

# Chapter 1

## Menu Screen

## Chapter 1 Menu Screen

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# 1. 1

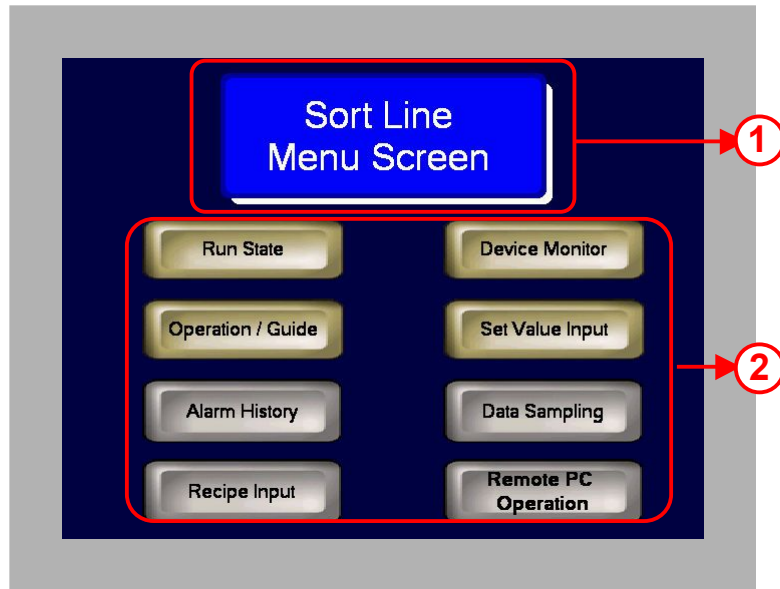
**Menu Screen**



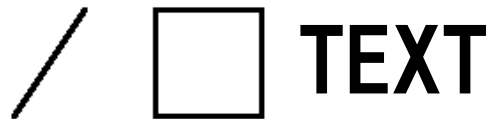
Instruction

## Menu Screen

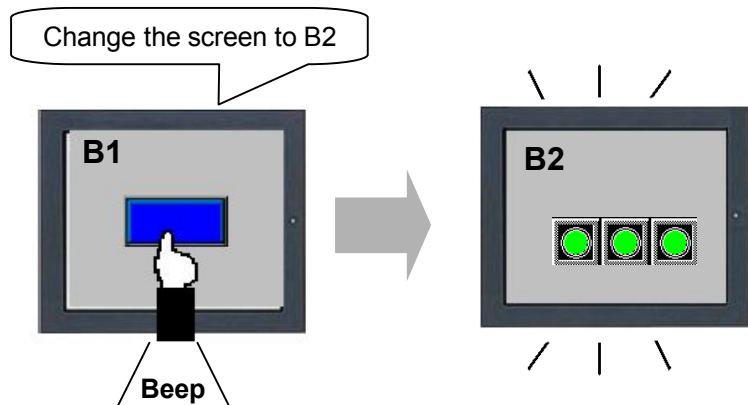
The menu screen is an initial screen that appears when a GP is powered on.  
 This section explains how to create a screen title and screen-change switches.



- 1) Display the screen title using Draw features.  
 ( → See page 1-5.)



- 2) Screen-change switches to change screens.  
 ( → See page 1-19.)



# 1.2

**Drawing**















Instruction

## Introduction of Drawing

To place a line, a rectangle, a text, etc. on the screen, use the Draw features.

### (1) Draw Features

-  **Text:** Places a text.
-  **Dot:** Draws one to five dots at a time.
-  **Line:** Draws a line by dragging the mouse from the start to the end .
-  **Polyline:** Draws a polyline by clicking the start point, the vertex and the end point on the line.
-  **Rectangle:** Draws a rectangle by dragging the range of placement.
-  **Polygon:** Draws a polygon by clicking the vertexes.
-  **Circle/Oval:** Draws a circle by dragging the range of placement.
-  **Arc/Pie:** Draws an arc by dragging from the center point to one point on the circle.
-  **Scale:** Places a scale by dragging the range of placement.
-  **Image:** Places an image data registered as an image on the screen.
-  **Call Screen:** Calls and displays pictures or parts registered in other screens.
-  **Table:** Place a table by dragging the range of placement.

### (2) Procedures to Place Drawings

1) Select a Draw feature.

Select a Draw feature to use.



2) Place a drawing.

Designate the position and size of the drawing and place it on the screen.  
After placement, right-click to change the mouse pointer to an arrow.



3) Edit the drawing.

Double-click the drawing to edit if needed.



## Line

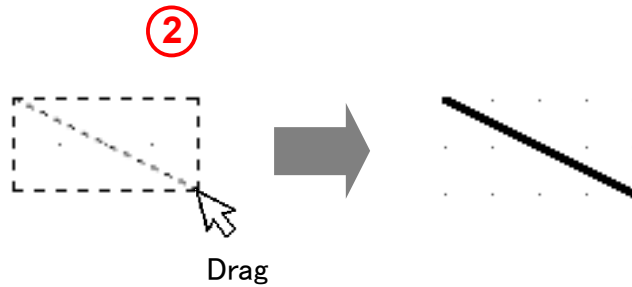
Instruction

### (1) Select/Place Line

- 1) Click the [Line] icon on the tool bar.



- 2) Drag the mouse from the start point of the line to the end point.



