



# Integrated FA Software **GX Works2**

# **Beginner's Manual**



# MELSOFT Integrated FA Software

SW1DNC-GXW2-E



(Always read these instructions before using this product.)

Before using this product, thoroughly read this manual and the relevant manuals introduced in this manual and pay careful attention to safety and handle the products properly.

The precautions given in this manual are concerned with this product. For the safety precautions of the programmable controller system, refer to the User's Manual for the CPU module. In this manual, the safety precautions are ranked as "DANGER" and "CAUTION".



Note that the  $\cancel{N}$  CAUTION level may lead to serious consequences according to the circumstances. Always follow the precautions of both levels because they are important for personal safety.

Please save this manual to make it accessible when required and always forward it to the end user.

# [Design Instructions]

Danger
 When data change, program change, or status control is performed from a personal computer to a running programmable controller, create an interlock circuit outside the programmable controller to ensure that the whole system always operates safely. Furthermore, for the online operations performed from a personal computer to a programmable controller CPU, the

corrective actions against a communication error due to such as a cable connection fault should be predetermined as a system.

# [Startup and Maintenance Instructions]

# 

The online operations performed from a personal computer to a running programmable controller CPU (Program change when a programmable controller CPU is RUN, operating status change such as RUN-STOP switching, and remote control operation) have to be executed after the manual has been carefully read and the safety has been ensured.

When changing a program while a programmable controller CPU is RUN, it may cause a program corruption in some operating conditions. Fully understand the precautions described in GX Works2 Version1 Operating Manual (Common).

#### REVISIONS

The manual number is written at the bottom left of the back cover.

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#### INTRODUCTION

Thank you for purchasing the Mitsubishi integrated FA software, MELSOFT series. Before using the product, thoroughly read this manual to develop full familiarity with the functions and performance to ensure correct use.

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#### MANUALS

Related manuals are separately issued according to the purpose of their functions for GX Works2.

#### Related manuals

The manuals related to this product are shown below. Refer to the following tables when ordering required manuals.

#### 1) Operation of GX Works2

Manual name	Manual number (Manual code)
GX Works2 Version1 Operating Manual (Common) Explains the system configuration of GX Works2 and the functions common to a Simple project and Structured project such as parameter setting and the operating method for the online function. (Sold separately)	SH-080779ENG (13JU63)
GX Works2 Version1 Operating Manual (Simple Project) Explains operation methods such as creating and monitoring programs in Simple project of GX Works2. (Sold separately)	SH-080780ENG (13JU64)
GX Works2 Version1 Operating Manual (Structured Project) Explains operation methods such as creating and monitoring programs in Structured project of GX Works2. (Sold separately)	SH-080781ENG (13JU65)
GX Works2 Beginner's Manual (Simple Project) Explains fundamental operation methods such as creating, editing and monitoring programs in Simple project for users inexperienced with GX Works2. (Sold separately)	SH-080787ENG (13JZ22)

#### 2) Structured Programming

Manual name	Manual number (Manual code)
QCPU Structured Programming Manual (Fundamentals) Explains the programming method, types of programming languages required to create structured programs. (Sold separately)	SH-080782ENG (13JW06)
QCPU Structured Programming Manual (Common Instructions) Explains the specifications and functions of sequence instructions, basic instructions, and application instructions that can be used in structured programs. (Sold separately)	SH-080783ENG (13JW07)
QCPU Structured Programming Manual (Application Functions) Explains the specifications and functions of application functions that can be used in structured programs. (Sold separately)	SH-080784ENG (13JW08)
QCPU Structured Programming Manual (Special Instructions) Explains the specifications and functions of instructions for network modules, intelligent function modules, and PID control functions that can be used in structured programs.	SH-080785ENG (13JW09)

Point P

The Operating Manual is included in the CD-ROM with the software package. Manuals in printed form are sold separately for single purchase. Order a manual by quoting the manual number (model code) listed in the table above.

#### Purpose of this manual

This manual explains the operation for creating sequence programs in Structured project, one of the functions supported with GX Works2.

Manuals for reference are listed in the following table according to their purpose.

For information such as the contents and manual number of each manual, refer to the list of 'Related manuals'.

1) Operation of GX Work2

		GX Works2 Installation Instructions	GX Works2 Beginner's Manual		GX Works2 Version1 Operating Manual		
Pur	<b>-</b>	<b>-</b>				<b>-</b>	
		-	Simple Project	Structured Project	Common	Simple Project	Structured Project
Installation	Learning the system requirements and installation method	Details					
	Learning the basic operations and operating procedures		Details		Outline	Outline	
Operation of Simple project	Learning the functions and operation methods for programming				Outline	Details	
	Learning all functions and operation methods except for programming				Details		
	Learning the basic operations and operating procedures			Details	Outline		Outline
Operation of Structured project	Learning the functions and operation methods for programming				Outline	Details	Details
	Learning all functions and operation methods except for programming				Details		

#### 2) Programming

Purpose		QCPU Structured Programming Manual				QCPU/QnACPU Programming Manual		User's Manual for intelligent function module/ Reference Manual for network module
							<b>-</b>	<b>-</b>
		Fundamentals	Common Instructions	Special Instructions	Application Functions	Common Instructions	PID Control Instructions	-
	Learning the types and details of common instructions, error codes and special relays, and special registers					Details		
Programming in Simple	Learning the types and details of instructions for intelligent function modules							Details
project	Learning the types and details of instructions for network modules							Details
	Learning the types and details of instructions for the PID control function						Details	
	Learning the fundamentals for creating a Structured program for the first time	Details						
	Learning the types and details of common instructions		Details					
	Learning the types and details of instructions for intelligent function modules			Details				Details
Programming in Structured project	Learning the types and details of instructions for network modules			Details				Details
	Learning the types and details of instructions for the PID control function			Details			Details	
	Learning the description of error codes, special relays, and special registers					Details		
	Learning the types and details of application functions				Details			

#### How to read this manual

#### Chapter heading

Index on the right of the page number clarifies the chapter of currently opened page.



\* Since the above page was created for explanation purpose, it differs from the actual page.

This manual also uses the following columns:



This explains notes for requiring attention or useful functions relating to the information given on the same page.

<i>Restrictions ?</i>			

This explains restrictions relating to the information given on the same page.

• Symbols used in this manual

The following shows the symbols used in this manual with descriptions and examples.

(4)	📴 MELSOFT Series GX Works2 (Unset Project) - [POU_01 [PRG] Progra	am [Structured Ladder] ]	
(1)	Project Edit Eind/Replace Convert/Compile View Online Debug Diagno	istics <u>T</u> ools <u>Wi</u> ndow <u>H</u> elp	- 8 ×
(2)	·□\$	≫ ↔ ☞ ☷ 릎 얘 폐 ♬ ♂ .	
	Q Parameter Setting		
(3) ——	PLC Name PLC System PLC File  PLC RAS  Boot File  Program  SFC	Device   I/O Assignment   Multiple CPU Setting	
(5)	Immer Limit secting         ms         (Ims1000ms)           Low Speed         10.0         ms         (0.1ms1000ms)           High Speed         10.0         ms         (0.1ms1000ms)	Common Pointer No. P 2048 After (04095)	
	RUN-PAUSE Contacts           RUN X         (x0-x1FFF)           PAUSE X         (x0-x1FFF)	System Interrupt Setting Interrupt Counter State No. C (0-768) Sind Con Laboral	
	Latch Data Backup Operation Valid Contact     Device Name     V	128 100.0 ms (0.5ms-1000ms) 129 40.0 ms (0.5ms-1000ms) 129 20 0	
	Remote Reset	130         20.0         ms         (0.5ms-1000ms)           I31         10.0         ms         (0.5ms-1000ms)	(4)

No.	Symbol	Description	Example
(1)	[ ]	Menu name on a menu bar	[Project]
(2)		Toolbar icon	
(3)	<< >>	Tab name	< <plc system="">&gt;</plc>
(4)		Button on a screen	High Speed Interrupt Setting button
(5)		Item name in a screen	"Timer limit setting"
_		Keyboard key	Ctrl

# ■ GENERIC TERMS AND ABBREVIATIONS IN THIS MANUAL

This manual uses the generic terms and abbreviations listed in the following table to discuss the software packages and programmable controller CPUs. Corresponding module model names are also listed if needed.

Generic terms and Abbreviations	Description
GX Works2	Generic product name for the SWnDNC-GXW2-E model (n: version)
GX Developer	Generic product name for the SWnD5C-GPPW-E, SWnD5C-GPPW-EA, SWnD5C-GPPW-EV, and SWnD5C-GPPW-EVA (n: version)
Personal computer	Generic term for personal computers on which Windows <sup>®</sup> operates
High Performance model QCPU	Generic term for the Q02(H), Q06H, Q12H, and Q25H
Universal model QCPU	Generic term for the Q02U, Q03UD, Q03UDE, Q04UDH, Q04UDEH, Q06UDH, Q06UDEH,Q13UDH, Q13UDEH, Q26UDH, and Q26UDEH
QCPU (Q mode)	Generic term for the High Performance model QCPU and the Universal model QCPU

# MEMO



This manual explains the procedures to actually create a program (Structured Project) using GX Works2 and operate the programmable controller using the created program.

If this is your first time creating a Structured Project using GX Works2, you are recommended to read this manual first, and then use GX Works2.

Refer to the following manual for Simple Projects:

GX Works2 Beginner's Manual (Structured Project)

1.1	Simple Project and Structured Project	-2
1.2	Program Creation Procedure	-3

# **1.1** Simple Project and Structured Project

#### Simple Project

In a Simple Project, you can create ladder programs using instructions for the Mitsubishi programmable controller CPU.

The Simple Project offers the same operability for program creation as the conventional GX Developer.

You can create sequence programs using the following programming languages:

#### Graphic languages

Ladder

Use this graphic language to describe programs as circuits consisting of contacts, coils, etc, using the same operating procedures as the conventional GX Developer.

SFC

Use this graphic language to describe sequence control in a way easy to understand. Describe steps which specify the processing and transition conditions which specify conditions for proceeding to the next step.

You can describe steps and transition conditions using the ladder language.

#### Structured Project

In a Structured Project, you can create programs by structured program.

