DriveWare®

User Manual
DriveSPC

DriveSPC

User Manual

Drive*Ware*®

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Table of contents

Table of contents ***5***

Introduction to the manual ***11***

Chapter overview 11
Reader 11
Contents 11
Related documents 11

Introduction to DriveSPC ***13***

General 13
Operating modes 15
  Off-Line mode 15
  On-Line mode 15

Installation of DriveSPC ***17***

Solution Programming ***19***

Chapter overview 19
Function blocks 19
Custom circuits 21
  Definition of custom circuits 21
  Instances of the defined custom circuits 21
  Changing used custom circuit definitions 21
  Custom circuit archive folder 22
Time levels 22
Pins 22
  Pin parameters of firmware blocks 22
  Output pins 23
  Input pins 24
User parameters 25
Templates 25
  Empty template 25
  Base solution 25
Programming procedure 26
  First programming steps 26
  Actual programming 26
  Post-programming 26

Use of DriveSPC ***27***

Chapter overview 27
Starting DriveSPC 27
User interface 27
First programming steps 29
Making a completely new program 29
Making a new program based on an existing program 29
Actual programming (program modification) 30
Program information 31
Program pages 31
Time levels 32
Custom circuit definitions 33
Creating a new CC definition 33
Modifying an existing CC definition 35
Copying a CC definition 36
Removing a CC definition 37
Saving a CC definition to a file 37
Reading a CC definition from a file 39
Block and CC instances 40
Adding a new instance of a normal block or a CC 40
Displaying the execution sequence of blocks 42
Changing the execution position of a normal block or CC instance 43
Adding/removing pins of a normal block that contains extensible pins 44
Moving a block or CC instance to another location 45
Removing an instance of a normal block or a CC 45
Displaying the description of a block or a CC 45
Comments 46
Adding a new instance of the Comment block 46
Changing the text and/or text alignment of a comment block 46
Moving a comment block to another location 47
Removing an instance of the Comment block 47
Parameter blocks 48
Adding a new instance of a parameter block 48
Changing the parameter of a parameter block 48
Moving a parameter block to another location 49
Removing an instance of a parameter block 50
Displaying the description of the parameter of a parameter block 50
Pins 51
Connecting input and output pins 51
Connecting an input pin to a bit of an output pin 51
Setting the value of an input pin 52
Setting the input pin of a firmware block to its default value 53
Setting the input pin of a firmware block to drive value 53
Locking the value/connection of an input pin of a firmware block 53
Unlocking the value/connection of an input pin of a firmware block 53
Removing the connection/value of an input pin of a normal block or CC instance 53
Inverting an input (Boolean) pin of a normal block 53
Defining the data items of an array/structure pin of a normal block or CC instance 54
Changing the name of an output pin of a normal block or CC instance 54
Defining the scaling factor and unit text of an output pin of a normal block or CC instance 54
Saving the value of an output pin of a normal block or CC instance 55
Going to the block connected to an input pin 55

Showing connections of an output pin ... 55
Going to a block connected to an output pin ... 55
Displaying the description of a pin parameter of a firmware block ... 56
Page headers ... 57
Wires ... 57
Passwords ... 58
Post-programming ... 59
On-Line mode ... 60
Changing values/connections of input pins of firmware blocks ... 61
Pin value monitoring ... 61
Return to the Off-Line mode ... 62

Menu commands ... 63

Chapter overview ... 63
File menu (solution program window) ... 63
Open ... 63
Save ... 63
Save As ... 63
Save Horz Picture As ... 63
Save Vert Picture As ... 63
Print ... 64
Exit ... 64
File menu (CC definition window) ... 64
Save Horz Picture As ... 64
Save Vert Picture As ... 64
Print ... 64
Return to Program ... 64
Program menu ... 65
Program Information ... 65
Program Pages ... 65
Time Levels ... 66
New Custom Circuit ... 67
Open Custom Circuit ... 67
Copy Custom Circuit ... 67
Remove Custom Circuit ... 67
Save Custom Circuit to File ... 68
Read Custom Circuit from File ... 68
Change Program's Template ... 68
Compare Programs ... 70
Copy Page's Blocks ... 70
Paste Copied Blocks ... 70
Parameter Manager ... 70
Technology Library ... 70
Define Password for SP File Open ... 71
Define Password for Program Display ... 71
CustomCircuit menu ... 71
Custom Circuit Information ... 71
Custom Circuit Pages ... 71
Custom Circuit Layout ... 72
Copy Page's Blocks ... 73

Paste Copied Blocks....73
Define Password for CC Display....73
Drive menu....73
Connect....73
Disconnect....73
Upload Program from Drive....73
Upload Template from Drive....74
Download Program to Drive....74
Remove Program from Drive....74
On-Line....74
Off-Line....75
Display Original (or Actual) Program....75
List Original/Actual Differences....75
Help menu....76
User Interface....76
Block/Parameter Information....76
About DriveSPC....76

Appendix 1....77

Appendix overview....77
Input pin....77
Output pin....77
Block instance....77
Empty screen location....77
Wire....78

Appendix 2....79

Appendix overview....79
Array....79
Structure....80

Appendix 3....81

Appendix overview....81
Parameter Manager....81
Value items of groups....82
Group number....82
Group name....82
Group attributes....83
Common value items of parameters....84
Group number....84
Parameter number....85
Parameter name....85
Parameter attributes....86
Parameter type....87
Type-specific value items of Scaled Real parameters....88
Minimum value (Reference parameter only)....88
Maximum value (Reference parameter only)....88
Default value (Reference parameter only)....89

Value scaling part 1/2: Scale internal 89
Value scaling part 2/2: Scale panel 90
Value format 91
Type-specific value items of Real parameters 92
Minimum value (Reference parameter only) 92
Maximum value (Reference parameter only) 92
Default value (Reference parameter only) 92
Value format 93
Type-specific value items of Formatted integer parameters 94
Minimum value (Reference parameter only) 94
Maximum value (Reference parameter only) 94
Default value (Reference parameter only) 94
Value format 95
Type-specific value items of Selector list parameters 96
Default value (Reference parameter only) 96
Selection items 97
Type-specific value items of Packed Boolean parameters 98
Bit list (Reference parameter) 98
Bit list (Signal parameter) 99
Type-specific value items of Position reference parameters 100
Minimum value 100
Maximum value 100
Default value 100
Type-specific value items of Value pointer parameters 102
Default value 102
Pointer list 103
Type-specific value items of Bit pointer parameters 104
Default value 104
Pointer list 105

Introduction to the manual

Chapter overview

The chapter includes a description of the contents of the manual. It also contains information about the intended audience, and related publications.

Reader

The reader of this manual is expected to know the block programming principle, use of tasks (time levels) in real-time programming, data types, Boolean operations and arithmetic functions.

Contents

The chapter *Introduction to DriveSPC* briefly lists the main features of the DriveSPC program.

The chapter *Installation of DriveSPC* gives information on installing the DriveSPC program.

The chapter *Solution programming* describes the Solution Programming method, including function blocks, custom circuits, pins, time levels, user parameters and template files.

The chapter *Use of DriveSPC* describes the usage of the DriveSPC program, including user interface, program modification actions and the On-Line mode.

The chapter *Menu commands* describes the File, Program, CustomCircuit, Drive and Help menu commands of the DriveSPC program.

The *Appendix 1* summarises the use of the Ctrl, Alt, Shift and F3 keys.

The *Appendix 2* describes the use of arrays and structures in solution programs.

The *Appendix 3* describes the Parameter Manager window.

Related documents

DriveStudio User Manual

ACSM1 Base Program Firmware Manual

Introduction to DriveSPC

General

DriveSPC (**S**olution **P**rogram **C**omposer) is a Windows-based tool for Solution Programming. It can be used without a drive or with one or more drives.

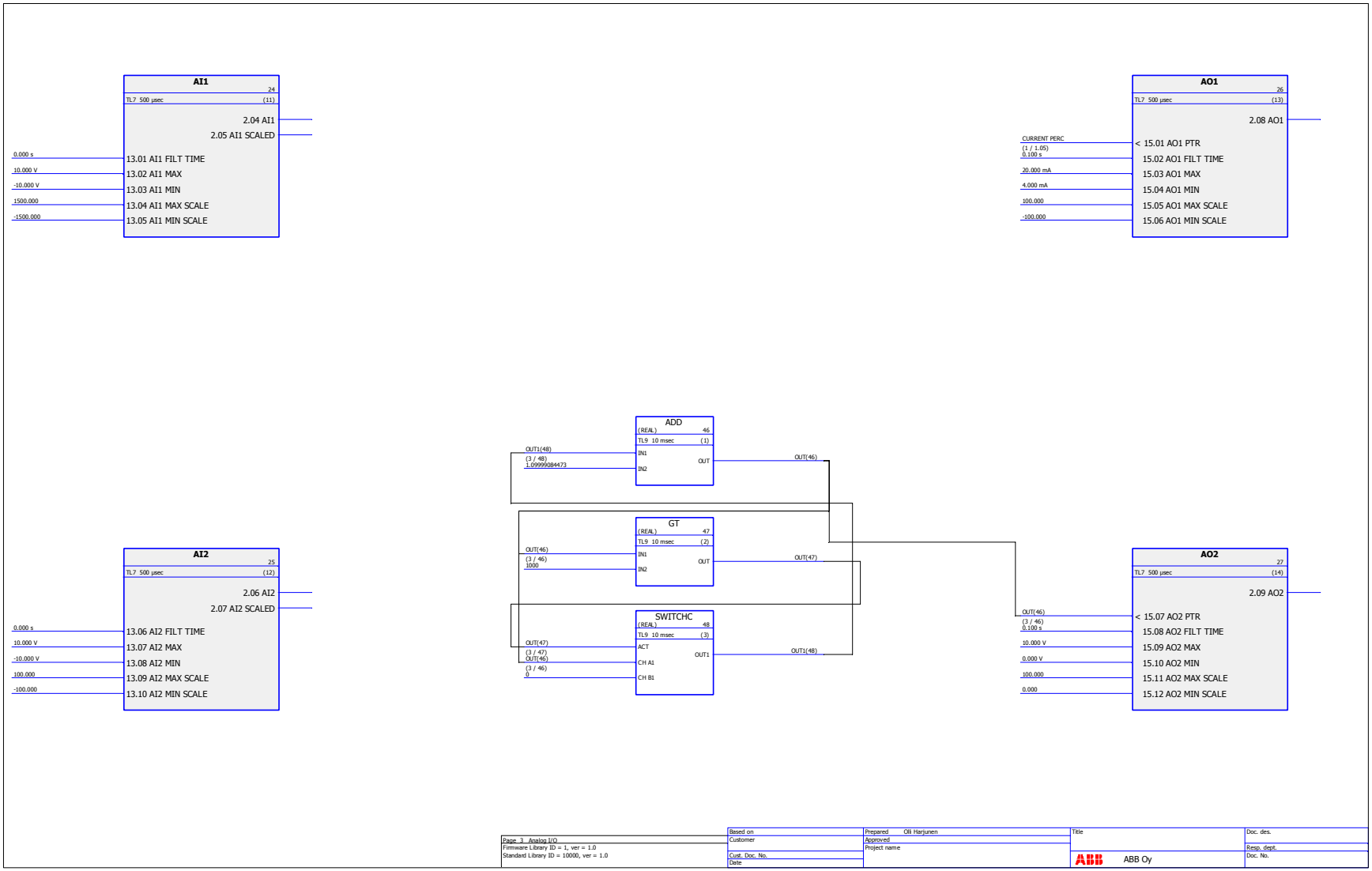
Solution Programming (SP) is based on the use of function blocks like in other IEC 61131-3 tools.

Solution programs execute in drives.

With DriveSPC it is possible to:

- make a connection to a drive. If more than one drive is connected to the PC, the user can select the drive from the list of available drives.
- upload the solution program from the connected drive and display it graphically on the screen. All program information exists in the drive; no additional PC files are required.
- monitor actual values of the user-selected block pins on the screen in real time
- modify the solution program on the screen
- utilise hierarchical programming
- download the program to the connected drive and start the execution of the program in the drive
- print program pages
- save the program to a disk file
- open a saved program file and display it graphically on the screen. The program can be modified, downloaded, saved, and so on.
- compare programs
- protect programs with passwords
- see descriptions of all blocks and block-related parameters

A page of a solution program is shown on the next page.


AI1
24
TL7 500 µsec
(11)
2.04 AI1
2.05 AI1 SCALED
0.000 s
13.01 AI1 FILT TIME
10.000 V
13.02 AI1 MAX
-10.000 V
13.03 AI1 MIN
1500.000
13.04 AI1 MAX SCALE
-1500.000
13.05 AI1 MIN SCALE
AO1
26
TL7 500 µsec
(13)
2.08 AO1
CURRENT PERC
< 15.01 AO1 PTR
(1 / 1.05)
0.100 s
15.02 AO1 FILT TIME
20.000 mA
15.03 AO1 MAX
4.000 mA
15.04 AO1 MIN
100.000
15.05 AO1 MAX SCALE
-100.000
15.06 AO1 MIN SCALE
ADD
(REAL)
46
TL9 10 msec
(1)
OUT1(48)
(3 / 48)
1.09999084473
IN1
IN2
OUT
OUT(46)
GT
(REAL)
47
TL9 10 msec
(2)
OUT(46)
(3 / 46)
1000
IN1
IN2
OUT
OUT(47)
SWITCHC
(REAL)
48
TL9 10 msec
(3)
OUT(47)
(3 / 47)
OUT(46)
(3 / 46)
0
ACT
CH A1
CH B1
OUT1
OUT1(48)
AI2
25
TL7 500 µsec
(12)
2.06 AI2
2.07 AI2 SCALED
0.000 s
13.06 AI2 FILT TIME
10.000 V
13.07 AI2 MAX
-10.000 V
13.08 AI2 MIN
100.000
13.09 AI2 MAX SCALE
-100.000
13.10 AI2 MIN SCALE
AO2
27
TL7 500 µsec
(14)
2.09 AO2
OUT(46)
(3 / 46)
< 15.07 AO2 PTR
0.100 s
15.08 AO2 FILT TIME
10.000 V
15.09 AO2 MAX
0.000 V
15.10 AO2 MIN
100.000
15.11 AO2 MAX SCALE
0.000
15.12 AO2 MIN SCALE
Page 3 Analog I/O
Firmware Library ID = 1, ver = 1.0
Standard Library ID = 10000, ver = 1.0
Based on
Customer
Cust. Doc. No.
Date
Prepared Olli Harjunen
Approved
Project name
Title
ABB Oy
Doc. des.
Resp. dept.
Doc. No.

Operating modes

Off-Line mode

- This is the default operating mode after the start-up of DriveSPC
- The mode can be used without or with a drive
- In the *Off-Line* mode it is always possible to:
  - open a program file and display it graphically on the screen
  - modify the program
  - print program pages
  - save the program to a disk file
- If one or more drives exists, it is additionally possible to:
  - connect to the user-selected drive
  - upload the program from the connected drive and display it
  - download the program to the connected drive and start the execution of the program in the drive
  - remove the program from the connected drive
  - go to the *On-Line* mode

On-Line mode

- All value modifications of block-related parameters are automatically copied to the connected drive
- Actual values of user-selected block pins are displayed on the screen in real time

Installation of DriveSPC

DriveStudio must be installed before the installation of DriveSPC.

DriveSPC is designed to run under the Microsoft Windows XP, 2000 or Vista operating environment on IBM-compatible PCs.

Note: You must have Administrator privileges to your PC.

Insert the DriveSPC CD-ROM into the CD drive of your PC.

Start the *Control Panel* program (**Start > Settings > Control Panel**) and double click its *Add/Remove Programs* icon.

Click the **Add New Programs** button and follow the instructions that appear on the screen (select file *Setup.exe* from the CD-ROM):

Solution Programming

Chapter overview

The chapter describes the Solution Programming method.

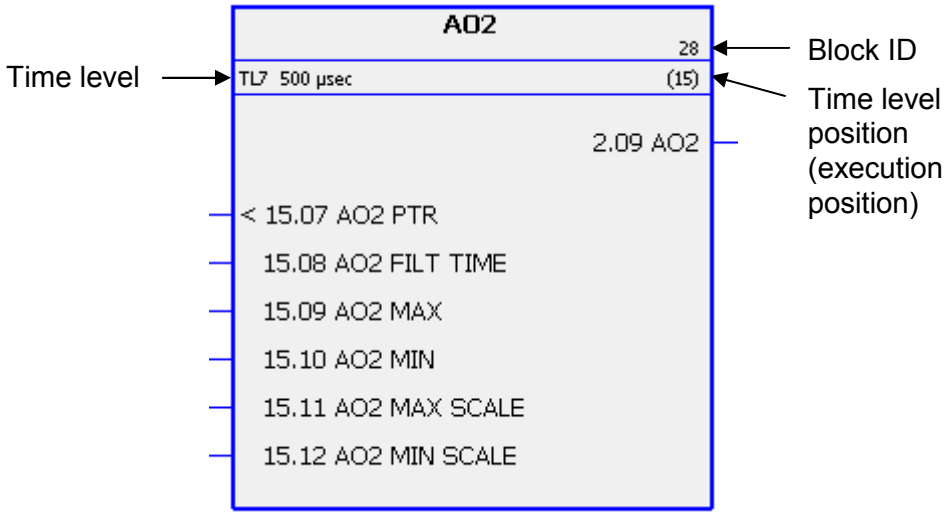
Function blocks

Solution Programming is based on the use of function blocks like in other IEC 61131-3 tools.

Blocks can be divided into two main groups:

- *Firmware blocks* are parts of the drive control firmware connectable by pin parameters.
  One instance of every firmware block always exists in every solution program. It is not possible to add or remove firmware block instances.

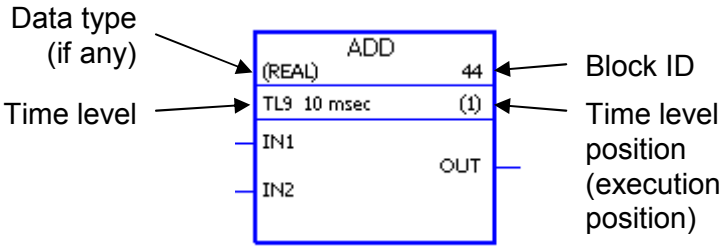
  Firmware block example:



  Block IDs are assigned automatically by DriveSPC and their values never change. All block IDs are unique.
  Time levels are explained below. Time level position (15) above means that this block is the 15th block of time level TL7.

- *Normal blocks* can be divided into two groups:
  - *Standard blocks* always exist and one or more instances of these blocks can be added to all solution programs.
  - *Technology blocks* are optional blocks. Their instances can be used in a solution program only if the appropriate technology library is in the drive. New technology blocks can be made on demand.

Normal block example:



Block IDs are assigned automatically by DriveSPC and their values never change. All block IDs are unique.
Time levels are explained below. Time level position (1) above means that this block is the first block of time level TL9.

The data type of some normal blocks (such as the block above) is user-selectable when instances of these blocks are added to solution programs.

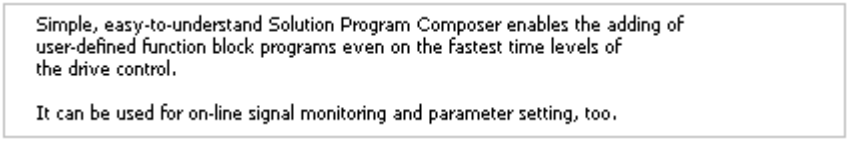
Some normal blocks have extensible pins. The user can specify how many copies of extensible pins are added to the block when an instance of the block is added to a program.

If a block is inside a conditional IF-ELSE branch, a little magenta square ▫ is displayed in its upper left corner.

In addition to the function blocks mentioned above, there are three virtual block types ("virtual" means that these blocks are not actually executed when a solution program is running in a drive):

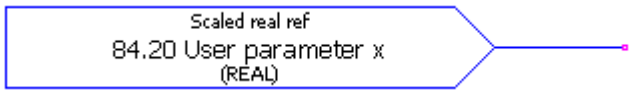
- *Comment* block for user's comment texts.

  Comment block example:

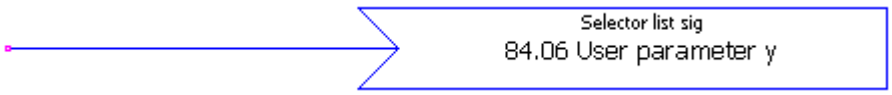
- *Reference parameter* block for user parameters that can be written by users.

  Reference parameter block example:

- *Signal parameter* block for user parameters that can only be read by users.

  Signal parameter block example:

Custom circuits

In *Hierarchical programming* a number of blocks with their connections can be represented as a single block.

Hierarchical programming in DriveSPC is based on the use of user-defined custom circuits.

A **Custom Circuit** (**CC**) contains a user-defined collection of one or more function block instances and their user-defined pin connections.

After a CC has been defined, one or more instances of it can be added to one or more solution programs just like instances of normal function blocks.

Definition of custom circuits

The programming of CC definitions is made in the *CC definition window* in the same way as the actual solution programming is made in the solution program window.

Every CC definition must include one or more user-specified **external pins**. These are input and/or output pins in the CC definition that will be visible in the instances of the CC definition. These pins make it possible to connect a CC instance to other blocks of the solution program.

Instances of the defined custom circuits

Instances of the created CC definitions can be added to the solution program that was in the solution window when these CC definitions were made.

If you want to add instances of a created CC definition to other solution programs, save the CC definition to a disk file.
Now you can open some other solution program, read the CC file into this program and add instances of the read CC definition to this program.

Instances of CC definitions look similar to normal function blocks and they are added to solution programs in the same way as instances of normal blocks are added to programs.

Changing used custom circuit definitions

If you have used instances of a CC definition in your solution program, you can still make changes to this definition later on, as long as you do not change the definitions of external pins.

If you want to change the *data type* of an external pin in a CC definition and this pin is connected in one or more instances of this CC definition, you have to disconnect this pin in these instances before the pin change.

If you want to change the *number or input/output type* of external pins, you have to remove all instances of this CC definition from the solution program and add the instances again after you have changed the external pins in the CC definition.

Custom circuit archive folder

It is suggested that all custom circuit definition files are saved to the same folder.

The pathname of the folder that is used in the CC file save or read operation is saved to the solution program and this folder is initially displayed in the next CC file save/read operation.

Time levels

Solution programs are *real-time program*s. Real-time programming is based on *task*s and the drive software contains several tasks. Tasks are called *time levels* here. The length, or the execution interval, of some time levels is fixed but the length of the other time levels can be changed by the user.

Every block and CC instance of a solution program resides in some time level. The execution order and the time level of every *firmware* block instance is always fixed but the execution order and the time level of a *normal* block instance and a *CC* instance is specified by the user.

There is a predefined *priority order* between time levels. If the execution of the blocks of a time level is not completed when a higher priority time level is scheduled to start its execution, the execution of these lower priority blocks is suspended until the blocks of the higher priority time level have been executed.

Note: *It is* ***very important*** *that the total execution time of all blocks of a time level* ***does not exceed*** *the length, or the execution interval, of this time level.*
If it does, ***the drive software does not function correctly****.*

Pins

Input and output pins (connection points) of blocks are marked with a small magenta bubble.

Pin parameters of firmware blocks

The input and output pins of all firmware blocks are parameters.

The type of an input pin parameter can be one of the following:

- *Value*.
  This parameter is usually set to a constant value but some value parameters can be connected to an output pin, too.
- *Value pointer*
  Marked with character '<' inside the block, for example < 15.07 AO2 PTR .
  This parameter is usually connected to an output pin but some value pointer parameters can be set to a constant value, too.
- *Bit pointer*
  Marked as value pointer above.
  This parameter is either connected to a bit of an output pin or it is set to a constant Boolean value `FALSE` or `TRUE`.

User-selectable value type of an input pin parameter can be one of the following:

- *Drive value* (text `Drive value` is displayed in the pin)
  The value of this pin parameter in not specified in the solution program.
  When the program is downloaded, the current drive value of this parameter is preserved during the download operation.
- *Locked value* (e.g. `1.25`)
  When the program is downloaded, this value or pin connection is set to the drive parameter.
  Locked parameter values can not be changed in the drive after download.
- *Unlocked value* (value is enclosed with angle brackets, e.g. `[ 1.25 ]`)
  When the program is downloaded, user can select one of the following two alternatives:
  - All unlocked values and pin connections are set to drive parameters.
  - The current drive values of all these parameters are preserved.

  Unlocked parameter values can be changed in the drive after download.

Output pins

Every output pin has two pin names:

- *Internal name* is inside the block rectangle:
  - Internal name of a pin of a *normal* block describes the function of the pin.
  - Internal name of a pin of a *firmware* block is the parameter ID & name combination of its pin parameter.
- *External name* is used in all pin connections:
  - Default external name of an output pin of a *normal* block is `xxx(nnn)`, where `xxx` is the internal pin name and `nnn` is the block ID.
    Users can replace these names with their own pin names.
    Example of a default pin name: OUTSTATE (49)
  - External name of an output pin of a *firmware block* is always the name of its pin parameter.

