

Chapter 1

Menu Screen

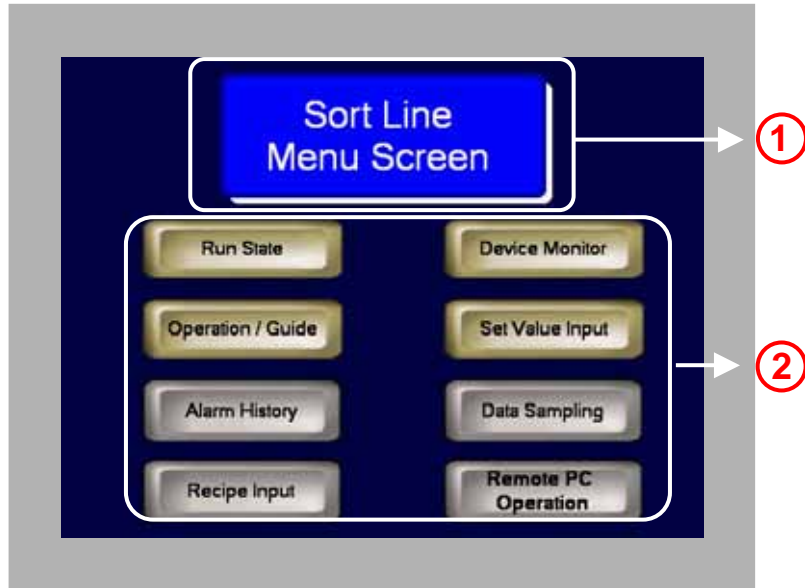
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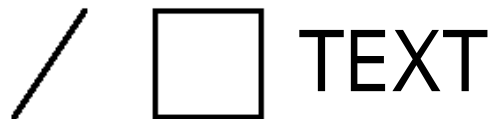
Instruction

Menu Screen

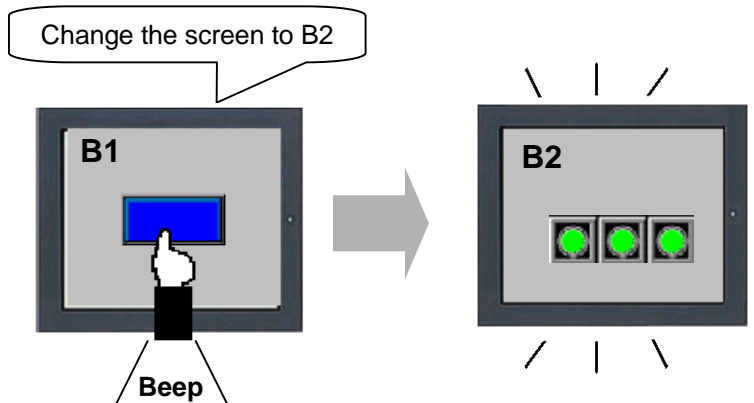
The menu screen is an initial screen that appears when a GP is powered on. This section explains how to create a screen title and screen-change switches.



- 1) Display the screen title using Draw features.
(→ See page 1-10.)



- 2) Screen-change switches to change screens.
(→ See page 1-13.)





Drawing













Instruction

To place a line, a rectangle, a text, etc. on the screen, use the Draw features.

Draw Features

Select an icon of the feature on the Draw tool bar.



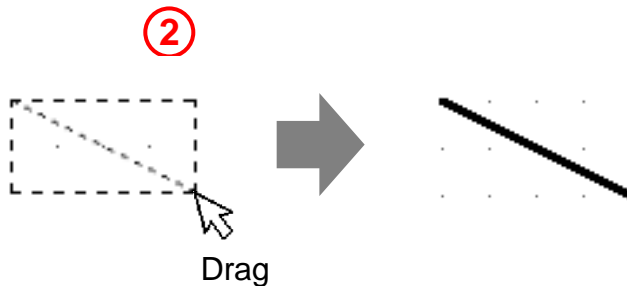
-  **Text:** Places a text.
-  **Dot:** Draws one to five dots at a time.
-  **Line:** Draws a line by dragging the mouse from the start to the end .
-  **Polyline:** Draws a polyline by clicking the start point, the vertex and the end point on the line.
-  **Rectangle:** Draws a rectangle by dragging the range of placement.
-  **Polygon:** Draws a polygon by clicking the vertexes.
-  **Circle/Oval:** Draws a circle by dragging the range of placement.
-  **Arc/Pie:** Draws an arc by dragging from the center point to one point on the circle.
-  **Scale:** Places a scale by dragging the range of placement.
-  **Image:** Places an image data registered as an image on the screen.
-  **Call Screen:** Calls and displays pictures or parts registered in other screens.
-  **Table:** Places a table by dragging the range of placement.

(1) Select/Place Line

1) Click the [Line] icon on the tool bar.



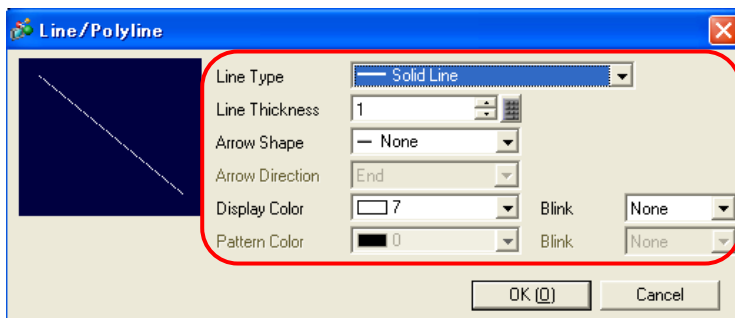
2) Drag the mouse from the start point of the line to the end point.



