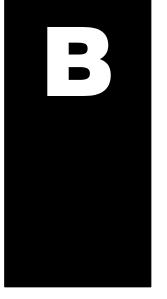# B

ScreenCreator and *Direct*Touch panel Error Codes

In This Appendix. . . .
— ScreenCreator Errors and Warnings
— ScreenCreator Errors in Compiling and Building Screen Data
— Panel Operation Errors

ScreenCreator Errors and Warnings

This section explains errors and warnings in ScreenCreator. **Error messages** begin with **E**, and **warning messages** begin with **W**.

An Error occurs in ScreenCreator when an incorrect function or command is attempted.

A Warning message is issued to alert the user that the attempted command is invalid or that an unpredictable result may occur. Follow any instructions to proceed.

ScreenCreator Errors

E000: **Not enough memory.**
<Cause> Memory space is not enough to operate ScreenCreator or an error exists in Windows.
<Action> Exit ScreenCreator and restart Windows. If no error occurs after restarting Windows, then start ScreenCreator again.

E001: **Windows system abnormality.**
<Cause> An error may exist in Windows or a ScreenCreator file (*.EXE or *.DLL).
<Action> Exit ScreenCreator and restart Windows. If no error occurs after restarting Windows, then start Screen Creator again. If an error does occur in Windows, re–install ScreenCreator.

E002: **File cannot be opened.**
<Cause> The file cannot be open because it is corrupt.
<Action> To investigate the cause, copy the file to a file folder. Then delete the original file and try using the copy.

E003: **File cannot be read.**
<Cause> The file cannot be read since (1) a wrong file or path is specified, or (2) another application has opened the file.
<Action> 1. Make sure the file and path are correct.
2. Make sure that the file is not opened from another application.

E004: **File cannot be written to.**
<Cause> The file cannot be written to since (1) a wrong file or path is specified or (2) another application has opened the file.
<Action> 1. Make sure that the file and path are correct.
2. Make sure that the file is not opened from another application.
3. Make sure that the floppy disk is inserted in the drive.
4. Make sure that the floppy disk is not write–protected.

E005: **File cannot be closed.**
<Cause> The file cannot be written since (1) a wrong file or drive name is specified or (2) another application has opened the file.
<Action> 1. Make sure that the file and path are correct.
2. Make sure that the file is not opened from another application.
3. Make sure that the floppy disk is inserted in the drive.
4. Make sure that the floppy disk is not write–protected.

E006:   **Contents of file invalid.**
<Cause>   Contents of the specified file are invalid.
<Action>   1.   Make sure that the file and path are correct.
             2.   Make sure that the file is not opened from another application.
             3.   Make sure that the floppy disk is inserted in the drive.
             4.   Make sure that the floppy disk is not write–protected.

E007:   **Folder cannot be created.**
<Cause>   The folder cannot be created since: (1) the folder name contains an invalid character that Windows cannot use, or (2) the drive capacity is too small.
<Action>   1.   Check the drive capacity.
             2.   Make sure that the parent folder exists.
             3.   Make sure that the folder ScreenCreator uses has not been deleted.

E008:   **Saving file failed.**
<Cause>   Saving the file failed since (1) memory space is insufficient, (2) the file or folder name is invalid, or (3) free disk space is insufficient.
<Action>   When this message appears, the file may remain on the disk. In this case, delete it.

E009:   **Saving data failed.**
<Cause>   Saving data in operation failed since (1) memory space is insufficient, or (2) the parent window no longer exists.
<Action>   When this message appears, data (component and program) linked with the parent window may remain. In this case, delete it.

E010:   **Function of video driver insufficient.**
<Cause>   The video driver in Windows cannot work correctly with ScreenCreator. (What is displayed may not appear correctly.)
<Action>   It is necessary to change the video driver (hardware or software) installed in your computer.

E011:   **Copying file failed.**
<Cause>   An invalid folder or file name was specified.
<Action>   Make sure that the file and folder names on the source and destination are correct.
             1.   The free disk space is sufficient.
             2.   The destination file is not write–protected.

E012:   **Layout of toolbar invalid.**
<Cause>   The position information of the tool bar recorded in the initial file (INI file) is invalid.
<Action>   When this message appears, the tool bar position is returned to the default position.

E013:   **Invalid internal data.**
<Cause>   An error exists in the Windows memory or control that ScreenCreator uses.
<Action>   Exit ScreenCreator and restart Windows. If no error occurs after restarting Windows, then start Screen Creator again.

E014:   **Constructing library failed.**
<Cause>   Configuring a library file failed during ScreenCreator installation.
<Action>   Exit ScreenCreator and reinstall.

E015:   **Cannot read/write/copy file.**
<Cause>   The file cannot be open because it is corrupt.
<Action>   To investigate the cause, copy the file to a file folder. Then delete the original file and try using the copy.

E100:   **Reading initial file (PA.INI) failed.**
<Cause>   The initial file (PA.INI) in the SC folder is invalid. It cannot be read.
<Action>   Copy the PA.INI file to another folder for investigation and delete it. Then restart Screen Creator 5.

E101:   **Reading entry file (ENTRY.INI) failed.**
<Cause>   The entry file (ENTRY.INI) in the System folder is invalid. You cannot read it.
<Action>   Copy the ENTRY.INI file to another folder for investigation and delete it. Then reinstall Screen Creator 5.

E102:   **Reading project file failed.**
<Cause>   The project file in the System folder is invalid. You cannot read it.
<Action>   Copy the project file to another folder for investigation and delete it. Then select [Create] in the menu and create the file.

E103:   **Panel model not selected.**
<Cause>   The panel model was not selected when the project was created.
<Action>   Select a panel model to be used in the Project > Properties menu (Connect to tab).

E104:   **Icon initialization failed**.
<Cause>   The icon file (ICON***.BMP) in the System folder is invalid.
<Action>   Copy all icon files to another folder. Then, reinstall (copy) them from the master disk.

E105:   **Project file invalid.**
<Cause>   The project file (*.PRO) in the System folder is invalid.
<Action>   Copy the project file to another folder for investigation and delete it. Then select [Create] in the menu and create the file.

E106:   **Registration file (*REG) invalid.**
<Cause>   The record file (*REG) in the project folder is invalid.
<Action>   Copy the record file to another folder for investigation and delete it. Then select [Record] in the menu and record the file.

E107:   **Text file (*STR) invalid.**
<Cause>   Contents in the character string file (*.STR) in the project folder are invalid.
<Action>   Copy the character string file to another folder for investigation and delete it. Then select [Character string] in the menu to re–create it.

