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.

15.1	Settings Menu	15-2
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15.1 Settings Menu





15.2 Changing and Displaying Messages (Text)

15.2.1 Details



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.

- ^(C) "15.7.1 Message Display Settings Guide Direct Input" (page 15-36)
- For details of the part placement method and the address, shape, color, and label setting method, refer to the "Part Editing Procedure".
 - (9.6.1 Editing Parts" (page 9-37)



- 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.

💰 Message Display		×
Part ID MD_0000	Basic Settings Display Settings Color Settings Display Text Direct Input Text Display Mode Address Bit IPLC1 1/00000 IMAGE	
Help (<u>H</u>)	OK (<u>0</u>) Cancel	

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

Mode	
Word	•

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

Click the icon to display Select device "D", input an address input keypad. "100" as the address, and press the "Ent" key. 💰 Input Address х Address Address Device/PLC PLC1 • [PLC1]D00000 [PLC1]D00100 -**-** 100 Back Clr Click А В С 7 8 9 D EF 4 5 6 1 2 3 0 Ent

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

💰 Message Display	×
Part ID	Basic Setting Display Settings Color Settings
MD_0000	Text Type
Comment	Direct Text O Text Table
	No. of Messages Select State
	2 State 0
ABC	Font Settings
	Font Type Standard Font 💌 Size 8 x 16 dot 💌
	Display ASCII
Select Shape	
	Register Message
	FixedPosition Undef i ned
	Alian
Help (H)	OK (D) Cancel

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)

Aligr	1	
Ē		Ξ

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.)

Select State	Register Message
State 0 💌	

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".)

Select State	Register Message
State 1	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".)

Chata 2	ate	Select State
state Z	•	State 2

Register Message	
Confirm Rack Enabled	

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

Text Registration Screen



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

.5.2 Setup i locedule

NOTE • Please refer to the settings guide for details.

- [™] "15.7.1 Message Display Settings Guide Text Display" (page 15-40)
- "15.7.2 Common Settings Guide (Text Register)" (page 15-47)
- For details of the part placement method and the address, shape, color, and label setting method, refer to the "Part Editing Procedure".
 ⁽²⁾ "9.6.1 Editing Parts" (page 9-37)

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")

💰 New Text	t/Open				×
New	🔿 Open				
Number	1 🗄				
Comment	Maintenance				1
			New	1 Coursel	
			New	Cancel	

3 The text input screen is displayed. Input text.

Base1
Text Input Multilanguage
Language ASCII
10 20 30 40 50 60 70 80 90 100 001 1. Release the three 002 tabs nearest you « 003 remove the cartridge's 004 top cover. 005 side of the 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
017 018 019 020

After inputting, click 4×10^{10} 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 is 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].

💒 Message Display	×
Part ID MD_0000 Comment ABC Select Shape No Shape	Basic Settings Display Settings Color Settings Display Text Direct Input Direct Input Specify Text No. Constant Start Row Bit Address [PLC1]×00000 V No. of Bits 1 No. of Scroll Rows 1 V No. of Scroll Rows No. of Scroll Rows
Help (<u>H</u>)	OK (<u>D</u>) Cancel

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

Specify Text No.	Text No.
Constant 💌	1 🕂 🏢

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

Select device "D", input "100.0" as

Click the icon to di	splay an addre	ess input keypad.		the address, and press the "Ent" key.
Start Row Bit Address	[PLC1]X00000	Click		Input Address Device/PLC PLC1 D ID ID
			Start Row Bi	it Address [PLC1]D00100.0

• 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)



• 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)

No. of Scroll Rows	4	日期
	1. H	

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



• 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.

	Base	1																			
		0				1 '			• •	• •	1.2	2			• 3	 	•	• •	 4	• •	
-																					
-																					
-																					
			1																		
		۶	ľ																Ĭ.		
1:1				12	345	67	89(012	234	456	78	90									
				2																	
1				3																	
				7																	
																			Į.		
			Ĭ																Ĭ		
2																					
																			ļ		

- 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.

					X
Part ID SL_0001 Comment Subscripts Normal Select Shape No Shape	Switch Feature Switch Common	Lamp Feature C Bit Switch Word Address [FLC1]D0010 Copy from La Word Action Write Data	iolor Label	een Special snoe Switch Data Type Dec Bit Length 16 Bit Constant 1	Selector Switch
Help (H)	Copy and Add	<u> </u>			Cancel

- 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].

Word Address	
[PLC1]D00100	▼ 📟

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

Word Action	Data Type
Add Data 💌	Bin 💌
Addition Base Word Address	Constant
[PLC1]D00100	🗃 + 1 📑 🚊
	Continuous Add Feature
	D00100 = D00100 + 1

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.



• 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 Details





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

停止

運転

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.)

RUN

STOF



15.4.2 Setup Procedure

Please refer to the settings guide for details. "15.7.3 Text Table Settings Guide" (page 15-48) "15.7.4 Switch/Lamp - Label (Enable Text Table) Settings Guide" (page 15-53)

For details of the part placement method and the address, shape, color, and label setting method, refer to the "Part Editing Procedure".
 "9.6.1 Editing Parts" (page 9-37)

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.

📃 Bas	el 🐴 Te	ext T able				4 ▷ 3	×
Text Tab	ole						
	Jur		uage Change Settings	Select Table to SH	now Import Export		
No.	i, of Charact	. of Text Ro				4	-
1	10	1					
2	10	1					
3	10	1					
4	10	1					
5	10	1					
6	10	1					
7	10	1					
8	10	1					
9	10	1					
10	10	1					
11	10	1				 	
12	10	1					
13	10	1					
14	10	1					
15	10	1				 	
16	10	1					
17	10	1					
18	10	1					
19	10	1					
20	I 10	1					

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.

