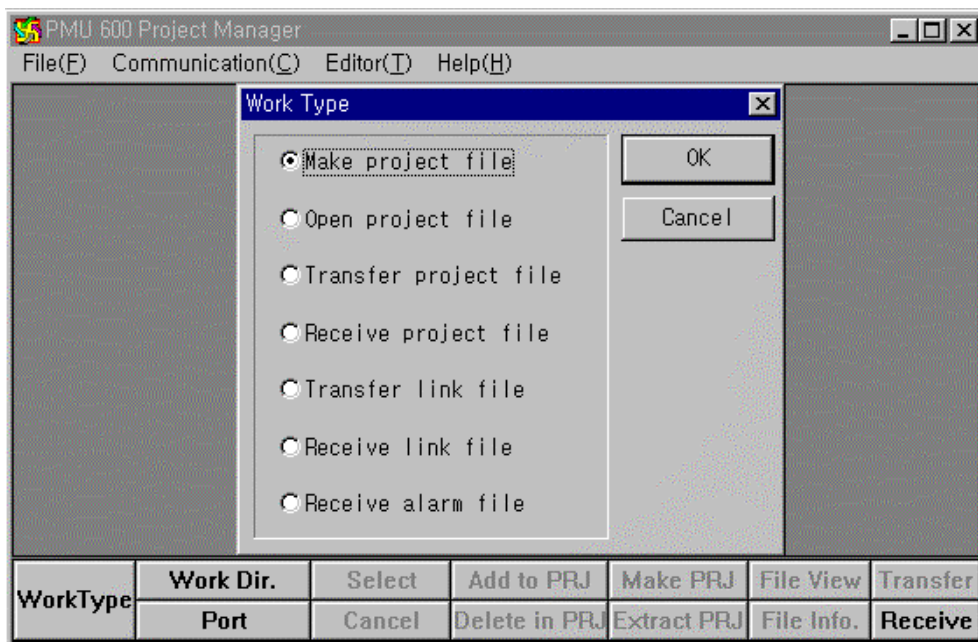
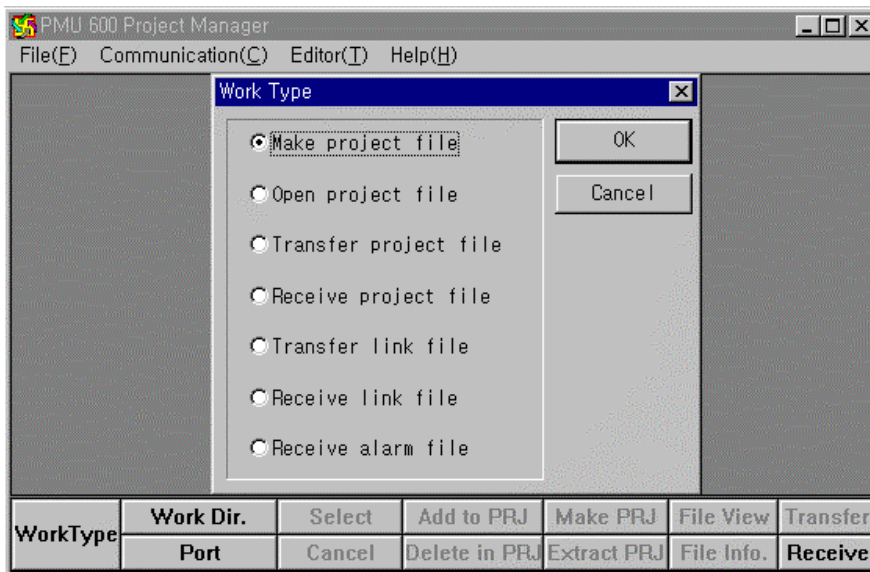


Chapter 3. Project Manager Setup and Function



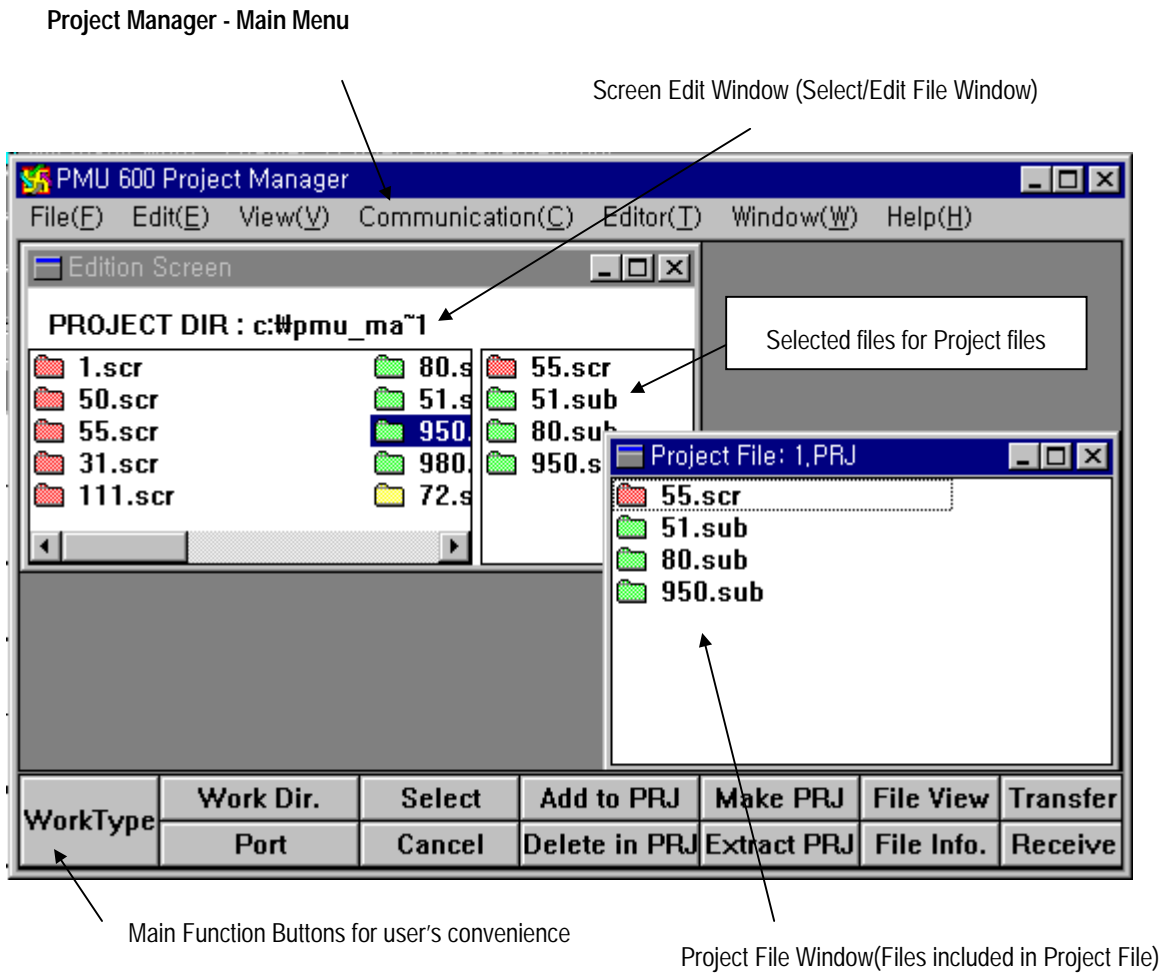
- Create a file to run on PMU-200/300/600
 Manager Project file is designed as one file to allow the user to send various screens to the main machine.
- The created Project File can be sent and received from the main machine.
- A Project File received from the main machine and the originally created project file are copied as individual files.
- All Editor Tools can run in Project Manager(Main screen, sub-screen, symbol, message, alarm, link select).

When Project Manager is run, the following window will appear on your screen, select the desired function.



- Create Project File Create a new project file
- Open Project File Open an existing project file
- Send Project File Send the created project file to the main machine
(PMU-200/300/600)
- Receive Project File Receiving screen data from the main machine's memory and saving it on your PC
as a project file
- Send Link File Send the link selected data created in Link Select to the main machine
- Receive Link File Reading link selected data saved in the main machine and saving it on your PC
- Receive Alarm File Receiving the Alarm List File saved in the main machine and saving it on your PC

- The same menu functions can be operated by clicking the buttons at the bottom of the screen with your mouse.
See picture below.



Note:

Project Manager is configured as a multi-document interface. Edit Screen window and Project File window is managed with child window. However, the two windows can only be operated within Project Manager.

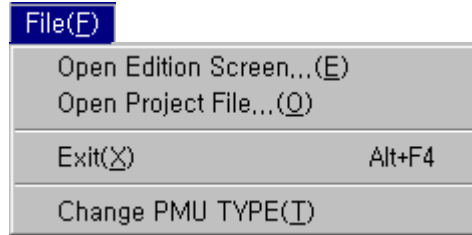
Edit Screen is used to select a project directory and create a project file.
The Project File Window shows the content of the selected project file.

3-1. File (F)

The File Menu differs depending on whether the Edit Screen window or the Project File window is opened.

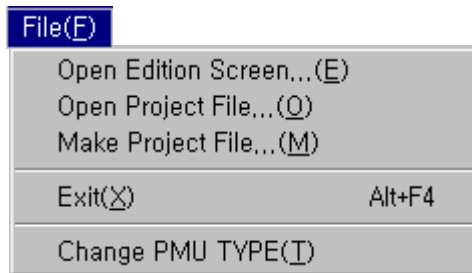
From the Picture

It is the menu when Project Manager is first run, when both the Edit Screen window and the Project file window are not opened.



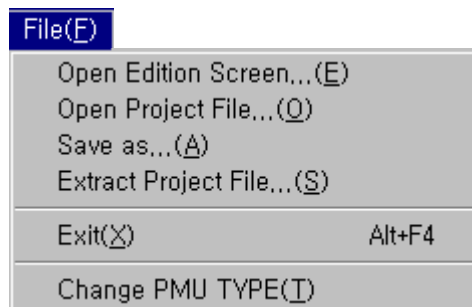
From the Picture

It is the menu when Edit Screen window is opened.



From the Picture

The menu on the right appears when the Project File window is opened.



Note

What is Edit Screen?

The window that shows the created data list from editing tools. You can select the files to send to the main machine.

What is a Project File?

In order to send the created screen data to the main machine PMU-200/300/600, it creates one file in the format commanded by the main machine.

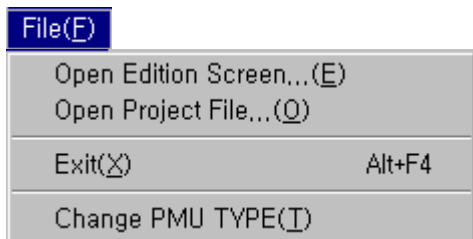
This extended Project File is referred to as file extension PRJ.

3-1-1. Change PMU Type

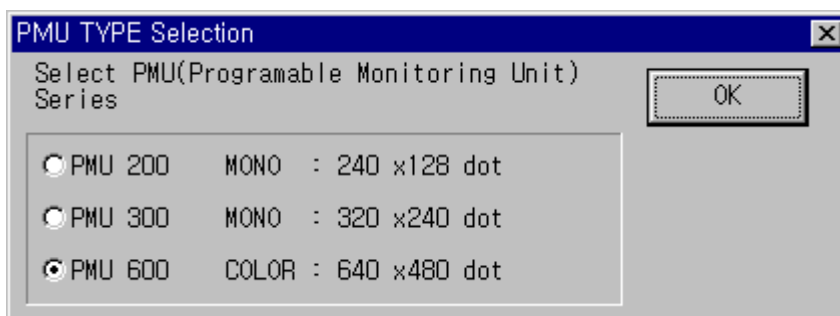
Select your PMU type from the following menu. Make sure that your selection is correct, since there is a difference in screen size, tag type for each PMU-200, PMU-300, PMU-600.

Your selection will determine the type of the created project file.

↓ - Run Project Manager
↓ - Select "File(F)"



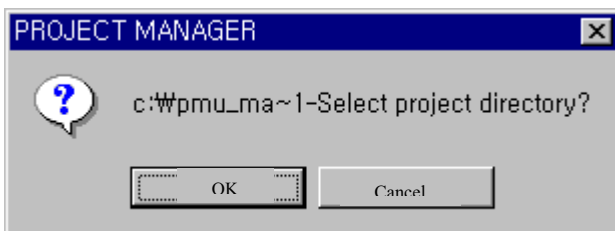
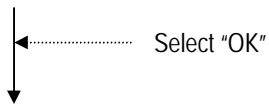
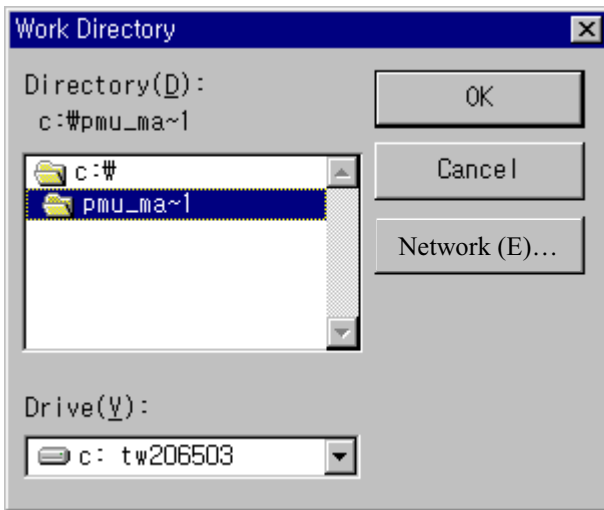
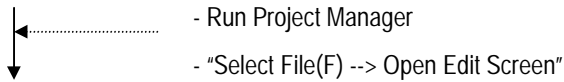
↓ Select "Change PMU Type"

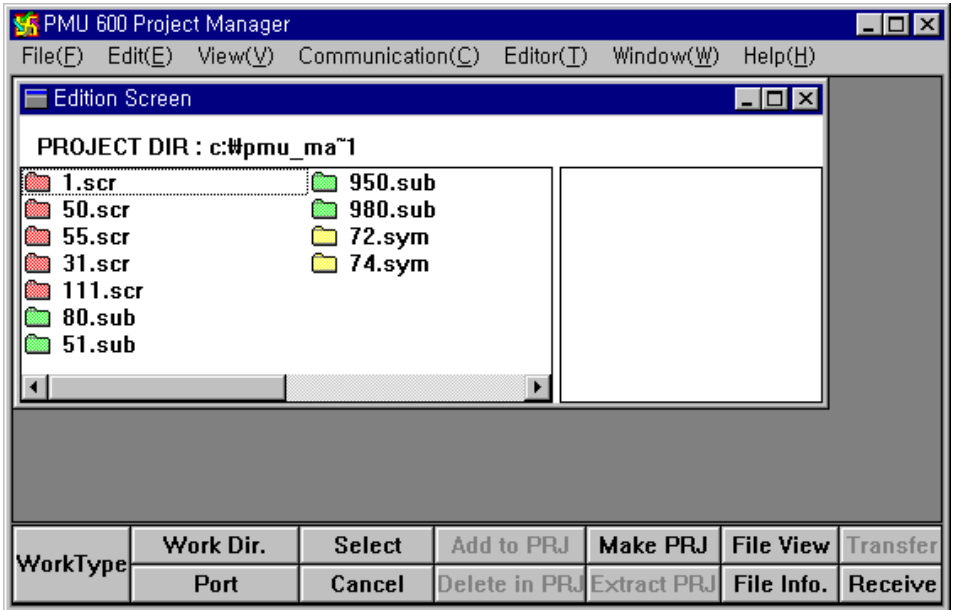


↓ After selecting the type to be created, run the following function.

3-1-2 Open Edit Screen

This is the menu that indicates the created screen, message, alarm, and link files. It is fundamentally only possible to work on a project when the file is within one directory. Thus, the files related to the project must exist within one directory (Project Directory).



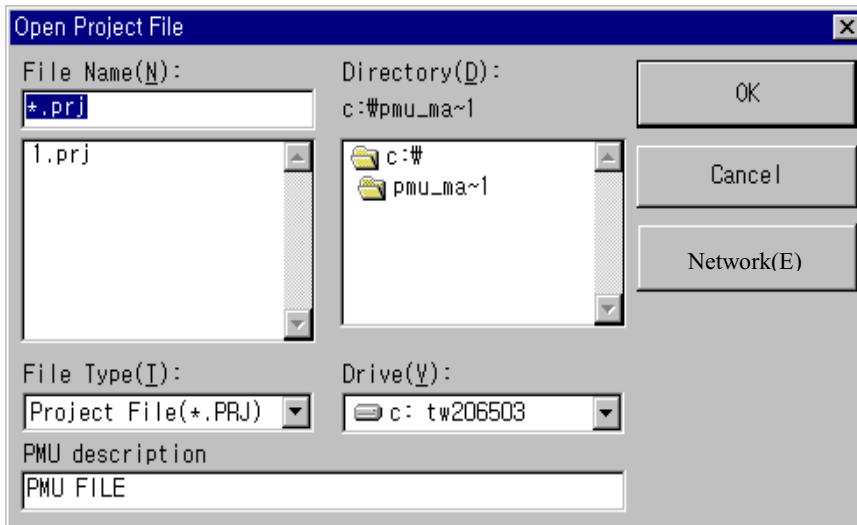


← Indicates the files in the selected directory

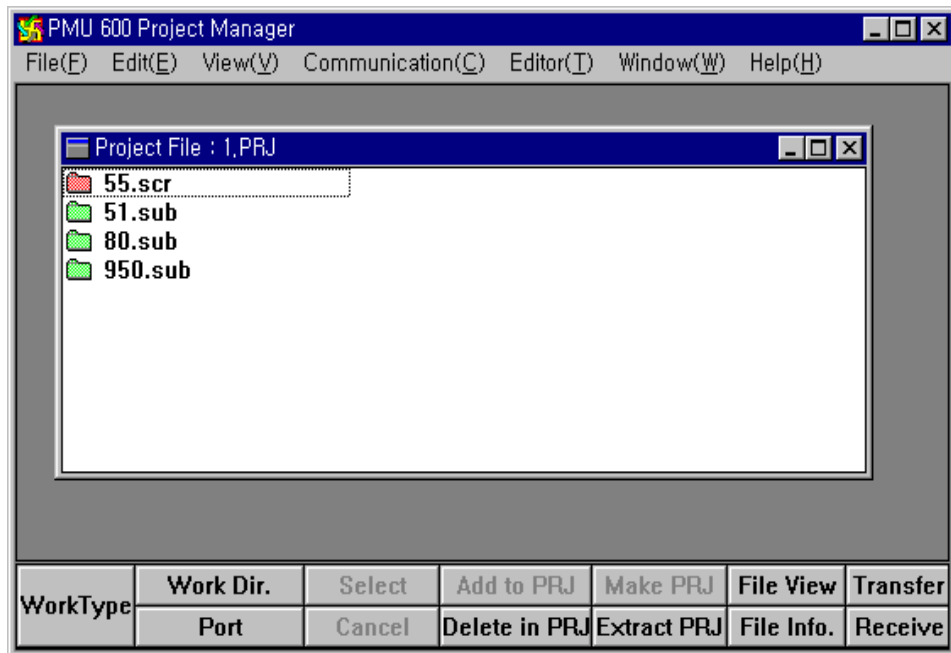
3-1-3. Open Project File

This function allows you to call open the already created project file extension "*.prj" file.

