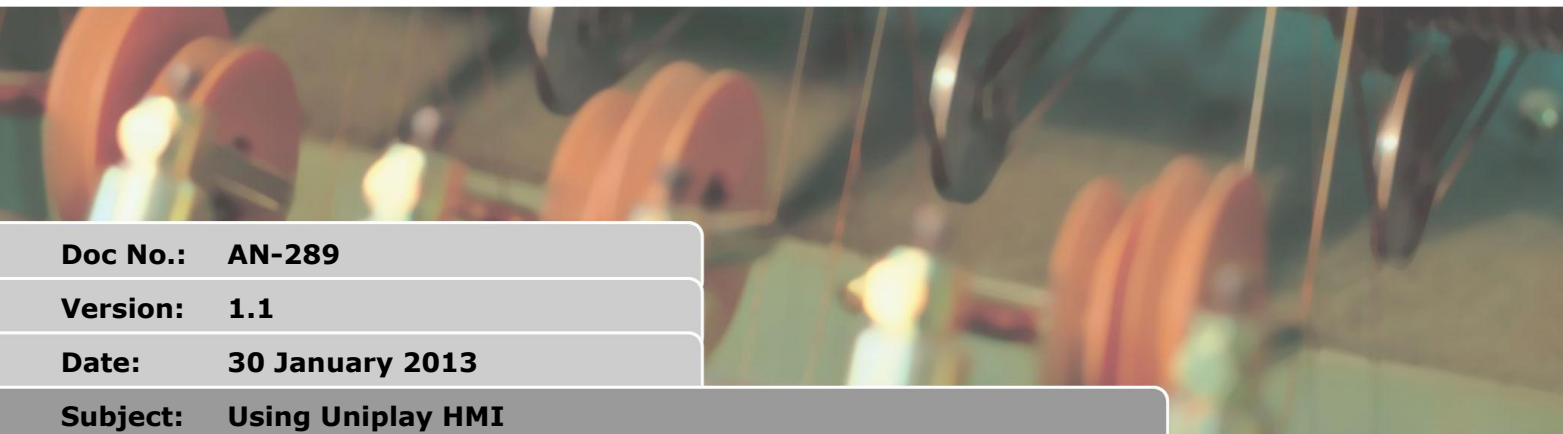


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Date: 30 January 2013

Subject: Using Uniplay HMI

APPLICATION NOTE

1. Introduction

Uniplay HMI is a whole new way of creating and storing HMI screens. HMI screens can be created and linked to programs directly inside MPv3. The HMI screens are stored with and loaded with the machine project on the *Motion Coordinator*. The

2. Requirements

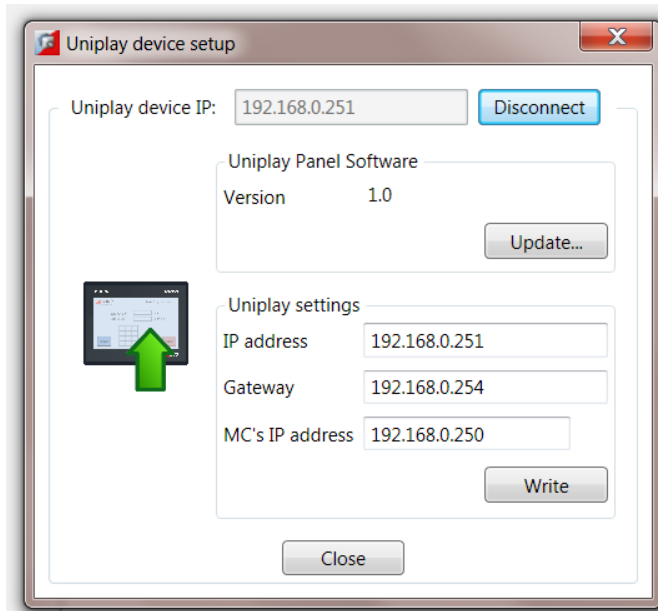
This application requires the following:

1. Trio Motion Technology Motion Perfect v3 version 3.1.0.5544 or higher
2. Uniplay 7 or Uniplay 10 HMI panel
3. MC4XX Motion Coordinator with system software 2.0199 or higher

