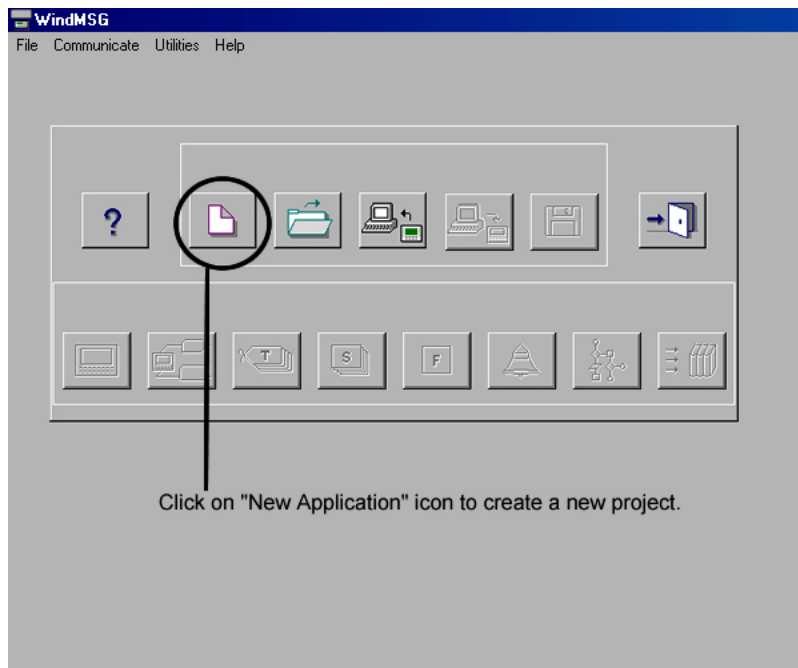
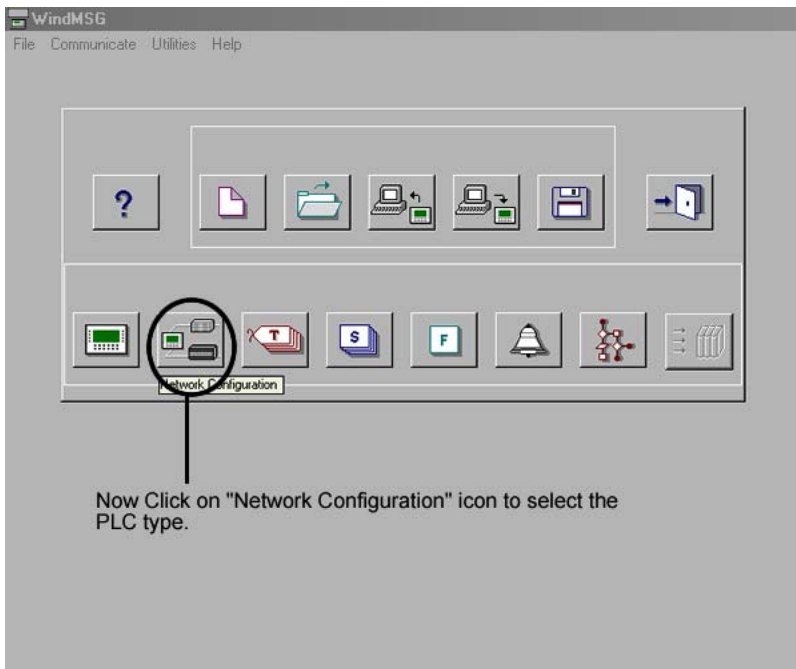
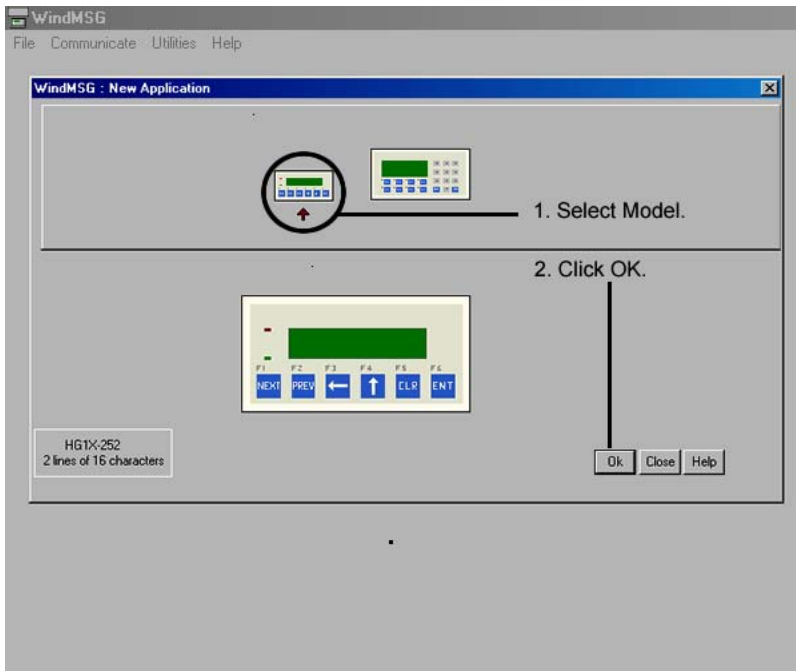
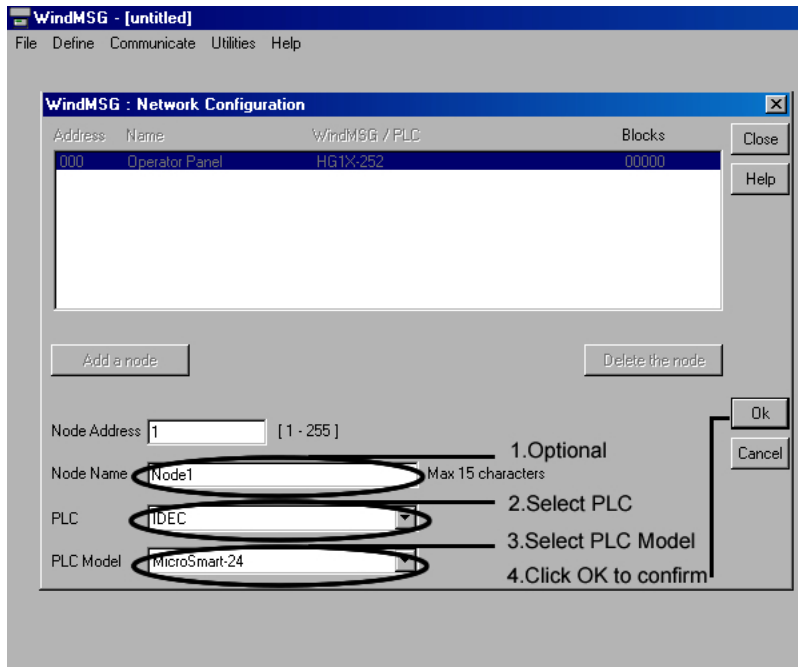
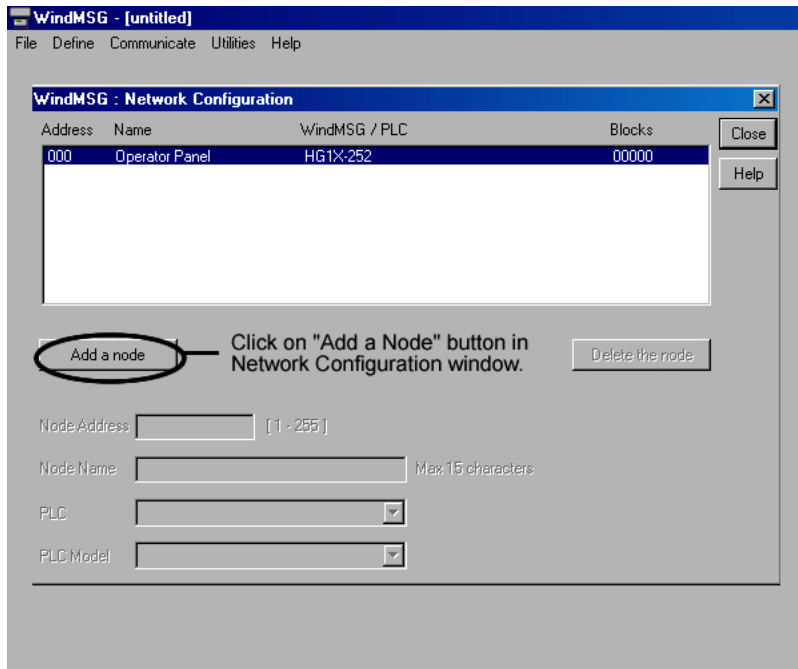
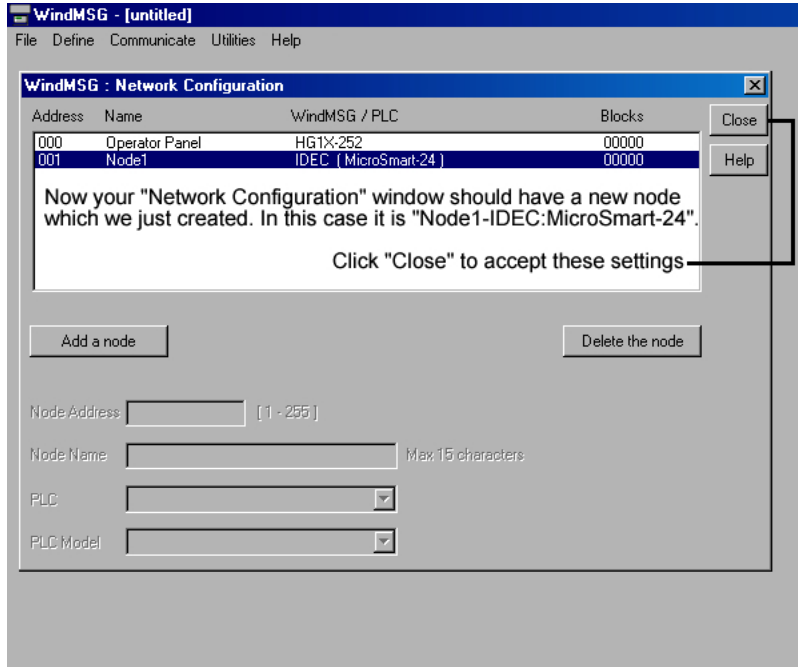


WindMSG Tutorial #1 (Getting Started)



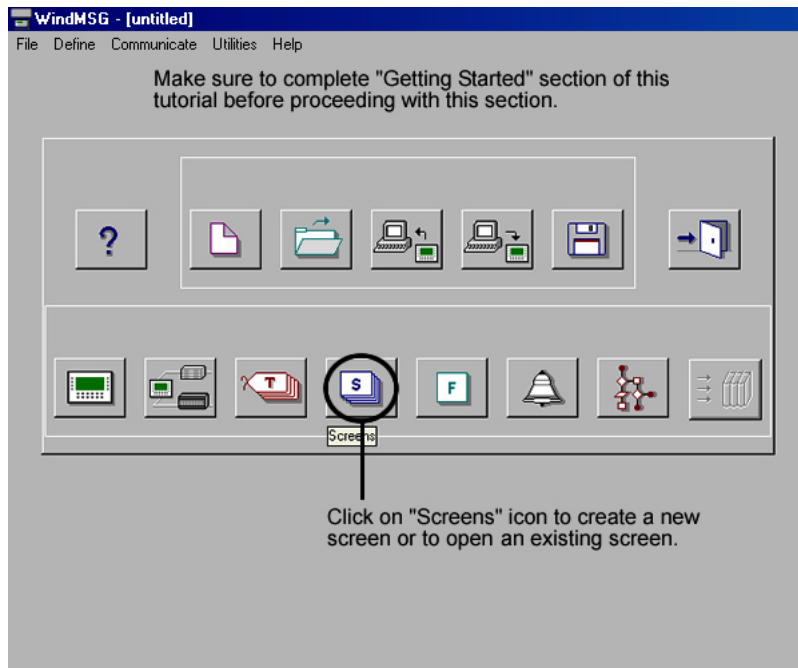
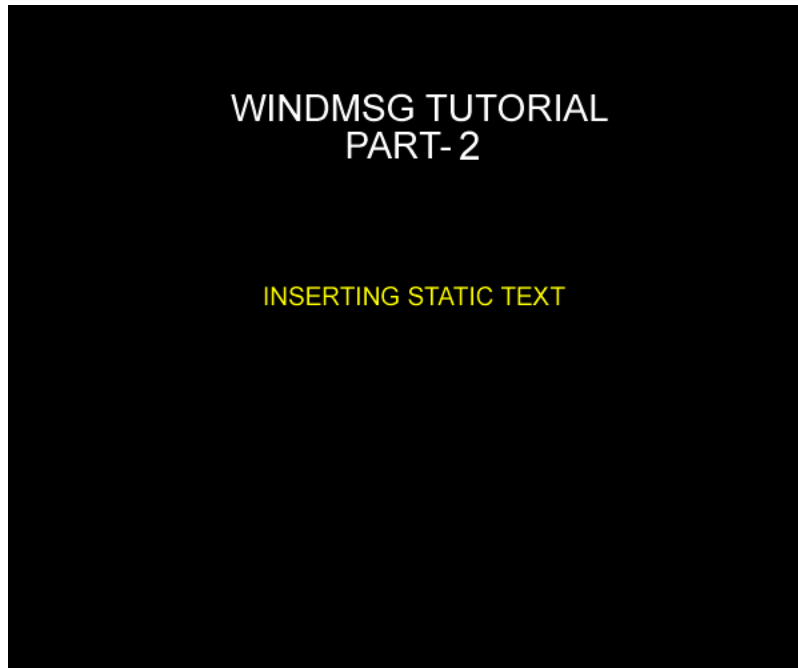


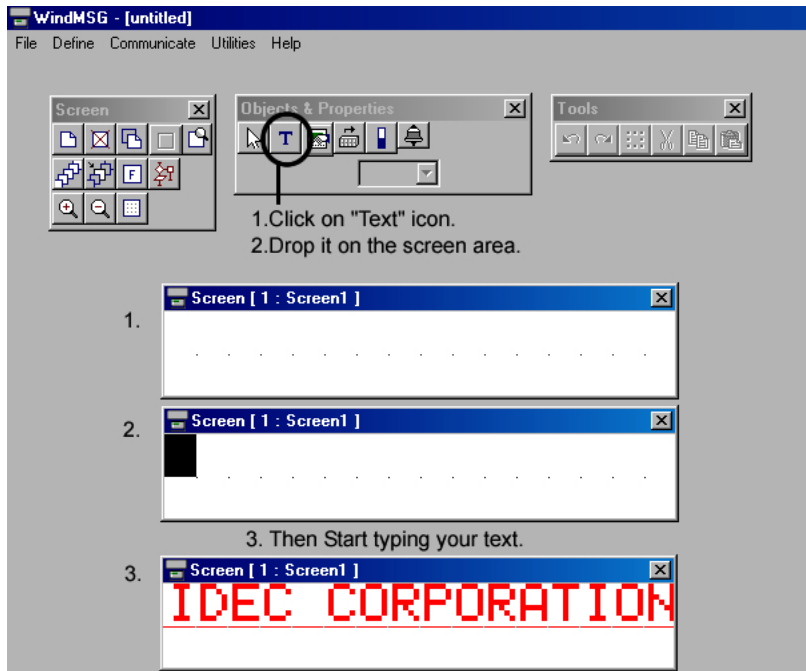
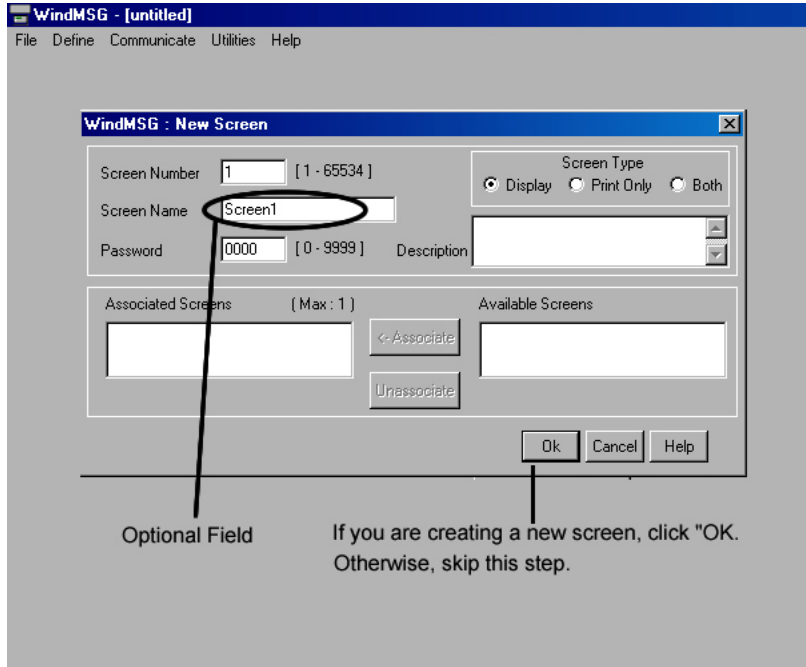




