

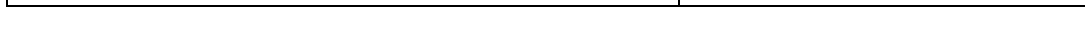
15 | Displaying and Changing Text

This chapter reviews how to display and change text in GP-Pro EX. Please start by reading “15.1 Settings Menu” (page 15-2) and then turn to the corresponding page.

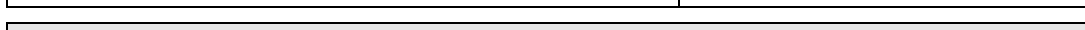
15.1	Settings Menu	15-2
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15.1 Settings Menu

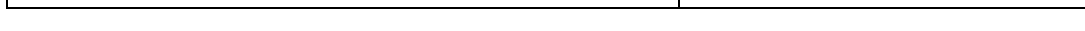
Changing and Displaying Messages (Text)	
D100=1  Pressure Error D100=2  Confirm Rack Enabled Change text based on values entered in the PLC	✎ Setup Procedure (page 15-5) ✎ Introduction (page 15-4)
Changing the Displayed Text	
Divides registered text into several sections and displays each section on a different screen. Text registration screen 001 1. Release the three 002 tabs nearest you & 003 remove the cartridge's 004 top cover. 005 2. Open the left 006 side of the 007 cartridge and 008 remove part A. 009 3. Set the 010 opening part of 011 part A facing 012 downward. 013 014 Register the text. Scroll through the screens and the text displays. 1. Release the three tabs nearest you & remove the cartridge's top cover. Beep  2. Open the left side of the cartridge and remove part A. Beep  3. Set the opening part of part A facing downward. 	✎ Setup Procedure (page 15-9) ✎ Introduction (page 15-8)
Changing Languages (Multilanguage)	



MANAGING THE TEAM Setup Procedure (page 15-24)

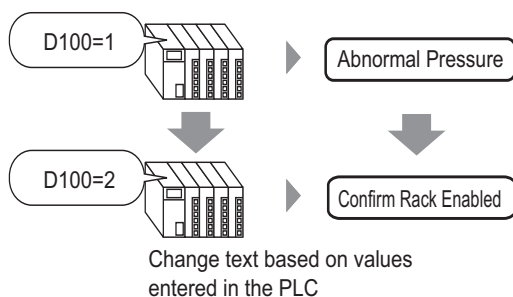


 Enter Password (page 15-33)



15.2 Changing and Displaying Messages (Text)

15.2.1 Introduction

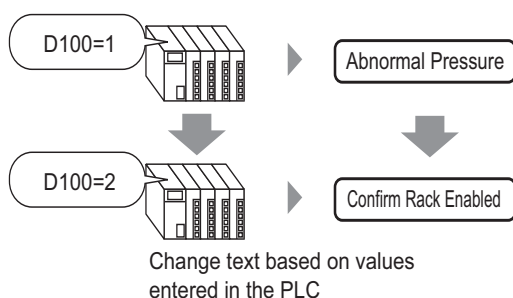


You can change messages according to the bit address ON/OFF state or based on changes in the word address value (0 to 15).

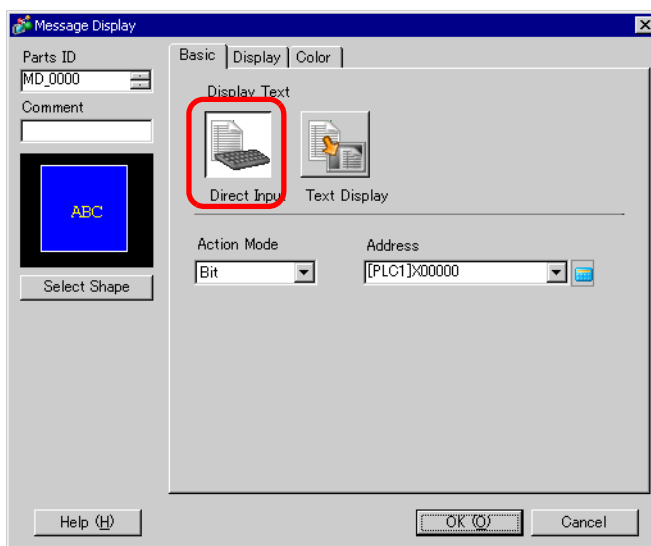
15.2.2 Setup Procedure

NOTE

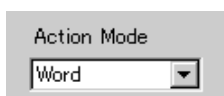
- Please refer to the settings guide for details.
 ➞ "15.7.1 Message Display Settings Guide " (page 15-38)
- For details of the part placement method and the address, shape, color, and label setting method, refer to the "Part Editing Procedure".
 ➞ "9.6.1 Editing Parts" (page 9-38)



- 1 From the [Parts (P)] menu, select [Message Display (M)] or click . Place the Part on the screen.
- 2 Double-click the new Message Display. The following dialog box appears.



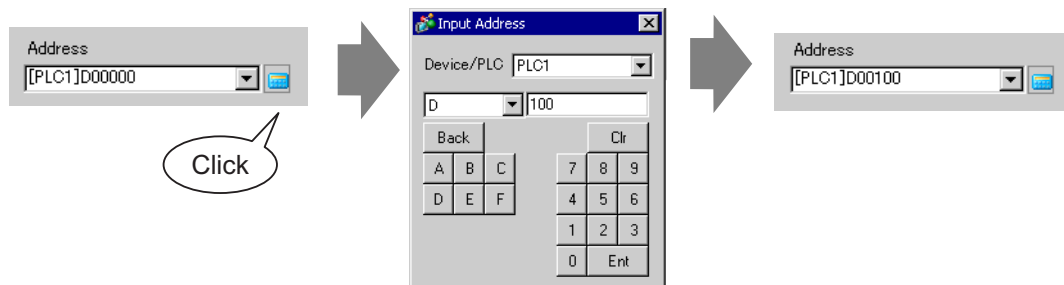
- 3 Click [Select Shape] and select the Data Display shape.
- 4 In the [Action Mode] drop-down list, select the method for changing messages.



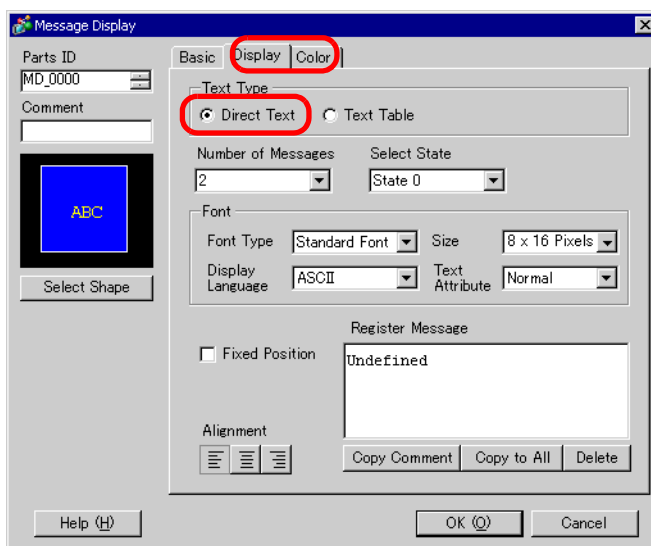
5 In [Address], set the address (D100) to trigger the message display.

Click the icon to display an address input keypad.

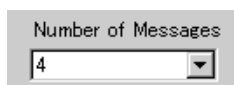
Select device "D", input "100" as the address, and press the Enter key.



