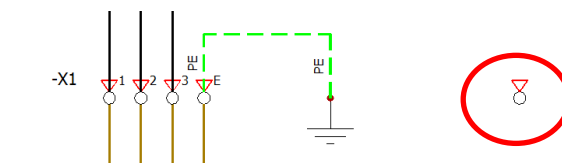


# elecworks™ Tips & Tricks

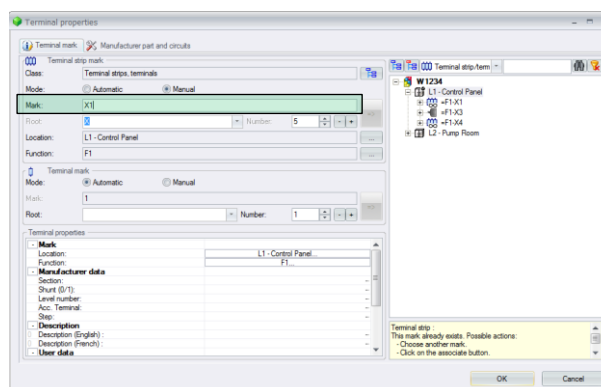
## Setting Terminal Association Correctly

When placing terminals, it's important to set the association with other terminals from the same terminal strip. If you manually type a terminal strip value in without associating the terminals to ones already placed you will end up with multiple strips of the same identification.

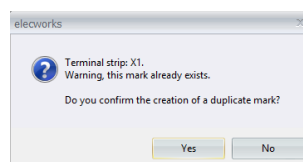
As an example we already have a set of "X1" terminals and wish to place another terminal elsewhere within the drawing or project



### Incorrect Method:

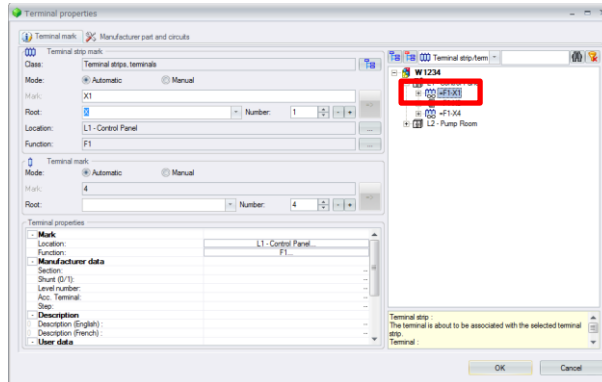


If you type the terminal strip mark in where highlighted in green, it will effectively create a 2<sup>nd</sup> terminal strip of the same tag strip value i.e. X1. elecworks™ will warn the user that you are creating a duplicate terminal strip mark but you may not realise the implications. This message is not relating to the terminal number!



**Correct Method:**

The correct way of associating additional terminals is to pick the existing terminal strip mark from the list to the right



elecworks™ will then assume the next available terminal number and avoid duplications

**What happens if you have typed the value in incorrectly?**



You can change a terminal(s) terminal strip association in the terminal editor or by right clicking over the terminal and selecting *Symbol Properties*

In the terminal editor it will be obvious that you have manually typed a value in because you will have the same terminal strip mark multiple times within the same location and function

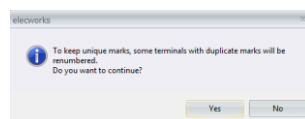
Mark	Description (En...	Parent	Location	Function
X1			+L1 - Control Panel	=F1
X4			+L1 - Control Panel	=F1
X1			+L1 - Control Panel	=F1



Highlight one of the offending duplications and

Highlight all of the terminals in the terminal strip, right click and select **Change terminal strip**

Select the correct terminal strip from the list and pick *Select*. Some terminals will be renumbered to avoid duplication.





The blank terminal strip with no terminals can then be deleted as long as it doesn't exist in any other form e.g. terminal strip drawing