END OF WINDMSG TUTORIAL- PART# 1

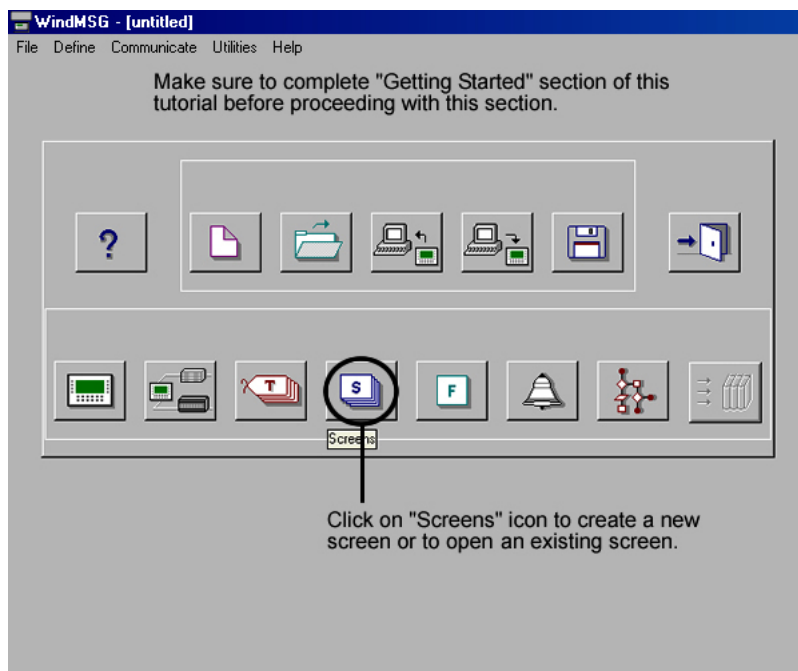
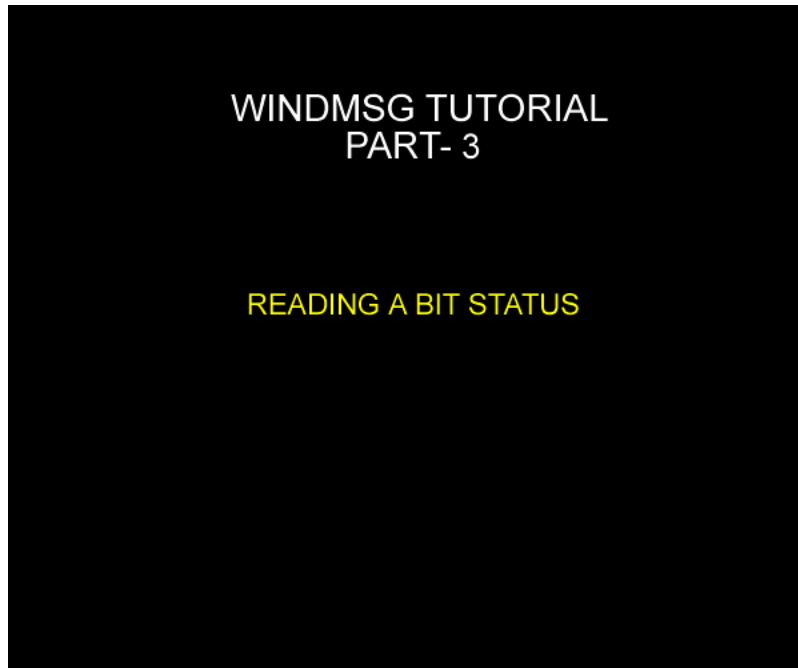
WindMSG Tutorial #2 (Inserting Static Text)

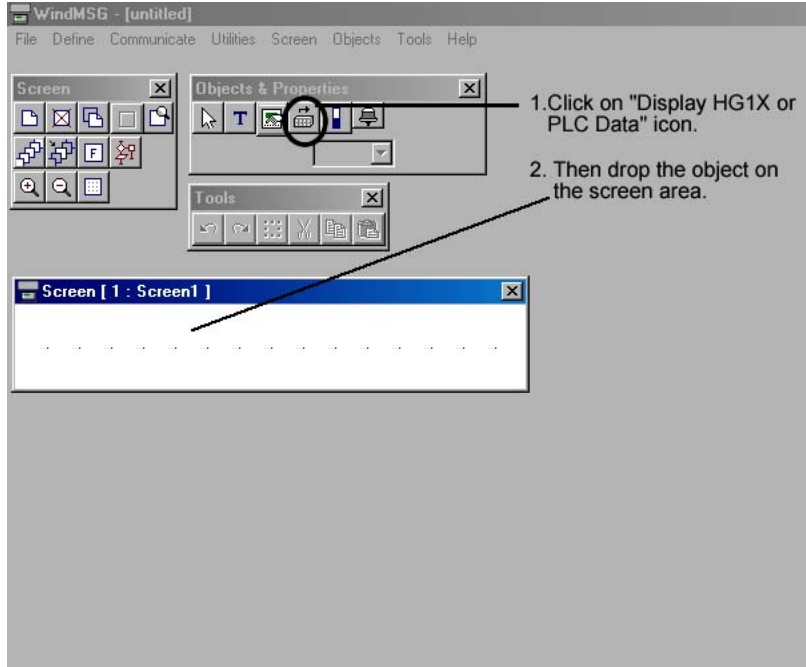
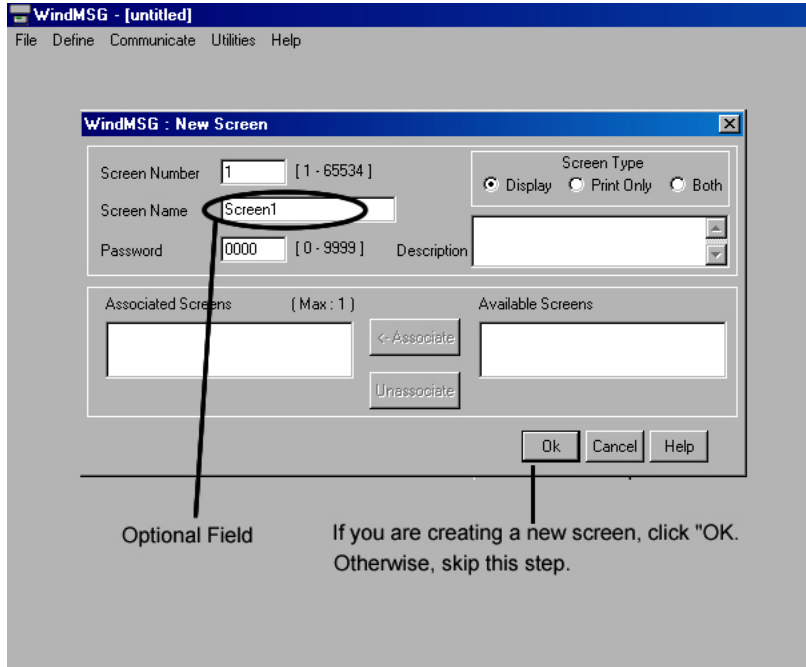


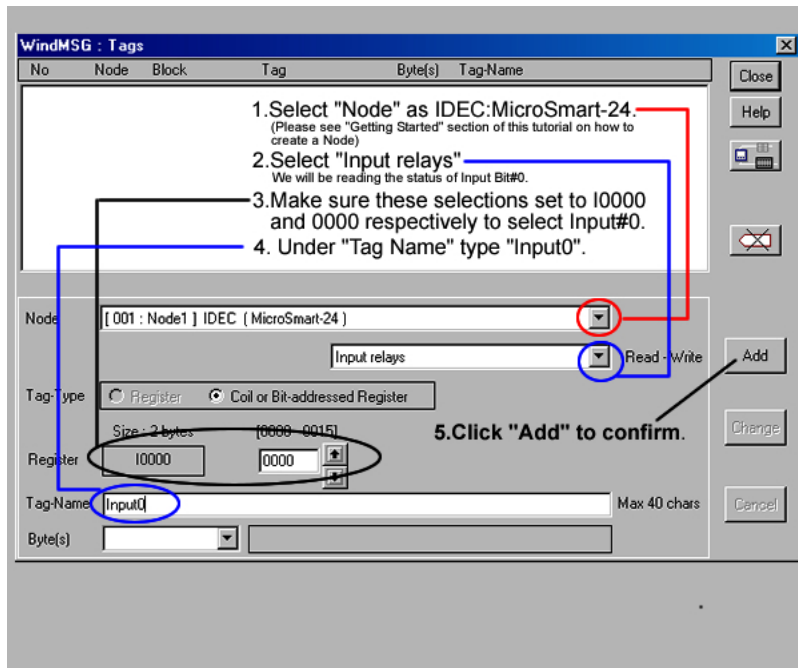
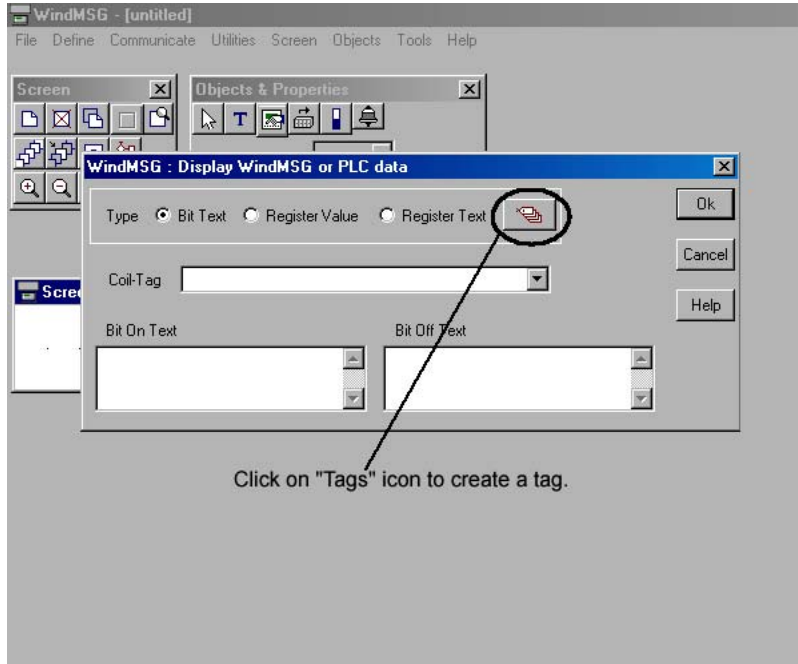


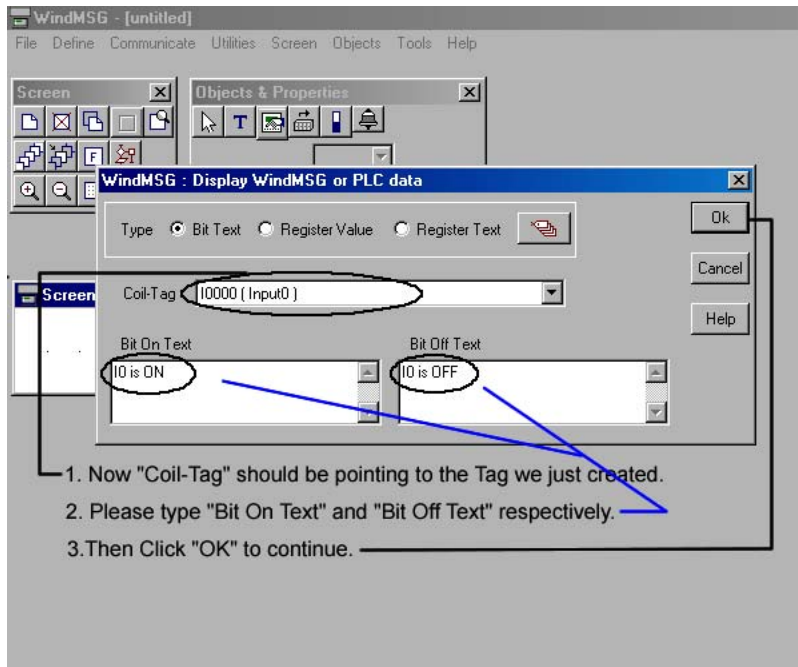
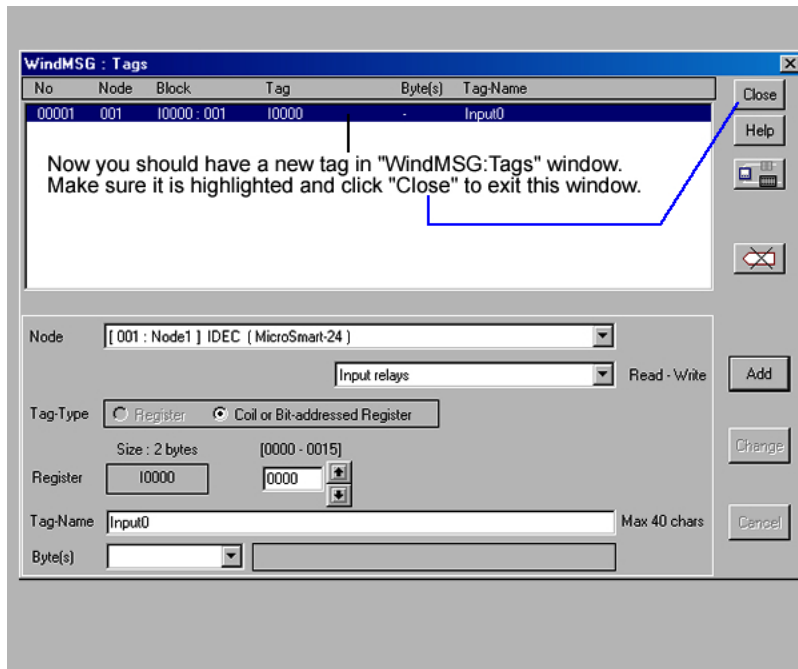
END OF WINDMSG TUTORIAL- PART# 2

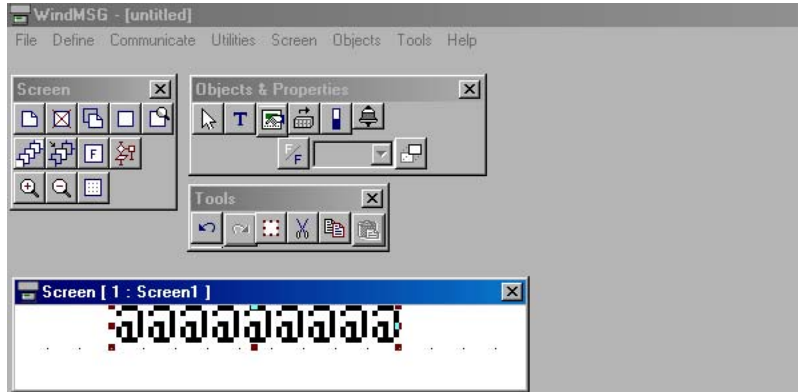
WindMSG Tutorial #3 (Reading a Bit Status)







