



# 17 | Displaying and Changing Text

This chapter reviews how to display and change text in GP-Pro EX. Please start by reading "17.1 Settings Menu" (page 17-2) and then turn to the corresponding page.


17.1	Settings Menu .....	17-2
17.2	Changing and Displaying Messages (Text).....	17-4
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17.1 Settings Menu

Changing and Displaying Messages (Text)	
<div><div><div>D100=1</div><div></div><div>Pressure Error</div></div><div><div>D100=2</div><div></div><div>Confirm Rack Enabled</div></div></div> <p>Change text based on values entered in the PLC</p>	<div><div>Setup Procedure (page 17-5)</div><div>Introduction (page 17-4)</div></div>
Changing the Displayed Text	
<p>Divides registered text into several sections and displays each section on a different screen.</p> <div><div>Text Registration Screen</div><div><div>001 1. Release the three 002 tabs nearest you &amp; 003 remove the cartridge's 004 top cover. 005 2. Open the left 006 side of the 007 cartridge and 008 remove part A. 009 3. Set the 010 opening part of 011 part A facing 012 downward. 013 014</div><div>Register the text.</div></div><p>Scroll through the screens and the text displays.</p><div><div>1. Release the three tabs nearest you &amp; remove the cartridge's top cover. Beep</div><div>2. Open the left side of the cartridge and remove part A. Beep</div><div>3. Set the opening part of part A facing downward.</div></div></div>	<div><div>Setup Procedure (page 17-9)</div><div>Introduction (page 17-8)</div></div>

### Changing Languages (Multilanguage)

D00300:



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

RUN

STOP

→

運転

停止

... and the language of the Switch label or text changes.

☞ Setup Procedure (page 17-17)

☞ Introduction (page 17-16)

### Changing a Text's Language (Multilanguage)

Touch the switch...

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

Japanese ☐

English ☒

French ☐

Beep

...to change the text to another language.

③交換した部品 A の紙箱の開封口が下になるようにセットします。

Japanese ☐

English ☐

French ☐

☞ Setup Procedure (page 17-26)

☞ Introduction (page 17-25)

### Importing/Exporting Registered Text Tables for Use in Different Projects

Text Table Registration Screen

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

CSV File (TXT File)

Japanese
1 警報 A
2 警報 B
3 警報 C
4
5

Import

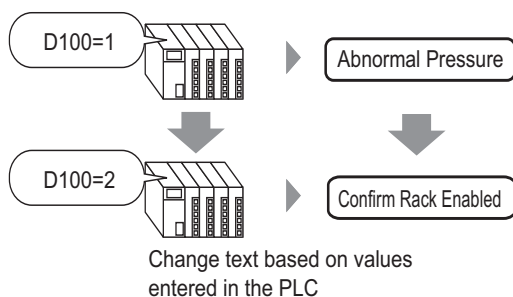
Export

☞ Setup Procedure (page 17-34)

☞ Introduction (page 17-33)

## 17.2 Changing and Displaying Messages (Text)

### 17.2.1 Introduction

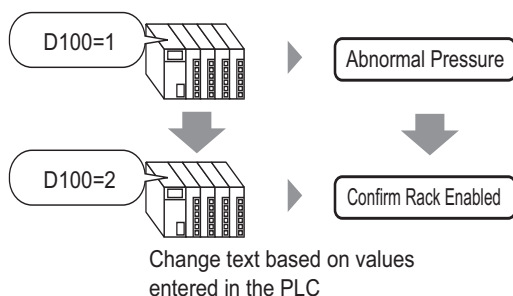


You can change messages according to the bit address ON/OFF state or based on changes in the word address value (0 to 15).

## 17.2.2 Setup Procedure

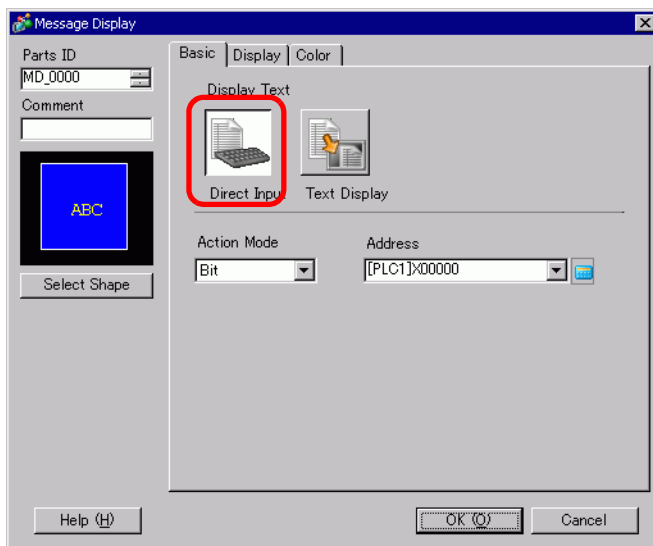
### NOTE

- Please refer to the settings guide for details.  
 ➞ "17.7.1 Message Display Settings Guide ■ Direct Input" (page 17-40)
- For details of the part placement method and the address, shape, color, and label setting method, refer to the "Part Editing Procedure".  
 ➞ "8.6.1 Editing Parts" (page 8-52)



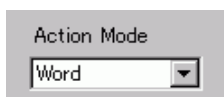
1 From the [Parts (P)] menu, select [Message Display (M)] or click . Place the Part on the screen.

2 Double-click the new Message Display. The following dialog box appears.



3 Select the Data Display shape from [Select Shape].

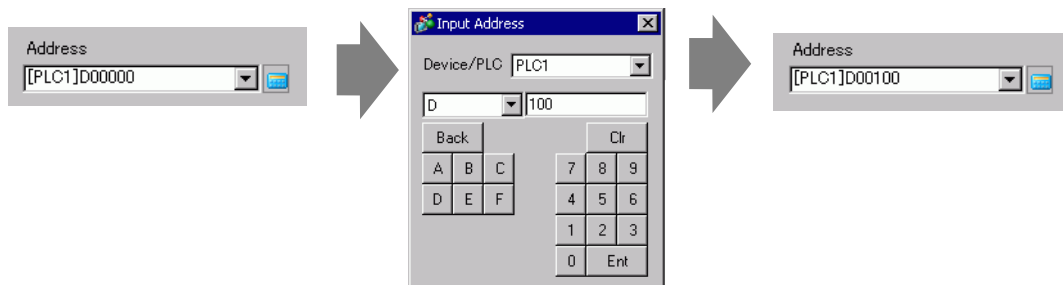
4 In the [Mode] drop-down list, select the method for changing messages.



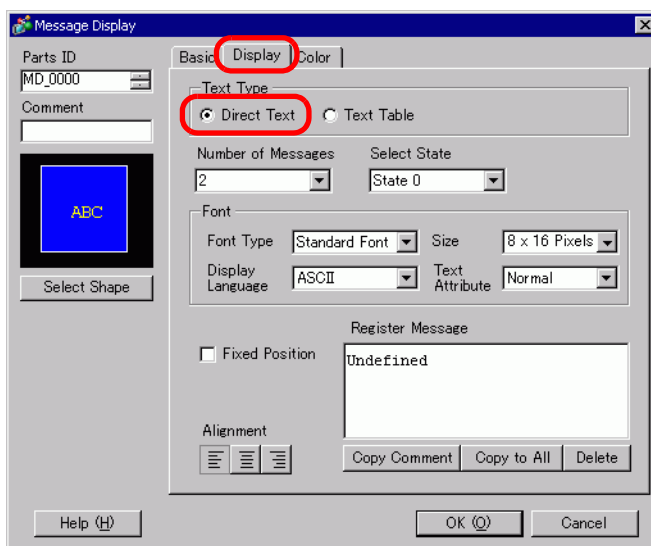
5 In [Address], set the address (D100) to trigger the message display.

Click the icon to display an address input keypad.

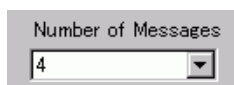
Select device "D", input "100" as the address, and press the Enter key.



6 Click the [Display] tab. In the [Text Type] section, select [Direct Text].



7 In the [Number of Messages] drop-down list, set the number of messages to display.



8 Set the message Font Type, Size, and Display Language.

9 In the [Align] section, set the text position.



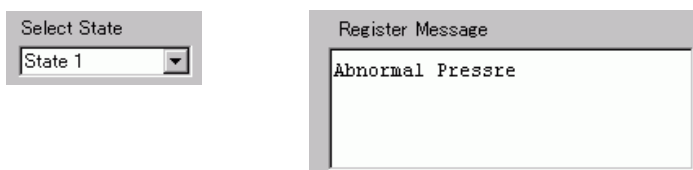
### 10 Set the message for each state

In the [Select State] drop-down list, select [State 0] and type the message in the [Register Message] box. If this box is left blank, the message displays nothing.



The screenshot shows two side-by-side windows. The left window, titled "Select State", contains a drop-down menu with "State 0" selected. The right window, titled "Register Message", contains an empty text box.

### 11 In the [Select State] drop-down list, select [State 1] and type "Abnormal Pressure" in the [Register Message] box. When State 1 is stored in [Address], "Abnormal Pressure" displays.



The screenshot shows two side-by-side windows. The left window, titled "Select State", contains a drop-down menu with "State 1" selected. The right window, titled "Register Message", contains a text box with the text "Abnormal Pressre" (note the typo).

### 12 In the [Select State] drop-down list, select [State 2] and type "Confirm Rack Enabled" in the [Register Message] box. When State 2 is stored in [Address], "Confirm Rack Enabled" displays.



The screenshot shows two side-by-side windows. The left window, titled "Select State", contains a drop-down menu with "State 2" selected. The right window, titled "Register Message", contains a text box with the text "Confirm Rack Enabled".

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

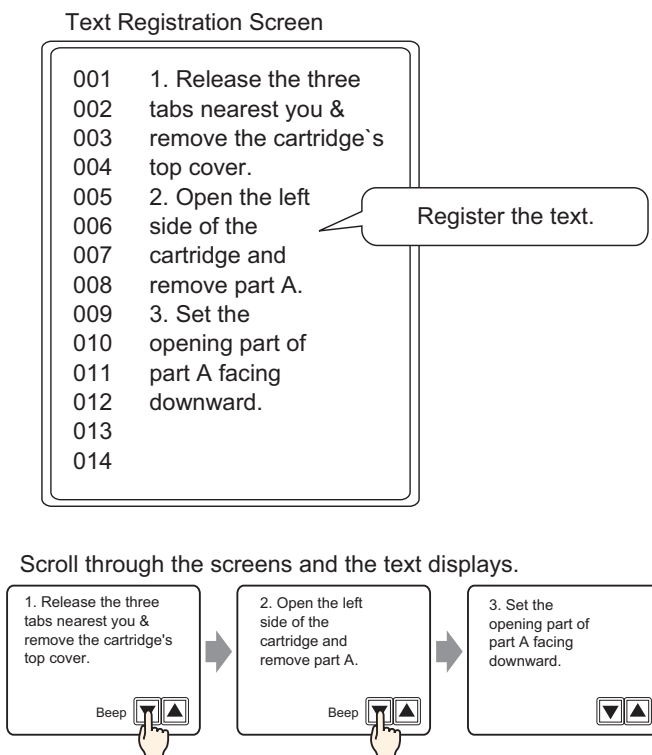
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**NOTE**

- If you select a message that has not been defined, the Message Display shows nothing. For example, if the number of message states is 16 and only states 0 to 3 have messages defined, states 4 to 16 display only the empty message frame.
  - You can type up to 100 single-byte characters for each message. Any characters over 100 are not displayed in the message.
-

## 17.3 Changing the Displayed Text

### 17.3.1 Introduction



Displays registered messages on the screen.

You can display messages that are too large for a single screen by using a series of screens.

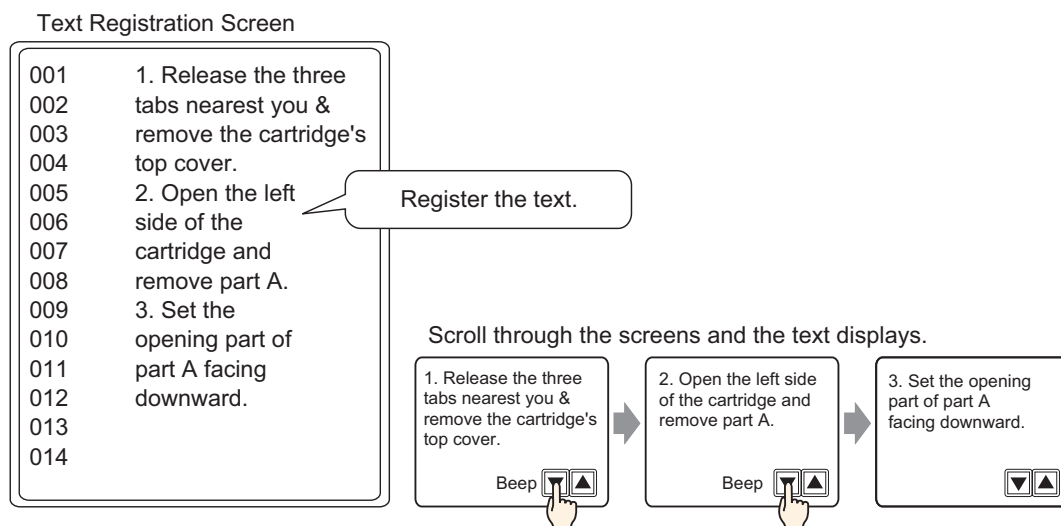



## 17.3.2 Setup Procedure

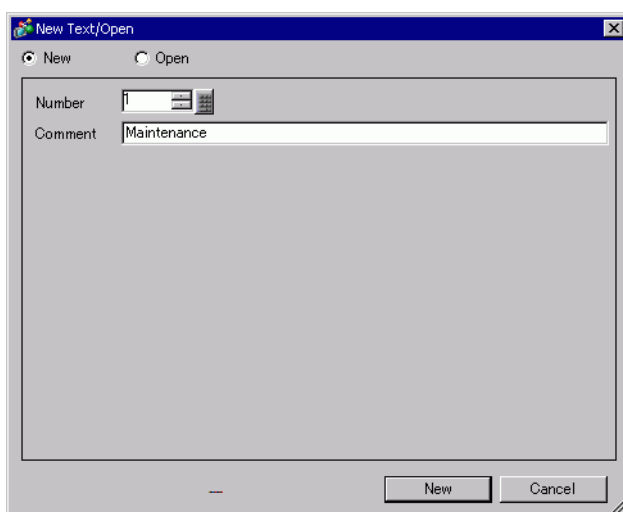
### NOTE

- Please refer to the settings guide for details.
  - ☞ "17.7.1 Message Display Settings Guide ■ Text Display" (page 17-44)
  - ☞ "17.7.2 Common (Text Registration) Settings Guide" (page 17-52)
- For details of the part placement method and the address, shape, color, and label setting method, refer to the "Part Editing Procedure".
  - ☞ "8.6.1 Editing Parts" (page 8-52)

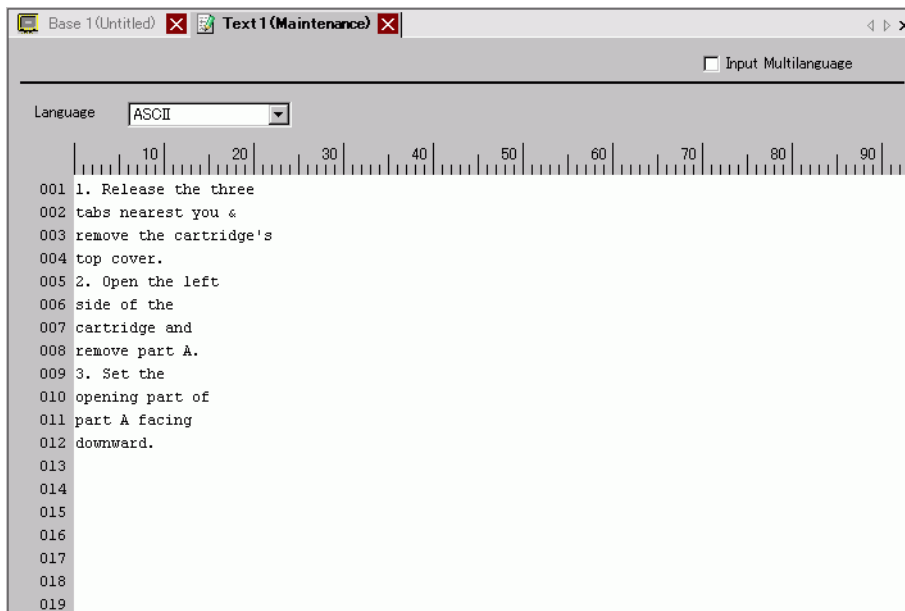
Displays registered text on the screen.




- 1 From the [Common (R)] menu, select [Text Registration (T)] or click . The [New Text/Open] dialog box appears.
- 2 Set the text number and comment, then click [New].



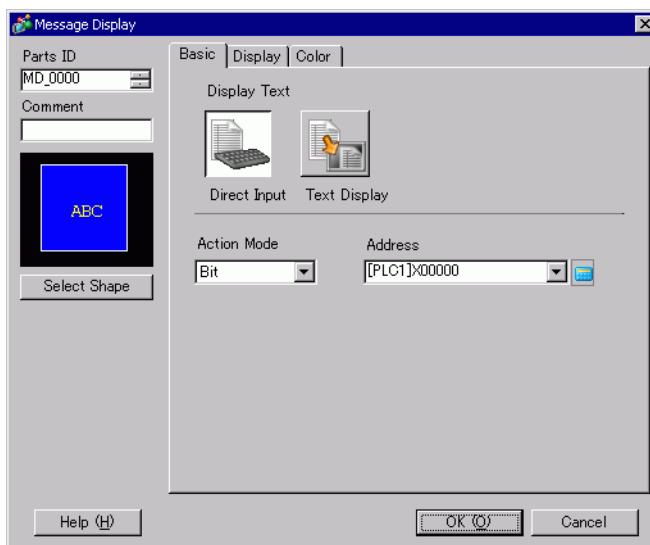
3 The text input screen appears. Enter the text for the message.