<u>کی</u> ب	Langu Enab	iage Chang le Language	ge Settings e Change Feature		X
	Switchi Control	ing Address	[PLC1]D00000		-
	Initial T	able	Table 1		•
	No.	T	able Name	Language	
	1	Table 1		ASCII	
	2	Table 2		ASCII	
	3	Table 3		ASCII	
	4	Table 4		ASCII	
	5	Table 5		ASCII	
	6	Table 6		ASCII	
	7	Table 7		ASCII	
	8	Table 8		ASCII	
	9	Table 9		ASCII	
	10	Table 10		ASCII	•
			ΟΚ (<u>0)</u> Car	



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

Click the icon to display an address input keypad.

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

Switching Control Address	[PLC1]D00000	Click		Input Address ▼ Device/PLC PLC1 ▼ D ▼ 300 Back CIr 7 A B C D E F 4 5 6 1 2 3 0 Ent	
			Switching Control Address	[PLC1]D00300	_

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

Initial Table	Table 1	•

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

Enabl Switchi	le Language ng	Change Feature	
Control	Address	[PECT]D00300	
Initial T	able	Table 1	•
No.	T	able Name	Language 🔺
1	Table 1		ASCII
2	Table 2		ASCII 💌
3	Table 3		ASCII
4	Table 4		Japanese
5	Table 5		Chinese(Traditional)
6	Table 6		Chinese(Simplified)
7	Table 7		Korean
8	Table 8		Cyrillic Alphabet
9	Table 9		Thai
10	Table 10		`ASCII 🗾
		OK	.(<u>0)</u> Cancel

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)

📃 Bas	el 🌆 Te	ext T able			4 ▷ 🗙			
Text Table								
	Jun	np Land	uage Change Settings Select Table to St	now Import Export				
No.	i, of Charact	i, of Text Ro	1: ASCII Table 1	2: Japanese Table 2	3: ASCII Table 3			
1	10	1	Run	運転				
2	10	1	Stop	停止				
3	10	1	Products	生産数				
4	10	1						
5	10	1						
c	10	1						

After inputting, click *t* 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.

Switch/Lamp							×
Switch/Lamp Part ID SL_0001 Comment Comment Select Shape No Shape	Switch Feature Switch Common	Lamp Feature Co Bit Switch Bit Address [PLC1]X00000 Copy from Lamp Bit Action Bit Set	lor Label Word Switch	Screen Chance	Special Switch	Selector Switch >>Detail	
a	Copy and Add				1		
Heip (<u>H</u>)						Lancel	

- 9 Select the Switch's shape from [Select Shape].
- 10 Specify the [Bit Address] (e.g.: M100) and select [Bit Set] in [Bit Action].

Bit Address	
[PLC1]M00010	0 🔽 🧰
Copy from Lamp	Copy to Lamp
Bit Action	
Bit Set	•

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

Switch/Lamp	×
Part ID SL_0000	Switch Feature Switch Common Lamp Feature Color Label Direct Text Text Table Select State Normal Font Settings Font Type Standard Font Text Attribute Standard
Normal	Image: Copy to All Clear All Labels Text Color Blink Copy to All Clear All Labels To None Image: Copy to All Clear All Labels Shadow Color Blink Image: Copy to All Clear All Labels Background Color Blink Image: Copy to All Clear All Labels
	Fixed Position Row Spacing 0 → # E = = =
Help (<u>H</u>)	OK (<u>D</u>) Cancel

- 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)





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

Fixed Position			
Row Spacing 0	= =	E	∃ ≣

Font Settings

2: Stop

Font Type

The "Run" Switch has been created.

15 Create the same kind of "Stop" Switch.

[Switch Feature] Tab

•	
Bit Address	
[PLC1]M000100	
Copy from Lamp	Copy to Lamp
Bit Action	
Bit Reset	-

Two switches have been created.



[Label] Tab

Standard Font

Size

Text Attribute

٠

8 x

Star

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



- 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.
 - ^C "15.7.1 Message Display Settings Guide Direct Input ◆ Display Settings (Text Table)" (page 15-38)
 - ^(C) "15.7.5 Draw's Text (Enable Text Table) Settings Guide" (page 15-55)

 - "15.7.7 Alarm Settings (Enable Text Table) Settings Guide" (page 15-58)
 - 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 Details



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 Register)" (page 15-47)
		"15.7.1 Message Display Settings Guide Text Display" (page 15-40)
	•	For details of the part placement method and the address, shape, color, and label
		setting method, refer to the "Part Editing Procedure".

(9.6.1 Editing Parts" (page 9-37)



- 1 Register text in multiple languages you want to use. Select the [Common Settings (R)] menu
 [Text Registration (T)] command, or click is 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")

ð	New Tex	t/Open				x
6	New	🔿 Open				
	Number	1 🗄 🏢				
	Comment	Set				
L			 			
				New	Cancel	

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

Base 1 📝 Text 1	d þ ×
Text	🔲 Input Multilanguage
Language ASCII	11.100
Confirm Language Change Settings You are about to edit the language change feature. Is that OK? Yes Y No (N)	×

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

Switching Control Address [PLC1]D00000 🔽 🔙					
Initial T	able	Table 1			•
No.		Table Name	L	anguage	Ŀ
1	Table 1		ASCII		T
2	Table 2		ASCII		
3	Table 3		ASCII		
4	Table 4		ASCII		
5	Table 5		ASCII		
6	Table 6		ASCII		-
7	Table 7		ASCII		
8	Table 8		ASCII		
9	Table 9		ASCII		
10	Table 10		ASCIL		

