
02 Software Menu

last modified by admin

on 2022/06/15 09:58

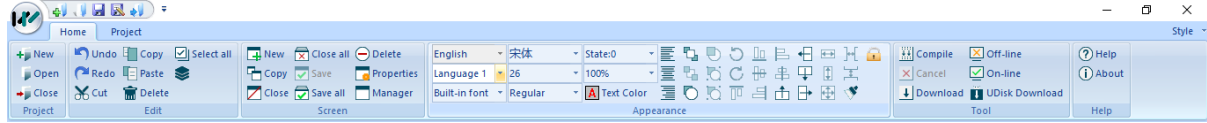
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This chapter provides a precise introduction to PISudio menu.

Home Menu

This section introduces homepage menu functions, the homepage menu as following picture shows.



Project

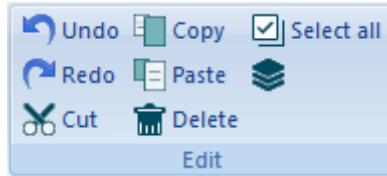
[Project] toolbar provides basic operations for project files, this section introduces those functions in detailed.



Items	Description
New	Create a new project file
Open	Open designated project
Close	Close current project

Edit

This section provides the detailed induction of functions in toolbar menu.

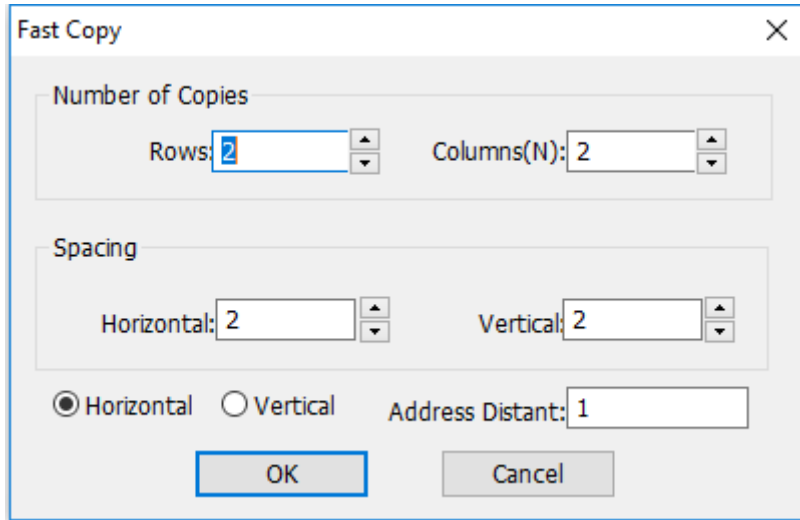


Items	Description
Undo	Undo last action; it supports 10 actions.
Redo	Redo last action.
Cut	Remove the selected object (s) from the project screen and temporarily place it (them) on the clipboard.
Copy	Copy the selected object (s) from the project screen and temporarily place it (them) on the clipboard.
Paste	Place contents from clipboard to the project screen.
Delete	Remove the selected object (s) from the project screen.
Select All	Select all of the objects in the project screen.
Fast Copy	Select all of the objects in the project screen.

Operating Procedure of Fast Copy

1) Selection object, for example using Numeric Input/Dislay(HDW0);

2) Click [], it will pop up [Fast Copy] setting window as following shows;



3) Configure number of copies, spacing in horizontal and vertical, and address interval;

4) Click [OK] to save and exit;

Result

It will create three objects and the address is from HDW1~HDW3, as following picture shows;



Screen

[Screen] toolbar provides functions for screen edit; this section introduces those functions in detailed.

