

i³

...Display, Control, Connect...



User Guide



User Guide

Introduction to i^3	2
Guide to Part Numbers	2
Installing i^3 Configurator Software	3
Powering up and Connecting to an i^3	6
Tour of the i^3 Configurator	7
Linking and Configuring the Controller	8
<i>Automatic</i>	9
<i>Manual</i>	10
Creating a Program	11
<i>Example</i>	12
Program Options	17
<i>Example</i>	18
Running and Monitoring the $i3$ Program	18
i^3 Help File	20
Appendix A: Data Types	21
Appendix B: i^3 Register Types	22
Appendix C: System Bits	23
Appendix D: System Registers	23

Introduction to *i*³

The *i*³ is a brand new concept in control product. It is a combination of a mini-PLC and HMI (pixel based 128x64 backlit LCD display). It is a cost effective family of high performance all-in-one controllers.

The *i*³ features an advanced control engine, operator interface, local and remote I/O capabilities, and a variety of communications options. The *i*³ is extremely versatile and adept at a variety of automation functions.

The *i*³ can be used to perform advanced machine control, factory machine monitoring, and process control.

Guide to Part Numbers

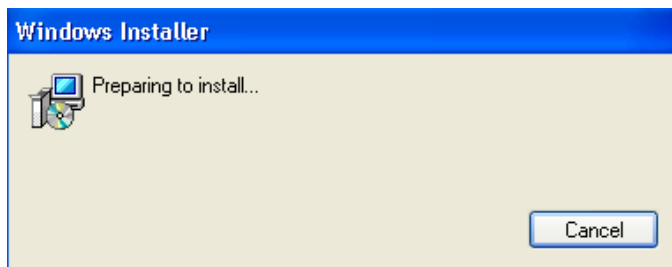
Model Number	Digital Inputs	Analogue Inputs	Digital Outputs	Analogue Outputs	HSC	PWM	CAN
i3A12X/10A01-SOO	12	1 x 10 bit	6 Relay		4		No
i3A12X/10D03-SCH	12	4 x 10 bit	6 Relay		4		Yes
i3A12X/10B04-SCH	12	2 x 10 bit	12x.5A		4	2	Yes
i3A12X/20B05-SOH	24	2 x 10 bit	16x.5A		4	2	No
i3A12X/13C14-SOH	12	2 x 14 bit	12x.5A	2 (V or mA)	4	2	No

Installing *i*³ Configurator Software

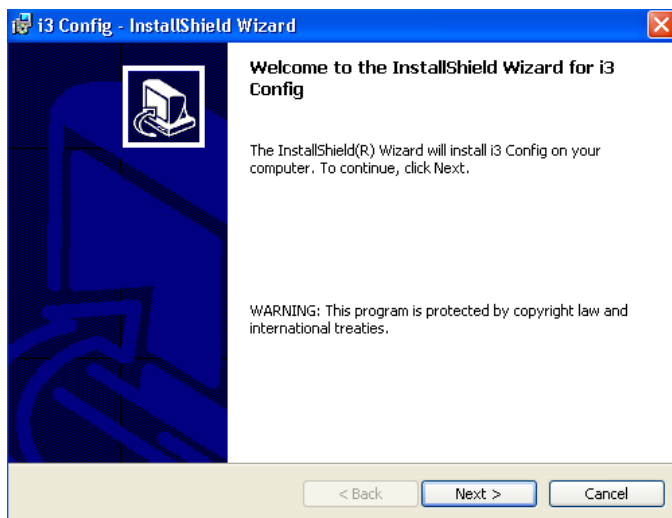
The IMO *i*³ Configurator software can be obtained from a CD or download from the *i*³ Configurator software from the IMO website: www.imopc.com

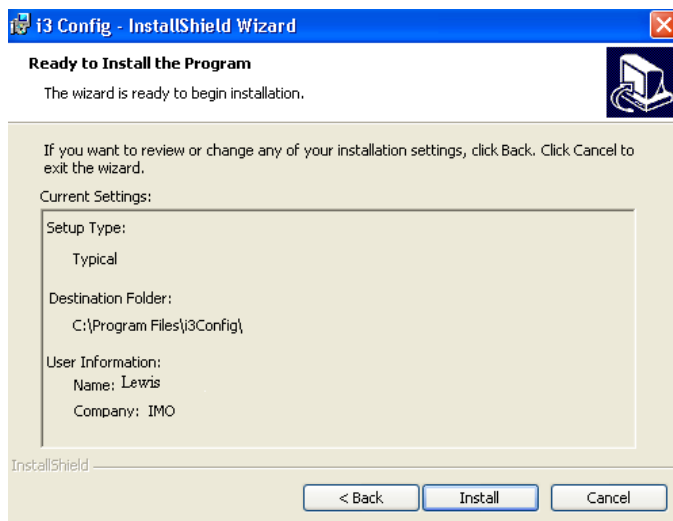
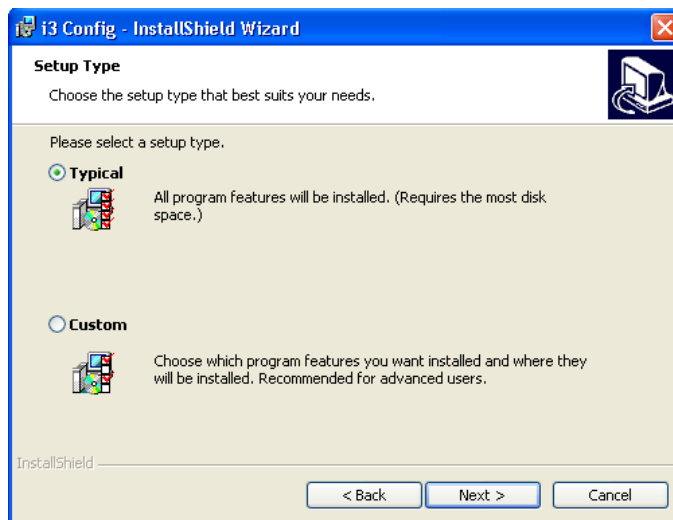
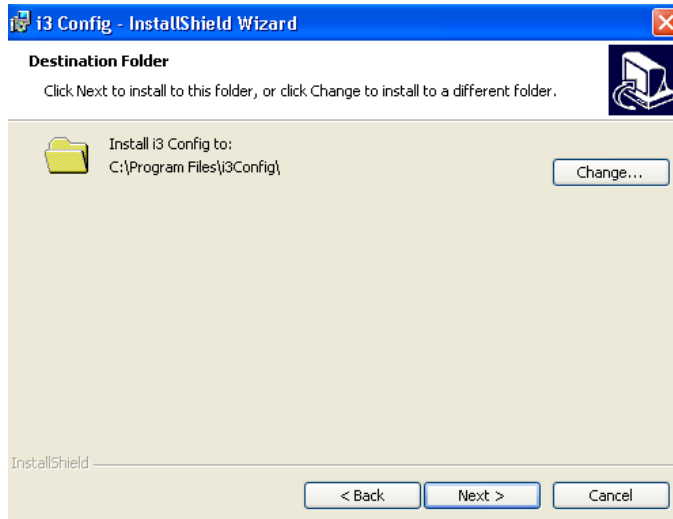


