Show

A.2.2.2 Word Type - #H System Variables

Variable Name	Description	READ	WRITE
#H_AlarmSyncStatus	Alarm Analysis Status	✓	✓
#H_BackLightColor	2-color Backlight Switching	✓	✓
#H_ChangeScreenNo	Change-To Screen	✓	✓
#H_CounterbySecond	1-Second Binary Counter	✓	-
#H_CsvIndex_Control	Create an index file	✓	✓
#H_CsvIndex_Counter	A number of CSV files for index files	✓	-
#H_CsvIndex_Status	Status of creating an index file.	✓	-
#H_CsvIndex_Total	The total number of CSV files	✓	-
#H_CurrentBrightness	Brightness (Current Value)	✓	-
#H_CurrentDay	Day Data (Current Value)	✓	-
#H_CurrentDayofTheWeek	Day (Current Value)	✓	-
#H_CurrentHour	Hours (Current Value)	✓	-
#H_CurrentMinute	Minutes (Current Value)	✓	-
#H_CurrentMonth	Month (Current Value)	✓	-
#H_CurrentScreenNo	Current Screen Number	✓	-
#H_CurrentSecond	Seconds (Current Value)	✓	-
#H_CurrentTokenSpeed	The current value of the time taken for one transfer cycle of a token packet during a Serial Multilink connection.	✓	-
#H_CurrentYear	Year (Current Value)	✓	-
#H_DispScanCounter	Display scan counter	✓	-
#H_DispScanTime	Display scan time	✓	-
#H_EtherLink_ConstCommuniMemInfo	Total continuous communication (based on number of addresses) between the master display unit and Master/Slave/GP-Viewer EX nodes.	✓	-
#H_EtherLink_ConstItemCount	Total continuous communication requested by Slave/GP-Viewer EX from the master display unit (in bytes)	✓	-
#H_Expression_Err_Status	Error status during animation operation	✓	✓
#H_FileManager_PageScrollCount	Number of pages scrolled in the File Manager	✓	✓

#H_From_Day	Date data for the From field for a condition input keyboard	✓	✓
#H_From_Hour	Hour data for the From field for a condition input keyboard	✓	✓
#H_From_Minute	Minute data for the From field for a condition input keyboard	✓	✓
#H_From_Month	Month data for the From field for a condition input keyboard	✓	✓
#H_From_Second	Second data for the From field for a condition input keyboard	✓	✓
#H_From_Year	Year data for the From field for a condition input keyboard (last 2 digits of the year)	✓	✓
#H_GlobalWindowControl	Window Control	✓	✓
#H_GlobalWindowNo	Window Number	✓	✓
#H_GlobalWindowPosX	Window Display Position (X)	✓	✓
#H_GlobalWindowPosY	Window Display Position (Y)	✓	✓
#H_GW_AverageInterruptTime	Average delay time between the host and device/PLC (GP-4G01 exclusive)	✓	-
#H_GW_DivideInterruptSize	Communication size (GP-4G01 exclusive)	✓	✓
#H_GW_InterruptFrequency	Communication frequency (GP-4G01 exclusive)	✓	✓
#H_GW_MaximumInterruptTime	Maximum delay time between the host and device/PLC (GP-4G01 exclusive)	✓	-
#H_HistoricalTrendMagnification	The display magnification for the Historical Trend Graph	✓	-
#H_JpegCaptureFileNo	Screen Capture File	✓	✓
#H_LocalName	Local Name	✓	-
#H_LockElapsedTime	Elapsed time (seconds) since the start of the Operation Lock	✓	-
#H_LockRemainderTime	Time remaining (seconds) for the Operation Lock	✓	-
#H_LockOwnerIPAddr	IP address of the location of Operation Lock	✓	-
#H_LoginUserID	User ID for current user	✓	-
#H_MachineNo	Model number set through a conversion adapter	✓	-
#H_MAXTokenSpeed	The maximum value of the time taken for one transfer cycle of a token packet during a Serial Multilink connection.	✓	-
#H_NumpadInputMode	EZ Numeric Keypad Input Mode	✓	✓
#H_PrxFileName	Displays the project file name	✓	-

#H_PrxFileNameLanguage	Language for the project file name	✓	✓
#H_RecipeGroupID	Recipe group ID	✓	✓
#H_RecipeGroupName	Recipe group name	✓	-
#H_RecipeID	Recipe ID	✓	✓
#H_RecipeLabel	Recipe label name	✓	-
#H_RecipeLabelSortType	Sort order for the recipe label	✓	✓
#H_RecipeMatchedCount	Enhanced recipe search result (number of hits)	✓	-
#H_RecipeMatchedID[xx]	Enhanced recipe search result (enhanced recipe ID)	✓	-
#H_RecipeProcessing	Processing status such as for transferring/editing enhanced recipe data	✓	-
#H_RecipeResultCopy	Result of copy enhanced recipes	✓	-
#H_RecipeResultCSV	Import and export processing results of enhanced recipe data	✓	-
#H_RecipeResultSearch	Search status of enhanced recipes	✓	-
#H_RecipeResultTransfer	Transfer processing results of enhanced recipe data	✓	-
#H_RecipeSearchOption	Search conditions for enhanced recipes	✓	✓
#H_RecipeSearchTarget	Enhanced recipe search string	✓	✓
#H_RemoteHMI_Connect_Status	Remote HMI connection status	✓	-
#H_RemoteHMI_DisconnectMode	Amount of time after communication is down that Remote HMI is disconnected	✓	✓
#H_RemoteHMI_Touch_Status	Remote HMI operation status	✓	-
#H_SecurityBackupControl	Control for importing/exporting security data	✓	✓
#H_SecurityBackupStatus	Importing/exporting process status for security data	✓	-
#H_SecurityFingerprintControl	Control for updating/discarding database for the EZ Fingerprint Recognition unit	✓	✓
#H_SecurityFingerprintStatus	Status of updating/discarding database for the EZ Fingerprint Recognition unit	✓	-
#H_SecurityWriteControl	Security data write control	✓	✓
#H_SecurityWriteStatus	Security data writing status	✓	-
#H_SetBrightness	Brightness (Preset Value)	✓	✓
#H_SetDay	Day (Preset Value)*1 *7	✓	✓
#H_SetHour	Hours (Preset Value)*1 *7	✓	✓
		✓	✓

#H_SetMinute	Minutes (Preset Value)*1 *7		
#H_SetMonth	Month (Preset Value)*1 *7	✓	✓
#H_SetSecond	Seconds (Preset Value)*1 *7	✓	✓
#H_SetYear	Year (Preset Value)*1 *7	✓	✓
#H_SignalBuzzerHL_Control	Buzzer tone control for the EZ Tower Light*3 *4	✓	✓*6
#H_SignalBuzzerHL_Status	Status of EZ Tower Light's buzzer*3 *4	✓	-
#H_SignalBuzzerPattern_Control	Buzzer pattern control for the EZ Tower Light*3 *4	✓	✓*6
#H_SignalBuzzerPattern_Status	Status of the EZ Tower Light's buzzer pattern*3 *4	✓	-
#H_SignalBuzzerVolume_Control	Buzzer volume control for the EZ Tower Light*3 *4	✓	✓*6
#H_SignalBuzzerVolume_Status	Status of the EZ Tower Light's buzzer volume*3 *4	✓	-
#H_Signal**Blink_Control	Lighting pattern control for the EZ Tower Light*3 *4 *5	✓	✓*6
#H_Signal**Blink_Status	Status of the EZ Tower Light's lighting pattern*3 *4 *5	✓	-
#H_Signal**Color_Control	Lighting color control for the EZ Tower Light*3 *4 *5	✓	✓*6
#H_Signal**Color_Status	Status of the EZ Tower Light's lighting color*3 *4 *5	✓	-
#H_TagConsistencyConfig	Tag consistency check mode	✓	✓
#H_TagConsistencyStatus	Tag consistency check status	✓	-
#H_To_Day	Date data for the To field for a condition input keyboard	✓	✓
#H_To_Hour	Hour data for the To field for a condition input keyboard	✓	✓
#H_To_Minute	Minute data for the To field for a condition input keyboard	✓	✓
#H_To_Month	Month data for the To field for a condition input keyboard	✓	✓
#H_To_Second	Second data for the To field for a condition input keyboard	✓	✓
#H_To_Year	Year data for the To field for a condition input keyboard (last 2 digits of the year)	✓	✓
[PLC*]#H_DriverCycleTime	PLC (Device*) cycle time*2	✓	-
[PLC*]#H_DriverErrorCode	PLC (Device*) error code*2	✓	-
		✓	