If the connected input and output pins are not on the same page, an arrowhead is displayed at the output pin:

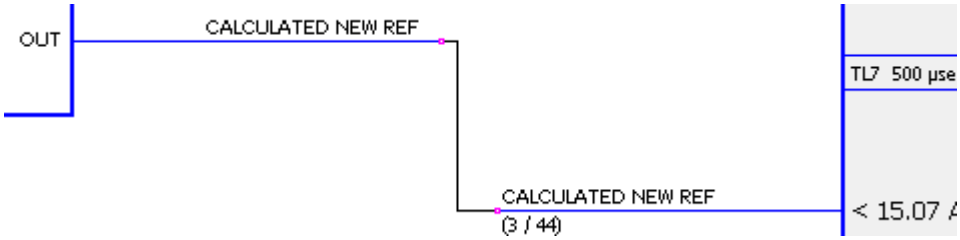
Input pins

Every input pin is either set to a constant value or connected to an output pin (or to a bit of an output pin).

Below are input pin examples (all possible five cases are included):

- *Input pin with a constant value:*
  10.000 V
- *Input pin connected to an output pin of a normal block or a CC instance:*
  NEW REFERENCE
  (1 / 5)
  The external name of the connected output pin is above the input pin.
  Page number and block ID of output pin's block are below the input pin.
- *Input pin connected to an output pin of a firmware block:*
  AO2
  (3 / 2.09)
  The name of the pin parameter of the connected output pin is above the input pin.
  Page number of output pin's block and parameter ID of output pin's pin parameter are below the input pin.
- *Input pin connected to a bit of an output pin of a normal block or a CC instance:*
  STATUS BITS.12
  (1 / 5)
  The external name and bit number of the connected output pin are above the input pin.
  Page number and block ID of output pin's block are below the input pin.
- *Input pin connected to a bit of an output pin of a firmware block:*
  MODE BITS.4
  (1 / 21.01.DEFAULT)
  The name and bit number of the pin parameter of the connected output pin are above the input pin.
  Page number of output pin's block, parameter ID of output pin's pin parameter and the name of the bit, or bit number if no bit name exists are below the input pin.

A wire is automatically drawn between the connected input and output pins if these pins are on the same page.
Wire example:



Boolean input pins can be inverted. Inverted pins are marked with a little bubble, for example IN1

User parameters

Drive firmware contains a fixed set of parameters.

Users can create parameters of their own by DriveSPC. User parameters are needed if pin value setting and monitoring of programmed *normal* blocks is required by other means than DriveSPC (e.g. by panel).

There are two basic user parameter types:

- *Reference parameter*. These parameters are connected to input pins of normal blocks. Values of the connected input pins can now be set e.g. by panel.
- *Signal parameter*. These parameters are connected to output pins of normal blocks. Values of the connected output pins can now be monitored e.g. by panel.

The definition of a user parameter contains two steps:

- Parameter is created in the *Parameter Manager* window of DriveSPC (see Appendix 3)
- The created parameter is connected to a pin of a programmed normal block by a parameter block.

Templates

Templates can be uploaded from drives.

A drive contains one or two templates:

- Empty template (this template exists always)
- Base solution (this template is optional)

Empty template

Empty template contains an empty solution program, i.e. instances of all firmware blocks but no normal block instances.

Empty templates are used as starting points of completely new solution programs.

Base solution

A drive can contain a base solution when it is delivered to a user.

Base solution is a complete solution program designed for a certain purpose.

Base solutions can be used as such or they can be further enhanced by users.

Programming procedure

First programming steps

- If you are using a drive and you want to make a completely new program:
  1. Connect to the drive
  2. Upload empty template from the drive. All template information exists in the drive; no additional PC files are required.
- If you want to make a completely new program without a drive:
  1. Open an empty template file
- If you are using a drive and you want to use its program (or base solution) as a base program:
  1. Connect to the drive
  2. Upload program (or base solution, if it exists) from the drive. All program information exists in the drive; no additional PC files are required.
- If you want to use an existing program as a base program:
  1. Open the existing program file

Actual programming

Modify the program by:

- adding instances of normal blocks
- defining custom circuits and adding instances of them
- connecting pins
- . . .

Post-programming

- Save the modified solution program
- If you are using a drive and you want to run your new program in the drive:
  1. Connect to the drive (if you have not yet connected)
  2. Download the program to the drive. The drive is automatically restarted after the download and the program is running in the drive.
  3. If you want to monitor pin values on the running program, go to the *On-Line* mode and select the pins you want to monitor

Use of DriveSPC

Chapter overview

The chapter describes the use of DriveSPC.

Starting DriveSPC

You start the DriveSPC program by using the **Start** button in the *Task Bar* (**Start > Programs > DriveWare > DriveSPC** if you have used the default settings in the software installation).

User interface

The user interface of DriveSPC can be divided into two parts:

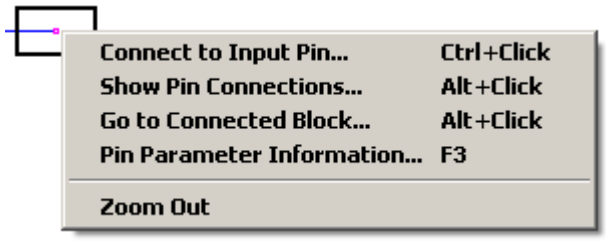
- *Menu commands*
- *Mouse clicks on the screen*

With *menu commands* you can, for example:

- open and save program files
- print program pages
- define, copy, save, read and remove custom circuits
- connect to a drive
- upload and download programs
- start the *On-Line* mode

Click the *right button* on your mouse to display a context-sensitive menu. The commands in this menu depend on the program object, for example a block or a pin you clicked on.

Menu example:



Select the desired command from the menu.

Click the *left button* on your mouse while holding down the **Ctrl**, **Alt** or **Shift** key to quickly perform or start some most often needed actions; see Appendix 1. In this way you can for example:

- make connections between block pins
- move blocks on the screen
- monitor pin values in real time

If the cursor is on a block or on a pin parameter when you press the **F3** key, the description of this block or parameter is displayed in a separate PDF window.

Solution program can be divided into several pages. Every page has a user-specified number and a user-specified name.

There are tabs for all pages at the bottom of the screen. The number and optionally the name of the page are shown in the tabs. If the page names are not displayed in the tabs, they can be seen as a *ToolTip* when the cursor is moved on the tab. If the page is empty, an asterisk is displayed in the corresponding tab before the page number.

Select the desired page by using the page tabs. Click the page tab with the mouse or use the **Home**, **Page Up**, **Page Down** and **End** keys.

The currently selected page is displayed either in *Full Fit* mode (zoomed out) or in *Actual Size* mode (zoomed in). You change the display mode by right-clicking anywhere on the page and selecting **Zoom In** or **Zoom Out**. If you zoom in, the page will be centred to the clicking point.

If the page on the screen is zoomed in, it can be dragged with mouse's left button.

First programming steps

Making a completely new program

- Using the empty template of a drive as a starting point*:*
  1. start DriveSPC
  2. connect to the drive by selecting **Drive > Connect**
  3. upload empty template from the drive by selecting **Drive > Upload Template**
- Using some other empty template file as a starting point*:*
  1. start DriveSPC
  2. open the empty template file by selecting **File > Open**

Making a new program based on an existing program

- Using the program (or base solution) of a drive as a base program*:*
  1. start DriveSPC
  2. connect to the drive by selecting **Drive > Connect**
  3. upload program from the drive by selecting **Drive > Upload Program** or base solution (if it exists) by selecting **Drive > Upload Template**
- Using some other program file as a base program*:*
  1. start DriveSPC
  2. open the program file by selecting **File > Open**

Actual programming (program modification)

After you have opened or uploaded the program or template, you can modify it as follows:

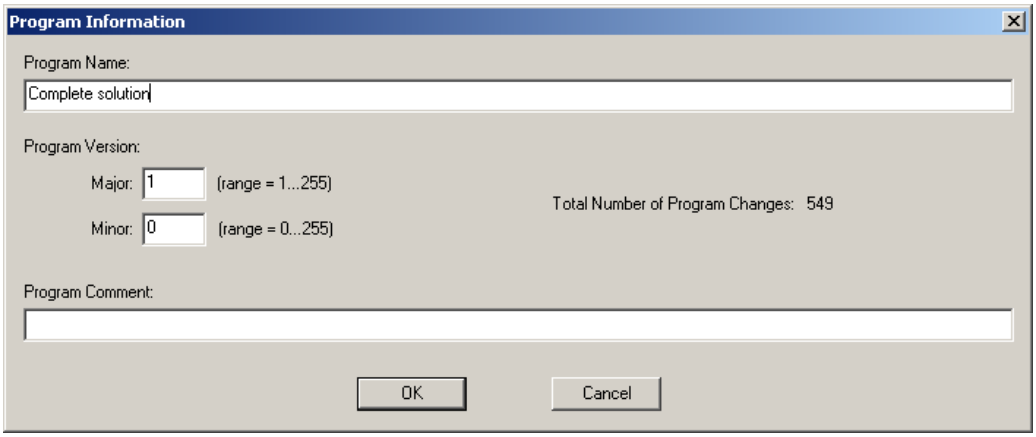
- Specify the name, version and comment of your program
- Add or remove program pages
- Change the lengths, or execution intervals, of variable-length time levels
- Create, copy, save, read and remove custom circuit definitions
- Add, modify and remove instances of normal blocks and custom circuits
- Add, modify and remove instances of comment blocks
- Move block and custom circuit instances on the screen
- Connect input and output pins
- Set values of input pins
- Invert input pins
- Define data items of array/structure pins
- Specify names of output pins
- Specify scaling factors and unit texts of output pins
- Create new user parameters and parameter groups
- Add and remove user parameter blocks
- Specify the fields of the page header at the bottom of the pages

You can also perform the following programming-related actions:

- Display the execution sequence of block instances
- Go to the block connected to an input pin
- Show all connections of an output pin
- Go to a block connected to an output pin
- Highlight wires
- Zoom in and zoom out
- Show descriptions of blocks and pin parameters
- Protect program open/upload and/or program display with user-specified passwords

Program information

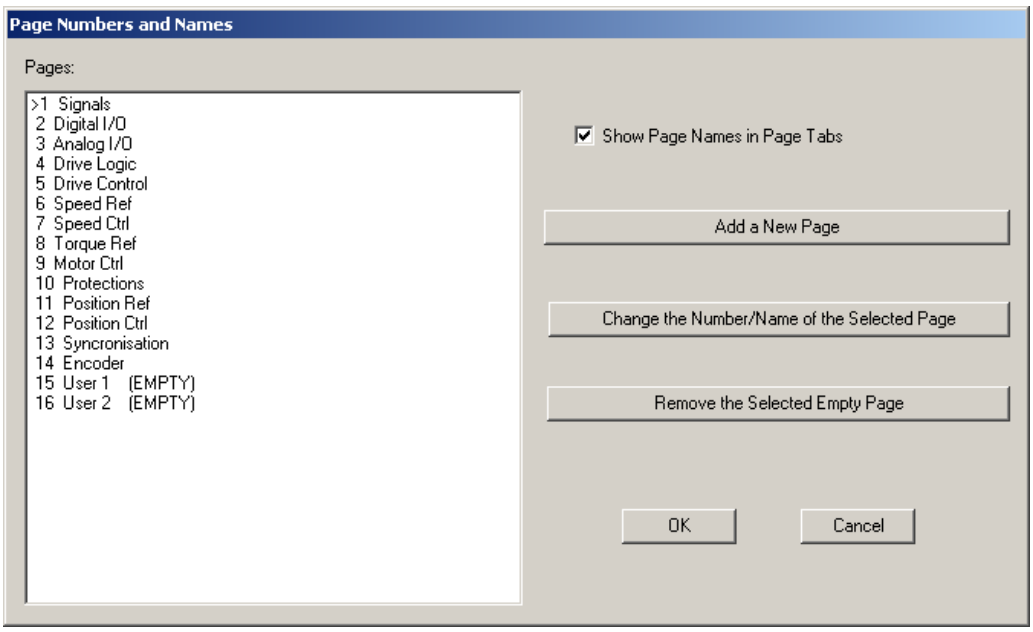
Select **Program > Program Information** to display a dialog box with the current name, version and comment text of your solution program.



You can now change the name, version and/or comment text.

Program pages

Select **Program > Program Pages** to display a dialog box with a list of the currently existing program pages.



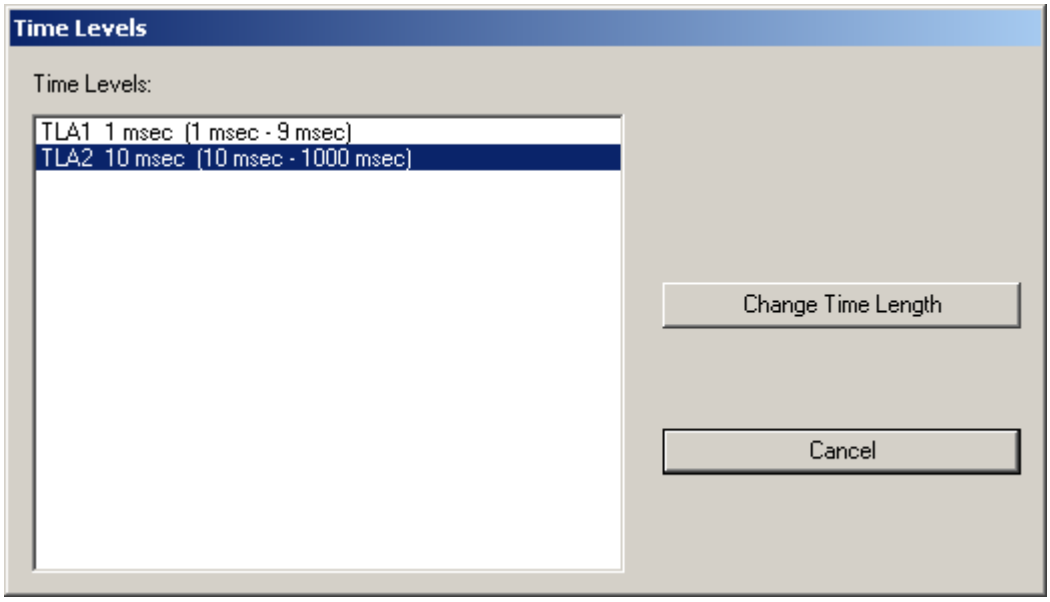
In the dialog box you can:

- add new pages and specify the numbers and names of new pages
- change numbers and/or names of the existing pages

- remove empty pages
- specify whether page names are displayed in page tabs. If page names are not displayed in the tabs, the name of the page can be seen as a *ToolTip* when the cursor is moved on the tab.

Time levels

Select **Program > Time Levels** to display a dialog box with a list of the time levels in the drive software.



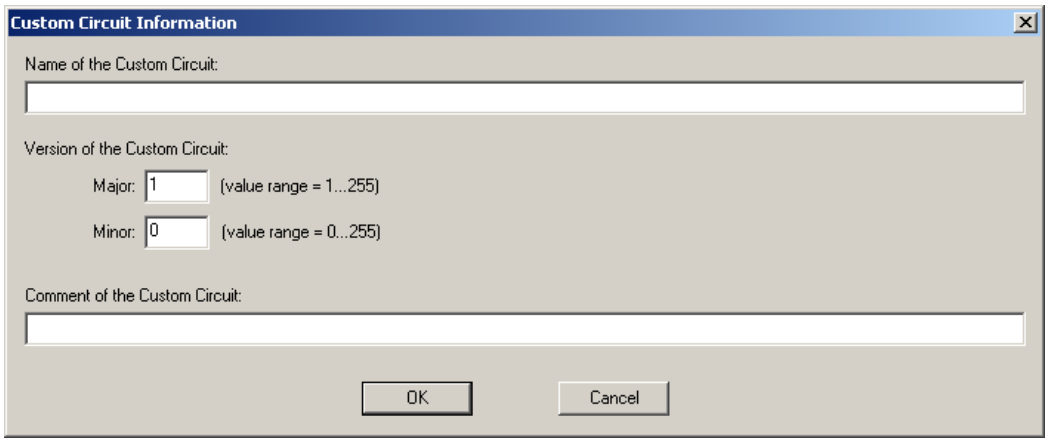
The allowable time range is displayed in the time level line.

You can now change the length of the selected variable-length time level.

Custom circuit definitions

Creating a new CC definition

Select **Program > New Custom Circuit**.
A dialog box is displayed:



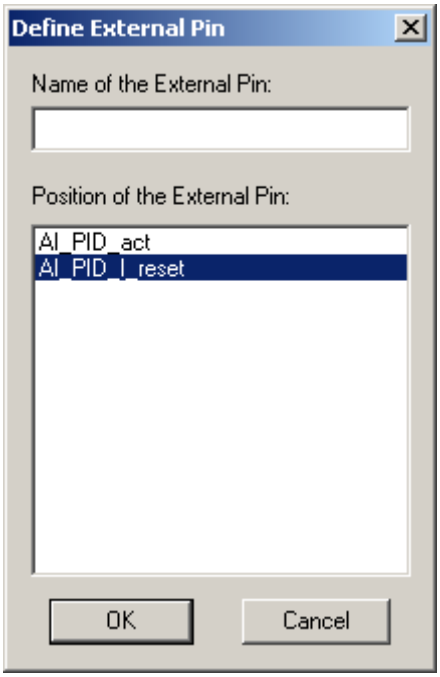
Specify the name, version and comment text of the new CC definition.
The names of CC definitions always end with the '*' character. If you do not write this character to the end of the name, it will be appended automatically.

Click **OK** and the *CC definition window* opens. The window is initially empty and the text CUSTOM CIRCUIT is displayed at the top of the window

You can now start to program the CC definition.
The definition programming is done in the same way as the actual solution programming in the solution program window.

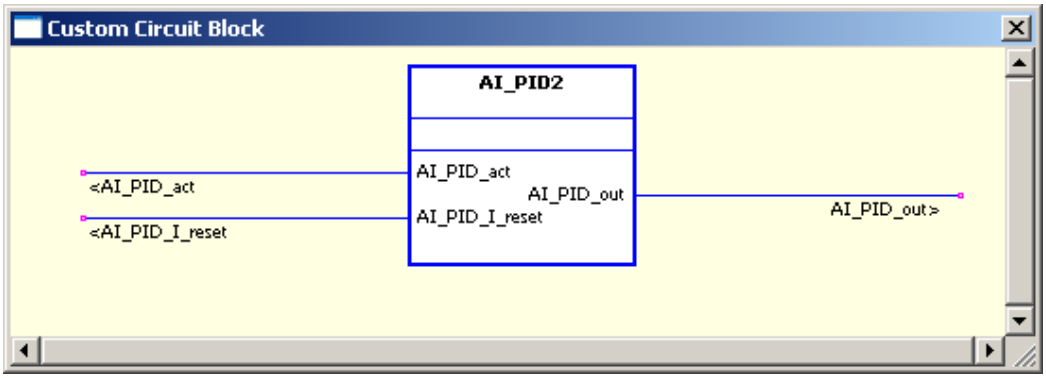
Every CC definition must include one or more **external pins**. These are input and/or output pins in the CC definition that will be visible in the instances of the CC definition. These pins make it possible to connect a CC instance to other blocks of the solution program.

To define an external pin, right-click on the input or output pin you want to be an external pin (if input pin, it must be unconnected and without any value) and select **Define External Pin**.
A dialog box is displayed:



The name you specify here will be seen inside the instance blocks of this CC definition in the solution programs.
In addition to the pin name, you have to specify the pin position among other external input or output pins. If no other external pins exist, number 1 is displayed in the pin position list.

All currently defined external pins can be seen by the **F5** key or by selecting **CustomCircuit > Custom Circuit Layout**.
The instance block of the CC definition will be displayed in the *CC block window*:

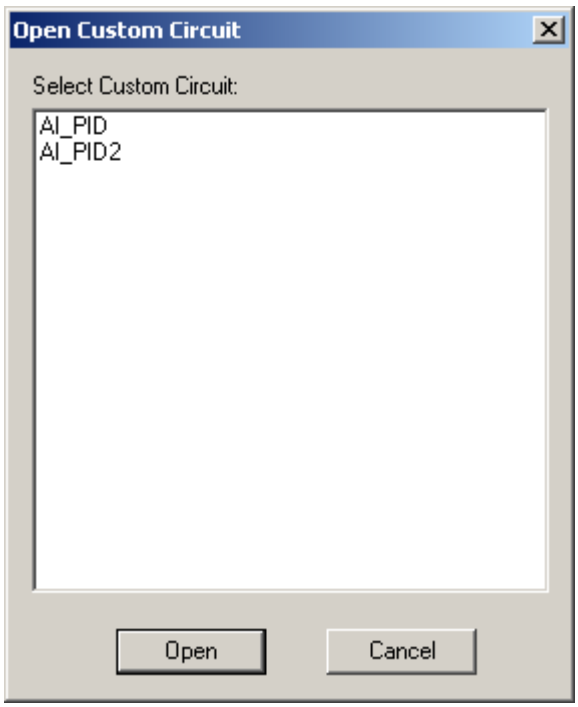


To find out the location of an external pin in the CC definition window, click on this pin in the CC block window.

When the CC definition is ready, select **File > Return to Program**. You will be asked if you want to preserve the CC definition you have made.

Modifying an existing CC definition

Select **Program > Open Custom Circuit** to display a dialog box with a list of the currently-defined custom circuits:



Select the CC definition you want to open and click **Open** or double-click on the desired CC.

The *CC definition window* opens with the CC definition you selected.

If needed, you can now modify the CC definition.

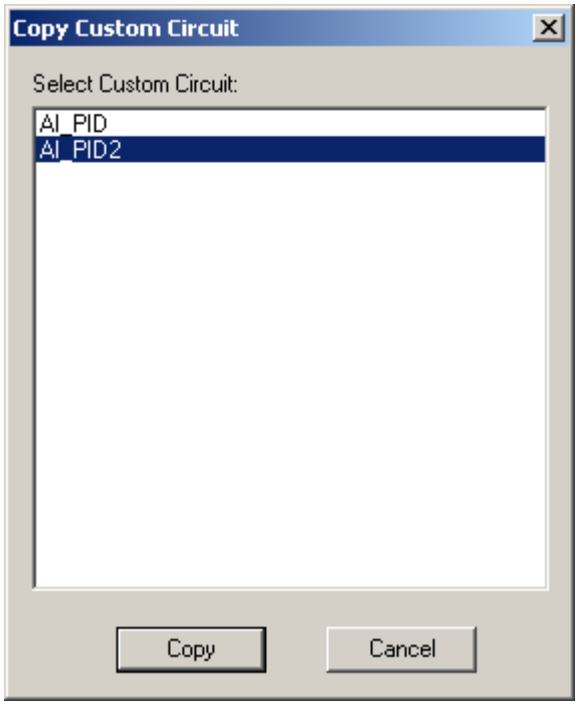
If you have used instances of this CC definition in your solution program, you can still make changes to this definition, as long as you do not change the definitions of external pins.

If you want to change the *data type* of an external pin in the CC definition and this pin is connected in one or more instances of this CC definition, you have to disconnect this pin in these instances before the pin change.

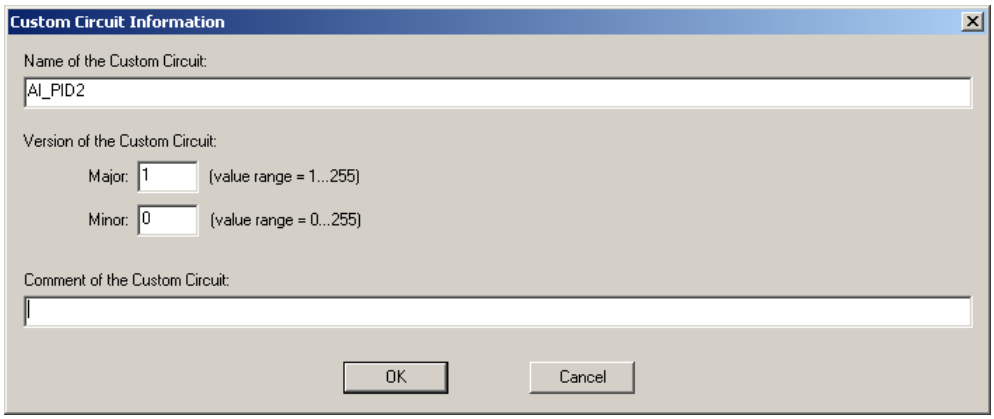
If you want to change the *number or input/output type* of external pins, you have to remove all instances of this CC definition from the solution program and add the instances again after you have changed the external pins in the CC definition.