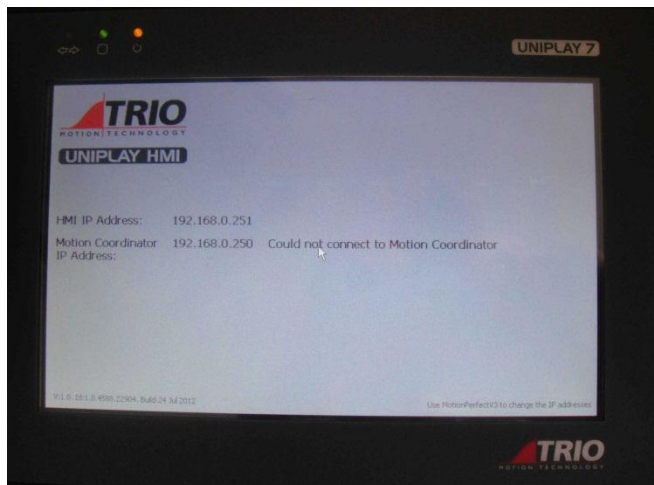


3. Installation

1. The *Motion Coordinator* default IP address is 192.168.0.250
2. The Uniplay panel default IP address is 192.168.0.251
3. The HMI panel must be aware of the *Motion Coordinator* IP address. If this is not at default use MPv3 Tools->Setup Uniplay HMI device screen to store the *Motion Coordinator* IP address into the panel.

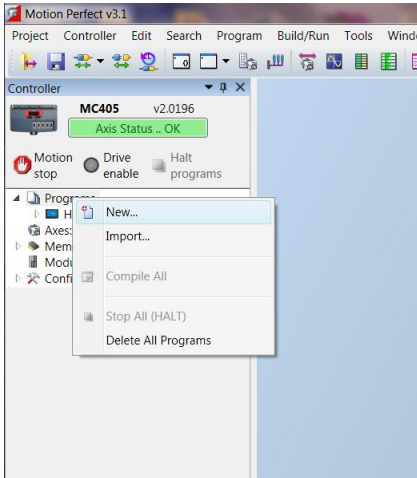


4. Whilst attempting to connect to the *Motion Coordinator* the panel displays a page:

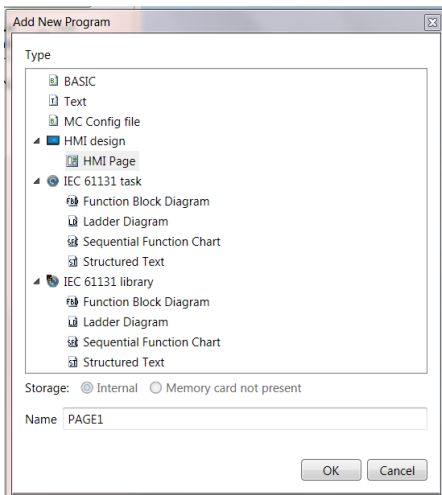


4. Creating an HMI page

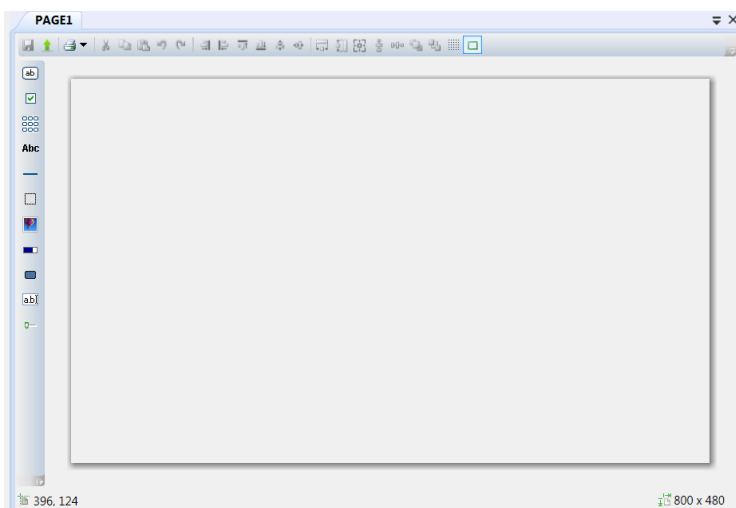
Right mouse click on “Programs” or use Program->New on the menu



