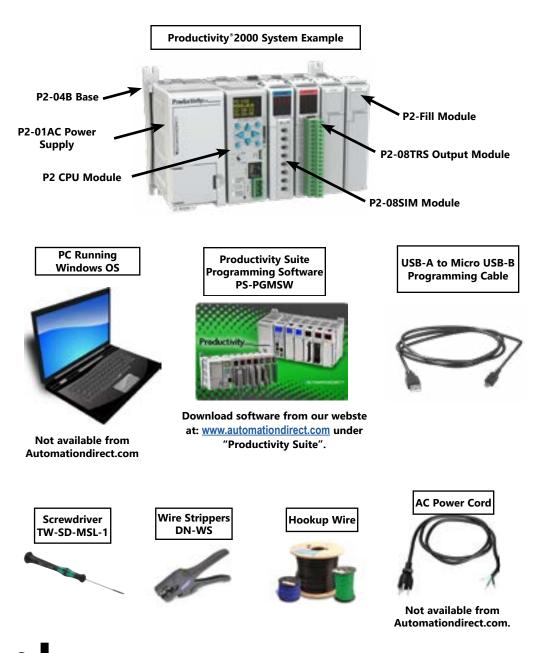


# **GETTING STARTED**

n This Chapter	
Before you begin	1–2
Productivity Suite System Requirements	1–3
Step 1: Install Programming Software	1–4
Step 2: Launch Programming Software	1–8
Online Help	
Step 3: Install Hardware	1–10
Step 4: Apply Power to CPU	1–13
Step 5: Establish PC to CPU Communications	1–14
Step 6: Open/Read Hardware Configuration	1–15
Step 7: Create a Project	1–17
Step 8: Save Project	1–23
Step 9: Write Project to CPU	1–24
Step 10: Place CPU in RUN Mode	1–25
Step 11: Test the Project Using Monitor Mode or Simulator	1–26

#### Before you begin...

It is recommended that the following items be available to make this short step-by-step introduction to the Productivity®2000 System go smoothly.



1–2 Productivity Manual, 3rd Ed. Rev. K

## **Productivity Suite System Requirements**



Productivity Suite, a Windows-based programming software, is available as a FREE download at <u>https://www.automationdirect.com/support/software-downloads#main-content.</u> Please check our website for your product's current operating systems requirements.



**NOTE:** USB or Ethernet cable is also required for communications between PC and CPU.

## Step 1: Install Programming Software



Download the latest version of the Productivity Suite Programming Software from the Automationdirect website, or insert the Productivity Suite Programming Software USB thumb drive into your PC USB port.

2. By default Productivity Suite will be saved in the "Download" folder as a ".zip" file.

Right Click on the ProSuite\_xxx.zip file in the Download folder.

Choose "Extract All" from the drop-down menu. A popup box will open.

Select the "Browse" button and navigate to the folder where you prefer to store the program.

Click on "Select Folder" button and in the next box choose "Extract".



**NOTE:** See the Productivity Suite Installation and Productivity Suite Startup topics for additional details if needed.

- 3. Navigate to the choosen folder and double click on the ProSuite ".exe" file.
- 4. The "Setup Wizard" window (shown below) will appear. Select Next.



5. Carefully read the software license agreement. If you agree to the terms and conditions of this agreement, select the "I accept the terms of the License Agreement" and then the "Next" button.

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2 Facept the terms in the	License Agreement		
	liack	Net	Cancel

- 6. The "Destination Folder" window will open next. The default loaction will appear in the text box: C:\Program Files\AutomationDirect\Productivity Suite <Software Version>. Should you desire a different folder choose:
  - a. Browse: This option allows you to select another folder for installation.

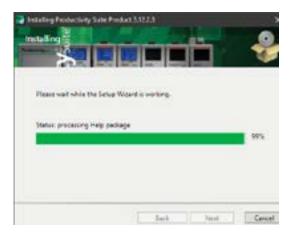
If the installer detects a previous version of Productivity Suite on your PC, there is another option available with this window:

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Destination Folder Challen for an and the for Assessment of the form		enter Irpan
Fulder C.P. og an Files (dd))/ Brance	alandian Creat Production (r. Saile	1421
111028 Productivity Sc	ev 2110.25	
	Eack Field	t Cancel

b. Replace Existing Instance: This option allows you to uninstall the previous version of the software and install the new version in its place. If you check this option, select the version in the window that you want to delete. Click "Next" to continue. 7. Once you have selected the install folder or after deleting any previous instances, click "Install" to begin the installation.