E108: **Library (*.PLB) file invalid.**
<Cause> The library file (*.PLB) in the Lib folder is invalid.
<Action> You cannot continue processing if the library file is destroyed. Recover the library file by the following procedure.
<Recovery Procedure>
1. When the *.PLB file exists in the Lib folder
Use Memo Pad to open the file to verify that the file can be accessed normally.
[Accessible]: Copy the file to another place and delete the *.PLB file. After the deletion, restore it.
[Inaccessible]: Change the file attribute for accessing the file again. When being able to access the file, copy the file to another place and delete the *.PLB file. If the file still is inaccessible, restart Windows and try the file access again. If it can be deleted, restore it. However, if it cannot be deleted, initialize it.
2. When the *.PLB file does not exist in the Lib folder, perform the restore operation.
[Restore]: Change a name of the PL_ file in the LIB folder to *.PLB. After the name change, start ScreenCreator.
[Successful start]: You may use it as it is, but part of the library is possibly destroyed.
[Error occurrence]: Delete the renamed *.PLB file and initialize the library.
[Initialization]: You cannot recover the library. Re–install ScreenCreator. When restarting ScreenCreator, the library in the initial state is usable. Since added libraries are all lost, it is necessary for repairing operation.
[Repair]: There are two ways for repairing a library.
1. You can repair the library on ScreenCreator. This method is safe in file integrity but it takes long time for repairing. Select [Add a file from outside] in the library menu, and select a file for adding it to the library in succession. In almost all cases, a file exists in the LIB folder and a file name is equal to a library name. Thus the operation is not difficult and you can repeat the file selection and addition.
2. You can access a file directly. This method is not safe in file integrity but it does not take long time for repairing. Open the *.PLB, using Memo Pad. Then add library entries in accordance with the PLB file format. If you enter a wrong class number, file name, etc., an error occurs again. In this case, you must start the operation again from scratch.

E109: **Standard function file invalid.**
<Cause> The standard function library file (GENERAL.FNC) in the Lib folder is invalid.
<Action> Copy the standard function file to another folder for investigation and reinstall ScreenCreator.

E110: **User function file invalid.**
<Cause> The user function library file (USER.FNC) in the Lib folder is invalid.
<Action> Copy the user function file to another folder for investigation and delete it for recreation of functions.

E111: **Bitmap Pad (BMP) file invalid.**
<Cause> The color–adjusting file for a bit map and screen is destroyed.
<Action> Delete the color–adjusting file once and execute the [Bit map color adjusting] function again.

E200: **Invalid input value.**
<Cause> The entered value is invalid.
<Action> Reenter an appropriate value.

E201: **Standard function cannot be saved.**
<Cause> You cannot save the standard function again.
<Action> Re–name it as a user function, and then save.

E202:   **Text cannot be saved, exceeds the max.**
<Cause>   You cannot save the character string since the number of characters exceeds the limit.
<Action>   Reduce the number of characters.

E203:   **Data or file of a part is invalid.**
<Cause>   Contents of a part are invalid.
<Action>   Delete the selected part. If the part has already been arranged on the screen, delete it from the screen.

E204:   **Saving data of part failed.**
<Cause>   Saving the component data cannot be performed.
<Action>   This part data cannot be arranged on the screen. Delete it before placing the part on the screen.

E205:   **Program cannot be saved.**
<Cause>   Saving the program cannot be performed.
<Action>   Write the program again.

E206:   **Cannot be created or saved, exceeds the max.**
<Cause>   Creating or saving cannot be performed since the number of input items exceeds the limit.
<Action>   Reduce the number of input items.

E207:   **Compilation Error.**
<Cause>   A compile error exists in a screen or part program.
<Action>   Correct the screen or component program error. You can reference details of the error, using the compile error in the reference bar.

E208:   **Clipboard cannot be used.**
<Cause>   The clipboard cannot be used due to an error in Windows.
<Action>   Exit ScreenCreator and restart Windows. If the same error occurs after the restart, reinstall Windows.

E209:   **Invalid data in Clipboard.**
<Cause>   Data in the clipboard is invalid due to an error in Windows.
<Action>   Copy or paste data on the clipboard. If an error occurs again, restart Windows. If the same error still occurs after restarting Windows, re–install Windows.

E210:   **Undo cannot be executed.**
<Cause>   The Undo function cannot be executed since previous operation caused an error.
<Action>   Try another operation and execute the Undo function. If the error occurs still, restart Windows and ScreenCreator.

E211:   **Undo failed.**
<Cause>   Executing the Undo function failed since previous operation caused an error.
<Action>   Try another operation and execute the Undo function. If the error occurs still, restart Windows and ScreenCreator.

E212:   **Redo cannot be executed.**
<Cause>   The Redo function cannot be executed since previous operation caused an error.
<Action>   Try another operation and execute the Redo function. If the error occurs still, restart Windows and ScreenCreator.

E213:   **Redo failed.**
<Cause>   Executing the Redo function failed since previous operation caused an error.
<Action>   Try another operation and execute the Redo function. If the error occurs still, restart
            Windows and ScreenCreator.

E214:   **Creating or Editing failed.**
<Cause>   Executing the Create or Edit function.
<Action>   Exit ScreenCreator and restart Windows. If this error still occurs, delete and recreate it.

E215:   **The object is too large for the area.**
<Cause>   The part, control, texture, or bit map is too large for the area it is being placed in. The
            maximum size for any object is 320 x 240 pixels.
<Action>   Open the object from the [Open] command in the library menu, make the background
            smaller and reduce the area with the change property function for rearranging the object.
            *Note: Bitmaps cannot be resized within ScreenCreator. Use a Paint utility in Windows to
            resize bitmaps.*

E216:   **Not every member of the group is selected.**
<Cause>   One or more of the grouped parts is not selected.
<Action>   When you select a group, select all individual parts in the group.

E217:   **A member of the group is being edited.**
<Cause>   A group being edited cannot be cut or deleted.
<Action>   When you want to cut or delete a group, deselect it or close the sub–window in editing. Then
            cut or delete it.

E218:   **Cannot group— exceeds the maximum.**
<Cause>   The number of grouped parts exceeds the limit.
<Action>   If the grouping is required, delete another part from the screen.

E219:   **No component is selected.**
<Cause>   Editing cannot be done before selecting the component to edit.
<Action>   Select a component before editing.

