jump/Back

Press right-click on the component, and choose the properties. Or double clicking the component you want to edit will appear the properties as illustration 3-3.3.1. Please refer to 3-3.1.

Scene switch: you could use this function when you have a lot of added scene. You could select which scene you want to escape or return to last scene.

Options: please refer to 3-3.1.

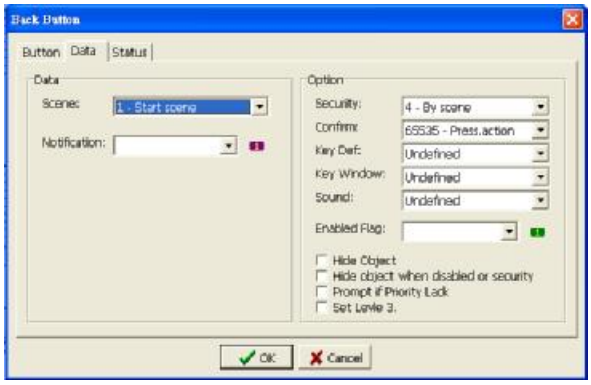


Illustration 3-3.3.1

3-3.4 Function

Please refer to 3-3.1. Function button as illustration 3-3.4.1。

Function: Select the authority needed to be modified while running the program

Options: Please refer to 3-3.1.

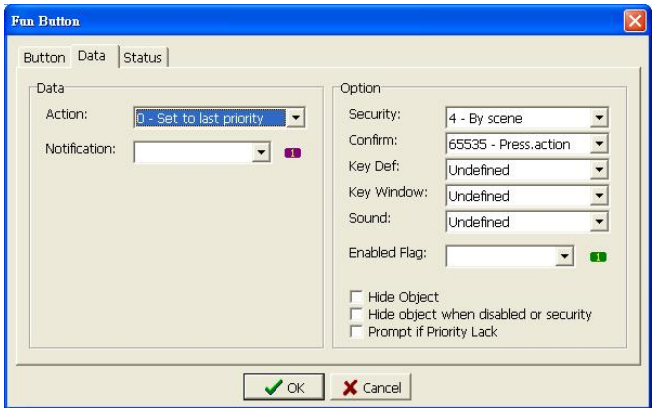


Illustration 3-3.4.1

3-3.5 Key

Press right-click on the component, and choose the properties. Or double clicking the component you want to edit will appear the properties as illustration 3-3.5. Please refer to 3-3.1.

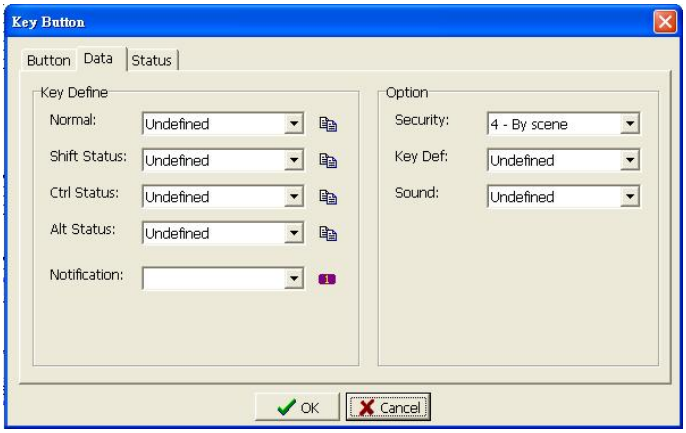


Illustration 3-3.5

Normal key: run that function as pressing a key/button. Shift：run that function as pressing a key/button and 「Shift」key.

Ctrl：run that function as pressing a key/button and 「Ctrl」key.

Alt：run that function as pressing a key/button and 「Alt」key.

Keyboard defines: if the HMI supports keyboard, please refer to 2-4.5.

This Key Shift, Ctrl, Alt of definition is assigned by user. They are not the keys of keyboard. As illustration 3-3.6 and 3-3.7, take key "Shift" for example, we set all of status is the key 17-Shift, which means you take key 17 for key shift.

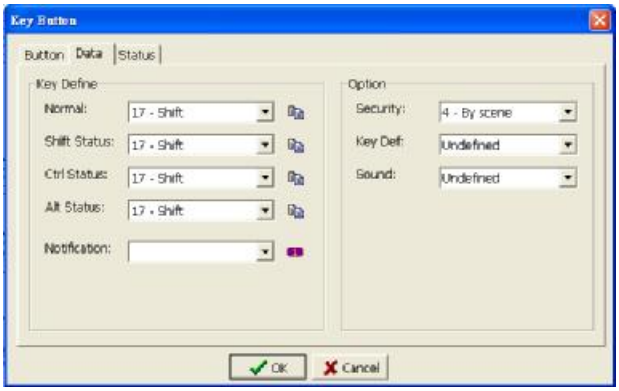


Illustration 3-3.6

Therefore, while you enter the Shift in all status, the key can only operate as a shift function without any other functions.

【Index】You can see index value in 0~3 in illustration 3-3.7. It means the default is 0, Shift is 1, Ctrl is 2, the status of Alt is 3, corresponding with each other. Therefore, if you want to get a lot of functions in a key/button, please refer to this setting.

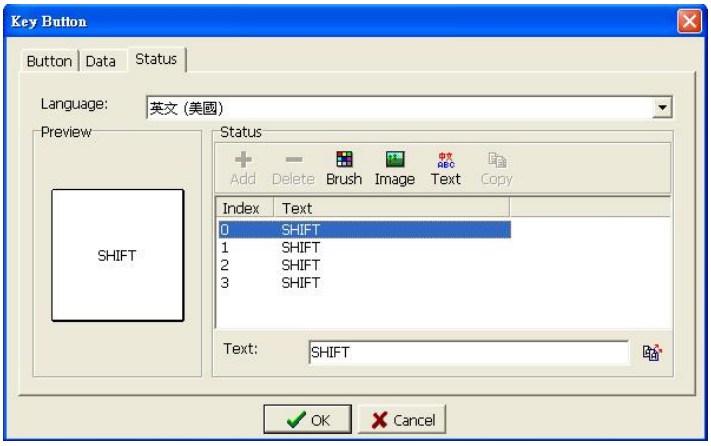


Illustration 3-3.7

The setup will be complete then.

3-3.6 Status

Press right-click on the component, and choose the properties. Or double clicking the component you want to edit will appear the properties as illustration 3-3.6.1. Please refer to 3-3.1.

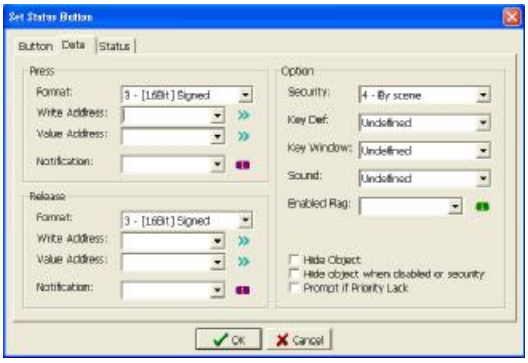


Illustration 3-3.6.1

Data:

Read position: load the position of data.

Written position: the loaded position of data is written to the written position. For example, the value of loaded position is 0; the value of written position would be 1 then.

Option: please refer to 3-3.1.

3-4 Display

Click【Component】, then clicking 【Display】 will appear drop-down menu as illustration3-4.1. Or you could also click this function on the toolbar as illustration 3-4.2.

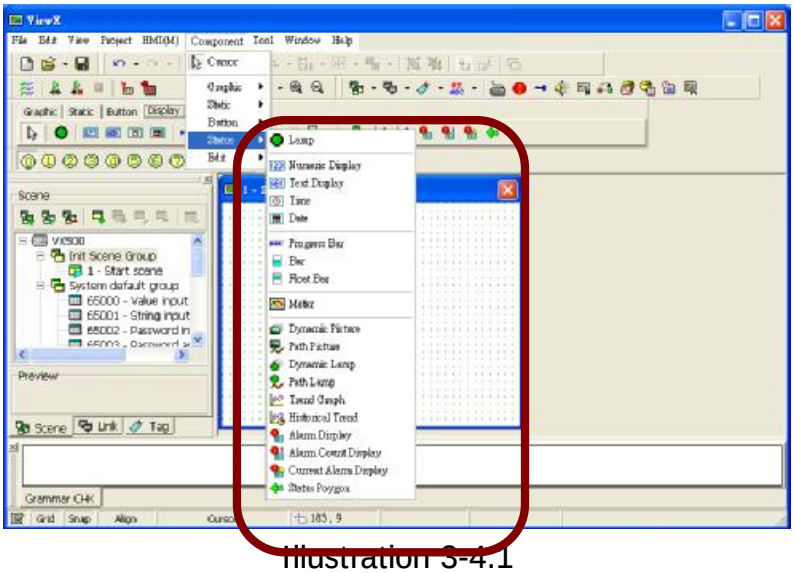


Illustration 3-4.1

Illustration 3-4.2

3-4.1 Lamp

Press right-click on the component, and choose the properties. Or double clicking the component you want to edit will appear the properties. Please refer to 3-3.2 and 3-3.2.

3-4.2 Numeric Display

Press right-click on the component, and choose the properties. Or double clicking the component you want to edit will appear the properties as illustration 3-4.2. Please refer to 3-2.1 and 3-3.2.

Data:

Integer: it means the digit number that you want to display in integer.

Fractional: it means the digit number that you want to display in fractional.

Leading zeros: when the integer setup in 4, the value will be stuffed from 0 to 4 digit number.

HEX: it will turn normal value into hexadecimal value.

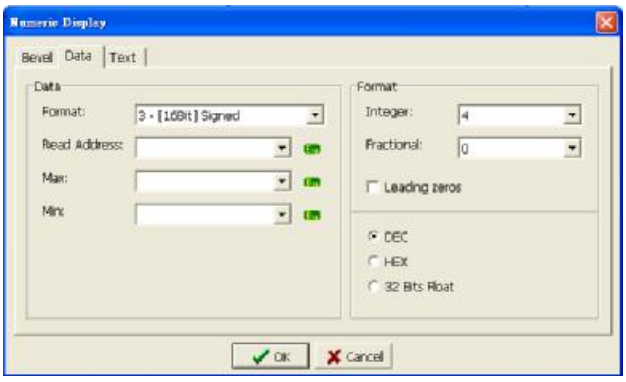


Illustration 3-4.2

3-4.3 Text

Press right-click on the component, and choose the properties. Or double clicking the component you want to edit will appear the properties as illustration 3-4.3. Please refer to 3-2.1.

Data form: display texts according to data form.
String length: select how many words you want to display.
Read address: input the position of buffer or system parameter.

