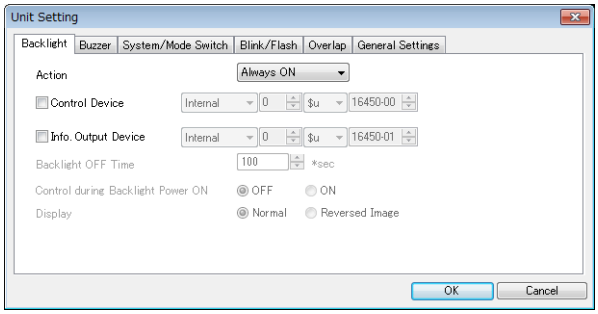
Backlight

Configure how the backlight is controlled by the V9 series unit.



Item		Description
Action	Always ON	The backlight is always on.
	Auto 1	Backlight OFF conditions: The backlight is turned off when the time specified by [Backlight OFF Time] has elapsed from the instant when all the following conditions are met. *1 • Control device memory: OFF • Screen display (lamp, data display, calendar, etc.): No change • Touch switch: OFF Backlight ON conditions: The backlight is turned on when any of the following conditions is met. *2 • Control device memory: ON (always ON) • Screen display: Changed • Somewhere on the screen is touched. • Normal/call-overlap: ON/OFF_ • Multi-/global overlap: ON/OFF, overlap number changed
	Auto 2	Backlight OFF conditions: The backlight is turned off when the time specified by [Backlight OFF Time] has elapsed from the instant when all the following conditions are met. *1 • Control device memory: OFF • Touch switch: OFF Backlight ON conditions: The backlight is turned on when any of the following conditions is met. *2 • Control device memory: ON (always ON) • Somewhere on the screen is touched.
	Auto 3	Backlight OFF conditions: The backlight is turned off when the time specified by [Backlight OFF Time] has elapsed from the instant when all the following conditions are met. *1 • Control device memory: OFF • Touch switch: OFF Backlight ON conditions: The backlight is turned on when any of the following conditions is met. *2 • Control device memory: ON (always ON) • Screen changeover • Somewhere on the screen is touched. • Normal/call-overlap: ON/OFF • Multi-/global overlap: ON/OFF, overlap number changed
	Manual	Backlight OFF conditions: The backlight is turned off when either of the following operations is performed. • Press [SYSTEM] → [F5] on MONITOUCH. *3 • Control device memory: OFF (bit changes from 1 to 0) Backlight ON conditions: The backlight is turned on when any of the following conditions is met. *2 • Somewhere on the screen is touched. • A function switch is pressed. *3 • Control device memory: ON (bit changes from 0 to 1)
Control Device		This setting is available when an option other than [Always ON] is set. This device memory controls the backlight. 0: Backlight turned off when conditions are met 1: Backlight turned on
Info. Output Device		Stores the ON/OFF state of the backlight. 0: Backlight turned off 1: Backlight turned on * This bit is 1 when the backlight is turned on even if the control device memory is OFF.

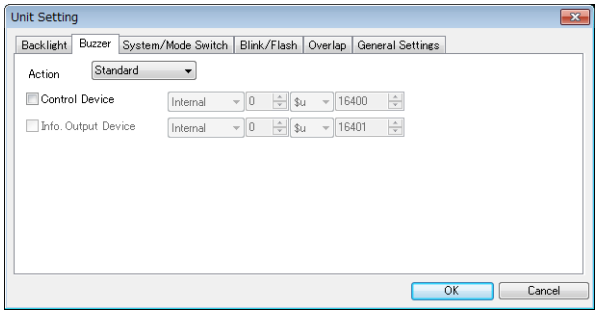
Item	Description
Backlight OFF Time	0~65535 (sec) This setting is only available when [Auto 1], [Auto 2] or [Auto 3] is selected for [Action]. Set the length of time that elapses before the backlight is turned off after the OFF conditions have been met.
Control during Backlight Power ON	This setting is only available when [Manual] is selected for [Action]. Select the backlight ON/OFF status for when the power is turned on and when the mode changes from STOP to RUN.

*1 When the entire screen display is refreshed, such as when changing over the entire screen or turning on/off or switching an overlap display, the time measured for [Backlight OFF Time] is cleared.

*2 No switch data is output if a switch is pressed with the backlight off. When a switch is pressed with the backlight off, the backlight is turned on. Switch data is output from switch operations made after 500 ms has elapsed since the backlight was turned on.

*3 Disabled when the control device memory is ON.

Buzzer



Item	Description
Action	Set the buzzer sound that is output when a switch is pressed. • Standard: 100 msec • Short: 10 msec • Continuous: Continuous • OFF: No buzzer sounding
Control Device	Sound the buzzer using an external command. MSB … LSB 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 00 0 0 0 0 0 0 0 0 0 0 0 0 0 Not used (always set to "0") Continuous buzzer * 1: Execute Error buzzer 0 → 1: Execute Single shot buzzer 0 → 1: Execute * The [Use Continuous Buzzer Sound] checkbox must be selected at [Unit Setting] → [General Settings]. For details, refer to page 1-10.
Info. Output Device	This device memory stores the state of the control device memory. MSB … LSB 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 00 0 0 0 0 0 0 0 0 0 0 0 0 0 Not used (always set to "0") Continuous buzzer Error buzzer Single shot buzzer