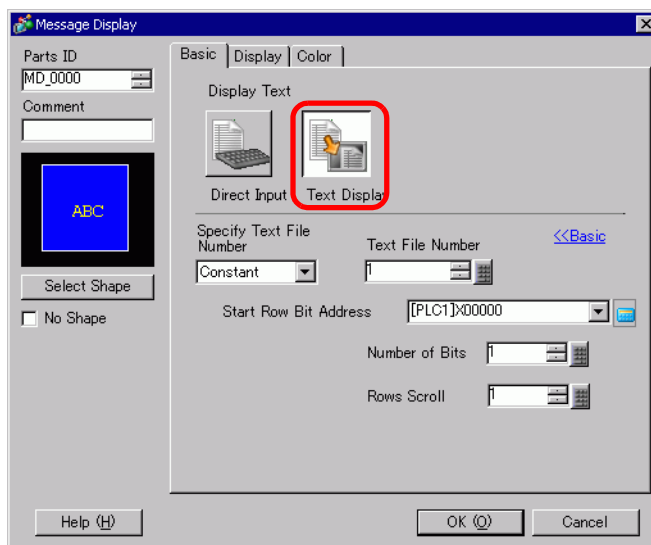
Click  at the top right of the screen to close the input screen.

4 On the [Parts (P)] menu, select [Message Display (M)] or click  to open and display the screen on which you want to display the Text.

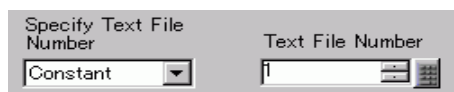
5 Double-click the new Message Display. The following dialog box appears.



6 Select [Text Display], and change the dialog box to [Detail] view.



7 In the [Specify Text File Number], select the method of specifying text to display. Set the [Text File Number].

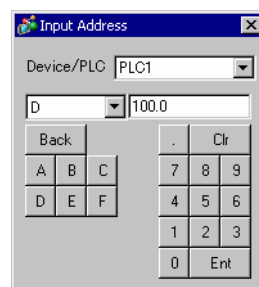


8 In [Start Row Bit Address], set the start address (D100 00 bit) which will trigger the message display.

Click the icon to display an address input keypad.



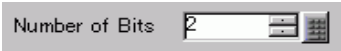
Select device "D", input "100.0" as the address, and press the Enter key.



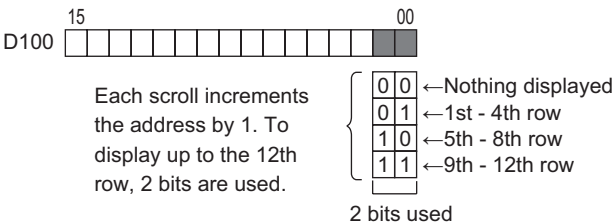
## NOTE

- Set a bit address or a word address to specify bits. If you set a bit address, [Number of Bits] of sequential addresses are assigned to set the display start row. If you set a word address, [Number of Bits] of sequential bits in the word (16 bits) are used.

9 In the [Number of Bits] field, set the number of bits to use for designating the start row display.



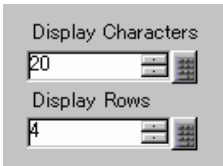
- NOTE**
- The number of bits to use depends on [Rows Scroll]. When scrolling four rows at a time, you need to scroll three times at the maximum to display 12 rows. 2 bits are required to store "3".



10 In the [Rows Scroll] field, set the number of text rows to scroll each time.

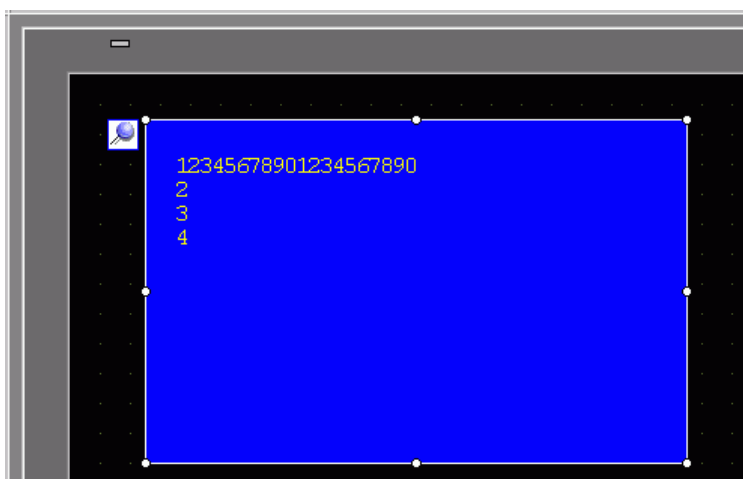



11 Click the [Display] tab. Set the [Display Characters] and [Display Rows].

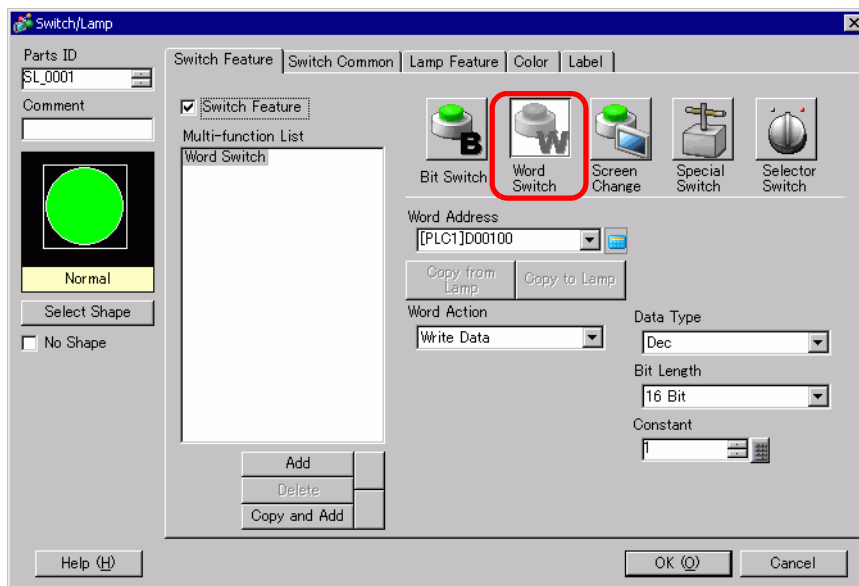


- NOTE**
- Set "1" to [Display Characters] to display one single-byte character. Set "2" for one double-byte character.

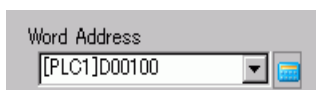
- 12 As needed, set the Message Display color and text color on the [Color] tab, and click [OK].  
The Message Display settings are complete.



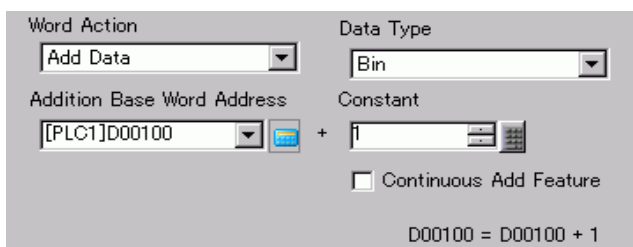
- 13 Set a Switch to use to scroll through message. From the [Parts (P)] menu, point to [Switch Lamp (C)] and select [Word Switch (W)] or click . Place the switch on the screen.
- 14 Double-click the placed Switch part. The following dialog box appears.



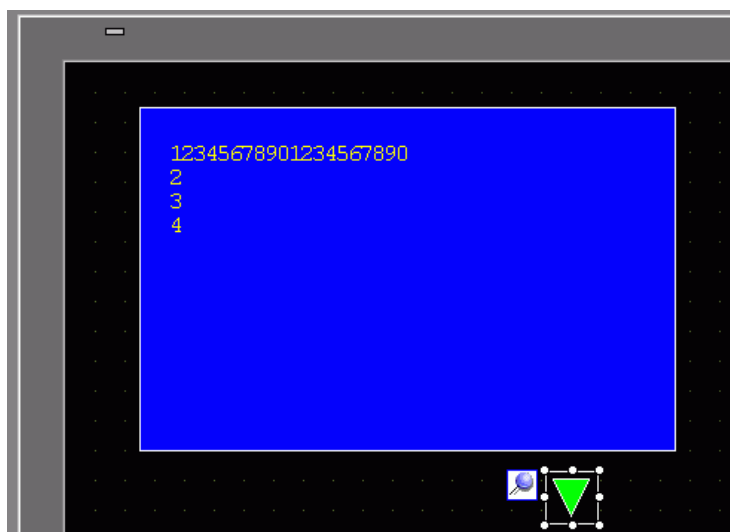
- 15 In [Select Shape], select the Switch shape.
- 16 In the [Word Address] field, set the address (D100) where you want to write data when you touch the switch.



- 17 In the [Word Action] drop-down list, select [Add Data]. Set an address value in [Addition Base Word Address].



- 18 As needed, set the Switch 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 [Subtract Data] from the [Word Action] drop-down list.

Word Action	Data Type
Subtract Data	Bin
Subtraction Base Word Address	Constant
[PLC1]D00000	1
<input type="checkbox"/> Continuous Subtract Feature	
D00100 = D00000 - 1	

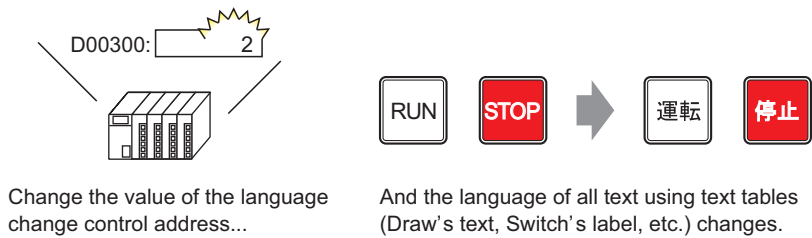
Two scroll switches have been placed.

### NOTE

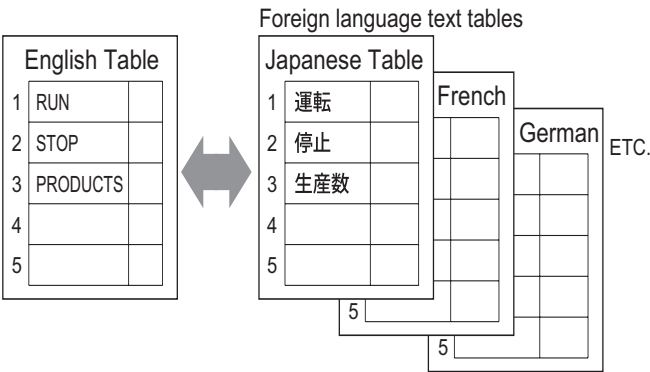
- Text can have up to 512 lines with up to 100 single-byte characters per line.
- When the data designated as the Display Start Row has no corresponding text row, the operation does not occur. The previously displayed rows remain.
- If your text data is wider than the display area, the portion that exceeds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

## 17.4 Changing Languages (Multilanguage)

### 17.4.1 Introduction



Create a Text Table with text in multiple languages. You can then change languages in text objects even while the system is running. (No translation function is available.)





## 17.4.2 Setup Procedure


**NOTE**

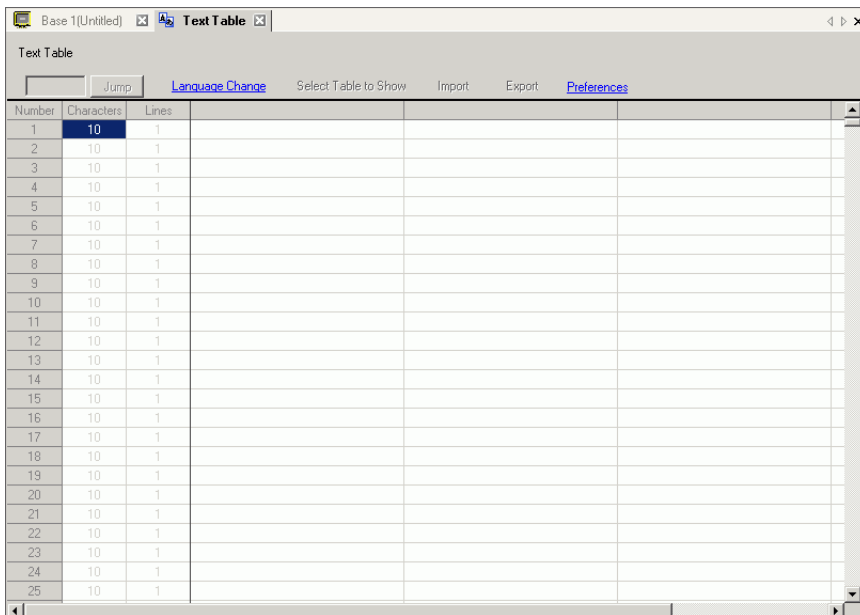
- Please refer to the settings guide for details.
  - ☞ "17.7.3 Text Table Settings Guide" (page 17-54)
  - ☞ "17.7.4 Switch/Lamp - Label (Enable Text Table) Settings Guide" (page 17-59)
- For details of the part placement method and the address, shape, color, and label setting method, refer to the "Part Editing Procedure".
  - ☞ "8.6.1 Editing Parts" (page 8-52)

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

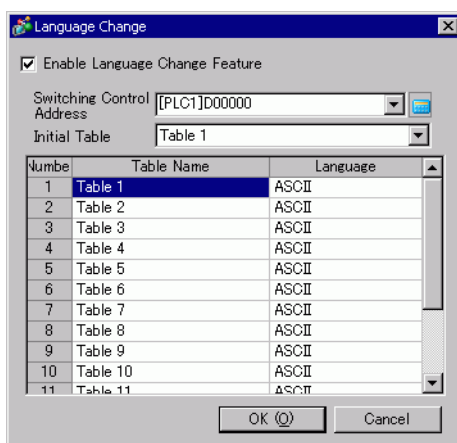


**1** Register words and phrases to use on the screen in the Text Table.

From the [Common Settings (R)] menu, select [Text Table (S)] or click . The following window opens.



- Click [Language Change]. The following dialog box appears. Select the [Enable Language Change Feature] check box.



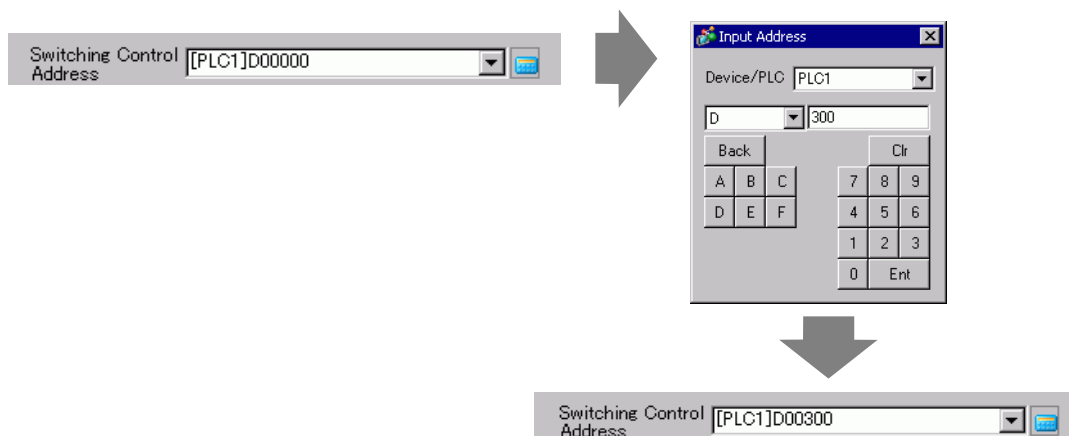
### NOTE

- If you clear the [Enable Language Change Feature] check box, the Text Table data is deleted.

- In the [Switching Control Address] field, set the address (e.g., D300) that will store the Table Number to display.

Click the icon to display an address input keypad.

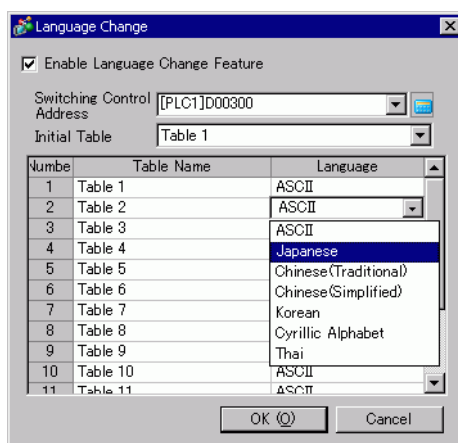
Select device "D", input "300" as the address, and press the Enter key.



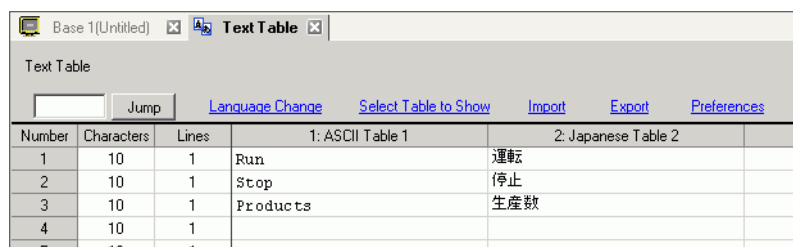
- In the [Initial Table] drop-down list, set the table to display when the specified [Switching Control Address] is set to "0".




5 Select each Table's display language and click [OK].



6 In the Text Table, set the [Number of Characters] and [Number of Text Rows] and input words or simple messages in each table.




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

Text table registration is completed.

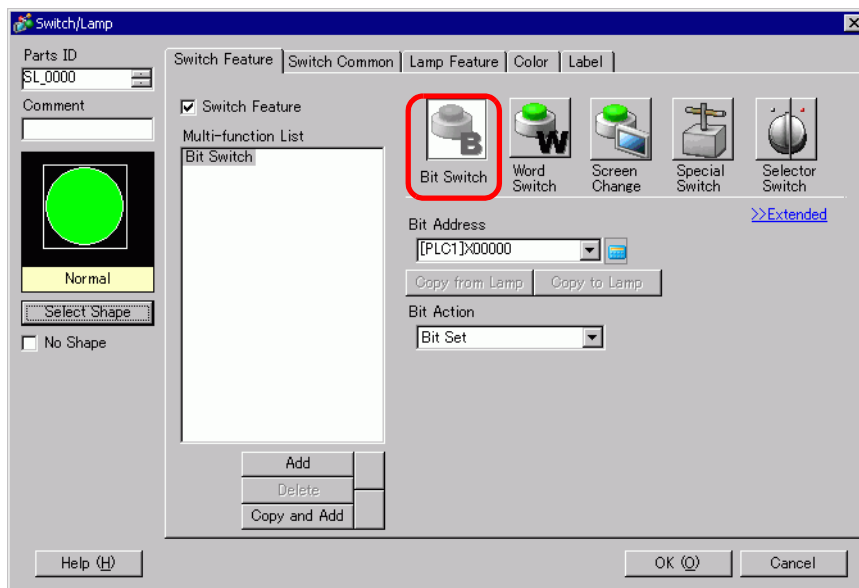
## NOTE

- Input text can be stored even if it exceeds the [Number of Characters] or [Number of Lines], so long as in the [Preferences] dialog box [Text Table] page, the [Number of Characters/Lines] is set to the [Adjust Automatically] option. Also, you can use Alt+Enter to start a new line.

