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AS3 Application Note 1.6.1

Setting Terminal Function via Standard Monitor Mode

Change the programming of digital input terminals via the monitor Mode Screen.

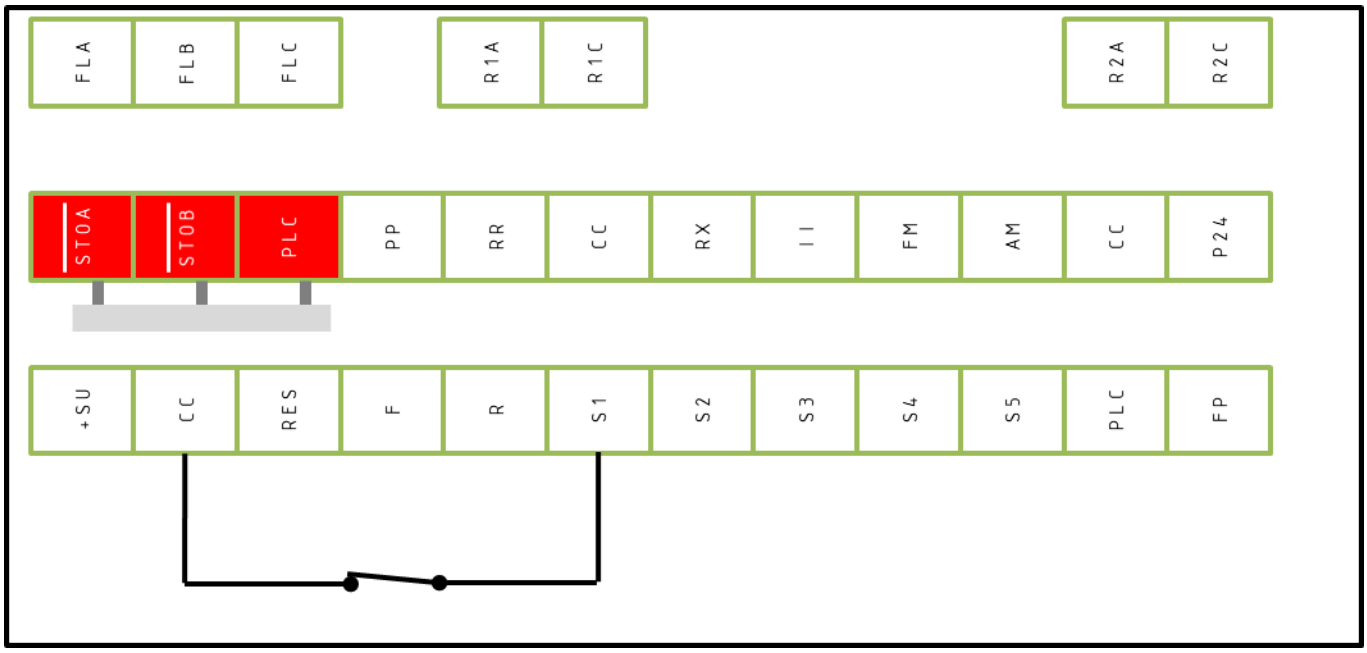
Estimated Time: 10 Minutes
Level: 1
Prerequisite:

- AS3 Application Note 1.1.0 Navigating Menus & Parameters

STEP A

Wiring

Prior to programming, it will be necessary to install a normally closed emergency stop switch or pushbutton. The diagram below shows correct wiring for an attached mushroom head pushbutton.



