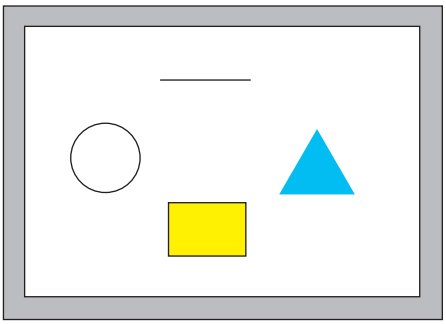
9 Draw (Figures/Text)

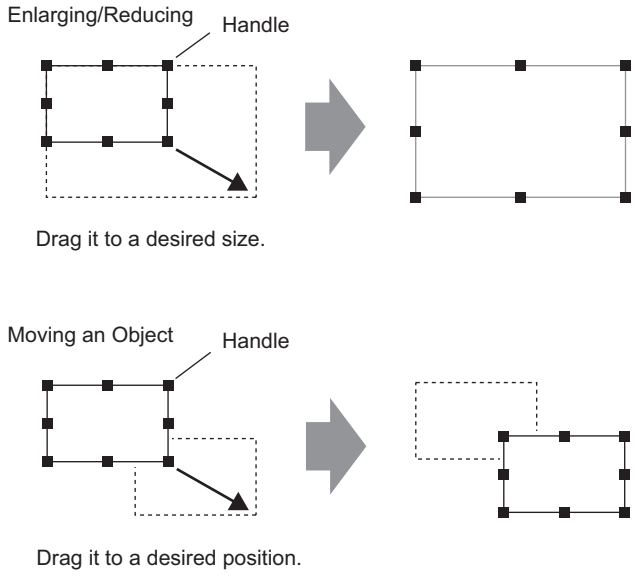
This chapter provides an overview of the draw/edit tools and how to draw figures and text in GP-Pro EX.
Read "9.1 Settings Menu" (page 9-2) first, then skip to the explanations as required.

9.1 Settings Menu

Drawing Pictures	
 Draws a line, rectangle, and other pictures.	☞ "9.2.1 Drawing Picture Lists" (page 9-6)

Writing Text	
 Places text on the screen.	☞ Setting Procedure (page 9-23)

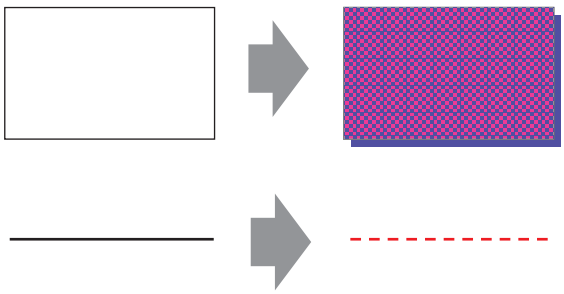
Editing Objects



Runs screen edit operations such as enlarging, reducing or moving.

☞ "9.4.1 Introducing Edit Tools" (page 9-26)

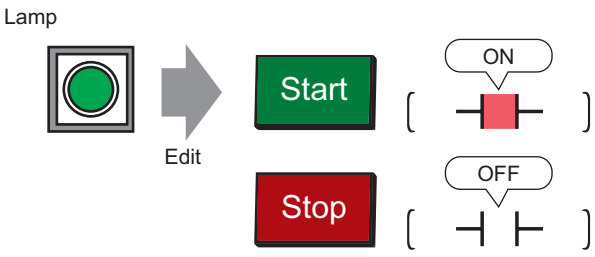
Changing Colors, Line Types and Patterns



Changes a picture's color, line type, and pattern.

☞ "9.5 Changing Colors, Line Types and Patterns" (page 9-34)

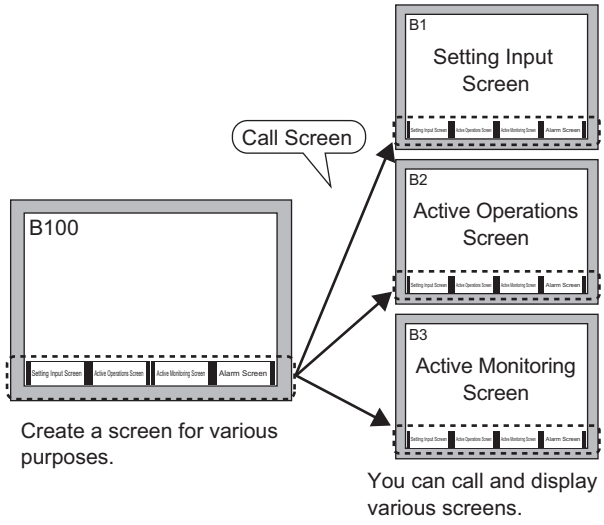
Editing a Part



Changes the shape, color, and label of a part.

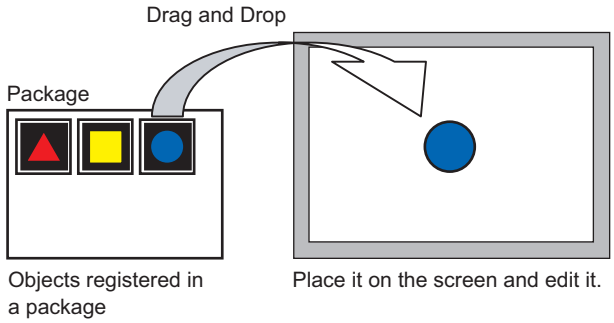
☞ "9.6.1 Editing Parts" (page 9-38)

Using a Screen for Various Purposes



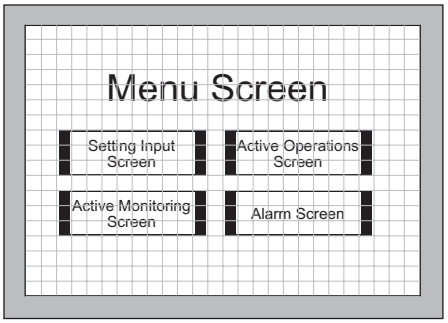
☞ Setting Procedure (page 9-50)

Editing a Picture on Another Screen



☞ "9.8.1 Placing Pictures Registered in the Package" (page 9-53)
☞ "9.8.2 Registering Pictures in the Package" (page 9-55)

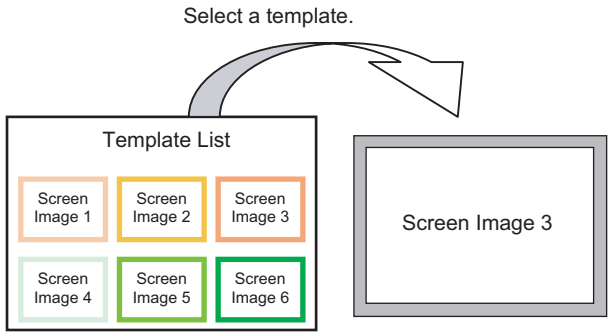
Setting up Grids



Displays an equally spaced grid on the editing screen and places parts with reference to an intersecting point.

☞ Setting Procedure (page 9-57)
☞ Detail (page 9-57)

Selecting a Screen from Template



Edits screens from a template screen.

☞ "9.9.2 Selecting a Screen from Template" (page 9-60)

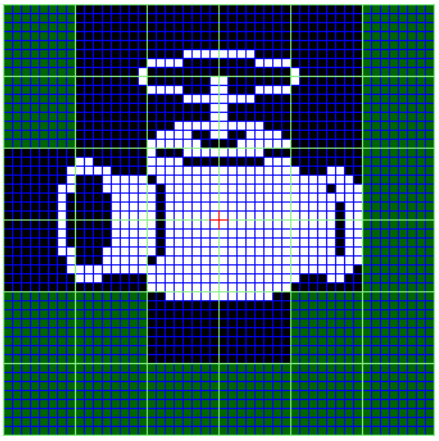
Pasting an Image

BMP, JPEG, etc.

Converts image data and places it on the screen.

☞ Setting Procedure (page 9-64)
☞ Target Image (page 9-63)

Drawing a Detailed Picture



Draws a picture pixel by dot.

☞ Setup Procedure (page 9-66)
☞ Introduction (page 9-66)

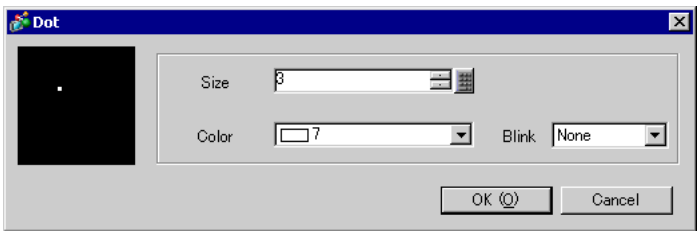
9.2 Drawing Pictures

9.2.1 Drawing Picture Lists

Picture	Description
Dot	Draws a dot. ☞ "9.2.2 Drawing by Pixels" (page 9-6)
Line/ Polyline	Draws a line/polyline. ☞ "9.2.3 Drawing Line/Polyline" (page 9-7)
Rectangle	Draws a rectangle. ☞ "9.2.4 Drawing Rectangles" (page 9-8)
Polygon	Draws a polygon. ☞ "9.2.7 Drawing Polygons" (page 9-16)
Circle/Oval	Draws a circle/oval. ☞ "9.2.5 Drawing Circles/Ovals" (page 9-11)
Arc/Pie	Draws an arc/pie. ☞ "9.2.6 Drawing Arcs/Pies" (page 9-14)
Scale	Draws the graph scales. ☞ "9.2.8 Drawing Scales" (page 9-18)
Table	Draws a table. ☞ "9.2.9 Drawing Tables" (page 9-20)

9.2.2 Drawing by Pixels

The Dot feature can draw one to five dots at a time.
From the [Draw (D)] menu, select [Dot (D)] command or click to place a dot on the screen. If you click and double-click the placed [Dot], the following dialog box appears.



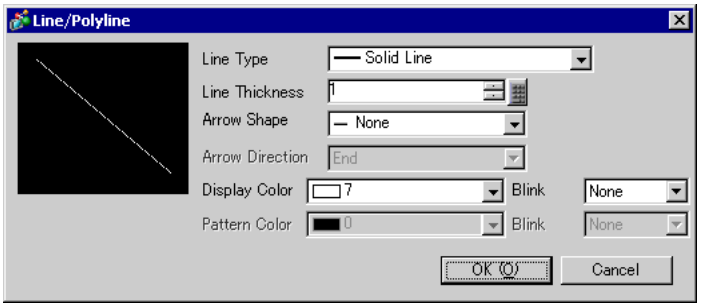
☞ For display colors, refer to "9.5.1 Setting Colors" (page 9-34)
☞ For blinking, refer to "9.5.2 Setting Blinks" (page 9-37)

9.2.3 Drawing Line/Polyline

Drag the mouse to draw a line from the start to the end. For the polyline, click to designate the start, the mountain fold and the end, and right-click to set.
From the [Draw (D)] menu, select [Line (L)] or [Polyline (U)], or click or to place a line/polyline on the screen. If you click and double-click the placed [Line] or [Polyline], the following dialog box appears.

NOTE

- If you press and hold the [Shift] key while placing a line, you can draw a line at an angle of 0 degrees and 90 degrees.
- If you place a line while pressing the [Ctrl] key, you can draw a line extending from the center. If you place a line while pressing the [Ctrl] and [Shift] keys at the same time, you can draw a line of 0 degrees or 90 degrees extending from the center.
- To edit after placing the line and polyline, click on the selected line to change to a yellow handle. You can drag the line to change the shape.
- For a polyline, you can left click and drag to draw, similar to handwriting.



Setting	Description
Line Type	Select the line type from [Solid Line], [Dotted Line], [Dash Line], [Chain Line], or [Two-Dot Chain Line]. ☞ "9.5.3 Setting Line Types" (page 9-37)
Line Thickness	Set the line thickness within the range of one to nine dots. **NOTE** • When line types other than [Solid Line] are selected in [Line Type], the setting range is one to two dots.
Arrow Shape	Select the arrow shape from , , , , or .
Arrow Direction	Select the arrow direction from [Start], [End], or [Both Ends].
Display Color	Set the line color. ☞ "9.5.1 Setting Colors" (page 9-34)
Pattern Color	Select the pattern color. This function can be used only when line types other than [Solid Line] are selected in [Line Type].

Continued

Setting	Description
Blink	Select whether or not the Part will blink, and the blink speed. You can choose different blink settings for [Display Color] and [Pattern Color] of the part. NOTE • There are cases where you can and cannot set Blink depending on the Display and System Settings [Color Settings]. ☞ "9.5.1 Setting Colors" (page 9-34)

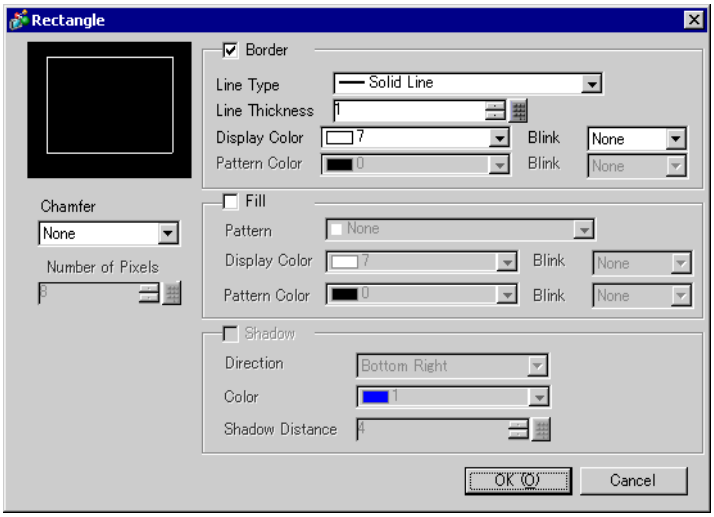
9.2.4 Drawing Rectangles

Draw a rectangle by dragging the mouse to specify two opposite corners.
In the [Draw (D)] menu, select [Rectangle (R)] or click  to place a rectangle on the screen.

 Double-click the placed [Rectangle] to display the following dialog box.

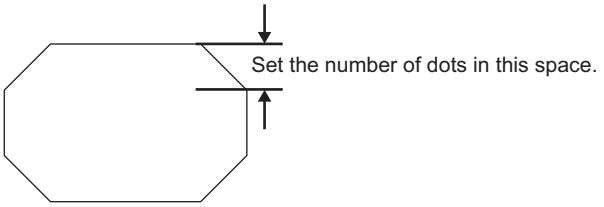
NOTE

- If you press and hold the [Shift] key while drawing a rectangle, the object is forced into a square.
- If you place a rectangle while pressing the [Ctrl] key, you can draw a rectangle spreading out from the center. If you place a rectangle while pressing the [Ctrl] and [Shift] keys at the same time, you can draw a square spreading out from the center.



Setting		Description
Border	Line Type	Select the line type from [Solid Line], [Dotted Line], [Dash Line], [Chain Line], or [Two-Dot Chain Line]. ☞ "9.5.3 Setting Line Types" (page 9-37)
	Line Thickness	Set the line thickness within the range of one to nine dots. **NOTE** • When other line types than [Solid Line] are selected in [Line Type], the line thickness is fixed at one dot.
	Display Color	Set the border color. ☞ "9.5.1 Setting Colors" (page 9-34)
	Pattern Color	Select the pattern color. This function can be used only when line types other than [Solid Line] are selected in [Line Type]. ☞ "9.5.4 Setting Patterns" (page 9-37)
	Blink	Select whether or not the Part will blink, and the blink speed. You can choose different blink settings for the [Display Color] and [Pattern Color] of the part. **NOTE** • There are cases where you can and cannot set Blink depending on the Display and System Settings [Color Settings]. ☞ "9.5.1 Setting Colors" (page 9-34)

Continued

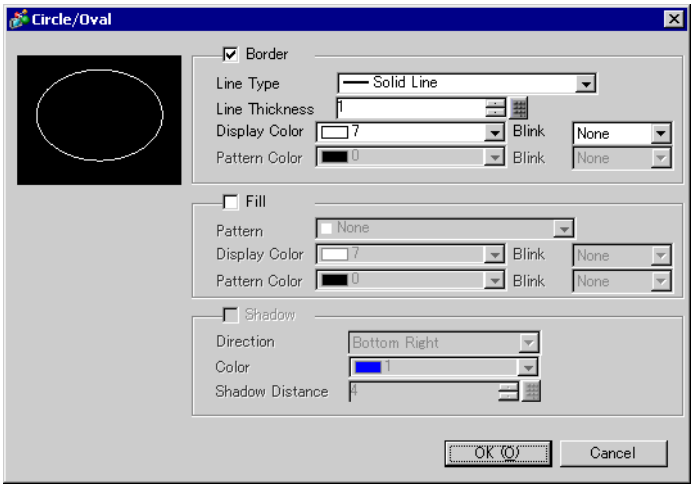
Setting		Description
Fill	Pattern	Set a background pattern for the rectangle. ☞ "9.5.4 Setting Patterns" (page 9-37)
	Display Color	Set a color for the rectangle. ☞ "9.5.1 Setting Colors" (page 9-34)
	Pattern Color	Set the background pattern color for the rectangle. ☞ "9.5.4 Setting Patterns" (page 9-37)
	Blink	Select whether or not the Part will blink, and the blink speed. You can choose different blink settings for the [Display Color] and [Pattern Color] of the part. **NOTE** • There are cases where you can and cannot set Blink depending on the Display and System Settings [Color Settings]. ☞ "9.5.1 Setting Colors" (page 9-34)
Shadow	Direction	Select the shadow direction from [Top Left], [Bottom Left], [Top Right], or [Bottom Right].
	Color	Set the shadow color. ☞ "9.5.1 Setting Colors" (page 9-34)
	Shadow Distance	Set the width of the picture and the shadow within the range of 1 to 16.
Chamfer		Select the chamfer shape from [None], [Line], or [Circle].
Number of Dots		Designate the number of dots for chamfer from 1 to 999. 

9.2.5 Drawing Circles/Ovals

Draw a circle or oval by dragging the mouse to specify the center point and one point on the circle.
From the [Draw (D)] menu, select [Circle/Oval (C)] or click  to place a circle/oval on the screen. If you  double-click the placed [Circle/Oval], the following dialog box appears.

NOTE

- If you press and hold the [Shift] key while placing an object, you can draw a circle.
- If you place a circle/oval while pressing the [Ctrl] key, you can draw a circle/oval spreading out from the center. If you place a circle/oval while pressing the [Ctrl] and [Shift] keys at the same time, you can draw a circle spreading out from the center.



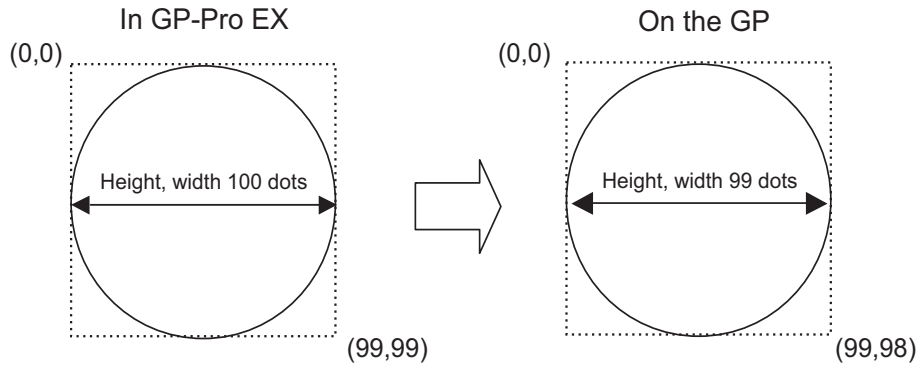
Setting		Description
Border	Line Type	Select the line type from [Solid Line], [Dotted Line], [Dash Line], [Chain Line], or [Two-Dot Chain Line]. ☞ "9.5.3 Setting Line Types" (page 9-37)
	Line Thickness	Set the line thickness within the range of one to nine dots. **NOTE** • When other line types than [Solid Line] are selected in [Line Type], the line thickness is fixed at one dot.
	Display Color	Set the border color. ☞ "9.5.1 Setting Colors" (page 9-34)
	Pattern Color	Select the pattern color. This function can be used only when line types other than [Solid Line] are selected in [Line Type]. ☞ "9.5.4 Setting Patterns" (page 9-37)
	Blink	Select whether or not the Part will blink, and the blink speed. You can choose different blink settings for the [Display Color] and [Pattern Color] of the part. **NOTE** • There are cases where you can and cannot set Blink depending on the Display and System Settings [Color Settings]. ☞ "9.5.1 Setting Colors" (page 9-34)

Continued

Setting		Description
Fill	Pattern	Set the background pattern for the circle/oval. ☞ "9.5.4 Setting Patterns" (page 9-37)
	Display Color	Set a color for the circle/oval. ☞ "9.5.1 Setting Colors" (page 9-34)
	Pattern Color	Set the background pattern color for the circle/oval. ☞ "9.5.4 Setting Patterns" (page 9-37)
	Blink	Select whether or not the Part will blink, and the blink speed. You can choose different blink settings for the [Display Color] and [Pattern Color] of the part. **NOTE** • There are cases where you can and cannot set Blink depending on the Display and System Settings [Color Settings]. ☞ "9.5.1 Setting Colors" (page 9-34)
Shadow	Direction	Select the shadow direction from [Top Left], [Bottom Left], [Top Right], or [Bottom Right].
	Color	Set the shadow color. ☞ "9.5.1 Setting Colors" (page 9-34)
	Shadow Distance	Set the width of the circle/oval and the shadow within the range of 1 to 16.

NOTE

- You can set the width and height of a circle/oval in the [Properties (P)]. However, if you set the width or height to an even number, it will be drawn with one less dot on the GP.