(2) Edit Line

Select the placed Line. Change its attribute or in the dialog box after double-clicking it or in the Properties window (See the Introduction).

Select the Line Type, Line Thickness, Arrow Shape, Arrow Direction, and Display Color. You can set the Pattern Color when you set the Line Type to a line other than Solid Line. In the Blink settings, you can set a blinking speed or none.



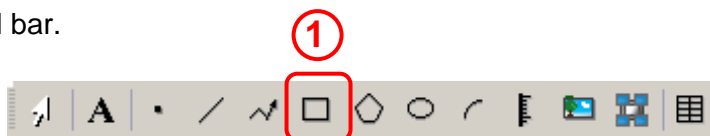
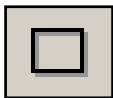
★ One Point

What is the Blink feature?

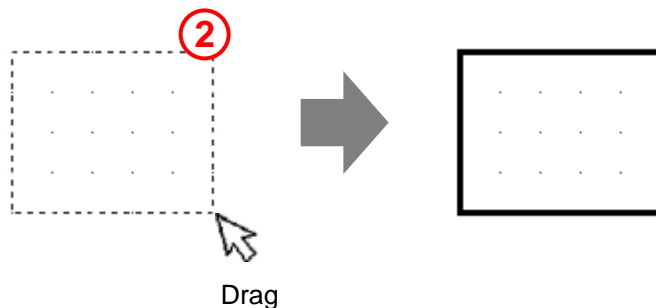
The Blink feature blinks the specified color. If you set the 3-Speed Blink enabled, you can select the speed from medium, fast, and slow. You can also check it in the Simulation mode.

(1) Select/Place Rectangle

1) Click the [Rectangle] icon on the tool bar.



2) Drag the range of the rectangle.



(2) Edit Rectangle

Select the placed Rectangle. Change its attribute or in the dialog box after double-clicking it or in the Properties window (See the Introduction).

1) **Border:**

Specify whether to display or to hide the border. Select the Line Type, Line Thickness, and Display Color. You can set the Pattern Color when you set the Line Type to a line other than Solid Line.

2) **Fill:**

Specify whether to fill in the rectangle or not.

Pattern: Select a fill pattern of the rectangle.

Display Color: Select a color of the fill pattern.

Pattern Color: Select a secondary color of the fill pattern.

3) **Shadow:**

Specify whether to display or to hide the shadow.

Direction: Select a shadow direction to display.

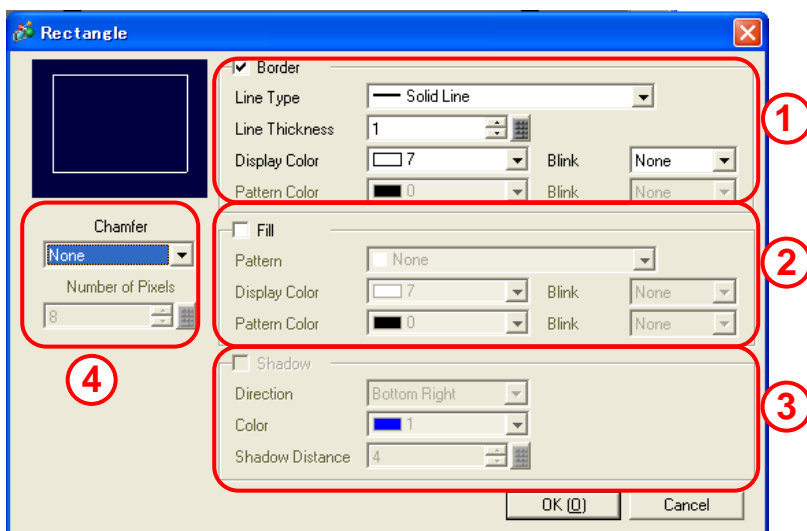
Color: Select a color of the shadow.

Shadow Distance: Select a shadow width from 1 to 16.

4) **Chamfer:**

Select a shape of the chamfer from [None/ Line/Circle].

Number of Pixels: Set the number of pixels of the chamfer.



Setting Example

Border: Checked

Fill: Checked

Shadow: Bottom Right, 8dots

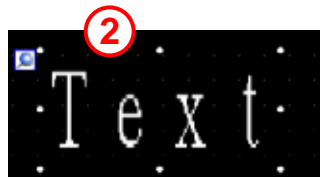
Chamfer: Circle, 8 dots

(1) Select/Place Text

1) Click the [Text] icon on the tool bar.



2) Click the screen where to place the text.



(2) Edit Text

Select the placed text. Change its attribute or in the dialog box after double-clicking it or in the Properties window (See the Introduction).

1) **Direct Text:**

Enter a text to be displayed in the text input field (5) directly.

Text Table:

Uses the Text Table in the Common Settings and allows you to change languages to display.

2) **Font:**

Select a Font Type (see the following One Point), Text Size, Display Language, etc.

