Interface Information

The Pick-to-Light Solutions Kit for improved productivity in picking systems is an easy-to-use solution to reduce error during the assembly process. It comes with a pre-programmed DXM700 and HMI with touch screen for pick-to-light system setup and integration. The Pick-to-Light Solutions Kit harnesses the power of all models of PICK-IQ® devices, is simple to mount and install, and solves more applications with flexible pick functionality. Functionality is divided into the following categories:

Device Identification
View and update device IDs.

Recipe Setup
Create pick recipes by interactively touching the devices in their pick order. Recipes can also be entered using the touch screen.

Recipe Execution
Execute and change between recipes.

Device Identification

Each Pick-to-Light device on a network should be assigned a unique numeric identifier so that it can be controlled by the Pick-to-Light Solutions Kit.

Display Current IDs

1. Select **Device Identification**.
2. Select **Display Current IDs**.
3. Select **Display Current IDs** again for all units with a display to show the assigned device IDs.
4. Select **Display Current IDs** again to stop the operation.

Assign a Group of IDs

Initialize the IDs for the entire network by actuating the devices.

1. Select **Device Identification**.
2. Select **Assign a Group of IDs**.
3. Select the boxes next to **DID Starting** and **DID Ending** to define the range of device IDs.
4. Select **Begin Identification**.
   A device ID subroutine begins, which writes sequential IDs to each device as the user actuates them.
   The subroutine continues until the **DID Ending** is assigned, or until the user selects **Stop Operation** to end the subroutine at any time.

Assign a Single Device ID

Update device IDs over the network.

1. Select **Device Identification**.
2. Select **Assign a Single Device ID**.
   a. Enter the current ID of the device to be updated in **Current DID**.
   b. Enter the new ID to be assigned to the device in **New DID**.
3. Select **Write** to assign the new ID to the device.
4. Select **Stop Operation** to end the device identification process at any time.

Recipe Setup

A recipe defines the order in which the device should be picked and which value should be displayed. The Pick-to-Light Solutions Kit can store up to 250 user-defined recipes. These recipes are saved to the Pick-to-Light Solutions Kit for future use.

Manual Teach

Define a recipe by physically actuating devices in the network.

1. Select **Recipe Setup**.
2. Enter the recipe number to be created or modified.

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This is the numeric identifier that will be used to call up the recipe in the **Recipe Execution** function.

3. If using barcode functionality, scan barcode or manually enter barcode number in **Last Barcode Input**.
4. Select **Manual Teach**.
5. Select **Begin Teach**.
    a. Actuate the device that is to be first in the recipe list.
    For Pick-to-Light models with a display, a numeric value is shown starting at 1. This value can be used to display information related to the pick, such as a pick quantity.
    b. Use the primary actuator to increase the numeric value, and use the secondary actuator to decrease the numeric value.
    c. Repeat this process for each device in the recipe.
6. Once the recipe has been defined, select **Save Recipe** to update the recipe. If a barcode was loaded, the barcode input is linked to the recipe and populates in **Saved Barcode**.

Teaching Individual Device IDs

Define a recipe by entering values in a recipe table on the HMI. This method is also convenient for updating an existing recipe.

1. Select **Recipe Setup**.
2. Enter the recipe number to be created or modified.
    This is the numeric identifier that will be used to call up the recipe in the **Recipe Execution** function.
3. If using barcode functionality, scan barcode or manually enter barcode number in **Last Barcode Input**.
4. Select the boxes in the **Device ID** and **Display Number** columns to address device IDs and define the number to be shown on the display (if present).
5. Select **Save Recipe** to update the recipe after the device IDs and the display number have been entered. If a barcode was loaded, the barcode input is linked to the recipe and populates in **Saved Barcode**.

Recipe Execution

The **Recipe Execution** function runs the recipes saved during **Recipe Setup**. The recipe can be initiated by either scanning a saved barcode, or by manually entering the recipe number.

1. Scan a saved barcode or manually select a recipe through **Recipe Execution**.
    - Scanning a barcode that was saved to an existing recipe automatically runs the recipe. No other steps are needed.
    - To manually run a recipe, select **Recipe Execution** and follow steps 2-5.
2. Select the box labeled **Recipe #** to call up a saved recipe.
3. Enter the saved recipe number.
4. Select either **Run Once** or **Repeat**.
    - **Run Once** runs the saved recipe until it is complete.
    - **Repeat** runs the saved recipe until it is complete, and then repeats the same recipe again.
    - Stop **Recipe Execution** at any time by selecting **Run Once**, and then selecting **Stop Operation**.
5. Select **Stop Operation** to exit the pick sequence.

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