

Table of Contents

Chapter 1: Getting Started

Introduction	1-2
D2-HPP Handheld Programmer	1-2
Purpose of this manual	1-2
Who should read this manual	1-2
Supplemental Manuals	1-2
Technical Support	1-2
Chapters	1-3
Appendices	1-3
How can I use the Handheld?	1-4
As a Programming Tool	1-4
To Monitor Machine Operations	1-4
As a Debugging Tool	1-5
As a Low-Cost Message Log	1-5
Physical Characteristics and Specifications	1-6
Handheld Programmer Layout	1-6
Connection to the CPU	1-6
Specifications	1-7
Keypad Layout	1-8
Four Groups of Keys	1-8
Operation Keys	1-9
Instruction/Data Type Keys	1-9
Numeric Keys	1-9
Editing / Monitoring Keys	1-9
Mode Indicators	1-10
Display Panel	1-10
Viewing a Program	1-10
Status Displays	1-11
AUX Displays	1-12
TEST-RUN Display (DL205 Only)	1-12

Chapter 2: D2-HPP Setup

Handheld Programmer Setup	2-2
Clearing the Display	2-2
Using the Cursor	2-2
CPU Setup	2-3
A Few Things to Know	2-3
CPU Modes	2-3
Changing the CPU Mode	2-4
Selecting Different CPU Mode	2-4
I/O Configuration	2-5
Automatic I/O Configuration (DL205 Only)	2-5
Checking I/O Configuration	2-5
Auxiliary Functions	2-6
What are Auxiliary Functions?	2-6

Handheld Programmer Diagnostics	2-7
Beeper ON/OFF	2-7
Clearing an Existing Program	2-8
Initializing System Memory	2-8
Setting the CPU Network Address	2-9
Retentive Memory Ranges	2-10
Changing Retentive Memory Ranges	2-11
Press these keystrokes	2-11
Setting the Clock and Calendar	2-12
Press these keystrokes	2-12
Chapter 3: Entering Programs	
Entering Ladder Programs	3-2
Purpose of Section	3-2
Handheld Programmer Key Sequences	3-2
Instruction Overview	3-2
Navigating the Program	3-3
Previous / Next Keys	3-3
Starting at Address 0	3-3
Searching a Addresses	3-3
Searching the END	3-3
Entering END command	3-3
Program Mode	3-4
Entering a Simple Network	3-4
Selecting Different Element Types	3-4
Entering Normally Closed Elements	3-5
Entering Series Elements	3-5
Entering Parallel Elements	3-6
Joining Series Elements in Parallel	3-7
Joining Parallel Branches in Series	3-8
Combination Networks	3-9
Entering Timers and Counters	3-10
Timer Example Using Discrete Status Bits	3-10
Accumulating Timers & Counters	3-10
Entering Accumulating Timers (Two Inputs)	3-11
Entering Relational Contacts	3-12
Entering ASCII Characters	3-13
Using the INST # key	3-13
Entering Octal and Hex Numbers	3-14
Checking for Program Errors	3-15
Error Checking	3-15
Syntax Check	3-15
Duplicate Reference Check	3-16
Chapter 4: Changing Programs	
Two Ways to Edit a Program	4-2
Editing Modes	4-2
Program Mode	4-2
Run-Time Edit Mode	4-2
Displaying a Program	4-3
Searching a Program Address	4-4
Searching Start of Program	4-4

Finding Instructions	4-5
Finding Specific Reference	4-5
Changing an Instruction	4-6
Preparing Mode for Changes	4-6
Inserting an Instruction	4-7
Deleting an Instruction	4-8
Using Search and Replace	4-9
Editing Programs During Run Mode	4-10
Selecting Runtime Edits	4-11
Changing Constant Values During Run Mode	4-11
Chapter 5: Naming and Storing Programs	
Program Names and Passwords	5-2
Program Names	5-2
Password Protection	5-2
Locking the CPU with Password Protection	5-3
Unlocking the CPU Password Protection	5-3
Saving Programs on EEPROM	5-4
Type of EEPROMs (DL205 ONLY)	5-4
Inserting a EEPROM in the Handheld Programmer	5-5
Using HPP EEPROM functions with the DL105	5-5
Checking the EEPROM Type	5-6
Checking for a Blank EEPROM	5-6
Erasing a EEPROM	5-7
Copying Programs from the CPU	5-7
Selecting Memory to copy from CPU – EEPROM	5-8
Writing Programs to the CPU	5-9
Comparing CPU and Handheld Programs	5-10
Verification Errors	5-11
Saving Offline Generated Programs	5-11
Chapter 6: System Monitoring and Troubleshooting	
Troubleshooting Suggestions	6-2
Understanding the Status Monitor Options	6-2
Monitoring Discrete I/O Points	6-3
Bit Status Monitor	6-3
Forcing Discrete I/O Points	6-4
Using Force during Bit Override	6-5
Regular Bit Force using the Status Monitor	6-6
Regular Bit Force with Direct Access	6-6
Bit Override Indicators	6-7
Direct bit Forcing (DL240 ONLY)	6-7
Bit Override (DL240 Only)	6-8
Monitoring V-Memory Locations	6-9
Changing V-Memory Values	6-9
Monitoring Pointer Locations	6-10
Monitoring Timer/Counter Values	6-10
Changing Timer/Counter Current Values	6-10
Monitoring the CPU Scan Time	6-11
To Change Watchdog Timer	6-11

Test Displays	6-13
TEST-RUN Displays	6-13
Holding Output States	6-14
Using the Test Operation	6-15
Trapping a Discrete Point or Word of Data (DL240 Only)	6-16
I/O Diagnostics	6-17
Diagnostics (DL205 ONLY)	6-17
Custom Messages	6-18
Message Instructions	6-19
Message Program Example	6-20
Checking the Error Message Tables	6-21
Two Types of Tables	6-21
Viewing the Error Table	6-22
Viewing the Message Table	6-22
Error Codes	6-23
Appendix A: DL105/DL205 Memory Map	
DL130 Memory Map Overview	A-1
DL230 Memory Map Overview	A-2
DL240 Memory Map Overview	A-3
X Input Bit Map	A-4
Y Output Bit Map	A-4
Control Relay Bit Map	A-5
Stage Control / Status Bit Map	A-6
Timer Status Bit Map	A-7
Counter Status Bit Map	A-7
DL130/DL230 System V-memory	A-8
DL240 System V-memory	A-10
Appendix B: Special Relays	
DL130/DL230 CPU Special Relays	B-1
DL240 CPU Special Relays	B-2