# OPERATOR INTERFACE PRODUCTS APPLICATION NOTE

Subject:  SoftScreen for Windows momentary push button                    AN# 1026A
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Description: How to create a momentary push button replacement in SoftScreen for Windows.

This application note will describe and walk you through implementing one momentary push button on a SoftScreen screen.
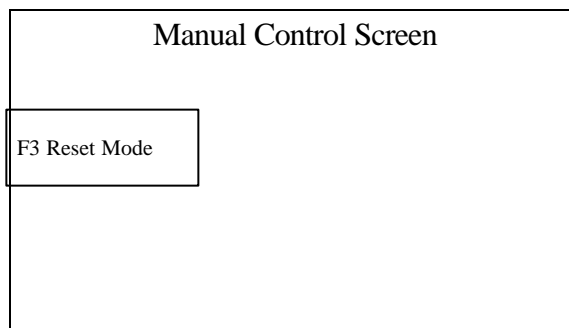
There is a basic principle to understanding how a push button works in SoftScreen. Normally you would not think about it because the PLC and input card would "handle" every thing for you. If you think about what ladder logic sees when you push a push button: You see a one (1, ON) on press and a zero (0, OFF) on release. We need to emulate this in SoftScreen.

To summarize what this note will accomplish:
1. Draw a graphic to label the button, it  may be a function key or touch button
2. Configure constants for ON and OFF, if you already have these, don't add new ones.
3. Add the Event/Actions necessary to add the functionality.

## 1. Draw a shape on a screen graphic

Go to the screen (or master template) where you want to add this push button. Now you have to decide

```
          Manual Control Screen



  ┌─────────────────────┐
  │ F3 Reset Mode       │
  └─────────────────────┘
```

how you want your button to look like. In the most simple form, you could put a piece of text next to a function key that would label the function key and what function it takes on. In this example, F3 has been labeled to Reset Mode. In this example, there is a touch button behind the text. If you want to use a touch button, you may place it anywhere on the screen. You may have a function key and a touch button do the same thing. Remember, this is only going to label the button, it is not making it work functionally. Close the Screen Editor.

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## 2.   Configure constants

Configure two constants "ON" as 1 and "OFF" as 0. If you already have these in your application do not recreate them. To break this down further:

1.   Go to the Data area of the Application Navigator, then select Application, click on Constants. Select the field "Tag Name:" and enter OFF.
2.   Click on the field "Constant:" and enter a "0" (without the quotes). Click on Add. This should appear in the "Constants List:" area.
3.   Now repeat step 1 and 2 but use the tag ON and a value of 1.
4.   Close the Constants window

## 3.   Add Event/Actions

Now you need to add the functionality behind the scene. This will be done by adding Event/Actions to that screen.

1.   From the Application Navigator, select Data: then Screens: and select the screen that you have placed the button label on.
2.   Now select the Event: to be "Key press" and choose the key as "F3" ( or the key you want to use). If using a touch button select "Touch zone press" and enter the name of the touch zone, found under the touch zones properties General tab.
3.   Choose the Action: as "Assignment". The "Tag name (Destination):" This should be the tag that you want to write to. It should be defined in either the internal driver or the PLC driver. The Tag name (Source): should be ON.
4.   Click on Add.
5.   Repeat steps 2 and 4 but choose the Event: to be "Key release" and select the Source as OFF. If this is a touch screen, choose "Touch zone release." Remember to click on Add.

You should now be able to save, generate and download.