

Chapter 6 Window Operations

1. Screen types

A screen is composed of basic element—Window. User is able to configure 1997 windows or screens. According to function and usage, there are 4 types of windows in the EB8000.

(1) Base Window

(2) Common Window

(3) Fast Selection Window

(4) System Message Window

For example as below:

(1) Base Window

Base window is a common type of window.

Except for primary screen, it is used on:

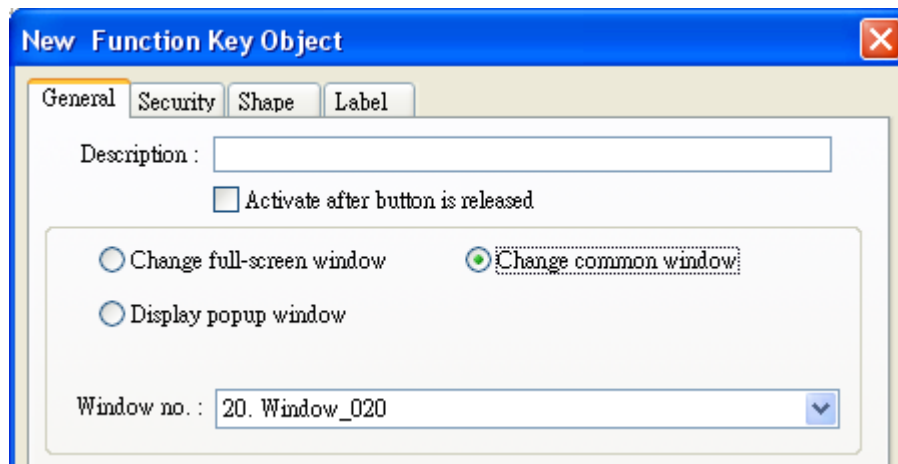
- a. Foundation base: used as a background of other windows.
- b. Keyboard window.
- c. Pop-up window for function key objects.
- d. Pop-up window for direct and indirect windows
- e. Screen saver

The illustration below is the screen of startup which uses base window.



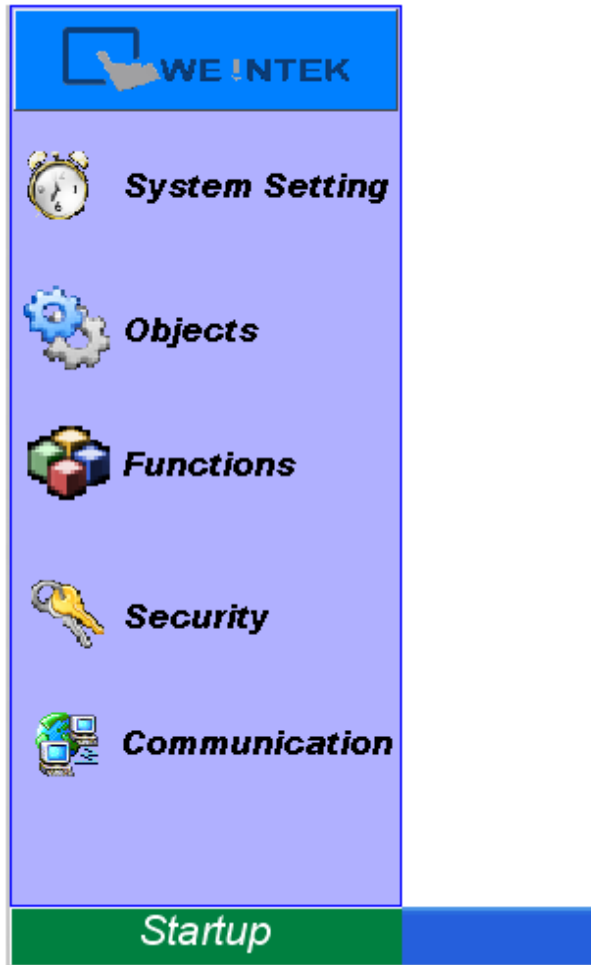
(2) Common Window

Window 4 is the default of common window. Objects on this window will display on all of windows so that user always place the shared objects on the common window. When system operates, [Change common window] mode of the function key can be used to change the source of common window. For example, change the common window from window 4 to window 20.

