

9 | Displaying Pictures

This chapter explains how to use the GP-Pro EX [Picture Display] and basic ways of setting it up.

Please start by reading "9.1 Settings Menu" (page 9-2), then turn to the corresponding page.

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9.1 Settings Menu

Changing a Picture with Bit ON/OFF

The diagram illustrates the process of changing a picture on a screen based on the state of a monitoring bit (M100). It shows three stages of the process:

- M100 : OFF:** The screen displays a picture labeled B1 with a "RUN" button. A callout box above says "Calls and displays the specified screen." with a small box labeled B10 containing a black rectangle.
- M100 : ON:** The monitoring bit turns ON, indicated by a red bar on the bit symbol. The screen still displays the picture B1.
- M100 : OFF:** The monitoring bit turns OFF, indicated by a black bar on the bit symbol. The screen still displays the picture B1. A callout box above says "Clears the called screen."

Below the screen images are three bit symbols: a vertical line with a horizontal bar at the top (OFF), a vertical line with a red horizontal bar at the top (ON), and a vertical line with a horizontal bar at the top (OFF).

Displays or hides a picture corresponding to the state of a bit.

[Setup Procedure \(page 9-5\)](#)
[Introduction \(page 9-4\)](#)

Displaying Alternate Pictures

The diagram illustrates how to select a picture to display based on the contents of a word address (D100). It shows a rack of PLC modules with a callout box labeled "Specified Word Address D100 Display Screen No." pointing to a specific module. A callout box above shows four picture options:

- B10: A red sun.
- B11: A white cloud.
- B12: A blue umbrella.
- B13: A snowman.

The main screen displays the red sun picture (B10).

Selects a picture to display according to the contents of a word address.

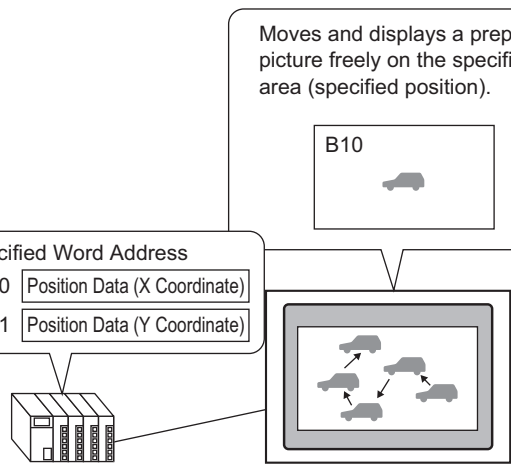
[Setup Procedure \(page 9-11\)](#)
[Introduction \(page 9-10\)](#)

Moving a Picture

Moves and displays a prepared picture freely on the specified area (specified position).

B10

Specified Word Address
D100 Position Data (X Coordinate)
D101 Position Data (Y Coordinate)

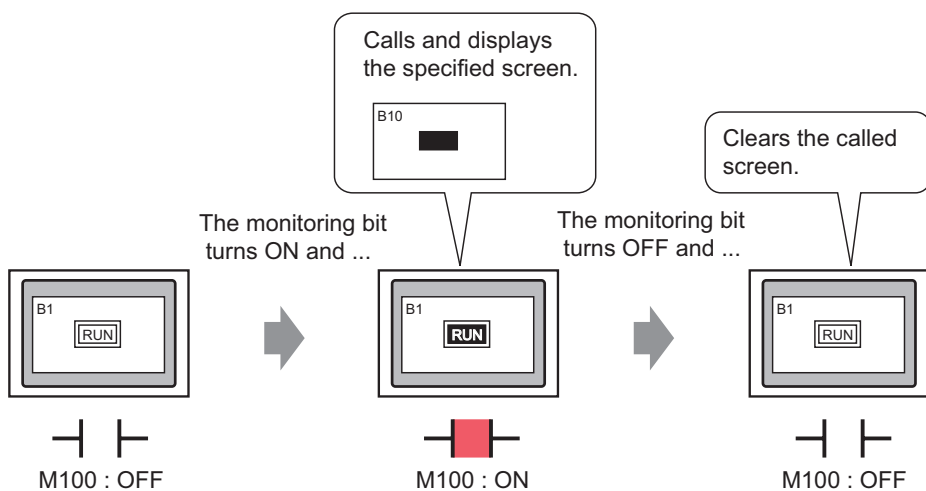


Displays a picture at the position given in the word addresses.

- ➡ Setup Procedure (page 9-18)
- ➡ Introduction (page 9-17)

9.2 Changing a Picture with Bit ON/OFF

9.2.1 Introduction

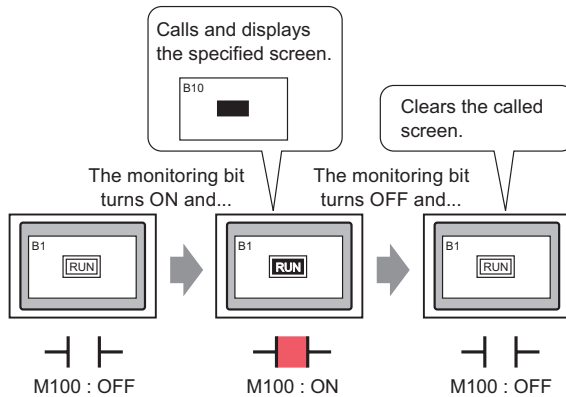


You can call and display pictures from other screens, or registered images, depending on the state of the specified bit address.

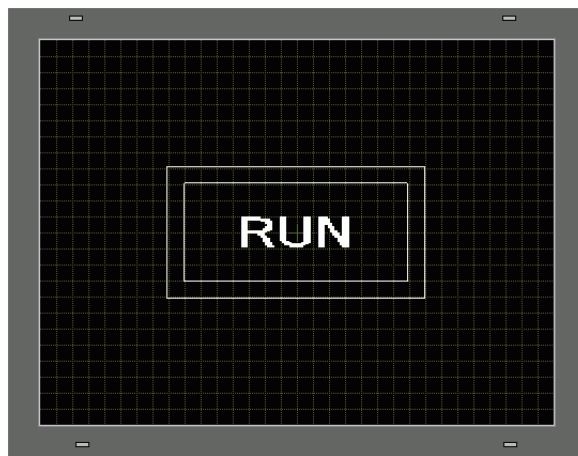
9.2.2 Setup Procedure


NOTE

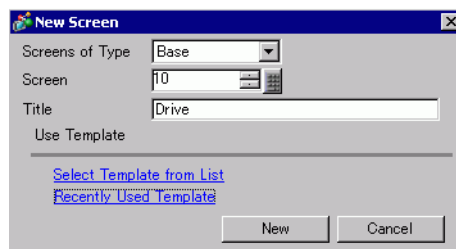
- Please refer to the Settings Guide for details.
 ☞ " ■ ON/OFF Display" (page 9-26)
- For details about placing parts or setting addresses, shapes, colors, and labels, please refer to the "Part Editing Procedure".
 ☞ "8.6.1 Editing Parts" (page 8-44)



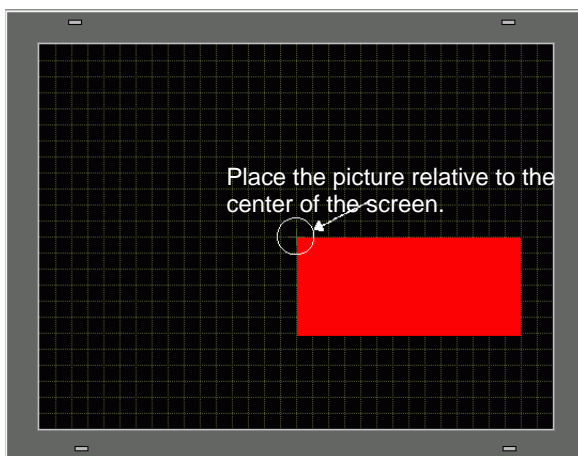
1 Create a screen on which the load operation will take place. (For example, Base1)



- 2 On the [Screen (S)] menu, click the [New Screen (N)] command or click .
- 3 In [Screens of Type] select [Base], in [Screen] enter 10, and click [New].




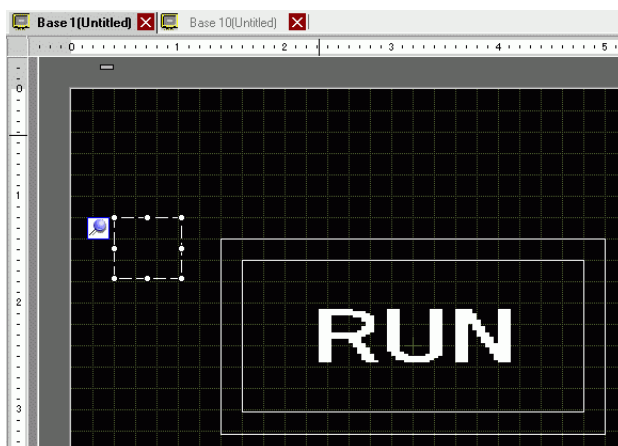
- 4 Create a screen to be called. Draw a rectangle the same size as the rectangle on Base 1. Set its fill color to red. When this screen is called as a Picture Display, it will affect the color in the overlapping area on the call destination screen, but will not completely obscure the original contents.



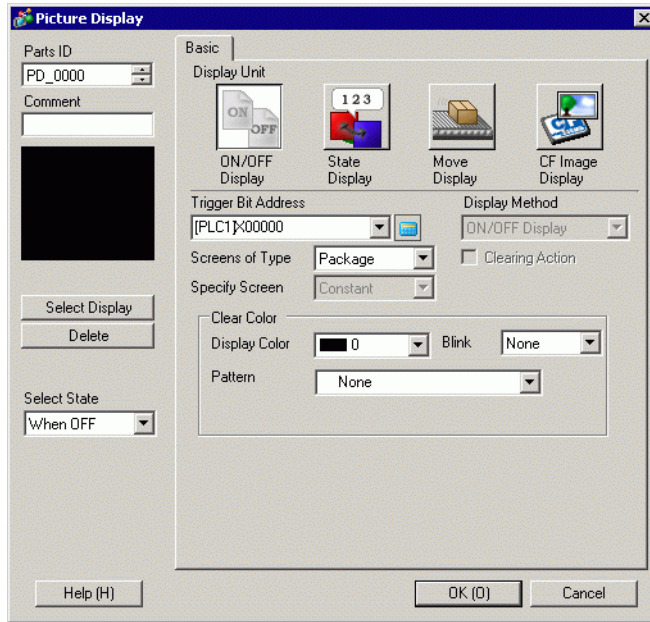
NOTE

- When the [Display Type] of a Picture Display is [ON/OFF Display] you select the [Clearing Action] check box, the color of the called picture may change where it overlaps with the destination screen background.
☞ " ■ 8-color Combinations" (page 9-50)
- To position a called screen, you specify where its center will be placed on the destination screen. Therefore, drawing your picture with a vertex at the center of the drawing area may make it easier to later position this picture on the destination screen.

- 5 Click the [Base 1] tab. From the [Parts (P)] menu, point to [Picture Display (F)], or click , and place the picture display on the screen.



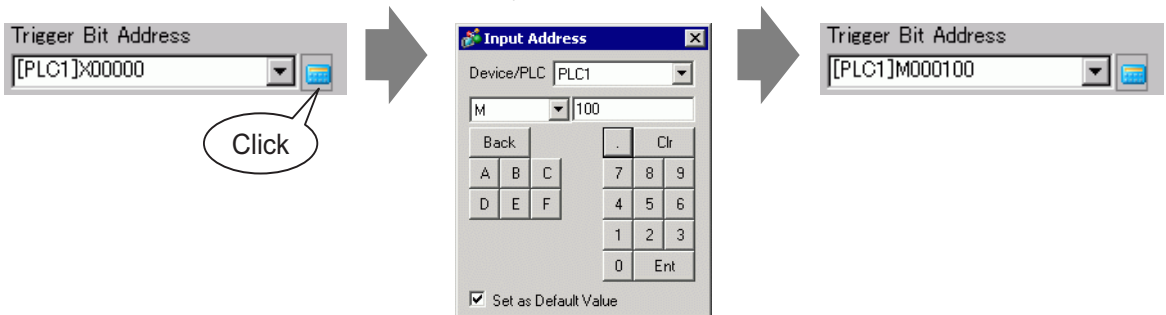
6 Double-click within the border of the Picture Display part to open the Picture Display dialog box.



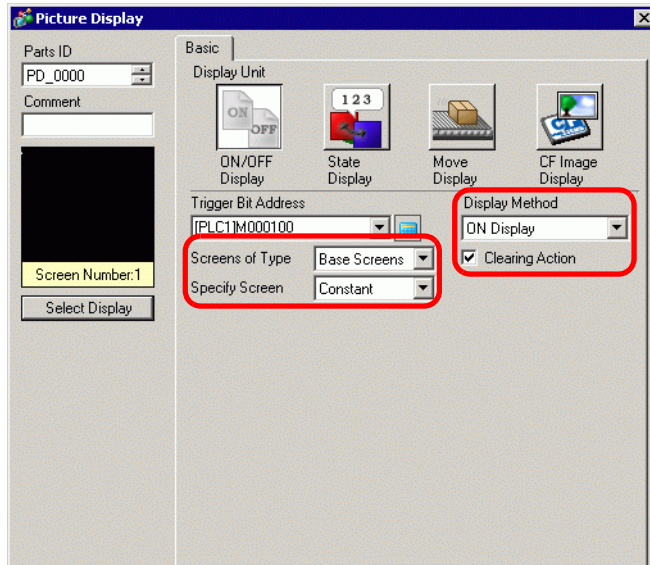
7 Under Display Type select [ON/OFF Display] and in [Trigger Bit Address] enter "M100".

Click the icon to display an address input keypad.

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



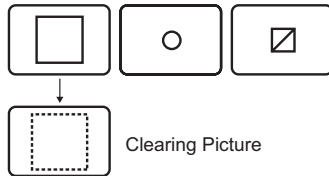
8 Define the [Screens of Type], [Specify Screen], [Display Method] and [Clearing Action]. For example, in [Screens of Type] select Base Screen, in [Specify Screen] select Constant, in [Display Method] select ON Display, and select [Clearing Action].



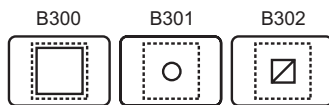
NOTE

- If [Clearing Action] is not selected when you display pictures of different sizes by turning them ON or OFF, the pictures that already display will not disappear. Instead, new pictures will be overlaid. To avoid visible overlapping, create a background for clearing as follows:

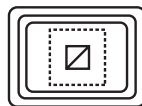
- Pictures you want to call



(1) Draw a background "filled rectangle" with the size of the largest of the pictures you want to call.



(2) Draw each of the pictures on the "filled rectangle".