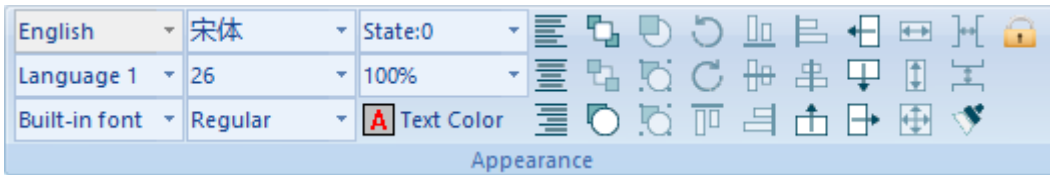


Items	Description
New	Create a new screen , the screen number and name should be unique
Copy	Copy a new screen from another project or current project to the current project
Close	Close current screen
Close all	Close all screens displayed on the taskbar of the screen editing interface
Save	Save current screen modification
Save all	Save all screens modification
Delete	Delete current displayed screen

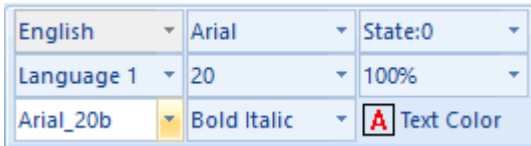
Properties	Pop-up [Screen Properties] window, it could edit screen properties
Manager	Pop-up [Screen Management] window, it could edit multiple screens' properties

Appearance

[Appearance] toolbar provides functions such as modifying object layout, object text fonts, etc. This section introduces those functions in detailed.



Items	Description
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Modify object text fonts and color



Modify text layout in object, it provides three modes, align left, align center and align right



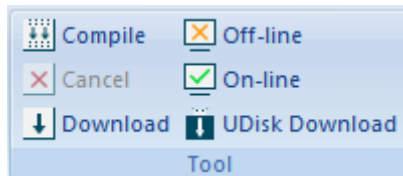
Modify objects layout.



Lock the position of the object so that it cannot be moved and resized;

Tool

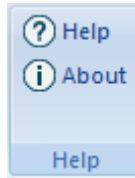
"Tool" toolbar provides some tools for HMI project operation, like compile project, download project, offline, online and create USB download file, this section introduces those tools in detailed.



Items	Description
Compile	Compile current project and create .wmt file. Compile project
Cancel	Cancel the compilation of project
Download	Download HMI project from PC to HMI, the detailed operation please refer to Download tool
Off-Line	Enable off-line simulator. Offline Simulation
On-Line	Enable on-line simulator. Online Simulation
U Disk Download	Enable [USB Flash disk download tool]. U disk download tool

Help

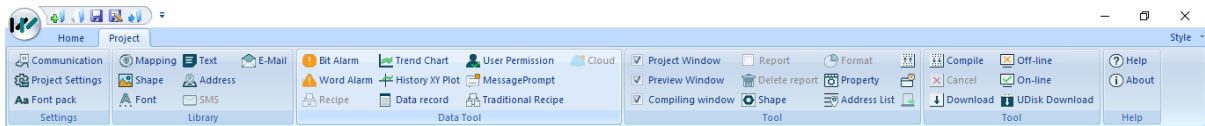
[Help] provides interface to the software help documentation and software version information.



Items	Description
Help	Help document about programming software
About	Programming software version information

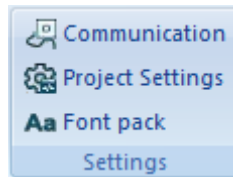
Project Menu

This section introduces project menu functions, the project menu as following picture shows.



Settings

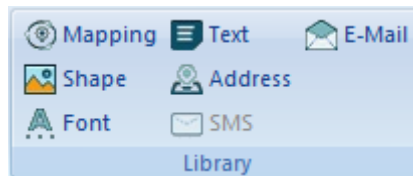
[Settings] toolbar provides project settings, such as communication settings, project settings and font settings, this section will introduce how to use those functions.



Items	Description
Communication	Project communication settings Configure communication
Project Settings	Project properties settings 5. Project setting
Font pack	Project font settings. 14.5 Font pack

Library

[Library] toolbar provides some library settings interface, such as text library, shape and other functions. The detailed introduction of those functions.