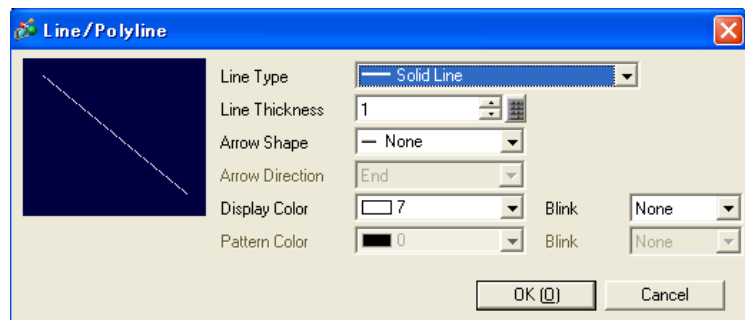
### (2) Edit Line

Double-click the placed line.

**Line Type:** Select a line type.

**Line Thickness:** Select thickness of the line from 1 to 9.

**Arrow Shape:** Select an arrow shape or none.



**Arrow Direction:** Select a direction of the arrow.

**Display Color:** Select a color of the line.

**Pattern Color:** can be set only when a line type other than "Solid Line" is selected.

**Blink:** Set a blink speed or none.

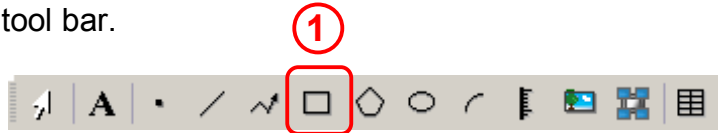
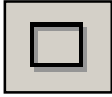


# Rectangle

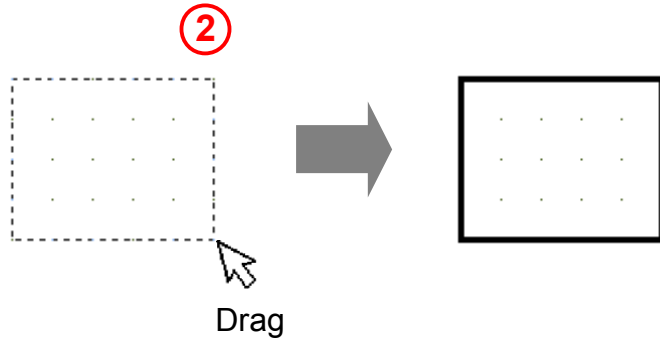
Instruction

## (1) Select/Place Rectangle

1) Click the [Rectangle] icon on the tool bar.



2) Drag the range of the rectangle.



## (2) Edit Rectangle

Double-click the placed rectangle.

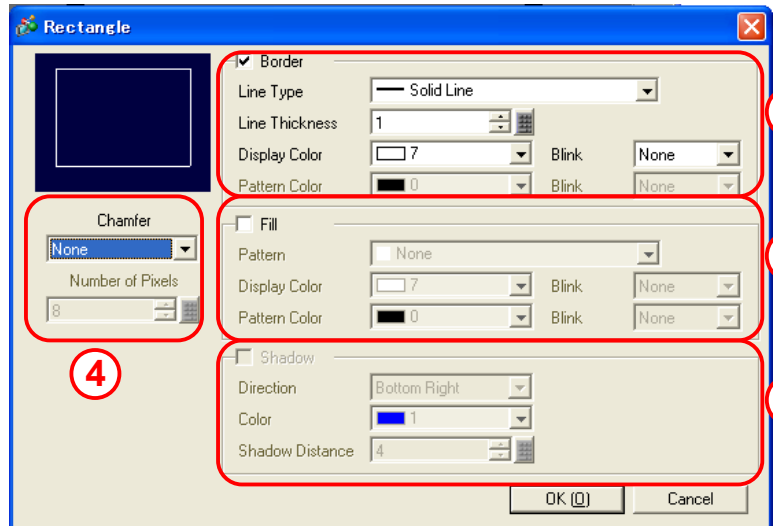
1) **Border:** Specify whether to display or to hide the border.

**Line Type:** Select a line type.

**Line Thickness:** Select thickness of the line from 1 to 9.

**Display Color:** Select a color of the line.

**Pattern Color:** can be set only when a line type other than "Solid Line" is selected.



**Blink:** Set a blink speed or none.

2) **Fill:** Specify whether to display or to hide the fill in the rectangle.

**Pattern:** Select a fill pattern of the rectangle.

**Display Color:** Select a color of the fill pattern.

**Pattern Color:** Select a secondary color of the fill pattern.

**Blink:** Set a blink speed or none.

- 3) Shadow:** Specify whether to display or to hide the shadow.  
**Direction:** Select a shadow direction to display.  
**Color:** Select a color of the shadow.  
**Shadow Distance:** Select a shadow width from 1 to 16.
- 4) Chamfer:** Select a shape of the chamfer from [None/ Line/Circle].  
**Number of Pixels:** Set the number of pixels of the chamfer.



## MEMO



# Text

Instruction

## (1) Select/Place Text

- 1) Click the [Text] icon on the tool bar.



- 2) Click the screen where to place the text.