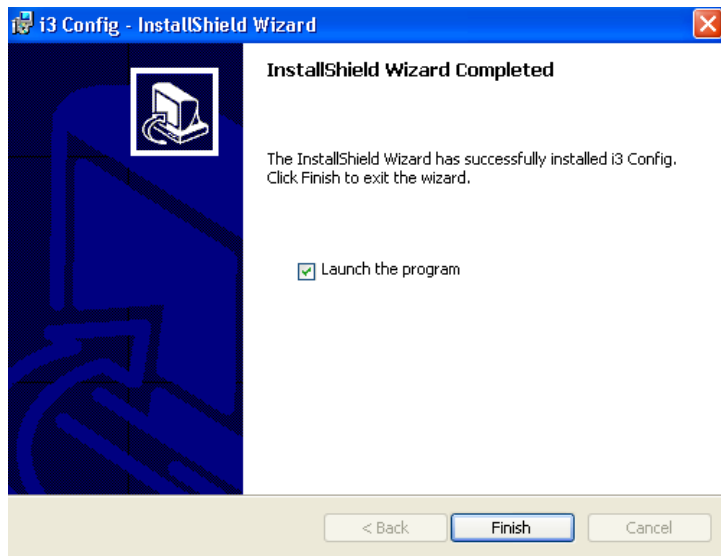
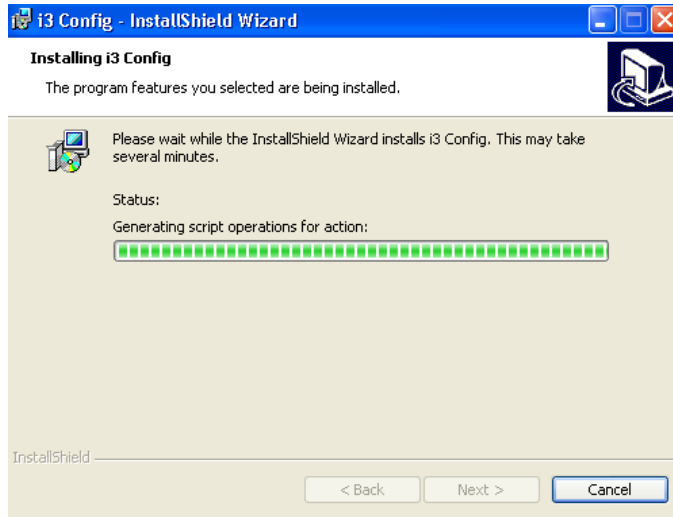
Double click on the icon with the right mouse button to open the installation program.



Follow the steps in the installation wizard to install the *i*³ Configurator to your PC.



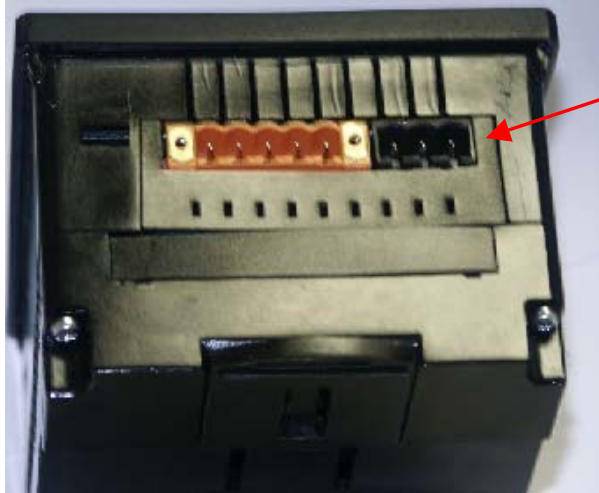




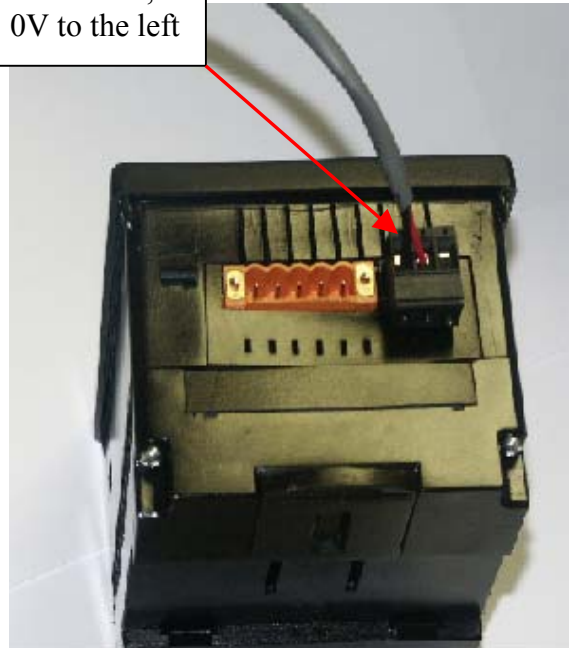
Tick the “Launch the program” box and click Finish.

Powering up and Connecting to an *i*³

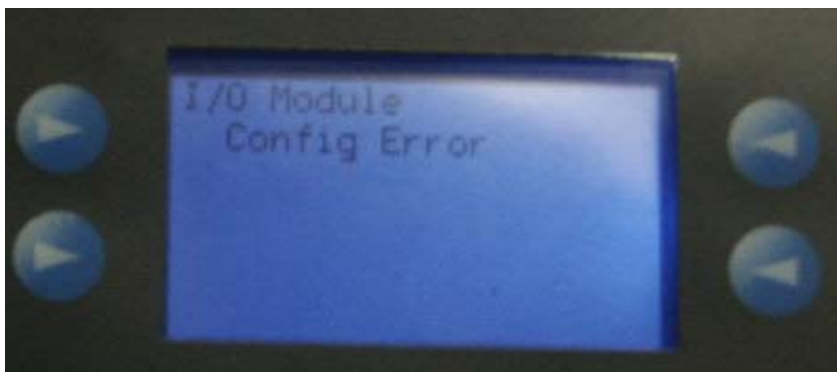
Connecting power to the *i*³



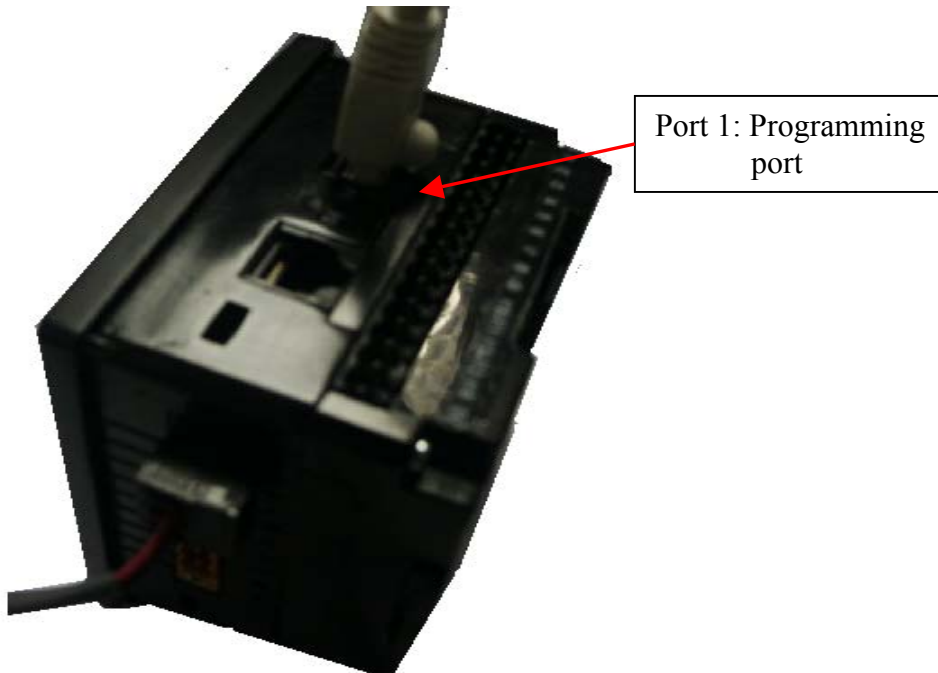
+24VDC in the middle, 0V to the left



When power is applied the *i*³ will then run a system diagnostic before running the user program.



