

Script Function  
(File Copy from SD to USB)

Sample Screen Manual

Mitsubishi Electric Corporation

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## REVISIONS

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### Sample Screen Manual

Date	Control No.*	Description
2014/3	BCN-P5999-0278	First edition

\* The Control No. is noted at the lower right of each page.

### Project Data

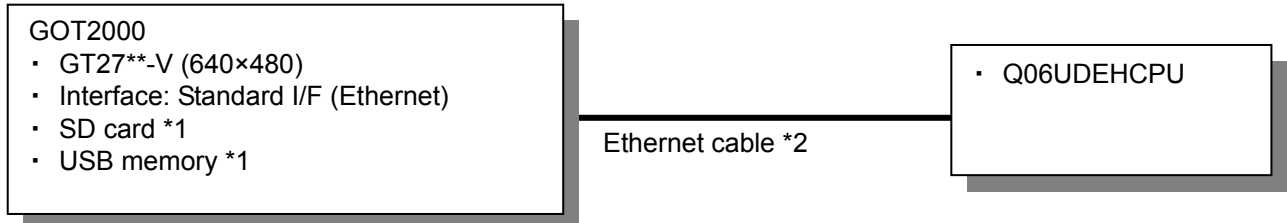
Date	Project data	GT Designer3*	Description
2014/3	Script_File-Copy_V_Ver1_E.GTX	1.108N	First edition

\* The version number of screen design software used to create the project data is listed. Please use the screen design software with the listed version or later.

## 1. OUTLINE

This manual explains the sample screen to select a CSV file in an SD card from a list to copy it to a USB memory or delete it by using the GOT script function (file operation function).

## 2. SYSTEM CONFIGURATION



\*1: The SD card and USB memory are used for the script function.

\*2: For more details about the cable, please refer to the "GOT2000 Series Connection Manual (Mitsubishi Products)".

## 3. GOT

### 3.1 System Applications That Are Automatically Selected

Type	System application name	
Standard Function	Standard System Application	
	Standard Font	Japanese
Communication Driver	Ethernet Connection	Ethernet(MELSEC),Q17nNC,CRnD-700, Gateway
Extended Function	Standard Font	Chinese (Simplified)
	Outline Font	Gothic
		Alphanumeric/Kana
		Japanese (Kanji)
		Chinese (Simplified)

### 3.2 Controller Setting of Screen Design Software

#### Detail Setting

Item	Set value	Remarks
GOT NET No.	1	
GOT Station	2	
GOT Ethernet Setting	Refer to table below	
GOT Communication Port No.	5001	
Retry (Times)	3	
Startup Time (Sec)	3	
Timeout Time (Sec)	3	
Delay Time (ms)	10	

#### GOT Ethernet Setting

Item	Set value	Remarks
Reflect GOT Ethernet setting in the GOT	Checked	
GOT IP Address	192.168.3.18	
Subnet Mask	255.255.255.0	
Default Gateway	0.0.0.0	
Peripheral S/W Communication Port No.	5015	
Transparent Port No.	5014	

### 3.3 Ethernet Setting of Screen Design Software

	Host	Net No.	Station	Unit Type	IP Address	Port No.	Communication
1	*	1	1	QnUD(P)V/QnUDEH	192.168.3.39	5006	UDP

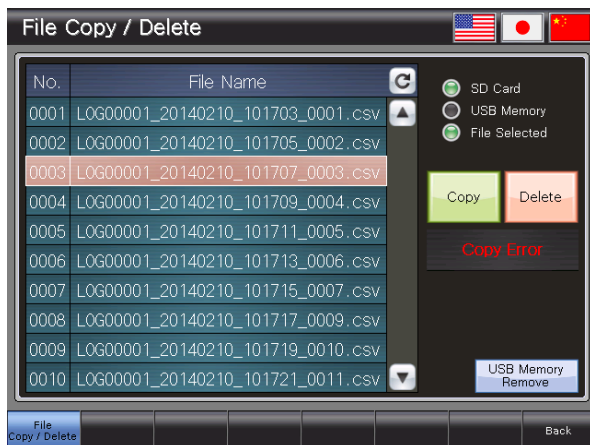
## 4. SCREEN SPECIFICATIONS

### 4.1 Display Language

The language of the text displayed on the screen can be switched between Japanese, English and Chinese (Simplified). The text strings in each language are registered in the columns No. 1 to No. 3 in the comment group No. 500 as shown below. When the column No. is set in the language switching device, the language corresponding to the column No. will appear.