A status window will appear displaying the status of the installation.



A shortcut icon will automatically be placed on the Desktop during installation.



1–6 Productivity<sup>2000</sup>,..........Hardware User Manual, 3rd Ed. Rev. K

8. The next screen to appear contains the Release Notes for this version of the Productivity Suite software. This is an opportunity to review the software version release notes. You may read these before selecting the "Next" button.

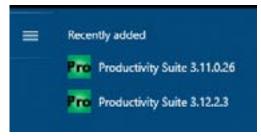


9. The Installation is now complete. Select "Done".



#### Step 2: Launch Programming Software

After installing the Productivity Suite Programming Software, PS-PGMSW, launch the software by double clicking the desktop Productivity Suite Icon. Or from the PC's 'Start' menu, select Productivity Suite x.x.x.x.

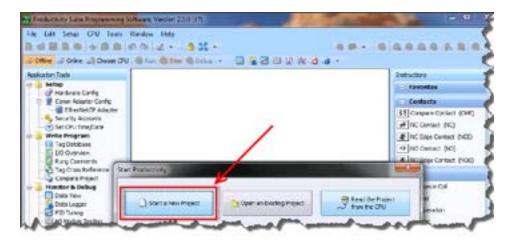


The Productivity Suite Programming Software will start up and display the Main Window as shown below.

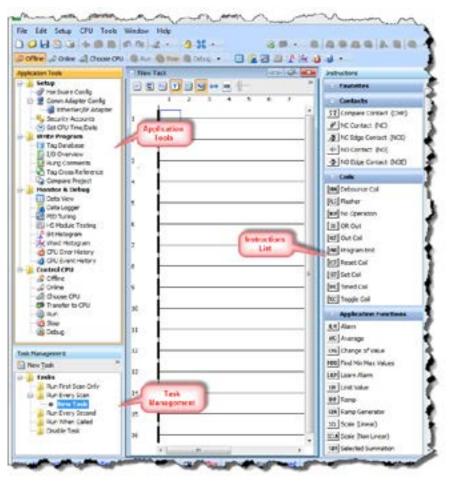


**NOTE:** The minimum supported screen size for the Productivity Suite Software is 1920 X 1080 pixels.

Click on the 'Start a New Project' in the Start Productivity dialog box to open a programming window.



The Programming Window is divided into menus and toolbars that work together to make project development as simple as possible.



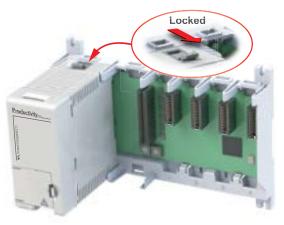
#### **Online Help**

It is essential that you use the Productivity Suite online Help to familiarize yourself with the software. Keep it open on your desktop and refer to it frequently as you build your system. Click on the toolbar Help button to open the Help file.

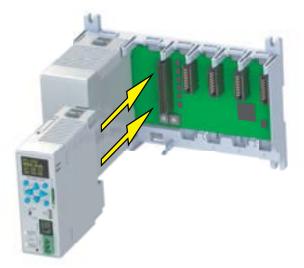
## Step 3: Install Hardware

The Productivity <sup>®</sup> 2000 CPU system components snap together to form a configured CPU in minutes. See Chapter 5, Installation and Wiring, for more detailed hardware installation information. What follows are the basic steps:

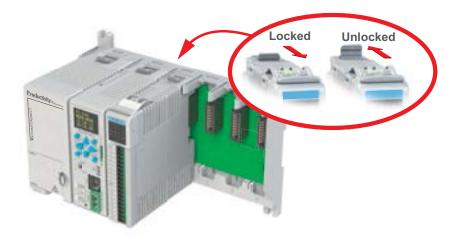
1. Install power supply in the base and engage locking tab.



2. Install CPU in the base and engage locking tab.

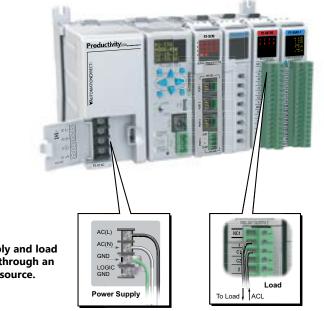






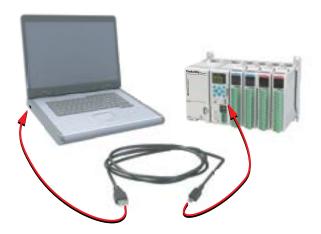
3. Install I/O Modules and engage locking tabs.