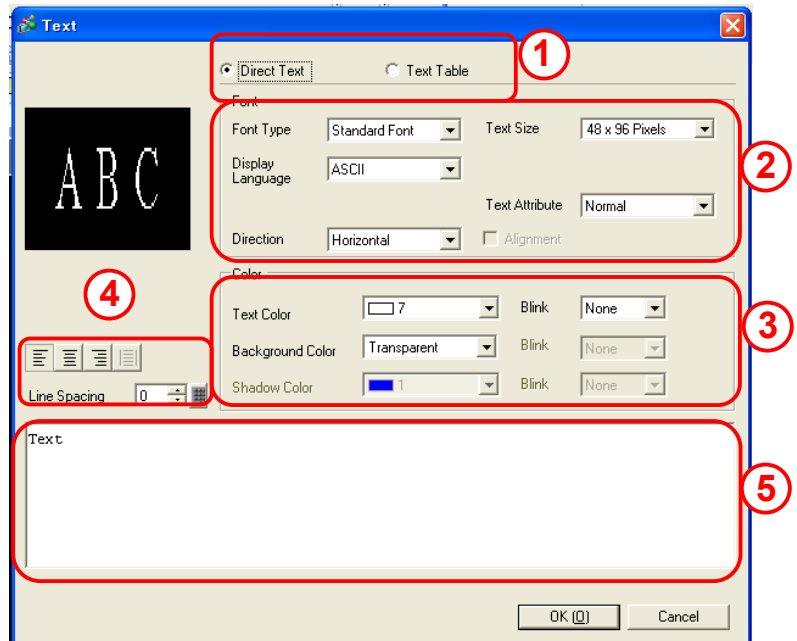
## (2) Edit Text

Double-click the placed text.

- 1) Select [Direct Text].  
Enter a text to be displayed in the text input field (5) directly.
- 2) **Font Type:** Select a font from [Standard Font], [Stroke Font], and [Image Font].

**Text Size:** Select a text size.  
The setting ranges are different depending on the font type.

**Display Language:** Select a display language from [ASCII], [Japanese], [Chinese (Traditional)], [Chinese (Simplified)], [Korean], [Cyrillic Alphabet], and [Thai].



**Text Attribute:** Set a text attribute. The settings are different depending on the font type.

**Direction:** Select a display direction of the text either [Vertical] or [Horizontal].

**Alignment:** The text is aligned center when [Vertical] is selected.

- 3) **Text Color:** Select a display color of the text.  
**Background Color:** Select a background color of the text.  
**Shadow Color:** Select a shadow color of the text.  
**Blink:** Set a blink speed or none.
- 4) **Line Spacing:** Select a line space from 0 to 255.

★ **One Point**

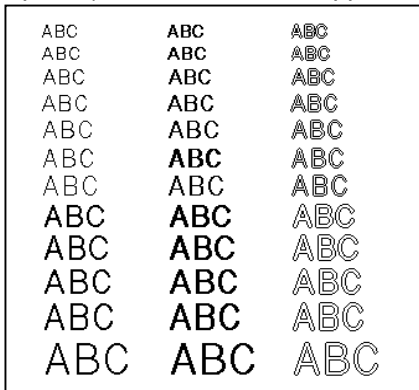
**Text Font**

You can make texts, labels of switches or lamps, and data displays on the screen look neat by using a desired font.

The following types of fonts are available besides the Standard font.

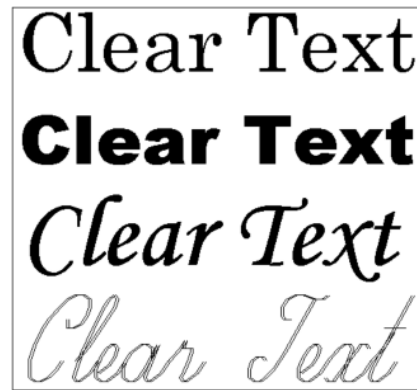
**Stroke Font**

You can adjust the font size smoothly by pixel. Chinese (Traditional), Chinese (Simplified), and Korean are supported. \*



**Image Font**

You can use fonts, which Windows has, on the screen creation software.



\* These languages are available when they are selected in the [Font] settings in the System Settings.



## Edit

Instruction

Drawings, parts, etc. placed on screens are all called “Object”. This section explains how to edit objects.

### (1) Edit Features



**Cut:** Deletes an object and stores it temporarily in the clipboard.



**Copy:** Copies an object to the clipboard.



**Paste:** Pastes a cut or copied object onto a screen.



**Duplicate:** Duplicates a selected object on a screen.



**Delete:** Deletes an object.

**Select All:** Selects all objects placed on a screen.



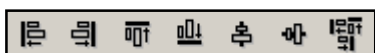
**Edit Vertex:** Edits, deletes, or inserts each vertex coordinate of a polyline or polygon.



**Group:** Groups two or more objects.



**Order:** Moves an object to the front or the back.



**Place/Align:** Adjust the positions of multiple objects.



**Rotate/Flip:** Rotates an object by 90 degrees to the right or left, or flips objects horizontally or vertically.

**Grid Settings:** Sets to show or hide grids, and to place objects along on grids or not.

**Guideline Settings:** Sets to show or hide guidelines and set their display positions.

**Open Screen Option:** Displays the Settings for Screen Edit Style window.

**(2) Select Object**

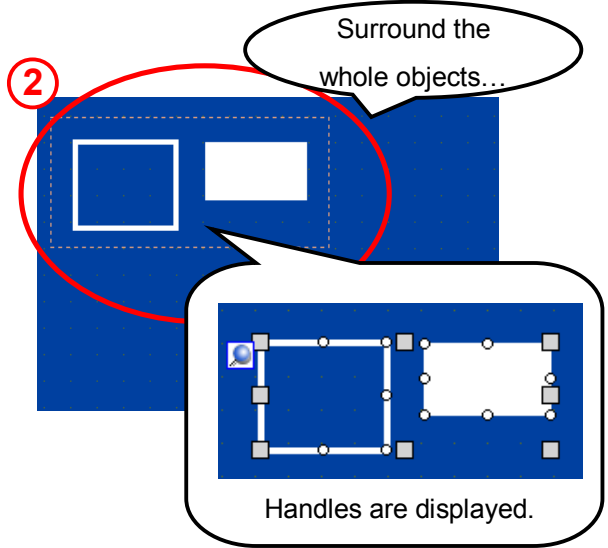
To edit an object, it is first necessary to select which object to edit. This section explains how to select an object.

- 1) Click the [Select Range] icon on the tool bar.



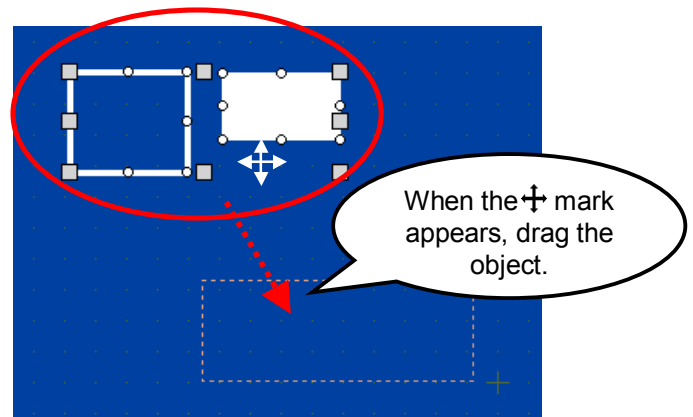
- 2) Click an object to select directly or surround it by dragging. You can also select two or more objects at a time. Handles are displayed on the selected object(s).

\* Marks displayed on vertexes of selected objects are called handles.



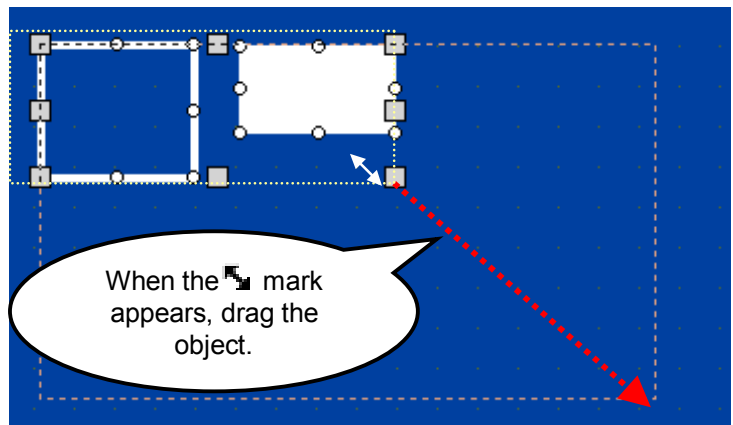
**(3) Move Object**

Point the cursor over the selected object, but not on any handle. When the cursor turns to the  $\oplus$  mark, drag it to the appropriate position.



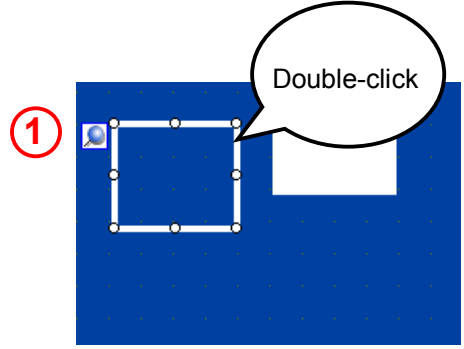
**(4) Enlarge/Reduce Size**

Point the cursor over a handle on the selected object. When the cursor turns to the  $\text{↖}$  mark, drag it to the appropriate size.

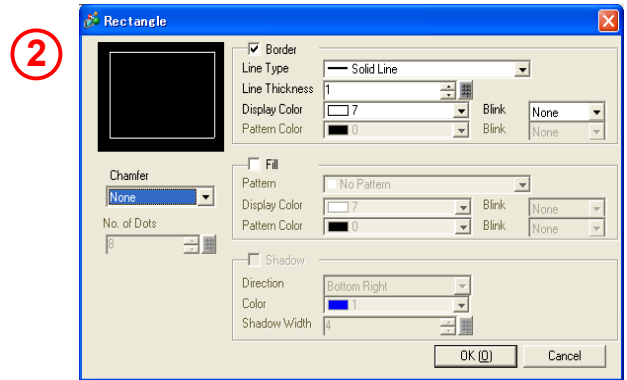


**(5) Change Attribute**

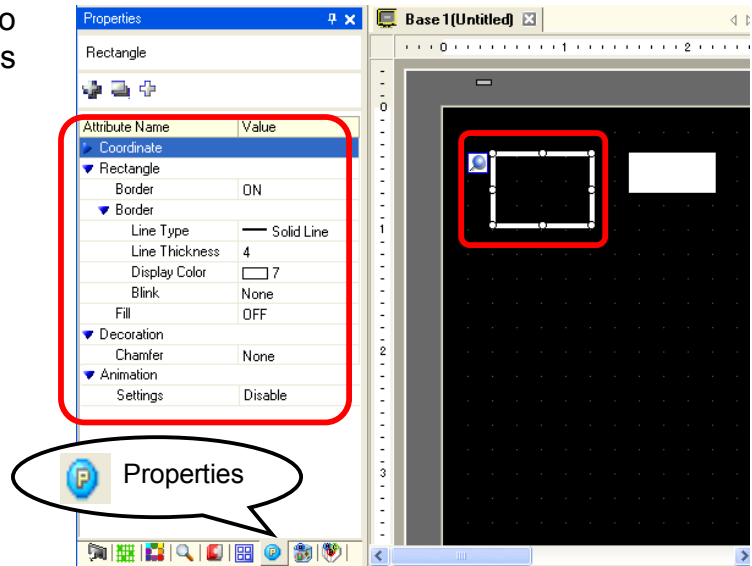
1) Double-click an object to edit.



2) A dialog box appears. Change the settings and click [OK].



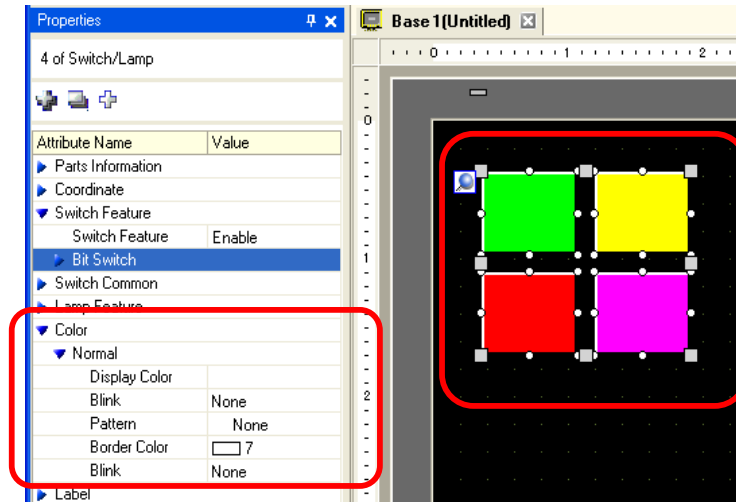
By clicking an object, you can also change attributes in the Properties window.



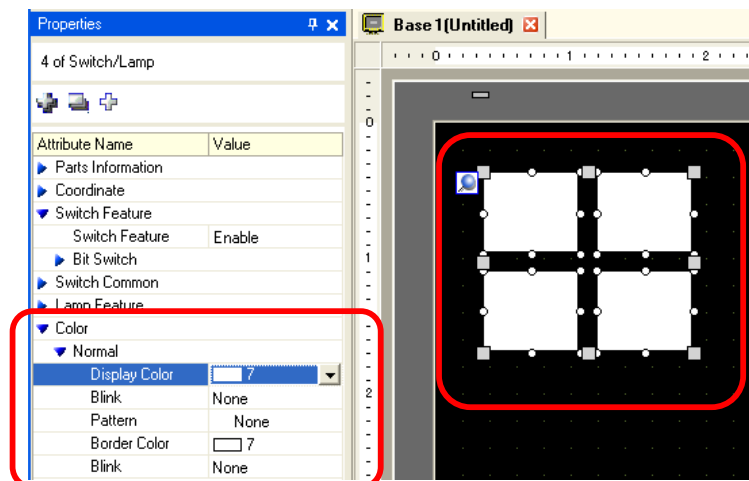
## ★ One Point

### Change Parts/Objects at once

If the parts or objects on a screen are the same type, you can change their attributes at one time in the Properties window by selecting all to be changed.



Select four switches as a whole and click the Display Color to change to White....



Colors of four switches will be changed to white at one time.



Let's Create Screen Title

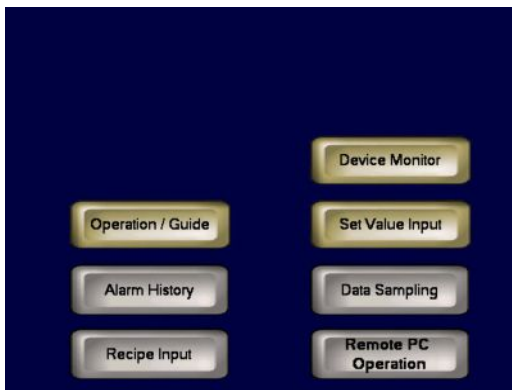
Let's create a screen title using a rectangle and a text!

[Setting Procedures]

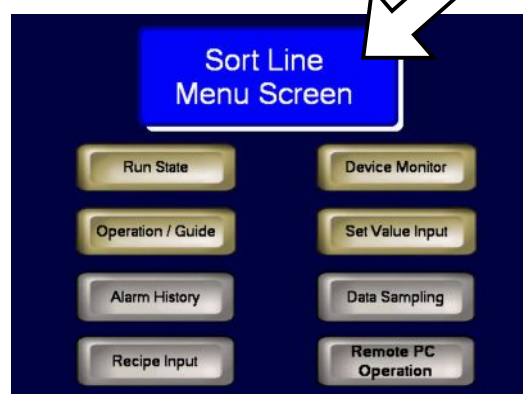
1. Open the base screen "1".
2. Place and set a background rectangle.
3. Place and set a text in the background.

Open the base screen "1".

<Practice Screen>

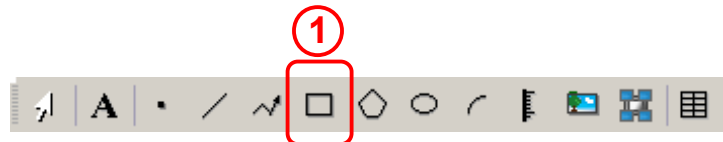
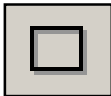


<Completed Screen>

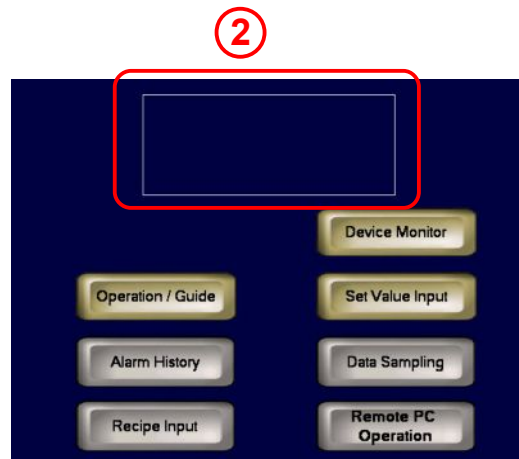


(1) Select/Place Rectangle

- 1) Click the [Rectangle] icon on the tool bar.

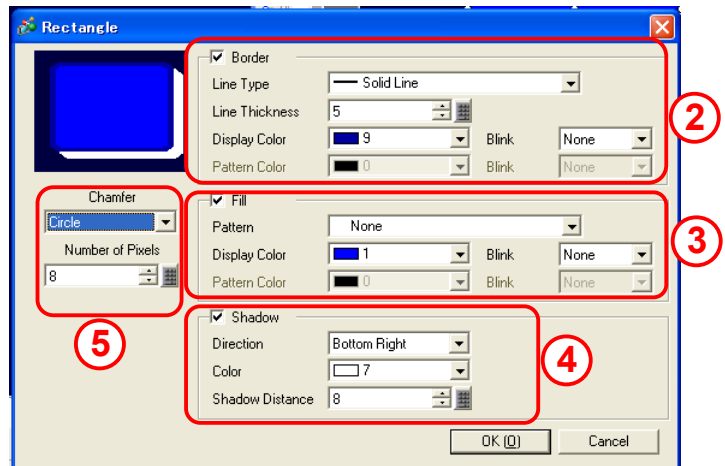


- 2) Drag the range to place the rectangle. After placing it, right-click to change the mouse pointer to an arrow.



**(2) Set Rectangle**

- 1) Double-click the placed rectangle.
- 2) Set [Line Type] to "Solid Line". Set [Line Thickness] and [Display Color] as you like.
- 3) Check [Fill]. Select "None" in [Pattern] and set [Display Color] as you like.
- 4) Check [Shadow]. Select "Bottom Right" in [Direction] and set [Color] and [Shadow Distance] as you like.
- 5) Set [Chamfer] and [Number of Pixels] as you like.

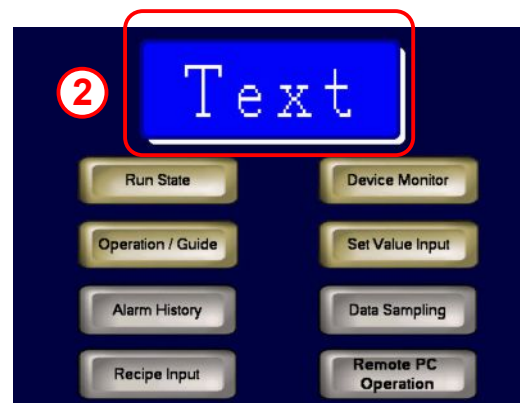


**(3) Select/Place Text**

- 1) Click the [Text] icon on the tool bar.

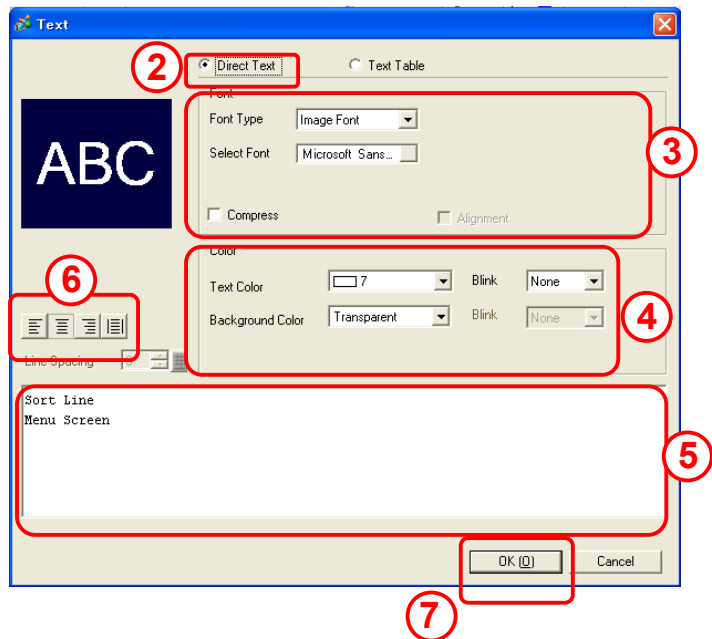


- 2) Drag the range to place the text. After placing it, right-click to change the mouse pointer to an arrow.



**(4) Set Text**

- 1) Double-click the placed text.
- 2) Select [Direct Text].
- 3) Set [Font Type] to “Image Font” and select a font as you like.
- 4) Set [Text Color] as you like and select “Transparent” in [Background Color].
  - \* Make sure that the [Text Color] is not the same as the color of background rectangle.
- 5) Enter “Sort Line Menu Screen”.
  - \* If you feed a line in the text input field, the text will be displayed exactly as what you enter.
- 6) Select [Align Center].
- 7) Click [OK] to finish the settings.



# 1.3

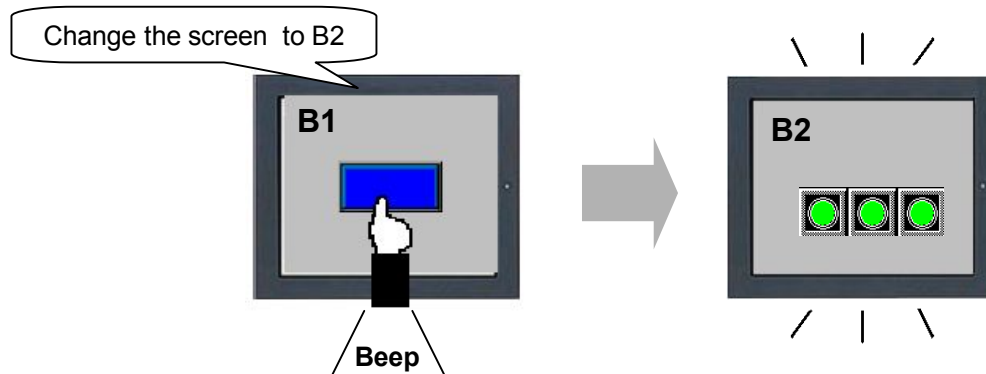
**Screen  
Change**




Instruction

## Change Screens by Touch

To change screens by touching a switch, use a “Switch: Screen Change”.



### • Procedures of Placement/Setup

- 1) On the [Parts] menu, select [Switch Lamp] → [Change Screen Switch].  
Or click the [Switch]  icon.



- 2) Drag the range to place the switch.



- 3) Double-click the change screen switch and make settings.

Let's practice on the  
next page!



Let's Change Screens by Touch

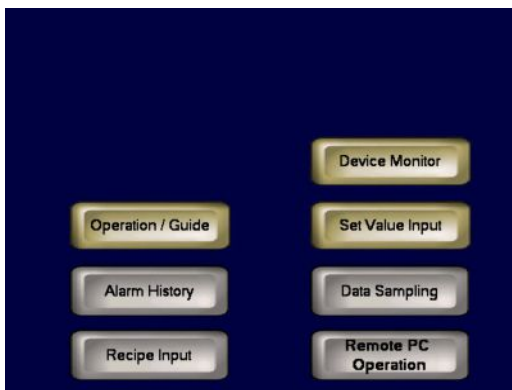
Let's create a Change Screen Switch!

[Setup Procedures]

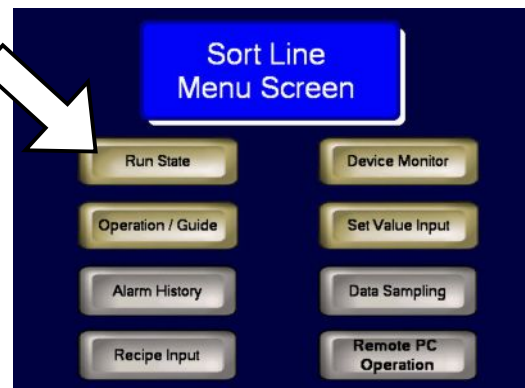
1. Open the base screen "1".
2. Select, place, and set the Change Screen switch.

Open the base screen "1".

<Practice Screen>



<Completed Screen>

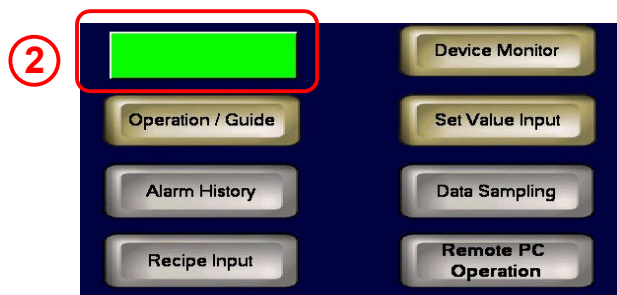


(1) Select/Place Switch

- 1) Click the [Switch] icon on the tool bar.

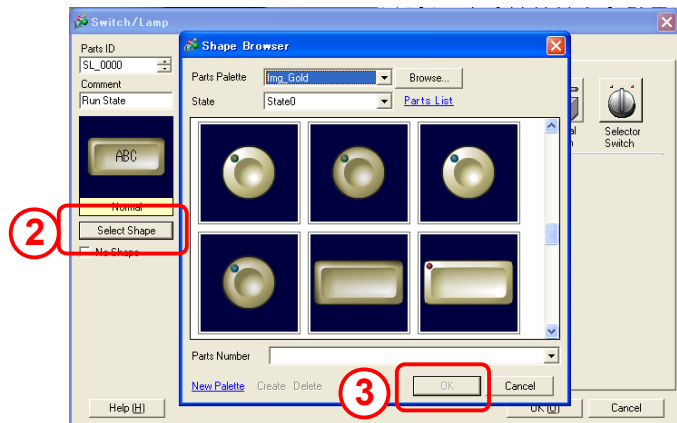


- 2) Drag the range to place the switch.