E220:   **Cannot group.**
<Cause>   One or more of the parts being grouped already belongs to a group.
<Action>   Select only ungrouped parts for the new group.

E221:   **Grouping components failed.**
<Cause>   Grouping components failed.
<Action>   Exit ScreenCreator and restart Windows. If the error still occurs after restarting Windows,
            then reinstall Windows.

E222:   **No grouped component is selected.**
<Cause>   This editing function cannot be executed without a group being selected.
<Action>   Select a group before trying this editing function.

E223:   **No Text was entered.**
<Cause>   A text object must contain text.
<Action>   Enter a text in the dialog box. If the attribute dialog box is not displayed, click on the [Set
            Attribute] button on the drawing tool bar.

E224:   **Bitmap file invalid.**
<Cause>   The bit map file in the library is corrupt or its format is invalid.
<Action>   Open the file in Paint, save it. If it cannot be opened with Paint, delete it.

E225: **No Bitmap name was entered.**
<Cause> A bit map is about to be created on the screen before entering a bit map name in the attribute dialog box.
<Action> Enter a bit map name in the dialog box. If the attribute dialog box is not displayed, click on the [Current attribute] button on the drawing tool bar.

E226: **Texture file invalid.**
<Cause> The texture file in the library is corrupt or the file format is invalid.
<Action> Open the texture with the library menu. If the file can be opened, save it. If it cannot be opened, delete it.

E227: **No Texture name was entered.**
<Cause> A texture is about to be created on the screen before entering a texture name in the attribute dialog box.
<Action> Enter a texture name in the dialog box. If the attribute dialog box is not displayed, click on the [Set Attribute] button on the drawing tool bar.

E228: **Pushbuttons/Switches overlap.**
<Cause> Two pushbuttons/switches overlap on the screen.
<Action> No switch control can be overlap with another. Place on the screen so they do not overlap.

E229: **Objects cannot be deleted while being editing.**
<Cause> Deletion is being attempted on a component whose contents are being edited.
<Action> You cannot delete a component whose contents are being edited. Close the editing sub–window then delete it.

E230: **Objects cannot be edited while contents are being edited.**
<Cause> A component is about to be changed while its contents are being edited.
<Action> You cannot edit a component whose contents are being edited. Close the editing sub–window then make the change.

E231: **No parent window.**
<Cause> The parent window for the window in editing is closed because of its error.
<Action> Since the parent window is closed, the editing window is ineffective. Close the editing window.

E232: **The specified item does not exist in the library.**
<Cause> The specified object (texture or bit map) does not exist in the library.
<Action> The drawn object has been deleted from the library. Since the object on the screen is in effective, delete it.

E233: **This standard function name has already been used.**
<Cause> The name of the created user function is the same as that of the already existing standard function.
<Action> Re-name and save it.

E234: **Function Syntax Error.**
<Cause> A syntax error exists in the created function.
<Action> If saved as it is, the function cannot be used in a program. Correct the error of the function before saving it.

E235: **Component file invalid.**
<Cause> The component file in the library is corrupt or the file format is invalid.
<Action> You cannot use the component. Delete it from the library.

E236: **Screen file invalid.**
<Cause> The screen file is corrupt or the file format is invalid.
<Action> You cannot use the screen file. Delete it.

E237: **Creating a documentation file failed.**
<Cause> The documentation file cannot be created.
<Action> 1. Check the specified name of a file or folder.
2. Check the disk free space.
3. Check the memory capacity.

E238: **The timer cannot be used.**
<Cause> The timer function Windows offers cannot be used.
<Action> Other applications use all timers, or an error exists in Windows. Terminate the other applications or restart Windows.

E239: **The ScreenCreator application (PA.exe) file cannot be started.**
<Cause> The execution file cannot be started because (1) memory space is insufficient, (2) the execution file (PA.EXE) is corrupt or does not exist, or (3) an error exists in Windows.
<Action> Restart Windows and start ScreenCreator. If an error still occurs, reinstall ScreenCreator.

E240: **Saving to the library failed.**
<Cause> Storing to the library cannot be performed since (1) memory space is insufficient or (2) an error exists in Windows.
<Action> Restart Windows and try again.

E241: **This has already been registered.**
<Cause> No screen can be duplicated.
<Action> Use another registration number or name.

E242: **Project copying failed.**
<Cause> Copying the project cannot be performed since the destination folder is invalid or the disk capacity is insufficient.
<Action> 1. Make sure that the destination folder is correct.
2. Make sure that the disk capacity is sufficient.

E243: **Fixed parts overlap.**
<Cause> Parts with Normal access overlap.
<Action> Move the parts or make them Closed and Selectable.

E244: **Pushbutton/Switch controls overlap.**
<Cause> Pushbutton/Switch controls overlap.
<Action> Arrange the parts so they do not overlap.

E245: **Cannot find file in the library.**
<Cause> The library has the specified name but the corresponding file is not found. This may occur when a file is deleted or re–named after being saved in the library.
<Action> Delete the file from the library since it cannot be used.

E246: **The Initial Screen (Reg. No. 1) is not registered.**
<Cause> No screen has been registered as the initial screen of the project.
<Action> A screen must be registered as the initial screen of the project.

E247: **Cannot read Address list file.**
<Cause> Screen data must have been Built (using Download/Build > Build) before editing Addresses.
<Action> Build Screen data (using Download/Build > Build). Note that the number of items to be edited is up to 8000.

E248:   **Editing Address failed.**
<Cause>   During execution of address editing, an error occurred.
<Action>   Refer to the actual error.

E249:   **No project has been Uploaded.**
<Cause>   A project must be uploaded first before it can be restored.
<Action>   Upload a project from the panel with the project [Upload] function.

E250:   **Upload Edit was not Enabled.**
<Cause>   The project file has not been transferred to the panel.
<Action>   You must transfer the project file (by selecting Upload Edit Enable) before downloading.

E251:   **The uploaded project is destroyed.**
<Cause>   The Uploaded Project is corrupt
<Action>   Make sure the disk system is working correctly and that there is enough space. Then upload again. If the same error occurs again, the project cannot be uploaded.

ScreenCreator Warnings

W000:   **Editing already.**
<Cause>   You have selected a component which is already being edited.
<Action>   The editing window will appear allowing further editing.

W001:   **The number of colors is invalid.**
<Cause>   The number of colors specified for a screen, component, or texture to be open does not agree with that of the current project.
<Action>   When the item is opened, its color setting is changed to that of the project. If you do not like the resulting color, change it.