← - Run Project Manager
 ↓ - Select "File(F) --> Open Project File"



↓ ←
Select the needed Project File
i.e.) Select "1.prj --> OK"

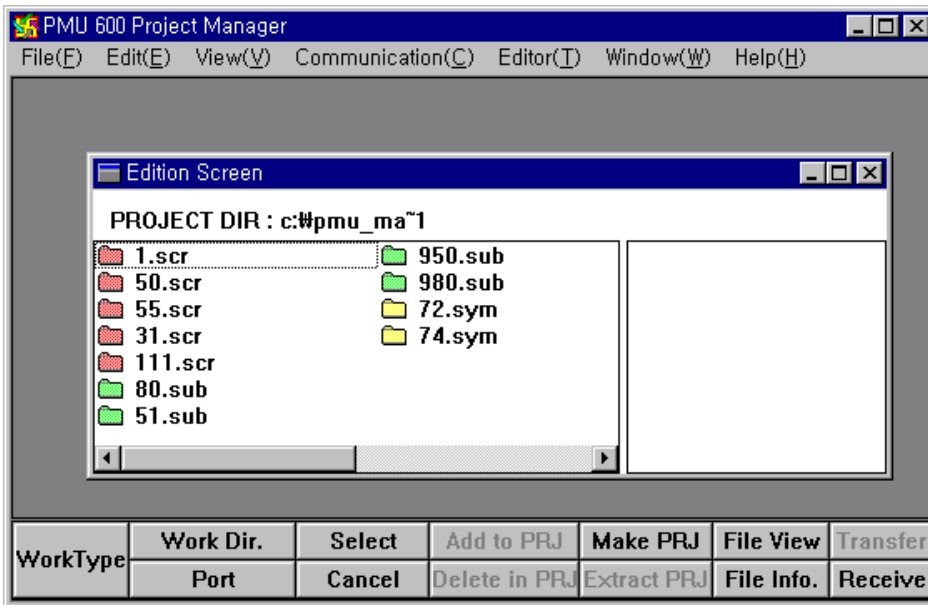
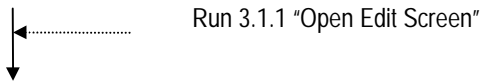


↓ ←
When Project File is selected, it indicates the files contained in *.prj.
i.e.) Indicates the files contained in 1.prj

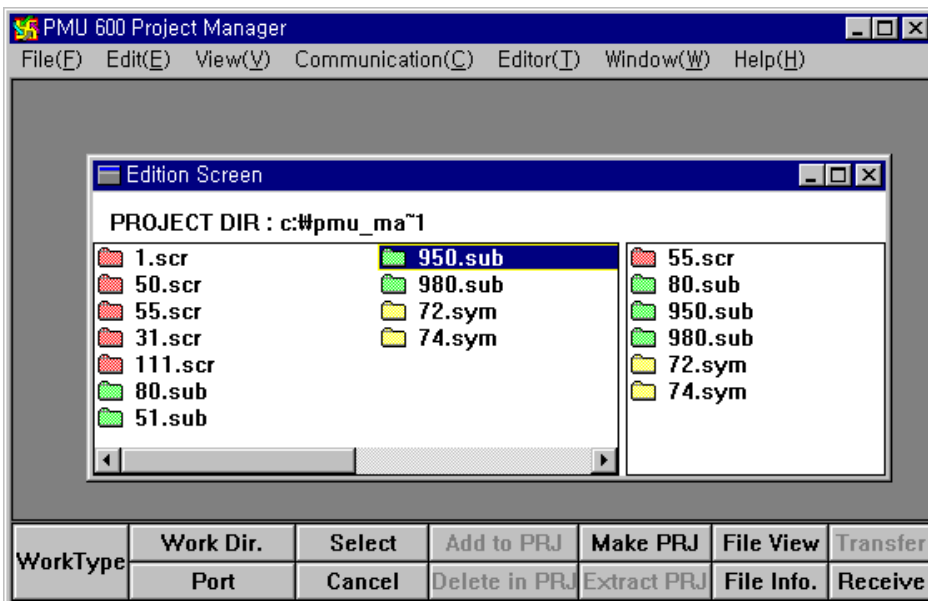
3-1-4. Make Project File

This function is selected when a Project File is created by selecting files from Edit Screen to send to the main machine.

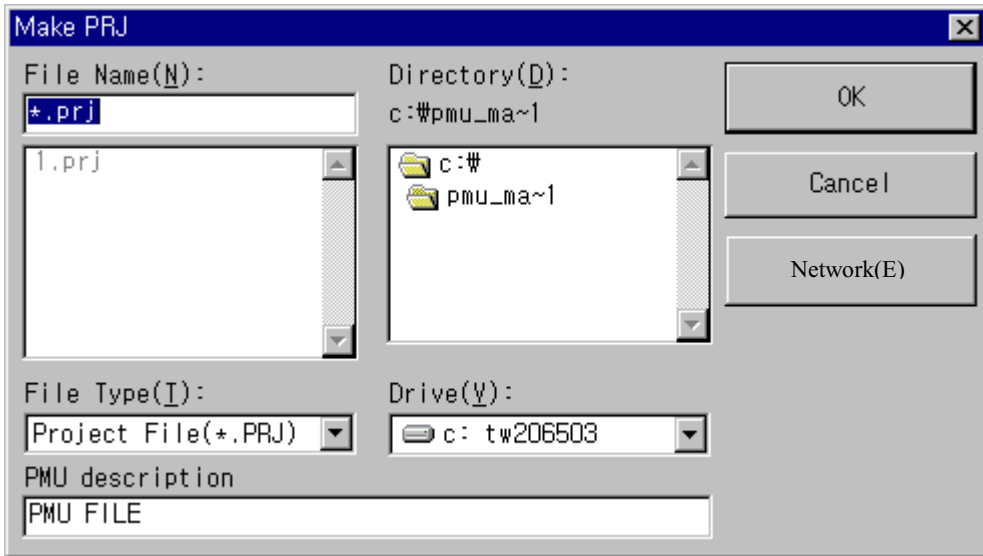
The extension for Project File is "prj".



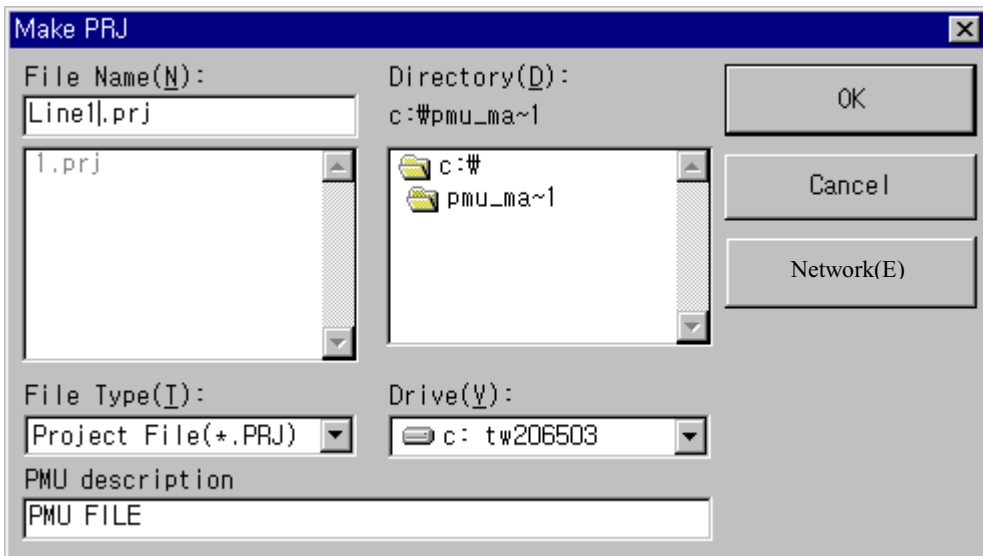
-
- Select the files to be contained in the Project File
 - i.e.) 1. Select the files using the "ctrl and shift" keys and mouse
 - 2. Select by using the "Edit(E)" menu.
 - Run "Edit (E) --> File Select (S)"



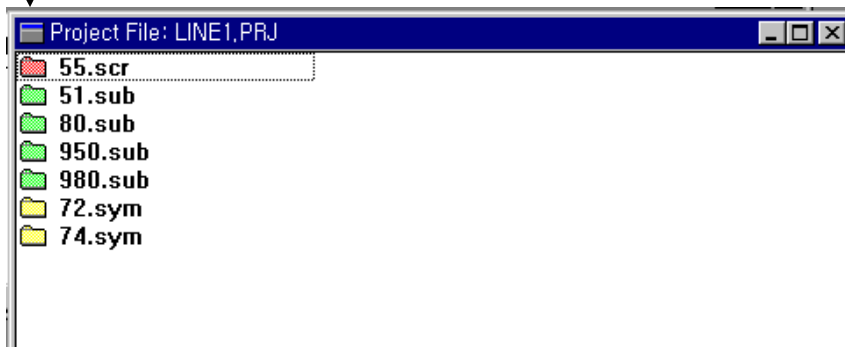
Run "File(F) --> Make Project File(M)"



Insert the File Name where *.prj is shown on the menu



Select "OK"

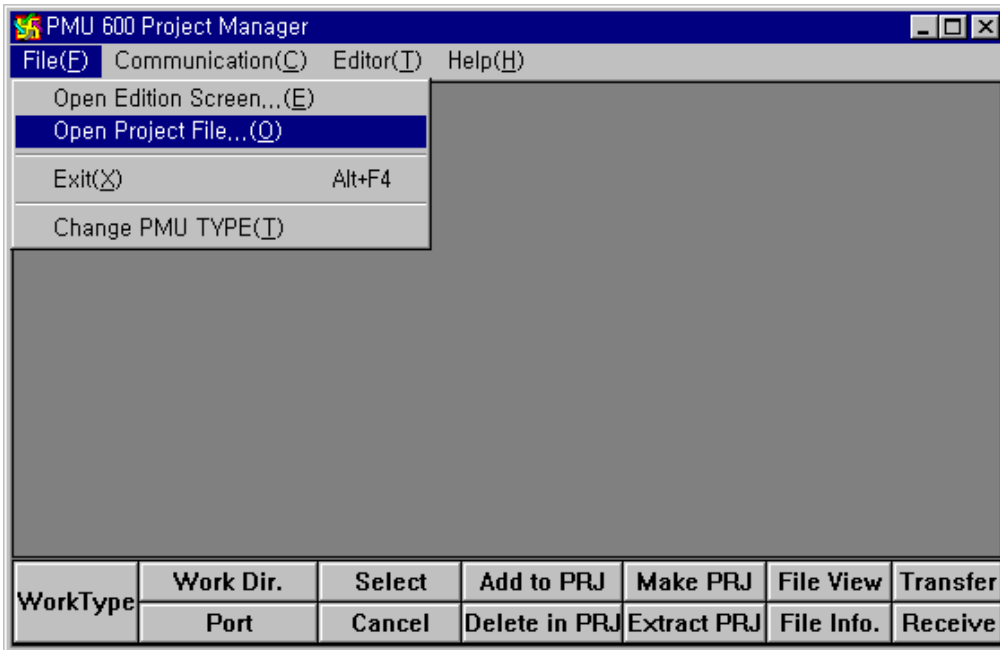


3-1-5. Save as ...

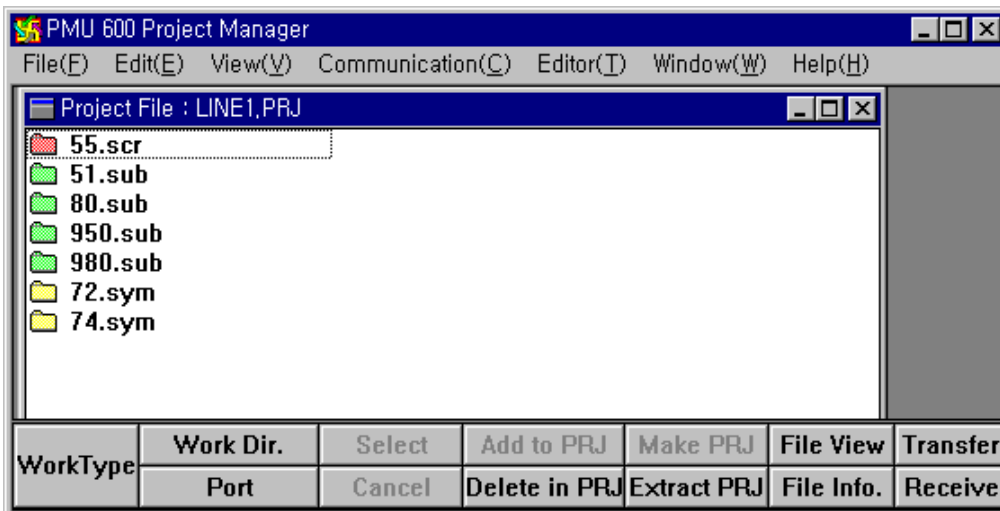
This menu allows you to edit the elements of an already created project file and save it under a name that is different from the existing Project File.

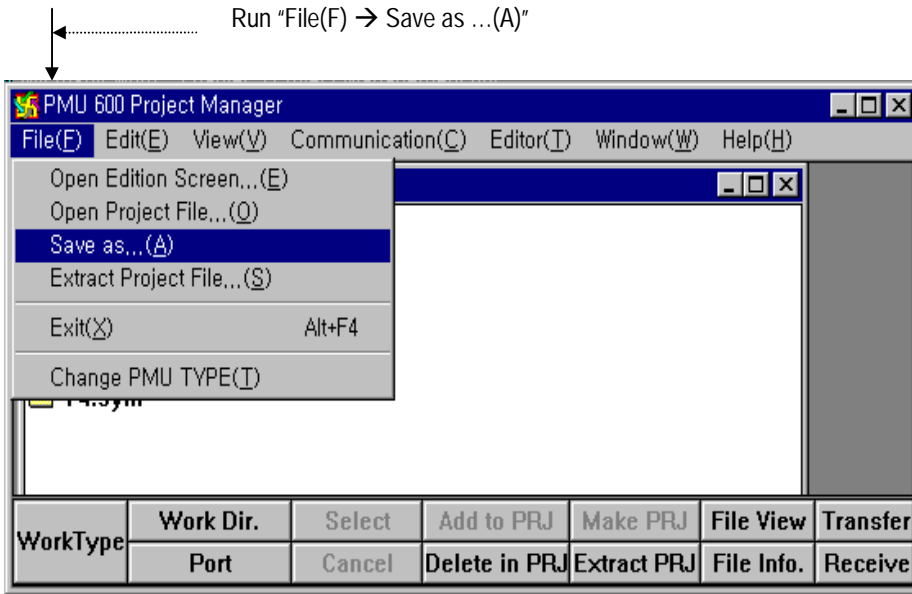
However, this menu can only be selected when the Project File Window exists.

↓ Select "Run 3.1.2 Make Project File --> File --> Open Project File"

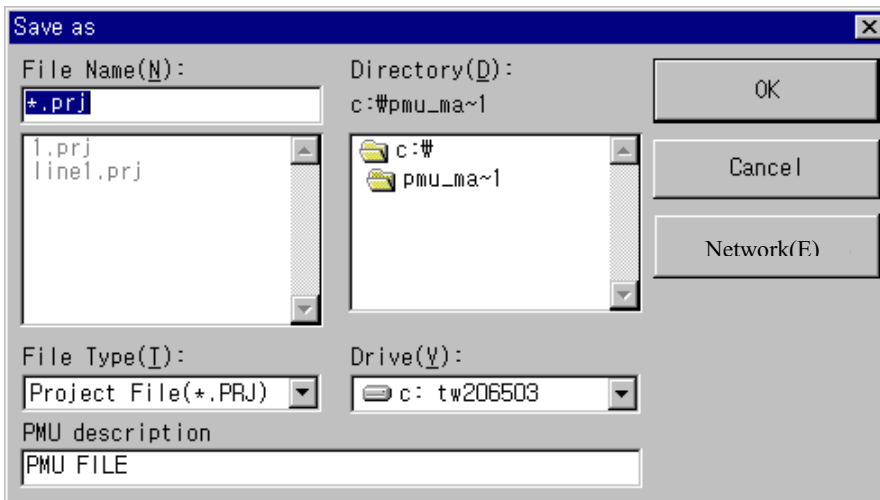


↓ Select "*.prj" file i.e.) line1.prj

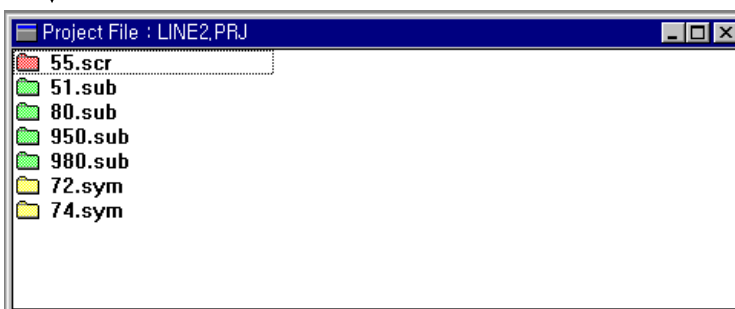




Enter File Name where *.prj is shown on the menu
i.e.) Enter line2.PRJ



Select "OK"

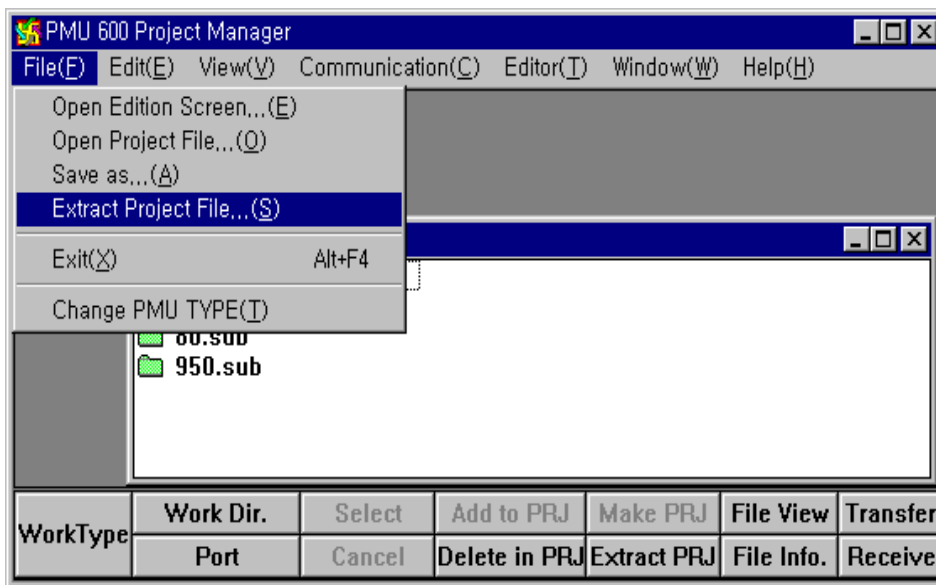


↓ Project File is saved and is shown as "line2.PRJ"

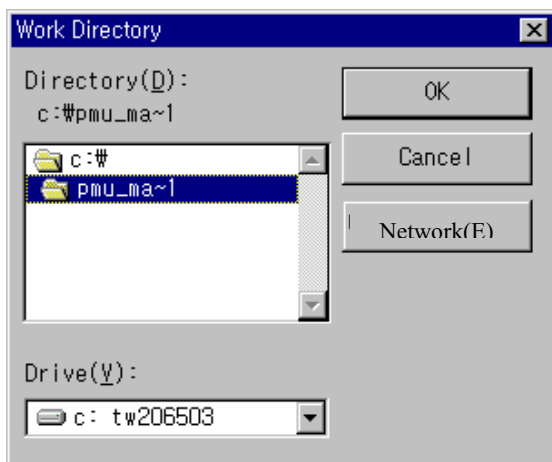
3-1-6. Extract Project File

This function Extracts and restores the selected Project file into individual files. However, the selection of this menu is only possible when Project File Window exists and a new Project Directory must be selected to save the files.