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



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



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

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



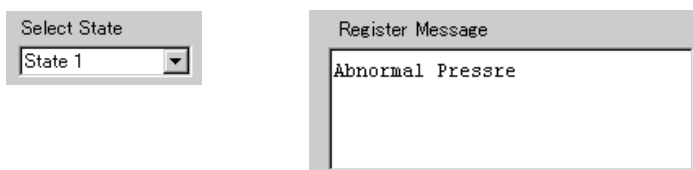
10 Set the message for each state

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



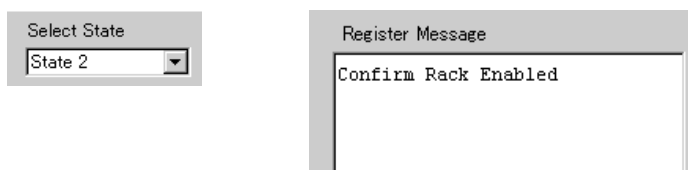
The screenshot shows two side-by-side windows. The left window, titled 'Select State', contains a drop-down menu with 'State 0' selected. The right window, titled 'Register Message', contains an empty text input box.

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



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

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



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

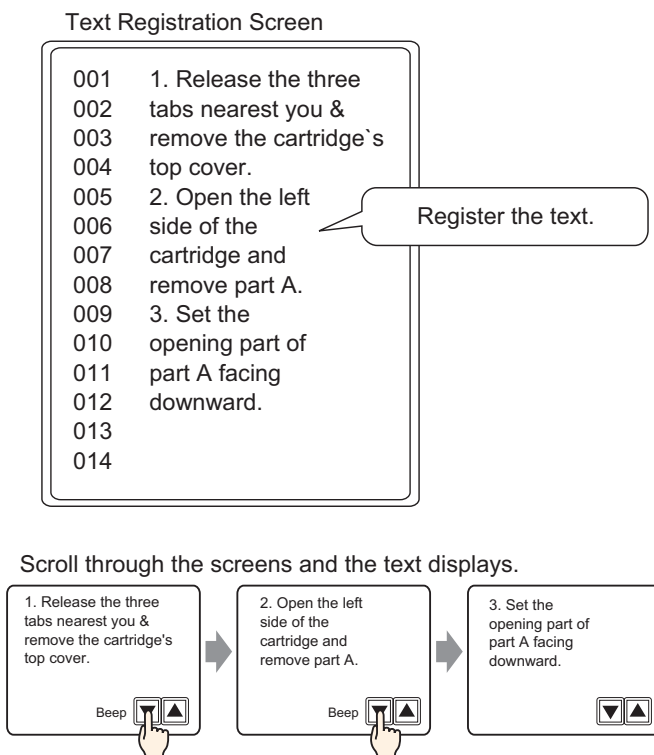
13 As needed, set the Text Color and Plate Color for each state on the [Color] tab, and click [OK].

NOTE

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

15.3 Changing the Displayed Text

15.3.1 Introduction



Displays registered messages on the screen.

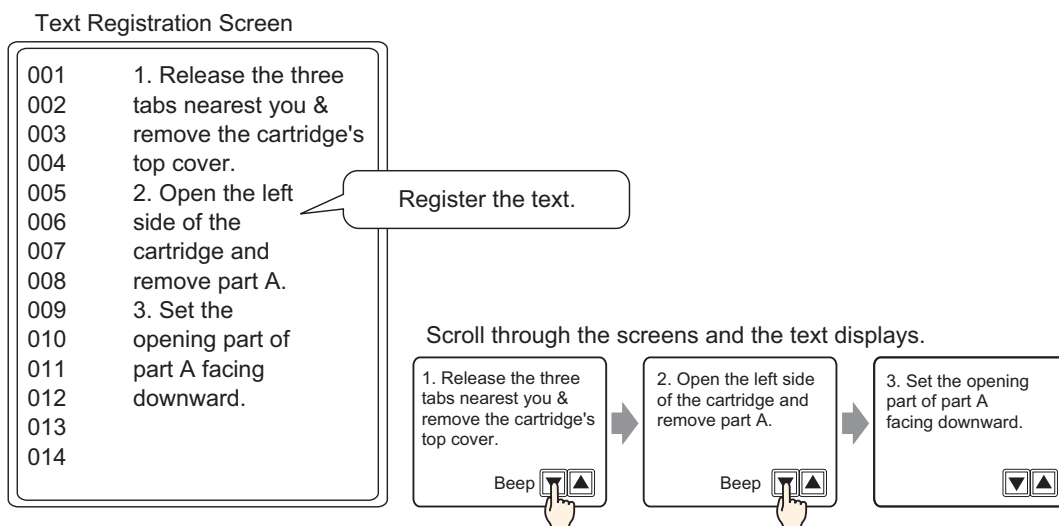
You can display messages that are too large for a single screen by using a series of screens.

15.3.2 Setup Procedure

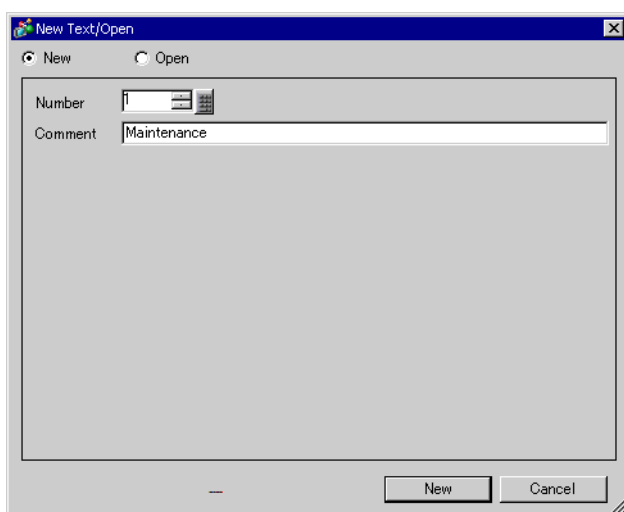
NOTE

- Please refer to the settings guide for details.
 - ☞ "15.7.1 Message Display Settings Guide " (page 15-42)
 - ☞ "15.7.2 Common [Text Registration] Settings Guide" (page 15-49)
- For details of the part placement method and the address, shape, color, and label setting method, refer to the "Part Editing Procedure".
 - ☞ "9.6.1 Editing Parts" (page 9-38)

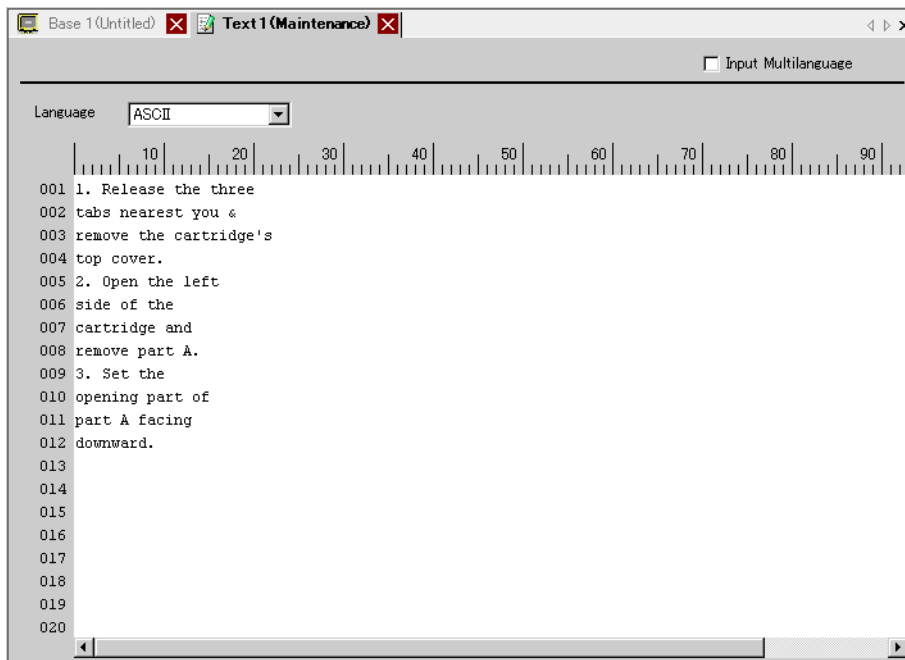
Displays registered text on the screen.