To connect the *i*³ to a PC, connect the i3-PC45, RJ45 end into port 1 of the *i*³ and the 9 pin serial connector into the serial port of the PC (or USB to Serial adaptor).

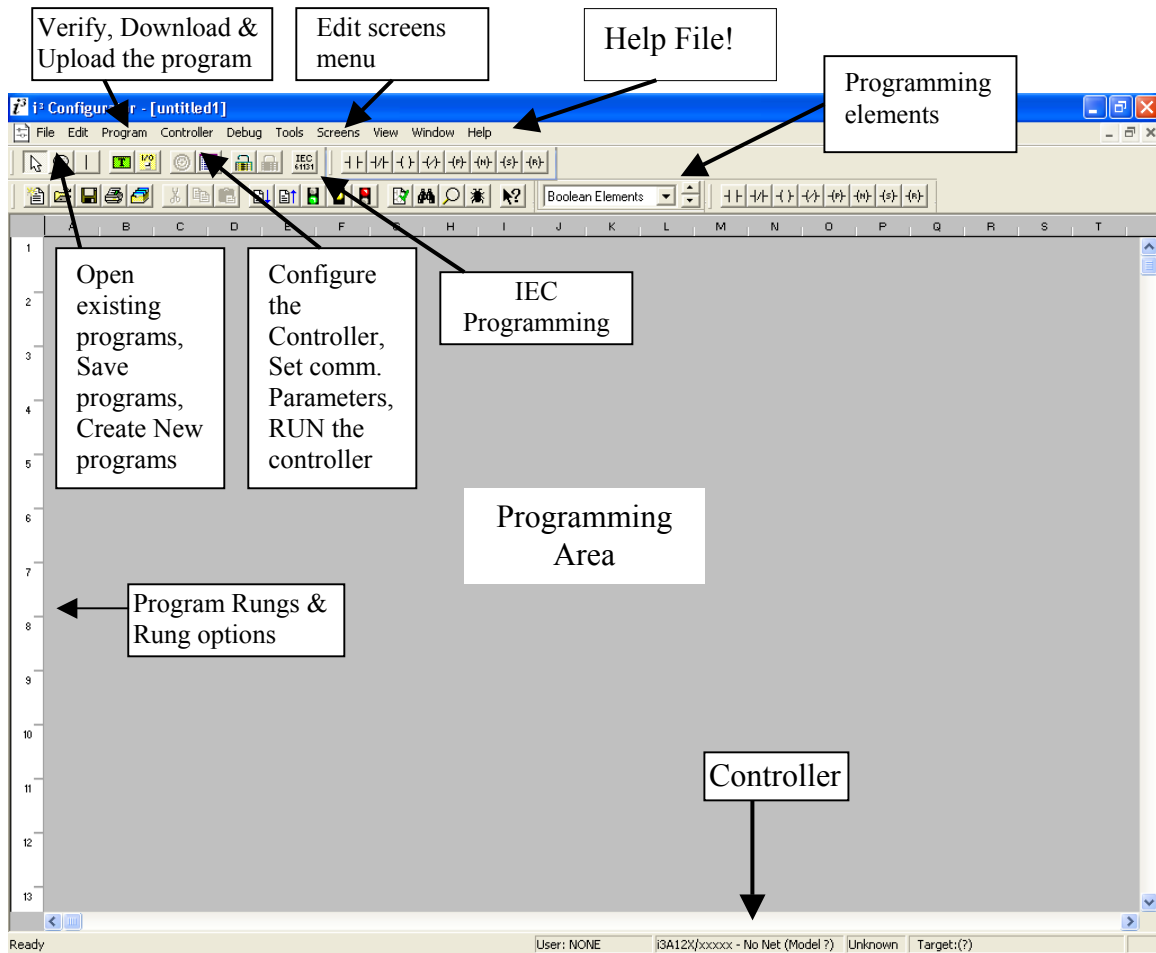


Tour of the *i*³ Configurator

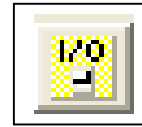
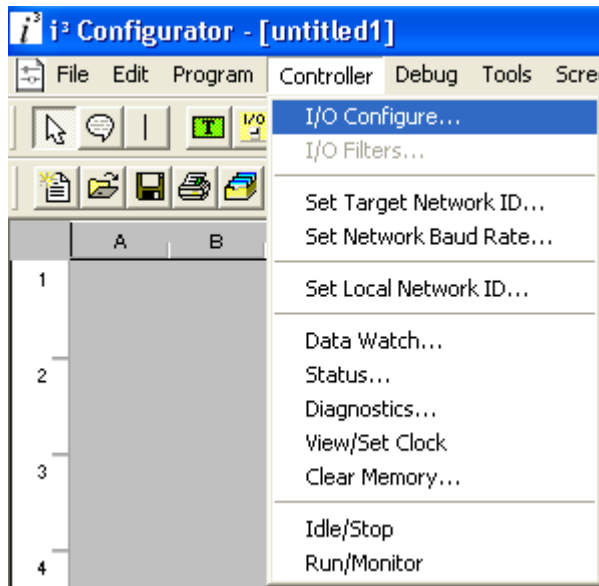
To launch the *i*³ Configurator program, either select the option from the Programs menu in Windows or double click the icon on the desktop with the right mouse button.



The program is launched and we are faced with a blank new program named “untitled1.csp”.



With an i³ connected it will automatically link to the i³ configurator software and set up the Controller, however it is best to check.

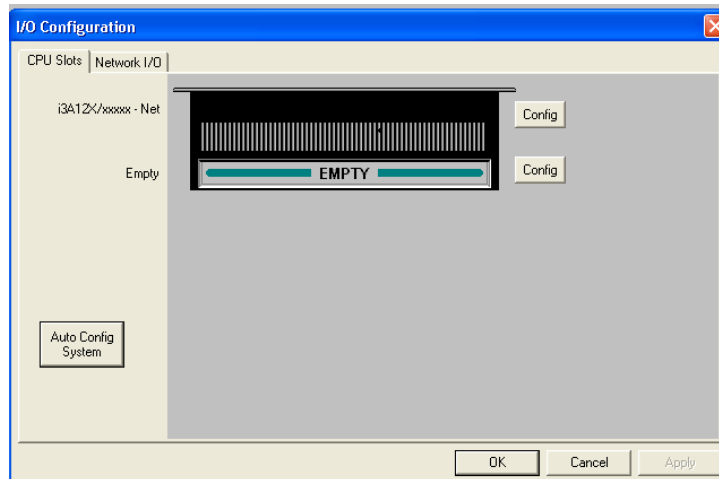


Click the icon or select from the Controller menu "I/O Configure"

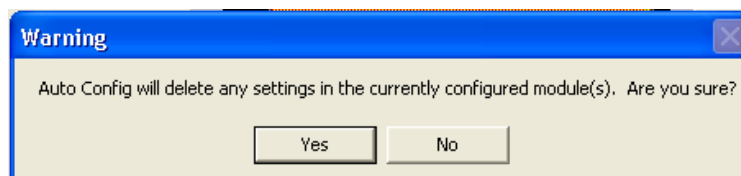
There are two ways to configure the controller, manually or automatic.