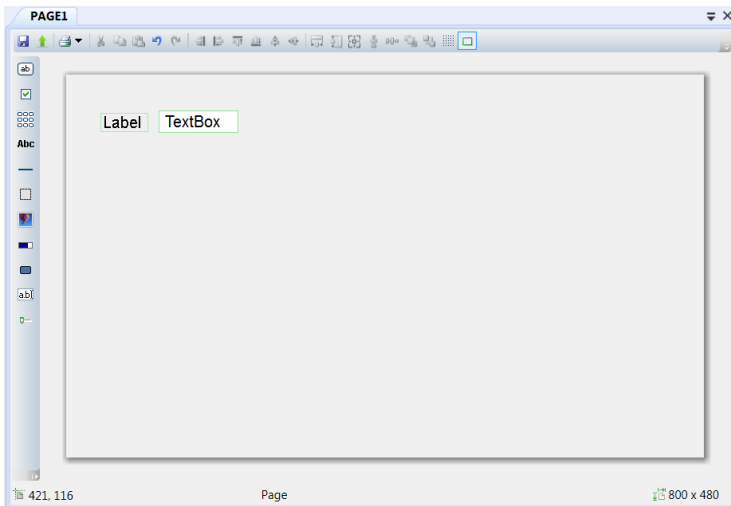
Select HMI Page under “Add New Program”, and give the page a name:



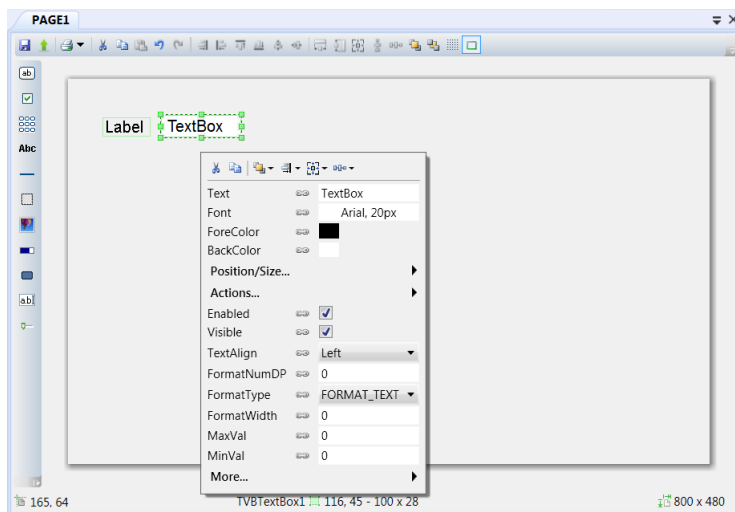
The new blank page will open in the editor:



The components on the left hand column can be dragged and dropped on the page. The top border tools are used to edit and align pages. In the simple example below a “Label” and a “TextBox” component have been dragged onto the HMI page:

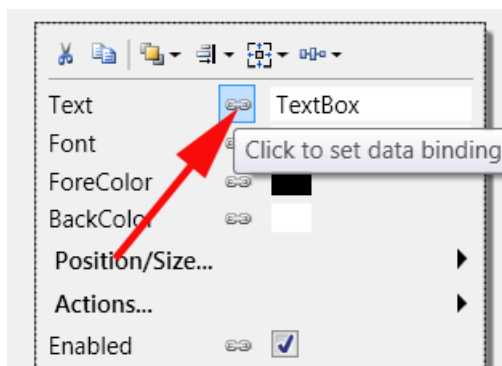


The properties of each component can be edited by a menu brought up using a right mouse click:

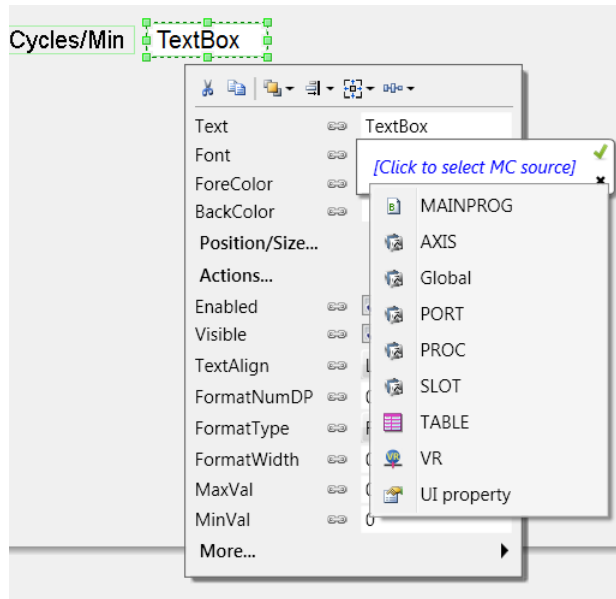


5. Linking properties to controller data:

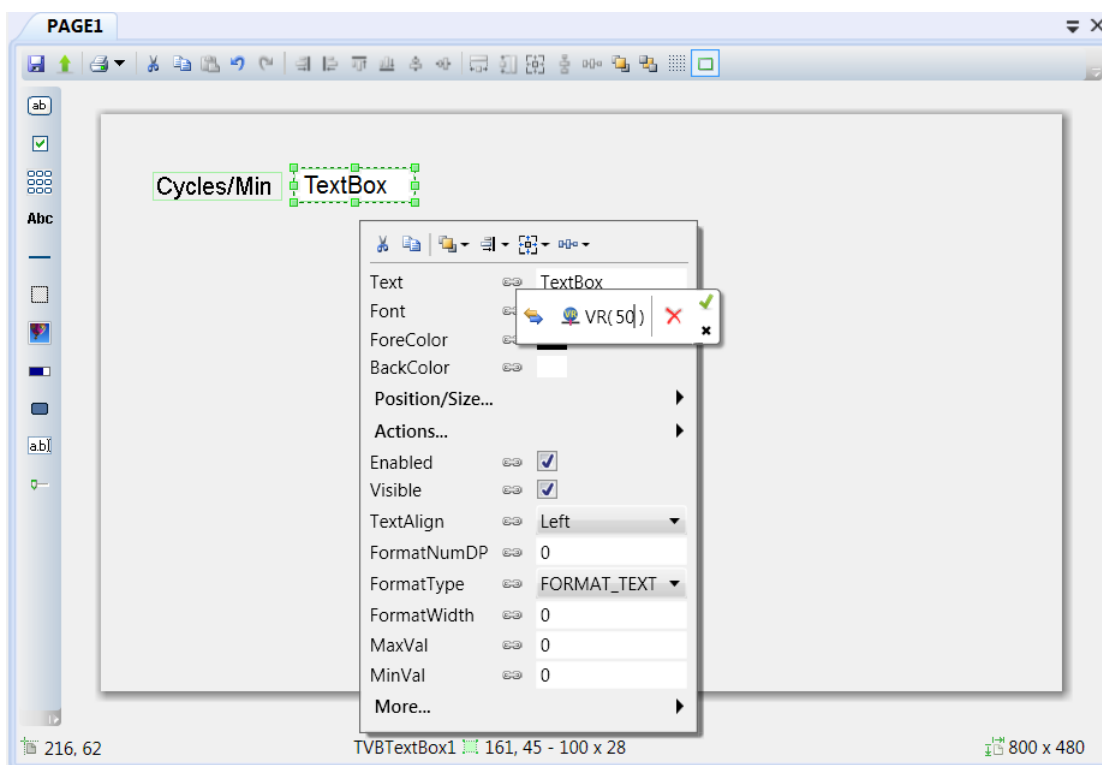
The properties of each component can be fixed or linked to controller data. To link a component property to controller data click on the small “chain” bitmap alongside each property.



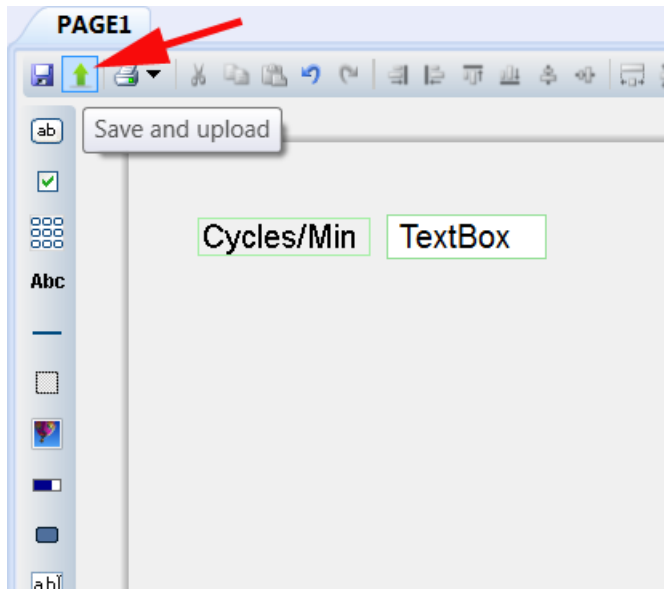
The menu then lets you choose what type of controller data to link to. This can be a program variable, for example in the program “MAINPROG” below, or VR, or other controller data types.