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



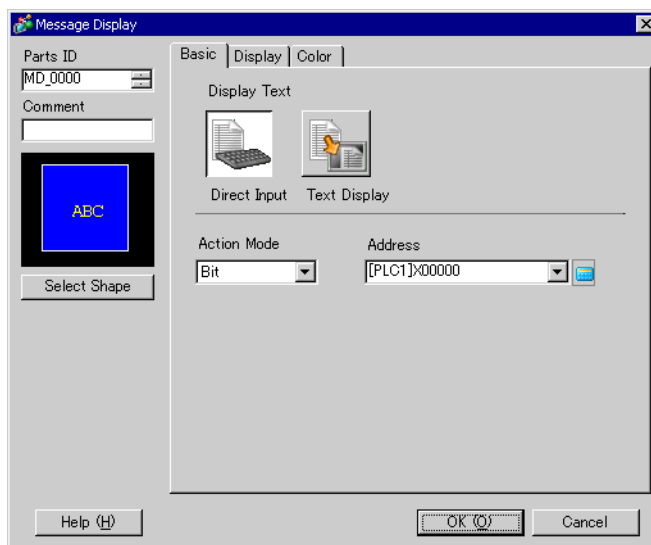
3 The text input screen appears. Enter the text for the message.



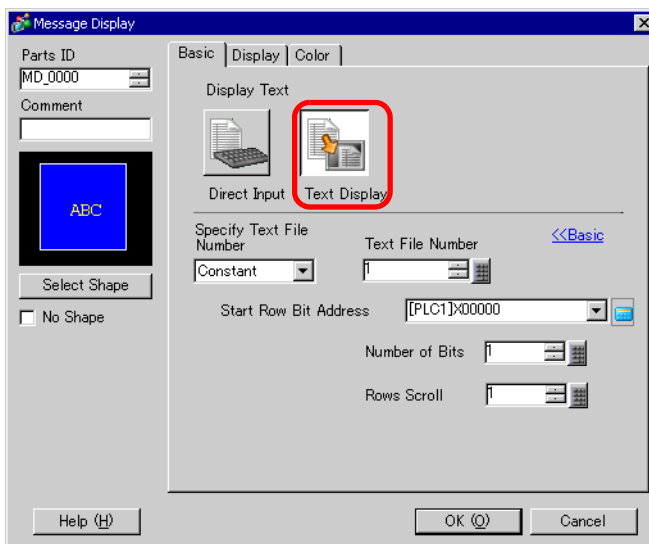
Click at the top right of the screen to close the input screen.

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

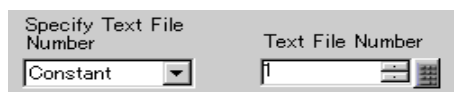
5 Double-click the new Message Display. The following dialog box appears.



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



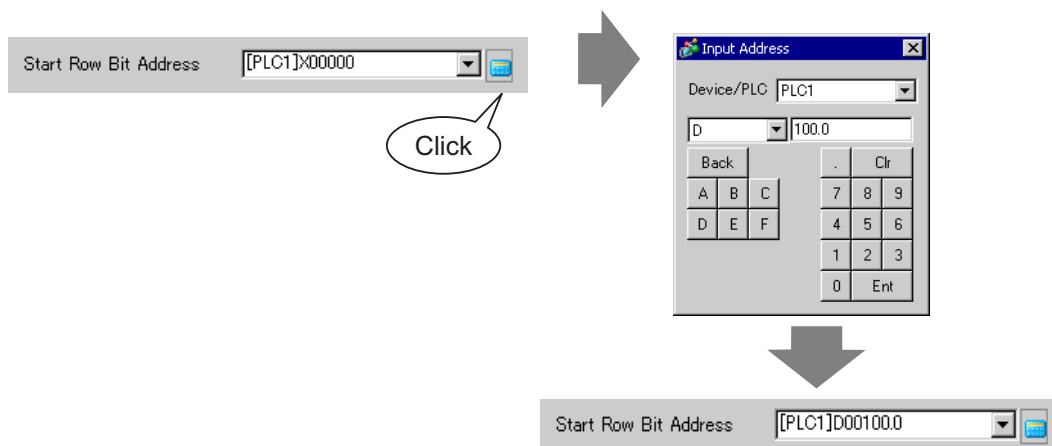
7 In the [Specify Text File Number], select the method of specifying text to display. Set the [Text File Number].



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

Click the icon to display an address input keypad.

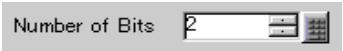
Select device "D", input "100.0" as the address, and press the Enter key.



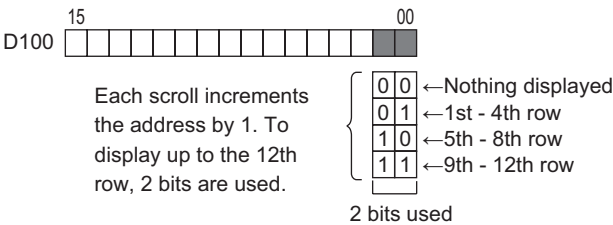
NOTE

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

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



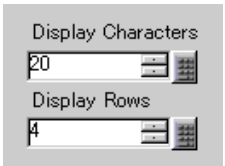
- NOTE**
- The number of bits to use depends on [Rows Scroll]. When scrolling four rows at a time, you need to scroll three times at the maximum to display 12 rows. 2 bits are required to store "3".



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

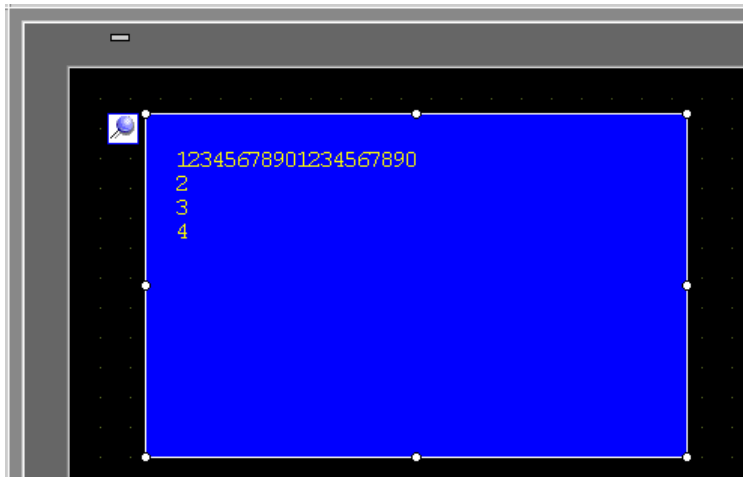


11 Click the [Display] tab. Set the [Display Characters] and [Display Rows].

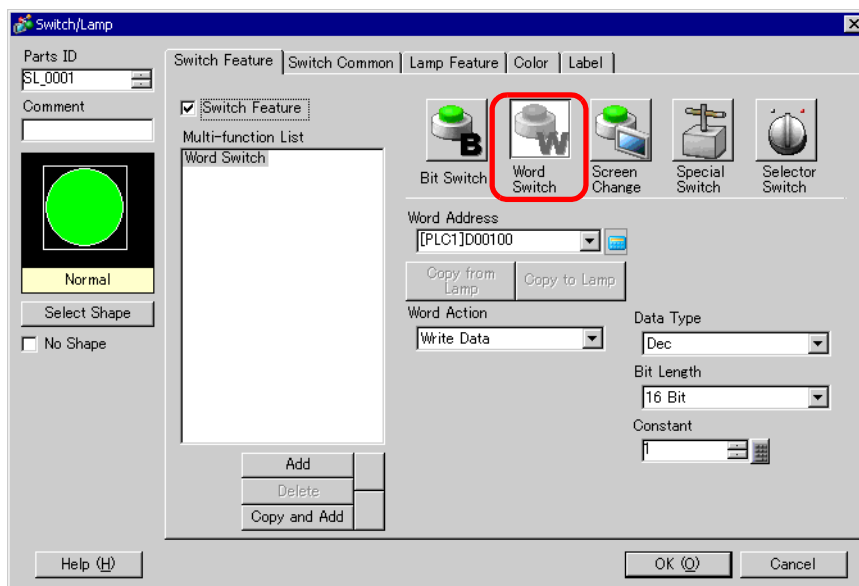


- NOTE**
- Set "1" to [Display Characters] to display one single-byte character. Set "2" for one double-byte character.