• 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 the icon	to display an address	input keypad.	Selec addre	t device "D", input "300' ss, and press the "Ent"	" as the key.
Switching Control Address	[PLC1]D00000	Click		Input Address ▼ Device/PLC PLC1 ▼ D ▼ 300 Back CIr A B D F 4 5 1 2 0 Ent	
		Switching Control Ac) ddress [[f	PLC1 JD 00300	•

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

Initial Table	Table 1	•

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

5	Langu	iage Chang	je Settin	igs				×		
V	Enable Language Change Feature									
Switching Control Address [PLC1]D				00300		•				
	Initial T	able	Table 1				•			
	No.	Т	able Name		La	anguage				
	1	Table 1			ASCII					
	2	Table 2			ASCII	1	-			
	3	Table 3			ASCII			1		
	4	Table 4			Japanese					
	5	Table 5			Chinese	(Traditional)		1		
	6	Table 6			Chinese	(Simplified)				
	7	Table 7			Korean					
	8	Table 8			Cyrillic A	Iphabet				
	9	Table 9			Thai					
	10	Table 10			ASCII		_	1		
	OK (<u>0</u>) Cancel									

8 Input text to display for each table.

📮 Base 1 🔯 Text 1	$\triangleleft \triangleright \mathbf{x}$
1: Text	I Input Multilanguage
1:Table 1 ASCII 2:Table 2	 Japanese <u>Language Change Settings</u> <u>Change Display</u>
10 20 30 40 50 001 (1) Set the box of the 002 replaced parts A with 003 the open part under 004 005 006 007 008 009 010 011 012 013 014 015 016 017 018	10 10 00 00 10 00 10 00 10 10
019	019
020	020

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 **W** 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.

Message Display		×
Part ID MD_0000 Comment ABC Select Shape No Shape	Basic Settings Display Settings Color Settings Display Text Direct Input Text Display Specify Text No. Text No. >>Detai Constant 1 = 1 Trigger Bit Address [PLC1]>00000 = 1	
Help (<u>H</u>)	OK (<u>D</u>) Cancel	

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].



• 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.

💰 Switch/Lamp		×
Part ID SL_0001 ** Comment Normal Select Shape No Shape	Switch Feature Switch Common Lamp Feature Color Label Switch Feature Multi-function List Screen Special Selector Bit Switch Switch Switch Screen Special Selector Word Address FLC1pD0000 Screen Switch Selector Word Address FLC1pD0000 Screen Switch Selector Word Address Vord Action Data Type Dec St Write Data Dec St St Screent St Add Copy and Add St St St St	
Help (<u>H</u>)	OK (Q) Cancel	

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].

Word Action		Data Type	
Write Data	•	Dec	•
		Bit Length	
		16 Bit	•
		Constant	
		1	1

20 Specify the color and label for the switch on the [Color] tab and [Label] tab as required, and click [OK]. The switch for changing to English text (Table 1) has been completed.

Ģ	Base	1 😼	Text 1					
		0	1	• 4 •	• •	 	5	
-								
1			⊐					
0								
-				۱	Î			
			123456789012345678901234			Englis	h	
			2					
1			3					
-								
-								
		- ·						

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

Word Address [PLC1]D00300	
Copy from La Copy to Lamp	
Word Action Write Data	Data Type Dec
	Bit Length 16 Bit
	Constant 2

• 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.

⁽⁽)</sup> "15.6.2 Setup Procedure ■ Export" (page 15-30)



(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.

^(C) "15.6.2 Setup Procedure ■ Import" (page 15-32)



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. ⁽²⁷⁾ "15.7.3 Text Table Settings Guide" (page 15-48)

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].

📃 Bas	e 1 🔩 Te	ext Table			$\triangleleft \triangleright \mathbf{X}$						
Text Tab	Text Table										
	Jump Language Change Settings Select Table to Show Import										
No.	i, of Charact	∈ of Text Ro	1: Japanese Table 1	2: ASUII Table 2							
1	10	1	警報A	ALARM A							
2	10	1	警報B	ALARM B							
3	10	1	警報C	ALARM C							
4	10	1									
5	10	1									
C	10										

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.

File Co	ode Typ	be Unicode	Extensi	on (txt)
Export File Name		ame	Refere	ence
Export	Table			
		Table Name	Language	
	1	Table 1	Japanese	
	2	Table 2	ASCII	
	3	Table 3	ASCII	
	4	Table 4	ASCII	
	5	Table 5	ASCII	_
	6	Table 6	ASCII	
	7	Table 7	ASCII	
	8	Table 8	ASCII	
	9	Table 9	45CII	-
			Event Court	

 $\mathbf{3}$ Select the code type of the files to export.

¢	🗯 Ехр	ort Te	xt Table			×
(File C	ode Typ	e West	Western European (Windows) 📃 Extension (csv		
	Expor	t File Na	ame			Reference
	Expor	t Table				
			Table Na	ame	Language	
		1	Table 1		Japanese	
		2	Table 2		ASCII	
		3	Table 3		ASCII	

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].

Save As						? ×
Save in:	🔁 database		•	(† 🖻 🖨	•	
istory	file table1.csv					
My Documents						
My Computer						
My Network P	File <u>n</u> ame: Save as <u>t</u> ype:	table2.csv CSV File(*.csv)		•		<u>à</u> ave ancel

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.

💰 Export	Text Table	×
i	Text table export was completed normally.	
	(<u> </u>	

• 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].

