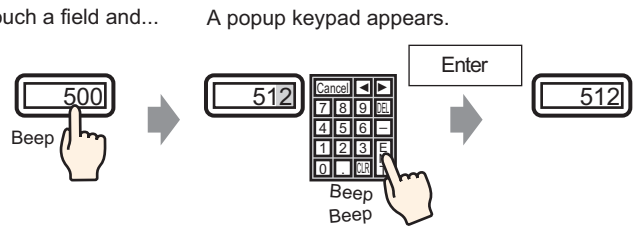
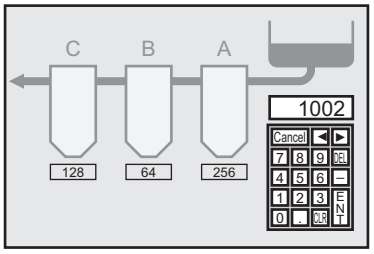
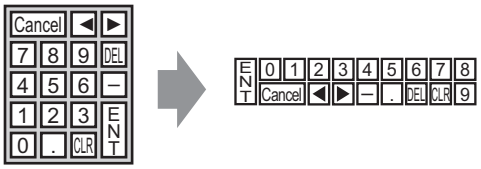
15 Keypad Input

This chapter explains standard information about GP-Pro EX keypad inputs and basic instructions on how to set up keypads.
Please start by reading "15.1 Settings Menu" (page 15-2) and then turn to the corresponding page.

15.1 Settings Menu

Popup Keypad Display	
Displays a keypad on the screen only when necessary (when inputting data). 	☞ Setup Procedure (page 15-3) ☞ Details (page 15-3)

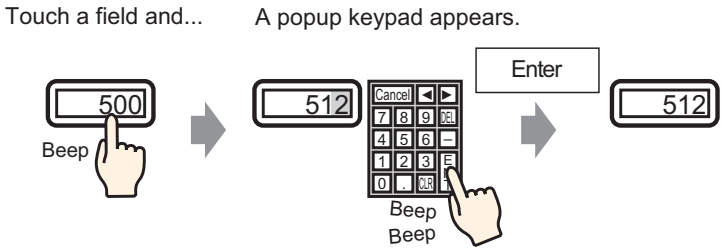
Constant Keypad Display	
Places a keypad directly on the screen. A permanent keypad will appear. 	☞ Setup Procedure (page 15-6) ☞ Details (page 15-6)

Customizing the Keypad Layout	
Allows the user to rearrange the keypad buttons. 	☞ Setup Procedure (page 15-9) ☞ Details (page 15-9)

15.2 Popup Keypad Display

15.2.1 Introduction

The keypad appears on the screen only when necessary.

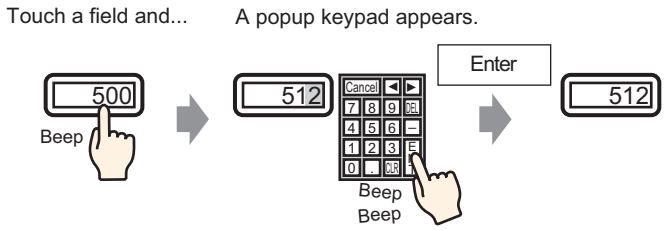


15.2.2 Setup Procedure

NOTE

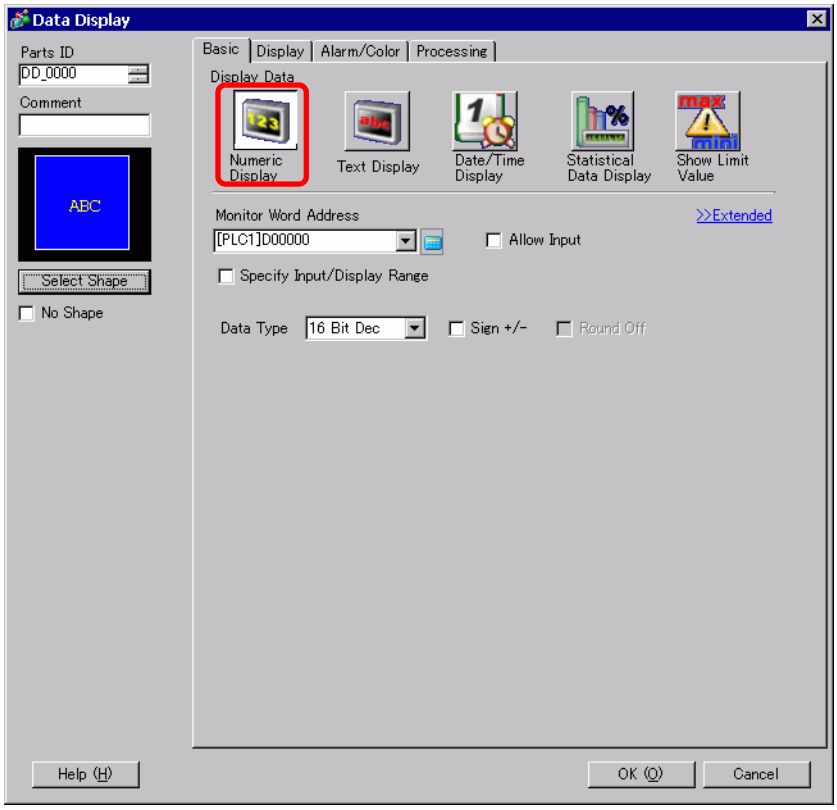
- Please refer to the Settings Guide for details.
  ☞"14.11 Data Display Settings Guide" (page 14-39)
- For details of the part placement method and the address, shape, color, and label setting method, refer to the "Part Editing Procedure".
  ☞"8.6.1 Editing Parts" (page 8-52)

Displays a keypad on the screen only when necessary (when inputting data).



1 From the [Part (P)] menu, point to [Data Display (D)] and select [Numeric Display (N)], or click the icon, and place it on the screen.

2 Double-click the placed element. The Data Display dialog box appears.

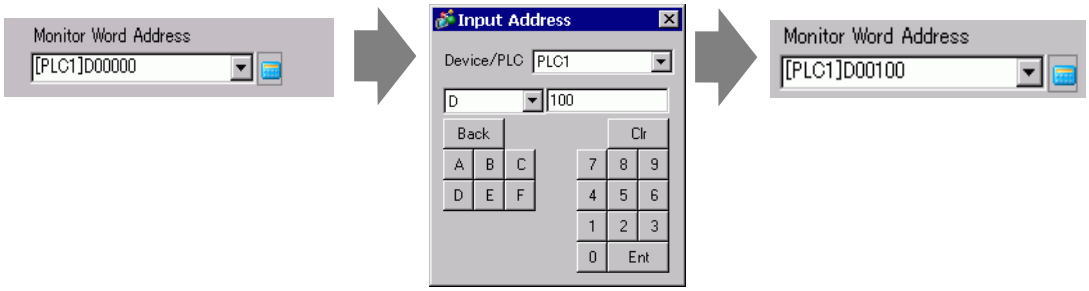


3 Click [Select Shape] and select the appropriate shape.

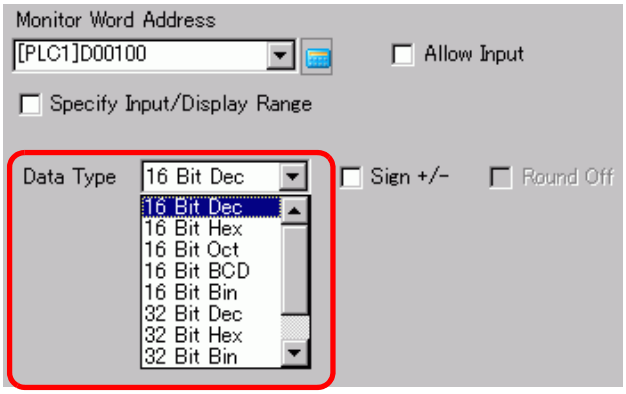
4 In [Monitor Word Address], set the address (for example, D100) which will store the inputted value.

Click the icon to display an address input keypad.

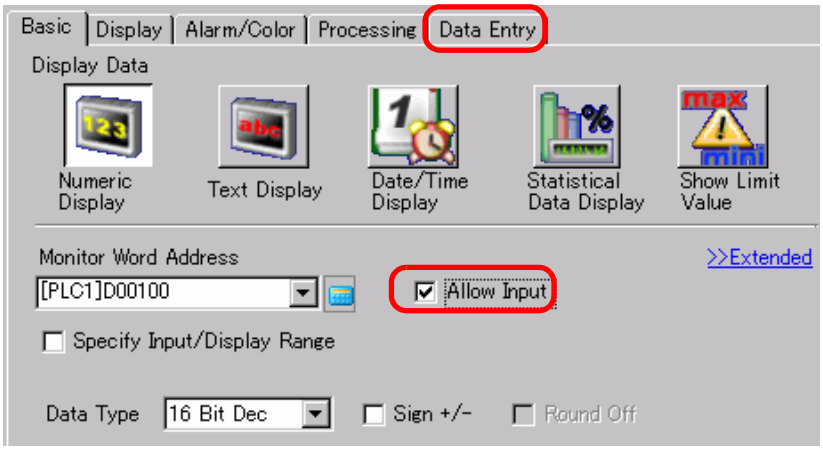
Select device "D", input "100" as the address, and press the Enter key.



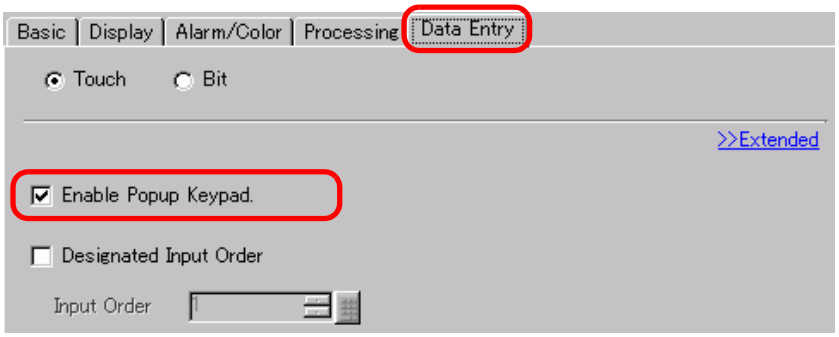
5 In the [Data Type] drop-down list, set the type of data to display (e.g., "16 Bit Dec").



6 Select the [Allow Input] check box. Once you select the [Allow Input] check box, the [Data Entry] tab appears and you can enter numeric data.



7 Click the [Data Entry] tab and the following appears. Select the [Enable Popup Keypad] check box.

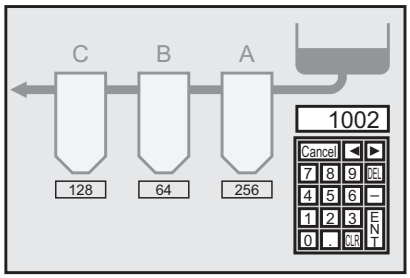


8 As needed, specify the Data Display's color and text on the [Alarm/Color] tab and [Display] tab, and click [OK].

15.3 Constant Keypad Display

15.3.1 Introduction

Places a keypad directly on the screen. A permanent keypad will appear.

