

C-more Micro-Graphic Programming Software

FREE Software!

C-more Micro-Graphic Programming Software can be downloaded at no charge or a CD version may be purchased by ordering EA-MG-PGMSW. The software requires a USB port on your PC to connect to the **C-more** Micro-Graphic panel. Software Help Files are included in the download. This software can only be used to program the **C-more** Micro-Graphic panel (not the **C-more** 6" through 15" touch panels).



C-more Micro-Graphic Programming Software is a spin-off of its powerful sibling **C-more** Touch Panel. It offers very high end features designed to reduce your configuration time. Simply drag and drop the objects from the object bar (right side of screen) onto the screen construction area. Then configure your PLC tags and click on the objects you wish to use. Use the built-in simulator to review your work on your PC before ever downloading your project! The time saving benefits of the **C-more** configuration software could easily pay for the panel. Check out www.C-moreMicro.com to download a free version.

Built-in project simulator

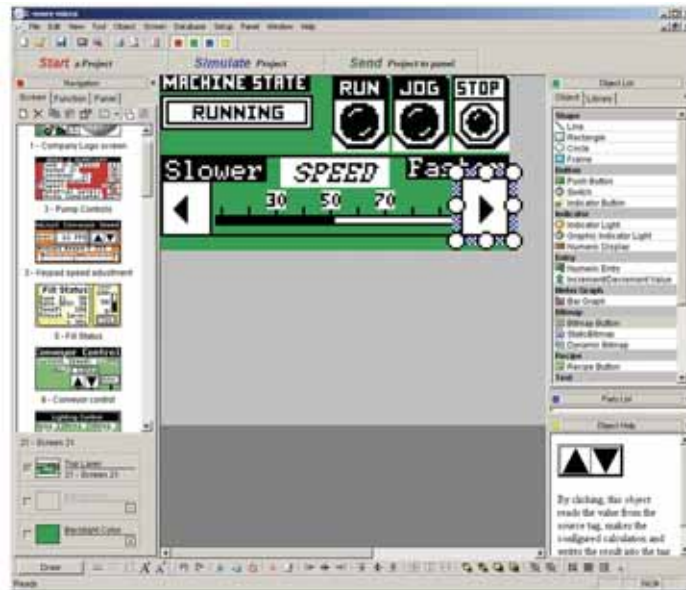
- Runs your project on your PC
- Test all of your screens before downloading
- Time savings pays for the panel

Built-in user object/screen libraries

Save time by re-using your custom objects and screens.

Thumbnail project preview pane

Helps keep track of multi-screen projects.



Scrolling Object selection window

Lets you find the object you want fast. Just drag and drop it on the screen.

Scrolling help window

Gives you helpful information on each object

PC requirements

Following are the minimum system requirements for running **C-more** Micro-Graphic Programming Software, EA-MG-PGMSW, on a PC:

- USB port for project transfer from software to touch panel
- Personal Computer with a 333 MHz or higher processor (CPU) clock speed recommended; Intel®Pentium/Celeron family, or AMD®K6/Athlon/Duron family, or compatible processor recommended
- Keyboard and Mouse or compatible pointing device
- Super VGA color video adapter and monitor with at least 800 x 600 pixels resolution (1024 x 768 pixels recommended) 64K color minimum
- 150 MB free hard-disk space
- 128 MB free RAM (512 MB recommended)
- CD-ROM or DVD drive for installing software from the CD or internet access to download
- Operating System - Windows®XP Home / Professional Edition with Service Pack 2, Windows®2000 with Service Pack 4, or Windows®Vista



NOTE: C-more Micro-Graphic panels offer next generation features and because of this, the new programming software does not convert older EZText or Optimate projects.

