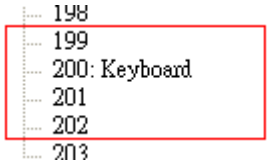
Chapter 12 Designing and Using Keypad

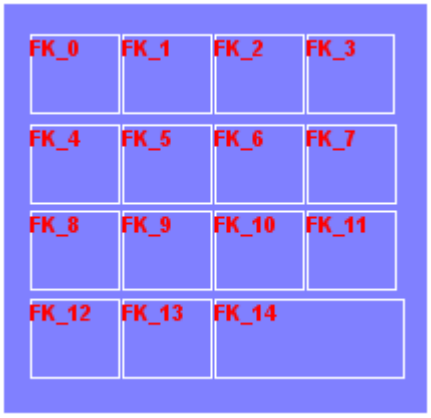
Both “Numeric Input” and “ASCII Input” Object have to use a keypad as an inputting tool, and EB8000 also provide no title bar and put the keyboard directly in the screen.

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.

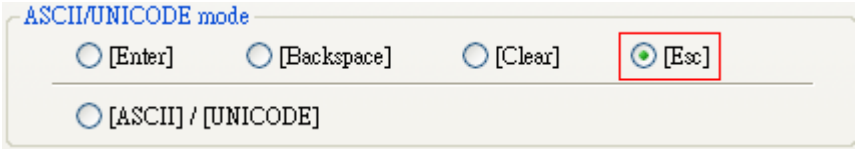


Step 2
Adjust the height and width of WINDOW 200 and set up a variety of objects as Function Keys. Different input signals will be made by pressing different Function Key objects.



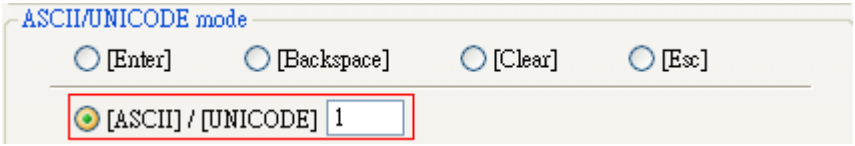
The Function Key objects on WINDOW 200 are arranged as shown in the picture above. It must to select [ASCII/UNICODE mode] to set up all of the Function Key objects.

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



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

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.