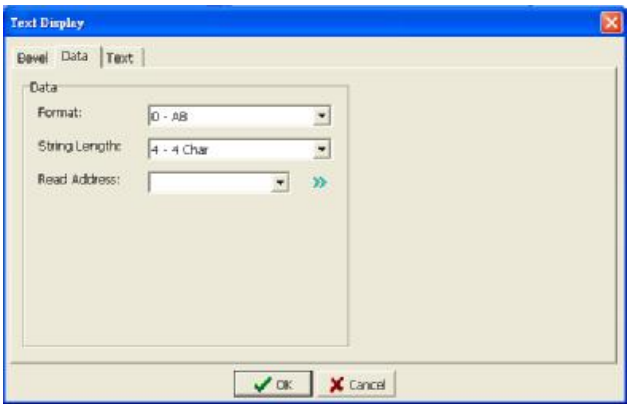


Illustration 3-4.3

3-4.4 Time/Date

Press right-click on the component, and choose the properties. Or double clicking the component you want to edit will appear the properties as illustration 3-4.4. Please refer to 3-2.1. You could input display form on this item as illustration 3-4.4. Display from is as illustration 3-4.5. Please refer to appendix 3 about the display form.

0 self-set form	:	You can display the form (illustration 3-4.4) you set as illustration 3-4.5. Regarding time form, please refer to appendix 3 in manual.
1- hh:mm:ss	:	Time will be displayed hour：minute：second.
2- hh:mm	:	Time will be displayed hour：minute.
3- MM/DD/YY	:	Time will be displayed month/day/year。
4- DD/MM/YY	:	Time will be displayed day/month/year。
5- DD.MM.YY	:	Time will be displayed day.month.year。

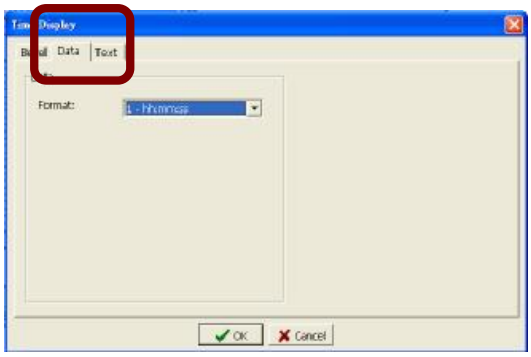


Illustration 3-4.4

Text:

Font: please refer to 3-4.

Preview: you can preview result you set.

Form: xxxx year xx month xx day AM xx hour xx minute xx second

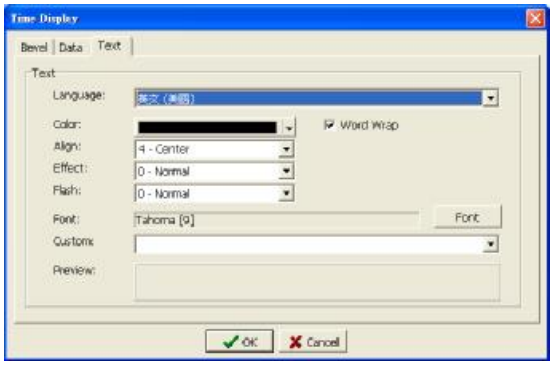


Illustration 3-4.5

3-4.5 Progress Bar

Press right-click on the component, and choose the properties. Or double clicking the component you want to edit will appear the properties as illustration 3-4.5. Please refer to 3-2.1 and 3-3.2.

Option:

Direction: adjust the direction of the progress. The default is vertical.

Grid color: select the grid color of the progress.

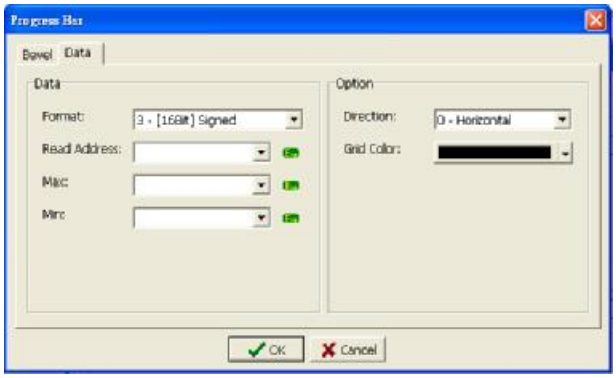


Illustration 3-4.5

3-4.6 Bar/ Float Bar

Press right-click on the component, and choose the properties. Or double clicking the component you want to edit will appear the properties as illustration 3-4.6.1. Please refer to 3-2.1. and 3-3.2.

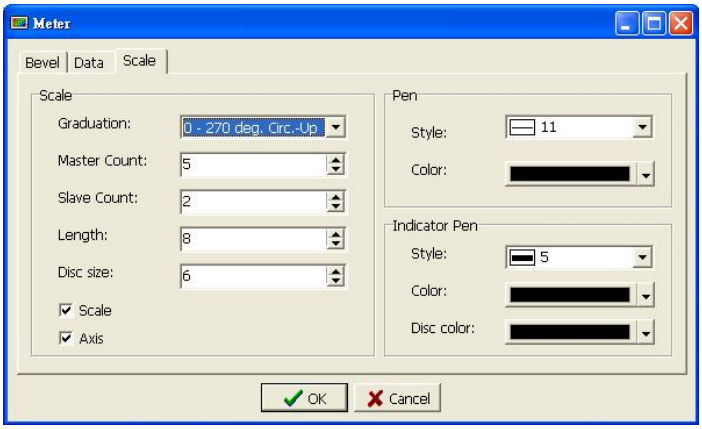


Illustration 3-4.6.1

Option:

Style: select normal pillar or float pillar.

Direction: select a direction of normal pillar or float pillar.

Brush:

Style: select line styles.

Color: select line color.

3-4.7 Meter

Press right-click on the component, and choose the properties. Or double clicking the component you want to edit will appear the properties as illustration 3-4.7.1. Please refer to 3-2.1 and 3-3.2.

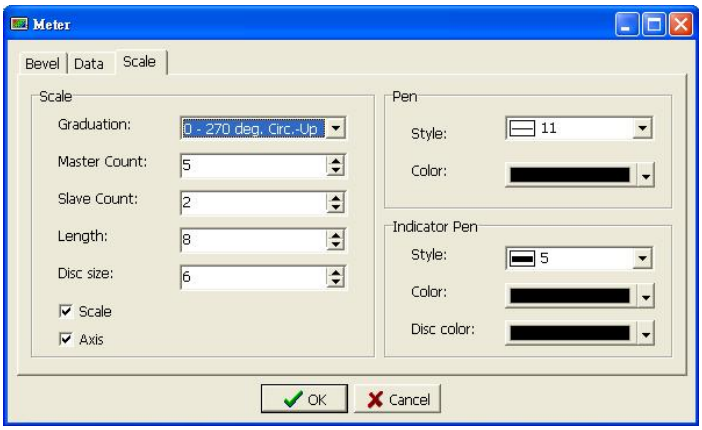


Illustration 3-4.7.1

Scale:

Graduation: select direction and angle of instrument board.
Master Count: select amount of main scale.
Length: select length of scale.
Disc size: select disk size.
Scale: display scale if you mark.
Axis: display positions if you mark.

Pen:

Style: select line styles of scale and positions.
Color: select line color.

Indicator Pen:

Style: select line styles of instrument needle.
Color: select color styles of instrument needle.
Disc color: select disk color.

3-5 Edit

Click【Component】, then clicking 【Edit】 will appear drop-down menu as illustration3-5.1. Or you could also click this function on the toolbar as illustration 3-5.2.

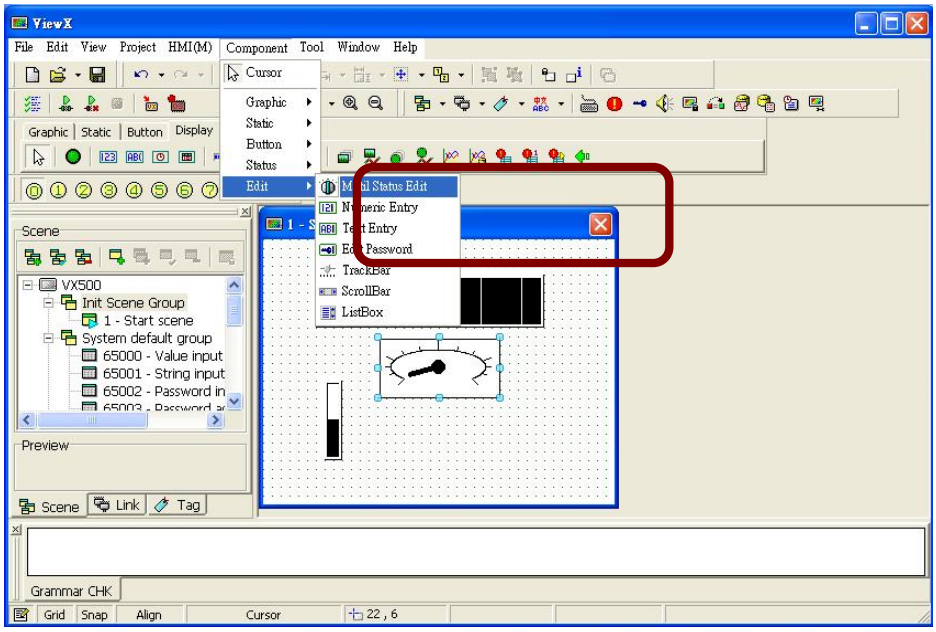


Illustration 3-5.1

Illustration 3-5.2

3-5.1 Multi-status

Press right-click on the component, and choose the properties. Or double clicking the component you want to edit will appear the properties as illustration 3-5.1.1. Please refer to 3-2.1, 3-3.1 and 3-3.2.

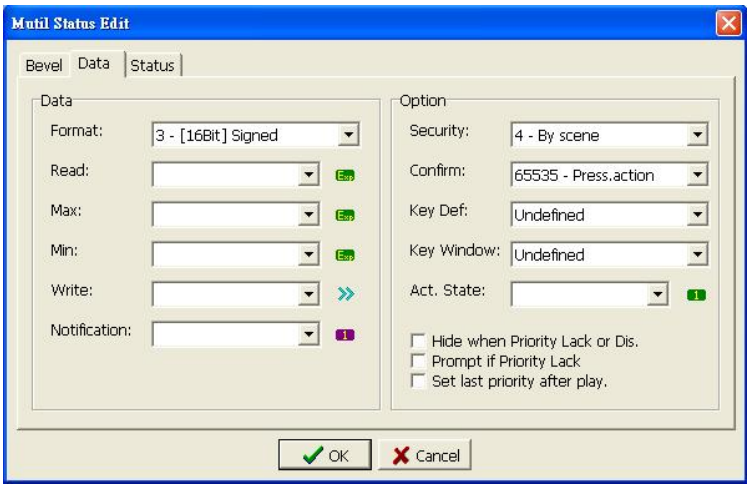


Illustration 3-5.1.1

3-5.2 Numeric Entry

Press right-click on the component, and choose the properties. Or double clicking the component you want to edit will appear the properties as illustration 3-5.2.1. Please refer to 3-2.1, 3-3.1, 3-3.2 and 3-4.2.

