

USER-DEFINED WEB BROWSER SCREEN DESIGNING SOFTWARE

Model: DL30 Web Designer

USERS MANUAL

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1. INTRODUCTION

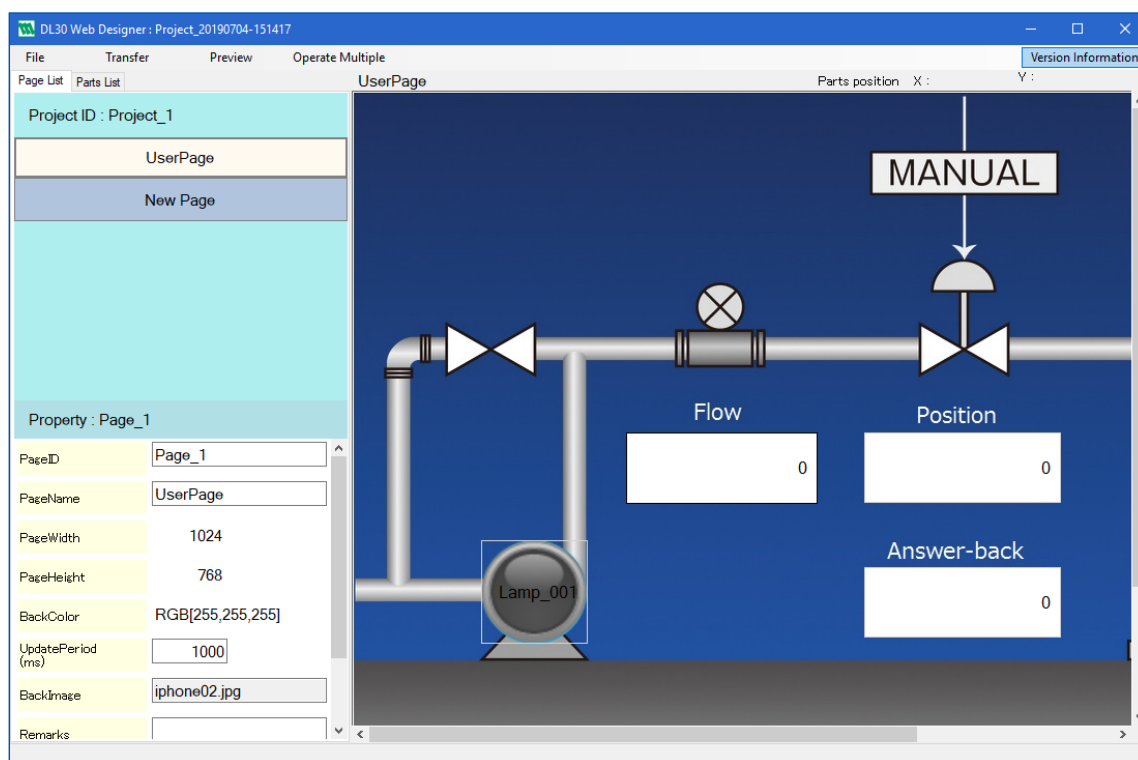
Thank you for choosing M-System.
Before use, check the following information.

1.1 Users manual compatible versions

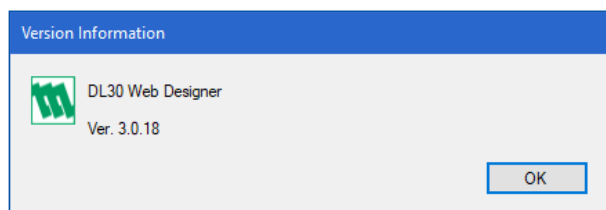
■ DL30 WEB DESIGNER SOFTWARE VERSION

This Users Manual is compatible with the model DL30 Web Designer version 3.2.0 or later.
Check the version of your DL30 Web Designer as follows.

- (1) Click [Version Information] at the right end of the menu bar.



- (2) Confirm the version as the [Version Information] dialog box appears.



2. INSTALLATION AND STARTUP

2.1 Preparations

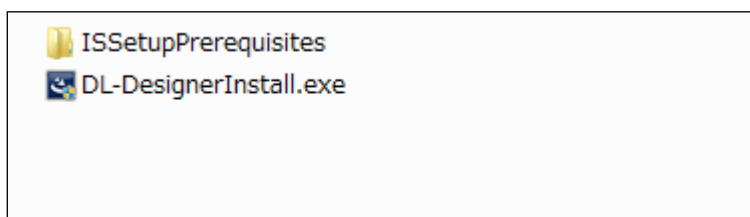
The software program can be downloaded from the M-System web site:

→ <http://www.m-system.co.jp/>

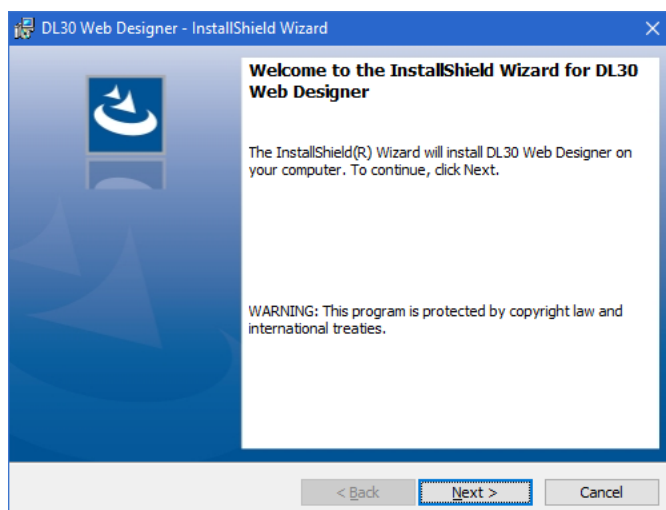
Download the compressed file on your PC, and decompress the file that contains 'DL-DesignerInstall.exe'.

2.2 Installation

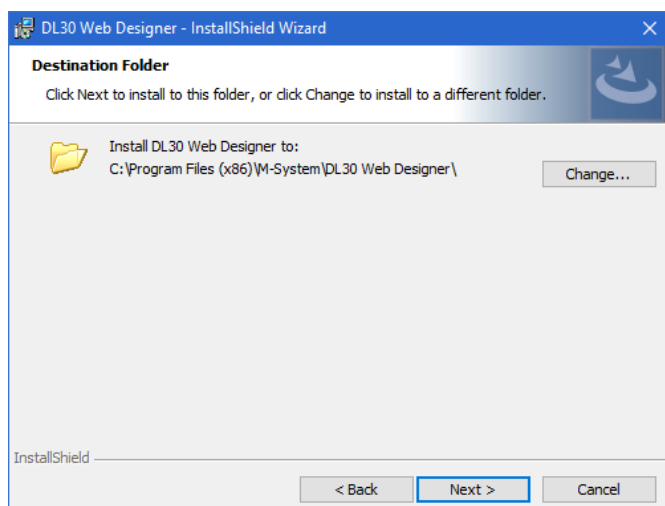
- (1) Execute 'DL-DesignerInstall.exe'.



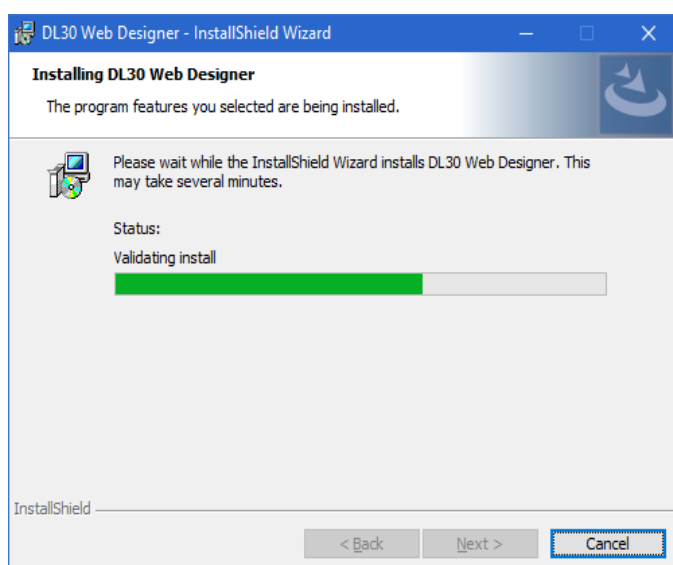
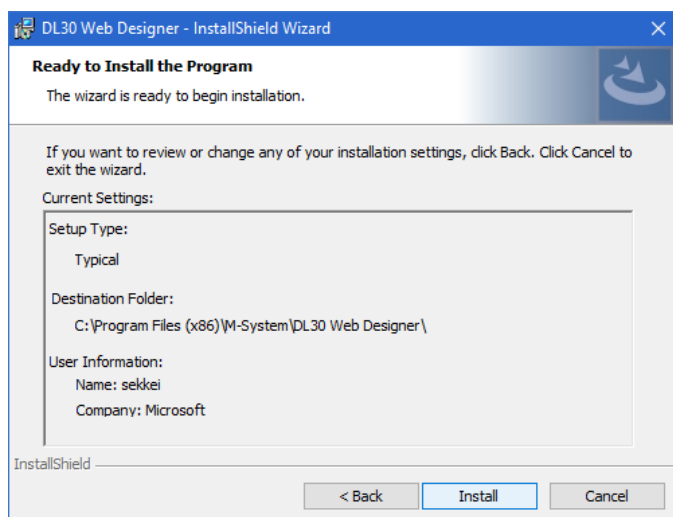
- (2) When the installation wizard appears, click [Next].



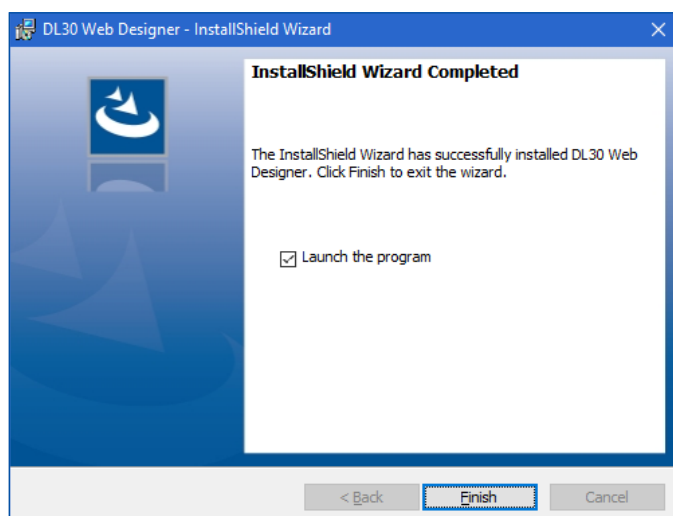
- (3) Change the installation folder, if necessary, and click [Next].



(4) Confirm the current settings, and click [Install] to start the installation.



(5) Click [Finish] when the installation is completed.



2.3 Uninstallation

When the DL30 Web Designer needs to be reinstalled in order to upgrade the program, for example, uninstall the existing program before reinstalling it.

To uninstall the program, go to Control Panel on your PC.

The installation procedure differs depending on the operating system.
Refer to the relevant instructions provided for your operating system.

2.4 Starting from the shortcut

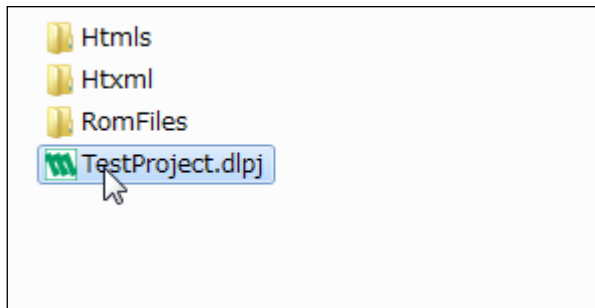
The shortcut to the DL30 Web Designer will be created on your desktop when the installation of the program is completed.

Double-click the shortcut icon to start the DL30 Web Designer.



2.5 Starting from a project file

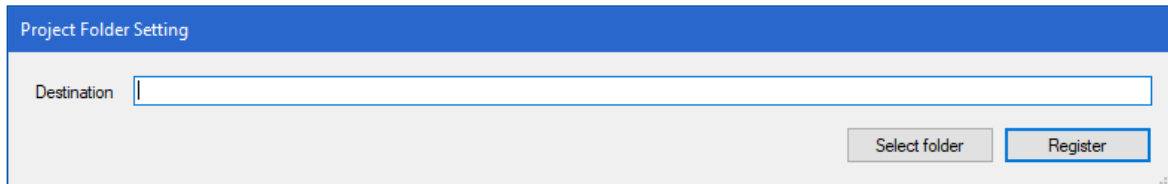
- (1) Open a project file (.dlpj) having been created on the DL30 Web Designer.
- (2) The DL30 Web Designer starts and the relevant project will be opened.



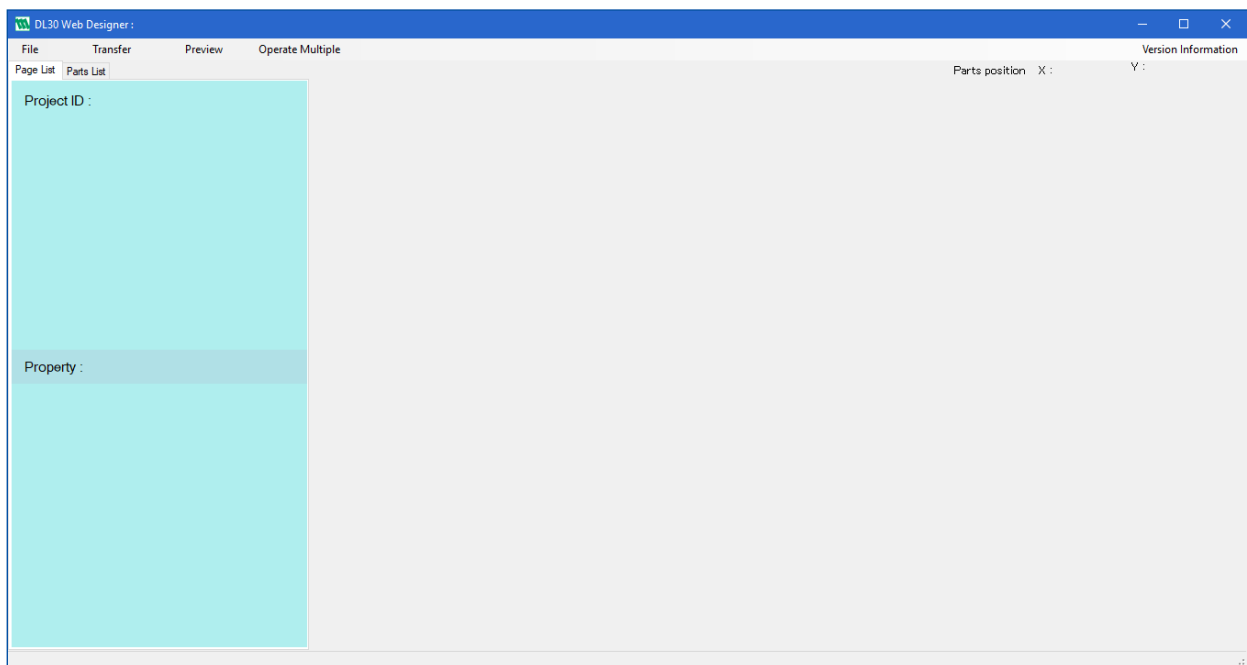
3. PROJECT

3.1 Setting destination folder to save projects

- (1) The 'Project Folder Setting' window appears at initial startup of the DL30 Web designer.
- (2) Click [Select folder] and specify a destination folder to save projects.
- (3) Click [Register].

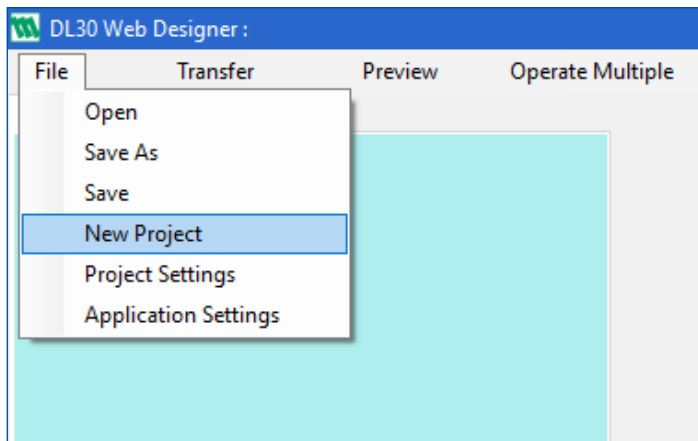


- (4) The initial screen appears.