📃 Bas	📮 Base 1 🍇 Text Table 🛛 🖉 🗛						
Text Table							
	Jun	np Lang	uage Change Settings Select Table to Sh				
No.	i, of Charact	i, of Text Ro	1: ASCII Table 1	2: ASCII Table 2	▲		
1	10	1					
2	10	1					
3	10	1					
4	10	1					
5	10	1					

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

💰 Import Text 1	able		×
Import File Name File Code Type			
Import File Info			
	Table Name	Language	Import Destination
			Import Cancel

3 Select "CSV File (*.csv)" in [Files 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.

• Imp	oort T	ext Tabl	e			Þ
Import File Name C:\Program Files\Pro-face\database\table2.csv Reference						
File Code Type Western European (Windows)						
Impor	File Ini	fo				
		Ta	ible Name	Language	Import Destina	tion
	2	Table 2		ASCII	2:ASCII:Table 2	

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.

đ	🖇 Import Text Table 📉 🗙							
Import File Name			ame	C:\Program File:	Reference			
File Code Type)e	Western European (Windows)					
	Import File Info							
			Ta	able Name	Language	Import Destinat	ion	
	•	2	Table 2		ASCII	2:ASCII:Table 2		
						1:Japanese:Table 1		
					(2:ASCII:Table 2		
						3:ASUII: LADIE 3		
						4:ASCII:Table 4		
						5:ASCII:Table 5		
						6:ASCII:Table 6	-	
J								
						Import	Cancel	

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

💰 Import	Text Table	×
•	Text table import was completed normally.	
	(<u>OK(O)</u>	

• 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

📃 Base	el 🗛 Tex	kt Table		
Text Tab	ble			
_				
	Jump	<u>Lang</u>	uage Change Settings Select Table to S	how Import Export
No.	c of Charact c	of Text Ro	1: Japanese Table 1	2: ASCII Table 2
1	10	1	警報	Alarm
2	10	1	確認	OK
3	10	1	圧力異常	Pressure
4	10	1		
5	10	1		
		Exp	ort	
		Слр		
CSV fi	le format			
String 1	Table Data	a	Header (Necess	ary for import)
"" "" "1	" "?"	^ 	Each table's Tabl	
, , , ı	,∠ 			
, ", ", "I	able 1"," I	able 2"	Each table's Tabl	e Name
,"","","ja	a-JP","en-	US"	Each table's Lang	guage Code
1,"10",'	'1", "警報"	, "Alarm	" The number of cl	naracters in No. 1, No. of Rows, Each
			table's text	
2 "10" '	' 1 " ™ क= ज " '	"OK"		paracters in No. 2. No. of Powe Each
2, 10 ,	1,唯心,	01		Idiacters in No. 2, No. of Rows, Each
			table's text	
3,"10",'	'1","圧力異	常 ","Pre	ssure"The number of cl	naracters in No. 3, No. of Rows, Each
			table's text	

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

	Α	В	Tab	le No.	E	
1	String Table Data					Table Name
2	/ No. c	of 🔾 No	o. of	1	2	Table Name
3	Char	acters	xt Rows	Table 1	Table 2 🖊	
4				ja-JP	en-US 🕳	Code*1
5	1	10	1	警報	Alarm	Code
6	2	10	1	確認	ОК	
7	3	10	1	圧力異常	Pressure	
0						
	Index No.	\sim			(Text

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

Language	Japanese	ASCII	Chinese (Tradi- tional)	Chinese (Simpli- fied)	Korean	Cyrillic	Thai
Language Code	ja-JP	en-US	zh-TW	zh-CN	ko-KR	ru-ru	th-TH

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. Direct Input The displayed message changes according to the bit address's ON/OFF state or the word address's value. Image 15-36) Text Display Text registered to a text screen is changed and displayed. Image 15-40) 				
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						
Setting	Select the me Bit The Messag Word The Messag Word Addre the Word A Messages (2 No. of Messages 2 4	thod for char ge changes ir ge changes ir ess, starting : ddress are ar 2, 4, 8, 16) so No. of Bits Used 1	Description nging Messages. a response to the bit address turning ON/OFF. a response to which bits are displayed in the from the 00 bit. Bits (starting from Bit 00) from atomatically allotted, depending on the No. of et on the [Display Settings] tab. When the No. of Messages is 2, only the 00 bit is used. The remaining bits can be used for another purpose. 03 02 01 00				
	8	- 3	┥				
	16	4					
			When the No. of Messages is 16, bits 00-03 are used.				
Address	Select the add	lress which y	will trigger the Message's display.				

Display Settings (Direct Input)

🌮 Message Display	×
Part ID MD_0000 💼 Comment	Basic Settings Display Settings Color Settings Text Type © Direct Text © Text Table
ABC Select Shape	Select State OFF Font Settings Font Type Standard Font Size 8 x 16 dot Display Language ASCII Text Attribute Standard
	Register Message
	Align
Help (<u>H</u>)	OK (<u>D</u>) Cancel

	Setting	Description
Dir	ect Text	Set the fixed text for each state by directly inputting it in the Register Mes- sage 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.
For	nt Settings	Set a font for the text.
	Font Type	Choose a font type for the text from [Standard Font] or [Stroke Font].
	Character Size	Choose a font size for the text. Standard Font: Specify Horizontal × Vertical by the unit of 8 dots from $[8 \times 8]$ to $[64 \times 128]$, or select from the fixed size of $[6 \times 10]$, $[8 \times 13]$, or $[13 \times 23]$. In Fixed Size, only single-byte alphanumeric characters can be displayed. Stroke Font: 6 to 127
	Display Lan- guage	Choose from [ASCII], [Japanese], [Chinese (Traditional)], [Chinese (Simplifed)], [Korean], [Cyrillic], or [Thai].
	Text Attribute	Select the font's text attributes. Standard Font: Choose from [Standard], [Bold], [Shadow] (When a fixed size $[6 \times 10]$ is selected, select from [Standard] or [Shadow].) Stroke Font: Choose from [Standard], [Bold], [Outline]
Alię	ŋn	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 \times 4 rows.
Copy Comment		Copies the text in the [Comment] field to the Message field selected in [Select State].
Co	py to All	Copies all the text in the Register Message field selected in [Select State] to all states.
De	lete	Deletes the message.