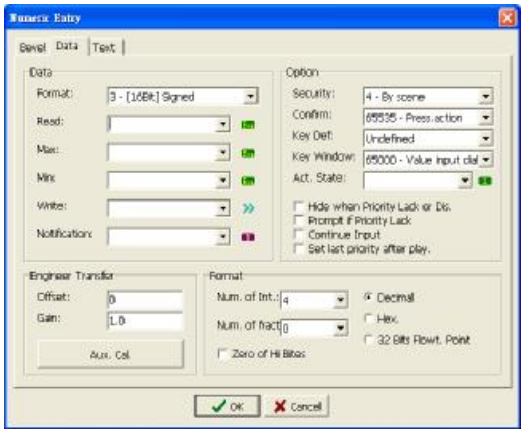


Illustration 3-5.2.1

3-5.3 Text Entry

Press right-click on the component, and choose the properties. Or double clicking the component you want to edit will appear the properties as illustration 3-5.3.1. Please refer to 3-2.1 and 3-3.1.

Data:

Form: display texts according to data form.
String length: select how many texts you want to display.
Read address: input the address of buffer or system parameter.
Written address: input the address of buffer or system parameter.

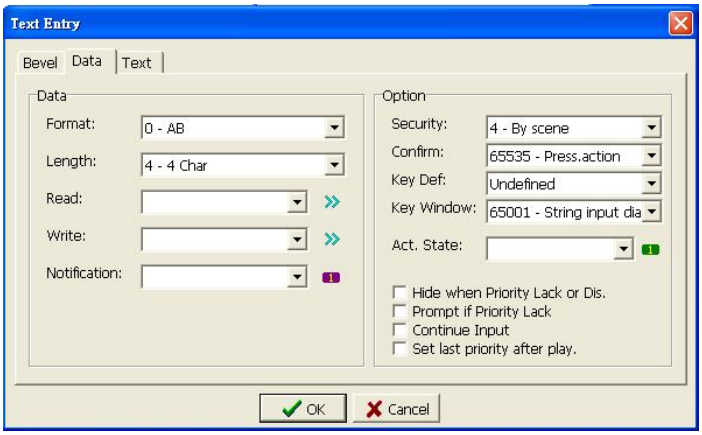


Illustration 3-5.3.1

3-5.4 Password

Press right-click on the component, and choose the properties. Or double clicking the component you want to edit will appear the properties as illustration 3-5.4.1. Please refer to 3-2.1.

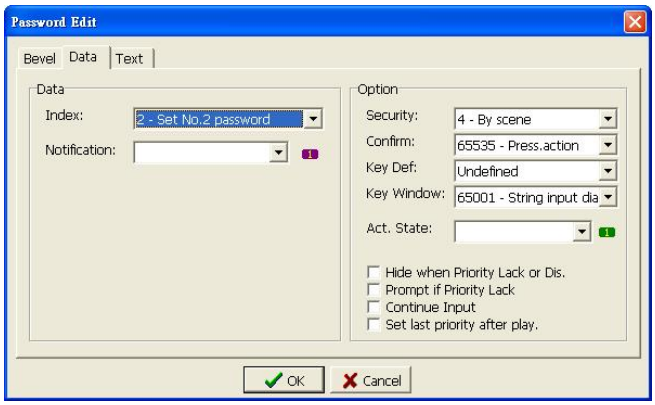


Illustration 3-5.4.1

Data:

Password index: you could set 2 to 8 sets group of password.

Regarding「Keyboard window」 of「Option」, please set up the scene for inputting.（Illustration 3-5.4.2）.

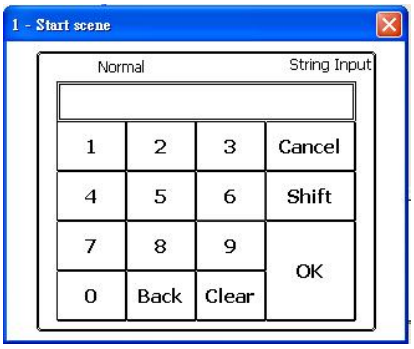


Illustration 3-5.4.2

Please input password in this window.

4. PROFESSINAL MANAGEMENT

4-1 Scene

Scene management let us understand all scenes completely, such as add, edit delete, and preview.

Please refer to 2-4.1. You will see as illustration 4-1.1 while you open new file. Scene divide into two parts. One part is scene management. The other part is scene preview.

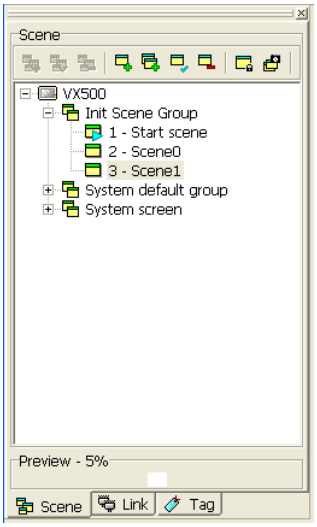


Illustration 4-1.1

1、Scene management: Show the relationship of every level by arborescence.

For example: Start scene group will display scenes of the group

【VX550】 ：HMI type

【Start scene group】 ：Select the default of start scene group for classification in editing.

【Scene】 ：Built groups of scene for edition and browsing.

2、Scene preview: While you click one of scenes, you could adjust scene size in preview. And then you could click the scene in "Scene preview", to preview the graphic that have been selected.

4-2 Communication

You can see one of arborescence as illustration 5-1.1 after clicking communication management. It can let you know which protocol and how many controllers on COM1 and COM2. Pressing right-click on communication protocol or controller can select "add", "edit" and "delete".

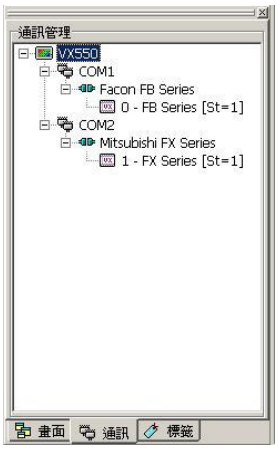


Illustration 4-2.1

【VX550】	:	HMI type VX550 is color model, VX500 is Black and White model
【COM1】	:	Set what protocol is in COM1
【COM2】	:	Set what protocol is in COM2
【Controller】	:	Set controllers of the protocol

4-3 Tag

Every connection of communication protocol and every buffer number is not the same in various styles. In order to remember function of connection or buffer number, you could use label management to increase readability. For example, after you add a tag and you name connection X 1 "for testing", you could input "for testing" on read position or written position or click "for testing" on drop-down menu. Therefore, every connection and buffer all can set name for memory.

4-3.1 Tag Example

First step: Click tag as illustration 4-3.1.

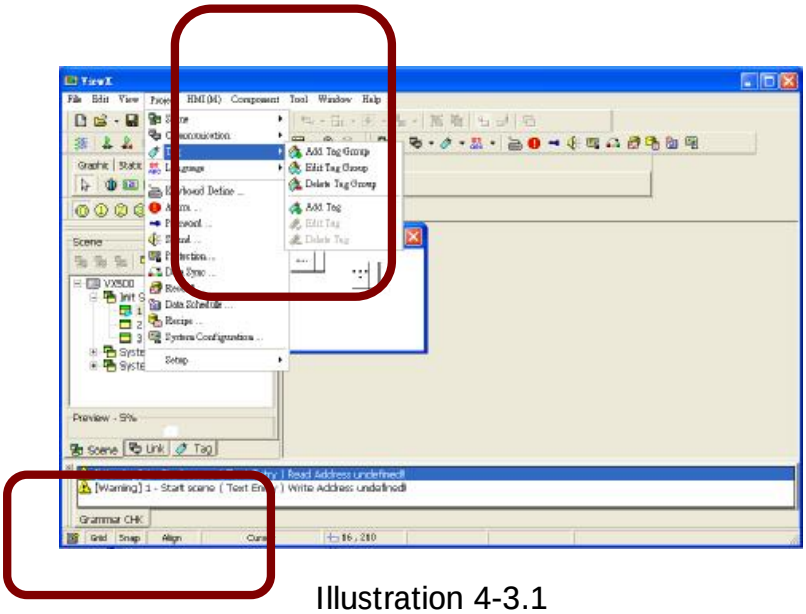


Illustration 4-3.1

Second step: click "add tag" or "add tag group" as illustration 4-3.2.

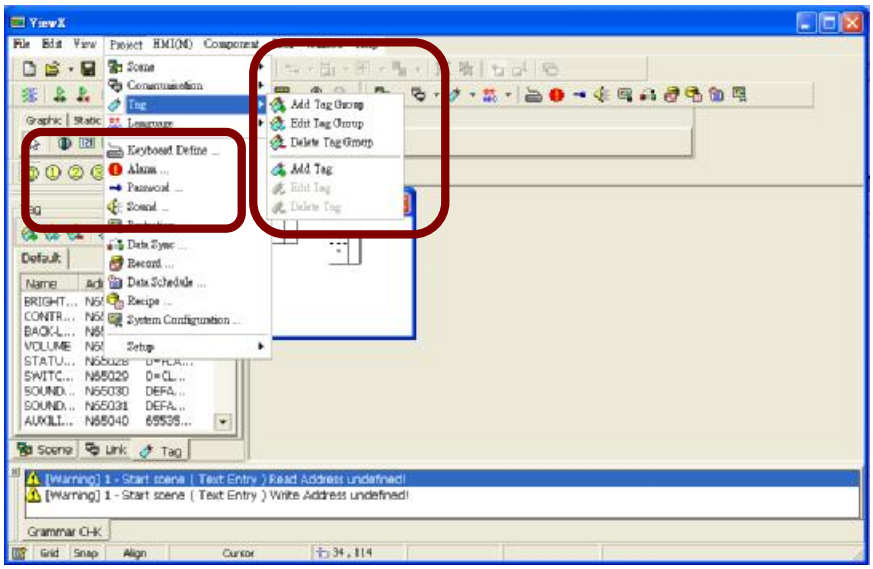


Illustration 4-3.2

Third step: it will appear "add tag group" as illustration 4-3.3 "add tag" as illustration 4-3.4. Input "multi-language tag" on the tag group. Inputting group name is for classifying group.

Illustration 4-3.3

【Tag group】: choose「multi-language tag」. If you did not add a tag group, please add a tag group, and you have to input a name in tag group as illustration 4-3.4. If you have added it, please choose a tag group in this field.。

【Label name】: Input the name for identifying, and input scene language index.

【Address】: input system parameter「N65342」, please refer to appendix 2 "**ViewX system parameter list",** what you need to input that is corrected position of protocol and butter.

【Maximum】: input maximum of the connection range, you may not input.

【Minimum】: input minimum of the connection range, you may not input.

【Description】: input description of the tag, you may not input.