7 Use the text table as a Switch's label to be used on the screen.

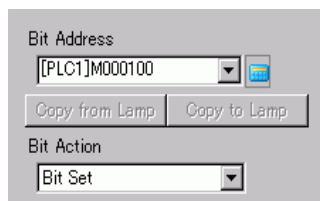
Open the screen. From the [Parts (P)] menu, point to [Switch Lamp (C)] option and select [Bit Switch (B)] or click . Place the bit switch on the screen.

8 Double-click the placed Switch part. The following dialog box appears.

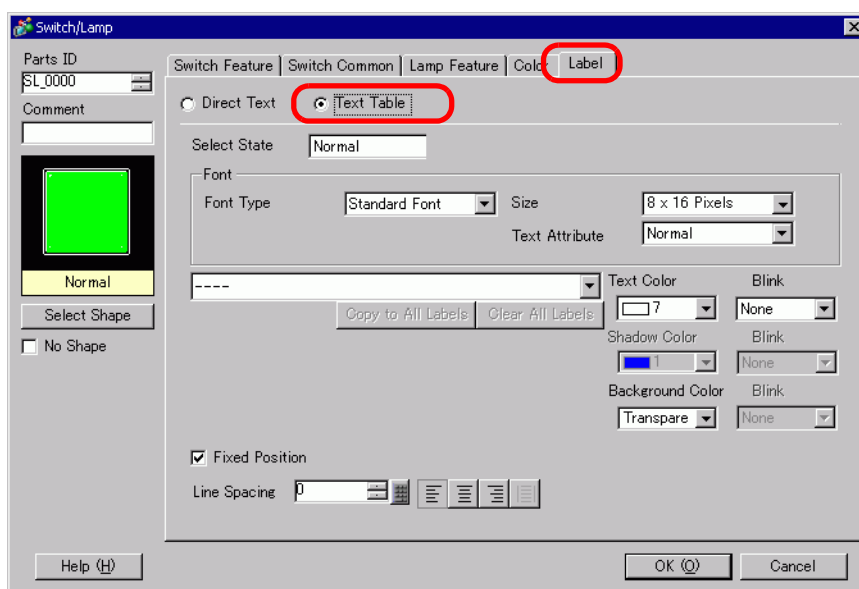


9 In [Select Shape], select the Switch shape.

10 Specify the [Bit Address] and select [Bit Set] in [Bit Action].



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

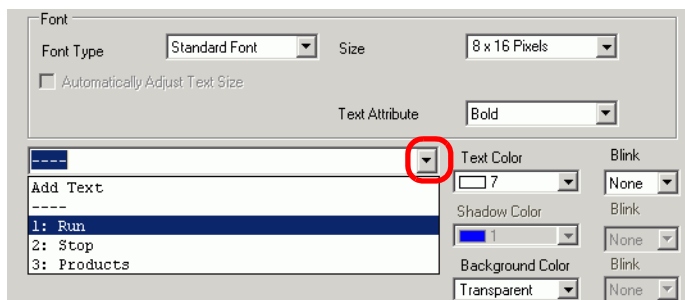


12 Set the Label font type, size, text color, etc.

**NOTE**

- When using [Stroke Font], you can select [Automatically Adjust Text Size] to adjust the font size of characters from the Text Table so it fits in the part.  
 ➔ "17.7.1 Message Display Settings Guide ■ Direct Input ◆ Display (Text Table)" (page 17-42)

13 When the text appears in the drop-down menu, select the text for the Label.



**NOTE**

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

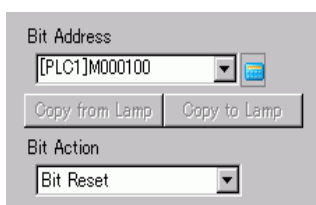
14 Set the label text display position and click [OK].



The "Run" Switch has been created.

15 Create the same kind of "Stop" Switch.

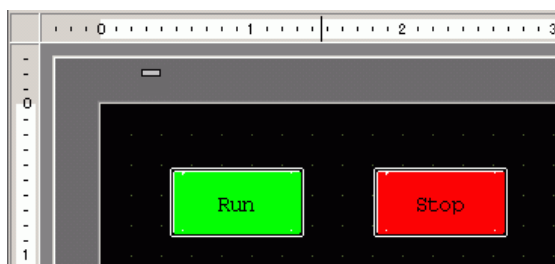
[Switch Feature] Tab



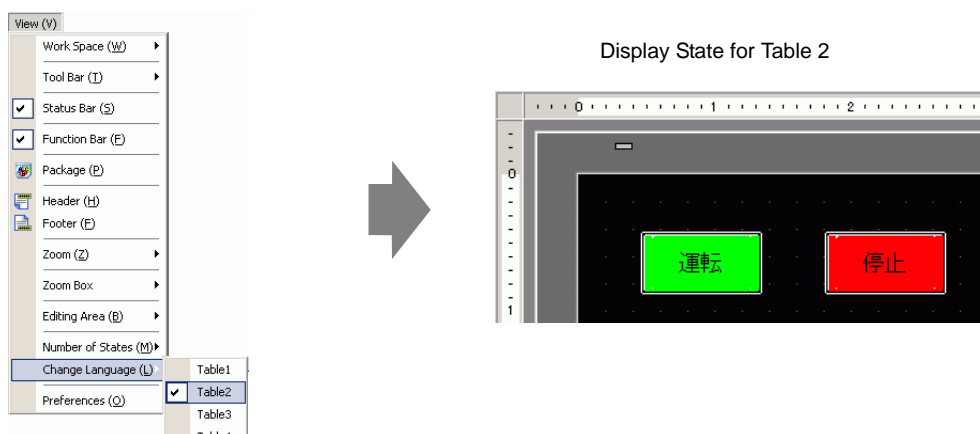
[Label] Tab



Two switches have been created.



To check the display state when Text Tables are changed from the [View (V)] menu, point to [Change Language (L)] and select [Table 2].



### NOTE

- You can use text registered in Text Table for a Message Display, Draw text, Alarm Part item name, Alarm Message, etc. as well as a Switch label.
  - ☞ "17.7.1 Message Display Settings Guide ■ Direct Input ◆ Display (Text Table)" (page 17-42)
  - ☞ "17.7.5 Drawing Text (Using the Text Table) Settings Guide" (page 17-61)
  - ☞ "17.7.6 Alarm Part - Item/Details (Text Table) Settings Guide" (page 17-63)
  - ☞ "17.7.7 Alarm (Enable Text Table) Settings Guide" (page 17-64)
- 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.
- You can automatically register text from Message Displays, Switches, Lamps, or Alarms to the Text Table.

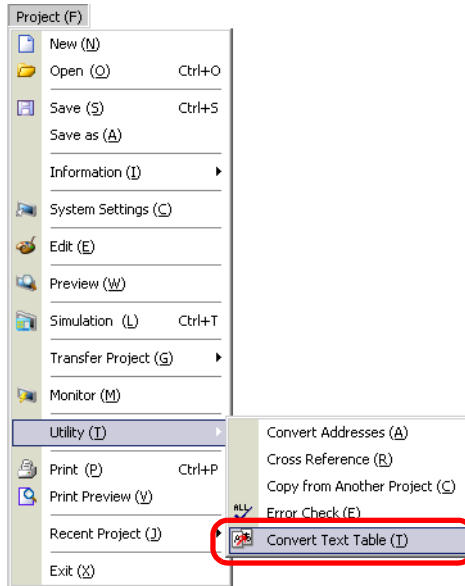
◆ **Convert Text Table**

**NOTE**

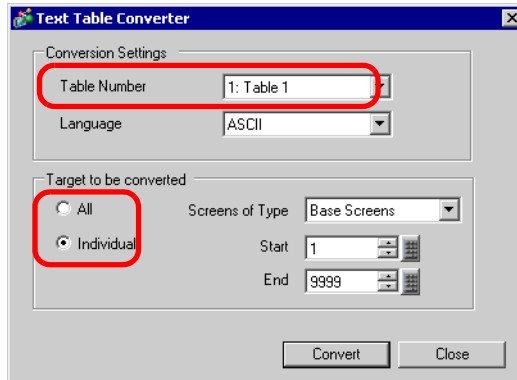
- Please refer to the settings guide for details.  
☞ "5.15.4 [Utility] Settings Guide ■ Convert Text Table" (page 5-108)

Register the text on screens to the Text Table.

- 1 On the [Project (F)] menu, point to [Utility (T)], and click [Convert Text Table(T)].

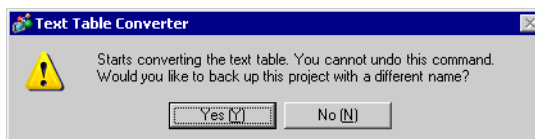


- 2 In the [Text Table Converter] dialog box, select which Table to add the converted text strings.  
For example: [Table Number]1 = Table 1, [Target to be converted] = Individual

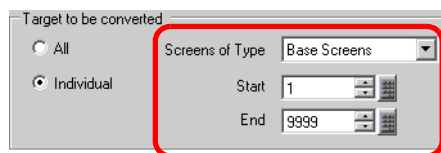


**NOTE**

- When the edited project is not saved, the following message appears before proceeding to the Text Table Converter dialog box.



- 3 Use the Screens of Type, Start and End fields to select which screens to convert. For example: [Screens of Type] = Base Screens, [Start] = 1, [End] = 1



Target to be converted

☐ All

☒ Individual

Screens of Type: Base Screens

Start: 1

End: 9999

---

**NOTE**

- When [Target to be converted] is set to [Individual], you can define which Screens of Type to convert.
- 

- 4 Click [Convert] to collect all the text strings to the defined Text Table. When conversion is complete, [Close] returns you to the screen editor.

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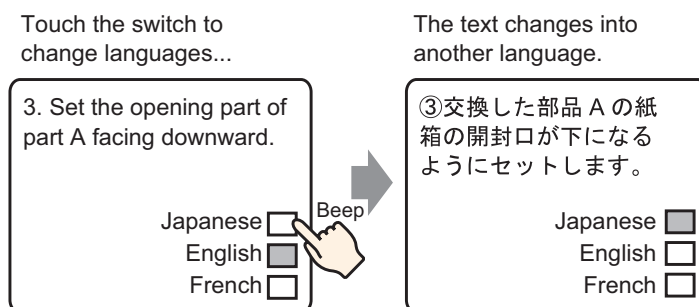
**NOTE**

- If a text string already exists in the Text Table, it does not get added again.
-



## 17.5 Changing a Text's Language (Multilanguage)

### 17.5.1 Introduction



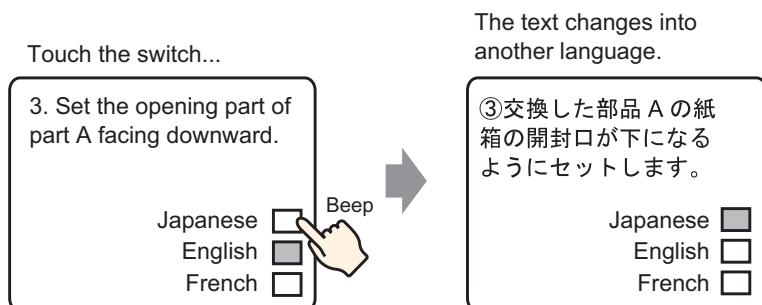
Create a preset text with words and phrases in another language for the text you want to change. You can then change languages of the text even while the system is running. (No translation function is available.)


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

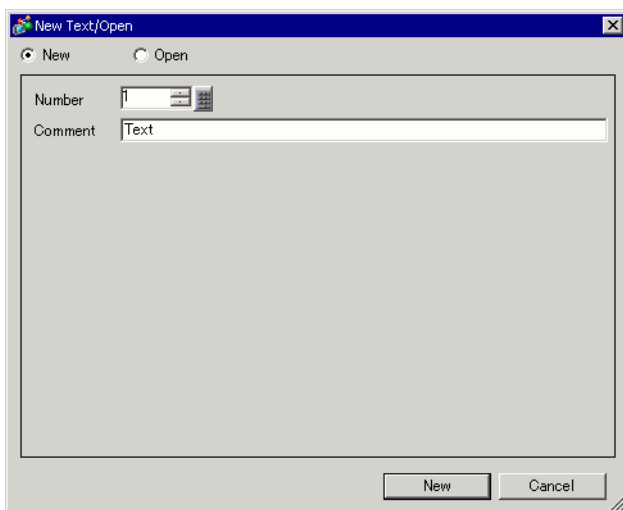
## 17.5.2 Setup Procedure

### NOTE

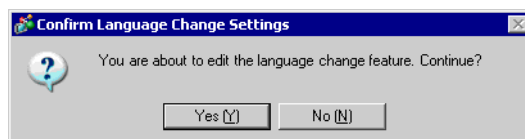
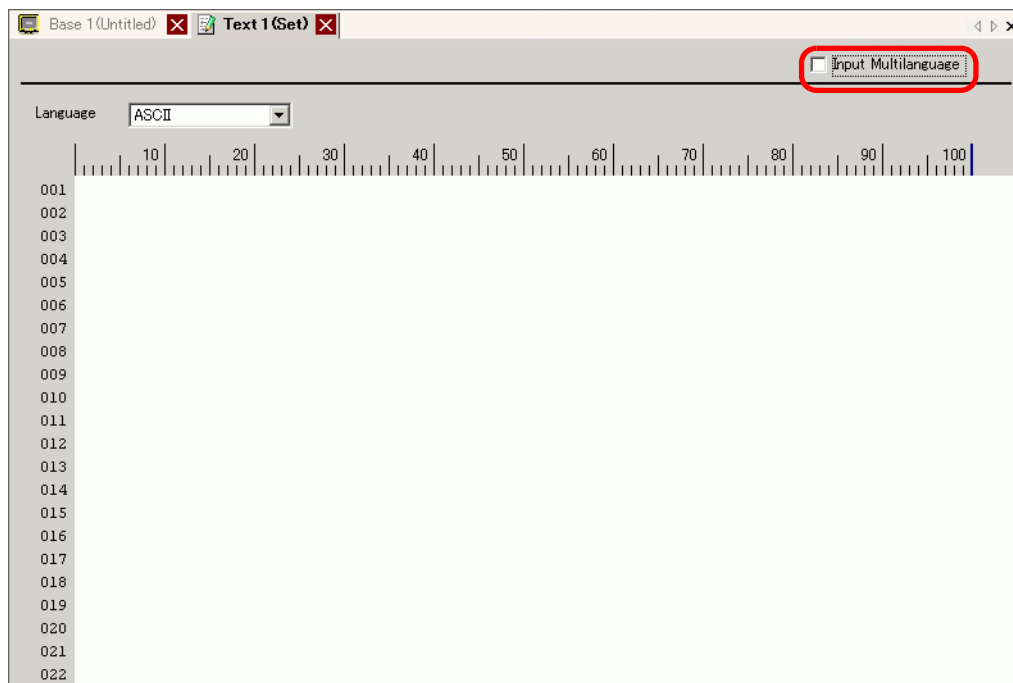
- Please refer to the settings guide for details.  
 ☞ "17.7.2 Common (Text Registration) Settings Guide" (page 17-52)  
 ☞ "17.7.1 Message Display Settings Guide ■ Text Display" (page 17-44)
- For details of the part placement method and the address, shape, color, and label setting method, refer to the "Part Editing Procedure".  
 ☞ "8.6.1 Editing Parts" (page 8-52)



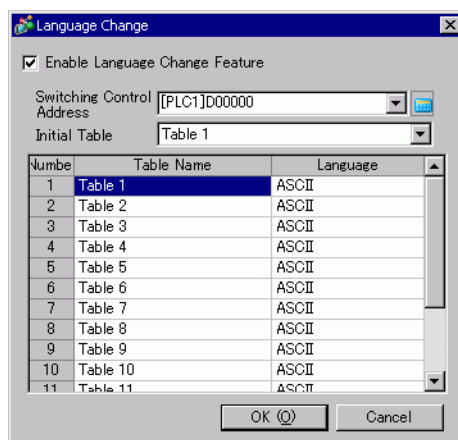
- 1 From the [Common Settings (R)] menu, select [Text Registration (T)] or click . The [New Text/Open] dialog box appears.
- 2 Set the text number and comment, then click [New].



- 3 The text input screen appears. Select the [Input Multilanguage] check box. The following message appears. Click [Yes].



- 4 The [Language Change] dialog box appears. Select the [Enable Language Change Feature] check box.



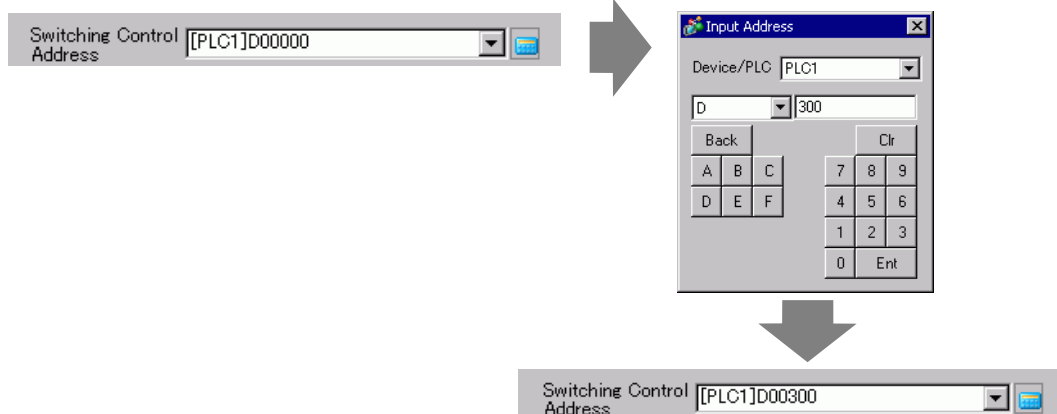
### NOTE

- If you clear the [Enable Language Change Feature] check box, the Text Table data is deleted.

- 5 In the [Switching Control Address] field, set the address (D300) to store the Table Number to display.

Click the icon to display an address input keypad.

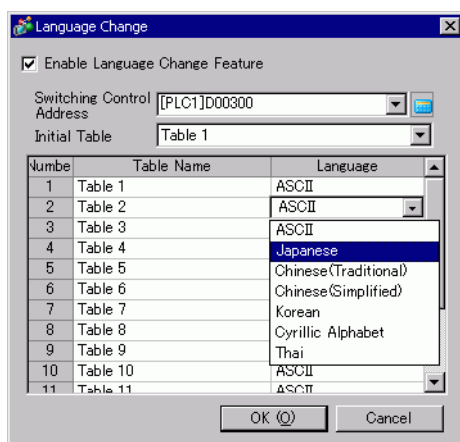
Select device "D", input "300" as the address, and press the Enter key.