Column No.	Language
1	English
2	Japanese
3	Chinese (Simplified)

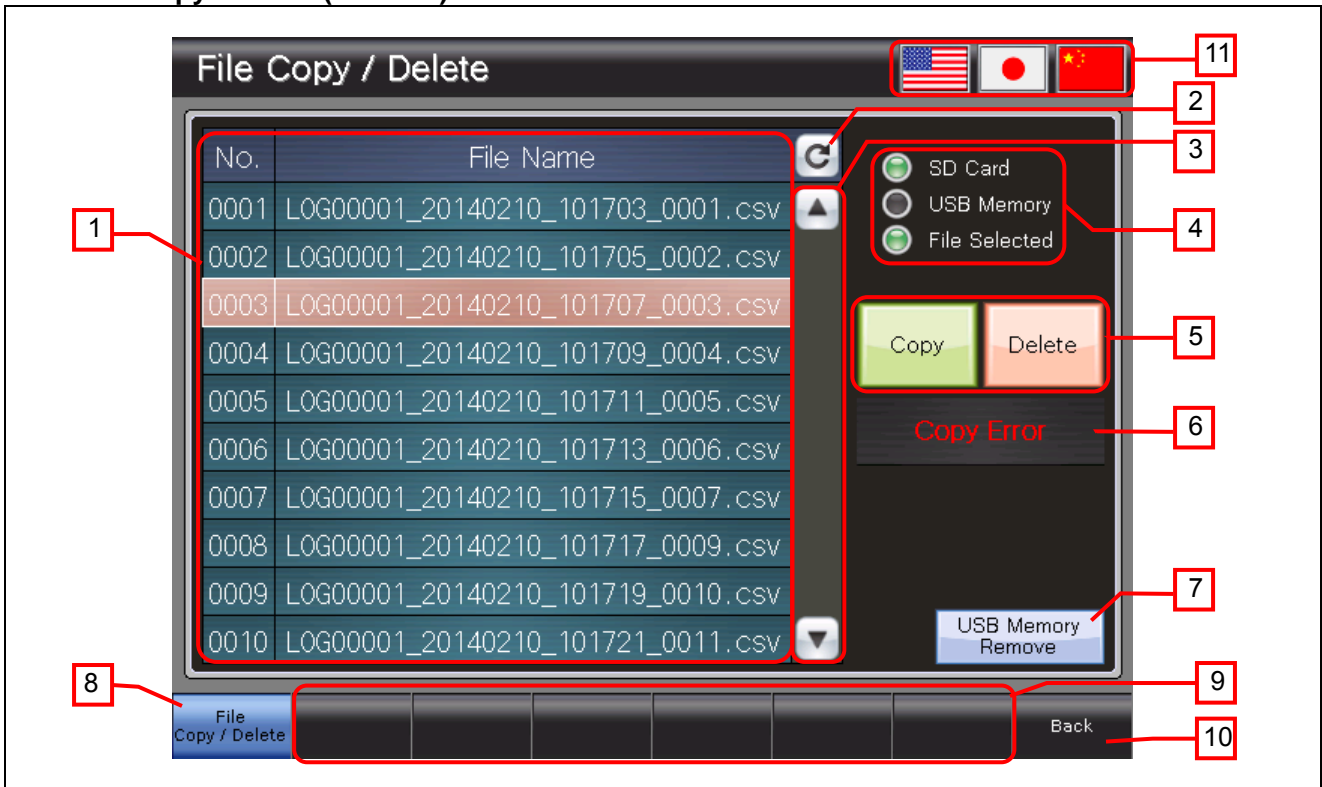
### 4.2 Screen List/Transition



Base screen B-30001: File Copy / Delete

## 4.3 Explanation of Screen

### 4.3.1 File Copy / Delete (B-30001)



#### Outline

This screen selects a CSV file in an SD card from a list to copy it to a USB memory or delete it by using the GOT script function (file operation function).