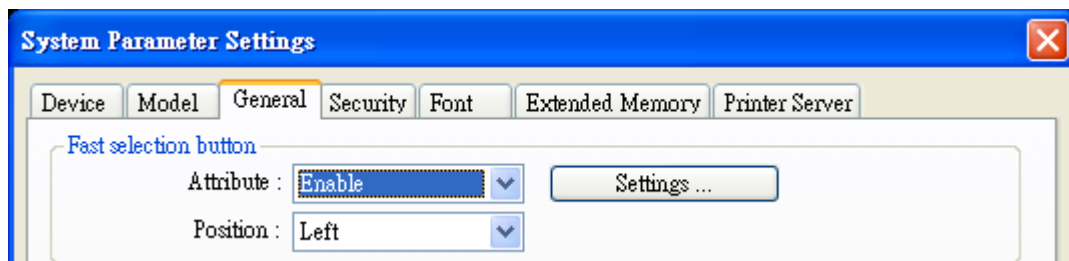


(3) Fast selection window

Window 3 is defined as Fast Selection Window. This window can coexist with base window. Generally speaking, it is used by the common-used operation buttons as the picture below:



When using Fast Selection Window, except creating window 3 first, each function of Fast Selection button should be set. The [Startup] on the picture above is the Fast Selection button which is used to change the appearance and the disappearance of the Fast Selection. Every setting of the Fast Selection button is in System Parameter Settings. Please refer to the illustration below.



Except switching the appearance and the disappearance of the Fast Selection by Fast Selection button, system register also provides the following addresses for user who is

able to control Fast Selection and Fast Selection button by the operation of the values in the address. Please refer to “system register” for further introduction.

[LB9013] FS window control [hide (ON) / show (OFF)]

[LB9014] FS button control [hide (ON) / show (OFF)]

[LB9015] FS window / button control [hide (ON) / show (OFF)]

(4) System Message Window

Window 5, Window 6, Window 7 and Window 8 are the defaults of system message window.

Window 5 is the “ PLC Response ” message window	When the signal of PLC is unperceivable, the message window will pop up automatically
Window 6 is the message window for “ HMI connection ”	When connection of remote HMI fails, the message window will pop up automatically
Window 7 is set for “ Password Restriction ” message window	If user doesn’t have enough authority to operate the object, window 7 will pop up according to the setting contents.
Window 8 is set for “ Free Space Insufficient ” message window	<p>When HMI, USB memory stick or CF card are run out of space, the message window will pop up automatically.</p> <p>User can use system tag to check HMI, CF card and USB free space.</p> <p>[LW 9072] HMI current free space (K bytes) [LW 9074] CF current free space (K bytes) [LW 9076] USB 1 current free space (K bytes) [LW 9078] USB 2 current free space (K bytes)</p> <p>EB8000 also provide warning message for insufficiency space.</p> <p>[LB 9035] HMI free space insufficiency alarm (when ON) [LB 9036] CF free space insufficiency alarm (when ON) [LB 9037] USB 1 free space insufficiency alarm</p>

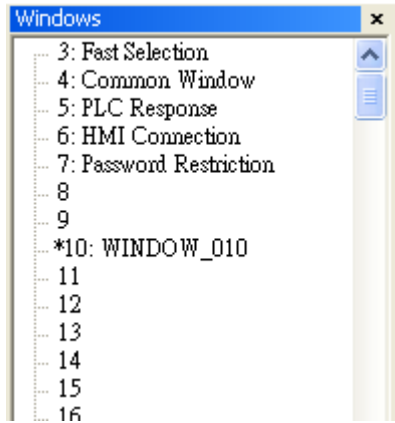
	(when ON) [LB 9038] USB 2 free space insufficiency alarm (when ON)
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Note:

- (1) Max. 16 pop-up windows in the screen simultaneously, it includes System Message Window, direct window and indirect window.
- (2) The window only can be display once simultaneously. It can not be display by using two direct/indirect windows to display the same window in the base window.
- (3) Window 0~9 is for system use only, the window 10~1999 for user to operation.

2. Creating, deleting and setting of a window

The picture below displays the window information of the EB8000. The following section introduces how to create and set these windows.



(1) Creating a window

There are two ways to create a window:
 One is selecting desired window number on the window tree and right click Select [New] on the message dialog and click confirm after the completion of all settings.
 Please refer to the example below:

- *10: Main Menu
- 11: Show Toolbar
- 12: **New**
- 13: C Open
- 14: F Close
- 15: S Delete
- 16: C Settings
- 17: S
- 18
- 19
- 20: Text Object

Window Settings

Name :

Window no. :

Size

Width : Height :

Frame

Width : Color :

Background

Color : Pattern :

Filled Pattern color :

Underlay window

Bottom :


Middle :

Top :