By dividing controls into small portions and making parts of common contents, you can create programs easy to understand and applicable to many cases (by structured program.)

- Graphic languages
  - Ladder

Use this graphic language to describe programs as circuits consisting of contacts, coils, etc, using the same operating procedures as the conventional GX Developer.

Structured Ladder

This graphic language is created based on the relay circuit design technology. Because this language is easy to understand intuitively, it is used generally for ladder programs. Every circuit always starts from a bus line on the left.

Structured Ladder consists of contacts, coils, function blocks and functions which are connected each other with vertical lines and horizontal lines.

SFC

Use this graphic language to describe sequence control in a way easy to understand. Describe steps which specify the processing and transition conditions which specify conditions for proceeding to the next step.

You can describe steps and transition conditions using the ladder language.

#### Text language

• ST language (Structured Text language)

This text language allows you to describe controls by syntax including alternative sequences offered by conditional sentences and repetition offered by repetition sentences in the same way as high-level languages such as the C language. Accordingly, you can briefly create programs easy to look at.

**OVERVIEW** 

CREATED PROGRAM AND SYSTEM CONFIGURATION

3

CREATING PROGRAM IN STRUCTURED LADDER LANGUAGE

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#### **Program Creation Procedure** 1.2

The figure below shows how to create a program with a Structured Project and execute it in a programmable controller CPU.

# 1. Opening a project

Procedure	Reference subsection
Start GX Works2.	3.2.1
Create a new Structured Project. Or open an existing Structured Project.	3.2.3

 $\mathcal{n}$ 

# 2. Setting parameters

	Procedure	Reference subsection
Set the parameters.		3.2.4
	Ţ	

## 3. Creating the program configuration

Procedure	Reference subsection	ST
Create Program File.		U N U
Create Task in Program File.		GRA
Create POU.	525	PRO
Register program block of POU to Task in Program File.	5.2.5	

 $\sqrt{}$ 

# 4. Setting labels

$\overline{\Box}$		TWO OR GRAM
4. Setting labels		TING T FROG
Procedure	Reference subsection	IORE 10CE
Define global labels.	3.2.5	020
Define local labels.		

# 5. Editing the program

Procedure	Reference subsection
Edit the program in each POU.	3.2.6 4.2.6 5.2.7
$\mathcal{L}$	

(To the next page)

# 6. Conversion

P	rocedure	Reference subsection
Compile the program.		3.2.7
	Ţ	

# 

Procedure	Reference subsection
Connect the personal computer to the programmable controller CPU.	331
Set the connection destination.	5.5.1

 $\sqrt{}$ 

 $\sqrt{}$ 

 $\sqrt{}$ 

 $\sqrt{}$ 

# $\it 8.$ Writing to the programmable controller

Procedure	Reference subsection
Write the parameters to the programmable controller CPU.	330
Write the program to the programmable controller CPU.	5.5.2

# 9. Checking operations

Procedure	Reference section
	3.4
Monitor the sequence program execution status, and check operations.	4.4
	5.4
Check for errors in the programmable controller.	3.5

# 10. Printing

Procedure	Reference section
Print the program and parameters	3.7
	5.7

# 11. Quitting GX Works2

Procedure	Reference section
Save the project.	3.8
Quit GX Works2.	3.9



2

# CREATED PROGRAM AND SYSTEM CONFIGURATION

This chapter explains the system configuration and gives an overview of the program created by using this manual.

2.1 System Configuration	2-2
2.2 Overview of Program Creation	2-2



# 2.1 System Configuration

This manual uses GX Works2 and the Q Series programmable controller for explanation.



# 2.2 **Overview of Program Creation**

This manual explains the following program creation procedures using the simple example program shown in the table below.

- · Creating a new project
- Setting parameters
- · Setting labels
- Creating a program (inputting contacts and application instructions, converting ladder blocks and compiling the program)
- Writing to the programmable controller
- Monitoring ladder , etc.
- Preview, Printing

Program language	Number of program blocks	Operation overview	Reference
	1	POU_01 (PRG) Program [Structured Ladder]         Image: Structured La	Chapter 3
Structured Ladder	3	Pouring (PRG) Program (L0)     Cup: detection · Tea_pouring_button · · · Tea_pouring_output:     Cup: detection · Tea_pouring_button · · · · Vater_refill_output:     Cup: detection · Tea_pouring_button · · · · Vater_refill_output:     Cup: detection · · · · · · · · · · · · · · · · · · ·	Chapter 5

Table 2.1 Overview of created program

Table 2.1 Overview of created program						
Program language	Number of program blocks	Operation overview	Reference			
ST	1	POU_01 [PRG] Program [ST] Y10:=(LDP(TRUE,X0) OR Y10) AND NOT(TS0); OUT_T(Y10,TC0,10); MOVP(X1,10,VAR1); MOVP(X2,20,VAR1);	Chapter 4	PROGRAM TEM		
Ladder		Refer to the following manual.		REATED		
SFC		Refer to the following manual.		A O		



# MEMO



3

# CREATING PROGRAM IN STRUCTURED LADDER LANGUAGE

This chapter explains how to create a program in the Structured Ladder language with a Structured Project using a simple Structured Ladder program.

Refer to the following manuals for the details on structured programs including programming languages, labels, data types and functions (instructions):

CF QCPU Structured Programming Manual (Fundamentals)

Structured Programming Manual of the programmable controller CPU

2.1 Created Dragrom 2.2
3.1 Created Program
3.2 Creating a Project
3.3 Writing a Project to the programmable controller
3.4 Monitoring Operations
3.5 Diagnosing the programmable controller
3.6 Reading a Project from programmable controller
3.7 Printing
3.8 Saving a Project
3.9 Quitting GX Works2

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CREATING TWO OR MORE PROGRAM BLOCKS

# 3.1 Created Program

This section explains the operations of the program to be created and ladder programs.

# 3.1.1 Operations of program

- When X0 turns ON, the programmable controller turns ON Y10, and then turns OFF Y10 1 second later.
- When X1 turns ON, the programmable controller transfers K10 to D0 (which is defined with the LABEL "VAR1").
- When X2 turns ON, the programmable controller transfers K20 to D0 (which is defined with the LABEL "VAR1").

# 3.1.2 Created program

🔠 POU_01 [PR	G] Program [Structured Ladder]	
1	LDP       TS0       Y10         EN       EN       I/I	• • • • • • • • • • • • • • • • • • •
2		
3	×2 · · · · · 20 — EN ENO · · · · · · 20 — s d VAR1 · · · · · · · · · · · · · · · · · · ·	· · · · · · · · · · · · · · · · · · ·
<b>▲</b>		▶

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# 3.2 Creating a Project

Create a project using Structured Ladder programs.

# 3.2.1 Starting GX Works2



1. Select the software package menu to be started.

 $2. \ \ {\rm The \ selected \ software \ package \ is \ started}.$ 



# 3.2.2 Screen configuration in GX Works2

The GX Works2 screen has the following configuration.

Select "View" or "Hide" in the [View] menu for each of the Toolbar, Status bar, Project window, Function Block Selection window and Output window.

Refer to the following manual for the details on the GX Works2 screen configuration:

GX Works2 Version1 Operating Manual (Common)



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CREATING TWO OR MORE PROGRAM BLOCKS

# 3.2.3 Creating a new project

At first, create a project.

🗰 ME	LSO	FT Se	eries GX Wor	ks2 (Unset P
Proje	ect	<u>E</u> dit	Eind/Replace	<u>C</u> onvert/Comp
	<u>l</u> ew.			Ctrl+N
🖻 🖉	)pen		5	Ctrl+O
<u> </u>	lose			
i 🖬 s	jave			Ctrl+S
S	i <u>a</u> ve	as		
Ē	elet	в		
Y	erify			
E	roje	ct Revi	sion	+
C	: <u>h</u> an	ge PLC	Туре	
	ihan;	ge Proj	iect Type	

- 1. Perform either procedure below to display the new project window.
  - Select [Project] → [New].
  - Click 🗋 (New).

 Select the "Project Type", "PLC Series" and "PLC Type" from the list boxes for the new project to be created.

After the setting, click the  $\_$  button. **Settings** 

#### Settings

- Project Type : Structured Project<sup>\*1</sup>
  PLC Series : QCPU (Q mode)
- PLC Series : QCPU (Q mode
- PLC Type : Q02/Q02(H)
- Language : Structured Ladder
- \*1: Labels are always available in structured projects. You do not have to check "USE Labels".
- **3.** GX Works2 creates a new project.





Point <i>P</i>				
Opening an existing proj Refer to the following manu GX V	<u>ect</u> ual for the details o Vorks2 Version1	on the existing p Operating Ma	roject opening proced nual (Common)	ure:
<ol> <li>Perform either</li> <li>Select [Proj</li> <li>Click</li></ol>	er operation bel ect] → [Open]. Open).	ow.		
2. The Open pro Select an exist Project List".	oject window ap ting project to be	opears. opened in the	e "Workspace folder	path" and "Workspace/
	Open Project         Save Folder Path :         C:\Documents and Settings\A         Workspace/Project List:         Project            Project1	idministrator(My Documents)   PLC Type Q02/Q02H	Workspace1 Browse Title It returns to the workspac sample	Specify the folder saving an existing project to be opened. The selected folder is displayed in
Specify the existing project to be opened. The selected project is displayed in "Project name".	Workspace Name: Project Name: Title:	Workspace1		"Workspace Name".
3. Click the	n button to op	pen the seled	Cted project.	

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# 3.2.4 Setting parameters

#### Set parameters.



3.2.4 Setting parameters

۲

Label Name

# 3.2.5 Setting labels

#### Set Global Labels.



🔠 Global Label Setting Global1

10

Class

VAR\_GLOBAL VAR\_GLOBAL\_CONSTANT  Double-click "Global Label" → "Global1" on the Project window to display the Global Label Setting window.

2. Select the "Class" from the list box on the Global Label Setting window.

#### <u>Settings</u>

- Class: VAR\_GLOBAL
- **3**. Directly input the "Label Name" on the Global Label Setting window.