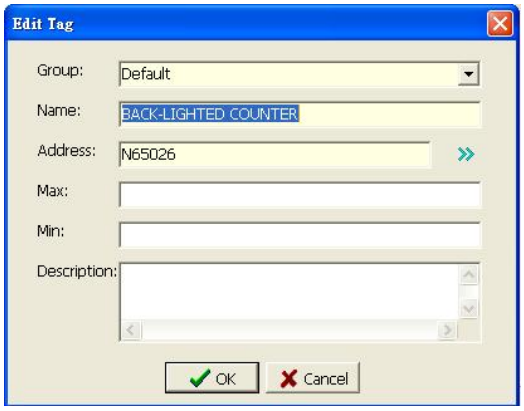


Illustration 4-3.4

Forth step: modify language setup as illustration 4-3.5, which is multi-language scene. Select a language. This is the example of Simplified Chinese.

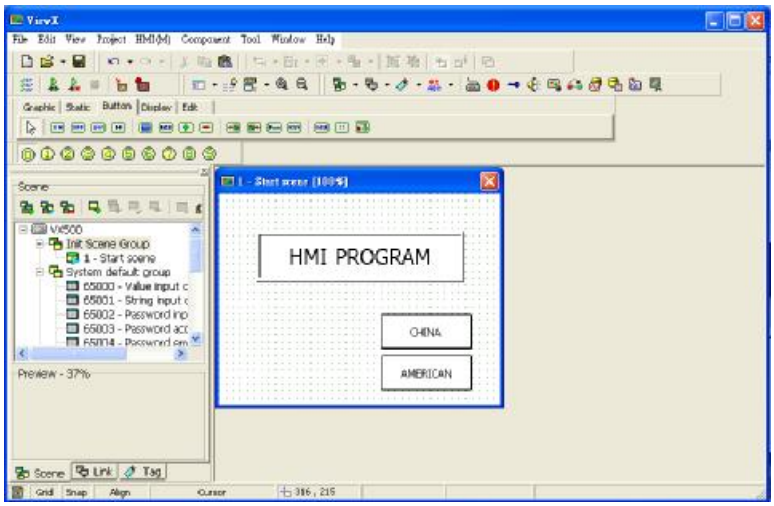


Illustration 4-3.5

Open the properties of this component as illustration 4-3.6. Choose 【Scene language index】at the written position. According to the example of chapter 5, input system parameter "N6342", you could directly choose the text you set. Then press "OK" to complete the setup and press "run" to test the function. The tag is in order to raise identification for operation and reduce mistakes.

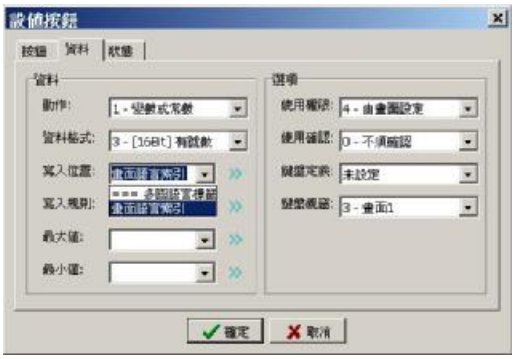


Illustration 6-1.6

5. Multi-language

The multi-language only can be used for figure or texts of component, which you input show in one language.

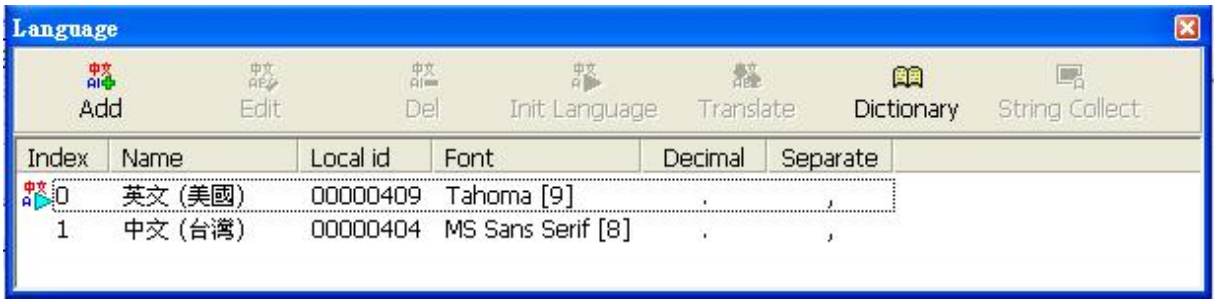


Illustration 5.1

You need to add the language in Multi-language function if you want to add new one as illustration 5.1. In【Text display】of【Display】can be input text and chosen language

5-1 Add, Edit, Delete

Click【Project】, then clicking【Language】will appear 4 items as illustration 5-1.1. Or you could click the scene of Language Management as illustration 5-1.2。

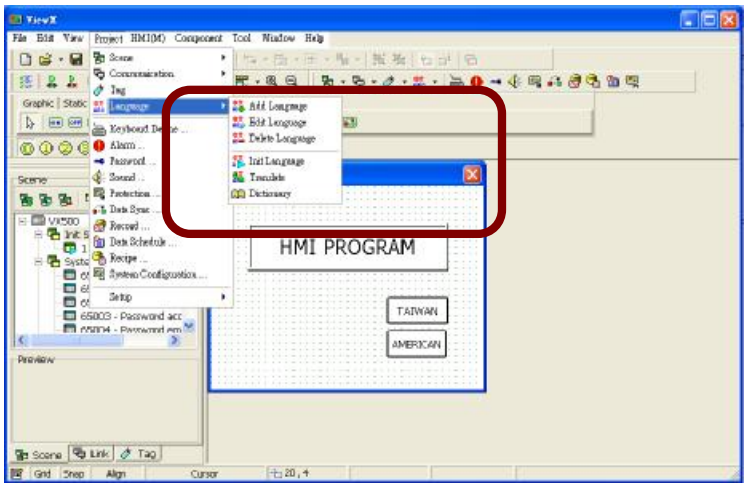


Illustration 5-1.1

【Index】: You can see a field of the index on illustration5-1.2. The index figure is unique. In example 5-3, the figure of written position is the index figure. It means the index figure you input according to the written position switches corresponding language.

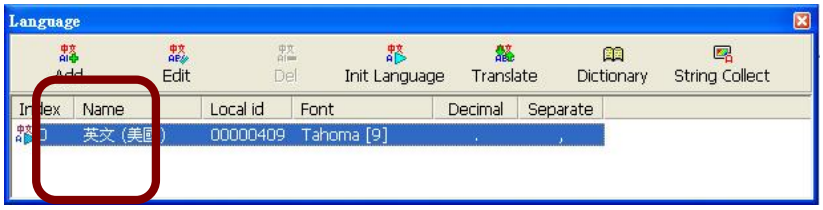


Illustration 5-1.2

Add language: clicking that will appear as illustration 5-1.3.

Illustration 5-1.3

Name:	Select a language you want to add.
Local ID:	Display the area code for this language.
Front:	Default front.
Optional front:	Select a usable front in a language
Test:	Display the text of front you chose.
Decimal:	This function decides which a symbol is the decimal point
Separate:	This function decides which a symbol is the separate

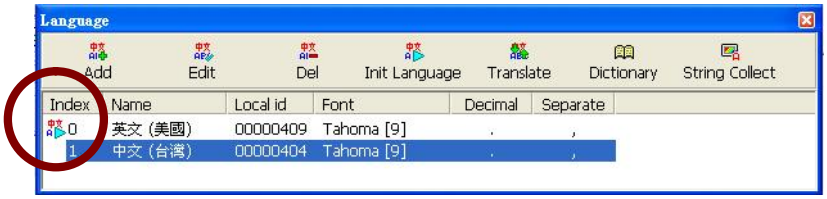


Illustration 5-1.4

2、Edit: Edit the existent language as illustration 5-1.3.

3、Delete language: Delete the existent language

4、Set original language: Set which language is original one as illustration 5-1.4.

5-2 Component Application

You will use two or more language after you add a language, that means the project use the language more than two. Press right-click on the component, and choose the properties. Or double clicking the component you want to edit will appear the properties as illustration 5.2.1.

※Notice: You only can use Multi-language on the component to display text or number. Or the properties are as illustration 5-2.1, choose 【Status】【Language】and then you can edit Multi-language.

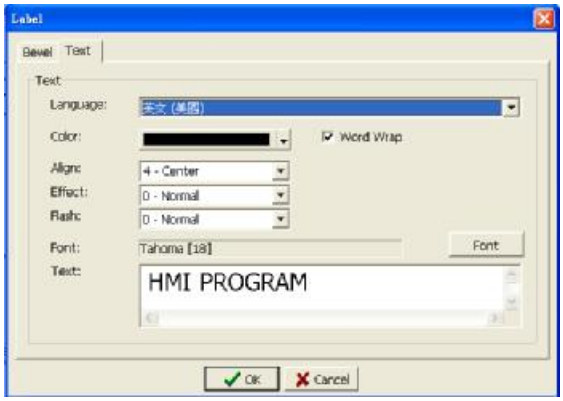


Illustration 5-2.1

5-3 Component Example

First step: Open a new file.

Second step: add a language. Please refer to 5-1. This is the example of Simplified Chinese.

Third step: choose a component on【Start scene】. This is the example of static text as illustration 5-3.1.

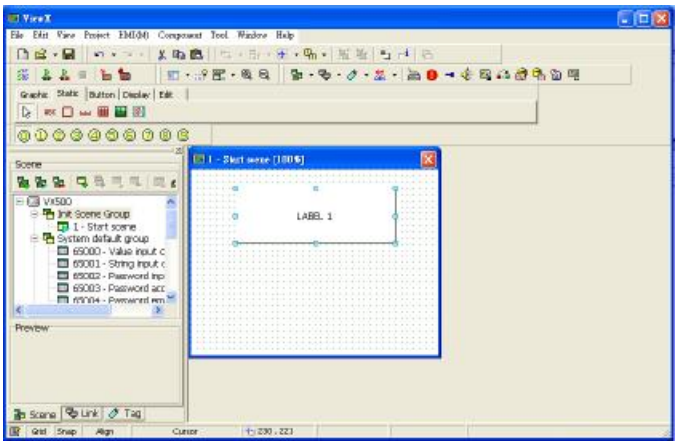


Illustration 5-3.1

Forth: Press right-click on the component, and choose the properties. Or double clicking the component you want to edit will appear the properties as illustration 5.3.2. The language of drop-down menu will appear the language you set in the "project". Here you can see Tradition Chinese and Simplified Chinese.

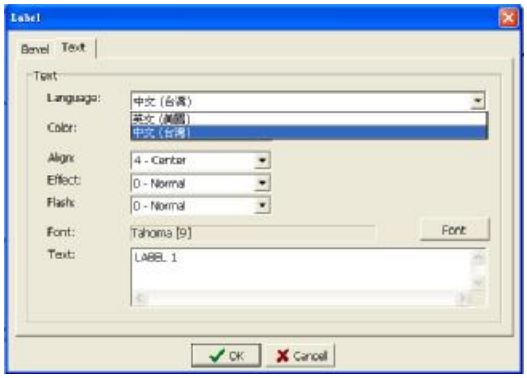


Illustration 5-3.2

Fifth step: choose Tradition Chinese, and input texts you want to display in the【Text】as illustration 5-3.2. Choose Simplified Chinese, and input texts you want to display in the【Text】as illustration 5-3.3.