[PLC*]#H_DriverErrorCount	PLC (Device*) error occurences*2		-
[PLC*]#H_DriverErrorDate	Elapsed time until an error occurs*2	✔	-

*1 When using IPC Series or SP5000 Series Open Box, setting up the Year/Month/Date/Hours/Minutes will update WinGP and the unit together.

2 Enter the [Device Name] set up in the [System Settings] node's [Device/PLC] page, in the [PLC] area.

*3 This is a system variable that is used for EZ tower light.

*4 Due to USB cable removal or insertion, if values in system variables changed to default values, or to values before connection, first change to a different value and then enter the original value.

*5 ** represents the EZ tower light's lower, middle and upper values. (01: Lower level, 02: Middle level, 03: Upper level

*6 You cannot write values right after turning ON the EZ tower light. Check if the status value is stored before writing values.

*7 If you write the same value to the system variable as its previous value, the value is not reflected. To write the same value, beforehand write a different value. When writing continuously, wait 50 ms or longer.

#H_AlarmSyncStatus

The processing status of alarm analysis is stored. The corresponding bit is turned ON according to the processing status.

When the analysis operation is canceled, all the bits in the system variable #H_AlarmSyncStatus are turned OFF.

Bit	Description	Details
0	Analyzing operation	Analyzing operation (This bit is ON from the time [START] is touched on the search condition input keyboard, to the time the state where the analysis information is maintained is released.)
1	Search in progress	During search processing of the information corresponding to the condition (This bit is ON from the time [START] is touched on the search condition input keyboard, to the time the analysis list screen is displayed.)
2	Undisplayed data present	Data not displayed in the analysis data is present (data exceeds 500)
3	Unable to display past data	Past data display for the historical trend graph is not set
4	External storage not connected	External storage is not connected to the display unit
5	External storage not formatted	The external storage is not connected properly
6	File read error	CSV files for the operation log are damaged.
7	File format error	CSV files for the operation log are not correct.
8	Saving of the operation log is in progress	Since saving of the CSV for the operation log function is executed, the search processing is stopped

9	Window display error	Unable to perform analysis because the search menu or the search condition input keyboard is being displayed with other functions, or because all windows are being used.
10...15	Reserved	-

NOTE

- When bit 8 or bit 9 is turned ON, the subsequent processing is not performed. Even if each of bits 0 to 7 are turned ON, analysis processing is continued.

#H_BackLightColor

Changes the display color of the backlight.

This operates only on models that support changing the backlight.
1.5 Supported Features

When you write "0", it is amber and "1" is red. Do not set other colors.

To change the backlight color on GP-4100 series (Monochrome Model), please use the following values.

The backlight colors are different from one model to the next.
1.5.6.1 For Those Using the GP-4100 Series

00h: Color as set up in the Base screen's [Screen Attribute]

01h: Green or white

02h: Red

03h: Orange or pink

11h: Green or white (Blink)

12h: Red (Blink)

13h: Orange or pink (Blink)

Other values: Green or white

NOTE

- When the backlight changes to red, the screen display stays on even when the Standby Mode is set to [Screen OFF].
5.4.2.1 Display Unit [Display] - Screen Settings

#H_ChangeScreenNo

Specify the Screen Number of the Change-to Destination.

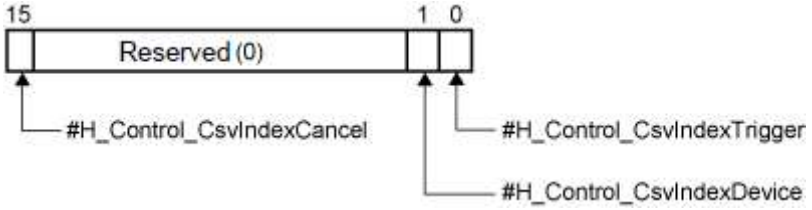
When the communication method is Direct Access, it is stored in LS0008, and when the method is the Memory Link Method, it is stored in 0015.

#H_CounterbySecond

Increments the elapsed time once every second immediately after the power is turned ON, and is stored in Bin format to LS2035.

#H_CsvIndex_Control

Create an index file for the recipe (CSV data) during RUN and store it in the external storage.



- **#H_Control_CsvIndexTrigger (Start creating an index file)**

When #H_Control_CsvIndexTrigger is turned ON, start creating an index file in an external storage.

NOTE

- While #H_Control_CsvIndexCancel is ON, an index file will not be created even if #H_Control_CsvIndexTrigger is turned ON.

- **#H_Control_CsvIndexDevice (Index file save location)**

Specify a location to save an index file. Specify the same save location as a recipe (CSV data).

- 0: CF card (or SD card)
- 1: USB Storage

- **#H_Control_CsvIndexCancel (Cancel index file creation)**

When #H_Control_CsvIndexCancel is turned ON during the index file creation, the creation process will be cancelled. The index file being created will be deleted.

IMPORTANT

- **Do not turn off the power of the display unit while creating an index file. It may not only stop the index file creation process but it may damage the data saved in the external storage.**

NOTE

- To use #H_CsvIndex_Control, select the [Transfer CSV Data] setting in the [Transfer CSV Data (Condition)] tab. #H_CsvIndex_Control will not operate if [Transfer CSV Data] is disabled.
  For details regarding the Common Settings [Transfer CSV Data (Condition)], please refer to the following.
  ☞ 26.8.1 Transfer CSV Data (Condition)
- If an index file is created using the system variable, the display unit's performance deteriorates as the number of CSV files for index file increases. If you don't want to deteriorate the display unit's performance, create an index file in offline mode or in GP-Pro EX.
- During the CSV data transfer, an index file cannot be generated. To use the index file creation, make sure that the transfer start bit of the CSV data transfer is OFF.
- When starting the transfer of CSV data, if "no external storage" or "CF card error" occur, index file creation processing will not run. Turn OFF the transfer start bit of the Transfer CSV Data.
- During the index file creation, CSV data transfer is not permitted.
- If the following actions are taken during the index file creation, the creation process will be cancelled.
- Going to offline mode
- Run screen transfer
- Remove a USB storage device
- If the index file is already saved, it will be overwritten when the creation of a new index file is completed.

- During the index file creation, change to the values of "#H_Control_CsvIndexTrigger" and "#H_Control_CsvIndexDevice" are disabled and the creation process continues.

#H_CsvIndex_Counter

The total number of CSV files subjected to the index file will be stored.

#H_CsvIndex_Status

The process status of the index file creation will be stored.

0000h	Before creating an index file
0001h	Creating an index file
0002h	Complete the index file creation successfully
0010h	#H_Control_CsvIndexCancel is turned ON and the index file creation is interrupted.
0100h	The external storage device is not inserted to the display unit or not formatted properly.
0200h	No CSV files are stored in the external storage device or the data in the CSV file is invalid.
0400h	No space in the external storage device or data cannot be overwritten since the index file is read-only.