#### <u>Settings</u>

Label Name: VAR1

	Globa	al Label Setting Global1			
Τ		Class		Label Name	4
	1	VAR_GLOBAL	•	VAR1	-
	2		•		
	3		•		
	4		•		
	5		•		
	6		•		
	7		•		
	8		•		
Τ	9		•		
	10		•		
4					

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• • •

•

# *Restrictions* &

- Characters available for the label name
  - You can enter up to 32 full-width or half-width characters as the label name. However, note that the following label name will cause a compile error.
  - Label name which contains space
  - Label name whose first character is a half-width number
  - Label name equivalent to a device name
  - For other characters unavailable for the label name, refer to the following manual.
  - GX Works2 Version1 Operating Manual(Common)



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Device: D0

					$\checkmark$					
1	Glob	al Label Setting (	Global 1							×
		Class	Label Name	Data Type	Constant	Device	Address	Comment	Remark	
	1	VAR_GLOBAL -	VAR1	Word[Signed]		D0	%Mw0.0			-
	2							(		-
	3									-
	4									-
	5									-
	6									
	7	-								-
	8									-
	9									-
	10									•
4										
_										

6. Set the "Constant", "Comment" and "Remark" on the Global Label Setting window.

# <u>Settings</u>

- Constant : When the label class is
   "VAR\_GLOBAL", you cannot set or
   change the initial value.
- Comment : No setting
- Remark : No setting

Refer to the following manual for the details on the global label/local label setting procedure:  $\Box = GX$  Works2 Version1 Operating Manual (Structured Project)

Refer to the following manual for the details on the programming of global labels and labels:

#### Creating a program 3.2.6

Create the LD program shown in Subsection 3.1.2.





3. Click 📹 (Interconnect Mode) on the Structured Ladder toolbar to specify the Interconnect Mode.

Click the start point and end point in this order to draw a grid line as shown left. (GX Works2 is using the Auto Connect function described in "Point" in the previous page.)

## Point P **Connection with grid line** Connect Network Elements such as contacts, coils, Function and Function block with grid lines. Click 📹 (Interconnect Mode), and draw a grid line. Make valid the Auto Connect function to easily draw a grid line only by specifying the start point and end point using the mouse. Refer to the following manual for the details: GX Works2 Version1 Operating Manual (Structured Project) d Ladder] End Point Start Point LDP 🗶 en ENO 2 s You can easily connect grid lines by making valid the Auto Connect function in the Interconnect Mode. Perform the following procedure to make valid the Auto Connect function. ● Select "Edit" → "Auto Connect" to put a check mark. • Right-click the LD work window to display the menu window, and select "Auto Connect" to put a check mark. 🔜 POU\_01 [PRG] Program [Structured Ladder LDP EN ENO Click it. Л



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4. Click 🔜 (Select Mode) on the Structured Ladder toolbar to specify the Select Mode.

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ING PROGRAN



Set the function "LDP".
 Click the input variable "?" of "s", and set the input variable.

<u>Settings</u>

• s: X0

# Point P Referring to the data type of input/output labels in a Function or Function block Double-click a positioned function or function block to display the Function/FB Label Setting window where you can refer to the data type of labels. Refer to the following manual for the details: Image: Colspan="2">Image: Colspan="2" Colspa="2" Colspa="2" Colspan="2" Colspan="2" Colspa="2" Cols





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 Click I (Contact) on the Structured Ladder toolbar, and then click a desired position to position a Contact there.

Click "?", and set the variable.

<u>Settings</u>

- Variable: Y10
- 7. Click I (Contact Negation) on the Structured Ladder toolbar, and then click a desired position to position Contact Negation there.

Click "?" and, set the variable.

#### <u>Settings</u>

- Variable: TS0<sup>\*1</sup>
- \*1. "TS0" indicates a contact of the timer T0.



ΊĹ

🖺 POU_01 [PR	IG] Program [Structured Ladder]	
1	LDP EN EN s 	Y10
▲	1)	

ΥĻ

**8**. Draw grid lines in three positions (1), 2) and 3)) using the procedure described in the step 3.

After drawing grid lines, click 🕞 (Select Mode) on the Structured Ladder toolbar to specify the Select Mode.

**9.** Click I (Coil) on the Structured Ladder toolbar, and then click a desired position to position a Coil there.

Click "?", and set the variable.

#### <u>Settings</u>

- Variable: Y10
- **10.**Draw a grid line (1)) using the procedure described in the step 3.

After drawing a grid line, click  $\triangleright$  (Select Mode) on the Structured Ladder toolbar to specify the Select Mode.



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11.Select "Function" → "OUT\_T" on the Function Block Selection window, drag it, and drop it in a desired position to position "OUT\_T" there.

Click "?" of "TCoil<sup>\*1</sup>" and "TValue<sup>\*2</sup>", and set the input variables.

#### <u>Settings</u>

- TCoil : TC0<sup>\*3</sup>
- TValue : 10
- \*1. Set a coil of the timer to "TCoil".
- \*2. Set the set value of the timer to "TValue".
- \*3. "TC0" indicates a coil of the timer T0.
- **12.**Draw a grid line (1)) using the procedure described in the step 3.
  - After drawing a grid line, click on the Structured Ladder toolbar to specify the Select Mode.
- **13.**Select a network, and click → (New Network After) on the Structured Ladder toolbar to add a network.





Point P

Create a "one Structured Ladder block" program in one network.



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**14.**Click I (Contact) on the Structured Ladder toolbar, and then click a desired position to position a Contact there.

Click "?", and set the variable.

#### <u>Settings</u>

Variable: X1

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15. Select "Function" → "MOVP" on the Function Block Selection window, drag it, and drop it in a desired position to position "MOVP" there.
Draw a grid line (1),2)) using the procedure described in the step3.
Click "?" of "s" and "d", and set the input and output variables.

## <u>Settings</u>

- s: 10
- d: VAR1<sup>\*1</sup>
- \*1. "VAR1" is the label set in Subsection 3.2.5.

Point P			
Selecting a label from the Se You can input a label also by Perform the following proces	election Label window / selecting it from the Sel dure to display the Select	lection label window. tion Label window.	
● Select "Edit" → "List Oper	ands".		
• Click []] (List Operands).			
Refer to the following manua	al for the details on the S on1 Operating Manual (S	election Label window: tructured Project)	
Select the label class to be	Selection Label		Labels
displayed in the "label"	Scope	Label	Displays the list of labels
column.	<all> <header></header></all>	VAR1	selected by "Scope" and "Data Type"
Data Type	<global labels=""></global>	VAR1	The upper column
Select the label data type. <u>Type Class</u> Select the label type classification.	Data Type		displays the selected label name. Click the [Apply] button to insert it into the Program Editor.
Set whether or not the window will be minimized after you click the [Apply] button.	Type Class Simple Types Minimize dialog after Apply		New Or
Apply Inserts the selected label name into the Program Editor.	Apply Close	New On	Displays or hides the label definition set items used for the new label.

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- d: VAR1<sup>\*1</sup>

3.2.6 Creating a program

Л OVP ENO Select a network.





- 16. Select a network, and click + ∰ (New Network After) on the Structured Ladder toolbar to add a

Click "?" of "s" and "d", and set the input and output

- \*1. "VAR1" is the label set in Subsection 3.2.5.



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#### 3.2.7 Compiling a program

There are two types of compiling shown below. The compile target is different between the two types. Select "Rebuild All" here.

The "Rebuild All" procedure is described below.

Refer to the following manual for compiling:

GX Works2 Version1 Operating Manual (Structured Project)

Table 3.1 Compiling type and target program

	Target program to be compiled
Build	Converts non-compiled program blocks among program blocks registered in the task into sequence program. (Does not compile already compiled program blocks.)
Rebuild All	Converts all program blocks registered in the task into sequence program. (Compiles already compiled program blocks also.)



1. Select "Compile"  $\rightarrow$  "Rebuild All" to execute "Rebuild All".

You can click 🕱 (Rebuild All) to execute "Rebuild All".

- 2. The window shown on the left appears. Click the Yes button to execute "Build All".
- 3. When finishing "Build All", GX Works2 displays the result on the output window.

If an error occurs, check the contents, eliminate the cause of error, and then execute "Build" or "Rebuild All" as described in the step 1.



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## 3.3 Writing a Project to the programmable controller

Write a project to the programmable controller CPU.

# 3.3.1 Connecting the personal computer to the programmable controller

Connect the personal computer and a programmable controller with a cable, and set the connection channel.

## Connecting the personal computer to the programmable controller

Make sure to turn OFF the power of all units before connecting the personal computer to the programmable controller CPU.

Refer to the manual of the programmable controller for cautions on connection.



#### Setting the Transfer Setup

Set the channel to connect the personal computer to the programmable controller CPU by way of RS-232C cable.

Refer to the following manual for the details on setting using another channel:

GX Works2 Version1 Operating Manual (Common)

Project 🛛 🕈 🗙
🖃 💼 (Unset Project)
🖻 🛅 Connection Destination
Connection 1 (Double-click it.)
🖻 🦳 Parameter 🔣 🚽 👘
🚽 🖉 PLC Parameter
😟 🦲 Network Parameter
🔊 Remote Password
😑 🦳 Global Label
Global1
🔄 🦳 Program_File_Pool
🖻 🛅 POU_Pool
🖻 🛅 POU_01 [PRG]
Program [Structured Ladder]
🕀 🦲 Device Comment
连 🦲 Device Memory
Device Init Value
Intelligent Function Module
$\overline{\Box}$
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 Double-click "Connection Destination" → "Connection1" on the Project window to display the Transfer Setup window.







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2. Double-click **[m** (Serial USB) in "PC side I/F" to display the PC side I/F Serial setting window.

**3.** Set the PC side I/F.

After the setting, click the \_\_\_\_\_ button to complete the setting and close the window.

#### <u>Settings</u>

- · Select "RS-232C".
- COM port: Input the COM port to which the QC30R2 cable is connected.
- Transmission speed: 115.2 kbps
- **4.** Click (PLC module) in "PLC side I/F" to select the interface to be used.





5. Click the <u>Connection Test</u> button to execute a communication test with the programmable controller through the specified connection channel.

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6. When communication with the programmable controller is finished normally, the left window appears, and the "PLC type" field displays the programmable controller CPU model name.

Click the <u>w</u> button to close the window. If communication with the programmable controller has failed, the window below appears.