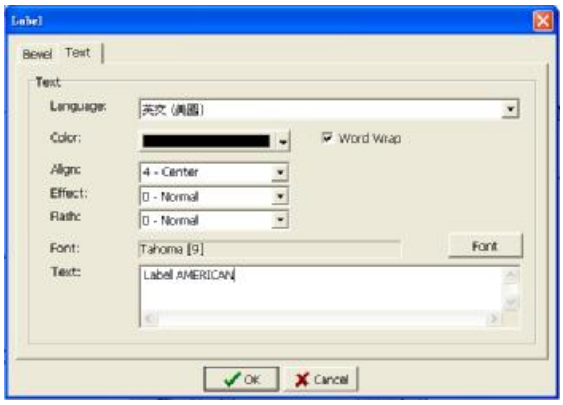


Illustration 5-3.3

Sixth step: please press "OK" after inputting the data of two languages. Pressing static text will display the font of the language.

Seventh step: Add two【Figure button】on start scene as illustration 5-3.4. You can find that in 【Button】. Open the properties of【Set button】. Choose【1-Parameter or constant】,【Written position】 in【Action】input the system parameter "N65342". Please refer to『appendix 2 ViewX system parameter list』 Please input 0 in【Written rules】 "0" means that the index figure is Tradition Chinese by 5-1 chapter as illustration 5-3.5. "1" means that is Simplified Chinese as illustration 5-3.5.

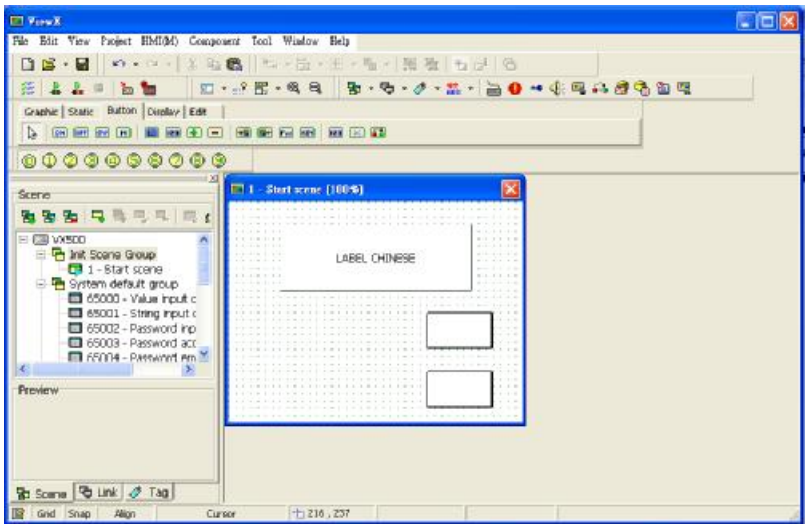


Illustration 5-3.4

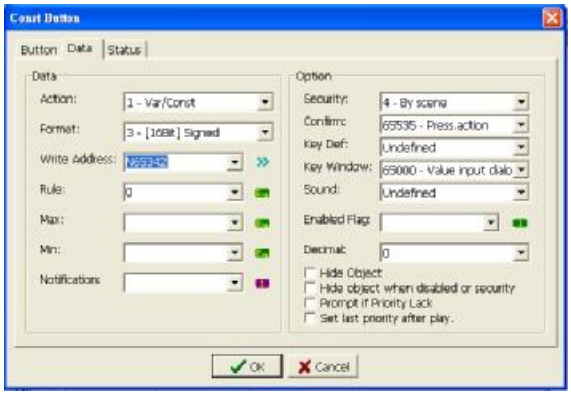


Illustration 5-3.5

Next to chick【Status】,【Language】then choose Tradition Chinese at【Input text】, input Traditional Chinese as illustration 5-3.6. Choose Simplified Chinese at【Input text】, input Simplified Chinese as illustration 5-3.6.

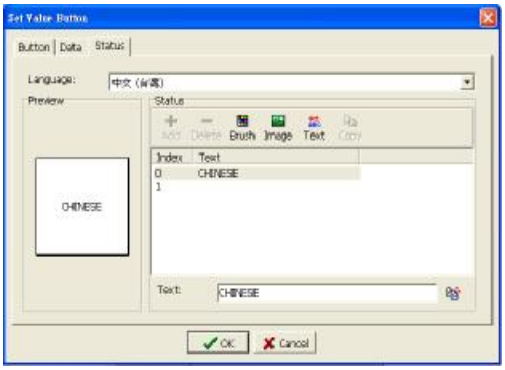


Illustration 5-3.6

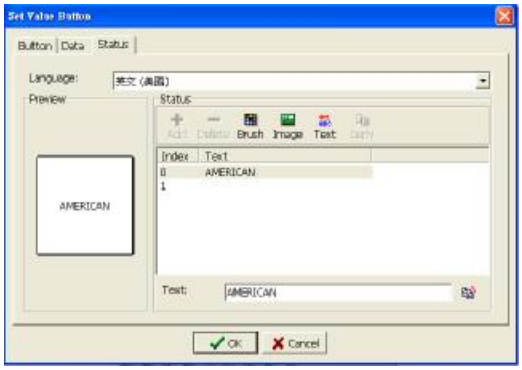


Illustration 5-3.5

When all of the input is done, pressing "OK will appear as illustration5-3.8。

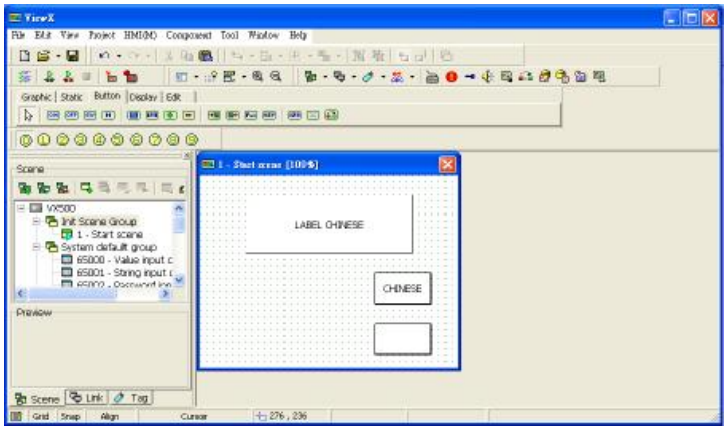


Illustration 5-3.8

Please refer to this step for another【Set button】. Choose【1-Parameter or constant】, 【Written position】in【Action】input the system parameter "N65342". Please refer to『appendix 2 ViewX system parameter list』Please input 1 in【Written rules】 Input Simplified Chinese in【Input Text】and then pressing "OK" will appear as illustration 5-3.9.

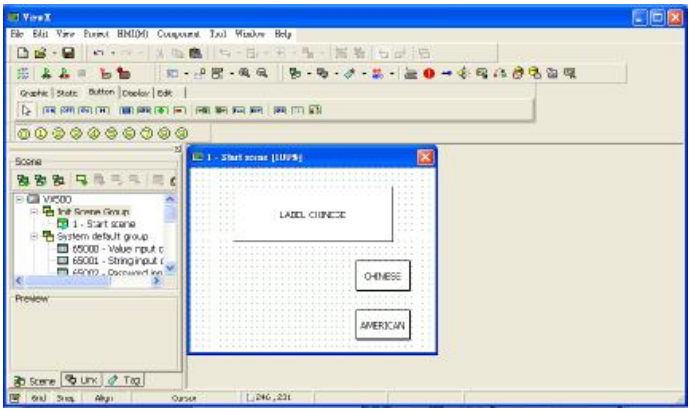


Illustration 5-3.9

Eighth step: if the above steps runs corrected, choose【HMI】on heading line, then choose【Run】or press【F9】Pressing Traditional Chinese will appear as illustration5-3.10. Pressing Simplified Chinese will appear as illustration5-3.11.

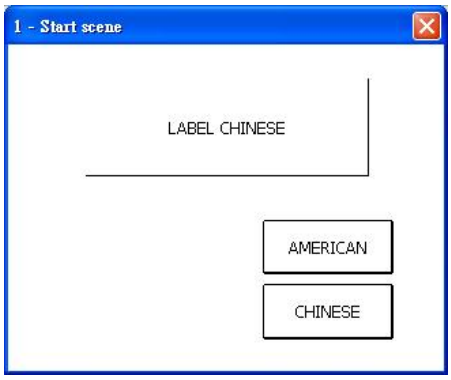


Illustration 5-3.10

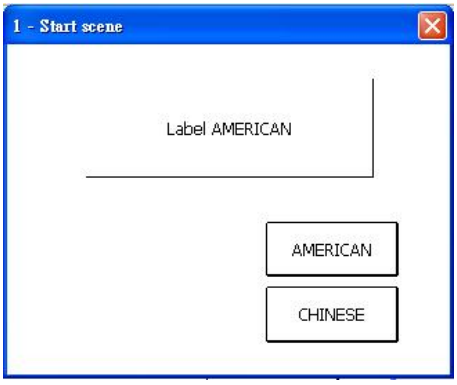


Illustration 5-3.11

Description: according to above example, all of the components which can display texts will display the font by your setup.

6. Dialogue Box

Dialogue Box is used for avoiding artificial mistake while you press a button in operation. Therefore, dialogue box will display a dialogue box first to ask if you OK. That is in order to avoid pressing a button with incaution.

6-1 Add, Edit, Delete

Click【Project】, then click【Scene】as illustration 6-1.1.

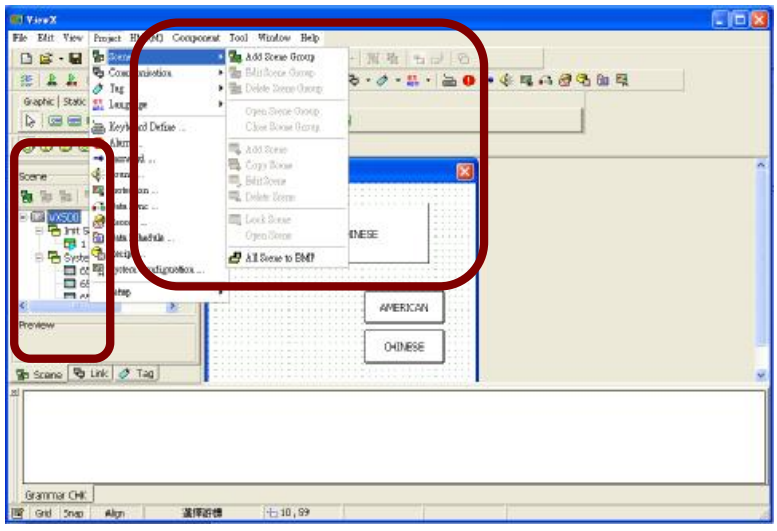


Illustration 6-1.1

Clicking【 Add scene】will appear as illustration 6-1.2. And then click【1.dialogue box】in【scene style】 Other setups please refer to 2-4.1. Pressing "OK" will add a dialogue box window.