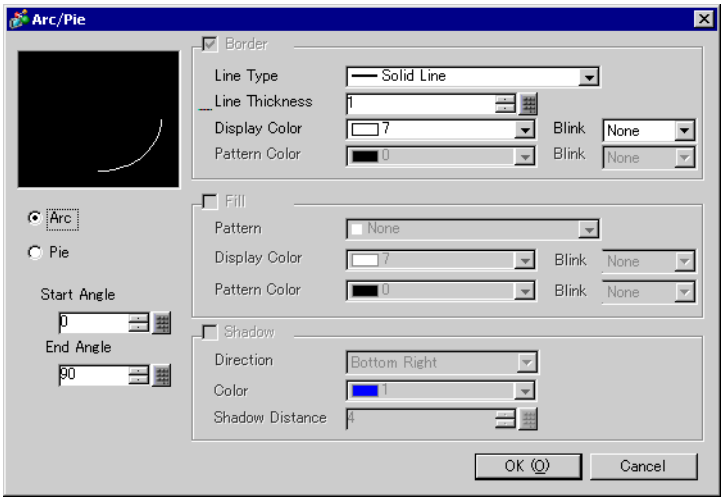
9.2.6 Drawing Arcs/Pies

Draw an arc or pie by dragging the mouse to specify the center point and one point on the circle, and specify the start angle and end angle in the dialog box. You can select an arc or pie.

From the [Draw (D)] menu, select [Arc/Pie (A)] or click to place an arc/pie on the screen. If you click and double-click the placed [Arc/Pie], the following dialog box appears.

NOTE

- If you press and hold the [Shift] key while placing an object, you can draw a circle arc.
- If you place an arc/pie while pressing the [Ctrl] key, you can draw a circle/oval's arc spreading out from the center. If you place an arc/pie while pressing the [Ctrl] and [Shift] keys at the same time, you can draw a circle's arc spreading out from the center.
- If you edit an arc/pie after placing it, you can change the arc/pie's start angle and end angle by operating the yellow handle in the selected state.
- You can set the width and height of an arc/pie in the [Properties (P)]. However, if you set the width or height to an even number, it will be drawn with one less dot on the GP.



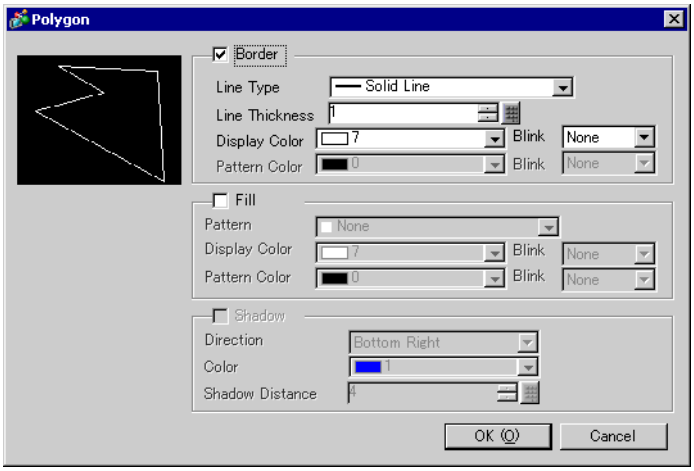
Setting		Description
Border	Line Type	Select the line type from [Solid Line], [Dotted Line], [Dash Line], [Chain Line], or [Two-Dot Chain Line].
	Line Thickness	Set the line thickness within the range of one to nine dots. **NOTE** • When other line types than [Solid Line] are selected in [Line Type], the line thickness is fixed at one dot.
	Display Color	Set the arc/pie border color.
	Pattern Color	Select the pattern color. This function can be used only when line types other than [Solid Line] are selected in [Line Type].
	Blink	Select whether or not the Part will blink, and the blink speed. You can choose different blink settings for the [Display Color] and [Pattern Color] of the part. **NOTE** • There are cases where you can and cannot set Blink depending on the Display and System Settings [Color Settings]. ☞ "9.5.1 Setting Colors" (page 9-34)
Fill	Pattern	Select a background pattern for the pie.
	Display Color	Set the pie's color.
	Pattern Color	Set the background pattern color for the pie.
	Blink	Select whether or not the Part will blink, and the blink speed. You can choose different blink settings for the [Display Color] and [Pattern Color] of the part. **NOTE** • There are cases where you can and cannot set Blink depending on the Display and System Settings [Color Settings]. ☞ "9.5.1 Setting Colors" (page 9-34)
Shadow	Direction	Select the shadow direction from [Top Left], [Bottom Left], [Top Right], or [Bottom Right].
	Color	Set the shadow color.
	Shadow Distance	Set the width of the arc/pie and its shadow within the range of 1 to 16.
Arc/Pie		Select from [Arc] or [Pie].
Start Angle/End Angle		Set the [Start Angle] or [End Angle].

9.2.7 Drawing Polygons

To draw a polygon, click each apex and right-click to define a polygon.
From the [Draw (D)] menu, select [Polygon (P)] or click  to place a polygon on the screen. If you click  and double-click the placed [Polygon], the following dialog box appears.

NOTE

- To edit a polygon, click on a line in the polygon to change to a yellow handle. You can drag a line on the polygon to change the shape.



Setting		Description
Border	Line Type	Select the line type from [Solid Line], [Dotted Line], [Dash Line], [Chain Line], or [Two-Dot Chain Line]. ☞ "9.5.3 Setting Line Types" (page 9-37)
	Line Thickness	Set the line thickness within the range of one to nine dots. **NOTE** • When other line types than [Solid Line] are selected in [Line Type], the line thickness is fixed at one dot.
	Display Color	Set the border color. ☞ "9.5.1 Setting Colors" (page 9-34)
	Pattern Color	Select the pattern color. This function can be used only when line types other than [Solid Line] are selected in [Line Type]. ☞ "9.5.4 Setting Patterns" (page 9-37)
	Blink	Select whether or not the Part will blink, and the blink speed. You can choose different blink settings for the [Display Color] and [Pattern Color] of the part. **NOTE** • There are cases where you can and cannot set Blink depending on the Display and System Settings [Color Settings]. ☞ "9.5.1 Setting Colors" (page 9-34)

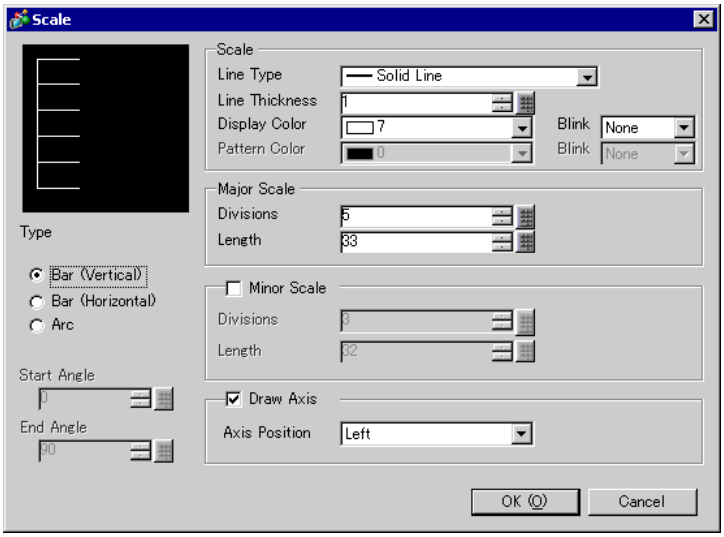
Setting		Description
		Continued
Fill	Pattern	Set a background pattern for the polygon. ☞ "9.5.4 Setting Patterns" (page 9-37)
	Display Color	Set a color for the polygon. ☞ "9.5.1 Setting Colors" (page 9-34)
	Pattern Color	Set a background pattern's color for the polygon. ☞ "9.5.4 Setting Patterns" (page 9-37)
	Blink	Select whether or not the Part will blink, and the blink speed. You can choose different blink settings for the [Display Color] and [Pattern Color] of the part. **NOTE** • There are cases where you can and cannot set Blink depending on the Display and System Settings [Color Settings]. ☞ "9.5.1 Setting Colors" (page 9-34)
Shadow	Direction	Select the shadow direction from [Top Left], [Bottom Left], [Top Right], or [Bottom Right].
	Color	Set the shadow color. ☞ "9.5.1 Setting Colors" (page 9-34)
	Shadow Distance	Set the width of the polygon and its shadow within the range of 1 to 16.

9.2.8 Drawing Scales

Draw a scale by dragging to specify two opposite corners. Set the divisions of the scale in the following dialog box.
From the [Draw (D)] menu, select [Scale (S)] or click to place a scale on the screen. If you click and double-click the placed [Scale], the following dialog box appears.

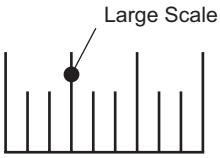
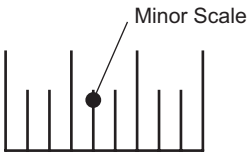
NOTE

- To edit a scale after placing it, click the line in the selected state to make it a yellow handle. You can change the scale type by operating the yellow handle axis.



Setting		Description
Scale	Line Type	Select the line type from [Solid Line], [Dotted Line], [Dash Line], [Chain Line], or [Two-Dot Chain Line]. ☞ "9.5.3 Setting Line Types" (page 9-37)
	Line Thickness	Set the line thickness within the range of one to nine dots. **NOTE** • When line types other than [Solid Line] are selected in [Line Type], the setting range is one to two dots.
	Display Color	Select the scale color. ☞ "9.5.1 Setting Colors" (page 9-34)
	Pattern Color	Select the pattern color. This function can be used only when line types other than [Solid Line] are selected in [Line Type]. ☞ "9.5.4 Setting Patterns" (page 9-37)
	Blink	Select whether or not the Part will blink, and the blink speed. You can choose different blink settings for the [Display Color] and [Pattern Color] of the part. **NOTE** • There are cases where you can and cannot set Blink depending on the Display and System Settings [Color Settings]. ☞ "9.5.1 Setting Colors" (page 9-34)

Continued

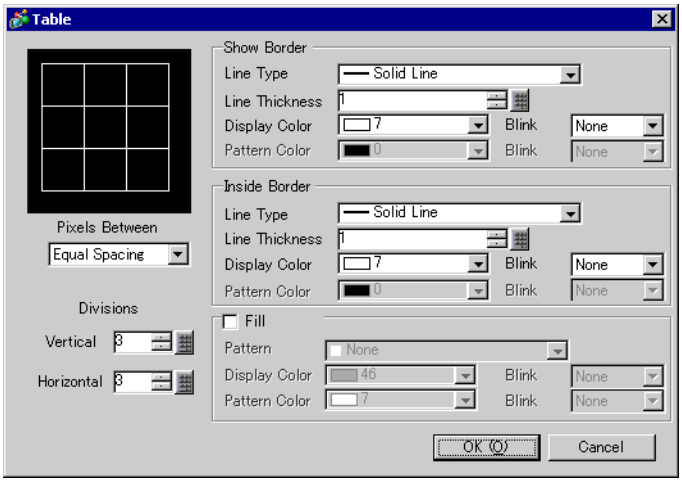
Setting		Description
Major Scale	Divisions	Select from 1 to 999 large-scale axis divisions. 
	Length	Select the large scale length from 2 to 3,072.
Minor Scale	Divisions	Select from 2 to 999 minor-scale axis divisions. 
	Length	Select the minor scale length from 1 to 3,071.
Draw Axis	Axis Position	Select the scale direction from the axis from [Left] or [Right].
Type	Bar (Vertical)	Displays the scale for a vertical bar graph.
	Bar (Horizontal)	Displays the scale for a horizontal bar graph.
	Arc	Displays the scale for a circle graph. **NOTE** • You can set the width and height of a scale in [Edit (E)], [Change Attributes (M)]. However, if you set the width or height to an even number, it will be drawn with one less dot on the GP.
Start Angle/End Angle		Set the [Start Angle] or [End Angle].

9.2.9 Drawing Tables

Draw a table by dragging to specify two opposite corners. Set the rungs and number of columns in the following dialog box.
From the [Draw (D)] menu, select [Table (T)] or click  and to place a table on the screen.
If you double-click the placed [Table], the following dialog box appears.

NOTE

- To edit the table after placing it, click a line of the table in the selected state to make it a yellow handle. You can change the inside border spacing by operating the yellow handle.
-  When you click this icon, drag to select the table frame borders and move the pointer  to the drawing area to place the defined table.



Setting		Description
Show Border	Line Type	Select the line type from [Solid Line], [Dotted Line], [Dash Line], [Chain Line], or [Two-Dot Chain Line]. ☞ "9.5.3 Setting Line Types" (page 9-37)
	Line Thickness	Set the line thickness within the range of one to nine dots. **NOTE** • When other line types than [Solid Line] are selected in [Line Type], the line thickness is fixed at one dot.
	Display Color	Set the outer border color for the table. ☞ "9.5.1 Setting Colors" (page 9-34)
	Pattern Color	Select the pattern color. This function can be used only when line types other than [Solid Line] are selected in [Line Type]. ☞ "9.5.4 Setting Patterns" (page 9-37)
	Blink	Select whether or not the Part will blink, and the blink speed. You can choose different blink settings for the [Display Color] and [Pattern Color] of the part. **NOTE** • There are cases where you can and cannot set Blink depending on the Display and System Settings [Color Settings]. ☞ "9.5.1 Setting Colors" (page 9-34)
Inside Border	Line Type	Select the line type from [Solid Line], [Dotted Line], [Dash Line], [Chain Line], or [Two-Dot Chain Line]. ☞ "9.5.3 Setting Line Types" (page 9-37)
	Line Thickness	Set the line thickness within the range of one to nine dots. **NOTE** • When other line types than [Solid Line] are selected in [Line Type], the line thickness is fixed at one dot.
	Display Color	Set the inside border color for the table. ☞ "9.5.1 Setting Colors" (page 9-34)
	Pattern Color	Select the pattern color. This function can be used only when line types other than [Solid Line] are selected in [Line Type]. ☞ "9.5.4 Setting Patterns" (page 9-37)
	Blink	Select whether or not the Part will blink, and the blink speed. You can choose different blink settings for the [Display Color] and [Pattern Color] of the part. **NOTE** • There are cases where you can and cannot set Blink depending on the Display and System Settings [Color Settings]. ☞ "9.5.1 Setting Colors" (page 9-34)

Continued

Setting		Description
Fill	Pattern	Select a background pattern for the table. ☞ "9.5.4 Setting Patterns" (page 9-37)
	Display Color	Set the table color. ☞ "9.5.1 Setting Colors" (page 9-34)
	Pattern Color	Set the background pattern color for the table. ☞ "9.5.4 Setting Patterns" (page 9-37)
	Blink	Select whether or not the Part will blink, and the blink speed. You can choose different blink settings for the [Display Color] and [Pattern Color] of the part. **NOTE** • There are cases where you can and cannot set Blink depending on the Display and System Settings [Color Settings]. ☞ "9.5.1 Setting Colors" (page 9-34)
Pixels Between		Select from [Equal Spacing] or [Free]. • Equal Spacing The row width and column width are made equal. • Free The row width and column width can be adjusted freely.
Divisions		Designate the number of rows [Vertical] and number of columns [Horizontal] in the table from 1 to 30.

9.3 Writing Text

Draw text on the drawing screen.
To draw text in order to switch the screen display languages or display content while operating the GP, use a text table. For the settings, refer to “15.4 Changing Languages (Multilanguage)” (page 15-16) .

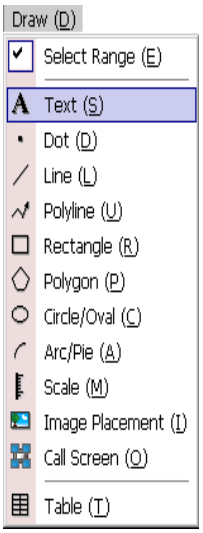
9.3.1 Setup Procedure

NOTE

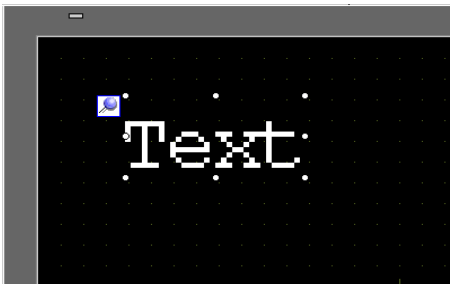
- Please refer to the settings guide for details.
☞ “9.12.1 Text Settings Guide” (page 9-77)

To place the text "Production Inventory" on the drawing screen.

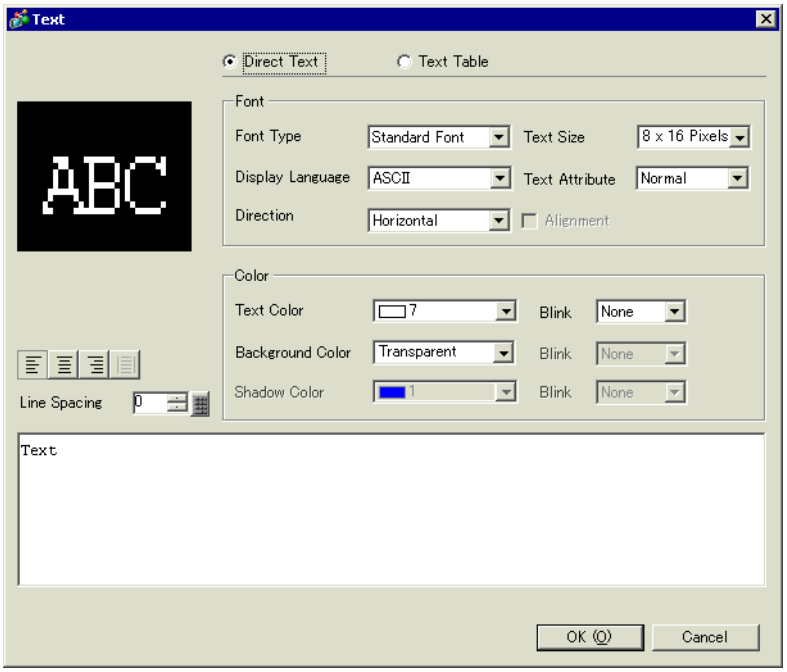
1 From the [Draw (D)] menu, select [Text (S)] or click A to place text on the screen.



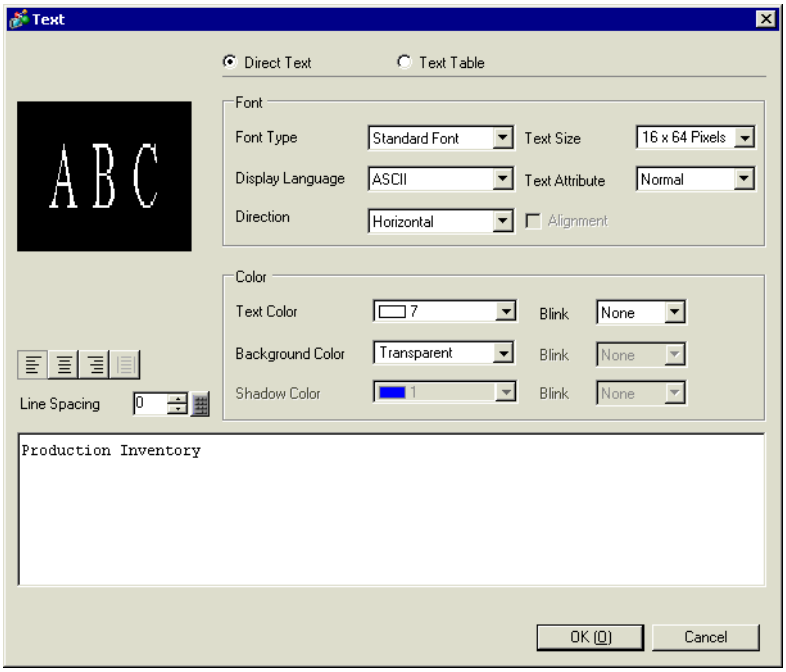
2 In the toolbar, click the pointer icon and select the placed text. When the text border appears, drag to adjust its size and position.



3 Double-click the placed text and the [Text] dialog box appears.



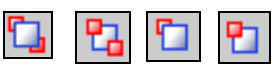
4 Designate the font and size and input text to place in the Input Text border.



5 Click [OK] and the input text "Production Inventory" will be placed.

9.4 Editing Objects

9.4.1 Introducing Edit Tools

Setting	Description
Cut 	Cut the object (Parts, Text, Figure). You can place the cut object on the screen with [Paste]. Operation Procedure You can cut an object by selecting a desired object and click [Cut] in the [Edit] menu.
Copy 	Copies the selected object. Place it on the screen by using the [Paste]. Operation Procedure You can copy by selecting a desired object and click [Copy] in the [Edit] menu.
Paste 	Pastes the copied or cut object onto a screen. Operation Procedure You can paste the object you copied or cut by clicking [Paste] in the [Edit] menu. NOTE • When pasting from one screen to another, you can paste the object to the same position as the other screen.
Duplicate 	Copies multiple pictures at a time. When duplicating parts, you can automatically assign the next consecutive address after the source part's address to the destination part. ☞ "9.4.5 Duplicate" (page 9-28)
Delete 	Deletes an object. Operation Procedure You can delete by selecting the desired object and clicking [Delete (D)] in the [Edit] menu.
Select All	Selects all the objects on the screen. You can also specify the range to drag multiple objects. ☞ "9.4.2 Selection Method" (page 9-27)
Edit Vertex 	You can edit, delete or insert each vertex coordinate of a polyline or polygon. ☞ " ■ Edit Vertex" (page 9-30)
Group 	You can group multiple objects together and treat them as one unit. ☞ "9.4.7 Grouping (Ungrouping)" (page 9-31)
Order 	You can change the order of placed overlapping objects. ☞ "9.4.8 Order" (page 9-31)

Continued

Setting	Description
Place/ Align 	You can adjust the positions of multiple objects (Align Right, Align Left, Align Center, etc.). ☞ "9.4.9 Aligning" (page 9-32)
Rotate/ Flip 	• Rotate Rotates the object by 90 degrees. ☞ "9.4.10 Rotating Right or Left" (page 9-32) • Flip Flips the object horizontally or vertically. ☞ "9.4.11 Reversing X-Axis (Vertical)/Y-Axis (Horizontal)" (page 9-33)
Others	Sets a grid and guidelines to align a part with another one. ☞ "9.9 Creating a Screen from a Template" (page 9-57)

9.4.2 Selection Method

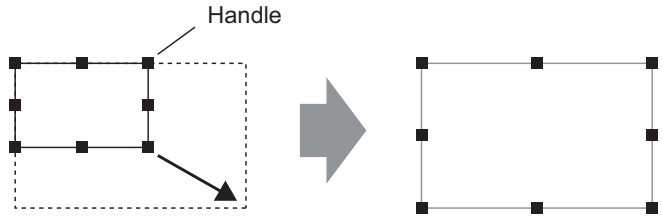
There are two ways to select an object: click the object directly or specify the range to drag multiple surrounding objects.