#### Description

1. Displays the list of CSV files in the "\Package1\Sample" folder of the SD card. Only the last 4 digits are displayed for the files whose numbers are 10000 or more.
2. Updates the list. The selected file will be deselected.
3. Displays the next file list. The selected file will be deselected.
4. Displays the accessibility of SD card and USB memory, and the file selected state with the lamps.  
 SD Card : Lights while the SD card is accessible.  
 USB Memory : Lights while the front-mounted USB memory is accessible.  
 File Selected : Lights while a file is selected from the file list.
5. Operates the CSV file in the "\Package1\Sample" folder of the SD card. The switches are enabled when a file is selected.  
 Copy : Copies the selected file from the SD card to the front-mounted USB memory.  
 The file is copied by touching the switch and then touching it again within 2 second.  
 Delete : Deletes the selected file from the SD card.  
 The file is deleted by touching the switch and then touching it again within 2 second.
6. Displays a message of Completed/Copy Error, Completed/Delete Error.
7. Makes the USB memory ready to be removed. The USB memory can be removed while "USB Memory Removable" is displayed.
8. The screen does not change because it is currently displayed.
9. Shows unused switches for base screen switching.
10. Switches to the previously opened screen.
11. Switches the language.

#### Remarks

- Processes such as the file list display, file copy, file delete, and initial value setting are executed with the screen script. For more details about scripts, please refer to "4.6 Script List".
- Up to 33 characters can be used for the file name. For more details about the maximum number of file name characters and the change of the folder name in the SD card, please refer to "6 Others".
- The #11 switch also switches the system language corresponding to the display language.

## 4.4 Device List

Some of the devices specified to the on-screen switches and lamps, etc., are also used for common settings of functions such as scripts. Using [Batch Edit] is recommended to change these devices in a batch. For more details about using [Batch Edit], please refer to the "GT Designer3 (GOT2000) Help".

### 4.4.1 Devices of the controller

Type	Device No.	Application
Bit	Not used	
Word	Not used	

### 4.4.2 GOT internal devices

Type	Device No.	Application
Bit	GB40	Script Trigger (Always ON)
	GB61000	File List Update Script Trigger
	GB61001	File Copy Script Trigger
	GB61002	File Delete Script Trigger
	GS251.b0	Accessible Drive Notification (A Drive)
	GS251.b2	Accessible Drive Notification (E Drive)
	GS1024.b0	USB Drive Common Information (E Drive Ready for Removal)
	GS1024.b8	USB Drive Common Information (E Drive Ready for Use)
Word	GS1824.b0	USB Drive Common Control (E Drive Removal)
	GD60000	Base Screen Switching
	GD60021	Language Switching
	GD60022	System Language Switching
	GD61000	Offset for File Selection
	GD61001	Offset for List Scroll
	GD61002	file_getlist Return Value
	GD61003	file_copy Return Value
	GD61004	file_delete Return Value
	GD61005	List Selected Line
	GD61010 to GD61179	Text Display for File Name Display
	TMP800	For Script Operation

## 4.5 Comment List

Comment group No.	Comment No.	Where comments are used
500	No.1 to No.3, No.10 to No.23	B-30001

## 4.6 Script List

Item	Settings
Project script	None
Screen script	B-30001
Object script	None
Script symbol	Specified
Object script symbol	None