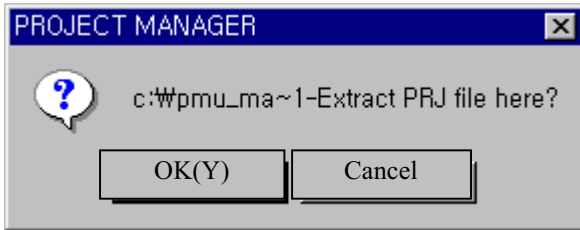
↓ ← - Open 2.1.2 Project File
 ↓ ← - Run "File(F) --> Extract Project File(S)"



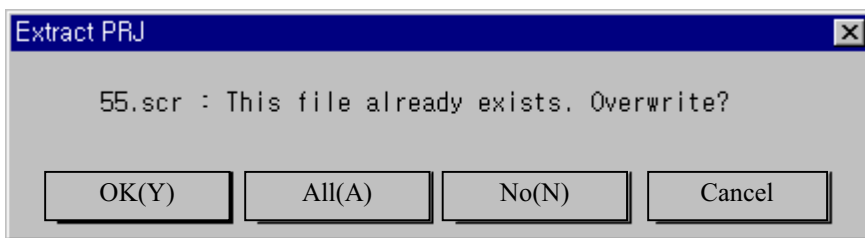
↓ ← Select Extract Project File Directory
 i.e.) Click "TEST" twice with mouse --> Select "OK"



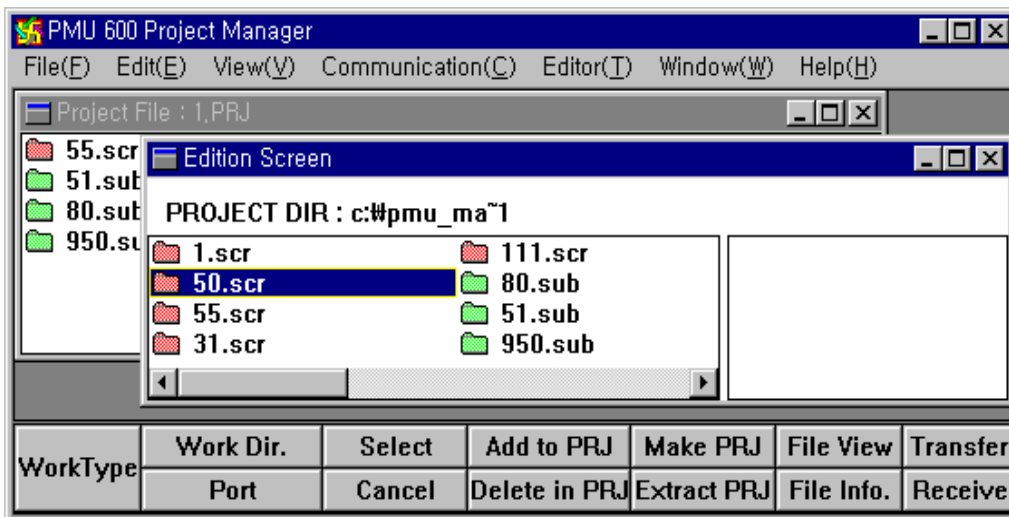
A question appears to run the function



Select "OK"



- Select "OK(Y)" and it will run as individual units
- Select "All(A)" and it will run all at one time.



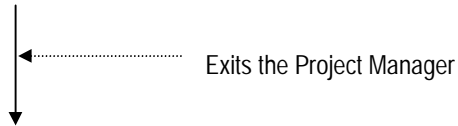
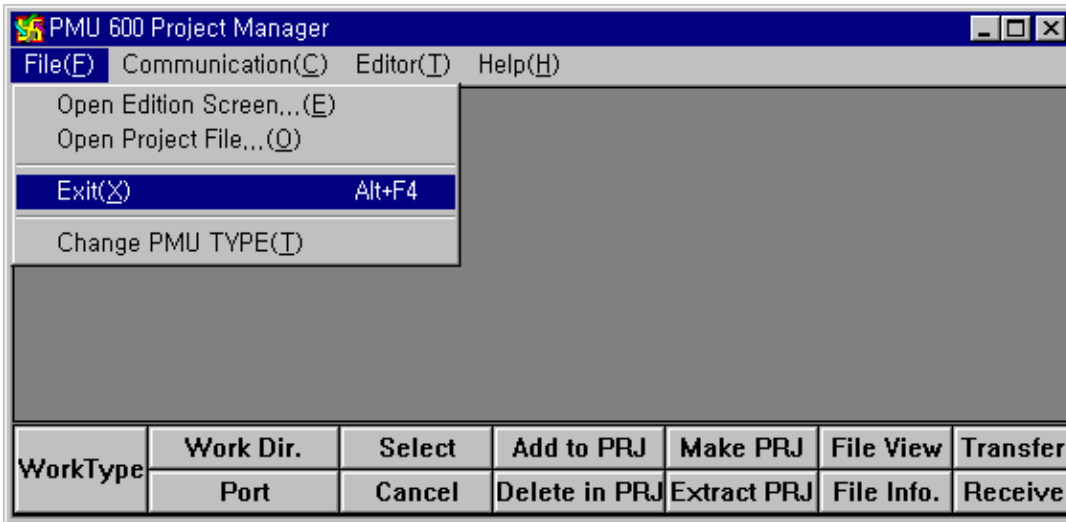
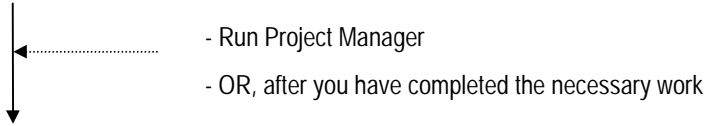
Note:

1. As shown in NOTE 1., when the same file exists in the designated directory, the question of whether you wish to replace the existing file with the new one appears.

Yes(Y): Run the Replace function
 All(A): Ignore the existing file and Run the Replace function

3-1-7. Exit

Exits the Project Manager

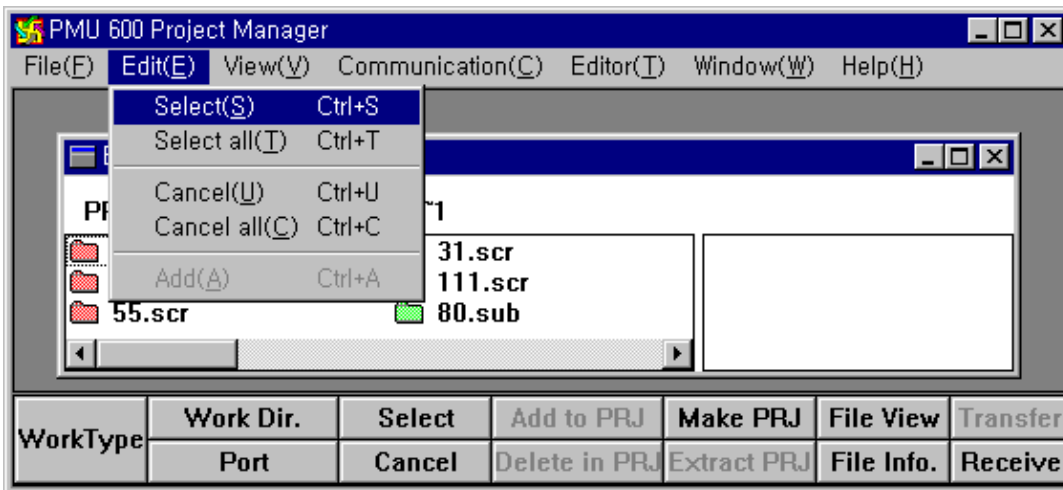


3-2. Edit

The Edit menu allows you to add or delete already created data files in order to create a Project File.

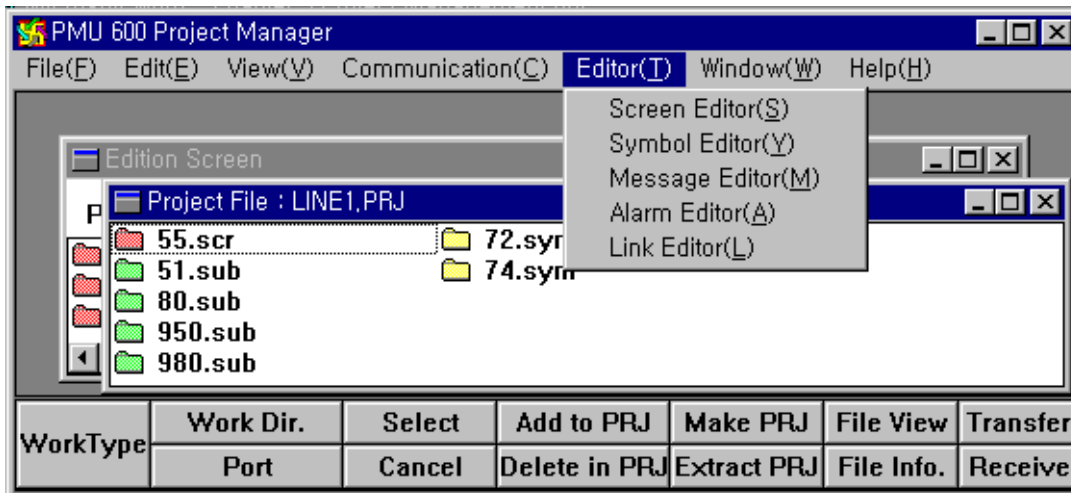
Picture Below

The following menu appears when Open Edit Screen is selected.



Picture Below

The following menu appears when both Project File Screen and Open Edit Screen are selected.



Picture Below

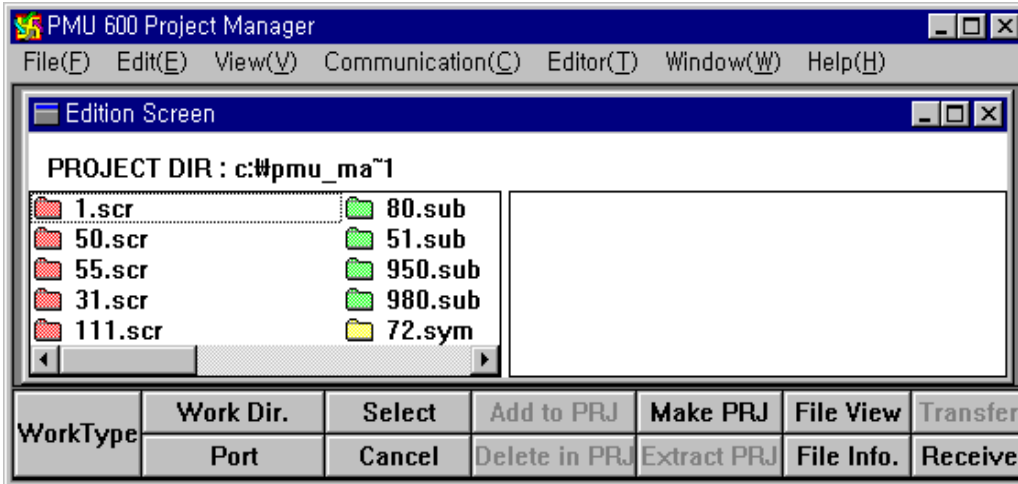
"Delete File" appears only when Project File Screen is opened.



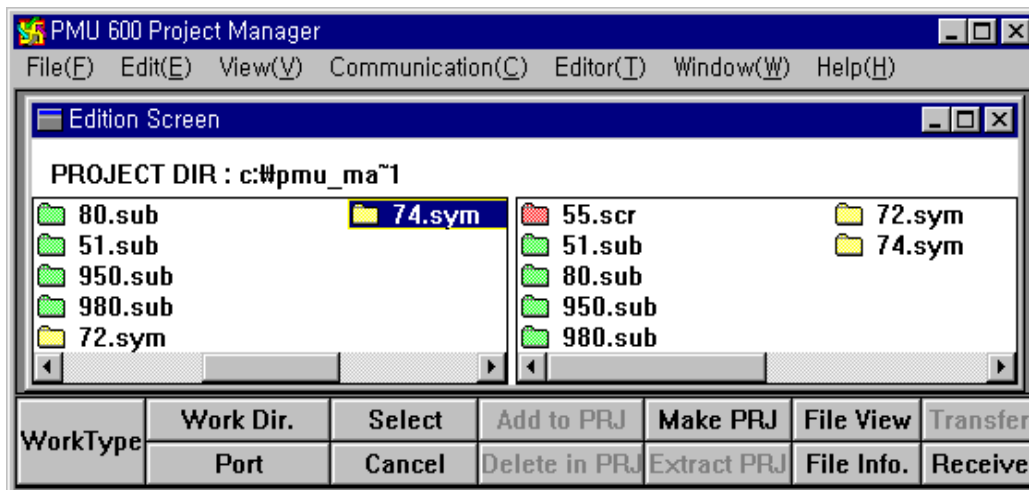
3-2-1. Select File

This menu allows you to select files from the left side of the Edit Screen to add to the Project File. The selected files appear on the right side of the Edit Screen.

↓ ← Run "3.1.2 Open Edit Screen"

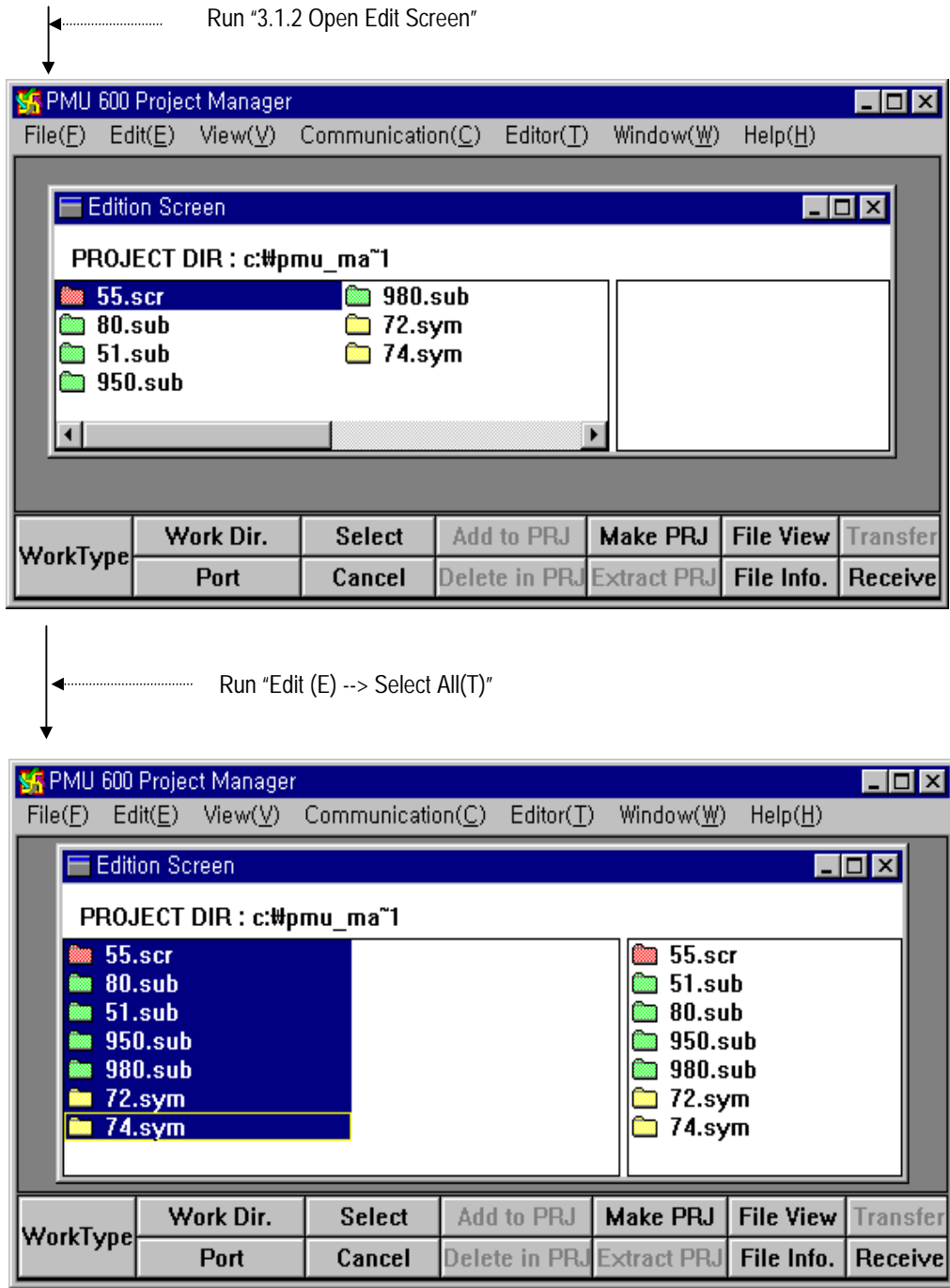


↓ ← - Select the files to be included in the Project File
 i.e.) 1. Select the files with "Ctrl or Shift" keys and the mouse
 2. Select the "Edit (E)" menu
 - Run "Edit(E) --> Select File (S)"



3-2-2. Select All

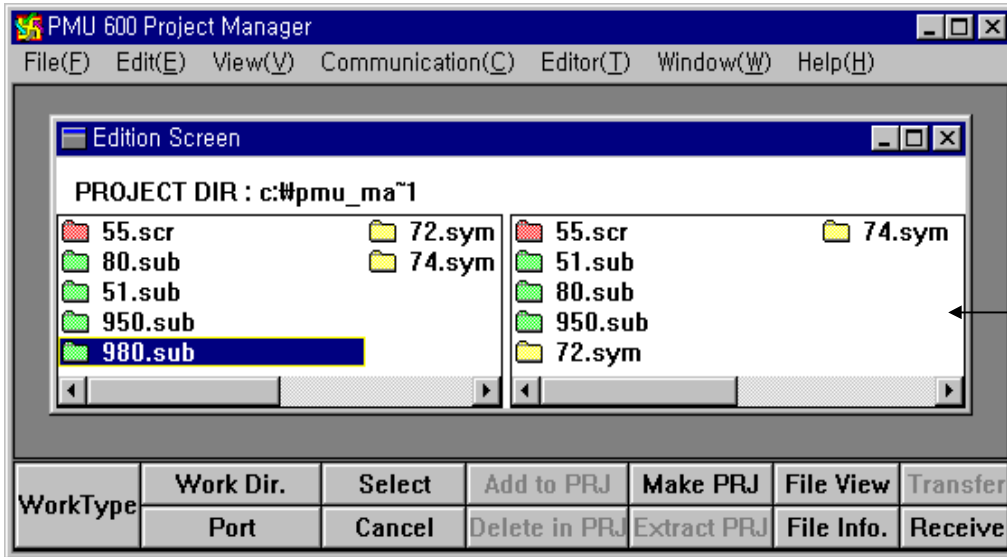
It is the menu that selects all data from the Edit Screen. To run this menu, all the files on the left side appears on the right side.



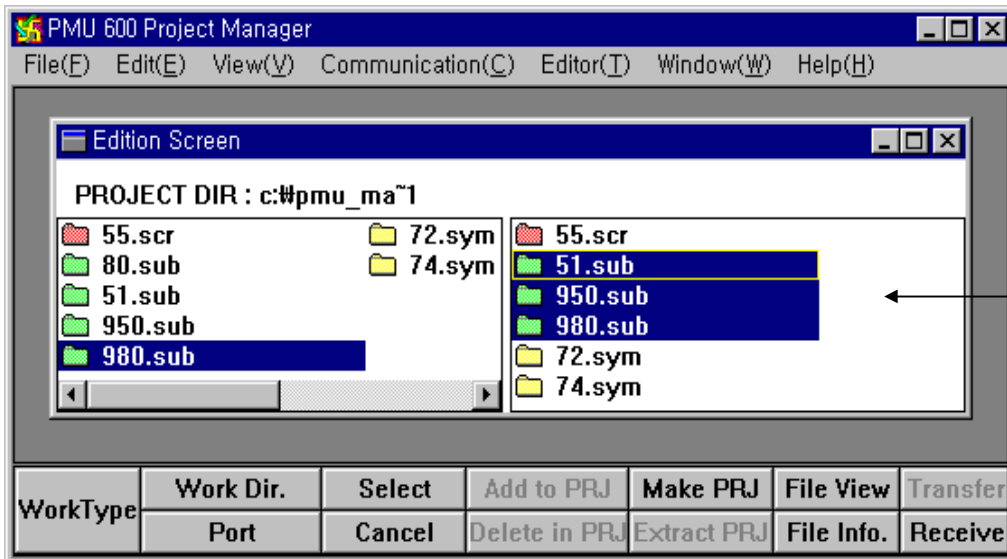
3-2-3. Select Cancel

Removes the files on the right side of Project File that were selected from Edit Screen.

