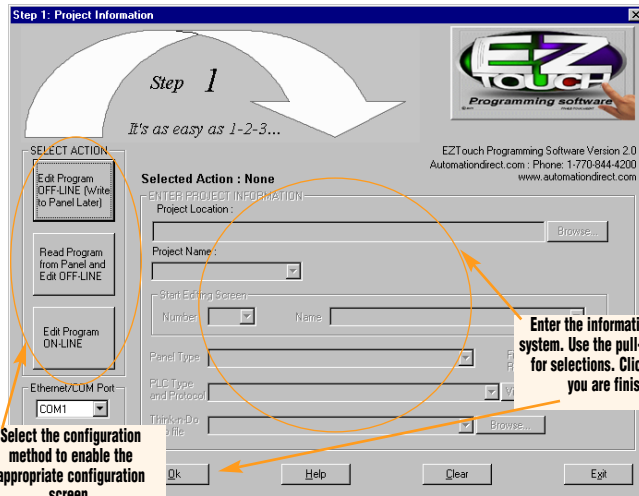


# EZTouch PANEL SOFTWARE EXAMPLE

## It's as easy as 1 2 3 to write an object to the EZTouch Panel

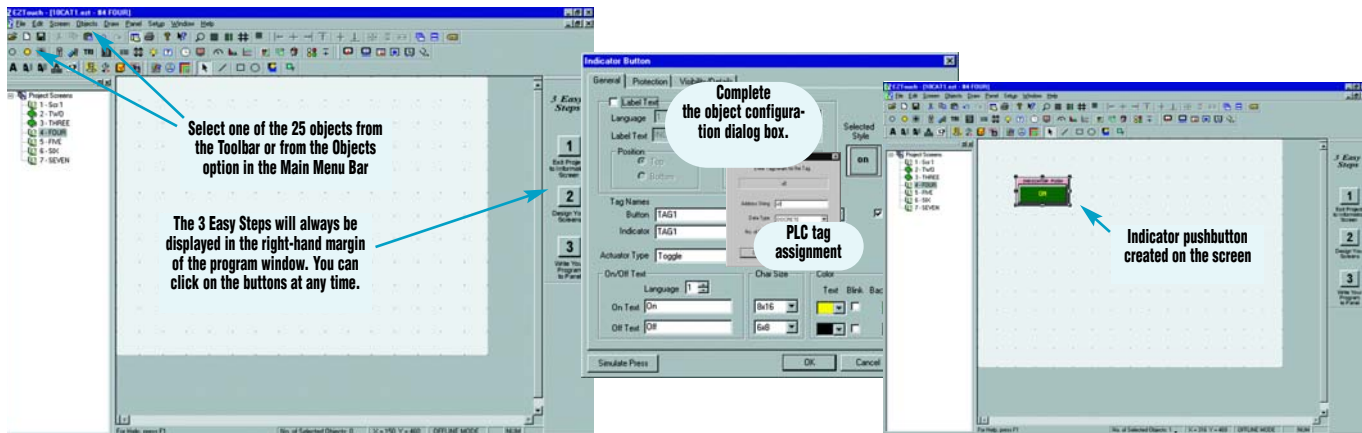
1

Start the EZTouch Programming Software. The initial screen provides several choices for creating and opening projects. First, choose which configuration mode you want to use: Edit Offline, Read from Panel, or Edit Online. Once you choose the configuration mode, you can enter all of your system parameters by typing in the fields or using the pull-down menus.



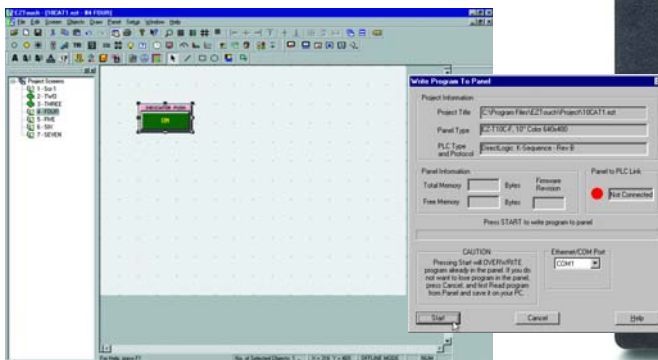
2

Once your new screen is open, you can start building and creating objects using the easy menu or toolbars.