#### 4.6.1 Project script

No setting

#### 4.6.2 Screen script

##### Base screen 30001

Script No.	30101	Script name	Script30101
Comment	Initial Value Setting		
Data type	Signed BIN16	Trigger type	Rise, GB40
<pre>[w:GD61000] = 0; //Offset for File Selection [w:GD61001] = 0; //Offset for List Scroll [w:GD61002] = 0; //file_getlist Return Value [w:GD61003] = 1; //file_copy Return Value [w:GD61004] = 1; //file_delete Return Value [w:GD61005] = 0; //List Selected Line set([b:GB61000]); //List Update Script Trigger</pre>			
Script No.	30102	Script name	Script30102
Comment	Update File List (Get File Name)		
Data type	Signed BIN16	Trigger type	Rise, GB61000
<pre>//Update File List  //GB61000: Script Trigger //GD61001: Offset for List Scroll //GD61002: file_getlist Return Value //GD61010: File List Storage Top Device  #pragma file_name_length (file_length)  [w:TMP800] = 0; fmov([w:TMP800], [w:GD61010], list_word); //Clear File List Storage Area  [s16:GD61002] = file_getlist("A:\\Package1\\Sample\\", "*.CSV",[u16:GD61010], [u16:GD61001], 10, file_length); //Get 10 CSV files from the Package1-Sample folder in an SD card  [b:GB61000] = OFF; //Reset Script Trigger</pre>			
Script No.	30103	Script name	Script30103
Comment	Copy Selected File		
Data type	Signed BIN16	Trigger type	Rise, GB61001
<pre>//Copy Selected File  //GB61001: Script Trigger //GD61000: Offset for Selected File //GD61003: file_copy Return Value //GD61005: List Selected Line //GD61010: File List Storage Top Device  #pragma file_name_length (file_length)  [w:GD61003] = 1; //Return value 1 as the initial value to recognize a normal end of copying [w:GD61000] = ([w:GD61005]-1) * file_length_word; //Set Offset Value of Selected File  [s16:GD61003] = file_copy("A:\\Package1\\Sample\\",[u16:GD61010][u16:GD61000],"E:\\",",",1); //Copy the specified file in the Package1-Sample folder in an SD card to the root directory of the front USB memory  rst([b:GB61001]); //Reset Script Trigger</pre>			

Script No.	30104	Script name	Script30104
Comment	Delete Selected File		
Data type	Signed BIN16	Trigger type	Rise, GB61002
<pre>//Delete Selected File and Update File List  //GB61000: File List Update Script Trigger //GB61002: Script Trigger //GD61000: Offset for Selected File //GD61004: file_delete Return Value //GD61005: List Selected Line //GD61010: File List Storage Top Device  #pragma file_name_length (file_length)  [w:GD61000] = ([w:GD61005]-1) * file_length_word; //Set Offset Value of Selected File  [s16:GD61004] = file_delete("A:\\Package1\\Sample\\",[u16:GD61010[u16:GD61000]]); //Delete Selected File from the Package1-Sample folder in an SD card  [w:GD61005] = 0; //Clear List Selected Line set([b:GB61000]); //Set File List Update Script Trigger rst([b:GB61002]); //Reset Script Trigger</pre>			
Script No.	30105	Script name	Script30105
Comment	USB Removal Control		
Data type	Signed BIN16	Trigger type	Rise, GS1024.b8
<pre>rst([b:GS1024.b0]); //USB Drive Common Information (E Drive Removable) rst([b:GS1824.b0]); //USB Drive Common Control (E Drive Remove)</pre>			

#### 4.6.3 Object script

No setting

#### 4.6.4 Script symbol

Symbol Name	Device and Constant	Remarks
file_length	33	Maximum number of file name characters
file_length_word	17	Maximum number of a file name words ( Integer part of Maximum number of file name characters/2+1 )
list_word	170	Number of words for list storage area ( Maximum number of words for a file name×10 (Number of list lines) )