Check the connection destination, connection cable, etc.



7. Click the <u>→</u> button to finish "Transfer Setup" and close the window.





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• For selecting the newly created connection destination, set it as the normally used connection destination. Then, the newly created connection destination will be selected for communication with the programmable controller CPU (for "Read from PLC", "Write to PLC", etc.).



 Right-click "Connection destination" → "(desired connection destination name)" on the Project window to display the pop-up menu, and then select "Set as Default Connection" on the menu.

2. A check mark is added to the data name icon specified as the Default Connection.

## 3.3.2 Writing a project to the programmable controller

Write the project data to the programmable controller CPU set as the connection destination in Subsection 3.3.1.



 Select "Online" → "Write to PLC" to display the Online Data Operation window.

You can click **(Write to PLC)** to display the Online Data Operation window.

- 2. Set the "Target unit" and "Target project" on the Online Data Operation window.

After the setting, click the <u>Execute</u> button to write the project(program) to the programmable controller.

#### Setting of the target unit

Target unit: Select <<PLC Module>>

#### Setting of the project

 Symbolic Information : Select "Program Memory/Device Memory" in "Target Memory", and check "Symbolic Information" in "Target".
 "Program (Program File)" and "MAIN" are checked in "PLC Data", and change into gray.

"Symbolic Information" contains program files and labels.

 PLC Data
 : Select "Program Memory/Device Memory" in "Target Memory", and check "PLC/Network/Remote Password/Switch Setting" in "Target". Do not check "Device Comment" or "Device Memory".



Point 9		
If a program or parameters already exist in the program Click the <u>Yes</u> or <u>Yesto all</u> button to overwrite t When you click the <u>Yesto all</u> button, GX Works2 overw displaying the overwrites confirmation window for othe	mable controller, the following window appears. he existing program or parameters. write the existing program or parameters without	OVERVIEW
When parameters already exist          MELSOFT Application         Program (MAII) already exists.         Do you want to overwrite?	When a program already exists           MELSOFT Application         Image: Constraint of the second	EATED PROGRAM D SYSTEM CON- BURATION
Yes Yes to all No	Yes Yes to all No	PROGRAM URED CR ANGUAGE CFIC
Write to PLC	<ul> <li>3. The left window is displayed during writing.</li> <li>When writing is finished, "Write to PLC: Completed" appears.</li> <li>Click the <a href="mailto:close">Close</a> button to close the Write to PLC window.</li> </ul>	CREATING CREATING CREATING PROGRAM IN ST IN STRUCT IN STRUCT LANGUAGE PLANDERLA
When processing ends, the window is automatically close.		CREATING TWO O MORE PROGRAM BLOCKS
Online: Data Operation         System Image           Connection Channel Litt         Sensit Part RLC Module Connector(RS-232C)         System Image           Image: Connection Channel Litt         Sensit Part RLC Module Connector(RS-232C)         System Image           Image: Connection Channel Litt         Sensit Part RLC Module Connector(RS-232C)         System Image           Image: Connector Channel Litt         Sensit Part RLC Module Connector(RS-232C)         System Image           Image: Connector Channel Litt         Sensit Part RLC Module Connector(RS-232C)         System Image           Image: Connector Channel Litt         Sensit Connector RLC Module RLC Module Connector RLC Module RLC Module Connector RLC Module	<i>4.</i> Click the <u>close</u> button to close the Online Data Operation window.	
Image: Second		
Memory Memory		

## 3.4 Monitoring Operations

Execute "Monitor" to check the operations.

In some monitor window display examples, colors are changed for the convenience of printing. GX Works2 has the function to simulate programmable controller operations in the offline mode. Refer to the following manual for the simulation function:

GX Works2 Version1 Operating Manual (Common)

## **3.4.1** Monitoring a program





Point P			
<u>Monitor status</u> GX Works2 displa The Monitor status The Monitor status	ys the Monitor status whi s disappears when GX W s indicates the programm	le it is executing the work window orks2 stops all types of monitoring able controller CPU, simulator sca	monitor. n time, RUN/STOP status, etc.
		Scan status	
	Ļ	Select the Local De	evice monitor
😻 🕨 🗛 🔮	0.300ms	Local Device not Executed	-
	USE	R status	
	ERR	status	
		I/STOP status	
Refer to the follow	ring manual for the Monito	or status:	
🗊 GX Work	s2 Version1 Operating N	/lanual (Common)	
Monitor status dis	play		
<ul> <li>Display of BOOI GX Works2 displa and labels.</li> <li>Refer to the follow</li> </ul>	- value status (ON/OFF ys the ON/OFF status (B <sup>i</sup> ring manual for the BOOL	status) OOL values) of contacts, coils, etc. . value ON/OFF status display:	as the ON/OFF status of devices
🗊 GX Work	s2 Version1 Operating N	Janual (Common)	
OFF status		ON status	
	TS0 Y10 CD CD CD CO END TC0 TC0 TC0 TC0 TC0 TC0 CD		-TS0
Display of conten GX Works2 displa character strings a	nts status (current values ys the current values (of as shown below.	e) other than BOOL values non -BOOL devices for) of contacts ant value of VAR1	s, coils, etc. and the contents of
10	s d VAR1 = 10		
<ul> <li>Switching of the You can switch the Operation to sw</li> </ul>	current value display be e current value display be itch the current value	e <b>tween decimal and hexadecima</b> tween decimal and hexadecimal u <u>display to decimal</u>	<b>I</b> sing the following operations.
Select "Online" -	Monitor" → "Change	Value Format (Decimal)".	
Select "Online"		<u>uispidy to nexadecimal</u>	
Test operation		ימועב ד טוווומג (דוכאמעכטווומו) .	
<ul> <li>Forcing a contact</li> </ul>	t ON/OFF		
Double-click a mo ON/OFF.	nitored device or label wh	nile pressing Shift to force a de	vice in the programmable controller
<ul> <li>Changing the cu Double-click a mo</li> </ul>	rrent value of a word de nitored word device to dis	v <b>ice</b> play the Modify Value window whe	re you can change the current value.
Modify Value		Input the numer	ric value to be set, and
Device/Label	AR1	click the <u>Setting</u>	button to change the the input numeric value
Data Type	/ord[Signed]	and close the w	indow.
Value 1	0	Setting	
	DEC C HEX	Close	

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4. Turn ON inputs X0, X1 and X2 in the programmable controller, and check the following operations.

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You can turn ON inputs X0, X1 and X2 using the test operation above.

 When X0 turns ON, the programmable controller turns ON Y10, and then turns OFF Y10 1 second later.



• When X1 turns ON, the programmable controller transfers K10 to VAR1 (device: D0).

X1 turns ON. ∡	The programmable
· · · · · · · · · · · · · · · · · · ·	<u></u> <b>/</b> .
MOVP	
· · · · · · L	dVAR1 = 10

MOV

e controller transfers K10 to VAR1.

• When X2 turns ON, the programmable controller transfers K20 to VAR1 (device: D0).

X2 turns ON. The programmable controller transfers K20 to VAR1.



5. Select "Online"  $\rightarrow$  "Monitor"  $\rightarrow$  "Stop Monitoring" to reset the monitor status of the POU\_01 [PRG] Program [Structured Ladder] window.

You can click 🕱 (Stop Monitoring) to reset the monitor status of the POU 01 [PRG] Program [Structured Ladder] window.

6. Set the programmable controller CPU to STOP. Set the RUN/STOP switch on the programmable controller CPU to "STOP". You can switch the programmable controller status between "RUN" and "STOP" using remote operation.

For the remote operation, refer to the following.

[ Point" in the 3.4.1

## 3.4.2 Batch monitoring of device values



 Select "Online" → "Monitor" → "Device/Buffer Memory Batch" to display the Device/Buffer Memory Batch Monitor window.

- Set a device to be monitored. Select D0 in this example.
   Setting of "Device"
  - Device: Select "Device Name".
  - Device Name: D0
- **3.** Click Display Format... to display the Display Format window.



Set a device name to be monitored. Label Name is not available.

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4. Set the Display Format of the device to be monitored.

#### Setting on the Display Format window

- Monitor Format: Bit and Word
- Display: 16bit Integer
- Value: DEC
  - it Order: 0-F
- Bit Order:
- Switch No. of Points: Bit Device Bit and Word Format 16 Points

After the setting, click the <u>ok</u> button to close the Display Format window.

Refer to the following manual for the details on Display Format.

5. Click 🙀 (Start Monitoring) on the toolbar to

GX Works2 Version1 Operating Manual (Common)

## Point P

• You can save the contents set on the Display Format window.

When the monitor window is opened again, the contents set previously on the Display Format window will not be displayed. (The default setting will be displayed.)To display the previous setting, you can save the setting to a file, and read the file. To save the setting, click Save Display Format on the Device/Buffer Memory Batch Monitor window. To read the saved setting, click Open Display Format on the Device/Buffer Memory Batch Monitor window.



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 Set the programmable controller CPU to Start Set the RUN/STOP switch on the programmable controller CPU to "RUN".

start monitoring.

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 Click 2 (Stop Monitoring) on the toolbar to stop monitoring. Monitored values remain even after GX Works2 stops monitoring.

- 8. Click × on the window to close the Device/ Buffer Memory Batch Monitor window.
- Set the programmable controller CPU to Stop Set the RUN/STOP switch on the programmable controller CPU to "RUN". You can switch the programmable controller status between "RUN" and "STOP" using remote

operation. For the remote operation, refer to the following.

[] "Point" in the 3.4.1



## 3.5 Diagnosing the programmable controller

You can check the programmable controller RUN/STOP status and error status. Refer to the following manual for the details on Network Diagnostics, Ethernet Diagnostics and CC-Link IE Control Diagnostics.