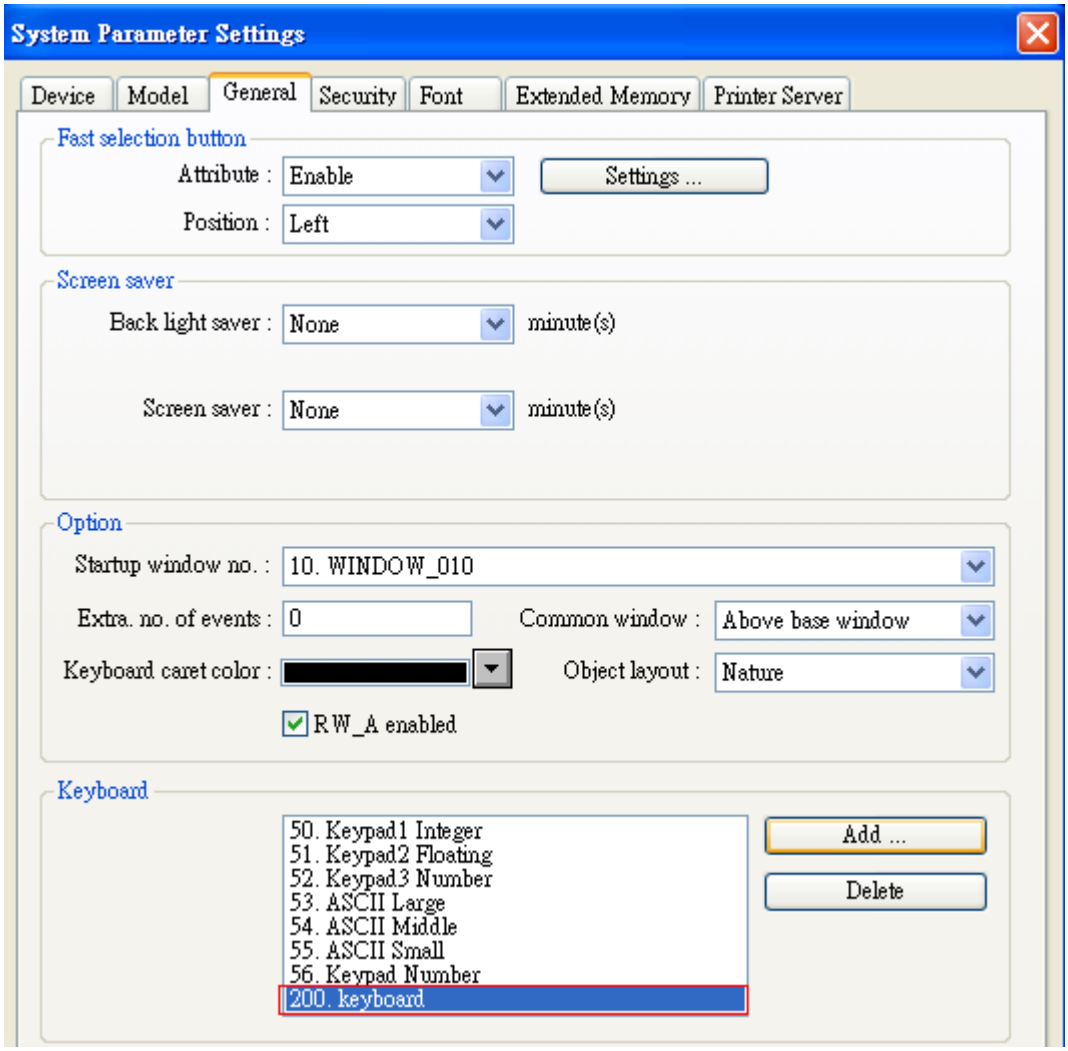


At last, select a proper Picture for each Function Key object, as shown in the picture below.

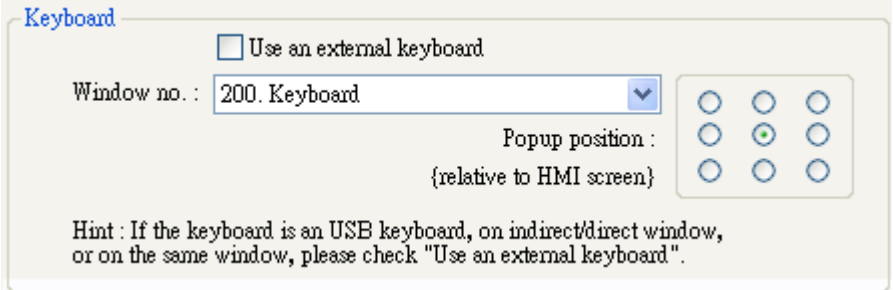
Step 3

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”.

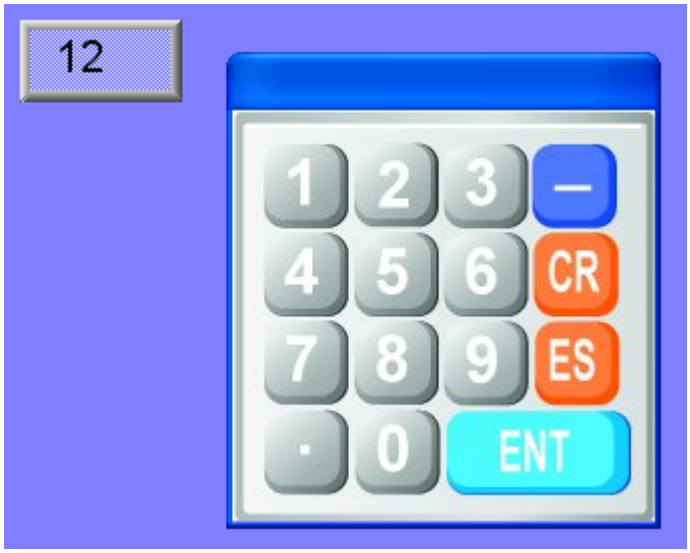
As show in the picture below, a new item: “200.Keyboard” will be added to [Keyboard] in [General] tab in “System Parameter Settings.”