With an i³ connected to the PC the easiest method is to Auto-Config.

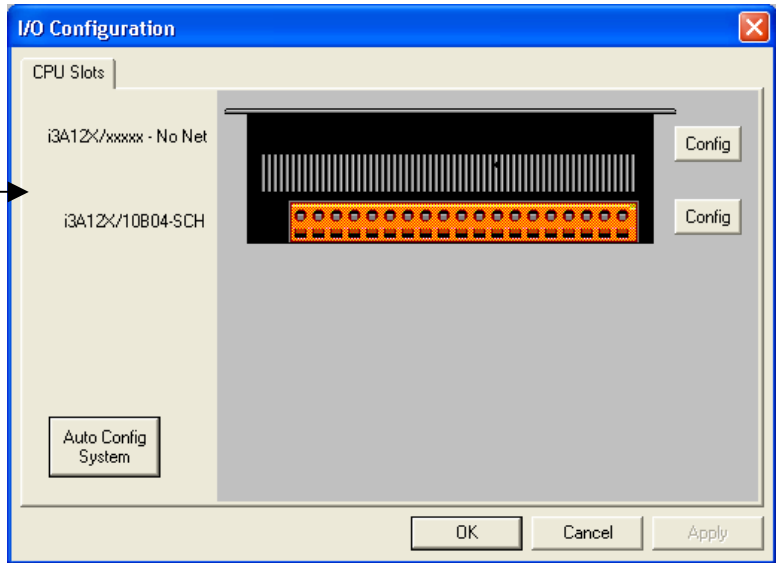
Automatic



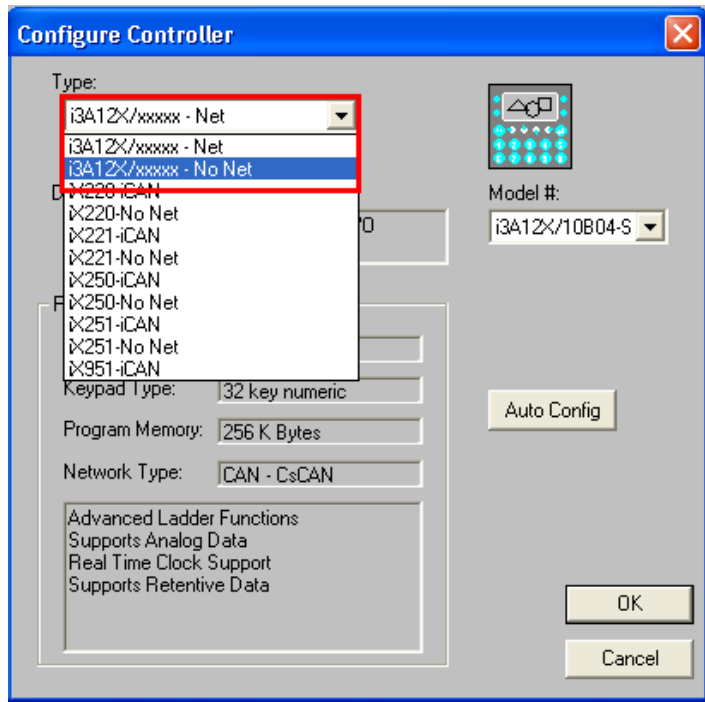
Click on the Auto-Config button. A warning pop up will appear, click Yes.



Correct type and model have now been set up



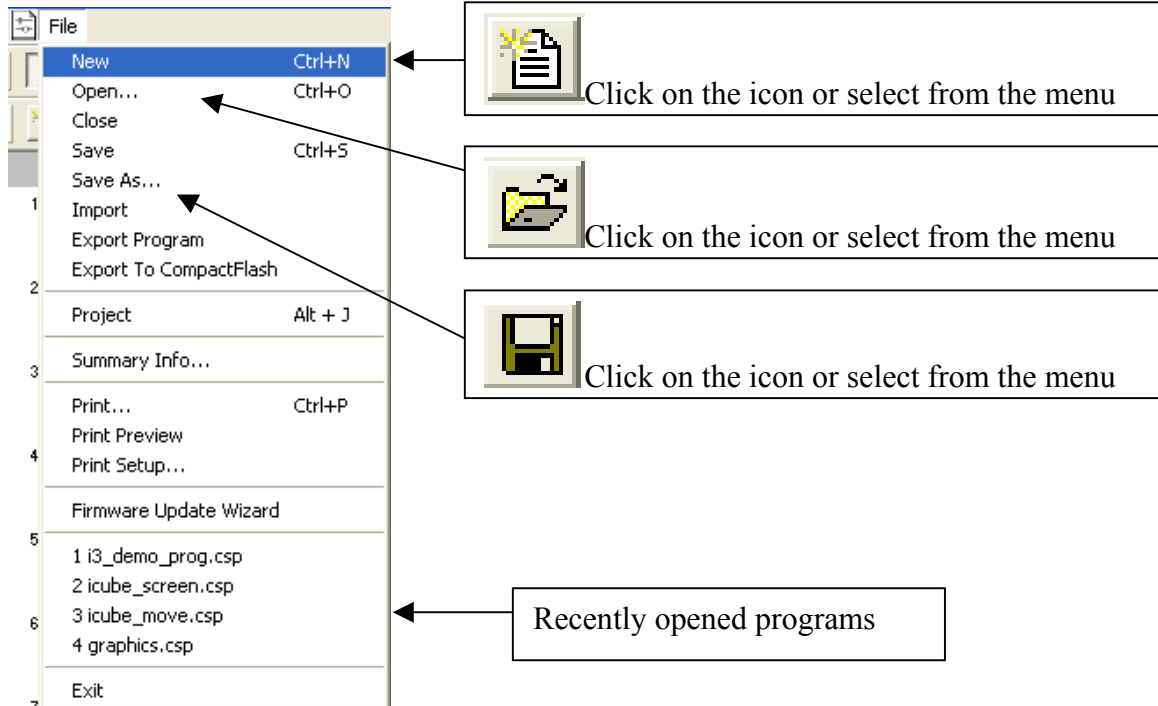
Manual



To configure the Controller manually click on the Config button with the right mouse button and then select the type of controller from the pull down list. Then select the correct model number.

Creating a Program

Creating a New program, Saving a program or Opening an existing program, all done in the file menu.