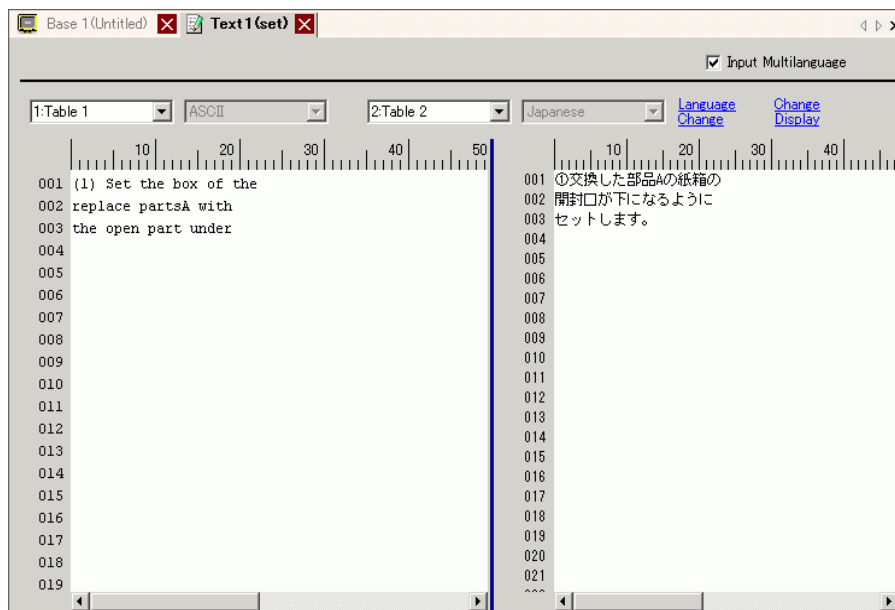
- 6 In the [Initial Table] drop-down list, set the table to display when the [Switching Control Address] is set to "0".





- 7 Select each Table's display language and click [OK].



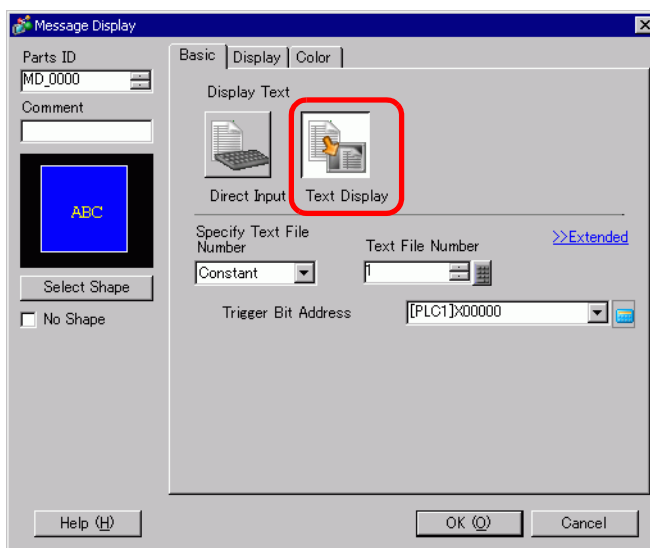
8 Enter the text to display for each table.



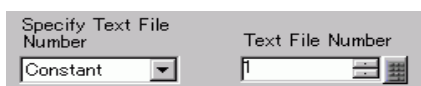
Click  at the top right of the screen to close the input screen.  
Text table registration is complete.

9 Next, configure the Message Display settings. Open the drawing screen. From the [Parts (P)] menu, select [Message Display (M)] or click . Place the Part on the screen.

10 Double-click the new Message Display. The following dialog box appears. Click the [Text Display] icon.



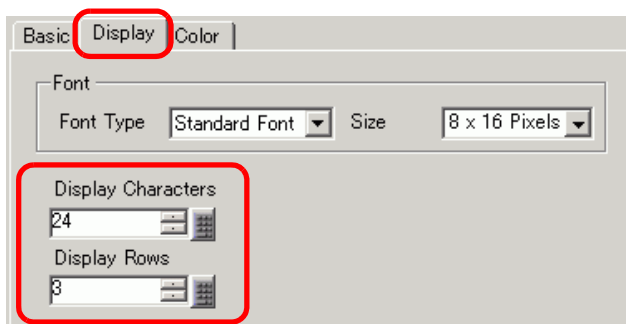
- 11 In the [Specify Text File Number] drop-down box, select the method of specifying text to display. Set the [Text File Number].



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




- 13 Click the [Display] tab. Set the [Display Characters] and [Display Rows].



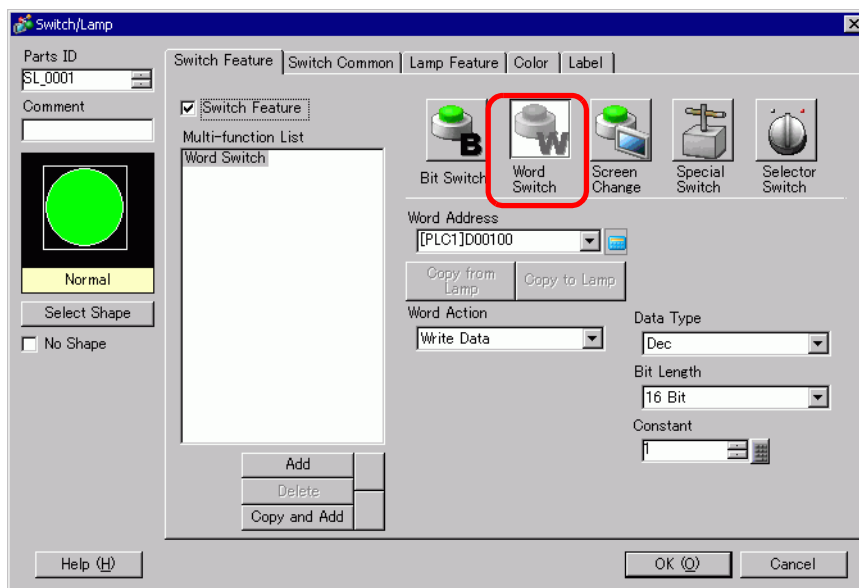
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**NOTE**

- Set "1" to [Display Characters] to display one single-byte character. Set "2" for one double-byte character.
- 

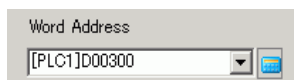
- 14 As needed, set the Message Display color and text color on the [Color] tab, and click [OK]. The Message Display settings are complete.
- 15 From the [Parts (P)] menu, point to [Switch Lamp (C)] and select [Word Switch (W)] or click . Place the switch on the screen.

16 Double-click the placed Switch part. The following dialog box appears.

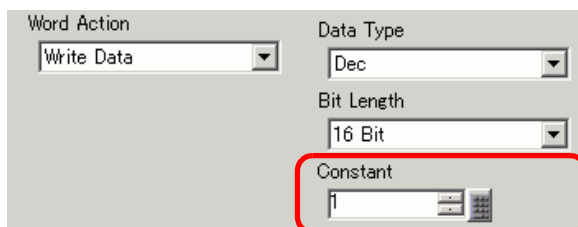


17 In [Select Shape], select the Switch shape.

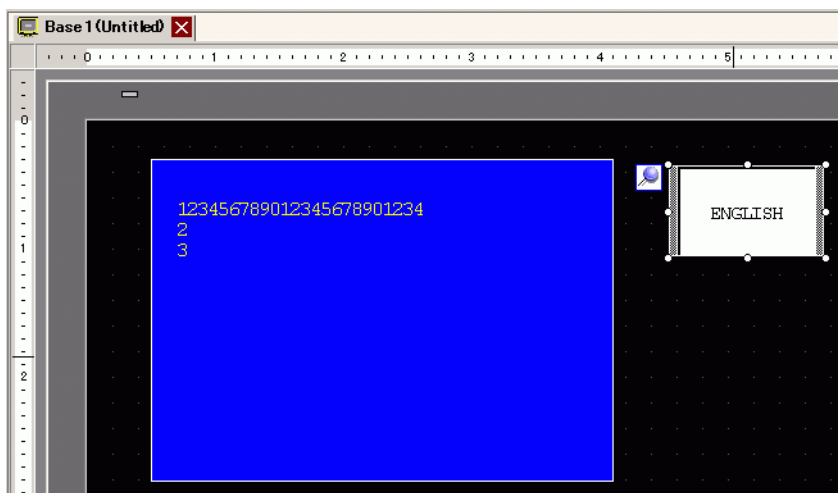
18 In the [Word Address] field, set the same address as the set [Switching Control Address].



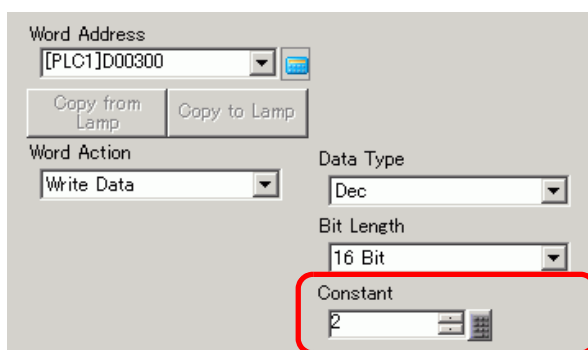
19 In the [Word Action] drop-down list, select [Write Data]. Set [Constant] to 1.



- 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 created.



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

**NOTE**

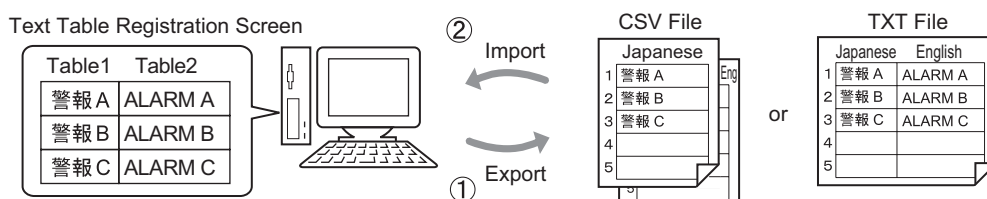
- If you change tables (languages), all the text using Text Table, as well as the text, is changed.



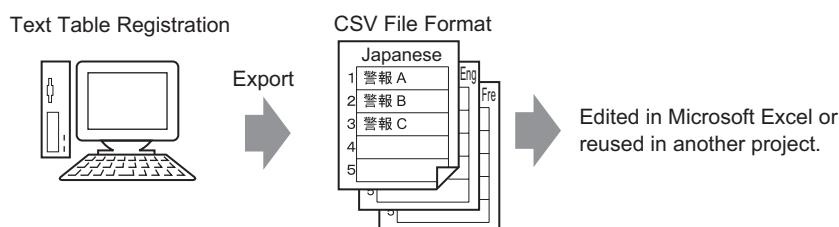
## 17.6 Importing/Exporting Registered Text Tables for Use in Different Projects

### 17.6.1 Introduction

#### ■ Saving/reusing registered Text Tables in CSV or TXT File Format



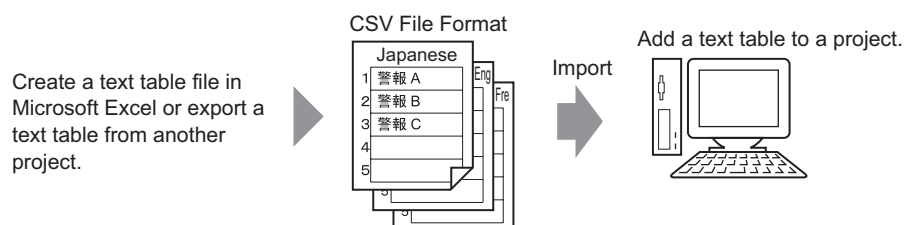
- (1) You can export Text Tables from a project and save them as CSV or TXT files. The saved Text Table files (\*.csv or \*.txt) can then be edited in Microsoft Excel or another software.  
 ☞ "17.6.2 Setup Procedure ■ Export" (page 17-34)



- (2) You can also use the Text Tables (see (1)) in another project by importing the CSV or TXT file.

By creating the Text Table file (\*.csv or \*.txt) in Microsoft Excel in advance, you can use the file in the project by importing the file. Users who do not have access to GP-Pro EX can still edit text data for translation into other languages in the project.

☞ "17.6.2 Setup Procedure ■ Import" (page 17-36)



#### NOTE

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

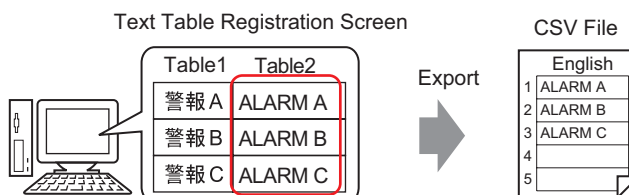
## 17.6.2 Setup Procedure


### NOTE

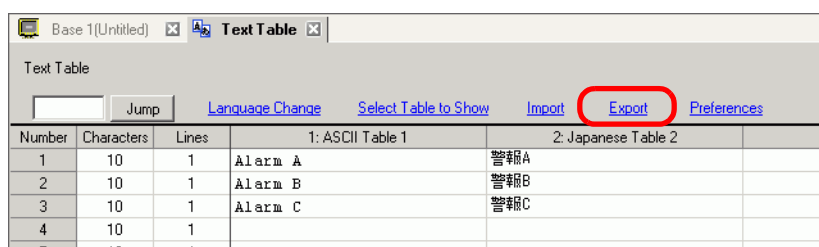
- Please refer to the settings guide for details.  
 ➞ "17.7.3 Text Table Settings Guide" (page 17-54)

### ■ Export

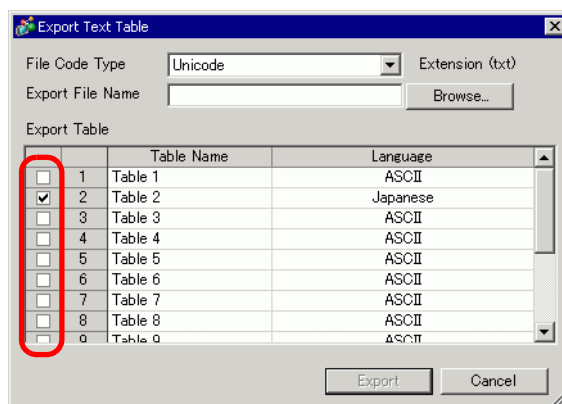
Exports the Text Tables to the CSV file format.



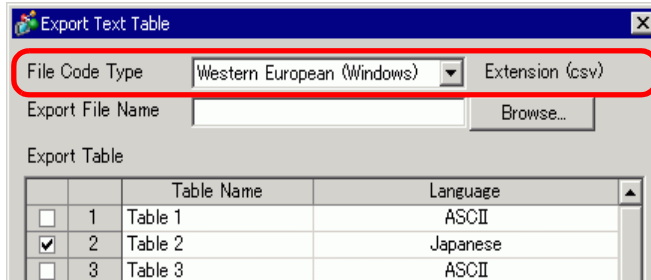
- 1 From the [Common Settings (R)] menu, select [Text Table (S)] or click  to open the Text Table screen. Click [Export].



- 2 The [Export Text Table] dialog box appears. Select the check box to the left of the table name to export the table. Clear the check boxes next to tables you do not want to export.



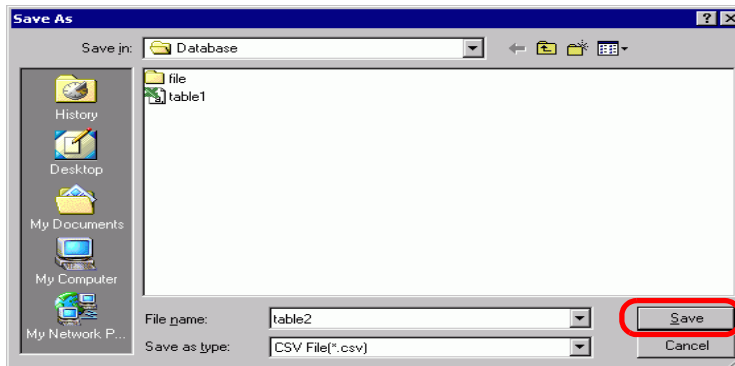
3 Select the code type of the files to export.



**NOTE**

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

4 Click [Browse]. The [Save As] dialog box appears. Select a location and type a file name, then click [Save].



5 Click [Export] to export the tables. When the process is finished, the following dialog box appears. Click [OK] to complete the export.

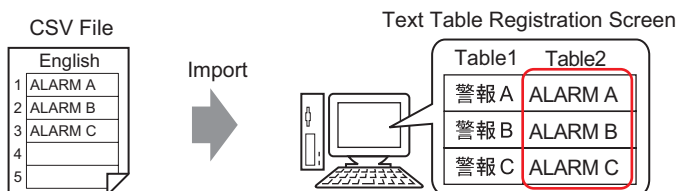



**NOTE**

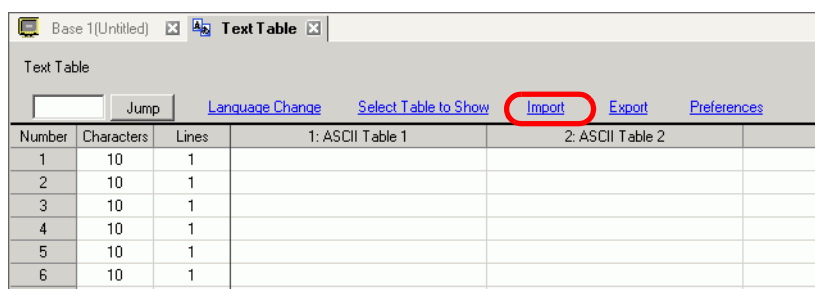
- If there are any problems carrying out the export, the entire export process will be canceled.

## ■ Import

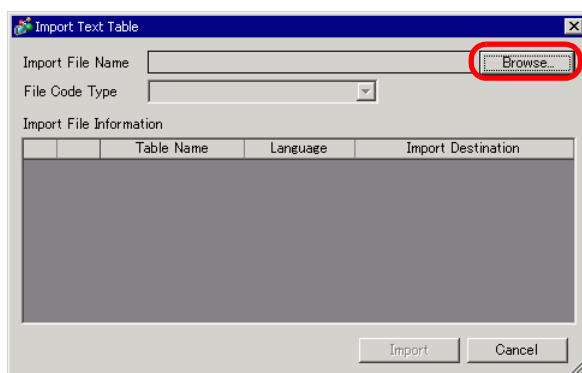
Imports Text Table files (\*.csv) to a project.