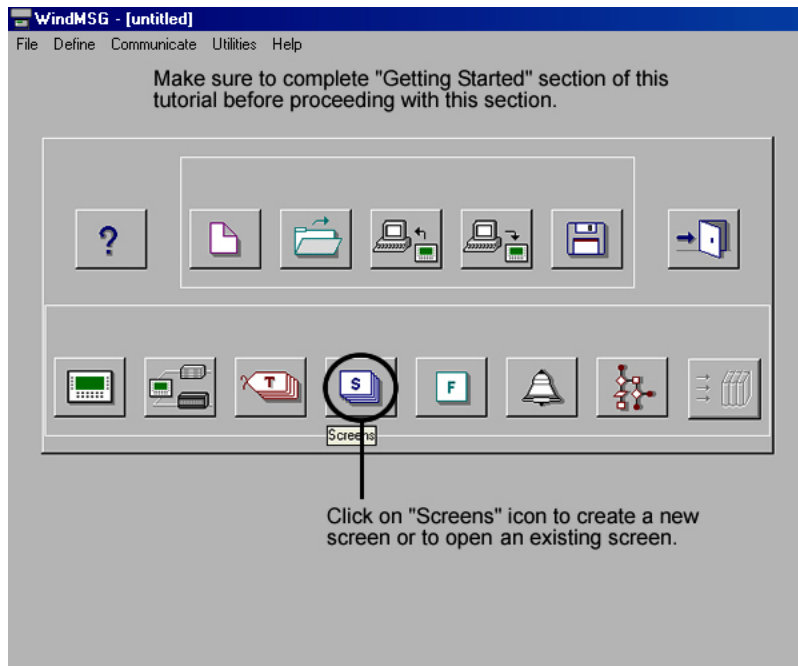
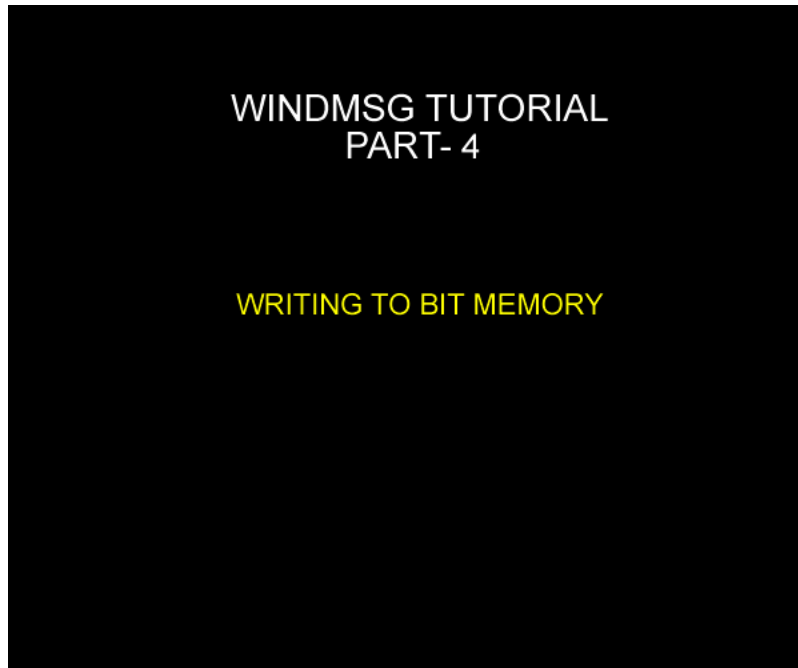


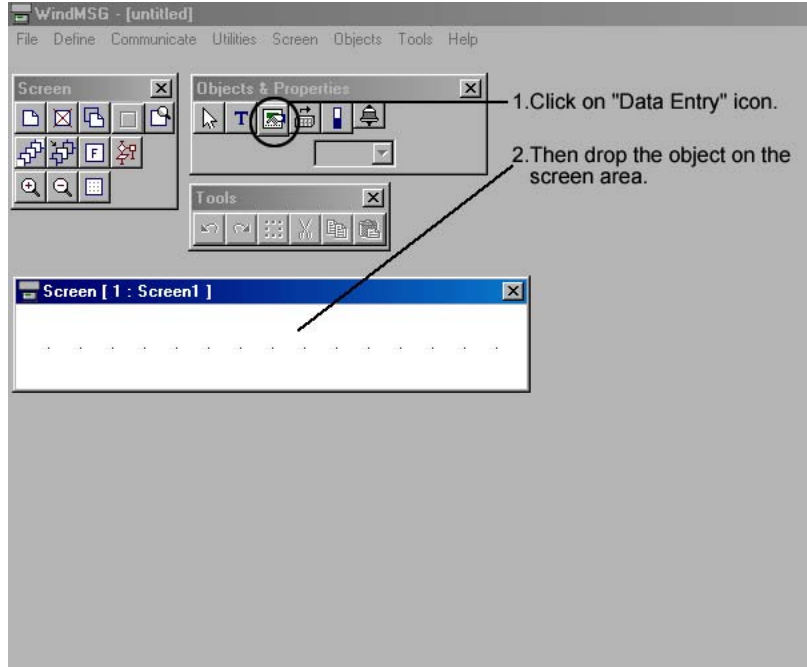
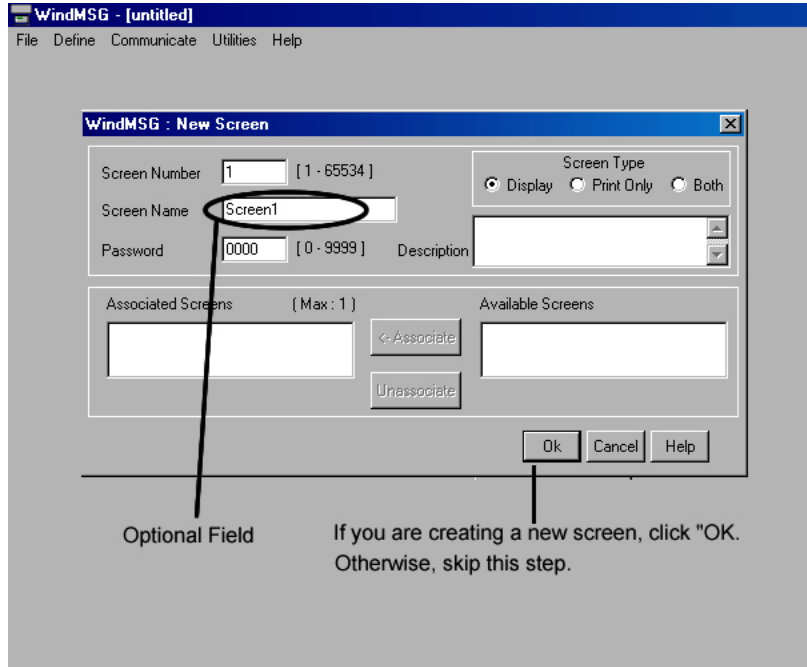


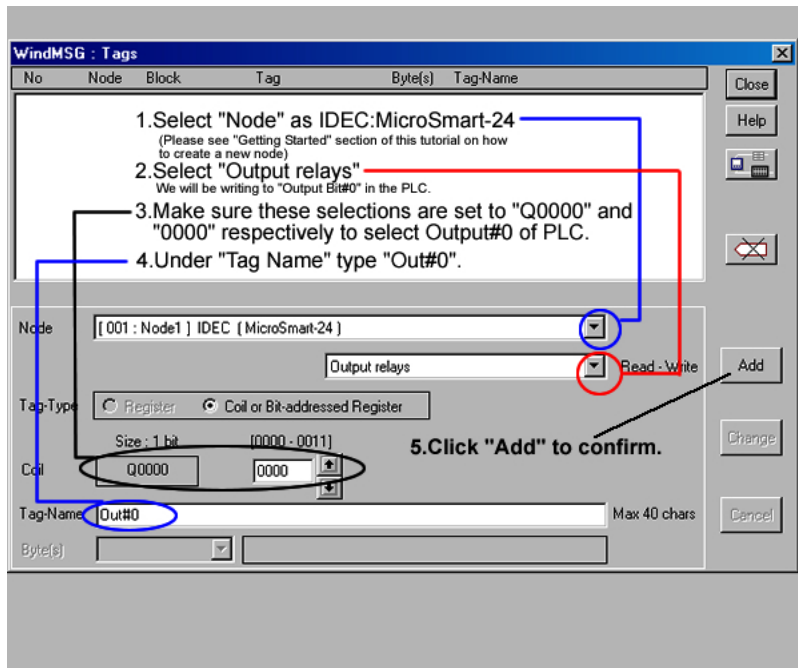
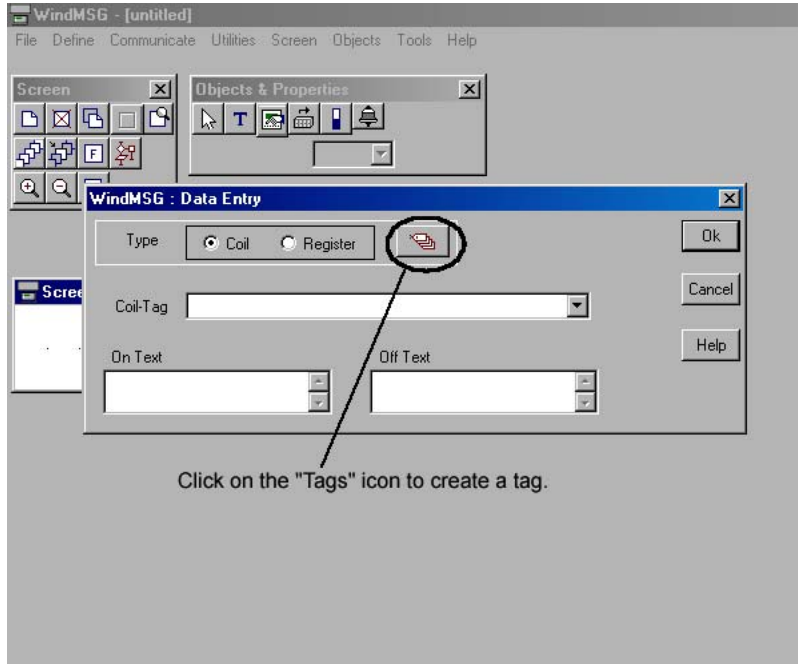
Now your screen area should look like the image above. Please download the project to HG1X screen and, turn ON/OFF Input#0 of IDEC MicroSmart PLC. You will notice text on the display changing depending on the status of I0.

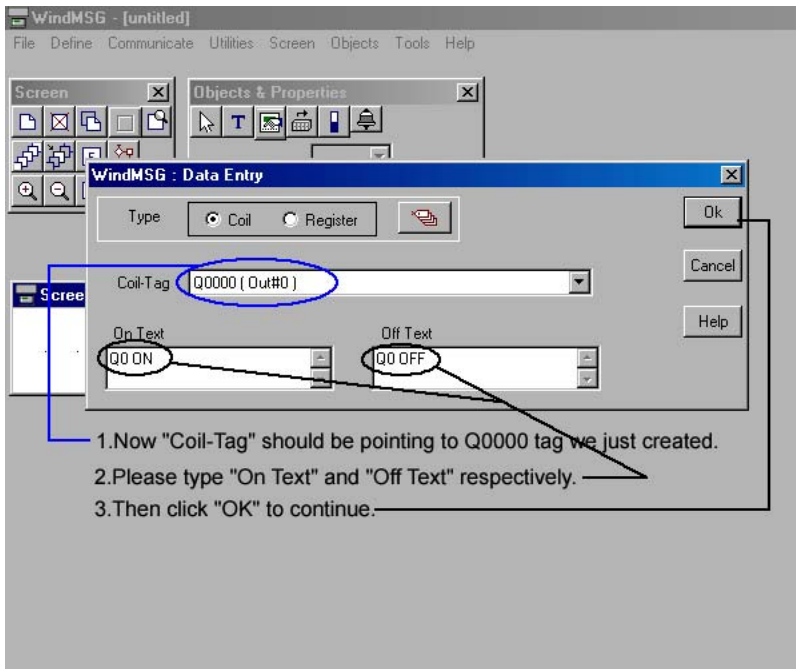
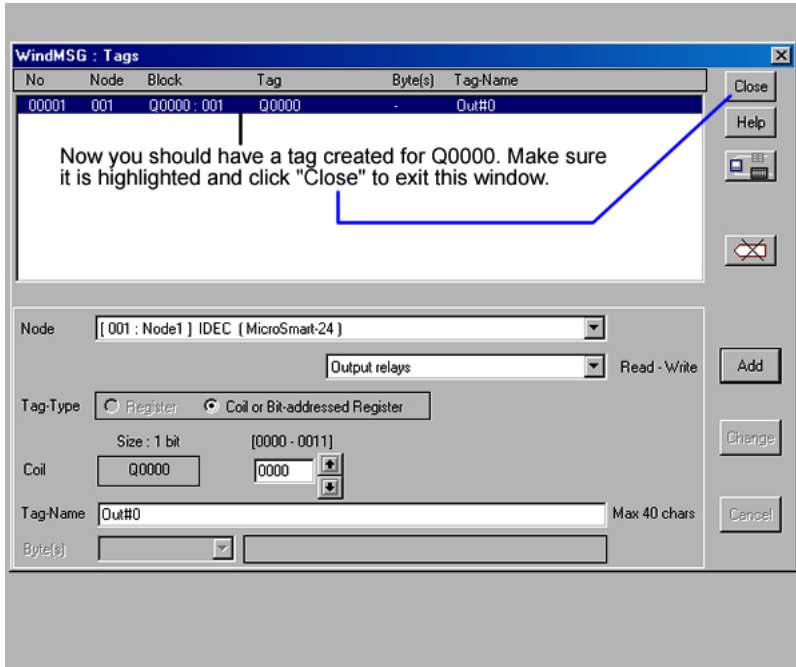
This concludes the tutorial on "Reading a Bit Status".

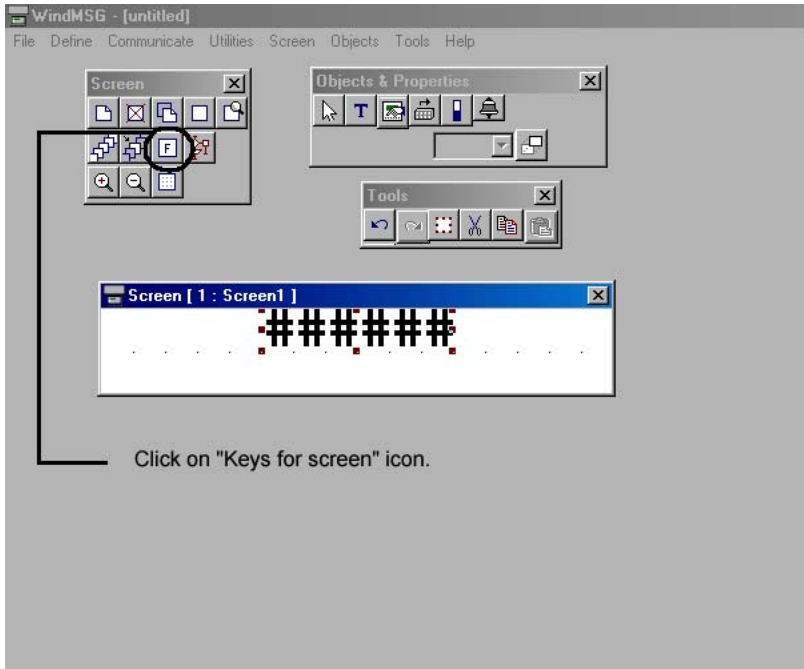
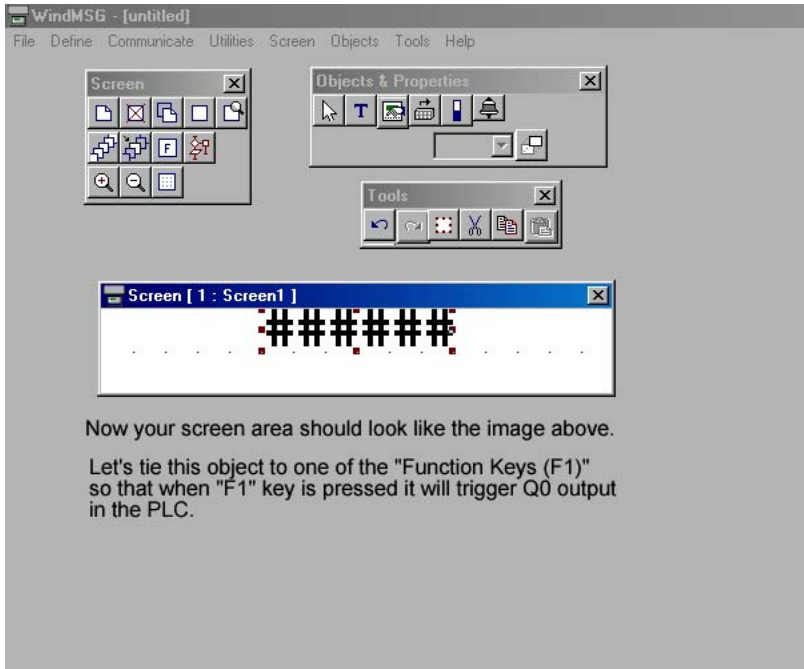
WindMSG Tutorial #4 (Writing to Bit Memory)