Display Settings (Text Table)

💕 Message Display	×
Part ID MD_0000 * Comment	Basic Settings Display Settings Color Settings Text Type © Direct Text © Text Table
ABC Select Shape	Select State OFF Font Settings Font Type Standard Font Size 8 x 16 dot Text Attribute Standard
	Register Message
	Align
Help (<u>H</u>)	OK (<u>D</u>) Cancel

	Setting	Description
Te	kt Type	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.
Fo	nt Settings	Set a font for the text.
	Font Type	Choose a font type for the text from [Standard Font] or [Stroke Font].
	Character Size	Choose a font size for the text. Standard Font: Specify Horizontal × Vertical by the unit of 8 dots from $[8 \times 8]$ to $[64 \times 128]$, or select from the fixed size of $[6 \times 10]$, $[8 \times 13]$, or $[13 \times 23]$. 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. ^C "15.7.8 Text Placement When Using Text Tables ■ Message Display" (page 15-61)

Color Settings

💰 Message Display							×
Part ID MD_0000	Basic Settings Dis	play Settings	Color Setti	ngs			1
Comment	Select State	OFF	•				
ABC	Text Color	6	T	Blink	None	•	
	Plate Color	1	•	Blink	None	•	
Select Shape	Border Color	7	•	Blink	None	•	
Help (<u>H</u>)			0	K (<u>O)</u>	Ca	ncel	

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 indica- tion 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]. 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 Setting Colors ■ List of Available Colors" (page 9-34)

- Text Display
- ♦ Basic Settings/Basic

💰 Message Display		×
Part ID MD_0000 ** Comment ABC Select Shape No Shape	Basic Settings Display Settings Color Settings Display Text Direct Input Text Display Specify Text No. Text No. >>Detail Constant Trigger Bit Address [PLC1]×00000 Text	
Help (<u>H</u>)	OK (D) Cancel	

		Setting	Description
Specify Text No.		r Text No.	 Choose how the Text No. will be specified. 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.
			Displays desired text on the Message Display.
	Ad	dress	Specify Text No. Text No. Word Address >>Detail Address IPLC1]D00000 Image: Comparison of the second
		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.



When [Specify Text No.] is [Constant]

Displays fixed text starting from various rows.

💣 Message Display	×
Part ID MD_0000	Basic Settings Display Settings Color Settings Display Text Direct Input Text Display Specify Text No. Text No. Constant Start Row Bit Address [PLC1]x00000 No. of Bits 1 No. of Scroll Rows 1 Start Row 1 No. of Scroll Rows 1 Start Row 1 No. of Scroll Rows 1 Start Row 1 Start R
Help (<u>H</u>)	OK (<u>0</u>) Cancel

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].

Setting	Description
	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]. e.g.) 12 row of text, Scroll will move by 4 rows each time: using 2 bits D100 Each scroll increments the address by 1. To Each scroll increments the address by 1. To
	row, 2 bits are used. $1 ext{1} ext{-9th} - 12 ext{th row}$ 2 bits used
No. of Bits	Because the number of bits used is set from the Display Start Row Specifi- cation data, the empty portion of the Reserved Area can be used for other purposes. e.g.) Start Row Bit Address: D100's 08 bit, No. of Bits: 4
	D100
	Reserved Area Area where the Display Start Row data is stored
	 • 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. e.g.) Start Row Bit Address: D100's 12 bit, No. of Bits:10 D100 D100

Set the number of rows the display will scroll when the Start Row data changes. Use a number from 1 to 256. Display Start Row = No. of Scroll Rows (Display Start Row data -1) e.g.) [No. of Display Lines] = 4, [No. of Scroll Rows] = 4 Display Start Row data = 1 \rightarrow Display Start Row = 1 Display Start Row data = 2 \rightarrow Display Start Row = 5 Display Start Row data = 3 \rightarrow Display Start Row = 9 Text Display Start Row data	Setting	Description
No. of Scroll Rows 1st Row 2 1st Row 1st Row 2 1st Row 1st Row	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. Display Start Row = No. of Scroll Rows (Display Start Row data -1) +1 e.g.) [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 Text 1st Row of 1. Release the three 1. Display Start Row data 2. Open the left 1. Release the three 1. Display Start Row data 3. Set the 1. Release the three 1. Display Start Row data 3. Set the 1. Release the three 1. Release the th

When [Specify Text No.] is [Address]

💰 Message Display		×
Part ID MD_0000 📻 Comment ABC Select Shape No Shape	Basic Settings Display Settings Color Settings Display Text Image: Color Settings Direct Input Text Display Direct Input Text Display Specify Text No. Text No. Word Address Address Image: Color Settings Data Type Bin	<u>ic</u>
Help (<u>H</u>)	Specify Start Row Start Row Constant 1	

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].