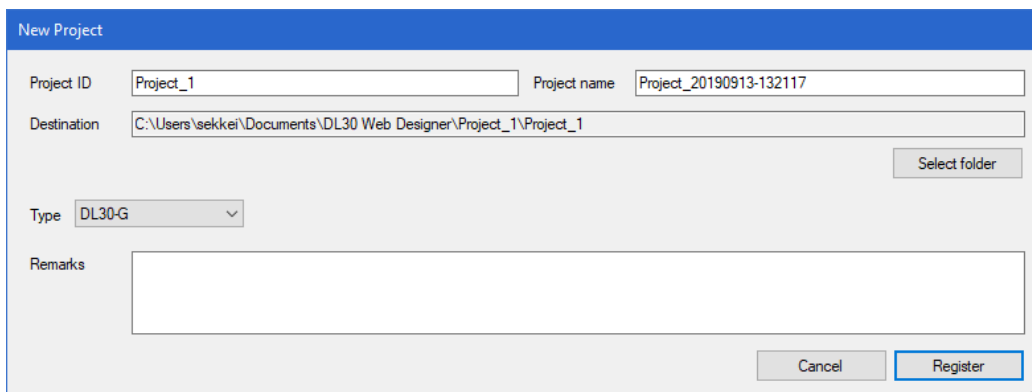
3.2 Creating a new project

- (1) Open [File] menu on the menu bar, and select [New Project] to open the [New Project] window.



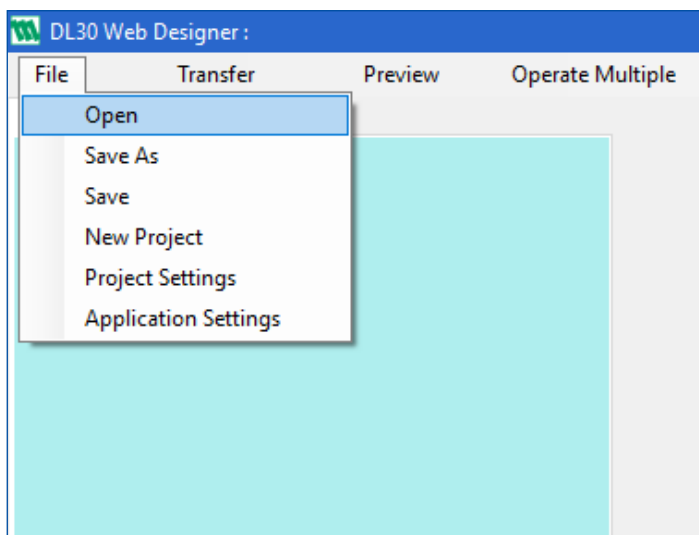
- (2) Default values are displayed. Edit each parameter as needed.

- (3) Select DL30-G (DO NOT select DL30-N) as 'Type' to which the created screen pages are transferred, and click [Register].



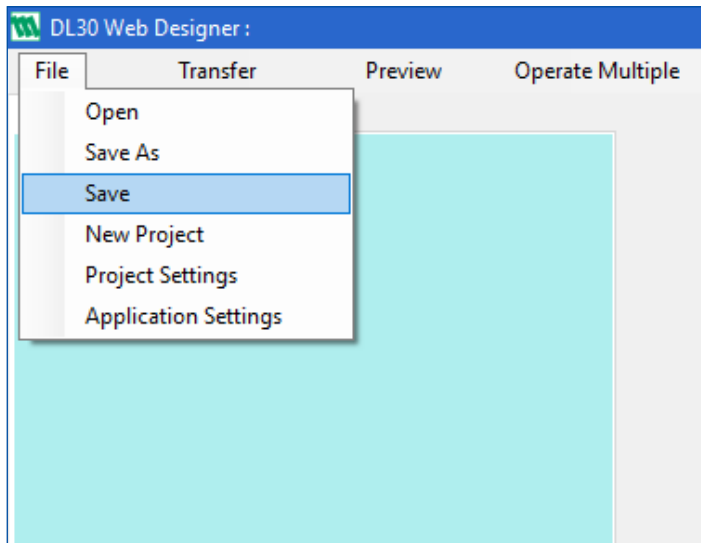
3.3 Opening an existing project

- (1) Open [File] menu on the menu bar, and select [Open].
- (2) Specify a project file to open.



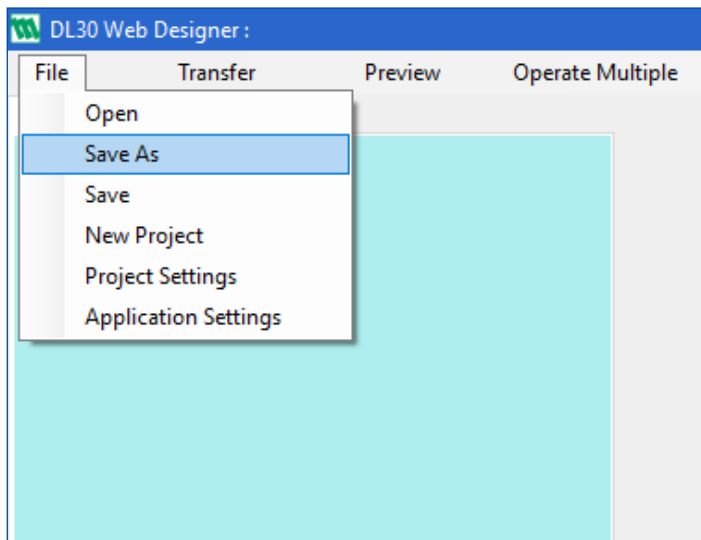
3.4 Overwriting a project

- (1) Open [File] menu on the menu bar, and select [Save].
- (2) As the file has been successfully saved, a completion message will appear.

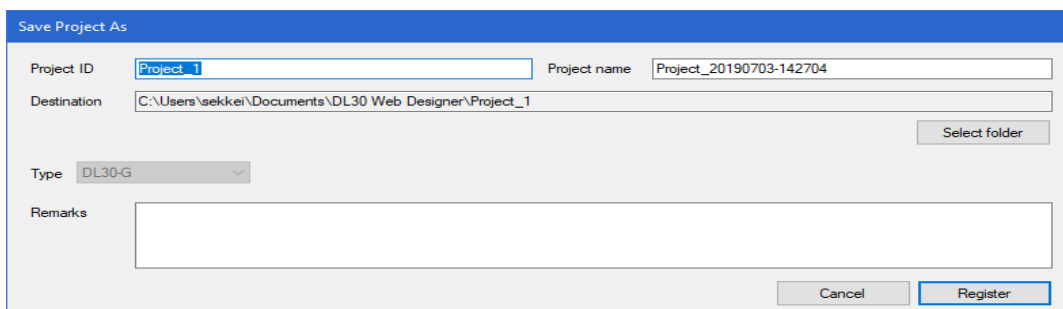


3.5 Saving a project as a new file

- (1) Open [File] menu on the menu bar, and select [Save as] to open the [Save Project As] window.

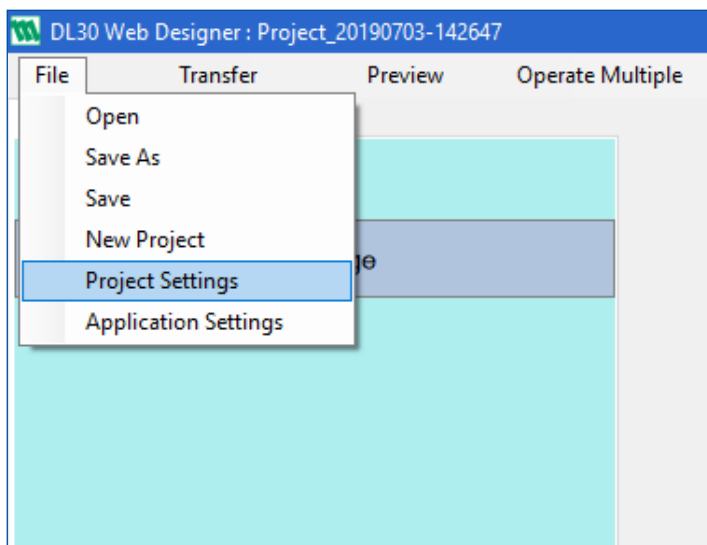


- (2) Default values are displayed. Edit each parameter as needed, and click [Register].
As the project has been successfully saved, a completion message will appear.

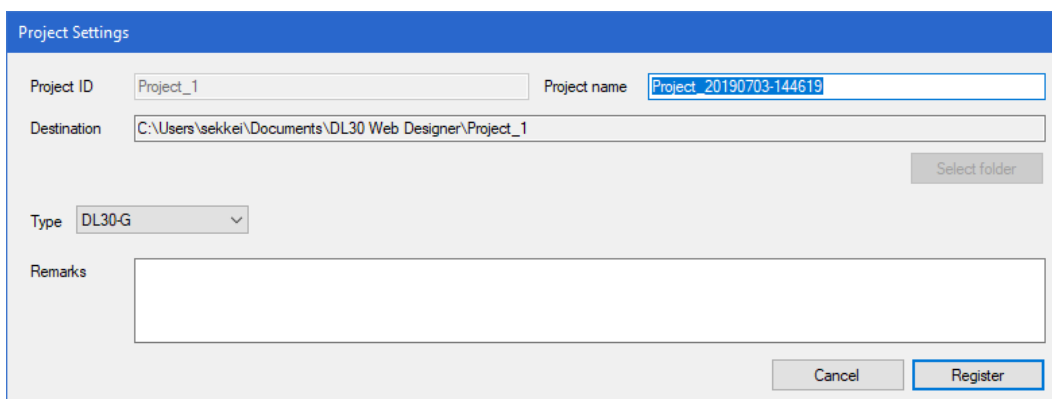


3.6 Changing project settings

- (1) Open [File] menu on the menu bar, and select [Project Settings] to open the [Project Settings] window.



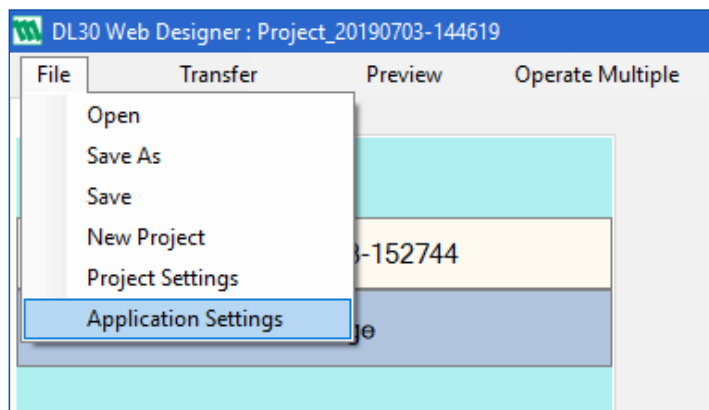
- (2) Default values are displayed.
Edit each parameter as needed, and click [Register].

The 'Project Settings' dialog box contains the following fields and controls:

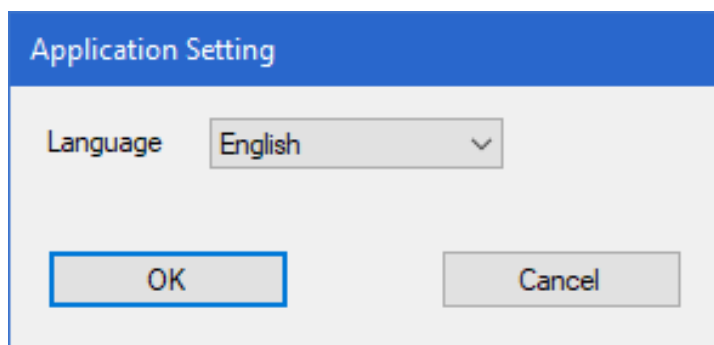
- Project ID:** Text field with 'Project_1'.
- Project name:** Text field with 'Project_20190703-144619'.
- Destination:** Text field with 'C:\Users\sekkei\Documents\DL30 Web Designer\Project_1' and a 'Select folder' button to its right.
- Type:** Dropdown menu showing 'DL30-G'.
- Remarks:** A large empty text area.
- Buttons:** 'Cancel' and 'Register' buttons at the bottom right.

3.7 Changing application settings

- (1) Open [File] menu on the menu bar, and select [Application Settings] to open the [Application Setting] window.



- (2) Select the language between 'English' and 'Japanese', and click [OK].



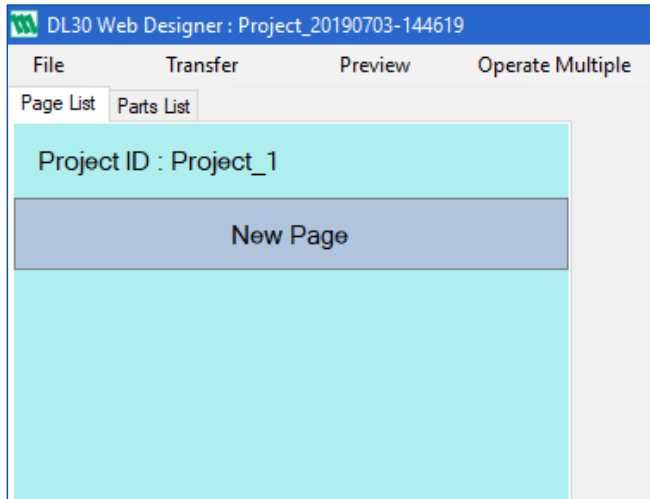
NOTES

- Restart the software in order to apply the setting change.
- The selected language is applied also to projects.
Select the language that matches the language to be used for projects before creating and transferring screen pages.

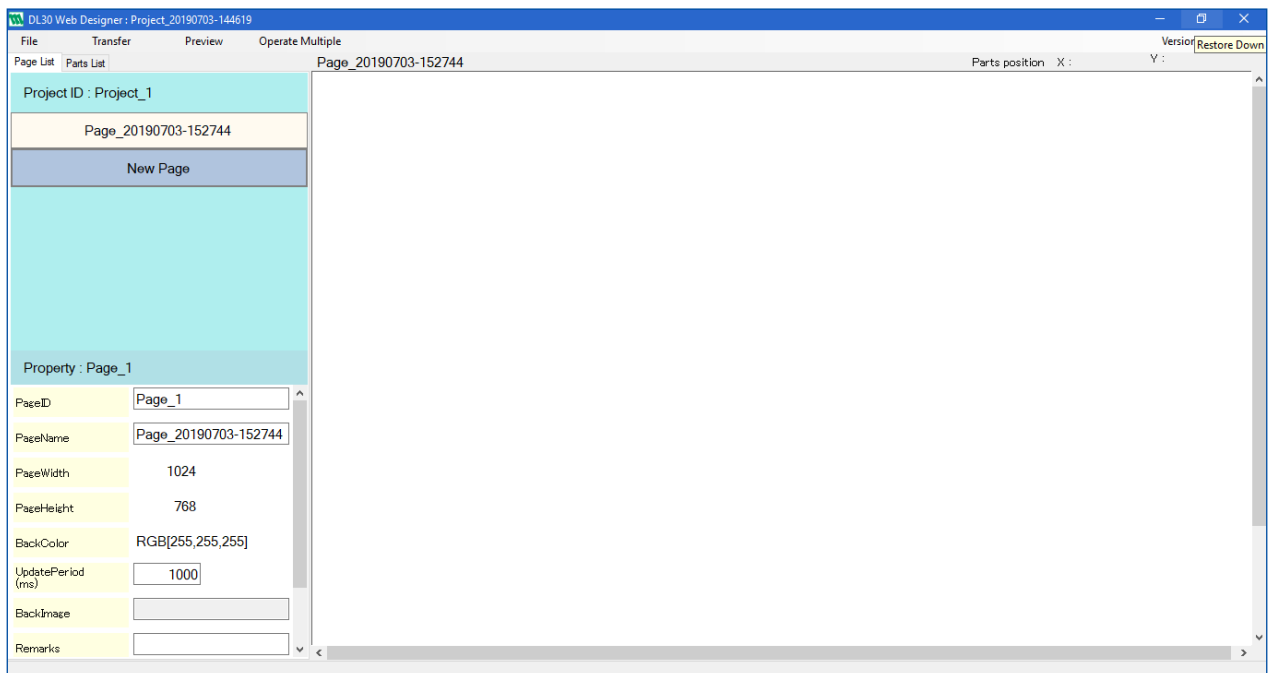
4. SCREEN PAGES

4.1 Adding a screen page

- (1) Open a project file, and click the [Page List] tab.
- (2) Click [New Page] button.