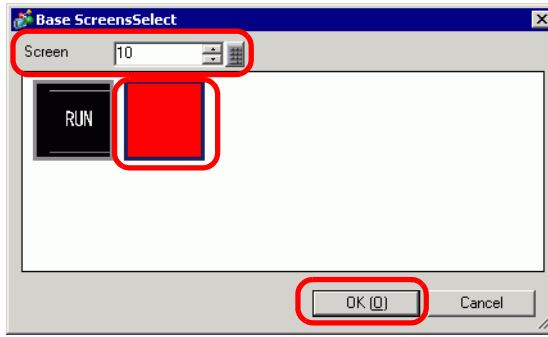



In fact "B300" and "B301" are also displayed but cannot be seen under "B302".

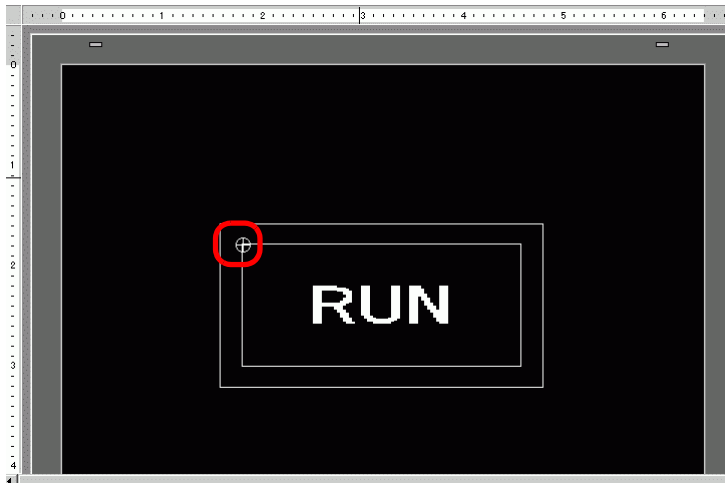


When you call the pictures with a picture display, it looks as if only the picture with the screen number you called just now displays.


9 Click [Select Display], select Screen 10, and then click [OK].



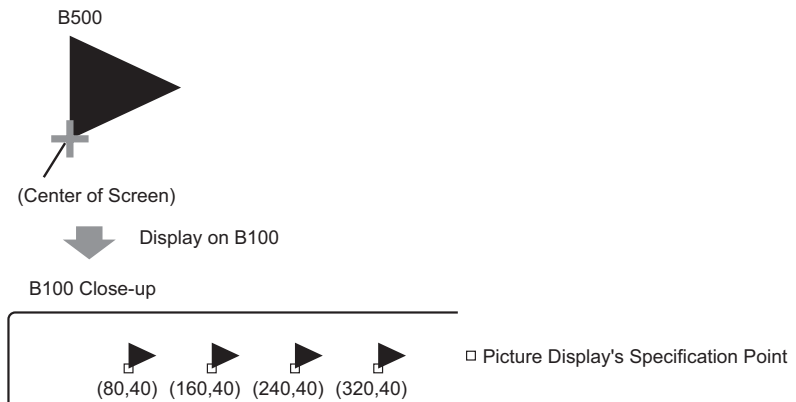
10 The [Picture Display] dialog box appears again. Click [OK]. When  displays on the screen, drag it to specify the position of the called picture.



NOTE

- When you select [Base Screen], [Image], or [Image CF Card] in [Screens of Type], the Picture Display will place the display position pointer  on the Screen. This pointer determines the center of the screen you want to call.

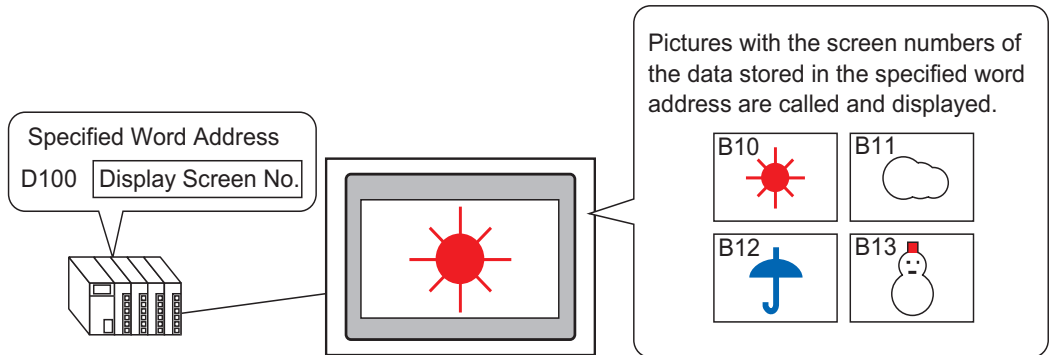
For example, screen to call



The screen to call is displayed with its center overlapping the point specified on the picture display.

9.3 Displaying Alternate Pictures

9.3.1 Introduction

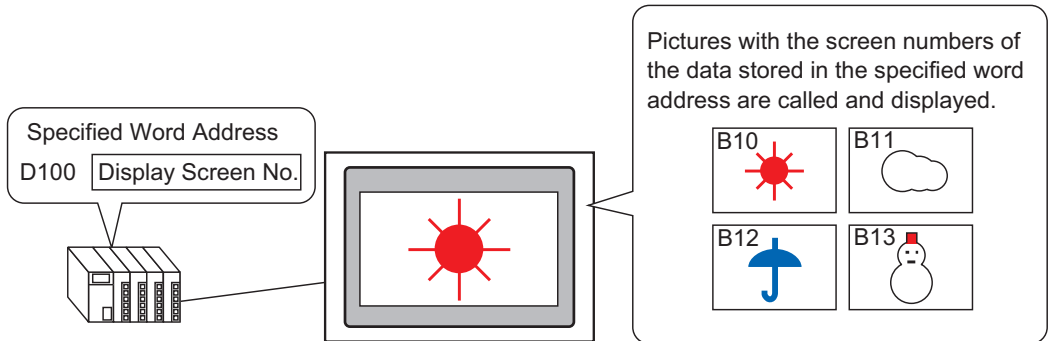



You can call and display pictures by their screen numbers stored in the specified word address.

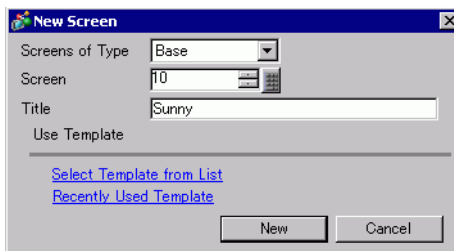
9.3.2 Setup Procedure

NOTE

- Please refer to the Settings Guide for details.
 - ☞ " ■ State Display" (page 9-32)
- For details about placing parts or setting addresses, shapes, colors, and labels, please refer to the "Part Editing Procedure".
 - ☞ "8.6.1 Editing Parts" (page 8-44)



- 1 On the [Screen (S)] menu, click the [New Screen (N)] command or click .
- 2 In [Screens of Type] select [Base], in [Screen] enter 10, and click [New].



3 Create a background on the screen to be called.

B10



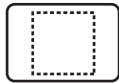
NOTE

- When the [Display Type] of a Picture Display is [State Display], called pictures will be overlaid. To avoid visible overlapping, create a background in the called screen to clear the previous picture.

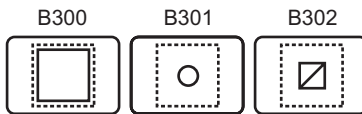
- Pictures you want to call



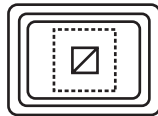
(1) Draw a background "filled rectangle" with the size of the largest of the pictures you want to call.



Clearing Picture



(2) Draw each of the pictures on the "filled rectangle".



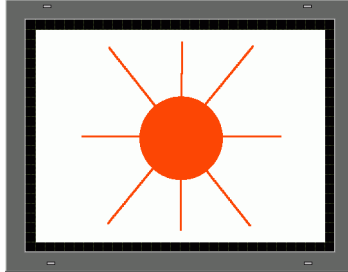
In fact "B300" and "B301" are also displayed but cannot be seen under "B302".



When you call the pictures with a picture display, it looks as if only the picture with the screen number in the word address displays.

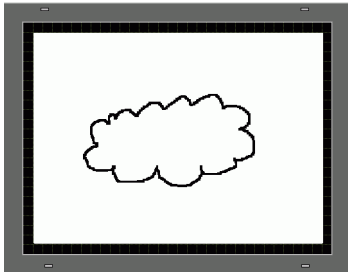
4 Draw a picture on the screen to be called.

B10

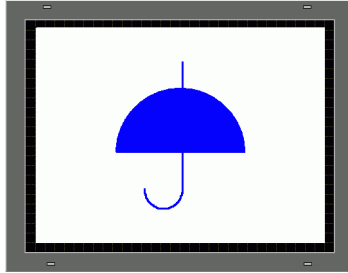


5 Repeat steps 1-4 to create additional screens Base 11, Base 12, and Base 13.

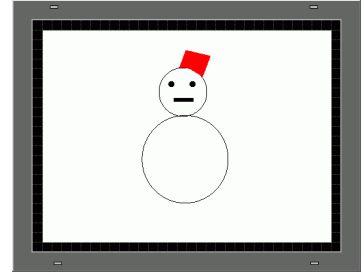
B11



B12




B13

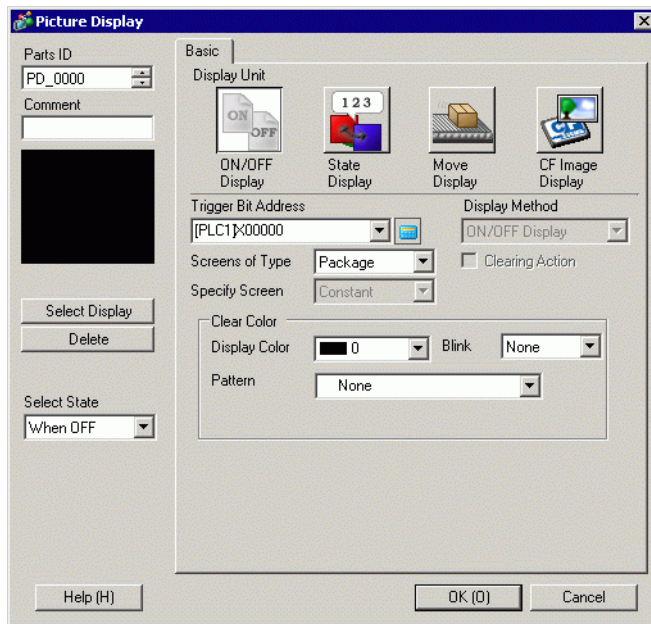


NOTE

- To position a called screen, you specify where its center will be placed on the destination screen. Therefore, drawing your picture with a vertex at the center of the drawing area may make it easier to later position this picture on the destination screen.

6 Click the [Base 1] tab. From the [Parts (P)] menu, point to [Picture Display (F)] or click , and place the Picture Display anywhere on the screen.

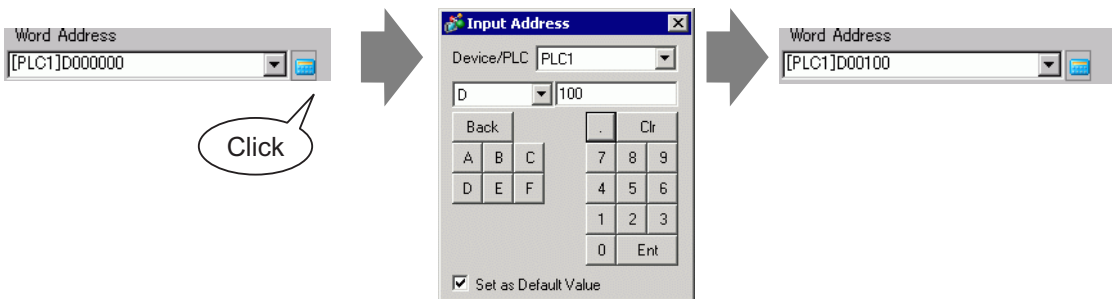
7 Double-click within the border of the Picture Display part to open the Picture Display dialog box.



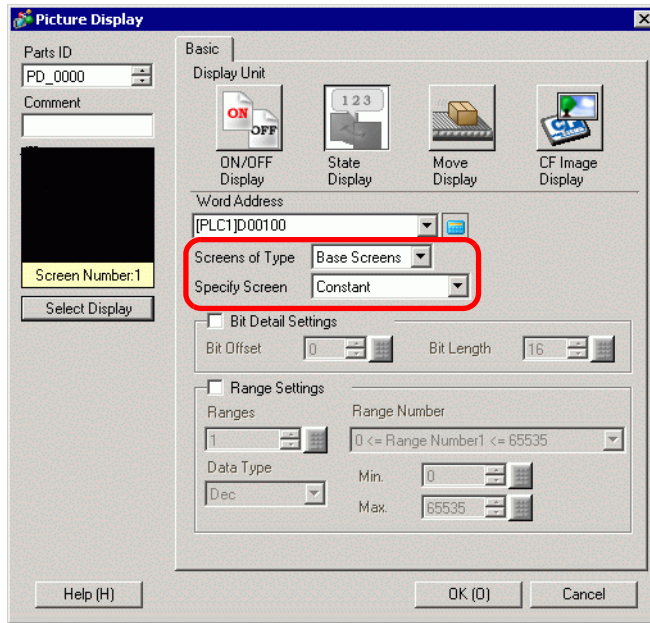
8 Under Display Type select [State Display] and in [Word Address] enter "D100".

Click the icon to display an address input keypad.

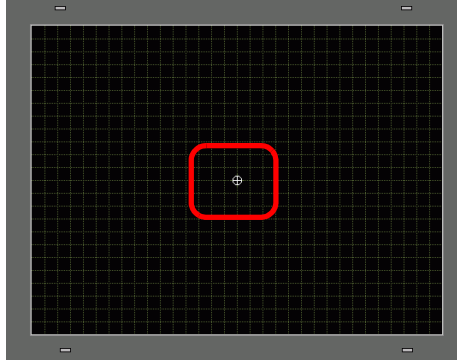
Select device "D", input "100" as the address, and press the Enter key.




9 Set up the [Screens of Type] and [Specify Screen]. For example, in [Screens of Type] select [Base Screen], and in [Specify Screen] select [Constant].



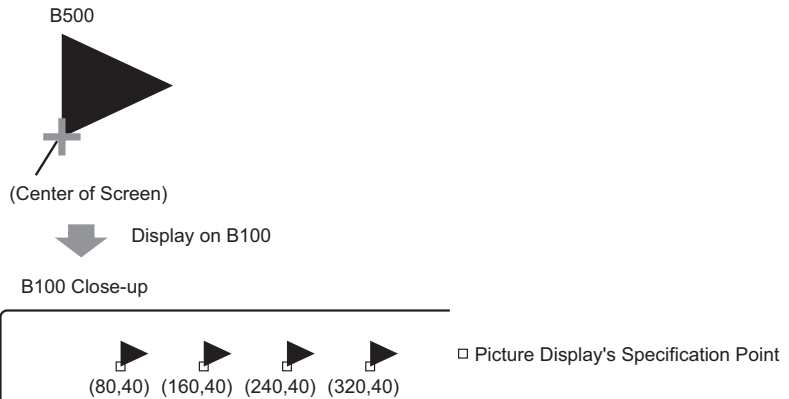
10 Click [OK] to specify the position of the called pictures.