W002:   **Select the Class to be saved in.**
<Cause>   The class to which the item will belong has not been selected when being saved to a library.
<Action>   Select a class in the dialog for saving the item.

W003:   **Cannot Undo.**
<Cause>   The Undo function cannot be executed since a component being edited in the sub–window is affected by the function.
<Action>   Close the editing contents window and try again.

W004:   **Background cannot be saved.**
<Cause>   No background can be saved on the global screen.
<Action>   Only parts may be placed on the global screen.

W005:   **Nothing is selected.**
<Cause>   Nothing is selected for the command or function.
<Action>   Select an item first, then try again.

W006:   **Cannot edit grouped part(s).**
<Cause>   Grouped parts cannot be edited alone.
<Action>   Arrange them on the screen. Then edit them on the screen individually.

W007:   **Global Screen parts warning.**
<Cause>   A part with Normal access is arranged on the global screen.
<Action>   The access of any part on the global screen must be Selectable.

W008: **Select only one component.**
<Cause> More than one component is selected for the operation.
<Action> Select only one component.

W009: **Part(s) out of Area.**
<Cause> One or more component of the arranged part is outside the area.
<Action> Any component outside the area will not be saved. Place it within the area before saving.

W010: **Control(s) out of Area.**
<Cause> A control of the created part is outside the area.
<Action> Any control outside the area will not be saved. Place it within the area before saving.

W011: **Fixed parts cannot overlap.**
<Cause> Parts with Normal access are overlapping.
<Action> Place them on the screen so they do not overlap.

W012: **Pushbutton/Switch controls cannot overlap.**
<Cause> Switch controls are overlapping.
<Action> Place them on the screen so they do not overlap.

W013: **Selected class cannot be deleted.**
<Cause> The higher class (having sub-classes) cannot be deleted.
<Action> Delete the sub-class(es) first. Then delete the higher one.

W014: **No library being used.**
<Cause> No list file exists for the library in use.
<Action> This file is automatically created after downloading.

W015: **Grouped parts must stay in grouped area.**
<Cause> One or more member of the group is outside the area.
<Action> Rearrange the parts in group area then save.

W016: **Address editing cannot be started.**
<Cause> You cannot edit addresses while any screen is open.
<Action> All screens must be closed before editing addresses. If any Addresses have been added, run Project/Download/Build to re–compile the screens.

W017: **The Global screen cannot be registered.**
<Cause> A global screen has been registered.
<Action> Do not register the global screen.

W018: **The control area cannot be reduced since the control will be outside the control area.**
<Cause> When a numeric indicator, character indicator, or clock indicator control exists in a part, the part area cannot be smaller than the control size.
<Action> Adjust the control length for a numeric indicator, character indicator, or clock indicator before reducing the part size.

ScreenCreator Errors in Compiling and Building Screen Data

This section describes error and warning messages that appear during data creation in ScreenCreator.

ScreenCreator data is created in one of two ways. The first way is when an operation program (written in K–Basic for a screen part) is saved. When *Compile when saving screen* is set under Options, the program is compiled when the screen is saved. (Compiling involves checking the program syntax and translating it into code that the panel can execute.) An error detected during compilation is explained in Errors in Compilation.

The second way is when screen data is generated and operation programs are processed (during the Build process). At this point, operation programs, that have not yet been compiled, are compiled. The error and warning messages involve Errors in Creating Downloading Data, Warnings in Creating Downloading Data, as well as Errors in Compilation.

The above errors and warnings appear on the Reference Bar in ScreenCreator.

When you want to see the details of an error or warning, select Compilation Error on the right of the Reference Bar and click the Update button.

An error or warning message includes the name of a screen or part where it occurred. If the error is detected in an operation program, its message also includes line number where it occurred. Notice that the error is detected in the line, but its cause does not always exist on that line.

Compiling Errors

EC000:   **Memory space is insufficient.**
<Cause>   Memory space is not enough to compile a program or an error exists in Windows.
<Action>   Exit ScreenCreator and restart Windows. If no error occurs after restarting Windows, then start ScreenCreator again.

EC001:   **Special Error. Contact Technical Support.**
<Cause>   An error is detected, which does not belong to any errors described in this section.
<Action>   Contact technical support at *Automationdirect* (1–770–844–4200).

EC002:   **The character string is too long.**
<Cause>   The character string is too long.
<Action>   Make sure the character string is no longer than 80 bytes. One alphanumeric character is one byte. But one two–byte character consists of two bytes.

EC003:   **Error in character string constant (in double quotes).**
<Cause>   An error exists in character string constant.
<Action>   Eliminate the error. A character string constant is enclosed with double quotes (").

EC004:   **Unable to allocate memory. Contact Technical Support.**
<Cause>   Memory space cannot be allocated.
<Action>   Contact technical support at *Automationdirect* (1–770–844–4200).

EC005:   **Unable to allocate memory in heap. Contact Tech. Support.**
<Cause>   Memory space cannot be allocated in the heap area.
<Action>   Contact technical support at *Automationdirect* (1–770–844–4200).

EC006:   **K–BASIC syntax error.**
<Cause>   An error exists in K–Basic code.
<Action>   The error violates the K–Basic syntax. Check several lines around the line where the error was detected.

EC007:   **K–BASIC syntax error.**
<Cause>   An error exists in K–Basic code.
<Action>   The error violates the K–Basic syntax. Check several lines around the line where the error was detected.

EC008:   **Name too long. Limit is 20 bytes.**
<Cause>   The name is too long.
<Action>   A variable or function name must be specified within 20 bytes.

EC009:   **An error exists in a screen, component or control name.**
<Cause>   An error exists in screen, component or control name.
<Action>   Specify a correct screen, component, or control name. The screen, component, and control are separated by a period (.).

EC010:   **Undeclared local variable. Declare with LOCAL.**
<Cause>   The local variable is not declared.
<Action>   Before using a local variable, be sure to declare it with LOCAL.

EC011:   **Already declared as a global variable.**
<Cause>   The global variable has already been declared in the program.
<Action>   Declaration of a global variable must be only once in a program.

EC012:   **Already declared as a backup variable.**
<Cause>   The variable name has already been used as a backup variable.
<Action>   Change the variable name.

EC013:   **Already declared as a static variable.**
<Cause>   The variable declared as a static variable is about to be declared as another type.
<Action>   Change the variable name.