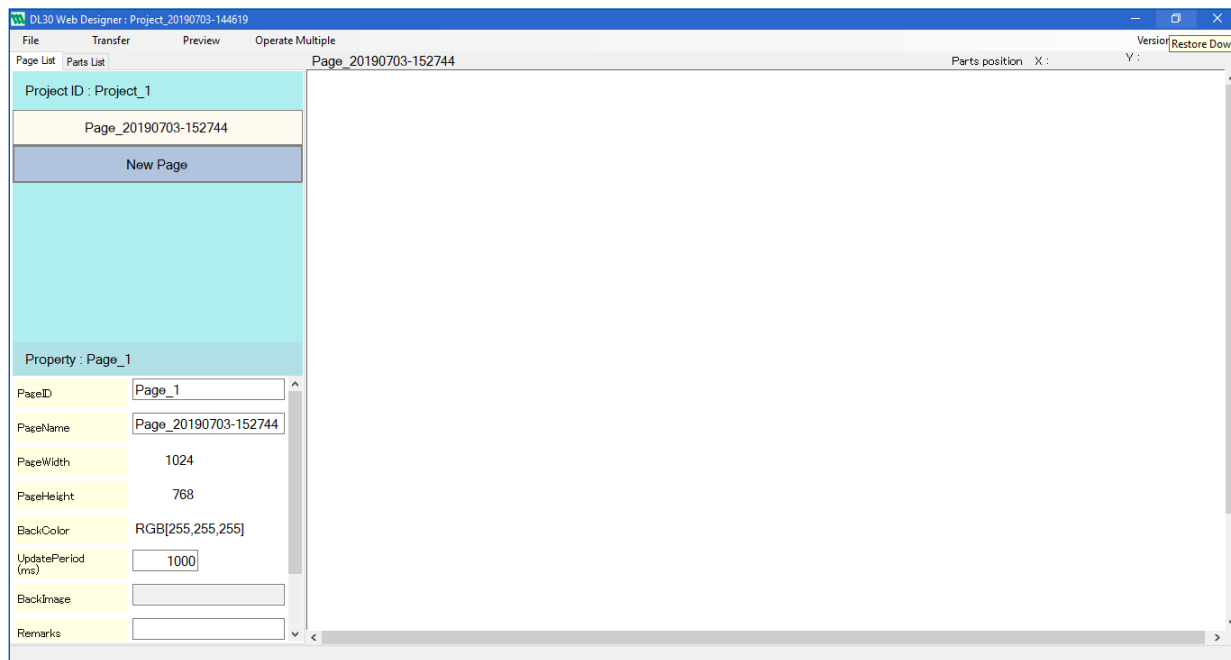


- (3) Confirm that a new screen page has been added to the page list.



4.2 Editing property of a screen page

- (1) Open a project file, and click the [Page List] tab.
- (2) Select the screen page to edit from the page list.
Edit properties as needed.

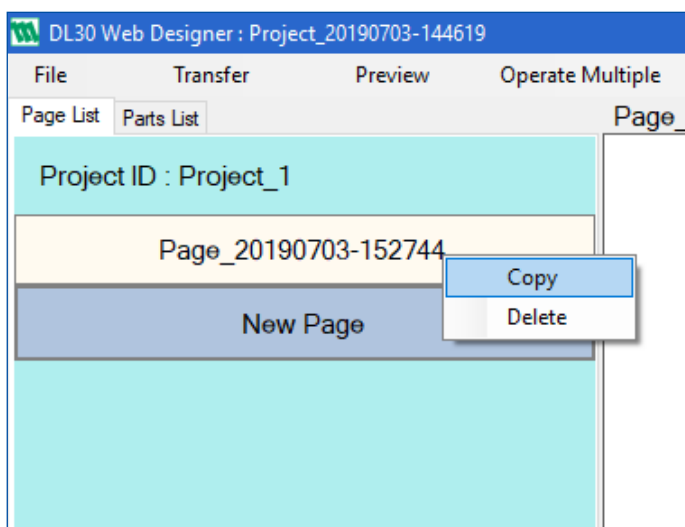


■ PAGE PROPERTY

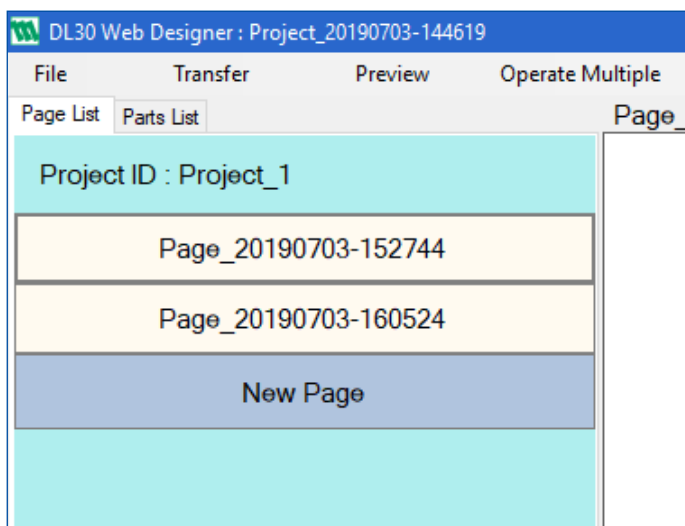
PROPERTY NAME	DESCRIPTION
PageID	The file name of the page. Use up to 19 alphanumerical characters, '-', and '_'.
PageName	The page name to be shown in the page list.
PageWidth	The width of the screen page (fixed to 1024).
PageHeight	The height of the screen page (fixed to 768).
PageColor	Set the background color of the screen page.
UpdatePeriod (msec.)	Set the update period of the screen page. Set within the range of 10 to 999999999 msec. Set to 0 for no update.
BackImage	Set an image for the background of the page.
Remarks	Not displayed on the page. Use for memorandum.
Created	The date when the page was created is automatically registered.
Modified	The date when the page was last updated is automatically registered.

4.3 Copying a screen page

- (1) Open a project file, and click the [Page List] tab.
- (2) Right-click on the page to copy in the page list to open the sub-menu, then click [Copy].

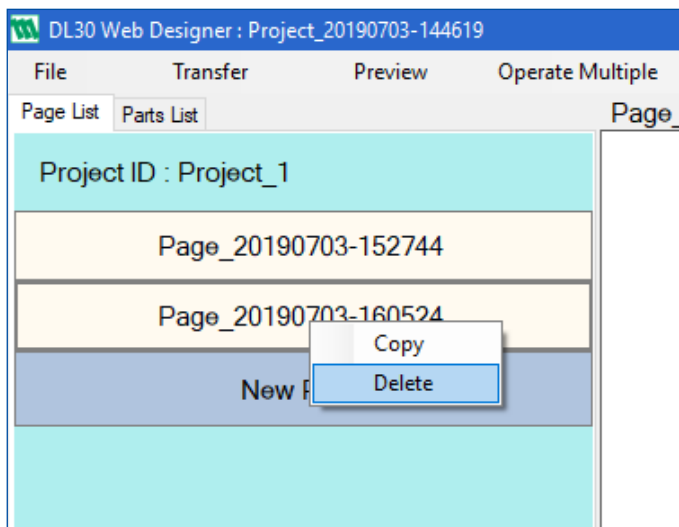


- (3) The copied page has been added to the page list as a new page.

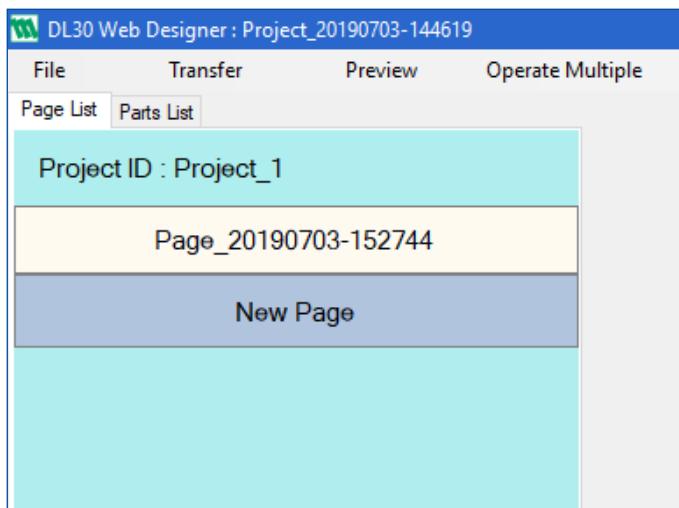


4.4 Deleting a screen page

- (1) Open a project file, and click the [Page List] tab.
- (2) Right-click on the page to delete in the page list to open the sub-menu, then click [Delete].

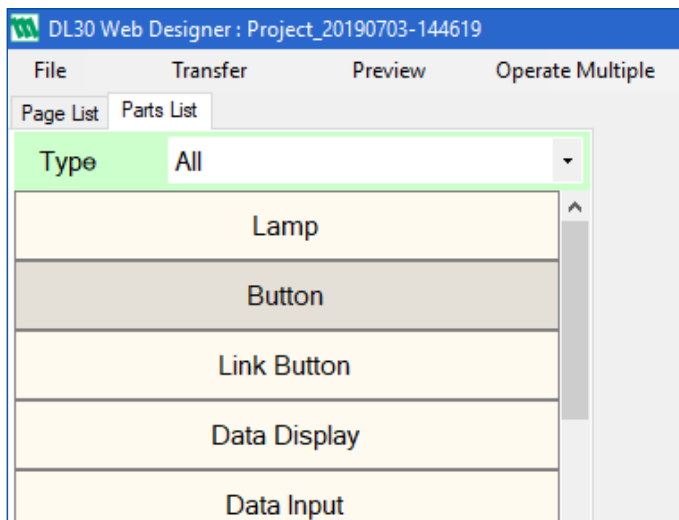


- (3) The page has been removed from the page list.

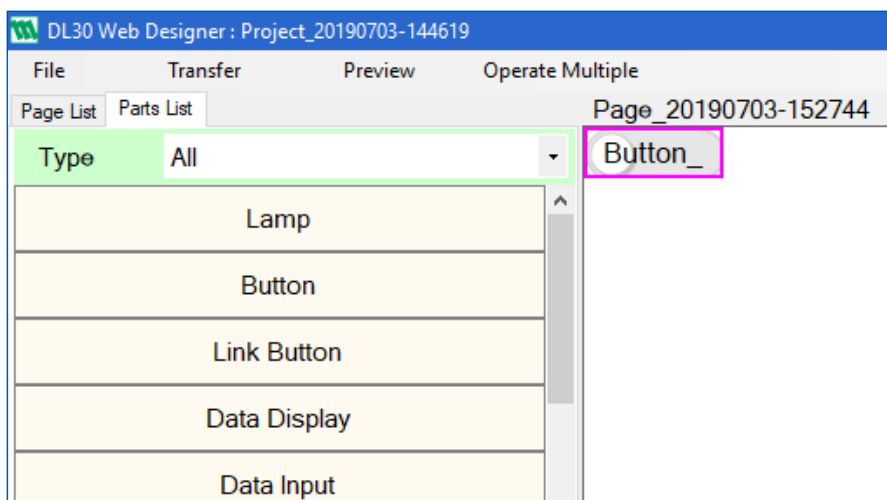


4.5 Allocating parts

- (1) Open a project file, and click the [Parts List] tab.
- (2) Select a part to allocate on the screen page from the parts list.



- (3) Confirm that the selected part is allocated on the screen page.
- (4) Information of the part is displayed in the respective property fields.

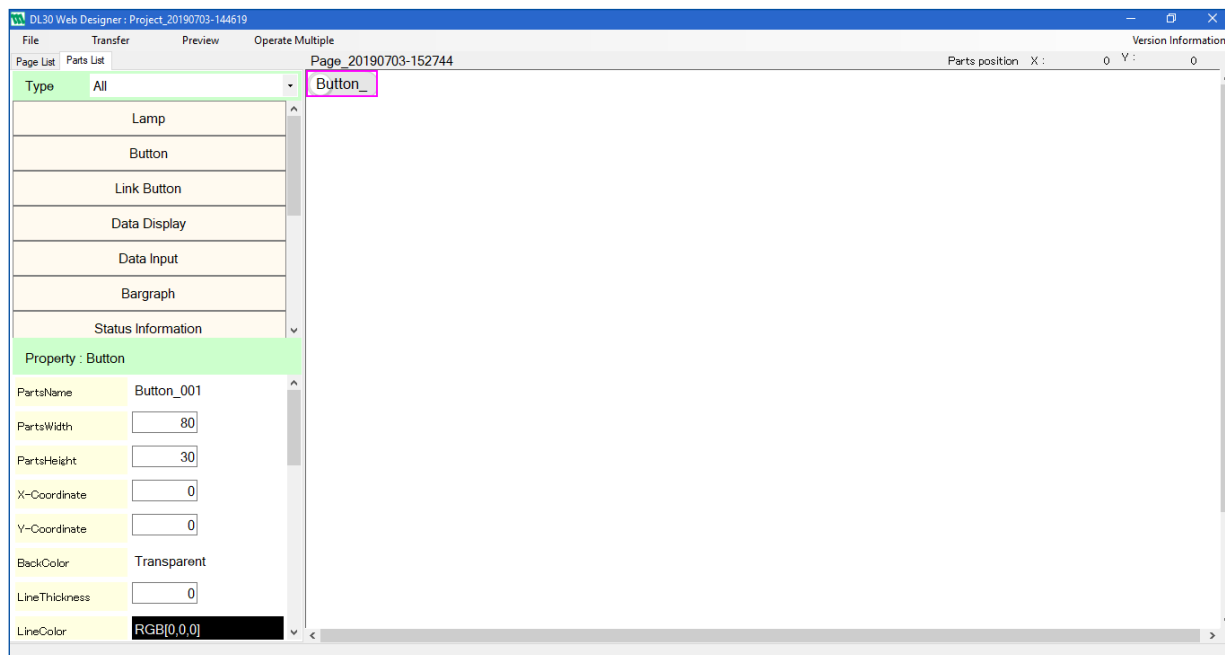


■ TYPES OF PARTS

PARTS NAME	REMARKS
Lamp	'Lamp' indicates On/Off status of a designated discrete I/O channel.
Button	'Button' indicates On/Off status of a designated discrete I/O channel, and performs various operations as needed.
Link Button	'Link Button' switches screen pages.
Data Display	'Data Display' displays data of the designated analog I/O channel.
Data Input	'Data Input' allows input of a value for the designated analog I/O channel.
Bargraph	'Bargraph' represents data of the designated analog I/O channel in a bargraph.
Text	'Text' displays any text.
Status Information	'Status Information' displays the name and the current time, date, month, and year of the DL30-G.
Figure	'Figure' displays a figure or an image (straight line, square, triangle, circle, image).

4.6 Editing properties of a part

- (1) Select a part on the screen page and edit properties shown in the lower left column.



4.6.1 Common property

■ COMMON PROPERTIES

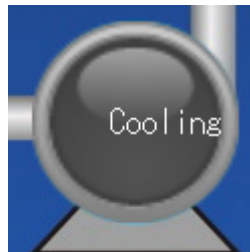
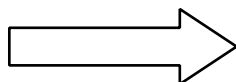
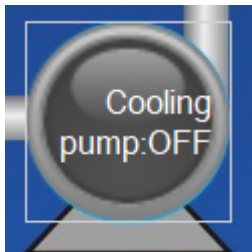
PROPERTY NAME	DESCRIPTION
PartsName	Part name is automatically defined when a part is added to the scree page. Part name is not editable nor displayed on the screen.
PartsWidth	Set the part width.
PartsHeight	Set the part height.
X-Coordinate	Determine the X-Coordinate from the left end of the screen.
Y-Coordinate	Determine the Y-Coordinate from the top of the screen.
BackColor *1	Set the background color of the part.
LineThickness *2	Set the thickness of the outline. The outline is not displayed when set to 0.
LineColor *2	Set the outline color.

*1 Not available if the part is a straight line.

*2 Not available if the part is a triangle.

NOTES

- When editing the 'Text' property of a part, the text entered in the 'Text' property field will wrap around to the next line when it reaches the end of the outline of the part. However, only the first line is displayed when the screen page is previewed on the Web Designer or transferred to the DL30-G and displayed on the web browser. Also, be sure to leave some space in the field as a text displayed in a single line may not be displayed to its end on the preview screen or on the web browser.



Text entered in the 'Text' property field
(Text wraps around when reaching the frame
end.)

