

TIPS & TRICKS



In This Appendix...

Tips & Tricks	F-2
C-more tag import	F-2
Pointers, Indexing and Arrays.....	F-2
Bit of Word, Data type conversion and Casting	F-2
Formatting Date and Time on an HMI with String Scripting	F-2
MATH, Logical Operations & statistical functions	F-2
Simulation and PID Simulation	F-3
Symbolic Constants	F-3
Start Page replacement	F-3
Moving Communications links to another PC.....	F-3
Troubleshooting email with DMLogger.....	F-3
Importing Program segments	F-4
Keyboard Shortcuts	F-4

Tips & Tricks

C-more tag import

To easily get your tags from a Do-more! Designer Project into a C-more HMI, in Do-more! Designer go to File → Export → Element Documentation. Pick C-more Do-more! Driver Format WITH Structure Fields.

If you want C-more to reference elements that are used in your ladder program but do NOT have nicknames, you can either assign them nicknames, or you can check the “Also export USED elements which do not have a nickname” in the Export Element Documentation dialog box.

Pointers, Indexing and Arrays

In order to utilize a memory element as an array, it must be a Memory Block. Heap Items are singletons and cannot be utilized as an array. To see what elements can be used as an array or to create a custom item, go to System Configuration → Memory Configuration → Memory blocks tab.

Addressing a Memory Block as an array is simple. Place brackets [] after the Memory Block name and use a V memory element such as V0 as the index. IE D[V0], N[V5], UDT[V0], etc.

A handy trick for knowing how large the array is without hardcoding values is to use the DATAINFO instruction.

Bit of Word, Data type conversion and Casting

Getting bits out of a word in Do-more! Designer is done with a method called Casting. More information on Casting can be found in Do-more! Designer Help Topic DMD0309.

The basics of Casting a memory element are to use a “:” and an identifier or for Bit of Word, a number. IE D0:1 is bit 1 of memory element D0. All Bits start at zero.

To simplify Casting, you can use the Cast Builder. When on a field that supports a memory element, press the F9 key. Type your Source Element in the appropriate field and then in the bottom right corner, press the “Show Cast Builder” button. Click the appropriate radio buttons and then press “Select”. It is that easy to cast a memory element.

Other methods for doing memory type conversion is by using the ladder commands PUBLISH and SUBSCRIBE. These will allow you to convert large areas of memory at once which is useful when you are talking to a Modbus or DirectLogic device that utilizes untyped memory.

Formatting Date and Time on an HMI with String Scripting

If you want your date and time to look nice on your HMI, put the data into a string using STRPRINT and the string scripting language. See Do-more! Designer Help Topic DMD0168 for a list of all string scripting commands.

MATH, Logical Operations & statistical functions

The Do-more! MATH instruction is a very powerful feature. Do-more! Designer Help Topic DMD0085 covers the lists of functions that are available.

In addition to doing Arithmetic and Trigonometry, it can also do Logical and Bitwise operations. A few minutes perusing this help topic can save you a lot of time.

The most common issue when doing Math with a Do-more! processor is knowing that you must promote the equation to Real (Floating Point) if you are using integers with a Real result. If the equation is integers, but you wish to have a result that is a Real number you must use TOREAL() or add a decimal point to one of the numbers; IE 2.0. See Help topic DMD0085 for more information on promoting numbers to Real format.

Simulation and PID Simulation

Do-more! Designer software comes with a separate Do-more! simulator application that runs the same Do-more! control engine that is in the Do-more! CPUs. You can connect/disconnect and upload/download to the simulator as you would with a Do-more! CPU. There is even a Run/Term/Stop mode switch and LED indicators for power, Run and communication activity. This is a great tool to test your code before you ever load it into your system.

The Simulator also has the ability to do simple PID simulation to learn how PID works!

See Do-more! Designer Help Topic DMD0234 for more information.

Symbolic Constants

Do-more! Designer supports the use of Symbolic Constants. A Symbolic Constant is where you assign a nickname to a hard coded value. IE Sunday = 0, Monday = 1, Tuesday = 3, etc. Do-more! Designer Help topic DMD0276 has more information on symbolic constants.

