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## **Original Document**

The Dutch version of this training manual is the original.

## **Translations of the Original document**

All non-Dutch language versions of this training manual are translations of the original document  
Trainingshandboek Easy-RTD-advanced GH138 NL 10/24.

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All programs have been drawn up and carefully tested by us to the best of our knowledge. These are intended as examples. Company Eaton is not liable for any errors.

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# Table of contents

- Chapter 1 Introduction .....4
- Chapter 2 Network.....5
- Chapter 3 EasyE4 program .....6
  - 3.1 Application.....6
  - 3.2 EasyE4 program .....7
- Chapter 4 EasyE RTD Advanced ..... 15
  - 4.1 EasyE RTD Advanced commissioning ..... 15
  - 4.2 Add easyE RTD to configuration .....29
- Chapter 5. Visualization .....31
- Chapter 6 Attachments .....73
  - 6.1 EasyE4 program .....73
  - 6.2 Bitmaps .....76
- Notes .....77

## Chapter 1 Introduction

This manual describes step-by-step how an easyE Remote Touch Display Advanced can be connected to an easyE4.

This manual does not explain the programming of the easyE4. That is described in the “easySoft 8 GH135, MN050014EN” training manual.

From chapter 4, it is explained how the easyE RTD is commissioned.

The easyE4 is programmed with easySoft V8 and must have firmware higher than or equal to FW2.0.

The following hardware is used in the manual:

Easy-E4-DC-12TC1

Easy-RTD-DC-43-03B2

This manual does not replace the handbooks that belong with the various devices, but it ensures that you can quickly start using your easyE RTD.

Eaton trust you will enjoy using your easyE RTD.

## Chapter 2 Network

The easyE4 and the easyE RTD can be directly connected to each other. It is, however, easier for programming to include the easyE4, the easyE RTD, and the computer in a network via an Ethernet switch.

For this, both the easyE4 and the easyE RTD must be provided with a fixed IP address.

The following configuration is used in this manual.

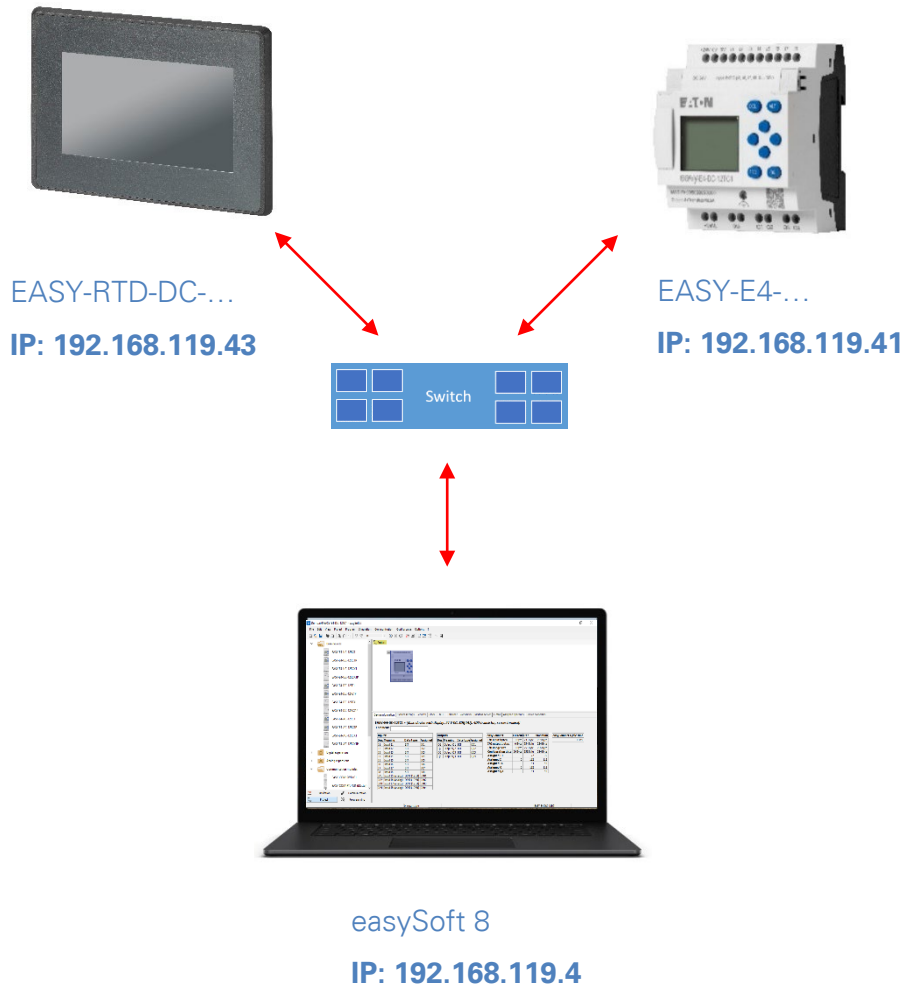


Fig. 1

## Chapter 3 EasyE4 program

### 3.1 Application

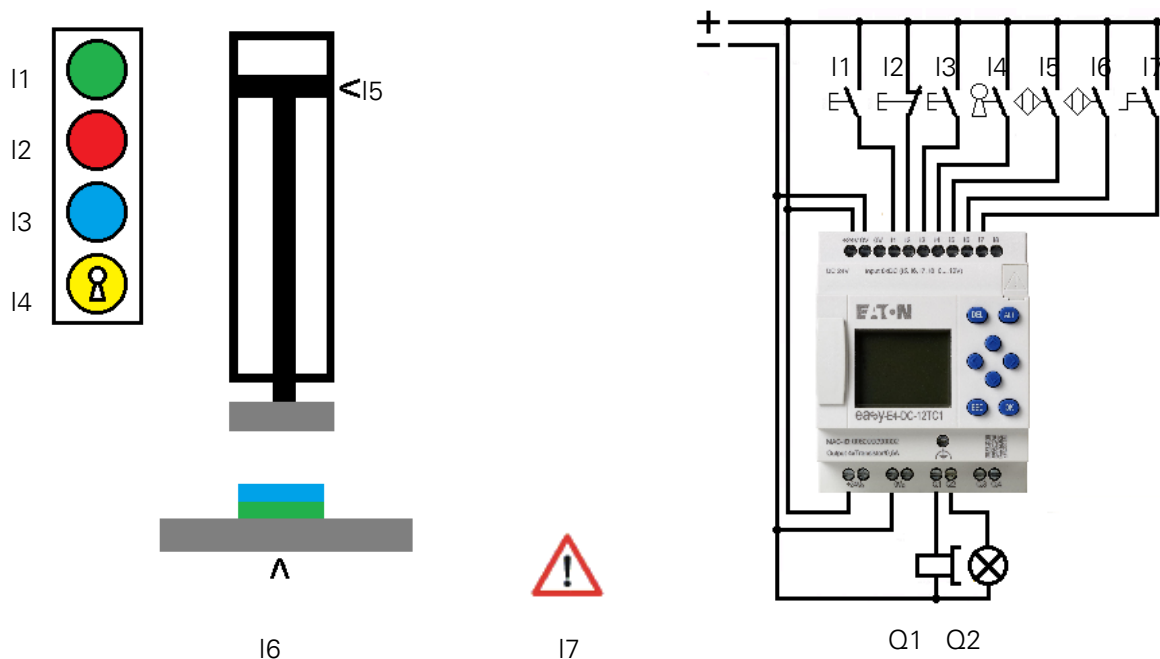


Fig. 2

#### Functioning:

In the example above, a small press must be controlled. The cylinder is driven downwards with the 'Start' (I1) input by means of the 'CylinderPressing' (Q1) valve. However, that is only permitted if a product to be processed is present, which is detected by the 'ProductPlaced' (I6) sensor. The position of the press is monitored by the 'CylinderUp' sensor (I5).

The press must press for a certain time, after which the cylinder retracts again. If 'Stop' (I2) is pressed, the press opens immediately.

If an 'Error' (I7) fault occurs, the press must also open. The 'PressErrorLight' output (Q2) indicates that the press has a fault.

The fault can be reset with 'Reset' (I3) as soon as the fault is no longer present.

The number of press movements must be counted. The counter can be reset with the 'ResetCounter' (I4) key switch.

#### Inputs

|    |               |
|----|---------------|
| I1 | Start         |
| I2 | Stop          |
| I3 | Reset         |
| I4 | ResetCounter  |
| I5 | CylinderUp    |
| I6 | ProductPlaced |
| I7 | Error         |

#### Outputs

|    |                               |
|----|-------------------------------|
| Q1 | CylinderPressing (monostable) |
| Q2 | PressErrorLight               |

## 3.2 EasyE4 program

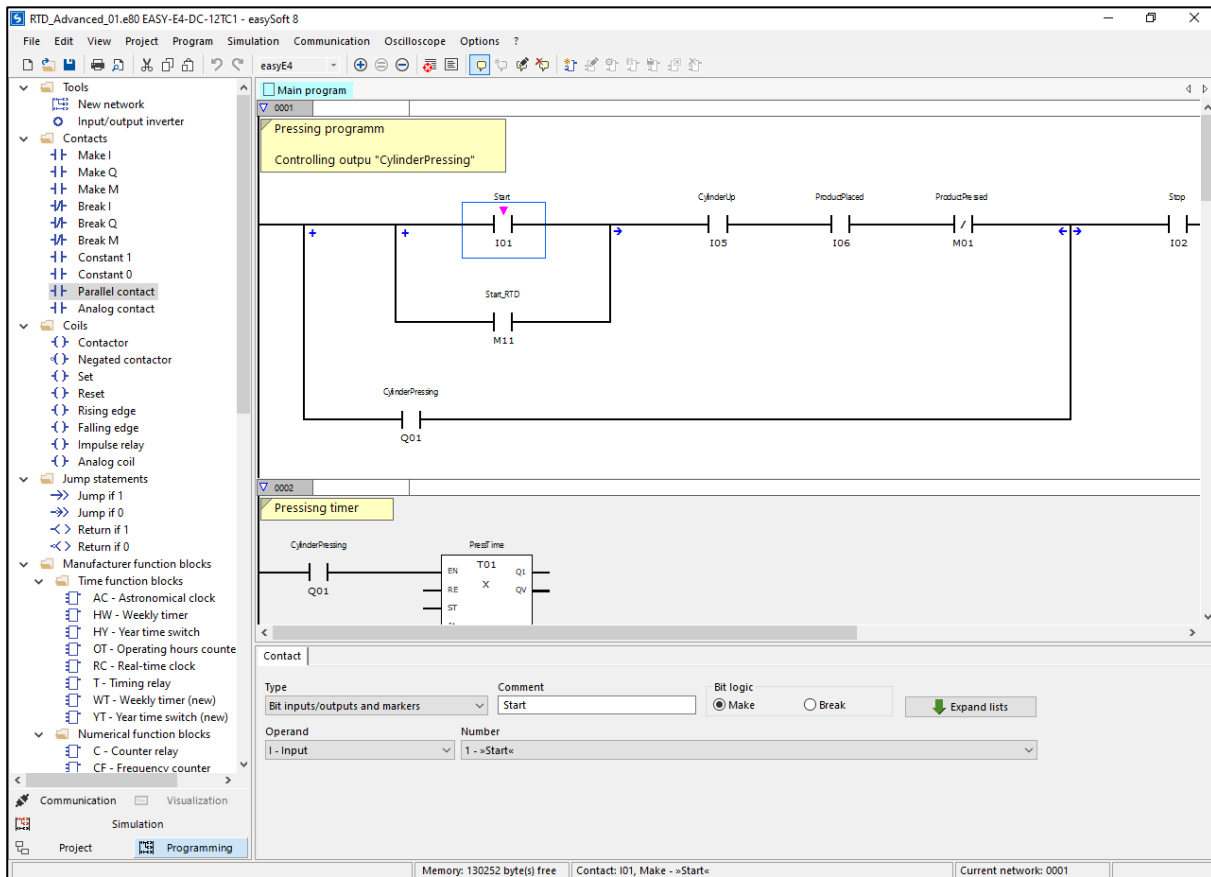


Fig. 3

The easyE4 must first be provided with the correct program. The basis of this program comes from the "Training Manual easySoft 8 GH135 NL xx/xx".

For this easyE RTD advanced example, the program is adjusted so that the operation and visualization can also be realized by the easy-RTD.

The program can be found in chapter 6.1 EasyE4 program Take this over in easySoft.

- ▶ Open the easySoft software.
- ▶ Drag an easyE4-DC-12TC1 onto the worksheet.
- ▶ Choose FW V2.10 or higher.
- ▶ Copy the easyE RTD Advanced program.
- ▶ Save the program under the name "RTD\_Advanced\_01".

## Chapter 3 EasyE4 program

### 3.2 EasyE4 program

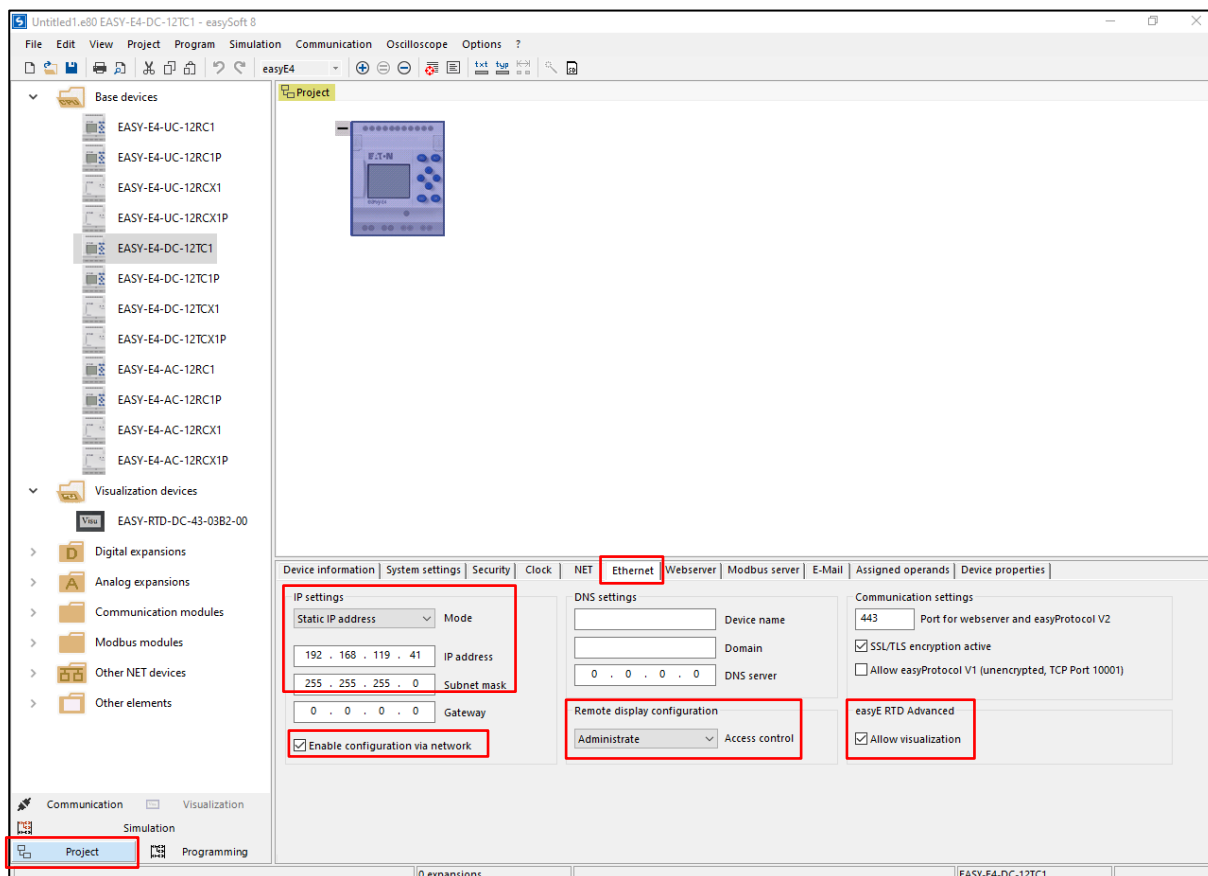


Fig. 4

The easyE4 program must be provided with the correct network settings in addition to the program itself. This ensures that the easyE RTD can find the easyE4 in the network during commissioning.

- ▶ Go to the "Project" menu to set the required parameters.
- ▶ Go to the Ethernet tab. Select a "Static IP address".  
IP address: 192.168.119.41  
Subnet mask: 255.255.255.0
- ▶ Select "Enable configuration via network".
- ▶ Select the "Administrate" setting under "Remote display configuration" for "Access control".
- ▶ Under "Communication settings," set the port to 433 and SSL/TLS encryption.
- ▶ Under "easyE RTD Advanced", place a check mark next to "Allow visualization".

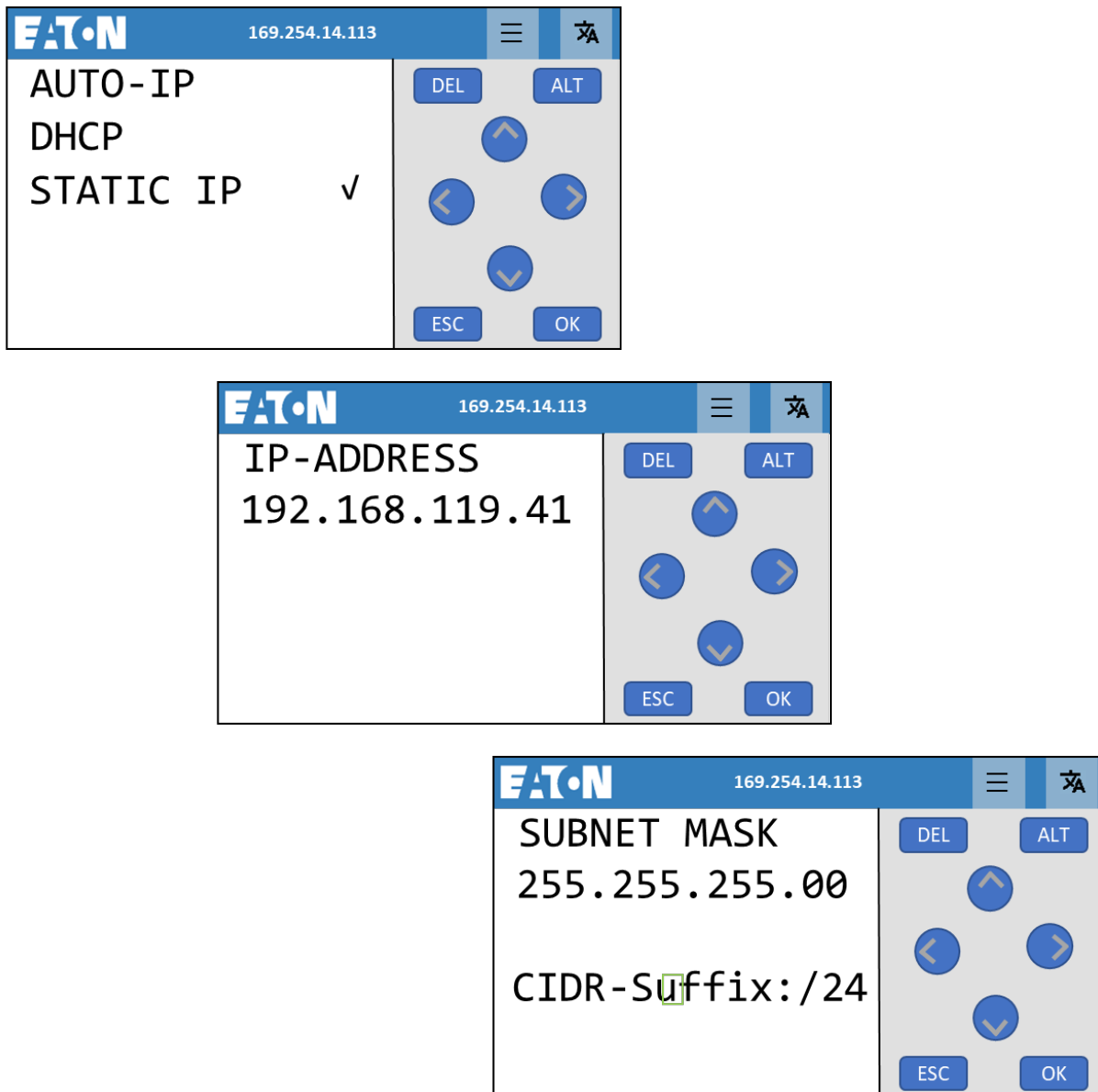


Fig. 5

- Manually enter the following IP address on the easyE4:  
"Static IP-Address".

IP address: 192.168.119.41

Subnet mask: 255.255.255.0

## Chapter 3 EasyE4 program

### 3.2 EasyE4 program

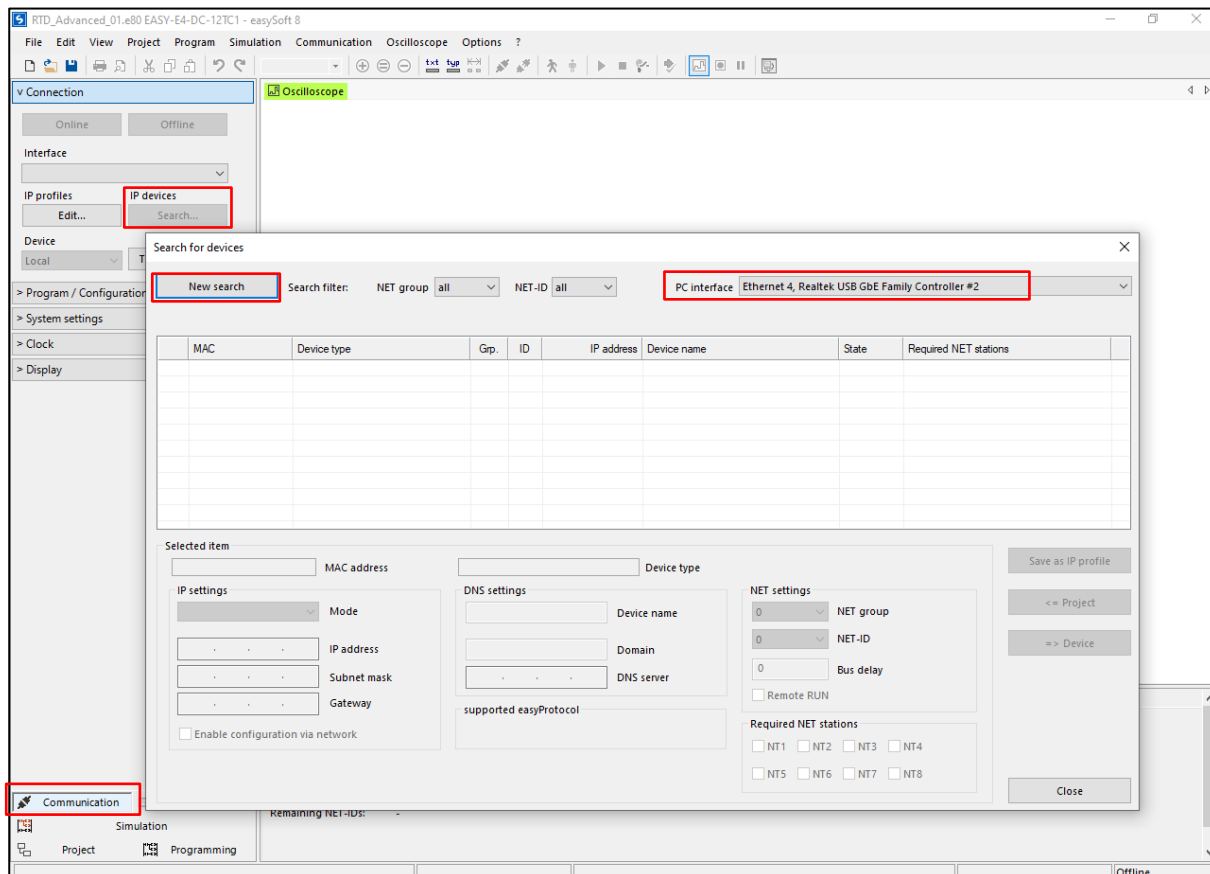


Fig. 6

- ▶ Go to the "Communication" menu. Search for the network participants by clicking on "Search".
- ▶ Select the correct "PC interface" and click "New search".

The software will now check which participants are in the network.

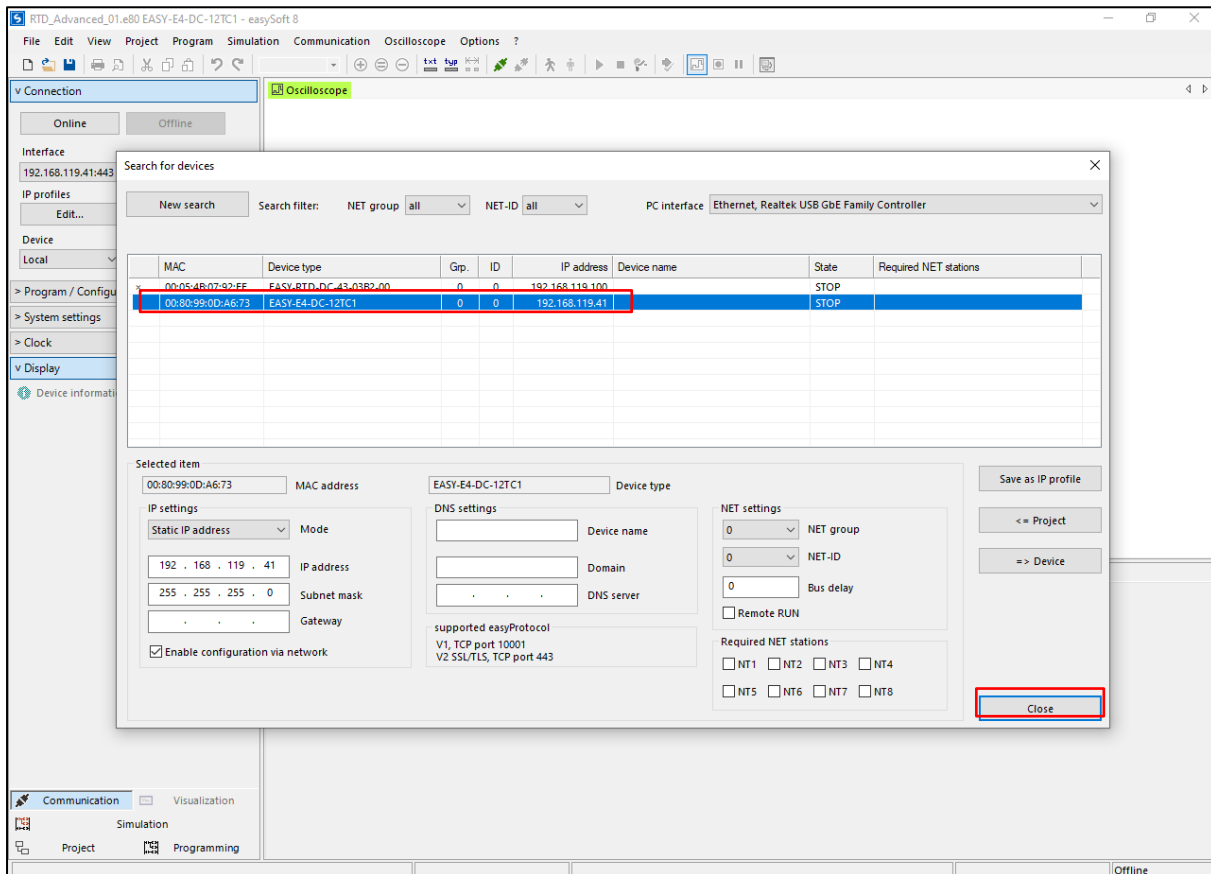


Fig. 7

Both the easyE RTD and the easyE4 are found.

Behind the easyE4 is the address that was manually entered on the easyE4 itself

- ▶ Select the easyE4 and Save the IP-address on 'Save as IP profile'
- ▶ Close the window with "Close".

## Chapter 3 EasyE4 program

### 3.2 EasyE4 program

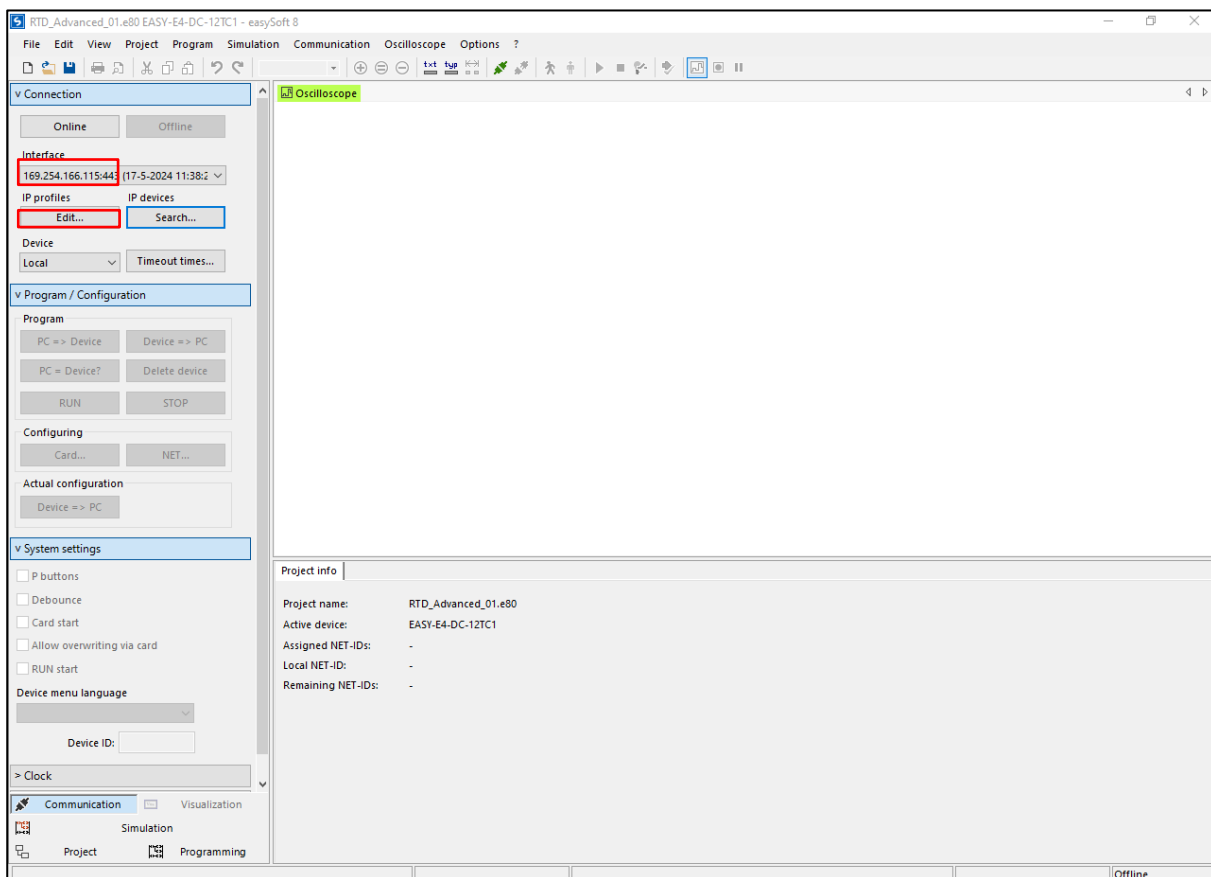


Fig. 8

Send the EasyE4 program to the easyE4.