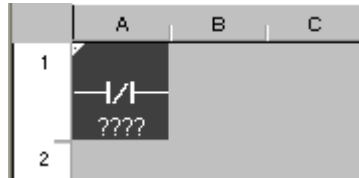
The program file name format is “program_name” followed by the extension .csp
For example, program_name.csp

Example

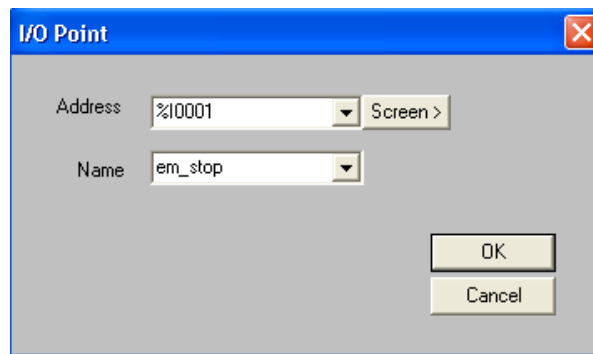
Create a new program and save it. Name the program “bestofbothworlds”.csp

Select the Boolean elements and right click the mouse on the NC contact.

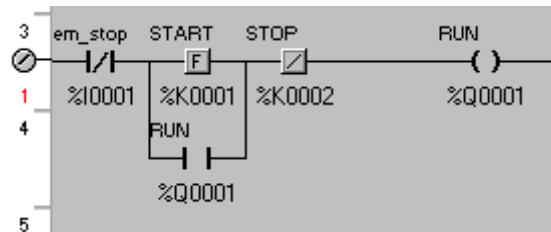
Insert it at A1.



Insert the following detail into the contact

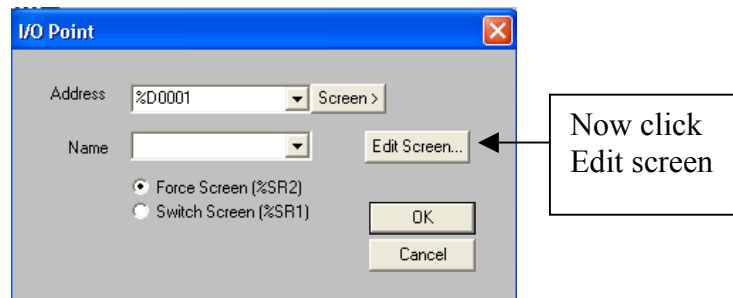
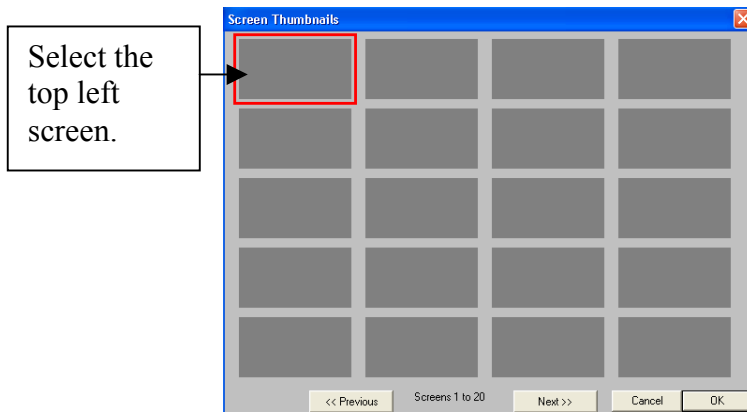
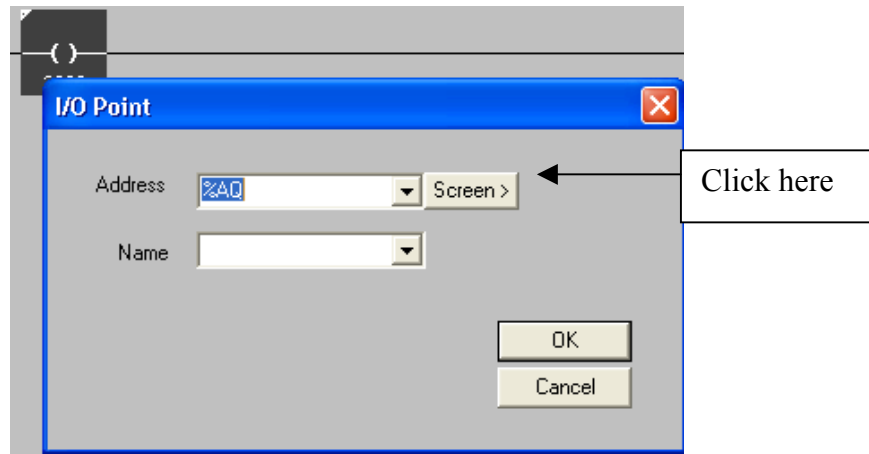


Now using the Boolean elements insert contacts and coils to make the following latching ladder diagram.

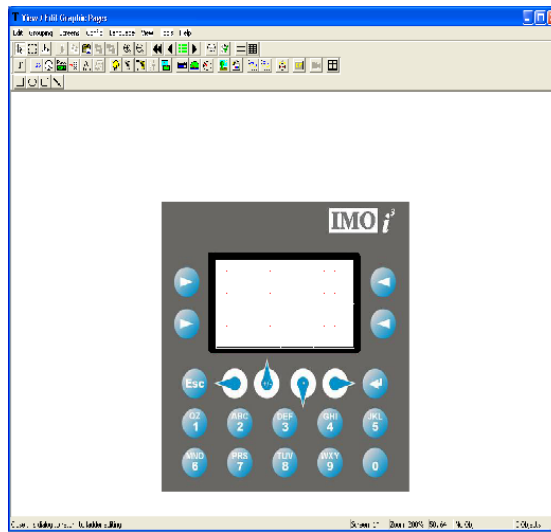


Variable Name	Address	Type
EM_STOP	%I0001	NC CONTACT
START	%K0001	NO Function Key
STOP	%K0002	NO Function Key
RUN	%Q0001	NO Coil & Contact

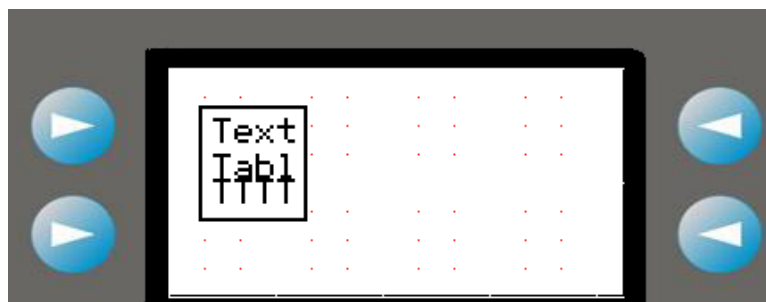
Now select another NO coil and insert it to the right of the RUN coil. When the I/O point menu pops up, click the screen button.



This will open up the screen editor.



Select the Text Table button and right click on the screen.



Double click on the word box to open up the properties.