4. Connect appropriate wiring to the power supply (P2-01AC) and I/O (P2-08TRS module) in this example.



The power supply and load are connected through an AC current source.

5. Connect USB cable. Programming connections may be via Ethernet cable or USB. P2-622 CPUs have a USB type C programming port and P2-550 CPUs have a microUSB type B port.

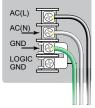


#### **Step 4: Apply Power to CPU**

Ensure proper wiring and the correct voltage is available before connecting wiring to the power supply. Once this is verified, connect power to the power supply. Once power is applied, the CPU will perform a self evaluation and verification. See Chapters 2 and 5 of this manual for more power supply and input wiring information.



100-240 VAC

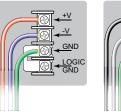


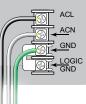


P2-01DCAC

12-24 VDC

24VAC





P2-01DC



Productivity<sup>2</sup>000, Hardware User Manual, 3rd Ed. Rev. K 1–13

P2-01DC: 24-48 VDC P2-02DC: 24VDC

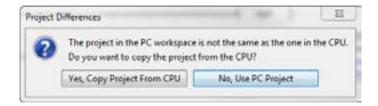
+V -V GN<u>D</u> LOGIC GND

#### Step 5: Establish PC to CPU Communications

Select "Choose CPU" icon on the CPU Toolbar and the dialog box shown below will appear. Highlight the installed CPU listed in the dialog box and select "Connect".

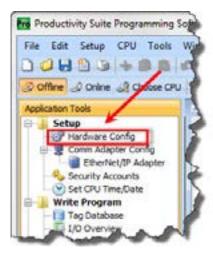
Refresh	Oure						
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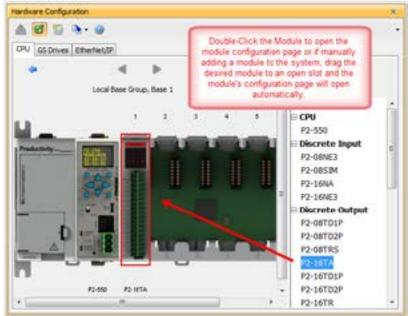
When initially going Online with the CPU, a popup window will notify you of a project difference between the CPU and the PC. Select "No, Use PC Project" command button.



#### Step 6: Open/Read Hardware Configuration

Before we create a project we must configure the hardware so we'll have default input and output tags for use in our project. With the CPU in "STOP" Mode, select Hardware Configuration under Application Tools and the following screen opens.





This screen shows the user tag names for all sixteen I/O points. Select "OK".

16PT OUTPUT, 80-288 Automatic Module V No Verification and	erification	
Add Default Tags	Remove Default Tags	
Point	User Tagname	
1	DO-0.1.1.1	3
2	DO-0.1.1.2	
3	DO-0.1.1.3	
4	DO-0.1.1.4	
5	DO-0.1.1.5	
6	DO-0.1.1.6	
7	DO-0.1.1.7	
8	DO-0.1.1.8	
9	DO-0.1.1.9	
10	DO-0.1.1.10	
11	DO-0.1.1.11	
12	DO-0.1.1.12	1

1–16 Productivity<sup>2</sup>000, Hardware User Manual, 3rd Ed. Rev. K

#### Step 7: Create a Project

We're going to start by entering a simple ladder logic program in the order that follows.

Rung #1

Select the "END" position on Rung #1 with your cursor. From the Instruction List on the right, scroll down to Counters/Timers section and double click on the Simple Timer (STMR) instruction. The "Simple Timer" instruction automatically is placed on the selected rung and the Simple Timer (STMR) dialog box pops up.

Enter 'T1\_SP' into the Preset Value field.

Enter 'T1\_CURVAL' into the Current Value field.

Enter 'T1\_DN' into the Done field.

Select "OK".

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© Official that		Ę	
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The Define Tags dialog box opens. Select OK.

Enter preset time value of 300ms into "Initial Value" field for Tag T1\_SP.