NOTE

- When ending normally, turning OFF #H_Control_CsvIndexTrigger clears to zero the value stored in #H_CsvIndex_Statusstart.
- When #H_Control_CsvIndexCancel is turned OFF, #H_Control_CsvIndexTrigger is automatically turned OFF. The value stored in #H_CsvIndex_Status is also cleared to zero.

#H_CsvIndex_Total

The total number of CSV files that are stored in the external storage device at the index file creation will be stored.

#H_CurrentBrightness

Stores the current value for the brightness (0:Bright...100:Dark) set up on the display unit (display screen).

NOTE

- The following lists models compatible with dimmer settings and brightness ranges you can set up.
  ☞ 1.5 Supported Features

#H_CurrentDay

The "Date" of the date information is stored in BCD format in LS2050.

#H_CurrentDayofTheWeek

The current value for the day is stored in LS9310. The day is calculated from the Year, Month, and Day of the display unit's onboard IC (RTC) clock.
☞ A.1.1.4 LS9000 Area (Direct Access Method)

#H_CurrentHour

The "Hour" of the time information is stored in BCD format in LS2051.

#H_CurrentMinute

The "Minute" of the time information is stored in BCD format in LS2052.

#H_CurrentMonth

The "Month" of the date information is stored in BCD format in LS2049.

#H_CurrentScreenNo

Stores the screen number being displayed.

When the communication method is Direct Access, it is stored in LS0000, and when the method is the Memory Link Method, it is stored in 0015.

#H_CurrentSecond

The "Seconds" of the time information is stored in BCD format in LS2053.

#H_CurrentTokenSpeed

Used only during a Serial Multilink connection.

The current value of the time taken for one transfer cycle of a token packet (a Command Right for PLC) through multiple connected Displays. The unit is 10 milliseconds. The data is updated every time the maximum value is changed or when the screen is changed. The data's initial value is "0". There is an error of +/-10 ms. Stored in LS2041.

#H_CurrentYear

The "Year" of the date information is stored in BCD format in LS2048.

The stored value is the last 2 digits of year.

#H_DispScanCounter

The counter increments each time the Part set on the display screen processes.

The value is updated when all processing for the target Parts has finished and is stored in Bin format to LS2038.

#H_DispScanTime

The display time starts from the first Part set on the display screen to the end of the last Part.

Data is stored to LS2036 in Bin format, in millisecond units. The data is updated when all processing for the target Parts has finished. The data's initial value is 0, and there is an error of +/- 10 milliseconds.

#H_EtherLink_ConstCommuniMemInfo

Can be used only for Master display unit.

Stores the total value of the Continuous Communication Amount of the Master/Slave/GP-Viewer EX stations. For computing the number of addresses, refer to the following.

☞ 7.6.2 Procedure - How to Calculate the Communication Traffic

#H_EtherLink_ConstItemCount

Can be used only for Master display unit.

The total value of the Continuous Communication Amount actually requested by the Master/Slave/GP-Viewer EX from the Master display unit is stored in bytes. 16-bit, 32-bit, and bit addresses are calculated as 2 bytes, 4 bytes, and 2 bytes, respectively.

#H_Expression_Err_Status

Stores the operation error status of the animation function.

The #H_Expression_BCD_Err, #H_Expression_Division_Err, and #H_Expression_Overflow error statuses are stored in Bit 0, Bit 1, and Bit 2, respectively. For more details, please refer to the following.

A.2.2.1 Bit Type - #H System Variables

#H_FileManager_PageScrollCount

You can set set the number of pages to scroll when the change page button is touched. For example, if the value 5 is set and the change page button (Next) is touched, the fifth next page is displayed. When 0 is set, the number of pages to change is 1.

#H_From_Year/ #H_From_Month/ #H_From_Day/ #H_From_Hour/ #H_From_Minute/ #H_From_Second

Data for "year" (last 2 digits of the year), "month", "day" "hour", "minute", and "second" for the From field of the search condition input keyboard are stored.

20.10.3 Entering Search Conditions

NOTE

- This feature cannot run on models that do not support the Refine Search/Sort function.

#H_GlobalWindowControl

The Global Window is displayed when bit 0 of LS0016 is turned ON, and is hidden when the bit is turned OFF.

When bit 1 of LS0016 is turned ON, the display order of the Global Window can be changed.

#H_GlobalWindowNo

The indirectly selected Global Window registration number is stored in LS0017.

Stored values are in Bin or BCD format and range from 1 to 2000.

#H_GlobalWindowPosX

The indirectly selected X coordinate display position in the top left corner of the Global Window is stored in LS0018.

Values are in Bin or BCD format.

#H_GlobalWindowPosY

The indirectly selected Y coordinate display position in the top left corner of the Global Window is stored in LS0019.

Values are in Bin or BCD format.

#H_GW_AverageInterruptTime

This is a GP-4G01 system variable. You can use this variable when the [Use Gateway Mode] check box is selected.

Turn ON #H_GW_AnalyzeModeFlag to check the current system communication delay. GP-4G01 receives 1 byte from the current system host, then the GP-4G01 sends that single byte one hundred times to the communication device to get the average delay time written to this system variable. Units are in milliseconds (ms).

On the positive transition of #H_GW_AnalyzeModeFlag, the value of #H_GW_AverageInterruputTime is reset to zero.

#H_GW_DivideInterruptSize

This is a GP-4G01 system variable. You can use this variable when the [Use Gateway Mode] check box is selected.

Input Range: 1...65535

Use to adjust the communication volume between the GP-4G01 and device/PLC. The larger the value, the more data is processed by GP-4G01 at a time, which may delay communication in existing systems. The smaller the value data is run with smaller blocks of data, which reduces the impact on communication of existing systems.

When you want to check how changes to #H_GW_DivideInterruptSize affect operations, after changing its value set #H_GW_AnalyzeModeFlag ON. While #H_GW_AnalyzeModeFlag is ON, even if there is a change in value of #H_GW_DivideInterruptSize it is not reflected in operations.

#H_GW_InterruptFrequency

This is a GP-4G01 system variable. You can use this variable when the [Use Gateway Mode] check box is selected.

Input Range: 1...100

Used to define the communication frequency, you can use this variable to adjust the communication speed with the device/PLC. Increase the value so that communication by the GP-4G01 itself, or communication via GP-4G01, takes priority over existing system communications. Decrease the value so existing system communication takes priority.

When you want to check how changes to #H_GW_InterruptFrequency affect operations, after changing its value set #H_GW_AnalyzeModeFlag ON. While #H_GW_AnalyzeModeFlag is ON, even if there is a change in value of #H_GW_InterruptFrequency it is not reflected in operations.

#H_GW_MaximumInterruptTime

This is a GP-4G01 system variable. You can use this variable when the [Use Gateway Mode] check box is selected.

Turn ON #H_GW_AnalyzeModeFlag to check the current system communication delay. GP-4G01 receives 1 byte from the current system host, then the maximum delay time to send to the communication device is written to this system variable. Units are in milliseconds (ms).

When #H_GW_AnalyzeModeFlag is ON, the value of #H_GW_MaximumInterruputTime is reset to zero.

#H_HistoricalTrendMagnification

The status of Zoom In/Out Display for the Historical Trend Graph is stored. A value is stored in this system variable when zoom in/zoom out is executed, and when a Historical Trend Graph with the [Default Magnification] set is displayed by Screen Change or Window Display.

0: Thin Out Mode

1: Original Size

2: 2 Times

4: 4 Times

8: 8 Times

NOTE

- When multiple Historical Trend Graphs are displayed, the Display Magnification for the last Historical Trend Graph for which you used zoom in or zoom out is stored.
- When a Historical Trend Graph without the [Default Magnification] set is displayed as a result of a Screen Change or Window Display, the value in the system variable may not match with the Display Magnification of the Historical Trend Graph on display.