↓ Run "3.2.1 Select"



↓ Select the files not needed

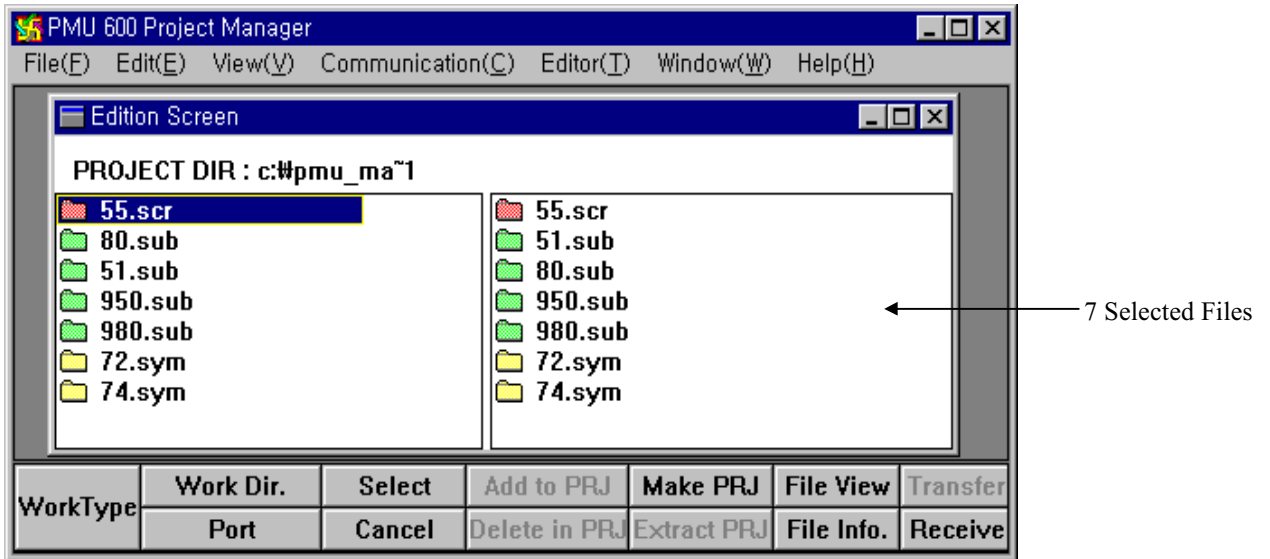


↓ Run "Edit(E) --> Select Cancel (U)"

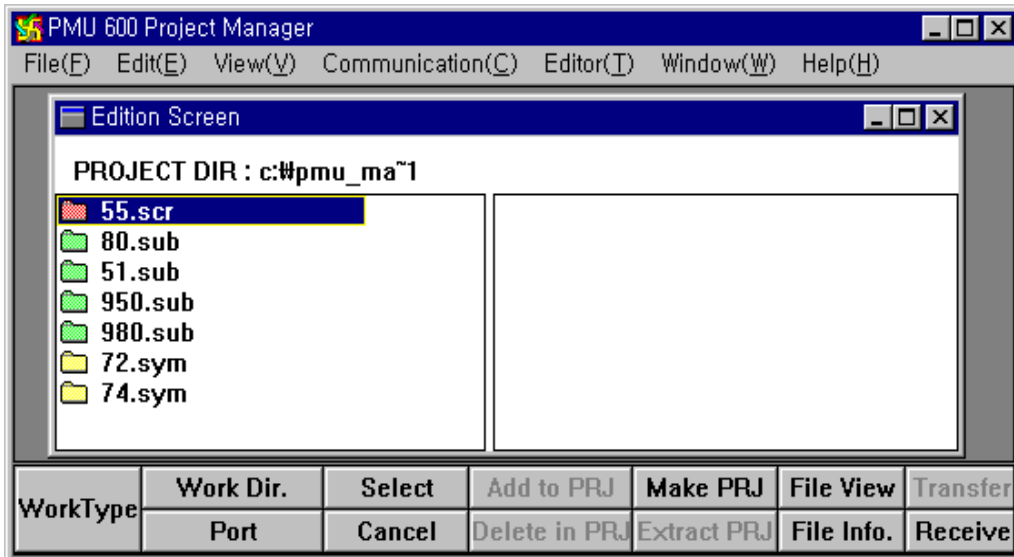
3-2-4. Cancel All

Removes all the files from the right side of the Edit Screen.

↓ ← Run "3.2.1 Select"

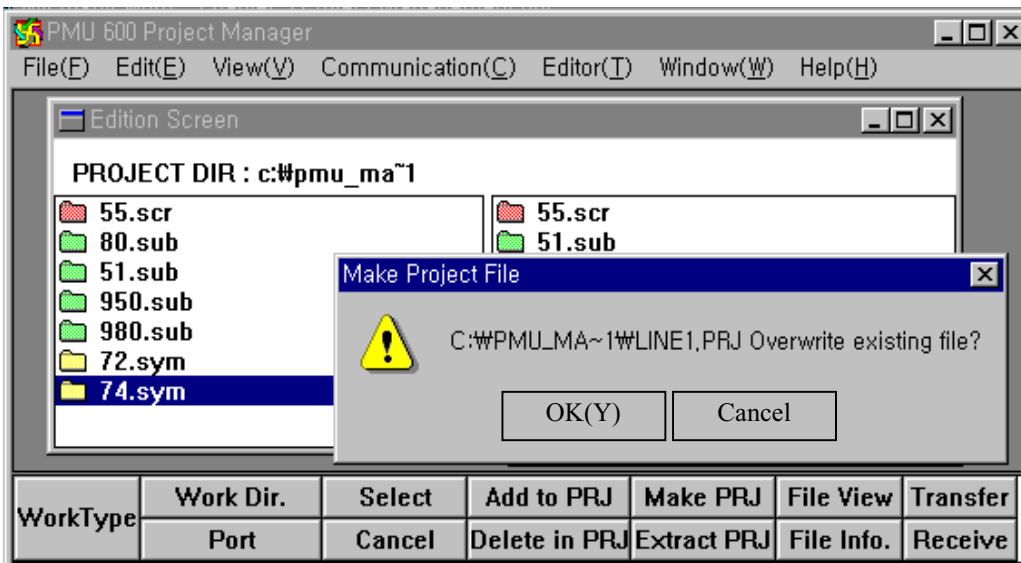
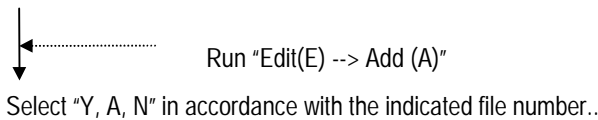
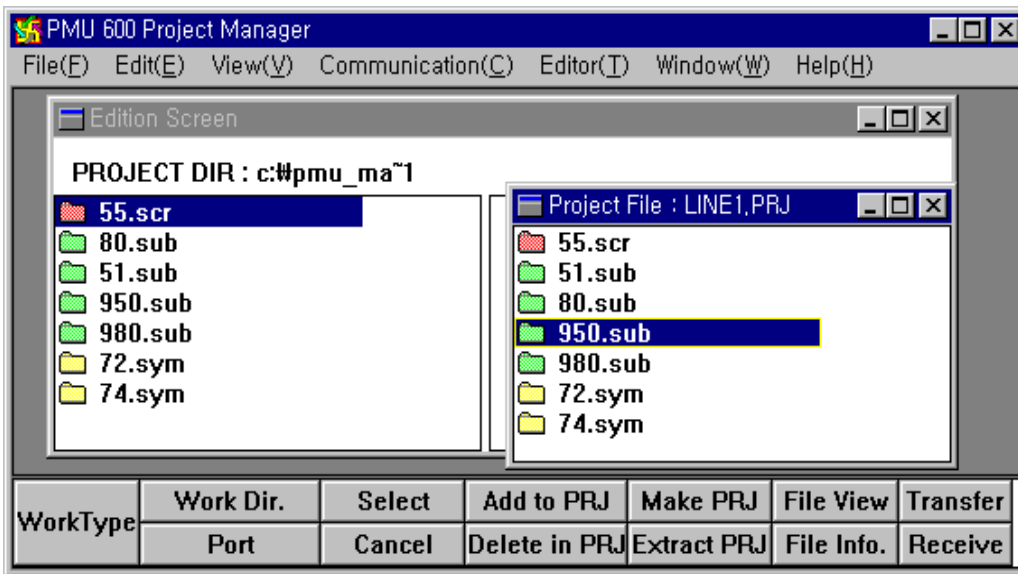
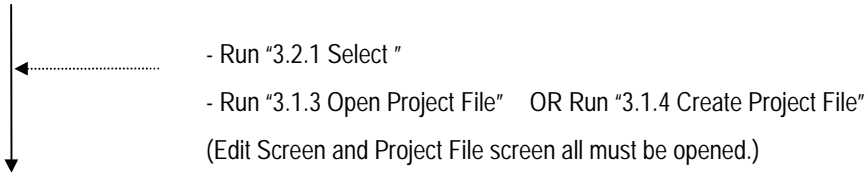


↓ ← Run "Edit (E) --> Cancel All (C)"



3-2-5. Add File

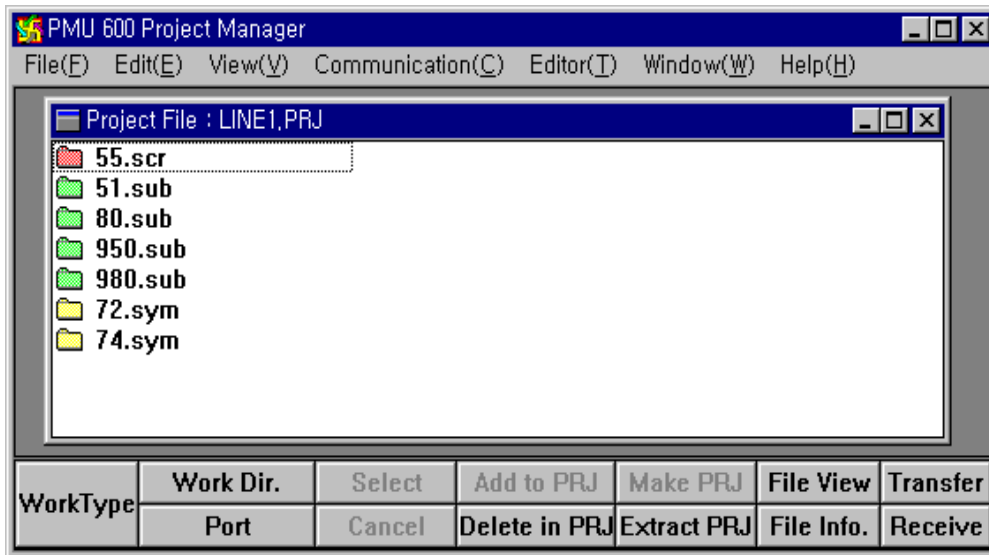
Adds the selected files from the Edit Screen to the Project File. This function only runs when the Edit Screen and Project File Windows are opened.



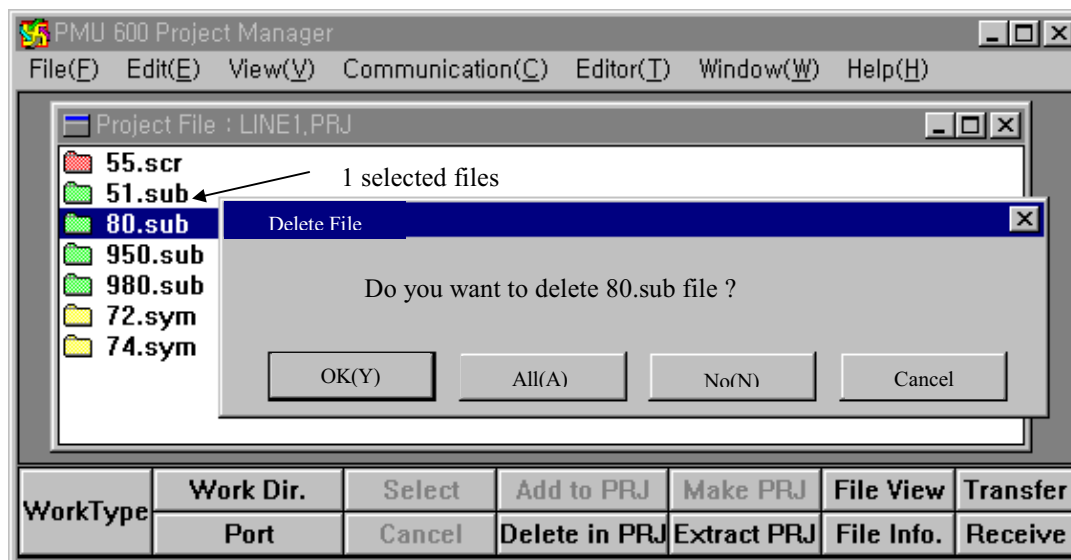
3-2-6. Delete File

Deletes the selected files from the Project File.

↓ Run "3.1.3 Open Project File"
 OR Run "3.1.4 Create Project File"



↓ Run "Edit(E) --> Delete File(D)"



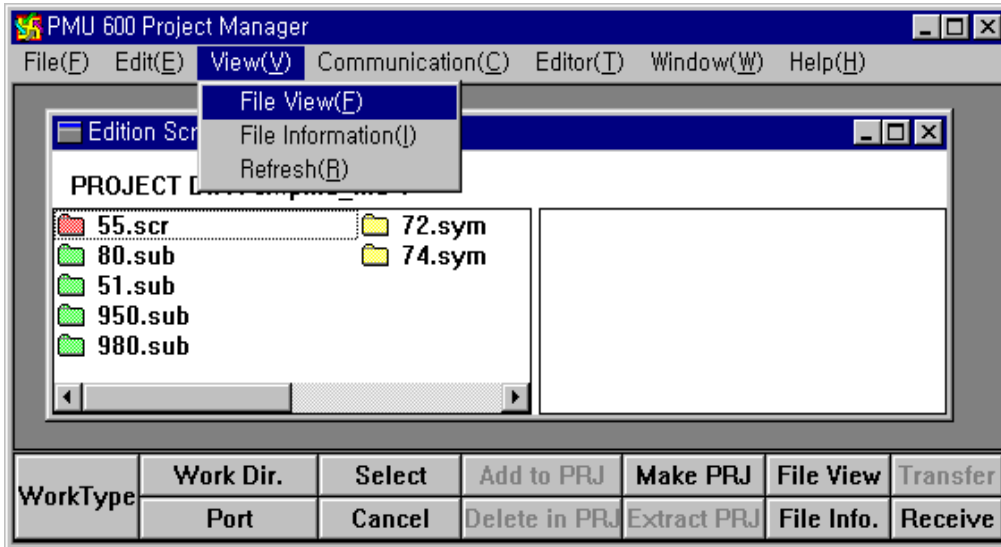
↓ Select "Y, A, N" in accordance with the indicated file number

3-3. View

This menu allows you to view the file type and description indicated in the Edit Screen and Project File windows.

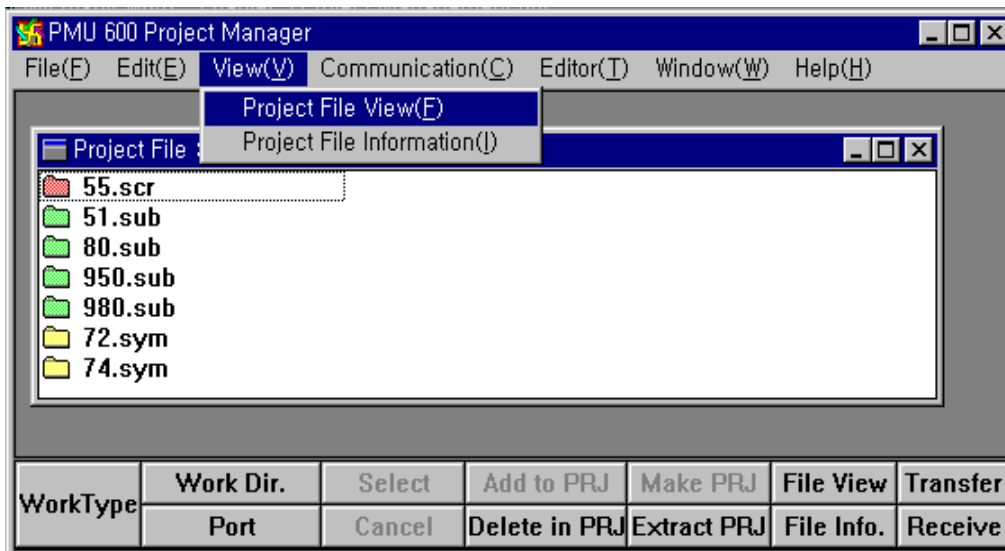
Picture Below

This menu appears when Edit Screen window is opened.



Picture Below

This menu appears when Project File window is opened.

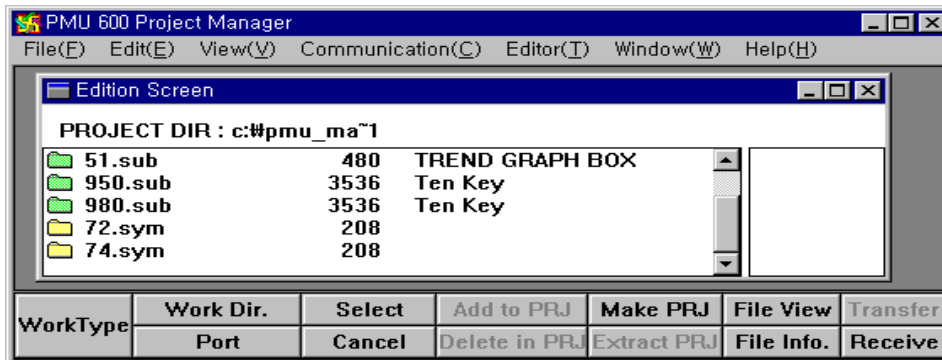
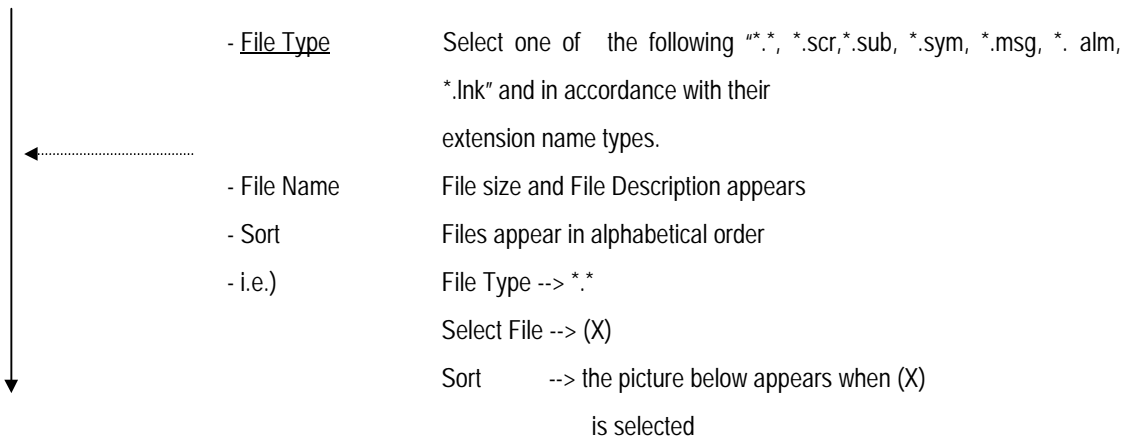
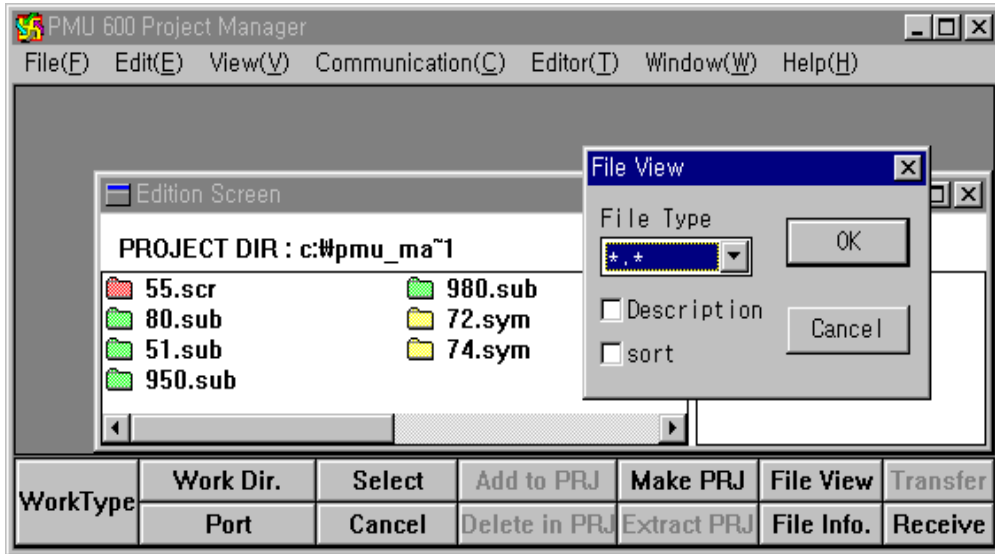
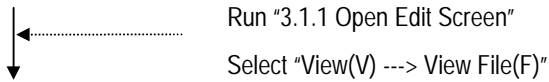


3-3-1. View File

This menu allows you to view the file type and file description when Edit Screen is selected.