The screenshot shows the 'Text Table Data Properties' dialog box with the following settings:

- Controller Register:** Address: %Q0001, Register Width: 1-bit, Name: operation
- Data Format:** Justification: Center, Font: San Serif 10, Digits: 7, Text Table Number: 1, Editable: unchecked, 3D Sunken: unchecked
- Display Properties:** Attributes >>>, Background Color >>> (white), Legend >>>, Line Color >>> (black), Data Color >>> (black)

Callouts:

- Top-left: Enter the details as shown
- Right: Click on the Text table button.
- Bottom-left: Once the Text table has been set up click the Legend button

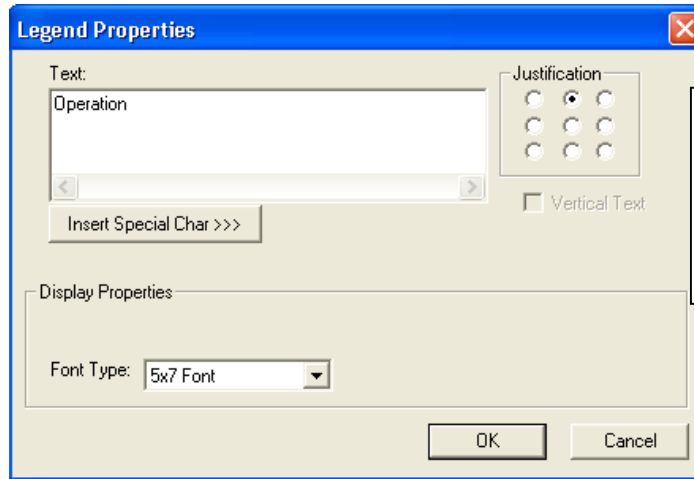
The screenshot shows the 'Edit/View Text Tables' dialog box with a 'Text Table Entry' sub-dialog open. The 'Text Table Entry' dialog has:

- Value: 0
- String: STOPPED
- Buttons: Cancel, OK

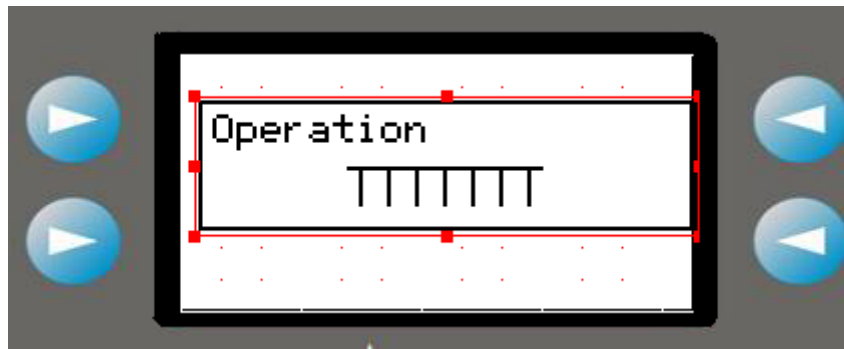
The 'Edit/View Text Tables' dialog has:

- Table Number: 1
- Buttons: Add, Edit, Remove
- Bytes Used: 2
- Buttons: OK

Callout: Click Add and assign the string STOPPED to the value 0, Click OK. Click Add again and assign the string RUNNING to the value 1. Finally click OK to exit the Text Table Entry.



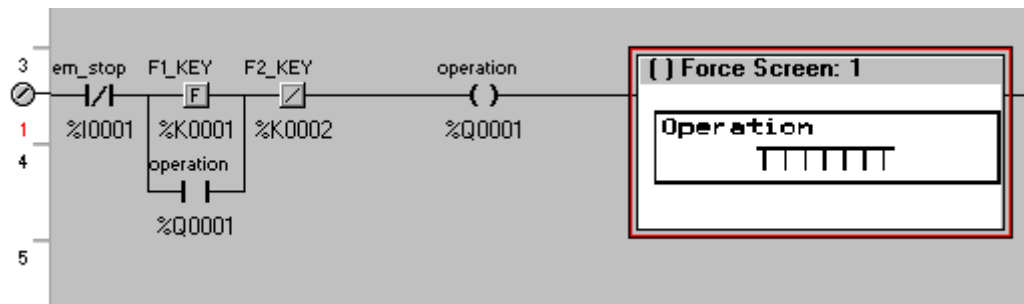
Delete the default text and enter the details shown. Click OK.



The Text Table box may need to be resized. Click and hold on the edge of the box and drag bigger

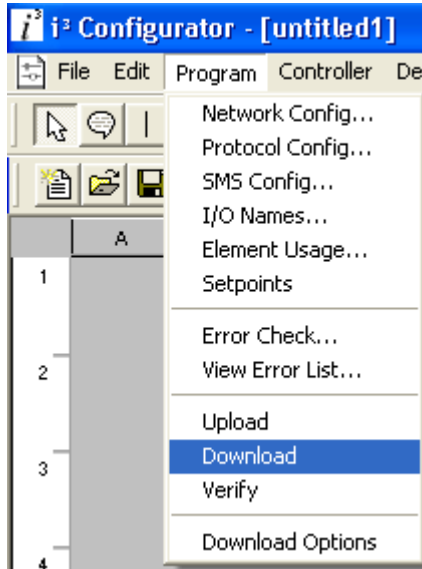
Now close the graphic edit by clicking on the cross at the top right of the window. Click OK and the I/O point pop up window

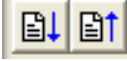
The ladder diagram will now look like the diagram below.




Program Options

Downloading, Uploading and Error Checking the program.



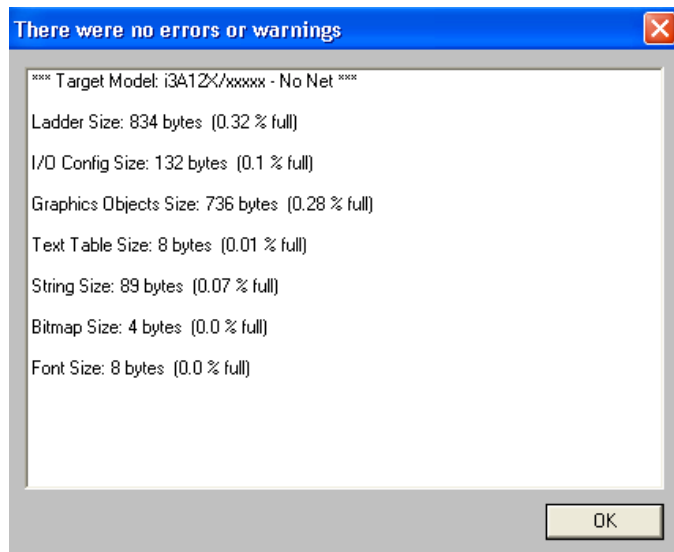


To Download or Upload from the i3 either select the options from the menu or click on the icon.



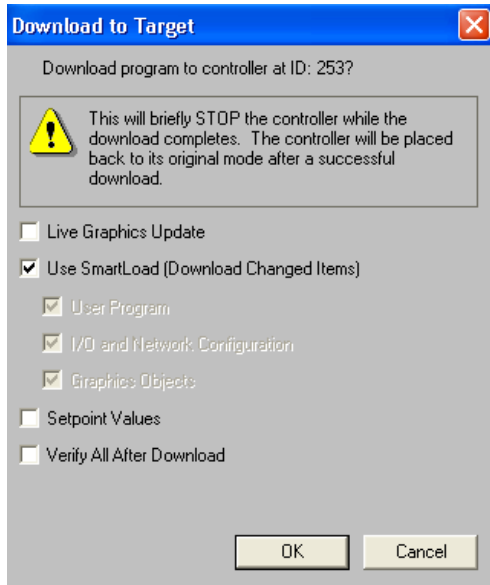
It is a good idea to Error Check the program before downloading. Click the icon or select from the menu.

The error check gives the user a report on the project and lists any errors found.