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.

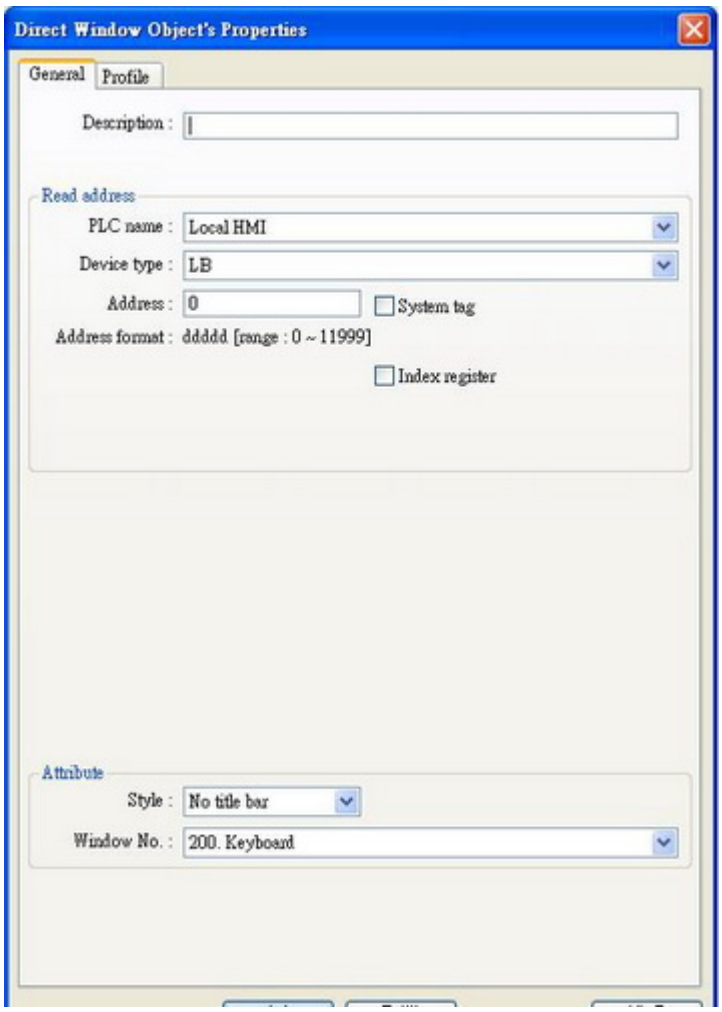


After selecting “200.Keyboard,” when user press “Numeric Input” or “ASCII Input” object, WINDOW 200 will pop up on the HMI screen.



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.