Copying a CC definition

1. Select **Program > Copy Custom Circuit** to display a dialog box with a list of the currently defined custom circuits:



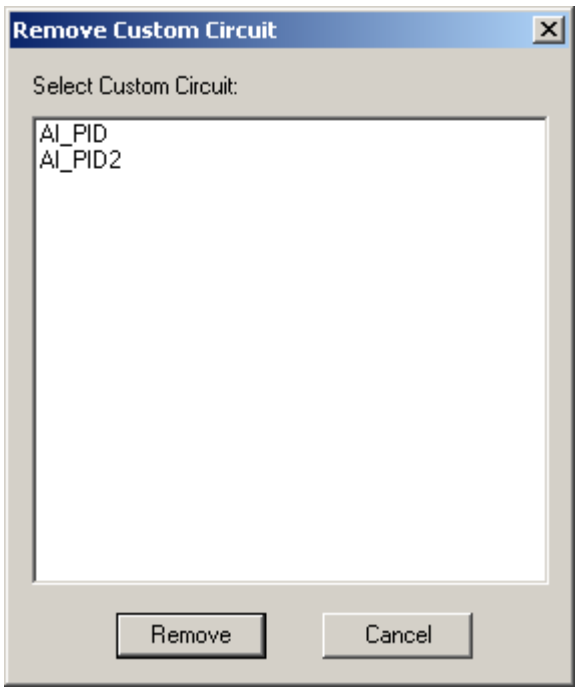
2. Select the CC definition you want to copy and click **Copy** or double-click on the desired CC.
   A dialog box with the current name, version and comment text of the CC definition to be copied is displayed:



3. Specify the new name, version and comment text of the copy of the CC definition and click **OK**.

Removing a CC definition

Select **Program > Remove Custom Circuit** to display a dialog box with a list of those currently-defined custom circuits that are not used in the solution program:

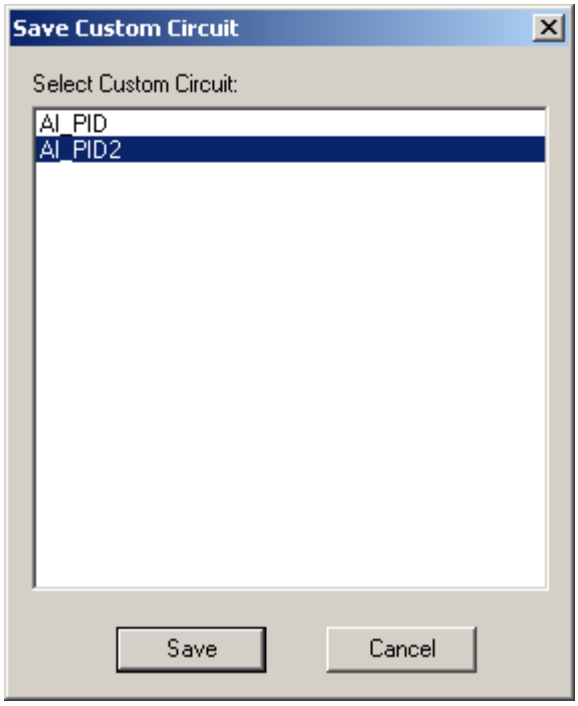


Select the CC definition you want to remove and click **Remove**.

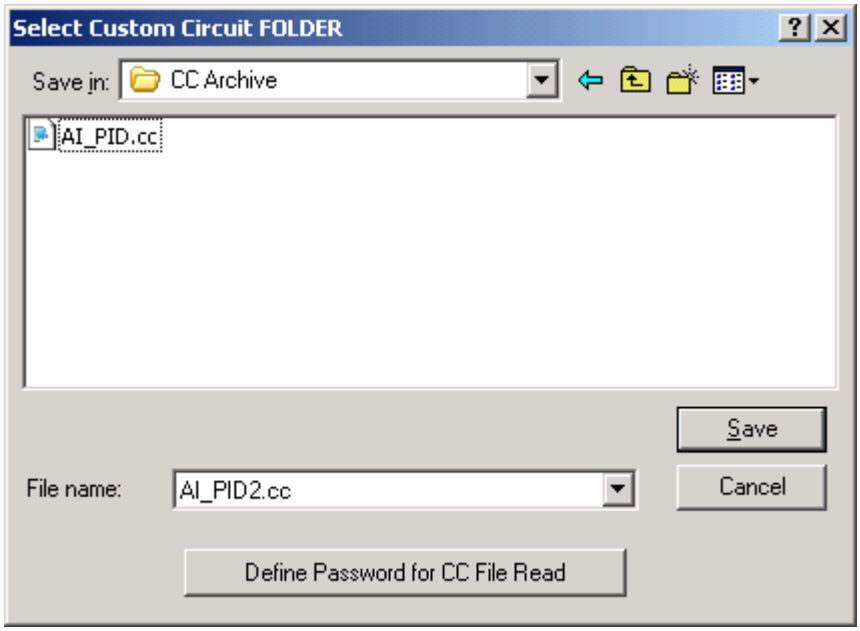
Saving a CC definition to a file

The save is needed *only if* you want to use a CC definition in other solution programs.

1. Select **Program > Save Custom Circuit to File** to display a dialog box with a list of the currently-defined custom circuits:



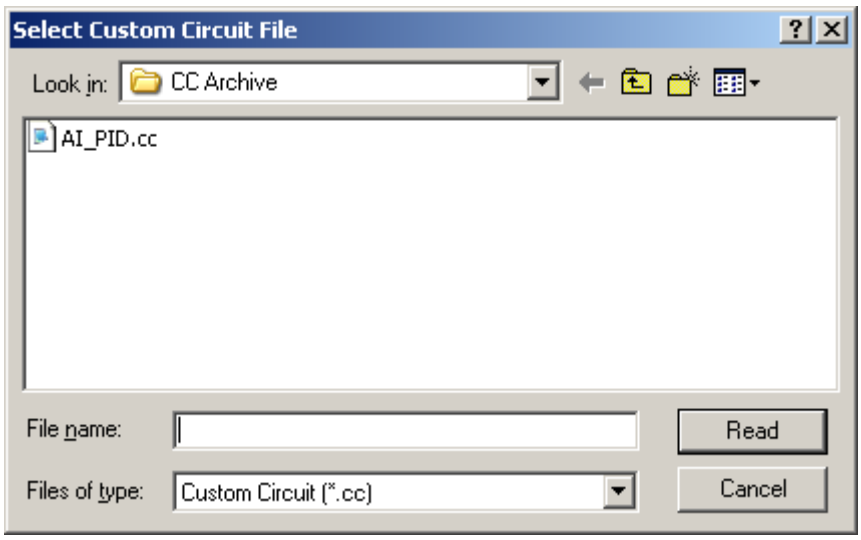
2. Select the CC definition you want to save and click **Save** or double-click on the desired CC. Another dialog box is displayed:



3. If you want that a password is needed when this CC file is read, click **Define Password for CC File Read** and specify the password.
   Select the desired CC archive folder and click **Save**.
   Note: You cannot change the name of the CC file. Its name is always the name of the saved CC definition with extension "cc".

Reading a CC definition from a file

Select **Program > Read Custom Circuit from File**.
A dialog box is displayed:



Select the CC definition file you want to read and click **Read**.

If a CC definition with the same name already exists in the solution program but instances of this CC definition are not used in the solution program, the existing CC definition in the solution program is always overwritten.

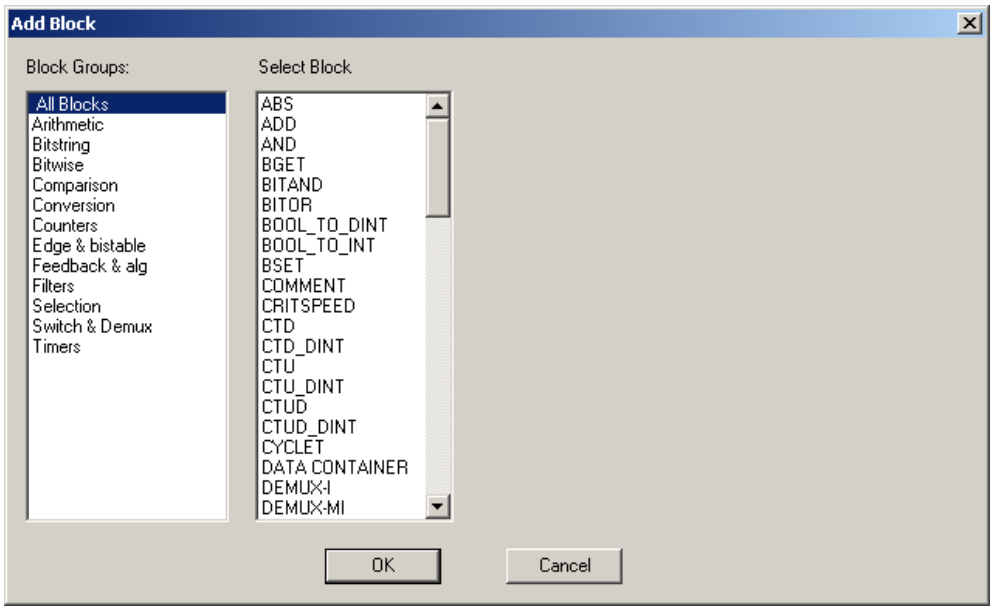
If instances of this CC definition are already used in the solution program and external pin definitions in the file are the same as in the existing CC definition, the existing CC definition in the solution program is always overwritten.

If instances of this CC definition are already used in the solution program but external pin definitions in the file are *not* the same as in the existing CC definition, the existing CC definition in the solution program remains unchanged. In this case, you have to remove all instances of this CC definition from the solution program and add the instances again after you have read the CC definition file.

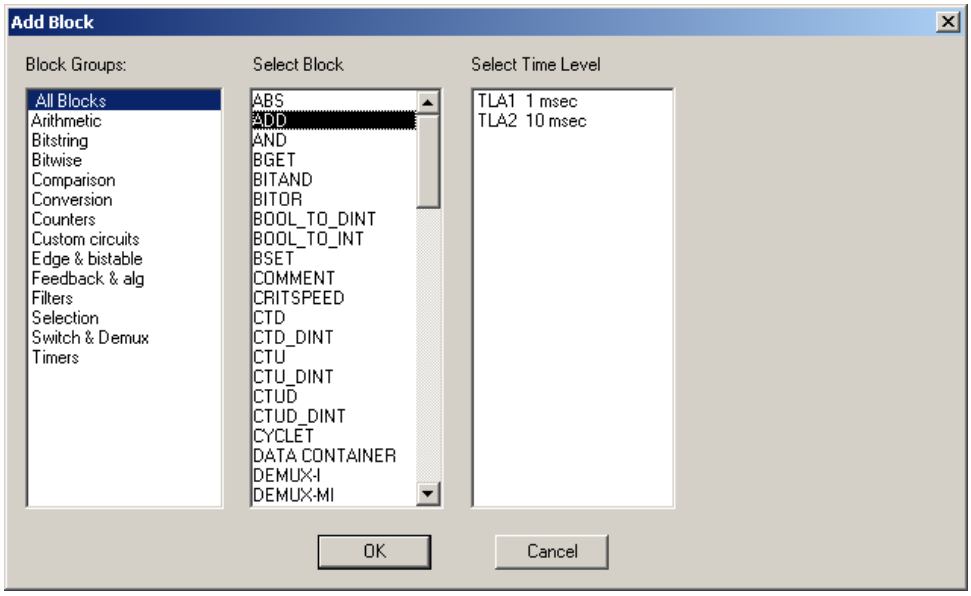
Block and CC instances

Adding a new instance of a normal block or a CC

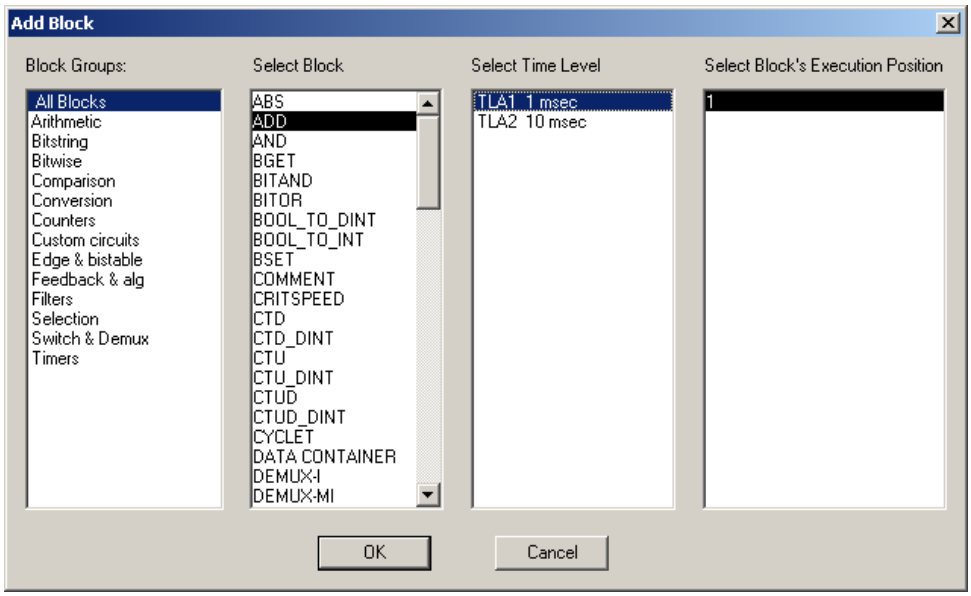
1. Right-click on an empty page location and select **Add Block**, or alternatively left-click while holding down the **Ctrl** key.
   A dialog box with two lists is displayed. The first list contains block groups, of which the first group is always *All Blocks*. The second list contains the blocks and/or CCs of the selected block group. A grey block means that this block cannot be added because there is not enough empty space.



2. Select the block to be added.
   The third list containing the time levels is displayed.
   The time level list is not displayed if you are adding a block to a CC definition. All blocks in a CC definition are in the same unspecified time level. The actual time level is specified when you add an instance of the CC definition to your solution program.

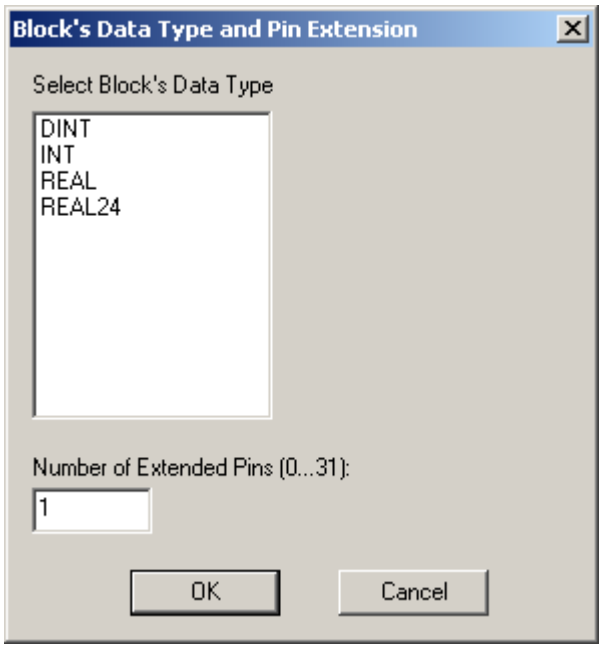


3. Select the time level where you want to put the new block instance (if the time level list exists) and the last list is displayed. The last list contains all blocks that are currently in the selected time level. If no blocks exist in the selected time level, number 1 is displayed in the list.



4. Select a block (or number 1 if there are no blocks) from the last list. Grey blocks, if any, cannot be selected. The new block will be put *before* the selected block in the execution order of the selected time level. If you select the *last* block of the time level, you are asked to specify whether the new block will be added before or after the selected block.
5. Finally, if the data type of the block to be added is user-selectable and/or if the block contains extensible pins, a dialog box is displayed. If both data

type and extension size are needed, the dialog box is as follows:

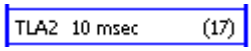


6. Select the block's data type and/or the number of extended pins (i.e. the number of pin copies) of extensible pins and click **OK**.

Displaying the execution sequence of blocks

Every block resides in some time level.

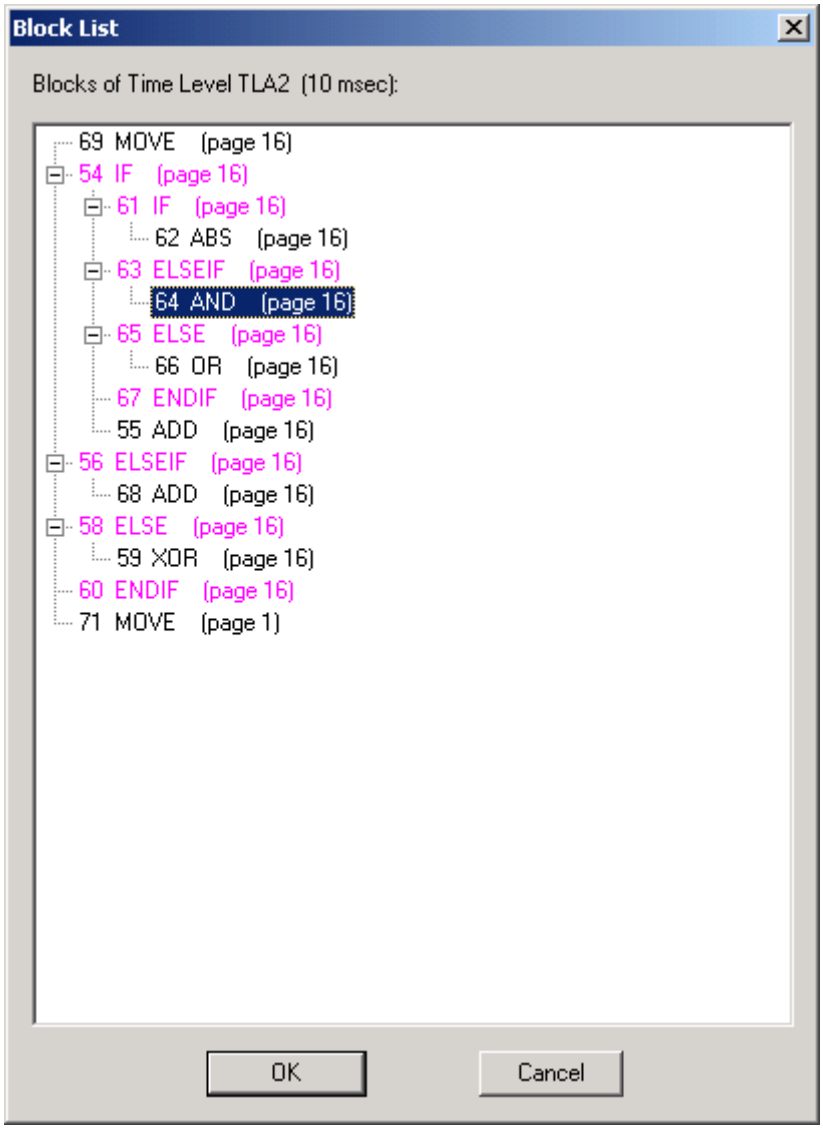
The execution position of a block in its time level is shown in parenthesis inside the block:



If you right-click on a block and select **Go to Next Block**, DriveSPC goes to the next block in the execution sequence.
If you now hold the **Ctrl** button down, you can continue going to the next blocks by pressing the **right arrow** key.

If you right-click on a block and select **Go to Previous Block**, DriveSPC goes to the previous block in the execution sequence.
If you now hold the **Ctrl** button down, you can continue going to the previous blocks by pressing the **left arrow** key.

If you right-click on a block and select **List Blocks**, a dialog box is displayed with a list of all blocks in the time level of the selected block:



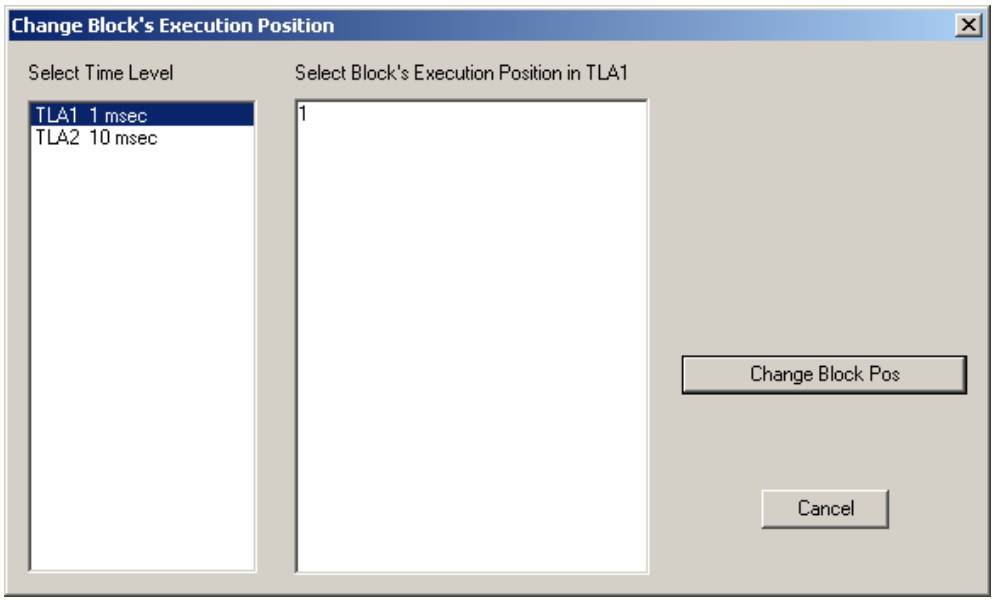
Magenta colour is used with conditional blocks IF, ELSEIF, ELSE and ENDIF, if these blocks are used in the selected tíme level.
You can compress or expand conditional branches by clicking on their minus or plus buttons.

You can go to a block in the list by double-clicking on it in the list.

Changing the execution position of a normal block or CC instance

1. Right-click on the desired normal block or CC instance and select **Change Block Exec Pos**, or alternatively left-click while holding down the **Ctrl** key. If you are in the solution program window, a dialog box with two lists is displayed. The first list contains the time levels, where the current time level of the selected block is initially selected. The second list contains all blocks that are currently in the selected time level, or number 1 if no blocks exist in

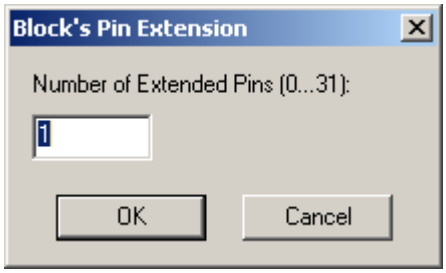
the selected time level.
If you are in the CC definition window, a dialog box with one list is displayed. This list contains all blocks that are currently in the CC definition.



2. Select the desired time level from the first list (if it exists) and the desired block from the second list. Grey blocks, if any, cannot be selected.
3. Click **Change Block Pos**.
   The block whose execution position is to be changed will be put *before* the selected block in the execution order of the selected time level. If you select the *last* block of the time level, you are asked to specify whether the new block will be added before or after the selected block.

Adding/removing pins of a normal block that contains extensible pins

1. Right-click on the desired normal block and select **Add/Remove Pins**.
   A dialog box is displayed.



2. Change the number of extended pins (i.e. the number of pin copies) and click **OK**.

Moving a block or CC instance to another location

There are two move methods available, the Menu command method and the Quick method:

- *To move a block to another location by using the Menu command method:*
  1. Right-click on the desired block or CC instance and select **Move Block**. A help message box is displayed. If you do not want the message box to be displayed during this DriveSPC session, select the check box.
  2. Right-click on the desired green location of the desired page and select **Move Selected Block Here**.
- *To move a block to another location by using the Quick method:*
  1. Left-click on the desired block or CC instance while holding down the **Alt** key.
  2. Left-click on the desired green location of the desired page while holding down the **Alt** key.

Removing an instance of a normal block or a CC

Right-click on the desired normal block or CC instance and select **Remove Block**.

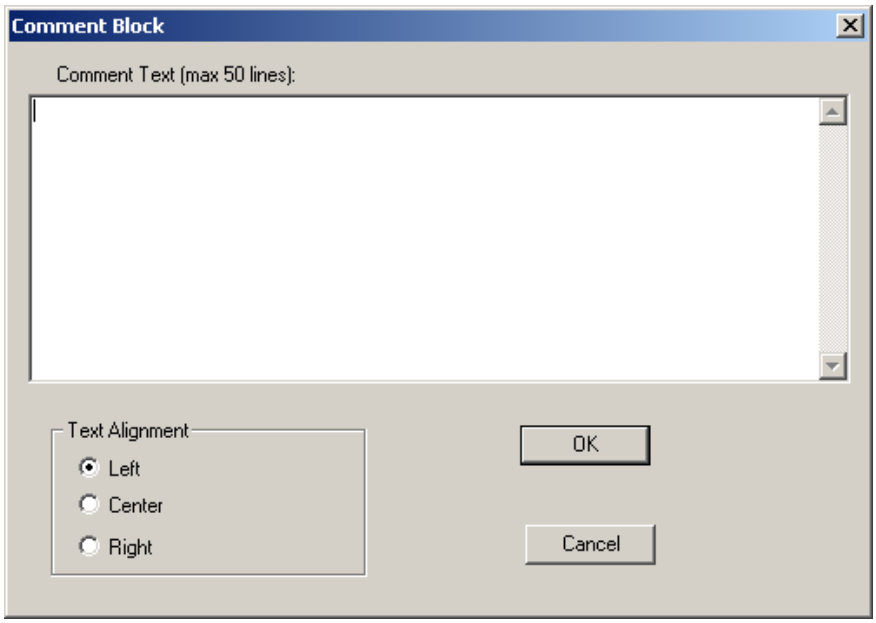
Displaying the description of a block or a CC

Move the cursor inside the rectangle of the desired block or CC instance and press the **F3** key.