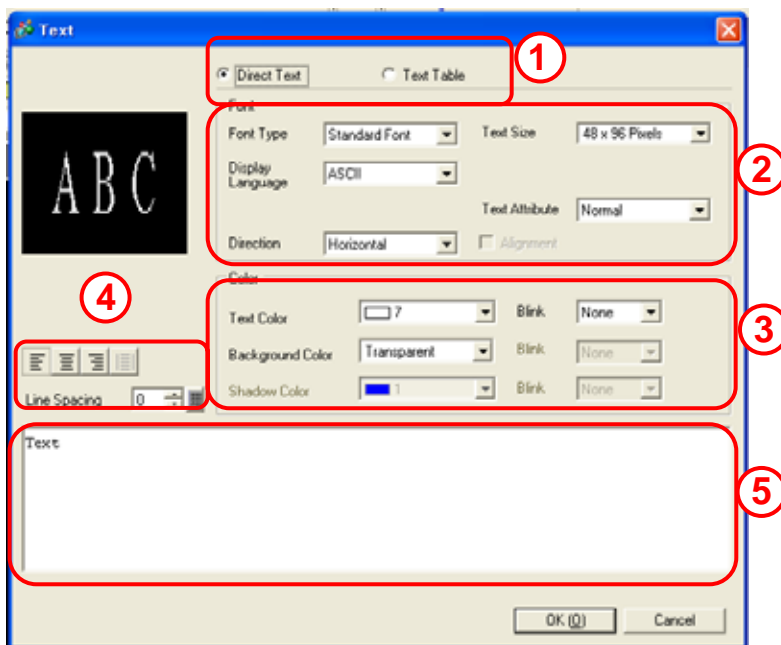
Alignment: The text is aligned center when [Vertical] is selected.

3) **Color:**

Select a Text Color, Background Color, and Shadow Color.

4) **Line Spacing:**

Select a line space from 0 to 255.



★ **One Point**

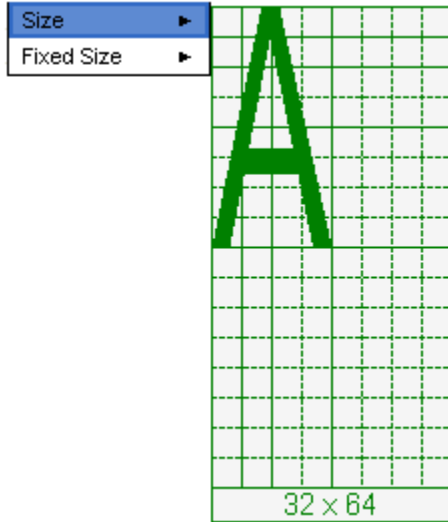
Font Type

You can make texts, labels of switches or lamps, and data displays on the screen look neat by using a desired font.

The following types of fonts are available besides the Standard font.

Standard Font *

You can adjust the font size by 8 dots.



Stroke Font *

You can adjust the font size smoothly by pixel.

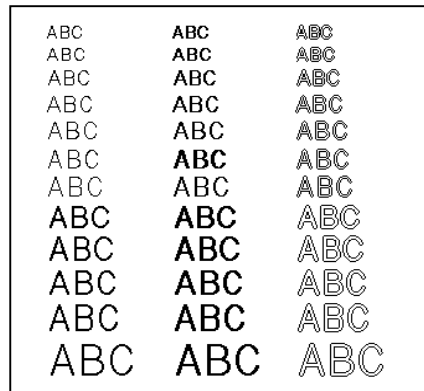


Image Font

You can use fonts, which Windows has, on the screen creation software.



Bitmap Font

You can select from various font models such as 7 segment, neon, LED, metal for Data Display (Numeric Display).



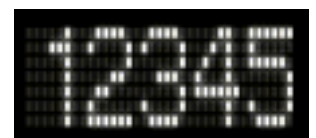
Neon



Meter



Acrylic



LED

* Select the fonts to use in the Font settings of the System Settings.



Edit

Instruction

Drawings, parts, etc. placed on screens are all called “Object”.
This section explains how to edit objects.

(1) Edit Features

Select an icon of the feature on the Edit tool bar or from the right-click menu.



Cut: Deletes an object and stores it temporarily in the clipboard.



Copy: Copies an object to the clipboard.



Paste: Pastes a cut or copied object onto a screen.



Duplicate: Duplicates a selected object on a screen.



Delete: Deletes an object.

Select All: Selects all objects placed on a screen.



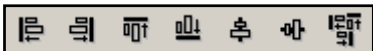
Edit Vertex: Edits, deletes, or inserts each vertex coordinate of a polyline or polygon.



Group: Groups two or more objects.



Order: Moves an object to the front or the back.



Place/Align: Adjust the positions of multiple objects.



Rotate/Flip: Rotates an object by 90 degrees to the right or left, or flips objects horizontally or vertically.

Grid Settings: Sets to show or hide grids, and to place objects along on grids or not.

Guideline Settings: Sets to show or hide guidelines and set their display positions.

Open Screen Option: Displays the Settings for Screen Edit Style window.

* There are more Edit features other than above.

(2) Select Object

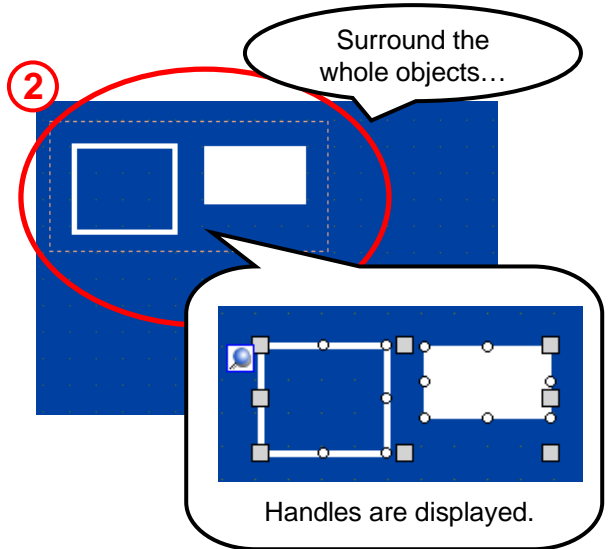
To edit an object, it is first necessary to select which object to edit. This section explains how to select an object.