3

Click on the "Write Program to Panel" button, double check the download dialog box, click OK, and you are finished.



Write Program to Panel button



Indicator Pushbutton is now on the EZTouch panel.

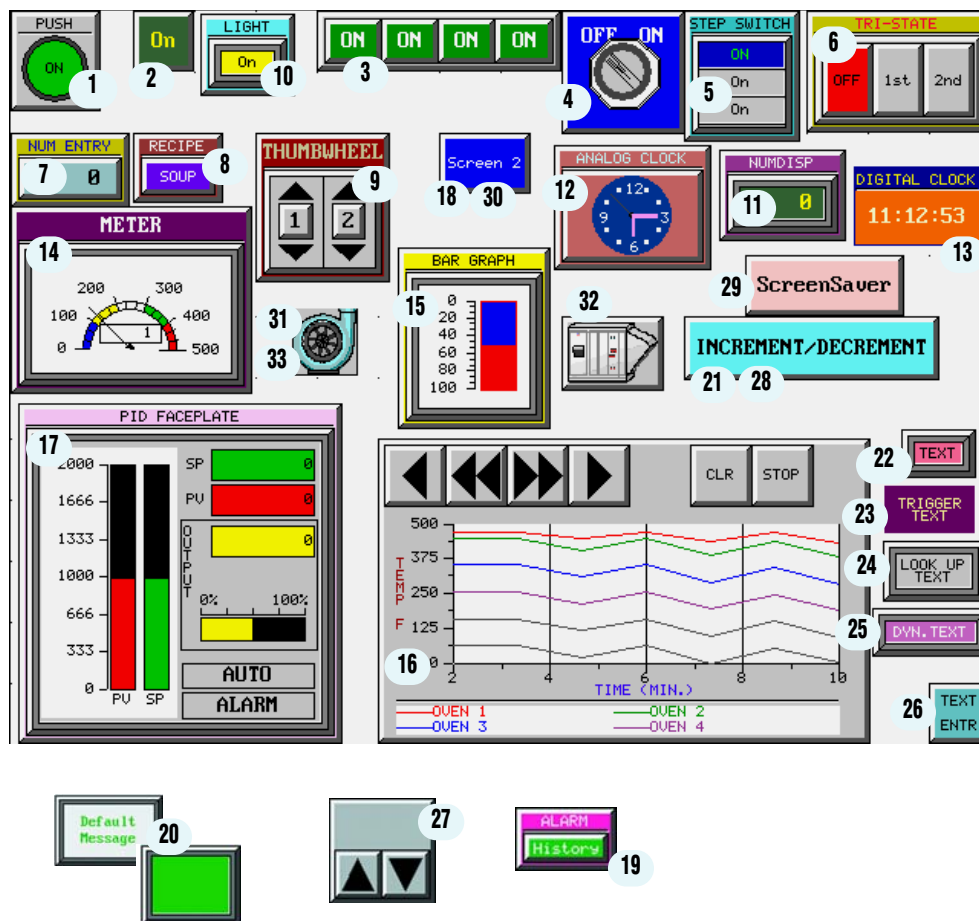
# EZTOUCH PANEL OBJECTS

## The most practical and best-looking objects available

The image below shows a screen containing many of the 33 available objects. This page and the facing page cover some of the featured objects available in the EZTouch program.

### Radio Buttons 3

The Radio Button object allows you to create a series of pushbuttons (2-8) that function much like a pushbutton car radio. When one button is active, the others are off (only one station at a time).



- 1 Pushbutton
- 2 Indicator Button
- 3 Radio Button
- 4 Switch
- 5 Step Switch
- 6 Tri-State Switch
- 7 Numeric Entry
- 8 Recipe
- 9 Thumbwheel
- 10 Indicator Light
- 11 Numeric Display
- 12 Analog Clock
- 13 Digital Clock
- 14 Meter
- 15 Bar Graph
- 16 Line Graph
- 17 PID Faceplate
- 18 Screen Change
- 19 Alarm History
- 20 Multi-state Indicator
- 21 Increment/Decrement
- 22 Static Text
- 23 Trigger Text
- 24 Lookup Text
- 25 Dynamic Text
- 26 Text Entry
- 27 Adjust Contrast
- 28 Inc/Dec Hour
- 29 Activate Screen Save
- 30 Select Language
- 31 Dynamic Bitmap
- 32 Bitmap Button
- 33 Multi-state Bitmap

### Meters 14

The Meter object gives you multiple choices for meter type and operation. You can custom design the color bars for the alarm zones and select the number of ticks to be displayed. The meters are an excellent graphical representation for an analog gauge.