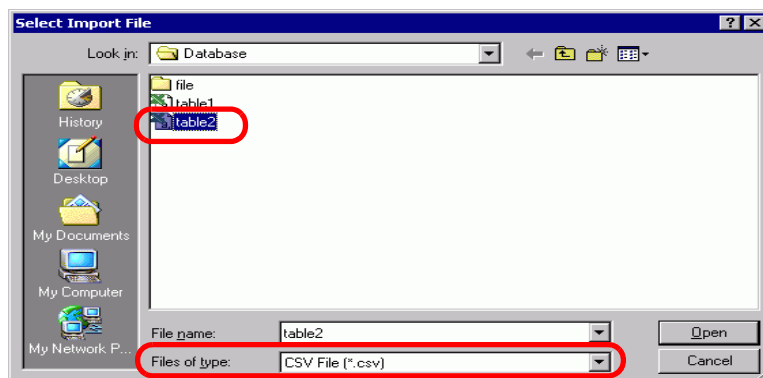
- 1 From the [Common Settings (R)] menu, select [Text Table (S)] or click . The following screen appears. Click [Import].



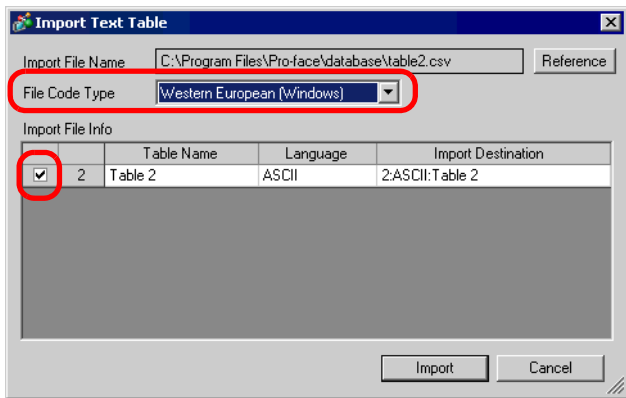
- 2 The [Import Text Table] dialog box appears. Click [Browse].



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



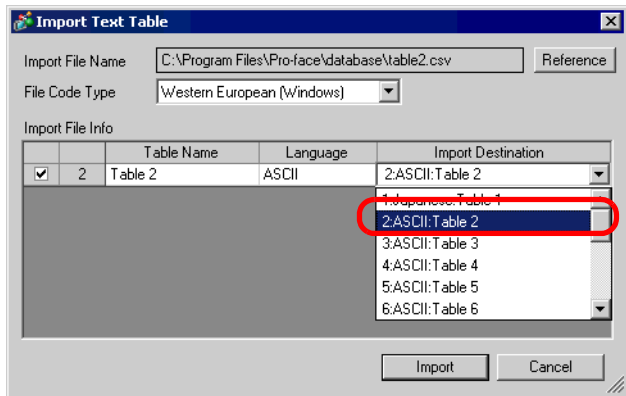
- 4 The [Import Text Table] dialog box appears. In the [File Code Type] drop-down list, select an option according to the language in the Text Table to import. Select the check box to the left of the table name to import the table. Clear the check boxes next to tables you do not want to import.



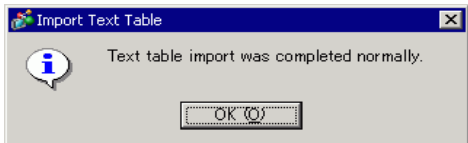
**NOTE**

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

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



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



**NOTE**

- If there are any problems carrying out the import, the entire import process will be canceled and the Text Tables in the project are not affected.
- You can input text with up to 1,200 characters in a Text Table. Any excess/remaining characters or rows are not be imported.

### 17.6.3 Text Table File Format

Exported Text Tables' file (\*.txt or \*.csv) format displays as follows.

Text Table Registration Screen

Number	Characters	Lines	1: ASCII Table 1	2: Japanese Table 2
1	10	1	Alarm	警報
2	10	1	OK	確認
3	10	1	Pressure	圧力異常
4	10	1		
5	10	1		



#### CSV file format

String Table Data Header (Necessary for import)

","","1","2" Each table's Table Number

","","Table 1","Table 2" Each table's Table Name

","","ja-JP","en-US" Each table's Language Code<sup>\*1</sup>

1,"10","1"," "," " "Alarm" The number of characters in Number 1, Number of Rows, Each table's text

2,"10","1"," "," " "OK" The number of characters in Number 2, Number of Rows, Each table's text

3,"10","1"," "," " "Pressure" The number of characters in Number 3, Number of Rows, Each table's text

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

	A	B	C	D	E	
1	String Table Data					
2						
3		Number of Text Rows	Number of Characters	Table 1	Table 2	Table Name
4				en-US	ja-JP	Language Code <sup>*1</sup>
5		1	10	1	Alarm	警報
6		2	10	1	OK	確認
7		3	10	1	Pressure	圧力異常
8						

#### NOTE

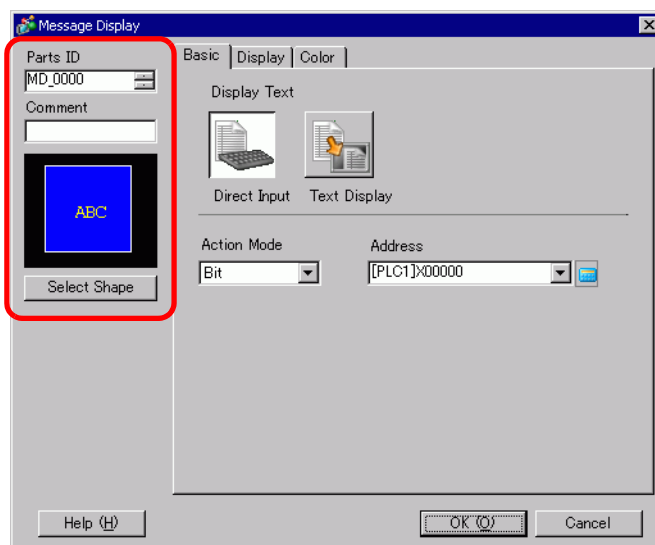
- When using the [Adjust Automatically] option, all the characters can be exported even if they exceed the Number of Characters or Number of Lines.

<sup>\*1</sup> Text Table files (\*.txt or \*.csv) displays each table's language with the following language codes.

Language	Japanese	ASCII	Chinese (Traditional)	Chinese (Simplified)	Korean	Cyrillic	Thai
Language Code	ja-JP	en-US	zh-TW	zh-CN	ko-KR	ru-ru	th-TH

## 17.7 Settings Guide

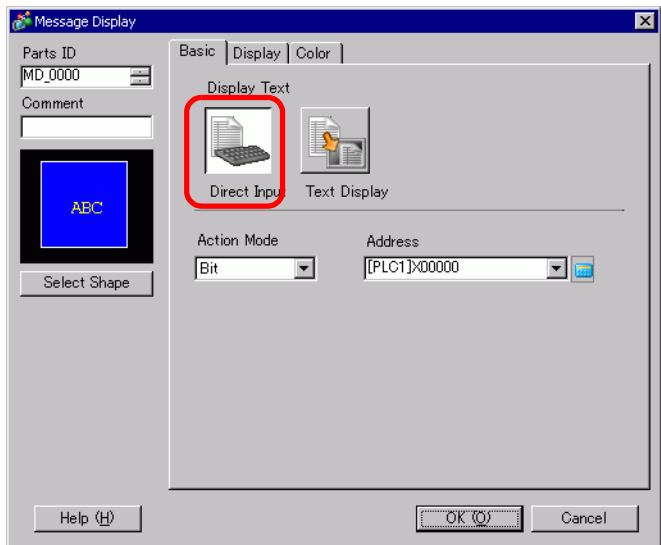
### 17.7.1 Message Display Settings Guide



Setting	Description
Part ID	Parts are automatically assigned an ID number. Text Display Part ID: MD_ **** (4 digits) The alphabetic portion is fixed. You can change the number part within the range of 0000-9999.
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 shape.
Message Display Type	Select the Text Display part type. <ul style="list-style-type: none"> <li>• Direct Input The displayed message changes according to the bit address ON/OFF state or the word address value. ☞ " ■ Direct Input" (page 17-40)</li> <li>• Text Display Text registered to a text screen is changed and displayed. ☞ " ■ Text Display" (page 17-44)</li> </ul>
No Shape	When [Text Display] is selected, select whether or not the part will be transparent with no shape.

■ Direct Input

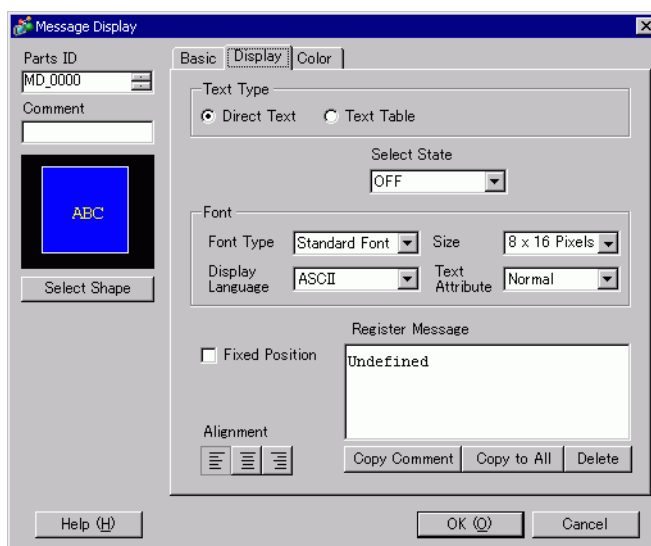
◆ Basic



Setting	Description										
Action Mode	<p>Select the method for changing Messages.</p> <ul style="list-style-type: none"> <li>• Bit The Message changes in response to the bit address turning ON/OFF.</li> <li>• Word The Message changes in response to which bits are displayed in the Word Address. Bits (starting from Bit 00) from the Word Address are automatically allocated, depending on the [Number of Messages] (2, 4, 8, 16) setting on the [Display] tab.</li> </ul> <p>When the Number of Messages is 2, only the 00 bit is used.</p> <p>The remaining bits can be used for another purpose.</p> <table border="1"> <thead> <tr> <th>Number of Messages</th><th>Number of Bits Used</th></tr> </thead> <tbody> <tr> <td>2</td><td>1</td></tr> <tr> <td>4</td><td>2</td></tr> <tr> <td>8</td><td>3</td></tr> <tr> <td>16</td><td>4</td></tr> </tbody> </table> <p>When the Number of Messages is 16, bits 00-03 are used.</p>	Number of Messages	Number of Bits Used	2	1	4	2	8	3	16	4
Number of Messages	Number of Bits Used										
2	1										
4	2										
8	3										
16	4										
Address	Select the address which will trigger the Message display.										



## ◆ Display (Direct Input)

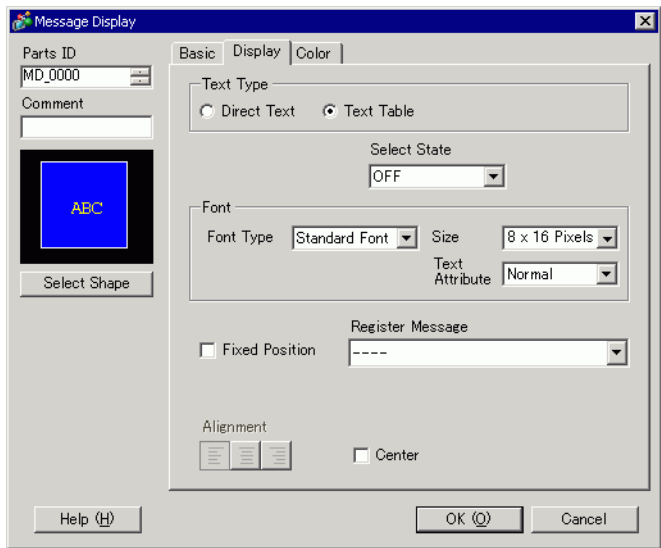


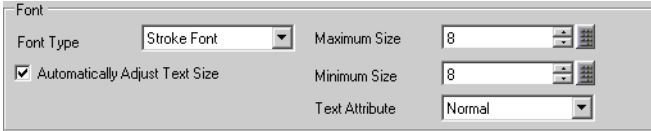
Setting	Description
Direct Text	For each state, defines message strings entered directly in the [Register Message] box.
Number of Messages	Select the number of Messages to display from 2, 4, 8, or 16. This option is available when the [Mode] field on the [Basic] tab is set to [Word].
Select State	Type a message for each selected state. When the [Mode] field on the [Basic] tab is set to [Bit], ON/OFF will display. When the [Mode] field on the [Basic] tab is set to [Word], the state indication buttons (State 0 to State 15) appear according to the defined Number of Messages.
Font	Set a font for the text.
Font Type	Choose a font type for the text from [Standard Font] or [Stroke Font].
Size	Choose a font size for the text. Standard Font: Specify horizontal and vertical font dimensions in increments of 8 dots, from [8 x 8] to [64 x 128], or select fixed font sizes of [6 x 10], [8 x 13], or [13 x 23]. When using fixed sizes, you can display only single-byte alphanumeric characters. Stroke Font: 6 to 127
Display Language	Select the display language for the message: [ASCII], [Japanese], [Chinese (Simplified)], [Chinese (Traditional)], [Korean], [Cyrillic], or [Thai]..
Text Attribute	Select the text attributes. Standard Font: Choose from [Standard], [Bold], [Shadow] (When using the [6 x 10] font size, select either [Standard] or [Shadow].) Stroke Font: Choose from [Standard], [Bold], [Outline]
Align	Select the alignment of the text.

Continued

Setting	Description
Register Message	Type the text to be displayed. The comment can be up to 100 single-byte characters x 4 rows.
Copy Comment	Copies the text in the [Comment] field to the Message field selected in [Select State].
Copy to All	Copies all the text in the Register Message field selected in [Select State] to all states.
Delete	Deletes the message.

◆ Display (Text Table)

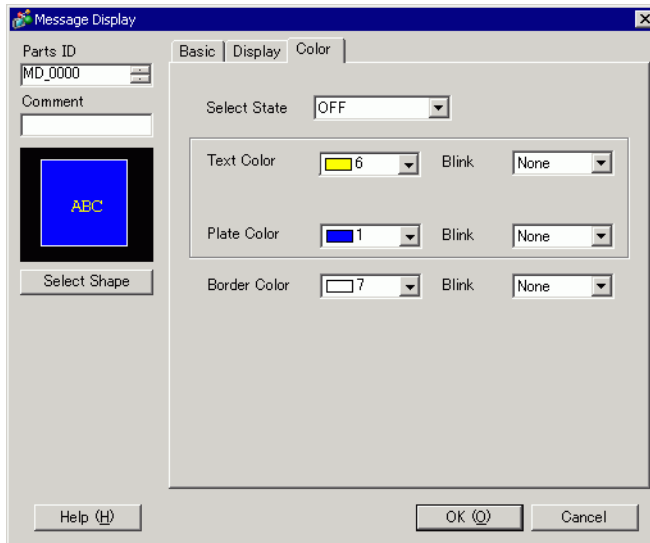


Setting	Description
Text Table	Displays Text registered as a Text Table.
Select State	Type a message for each selected state. When the [Mode] field on the [Basic] tab is set to [Bit], ON/OFF will display. When the [Mode] field on the [Basic] tab is set to [Word], the state indication buttons (State 0 to State 15) appear according to the defined Number of Messages.
Font	Set a font for the text.
Font Type	Choose a font type for the text from [Standard Font] or [Stroke Font].
Automatically Adjust Text Size	Available with [Stroke Font], select [Automatically Adjust Text Size] to adjust the font size of characters so the text string fits in the part. <div><p>☞ "17.8 Placing Text When Using Text Tables ◆ Automatically Adjust Text Size" (page 17-67)</p></div>

Continued

Setting		Description
Font	Size	<p>Choose a font size for the text.</p> <p><b>Standard Font:</b> Specify horizontal and vertical font dimensions in increments of 8 dots, from [8 x 8] to [64 x 128], or select fixed font sizes of [6 x 10], [8 x 13], or [13 x 23]. When using fixed sizes, you can display only single-byte alphanumeric characters.</p> <p><b>Stroke Font:</b> 6 to 127</p> <p>When using [Automatically Adjust Text Size], define the [Maximum Size] and [Minimum Size] of fonts. The text font size is adjusted within this range.</p>
	Text Attribute	<p>Select the text attributes.</p> <p><b>Standard Font:</b> Choose from [Standard], [Bold] or [Shadow] (When using the [6 x 10] font size, select either [Standard] or [Shadow].)</p> <p><b>Stroke Font:</b> Choose from [Standard], [Bold], [Outline]</p>
Register Message		<p>Select the character string from registered strings in the Text Table.</p> <p><b>NOTE</b></p> <ul style="list-style-type: none"> <li>If you select [Add Text], you can type new text in the Text Table.</li> </ul>
Fixed Position		<p>You can fix the display position of the Text. If you set the text to a fixed position, the Text Display area is fixed in the center of the Message Display.</p>
Center		<p>Displays the text in the center of the Text Display Area.</p> <p>👉 "17.7.8 Placing Text When Using Text Tables ■ Message Display" (page 17-67)</p>

## ◆ Color



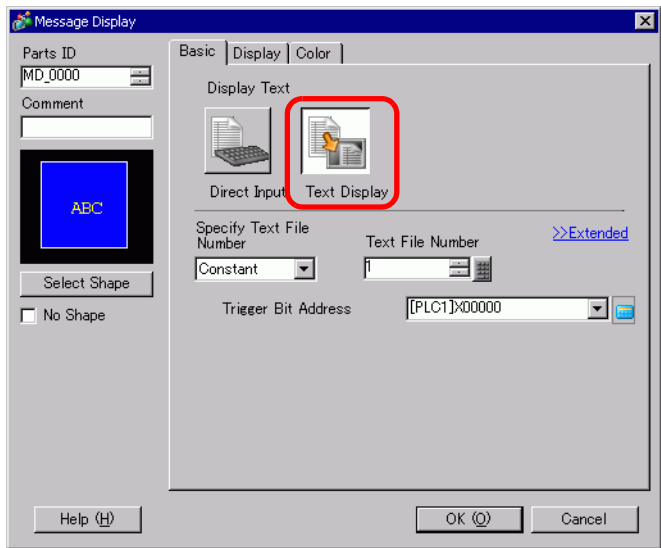
Setting	Description
Select State	<p>Select a color for each selected state. When the [Mode] field on the [Basic] tab is set to [Bit], ON/OFF will display. When the [Mode] field on the [Basic] tab is set to [Word], the state indication buttons (State 0 to State 15) appear according to the Number of Messages set.</p>

Continued

Setting	Description
Shadow Color	Choose a shadow color for the text to display. [This can only be set when the [Text Attribute] on the [Display] tab is set to [Shadow].
Plate Color	Select the Message Display color (background color for the displayed text).
Border Color	Select the Message Display border color.
Blink	Select whether or not the Part blinks, and the blink speed. You can choose different blink settings for the [Text Color], [Shadow Color], [Plate Color], and [Border Color]. <div><b>NOTE</b><ul style="list-style-type: none"><li>There are cases where you can and cannot set Blink depending on the Display Unit and System Settings' [Color]. ☞ "8.5.1 Setting Colors ■ List of Available Colors" (page 8-42)</li></ul></div>

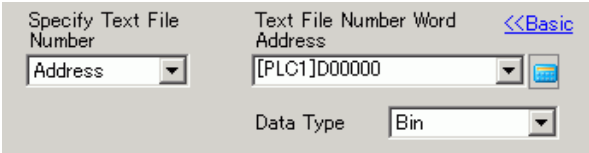
■ Text Display

◆ Basic Settings/Basic



Setting	Description
Specify Text Number	Choose how the Text Number will be specified. <ul style="list-style-type: none"><li>Constant Specify a set constant in [Text Number]</li><li>Address Select an address that will store the Text Number</li></ul>

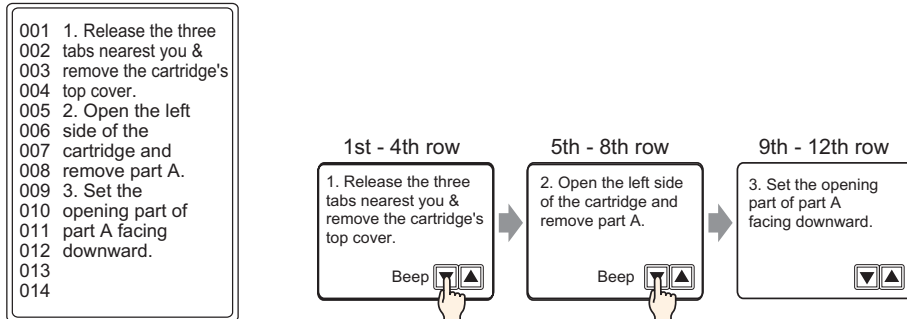
Continued

Setting		Description
	Constant	Shows/hides the fixed text by turning the bit ON/OFF.
	Text Number	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 Number] if you turn ON this bit and hides the text if you turn it OFF.
	Address	Displays desired text on the Message Display. 
	Address	Set the address where the text number to display is stored. The text with the number stored in this address displays.
	Data Type	Select the data type of the text number to be stored in [Address].

