MITSUBISHI

MELSOFT

Integrated FA Software

GT Works2

Operating Manual

(MELSOFT iQ Works)

● SAFETY PRECAUTIONS ●

(Be sure to read these instructions before using the product.)

Before using this product, read this manual and the relevant manuals introduced in this manual carefully and handle the product correctly with full attention to safety.
Note that these precautions apply only to this product.
In this manual, the safety instructions are ranked as "DANGER" and "CAUTION".

DANGER	Indicates that incorrect handling may cause hazardous conditions, resulting in death or severe injury.
CAUTION	Indicates that incorrect handling may cause hazardous conditions, resulting in minor or moderate injury or property damage.

Note that failure to observe the CAUTION level instructions may also lead to serious results depending on the circumstances.
Be sure to observe the instructions of both levels to ensure personal safety.

Please keep this manual in accessible place and be sure to forward it to the end user.

[Test operation precautions]

DANGER

- When testing the operation (e.g. turning bit devices ON/OFF or changing a current word device value, a current or set timer/counter value, or a current buffer memory value), thoroughly read the relevant manual to fully understand the operating procedures. When testing, never change the data of the devices that control the operation essential for the system.
  Faulty output and malfunction may result in an accident.

CAUTIONS FOR USING THIS SOFTWARE

1. Error messages displayed while starting and editing
   "Operation will be terminated because of insufficient memory. Would you like to stop?"

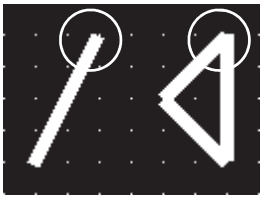
   If the above message appears, close other running application software or reboot Windows® in order to secure enough free space of the hard disk.

2. GT Designer2 and GOT display

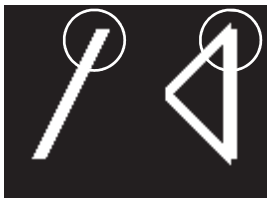
   (a) Cautions for displaying straight line other than full line (dotted line, for example) in bold.
   When straight line other than full line is drawn in bold, the line may not be displayed with its actual line width on a personal computer. However, it will be displayed correctly on GOT. This phenomenon does not mean data problem.

   (b) Display of end points of straight line/line freeform/polygon
   As shown below, the end points of straight line/line freeform/polygon are displayed differently between GT Designer2 and GOT.

On GT Designer2



On GOT



   (c) Start position for filling patterns
   Some filling patterns may be differently displayed. For example, the start position may be different between GT Designer2 and GOT.

   (d) Drawing of different type lines
   The length of the dots varies in different dotted lines (for example: the chain lines).

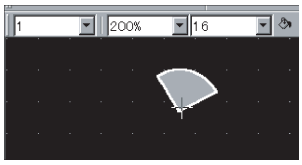
   (e) Display of object

   - The display position of the memory data display in graph function is different between GT Designer2 and GOT.
   - Even if the display-start-line of a comment has been set, the comment will be displayed from the first line on GT Designer2.

   (f) Display magnification
   When display magnification is changed, the connected lines or figures may be separated or the filled-paint may be out of outline of the figure.
   However, if they are displayed correctly on the preview screen, they will appear correctly on GOT as well.

   Example: When filled-paint is out of the outline.

Display magnification: 200%



Display magnification: 100%

Position of Paint mark may be shifted and the filled-paint may exceed the outline of the figure.

3. Restrictions when the color setting is changed to the setting of less colors in the system environment (256 colors → 2 colors)

   - The color palette for setting color will be changed according to the new settings.
   - The color on the drawing screen will be kept the same as prior to the change.
     If the color setting for a [red] rectangle-figure is changed to the 2 colors (B/W), the [red] color will remain.
   - The colors of the image data (BMP format file) will be reduced when the project is stored, the screen is closed and that image data is double-clicked.

4. Object function and device type
   The object (bit lamp or word lamp),for which bit device setting and word device setting are separated, cannot be converted between bit device and word device.

5. When device type is changed
   Confirm the device type when the set bit device is changed from bit device into word device.
   The device flag may be represented as "??", depending on the settings.

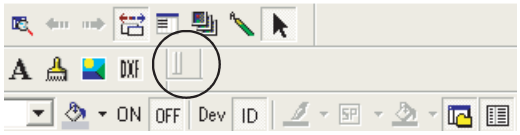
   Example: D0. b0 → D0 D0.b5 → ??

6. OS setting

   Set the font size as "Small Font" when setting OS (Windows®) screen.
   The GT Designer2 dialog box cannot be displayed correctly if the font size is set as "Large font".

7. When the toolbar icon appears in smaller size after startup of GT Designer2
   The toolbar icon may appear in smaller size right after GT Designer2 is started up.
   To correctly display the icon, initialize it as instructed below.

   (Click on [Project] → [Preferences] from the menu, and select the Toolbars tab. Click on Reset All button in that tab.)



REVISIONS

* The manual number is given on the left bottom of the back cover.

Print date	Manual number	Revision
Jul., 2008	SH(NA)-080791ENG-A	First printing

Japanese Manual Version SH-080774-A

INTRODUCTION

Thank you for choosing Mitsubishi Graphic Operation Terminal (Mitsubishi GOT).
Read this manual and make sure you understand the functions and performance of the GOT thoroughly in advance to ensure correct use.

CONTENTS

MANUALS

The following table lists the manuals relevant to this product.
You can order the manuals as necessary.

MELSOFT
iQ Works

Refer to MELSOFT Navigator Help

GT Works2

Manual name	Manual number (Model code)
GT Designer2 Version2 Basic Operation/Data Transfer Manual Describes methods of the GOT1000 series installation operation, basic operation for drawing and transmitting data to GOT1000 series (Sold separately)*1	SH-080529ENG (1D7M24)
GT Designer2 Version2 Screen Design Manual (for GOT1000 Series) (1/3, 2/3, 3/3) Describes specifications and settings of the object functions used in GOT1000 series. (Sold separately)*1	SH-080530ENG (1D7M25)
GOT1000 Series Connection Manual (1/3, 2/3, 3/3) Describes system configurations of the connection method applicable to GOT1000 series and cable creation (Sold separately)*1	SH-080532ENG (1D7M26)
GOT1000 Series Extended / Option Functions Manual Describes extended functions and option functions applicable to GOT1000 series. (Sold separately)*1	SH-080544ENG (1D7M32)
GT Simulator2 Version2 Operating Manual Describes the screen configuration, functions and using method of GT Simulator2 Version2. (Sold separately)*1	SH-080546ENG (1D7M37)
GT SoftGOT1000 Version2 Operating Manual Describes the screen configuration, functions and using method of GT SoftGOT1000 Version2. (Sold separately)*1	SH-080602ENG (1D7M48)
GOT1000 Series Gateway Functions Manual Describes specifications, system configurations and setting methods of the gateway functions. (Sold separately)*1	SH-080545ENG (1D7M33)
GOT1000 Series MES Interface Function Manual Describes the specifications, system configurations, and setting method of GT MES interface function. (Sold separately)*1	SH-080654ENG (1D7M63)

*1 The MELSOFT iQ Works product includes the PDF manual.

GX Works2

Manual name	Manual number (Model code)
GX Works2 Beginner's Manual (Simple Project) Explains fundamental operation methods such as creating, editing and monitoring programs in Simple project for users inexperienced with GX Works2. (Sold separately)	SH-080787ENG (13JZ22)
GX Works2 Beginner's Manual (Structured Project) Explains fundamental operation methods such as creating, editing and monitoring programs in Structured project for users inexperienced with GX Works2. (Sold separately)	SH-080788ENG (13JZ23)
GX Works2 Version1 Operating Manual (Common) Explains the system configuration of GX Works2 and the functions common to a Simple project and Structured project such as parameter setting, the operating method for the online function. (Sold separately)	SH-080779ENG (13JU63)
GX Works2 Version1 Operating Manual (Simple Project) Explains operation methods such as creating monitoring programs in Simple project of GX Works2. (Sold separately)	SH-080780ENG (13JU64)
GX Works2 Version1 Operating Manual (Structured Project) Explains operation methods such as creating and monitoring programs in Structured project of GX Works2. (Sold separately)	SH-080781ENG (13JU65)

MT Developer2

Refer to MT Developer2 Help.

ABBREVIATIONS AND GENERIC TERMS

Abbreviations and generic terms used in this manual are as follows:

■ GOT

Abbreviation and generic term			Description
GOT1000 Series	GT SoftGOT1000		Abbreviation of GT SoftGOT1000
	GT1595	GT1595-X	Abbreviation of GT1595-XTBA, GT1595-XTBD
	GT1585	GT1585V-S	Abbreviation of GT1585V-STBA, GT1585V-STBD
		GT1585-S	Abbreviation of GT1585-STBA, GT1585-STBD
	GT157□	GT1575V-S	Abbreviation of GT1575V-STBA, GT1575V-STBD
		GT1575-S	Abbreviation of GT1575-STBA, GT1575-STBD
		GT1575-V	Abbreviation of GT1575-VTBA, GT1575-VTBD
		GT1575-VN	Abbreviation of GT1575-VNBA, GT1575-VNBD
		GT1572-VN	Abbreviation of GT1572-VNBA, GT1572-VNBD
	GT156□	GT1565-V	Abbreviation of GT1565-VTBA, GT1565-VTBD
		GT1562-VN	Abbreviation of GT1562-VNBA, GT1562-VNBD
	GT155□	GT1555-V	Abbreviation of GT1555-VTBD
		GT1555-Q	Abbreviation of GT1555-QTBD, GT1555-QSBD
		GT1550-Q	Abbreviation of GT1550-QLBD
	GT15□□, GT15		Abbreviation of GT1595, GT1585, GT157□, GT156□, GT155□
	GT115□	GT1155-Q	Abbreviation of GT1155-QTBDQ, GT1155-QSBDQ, GT1155-QTBDA, GT1155-QSBDA, GT1155-QTBD, GT1155-QSBD
		GT1150-Q	Abbreviation of GT1150-QLBDQ, GT1150-QLBDA, GT1150-QLBD
	Handy GOT	GT1155HS-Q	Abbreviation of GT1155HS-QSBD
		GT1150HS-Q	Abbreviation of GT1150HS-QLBD
	GT11□□, GT11		Abbreviation of GT1155-Q, GT1150-Q, GT11 Handy GOT
	GT1030		Abbreviation of GT1030-LBD, GT1030-LBD2, GT1030-LBDW, GT1030-LBDW2
	GT1020		Abbreviation of GT1020-LBD, GT1020-LBD2, GT1020-LBL, GT1020-LBDW, GT1020-LBDW2, GT1020-LBLW
	GT10□□, GT10		Abbreviation of GT1030, GT1020
GOT900 Series			Abbreviation of GOT-A900 series, GOT-F900 series
GOT800 Series			Abbreviation of GOT-800 series

■ Software

Abbreviation and generic term	Description
GT Works2	SW□D5C-GTWK2-J
GT Designer2	Abbreviation of screen drawing software GT Designer2 for GOT1000/GOT900 series
GT Converter2	Abbreviation of data conversion software GT Converter2 for GOT1000/GOT900 series
GT Simulator2	Abbreviation of screen simulator GT Simulator 2 for GOT1000/GOT900 series
GT SoftGOT1000	Abbreviation of monitoring software GT SoftGOT1000
MELSOFT iQ Works	Generic term for the iQ Platform compatible engineering environment products
MELSOFT Navigator	Generic product name of the integrated development environments for the SWnDNCIQWK model (iQ Platform compatible engineering environment MELSOFT iQ Works) (n: version)
GX Works2	Generic product name for the SWnDNC-GXW2-E model (n: version)
MT Developer2	Generic product name for the SWnDNC-MTW2 model (n: version)
PX Developer	Abbreviation of SW□D5C-FBDQ-E type FBD software package for process control

■ License key (for GT SoftGOT1000)

Abbreviation and generic term	Description
License	GT15-SGTKEY-U, GT15-SGTKEY-P

■ Others

Abbreviation and generic term	Description
GT Designer2 (Standalone)	Abbreviation of GT Designer2 started independently
GT Designer2 (Navigator)	Abbreviation of GT Designer2 started using MELSOFT Navigator
Windows® font	Abbreviation of TrueType font and OpenType font available for Windows® (Differs from the True Type fonts settable with GT Designer2)
Intelligent function module	Indicates the modules other than the programmable controller CPU, power supply module and I/O module that are mounted to the base unit.
MODBUS® /TCP	Generic term for the protocol designed to use MODBUS® protocol messages on a TCP/IP network.

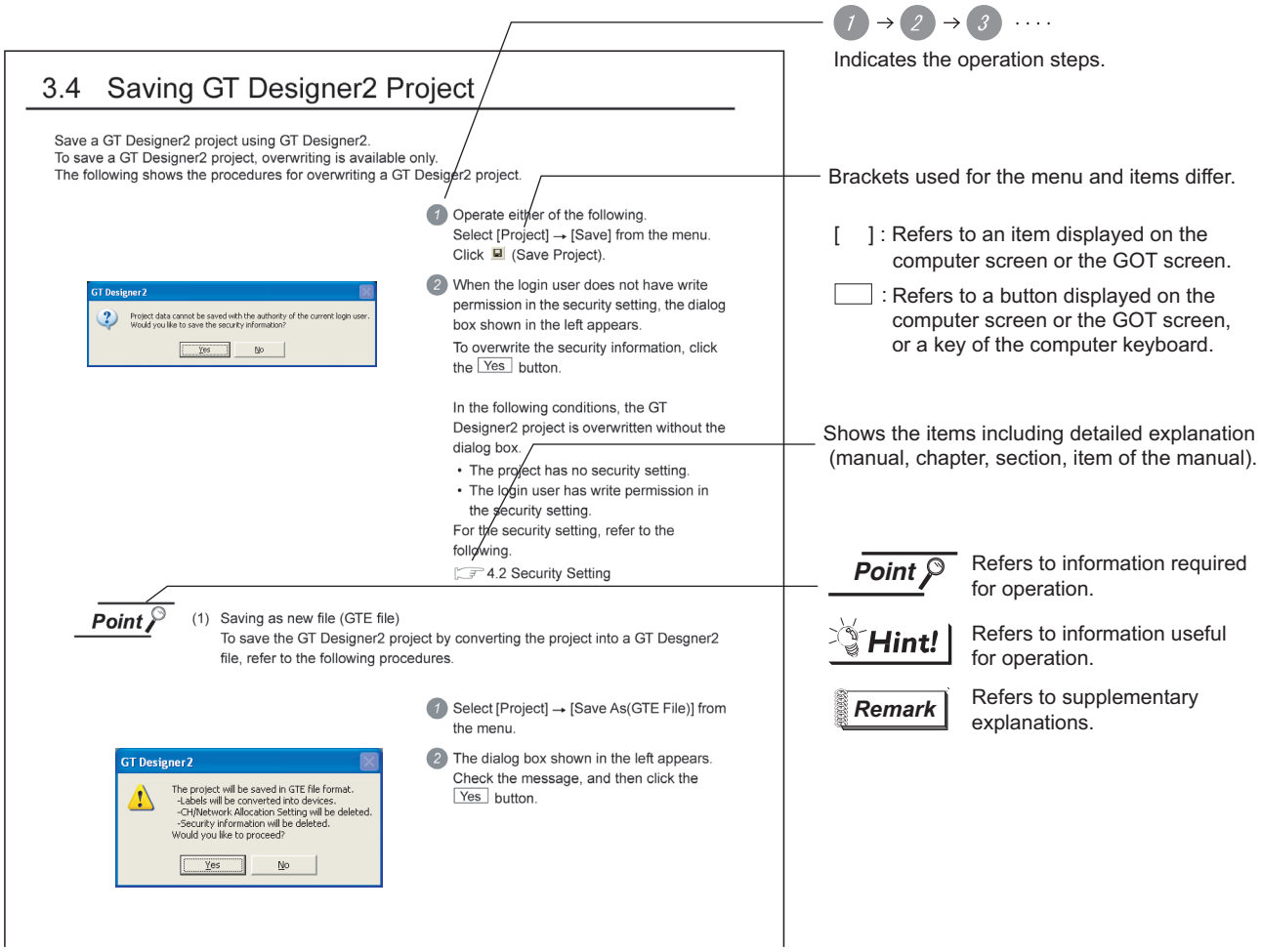
HOW TO USE THIS MANUAL

1 Functions

This manual describes functions available for the GT Designer2 Version2.77F.

2 Symbols

The following symbols are used in this manual.



* The above is different from the actual page, as it is provided for explanation only.

Item	Description	Model
Show Wizard on New Project	Checked : When creating a new project, the wizard screen appears. Not checked : When creating a new project, the wizard screen does not appear.	
Figure/Object move on screen display area (with ALT key, move to temporary area.)	Checked : A figure or object can be moved on the screen display area by a drag operation. A figure or object can be moved to the temporary area by a drag operation with holding down the ALT key. Not checked : A figure or object can be moved to the temporary area by a drag operation. A figure or object can be moved on the screen display area by a drag operation with holding down the ALT key.	
Close an edited screen when opening another if the number of open screens is at its maximum (Effective from the next startup of GT Designer2)	Set the maximum number of screens (1 to 25 screens). The set value is enabled at the next startup.	
Open "Select CH No." dialog	Set whether to display or hide the Select CH No. dialog box when a device is set. Select one of the following items. • Only New Device: The Select CH No. dialog box appears only when a new device is set. The dialog box does not appear when a set device is changed. • Open: The Select CH No. dialog box appears every time a device is set. • Not Open (Selected "Device Setting" dialog will be opened): The operation differs according to the setting for [Label/CH No.]. [1] to [4] :Displays the device setting dialog box for the selected channel No. [Latest] :Displays the device setting dialog box that is previously displayed. The channel No. is the same as that for the dialog box previously displayed. [Label] :Displays the Label List dialog box. Regardless of the above settings, by holding down the Shift key and clicking the Dev... button, the Select CH No. dialog box appears.	GT15 GT14 GT11 GT10

Shows functions applicable to each GOT.
Each icon shows each GOT model.
The colors of the icons show if the functions are enabled or disabled for each model.

Icon colors
Black: Enabled
Gray: Disabled

* The above is different from the actual page, as it is provided for explanation only.

1. OVERVIEW

1.1 Overview

This manual explains how to use GT Designer2, GT Simulator2, and GT SoftGOT1000 as MELSOFT iQ Works and precautions.
This manual does not explain contents in common with using the software independently.
For how to use the software independently and precautions, refer to the following manuals.

For how to use GT Designer2 and precautions

☞ GT Designer2 Version☐ Basic Operation/Data Transfer Manual

☞ GT Designer2 Version☐ Screen Design Manual

For how to use GT Simulator2 and precautions

☞ GT Simulator2 Version☐ Operating Manual

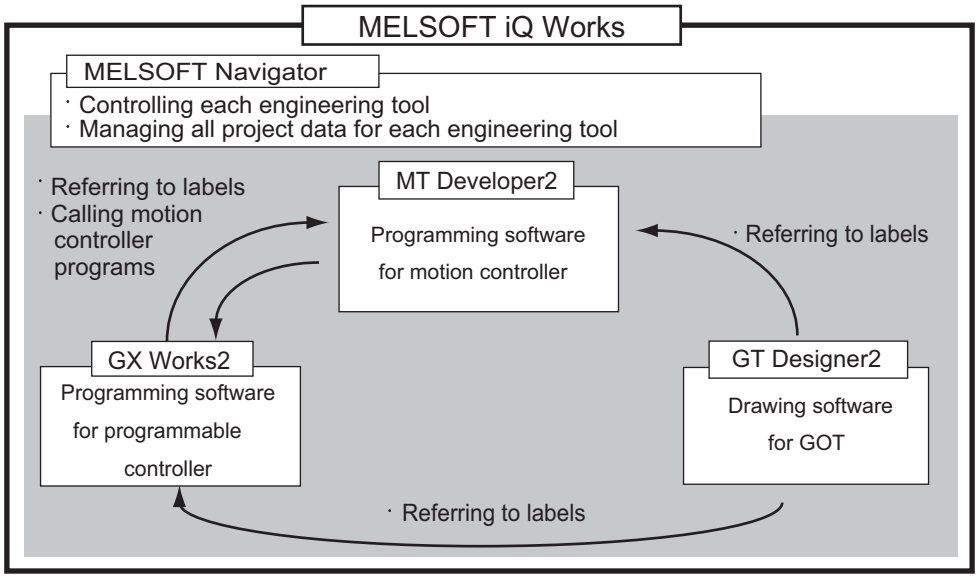
For how to use GT SoftGOT1000 and precautions

☞ GT SoftGOT1000 Version☐ Operating Manual

1 MELSOFT iQ Works

(1) Features of MELSOFT iQ Works

MELSOFT iQ Works is the product that integrates MITSUBISHI engineering tools (GX Works2, MT Developer2, and GT Designer2) using the system management tool (MELSOFT Navigator).
With MELSOFT iQ Works, MELSOFT Navigator, which is the system management tool, controls each engineering tool and manages all project data.
This improves interaction among the engineering tools and efficiency of system design.



For detailed features of MELSOFT iQ Works and MELSOFT Navigator, and how to use the software, refer to the following.

☞ iQ Works Beginner's Manual

(2) Features of GT Designer2

With MELSOFT iQ Works, the user starts GT Designer2 using MELSOFT Navigator.

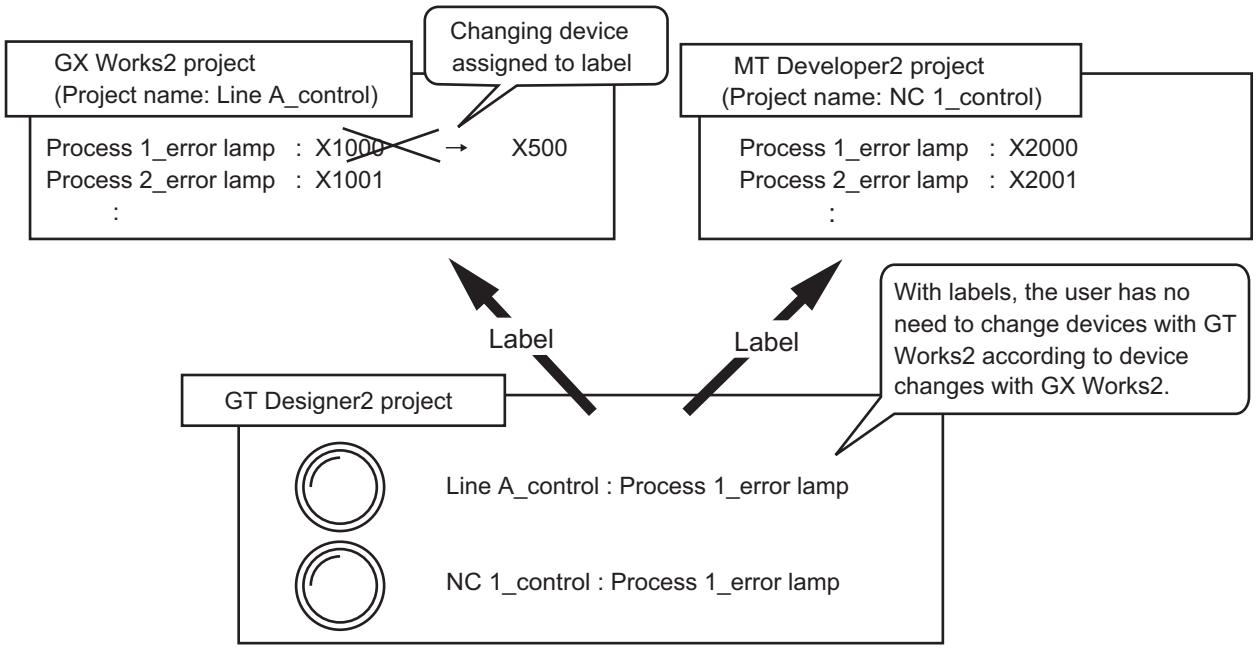
When GT Designer2 is started from the start menu of Microsoft® Windows® or using a shortcut on the desktop, GT Designer2 does not run as MELSOFT iQ Works.

The following shows the features when GT Designer2 is started using MELSOFT Navigator.

(a) Labels are available.

Labels created with GX Works2 or MT Developer2 can be used for figures, objects, the script function, and others.

With the labels, the user can design screens regardless of changes in devices of programmable controllers and motion controllers.



1.2 Software Package Configuration

This section explains GT Works2 software and data stored in the CD-ROMs.

1 CD-ROMs

MELSOFT iQ Works includes four CD-ROMs (Disk 1 to Disk 4).
GT Works2 software is stored in the CD-ROM Disk 4.
For how to use the CD-ROMs, refer to the following.

☞ 1.4.1 Software installtion

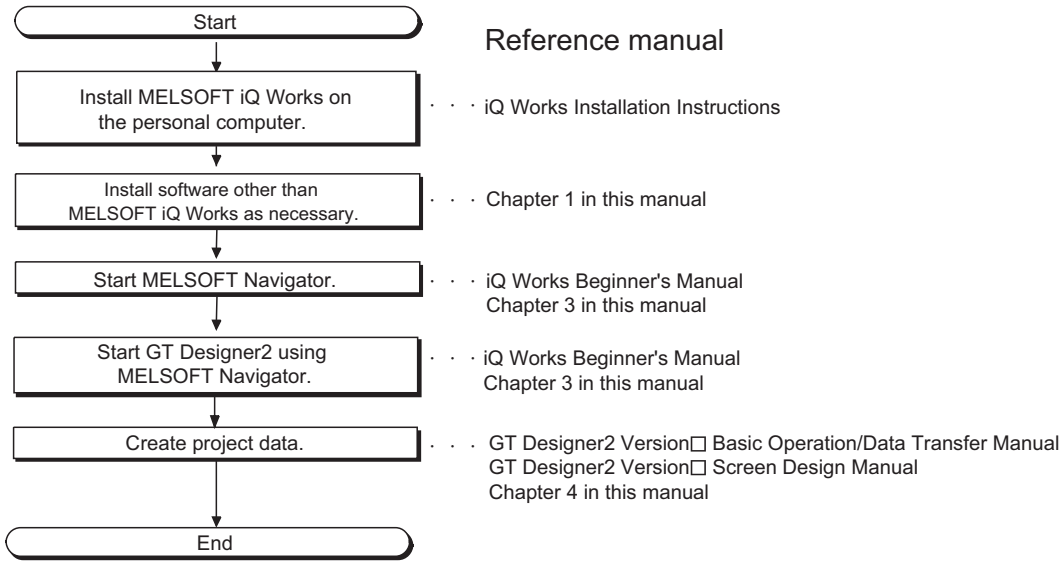
2 GT Works2 software configuration

Software and data included in GT Works2 are the same as those in GT Works2 Version☐.
For the software and the data in GT Works2 Version☐, refer to the following.

☞ GT Designer2 Version☐ Basic Operation/Data Transfer Manual
(1.2 Software Package Configuration)

1.3 Procedures Before Creating Project

The following shows the procedures before creating a project.