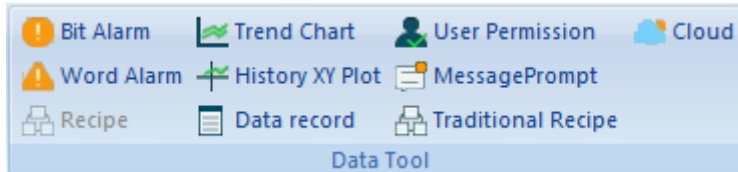


Items	Description
Mapping	Address mapping function Address Mapping
Text	Set text library for HMI project Text Library

E-mail	Set E-mail function Email
Shape	Set shape (pictures) for HMI project Shape
Address	Set address library for HMI project Address Library
Font	Set font library for HMI project Font Library

Data Tool

[Data Tool] toolbar provides access for each data setting, users could click item to open configure windows;

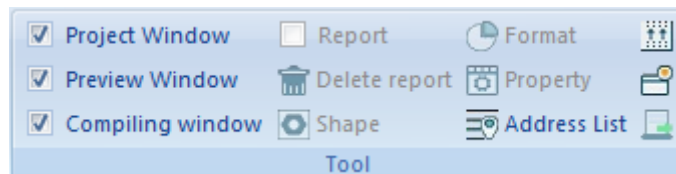


Item	Description
Bit Alarm	Set bit alarm function Bit Alarm
Word Alarm	Set word alarm function Word Alarm
Recipe	Set recipe function Recipe
Trend Chart	Set trend chart function Trend Chart
History XY Plot	Set history XY Plot function History XY Plot
Data Record	Set data record function Data Record
User Permission	Set user permission for HMI project User Permission
MessagePrompt	Set message prompt for HMI MessagePrompt

Tool

Introduction

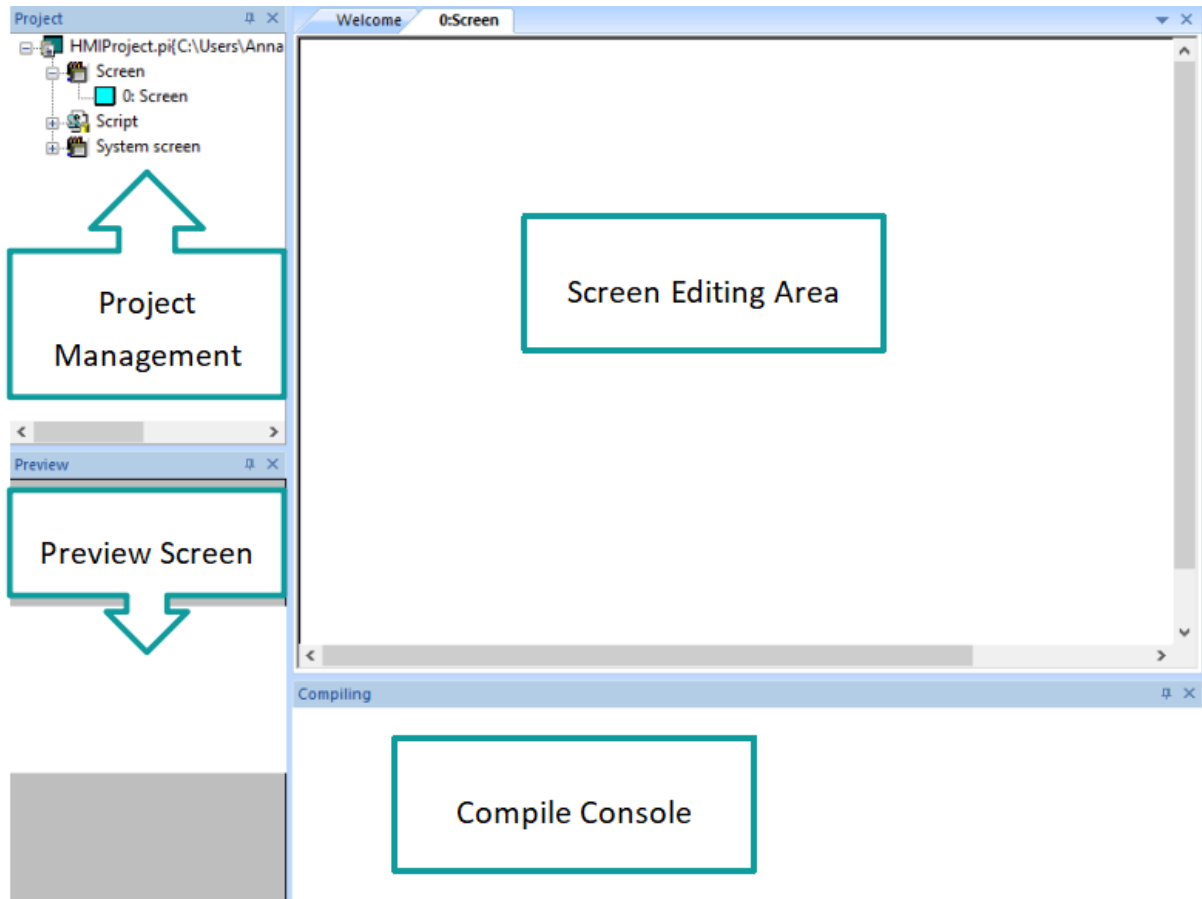
[Tool] toolbar contains windows display settings, and other functions;