NOTE

- To select one of the overlapping objects, click the object while pressing the [Ctrl] key. Each object becomes in the selective state in turn, and you can select the target object.
- To release a particular object from the selected objects, click the target object while pressing the [Shift] key.
- To add a particular object to the selected objects, click the target object while pressing the [Shift] key.

9.4.3 Enlarging and Reducing the Size

Select the target object and hover the cursor on the handle. When the cursor turns to ↔, you can zoom in or out and drag the object to the appropriate size.



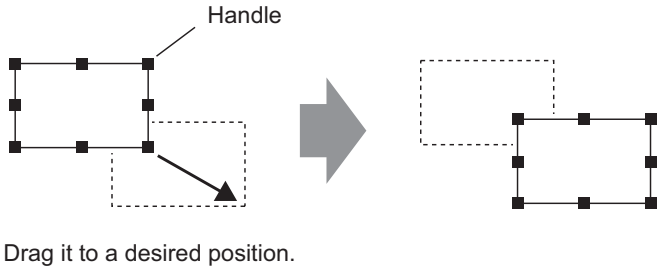
Drag it to a desired size.

NOTE

- If you select an object and move the four-cornered handles while pressing the [Shift] key, you can enlarge/reduce it with the same horizontal to vertical ratio.
- If you use the [↑], [→], [←], and [↓] keys with the cursor on the object handle, you can enlarge/reduce the object by the dot.

9.4.4 Moving Objects

Select the target object and hover the cursor on the object. When the cursor turns to ✣, you can drag the object to the appropriate location.

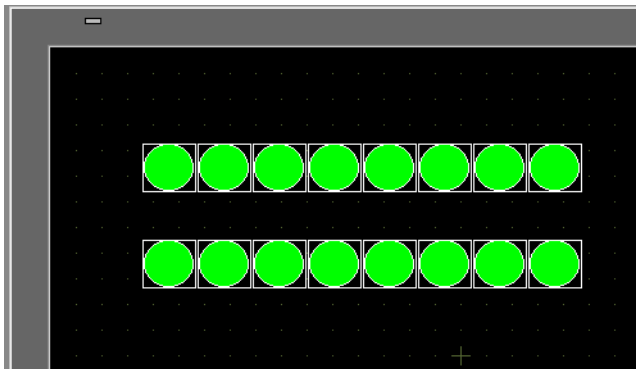


NOTE

- If you move while pressing the [Shift] key, you can move the object horizontally or vertically.
- If you use the [↑], [→], [←], and [↓] keys with the object selected, you can move the object a dot at a time.

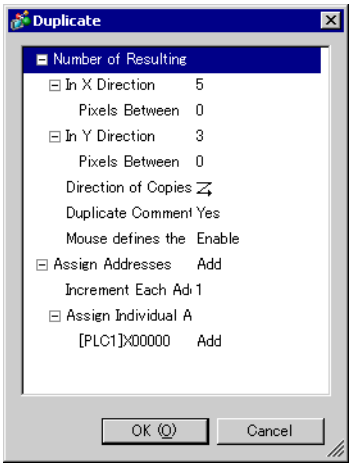
9.4.5 Duplicate

Copies multiple pictures at a time.
Right-click while selecting the object and click [Duplicate (W)].



NOTE

- When duplicating parts, you can automatically assign the next consecutive address after the source part's address to the destination part.

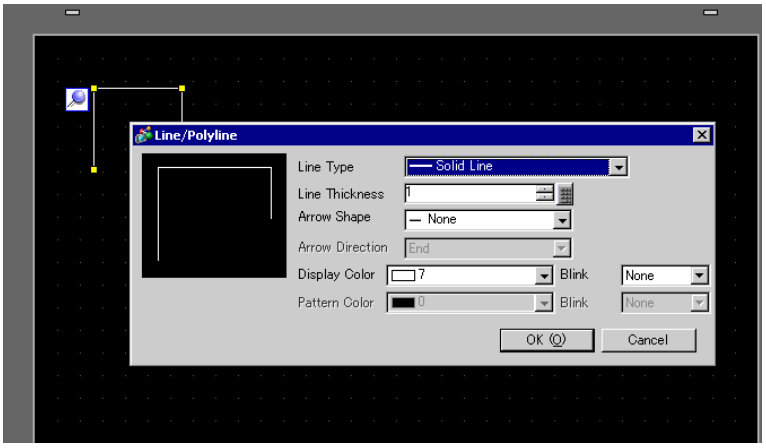
Duplicate	Description
	• In X Direction Set the number of display positions in the X direction from 1 to 99. • Pixels Between Set the number of dots between objects from 1 to 99 dots.
	• In Y Direction Set the number of display positions in the Y direction from 1 to 99. • Pixels Between Set the number of dots between objects from 1 to 99 dots.
	• Direction of Copies Select the display direction from  ,  ,  ,  ,  ,  ,  or  . **NOTE** • When you add addresses, sequential addresses are assigned in the specified direction according to the address addition width.
	• Duplicate Comment The copy source comment is reflected in the copy destination.
	• Mouse defines the range Using the defined interval, makes copies that fit into the range. **NOTE** • The minimum settings range depends on the size of the parts of the copy source and the number of copies. You cannot move the cursor to this range.
	• Assign Addresses You can assign sequential addresses from the copy-from addresses according to the [Increment Each Address by]. • Increment Each Address by Designates an address interval. When the copy-from addresses are Bit addresses, addresses are added by the Bit. When the copy-from addresses are Word addresses, addresses are added by the Word.
	• Assign Individual Addresses When multiple addresses are set to one object, you can designate whether or not to add each address.

9.4.6 Changing Attributes

You can change object attributes such as color or address.
To change attributes, double-click the object while selecting it or select [Change Attributes (M)] from the [Edit] menu.

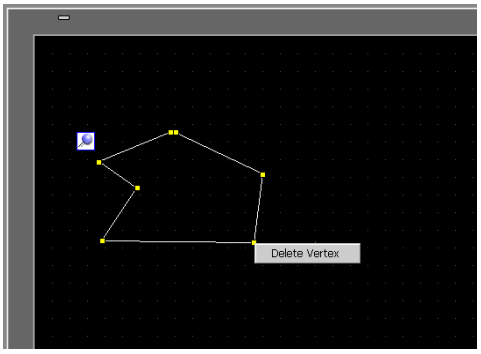
NOTE

- When multiple objects are selected, you cannot change attributes.



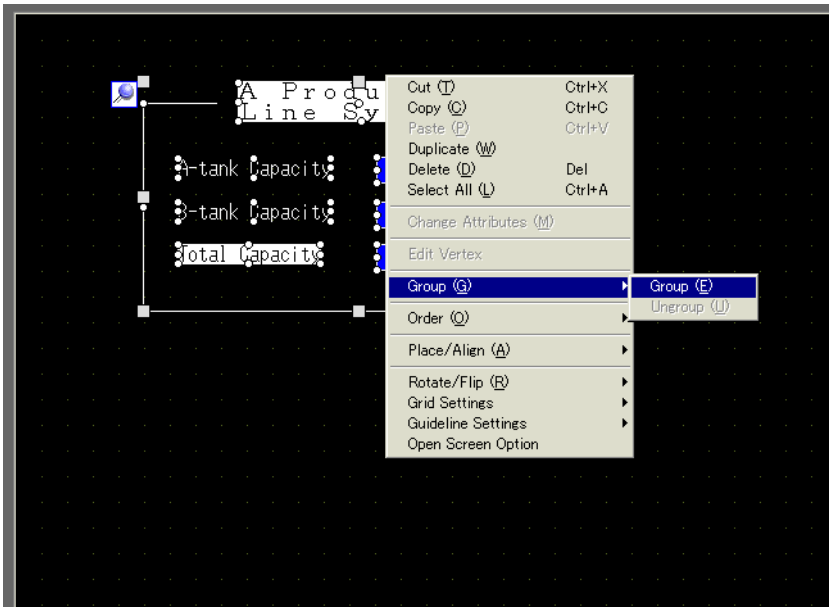
■ Edit Vertex

You can edit, delete, or insert each vertex coordinate of a polyline or polygon.
To edit the object's vertex, click a line in the selected state to change it to a yellow handle. Change the shape of the object by clicking an arbitrary line. To delete the vertex, right-click on the vertex and select [Delete Vertex].



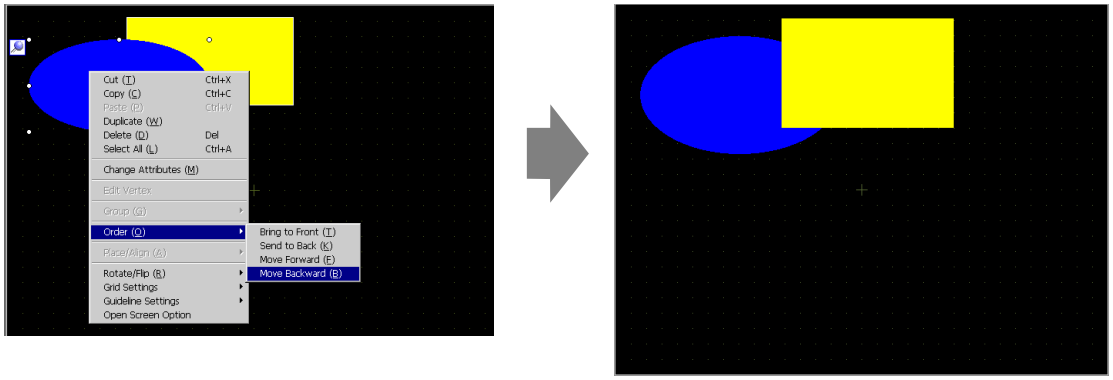
9.4.7 Grouping (Ungrouping)

You can group multiple objects and handle them as one object. To do so, select multiple objects, right-click, and click [Group (E)]. To ungroup, click [Ungroup (G)].



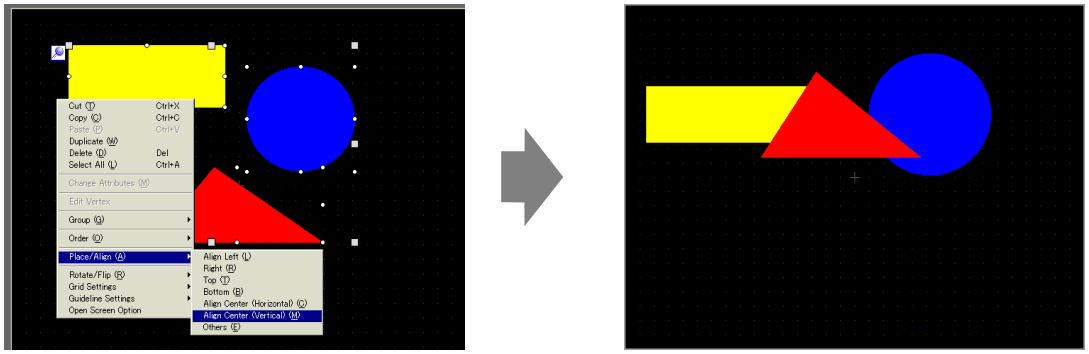
9.4.8 Order

When the placed objects are overlapping, you can change the placement order. Select and right-click the object whose order you want to change, click [Order (O)], and select the object order from [Bring to Front], [Send to Back], [Move Forward], or [Move Backward]. In the following example, the oval is moved backward.



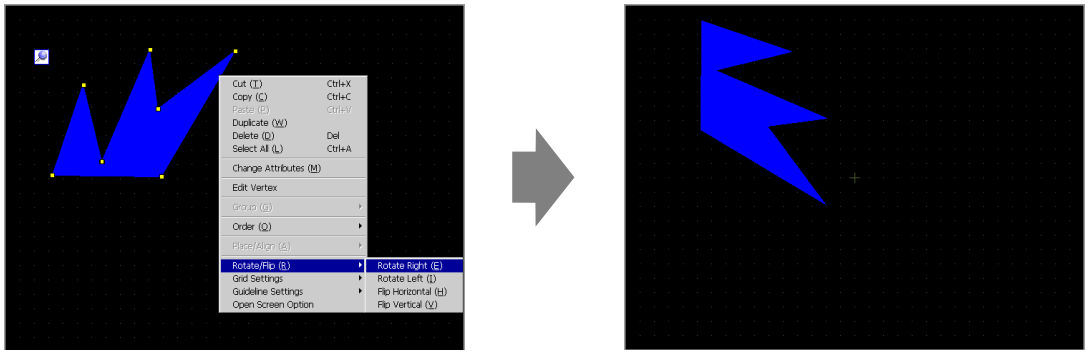
9.4.9 Aligning

You can align the position of multiple objects. Select the objects that you want to align, right-click, and then select [Align Left (L)], [Right (R)], [Top (T)], [Bottom (B)], [Align Center (Horizontal) (C)], [Align Center (Vertical) (M)], or [Others (E)] from [Place/Align (A)]. In the following example, the rectangle, polygon, and circle are all aligned to the top.



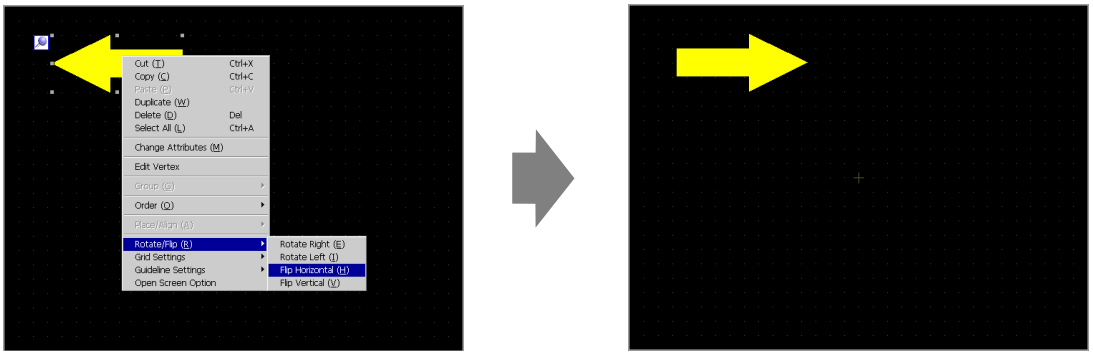
9.4.10 Rotating Right or Left

You can rotate the object to the right and left 90 degrees at a time. Right click to select the object you want to rotate, select the [Rotate Right (E)], [Rotate Left (I)] in [Rotate/Flip (R)]. The following example describes placement of a right-rotated polygon.



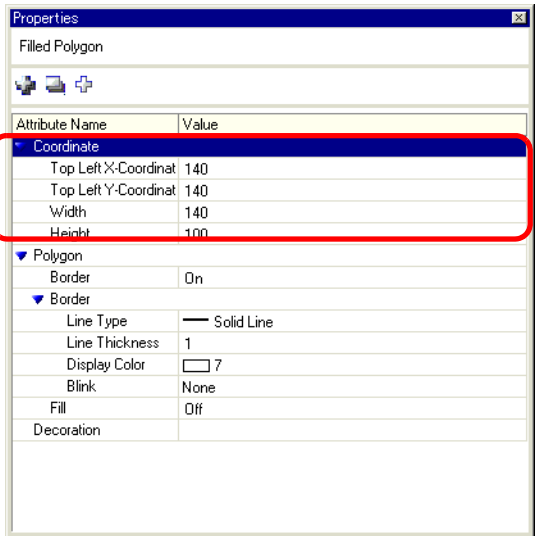
9.4.11 Reversing X-Axis (Vertical)/Y-Axis (Horizontal)

You can flip the object on the X-Axis (vertical) or the Y-Axis (horizontal) of the center line of the object. Right-click to select the desired object and select [Flip Horizontal (H)] or [Flip Vertical (V)] from the [Rotate/Flip (R)]. The following example shows the position of a polygon flipped horizontally. Please note that only the display position of the screen, marks, parts, and text are reflected.



9.4.12 Changing Coordinates

You can change the position and size of an object by designating a coordinate in the [Properties (P)]. The reference of the coordinate is the top left of an object.



NOTE

- If the [Properties] tab is not displayed in either the work space or the screen drawing area, from the [View (V)] menu, point to [Work Space (W)] and select [Properties (P)].

9.5 Changing Colors, Line Types and Patterns

9.5.1 Setting Colors

■ List of Available Colors

Model	Display Device	Display Color	Designated Number of Colors in Drawing
AGP-3200T	TFT Color LCD	256 Colors, None Blink 64 Colors, 3-Speed Blink	256 Colors 64 Colors
AGP-3200A	Monochrome LCD	8 Levels, 1-Speed Blink	Monochrome 8 Levels
AGP-3302B	Blue-mode Monochrome LCD	16 Levels, 3-Speed Blink	16 Levels
AGP-3301L	Monochrome LCD	Monochrome, 16 Levels, 3-Speed Blink	Monochrome 16 Levels
AGP-3301S	STN Color LCD	4096 Colors, 3-Speed Blink	256 Colors
AGP-3300L	Monochrome LCD	Monochrome, 16 Levels, 3-Speed Blink	Monochrome 16 Levels
AGP-3300S	STN Color LCD	4096 Colors, 3-Speed Blink	256 Colors
AGP-3300T	TFT Color LCD	65536 Colors, No Blink 16384 Colors, 3-Speed Blink	256 Colors
AGP-3400S	STN Color LCD	4096 Colors, 3-Speed Blink	256 Colors
AGP-3400T AGP-3500T	TFT Color LCD	65,536 Colors, No Blink 16384 Colors, 3-Speed Blink	256 Colors
AGP-3500L	Monochrome LCD	Monochrome, 16 Levels, 3-Speed Blink	Monochrome 16 Levels
AGP-3500S	STN Color LCD	4096 Colors, 3-Speed Blink	256 Colors
AGP-3510T AGP-3560T AGP-3600T AGP-3450T AGP-3550T AGP-3650T AGP-3750T	TFT Color LCD	65,536 Colors, No Blink 16,384 Colors, 3-Speed Blink	256 Colors
LT-3201A	Monochrome LCD (Umber)	8 Levels, No Blink	Monochrome 8 Levels
PS3651A PS3650A PS3700A PS2000B	TFT Color LCD	65,536 Colors, No Blink 16,384 Colors, 3-Speed Blink	256 Colors

NOTE

- Objects with the blink setting option blink on the display and have three selectable blink speed rates.

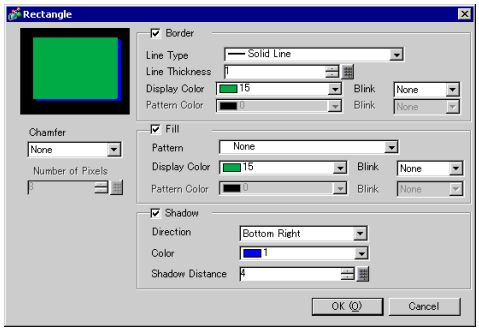
☞ “9.5.2 Setting Blinks” (page 9-37)

- On monochrome LCD models and STN Color LCD models, when you set a tiling pattern in the background settings to use the blink setting, some drawing components that do not have the blink setting may blink. Please confirm the display in advance.

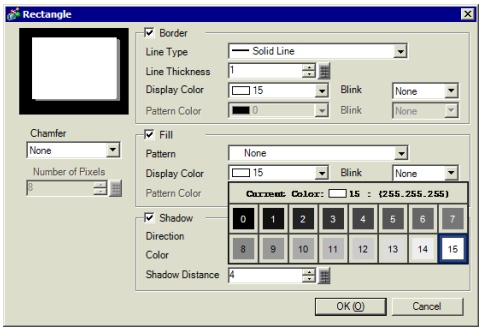
■ Defining Colors

Set the object colors. Depending on part type, setting items such as colors of a border, fill, shadow or label, differ depending on the part type.

For a 256-color supported model



For a monochrome 16-level supported model



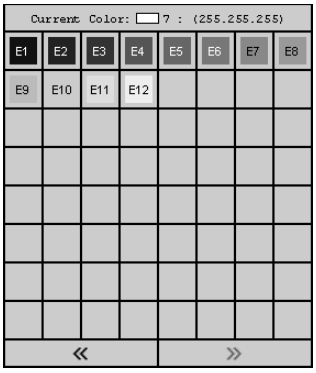
NOTE

- For 256-color supported models, you can move to the next palette with the scroll button at the bottom of the color palette.
- You can only select [Transparent] for the [Pattern Color] for a Switch Lamp that does not use the [Lamp Feature] or for a Key that has a [Pattern] set in the settings dialog box.
- When you change from a model that supports more than 16 colors to a model that supports only 16 colors, any colors outside the 16 color range are converted to one of the 16 colors.

IMPORTANT

- For a monochrome 16-level model, there are some cases where color distinction is difficult or where flicker is caused. Use the color designation above after confirming the colors.