NOTE

- When you select [Base Screen], [Image], or [Image CF Card] in [Screens of Type], the Picture Display will place the display position pointer  on the Screen. This pointer determines the center of the screen you want to call.

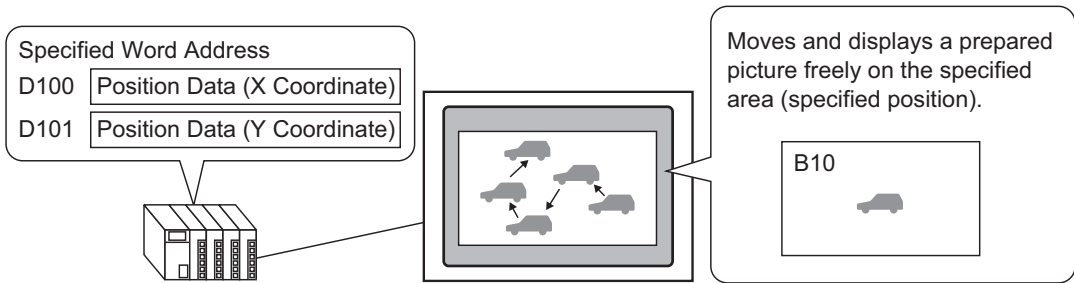
For example, screen to call



The screen to call is displayed with its center overlapping the point specified on the picture display.

9.4 Moving a Picture

9.4.1 Introduction

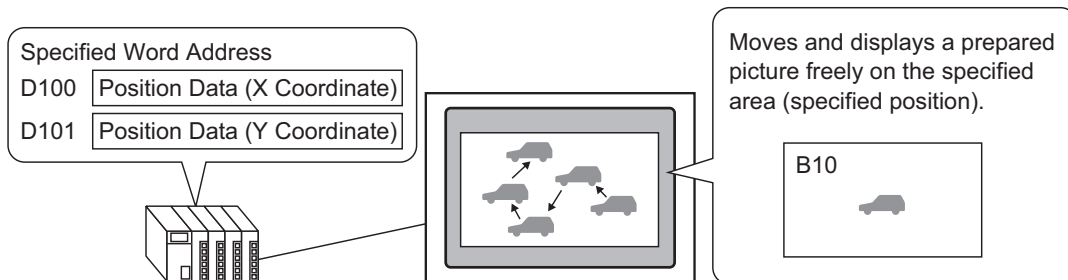



You can store the X/Y coordinates in the specified word address and load pictures from other display screens to the specified coordinates. You also move the display in a straight line between two points.

9.4.2 Setup Procedure

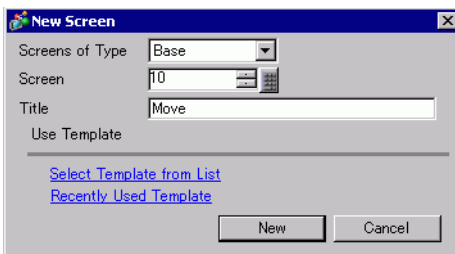
NOTE

- Please refer to the Settings Guide for details.
 - ☞ " ■ Move Display" (page 9-38)
- For details about placing parts or setting addresses, shapes, colors, and labels, please refer to the "Part Editing Procedure".
 - ☞ "8.6.1 Editing Parts" (page 8-44)

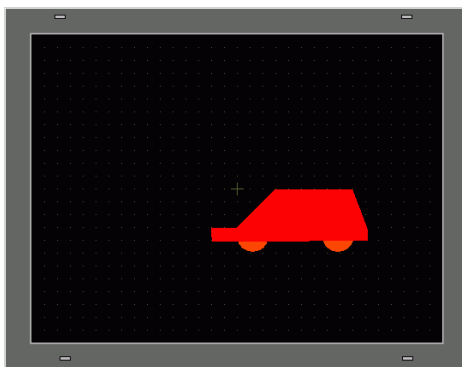


1 On the [Screen (S)] menu, click the [New Screen (N)] command or click .

2 In [Screens of Type] select [Base], in [Screen] enter 10, and click [New].




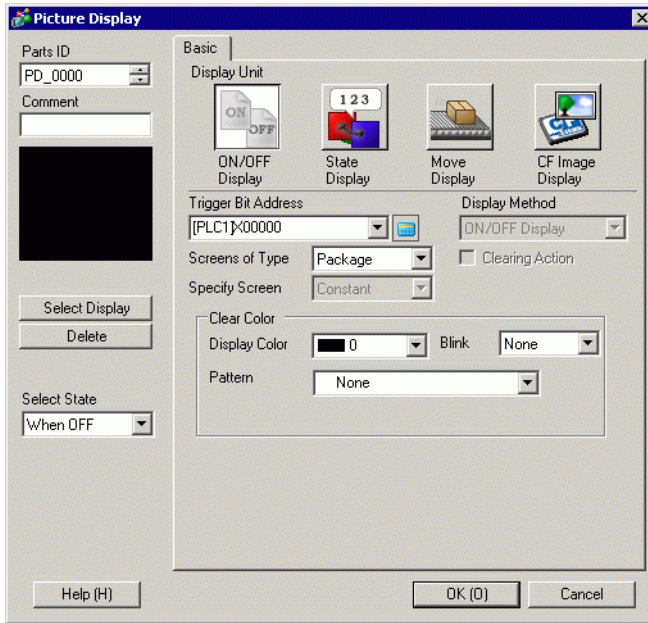
3 Create a screen to be called.



NOTE

- To position a called screen, you specify where its center will be placed on the destination screen. Therefore, drawing your picture with a vertex at the center of the drawing area may make it easier to later position this picture on the destination screen.

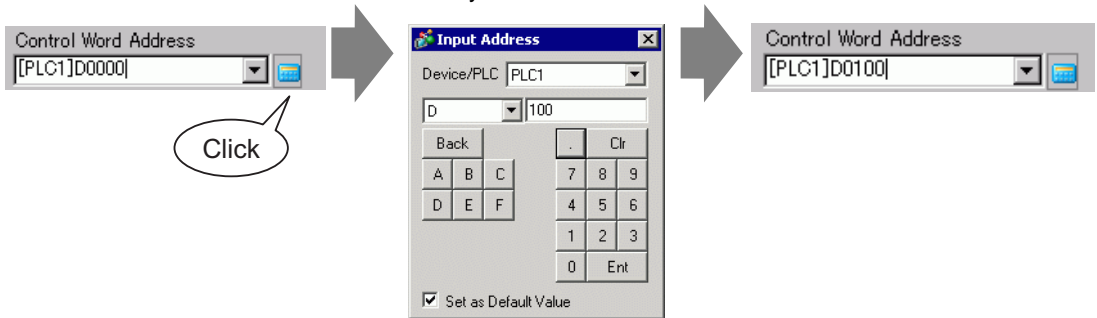
- 4 Click the [Base 1] tab. From the [Parts (P)] menu, point to [Picture Display (F)] or click , and place the Picture Display anywhere on the screen.
- 5 Double-click within the border of the Picture Display part to open the Picture Display dialog box.



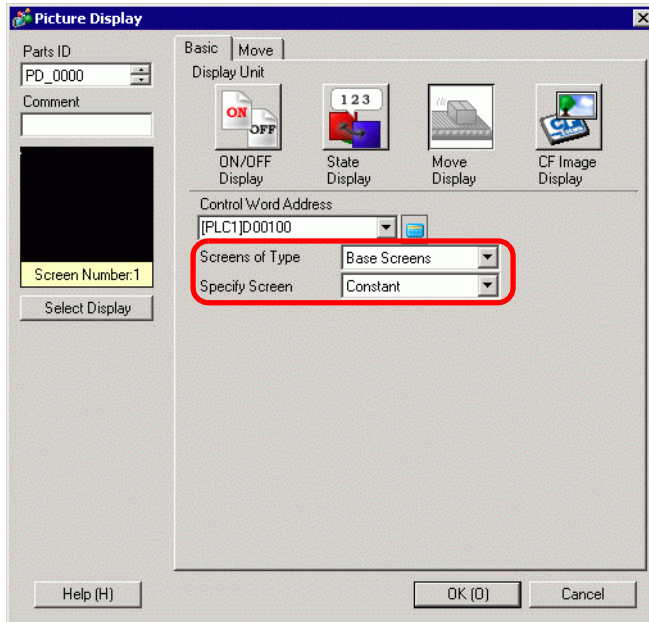
- 6 Under [Display Unit] select [Move Display] and in [Control Word Address] enter "D100".

Click the icon to display an address input keypad.

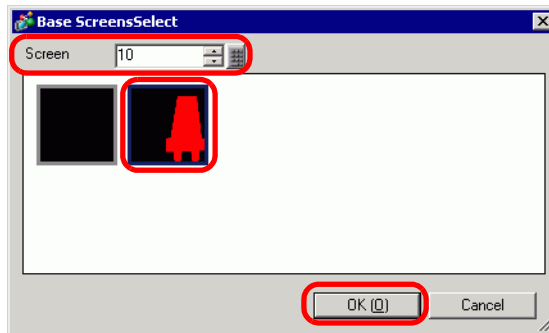
Select device "D", input "100" as the address, and press the Enter key.



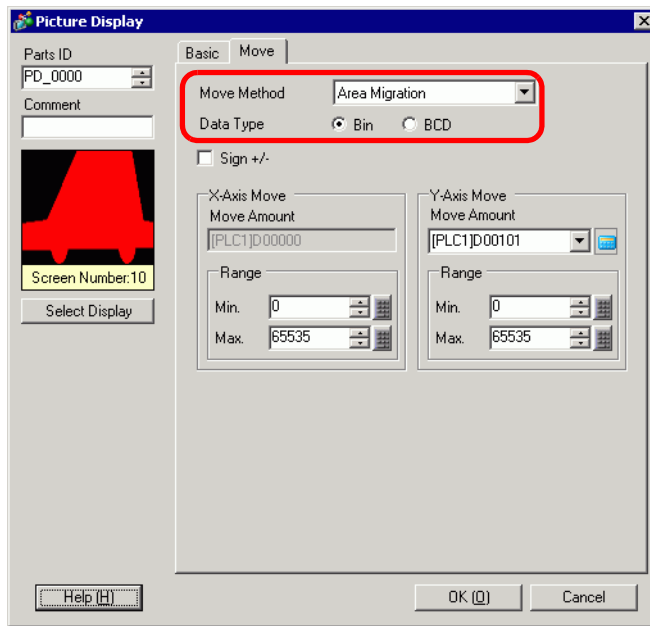
7 In [Screens of Type] select [Base Screen], and in [Specify Screen] select [Constant].



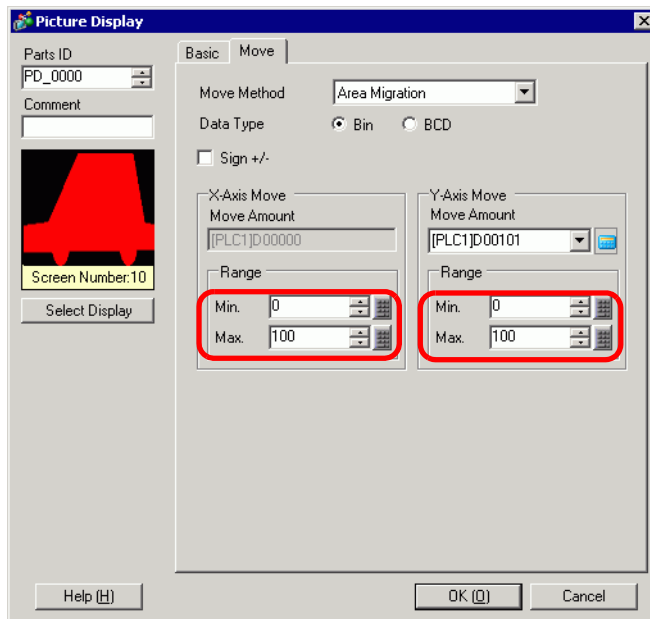
8 Click [Select Display], select Screen 10, and then click [OK].



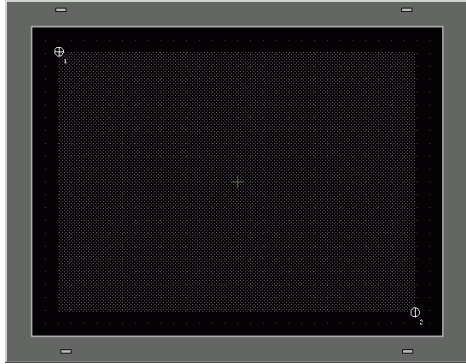
- In the Picture Display dialog box, click the [Move] tab. In [Move Method] select Area Migration, and in [Data Type] select Bin.



- Under both [X-Axis Move] and [Y-Axis Move], enter the Min. and Max. Values. For example, [X-Axis Move] set Max Value to 100 and Min Value to 0, and [Y-Axis Move] Max Value to 100 and Min Value to 0.