### Line and Bar Graphs 15 16

The line and bar graphs have unbelievable resolution. The charts have the ability to display a legend for your X and Y axis. You can also assign a label to the major "tic" marks on the chart. Add a little color and the graphs look as good as they function.

### PID Faceplate 17

For those PLC systems that support PID capabilities, there is a special faceplate to display the PID parameters. The PID object reads three controlled values of the PID loop and displays them in a bar graph form.

# EZTOUCH PANEL OBJECTS

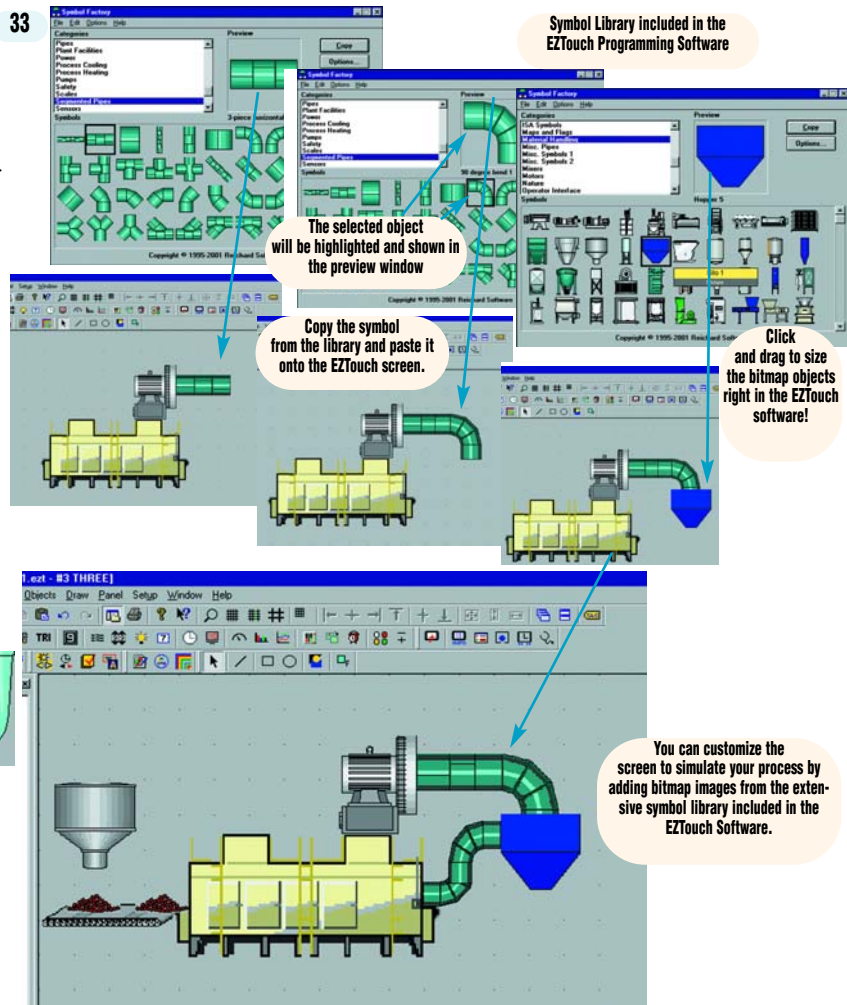
## Bitmap Objects (Dynamic, Multi-state, Button, and Static)

The Dynamic Bitmap and Multi-state Bitmap objects allow you to create simple-to-complex objects. You can use the extensive built-in symbol library to copy and paste hundreds of objects directly to the project screen. They can be arranged and positioned in any manner that you prefer.

