



PLCnext

How Use “Fast Edit Mode”

For PLCnext Engineer 2020.3 (and Above)



1. Introduction:

When in Debug Mode and Troubleshooting programs – it may be necessary to make small program or variable changes. Normally, in PLCnext Engineer, to accomplish changes, you need to leave 'Debug Mode', Go to Component Side of Project, Locate the Program/Tag to modify, the Download again.

This can be a little cumbersome if you just want to make simple changes.

With version 2020.3 There is a new, faster way to accomplish this. It is called '***Fast Edit Mode***'.

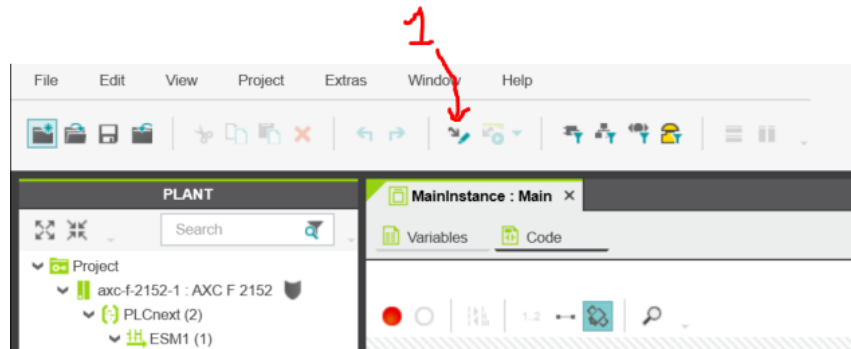
NOTE: I suggest you use this mode when making small or simple edits (ie. Changing Variable Values, Contact Types, etc.) If you are doing large or complex edits, then I suggest you use the standard mode of editing (Turn Debug Mode Off..Make Modifications...etc...).



1. Entering 'Fast Edit Mode'

When in 'Debug' Mode and Viewing a Program/Variable List of a Running Program from the 'PLANT' Side, you can quickly edit and download program/variable changes.

There is a new ICON inserted on the Top Menu Bar to accomplish this Feature:



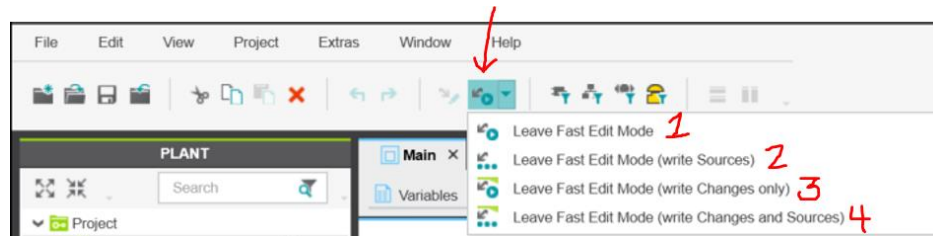
1 – Enter Fast Edit Mode



2. Leaving 'Fast edit Mode'

When you are done making your edits, you can quickly leave and go back to normal 'Debug' mode.

There is a new ICON inserted on the Top Menu Bar to accomplish this Feature:



You will notice that there are 4 Options for leaving 'Fast Edit Mode':

1. Stops PLC and Downloads Compiled Code Only.
2. Stops PLC and Downloads Compiled Code AND all Source Files.
3. Does NOT Stop PLC and Downloads Compiled Code Only.
4. Does NOT Stop PLC and Downloads Compiled Code AND all Source Files.

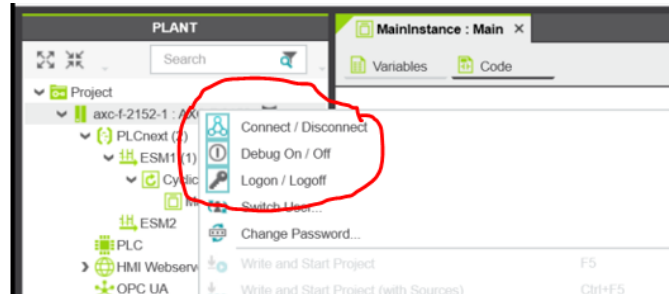
Note: If you want to leave 'Fast Edit Mode' without making changes OR you removed the changes you made, the PLC will go back to Debug Mode will no stopping or changes being applied – no matter which option you chose.

Any changes to Task Parameters or I/O made during 'Fast Edit Mode' will force you to use Option 1 or 2 above when exiting . The PLC Program will stop.