Point

Procedures after creating project

For the procedures before operating the GOT, refer to the following.

☞ GT Designer2 Version☐ Basic Operation/Data Transfer Manual
(1.6 General Pre-operation Procedure)

1.4 Installation and Uninstallation

This section explains installation and uninstallation of each software.

1.4.1 Software installtion

Some software can be installed when MELSOFT Navigator is installed, and some software requires to be installed independently.
The following shows how to install the software.

1 Installing software when installing MELSOFT Navigator

The following software can be installed when MELSOFT Navigator is installed.

- GT Designer2
- GT Simulator2
- GT SoftGOT1000

For how to install the software, refer to the following.

☞ iQ Works Installation Instructions

Remark Installing GT Designer2, GT Simulator2, and GT SoftGOT1000 independently

The above software can also be installed independently.
Install the software from the CD-ROM (Disk 4) of MELSOFT iQ Works.
For how to install the software, refer to the following.

☞ 2 Installing software independently

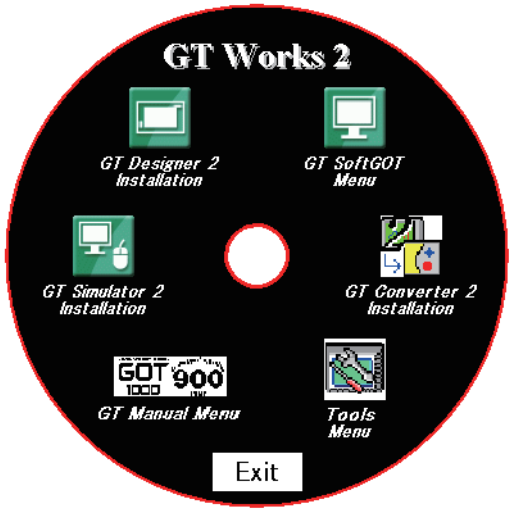
2 Installing software independently

The following software cannot be installed when MELSOFT Navigator is installed.

- GT SoftGOT2*1
- GT Converter2
- MES DB Connection Service
- Document Converter
- Data Transfer Tool

*1 Software for GOT-A900 series
The software is not applicable to MELSOFT iQ Works.

Install the software from the CD-ROM (Disk 4) of MELSOFT iQ Works.
Inserting the CD-ROM into the CD-ROM drive of the personal computer displays the menu as shown in the following figure.
Click a software icon to be installed, and install the software.



For the procedures for installing the software, refer to the following.

☞ GT Designer2 Version☐ Basic Operation/Data Transfer Manual
(2.2 Installing the Software Programs)

Point

When menu screen does not appear

When the menu screen does not appear even if the CD-ROM (Disk 4) is inserted into the CD-ROM drive, refer to either of the following methods.

- Set Device Manager of Microsoft® Windows® so that the CD-ROM drive automatically starts.
- Start Explorer, and double-click the following file in the CD-ROM drive.
  GTWK2-J1.exe

1.4.2 Software uninstallation

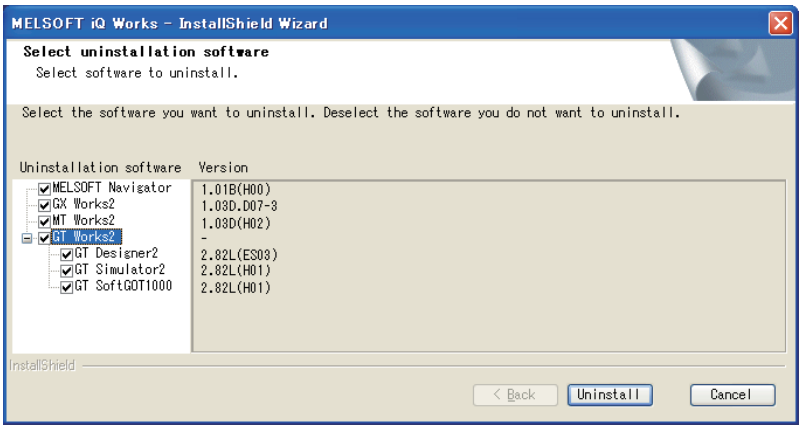
Some software can be uninstalled when MELSOFT Navigator is uninstalled, and some software requires to be uninstalled independently.
The following shows how to uninstall the software.

1 Uninstalling software when uninstalling MELSOFT Navigator

The following software can be uninstalled when MELSOFT Navigator is uninstalled.

- GT Designer2
- GT Simulator2
- GT SoftGOT1000

To uninstall MELSOFT Navigator, select [Add or Remove Programs] from the menu.
The following dialog box appears during uninstallation.



Check the boxes for the items to be uninstalled, and then click the Uninstall button to uninstall the software with MELSOFT Navigator.

Remark

Uninstalling GT Designer2, GT Simulator2, and GT SoftGOT1000 independently

The above software can also be uninstalled independently.
For uninstalling the software independently, refer to the following.

☞ GT Designer2 Version☐ Basic Operation/Data Transfer Manual
(2.3 Uninstalling the Software Programs)

2 Uninstalling software independently

The following software cannot be uninstalled when MELSOFT Navigator is uninstalled.

- GT SoftGOT2*1
- GT Converter2
- MES DB Connection Service
- Document Converter
- Data Transfer Tool

*1 Software for GOT-A900 series
The software is not applicable to MELSOFT iQ Works.

For how to uninstall the software, refer to the following.

☞ GT Designer2 Version☐ Basic Operation/Data Transfer Manual
(2.3 Uninstalling the Software Programs)

2. SPECIFICATIONS

2.1 Applicable GOTs

The following GOTs are applicable to MELSOFT iQ Works.

Applicable model
GT15, GT SoftGOT1000, GT11[*1], GT10

*1 The following GOTs are not applicable to MELSOFT iQ Works.
GT1155-QTBDA, GT1150-QLBDA

2.2 Applicable Controllers and Access Range

This section explains the controllers, the connection types, and the access range that can be set with GT Designer2 (Navigator).

1 Controller list

The following shows the controllers that can be set as the monitor target with GT Designer2 (Navigator).

Type		Model				
QCPU	QCPU (Q mode)	Q02CPU, Q02UCPU, Q26UDHCPU, Q26UDEHCPU	Q02HCPU, Q03UDCPU, Q03UDECPU,	Q06HCPU, Q04UDHCPU, Q04UDEHCPU,	Q12HCPU, Q06UDHCPU, Q06UDEHCPU,	Q25HCPU, Q13UDHCPU, Q13UDEHCPU,
Motion controller CPU[*1]	Q Series[*2*3]	Q172CPU, Q173DCPU	Q173CPU,	Q172HCPU,	Q173HCPU,	Q172DCPU,

*1 GT SoftGOT1000 cannot monitor motion controller CPUs.

*2 When the Q172CPU or the Q173CPU is used, use a motion controller CPU with the following production No.
- For bus connection and direct CPU connection
  Q172CPU: production No.K *******or later
  Q173CPU: production No.J *******or later
- For connections other than bus connection and direct CPU connection
  Q172CPU: production No.N *******or later
  Q173CPU: production No.M *******or later

*3 When SV13, SV22, or V43 is used with the Q172CPU or the Q173CPU, use a motion controller CPU with the following OS.
- SW6RN-SV13Q□ :
  00H or later (00E or later for connecting to the Q172CPU or the Q173CPU via the bus connection or the direct CPU connection)
- SW6RN-SV22Q□ :
  00H or later (00E or later for connecting to the Q172CPU or the Q173CPU via the bus connection or the direct CPU connection)
- SW6RN-SV43□ : F00B or later

Remark Controllers that can be set with GT Designer2

Though controllers other than the above can be set with GT Designer2 (Navigator), the functions dedicated to MELSOFT iQ Works are unavailable.

For controllers that can be set as the monitor target with GT Designer2 (Standalone), refer to the following.

☞ GT Designer2 Version□ Screen Design Manual
(2.7 Controller that can be Monitored and the Accessible Range)

2 Applicable controllers for each connection type

For controllers that can be monitored for each connection type, refer to the following.

☞ GT Designer2 Version□ Screen Design Manual
(2.7 Controller that can be Monitored and the Accessible Range)

3 Access range

For the access range for monitoring, refer to the following.

☞ GT Designer2 Version□ Screen Design Manual
(2.7 Controller that can be Monitored and the Accessible Range)

4 Precautions

(1) Controllers applicable to labels
Labels can be set for the following controllers only.

- Universal model QCPU
- High Performance model QCPU
- Q17nDCPU

To monitor controllers other than the above, set the device names for objects and others.

3. PROJECT DATA HANDLING

3.1 Creating Project Data

This section explains how to create project data.

1 Project data

The following project data are applicable to GT Designer2.

- GT Designer2 project
- GT Designer2 file

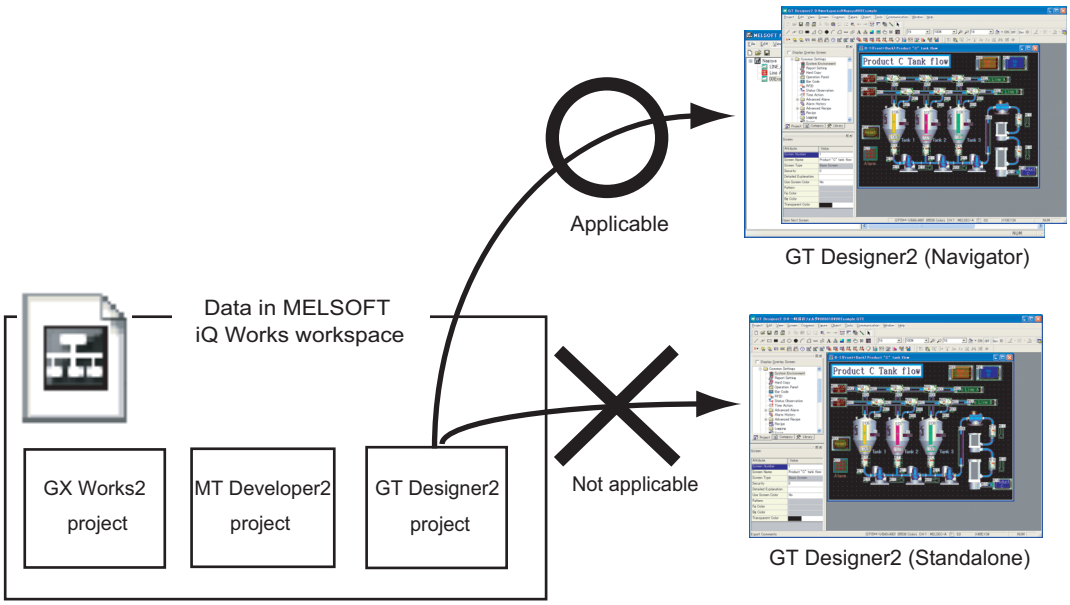
The following shows the difference between the project data.

(1) GT Designer2 project

(a) Overview

A GT Designer2 project is the project data applicable to GT Designer2 (Navigator).
The GT Designer2 project is not applicable to GT Designer2 (Standalone).
To use a GT Designer2 project with GT Designer2 (Standalone), convert the project into a GT Designer2 file.

For how to convert a GT Designer2 project, refer to the following.
☞3.4 Saving GT Designer2 Project



(b) Target file

A GT Designer2 project is stored as the data in the MELSOFT Navigator workspace.

Point

Handling GT Designer2 project

To move, rename, or delete a GT Designer2 project, use MELSOFT Navigator. MELSOFT Navigator manages the project name and the storage location for the project.

When the project is moved, renamed, or deleted using the personal computer tools, including Explorer, MELSOFT Navigator cannot recognize the project and the user cannot open the project.

(2) GT Designer2 file (G1 file/GTE file)

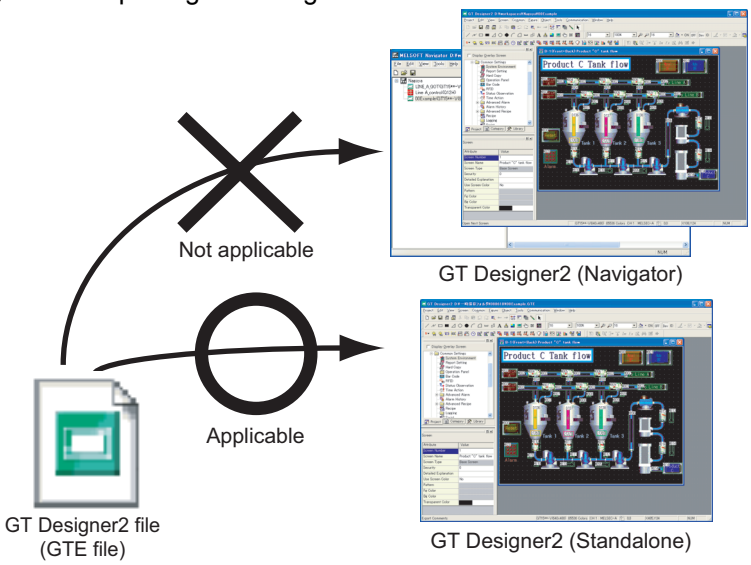
A GT Designer2 file is the project data applicable to GT Designer2 (Standalone).

The GT Designer2 file is not applicable to GT Designer2 (Navigator).

To use a GT Designer2 file with GT Designer2 (Navigator), import the file to the MELSOFT Navigator workspace.

For how to import a GT Designer2 file, refer to the following.

☞3.1.3 Importing GT Designer2 file



(a) Target file

GT Designer2 processes data stored in either of the following formats as a GT Designer2 file.

- Project data in GT Designer2 Files format (*.GTE)
- Project data in GOT1000 Binary Files format (*.G1)

2 Creating GT Designer2 project

Create a GT Designer2 project using MELSOFT Navigator.

To create a GT Designer2 project, refer to the following methods.

(1) Creating new GT Designer2 project

For how to create a new GT Designer2 project, refer to the following.

☞3.1.1 Creating new GT Designer2 project

(2) Importing GT Designer2 project

For how to import a GT Designer2 project, refer to the following.

☞3.1.2 Importing GT Designer2 project

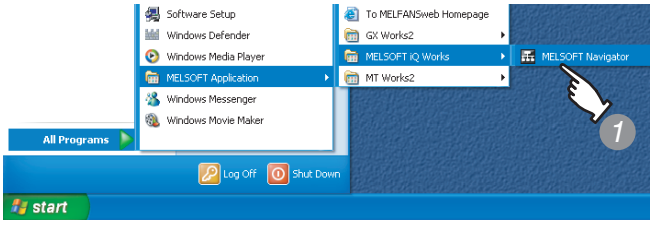
(3) Importing GT Designer2 file

For how to convert a GT Designer2 file, refer to the following.

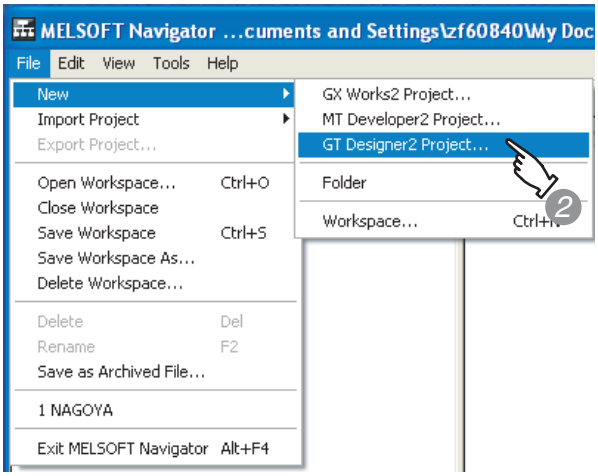
☞3.1.3 Importing GT Designer2 file

3.1.1 Creating new GT Designer2 project

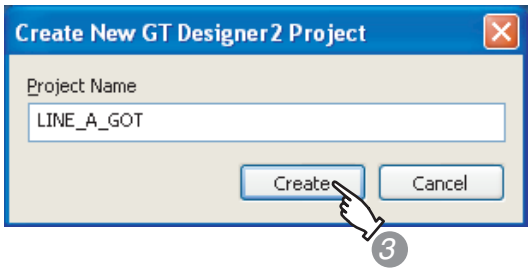
Create a new GT Designer2 project using MELSOFT Navigator.
The following shows the procedures for creating a new GT Designer2 project.



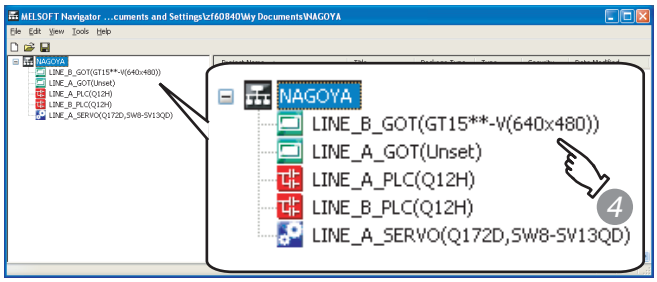
1 Select [Start] → [All Programs] → [MELSOFT Application] → [MELSOFT iQ Works] → [MELSOFT Navigator] from the menu, and then start MELSOFT Navigator.



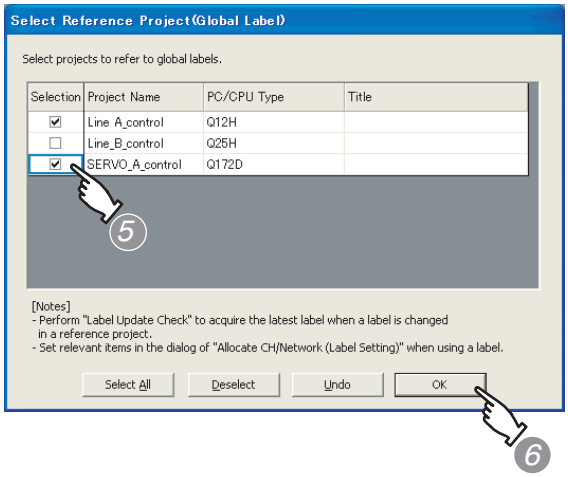
2 Select [File] → [New] → [GT Designer2 Project] from the menu.
The Create New GT Designer2 Project dialog box appears.



3 Input a project name for [Project Name].
Click the Create button.



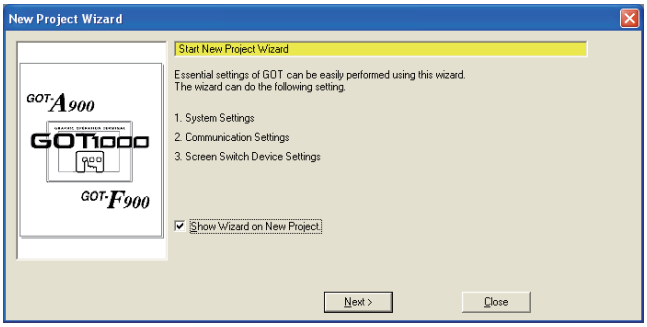
4 The GT Designer2 project is created in the MELSOFT Navigator workspace.
Double-click the project in the workspace to open the project.



5 After opening the GT Designer2 project, the Select Reference Project (Global Label) dialog box appears.
Check the Selection boxes for the projects with labels to be referred.

6 Click the OK button.
For the setting items in the Select Reference Project (Global Label) dialog box, refer to the following.

☞ 3.2 Opening GT Designer2 Project

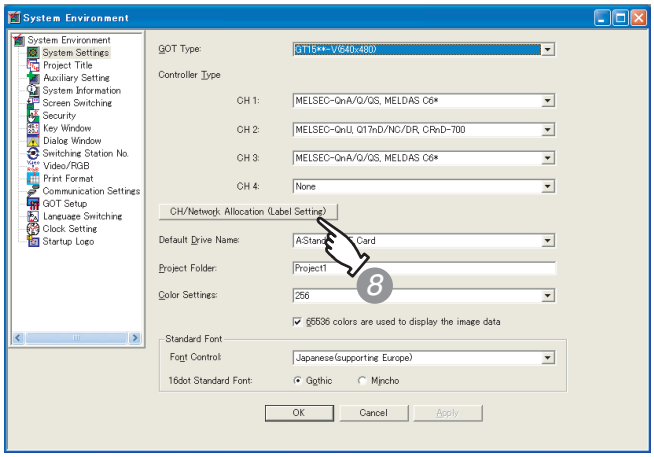


7 When [Show Wizard on New Project] is checked on the Operation tab in the Preferences dialog box, selecting projects to be referred starts the wizard automatically.
Set the system settings with the wizard.
For operating procedures for the wizard, refer to the following.

☞ GT Designer2 Version□ Basic Operation/Data Transfer Manual (7.2.1 Creating a new project)

For the drawing environment settings, refer to the following.

☞ GT Designer2 Version□ Basic Operation/Data Transfer Manual (5.4.3 Customizing the drawing environment of GT Designer2)



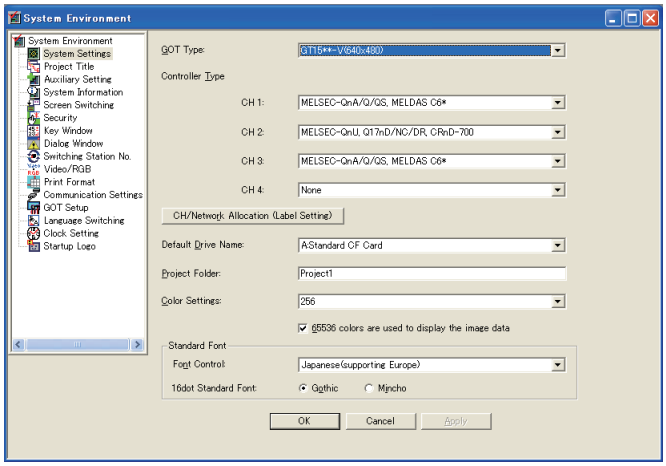
8 Select [Common] → [System Environment] from the menu.
The System Environment dialog box appears.
In [System Settings] of the System Environment dialog box, click the CH/Network Allocation(Label Setting) button, and assign the channel number and the network number to the project (label setting).
For the label setting, refer to the following.

☞ 4.5 CH/Network Allocation (Label Setting)

Point

Operation without wizard

When [Show Wizard on New Project] is not checked, the procedures after 7 are as shown below.



7 When [Show Wizard on New Project] is not checked, the System Environment dialog box appears.
Set the system settings in the dialog box.
For how to set the system settings, refer to the following.

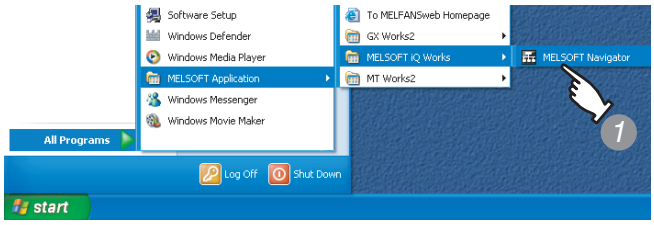
☞ GT Designer2 Version□ Basic Operation/Data Transfer Manual (7.2.1 Creating a new project)

After setting the system settings, click the CH/Network Allocation(Label Setting) button, and assign the channel number and the network number to the project (label setting).
For the label setting, refer to the following.

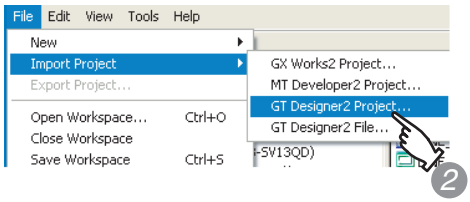
☞ 4.5 CH/Network Allocation (Label Setting)

3.1.2 Importing GT Designer2 project

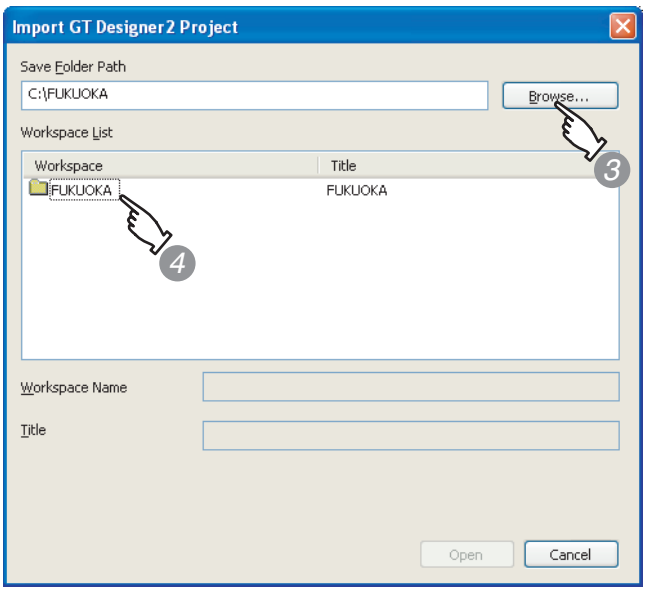
To create a GT Designer2 project by utilizing an existing GT Designer2 project from another workspace, import the existing GT Designer2 project to MELSOFT Navigator.
The following shows the procedures for importing a GT Designer2 project.



1 Select [Start] → [All Programs] → [MELSOFT Application] → [MELSOFT iQ Works] → [MELSOFT Navigator] from the menu, and then start MELSOFT Navigator.

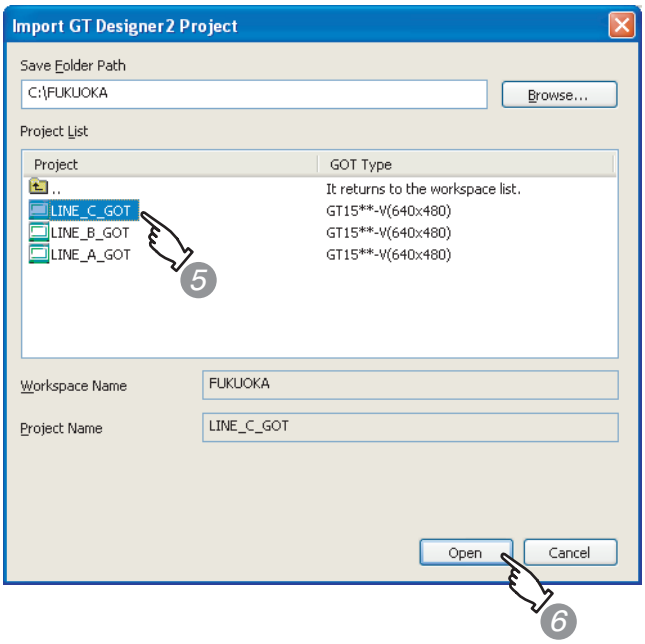


2 Select [File] → [Import Project] → [GT Designer2 Project] from the menu.
The Import GT Designer2 Project dialog box appears.