- 1) Click the [Select Range] icon on the tool bar.




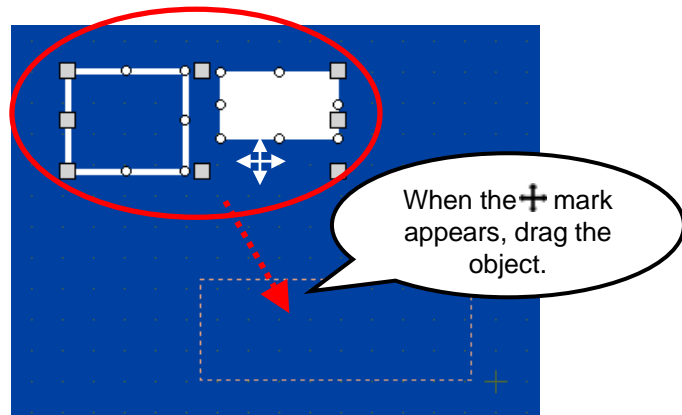
- 2) Click an object to select directly or surround it by dragging. You can also select two or more objects at a time. Handles are displayed on the selected object(s).

* Marks displayed on vertexes of selected objects are called handles.




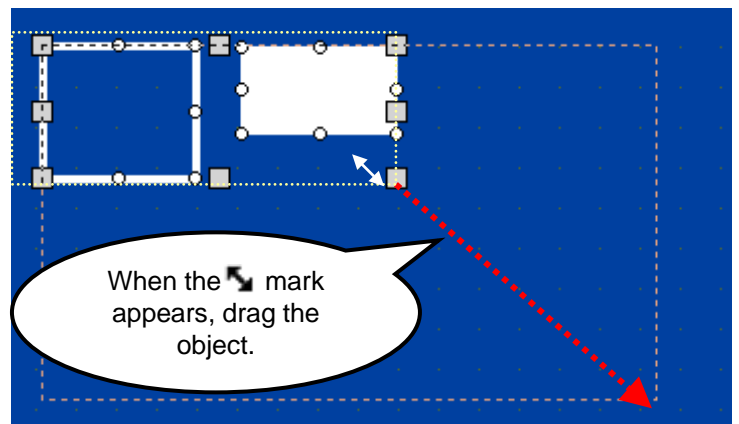
(3) Move Object

Point the cursor over the selected object, but not on any handle. When the cursor turns to the , drag it to the appropriate position.



(4) Enlarge/Reduce Size

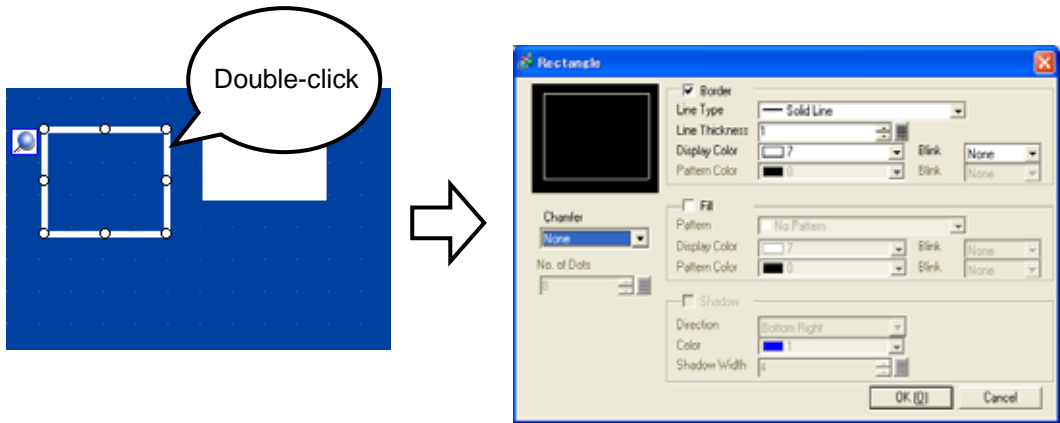
Point the cursor over a handle on the selected object. When the cursor turns to the , drag it to the appropriate size.



(5) Change Attribute

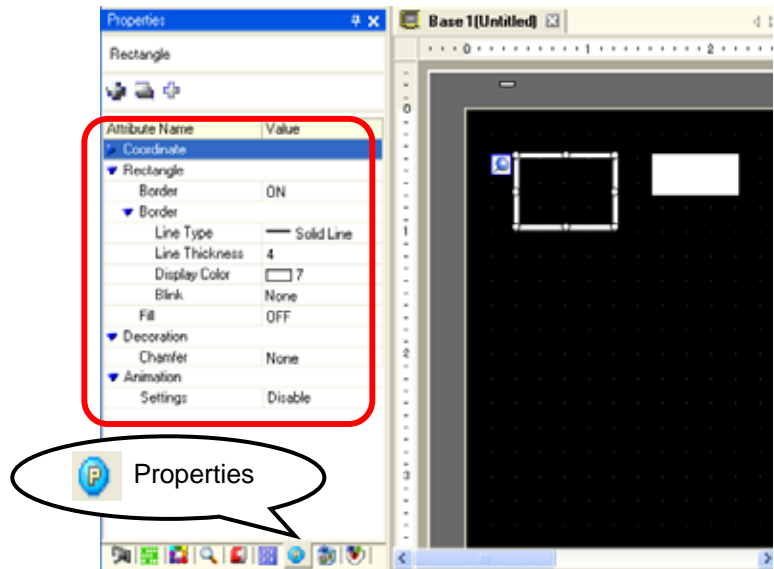
Method 1:

Double-click an object and edit in the dialog box.