Text displayed on the preview screen
or the web browser
(Only the first line is displayed.)

4.6.2 Lamps

A lamp indicates On/Off status of the designated discrete I/O channel using a text and/or an image.

Selectable channels: DI, MD, DO, GDO

■ LAMP PROPERTIES

PROPERTY NAME	DESCRIPTION
OffText	Enter a text to be displayed in Off state.
OffFontSize	Set the font size for 'OffText'.
OffTextAlign	Set the horizontal position of 'OffText'.
OffFontColor	Set the font color for 'OffText'.
OffImage	Set an image to be displayed in Off state.
OffImageDisplay	Select how the 'Offimage' is displayed within the part outline. <ul style="list-style-type: none">- Original Size: image is displayed in the original size.- Stretch Fit: image is stretched to fill the part outline.- Horizontal: image is stretched only horizontally to fit the part outline.- Vertical: image is stretched only vertically to fit the part outline.
OnText	Properties for On state. Refer to the descriptions of the corresponding properties for Off state.
OnFontSize	
OnTextAlign	
OnFontColor	
OnImage	
OnImageDisplay	
InitialDisplayState	Initially displayed state until the first data is acquired from the DL30-G.
CH	Select a channel for which to display status.

4.6.3 Buttons

A button indicates On/Off status of the designated channel using a text and/or an image, and performs various operations as needed.

Selectable channels: MD, DO, GDO

■ BUTTON PROPERTIES

PROPERTY NAME	DESCRIPTION
OffText	Enter a text to be displayed in Off state.
OffFontSize	Set the font size for 'OffText'.
OffTextAlign	Set the horizontal position of 'OffText'.
OffFontColor	Set the font color for 'OffText'.
OffImage	Set an image to be displayed in Off state.
OffImageDisplay	Select how the 'Offimage' is displayed within the part outline. - Original Size: image is displayed in the original size. - Stretch Fit: image is stretched to fill the part outline. - Horizontal: image is stretched only horizontally to fit the part outline. - Vertical: image is stretched only vertically to fit the part outline.
OnText	Properties for On state. Refer to the descriptions of the corresponding properties for Off state.
OnFontSize	
OnTextAlign	
OnFontColor	
OnImage	
OnImageDisplay	
ChangeConfirmation	Set whether to display a change confirmation message when an On/Off operation is performed.
InitialDisplayState	Initially displayed state until the first data is acquired from the DL30-G.
Mode	Select a mode for button operation. - On: On operation is performed in any state. - Off: Off operation is performed in any state. - ALT: Off operation is performed in On state and On operation is performed in Off state. - MOM: Clicking a mouse button performs On operation and releasing the mouse button performs Off operation.
CH	Select a channel for which to display status and perform various operations.

4.6.4 Link Button

The designated screen page is displayed.

■ LINK BUTTON PROPERTIES

PROPERTY NAME	DESCRIPTION
Text	MUST enter a text to be displayed. The designated screen page will not be displayed if the 'Text' property field is blank.
FontSize	Set the font size for 'Text'.
TextAlign	Set the horizontal position of 'Text'.
FontColor	Set the font color for 'Text'.
Image	Set an image for the background as needed.
LinkURL	Set a URL for 'Image' to be displayed. To designate the set image, set the URL as [Image ID] + [.html]. Set URL as [Page_1.html] when the image ID is [Page_1].
ImageDisplay	Select how the 'Image' is displayed within the part outline. <ul style="list-style-type: none">- Original Size: image is displayed in the original size.- Stretch Fit: image is stretched to fill the part outline.- Horizontal: image is stretched only horizontally to fit the part outline.- Vertical: image is stretched only vertically to fit the part outline.

4.6.5 Data display

Data value of the designated channel is displayed.

Selectable channels: AI, PI, MA, AO

■ DATA DISPLAY PROPERTIES

PROPERTY NAME	DESCRIPTION
InitialValue	Set a value to show when a screen page is initially displayed until the first data is acquired from the DL30-G.
FontSize	Set the font size for Value.
FontColor	Set the font color for Value.
DecimalPlaces	Set how many decimal places to display. The value is truncated to the set decimal places.
DigitSeparation	Set whether to separate Value into groups of 3 digits when displayed.
TextAlign	Set the horizontal position of Value.
CH	Select a channel for which to display Value.

4.6.6 Data input

Data value of the designated channel is displayed and a value can be entered as needed.

Selectable channels: MA, AO

■ DATA DISPLAY PROPERTIES

PROPERTY NAME	DESCRIPTION
InitialValue	Set a value to show when a screen page is initially displayed until the first data is acquired from the DL30-G.
FontSize	Set the font size for Value.
FontColor	Set the font color for Value.
DecimalPlaces	Set how many decimal places to display. The value is truncated to the set decimal places.
DigitSeparation	Set whether or not to separate Value into groups of 3 digits when displayed.
TextAlignt	Set the horizontal position of Value.
ChangeConfirmation	Set whether or not to display a change confirmation message when a value is entered.
InputUpperLimit	Set an upper limit for a value to be entered.
InputLowerLimit	Set a lower limit for a value to be entered.
CH	Select a channel for which to display or enter Value.

4.6.7 Bargraph

Data of the designated channel is displayed in bargraph.

Selectable channel: AI, PI, MA, AO

■ BARGRAPH PROPERTIES

PROPERTY NAME	DESCRIPTION
GraphColor	Set the color for Bargraph.
MaxValue	Set the 100% value.
MinValue	Set the 0% value.
Direction	Set the direction of Bargraph.
CH	Select a channel for which to display Bargraph.

4.6.8 Status Information

The current alarm zone name of the designated channel or a text set for 'OnText' or 'OffText' is displayed.

Selectable channels for alarm zone name: AI, PI, MA, AO

Selectable channels for OnText / OffText: DI, PI, DO, GDO

■ STATUS INFORMATION PROPERTIES

PROPERTY NAME	DESCRIPTION
FontSize	Set the font size for characters to be displayed.
FontColor	Set the font color for characters to be displayed.
TextAlign	Set the horizontal position of characters to be displayed.
CH	Select a channel for which to display status information.
BackColor	Setting is not available. Zone color or status color of specified channel is displayed.

4.6.9 Text

Any text is displayed.

■ TEXT PROPERTIES

PROPERTY NAME	DESCRIPTION
Text	Set any text to be displayed.
FontSize	Set the font size for characters to be displayed.
FontColor	Set the font color for characters to be displayed.
TextAlign	Set the horizontal position of characters to be displayed.

4.6.10 Device Information

The name, current date, and time of the DL30-G (displayed at the top of each DL30-G web page) are displayed.

■ DEVICE INFORMATION PROPERTIES

PROPERTY NAME	DESCRIPTION
FontSize	Set the font size for characters to be displayed.
FontColor	Set the font color for characters to be displayed.
TextAlign	Set the horizontal position of characters to be displayed.
DisplayContent	Set items to be displayed. Display formats are as follows/ year-month-day: YYYY/MM/DD (ex. 2019/01/24) time-minute-second: HH/MM/SS (ex. 14:37:05)

4.6.11 Straight Line

An arbitrary straight line is displayed.

■ STRAIGHT LINE PROPERTIES

PROPERTY NAME	DESCRIPTION
Vertical / Horizontal/ Diagonal	Set the type of straight line. *A square will be displayed. Select one side to set a straight line.

4.6.12 Rectangular

An arbitrary rectangular is displayed.

■ RECTANGULAR PROPERTIES

PROPERTY NAME	DESCRIPTION
Rotation	Set the angle to rotate the figure as needed.

4.6.13 Triangle

An arbitrary triangle is displayed.

■ TRIANGLE PROPERTIES

PROPERTY NAME	DESCRIPTION
Type	Set the type of triangle. Select from: Isosceles; Right Angled; and Left Angled.
Rotation	Set the angle to rotate the figure as needed.

4.6.14 Circle

An arbitrary circle is displayed.

■ CIRCLE PROPERTIES

PROPERTY NAME	DESCRIPTION
Rotation	Set the angle to rotate the figure as needed.

4.6.15 Image

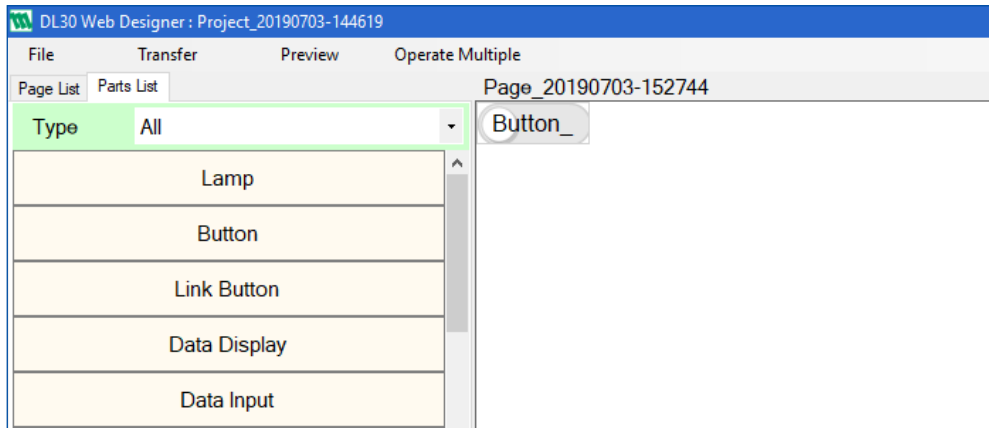
An arbitrary image is displayed.

■ IMAGE PROPERTIES

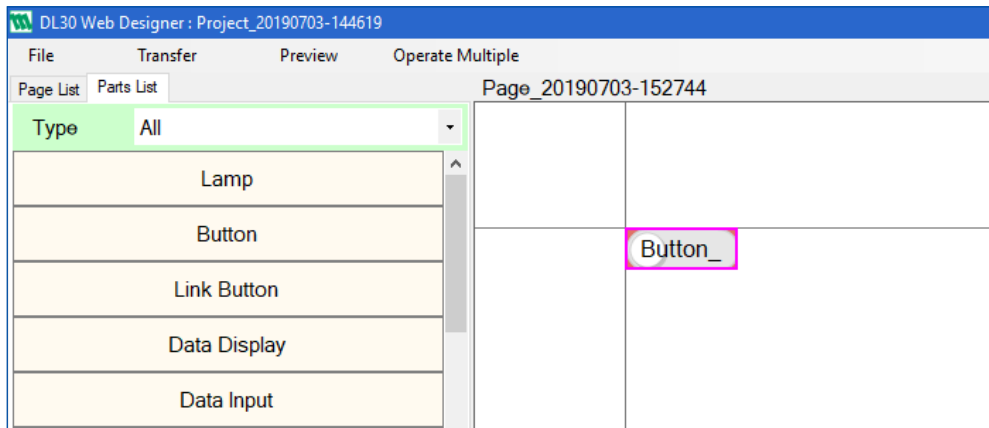
PROPERTY NAME	DESCRIPTION
Text	Set a text as needed.
FontSize	Set the font size for 'Text'.
TextAlign	Set the horizontal position of 'Text'.
FontColor	Set the font color for 'Text'.
Image	Set an image to be displayed.
ImageDisplay	Select how the 'Image' is displayed within the part outline. <ul style="list-style-type: none">- Original Size: image is displayed in the original size.- Stretch Fit: image is stretched to fill the part outline.- Horizontal: image is stretched only horizontally to fit the part outline.- Vertical: image is stretched only vertically to fit the part outline.

4.7 Moving a part

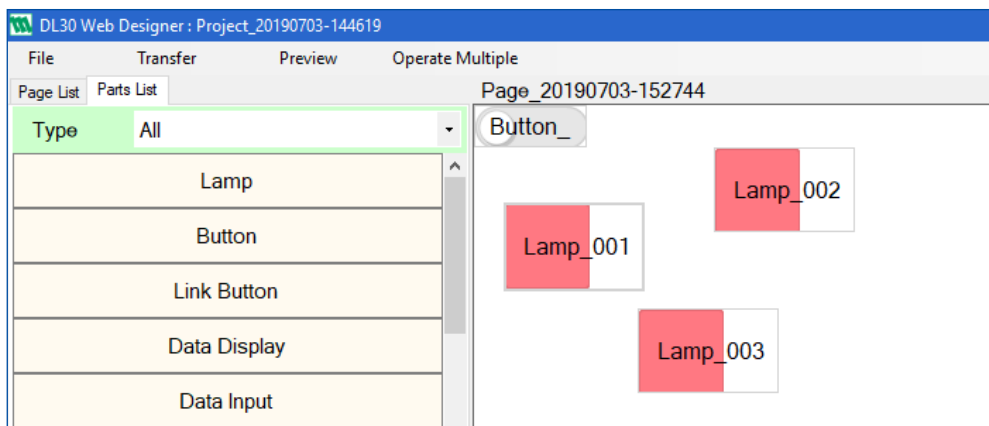
An allocated part can be dragged to a desired location.



- (1) Start dragging a part to display a guideline.
- (2) 'X-Coordinate' and 'Y-Coordinate' properties are updated automatically when the part is moved to a new location.

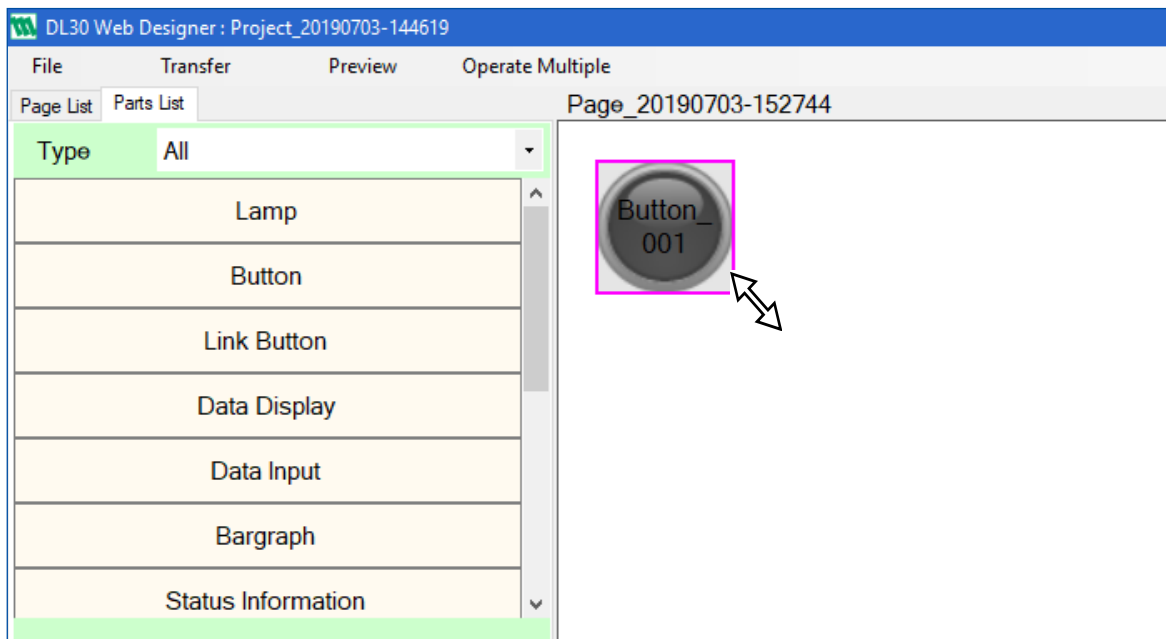


Two or more parts can be selected (Refer to "4.10 Rearranging parts" on page 31) and dragged together.