The Dynamic Bitmap allows you to create and stack objects on top of each other for a true dynamic representation. The bitmap that is activated by the panel or by the control program will be the one that is active or on top. For example, you could create a green blower and a red blower and stack them on top of each other as shown below. If the process is running and the blower is in operation, the green one would be shown. If it was off, the red one would be shown.

The Multi-state Bitmap object is just like the Dynamic Bitmap — only more powerful, and with up to 16 bitmaps to display, based on bit of word or word address.

The Bitmap Button object is just that: a push-button with On/Off images instead of colors and text; and the Static Bitmap is simply an imported bitmap that can be sized but remains static.

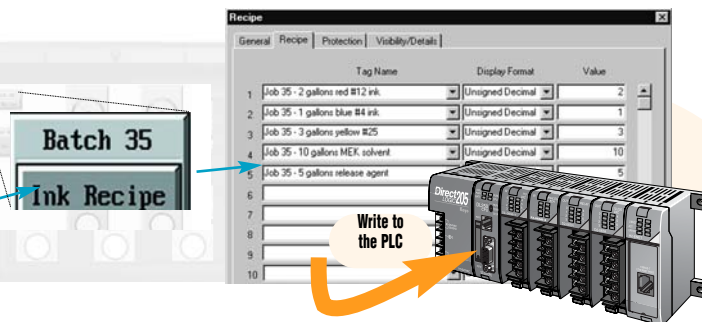


OPER. INT.

## Recipe Objects 8

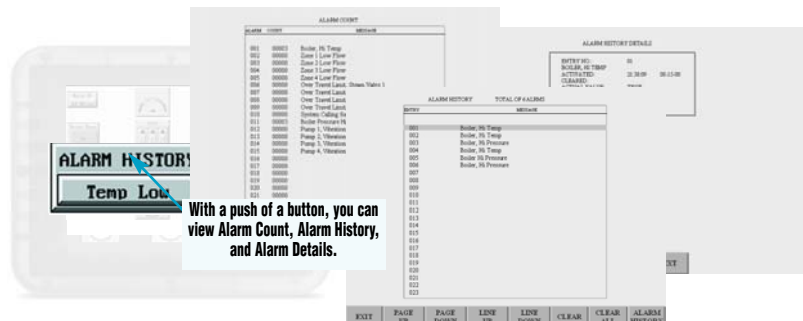
The Recipe object allows you to write preset values (or PLC register values) of up to 20 registers in the EZTouch panel with the click of a button. These values may be transferred from the panel registers to the PLC to change the process.

With one click of a button, you can view all of the tag-names and values of the recipe batch.



## Alarm History 19

You can configure an Alarm History button to provide Alarm Count or Alarm History. Alarm Details are accessed through the Alarm History. The Alarm Count will list all alarms and show a total count for each alarm. The Alarm History will show each alarm that has occurred with the most recent at the top. When you highlight and select Alarm Detail you will get the date, time, current value, upper/lower limits, and which limit is tripped.