#### 4.6.5 Object script symbol

No setting

## 5. TEMPLATES

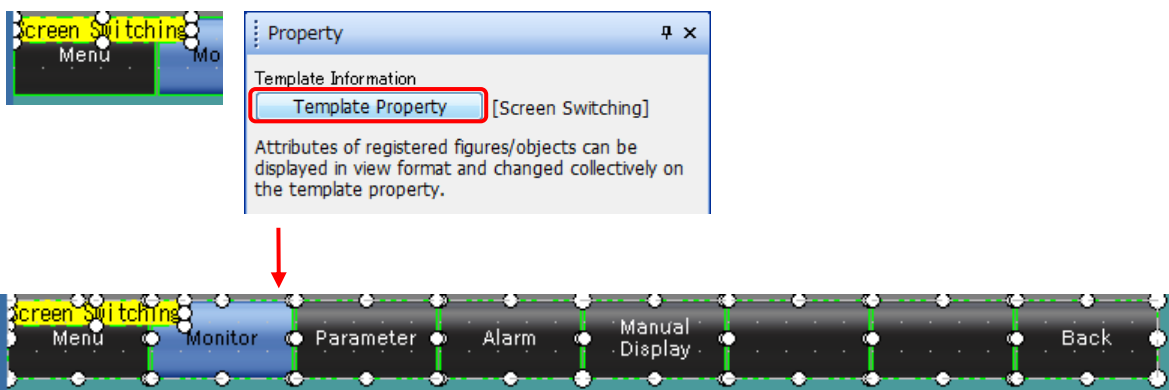
Templates are a group of figures and objects. Related settings are grouped into template attributes and registered, so the devices and colors, etc. can be easily changed in a batch. For more details about changing the attribute settings, please refer to the "GT Designer3 (GOT2000) Help".



The template information is only displayed on the screen design software's editing screen. It is not displayed on the GOT display screen.

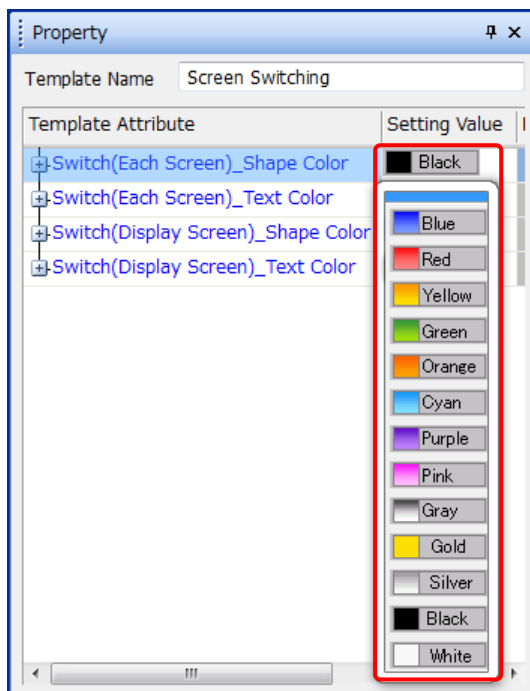
Example: Changing the color of switches (Each Screen)

(1) Select [Template Information], and click on [Template Property] (or double-click [Template Information]).



The figures and objects that are registered in the template are changed to the selected state.

(2) Double-click on [Setting Value] of [Switch(Each Screen)\_Shape Color], and select the new color.