Comments

Adding a new instance of the Comment block

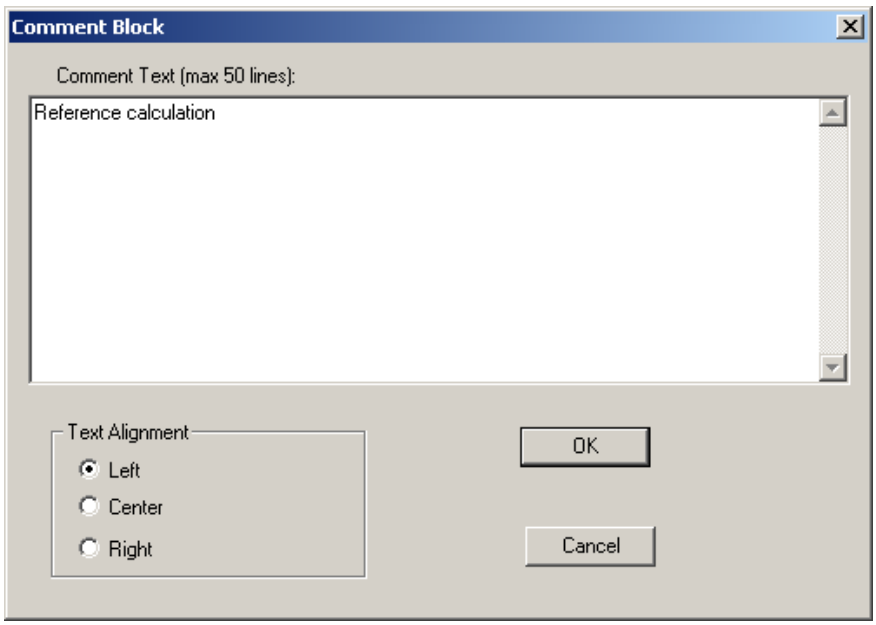
1. Right-click on an empty page location and select **Add Comment Block**.
   A dialog box is displayed.



2. Write the desired comment text, select text alignment and click **OK**.

Changing the text and/or text alignment of a comment block

1. Right-click on the desired comment block and select **Change Comment**, or alternatively left-click while holding down the **Ctrl** key.
   A dialog box is displayed.



2. Change the comment text and/or change text alignment and click **OK**.

Moving a comment block to another location

There are two move methods available, the Menu command method and the Quick method:

- *To move a comment to another location by using the Menu command method:*
  1. Right-click on the desired comment block and select **Move Block**.
     A help message box is displayed. If you do not want the message box to be displayed during this DriveSPC session, select the check box.
  2. Right-click on the desired green location of the desired page and select **Move Selected Block Here**.
- *To move a comment to another location by using the Quick method:*
  1. Left-click on the desired comment block while holding down the **Alt** key.
  2. Left-click on the desired green location of the desired page while holding down the **Alt** key.

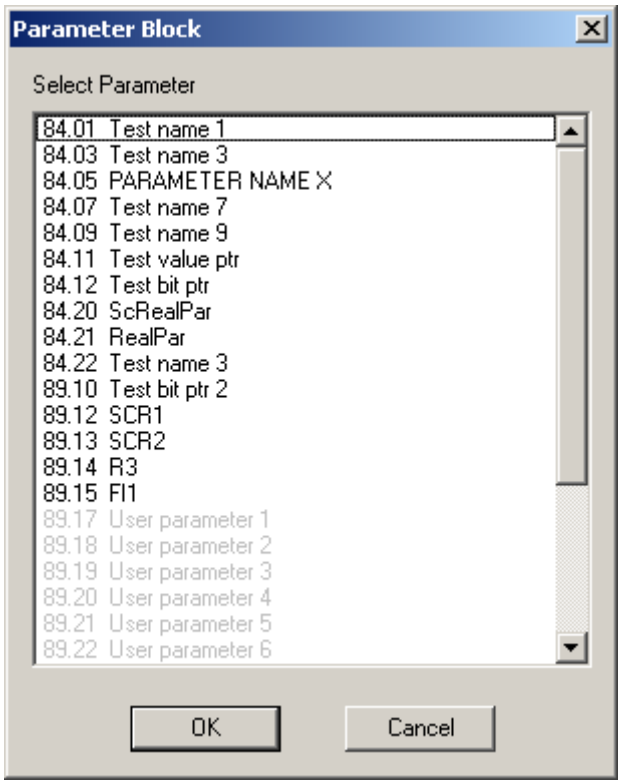
Removing an instance of the Comment block

Right-click on the desired comment block and select **Remove Block**.

Parameter blocks

Adding a new instance of a parameter block

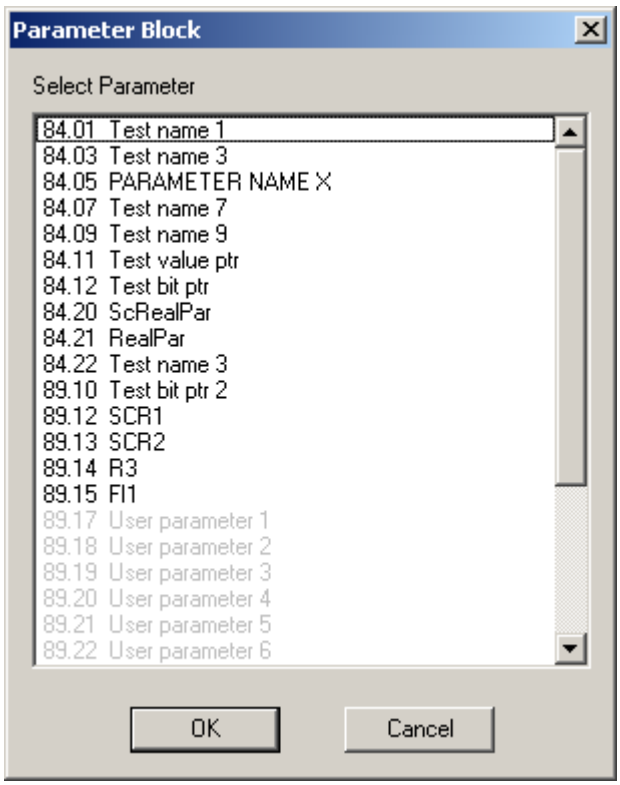
1. Right-click on an empty page location and select **Add Parameter Block**. A dialog box is displayed.



2. Select the desired parameter and click **OK**.

Changing the parameter of a parameter block

1. Right-click on the desired parameter block and select **Change Block's Parameter**, or alternatively left-click while holding down the **Ctrl** key. A dialog box is displayed.



2. Select the desired parameter and click **OK**.

Moving a parameter block to another location

There are two move methods available, the Menu command method and the Quick method:

- *To move a comment to another location by using the Menu command method:*
  1. Right-click on the desired parameter block and select **Move Block**.
     A help message box is displayed. If you do not want the message box to be displayed during this DriveSPC session, select the check box.
  2. Right-click on the desired green location of the desired page and select **Move Selected Block Here**.
- *To move a comment to another location by using the Quick method:*
  1. Left-click on the desired parameter block while holding down the **Alt** key.
  2. Left-click on the desired green location of the desired page while holding down the **Alt** key.

Removing an instance of a parameter block

Right-click on the desired parameter block and select **Remove Block**.

Displaying the description of the parameter of a parameter block

Move the cursor inside the rectangle of the desired parameter block and press the **F3** key.

Pins

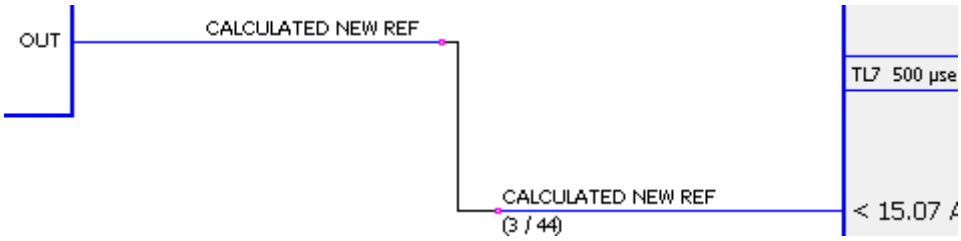
Connecting input and output pins

There are two pin connection methods available, the Menu command method and the Quick method:

- *To connect pins by using the Menu command method:*
  1. Right-click on the desired input pin and select **Connect to Output Pin** or right-click on the desired output pin and select **Connect to Input Pin**. A help message box is displayed. If you do not want the message box to be displayed during this DriveSPC session, select the check box.
  2. Right-click on the desired green pin and select **Connect to Selected Pin**.
- *To connect pins by using the Quick method:*
  1. Left-click on the desired input or output pin while holding down the **Ctrl** key.
  2. Left-click on the desired green pin while holding down the **Ctrl** key.

A wire is automatically drawn between the connected input and output pins if these pins are on the same page. If they are not on the same page, an arrowhead is displayed at the output pin:

Wire example:



Connecting an input pin to a bit of an output pin

This bit connection is automatically used in the following two pin connection cases:

- The input pin is a *bit pointer* pin of a firmware block
- The data type of the input pin of a *normal* block is *Boolean* and the data type of the connected output pin is *other than Boolean*

There are two bit connection methods available, the Menu command method and the Quick method:

- *To connect a bit by using the Menu command method:*

1. Right-click on the desired input pin and select **Connect to Output Pin** (or **Connect to Bit of Output Pin**) or right-click on the desired output pin and select **Connect to Input Pin**.
   A help message box is displayed. If you do not want the message box to be displayed during this DriveSPC session, select the check box.
2. Right-click on the desired green pin and select **Connect to Selected Pin**.
3. A list of the bits of the selected output pin is displayed. Select the desired bit and click **OK**.

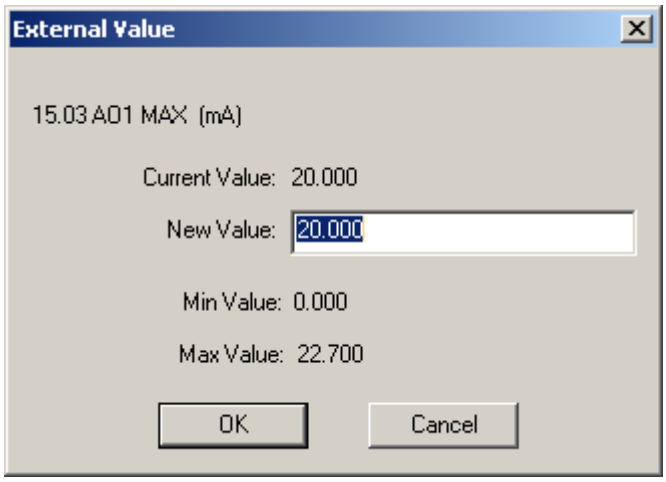
- *To connect a bit by using the Quick method:*

1. Left-click on the desired input or output pin while holding down the **Ctrl** key.
2. Left-click on the desired green pin while holding down the **Ctrl** key.
3. A list of the bits of the selected output pin is displayed. Select the desired bit and click **OK**.

A wire is automatically drawn between the connected input and output pins if these pins are on the same page. If they are not on the same page, an arrowhead is displayed at the output pin.

Setting the value of an input pin

1. Double-click on the desired input pin or right-click on the desired input pin and select **Set Value**.
   A dialog box is displayed. The content of the dialog box depends on the selected input pin. One possible dialog box is shown below:



2. Write the desired new value or select the new value from the value list (if any) and click **OK**.

Setting the input pin of a firmware block to its default value

Right-click on the desired input pin of a firmware block and select **Set Default Value**.

Setting the input pin of a firmware block to drive value

Right-click on the desired input pin of a firmware block and select **Drive Value**.
Text `Drive value` is displayed in the pin .
When the program is downloaded, the current drive value of this parameter is preserved during the download operation.

Locking the value/connection of an input pin of a firmware block

Right-click on the desired input pin of a firmware block and select **Lock Value**.
When the program is downloaded, this value or pin connection is set to the drive parameter.

Unlocking the value/connection of an input pin of a firmware block

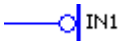
- Right-click on the desired input pin of a firmware block and select **Unlock Value**.
  Unlocked value is enclosed with angle brackets, e.g. `[ 1.25 ]`.
  When the program is downloaded, user can select one of the following two alternatives:
  - All unlocked values and pin connections are set to drive parameters.
  - The current drive values of all these parameter are preserved.

  Unlocked parameter values can be changed in the drive after download.

Removing the connection/value of an input pin of a normal block or CC instance

Right-click on the desired input pin of a normal block or CC instance and select **Disconnect** (or **Remove Value**).

Inverting an input (Boolean) pin of a normal block

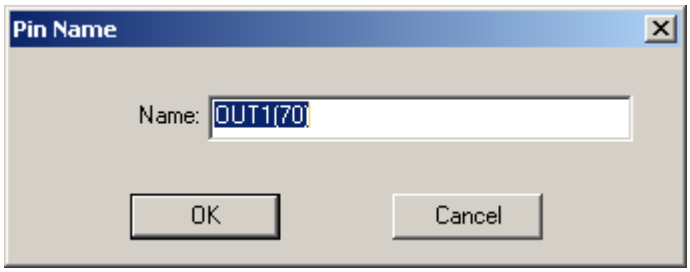
Right-click on the desired input pin of a normal block and select **Invert Pin**.
Inverted pin is marked with a little bubble, for example 

Defining the data items of an array/structure pin of a normal block or CC instance

There can be an array or a structure in an input or output pin of a normal block or CC instance.
The definition of these arrays and structures is described in the Appendix 2.

Changing the name of an output pin of a normal block or CC instance

1. Right-click on the desired output pin of a normal block or CC instance and select **Change Pin Name**.
   A dialog box is displayed.

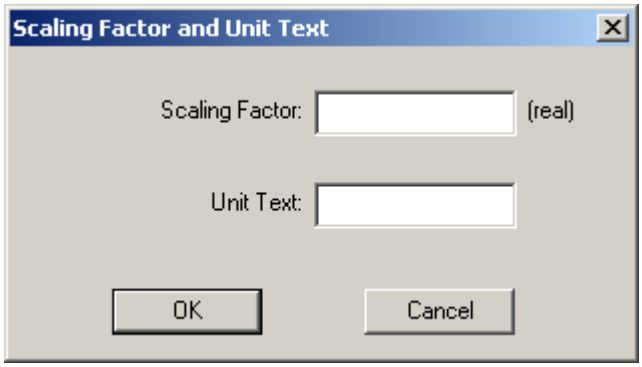


2. Write the new unique name and click **OK**.

Defining the scaling factor and unit text of an output pin of a normal block or CC instance

Scaling factors and unit texts are used in the *On-Line* mode. Scaling factors are real numbers, for example `2.5`.

1. Right-click on the desired output pin of a normal block or CC instance and select **Define Scaling Factor and Unit Text**.
   A dialog box is displayed.



2. Write the desired scaling factor and unit text and click **OK**.

Saving the value of an output pin of a normal block or CC instance

If you want that the value of an output pin of a non-firmware block is retained during the power down of the drive, right-click on the desired output pin and select **Power Down Save On**.

Letter `M` will be displayed in this output pin.

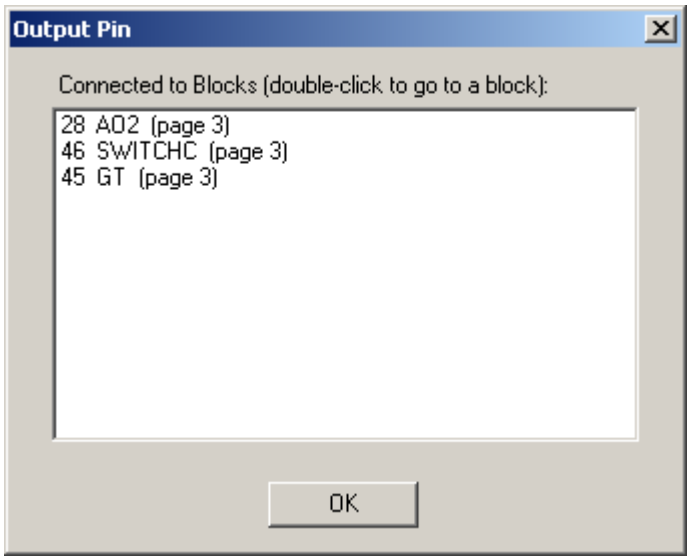
Note: Only a limited number of output pins can be saved.

Going to the block connected to an input pin

Right-click on the desired input pin and select **Go to Connected Block**, or alternatively left-click while holding down the **Alt** key.

Showing connections of an output pin

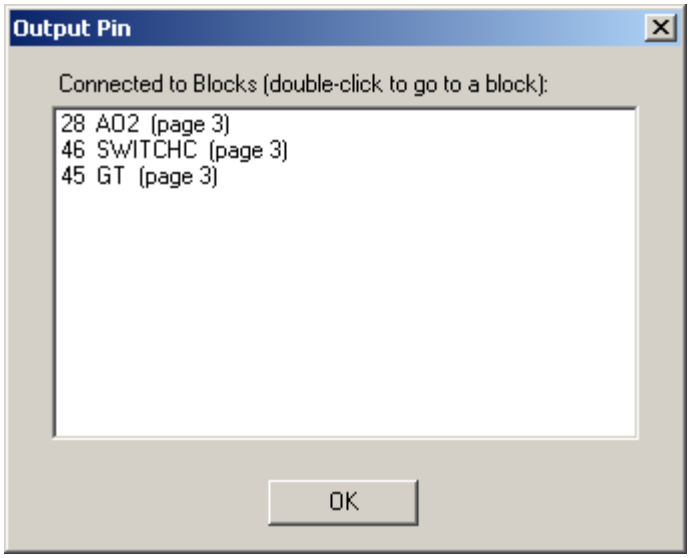
Double-click on the desired output pin or right-click on the desired output pin and select **Show Pin Connections**, or alternatively left-click while holding down the **Alt** key.
A dialog box is displayed with a list of the blocks whose input pins are connected to the output pin.



Going to a block connected to an output pin

1. Double-click on the desired output pin or right-click on the desired output pin and select menu command **Go to Connected Block**, or alternatively left-click while holding down the **Alt** key.

A dialog box is displayed with a list that contains the blocks whose input pins are connected to this output pin.



2. Select the desired block and click **OK** or double-click on the desired block.

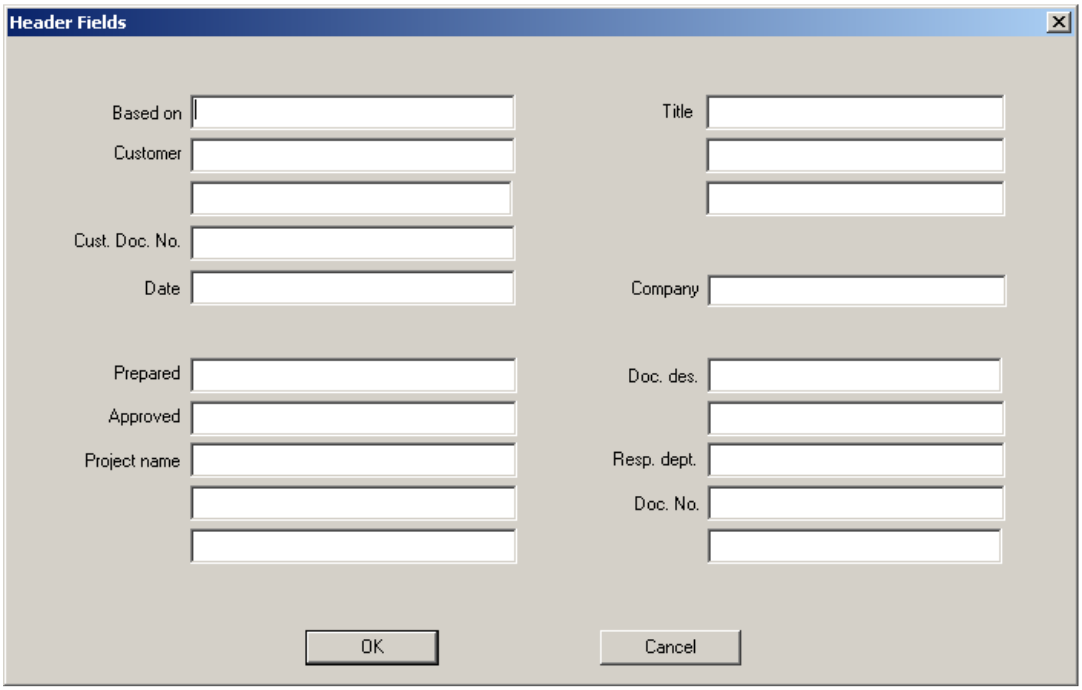
Displaying the description of a pin parameter of a firmware block

Move the cursor to the desired pin of a firmware block and press the **F3** key.

Page headers

All page headers at the bottom of the program pages contain the same field texts.

To change the texts of one or more header fields, right-click on the page header on any page and select **Change Header Fields**.
A dialog box is displayed.

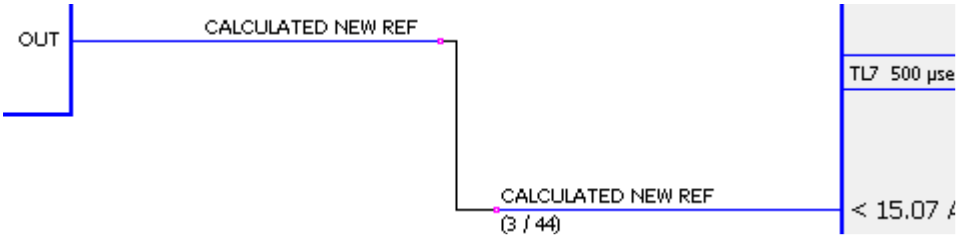


Write the desired field texts and click **OK**.

Wires

A wire is automatically drawn between connected input and output pins if these pins are on the same page. If they are not on the same page, an arrowhead is displayed at the output pin:

Wire example:



To highlight a wire (or a wire network if several input pins are connected to the same output pin), right-click on the desired wire and select **Highlight Wire**, or alternatively left-click on a wire while holding down the **Alt** key.

Passwords

The following actions can be protected with user-specified passwords:

- Program open/upload
- Display of the opened/uploaded program. This password does not prevent the download of the opened/uploaded program to drive.
- Display of a custom circuit definition included in the current program
- Reading of a custom circuit definition file to a program

Note: Do not forget your passwords!

Password for program open/upload is defined with menu command **Program > Define Password for SP File Open**.

Password for the display of the opened/uploaded program is defined with menu command **Program > Define Password for Program Display**.

Password for the display of a custom circuit definition included in the current program is defined with menu command **CustomCircuit > Define Password for CC Display**.

Password for the reading of a custom circuit definition file to a program is defined with button **Define Password for CC File Read** in the *Save Custom Circuit File* dialog box.

Post-programming

After you have made all program modifications, save the modified solution program by selecting **File > Save** or **File > Save As**.

To print one or more program pages, select **File > Print**.

To save the current program page on the screen to a disk file in the *Picture* (Enhanced Metafile) format, select **File > Save Horz Picture As**. The filename extension of this file must be `EMF`.
Picture files are used by for example *MS Office* products. You can insert the saved program page file to a *Word* document by using Word's menu command **Insert > Picture > From File**.

You can rotate the current screen 90 degrees counter-clockwise and save it to a disk file by selecting **File > Save Vert Picture As**.

If you are using a drive and you want to run the new program in the drive:

1. Connect to the drive by selecting **Drive > Connect** (if you have not yet connected)
2. Download the program to the drive by selecting **Drive > Download Program**. The drive is automatically restarted after the download and the program is running in the drive
3. To monitor pin values of the running program, go to the *On-Line* mode by selecting **Drive > On-Line**.

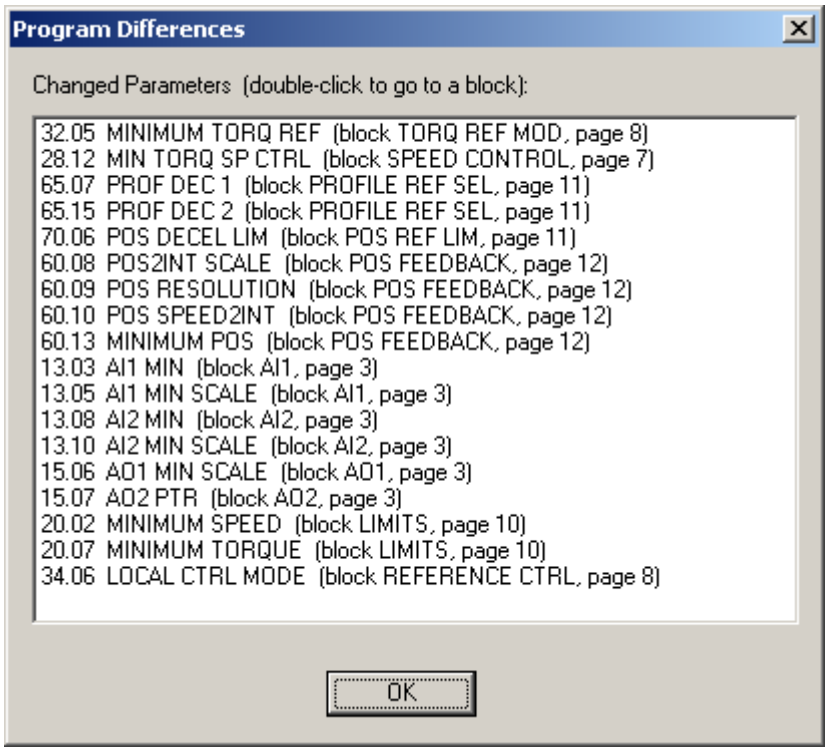
On-Line mode

To change the operating mode of DriveSPC from the *Off-Line* mode to the *On-Line* Mode, select **Drive > On-Line**. The solution program of the drive is automatically uploaded, saved to a user-specified folder and displayed on the screen.
Finally, the current values of all input pin parameters of all firmware blocks are read from the drive and displayed instead of the originally uploaded pin parameter values. If the read actual value of a pin parameter is not the same as its original value, this pin parameter value is displayed on a *yellow* background, for example -100.000 .