GX Works2 Version1 Operating Manual (Common)



- 9) -10) - 6) - 8) - 11)

		15) 5)
No.	ltem	Description
1)	Connection Target Module	Connection Channel List: Displays the information on connection between the personal computer and the programmable controller CPU. System Image:Displays visually the Connection Channel List.
2)	CPU information of connected station	Displays the model name, operation status and switch status.
3)	Displayed information selection	Error Information (Current Error and Error History) / programmable controller Status Information/ Serial Communication Error
4)	Current Error	Displays the current CPU error information.
5)	Error History	Displays the error history.
6)	Error Jump	Jumps to the ladder step number which contains the error corresponding to the currently selected error number.
7)	Error Clear	Clears the error information displayed in "Current Error".
8)	Error Help	Displays the explanation window for the currently selected error number.
9)	Error History	Displays the latest error history.
10)	Clear History	Deletes the error history list in "Error History".
11)	Status Icon Legend	Indicates icons corresponding to errors displayed in the "Error Information" column in the "Current Error" list.
12)	Monitor Status	Indicates the monitoring status (executed or stopped).
13)	Programmable controller CPU information	Displays the programmable controller CPU status.
14)	Stop Monitor	Starts or stops monitoring.
15)	Create CSV File	Saves the error information to a CSV file.

2. Click the \_\_\_\_\_ button to close the PLC Diagnostics window.

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## 3.6 Reading a Project from programmable controller

You can read data to a project from the programmable controller CPU selected as the connection destination in Subsection 3.3.1.





#### Setting of the target unit

• Target unit: Select <<PLC Module>>

#### Setting of the project

- Symbolic Information :Select "Program Memory/Device Memory" in "Target Memory", and check "GX Works2 (Simple Project" in "Target".
   "Symbolic Information" contains program files and labels.
- PLC Data
- :Select "Program Memory/Device Memory" in "Target Memory", and check "PLC/Network/Remote Password/Switch Setting" in "Target". \*1 Do not check "Device Comment" and "Device Memory".
- \*1: If you have checked desired items during downloading, such items are checked as the default at the beginning of the uploading procedure.



 Select "Online" → "Read from PLC" to display the Online Data Operation window. OVERVIEW

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You can click 📸 (Read from PLC) to display the Online Data Operation window.

2. Set the "Target unit" and "Target project" on the Online Data Operation window.

After the setting, click the <u>Execute</u> button to read the project(program) from the programmable controller.



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Write Title

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Format PL Memory Arrange P

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Clear PLC |

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Start/Stop PLC

Set Clock

F

PLC User Data

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## 3.7 Printing

You can print programs and parameters created using GX Works2 in a printer. For details of printing, refer to the following manual.

GX Works2 Version1 Operating Manual (Common)

## 3.7.1 Setting the printer

#### The printer which prints is set up.

Pro	ject	Edit	Eind/Replace	<u>C</u> onvert/Co	mp
D	New.			Ctrl+N	
È	Oper	<b>.</b>		Ctrl+O	
	⊆lose	•			
H	<u>S</u> ave			Ctrl+S	
	S <u>a</u> ve	as			
	<u>D</u> elet	e			
	⊻erifγ	ý			
	Proje	ct Revi	sion		•
	C <u>h</u> an	ige PLC	Туре		
	Chan	ge Proj	ect Type		
	Obj <u>e</u>	ct			۱.
	Intell	igent <u>F</u> u	unction Module		×
	Орег	o Othe <u>r</u>	Data		•
	Е⊻ро	rt to GX	Developer Forn	nat File	
	Libra	ry			
	Librai Sec <u>u</u> i	ry rity Lev	əl		
	Librai Sec <u>u</u> i Print	ry rity Lev <u>W</u> indov	əl 		- + -
	Librai Secui Print Print	ry rity Lev <u>W</u> indov Windov	el  / Preview		- + -
	Librai Secui Print Print Printe	ry rity Lev <u>W</u> indov Windov er Setup	el ) ) Preview )		
	Librai Secui Print Print Printe	ry rity Lev <u>W</u> indov Windov er Setup atest F	el V V Preview D ile	- <b>k</b>	
	Librar Secur Print Print Print The L Quit	ry rity Levi Windov Windov er Setup atest F	el V J Preview J Ile	Alt+F4	-

1.	Select "Project" → "Printer Setup" to display	
	the Printer Setup window.	

2. Select the Printer, Paper size, Orientation, etc. After the setting, click the <u>k</u> button to close the Printer Setup window.

rint Setu	p	?
Printer		
Name:		✓ Properties
Status:	Ready	
Type:		
Where:		
Comment	:	
Paper		Orientation
Size:	B4 💌	Portrait
Source:	Automatically Select	A C Landscape

 $\sqrt{}$ 

## 3.7.2 Previewing a program

You can display a program in the image of printing.



1. Display a program.

Double-click "Program Pool"  $\rightarrow$  "MAIN [PRG]"  $\rightarrow$  "Program[Ladder]" on the Project window to display the MAIN [PRG] program window.

2. Select "Project" → "Print Window Preview" to display the Print Window Preview.

3. After checking the contents, click the <u>print</u> button to print the program. Click the <u>source</u> button to close the Print Window Preview .

Click buttor	n to print the program	تا	
	Program Library Name- Data Name POUL01 POUT IFIEIT have Instance Label Norman The Strategy Strateg	6/28/2008	
	2017 P207 Data Data Data Data Data Data Data Dat		2



## 3.7.3 Printing a program



Ctrl+N

Ctrl+O

Ctrl+S

Project Edit Eind/Replace Convert/Comp

<u>New...</u>

🚰 Open...

<u>⊂</u>lose **⊡**ave

Save as... Delete... Verify... Project Revision Change PLC Type...

Obj<u>e</u>ct

Library Security Level Print Window... Print Window Preview Printer Setup...

Quit

Intelligent <u>F</u>unction Module Open Othe<u>r</u> Data

Export to GX Developer Format File...

1. Display a program.

For the display procedure, refer to the following. 3.7.2 Previewing a program

2. Select "Project" → "Print Window " to display the Print Window.

**?**× Print Window - Printer Properties... Name -Status: Ready Type: Where: Comment: Print range Copies • All Number of copies C Pages from: Click it. 123 123 C Selection OK Cancel

Alt+F4

Л

**3**. Click the <u>w</u> button to start printing.

#### **Previewing a PLC Parameter** 3.7.4

You can display PLC Parameter in the image of printing.



## 3.7.5 Printing a PLC Parameter

1.	Display a PLC Parameter.
----	--------------------------

For the display procedure, refer to the following. 3.7.4 Previewing a PLC Parameter

2. Click the Print Window... button.

Q Parameter Setting	
PLC Name PLC System	PLC Re   PLC RAS   Boot Re   Program   SPC   Device   1/0 Assignment   Multiple GPU Setting
Label Comment	
G	
C	
1	
Print Window	Int Window Preview Admonifedge XY Assignment Default Cress. End Cancel
	Π
Print Windo	w ?X
Printer	
Name:	Properties
Status: Type:	Heady
Where:	
Commeric.	
Print range     All	Number of copies:
C Pages	
C Selecti	
	OK Cancel

**3.** Click the <u>w</u> button to start printing.

#### 3.8 Saving a Project

#### You can save a project.

You can save a project. When saving a newly created project, use the menu item "Save as ".		ERVIEW
Project Edit Find/Replace Convert/Comp New Ctrl+N Close Save Ctrl+S Save ctrl+S Delete	" → "Save as" to display the s window.	AND SYSTEM CON- FIGURATION
Image: Section	<ul> <li>Space folder path", "Workspace of Name", "Title", etc.</li> <li>a, click the save button to save the button to save th</li></ul>	MORE PROGRAM IN ST IN STRUCTURED BLOCKS <b>G</b> LANGUAGE <b>A</b> LADDER LANGUAGE <b>C</b>
<ul> <li>Input within 128 characters to "Title".</li> <li>Make sure that the total characters of "Save Folder path", "Workspace less.</li> <li>You cannot save any project to route directories such as "C:\" or "D</li> </ul>	ce Name" and "Project Name" is 200 or :\".	
MELSOFT Series GX Works2       Image: Series GX Works2         Image: The specified project does not exist. Do you want to create a new project?       Image: Series GX Works2         Image: Yes       No	button to save the new project.	

## 3.9 Quitting GX Works2

Quit a project.

Project Edi	t <u>F</u> ind/Replace	<u>C</u> onvert/Comp			1.	Select "Project" → "Quit".
<u>N</u> ew		Ctrl+N				
Den		Ctrl+O				
Save		Ctrl+5				
S <u>a</u> ve as						
Delete						
<u>V</u> erify						
Project Re	evision	•				
C <u>h</u> ange P Change R	LC Type					
	roject rype					
Ubj <u>e</u> ct						
Intelligent	: Eunction Module					
Open Oth	e <u>r</u> Data CV Davialanan Fam	► File				
Export to	GX Developer Forr	nat File				
Library Security I	aval					
- Security L						
Print <u>Wind</u> Print Wind	10W Iow Preview					
Prin <u>t</u> er Se	tup					
The Lates	t File					
Ouit		Δlt+F4				
Zar		PIK I I I				
	Г	7				
	2	2				
		·			2	Click the yes button to quit GX Works?
MELSO	FT Series	GX Wor	'ks2 🔣			
	D					
	Do you	want to cit	se the project?			
ſ	Yes		No			
	Poin	nt P				
	If you hay	/e not sav	ed the project	the following	mess	age appears
				the renewing		
	Click the	Yes	button to save	the project.		
	Click the	No	button to exit (	GX Works2 wit	thout	saving the project.
	WELSOF I	Series	GX WORKSZ			
		Are you s	ure to save proie	ect?		
		,				
	Yes		No	Cancel		



# CREATING PROGRAM IN ST LANGUAGE

This chapter explains how to create a program in the ST language with a Structured Project using a simple ST program.

Refer to the following manuals for the details on structured programs including programming languages, labels, data types and functions (instructions):

CF QCPU Structured Programming Manual (Fundamentals)

 $\ensuremath{\boxdot}$  Structured Programming Manual of the programmable controller CPU

4-2.1 Created Program	)
.2 Creating a Project	}
.3 Writing a Project to the programmable controller	,
4.4 Monitoring Operations	,
4.5 Diagnosing the programmable controller	
.6 Reading a Project from programmable controller 4-11	
4-11.4.7 Printing	
.8 Saving a Project	
.9 Quitting GX Works2	



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CREATING TWO OR MORE PROGRAM BLOCKS

## 4.1 Created Program

This section explains the operations of the program to be created and ST programs.