In this example we link the textbox “text” property to VR(50) in the controller. Click on the green tick to complete the link and the chain like “link” icon will turn blue.



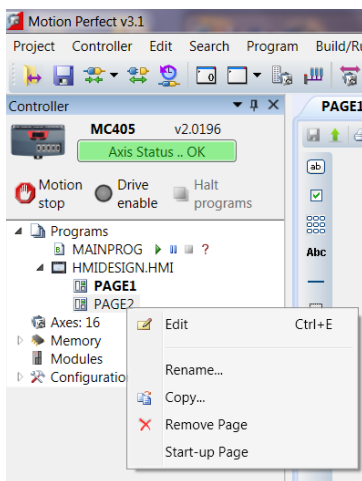
To see the screen run live on the Uniplay HMI simply click the green “upload” button:



The HMI page(s) are automatically saved with the project and will be displayed on any connected Uniplay HMI.

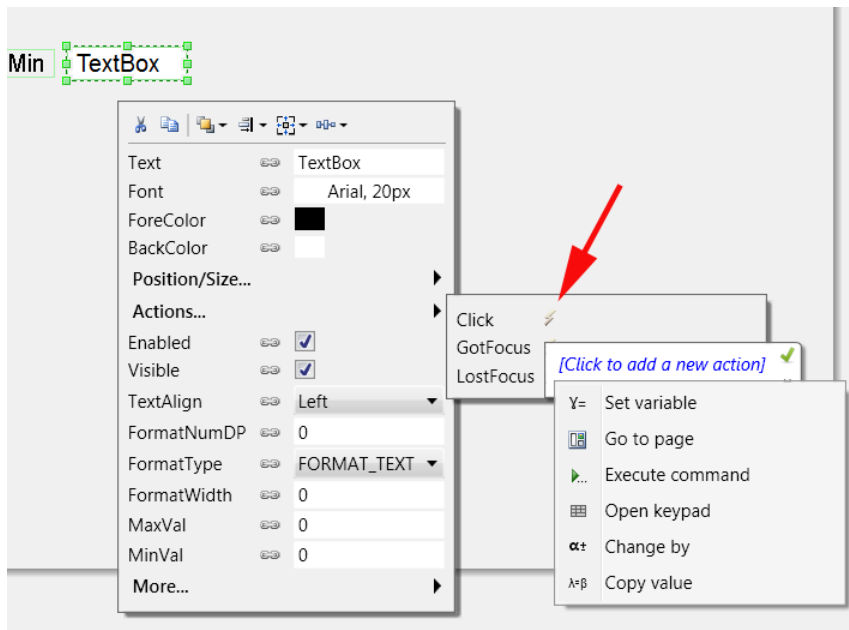
6. Creating Further Pages

Further pages are made in the same way as the first page by right-clicking “Programs”. Note how one HMI screen is set to be the “Start-up page”. This is the first page that will be displayed and is highlighted in bold in the program tree. You can select a different page to be the Start-up Page using the right-click menus.



7. Linking Actions

In addition to having properties and being linked to controller data, components can have “Actions” which will be performed, for example when a component such as a button is clicked. To set an action select “Actions...” on the right-click menu then click the “lightening” symbol alongside the action type. A further menu level then allows you to set the action such as “Go to page”, “Set variable” or even “Execute command” which will execute a line of BASIC. The BASIC line can include colon “:” separators to allow some multi-line sequences to be executed.



8. Using Chinese Fonts with Uniplay

The Uniplay panel runs Win CE and has Microsoft JhengHei font installed both in standard and bold thickness. These fonts should also be selected in MPv3 so that they can be correctly rendered on both the Uniplay HMI and the PC. If other fonts are selected they may render in the editor on the PC but will not appear on the Uniplay.