- ▶ At "Interface", select the IP address that goes with the EasyE4. This is also shown on the display of the easyE4.
- ▶ Click "Online".

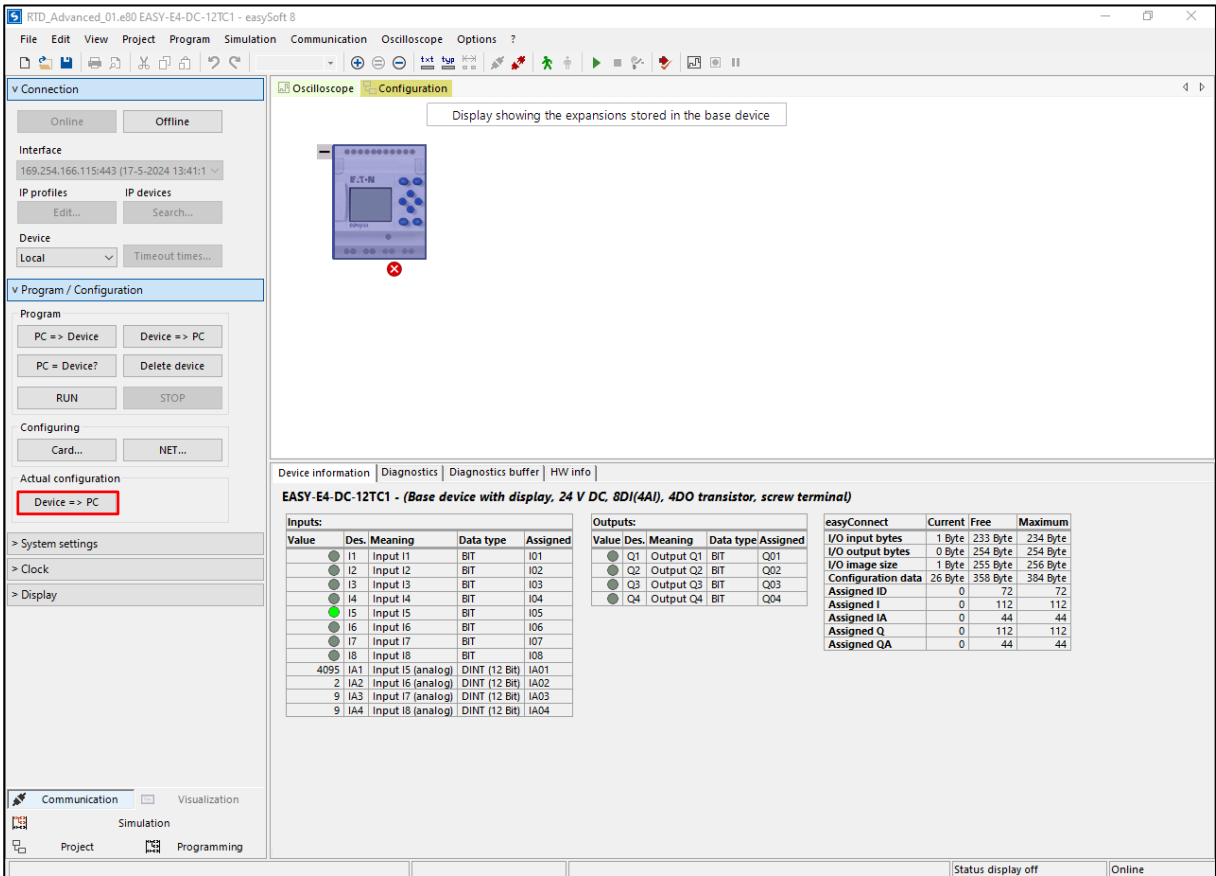


Fig. 9

If the connection is made, "PC => Device" can be selected in the "Program / Configuration" menu.

- Select "PC => Device"

The program is sent to the easyE4.

Chapter 3 EasyE4 program  
3.2 EasyE4 program

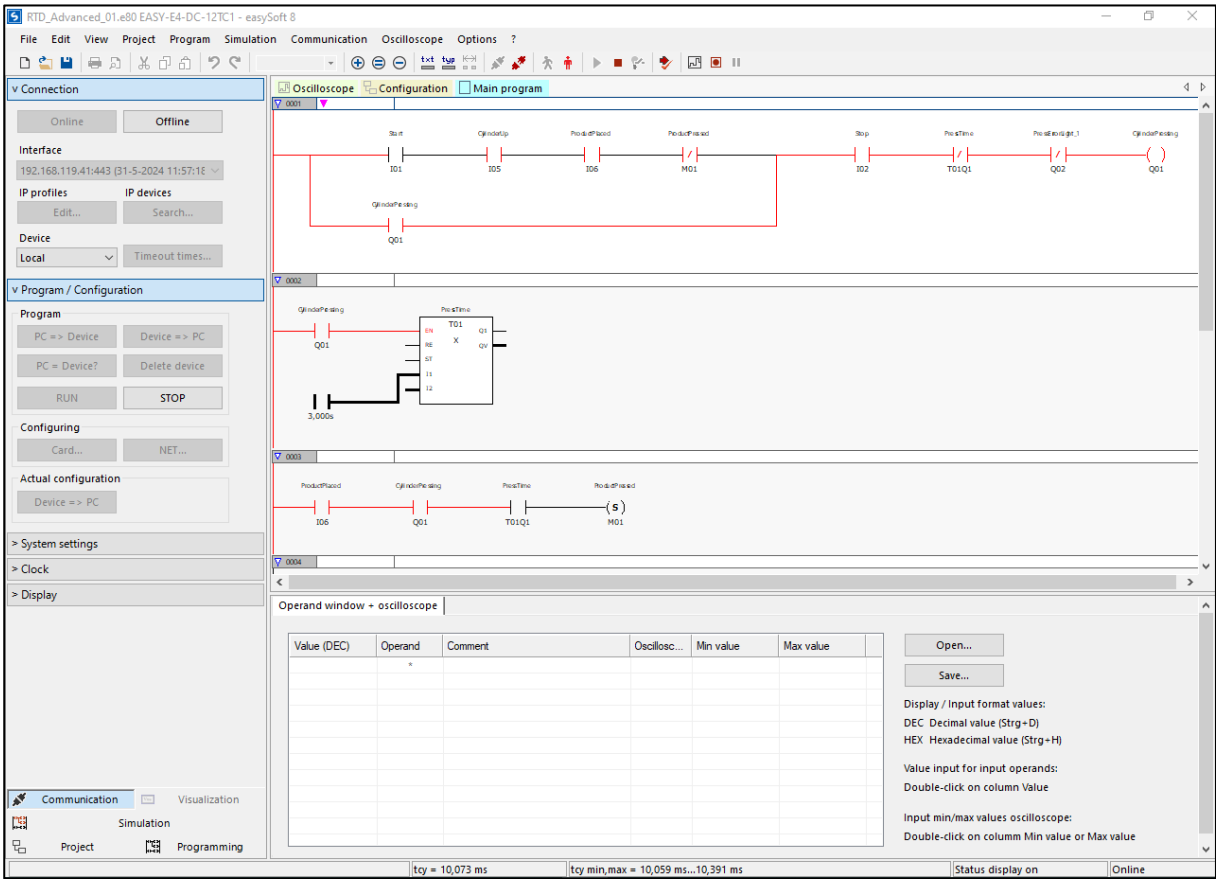


Fig. 10

- Set the easyE4 in RUN and check that the program works.

## Chapter 4 EasyE RTD Advanced

### 4.1 EasyE RTD Advanced commissioning

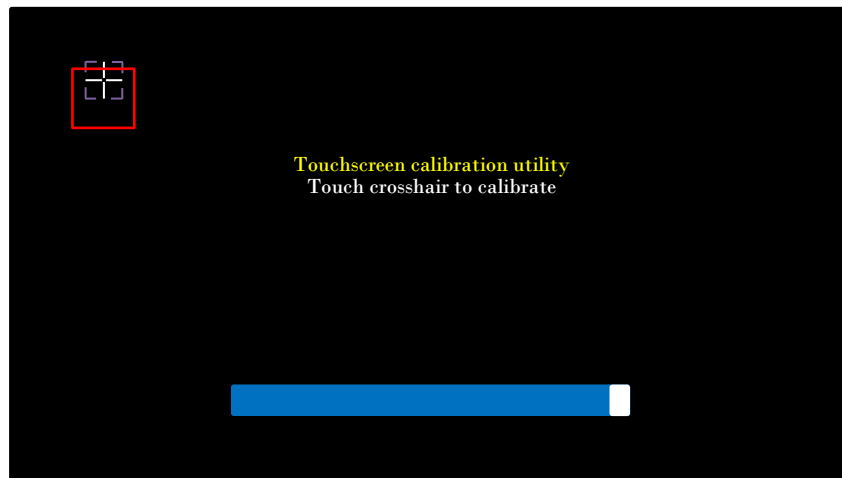


Fig. 11

After the screen starts, the image above is displayed. By pressing on the "crosses", the screen is calibrated.

After all the crosses have been checked, the screen will be briefly black.

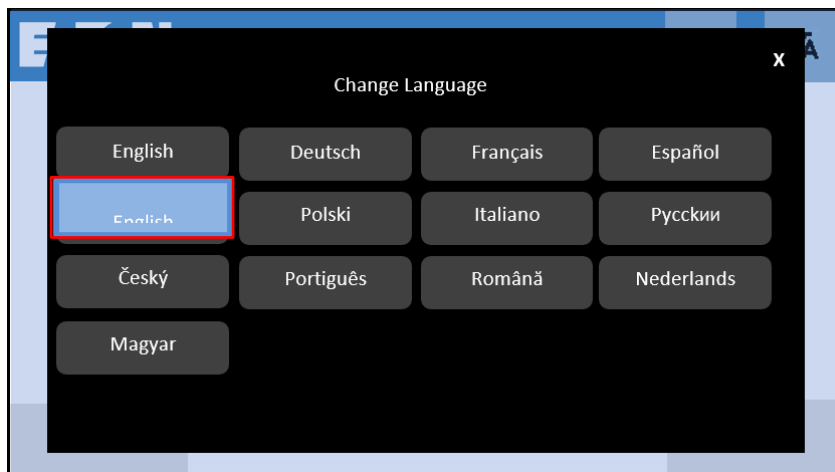


Fig. 12

After the calibration is finished, the menu appears in which the desired language can be chosen. In this example "English" was chosen.

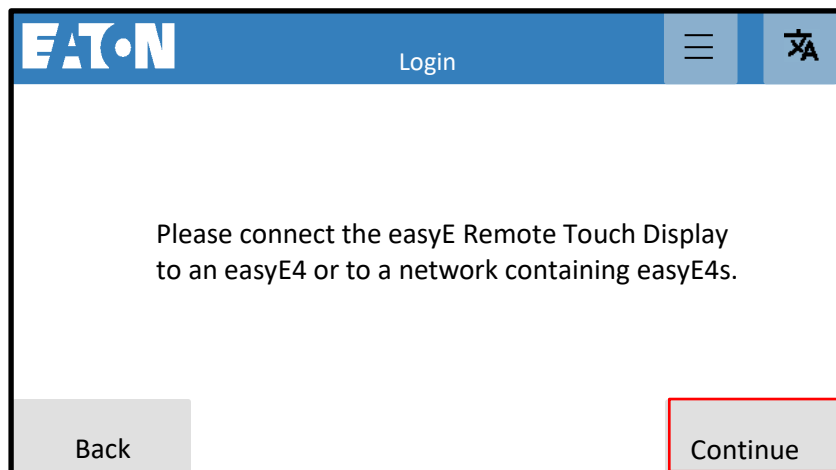


Fig. 13

You are asked to connect the easyE RTD to an easyE4.

- Select "Continue".

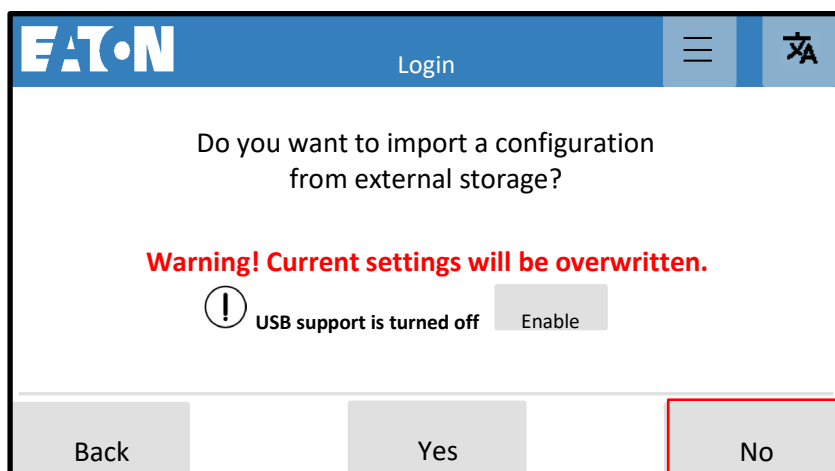


Fig. 14

A warning is given that the current settings will be overwritten if settings are copied from external data storage, such as a USB stick.

- Select "No" because this is not the case here.

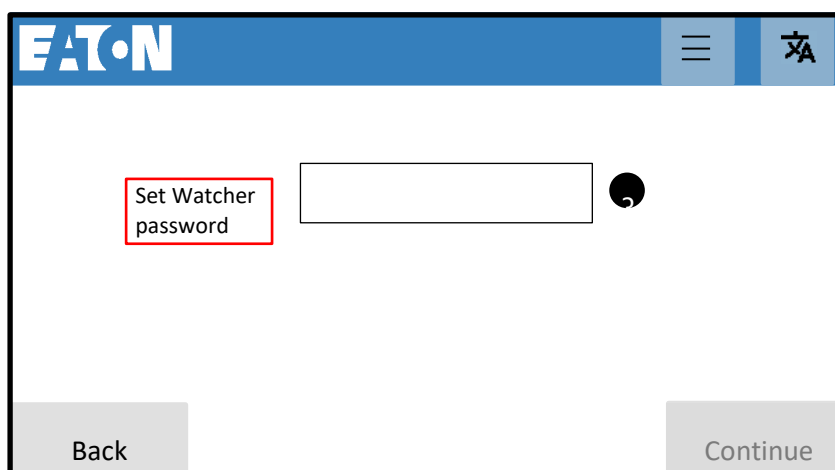


Fig. 15

The "Watcher" is a person who can only view information on the panel and cannot modify anything.

- Click on the field beside "Set Watcher password" to enter the password.

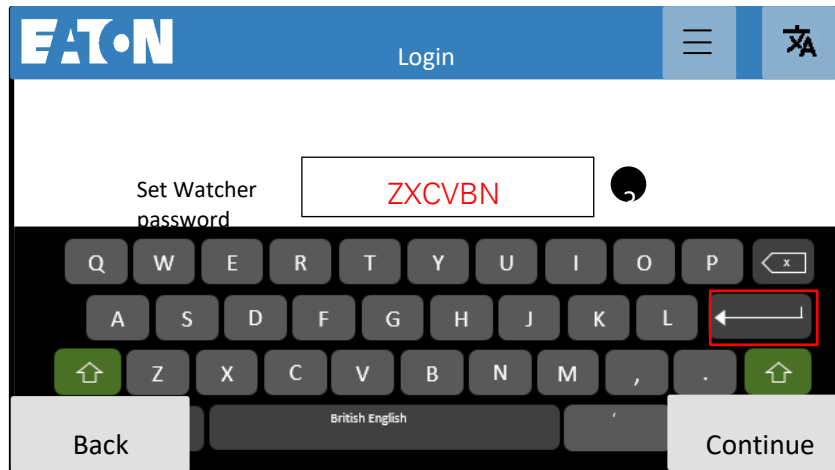


Fig. 16

For this, enter the password “ZXCVCBN” for “Watcher”, just like in the easySoftware, and confirm with RETURN.

All passwords consist of exactly 6 characters.

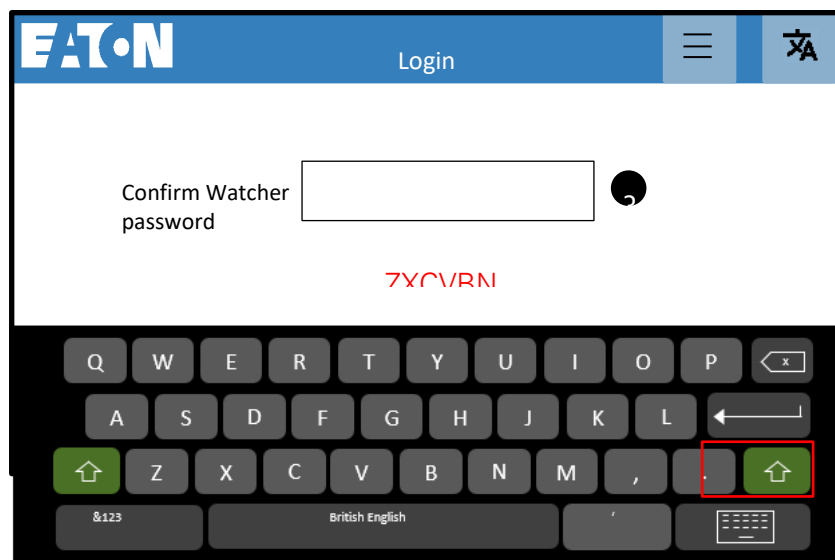


Fig. 17

The password must be confirmed again.

- Enter the password “ZXCVCBN” once more and confirm with RETURN.

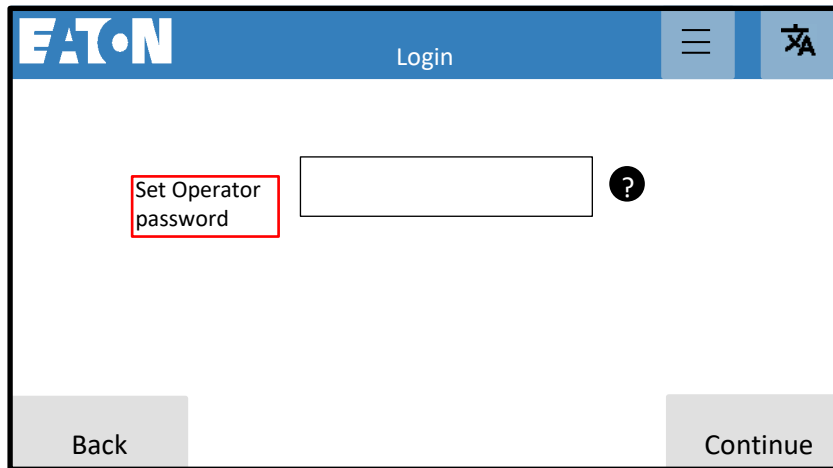


Fig. 18

The next step is to enter the password for the Operator. This user may also adjust variables in the easyE4 program via the easy-RTD.

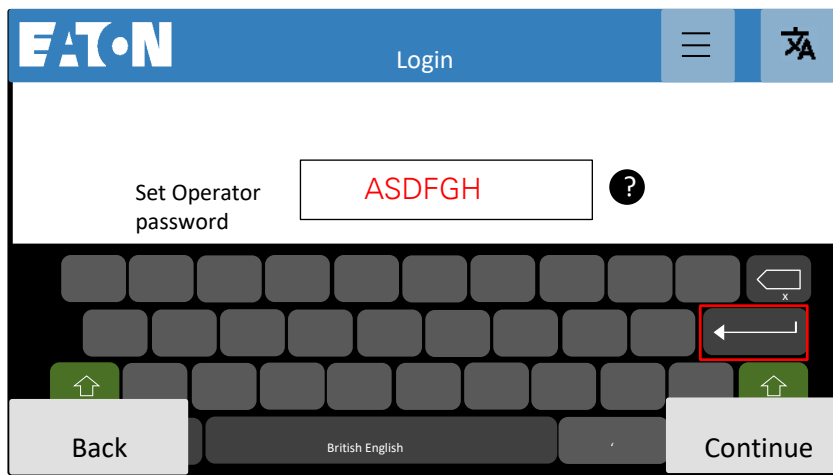


Fig. 19

- Enter the password "ASDFGH" here for the "Operator" and confirm with RETURN.

All passwords consist of exactly 6 characters.

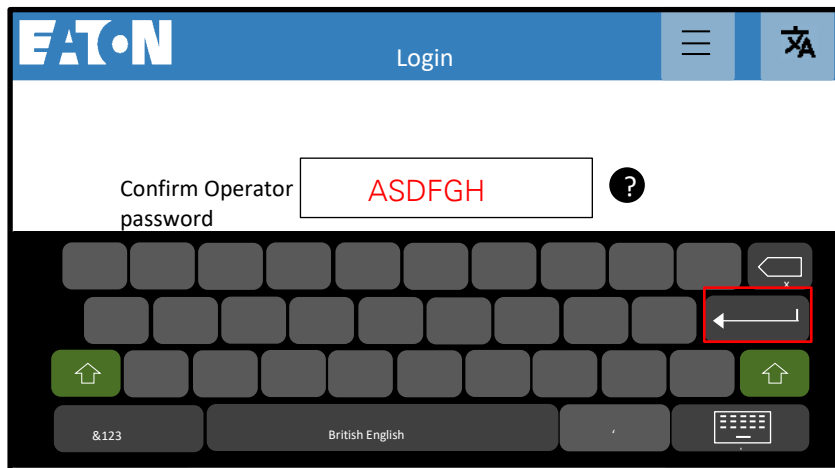


Fig. 20

The password must be confirmed again.

- Enter the password "ASDFGH" in confirm with RETURN.

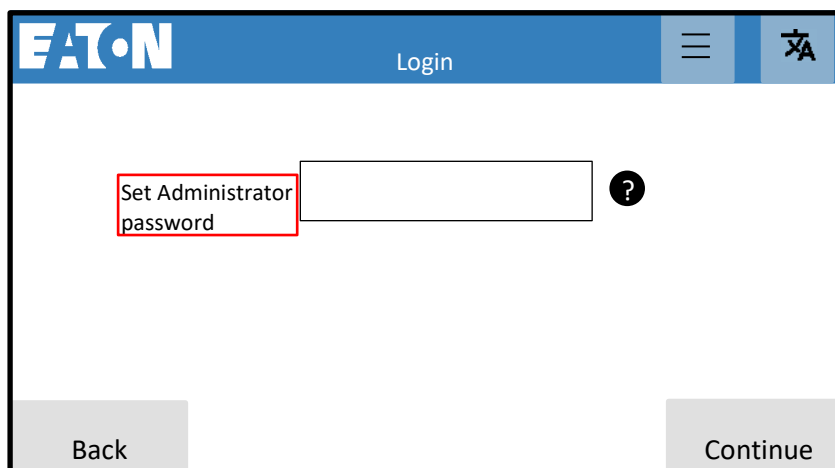


Fig. 21

Finally, the password for the Administrator must be entered. This user has the same rights as the Operator but is also allowed to adjust settings of the easyE RTD itself.

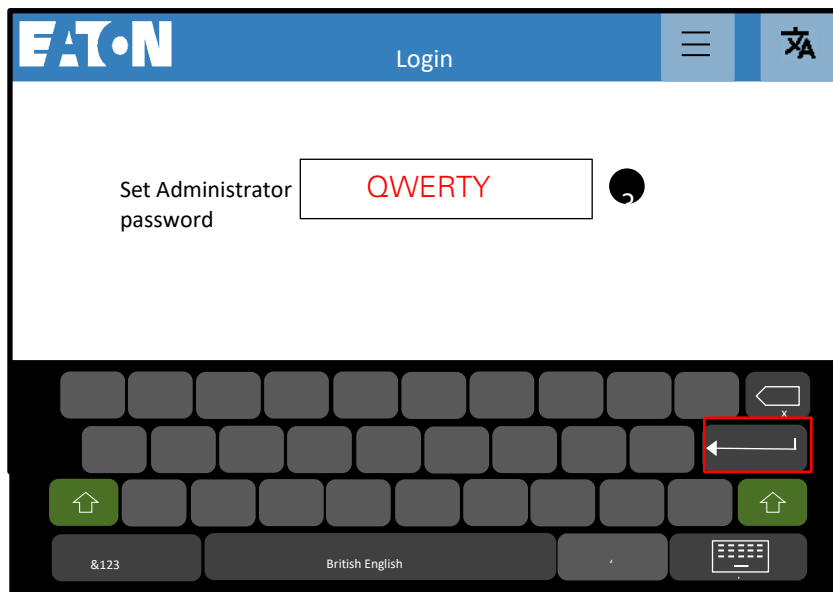


Fig. 22

- Enter the password "QWERTY" here for the Administrator and confirm with RETURN.

All passwords consist of exactly 6 characters.

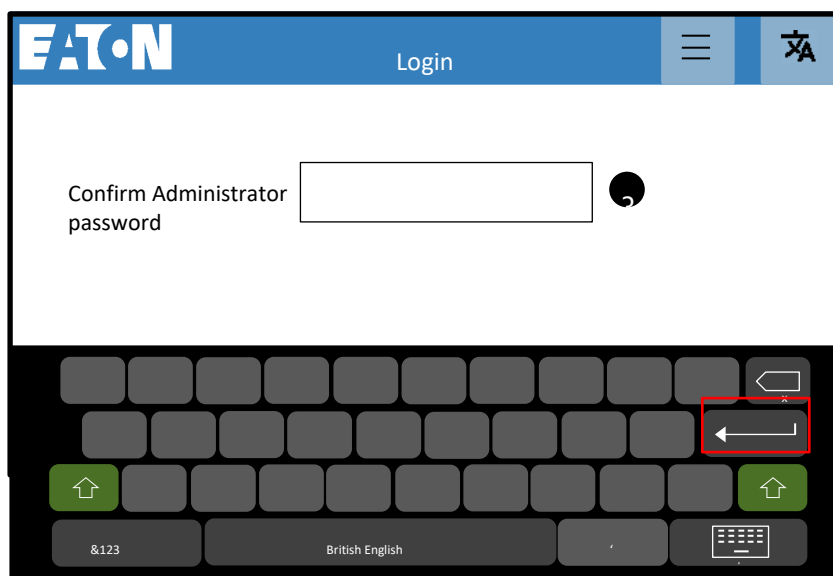


Fig. 23

The password must be confirmed again.

- Enter the password "QWERTY" and confirm with RETURN.

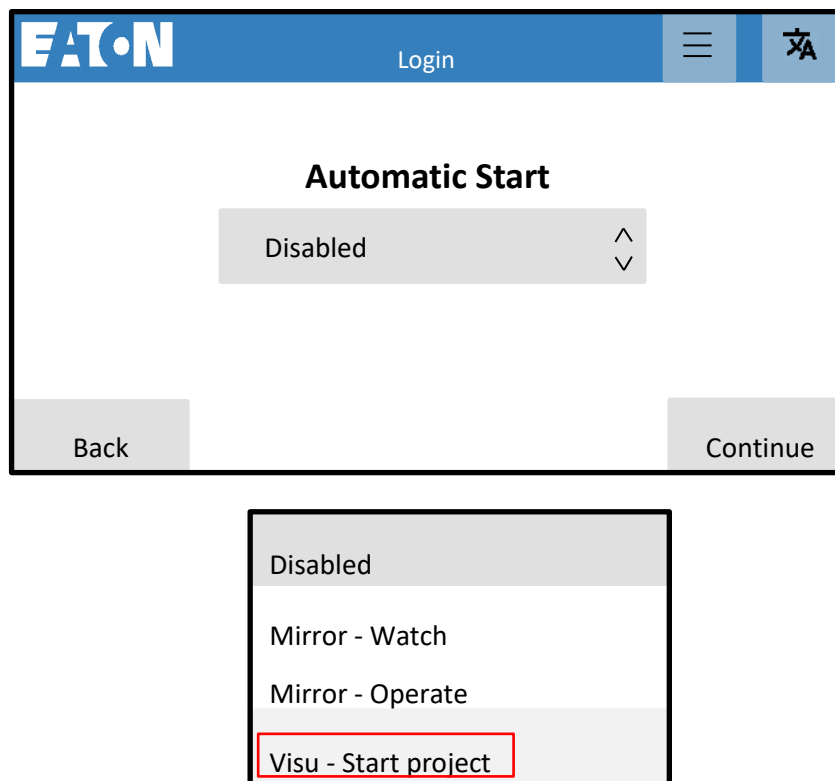


Fig. 24

After starting, the visualization must be displayed immediately.

- Select "Visu – Start project".

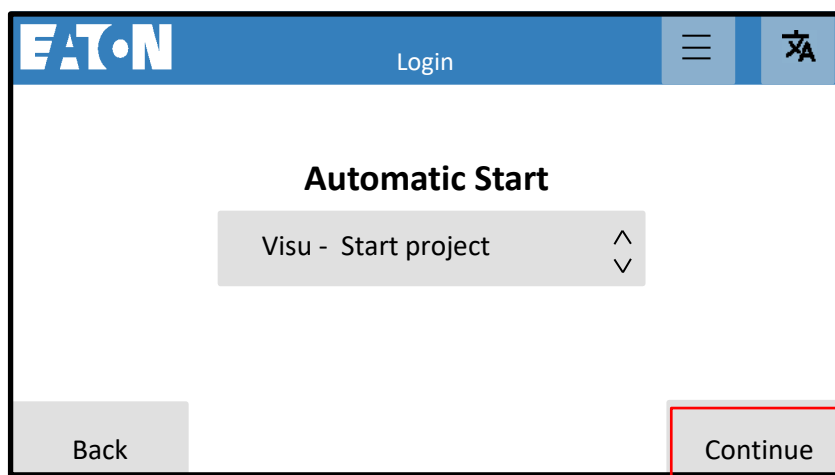


Fig. 25

- Confirm with "Continue" to proceed.

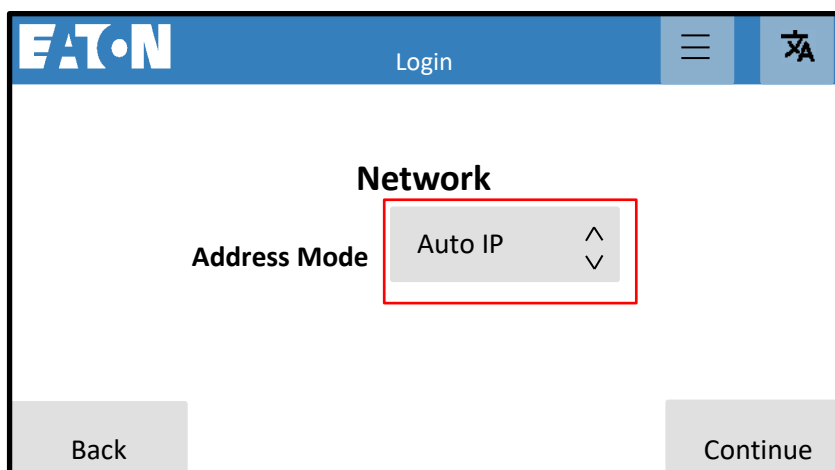


Fig. 26

The easyE RTD must receive a fixed IP-address.

- ▶ Click on the "Auto IP" block with the arrows. A dropdown menu is displayed.
- ▶ Select "Static".

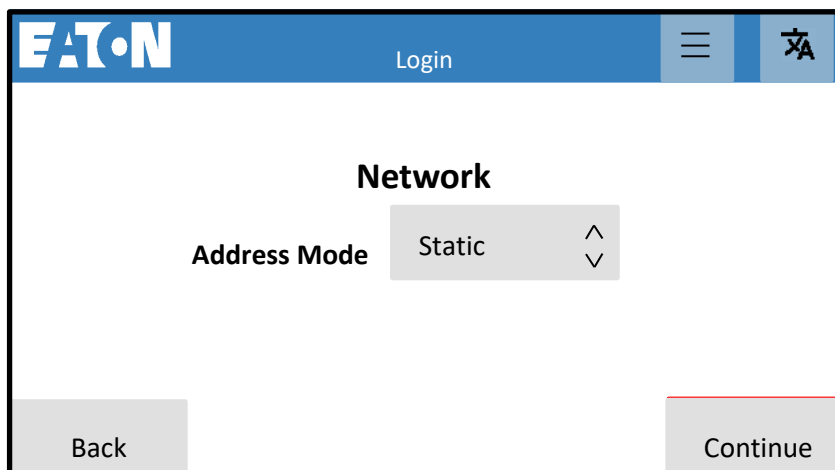


Fig. 27

Continue by clicking on "Continue".

**EasyE RTD advanced commissioning**

Eaton Login

Network

▲ ▲ ▲ ▲

255 255 255 255

IP address 0 0 0 0

▼ ▼ ▼ ▼

Back Continue

Fig. 28

Enter the desired IP address 192.168.119.43 here for the easy-RTD.  
This can be done using the arrow keys or by pressing and holding the displayed number, after which a keyboard appears.

Eaton Login

Network

▲ ▲ ▲ ▲

191 167 118 42

IP address 192 168 119 43

193 169 120 44

▼ ▼ ▼ ▼

Back Continue

Fig. 29

Confirm this IP address with "Continue".

EATON Login

Network

▲ ▲ ▲ ▲

254 254 254 255

Subnet Mask 255 255 255 0

▼ ▼ ▼ ▼

Back Continue

Fig. 30

Enter the Subnet-mask 255.255.255.0 here.

Confirm this Subnet mask with "Continue".

EATON Login

Search results / Select easyE4

Searching for easyE4 base devices...

Back Continue

Fig. 31

The easyE RTD will search for an easyE4 on the network.

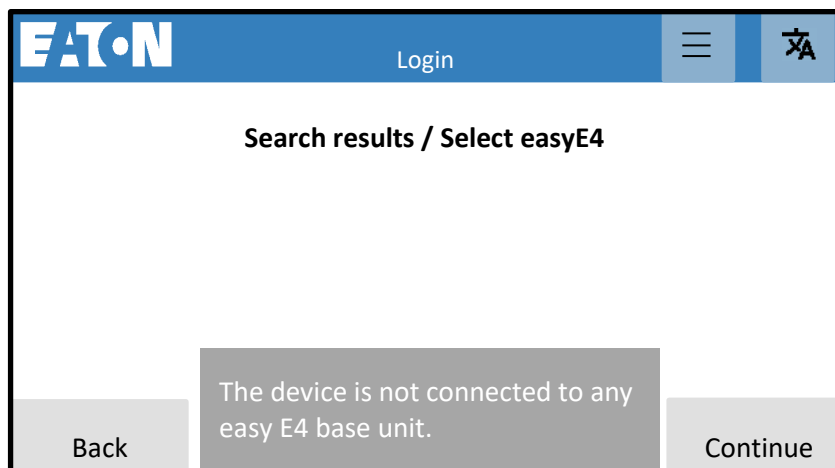


Fig. 32

If the easyE RTD does not find an easyE4, this message is displayed. This could be caused by the incorrect connect.

If the connections are physically present, then check the IP addresses and subnet masks of both the easyE4 and the easy-RTD.

**EasyE4**

IP address: 19.168.119.41  
Subnet mask: 255.255.255.0

**easy-RTD**

IP address: 19.168.119.43  
Subnet mask: 255.255.255.0

Click on "Back" and let the easyE RTD search for a connection again.

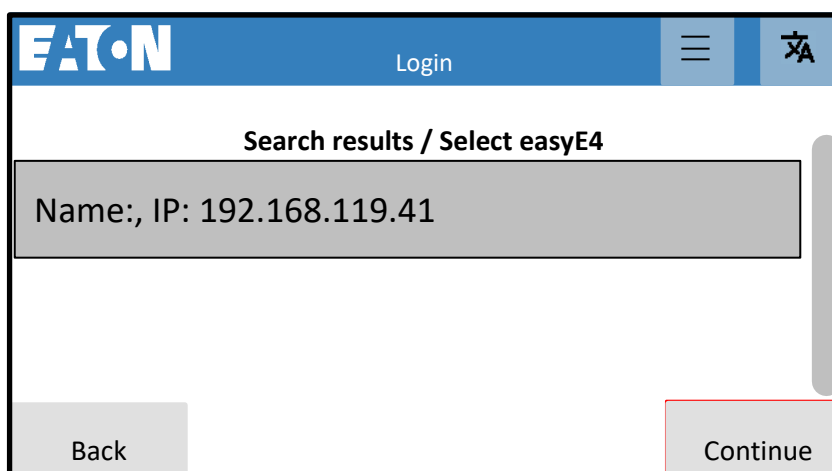


Fig. 33

If the easyE RTD finds the easyE4, the screen shows the IP address of the easyE4 that was found. There is a scroll bar on the right side. If there are multiple easy devices on a network, the desired easy can be selected.

- Click "Continue".

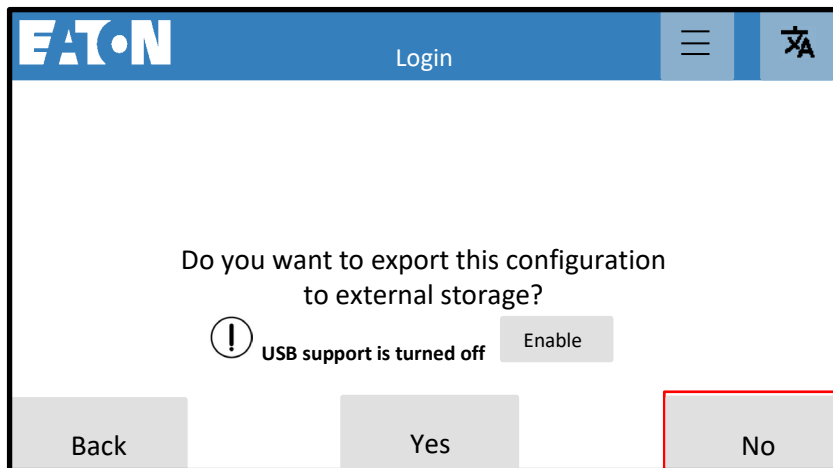


Fig. 34

The easyE RTD now asks whether the settings should be placed on external storage. That is not done in this example. Confirm this with "No".

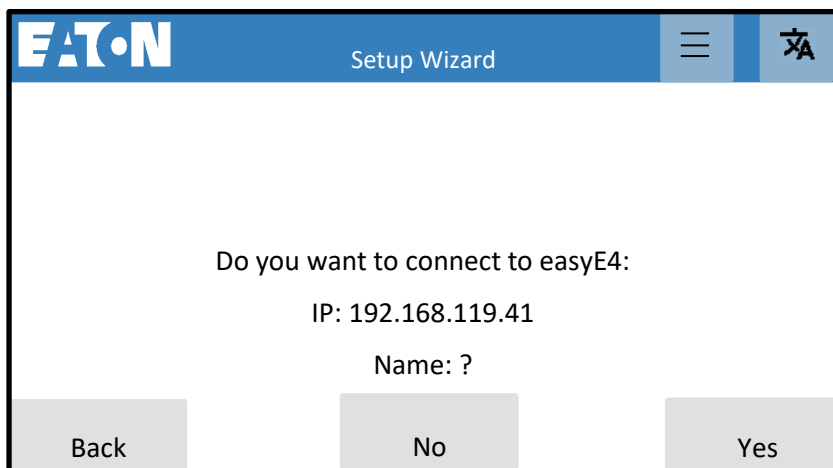


Fig. 35

A verification question is used to check whether a connection is being established with the correct easyE4. The IP address of the easyE4 is displayed. At "Name" it says "?", that is because the easyE4 has not been given a name and is therefore only recognized via the IP address.

Click on "Yes" to establish the connection.

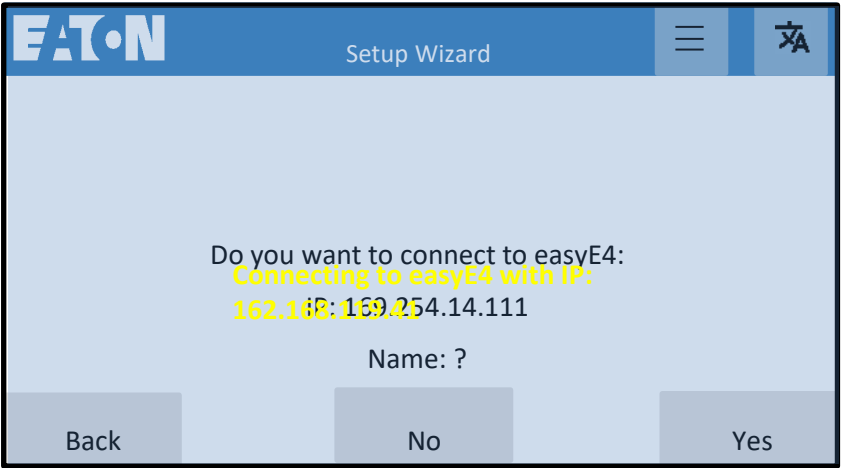


Fig. 36

The easyE RTD now establishes the connection with the easyE4.

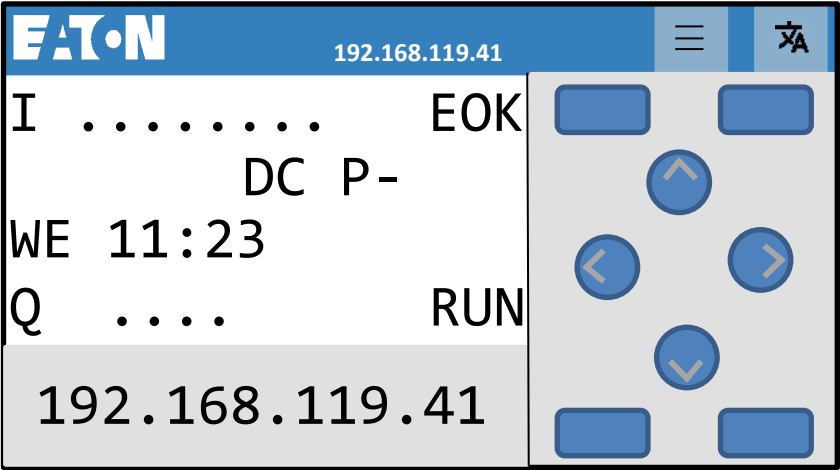


Fig. 37

Because there is no visualization yet in the easy-RTD, the so-called mirror function is displayed (mirror).

## 4.2 Add easyE RTD to configuration

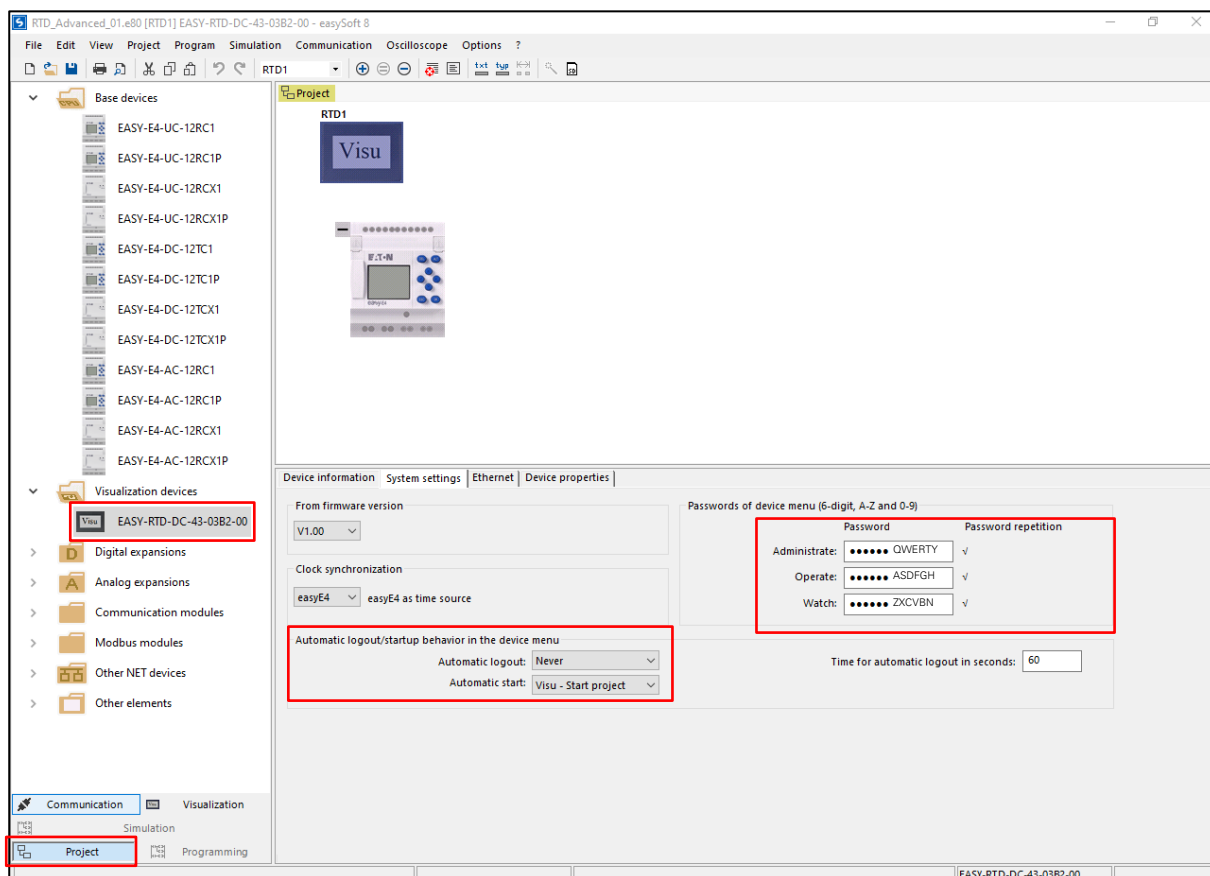


Fig. 38

Go to the "Project" menu and add the easyE RTD to the configuration by dragging it onto the worksheet.

- ▶ Select the easyE RTD for setting the parameters.
- ▶ Go to the "System settings" menu.

Select under "Automatic logout/startup behaviour in the device menu":

- ▶ Automatic logout = Never.  
After creating a connection, you are no longer logged out automatically.
- ▶ Automatic start = Visu – start project.  
When the easyE RTD is switched on, the visualization is started up as well.

At the "Passwords of device ..." the following passwords are entered. Make sure to use capital letters here.

- Administrative: QWERTY
- Operate: ASDFGH
- Watch: ZXCVCN

## Chapter 4 EasyE RTD Advanced

### 4.2 Add easyE RTD to configuration

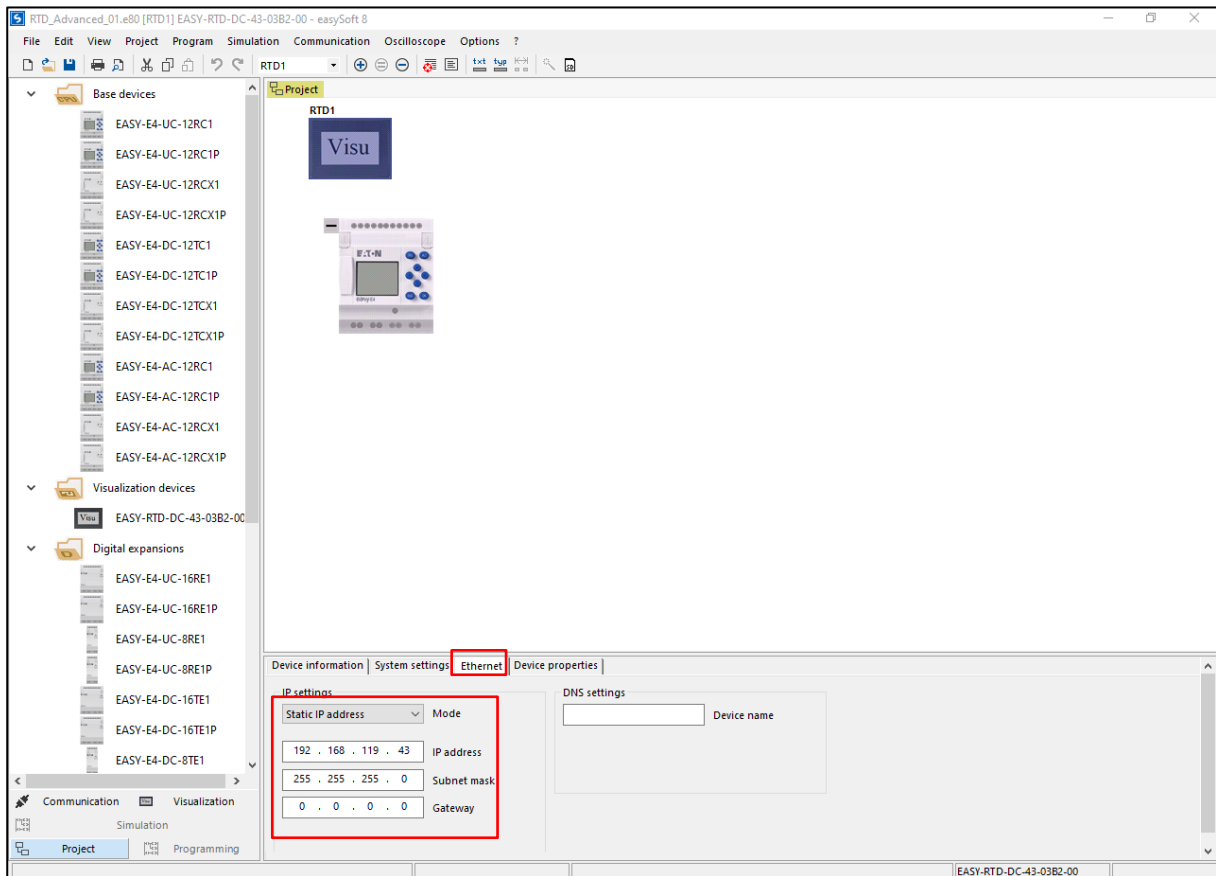


Fig. 39

Go to the "Ethernet" menu for setting the ethernet port.

- ▶ Select "Static IP address".  
IP address: 192.168.119.43  
Subnet mask: 255.255.255.0

Save the program so that the settings are retained.

## Chapter 5. Visualization easyE RTD

This chapter discusses the visualization not the easyE4 program itself. The easyE4 program can be found in chapter 6.1. page 73.

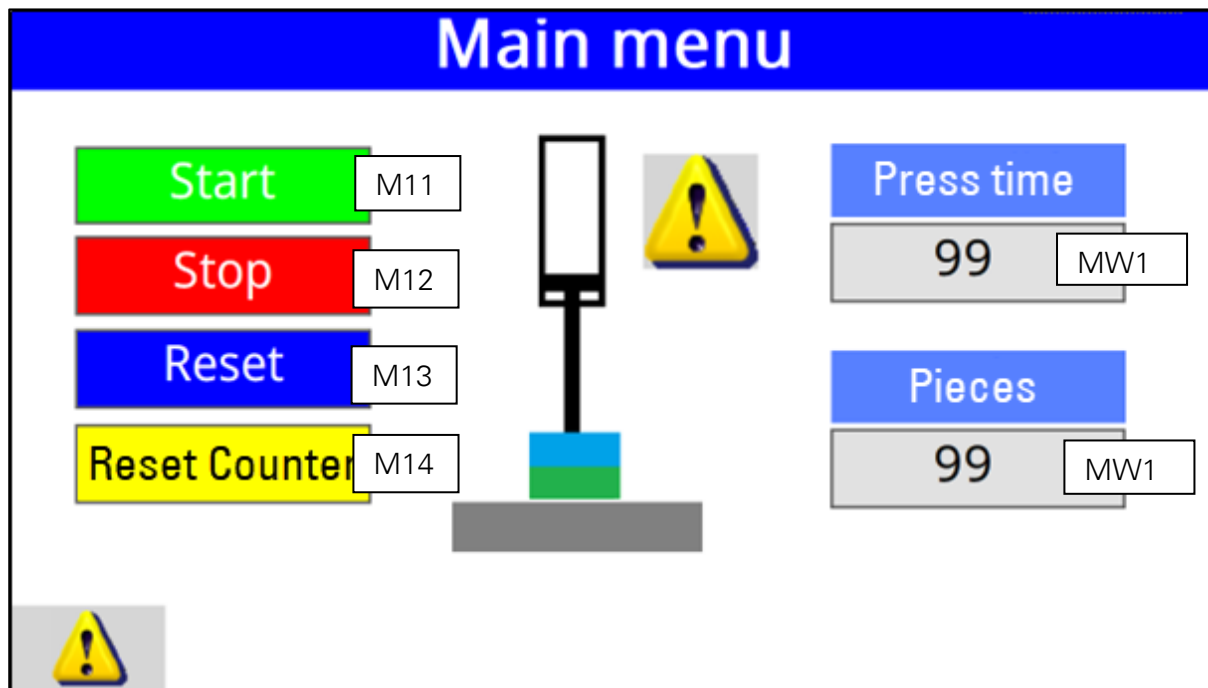


Fig. 40

With the easyE4, the physical control elements are connected to the inputs of the easyE4. With the HMI, these “buttons” are linked to markers.

In this example, the following control elements are used with the following names

- Start\_RTD = M11
- Stop\_RTD = M12
- Reset\_RTD = M13
- ResetCounter\_RTD = M14

Marker Words are used for entering and displaying values.

- PressTime\_RTD = MW11
- PressedPieces = MW12

The bitmaps that are displayed can be found in the appendix “Bitmaps”.

**Tip!** Cut out the images and place them in a separate folder.

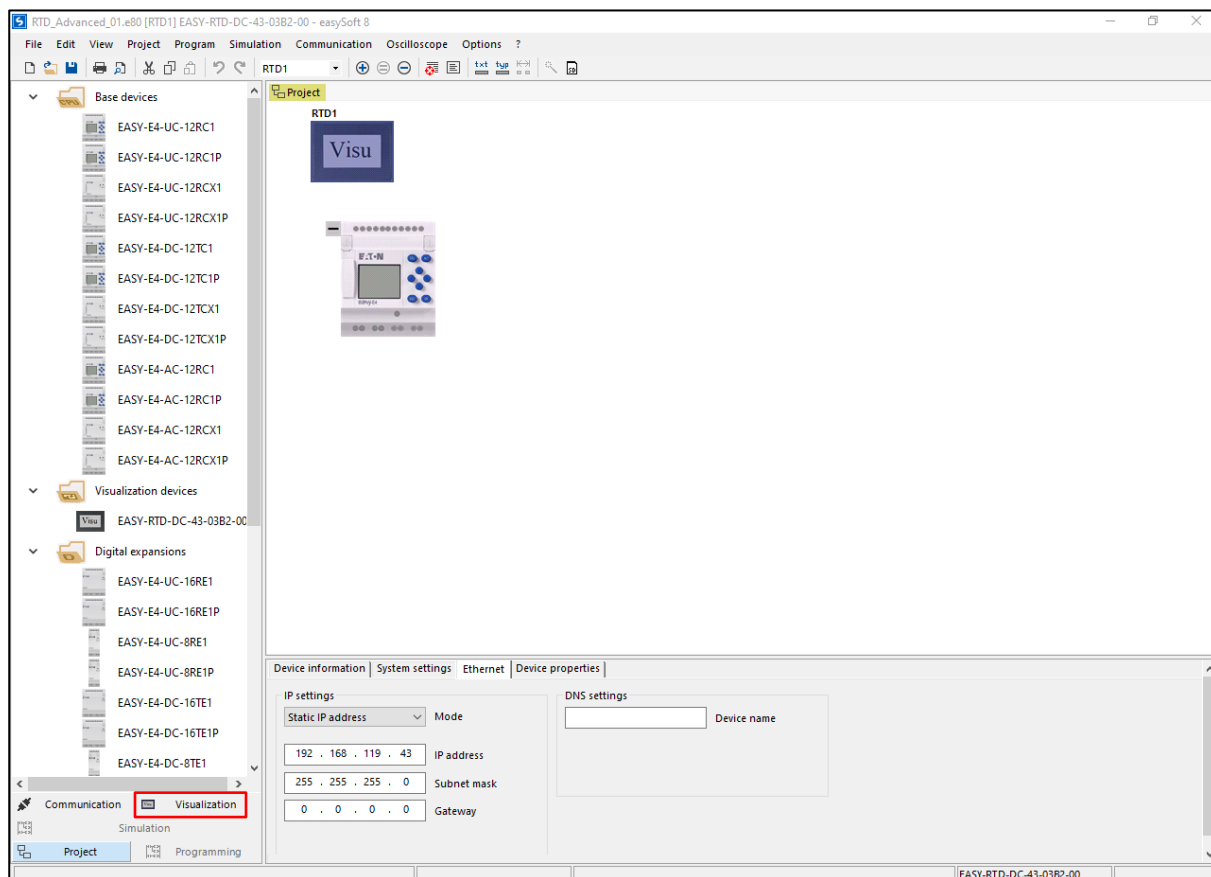


Fig. 41

Open the easyE RTD by clicking on “Visualization” in the menu at the bottom left. Or by double-clicking on the easyE RTD on the worksheet.

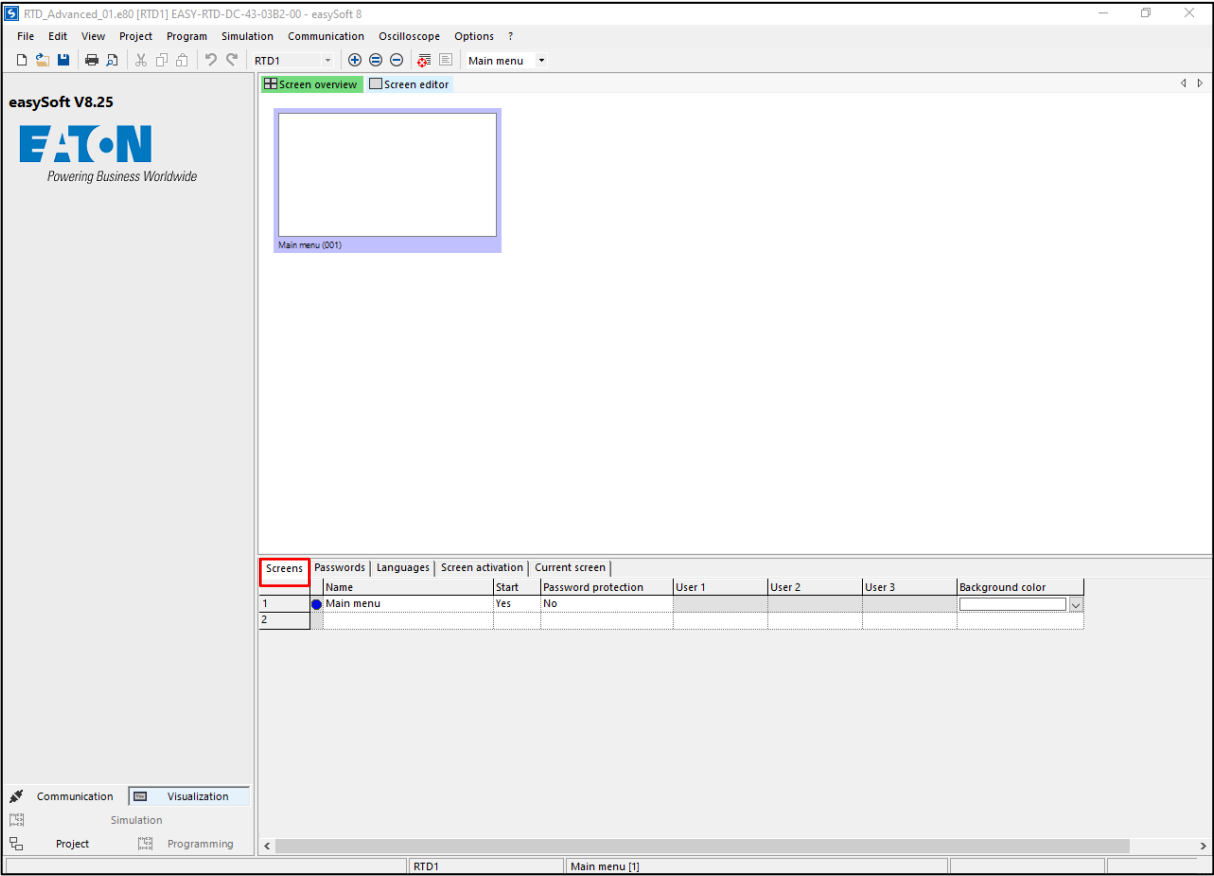


Fig. 42

Go to the menu screens. Here you can see which screens are available. In this case, only 1 screen is available, with the default name "Screen1".

- Change the screen name in "Main menu".
- Double-click on the screen that needs to be edited.

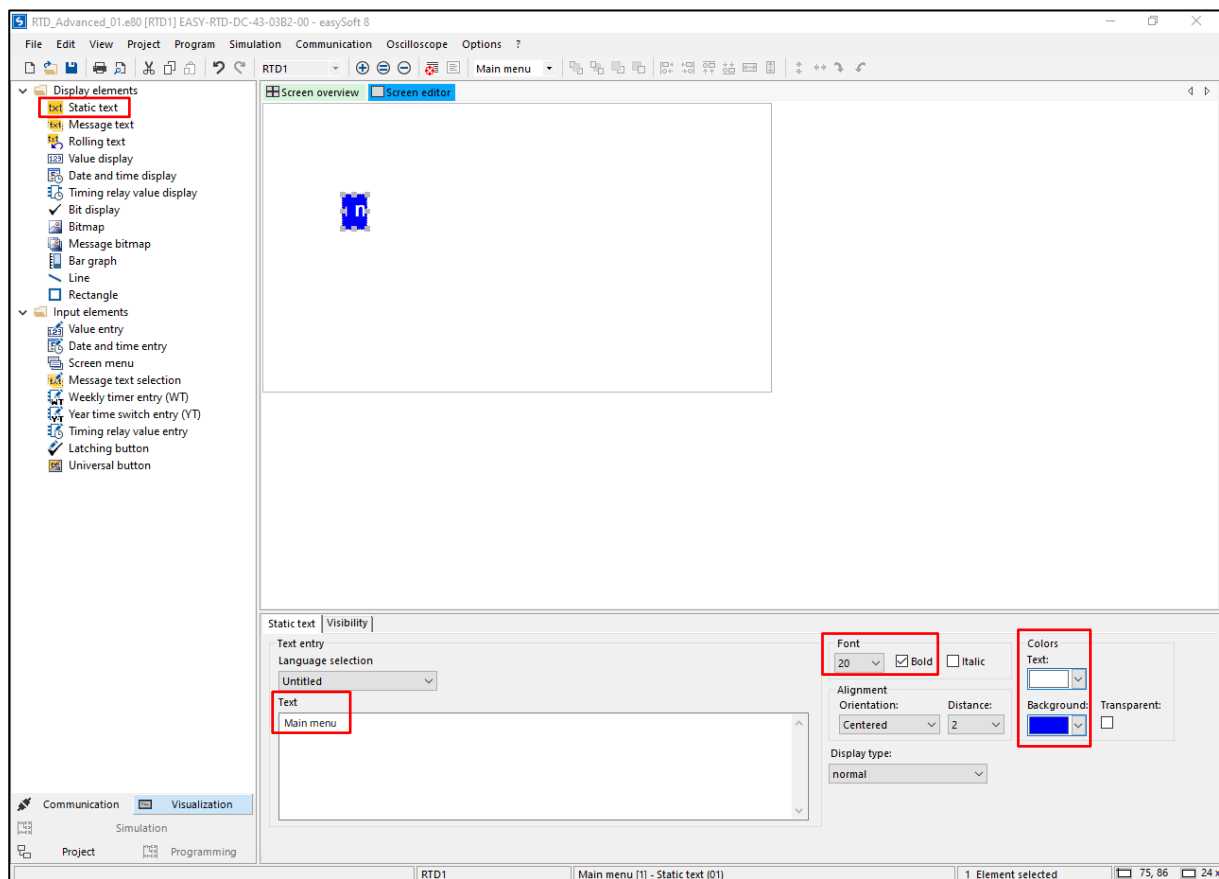


Fig. 43

The worksheet for the first screen is now open.

The name of the first screen must appear at the top of the screen.

- ▶ Drag a "Static text" field onto the worksheet.
- ▶ Enter the text "Main menu" for "Text".

The letters are written in font size "20" and are made thick with "Bold".

Make the text color white and the background of the text field blue.

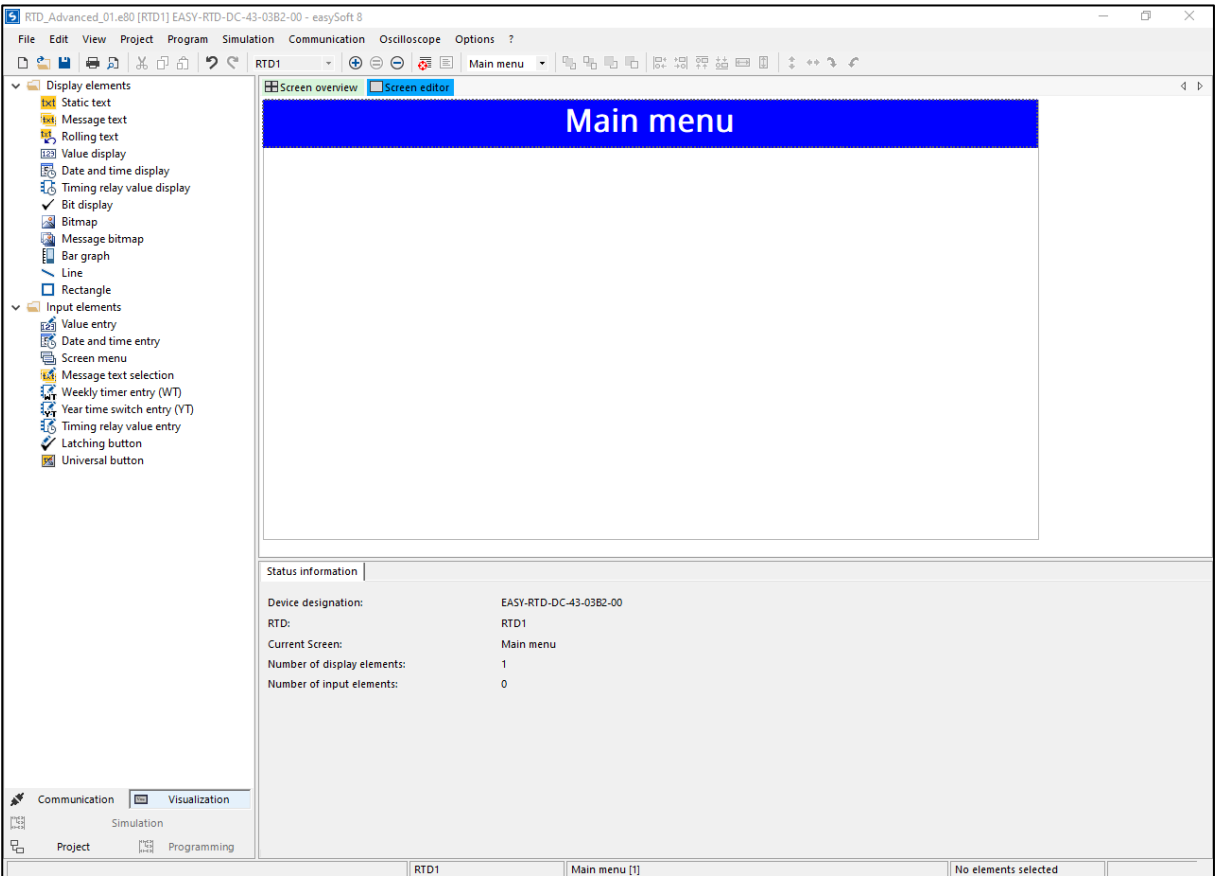


Fig. 44

Give the text field the desired dimensions and place it at the top of the screen.

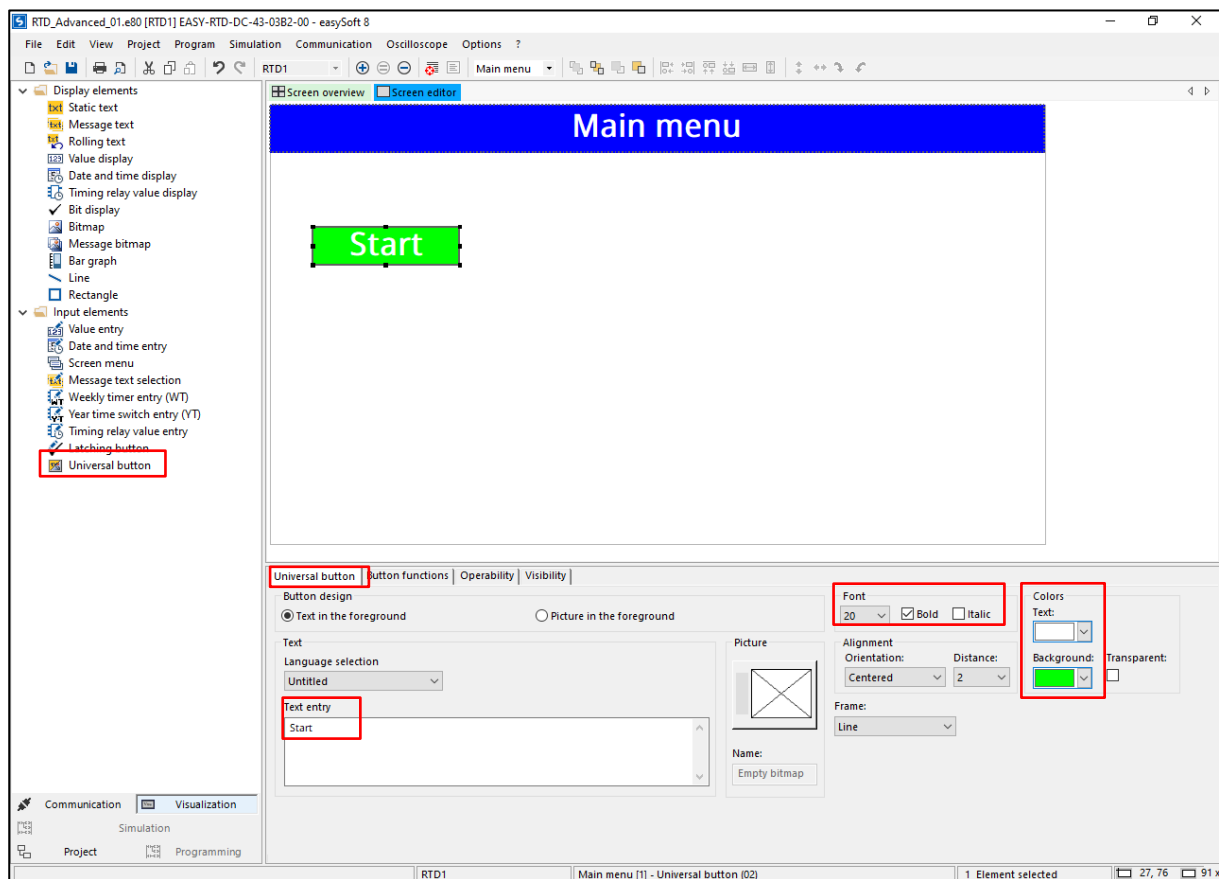


Fig. 45

To start the press, a start button must be created.

- ▶ Drag a "Universal button" onto the worksheet.
- ▶ Name the button Start by writing the text "Start" at "Text entry".
- ▶ The font size is 20 and bold.
- ▶ Make the text colour white and the background green.

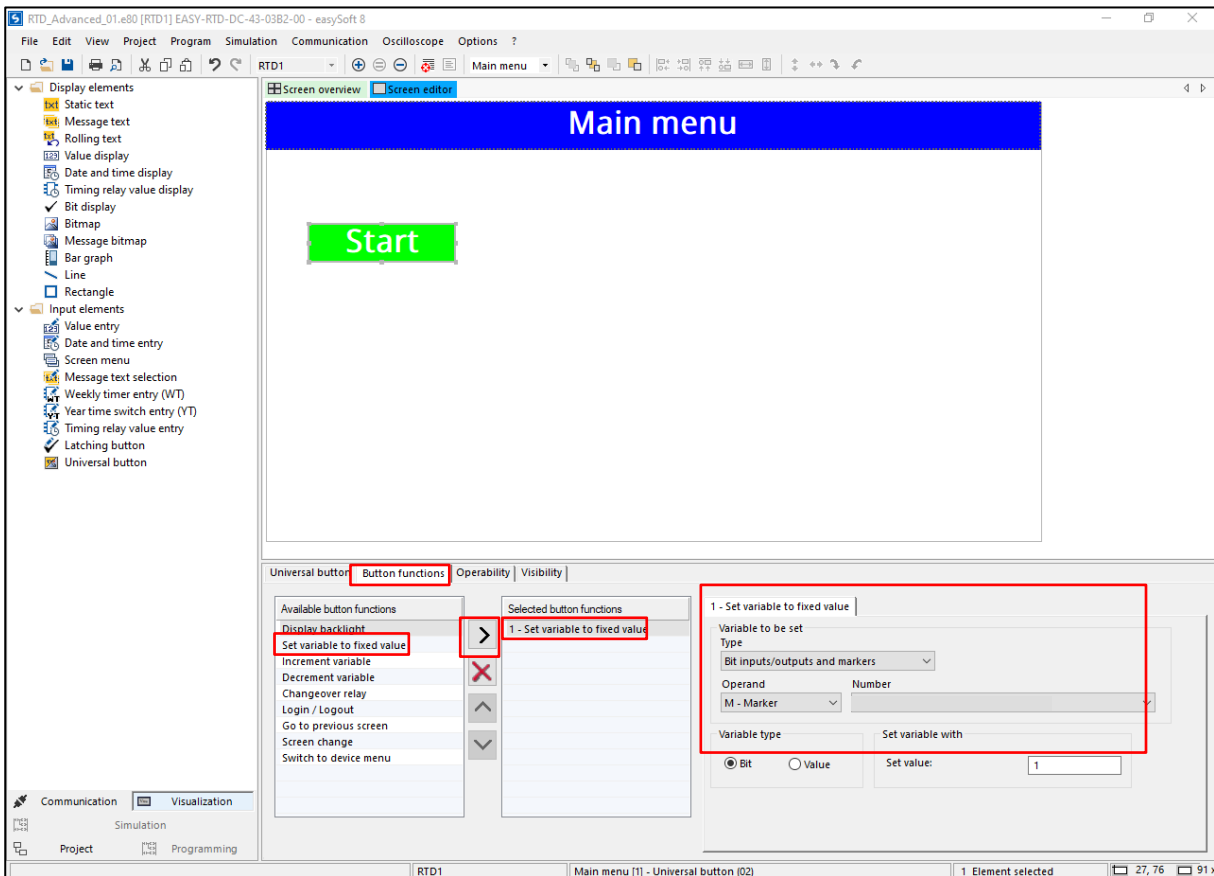


Fig. 46

- ▶ Go to the "Button functions" menu.
- ▶ Select "Set variable to fixed value" here and add it to the "Selected button functions" list using the arrow key.
- ▶ Select the type "bit" for "Variable type" and set the "Set value" to 1.
- ▶ For "Variable to be set", select "Bit inputs/outputs and markers" under "Type".
- ▶ For "Operand", choose "M – marker" and for "Number", choose marker "11".

As soon as the button is pressed, M11 = Start\_RTD will receive the value 1.

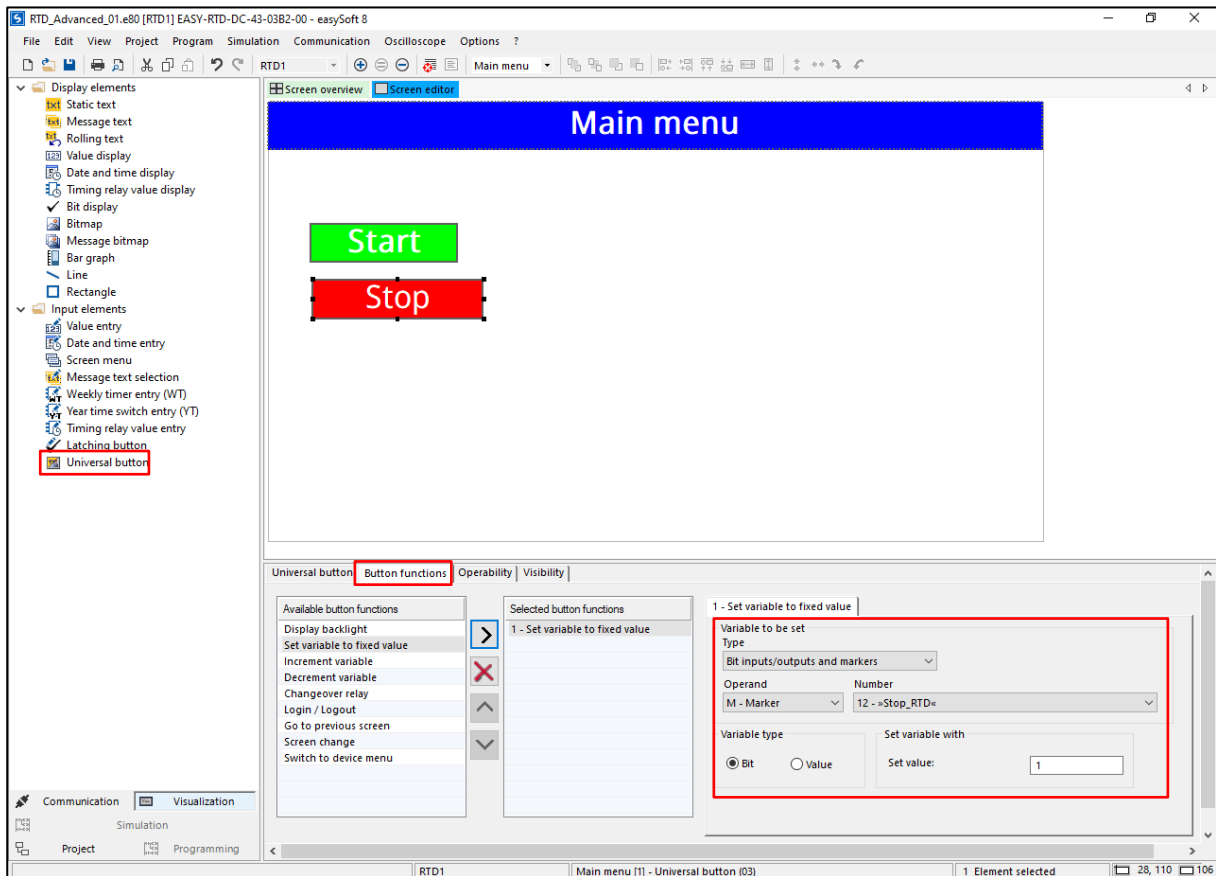


Fig. 47

- ▶ Drag another "Universal button" onto the screen, give it the name "Stop" in white letters, and the background color red. Font size is 20 and bold.
- ▶ Go to "Button functions" menu.
- ▶ Select "Set variable to fixed value" here and add it to the "Selected button functions" list using the arrow key.
- ▶ Select the type "bit" for "Variable type".
- ▶ Set the "Set value" on 1.
- ▶ For "Operand", choose "M – marker" and for "Number", choose marker "12".

As soon as the button is pressed, M12 = Stop\_RTD will receive the value 1.

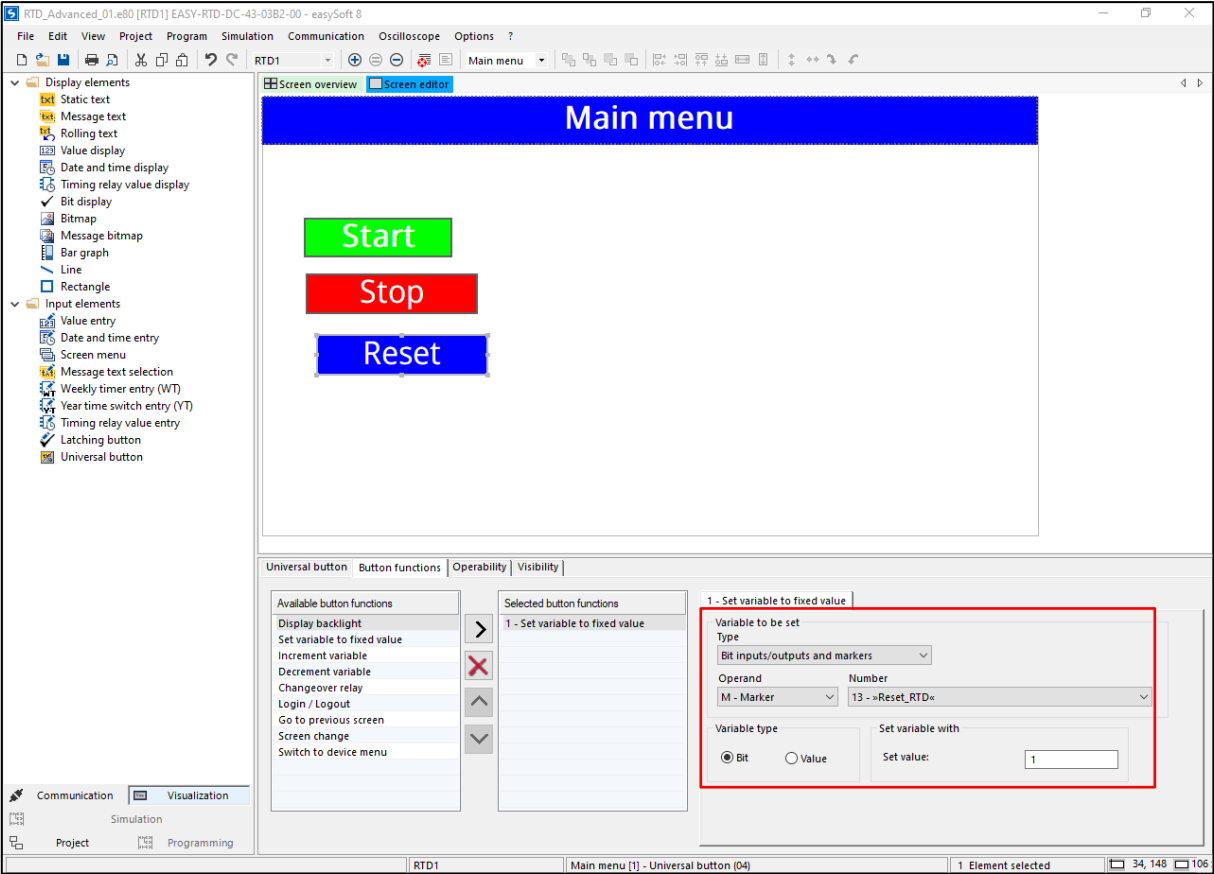


Fig. 48

Repeat the preceding steps for the Reset button.  
Give it a blue background, the text “Reset” in white letters with font size 20 and bold.  
Connect this to marker M13 = Reset\_RTD

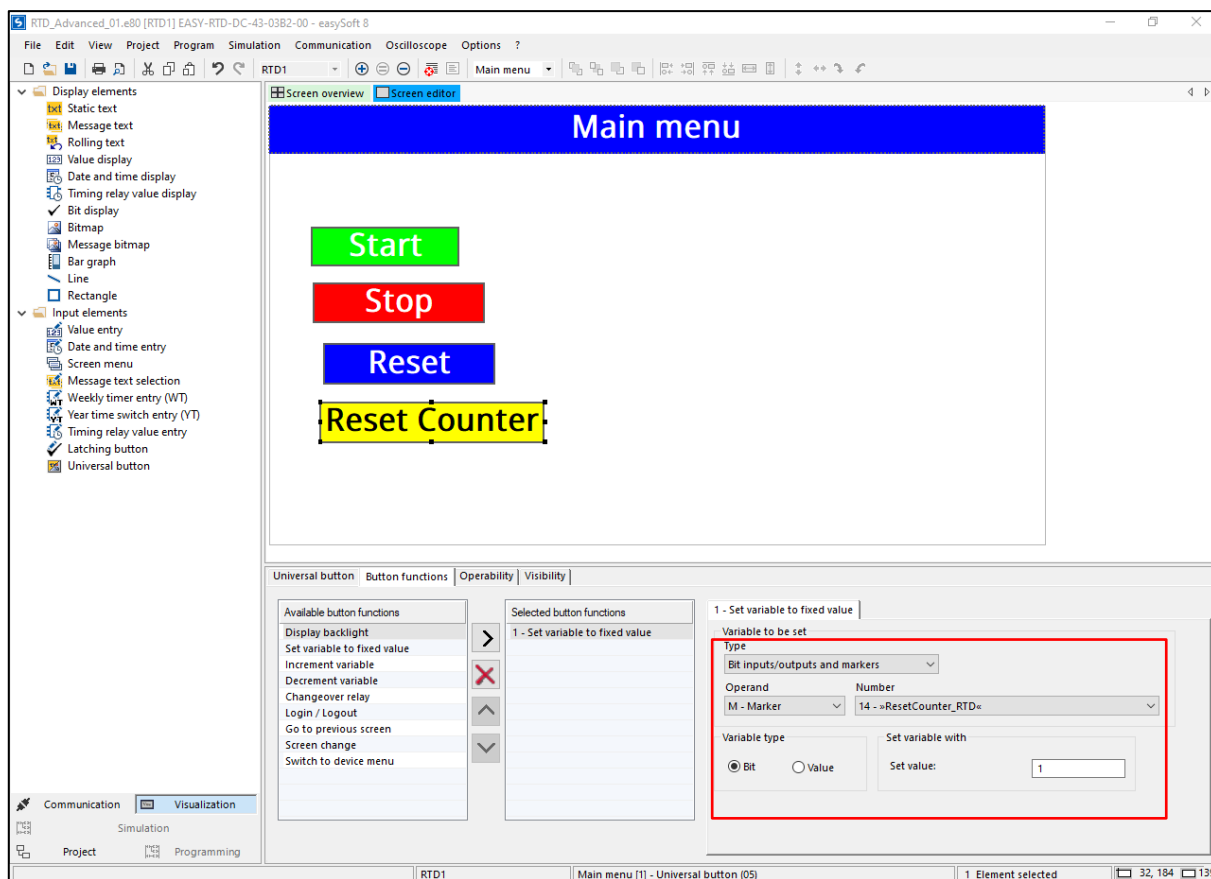


Fig. 49

Also repeat this for the "Reset Counter" button.

In this case, the background is chosen to be yellow and the text color black to make the letters more visible on a yellow background.

Connect this to M14 = ResetCounter\_RTD.

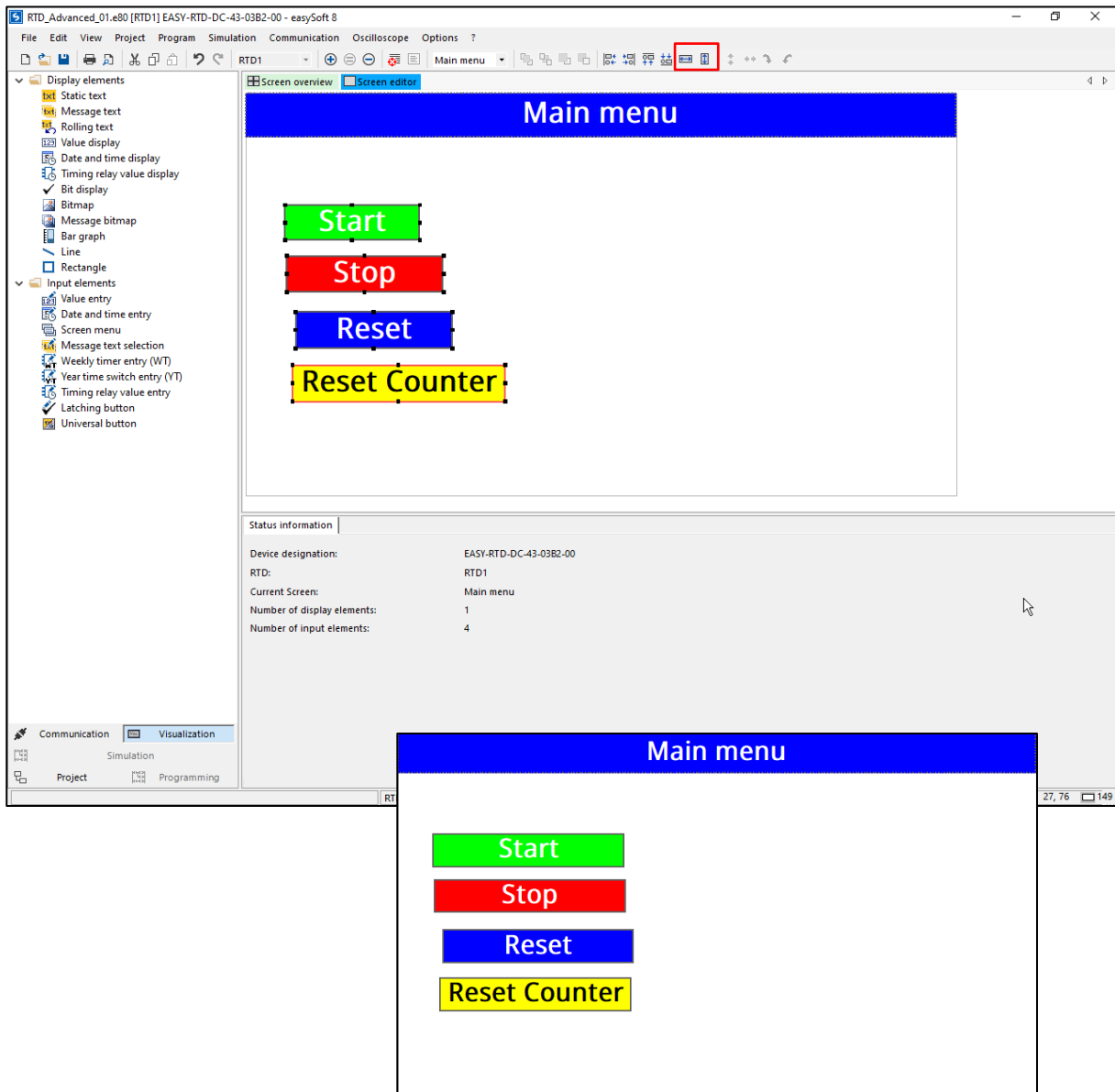


Fig. 50

Give the buttons this same measurement.

The button with the text "Reset Counter" has the longest text. Ensure that it receives the desired dimensions.

- ▶ Select the "Reset Counter" button by clicking on it. Hold down the CTRL key and select the other buttons.
- ▶ Click on "Equal width" in the menu bar and then on "Equal height".

The remaining buttons assume the dimensions of the "Reset Counter" button.

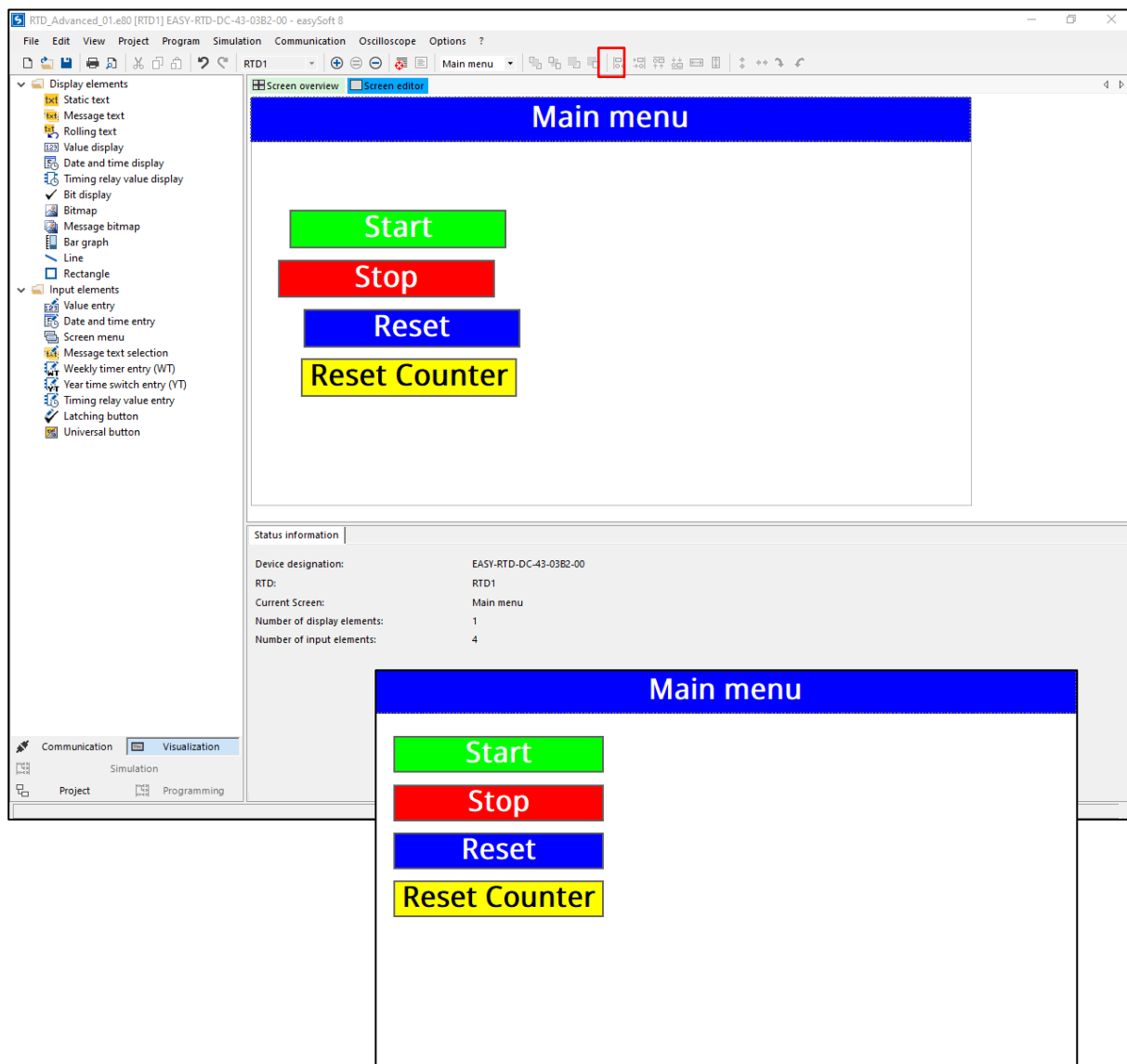


Fig. 51

Ensure that the spacing between the buttons is as desired.

Align the buttons to the left.

- ▶ Select all buttons with the mouse.
- ▶ Click on "Align left (Shift + Left)" in the menu bar.

Select all buttons again with the mouse and place them at the desired location on the screen.

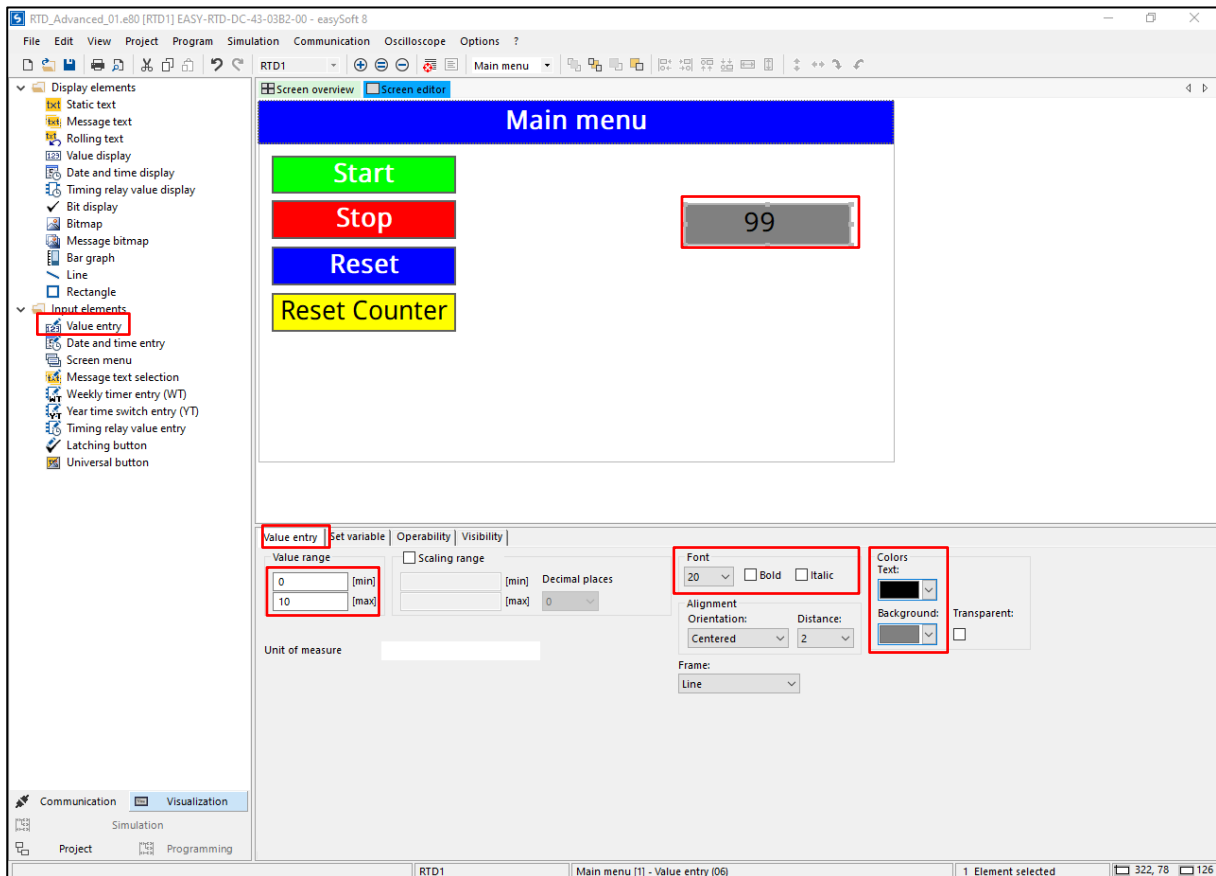


Fig. 52

For entering the press time, an input field must be created.

- ▶ Drag a "Value entry" field onto the worksheet.
- ▶ Go to the "Value entry" menu.
- ▶ Limit the number of seconds to a maximum of 10 seconds by setting the min and max values in "Value range" to 0 and 10.

The font size is 20, the background is made grey with black letters.

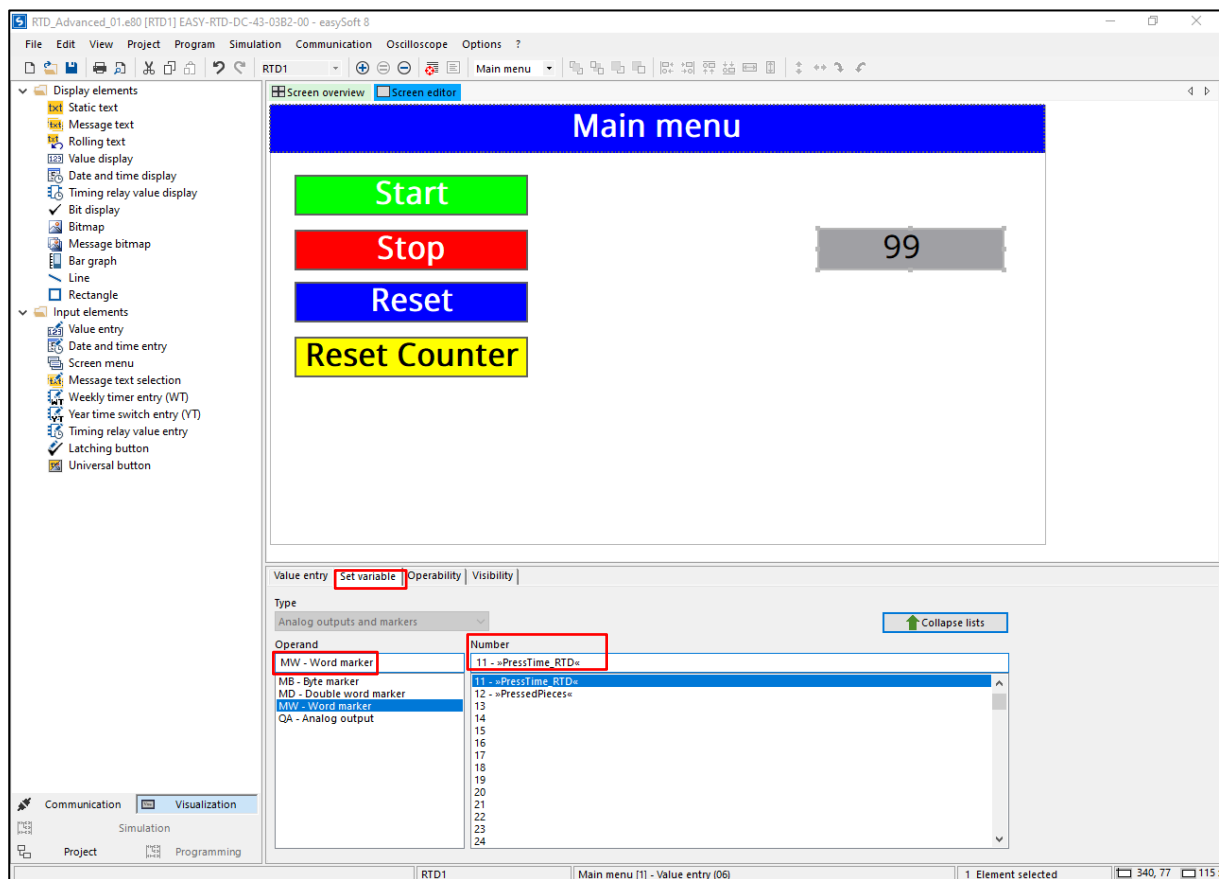


Fig. 53

Go to the “Set variable” menu and link this field to MW11 = PressTime\_RTD.  
Give the field the desired size.

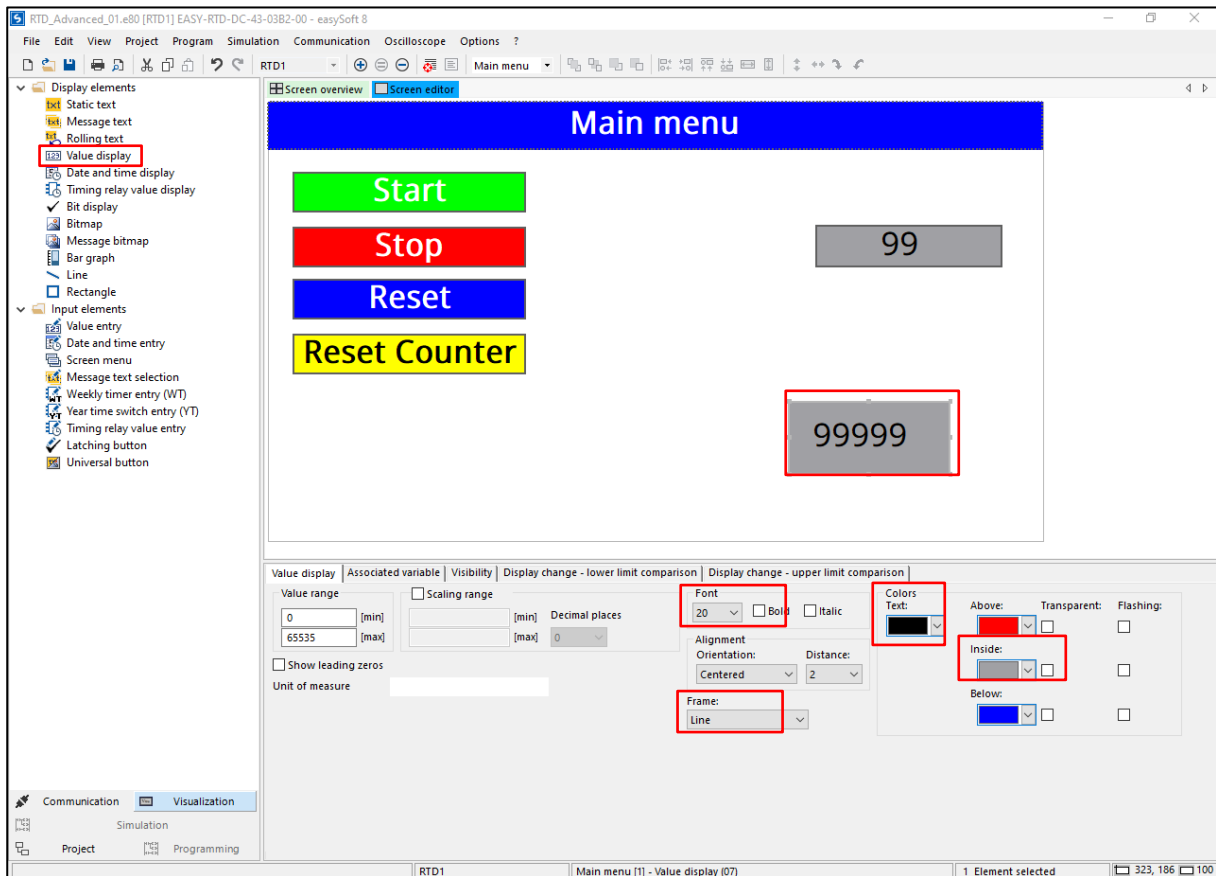


Fig. 54

The number of pressed products must be displayed on the screen.

- Drag a “Value display” element on the worksheet.

The font size is 20, the text is displayed in black on a grey background. Set this in the “Inside” box under “colors”.

- Place a line around the field.

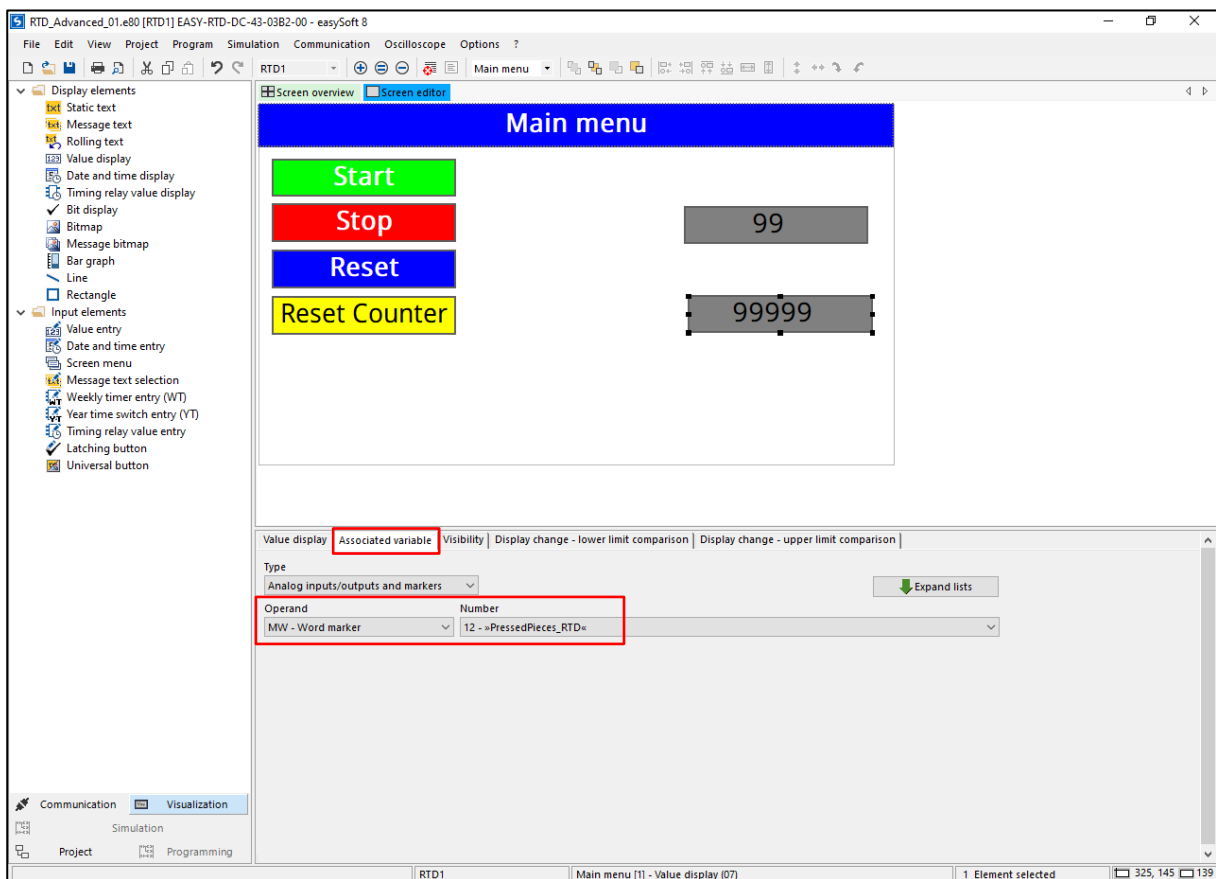


Fig. 55

- ▶ Connect the field to MW 12 = PressedPieces\_RTD.
- ▶ Go to the "Associated variable" menu and link MW12 to the field.
- ▶ Give the field the same dimensions as the "PressTime\_RTD" field.

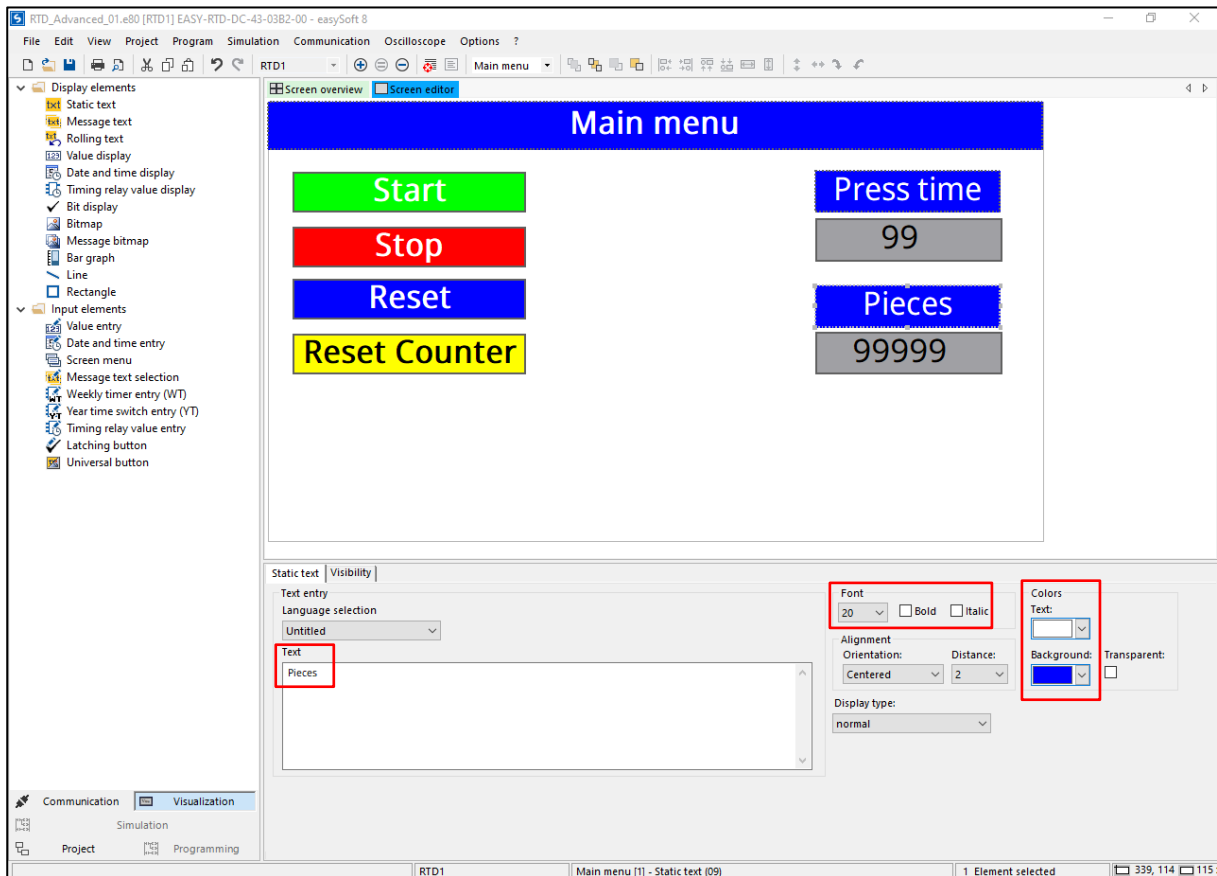


Fig. 56

Place the texts "Press time" and "Pieces" above these fields.

- For this, drag the "Static text" fields on the worksheet.

Font size 20, text color white on a blue background.

Ensure that the spacing is as desired and align the fields.

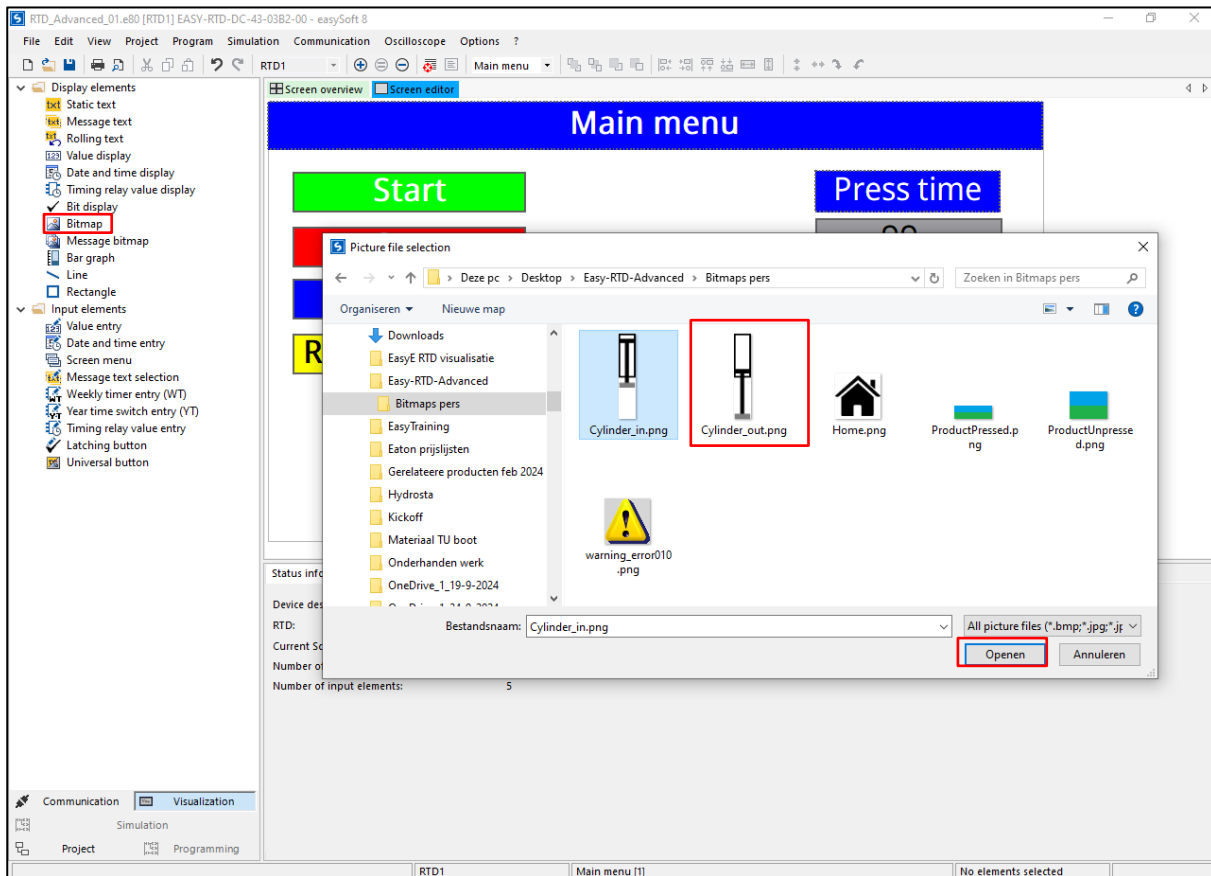


Fig. 57

The cylinder that is going to press the product is shown on the screen. To simulate this movement, 2 bitmaps are used.

The bitmaps are located in appendix 6.2 Bitmaps in this manual.

- ▶ Copy/cut these and place them in a folder.
- ▶ Drag a "Bitmap" field onto the worksheet and select "Cylinder\_out".
- ▶ Click "Open" to confirm the selection.

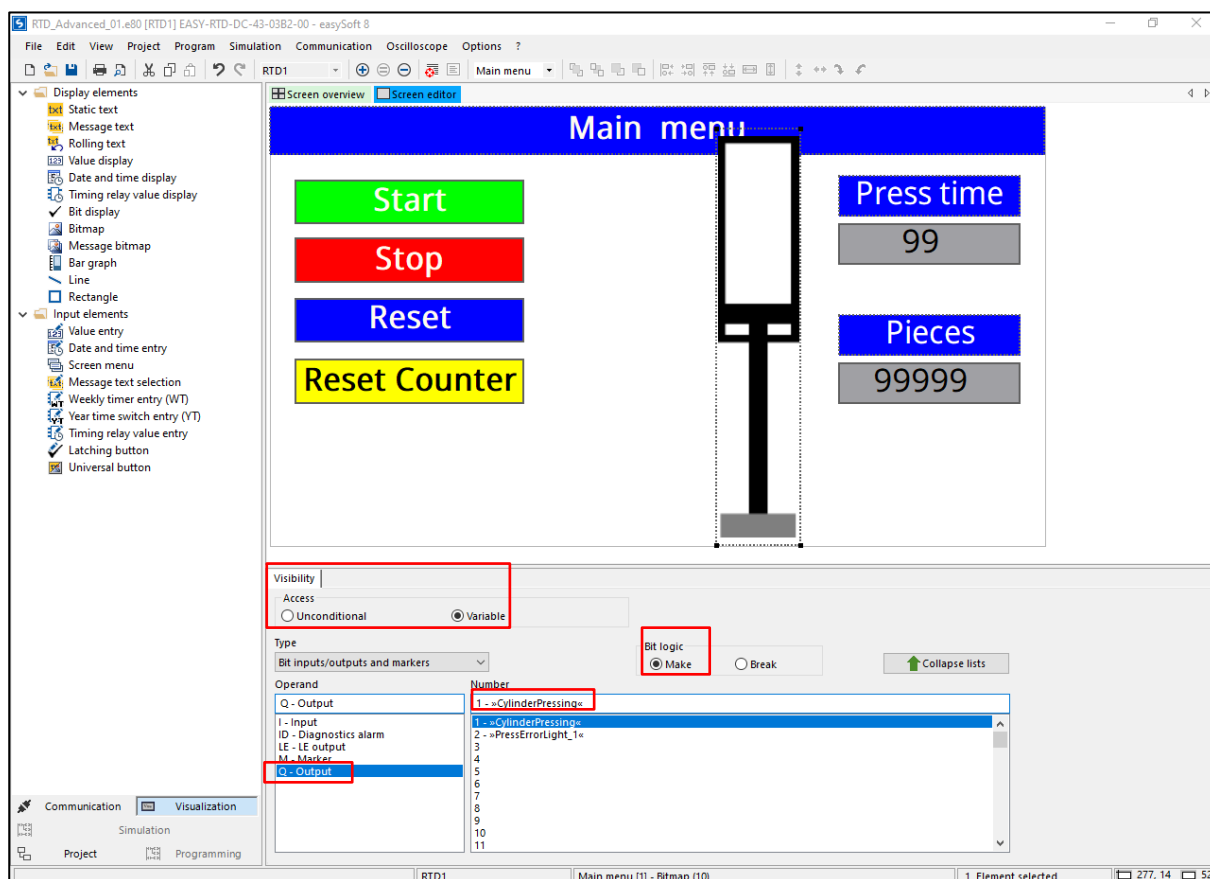


Fig. 58

The cylinder now appears on the screen.

“Cylinder\_out” must be displayed when the easyE4 output Q1 = CylinderPressing is high.

- ▶ Select at “Access” that the visibility is linked to a variable.
- ▶ Now, for “Operand”, select “Q – Output” and for “Number”, output Q1 = “CylinderPressing”.

For “Bit logic”, “make” is chosen.

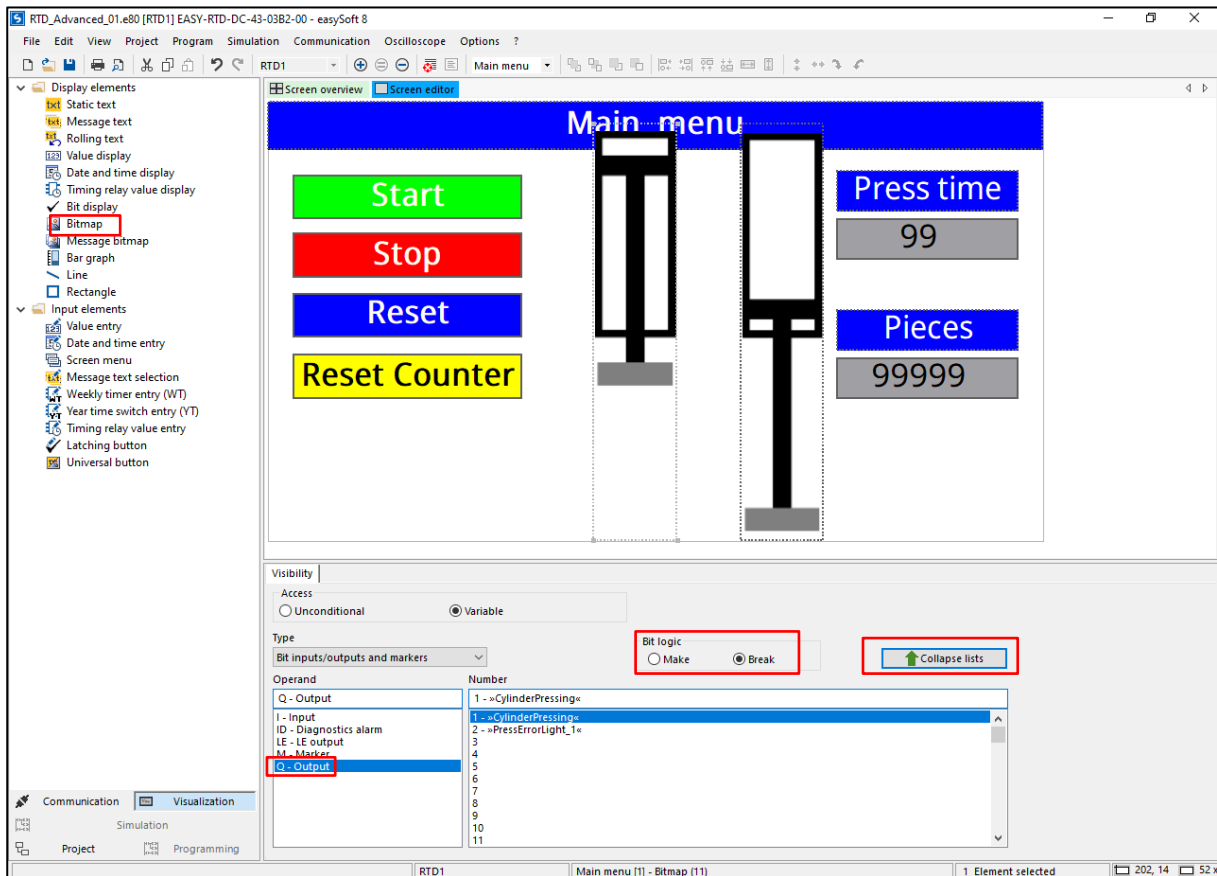


Fig. 59

- Select another "Bitmap" element and place it on the worksheet. For this, the bitmap with the name "Cylinder\_in.png" is chosen.

The "Cylinder-in" bitmap is also linked to output Q1, but then "Break" is selected for "Bit logic". Give both bitmaps the desired dimensions.

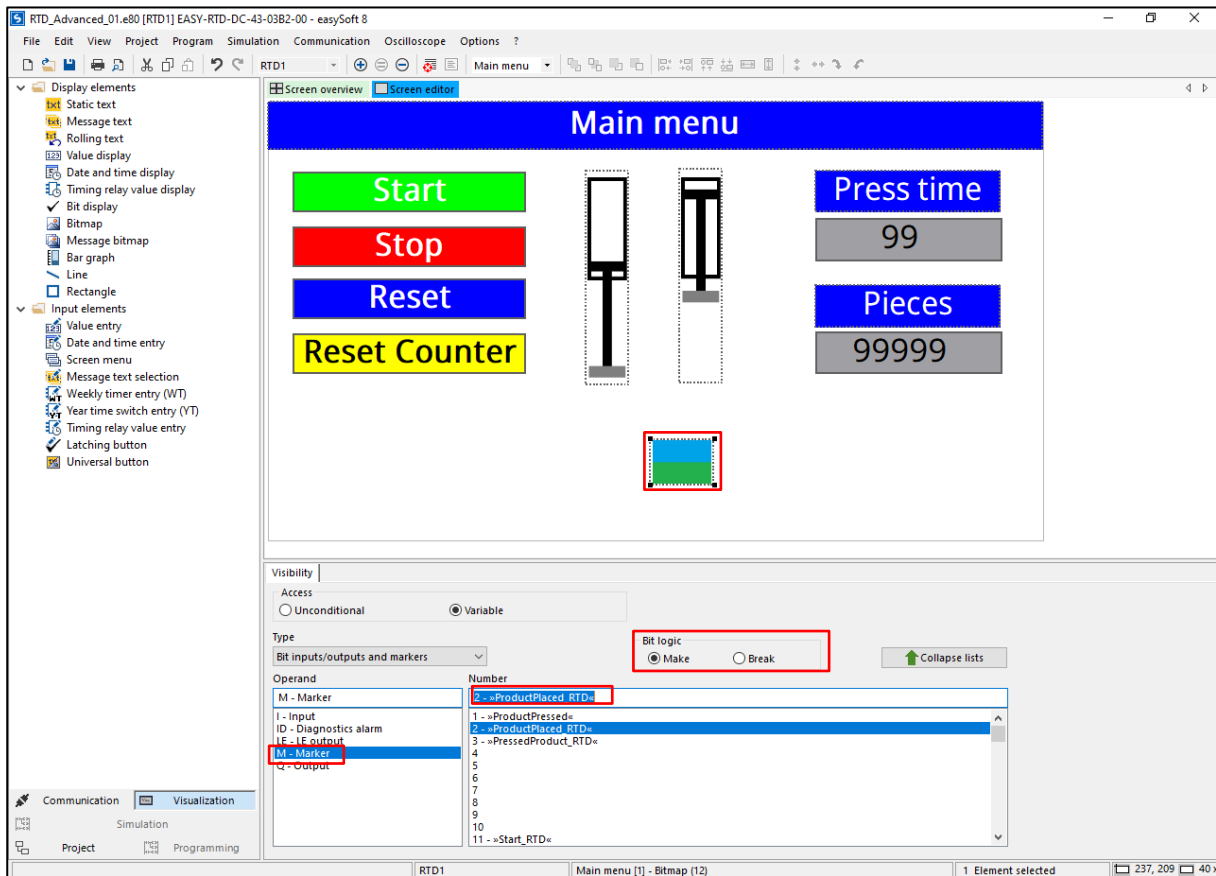


Fig. 60

Two bitmaps of the product must also be displayed. These are the bitmaps “ProductUnpressed” and “ProductPressed”.

The bitmaps are linked to the markers:

- M2 = ProductPlaced\_RTD
- M3 = PressedProduct\_RTD

- Drag a bitmap onto the worksheet, select the bitmap “ProductUnpressed”, and link it to marker M2 at “Visibility”.

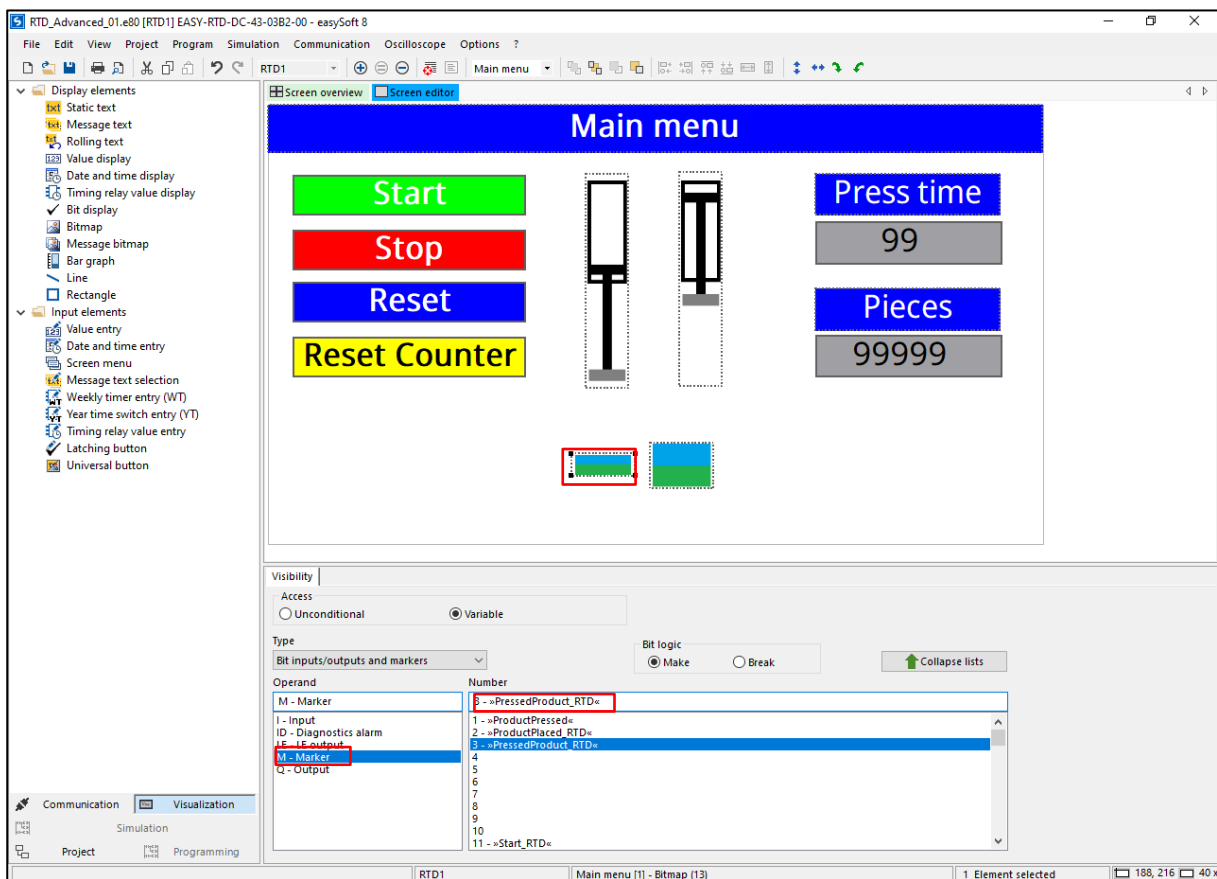


Fig. 61

- Drag a bitmap onto the worksheet, select the "ProductPressed" bitmap, and link it to marker M3 at "Visibility".

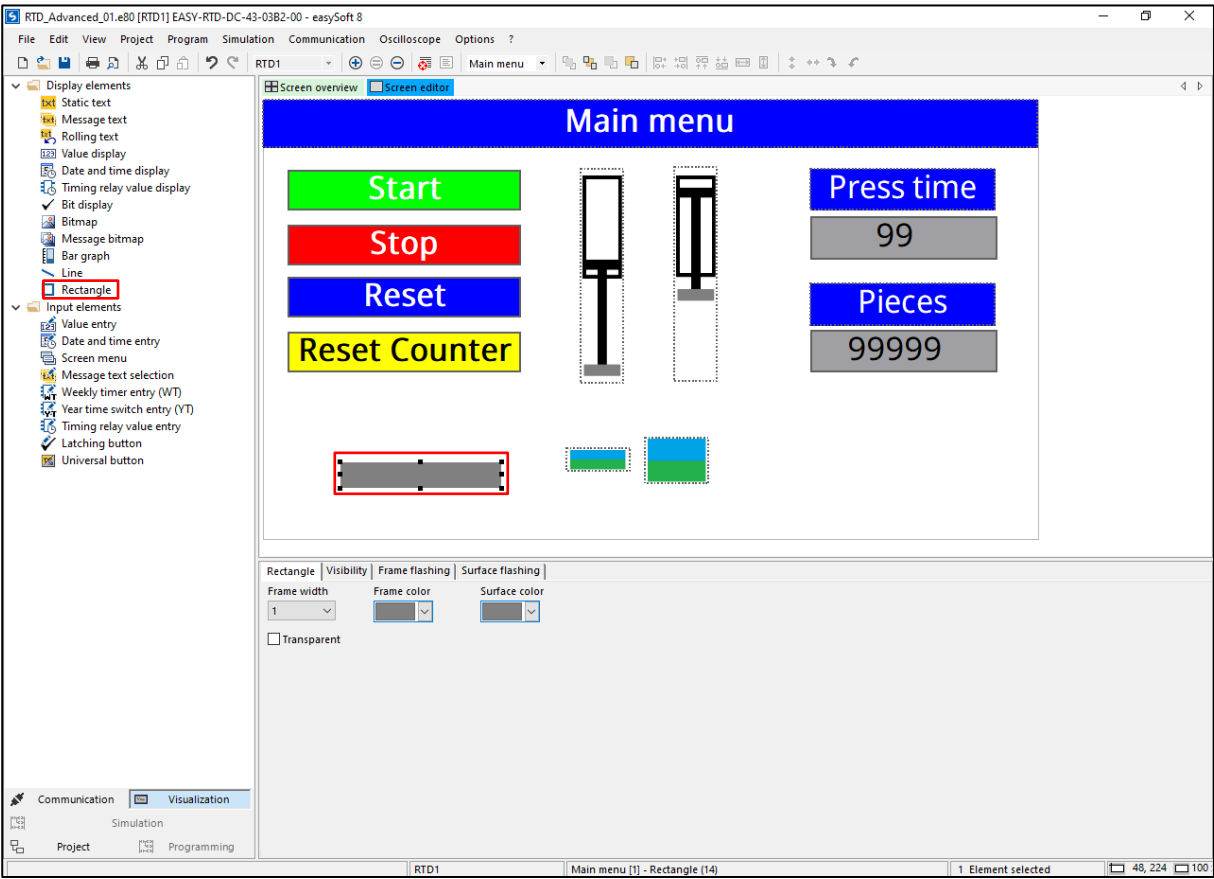


Fig. 62

The product must be displayed on a background on the screen.

- Drag a "Rectangle" to the worksheet. Make sure it is the correct dimensions and colour.

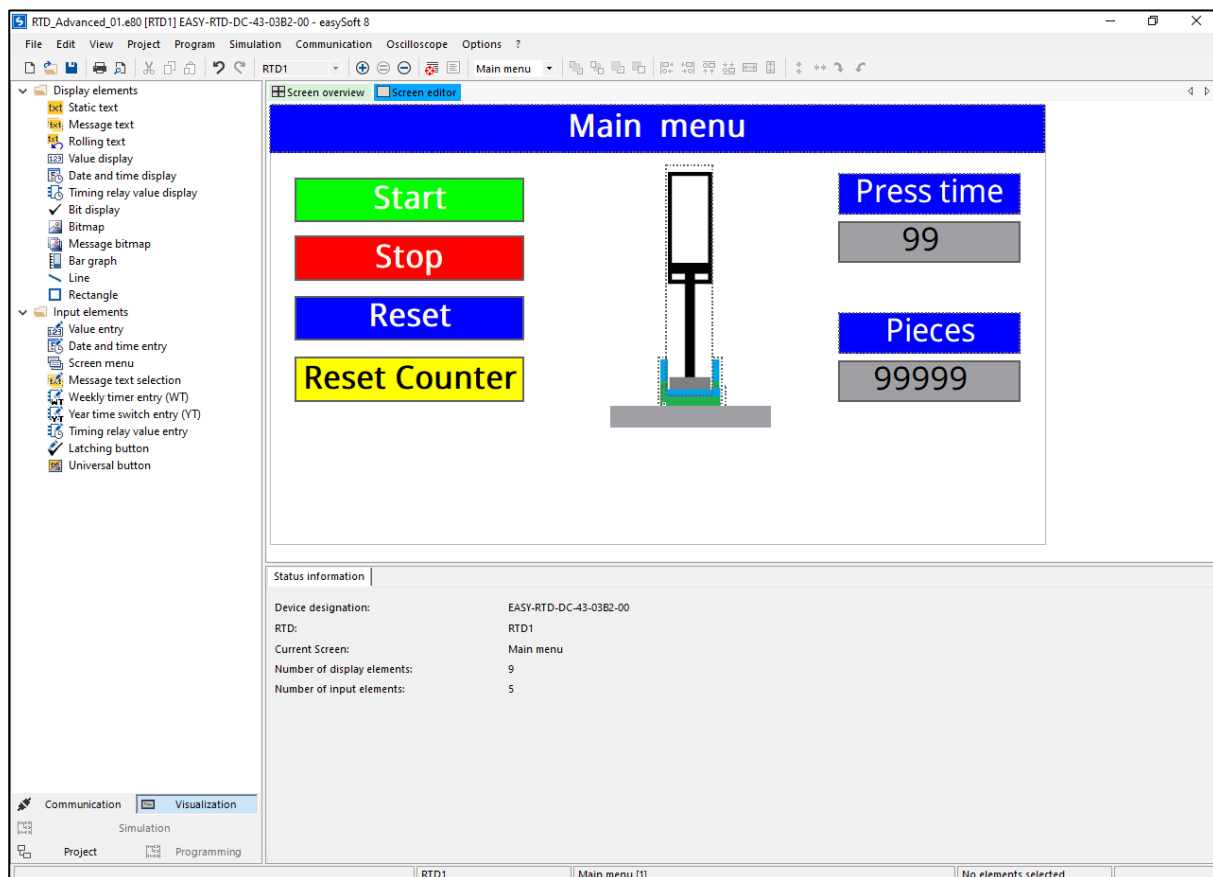


Fig. 63

Place the cylinder bitmaps on top of each other in such a way that they look like a single cylinder. Do the same with the product.

Place all of this on the screen such that it looks like the cylinder is pressing a product together.

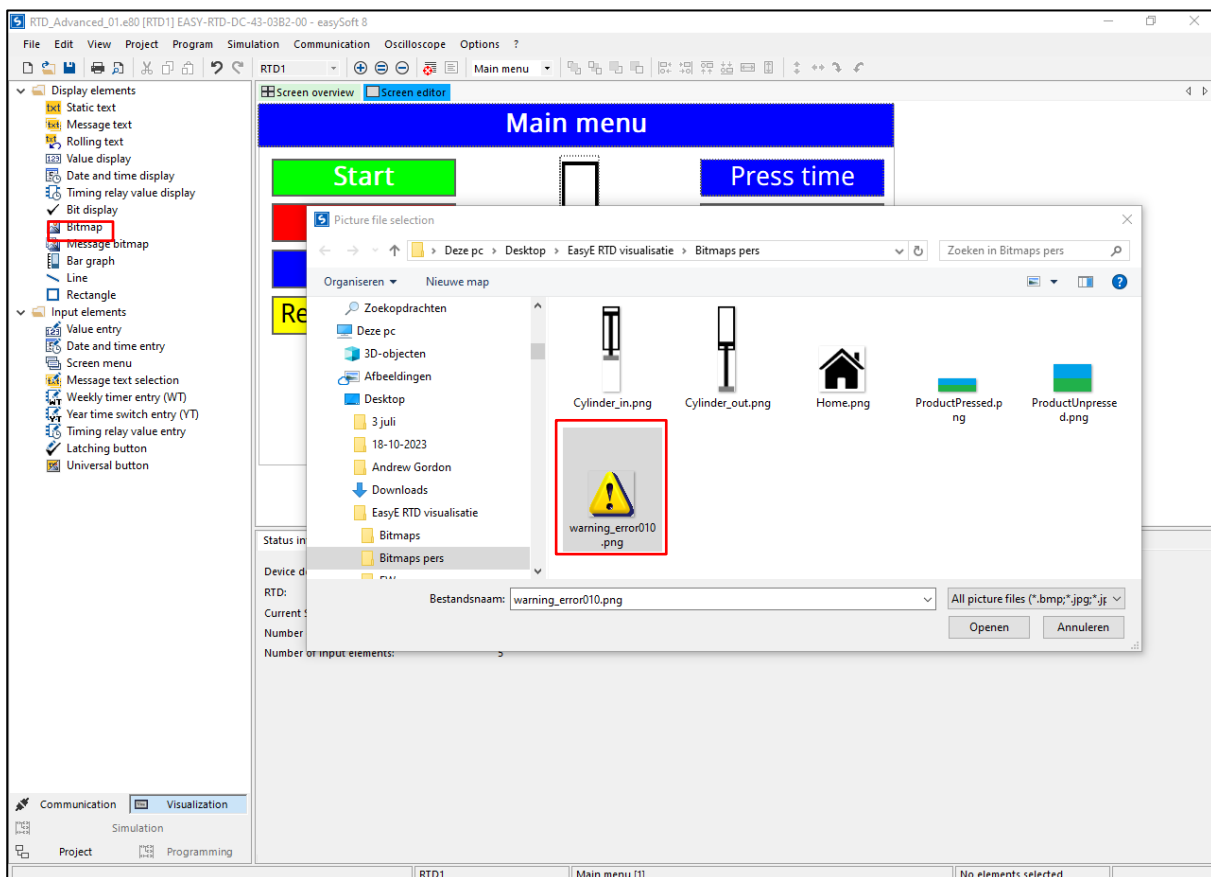


Fig. 64

If there is an error in the machine, this must be displayed.

- Drag a “Bitmap” onto the screen and select “warning\_error010”.

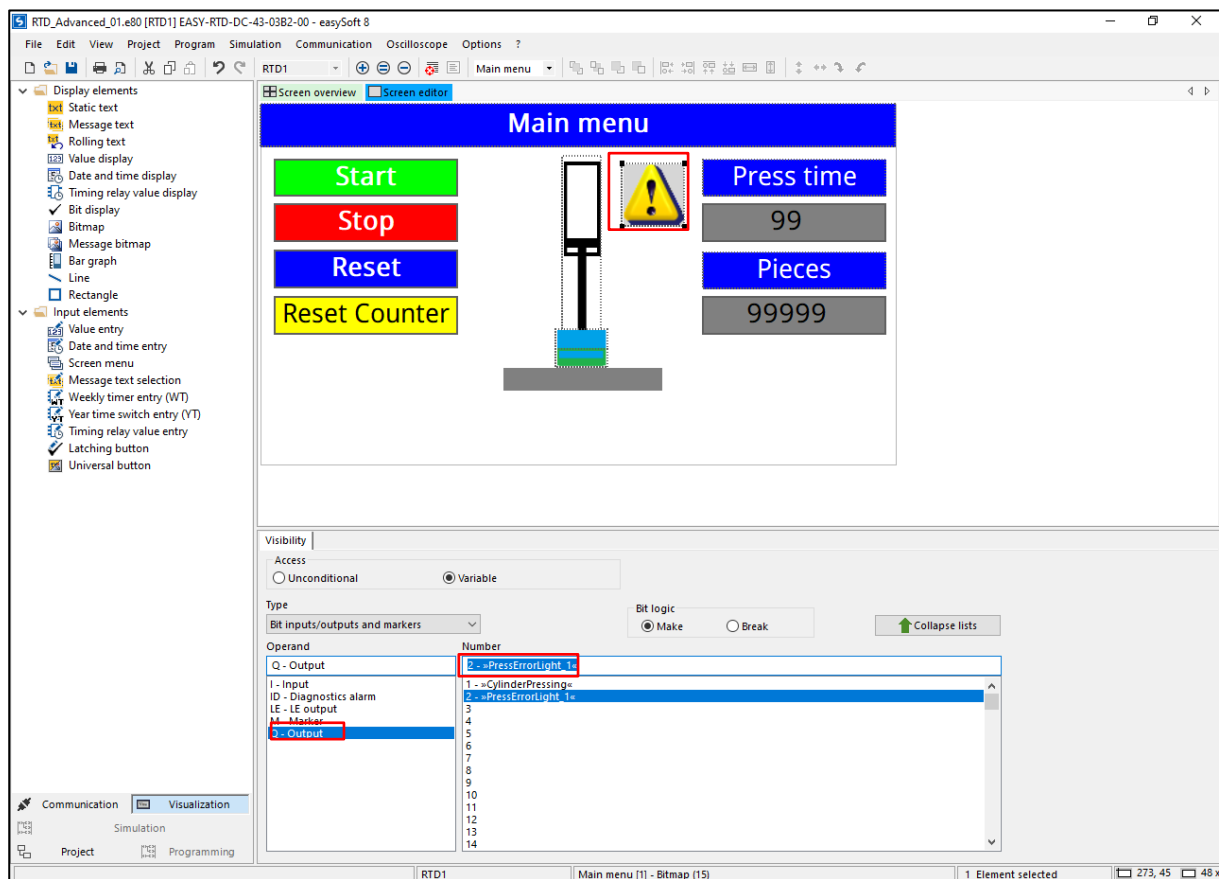


Fig. 65

Place the warning next to the cylinder.

The warning must become visible when output Q2 = PressErrorLight becomes high.

- Connect the "visibility" to Q2.

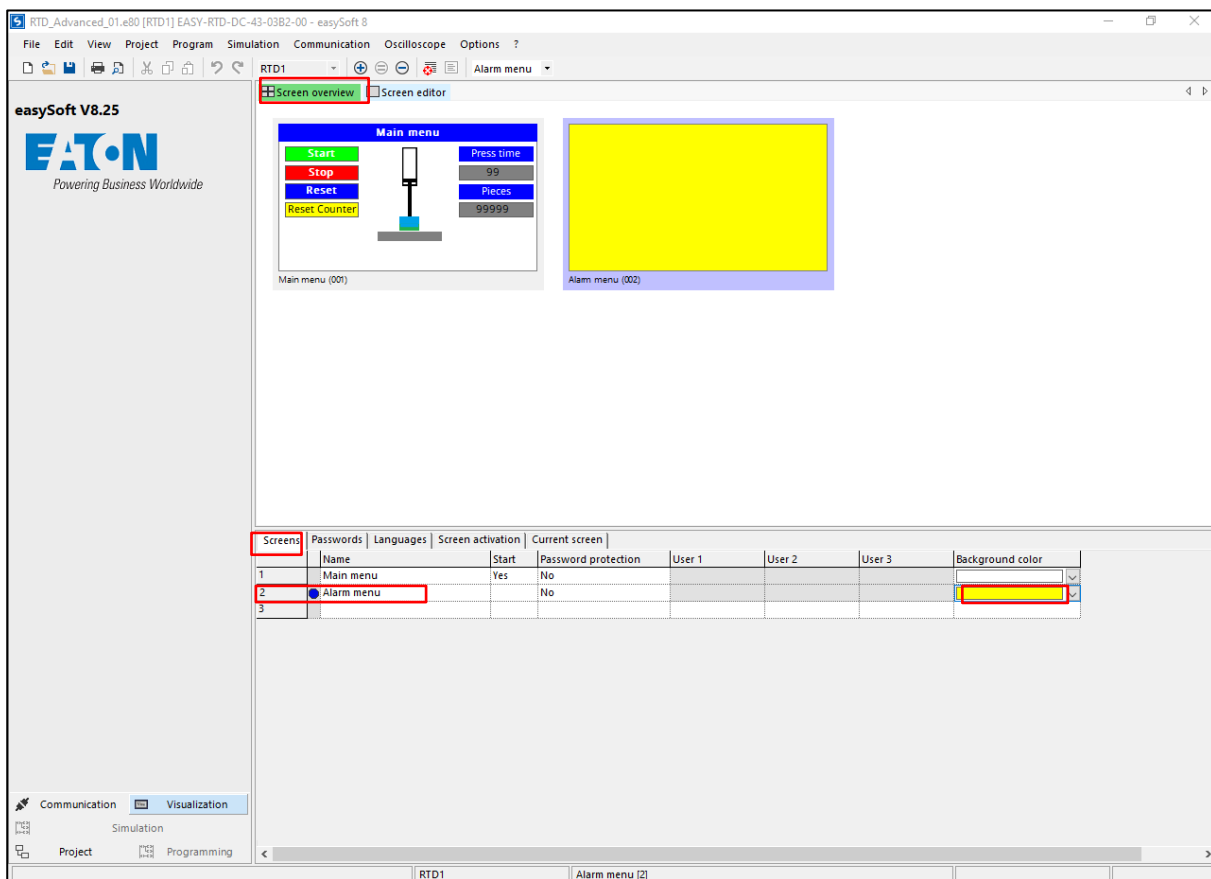


Fig. 66

Create a second screen for the alarm notification.

- ▶ Click on "screen overview".
- ▶ Select the "screens" tab.
- ▶ Name the second screen "Alarm menu".
- ▶ Make the "Background colour" yellow.

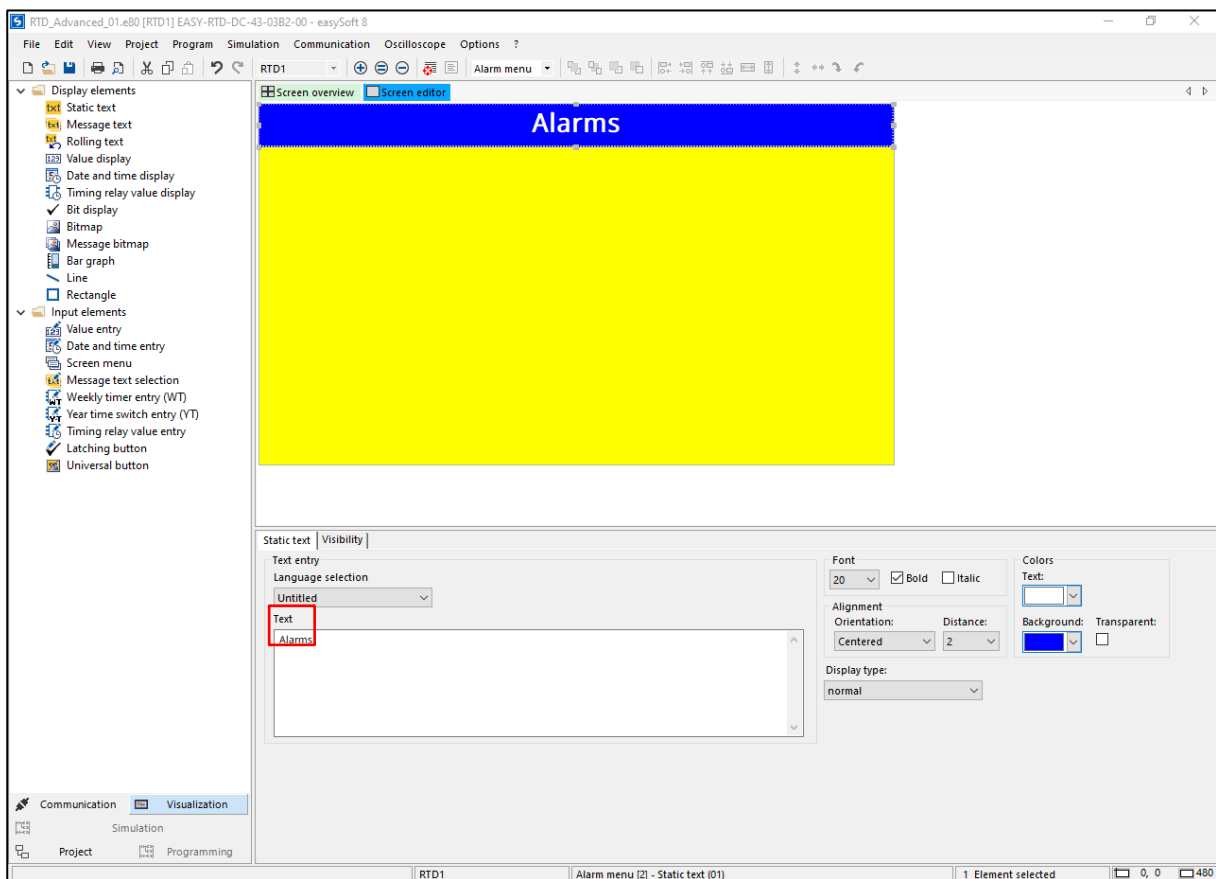


Fig. 67

The title “Alarm menu” must appear at the top of the alarm screen.

- ▶ Double-click on the image of the main menu to open it.
- ▶ Copy the title
- ▶ Go to “screen overview” and select the alarm menu there with a double-click.
- ▶ Paste the title here and change the text to “Alarms”.

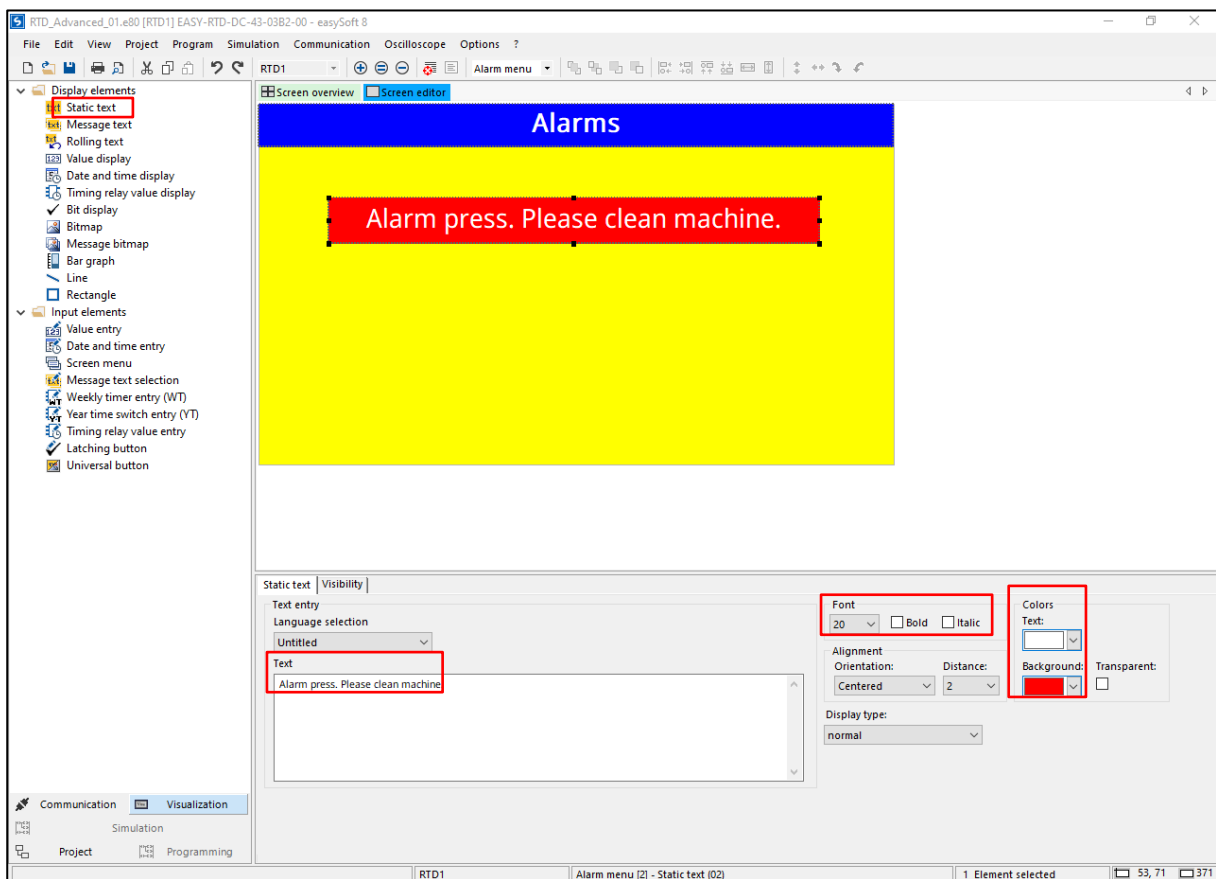


Fig. 67A

An alarm text must now be displayed on the screen.

- ▶ Drag a "Static text" field onto the worksheet.
- ▶ Give this field the text "Alarm press. Please clean machine."
- ▶ Choose font size 20 for the text, text color white, and background red.
- ▶ Give the text field the desired dimensions.

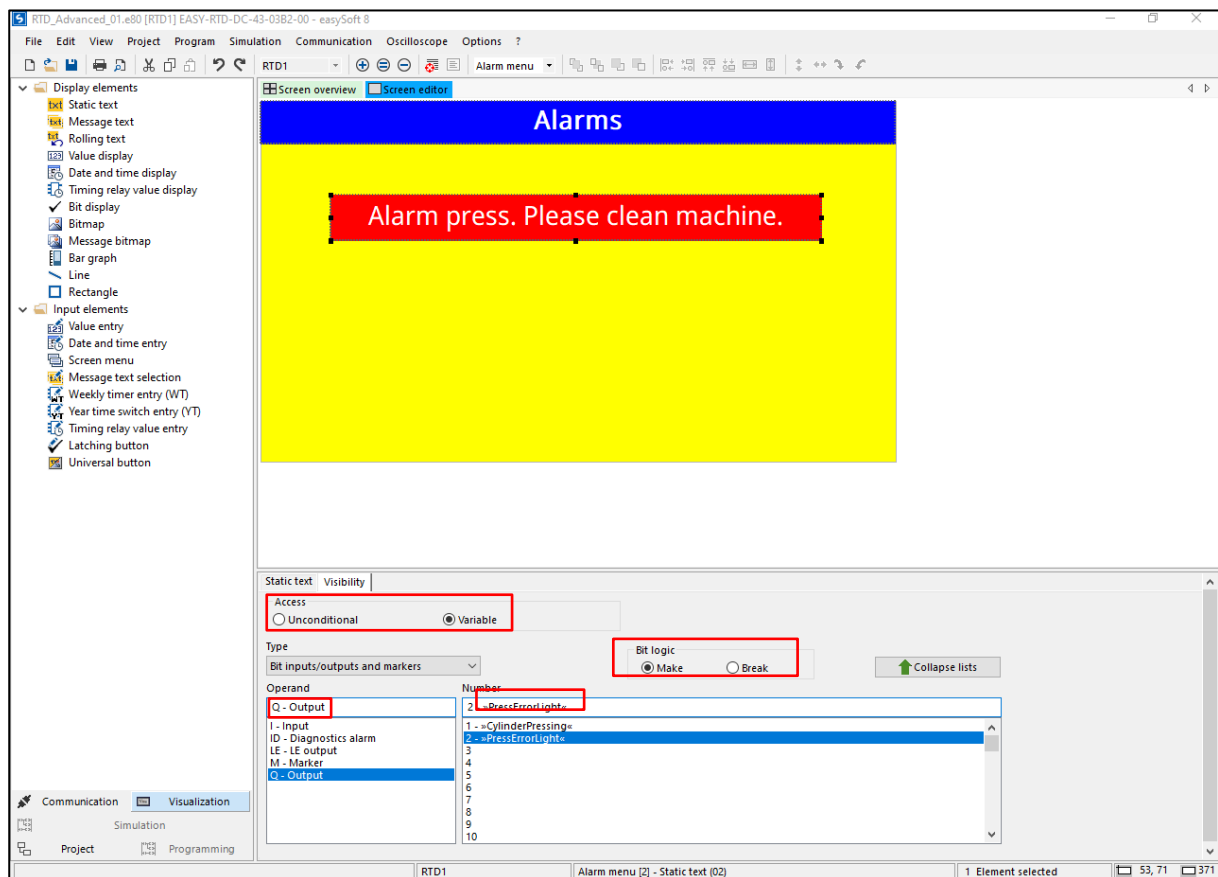


Fig. 68

The text must only be displayed when the alarm is active.

Link the "Visibility" to output Q2 = PressErrorLight.

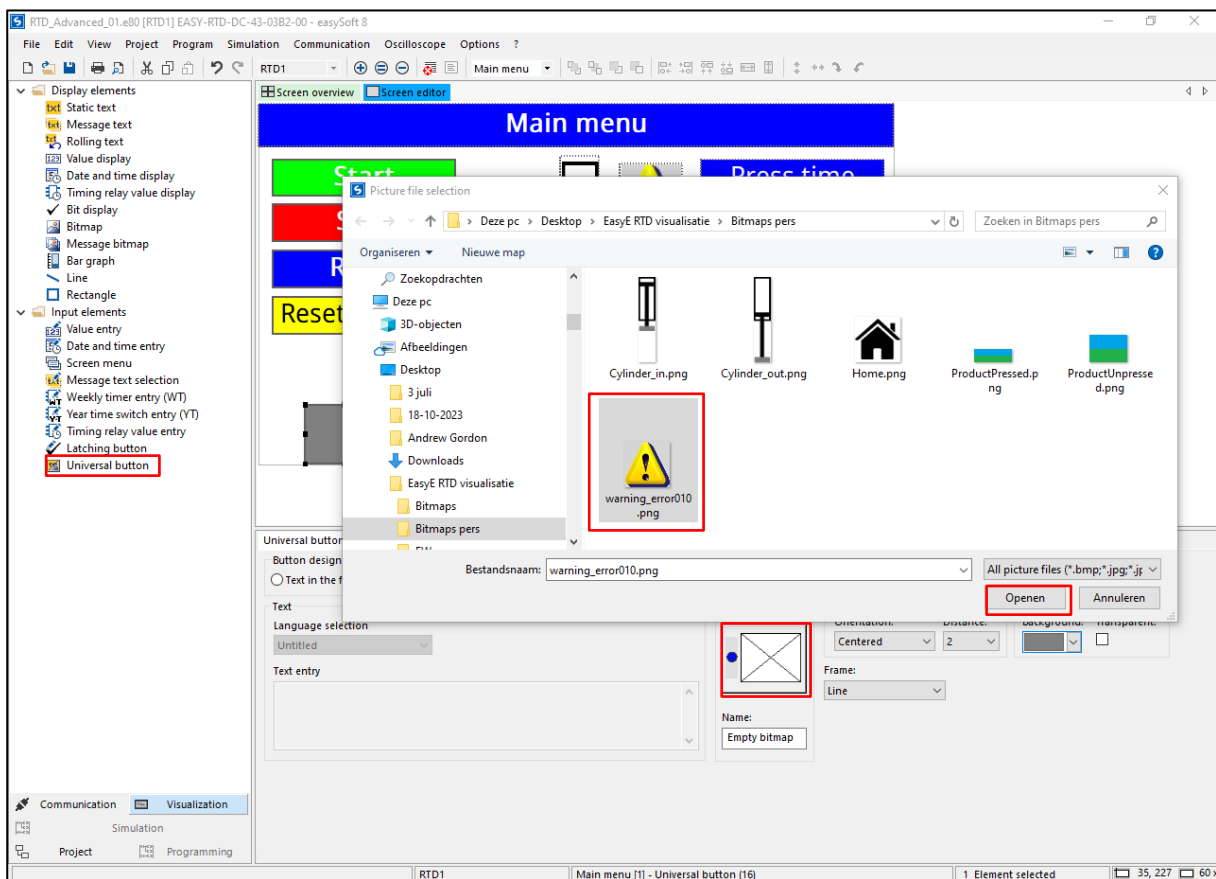


Fig. 69

It must be possible to switch between the main menu and the alarm menu.

- ▶ Go to the "Main menu" screen.
- ▶ Place a "Universal button" on the worksheet.
- ▶ Select "Picture in foreground".
- ▶ Click on the white area with a cross to select a bitmap.
- ▶ Choose the "warning\_error010" image.

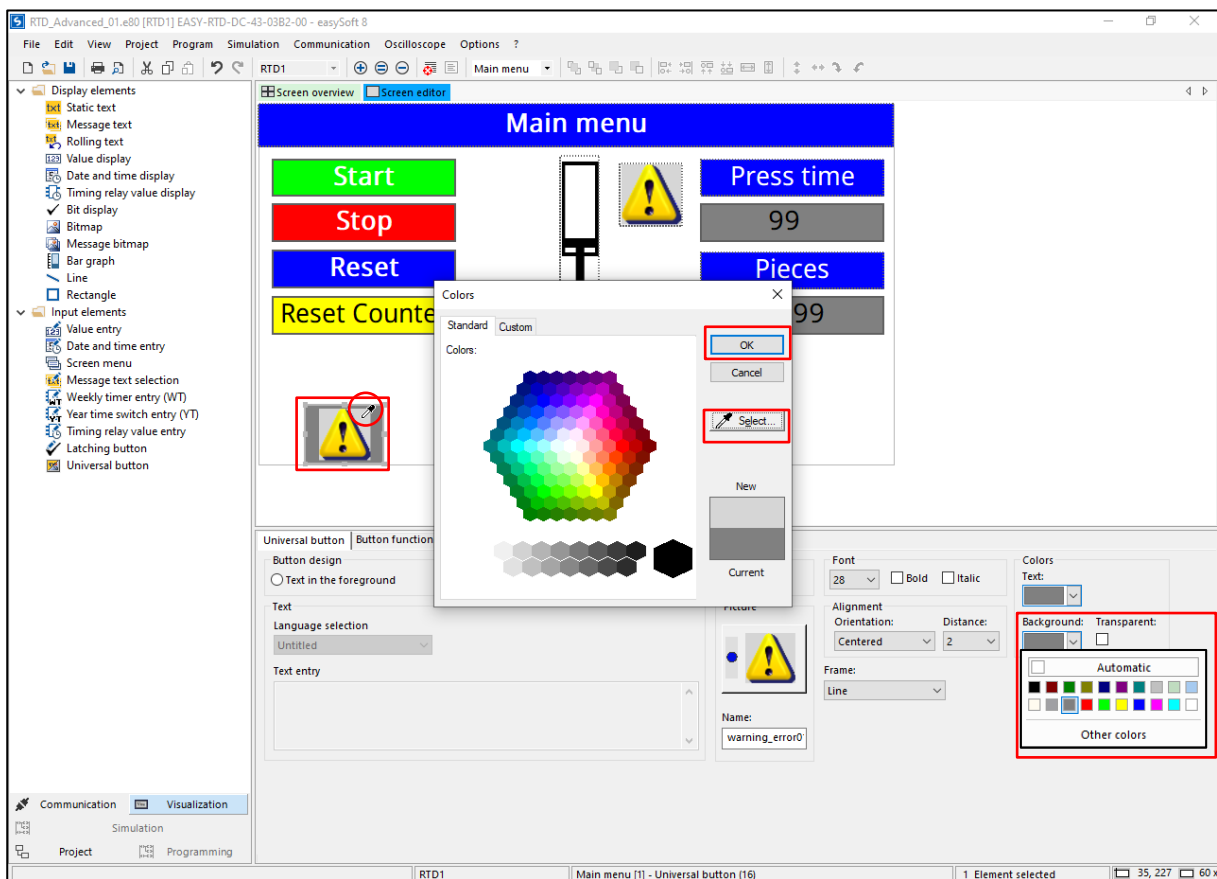


Fig. 70

The background of the button is different from the background of the bitmap.

Edit this by going to "Colors" → "Background", select "Other colors".

- Select the eyedropper and choose the background color of the image and confirm this with "OK".

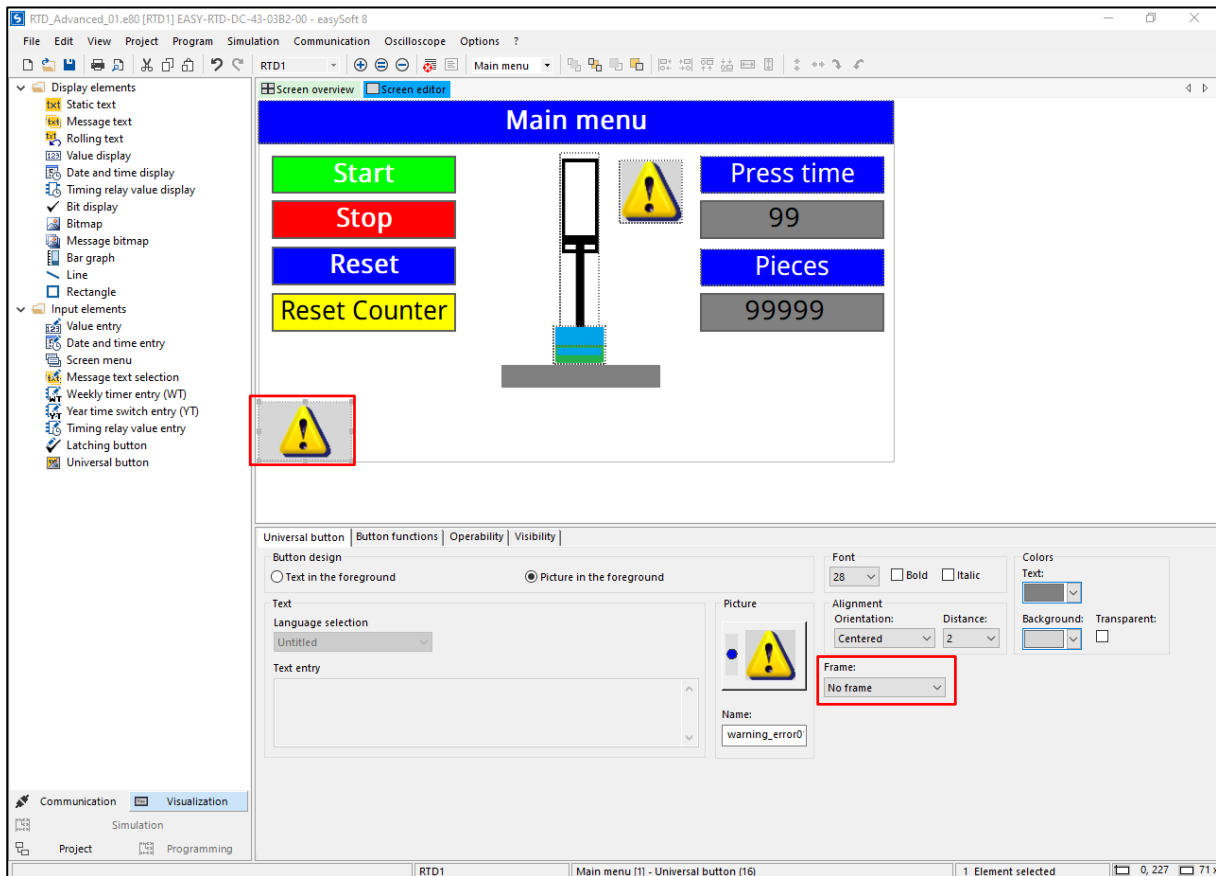


Fig. 71

Remove the outline by selecting "No frame" for "Frame:".

Place the button in the bottom-left corner of the screen and give it the desired dimensions.

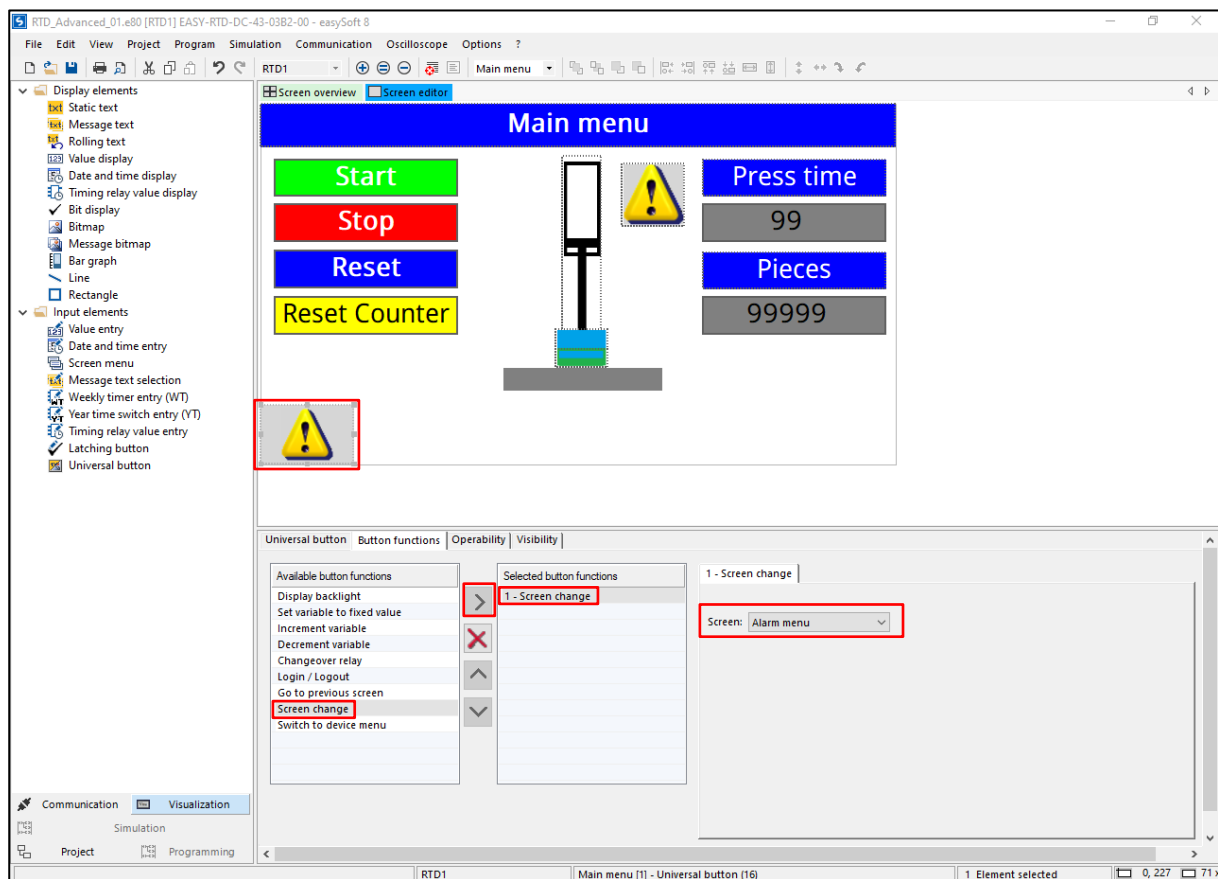


Fig. 72

- Go to "Button functions".

Select "Screen change" and indicate that the jump should be made to "Alarm menu".

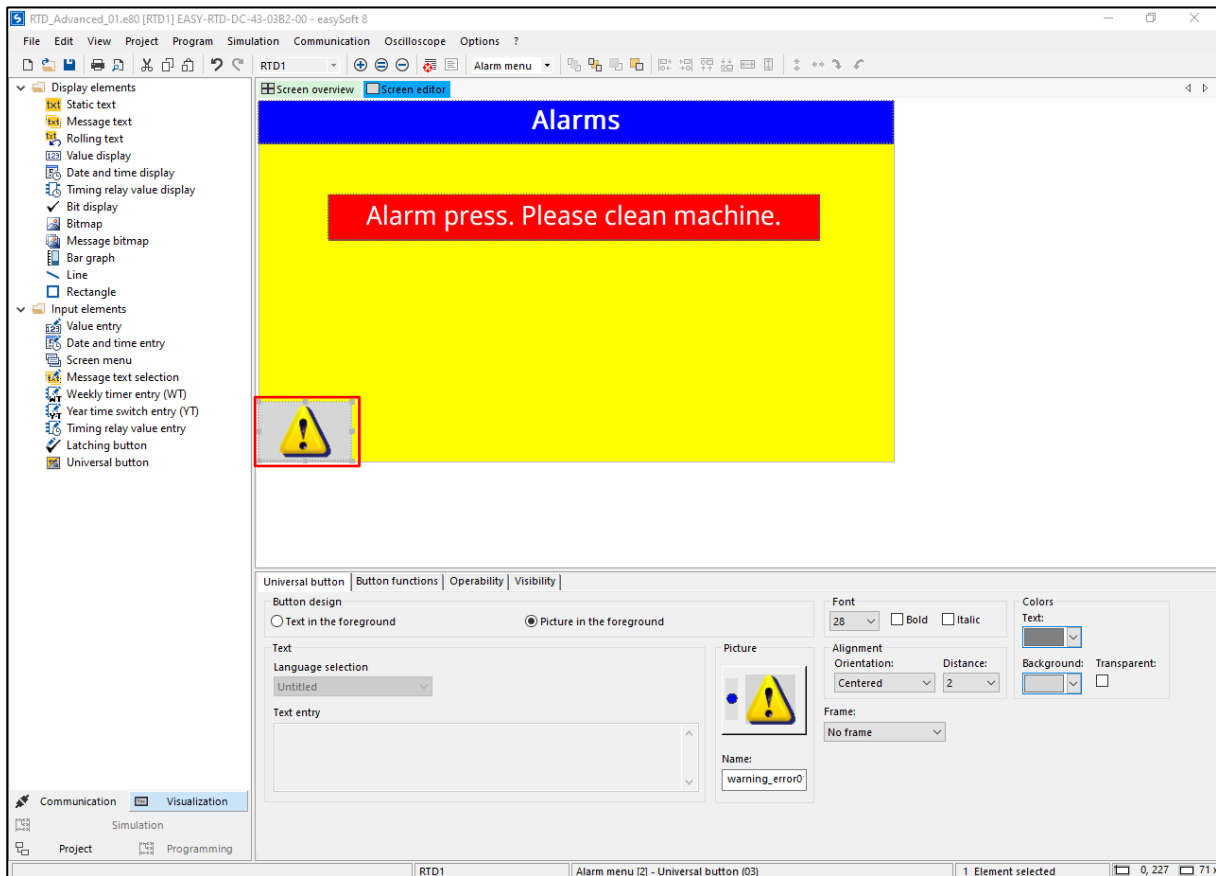


Fig. 73

A button that jumps back to the "Main menu" must also be on the alarm screen.

- ▶ Copy the button that jumps to the alarm screen from the "Main menu".
- ▶ Go to the "Alarm menu".
- ▶ Place the button in the bottom-left corner of the screen.

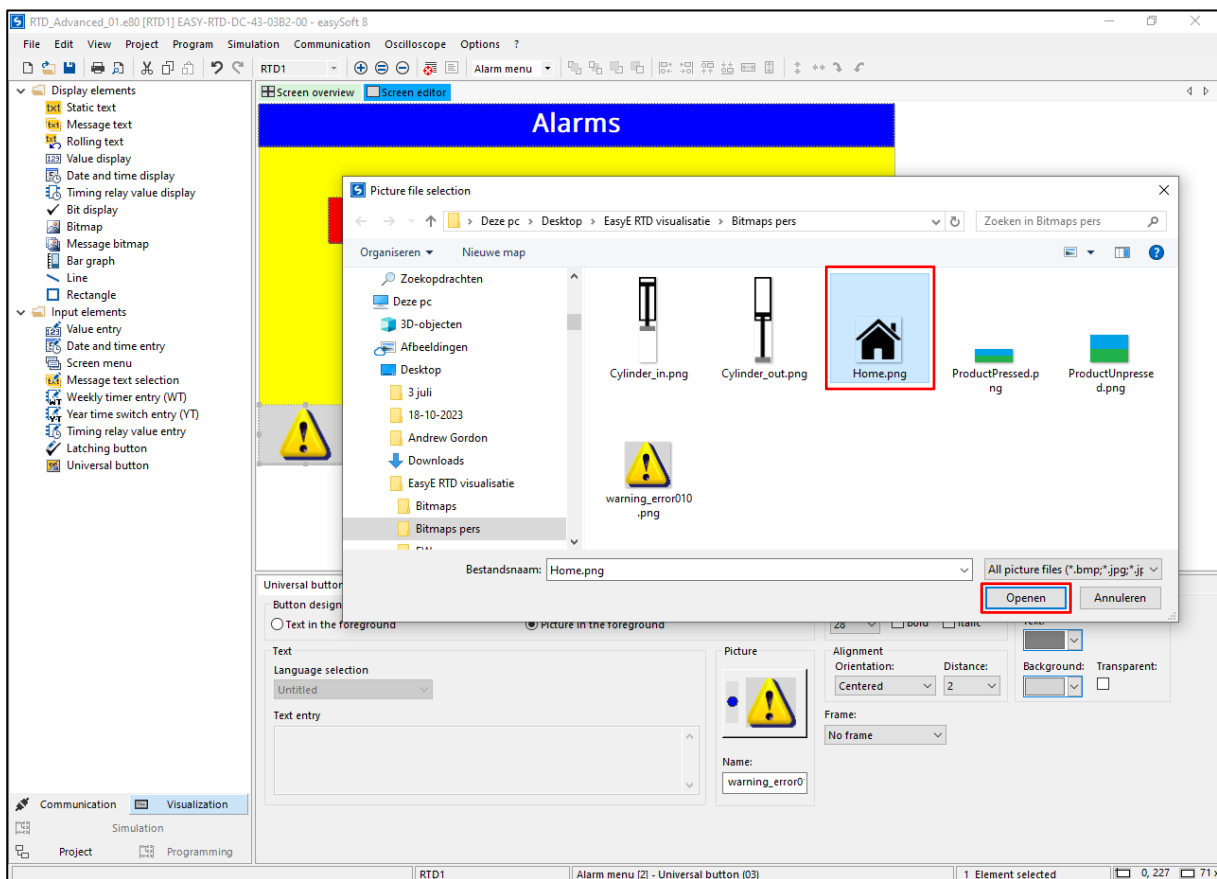


Fig. 74

- ▶ Open the button.
- ▶ Click on Picture.
- ▶ Select the "Home" bitmap.

Adjust the colour of the button when necessary.

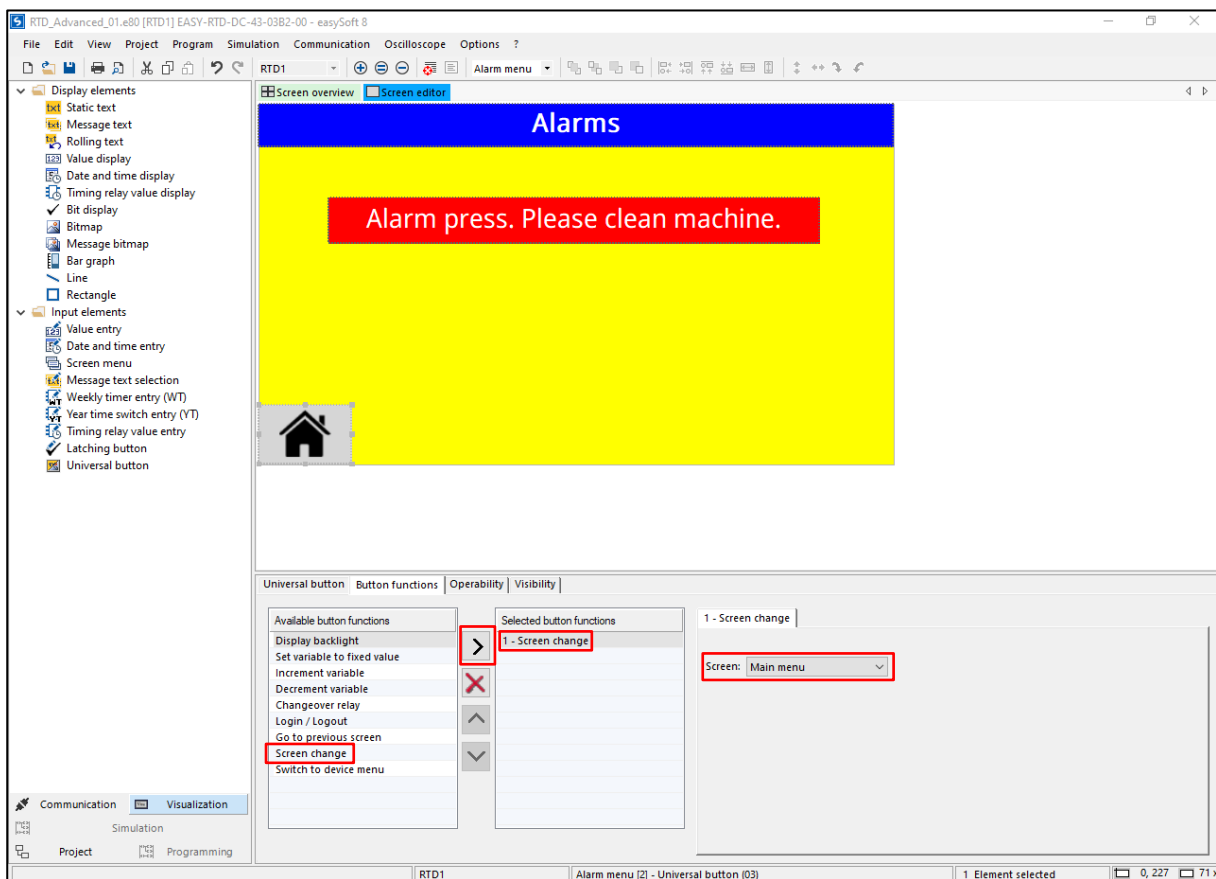


Fig. 75

- ▶ Go to "Button functions".
- ▶ Select "Main menu" for "Screen" to jump to.

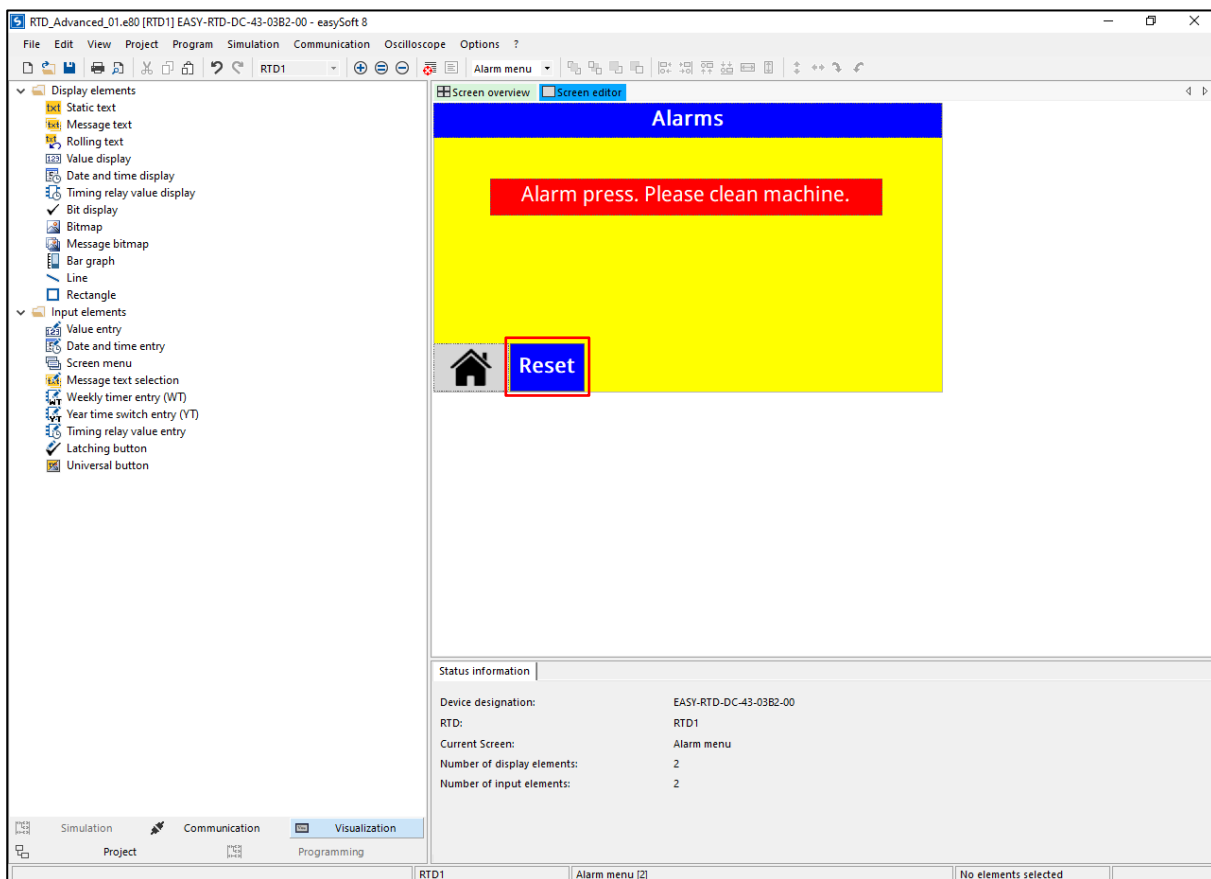


Fig. 76

The fault must also be able to be reset in the alarm menu.

- ▶ Copy the "Reset" button located on the "Main menu" and place it on the "Alarm menu" screen.
- ▶ Give this button the same dimensions as the "Home" button.
- ▶ Put this button next to the "Home" button.

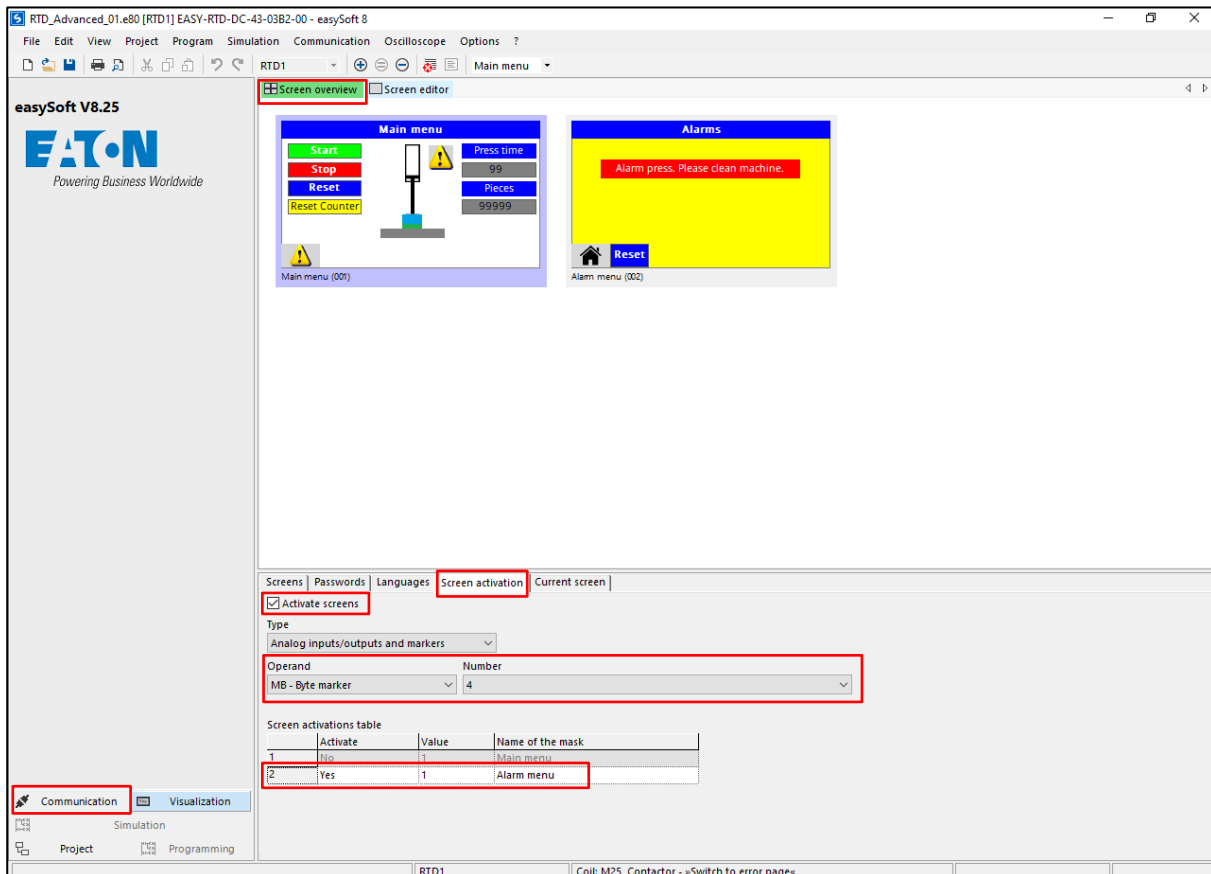


Fig. 77

As soon as the alarm is activated, the alarm screen must open.

- ▶ Select "screen overview".
- ▶ Select the "screen activation".
- ▶ Check "Activate screens".
- ▶ Select Marker Byte MB4 for "Operand".

In the easyE4 program, M25 = "Switch to error page" is made high when an error occurs. M25 is the first bit in MB4. With this, the value 1 is assigned to MB4.

Select the second screen with the title "Alarm menu" in the "Screen activation table".

Choose "Yes" here in the "Active" column and 1 as the value.

## Transferring the created visualization

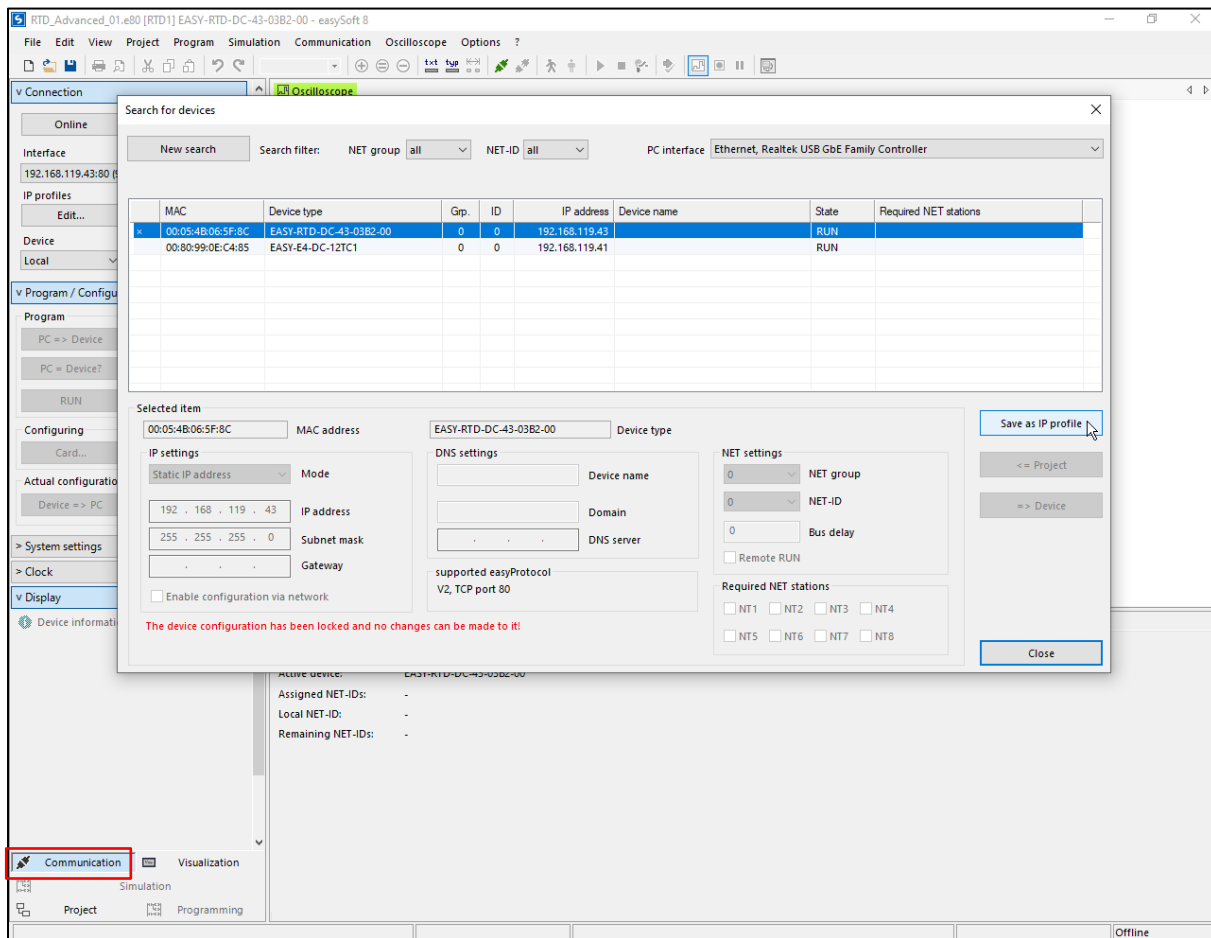


Fig. 78

Save the program and transfer it to the easy-RTD.

- Go to the "Communication" menu.

Search for the IP address of the easyE RTD via "Search", as was done with the easyE4, and save it with "Save as IP profile".

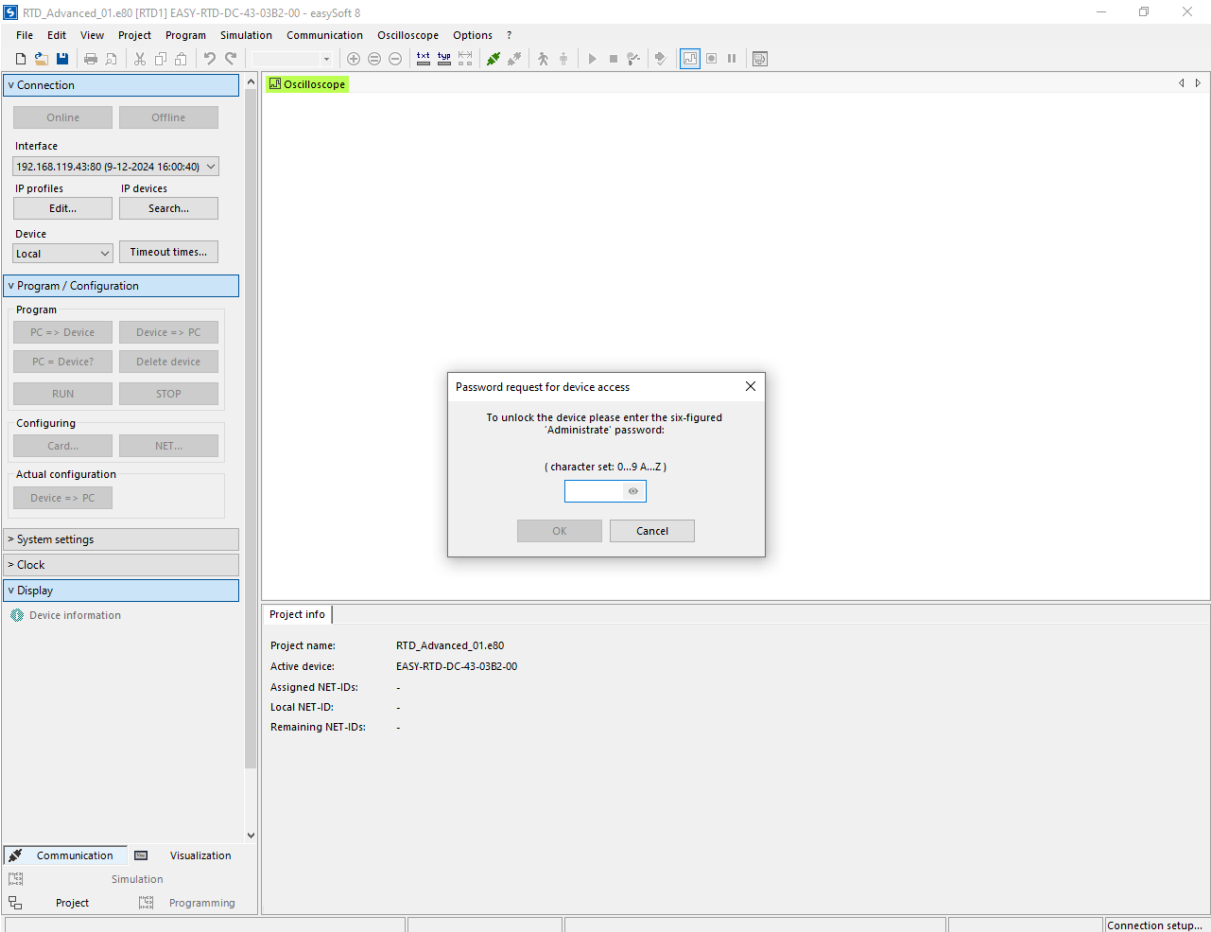


Fig. 79

- Connect with the second easy-RTD.

You are asked for the password to connect.  
The password "QWERTY" was provided for this in the settings of the easy-RTD.

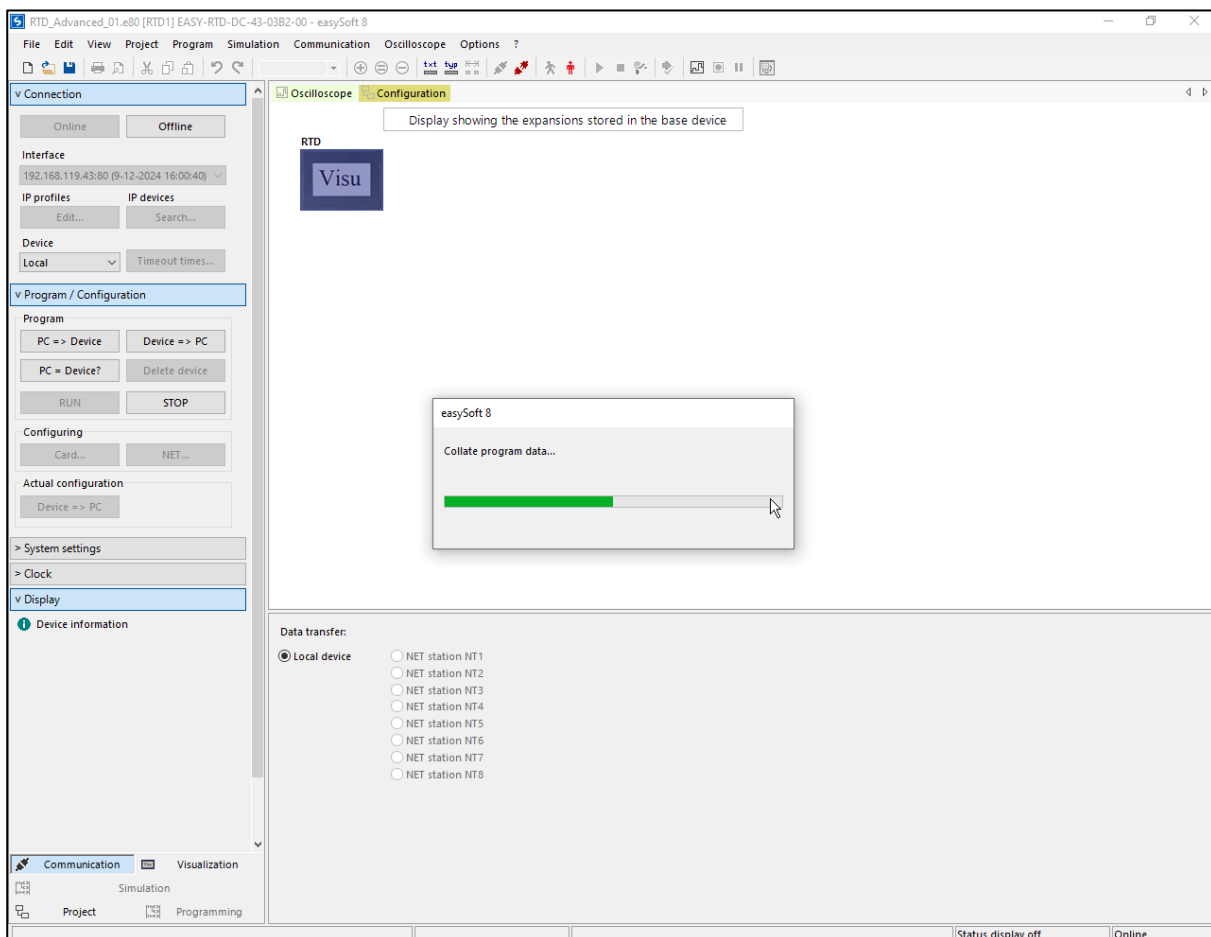


Fig 80

- Send the program to the easy-RTD.

If there is already a program present in the easy-RTD, you will be asked whether it should be stopped.

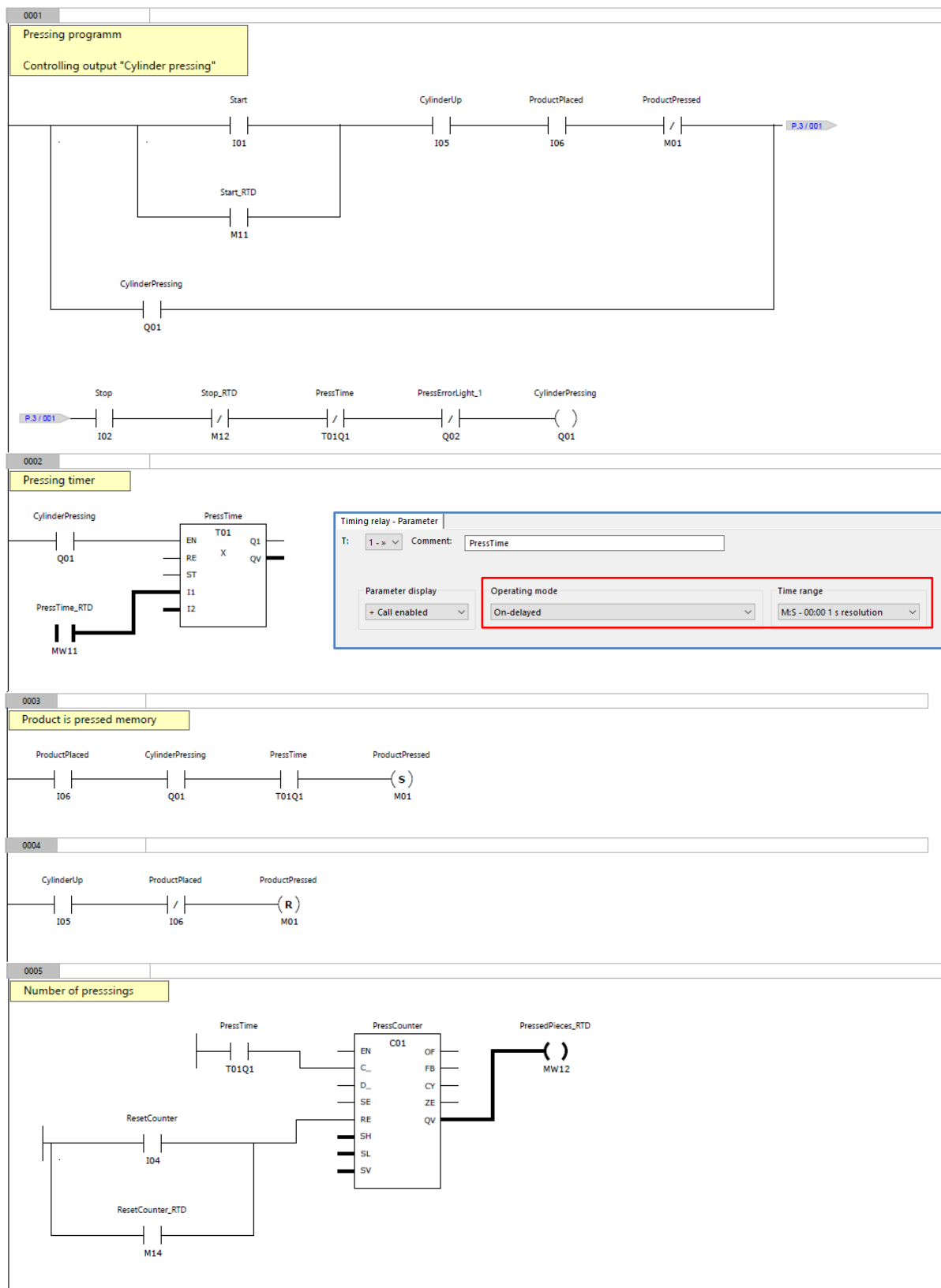
- Confirm that with "Yes".

The program is now being transferred.

- Set the program in "RUN".

## Chapter 6 Attachments

### 6.1 EasyE4 program



## Chapter 6 Attachments

### 6.1 EasyE4 program





6.2 Bitmaps



Home



Warning\_error010



ProductUnpressed



ProductPressed



Cylinder\_out



Cylinder\_in

# Notes



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