The text ON-LINE and the software load percentage of the drive are displayed at the top of the DriveSPC window.
The background colour of the text is red if there is a fault in the drive or yellow if there is a warning in the drive.

If you want to see the originally uploaded pin parameter values, press the **F4** key or select **Drive > Display Original Program**.
The text `ORIGINAL PROGRAM` is now displayed on the screen.
To view the actual pin parameter values again, press the **F4** key or select **Drive > Display Actual Program**.

To view a dialog box with a list of changed pin parameters, select **Drive > List Original/Actual Differences**.



To view a changed pin parameter, select the desired parameter and click **OK** or double-click on the parameter.

Changing values/connections of input pins of firmware blocks

You can change values/connections of some input pins of *firmware* blocks as in the *Off-Line* mode. In the *On-Line* mode these changes are automatically copied to the corresponding parameters of the connected drive.

Note that the changed *On-Line* pin parameter values are lost from *the program on the screen* when you go back to the *Off-Line* mode but they remain *in the drive*.
To change the actual *On-Line* pin parameter values currently on the screen to programmed values of the drive:

1. Save the current program with actual values by selecting **File > Save**
2. Go back to the *Off-Line* mode by selecting **Drive > Off-Line**. The original uploaded program is now restored to the screen.
3. Open the saved program file by selecting **File > Open**
4. Download the program to the drive by selecting **Drive > Download Program**

Pin value monitoring

Actual values of one or more output pins, and input pins connected to output pins can be monitored in two value formats:

- *External value* is the scaled value with unit text (black character color, for example 2.562 V).
  External values can be used with pins of *normal* blocks only if *scaling factors* and *unit texts* are defined for these pins.
- *Internal value* (magenta character colour, for example −243.098) is the value type actually used in the drive software

To monitor a pin value:

1. Right-click on the desired pin and select **Start Value Monitor**, or alternatively left-click on the pin while holding down the **Shift** key. If you select an output pin of a firmware block, the displayed value is initially the pin's external value (black). If you select an output pin of a normal block, the displayed value is initially the pin's internal value (magenta).
   - If no *scaling factor* and *unit text* are defined for an output pin of a *normal* block in the uploaded program and you want to monitor the external value of the pin, you have to define these before you start the monitoring of the pin. Right-click on the pin and select **Define Scaling Factor and Unit Text**. Note however that these *On-Line* definitions/changes are lost when you go back to the *Off-Line* mode. If you want non-volatile scaling factors and unit texts, specify these in the downloaded program.
2. If needed, change the value format by right-clicking on the pin and selecting **Monitor Internal Value** or **Monitor External Value**.

3. End the value monitoring of a pin by right-clicking on the pin and selecting **Stop Value Monitor**, or alternatively left-click on the pin while holding down the **Shift** key.

If you want to monitor *internal* values of a custom circuit instance, move the cursor over the desired CC instance and press the **F3** key.
The CC definition window of this instance opens and you can now monitor actual pin values in this window.

Return to the Off-Line mode

Go back to the *Off-Line* mode by selecting **Drive > Off-Line**.
The previously uploaded program is restored to the screen.

Menu commands

Chapter overview

The chapter describes the menu commands of DriveSPC.

File menu (solution program window)

Open

This command reads and displays the contents of a previously saved program file.

The filename extension of program and template files is always `SP`.

The program name, program version, solution folder name and filename of the opened file are displayed at the top of the DriveSPC window.

The opened program can be modified, printed, downloaded, and so on.

Save

This command saves the current program.

The solution folder name and filename are displayed at the top of the window.

Save As

This command saves the current program to a user-selected folder.

The solution folder name and filename will be updated at the top of the window.

Save Horz Picture As

This command saves the current program page to a disk file in the *Picture* (Enhanced Metafile) format.

The filename extension of this file is always `EMF`.

Picture files are used by for example *MS Office* products.
You can insert the saved program page file to a *Word* document by using Word's menu command **Insert > Picture > From File**.

Save Vert Picture As

This command rotates the current program page 90 degrees counter-clockwise and saves it to a disk file in the *Picture* (Enhanced Metafile) format.

The filename extension of this file is always `EMF`.

Picture files are used by for example *MS Office* products.
You can insert the saved program page file to a *Word* document by using Word's menu command **Insert > Picture > From File**.

Print

This command prints one or more program pages.

The page number of the currently visible page is displayed in the *Print* dialog box when you select **Print**.

Exit

This command stops DriveSPC.

If you have changed this program but you have not saved it, you will be asked if you want to save it now.

File menu (CC definition window)

Save Horz Picture As

This command saves the current CC definition page to a disk file in the *Picture* (Enhanced Metafile) format.

The filename extension of this file is always `EMF`.

Picture files are used by for example *MS Office* products.
You can insert the saved program page file to a *Word* document by using Word's menu command **Insert > Picture > From File**.

Save Vert Picture As

This command rotates the current CC definition page 90 degrees counter-clockwise and saves it to a disk file in the *Picture* (Enhanced Metafile) format.

The filename extension of this file is always `EMF`.

Picture files are used by for example *MS Office* products.
You can insert the saved program page file to a *Word* document by using Word's menu command **Insert > Picture > From File**.

Print

This command prints one or more CC definition pages.

The page number of the currently visible page is displayed in the *Print* dialog box when you select **Print**.

Return to Program

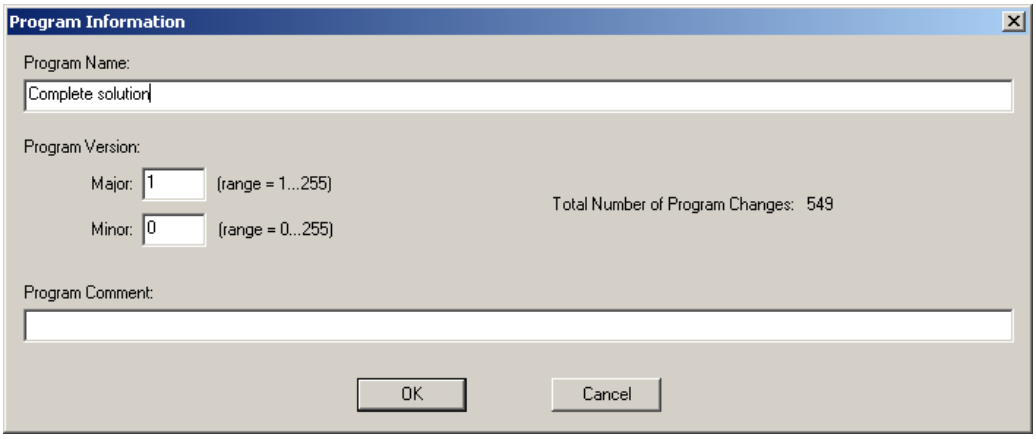
This command closes the CC definition window and returns to the solution program window.

If you have changed this CC definition, you will be asked if you want to preserve it. *Note:* If you want to save this CC definition *permanently*, you must save the solution program in the solution program window.

Program menu

Program Information

This command displays a dialog box with the current name, version and comment text of your solution program.

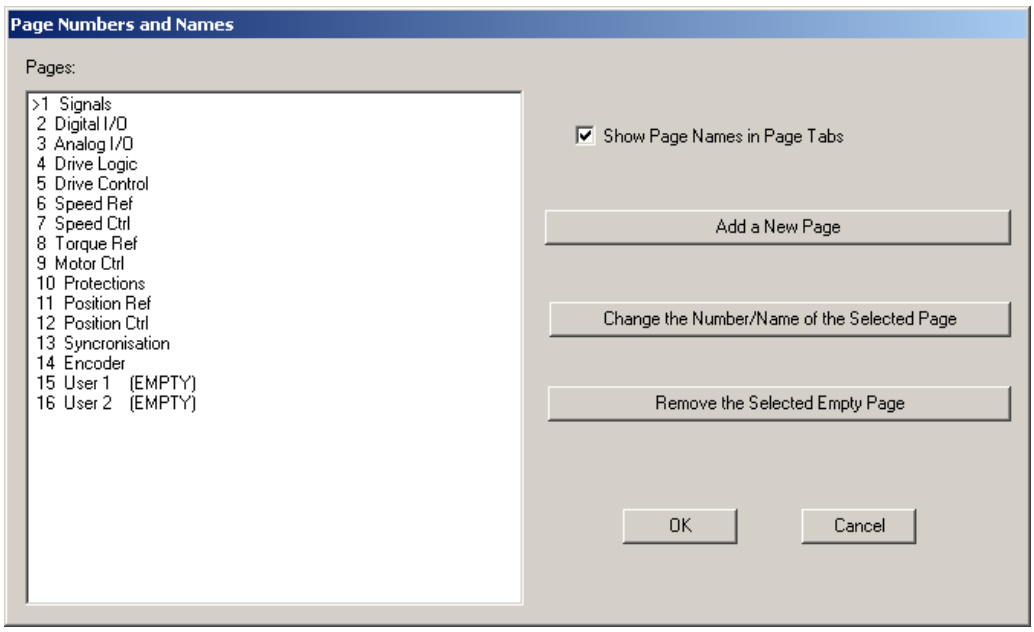


The program name and version are displayed at the top of the DriveSPC window, too.

If needed, change these items and click **OK**.

Program Pages

This command displays a dialog box with a list of the currently-existing program pages.

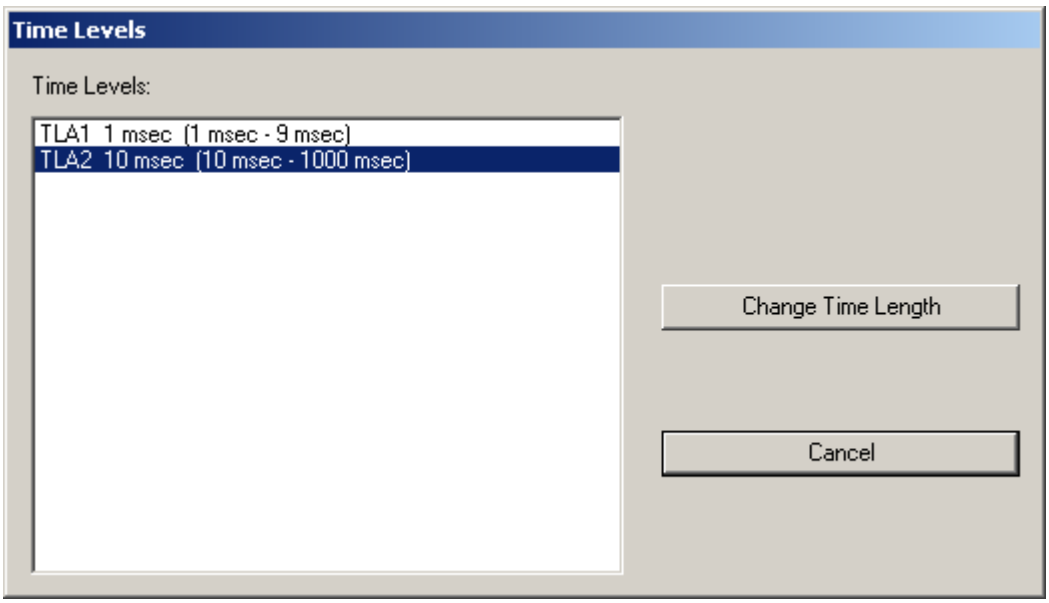


If needed, you can:

- Add new pages and specify numbers and names of new pages
- Change numbers and/or names of existing pages
- Remove empty pages
- Specify if page names are displayed in page tabs. If page names are not displayed in the tabs, the page name of the tab can be seen as a *ToolTip* when the cursor is moved onto the tab.

Time Levels

This command displays a dialog box with a list of the time levels in the drive software.



The allowable time range is displayed in the time level line.

To change the length of a variable-length time level, select the desired time level and click **Change Time Length**.

New Custom Circuit

This command initiates the creation of a new CC definition in the *CC definition window*.

Open Custom Circuit

This command opens a CC definition in the *CC definition window* for modification.

If you have used instances of the opened CC definition in your solution program, you can still make changes to this definition as long as you do not change definitions of external pins.

If you want to change the *data type* of an external pin in the opened CC definition and this pin is connected in one or more instances of this CC definition, you have to disconnect this pin in these instances before the pin change.

If you want to change the *number or input/output type* of external pins, you have to remove all instances of this CC definition from the solution program and add the instances again after you have changed the external pins in the CC definition.

Copy Custom Circuit

This command makes a copy of a CC definition.

Remove Custom Circuit

This command removes an unused CC definition.

Save Custom Circuit to File

This command saves a CC definition to a disk file.

The filename extension of CC definition files is always `CC`.

The save is needed *only if* you want to use this CC definition in other solution programs.

Read Custom Circuit from File

This command reads a CC definition from a previously saved disk file to the current solution program.

If a CC definition with the same name already exists in the solution program but instances of this CC definition are not used in the solution program, the existing CC definition in the solution program is always overwritten.

If instances of this CC definition are already used in the solution program and external pin definitions in the file are the same as in the existing CC definition, the existing CC definition in the solution program is always overwritten.

If instances of this CC definition are already used in the solution program but external pin definitions in the file are *not* the same as in the existing CC definition, the existing CC definition in the solution program remains unchanged.
In this case, you have to remove all instances of this CC definition from the solution program and add the instances again after you have read the CC definition file.

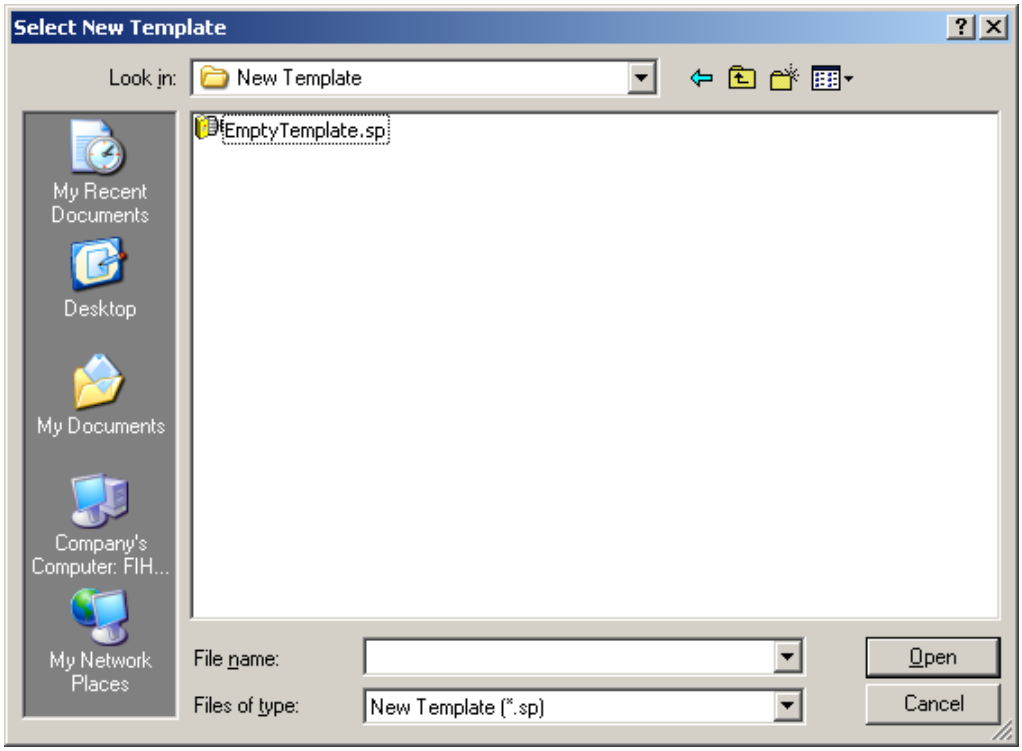
Change Program's Template

Every solution program is based on a program template.

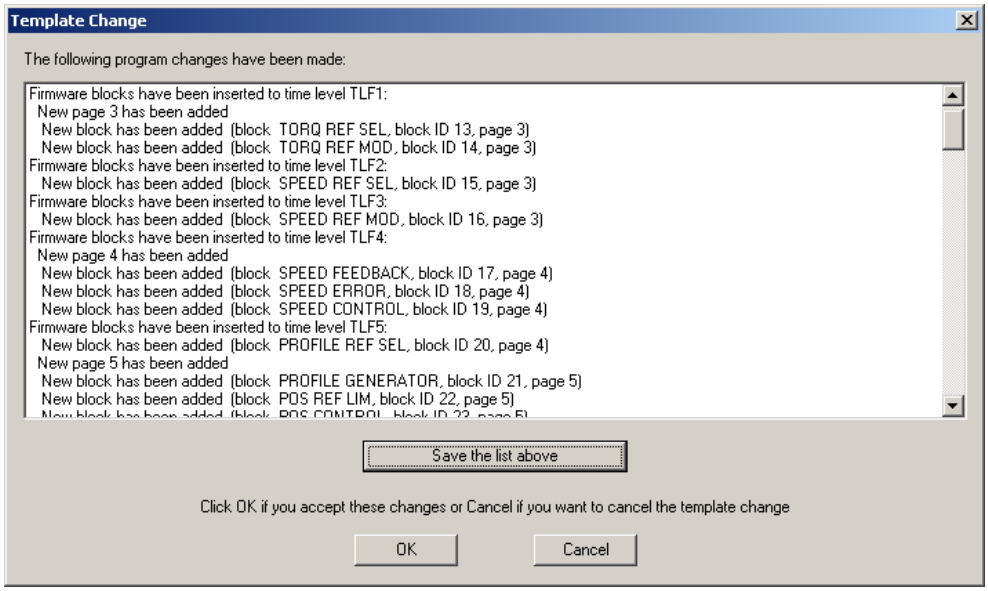
Templates are used as starting points of new solution programs. Templates contain the definitions of the blocks and other programming components that are in the drive software.
If a new drive software version is made where some programming components have changed, a new template for this new drive software can be uploaded from the new drive.

If you want to download your solution program to a drive but the program is not based on the template that corresponds to the software of the drive, you have to change the template of your solution program as follows:

1. Upload template from your new drive by selecting **Drive > Upload Template from Drive** or, if the drive is not at hand now, obtain the template for the drive.
2. Open your solution program by selecting **File > Open**.
3. Select **Program > Change Program's Template**.
   A dialog box is displayed.



4. Select the new template and click **Open**.
5. The template change starts now and when it is ready, a dialog box is displayed:



6. All program changes made by DriveSPC are listed in this box. If you want to save this list to a disk file, click **Save the list above**.
7. If you accept these changes, click **OK**. The changed program will be saved.

8. The changed program may contain conversion errors. *Check the changed program carefully* and make the needed corrections (if any) before you download it to the drive.

Compare Programs

This command compares the solution program on the screen with a user-selected program.

List of program differences (if any) is displayed after the comparison.

Copy Page's Blocks

This command copies all non-firmware blocks of the current page to DriveSPC's internal memory.

Paste Copied Blocks

This command pastes the blocks copied with command **Program > Copy Page's Blocks** or **CustomCircuit > Copy Page's Blocks** to an empty page.

You can copy/paste blocks:

- From a program page to another program page
- From a program page to a page of a Custom Circuit definition
- From a page of a Custom Circuit definition to a program page
- From a page of a Custom Circuit definition to another page of a Custom Circuit definition
- From a solution program to another solution program

Parameter Manager

This command opens the Parameter Manager window (see Appendix 3).

Technology Library

In addition to the Standard block library that exists always, there are optional Technology block libraries. A Technology library contains one or more new blocks that are not in the Standard block library. Instances of these new blocks can be used in a solution program only if the same Technology block library is in the drive.

This command opens a dialog and you can:

- Add a Technology library to your program. A program can include no more than one Technology library.
- See information about the blocks of program's Technology library
- Change the Technology library of your program
- Remove Technology library from your program

Define Password for SP File Open

If you want that a password is needed when this program is opened or uploaded, select this command and specify the password.

Define Password for Program Display

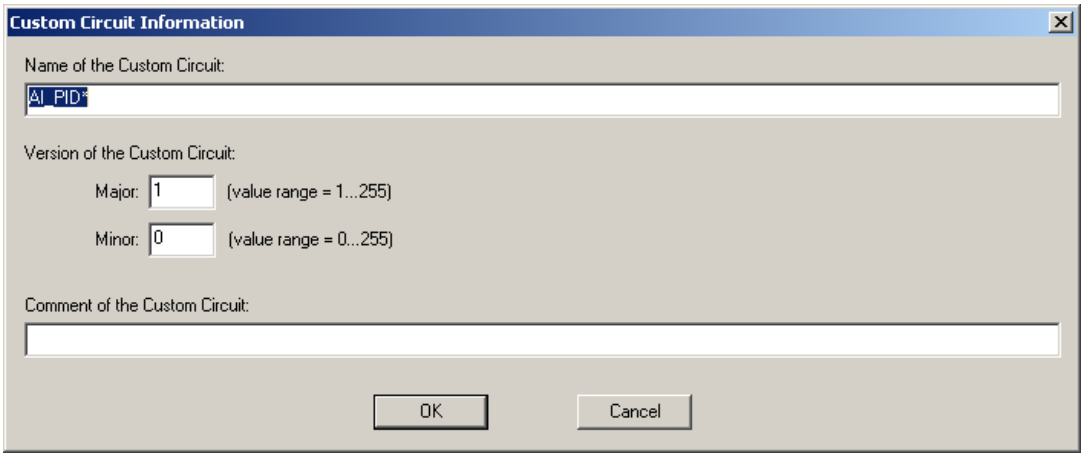
If you want that a password is needed for the display of this program when it has been opened or uploaded, select this command and specify the password.

This password does not prevent the download of the opened/uploaded program to drive.

CustomCircuit menu

Custom Circuit Information

This command displays a dialog box with the current name, version and comment text of the current CC definition.

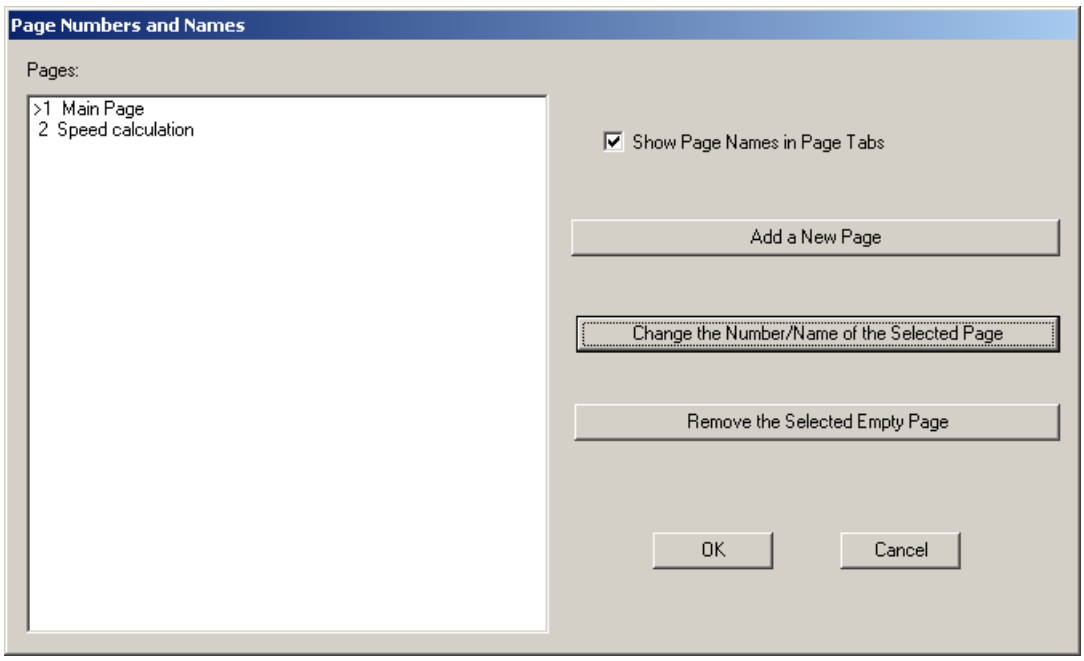


The CC name and version are displayed at the top of the CC definition window, too.

If needed, change these items and click **OK**.

Custom Circuit Pages

This command displays a dialog box with a list of the current CC definition pages.