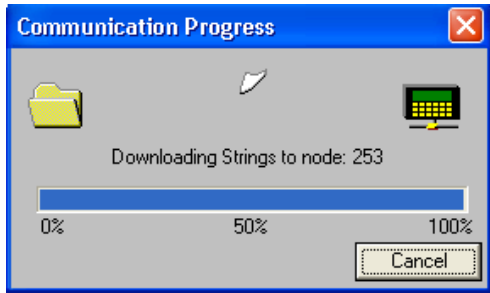


Example

First Error Check the program you just created and then download it to the controller.

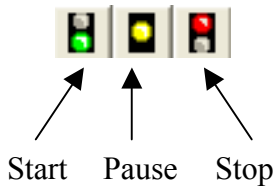
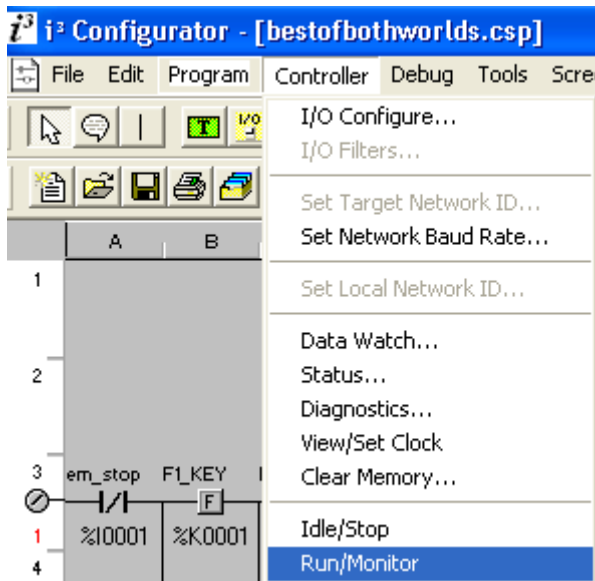


Tick the Use SmartLoad and click OK.

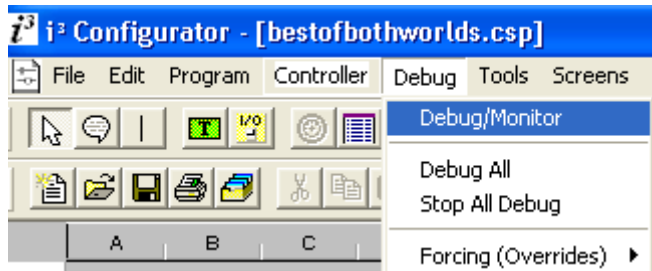



Running and Monitoring the i³ Program

The i³ will be by default in STOP mode and requires to be put into RUN mode for the programmed i³ to operate.

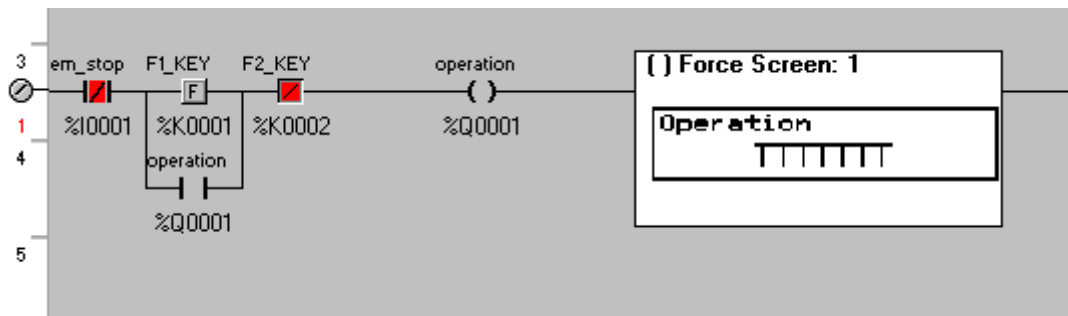


Either use the icons or select from the menu.



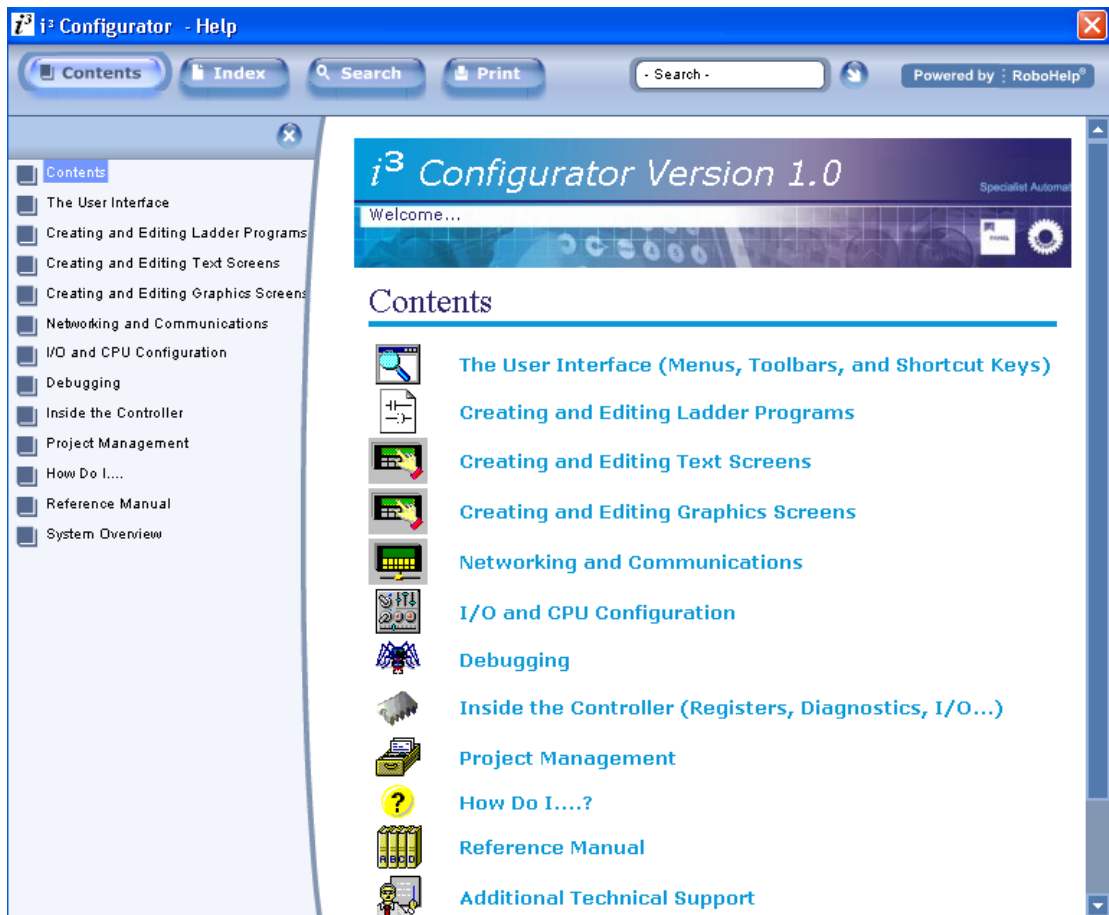
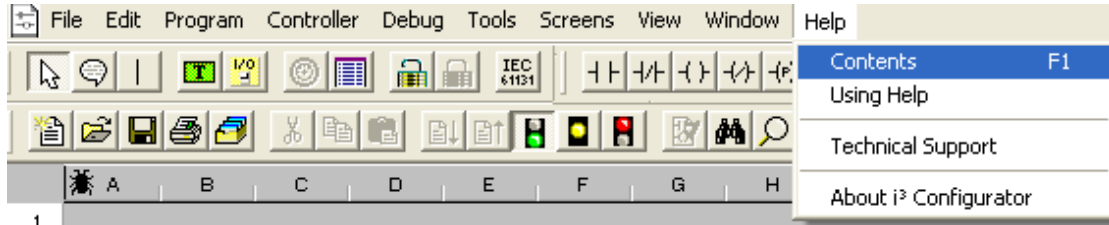
 To Monitor the RUNNING program either select from the menu or click the icon.