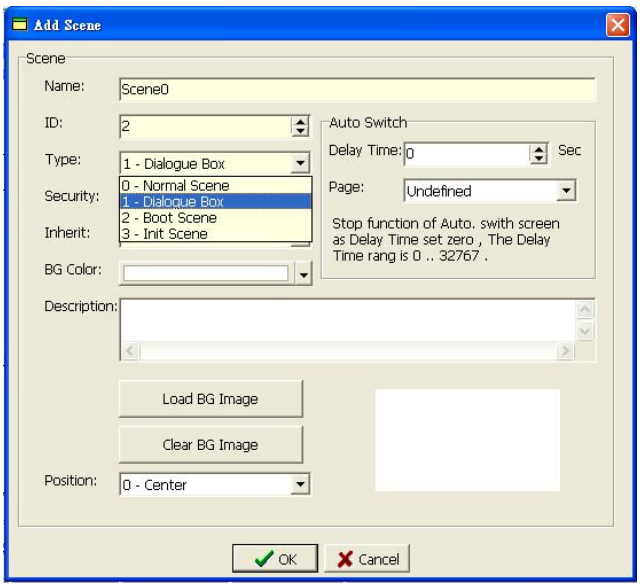


Illustration 6-1.2

Regarding "edit", "delete", you could click【Project】, and then click【Scene】Please refer to illustration 6-1.1.

6-2 Inherit

After adding dialogue box, you could edit the scene of dialogue box as illustration 6-2.1. This example is extended to Chapter 7, so please refer to Chapter 7.

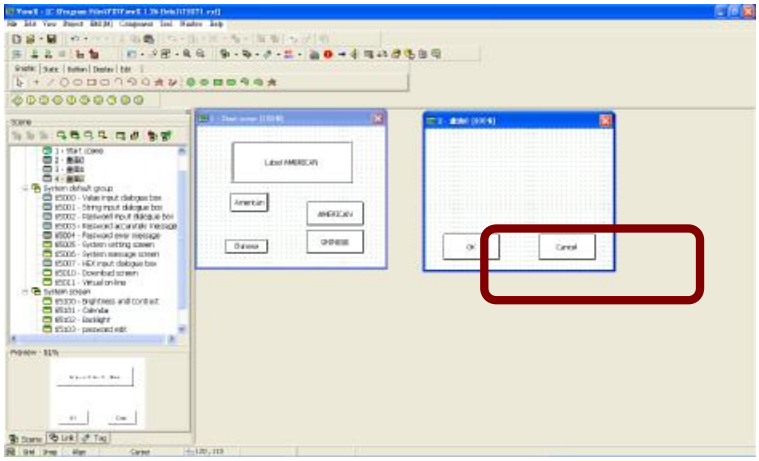


Illustration 6-2.1

First step: you could see【Scene 0】 of dialogue box as illustration 6-2.1. We could take this dialogue for main scene. Click 【Picture】, then take【Solid rectangle】 for being base map. You could also take pictures as base map.

Second step: click【Button 】, then click【Key button】 as the red part of illustration 6-2.1, those two chosen components which are the "OK" and "Cancel" button.

Third step: choose the "OK" button, and then double-clicking will appear the properties as illustration 6-2.2. Please refer to 3-3.5.

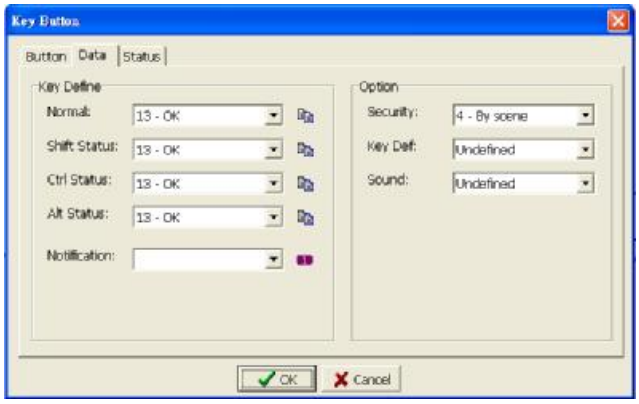


Illustration 6-2.2

Normal key： Run you set as pressing a button
Shift： Run you set as holding "Shift" and pressing a button
Ctrl： Run you set as holding "Ctrl" and pressing a button
Alt ： Run you set as holding "Alt" and pressing a button

The five field is as【13-OK】in one of the buttons for example.

Forth step: click 【Status】 as illustration 6-2.3. Because 4 buttons is as OK button, 0~ 3 texts could be entered "OK".

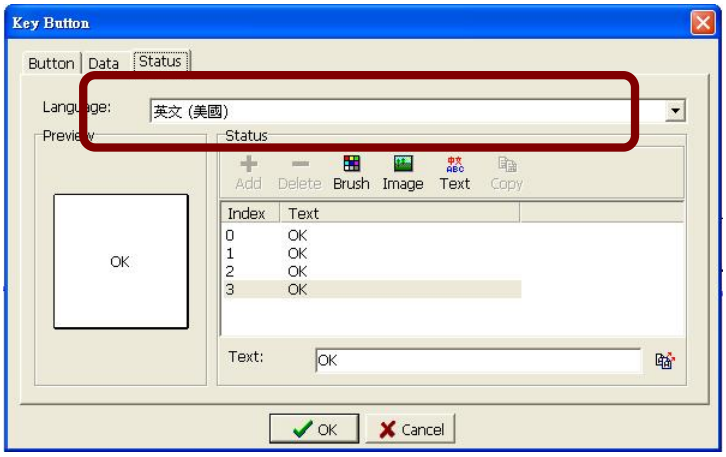


Illustration 6-2.3

Fifth step: another other button set as cancel, the setup procedure as above.

Sixth step: Both of components are been set as illustration 6-2.4. , and then the setup of dialogue box is complete.

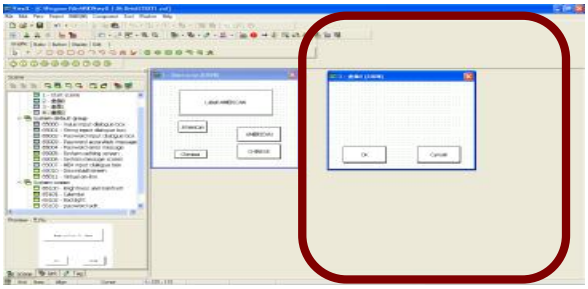


Illustration 6-2.4

Seventh step: add a dialogue box as illustration 6-2.5. You could use inheritance to built main scene of the dialogue box.

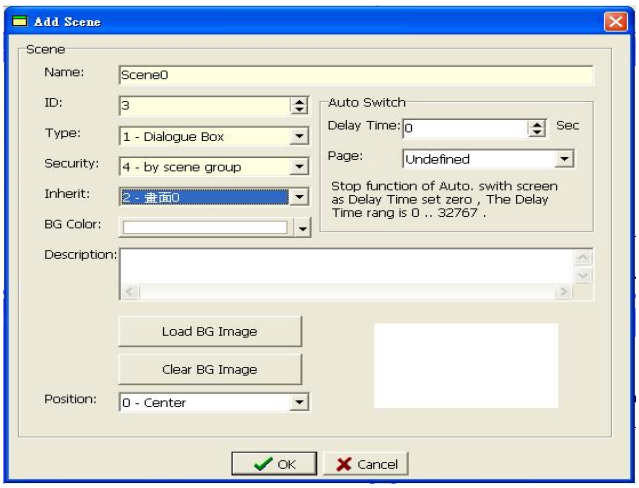


Illustration 6-2.5

choose 【scene 0】（Main scene）as illustration 6-2.6.

※Notice: Inheritance function can inherit every scene you built. Main scene must be modified in main scene, can not be modified in sub-scene

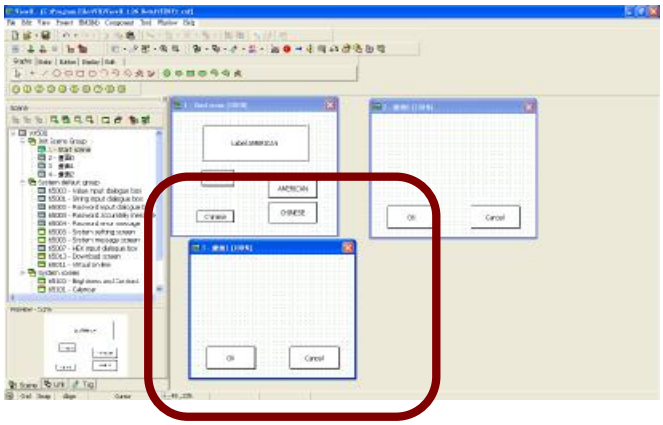


Illustration 6-2.6

You only need to build a main scene of dialogue box, the rest of work could leave to "inheritance".

6-3 Example of dialogue box

Continue for 6-2, the previous front step please refer to 6-2.

Eighth step: add a dialogue box, whose setup as seventh step. Add【Static text】in both dialogue box as illustration 6-3.1.

※Notice: Regarding the language of static text, please refer to seventh step.

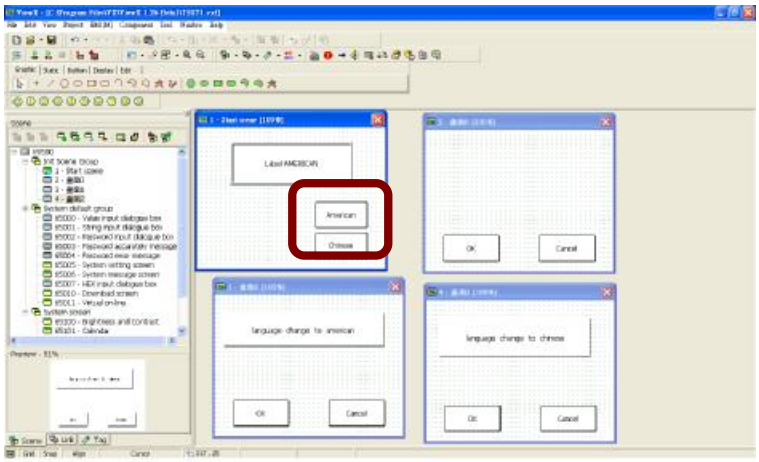


Illustration 6-3.1

Ninth step: choose Traditional Chinese in【Start scene】as the red circle of illustration 6-3.1. Open the properties of this component as illustration 6-3.2. Choose scene 1 in【Keyboard windows】.