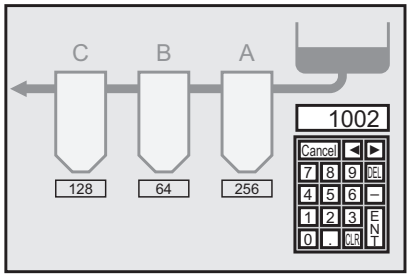


15.3.2 Setup Procedure

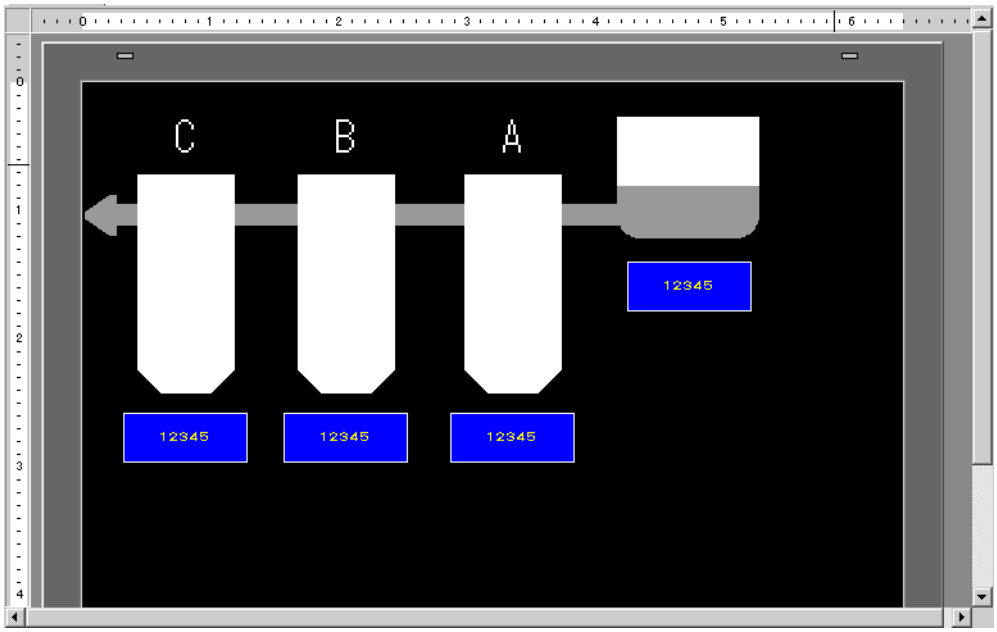
NOTE

- Please refer to the Settings Guide for details.
  ☞"15.5.1 Keypad Settings Guide ■ User Keypad" (page 15-23)

Places a keypad directly on the screen. A permanent keypad will appear.

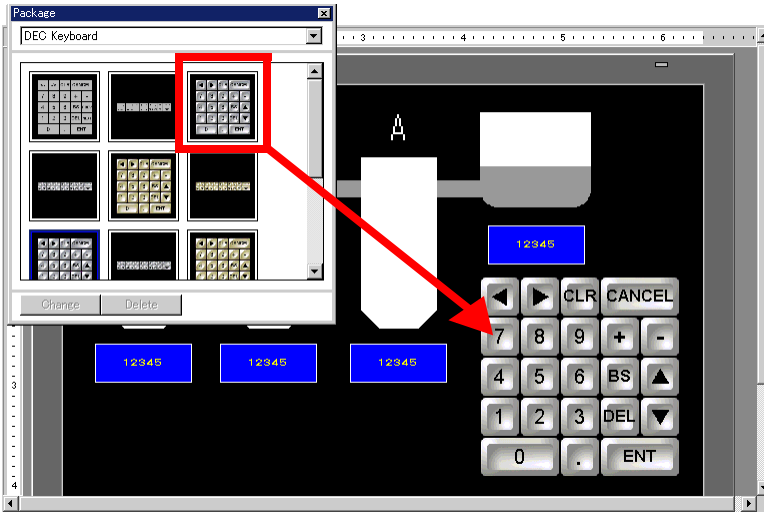


1 Open a drawing screen where you want to place a keypad.



2 From the [Part (P)] menu, select [Keypad (B)] or click  to display the [Package].

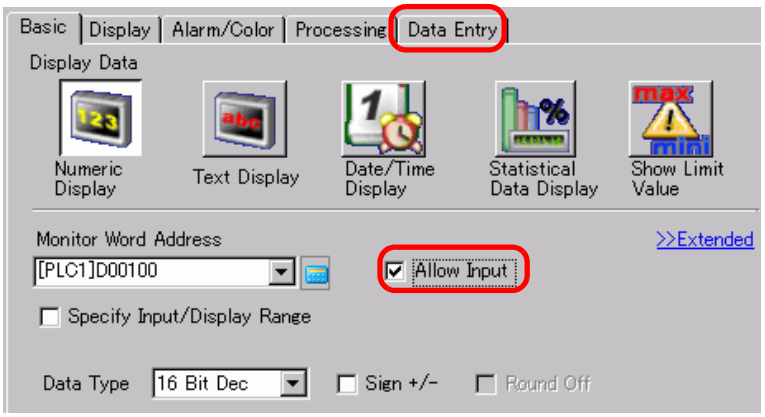
3 Select a keypad to use and place it on the drawing screen. (For example, DEC Keyboard)



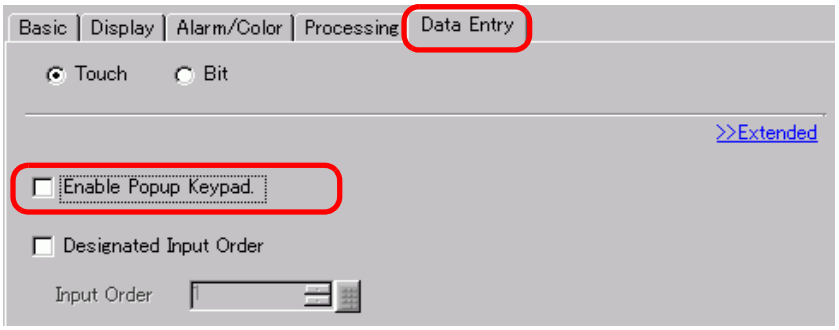
The steps to display a permanent keypad on the screen are complete.

4 Next, set up a Data Display part used to display data entered with the keypad. Double-click the Data Display to open the [Settings] dialog box

5 Select the [Allow Input] check box. The [Data Entry] tab becomes available.



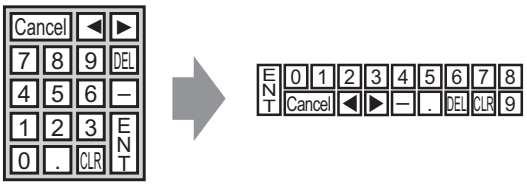
6 Click the [Data Entry] tab and clear the [Enable Popup Keypad] check box. Now the Data Display is set up to display data that has been entered using the screen keypad.



15.4 Customizing the Keypad Layout

15.4.1 Introduction

You can rearrange existing keypads to create your own keypad. You can place your new keypad on the screen or display it as a pop-up.



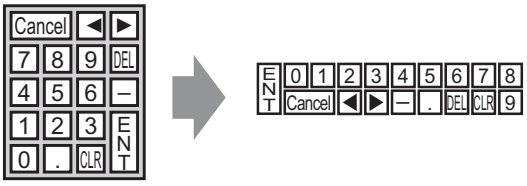
15.4.2 Setup Procedure

■ Displaying the Customized Keypad Permanently on the Screen

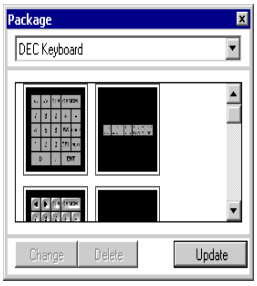
NOTE

- Please refer to the Settings Guide for details.
  ☞"15.5.1 Keypad Settings Guide ■ User Keypad" (page 15-23)

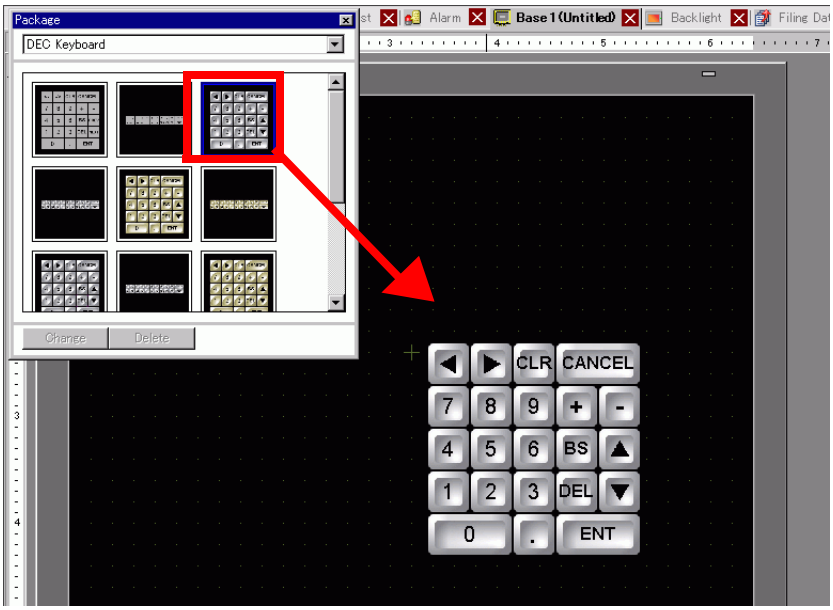
Display the customized keypad permanently on the screen.



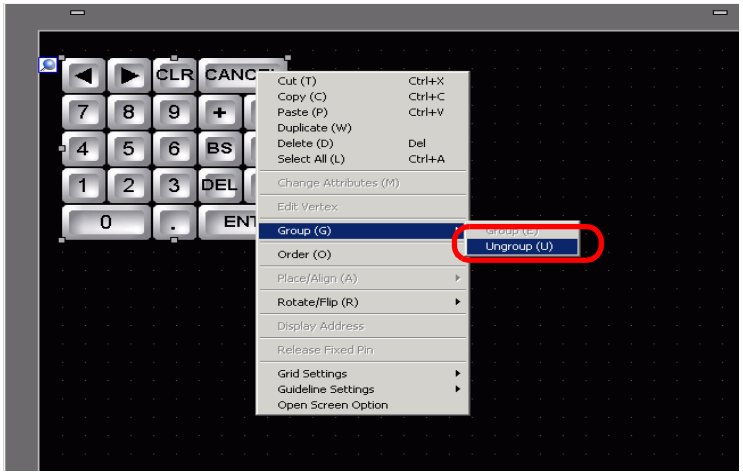
1 From the [Part (P)] menu, select [Keypad (B)] or click  to display the following [Package].