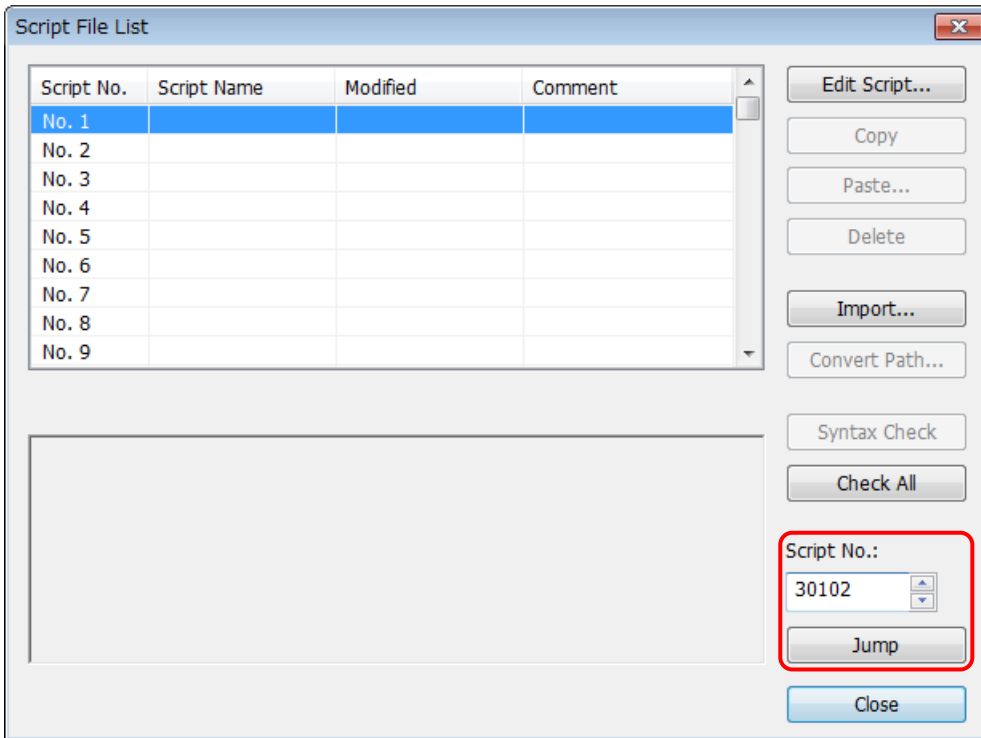


## 6. Others

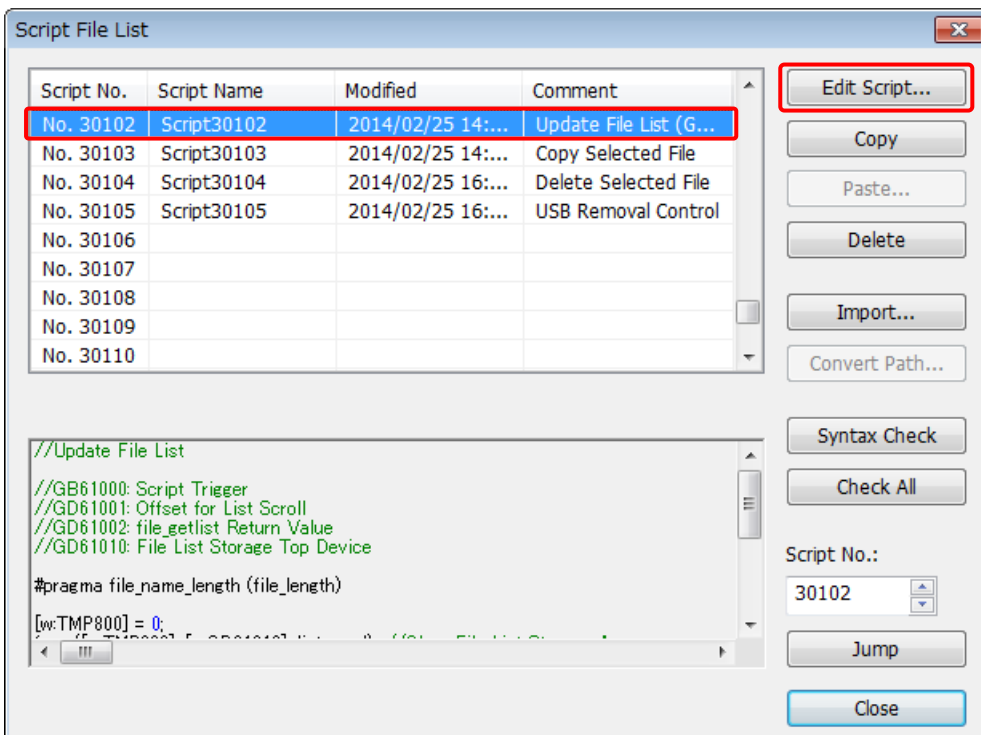
### 6.1 Changing Folder Name in SD Card

The CSV file in the "\Package\Sample" folder of the SD card is operated in this sample. Change the description of the folder name of script No.30102, No.30103, and No.30104 in the following procedure to change the folder name.