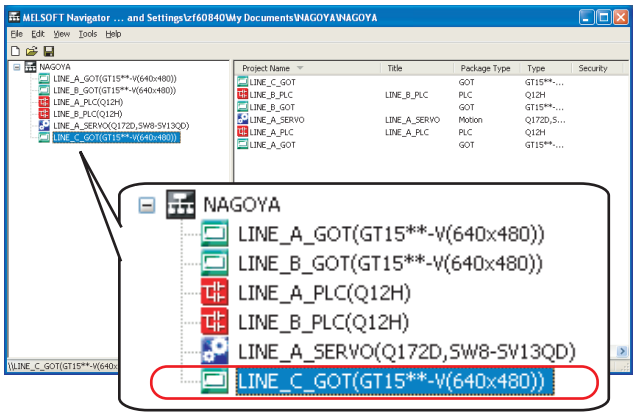
3 To specify the import source folder, click the Browse button.
The Browse For Folder dialog box appears. Select a reference folder, and then click the OK button. The GT Designer2 project list appears.

4 To select an import source workspace from the workspace list, double-click a workspace.
The GT Designer2 project list appears.



5 Click a GT Designer2 project to be imported in the GT Designer2 project list.
The project name is displayed in [Project Name].

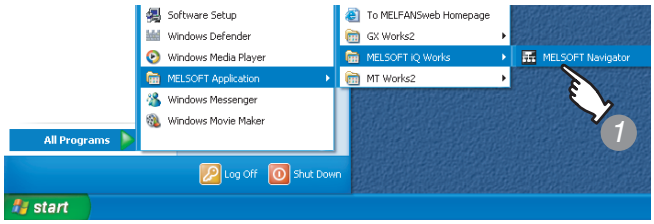
6 Click the Open button.



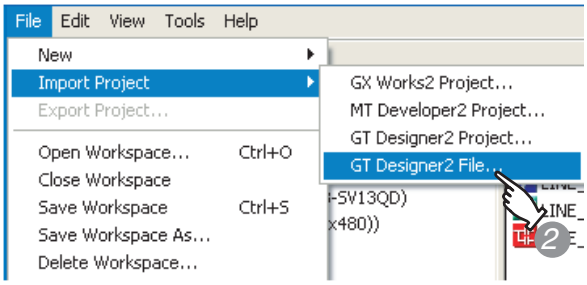
7 The GT Designer2 project is created in the MELSOFT Navigator workspace.

3.1.3 Importing GT Designer2 file

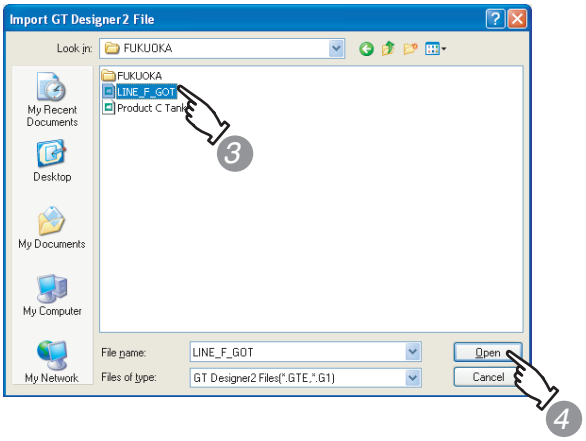
To create a GT Designer2 project by utilizing a GT Designer2 file, import the GT Designer2 file to MELSOFT Navigator.
The following shows the procedures for creating a GT Designer2 project by importing a GT Designer2 file.



1 Select [Start] → [All Programs] → [MELSOFT Application] → [MELSOFT iQ Works] → MELSOFT Navigator] from the menu, and then start MELSOFT Navigator.

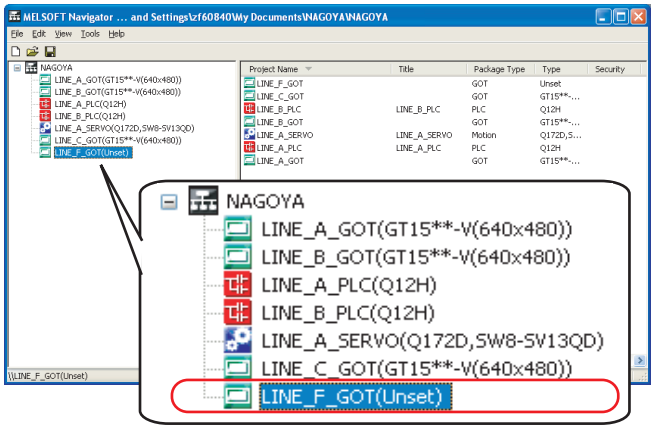


2 Select [File] → [Import Project] → [GT Designer2 File] from the menu.



3 The Import GT Designer2 File dialog box appears.
Select a GT Designer2 file to be imported.

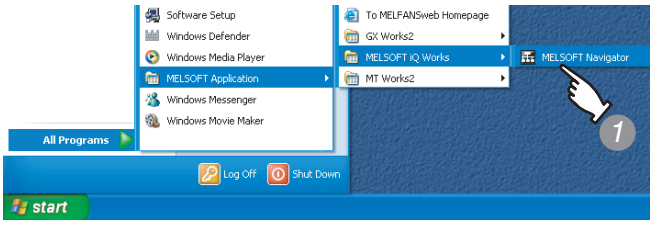
4 Click the Open button.



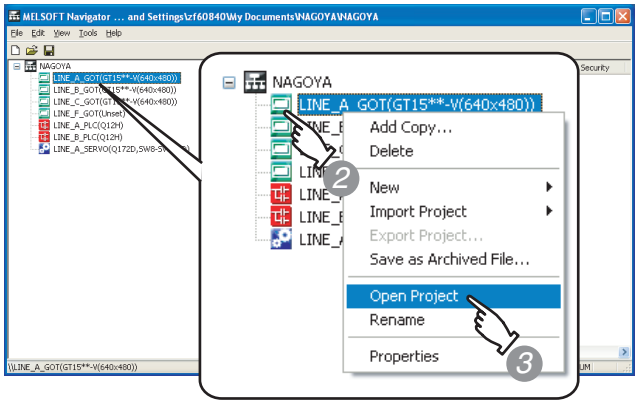
5 The GT Designer2 project is created in the MELSOFT Navigator workspace.

3.2 Opening GT Designer2 Project

Open a GT Designer2 project using MELSOFT Navigator.
The following shows the procedures for opening a GT Designer2 project.

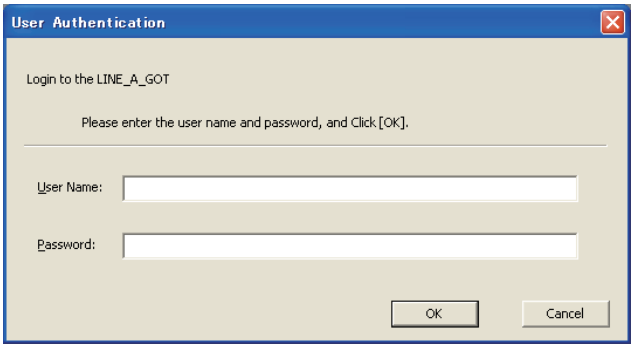


1 Select [Start] → [All Programs] → [MELSOFT Application] → [MELSOFT iQ Works] → [MELSOFT Navigator] from the menu, and then start MELSOFT Navigator.

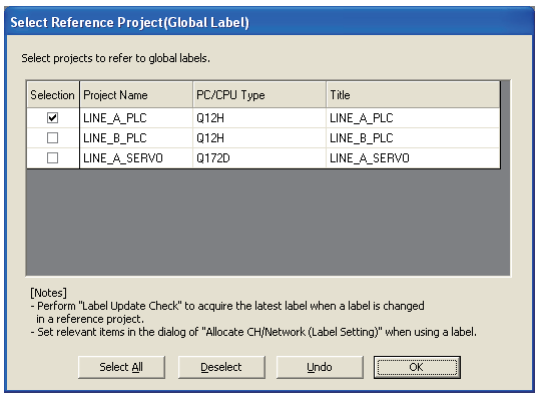


2 Right-click a GT Designer2 project to be opened.

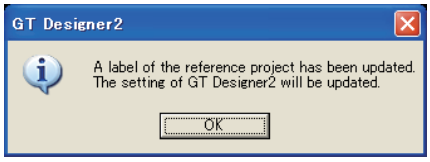
3 Select [Open Project] from the menu.



4 When security is set for the GT Designer2 project, the User Authentication dialog box appears.
Input the user name and the password, and then click the OK button.
For the security setting, refer to the following.
☞ 4.2 Security Setting



5 The Select Reference Project (Global Label) dialog box[*1] appears.
Check the Selection boxes for the projects with labels to be referred, and then click the OK button.



6 The dialog box shown in the left appears. Check the message, and then click the OK button.
The label update check automatically starts. For the label update check, refer to the following.
☞4.4 Label Update Check

*1 Select Reference Project (Global Label) dialog box

The following shows the setting items in the Select Reference Project (Global Label) dialog box.

Item	Description	Model
Selection	Check boxes for GX Works2 projects or MT Developer2 projects with labels to be referred by GT Designer2.	GT15 Soft GOT1000 GT11 GT10
Project Name	Displays names for GX Works2 projects or MT Developer2 projects.	
PC/CPU Type	Displays programmable controller CPU types for GX Works2 projects or MT Developer2 projects.	
Title	Displays titles for GX Works2 projects or MT Developer2 projects.	
Select All	Click the item to check all the Selection boxes.	
Deselect	Click the item to uncheck all the Selection boxes.	
Undo	Click the item to return the settings for [Selection] to those when the dialog box is displayed.	
OK	Click the item to set the settings and to open the GT Designer2 project.	

3.3 Closing GT Designer2 Project

Point

(1) Saving as new file

For saving a GT Designer2 project, clicking the [Save As New] button converts the GT Designer2 project into a GT Designer2 file and saves the file.
When the GT Designer2 project is saved as a GT Designer2 file, the following settings are deleted.

- Label setting*1
- CH/network allocation (label setting)
- Security setting

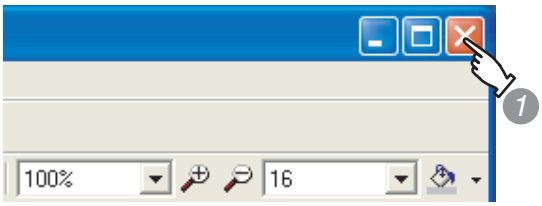
*1 Labels set for objects and others are converted into device names.

(2) Selecting [Close] from menu

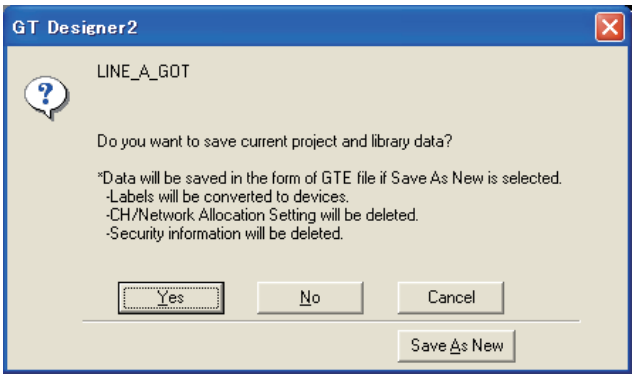
With GT Designer2 (Navigator), the user cannot close a GT Designer2 project by selecting [Project] → [Close] from the menu.

To close the project, exit GT Designer2 by clicking the [×] button.

The following shows the procedures for closing a GT Designer2 project.

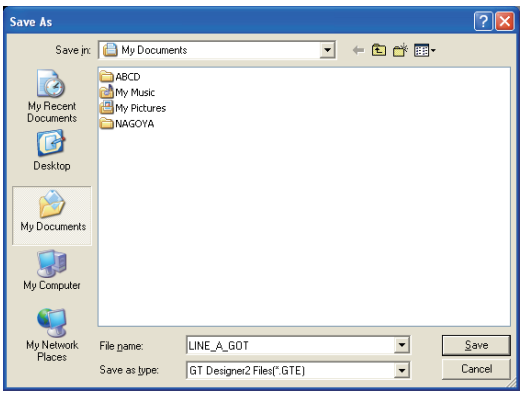


1 Click the [×] button on the right side of the title bar.



2 When the GT Designer2 project has any changes, the dialog box shown in the left appears.

- To exit GT Designer2 with overwriting the project, click the [Yes] button.
- To exit GT Designer2 without saving the project, click the [No] button.
- To continue drawing, click the [Cancel] button.
- To save the project as a new file, click the [Save As New] button.

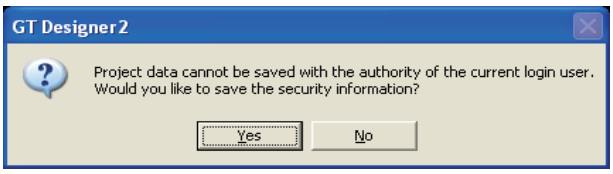


3 Clicking the [Save As New] button displays the Save As dialog box.
Input a name of the GT Designer2 file, and then click the [Save] button.

3.4 Saving GT Designer2 Project

Save a GT Designer2 project using GT Designer2.
To save a GT Designer2 project, overwriting is available only.
The following shows the procedures for overwriting a GT Desiger2 project.

1 Operate either of the following.
Select [Project] → [Save] from the menu.
Click (Save Project).



2 When the login user does not have write permission in the security setting, the dialog box shown in the left appears.
To overwrite the security information, click the Yes button.

In the following conditions, the GT Designer2 project is overwritten without the dialog box.

- The project has no security setting.
- The login user has write permission in the security setting.

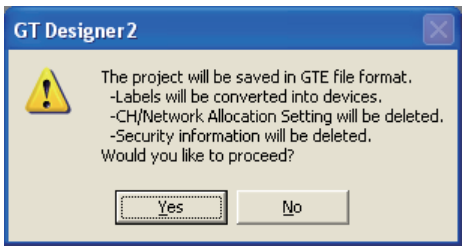
For the security setting, refer to the following.

4.2 Security Setting

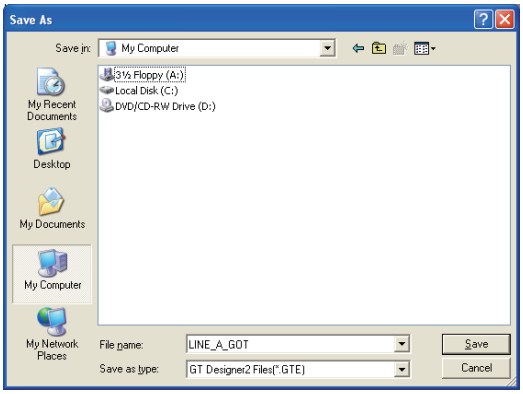
Point

(1) Saving as new file (GTE file)
To save the GT Designer2 project by converting the project into a GT Desgner2 file, refer to the following procedures.

1 Select [Project] → [Save As(GTE File)] from the menu.



2 The dialog box shown in the left appears.
Check the message, and then click the Yes button.



3 The Save As dialog box appears.

Select a storage folder for the file, and then input a file name for [File name].

(2) Precautions for saving as new file (GTE file)

For saving a GT Designer2 project, selecting [Save As(GTE File)] converts the GT Designer2 project into a GT Designer2 file and saves the file.

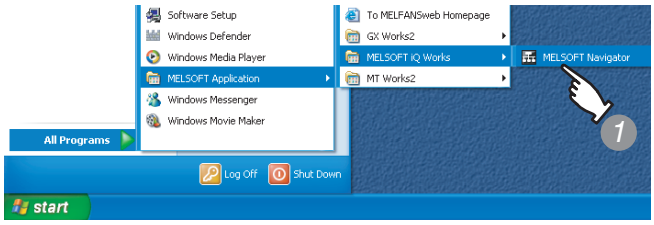
When the GT Designer2 project is saved as a GT Designer2 file, the following settings are deleted.

- Label setting*1
- CH/network allocation (label setting)
- Security setting

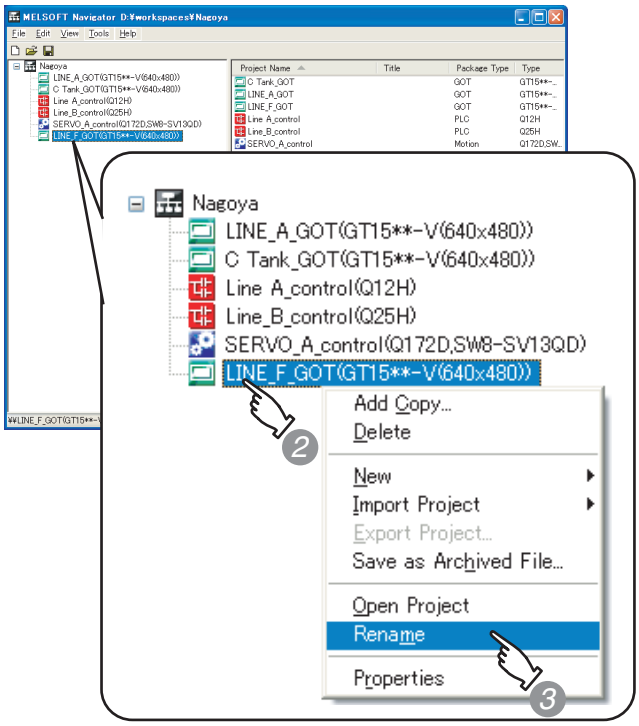
*1 Labels set for objects and others are converted into device names.

3.5 Renaming GT Designer2 Project

Rename a GT Designer2 project using MELSOFT Navigator.
The following shows the procedures for renaming a GT Designer2 project.

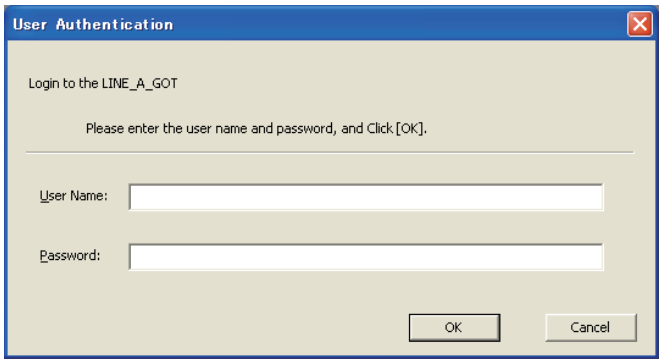


1 Select [Start] → [All Programs] → [MELSOFT Application] → [MELSOFT iQ Works] → [MELSOFT Navigator] from the menu, and then start MELSOFT Navigator.



2 Right-click a GT Designer2 project to be renamed.

3 Select [Rename] from the menu.
Input a new name.

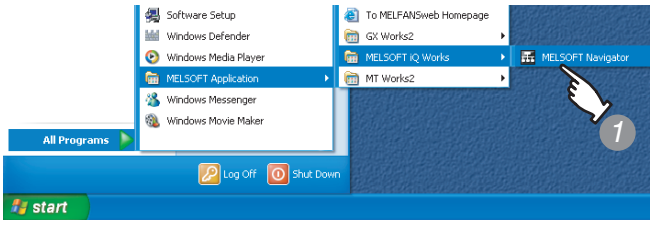


4 When security is set for the GT Designer2 project, the User Authentication dialog box appears.
Input the user name and the password, and then click the OK button.
When the user name and the password are correct, the GT Designer2 project is renamed.

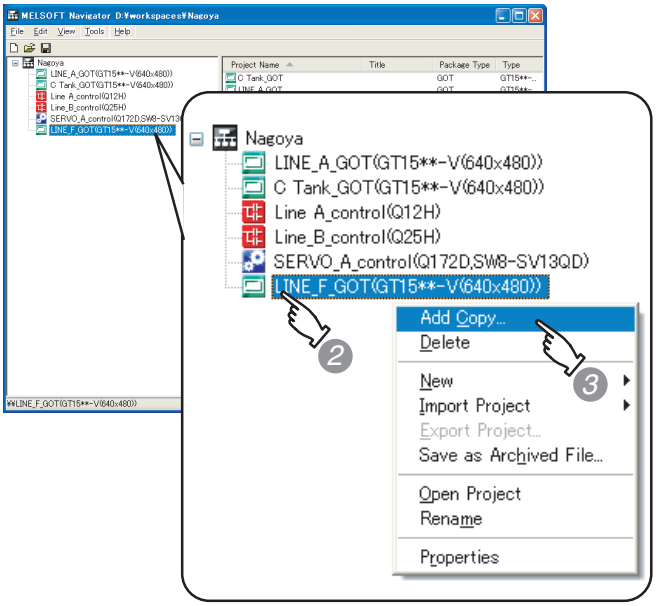
For the security setting, refer to the following.
☞ 4.2 Security Setting

3.6 Copying GT Designer2 Project

Copy a GT Designer2 project using MELSOFT Navigator.
The following shows the procedures for copying a GT Designer2 project.

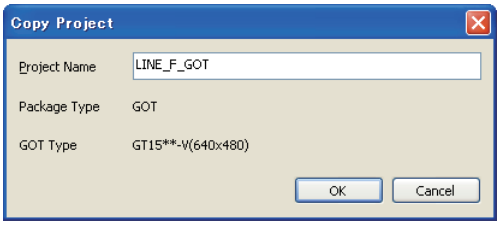


1 Select [Start] → [All Programs] → [MELSOFT Application] → [MELSOFT iQ Works] → [MELSOFT Navigator] from the menu, and then start MELSOFT Navigator.

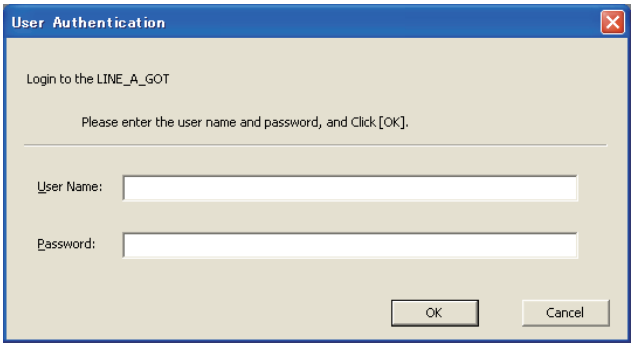


2 Right-click a GT Designer2 project to be copied.

3 Select [Add Copy] from the menu.



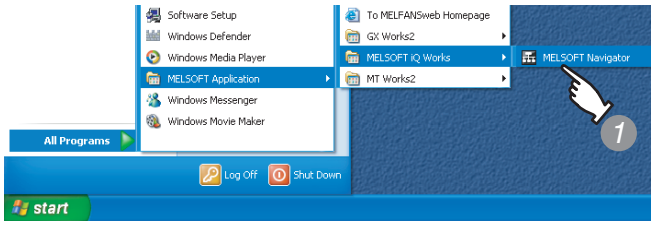
4 The Copy Project dialog box appears.
Input a project name for the new GT Designer2 project, and then click the OK button.



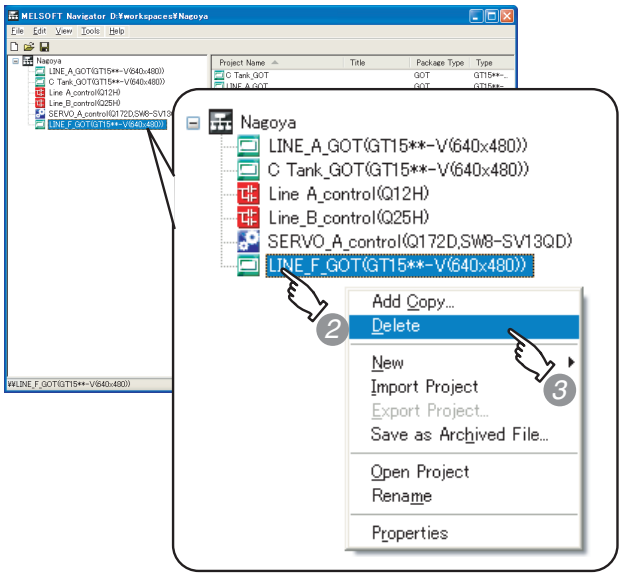
5 When security is set for the GT Designer2 project, the User Authentication dialog box appears.
Input the user name and the password, and then click the OK button.
When the user name and the password are correct, a copy of the GT Designer2 project is created.
For the security setting, refer to the following.
☞ 4.2 Security Setting

3.7 Deleting GT Designer2 Project

Delete a GT Designer2 project using MELSOFT Navigator.
The following shows the procedures for deleting a GT Designer2 project.



1 Select [Start] → [All Programs] → [MELSOFT Application] → [MELSOFT iQ Works] → [MELSOFT Navigator] from the menu, and then start MELSOFT Navigator.



2 Right-click a GT Designer2 project to be deleted.

3 Select [Delete] from the menu.
The GT Designer2 project is deleted.

3.8 Precautions

1 Precautions for GT Designer2

(1) Handling project data

With GT Designer2 (Navigator), the following operations are unavailable.

- Creating a new GT Designer2 project
- Importing a GT Designer2 project
- Importing a GT Designer2 file
- Opening a GT Designer2 project
- Closing a GT Designer2 project*1
- Renaming a GT Designer2 project
- Copying a GT Designer2 project
- Deleting a GT Designer2 project

Execute the above operations using MELSOFT Navigator.

*1 Closing a GT Designer2 project is unavailable using MELSOFT Navigator.

To close a GT Designer2 project, exit GT Designer2 by clicking the [×] button.

For how to exit GT Designer2, refer to the following.

☞ 3.3 Closing GT Designer2 Project

(2) Interrupting new project wizard

For creating a new GT Designer2 project, when the new project wizard is interrupted by clicking the [Close] button or [Cancel] button, exit GT Designer2 by clicking the [×] button.

Failure to do so does not create a GT Designer2 project.

To create a new GT Designer2 project again, use MELSOFT Navigator.

2 Precautions for saving GT Designer2 project

(1) Saving GT Designer2 project as another name

Saving a GT Designer2 project as another name is unavailable.

Overwriting a GT Designer2 project is available only.

For utilizing an existing GT Designer2 project to create another GT Designer2 project, refer to either of the following methods.

- Importing a GT Designer2 project using MELSOFT Navigator

  ☞ 3.1.2 Importing GT Designer2 project

- Copying a GT Designer2 project in the MELSOFT Navigator workspace

  ☞ 3.6 Copying GT Designer2 Project

(2) Exporting GT Designer2 project

For saving a GT Designer2 project, selecting [Save As(GTE File)] converts the GT Designer2 project into a GT Designer2 file and saves the file.

When the GT Designer2 project is saved as a GT Designer2 file, the following settings are deleted.

- Label setting*1
- CH/network allocation (label setting)
- Security setting

*1 Labels set for objects and others are converted into device names.

4. OPERATIONS AND SETTINGS OF GT Designer2

This chapter explains operations and settings specific to GT Designer2 (Navigator).
For how to use GT Designer2 other than the above, refer to the following.

☞ GT Designer2 Version□ Basic Operation/Data Transfer Manual

☞ GT Designer2 Version□ Screen Design Manual

4.1 Drawing Environment

The drawing environment settings differ between GT Designer2 (Navigator) and GT Designer2 (Standalone).
The following shows the settings with GT Designer2 (Navigator).