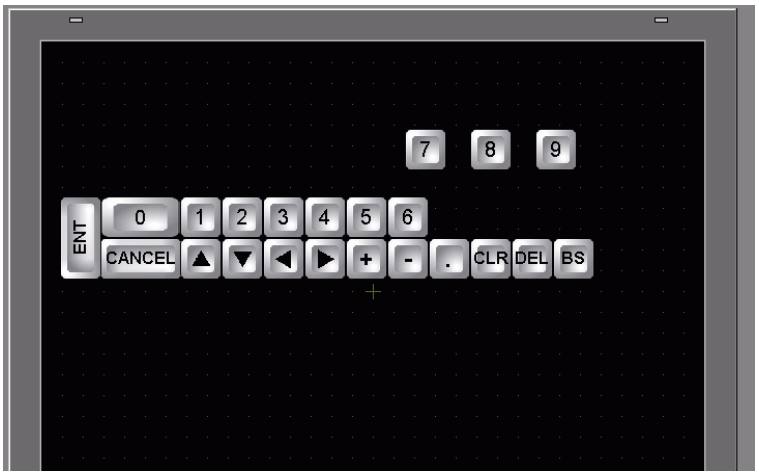
2 Select a keypad to customize and place it on the drawing screen. (For example, DEC Keyboard)



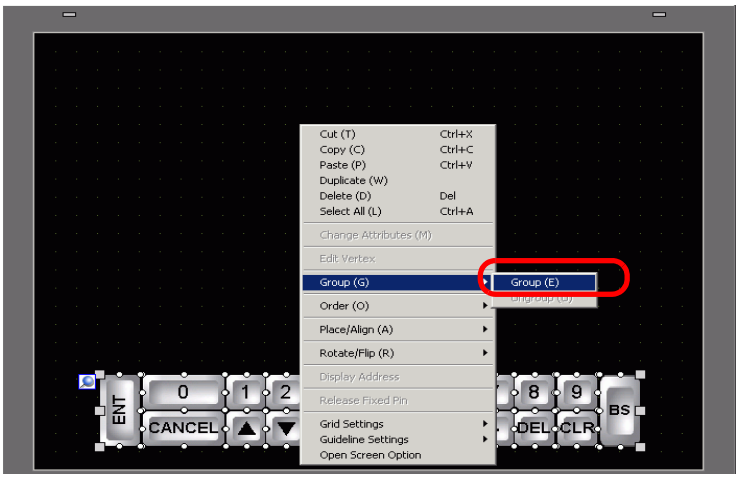
3 Select the placed keypad, right-click, and select [Ungroup (U)] from [Group (G)]. Now you can rearrange the keys.



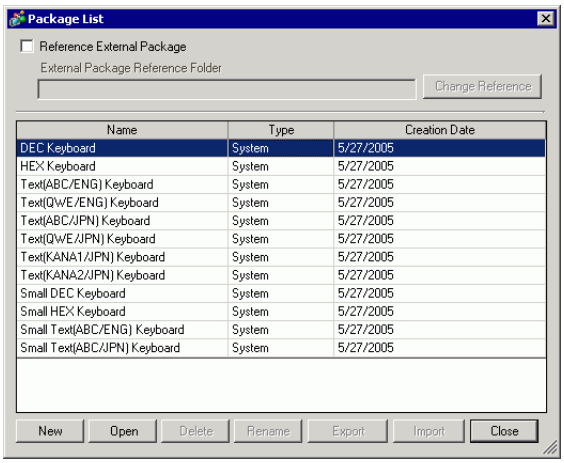
4 Rearrange the ungrouped keys.



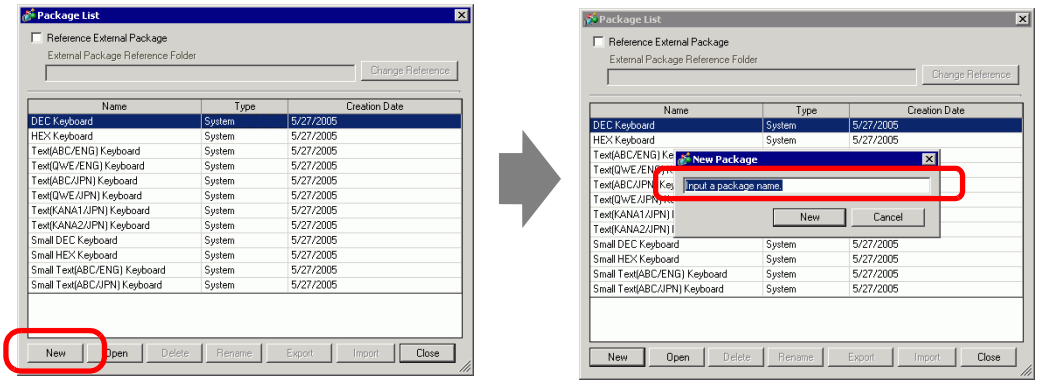
5 Select all the customized keypads, right-click, and select [Group (E)] from [Group (G)]. The keypad customization is complete.



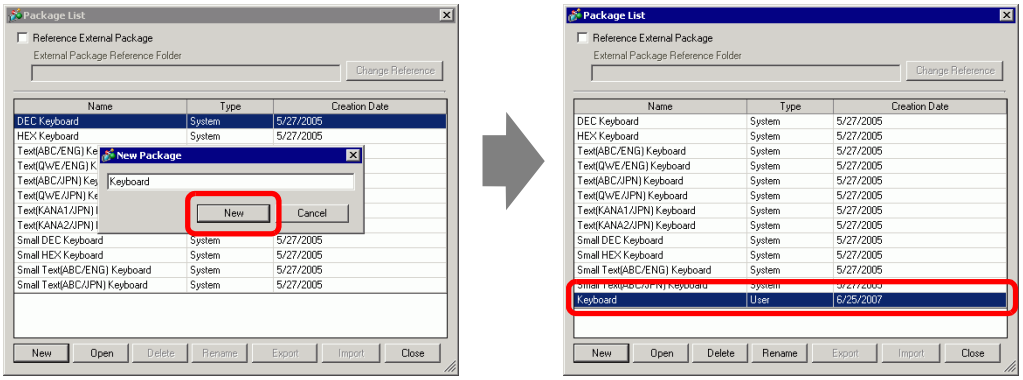
6 Register the customized keypad in [Package]. Then you can refer to the Package when you use the customized keypad on another drawing screen. Select the [View (V)] menu - [Package (P)] command or click , and the following [Package List] dialog box appears.



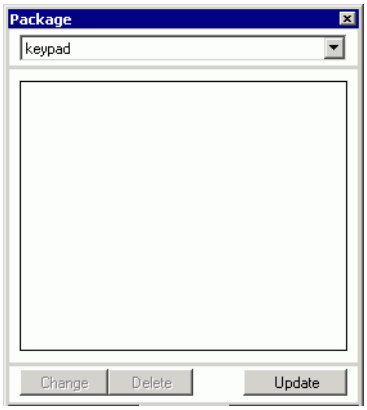
7 Click [New]. The [New Package] dialog box appears. Set a package name. (For example, Keypad)



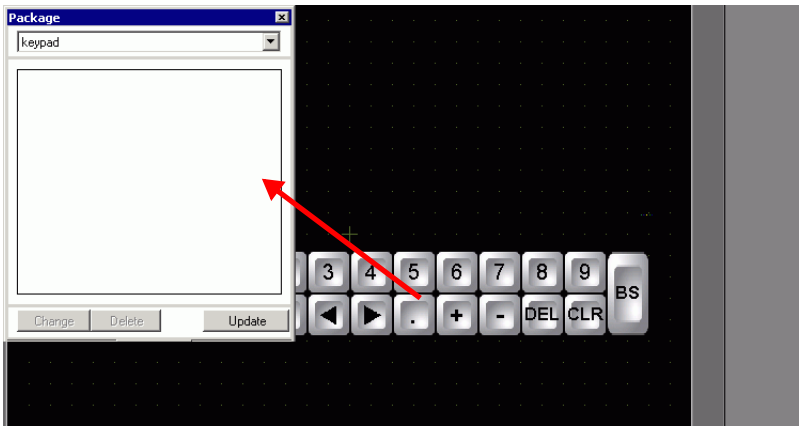
8 Click [New] on the [New Package] dialog box to return to the [Package List] dialog box, where the new package displays.



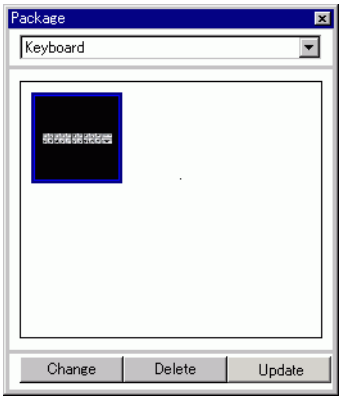
9 On the [Package List] dialog box with a new package name selected, click [Open]. The following dialog box appears.



10 Drag the customized keypad to the [Package] dialog box.



11 The customized keypad has been registered in the [Package].



NOTE

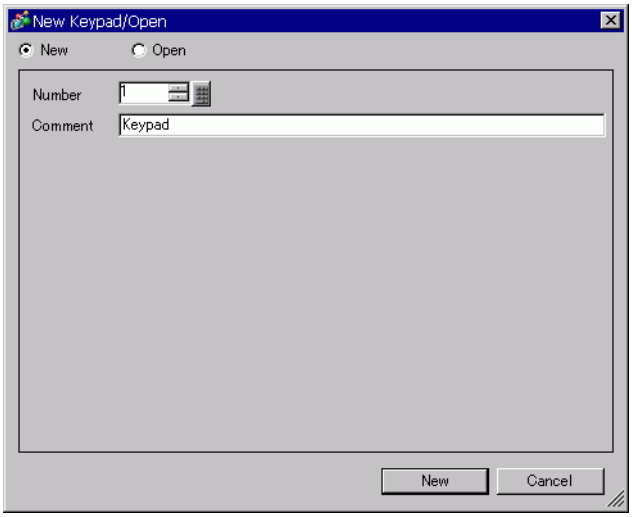
- A combined 200 drawings, parts, and keypads can be registered in one [Package].
- To delete a registered keypad, in the [Common Settings] window, below the [Keypad Registration] node, right-click the keypad and select [Delete].
- After the keypad is registered in the Package window's [Favorites] list, you can drag the edited keypad to place it on the screen.

■ Displaying the Customized Keypad as Popup

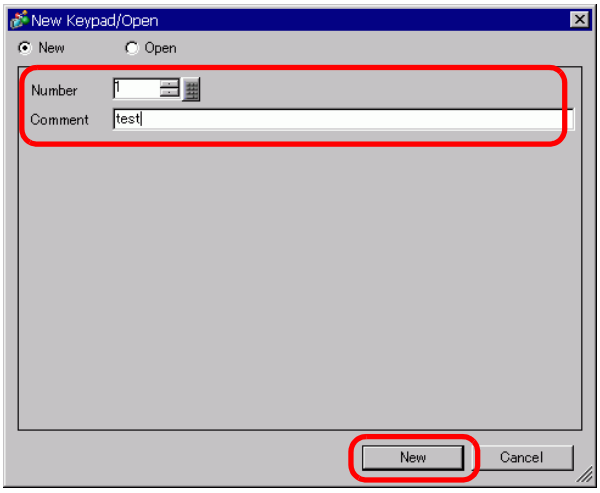
NOTE

- Please refer to the Settings Guide for details.
  ☞"15.5.2 Common (Keypad Registration) Settings Guide" (page 15-24)
  ☞"15.5.1 Keypad Settings Guide ■ User Keypad" (page 15-23)
  ☞"14.11 Data Display Settings Guide" (page 14-39)
- 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)

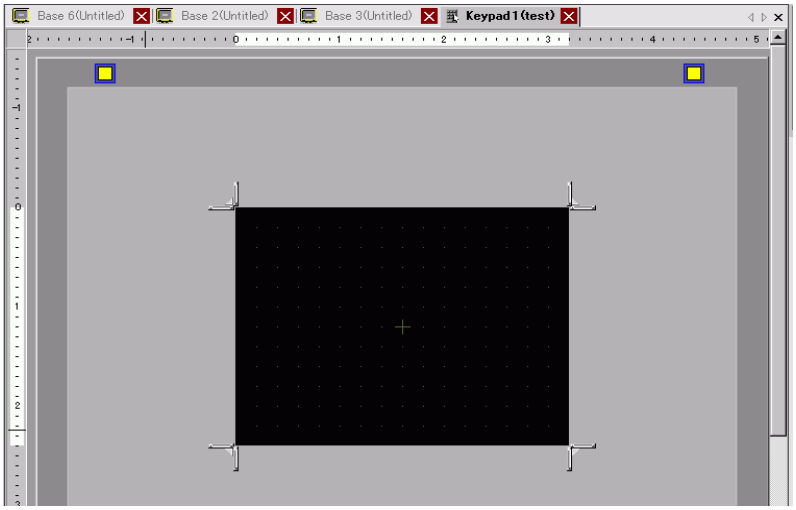
1 From the [Common Settings (R)] menu, select [Keypad Registration (K)]. The [New Keypad/Open] dialog box appears.