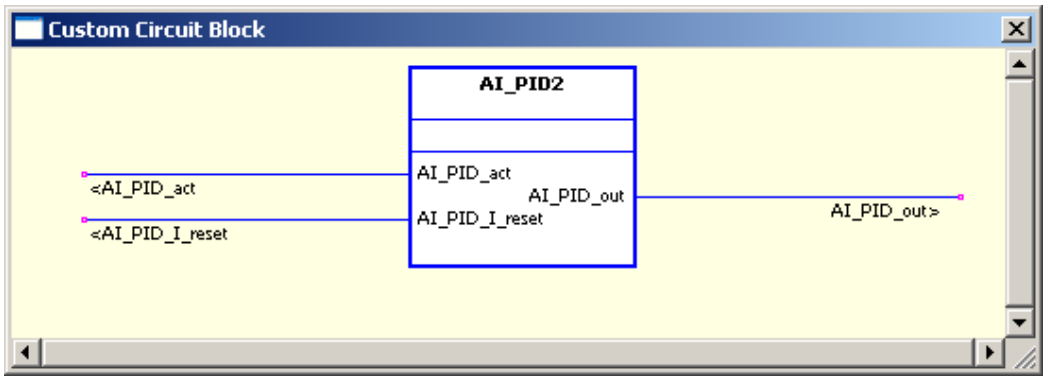


If needed, you can:

- Add new pages and specify numbers and names of new pages
- Change numbers and/or names of existing pages
- Remove empty pages
- Specify if page names are displayed in page tabs. If page names are not displayed in the tabs, the page name of the tab can be seen as a *ToolTip* when the cursor is moved on the tab.

Custom Circuit Layout

This command (or the **F5** key) displays the *CC block window*. The instance block of the current CC definition is displayed in this window:



To find out the location of an external pin in the CC definition window, click on this pin in the CC block window.

Copy Page's Blocks

This command copies all blocks of the current page to DriveSPC's internal memory.

Paste Copied Blocks

This command pastes the blocks copied with command **Program > Copy Page's Blocks** or **CustomCircuit > Copy Page's Blocks** to an empty page.

You can copy/paste blocks:

- From a program page to another program page
- From a program page to a page of a Custom Circuit definition
- From a page of a Custom Circuit definition to a program page
- From a page of a Custom Circuit definition to another page of a Custom Circuit definition
- From a solution program to another solution program

Define Password for CC Display

If you want that a password is needed for the display of this custom circuit, select this command and specify the password.

Drive menu

Connect

If there is a drive connected to your PC hardware, connect DriveSPC to the drive by selecting **Drive > Connect**. If there is more than one drive connected to the PC hardware, you select the drive from the list of available drives.

The identifier of the connected drive is displayed at the top of the DriveSPC window.

Disconnect

If there are more than one drive connected to your PC and you want to change the connection to another drive, disconnect the currently connected drive by selecting **Drive > Disconnect** and make a connection to another drive by selecting **Drive > Connect**.

Upload Program from Drive

This command uploads the previously downloaded solution program (if any) from the connected drive, saves it to a user-specified folder and displays it on the screen.

All program information exists in the drive; no additional PC files are required.

The program name, program version, solution folder name and filename of the uploaded program are displayed at the top of the DriveSPC window.

The uploaded program can be modified, printed, downloaded, and so on.

Upload Template from Drive

If there is a base solution in the drive, a dialog box is displayed and you can select the template to be uploaded: either *empty template* or *base solution*.
Otherwise, the empty template of the drive is always uploaded.

The uploaded template is saved to a user-specified empty solution folder and displayed on the screen.

All template information exists in the drive; no additional PC files are required.

The program name, program version, solution folder name and filename of the uploaded template are displayed at the top of the DriveSPC window.

The uploaded template can be modified, printed, downloaded, and so on.

Download Program to Drive

This command downloads the current solution program to the connected drive.

The drive is always automatically restarted after the download. The downloaded program is running in the drive after the restart.

Remove Program from Drive

This command removes the previously downloaded solution program from the connected drive.

On-Line

This command changes the operating mode of DriveSPC from the *Off-Line* mode to the *On-Line* mode.

When the operating mode is changed to the *On-Line* mode, the solution program of the drive is automatically uploaded, saved to a user-specified folder and displayed on the screen.

Finally, the current values of all input pin parameters of all firmware blocks are read from the drive and displayed instead of the originally-uploaded pin parameter values.
If the read actual value of a pin parameter is not the same as its original value, it is displayed on a *yellow* background, for example -100.000.

The text ON-LINE and the software load percentage of the drive are displayed at the top of the DriveSPC window.
The background colour of the text is red if there is a fault in the drive or yellow if there is a warning in the drive.

Off-Line

This command changes the operating mode of DriveSPC from the *On-Line* mode to the *Off-Line* mode.

The previously uploaded program is restored to the screen.

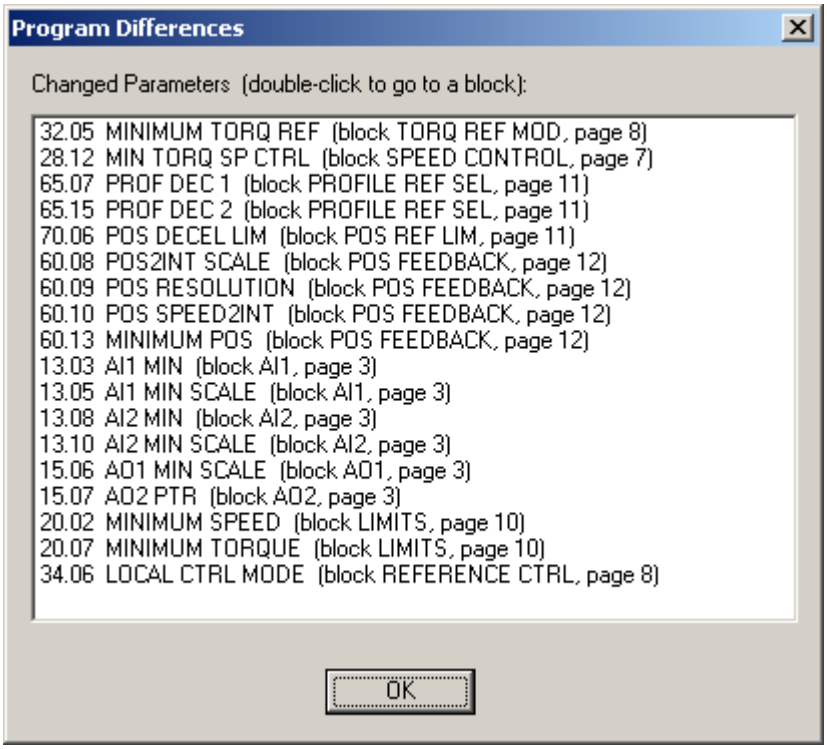
Display Original (or Actual) Program

This command (or the **F4** key) displays the solution program either with the originally uploaded pin parameter values or with the actual pin parameter values that were read from the drive.

The text `ORIGINAL PROGRAM` is displayed on the screen if the originally uploaded pin parameter values are currently on the screen.

List Original/Actual Differences

This command displays a dialog box with a list of changed pin parameters (the originally-uploaded pin parameter values of these changed parameters are not the same as the actual pin parameter values that were read from the drive).



If you want to see a changed pin parameter, select the desired parameter and click **OK** or double-click on the parameter.

Help menu

User Interface

This command (or the **F1** key) displays the main index of the *DriveSPC Help*.

If you have highlighted a menu command, you get help information about the command by pressing the **F1** key.

Block/Parameter Information

This command (or the **F3** key) opens the Firmware Manual of the drive in a separate PDF window.

If the cursor is on a firmware block, on a normal block or on a pin parameter when you press the **F3** key, the description of this block or parameter is displayed in a separate PDF window.

If the cursor is on a CC instance when you press the **F3** key, the CC definition window with the definition of the CC instance is displayed.

About DriveSPC

This command displays the DriveSPC information box.

Appendix 1

Appendix overview

The appendix summarises the usage of the **Ctrl**, **Alt** and **Shift** keys with the left mouse button and the use of the **F3** key.

DriveSPC can be used without the **Ctrl**, **Alt** and **Shift** keys. These keys are intended only to speed up the use of DriveSPC.

Input pin

Ctrl Connect to the selected output pin (if any selected) or
select this pin for connection to an output pin (if no output pin selected)

Alt Go to the connected output pin (if any)

Shift Start/stop *On-Line* monitoring of this pin

F3 *If an input pin of a firmware block*:
Display the description of the pin parameter of this pin

Output pin

Ctrl Connect to the selected input pin (if any selected) or
select this pin for connection to an input pin (if no input pin selected)

Alt Display a list of the connected input pins (blocks).
If desired, you can now go to a connected input pin.

Shift Start/stop *On-Line* monitoring of this pin

F3 *If an output pin of a firmware block*:
Display the description of the pin parameter of this pin

Block instance

Ctrl *If a normal block or CC instance*:
Change the execution position of this block instance

Alt Select this block instance for block move

F3 Display the description of this block

Empty screen location

Ctrl Add a new normal block instance here

Alt Put the selected block instance here (if any selected)

Wire

Alt Highlight this wire

Appendix 2

Appendix overview

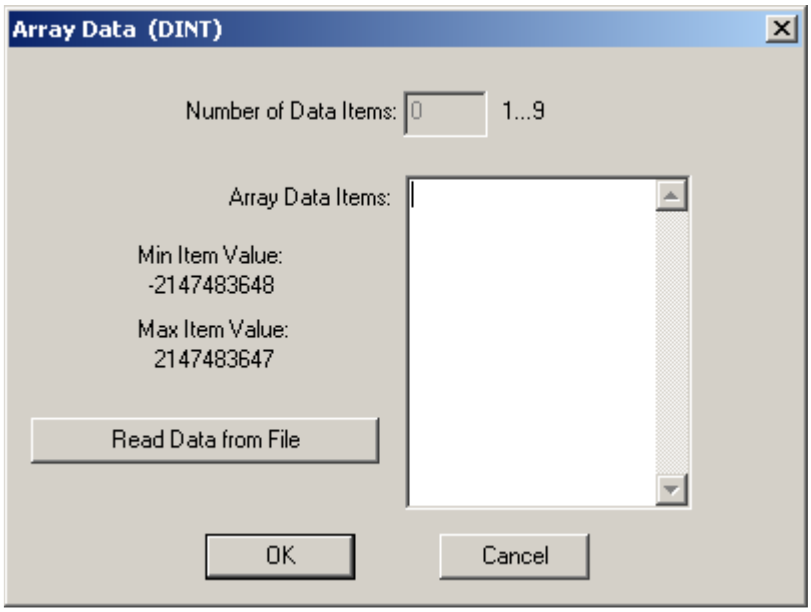
The appendix describes the definition of the data items of the array/structure that is in an input or output pin of a normal block.

Array

An array is used when the data type of all data items is the same.

To define pin array data:

1. Right-click on the desired input or output pin of a normal block or CC instance and select **Define Pin Array Data**.
   A dialog box is displayed with a list of current array items (if any).



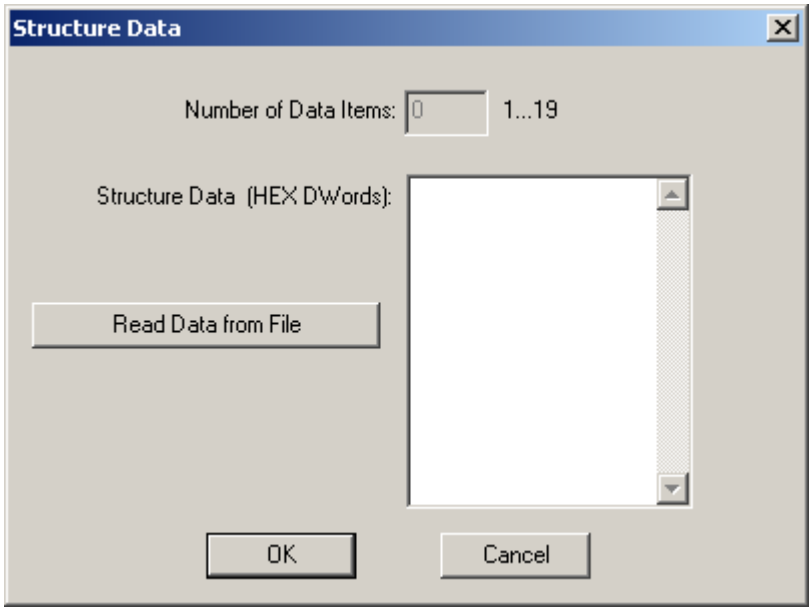
2. Modify the items in the list by entering the data items manually to the list or read the data items from a text file by clicking **Read Data from File**.
   The filename extension of the file must be `ARR`.
   Every data item in this file is in its own line, for example:
   ```
   123.45
   -7.1
   45.9
   ```
3. After you have made the modifications, click **OK**.

Structure

A structure is used when the data types of data items are not the same.

To define pin structure data:

1. Right-click on the desired input or output pin of a normal block or CC instance and select **Define Pin Structure Data**.
   A dialog box is displayed with a list of current structure items (if any). All structure items are always 32-bit hexadecimal values.



2. Modify the items in the list by entering the data items manually to the list (32-bit hex values) or read the data items from a text file by clicking **Read Data from File**.
   The filename extension of the file must be `STR`.
   Every 32-bit hex data item in this file is in its own line, for example:
   ```
   12345
   ABCDEF12
   76FF4
   987A
   ```
3. After you have made the modifications, click **OK**.

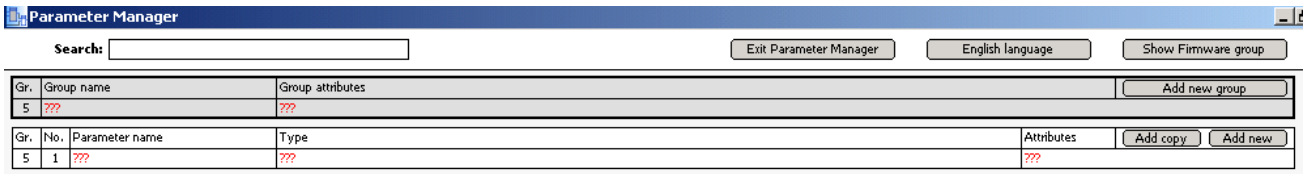
Appendix 3

Appendix overview

The appendix describes the usage of the Parameter Manager window.

Parameter Manager

Parameter Manager window is opened by menu command **Program > Parameter Manager**.



The **Search** field at the top is used for parameter or group search. You can type partial parameter or group name, or group and index number, and the parameter list is moved to the location of the first found parameter or group.
If the **Next** and **Prev** buttons (after the **Search** field) are visible, they can be used to search next and previous hits.

Language for all user-defined parameter texts is specified by the **Language** button at the top of the window.

Groups are added to Parameter Manger by the following two buttons:

- A new group is created by the **Add new group** button in the header line of the group after which the new group will be added.
- An existing firmware group is displayed for parameter addition by the **Show Firmware group** button at the top of the window.

New parameters are added to a group by the two buttons in the header line of the parameter after which the new parameter will be added:

- A completely new parameter is added by the **Add new** button.
- A copy of the clicked parameter is added by the **Add copy** button.

Every group and parameter contains two lines:

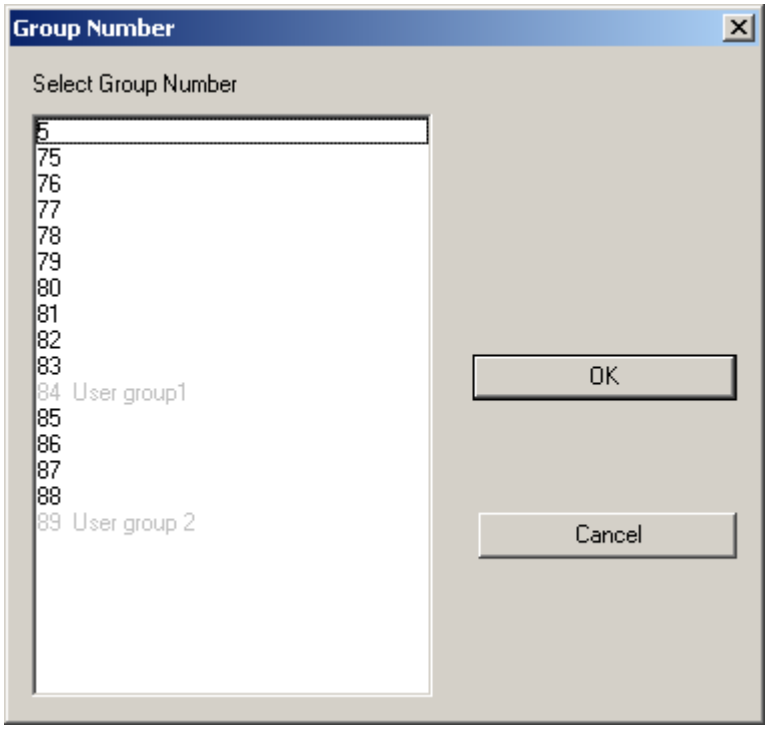
- Header line
- Value line

The parameter or group is copied, pasted or deleted by right-clicking its **header line**.
Value items in a value line are set/changed by left-clicking the desired **value area**.

Value items of groups

Group number

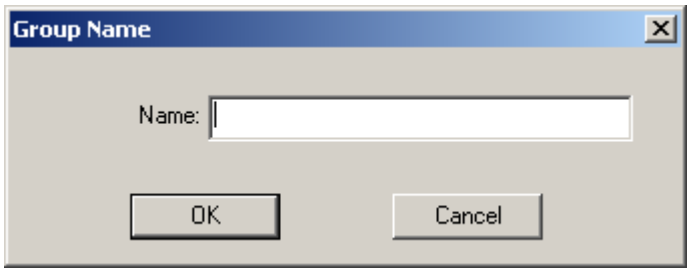
Group number is changed by left-clicking group's **Gr** field. A dialog box is displayed:



Select the desired group number and click **OK**.

Group name

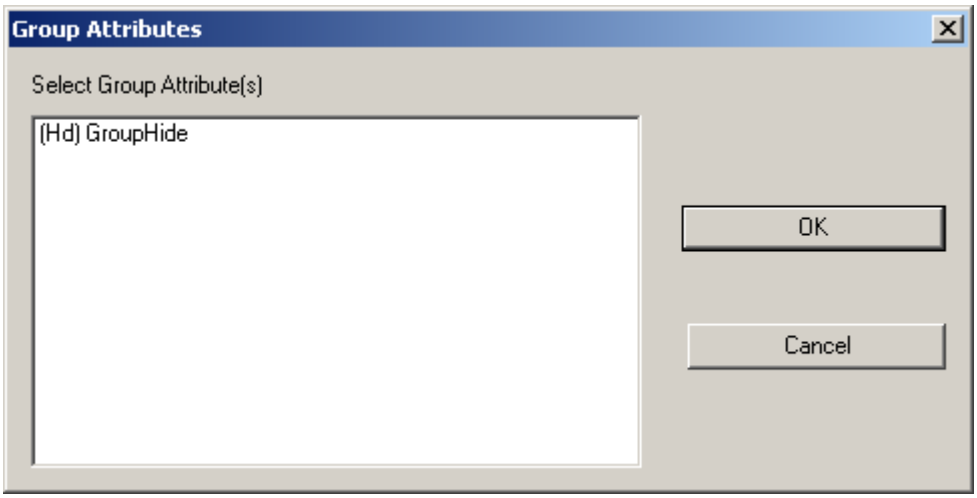
Group name is specified by left-clicking group's **Group name** field. A dialog box is displayed:



Write the desired group name and click **OK**.

Group attributes

Group attributes are set by left-clicking group's **Group attributes** field. A dialog box is displayed:

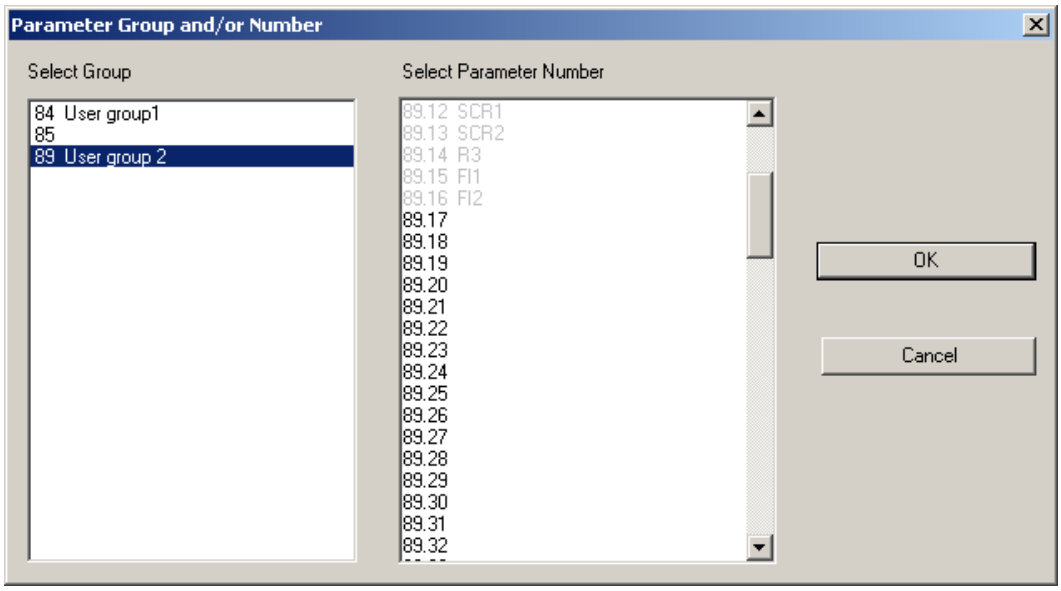


Select the desired group attributes (if any) and click **OK**.

Common value items of parameters

Group number

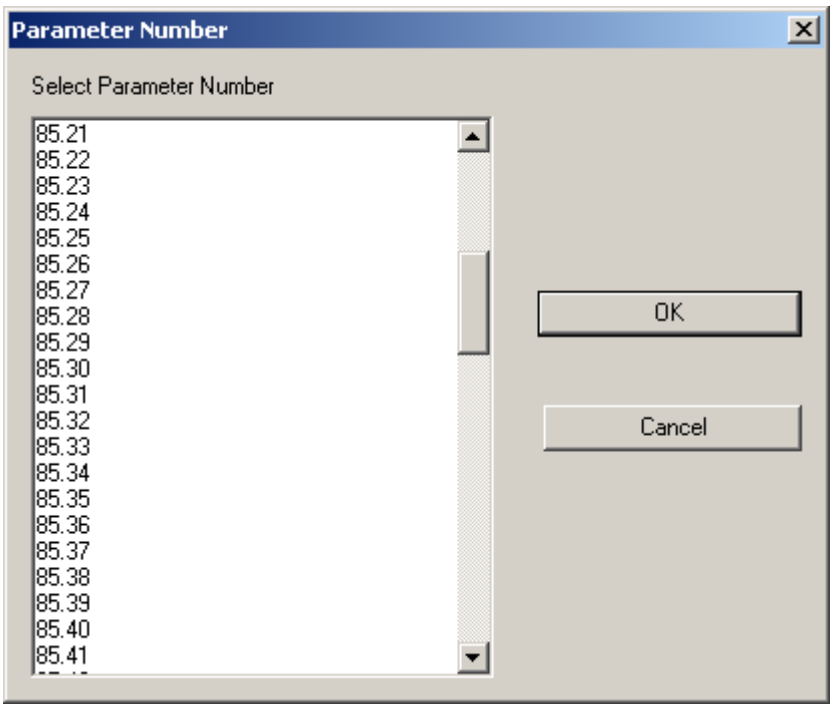
Group number of a parameter is changed by left-clicking the parameter's **Gr** field. A dialog box is displayed:



Select the desired group number and the desired parameter number in the selected group and click **OK**.

Parameter number

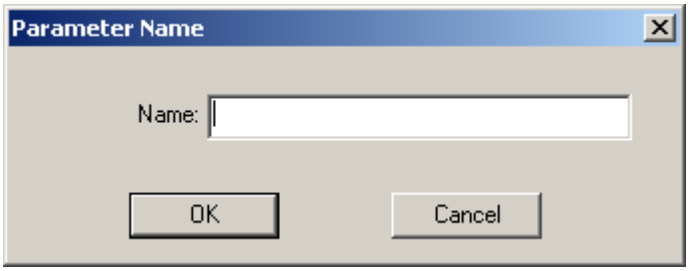
Parameter number (index) is changed by left-clicking the parameter's **No.** field. A dialog box is displayed:



Select the desired parameter number and click **OK**.