#H_JpegCaptureFileNo

When the "Save In" location is any location other than [FTP server], the file number for the screen capture to be obtained is specified as LS2074.

You can use this field when the [Auto Increment File Number] check box is selected. From the [System Settings], click [Display Unit] and in the [Mode] tab see the [Screen Capture] area.

#H_LocalName

Stores the name of the display unit.

In the [Video/Movie] settings, select the [Save to CF/USB] check box and for the [User Set String] select the [Indirect] option. You can copy the station name to the address configured in the [User Set String], and then when the [Control Address] is set ON, use the station name as the destination folder name.
When saving videos from multiple Displays, you can easily determine which folder is for which Display.
28.10.1 Video / Movie Settings Guide

#H_LockElapsedTime

In the [System Settings] node's [Display Unit], when [Enable Operation Lock] is set up on the [Extended Settings] page's [Operation Lock] area, this variable stores the elapsed time (in seconds) from the start of operation lock.

#H_LockRemainderTime

In the [System Settings] node's [Display Unit], when [Timeout] is set up in the [Extended Settings] page's [Operation Lock] area, this variable stores the time remaining (in seconds) until operation lock is unlocked.

#H_LockOwnerIPAddr

Obtains the IP address of the display unit acting as the Operation Lock.

NOTE

- If the display unit for the source Lock has multiple LAN ports as shown below, the IP address of any one of the multiple Ethernet settings is stored. Therefore, an IP address different from the actual IP address used to communicate with may be stored.
- When using SP5000 Series
- When using EZ LAN Adapter with GP4000 Series models with a LAN port (excluding GP-410*)

To check which models support EZ LAN Adapter, refer to the following.
1.5 Supported Features

#H_LoginUserID

Stores the User ID of persons currently logged in.

#H_MachineNo

When using a GP3000H conversion adapter (model: AGP3000H-ADPCOM-01) with a hand-held GP, periodically saves the ID number (unit number) of the conversion adapter. With this feature, you can check if the conversion adapter is connected to the hand-held GP.

After the power is turned ON, until the model number of the conversion adapter is read, the value is 0.

To enable, below the [System Settings] node click [Display Unit]. In the [Mode] tab, enable [Conversion Adapter]. You can also enable or disable the conversion adapter in Offline Mode.
Refer to the Maintenance/Troubleshooting Guide for Offline Mode configuration details.

#H_MAXTokenSpeed

Used only during a Serial Multilink connection.

The current value of the time taken for one transfer cycle of a token packet (a Command Right for PLC) through multiple connected Displays. Each unit is 10 milliseconds. The data is updated every time the maximum value is changed or when the screen is changed. The data's initial value is "0". There is an error of +/-10 ms. Stored in LS2040.

#H_NumpadInputMode

Switch the input mode for the EZ numeric keypad.

By writing the following value, you can change the input mode of the numeric keypad.

Value (Dec)	Description	Details
0	Use tenkey	Always operates as a numeric keypad. Can be used only when the Data Display is in the input wait state. Does not operate even when the function key is set.
1	Use function keys	Always operates as function keys. Cannot be used as a numeric keypad.
2	Use tenkey and function keys	The display unit will automatically switch between the numeric keypad input and function key input. It will switch to the numeric keypad input only when the Data Display is in the input wait state.

NOTE

- When you write a value other than 0 to 2, the tenkey pad does not operate.

#H_PrxFileName

Displays the project file name.

The project file name, including extension, can display up to 256 single or double-byte characters.

NOTE

- Even if you change the file name in Explorer or other method, if the project is not saved, the changed file name is not reflected in #H_PrxFileName. However, if you check the value of #H_PrxFileName in simulation, the latest project file name is displayed.
- Even if you change the value in #H_PrxFileName, the actual project file name does not change.

#H_PrxFileNameLanguage

Defines the language of the project file name stored in the #H_PrxFileName system variable.

Value (Dec)	Language
0	ASCII
1	Japanese
2	Chinese (Traditional)
3	Chinese (Simplified)
4	Korean
5	Russian (Cyrillic)
6	Thai

NOTE

- Match the settings of #H_PrxFileNameLanguage with the project file name in #H_PrxFileName.

#H_RecipeGroupID

The Group ID for the enhanced recipe is specified. It is used when transferring/receiving and importing/exporting the enhanced recipe data.

NOTE

- The values for this system variable become the Group ID to be displayed on the enhanced recipe list.

#H_RecipeGroupName

The Group Name for the enhanced recipe is stored.

NOTE

- When the #H_RecipeGroupID value is invalid or is 0, 0 is stored in #H_RecipeGroupName.

#H_RecipeID

The Recipe ID for the enhanced recipe is specified. It is used when transferring/receiving the enhanced recipe data.

- The Recipe ID for the enhanced recipe that imports/exports the enhanced recipe data as a CSV file is specified.
- The Recipe ID for the recipe label that is selected in the enhanced recipe list is stored.
- The Recipe ID for the element data belonging to the displayed enhanced recipe data list is specified.

NOTE

- The values for this system variable become the Recipe ID to be displayed on the enhanced recipe list.

#H_RecipeLabel

Stores up to 32 single or double-byte characters of the recipe label name selected in the Enhanced Recipe List (#H_RecipeGroupID, #H_RecipeID). The recipe label is stored using the character code defined in the enhanced recipe group's [Language] setting.

If there are two or more label languages, stores with the character code defined in [Select label language].

For information on recipe label character codes, refer to the following.
☞ 26.26 Confirming Which Enhanced Recipe's data is Transferred

#H_RecipeLabelSortType

The display order for the recipe label to be displayed on the enhanced recipe list is specified.

0: Recipe ID order

1: Recipe label (ascending order)

2: Recipe label (descending order)

#H_RecipeMatchedCount

16-bit integer variable that stores enhanced recipe search hits from the system variable #H_RecipeControlSearch. When no matching enhanced recipes are found, stores [0].

NOTE

- Specify the search string in #H_RecipeSearchTarget.
- Search results from the enhanced recipe list part are not reflected in this system variable.

#H_RecipeMatchedID[0]..[63]

16-bit integer array variable that stores enhanced recipe search results from the system variable #H_RecipeControlSearch. Stores up to 64 enhanced recipe IDs that match the search string.

When a number of enhanced recipes are found in a search result, the recipe IDs are stored from#H_RecipeMatchedID[0] in ascending order. When the search results in 65 or more recipes, the results of the 65th and subsequent recipes are discarded.
When no matching enhanced recipes are found, the value of #H_RecipeMatchedID[xx] is not updated and the previous data remains.

NOTE

- #H_RecipeMatchedID[xx] cannot be used in logic programs.
- Search results from the enhanced recipe list part are not reflected in this system variable.

#H_RecipeProcessing

16-bit variable that stores the status of enhanced recipe operations such as transfer and edit. Each bit shows the progress and completion state of operations.

Bit	Description	Details
0	Transferring bit	The transfer status from the display unit to the connecting device is stored
1	Transfer Complete Flag	
2	Receiving bit	The transfer status from the connecting device to the display unit is stored
3	Receiving Completion Flag	
4	Exporting bit	The CSV output status to the external storage is stored
5	Export Completion Flag	
6	Importing bit	The import status from the external storage is stored
7	Import Completion	

	Flag	
8	Updating bit of the enhanced recipe list	The update status of the enhanced recipe list is stored
9	Copying bit of the enhanced recipe list	The processing status of editing, copying, and deleting the recipe label is stored
10	Deleting bit of the enhanced recipe list	
11	Editing bit of the enhanced recipe list	
12	Reloading bit of the enhanced recipe list	The update status of the enhanced recipe data list is stored
13	Saving bit of the enhanced recipe list	The save status of the results by which the element values are edited is stored
14	Saving mapped address	Turns ON when writing the value of mapped addresses to element values, and turns OFF when the process is complete.
15	Saving mapped address complete	Turns ON when writing the value of mapped addresses to element values is complete.