## 4.1.1 Operations of program

- When X0 turns ON, the programmable controller turns ON Y10, and then turns OFF Y10 1 second later.
- When X1 turns ON, the programmable controller transfers K10 to D0 (which is defined with the LABEL "VAR1").
- When X2 turns ON, the programmable controller transfers K20 to D0 (which is defined with the LABEL "VAR1").

## 4.1.2 Created program



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CREATING TWO OR MORE PROGRAM BLOCKS

## 4.2 Creating a Project

Create a project using ST program.

## 4.2.1 Starting GX Works2

Refer to the following section for the GX Works2 startup procedure:

## 4.2.2 Screen configuration in GX Works2

Refer to the following section for the GX Works2 screen configuration:

## 4.2.3 Creating a new project

Refer to the following section for the new project creation procedure: 133.2.3 Creating a new project

## 4.2.4 Setting parameters

Refer to the following section for the parameter setting procedure:

3.2.4 Setting parameters

Refer to the following manuals for the details on parameter setting:

- GX Works2 Version1 Operating Manual (Common)
- CPU Manual
- CPU Programming manual

## 4.2.5 Setting labels

Refer to the following section for the global label setting procedures:

3.2.5 Setting labels

Refer to the following manual for the details on global/local label setting procedures:

GX Works2 Version1 Operating Manual (Structured Project)

Refer to the following manual for the details on programming of global labels and local labels:

CF QCPU Structured Programming Manual (Fundamentals)

## 4.2.6 Creating a program

Create the ST program shown in Subsection 4.1.2.


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CREATING TWO OR MORE PROGRAM BLOCKS

IN ST

#### Display colors

GX Works2 displays keywords, operators, comments, labels, constants and character string labels using the following colors (in the initial setting).

- Keywords: Blue ( blue)
- Operators: Black ( black )
- Comments: Dark green ( dark green )
- Constants: Black ( black )
- Character string labels: Black (
   black )
- Global labels: Reddish violet ( reddish violet )
- Local labels: Reddish violet ( reddish violet )

#### Input using the FB Selection window

You can easily input the function name of a Function or Function block by dragging it to the cursor position from the Function Block Selection window.

In the example below, drag the function "LDP\_M" from the Function Block Selection window, and drop it on the MAIN\_01 [PRG] program [ST] window to input it there. After that, input the parameters of the function. Refer to the following manual for the details:









 POU\_01 [PRG] Program [ST]
 □ ×

 Y10:=(LDP(TRUEX0) OR Y10) AND NOT(TS0);
 □

 OUT\_T(Y10,TC0,10);
 ■

 MOVP(X1,10,VAR1);
 ■



**3.** Input "OUT\_T(Y10,TC0<sup>\*1</sup>,10);" directly, and click **Enter**].

You can select "Function"  $\rightarrow$  "OUT\_T" on the Function Block Selection window.

#### Settings

- OUT\_T(Y10,TC0<sup>\*1</sup>,10);
- \*1. "TC0" indicates the coil of timer T0.
- 4. Input "MOVP(X1,10,VAR1<sup>\*2</sup>);" directly, and click

#### Enter .

You can select "Function"  $\rightarrow$  "MOVP" on the Function Block Selection window.

#### Settings

- MOVP(X1,10,VAR1<sup>\*2</sup>);
- \*2. "VAR1" is the label set in Subsection 4.2.5.

Point	
Selecting a label from the Selection Label window You can input a label also by selecting it from the Selection Label window. Perform the following procedure to display the Selection Label window.	
• Select "Edit" $\rightarrow$ "List Operands".	
• Click (List Operands).	
Refer to the following manual for the details on the Selection Label window:	
Scope	
Select the label class to be displayed in the "label"   column.   Data Type   Select the label data type.   Type Class   Select the label type classification.   Set whether or not the window will be minimized after you click the [Apply]     Set whether Apply]   Select the label type class	Labels Displays the list of labels selected by "Scope" and "Data Type". The upper column displays the selected label name. Click the [Apply] button to insert it into the Program Editor.
button. Apply Inserts the selected label name into the Program Editor.	New On Displays or hides the label definition set items used for the new label.
Ţ	
J_01 [PRG] Program [ST]  5. Input "MOVP(X2,20,VAR1*	<sup>1</sup> )" directly .

 POU\_01 [PRG] Program [ST]
 Image: Constraint of the second sec

 Input "MOVP(X2,20,VAR1<sup>\*1</sup>)" directly . You can select "Function" → "MOVP" on the Function Block Selection window.
 <u>Settings</u>

#### Settings

- MOVP(X2,20,VAR1<sup>\*1</sup>)
- \*1. "VAR1" is the label set in Subsection 4.2.5.

### 4.2.7 Compiling a program

Refer to the following section and manual for compiling:

- 3.2.7 Compiling a program
- GX Works2 Version1 Operating Manual (Structured Project)

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**CREATED PROGRAN** AND SYSTEM CONFIGURATION

#### Writing a Project to the programmable controller 4.3

Refer to the following section for the procedure to write a project to the programmable controller CPU. 3.3 Writing a Project to the programmable controller

#### **Monitoring Operations** 4.4

Execute "Monitor" to check the operations.

Note that some screen shot colors have been changed for printing convenience.

GX Works2 is able to simulate the programmable controller operations in offline mode.

Refer to the following manual for the simulation function:

GX Works2 Version1 Operating Manual (Common)

#### Monitoring a program 4.4.1



You can switch the programmable controller status between "RUN follows. The Settings of the remote operation may vary depending on the Refer to the following manual for the details on the remote operation CFF GX Works2 Version1 Operating Manual (Common) Select "Online" → "Start/Stop PLC" to display the remote operation programmable controller status between "RUN" and "STOP" on the	" and "STOP" using remote operation as programmable controller used. on: on window. You can switch the is window.
Connection Channel List information Displays the connection target information currently Programmable controller Status Displays the programmable controller CPU status.	<ul> <li>Specify Execution Target</li> <li>Allows you to set the target station for remote operation. Select "Currently specified station" for this example.</li> <li>Operation Allows you to select the programmable controller CPU status to be set. Select either "RUN", "PAUSE" or "STOP" for this example.</li> <li>Operation during RUN Allows you to set the operations to be executed to the device memory and signal flow when the programmable controller is switched</li> </ul>

#### Monitor status display example



(To the next page)



**4.** Turn ON inputs X0, X1 and X2 in the programmable controller, and check the following operations.

刅

You can turn ON inputs X0, X1 and X2 using the test operation above.

• When X0 turns ON, the programmable controller turns ON Y10, and then turns OFF Y10 1 second later.

	🔚 POU_01 [PRG] Progr	am [ST]	
Y10 remain for 1 sec	ains ON MOVP(X110,VAR1); MOVP(X220,VAR1);	X0 turns	ON. VAR1 = 0 VAR1 = 0
	4		
When X	1 turns ON, the program	mable co	ntroller transfers K10 to VAR1 (device: D0).
	🔚 POU_01 [PRG] Progra	am [ST]	
¥1 tu		OR [Y10] AND N	OT(TS0): VAR1 = 10 VAR1 = 10 VAR1 = 10 ▼
• When X	2 turns ON the program	mable co	atroller transfers K20 to VAR1 (device: D0)
When A	POU 01 [PRG] Progra		
X2 tu	rns ON.	OR 10 AND N	OT(TS0): VAR1 = 20 VAR1 = 20 VAR1 = 20
	$\int$		
Online     Debug     Diagnostics     Iools     Y       B     Read from PLC     Strike to PLC       Yerify with PLC       Start/Stop PLC	Vindow Help O.300ms Local Device not RG] Program [ST] E Global Label Setting ( TS0):	5.	Select "Online" $\rightarrow$ "Monitor" $\rightarrow$ "Stop Monitoring" to stop (pause) the monitor status on the MAIN_01 [PRG] program [ST] window.
PLC Keyword  PLC Memory Operation Delete PLC Data	VAR1 = 20 VAR1 = 20		MAIN_01 [PRG] program [ST] window.
PLC User Data Format		6.	Set the programmable controller CPU to STOP.
Program Memory Batch Download Latch Data Backup Set Clock			Set the RUN/STOP switch on the programmable
Monitor •	Start Monitoring(All Windows)		You can switch the programmable controller status
Register to Watc <u>h</u> Window Modify Value	Start Monitoring F3		between "RUN" and "STOP" using remote
	spir: <u>Window</u> Stop Monitoring Alt+F3  Start <u>Watch</u> Shift+F3  Stop Watch Shift+Alt+F3		operation. Refer to "Point" in step 3 for remote operation.
	✓ Change Value Format(Decimal) Change Value Format( <u>H</u> exadecimal)		
	Device/Buffer Memory Batch Monitor		
	Errange Instance (Eunction Block)      SFC All Block Batch Monitor      SFC Auto Scroll Monitor		

### 4.4.2 Batch monitoring of device values

For the Batch monitoring of device values procedure , refer to the following.  $\bigcirc$  3.4.2 Batch monitoring of device values

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CREATING TWO OR MORE PROGRAM BLOCKS

### 4.5 Diagnosing the programmable controller

You can check the programmable controller RUN/STOP status and error status.

Refer to the following section for the diagnosis procedure:

 $\fbox{3.5}$  Diagnosing the programmable controller

### 4.6 Reading a Project from programmable controller

Refer to the following section for the procedure to read a project from the programmable controller: 3.6 Reading a Project from programmable controller

### 4.7 **Printing**

For the Saving a Project procedure, refer to the following.

3.7 Printing

Program	6/28/2008
Data Name POU 01	
POU 01 (PRG) Program (ST)	
Y10.≓(LDPTRUEX0) OR Y10) AND NOT(TS0): OUT T(Y10,TC0,10); MGVP(02,10,XxP1); MGVP(02,20,XxP1);	

### 4.8 Saving a Project

Refer to the following section for the project saving procedure:

3.8 Saving a Project

### 4.9 Quitting GX Works2

Refer to the following section for the project finishing procedure:

3.9 Quitting GX Works2

# MEMO



5

# CREATING TWO OR MORE PROGRAM BLOCKS

This chapter explains how to create a Structured Project in which two or more program blocks are made into one program using a simple example.