# EZTOUCH CONFIGURATION SOFTWARE

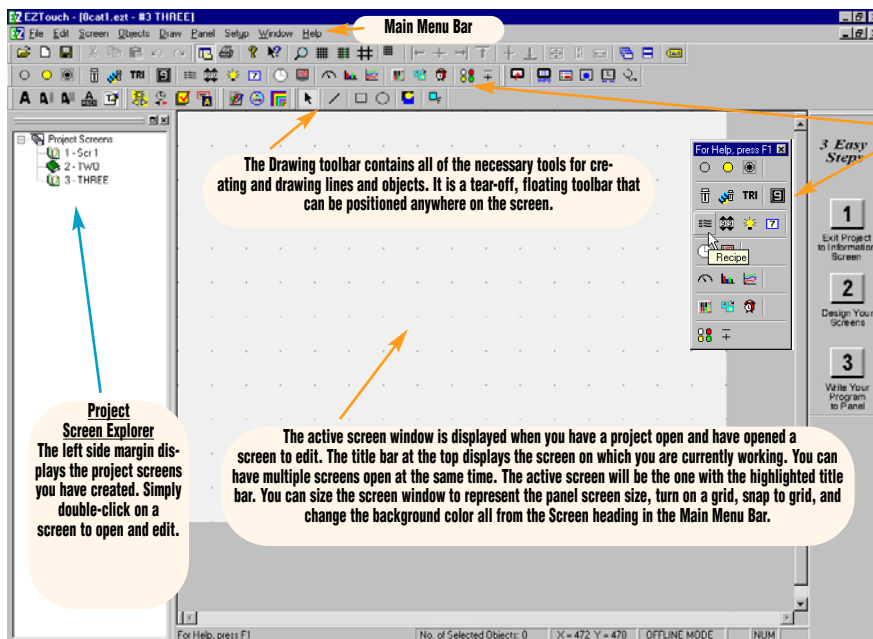
## Easy-to-use programming software

The EZTouch Programming Software makes the configuration process simple and easy. The previous two pages described all of the powerful objects available in the program. These two pages illustrate the ease and simplicity of creating and building these objects.

The EZTouch Programming Software has a Main Menu Bar, tear-off toolbars, a Project Screen Explorer, a main window area, and individual screen windows. You can build multiple screens and tile or cascade them in the main window area.

## Toolbars

There are nine Toolbars to help simplify your programming process (Standard, Basic Objects, System Objects, Text Objects, Bitmap Objects, Draw, Panel, 3 Easy Steps, and Project Screens). The Toolbars are tear-off, which means that you can move and resize them to better suit your needs. The example here shows the Basic Objects Toolbar moved to the right and resized. It also shows the Fly-over help or ToolTip that is associated with each object icon. You can display the Panel toolbar by selecting it in the Edit pull-down selection. This toolbar provides the icons for the following: write to panel, panel information, display screen, reboot panel, panel time and date, and diagnostics.



Tear-off floating toolbar contains all of the objects represented by an icon. Each icon has fly-over help that gives a brief description of the object icon. Simply click on the object that you want to create and the associated dialog box will appear, prompting you with the necessary information to build the object.

## Minimum PC requirements:

- Pentium, 133MHz, CD ROM
- 32 MB RAM
- 87 MB free disk space
- WIN95/98/2000/NT4.0/XP/XP Pro
- Color SVGA  
800x600 minimum  
1024x768 recommended

## Online programming

The EZTouch panels support full-scale online programming. You will be able to view the project that is in the panel, edit it while it is online, then save it to the panel.

To give you a quick explanation of the benefit of this feature, let's compare it to offline programming. Typically, when you build a project, it is saved both on your PC and the panel. To make changes to the program in the panel, you would have to open the saved file on your PC, make the changes, save the changes, and transfer to the panel. In the EZTouch Programming Software, you can be connected online with a simple click of a button. Once you are connected, the screen that you see on the panel is the screen you see on the PC. Now when you save the changes to the program, they will be made directly to the panel.

## Windows architecture

The EZTouch Programming Software is a true 32-bit Windows-type application. There are pull-down menus on every Main Menu Bar heading, some of which provide more menu options or dialog boxes for configuration. Most icons have the fly-over ToolTip that is associated with the 32-bit architecture. When your cursor is on top of an icon, a brief description or hot key is displayed in a small pop-up cloud. This type of information may be helpful in choosing which object or selection that you need to make. Also, like other Windows-type applications, you can tile or cascade multiple screens in the main display window, and minimize and maximize them as well. We think you will be pleased with the ease and simplicity these features provide.



# EZTOUCH CONFIGURATION SOFTWARE

## Typical object configuration dialog box

**Indicator Button Object**

**A** Using the toolbar or pull-down menu, select the object that you want to create.

**B** Each object has an associated dialog containing all of the necessary parameters for creating the object. Simply fill in the areas to meet your application needs and click OK. The object can now be drawn on the screen.

You can custom label the objects by enabling the text and typing in the name you want.