## ◆ Basic/Details

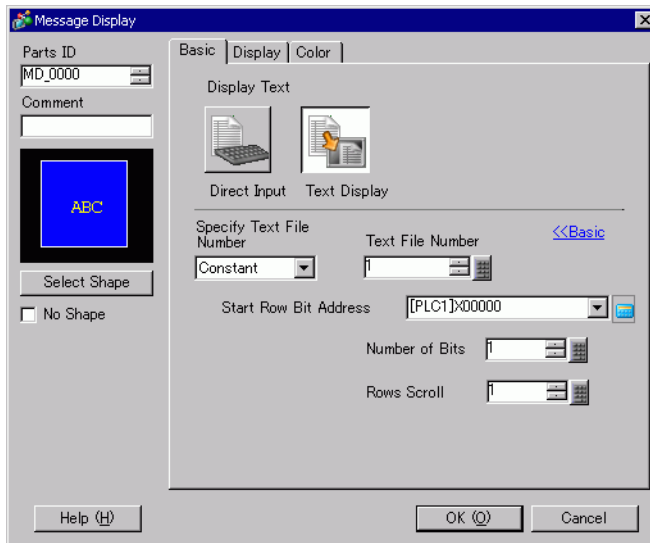
If you click [Details] on the [Basic] tab, you can configure settings to display registered text from the specified row.

Text Registration Screen



When [Specify Text Number] is [Constant]

Displays fixed text starting from various rows.

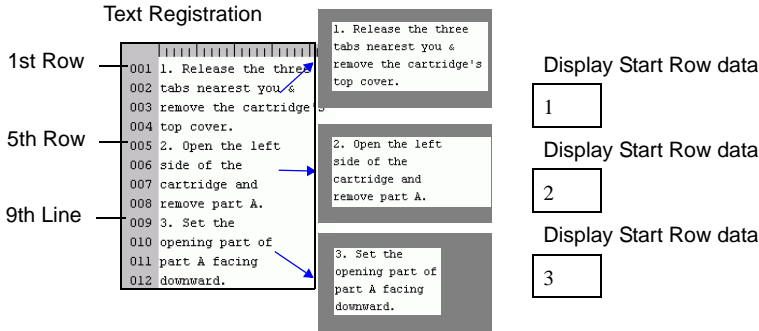


Setting	Description
Text Number	Set a number for the text from 1 to 8,999.
Start Row Bit Address	Set the start bit address to store the text display's start row specification data. You can set a bit address or a word address to specify bits. The display start row is determined by the data stored in the range of the start row to the bit specified in [Number of Bits] and the [Rows Scroll].

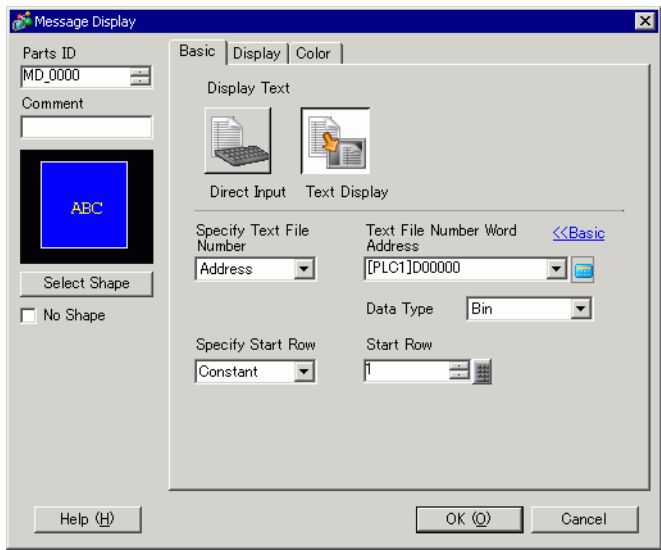
Continued

Setting	Description
Number of Bits	<p>Sets 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 [Rows Scroll].</p> <p>For example, 12 row of text, Scroll will move by 4 rows each time: using 2 bits</p> <p>Each scroll increments the address by 1. To display up to the 12th row, 2 bits are used.</p> <p>2 bits used</p> <p>Because the number of bits used is set from the Display Start Row Specification data, the empty portion of the Reserved Area can be used for other purposes.</p> <p>For example, Start Row Bit Address: D100 08 bit, Number of Bits: 4</p> <p>Reserved Area      Area where the Display Start Row data is stored</p> <p><b>NOTE</b></p> <ul style="list-style-type: none"> <li>When setting the [Number of Bits], please ensure that the allocated 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 allocated as the Display Start Row.</li> </ul> <p>For example, Start Row Bit Address: D100 12 bit, Number of Bits:10</p> <p>Bits allotted for Display Start Row designation.</p>

Continued

Setting	Description
Rows Scroll	<p>Set the number of rows the display scrolls when the Start Row data changes. Use a number from 1 to 256.</p> <p>Display Start Row = Rows Scroll (Display Start Row data -1) +1</p> <p>For example, [Display Rows] = 4, [Rows Scroll] = 4</p> <p>Display Start Row data = 1 → Display Start Row = 1</p> <p>Display Start Row data = 2 → Display Start Row = 5</p> <p>Display Start Row data = 3 → Display Start Row = 9</p> <p>Text Registration</p>  <p>If the Display Start Row is "0", the text does not display, and the Message Display's Display Area is shown with a transparent color.</p>

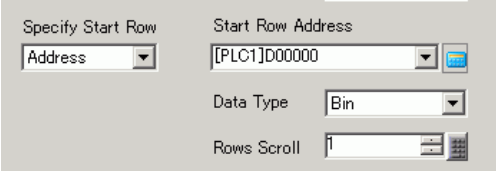
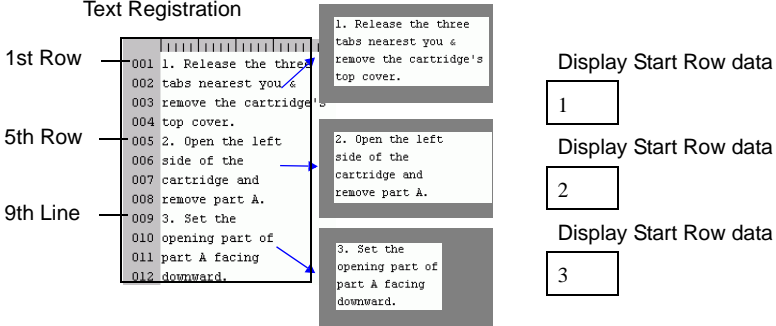
When [Specify Text Number] is [Address]



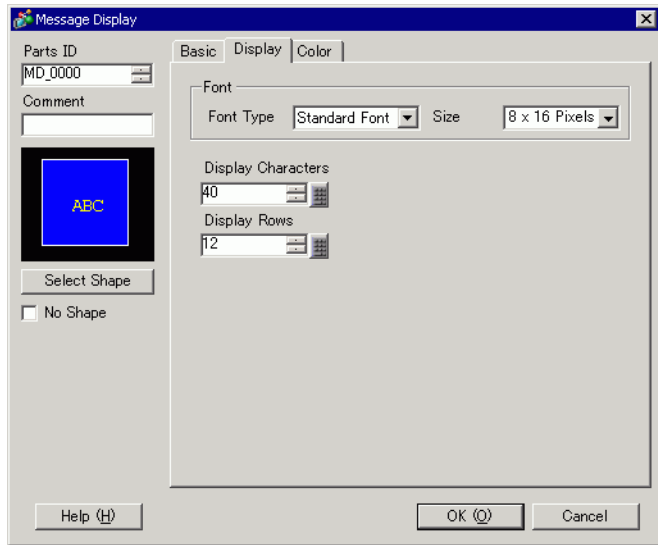
Setting	Description
Text File Number Word Address	Set the address where the text number to display is stored. The text with the number stored in this address displays.
Data Type	Select the data type of the text number to be stored in [Address].

Continued



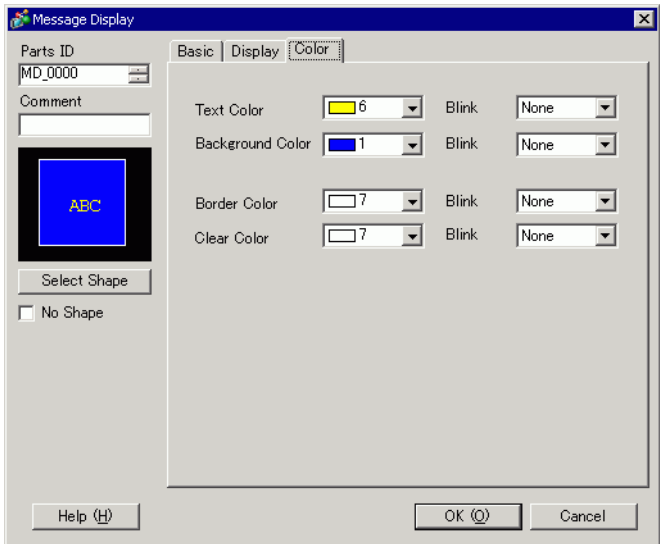
Setting	Description
Specify Start Row	<p>Choose how the text's Start Row is specified.</p> <ul style="list-style-type: none"> <li>Constant Specify a set constant as the Display Start Row.</li> <li>Address Specify the address where the display start row is stored.</li> </ul>
Constant	Desired text displays starting from fixed lines.
Start Row	<p>Set a number for the text's Display Start Row from 1 to 512.</p> <p>When the row designated as the start row does not exist, the operation is ignored. The previously displayed rows remain.</p>
Address	<p>Displays desired text starting from various rows.</p> 
Start Row Address	<p>Set the address of the word address that stores the text's Display Start Row. The Display Start Row is decided by the data stored in this field and by the [Rows Scroll].</p> <p>When the start row does not exist, the operation is ignored. The previously displayed rows remain. The display is cleared when the Display Start Row is set to "0".</p>
Data Type	Choose the format for the text's Display Start Row.
Rows Scroll	<p>Set the number of rows the display scrolls when the Start Row data changes. Use a number from 1 to 256.</p> <p>Display Start Row = Rows Scroll (Display Start Row data - 1) + 1</p> <p>For example:</p> <p>[Display] tab [Display Rows] = 4, [Rows Scroll] = 4</p> <p>Display Start Row data = 1 → Display Start Row = 1</p> <p>Display Start Row data = 2 → Display Start Row = 5</p> <p>Display Start Row data = 3 → Display Start Row = 9</p> <p>Text Registration</p>  <p>If the Display Start Row data is "0", the text does not display, and the Message Display's Display Area is shown with a transparent color.</p>

## ◆ Display



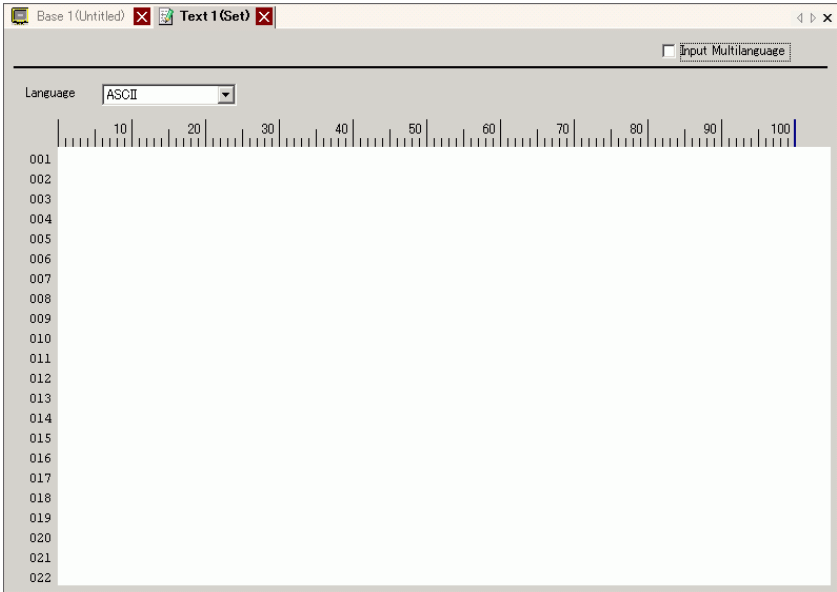
Setting	Description
Font Type	Choose from [Standard Font] or [Stroke Font].
Size	Choose a font size for the text. Standard Font: Specify horizontal and vertical font dimensions in increments of 8 dots, from [8 x 8] to [64 x 128], or select fixed font sizes of [6 x 10], [8 x 13], or [13 x 23]. When using fixed sizes, you can display only single-byte alphanumeric characters. Stroke Font: 6 to 127
Display Characters	Set the number of single-byte characters to be displayed on each line from 1 to 100.
Display Lines	Set the number of lines of text to be displayed from 1 to 50.

◆ Color



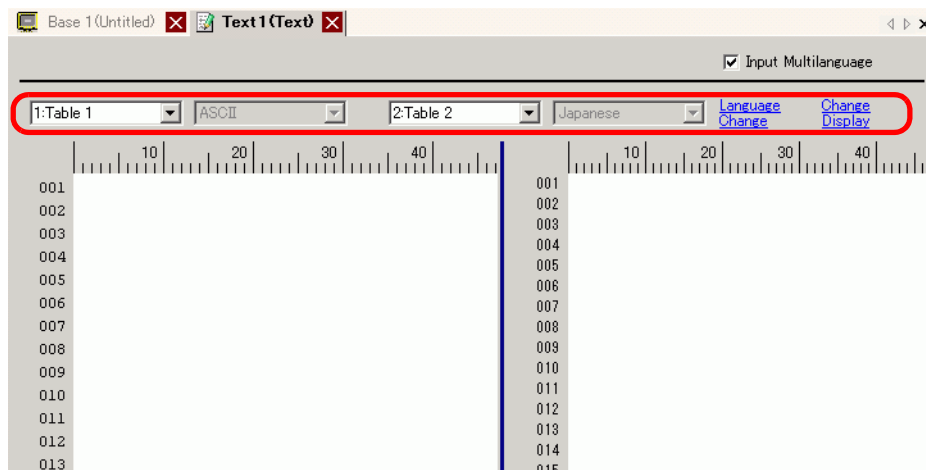
Setting	Description
Text Color	Select a color for the displayed text.
Background Color	Select the Message Display color (background color for the displayed text).
Border Color	Select the Message Display border color.
Clear Color	Select a color for the Display Area for after the Message has been cleared (when the text of the corresponding number does not exist).
Blink	<p>Select whether or not the Part blinks, and the blink speed. You can choose different blink settings for the [Text Color], [Background Color], [Border Color], and [Clear Color].</p> <div><b>NOTE</b><ul style="list-style-type: none"><li>There are cases where you can and cannot set Blink depending on the Display Unit and System Settings' [Color Settings]. ☞ "8.5.1 Setting Colors ■ List of Available Colors" (page 8-42)</li></ul></div>


17.7.2 Common (Text Registration) Settings Guide



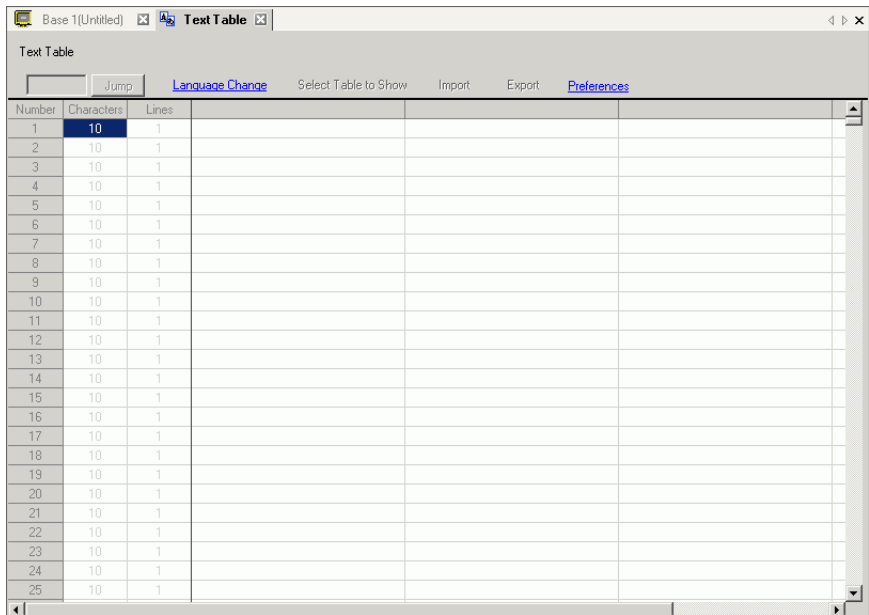
Setting	Description
Input Multilanguage	Select this check box to use Multilanguage input.
Language	Choose the language for the text: [ASCII], [Japanese], [Chinese (Traditional)], [Chinese (Simplified)], [Korean], [Cyrillic], or [Thai].
Text Input Border	You can enter text with up to 100 single-byte characters per row x 512 rows.