Setting		Description
Specify Start Row		 Choose how the text's Start Row will be specified. Constant Designate a set constant as the Display Start Row. Address Specify the address where the display start row will be stored.
C	Constant	Desired text is displayed starting from fixed lines.
	Start Row	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.
Δ	ddress	Displays desired text starting from various rows. Specify Start Row Start Row Address Address [PLC1]D00000 Data Type Bin No. of Scroll 1
	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. Display Start Row = No. of Scroll Rows (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 Text 1st Row 001 1. Release the three 1 to reave the table the three 1 to reave the table the cartridge's 5th Row 002 2. Open the left 003 created the three 003 3. Set the 003 created to a 1 downward. If the Display Start Row data is "0", the text will not be displayed, and the Massage Display's Display Area will be shown with a clear color.

Display Settings

🕈 Message Display		X
Part ID MD_0000 Comment ABC Select Shape No Shape	Basic Settings Display Settings Color Settings Font Settings Font Type Standard Font ▼ Size 8 x 16 dot ▼ No. of Display Char. 40 ★ # No. of Display Lines 12 ★ #	
Help (<u>H</u>)	OK (<u>D</u>) Cancel	

Setting	Description
Font Type	Choose from [Standard Font] or [Stroke Font].
Character Size	Choose a font size for the text. Standard Font: Specify Horizontal × Vertical by the unit of 8 dots from $[8 \times 8]$ to $[64 \times 128]$, or select from the fixed size of $[6 \times 10]$, $[8 \times 13]$, or $[13 \times 23]$. 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

Manage Dialan						
🔊 Message Display						Ă
Part ID	Basic Settings Di	splay Settings	Color Se	ettings		
MD_0000 🕂						
Comment	Text Color	6	•	Blink	None	1
		,		Dinit		.
	Background Color	1	-	Blink	None 💌	
	00101					
ABC	Border Color	7	-	Blink	None 💌	1
		·				
	Clear Color	7	-	Blink	None 💌	
Select Shape						
No Shape						
					_	
Help (<u>H</u>)				OK (<u>O</u>)	Cancel	

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 corrresponding number does not exist).
	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].
Blink	 NOTE There are cases where you can and cannot set Blink depending on the Main Unit and System Settings' [Color Settings]. ^C "9.5.1 Setting Colors ■ List of Available Colors" (page 9-34)

15.7.2 Common Settings Guide (Text Register)

Carle Base 1 📝 Text 1	$\triangleleft \triangleright \mathbf{X}$
1: Text	🔲 Input Multilanguage
001	
002	
003	
004	
006	
007	
008	
009	
010	
012	
014	
015	
016	
017	
018	
019	
020	
122	
023	
024	
025	
026	
027	
228	
023	
031	
032	
033	
034	
035	

Setting	Description
Input Multilanguage	Put a check mark next to this to allow for Multilanguage input.
Language	Choose the language for the text from [ASCII], [Japanese], [Chinese (Tra- ditional)], [Chinese (Simplified)], [Korean], [Cyrillic], or [Thai].
Text Input Border	You can input text with up to 100 single-byte characters per row \times 512 rows.

■ Text (Input Multilanguage) Settings Guide

📮 Base 1 🛐 Text 1	4 ▷ 🗙
1: Text	V Input Multilanguage
1:Table 1 💌 ASCII 💌 2:Table 2 💌	Japanese Y Language Change Settings Change Display
001	001
002	002
003	003
004	004
005	005
006	006
007	007
008	008
009	009
	010
011	011
012	012
013	013
014	014

Setting	Description
Language Change Settings	The [Language Change Settings] dialog box opens. Designate a language for each table. ^(G) "■ [Language Change Settings] Dialog Box" (page 15-50)
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

🛄 Bas	se 1 🤷 Te	ext T able				$\triangleleft \triangleright \mathbf{X}$
Text Ta	Text Table					
	Jump Language Change Sations - Salact Table to Chow Lengert Event					
No.	. of Charact	. of Text Ro	1: ASCII Table 1	2: Japanese Table 2	3: ASCII Table 3	4: ASCII Table 1
1	10	1		·		
2	10	1				
3	10	1				
4	10	1				
5	10	1				
6	10	1				
7	10	1				
8	10	1				
9	10	1				
10	10	1				
11	10	1				
12	10	1				
13	10	1				
14	10	1				
15	10	1				
16	10	1				
17	10	1				
18	10	1				
19	10	1				
20	10	1				
21	10	1				
22	10	1				
23	10	1				
24	10	1				
25	10	1				
26	10	1				
27	10	1				
28	10	1				
29	10	1				
30	10	1				
31	10	1				
32	10	1				

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 15-50)		
	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.		
Select Table to Show	Visplay No. Table Name Image: Constraint of the state		
Import	Imports Text Tables using a CSV file. ☞ "■ [Import Text Table] Dialog Box" (page 15-52)		
Export	Exports Text Tables using a CSV file. ☞ " ■ [Export Text Table] Dialog Box" (page 15-51)		

	Setting	Description		
Tex	kt Table	Register text. You can register up to 10,000.		
	No.	Displays the Text Table's index number (row number).		
	No. of Characters	 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. NOTE Each row's [No. of Characters] and [No. of Text Rows] are available in all tables. 		
		 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. NOTE 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. 		
	No. of Text Rows	 of Charactic of Text Bo 1: ASCII Table 1 10 1 Concentration rise 10 1 Line Feed: Alt + Enter 10 1: ASCII Table 1 of Charactic of Text Bo 1: ASCII Table 1 20 2 Tank A\nConcentration rise 10 1 		
	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.