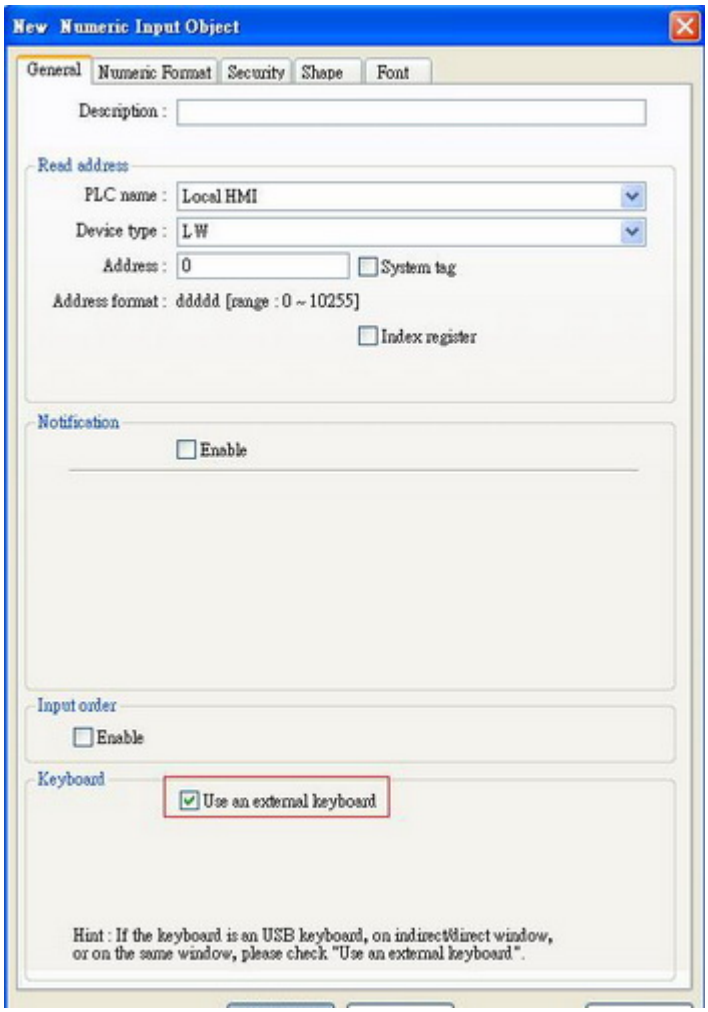


Step 2

Setting the same size of keypad and WINDOW 200.

