Chapter 12 Designing and Using Keypad

Both "Numeric Input" and "ASCII Input" Object have to use a keypad as an inputting tool, and EB8000 also provide no title bar and put the keyboard directly in the screen.

1. How to design a keypad

Step 1

Set up a window which is intended as a keypad. For example, set WINDOW 200 as the window for a keypad.



Step 2

Adjust the height and width of WINDOW 200 and set up a variety of objects as Function Keys. Different input signals will be made by pressing different Function Key objects.

FK_4 F			
	FK_5	FK_6	FK_7
FK_8 F	FK_9	FK_10	FK_11
FK_12 F	FK_13	FK_14	

The Function Key objects on WINDOW 200 are arranged as shown in the picture above. It must to select [ASCII/UNICODE mode] to set up all of the Function Key objects.

Among the objects, the FK_11 is used as the "Escape (Esc)" key. See the picture below for the setting.

AS	CII/UNICODE m	iode			
	🔘 [Enter]	🔘 [Backspace]	🔘 [Clear]	(E∞]	
	◯ [ASCII] / [UNICODE]			

And the FK_14 is used as the "ENTER" key. See the picture below for the setting.

ASC		mode			
	💿 [Enter]	🔘 [Backspace]	🔘 [Clear]	○[Ex:]	
-	O [ASCII]	/ [UNICODE]			

Most of the other Function Keys are used to input number or text. For example, the FK_0 is used to input the number "1". See the picture below for the setting.

AS	CII/UNICODE m	node			
	🔘 [Enter]	🔘 [Backspace]	🔘 [Clear]	🔘 [Ex:]	
	⊙ [ASCII] / [UNICODE] 1			

At last, select a proper Picture for each Function Key object, as shown in the picture below.



Step 3

Go to [General] tab in "System Parameter Settings" and click [Add...] in [Keyboard], a setting dialog box will display, and then select WINDOW 200 and press "OK".

Window no.	: 200. Keyboard	*

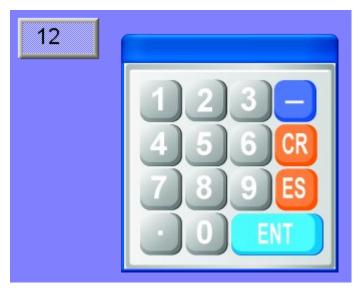
As show in the picture below, a new item: "200.Keyboard" will be added to [Keyboard] in [General] tab in "System Parameter Settings."

System P	arameter	Settin	gs					×
Device	Model	Gener	al Security Font		Extended Memory	Pri	nter Server	
-Fast s	election bu	tton —						
	Att	ribute :	Enable	~	Settings			
	Po	sition :	Left	*				
Scree	n saver —							
	Back light	saver :	None	~	minute(s)			
	Screen	saver :	None	~	minute(s)			
Optio								
Stau	tup windo [,]	// no. :	10. WINDOW_010)				*
Ext	ra. no. of e	vents :	0]	Common window :	A	bove base window	~
Keyt	oard caret	color :		-	Object layout :	N	ature	~
			🔽 R W_A enabled					
Keyb	oard ——							
		[50. Keypad1 Integ 51. Keypad2 Float 52. Keypad3 Numl 53. ASCII Large 54. ASCII Middle 55. ASCII Small 56. Keypad Numbe 200. keyboard	ing ber			Add Delete	

After completing all the steps of described above, when using the object of "Numeric Input" or "ASCII Input", "200.Keyboard" can be found in [Keyboard] setting tab, as show in the picture below. [Popup Position] can be used to set the displaying position of the Keypad, the EB8000 divides the screen into 9 areas.

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)

After selecting "200.Keyboard," when user press "Numeric Input" or "ASCII Input" object, WINDOW 200 will pop up on the HMI screen.



2. How to use keypad without title bar

Step 1

Add a Direct window, and setting a read address to active direct window. (example: LB0) Select "No title bar" and Window no. in the General/Attribute.

eneral Profile		
Description :	1	
Read address		
PLC name :	Local HMI	~
Device type :	LB	~
Address :	0 System tag	
Address format :	ddddd [range : 0 ~ 11999]	
	Index register	
Attribute		
Style :	No title bar	
Window No. :	200. Keyboard	~
		153

Step 2

Setting the same size of keypad and WINDOW 200.

Direct Window Obje	ect's Properties		
General Profile			
Position —			
Pinned	X: 80 😂	¥: 57 📚	
Size			
	Width : 🛛 160 🛛 🧔	Height : 230 📚	

Step 3

Add a Numeric Input object, select "Use an external keyboard"

neral	Numeric F	format Se	ecurity Shap	pe Font	
D	escription :				
Read ad	dress				
	LC name :	Local H	MI		~
D	evice type :	L₩			~
	Address :	0		System tag	
Addr	ess format :	ddddd [ra	ange : 0 ~ 102	255]	
				🔲 Index register	
Notifice	tion				
		Enabl			
		Enabi	le		
-		Enabi	le		
1.000		Enso:	le		i i i
1		Enabl	le		5
1		L Ensor	le		Ē
		Ensor	le		
		L Enso	e		
		Luso	e		
		L'Ensoi	e		
		Enso	ke		
inputo		L Enadi	le		
input o	rder]Enable	Enabi	le		
input o]Enable	Enabi	le		
]Enable		n external hey	yboard	
]Enable			yboard	
]Enable			yboard	
]Enable			yboard	
]Enable			yboard	
Ceyboa]Enable od	V U 00 a	n external key	yboard oard, oa indirect@lirect.window,	

Step 4

Add a Set Bit object and set the LB 0 is ON and overlay on the Numeric Input object. If user do not want to use keyboard, also can set the LB 0 is OFF to turn off the Direct Window.

New Set Bit Object 🔀
General Security Shape Label
Description :
PLC name : Local HMI
⊂ Write address
Device type : LB
Address : 0 System tag
Address format : ddddd [range : 0 ~ 11999]
🗌 Index register
Write after button is released
Attribute
Set style : Set ON

\$ E_9	+++++	1		

3. User also can put function key as a keyboard on the screen directly, but it can not be moved or cancel keyboard.

Step 1

Add a Numeric Input object, and select Use an external keyboard.

neral	Numeric F	ormat	Security S	Shape Font	
E	escription :				
Read a	PLC name :	Local	UM		
Device type :					¥
2	Address :	_		System tag	
Addy		-	[range : 0 ~		
11004			fronte : o	Index register	
Notific	stion				
_		En	able		
-		En	able		
		En	able		
		En	able		
		En	able		
		En	able		
		En	able		
		En	able		
		En	able		
Input o		En	able		
Input o	rder]Enable	En	able		
C]Enable	En	able		
C]Enable		e an external	lasyboard	
Input o]Enable			læyboard	
C]Enable			læyboard	
C]Enable			læyboard	
C]Enable			lkeyboard	

Step 2

Design keyboard by function keys and put it on the screen.

	0		•	•	-		
AS	CH/UNI	CODE mod	e				
	O [E	nter]	🔘 [Backspace]	(🔵 [Clear]	○[Ex:]	
	📀 [A	SCII] / [UN	IICODE] 1				

Step 3

User can input numeric by function key object

1		
1	2	3
4	5	6
7	8	9
Basks	Enter	