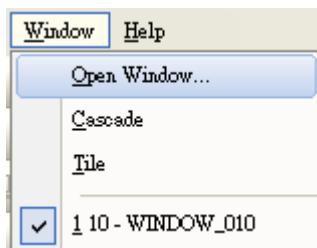
Popup window

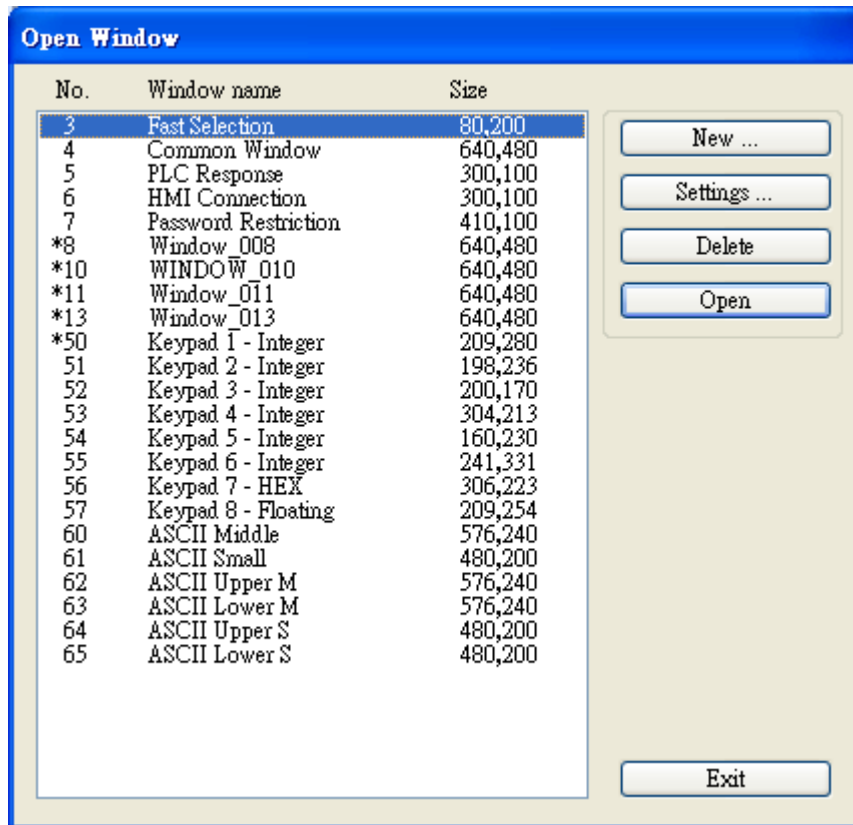
Start pos. X : Y : Monopoly

Name	The name of the window
Window no.	The No. of the window, from 3 to 1999
Size	The [Width] and [Height] of the window.
Frame	[Width] The width of the frame. [Color] The color of the frame

	
<p>Background</p>	<p>[Color] The color of the background.</p> <p>[Pattern] The design of the background.</p> <p>[Pattern color] The color of the design</p> <p>[Filled] The Filled option determines if the window's background color is show or not during project design</p>
<p>Underlay window</p>	<p>[Bottom], [Middle], [Top] Up to three windows can be specified as underlay windows for each base window, from [Bottom] to [Top]. The objects on the background window are displayed on base window in order</p>
<p>Popup window</p>	<p>[X], [Y] Base window can also be used as pop-up window. [X] and [Y] set the pop-up location of the base window.</p> <p>[Monopoly] If the option is checked, when a base window is used as pop-up window and appears, user is not allowed to operate other windows before the base window is closed. If a base window is used as a keyboard window," Monopoly "property is automatically possessed by the window</p>

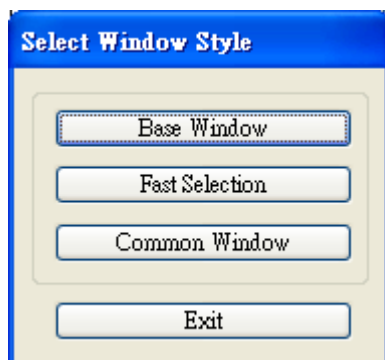
Another way to create a window is select [Open Window] from menu and [Open Window] dialog display. Please refer to the illustration below.





All existed of Window No. and Window Name are listed on the message table.

Click [New...] and choose window type from [Select Window Style] dialog. New window can be created after click OK.



(2) Window Settings

EB8000 provides two methods to modify window attributes:

a) Right click on the assigned window from window tree and select [Settings] to change the window properties.



b) Select [Open Window] from menu and [Open Window] dialog display. Select [Settings] to change the window properties.

(3) Open, close and delete a window

To open an existing window, except double clicking the window No. from window tree, another way is right click the assigned window from the window tree and choose [Open] to open the window.

It's the same operation process to close or delete an existing window, but please note that the window has to be closed before delete.