Items	Description
Project Window	Check it to display project window
Preview Window	Check it to display preview window
Compiling Window	Check it to display compiling window
Report	Check it to display report window
Delete Report	Click it to delete converted report (LEVI to PI)
Shape	Click it to change selected object shape directly
Format	Click it to change selected object data format directly
Property	Click it to open selected object property window
Address List	Click it to open project address list Address List
Decompile	Click it to open decompile tool Decompile
Password Tool	Click it to open password tool Password Tool

Project management

This section introduces project screen menu functions, the project menu as following picture shows.



(1) Project screen management

It includes screen, script and system screen states, by double click the designated property to edit.

Description

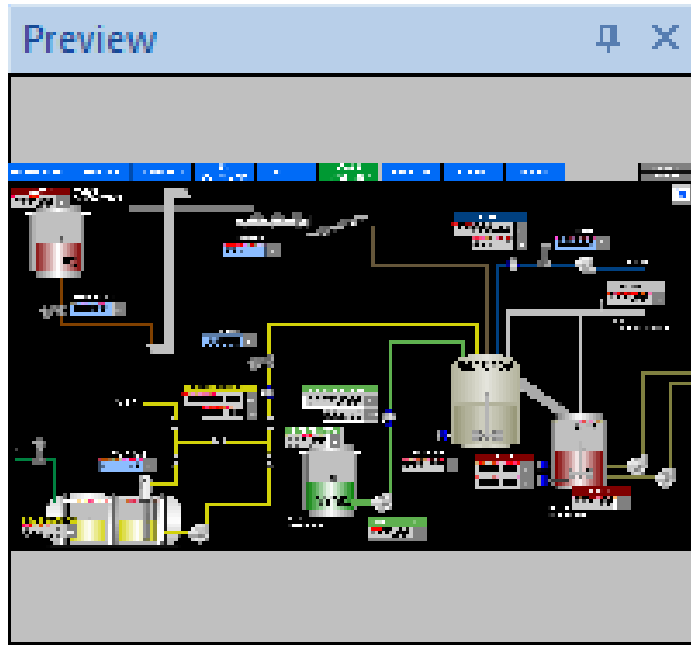
1. **Screen:** All screens in current project are shown in the screen list.
2. **Script:** Include background scripts and background functions. For the details, please refer to "[Background function](#)"
 - Background script: The scripts could run when project is running.
 - Background Function: Background function is a form of code for using, it could be called in any script.
- 3) **System Screen:** System sub-screen for keypad display.
 - Screen 1000: Numerical input keypad
 - Screen 1001: Text input keypad
 - Screen 1002: Mutual screen, this screen will display on all other screens
 - Screen 1003: User login screen
 - Screen 1005: It can input: numbers, Chinese characters and letters.
 - Screen 1006: User login screen, include user name and password input
 - Screen 1007: Password change screen
 - Screen 1008: Installment payment password input screen
 - Screen 1009: Installment payment alert screen
 - Screen 5001: Timeout list

(2) Screen editing area

Double click the screen manager and choose the designated screen, then a corresponding screen would pop up to edit. You could add and delete objects.