◆ Color Palette

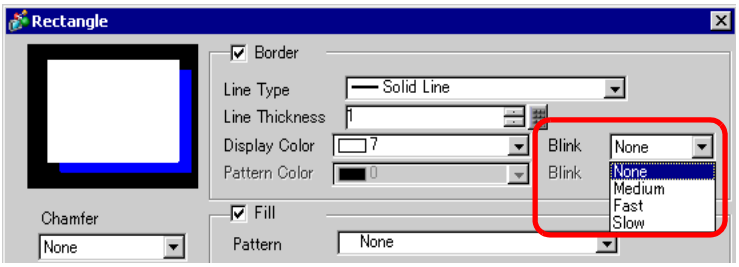


9.5.2 Setting Blinks

Blink makes the object blink on the display and has three selectable blink speed rates (Slow, Medium, Fast).
[Fast] is twice the speed of [Medium] and [Slow] is half the speed of [Medium]. If you select [None], the object will not blink.

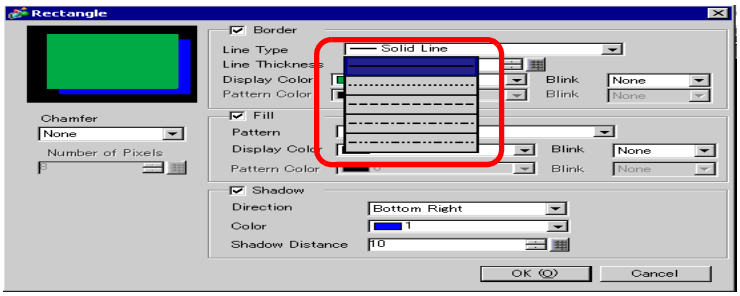
NOTE

- For dark color blink, refer to "5.14.6 [System Settings] Setting Guide ■ [Display Unit] Settings Guide ◆ Display" (page 5-110)



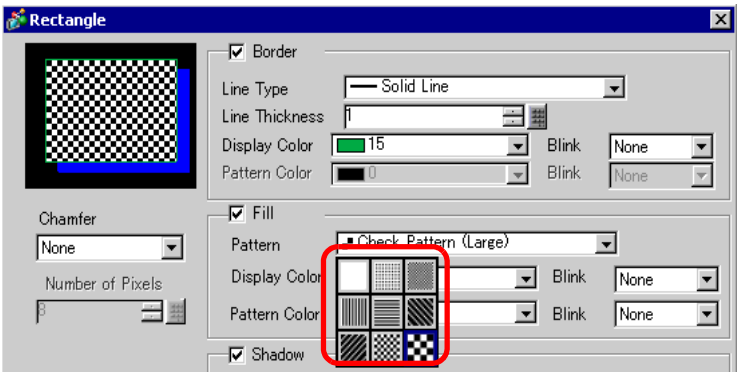
9.5.3 Setting Line Types

You can select the line type from five types: [Solid Line], [Dotted Line], [Dash Line], [Chain Line], or [Two-Dot Chain Line].



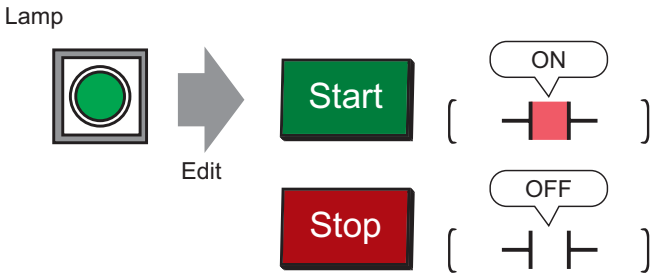
9.5.4 Setting Patterns

Select a pattern from the following nine types.



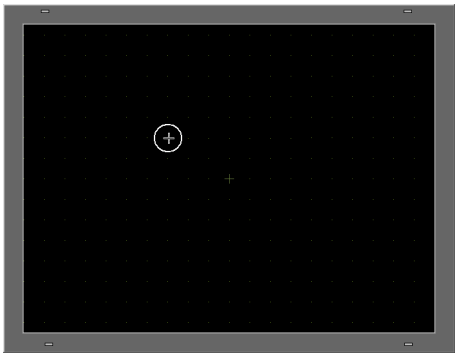
9.6 Editing a Part

9.6.1 Editing Parts

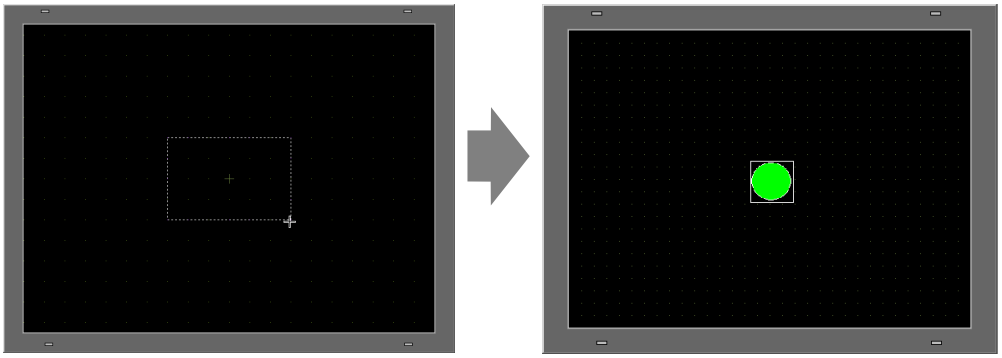


1 From the [Parts (P)] menu, point to [Switch Lamp (C)] and select [Lamp (L)] or click .

2 Move the pointer to the drawing screen and the pointer changes to a cross-hair cursor .



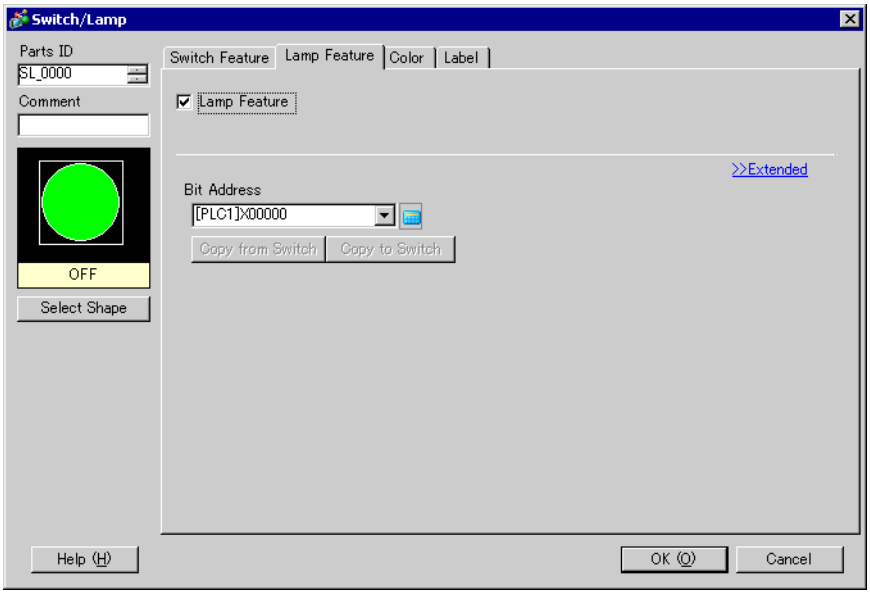
3 Drag to the location where you want to place the switch. The switch is placed in the area where it is dragged.



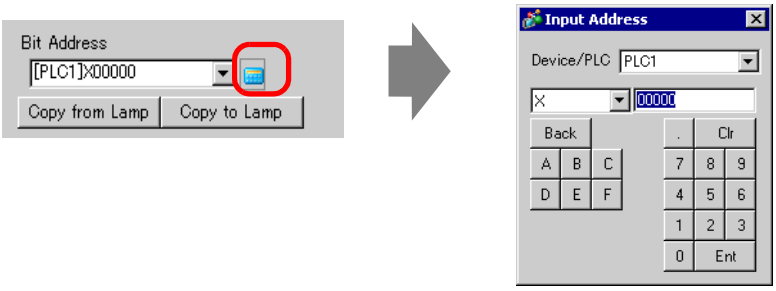
NOTE

- You can also drag and drop a part from the Parts Toolbox .
  From the [View (V)] menu, point to [Parts Toolbox (T)], [Work Space(W)] and select [Parts Toolbox (T)]. The Parts Toolbox appears. You can view different parts shapes by setting the [Parts Palette] and [Type].

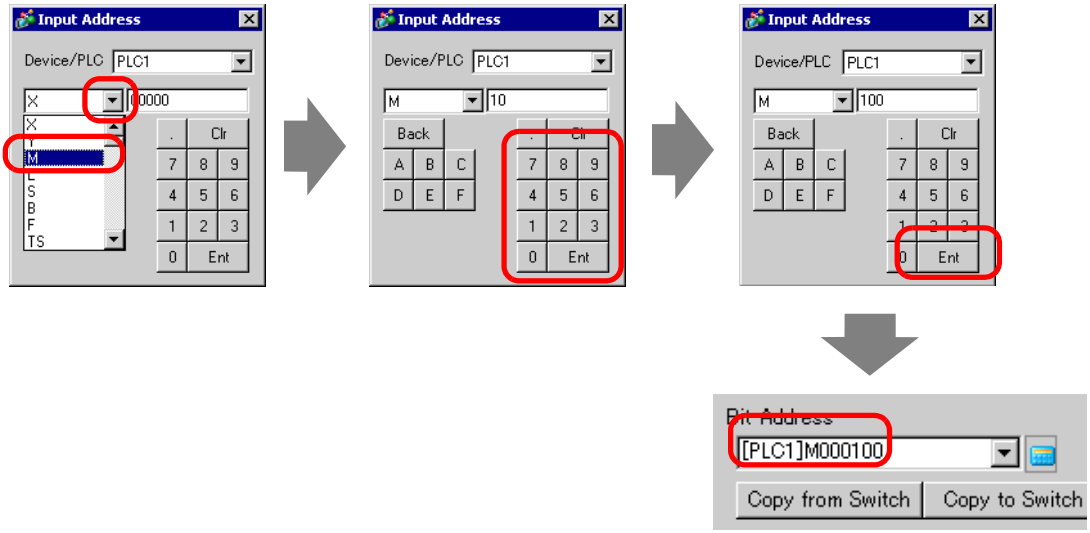
4 Double-click the placed Lamp and the following dialog box appears.Click the keypad icon



5 Click the keypad icon  and enter the bit address in the [Input Address] dialog box.



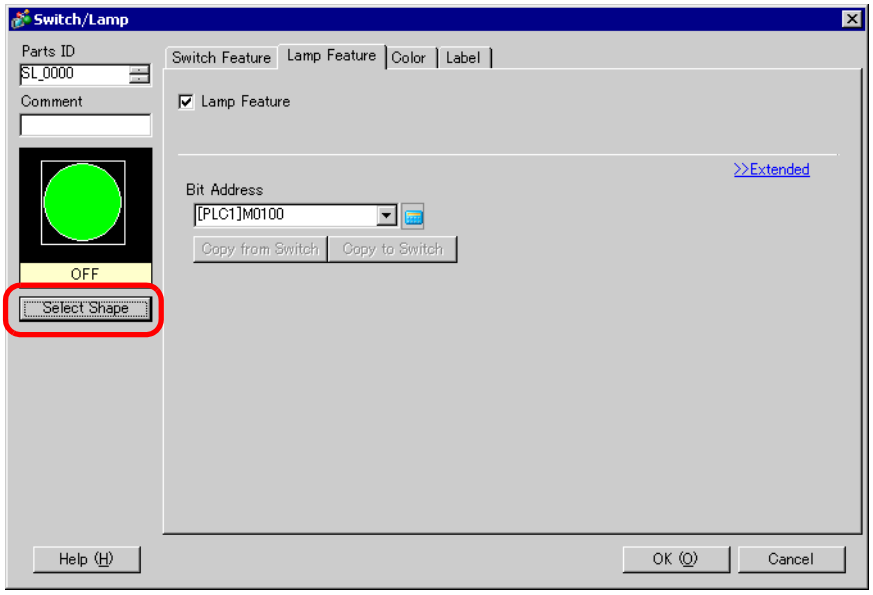
6 Click the icon and select the [Device/PLC] and [Device]. Input an address from the keypad.(For example, M100)



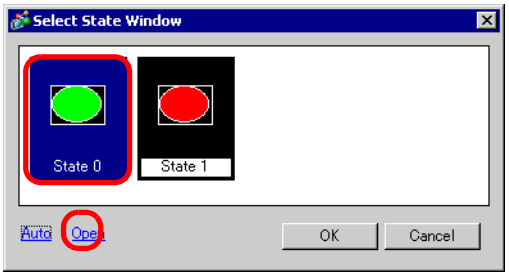
NOTE

- Input the address with the keypad on the [Input Address] dialog box. If you input it directly with the PC keyboard, it may not be recognized as an address.

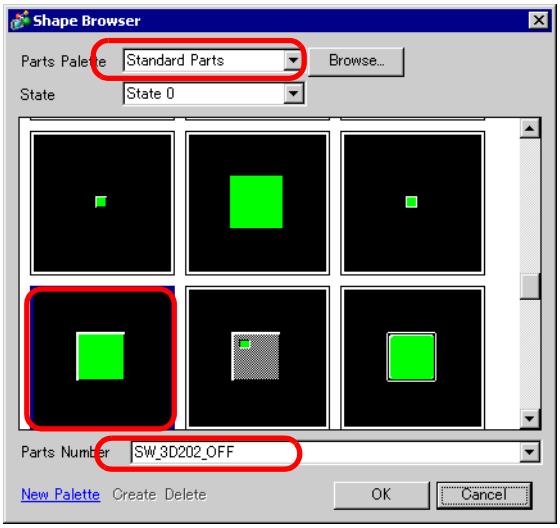
7 Click [Select Shape] and the [Select State Window] appears.



8 Select [State 0] and click [Open].



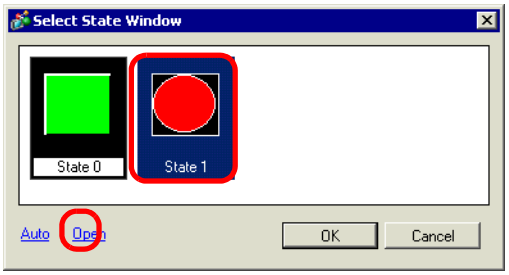
9 Select [Standard Parts] from the Parts Palette. Next select the [Part Number] SW_3D202_ OFF picture.



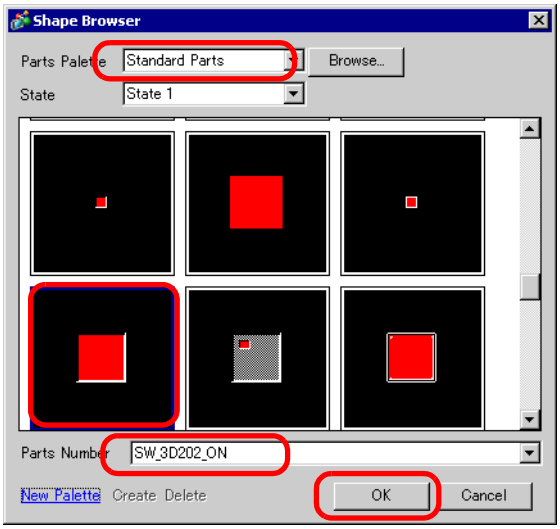
NOTE

- Use the Parts Palette drop-down list to change the images displayed. There are parts with 65536, 256 or 64 colors. Please select the parts palette that matches the colors supported by your model.

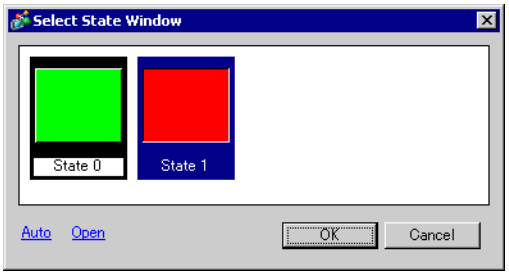
10 Click [OK] and the display returns to the [Select State Window]. Select [State 1] and click [Open].



11 Select [Standard Parts] from the [Parts Palette]. Next select the [Part Number] SW_3D202_ON picture and click [OK].



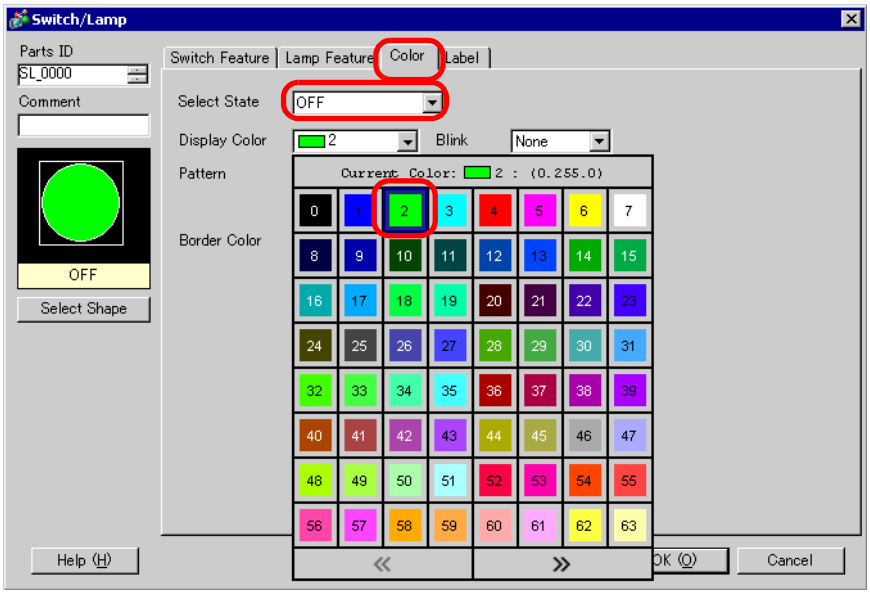
12 The pictures at [State 0] (OFF) and at [State 1] (ON) are displayed in the [Select State Window]. Click [OK].



NOTE

- Click [Auto] after defining the picture in [State0] to automatically match the pictures for all the other states.

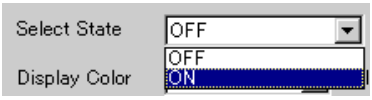
13 Click the [Color] tab. Confirm that [Select State] is OFF and set the color of the switch for the OFF state. For the [Display Color], click ▼ and select a color from the color palette.

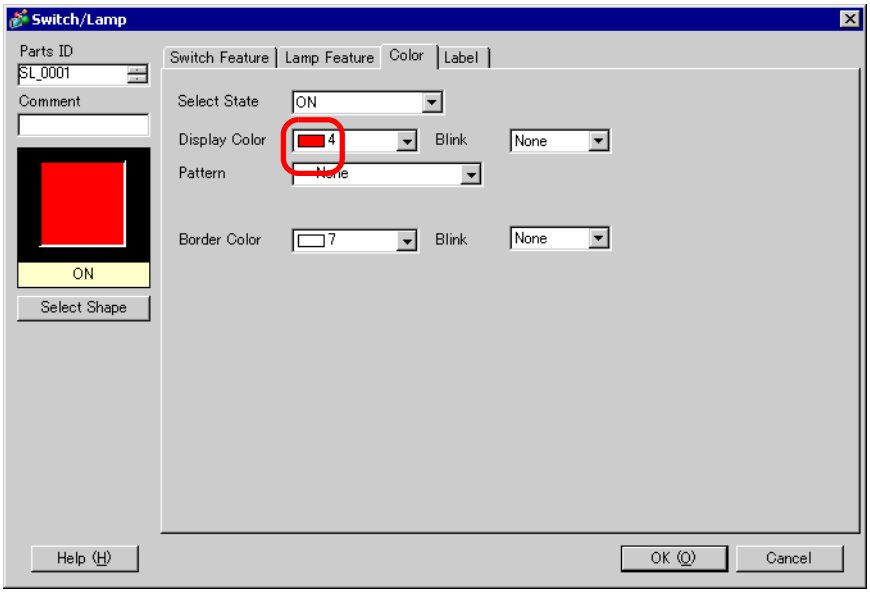


NOTE

- You cannot edit the color for the Switch/Lamp menu image parts.