EC014:   **Sign conversion, + or –, only applies to numbers.**
<Cause>   Sign conversion (+ or –) is being applied to an item other than a numeric constant or numeric variable.
<Action>   Apply the sign conversion to only a numeric constant or numeric variable.

EC015:   **Operation can not be done for operands of different type.**
<Cause>   Operation with different types is not allowed.
<Action>   Correct the operation with the same type (addition, subtraction, substitution, etc.).

EC016:   **Constant used before CONST declaration.**
<Cause>   Constant declaration is used before CONST declaration.
<Action>   Perform CONST declaration first, then use the constant declared.

EC017:   **The CONST declaration has already be made.**
<Cause>   The same CONST declaration appears more than once.
<Action>   Delete any duplicate CONST declarations.

EC018:   **Divide by zero occurred.**
<Cause>   Divide by zero occurred.
<Action>   Delete the zero divisor.

EC019: **The dimensions are different from declaration.**
<Cause>   The number of variable dimensions in K–Basic is not equal to that of the declaration.
<Action>   Change the variable declaration.

EC020: **Invalid array declaration.**
<Cause>   The number of dimensions is not a numeric for declaring an array variable.
<Action>   Declare the number of dimensions for an array variable with a numeric value.

EC021: **Invalid size definition of character string type variable.**
<Cause>   The character string length is not numeric or the type specifier of the variable is not $.
<Action>   Specify a correct character string length and type specifier.

EC022: **Invalid variable initialization.**
<Cause>   An error exists in initializing the variable
<Action>   Set initializing data as many as elements for array variables.

EC023: **Initialized character string too long.**
<Cause>   The initializing character string is too long.
<Action>   Specify initializing data within the length of the character string in the character string variable.

EC024: **Invalid FIELD declaration.**
<Cause>   The description of field declaration violates the FIELD statement syntax.
<Action>   Declare it correctly.

EC025: **A local variable with the same name has already been declared.**
<Cause>   The same local variable name has already been declared.
<Action>   Change the local variable name.

EC026: **A different type local variable with the same name has already been declared.**
<Cause>   Another type variable is declared with the same name.
<Action>   Change the variable name.

EC027: **AUTO variable can only be declared in FUNCTION.**
<Cause>   An AUTO variable can be declared only in the FUNCTION statement.
<Action>   Use the LOCAL declaration instead of the AUTO variable declaration.

EC028: **LOCAL and AUTO variables can not be declared in FIELD.**
<Cause>   A local or AUTO variable cannot be declared in the FIELD statement.
<Action>   Use a GLOBAL, STATIC, or BACKUP variable in the FIELD declaration.

EC029: **Variable initialization cannot be declared in a FUNCTION or subroutine.**
<Cause>   Variable initialization cannot be declared in the FUNCTION statement or a subroutine.
<Action>   Remove initializing variables other than an AUTO variable from the FUNCTION statement or a subroutine.

EC030: **Local variables cannot be declared in a global screen or library function.**
<Cause>   A local variable cannot be declared in a global screen or library function.
<Action>   Cancel the local variable declaration. In a global screen, use a GLOBAL, STATIC, or BACKUP variable. In the library function, use the AUTO variable.

EC031: **Argument violates LOCAL CHECK syntax.**
<Cause>   The description of the argument violates the LOCAL CHECK statement syntax.
<Action>   Check the argument type.

EC032:   **Invalid array–element declaration.**
<Cause>   A nonnumerical value is specified for a subscript when the array variable element is
            designated.
<Action>   Specify a numeric value to a subscript to access an array variable.

EC033:   **ID type variable cannot be initialized.**
<Cause>   A variable of ID type cannot be initialized.
<Action>   Do not initialize a variable of ID type.

EC034:   **Invalid Address.**
<Cause>   The address is invalid for the type of PLC used.
<Action>   Specify a correct address for the PLC.

EC035:   **Invalid Address declaration.**
<Cause>   An error exists in the address declaration.
<Action>   Specify a correct address for the PLC.

EC036:   **Address is too long.**
<Cause>   The address name is too long
<Action>   Specify a correct address.

EC037:   **This Address is write–protected.**
<Cause>   This address is write–protected.
<Action>   Do not apply write operation to a write–protected address.

EC038:   **Address cannot be used because no PLC has been specified.**
<Cause>   Address cannot be used because no PLC has been specified.
<Action>   Select the PLC by Project > Properties > Connect to.

EC039:   **The Address cannot be declared by CYCLIC2 declaration.**
<Cause>   CYCLIC2 declaration cannot be applied to the address.
<Action>   Do not apply the CYCLIC2 declaration to the address.

EC040:   **Address out of range.**
<Cause>   The address is outside of the permitted range.
<Action>   Specify a correct address.

EC041:   **PLC Address cannot be used in a library function.**
<Cause>   The PLC address cannot be used in a library function
<Action>   Do not use the address.

EC042:   **Memory table cannot be used because host has not been specified.**
<Cause>   No memory table can be used since no host is specified in the Project Properties Connect
            to Tab.
<Action>   Add the host in the Connect to Tab.

EC043:   **Memory table number in CYCLIC declaration exceeds 2048.**
<Cause>   The memory table number exceeds 2048 in the CYCLIC declaration.
<Action>   Memory tables that you can use are from 0 to 2047.

EC044:   **Memory table number in CYCLIC declaration must be a constant integer.**
<Cause>   The memory table number must be a numeric constant in the memory table CYCLIC
            declaration.
<Action>   Specify the memory table number as a constant integer.

EC045: **Memory table number must be an integer.**
<Cause> The memory table number must be an integer.
<Action> Specify the memory table number with an integer.

EC046: **Memory table continuous declaration must be done by a constant integer.**
<Cause> The memory table continuous declaration must be made with an integer constant.
<Action> Specify the continuous declaration with an integer constant.

EC047: **Memory table number must be constant in memory table ID comparison.**
<Cause> The memory table number must be a constant in memory table ID comparison.
<Action> Specify a memory table number with an integer constant.

EC048: **Syntax error in memory table declaration.**
<Cause> An error exists in the memory table declaration.
<Action> Specify a correct memory table.

EC049: **No Peripheral (Connect to) equipment has been specified.**
<Cause> No peripheral equipment has been specified in the Project Properties Connect to Tab.
<Action> Specify the correct peripheral device in the Project Properties Connect to Tab.

EC050: **Source of the library function does not exist.**
<Cause> The library function source does not exist.
<Action> The library function you want to use cannot be found. Make sure that the library function exists.