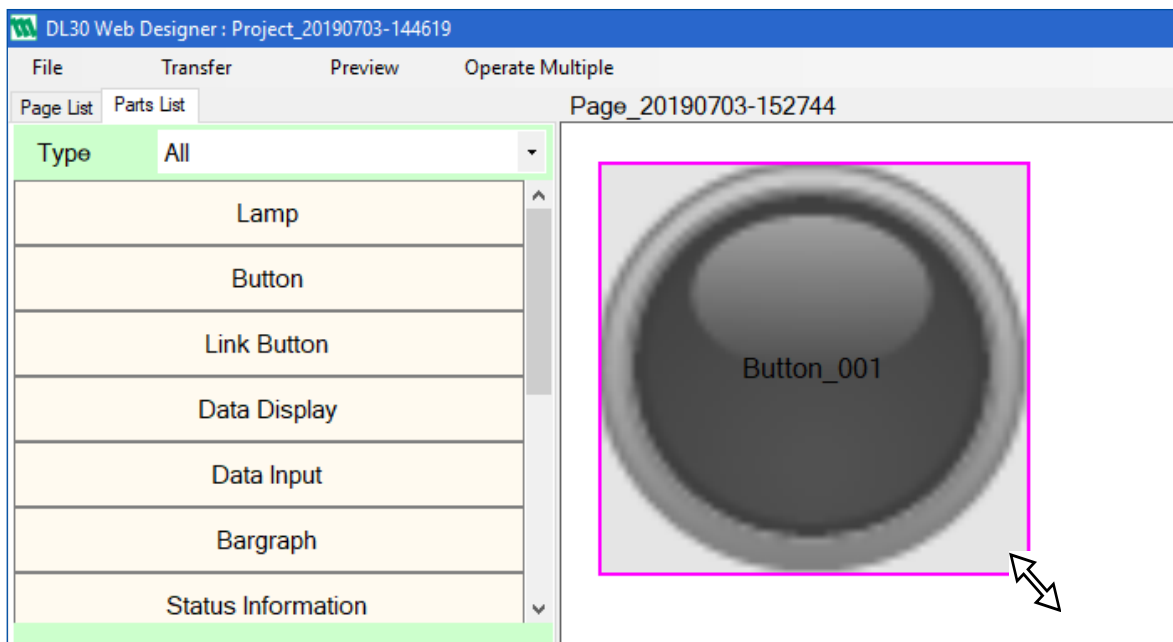


4.8 Resizing a part

- (1) Position a cursor on a side or corner of an allocated part to change the cursor to a resize cursor.
- (2) Drag the part with the resize cursor.



'PartsWidth' and 'PartsHeight' properties are automatically updated to those of the resized part.



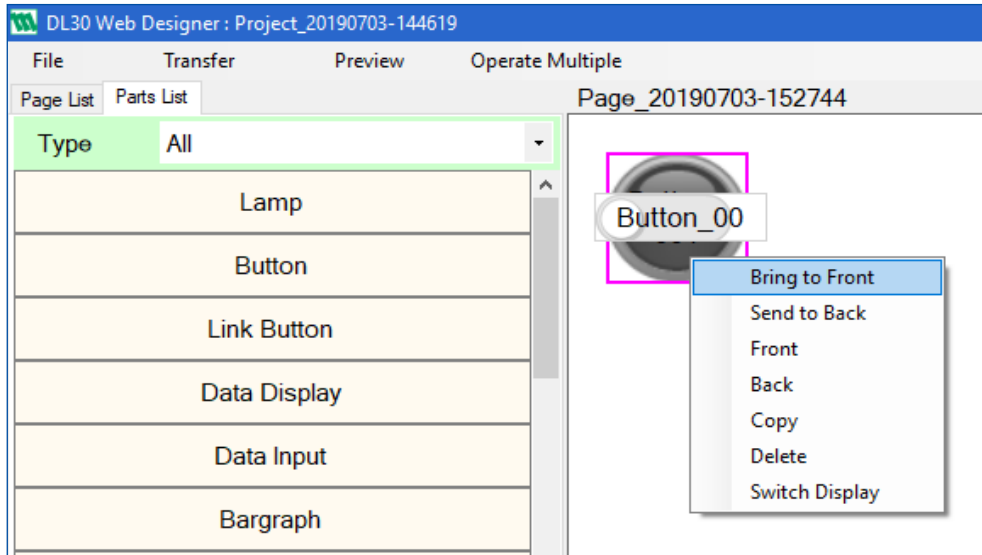
NOTES

- In order to resize the image within a part along with the part, set 'OffImageDisplay' and 'OnImageDisplay' properties as 'Entire'.

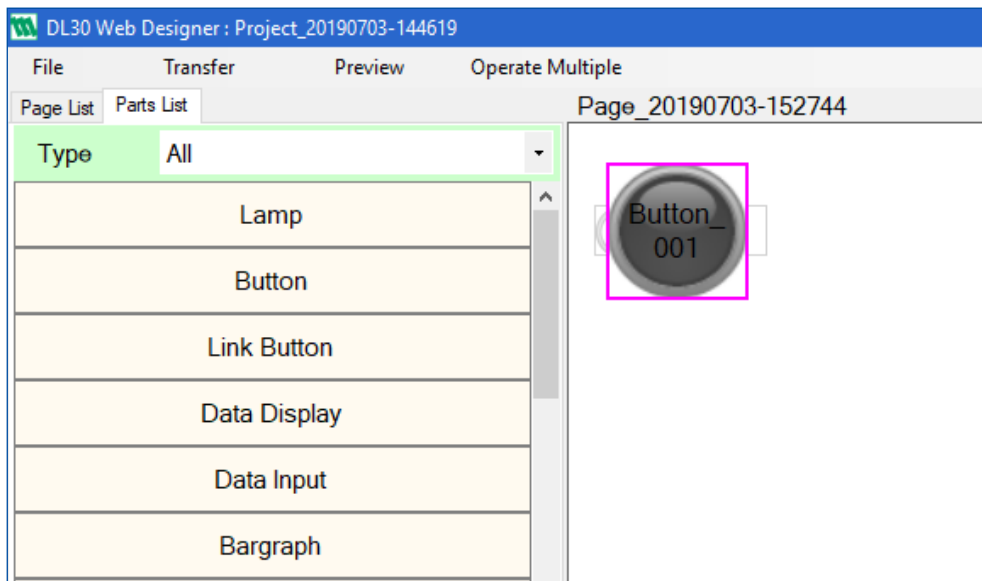
4.9 Manipulating layer display order

Parts are layer-structured and a part created later comes to the front of the previously created part.

- (1) Right-click on a part to change the layer display order to open the submenu, and select a desired display order from [Bring to Front], [Send to Back], [Front], and [Back].

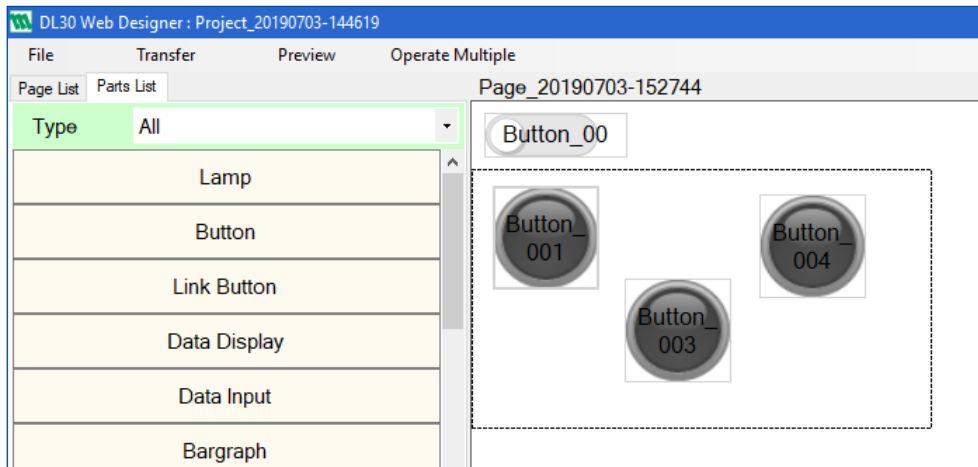


- (2) Confirm that the layer display order of the part has been changed.

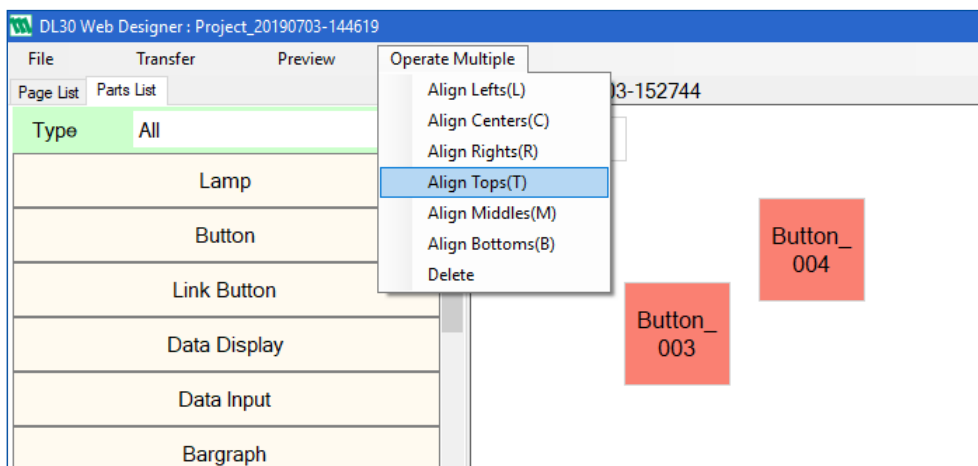


4.10 Rearranging parts

- (1) Start dragging where no part is present and drag over parts to select so as to enclose them with a guide frame.

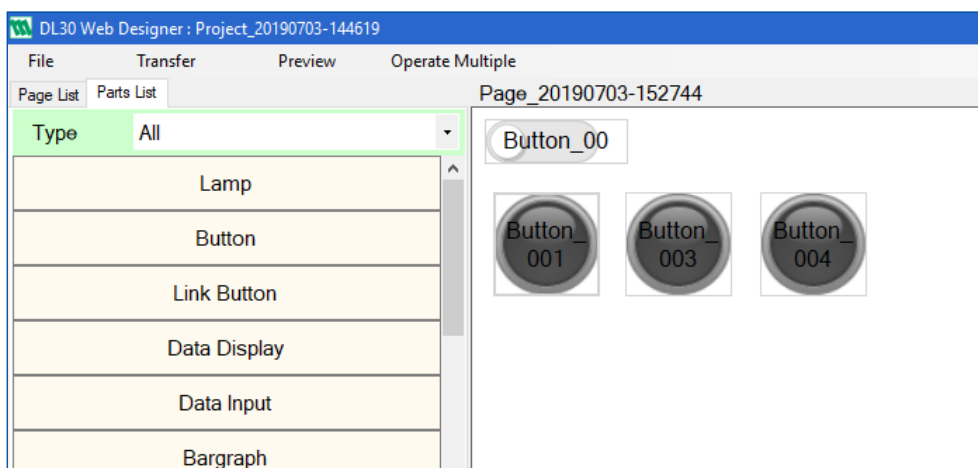


- (2) Release the mouse and confirm that the parts which were enclosed by the guide line are being selected.
- (3) Open [OperateMultiple] menu on the menu bar and select how to lay out the parts from [Align Lefts], [Align Centers], [Align Rights], and [Align Tops].



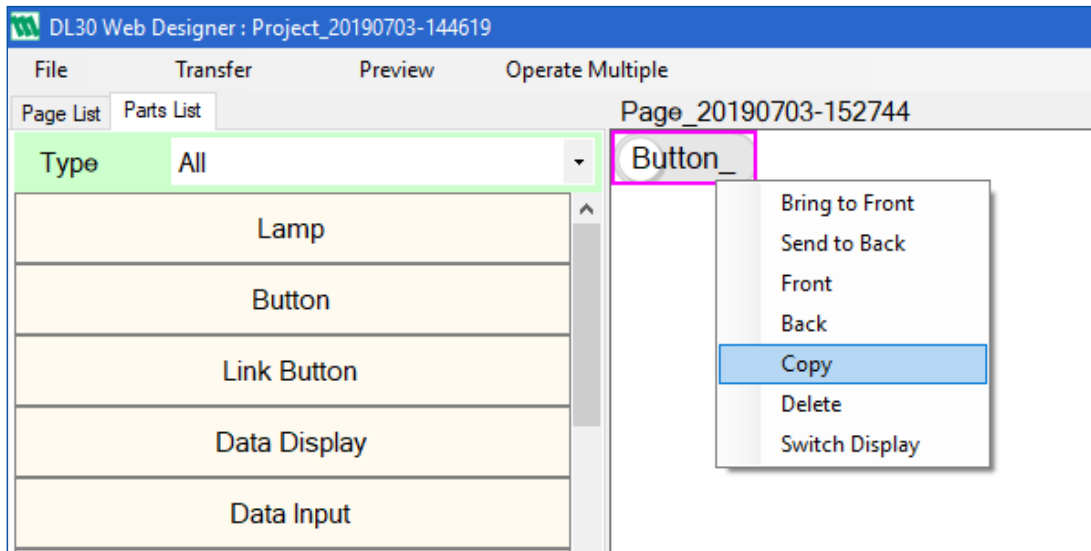
Note: Selecting any part while pressing Ctrl selects/unselects the part.

- (4) Confirm that the parts are rearranged by the selected layout method.

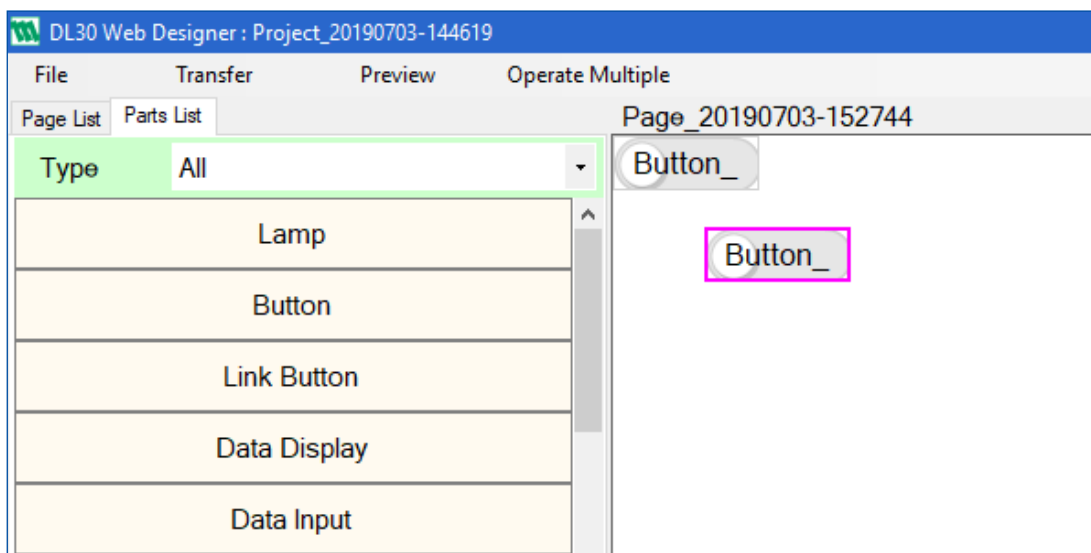


4.11 Copying a part

- (1) Right-click on a part to copy to open the submenu, and select [Copy].

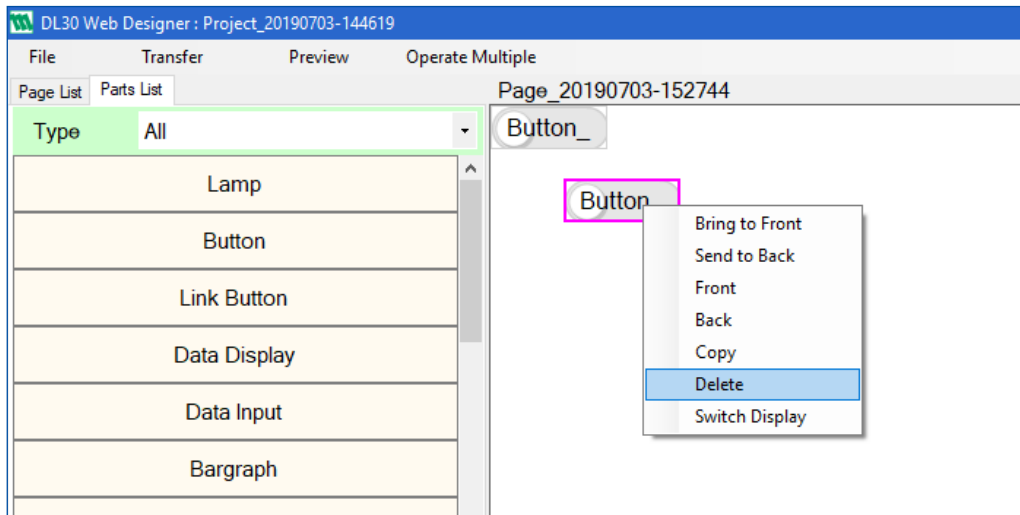


- (2) The part has been copied and pasted as a new part.