ð	💰 Language Change Settings 🛛 🗙						
Enable Language Change Feature							
Switching Control Address		[PLC1]D00000			•		
Initial Table		Table 1	Table 1			-	
	No.	T	able Name		La	anguage	
	1	Table 1			ASCII		
	2	Table 2			Japane	se	
	3	Table 3			ASCII		
	4	Table 4			ASCII		
	5	Table 5			ASCII		
	6	Table 6			ASCII		
	7	Table 7			ASCII		
	8	Table 8			ASCII		
	9	Table 9			ASCII		
	10	Table 10			ASCII		T
				0K ((<u>2)</u>	Cancel	

Setting	Description	
Enable Language Change Feature	Select whether or not to use the Language Change feature.	
	Select the address where the Table No. will be stored.	
Switching Control	NOTE	
Address	• 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 the language for each table from [ASCII], [Japanese], [Chinese (Traditional)], [Chinese (Simplified)], [Cyrillic], or [Thai].	

■ [Export Text Table] Dialog Box

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

File C	ode Typ	e Unicode	•	Extension (txl
Expor	t File N	ame		Reference
Expor	t Table			
		Table Name	Language	
•	1	Table 1	ASCII	
•	2	Table 2	Japanese	
•	3	Table 3	ASCII	
•	4	Table 4	ASCII	
•	5	Table 5	ASCII	
•	6	Table 6	ASCII	
•	7	Table 7	ASCII	
	8	Table 8	ASCII	
	-	T-1-1-0	ASCIL	

Setting	Description
	Select the code type of the file to import from among [Unicode], [Western European (Windows)], [Japanese (Shift- JIS)], [Chinese Traditional (Big5)], [Chinese Simplified (GB2312)], [Korean], [Cyrillic (Windows)], or [Thai (Windows)].
File Code Type	 • 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.

💰 Import Text T	able		X
Import File Name File Code Type			
Import File Info			
	Table Name	Language	Import Destination
			Import Cancel

Setting	Description			
Import File Name	Click [Reference] and select a file to import.			
File Code Type	If the Text Table file to import is a CSV format file (*.csv), select the construction of the two periods of two periods of the two periods of two periods of the two periods of the two periods of two periods o			
	The [Table Name] and [Lang checked tables are imported t tion] by overwriting them.	uage] of the fil o the Text Tabl	e to import are displayed. The es selected in [Import Destina-	
	Table Name	Language	Import Destination	
Import File Info	✓ 1 Table 1	ASCI	1:ASCII:Table 1	
	✓ 2 Table 2	Japanese	1:ASCII:Table 1	
			2:Japanese:Table 2 3:ASCII:Table 3 4:ASCII:Table 4 5:ASCII:Table 5 6:ASCII:Table 6	

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

Switch/Lamp		×
Part ID SL_0001 Comment	Switch Feature Switch Common Lamp Feature Color Label C Direct Text Text Table Select State Normal Font Settings Font System Standard Font Size 8×16 dot	-
Normal Select Shape	Text Attribute Standard]
	Image: Second Color Dark ground Color Transparent Image: None Image: Second Color None Image: Second Color None Image: Second Color None]
Help (<u>H</u>)	OK (<u>0</u>) Cancel	

Setting		Description
Te	kt Table	Browses and displays Text registered as a Label.
Select State		 Select the Lamp's state. If the Lamp Feature is not used, only [Normal] can be selected. If the Lamp Feature is used, you can set the label corresponding to the lamp's state. NOTE 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.
Fo	nt Settings	Set a font for the Label text.
	Font Type	Choose a font type for the text from [Standard Font] or [Stroke Font].
	Character Size	Choose a font size for the text. Standard Font: Specify Horizontal × Vertical by the unit of 8 dots from $[8 \times 8]$ to $[64 \times 128]$, or select from the fixed size of $[6 \times 10]$, $[8 \times 13]$, or $[13 \times 23]$. 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 $[6 \times 10]$ is selected, select from [Standard] or [Shadow].) Stroke Font: Choose from [Standard], [Bold], [Outline]

Setting	Description
Text	Select text used as the Label from the registered Text Tables. If you select [Add Text], the dialog box appears and you can register new text in the Text Table.
Text Color	Select a text color for the Label.
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	Set the 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 cannot set Blink depending on the Main Unit and System Settings' [Color Settings]. * "9.5.1 Setting Colors = List of Available Colors" (page 9-34)
Fixed Position	When clicked, the Label is positioned in the center of the Part. ^C "15.7.8 Text Placement When Using Text Tables ■ Switch Lamp's Label" (page 15-59)
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

💰 Text					×
	C Direct Text	Enable Text	Table		
	Font Settings -				
	Font Type	Standard Font	Character Size	8 x 16 dot 💌	
Abc			Text Attribute	Standard 💌	
	Direction	Horizontal 💌	Centering		
	Color				1
	Text Color	7 💌	Blink	None	
EEE	Background Color	Transparent 💌	Blink	None	
Row Spacing 0 🕂 🏭	Shadow Color	1 💌	Blink	None	
	·	Center			
,					
			OK (0) Cancel	

Setting		Setting	
Enable Text Table		Browses and displays Text registered as a Text Table.	
Fo	nt 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 $[8 \times 8]$ to $[64 \times 128]$, or select from the fixed size of $[6 \times 10]$, $[8 \times 13]$, or $[13 \times 23]$. 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.	