(1) Settings on Operation tab
The settings on the Operation tab in the Preferences dialog box of GT Designer2 (Navigator) differ from those of GT Designer2 (Standalone).

(a) Unavailable setting items
With GT Designer2 (Navigator), the following setting items cannot be set.
- Auto File Save
- Show "Select Project" dialog when you start GT Designer2

(b) Setting items with different contents
With GT Designer2 (Navigator), the contents of the following setting item differ from those with GT Designer2 (Standalone).
- Open "Slect CH No." dialog

For the setting items on the Operation tab, refer to the following.

☞ 2 Setting items

Point

(1) Auto file save
With GT Designer2 (Navigator), files cannot be saved automatically.
Save GT Designer2 projects frequently.

(2) Select Project dialog box
The Select Project dialog box does not appear when GT Desiger2 (Navigator) starts.
The GT Designer2 project that is selected with MELSOFT Navigator opens.

1 How to set drawing environment

The following shows the procedures for setting the drawing environment.

1 Select [Project] → [Preferences] from the menu.

2 The Preferences dialog box appears.
Set the environment of the drawing screen on the Operation tab and the View tab.

2 Setting items

(1) Toolbars tab, Icon tab, and View tab

For the setting items on the Toolbars tab and the Icon tab, refer to the following.

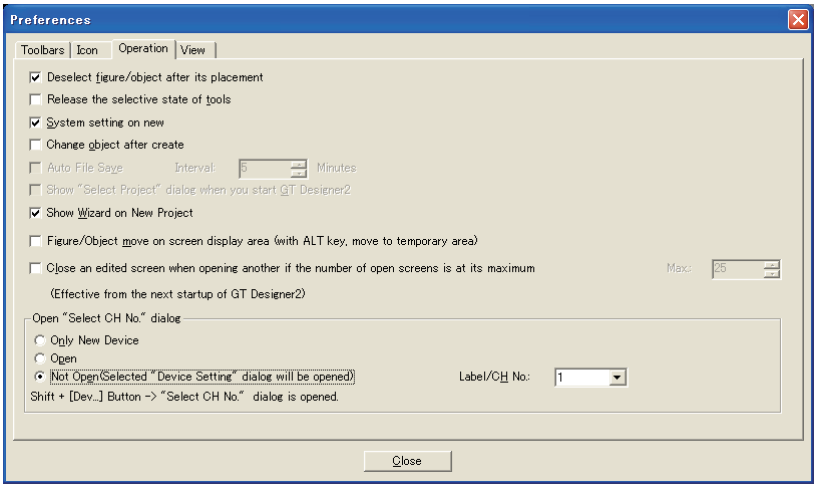
☞ GT Designer2 Version□ Basic Operation/Data Transfer Manual (5.4.2 Customizing the toolbars)

For the setting items on the View tab, refer to the following.

☞ GT Designer2 Version□ Basic Operation/Data Transfer Manual (5.4.3 Customizing the drawing environment of GT Designer2)

(2) Operation tab

The following shows the setting items on the Operation tab.



Item	Description	Model
Deselect Figure/Object after its placement	Checked : After arranging objects, the selected status (status with handle) is canceled. Not checked : With the selected status (status with handle), figures or objects are arranged on the drawing screen.	GT15 Soft GOT1000 GT11 GT10
Release the selective state of tools	Checked : After setting figures or objects, the tool selected status is canceled. It is convenient to arrange different figures or objects. Not checked : After setting figures or objects, the selected status remains active. It is convenient to arrange the same figures or objects continuously.	
System setting on new	Checked : The system settings dialog box (GOT type, controller type, and others) appears in creation of a new project. Not checked : The system settings dialog box (GOT type, controller type, and others) does not appear in creation of a new project.	
Change object after create	Checked : After arranging an object on the drawing screen, the setting dialog box automatically appears. Not checked : After arranging an object on the drawing screen, the setting dialog box does not automatically appear.	

(To the next page)

Item	Description	Model
Show Wizard on New Project	Checked : When creating a new project, the wizard screen appears. Not checked : When creating a new project, the wizard screen does not appear.	
Figure/Object move on screen display area (with ALT key, move to temporary area.)	Checked : A figure or object can be moved on the screen display area by a drag operation. A figure or object can be moved to the temporary area by a drag operation with holding down the ALT key. Not checked : A figure or object can be moved to the temporary area by a drag operation. A figure or object can be moved on the screen display area by a drag operation with holding down the ALT key.	
Close an edited screen when opening another if the number of open screens is at its maximum (Effective from the next startup of GT Designer2)	Set the maximum number of screens (1 to 25 screens). The set value is enabled at the next startup.	
Open "Select CH No." dialog	Set whether to display or hide the Select CH No. dialog box when a device is set. Select one of the following items. • Only New Device: The Select CH No. dialog box appears only when a new device is set. The dialog box does not appear when a set device is changed. • Open: The Select CH No. dialog box appears every time a device is set. • Not Open (Selected "Device Setting" dialog will be opened): The operation differs according to the setting for [Label/CH No.]. [1] to [4] :Displays the device setting dialog box for the selected channel No. [Latest] :Displays the device setting dialog box that is previously displayed. The channel No. is the same as that for the dialog box previously displayed. [Label] :Displays the Label List dialog box. Regardless of the above settings, by holding down the Shift key and clicking the Dev button, the Select CH No. dialog box appears.	GT 15 Soft GOT 1000 GT 11 GT 10

4.2 Security Setting

Setting security is available for a GT Designer2 project.
The security setting restricts displaying and overwriting the GT Designer2 project according to the access level of the login user. Therefore, the GT Designer2 project is protected.

1 Registering users

Registering a user as a GT Designer2 project user enables the security setting.
Add a new user with the Administrators access level.

2 Setting access authority

Setting access authority is available according to the user access level.
Setting the access authority restricts reading or writing operations by the login user.

3 Managing GT Designer2 project users

Adding or deleting users and changing user information or password are available.
The access level of the login user restricts users that can be managed.

4 Changing login user password

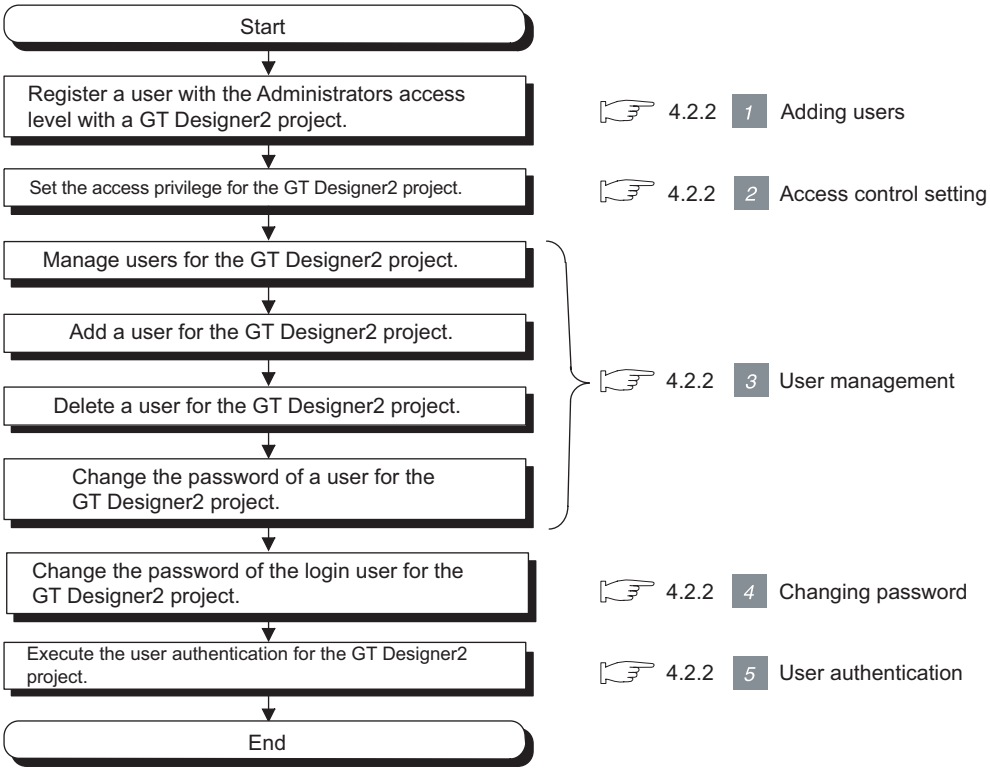
Changing the login user password is available.
Changing the passwords for users other than the login user is available in the user management setting.

5 Authenticating user

To log into a GT Designer2 project with the security, authenticate the user.
The user authentication restricts users that can log into a GT Designer2 project.

4.2.1 Procedures for setting security

The following shows the procedures for setting the security for a GT Designer2 project.



4.2.2 Setting items

1 Adding users

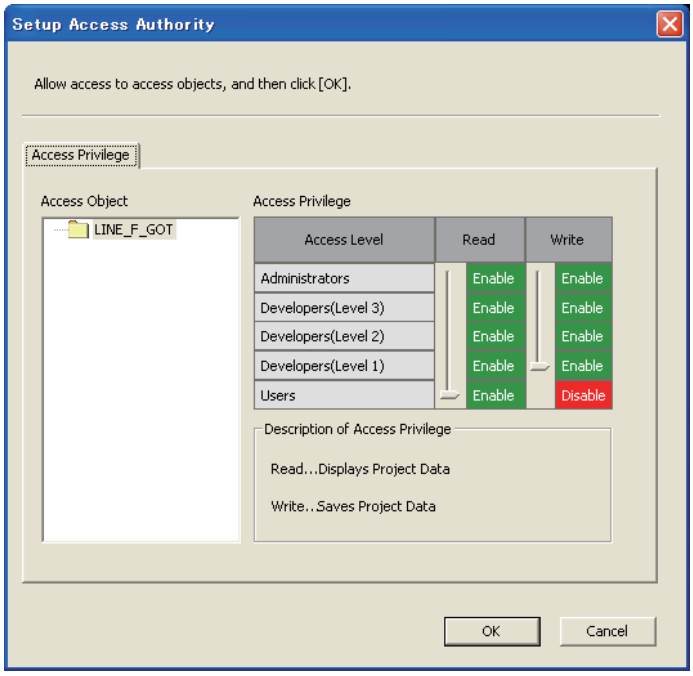
When no user with the Administrators access level is registered with a GT Designer2 project, security cannot be set for the project.
To set the security for the project, add a user with the Administrators access level by selecting [Project] → [Security] → [User Management] from the menu.

☞ 3 User management

2 Access control setting

Set the access authority for a GT Designer2 project according to each access level.

1. Select [Project] → [Security] → [Data Security Setting] from the menu.
2. The Access Control Setting dialog box appears. Set the access authority.



Item	Description	Model
Access Target	Displays the target GT Designer2 project for the access control.	GT15 Soft GOT1000 GT11 GT10
Access Authority*1	Set the access authority of [Read] and [Write] for each access level. •Read : Restricts displaying the GT Designer2 project. •Write : Restricts overwriting the GT Designer2 project. For setting the access levels, refer to the following. ☞ 3 User management	

For details of *1, refer to the next page.

*1 Access Authority

The access authority setting has restrictions according to the access level of the login user.
The following shows settable access levels and access authority.

Access level (Login user)		Access authority setting					Access authority	
		Administrators	Developers (Level3)	Developers (Level2)	Developers (Level1)	Users	Read	Write
High	Administrators	○	○	○	○	○	Permit (Fixed)	Permit (Fixed)
	Developers(Level3)	Not settable	Not settable	○	○	○	Permit/ Protect	Permit/ Protect
	Developers(Level2)	Not settable	Not settable	Not settable	○	○	Permit/ Protect	Permit/ Protect
	Developers(Level1)	Not settable	Not settable	Not settable	Not settable	○	Permit/ Protect	Permit/ Protect
Low	Users	Not settable	Not settable	Not settable	Not settable	Not settable	Permit/ Protect	Protect (Fixed)

Point

(1) Restrictions on settable access authority

When the access authority of the login user is set to [Permit], the user can set the access authority of users with the access levels below the login user level.
The following shows a setting example.

○ : Settable × : Not settable

Setting example of access level and access authority	Access level	Access authority	
		Read	Write
Example) Login user access level: Developers(Level2) Access authority: Read permitted/write prohibited	Administrators	× (Fixed)	× (Fixed)
	Developers(Level3)	×	×
	Developers(Level2)	× *1	× *1
	Developers(Level1)	○	×
	Users	○	× (Fixed)

Access Level	Read	Write
Administrators	Enable	Enable
Developers(Level 3)	Enable	Enable
Developers(Level 2)	Enable	Disable
Developers(Level 1)	Disable	Disable
Users	Disable	Disable

*1 The login user cannot change the user's access authority.

(2) Overwriting (security information only)

Security information includes the access authority and the password. Even if the login user does not have write permission, the user can overwrite only the security information when the security information is updated. To overwrite the security information only, select [Save(Security information only)] from the menu.

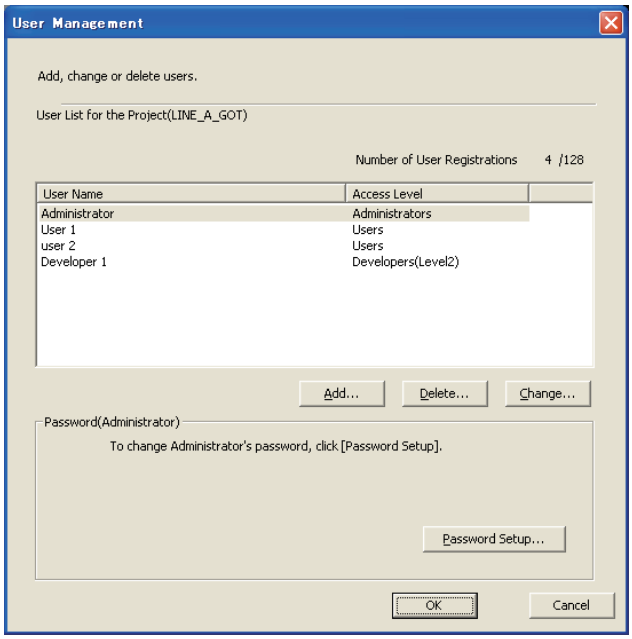
3 User management

Adding or deleting users and changing user information or password are available.

1 Select [Project] → [Security] → [User Management] from the menu.

2 Operate either of the following.

- For GT Designer2 projects without security
  The Add User dialog box appears. Add a user with the Administrators access level.
  (☞ *2 Adding user)
- For GT Designer2 projects with security
  The User Management dialog box appears. Set the user management.



Item	Description	Model
User List for this project (Project Name)	Displays the target GT Designer2 project name of the user management.	GT15 Soft GOT1000 GT11 GT10
Registration	Displays the numbers of registered users and registerable users. Up to 128 users can be registered.	
User Name	Displays the user names registered with the GT Designer2 project.	
Access Level	Displays the access levels set for the users.	
Add *1*2	Add a user. Clicking the Add button displays the Add User dialog box. Add a user.	
Delete *1*3	Delete a registered user. Select a user to be deleted from the list, and click the Delete button.	
Change *1*4	Change the information of a user. Select a user with the information to be changed, and click the Change button. The Change User Information dialog box appears, and change the user information.	
Password Setup *1*5	Change the password for a user. Select a user with the password to be changed from the list, and click the Password Setup button. The Password Change dialog box appears, and change the password.	

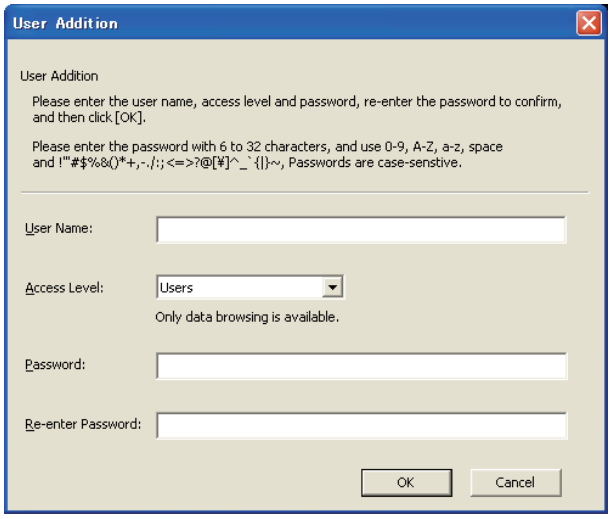
*1 Restrictions

The user management setting has restrictions according to the access level of the login user.
The following shows the settable user management setting according to each access level.

Access level (Login user)	User management setting				
	Administrators	Developers(Level3)	Developers(Level2)	Developers(Level1)	Users
Administrators	○	○	○	○	○
Developers(Level3)	Not settable	Not settable	○	○	○
Developers(Level2)	Not settable	Not settable	Not settable	○	○
Developers(Level1)	Not settable	Not settable	Not settable	Not settable	○
Users	Not settable	Not settable	Not settable	Not settable	Not settable

*2 Adding user

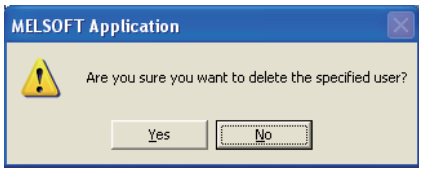
Set the user name, the access level, and the password for a user to be added to the GT Designer2 project.



Item	Description
User Name	Set the name of a user to be added to the GT Designer2 project. The user name must include 1 to 20 one-byte characters. (No two-byte or one-byte space can be input at the end of the user name.) The following shows characters applicable to the user name. (Uppercase and lowercase characters are recognized, respectively.) (space)!"#$%&()*+,-./:;<=>?@[\]^_`{|}~0123456789 AaBbCcDdEeFfGgHhIiJjKkLlMmNnOoPpQqRrSsTtUuVvWwXxYyZz
Access Level	Set the access level for the user added to the GT Designer2 project. (To add a user to the GT Designer2 project with no registered user, [Administrators] can be selected only.) •Administrators : All the functions are available. •Developers(Level3) : The security setting, access to data, and certain oparations are restricted. •Developers(Level2) : The security setting, access to data, and certain oparations are restricted. •Developers(Level1) : The security setting, access to data, and certain oparations are restricted. •Users : Browsing data is available only. The Develpers(Level1), Develpers(Level2), and Develpers(Level3) have the same default access authority. Changing the access authority is available in the access control setting. For the access control setting, refer to the following. 2 Access control setting
Password	Set the password for authenticating the user when the GT Designer2 is opened. (The password is displayed as *.) The password must include 6 to 32 one-byte characters. The following shows characters applicable to the password. (Uppercase and lowercase characters are recognized, respectively.) (space)!"#$%&'()*+,-./:;<=>?@[\]^_`{|}~0123456789 AaBbCcDdEeFfGgHhIiJjKkLlMmNnOoPpQqRrSsTtUuVvWwXxYyZz
Reenter Password	Check consistency between [Password] and [Reenter Password]. (The password is displayed as *.)

*3 Deleting user

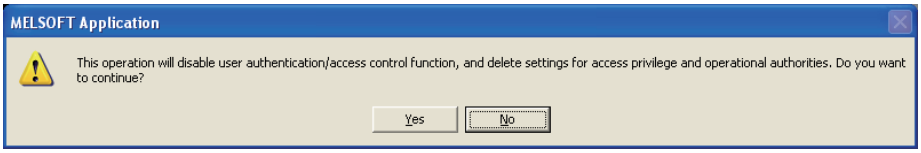
Delete a user selected from the user list in the User Management dialog box.
The following message appears. Click the [Yes] button to delete the user, or click the [No] button to keep the user.



Point

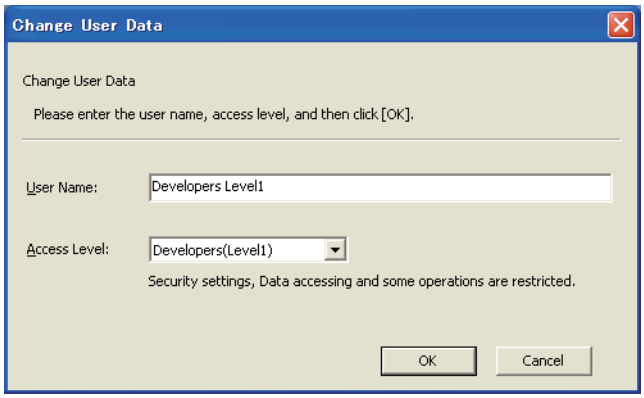
When deleting all registered users

To set the security for a GT Designer2 project, a user with the Administrators access level must be registered.
Deleting all the users registered with the GT Designer2 project disables the user authentication function and the access control function. As a result, the security setting for the GT Designer2 project is canceled.



*4 Changing user information

Change the user name and the access level of a user selected from the user list in the User Management dialog box.

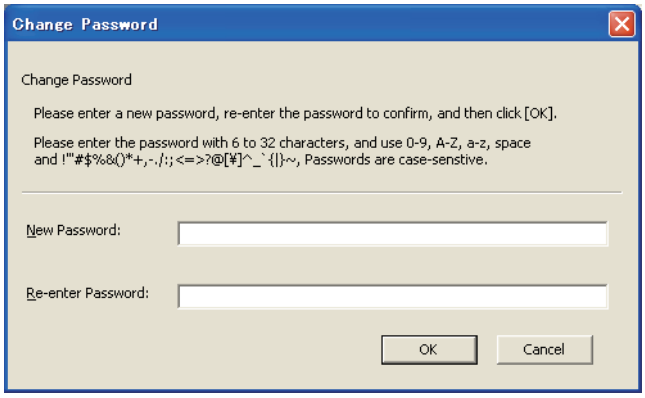


Item	Description
User Name	Set a new user name. For details of characters applicable to the user name, refer to the following. *2 Adding user
Access Level	Set a new access level. The access level must be below the access level of the login user. For details of the access levels, refer to the following. *2 Adding user

*5 Changing password

Change the password of a user selected from the user list in the User Management dialog box.
To change the password of the login user, select [Password Change] from the menu.

☞ 4 Changing password



Item	Description
New Password	Set a new password. (The password is displayed as *.) For details of characters applicable to the password, refer to the following. ☞ *2 Adding user
Reenter Password	Check consistency between [New Password] and [Reenter Password]. (The password is displayed as *.)

Point

When new password and reenter password do not match

Check the new password, and then set the password again.

4 Changing password

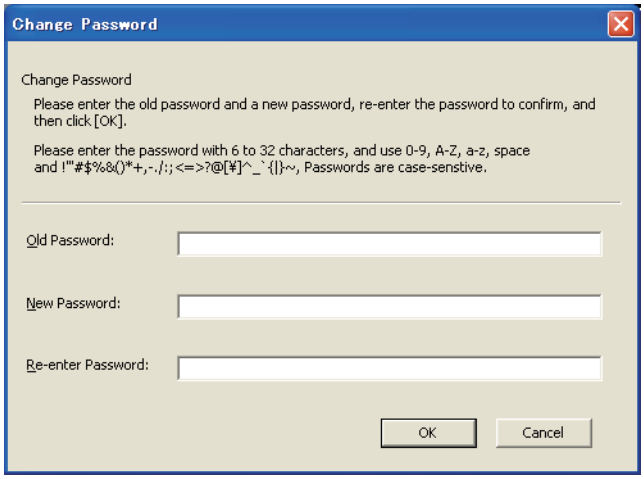
Change the password of the login user.

To change the password of a user selected from the user list in the User Management dialog box, select [Password Change] from the menu.

☞ 3 User management

1 Select [Project] → [Security] → [Password Change] from the menu.

2 The Password Change dialog box appears. Change the password.



Item	Description	Model
Old Password	Set the old password. (The password is displayed as *.)	GT15 Soft GOT1000 GT11 GT10
New Password	Set a new password. (The password is displayed as *.) For details of characters applicable to the password, refer to the following. ☞ *2 Adding user	
Confirm Password	Check consistency between [New Password] and [Confirm Password]. (The password is displayed as *.)	

Point

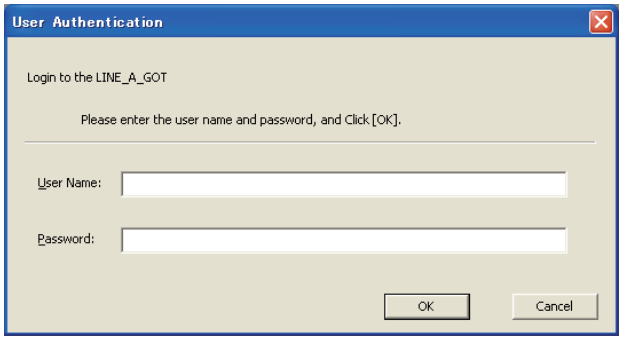
(1) When old password is incorrect
Check the old password, and then set the password again.

(2) When new password and confirm password do not match
Check the new password, and then set the password again.

5 User authentication

To log into a GT Designer2 project with the security, authenticate the user.

1. Open a GT Designer2 with the security.
   (☞ 3.2 Opening GT Designer2 Project)
2. The User Authentication dialog box appears. Execute the user authentication.



Item	Description
User Name	Set the user name to be authenticated.
Password	Set the password of the user to be authenticated. (The password is displayed as *.)

Point

When user is not authenticated

(1) When login user does not have read permission
Because the login user is prohibited to read the GT Designer2 project with the security, the user cannot open the project.
Log into the GT Designer2 project as a user with read permission to open the project.

(2) When user authentication fails
The user name or the password is incorrect.
Check the user name and the password, and then execute the user authentication again.