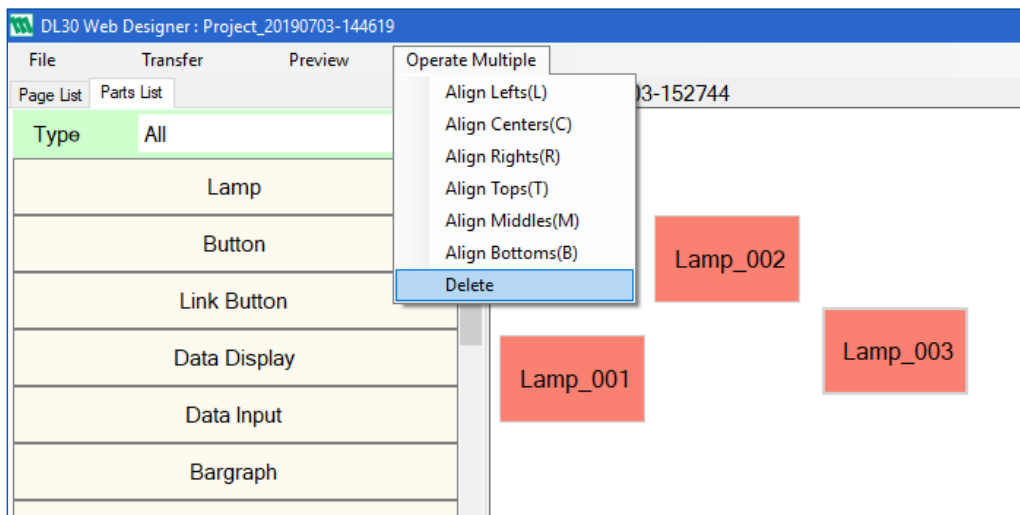


4.12 Deleting a part

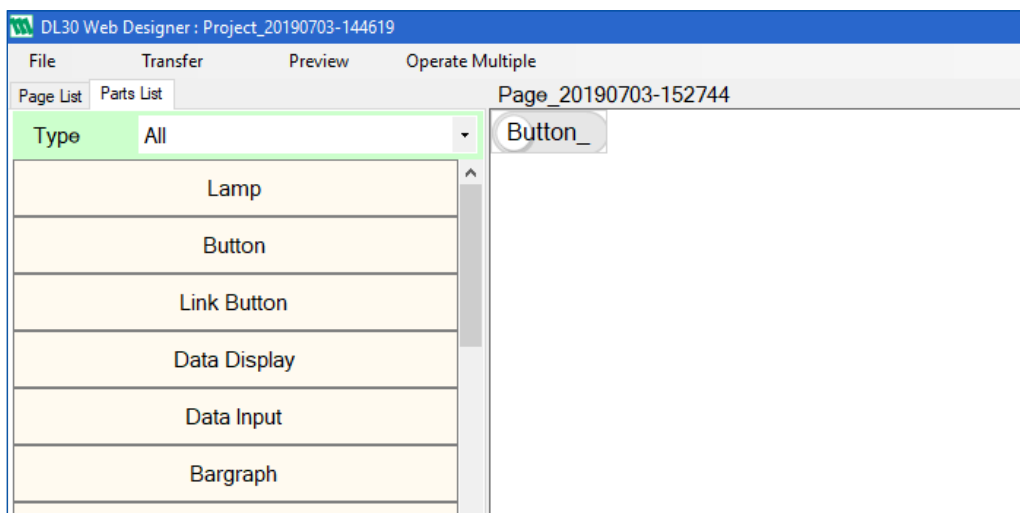
- (1) Right-click on a part to delete to open the submenu, and select [Delete].



- (2) Or, select two or more parts to delete (Refer to "4.10 Rearranging parts" on page 31), open [Operate-Multiple] menu on the menu bar, and select [Delete].

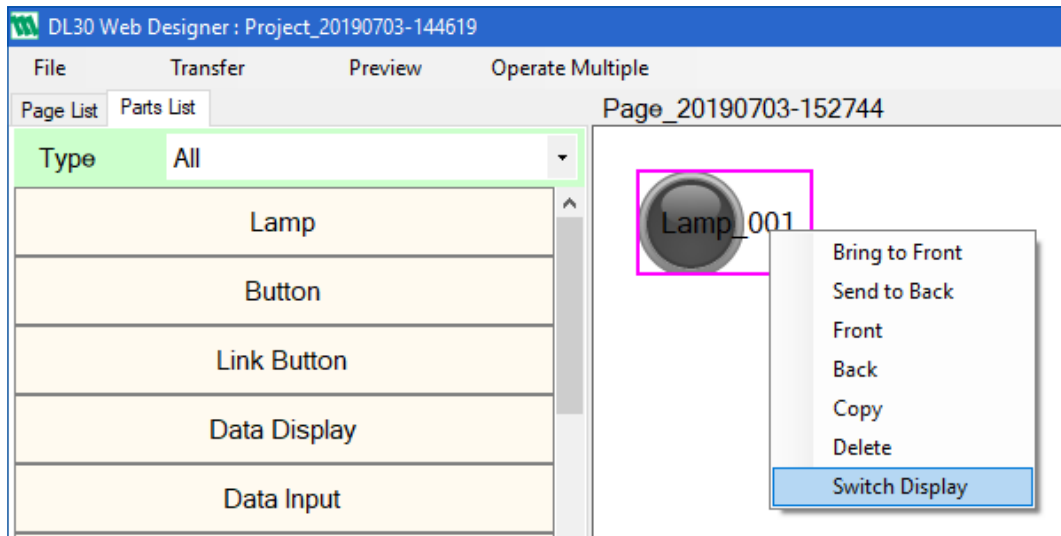


- (3) The selected parts have been deleted.



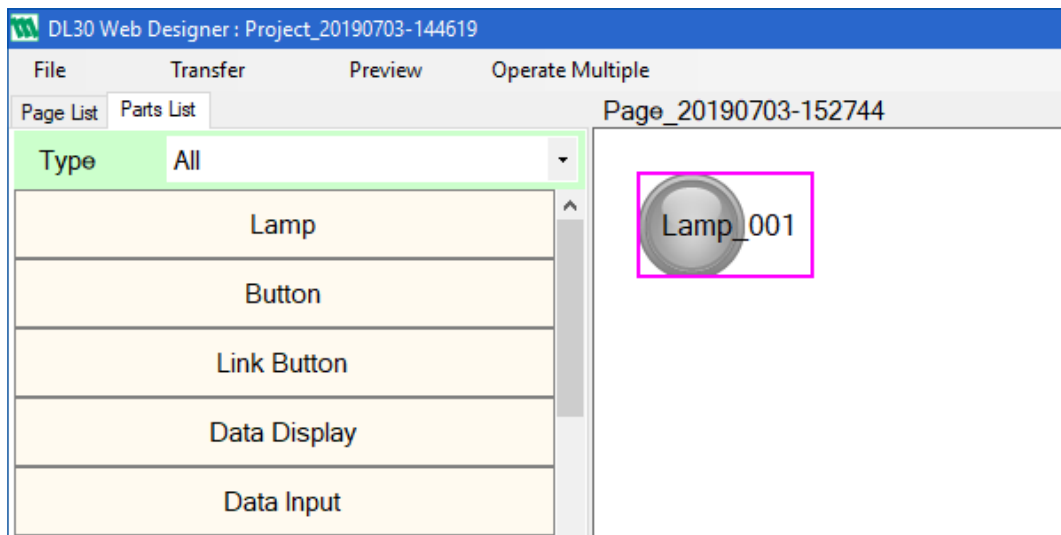
4.13 Switching initial display state of a part

- (1) Right-click on a part to switch the initial display state to open the submenu, and select [Switch Display].



Note: [Switch Display] menu is available for buttons and lamps only.

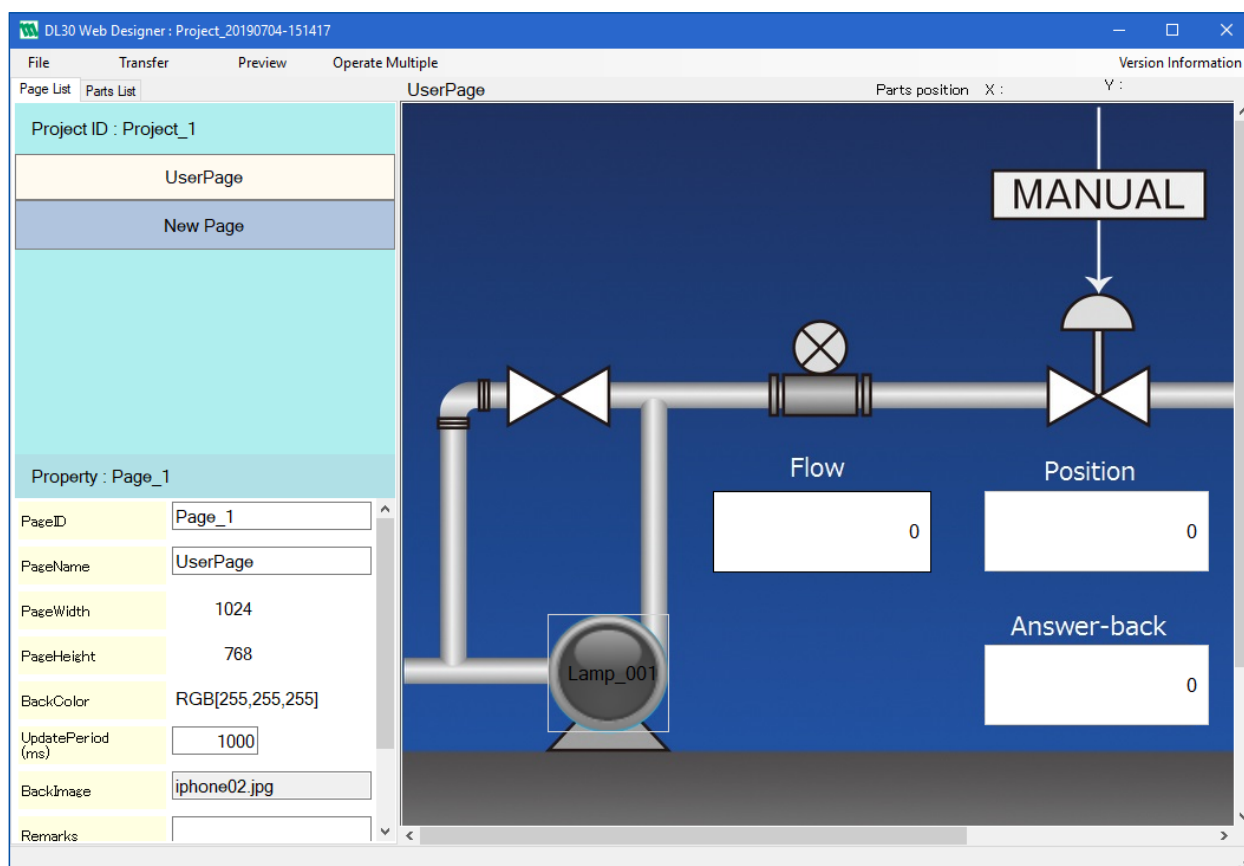
- (2) The display state of the part and its [InitialDisplayState] property have been changed.



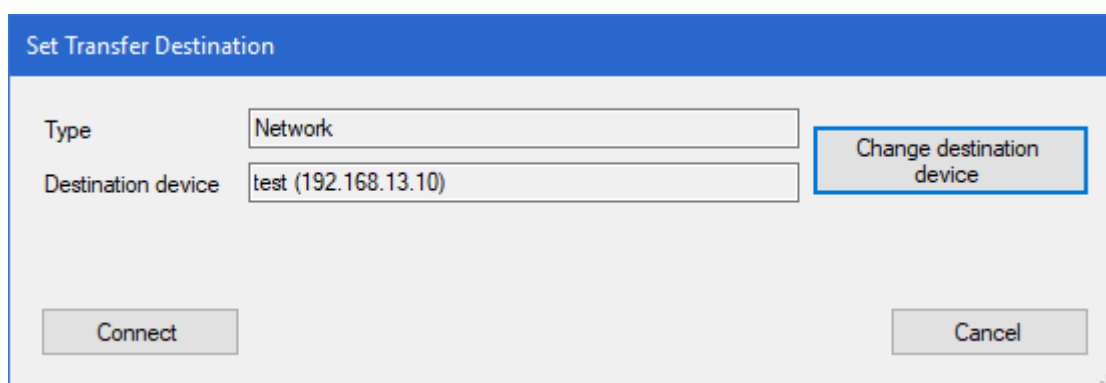
5. CONNECTING WITH DL30-G

5.1 Confirming transfer destination

- (1) Open [Transfer] menu on the menu bar, and select [Transfer Destination Setting] to open the [Set Transfer Destination] window.



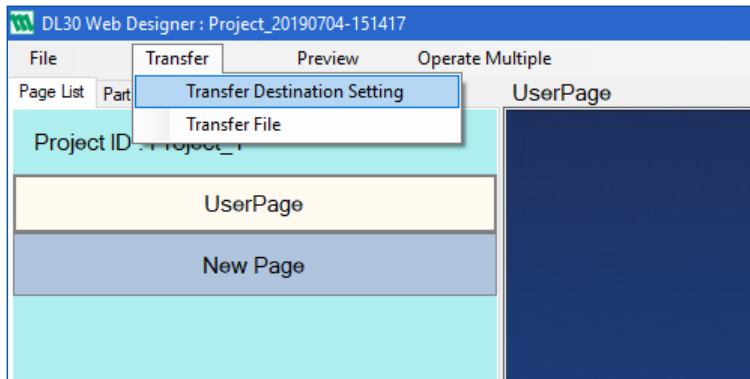
- (2) The current type of connection method and connection destination are displayed.



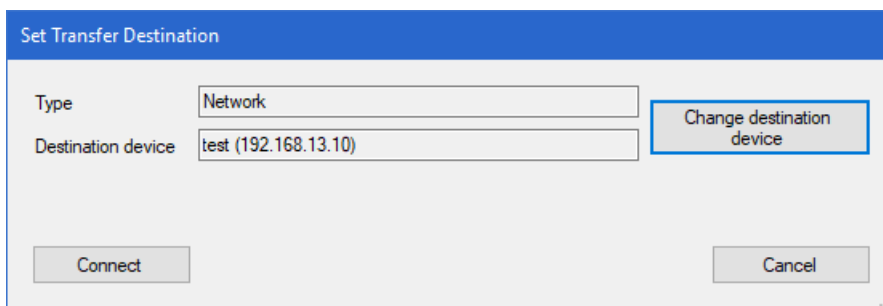
Note: The [Destination device] field will be blank when connection is not established.

5.2 Setting connection destination (Network)

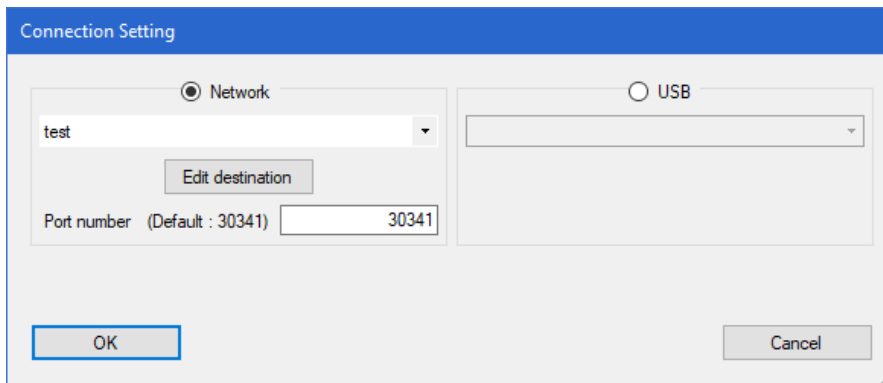
- (1) Open [Transfer] menu on the menu bar, and select [Transfer Destination Setting] to open the [Set Transfer Destination] window.



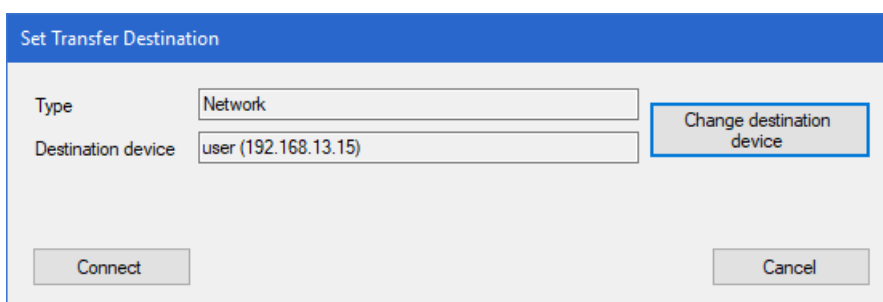
- (2) The current type of connection method and connection destination are displayed.
- (3) Click [Change destination device] to open the [Connection setting] window.