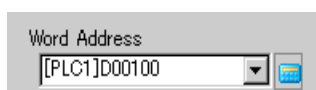
- 12 As needed, set the Message Display color and text color on the [Color] tab, and click [OK].
The Message Display settings are complete.



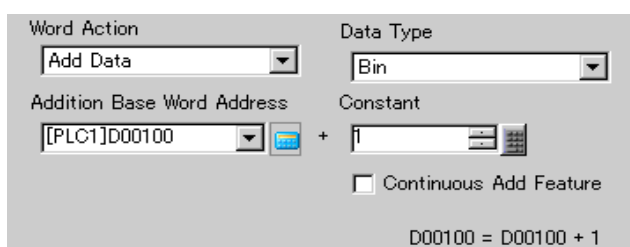
- 13 Set a Switch to use to scroll through message. From the [Parts (P)] menu, point to [Switch Lamp (C)] and select [Word Switch (W)] or click . Place the switch on the screen.
- 14 Double-click the new Switch. The following dialog box appears.



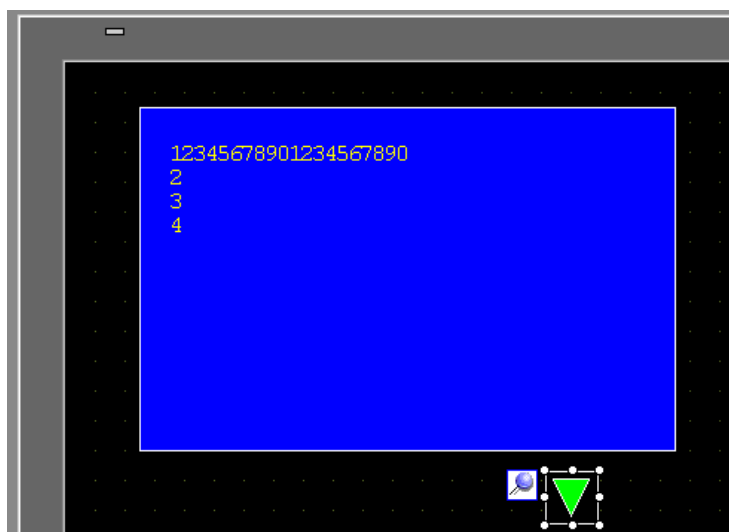
- 15 Click [Select Shape] and select the Switch shape.
- 16 In the [Word Address] field, set the address (D100) where you want to write data when you touch the switch.



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



- 18 As needed, set the Switch color and label on the [Color] tab and [Label] tab, and click [OK].
A Switch to scroll to next text has been created.



- 19 Create a Switch to scroll to previous text as well. Place a Word Switch and select [Subtract Data] from the [Word Action] drop-down list.

Word Action	Data Type
Subtract Data	Bin
Subtraction Base Word Address	Constant
[PLC1]D00000	1
☐ Continuous Subtract Feature	
D00100 = D00000 - 1	

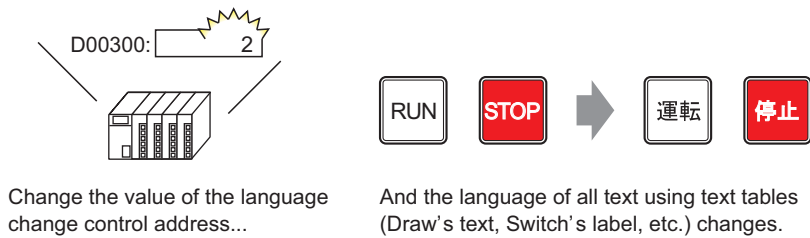
Two scroll switches have been placed.

NOTE

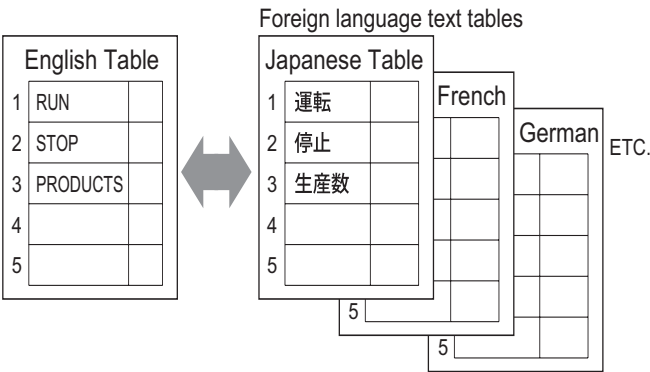
- Text can have up to 512 lines with up to 100 single-byte characters per line.
- When the data designated as the Display Start Row has no corresponding text row, the operation does not occur. The previously displayed rows remain.
- If your text data is wider than the display area, the portion that exceeds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

15.4 Changing Languages (Multilanguage)

15.4.1 Introduction



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



15.4.2 Setup Procedure

NOTE

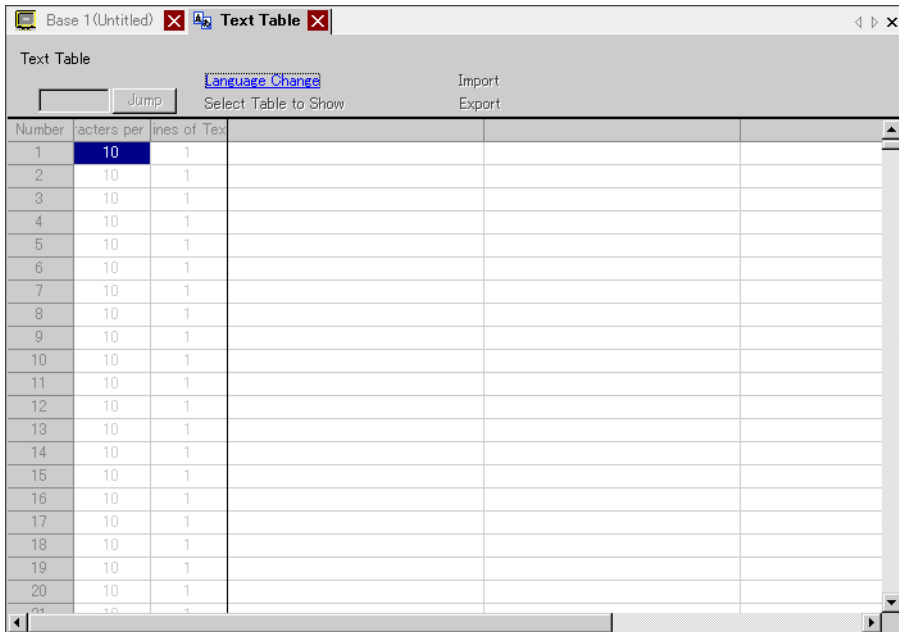
- Please refer to the settings guide for details.
 - ☞ “15.7.3 Text Table Settings Guide” (page 15-51)
 - ☞ “15.7.4 Switch/Lamp - Label (Enable Text Table) Settings Guide” (page 15-56)
- For details of the part placement method and the address, shape, color, and label setting method, refer to the "Part Editing Procedure".
 - ☞ “9.6.1 Editing Parts” (page 9-38)