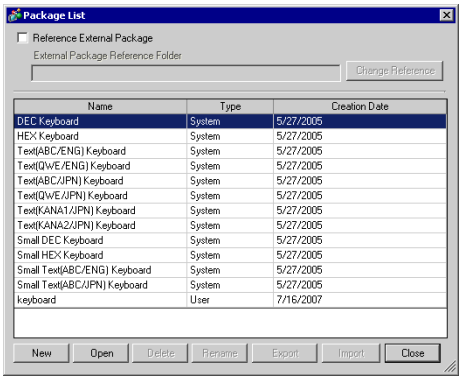
2 Set the [Number] and [Comment] and then click [New]. (For example, [Number] 1, [Comment] test)



3 The screen to create the [Clear Area] is appears.



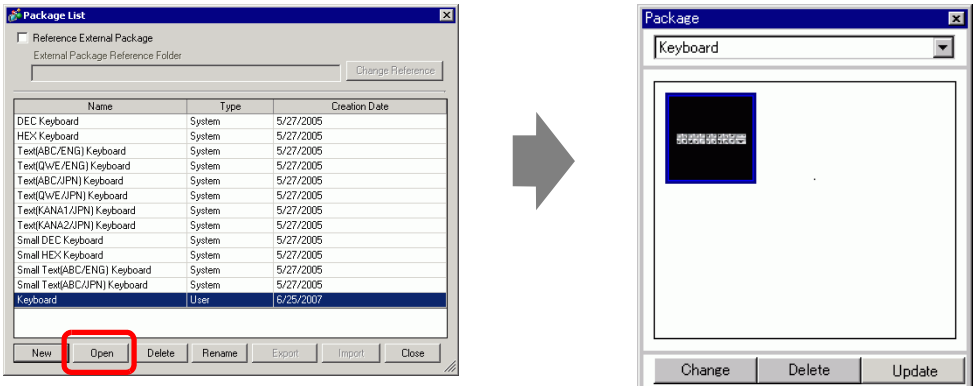
4 From the [View (V)] menu, select [Package (P)] or click  to display the [Package List] dialog box.



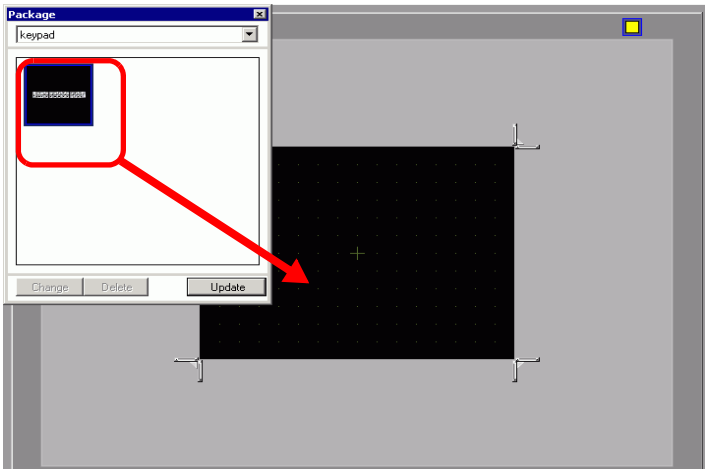
NOTE

- When [Keypad (B)] is selected from the [Parts (P)] menu, the [Package] dialog box displays, from which it can also be selected.

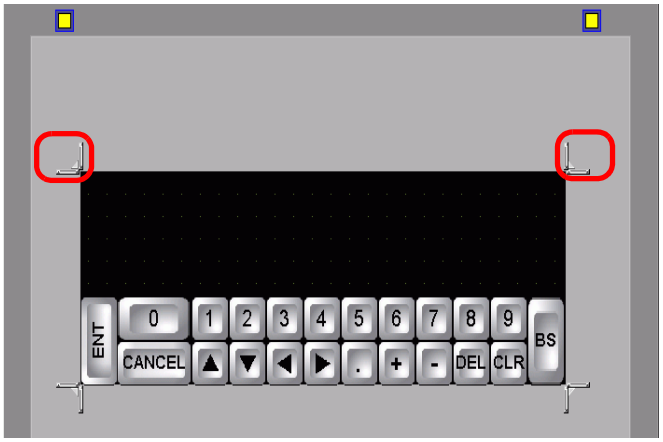
5 Select the package name (for example, Keypad) that is registered with the keypad you want to use, click [Open], and the [Package] dialog box appears.



6 Select a keypad to use and place it on the [Clear Area].



7 Create the [Clear Area]. Drag the [Resize Boundary] in the four corners of the [Clear Area] setting screen to change the size. The [Resize Bound] button you drag with the mouse cursor determines the direction in which the clear area size changes.



NOTE

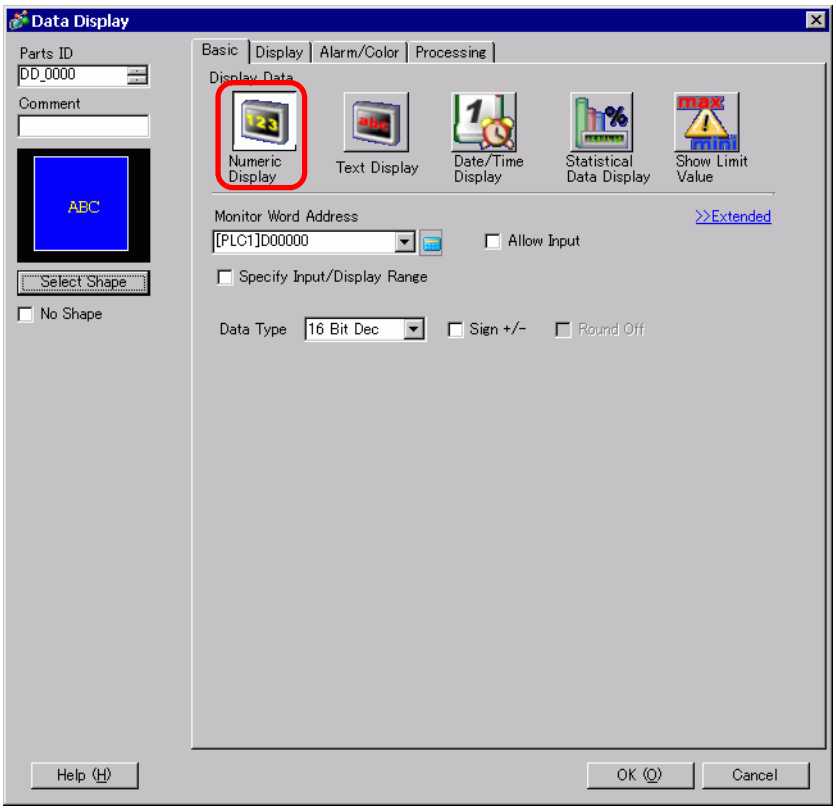
- [Clear Area] is the area that overwrites and hides the previously displayed keypad.

☞ " ■ Clear Area" (page 15-27)

8 Click the [Base 1] tab to move to the base screen.

9 Configure settings to use the custom keypad with a Data Display. From the [Parts (P)] menu, point to [Data Display (D)] and select [Numeric Display (N)], or click the 123 icon, and place it on the screen.

10 Double-click the placed element. The Data Display dialog box appears.

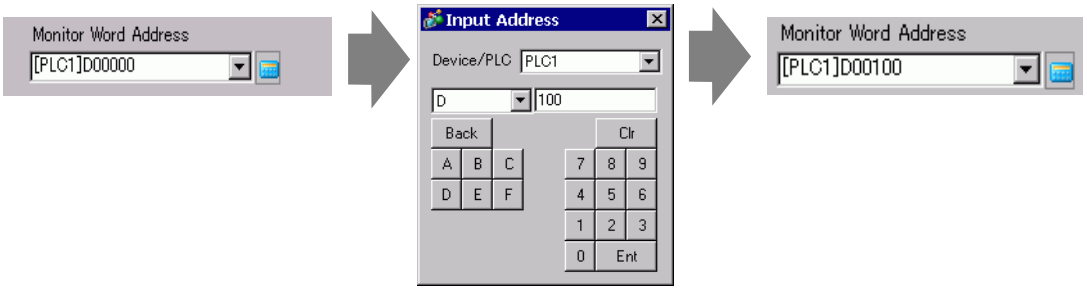


11 Click [Select Shape] and select the appropriate shape.

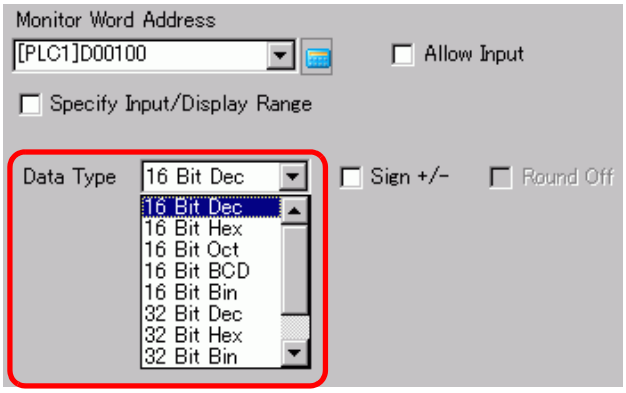
12 In [Monitor Word Address], set the address (D100) which will store the inputted value.

Click the icon to display an address input keypad.

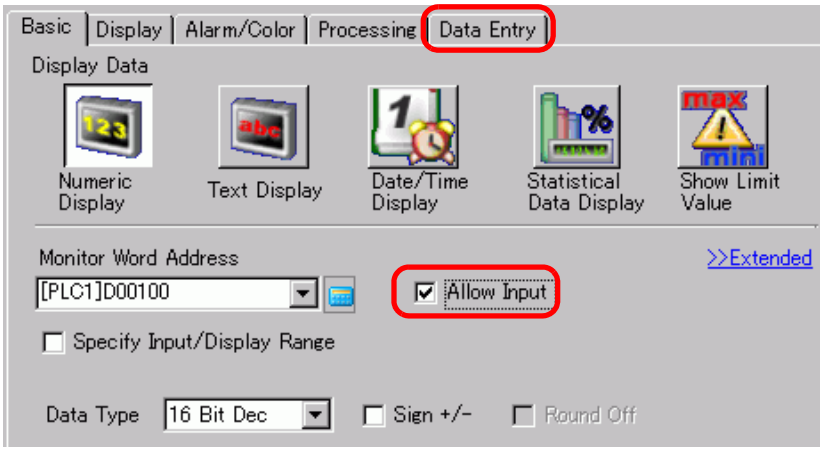
Select device "D", input "100" as the address, and press the Enter key.