Parameter name

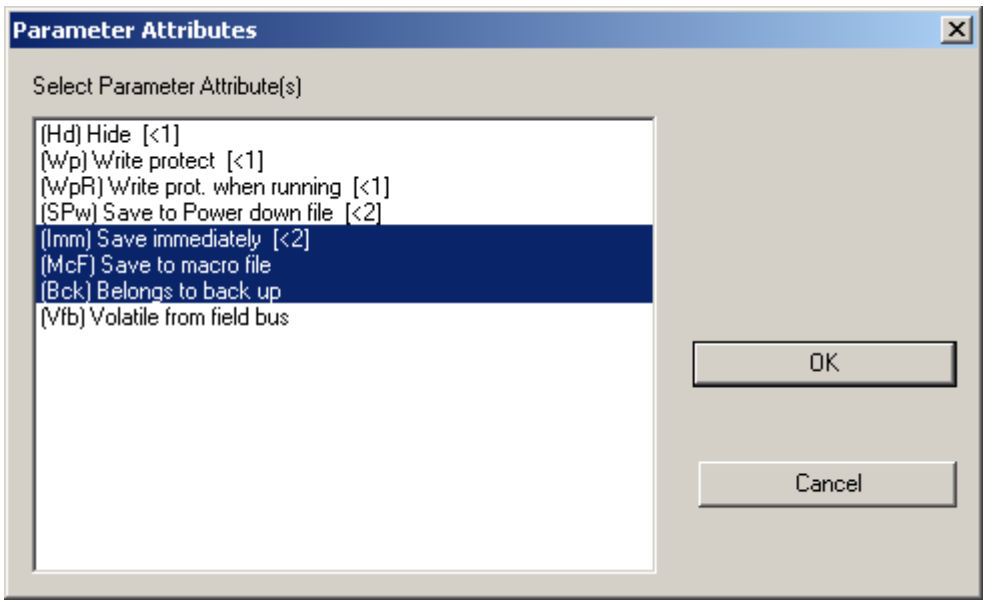
Parameter name is specified by left-clicking the parameter's **Parameter name** field. A dialog box is displayed:



Write the desired parameter name and click **OK**.

Parameter attributes

Parameter attributes are set by left-clicking the parameter's **Attributes** field. A dialog box is displayed:



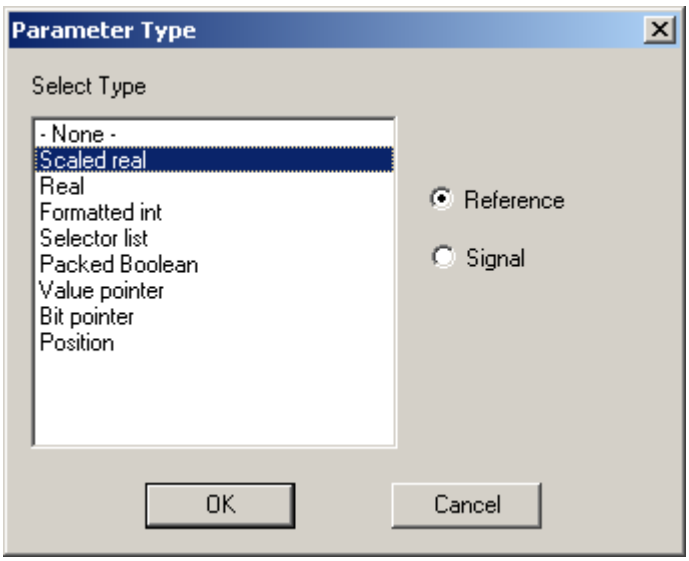
If there is string `[<n]` (e.g. `[<1]`) after an attribute's name, it means that a maximum of one of the attributes marked with the same string (e.g. `[<1]`) can be selected.

If there is string `[>n]` (e.g. `[>1]`) after attribute's name, it means that at least one of the attributes marked with the same string (e.g. `[>1]`) must be selected.

Select the desired parameter attributes (if any) and click **OK**.

Parameter type

Parameter type is specified by left-clicking the parameter's **Type** field. A dialog box is displayed:



Some parameter types allow the *Reference/Signal* selection.
Reference parameter is a parameter that can be written by users.
Signal parameter is a parameter that can only be read by users.

Select the desired parameter type (and *Reference/Signal* if applicable) and click **OK**.

New type-specific value items (see below) are added to the parameter line after the type selection.

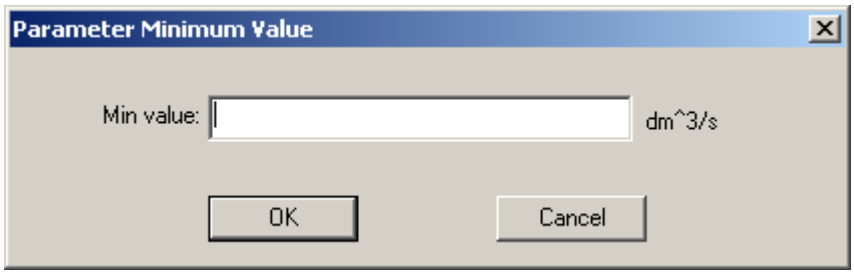
Type-specific value items of Scaled Real parameters

Gr.	No.	Parameter name	Type	Min	Max	Default	Scale internal	Scale panel	Format	Attributes		
89	17	User parameter 1	Scaled real ref	???	???	???	???	???	???	???		

Gr.	No.	Parameter name	Type	Scale internal	Scale panel	Format	Attributes		
89	18	User parameter 2	Scaled real sig	???	???	???	???		

Minimum value (Reference parameter only)

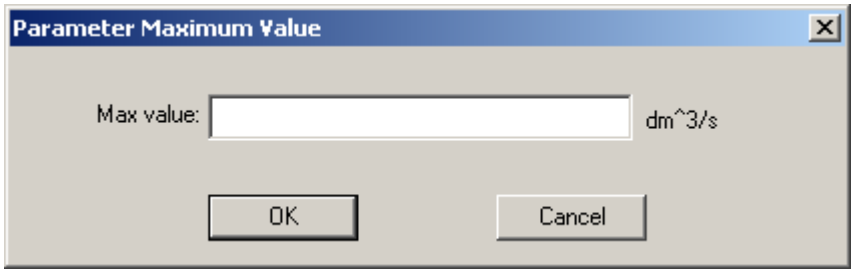
Minimum value is specified by left-clicking the parameter's **Min** field. A dialog box is displayed:



Write the desired value and click **OK**.

Maximum value (Reference parameter only)

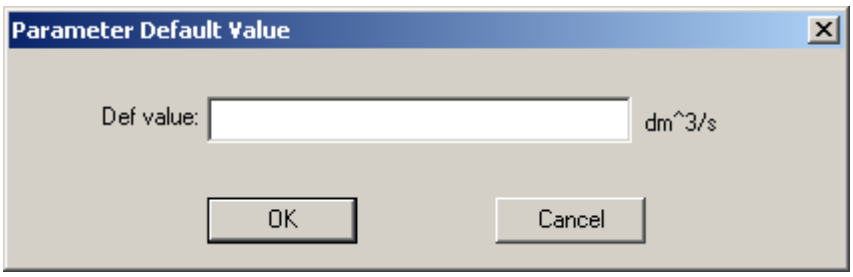
Maximum value is specified by left-clicking the parameter's **Max** field. A dialog box is displayed:



Write the desired value and click **OK**.

Default value (Reference parameter only)

Default value is specified by left-clicking the parameter's **Default** field. A dialog box is displayed:

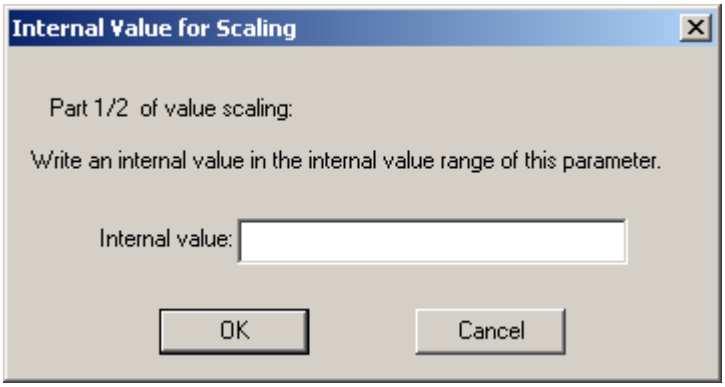


Write the desired value and click **OK**.

Value scaling part 1/2: Scale internal

You have to specify how the parameter's internal values are displayed to users. This is called value scaling and it is a two-step procedure.

The first step is started by left-clicking the parameter's **Scale internal** field. A dialog box is displayed:

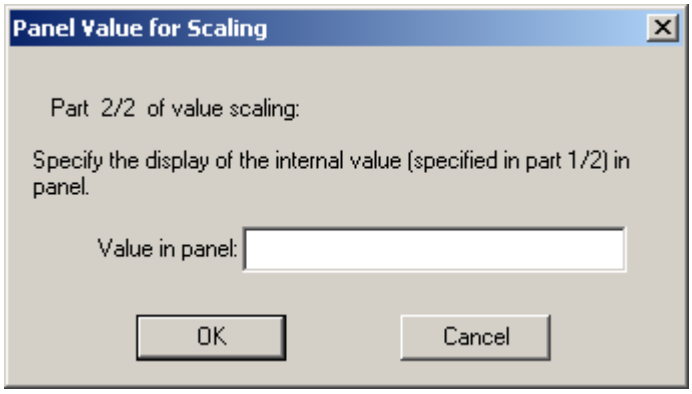


Write the desired value (e.g. 1234.5) and click **OK**.

Value scaling part 2/2: Scale panel

You have to specify how the parameter's internal values are displayed to users. This is called value scaling and it is a two-step procedure.

The second step is started by left-clicking the parameter's **Scale panel** field. A dialog box is displayed:

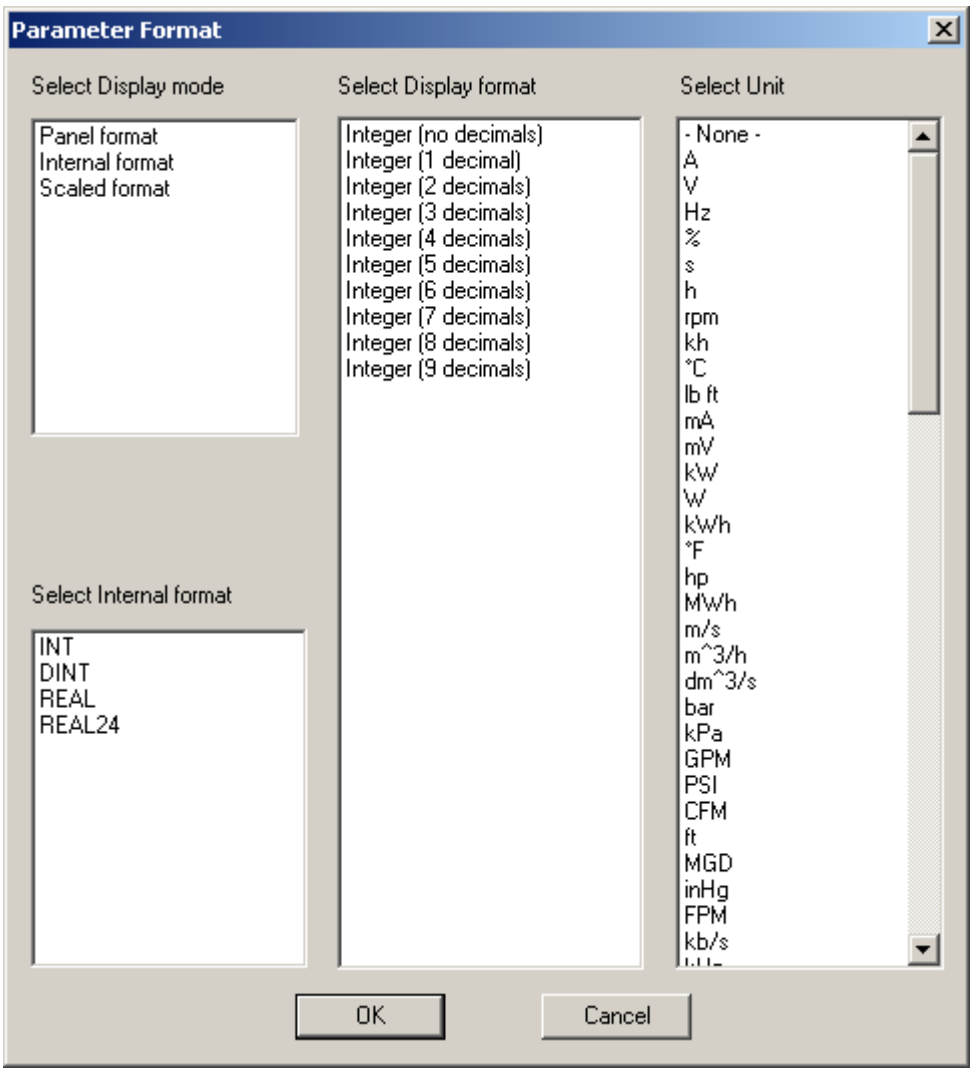


Write the desired value (e.g. 100) and click **OK**.

Example: If you wrote value 1234.5 in step one and value 100 in step two, it means that parameter's internal value 1234.5 is displayed as value 100 to users.
All other internal values of this parameter are scaled in the same way.

Value format

Value format is specified by left-clicking the parameter's **Format** field. A dialog box is displayed:



The meaning of the Display mode alternatives is as follows:

- *Panel format* is value format that includes scaling, selected Display format and selected Unit (this format is used e.g. by panel).
- *Scaled format* is value format that includes only scaling.
- *Internal format* is the value format used by the internal program code.

Minimum, maximum and default values in the value line of this parameter are displayed according to the selected Display mode.

Select the desired items from the lists and click **OK**.

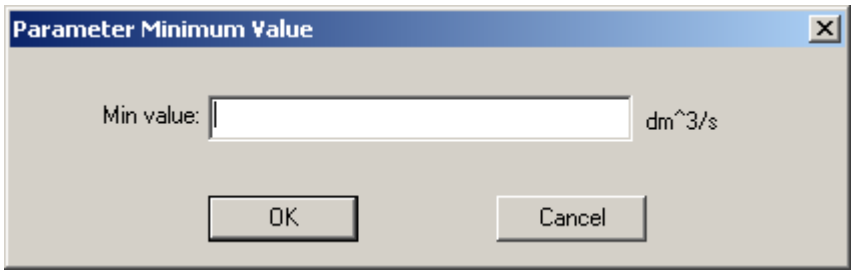
Type-specific value items of Real parameters

Gr.	No.	Parameter name	Type	Min	Max	Default	Format	Attributes		
89	20	User parameter 4	Real ref	???	???	???	???	???		

Gr.	No.	Parameter name	Type	Format	Attributes		
89	21	User parameter 5	Real sig	???	???		

Minimum value (Reference parameter only)

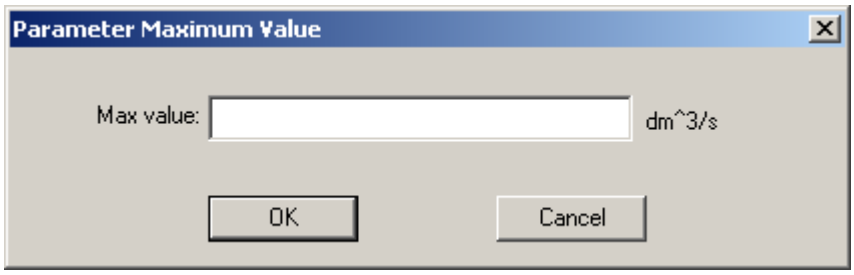
Minimum value is specified by left-clicking the parameter's **Min** field. A dialog box is displayed:



Write the desired value and click **OK**.

Maximum value (Reference parameter only)

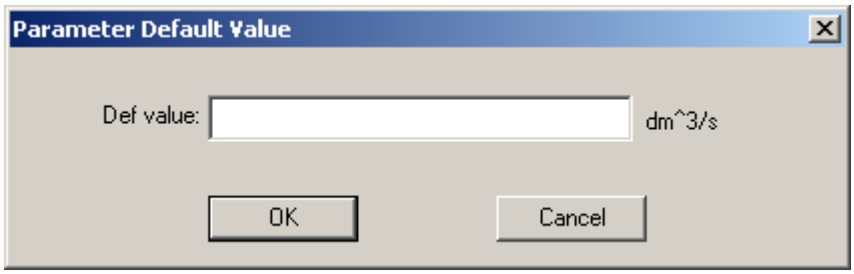
Maximum value is specified by left-clicking the parameter's **Max** field. A dialog box is displayed:



Write the desired value and click **OK**.

Default value (Reference parameter only)

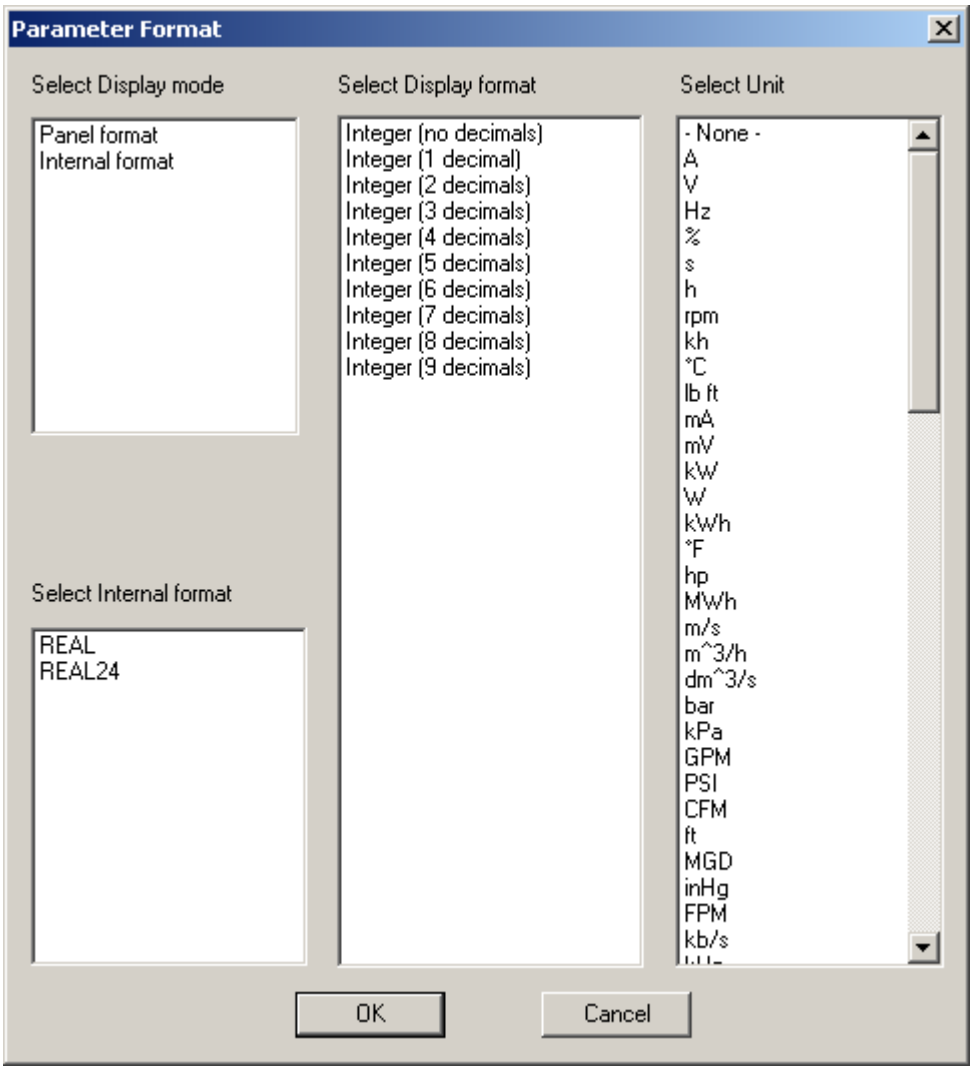
Default value is specified by left-clicking the parameter's **Default** field. A dialog box is displayed:



Write the desired value and click **OK**.

Value format

Value format is specified by left-clicking the parameter's **Format** field. A dialog box is displayed:



The meaning of the Display mode alternatives is as follows:

- *Panel format* is value format that includes selected Display format and selected Unit (this format is used e.g. by panel).
- *Internal format* is the value format used by the internal program code.

Minimum, maximum and default values in the value line of this parameter are displayed according to the selected Display mode.

Select the desired items from the lists and click **OK**.

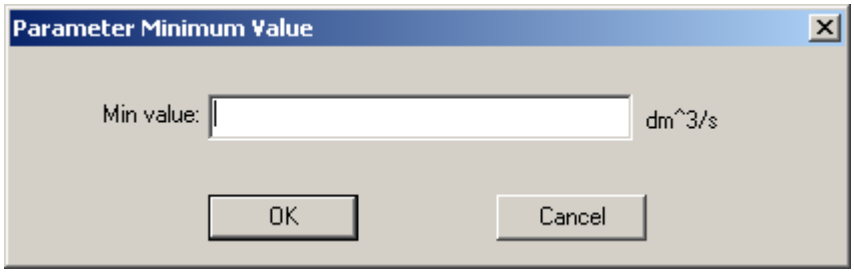
Type-specific value items of Formatted integer parameters

Gr.	No.	Parameter name	Type	Min	Max	Default	Format	Attributes		
89	22	User parameter 6	Formatted int ref	???	???	???	???	???		

Gr.	No.	Parameter name	Type	Format	Attributes		
89	23	User parameter 7	Formatted int sig	???	???		

Minimum value (Reference parameter only)

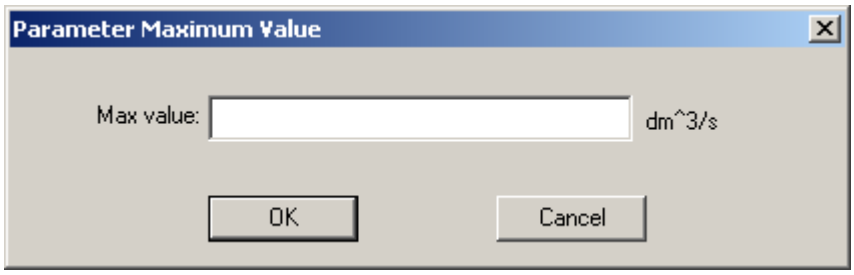
Minimum value is specified by left-clicking the parameter's **Min** field. A dialog box is displayed:



Write the desired value and click **OK**.

Maximum value (Reference parameter only)

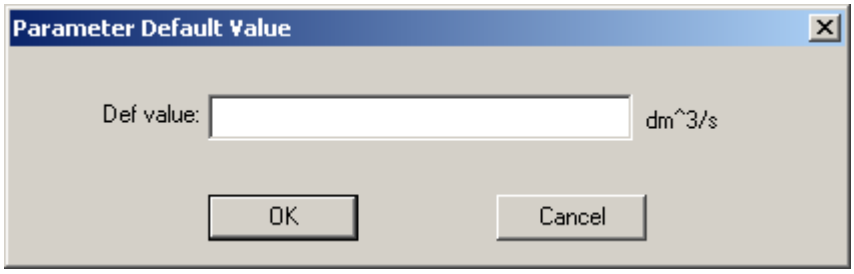
Maximum value is specified by left-clicking the parameter's **Max** field. A dialog box is displayed:



Write the desired value and click **OK**.

Default value (Reference parameter only)

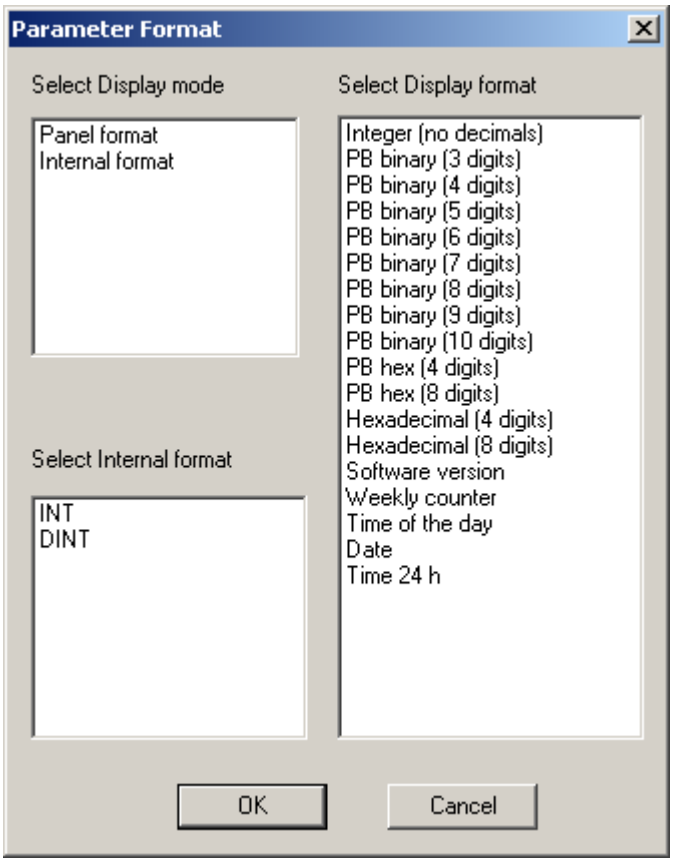
Default value is specified by left-clicking the parameter's **Default** field. A dialog box is displayed:



Write the desired value and click **OK**.

Value format

Value format is specified by left-clicking the parameter's **Format** field. A dialog box is displayed:



The meaning of the Display mode alternatives is as follows:

- *Panel format* is the value format that includes the selected Display format (this format is used e.g. by panel).
- *Internal format* is the value format used by the internal program code.

Minimum, maximum and default values in the value line of this parameter are displayed according to the selected Display mode.

Select the desired items from the lists and click **OK**.