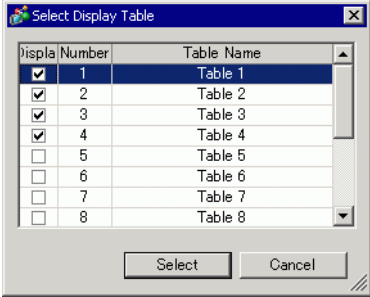
## ■ Text (Input Multilanguage) Settings Guide



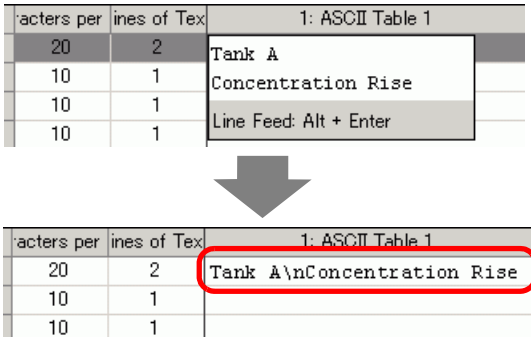
Setting	Description
Language Change Settings	The [Language Change Settings] dialog box appears. Set a language for each table.  " ■ [Language Change Settings] Dialog Box" (page 17-56)
Change Display Unit	Changes the setting to display only one table or display two overlapping tables.
Select Table	Select the table to register text from [1:Table 1] to [16:Table 16].

17.7.3 Text Table Settings Guide



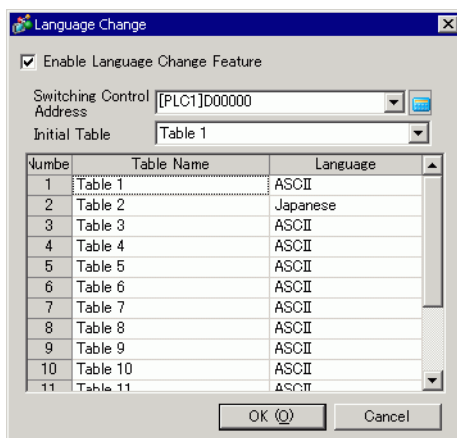
Setting	Description
Jump	Go to a specific row number.
Language Change Settings	Displays the [Language Change Settings] dialog box. ☞ " ■ [Language Change Settings] Dialog Box" (page 17-56)
Select Table to Show	Set the tables to display on the Text Table setting screen. Select the check boxes next to the necessary tables to register the Text Table. 
Import	Import Text Tables in either CSV or TXT file formats. ☞ " ■ [Import Text Table] Dialog Box" (page 17-58)
Export	Export Text Tables in either CSV or TXT file formats. ☞ " ■ [Export Text Table] Dialog Box" (page 17-57)

Continued

Setting	Description
Preferences	<p>Select how to handle inputs in the Text Table. On the [View(V)] menu click [Preferences(O)]. In the dialog box, click [Text Table].</p> <ul style="list-style-type: none"> <li>• Use Defined Limits You cannot enter more than the character limit defined in the [Text Table] [Number of Characters] field, and you cannot insert new lines.</li> <li>• Adjust Automatically All text inputs are accepted, even if you exceed the [Text Table] [Number of Characters] or [Number of Lines] fields. You can also insert new lines by typing [Alt]+[Enter].</li> </ul>
Text Table	Register text. You can register up to 10,000.
Model	Displays the Text Table's index number (row number). Number of
Number of Text Rows	<p>Set the number of characters to display on each row from 1 to 100 single-byte characters. The total number of characters ([Number of Characters] x [Number of Text Rows]) cannot exceed 1200 single-byte characters.</p> <p><b>NOTE</b></p> <ul style="list-style-type: none"> <li>• Each row's [Number of Characters] and [Number of Text Rows] are available in all tables.</li> </ul>
Number of Characters	<p>Set the number of rows from 1 to 40. The total number of characters ([Number of Characters] x [Number of Text Rows]) cannot exceed 1200 single-byte characters.</p> <p><b>NOTE</b></p> <ul style="list-style-type: none"> <li>• Each row's [Number of Characters] and [Number of Text Rows] are available in all tables.</li> <li>• If text spans across multiple rows, Alt + Enter will line feed. “\n” displays to signal a line feed.</li> </ul>  <p>The diagram illustrates the effect of the 'Line Feed: Alt + Enter' setting. It shows two states of a table titled '1: ASCII Table 1'.    Top state: The table has 2 columns: 'Characters per' and 'Lines of Text'. The first row has values 20 and 2, and contains the text 'Tank A' and 'Concentration Rise' on two separate lines.    Bottom state: The table has the same columns. The first row has values 20 and 2, and contains the text 'Tank A\nConcentration Rise' on a single line, which is then wrapped to fit the 20-character limit.    An arrow points from the top state to the bottom state, indicating the result of applying the line feed setting.</p> <ul style="list-style-type: none"> <li>• Even if such an index number is specified on an Alarm Message, only the first line displays.</li> </ul>
Input Text Field	Enter text to display for each table set in [Language Change Settings].

## ■ [Language Change Settings] Dialog Box

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

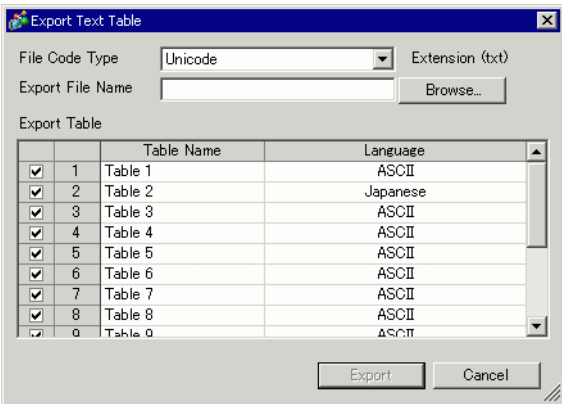


Setting	Description
Enable Language Change Feature	Select the check box to use the Language Change feature.
Switching Control Address	Select the address where the Table Number is stored. <div> <b>NOTE</b> <ul style="list-style-type: none"> <li>When you specify a table number for which nothing is set, only a blank Text Display Area is shown.</li> </ul> </div>
Initial Table	Defines the table to display when the value in the [Switching Control Address] is zero.
Table Name	Set a table name of up to 30 characters for each table.
Language	Choose the language for each table.



■ [Export Text Table] Dialog Box

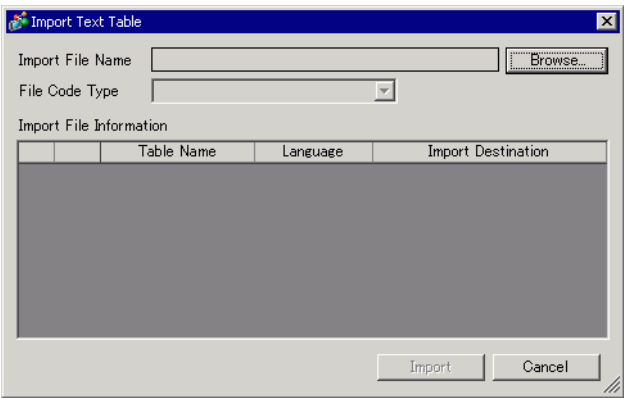
Saves registered Text Table data in TXT file format or CSV file format.



Setting	Description
File Code Type	<p>Select the code type of the file to export: [Unicode], [ASCII (Windows)], [Japanese (Shift- JIS)], [Chinese Traditional (Big5)], [Chinese Simplified (GB2312)], [Korean], [Cyrillic (Windows)], or [Thai (Windows)].</p> <div>NOTE</div> <ul style="list-style-type: none"> <li>To export multiple languages at the same time, select [Unicode]. If you select other code types, characters are not properly output to the files.</li> <li>If [Unicode] is selected, the file extension is "txt". If other code types are selected, the extension is "csv".</li> </ul>
Export File Name	Type a file name. Or click [Browse] to browse to a folder location.
Export Table	Select the check boxes next to the Text Tables you want to export. Clear the check boxes next to Text Tables that you do not want to export.

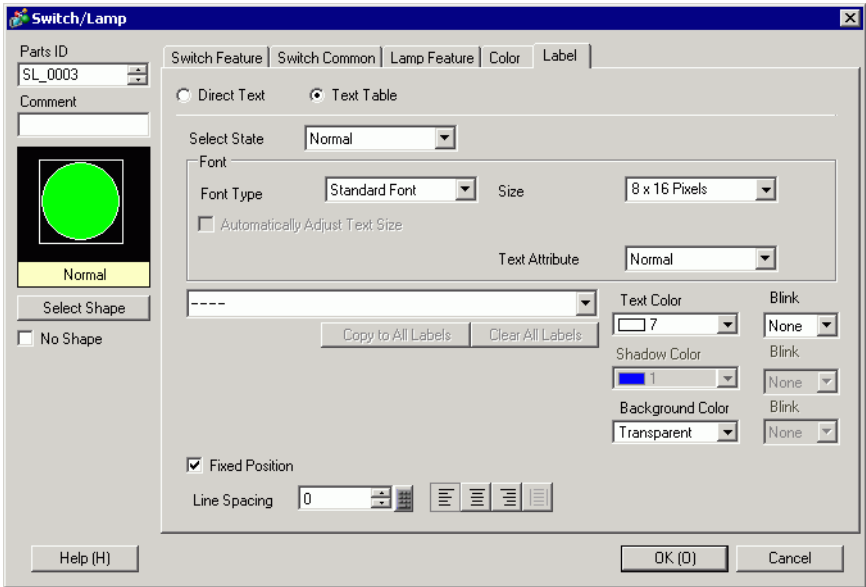
■ [Import Text Table] Dialog Box

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





Setting	Description																																								
Import File Name	Click [Browse] and select a file to import.																																								
File Code Type	<p>If the Text Table file to import is a CSV format file (*.csv), select the appropriate code type: [Unicode], [ASCII (Windows)], [Japanese (Shift JIS)], [Chinese Traditional (Big5)], [Chinese Simplified (GB2312)], [Korean], [Cyrillic (Windows)], or [Thai (Windows)].</p> <p>For import files that are the text format (*.txt), the only option is [Unicode].</p> <div><b>NOTE</b></div> <ul style="list-style-type: none"><li>• To import multiple languages at the same time, select [Unicode].</li></ul>																																								
Import File Info	<p>The [Table Name] and [Language] of the file to import are displayed. Select the check box to the left of the table name to import the table. Clear the check boxes next to tables you do not want to import. The imported Text Tables overwrite any existing tables in the project file.</p> <div><p>Import File Information</p><table><tr><th></th><th></th><th>Table Name</th><th>Language</th><th>Import Destination</th></tr><tr><td><input checked="" type="checkbox"/></td><td>1</td><td>Table 1</td><td>ASCII</td><td>1:ASCII:Table 1</td></tr><tr><td><input checked="" type="checkbox"/></td><td>2</td><td>Table 2</td><td>ASCII</td><td>1:ASCII:Table 1</td></tr><tr><td></td><td></td><td></td><td></td><td>2:ASCII:Table 2</td></tr><tr><td></td><td></td><td></td><td></td><td>3:ASCII:Table 3</td></tr><tr><td></td><td></td><td></td><td></td><td>4:ASCII:Table 4</td></tr><tr><td></td><td></td><td></td><td></td><td>5:ASCII:Table 5</td></tr><tr><td></td><td></td><td></td><td></td><td>6:ASCII:Table 6</td></tr></table></div>			Table Name	Language	Import Destination	<input checked="" type="checkbox"/>	1	Table 1	ASCII	1:ASCII:Table 1	<input checked="" type="checkbox"/>	2	Table 2	ASCII	1:ASCII:Table 1					2:ASCII:Table 2					3:ASCII:Table 3					4:ASCII:Table 4					5:ASCII:Table 5					6:ASCII:Table 6
		Table Name	Language	Import Destination																																					
<input checked="" type="checkbox"/>	1	Table 1	ASCII	1:ASCII:Table 1																																					
<input checked="" type="checkbox"/>	2	Table 2	ASCII	1:ASCII:Table 1																																					
				2:ASCII:Table 2																																					
				3:ASCII:Table 3																																					
				4:ASCII:Table 4																																					
				5:ASCII:Table 5																																					
				6:ASCII:Table 6																																					

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

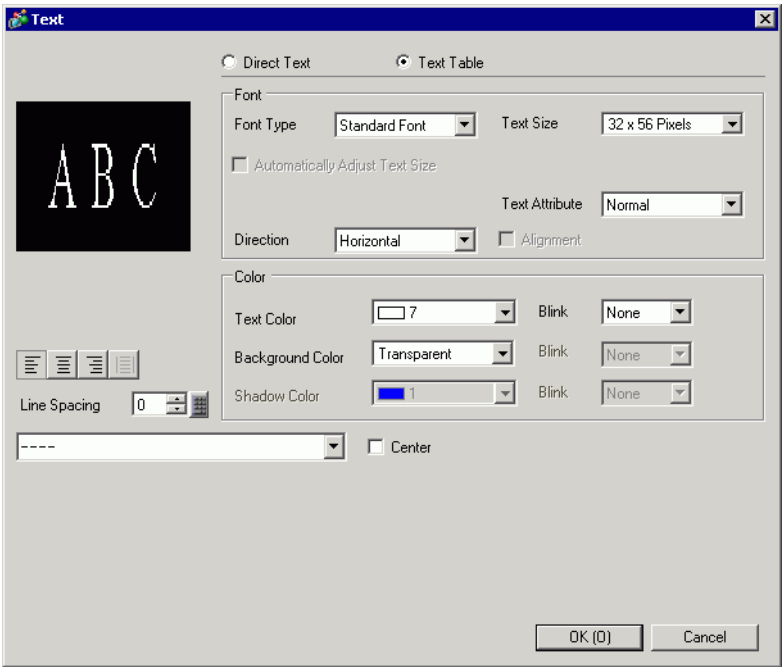


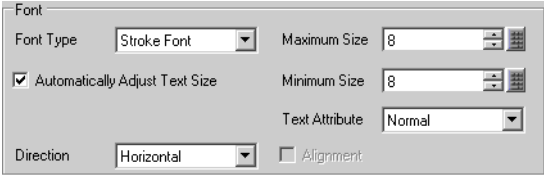
Setting	Description
Text Table	Displays Text registered as a Label.
Select State	Select the Lamp state. If the Lamp Feature is not used, only [Normal] can be selected. If the Lamp Feature is used, you can set the label corresponding to the lamp state. <div><b>NOTE</b><ul style="list-style-type: none"><li>To set a label that is interlocked or in delay, set the [Switch Common] tab's Detail Settings to [Show Interlocked Condition] or [Show In-Delay Status]. This will add the [Select State] choice.</li></ul></div>
Font	Set a font for the Label text.
Font Type	Choose a font type for the text from [Standard Font] or [Stroke Font].
Automatically Adjust Text Size	Available with [Stroke Font], select [Automatically Adjust Text Size] to adjust the font size of characters so the text string fits in the part. <div><div><div>Font</div><div>Font TypeStroke FontMaximum Size8Minimum Size8Text AttributeNormal</div></div></div>

Continued



Setting		Description
Font	Size	<p>Choose a font size for the text.</p> <p>Standard Font: Specify horizontal and vertical font dimensions in increments of 8 dots, from [8 x 8] to [64 x 128], or select fixed font sizes of [6 x 10], [8 x 13], or [13 x 23]. When using fixed sizes, you can display only single-byte alphanumeric characters.</p> <p>Stroke Font: 6 to 127</p> <p>When using [Automatically Adjust Text Size], define the [Maximum Size] and [Minimum Size] of fonts. The text font size is adjusted within this range.</p>
	Text Attribute	<p>Select the text attributes.</p> <p>Standard Font: Choose from [Standard], [Bold], [Shadow] (When using the [6 x 10] fixed font size, the options are [Standard] or [Shadow].)</p> <p>Stroke Font: Choose from [Standard], [Bold], [Outline]</p>
Text		<p>Select text used as the Label from the registered Text Tables.</p> <p>If you select [Add Text], the dialog box appears and you can add new text in the Text Table.</p>
Text Color		Select a text color for the Label.
Shadow Color		<p>Select a shadow color for the label text.</p> <p><b>NOTE</b></p> <ul style="list-style-type: none"> <li>• This can only be set when [Shadow] is set in [Text Attribute].</li> </ul>
Background Color		Set the background color for the text.
Blink		<p>Select whether or not the Part blinks, and the blink speed. You can choose different blink settings for [Text Color], [Shadow Color], and [Background Color].</p> <p><b>NOTE</b></p> <ul style="list-style-type: none"> <li>• There are cases where you can and cannot set Blink depending on the Display Unit and System Settings' [Color Settings].   "8.5.1 Setting Colors ■ List of Available Colors" (page 8-42)</li> </ul>
Fixed Position		<p>When clicked, the Label is positioned in the center of the Part.</p> <p> "17.7.8 Placing Text When Using Text Tables ■ Switch Lamp Label" (page 17-65)</p>
Row Spacing		Set a value from 0 to 255.
Align		Select the alignment of the text.