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

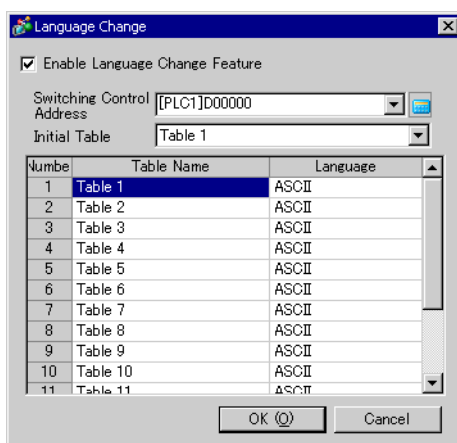


1 Register words and phrases to use on the screen in the Text Table.

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



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



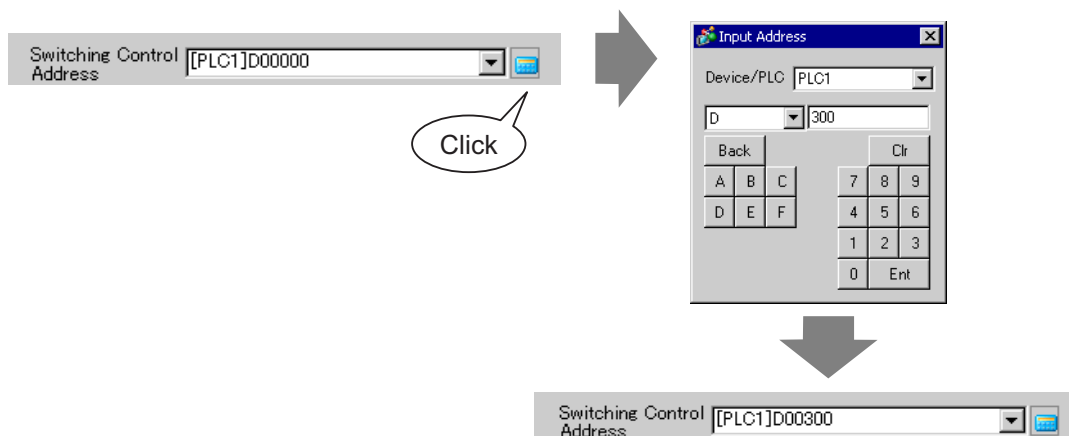
NOTE

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

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

Click the icon to display an address input keypad.

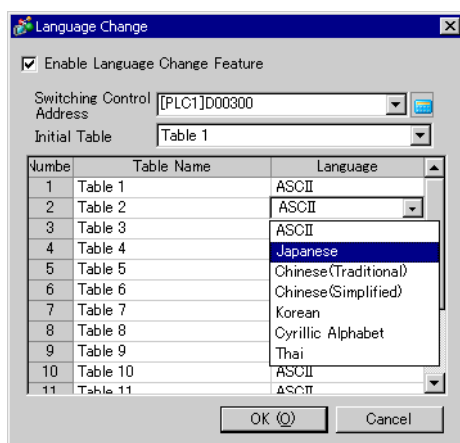
Select device "D", input "300" as the address, and press the Enter key.



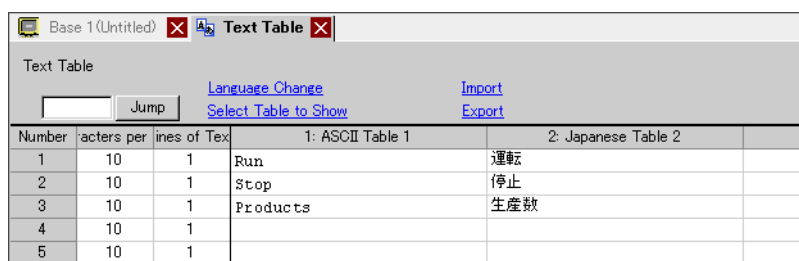
- In the [Initial Table] drop-down list, set the table to display when the specified [Switching Control Address] is set to "0".



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



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

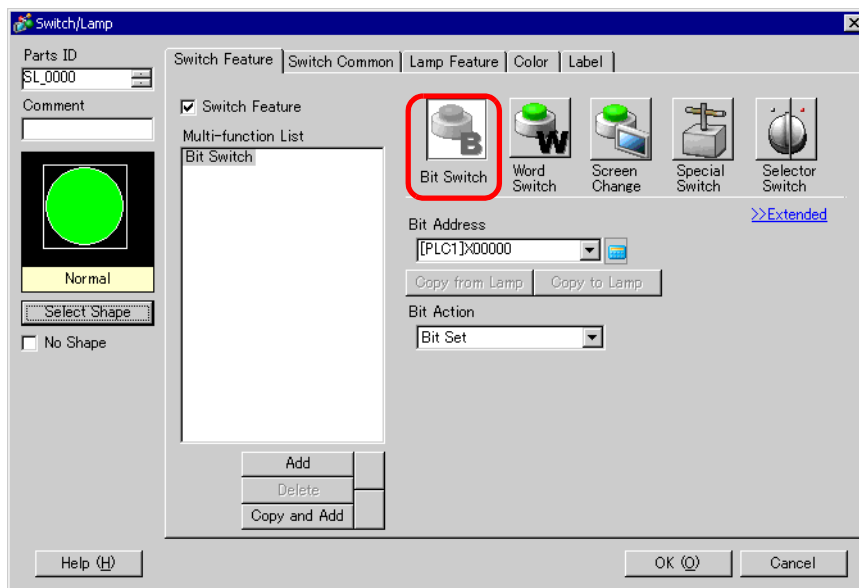


After entering your data, click  at the top right of the screen to close the [Text Table]. Text table registration is completed.
Text table registration is completed.

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

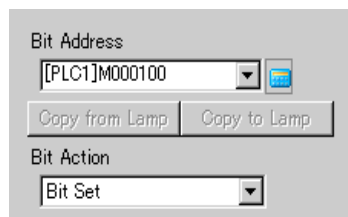
Open the screen. From the [Parts (P)] menu, point to [Switch Lamp (C)] option and select [Bit Switch (B)] or click . Place the bit switch on the screen.

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

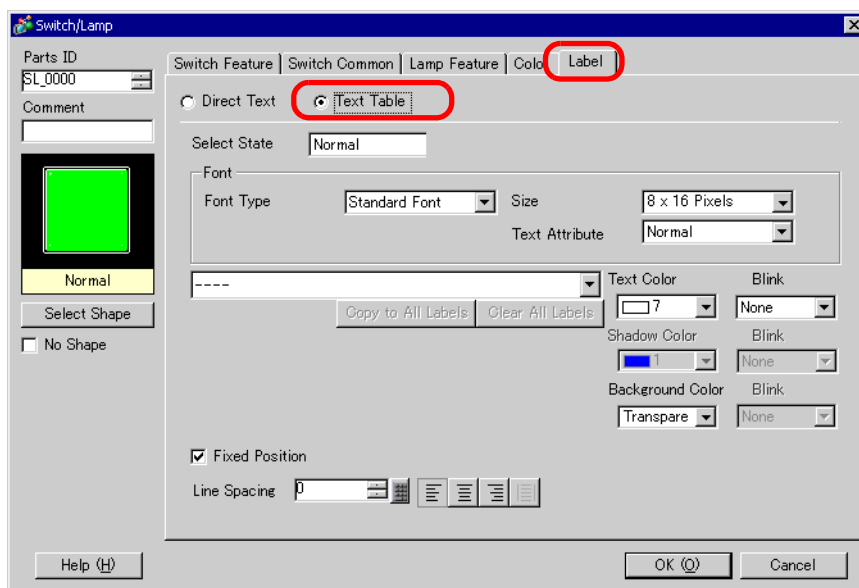


9 Click [Select Shape] and select the Switch shape.

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

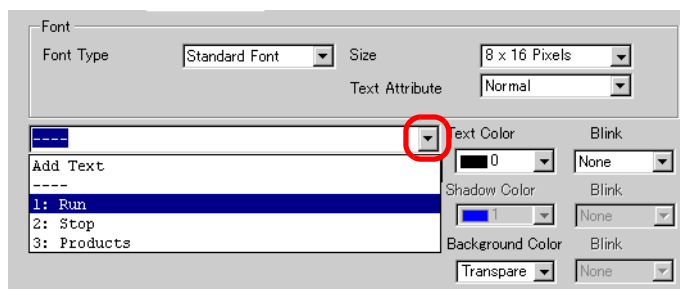


11 Click the [Label] tab, then select [Text Table].



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

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



NOTE

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

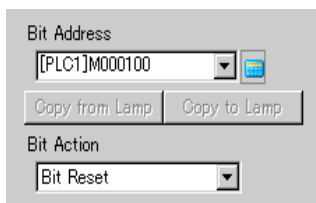
14 Set the label text display position and click [OK].



