










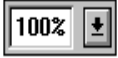


Appendix A






Toolbars, Palettes, and the Status Bar

A.1 About the Standard Toolbar

The Standard toolbar contains shortcut buttons to many menu commands, such as cut, copy, paste, save, and print. It is located by default at the top edge of the program window, but you can move it to another location. By pausing the pointer over a toolbar button, you can display a brief description of the button.

You can choose to display or hide the toolbar by choosing Toolbars/Palettes from the View menu and selecting or deselecting Standard.

As a shortcut for:	Click this button:
Opening a program	
Saving a program	
Printing a program	
Cutting an object	
Copying an object	
Pasting an object	
Finding a variable or instruction	
Verifying a program	
Listing program variables and properties (Variable List)	
Changing the display size of a program (Zoom)	
Connecting online to a Processor	
Accepting changes to an online program	








As a shortcut for:	Click this button:
Quitting test mode	
Setting/Forcing/Unforcing a variable	
Showing the original copy of an online program	
Pausing an online program	
Accessing context-sensitive help	

A.2 About the Ladder Language Toolbar

The Ladder Language toolbar provides access to the instruction palettes. Each button on the toolbar provides access to a certain group of instructions, such as relay or arrays. It is located by default under the Standard toolbar, but you can move it to another location.

You can choose to display or hide the toolbar by choosing Toolbars/Palettes from the View menu and selecting or deselecting Ladder Language.

By pausing the pointer over a button, you can display a brief description that identifies the instruction palette associated with the button.

To access these instructions:	Click on this button:
relay	
timers and counters	
shift and move instructions	
comparison	
math	
array	
program control, immediate input and output, and I/O read and write	

A.3 About the Instruction Palettes

You access an instruction palette by pointing and clicking on a Ladder Language toolbar button. Once the instruction palette is displayed, you drag instructions from it and insert them into a program. Instructions that perform similar operations are grouped together on a palette. For example, all relay instructions are grouped together on the relay palette.

If you frequently use instructions from a particular palette, you can choose to keep it open. You can then just choose an instruction and drag it into your program without having to click on the ladder toolbar palette. You can move opened palettes into the program area where it becomes a floating palette or anchor them along any screen area's edge.

The available palettes are:

Relays

- Normally Open Contact (NOI)
- Normally Closed Contact (NCI)
- Positive Transition Contact (PTI)
- Negative Transition Contact (NTI)
- Always True Contact (ATI)
- Always False Contact (AFI)
- Coil (CO)
- Set (Latch) Coil (SCO)
- Reset (Unlatch) Coil (RCO)

Timers/Counters

- Timer On Delay (TON)
- Timer Off Delay (TOF)
- Timer Pulse (TP)
- Retentive Timer On (RTO)
- Count Up Down (CTUD)

Shift/Move

- Shift Left (SL)
- Shift Right (SR)
- Circular Rotate Bits Left (ROL)
- Circular Rotate Bits Left on Transition (RL)
- Circular Rotate Bits Right on Transition (RR)
- Circular Rotate Bits Right (ROR)
- Move Bits Between Integers and Double Integers (MVB)
- Move Source Data to Destination (MOVE)
- Masked Move (MVM)

Comparison

- Equal To (EQ)
- Greater Than Or Equal To (GE)
- Greater Than (GT)
- Less Than Or Equal To (LE)
- Less Than (LT)
- Limit (LIMIT)
- Mask Compare (MSK)
- Not Equal To (NE)

Math

- Absolute Value (ABS)
- Add (ADD)
- Divide (DIV)
- Modulo (MOD)
- Multiply (MUL)
- Multiply Divide (MDV)
- Negate (NEG)
- Square Root (SQRT)
- Subtract (SUB)
- Logical AND (AND)
- Logical NOT (NOT)
- Logical OR (OR)
- Logical Exclusive XOR (XOR)
- Convert Integer Data to BCD (TO_BCD)
- Convert From BCD to Integer Data (BCD_TO)

Arrays

- Unary Array Operations (AR1)
- Multi-Array Operations (AR2)
- Array Compare (ARC)
- Array Shift Down (ASD)
- Array Shift Up (ASU)

Miscellaneous

- Set Event (SET)
- Jump (JMP)
- Label (LBL)
- I/O Read (IOR)
- I/O Write (IOW)
- Immediate Input (IN)
- Immediate Output (OUT)

A.4 Moving Toolbars and Palettes

You can move the standard and ladder language toolbars and the instruction and paste palettes from their default position to any location to suit your working style.

You can move a toolbar or palette to any edge of the screen where it becomes anchored at the new location. You can also move a toolbar or palette into the program window where it becomes a floating toolbar, which you can move and close like a window.

To move a toolbar or palette

- Step 1. Place the pointer on any space between the buttons of the toolbar or around the toolbar or palette.
- Step 2. Press down the left mouse button and drag the toolbar or palette away from its current location. The toolbar or palette becomes an outlined box.

Step 3. Move the toolbar or palette to any screen edge or to a location within the program window and release the mouse button.


When you:	The toolbar or palette becomes a:
anchor a toolbar or instruction palette at the left or right edge of the screen	vertical toolbar or palette
anchor a toolbar or instruction palette at the top or bottom of the screen	a horizontal toolbar or palette
move the toolbar or palette to a location inside the program window	a floating toolbar or palette

To anchor a floating toolbar or palette

Step 1. Place your pointer on the edge of the toolbar or palette and press the left mouse button.

Step 2. Drag the toolbar or palette to any edge of the screen and release the mouse button.

Tip

Close a floating toolbar or palette by clicking on , located in the upper right-hand corner of the toolbar or palette.

Tip

If you move a toolbar or palette out of the program window or just want to restore the toolbars and palettes to the Editor's default, click on the Restore Defaults button in the Toolbar and Palette dialog box.

A.5 About the Status Bar

The status bar is located at the bottom of the Editor window and displays information about the program objects you have selected and the state of the program in the active window. Look at the status bar for helpful messages as you work with your programs.



Verified

For the active program window, the status bar displays VERIFIED when the program has been successfully verified and is ready for loading in to the Processor.

Not Verified

If the program has not been successfully verified or changes have been made to it since the last verify operation, the status bar displays NOT VERIFIED.

Run or Stop

For the active, online programs, the status bar shows if the program is running (RUN) or stopped (STOP).

Help for the Selected Menu

The status bar shows abbreviated help for the selected menu item in the active window.

Name and Description of Selected Object

For the active window, the status bar can display any of the following:

If this is selected:	Status bar displays the:
single contact or coil	associated parameter and the primary variable description
single block	parameter and description for the primary output
single rung	first line of the associated rung description