Description	Taphere	Data Tipe	Relative.	String .	See.	Giures	Distance.
Ourrent Value	T1,0,RHL T1,01	Arteger, 12 Bt.	1				-
react value	119	Phone Line			1		1
11	125						

Place the cursor on the first position on Rung #1 as shown below. In the Instruction List on the right, scroll up to Contacts section and double click on "NO Contact (NO)". A NO Contact (NO) is placed at this rung position and a dialog box pops up.

Select OK.	Time Up	SIMPLE TIMER Preset Value T1_SP Current Value T1_CURVA On Delay Done T1_DN
	NO Contact (NO)	Help

Enter 'T1\_Start' into the text box.

The Define Tags dialog box opens. Select "OK".

had fijhet Noise 📋		1ergth	PERMIT	DataType	Tagitane	Destroner
			1.12		7L_Mat	



With the cursor on Rung #1, to the right of contact 'T1\_Start', we are going to begin drawing a branch circuit. Under the Edit drop down menu, select "Wire", then select "Down". Notice that a wire has been added.

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NOTE: THERE IS ALSO A WIRE ERASE WITH CURSOR TOOL IN THE EDIT DROP DOWN MENU THAT IS USED TO ERASE ANY LINES THAT WERE CREATED USING THE WIRE TOOLS.

Next we'll draw a wire to the left. Under the Edit drop down menu, select "Wire", then select "Left".



Next we'll add another normally-open contact. Place the box cursor on the first position on the newly created SubRung #1. From the Instruction List click & drag a Contact (NO) into this box. A NO Contact (NO) dialog box pops up.

Enter 'T1\_Manual' into the field.

Select "OK".

71_9.et	Time Up		VILE TIMER Current Value T1_CURVAL Done T1_DN
·····	NO Contact (NO)	× ) ) )	

The Define Tags dialog box opens. Select "OK".

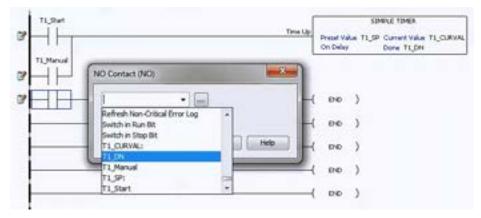
Destrotes	Taghane	DataType	Relative.	Seig Length	Reve	caunne	and the
hout.	71,Hanuel	Active	13				10



#### Rung #2

Next we'll add another normally-open contact at the start of Rung #2. Click & drag a "NO Contact (NO)" into this box. A NO Contact (NO) dialog box pops up.

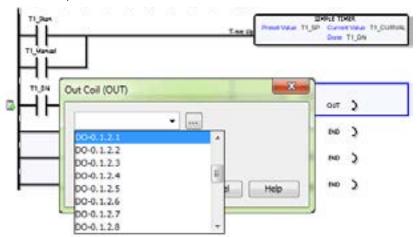
In the empty tag field press the down arrow on the right to open a drop-down list; scroll down and select 'T1\_DN'.



Select "OK".

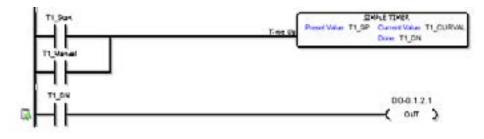
Next we'll add an Out coil at the end of the rung. Place the cursor at the end of the rung. From the Instructions list Coil section, double click on an "Out Coil (OUT)". An Out Coil (OUT) is placed on the rung and a dialog box pops up.

In the tag field press the down arrow on the right to open a dropdown list; scroll down and select 'DO-0.1.2.1'.



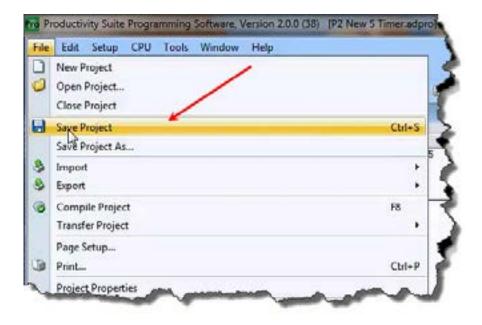
Select OK.

The ladder program now looks like this. When either of the T1 contacts are energized, the timer starts. When it times out, contact T1\_DN energizes and turns on the rung 2 output.



#### **Step 8: Save Project**

Save the project by opening the File drop-down menu and selecting Save Project.



#### **Step 9: Write Project to CPU**

Next we will transfer the project to the CPU. Transfer Project is accessed by selecting Transfer Project from the File Menu.

Select "To CPU" from the Transfer Project menu.



