

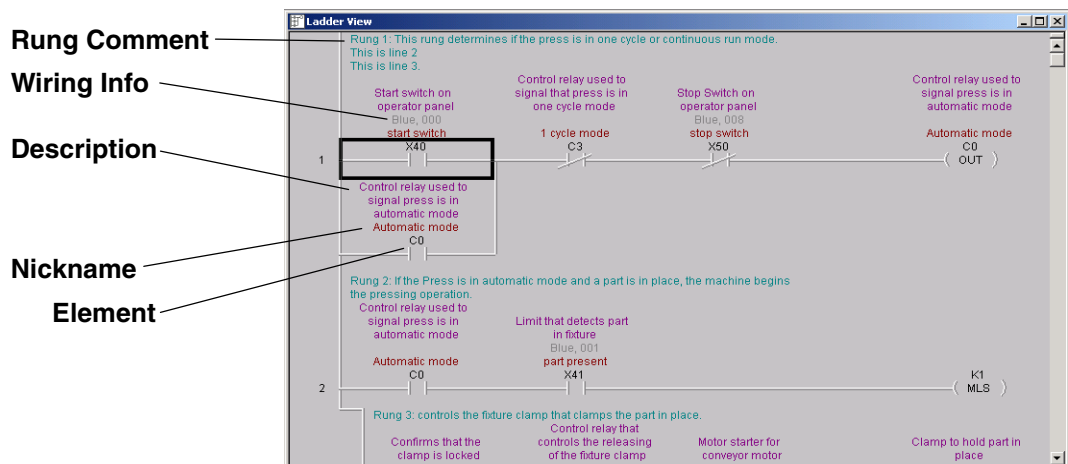
Documentation

Documentation Options

Documentation refers to rung comments, element nicknames, element descriptions, etc., which are intended to make the program a little clearer for anyone to read it. Documentation can be added to a program at any time, but it is good practice to include it as the program is being edited.

Most documentation refers to individual elements and is therefore specific in nature. Listed below are five types of documentation used in **DirectSOFT32**.

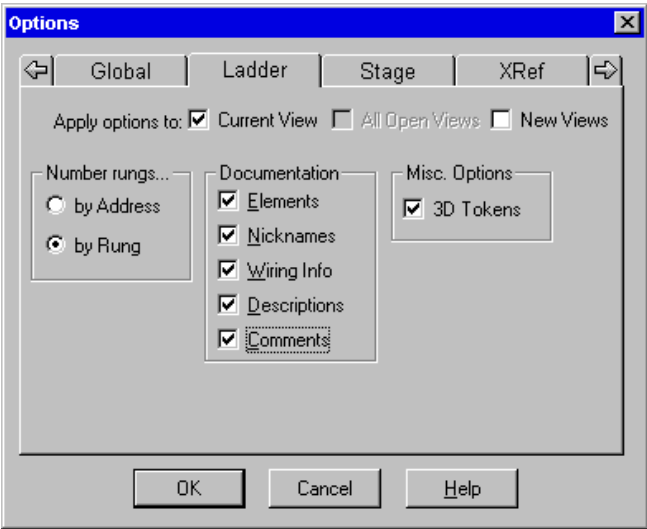
- **Elements** - the addresses for the single elements, i.e., X1, Y10, etc.
- **Nicknames** - alpha-numeric names can be used for the various types of program elements. It is usually easier to remember the name *Start Switch* than it is to remember that X1 is the input point for the switch.
- **Descriptions** - longer descriptions of the element. You can also use this area to include brief troubleshooting steps, etc.
- **Wiring Information** - the wiring information can help you quickly identify the panel wiring for a specific point. For example, you may know that X1 is the *Start Switch*, but you usually have to find another print to know which wire number to start tracing.
- **Rung Comments** - rung comments are assigned to an individual rung.



Options Dialog Window

The documentation types can be selected for the Ladder view in the **Options** dialog window. There is a tab for each view, however, the Ladder View will be the only view explained here. The Options Dialog features are discussed in detail in the **DirectSOFT32** Programming Software Users Manual, Chapter 4. A quick way to open the **Options** dialog is to place the mouse cursor in the programming window of your Ladder View, and click the right mouse button. This opens a “pop-up” menu that, among several choices, allows you to select **Options** from the menu. This will bring up the **Options** dialog window. The **Options** dialog window can also be opened by clicking on **View** from the main menu toolbar, then click on **Options**.