17.7.5 Drawing Text (Using the Text Table) Settings Guide

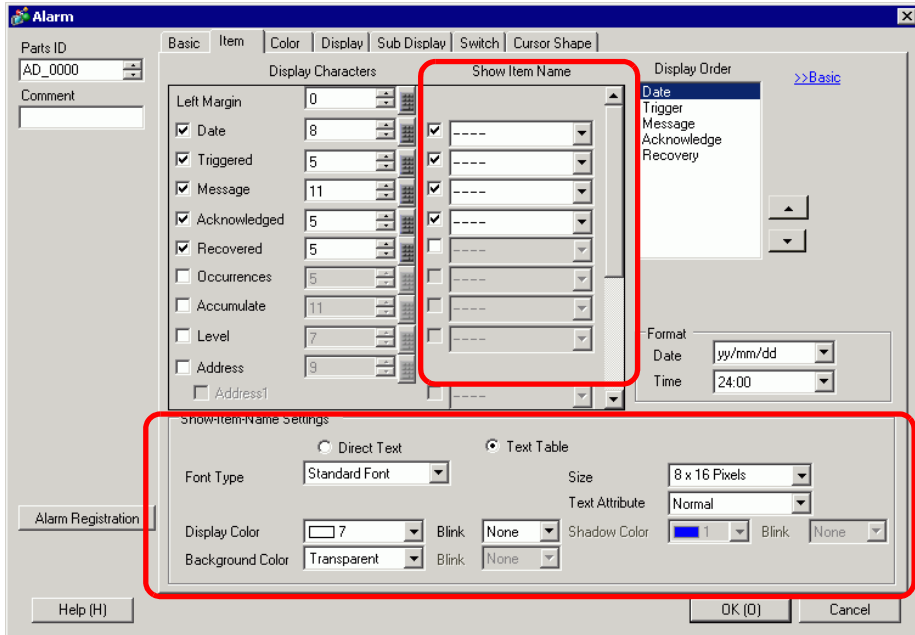


Setting	Setting
Text Table	Displays Text registered as a Text Table.
Font	Set a font for the text.
Font Type	Choose a font type for the text.
Automatically Adjust Text Size	<p>Available with [Stroke Font], select [Automatically Adjust Text Size] to adjust the font size of characters so the text string fits in the part.</p>  <p><b>NOTE</b></p> <ul style="list-style-type: none"> <li>This property is unavailable when the [Direction] is [Vertical].</li> </ul>
Text Size	<p>Choose a font size for the text.</p> <p><b>Standard Font:</b> Specify horizontal and vertical font dimensions in increments of 8 dots, from [8 x 8] to [64 x 128], or select fixed font sizes of [6 x 10], [8 x 13], or [13 x 23]. When using fixed sizes, you can display only single-byte alphanumeric characters.</p> <p><b>Stroke Font:</b> 6 to 127</p> <p>When using [Automatically Adjust Text Size], define the [Maximum Size] and [Minimum Size] of fonts. The text font size is adjusted within this range.</p>

Continued

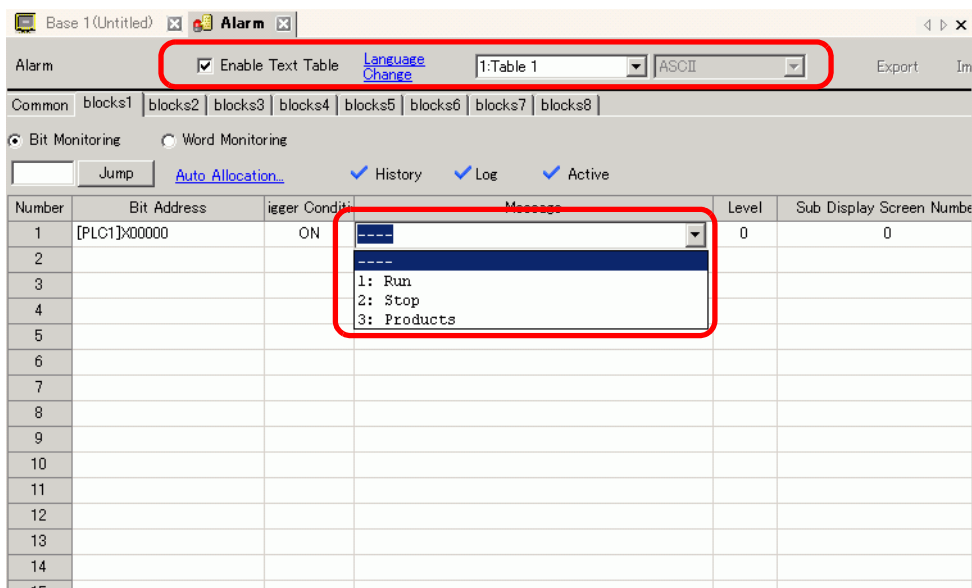
Setting		Setting
Font	Text Attribute	Select the text attributes. Standard Font: Choose from [Standard], [Bold], [Shadow] (When using the [6 x 10] font size, select either [Standard] or [Shadow].) Stroke Font: Choose from [Standard], [Bold], [Outline]
	Direction	Select from [Horizontal] or [Vertical].
	Centering	When [Vertical] is selected in [Direction], align the center of the text.
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 blinks, and the blink speed. You can choose different blink settings for [Text Color], [Background Color], and [Shadow Color].  <b>NOTE</b> <ul style="list-style-type: none"> <li>There are cases where you can and cannot set Blink depending on the Display Unit and System Settings' [Color Settings].   "8.5.1 Setting Colors ■ List of Available Colors" (page 8-42)</li> </ul>
Align		When [Horizontal] is selected in [Direction], select the alignment of the text.
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 add new text in the Text Table.
Center		When [Horizontal] is selected in [Direction], set whether to display the text in the center of the text display area.  "17.7.8 Placing Text When Using Text Tables ■ Text" (page 17-66)

## 17.7.6 Alarm Part - Item/Details (Text Table) Settings Guide



Setting	Description
Show Item Name	<p>Select the check box next to [Show Item Name] to display the text on the Alarm Part.</p> <p>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 add new text in the Text Table.</p>
Show-Item-Name Settings	Configure settings for Item Name display.
Font Type	Choose a font type for the Item Name.
Size	<p>Set a font size for the Item Name.</p> <p>Standard Font: Specify horizontal and vertical font dimensions in increments of 8 dots, from [8 x 8] to [64 x 128], or select fixed font sizes of [6 x 10], [8 x 13], or [13 x 23]. When using fixed sizes, you can display only single-byte alphanumeric characters.</p> <p>Stroke Font: 6 to 127</p>
Text Attribute	<p>Select the text attributes.</p> <p>Standard Font: Choose from [Standard], [Bold] or [Shadow] (When using the [6 x 10] font size, select either [Standard] or [Shadow].)</p> <p>Stroke Font: Choose from [Standard], [Bold], [Outline]</p>
Display Color	Select the Item Name's text color.
Blink	<p>Select whether or not the Part blinks, and the blink speed. You can choose blink settings for [Display Color].</p> <p><b>NOTE</b></p> <ul style="list-style-type: none"> <li>There are cases where you can and cannot set Blink depending on the Display Unit and System Settings' [Color Settings].</li> </ul> <p>☞ "8.5.1 Setting Colors ■ List of Available Colors" (page 8-42)</p>

## 17.7.7 Alarm (Enable Text Table) Settings Guide



Setting	Description
Enable Text Table	<p>Select this check box 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 while the system is active.</p> <p><b>NOTE</b></p> <ul style="list-style-type: none"> <li>• If Alarm Messages are set and then you select this check box, the messages are deleted.</li> <li>• The [Language] and [Enable Text Table] settings are available to all Alarms (Alarm History's each block, Banner, and Show Summary). Direct Inputted messages and messages added on a Text Table cannot be displayed at the same time.</li> </ul>
Language Change Settings	<p>Displays the [Language Change Settings] dialog box.</p> <p>☞ " ■ [Language Change Settings] Dialog Box" (page 17-56)</p>
Text Table	Select the Text Table to use.
Message	<p>Select the text to use as a message from the text registered in the table selected in [Text Table].</p> <p><b>NOTE</b></p> <ul style="list-style-type: none"> <li>• When multiple lines of text are selected, only the first line displays.</li> </ul>



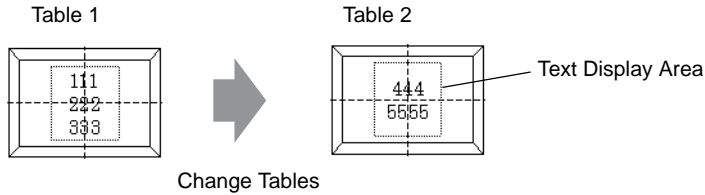
## 17.7.8 Placing Text When Using Text Tables

### ■ Switch Lamp Label

#### ◆ Text Display Area

The size of a Part's text display area changes according to the size specified in the Text Table ([Number of Characters] x [Number of Text Rows]). Even when the number of characters in the Text Table is smaller than the set [Number of Characters] x [Number of Text Rows], the text display area remains the same size. Text always displays in the center of the text display area.

For example, Number of Characters = 6, Number of Text Rows = 3



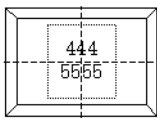
#### NOTE

- When using [Stroke Font], select the Automatically Adjust Text Size check box to automatically adjust the font size so it fits inside the part.

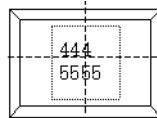
#### ◆ Align ([Align Left], [Align Center], [Align Right])

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].

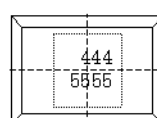
Set [Align Center]



Set [Align Left]

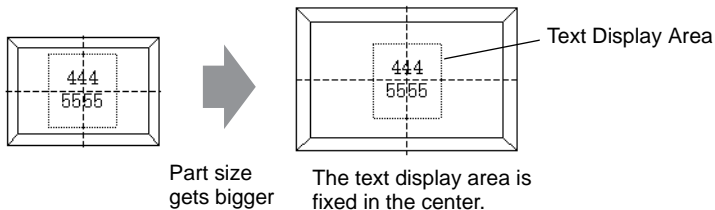


Set [Align Right]

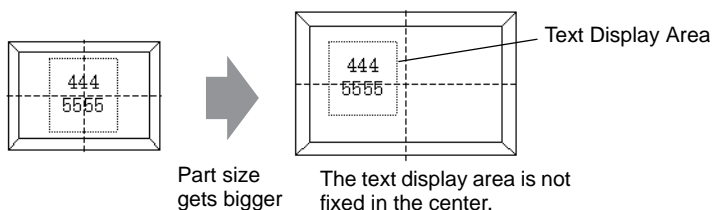


#### ◆ Fixed Position

When [Fixed Position] is set, the text display area is always fixed in the center of a Part.



When [Fixed Position] is not set, you can move the text display area to a desired position on a Part.

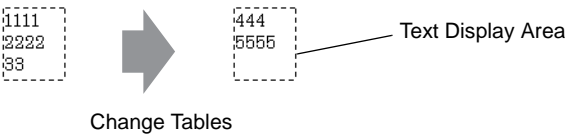


■ **Text**

◆ **Text Display Area**

The size of a Draw [Text]'s text display area changes according to the size specified in the Text Table ([Number of Characters] x [Number of Text Rows]). Even when the number of characters in the Text Table is smaller than the set [Number of Characters] x [Number of Text Rows], the text display area remains the same size.

For example, Number of Characters = 6, Number of Text Rows = 3



NOTE

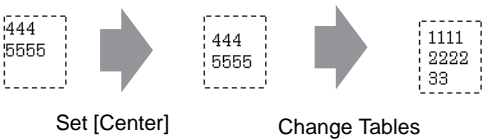
- When using [Stroke Font], select the Automatically Adjust Text Size check box to automatically adjust the font size so it fits inside the part.

◆ **Center**

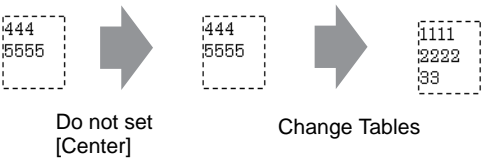
Centers the text in the Text Display Area.

If you specify the second row text in table 1, or the third row text in table 2, the text displays in the center of the display area.

When [Center] is set:

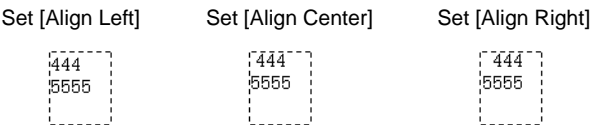


When [Center] is not set:



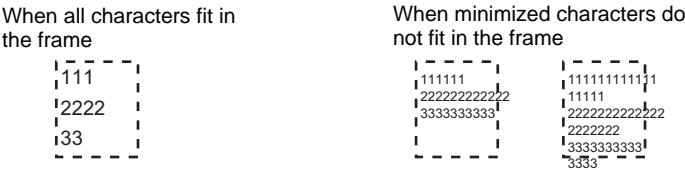
◆ **Align ([Align Left], [Align Center], [Align Right])**

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].

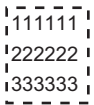


◆ **Automatically Adjust Text Size**

When using [Stroke Font] and you select the [Automatically Adjust Text Size] check box, the text size is automatically adjusted to fit. However, if minimized characters do not fit in the frame, any text that exceeds the frame size does not display.



With [Stroke Font], when you select the [Automatically Adjust Text Size] check box, the text size is maximized as defined.



**NOTE**

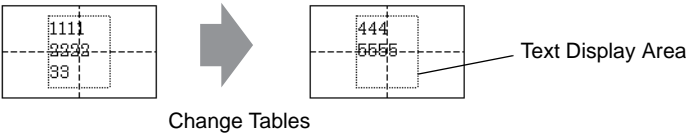
- Automatically Adjust Text Size is not available for vertical text.

■ **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 ([Number of Characters] x [Number of Text Rows]). Even when the number of characters in the Text Table is smaller than the set [Number of Characters] x [Number of Text Rows], the text display area remains the same size.

For example, Number of Characters = 6, Number of Text Rows = 3



**NOTE**

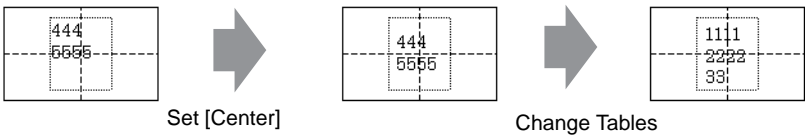
- When using [Stroke Font], select the Automatically Adjust Text Size check box to automatically adjust the font size so it fits inside the part.

◆ **Center**

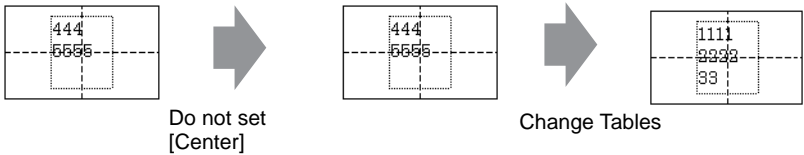
Displays the text in the center of the Text Display Area.

If you specify the second row text in table 1, or the third row text in table 2, the text displays in the center of the display area.

When [Center] is set:

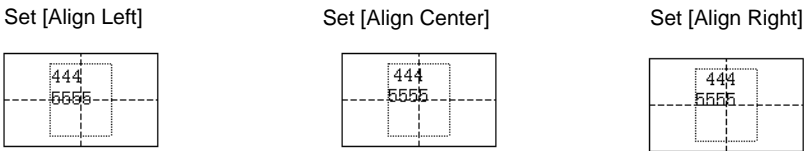


When [Center] is not set:



◆ **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].



## 17.8 Restrictions

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### 17.8.1 Restrictions on Message Display

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#### ■ Direct Input

- If a message is unregistered, the Message Display appears empty. For example, when the number of messages is 16 and only 0 to 3 have a registered message, states 4 to 15 appear as display only the Message Display frame.

#### ■ Text Display

- When the data designated as [Display Start Row] has no corresponding row, no operation occurs. The previously displayed rows remain.
- If a message input exceeds the [Display Characters], the overflowing portion does not display. Please ensure that messages remain within the [Display Characters].

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### 17.8.2 Language Change (Multilanguage) Restrictions

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- 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 Label
  - Alarm Part Item Name
  - Messages to register in a Message Display [Direct Input]
  - Alarm Messages to register in the Common [Alarm]
- If Multilanguage display is specified for the text, changing the language also changes the text in the Message Display [Text Display] and Text Alarm parts.
- You cannot change the text to display in a Data Display's [Text Display], or change item names and text that display on a Sampled Data Display and Special Data Display by changing languages.
- Multiple text tables cannot display at the same time.
- Changing languages acts the same as changing screens. Screens that display before changing languages may not display after the change.

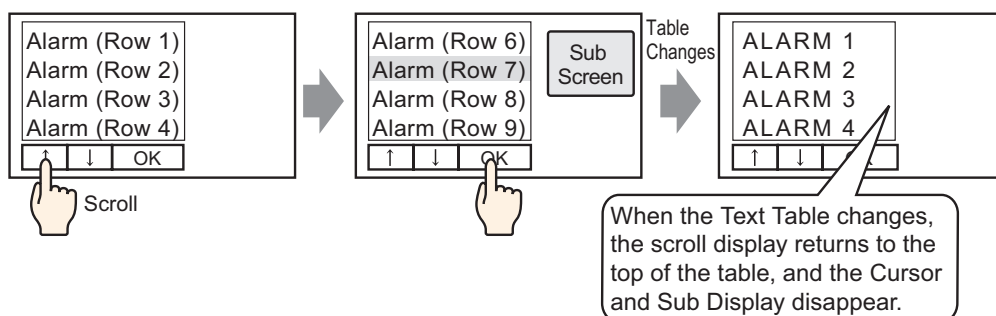
#### ■ Changing Alarm Language

- When you set [Enable Text Table] in [Alarm], the existing messages are deleted.
- When registering Alarm Messages, Direct Input text and Text registered in a Text Table are set to all Alarms (Banner, Alarm History, Summary). Direct Input text and Text registered on a Text Table cannot display at the same time.
- For text registered on a Text Table with two or more lines, only the first line displays/printed.

### ◆ Alarm History and Summary

- When setting an Alarm History Switch on the Alarm Part's [Switch] tab, you cannot use a Text Table for the label. If you want to change languages for an Alarm History Switch, use a Switch Lamp part's Special Switch.  
 ☞ "10.14.4 Special Switch" (page 10-64)
- 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 is canceled when the text table changes.

For example,



- Do not change the String Table (Language) while saving an Alarm History on a CF Card or USB storage device. If you do so, the file may not be displayed properly in a third-party software product, such as a spreadsheet. Also, the text in a different language will be output in the CSV File.
- Do not change the text table language while printing an Alarm History. If the text table language is changed the printout may contain gaps.
- When saving in CSV or when printing an Alarm History, "Date", "Trigger", item names are displayed in Japanese if the language of the Alarm Message (Text Table) is in Japanese. They are 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 changes at the start of the next message.

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### **17.8.3 Restrictions on Text Table Converter**

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- While converting the text table, if there is text that matches already registered text during the search, only the initially registered text remains valid.
- The Text Table supports up to 10000 indexes. If Text Table conversion produces more than 10000 indexes, an error message appears, and only text up to that point is stored.