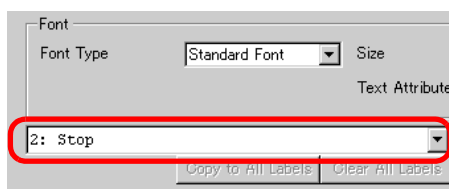
The "Run" Switch has been created.

15 Create the same kind of "Stop" Switch.

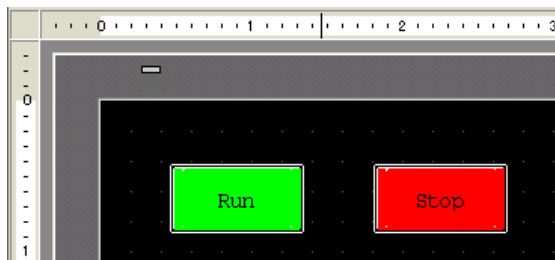
[Switch Feature] Tab



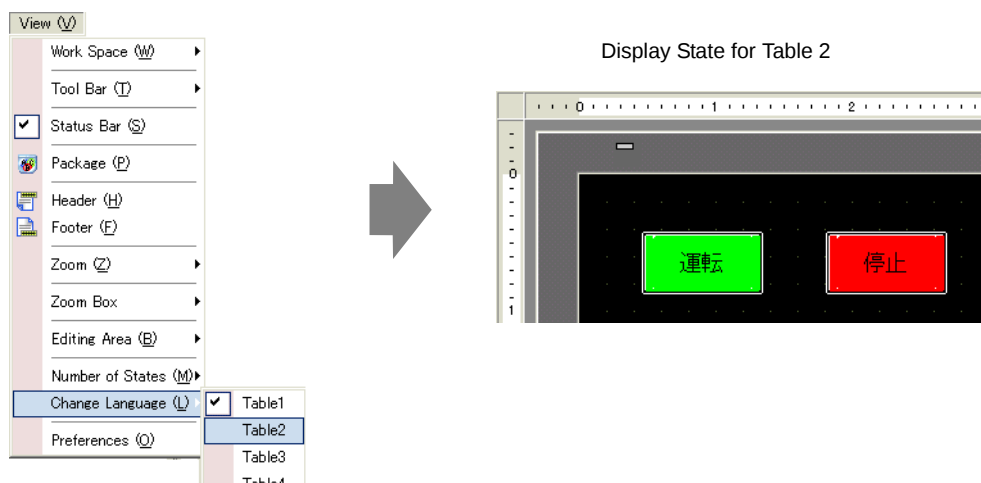
[Label] Tab



Two switches have been created.



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

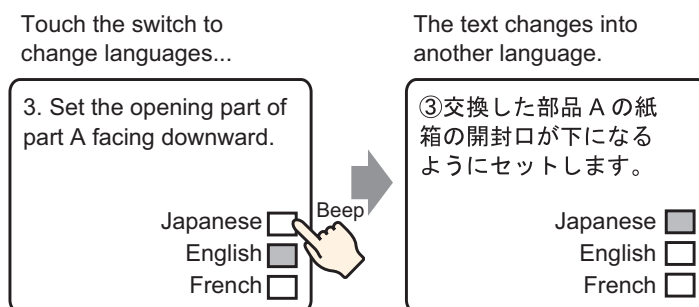


NOTE

- You can use text registered in Text Table for a Message Display, Draw text, Alarm Part item name, Alarm Message, etc. as well as a Switch label.
 - ☞ “15.7.1 Message Display Settings Guide ■ Direct Input ◆ Display (Text Table)” (page 15-40)
 - ☞ “15.7.5 Drawing Text (Using the Text Table) Settings Guide” (page 15-58)
 - ☞ “15.7.6 Alarm Part - Item/Details (Text Table) Settings Guide” (page 15-60)
 - ☞ “15.7.7 Alarm (Enable Text Table) Settings Guide” (page 15-62)
- If you change languages, all the text using Text Table is changed. If text in multiple languages is registered, the language of the displayed text is also changed.

15.5 Changing a Text's Language (Multilanguage)

15.5.1 Introduction



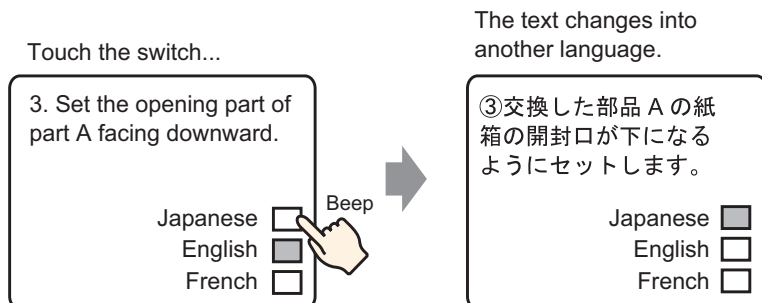
Create a preset text with words and phrases in another language for the text you want to change. You can then change languages of the text even while the system is running. (No translation function is available.)

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

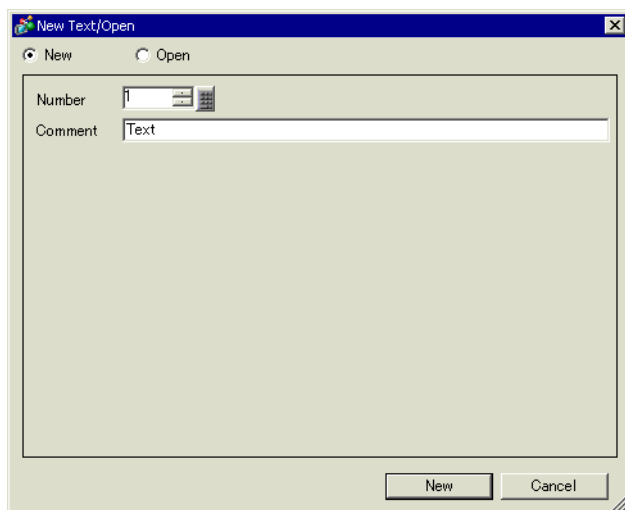
15.5.2 Setup Procedure

NOTE

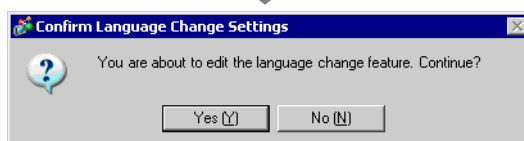
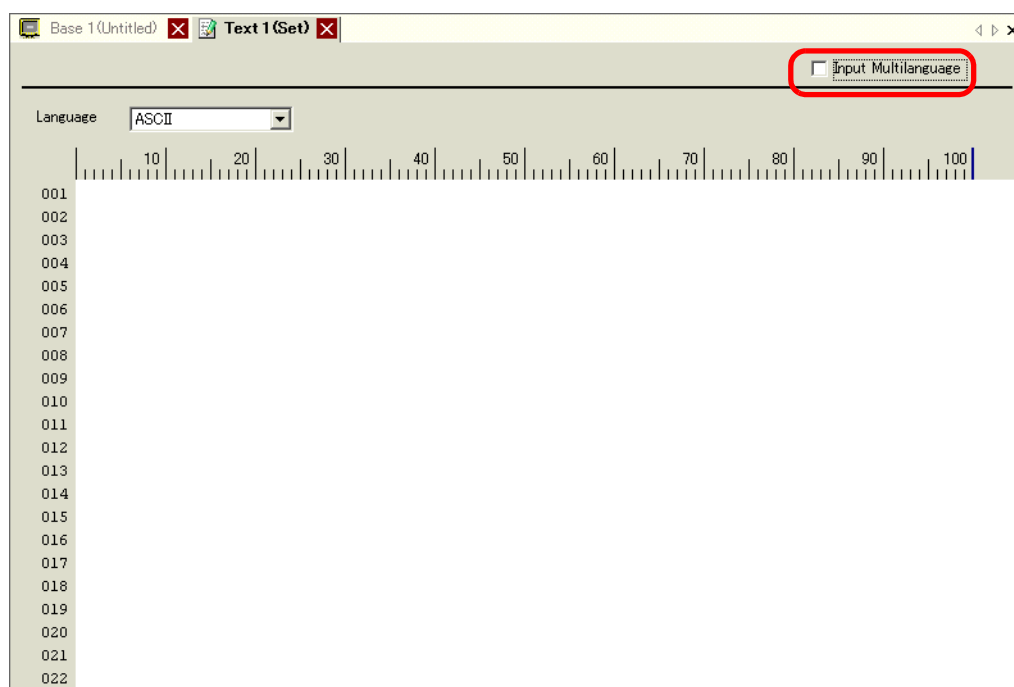
- Please refer to the settings guide for details.
 ☞ "15.7.2 Common [Text Registration] Settings Guide" (page 15-49)
 ☞ "15.7.1 Message Display Settings Guide" (page 15-42)
- For details of the part placement method and the address, shape, color, and label setting method, refer to the "Part Editing Procedure".
 ☞ "9.6.1 Editing Parts" (page 9-38)