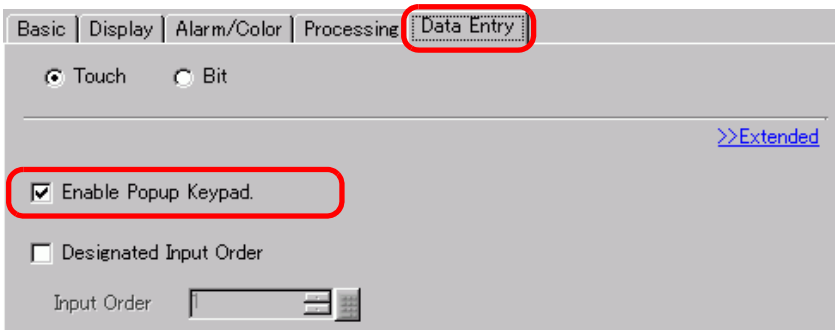
13 In the [Data Type] drop-down list, set the type of data to display (for example "16 Bit Dec").



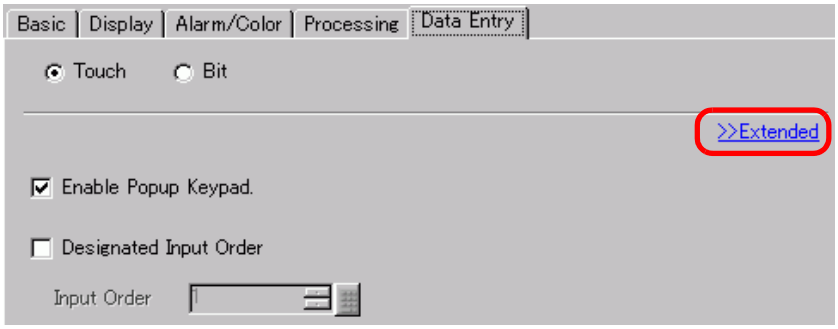
14 Select the [Allow Input] check box. Once you select the [Allow Input] check box, the [Data Entry] tab appears and you can enter numeric data.



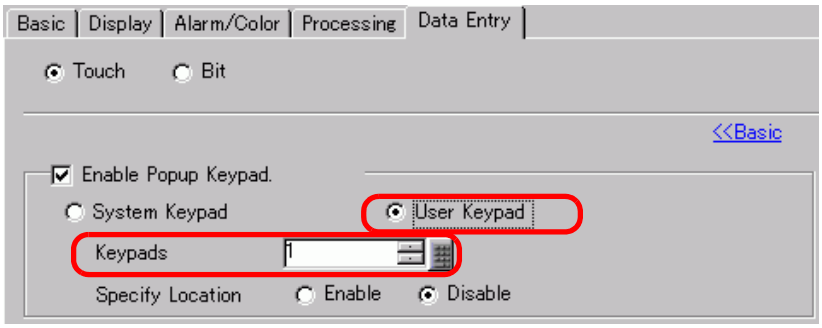
15 Click the [Data Entry] tab and the following appears. Select the [Enable Popup Keypad] check box.



16 Click [Extended].



17 In the [Extended] screen, select the [User Keypad] check box and set the [Keypad] screen number (for example, 1) with the keypad setting to the [Keypad].



18 As needed, specify the Data Display's color and text on the [Alarm/Color] tab and [Display] tab, and click [OK].

15.5 Setup Guide

15.5.1 Keypad Settings Guide

■ System Keypad

If you set up the Data Display to allow input, the appropriate numeric or text keypad is automatically selected and displayed in a pop-up window.

<table>
<tr><th>[Data Type]</th><th>Dec</th><th>Hex</th><th>Text</th></tr>
<tr><td>Keypad Specifications</td><td> 
</td><td> 
</td><td> 

NOTE
• The displayed keypad depends on the GP model size.</td></tr>
<tr><td> 
</td><td colspan="3">Numeric key (0 to F for Hex)
Inputs the displayed numeric values.</td></tr>
<tr><td> 

Other Symbols</td><td>——</td><td>——</td><td>Text key
Inputs the displayed characters and symbols.</td></tr>
<tr><td> 
</td><td colspan="3">Delete key
Erases the numeric value, character, or symbol in the cursor position.</td></tr>
<tr><td> 
</td><td>Back Space key
Erases the numeric value or symbol to the left of the cursor position.</td><td>——</td><td>Back Space key
Erases the numeric value or symbol to the left of the cursor position.</td></tr>
<tr><td> 
</td><td colspan="3">Clear key
Clears the setting value that displays. If you touch the [CLR] key, "0" will display in the area (For text, it will disappear). If you touch the [ENT] key in this state, the data "0" will be written to the device/PLC data storage address (For text, the space code will be written).</td></tr>
<tr><td> 
</td><td colspan="3">Enter key
Determines the setting value that displays and writes it to the device/PLC data storage address.</td></tr>
<tr><td>  </td><td colspan="3">Arrow Keys
Moves the cursor to the right and left on a Data Display.</td></tr>
</table>

Continued

[Data Type]	Dec	Hex	Text
	Area Migration key When using multiple Data Displays, the system can move to the next or previous Data Display without data being entered, allowing you to Skip to the Data Display you want to work with. * If the [Data Display] dialog box's [Data Data Entry] option is [Touch], you have to define the [Designated Input Order]. When the option is [Bit], the [Allow Input Bit Address] needs to be the same address throughout all the displays.		
	Plus/Minus key This key can be used only when the Data Display's [Data Type] is [Dec] and the [Sign +/-] check box is selected.	———	Minus key Inputs the "–" as a symbol.
	Decimal Point key This key becomes an input-switching key between the integer part and the fractional part when the Data Display's [Data Type] is [Dec] or [BCD].	———	Decimal Point key Inputs the "." as a symbol.
	Cancel key Cancels the input. When you use the Data Display pop-up keypad, the pop-up keypad closes without entering the value.		———
	———	———	Escape key Cancels the input. When you use the Data Display pop-up keypad, the pop-up keypad closes without entering the value.
	———		Space key Inputs a space.

■ User Keypad

When enabling input on a Data Display, the keypad saved and selected from a [Package], or the user-created keypad, displays in a pop-up window. You can also drop these keypads on the screen.

☞"8.12.2 Package List Setup Guide" (page 8-99)

The following keypads are registered in the [Package].

Name	Description
DEC Keyboard	Displays seven types each of vertical and horizontal ten-key pads.
HEX Keyboard	Displays seven types each of vertical and horizontal hexadecimal keypads.
Text (ABC/ENG) Keyboard	Displays seven types of full, horizontal keypads. (Keys are arranged in alphabetical order).
Text (QWE/ENG) Keyboard	Displays seven types of full, horizontal keypads (Keys are arranged in QWERTY order, the same as most keyboards).
Text (ABC/JPN) Keyboard	Displays seven types of horizontal full keypads for the Japanese FEP feature (Type in Roman Letters) (The keys are arranged in the alphabetical order).
Text (QWE/JPN) Keyboard	Displays seven types of horizontal full keypads for the Japanese FEP feature (Type in Roman Letters) (The keys are arranged in the same order as a normal keyboard (QWE order)).
Text (KANA1/JPN) Keyboard	Displays seven types of horizontal full keypads for the Japanese FEP feature (Type in Hiragana).
Text (KANA2/JPN) Keyboard	Displays seven types of horizontal full keypads for the Japanese FEP feature (Type in Hiragana).
Small DEC Keyboard	Displays two types each of small vertical and small horizontal ten-key pads.
Small HEX Keyboard	Displays two types each of small vertical and small horizontal hexadecimal keypads.
Small Text(ABC/ ENG)Keyboard	Displays six types of small, full keypads.
Small Text(ABC/ JPN)Keyboard	Displays six types of small, Japanese full keypads.

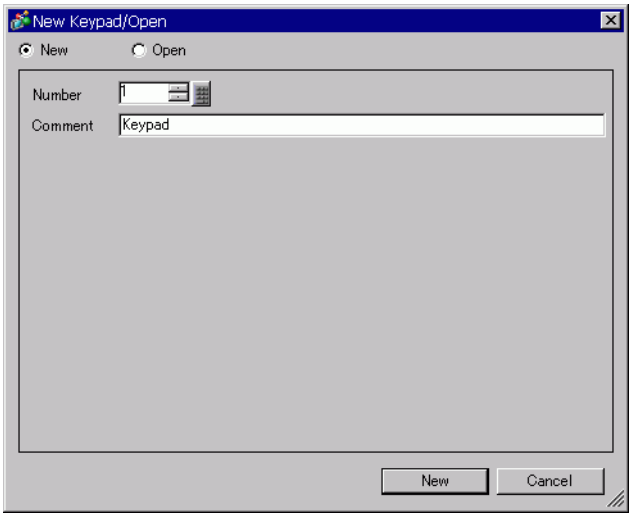
NOTE

- When typing lower-case characters with the CAPS key on a text keypad while changing screens or returning to the original screen, the CAPS key remains enabled (lower-case input) for the next time you input text.

15.5.2 Common (Keypad Registration) Settings Guide

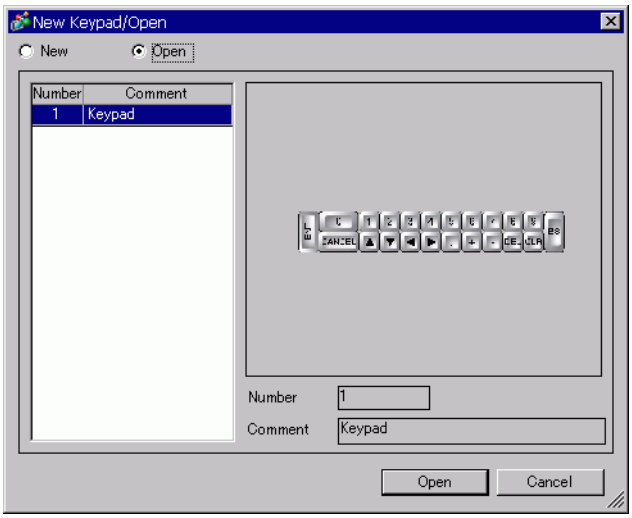
■ Creating Keypads

Open the screen to register a keypad.