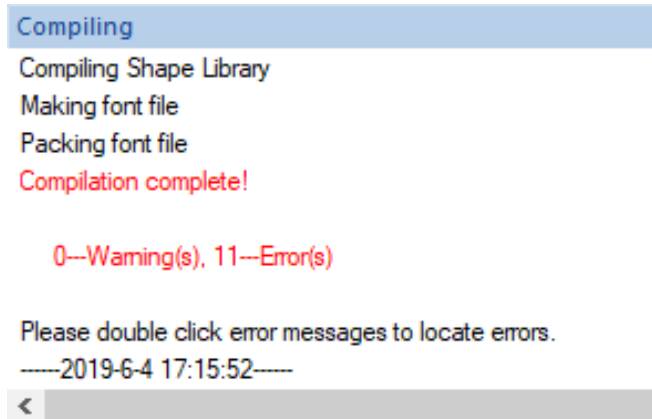
(3) Preview screen

Click the corresponding screen, the preview screen area would display the selected screen.



(4) Compile Console

"Compile Console" shows project compiling information, when an error occurs, it appears in a red font to make it easier for the user to notice the error information, and when double-clicking the error message, it automatically locates errors.



Screen style(Only ig series)

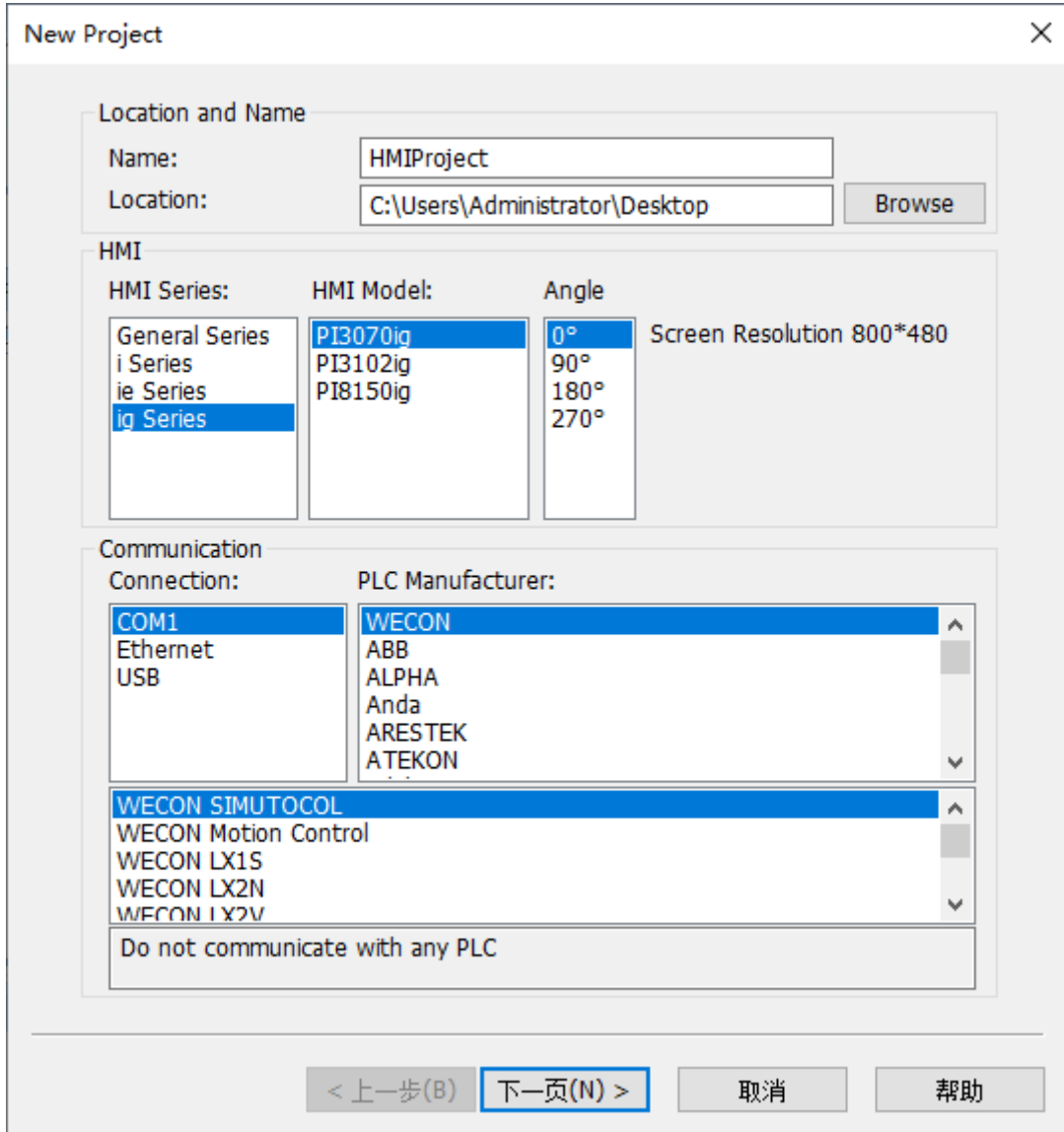
After the style is selected, the screen of the project changes as shown below:

1. The created screen background will be automatically filled, which is the same as the screen background in the preview image.

2. The created object's graphic is also the same as the graphic style in the preview image.
3. All Built-In screens in the project are replaced the same style with the preview image.
4. After selecting the style, the preview image is stored in "System Screen /Sample Screen" , and the sample screen does not occupy project memory.

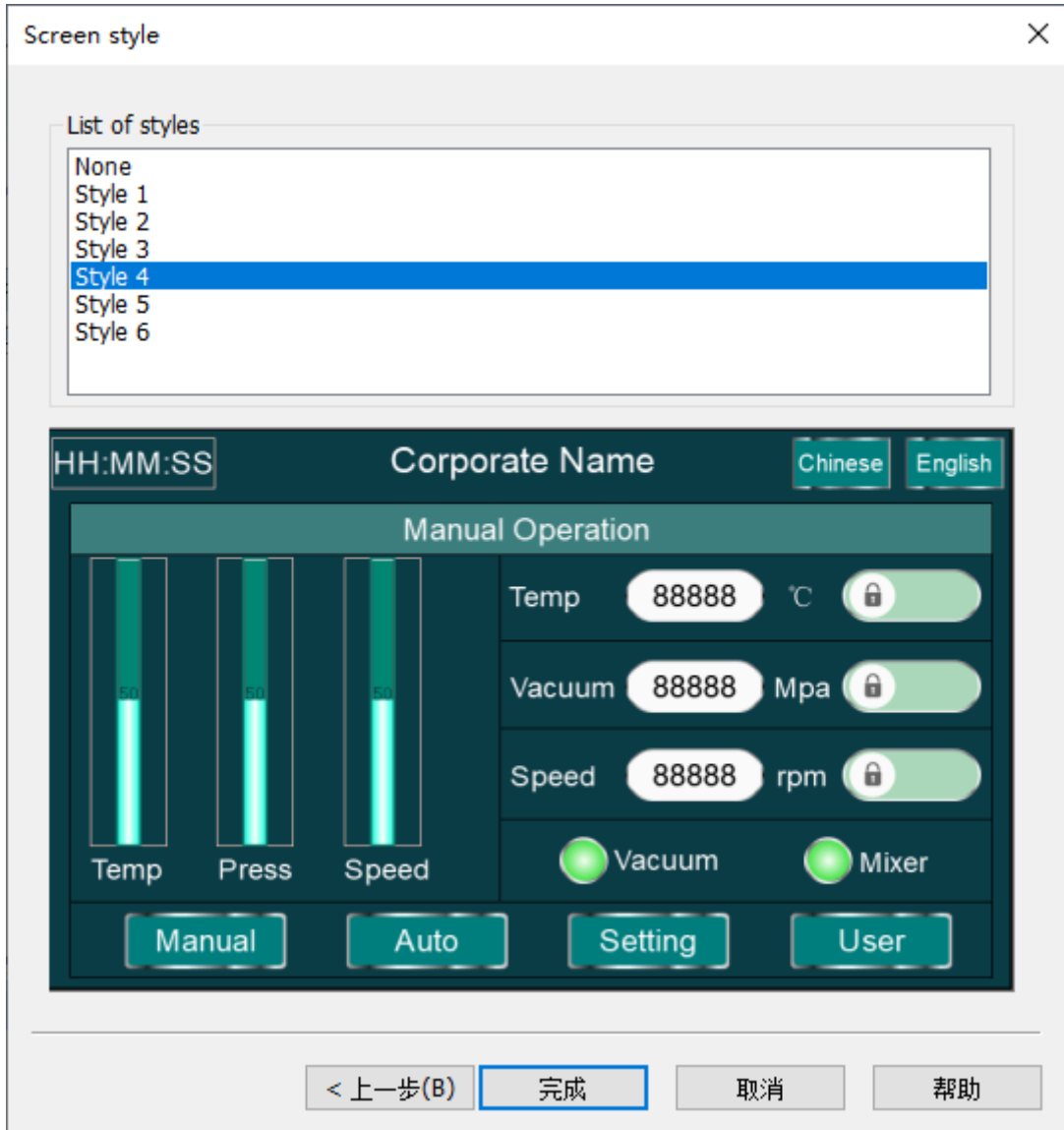
Create new project with style

1) When creating a new project, select ig series in HMI series and only able to use it when the angle is 0°. As shown in Figure below.

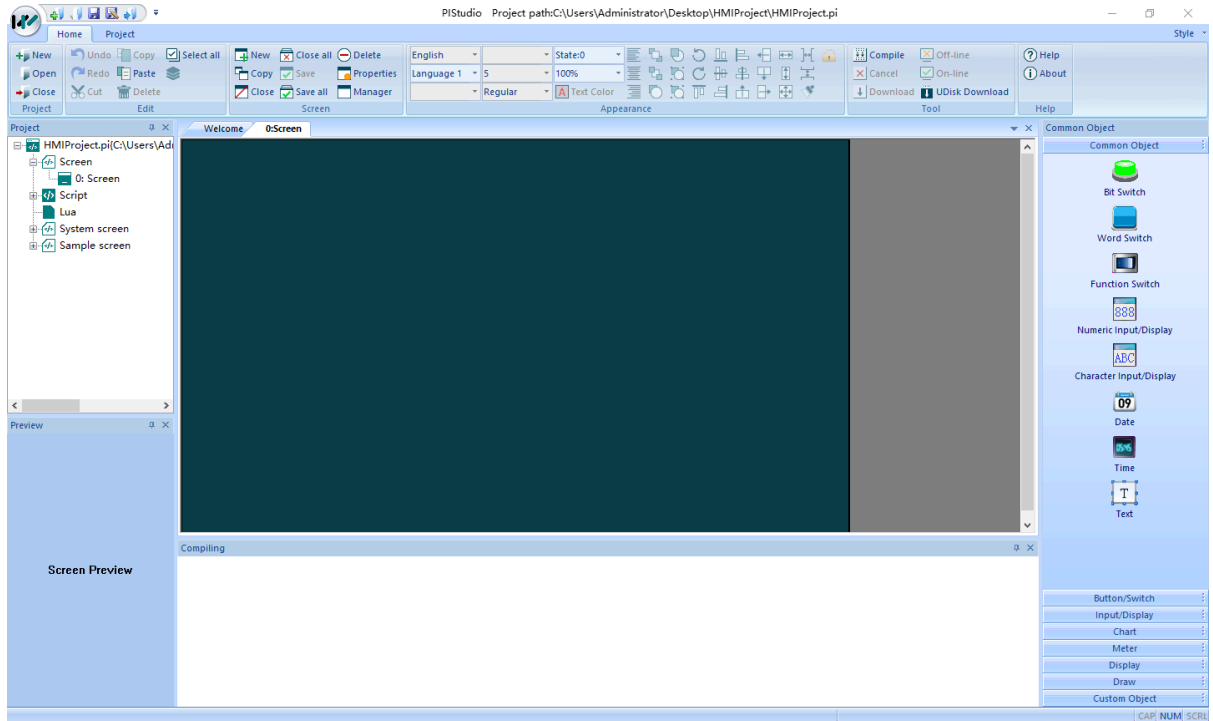


2) Select the model, click Next, enter the Screen Style Selection, each style has a preview, (None means the old style).