14 Select ON in [Select State] and set the color of the switch for the ON state.

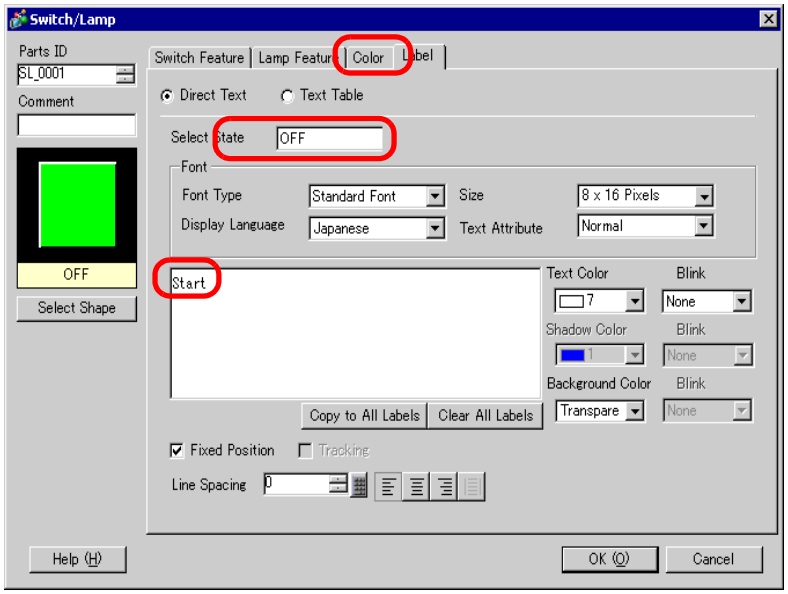




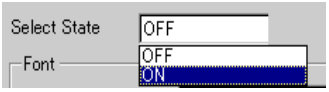
NOTE

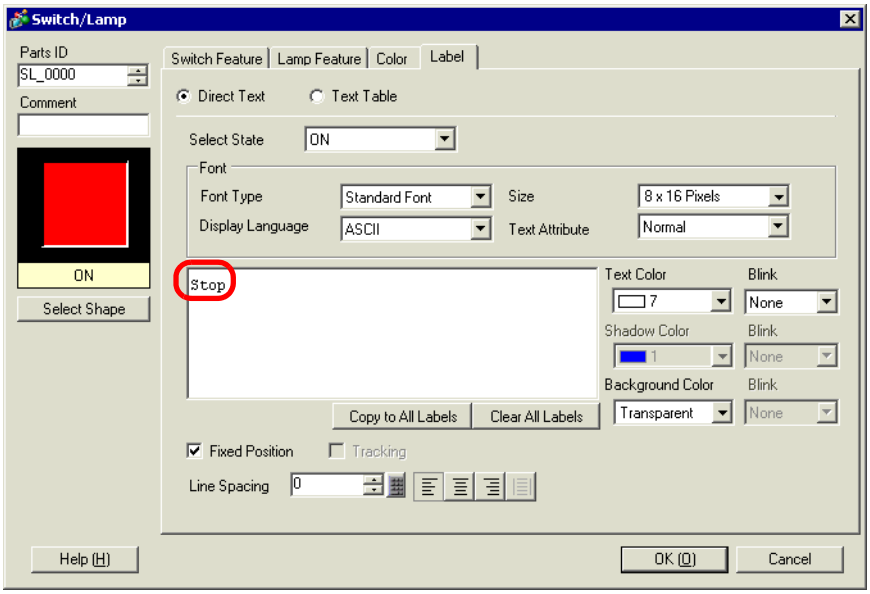
- You cannot edit the color for the Switch/Lamp menu image parts.

15 Select the [Label] tab. Select [OFF] in [Select State] and input the text to display on the switch in the OFF state.



16 Select [ON] in [Select State] and input the text to display on the switch in the ON state. (For example, STOP)



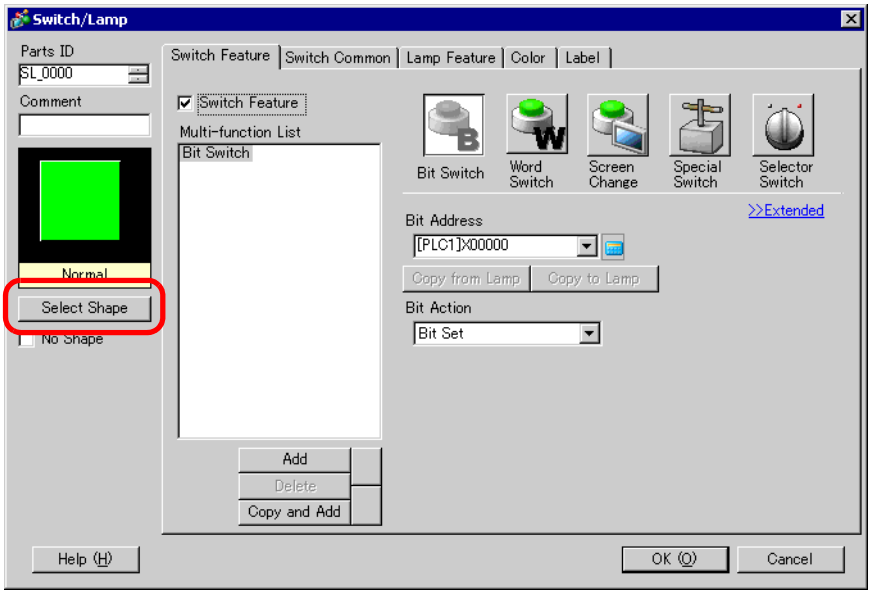


17 Click [OK] when all the settings are complete.

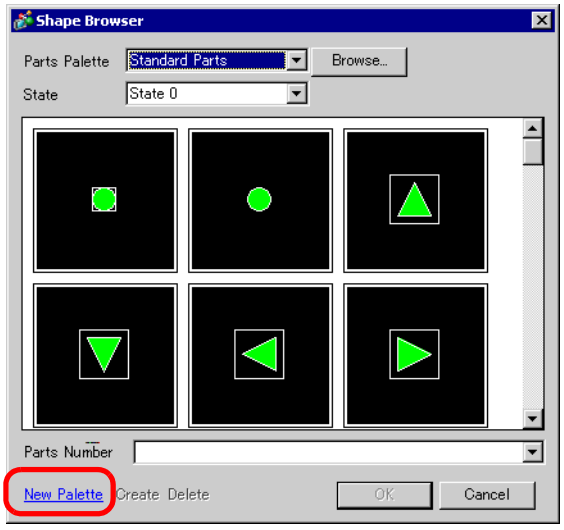
9.6.2 Registering New Part Image

Use the following procedure to register new images for parts.

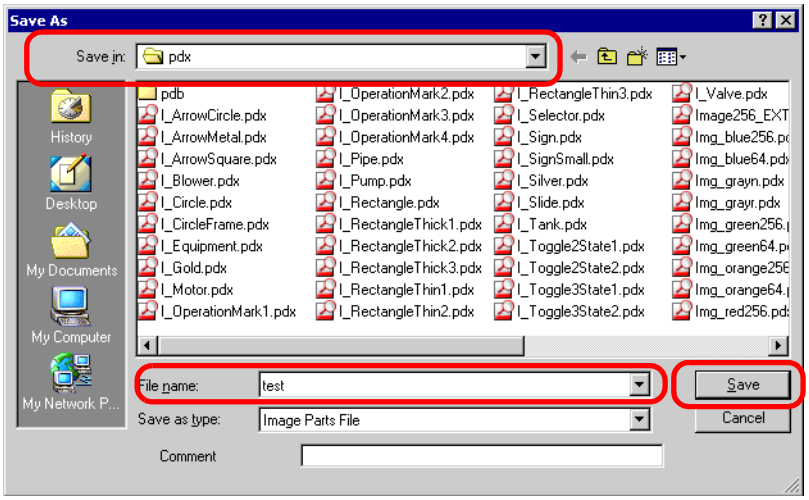
1 Double-click the part you want to register a new image for, and the following dialog box appears. Click [Select Shape].



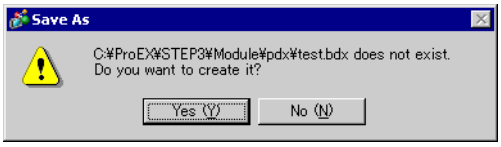
2 The [Shape Browser] dialog box appears. Click [New Palette].



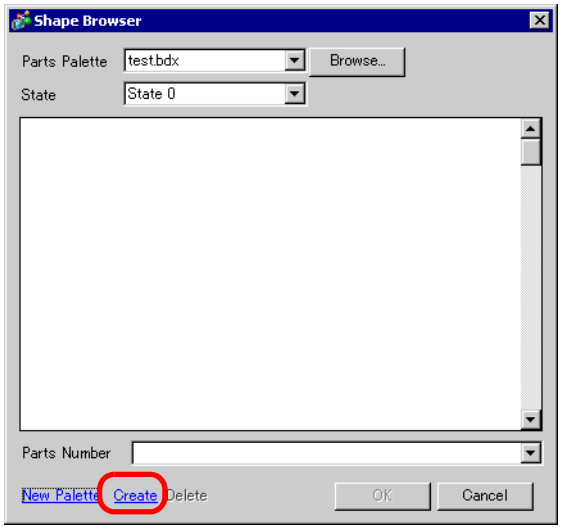
3 The [Save As] dialog box appears. Define the [Location(I)] and [File Name (N)] of the new parts palette you and click [Save (S)].



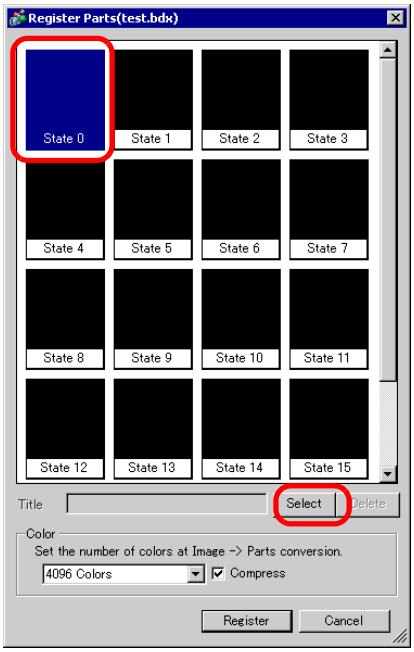
4 When the following message appears, click [Yes (Y)].



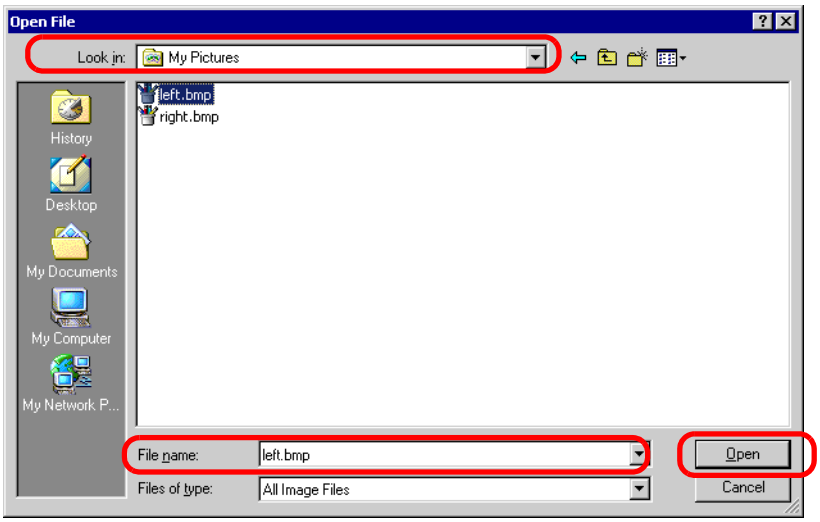
5 The newly registered [Shape Browser] dialog box appears. Click [Create].



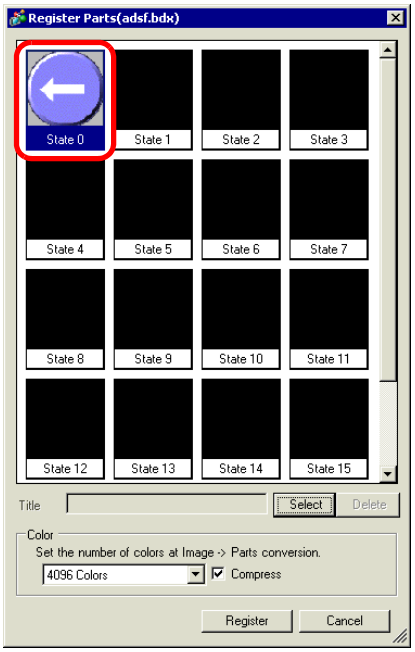
6 The [Register Parts] dialog box appears. Select [State 0], and click [Select].



7 When the [Open File] dialog box appears, navigate to the image location [Look In], select the file [File Name] and [Look in] and [File name] and click [Open].



8 The image will be registered in [State 0] of the [Register Parts] dialog box.



9 If necessary, set the part number and number of colors for the image to register in [Title] and [Color Settings], and click [Register], to complete the process.

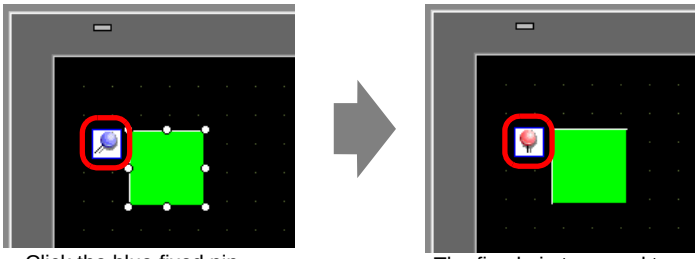
NOTE

- To select an image for the part, open the Parts dialog box and click [Select Shape].
  The [Shape Browser] appears. Select a palette name in [Parts Palette]. Select the appropriate image and click [OK].
- If you click "Create" while a previously registered part is selected, you can edit that part image. To create a new image, click the "Create" button while no previously registered part is selected.
- Image parts can be registered with a maximum size of 160 x 160 dots.
- Parts which use registered images can cause large project file sizes. It is recommended you set [Compress] in the [Color].
- You can register up to 200 image parts in a single parts palette file.
- Image parts that have been enlarged or reduced may display differently on the GP and in Pro-EX.
- When the registered image size is different depending on the state, the larger image will remain the same, and the smaller image will be enlarged.
- You cannot register or delete a previously-prepared PDX file.
- The types of image file that can be registered to a part are BMP, JPEG, DPD, and PNG.

9.6.3 Fixing/Unfixing Objects

◆ Fixing Objects

Place drawings and parts, and a blue fixed pin appears at the top-left corner objects on the screen. Click add space on the pin and it turn red the object cannot be selected or edited. When you put the cursor over the object, a "lock" mark appears to the right, indicating that the placement position is fixed.)



Click the blue fixed pin

The fixed pin turns red to indicate the part is locked

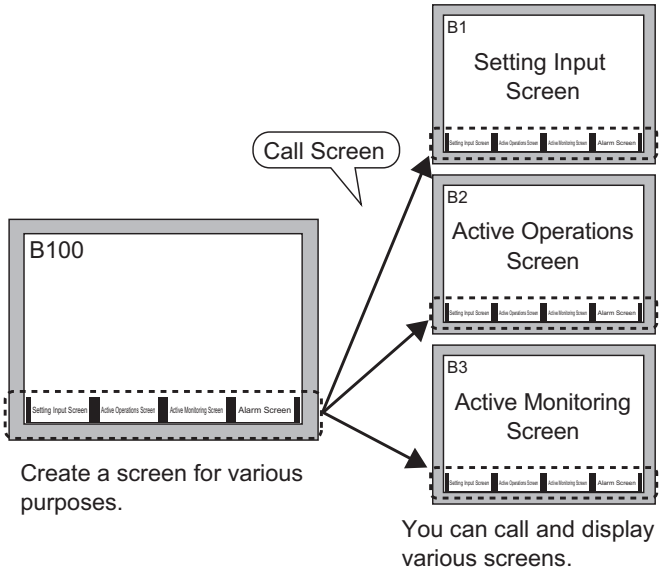
◆ Releasing Fixed Pins

- Releasing individual objects
  Double-click a drawing or part, click and the pin turns blue.

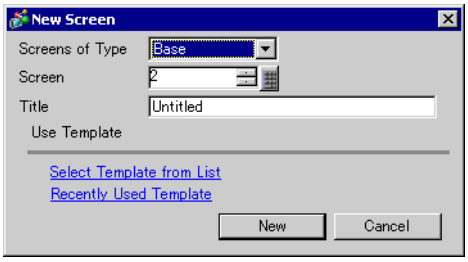
- Releasing all fixed pins on the screen
  From the [Edit (E)] menu, select [Release All Fixed Pins (K)].

9.7 Using a Screen for Various Purposes

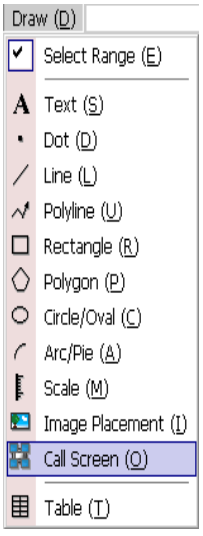
9.7.1 Setup Procedure



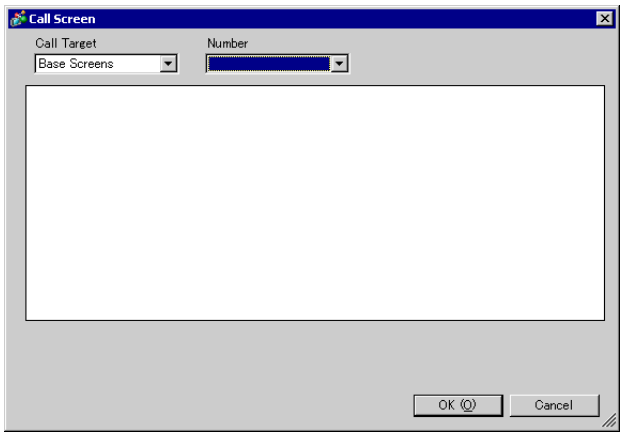
1 From the [Screen (S)] menu, select [New Screen (N)]. The following dialog box appears. Click [New] to create a new base screen (Example: Base Screen 2)



2 From the [Draw (D)] menu, select [Call Screen (O)] or click  .

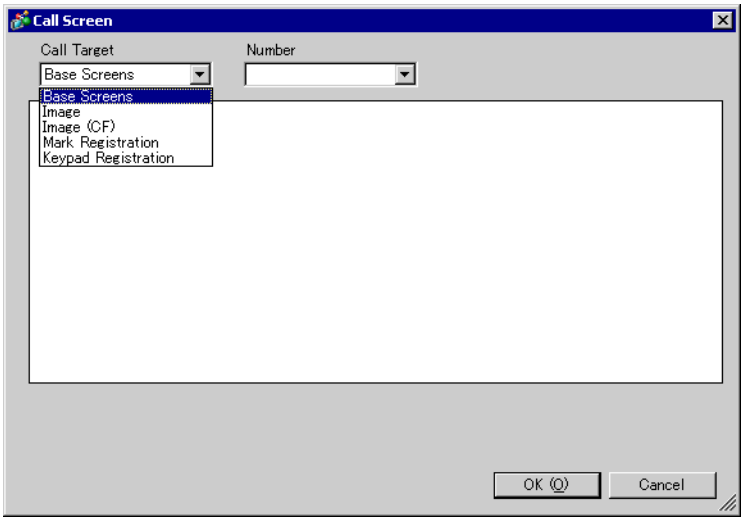


3 When you drag on the image screen, a dashed line is drawn. [Call Screen] dialog box is displayed.



4 Select the target image from [Call Target].

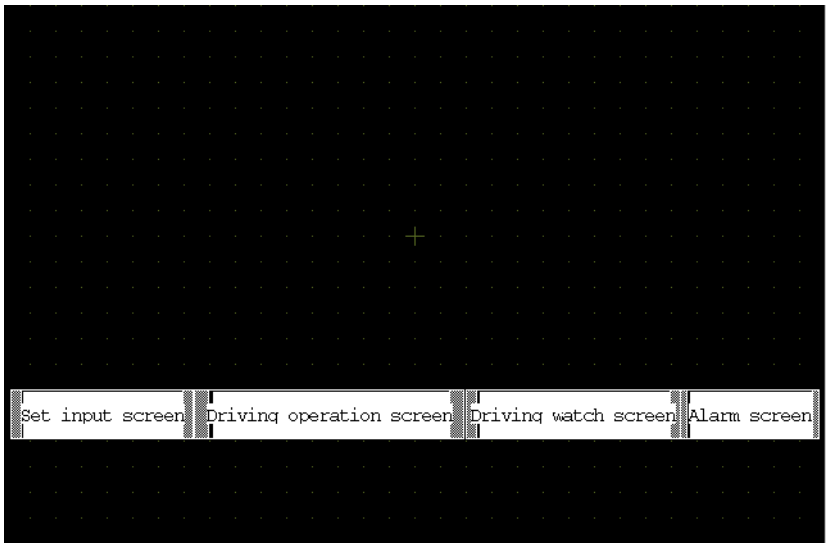
Base Screens	Previously created base screens are displayed.
Image	The image data registered in "Image Registration" is displayed.
Image (CF)	The CF-card image data registered in "Image Registration" is displayed.
Mark Registration	Displays registered marks.
Keypad Registration	The keypads registered in "Keypad Registration" are displayed.



NOTE

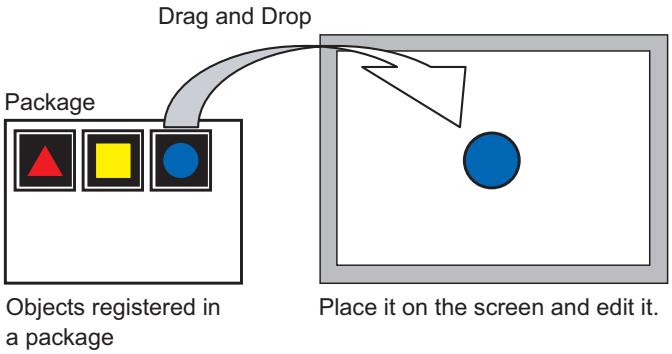
- When you call a [Base Screen], call and place it in the center of the screen.