Check Your Work

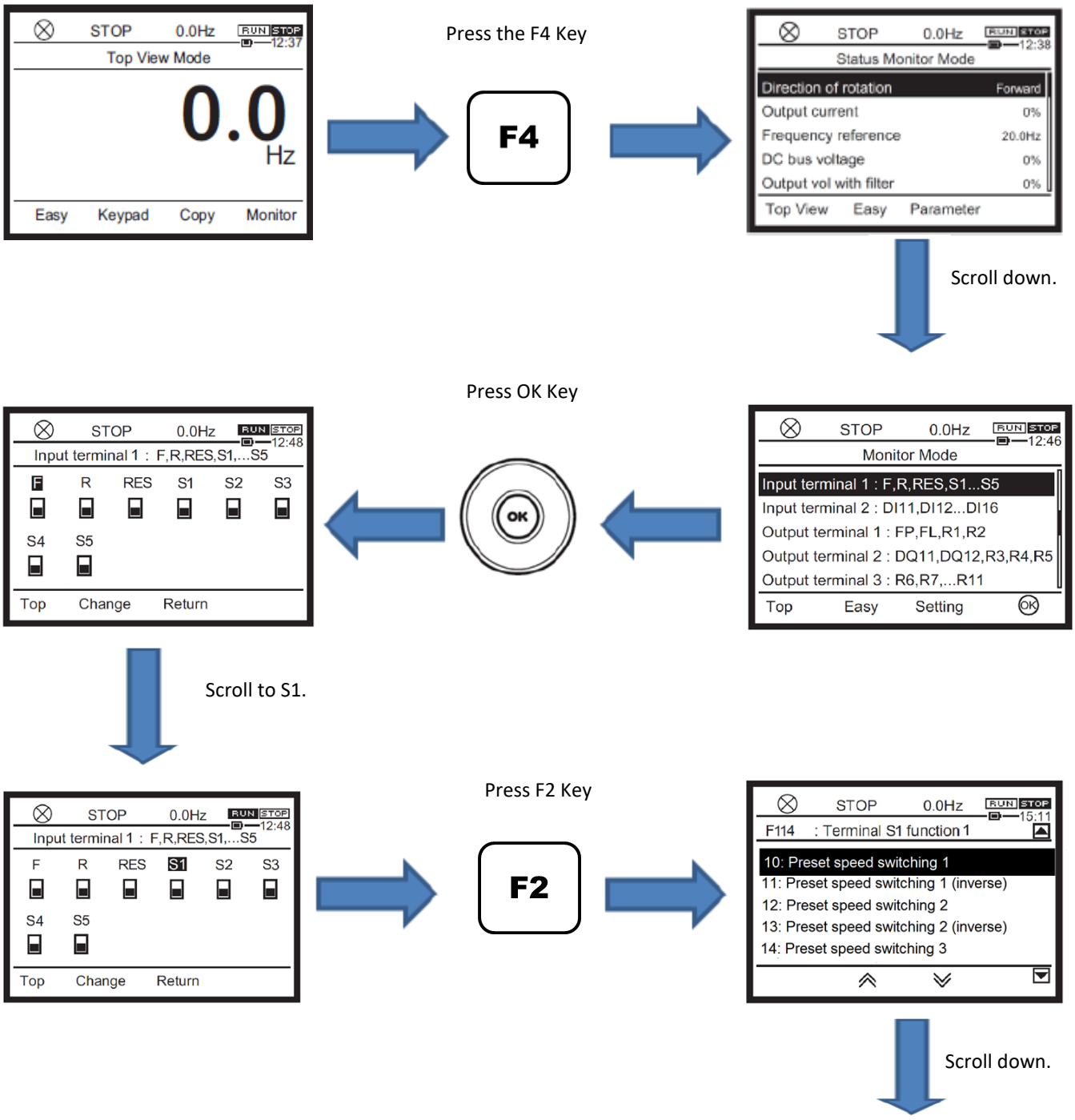
✓ **Confirm the wiring matches the diagram above.**

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STEP B
Programming

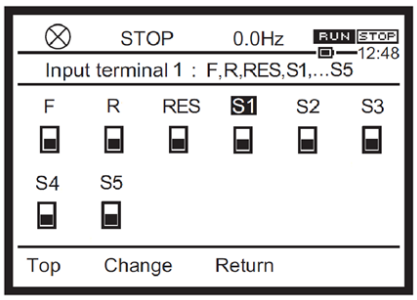
Start at the main operation screen below and follow the steps as shown.



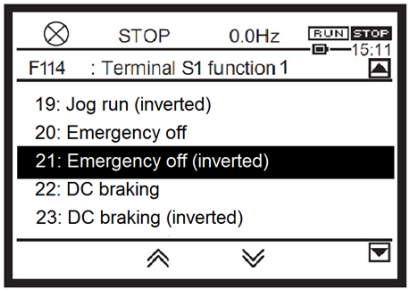
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STEP B
Programming

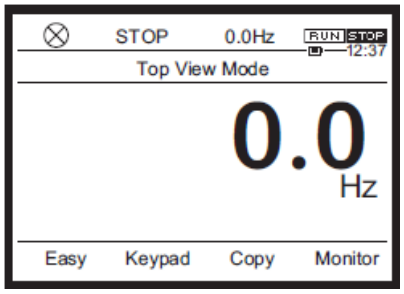


Press OK Key



F3

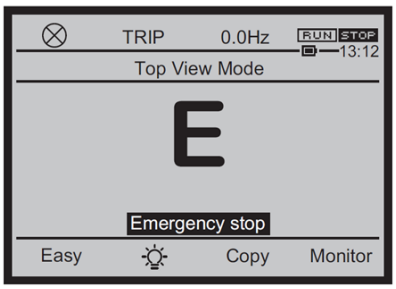
Press F3 Key



Done.

Check Your Work

✓ **Press the pushbutton or open up the switch connecting S1 to CC. If digital input is programmed correctly, you should see this screen to the right.**



NOTE: For other assignable functions and programming of the S1 digital input, refer to the AS3 Instruction Manual (E6582062) Section 11.8 Input Terminal Function.

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