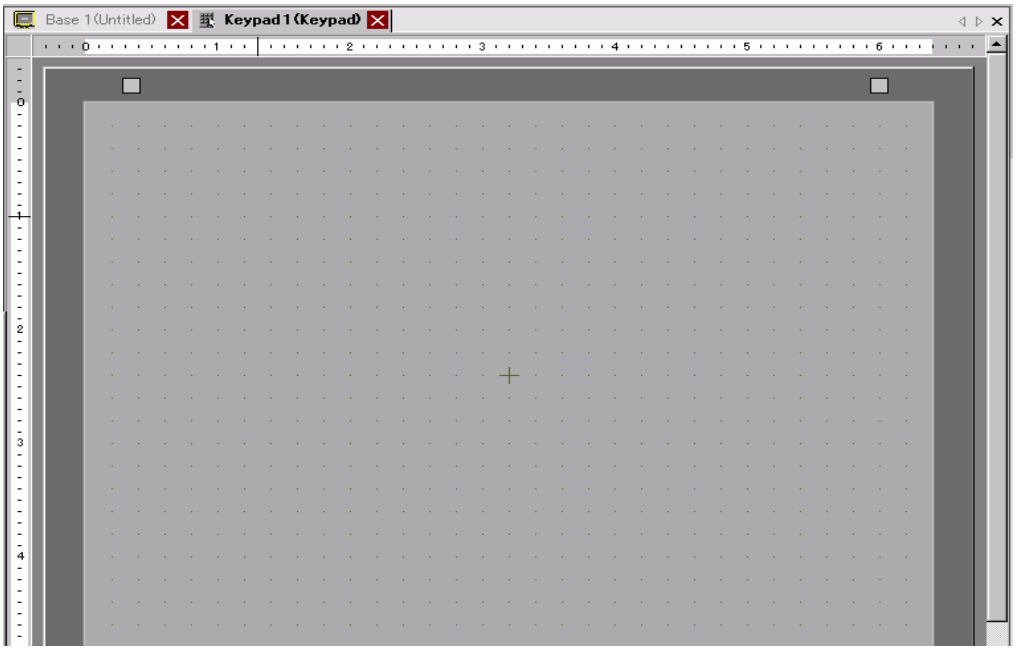
Setting	Description
New	Create a new [Keypad Registration] screen.
Open	Opens a previously created keypad screen.
Number	Set a number for the [Keypad Registration] screen from 1 to 8999.
Comment	Set a comment for the [Keypad Registration] screen within 30 characters.

■ Opening Keypads



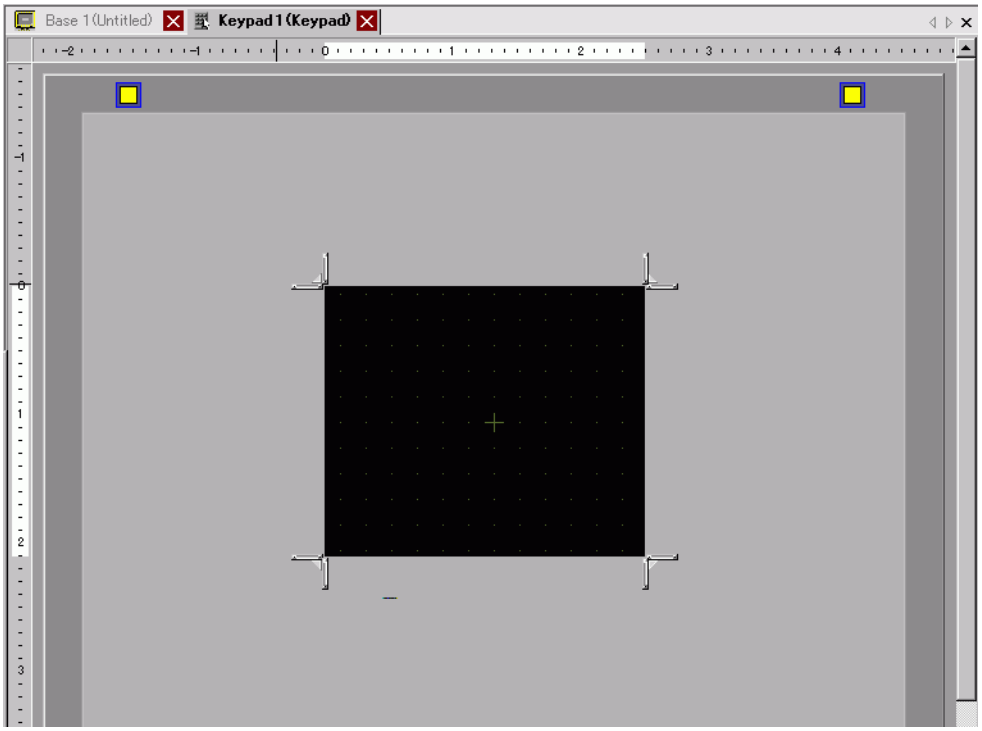
Setting	Description
New	Create a new [Keypad Registration] screen.
Open	Opens a previously created [Keypad Registration] screen.
Keypad List	Displays a list of the [Keypad Registration] screens in a project file.
Number	Displays the number of each [Keypad Registration] screen.
Comment	Displays the comment of each [Keypad Registration] screen.
Keypad Preview	Previews the keypad on the [Keypad Registration] screen selected from the [Keypad List].
Number	Displays the number of the [Keypad Registration] screen selected from the [Keypad List].
Comment	Displays the comment of the [Keypad Registration] screen selected from the [Keypad List].

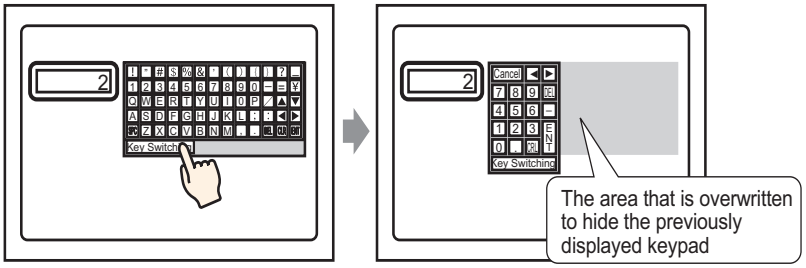
■ Keypad Registration



Setting	Description
Set Clear Area Button	This button is used to set the [Clear Area].
Editing Area	This is an area in which to edit a keypad.

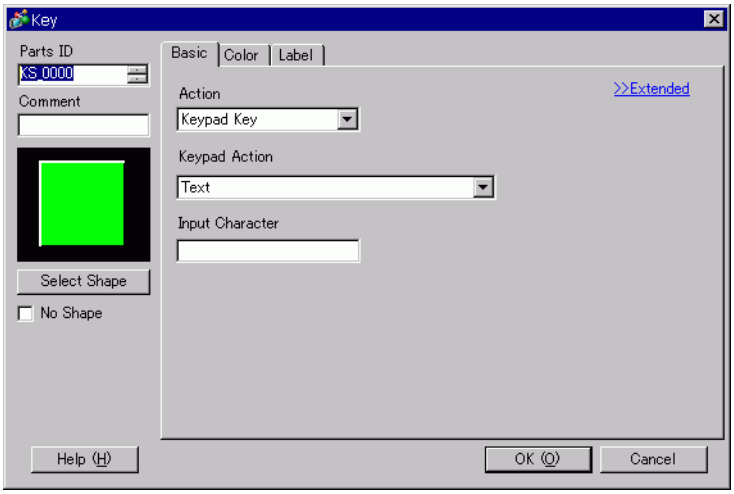
■ Clear Area

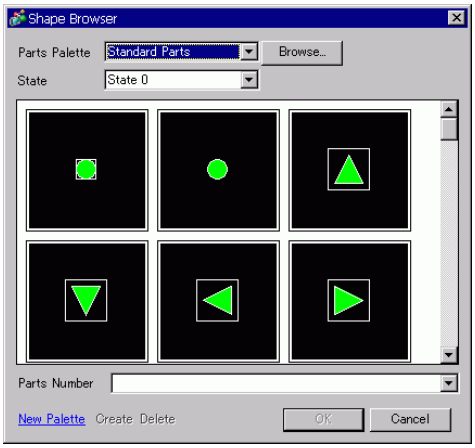


Setting	Description
Release Clear Area Button 	Releases the [Clear Area] display and returns to a [Keypad] screen.
Clear Area	A clear area is an area that is overwritten to hide the previously displayed keypad when a large keypad is switched to a small one. 
Resize Bound 	Changes the size of a [Clear Area]. The [Resize Bound] button you drag with the mouse cursor determines the direction in which the clear area size can be changed.

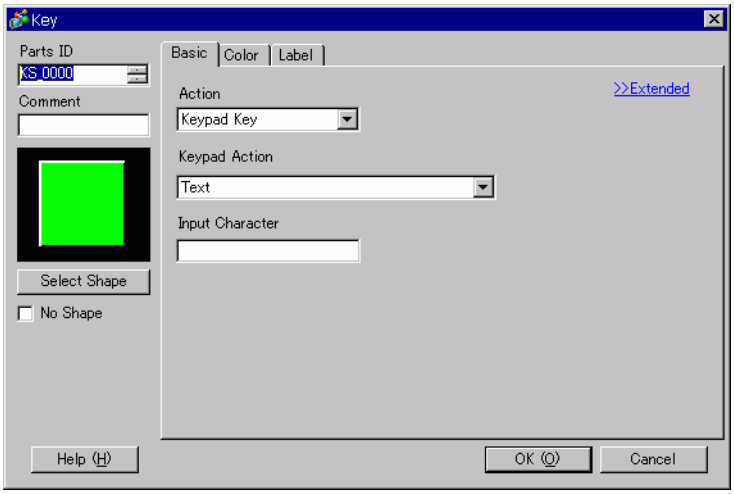
15.5.3 Key Part Settings Guide

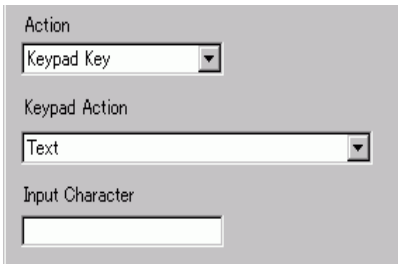
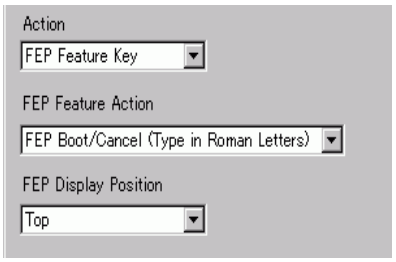
Set the key for each keypad.



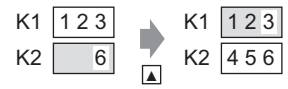
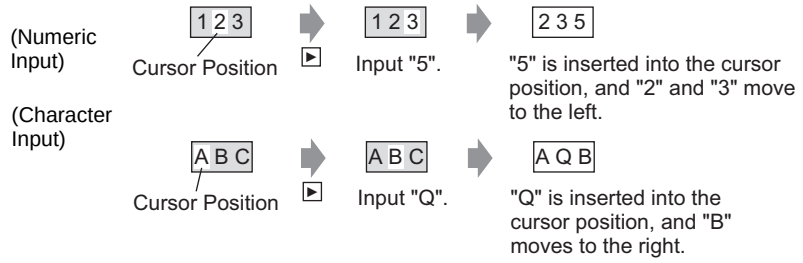
Setting	Description
Part ID	Parts are automatically assigned an ID number. Key Part ID: KS_**** (4 digits) The letter portion is fixed. The number portion can be modified from 0000 to 9999.
Comment	The comment for each Part can be up to 20 characters long.
Part Shape	Displays the shape that you chose for the Part with [Select Shape].
Select Shape	Open the Select Shape dialog box to choose the Part shape. 
No Shape	Select whether or not the Part will be transparent with no shape.