5 Select an image and click [OK] to display the designated image.

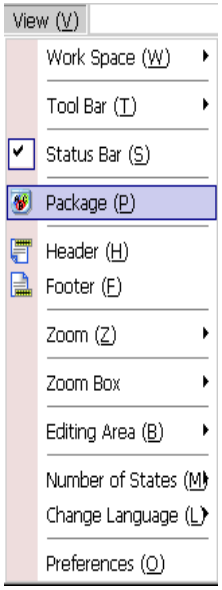


9.8 Editing a Picture on Another Screen

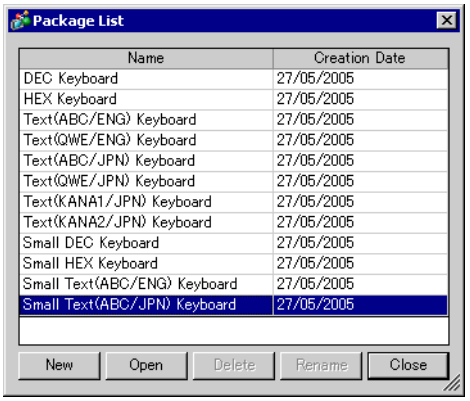
9.8.1 Placing Pictures Registered in the Package



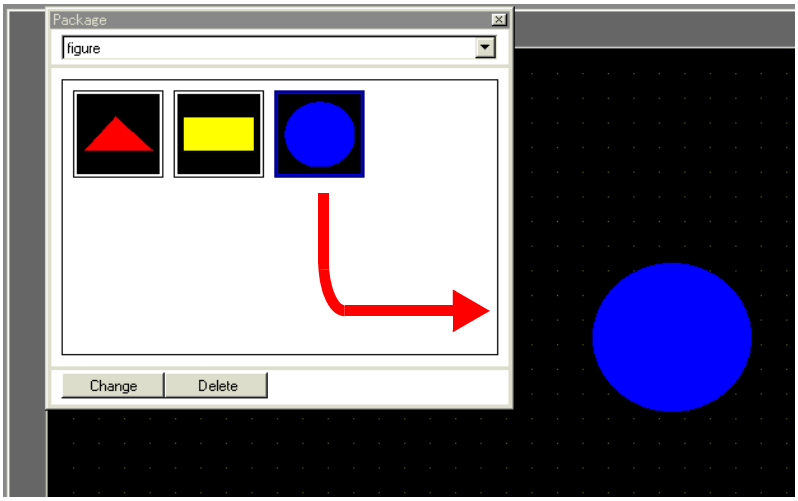
1 Display the registered picture list. From the [View (V)] menu, select [Package (P)].



2 The [Package List] dialog box appears. Select the picture to place and click [Open].



3 The [Package] dialog box is appears. Select a picture and drag it to the drawing screen to place it.

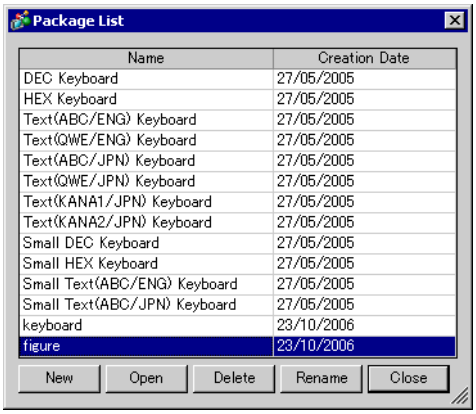


9.8.2 Registering Pictures in the Package

You can register a created object. You can also register a combination of multiple objects.

1 From the [View (V)] menu, select [Package (P)], or click .

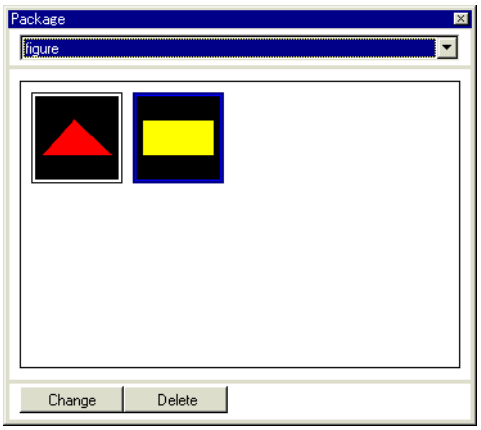
2 The [Package List] dialog box appears. Select a package name and click [Open].



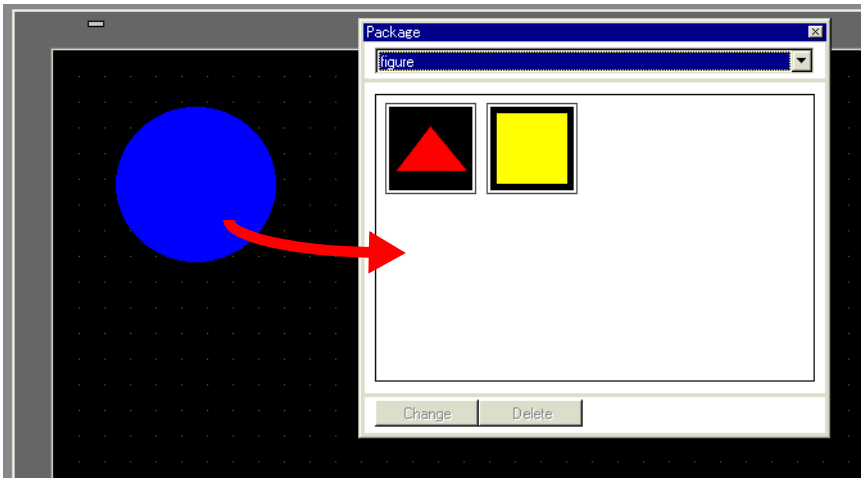
NOTE

- To register pictures in a new package, click [OK].

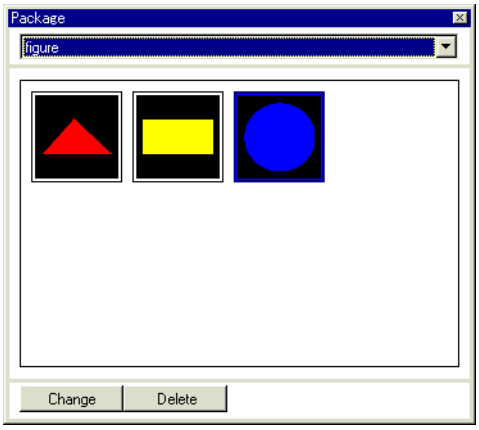
3 The [Package] dialog box, which displays a registered package list, appears.



4 Select the figure to be registered and drag to the [Package] dialog box.



5 The pictures have been registered in a package.

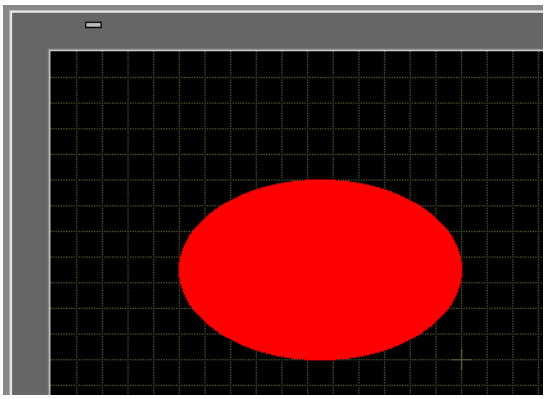


9.9 Creating a Screen from a Template

9.9.1 Setting up Grids

■ Introduction

You can display a grid with dots or lines on the drawing screen for reference when placing multiple objects.
The position of each object is determined according to the intersecting points of the grid, to make it easier to adjust the object position.



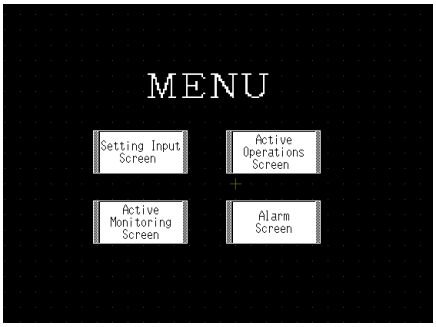
■ Setup Procedure

NOTE

- Please refer to the settings guide for details.

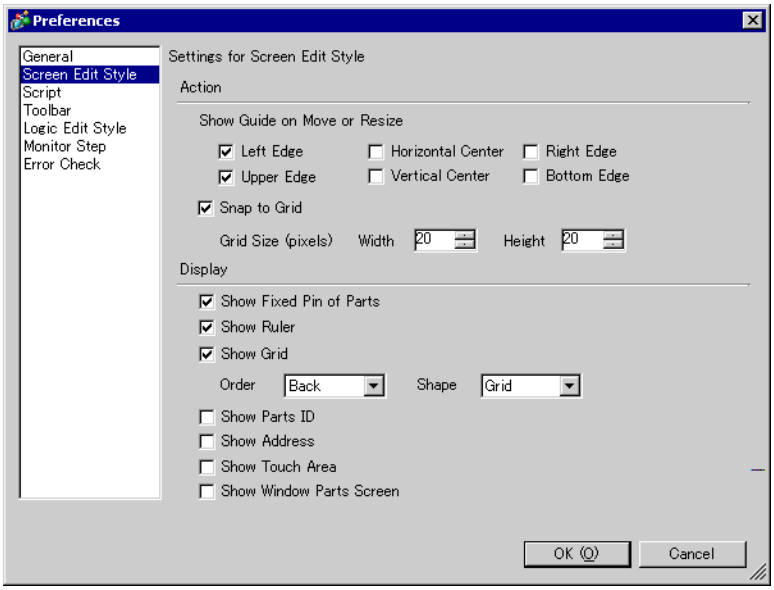
☞ "9.12.2 Preferences [Edit Screen] Setting Guide" (page 9-79)

Display a lined grid on the drawing screen and set the environment for placing an object along a line.

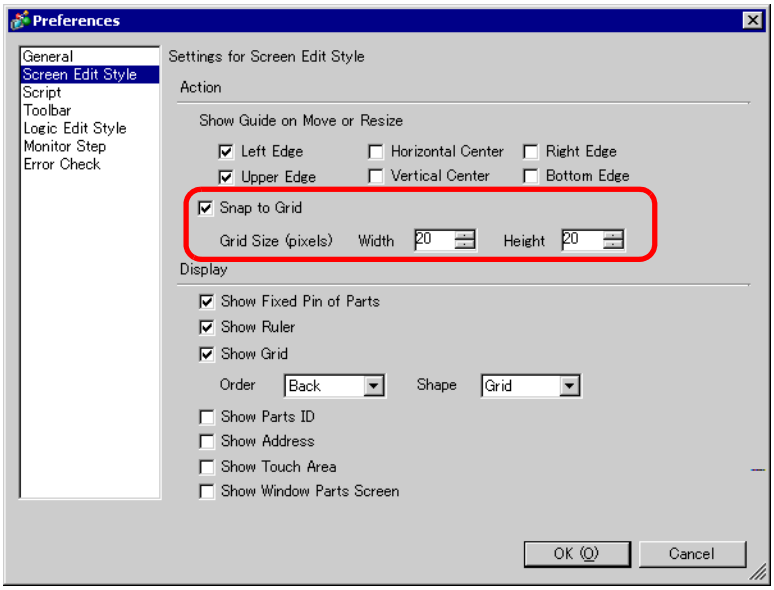


1 From the [View (V)] menu, select [Preferences (O)].

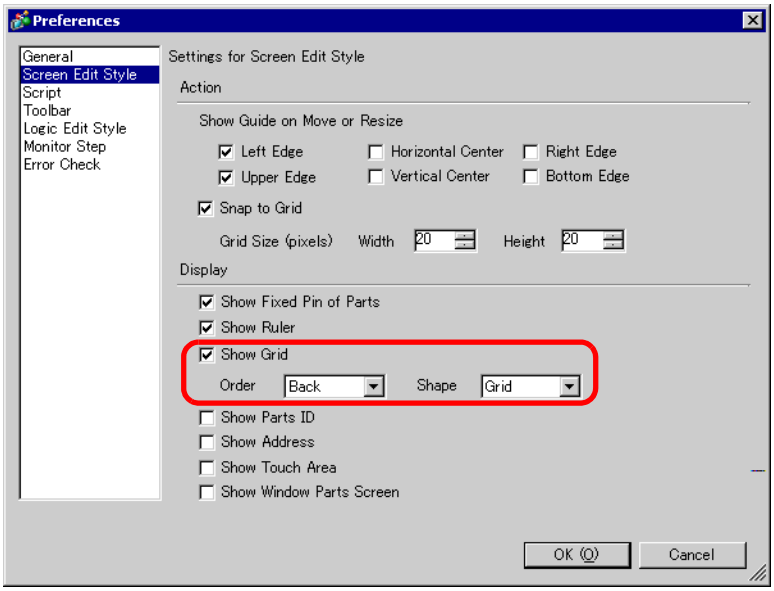
2 The [Preferences] dialog box appears. Select [Screen Edit Style].



3 Set the Action to align objects with intersecting points. Put a check mark next to the [Snap to Grid] box. Set the grid spacing in [Grid Size] (by the pixel). (For example, [Width] 20, [Height] 20)

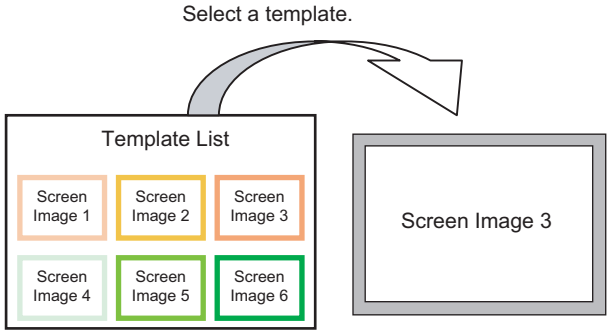


4 In the Display group box, select the [Show Grid] check box. Select [Order] and [Shape] options as necessary. Click [OK] to close the dialog box.



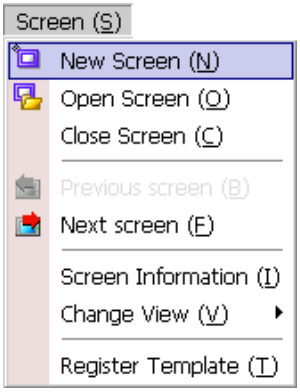
9.9.2 Selecting a Screen from Template

You can reduce the number of drawing processes by editing in a screen registered in the templates.

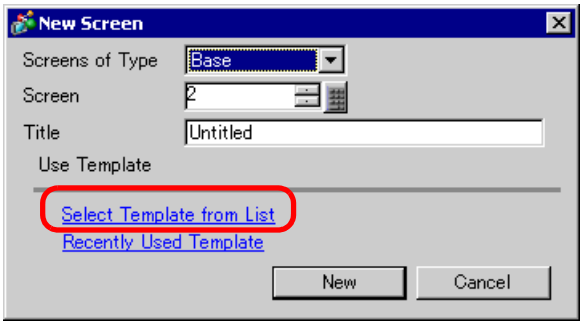


■ Placing a Picture Registered in Templates

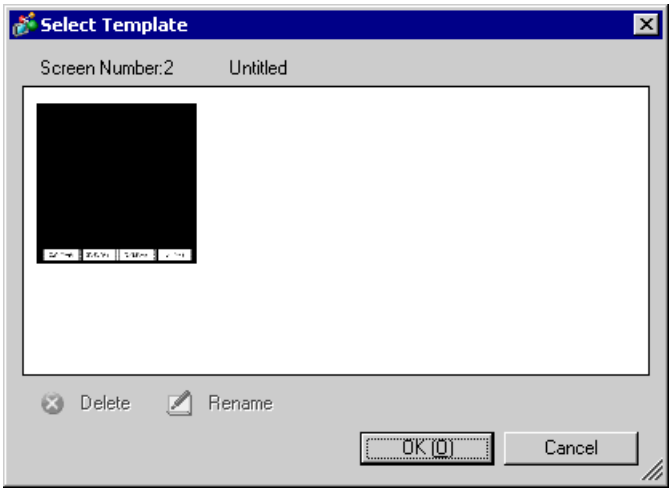
1 From the [Screen (S)] menu, select [New Screen (N)].



2 The following [New Screen] dialog box appears. Click [Select Template from List].



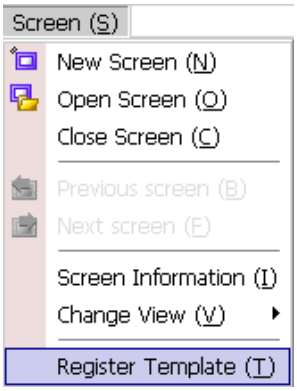
3 The registered templates display. Select a screen you want to use and click [OK].



4 The template is placed.

■ Registering a Screen as a Template

You can register created screens as templates and use them again. To make a screen into a template, from the [Screen (S)] menu, select [Register Template (T)]..



9.10 Pasting an Image

9.10.1 Target Image

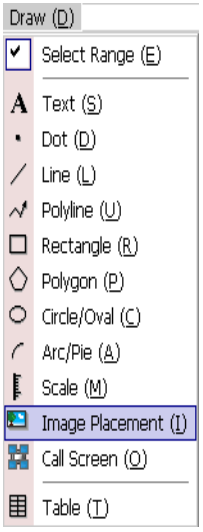
Image data that can be displayed on the GP screen is as follows.

Image	Pasting Method	Description
BMP, JPEG, DPD, PNG File	Directly placing an image on the screen	Directly pastes BMP, JPEG, DPD, or PNG on the screen. **NOTE** • In using the same image on the multiple screens, you can hold down the screen capacity by registering the original image in "Image". • You can call the base screen with an image already placed onto another base screen. ☞ "9.10.2 Pasting BMP/JPEG Procedure" (page 9-64)
	Registering an image in "Image (Display)" and using Call Screen	Registers a BMP, JPEG, DPD, or PNG file as the "Image" and displays it on the base screen by using Call Screen. **NOTE** • You can improve screen capacity by registering an image file in "Image" and using the same image on the multiple screens. ☞ "9.7 Using a Screen for Various Purposes" (page 9-50)
	Registering an image in "Image (CF)" and using Call Screen	Calls and displays the image data stored in the CF Card on the base screen. ☞ "9.7 Using a Screen for Various Purposes" (page 9-50)
	Calling the base screen's image	Calls and displays the base screen's already created image data on the base screen. ☞ "9.7 Using a Screen for Various Purposes" (page 9-50)
Mark Registration	Registered "Mark registration" images.	Calls and displays the dotted image data registered in "Mark" on the base screen. ☞ "9.11 Drawing a Detailed Picture" (page 9-66)
Keypad Registration	Registered "Keypad Registration" images.	Calls and displays the registered keypad on the base screen. ☞ "9.7 Using a Screen for Various Purposes" (page 9-50)] **NOTE** • You can call one keypad from a [Call Screen] part on a Base Screen.

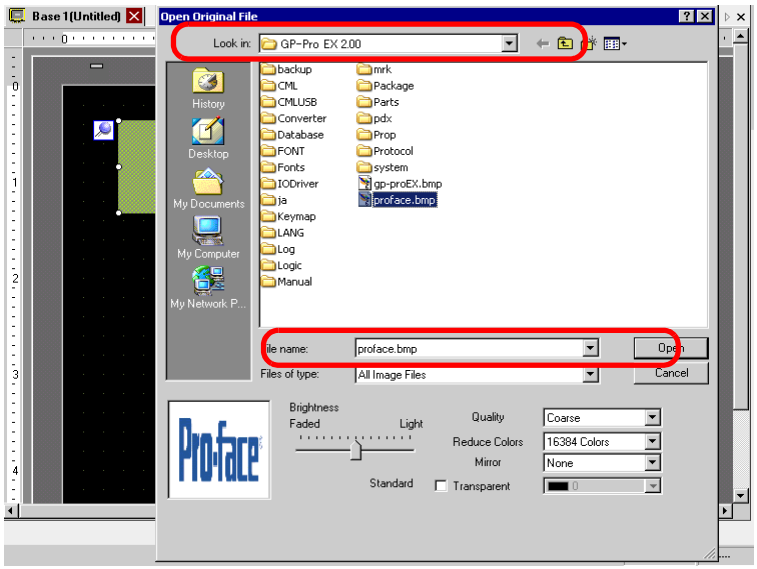
9.10.2 Pasting BMP/JPEG Procedure

To directly paste the image on the screen:

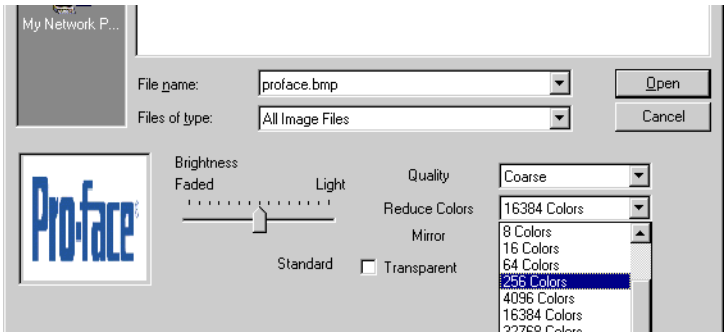
1 From the [Draw (D)] menu, select [Image Placement (I)], or click the  icon.



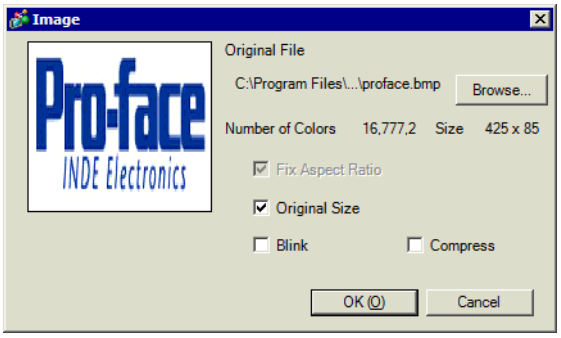
2 Move the cursor to the drawing area and the cursor converts to cross hairs. Click the screen and the [Open Original File] dialog box appears. Set the [Look in] and [File name] for the image to paste.



3 Adjust the image quality and number of colors, and click [Open].



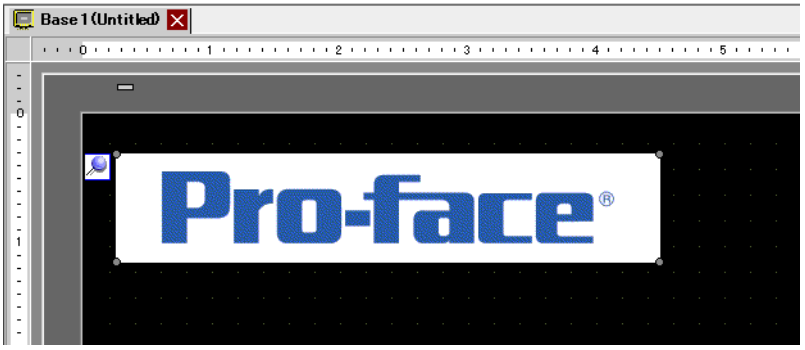
4 The following [Image] dialog box appears. Set the size and blink rate for the image to paste.