When the program is being monitor, made contacts and coils are shown in red.



i³ Help File

The help file is extensive and explains all that there is to know on the i³, to open the Help file, either use the menu or press F1.



Appendix A: Data Types

- BOOL** - Boolean; A single bit. '0' or '1', a.k.a 'FALSE' or 'TRUE'
- BYTE** - Byte; 8 consecutive bits. Byte format is used more where the value of the data is not as important as the bit patterns (shifts and rotates).
- WORD** – Word; A string of 16 consecutive bits. Word format is used more where the value of the data is not as important as the bit patterns (shifts and rotates).
- DWORD** - Double Word; A string of 32 consecutive bits. DWORD format is used where the value of the data is not as important as the bit patterns (shifts and rotates).
- INT** – Integer; A 16-bit signed value. Integers are used where the value of the data is expected to be in the range of -32,768 to +32,767
- SINT** - Short Integer; An 8-bit signed value. Short Integers are used where the value of the data is expected to be in the range of -128 to +127.
- DINT** - Double Integer; A 32-bit signed value. Double Integers are used where the value of the data is expected to be in the range of -2,147,483,648 to +2,147,483,647.
- UINT** - Unsigned Integer; A 16-bit unsigned value. Unsigned Integers are used where the value of the data is expected to be in the range of 0 (zero) to 65,535.
- USINT** - Unsigned Short Integer; An 8-bit unsigned value. Unsigned Short Integers are used where the value of the data is expected to be in the range of 0 (zero) to 255
- UDINT** - Unsigned Double Integer; A 32-bit unsigned value. Unsigned Double Integers are used where the value of the data is expected to be in the range of 0 (zero) to 4,294,967,296.
- REAL** - Floating Point; A 32-bit value. Values are stored and operated on in IEEE single precision (six digit) format. Values range from -3.40282E+38 to +3.40282E+38.
- STRING** – String; A variable-length succession of characters. Each character is represented by one byte.

Appendix B: i³ Register Types

Type	Description and example of use	Format	Retentive	#Available
%I	Discrete Inputs from the field; prox sensors, panel buttons, etc	BOOL	YES	2048
%Q	Discrete Outputs to the field; relays, indicator lamps, etc.	BOOL	NO	2048
%AI	Analog Inputs from the field; Thermocouples, 4-20mA inputs	WORD	YES	512
%AQ	Analog Outputs to the field; 0-10VDC or 4-20mA outputs	WORD	NO	512
%IG	Global Discrete Inputs from the CAN; in from other OCS	BOOL	YES	64 per node
%QG	Global Discrete Outputs to the CAN; out to other OCS	BOOL	NO	64 per node
%AIG	Global Analog Inputs from the CAN; in from other OCS	WORD	YES	32 per node
%AQG	Global Analog Outputs to the CAN; out to other OCS	WORD	NO	32 per node
%T	Internal Temporary bits, use for contacts and coils	BOOL	NO	2048
%M	Internal Temporary bits, use for contacts and coils	BOOL	YES	2048
%R	Internal Registers, use for Timers and Counters and other data	WORD	YES	2048-9999
%K	Keypad bits, reflect Function Key status	BOOL	NO	5-12
%D	Display bits, control screens or indicate screen on/off	BOOL	NO	200-1023
%S	Internal System Bits (See System Registers)	BOOL	---	---
%SR	Internal System Registers (See System Registers)	WORD	---	---

Appendix C: System Bits

Point	Name	Function
%S01	FST_SCN	Indicates First Scan
%S02	NET_OK	Network is OK
%S03	T_10MS	10mS pulse
%S04	T_100MS	100mS pulse
%S05	T_1SEC	1 second pulse
%S06	IO_OK	I/O is OK

Point	Name	Function
%S07	ALW_ON	Always ON
%S08	ALW_OFF	Always OFF
%S09	PAUSING_SCN	Pause 'n Load soon
%S10	RESUMED_SCN	Pause 'n load done
%S11	FORCE	I/O being forced
%S12	FORCE_EN	Forcing is enabled

Appendix D: System Registers

For Details on the functionality of the different SR registers, consult the help file.

SR #	Name	Min	Max
1	User Screen Number	0	200*
2	Alarm Screen Number	0	200*
3	System Screen Number	0	10*
4	Self Test Result		
5	Controller Mode (RUN..)	0	2
6	Scan Rate Avg		
7	<i>Reserved</i>		
8	<i>Reserved</i>		
9	Edit Buffer Low		
10	Edit Buffer High		
11	Ladder Size Low		
12	Ladder Size High		
13	User Text Size Low		
14	User Text Size High		
15	System Text Size Low		
16	System Text Size High		
17	I/O Config Size Low		
18	I/O Config Size		

SR #	Name	Min	Max
39	BIOS Version		
40	FPGA Version		
41	LCD Columns		
42	LCD Rows		
43	Keypad Type		
44	RTC Seconds	0	59
45	RTC Minutes	0	59
46	RTC Hours	0	23
47	RTC Day of Month	1	31
48	RTC Month	1	12
49	RTC Year	1996	2095
50	RTC Day of Week	1	7
51	Network Error Count		
52-55	<i>Reserved</i>		
56	Last Key		
57	LCD Backlight		
58	User Leds		
59-60	<i>Reserved</i>		

SR #	Name	Min	Max
	High		
19	Net Config Size Low		
20	Net Config Size High		
21	Security Data Size Low		
22	Security Data Size High		
23	Ladder CRC		
24	User Text CRC		
25	System Text CRC		
26	I/O Config CRC		
27	Net Config CRC		
28	Security Data CRC		
29	Network ID Low	1	253
30	Network Baud Rate	0	3
31	Network Required	0	1
32	LCD Contrast	1	255
33	Key Toggle Mode	0	1
34	Serial Protocol		
35	Serial Number Low		
36	Serial Number High		
37	Model Number		
38	Engine Version		

SR #	Name	Min	Max
61	Num Ids		
62-174	<i>Reserved</i>		
175	CF Status		
176	CF Free Low		
177	CF Free High		
178	CF Total Low		
179	CF Total High		
180	Reserved		
181	Alarms Unacknowledged		
182	Alarms Active		
183	System Beep	0	1
184	User Beep	0	1
185	Screen Saver	0	1
186	Screen Saver Time	5	1200
187	Network Usage (Avg)	0	1000
188	Network Usage (Min)	0	1000
189	Network Usage (Max)	0	1000
190	Network TX Use (Avg)	0	1000
191	Network TX Use (Min)	0	1000
192	Network TX Use (Max)	0	1000

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