- (4) Check [Network], and select a destination device from the drop-down list.
- (5) Edit the port number, if necessary, and click [OK] to return to the [Set Transfer Destination] window.

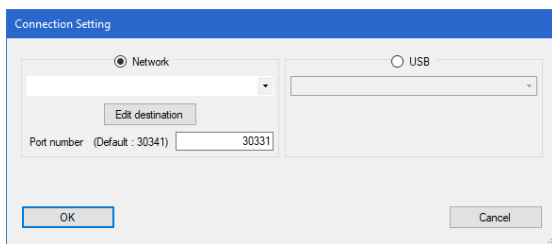


- (6) Confirm that the selected type of connection method and destination device are displayed.
- (7) Click [Connect] and wait until a connection completion message is displayed.

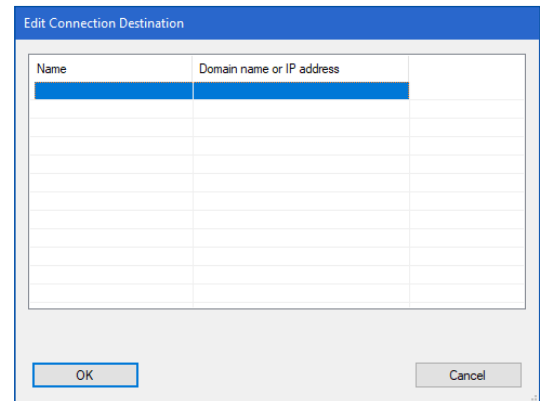
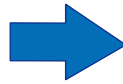


5.2.1 Adding a connection destination to the network list

- (1) Open the [Connection Setting] window, check [Network], and click [Edit destination] button to open the [Connection Destination list].
- (2) Double-click on a blank row to open the [Edit Connection Destination] window.



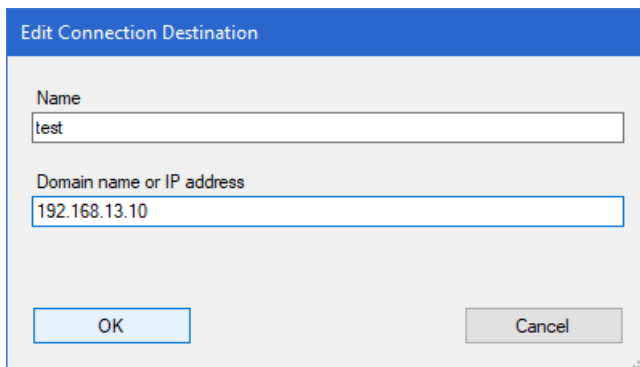
The 'Connection Setting' window has a blue title bar. It contains two radio buttons: 'Network' (selected) and 'USB'. Below 'Network' is a dropdown menu and an 'Edit destination' button. Below 'USB' is another dropdown menu. At the bottom, there is a 'Port number' field with '(Default : 30341)' and a text input containing '30331'. 'OK' and 'Cancel' buttons are at the bottom.



The 'Edit Connection Destination' window has a blue title bar. It contains a table with two columns: 'Name' and 'Domain name or IP address'. The table has 10 rows, with the first row highlighted in blue. 'OK' and 'Cancel' buttons are at the bottom.

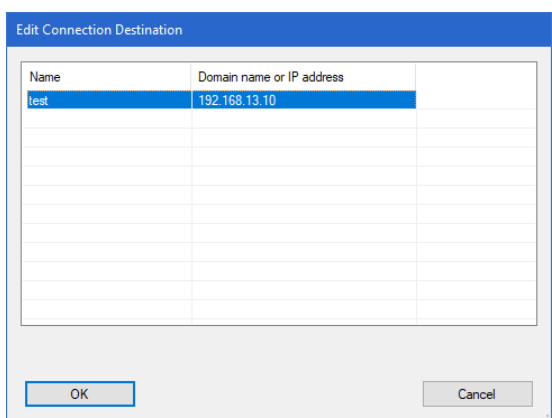
Name	Domain name or IP address

- (3) Enter information of a destination to add, and click [OK] to return to the [Connection Destination list].



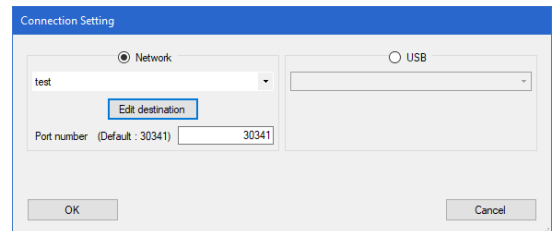
The 'Edit Connection Destination' window has a blue title bar. It contains two text input fields: 'Name' with the value 'test' and 'Domain name or IP address' with the value '192.168.13.10'. 'OK' and 'Cancel' buttons are at the bottom.

- (4) Confirm that the new destination has been added to the list.
- (5) Click [OK] to return to the [Connection Setting] window.
- (6) Confirm that the destination has been added to the drop-down list of the Network.



The 'Edit Connection Destination' window has a blue title bar. It contains a table with two columns: 'Name' and 'Domain name or IP address'. The table has 10 rows, with the first row highlighted in blue and containing the values 'test' and '192.168.13.10'. 'OK' and 'Cancel' buttons are at the bottom.

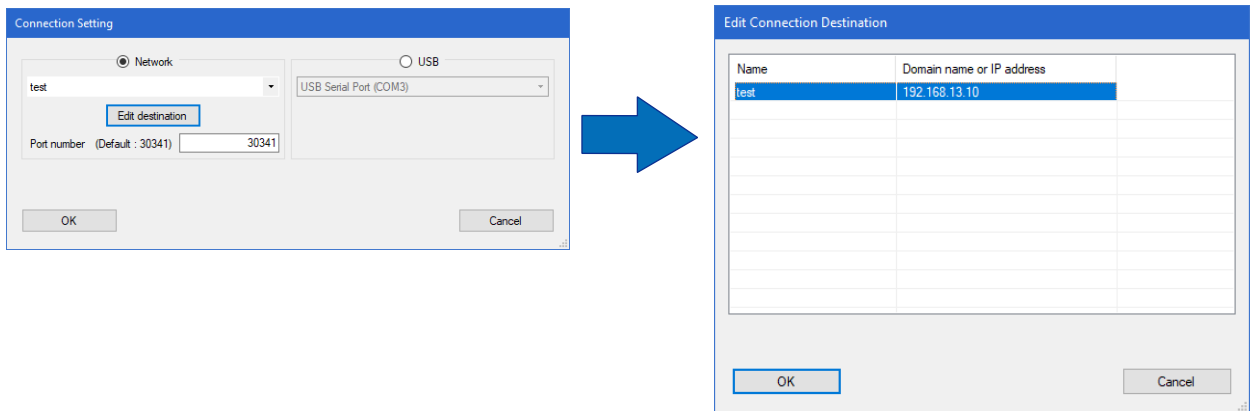
Name	Domain name or IP address
test	192.168.13.10



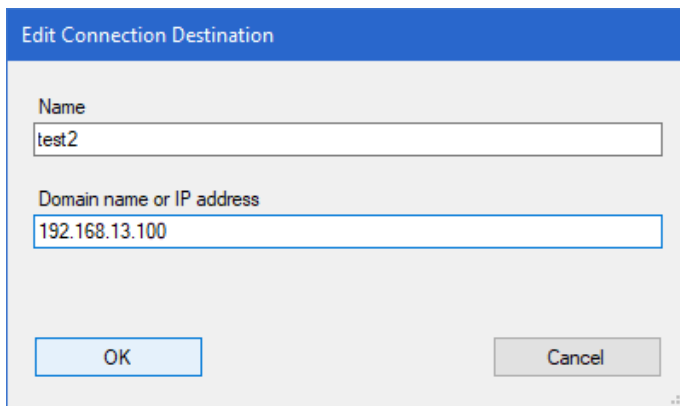
The 'Connection Setting' window has a blue title bar. It contains two radio buttons: 'Network' (selected) and 'USB'. Below 'Network' is a dropdown menu showing 'test' and an 'Edit destination' button. Below 'USB' is another dropdown menu. At the bottom, there is a 'Port number' field with '(Default : 30341)' and a text input containing '30341'. 'OK' and 'Cancel' buttons are at the bottom.

5.2.2 Changing a connection destination on the Network list

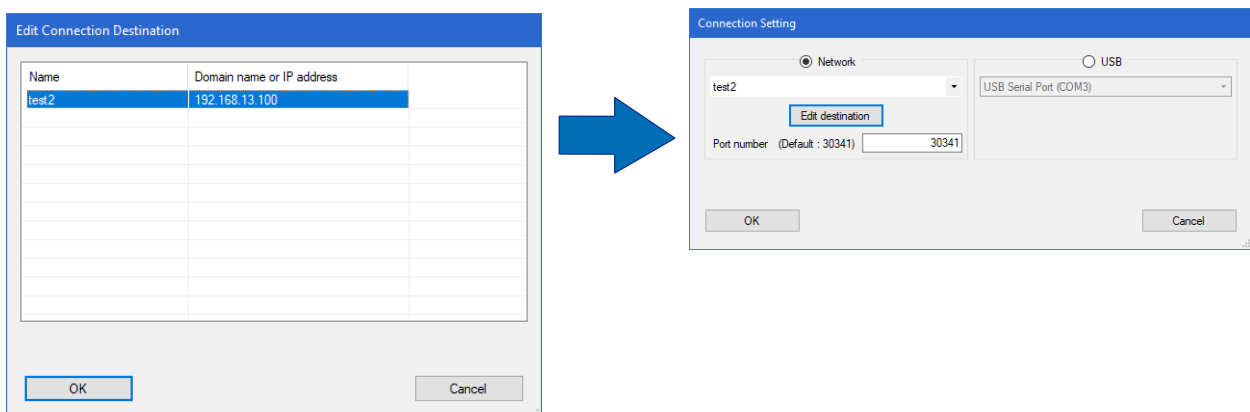
- (1) Open the [Connection Setting] window, check [Network], and click [Edit destination] button to open the [Connection Destination list].
- (2) Double-click on the row of destination to change to open the [Edit Connection Destination] window.



- (3) Change the information of the destination, and click [OK] to return to the [Connection Destination list].

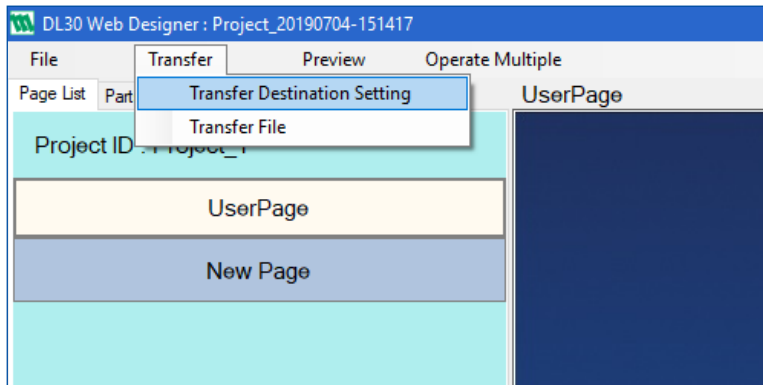


- (4) Confirm that the destination on the list has been changed.
- (5) Click [OK] to return to the [Connection Setting] window.
- (6) Confirm that the destination having been changed appears on the drop-down list of the Network.

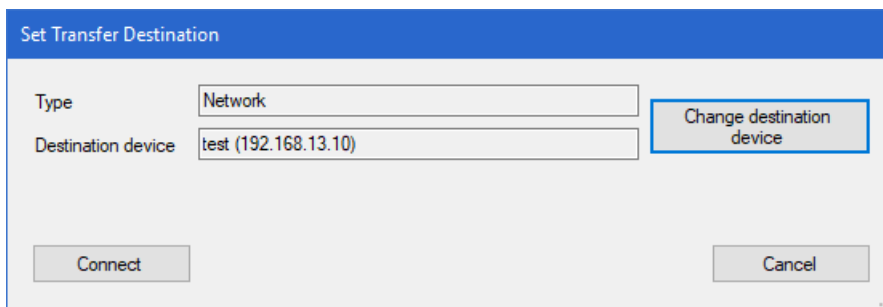


5.3 Setting connection destination (USB)

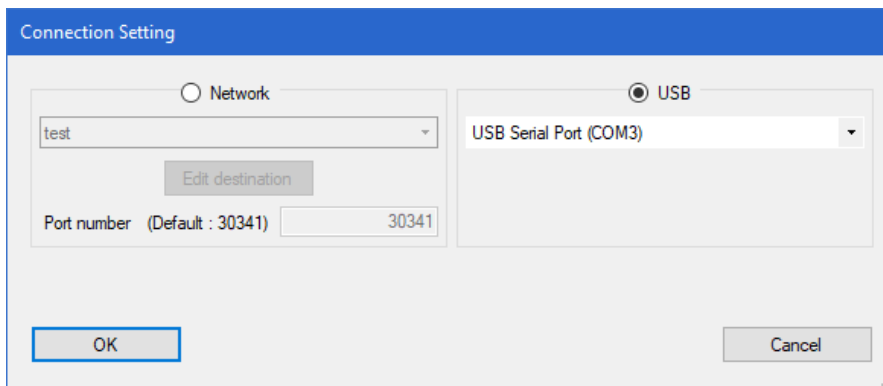
- (1) Open [Transfer] menu on the menu bar, and select [Transfer Destination Setting] to open the [Set Transfer Destination] window.



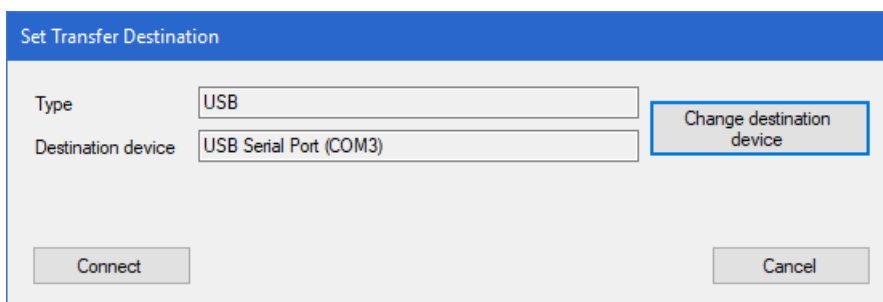
- (2) The current type of connection method and connection destination are displayed.
- (3) Click [Change destination device] to open the [Connection Setting] window.



- (4) Check [USB], and select a destination device from the drop-down list of USB.
- (5) Click OK to return to the [Set Transfer Destination] window.

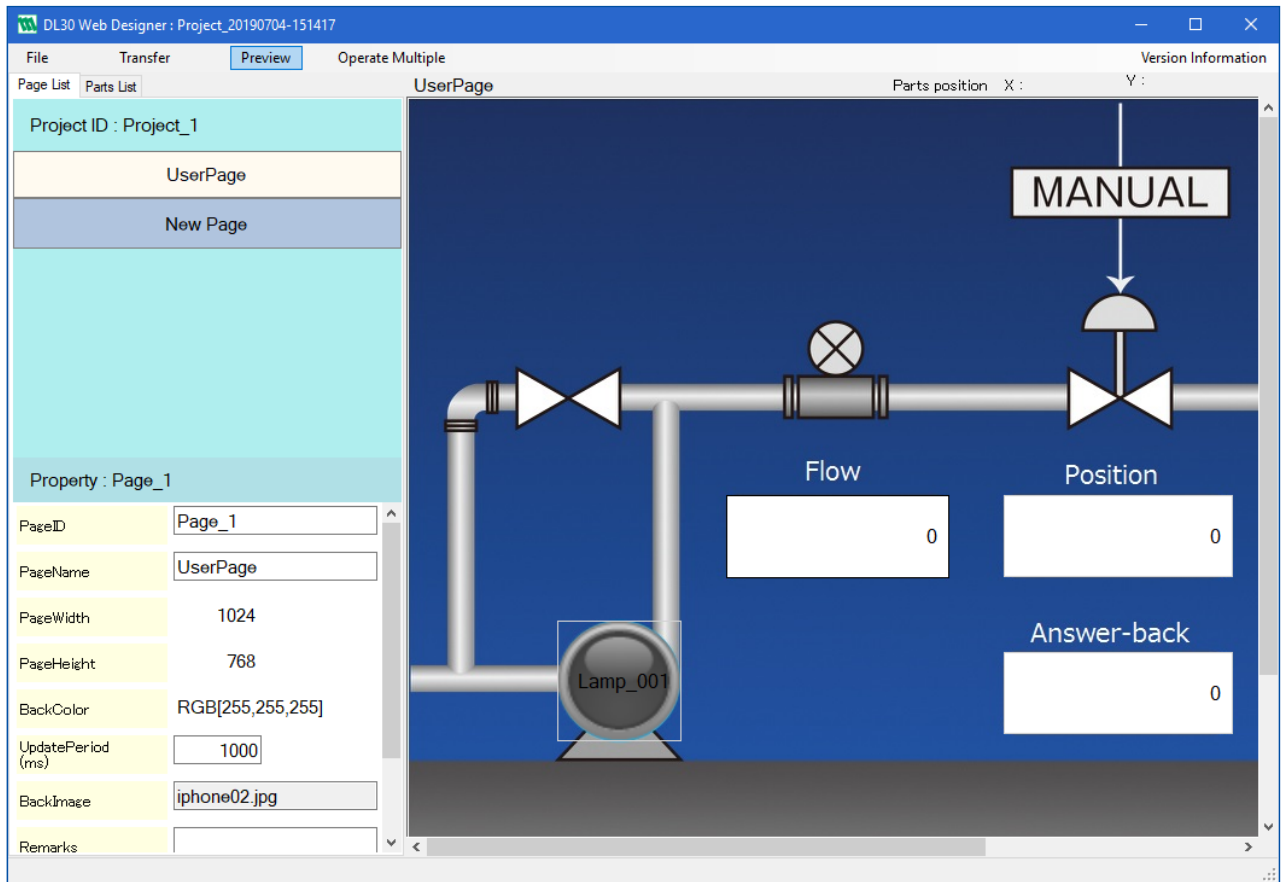


- (6) Confirm that the selected type of connection method and destination device are displayed.
- (7) Click [Connect] and wait until a connection completion message is displayed.