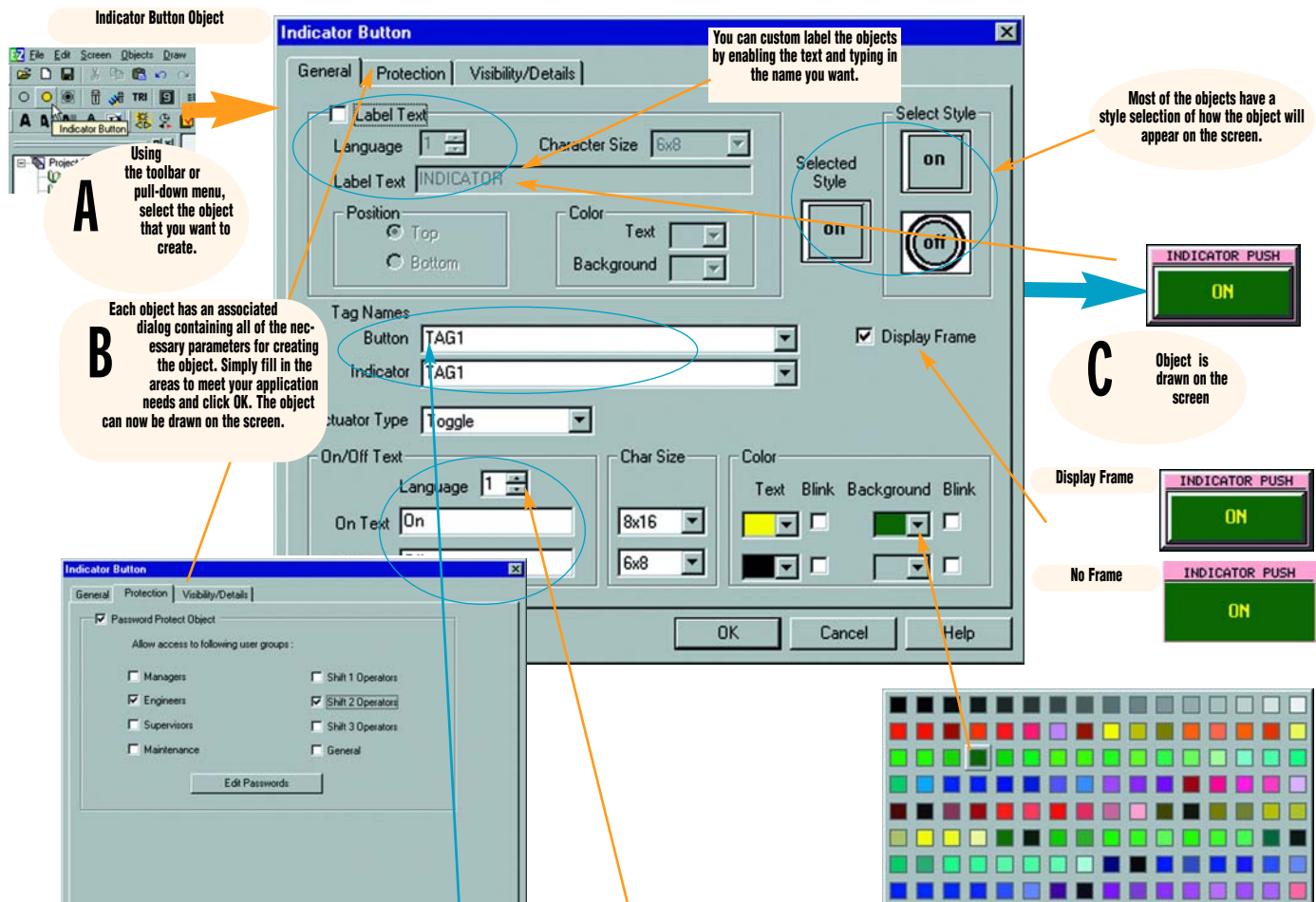
Most of the objects have a style selection of how the object will appear on the screen.

**C** Object is drawn on the screen

Display Frame

No Frame

Color palette



### PLC addressing

One of the fields to be completed in the object creation window is the PLC tagname. Type in the tagname and the appropriate PLC address string and data type, and the object will be linked to the PLC. It's that easy!

**ADD NEW TAG DETAILS**

Enter TagDetails for the Tag

(PLCType: DirectLogic K-Sequence - Rev B)

Address String: C0

Expected IO Type: R/W

Data Type: DISCRETE

No. of Chars: 1

OK Cancel Help

### Password protection

Most functional objects have built-in password protection for up to eight different user groups. Simply choose the group or level of protection, and enter the password.

### Color palette

The color palette has 128 available colors for text, background, indicators, and other object parameters.