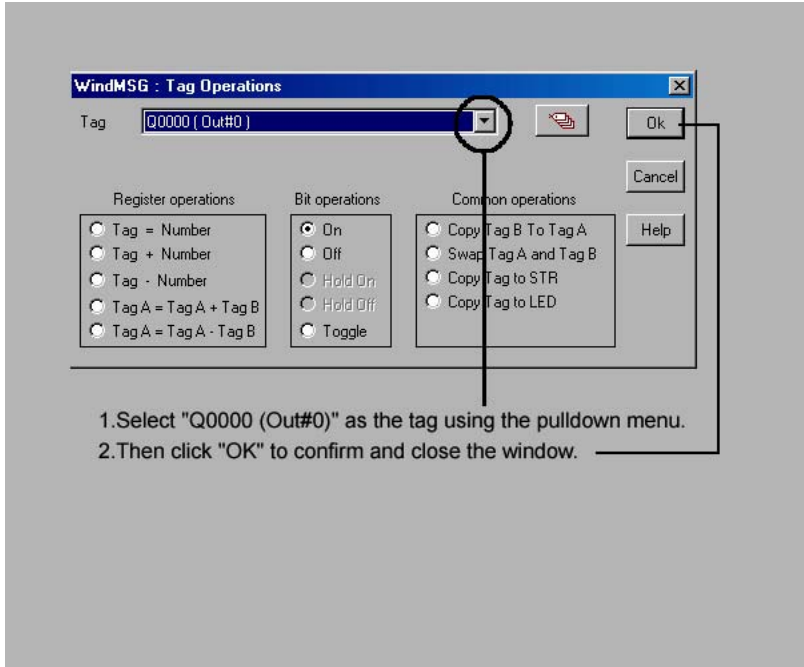
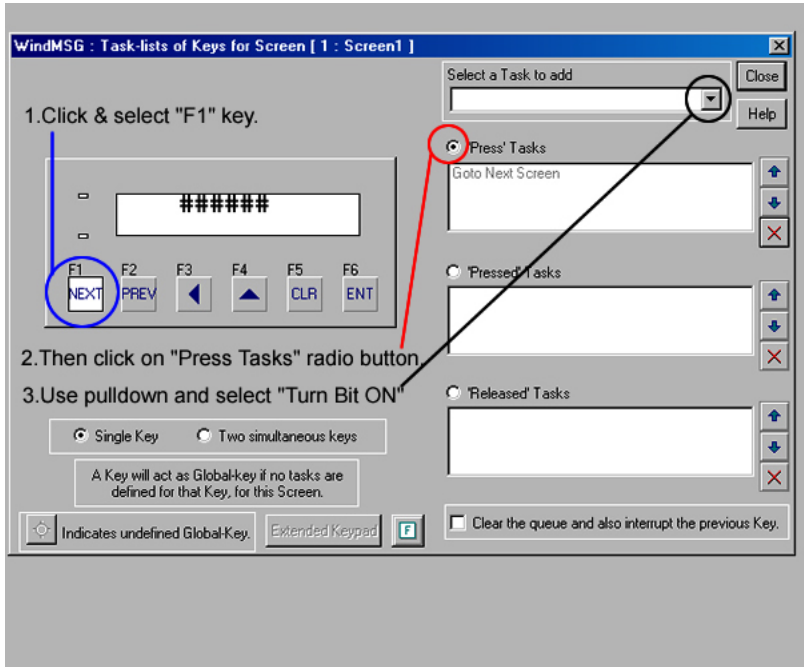


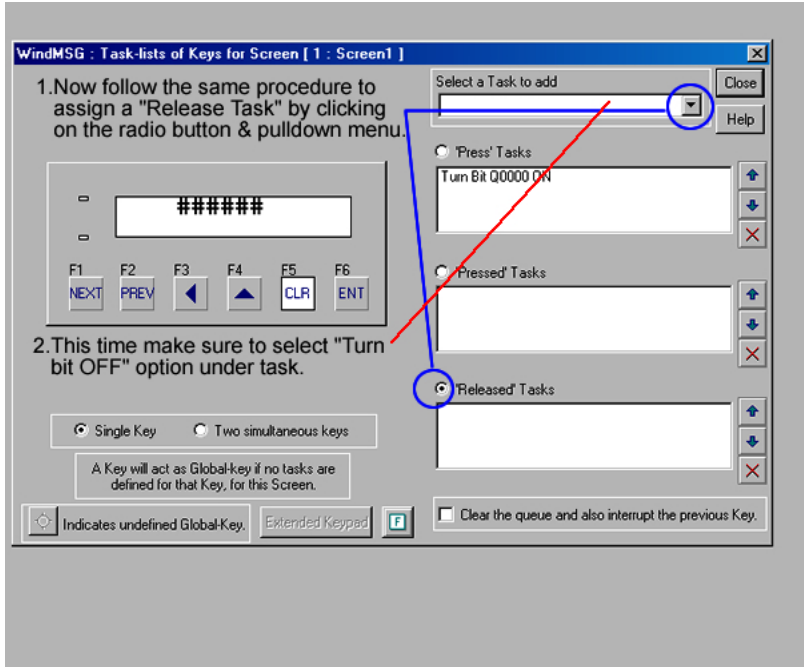
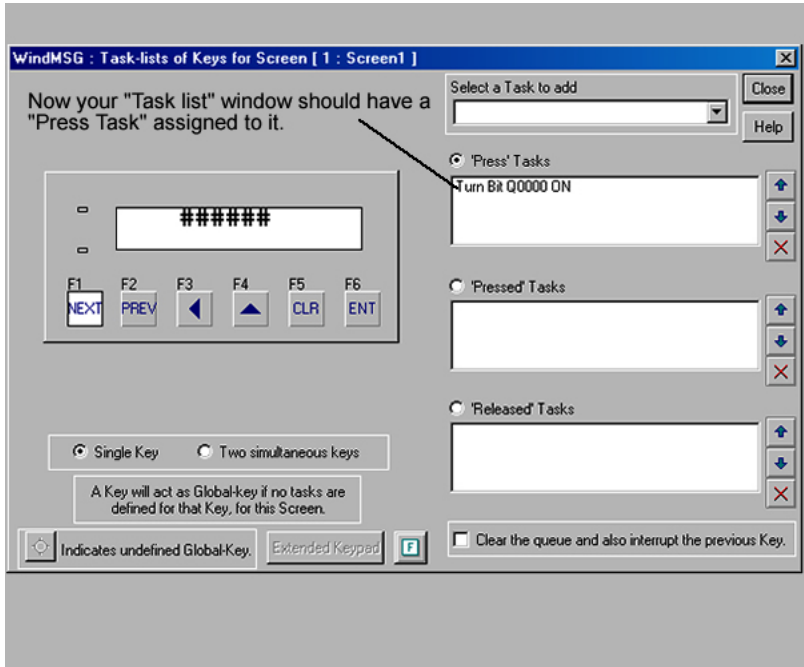












WindMSG : Tag Operations

Tag: Q0000 (Out#0)

Register operations

- Tag = Number
- Tag * Number
- Tag / Number
- Tag A = Tag A + Tag B
- Tag A = Tag A - Tag B

Bit operations

- On
- Off
- Hold On
- Hold Off
- Toggle

Common operations

- Copy Tag B To Tag A
- Swap Tag A and Tag B
- Copy Tag to STR
- Copy Tag to LED

Buttons: Ok, Cancel, Help

1. Select Tag as "Q0000 (Out#0)".
2. Make sure "Bit operation" is set to "Off"
3. Then click "OK" to confirm & close the window.

WindMSG : Task-lists of Keys for Screen [1 : Screen1]

1. Now you should have two tasks assigned to "Press" and "Released" Tasks.

Select a Task to add

Buttons: Close, Help

Press' Tasks

- Turn Bit Q0000 ON

Pressed' Tasks

Released' Tasks

- Turn Bit Q0000 OFF

Buttons: +, -, X

2. Click "Close" to confirm and close window.

Single Key (selected) | Two simultaneous keys

A Key will act as Global-key if no tasks are defined for that Key, for this Screen.

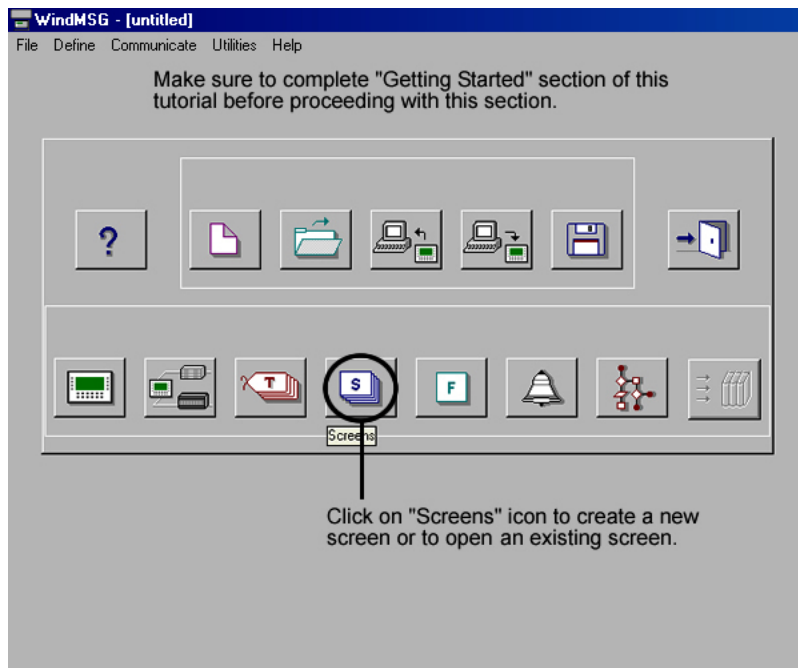
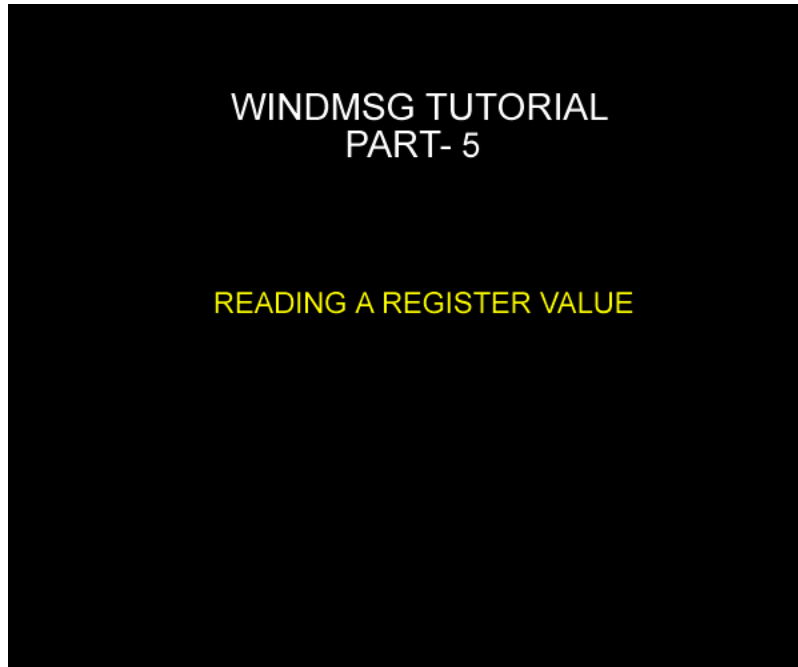
Buttons: Indicates undefined Global-Key, Extended Keypad, i

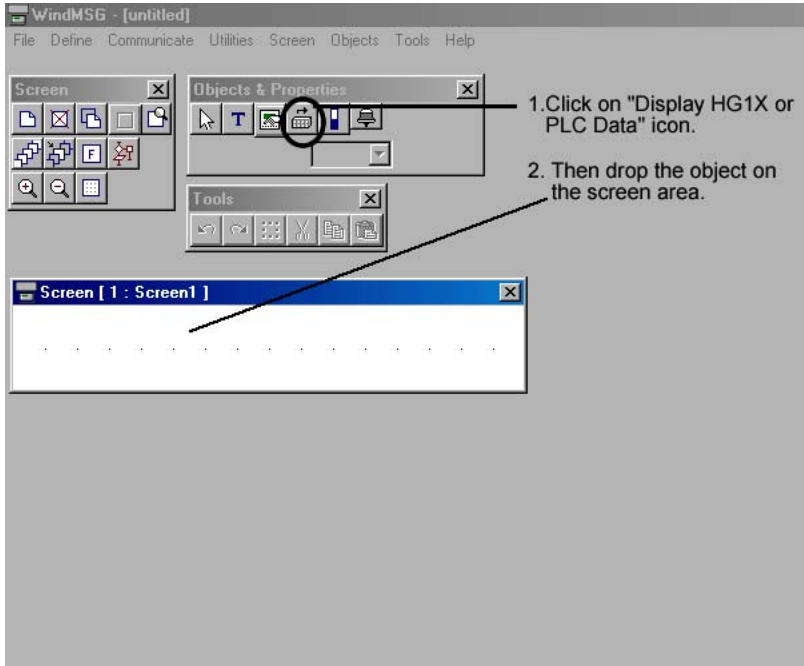
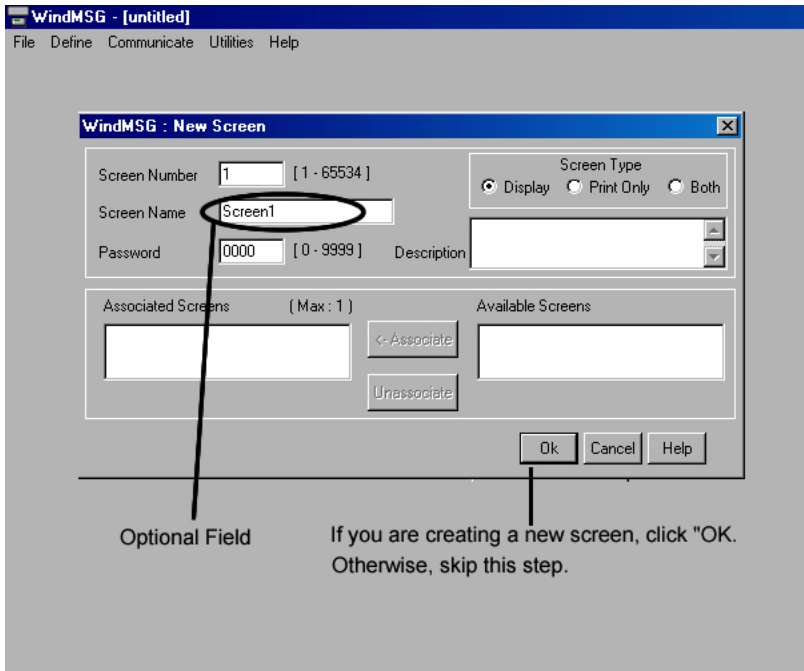
Clear the queue and also interrupt the previous Key.