C-more Micro-Graphic Programming Software

C-more Micro-Graphic Panel Objects			
Object	Graphic	Object	Graphic
The Line object, just like with drawing tools, allows the user to insert a straight line drawing into a project. When a Line is inserted into a project, a window opens to allow the user to setup all available parameters for the Line object. Some of the uses for Line Objects include but are not limited to adding callouts, pointers, or indicators.		The Bitmap Button object offers the ability to use a Bitmap graphic to perform the functions of a Button. This allows users to create their own graphics and implement them within the software project. The Bitmap Button object can be used to activate or deactivate components assigned to a Discrete Tag Name. The C-more Micro-Graphic display only supports two colors, black and white.	
The Rectangle object, just like with drawing tools, allows the user to insert a drawing of a Rectangle as well as other geometric shapes into a project. When this object is inserted into a project, a window opens to allow the user to setup all available parameters for the Rectangle object.		The Static Bitmap offers the ability to display a Bitmap graphic on any screen. The Static Bitmap does not change state. Refer to the Dynamic Bitmap Object if you require the graphic object to change state based on a Tag Value in your PLC. The dialog box for a "Static Bitmap" object allows you to "read from disk" and select a bitmap file for import. Bitmaps must be in one of the following formats: .BMP .WMF .JPG .JPEG	
The Circle object, just like with drawing tools, allows the user to insert a drawing of a Circle or ellipse shape into a project. When this object is inserted into a project, a window opens to allow the user to setup all available parameters for the Circle object.		The Dynamic Bitmap object offers the ability to make an object using two different Bitmap graphics that will display one graphic when the Tag is On and a different graphic when the Tag is Off. Use your own bitmap designs or use some of the bitmaps provided with the software that are located in the User Graphic Library.	
The Frame object allows the user to insert a Frame to the project that can be used to Frame other objects. Some of the uses for Frame Line object include but are not limited to graphically separating objects for different operations that may appear on one screen and emphasizing pushbuttons or other objects that may require more attention by the operator.		Recipe objects make it easy to make a large number of tag changes with the push of a single button. Create Recipes with up to 99 entries, and multiple sets of values. Then just push a button to load an entire set of values into the group of recipe tags.	
The Pushbutton object is available from the Button Category of the Object List window. The Pushbutton object is an electronic version of a typical Pushbutton normally found on control panels. The Pushbutton object can be used to activate or deactivate components assigned to a Discrete Tag Name.		The Static Text object is used to display a Frame with a personalized Message. This Frame and Message can be placed on any screen and any location within the screen.	
The Switch object is an electronic version of a typical Switch that normally can be found on control panels. The Switch object can be used to activate or deactivate components assigned to a Discrete Tag Name.		The Lookup Text object is used to display a Frame with a personalized Message. This Frame and Message can be placed on any screen and any location within the screen. The object is always displayed like a sign but is configured to display only the message prompted by an assigned Tag Name. Messages are retrieved from a Message Database which is configured by the user with text defined by the user. The Lookup Text Object will scroll text up to 128 characters.	
The Indicator Button object is available from the Button Category of the Object List window. The Indicator Button object is an electronic version of a typical Indicator Button normally found on control panels. The Indicator Button is a combination of a Pushbutton and an Indicator Light. The Indicator Button can be used to activate or deactivate components assigned to a Discrete Tag Name.		The Dynamic Text object is used to display text that is retrieved from data stored in a Tag. The Tag Name is assigned to registers in the PLC that contain set character data. The data can be stored in the PLC in ASCII format and may include information such as machine numbers, locations, part numbers, and such. The Message can be configured to be visible (Trigger) when an associated Tag Name is On or Off. This object can be placed on any screen and any location within the screen. The Dynamic Text Object will scroll text up to 40 characters.	
The Indicator Light object is an electronic version of a typical Indicator Light normally found on industrial control panels. The Indicator Light can be configured to display the status of the assigned Discrete Tag Name.		The Scroll Text object is available from the Text Category of the Object List window. The Scroll Text object is an electronic version of a marquee. It is similar to the Static Text Object. If the text in the object does not fit in the window, it will scroll from right to left across the window. The Scroll Text object does not require a Tag Name assignment. The Scroll Text Object has a maximum character limit of 128 characters.	
The Graphic Indicator Light object is a more enhanced version of the "Indicator Light Object" that allows the user to choose more detailed graphics to display the status of a tag. This object is an electronic version of a typical Indicator Light normally found on industrial control panels. The Indicator Light can be configured to display the status of the assigned Discrete Tag Name.		The Screen Change Pushbutton object is available from the Control Category of the Object List window. The Screen Change Pushbutton object is a pushbutton that can be configured to activate another screen in the project. This object may be edited to various colors and sizes. Users can configure the button to activate the Power-Up screen, Forward Screen, Previous Screen, or any one of the project screens.	
The Numeric Display consists of a frame that displays a real-time numeric value according to the value data received from an assigned Tag Name. The Numeric Display supports numeric Signed Decimal, Unsigned Decimal, BCD, and Floating Point data types with up to 11 digits, including decimal points. User Defined Alpha Numeric Prefix and Suffix values are also supported.		The Screen Selector object is available from the Control Category of the Object List window. This object is an enhanced version of the Screen Change pushbutton in that it offers many more features and defaults with data from screens in the project. This helps to save time by not having to create Screen change buttons for each screen. This object may be edited to various colors and sizes.	
The Numeric Entry object is used to enter a value from your Panel to a PLC Register. This object, when selected, opens a Numeric Keypad that allows the user to enter a new value that will be written to the assigned Tag Name. The Numeric Entry supports numeric Signed Decimal, Unsigned Decimal, BCD, and Floating Point data types with up to 11 digits, including decimal points. User Defined Alpha Numeric Prefix and Suffix values are also supported.		The Adjust Display Contrast object is used to allow the operator to adjust the Panel Display Contrast. The default Display setting often works in most applications, however lighting may vary based on the location of each application. In these cases the operator can use this object to make adjustments. The current display setting value will appear on the top of the button and will change as the arrow keys are pressed. This button can be modified to various sizes.	
The Increment/Decrement Value object is used to add or subtract a value by pressing a button on the Panel. Basically the object uses two Tags, one to read a value from and another to write a modified value to. The Increment/Decrement Value supports numeric Signed Decimal, Unsigned Decimal, BCD, and Floating Point data types with up to 11 digits, including decimal points. The Increment and decrement values are also user selectable.		The Function object is used to assign the panels function key buttons to a particular action as well as assigning the control of the LED On/Off status. When a button has been assigned as a shift button, the then F1 through F5 will become F6 through F10. The Function Object buttons will activate when the hardware button is pressed or when the object is pressed on the Touch panel version. The object size is restricted so that the keys will line up with the hardware function keys on the panel.	
The Bar Meter object is used to monitor an assigned Tag Name continuously. This object can be used to create digital versions of level, current, and flow meters to name a few samples, or gauges that measure speed and other measurable data.			