Setting		Setting			
Color		Configure the color settings for the text.			
	Text Color	Select the text's color.			
Background Color		Set the background color for the text.			
	Shadow Color	This can only be set when [Shadow] is set in [Text Attribute].			
Blink		 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]. NOTE There are cases where you can and cannot set Blink depending on the Main Unit and System Settings' [Color Settings]. *** 951 Setting Colors. 			
Align		When [Horizontal] is selected in [Direction], select the alignment of the text from [Align Left], [Align Center], or [Align Right].			
Row Spacing		Set a value from 0 to 255.			
Text		Select text to display from the registered Text Tables. If you select [Add Text], the dialog box appears and you can register new text in the Text Table.			
Center		When [Horizontal] is selected in [Direction], designate whether or not to display the text in the center of the text display area. ^{CP™} "15.7.8 Text Placement When Using Text Tables ■ Text" (page 15-60)			

15.7.6	Alarm Part - Item Settings/Detail (Text Table) Settings Guid	le
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Alarm									×
Part ID	Basic Settings Item !	Settings Color Settin	qs	Display Settings	Sub Dis	olay Settings	Switch S	iettings 💶 🕨	1
AD_0000	r	No. of Display Char.		Show Item Nar	ne	Display (Irder	>>Basic	
Comment	Date and Time	8 😳 🏨	•		-	Date Trig		UP	
,	 Trigger 	5 🗄 🏨			-	Message Ack		DOWN	
	🔽 Message	11 📑 🏢	☑		•	Recov			
	🗹 Acknowledge	5 📑 🏨	☑		-				
	Recovery	5 🗄 🏨	☑		-				
	No. of Times	5 🕂 🏭	Г		7				
	C Accumulate	11 🕂 🏨	Г		-				
	Level	7 🕂 🗰	Г		_				
	Left Margin	0 🗄 🏢	_	·					
	-Format								
	Date	Year/Month/Day		<u> </u>					
	Time	24:00		•					
	Show-Item-Name Se	ettings C Direct Text		• Text Tal	hle				
	Font Type	Standard Font	•	Size	8 x 1	6 dot	•		
				Text Attribute	, Stan	dard	-		
	Display Color	7	Тв	link None	-				
Alarm Registration				1	_				
Help (<u>H</u>)						OK ()	Cancel	

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.			
Sh Se	ow-Item-Name ttings	Configure settings for Item Name display.			
	Font Type	Choose a font type for the Item Name from [Standard Font] or [Stroke Font].			
Character SizeSet a font size for the Item Nam Standard Font: Specify Horizon $[8 \times 8]$ to $[64 \times 128]$, or select f $[13 \times 23]$. In Fixed Size, only si displayed. Stroke Font: 6 to 127		Set a font size for the Item Name. Standard Font: Specify Horizontal × Vertical by the unit of 8 dots from $[8 \times 8]$ to $[64 \times 128]$, or select from the fixed size of $[6 \times 10]$, $[8 \times 13]$, or $[13 \times 23]$. In Fixed Size, only single-byte alphanumeric characters can be displayed. Stroke Font: 6 to 127			
Text Attribute Select the f Standard F (When a fix Stroke Fon		Select the font's text attributes. Standard Font: Choose from [Standard], [Bold], [Shadow] (When a fixed size $[6 \times 10]$ 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 cannot set Blink depending on the Main Unit and System Settings' [Color Settings]. * "9.5.1 Setting Colors ■ List of Available Colors" (page 9-34) 			

15.7.7 Alarm Settings (Enable Text Table) Settings Guide

🛄 Base	📮 Base 1 👶 Alarm 🛛 🕹 🕹									
Alarm Se	ttings		C	Enable Text Table	Language Change S	ettings 1:Table 1	ASCI	F		
Common	Common Settings Block 1 Block 2 Block 3 Block 4 Block 5 Block 6 Block 7 Block 8									
Bit Mo	nitoring 💫 🔿 Word Monitorin	g								
	Jump Auto Allotment	_ 🗸 Histo	ry 🗸 Log 🗸 Active							
No.	Bit Address	Trigger Conditio	n M	fessage	Level	Sub Dis	play Screen No.	_		
1	[PLC1]X00000	ON			• 0		0			
2										
3			1: Run		-					
5			2: Stop 3: Products		-					
6					」					
7										
8										
9										
10										
12										
13										
14										
15										
16										
17										
18										
19										
20										
21										
22										
23										
25										
26										
27										
28										
29								•		

Setting	Description			
Enable Text Table	 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. NOTE 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	Displays the [Language Change Settings] dialog box. ☞ "■ [Language Change Settings] Dialog Box" (page 15-50)			
Text Table	Select the Text Table to use.			
Message	Select the text to use as a message from the text registered in the table selected in [Text Table]. NOTE • 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



Change Tables

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].

Set [Align Center]







Fixed Position

When [Fixed Position] is set

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





Part size The gets bigger fixe

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] \times [No. of Text Rows]). Even when the number of characters inputted in the Text Table is smaller than the set [No. of Characters] \times [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



Set [Center] Change Tables

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].

Set [Align Left]	Set [Align Center]	Set [Align Right]
444	444	444
5555	6555	5555

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] \times [No. of Text Rows]). Even when the number of characters inputted in the Text Table is smaller than the set [No. of Characters] \times [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].

Set [Align Left]



Set [Al	ign C	enter]
---------	-------	--------



S	Set [Align F	Right]

 44 555	4 5	

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.
 - 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 or when printing an Alarm History, "Date", "Trigger", and other item names will be displayed in Japanese if the language of the Alarm Message (Text Table) is in Japanese, and displayed in English if the Alarm Message is in another language (ASCII, Korean, Chinese (Traditional), Chinese (Simplified), and Cyrillic, Thai).

Banner

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

Memo