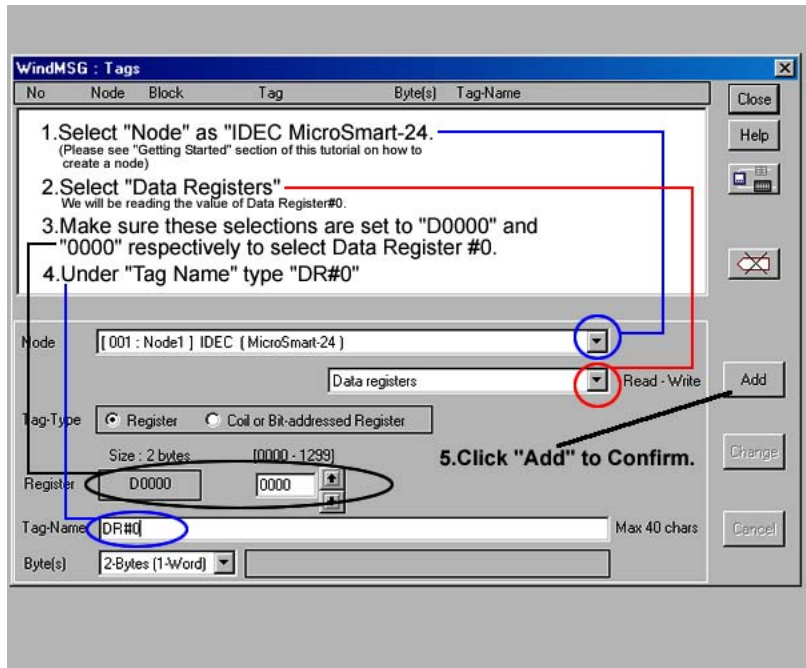
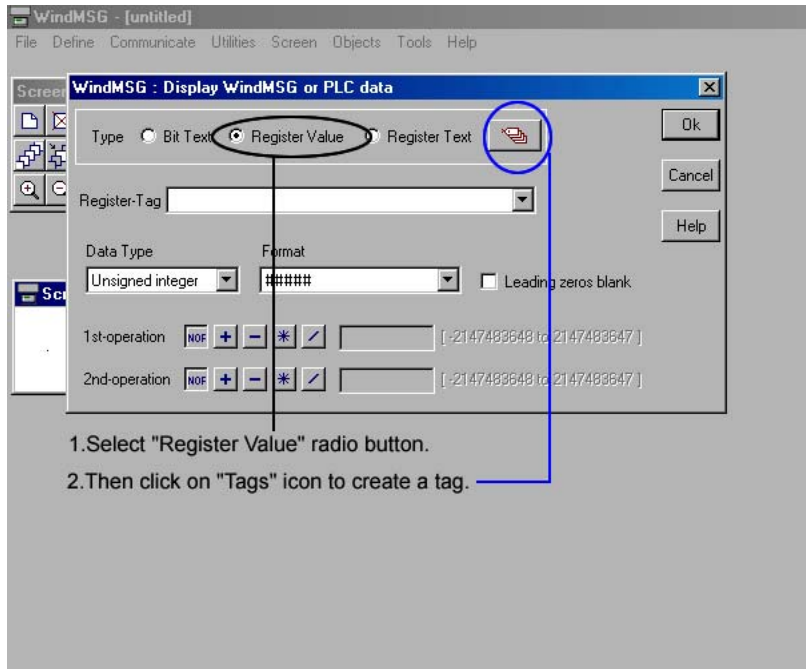
END OF WINDMSG TUTORIAL - PART 4

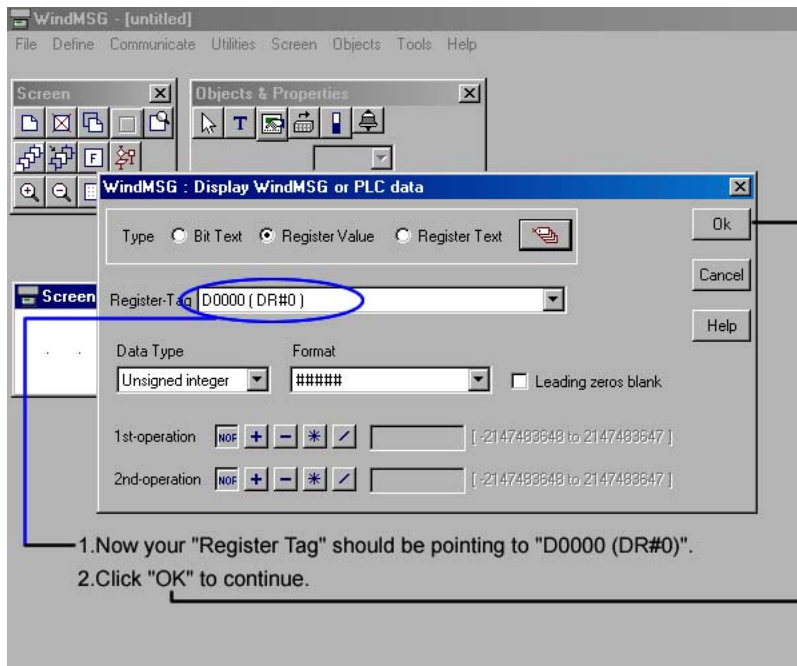
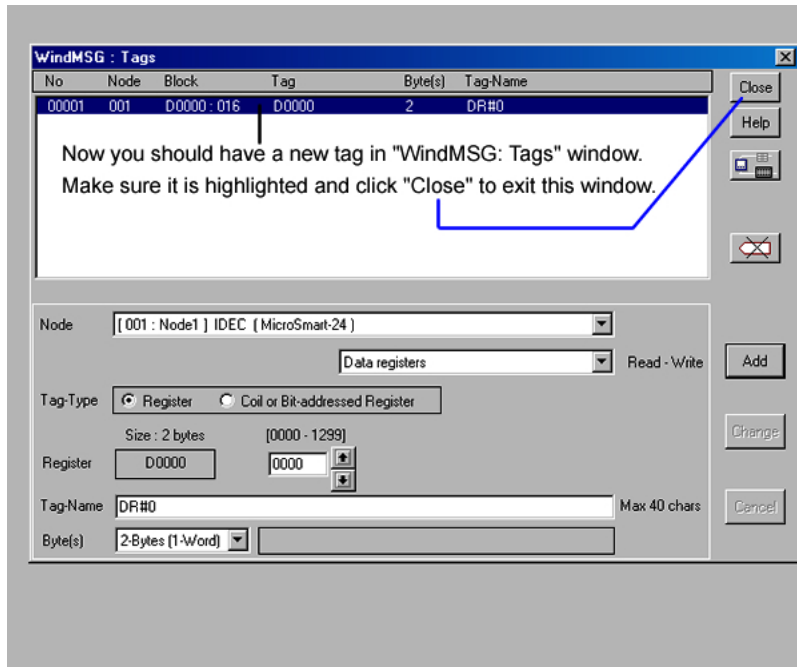
Now save the program and download it to HG1X unit. After downloading press "F1" key on HG1X unit to write to Output#0 (Q0) of the PLC.

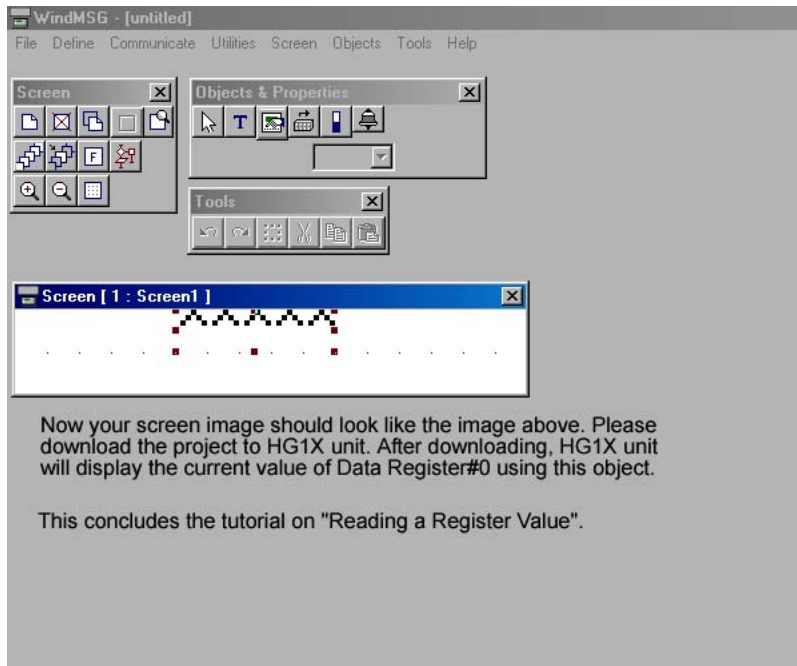
WindMSG Tutorial #5 (Reading a Register Value)



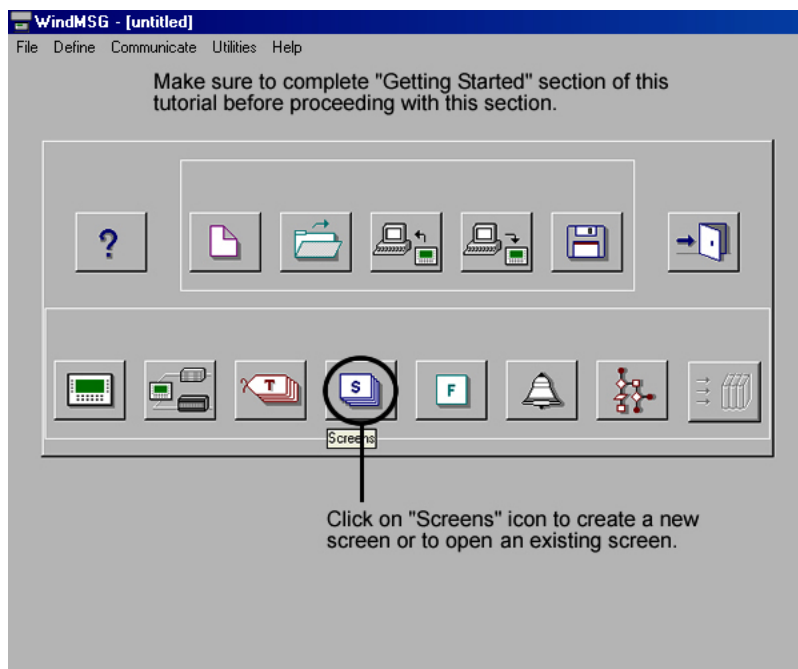


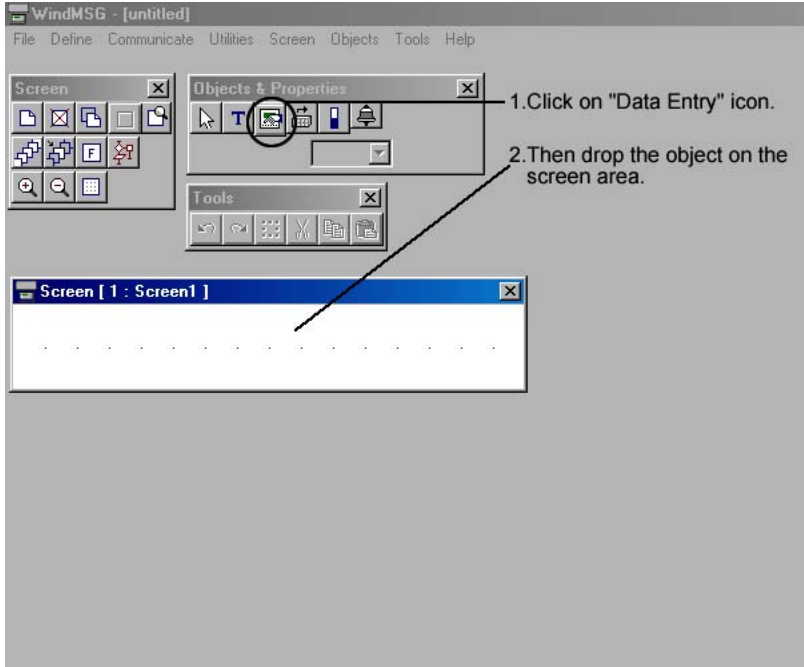
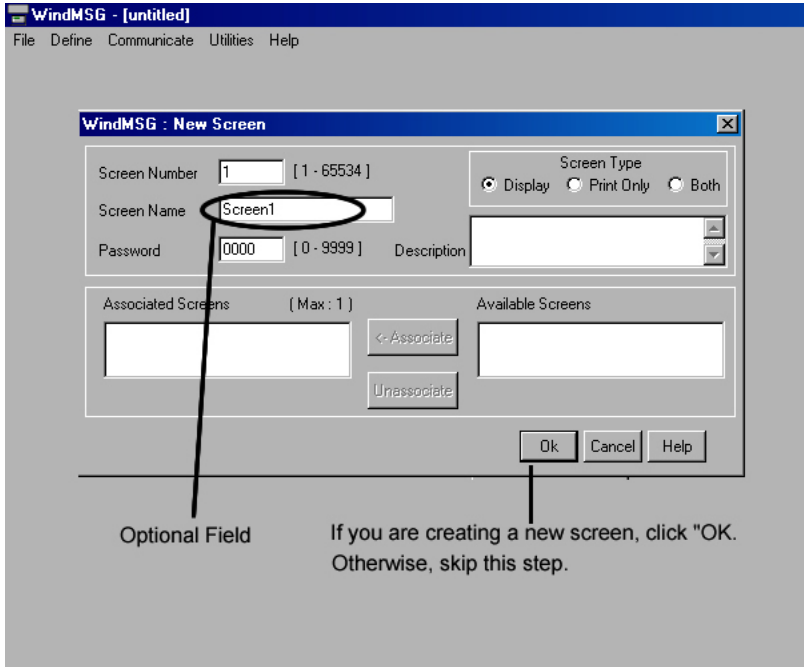


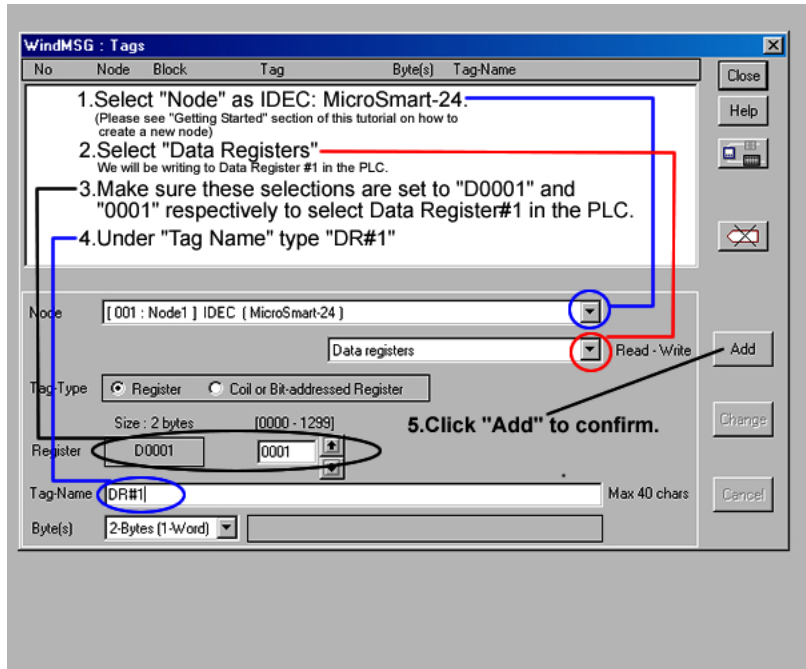
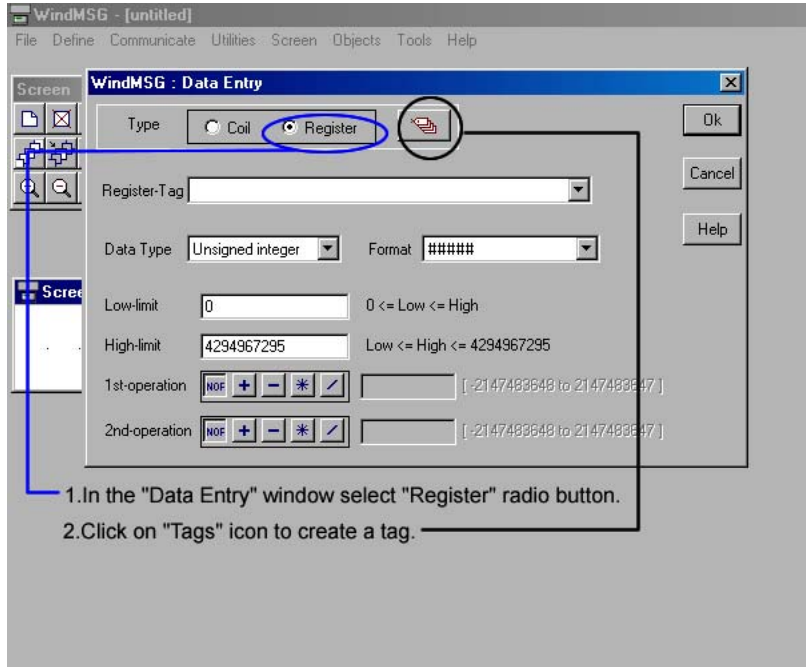