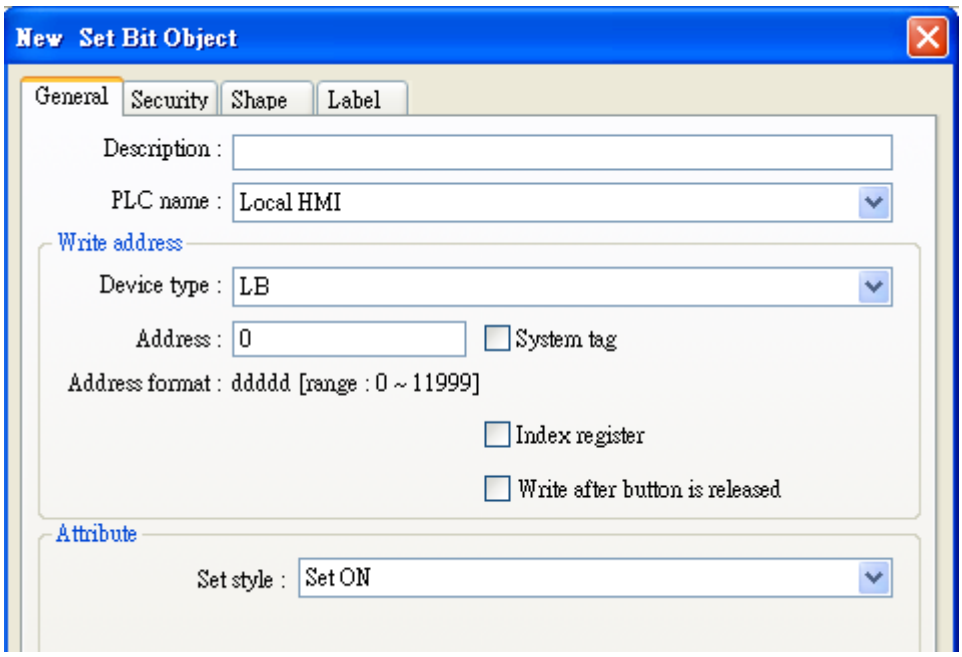
Step 3

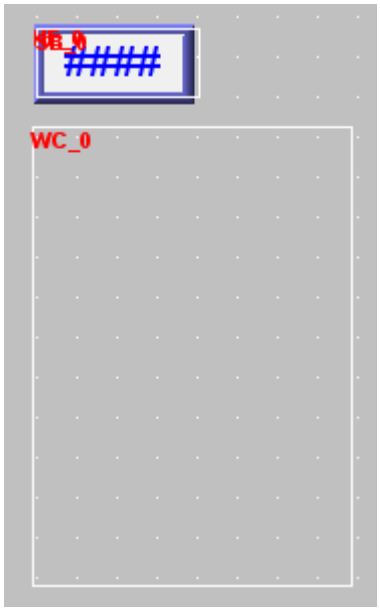
Add a Numeric Input object, select “Use an external keyboard”



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.

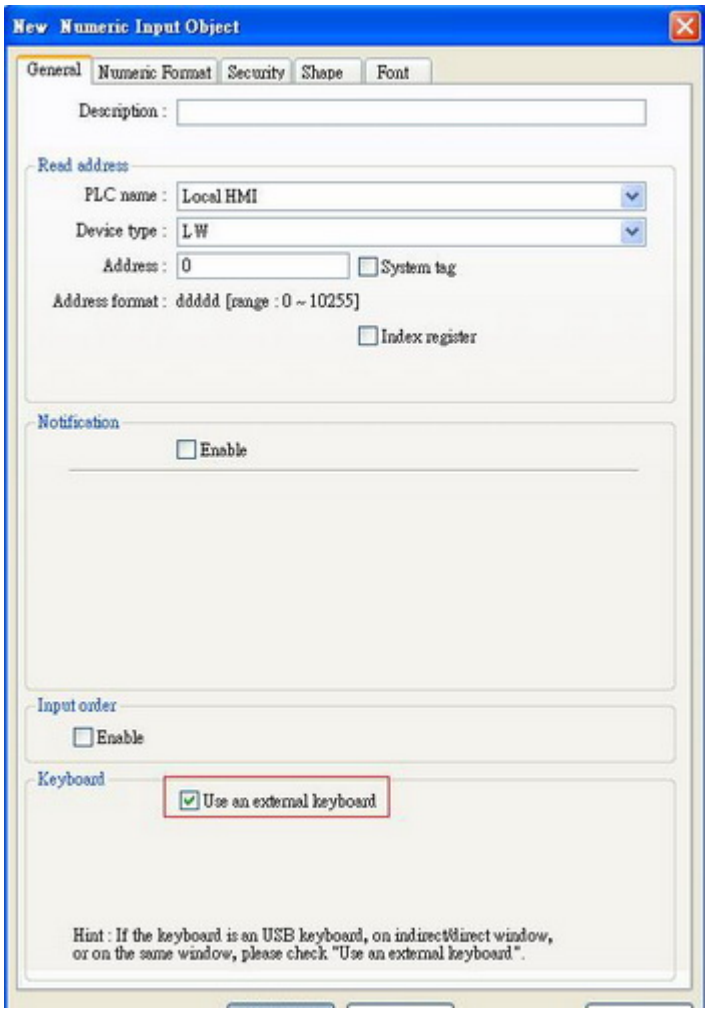




3. User also can put function key as a keyboard on the screen directly, but it can not be moved or cancel keyboard.

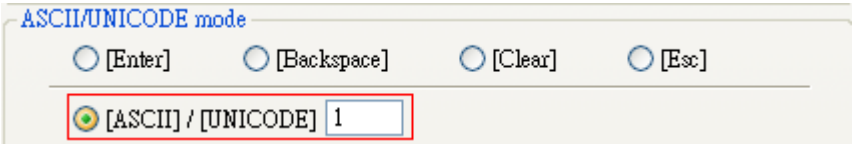
Step 1

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



Step 2

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



Step 3

User can input numeric by function key object