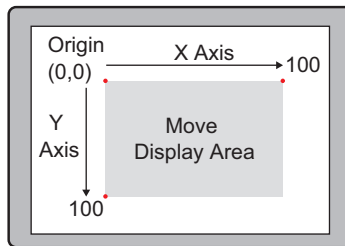


11 On Base Screen 1, specify an origin position for the called picture.



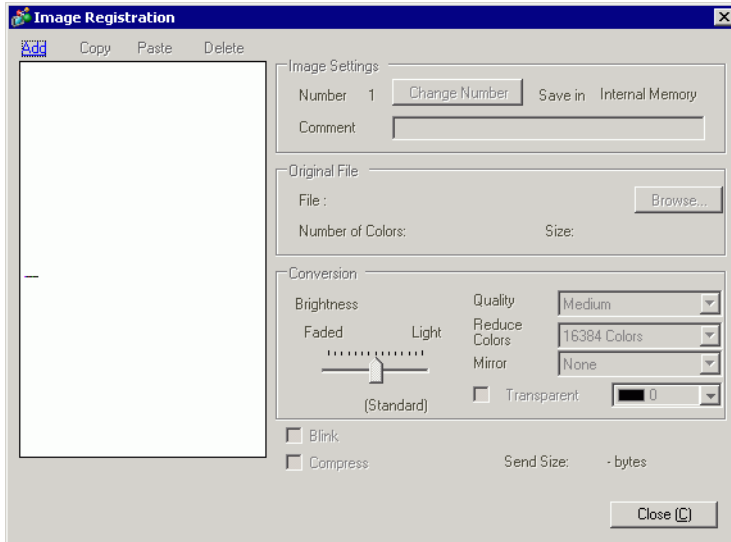
NOTE

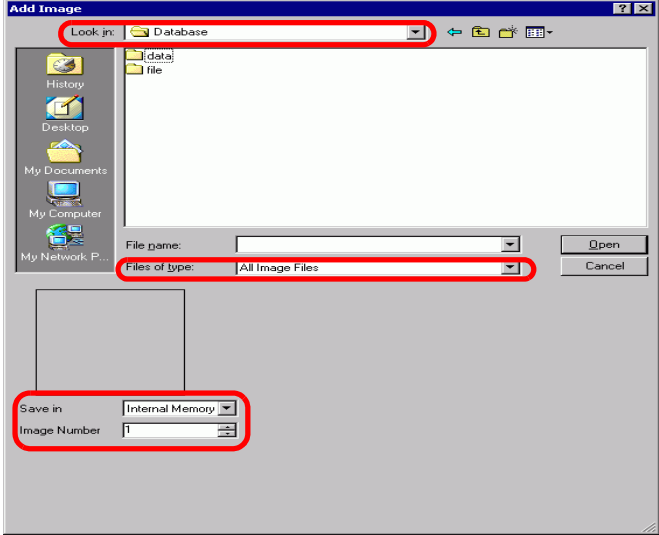
- In the example, the move distance in X and Y directions would be as follows:



9.5 Settings Guide

9.5.1 Common (Image Registration) Settings Guide



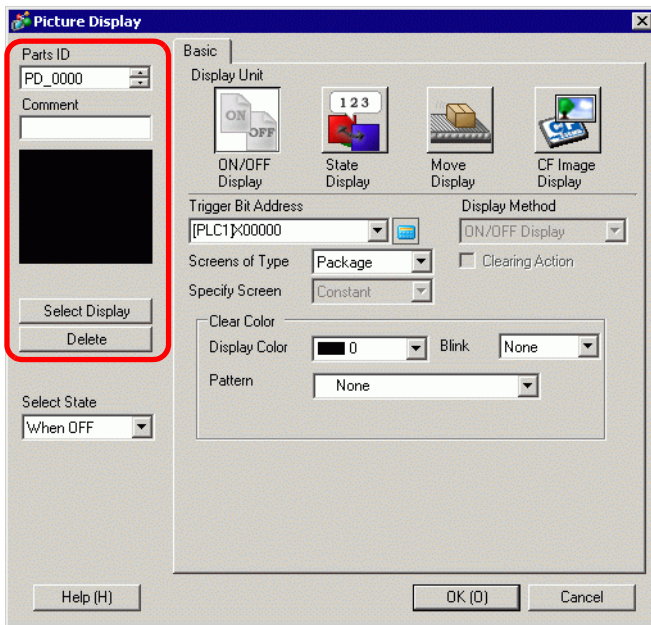
| Setting | Description |
|----------------|--|
| Add | <p>The [Add Image] dialog box appears. Specify [Look in], [File name], [Save in] and [Image Number] to add an image.</p>  |
| Copy | Copies the selected image data. |
| Paste | Pastes copied image data. |
| Delete | Deletes the selected image data. |
| List of images | Displays a list of the set images. Continued |

Continued

| Setting | Description |
|------------------|---|
| Image Settings | Displays the information set for the image. |
| Number | Displays the number set for the image. |
| Change Number | Change the image Number to any value between 1 and 8,999. |
| Save in | Displays [Internal Memory] or [CF Card] as the location where the image is saved. |
| Comment | Displays the comment set for the image. |
| Original File | Displays the information for the source image of the selected image. |
| File | Displays the original file path. |
| Browse | Set up the image reference. |
| Number of Colors | Displays the image number of colors, by the number of bits. |
| Size | Displays the image width and height in pixels. |
| Conversion | Used to convert the image. |
| Brightness | Adjusts the image brightness. |
| Quality | Sets the image quality. Select [No Adjustment], [Coarse], [Medium] or [Fine]. |
| Reduce Colors | Reduces the number of image colors. |
| Mirror | Mirrors the image appearance. Select [None], [Portrait] or [Landscape]. |
| Blink | Sets image blink. |
| Compress | Compresses the image size. |
| Send Size | Displays the image size in bytes. |

9.5.2 Picture Display Settings Guide

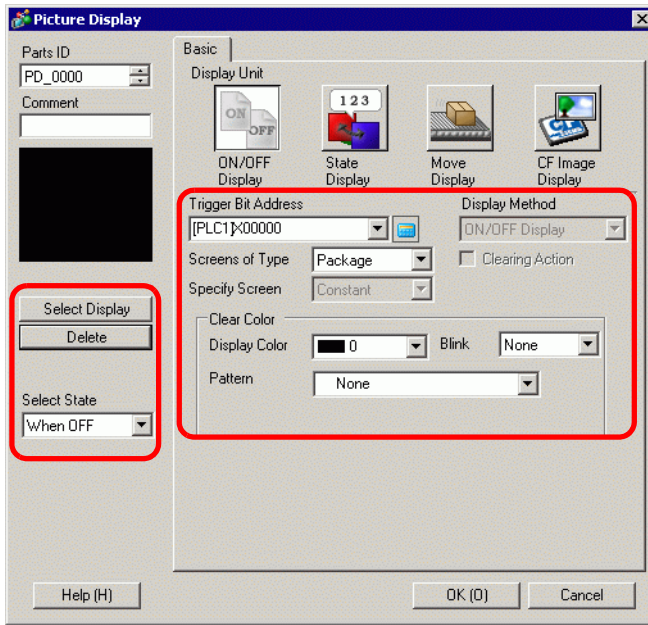
■ Common to all Parts

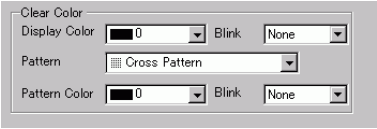



| Setting | Description |
|----------------|---|
| Part ID | Parts are automatically assigned an ID number. Picture Display ID: PD_**** (4 digits) The letter portion is fixed. You can change the number portion within the range of 0000-9999. |
| Comment | The comment for each Part can be up to 20 characters. |
| Select Display | You can select a screen to be called with a picture display. |

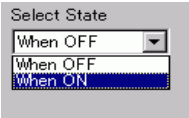
■ ON/OFF Display

◆ Basic Settings (when selecting a Package)

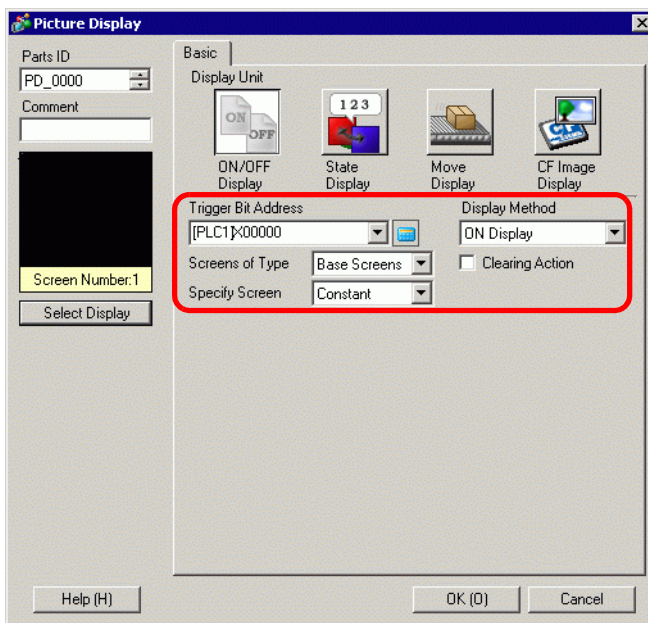


| Setting | Description |
|---------------------|--|
| Trigger Bit Address | Specify the Bit Address to monitor (monitoring bit). |
| Screens of Type | Select the screen type to display. |
| Package | Displays a picture registered in [Package]. |
| Clear Color | Set the background color for a picture registered in [Package].  |
| Display Color | Set the background color for the picture to be called. |
| Pattern | Set the background pattern for the picture to be called. |
| Pattern Color | Set the background pattern color for the picture to be called. |
| Blink | Select the blink and blink speed. You can choose different blink settings for the Part's [Display Color] and [Pattern Color]. NOTE <ul style="list-style-type: none"> 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 Compatible Colors" (page 8-36) |
| Select Display | Select a picture registered in [Package]. |
| Delete | Deletes the selected [Package]. |

Continued

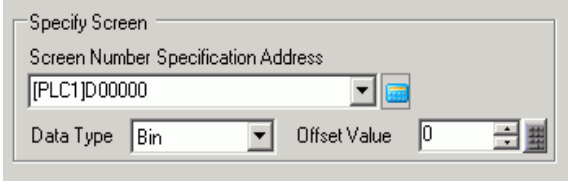
| Setting | Description |
|--------------|--|
| Select State | Select When ON or When OFF, click [Select Display], and specify a picture to display.  |

◆ Basic Settings (for Base Screen, Image, and Image CF)

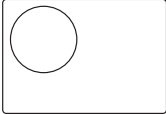


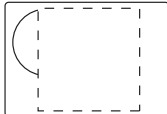


| Setting | Description | |
|---------------------|--|--|
| Trigger Bit Address | Specify the Bit Address to monitor (monitoring bit). | |
| Display Method | ON Display | Displays a screen picture with the Trigger Bit Address turned ON. |
| | OFF Display | Displays a screen picture with the Trigger Bit Address turned OFF. |
| Screens of Type | Base Screen | Displays a base screen. |
| | Image (Display Unit) | Displays an image screen. |
| | Image (CF) | Displays an image screen saved in a CF card. |
| Specify Screen | Select the designation method of a screen to display from [Constant] or [Address]. | |

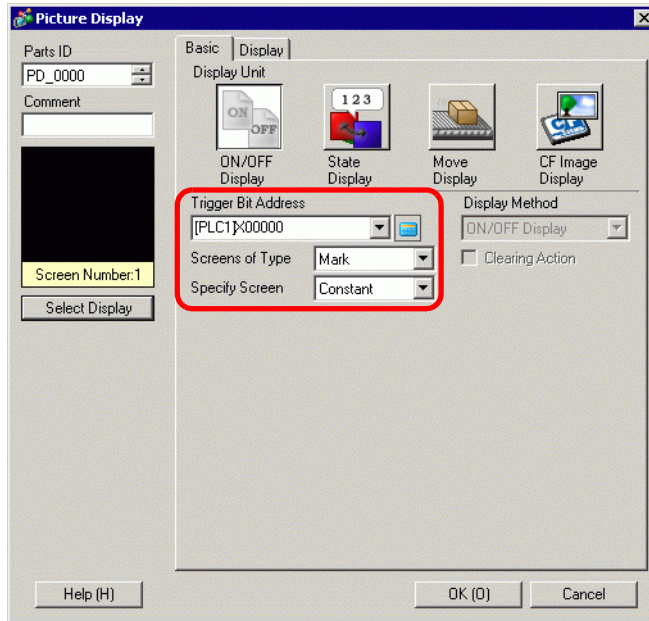
Continued

| Setting | Description | |
|----------|---|--|
| Constant | A screen picture to display is fixed. Click [Select Display] and specify the screen you want to display. | |
| Address | <p>The picture on the display screen is variable. You can change and display screens by storing the screen numbers in the Display Screen Address. A screen type to display is fixed.</p>  | |
| | Screen Settings | Set the screen to display with a variable setting. |
| | Screen Number Specification Address | Set the word address where the screen number to display is stored. |
| | Data Type | Choose the data type of the display screen address from [Bin] or [BCD]. |
| | Offset | Set the offset value from 0 to 9999. A screen picture with the offset value added to the screen number stored in the display screen number address will display. |

Continued

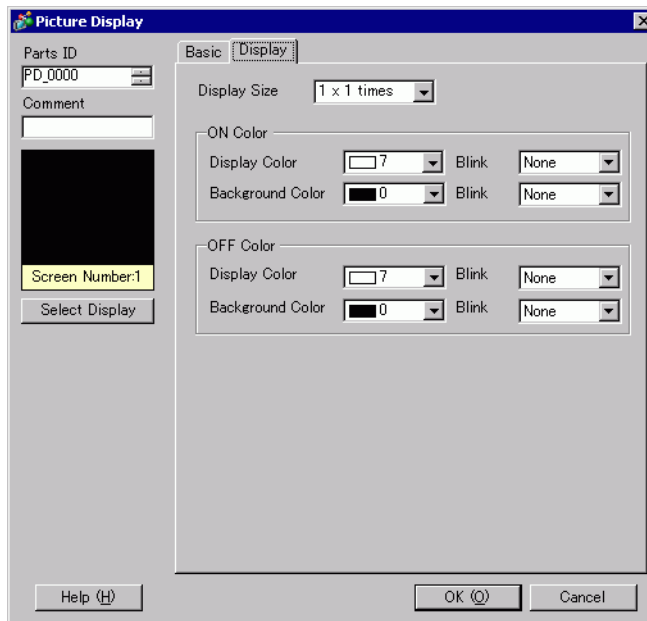
| Setting | Description |
|-----------------|---|
| Clearing Action | <p>If this check box is selected, the screen picture will change between Display/Hide according to the Trigger Bit Address change. If it is not selected, the previously displayed picture will remain.</p> <p>NOTE</p> <ul style="list-style-type: none"> If you want to call and display figures or text of the base screen with [Clearing Action] selected, they will be in XOR Display (the color of the overlapping area will be different from the specified color). Please exercise caution when you place one color over another. <ul style="list-style-type: none"> ☞ "9.6.1 Restrictions for Picture Display (ON/OFF Display)" (page 9-49) If the overlapping target is image font, it will not have the XOR display. If you display an image screen with [Clearing Action] selected, the display will be overwritten and the clearing will overwrite the image screen's display range with black. <div style="display: flex; justify-content: space-around; align-items: flex-start;"> <div style="text-align: center;"> <p>Base Screen</p>  </div> <div style="text-align: center;"> <p>Image Screen</p>  </div> </div> <div style="text-align: center; margin: 10px 0;">  </div> <div style="display: flex; align-items: center; margin-top: 10px;"> <div style="text-align: center; margin-right: 20px;">  </div> <div> <p>Clears the range of an image picture on an image screen with a black filled rectangle. The "dashed line rectangle" in the left figure cannot be seen under the black filled rectangle.</p> </div> </div> <ul style="list-style-type: none"> With [Clearing Action] selected, if the following pictures use two or more of the same dots in their drawings, they will not display properly. <ul style="list-style-type: none"> • Pictures with lines more than one dot wide. • Rectangles, circles, or polygons set up with [Frame], [Fill], and [Shadow]. • Text with [Text Attribute] set to [Shadow]. |

◆ Basic Settings (for selecting a Mark)



| Setting | Description |
|-------------------------------------|---|
| Trigger Bit Address | Specify the Bit Address to monitor (monitoring bit). |
| Screens of Type | Select the screen type to display. |
| Mark | Displays a picture registered in the mark screen. |
| Specify Screen | Select the designation method of a screen to display from [Constant] or [Address]. |
| Constant | A Mark Screen to display is fixed. Click [Select Display] and specify the screen you want to display. |
| Address | A mark screen to display is variable. You can change and display screens by storing the screen numbers in the Display Screen Word. <div style="border: 1px solid gray; padding: 5px; width: fit-content; margin: 10px auto;"> <p>Specify Screen</p> <p>Screen Number Specification Address</p> <p>[PLC1]D00000</p> <p>Data Type Bin Offset Value 0</p> </div> |
| Screen Number Specification Address | Set the word address where the screen number to display is stored. |
| Data Type | Choose the data type of the display screen address from [Bin] or [BCD]. |
| Offset | Set the offset value from 0 to 8999. A Mark screen displays. It is defined by the value in the display screen number address, plus the offset. |

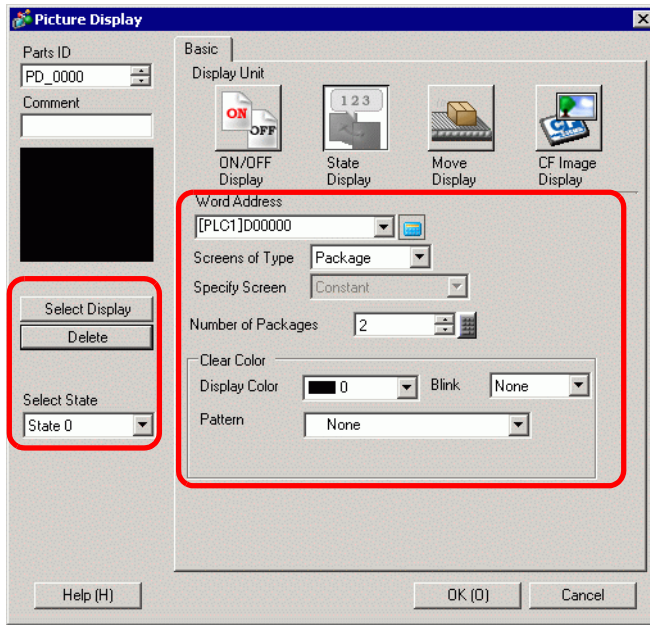
◆ Display Settings (for selecting a Mark)



| Setting | Description |
|------------------|--|
| Display size | Set the display size of a picture registered in the Mark Screen. Set within the range of minimum size (1 x 1) and maximum size (8 x 8). |
| ON Color | Set the color of the mark to display when the trigger bit address turns ON. |
| Display Color | Select a color for the mark to display. |
| Background Color | Select a background color for the mark to display. |
| Blink | Select the blink and blink speed. You can choose different blink settings for the [Display Color], and [Background Color]. NOTE <ul style="list-style-type: none"> 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 Compatible Colors" (page 8-36) |
| OFF Color | Set the mark screen color to display when the trigger bit address turns OFF. |
| Display Color | Select a color for the mark to display. |
| Background Color | Select a background color for the mark to display. |
| Blink | Select the blink and blink speed. You can choose different blink settings for the [Display Color], and [Background Color]. NOTE <ul style="list-style-type: none"> 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 Compatible Colors" (page 8-36) |

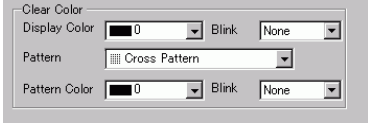

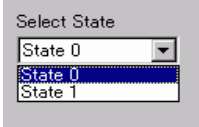
■ State Display

◆ Basic Settings (for selecting a Package)

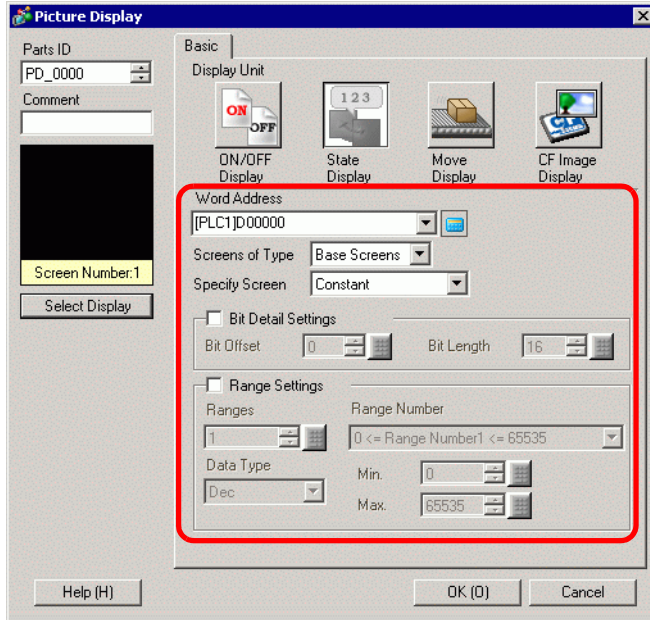


| Setting | Description |
|----------------------------|--|
| Word Address | Set the word address to change display. Screens are changed and displayed according to the set word address data changes. |
| Screens of Type Package | Select the screen type to display. Displays a picture registered in [Package]. |
| Specify Screen | Fixed with "Constant". Specify the package to display from [Select Display]. |
| Number of Packages | Select the number of package pictures to change from [2], [4], [8], or [16]. NOTE <ul style="list-style-type: none"> Package pictures change in response to the state changes of sequential bits starting from the 00 bit in the specified word address. In response to the [Number of Packages], bits are automatically assigned from the specified word address 00 bit. <div style="text-align: center;"> <p>When the [No. of Packages] is 16, use 00 Bit to 03 Bit.</p> <p>When the [No. of Packages] is 4, use 00 Bit and 01 Bit.</p> <p>When the [No. of Packages] is 2, use only 00 Bit.</p> <p>When the [No. of Packages] is 8, use 00 Bit to 02 Bit.</p> <p>The remaining bits can be used for another purpose.</p> </div> |

Continued

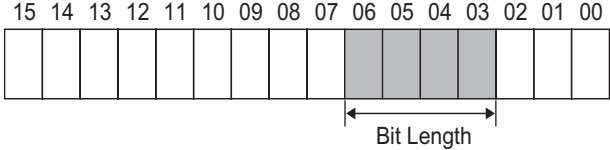
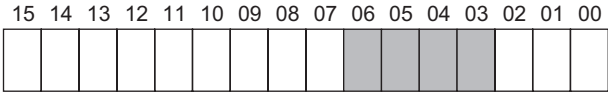
| Setting | Description |
|----------------|--|
| Clear Color | Set the background color for a picture registered in [Package].  |
| Display Color | Set the background color for the picture to be called. |
| Pattern | Set the background pattern for the picture to be called. |
| Pattern Color | Set the background pattern color for the picture to be called. |
| Blink | Select the blink and blink speed. You can choose different blink settings for the Part's [Display Color] and [Pattern Color]. <p>NOTE</p> <ul style="list-style-type: none"> There are cases where you can and cannot set Blink depending on the Display Unit and System Settings' [Color Settings]. <p> "8.5.1 Setting Colors ■ List of Compatible Colors" (page 8-36)</p> |
| Select Display | Select a picture registered in Package. |
| Delete | Deletes the selected [Package]. |
| Select State | Select each state of State 0 to State 15 (max), click [Select Display], and specify a screen picture to display.  |

◆ Basic Settings (for Base Screen, Image, and Image CF)

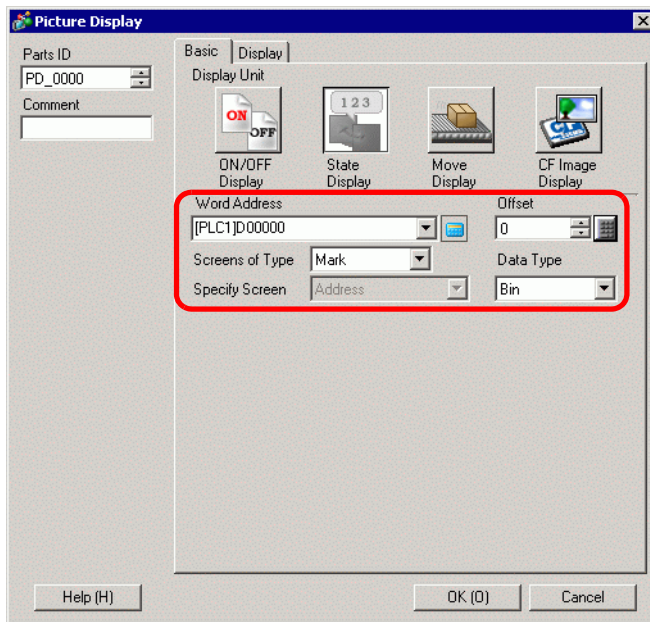


| Setting | Description |
|----------------------|--|
| Word Address | <ul style="list-style-type: none"> • When neither [Bit Detail Settings] nor [Range Settings] is set: Set the word address to change display. The screen with the screen number stored in this word address will display. • When either [Bit Detail Settings] or [Range Settings] is set: Changes screens sequentially from the top screen specified from [Select Display] in the timing of bit address changes in this word address. (Bit Detail Settings) Or changes screens sequentially from the top screen specified from [Select Display] in response to the range of data changes. |
| Screens of Type | Select the screen type to display. |
| Base Screen | Displays a base screen. |
| Image (Display Unit) | Displays an image screen. |
| Image (CF) | Displays an image screen saved in a CF card. |
| Specify Screen | Select the designation method of a screen to display from [Constant] or [Address]. |
| Bit Detail Settings | Set which bit in the word address to assign for display. The display data is determined by the [Bit Offset] and [Bit Length] settings. |
| Bit Offset | <p>Set which bit in the Word Address to start to assign for display. Set the offset value from 0 to 15. Set "0" when you use all the word addresses or when offset settings are not needed.</p> |

Continued

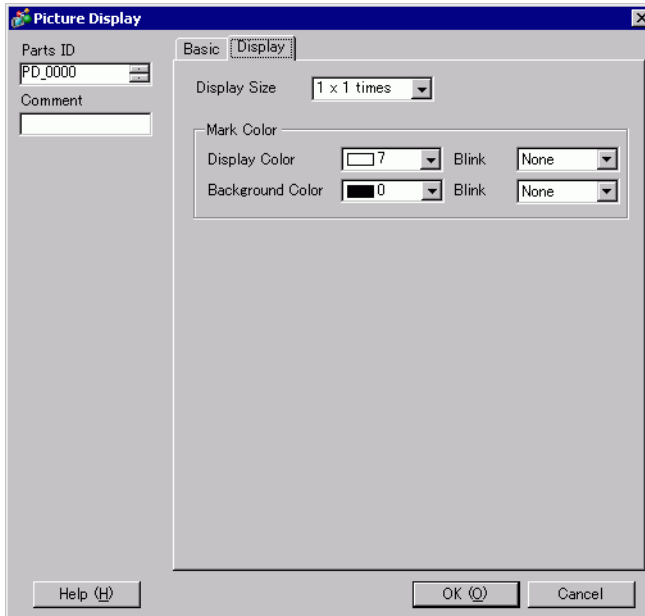
| Setting | | Description |
|---------------------|----------------|--|
| Bit Detail Settings | Bit Length | <p>Set the number of bits in the word address to assign for display. Set up the [Bit Length] from 1 to 16. If the bit offset is not zero, set the bit length within the range of [Bit Offset] + [Bit Length] ≤ 16. The number of screens to change is determined by the [Bit Length] settings.</p>  <p style="text-align: center;">15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 00</p> |
| | Range Settings | <p>Set the number of pictures to change and the data values at which to change to each screen. The range of data for use depends on the [Bit Detail] settings.</p> <p>NOTE</p> <ul style="list-style-type: none"> Data for display change are the bits set for the data length, starting from the number of bits set for the [Bit Offset] after the 0 bit. <p>For example, when the bit offset is "3" and the bit length is "4", the following 4 bits are used as data for change display.</p>  <p style="text-align: center;">15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 00</p> |
| | Ranges | <p>Set the number of screens to change as the number of ranges. The setting range is from 1 to 32. However, values exceeding the [Bit Length] cannot be displayed.</p> <p>For example, when the bit length is "4", the number of ranges is 1 to 16.</p> |
| | Data Type | Select the Range Settings [Min Value] and [Max Value] data type from [Dec], [Hex], or [BCD]. |
| | Range Number | Select the [Range Number] to set. |
| | Min | Set the minimum value of the selected range. |
| | Max | Set the maximum value of the selected range. |

◆ Basic Settings (for Mark)



| Setting | Description |
|-----------------|---|
| Word Address | Set the word address to change display. Stores the Mark Screen numbers to display in the set word address. |
| Screens of Type | Select the screen type to display. |
| Mark | Displays a picture registered in the mark screen. |
| Specify Screen | Fixed with [Address]. The screen number of the Mark Screen to be displayed is stored in the address set to the [Word Address]. |
| Offset | Set the offset value from 0 to 8999. A Mark screen displays. It is defined by the value in the word address plus the offset. |
| Data Type | Select the data type of the stored number from [Bin] or [BCD]. |

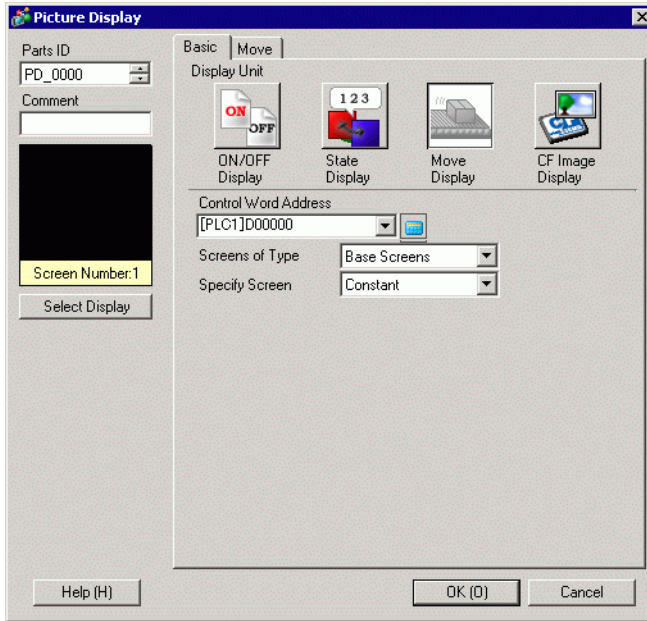
◆ Display (for selecting a Mark)



| Setting | Description |
|------------------|--|
| Display size | Set the display size of a picture registered in the Mark Screen. Set within the range of minimum size (1 x 1) and maximum size (8 x 8). |
| Mark Color | Set the color of a picture registered in the Mark Screen. |
| Display Color | Select a color for the mark to display. |
| Background Color | Select a background color for the mark to display. |
| Blink | Select the blink and blink speed. You can choose different blink settings for the [Display Color], and [Background Color]. <div style="border: 1px solid black; padding: 2px; display: inline-block; margin-top: 5px;">NOTE</div> <ul style="list-style-type: none"> • 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 Compatible Colors" (page 8-36) |

■ Move Display

◆ Basic Settings

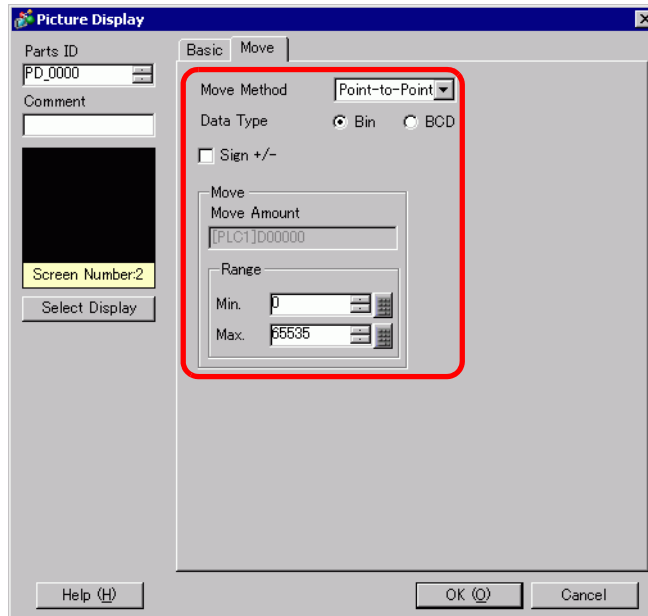


| Setting | Description |
|----------------------|---|
| Control Word Address | Set the word address which stores the move amount. It moves and displays a screen picture in response to the stored data. |
| Screens of Type | <p>Select the screen type to display.</p> <p>NOTE</p> <ul style="list-style-type: none"> With move display, a screen to be called displays with the center overlapping the coordinate position (display position) set on the picture display. |
| Base Screen | Displays a base screen. |
| Image (Display Unit) | Displays an image screen. |
| Image CF Card | Displays an image screen saved in a CF card. |
| Mark | Displays a picture registered in the Mark Screen. |
| Specify Screen | Select the designation method of a screen to display from [Constant] or [Address]. |
| Constant | A Mark Screen to display is fixed. Click [Select Display] and specify the screen you want to display. |
| Address | <p>The picture on the display screen is variable. Using the Screen Number Specification Address allows you to dynamically change the screen picture.</p> |

Continued

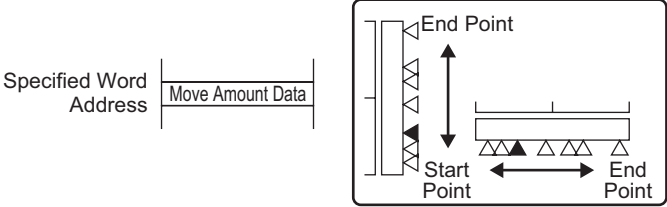
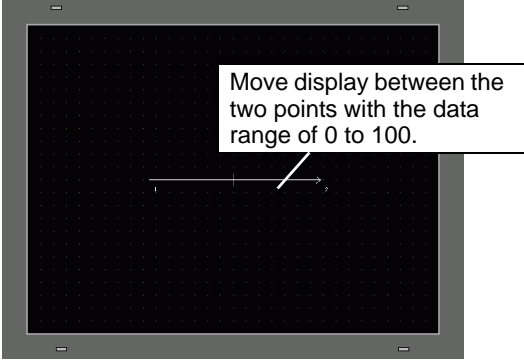
| Setting | | Description |
|------------------------|-------------------------------|---|
| Specify Screen Address | Specify Screen Number Address | Set the address where the screen number to display is stored. |
| | Data Type | Select the display screen address data type from [Bin] or [BCD]. |
| | Offset Value | Set the offset value. A screen picture with the offset value added to the screen number stored in the display screen number address will display. |

◆ Move Settings (for Base Screen, Image, and Image CF)



| Setting | Description | | |
|-------------------|---|-------------------|-------------------|
| Move Method | Select the move method from [Area Migration] or [Point-to-Point Move]. | | |
| Area Migration | <p>Moves and displays a library freely in the specified area.</p> <ul style="list-style-type: none"> • Area Migration A screen to be called moves in an area. Two words are used for data. <div style="display: flex; align-items: center; justify-content: center;"> <div style="margin-right: 20px;"> <p>Specified Word Address</p> <table border="1" style="border-collapse: collapse;"> <tr> <td style="width: 50px; height: 15px;">X Coordinate Data</td> </tr> <tr> <td style="width: 50px; height: 15px;">Y Coordinate Data</td> </tr> </table> </div> <div style="margin-right: 20px;"> <p>Y Axis Direction</p> <p>Start Point</p> <p>Start Point</p> <p>End Point</p> </div> <div style="border: 1px solid black; padding: 5px;"> </div> </div> | X Coordinate Data | Y Coordinate Data |
| X Coordinate Data | | | |
| Y Coordinate Data | | | |

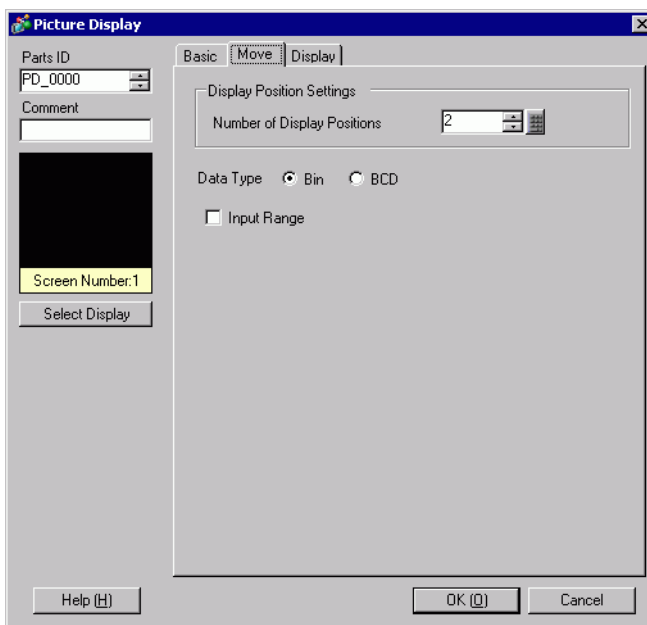
Continued

| Setting | | Description |
|-------------|---|--|
| Move Method | Point-to-Point Move | <p>Moves and displays a screen on the line between the two specified points.</p> <ul style="list-style-type: none"> • Point-to-Point Move A screen to be called moves linearly between two points. One word is used for data.  |
| | Data Type | Select the data type of the word address to store the move amount from [Bin] or [BCD]. |
| Sign +/- | Select if you want to display negative data. This can be set only when the data type is [Bin]. | |
| Move | Set the Move Amount and the Range. | |
| Move Amount | <p>Set the word address which stores the move amount. Moves and displays another screen pictures by the data changes in the set word address.</p> <p>NOTE</p> <ul style="list-style-type: none"> • For area migration, set two word addresses to store the move amount in the X Coordinate/Y Coordinate. | |
| | <p>Set the move range. For example, for point-to-point move with the maximum value "100" and the minimum value "0"</p>  <p>NOTE</p> <ul style="list-style-type: none"> • For [Area Migration], set the data range of a word address to store each move amount on X Coordinate/Y Coordinate. | |

Continued

| Setting | | Description | | | | | | | | | | | | |
|---------------|--|--|-------------|-------------|-------------|------|-----------|-----------|-----|----------------|----------------|-----|----------|----------|
| Move Range | Min | <p>Set the range minimum value. The setting range depends on the [Data Type] and [Sign +/-] settings.</p> <table border="1"> <thead> <tr> <th>Data Type</th> <th>Input Sign</th> <th>Input Range</th> </tr> </thead> <tbody> <tr> <td>Bin</td> <td>None</td> <td>0 ~ 65534</td> </tr> <tr> <td>Bin</td> <td>ON</td> <td>-32768 ~ 32766</td> </tr> <tr> <td>BCD</td> <td>—</td> <td>0 ~ 9998</td> </tr> </tbody> </table> | Data Type | Input Sign | Input Range | Bin | None | 0 ~ 65534 | Bin | ON | -32768 ~ 32766 | BCD | — | 0 ~ 9998 |
| | Data Type | Input Sign | Input Range | | | | | | | | | | | |
| Bin | None | 0 ~ 65534 | | | | | | | | | | | | |
| Bin | ON | -32768 ~ 32766 | | | | | | | | | | | | |
| BCD | — | 0 ~ 9998 | | | | | | | | | | | | |
| Max | <p>Set the range maximum value. The setting range depends on the [Data Type] and [Sign +/-] settings.</p> <table border="1"> <thead> <tr> <th>Data Type</th> <th>Input Sign</th> <th>Input Range</th> </tr> </thead> <tbody> <tr> <td>Bin</td> <td>None</td> <td>1 ~ 65535</td> </tr> <tr> <td>Bin</td> <td>ON</td> <td>-32767 ~ 32767</td> </tr> <tr> <td>BCD</td> <td>—</td> <td>1 ~ 9999</td> </tr> </tbody> </table> | Data Type | Input Sign | Input Range | Bin | None | 1 ~ 65535 | Bin | ON | -32767 ~ 32767 | BCD | — | 1 ~ 9999 | |
| Data Type | Input Sign | Input Range | | | | | | | | | | | | |
| Bin | None | 1 ~ 65535 | | | | | | | | | | | | |
| Bin | ON | -32767 ~ 32767 | | | | | | | | | | | | |
| BCD | — | 1 ~ 9999 | | | | | | | | | | | | |

◆ Move Settings (for selecting a Mark)

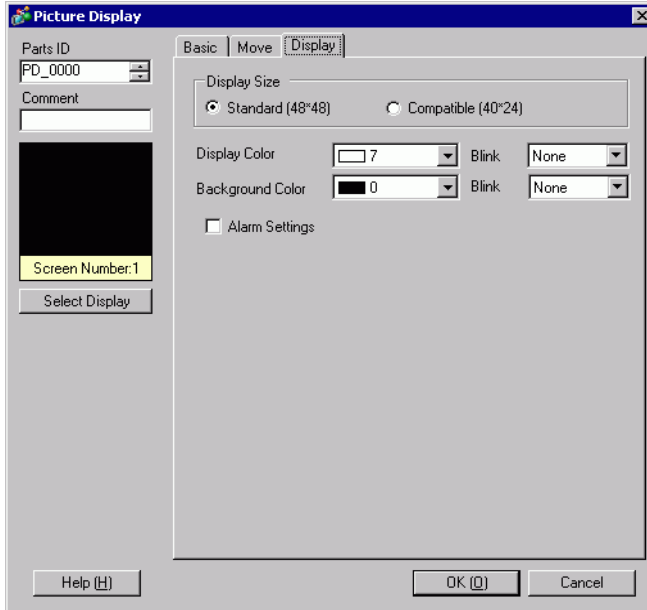


| Setting | Description |
|-----------------------------|---|
| Display Position Settings | Defines the display coordinates. |
| Number of Display Positions | Set the number of display positions for placement. |
| Data Type | Select the data type of the control word address to store the display position from "Bin" or "BCD". |

Continued

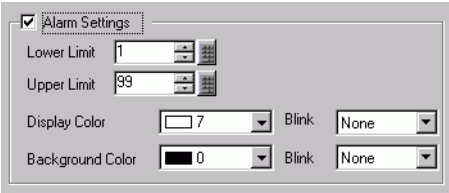

| Setting | Description | | | | | | | | | | | | |
|----------------|--|----------------|-----|-----|------|-----------|-----------|----------------|----------------|----------------|----------|----------------|----------------|
| Input Range | <p>Set the control word address' data range. Moves and displays data in percentage according to the settings. Data is fixed as binary. The setting range depends on the [Input Sign] settings.</p> <div data-bbox="618 320 1074 494" style="border: 1px solid gray; padding: 5px; margin: 10px auto; width: fit-content;"> <input checked="" type="checkbox"/> Input Range Bit Length: 16 Input Sign: None Min.: 0 Max.: 65535 </div> <p style="text-align: center;">Input Range Min/Max List</p> <table border="1" data-bbox="519 558 1199 716" style="margin: 10px auto; width: 80%;"> <thead> <tr> <th>Input Sign</th> <th>Min</th> <th>Max</th> </tr> </thead> <tbody> <tr> <td>None</td> <td>0 ~ 65534</td> <td>1 ~ 65535</td> </tr> <tr> <td>2's Complement</td> <td>-32768 ~ 32766</td> <td>-32767 ~ 32767</td> </tr> <tr> <td>MSB Sign</td> <td>-32767 ~ 32766</td> <td>-32766 ~ 32767</td> </tr> </tbody> </table> <p>NOTE</p> <ul style="list-style-type: none"> If the input range is not set, a screen displays at the data position stored in the control word address. | Input Sign | Min | Max | None | 0 ~ 65534 | 1 ~ 65535 | 2's Complement | -32768 ~ 32766 | -32767 ~ 32767 | MSB Sign | -32767 ~ 32766 | -32766 ~ 32767 |
| Input Sign | Min | Max | | | | | | | | | | | |
| None | 0 ~ 65534 | 1 ~ 65535 | | | | | | | | | | | |
| 2's Complement | -32768 ~ 32766 | -32767 ~ 32767 | | | | | | | | | | | |
| MSB Sign | -32767 ~ 32766 | -32766 ~ 32767 | | | | | | | | | | | |
| Bit Length | Set the valid bit length of the data to store in the word address. | | | | | | | | | | | | |
| Input Sign | Select the input sign from [None], [2's Complement], or [MSB Sign]. | | | | | | | | | | | | |
| Min | Set the input range minimum value. | | | | | | | | | | | | |
| Max | Set the input range maximum value. | | | | | | | | | | | | |

◆ Display Settings (for selecting a Mark)



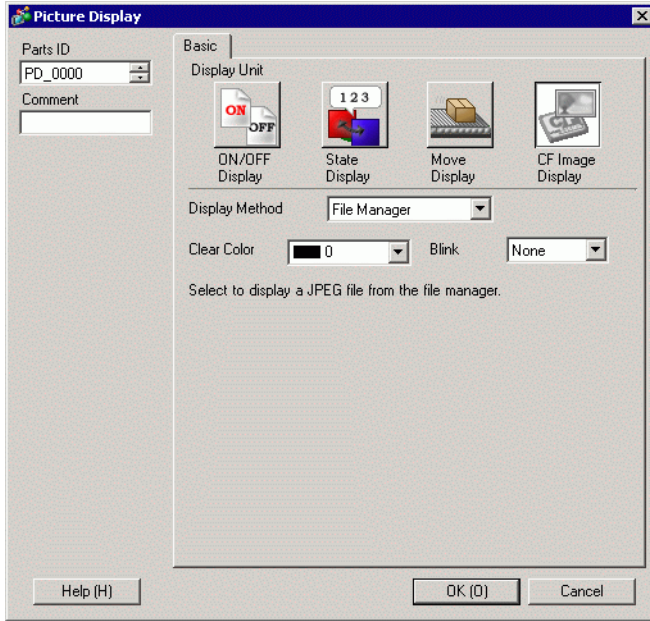
| Setting | Description |
|------------------|---|
| Display size | <p>Select the size of a mark screen to display from [Standard (48 x 48)] or [Compatible (40 x 24)].</p> <p>NOTE</p> <ul style="list-style-type: none"> • Standard Select when you want to use a mark that will cover the bold frame in the following drawing. • Compatible Select this when you use a mark created within the bold line borders in the following figures or a mark created on GP-PRO II/III. <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Horizontal</p> </div> <div style="text-align: center;"> <p>Vertical</p> </div> </div> |
| Display Color | Select a color for the mark to display. |
| Background Color | Select a background color for the mark to display. |
| Blink | <p>Select the blink and blink speed. You can choose different blink settings for the [Display Color], and [Background Color].</p> <p>NOTE</p> <ul style="list-style-type: none"> • There are cases where you can and cannot set Blink depending on the Display Unit and System Settings' [Color Settings]. <p>☞ "8.5.1 Setting Colors ■ List of Compatible Colors" (page 8-36)</p> |

Continued

| Setting | Description |
|------------------|--|
| Alarm | <p>Set whether or not to use the Alarm. With the alarm settings, you can show that the display position goes over the setting range of the upper limit value/lower limit value by changing the mark screen display color/background color.</p>  |
| Lower Limit | Set the alarm lower limit value from 1 to 98. |
| Upper Limit | Upper Limit Set the alarm upper limit value from 2 to 99. |
| Display Color | Set a color for the mark to display when the alarm is active. |
| Background Color | Select a background color for the mark to display when the alarm is active. |
| Blink | <p>Select the blink and blink speed. You can choose different blink settings for the [Display Color], and [Background Color].</p> <p>NOTE</p> <ul style="list-style-type: none"> There are cases where you can and cannot set Blink depending on the Display Unit and System Settings' [Color Settings]. <p> "8.5.1 Setting Colors ■ List of Compatible Colors" (page 8-36)</p> |

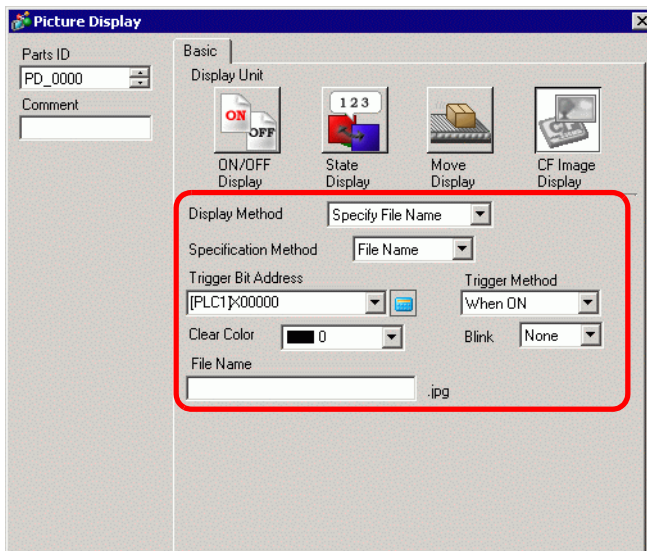
■ CF Image Display

◆ Basic Settings (File Manager)



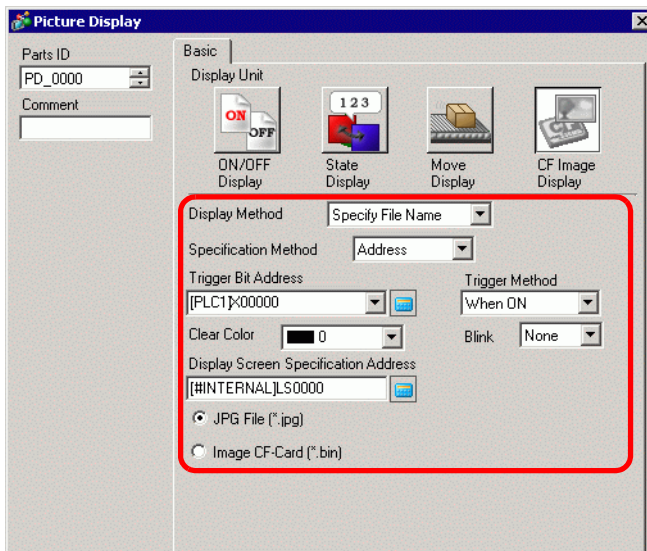
| Setting | Description |
|----------------|---|
| Display Method | Set the method of displaying a file saved in a CF card. |
| File Manager | <p>Displays the JPEG file picture with [File Manager] in the special data display.</p> <p>NOTE</p> <ul style="list-style-type: none"> For more details on the special data display [File Manager]: <ul style="list-style-type: none"> ☞ "25.10.2 [Special Data Display] Settings Guide ■ File Manager" (page 25-83) |
| Clear Color | Set the color when there is no image display. |
| Blink | <p>Select the blink and blink speed.</p> <p>NOTE</p> <ul style="list-style-type: none"> There are cases where you can and cannot set Blink depending on the Display Unit and System Settings' [Color Settings]. <ul style="list-style-type: none"> ☞ "8.5.1 Setting Colors ■ List of Compatible Colors" (page 8-36) |

◆ Basic Settings (Specify File Name - File Name)



| Setting | Description |
|----------------------|--|
| Display Method | Set the method of displaying a file saved in a CF card. |
| Specify File Name | Specifies the file name of a JPEG file stored in a CF card and displays the image. |
| Specification Method | Set the method of specifying a file saved in a CF card. |
| File Name | Directly specifies an image file name to display and displays the image on the screen. |
| Trigger Bit Address | Set the bit address which controls the image display. |
| Trigger Method | Set whether to display an image with the bit address ON or OFF. |
| Clear Color | Set the color when there is no image display. |
| Blink | Select the blink and blink speed. <div style="border: 1px solid black; padding: 2px; display: inline-block;">NOTE</div> <ul style="list-style-type: none"> 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 Compatible Colors" (page 8-36) |
| File Name | Input an image file name to display. |

◆ Basic Settings (Specify File Name - Address)



| Setting | Description |
|----------------------|---|
| Display Method | Set the method of displaying a file saved in a CF card. |
| Specify File Name | Specifies the file name of an image file (BMP or JPEG converted file) or a JPEG file stored in a CF card and displays the image. |
| Specification Method | Set the method of specifying a file saved in a CF card. |
| Address | Specifies an image file name to display in the address and displays the image on the screen. |
| Trigger Bit Address | Set the bit address which controls the image display. |
| Trigger Method | Set whether to display an image with the bit address ON or OFF. |
| Clear Color | Set the color when there is no image display. |
| Blink | <p>Select the blink and blink speed.</p> <p>NOTE</p> <ul style="list-style-type: none"> There are cases where you can and cannot set Blink depending on the Display Unit and System Settings' [Color Settings]. <p>☞ "8.5.1 Setting Colors ■ List of Compatible Colors" (page 8-36)</p> |

Continued

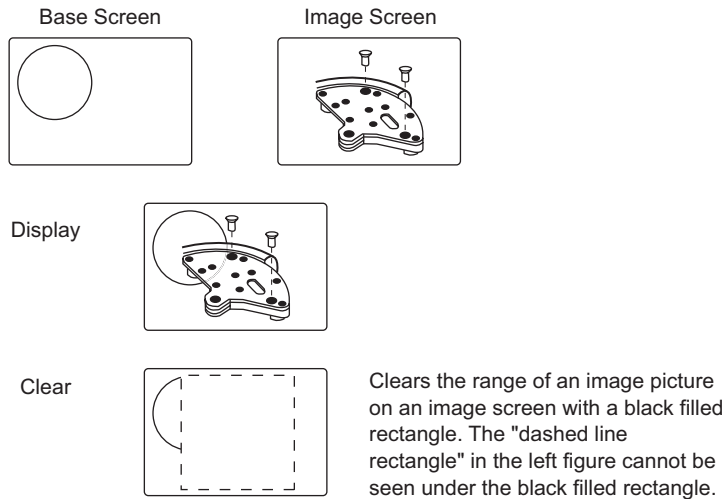
| Setting | Description | | | | | | | | | | | | | | | | | | | | | | | | |
|--------------------------------------|---|-----|--------|--|--------|-----|-----|--------|-----|-----|--------|-----|-----|--------|-----|-----|--------|-----|-----|--------|-----|-----|---|---|---|
| Display Screen Specification Address | <p>Set the address which specifies the image file to display.</p> <p>NOTE</p> <ul style="list-style-type: none"> Specify the data to store with a full path (folder name and file name). The full path should be 20 single-byte characters (10 words) or less. If it is less than 20 characters, be sure to store "00h" at the end. Put " \ " between the folder name and file name in a full path. The file name should be 8 single-byte characters or less. Only Bin and JPEG files are supported. Only GP internal addresses (LS or USR) can be set in the [Display Screen Specification Address]. <p>For example, displaying an image file (LOGO.bin) in the [DATA] folder in a CF card (Display Screen Specification Address: LS1000)</p> <p>(Setting Example)</p> <table border="1" data-bbox="732 736 930 923"> <tr> <td></td> <td colspan="2" style="text-align: center;">16 bit</td> </tr> <tr> <td>LS1000</td> <td>'D'</td> <td>'A'</td> </tr> <tr> <td>LS1001</td> <td>'T'</td> <td>'A'</td> </tr> <tr> <td>LS1002</td> <td>'V'</td> <td>'L'</td> </tr> <tr> <td>LS1003</td> <td>'O'</td> <td>'G'</td> </tr> <tr> <td>LS1004</td> <td>'O'</td> <td>00h</td> </tr> <tr> <td>LS1005</td> <td>00h</td> <td>00h</td> </tr> <tr> <td>:</td> <td>:</td> <td>:</td> </tr> </table> | | 16 bit | | LS1000 | 'D' | 'A' | LS1001 | 'T' | 'A' | LS1002 | 'V' | 'L' | LS1003 | 'O' | 'G' | LS1004 | 'O' | 00h | LS1005 | 00h | 00h | : | : | : |
| | 16 bit | | | | | | | | | | | | | | | | | | | | | | | | |
| LS1000 | 'D' | 'A' | | | | | | | | | | | | | | | | | | | | | | | |
| LS1001 | 'T' | 'A' | | | | | | | | | | | | | | | | | | | | | | | |
| LS1002 | 'V' | 'L' | | | | | | | | | | | | | | | | | | | | | | | |
| LS1003 | 'O' | 'G' | | | | | | | | | | | | | | | | | | | | | | | |
| LS1004 | 'O' | 00h | | | | | | | | | | | | | | | | | | | | | | | |
| LS1005 | 00h | 00h | | | | | | | | | | | | | | | | | | | | | | | |
| : | : | : | | | | | | | | | | | | | | | | | | | | | | | |
| JPG File (*.jpg) | Select this when you display a JPG file. | | | | | | | | | | | | | | | | | | | | | | | | |
| Image CF (*.bin) | When you specify an image file (*.bin) saved in a CF Card Folder or a CF card, select this option. | | | | | | | | | | | | | | | | | | | | | | | | |

9.6 Restrictions

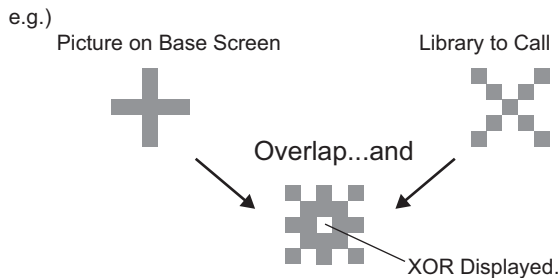
9.6.1 Restrictions for Picture Display (ON/OFF Display)

When the [Screens of Type] is [Base Screen], [Image], or [Image CF Card]

- Screens positioned outside of the display range of the GP as a result of a screen call with a picture display are discarded and not displayed on the screen.
- Picture Display can only call regular pictures or images. You cannot call the type of functions that are available on the Part menu. You can call and display those functions using the Window Display.
 - ☞ "12.2 Creating Windows" (page 12-4)
- If you select [Clearing Action] for an image, a rectangular area the size of the image will be cleared to black.



- When you call figures or text with [Clearing Action] selected, if they are overlaid the color of overlapping areas will be different from the specified color. Please exercise caution when you place one color over another.



■ 8-color Combinations

Color Combination Table

| | Blue | Green | Light Blue | Red | Purple | Yellow | White |
|------------|------------|------------|------------|------------|------------|------------|------------|
| Blue | Black | Light Blue | Green | Purple | Red | White | Yellow |
| Green | Light Blue | Black | Blue | Yellow | White | Red | Purple |
| Light Blue | Green | Blue | Black | White | Yellow | Purple | Red |
| Red | Purple | Yellow | White | Black | Blue | Green | Light Blue |
| Purple | Red | White | Yellow | Blue | Black | Light Blue | Green |
| Yellow | White | Red | Purple | Green | Light Blue | Black | Blue |
| White | Yellow | Purple | Red | Light Blue | Green | Blue | Black |

* When the same color overlaps, it becomes "Black".

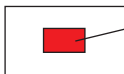
For example:

Picture display on a base screen with the following settings

- Picture Display Settings
 - Display Method: ON Display
 - Specify Screen: Constant
 - Screen Type: Base Screen 300

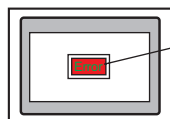


- B300



Display Color is set to "Red".

When the bit turns ON, B300 displays and the switch looks reversed.



I want to display the text "Error" with "Yellow"!



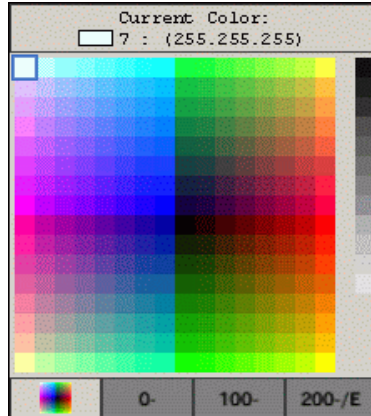
The text "Error" must be set to "Green".

■ 256-color Display

You can calculate the result of two overlapping colors by determining the RGB codes of the overlapping color codes, and performing an XOR operation.

NOTE

- The color codes are the numeric values that are displayed when selecting the color.