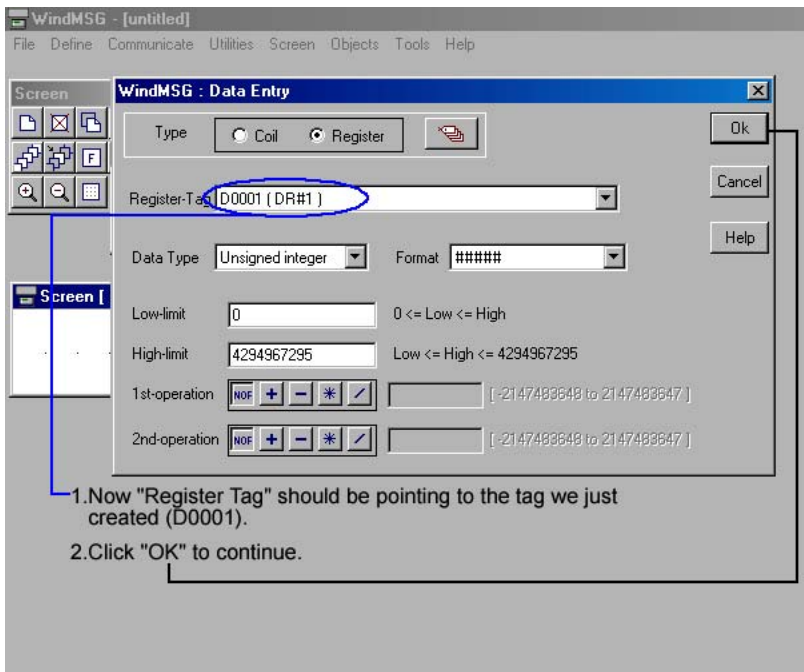
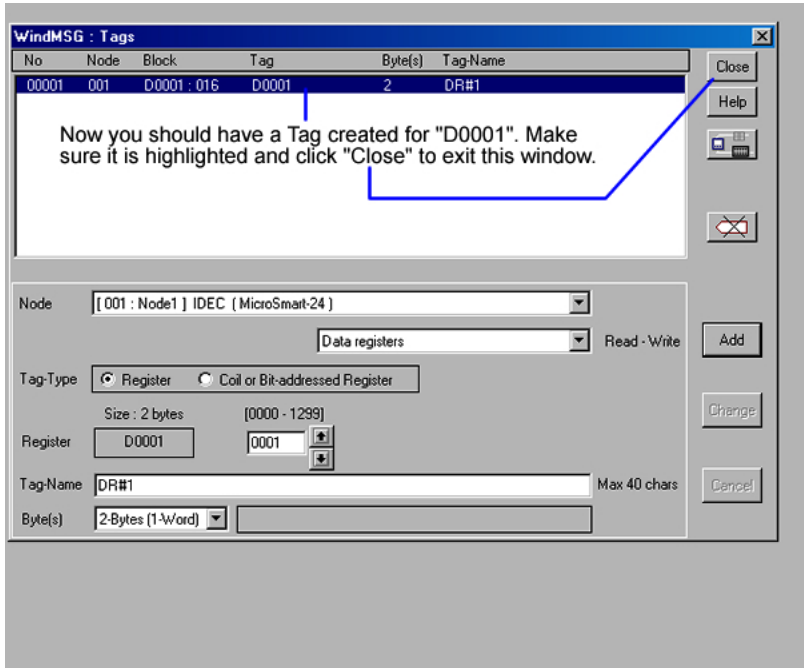


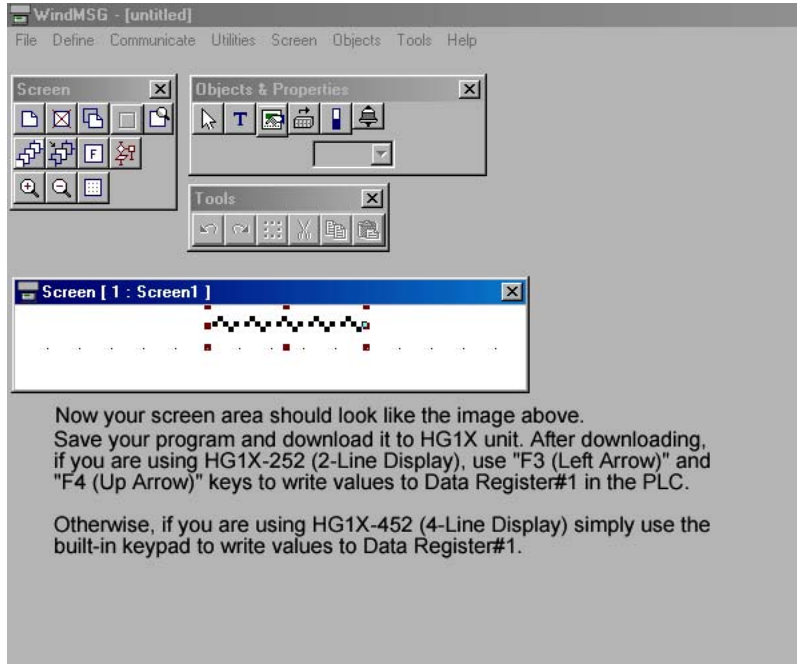
WindMSG Tutorial #6 (Writing to a Register)



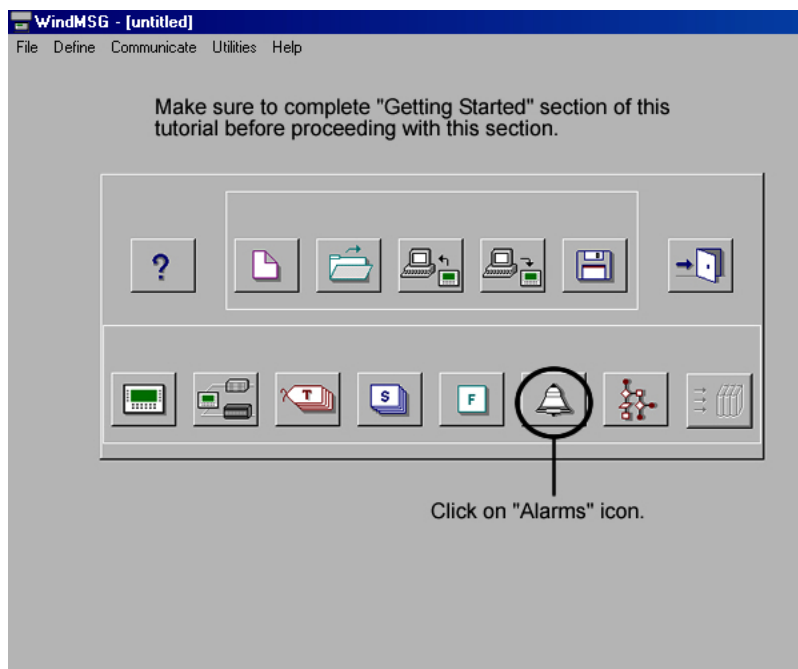
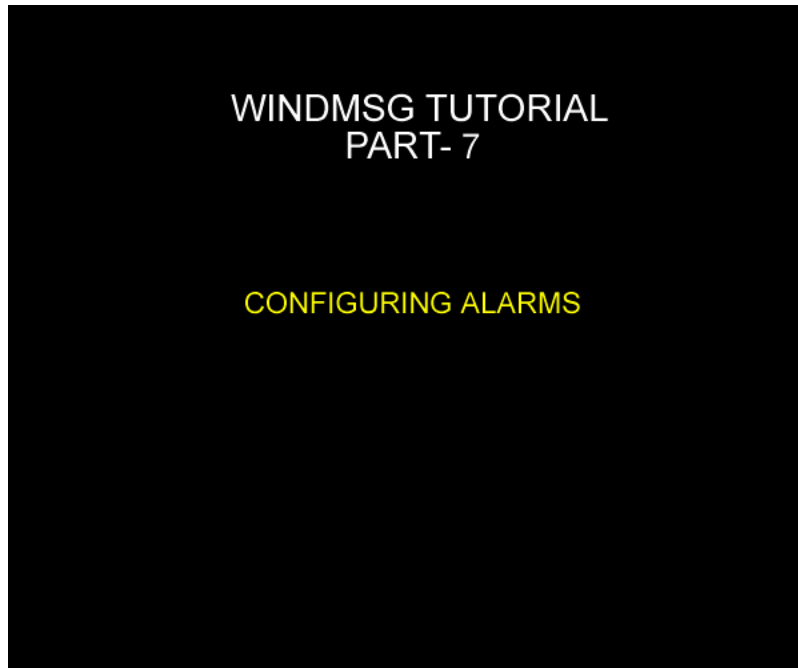


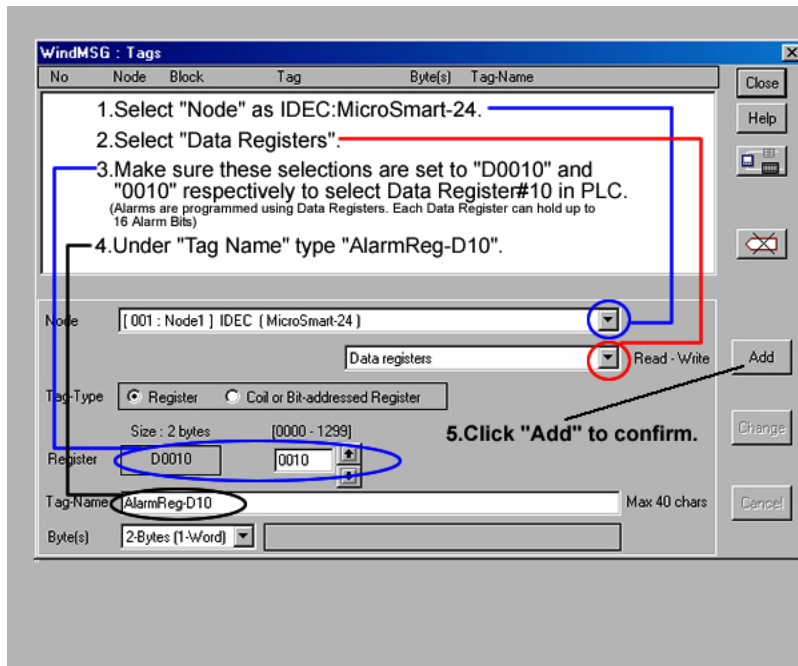
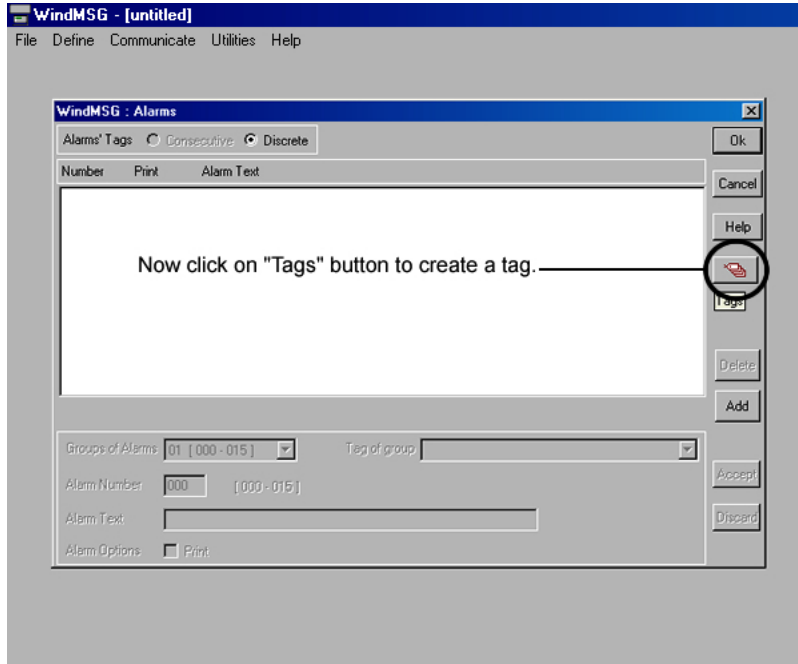


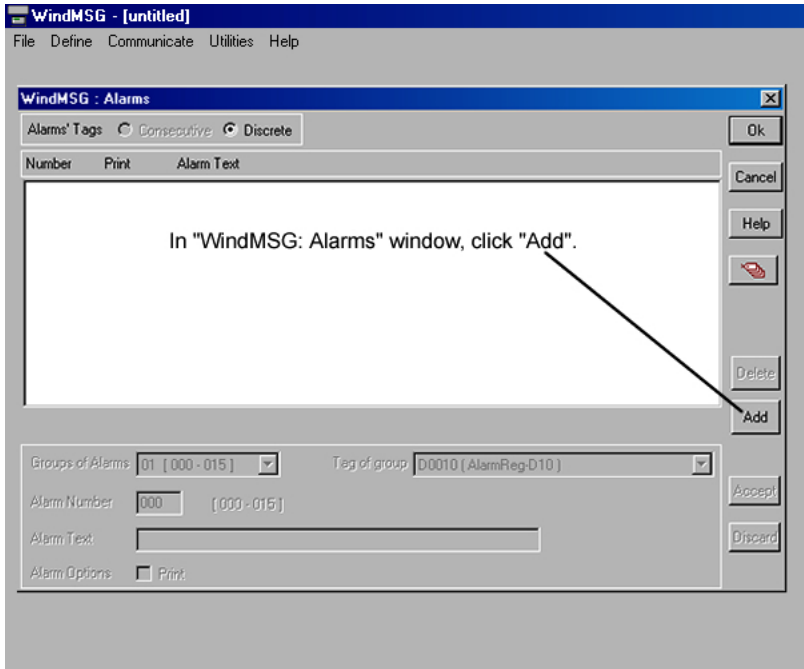
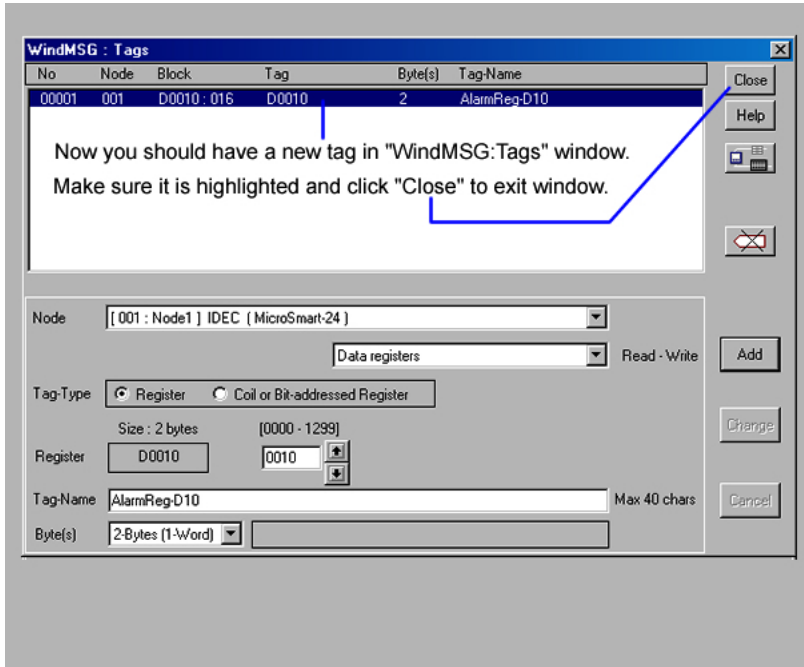