When File Description Item is selected, the file size and sub-description appears.

When the Sort item is selected, the file names are organized in alphabetical order.

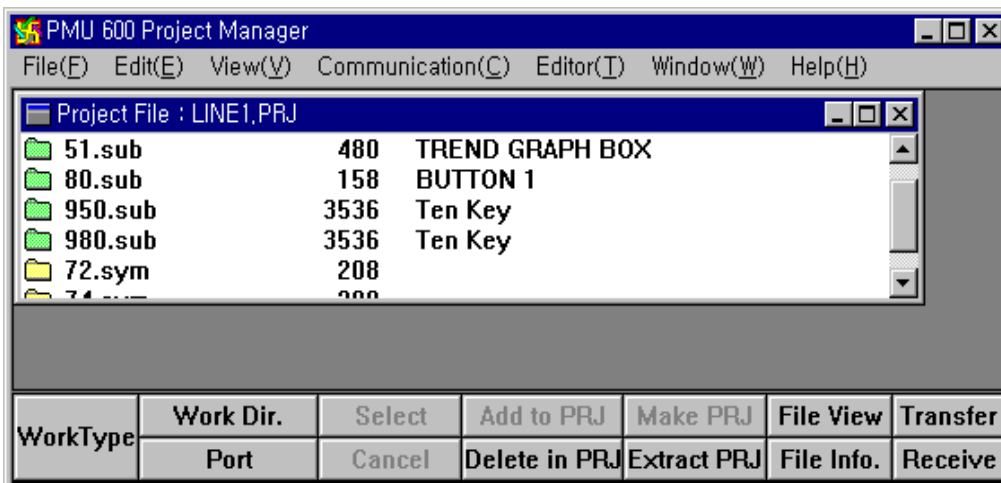
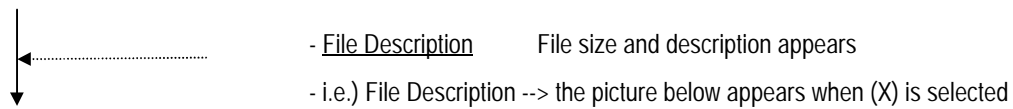
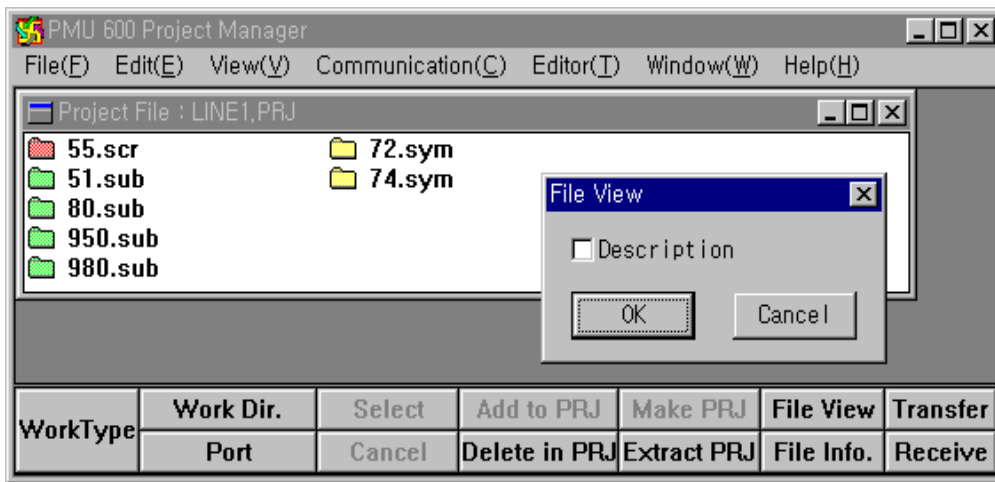
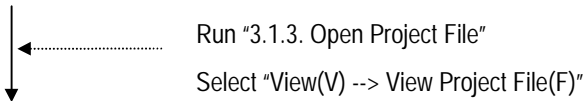


3-3-2. View Project File

This menu allows you to view the file type and file description in the Project Directory window when the Edit Screen window is selected.

When the File Description item is selected, the file size and sub-description appears.

When the Sort Item is selected, the file names are organized in alphabetical order.

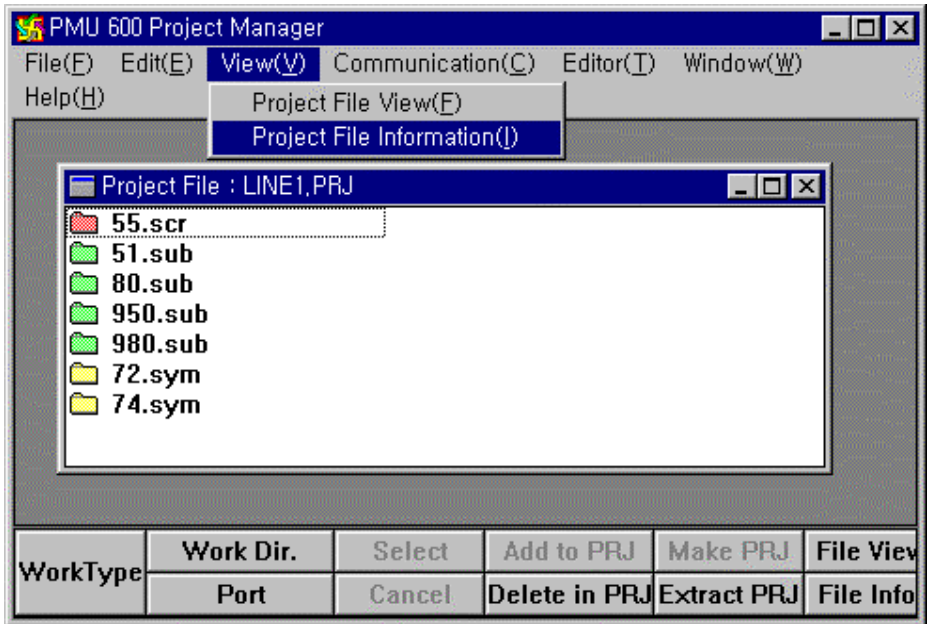


3-3-3. Project File Information

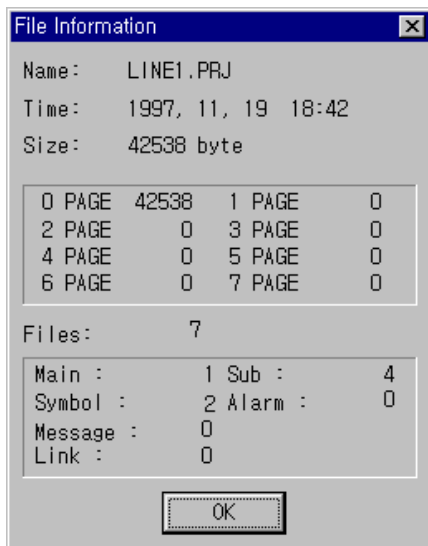
This menu shows information on the selected Project File.

Project File Information: time, byte size, byte used per page, the number files included

Run "3.1.3 Open Project Screen"
 Select "View(V)"



Select "View(V) --> Project File Info(I)"



The maximum size of a Project File is 512Kbytes.
 The maximum page number of a Project File is a total of 8 pages and each page is 64Kbytes.

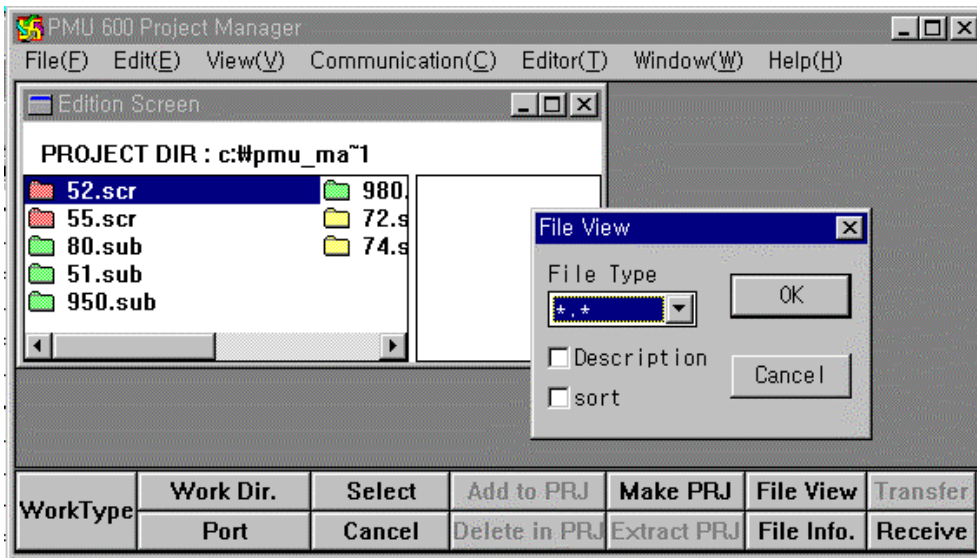
3-3-4. File Information

This menu shows information on the selected "*.SCR" file.

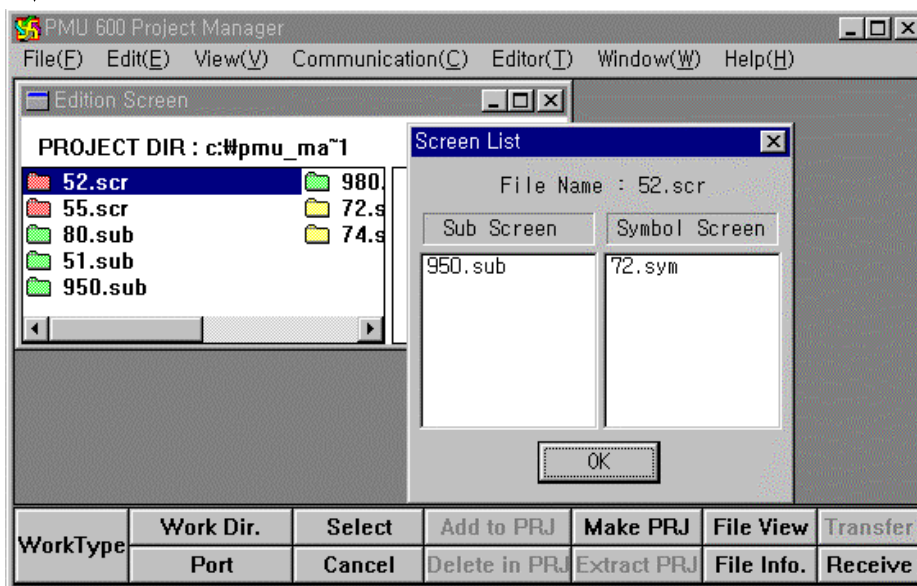
Picture Below

This menu appears when the files are selected from the Edit Screen.

- Run "3.1.2 Open Edit Screen"
- Select "*.scr" file
i.e.) Select 52.scr
- Select "View(V)"



- Select "View(V) --> File Info"



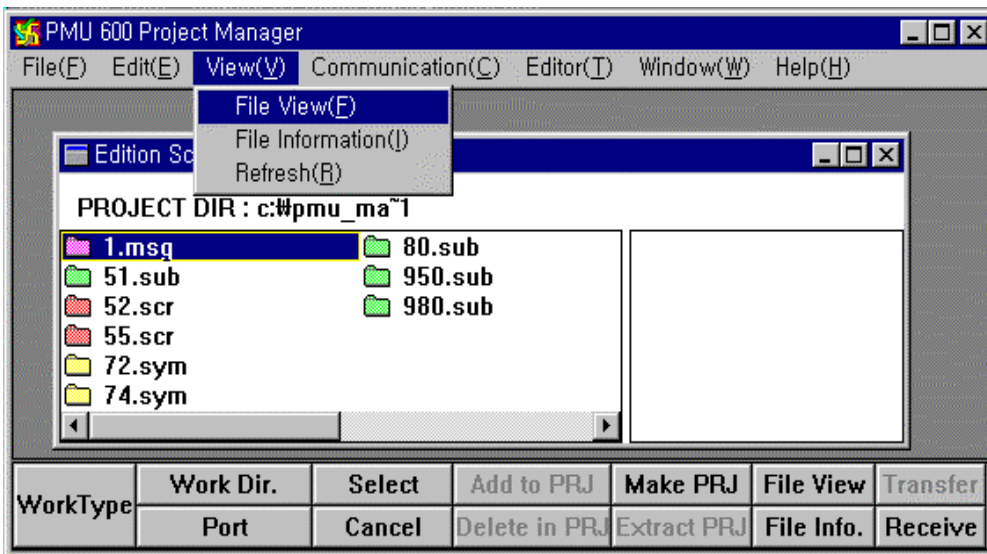
- The Sub/Symbol Screen appears in the selected screen.

This menu shows information on the selected ".MSG" file.

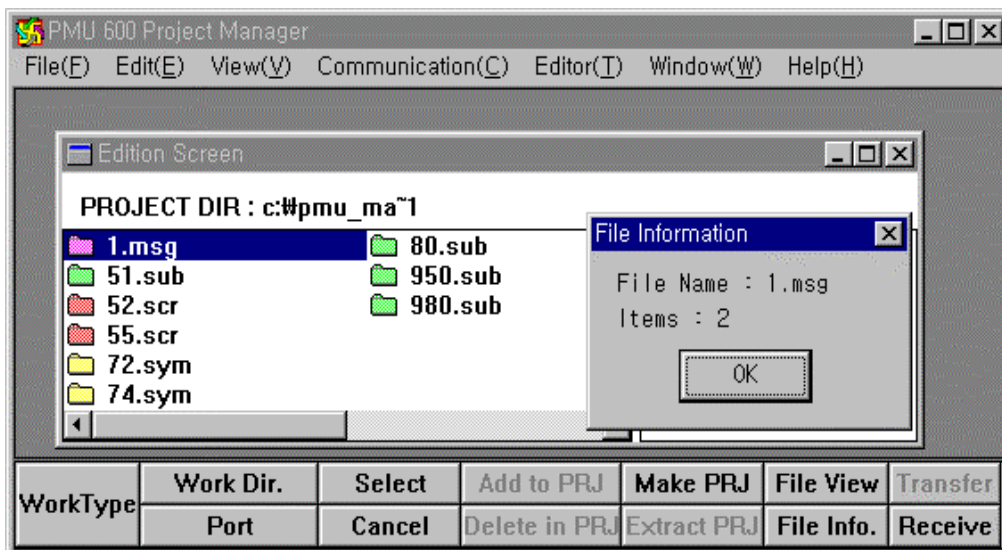
Picture Below

This menu appears when Edit Screen is opened and the files are selected.

- Run "3.1.2 Open Edit Screen"
- Select ".msg" file
i.e.) Select 1.msg
- Select View(V)



- Select "View(V) --> File Info(I)"

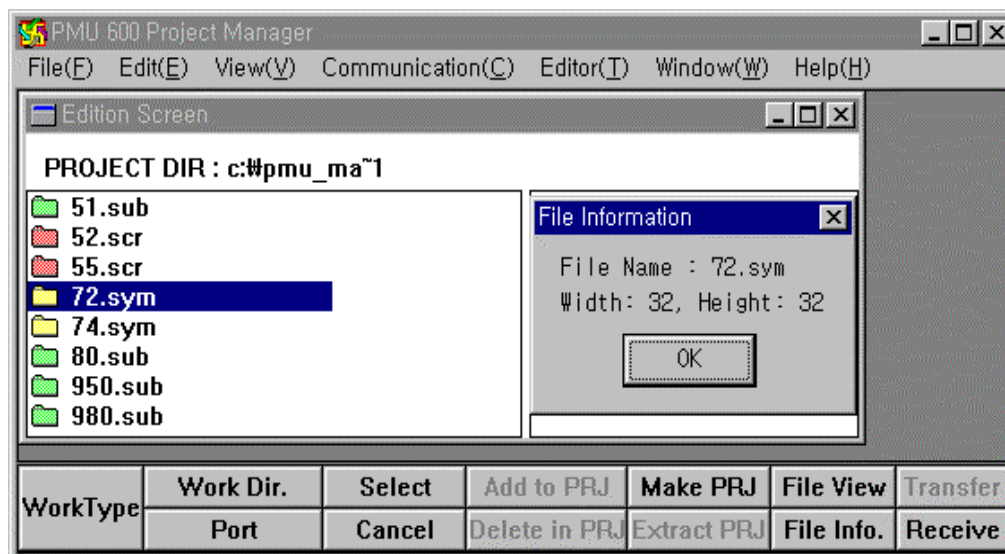
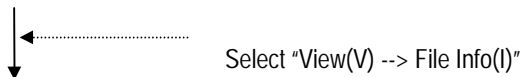
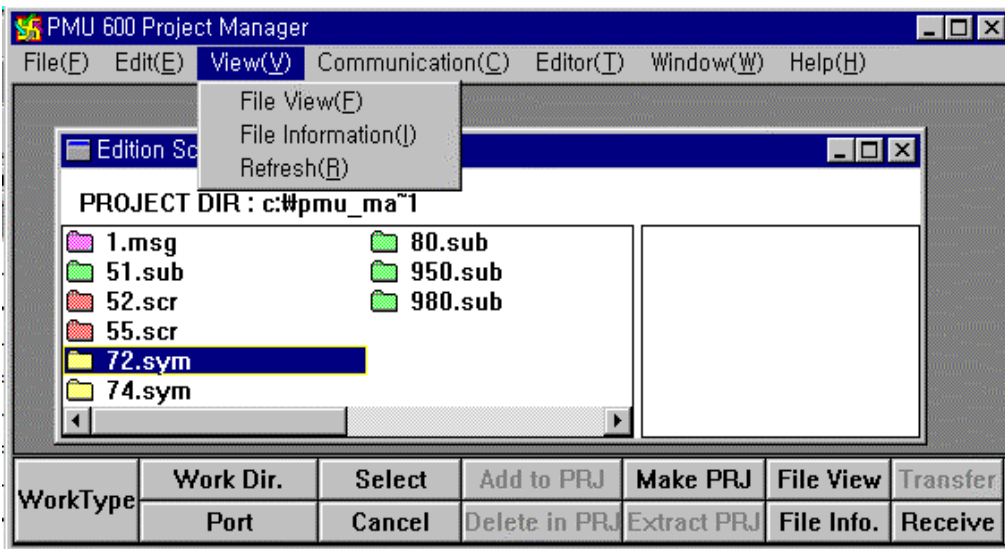
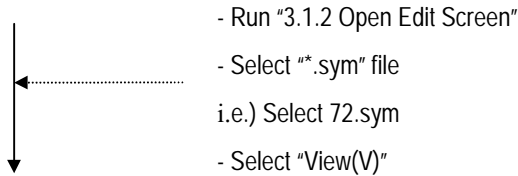


- The number of Items in the selected window appears.

This menu shows the information on the selected "*.SYM" file.

Picture Below

This menu appears when the Edit Screen is opened and the files are selected.