Method 2:

Click an object and edit in the Properties window.

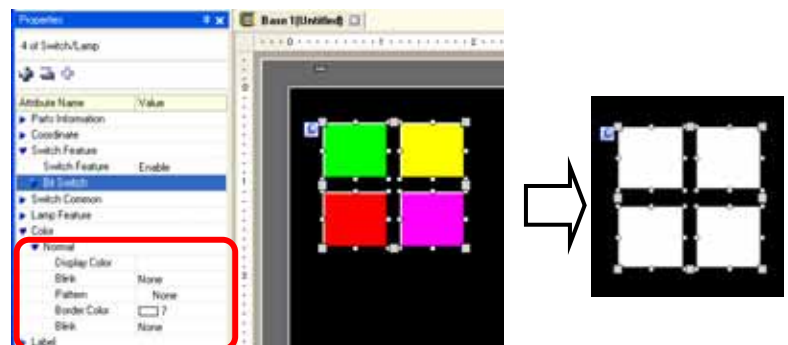


★ One Point

Change Attributes at once

If the parts or objects on a screen are the same type, you can change their attributes at one time in the Properties window by selecting all to be changed.

(Ex. Display color of rectangles)

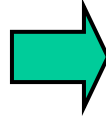




Let's Create Screen Title

Let's create a screen title using a rectangle and a text!

<Practice Screen>



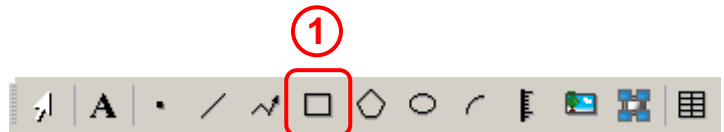
<Completed Screen>



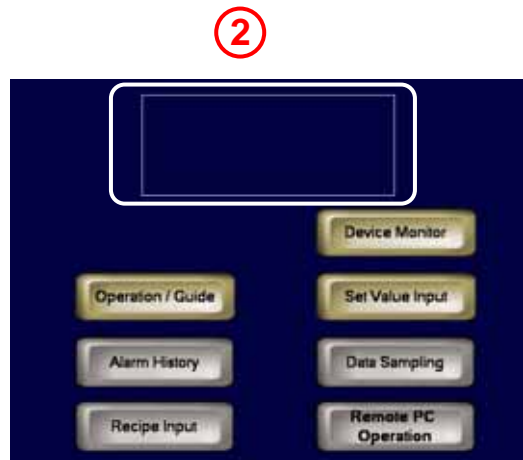
- [Setting Procedures]
1. Open the base screen "1".
 2. Place and set a background rectangle.
 3. Place and set a text in the background.

(1) Select/Place Rectangle

1) Click the [Rectangle] icon on the tool bar.



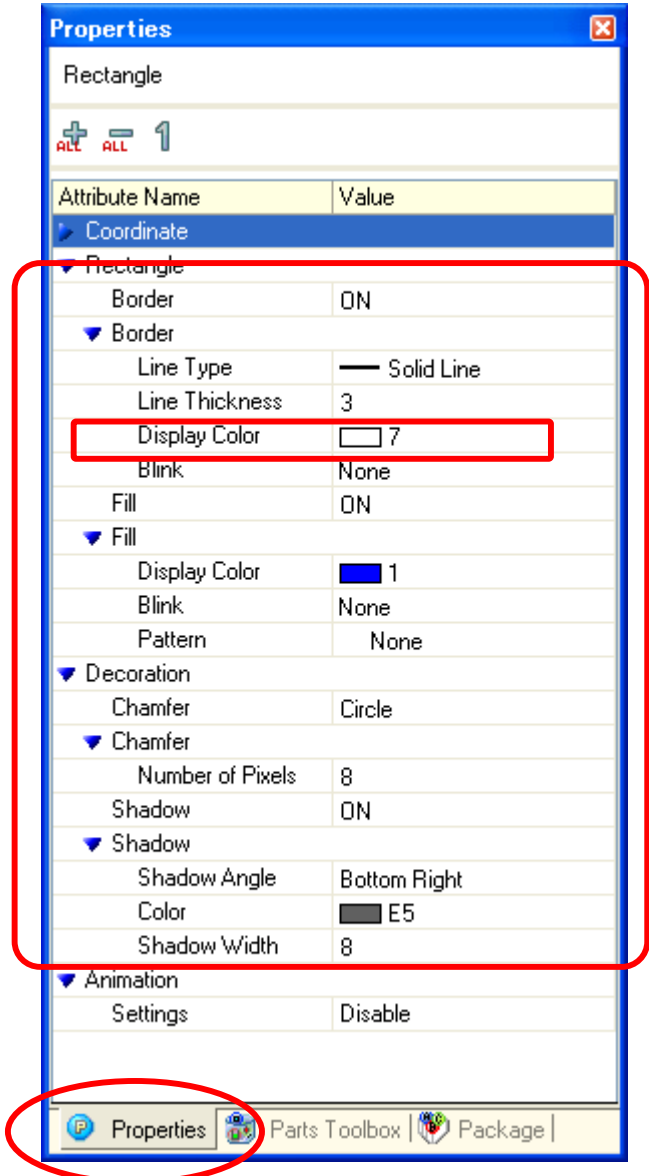
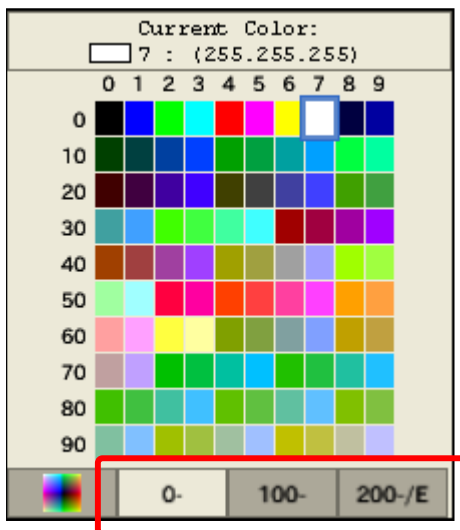
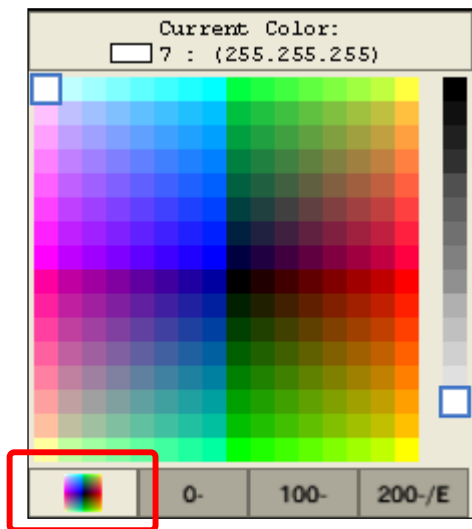
2) Drag the range to place the rectangle.