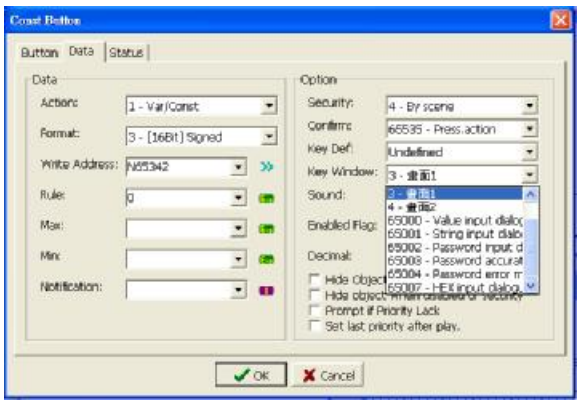


Illustration 6-3.2

Tenth step: run and test scene as illustration 6-3.3. Pressing Tradition Chinese will appear as illustration 6-3.4.

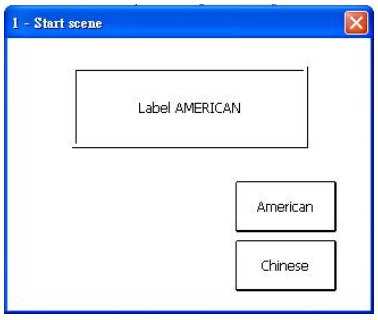


Illustration 6-3.3

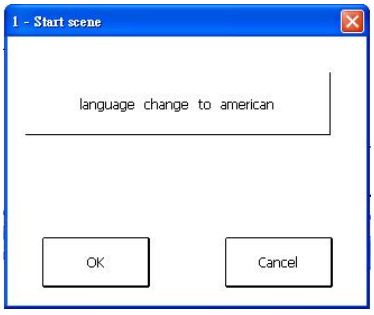


Illustration 6-3.4

Pressing Simplified Chinese will appear as illustration 6-3.5.

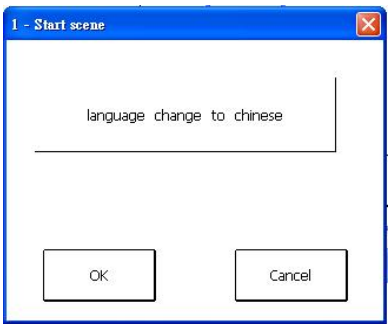


Illustration 6-3.5

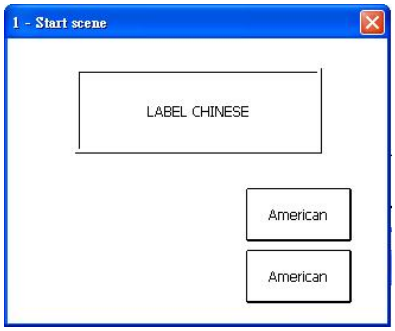


Illustration 6-3.6

This function can avoid pressing buttons by mistake.

7. Alarm and Audio setup

This chapter explains how to set alarm and audio setup.

7-1 Example

First step: add a scene, then please choose dialogue box in the scene style. And edit it according to illustration 9-1.0.

The text is 「static」－＞「Fill rectangle」

Illustration 9-1.0

At the begging of sound setup, you could Click【Project】 in heading line, then click【sound】. Or you could click shortcut on toolbar as illustration 9-1.

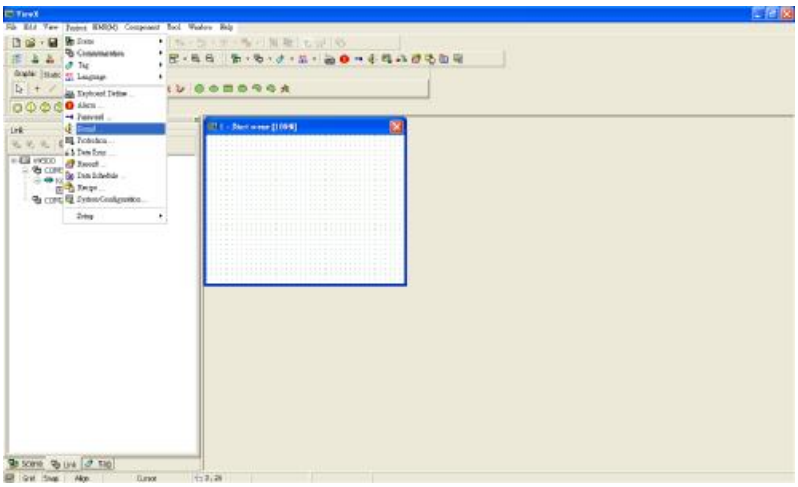


Illustration 9-1

Second step: it would be appear as illustration 9-1.1 after opening "sound". Cause this is the first time to set, you only can select【Add】,【Import】and【Export】。The built-in sounds have the setup of "key button" and "dialogue box". So you need to set alarm sound, or edit the sound of "key button" and "dialogue box".

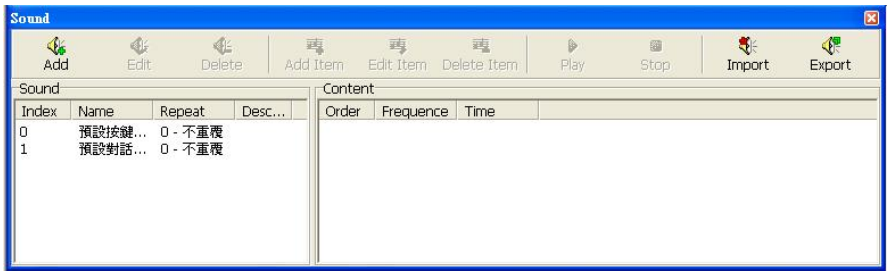


Illustration 9-1.1

pressing【Add】will appear as illustration 9-1.2.

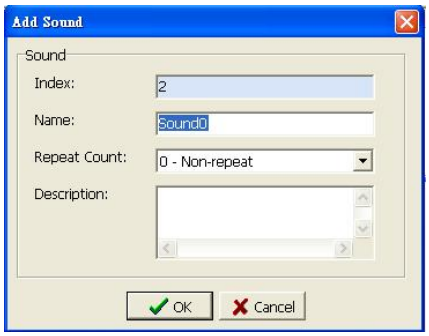


Illustration 9-1.2

Index: index 0 is the sound of key button, index 1 is the sound of dialogue box.
If you want make soundless, please set index 0 and index 1 for 0.
Sound name: input「Alarm sound」
Repeat count: choose「no repeat」

Press ok, then illustration 9-1.1 will display added sound as the red circle part of illustration.

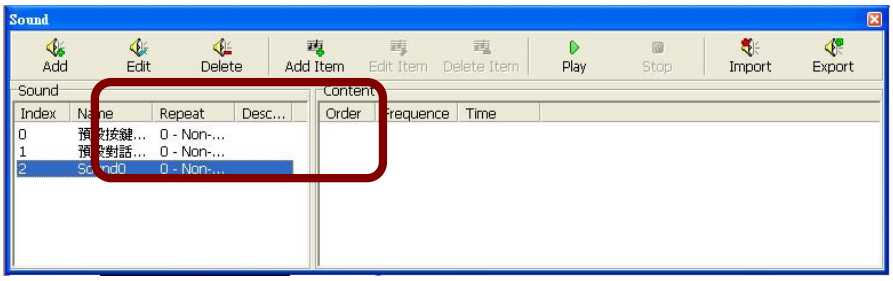


Illustration 9-1.3

Third step: next to choose the Index 2 "alarm sound", and then double-clicking its content will appear as illustration 9-1.4.

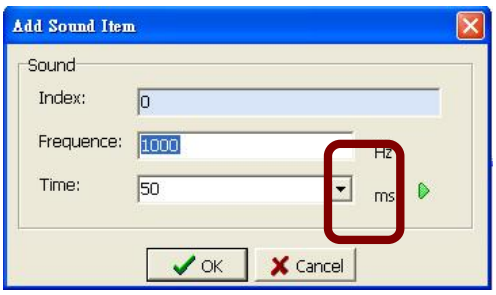


Illustration 9-1.4

On the illustration 9-1.4, the arrow symbol on the inside of the red circle means you could click the arrow symbol to play the sound after the setting of the frequence and time is done. It help user quick to know whether the sound is required of user or not.

※**Remark**：The higher frequent figure will be the higher pitch. The lower frequent figure will be the lower pitch. The time unit is ms，if time is 1000，it will be 1 second.

Choose index 2「alarm sound」

Action 1: press「add item」

Frequence: input「1000」

Time: input「400」

And then "ok"

Action 2: press「add item」

Frequence: input「1500」

Time: input「400」

And then "ok"

Repeat action 1 and action 2 once again. The result is as illustration 9-1.

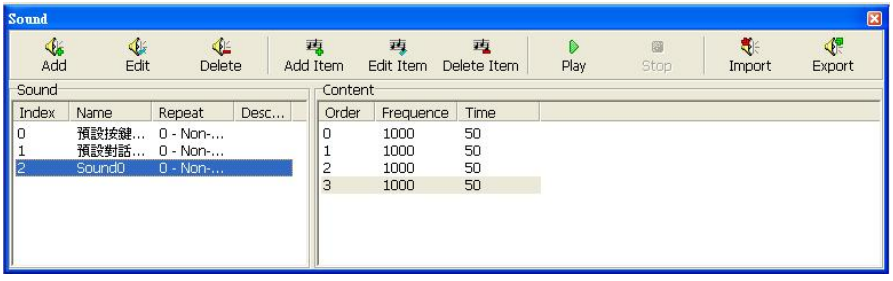


Illustration 9-1.6

Fourth step: to setup the alarm, you could choose【Project】on heading line, and then click【Alarm】. Or you could click the shortcut on the toolbar. Please refer to illustration 9-1.7.

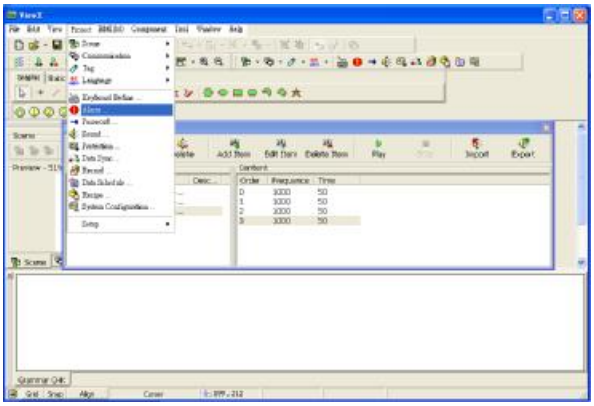


Illustration 9-1.7

Fifth step: clicking it that after last step the screen will appear as illustration 9-1.8. Cause Due to this is the first time to set up the alarm, so the scene only shows【Add】或【Import】、【Export】。

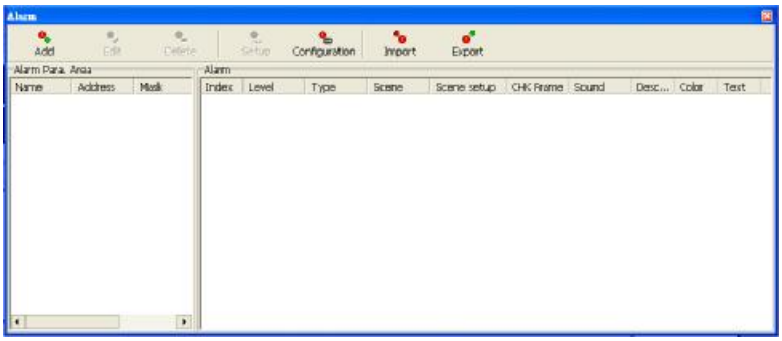


Illustration 9-1.8

Pressing【Add】will appear as illustration9-1.9.

