



## **PanelBuilder32 Software**

### **Version 3.80**

Version 3.80 of the PanelBuilder32 software supersedes version 3.70 as the configuration tool for the PanelView Standard terminals.

### **Version 3.80 Features**

This section lists new or updated features in Version 3.80. These features require terminal firmware version 4.20 (or later) in the PanelView Standard terminals.

#### **Resizing Bitmaps**

You can now resize bitmaps (including imported bitmaps and ISA symbols). Bitmaps can be resized when you:

- add a bitmap to a screen by selecting **Objects>Graphics>Graphic Image**
- add a bitmap to an object in inner graphic mode (**Format>Inner Graphic**)

PanelBuilder32 maintains the bitmap in its original size and modified sizes. When adding a bitmap to a screen which has been resized, PanelBuilder32 will open a dialog allowing you to select an existing size or a new size.

#### **Import/Export Graphics Dialog**

The **Import/Export Graphics** dialog has been updated to include additional support.

When you open a bitmap for importing, the dialog shows:

- size of bitmap (in pixels) and number of colors
- view of the bitmap (if enabled)
- view of the bitmap as it would appear using the 32-color palette of the target PanelView terminal (if enabled)
- view of the bitmap as black and white image (if enabled)

The dialog has a **Color reduction method area** for bitmaps with a greater number of colors than what is supported by the target PanelView terminal (32 colors). These bitmaps must be reduced in number of colors using one of the color reduction methods. Select the option that provides the best image. Select the Preview with terminal palette check box to view what the image will look like on the target PanelView terminal.

## Searching for a Tag

You can now search for all occurrences of a single tag in the current application using the **Tag Search** dialog. This includes tags that are used by screen objects as well as objects that do not appear on the screen, such as embedded variables or print objects. You can access the **Tag Search** dialog in the following ways:

- In the Tag Editor, select a tag to search for, right-click and select **Used By** from the shortcut menu.
- Right-click on a screen object and select a tag from the **Tag Search** submenu.

In the above 2 cases, the Tag Search dialog opens, showing all occurrences of the selected tag in the application. A **GoTo** button is available to navigate to a specific screen using the tag.

Another way to search for a tag is to select **Edit>Tag Search**. When the **Tag Search** dialog opens, select the tag you want to search for and click the **Search** button.

## Counting and Purging Tags

To check for unused tags or how many times a tag is used in the application, select **Tools>Tag Count**. A dialog opens listing the names of all tags in the application and the number of times the tag is used. Tags not used by the application have a Usage Count of 0. You can purge unused tags with the **Purge** button.

## Float Support for MicroLogix Controllers

The MicroLogix 1200 and 1500 controllers now support the Float file type.

## Color Palette

PanelBuilder32 now supports a 32-color palette for PanelView Standard color terminals with firmware 4.10 or later.

## Version 3.70 Features

This section lists new or updated features in Version 3.70. These features require terminal firmware version 4.20 or later.

### EtherNet/IP Support

The PanelView 550, 600, 900, 1000 and 1400 terminals now support EtherNet/IP communications. Dialogs have been added to configure communications for the PanelView terminal and logic controller on an EtherNet/IP network. The EtherNet/IP PanelView terminal can communicate with the following controllers:

- ControlLogix Ethernet/Gateway through a 1756-ENET/B or 1756-ENB module
- PLC-5E or PLC-5 with 1761-NET-ENI or 1785-ENET module
- SLC-5/03, 5/04, or 5/05 with 1761-NET-ENI module
- MicroLogix, CompactLogix or FlexLogix with 1761-NET-ENI module

The Tag Editor supports a Tag Form dialog and EtherNet/IP worksheets to configure Controller Address, CIP or Assembly Object tags.

### FlexLogix and CompactLogix Support

The DF1 and DH-485 PanelView terminals now support communications with FlexLogix and CompactLogix controllers. The Communication Setup dialog for these terminals includes FlexLogix and CompactLogix as Node Type selections.

### Sizing and Moving Objects using Keyboard Keys

You can now use the arrow keys (up, down, right, left) on your keyboard to resize objects. Select the object, hold down the Shift key and press an arrow key. The up and down arrow keys decrease or increase the size of the object vertically. The right and left arrow keys decrease or increase the size of the object horizontally.

To move an object, select the object and press the up, down, left, or right arrow key to move the object up, down, left or right.

### Resizing Analog Gauge Needles

When you resize a gauge, the needle is also resized. The needle is resized using the smallest dimension (height or width) of the gauge. The needle maintains its same relative position to the gauge.

## Global Object Enhancements

Locating and placing global objects is now more convenient because of features added to the Global Objects dialog. To access this dialog, select **Objects>Global Object**. New features include:

- **Used By** button - Select a global object and then click the Used By button to display a list of screens where the object is used. You can navigate to any screen by clicking the **Go To** button in the Screens dialog.
- **Sort By** box - sorts global objects by tag name, ID, object type or description.
- There are 2 methods for placing a global object on a screen. Double-click a global object in the list or select a global object and click the **Copy To** button. Position the crosshair (+) in the screen where you want to drop the object and left-click.

## Text Object Editing

The Text object now supports the **Text Edit** dialog for entering/editing text. To access the Text object, select **Objects>Text**. You can now double-click on a text object to enter text (and variables) directly in the Text Edit dialog. This is in addition to entering text using the Inner Text tool bar.

## Text Alignment Defaults

The **Objects** tab on the **Options** dialog has two new fields which allow you to set the default text alignment for all objects. One field lets you set the horizontal alignment (left, center, right) and another field lets you set the vertical alignment (top, middle, bottom). To access the **Options** dialog, select **Tools>Options**.