#H_RecipeResultCopy

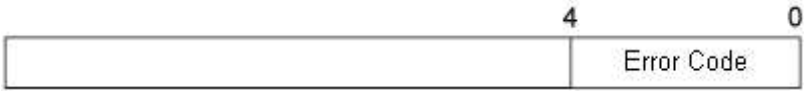
#H_RecipeControlCopy 16-bit integer variable that stores the status of the enhanced recipe copy operation.

- Bit 1: Copy complete
  Turns ON when the enhanced recipe copy operation is complete. When the copy control system variable #H_RecipeControlCopy turns OFF, #H_RecipeResultCopy also turns OFF.

- Bit 0, 2...15: Reserved
  Do not use.

#H_RecipeResultCSV

This 16-bit integer variable stores the processing results for importing/exporting enhanced recipe data as a CSV file.



Error Code	Description	Details
0	Completed successfully	
1	Incorrect #H_RecipeGroupID value	Change the recipe group ID configured in the CSV file. The recipe group ID is duplicated, out of range, or not set.
2	Incorrect #H_RecipeID value	Change the recipe ID configured in the CSV file. The recipe ID is duplicated, out of range, or not set.
3	Import	CSV file format discrepancy

	unsuccessful	
4	Import unsuccessful	Absence of CSV files to be replaced
5	Import unsuccessful	Insufficient number of columns for CSV file format
6	Import unsuccessful	Excessive number of columns for CSV file format
7	Import unsuccessful	Excessive number of rows for CSV file format
8	Import unsuccessful	Excessive number of element value characters (character string is too long), or invalid characters mixed in.
9	Import unsuccessful	Values other than the character string of the element values are invalid (exceed the set range)
10	Import stopped	Importing interrupted because enhanced recipe element values are being edited.
11	Absence of files to be imported	Files for importing cannot be found. External storage, used as the save in location of files to import, may not be connected
12	Generation of export files unsuccessful	Files for exporting could not be generated. The probable causes are as follows: ▪ Insufficient external storage capacity at the export destination. ▪ Files are read-only.
13	Write Error	Write unsuccessful. Try to import or export again.
14	Write Error	
15	Insufficient capacity	Cannot update due to insufficient space in the screen area
16	Reserved	-
17	Import unsuccessful	The label's language code is invalid. In the CSV file, the language code listed as the Label Language is incorrect. Alternatively, the label language in the CSV file and the current recipe label's language code are different.
18	Import unsuccessful	The language code of the text data is invalid. In the CSV file, the language code listed as the Data Language is incorrect. Alternatively, the data language in the CSV file and the current recipe group's language code are different.
19	Import unsuccessful	The CSV file has an undefined recipe label.
20	Import unsuccessful	The CSV file has an undefined element label.

NOTE

- During export and import, when #H_Control_USBDetachTrigger and #H_Control_SDDetachTrigger are turned ON, errors for either 3 to 9 or 12 are stored.

#H_RecipeResultSearch

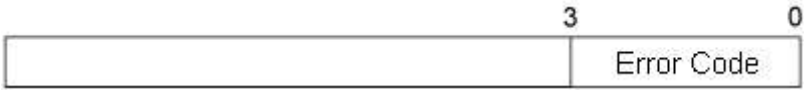
This 16-bit integer variable stores the processing status of the enhanced recipe search.

- Bit 0: Searching
  This variable turns ON when running the enhanced recipe search and turns OFF when the search is complete.

- Bit 1: Search complete
  When the enhanced recipe search is complete, this variable turns ON. When the search control system variable #H_RecipeControlSearch turns OFF, #H_RecipeResultSearch also turns OFF.

#H_RecipeResultTransfer

Transfer processing results for the enhanced recipe data are stored.



Error Code	Description	Details
0	Completed successfully	
1	Incorrect #H_RecipeGroupID value	The specified enhanced recipe group does not exist or is out of range.
2	Incorrect #H_RecipeID value	The specified enhanced recipe does not exist or is out of range.
3	Device access error	During transfer/receive, access to the device failed.
4	Incorrect element value	Receive process canceled. Values outside the setting range are included as element values.
5	Failed to update element value	Receive process canceled as element values are being edited. You can check the edit status of element values with #H_RecipeStatusEdit.
6	Failed to update element value	Receive process canceled as element values included invalid characters.
7	Failed to update element value	Unable to save mapped address values to element values as the recipe was either saving or receiving.
8	Incorrect security level	Access is not allowed because the recipe's security level is higher than the current login security level. Please login with a security level at or above the recipe security level.
9...12	Reserved	
13	Write Error	Write unsuccessful. Transfer again.
14	Write Error	Write unsuccessful. Transfer again.
15	Insufficient capacity	Cannot update due to insufficient space in the screen area

#H_RecipeSearchOption

This 16-bit integer variable specifies enhanced recipe search options. Set up before searching. Applies to search operations with an enhanced recipe list part and with the system variable #H_RecipeControlSearch.

- Bit 0: Distinguish upper and lower case characters
  When ON, upper and lower case letters in a search string are not distinguished in the search operation. When OFF, distinguishes the difference between upper and lower case letters in search strings.

#H_RecipeSearchTarget

System variable used to specify the search string for enhanced recipes. Enter the enhanced recipe label to search for in this system variable and use #H_RecipeControlSearch to start the search.

Using this system variable you can specify up to 64 bytes of continuous data, up to 64 single-byte or 32 double-byte characters.
You can use the following wildcards in the search string.

- *: Any text
  Example: When you specify "Recipe*" in #H_RecipeSearchTarget
  Search results include Recipe A, Recipe AB, Recipe ABC, and so on.

- ?: Any one character
  Example: When you specify "Recipe??" in #H_RecipeSearchTarget
  Search results include RecipeAB, RecipeXX, and so on. In this case, RecipeA has fewer letters than the search condition, and RecipeABC has more, so these do not appear in the search results.

NOTE

- When there are two or more label languages, the search is applied to the current language. When specifying your search text, use character codes that match the recipe label language.
  For information about each language's character codes, see "Language code" in the following topic.
  ☞ 26.20.2 Enhanced Recipe - CSV File Format

#H_RemoteHMI_Connect_Status

Stores the Pro-face Remote HMI client and server (display unit) connection status.

When [Allow multiple client connections] is enabled, stores [3] if both synchronous and asynchronous clients connect, and stores [1] if only synchronous clients connect.

Value (Dec)	Description
0	Client and server (display unit) are not connected
1	Connecting in synchronous mode
2	Connecting in asynchronous mode
3	Connecting in synchronous/asynchronous mode

NOTE

- This system variable is not supported by the Pro-face Remote HMI Server (application).

#H_RemoteHMI_DisconnectMode

Available when Pro-face Remote HMI is enabled.
Stores the amount of time from when the client connection cannot be confirmed, until communication is

disconnected and touch operation is canceled.
For example, when 5 seconds is set and a communication failure occurs and on the client a momentary switch is ON, 5 seconds after the connection cannot be confirmed touch operation is canceled (OFF).

Value (Dec)	Description
0	Standard time out (approximately 30 seconds)
2...5	Timeout after defined number of seconds

NOTE

- If the value changes while the client is connected, communication is interrupted for a moment and then reconnected.
- When the set value is out of range, operates using the standard time out (approximately 30 seconds).
- If power is turned off or the display unit is restarted, the system variable is initialized with the value configured in the [Disconnect after communication is down for (#H_RemoteHMI_DisconnectMode)] field, available from [Main Unit], [Remote Viewer], [Pro-face Remote HMI].
- If you set to any value other than 0, confirm operation in the actual run-time environment.
  If you set to any value other than 0, even though the connection may not be broken, due to unintended timing it may become disconnected. If that happens, adjust the value.