Shown below is the Ladder view window. Check the boxes beside the types of documentation to be visible in the Ladder view. Detailed explanations of each type of documentation are on the adjacent page.



Click on the **OK** button, after making your choices.



NOTE: Once you click on OK for the settings of the **Options** dialog, *DirectSOFT32* saves the documentation settings for that view. If you click on the **New Views** box, the same settings will become the new defaults for the current project as well as any new projects opened thereafter. You can change the settings again at any time.

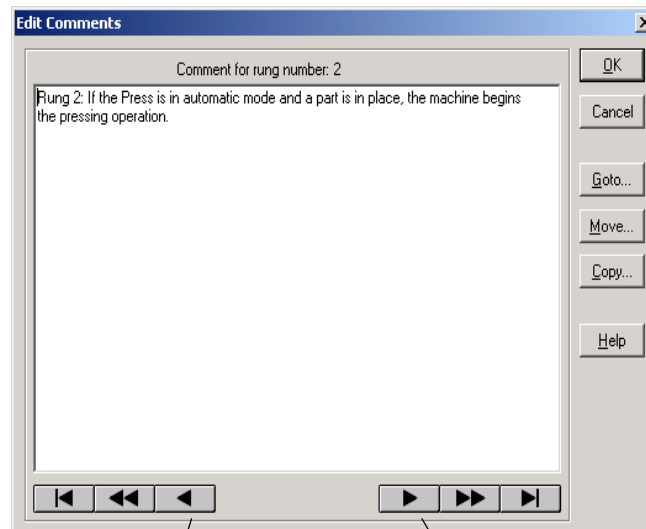
The Documentaion Editor

The Documentation Editor allows quick and easy entry of nicknames, wiring information and descriptions for program elements. The editor can be accessed by clicking on **Tools** on the main menu toolbar, then click on **Documentation Editor** from the drop-down menu, or use the Hot Key, **CTRL + D**. Practice using the documentation features in the program which was started earlier.

Element	Nickname	Wiring Info	Description
X40	start switch	Blue, 000	Start switch on operator panel
X41	part present	Blue, 001	Limit that detects part in fixture
X42	part locked	Blue, 002	Confirms that the clamp is locked
X43	part unlocked	Blue, 003	Confirms that the clamp is unlocked
X44	lower limit	Blue, 004	Lower arbor limit.
X45	upper limit	Blue, 005	Upper arbor limit
X46	index conveyor	Blue, 006	Confirms that the conveyor actually moved forward
	one cycle switch	Blue, 007	Switch on operator panel selects one

The Comment Editor

Each rung in a *DirectSOFT32* program may have associated comments. Unlike some programming packages from other vendors, the comments are not tied to the outputs and are not in sequential order. Instead, the comments in *DirectSOFT32* remain with the rung number, i.e., if you enter comments for Rung 2, they stay with Rung 2. To enter rung comments, open the **Comment Editor** by clicking on **Tools** from the main menu toolbar, then select **Comment Editor** from the drop-down menu, or use the Hot Key, **CTRL + K**. The Comment Editor can also be opened by double-clicking on the comment.



Previous button

Next button

Comments are Free-Form

Start typing the comments as necessary. Since the ladder view is a full screen editor, you do not have to backspace an entire sentence to enter text or to fix a spelling error. Instead, position the cursor over the location you want to re-edit and click the left mouse button. Start entering the new text.

Selecting Rungs for Comments

You can use the **Previous** or **Next** command buttons to scroll through the rungs. You can also find a specific rung by using the **Goto** command button. *DirectSOFT32* will only let you enter comments for rungs that contain program elements. You cannot enter comments for rungs that do not contain instructions.

This manual only introduces a person to some of the documentation features available with *DirectSOFT32*. The documentation features are discussed in detail in the *DirectSOFT32* Programming Software Users Manual, Chapter 6.