

1. Make a graphical screen as shown below with the name "TEST". There are only two data points on this screen. Everything else you see is just regular text and drawn box objects. The screen below the TEST SCREEN is what your Application Navigator should look like.

TEST SCREEN DATA DISPLAY ######.## DATA ENTRY ######.## F1 F2 INCREMENTS F2 DE CREMENTS F3	This is Data Display. Tag Name is: DISPLAY_VALUE This is Data Entry. Tag Name is: DISPLAY_VALUE
Application Navigator: INC_DEC_NEW Creation Date: 03/18/1997 15:56:45	Target Workstation:
Modification Date: 03/18/1997 16:33:55	3100CT
Startun Screen:	Internal
	Keyboard
Graphic: Screens	D <u>a</u> ta: Screens
Master Tompleto	Master Template
TEST	TEST



Subject: Incrementing and Decrementing a value AN# 1023A Date: 3/19/97 Name: Steve Vargo Page: 2of 4 Description: This application note will guide you in creating an application that will increment and decrement a value in your 3XXX using SoftScreen for Windows 95.

2. This screen shows you what you need to set up in the Data Screens for the screen TEST. You get here from the Application Navigator. Choose Data Screens then click on the screen named TEST.

Data Editor: INC_DEC_NEW (Scree	n: TEST)	_ 🗆 🗙
Event	Action	E
Key press 🔹	Assignment	
Key:	Tag name (Destination):
	DISPLAY_VALUE	
	Tag name (Source):	
	JUPVAL	
Event->Act <u>i</u> ons:		
Key press(F1) Assign DISPLAY_VAL	UE = UPVAL UE = DOWNVAL	Add
Key press(F3) Enable data entry		<u>R</u> emove
		Move <u>U</u> p
	L	Move Down
General AData Entry Links7		v F



Subject: Incrementing and Decrementing a value AN# 1023A Date: 3/19/97 Name: Steve Vargo Page: 3of 4 Description: This application note will guide you in creating an application that will increment and decrement a value in your 3XXX using SoftScreen for Windows 95.

3. From the Application Navigator go to Data Drivers and click on Internal and setup up the screen as shown below. Note: If you were to use a PLC address instead of an internal you would go into Data Drivers then your PLC and set the tag DISPLAY_VALUE in there.

Tag Name: DISPLAY_VALUE Help	
Internal Address: #30	
□ <u>String Access</u> String Length: 4 + -	
Jame	
Jame DISPLAY_VALUE	Add
⊴ame DISPLAY_VALUE	<u>A</u> dd <u>R</u> emove
Jame DISPLAY_VALUE	<u>A</u> dd <u>R</u> emove Move <u>U</u> p



Subject: Incrementing and Decrementing a value AN# 1023A Date: 3/19/97 Name: Steve Vargo Page: 4of 4 Description: This application note will guide you in creating an application that will increment and decrement a value in your 3XXX using SoftScreen for Windows 95.

4. This is where you would set up your expressions. Go into Application Navigator and choose Data Application. You then would choose expressions and enter the information as shown below. After this you can Generate then Download your TEST application. Just another note.. The value that is used is just an example. You can use a variable or another constant. for example VALUE+10 would jump a value of ten when pressed. You will also need to press and release and press the F1 or F2 key again to keep incrementing or decrementing. This acts similar to a jogging function.

Data Editor: INC_D	EC_NEW (Expression	ons)	
Tag Name:	Data Type:	Length:	S <u>c</u> an Rate:
JUPVAL	Float 📩	4	
E <u>x</u> pression:			
DISPLAY_VALUE+1			Add
Expressions:			
UPVAL	DISPLAY_VALUE+1	Float	
DOWNVAL	DISPLAY_VALUE-1	Float	
			<u>R</u> emove
			Move <u>U</u> p
			Move Down
<u>1</u>			Þ