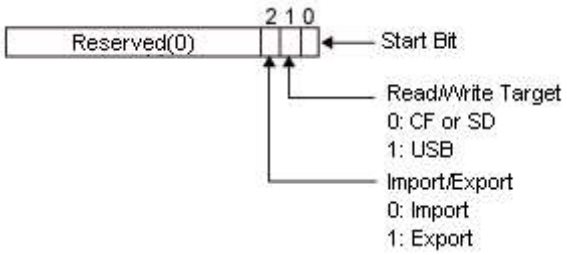
#H_RemoteHMI_Touch_Status

Stores the status of monopolize touch on the Pro-face Remote HMI.

Value (Dec)	Description
0	Touch operation is not monopolized
1	Touch operations possible only on the server side
2	Touch operations possible only on the client side

#H_SecurityBackupControl

Imports or exports security data.



Write the operation type (import/export) in bit 2, and the location to save security data in bit 1.

When bit 0 turns ON, the operation set in bit 2 and 1 is processed.

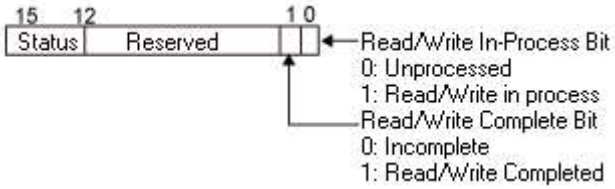
The exported security data is saved in the [Security] folder of the external storage specified as the location to save, with the file name [SecFPDat.bin].

When you import security data from the [Security] folder of the specified external storage, the file name should also be [SecFPDat.bin].

You can import exported security data and security data created with the Fingerprint Recognition Setting Tool.

#H_SecurityBackupStatus

Stores the status when security data is imported/exported.



Status details

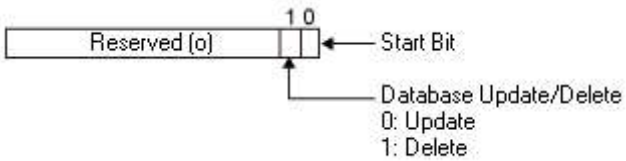
Bit 12 to 15	Description	Details
0	Completed successfully	Read/write is successfully completed
1	Level Mode Error	The password setting is set to the Level Mode. (The setting needs to be changed to the User ID Mode.)
2	Security Data Error	Incorrect security settings (User ID is duplicated or no User ID or Password is set.)
3	Reserved	-
4	No external storage	External storage is not available. Or, the CF card cover is open.
5...8	Reserved	-
9	Read/write error	Unsuccessful to read from/write to display unit or external storage
10...15	Reserved	-

When an error has occurred during security data import or export, the error status is stored.

- The Reading/Writing bit turns OFF when the read/write operation is complete. Additionally, the Read Completion/Write Completion bit turns ON. By turning the #H_SecurityBackupControl start bit OFF, the completion bit also turns OFF.
- When an error has occurred during reading/writing, the completion bit does not turn ON. The Reading/Writing bit turns OFF when an error has occurred and its error status is stored in #H_SecurityBackupStatus. The error status is not cleared when the #H_SecurityBackupControl start bit is turned OFF. It will be cleared next time the process is completed successfully.

#H_SecurityFingerprintControl

Update or destroy the EZ fingerprint recognition unit database.

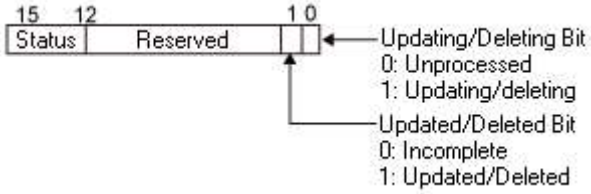


Set the operation type (update/discard) in bit 1. When bit 0 turns ON, the data base is updated or discarded.

Update the database when using a new EZ Fingerprint Recognition Unit. Also, update the database when using an EZ Fingerprint Recognition Unit which was used with other display unit.

#H_SecurityFingerprintStatus

Stores the error status, when an error has occurred during updating/discarding the EZ Fingerprint Recognition Unit's database.



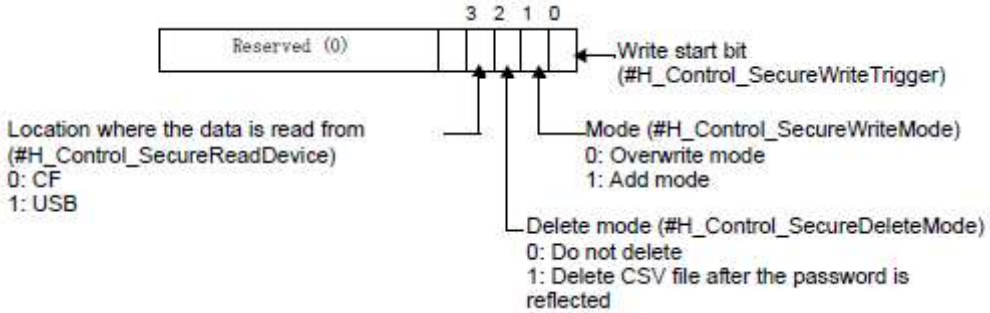
Status details

Bit 12 to 15	Description	Details
0	Completed successfully	Occurs when the database has been updated/discarded successfully
1	EZ Fingerprint Recognition Unit Connection Error	Occurs when the EZ Fingerprint Recognition Unit is not connected
2	When fingerprint data does not exist	When security data does not exist in the specified folder during database update
3...15	Reserved	-

- The Updating/Discarding bit turns OFF when the update/discard operation is complete. Additionally, the Update Completion/Discard Completion bit turns ON. By turning the #H_SecurityFingerprintControl start bit OFF, the completion bit also turns OFF.
- When an error occurs while updating/discarding, the completion bit does not turn ON. The Updating/Discarding bit turns OFF, and the error status is stored in #H_SecurityFingerprintStatus. The status is not cleared when the #H_SecurityBackupControl start bit is turned OFF. It will be cleared next time the process is completed successfully.

#H_SecurityWriteControl

Stores the execution status and "Save in" location of online writing of passwords.



The password of the CSV file is reflected on the display unit by setting bit 0, OFF to ON.

- **Write error check**

When writing to the display unit, check the following items for Level Mode/User ID Mode and Write Mode.

O: Check Errors X: Do not check errors

Contents to be checked	Level Mode		User ID Mode	
	Overwrite	Append	Overwrite	Append
External storage is mounted on the body	O	O	O	O
CSV file has a designated path and file name.	O	O	O	O
CSV file is in a designated format.	O	O	O	O
Password data of the CSV file is free of the following error.	-	-	-	-
• Password (including the level and user ID) is described using up to eight single-byte characters.	O	O	O	O
• Password (including the level and user ID) does not include a space.	O	O	O	O
• Level, password and user ID have no spaces (if they are described with spaces only, they are regarded as being deleted, instead of being an error).	X	X	O	O
• Levels are within range, 1 to 15.	X	X	O	O
The number of set user IDs is not more than 100.*1	X	X	O	O
Level Mode /User ID Mode of the CSV file is consistent with that on the display unit.	O	O	O	O
User ID (password) is not duplicated.*2	O	O	O	O

The contents to be checked are different depending on Write Mode.

*1 Checking the number of set User IDs

Overwrite	Check the number of settings in the file for writing.
Append	Check the sum of the number of settings in the data to write and the existing data.