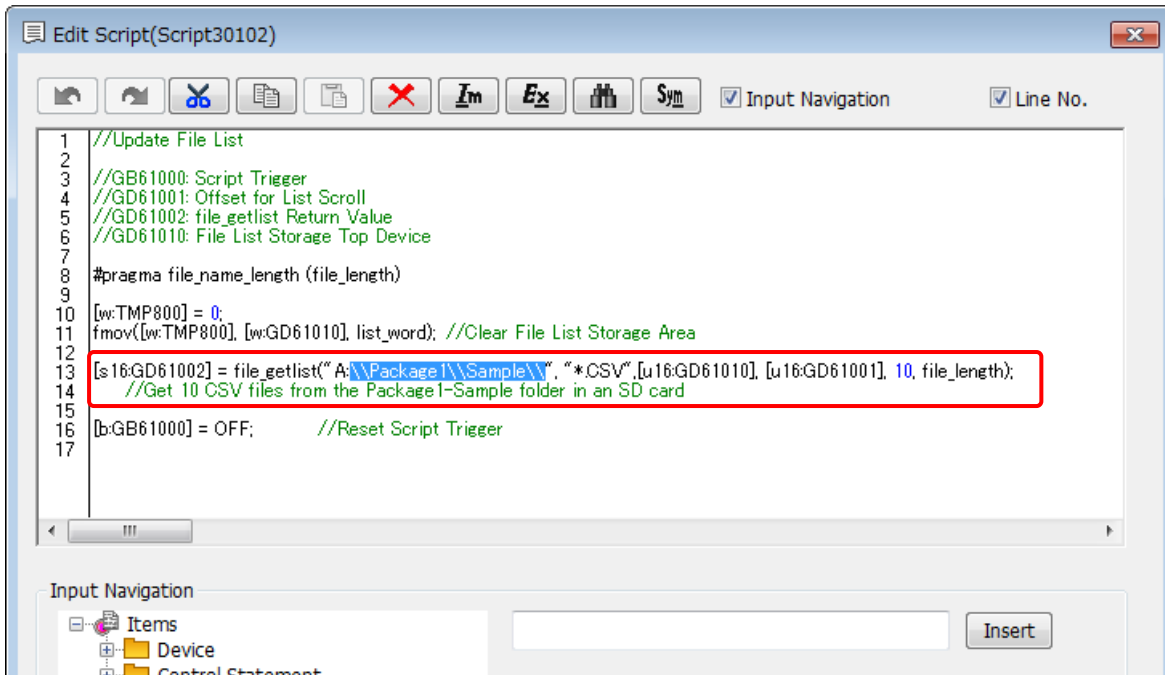
- (1) Select [Common]-[Script]-[Script File List] from the menu.
- (2) Enter 30102 to the [Script No.] in the [Script File List] dialog and click the [Jump] button.



- (3) Select the script No.30102 and click the [Edit Script] button.



- (4) Change “\\Package1\\Sample\\” to an arbitrary folder name when in the script editor.  
 Note) Use “\\” for the delimiter (\\) in the path.



- (5) Change the description of the folder name of script No. 30103 and 30104 in the same way.

## 6.2 Changing Maximum Number of File Name Characters

The CSV file with up to 33 characters can be operated in this sample. Change the following settings to change the maximum number of file name characters.

- (1) Change the [Device and Constant] of the script symbol.
  - file\_length : Set the maximum number of file name characters.
  - file\_length\_word : The required word number to display the file name on [Text Display].  
Set the value of adding 1 to the integer part value of “file\_length”/2
  - list\_word : The required word number to store the file list.  
Set the value of “file\_length\_word” ×10 (number of file name list lines)
- (2) Change the [Digits] of [Text Display] in the file name list of B-30001 to the maximum number of file name characters.
- (3) Change the device numbers of [Text Display] in the file name list of B-30001 from its second row.  
Change the device numbers so that the interval between device numbers of [Text Display] in the file name list becomes the same as the value that is set to the script symbol “file\_length\_word”.
- (4) Modify the appearance of the screen.