Each style has a matching background image and object graphics. After selecting the style, you can view the effect in the preview image. Example: The preview effect of style 4 is shown in as below.



3) Select the style and click "Finish" to enter the project main interface , as shown in the figure below.



Objects with style

1) The objects, screen background, and Built-In screens of each style are different, except for custom object and images. For example: Bit Switch style are shown as below.

1. Bit Switch of style 2



1. Bit Switch of style 4



You could customize the graphics or display colors of the objects according to the project requirements.

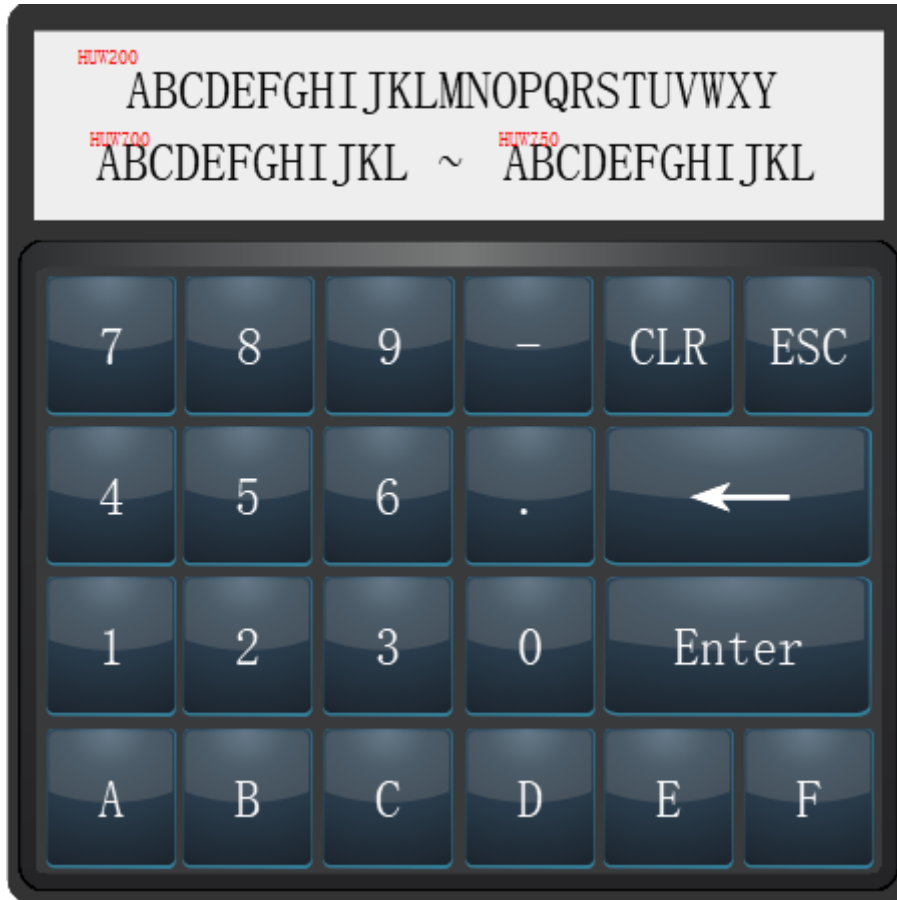
Built-In screens with style

After selecting a different style in the project, the Built-In screen will be replaced with a matching Built-In screen.

1. When the style is not selected, the display effect of the Built-In screen 1000 is shown in the figure bellow.



2. When style 1 is selected, the display effect of the Built-In screen 1000 is shown in the figure below.



3. The keyboard screen of style 1 to 6 style adopts a new layout, you could modify the key input text according to your needs.

Sample screen

There is a sample screen "6000: screen" in sample screen. It is only for viewing and can not be deleted and modified. You could call the object layout of the sample screen by copying it.