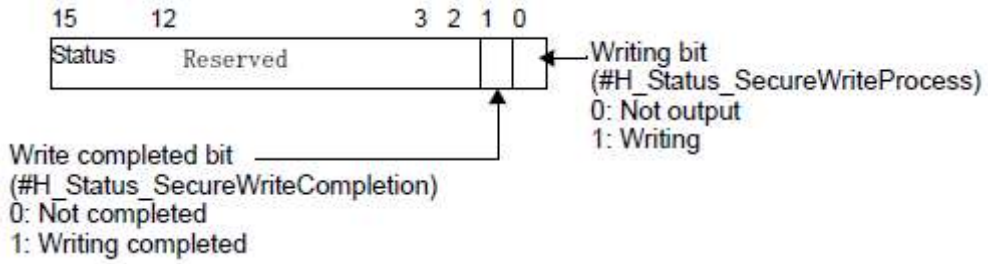
*2 Checking data duplication

Level Mode	Overwrite	Check that the password is not duplicated within the file for writing.
	Append	Check if the password is not duplicated in the write file, and check if any passwords are duplicated between the write data and existing data.
User ID Mode	Overwrite	Check that the ID is not duplicated within the file for writing.
	Append	Check if the ID is not duplicated in the write file, and check if any IDs are

		duplicated between the write data and existing data.

#H_SecurityWriteStatus

When an error has occurred during online writing of a password, the error status is stored.



Status details

Bit Combination 15 - 12	Description	Details
0000	Completed successfully	Writing to the display unit is successfully completed
0001	Reserved	
0010	Reserved	
0011	Reserved	
0100	No external storage	When writing to the body, the external storage is not connected, or the CF Card cover is open
0101	Delete Error	Unsuccessful to delete the CSV file.
0110	Reserved	
0111	Reserved	
1000	User IDs out of range	The number of user IDs exceeded 100 when writing to the display unit.
1001	Write data error	Unsuccessful to write data to NAND.
1010	CSV file name or path error	CSV file does not have a designated path or file name.
1011	CSV file Formatting error	CSV file is not in a designated format.
1100	CSV data error	There is an error in the password data.
1101	Mode error	evel Mode or User ID Mode does not match that on the display unit.
1110	Duplication error	Password is duplicated (Level PS Mode). User ID is duplicated (User ID Mode).

- When writing is completed, the writing bit automatically turns OFF and the write completed bit turns ON at the same time.
  When the user turns OFF the write start bit, the completed bit automatically turns OFF.
- Even when you turn OFF the write start bit before the write completed bit turns ON, the write completed bit is automatically turned OFF.

- When an error has occurred when writing, the completed bit does not turn ON. The writing bit turns OFF, and an error status is stored in HMI system variable #H_SecurityWriteStatus. Even if the write start bit is turned OFF, the status is not cleared automatically. It will be cleared next time the process is completed successfully.

#H_SetBrightness

Stores the set up value for the display unit (display screen) brightness. By using a data part to change the variable value, you can change the brightness.

Store values between 0 (bright) and 100 (dark).

NOTE

- The following lists models compatible with dimmer settings and brightness ranges you can set up.
  ☞ 1.5 Supported Features

#H_SetDay

The "Date" value of the date information is stored in BCD format in LS2058.

The stored value is 2 digits and ranges from 01 to 31. By rewriting this value using a data part, you can change the "Date" of the time data. However, out-of-range values cannot be stored.

#H_SetHour

The "Hour" value of the time information is stored in BCD format in LS2059.

The stored value is 2 digits and ranges from 00 to 23. By rewriting this value using a data part, you can change the "Hour" of the time data. However, out-of-range values cannot be stored.

#H_SetMinute

The "Minute" value of the time information is stored in BCD format in LS2060.

The stored value is 2 digits and ranges from 00 to 59. By rewriting this value using a data part, you can change the "Minutes" of the time data. However, out-of-range values cannot be stored.

#H_SetMonth

The "Month" value of the date information is stored in BCD format in LS2057.

The stored value is 2 digits and ranges from 01 to 12 (Month). By rewriting this value using a data part, you can change the "Month" of the time data. However, out-of-range values cannot be stored.

#H_SetSecond

The "Seconds" value of the time information is stored in BCD format in LS2061.

The stored value is 2 digits and ranges from 00 to 59 (Seconds). By rewriting this value using a data part, you can change the "Seconds" of the time data. However, out-of-range values cannot be stored.

#H_SetYear

The "Year" value of the date information is stored in BCD format in LS2056.

The stored value is the last 2 digits of year (00 to 99). By rewriting this value using a data part, you can change the "Year" of the time data. However, out-of-range values cannot be stored.

#H_SignalBuzzerHL_Control

Set the buzzer sound tone to be heard from the EZ tower light.

0000h	Default

0001h	High
0002h	Low

#H_SignalBuzzerHL_Status

Stores the processing status of the buzzer tone setting for the EZ Tower Light.

0000h	Disconnected
0001h	High
0002h	Low

#H_SignalBuzzerPattern_Control

Set the buzzer sound pattern to be heard from the EZ tower light.

0000h	Default
0001h	Buzzer OFF
0002h	Continuous (beep.....)
0003h	Intermittent (beep, beep, beep)
0004h	Intermittent 2 (beep/beep/beep/beep/beep/beep/beep/beep)
0005h	Intermittent tone 3 (5 short beeps, 5 short beeps)

#H_SignalBuzzerPattern_Status

Stores the processing status of the buzzer pattern setting from the EZ Tower Light.

0000h	Default
0001h	Buzzer OFF
0002h	Continuous (beep.....)
0003h	Intermittent (beep, beep, beep)
0004h	Intermittent 2 (beep/beep/beep/beep/beep/beep/beep/beep)
0005h	Intermittent tone 3 (5 short beeps, 5 short beeps)

#H_SignalBuzzerVolume_Control

Sets the buzzer volume for the EZ Tower Light.

0000h	Default
0001h	High
0002h	Medium
0003h	Low

#H_SignalBuzzerVolume_Status

Stores the processing status of the buzzer tone setting for the EZ Tower Light.

0000h	Disconnected
0001h	High

0002h	Medium
0003h	Low

#H_Signal**Blink_Control

Sets the lighting pattern for the EZ Tower Light.

0000h	Default
0001h	Does not illuminate
0002h	Normally lit
0003h	Turns On/Off every 500 ms (1 second cycle)
0004h	Turns On/Off every 250 ms (500 ms cycles)

NOTE

- Corresponding to below, the number in "**" indicates the bottom, middle or top of the EZ Tower Light:
  01: Bottom
  02: Middle
  03: Top

#H_Signal**Blink_Status

Stores the lighting pattern for the EZ Tower Light.

0000h	Disconnected
0001h	Does not illuminate
0002h	Normally lit
0003h	Turns On/Off every 500 ms (1 second cycle)
0004h	Turns On/Off every 250 ms (500 ms cycles)

NOTE

- Corresponding to below, the number in "**" indicates the bottom, middle or top of the EZ Tower Light:
  01: Bottom
  02: Middle
  03: Top

#H_Signal**Color_Control

Sets the lighting colors for the EZ Tower Light.

0000h	Default
0001h	Does not illuminate
0002h	Red
0003h	Green
0004h	Blue
0005h	Yellow

NOTE

- Corresponding to below, the number in "**" indicates the bottom, middle or top of the EZ Tower Light:

01: Bottom
02: Middle
03: Top

#H_Signal**Color_Status

Stores the setting status of lighting colors for the EZ Tower Light.