The project will then be Transferred to the CPU from the PC. During the transfer a status window will open displaying the process.

ansfer Project To CPI	J				-X
Compile	$\rightarrow$	Transfer	→	Done	
	NOT NOT				6 %
	Status	In Progress			_

1–24 Productivity<sup>2</sup><sup>000</sup>,......Hardware User Manual, 3rd Ed. Rev. K

#### Step 10: Place CPU in RUN Mode

Next, verify the Run/Stop switch on the CPU faceplate is placed in the Run position and then place the CPU in RUN mode on the Productivity Software Toolbar so the ladder logic program executes.



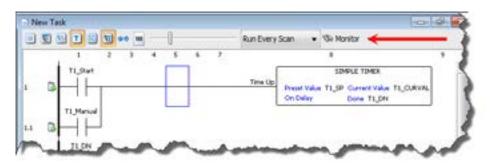
1	<del>333333</del> 1
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L	$\equiv$
-	

**NOTE:** If the Run/Stop switch on the CPU is in the Stop position, the Run button on the Programming Software Toolbar will be disabled.

🥔 Offine 🦪 Onine 🔐 Chasse CPU 🌐 Run 🙆 Stop 🍈 Debug 🔹

## Step 11: Test the Project Using Monitor Mode or Simulator

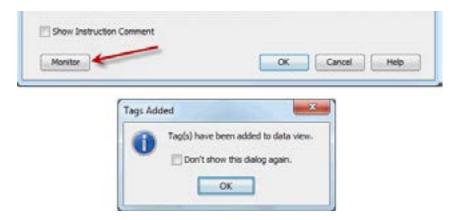
In this next step, use the Monitor Mode and Data View to test the ladder logic program.



Select Monitor Mode from the top of the Ladder Logic screen to display the status of Boolean and Integer Tags.

Using Data View, the Tag values can be viewed or manipulated for testing the project. The Data View window can be accessed by selecting Data View from the Tools Menu of the Main Menu.

For the Simple Timer Instruction, a Monitor button is provided that, when selected, will load the tags associated with the instruction into Data View.



1–26 Productivity<sup>2000</sup>, Hardware User Manual, 3rd Ed. Rev. K

Data View 1/2 New Task - STMR ×			-	Tags	Options	
Tagname	Mod	View Ad	Comment			Offset Booleans
T1_CURVAL		Decinal	Conversion of			Chart Data
TLOP		Decinal				1.0
						0.0
						0.8
						0.7
						0.6
						0.5
						0.4
						0.3
						2.0
						0.1
						0.0

The tags will be placed in a separate Tab titled New Task - STMR as seen below.

The remaining tagnames in the Ladder Logic can be added to the Data View window by clicking on a blank area in the Tagname column. This will display a drop down menu where the tags can be selected. Scroll down the list and select the tags to be added.

Cata View 1	Here Ta	uk - STH	t x l	-	
TLOWAL TLON TLP	Mod	Vier As Decimal	Connert	1.13	Í
TL D4 TL Manual TL SP Total Scan Cov Total Scan Cov Nas. D0 -6.1.2 Natchdog Tex	urt2 2.1				

Once all of the tagnames have been added, they can now be monitored and manipulated. See the Data View help file topic for additional details if needed.

1	5333	-
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**NOTE:** Force must be enabled for a Tag in the Tag Database before Force can be used in Data View.

Invert	tor Discrete Inputs Ana Discrete Outputs Ana Module Status III Stru	log Outputs		System Data 📝 Booleans Srings 📝 Unused L/O	center text> center text> center text> venter text> venter text>
Editor	Diserve Diserve	ALC: NO			(A) search ratinan
Name	Type	Farceable	Init Forced	Init Force Value	
D0-0.1.2.13 D0-0.1.2.14 D0-0.1.2.15 D0-0.1.2.16 T1_CURVAL	Discrete Output Discrete Output Discrete Output Discrete Output Integer, 32 Bit	10000	10000		10000
T1_DN T1_SP T1_Start	Boolean Integer, 32 Bit Boolean	1380	1000		5
T1, Hanal 00-0.12.1	Discrete Output			20	100
Add Taga De	ere Tapi				
Forceable Tags	and the second sec	and the second sec	10010		
Tagname T1_DN	Modbus Addre	sas Vie	w As	Comment	

1–28 Productivity<sup>2</sup><sup>000</sup>, Hardware User Manual, 3rd Ed. Rev. K