NOTE

- When [Original Size] is selected, an image is placed with the same size as the original image. You cannot change the image size after placing it.
- When [Fix Aspect Ratio] is selected, an image is placed with the original image horizontal to vertical ratio fixed.

5 Click [OK] and the designated image will be placed.

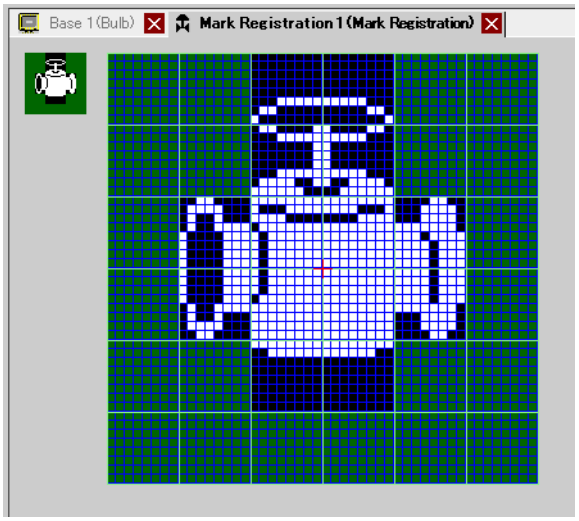


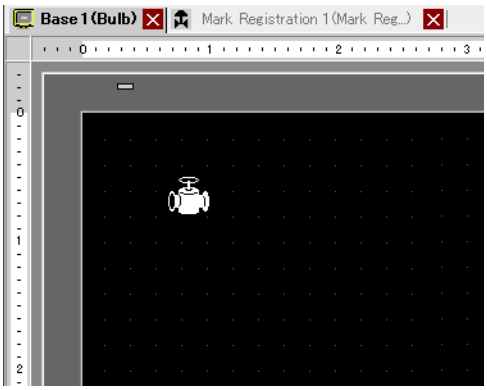
9.11 Drawing a Detailed Picture

9.11.1 Drawing a Valve

■ Introduction

You can call and display image data created in a Mark to the base screen. In the [Mark], you can draw your own symbols or pictures with dots.





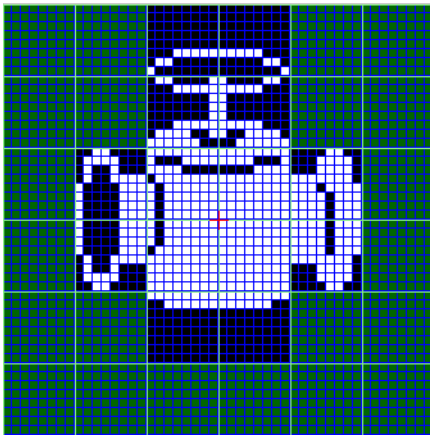
■ Setup Procedure

NOTE

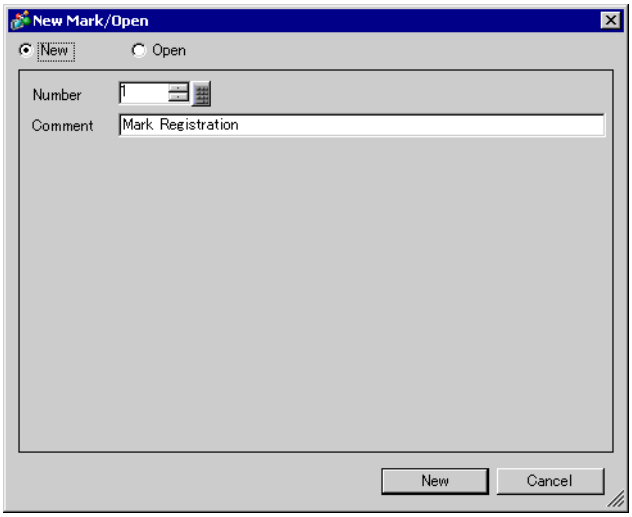
- Please refer to the settings guide for details.

☞ "9.12.3 Common (Mark Registration) Settings Guide" (page 9-81)

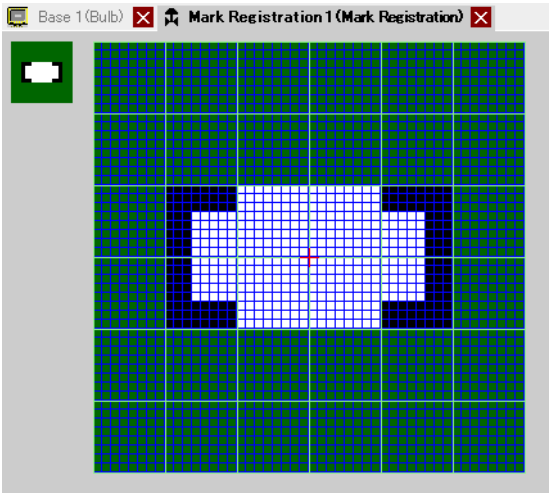
To draw a valve with dots:



1 From the [Common Settings (R)] menu, click [Mark Registration (M)]. Select [New] and enter the [Number] and [Comment] and click [Create] (Example: [Number]1, [Comment] Mark Registration)



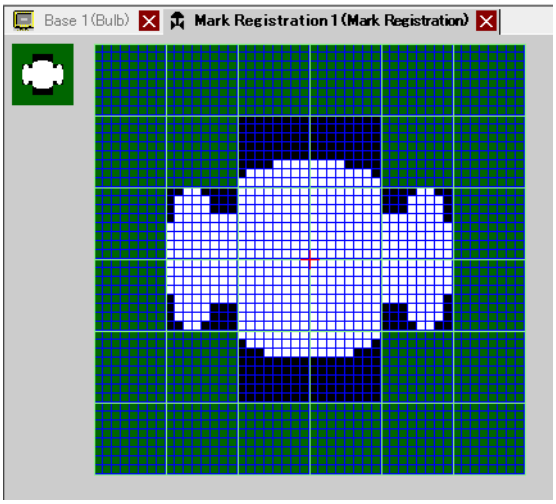
2 Create an outline of the valve body with a rectangle. From the [Draw (D)] menu, select [Filled Rectangle (T)]. Place after dragging to adjust the size and location of the rectangle.



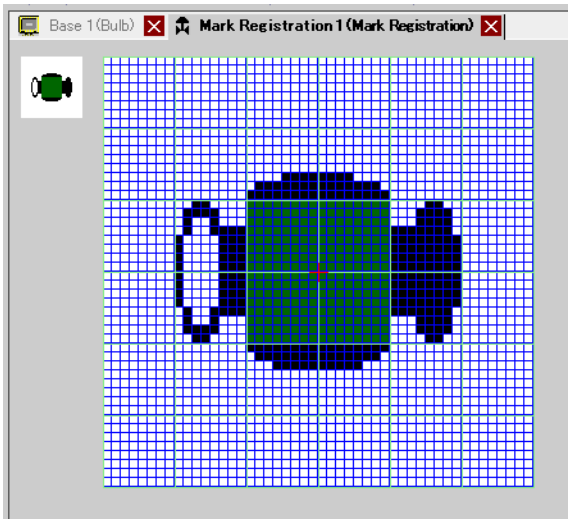
NOTE

- From the [Edit] menu, click [Undo (U)] to undo the command.

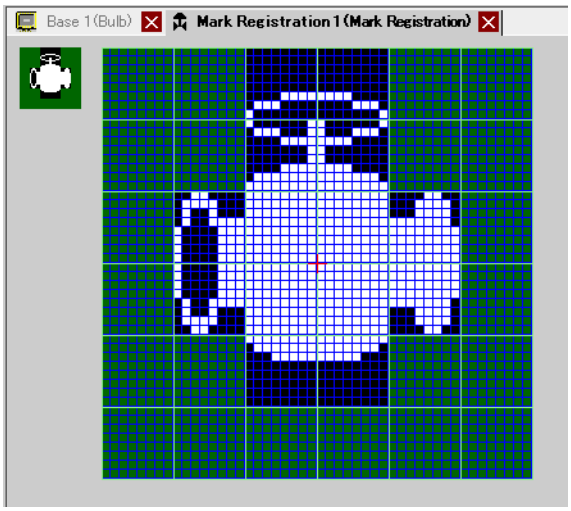
3 Create a valve opening with an ellipse. From the [Draw] menu, select [Filled Circle/Ellipse], Place the object after adjusting the size and location of the ellipse.



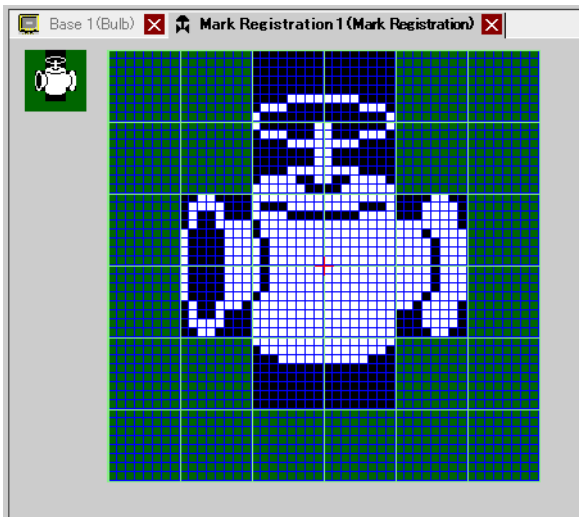
4 Create an outline of the valve opening using [Color Inversion]. From the [Edit] menu, select [Color Inversion (Y)] to mirror the dot on the campus. In this state, from the [Draw] menu, select [Filled Circle/Ellipse] to place after adjusting the size and location of the ellipse. After placement, click [Color Inversion (Y)] again to return to the campus state.



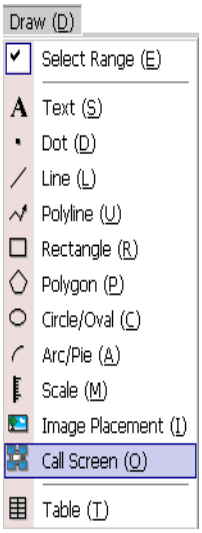
5 Create the handle part with an oval and rectangle. From the [Draw] menu, select [Circle/Oval (I)] or [Filled Rectangle (T)]. Place the object after adjusting the size and location of the oval and rectangle.



6 Fine tune each part using dots. From the [Draw (D)] menu, select [Dot (D)]. To draw, you can click to turn ON (white) and right-click to turn OFF (black).



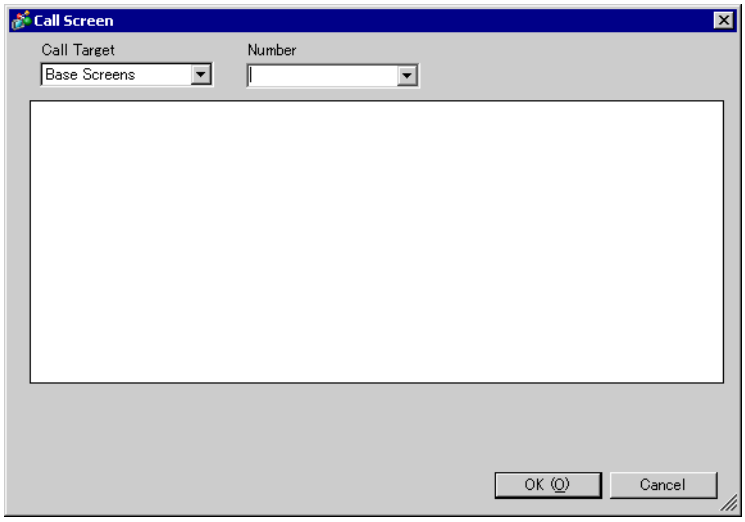
7 Click the [Base 1] tab and open a base screen to place the mark. From the [Draw (D)] menu, select [Call Screen (O)].



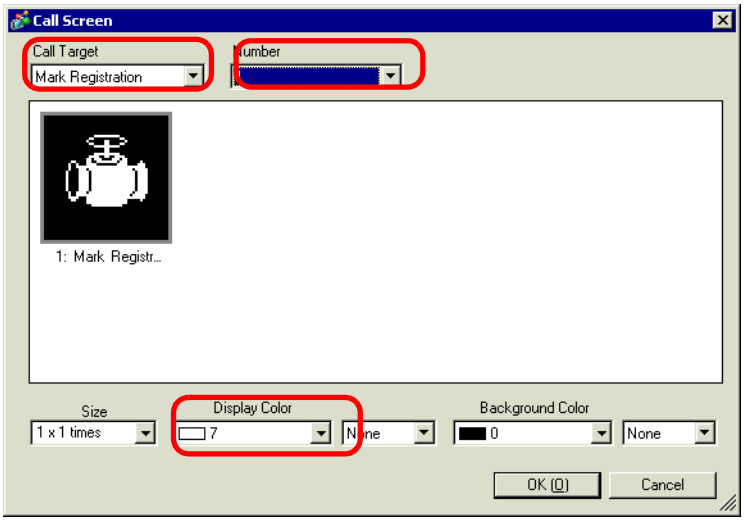
NOTE

- From the [Screen (S)] menu, select [New Screen (N)] to create a new base screen.

8 Click the drawing screen and the dotted border is placed and the [Call Screen] dialog box appears.



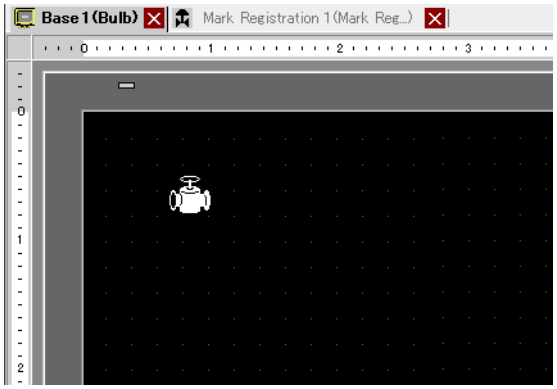
9 Select [Mark Registration] from [Call Target] and select the mark number registered in [Number]. (For example, 1)



NOTE

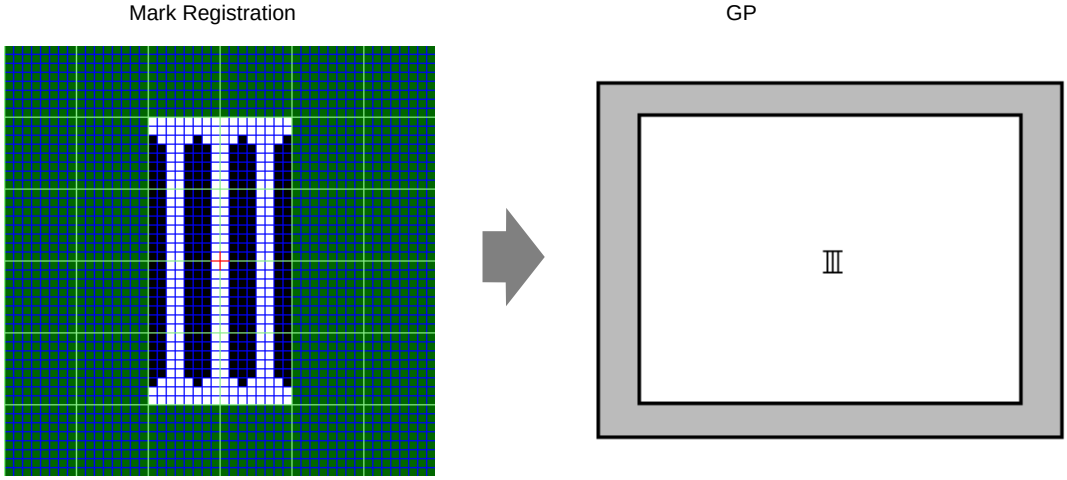
- You can designate the display color of the created mark.

10 Select an image and click [OK] to display the designated image.



9.11.2 Displaying a Character External to the Character Code

Draw an external character with dots in Mark. You can display registered external characters on the screen.
You can register external characters only when selecting the ASCII standard font (bitmap font) and the font size of 8 x 16 dots or larger.

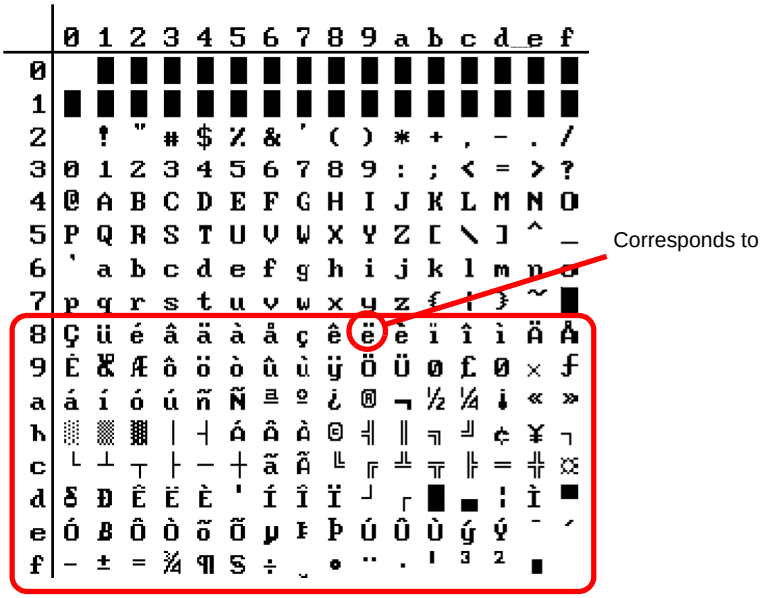


■ Setup Procedure

You can display the created character on the screen by replacing a character in the frame in the character code table with it. The following is the procedure for replacing the character ë (89h) in the character code table (Code Page 850) with the character "III", which was created with dots, and displaying the character "III" on the GP screen.

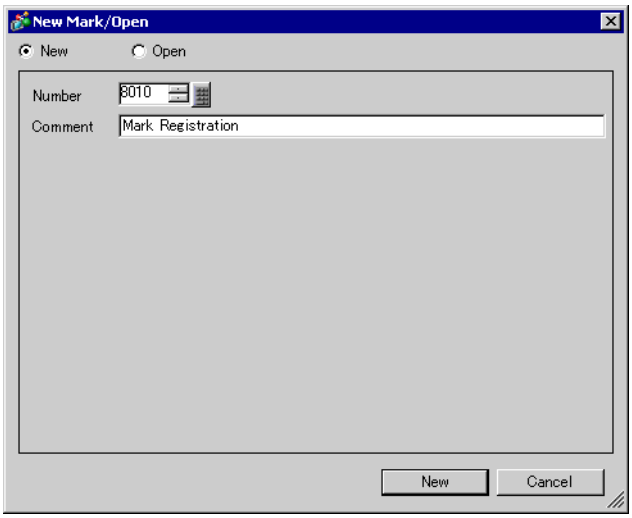
◆ Character Code List

The following is the character code table of Code Page 850, the character code used on the GP.

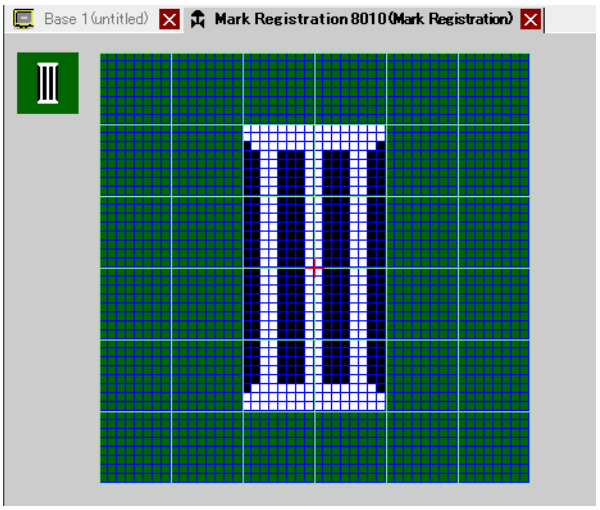


1 From the [Common Settings (R)] menu, select [Mark Registration (M)]. Select [OK] and enter the mark number "8010" in the [Number] which corresponds to the character ë (89h) in the character code table. Click [New].

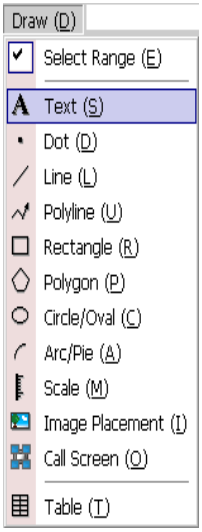
☞ “ ■ Input Code Table” (page 9-76)



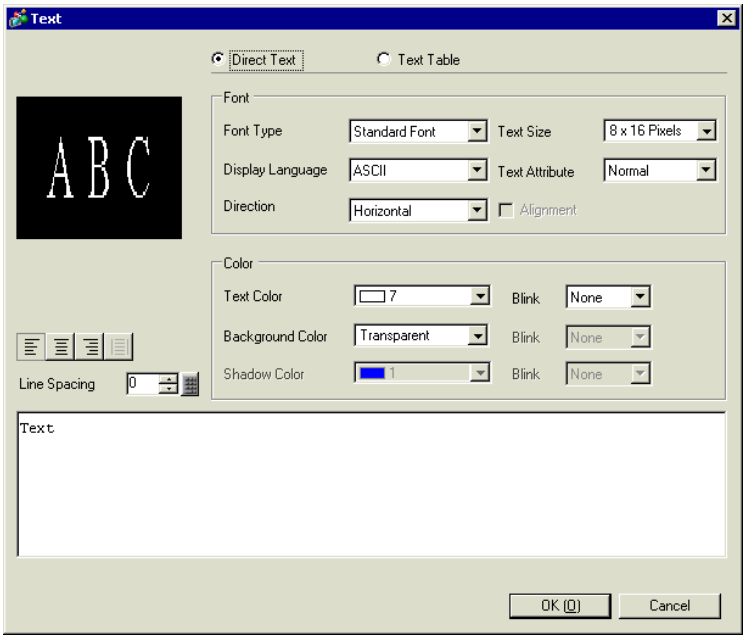
2 Draw a special character. Create "III" to display on the screen.