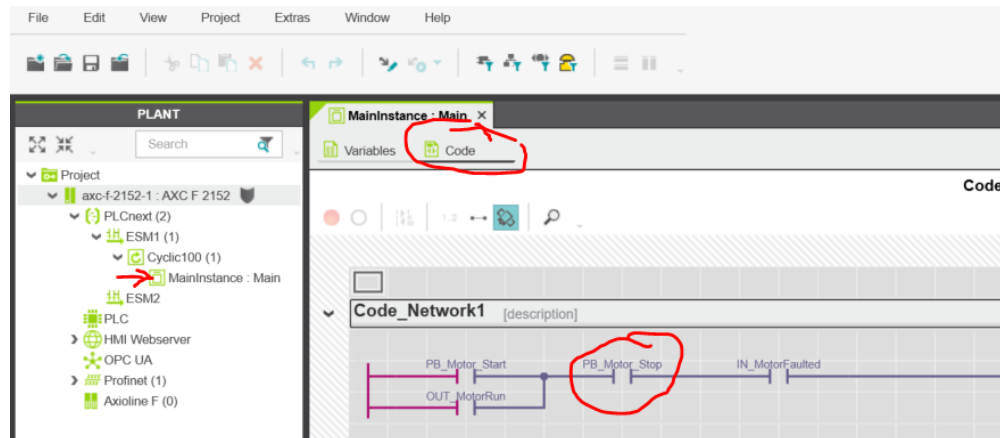
3. Practical Example using 'Fast Edit Mode'

Consider the Following Example:

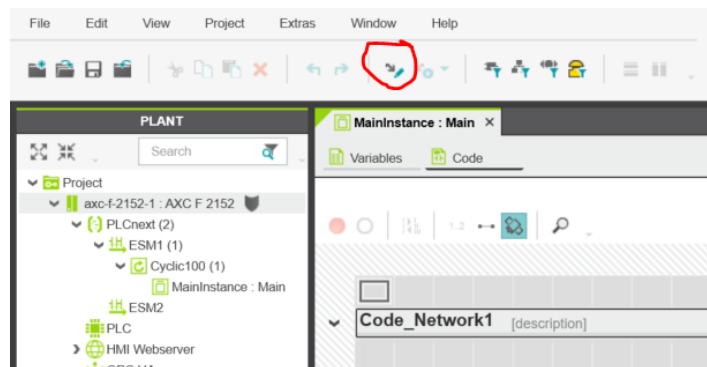
1. A program is compiled (no errors), Downloaded and Running – Debug Mode ON.



2. I found out that my program was not working correctly during testing and that PB_Motor_Stop should have been a 'Normally Closed' Contact and I need to correct it.

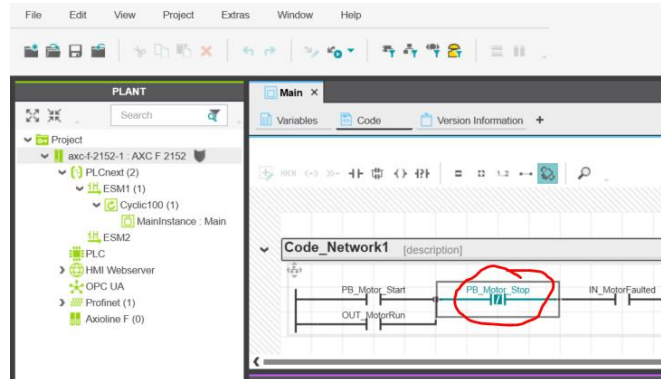


3. Click on and enable 'Fast Edit Mode'





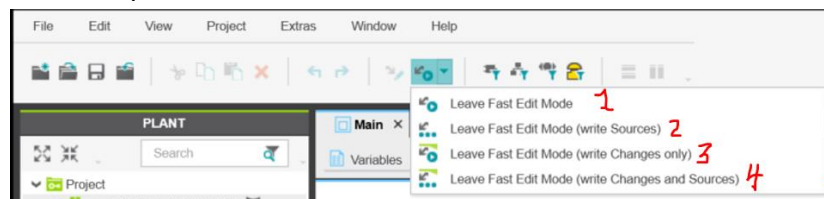
4. Change the contact to a 'Normally Closed Contact'.



As always, your program is compiled continuously for errors. Any errors created or detected at this point will have to be corrected before leaving 'Fast Edit Mode'.

5. Choose 'How' you want to leave 'Fast Edit Mode'

I chose Option #3.



#1. Stops PLC and Downloads Compiled Code Only.

#2. Stops PLC and Downloads Compiled Code AND all Source Files.

#3. Does NOT Stop PLC and Downloads Compiled Code Only.

#4. Does NOT Stop PLC and Downloads Compiled Code AND all Source Files.

6. Your Program Changes will be compiled. If there are no errors, the changes will be downloaded then you will sent back into normal 'Debug Mode' again.