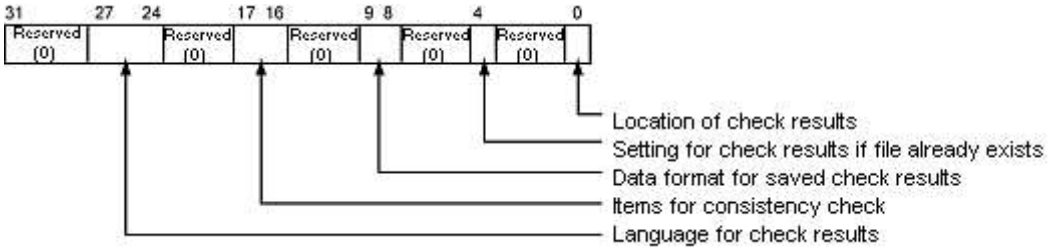
0000h	Default
0001h	Does not illuminate
0002h	Red
0003h	Green
0004h	Blue
0005h	Yellow

NOTE

- Corresponding to below, the number in "**" indicates the bottom, middle or top of the EZ Tower Light:
  01: Bottom
  02: Middle
  03: Top

#H_TagConsistencyConfig

The action for the tag consistency check is set.



Bit	Description
0	Location of check results ON: USB storage OFF: SD card
4	Setting for check results if file already exists ON: Do not overwrite OFF: Overwrite
8...9	Date format for saved check results 00: yy/mm/dd 01: mm/dd/yy 10: dd/mm/yy 11: mm/dd
16...17	Items for consistency check 00 or 11: All the tags registered in the GP-Pro EX 01: Tags used in parts or common settings
24...27	Language for check results

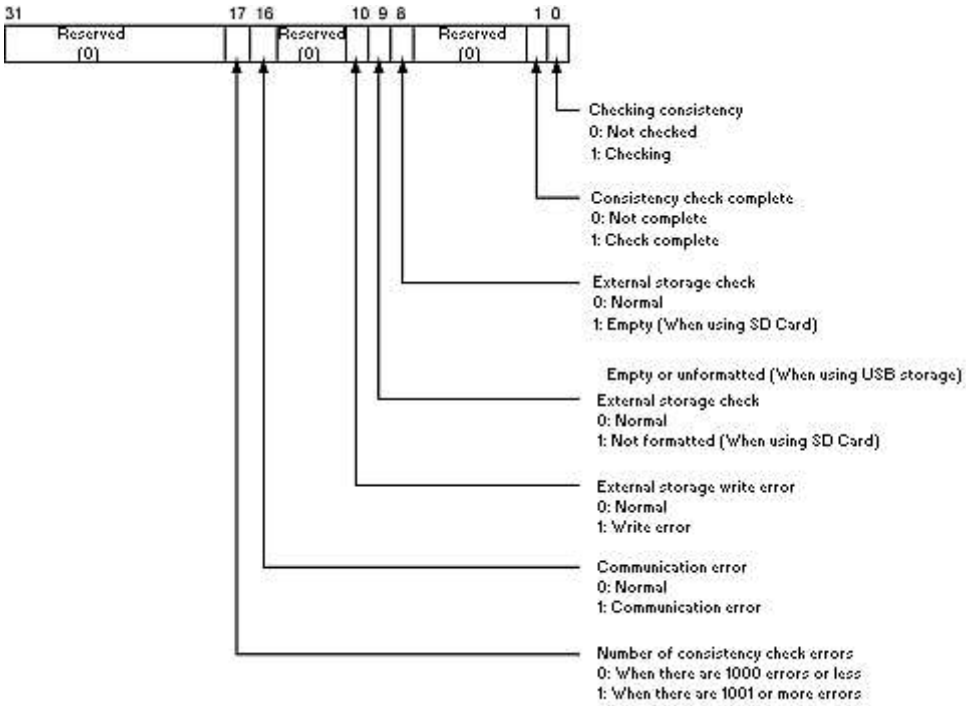
	0000: (ASCII) Europe and the United States 0001: Japanese 0010: Chinese (Traditional) 0011: Chinese (Simplified) 0100: Korean 0101: Russian (Cyrillic) 0110: Thai Other than those above: Europe and the United States

NOTE

- For cases in which log file attributes are read-only, files cannot be overwritten even if bit 4 is turned OFF. Bit 10 for the consistency check status (#H_TagConsistencyStatus) is turned ON.
- For cases in which Japanese is selected for the [Language] in the [Option Setting]GP-Pro EX [Option Setting], if languages other than Japanese are selected in bit 27 to 24, the error message is not displayed properly. Please set [Language] to English.

#H_TagConsistencyStatus

The processing status of tag consistency check is stored.



NOTE

- When #H_TagConsistencyTrigger (tag consistency check start) is turned OFF, bits for #H_TagConsistencyStatus are all turned OFF. However, during the consistency check, all the bits are turned OFF after the consistency check is completed (after bit 1 is turned ON).
- If either bit 8 or 9 is turned ON, the consistency check is stopped.
- Even if bit 10 is turned ON, the consistency check is continued.

#H_To_Year/ #H_To_Month/ #H_To_Day/ #H_To_Hour/ #H_To_Minute/ #H_To_Second

From the [To] field in the search condition's input keypad, stores the "year" (last 2 digits of the year), "month," "date," "hours," "minutes," and "seconds".

☞ 20.10.3 Entering Search Conditions

NOTE

- This feature cannot run on models that do not support the Refine Search/Sort function.

[PLC*]#H_DriverCycleTime

Stores the time from when the display unit requests data from the device/PLC, until the display unit receives the data in a unit of 1ms.

The name of the device obtaining the value is entered in [*]. Values for the device/PLC Communication Cycle Times 1 to 32 are stored in order in LS9400 to LS9431. The same applies to the following, with the values for PLC 2, 3, 4 stored in LS9432 to LS9527.

NOTE

- The device/PLC name is specified in the device/PLC settings.
- H system variables store content from the 33rd item and beyond.
- You can find the internal address that stores the communication cycle time from the [System Settings], [Peripheral List] page's [List of Device/PLC Management Addresses].
  5.4.14 System Settings [Peripheral List] Settings Guide

[PLC*]#H_DriverCycleTime does not operate with the following devices/PLCs. Refer to the Pro-face website for the latest information.
http://www.pro-face.com/trans/en/manual/1081.html

Manufacturer Name	Driver
Digital Electronics Corporation of Japan	Memory Link
	Generic SIO
	General Ethernet
ODVA	EtherNet/IP Explicit Messaging*1
	DeviceNet Slave
Schneider Electric SA	MODBUS Slave
YE Digital Corporation	MMCloud TCP Client
PROFIBUS International	PROFIBUS DP Slave
Cognex Corporation	In-Sight Vision Systems
CC-Link Partner Association	CC-Link Intelligent Device
CAN in Automation	CANopen Slave
SAE International	J1939
CRRC	Train Real Time Data Protocol

*1 This system variable does not operate if the [Enable Implicit Message] or [Enable Custom Explicit Message] check box is selected in the [Individual Device Settings] dialog box.

[PLC*]#H_DriverErrorCode

Stores any error code that has occurred. The name of the device obtaining the value is entered in [*].

To determine the error, check the value of the bottom 8 bits in the system variable. For example, with "RHxx006" the value "xx" is stored in the top 8 bits of the system variable and "006" is stored in the bottom 8 bits. To determine the last 3 digits of the error code, check the value of the bottom 8 bits in the system variable.

Please refer to the following for error codes.

☞ T.7.1 Settings common to all Display models

[PLC*]#H_DriverErrorCount

Stores the number of errors that has occurred. The name of the device obtaining the value is entered in [*].

[PLC*]#H_DriverErrorDate

The elapsed time from Jan 1, 1970 00:00:00 until the date and time of error is stored in units of seconds. The date and time of error is based on the clock settings on the display unit.

The name of the device obtaining the value is entered in [*].