(2) Edit Rectangle

Select the placed rectangle and edit it in the Properties window as right.

For color selection, change colors on the following pallet, which support 256 colors.



Setting Example

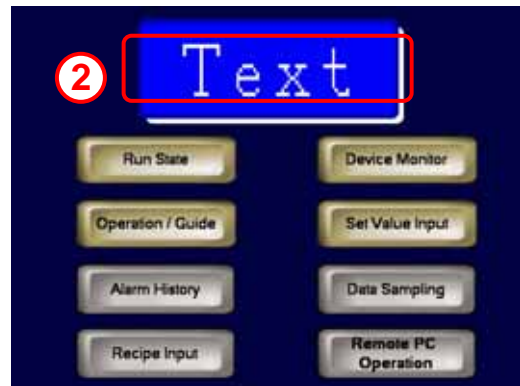


(3) Select/Place Text

- 1) Click the [Text] icon on the tool bar.



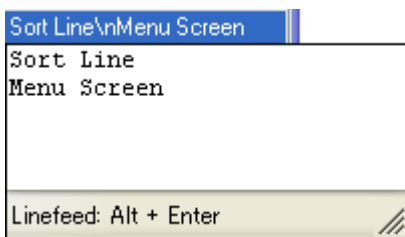
- 2) Drag the range to place the text. After placing it, right-click to change the mouse pointer to an arrow.



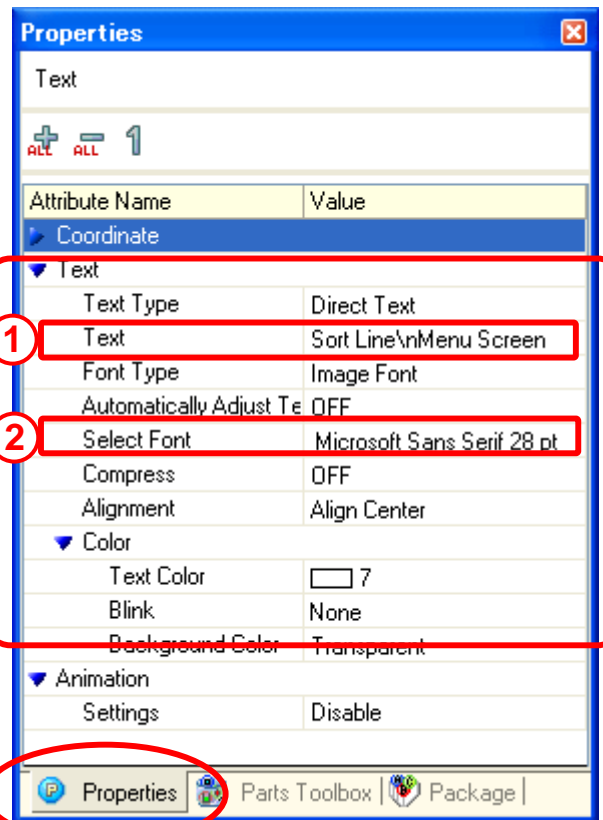
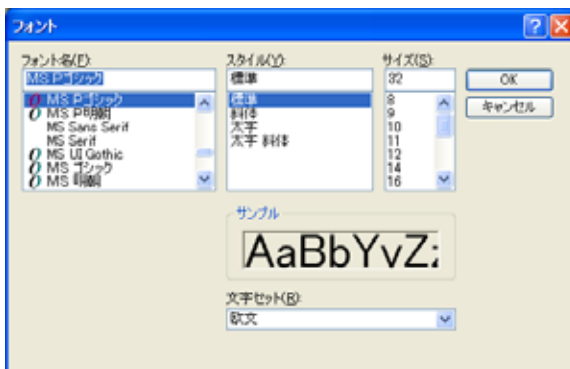
(4) Edit Text

Select the placed text and edit it in the Properties window as right.

- 1) In the Text input field, enter "Sort Line Menu Screen". To make a new line, press Alt + Enter.