### Se Habla Español? No hay Problema!

Another great feature of the EZTouch panels is the ability to program your text and messages in different languages. As long as the text characters are in the ANSI text table, they can be displayed on the panel. You can store up to nine different language types for each object. Select the language number from the pull-down menu and type in the text to be displayed.

*Si usted prefiere que sus mensajes se visualicen en Español, simplemente seleccione el número de el lenguaje que desea y escribalo en su texto para cada función.*

On/Off Text

Language: 2

On Text: Valvula 1 prendido

Off Text: Valvula 1 apagado

*O, se ha qualche operatore che preferisce l'italiano, scriva il test in una forma più comprensibile per loro.*

On/Off Text

Language: 3

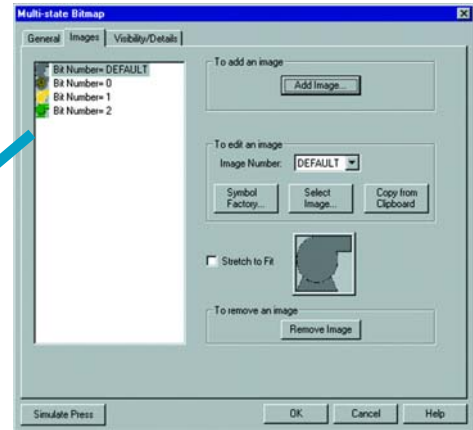
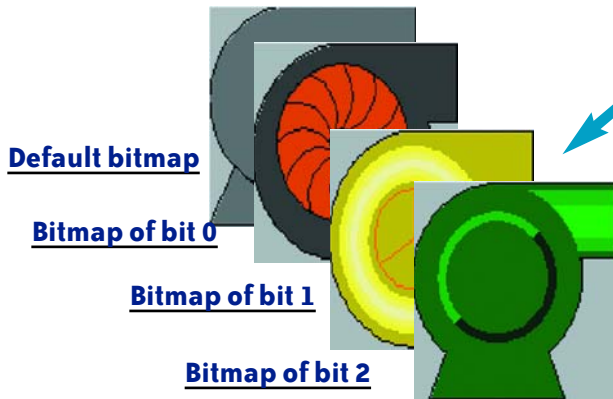
On Text: Valvola 1 accesa

Off Text: Valvola 2 spenta

# EZTouch CONFIGURATION SOFTWARE

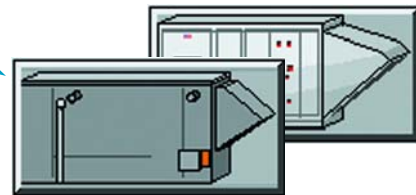
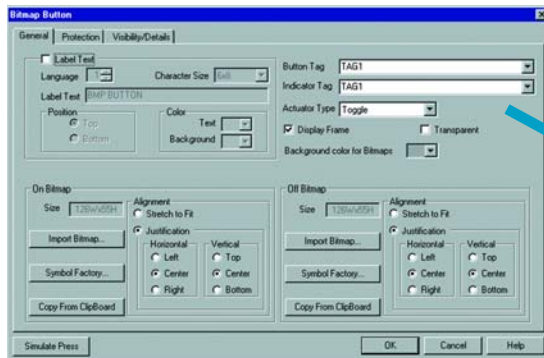
## Multi-state Bitmap Object

The Multi-state Bitmap Object is created to display images within a frame on the EZTouch panel screen. Each object has its own programmed images. The object will display one image at a time based on what bit is set, or a value in the tag. The maximum number of images that can be programmed is based on available memory.