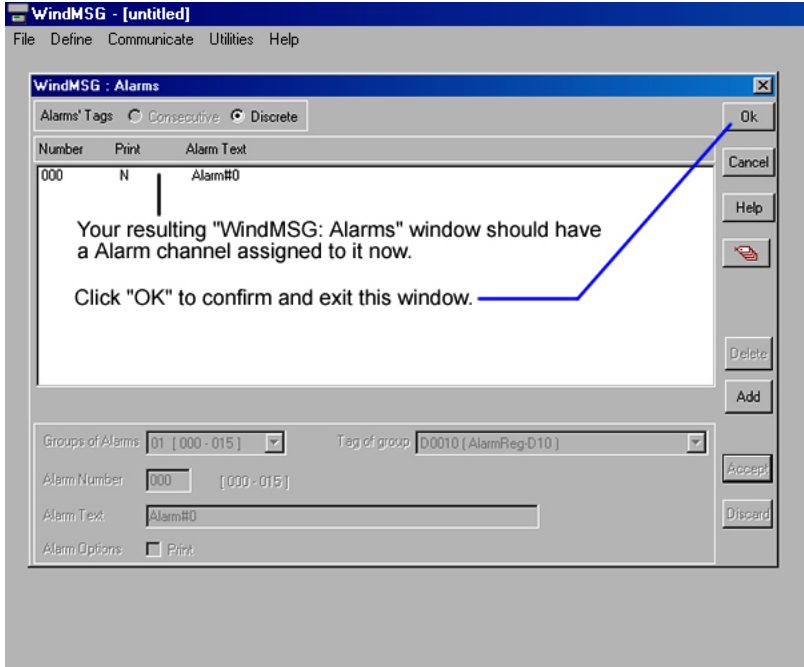
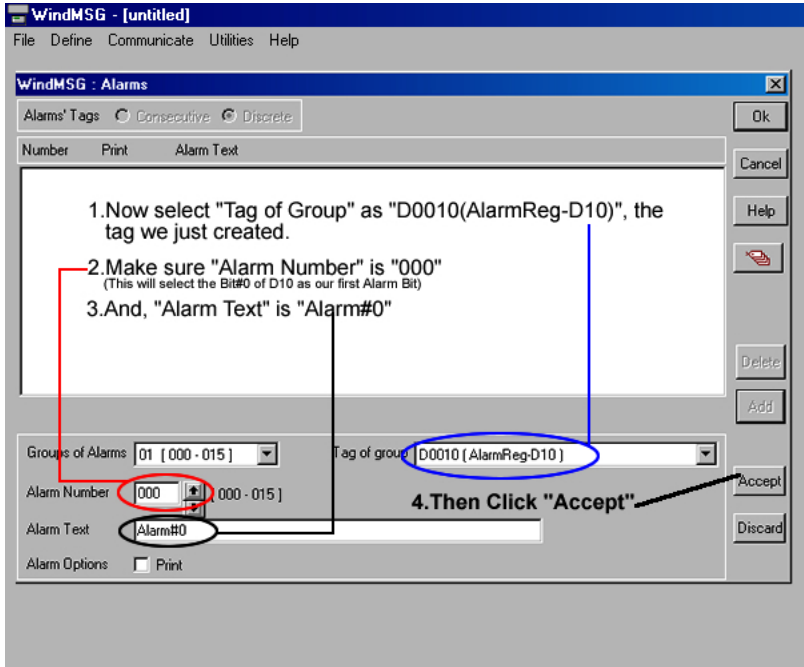


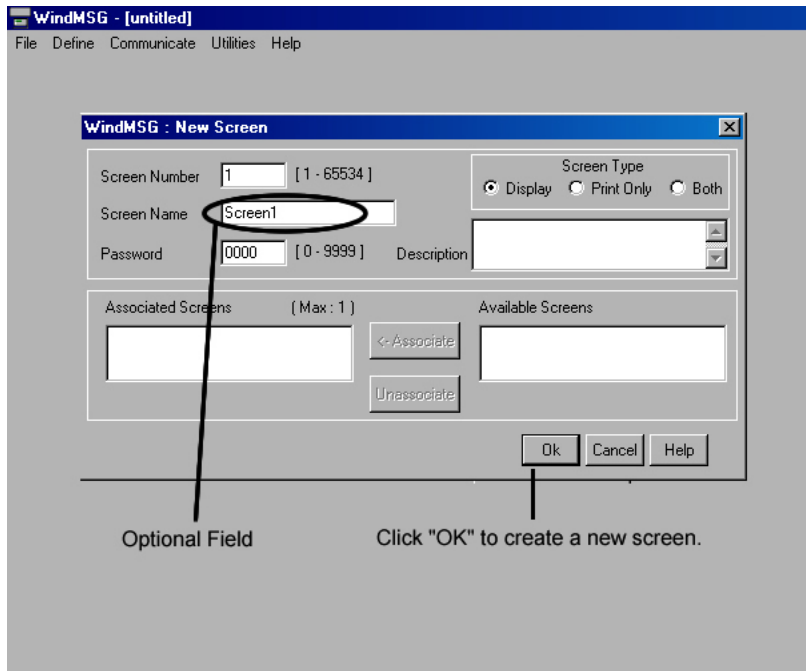
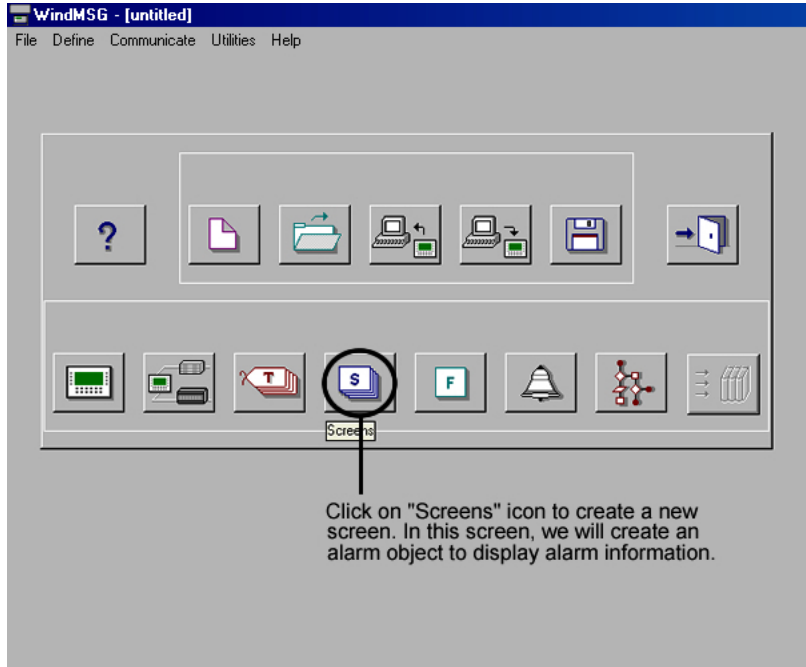
WindMSG Tutorial #7 (Configuring Alarms)

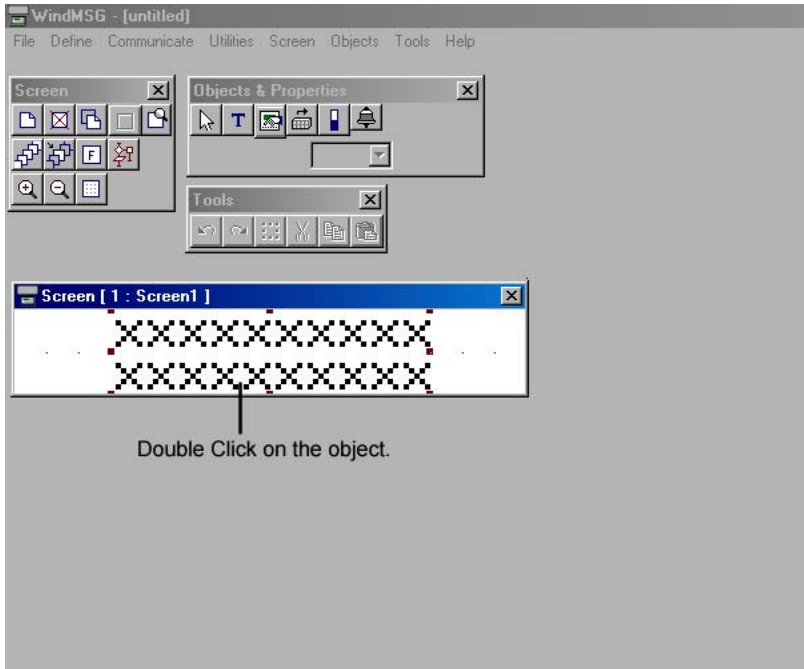
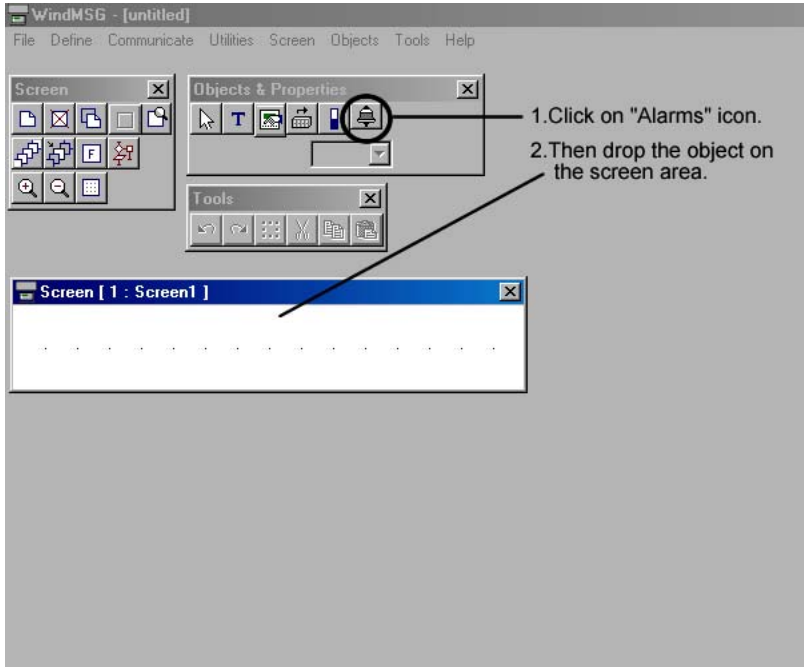












1. Select items from "Select From" list & click "Add" to move the items to "Selected" list.
 If any items needs to be removed from "Selected" list, select the item to be removed and then click "Delete". Sequence of selected items can be adjusted using the "up" and "Down" buttons.

2. For the purpose of this tutorial let's move item "Active" to "Selected" list.

3. Then click "OK" to confirm selections.

1. Now your screen should look like this image.

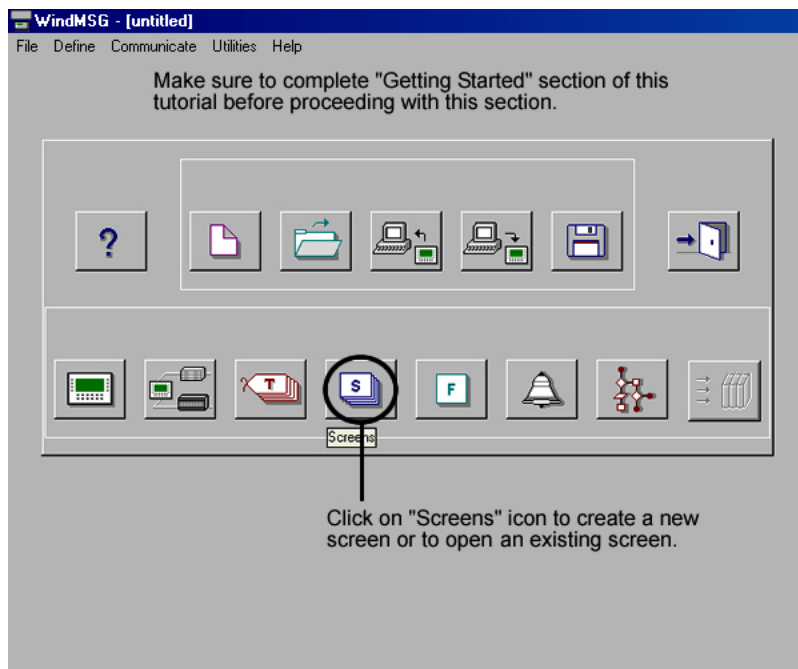
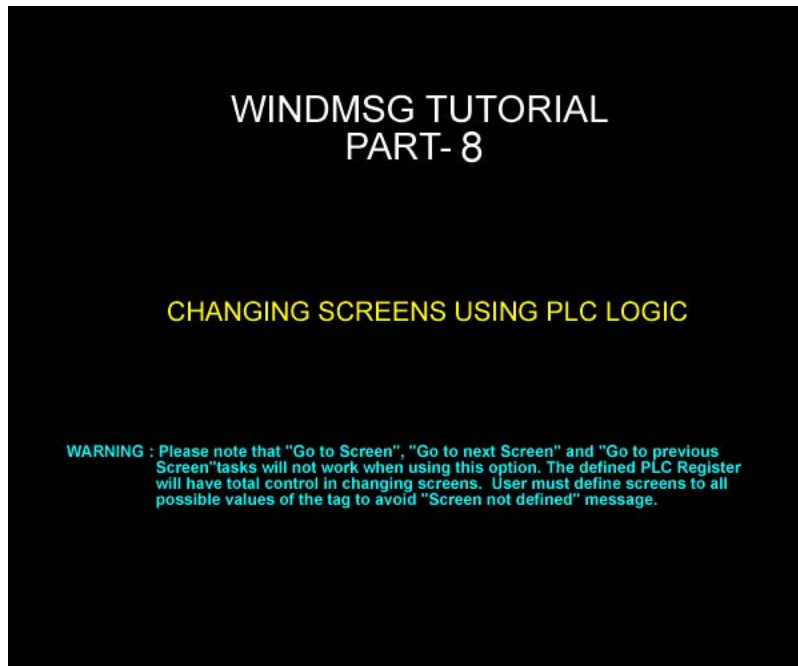
2. Let's resize this object using the mouse pointer.

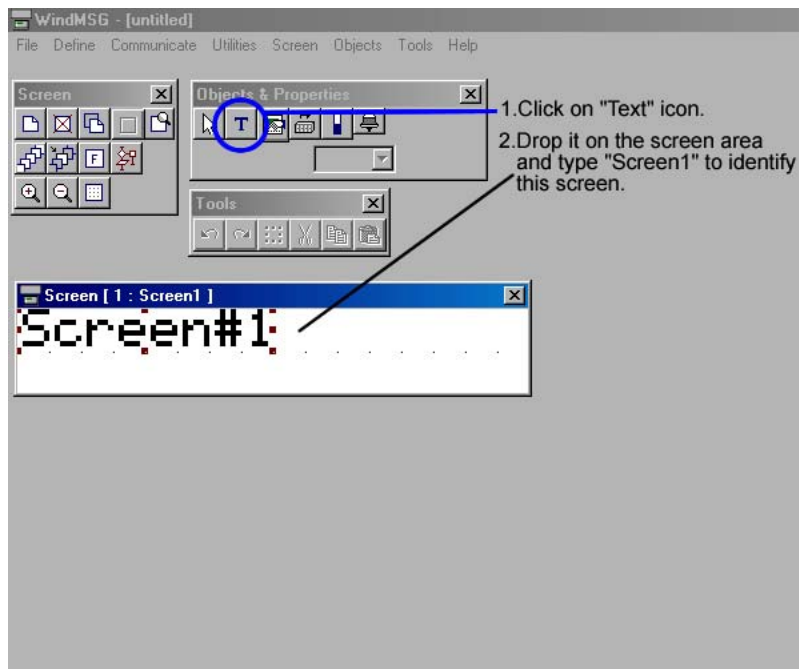
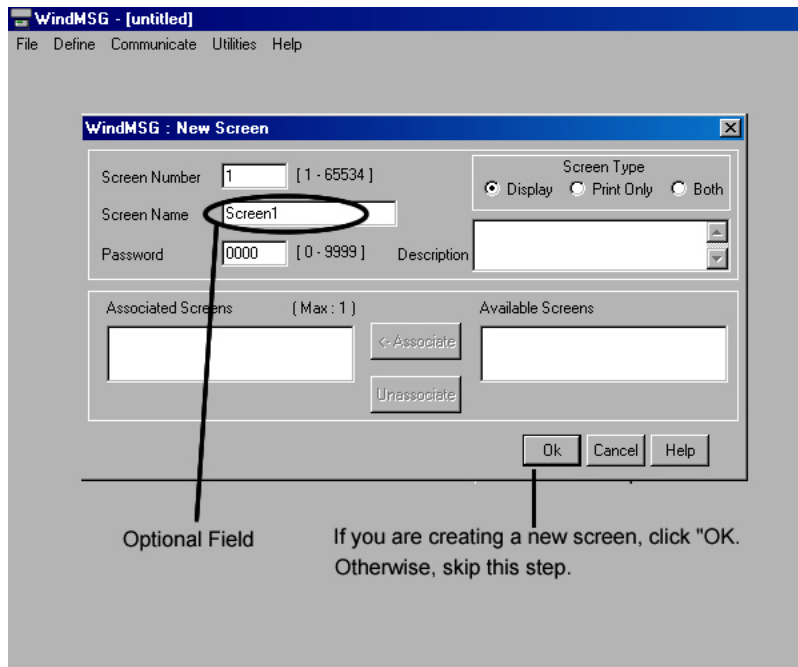
3. After resizing, your screen should look like this.