- 2) If you select the image font, you can select a Windows font from the following dialog box.



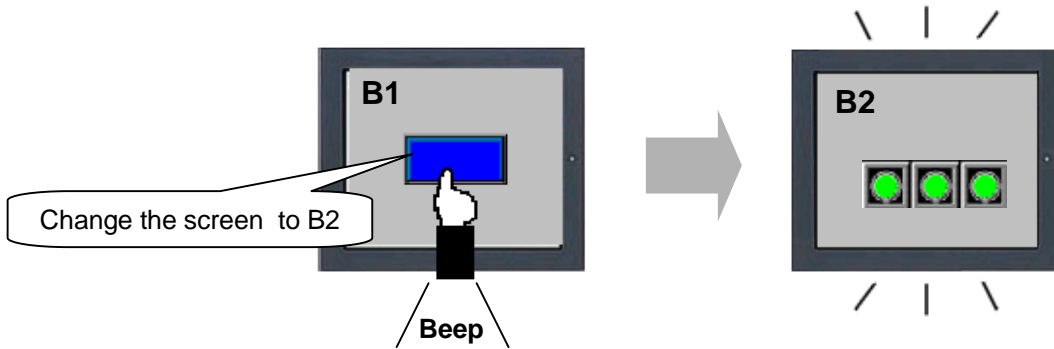
Setting Example





Let's Change Screens by Touch

To change screens by touching a switch, use a "Switch: Screen Change".



<Practice Screen>



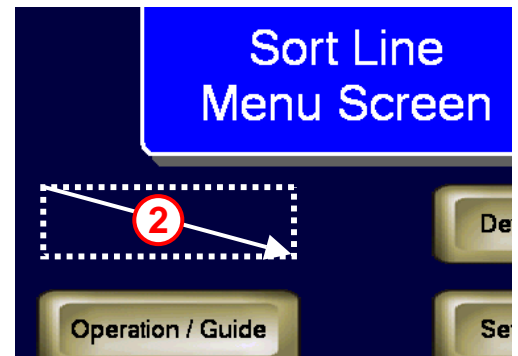
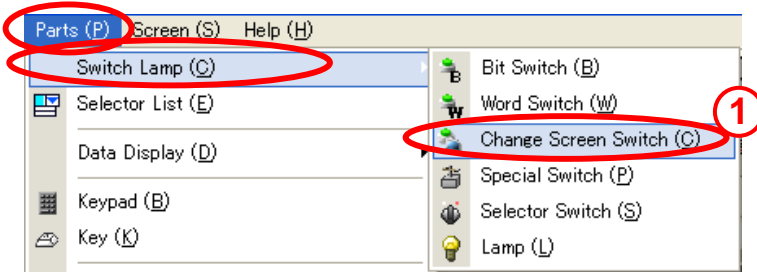
<Completed Screen>



- [Setup Procedures]
1. Open the base screen "1".
 2. Select, place, and set the Change Screen switch.

(1) Select/Place Switch

- 1) Select the Parts menu -> Switch Lamp -> Change Screen Switch.
- 2) Drag the range to place the switch.

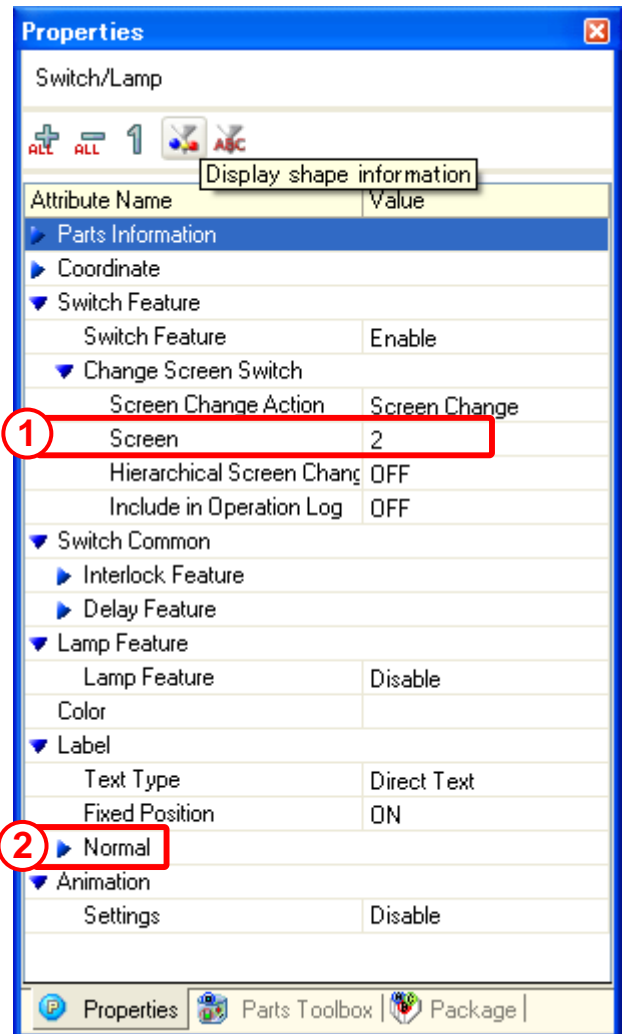


(2) Edit Switch

Select the placed switch and set the items in the Properties window as right.