Refer to the following manuals for the details on structured programs including programming languages, labels, data types and functions (instructions):

CF QCPU Structured Programming Manual (Fundamentals)

Structured Programming Manual of the programmable controller CPU

5.1	Created Program
5.2	Creating a Project
5.3	Writing a Project to the programmable controller
5.4	Monitoring Operations
5.5	Diagnosing the programmable controller5-16
5.6	Reading a Project from programmable controller
5.7	Printing
5.8	Saving a Project
5.9	Quitting GX Works2

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### 5.1 Created Program

This section explains how to create a program for controlling a tea server system which consists of a tea pouring operation, water refilling operation and warning indicating operation. This section also explains a program which works as one Structured Project, and the program operations.

### 5.1.1 Operations of program



#### Tea pouring operation

When a user presses the tea pouring button X1 (that is, when X1 turns ON) while the cup detection X0 is ON, the tea pouring output Y10 turns ON and the tea server pours tea into the cup. The tea server pours tea while the user is pressing and holding the button, and stops pouring when the user releases the button.

The tea server does not pour tea when the user presses the tea pouring button X1 if the cup detection X0 is OFF.

#### Water refilling operation

When water inside the water refill tank is running low, the lower limit switch X3 turns ON, and the water refill output Y11 turns ON.

When the water refill output Y11 is ON and the water suppy to the tank is sufficient, the upper limit switch X4 turns ON and the water refill output Y11 turns OFF.

#### Warning indicating operation

- When the tea server performs the water refilling operation 5 times, the tea leaf replacement indicator lamp Y12 turns ON.
- When a user presses the tea leaf replacement check button X2, the tea leaf replacement indicator lamp Y12 turns OFF.

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### 5.1.2 Created program

Create the following program blocks.

Program block for the tea pouring operation

🔠 pouring [PR	G] Program [Structured Ladder]	(	
1	Cup_detection Tea_pouring_button Tea_pouring_output	 	 <b></b>
4			• •

Program block for the water refilling operation

🐮 refilling [PR	G] Program [Structured Ladder]
1	Lower_LS_of_water_tank · · Upper_LS_of_water_tank · · · · Water_refill_output ·
	L
	•
1	

- 鴉 indicating [PRG] Program [Structured Ladder] Water\_refill\_output OUT\_C EN ENO CCoil CValue -1 Counter\_coil 5 2 Counter\_contact Replacement\_indicator\_lamp <u>}</u> 3 Tea\_leaf\_check\_button RST EN ENO counter coil MOV ENO EN Counter\_current\_value -Counter\_value\_monitouring d
- Program block for the warning indicating operation

### 5.2 Creating a Project

Create projects for the tea pouring operation, water fefilling operation and warning indicating operation using Structured Ladder program.

### 5.2.1 Starting GX Works2

Refer to the following section for the GX Works2 startup procedure: 3.2.1 Starting GX Works2

### 5.2.2 Screen configuration in GX Works2

Refer to the following section for the GX Works2 screen configuration: [ $\bigcirc$  3.2.2 Screen configuration in GX Works2

### 5.2.3 Creating a new project

Refer to the following section for the new project creation procedure: 3.2.3 Creating a new project

### 5.2.4 Setting parameters

Refer to the following section for the parameter setting procedure:

3.2.4 Setting parameters

Refer to the following manuals for the details on parameter setting:

- GX Works2 Version1 Operating Manual (Common)
- CPU Manual
- CPU Programming manual

#### Preparing (creating) the program configuration 5.2.5

Create a POU (three program blocks) for LD program, and register the three program the POU to a task.

When you create a new project, GX Works2 automatically creates the Program File, Task and POU shown in the table below.

	Table 5.1 Name of Program File, Task and POU created automatically	N.
ltem	Name	<u> GRA</u>
Program File	MAIN	PRC
Task	Task_01 The program block "POU_01" is registered in "Task_01".	
POU	POU_01	

Project 7 × (Unset Project) Library_Pool Connection Destination Parameter Structured Data Types Global Label Program_File_Pool POU_Pool POU_Pool POU_01 [PRg <sup>**</sup>	Local Label Se	1.	Select "Pou_Pool" → "POU_01 [PRG]" from the Project window, and select "Delete".	CREATING PROGRAM IN STRUCTURED LADDER LANGUAGE
Device Comment Device Memory Device Init Value Intelligent Function Property				CREATING PROGRAM IN ST LANGUAGE
Ţ				CREATING TWO OR MORE PROGRAM BLOCKS <b>G</b>
MELSOFT Series GX Works2		2.	Click <u>Yes</u> to delete the selected data.	

Do you want to delete the selected file?

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Yes

No

m blocks created	in
<b>T</b> 1 1 5 6 1 1	

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**3.** Select "POU\_Pool" from the Project window, right-click the mouse, and select "ADD New data".

The "New Data" window appears.

### Point P

When cleating a new project, GX Works2 automatically creates "POU\_01 [PRG]" under "Pou\_Pool". Because the language (Structured Ladder) used in this chapter is same as the language adopted in "POU\_01 [PRG]", you can use "POU\_01 [PRG]" by changing its data name instead of deleting it.

	$\overline{\Box}$
New Data	
Data Type Program Block Ladge Ladder ST SFC Structured Ladder	OK Cancel
Data Name Pouring Result Type	



*4.* Set the "Data Type", "Language" and "Data Name".

Click the <u>window</u> button to create a program block and close the window.

Repeat the steps 2 and 3, and create three program blocks for the tea pouring operation, water refilling operation and warning indicating operation.

#### <u>Settings</u>

- Data Type : Select "Program block".
- Language : Select "LD".
- Data Name : Input the following names:
  - 1) pouring
  - 2) refilling
  - 3) indicating
- 5. Double-click "Resource\_Pool"  $\rightarrow$  "MAIN"  $\rightarrow$  "Task Name<sup>\*1</sup>" on the Project window.

The task setting task name<sup>\*1</sup> window appears.

\*1. The Task Name is "Task\_01" for this example.

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Ŷ

indicating

rogram Selection

6. Click the \_\_\_ button to display the Program Selection window.

7. Select the program block name.

Click the selected program block to the Task Setting window and close the Program Selection window.

Repeat the steps 6 and 7, and register three program blocks for the tea pouring operation, water refilling operation and warning indicating operation in the following order to the Task Setting window.

#### Settings

- · Libraries: Select "ALL".
- Program:Select the following programs in this order.
  - 1) pouring
  - 2) refilling
  - indicating

Refer to the following manual for the details on registering a program block to a task:

GX Works2 Version1 Operating Manual (Common)

OK

Cancel

5.2.5 Preparing (creating) the program configuration

### 5.2.6 Setting labels

Refer to the following section for the global label setting procedures:

3.2.5 Setting labels

Refer to the following manual for the details on global/local label setting procedures:

GX Works2 Version1 Operating Manual (Structured Project)

Refer to the following manual for the details on programming of global labels and local labels:

#### Setting global labels

🔠 Glob	al Label Setting Global1							
	Class	Label Name	Data Type	1	Constant	Device	Address	-
1	VAR_GLOBAL 🗸	Cup_detection	Bit			XO	%IX0	
2	VAR_GLOBAL 🗸	Tea_pouring_button	Bit			×1	%IX1	
3	VAR_GLOBAL 👻	Tea_leaf_check_button	Bit			X2	%IX2	
4	VAR_GLOBAL	Lower_LS_of_water_tank	Bit			X3	%IX3	
5	VAR_GLOBAL 👻	Upper_LS_of_water_tank	Bit			×4	%IX4	
6	VAR_GLOBAL	Tea_pouring_output	Bit			Y10	%QX16	
7	VAR_GLOBAL 🗸	Water_refill_output	Bit			Y11	%QX17	
8	VAR_GLOBAL	Replacement_indicator_lamp	Bit			Y12	%QX18	
9	VAR_GLOBAL	Counter_contact	Bit			CSO	%MX4.0	
10	VAR_GLOBAL	Counter_coil	Bit			CCO	%MX6.0	
11	VAR_GLOBAL	Counter_current_value	Word[Signed]			CN0	%MW4.0	
12	VAR_GLOBAL	Counter_value_monitouring	Word[Signed]			CO	%MW4.0	
13								
14	-							
15								
•								•

2

#### Creating a program 5.2.7

Refer to the following section and manual for the program creation procedures:

3.2.6 Creating a program

Specify global labels.

GX Works2 Version1 Operating Manual (Structured Project)

#### Creating the program block for the tea pouring operation

Create the program block for the tea pouring operation shown in Subsection 5.1.2.



#### Creating the program block for the water refilling operation

Create the program block for the water refilling operation shown in Subsection 5.1.2.



 Double-click "Pou\_Pool" → "refilling [PRG]" → "Program [Structured Ladder]" on the Project window to display the refilling [PRG] program [Structured Ladder] window.

- Create the program block for the water refilling operation shown in Subsection 5.1.2. Refer to the following section and manual for the program creation procedures:
  - 3.2.6 Creating a program
  - GX Works2 Version1 Operating Manual (Structured Project)





- $\square$  3.2.7 Compiling a program
- GX Works2 Version1 Operating Manual (Structured Project)

### 5.3 Writing a Project to the programmable controller

Refer to the following section for the procedure to write a project to the programmable controller CPU.

3.3 Writing a Project to the programmable controller

### 5.4 Monitoring Operations

Execute monitoring, and check the operations.

Note that some screen shot colors have been changed for printing convenience.

GX Works2 is able to simulate programmable controller operations in offline mode.