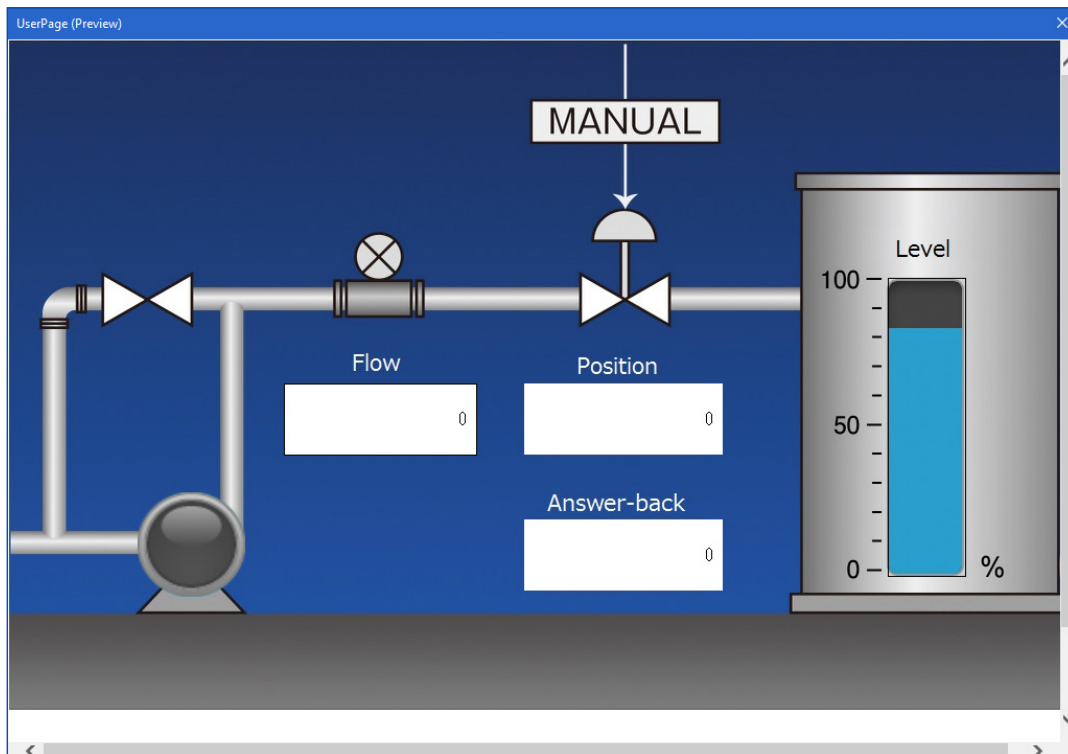


5.4 Displaying preview of a screen page

- (1) Click [Preview] menu on the menu bar to preview the screen page.

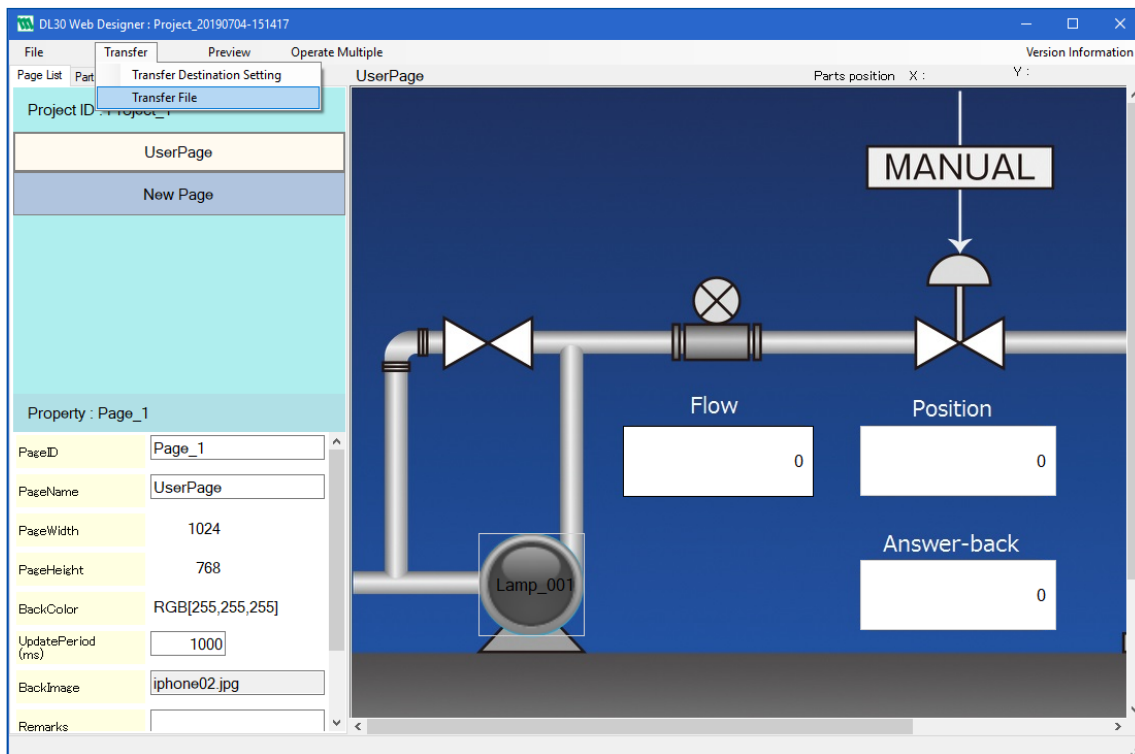


- (2) Preview screen to show the status of the designated channel is displayed.

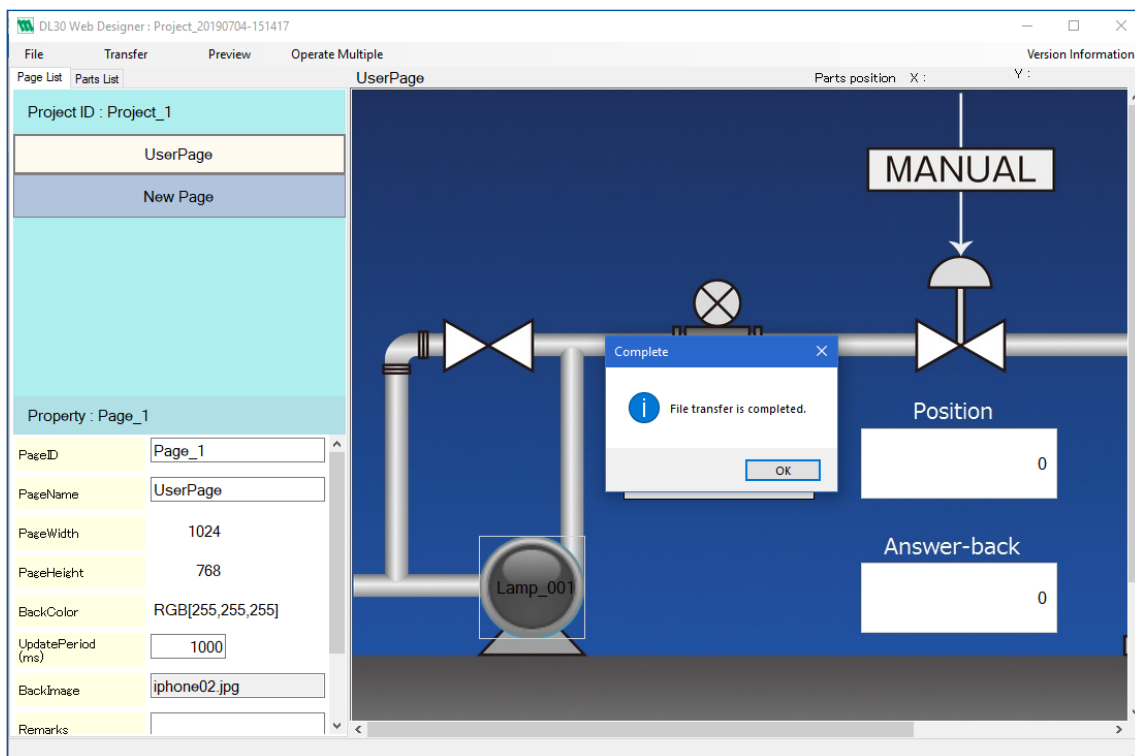


5.5 Transferring created screen pages to DL30-G

- (1) Click [Transfer] menu on the menu bar to display the submenu, and select [Transfer File].
- (2) As a file transfer confirmation message appears, click [OK].



- (3) Screen page data is created and transferred to DL30-G.
- (4) As a file transfer completion message appears, click [OK].



Note1: Image data is stored in the [Htmls] folder under the Project folder.

Note2: Generated files are stored in the [RomFiles] folder under the Project folder.

5.6 Displaying transferred screen pages on the web browser

In order to display the transferred files on the web browser, access the http address as shown below.

`http://DL30-G IP address/user/<PageID>/html`

For example, to display 'Page_1', access the address below.

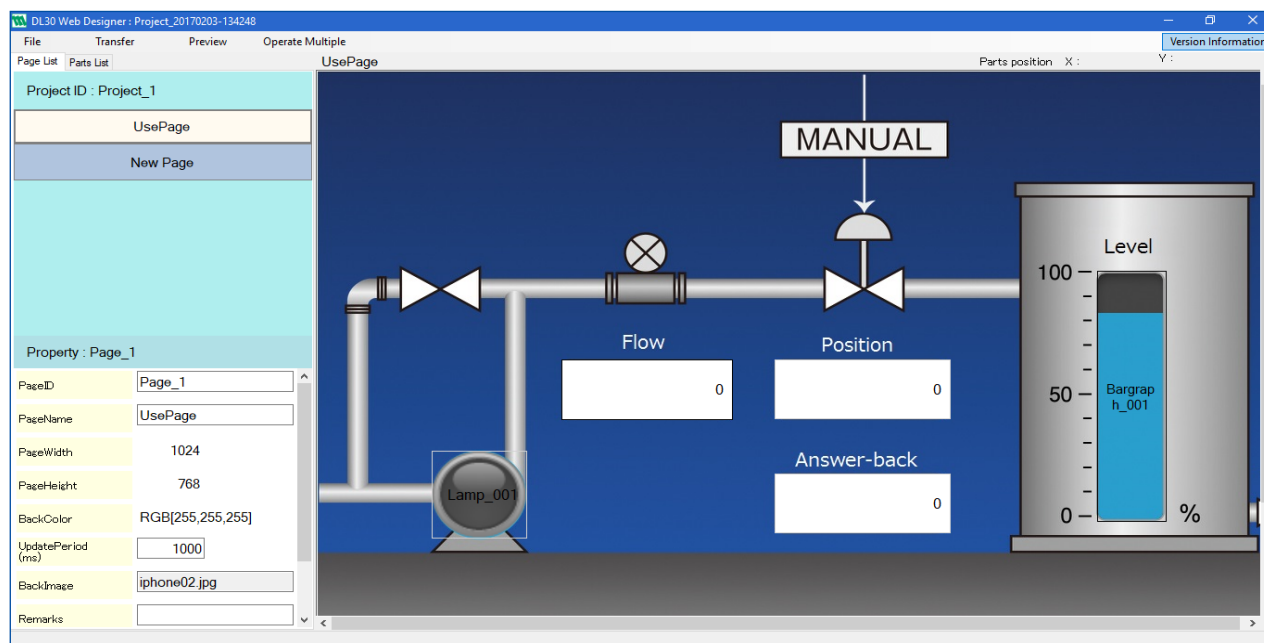
`http://192.168.0.1/user/Page_1.html`

Note: As for [PageID], refer to "4.2 Editing property of a screen page" on page 15 for details.

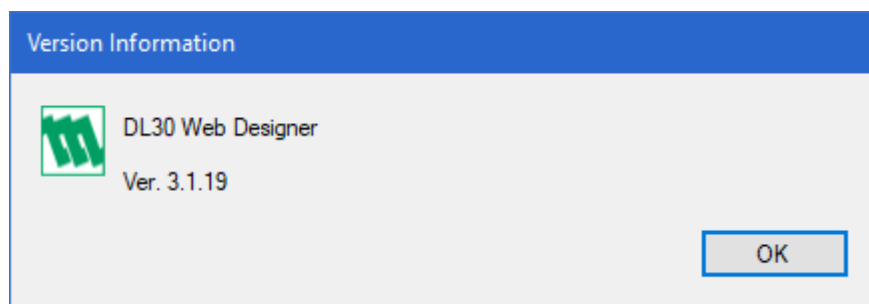
6. VERSION INFORMATION

6.1 Displaying version information

- (1) Click [Version Information] at the right end of the menu bar to display the [Version Information] window.



- (2) Confirm the version as the [Version Information] dialog box appears.



7. APPENDIX

7.1 Specifications

7.1.1 Compatible operating systems

The operation of DL30 Web Designer has been confirmed in the following environment.

OS	Windows 7 (32-bit / 64-bit) Windows 8.1 (32-bit / 64-bit) Windows 10 (32-bit / 64-bit) Note: Windows RT NOT compatible.
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7.1.2 Compatible terminals and browsers

The following environments are verified operation.

ITEM	DESCRIPTION
iPad (iOS 13.3.1)	Safari
Android tablet (Android 9.1.0)	Chrome 80.0.3987.132
Windows (7, 8, 10)	Microsoft Edge 44.18362.449.0 Internet Explorer 11 Firefox 74.0 Chrome 80.0.3987.149

7.1.3 Project specifications

ITEM	DESCRIPTION
Capacity	Max. data capacity per project: 4 MB.
File size	Max. size per file: 1 MB
File name	Use up to 24 one-byte characters including extension. (alphanumeric characters, '-', and '_' are usable)
Max. number of pages	Max. 20 pages per project
Max. number of parts	Max. 100 parts per screen page

7.2 Troubleshooting

7.2.1 Screen pages

Problem faced	How to handle
How can I set the background color of a part to transparent?	Right-click on the 'BackColor' property of the part to open the submenu, and select [Transparent].
How can I return the image of a part to default? (target parts: Lamps, Buttons)	Right-click on the 'OnImage' or OffImage property of the part to open the submenu, and select [Default].
How can I return the image of a part to default? (target parts: Images)	Right-click on the 'Image' property of the part to open the submenu, and select [Default].
How can I set no image for a part? (target parts: Lamps, Buttons)	Right-click on the 'OnImage' or OffImage' property of the part to open the submenu, and select [No Picture].
How can I set no image for a part? (target parts: Link buttons)	Right-click on the 'Image' property of the part to open the submenu, and select [No Picture].

7.3 Version history

7.3.1 Ver3.2

Fixed the problem that a mouse button operation is not performed correctly in [MOM] mode.

7.4 License

The DL30 Web Designer contains software to which the following Camellia license is applicable.

camellia.c ver 1.2.0

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