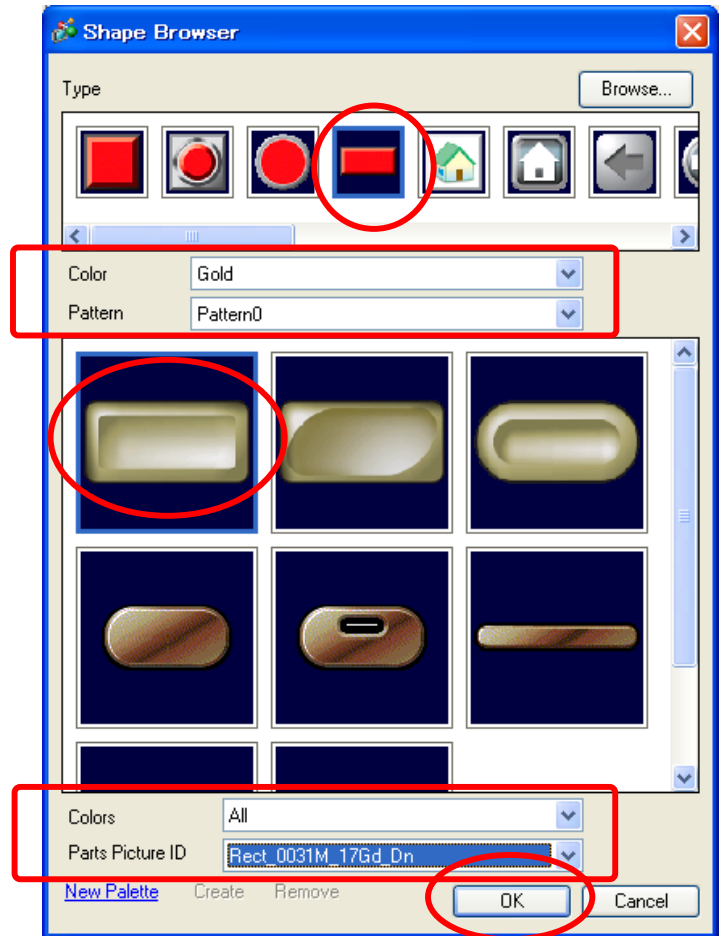
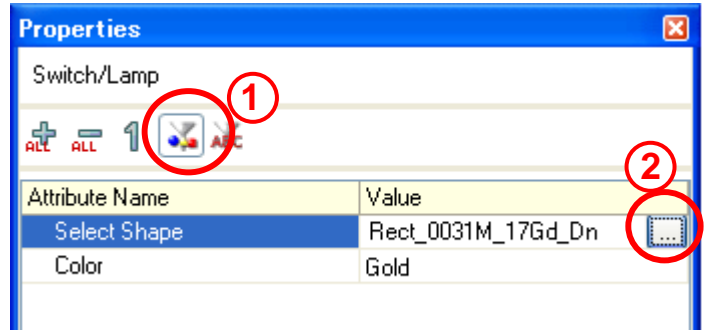
- 1) Expand the Screen Change Switch under the Switch Feature and set the screen number to 2.
- 2) Next, expand the Label and then Normal. Enter the items as follows.

Normal	
Text	Run State
Font Type	Image Font
Automatically Adjust Text S	OFF
Select Font	Microsoft Sans Serif 14 pt
Alignment	Align Center
Text Color	■ 0
Blink	None
Background Color	Transparent



(3) Select Shape

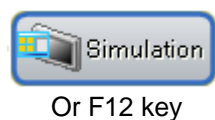
- 1) Click the Display shape information icon in the Properties window.
- 2) Click the icon on the Select Shape.
- 3) Select a shape from the Shape Browser as right and click [OK].



Setting Example



Check the performance in the Simulation mode.



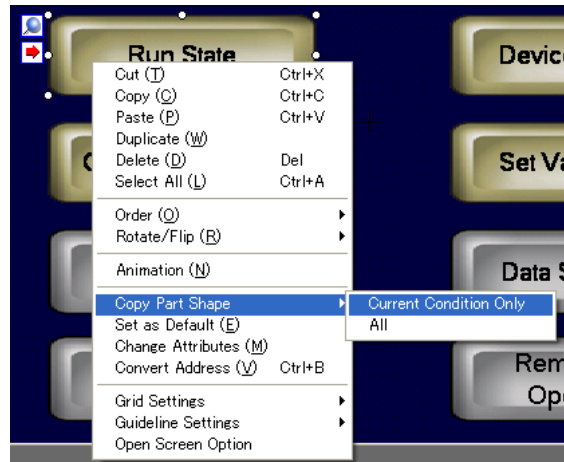
★ One Point

Copy Part Shape Feature

To change the shape of a placed part to that of another placed part, right-click the copy-from part and select “Copy Part Shape.”

If the part has the state change feature such as a Lamp, you can select from “Current Condition Only” and “All.”

Next, right-click the copy-to part and select “Paste Part Shape.” It is possible to paste a shape to several parts.




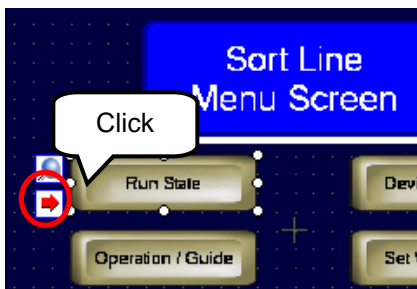
★ One Point

Change Screen / Jump Feature

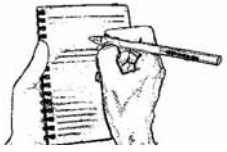


If a switch is set to change screen, an arrow icon will appear on the switch when it is selected.

If you click this  icon, the currently displayed screen will jump to the specified screen. This feature is useful for changing or checking the screen settings.



The specified change-to screen will be displayed.



MEMO