3 From the [Draw (D)] menu, select [Base 1] and then select [Text (S)].

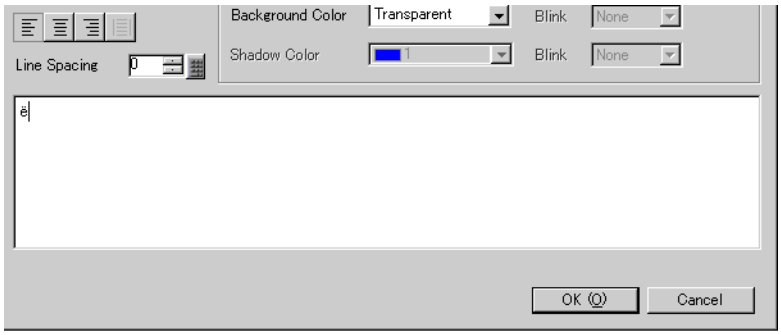


4 Place the text on the screen, and double-click it to open the [Text] dialog box.



5 In the text input area, enter the [Input Code] as "0235", which corresponds to the text code (89h), while pressing the [Alt] key. ë has been input. Click [OK].

☞ " ■ Input Code Table" (page 9-76)



NOTE

- The character placed on the drawing screen is ë. On the screen display of to the GP, "III" is displayed.

■ How to Display Characters External to the Character Code List

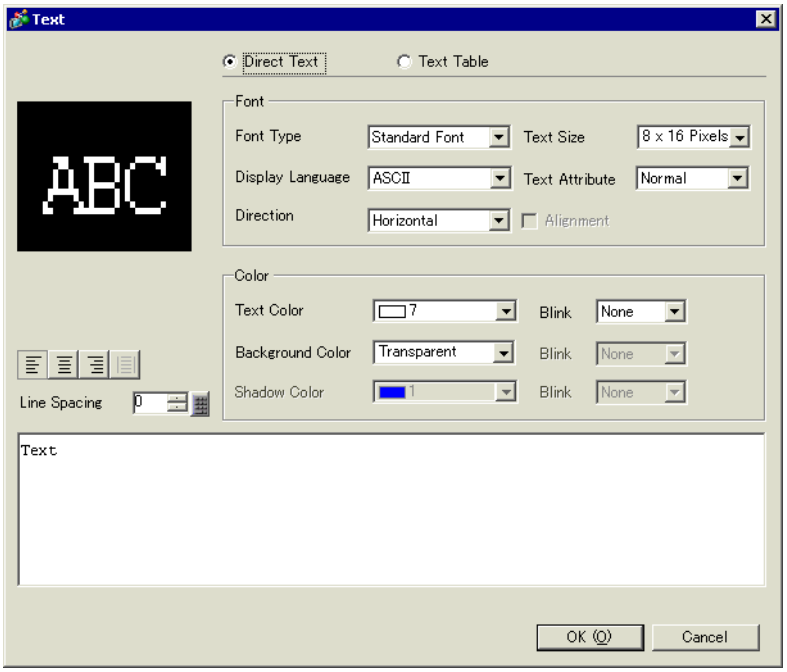
The marks drawn for the mark numbers from 8001 to 8128 are treated as the characters of the character codes from 80h to FFh. For example, 8001 corresponds to 80h, and 8002 to 81h. If you create marks for these mark numbers, they will be registered as external characters. By inputting the input code corresponding to a mark number on the base screen, the character displayed on the base screen is displayed as a registered external character on the GP.

■ Input Code Table

Mark Number	Text Code Code Page 851	Input Code (Alt + Code)	Mark Number	Text Code Code Page 851	Input Code (Alt + Code)	Mark Number	Text Code Code Page 851	Input Code (Alt + Code)
8001	80h	0199	8049	B0h	0130	8097	E0h	0211
8002	81h	0252	8050	B1h	0131	8098	E1h	0223
8003	82h	0233	8051	B2h	0132	8099	E2h	0212
8004	83h	0226	8052	B3h	0133	8100	E3h	0210
8005	84h	0228	8053	B4h	0134	8101	E4h	0245
8006	85h	0224	8054	B5h	0193	8102	E5h	0213
8007	86h	0229	8055	B6h	0194	8103	E6h	0181
8008	87h	0231	8056	B7h	0192	8104	E7h	0254
8009	88h	0234	8057	B8h	0169	8105	E8h	0222
8010	89h	0235	8058	B9h	0135	8106	E9h	0218
8011	8Ah	0232	8059	BAh	0136	8107	EAh	0219
8012	8Bh	0239	8060	BBh	0137	8108	EBh	0217
8013	8Ch	0238	8061	BCh	0138	8109	ECh	0253
8014	8Dh	0236	8062	BDh	0162	8110	EDh	0221
8015	8Eh	0196	8063	BEh	0165	8111	EEh	0175
8016	8Fh	0197	8064	BFh	0139	8112	EFh	0180
8017	90h	0201	8065	C0h	0140	8113	F0h	0173
8018	91h	0230	8066	C1h	0141	8114	F1h	0177
8019	92h	0198	8067	C2h	0142	8115	F2h	0159
8020	93h	0244	8068	C3h	0143	8116	F3h	0190
8021	94h	0246	8069	C4h	0144	8117	F4h	0182
8022	95h	0242	8070	C5h	0145	8118	F5h	0167
8023	96h	0251	8071	C6h	0227	8119	F6h	0215
8024	97h	0249	8072	C7h	0195	8120	F7h	0184
8025	98h	0255	8073	C8h	0146	8121	F8h	0176
8026	99h	0214	8074	C9h	0147	8122	F9h	0168
8027	9Ah	0220	8075	CAh	0148	8123	FAh	0183
8028	9Bh	0248	8076	CBh	0149	8124	FBh	0185
8029	9Ch	0163	8077	CCh	0150	8125	FCh	0179
8030	9Dh	0216	8078	CDh	0151	8126	FDh	0178
8031	9Eh	0128	8079	CEh	0152	8127	FEh	0247
8032	9Fh	0129	8080	CFh	0164	8128	FFh	0160
8033	A0h	0225	8081	D0h	0240			
8034	A1h	0237	8082	D1h	0208			
8035	A2h	0243	8083	D2h	0202			
8036	A3h	0250	8084	D3h	0203			
8037	A4h	0241	8085	D4h	0200			
8038	A5h	0209	8086	D5h	0153			
8039	A6h	0170	8087	D6h	0205			
8040	A7h	0186	8088	D7h	0206			
8041	A8h	0191	8089	D8h	0207			
8042	A9h	0174	8090	D9h	0154			
8043	AAh	0172	8091	DAh	0155			
8044	ABh	0189	8092	DBh	0156			
8045	ACh	0188	8093	DCh	0157			
8046	ADh	0161	8094	DDh	0166			
8047	AEh	0171	8095	DEh	0204			
8048	AFh	0187	8096	DFh	0158			

9.12 Settings Guide

9.12.1 Text Settings Guide



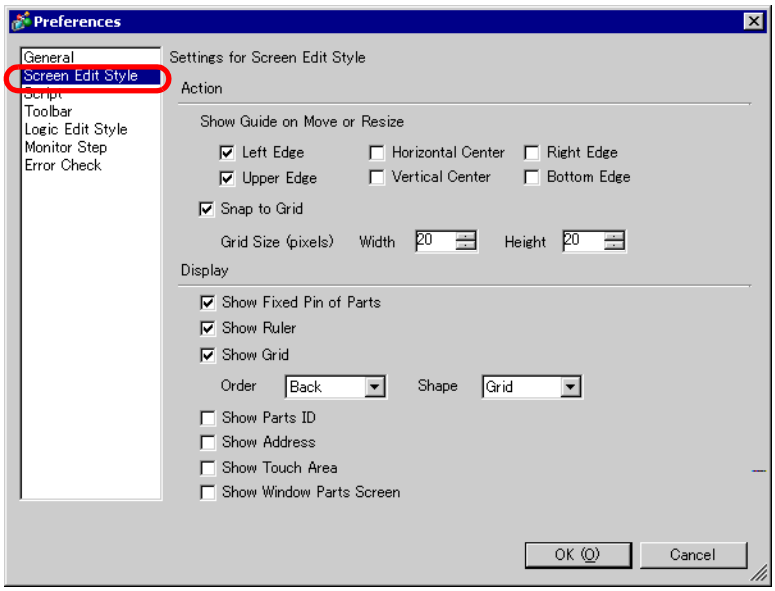
Setting	Description
Direct Text	Input text into the Input Text window and place it directly as fixed text.
Text Table	Use text from a previously saved Text Table. ☞ "15.4 Changing Languages (Multilanguage)" (page 15-16)
Font Type	When [Direct Text] is selected: • Standard Font You can select a bitmap font from [Japanese], [ASCII], [Chinese (Traditional)], [Chinese (Simplified)], or [Korean]. IMPORTANT • The standard font will become bitmap font. The display speed is faster than with other fonts, but characters may have jagged outlines or distorted if enlarged/reduced too much. • The Japanese and ASCII standard fonts are normally transferred to the GP. If you want to use Chinese (Simplified), Korean, or Chinese (Traditional) standard fonts, add the language in [System Settings] window, [Font] page. ☞ "6.2 Defining Stroke Font and Standard Font" (page 6-3)

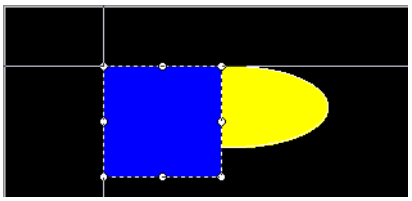
Continued

Setting	Description
Font Type	• Stroke Font You can select a vector font from [Japanese], [ASCII], [Chinese (Traditional)], [Chinese (Simplified)], [Korean], [Cyrillic], or [Thai]. IMPORTANT • The standard font will become vector font. Characters are displayed with smooth outlines if enlarged, but the display speed is slower than with the standard font. • ASCII stroke fonts are transferred to GP as a normal operation. If you want to use Japanese, Chinese (Simplified), Korean, Chinese (Traditional), Cyrillic, or Thai stroke fonts, add the language in [System Settings/Font]. ☞ "6.2 Defining Stroke Font and Standard Font" (page 6-3) • Image Font Displays a Windows font as bitmap data. ☞ "6.3 Image Font" (page 6-15) When [Text Table] is selected: Select between Standard Font and Stroke Font.
Display Language	Select a text display language from [Japanese], [ASCII], [Chinese (Traditional)], [Chinese (Simplified)], [Korean], [Cyrillic], or [Thai].
Direction	Select from [Portrait] or [Landscape].
Text Size	Select the text size. Each font type has a different size range. • Character Size Standard Font: 8 x 8 dot standard unit, 1 to 8 times (8 x 8 to 64 x 64 dot) 8 x 16 dot standard unit, 1 to 8 times (8 x 16 to 64 x 128 dot) Stroke Font: 6 to 127 • Fixed Size You can select this option only when the [Standard Font] is selected. Select from [6 x 10 dots], [8 x 13 dots], or [13 x 23 dots]. IMPORTANT • When the [Fixed Size] is "6 x 10 dot", you cannot select [Bold] for the [Text Attribute].
Text Attribute	Each font type has a different range of styles. Standard Font: Choose from [Standard], [Bold], [Shadow]. Stroke Font: Choose from [Standard], [Bold], [Outline].
Alignment	When selecting "Vertical", align the center of text with single-byte and double-byte characters.
Text Color	Set the display color for the text.
Background Color	Set the background color for the text.
Shadow Color	When the [Font Type] is [Standard Font] and the [Text Attribute] is [Shadow], choose a color for the shadow.
Line Spacing	Set a value from 0 to 255. This is only applicable when the text is multiple lines. This option cannot be used when the [Font Type] is set to [Image Font].

9.12.2 Preferences [Edit Screen] Setting Guide

On the [View (V)] menu, click [Preferences (O)]. The following dialog box appears. Select [Screen Edit Style] in the left window.



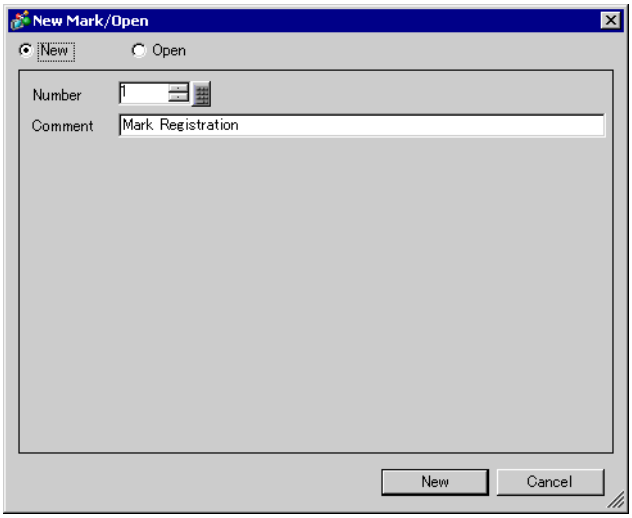
Setting		Description
Action	Guide Display on move or resize	This function is valid when aligning an object with a previously placed object. Guidelines are displayed at the designated points (the left edge and upper edge, etc.). 
	Snap to Grid	The cursor position is determined from the grid size, you don't have to fine tune the position. ☞ "9.9 Creating a Screen from a Template" (page 9-57)
	Grid Size (pixels)	Designate the grid interval by the pixel.

Continued

Setting		Description
Display	Show Fixed Pin of Parts	Designate whether or not to show the pin mark when an object is selected.  **NOTE** • If you click the pin mark, the Move and Edit Object functions will be locked and the pin mark will be red.
	Show Ruler	Shows rulers at the top and the left side of the screen. 
	Show Grid	Designate whether or not to show a grid.
	Show Parts ID	Designate whether or not to show the part ID number of the placed part.
	Show address	Designate whether or not to show the address set to the part.
	Show touch areas	Designate whether or not to show a touch input valid area. **IMPORTANT** • Place each object so that the touch areas do not overlap each other.
	Show Window Parts Screen	Designate whether or not to show a window part screen.

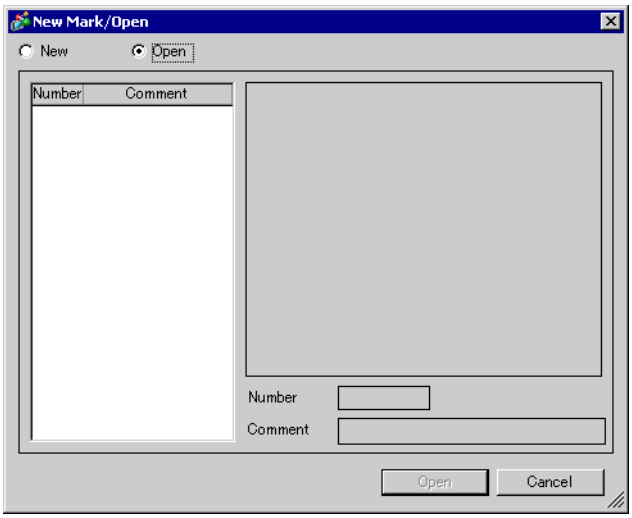
9.12.3 Common (Mark Registration) Settings Guide

■ Creating Marks



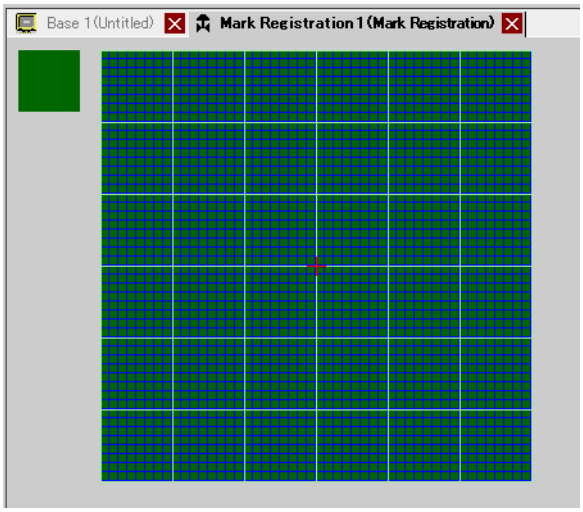
Setting	Description
New	Creates a new [Mark Registration] screen.
Open	Opens a previously created [Mark Registration] screen.
Number	Set the [Mark Registration] screen Number to any value between 1 and 8,999.
Comment	Enter a comment of up to 30 characters for the [Mark Registration] screen.

■ Open



Setting		Description
New		Creates a new [Mark Registration] screen.
Open		Opens a previously created [Mark Registration] screen.
List of marks		Displays the list of the [Mark Registration] screens in the project file.
	Number	Displays the number of each [Mark Registration] screen.
	Comment	Displays the comment for each [Mark Registration] screen.
Mark preview		Provides a preview display of the marks in the [Mark Registration] screen selected in the mark list.
	Number	Displays the number of the [Mark Registration] screen selected in the mark list.
	Comment	Displays the comment for the [Mark Registration] screen selected in the mark list.

■ Mark Registration



Setting	Description
Preview area	Provides a preview display of the mark's on-screen display size.
Drawing area	Used to draw marks using the drawing operations below, which can be selected from the menu and toolbar. -[Dot] -[Line] -[Rectangle] -[Circle/Oval] -[Filled Rectangle] -[Filled Circle/Ellipse] -[Fill] -[Text] -[Draw Size] The following items are displayed in the drawing area: -Origin -48 x 48 dot grid -Quadrant (8 x 8 dot area) borders -Dot ON, Dot OFF (Black), Dot OFF (Transparent)

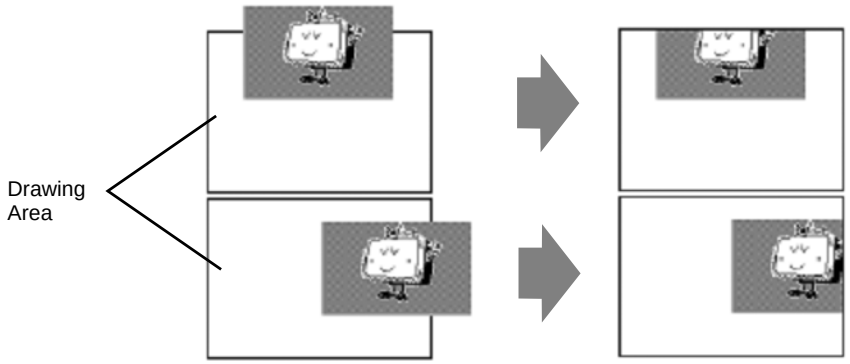
9.13 Restrictions

9.13.1 Restrictions for Drawing (Text)

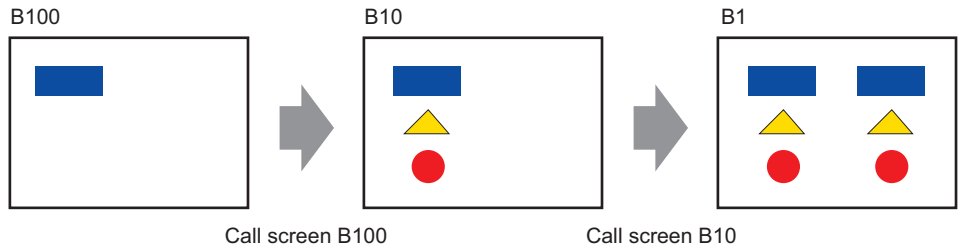
- When text is enlarged or rotated, the thickness of some letters may change.
- For characters with a character code (0x80 to 0xFF), the characters' shape will change due to differences in font between GP-Pro EX and the GP.

9.13.2 Restrictions for Pasting BMP/JPEG

- If you set the background color to the screen used for a call screen, the objects placed on the screen are not displayed on the GP.
- For a color data image screen, the data capacity is large, but the display speed on the GP is fast. For a monochrome data image screen, the display speed on the GP is somewhat slow, but the data capacity can be saved. Convert screens depending on the purpose.
- If an image screen is placed beyond the drawing area, the part that is outside the area is not displayed on the GP.



- Nesting (calling hierarchy) up to 10-layer (11-fold) is available. However, if the remaining memory in the PC decreases in operation, the display on the screen may be omitted. When transferred, the nested objects are normally displayed on the GP.
  For example, Double-layer (threefold) nesting.



9.13.3 Package Registration Restrictions

- Package register save is executed when you close the GP-Pro EX project.
- Up to 200 objects can be registered in one package. To register more than 200 objects, create a new package and register them in a new category.

9.13.4 Restrictions on Marks

- Acknowledge the registered external character after the screen data transmission on the display unit. The text corresponding to the input text code is displayed on GP-Pro EX.
- External characters can be registered only when the English standard font with a font size of 8 x 16 dot or larger is selected. 8 x 8 dot is not supported.
- To create an external character, draw it with single-byte characters (within 8 x 16 dot) with reference to the origin of the mark creating area (0,0).
- External characters cannot be rotated.
- When you print text in Alarm, external characters are not outputted. The results depending on printer types are as follows:
  For NEC PR201, EPSON ESC/P, HP Laser Jet, and Text ASCII:
  Direct code output of the text codes.
  For EPSON PM/Stylus:
  Image output of Code Page 850 characters
- If you were using the Character code (0x80 to 0xFF) of the Western standard fonts in a CSV file while registering external marks, and you want to display the marks in the Special Data Display [CSV Display] and [CSV Data Transmission] on GP, they will be converted to the external characters that were registered in the mark screen.

9.13.5 Restrictions for Screen Display

- When you reduce the screen edit area with the zoom function, some drawings may not display correctly, depending on the magnification.