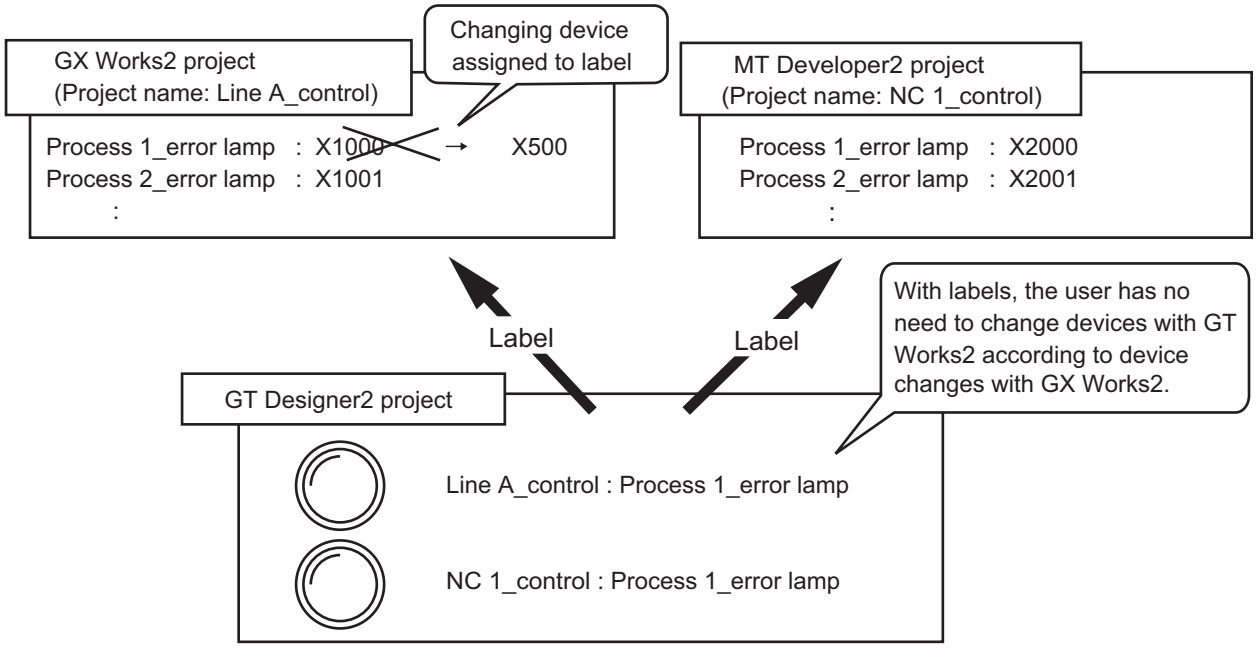
4.2.3 Precautions

1 When user forgets user name and password

When the user forgets the user name and the password, the user cannot open the corresponding GT Designer2 project with the security.
Delete the GT Designer2 project, and then create a new GT Designer2 project.

4.3 Label Setting

A label is a character string used as a device set in a GX Works2 project or MT Developer2 project.
For a GT Designer2 project, the label can be used instead of a device name in the device setting.



Labels are created with GX Works2 or MT Developer2.
For how to create labels, refer to the following.

☞ GX Works2 Version1 Operating Manual (Simple Project)

☞ GX Works2 Version1 Operating Manual (Structured Project)

☞ MT Developer2 Help

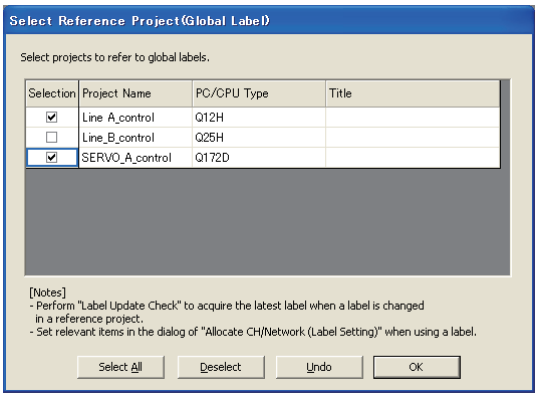
1 Applicable labels on GT Designer2

Only global labels are applicable to GT Designer2.
The following shows conditions for using global labels on GT Designer2.

(1) Conditions for GT Designer2

(a) Selecting reference project

When starting GT Designer2, label data of the GX Works2 project and MT Developer2 project selected in the Select Reference Project (Global Label) dialog box can be used.



For the Select Reference Project (Global Label) dialog box, refer to the following.

☞ 3.2 Opening GT Designer2 Project

(b) Controller types

When the following controller types are set for [System Settings] on [System Environment], global labels are applicable.

- When using GT15
  MELSEC-QnU, Q17nD/NC/DR, CRnD-700
  MELSEC-QnA/Q/QS, MELDAS C6
  MELSEC-Q(Multi)/Q-Motion
- When using GT11
  MELSEC-QnU, Q17nD/NC/DR
  MELSEC-QnA/Q, MELDAS C6
  MELSEC-Q(Multi)/Q-Motion
- When using GT10
  MELSEC-QnU
  MELSEC-QnA/Q
  MELSEC-Q(Multi)
- When using GT SoftGOT1000
  MELSEC-QnU, Q17nNC/DR, CRnD700
  MELSEC-QnA/Q/QS, MELDAS C6
  MELSEC-Q(Multi)

(2) Conditions for MT Developer2

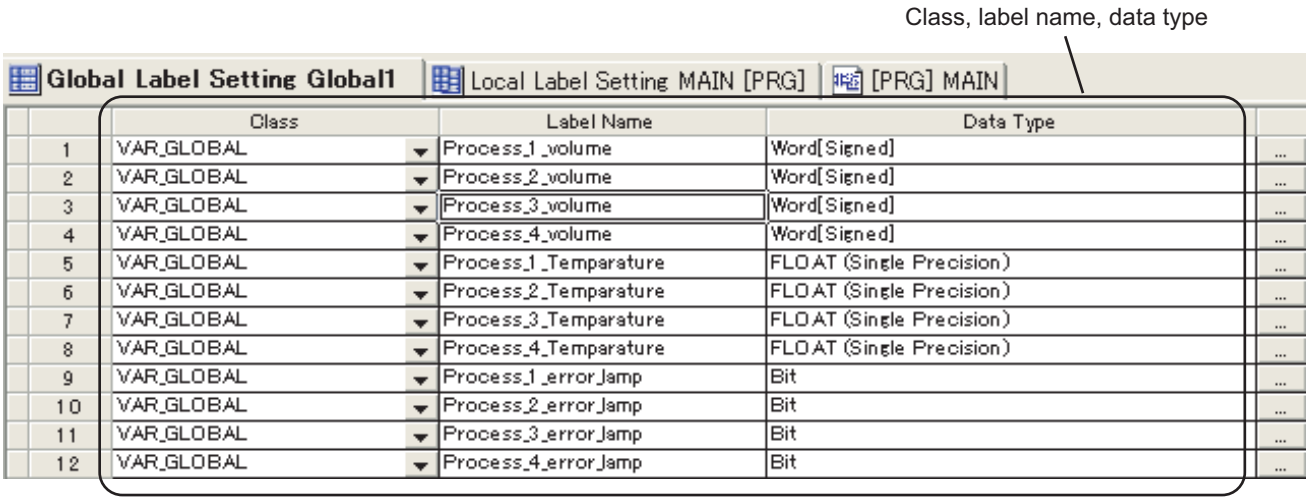
When [Set system variables] is not checked in the auto device setting on MT Developer2, the label data with the devices automatically assigned are inapplicable to GT Designer2.
For the auto device setting for MT Developer2, refer to the following.

☞ MT Developer2 Help

(3) Conditions for global labels

(a) Applicable labels

When the class, label name, and data type are set for a global label, the label data are applicable to GT Designer2.



When using label data for GT Designer2, the following data types can be used.
BIT, WORD[signed], DWORD[signed],
FLOAT (Single Precision), Timer, Counter,
Retentive Timer, ARRAY, Structured Data Types.
WORD[unsigned]/BIT String[16-bit],
DWORD[unsigned]/BIT String[36-bit]
Label data with the data types other than the above are inapplicable to GT Designer2.

(b) Inapplicable label data on GT Designer2

The following label data are inapplicable to GT Designer2.

- Uncompiled label data with devices automatically assigned
- Label data with [VAR_GLOBAL_CONSTANT] set for the class
- Label data with the function block set for the type class

(c) Conditions for devices

When the following devices are assigned to label data, the label data are inapplicable to GT Designer2.

- Inapplicable devices on GT Designer2
- Local devices for a programmable controller

For the applicable devices on GT Designer2, refer to the following.

☞ GT Designer2 Version□ Screen Design Manual (2.9 Supported Devices)

Point

Precautions for global labels

For the precautions for global labels, refer to the following.

☞ 4.3.3 Precautions

2 How to set global label

Set a global label in the common setting and the device setting for a figure or object instead of setting a device name.

The following shows how to set the global label.

(1) Inputting label name directly

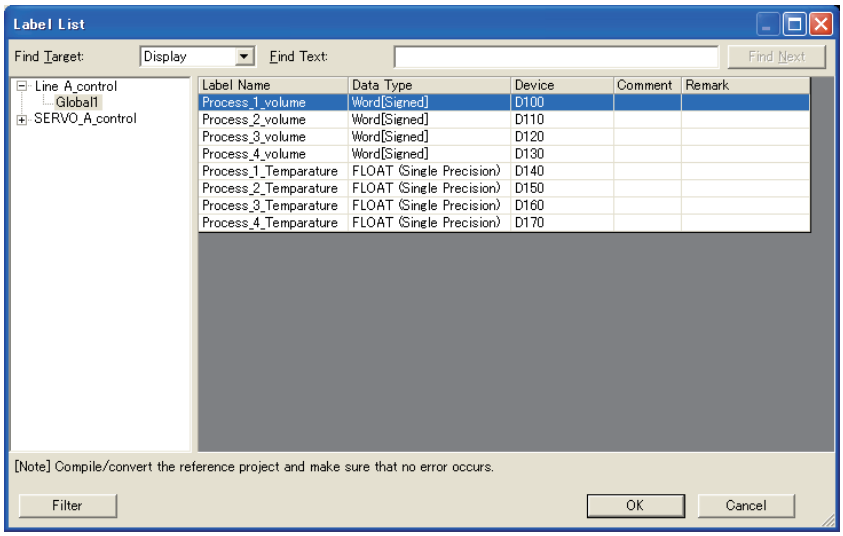
For the device setting, input the label name for label data instead of inputting the device name.

For the procedures for setting label data, refer to the following.

☞ 4.3.1 Procedures for setting global labels

(2) Selecting label data in label list

Select label data in the Label List dialog box.



For the procedures of setting label data, refer to the following.

☞ 4.3.1 Procedures for setting global labels

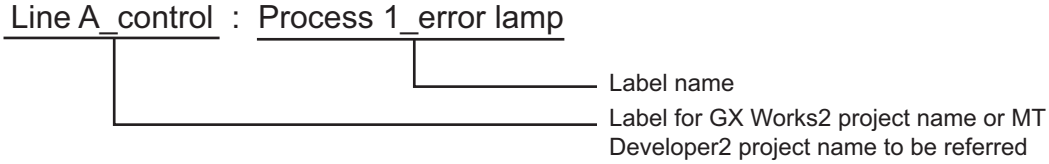
3 Representation methods for global labels

The following shows the representation methods for global labels on GT Designer2.

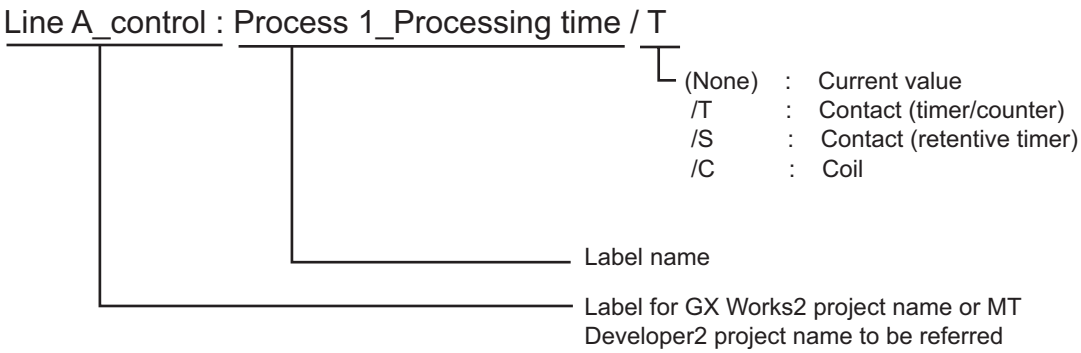
(1) Representation methods in device setting

When setting label data in the device setting on GT Designer2, the representation methods vary according to the data type of the label data.

(a) When setting BIT, WORD[signed], DWORD[signed], FLOAT (Single Precision), WORD[unsigned]/BIT String[16-bit], or DWORD[unsigned]/BIT String[32-bit]



(b) When setting Timer, Counter, or Retentive Timer



Point

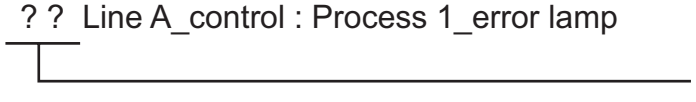
Label data with data type of Timer, Counter, or Retentive Timer

For the label data with the data type of [Timer], [Counter], or [Retentive Timer] GX Works2 or MT Developer2 processes the data as one label data. GT Designer2 processes the data as three label data (current value, contact, and coil).

(2) Representation methods for inapplicable labels

After setting label data, the label data may be inapplicable to GT Designer2 by the label update check and others.

Inapplicable label data on GT Designer2 are represented as shown below.



4 Management function for global labels

(1) Label update check

The settings for global labels are edited on GX Works2 or MT Developer2.

When labels are used by objects and others on GT Designer2, labels may not be updated.

When GX Works2 projects or MT Developer2 projects have any changes, update label data by the label update check.

For how to use the label update check, refer to the following.

☞ 4.4 Label Update Check

(2) Device list

Label data used for GT Designer2 projects can be checked by the device list.

For the device list, refer to the following.

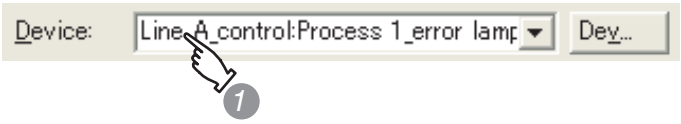
☞ 4.6 Device List

4.3.1 Procedures for setting global labels

1 When inputting label data directly

The following shows the procedures for inputting the label data directly.

1 Input a label name for [Device].



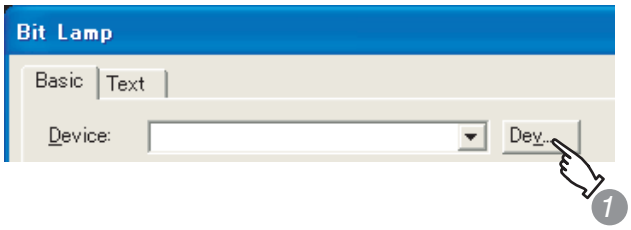
For the representation methods for global labels, refer to the following.

☞ 4.3 Label Setting

2 When selecting label data in label list

The following shows the procedures for selecting label data of the bit lamp display from the label list.

1 Click The [Dev] button to display the Select CH No. dialog box.



Hint!

(1) Displaying Select CH No. dialog box

Clicking the [Dev] button may not display the Select CH No. dialog box depending on the settings for the drawing environment.
To display the Select CH No. dialog box, change the drawing environment settings.

Regardless of the drawing environment settings, by holding down the [Shift] key and clicking the [Dev] button of the personal computer, the Select CH No. dialog box appears.
For how to set the drawing environment, refer to the following.

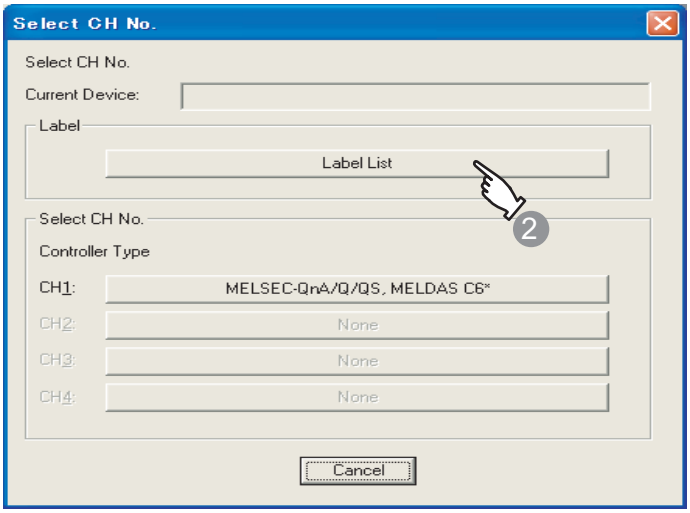
☞ 4.1 Drawing Environment

(2) Displaying Label List dialog box

When the label name is input for [Device] and click the [Dev] button, the Label List dialog box appears.
For the setting items in the Label List dialog box, refer to the following.

☞ 4.3.2 Setting items

2 Click the [Label List] button in the Select CH No. dialog box.
The Label List dialog box appears.



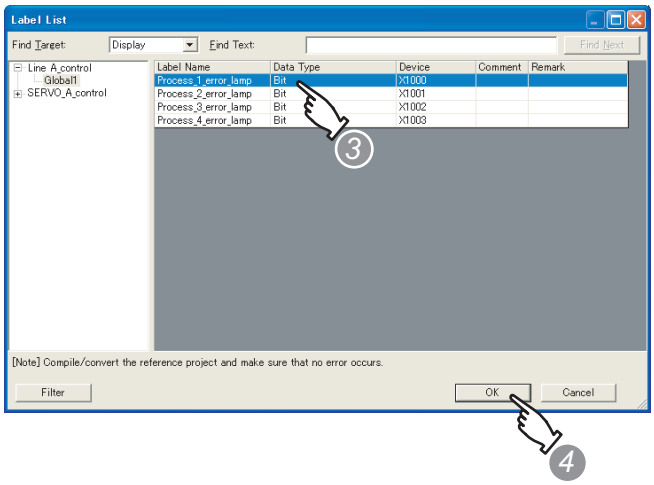
Hint!

(1) Device setting
When clicking the CH1 to CH4 buttons in the select CH No., a device name can be set.
For how to set a device, refer to the following.

☞ GT Designer2 Version□ Screen Design Manual (5.1 Device Setting)

4 Select label data to be set for the object in the Label list dialog box.

5 Click the [OK] button and the label data is set for [Device].



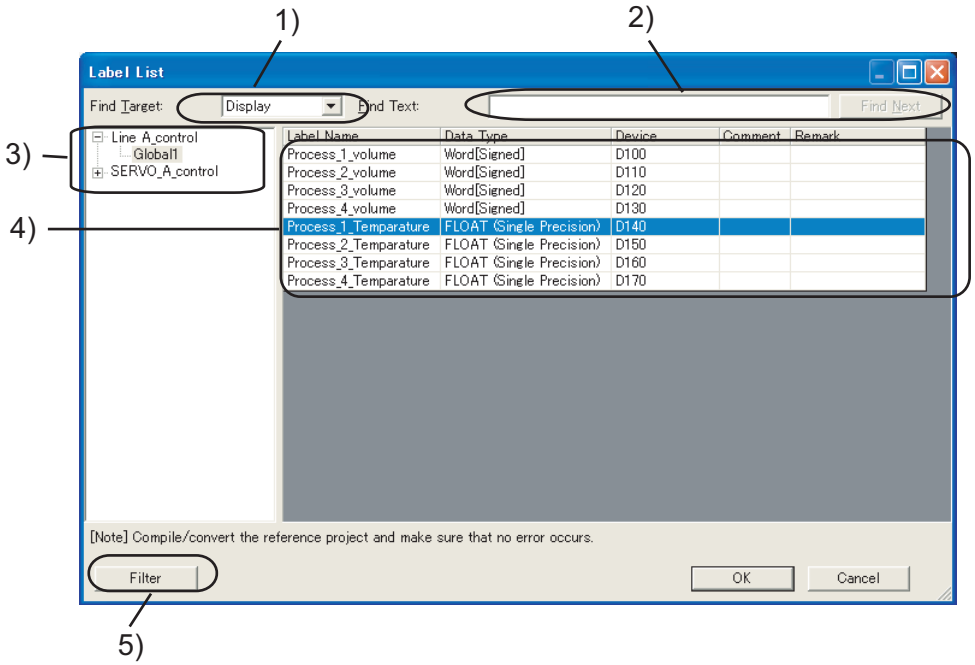
For the setting items in the Label List dialog box, refer to the following.

☞ 4.3.2 Setting items

4.3.2 Setting items

1 Label List dialog box

The following shows the display contents and the setting items in the Label List dialog box.

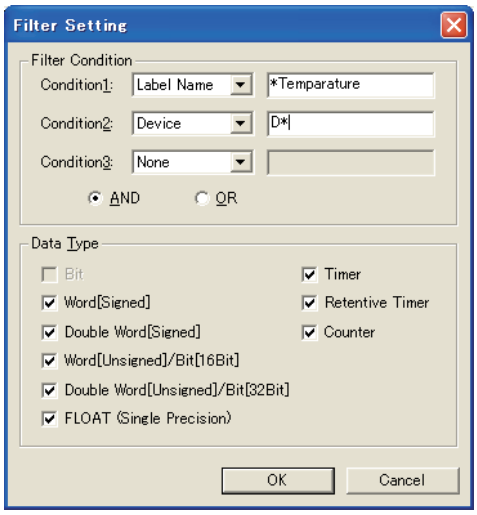


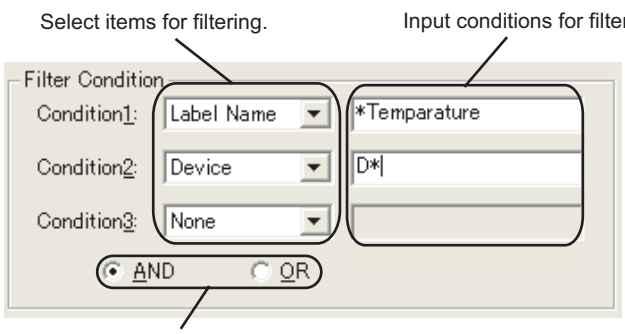
No.	Item		Description	Model
1)	Find Target		Specify the search target when searching for label data in the label list. • Display : Searches for the label name, device, comment, and remark displayed in the label list. • Device : Searches for [Device] data in the label list. • Comment : Searches for [Comment] data in the label list. • Remark : Searches for [Remark] data in the label list.	GT15 GT11 GT10 SoftGOT1000
2)	Find Text		Input a text to be searched for. Clicking the [Find Next] button searches for the input text.	
3)	Label tree		Displays labels of each project. When selecting a label, applicable label data are displayed in the label list.	
4)	Label List		Displays applicable label data selected in the label list.	
		Label Name	Displays label names for label data.	
		Data Type	Displays data types set for label data.	
		Device	Displays devices names assigned to label data.	
		Comment	Displays the comment set for label data.	
		Remark	Displays the remark set for label data.	
5)	[Filter]		Switches the filter between enabled and disabled states. When the filter is enabled, the Filter Setting dialog box*1 appears.	

For *1, refer to the next page.

*1 Filter Setting dialog box

Set the filter conditions for label data displayed in the Label List dialog box.



Item		Description	Model
Filter Condition		Set filter conditions for the label data displayed in the Label List dialog box. Up to three conditions can be set.	GT15 GT11 GT10 Soft GOT1000
	Condition1 to Condition3	Select items in the left fields. Input conditions in the right fields.  Select a coupling condition of Condition1 to Condition3 from AND or OR. For filter conditions, uppercase and lowercase characters are not recognized, respectively. Items that include the the wild card (*) in the text can be searched.	
Data Type		Select a data type for the label data.	

1 Precautions for global labels

(1) Creating, editing, or deleting label data
Label data cannot be created, edited, and deleted on GT Designer2.
To create, edit, and delete label data, use GX Works2 or MT Developer 2.

(2) Label data with local devices assigned
Do not use label data with local devices assigned.
The GOT cannot monitor the label data with local devices assigned.

(3) Compiling or converting label data
Before setting label data on GT Designer2, check that label data have no errors in the compilation or conversion.
The label data that have errors in the compilation or conversion are inapplicable to GT Designer2.

(4) User library
For figures and objects set on the editing screen in the user library, label data can be set. The label data are converted to device names in the following timing.
- When storing a GT Designer2 project
- When switching the storage locations for the library folder
- When importing the user library

(5) MES interface setting
In the MES interface setting, global labels cannot be used.
For the MES interface setting, set a device name in the device setting.

2 Precautions for setting device

(1) Setting data size and data type
When using the label data in the device setting, the data size and data type of the device cannot be set for each setting item for GT Designer2.
The data size and data type of the device correspond to the data type for the label data.
The following shows the data size and data types of devices that correspond to the data type of global labels.

Data type of global label		Setting for GT Designer2	
		Data size	Data type
BIT		-	Bit
WORD[signed]		16 bits	Signed BIN
DWORD[signed]		32 bits	Signed BIN
FLOAT (Single Precision)		32 bits	Real number
WORD[unsigned]/BIT String[16-bit]		16 bits	Unsigned BIN
DWORD[unsigned]/BIT String[16-bit]		32 bits	Unsigned BIN
Timer*1		-	
	Current value	16 bits	Signed BIN
	Contact	-	Bit
	Coil	-	Bit

(To the next page)

Data type of global label		Setting for GT Designer2	
		Data size	Data type
Counter*1		-	
	Current value	16 bits	Signed BIN
	Contact	-	Bit
	Coil	-	Bit
Retentive Timer*1		-	
	Current value	16 bits	Signed BIN
	Contact	-	Bit
	Coil	-	Bit
ARRAY		Applicable to the data type of the element set for the array.	
Structured Data Types		Applicable to the data type of the element set for the structured data types.	

*1 GX Works2 or MT Developer2 processes the item as one data type. GT Designer2 processes the item as three data types of the current value (label name only), contact (label name/T or label name/S), and coil (label name/C).

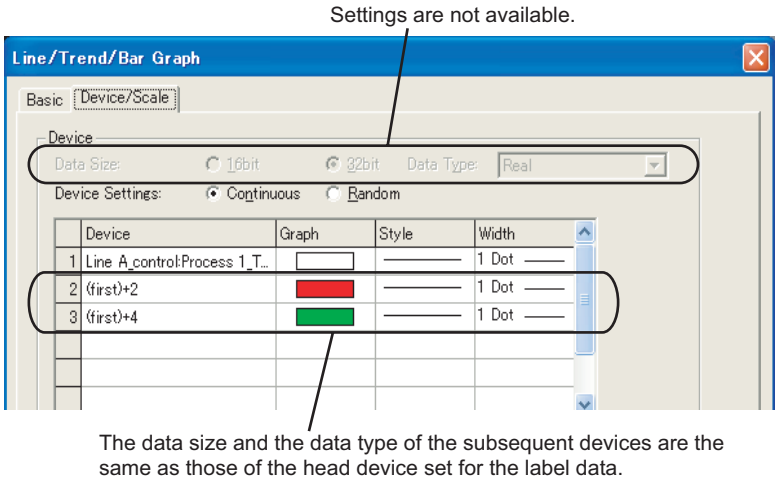
(2) Specifying consecutive devices

When specifying consecutive devices, the label data can be set for the head device.

When the label data is set for the head device, the data size and data type cannot be set for the subsequent devices.

The data size and the data type of the subsequent devices are the same as those of the head device set for the label data.