Refer to the following manual for the simulation function:

GX Works2 Version1 Operating Manual (Common)

### 5.4.1 Monitoring a program





onitor status	<u>s display</u>	
Display of E	BOOL value status (ON/OFF status)	a) of contracts, spile, at a so the ON/OFF status of devices
and labels.	displays the ON/OFF status (BOOL value	s) of contacts, colls, etc. as the ON/OFF status of devices
Refer to the f	following manual for the BOOL value ON/	/OFF status display:
G GX \	Works2 Version1 Operating Manual (Co	ommon)
	✓ OFF status	ON status
Water_refill_	output OUT C EN ENO Counter_coil CCoil	Water_refill_output
Display of c GX Works2 of strings as sho	ontents status (current value) other that displays the current values of non-BOOL own below.	an BOOL values device for contacts, coils, etc. and the contents of characte
с - с (	Current value of label	Current value of label
	MOV	
Country ou		
Switching of You can swite Operation t	f the current value display between de ch the current value display between dec o switch the current value display between dec	cimal and hexadecimal imal and hexadecimal using the following operations.
Switching of You can switt Operation to Select "Onlin Operation to Select "Onlin	$\frac{1}{1} \longrightarrow \frac{1}{2} \longrightarrow 1$	<pre>unter_value_monitouring = 1 cimal and hexadecimal imal and hexadecimal using the following operations. </pre> decimal nat (Decimal)".  hexadecimal
Switching of You can swite Operation t Select "Onlin Operation t Select "Onlin	$\frac{MOV}{\text{EN}} = 1$ $M$	<pre>unter_value_monitouring = 1 cimal and hexadecimal imal and hexadecimal using the following operations. o decimal nat (Decimal)". o hexadecimal nat (Hexadecimal)".</pre>
Switching of You can switt Operation t Select "Onlin Operation t Select "Onlin	$\frac{\text{MOV}}{\text{rrrent}_value} = 1$ $\frac{\text{EN}}{\text{s}}$ $\frac{\text{EN}}{\text{e}}$ $\text{$	<pre>unter_value_monitouring = 1 cimal and hexadecimal imal and hexadecimal using the following operations. decimal nat (Decimal)". hexadecimal nat (Hexadecimal)".</pre>
Switching or You can swite Operation to Select "Onlin Operation to Select "Onlin est operation Forcing a co	$\frac{\text{MOV}}{\text{Irrent_value} = 1}$ $\frac{\text{EN}}{\text{S}}$ $\frac{\text{EN}}{\text{EN}}$ $\frac{\text{EN}}{\text{EN}}$ $\frac{\text{EN}}{\text{Co}}$ $\frac{\text{F}}{\text{Co}}$ $\frac$	unter_value_monitouring = 1 cimal and hexadecimal imal and hexadecimal using the following operations. <u>o decimal</u> nat (Decimal)". <u>o hexadecimal</u> nat (Hexadecimal)".
Switching of You can switt Operation to Select "Onlin Operation to Select "Onlin est operation Forcing a co Double-click	$\frac{MOV}{\text{trrent_value}} = 1$ $\frac{MOV}{\text{s}} = 1$ $\frac{MOV}{\text{s}} = 1$ $\frac{MOV}{\text{e}} = 1$ $\frac{MOV}{\text{s}} = 1$	<pre>cimal and hexadecimal imal and hexadecimal using the following operations. </pre> decimal nat (Decimal)".  hexadecimal nat (Hexadecimal)".
Switching or You can swite Operation t Select "Onlin Operation t Select "Onlin Est operation Forcing a co Double-click ON/OFF.	$\frac{MOV}{\text{EN}} = 1$ $M$	unter_value_monitouring = 1 cimal and hexadecimal imal and hexadecimal using the following operations. o decimal nat (Decimal)". o hexadecimal nat (Hexadecimal)". g Shift to force a device in the programmable controlle
Switching of You can switt Operation t Select "Onlin Operation t Select "Onlin Select "Onlin est operation Forcing a co Double-click ON/OFF. Changing th Double-click	$\frac{\text{MOV}}{\text{rrent}_value} = 1$ $\frac{\text{EN}}{\text{S}}$ $\frac{\text{EN}}{\text{EN}}$ $\frac{\text{EN}}{\text{EN}}$ $\frac{\text{EN}}{\text{EN}}$ $\frac{\text{EN}}{\text{EN}}$ $\frac{\text{EN}}{\text{Co}}$ $\frac{\text{EN}}{\text{Co}}$ $\frac{\text{FNO}}{\text{S}}$ $\frac{FNO}}{\text{S}}$ $\frac{\text{FNO}}{\text{S}}$	<pre>unter_value_monitouring = 1 cimal and hexadecimal imal and hexadecimal using the following operations. o decimal nat (Decimal)". o hexadecimal nat (Hexadecimal)". g Shift to force a device in the programmable controlle odify Value window where you can change the current value</pre>
Switching or You can swite Operation t Select "Onlin Operation t Select "Onlin Est operation Forcing a co Double-click ON/OFF. Changing th Double-click	MOV = MOV	<pre>unter_value_monitouring = 1 cimal and hexadecimal imal and hexadecimal using the following operations. decimal nat (Decimal)". hexadecimal nat (Hexadecimal)". g Shift to force a device in the programmable controlle odify Value window where you can change the current value</pre>
Switching of You can switt Operation to Select "Onlin Operation to Select "Onlin Est operation Forcing a co Double-click ON/OFF. Changing th Double-click Modify Value	$\frac{MOV}{rrent\_value = 1}$ $\frac{FN}{s}$ $\frac{FN}$	<pre>unter_value_monitouring = 1 cimal and hexadecimal imal and hexadecimal using the following operations. odecimal nat (Decimal)". hexadecimal nat (Hexadecimal)". g Shift to force a device in the programmable controlle odify Value window where you can change the current value</pre>
Switching of You can switc Operation to Select "Onlin Operation to Select "Onlin Select "Onlin Select "Onlin est operation Forcing a co Double-click ON/OFF. Changing th Double-click Modify Value Device/Label	MOV = 0 $FNOV = 0$	<pre>inter_value_monitouring = 1 cimal and hexadecimal imal and hexadecimal using the following operations. odecimal nat (Decimal)". ohexadecimal nat (Hexadecimal)".  g Shift to force a device in the programmable controlle odify Value window where you can change the current value</pre>
Select "Onlin Operation to Select "Onlin Operation to Select "Onlin Operation to Select "Onlin est operation Forcing a co Double-click ON/OFF. Changing th Double-click Modify Value Device/Label	$\frac{MOV}{EN}$ $\frac{EN}{EN}$ $$	<pre>inter_value_monitouring = 1 cimal and hexadecimal imal and hexadecimal using the following operations. o decimal nat (Decimal)". hexadecimal nat (Hexadecimal)".  g Shift to force a device in the programmable controlle odify Value window where you can change the current value</pre>
Switching of You can switt Operation to Select "Onlin Operation to Select "Onlin Select "Onlin est operation Forcing a cc Double-click ON/OFF. Changing th Double-click Modify Value Device/Label Data Type	Image: Anti-Antiperiodic Constraints       MOV         Image: Antiperiodic Constraints       EN       EN         Image: Antiperiodic Constraints       EN       EN       Constraints         Image: Antiperiodic Constraints       Image: Antiperiodic Constraints       Constraints       Constraints         Image: Antiperiodic Constraints       Image: Antiperiodic Constraints       Image: Antiperiodic Constraints       Constraints         Image: Antiperiodic Constraints       Image: Antiperiodic Constraints       Image: Antiperiodic Constraints       Constract ON/OFF         Image: Antiperiodic Constraints       Image: Antiperiodic Constraints       Image: Antiperiodic Constraints       Image: Antiperiodic Constraints         Image: Antiperiodic Constraints       Image: Antiperiodic Constraints       Image: Antiperiodic Constraints       Image: Antiperiodic Constraints         Image: Antiperiodic Constraints       Image: Antiperiodic Constraints       Image: Antiperiodic Constraints       Image: Antiperiodic Constraints         Image: Antiperiodic Constraints       Image: Antiperiodic Constraints       Image: Antiperiodic Constraints       Image: Antiperiodic Constraints         Image: Antiperiodic Constraints       Image: Antiperiodic Constraints       Image: Antiperiodic Constraints       Image: Antiperiodic Constraints         Image: Antiperiodic Constraints       Image: Antinge: Antinge: Antiperiodic Constraints	<pre>unter_value_monitouring = 1 cimal and hexadecimal imal and hexadecimal using the following operations. odecimal nat (Decimal)". hexadecimal nat (Hexadecimal)".  g Shift to force a device in the programmable controlle odify Value window where you can change the current valu</pre>
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4. Turn ON inputs X0, X1 and X2 in the programmable controller, and check the following operations.

You can turn ON inputs X0, X1 and X2 using the test operation above.

• When X1 turns ON while X0 is ON, the programmable controller turns ON Y10. When X1 turns ON while X0 is OFF, the programmable controller does not turn ON Y10.



• When X2 turns ON, the programmable controller turns OFF Y12.

Counter\_contact

Replacement\_indicator\_lamp

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 $\square$ 

5. Select "Online"  $\rightarrow$  "Monitor"  $\rightarrow$  "Stop Monitoring (All Windows)" to reset the monitor status on all monitored window.

You can also click 🗝 (Stop Monitoring) to reset eatch monitored window individually.

6. Set the programmable controller CPU to STOP. Set the RUN/STOP switch on the programmable controller CPU to "STOP". You can switch the programmable controller status between "RUN" and "STOP" using remote operation.

Refer to "Point" in step 3 for remote operation.

#### 5.4.2 Batch monitoring of device values

Refer to the following section for the Batch monitoring of device values.

3.4.2 Batch monitoring of device values

#### Diagnosing the programmable controller 5.5

You can check the programmable controller RUN/STOP status and error status. Refer to the following section for the diagnosis procedure:

3.5 Diagnosing the programmable controller

#### Reading a Project from programmable controller 5.6

Refer to the following section for the procedure to read a project from the programmable controller:

3.6 Reading a Project from programmable controller

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### 5.7 Printing

For the Printing a project procedure, refer to the following.

3.7 Printing

indicating IPR G1 Program ()	http://www.waterian.org/action/actional/action/actio		
Network #1(1)	Label:	Title:	
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Network #3(1)	Label:	Title:	
Tea_leat_check_buth	n EN ENOCaumer_cail		
indicating (PRG) Program (\$	Bructured Ladder) Network#4		
Network #4/11	Label:	Title :	

### 5.8 Saving a Project

Refer to the following section for the project saving procedure:

3.8 Saving a Project

### 5.9 Quitting GX Works2

Refer to the following section for the project finishing procedure:

3.9 Quitting GX Works2

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## GX Works2 Beginner's Manual (Structured Project)

MODEL	GXW2-HOW-O-KP-E			
MODEL CODE	13JZ23			
SH(NA)-080788ENG-A(0807)MEE				

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