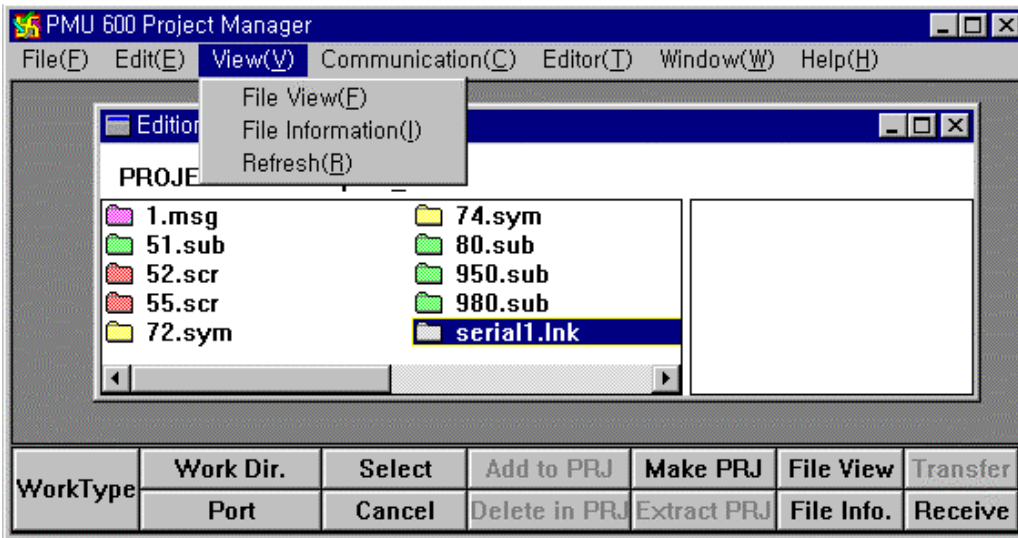
- Indicates the "height and width" of the selected window

This menu shows the information on the selected "*.LNK" file.

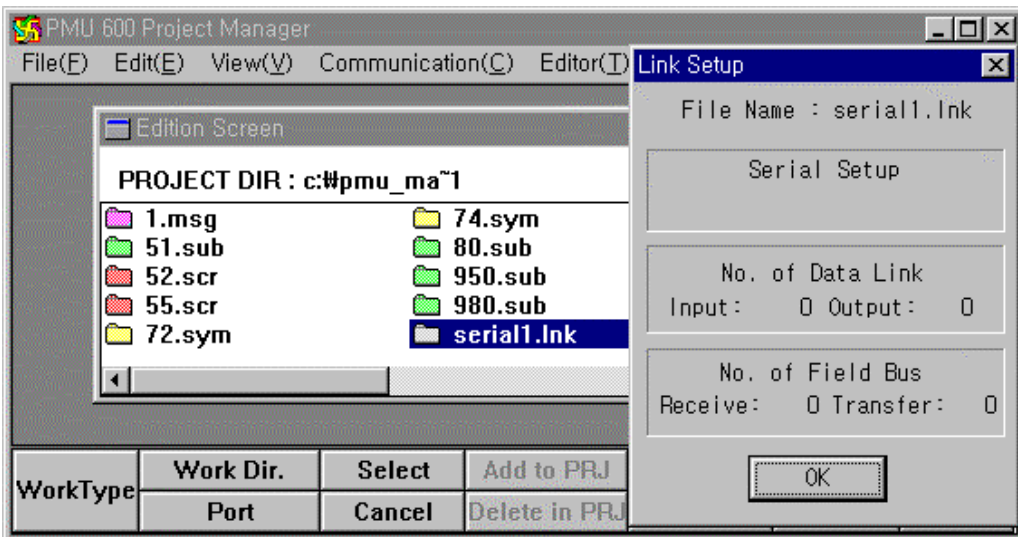
Picture Below

This menu appears when the Edit Screen window is opened and the files are selected.

- Run "3.1.2 Open Edit Screen"
- Select "*.lnk" file
i.e.) Select Serial1.lnk
- Select "View(V)"



- Select "View(V) --> File Information(I)"

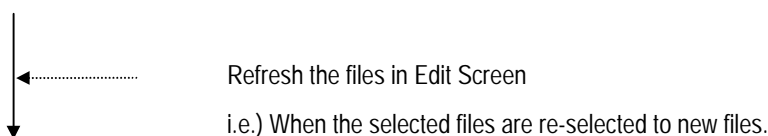
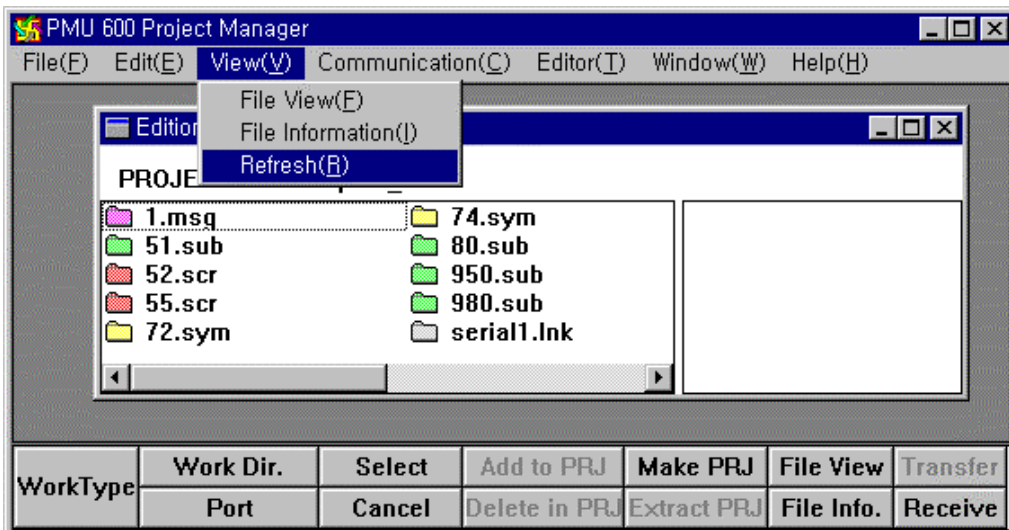
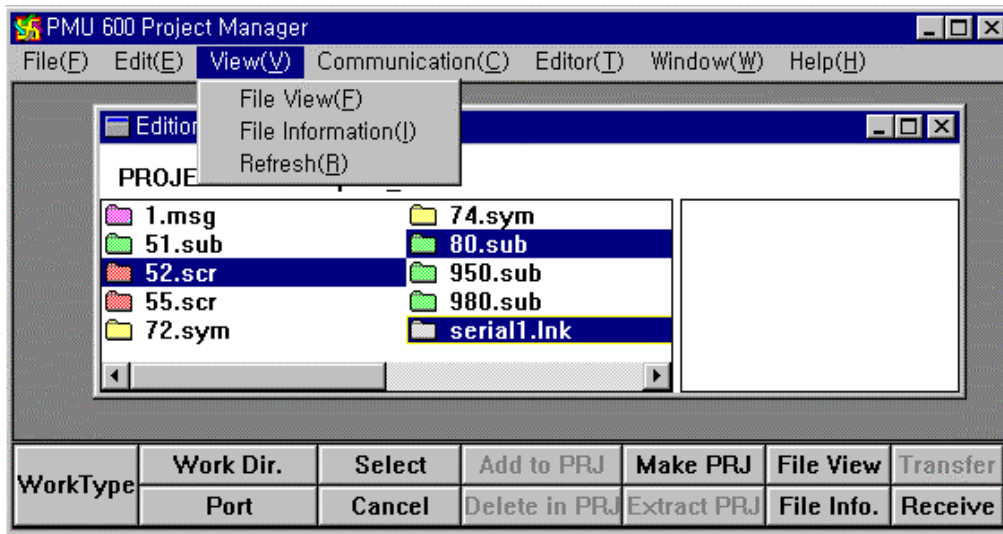
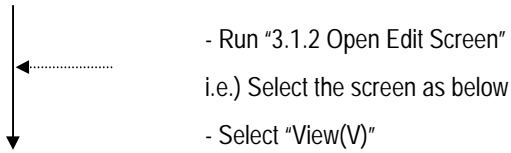


- "Select Communications" in the selected window

3-3-5. Refresh

The files from the Project Directory in the Edit Screen Window are displayed again.

This menu is used to renew the contents of the changed directory.



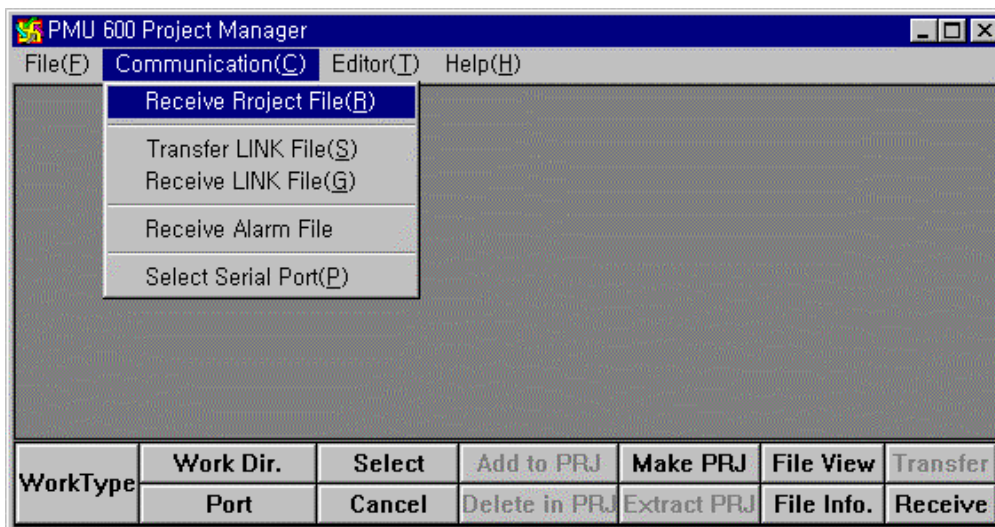
3-4. Communication

This menu allows you to select the serial port and send/receive Project Files (*.PRJ) and Link Files (*.LNK).

Note: When you run the Send/Receive Project Files function, Select "Project Manager --> Communication(C) --> Select Serial Port(P)" and pre-set your serial port.

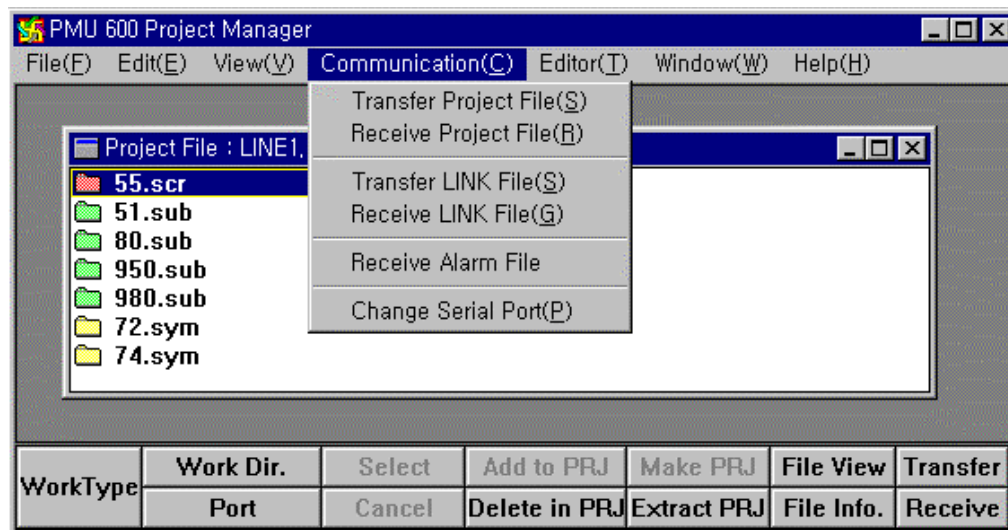
Picture Below

This menu appears when Project File is not opened.



Picture Below

This menu appears when Project File is opened.

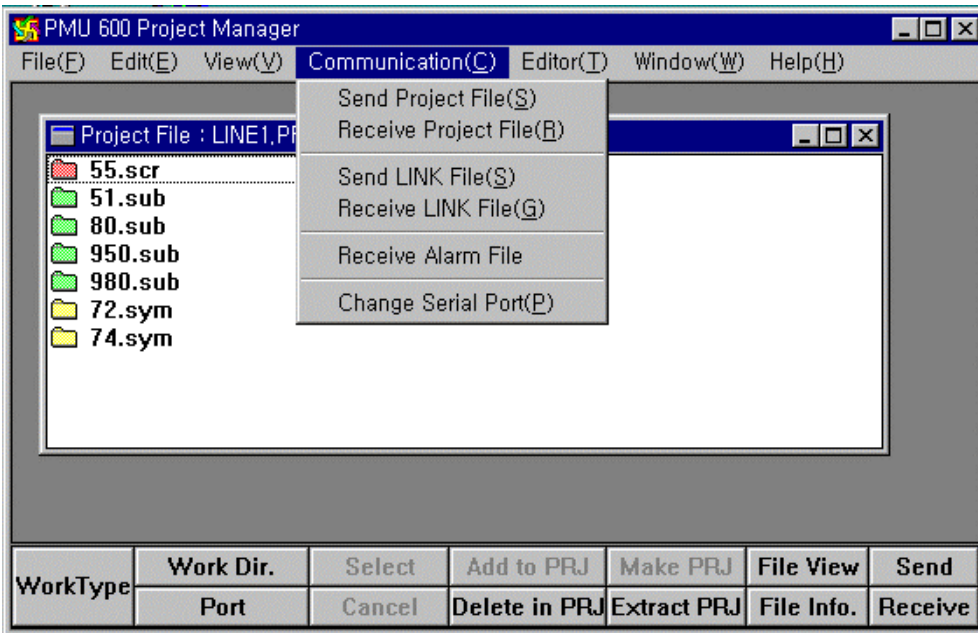


3-4-1. Send Project File

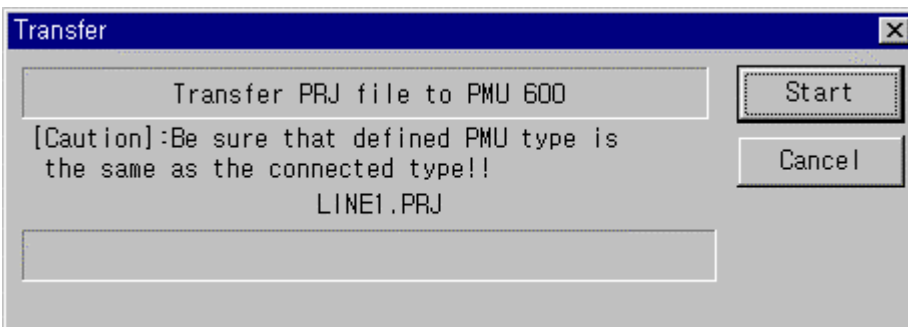
This menu allows you to send selected Project Files to the main machine and indicates the amount of data sent by a bar graph.

Note: This menu can be used only when the Project File is opened.

- Run "3.1.3 Open Project File"
- Select "Communication (C)"



- Select "Communications(C) --> Send Project File (S)"



- Select "Start" to send
- When sending is normal, a bar graph indicating the amount of data being sent appears.
- When files cannot be sent, an error window appear, check an error.

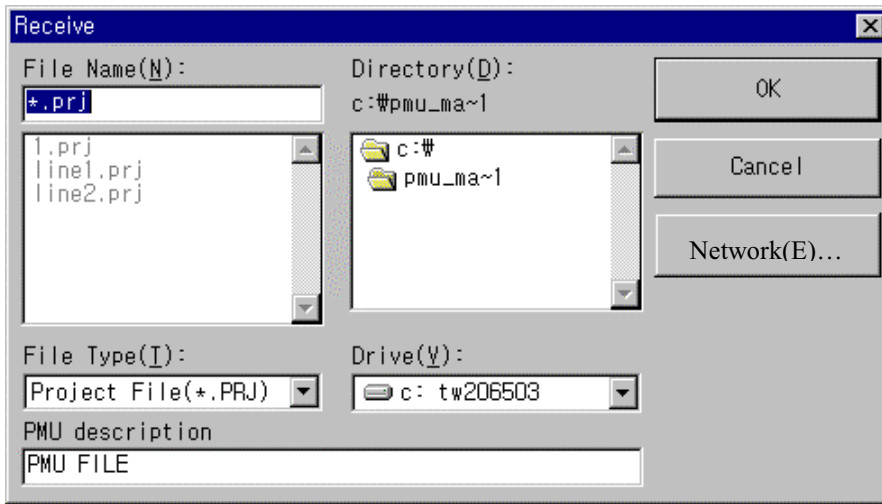
3-4-2. Receive Project File

This menu allows you to receive a Project File from the main machine to your computer.

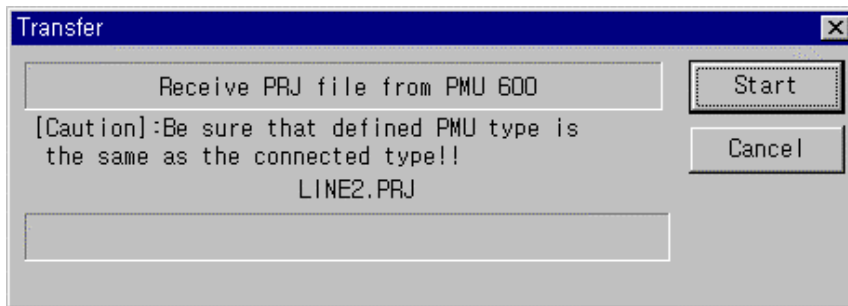
A bar graph indicating the amount of data being sent appears.

Note: The File Name must be specified before the file is received.

- Run "Project Manager"
- Select "Communication (C)"
- Run "Receive Project File (R)"



- Insert "Directory and Project File Name"
- Select "OK"



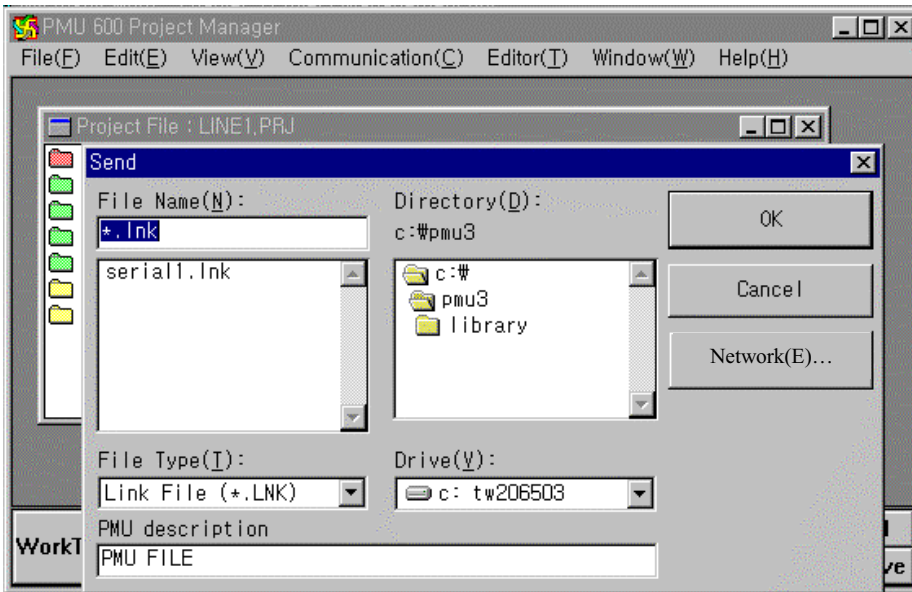
- Select "Start" to send
- When sending is normal, a bar graph indicating the amount sent appears.
- When files cannot be sent, the following or other types of an error window appear, check an error.



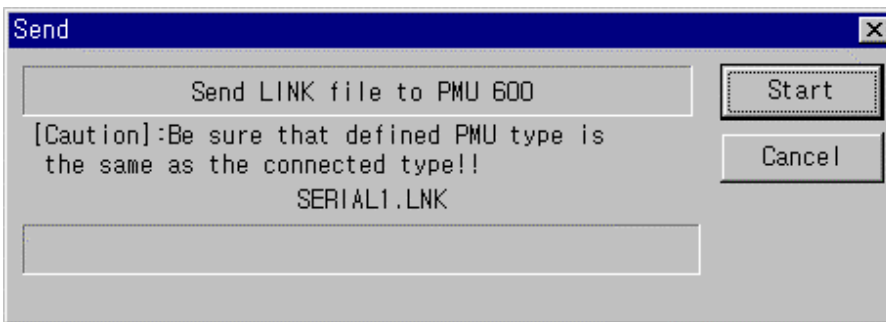
3-4-3. Send Link File

This menu allows you to send the selected Link File to the main machine. A bar graph indicating the amount of file data being sent appears.