■ Color Codes

RGB Code Table for 256 Colors

| Color Code | RGB Code | Color Code | RGB Code | Color Code | RGB Code | Color Code | RGB Code |
|------------|----------|------------|----------|------------|----------|------------|----------|
| 0 | 00h | 64 | 6Eh | 128 | CCh | 192 | A2h |
| 1 | 01h | 65 | 7Eh | 129 | DCh | 193 | B2h |
| 2 | 02h | 66 | 7Fh | 130 | DDh | 194 | B3h |
| 3 | 03h | 67 | 6Fh | 131 | CDh | 195 | A3h |
| 4 | 04h | 68 | 2Eh | 132 | C4h | 196 | AAh |
| 5 | 05h | 69 | 3Eh | 133 | D4h | 197 | BAh |
| 6 | 06h | 70 | 3Fh | 134 | D5h | 198 | BBh |
| 7 | 07h | 71 | 2Fh | 135 | C5h | 199 | ABh |
| 8 | 08h | 72 | 82h | 136 | 8Ch | 200 | E2h |
| 9 | 09h | 73 | 92h | 137 | 9Ch | 201 | F2h |
| 10 | 0Ah | 74 | 93h | 138 | 9Dh | 202 | F3h |
| 11 | 0Bh | 75 | 83h | 139 | 8Dh | 203 | E3h |
| 12 | 0Ch | 76 | 8Ah | 140 | 84h | 204 | EAh |
| 13 | 0Dh | 77 | 9Ah | 141 | 94h | 205 | FAh |
| 14 | 0Eh | 78 | 9Bh | 142 | 95h | 206 | F Bh |
| 15 | 0Fh | 79 | 8Bh | 143 | 85h | 207 | EBh |
| 16 | 10h | 80 | C2h | 144 | 28h | 208 | EEh |
| 17 | 11h | 81 | D2h | 145 | 38h | 209 | FEh |
| 18 | 12h | 82 | D3h | 146 | 39h | 210 | FFh |
| 19 | 13h | 83 | C3h | 147 | 29h | 211 | FFh |
| 20 | 14h | 84 | CAh | 148 | 68h | 212 | E6h |
| 21 | 15h | 85 | DAh | 149 | 78h | 213 | F6h |
| 22 | 16h | 86 | DBh | 150 | 79h | 214 | F7h |
| 23 | 17h | 87 | CBh | 151 | 69h | 215 | E7h |
| 24 | 18h | 88 | CEh | 152 | 6Ch | 216 | A Eh |
| 25 | 19h | 89 | DEh | 153 | 7Ch | 217 | B Eh |
| 26 | 1Ah | 90 | DFh | 154 | 7Dh | 218 | B Fh |
| 27 | 1Bh | 91 | CFh | 155 | 6Dh | 219 | A Fh |
| 28 | 1Ch | 92 | C6h | 156 | 2Ch | 220 | A6h |
| 29 | 1Dh | 93 | D6h | 157 | 3Ch | 221 | B6h |
| 30 | 1Eh | 94 | D7h | 158 | 3Dh | 222 | B7h |
| 31 | 1Fh | 95 | C7h | 159 | 2Dh | 223 | A7h |
| 32 | 20h | 96 | 8Eh | 160 | A0h | 224 | 2Ah |
| 33 | 21h | 97 | 9Eh | 161 | B0h | 225 | 3Ah |
| 34 | 22h | 98 | 9Fh | 162 | B1h | 226 | 3Bh |
| 35 | 23h | 99 | 8Fh | 163 | A1h | 227 | 2Bh |
| 36 | 24h | 100 | 86h | 164 | A8h | 228 | 6Ah |
| 37 | 25h | 101 | 96h | 165 | B8h | 229 | 7Ah |
| 38 | 26h | 102 | 97h | 166 | B9h | 230 | 7Bh |
| 39 | 27h | 103 | 87h | 167 | A9h | 231 | 6Bh |
| 40 | 28h | 104 | 0Ah | 168 | E0h | 232 | 08h |
| 41 | 29h | 105 | 1Ah | 169 | F0h | 233 | 18h |
| 42 | 2Ah | 106 | 1Bh | 170 | F1h | 234 | 19h |
| 43 | 2Bh | 107 | 0Bh | 171 | E1h | 235 | 09h |
| 44 | 2Ch | 108 | 4Ah | 172 | E8h | 236 | 48h |
| 45 | 2Dh | 109 | 5Ah | 173 | F8h | 237 | 58h |
| 46 | 2Eh | 110 | 5Bh | 174 | F9h | 238 | 59h |
| 47 | 2Fh | 111 | 4Bh | 175 | E9h | 239 | 49h |
| 48 | 30h | 112 | 4Eh | 176 | ECh | 240 | 4Ch |
| 49 | 31h | 113 | 5Eh | 177 | FCh | 241 | 5Ch |
| 50 | 32h | 114 | 5Fh | 178 | FDh | 242 | 5Dh |
| 51 | 33h | 115 | 4Fh | 179 | EDh | 243 | 4Dh |
| 52 | 34h | 116 | 0Eh | 180 | E4h | 244 | 0Ch |
| 53 | 35h | 117 | 1Eh | 181 | F4h | 245 | 1Ch |
| 54 | 36h | 118 | 1Fh | 182 | F5h | 246 | 1Dh |
| 55 | 37h | 119 | 0Fh | 183 | E5h | 247 | 0Dh |
| 56 | 38h | 120 | C0h | 184 | ACCh | 248 | 90h |
| 57 | 39h | 121 | D0h | 185 | BCCh | 249 | 91h |
| 58 | 3Ah | 122 | D1h | 186 | BDCh | 250 | 81h |
| 59 | 3Bh | 123 | C1h | 187 | ADCh | 251 | 88h |
| 60 | 3Ch | 124 | C8h | 188 | A4Ch | 252 | 98h |
| 61 | 3Dh | 125 | D8h | 189 | B4Ch | 253 | 99h |
| 62 | 3Eh | 126 | D9h | 190 | B5Ch | 254 | 89h |
| 63 | 3Fh | 127 | C9h | 191 | A5Ch | 255 | 80h |

For example:

Overlapping the color codes "20" and "120"

Look up each RGB code of each color in the "256 Color RGB Code Table" on the previous page.

Color Code "20": RGB Code "40h"

Color Code "120": RGB Code "C0h"

Their data on the GP are as follows.

Color Code "20": RGB Code "40h"

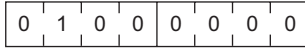


Color Code "120": RGB Code "C0h"

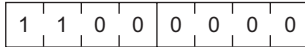


Operate by XOR for XOR display.

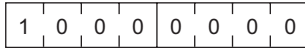
Color Code "20": RGB Code "40h"



Color Code "120": RGB Code "C0h"




Operation Result: RGB Code "80h"

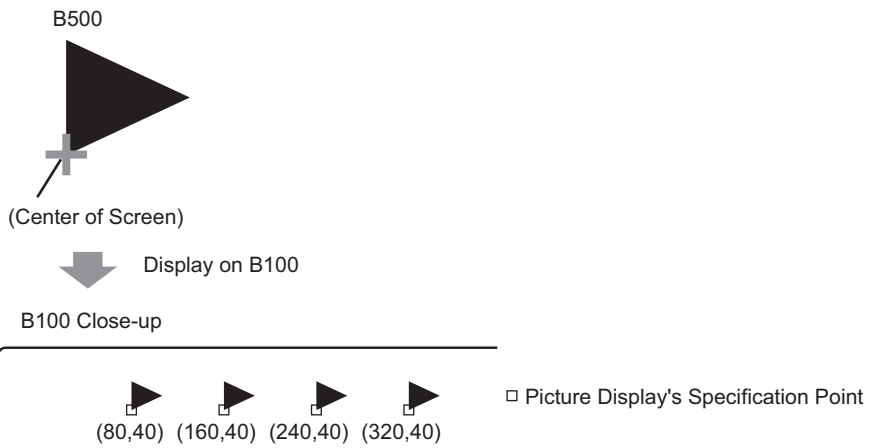


From the operation result, when overlapping the color codes "20" and "120", a color with the following color code displays.

Color Code "255": RGB Code "80h"

- When you select [Base Screen], [Image], or [Image CF Card] in [Screens of Type], the Picture Display will place the display position pointer  on the screen. This pointer determines the center of the screen you want to call.

For example, screen to call



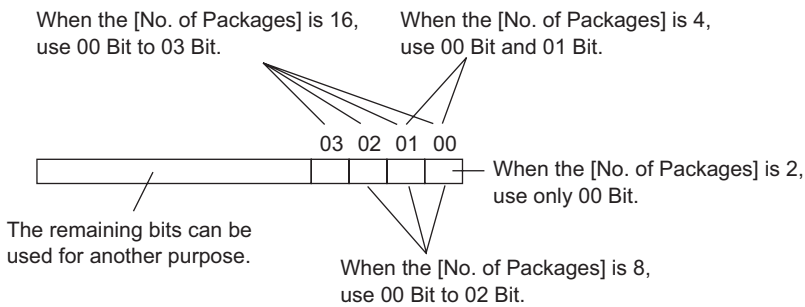
The screen to call is displayed with its center overlapping the point specified on the picture display.

- With [Clearing Action] selected, pictures using two or more of the same dots in the drawing process (3-dot or 5-dot lines, lines with 2-dot arrow, or raised characters, etc.) cannot be normally displayed on a screen to display.
- If the overlapping target is image font, it will not have the XOR display.
- Only when the [Screens of Type] is [Mark] and the [Specify Screen] is [Constant], can you set watermark to the background color both When Bit is ON and When Bit is OFF.

9.6.2 Restrictions for Picture Display (State Display)


When [Package] is selected under [Screens of Type]

- Pictures to be called change in response to the state changes of sequential bits starting from the 00 bit in the specified word address. In response to the [Number of Packages] (2, 4, 8, or 16), bits are automatically assigned from the specified word address 00 bit.



- If an undefined package is selected, the Picture Display will show nothing. For example, when the [Number of Packages] is 16, and 0 to 3 are the only packages registered, states 4 to 15 will display only the background rectangle.

When the [Screens of Type] is [Base Screen], [Image], or [Image CF Card]

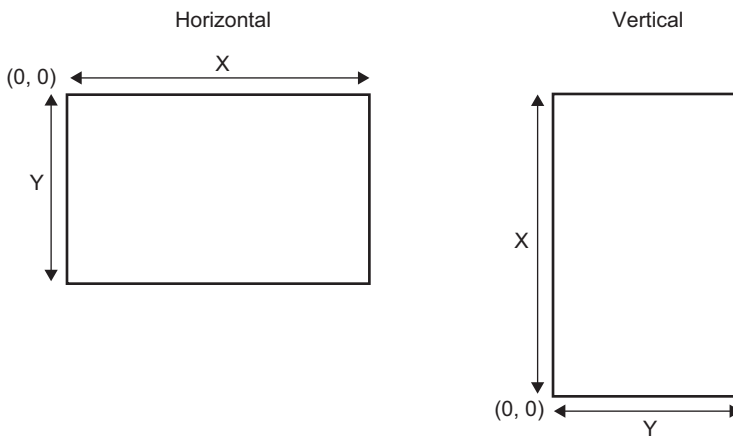
- The picture display places the display position specification point  on the screen. The specification point is placed with reference to the center of a screen you want to call. The screen to call displays with its center overlapping the point specified on the picture display.

9.6.3 Restrictions for Picture Display (Move Display)

- When you operate two or more picture displays with move displays on the same screen, the move displays should not be overlapped. With move displays overlapped, picture displays may not be properly displayed.

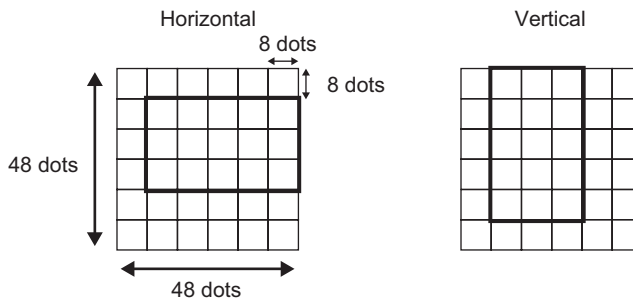
When the [Screens of Type] is [Base Screen], [Image], or [Image CF Card]

- If another picture is already drawn at the location where you move and display a screen picture, the overlapping part of the called screen and the picture will have the XOR display.
- Pictures with lines 3 to 9 dots thick cannot display on the screen.
- When portrait is selected as the orientation, the [Area Migration] coordinate system is as follows.

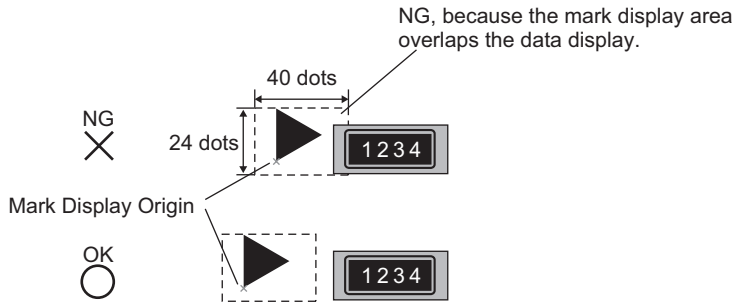


When the [Screens of Type] is [Mark]

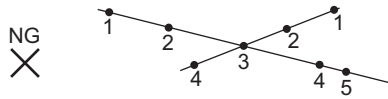
- When moving and displaying a mark over the bold line borders in the following figures, in the [Display] tab under Picture Display, select the [Standard (48x48)] option for the [Display Size]. Note that displays outside the line border may remain.



- If a mark screen shown in a picture display overlaps another part, it may not be properly displayed. Overlapping positions set on multiple picture displays also cause an improper display.



Two picture displays' positions overlap, causing an improper display.



- You cannot display the marks at two or more locations at the same time on one picture display.
- Marks are not displayed when the display position data [Control Word Address] is 0.
- If the set display position intervals are small and the marks' display areas overlap each other, the marks are displayed improperly. In setting a display position, make enough intervals taking a mark display area into account.
- When the [Specify Screen] is [Address] and marks of different sizes are called, if a smaller mark is called after a larger mark, the previous mark may remain on the screen.
- For the picture display, when the Move Display [Screens of Type] is [Mark], you can place up to 30 marks on one screen. You can set 99 display positions on one picture display. The total number of display positions per screen should be within 512.

9.6.4 Restrictions for Picture Display (CF Image Display)

- JPEG files inside the CF card can only be displayed at up to 1024 x 768 pixels.
- If you clear a displayed JPEG file image with the special data display [File Manager], the image will remain displayed. The image is cleared by overwriting with screen change or another image.
- You can display only one picture display interacting with a file manager on a screen. When multiple picture displays are displayed at a time by placing them on a window screen, they act in the following priority order.
 1. Ones placed on a base screen
 2. Ones placed on a local window
 3. Ones placed on a global window
- For a JPEG file, the image displays with reference to the top-left corner of the display area. However, if an image is larger than the display area, only the portion that falls into the display area from the top-left corner displays. With update display, the display area is filled with the clear color.
- Displayed JPEG files cannot be automatically erased. JPEG files that are displayed when the Trigger Bit Address turns ON (or OFF) will remain displayed even when the Trigger Bit Address turns OFF (or ON).
- For JPEG files in the CF card, even if the [Orientation] is changed and the Picture Display is rotated, the JPEG files will not appear rotated. If you want to rotate and display a picture, please load an image into the CF card that has already been rotated.
- When using multiple Picture Displays on a screen to display JPEG files, and when a screen change occurs, the order in which parts are displayed may differ from the drawing order.

When the [Display Method] is [Specify File Name] and the [Specification Method] is [Address]

- Specify the data to store with a full path (folder name and file name). The full path should be 20 single-byte characters (10 words) or less. If it is less than 20 characters, be sure to store "00h" at the end.
- Put " \" between the folder name and file name in a full path.
- The file name should be 8 single-byte characters or less. Only Bin and JPEG files are supported.
- Only GP internal addresses (LS or USR) can be set in the [Display Screen Specification Address].

