Intruduction of Multimedia function for DOP-112MX / DOP-**115MX**

Detail description for new functions for DOP-112MX and DOP-115MX.

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DOP-100 series provide 12 inch and 15 inch, incould DOP-112MX, DOP-112WX, DOP-115MX and DOP-115WX mode type. M means have Multimedia function, W means Narrow border standard model, X means XGA TFT resolution.

Multimedia function provide Analog Camera, IP Camera, VGA in, Video play and event trigger.

In this manual have introduce Multimedia function, if choose DOP-112MX and DOP-115MX model that could refer to this document. Otherwise, it will not have Multimedia function to use.

Internal Memory increase to 200000 from $0 \sim 199999$. This function support all model.



1. Analog Camera display

What is Analog Camera? For HMI, Analog camera only supports CVBS signals in PAL or NTSC format. Its connector is BNC Connector. This CVBS signal is different from AHD, TVI and CVI signal input formats.

PAL (Phase Alternation Line) is an alternating phase scan. Generally, the 8 MHz bandwidth is used, and the color signal transmission can accept a large phase offset error.

The NTSC (National Television System Committee) is the earliest developed television system. It generally uses a 6MHz bandwidth and can express the widest range of colors.

What is the CVBS signal? CVBS (Composite video baseband signal) is a composite video broadcast signal, which is commonly known as the Video terminal of the AV terminal. CVBS is the most original Video signal format. This signal line contains brightness (Y), color (C), horizontal sync signal (H.Sync) and vertical sync signal (V.Sync).

After the initial introduction to the concept of Analog Camera, please refer to the following table for the Analog camera example.



	Analog Camera					
Camera display element	Create Camera display elen Camera Type Camera Name Show size Analog Camera Display	ment and set as below parameter. mera display element Analog Camera CH1 640x360				
Result	 program to HMI. It will show the video sci download. 	please execute compile and then download reen at camera display element after				

Table1.1 Analog Camera display example



amera display element				×
Preview	Main Coord	linates		
Analog Camera Display	Address			
	Invisible Addres	s:		
	None			
	CH1 / CH2 Togg	le bits:		
	None	, 		
State:				
0 ~	Setting			
	County			
.anguage:	Camera type:			
Languagel 💛	ANALOG CA	MERA	~	
	Camera Name:			
Element description:	CH1 ~			
Camera display element_00	Show size:	320x240	~	
				OK Cancel

Double-click the Camera Display element Properties screen as shown below.

Figure 1.1 Camera Display Element Properties

Table 1.2 Camera Display Element Function Page

Camera Dsplay Element			
Function Page	Content Description		
Preview	Cannot view Multilanguage data and multistate data.		
Main	Sets Invisible address, CH1/CH2 toggle bits.		
Walli	Sets Camera type, Camera Name, and Show size.		
Coordinates	Sets the X-Y coordinate, width, and height of elements.		



■ Main		
Camera display element		×
Preview	Main Coordinates	
Analog Camera Display	Address Invisible Address: (1)	
	CH1 / CH2 Toggle bits: (2)	
State:		
0	Setting	
Language:	Camera type: (3)	
Language1 🗸 🗸	ANALOG CAMERA	
Element description:	Camera Name: CH1 (4)	
Camera display element_00	Show size: 320x240 (5)	
		OK Cancel

Figure 1.2 Camera display element Main Properties Page



No.	Property	Function			
		 When the Invisible Item is "On", camera display elements are hidden, and the corresponding button functions are disabled. Camera display element 			
		Preview Main Coordinates			
		Address			
		Analog Camera Dis			
		Invisible Address:			
		37.0			
		CH1 / CH2 Toggle bits: None			
(1)	Invisible	None			
(')	address	Invisible address OFF			
		Invisible address ON			
(2)	CH1/CH2 Toggle bits	Trigger on CH1 or CH2 toggle bit, channels will be switch.			
		Select Camera type for Analog Camera or IP Camera.			
		Camera type:			
(3)	Cemera type	ANALOG CAMERA ~ ANALOG CAMERA			
		IP CAMERA			
		 Will display corresponding camera name after select camera type. If select Analog Camera, camera name will be CH1 or CH2. Please use BNC connector to connect CH1 or CH2 port of back cover. 			
		Camera type:			
	Camera	ANALOG CAMERA \sim			
(4)	Name	Camera Name:			
		CH1 ~			
		CH1 CH2			
		If select IP Camera, camera name will be show up by Camera device setting (example is CAMERA1 or CAMERA2). Please set			
		IP address of IP camera at the same domain with HMI.			



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No.	Property		Function			
			Camera type:			
			IP CAMERA		~	
			Camera Name:			
			CAMERA1		~	
			CAMERA1			
			CAMERA2			
		Show size	e diplay resolution of element.			
			Show size:	320x240	~	
				800x600		
				640x480		
				320x240		
(5)	Show size			160x120 64x48		
				1024x600		
				640x360		
				512x300		
				256x150		
				128x75		



Coordinates

Camera display element							×
Preview	Main	Coordinat	es				
IP Camera Display	Coordi	inates X:	139	¥:	99	(2)	
State:				(1)			
Language:							
Element description:							
Camera display element_00							
						OK Canc	el

Figure 1.3 Camera display element Coordinates Properties Page

No.	Property	Function
(1)	X-value and Y-value	Sets the upper left X-coordinate and Y-coordinate of elements.



2. IP Camera display

IP Camera is a network camera, a new generation of cameras that combines traditional camera and network technologies. It is a digital transmission device based on network transmission. It has a network output interface and can be used for remote network connection through Ethernet. The IP Camera supported by the HMI only provides the RTSP (Real Time Streaming Protocol) protocol, which is called real-time streaming. It is an application layer protocol in the TCP/IP protocol system. It is designed for use in entertainment and communication systems to control Streaming server.

Please refer to the following table for the IP camera example.

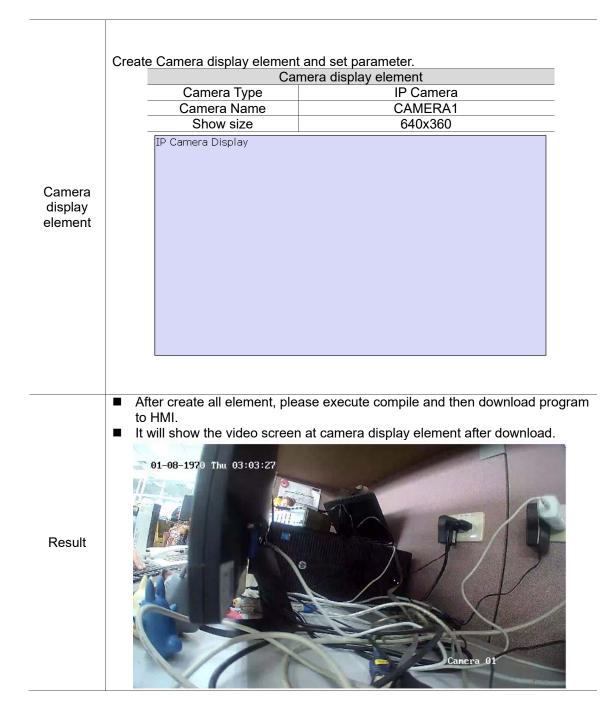
Table 2.1 IP Camera example



		IP Camera				
Before use IP camera, it must be set camera device. Please go to [Options] -						
	[Camera device]. After into this setting page, it will display as below.					
		192.168.123.177:554/Streaming/Channels/1 54/Streaming/Channels/101/	01/			
	4 IP Camera			_		
	Name IF)	Source format			
		o add camera. Default IP displ I:554/entry_name 】∘	ay as below			
	4 IP Camera					
Camera	Name	IP	Sourc	e <mark>form</mark> at		
Device	CAMERA1	rtsp://192.168.0.1:554/entr	_name Motion	n JPEG		
	Above has IP example, this example is for HIKVISION used with Account, password, IP address, port and entry name. rtsp://admin:hk888888@192.168.123.177:554/Streaming/Channels/101/ Account admin Password hk888888 IP address 192.168.123.177 Port 554 Entry name Streaming/Channels/101/ Streaming/Channels/102/					
	Please refer to IP example to modify as below.					
	4 IP Camera					
	Name IP					
	CAMERA1 rtsp:	//admin:hk8888888@192.168.123.199:55	64/Streaming/Channels	/101/		
	After set up IP, plea 101.	se select source format. Exar	mple here is H.2	64 for channel		
	IP			Source format		
	rtsp://admin:hk888888@1	92.168.123.199:554/Streaming/Channels	5/101/	H.264		



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The content configurations of Camera Device will be described below. Please select [Options] \rightarrow [Camera Device] .

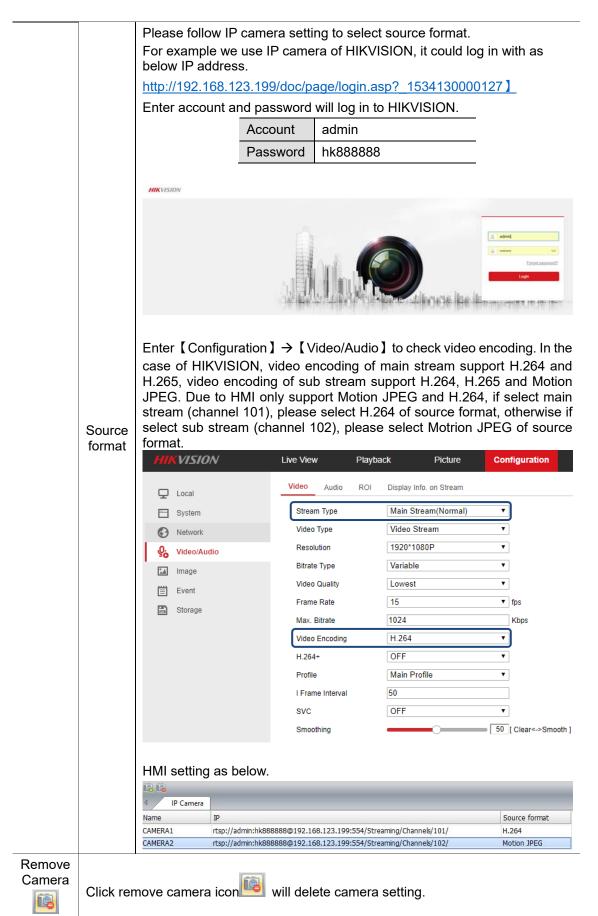
Options Window Help	
Configuration	
Communication Settings	
Change Model	
Alarm Settings	
History Buffer Setup	
Tag Table	
Print Setup	
Audio Output Setting	
HMI Identifier Settings	
Modbus TCP mapping table	
FileSlot File Management	
Device Table	
Operation Log Settings	
Recipe	•
Picture Bank	
Text Bank	
Camera Device	
Event trigger	
Multi-Lang input character co	unt calculation
Submacro	
Initial Macro	
Background Macro	
Clock Macro	
Font management	
Environment	

Camera Device ×							
IP Example: rtsp://admin:hk888888@192.168.123.177:554/Streaming/Channels/101/ rtsp://192.168.123.177:554/Streaming/Channels/101/							
ii.							
4 IP Camera							
Name	IP		Source format				
Figure 2.1 Camera device							



	Click	add camera	icon🙉.							
	18 18	_								
		amera								
	Name CAMERA1	IP rtsp://192.1	168.0.1:554/entry_name	Source format Motion JPEG						
	Name	Users could customize camera name.								
	Name									
			format is fixed. Please refer to your IP camera setting to coording to the format, it can be divided into the following p ustrate.							
		Accou	account.	•						
		Passw	word Please refer to your brand of IP camera to input password.							
		IP addr	ess Please refer to your brand of IP came address.	era to input IP						
		Port	Default port is 554.							
Add Camera	IP	Entr	Cub Ctrann	me rtsp VISION rtsp address ing/Channels/101/ ing/Channels/102 N, 102 means elow.						





Scence camera display element is share with Analog Camera and IP Camera, please refer to element property description for P.5 ~ P.9.



3. VGA Display

HMI provide VGA port to display image from external device like DMV, PC or notebook. Please refer to the following table for the VGA display example.

Table 3.1 VGA display example



	VGA display
	Create VGA display element and set parameter.
	VGA display Source Resolution 1024 x 768 60Hz
	Source Resolution 1024 x 708 00H2 Show Size 640x360
VGA display element	VGA IN Display
	Please use VGA cable to connect between HMI and device like PC, Notebook or DMV.
Connection	PC HMI HMI HMI
	DMV
Result	 After create all element, please execute compile and then download program to HMI. It will show the image from PC at VGA display element after download.

VGA display				×
Preview	Main Coordina	tes		
	Memory			
State Bit Dirigility				
	Invisible Address: None			
	None			
State:				
0 ~				
Language:				
Language1 🗸 🗸	Detail			
Element description:				
VGA display_001	Source resolution:	1024x768 60Hz	~	
VOA display_001	Show size:	640x360	~	
				OK Cancel

Double-click the VGA display element Properties screen as shown below.

Figure 3.1 VGA Display Element Properties

Table 3.2 VGA Display Element Function Page

VGA display					
Function page Content Description					
Preview	Cannot view Multilanguage data and multistate data.				
Main	Sets Invisible address.				
Main	Sets Source resolution and Show size.				
Coordinates	Sets the X-Y coordinate, width, and height of elements.				



/GA display		×
Preview	Main Coordinates	
Star Bi Dispilay	Memory	
	Invisible Address: (1)	
State:		
0 ~		
Language:		
Language1 ~	Detail	
Element description:	Source resolution: 1024x768 60Hz (2)	
VGA display_001	Show size: 640x360	
	(3)	
	OK	Cancel

Figure 3.2 VGA display element Main Properties Page



No.	Property	Function
110.	Topolty	 When the Invisible Item is "On", camera display elements are hidden, and the corresponding button functions are disabled. VGA display
		Preview Main Coordinates
		Main Coordinates
		Memory
		Invisible Address:
		\$9.0
(1)	Invisible address	
	uuurooo	Invisible address off OFF
		Invisible address ON Element disappear Invisible address On
		Please follow ouput device resolution to choose source resolution.
		Source resolution: 1024x768 60Hz V
		800x600 60Hz Show size: 848x480 60Hz
	Carman	1024x768 60Hz 1280x768 60Hz 1280x800 60Hz
(2)	Source resolution	1280x800 60Hz 1280x960 60Hz 1280x1024 60Hz
		1360x768 60Hz 1400x1050 60Hz
		1440x900 60Hz 1600x1200 60Hz
		1680x1050 60Hz 1366x768 60Hz
		1920x1080 60Hz 1280x720 60Hz
		Show size diplay resolution of element.
		Show size: 320x240 ~ 800x600
		640x480 320x240
(3)	Show size	160x120 64x48
(0)		1024x600
		640x360 512x300
		256x150 128x75



Coordinate

VGA display								×
Preview	Main	Coordinate	s					
FOR RECourses	Coord	inates						
		X:	226	÷	Y:	52	÷	
				(1)]		(2	
State:								
0 ~								
Language:								
Language1 💛								
Element description:								
VGA display_001								
							-	
							OK	Cancel

Figure 3.3 VGA display element Coordinates Properties Page

No.	Property	Function
(1)	X-value and Y-value	Sets the upper left X-coordinate and Y-coordinate of elements.



4. Video Play

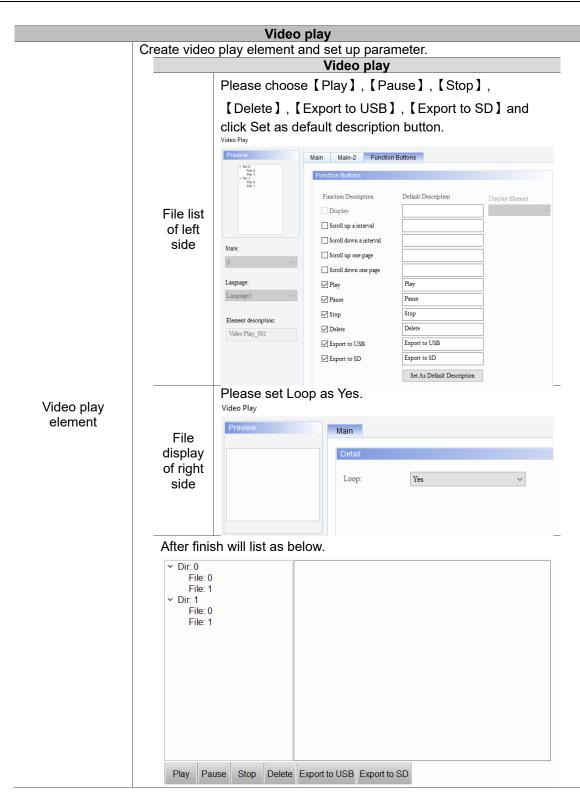
Video play element provide users could view mpeg4 file regardless via Analog camera and IP camera saved to HMI or located at USB disk and SD card.

The file format located at USB disk and SD card must be mpeg4 with H.264 video encoding if it does not save via Analog camera and IP camera.

Please refer to the following table for via Analog camera and IP camera saved to HMI or located at USB disk and SD card example.

Table 4.1 Video play example (Via Analog camera and IP camera saved to HMI)







	Preview	Main Coordinates				
	Analog Camera Display	Address				
		Invisible Address:				
		None				
		CH1 / CH2 Toggle bits:				
		None				
	State:					
	0 ~	Setting				
	Language:	Camera type: ANALOG CAMERA ~ Camera Name: CH1 ~				
Camera display	Language1 \vee					
element	Element description:					
	Camera display element_00	Show size: 320x240 ~				
	Analog Came	era Display				



	Create Camera display eler	mont and set up parameter
	Create Camera display eler Camera display element	nent and set up parameter.
	Preview	
	Tronow	Main Coordinates
	IP Camera Display	Address
		Invisible Address:
		None
		CH1 / CH2 Toggle bits:
		None
	State:	
	0 ~	Oatline
	v *	Setting
Camera display element	Language:	Camera type:
	Language1 V	IP CAMERA V
		Camera Name:
	Element description:	CAMERA1 ~
	Camera display element_00	
	camera display element_00.	Show size: 320x240 ~
	IP Camera D	isplay
Camera device	IP Camera Name IP	evice to set name, IP and source format. Source format @192.168.123.199:554/Streaming/Channels/101/H.264



	Condition / Action se	tting			
	Condition			Action	
	Trigger type	BIT	~	Trigger	Video 🗸
	Trigger bit	{Link1}1@D1	00.0	Camera type	IP CAMERA ~
	Triggering	Rising edge	~	Camera status	CAMERA1 ~
				Storage area	MEDIA ~
				Recorded duration	10
				Pre-recorded duration	10
				Video size	1024x576 ~
				Video name	REC_%y%m%d_%H%M
				-	OK. Cancel
					And day
	Condition / Action se	tting			
Event trigger	Condition			Action	
	Trigger type	BIT	~	Trigger	Video ~
	Trigger bit	\$200.0		Camera type	ANALOG CAMERA $$
	Triggering	Rising edge	\sim	Camera status	CH1 ~
				Storage area	MEDIA ~
				Recorded duration	10
				Pre-recorded duration	10
				Video size	1024x576 ~
				Video name	REC_%y%m%d_%H%M
					OK Cancel
		44 ¹			
	After finish se	riggered	elow lable	·.	
	No. Conditio		Action		
	1 DIT (13	ink1}1@D100.0		CAMERA-CAMERA1	
	1 BIT-{Li		34,60 11 1		



After create all element, please execute compile and then download program to HMI.

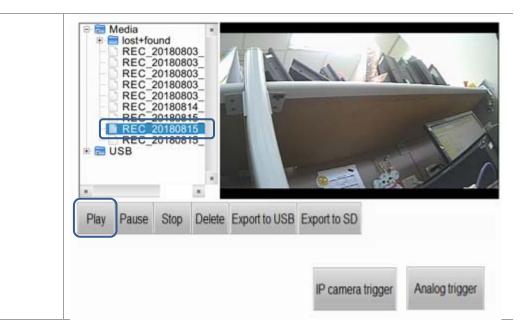
It will show the video from camera display element after download.

*	Media USB							
 Play	Pause	Stop	Delete	Export to USB	Export to SD			
					IP camera	trigger	Analog trigger	

After trigger D100.0 and \$200.0, it will append two video file under Media path.

Result	path.
roour	Media lost+found REC_20180803_140706 REC_20180803_140752 REC_20180803_141326 REC_20180803_141446 REC_20180803_152102 REC_20180814_162945 REC_20180815_105716 REC_20180815_145100 REC_20180815_145112 SB
	Play Pause Stop Delete Export to USB Export to SD
	IP camera trigger Analog trigger
	Select video file and click play button, file display of right side will show the video.

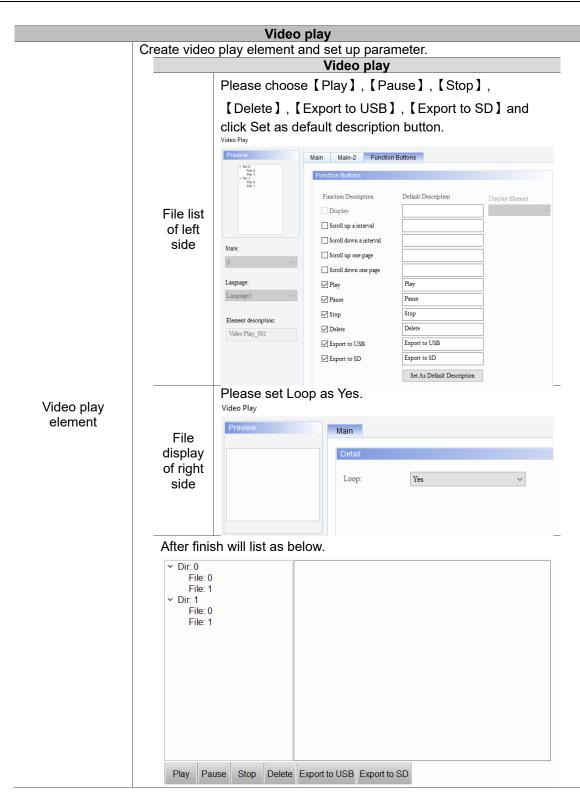




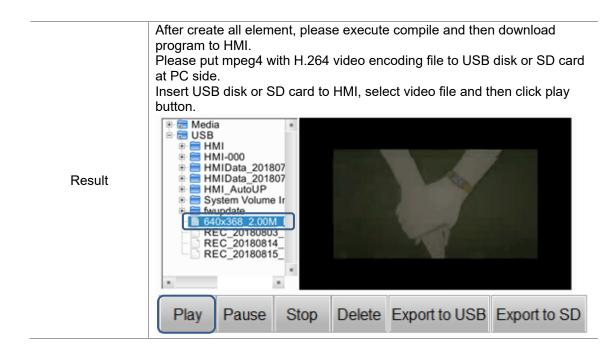
Please refer to the following table for located at USB disk and SD card example.

Table 4.2 Video play example (located at USB disk and SD card)









Video play element divided two part, one is file list of left side, and another is file display of right side.

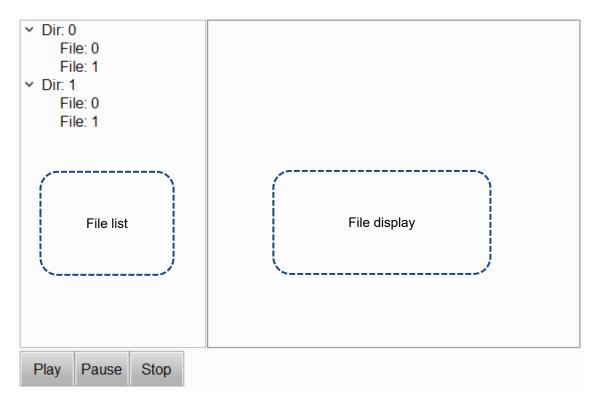




Figure 4.1 Left side of Video Play Element Properties

Video Play (File list of left side)			
Function page Content Description			
Preview	Cannot view Multilanguage data and multistate data.		
	Set Border Color, Tree View Background Color.		
Main	Set Font of text, Size of text, Color ot text.		
	Set File Extension Filter.		
Main-2	Set Transparent, Smooth animation, Anti-aliasing.		
	Set Scroll up a interval, Scroll down a interval, Scroll up one page,		
Function Buttons	Scroll down one page, Play, Pause, Stop, Delete, Export to USB,		
FUNCTION DULIONS	Export to SD.		
	Set Default Button width and height.		



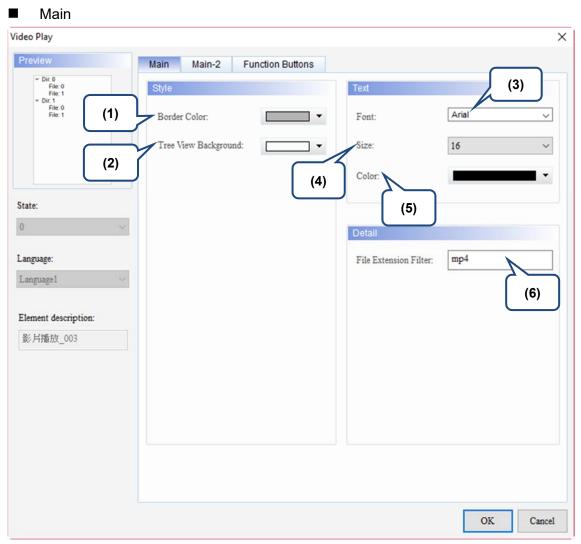
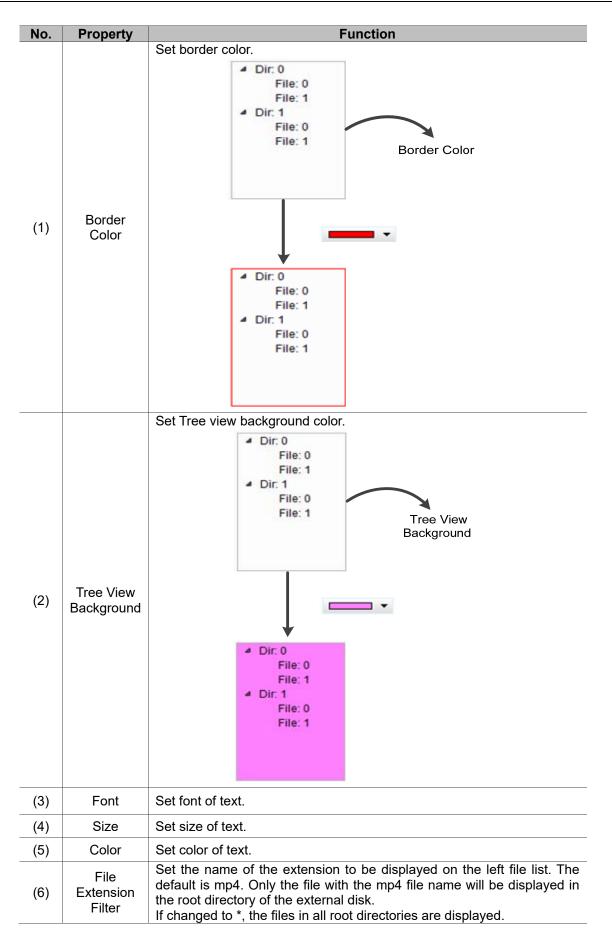


Figure 4.2 Left side of Video Play Element Main Properties Page





Main-2			
Video Play			×
Preview	Main Main-2	Function Buttons	
 Dir. 0 File: 0 File: 1 Dir. 1 	Style	(1)	
File: 0 File: 1	Transparent:	255	
	Smooth animation:	No (2)	
	Anti-aliasing:	Yes	
State:		(3)	
0 ~			
Language:			
Language1 🗸			
Element description:			
影片播放_003			
		OK Cano	:el

Figure 4.3 Left side of Video Play Element Main-2 Properties Page

No.	Property	Function		
		Transparent default value is 255, minimum value is 50, maximum		
(1)	Transparent	value is 255, user could customize this value.		
		The smaller the value, the higher the transparency of the component.		
(2)	Smooth	The left file list after opening the animation will have a sliding effect		
	animation	when it is expanded or retracted.		
(3)	Anti-aliasing	This element cannot turn on anti-aliasing.		



Function Buttons

Video Play		×
Preview	Main Main-2 Function Buttons	
 Dir. 0 File: 0 File: 1 Dir. 1 File: 0 File: 1 	Function Buttons (3) Function Description Default Description Display Element	
(1)	Display Display Scroll up a interval Scroll up a interval Scroll down a interval Scroll down a interval	×
State:	Scroll up one page Scroll up one page Scroll down one page Scroll down one page	
Language: Languagel ~	 ✓ Play ✓ Pause Pause 	
Element description: 影戶播放_003	Stop ∑ Delete Delete	
NO THEM.	Export to USB Export to USB Export to SD Export to SD	
	Set As Default Description (2)	
(4)	Default Button Width 60 Default Button Height 40	
	ОК	Cancel

Figure 4.4 Left side of Video Play Element Function Buttons Properties Page

No.	Property	Function	
(1)	Function buttons	 Provide Scroll up a interval, Scroll down a interval, Scroll up one page, Scroll down one page to scroll through the list of files and determine the extent of scrolling. Play, Pause, Stop, Delete to control video file. Export to USB and Export to SD to export the video file originally stored in the HMI to USB or SD. 	
(2)	Set As Default Description	Click this button will fill default description.	
(3)	Default Description	Click Set as default button will fill default string to default description. User could customize string.	
(4)	Default Button Width and Height	User could customize button of width and height.	



Video Play				×
Preview	Main			
	Detail			
	Loop:	Yes	~	
State:				
0 ~				
Language:				
Language1 \vee				
Element description:				
影片播放_004				
				OK Cancel
				Calicel

Double-click the right side of video play element Properties screen as shown below.

Figure 4.5 Right side of Video Play Element Properties

Table 4.4 Right side of Video Play Element Function Page

Video Play (File display of left side)			
Function Page Content Description			
Main	Set Loop.		



Main

Video Play		×
Preview	Main Detail (1)	
	Loop: Yes ~	
State:		
Language: Language1		
Element description: 影片播放_004		
		OK Cancel

Figure 4.6 Right side of Video Play Element Main Properties Page

No.	Property	Function
(1)	Loop	The default is Yes, and the video file will continue to replay after it has finished playing.



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5. Event trigger

The event trigger is mainly used to match the Camera display element. After the conditions set by the event trigger are met, the content captured by the camera at that time can be archived into an mpeg4 video file.

Enter [Options] \rightarrow [Event trigger] to add event.				
Options Window Help				
	Configuration			
	Communication Settings			
	Change Model			
	Alarm Settings			
	History Buffer Setup			
	Tag Table			
	Print Setup			
	Audio Output Setting			
	HMI Identifier Settings			
	Modbus TCP mapping table			
	FileSlot File Management			
	Device Table			
	Operation Log Settings			
	Recipe •			
	Picture Bank			
	Text Bank			
	Camera Device			
	Event trigger			
	Multi-Lang input character count calculation			
	Submacro			
	Initial Macro			
	Background Macro			
	Clock Macro			
	Font management			
	Environment			



ck 🔟 to add	trigger event.		
ondition		Action	
Trigger type	BIT ~	Trigger	Video 🗸
Trigger bit	None	Camera type	ANALOG CAMERA $$
Triggering	Rising edge \sim	Camera status	CH1 ~
		Storage area	USB Disk \checkmark
		Recorded duration	60
		Pre-recorded duration	10
		Video size	1024x576 ~
		Video name	REC_%y%m%d_%H%M
			OK Cancel

Figre 5.1 Event trigger

Condition				
Trigger type	Only have bit type.			
Trigger bit	Set bit address, could be PLC address or internal memory address.			
Triggering	Trigger have Rising edge, Falling edge and Rising or falling. Triggering Rising edge Falling edge Rising or Falling			
	Rising means bit status from On to Off.			
	Falling means bit status from Off to On.			
Action				
	Trigger have Video and Goto screen.			
	Trigger Video ~			
	Video Goto screen			
Trigger	If select Video, interface as below.			

Camera type ANALOG CAMERA Camera status CHI Storage area USB Disk Recorded duration 60 Pre-recorded duration 10 Video size 10245576 Video size 10245576 Video name REC_%y%m%d_%d_%H%M Camera type have Analog Camera and IP Camera. Camera type have Analog Camera and IP Camera. Camera type ANALOG CAMERA The camera status will depend on the camera type. Select Analog Camera, status only ist for CH1 and CH2. Camera type ANALOG CAMERA Camera type CH1 Storage area CH1 Camera type IP Camera device 1 to create IP Camera type IP CAMERA Camera type IP CAMERA Camera type IP CAMERA Camera status CH1 Storage area have Media, USB DISK and SD.						
Storage area USB Disk Recorded duration 60 Pre-recorded duration 10 Video size 1024x576 Video size 1024x576 Video name REC_*%y*6m%d_*%H*6M Camera type ANALOG CAMERA The camera status will depend on the camera type. Select Analog Camera, status only list for CH1 and CH2. Camera type ANALOG CAMERA Camera type Camera type. Select IP camera, status will depend on Name of Camera device setting. Enter [Options] → [Camera device] to create IP Camera name for Camera 1 and Camera 2. Image: Foramera Name Image: Camera status CAMERA Camera type IP CAMERA Camera status CAMERA Storage area <t< td=""><td></td><td colspan="2">Camera type</td><td colspan="2">ANALOG CAMERA $$</td></t<>		Camera type		ANALOG CAMERA $$		
Camera Storage area Camera Storage area Camera Storage area Storage area CAMERA Camera type Image: Comera device file Camera Camera type Camera Camera status The camera status will depend on the camera type. Select Analog Camera, status only list for CH1 and CH2. Camera type ANALOG CAMERA Camera type ANALOG CAMERA Storage area CH1 Storage area CH2 Camera type CAMERA Storage area CH1 Storage area CH2 Camera type CAMERA Storage area CH2 Camera type Storage area Storage area CH2 Camera type File CAMERA Camera Storage area Storage area CAMERA Camera type File CAMERA Camera type File CAMERA Camera type Camera type Camera type Camera type Camera type Storage Camera type		Camera status		CH1 ~		
Pre-recorded duration 10 Video size 1024x576 Video name REC_%y%m%d_%H%M Camera type have Analog Camera and IP Camera. Camera type ANALOG CAMERA The camera status will depend on the camera type. Select Analog Camera, status only list for CH1 and CH2. Camera status Camera status Storage area Camera status Storage area Camera type ANALOG CAMERA Camera status Storage area Camera type Camera type ANALOG CAMERA Camera type Camera type ANALOG CAMERA Camera type Camera type </td <td></td> <td colspan="2">Storage area</td> <td colspan="2">USB Disk ~</td>		Storage area		USB Disk ~		
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	Video size	1024x576 1024x576 ✓
	Video name	640x480
		ze of 640x480 and recorded duration of 120
	seconds, a file will	I occupy 30MB. ∘ #
Video name		ult is REC_%y%m%d_%H%M%S. month, %d is date, %H is hour, %M is minu nize video name.
Select acti	on to Goto screen, i	interface as below
001001 000	Change the	Screen 1
	Change the	putta_



6. Internal Memory increase to 200000 from \$0 ~

\$199999

The internal register is the memory in the human-machine available for free reading and supporting different configurations, such as the element communication address. As the internal register does not support the non-volatile function, when the human-machine is disconnected from the power supply, data in the register cannot be maintained. The human-machine increase internal register to 200000, each 16-bit.

Access Type	Element Type	Access Range
Word	\$n	\$0 ~ \$199999
Bit	\$n.b	\$0.0 ~ \$199999.15

Note: n is Word (0-199999); and b is Bit (0-15)

Internal memory increase to 200000 from \$0 to \$199999 only apply on elements. Macro command still can use 65536 from $0 \sim 65535$.