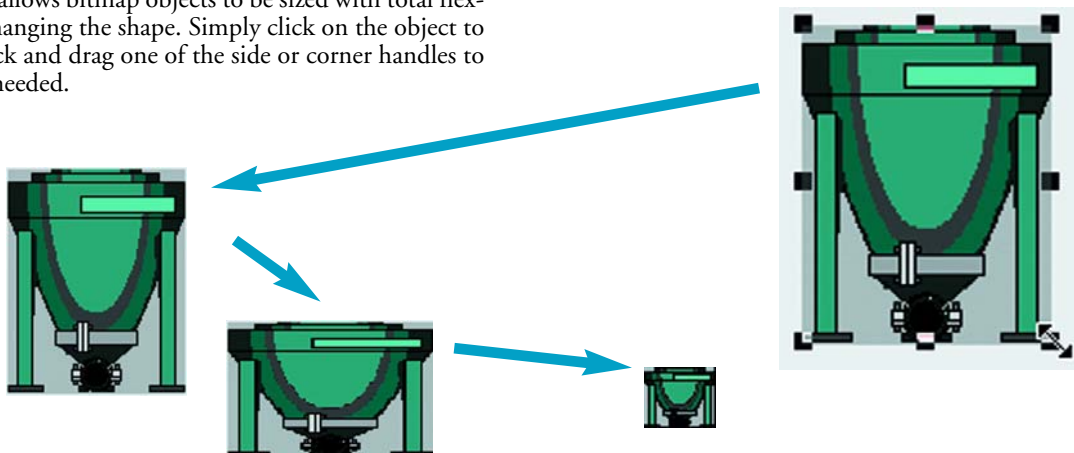
## Bitmap Button Object

The Multi-state Bitmap is a touch object that combines functions of a button, a Dynamic Bitmap, and an Indicator Light. It allows you to perform a WRITE operation to one bit and a READ operation from a second discrete location. The state of that READ location determines whether the button is displayed in the ON or OFF mode. You may choose to make the READ and WRITE location the same.



## Sizing bitmap objects

EZTouch software allows bitmap objects to be sized with total flexibility, including changing the shape. Simply click on the object to select, and then click and drag one of the side or corner handles to size the bitmap as needed.

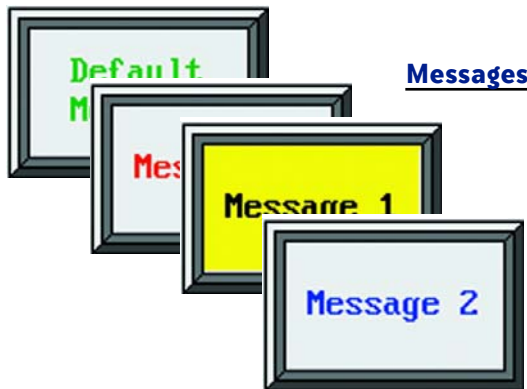
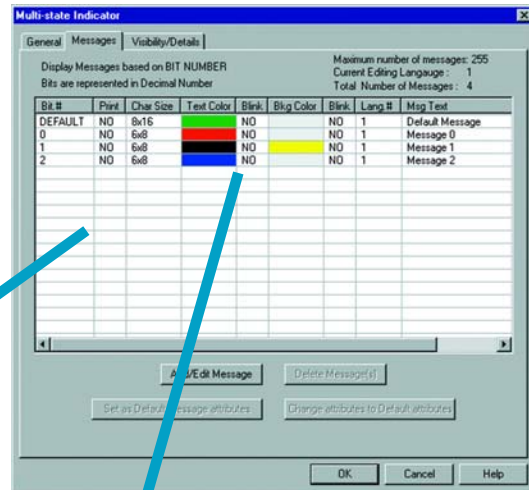


# EZTOUCH CONFIGURATION SOFTWARE

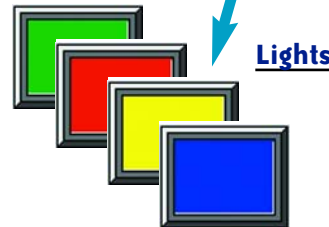
## Multi-state Indicator Object

The Multi-state Indicator Object is created to display preprogrammed messages within a frame on the EZTouch panel screen. Each object has preprogrammed messages that are stored in the object itself. In other words, messages are stored in the object, NOT the Message Database. (The Message Database is used by the Lookup Text Object only.) It displays one message at a time based on what bit is set, or a value in the tag. The maximum number of messages that can be programmed is 255. Click on the Messages tab to program messages in the database.

The Multi-state Indicator can also be used without messages as simply a Multi-state Indicator Light, such as the one shown here.



Messages



Lights

OPER. INT.

## Increment/Decrement Value Object

The Increment/Decrement Value Object allows you to configure a button, that when pressed, will Add or Subtract from a value using two tags and a programmed value. You will be able to Read a value in the first tag and then Write to another using the value you have programmed to increment or decrement that register value. Of course, if both tags are the same, the tag itself is changed by that value.