To assign a Symbolic Constant, go to Tools -> Documentation Editor and then press the “Symb” in the toolbar of the Documentation Editor tab. This can help make your program much easier to read and navigate.

You can add a nickname to a memory location that has a cast. For example you have a double word signed number in D100 nicknamed “Dancer” for your dancer position. If you wanted to know that it was a negative, you could use D100:31 which is the sign bit for D100. If you were to nickname D100:31 “Dancer_Neg” you could use this nickname throughout your program and it would always refer to D100:31.

Start Page replacement

You can attach documents to your project to replace the content of the Start Page on a project-by-project basis. This can be a PDF, Excel spreadsheet, .JPG, etc. A good example of this is the PID1.dmd example project found in the Examples folder in Do-more! Designer.

Moving Communications links to another PC

You can move your communications links from one PC to another by copying the DmDComm.RST file that is located in the Do-more\Designerx_x\Bin\ folder.

Troubleshooting email with DMLogger

In your Do-more! Designer ladder project, turn \$EnableMsgDump bit ON & start Do-more! Logger from Applications window in the Launchpad to troubleshoot email. This will send the server messages to your PC so that you can see exactly where it is getting stuck at.

The DMLogger utility can also be useful for troubleshooting by placing STREAMOUT instructions in your ladder code to send messages to the utility to let you know what is happening at various times.

Importing Program segments

Use the #import mechanism in your Import Program text file so you can modularly create projects from different source files. So MyProject.TXT could contain just 4 lines:

```
#include "SysConfigXYZZY.txt"
#include "MachineControl.txt"
#include "Library\NonLinearControlLibrary.txt"
#include "Library\CalendarLibrary.txt"
```

Keyboard Shortcuts

The following table lists the keystrokes (also known as Hot Keys or Accelerator Keys) available in the various views of Do-more! Designer that can greatly enhance the usability of each view.

Keyboard Shortcuts	
Shortcut	Action
<i>Ladder View</i>	
!	Edit Not-Equal-To Contact
<	Edit Less-Than Contact
=	Edit Equal-To Contact
>	Edit Great-Than-Or-Equal-To Contact
Ctrl+A	Select All
Ctrl+C	Copy into Clipboard
Ctrl+E	Toggle Edit Mode
Ctrl+F	Open Find Dialog
Ctrl+Shft+F	Find Next
Ctrl+K	Open Rung Comment Editor
Ctrl+P	Print Current View
Ctrl+R	Open Replace dialog
Ctrl+V	Paste Clipboard into View
Ctrl+W	Connect Wire to Output
Ctrl+X	Cut into Clipboard
Ctrl+Z	Open Edit History
Backspace	Delete Instruction to Left then move Edit cursor to Left
Ctrl+Comma	Goto Previous Instruction
Ctrl+Delete	Cut into Clipboard
Delete	Delete
Ctrl+Down Arrow	Draw Wire Down
Ctrl+Shft+Down Arrow	Delete Wire Down
Ctrl+End	Goto Last Rung in Code Block
Ctrl+Shft+End	Add from Current Location to End to Selection
Shft+End	Add Next Rung to Selection
Enter	Insert Row After Block Cursor, or Before Block Cursor if in First Column
F12	Goto Element's Output Reference
Ctrl+F2	Edit Positive Differential Powerflow Modifier
Shft+F2	Edit Positive Differential Contact
<i>Table continued on next page</i>	