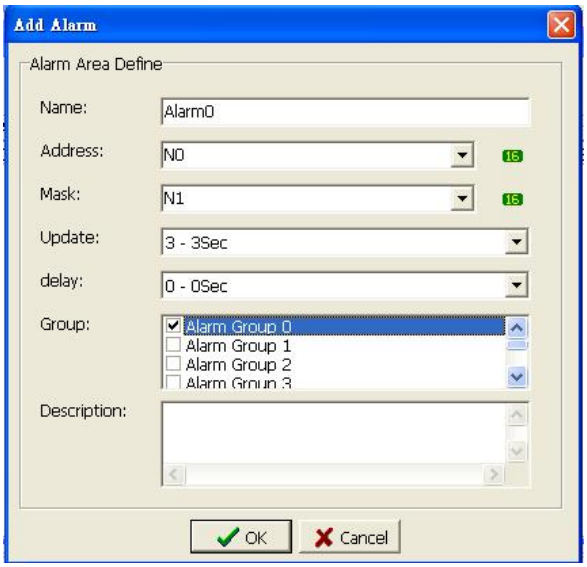


Illustration 9-1.9

Name: input「Urgent」。
Address: input「NO」。
Mask: Input「N1」。
Update: Input「3-3 second」。
Group: mark alarm group 0 and double click to rename it into Urgent area.

Pressing OK will appear as illustration 9-1.10 when the setup is done.

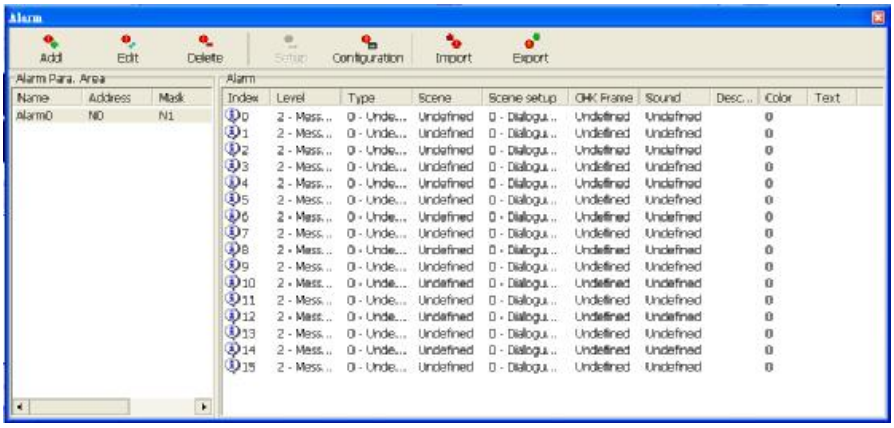


Illustration 9-1.10

In Illustration 9-1.10, the default of 「alarm message」is 15 in the right window.

Sixth step: choose 2 for the index figure, then press「Setup」or double click index 2, the illustration 9-1.11 will be appeared.

(Notice: choose index 2 is an example, which is to explain the relation between the Alarm Trigger and the index figure.

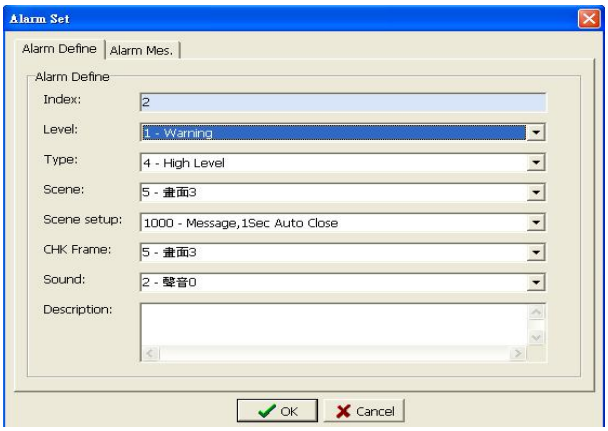


Illustration 9-1.11

Level: choose「Warning」
Style: choose「High level」
Scene: choose「Scene 0」
Scene setup: choose 「1000 – Message, 1Sec Auto Close.
CHK Bevel: choose「Undefined」
Sound: choose「2-alarm sound」

Press ok after the setup is done.

Seventh step: return to start scene, then edit as illustration 9-1.12.

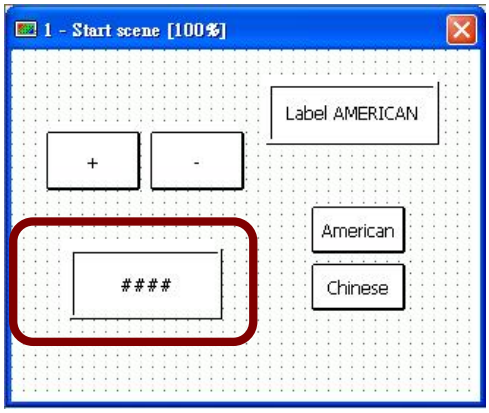


Illustration 9-1.12(Example)

In the illustration,「＋」button is setting from【INC Button】of【Button】, as illustration 9-1.13.

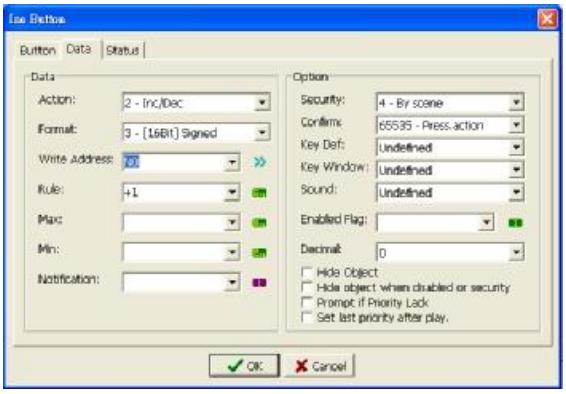


Illustration 9-1.13

Action: choose「2-Inc/dec」
Written address: Input「N0」 (System parameter)
Rule: input「＋1」。
Other setups are use default setting.

In the illustration,「-」button is setting from【DECB Button】of【Button】, as illustration 9-1.13. This setup is as the same as trigger alarm, only difference is【Rule】input「－1」, and then press OK.

The circle part of Illustration 9-1.12 is from【Numeric Display】of【Display】you only need to input NO in【Read address】, and then press OK.

※Notice: Illustration 9-1.12 has ＋, － that is in【Button】－>【Text】as illustration 9-1.14.

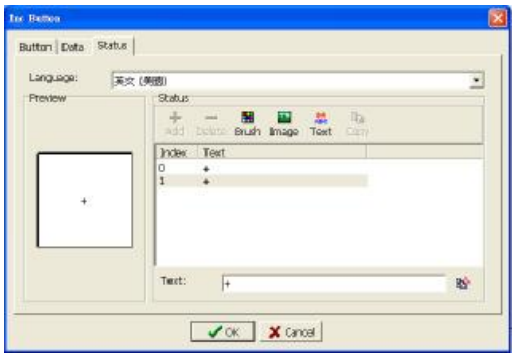


Illustration 9-1.14

Appendix 1 ViewX Definition for keyboard

Keyboard	Action	Remark
Ctrl+Z	Return to the last action.	
Ctrl+Shift+Z	Cancel returning.	
Ctrl+X	Cut	
Ctrl+C	Copy	
Ctrl+V	Paste	
Ctrl+Del	Delete	
Del	Delete	
Ctrl+A	Full select	
Up	Adjust up	
Down	Adjust down	
Left	Adjust to the left	
Right	Adjust to the right	
Shift+Up	Move up	
Shift+Down	Move down	
Shift+Left	Move to the left	
Shift+Right	Move to the right	
Ctrl+Up	Less Height	
Ctrl+Down	More Height	
Ctrl+Left	Less width	
Ctrl+Right	More width	
ESC	Choose [Select Cursor]	
G	Group	
U	Cancel grouping	
I	Zoom-in	
O	Zoom-out	
L	Lock	
Space	Edit	

Appendix 2 ViewX System Parameter List

Running in Disconnection

Code	Name	Range	Default	R/W
N65024	Luminance	0-100	100	R/W
N65025	Contrast	0-100	50	R/W
N65026	Backlit timer	Unit：Second	65535	R/W
N65027	Volume	0-100	100	R/W
N65030	Button sound index	65535：Close	0	R/W
N65031	Dialogue sound index	65535：Close	1	R/W

Register (R/W)

Code	Name	Range	Default	R/W
N65280	Perpetual calendar-year	1960-2059		R/W
N65281	Perpetual calendar-month	1-12		R/W
N65282	Perpetual calendar-day	1-31		R/W
N65283	Perpetual calendar-hour	0-23		R/W
N65284	Perpetual calendar-minute	0-59		R/W
N65285	Perpetual calendar-second	0-59		R/W
N65286	Perpetual calendar -week	0-6	0：Sunday 6：Saturday	R/W
N65287	Current backlit time	0-65535		R/W
N65288	Result of dialogue box			R/W
N65289	Format of dialogue box			R/W
N65290	Decimal of dialogue box			R/W
N65291	Text amount of dialogue box			R/W
N65292	Maximum text of dialogue box			R/W
N65293	Erased button of dialogue box	0x8000	Loop 0x00ff	R/W
N65294- N65295	Font data of dialogue box			R/W
N65296- N65327	Font of dialogue box			R/W
N65340	Current user limited authority	1-3	3	
N65341	Current user ID	1-15	0	
N65342	Current index of scene language	0-n	0	
N65343	Current scene ID	1-n	0	
N65344	Current button status	0-3	0	

Register(R)

Code	Name	Range	Default	R/W
N65408	HMI Mode I	0x5000		R
N65409	OS Version	0x0100		R
N65410	Screen width	320		R
N65411	Screen height	240		R
N65412	Screen color	16/256		R
N65413	Screen size	5700		R
N65422	Update period		ms	R
N65423	Update times			R
N65430	Alarm style	0-2		R
N65431	Alarm capacity			R
N65432	Alarm amount			R