- Run "Project Manager"
- Select "Communication (C)"
- Run "Send Link File(S)"



- Insert "Directory and Project File Name"
- Select "OK"



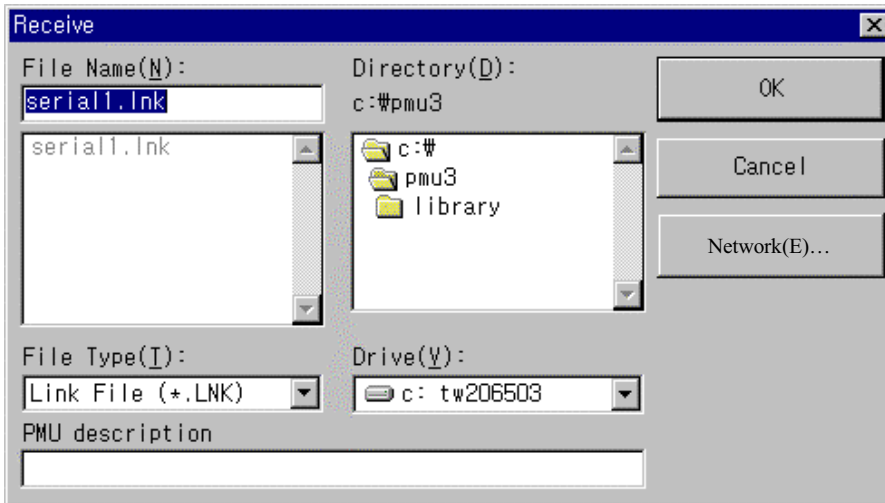
- Select "Start" to send
- When sending is normal, a bar graph indicating the amount sent appears.
- When files cannot be sent, the following or other types of an error window appear, check an error.



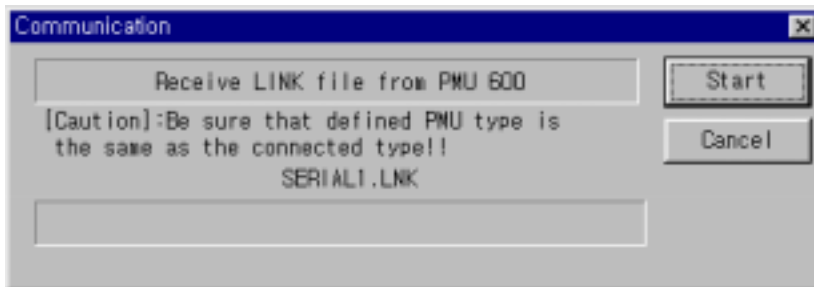
3-4-4. Receive Link File

This menu allows you to receive the selected Link File from the main machine to your computer. A bar graph indicating the amount of file data being sent appears.

- Run "Project Manager"
- Select "Communications (C)"
- Run "Receive Link File(G)"



- Insert "Directory and Project File Name"
- Select "OK"



- Select "Start" to send
- When sending is normal, a bar graph indicating the amount sent appears.
- When files cannot be sent, the following or other types of an error window appear, check the above "Check When Communication Failure" list.

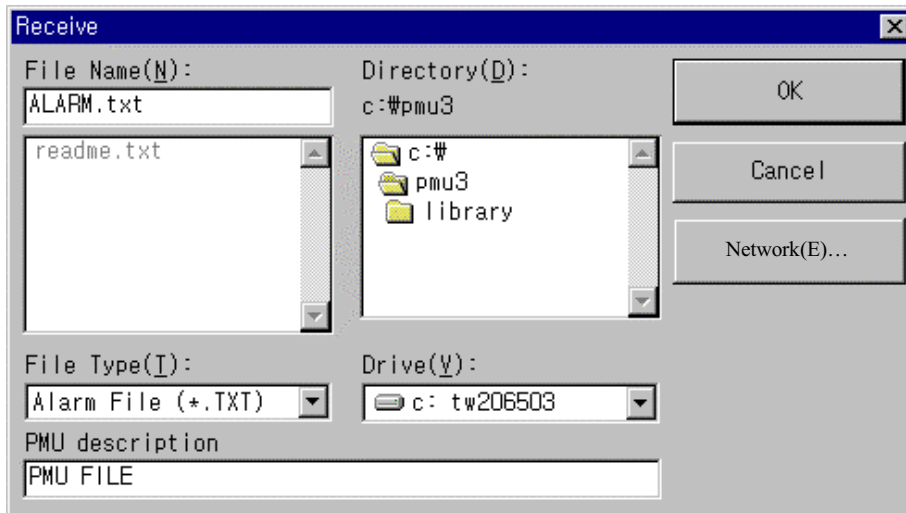


3-4-5. Receive Alarm File(This operation is available in PMU200, 300)

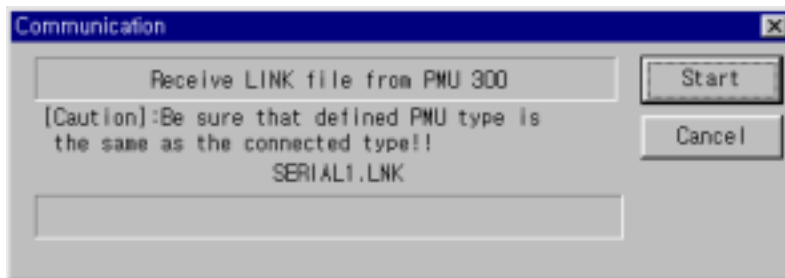
This menu allows you to receive the Alarm File from the main machine to your computer.

A bar graph indicating the amount of file data being sent appears.

- Run "Project Manager"
- Select "Communication (C)"
- Run "Receive Alarm File "



- Insert "Directory and Project File Name"
- Select "OK"



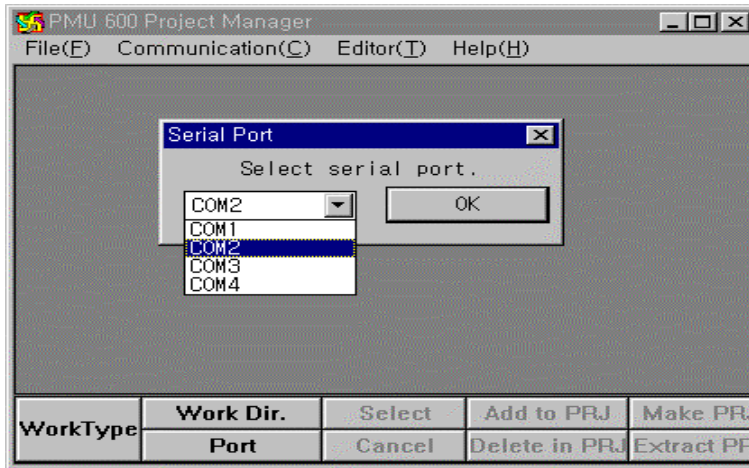
- Select "Start" to send.
- When sending is normal, a bar graph indicating the amount sent appears.
- When files cannot be sent, the following or other types of an error window appear, check an error.



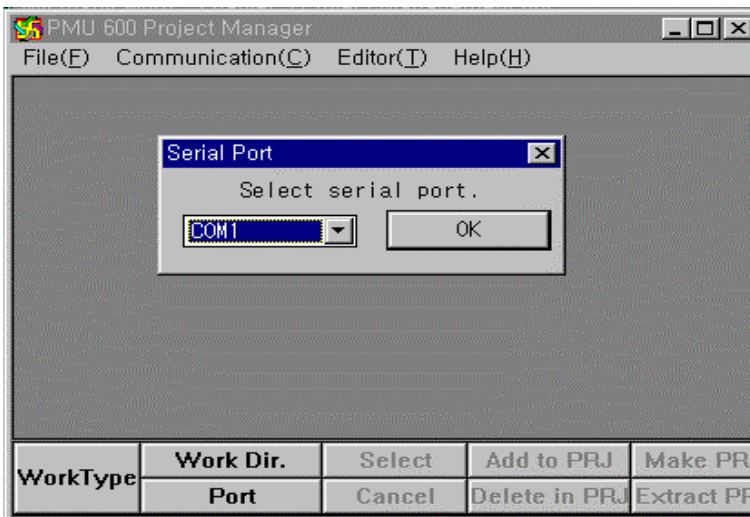
3-4-6. Select Communications Port

Select the Communications Port for communication with the main machine.

- Run "Project Manager"
- Select "Communication (C)"
- Run "Select Com. Port (P)"
- Select "▼"



← Select the necessary port from "COM1,2,3,4"
↓
- i.e.) Select COM1



← Select "OK"
↓

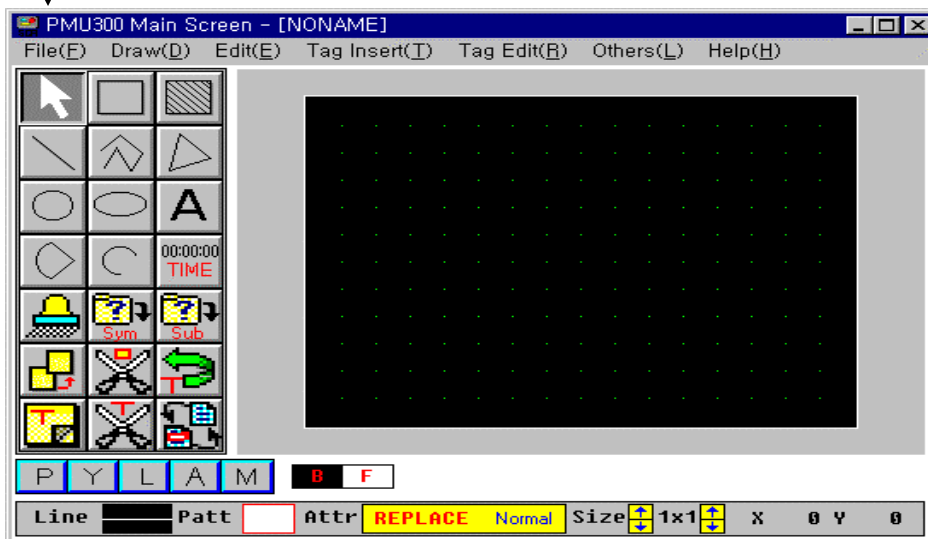
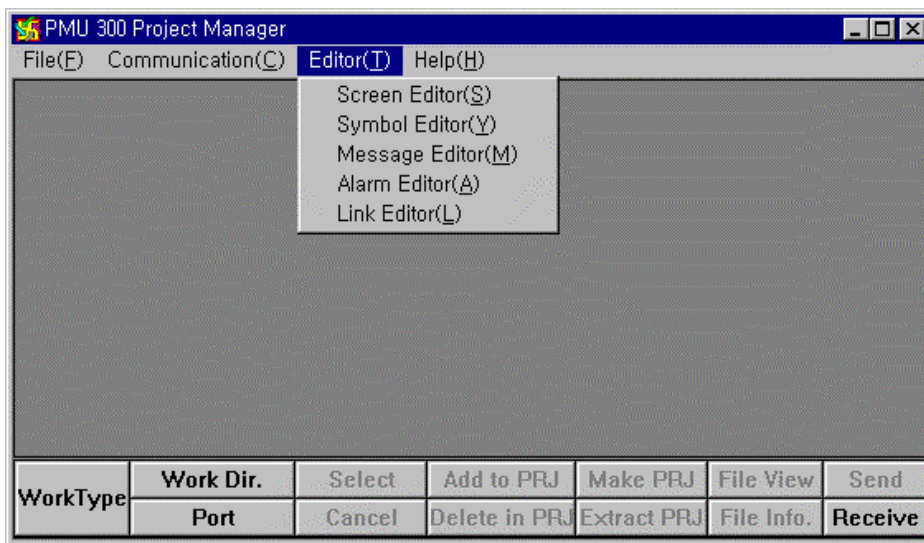
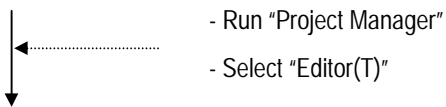
3-5. Editing Tools

To change the main/sub-screen, message, symbol, link settings in the Project Manager, open the Editing Tools in the menu.

3-5-1. Screen Editor (S)

This window is needed to create the main screen and sub-screen.

i.e.) The Window below shows PMU-300 selected as the PMU Type.

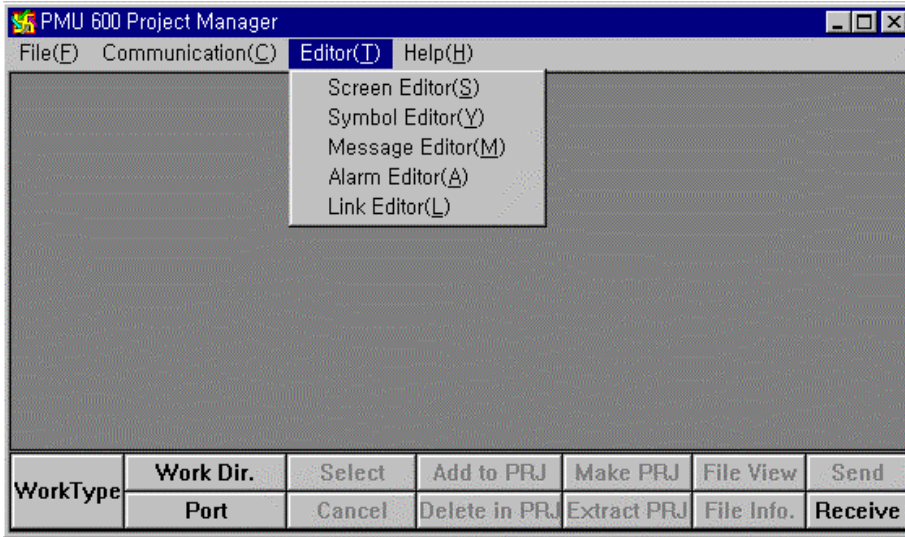


- Create Main screen or sub-screen.

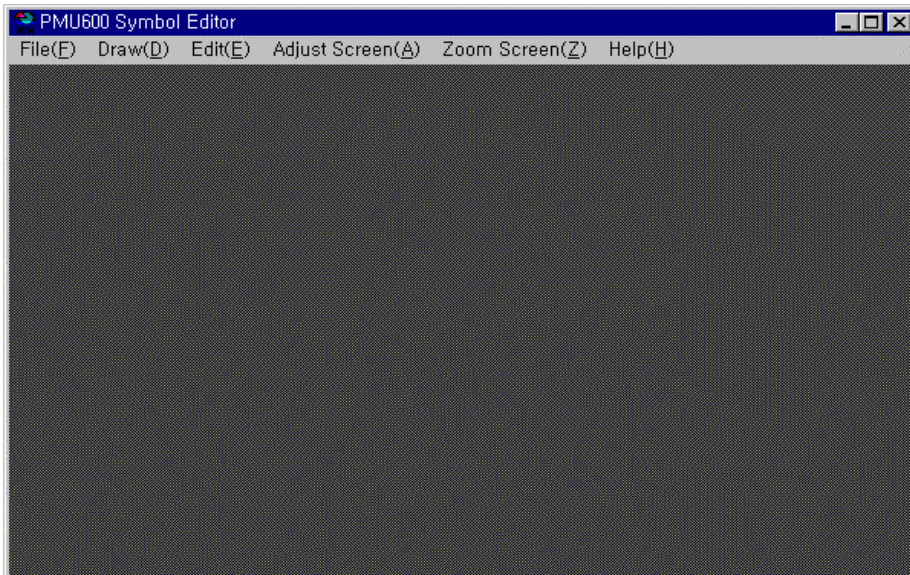
3.5.2 Symbol Editor (Y)

This window is needed to create a Symbol Screen.

- Run "Project Manager"
- Select "Editor(T)"



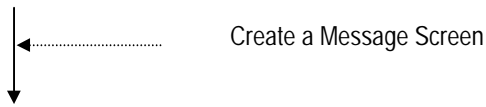
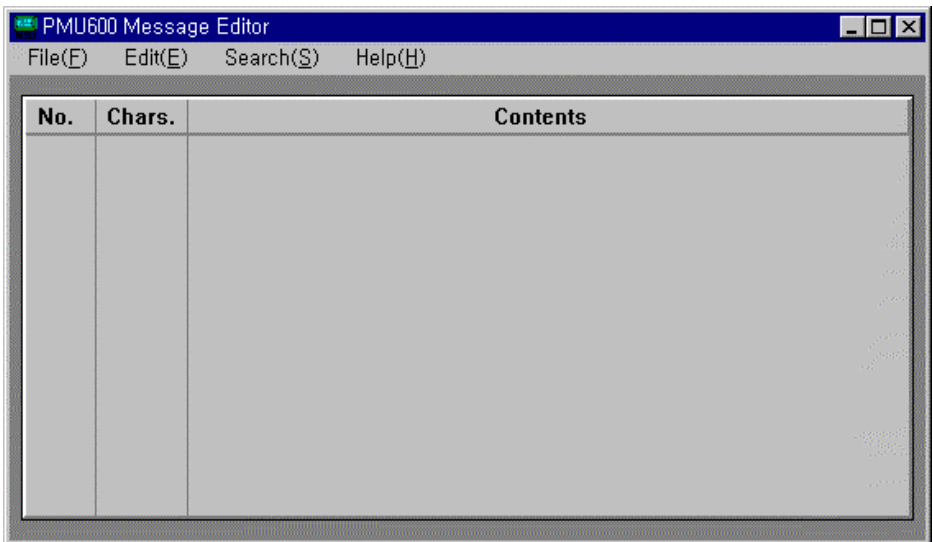
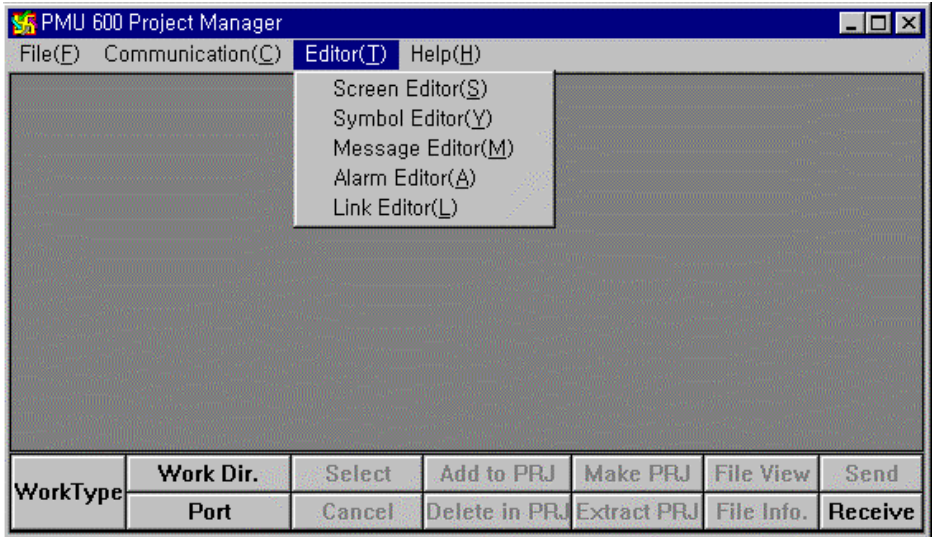
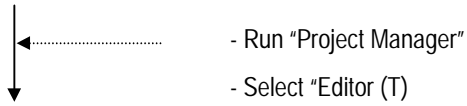
- Select "Editor(T) --> Symbol Editor(Y)"



- Create Symbol Screen

3-5-3. Message Editor (M)

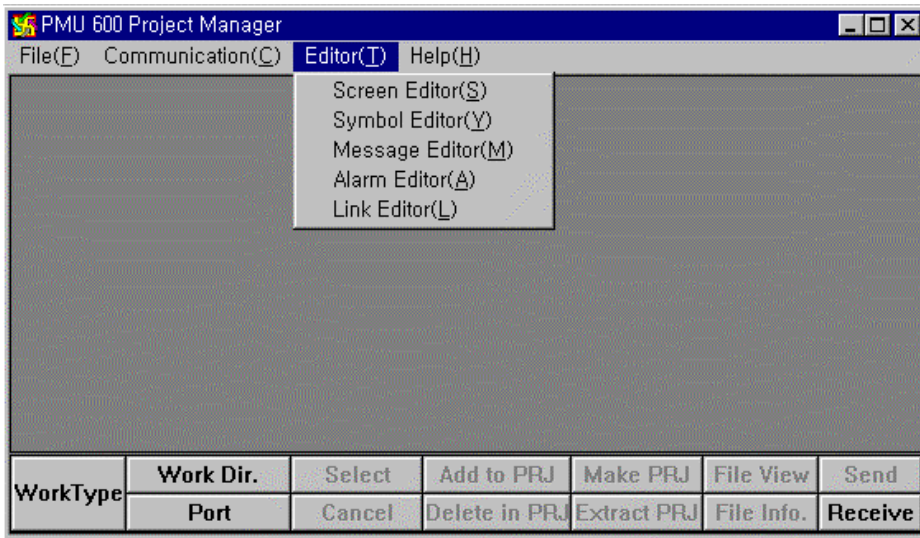
This window is needed to create a Message Screen.