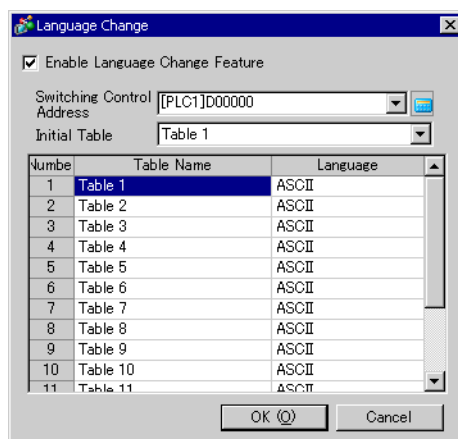
- 1 From the [Common Settings (R)] menu, select [Text Registration (T)] or click . The [New Text/Open] dialog box appears.
- 2 Set the text number and comment, then click [New].



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



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



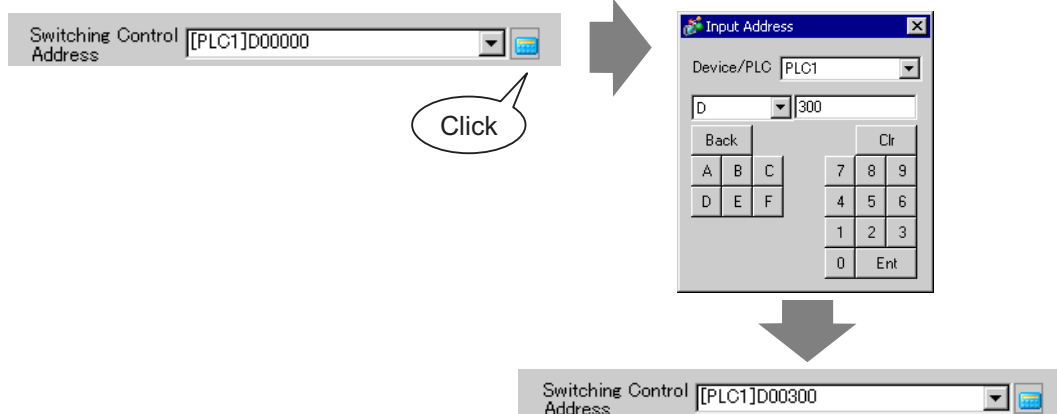
NOTE

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

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

Click the icon to display an address input keypad.

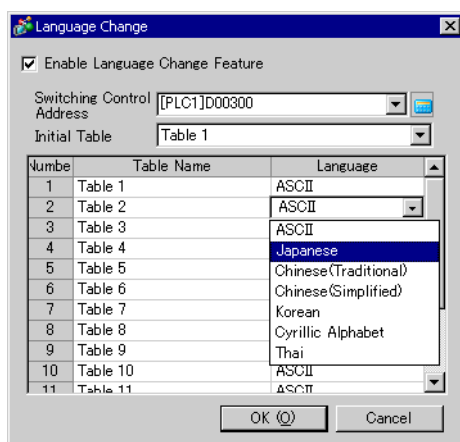
Select device "D", input "300" as the address, and press the Enter key.



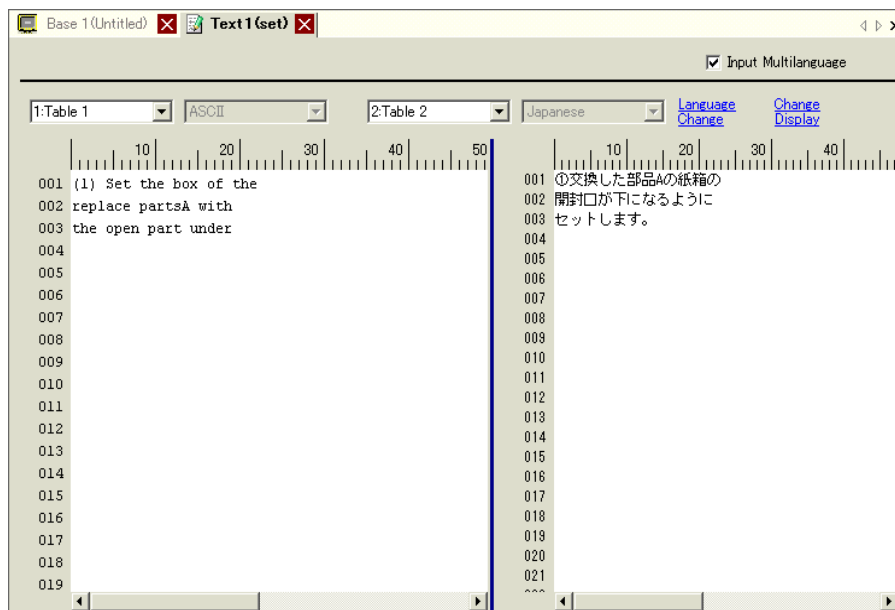
- In the [Initial Table] drop-down list, set the table to display when the [Switching Control Address] is set to "0".



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



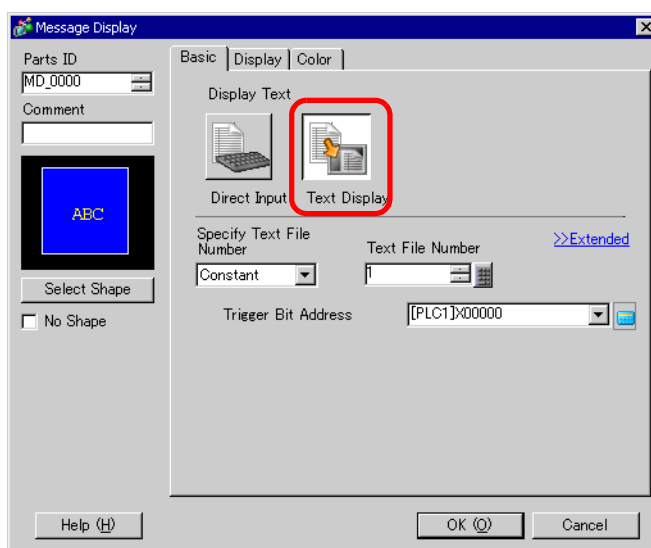
8 Enter the text to display for each table.



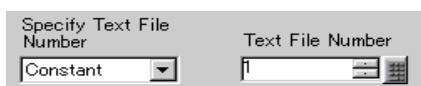
Click  at the top right of the screen to close the input screen.
Text table registration is complete.

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

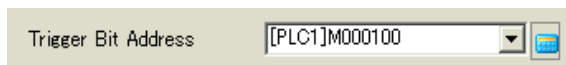
10 Double-click the new Message Display. The following dialog box appears. Click the [Text Display] icon.