Keyboard Shortcuts (continued)	
Class	Description
F2	Edit Normally Open Contact
Ctrl+F3	Edit Negative Differential Powerflow Modifier
Shft+F3	Edit Negative Differential Contact
F3	Edit Normally Closed Contact
F4	Open Contact Instruction Browser
F5	Open Coil Instruction Browser
F7	Open Box Instruction Browser
F8	Accept Modified Rungs
Ctrl+Home	Goto First Rung in Code-Block
Ctrl+Shft+Home	Add from Current Location to Beginning to Selection
Shft+Home	Add Previous Rung to Selection
Ctrl+Insert	Copy into Clipboard
Shft+Insert	Paste Clipboard into View
Insert	Open Insert Rung, Row, Column dialog
Ctrl+Left	Draw Wire to Left
Ctrl+Shft+Left	Delete Wire to Left
Ctrl-Minus	Goto Element's Previous Reference
Ctrl+Shft+Minus	Zoom Out
Ctrl+Page Down	Goto Next Modified Rung
Page Down	Goto Next Rung
Ctrl+Page Up	Goto Previous Modified Rung
Page Up	Goto Previous Rung
Ctrl+Period	Goto Next Instruction
Ctrl+Plus	Goto Element's Previous Reference
Ctrl+Shft+Plus	Zoom In
Ctrl+Right	Draw Wire to Right
Ctrl+Shft+Right	Delete Wire to Right
Ctrl+Up	Draw Wire Up
Ctrl+Shft+Up	Delete Wire Up
Main Programming Window	
Ctrl+D	Open Documentation Editor
Ctrl+L	Open Ladder View
Ctrl+Shft+L	Restore Default Window Layout
Ctrl+N	Create New Project
Ctrl+O	Open Project
Ctrl+Shft+R	Open Set PLC Mode dialog
Ctrl+S	Save Project to Disk
Ctrl+Shft+S	Toggle View's Status On/Off
Ctrl+T	Edit Title Page
Ctrl+Y	Open Cross Reference View
F1	Launch Contextual Help
Ctrl+Shft+F2	Open Change Value dialog
Ctrl+Shft+F3	New Data View
Ctrl+F9	Read Project from PLC
Shft+F9	Write Project to PLC
F9	Open Element Selection Tool
Table continued on next page	

Keyboard Shortcuts (continued)	
Class	Description
Data View	
Ctrl+Shft+A	Sort Elements Ascending
Ctrl+C	Copy into Clipboard
Ctrl+ShftD	Sort Elements Descending
Ctrl+V	Copy Clipboard into View
Ctrl+X	Cut into Clipboard
Ctrl+Delete	Cut into Clipboard
Delete	Delete
Ctrl+Enter	Insert Element with Next ID
Ctrl+Shft+Enter	Structure Field: Insert Element with Next Field Structure: Insert Structure Fields
Ctrl+F2	Modify Element or Edit Cell
F2	Modify Element or Edit Cell
Shft+F6	Move to Format Selections
F6	Move to Format Selections
Shft+F9	Write Value to PLC
Ctrl+Insert	Copy into Clipboard
Shft+Insert	Paste Clipboard into View
Insert	Insert Row
Project Browser	
Ctrl+C	Copy into Clipboard
Ctrl+V	Copy Clipboard into View
Ctrl+X	Cut into Clipboard
Ctrl+Delete	Cut into Clipboard
Delete	Delete
Ctrl+Insert	Copy into Clipboard
Shft+Insert	Paste Clipboard into View
Insert	Open Create New Code-Block dialog
Rung Comment Editor	
Ctrl+A	Select All
Ctrl+F	Goto Comment for Rung
Ctrl+G	Goto Comment for Rung
Ctrl+End	Goto Last Rung in Code Block
Ctrl+Home	Goto First Rung in Code-Block
Ctrl+Page Down	Go 5 Rungs Forward
Ctrl+Page Up	Go 5 Rungs Back
Cross Reference View	
Ctrl+F	Open Find Dialog
Ctrl+Shft+F	Find Next
Ctrl+P	Print Current View
Trend View	
F2	Open Add / Remove Elements dialog
Element Documentation Editor	
Ctrl+C	Copy into Clipboard
Ctrl+F	Open Find Dialog
Table continued on next page	

Keyboard Shortcuts (continued)	
Class	Description
Ctrl+Shft+F	Find Next
Ctrl+P	Print Current View
Ctrl+V	Copy Clipboard into View
Ctrl+X	Cut into Clipboard
Ctrl+Delete	Cut into Clipboard
Delete	Delete
Ctrl+Insert	Copy into Clipboard
Shft+Insert	Paste Clipboard into View
<i>Change Value Dialog</i>	
Ctrl+F9	Read Value from PLC
Shft+F9	Write Value to PLC
<i>Print Preview</i>	
Page Down	Next Page
Page Up	Previous Page

Notes: