

15 | **Displaying and Changing Text**

This chapter explains about “Displaying and Changing Text” in GP-Pro EX and the basic functions used to change settings.

Please start by reading “15.1 Settings Menu” (page 15-2) and then turn to the corresponding page.

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15.1 Settings Menu

Changing and Displaying Messages (Text)

Changing text depending on numbers inputted to the PLC

- ➡ Setup Procedure (page 15-5)
- ➡ Detail (page 15-4)

Changing the Displayed Text

Divides registered text into several parts and displays them.

Text Registration Screen

001	1. Release the three
002	tabs nearest you &
003	remove the cartridge's
004	top cover.
005	2. Open the left
006	side of the
007	cartridge and
008	remove part A.
009	3. Set the
010	opening part of
011	part A facing
012	downward.
013	
014	

Register the text.

Scroll through the screens and the text displays.

1. Release the three tabs nearest you & remove the cartridge's top cover.

Beep

2. Open the left side of the cartridge and remove part A.

Beep

3. Set the opening part of part A facing downward.

- ➡ Setup Procedure (page 15-9)
- ➡ Detail (page 15-8)

Changing Languages (Multilanguage)

D00300:

Change the value of the language change control address...

RUN

STOP

➡

運転

停止

And the language of a Switch's label or text changes.

- ➡ Setup Procedure (page 15-16)
- ➡ Details (page 15-15)

Changing a Text's Language (Multilanguage)

Touch the switch...

3. Set the opening part of part A facing downward.

Japanese
 English
 French



The text changes into another language.

③交換した部品 A の紙箱の開封口が下になるようにセットします。

Japanese
 English
 French

- ☞ Setup Procedure (page 15-23)
- ☞ Details (page 15-22)

Importing/Exporting Registered Text Tables for Use with Different Projects

Text Table Registration Screen




Table1	Table2
警報 A	ALARM A
警報 B	ALARM B
警報 C	ALARM C

CSV File (TXT File)

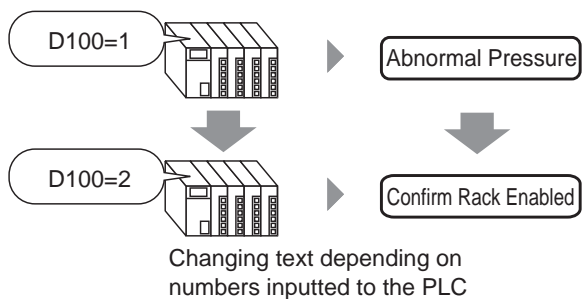
Japanese	
1	警報 A
2	警報 B
3	警報 C
4	
5	

Import
 Export

- ☞ Setup Procedure (page 15-31)
- ☞ Details (page 15-30)

15.2 Changing and Displaying Messages (Text)

15.2.1 Detail

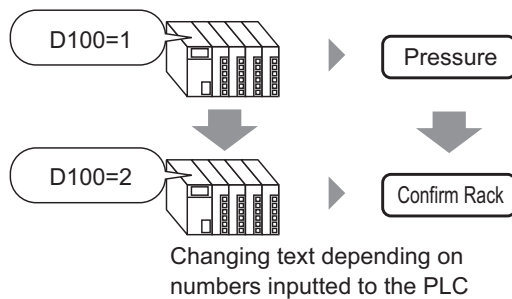



You can change previously set messages according to the bit address's ON/OFF state or to changes in the word address's value (0 to 15).

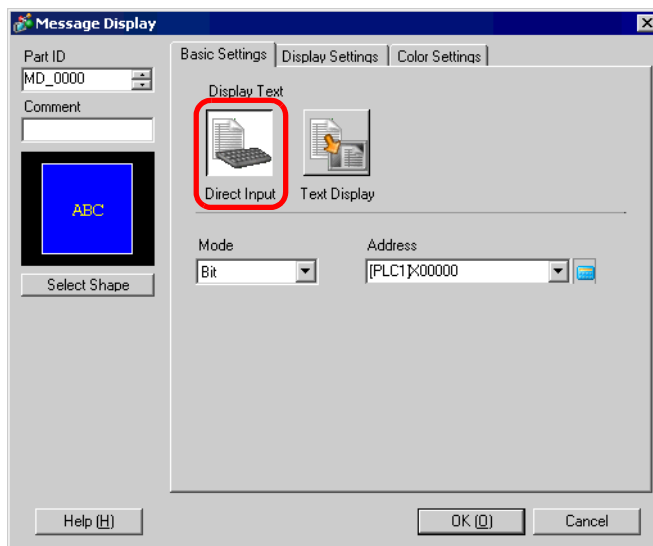
15.2.2 Setup Procedure

NOTE

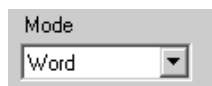
- Please refer to the settings guide for details.
 - ☞ “15.7.1 Message Display Settings Guide ■ Direct Input” (page 15-37)
- For details about placing Parts or setting addresses, shapes, colors, and labels, please refer to the “Part Editing Procedure”.
 - ☞ “9.6.1 Procedure for Editing a Part” (page 9-36)



- 1 Select the [Part (P)] menu - [Message Display (M)] command, or click  and place the Part on the screen.
- 2 Double-click the placed Message Display and the settings dialog box opens.



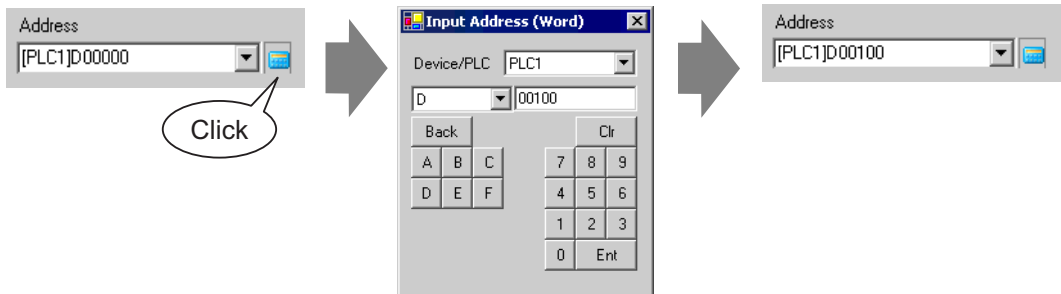
- 3 Select the Data Display shape from [Select Shape].
- 4 Select the method for changing messages in [Mode]. (e.g.: Word)



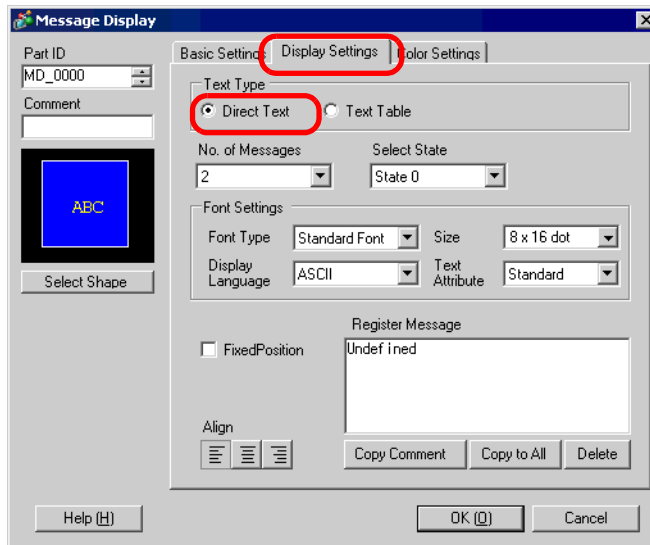
5 In [Address], set the address (D100) which will trigger the message's display.

Click on the icon and an address input keypad is displayed.

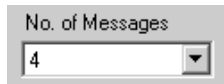
Select device "D", input "100" as the address, and press the "Ent" key.



6 Select the [Display Settings] tab, and select [Text Type] as [Direct Text].



7 Select the number of messages to display in [No. of Messages]. (e.g.: 4)



8 Designate the message's Font Type, Size, and Display Language.

9 Set the text position in [Align]. (e.g.: Align Center)



10 There is a message registered for each state.

Select [State 0] in [Select State], and erase “Undefined” in [Register Message].
(If it is blank, when 0 is stored in [Address], it will display nothing.)

The screenshot shows two windows. The 'Select State' window has a dropdown menu with 'State 0' selected. The 'Register Message' window is empty.

11 Select [State 1] in [Select State], and input “Abnormal Pressure” in [Register Message].
(When 1 is stored in [Address], it will display “Abnormal Pressure”).

The screenshot shows two windows. The 'Select State' window has a dropdown menu with 'State 1' selected. The 'Register Message' window contains the text 'Abnormal Pressure'.

12 Select [State 2] in [Select State], and input “Confirm Rack Enabled” in [Register Message].
(When 2 is stored in [Address], it will display “Confirm Rack Enabled”).

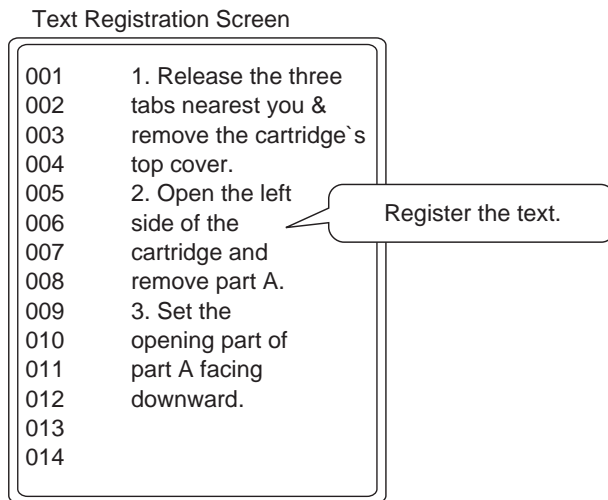
The screenshot shows two windows. The 'Select State' window has a dropdown menu with 'State 2' selected. The 'Register Message' window contains the text 'Confirm Rack Enabled'.

13 As needed, set the Text Color and Plate Color for each state on the [Color Settings] tab, and click [OK].

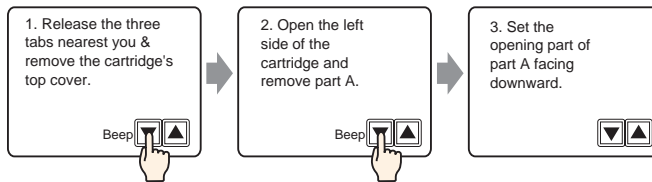
-
- NOTE**
- If a message which has not been defined is designated, the Message Display will show nothing. For example, when the number of messages is 16 and only states 0 to 3 actually have a message registered, designating states 4 to 15 displays only the message frame.
 - Input a message to register within 100 single-byte characters per line. If the number of input characters exceeds this range, the excess part is not displayed.
-

15.3 Changing the Displayed Text

15.3.1 Detail



Scroll through the screens and the text displays.



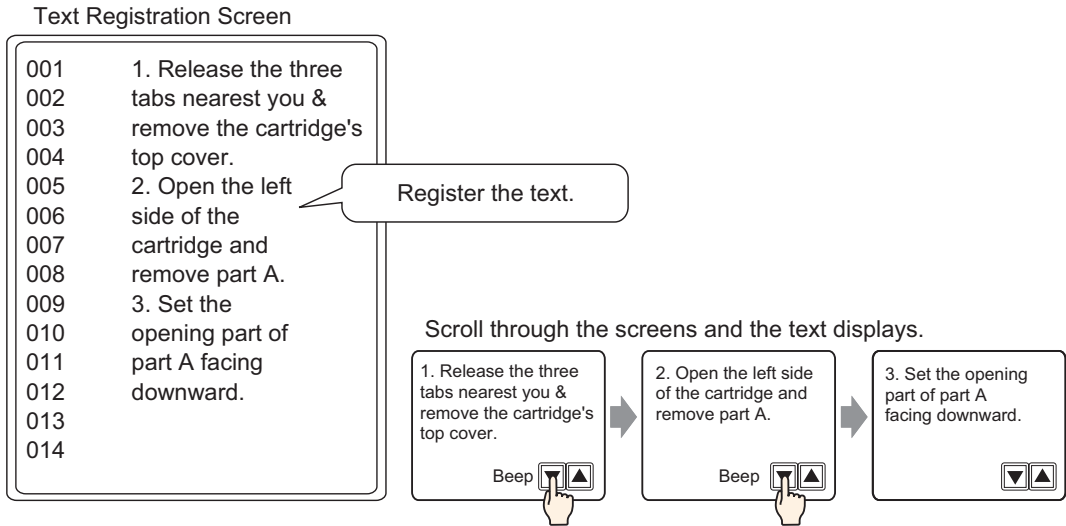
Displays registered text on the screen.


You can display text that is too large for a single screen by scrolling.

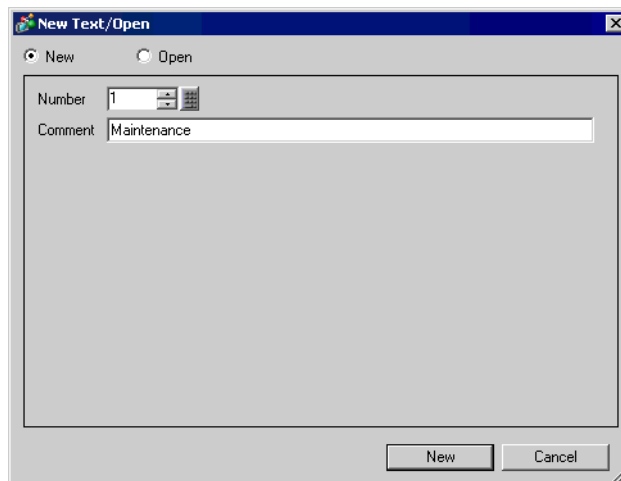
15.3.2 Setup Procedure

- NOTE**
- Please refer to the settings guide for details.
 - ☞ “15.7.1 Message Display Settings Guide ■ Text Display” (page 15-41)
 - ☞ “15.7.2 Common Settings Guide (Text)” (page 15-48)
 - For details about placing Parts or setting addresses, shapes, colors, and labels, please refer to the “Part Editing Procedure”.
 - ☞ “9.6.1 Procedure for Editing a Part” (page 9-36)

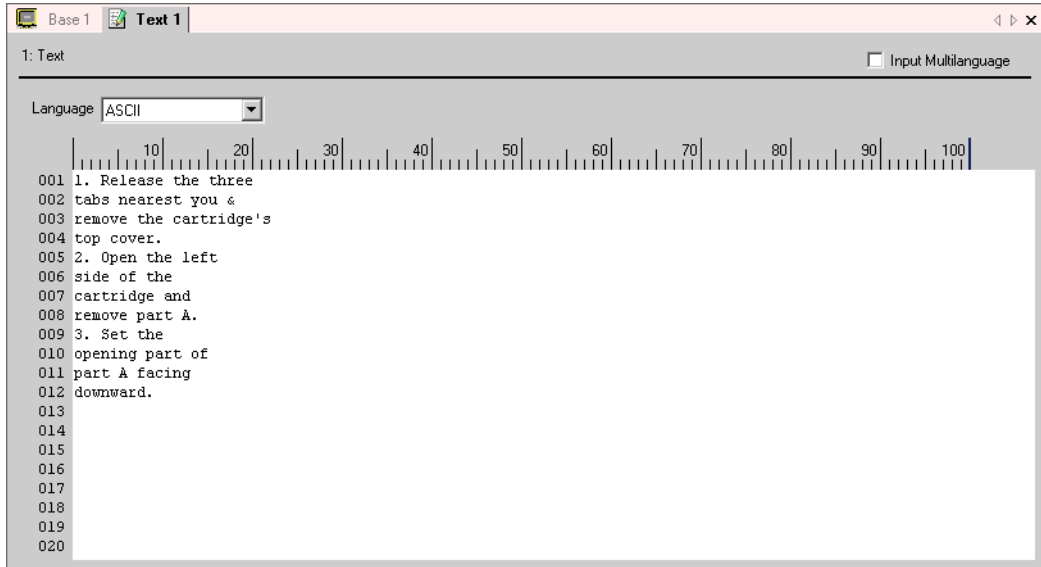
Displays registered text on the screen.




- 1 Select the [Common Settings (R)] menu - [Text Registration (T)] command, or click  to display the [New Text/Open] dialog box.
- 2 Set the text number and comment, then click on [New].
(e.g.: Text Number “1”, Comment “Maintenance”)



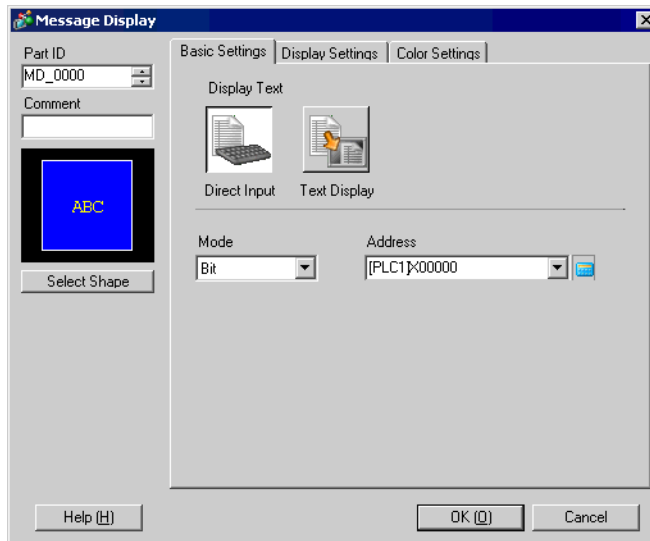
3 The text input screen is displayed. Input text.



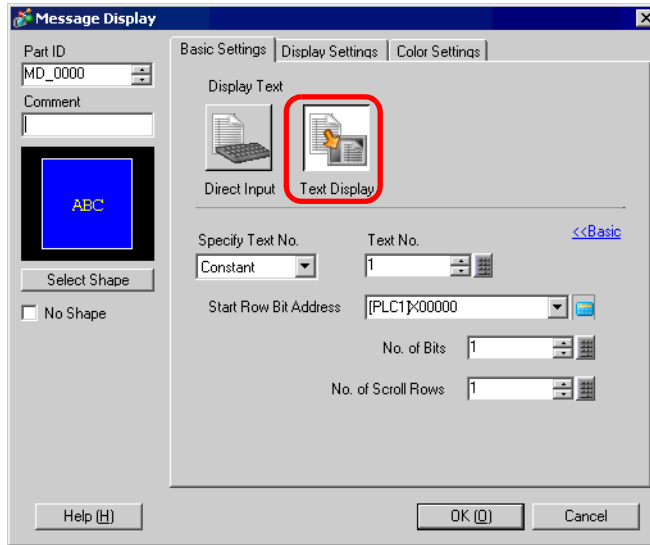
After inputting, click  at the top right of the screen to close the text.

4 Next, configure the Message Display settings. Open a screen which displays text, select the [Part (P)] menu - [Message Display (M)] command, or click  and place the Part on the screen.

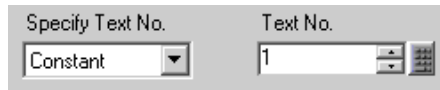
5 Double-click the placed Message Display and the settings dialog box opens.



6 Select [Text Display], and click [Detail].



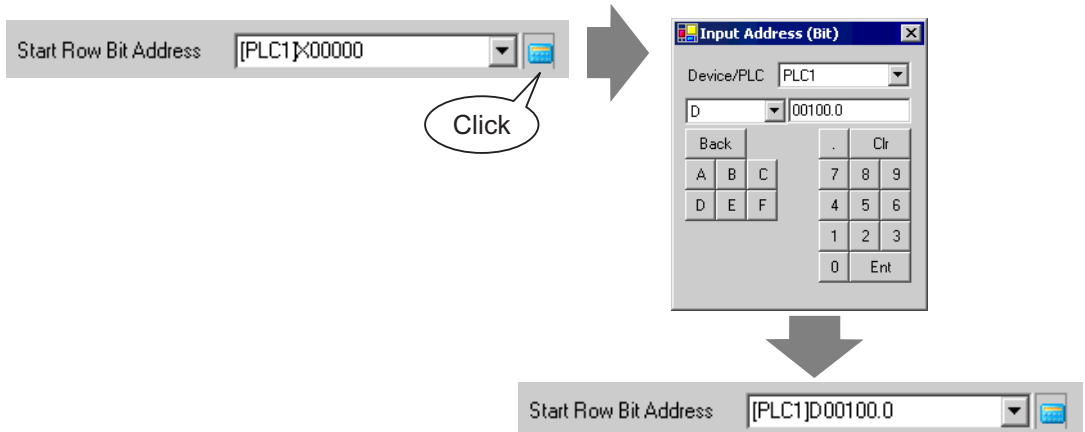
7 In [Specify Text No.], select the method of specifying text to display, and set the text number.



8 In [Start Row Bit Address], set the start address (D100's 00 bit) which will trigger the message's display.

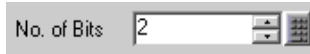
Click on the icon and an address input keypad is displayed.

Select device "D", input "100.0" as the address, and press the "Ent" key.

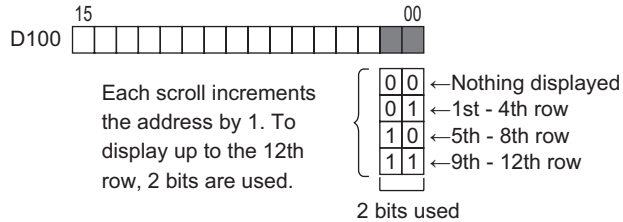


NOTE • Designate a bit address or a word address to specify bits. If you set a bit address, [No. of Bits] of sequential addresses are assigned to set the display start row. If you set a word address, [No. of Bits] of sequential bits in the word (16 bits) are used.

9 Set the number of bits to use for designating the start row display in [No. of Bits]. (e.g.: 2)



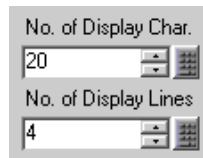
- NOTE** • The number of bits to use depends on [No. of Scroll Rows]. When scrolling four rows at a time, you need to scroll three times at the maximum to display 12 rows. 2 bits are required to store “3”.



10 Set how many rows of text to scroll each time in [No. of Scroll Rows]. (e.g.: 4)

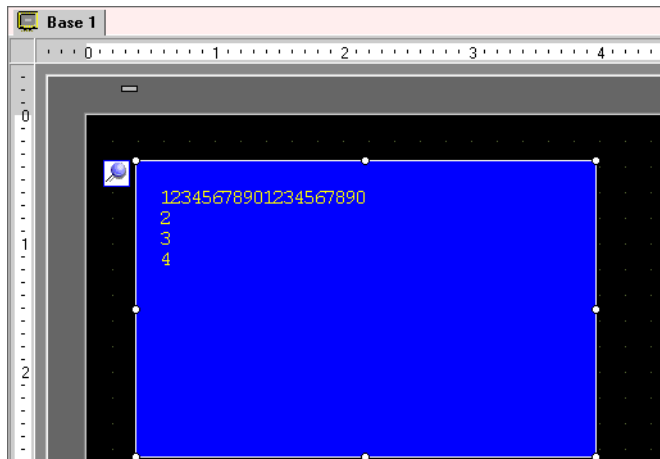



11 Click the [Display Settings] tab, and set the number of display characters and the number of display lines.

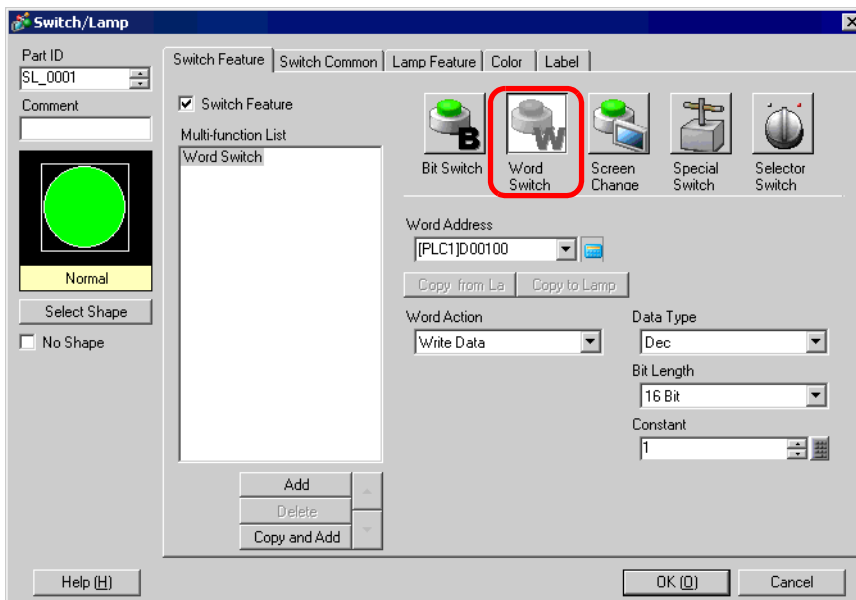


- NOTE** • Set “1” to [No. of Display Char.] to display one single-byte character. Set “2” for one two-byte character.

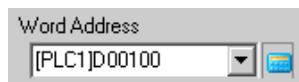
12 As needed, set the Message Display’s color and text color on the [Color Settings] tab, and click [OK]. The Message Display settings are complete.



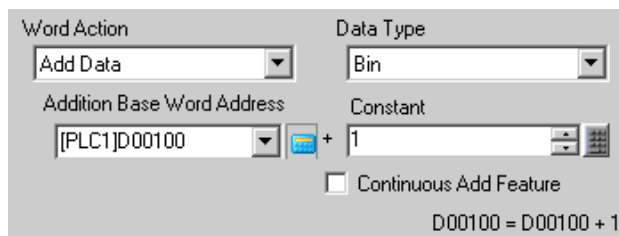
- 13 Set a Switch to scroll through the text. Select the [Part (P)] menu - [Switch Lamp (C)] option - [Word Switch (W)] command, or click , and place it on the screen.
- 14 Double-click the placed Switch and the settings dialog box opens.



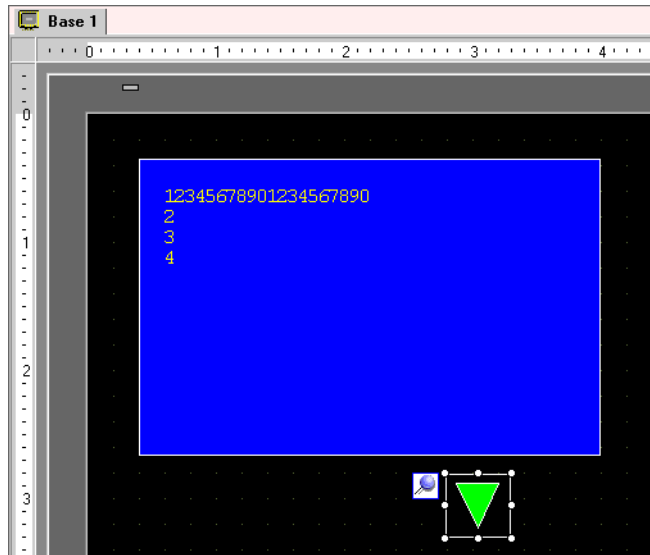
- 15 Select the Switch's shape from [Select Shape].
- 16 Set the address (D100) where you want to write data when you touch the switch in [Word Address].



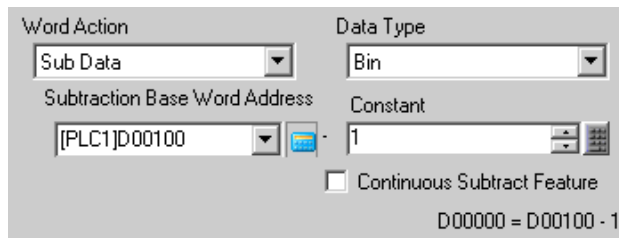
- 17 Select [Add Data] in [Word Action] and designate an address value to add in [Addition Base Word Address].



- 18 As needed, set the Switch's color and label on the [Color] tab and [Label] tab, and click [OK]. A Switch to scroll to next text has been created.



- 19 Create a Switch to scroll to previous text as well. Place a Word Switch and select [Sub Data] in [Word Action].



Two scroll switches have been placed.

-
- NOTE**
- Text can have up to 512 lines with up to 100 single-byte characters per line.
 - When the data designated as the Display Start Row has no corresponding text row, no operation will occur. The previously displayed rows will remain.
 - If your text data is wider than the display area, the portion that exceeds the area is truncated and is not displayed.
-

15.4 Changing Languages (Multilanguage)

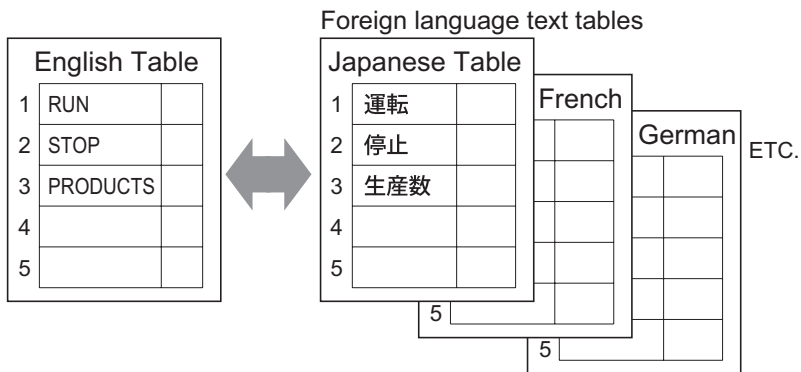
15.4.1 Detail



Change the value of the language change control address...

And the language of all text using text tables (Draw's text, Switch's label, etc.) changes.

Create a preset Text Table with text in another language for the text you want to change. You can then change languages for the text even while the system is running. (No translation function is available)



15.4.2 Setup Procedure

NOTE

- Please refer to the settings guide for details.
 - ☞ “15.7.3 Text Table Settings Guide” (page 15-49)
 - ☞ “15.7.4 Switch/Lamp - Label (Enable Text Table) Settings Guide” (page 15-54)
- For details about placing Parts or setting addresses, shapes, colors, and labels, please refer to the “Part Editing Procedure”.
 - ☞ “9.6.1 Procedure for Editing a Part” (page 9-36)


Configure settings to change languages for a Switch’s label while the system is running.

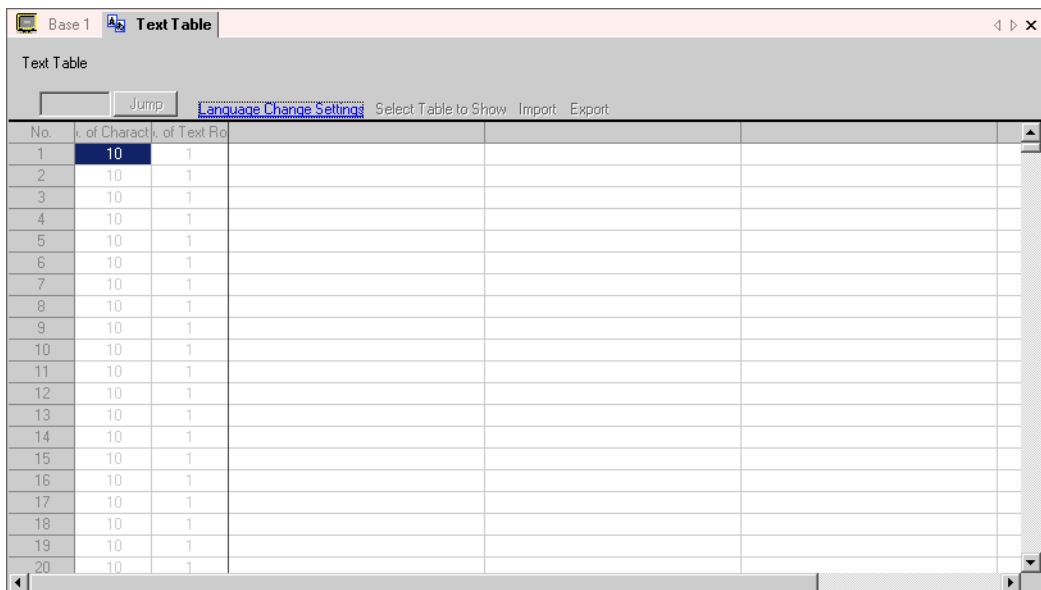


Change the value of the language change control address...

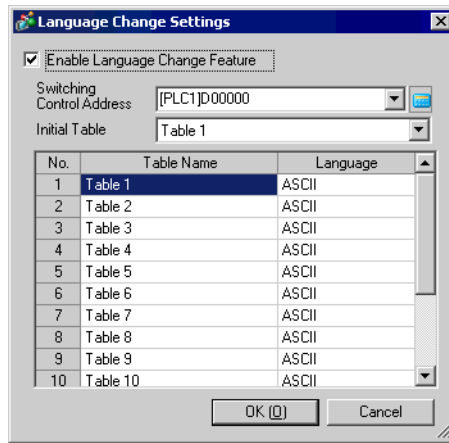
And the language of a Switch’ s label changes.

1 Register words and phrases to use on the screen in Text Table.

Select the [Common Settings (R)] menu - [Text Table Settings (S)] command, or click  and the following screen is displayed.



- 2 Click [Language Change Settings] and the following dialog box will be displayed. Put a check mark next to the [Enable Language Change Feature] box.

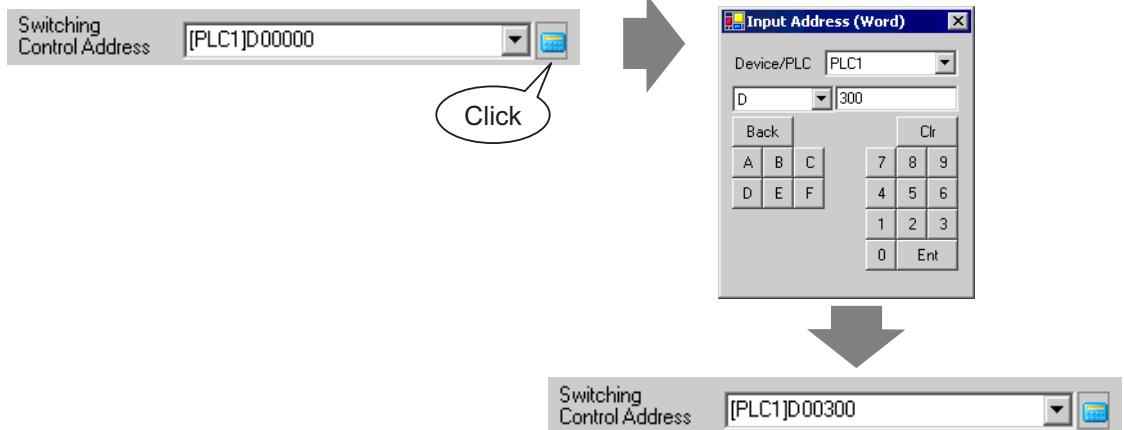


NOTE • When the check mark is removed from the [Enable Language Change Feature] box, all Text Table data registered in the project will be deleted.

- 3 Set the address (e.g.; D300) that will store the Table No. to display in [Switching Control Address].

Click on the icon and an address input keypad is displayed.

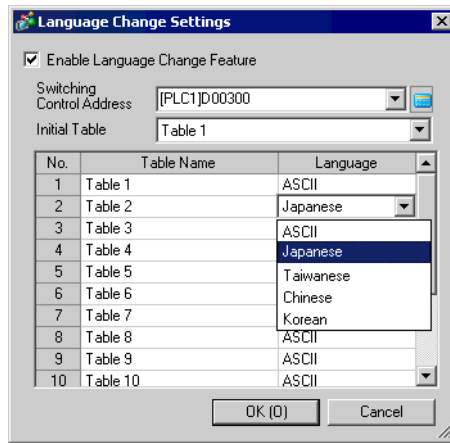
Select device "D", input "300" as the address, and press the "Ent" key.



- 4 In [Initial Table], set the table to display when the specified [Switching Control Address] is set to "0".





- 5 Select each Table's display language and click [OK].
 (e.g.: Table 1 - ASCII, Table 2 - Japanese)



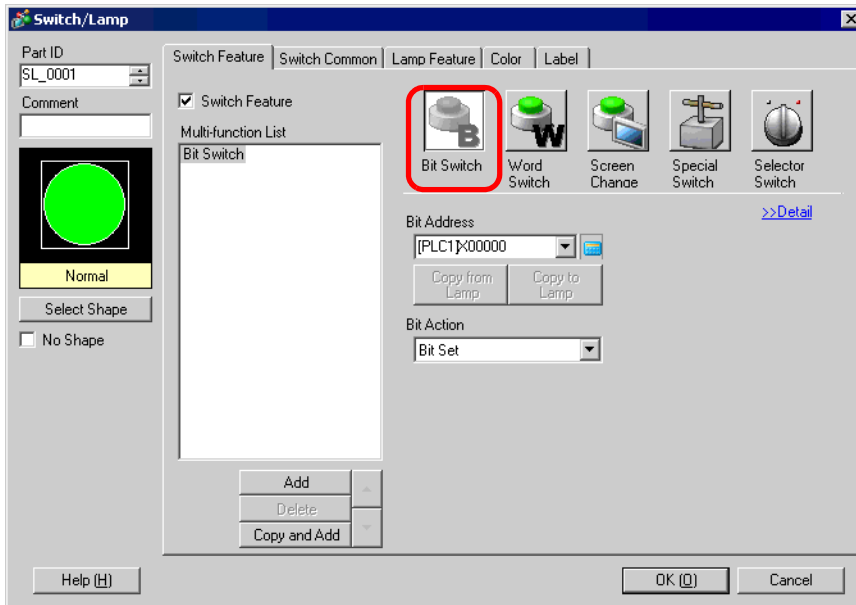
- 6 Set the [No. of Characters] and [No. of Text Rows] and input words or simple messages in each table.
 (e.g.: No. of Characters = 10, No. of Text Rows = 1)



After inputting, click  at the top right of the screen to close the [Text Table].
 Text table registration is completed.

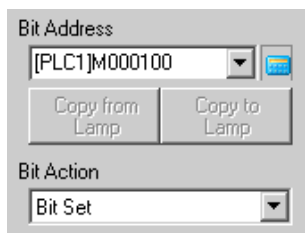
- 7 Use the text table as a Switch's label to be used on the screen.
 Open the drawing screen, select the [Part (P)] menu - [Switch Lamp (C)] option - [Bit Switch (B)] command, or click , and place the Part on the screen.

8 Double-click the placed Switch and the settings dialog box opens.

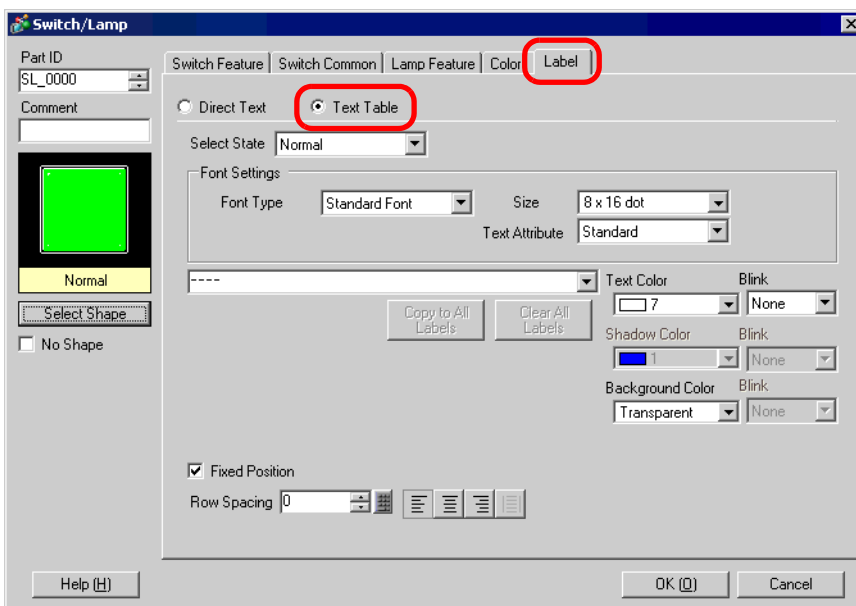


9 Select the Switch's shape from [Select Shape].

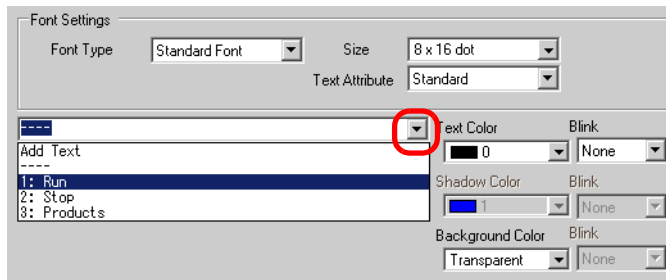
10 Specify the [Bit Address] (e.g.: M100) and select [Bit Set] in [Bit Action].



11 Click the [Label] tab, and select [Text Table].



- 12 Set the Label's font type, size, text color, etc.
- 13 When the text that was previously registered displays as a list in the pull-down menu, select the text for the Label. (e.g.: Run)



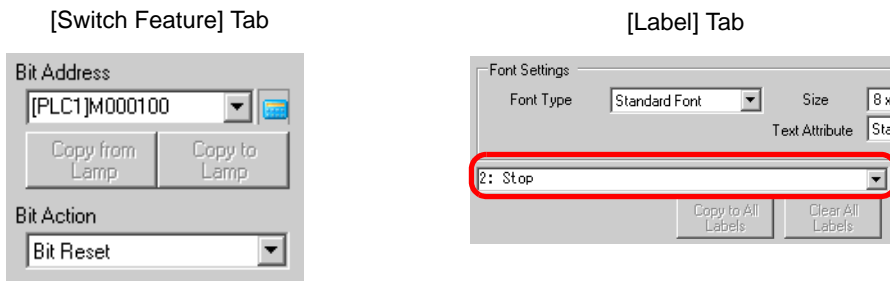
NOTE • To add new words which are not registered in Text Table, select [Add Text].

- 14 Set the label text's display position and click [OK].

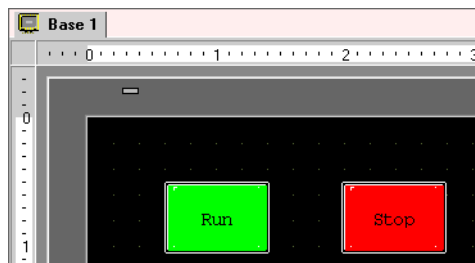


The “Run” Switch has been created.

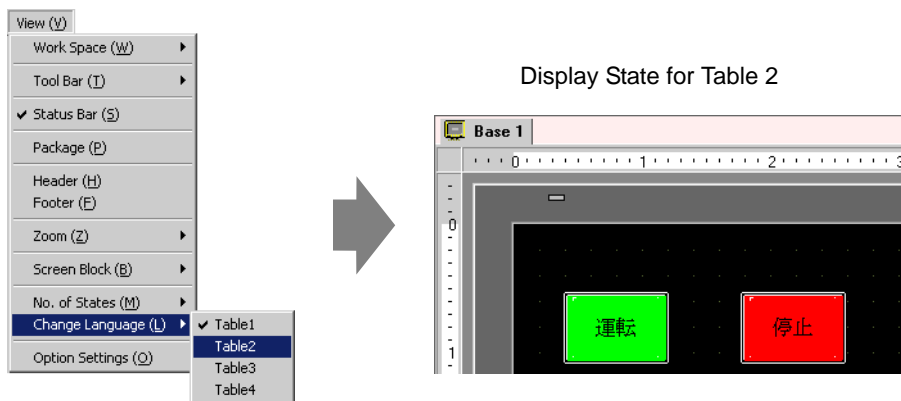
- 15 Create the same kind of “Stop” Switch.



Two switches have been created.



To check the display state when Text Tables are changed, select the [View (V)] menu - [Change Language (L)] option - [Table 2] command.

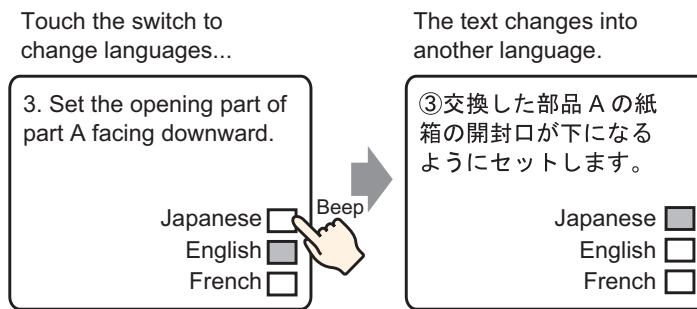


NOTE

- You can use text registered in Text Table for a Message Display, Draw text, Alarm Part item name, Alarm Message, etc. as well as a Switch label.
 - ☞ “15.7.1 Message Display Settings Guide ■ Direct Input ◆ Display Settings (Text Table)” (page 15-39)
 - ☞ “15.7.5 Draw’s Text (Enable Text Table) Settings Guide” (page 15-56)
 - ☞ “15.7.6 Alarm Part - Item Settings/Detail (Text Table) Settings Guide” (page 15-58)
 - ☞ “15.7.7 Alarm Settings (Enable Text Table) Settings Guide” (page 15-59)
- If you change languages, all the text using Text Table is changed. If text in multiple languages is registered, the language of the displayed text is also changed.

15.5 Changing a Text's Language (Multilanguage)

15.5.1 Detail



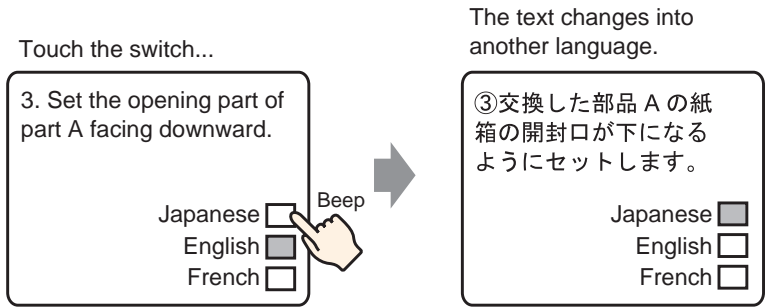
Create a preset text with words and phrases in another language for the text you want to change. You can then change languages of the text even while the system is running. (No translation function is available)


If you change languages, all the text using Text Table, as well as the text, is changed.

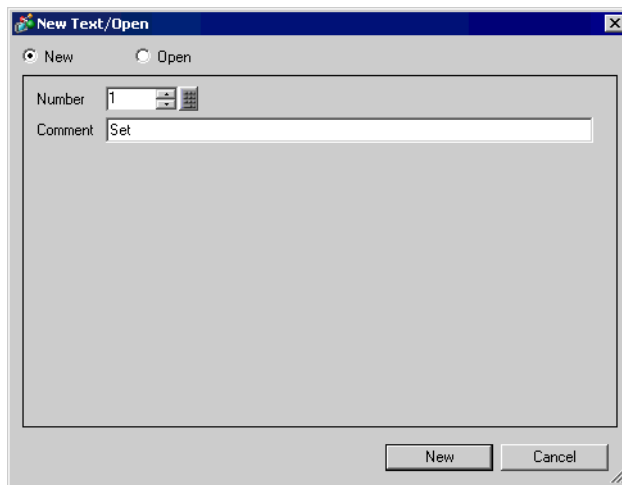
15.5.2 Setup Procedure

NOTE

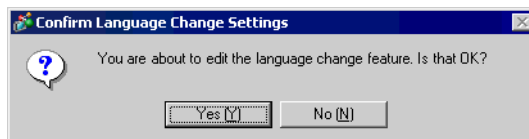
- Please refer to the settings guide for details.
 - ☞ “15.7.2 Common Settings Guide (Text)” (page 15-48)
 - ☞ “15.7.1 Message Display Settings Guide ■ Text Display” (page 15-41)
- For details about placing Parts or setting addresses, shapes, colors, and labels, please refer to the “Part Editing Procedure”.
 - ☞ “9.6.1 Procedure for Editing a Part” (page 9-36)



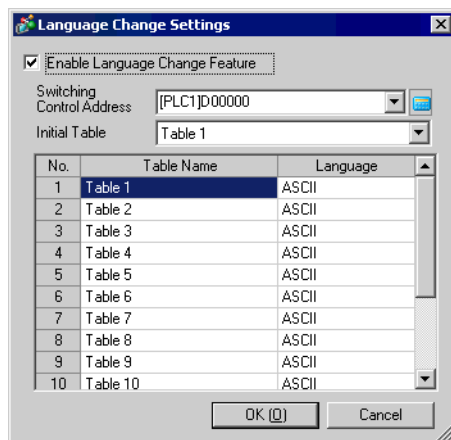
- 1 Register text in multiple languages you want to use. Select the [Common Settings (R)] menu - [Text Registration (T)] command, or click  to display the [New Text/Open] dialog box.
- 2 Set the text number and comment, then click on [New].
(e.g.: Text Number = “1”, Comment = “Set”)



- 3 When you put a check mark next to the [Input Multilanguage] box, the following confirmation message will appear. Click [Yes].



- 4 The [Language Change Settings] dialog box will appear. Put a check mark next to the [Enable Language Change Feature] box.

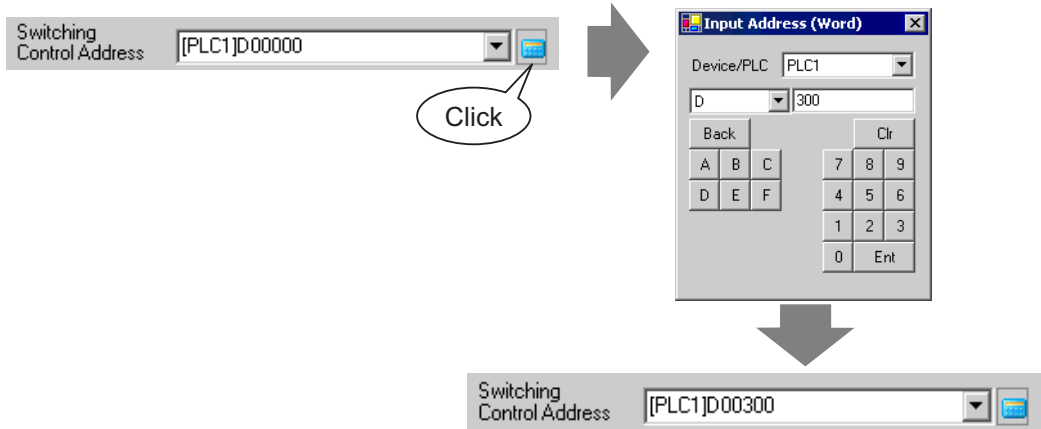


- NOTE** • When the check mark is removed from the [Enable Language Change Feature] box, all Text Table data registered in the project will be deleted.

5 Set the address (D300) that will store the Table No. to display in [Switching Control Address].

Click on the icon and an address input keypad is displayed.

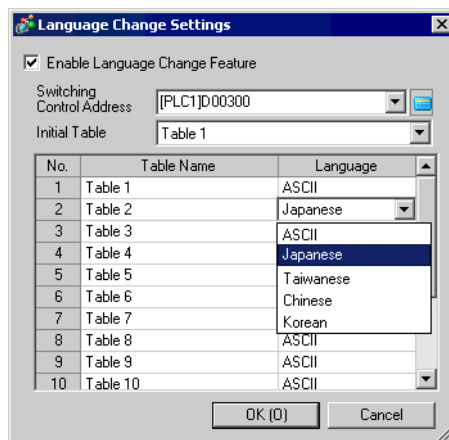
Select device "D", input "300" as the address, and press the "Ent" key.



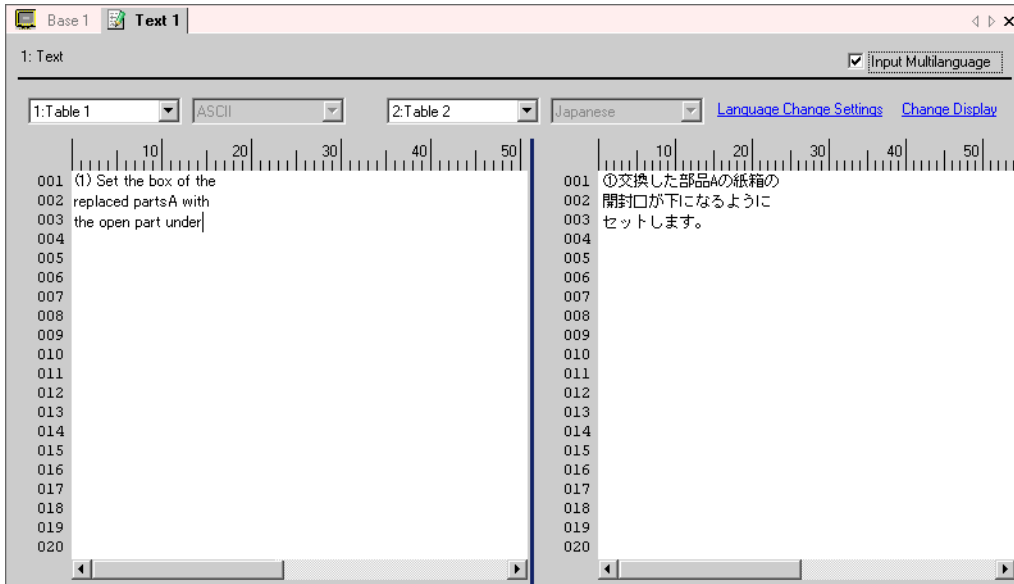
6 In [Initial Table], set the table to display when the [Switching Control Address] is set to "0".





7 Select each Table's display language and click [OK].
(e.g.: Table 1 - ASCII, Table 2 - Japanese)



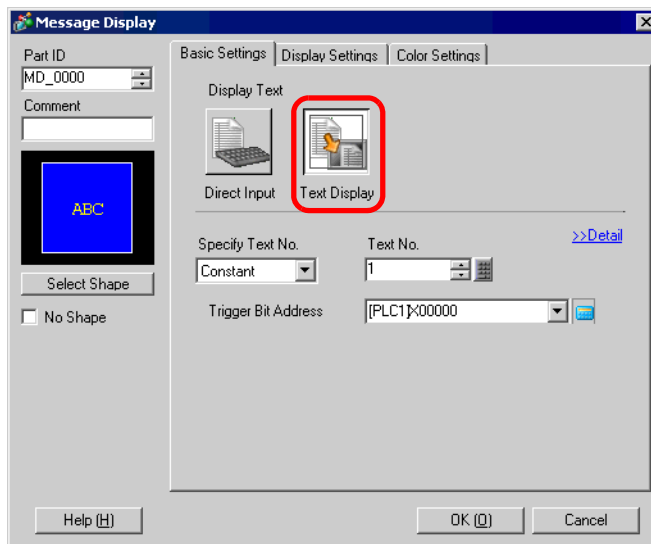
8 Input text to display for each table.



After inputting, click  at the top right of the screen to close the text.
The text registration is complete.

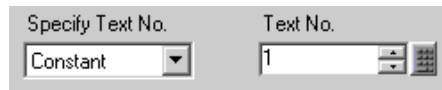
9 Next, configure the Message Display settings. Open the drawing screen, select the [Part (P)] menu - [Message Display (M)] command, or click  and place the Part on the screen.

10 Double-click the placed Message Display and the settings dialog box opens. Click the [Text Display] icon.

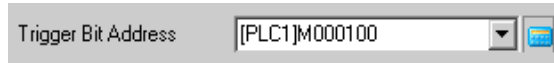


Changing a Text's Language (Multilanguage)

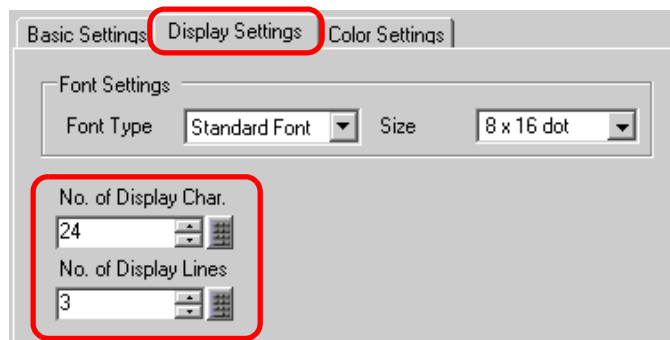
- 11 In [Specify Text No.], select the method of specifying a text number, and set the text number to display.



- 12 In [Trigger Bit Address], set the address (M100) which will trigger the text's display.




- 13 Click the [Display Settings] tab, and set the [No. of Display Char.] and [No. of Display Lines].

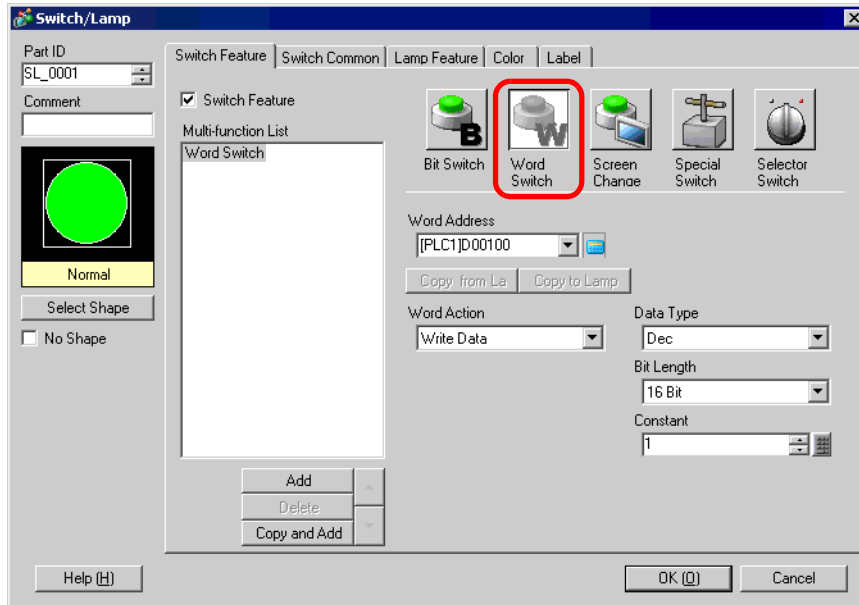


NOTE • Set “1” to [No. of Display Char.] to display one single-byte character. Set “2” for one two-byte character.

- 14 As needed, set the Message Display's color and text color on the [Color Settings] tab, and click [OK]. The Message Display is now set.

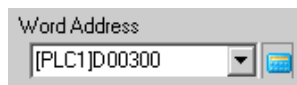
- 15 Create a Switch for changing languages. Select the [Part (P)] menu - [Switch Lamp (C)] option - [Word Switch (W)] command, or click , and place it on the screen.

16 Double-click the placed Switch and the settings dialog box opens.

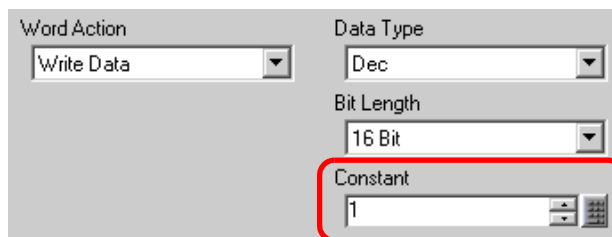


17 Select the Switch's shape from [Select Shape].

18 In [Word Address], set the same address as the set [Switching Control Address] (D300).



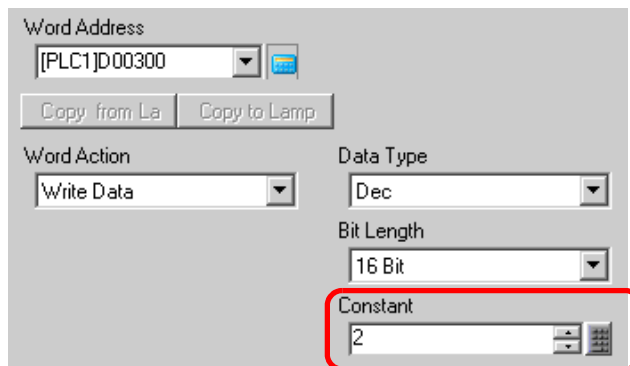
19 Select [Write Data] in [Word Action] and set "1" to [Constant].



- 20 As needed, set the Switch's color and label on the [Color] tab and [Label] tab, and click [OK]. The Switch to change to English text (Table 1) is now set.



- 21 Create the same kind of Switch to change to Japanese text (Table 2). The settings for the Switch are as follows.

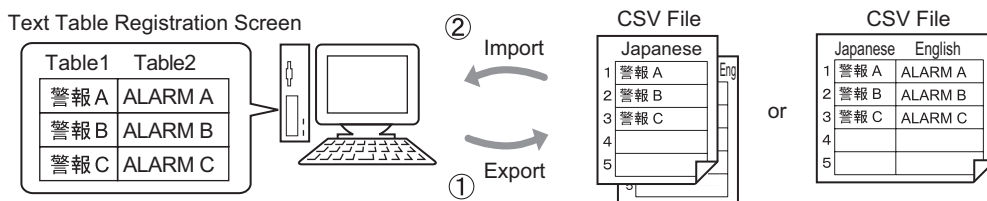


-
- NOTE** • If you change tables (languages), all the text using Text Table, as well as the text, is changed.
-

15.6 Importing/Exporting Registered Text Tables for Use with Different Projects

15.6.1 Details

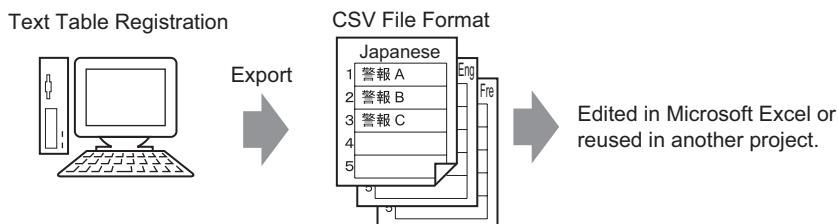
■ Saving/reusing registered Text Tables with a CSV or TXT File Format



(1) You can save (export) Text Tables registered on a project to outside media by saving them in CSV or TXT format.

The saved Text Table file (*.csv or *.txt) can then be edited in Microsoft Excel or other spreadsheet software.

☞ “15.6.2 Setup Procedure ■ Export” (page 15-31)

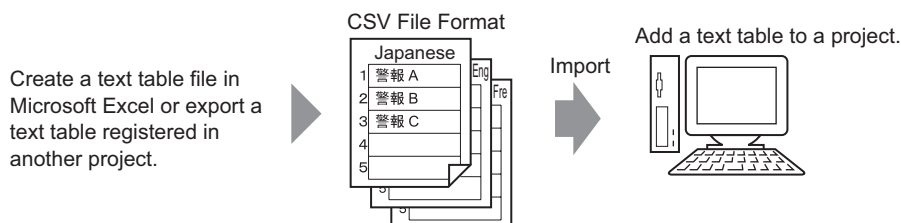


(2) You can use the Text Table files saved in CSV or TXT format (Refer to (1)) by importing them to another project.

You can also create a preset Text Table file (*.csv or *.txt) in Microsoft Excel or other spreadsheet software and use the file by importing it to another project.

This method is useful when getting Text Tables translated into different languages by someone who does not have this software.

☞ “15.6.2 Setup Procedure ■ Import” (page 15-33)



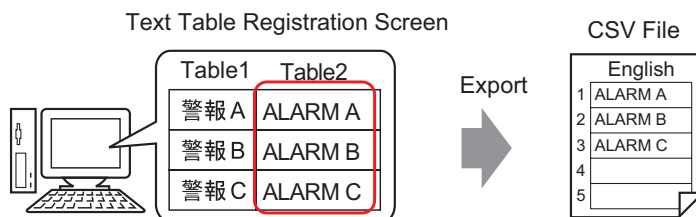
NOTE • To export/import multiple languages at the same time, save them in a TXT file.


15.6.2 Setup Procedure

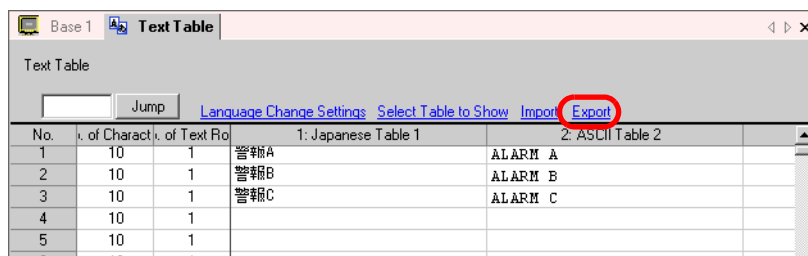
NOTE • Please refer to the settings guide for details.
 ☞ “15.7.3 Text Table Settings Guide” (page 15-49)

■ Export

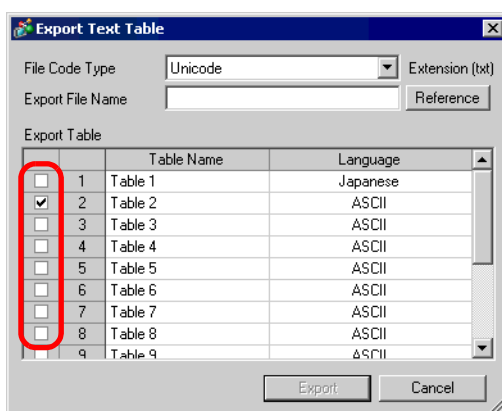
Writes the registered Text Tables to the CSV file format.



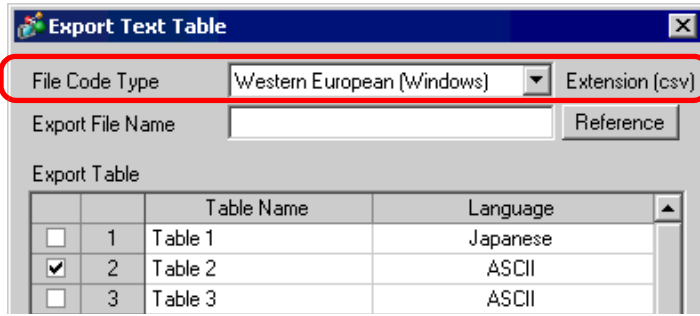
1 Select the [Common Settings (R)] menu - [Text Table Settings (S)] command, or click  to open a registered Text Table screen. Click [Export].



2 The [Export Text Table] dialog box will appear. Confirm that all tables to be exported have a check mark next to them. Also, remove check marks next to tables you do not want to export.

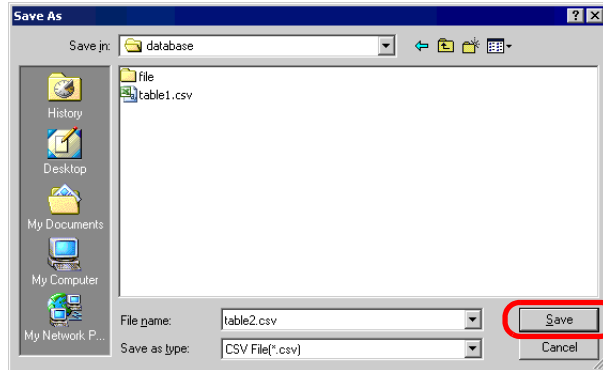


3 Select the code type of the files to export.



NOTE • To export multiple languages at the same time, select [Unicode]. When [Unicode] is selected, a file is exported in the text file format (*.txt).

4 Click [Reference], select a save location and file name, and click [Save].



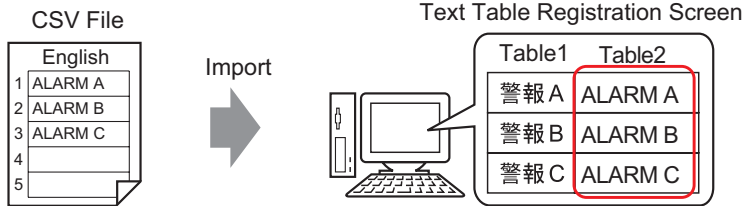
5 Click [Export] and the output will start. When the file output is complete, the following dialog box will appear. Click [OK] to complete the export.




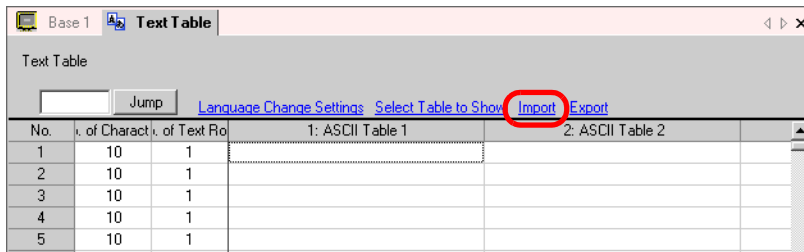
NOTE • If there are any problems carrying out the export, the entire export process will be canceled, and the Text Table information will return to its previous state.

■ Import

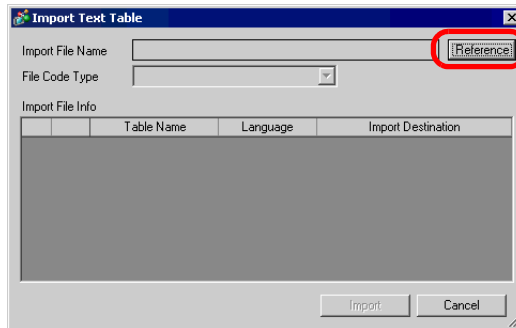
Imports Text Table files (*.csv) to a project.



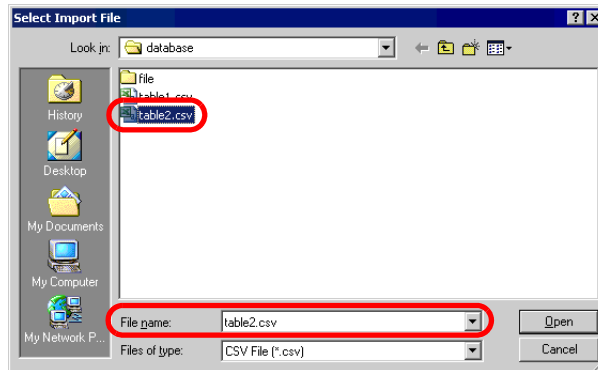
- 1 Select the [Common Settings (R)] menu - [Text Table Settings (S)] command, or click  and the following screen is displayed. Click [Import].



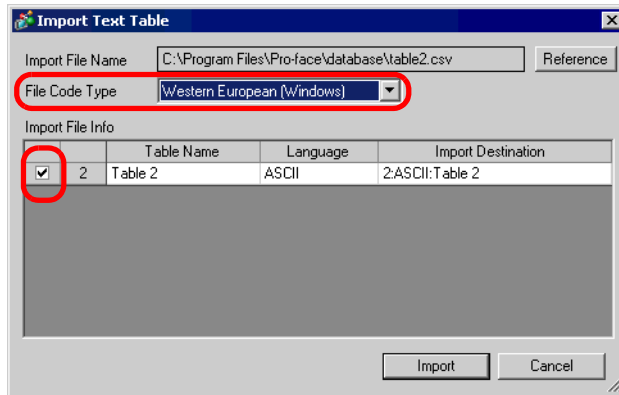
- 2 The [Import Text Table] dialog box will appear. Click [Reference].



- 3 Select "CSV File (*.csv)" in [File of type], select a file to import, and click [Open].

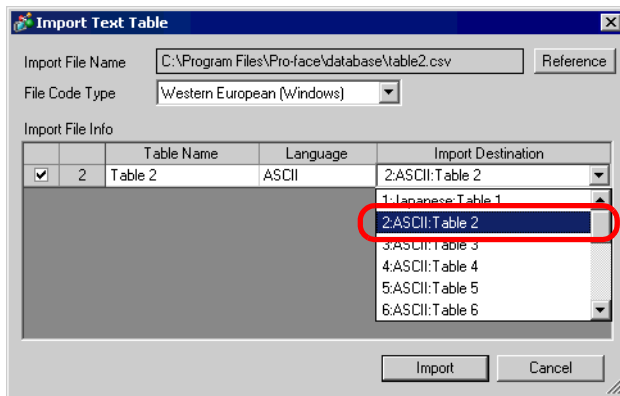


- 4 Designate [File Code Type] according to the languages of a Text Table to import. Confirm that all tables to be imported have a check mark next to them. Also, remove check marks next to tables you do not want to import.



NOTE • If you select a Text Table file in TXT format (*.txt), the [File Code Type] is fixed as [Unicode]. To import multiple languages at the same time, select [Unicode].

- 5 Designate a destination table. The Text Table is imported to the designated table by overwriting it.



- 6 Click [Import]. The following dialog box will appear. Click [OK] to complete the import.

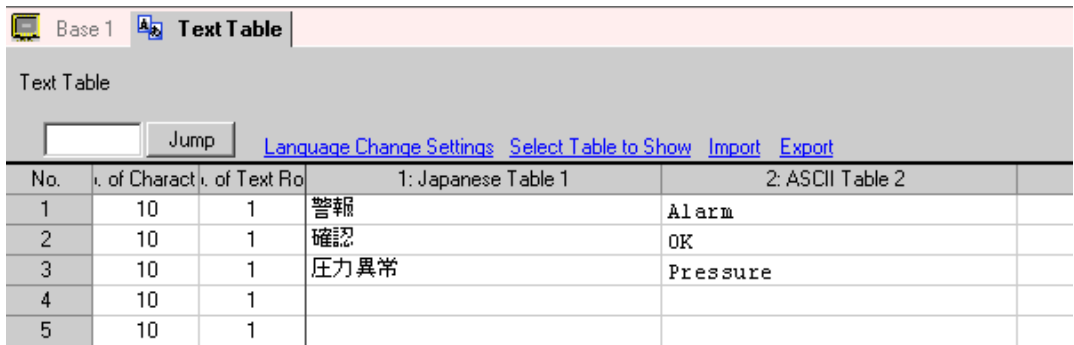


NOTE • If there are any problems carrying out the import, the entire import process will be canceled, and the Text Table information will return to its previous state.
 • You can input text with up to 1,200 characters in a Text Table. Any excess/remaining characters or rows will not be imported.

15.6.3 Text Table's File Format

Exported Text Tables' file (*.txt or *.csv) format will be displayed as follows.

Text Table Registration Screen



CSV file format

- String Table Data -----Header (Necessary for import)
- ,"",,"1", "2" -----Each table's Table No.
- ,"",,"Table 1", "Table 2" -----Each table's Table Name
- ,"",,"ja-JP", "en-US"- -----Each table's Language Code*1
- 1,"10", "1", "警報", "Alarm" -----The number of characters in No. 1, No. of Rows, Each table's text
- 2,"10", "1", "確認", "OK" -----The number of characters in No. 2, No. of Rows, Each table's text
- 3,"10", "1", "圧力異常", "Pressure" ---The number of characters in No. 3, No. of Rows, Each table's text

When the above CSV file is represented in Excel, it looks as follows.

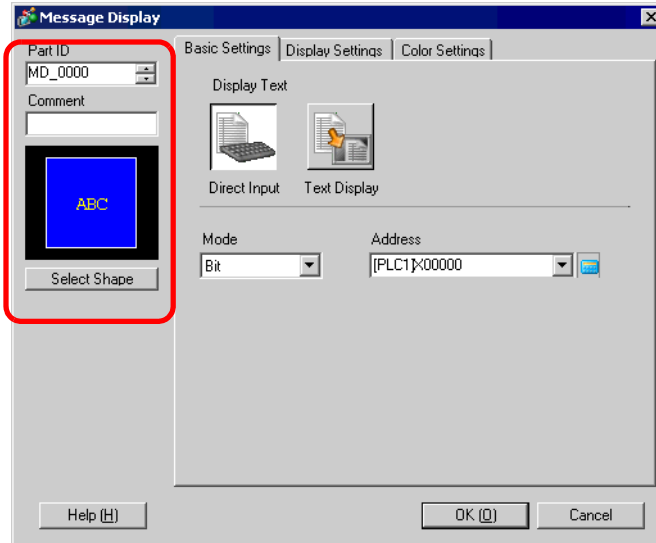
	A	B	Table No.	E
1	String Table Data			
2			1	2
3			Table 1	Table 2
4			ja-JP	en-US
5	1	10	1	警報
6	2	10	1	確認
7	3	10	1	圧力異常
				Pressure

1 Text Table files (.txt or *.csv) will display each table's language with the following language codes.

Language	Japanese	ASCII	Taiwanese	Chinese	Korean
Language Code	ja-JP	en-US	zh-TW	zh-CN	ko-KR

15.7 Settings Guide

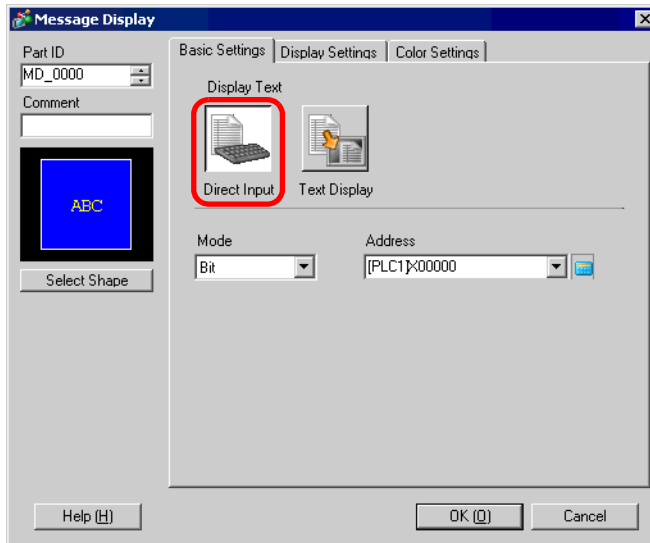
15.7.1 Message Display Settings Guide



Setting	Description
Part ID	Placed parts are automatically assigned an ID number. Text Display Part's ID: MD_**** (4 digits) The letter portion is fixed. The number portion can be modified from 0000 to 9999.
Comment	The comment for each Part can be up to 20 characters long.
Part Shape	Displays the shape and status of the Part selected in [Select Shape].
Select Shape	Open the Select Shape dialog box to choose the Part's shape.
Message Display's Type	Select the Text Display part's type. <ul style="list-style-type: none"> • Direct Input The displayed message changes according to the bit address's ON/OFF state or the word address's value. ☞ " ■ Direct Input" (page 15-37) • Text Display Text registered to a text screen is changed and displayed. ☞ " ■ Text Display" (page 15-41)
No Shape	When [Text Display] is selected, select whether or not the part will be transparent with no shape.

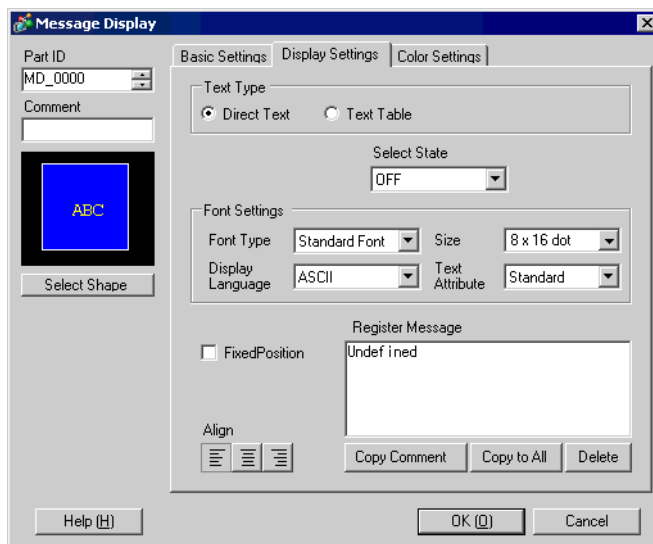
■ Direct Input

◆ Basic Settings



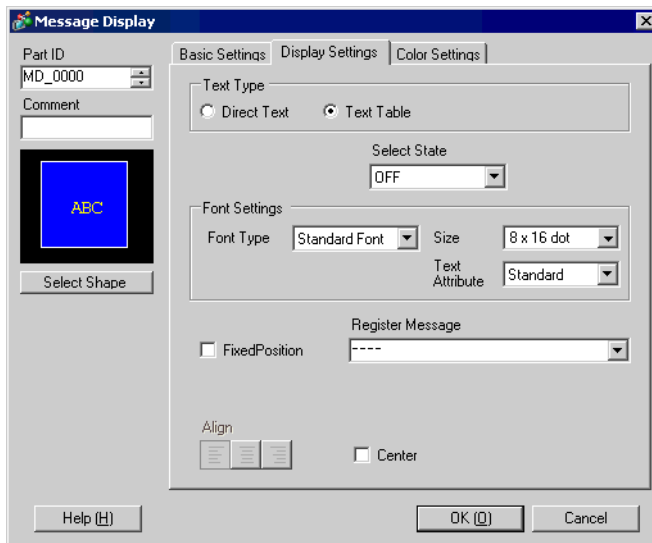
Setting	Description										
Mode	<p>Select the method for changing Messages.</p> <ul style="list-style-type: none"> • Bit The Message changes in response to the bit address turning ON/OFF. • Word The Message changes in response to which bits are displayed in the Word Address, starting from the 00 bit. Bits (starting from Bit 00) from the Word Address are automatically allotted, depending on the No. of Messages (2, 4, 8, 16) set on the [Display Settings] tab. <p>When the No. of Messages is 2, only the 00 bit is used. The remaining bits can be used for another purpose.</p> <table border="1"> <thead> <tr> <th>No. of Messages</th> <th>No. of Bits Used</th> </tr> </thead> <tbody> <tr> <td>2</td> <td>1</td> </tr> <tr> <td>4</td> <td>2</td> </tr> <tr> <td>8</td> <td>3</td> </tr> <tr> <td>16</td> <td>4</td> </tr> </tbody> </table> <p>When the No. of Messages is 16, bits 00-03 are used.</p>	No. of Messages	No. of Bits Used	2	1	4	2	8	3	16	4
No. of Messages	No. of Bits Used										
2	1										
4	2										
8	3										
16	4										
Address	Select the address which will trigger the Message's display.										

◆ Display Settings (Direct Input)



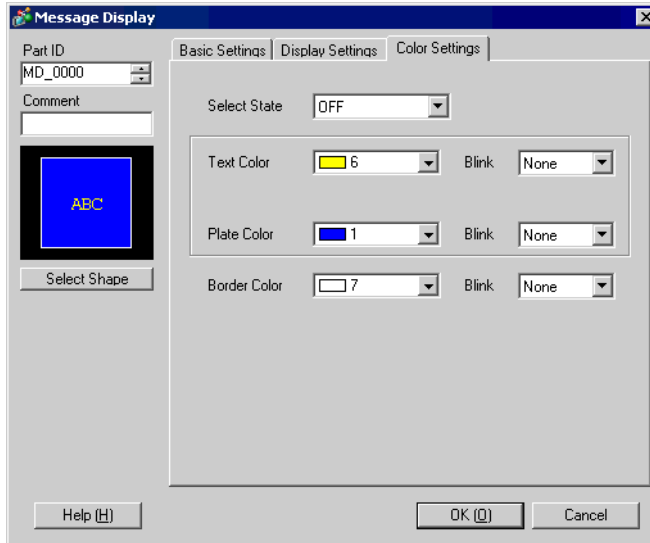
Setting	Description
Direct Text	Set the fixed text for each state by directly inputting it in the Register Message box.
No. of Messages	When the [Basic Settings] tab's [Mode] is [Word], select the number of Messages to display from 2, 4, 8, or 16.
Select State	Here, register a message for each selected state. When the [Basic Settings] tab's [Mode] is [Bit], ON/OFF will be displayed. For [Word], the state indication buttons (State 0 to State 15) appear according to the No. of Messages set.
Font Settings	Set a font for the text.
Font Type	Choose a font type for the text from [Standard Font] or [Stroke Font].
Size	Choose a font size for the text. Standard Font: Specify Horizontal × Vertical by the unit of 8 dots from [8 × 8] to [64 × 128], or select from the fixed size of [6 × 10], [8 × 13], or [13 × 23]. In Fixed Size, only single-byte alphanumeric characters can be displayed. Stroke Font: 6 to 127
Display Language	Choose from [ASCII], [Japanese], [Taiwanese], [Chinese], or [Korean].
Text Attribute	Select the font's text attributes. Standard Font: Choose from [Standard], [Bold], [Shadow] (When a fixed size [6 × 10] is selected, select from [Standard] or [Shadow].) Stroke Font: Choose from [Standard], [Bold], [Outline]
Align	Select the alignment of the text from [Align Left], [Align Center], or [Align Right].
Register Message	Input the text to be displayed. The comment can be up to 100 single-byte characters × 4 rows.
Copy Comment	Copies the text in the [Comment] field to the Message field selected in [Select State].
Copy to All	Copies all the text in the Register Message field selected in [Select State] to all states.
Delete	Deletes the message.

◆ Display Settings (Text Table)



Setting	Description
Text Table	Browses and displays Text registered as a Text Table.
Select State	Here, register a message for each selected state. When the [Basic Settings] tab's [Mode] is [Bit], ON/OFF will be displayed. For [Word], the state indication buttons (State 0 to State 15) appear according to the No. of Messages set.
Font Settings	Set a font for the text.
Font Type	Choose a font type for the text from [Standard Font] or [Stroke Font].
Size	Choose a font size for the text. Standard Font: Specify Horizontal × Vertical by the unit of 8 dots from [8 × 8] to [64 × 128], or select from the fixed size of [6 × 10], [8 × 13], or [13 × 23]. In Fixed Size, only single-byte alphanumeric characters can be displayed. Stroke Font: 6 to 127
Text Attribute	Select the font's text attributes. Standard Font: Choose from [Standard], [Bold], [Shadow] (When a fixed size [6 × 10] is selected, select from [Standard] or [Shadow].) Stroke Font: Choose from [Standard], [Bold], [Outline]
Register Message	Select the character string from registered strings in the Text Table. NOTE • If you select [Add Text], you can register new text in the Text Table.
Align	Select the alignment of the text from [Align Left], [Align Center], or [Align Right].
Center	Displays the text in the center of the Text Display Area. ☞ "15.7.8 Text Placement When Using Text Tables ■ Message Display" (page 15-62)

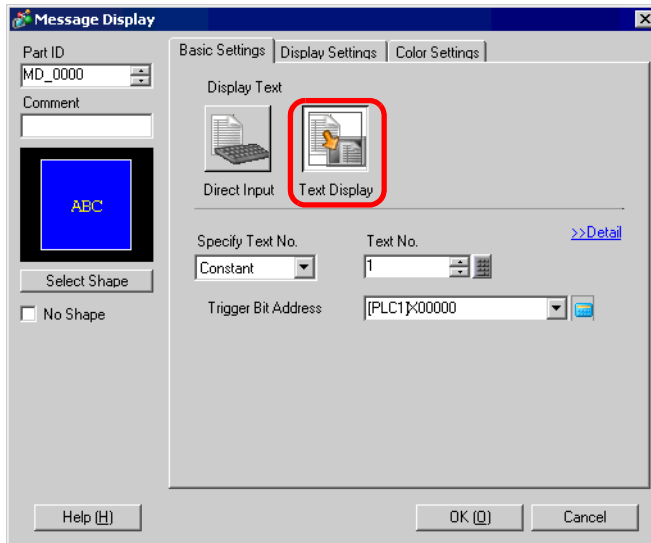
◆ Color Settings



Setting	Description
Select State	Here, select a color for each selected state. When the [Basic Settings] tab's [Mode] is [Bit], ON/OFF will be displayed. For [Word], the state indication buttons (State 0 to State 15) appear according to the No. of Messages set.
Text Color	Select a color for the displayed text.
Shadow Color	Choose a shadow color for the text to display. [This can only be set when the [Display Settings] tab's [Text Attribute] is set to [Shadow].
Plate Color	Select the Message Display's color (background color for the displayed text).
Border Color	Select the Message Display's border color.
Blink	Select whether or not the Part will blink, and the blink speed. You can choose different blink settings for the [Text Color], [Shadow Color], [Plate Color], and [Border Color]. <div style="border: 1px solid black; padding: 2px; display: inline-block; margin: 5px 0;">NOTE</div> <ul style="list-style-type: none"> There are cases where you can and can not set Blink depending on the Main Unit and System Settings' [Color Settings]. <p> "9.5.1 Specify Color ■ Supported Color List" (page 9-33)</p>

■ Text Display

◆ Basic Settings/Basic

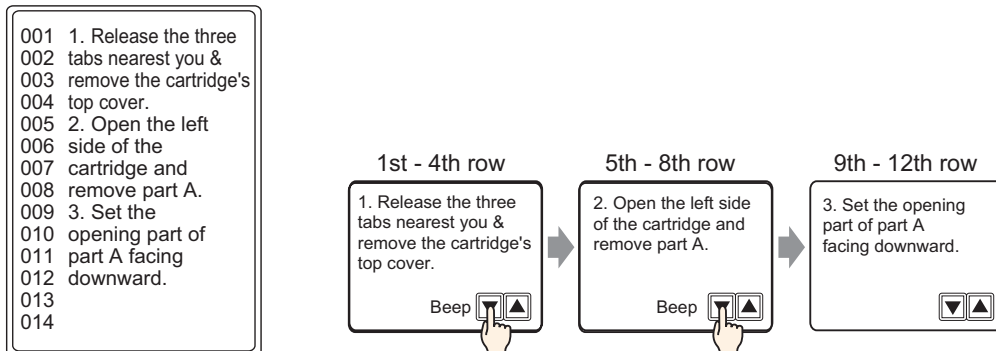


Setting	Description
Specify Text No.	Choose how the Text No. will be specified. <ul style="list-style-type: none"> • Constant Designate a set constant in [Text No.] • Address Select an address that will store the Text No.
Constant	Shows/hides the fixed text by turning the bit ON/OFF.
Text No.	Set a number for the text from 1 to 8,999.
Trigger Bit Address	Set a bit address to display the text. Displays the text selected in [Text No.] if you turn ON this bit and erases the text if you turn it OFF.
Address	Displays desired text on the Message Display. <div style="border: 1px solid gray; padding: 5px; margin: 10px 0;"> </div>
Text No. Word Address	Set the address where the text number to display is stored. The text with the number stored in this address is displayed.
Data Type	Select the data type of the text number to be stored in [Text No. Word Address] from [Bin] or [BCD].

◆ **Basic Settings/Detail**

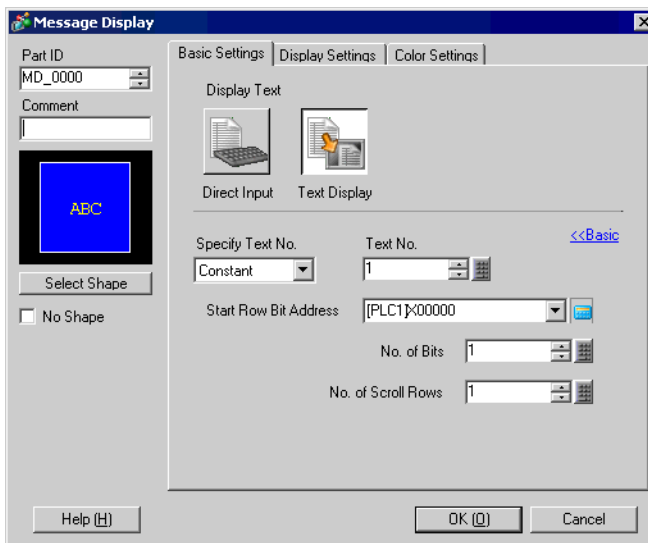
If you click [Detail] on the [Basic Settings] tab, you can configure settings to display registered text from the specified row.

Text Registration Screen



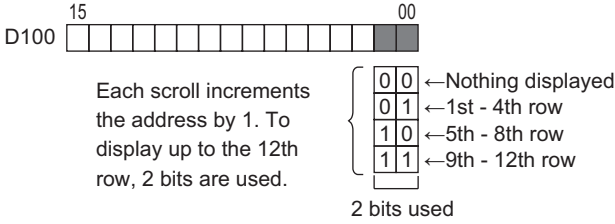
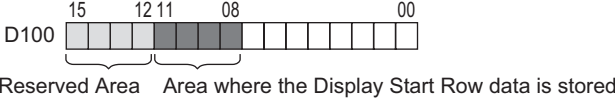
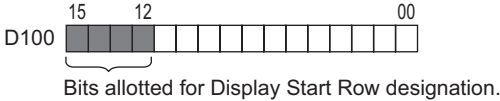
When [Specify Text No.] is [Constant]

Displays fixed text starting from various rows.

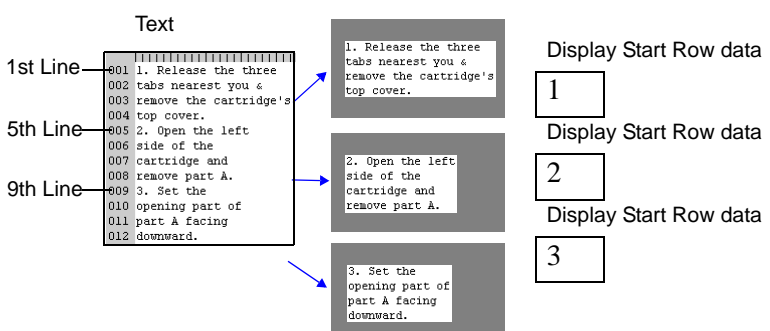


Setting	Description
Text No.	Set a number for the text from 1 to 8,999.
Start Row Bit Address	Set the start bit address to store the text's display start row specification data. You can designate a bit address or a word address to specify bits. The display start row is determined by the data stored in the range of the start row to the bit specified in [No. of Bits] and the [No. of Scroll Rows].

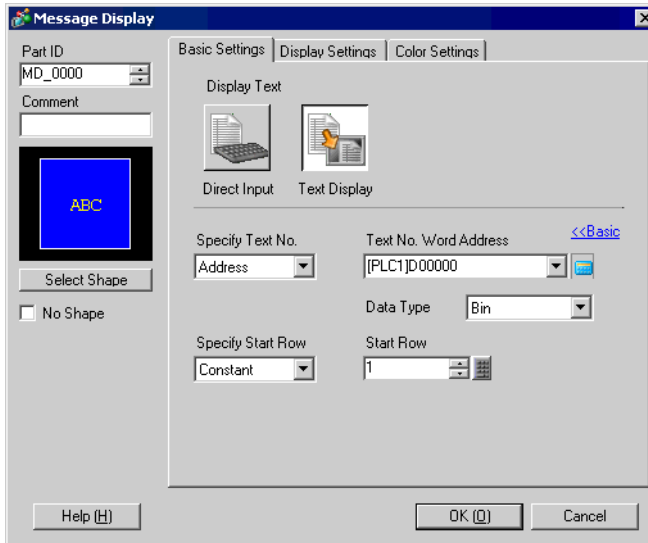
Continued

Setting	Description
<p>No. of Bits</p>	<p>Designates how many bits, from the [Start Row Bit Address], are used for Display Start Row Specification. Select a value from 1 to 16. The number of bits to use will differ depending on the specified [No. of Scroll Rows].</p> <p>e.g.) 12 row of text, Scroll will move by 4 rows each time: using 2 bits</p> <div style="text-align: center;">  </div> <p>Each scroll increments the address by 1. To display up to the 12th row, 2 bits are used.</p> <p>Because the number of bits used is set from the Display Start Row Specification data, the empty portion of the Reserved Area can be used for other purposes.</p> <p>e.g.) Start Row Bit Address: D100's 08 bit, No. of Bits: 4</p> <div style="text-align: center;">  </div> <p>NOTE</p> <ul style="list-style-type: none"> When setting the [No. of Bits], please ensure that the allotted bits are in one word. Even if the number of bits is set to span across two words, only the address specified in [Start Row Bit Address] will be allotted as the Display Start Row. <p>e.g.) Start Row Bit Address: D100's 12 bit, No. of Bits: 10</p> <div style="text-align: center;">  </div>

Continued

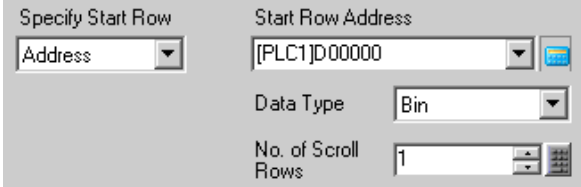
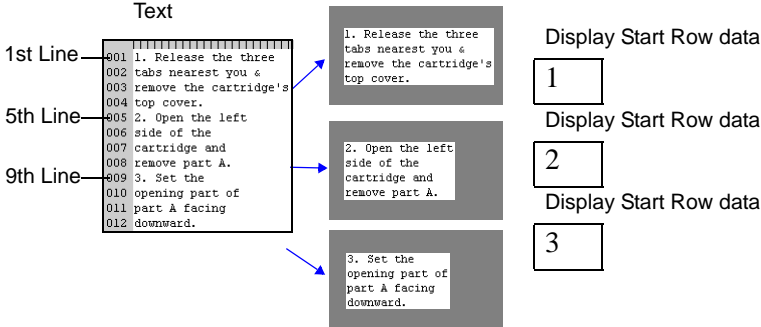
Setting	Description
<p>No. of Scroll Rows</p>	<p>Set the number of rows the display will scroll when the Start Row data changes. Use a number from 1 to 256.</p> <p>Display Start Row = No. of Scroll Rows (Display Start Row data - 1) + 1</p> <p>e.g.) [No. of Display Lines] = 4, [No. of Scroll Rows] = 4</p> <p>Display Start Row data = 1 Display Start Row = 1</p> <p>Display Start Row data = 2 Display Start Row = 5</p> <p>Display Start Row data = 3 Display Start Row = 9</p>  <p>If the Display Start Row is “0”, the text will not be displayed, and the Message Display’s Display Area will be shown with a clear color.</p>

When [Specify Text No.] is [Address]

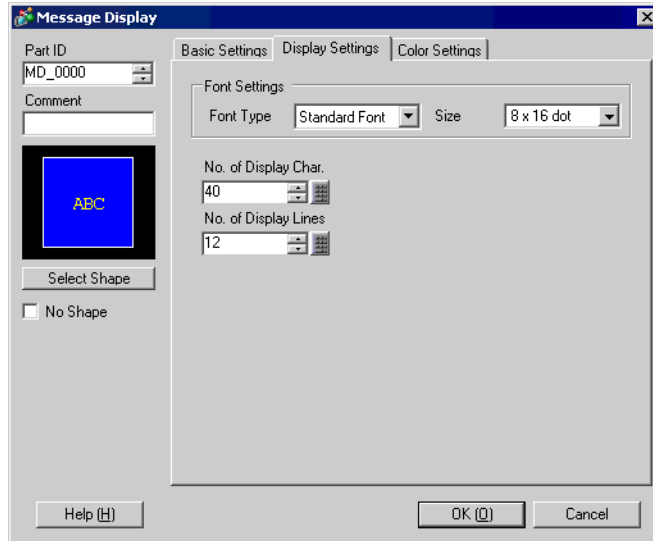


Setting	Description
Text No. Word Address	Set the address where the text number to display is stored. The text with the number stored in this address is displayed.
Data Type	Select the data type of the text number to be stored in [Text No. Word Address] from [Bin] or [BCD].

Continued

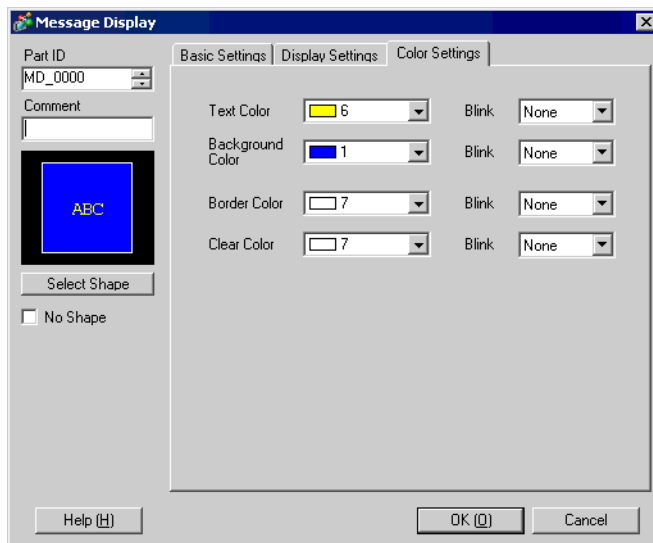
Setting	Description
Specify Start Row	Choose how the text's Start Row will be specified. <ul style="list-style-type: none"> • Constant Designate a set constant as the Display Start Row. • Address Specify the address where the display start row will be stored.
Constant Start Row	Desired text is displayed starting from fixed lines. Set a number for the text's Display Start Row from 1 to 512. When the row designated as the start row does not exist, then the operation is ignored. The previously displayed rows will remain.
Address	Displays desired text starting from various rows. 
Start Row Address	Set the address of the word address which stores the text's Display Start Row. The Display Start Row is decided by the data stored here and by the [No. of Scroll Rows]. When the row designated as the start row does not exist, then the operation is ignored. The previously displayed rows will remain. The display is cleared when the Display Start Row is set to "0".
Data Type	Choose the format for the text's Display Start Row from [Bin] or [BCD].
No. of Scroll Rows	Set the number of rows the display will scroll when the Start Row data changes. Use a number from 1 to 256. $\text{Display Start Row} = \text{No. of Scroll Rows} (\text{Display Start Row data} - 1) + 1$ e.g.) [Display Settings] tab's [No. of Display Lines] = 4, [No. of Scroll Rows] = 4 Display Start Row data = 1 → Display Start Row = 1 Display Start Row data = 2 → Display Start Row = 5 Display Start Row data = 3 → Display Start Row = 9  <p>If the Display Start Row data is "0", the text will not be displayed, and the Message Display's Display Area will be shown with a clear color.</p>

◆ Display Settings



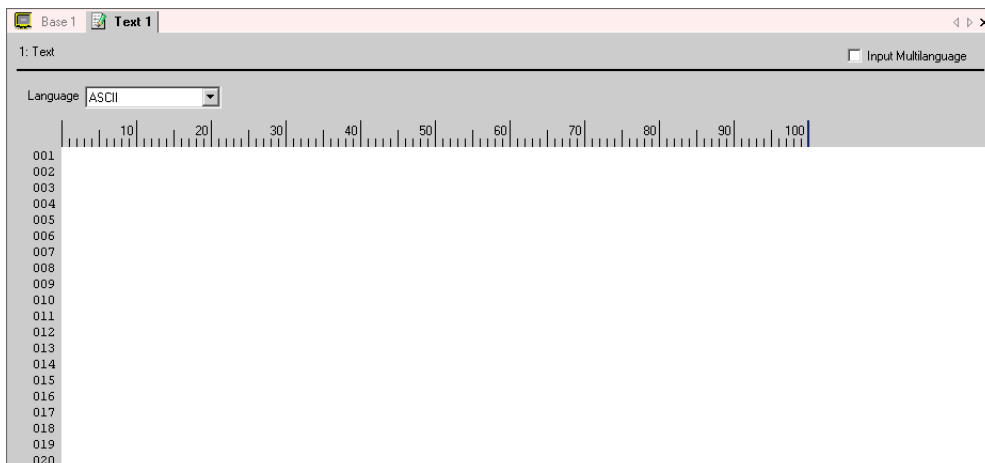
Setting	Description
Font Type	Choose from [Standard Font] or [Stroke Font].
Size	Choose a font size for the text. Standard Font: Specify Horizontal × Vertical by the unit of 8 dots from [8 × 8] to [64 × 128], or select from the fixed size of [6 × 10], [8 × 13], or [13 × 23]. In Fixed Size, only single-byte alphanumeric characters can be displayed. Stroke Font: 6 to 127
No. of Display Char.	Set the number of single-byte characters to be displayed on each line from 1 to 100.
No. of Display Lines	Set the number of lines of text to be displayed from 1 to 50.

◆ Color Settings



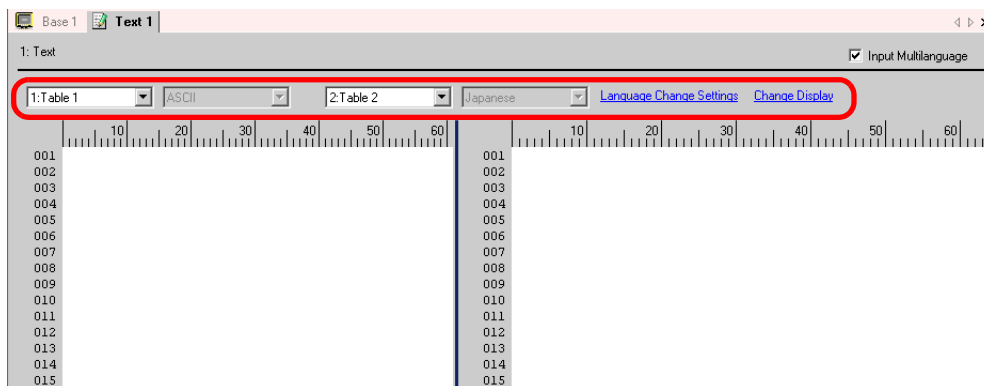
Setting	Description
Text Color	Select a color for the displayed text.
Background Color	Select the Message Display's color (background color for the displayed text).
Border Color	Select the Message Display's border color.
Clear Color	Select a color for the Display Area for after the Message has been cleared (when the text of the corresponding number does not exist).
Blink	<p>Select whether or not the Part will blink, and the blink speed. You can choose different blink settings for the [Text Color], [Background Color], [Border Color], and [Clear Color].</p> <p>NOTE</p> <ul style="list-style-type: none"> • There are cases where you can and can not set Blink depending on the Main Unit and System Settings' [Color Settings]. <p>☞ "9.5.1 Specify Color ■ Supported Color List" (page 9-33)</p>

15.7.2 Common Settings Guide (Text)



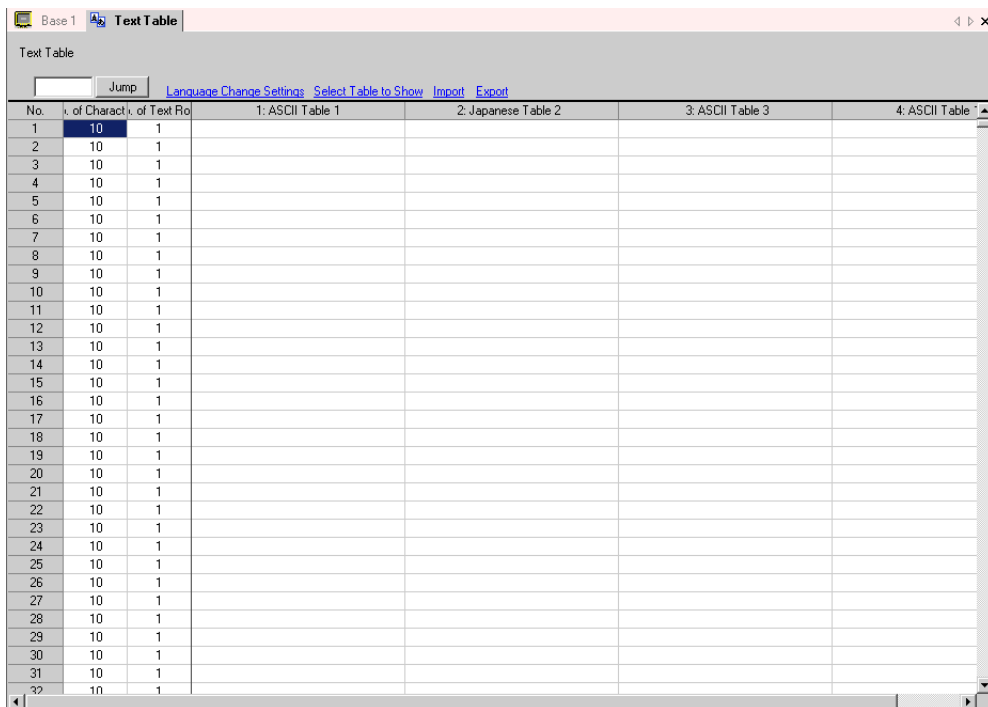
Setting	Description
Input Multilanguage	Put a check mark next to this to allow for Multilanguage input.
Language	Choose the text's language from [ASCII], [Japanese], [Taiwanese], [Chinese], or [Korean].
Text Input Border	You can input text with up to 100 single-byte characters per row × 512 rows.


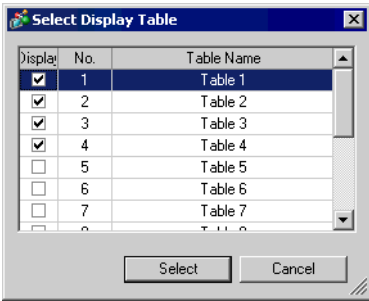


■ Text (Input Multilanguage) Settings Guide



Setting	Description
Language Change Settings	The [Language Change Settings] dialog box opens. Designate a language for each table. ☞ “ ■ [Language Change Settings] Dialog Box” (page 15-51)
Change Display	Changes the setting to display only one table or display two overlapping tables.
Select Table	Select the table to register text from [1:Table 1] to [16:Table 16].

15.7.3 Text Table Settings Guide



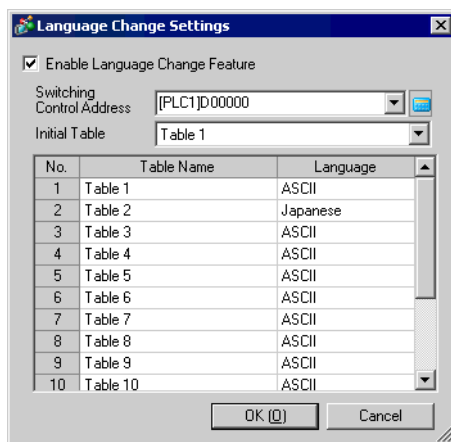
Setting	Description
Jump	Jump to a specific row number.
Language Change Settings	Displays the [Language Change Settings] dialog box.  " ■ [Language Change Settings] Dialog Box" (page 15-51)
Select Table to Show	Designate the tables to display on the Text Table setting screen. Put a check mark next to the tables necessary to register the Text Table. 
Import	Imports Text Tables using a CSV file.  " ■ [Import Text Table] Dialog Box" (page 15-53)
Export	Exports Text Tables using a CSV file.  " ■ [Export Text Table] Dialog Box" (page 15-52)

Continued

Setting	Description
Text Table	Register text. You can register up to 10,000.
No.	Displays the Text Table's index number (row number).
No. of Characters	<p>Set the number of characters to be displayed on each row from 1 to 100. However, please ensure that the number of characters used, [No. of Characters] × [No. of Text Rows], is a maximum of 1,200.</p> <p>NOTE</p> <ul style="list-style-type: none"> Each row's [No. of Characters] and [No. of Text Rows] are available in all tables.
No. of Text Rows	<p>Set the number of rows from 1 to 40. However, please ensure that the number of characters used, [No. of Characters] × [No. of Text Rows], is a maximum of 1,200.</p> <p>NOTE</p> <ul style="list-style-type: none"> Each row's [No. of Characters] and [No. of Text Rows] are available in all tables. If text spans across multiple rows, Alt + Enter will line feed. “\n” is displayed to signal a line feed. <div style="text-align: center;"> </div> <ul style="list-style-type: none"> Even if such an index number is specified on an Alarm Message, only the first line will be displayed.
Input Text Field	Input text to display for each table set in [Language Change Settings].

■ [Language Change Settings] Dialog Box

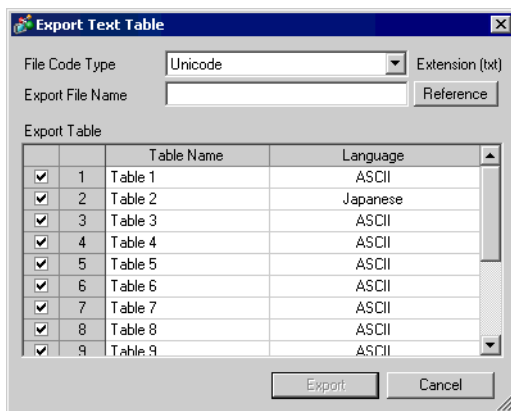
Set the Text Table's language and the address to control the language change feature.



Setting	Description
Enable Language Change Feature	Select whether or not to use the Language Change feature.
Switching Control Address	Select the address where the Table No. will be stored. NOTE <ul style="list-style-type: none"> When you specify a table number for which nothing is set, only a blank Text Display Area will be shown.
Initial Table	Set the table to display when the [Switching Control Address] is set to "0".
Table Name	Set a table name of up to 30 characters for each table.
Language	Choose each table's language from [ASCII], [Japanese], [Taiwanese], [Chinese], or [Korean].

■ [Export Text Table] Dialog Box

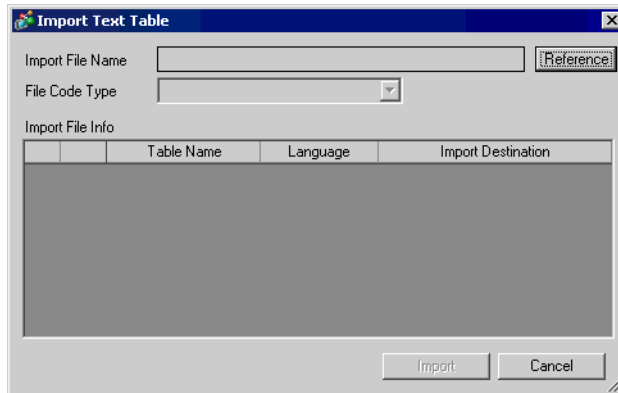
Saves registered Text Table data in TXT file format or CSV file format.



Setting	Description
File Code Type	<p>Select the code type of the file to import to: [Unicode], [Western European (Windows)], [Japanese (Shift-JIS)], [Chinese Traditional (Big5)], [Chinese Simplified (GB2312)], or [Korean].</p> <p>NOTE</p> <ul style="list-style-type: none"> • To export multiple languages at the same time, select [Unicode]. If you select other code types, characters are not properly outputted into files. • If [Unicode] is selected, the file extension is “txt”. If other code types are selected, the extension is “csv”.
Export File Name	Designate a file name to export. You can designate a file’s storage location and file name by directly inputting the file name or clicking [Reference].
Export Table	Select the Text Table to export. Text Tables which have a check mark to the left of them will be exported.

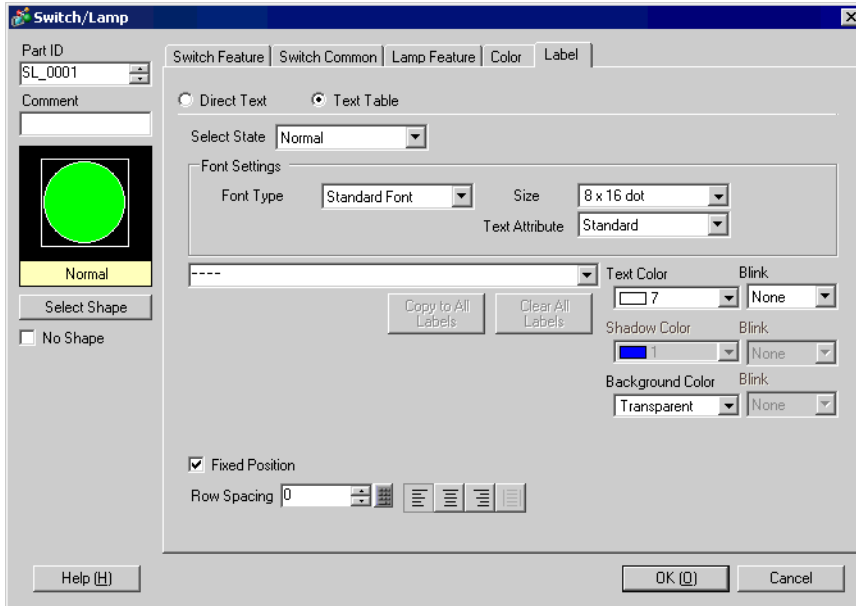
■ [Import Text Table] Dialog Box

Imports Text Table files (*.txt or *.csv) to a project.



Setting	Description
Import File Name	Click [Reference] and select a file to import.
File Code Type	<p>When the Text Table file to import is a CSV format file (*.csv), select the code type: [Western European (Windows)], [Japanese (Shift-JIS)], [Chinese Traditional (Big5)], [Chinese Simplified (GB2312)], or [Korean]. For import files that are the text format (*.txt), [Unicode] is fixed.</p> <p>NOTE</p> <ul style="list-style-type: none"> To import multiple languages at the same time, select [Unicode].
Import File Info	<p>The [Table Name] and [Language] of the file to import are displayed. The checked tables are imported to the Text Tables selected in [Import Destination] by overwriting them.</p>

15.7.4 Switch/Lamp - Label (Enable Text Table) Settings Guide

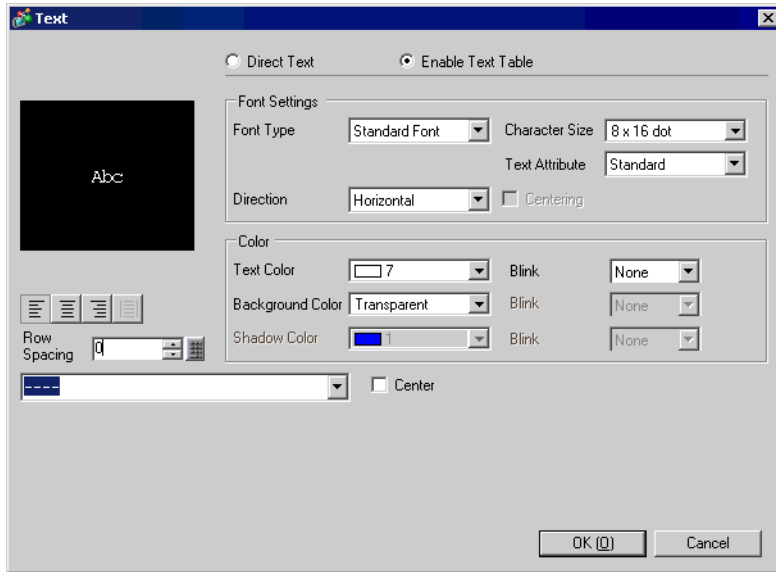


Setting	Description
Text Table	Browns and displays Text registered as a Label.
Select State	<p>Select the Lamp's state. If the Lamp Feature is not used, only [Normal] can be selected.</p> <p>If the Lamp Feature is used, you can set the label corresponding to the lamp's state.</p> <p>NOTE</p> <ul style="list-style-type: none"> To set a label that is interlocked or in delay, set the [Switch Common] tab's Detail Settings to [Set Interlocked Condition Display] or [Set the In-Delay Status Display]. This will add the [Select State] choice.
Font Settings	Set a font for the Label text.
Font Type	Choose a font type for the text from [Standard Font] or [Stroke Font].
Size	<p>Choose a font size for the text.</p> <p>Standard Font: Specify Horizontal × Vertical by the unit of 8 dots from [8 × 8] to [64 × 128], or select from the fixed size of [6 × 10], [8 × 13], or [13 × 23]. In Fixed Size, only single-byte alphanumeric characters can be displayed.</p> <p>Stroke Font: 6 to 127</p>
Text Attribute	<p>Select the font's text attributes.</p> <p>Standard Font: Choose from [Standard], [Bold], [Shadow] (When a fixed size [6 × 10] is selected, select from [Standard] or [Shadow].)</p> <p>Stroke Font: Choose from [Standard], [Bold], [Outline]</p>
Text	<p>Select text used as the Label from the registered Text Tables.</p> <p>If you select [Add Text], the dialog box appears and you can register new text in the Text Table.</p>
Text Color	Select a text color for the Label.

Continued

Setting	Description
Shadow Color	Select a shadow color for the label's text. NOTE • This can only be set when [Shadow] is set in [Text Attribute].
Background Color	Select a background color for the text.
Blink	Select whether or not the Part will blink, and the blink speed. You can choose different blink settings for [Text Color], [Shadow Color], and [Background Color]. NOTE • There are cases where you can and can not set Blink depending on the Main Unit and System Settings' [Color Settings]. ☞ "9.5.1 Specify Color ■ Supported Color List" (page 9-33)
Fixed Position	When clicked, the Label is positioned in the center of the Part. ☞ "15.7.8 Text Placement When Using Text Tables ■ Switch Lamp's Label" (page 15-60)
Row Spacing	Set a value from 0 to 255.
Align	Select the alignment of the text from [Align Left], [Align Right], or [Align Center]. When the [Font Type] is set to [Image Font], you can also select [Align on Both Sides].

15.7.5 Draw's Text (Enable Text Table) Settings Guide

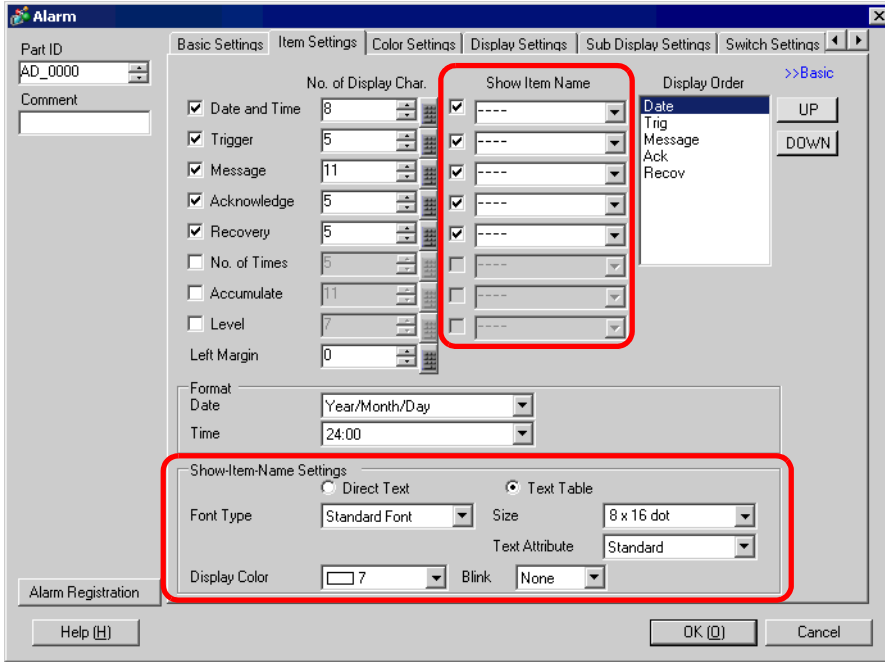


Setting	Setting
Text Table	Browses and displays Text registered as a Text Table.
Font Settings	Set a font for the text.
Font Type	Choose a font type for the text from [Standard Font] or [Stroke Font].
Text Size	Choose a font size for the text. Standard Font: Specify Horizontal × Vertical by the unit of 8 dots from [8 × 8] to [64 × 128], or select from the fixed size of [6 × 10], [8 × 13], or [13 × 23]. In Fixed Size, only single-byte alphanumeric characters can be displayed. Stroke Font: 6 to 127
Text Attribute	Select the font's text attributes. Standard Font: Choose from [Standard], [Bold], [Shadow] (When a fixed size [6 × 10] is selected, select from [Standard] or [Shadow].) Stroke Font: Choose from [Standard], [Bold], [Outline]
Direction	Select from "Horizontal" or "Vertical".
Centering	When [Vertical] is selected in [Direction], align the center of the text which includes single-byte and two-byte characters.
Color	Configure the color settings for the text.
Text Color	Select the text's color.
Background Color	Select a background color for the text.
Shadow Color	This can only be set when [Shadow] is set in [Text Attribute].

