



OPERATOR INTERFACE PRODUCTS APPLICATION NOTE

Subject: Softscreen for Windows. Entering a value to change screens. AN# 1056A

Date: 05/08/97

Name: Rob Prashad / Scott Kortier

Page: 1 of 2

Description: Changing to 3 screens by entering a number on the MAIN Screen

Note: Application written for non-touch units, but should work fine on a touch unit.

Description: This application will change screens depending on a number entered.

This example only changes 3 screens, more could be added. The ESC key returns the operator to the MAIN screen.

Start a new application

1. Under Graphic, type the following screen name, "MAIN". <enter>
2. Place text on the screen for a title.
3. Place a data entry box on the screen. Give the data entry a tag name of, "SCREEN_NUMBER". Go to the General Tab and enter the NAME of "DE_Screen_Number".
4. Click on OK, then close this screen.
5. From the Application Navigator go to Data, Drivers and double click on internal.
6. Tag: SCREEN_NUMBER, Address: #30. <Add>, then close this window.
7. From the Application Navigator go to Data, Screens and double click on Master Template.
8. Enter the following and click the <add> button after each entry is complete:
 - Event: Key press Key: I-Cursor Home Action: Enable Data Entry
 - Event: Key press Key: ESC¹ Action: Load Recipe Recipe: Clear
 - Event: Key press Key: ESC Action: Go To Screen Screen Name: MAIN
 - Event: Condition Become True Tag: GoToScreen1 Action: Go To Screen
Screen Name: Screen1
 - Event: Condition Become True Tag: GoToScreen2 Action: Go To Screen
Screen Name: Screen2
 - Event: Condition Become True Tag: GoToScreen3 Action: Go To Screen
Screen Name: Screen3

¹ Esc key must be used to return a value of zero to the data address. The key executes the recipe sending zero to the register. The key then returns the operator to the main menu screen. This could cause problems if another way to change screens is added later.



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7. From the Application Navigator go Data, Recipes. Give a recipe name of : "Clear".
8. Enter the following information for the recipe.

<u>Destination:</u>	<u>Source:</u>	
GoToScreen1	Zero	<Add>
GoToScreen2	Zero	<Add>
GoToScreen3	Zero	<Add>

Close this Recipe

9. From the Application Navigator, go to Data, Application. Double click on Constants. Enter the following. Tag: Zero Constant: 0. <Add> Close this menu.

10. From the application Navigator go to Data, Application, Expressions. <double click>.

Tag: GoToScreen1

Expression: SCREEN_NUMBER==1 <Add>

Tag: GoToScreen2

Expression: SCREEN_NUMBER==2 <Add>

Tag: GoToScreen3

Expression: SCREEN_NUMBER==3 <Add> Close this menu.

11. Select the Startup Screen as MAIN
12. Create 3 screen graphics, Screen1, Screen2, and Screen 3 and put text titles on each.
13. Save and give the application a name
14. Generate and Download.

Note: You may want to add text to the Master_Template screen to tell the operator to use the ESC key to return to MAIN and the I-Cursor to enable data entry.