## Version 3.61 Features

This section lists new or updated features in Version 3.61. These features require terminal firmware version 4.10 or later.

### RSLinx Software

PanelBuilder32 software now supports RSLinx 2.2 software.

### Multiple Language Support

You can now store text for up to 5 different languages in an application including English, French, German, Italian and Spanish. By storing translated text for objects in the application, you can easily change the language as needed while the application is running on the terminal. The 5 languages can be selected at any time, changing the language in the objects throughout the entire application. Only one language is active for the application at one time.

To enable multiple language support for a new application, select the **Multiple Language Support** check box on the **Create New Application** dialog. To convert an existing application to support multiple languages, select the **Multiple Language Support** check box on the **Terminal Setup** tab of the **Application Settings** dialog.

### Capture Manager Dialog

The Capture Manager dialog, available from the Screen menu, provides a convenient way to capture one or more screens in the current application and copy them to:

- clipboard
- .bmp file
- import the bitmap images into the current application

You can capture screens at their normal size, thumbnail size (64 x 64 pixels) or a percentage of the normal size. Multiple screens can be saved to a single or separate .bmp files. When saving multiple screens to a single .bmp file, the images can be saved in a horizontal row, one per row, or as a specific number of images per row. You can also specify a background color for the images.

### Bar Graph Inner Text

You can now specify inner text or an inner graphic for bar graphs similar to other objects.

### Scrolling Text

Use the scrolling text object to create screen text that scrolls from left to right at a set rate. This object is useful when screen space is limited.

### Vertical Alignment/Centering Tools

The Inner Text toolbar now has tools for aligning inner text at the top, middle or bottom of the object.

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## Enhanced Data Types

PanelBuilder32 supports three new data types:

- DINT or 32-bit signed integer is supported in objects where the 16-bit INT data type is valid. The DINT data type has a range of -2,147,483,648 to 2,147,483,647 and occupies 2 words (4 bytes or 32 bits) of memory.
- SINT or 8-bit signed integer is supported in objects where the 16-bit INT data type is valid. The SINT data type has a range of -128 to 127. Negative values are stored as 2's complement values.
- BOOL data type is supported in objects where the bit data type is valid. True is 1; False is 0.

## RS-Logix 5000 Support

The tag editor now lets you import or export RS-Logix-5000 tags in a CSV (\*.csv) file format including tag names, tag addresses and tag descriptions. (User defined structures will import tag names and tag descriptions).

## MicroLogix L Data Files

PanelBuilder32 and the PanelView terminals now support the Long Word (L) File on the MicroLogix 1200 and 1500 controllers.

## Write to Controller on Startup

On the **Advanced** tab of the **Application Settings** dialog, you can disable the Write to Controller on Startup via a check box for DeviceNet terminals using Explicit Client tags and for ControlNet terminals that use Unscheduled message tags. However, for DeviceNet terminals that use I/O or Explicit Server tags and ControlNet terminals that use Scheduled messages, preset values are always written to the controller on startup regardless of the setting.

## Version 3.50 Features

### Analog Gauge

The analog gauge uses a rotating needle to display a process variable such as speed, temperature or pressure. The gauge consists of a circular scale with tick-marks, 1 to 4 needles, and a label with text or variable data. The circular scale is an integral part of the gauge but can be created separately. To access this object, select **Objects>Graphic Indicators>Gauge**.

### Circular Scale

A circular scale is available with or without major/minor tick marks on the inside or outside of the scale. You can adjust the minimum/maximum angles for the scale. You can even disable the scale, so just the tick marks are visible. To access the circular scale, select **Objects>Graphic Indicators>Scales>Circular**. This object can be used as a secondary scale with an analog gauge.

### Numeric Entry Inc/Dec

The Inc/Dec object is similar to the numeric entry Cursor Point object but updates a numeric value in predefined steps. Select **Objects>Numeric Entry>Inc/Dec** to access this object.

### Screen Security

PanelBuilder32 provides security features that allow you to restrict screen and terminal access (including configuration screens) to authorized operators. You can also create screens that would allow authorized operators to select and change the passwords of other operators at the terminal.

Most security features, including operator authorization parameters, are accessed from the **Application>Security** dialog. However, you can secure individual screens from the **Screen>New** or **Properties** dialog. Special keys that are used to change operator passwords at the terminal, login/logout of the terminal, or disable security on the terminal are accessed from the **Objects>Security Keys** submenu.

### Text Edit dialog

The new **Text Edit** dialog is available in inner text mode to facilitate the editing of text and inserting variables. To access this dialog, enter inner text mode and then click the down arrow located on the right side of the Text Edit box.

### Tag Editor

The tag editor has a new and improved look and feel including:

- Worksheets (by protocol) for entering and editing tags by protocol. For applications that use shared projects, the All Tags worksheet is available to show tags that have common fields across protocols.

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- You must use the **Save** tool or **File>Save Project** command to save tags before you can use them with your application. You can also save tags to a tag editor draft file \*.tdf for work in progress.
- Automatic error checking of tags for missing or required information when saving tags. A read-only **Errors** worksheet opens if errors or warnings are found. **View>Error** submenu commands and tools are available to navigate through errors in the Errors worksheet.
- The Tag Form dialog is no longer needed, nor available, within the Tag Editor, only from the object's dialog.
- Locate and replace text in a column using the **Edit>Replace** command.
- Filter tags based on the contents of a cell to view just a portion of the worksheet using the **Filter** icon.
- The **Tag Edit** tab of the **Tools>Options** dialog has options for converting tags when an application is converted to run using another protocol and for creating tag names based on the address field.

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