EC051: **Only one function block can be declared at a time.**
<Cause> Two or more functions are being created at the same time.
<Action> Create one library function at a time.

EC052: **The specified library function does not exist.**
<Cause> The specified library function does not exist.
<Action> The library function you want to use cannot be found. Check that the library function exists.

EC053: **Subroutines cannot be declared within a function block.**
<Cause> No subroutine can be specified in a user–defined function block.
<Action> Delete the subroutine.

EC054: **The INIT block has already been declared.**
<Cause> Two or more INIT blocks are declared.
<Action> Declare only one INIT block.

EC055: **The CONF block has already been declared.**
<Cause> Two or more CONF blocks are declared.
<Action> Declare only one CONF block.

EC056: **The EVNT block has already been declared.**
<Cause> Two or more EVNT blocks are declared.
<Action> Declare only one EVNT block.

EC057: **EVNT block cannot be specified in a global screen.**
<Cause> An event block is specified in a global screen.
<Action> Delete the event block.

EC058: **Invalid start and finish block declaration.**
<Cause> The start block declaration does not correspond to the end block declaration.
<Action> Declare the start and end blocks correctly.

EC059: **A function with the same name has already been declared.**
<Cause> The function declaration is duplicated.
<Action> Remove or change one of the function declarations.

EC060: **The function has not been declared by DECLARE.**
<Cause> The specified function is not declared.
<Action> Declare the function using DECLARE.

EC061: **The function argument is different from what is declared.**
<Cause> The function argument is not the same as the one declared.
<Action> Declare the function correctly.

EC062: **Function argument must be constant or variable.**
<Cause> Only a constant or variable can be specified as an argument for a function.
<Action> Specify the function argument correctly.

EC063: **The number of function arguments cannot exceed 20.**
<Cause> The number of function arguments exceeds 20.
<Action> Reduce the number of arguments to 20 or less.

EC064: **EXIT FUNCTION must be declared in a function block.**
<Cause> EXIT FUNCTION is declared in another way.
<Action> Do not use EXIT FUNCTION outside of the function block.

EC065: **A name declared as a function is being used as a variable.**
<Cause> A function cannot be used as a variable.
<Action> Change the variable or function name.

EC066: **Function cannot be declared with this name.**
<Cause> An error exists in the function name in the DECLARE declaration.
<Action> Specify the function name correctly.

EC067: **A function with the same name already exists in the library.**
<Cause> The created function exists already in the library.
<Action> Change the function name.

EC068: **A subroutine or label with the same name already exists.**
<Cause> The same name for the subroutine or label already exists.
<Action> Do not duplicate a subroutine or label name.

EC069: **A logical Address must be an argument of OPENCOM.**
<Cause> A logical address must be specified as an argument in the OPENCOM function.
<Action> Specify a logical address in an OPENCOM argument.

EC070: **The argument of OPENCOM can only be HST, TKY or BCR.**
<Cause> The OPENCOM argument is invalid.
<Action> Specify only TKY, BCR, or HST in the OPENCOM argument.

EC071: **Invalid argument of function or command.**
<Cause> An error exists in a function or command argument.
<Action> Specify the correct argument.

EC072: **This PIO has already been declared.**
<Cause> The same PIO is declared two or more times.
<Action> Declare the PIO only once.

Appendix B
Error Codes

EC073: **Invalid number of arguments.**
<Cause>   The number of function arguments is incorrect.
<Action>   Specify correct arguments.

EC074: **Argument cannot be Address.**
<Cause>   No address can be used for a function argument.
<Action>   Specify a correct argument.

EC075: **Argument is not a variable.**
<Cause>   A variable cannot be specified as a function argument.
<Action>   Specify a correct argument.

EC076: **Invalid argument type.**
<Cause>   The type of the function argument is incorrect.
<Action>   Specify a correct argument.

EC077: **Different type comparison in SELECT CASE statement.**
<Cause>   The comparison type of the SELECT statement does not agree with that of the CASE
            statement.
<Action>   Specify a correct type in the CASE statement.

EC078: **Error in FOR NEXT statement.**
<Cause>   The comparison type of the FOR statement does not agree with that of the NEXT statement.
<Action>   Correct the error in the FOR...NEXT... statements.

EC079: **No Address is specified in the control.**
<Cause>   An address must be specified in the control when a ADDCYC, ADDCYC2, or ADDCYCID
            statement is used.
<Action>   Check the program for an address specified when the statements above are used.

EC081: **The character string type argument of a function must be a variable or constant.**
<Cause>   The character string type argument of a function must be a variable or constant.
<Action>   Make sure the argument is a variable or constant.

EC082: **The target label of GOTO statement does not exist.**
<Cause>   The label for the program to "GOTO" does not exist.
<Action>   Add the label to the program.

A. Errors in Building Downloading Data (EL–––)

EL000: **Component area exceeds the screen.**
<Cause>   A component is arranged outside the usable screen area.
<Action>   Change the arranging position of the component.

EL001: **An invalid control exists in Screen [–––] or Part [–––].**
<Cause>   The compiler cannot recognize a control.
            Screen or part data may be corrupt.
<Action>   Delete the control used in the part and place a new control in the part.

EL002:   **The code for data operation is invalid.**
<Cause>   An error exists in control data operation description.
<Action>   Correct the control data operation description.

EL003:   **Creating was canceled due to an invalid drawing element.**
<Cause>   1.   The compiler cannot recognize the drawn object.
                 2.   Screen or part data may be corrupt.
<Action>   Delete the object and replace it with another.

EL004:   **Save Screen [——] again.**
<Cause>   This error may be caused when a pattern is drawn on the global screen or a part with Normal access is arranged on the global screen.
<Action>   Save the global screen once more and run Build (Project>Download>Build).

EL005:   **Global Screen [——] does not exist.**
<Cause>   The global screen does not exist.
<Action>   Create the global screen specified with Project > Properties.

EL006:   **Screen [——] does not exist.**
<Cause>   Registered screen data does not exist.
<Action>   Correct data of the registered screen or Build a screen using Project>Download>Build.

EL007:   **Cannot open Screen [——].**
<Cause>   1.   An error occurred in your computer.
                 2.   Screen data may be corrupt.
<Action>   1.   Exit ScreenCreator and start it again.
                 2.   Make sure that the computer file system is healthy.

EL008:   **Failed to read Screen [——].**
<Cause>   1.   An error occurred in your computer.
                 2.   Screen data may be corrupt.
<Action>   1.   Exit ScreenCreator and start it again.
                 2.   Make sure that the computer file system is healthy.