■ Basic Settings/Basic

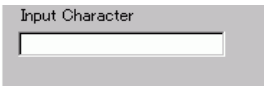
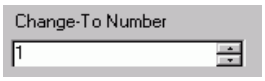
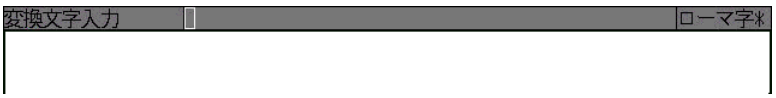


Setting	Description
Set Editor Language	Select the Key Part type. • Keypad Key Set a keypad input key.  • FEP Feature Key You can use the Kana/Kanji conversion method when you enter Japanese on the GP. This feature, called Japanese FEP, sets up input keys for the Japanese FEP keypad.  **NOTE** • This feature is available for Text Displays set up with the [Display] tab's [Display Language] defined as [Japanese].

Continued

Setting			Description
Set Editor Language	Keypad Action		Select the action of a keypad key from [Text], [ENT], [BS], [CLR], [DEL], [↑], [↓], [←], [→], [Change Keypad], and [Cancel (For Popup Window)]. 
		[ENT], [BS], [CLR], [DEL], [↑], [↓], [←], [→], [Cancel (For Popup Window)]	• ENT Determines the data being inputted. • BS Erases the character to the left of the cursor position. • CLR Clears all the data being inputted. • DEL Erases the character in the cursor position. • ↑, ↓ When using multiple Data Displays, the system can move to the next or previous Data Display without data being entered, allowing you to Skip to the Data Display you want to work with. * If the [Data Display] dialog box's [Data Entry] option is [Touch], you have to define the [Designated Input Order]. When the option is [Bit], the [Allow Input Bit Address] needs to be the same address among the displays. For example, [↑] Action  **NOTE** • When you enter characters to be converted with the FEP feature, this key moves the cursor to the top or last of the characters. When pages of convert-to characters display, it switches the display to the previous or the next page. • →, ← Moves the cursor to the right or left during input. For example, For [→]'s action  • Cancel (For Popup Window) Closes a pop-up keyboard and erases all the inputted characters.

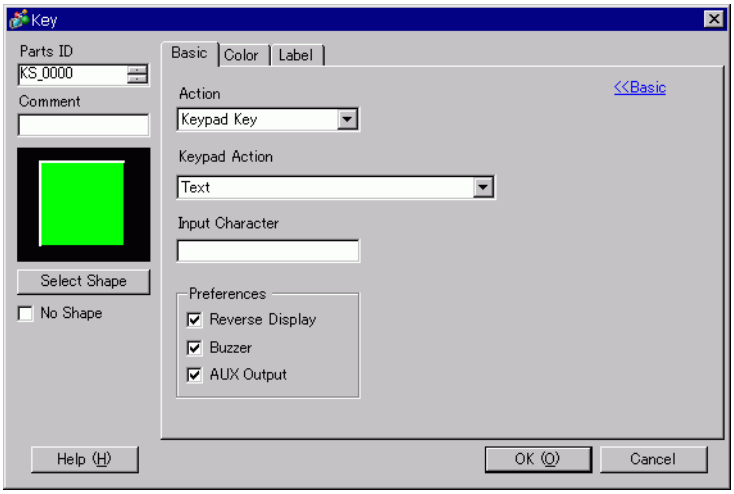
Continued

Setting				Description
Set Editor Language	Keypad Action	Text		Set a key to input text.
			Input Character	Set the text to input on a Key Part. Set one character. 
		Change Keypad		Set a key to change keypad screens. **NOTE** • If a keypad is placed directly on the base screen, you cannot set [Change Keypad].
			Change-To Number	Set the change-to keypad screen number from 1 to 8999. 
	FEP Feature Action			Select the FEP feature key action from [FEP Boot/Cancel (Type in Roman Letters)], [FEP Boot/Cancel (Type in Hiragana)], [Kana Conversion], [Input Mode Change], or [Cancel (For FEP Feature)].
		FEP Boot/Cancel (Type in Roman Letters), FEP Boot/Cancel (Type in Hiragana)		• FEP Boot/Cancel (Type in Roman Letters) Boots/cancels the FEP (Type in Roman letters) each time you touch the keypad. • FEP Boot/Cancel (Type in Hiragana) Boots/cancels the FEP (Type in Hiragana) each time you touch the keypad.
			FEP Display Position	Select the display position of the Japanese FEP Window from [Top] or [Bottom]. When [Top] is selected  When [Bottom] is selected  **NOTE** • This can be set only when the [FEP Feature Action] is [FEP Boot/Cancel (Type in Roman Letters)] or [FEP Boot/Cancel (Type in Hiragana)].

Continued

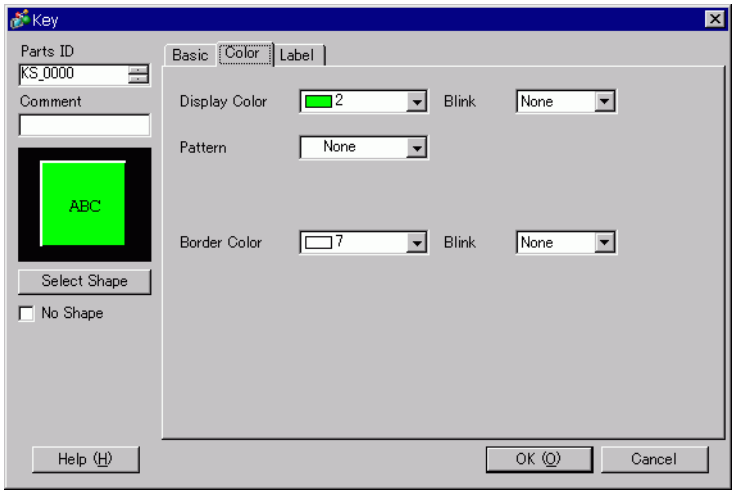
Setting			Description
Set Editor Language	FEP Feature Action	Kana Conversion, Input Mode Change, Cancel	• Kana Conversion Changes the character type in the order of Double-byte Katakana→ Single-byte Katakana→Hiragana each time you touch the keypad after the FEP is started. • Input Mode Change Select the input mode from Roman Letters or Hiragana. Performs the toggle switch action between [Roman Letters] and [Hiragana] each time you touch the Input Mode Change key for FEP Feature. Combine this key with the [Change Keypad] key. **NOTE** • When you place the [Change Keypad] key on the [Input Mode Change] key, place them in the order of the [Input Mode Change] key → [Change Keypad] key. If you place them in the reversed order, keypads are changed first and input modes will not be changed. • Cancel Cancels the input of characters to be converted and the display of candidates for conversion.

■ Basic Settings/Details



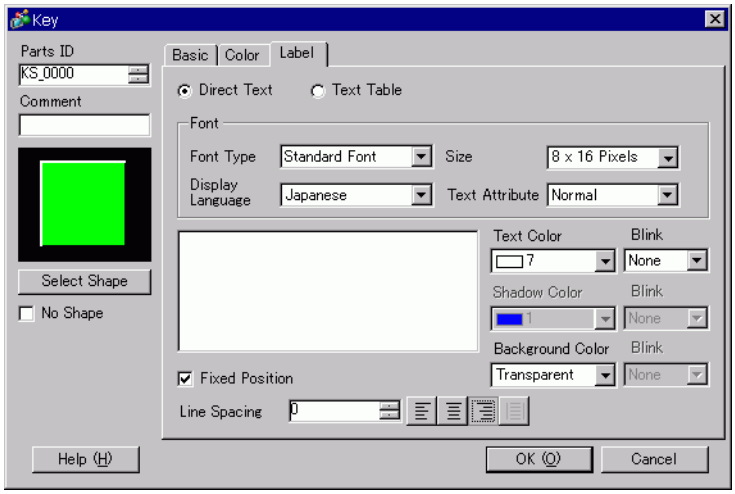
Setting		Description
Continuous Action Feature		Select whether or not the operation will continuously repeat while the switch is touched. **NOTE** • This feature can be set only when the [Action] is [Keypad Key] and the [Keypad Action] is [BS], [DEL], [↑], [↓], [←] or [→].
Preferences		Set the options for pressing the key.
	Reverse Display	If selected, while the Key is pressed, the Touch Area display is reversed.
	Buzzer	If selected, when the Key is pressed, the buzzer will sound.
	AUX Output	If selected, the buzzer will sound in an auxiliary output, such as a speaker.

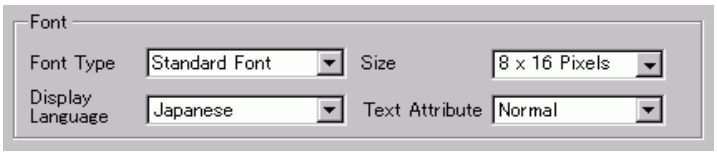
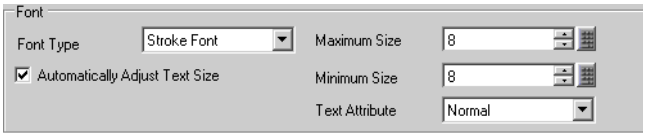
■ Color



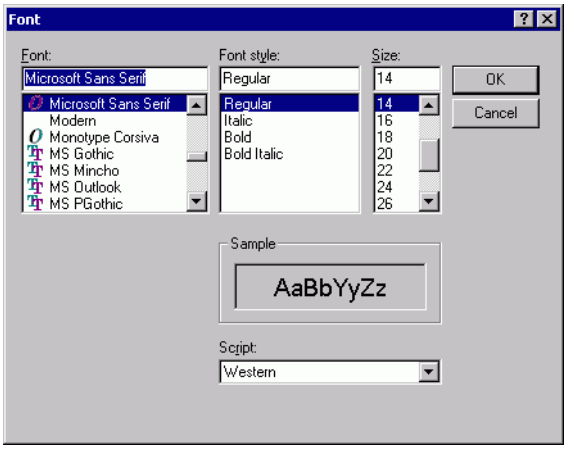
Setting	Description
Clear Color	Set a background color for the Key Part.
Pattern	Set a pattern for the Key Part.
Pattern Color	Set a pattern color for the Key Part. **NOTE** • You can only select [Transparent] for the [Pattern Color] when a [Pattern] is set.
Border Color	Set a border color for the Key Part.
Blink	Select whether or not the Part will blink, and the blink speed. You can choose different blink settings for the [Display Color], [Pattern Color], and [Border Color]. **NOTE** • There are cases where you can and can not set Blink depending on the Display Unit and System Settings [Color]. ☞ "8.5.1 Setting Colors ■ List of Available Colors" (page 8-42)

■ Label



Setting	Description
Direct Text/Text Table	Select the text type. • Direct Text Input the text into the text window, and it is placed directly as fixed text. • Text Table Use text from a previously saved Text Table. ☞ "17.7.3 Text Table Settings Guide" (page 17-54)
Font	Set the font for the Key label.
Font Type	Choose the font type from [Standard Font], [Stroke Font], or [Image Font].
Standard Font/ Stroke Font	• Standard Font This bitmap font displays quickly, because it is composed of dots.  • Stroke Font This vector font maintains its shape when enlarged, because it's framework is described with lines. When using Stroke Font, you can select [Automatically Adjust Text Size] to adjust the font size of characters so that it fits into the part.
Automatically Adjust Text Size	When using Stroke Font, you can select [Automatically Adjust Text Size] to adjust the font size of characters so that it fits into the part..  ☞ "17.7.8 Placing Text When Using Text Tables ◆ Automatically Adjust Text Size" (page 17-67)

Continued

Setting			Description
Font	Standard Font/Stroke Font	Size	Choose a font size for the Key. Standard Font: (8 to 64) x (8 to 128) Standard Font (Fixed Size): [6 x 10], [8 x 3], [13 x 3] Stroke Font: 6-127 When using [Automatically Adjust Text Size], define the [Maximum Size] and [Minimum Size] of fonts. The text font size is adjusted within this range.
		Display Language	Select a text language from [Japanese], [ASCII], [Chinese (Traditional)], [Chinese (Simplified)], [Korean], [Cyrillic], or [Thai].
		Text Attribute	Select the text attributes. Standard Font: Choose from [Standard], [Bold], [Shadow] (When using a fixed font size [6 x 10], select from [Standard] or [Shadow].) Stroke Font: Choose from [Standard], [Bold], [Outline]
	Image Font		Displays a Windows font as bitmap data. This can be selected when the Text Type is [Direct Text]. 
		Select Font	The [Font] dialog box appears. Select the font, style, and size. 
Text [Input Box]			If [Direct Text] is selected, input the text.
Text Color			Select a color for the text to display.
Shadow Color			When the [Font Type] is [Standard Font] and the [Text Attribute] is [Shadow], set a color for the shadow.
Background Color			Select a background color for the text to display.

