

5. Sub-menu Button Setup

<Abstract>

Sub-menu buttons are set.

A screen to add/modify/delete data in FunctionMap table.

<Image after setup>

System online/offline :	Start	End
Station mode :	Select	
Station status :	Operation	Suspend
Generate reports :	Inventory	Item master
Download reports :	Performance data	
Daily maintenance :	Daily cleanup	
System maintenance 1 :	Force termination	Cancel allocation
System maintenance 2 :	Modify conditions	Schedule status
Upload data :	Item master	Retrieval task
	Printer setup	

Buttons are added/modified/deleted.

<Screen Image>

1. Main Menu: Maintenance

2. List of maintenance items with buttons: Select, Modify, Delete

3. Arrow pointing to the configuration details

4. Submit, Clear, Update buttons

5. Back, To menu buttons

<Note>

- When there is an item in the FunctionMap table which does not belong to either MainMenu table or Function table, selecting "Irrelevant Item" from the "Main Menu" pull-down list allows you to display the item which does not belong to the MainMenu table or Function table.

Add

Add a new data into the FunctionMap table.

<Procedure>

1. Select a main menu to which the sub-menu you add belongs.

- (1) Select main menu.
- (2) Press [View] button.

2. Press the button you add.

- (1) Press the button you add from the list.
 - Select a button where no button label is displayed.
 - Press button, and the second screen appears.

3. Enter the sub-menu button data you add.

- (1) Enter a button resource key. (Necessary)
 - Press [Search] button, and select [Button Resource Key] from the [Resource List Box].
 - Only "MBTN" items are displayed in the resource list.
- (2) Enter the page name resource key. (Necessary)
 - Press [Search] button, and select [Page Name Resource Key] from the [Resource List Box]
 - Only "TLE" items are displayed in the resource list.
- (3) Enter URI. (Necessary)
- (4) Enter Frame name. (Necessary)
 - Enter "_self" by default.
 - Change this value if you open the screen in another window.
 - * If it is specified as "_self", for instance, Storage Setup screen is displayed within the same window by the "Select" button in the Storage Setup. However, if the value such as "frame3" is entered, the Storage Setup screen is displayed in another window.

Resource List Box (Button Resource Key)

Resource List - Microsoft Internet Explorer

eAWC automated warehouse controller

Resource List

Close

1-29/29

No.	Resource Key	Resource Name
1	MBTN-A0001	Inquiry
2	MBTN-A0002	Modify
3	MBTN-A0003	Item master
4	MBTN-A0004	Range select
5	MBTN-A0005	Storage
6	MBTN-A0006	Performance data
7	MBTN-A0007	Daily cleanup
8	MBTN-A0008	Suspend
9	MBTN-A0009	Select
10	MBTN-A0010	Schedule status
11	MBTN-A0011	New registration
12	MBTN-A0012	Retrieval task
13	MBTN-A0013	Retrieval
14	MBTN-A0014	End
15	MBTN-A0015	Performance data
16	MBTN-A0016	Delete
17	MBTN-A0017	Start
18	MBTN-A0018	Work no. select

Resource List Box (Page Name Resource Key)

Resource List - Microsoft Internet Explorer

eAWC automated warehouse controller

Resource List

Close

1-100/105

No.	Resource Key	Resource Name
1	TLE-9000	Login User List
2	TLE-9001	 Menu
3	TLE-A0001	Item code list
4	TLE-A0002	Item-specific inventory list
5	TLE-A0003	Location-specific inventory list
6	TLE-A0004	Location detail list
7	TLE-A0005	Work No. list
8	TLE-A0006	Planned restorage data list
9	TLE-A0007	Empty location list
10	TLE-A0008	Item code-specific total inventory list
11	TLE-A0009	Planned retrieval data list
12	TLE-A0010	Planned retrieval data details
13	TLE-A0011	Item-specific storage/retrieval performance data summary
14	TLE-A0012	Item-specific storage/retrieval performance data details
15	TLE-A0013	S_R machine operation result list
16	TLE-A0014	Item-specific performance details list
17	TLE-A0015	Convergence data list

4. Confirm the data you add, and reflect it to the FunctionMap table.

- (1) Press [Submit] button.
- (2) Press [OK] button on the message for confirmation.
 - Press [Submit] button, and the message for confirmation appears.
 - Press [OK] to continue.
 - => The entered sub-menu button data is added.
 - Press [Cancel] button to stop setting.
 - => The entered sub-menu data is left as it is, and the adding process is canceled.

5. Press [Back] button to return to the previous screen.

- Press [Back] button to switch to the previous screen.

Modify

Modify the sub-menu button data.

<Procedure>

1. Select main menu to which the sub-menu you modify belongs.

- (1) Select main menu.
- (2) Press [View] button.

2. Select the button you modify.

- (1) Press the button you modify from the list.
 - Press the button, and the second screen appears.

3. Enter the sub-menu button data you modify.

- (1) Enter the button resource key. (Necessary)
 - Press [Search] button, and select [Button Resource Key] from the [Resource List Box].
 - Only "MBTN" items are displayed in the resource list.

For the list box image, refer to the "Resource List Box (Button Resource Key)" of the Sub-menu Setup (Add).
- (2) Enter the Page Name Resource Key. (Necessary)
 - Press [Search] button, and select "Page Name Resource Key" from the "Resource List Box".
 - Only "TLE" items are displayed in the Resource List.

For the List Box Image, refer to the "Resource List List Box (Page Name Resource Key)" of the Sub-menu Button Setup (Add).
- (3) Enter URI.. (Necessary)
- (4) Enter Frame name. (Necessary)
 - Change this value to open the screen in another window.
 - * If it is specified as "_self", for instance, Storage Setup screen is displayed within the same window by the "Select" button in the Storage Setup. However, if the value such as "frame3" is entered, the Storage Setup screen is displayed in another window.

4. Confirm the data you modify, and reflect it to the FunctionMap table.

- (1) Press [Submit] button.
- (2) Press [OK] button on the confirmation message.
 - Press [Submit] button, and the message for confirmation appears.
 - Press [OK] to continue.
 - => The entered sub-menu button data is modified.
 - Press [Cancel] button to stop setting.
 - => The entered sub-menu data is left as it is, and the modifying process is modified.

5. Press [Back] button to return to the previous screen.

- Press [Back] button to switch to the previous screen.

Delete

Delete the entered sub-menu button data from the FuntionMap table.

<Procedure>

1. Select main menu to the sub-menu button you delete belongs.

- (1) Select main menu.
- (2) Press [View] button.

2. Select the button you delete.

- (1) Press the button you delete from the list.

3. Confirm the sub-menu button data you delete.

4. Confirm the data, and reflect it to the FunctionMap table.

- (1) Press [Delete] button.
- (2) Press [OK] button on the confirmation message.
 - Press [Delete] button, and the message for confirmation appears.
 - Press [OK] to continue.
 - => The confirmed sub-menu button data is deleted.
 - Press [Cancel] button to stop setting.
 - => The confirmed sub-menu data is left as it is, and the deleting process is canceled.

5. Press [Back] button to return to the previous screen.

- Press [Back] button to switch to the previous screen.