EL009:   **Creating data for Screen [——] failed.**
<Cause>   1.   Free space in the project folder is too small.
                 2.   An error may have occurred in your computer.
<Action>   Check the free disk space.

EL010:   **Control [——] does not exist.**
<Cause>   The control referred to in the program does not exist.
<Action>   Check the program and correct it on an as–needed basis.

EL020:   **The variable types are different between Screen [——], Component [——] and Screen [——], Component [——].**
<Cause>   The declaration types of the global/backup variables are mismatching, which are used with two or more positions.
<Action>   Correct the program.

EL021:   **The variable types are different between Screen [——], Component [——] and the system function.**
<Cause>   The declaration types of the global/backup variables are mismatched, which are used in two or more places.
<Action>   Correct the program.

EL022: **Variables initialized twice. (Screen [――], Component [――] and Screen [――], Component [――])**
<Cause>   Initialization for the global/backup variables, shared by two or more programs, at the time of declaration is performed in two or more places.
<Action>   Correct the programs.

EL023: **Function [――] does not exist.**
<Cause>   This error may occur if a function is deleted or if a function name is changed after a screen is created.
<Action>   Create a function or delete the reference to the non–existing function.

EL024: **Subroutine [――] does not exist.**
<Cause>   The substance of the called subroutine does not exist.
<Action>   Create a subroutine or delete the reference to the non–existing subroutine.

EL030: **Texture [――.TEX] does not exist.**
<Cause>   The texture used in the program or control does not exist.
<Action>   1.   Create the texture.
          2.   Copy a texture and register it.

EL031: **Texture [――.TEX] is corrupt.**
<Cause>   The texture may be corrupt or unreadable.
<Action>   Re–create the texture.

EL040: **Bit map [――.BMP] does not exist.**
<Cause>   The bit map used in the screen or texture does not exist.
<Action>   1.   Create a bit map.
          2.   Copy a bit map and register it.

EL041: **Bit map [――.BMP] is corrupt.**
<Cause>   The bit map may be corrupt or unreadable.
<Action>   Re–create the bit map.

EL050: **The registered Text [――] does not exist.**
<Cause>   The registered text used in the program does not exist.
<Action>   1.   Create the registered text.
          2.   Copy the Text and register it.

EL060: **Equipment (PLC) error : this PLC model is not supported.**
<Cause>   This compiler cannot generate data for the selected PLC.
<Action>   Check the version of ScreenCreator.

EL061: **Total addresses exceeds limit (16000/screen).**
<Cause>   A screen exists, which uses more than 16000 PLC addresses.
<Action>   Lower the number of addresses used to 16000.

EL062: **The number of continuous addresses exceeds the limit.**
<Cause>   The number of continuous addresses specified by the BREAD/BWRITE statement exceeds the limit. The range depends on PLC type.
<Action>   Reduce the number of continuous addresses specified.

EL063: **The number of addresses on the global screen exceeds the limit.**
<Cause>   The number of global screen addresses plus the sum of sampling devices exceeds 16383 (upper limit).
<Action>   Reduce the number of addresses.

EL064: **Total addresses in communication [——] exceeds limit.**
<Cause> The sum of communication (read/write) addresses in local/global screens exceeds 49151 (upper limit).
<Action> Reduce the total number of addresses.

EL065: **Total protocol number in transmission [——] exceeds limit.**
<Cause> The sum of communication (cyclic/event) protocols in local/global screens exceeds 64 KB.
<Action> Reduce the number of addresses used in screens.

EL070: **User–defined file [——] does not exist.**
<Cause> The user–defined file created by ScreenCreator does not exist.
<Action> Restore original data created by ScreenCreator again.

EL071: **The Peripheral Equipment information file does not exist.**
<Cause> The connection equipment information file is not found.
<Action> Install ScreenCreator again.

EL080: **The backup memory capacity exceeds 63 KB.**
<Cause> The capacity of the backup memory exceeds that of the panel memory.
<Action> Change the operation program to reduce the amount of the backup memory. The amount of backup memory includes the allocated memory file capacity set by the panel and the upper limit is 63 KB. So, this error may still occur during downloading.

Warnings in Building Downloading Data (WL——)

WL000: **Screen [——] is not recorded.**
<Cause> The screen used in the program is not recorded.
<Action> Record the screen.

WL001: **Component [——] does not exist.**
<Cause> The component used in the program is not found.
<Action> Arrange the component.

WL002: **Texture [——.TEX] has been changed.**
<Cause> The size of the texture used in the Slider control was changed after screen data creation.
<Action> Go into [Edit contents] of the component using [Slider] and check the texture.

WL010: **Function [——] is used by a global function.**
<Cause> The declared function is the same as that used in the screen program in a global screen.
<Action> Change the function name.

WL011: **Subroutine [——] is used by a global subroutine.**
<Cause> The declared subroutine is the same as that used in the screen program in a global screen.
<Action> Change the subroutine name.

WL020: **The system memory exceeds 512 KB. A system–RAM–insufficient error may occur.**
<Cause> Used amount of the system memory approaches the limit of he panel memory.
<Action> Download all screens. If the system RAM insufficient error does not occur, ignore the warning. If the error occurs, change the screen data or operation program to reduce the memory used.

WL021: **The backup variable is handled as a global variable in this panel.**
<Cause> No backup battery exists in a DP–320 panel. Thus a specified backup variable is interpreted as a global variable.
<Action> Since the backup variable is handled as a global variable, the backup function is ignored. The other functions are not affected.

*Direct*Touch Panel Operation Errors

This section describes errors that may occur while using the panel.

If an error occurs during panel operation, its message appears on the panel screen through the ERRPTS part, created automatically on the Global Screen. You can select one of two ways to display the error message: one is on the full global screen and the other is at the bottom of the global screen. You specify the error display setup on the panel by System Mode Main Menu > System Setup > Error Disp. Setup.

Errors displayed on the full screen display:

On the error indicator, the [Various error information] window displays such error information as an error type, a four–character error code, screen number and part number. There is a brief explanation of the error in the middle of the display.

Errors displayed at the bottom of the screen:

At the bottom of the screen, the panel displays the error type, a four–character error code, screen registration number and component number. In some cases, there is a brief explanation of the error in the middle of the display.

NOTE: Panel Operation Errors are shown at the bottom of the *Direct*Touch display in this form: "Message execution error: 4300
                    SID (0)   PID (2)"
The execution error is the error code, SID is the screen ID number (or registration number), and PID is the part number (2 would be B002).