C-more Micro-Graphic Computer Programming Connections

Using the **C-more** Micro-Graphic Programming Software for project development, the **C-more** Micro-Graphic panel can be connected to a PC (personal computer) by using EA-MG-PGM-CBL, the USB-to-RS-232 cable assembly.

- Connect the USB programming cable (included) from a USB port type A on the PC to the USB type B port on the converter (included). Next connect the serial programming cable from the converter's RJ12 port to the panel's RJ12 serial port. The panel receives power from the USB port of the PC that it is connected to through the USB to RS-232 converter assembly.

Following are the minimum system requirements for running **C-more** Micro-Graphic Programming Software, EA-MG-PGMSW, on a PC:

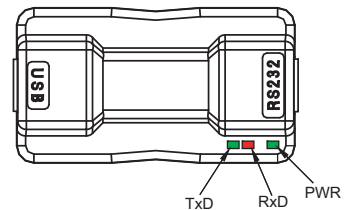
- USB port for project transfer from software to touch panel
- Personal Computer with a 333 MHz or higher processor (CPU) clock speed recommended; Intel®Pentium/Celeron family, or AMD®K6/Athlon/Duron family, or compatible processor recommended
- Keyboard and Mouse or compatible pointing device
- Super VGA color video adapter and monitor with at least 800 x 600 pixels resolution (1024 x 768 pixels recommended) 64K color minimum
- 150 MB free hard-disk space
- 128 MB free RAM (512 MB recommended)
- CD-ROM or DVD drive for installing software from the CD or internet access to download
- Operating System - Windows®XP Home / Professional Edition Service Pack 2 or Windows®2000 with Service Pack 4

USB to RS-232 Programming Cable Assembly

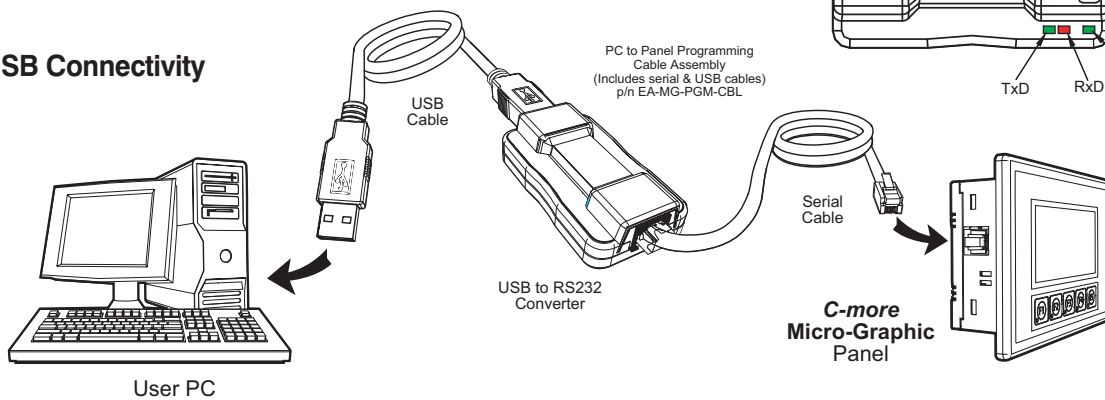


Part No. EA-MG-PGM-CBL

LED Status Indicators



USB Connectivity



USB to RS-232 Converter Specifications

USB to RS-232 Converter Specifications	
Part Number	EA-MG-PGM-CBL
	Hardware
USB Interface	USB Specification Rev. 1.1 Connector: USB Type B jack to accept USB Type B cable plug
Serial Interface	RS-232 (EIA-232-E) Connector: RJ12 phone jack 6p to accept RJ12 cable plug
Baud Rate	115.2 kbps Maximum
Input Voltage	5 VDC (Supplied thru serial interface cable.)
Power Consumption	50 mA (Does not include power to panel and/or bezel.)
	Accessory Cables (included)
USB Cable	USB Type A plug to PC on one end, USB Type B plug to converter on other end, 0.30 m [1 foot] length (* Note)
Serial Cable	RJ12 phone plug connectors on both ends, 2.0 m [6.56 feet] length (* Note)
	Physical
Dimensions	2.559" (W) x 1.417" (H) x 0.886" (D) [65.0 mm x 36.0 mm x 22.5 mm]
Weight	1.06 oz. [30 g]
Environmental	See Micro-Graphic panel specifications at the beginning of this catalog section.
* Note: Maximum cable length for either the USB or serial cable should not exceed 2.0 m [6.56 feet] in length.	