Example: Settings on device/scale tab in trend graph

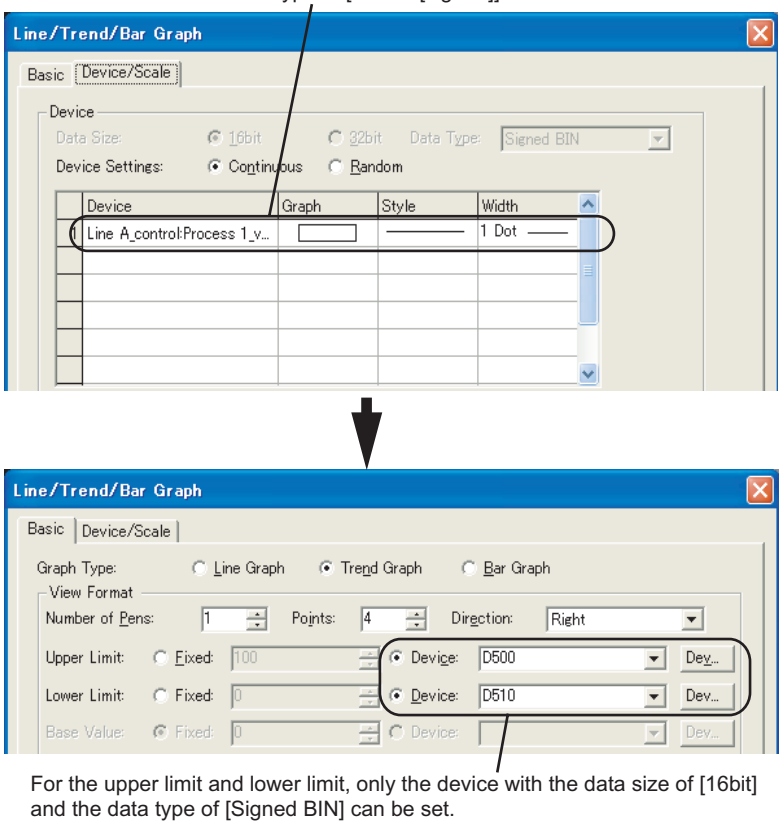


(3) Device related to monitor device

When the label data is set for the monitor device, the data size and data type of devices related to the monitor device must be the same as those of the label data.

Example: When label data is set for monitor device in trend graph

The label data with the data type of [WORD[signed]] is set for the monitor device.

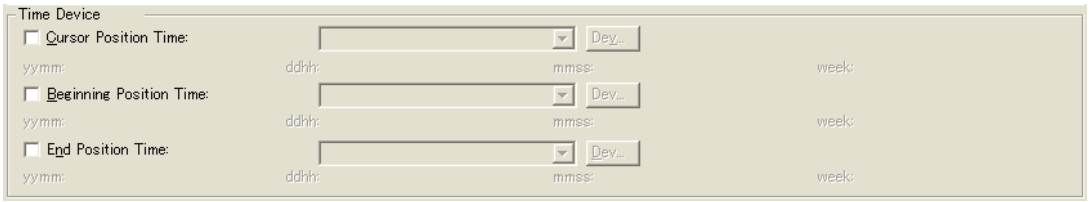


For the upper limit and lower limit, only the device with the data size of [16bit] and the data type of [Signed BIN] can be set.

(4) Inapplicable items for setting global label

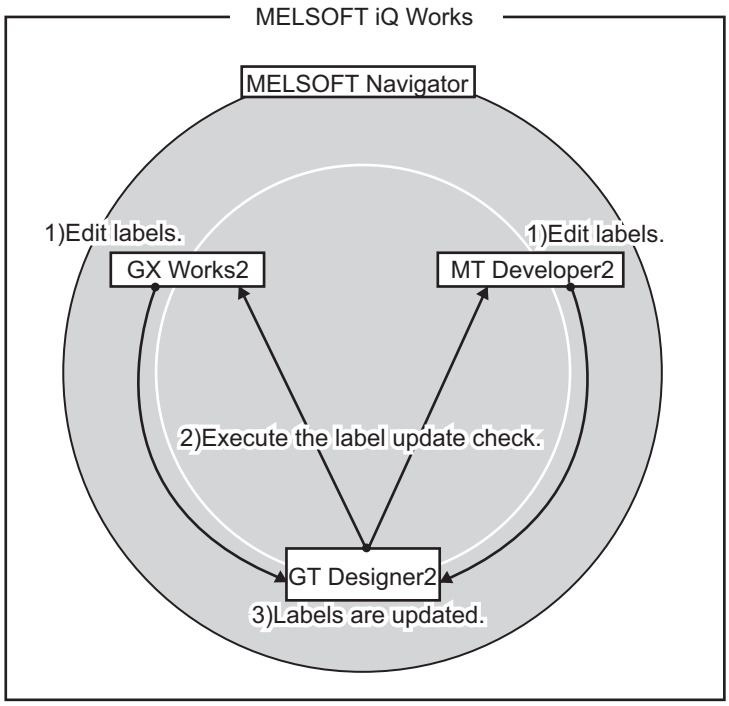
For the historical trend graph, label data cannot be set for [Time Device] on the Extended tab.

To use a historical trend graph, set the device name for [Time Device] on the Extended tab.



4.4 Label Update Check

The settings for labels are edited on GX Works2 or MT Developer2.
When labels are used for objects and others on GT Designer2, the labels may not be updated.
When labels are edited on GX Works2 or MT Developer2, execute the label update check for labels used on GT Designer2.



1 Executing label update check

One of the following operations executes the label update check automatically.

- Open a GT Designer2 project.
- Upload data from the GOT to the personal computer.
- Select one of the following menu in [Communication].
  [To/From GOT], [Drive Information], [To/From GT10-LDR], [To Memory Card]

For executing the label update check manually, refer to the following.

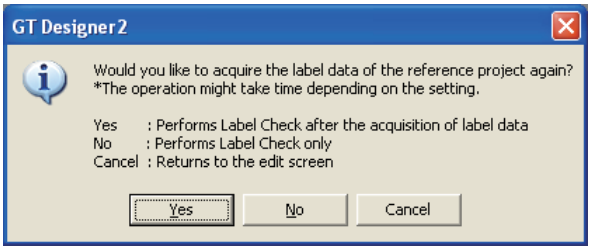
☞ 4.4.1 Procedures for operating label update check

4.4.1 Procedures for operating label update check

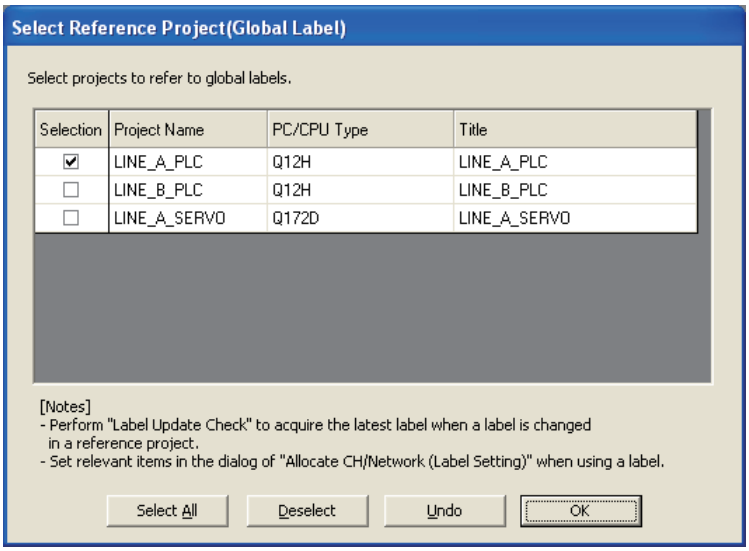
The following shows the operating procedures for executing the label update check manually.

1 Executing label update check manually

1. Select [Tools] → [Label Update Check] from the menu.
2. The following message appears, and then click the Yes button.

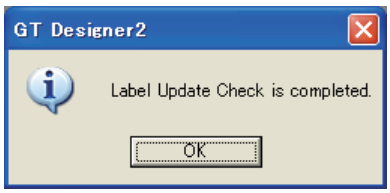


3. The Select Reference Project (Global Label) dialog box appears. Select target projects of the label update check, and then click the OK button.
   For the setting items in the Select Reference Project (Global Label) dialog box, refer to the following.
   ☞ 3.2 Opening GT Designer2 Project



4. The result of the label update check is displayed.

   (a) When label update check is completed

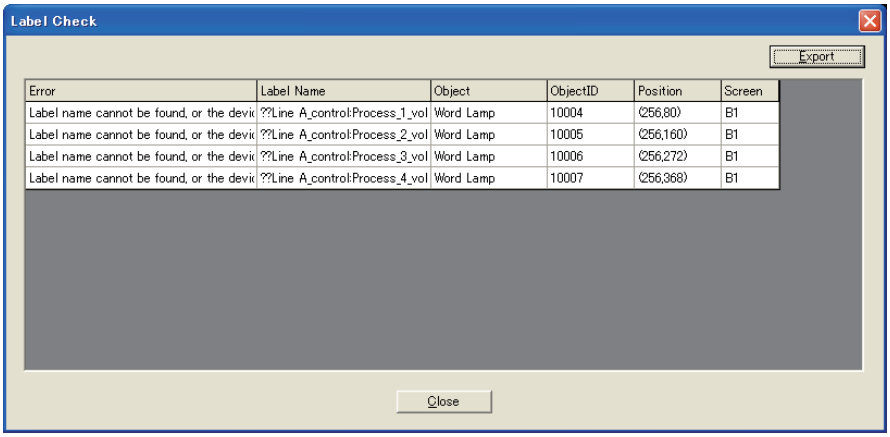


   (b) When error occurs
   For the corrective actions when errors occur, refer to the following.
   ☞ 4.4.2 Label error list

4.4.2 Label error list

1 Label Check dialog box

When an error occurs during the label update check, the Label Check dialog box appears.



Item	Description
Error	Displays the detected errors when the label update check is executed.
Label Name	Displays the uncertain label names.
Object	Displays the used object names.
Object ID	Displays the used object IDs.
Position	Displays the positions on the screen where the used objects are placed.
Screen	Displays the screen names.
Export	Outputs the displayed error as the CSV and the Unicode text file. Clicking the Export button displays the Save As dialog box, and then the files are output.

2 Label error list

For error causes and corrective actions of the error massages displayed in the Label Check dialog box, refer to the following.

Error message	Cause	Corrective action
A label with an unavailable data type is selected.	The data type for label data is inapplicable to GT Designer2.	Set the data type for label data that is applicable to Designer2.
Label name cannot be found, or the device setting is invalid.	The label name for the label data is incorrect.	Change the label name for the label data on GT Designer2. (The label name must correspond to the label name for the GX Works2 project or MT Developer2 project.)
	No data type is set for label data.	Set the data type for the label data.
	The GX Works2 project name or MT Developer2 project name are incorrect.	Set the correct GX Works2 project name or MT Developer2 project name on GT Designer2.
	[VAR_GLOBAL_CONSTANT] is set for the class of the label data.	Change the class for the label data to [GLOBAL_CONSTANT].
	A structured data type that is not registered is set for the label data.	Check if the structured data type is registered.
	[Time], [STRING], or [POINTER] is set for the data type of the label data.	Set the data type other than [Time], [STRING], or [POINTER] for the data type for the label data.
	The number of alley elements set for the data type of the label data is out of range.	Set the number of alley elements within the range.
	A device inapplicable to GT Designer2 is set for the label data.	Set a device applicable to GT Designer2 for the label data.
	When a device other than K4 or K8 is set to the device for specifying the word. When the device number is not set to multiples of 16 for specifying the word.	Set K4 or K8 as the device for specifying the word. Set the device number to multiples of 16.
A device of the label cannot be acquired. Perform a compilation/ conversion in the original project, and make sure that no error occurs.	The label data with a device automatically assigned is not compiled.	Compile or convert the label data to be referred.
Device of the label is out of the range.	The device number of the device assigned to the label data is out of range.	Set the valid device number.

4.4.3 Precautions

1 When editing labels on GX Works2 or MT Developer2

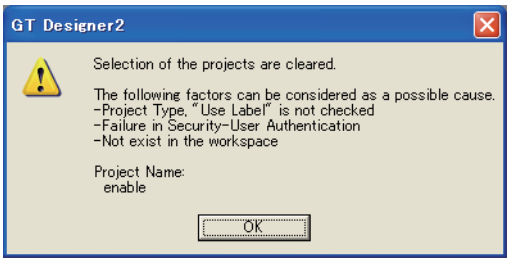
When editing labels on GX Works2 or MT Developer2 with activating GT Designer2, execute the label update check for labels used on GT Designer2.

2 When System Environment dialog box is opened

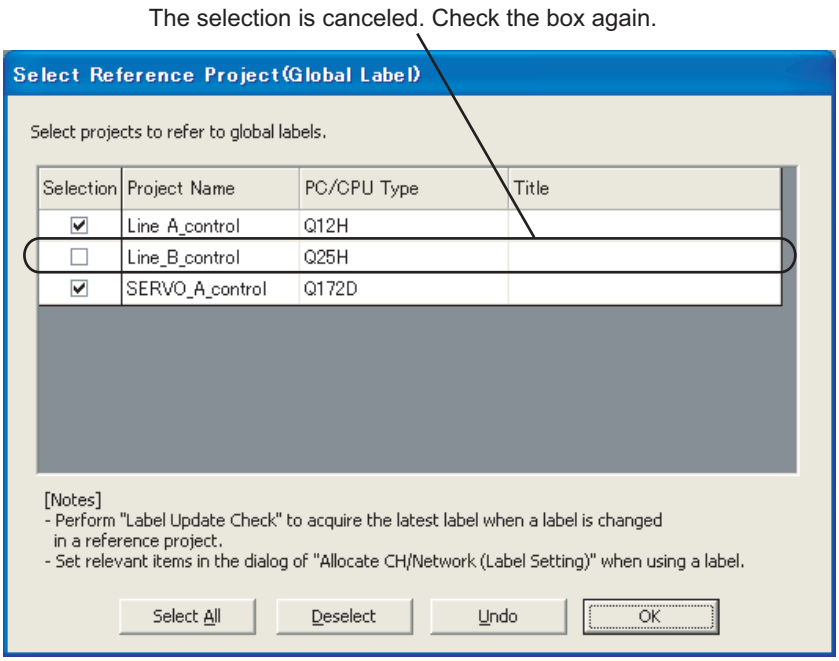
While the System Environment dialog box is opened, the label update check cannot be executed.
Close the System Environment dialog box, and then execute the label update check again.

3 Executing label update check by multiple GT Designer2

Do not execute the label update check with multiple GT Designer2 at the same time.
Doing so may fail to update some label data of GX Works2 projects or MT Developer2 projects.
When the label data are not updated, the following dialog box appears.



The selection of GX Works2 projects or MT Developer2 projects displayed in the dialog box is canceled in the Select Reference Project (Global Label) dialog box.
Select the canceled projects again in the Select Reference Project (Global Label) dialog box, and then execute the label update check manually.

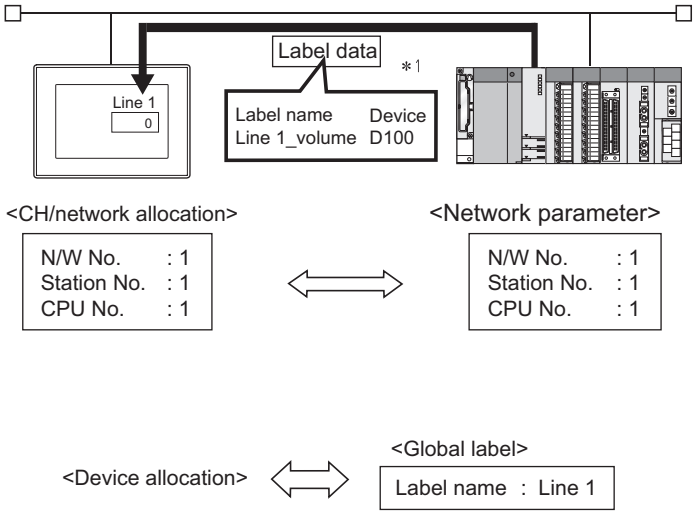


For the procedures for executing the label update check manually, refer to the following.

☞ 4.4.1 Procedures for operating label update check

4.5 CH/Network Allocation (Label Setting)

When using global labels on the GOT, the CH/network allocation (label setting) is required.
The CH/network allocation (label setting) is the setting for specifying a channel No. and a controller for the label data when the GOT acquires the label data.
When the GOT refers to the label, the GOT accesses the controller corresponding to the channel set for the CH/network allocation (label setting).



Point

Before setting CH/network allocation (label setting)

Global labels must be created with GX Works2 projects or MT Developer2 projects.
For how to create global labels, refer to the following.

☞ GX Works2 Version1 Operating Manual (Simple Project)

☞ GX Works2 Version1 Operating Manual (Structured Project)

☞ MT Developer2 Help

4.5.1 Procedures for setting CH/network allocation (label setting)

Point

Conditions for enabling CH/network allocation (label setting)

For the CH/network allocation (label setting), the following settings are required.

(a)Select a GT Designer2 project with global labels for GX Works2 project or MT Developer2 project to be referred when GT Designer2 project is opened.

☞ 3.2 Opening GT Designer2 Project

(b)Select a controller type that is applicable to global label in the system environment.

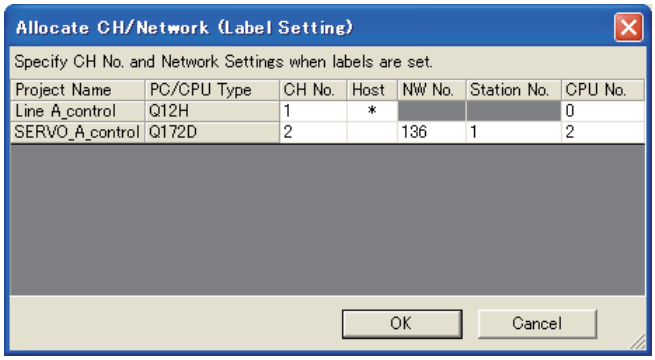
☞ 4.3 Label Setting

3 Select [Common] → [System Environment] from the menu.

4 Select [System Settings] in the System Environment dialog box.

5 Click the CH/Network Allocation(Label Setting) button, and then the Allocate CH/Network (Label Setting) dialog box appears. Set the CH/network allocation (label setting) (☞ 4.5.2 Setting items).

4.5.2 Setting items



Item	Description	Model
Project Name*1	Displays project names for the GX Works2 project or MT Developer2 project selected in the Select Reference Project (Global Label) dialog box.	GT15 Soft GOT1000 GT11 GT10
PC/CPU Type*1	Displays the programmable controller CPU types for GX Works2 projects or MT Developer2 projects.	
CH No.*2	Set the channel No. for the controller. The settable channel No. corresponds to the channel No. for [Controller Type].	
Host	Set the controller connected as the host station. (Default: Host) [*] is displayed for the host station.	GT15 Soft GOT1000 GT11 GT10
NW No.	Set the network number for the controller. (0 to 239, Default: 0) When the host station is set for the controller, the item cannot be set.	
Station No.	Set the station No. for the controller. (0 to 64, Default: 0) When the host station is set the controller, the item cannot be set.	
CPU No.	Set the CPU No. for the controller. (0 to 4, Default: 0) When [Controller Type] for the system setting is set to the following controller types, the item cannot be set. • GT15/GT SoftGOT1000: MELSEC-QnA/Q/QS, MELDAS C6 • GT11: MELSEC-QnA/Q, MELDAS C6 • GT10: MELSEC-QnA/Q	GT15 Soft GOT1000 GT11 GT10

*1 Displayed contents are updated by the label update check.

*2 The item is updated by either of the following.

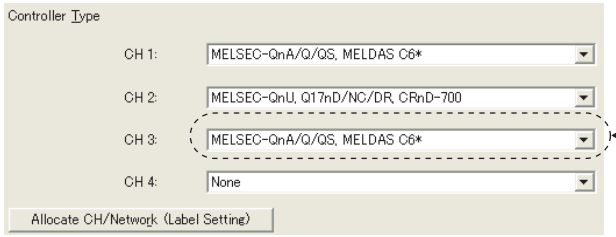
(a) When the number of channels is changed and the following controller types are changed in [GOT type] for the system setting

(b) When the following controller types are changed

Controller type		Remarks
Before change	After change	
Label unused	Global labels available	The channel No. for the new controller type is added.
Global labels unavailable	Global labels available	
Global labels available	Global labels unavailable	When changing the controller types, [CH No.] is not available. 4.4.3 Precautions
Global labels available	Label unused	

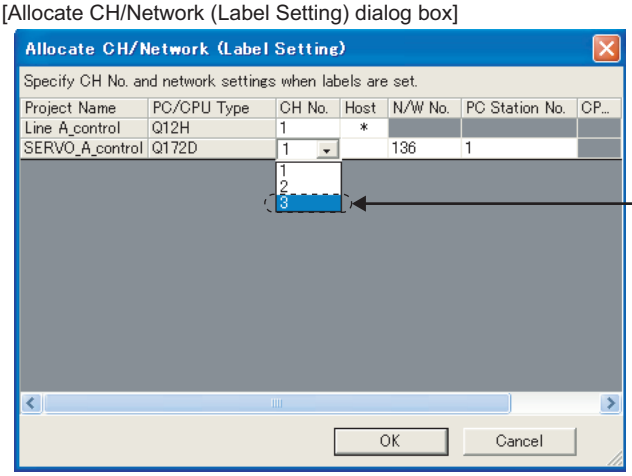
Example) When [CH No.] is added by changing controller types

[System Environment dialog box]



Change settings for CH3.
[None] to [MELSEC-QnA/Q/QS, MELDAS C6*]

[Allocate CH/Network (Label Setting) dialog box]



[3] is displayed in the CH. No.

4.5.3 Precautions

The following shows the precautions for setting the CH/network allocation (label setting).

1 When setting CH/network allocation (label setting)

When the CH/network allocation (label setting) for a GT Designer2 project does not correspond to the settings for a GX Works2 project or MT Developer2 project, the GOT cannot communicate with the programmable controller CPU.
Set the CH/network allocation (label setting) to correspond to the settings for a GX Works2 project or MT Developer2 project.

Point

When GX Works2 projects or MT Developer2 projects have any changes

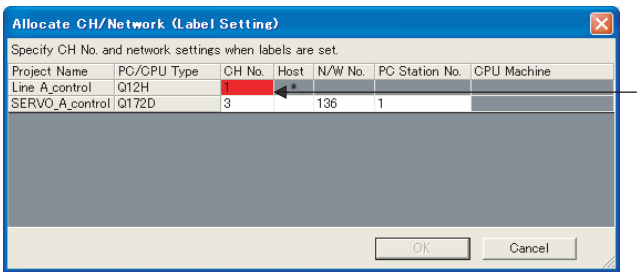
Set [CH/Network Allocation (Label Setting)] again.
When the label update check is executed, only [Project Name] and [PC/CPU Type] are updated.

4.4 Label Update Check

2 When changing GOT types in system settings

(1) Changing to GOT type with fewer channels

When channels set for the CH/network allocation (label setting) are deleted by changing the GOT types, the deleted channels cannot be used.



(a) Changing GT15 or GT SoftGOT1000 to GT11 or GT10

When the GOT types are changed by clicking the OK button or the Apply button, the channel No. is automatically changed to [1] and the host station is automatically displayed for [*].

(b) Changing GT15 (other than GT1555-Q, GT1550-Q) to GT1555-Q, GT1550-Q or GT15 to GT SoftGOT1000

Set [CH No.] for [Allocate CH/Network (Label Setting)] again.
The GOT types cannot be changed when inapplicable channel No. is set.

(2) Changing to standalone GOT types

When changing to standalone GOT types, the host station for [Allocate CH/Network (Label Setting)] is displayed for [*] automatically.
The following shows applicable GOT types.

- GT11**-Q(320 x 240)
- GT11**-Q*BDQ(Built-in Q Bus)(320 x 240)
- GT1030(288 x 96)
- GT1020(160 x 64)

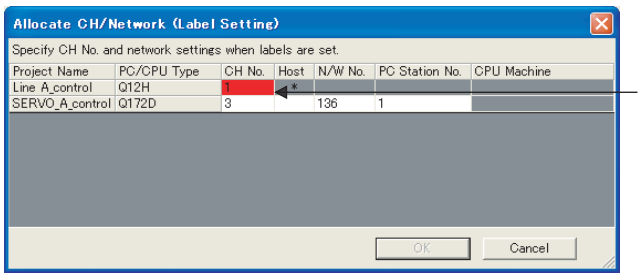
3 When changing controller types in system settings

(1) Changing to controller type that is inapplicable to global labels

When the channel No. corresponding to a new controller type is already set in the CH/network allocation (label setting), the channel is unavailable.

Set [CH No.] for [Allocate CH/Network (Label Setting)] again.

The controller type cannot be changed when the unavailable channel is set.



4.6 Device List

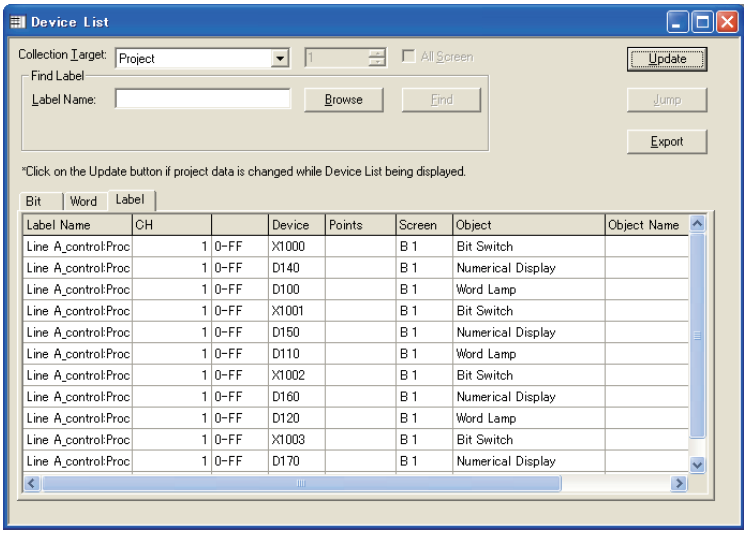
With GT Designer2 (Navigator), the user can check the used labels in the device list.
This section explains the procedures for checking labels and the settings.
For how to check bit and word devices in the device list, refer to the following.

☞ GT Designer2 Version□ Basic Operation/Data Transfer Manual

4.6.1 Operating procedures in device list

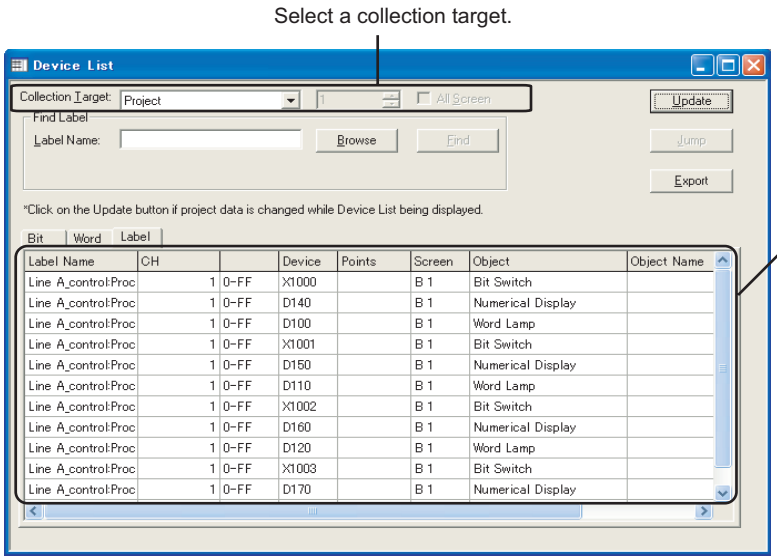
For the operating procedures in the device list on GT Designer2 (Navigator), refer to the following.