Errors that may occur are classified into the types listed in the following table. The error codes and their explanations are presented in the next and following pages in the order of the codes.

*Direct*Touch Panel Operation Errors			
Error Type	**Description**	**Message**	**Error Code**
System Error	This error is detected if an error occurs in the main CPU operation.	Main CPU Error	1000
Serial Communication Error	This error is detected during serial communication.	Serial Communication Error	2000
Downloading/Uploading Error	This error is detected during downloading/uploading operation.	Downloading/ Uploading Error	3000
User Application Error	This error is detected when processing a message.	Message Execution Error	4000
User Application Error	This error is detected when executing an operation program.	Program Execution Error	5000
User Application Error	This error is detected when issuing a large message.	Message Full	6000
User Application Error	This error is detected when trouble occurs in a peripheral device.	Warning	8000
System Error	This error is detected if an error occurs in the panel.	System Error	7000

Other Panel Operation Errors:

DirectTouch Panel Operation Errors Cont...		
Error Code	**Error**	**Description & Action**
7	Insufficient system RAM capacity	The RAM used exceeds the system limit. Check the used system memory capacity.
12	Invalid Clock Operation	The clock IC (chip) is unstable. The backup battery voltage may be low. If you are not using the internal clock, set the "clock operation error mask" to 1 in the ERRPTS error display on the Global Screen.
15	Battery voltage drop	The panel backup voltage is low and must be replaced. If you do not want to detect this error, set the "battery voltage drop error mask" to 1 in the ERRPTS error display on the Global Screen.

Main CPU Errors		
Error Code	**Error**	**Description & Action**
1001	Program execution at address 0	Check the versions of both ScreenCreator and the panel, and contact Technical Support at *Automationdirect* (1–770–844–4200).
1002	Bus error	
1003	Address error	
1004	Illegal statement	
1005	Zero divisor	
1006	CHK statement	
1007	TRAPV statement	
1008	Illegal privilege	
1009	Trace	
1010	Line 1010 emulator	
1011	Line 1111 emulator	
1012 to 1063	Interrupt at main CPU	

Serial Communication Errors		
Error Code	**Error**	**Action**
2000 to 2255	(CH1) Errors at the destination, indicated by the last three digits of the error code.	If the PLC is not connected, look for devices...
2300 to 2555	(CH2) Errors at the destination, indicated by 300 plus the last three digits of the error code.	
2600 to 2855	(CH3) Errors at the destination, indicated by 600 plus the last three digits of the error code.	
2901	(CH1) Parity Error	Make sure the communication setup of the panel is equal to that of the PLC (or other equipment connected).
2902	(CH1) Overrun Error	
2903	(CH1) Framing Error	
2904	(CH1) Receive data error	Check the receiving data format, especially for checksum.
2905	(CH1) Timeout error	Check the following items: Communication cables PLC station number Setting of timeout interval Destination condition Multi-link unit settings
2931	(CH2) Parity Error	Same as CH1
2932	(CH2) Overrun Error	
2933	(CH2) Framing Error	
2934	(CH2) Receive data error	
2935	(CH2) Timeout error	
2961	(CH3) Parity Error	Same as CH1
2962	(CH3) Overrun Error	
2963	(CH3) Framing Error	
2964	(CH3) Receive data error	
2965	(CH3) Timeout error	

Downloading/Uploading Errors		
Error Code	**Error**	**Action**
3361	Flush ROM erasing error (ROM1)	Download again. If the error occurs again, contact Technical Support at *Automationdirect* (1–770–844–4200).
3362	Flush ROM erasing error (ROM2)	
3364	Flush ROM erasing error (ROM3)	
6638	Flush ROM erasing error (ROM4)	
6420	Downloading to EPROM— Unavailable	The panel cannot perform downloading.
6430	User area insufficient— Unavailable	Reduce the amount of data downloaded.
6431	No downloading data— Unavailable	No data to download.
3461	Flush ROM erasing error (0–15 blocks)	Download again. If the error occurs again, contact Technical Support at *Automationdirect* (1–770–844–4200).
3462	Flush ROM erasing error (0–15 blocks)	
3464	VPP drop error	
3468	Other flush ROM error	
3481	The specified transfer rate is invalid.	Check the versions of both ScreenCreator and the panel, and contact Technical Support at *Automationdirect* (1–770–844–4200).
3482	The specified number of transfer blocks is invalid.	
3483	The specified last data length is invalid.	
3491	The specified transfer rate is invalid.	
3671	Flush ROM write error (ROM1)	Download again. If the error occurs again, contact Technical Support at *Automationdirect* (1–770–844–4200).
3672	Flush ROM write error (ROM2)	
3674	Flush ROM write error (ROM3)	
3678	Flush ROM write error (ROM4)	
3684	Invalid BID	Check the versions of both ScreenCreator and the panel, and contact Technical Support at *Automationdirect* (1–770–844–4200).
3871	Flush ROM write error (ROM1)	Download again. If the error occurs again, contact Technical Support at *Automationdirect* (1–770–844–4200).
3872	Flush ROM write error (ROM2)	
3874	Flush ROM write error (ROM3)	
3878	Flush ROM write error (ROM4)	

Message Processing Errors		
Error Code	**Error**	**Action**
4110	Message buffer file for serial transmission	Check the screen or operation program that caused the error and correct it.
4200	A not–recorded screen was specified.	
4201	A non–existing part was specified.	
4202	A non–existing indicator (switch) was specified.	
4300	In the K–Basic JUMP statement, a screen that has not been recorded is specified.	
4310	In the K–Basic OPEN statement: a non–existing component is specified. a member in group components is specified. an internal data error in the module occurs.	
4500	A not–supported message was received.	Check the versions of both ScreenCreator and the panel, and contact Technical Support at Automationdirect.com (1–770–844–4200).
4510	Received message size error.	
4520	Received message buffer overflow.	

Errors caused by too many messages issued		
Error Code	**Error**	**Action**
6001	K–Basic execution (RUN, JUMP, OPEN, SEND)	The error code at the time an error is detected is not always associated with too many messages. The error code of the last message is displayed. So check the current screen and operation program as well as any address that frequently causes an error.
6002	Serial reception (CH1)	
6003	Serial reception (CH2)	
6004	Serial reception (CH3)	
6005	Parallel input	
6006	Switch input, K–Basic execution (SWWRITE)	
6007	System timer operation	
6008	Alarm operation	