

TECHNICAL BULLETIN

[Issue No.] GOT-A-0143

[Title] Incorrect Operation of Numerical Input Objects in MELSOFT GT Works3 [Date of Issue] May 2019 [Relevant Models] MELSOFT GT Works3

Thank you for your continued support of Mitsubishi Electric Graphic Operation Terminal (GOT).

It has come to our attention that there is a problem with HMI/GOT Screen Design Software MELSOFT GT Works3. In GT Designer3, the setting of [Adjust Decimal Point Range] for numerical input objects is not applied. The following shows the software version affected, the problem occurrence conditions and details, the assumed user's operations in GT Designer3, GOT's possible behaviors, and how to check and correct project data. Please correct the project data affected. We apologize for any inconvenience caused.

1. Software version affected

MELSOFT GT Designer3 (GOT2000) Version 1.215Z

2. Problem occurrence conditions and details

If the following settings are configured for a numerical input object, the following problem will occur. Even if you deselect [Adjust Decimal Point Range], the item will be selected next time you open the setting dialog. <Conditions>

- (1) [Data Type] is set to [Signed BIN32], [Unsigned BIN32], or [BCD32].
- (2) [Format] is set to [Real].
- (3) [Adjust Decimal Point Range] is deselected.

Figure 1-1 Problem (Setting dialog)

Numerical Input	Numerical Input
Basic Settings Advanced Settings Device* Style Jnput Case Extended Trigger Operation/Script	Basic Settings Advanced Settings / Device* Style Input Case / Extended Trigger Operation/Script
Type: © Numerical Display	Type: O Numerical Display O Numerical Input
Device: D1000 v Data Type: Signed BIN32 v	Device: D1000 v Data Type: Signed BIN32 v
Font: Outline Gothic 👻	Font: Outline Gothic -
(2) Sige: 16 - (Dot) Algoment:	Number Size: 16 v (Dot) Alignment: DE
Eormat: Real Real Rounding: Round off	Format: Real Rounding: Round off
Digits (Integral): 4 👘 🗍 Hil with 0 Display Digits:8	Digits (Integra): 4 👘 🗇 Fill with 0 Display Digits:8
Show "+"	Show "+"
Diats (Fractional):	Include signs in the integer portion Include signs in the integer portion
(3)	be cotting dialog
Adjust Decimal Point Range 👔	Adjust Decimal Point Range 👔
Display Range: -9999.99	Display Range: 3) [Adjust Decimal Point Range] is selected
- 9999.99	
Display the numerical value to be shown on the screen with asterisk Preview <u>Value:</u>	Display the numerical value to be shown on the screen Preview Value:
Format String: 1234 1) Click the [OK]	button. Format String:
Name: OK Cancel	Name: OK Cancel

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Note: If you write the project data with [Adjust Decimal Point Range] unintentionally selected to the GOT, the GOT may exhibit unintended behavior.

3. Assumed user's operations in GT Designer3

One of the following operations causes the problem.

- · Editing screen data (Only screens having numerical input objects)
- · Using the [Utilize Project] command
- · Converting GOT1000 series project data to GOT2000 series project data

4. GOT's possible behaviors

The following shows an example of settings and how the GOT operates using the settings.

[Device]: D1000 [Data Type]: [Signed BIN32] [Format]: [Real] [Digits (Integral)]: 4 [Digits (Fractional)]: 2 [Adjust Decimal Point Range]: Deselected [Data Operation]: [Monitor] ([Data Expression]: \$\$ / 100) [Data Operation]: [Write] ([Data Expression]: \$W * 100)

- · Normal operation
- 1) Enter 5.0 in the numerical input object field on the GOT.
- 2) The entered value is multiplied by 100, and 500 is written to D1000.
- 3) The GOT displays 5.00.

· Unintended operation (If [Adjust Decimal Point Range] has become selected unintentionally)

- 1) Enter 5.0 in the numerical input object field on the GOT.
- 2) 50000 is written to D1000.
 Problem: The result of data operation is further multiplied by 100 because [Adjust Decimal Point Range] is selected.
- 3) The GOT displays 5.00.

5. How to check and correct project data

If you have created or edited your project with MELSOFT GT Designer3 (GOT2000) Version 1.215Z, check the relevant settings and correct the project data for each case below.

- If you have a project created with GT Designer3 version earlier than 1.215Z (not edited with GT Designer3 version 1.215Z) In GT Designer3 version 1.217B (latest version), open the project and configure the settings again.
- 2) If you do not have a project created with GT Designer3 version earlier than 1.215Z (not edited with GT Designer3 version 1.215Z)
 In GT Designer3 version 1.217B (latest version), check the setting of [Adjust Decimal Point Range] and correct it in your project.
- If you have created your project with GT Designer3 version 1.215Z In GT Designer3 version 1.217B (latest version), check the setting of [Adjust Decimal Point Range] and correct it in your project.

Figure 1-2 Problem (Display example)

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Tips: How to find the numerical input objects affected

The data browser is usable to find the numerical input objects affected in the following procedure.

- a) In GT Designer3 (GOT2000), select [View] → [Docking Window] → [Data Browser] from the menu to display the data browser.
- b) Click [Option] and select [Range/Target Setting]. Set [Range] to [All screens] and select only [Numerical Display/Input] in [Target].

Figure 2 Range/target setting of the data browser

Find	
Range: All screens	•
Target:	
Common Script (Screen) Trigger Action (Screen) Figure/Object Switch	Select All Deselect
Lamp Numerical Display/Input Text Display/Input Historical Data List Display	-
Date/Time Display Comment Display Alarm Display Graph	
Recipe Display (Record List) Meter Parts Display	-
Result	
Maximum number of display items:	10000

c) Click [Option] and select [Display Item Setting]. Specify [Item], [Data Type], and [Display/Print Format] for [Display Items].



Display Item Setting				×
Select the items to be displayed.				
Option Refinement:				
Numerical/Text Setting	*			
Display Options:			Display Items:	
Enter a search string	↑ ↓	Select >	Item	
Montor Device Shape Frame Color Shape Color Text Color Text Color Display/Print Digits Decmal Point (Device) Range Setting Input Range Setting Font	4 III +	< Delete	Data Type Display/Print Format	
		Have	ОК	Cancel

d) Enter keywords "input real 32" in the [Refinement] field. (Enter a one-byte space between the keywords.)

Data Browser 4 ×					
♥ Update Option ▼ Refin	emert: Input Real 32 Range: A	Il screens Search Result: 6 Items			
Item	Data Type	Display/Print Format			
Numerical Input [State 0]	Signed BIN32	Real			
Numerical Input [State 0]	Unsigned BIN32	Real			
Numerical Input [State 0]	BCD32	Real			
Numerical Input [State 0]	Signed BIN32	Real			
Numerical Input [State 0]	Unsigned BIN32	Real			
Numerical Input [State 0]	BCD32	Real			

Figure 4 Search result

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 e) Check the settings of the numerical input objects found. Double-click a numerical input object in the list to display the setting dialog, and check the setting of [Adjust Decimal Point Range].
 If [Adjust Decimal Point Range] is selected, check the device, data operation setting and other settings, and deselect [Adjust Decimal Point Range] as necessary.

REVISIONS

Version	Print Date	Revision
-	May 2019	- First edition