1. Select [Tools] → [Device List] from the menu.
2. Operate either of the following.
   - To check labels used in the base screen: Select [Screen].
   - To check labels used in a GT Designer2 project: Select [Project].
3. The Device List dialog box appears.
   Example: When selecting [Tools] → [Device List] → [Project] from the menu



4.6.2 Setting items

This section explains the setting items for the used label list displayed in the device list.



Bit | Word | **Label**

Item	Description	Model
Collection Target	Select a target label to be checked. • Collection Target: Select a target label from [Project], [Base Screen], [Window Screen], or [Report Screen]. (When [Project] is selected, the target screen number and the All Screen check box are not available.) • Target screen number: Specify the screen number to be searched for. (1 to 32767) (1 to 8 for the report screen only) • All Screen: When checking the item, all screens selected for the collection target becomes the searching targets.	GT15 GT14 GT12 GT11 GT10 GT SoftGOT1000
Update	Updates the data for the object. Clicking the Update button updates object data excluding label data.	
Jump	Opens the screen that the target object is placed. Select any label from the label list, and then click the Jump button. The target object is pointed with the handle.	
Export	Outputs the displayed data as the CSV and the Unicode text file. Clicking the Export button displays the Save As dialog box, and then the file is output.	
Find	Searches for a label. • Label Name: Input the label name to be searched for. • Browse: Clicking the Browse button displays the label list. • Find: Clicking the Find button searches for the input label name.	

For the setting items displayed on the Bit or Word tab, refer to the following.

☞ GT Designer2 Version□ Basic Operation/Data Transfer Manual

Point

When editing labels with GX Works2 or MT Developer2

When editing GX Works2 labels or MT Developer2 labels, execute the label update check.
Failure to do so does not update the labels displayed in the list.

4.7 Data Transfer

1 How to transfer project data

The following shows differences between how to transfer a GT Designer2 project and how to transfer a GT Designer2 file.

(1) Executing label update check

The label update check is started in the following timing.

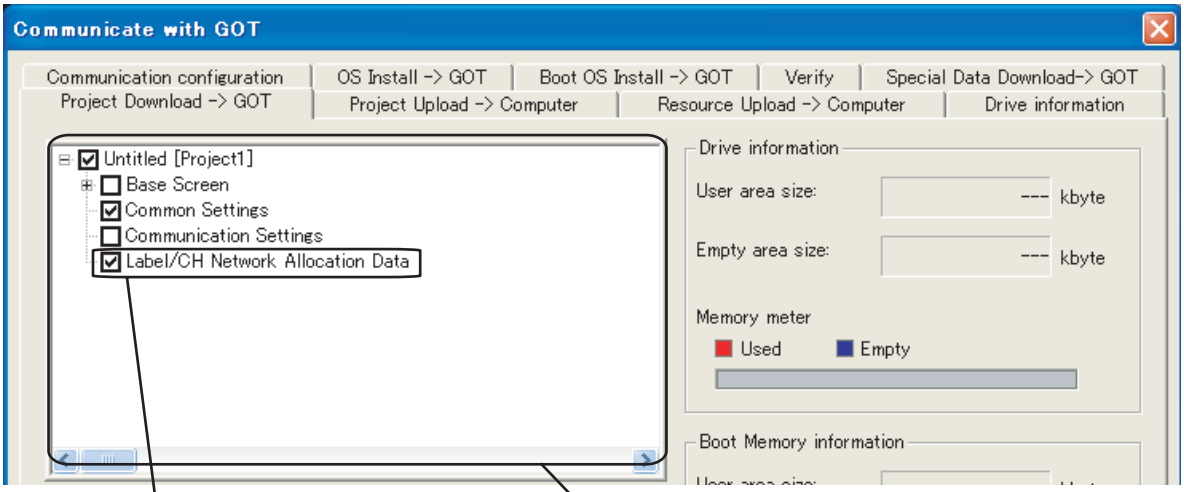
- When selecting one of the following menu in [Communication]
  [To/From GOT], [Drive Information],
  [To/From GT10-LDR], [To Memory Card]
- When uploading project data from the GOT to the personal computer

For the label update check, refer to the following.

☞ 4.4 Label Update Check

(2) Label/CH network allocation data

The project components of a GT Designer2 project differ from those of a GT Designer2 file.
The project components of a GT Designer2 project includes [Label/CH Network Allocation Data].



(When downloading GT Designer2 project)

For the following operations, check [Label/CH Network Allocation Data] in the project configuration display tree or the write data tree.

(a) When communicating with GOT

- To download a GT Designer2 project to the GOT
  (Project Download -> GOT tab)
- To upload a GT Designer2 project to the personal computer
  (Project Upload -> Computer tab)
- To check the drive information for the GOT and to delete data
  (Drive information tab)

(b) When transferring data to memory card
- To transfer a GT Designer2 project to a CF card
  (Memory card write tab)

(c) When communicating with GT10-LDR
- To transfer a GT Designer2 project from the personal computer to the GT10-LDR
  (Computer -> GT10-LDR (OS/Project) tab)
- To transfer a GT Designer2 project from the GT10-LDR to the personal computer
  (GT10-LDR -> Computer (Project) tab)

When [Label/CH Network Allocation Data] is not checked, label data may be deleted when uploading the GT Designer2 project or an error and others may occur when verifying the projects.
For the operations without checking the item, refer to the following.

☞ 2 Precautions

For the operations other than the above, refer to the following.

☞ GT Designer2 Version□ Basic Operation/Data Transfer Manual
(8 TRANSFERRING DATA)

(3) Verifying GT Designer2 projects
When GT Designer2 projects are verified, the label/CH network allocation data are also verified.
The label/CH network allocation data in all the settings are verified.
For the procedures for verifying project data, refer to the following.

☞ GT Designer2 Version□ Basic Operation/Data Transfer Manual
(8.5.1 Verifying project data [PC:GOT])

For how to transfer a GT Designer2 project other than the above is the same as that of GT Designer2 file.
For how to transfer GT Designer2 files, refer to the following.

☞ GT Designer2 Version□ Basic Operation/Data Transfer Manual
(8 TRANSFERRING DATA)

2 Precautions

The following shows the precautions for transferring the GT Designer2 project data transfer.

(1) Transferring GT Designer2 project that uses no label data
Even when using no label data, the label/CH network allocation data are created.
When downloading a GT Designer2 project to the GOT, transfer the label/CH network allocation data to the GOT when the project uses no label.
Failure to do so may cause errors with the GT Designer2 project verification.
For verifying project data, refer to the following.

☞ GT Designer2 Version□ Basic Operation/Data Transfer Manual
(8.5.1 Verifying project data [PC:GOT])

(2) Transferring GT Designer2 project that uses label data
When transferring GT Designer2 projects with using label data, make sure to transfer the label/CH network allocation data.
Failure to do so operates the following.
- When uploading the downloaded projects on the GOT to the personal computer, all label data are converted to the device names, and then the label/CH network allocation (label setting) are deleted.
- When verifying GT Designer2 projects, an error occurs.
For verifying project data, refer to the following.

☞ GT Designer2 Version□ Basic Operation/Data Transfer Manual
(8.5.1 Verifying project data [PC:GOT])

(3) Transferring GT Designer2 projects to GT10
The GT10 has a small capacity memory. When the GOT type for a GT Designer2 project is set to GT10, [Label/CH Network Allocation Data] is unchecked by default on the Project Download -> GOT tab in the Communicate with GOT dialog box.
When the project uses the label data, make sure to check [Label/CH Network Allocation Data].

(4) Free space in boot memory
When downloading GT Designer2 projects to the GOT, keep free space for the data size of the label/CH network allocation data.
The label/CH network allocation data are stored in free space of the boot memory.

4.8 Other Precautions

1 Precautions for drawing

(1) PX Developer function call setting
With GT Designer2 (Navigator), do not set the PX Developer function call for the action of a special function switch or multi action switch.
Though the PX Developer function call can be set, the setting does not function with MELSOFT iQ Works.

2 Precautions for changing GOT types

When changing GOT types, the settings may be canceled or changed and the settings for the figures and figure frames may be changed depending on functions.
The following shows the required attention when changing GOT types.
When changing GOT types, check the settings and others other than below.

(1) Inapplicable GOT type
The following GOT type is inapplicable to GT Designer2 projects.
• GT11**-Q*BDA(Built-in A Bus)
The above GOT type cannot be used in MELSOFT iQ Works.
When changing the GOT types, label data cannot be used.
Change all label data set for figures and objects to device data.

(2) CH/network allocation (label setting)
When changing GOT types, the CH/network allocation (label setting) may be changed.

(a) When changing to GOT type with fewer channels
When a deleted channel No. is set for the CH/network allocation (label setting), the following error message appears.

The Allocate CH/Network (Label Setting) dialog box opens automatically after the error message appears.
Set the CH/network allocation (label setting) again.

(b) When changing GOT type to GT11 or GT10
All global labels are assigned to CH No.1, and the CH No.1 controller is set to the host station.

For how to set the CH/network allocation (label setting), refer to the following.

☞ 4.5 CH/Network Allocation (Label Setting)

3 Precautions for changing controller types

When no channel for the following controller types exists after changing the types, all global labels are inapplicable to GT Designer2.

(a) When using GT15
- MELSEC-QnU, Q17nD/NC/DR, CRnD-700
- MELSEC-QnA/Q/QS, MELDAS C6
- MELSEC-Q(Multi)/Q-Motion

(b) When using GT11
- MELSEC-QnU, Q17nD/NC/DR
- MELSEC-QnA/Q, MELDAS C6
- MELSEC-Q(Multi)/Q-Motion

(c) When using GT10
- MELSEC-QnU
- MELSEC-QnA/Q
- MELSEC-Q(Multi)

(d) When using GT SoftGOT1000
- MELSEC-QnU, Q17nNC/DR, CRnD700
- MELSEC-QnA/Q/QS, MELDAS C6
- MELSEC-Q(Multi)

With inapplicable global labels on GT Designer2, set the above controller types for any of CH1 to CH4.

5. OPERATIONS AND SETTINGS OF GT Simulator2

This chapter explains operations and settings of GT Simulator2 specific to MELSOFT iQ Works.
For how to use GT Simulator2 other than the above, refer to the following.

☞ GT Simulator2 Version□ Operating Manual

5.1 Applicable Controllers

1 Controller list

The following shows the applicable controllers for GT Simulator2 with MELSOFT iQ Works

Type		Model
QCPU	QCPU (Q mode)	Q02CPU, Q02HCPU, Q06HCPU, Q12HCPU, Q25HCPU, Q02UCPU, Q03UDCPU, Q04UDHCPU, Q06UDHCPU, Q13UDHCPU, Q26UDHCPU, Q03UDECPU, Q04UDEHCPU, Q06UDEHCPU, Q13UDEHCPU, Q26UDEHCPU

For the applicable controllers for GT Simulator2 other than the above, refer to the following.

☞ GT Simulator2 Version□ Operating Manual
(2.3 PLC CPUs that Can Be Simulated)

2 Applicable controllers for each connection type

The following shows the controllers applicable to GT Simulator2 with MELSOFT iQ Works for each connection type.

Applicable programmable controller CPU		GOT1000 series (GT15/GT11) simulator	
		Direct CPU connection	GX Simulator2
QCPU*1	QCPU (Q mode)	○	○

○ : Applicable × : Inapplicable

*1 Devices that can be simulated
For direct CPU connection: GT Simulator2 can simulate devices for the host station and the other stations
For GX Simulator2: GT Simulator2 can simulate devices for the host station.
GT Simulator2 simulates devices for the other stations as devices for the host station.

For the applicable connection types and controllers for GT Simulator2 other than the above, refer to the following.

☞ GT Simulator2 Version□ Operating Manual
(2.3 PLC CPUs that Can Be Simulated)

Point

Device range that can be simulated on GT Simulator2

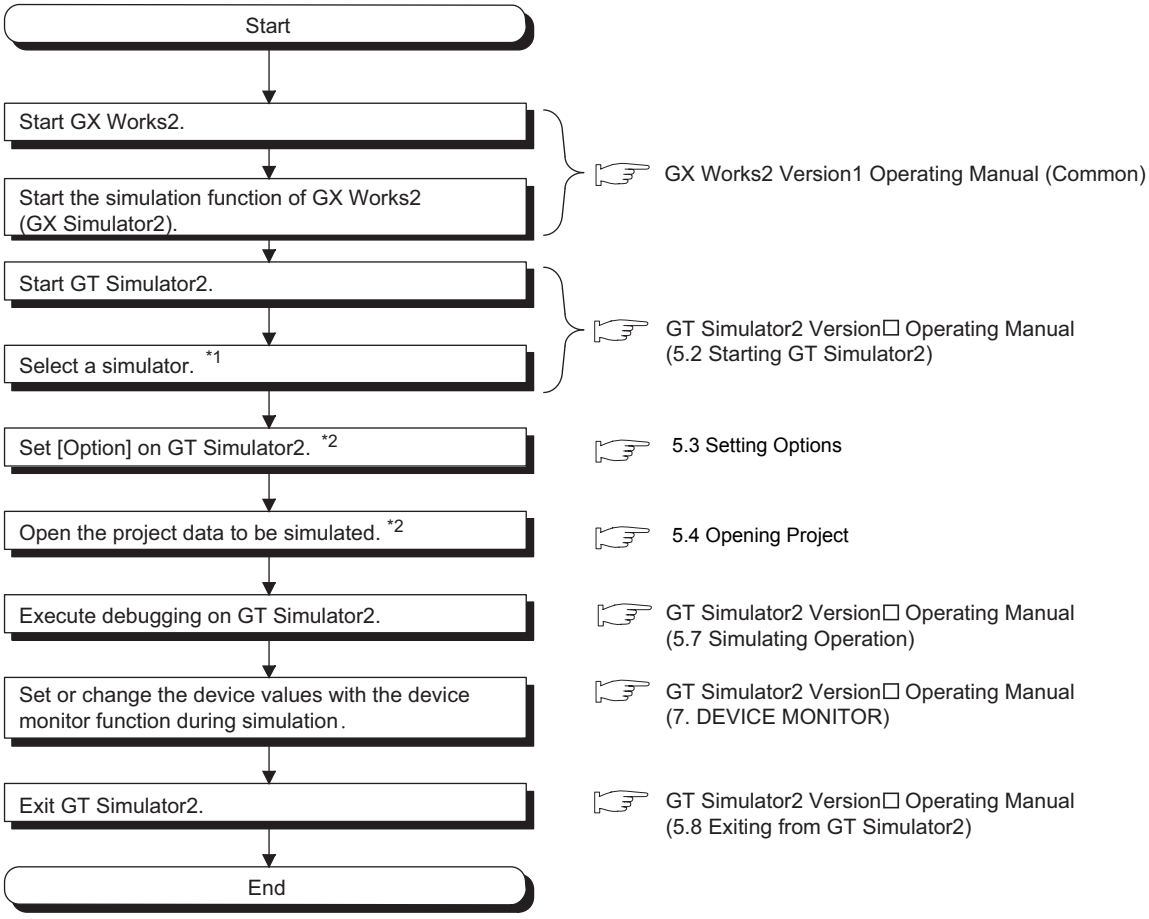
For the device range that can be simulated on GT Simulator2, refer to the following.

☞ GT Simulator2 Version□ Operating Manual
(3.4 Device Ranges that Can Be Simulated)

5.2 Operating Procedures

The following shows the procedures for operating GT Simulator2.

1 Connecting GT Simulator2 to GX Works2

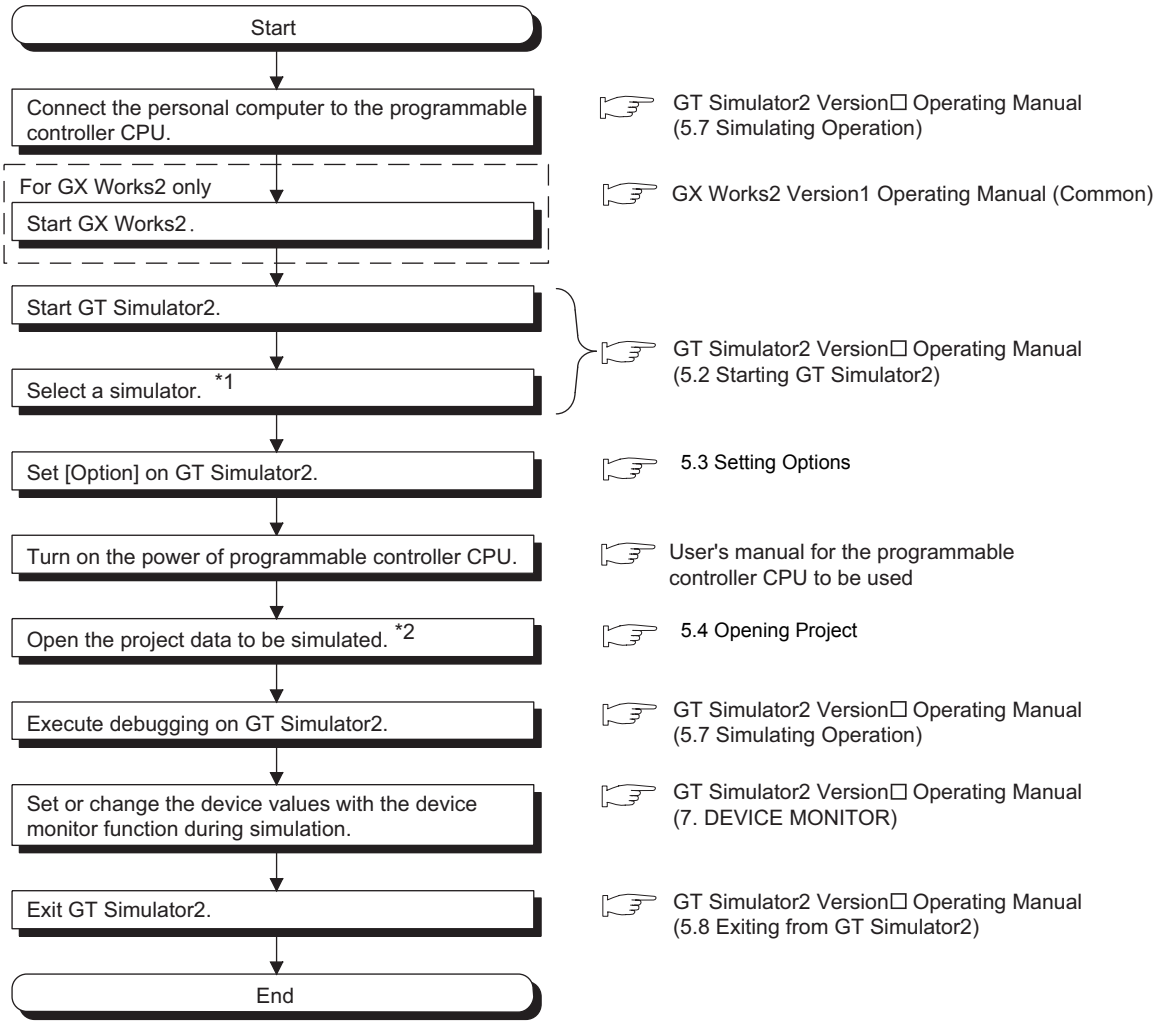


*1 Select [GOT1000 series GT15 simulator] or [GOT1000 series GT11 simulator].

*2 To simulate the project data previously simulated, select [Simulate] → [Start] from the menu.
For details, refer to the following.

☞ GT Simulator2 Version ☐ Operating Manual
(5.4 Executing a simulation)

2 Connecting GT Simulator2 to programmable controller CPU



*1 Select [GOT1000 series GT15 simulator] or [GOT1000 series GT11 simulator].

*2 To simulate the project data previously simulated, select [Simulate] → [Start] from the menu.
For details, refer to the following.

☞ GT Simulator2 Version□ Operating Manual
(5.4 Executing a simulation)

5.3 Setting Options

Set the connection type of GT Simulator2, the GOT type for simulation, and others.

1 Setting procedures

1 Operate one of the following.

- Click (Option setup).
- Select [Simulate]→ [Option] from the menu.
- Right-click the mouse, and then select [Option] from the menu.

2 The Option dialog box appears.

Set each item, and then click the OK button.

For details of the Option dialog box, refer to the following.

☞ 2 Setting items

Point

Setting options

Before starting the simulation, set [Option].

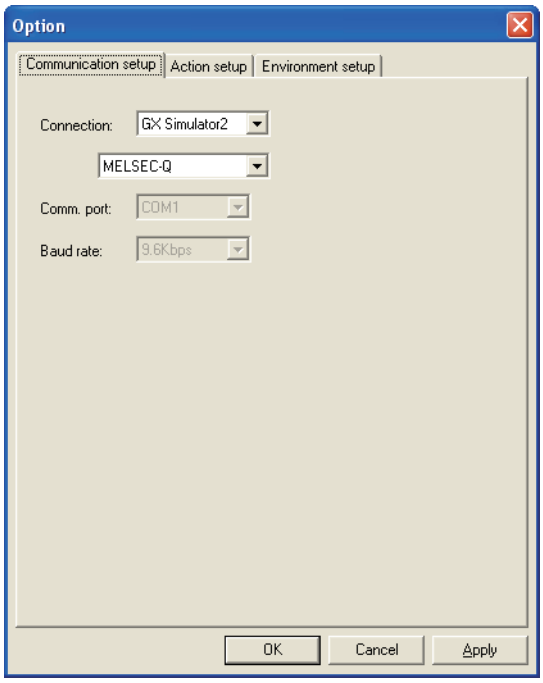
The [Option] settings cannot be changed during simulation.

To change the [Option] settings during simulation, end the simulation, and then restart GT Simulator2.

2 Setting items

(1) Communication setup tab

Set the connection type and programmable controller CPU type.



Communication setup | Action setup | Environment setup

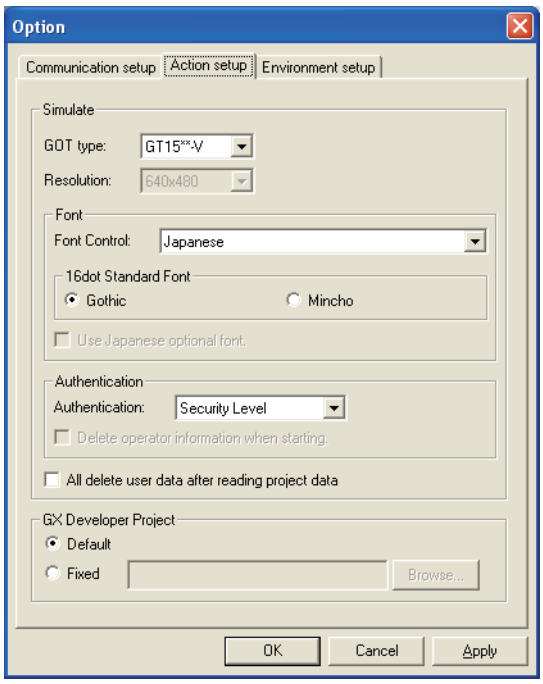
Item	Description
Connection	Set the connection type of GT Simulator2. Select the connection target of Simulator2 from the upper pull down menu. Select either of the following. GX Simulator2 : Select the item for connecting to the simulation function of GX Works2 (GX Simulator2). CPU : Select the item for connecting to a programmable controller CPU. Select a CPU type for the target programmable controller CPU from the lower pull down menu. Select the following type. MELSEC-Q : Select the item for the QCPU(Q mode).
Comm. port	Set the personal computer side communication port (COM1 to COM6). Selectable only when [CPU] is selected for [Connection].
Baud rate	The transmission speed for communicating with a programmable controller is 9.6kbps (Fixed).

Point [Connection] in [Option]

The settings for [Connection] are reset to default after exiting GT Simulator2.
Every time GT Simulator2 starts, set [Connection].

(2) Action setup tab

Set the GOT type, resolution, font, and others.



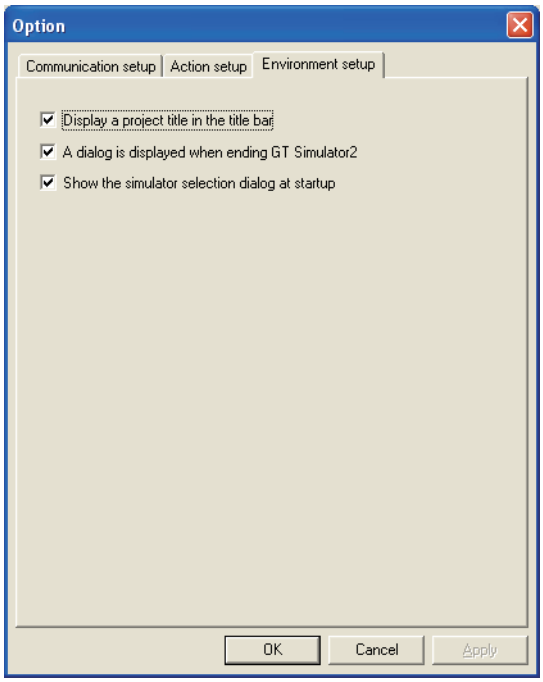
Communication setup | **Action setup** | Environment setup

Item	Description
GOT type	Set the GOT type for simulation. GT15**-Q: Simulates as GT15**-Q (320 x 240 dots). GT155*-V: Simulates as GT155*-V (640 x 480 dots). GT15**-V: Simulates as GT15**-V *1 (640 x 480 dots). GT15**-S: Simulates as GT15**-S (800 x 600 dots). GT15**-X: Simulates as GT15**-X (1024 x 768 dots).
Font Control	Select a font language used for simulation. Select the same font language as that set in [System Environment] of GT Designer2. Japanese: Japanese is used for simulation. Japanese (supporting Europe): Japanese (supporting Europe) is used for simulation. Chinese (Simplified): Simplified Chinese is used for simulation. Chinese (Simplified)(supporting Europe): Simplified Chinese (supporting Europe) is used for simulation.
16dot Standard Font	Select a font for simulation.*2
Use Japanese optional font.*3	The item can be set only when selecting [Chinese (Simplified)] or [Chinese (Simplified)(supporting Europe)] for [Font Control]. Do not check the item when displaying Chinese (Simplified). When checking the item, Japanese is used for objects on which Kanji region setting is not provided.
Authentication	Select an authentic method. Select the same authentic method set in [System Environment] of GT Designer2.
Delete operator information when starting	The item can be checked only when [Operator] is selected for [Authentication]. With checking the item, the operator information registered on GT Simulator2 is deleted when starting simulation. (When forgetting the password for [Operator], the operator information can be reset.)