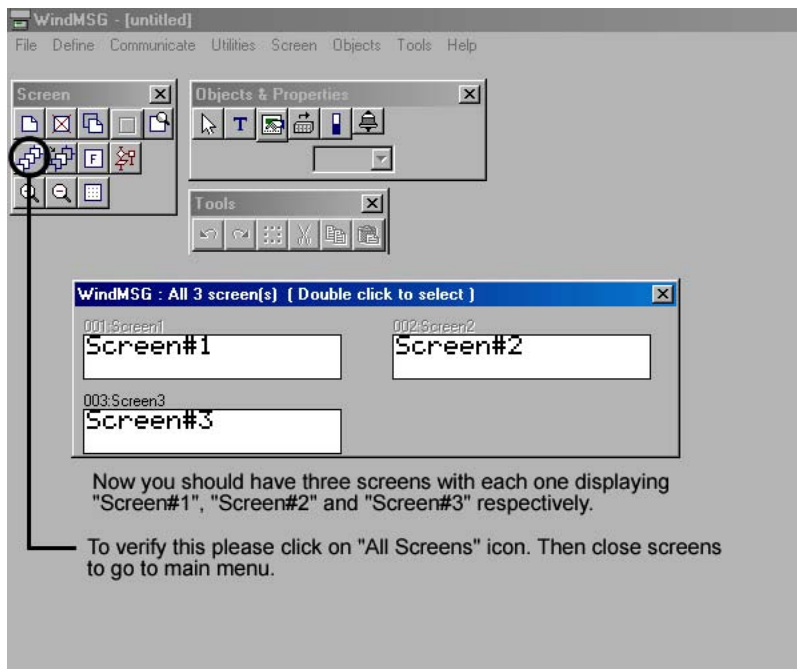
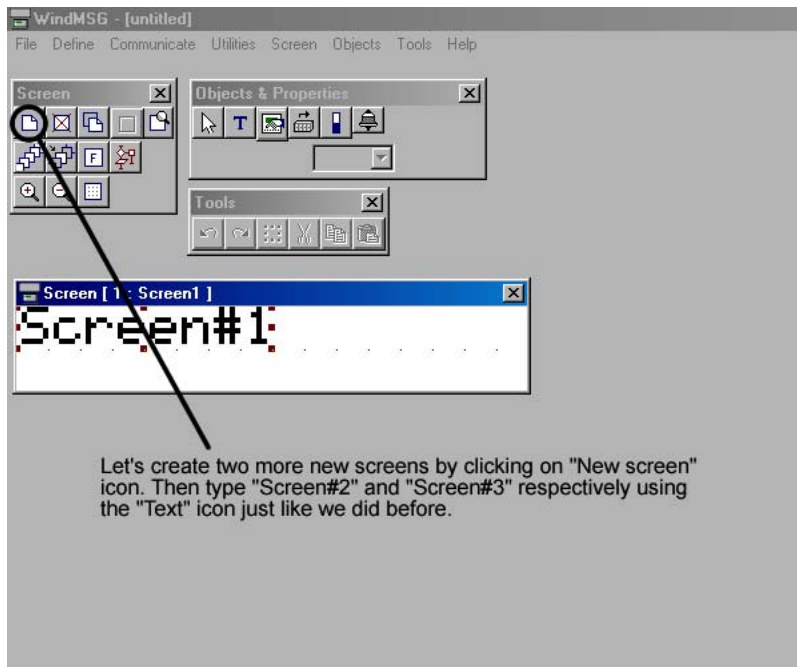
4. Save your project and download it to HG1X.

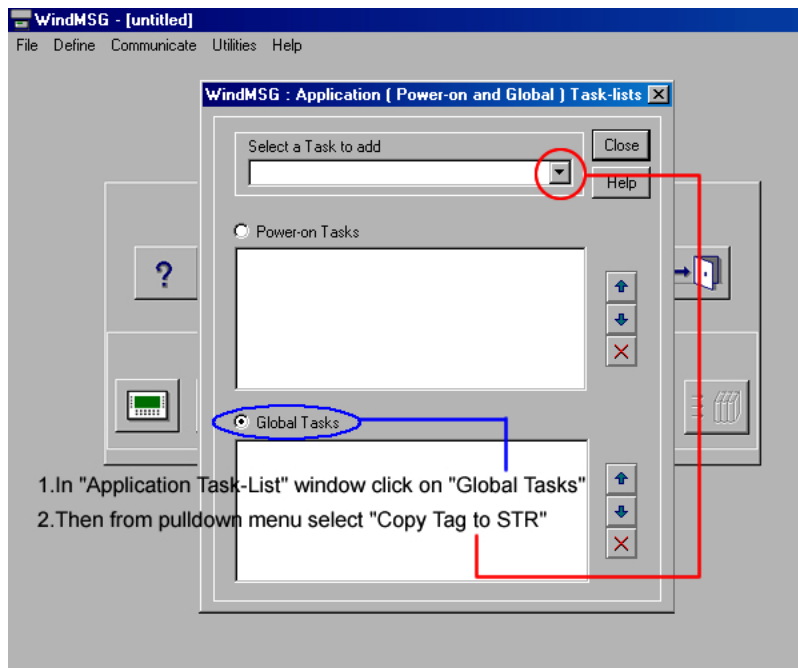
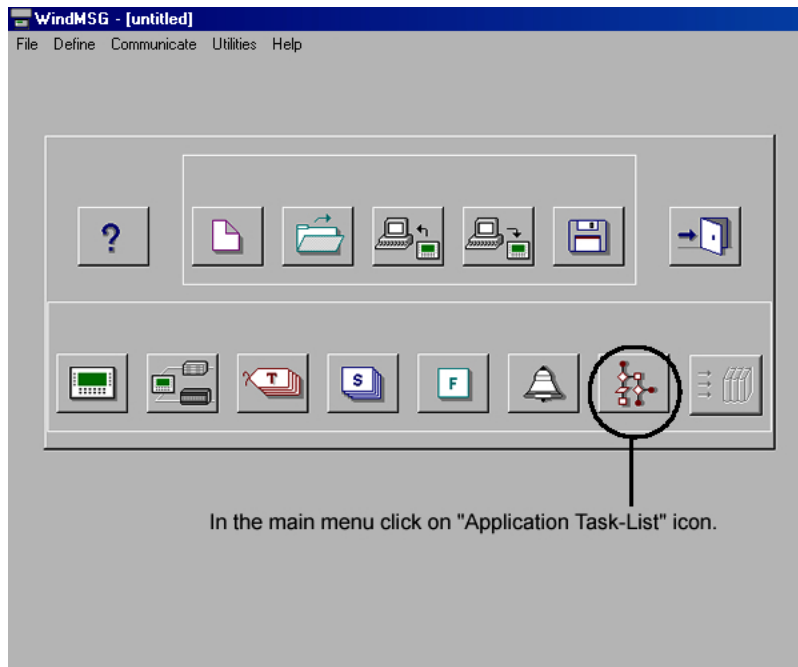
5. After download is complete, activate D10 Bit#0 in the PLC to trigger the alarm message.

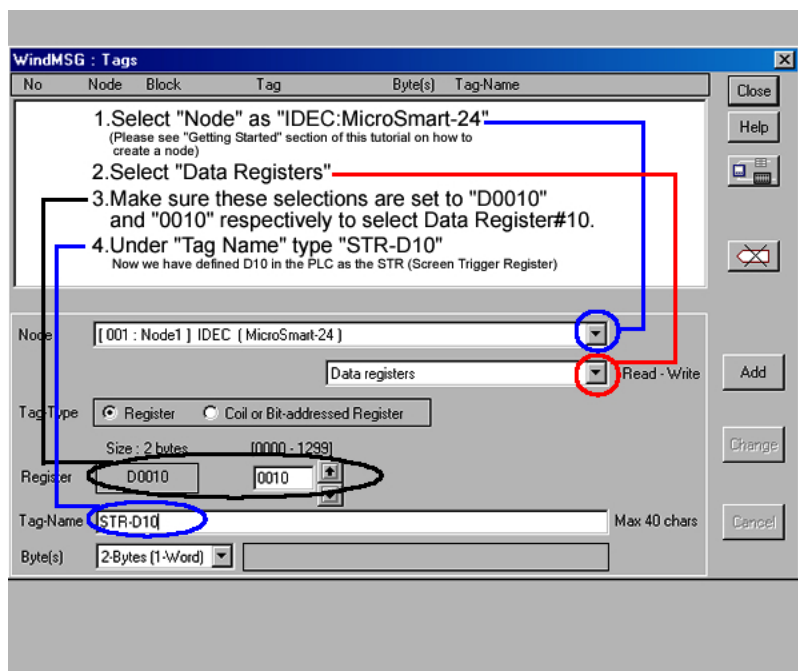
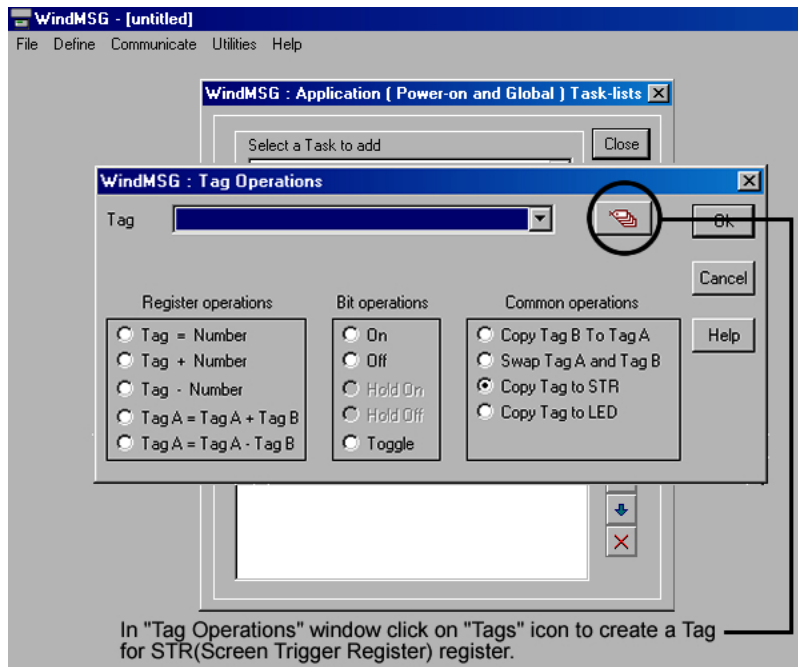
WindMSG Tutorial #8 (Changing screens using PLC logic)

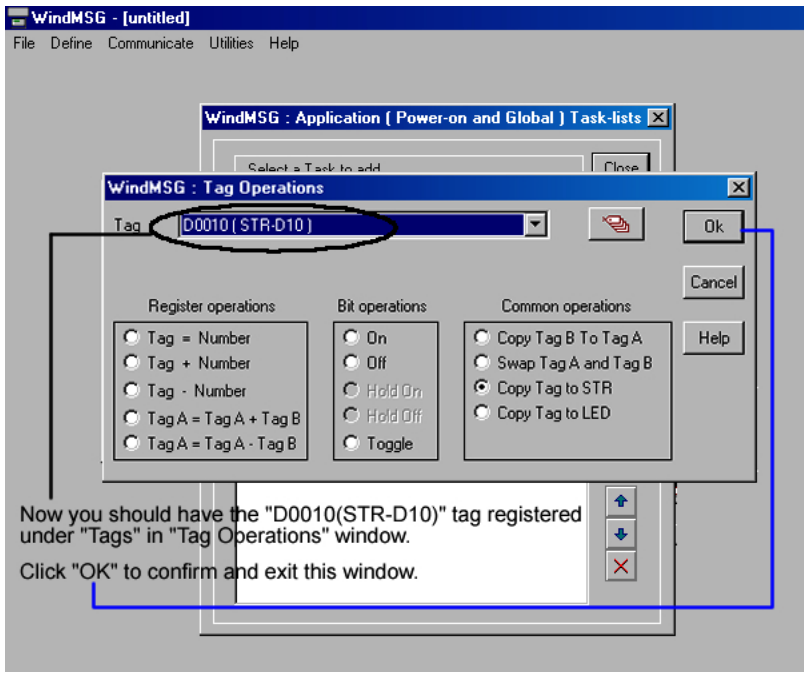
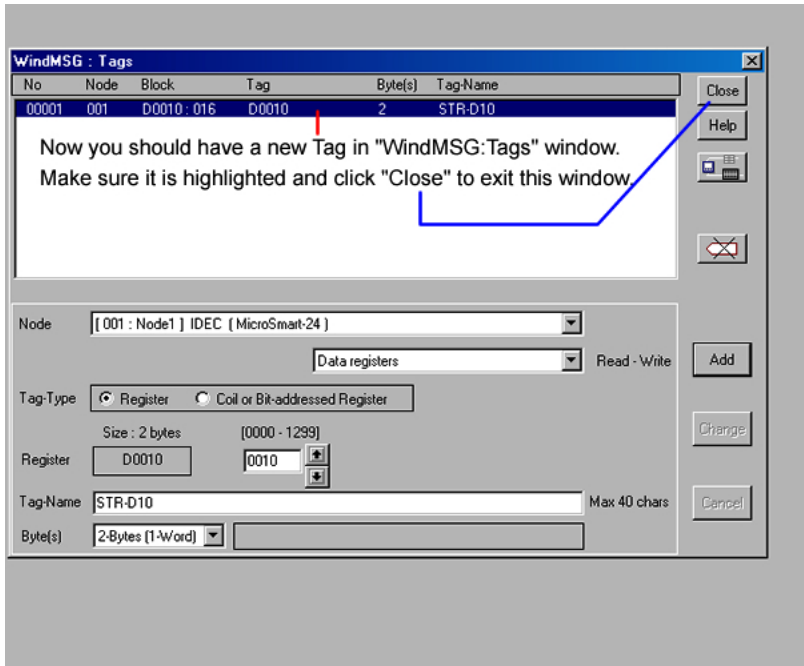


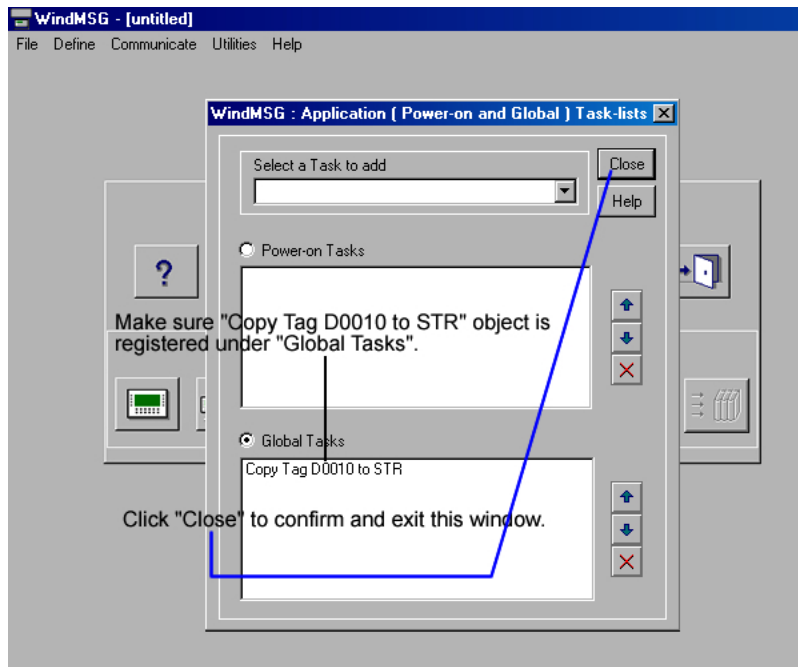












END OF WINDMSG TUTORIAL -PART# 8

Save this project and download it to HG1X unit. In order to trigger pages write values 1,2 or 3 in to D10 (Data Register# 10) in your PLC. Depending on the value in D10, HG1X will display the corresponding screen.

Example: If D10=1, then HG1X will switch to screen 1
if D10=2, then HG1X will switch to screen 2 etc..