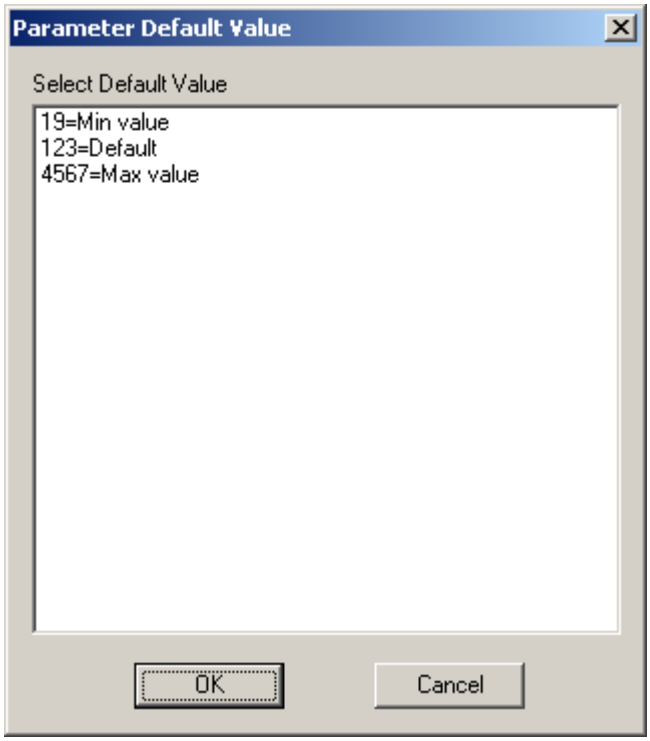
Type-specific value items of Selector list parameters

Gr.	No.	Parameter name	Type	Default	Selection items	Attributes		
89	24	User parameter 8	Selector list ref	???	???	???		

Gr.	No.	Parameter name	Type	Selection items	Attributes		
89	25	User parameter 9	Selector list sig	???	???		

Default value (Reference parameter only)

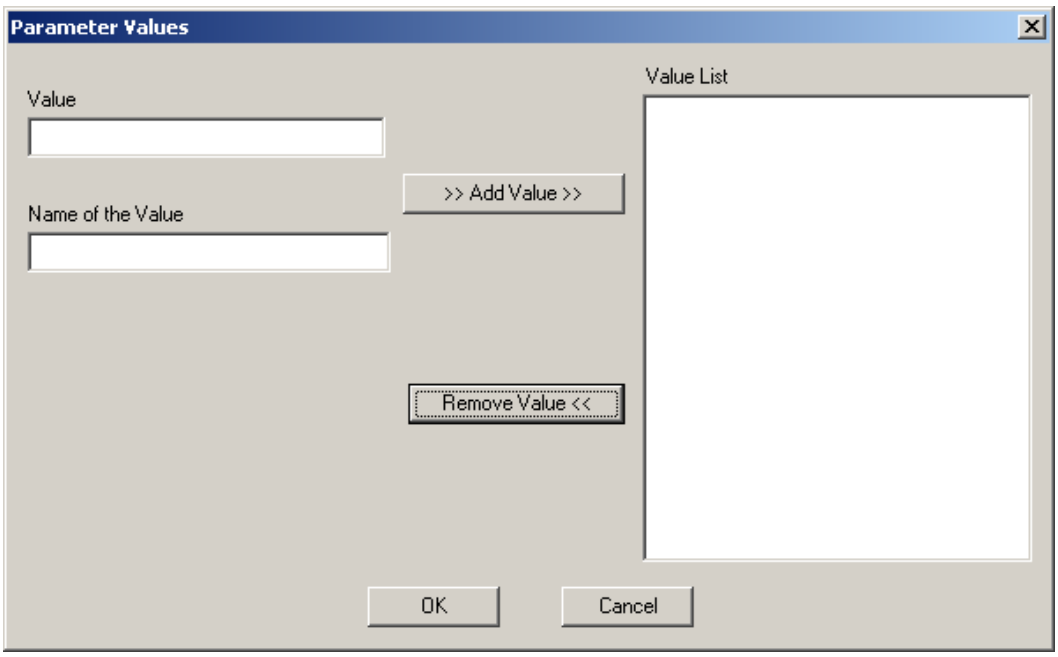
Default value is specified by left-clicking the parameter's **Default** field. A dialog box is displayed with the list of user-specified selectable values:



Select the desired value and click **OK**.

Selection items

Selectable values are specified by left-clicking the parameter's **Selection items** field. A dialog box is displayed:



In order to add a selectable value to the Value list, write the value in the **Value** field, the value name in the **Name of the Value** field and click the **Add Value** button.

In order to remove a value from the Value list, select the item to be removed from the list and click the **Remove Value** button.

When you have completed the Value list, click **OK**.

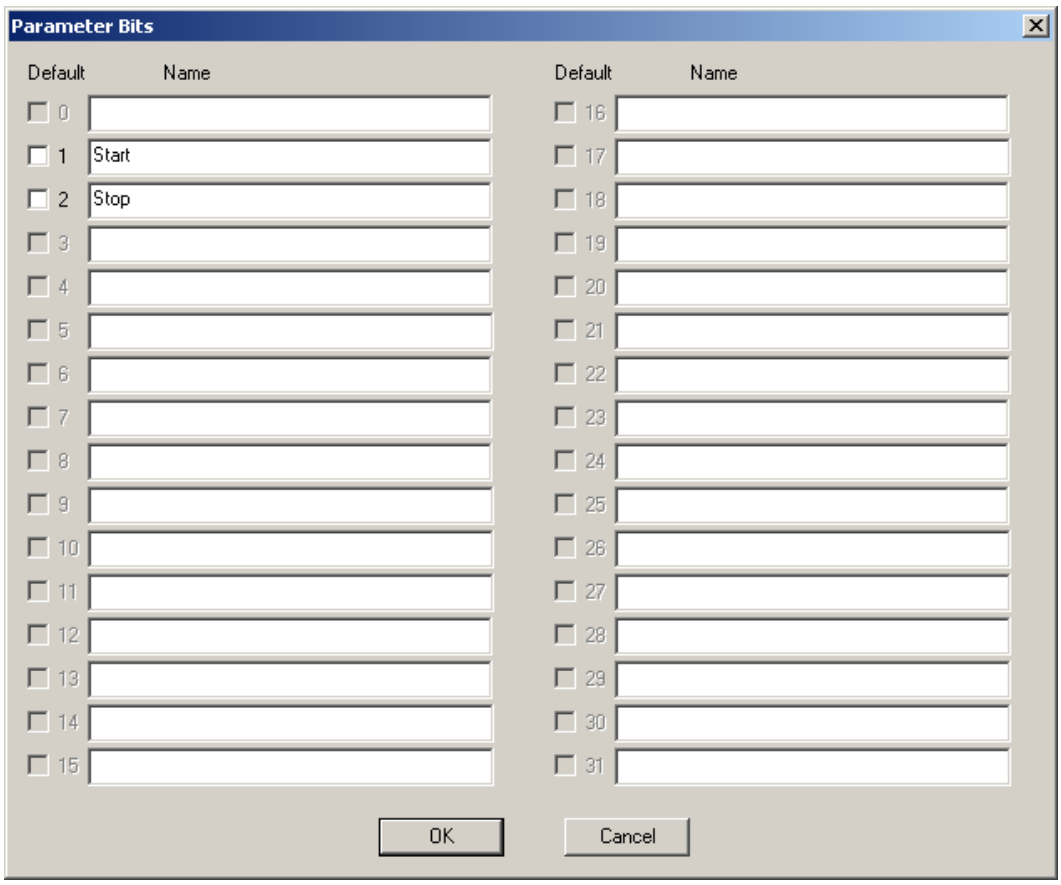
Type-specific value items of Packed Boolean parameters

Gr.	No.	Parameter name	Type	Bit list	Attributes
89	26	User parameter 10	Packed Boolean ref	???	???

Gr.	No.	Parameter name	Type	Bit list	Attributes
89	27	User parameter 11	Packed Boolean sig	???	???

Bit list (Reference parameter)

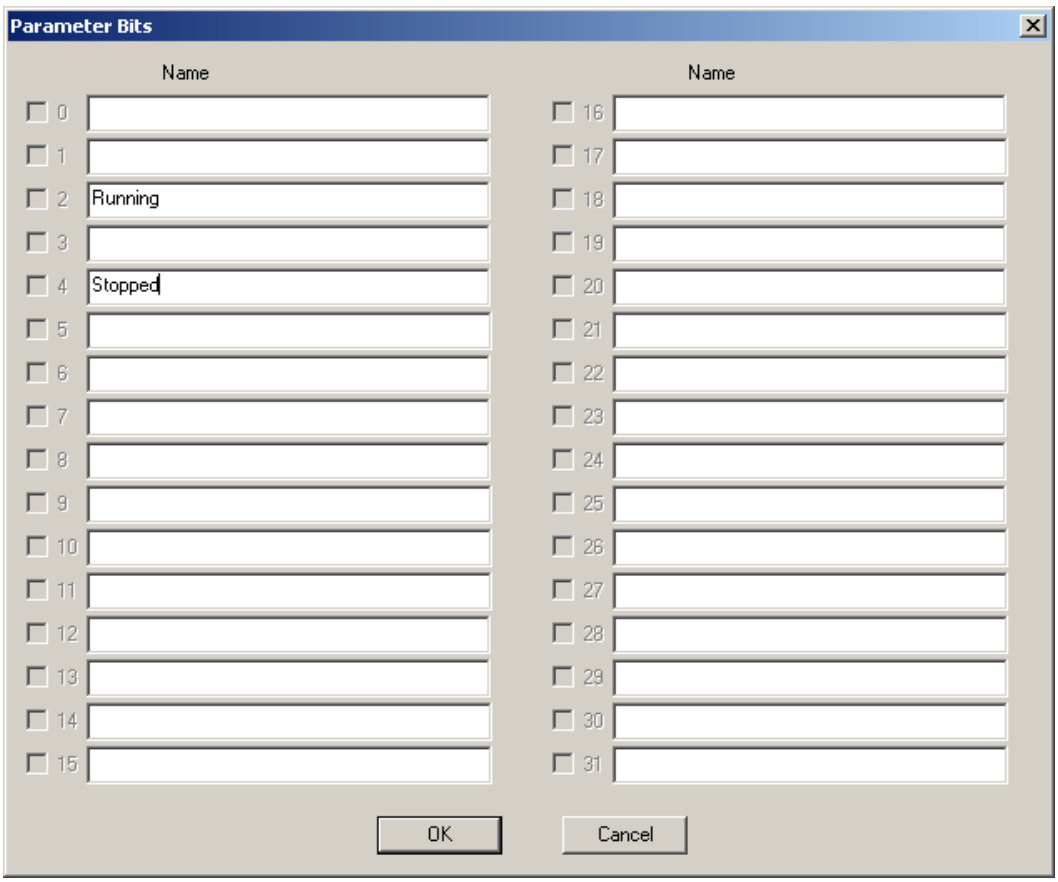
Bit names and default bits are specified by left-clicking the parameter's **Bit list** field. A dialog box is displayed:



Write the desired bit names and select the desired default bits and click **OK**.

Bit list (Signal parameter)

Bit names are specified by left-clicking the parameter's **Bit list** field. A dialog box is displayed:



Write the desired bit names and click **OK**.

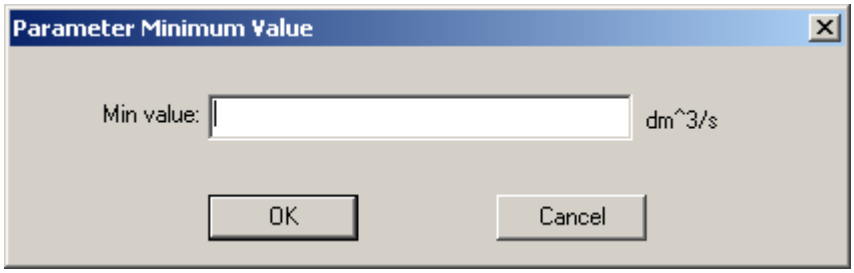
Type-specific value items of Position reference parameters

Gr.	No.	Parameter name	Type	Min	Max	Default	Attributes		
89	28	User parameter 12	Position ref	???	???	???	???		

Gr.	No.	Parameter name	Type	Attributes		
89	29	User parameter 13	Position sig	???		

Minimum value

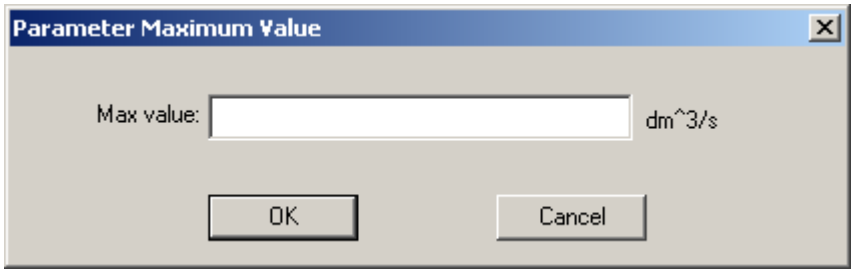
Minimum value is specified by left-clicking the parameter's **Min** field. A dialog box is displayed:



Write the desired value and click **OK**.

Maximum value

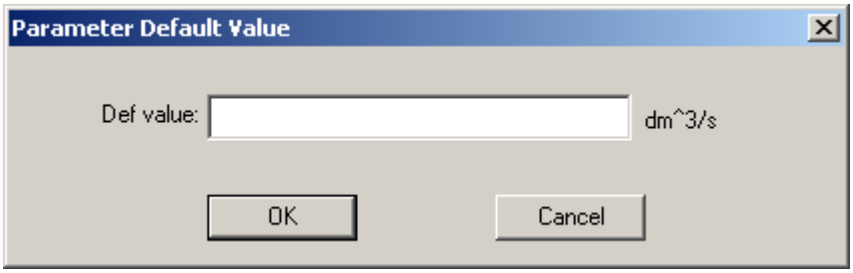
Maximum value is specified by left-clicking the parameter's **Max** field. A dialog box is displayed:



Write the desired value and click **OK**.

Default value

Default value is specified by left-clicking the parameter's **Default** field. A dialog box is displayed:



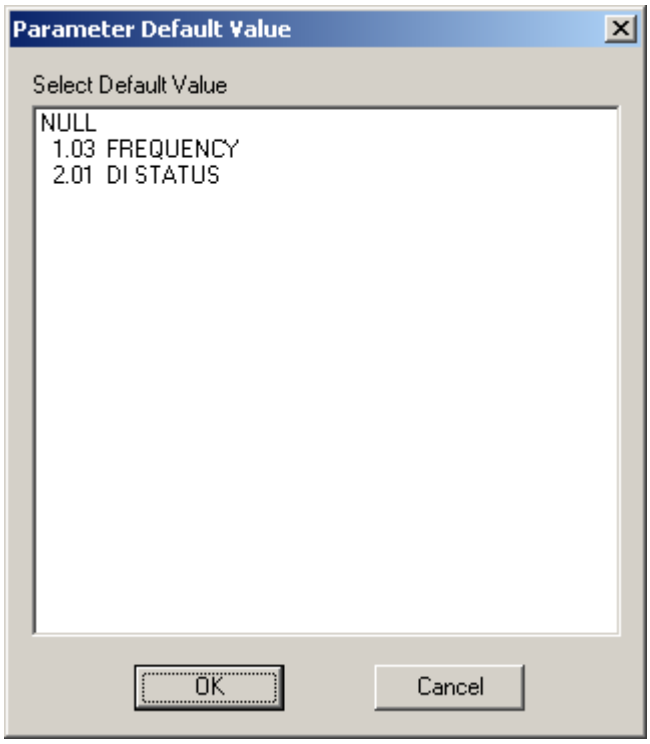
Write the desired value and click **OK**.

Type-specific value items of Value pointer parameters

Gr.	No.	Parameter name	Type	Default	Pointer list	Attributes		
89	30	User parameter 14	Value pointer	???	???	???		

Default value

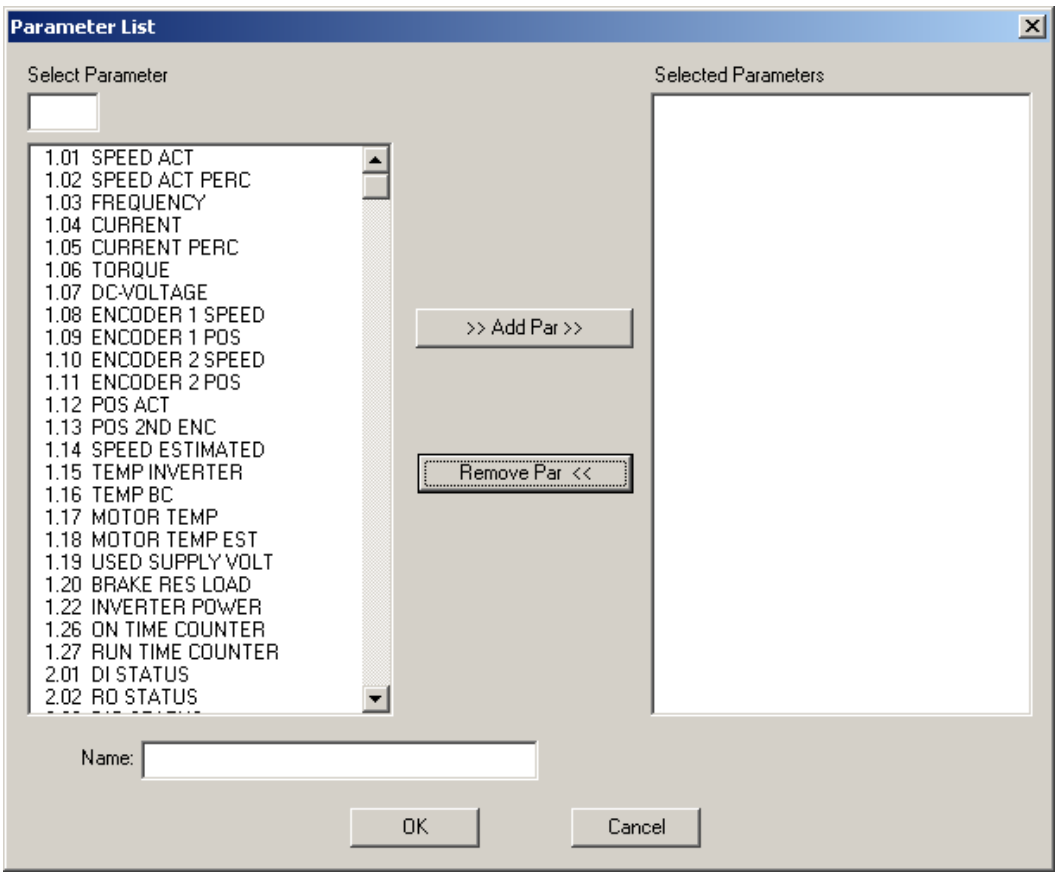
Default value is specified by left-clicking the parameter's **Default** field. A dialog box is displayed with the list of user-specified selectable values:



Select the desired value (value NULL means that no default value is required) and click **OK**.

Pointer list

Selectable pointer values are specified by left-clicking the parameter's **Pointer list** field. A dialog box is displayed:



In order to add a selectable pointer value to the Selected Parameters list, select a parameter from the parameter list, write the desired name of this parameter to the **Name** field and click the **Add Par** button.

In order to remove a parameter from the Selected Parameters list, select the item to be removed from the list and click the **Remove Par** button.

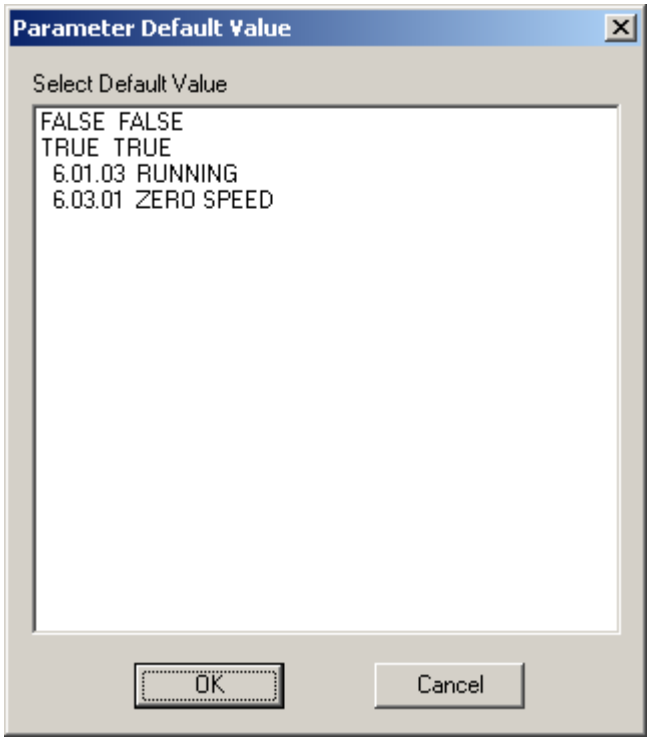
When you have completed the Selected Parameters list, click **OK**.

Type-specific value items of Bit pointer parameters

Gr.	No.	Parameter name	Type	Default	Pointer list	Attributes	Add copy	Add new
89	31	User parameter 15	Bit pointer	???	???	???		

Default value

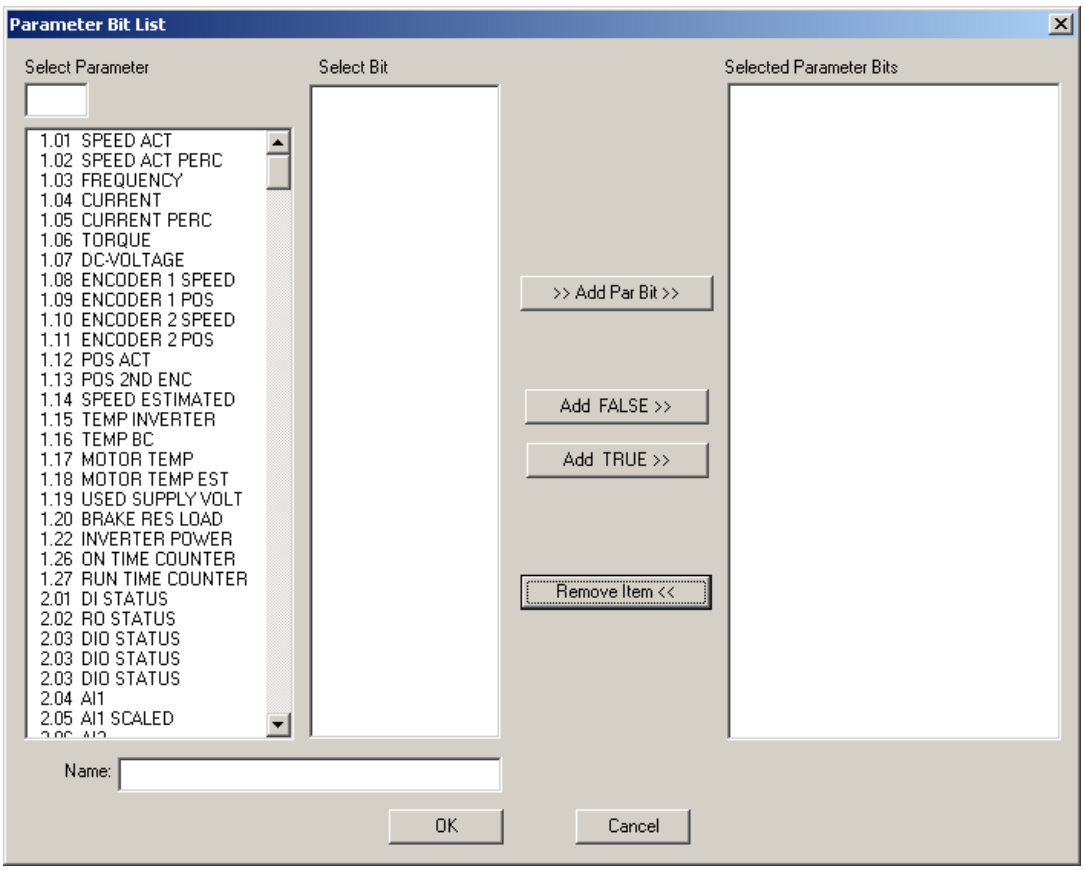
Default value is specified by left-clicking the parameter's **Default** field. A dialog box is displayed with the list of user-specified selectable values:



Select the desired value and click **OK**.

Pointer list

Selectable pointer values are specified by left-clicking the parameter's **Pointer list** field. A dialog box is displayed:



In order to add a selectable bit value to the Selected Parameter Bits list, select a parameter from the parameter list, a bit from the bit list, write the desired name of this parameter bit to the **Name** field and click the **Add Par Bit** button.

In order to add value FALSE to the Selected Parameter Bits list, write the desired name of the FALSE value to the **Name** field and click the **Add FALSE** button.

In order to add value TRUE to the Selected Parameter Bits list, write the desired name of the TRUE value to the **Name** field and click the **Add TRUE** button.

In order to remove an item from the Selected Parameters list, select the item to be removed from the list and click the **Remove Item** button.

When you have completed the Selected Parameter Bits list, click **OK**.

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