Item	Description
All delete user data after reading project data	Check the item when deleting all data in the following folders after reading project data. ▪ For [GOT1000 series (GT15) simulator] (Target folder of installation*4) \GSS2\GT1500\Drive\A,B ▪ For [GOT1000 series (GT11) simulator] (Target folder of installation*4) \GSS2\GT1100\Drive\D
GX Developer Project	No setting is required.

*1 Select the GT15**-V when simulating the GT15**-VN.
*2 When selecting [Chinese (Simplified)] or [Chinese (Simplified)(supporting Europe)] for [Font Control], [Mincho] is set automatically.
*3 Item for the GOT1000 series GT15 simulator only
*4 C:\Program files/MELSOFT is set by default.

(3) Environment setup tab
Set displaying the title bar, exit dialog box and main menu.



Communication setup | Action setup | Environment setup

Item	Description
Display a project title in the title bar	Check the item to display the title of project data on the title bar.
A dialog is displayed when ending GT Simulator2	Check the item to display the exit dialog box when exiting GT Simulator2.
Show the simulator selection dialog at startup	Check the item to display the GT Simulator2 Main Menu dialog box when starting GT Simulator2.

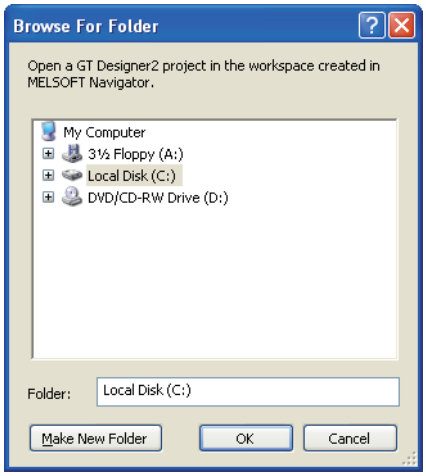
5.4 Opening Project

Select a GT Designer2 project and start simulation.

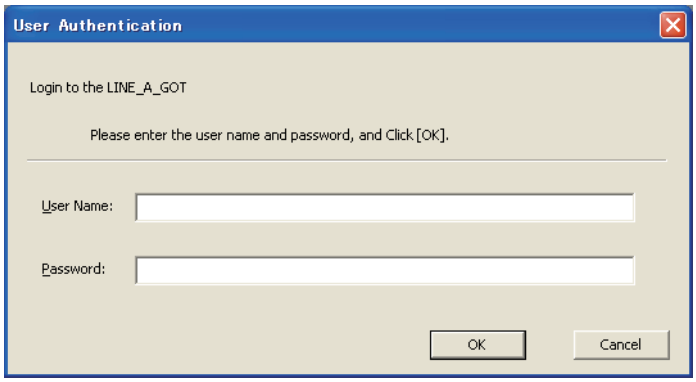
1 Operate one of the following.

- Click (Open a GT Designer2 Project in the Workspace).
- Select [Project]→ [Open]→[Open a GT Designer2 Project in the Workspace] from the menu.
- Right-click the mouse, and select [Open]→[Open a GT Designer2 Project in the Workspace] from the menu.

2 The Browse For Folder dialog box appears.
Select a folder with the same name as the GT Designer2 project name, and then click the OK button.

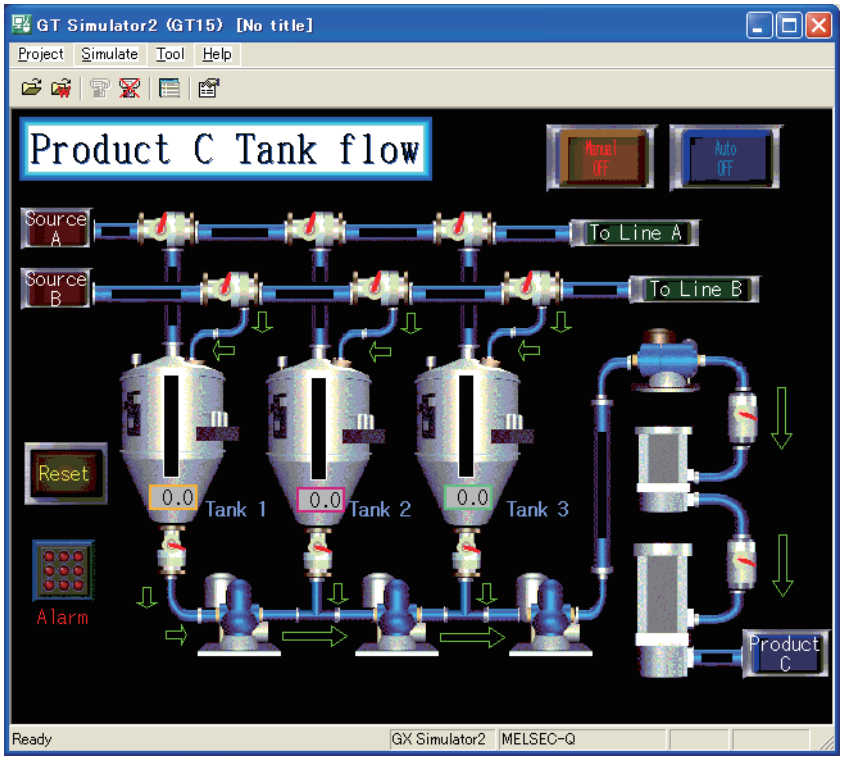


3 When security is set for the GT Designer2 project, the User Authentication dialog box appears.
Input the user name and the password, and then click the OK button.



4 For the direct CPU connection, the following dialog box appears.
Check the message, and then click the OK button.

5 Start the simulation.



5.5 Precautions

The following shows precautions for simulating GT Designer2 projects with GT Simulator2.

1 Precautions for GT Designer2 projects

GT Simulator2 cannot simulate a GT Designer2 project created by importing another GT Designer2 project in the GOT1000 Binary Files format (*.G1).
Before simulation, open a GT Designer2 project on the workspace and overwrite the data.
Overwriting the data converts the data to a GT Designer2 project for simulation.

2 Precautions for simulation function of GX Works2 (GX Simulator2)

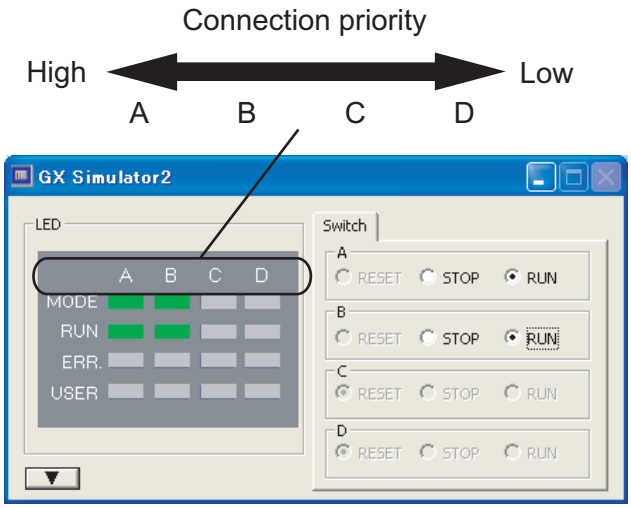
(1) Starting GX Simulator2

Before simulation for a GT Designer2 project, start the simulation function of GX Works2 (GX Simulator2).
Failure to to so cannot start the simulation of the project.
For how to use the simulation function of GX Works2 (GX Simulator2), refer to the following.

☞ GX Works2 Version1 Operating Manual (Common)

(2) Starting multiple GX Simulator2

GT Simulator2 cannot be connected to multiple GX Simulator2 at the same time.
When starting multiple GX Simulator2, GT Simulator2 is connected to GX Simulator2 with the highest priority.
The following shows the connection priority for connecting to GX Simulator2.



5.6 Error Messages

The following shows the error messages, error causes, and corrective actions of GT Simulator2 specific to MELSOFT iQ Works.
For the error messages other than the above, refer to the following.

☞ GT Simulator2 Version □ Operating Manual
(8. TROUBLESHOOTING)

Error message	Cause	Corrective action
The specified project is invalid or not in an appropriate format. Specify the project again.	• The specified project does not exist in the workspace. • The specified project is not the project stored by GT Designer2 (the "*. GTE" type project).	• Specify the GT Designer2 project in the workspace. • Specify the project stored by GT Designer2 (the "*. GTE" type project).
'GX Works2' is not properly installed. Install 'GX Works2'.	GX Works2 may not be installed correctly.	Uninstall GX Works2, and then install GX Works2 again.
'GX Simulator2' does not operate since it is not supported in this version of 'GX Works2'. Install the compliant version of 'GX Works2'.	GT Simulator2 cannot operate because the version of installed GX Works2 is old.	Uninstall GX Works2, and then install the updated version of GX Works2.
Unable to connect to 'GT Simulator2' since 'GX Simulator2' is not running. Activate 'GX Simulator2' and retry.	The simulation function of GX Works2 (GX Simulator2) does not run.	Start the simulation function of GX Works2 (GX Simulator2), and then connect GT Simulator2 to GX Simulator2.
Failed to connect with 'GX Simulator2'. <ES:0x***> ********** (Three different messages in all)	• Incorrect termination of GT Simulator2 and GX Works2 in the last operation • Incorrect processing	• Restart GT Simulator2 and GX Works2. • Restart the personal computer, and then restart GT Simulator2.
There is no response from 'GX Simulator2' for termination request. 'GX Simulator2' is canceled. Please end 'GT Simulator2' at once and do the PC in Shutdown.	• Incorrect termination of GT Simulator2 in the last operation • Incorrect processing	• Exit GT Simulator2, and then shutdown the personal computer.

6. OPERATIONS AND SETTINGS OF GT SoftGOT1000

This chapter explains operations and settings of GT SoftGOT1000 specific to MELSOFT iQ Works.
For how to use GT SoftGOT1000 other than the above, refer to the following.

☞ GT SoftGOT1000 Version☐ Operating Manual

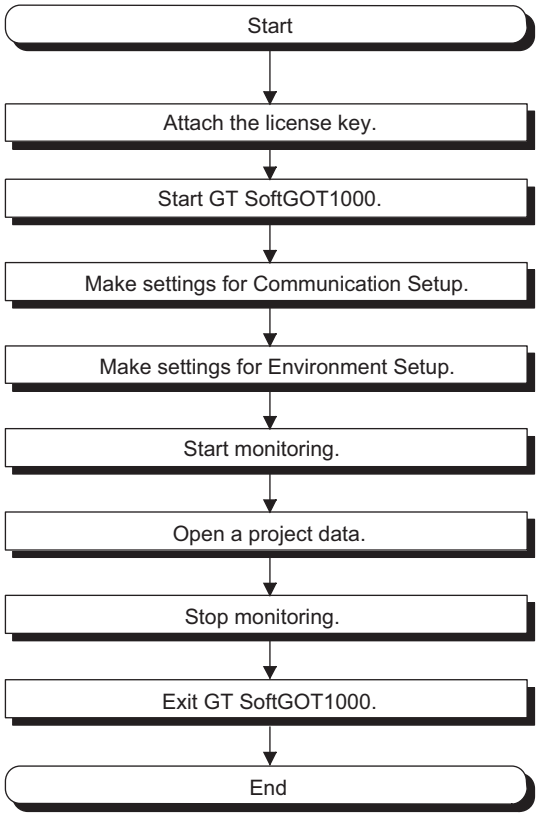
6.1 Applicable Controllers

For the applicable controllers and the access range of GT SoftGOT1000, refer to the following.

☞ 2.2 Applicable Controllers and Access Range

6.2 Operating Procedures

The following shows the procedures for operating GT SoftGOT1000.



☞ GT SoftGOT1000 Version☐ Operating Manual
(3.1.2 License key specifications)
(3.2.2 Precautions on license key)

☞ GT Designer2 Version☐ Basic Operation/Data Transfer Manual
(2.4 Starting the Software)

☞ GT SoftGOT1000 Version☐ Operating Manual
(5.7 Communication Setup)

☞ GT SoftGOT1000 Version☐ Operating Manual
(5.8 Environment Setup)

☞ GT SoftGOT1000 Version☐ Operating Manual
(5.9 Starting Monitoring)

☞ 6.3 Opening Project

☞ GT SoftGOT1000 Version☐ Operating Manual
(5.12 Monitor Stop)

☞ GT SoftGOT1000 Version☐ Operating Manual
(5.13 Exiting from GT SoftGOT1000)

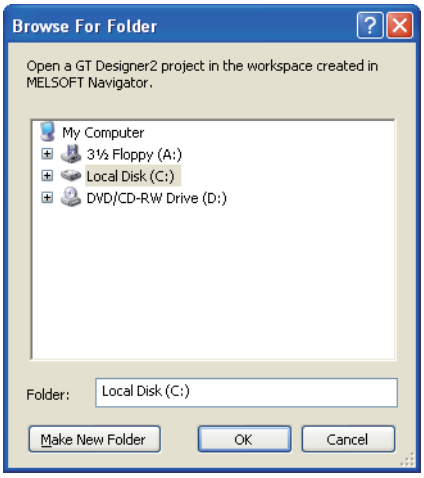
6.3 Opening Project

Set the project data to be monitored, and start monitoring.

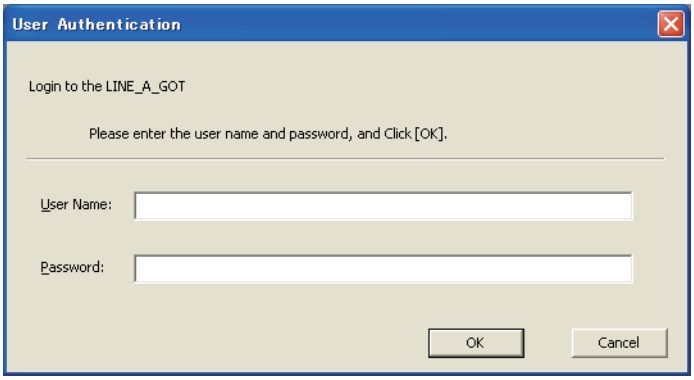
1 Operate one of the following.

- Click (Open a GT Designer2 Project in the Workspace).
- Select [Project] → [Open] → [Open a GT Designer2 Project in the Workspace] from the menu.
- Right-click the mouse, and select [Open] → [Open a GT Designer2 Project in the Workspace] from the menu.

2 The Option dialog box appears.
Select a folder with the same name as GT Designer2 project name, and then click the OK button.



3 When security is set for the GT Designer2 project, the User Authentication dialog box appears.
Input the user name and the password, and then click the OK button.



4 The following dialog box appears. (The dialog box does not appear when GT SoftGOT1000 is already in the online mode.)

6 Select the [Yes] button to start monitoring.

6.4 Functions

This section explains operations and settings of GT SoftGOT1000 functions specific to MELSOFT iQ Works. For the functions other than the above, refer to the following manual.

☞ GT SoftGOT1000 Version□ Operating Manual

6.4.1 Full screen mode

The full monitor screen of GT SoftGOT1000 can be displayed on the personal computer screen.

When the full screen mode function is not use

When the full screen mode function is not used, the part of the frame is displayed.

When the full screen mode function is used

When the full screen mode function is used, the part of the frame is hidden and the full monitor screen can be displayed on the personal computer.

Point

Precautions for full screen mode function

When using the full screen mode function, such operations as exiting GT SoftGOT1000 cannot be executed, since the menu bar, toolbar and status bar of GT SoftGOT1000 are hidden.

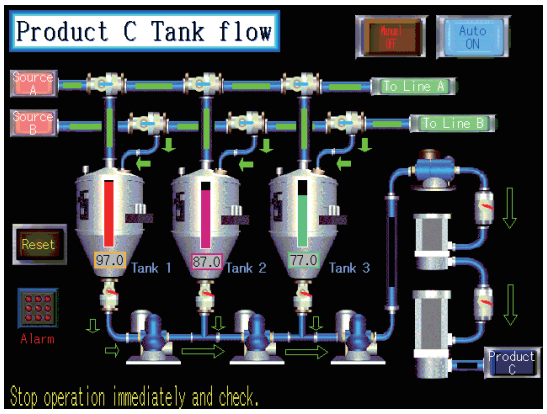
To use the menu bar and toolbar, right-click the mouse and execute the menu.

1 Full screen mode types

The following shows the types of the full screen mode.

(1) Full screen 1

Only a monitor screen is displayed in the full screen.
GT SoftGOT1000 can be used for the personal computer or panel computer where a mouse and a keyboard are connected.



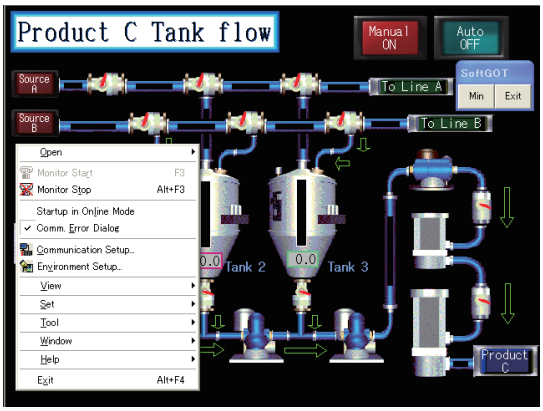
<How to operate>
The menu bar and toolbar can be used by right-clicking the mouse.

Hold down the Shift key, and double-click the monitor screen to minimize the screen.

Press the F12 key (function key) to exit GT SoftGOT1000.

(2) Full screen 2

A monitor screen is displayed in the full screen and a small dialog is displayed.
Minimizing or exiting GT SoftGOT1000 is available in the small dialog.
Since GT SoftGOT1000 can be exited on the monitor screen, GT SoftGOT1000 can be used for the panel computer where a mouse and a keyboard are not connected.



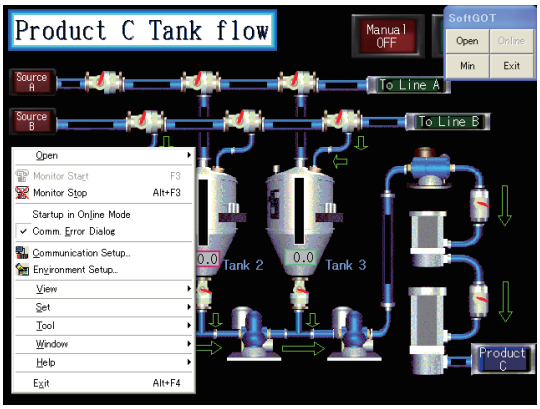
<How to operate>
The following can be operated in the small dialog.
Min: Minimizes GT SoftGOT1000.
Exit: Exits GT SoftGOT1000.
The menu bar and toolbar can be used by right-clicking a mouse.

Hold down the Shift key, and double-click the monitor screen to minimize the screen.

Press the F12 key (function key) to exit GT SoftGOT1000.

(3) Full screen 3

A monitor screen is displayed on the full screen, and a small dialog is displayed.
Opening or monitoring a GT Designer2 project and minimizing or exiting GT SoftGOT1000 are available in the small dialog.
Since GT SoftGOT1000 can be exited on the monitor screen, GT SoftGOT1000 can be used for the panel computer where a mouse and a keyboard are not connected.



<How to operate>
The following can be operated in the small dialog.
Open: Opens a GT Designer2 project.
Online: Starts monitoring. (The selection is not available during monitoring.)
Min: Minimizes GT SoftGOT1000.
Exit: Exits GT SoftGOT1000.
The menu bar and toolbar can be used by right-clicking a mouse.

Hold down the Shift key, and double-click the monitor screen to minimize the screen.

Press the F12 (function key) to exit GT SoftGOT1000.

Point

Exiting full screen mode

Turning on the GOT internal device (system information area of GT SoftGOT1000: GS500.b0) exits GT SoftGOT1000.
By setting the above device for a touch switch, GT SoftGOT1000 can be exited without using a mouse and a keyboard.
For details of the GOT internal device, refer to the following manual.

☞ GT Designer2 Version☐ Screen Design Manual

6.4.2 Procedures for setting

The full screen mode can be set either before or after starting GT SoftGOT1000.

1 Setting before starting GT SoftGOT1000

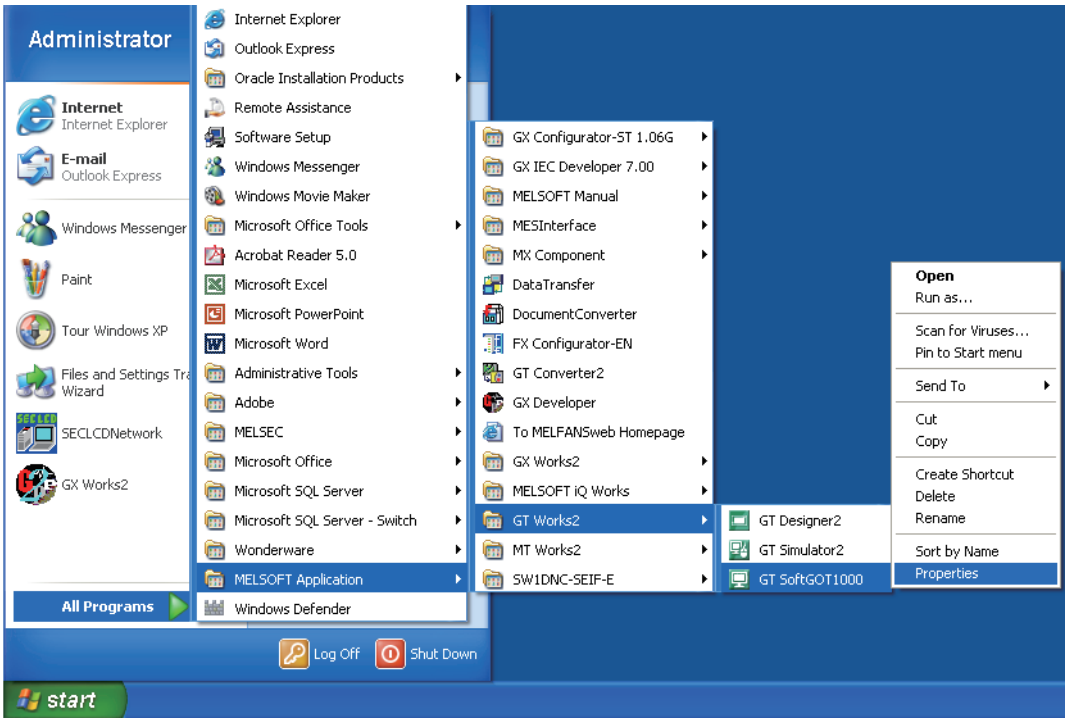
1 Select a operation from the following depending on the OS in use.

- For Windows® 2000

  Select [Start] → [Programs] → [MELSOFT Application] → [GT Works2] → [GT SoftGOT1000] from the menu. Right-click [GT SoftGOT1000], and then select [Properties].

- For Windows® XP, Windows Vista®

- Select [Start] → [All Programs] → [MELSOFT Application] → [GT Works2] → [GT SoftGOT1000] from the menu. Right-click [GT SoftGOT1000], and then select [Properties].

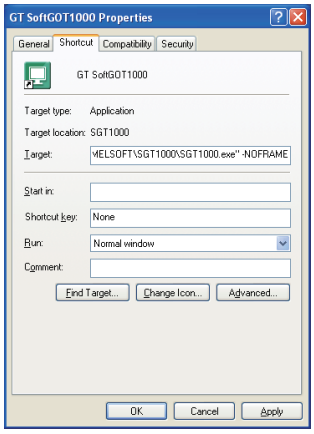


For Windows® XP

2 The GT SoftGOT1000 Properties dialog box appears. Select the shortcut tab and add the keyword of the mode to be used for [Target].

Keyword	Description
-NOFRAME*1	Displays the screen in full screen 1.
-NOFRAMEDLG*1	Displays the screen in full screen 2.
-NOFRAMEDLGMENU2*1	Displays the screen in full screen 3.

*1 An one-byte space must be prefixed to "-".



3 After addition, click the OK button.

4 When GT SoftGOT1000 is started next time, GT SoftGOT1000 is started in the full screen mode.

5 To cancel the full screen mode, delete the keyword added to [Target].

Hint!

When starting GT SoftGOT1000 with specified module number in full screen mode

The specified module No. of GT SoftGOT1000 can be started in the full screen by entering the keyword for both full screen mode and module No. in the [Target] of [GT SoftGOT1000 Properties]. (The order of entering keywords has no rules.)
Example) When starting module No. 3 in full screen 1

C:\Program Files\MELSOFT\SGT1000\SGT1000.exe -SGT3 -NOFRAME

A one-byte space is necessary in front of keyword

For the module keyword, refer to the following.

☞ GT SoftGOT1000 Version☐ Operating Manual
(6.9 Starting Up Multiple GT SoftGOT1000 Modules)

2 Setting after starting GT SoftGOT1000

1 Select either of the following.

- Select [View] → [Full Screen Mode] from the menu.
- Right-click the mouse to select [View] → [Full Screen Mode] from the menu.

2 GT SoftGOT1000 is displayed in the full screen 1 mode.

3 To cancel the full screen mode, right-click the mouse to select [View] → [Full Screen Mode] from the menu.

Point

Enabling and disabling full screen mode with GOT internal device

The full screen mode of GT SoftGOT1000 can be switched between enabled and disabled states by turning on and off the GOT internal device (GS500.b1).

- ON: GT SoftGOT1000 is displayed in the full screen mode.
- OFF: The full screen mode of GT SoftGOT1000 is canceled.

For GOT internal devices, refer to the following manual.

☞ GT Designer2 Version□ Screen Design Manual

3 Precautions for full screen mode

(1) Small dialog
The small dialog is movable but cannot be closed.
The dialog is always displayed on the front position.

(2) Switching to standard screen display
When GT SoftGOT1000 is started with a keyword, the screen cannot be switched to the standard screen display.
([Full Screen Mode] in the menu is displayed in gray.)

(3) Full screen mode setting
The full screen mode setting is enabled after restarting GT SoftGOT1000.

(4) Display position in full screen mode
When switching to the full screen mode under the environment where the resolution of the personal computer display and GT SoftGOT1000 are different, the GT SoftGOT1000 window is displayed so that the upper-left corner of the window is on the upper-left of the personal computer display.

(5) When displaying screen in full screen mode after starting GT SoftGOT1000
When displaying the screen in full screen mode after starting GT SoftGOT1000, the screen is displayed in the full screen 1.
To display the full screen 2 or 3, set the full screen mode shown in 6.4.2 [1].

6.5 Precautions

1 Interaction with PX Developer

For a GT Designer2 project, though the settings for the interaction with PX Developer can be set, the settings do not function.

INDEX

SH(NA)-080791ENG-A

Integrated FA Software

GT Works2

Operating Manual

(MELSOFT iQ Works)

MODEL	GOT1000-O(IQ)-E
MODEL CODE	1D7M89
SH(NA)-080791ENG-A(0807)MEE	

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