Continued

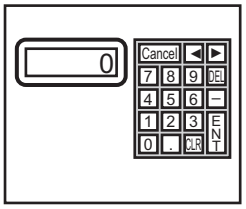
Setting	Description
Blink	Select whether or not the Part will blink, and the blink speed. You can set different blink settings for [Text Color], [Shadow Color], and [Background Color]. **NOTE** • There are cases where you can and can not set Blink depending on the Display Unit and System Settings [Color]. ☞ "8.5.1 Setting Colors ■ List of Available Colors" (page 8-42)
Fixed Position	When clicked, the Label is positioned in the center of the Key Part.
Row Spacing	Set a value from 0 to 255. This is only applicable when the text is multiple lines to [Text]. This option cannot be used when the [Font Type] is set to [Image Font].
Align	Align the inputted text. If the text is two lines or more, you can select [Align Left], [Align Right], or [Align Center]. When the [Font Type] is [Image Font], you can also select [Align on Both Sides].

15.6 Restrictions

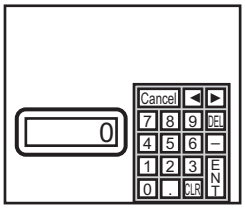
15.6.1 Restrictions for Popup Keypad

- When there are two Data Displays on a screen, and one enables input by [Touch], and the other enables input by [Bit], you cannot enable the Data Display by [Touch] when the Data Display enabled by [Bit] is already ON.
- When a pop-up keypad placed with [Specify Location] exceeds the GP display screen area, the pop-up keypad appears in the bottom right corner of the placed data part.
- The pop-up keypad displays when the [Specify Location] is set to [Disable]

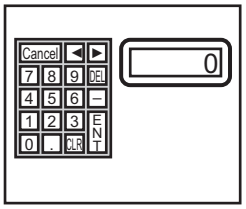
Normally a pop-up keypad appears to the right of the data display, starting at the top right corner of the data display.



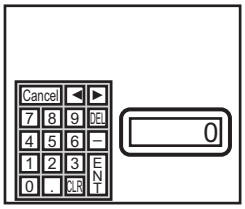
If there is not enough space to display a keypad at the bottom of the screen, the keypad appears with its vertical position adjusted.



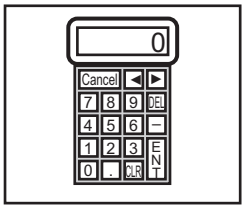
If there is not enough space to display a keypad at the right of the screen, the keypad appears to the left of the data display, starting at the top left corner of the data display.



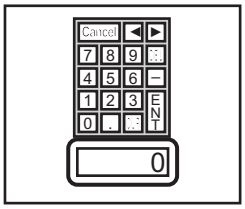
If there is not enough space to display a keypad at the right or bottom of the screen, the keypad appears to the left of the data display with its vertical position adjusted.



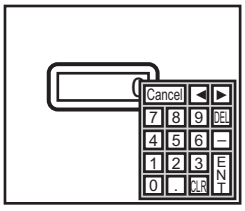
If there is not enough space to display a keypad at the right, left, or top of the screen, the keypad appears under the data display.



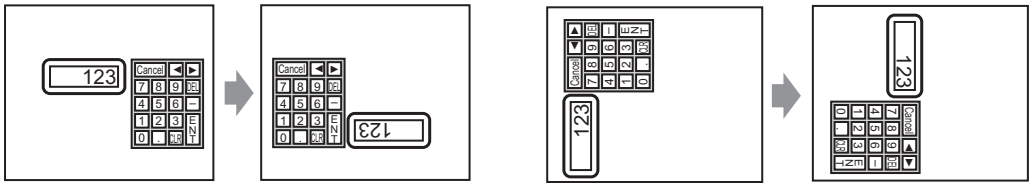
If there is not enough space to display a keypad at the right, left, or bottom of the screen, the keypad appears on the top of the data display.



If there is insufficient space to display the keypad in all directions, the keypad will display at the bottom right of the screen. In this case, the keypad may display overtop the data display area and hide inputs.



- Even if you rotate a Data Display, the pop-up keypad will not always display in exactly the same way.



- A [Detailed Error Window] or a local window is used to display a pop-up keypad. It can not be displayed if the maximum number of windows are already displayed. Close another window to display the pop-up keypad.
  ☞"12.8 Restrictions for Windows ■ Displaying Multiple Windows on a Single Screen" (page 12-31)
- To use a keypad with a data display part, the keypad and data display must be in the same window. The keypad cannot be set as a pop-up.
- If another window overrides the pop-up keypad, you can switch to the keypad display by touch.
- If the display entered interlock mode during data input, the pop-up keypad remains open and allows input. The next time you touch the data display, the pop-up keypad is interlocked and will not display. Touch the Cancel key to exit the pop-up keypad without inputting data. Touching the data display does not close the keypad.
- You cannot set a display color, display position, font, or text size for the inputting display when you input numeric values or text and the alarm value display.

15.6.2 Restrictions for Keypad Direct Placement

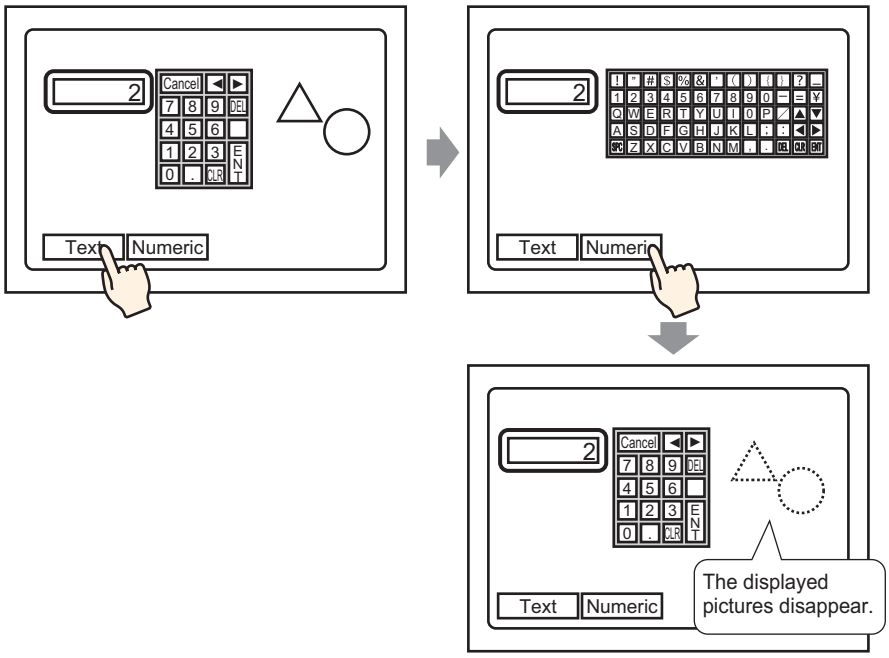
- If a keypad is placed directly on the base screen, you cannot set [Change Keypad].

15.6.3 Restrictions for Keypad Customization

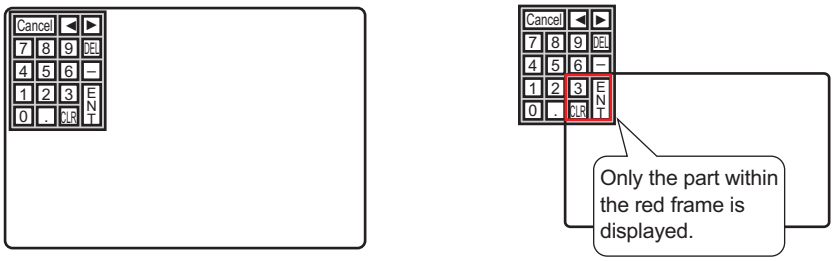
- All you can place on a keypad registration screen is [Key Part] and [Draw] (Dot, Line/Polyline, Circle/Oval, Rectangle, Arc/Pie, Polygon, Scale, Table, and Text). All you can call to a keypad registration screen with [Call Screen] is a Base Screen, Image, and Mark.

15.6.4 Restrictions for Clear Area

- If pictures and text are hidden by switching to a larger keypad display, they will remain hidden and cannot display again by switching to a smaller keypad. Do not place pictures, text and other parts in the area where a keypad appears on the Base Screen.



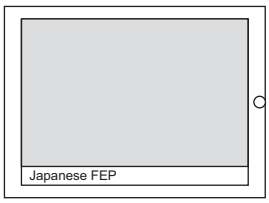
- If the GP models are changed in [System Settings], the Clear Area and the Parts placed on the Base will appear with the same sizes and positions as before.



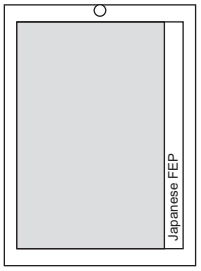
15.6.5 Restrictions for Japanese FEP

■ Actions and Display

- To perform Kanji conversion, first touch the [FEP] key. If you do not touch the [FEP] key before entering text, you cannot perform Kanji conversion.
- If [Allow Input] wasn't selected for the data display, you cannot perform Kanji conversion, even when you touch the [FEP] key.
- The Japanese FEP inputs and displays characters to be converted in the System Menu Window.
- Japanese FEP is available when in the Data Display's [Display] tab, the [Display Language] is set to [Japanese].
- The Japanese FEP window appears at the same position on the GP with the vertical setting as well.



Horizontal setting



Vertical setting

- If you exit input mode in a Data Display while the FEP is active, the FEP also exits. Changing screens also exits the FEP.
- The System Menu Window display position can be selected from the top or the bottom.
- This feature includes a "Learning" function that displays previously used words in the conversion candidates. This Learning function uses the Backup SRAM. The maximum size for the Backup SRAM is about 1 KB (approx.100 words). If it gets full, the Learning function deletes candidates beginning with the lowest frequency.