Continued

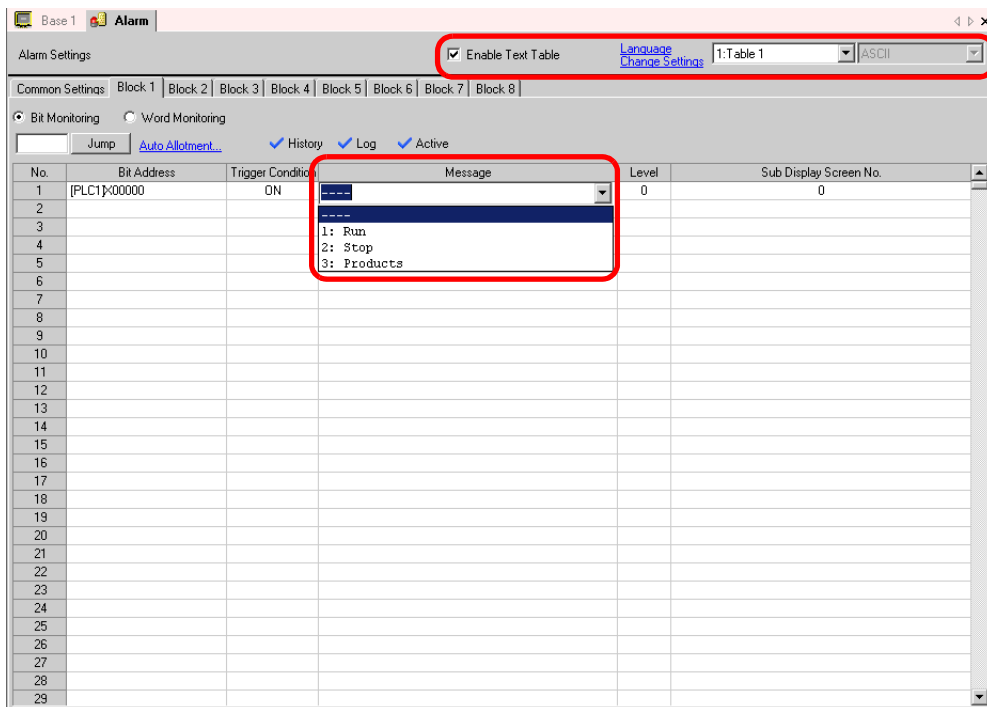
Setting	Setting
Blink	<p>Select whether or not the Part will blink, and the blink speed. You can choose different blink settings for [Text Color], [Background Color], and [Shadow Color].</p> <p>NOTE</p> <ul style="list-style-type: none"> • There are cases where you can and can not set Blink depending on the Main Unit and System Settings' [Color Settings]. <p>☞ "9.5.1 Specify Color ■ Supported Color List" (page 9-33)</p>
Align	<p>When [Horizontal] is selected in [Direction], select the alignment of the text from [Align Left], [Align Center], or [Align Right].</p>
Row Spacing	<p>Set a value from 0 to 255.</p>
Text	<p>Select text to display from the registered Text Tables.</p> <p>If you select [Add Text], the dialog box appears and you can register new text in the Text Table.</p>
Center	<p>When [Horizpntal] is selected in [Direction], designate whether or not to display the text in the center of the text display area.</p> <p>☞ "15.7.8 Text Placement When Using Text Tables ■ Text" (page 15-61)</p>

15.7.6 Alarm Part - Item Settings/Detail (Text Table) Settings Guide



Setting	Description
Show Item Name	Put a check mark next to the item names you want to display from the items to display on the Alarm Part. When [Text Table] is selected in [Show-Item-Name Settings], select text to use as an Item Name from the registered Text Tables. If you select [Add Text], the dialog box appears and you can register new text in the Text Table.
Show-Item-Name Settings	Configure settings for Item Name display.
Font Type	Choose a font type for the Item Name from [Standard Font] or [Stroke Font].
Size	Set a font size for the Item Name. Standard Font: Specify Horizontal × Vertical by the unit of 8 dots from [8 × 8] to [64 × 128], or select from the fixed size of [6 × 10], [8 × 13], or [13 × 23]. In Fixed Size, only single-byte alphanumeric characters can be displayed. Stroke Font: 6 to 127
Text Attribute	Select the font's text attributes. Standard Font: Choose from [Standard], [Bold], [Shadow] (When a fixed size [6 × 10] is selected, select from [Standard] or [Shadow].) Stroke Font: Choose from [Standard], [Bold], [Outline]
Display Color	Select the Item Name's text color.
Blink	Select whether or not the Part will blink, and the blink speed. You can choose blink settings for [Display Color]. NOTE • There are cases where you can and can not set Blink depending on the Main Unit and System Settings' [Color Settings]. ☞ "9.5.1 Specify Color ■ Supported Color List" (page 9-33)

15.7.7 Alarm Settings (Enable Text Table) Settings Guide



Setting	Description
Enable Text Table	<p>Designate whether or not to use the text registered in Text Tables as an Alarm Message. If this option is set, you can change languages of the Alarm Messages to display even while the system is active.</p> <p>NOTE</p> <ul style="list-style-type: none"> • When the Alarm Message is set by directly inputting it, if you put a check mark next to this item, all the set messages are deleted. • The [Language Settings] and [Enable Text Table] settings are available to all Alarms (Alarm History’s each block, Banner, and Show Summary). Direct Inputted messages and messages registered on a Text Table cannot be displayed at the same time.
Language Change Settings	<p>Displays the [Language Change Settings] dialog box.</p> <p>☞ “ ■ [Language Change Settings] Dialog Box” (page 15-51)</p>
Text Table	<p>Select the Text Table to use.</p>
Message	<p>Select the text to use as a message from the text registered in the table selected in [Text Table].</p> <p>NOTE</p> <ul style="list-style-type: none"> • When multiple lines of text are selected, only the first line is displayed.

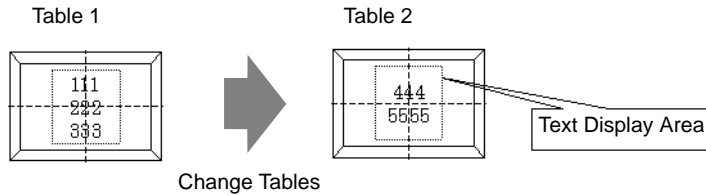
15.7.8 Text Placement When Using Text Tables

■ Switch Lamp's Label

◆ Text Display Area

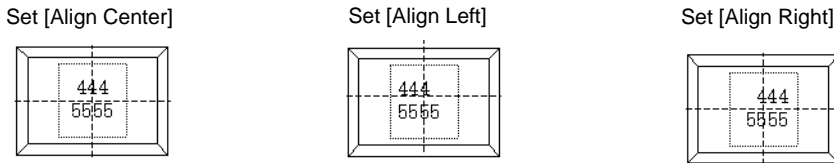
The size of a Part's text display area changes according to the size specified in the Text Table ([No. of Characters] × [No. of Text Rows]). Even when the number of characters inputted in the Text Table is smaller than the set [No. of Characters] × [No. of Text Rows], the text display area remains the same size. Text is always displayed in the center of the text display area.

e.g.) No. of Characters = 6, No. of Text Rows = 3



◆ Align ([Align Left], [Align Center], [Align Right])

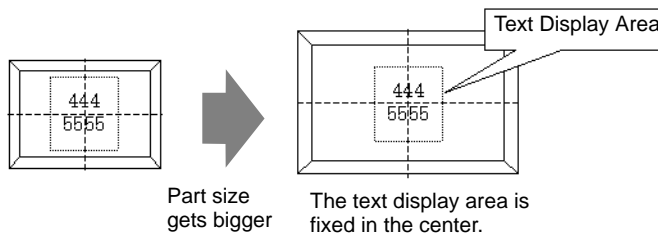
When multiple rows are set to the Text Table, the row with the largest number of characters (in the following example, the second row, "5555") is fixed and the other rows can be aligned to it with [Align Left], [Align Center], or [Align Right].



◆ Fixed Position

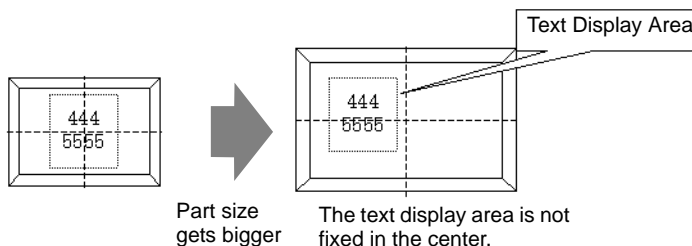
When [Fixed Position] is set

The text display area is always fixed in the center of a Part.



When [Fixed Position] is not set

You can move the text display area to a desired position on a Part.

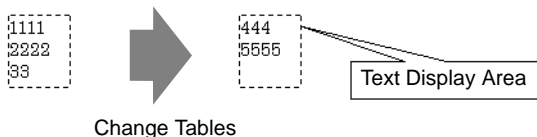


■ **Text**

◆ **Text Display Area**

The size of a Draw [Text]'s text display area changes according to the size specified in the Text Table ([No. of Characters] × [No. of Text Rows]). Even when the number of characters inputted in the Text Table is smaller than the set [No. of Characters] × [No. of Text Rows], the text display area remains the same size.

e.g.) No. of Characters = 6, No. of Text Rows = 3

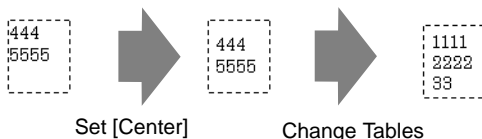


◆ **Center**

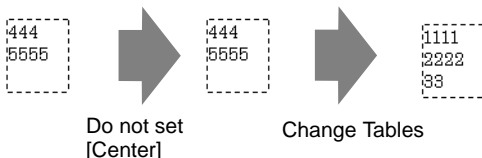
Centers the text in the Text Display Area.

Therefore, even if you specify the second row text in table 1, or the third row text in table 2, the text will be displayed in the center of the display area.

When [Center] is set

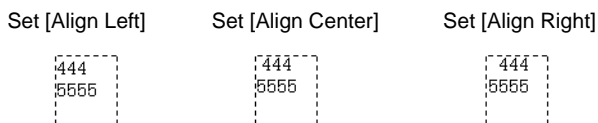


When [Center] is not set



◆ **Align ([Align Left], [Align Center], [Align Right])**

When multiple rows are set to the Text Table, the row with the largest number of characters (in the following example, the second row, “5555”) is fixed and the other rows can be aligned to it with [Align Left], [Align Center], or [Align Right].

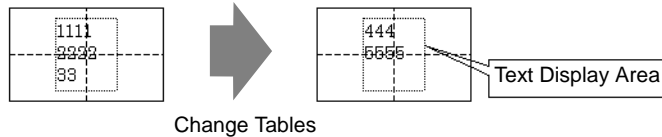


■ Message Display

◆ Text Display Area

The size of a Message Display's text display area changes according to the size specified in the Text Table ([No. of Characters] × [No. of Text Rows]). Even when the number of characters inputted in the Text Table is smaller than the set [No. of Characters] × [No. of Text Rows], the text display area remains the same size.

e.g.) No. of Characters = 6, No. of Text Rows = 3

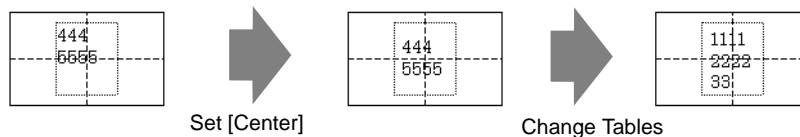


◆ Center

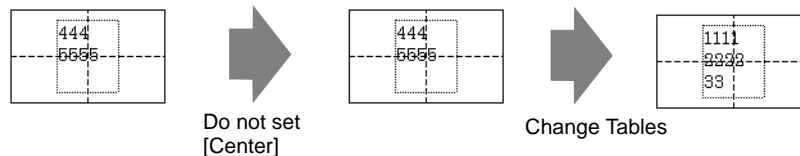
Displays the text in the center of the Text Display Area.

Therefore, even if you specify the second row text in table 1, or the third row text in table 2, the text will be displayed in the center of the display area.

When [Center] is set

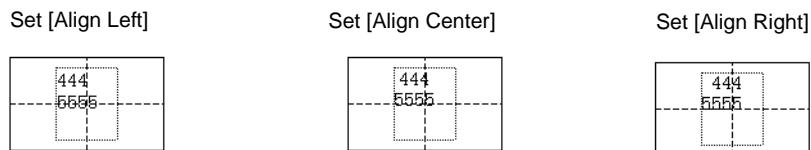


When [Center] is not set



◆ Align ([Align Left], [Align Center], [Align Right])

When multiple rows are set to the Text Table, the row with the largest number of characters (in the following example, the second row, "5555") is fixed and the other rows can be aligned to it with [Align Left], [Align Center], or [Align Right].



15.8 Restrictions

15.8.1 Message Display (Direct Input) Restrictions

- If a message which has not been defined is designated, the Message Display will show nothing. For example, when the number of messages is 16 and only states 0 to 3 actually have a message registered, designating states 4 to 15 displays only the Message Display frame.
- If a Message is input which exceeds the [No. of Display Char.], the overflowing portion will not be displayed.
Please ensure that messages remain within the [No. of Display Char.].

15.8.2 Message Display (Text Display) Restrictions

- When the data designated as [Display Start Row] has no corresponding row, no operation will occur. The previously displayed rows will remain.
- If your text data is wider than the display area, the portion that exceeds the area is truncated and is not displayed.

15.8.3 Language Change (Multilanguage) Restrictions

- If you change languages, all the text using the Text Table changes.
The text registered in the Text Table can be used for the following features.
 - Draw's Text
 - Switch Lamp Part's Label
 - Alarm Part's Item Name
 - Messages to register in a Message Display's [Direct Input]
 - Alarm Messages to register in the Common Settings [Alarm Settings]
- For text using multiple languages, if you change languages, a Message Display's [Text Display] and the text displayed on an Alarm Part are also changed.
- You cannot change the text to display in a Data Display's [Text Display]. Also, item names and text displayed on a Sampling Data Display and Special Data Display cannot be changed by changing languages.
- Multiple text tables cannot be displayed at the same time.
- Changing languages acts the same as changing screens. Screens displayed before changing languages may not be displayed after changing languages.

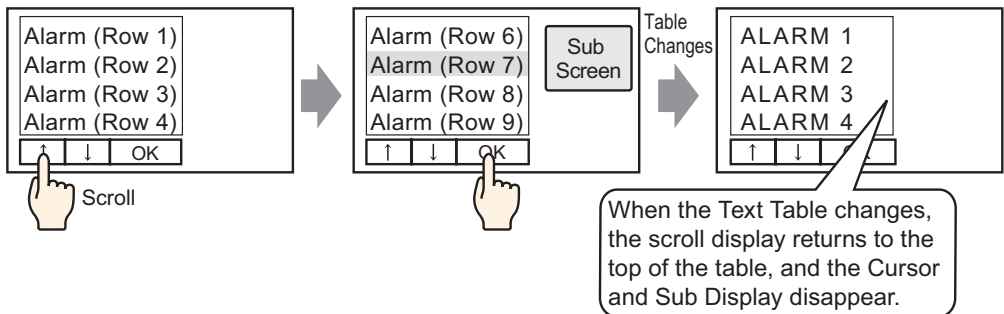
■ Changing Alarm language

- When you set [Enable Text Table] in [Alarm Settings], all of the messages inputted up to that time will be deleted.
- When registering Alarm Messages, Direct Input text and Text registered in a Text Table will be set to all Alarms (Banner, Alarm History, Summary). Direct Input text and Text registered on a Text Table cannot be displayed at the same time.
- For text registered on a Text Table with two or more lines, only the first line will be displayed/printed, even if two or more lines have been set up.

◆ Alarm History and Summary

- When setting an Alarm History Switch on the Alarm Part's [Switch Settings] tab, you cannot use a Text Table for the label. If you want to change languages for an Alarm History Switch, please use a Switch Lamp part's Special Switch.
☞ "11.14.4 Special Switch" (page 11-61)
- When you change a text table, the screen displays the initial state (the display state immediately after a screen change). Accordingly, any scroll movement or displayed Sub Screens will be canceled when the text table changes.

(e.g.)



- Do not change the text table (language) while saving an Alarm History to a CF-card (exporting a CSV file). If the text table changes, the CSV file will contain text with different languages, which may cause display problems when opening it in a spreadsheet program.
- Do not change the text table (language) while printing an Alarm History. If the text table (language) is changed while Batch Print is running, characters of different languages will be exported, and the print image may contain gaps.
- When saving in CSV/printing an Alarm History, "Date", "Trigger", and other item names are in Japanese if the Alarm Message (Text Table)'s language is Japanese, and in English if it is another language (ASCII, Taiwanese, Chinese, and Korean).

◆ Banner

- If the text table (language) is changed while an alarm message is scrolling, the language will change starting from the next message.