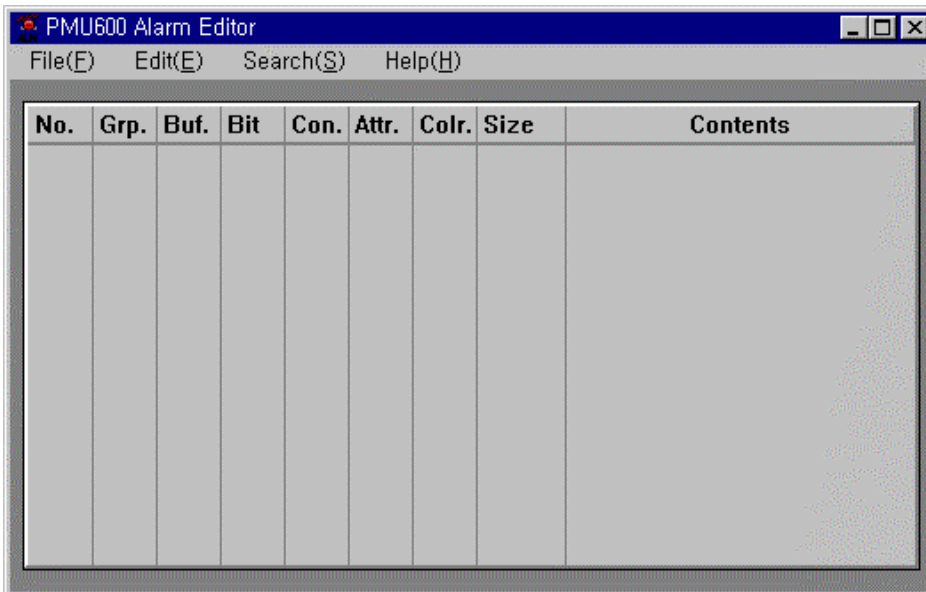
3-5-4. Alarm Editor (A)

This window is needed to create an Alarm Screen.

↓ ← - Run "Project Manager"
 ↓ ← - Select "Editor (T)"



↓ ← Select "Editor (T) --> Alarm Editor (A)"

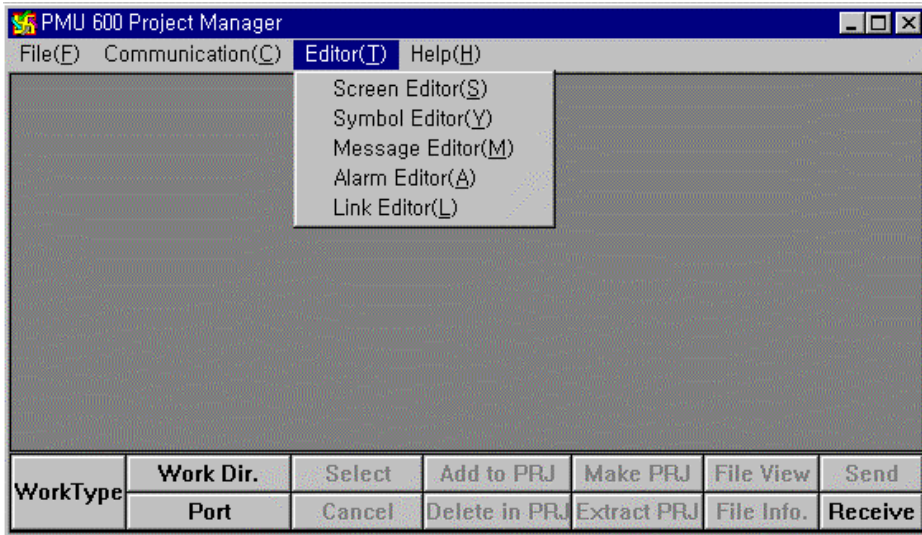


↓ ← Create Alarm Screen .

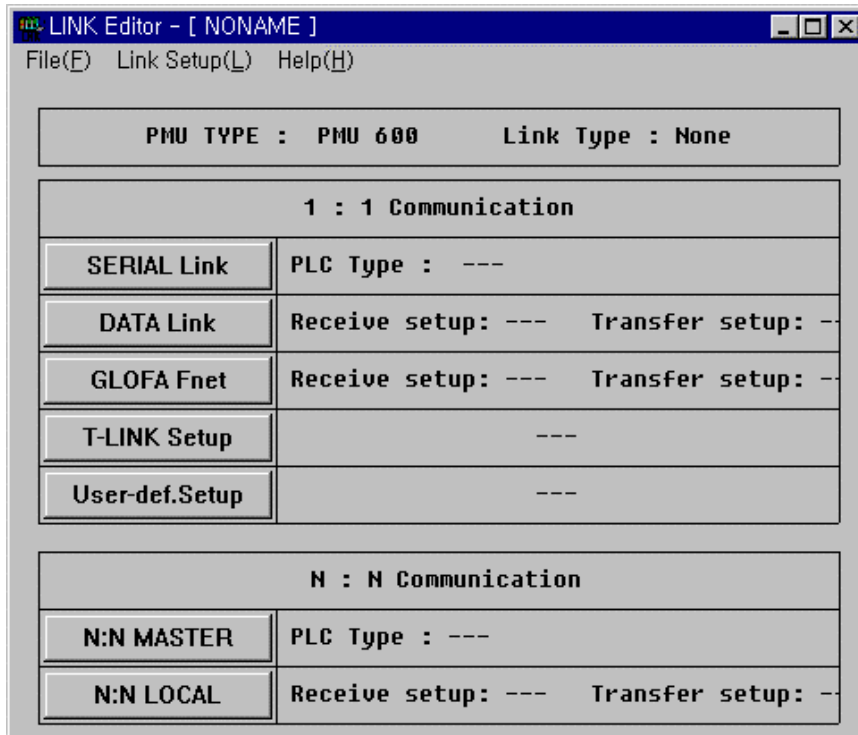
3-5-5. Link Editor (L)

This window is needed to create a Link Screen.

- ↓ - Run "Project Manager"
- ↓ - Select "Editor (T)"



- ↓ Select "Editor (T) --> Link Editor (L)"



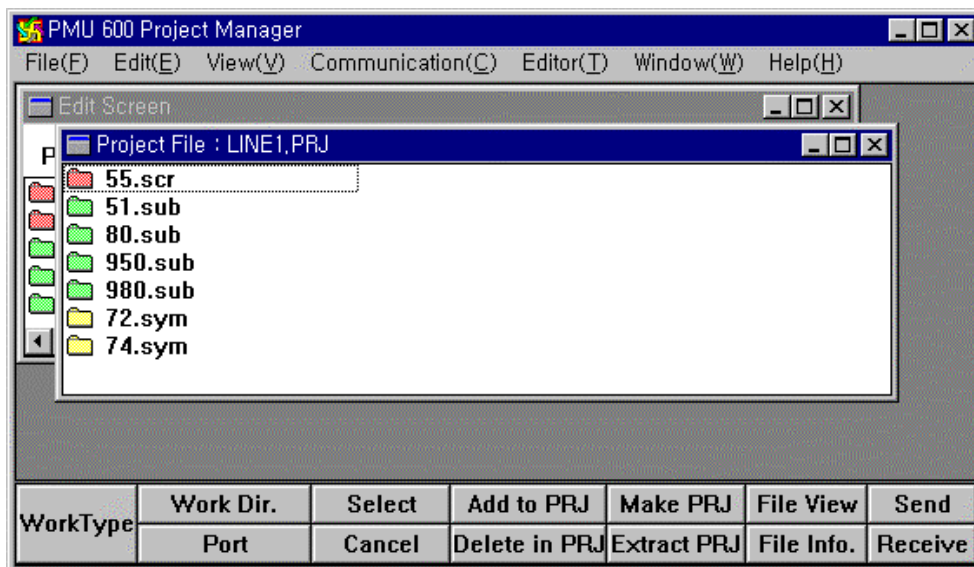
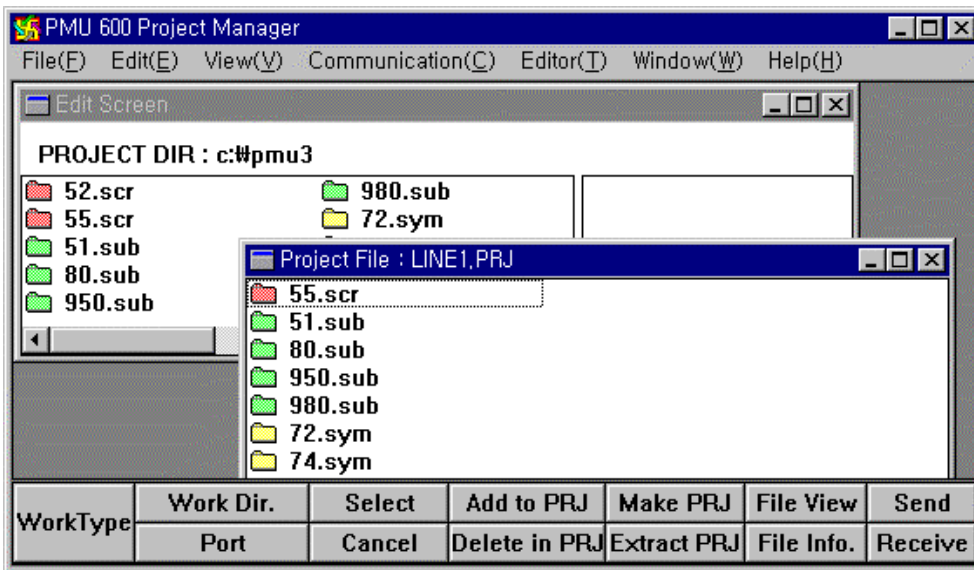
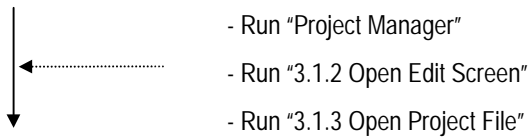
- Create a Link Screen

3-6. Window (W)

This menu allows you to adjust the arrangement of the Edit Screen and Project File Screen.

3-6-1. Cascade (C)

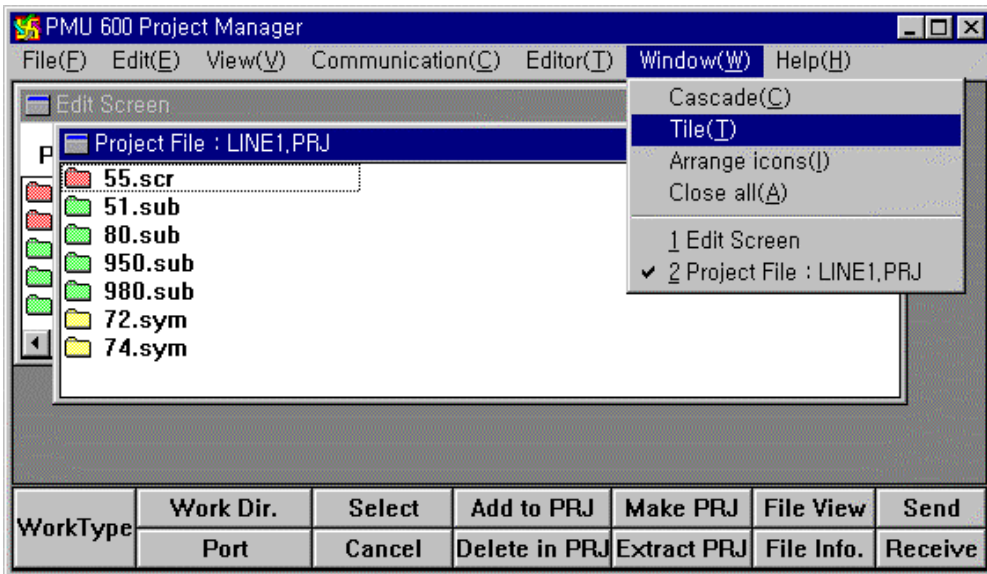
All the opened screens appear in Cascade.



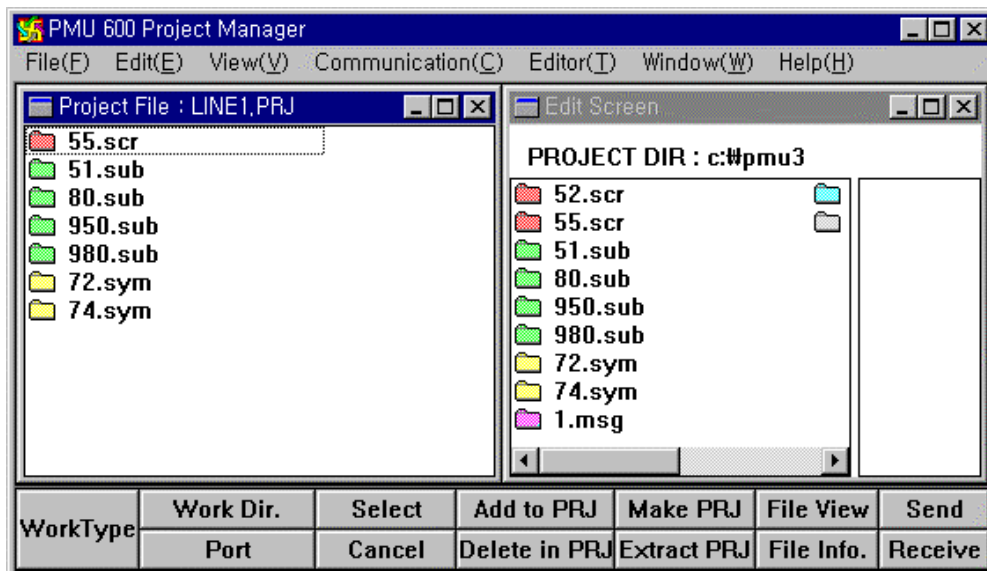
3-6-2. Tile (T)

All the opened screens appear in a Tile.

- Run "Project Manager"
- Run "3.1.2 Edit Screen"
- Run "3.1.3 Open Project File"



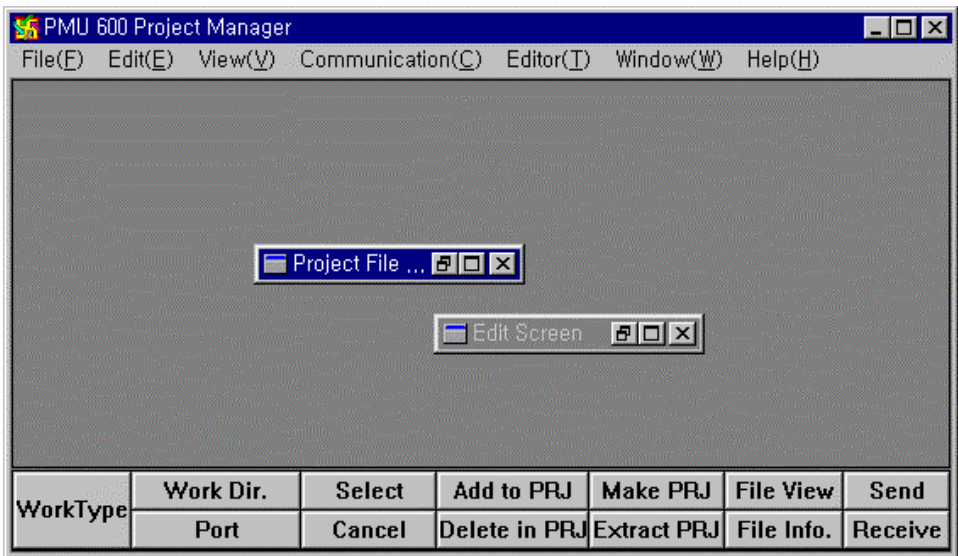
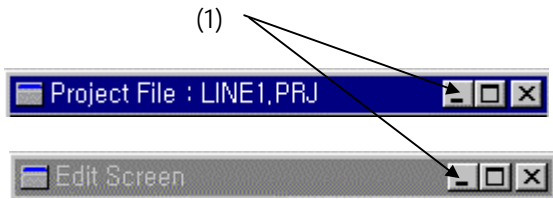
↓ Select "Window (W) --> Tile (T)"



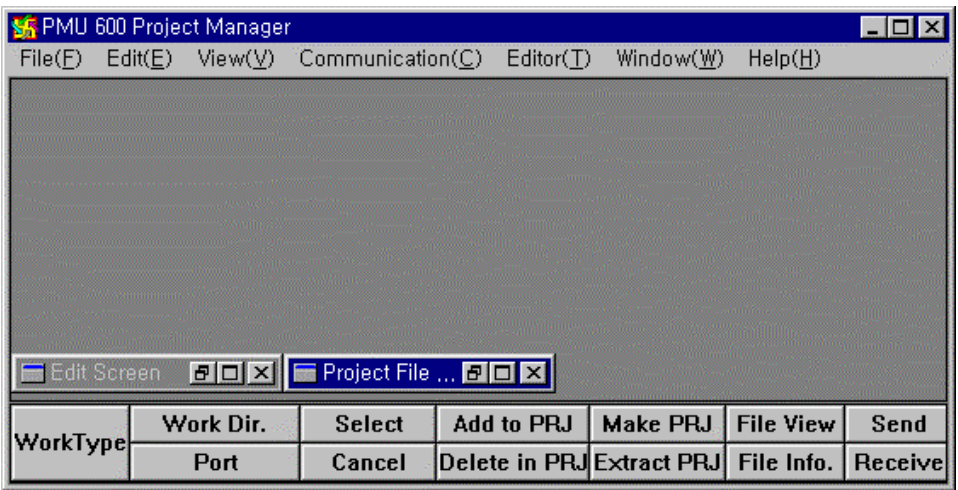
3-6-3. Arrange Icons

All the opened screens are arranged by icons.

- ←..... - Run "Project Manager"
- ←..... - Run "3.1.2 Open Edit Screen"
- ←..... - Run "3.1.3 Open Project File"
- ←..... Click on the (1) button below in the Project/Edit Screen window.



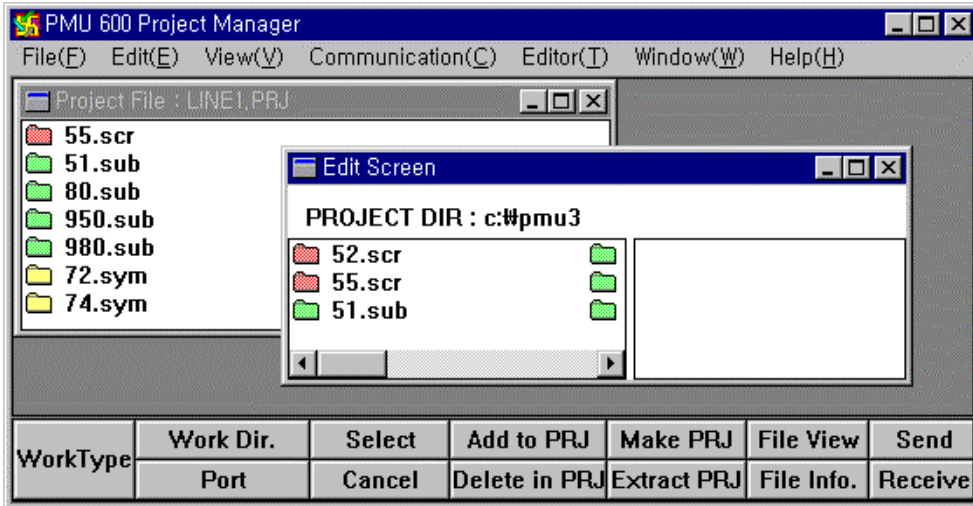
←..... Select "Window (W) --> Arrange Icons(I)"



3-6-4. Close All (A)

Closes all the opened windows.

- Run "Project Manager"
- Run "2.1.2 Open Edit Screen"
- Run "2.1.3 Open Project File "



Select "Window (W) --> Close All (A)"