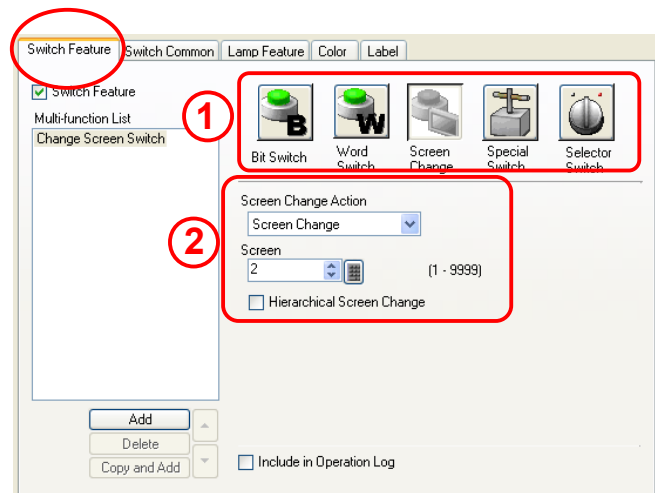


**(2) Select Shape**

- 1) Double-click the placed switch.
- 2) Click [Select Shape] and select a shape of the switch as you like.
- 3) After selecting a shape, click [OK].

**(3) Set Switch Feature**

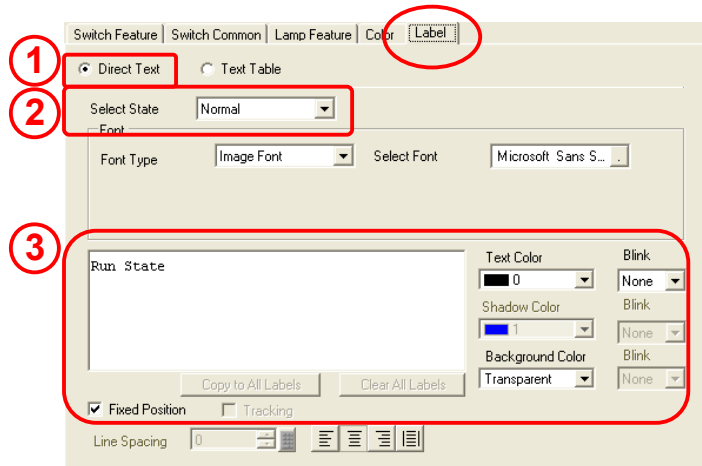
- 1) Select the [Switch Feature] tab. To place a switch to change screens, select [Screen Change].
- 2) **Screen Change Action:**  
Select the action either [Screen Change] or [Previous Screen] in Screen Change Action. To change screens by specifying a screen number, select [Screen Change]. If you select [Previous Screen], the screen will return to the previously displayed screen by touching the switch. Here, select [Screen Change].

**Screen Number:**

Set the number of the screen to change to.  
Here, specify "2".

**(4) Set Label**

- 1) Select [Direct Text].
- 2) When the [Lamp Feature] is set, it is possible to label both states of [ON] and [OFF] by selecting in [Select State]. Here, leave it [Normal] since the Lamp Feature is not used in this practice.
- 3) Enter a label and set a font and a color as you like.  
(→ See page 1-9 “Text”.)
- 4) Click [OK] to finish the settings.




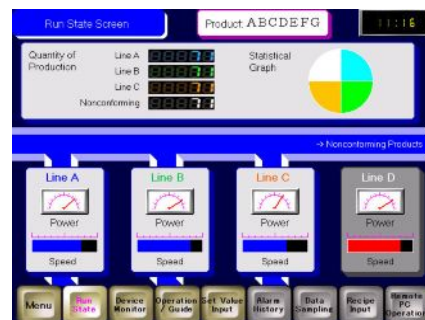
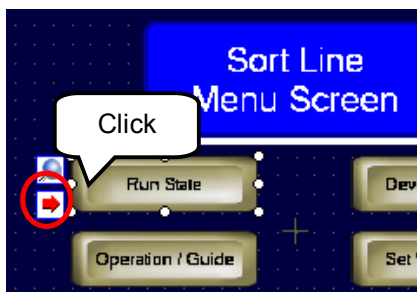
**★ One Point**

**Change Screen / Jump Feature**



If a switch is set to change screen, an arrow icon will appear on the switch when it is selected.

If you click this  icon, the currently displayed screen will jump to the specified screen. This feature is useful for changing or checking the screen settings.

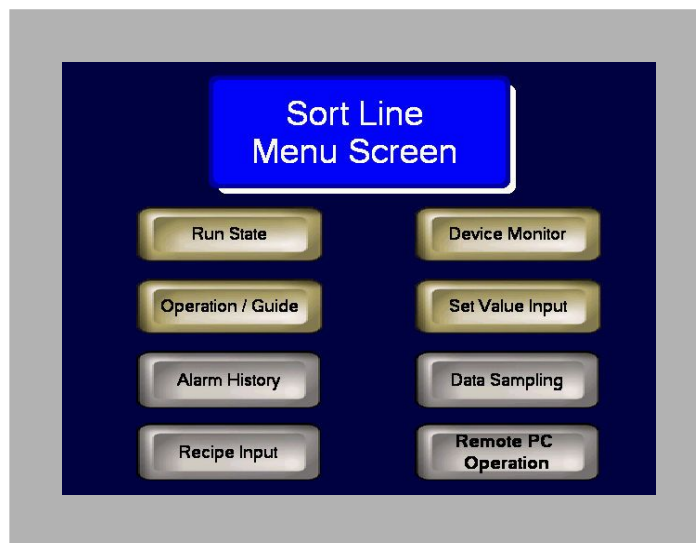


The specified change-to screen will be displayed.



Practice

## Let's Transfer Data to GP and Check Performance



Touch each switch and check if the screen is changed to the target screen.



MEMO