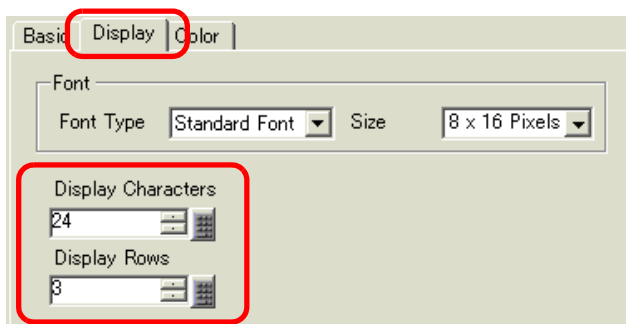
- 11 In the [Specify Text File Number] drop-down box, select the method of specifying text to display. Set the [Text File Number].



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



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

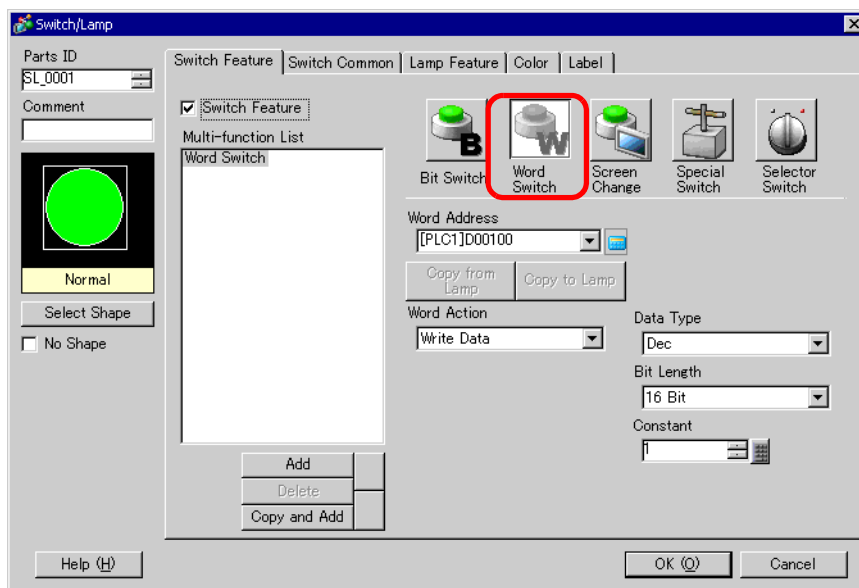


NOTE

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

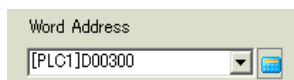
- 14 As needed, set the Message Display color and text color on the [Color] tab, and click [OK]. The Message Display settings are complete.
- 15 From the [Parts (P)] menu, point to [Switch Lamp (C)] and select [Word Switch (W)] or click . Place the switch on the screen.

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

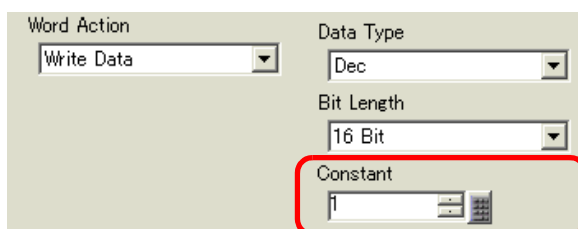


17 Click [Select Shape] and select the Switch shape.

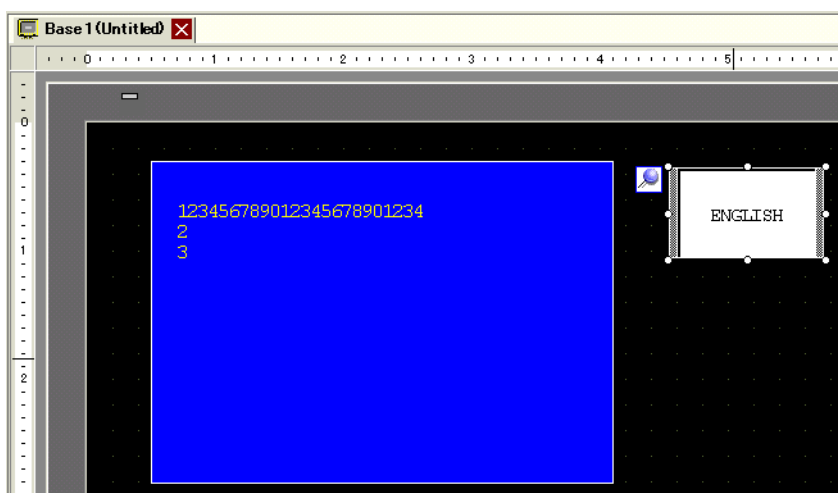
18 In the [Word Address] field, set the same address as the set [Switching Control Address].



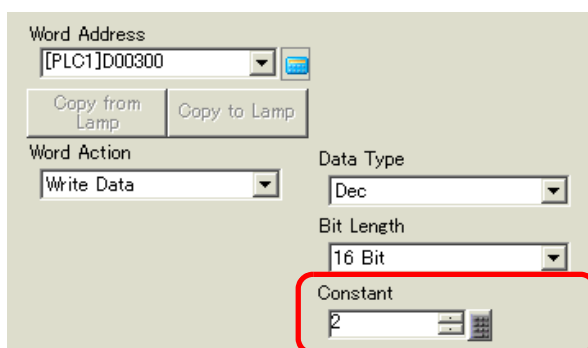
19 In the [Word Action] drop-down list, select [Write Data]. Set [Constant] to 1.



- 20 Specify the color and label for the switch on the [Color] tab and [Label] tab as required, and click [OK]. The switch for changing to English text (Table 1) has been created.



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

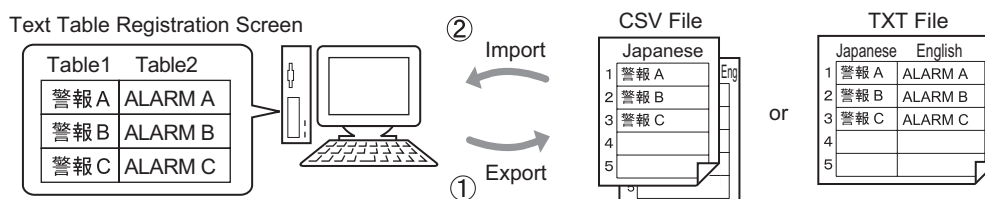
**NOTE**

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

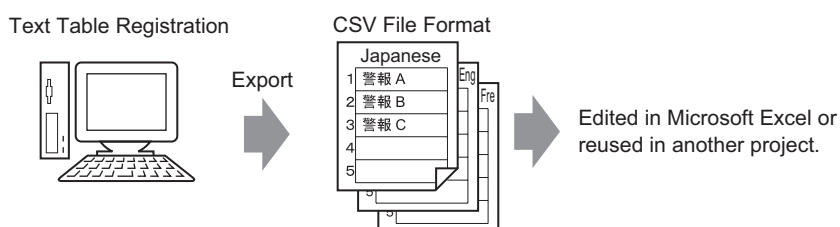
15.6 Importing/Exporting Registered Text Tables for Use in Different Projects

15.6.1 Introduction

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

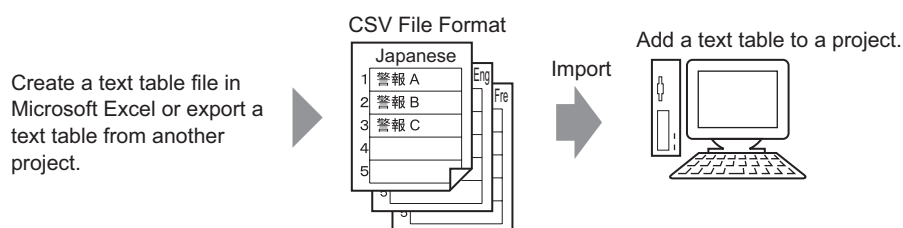


- (1) You can export Text Tables from a project and save them as CSV or TXT files. The file can then be edited in Microsoft Excel or another software. ➞ “15.6.2 Setup Procedure” (page 15-32)



- (2) You can also use the exported Text Tables in another project by importing the CSV or TXT file. By editing a file in Microsoft Excel, users who do not have access to GP-Pro EX can still edit text in the project. You can create a new file or edit exported text. Once the text is edited, it can be imported back into the project.

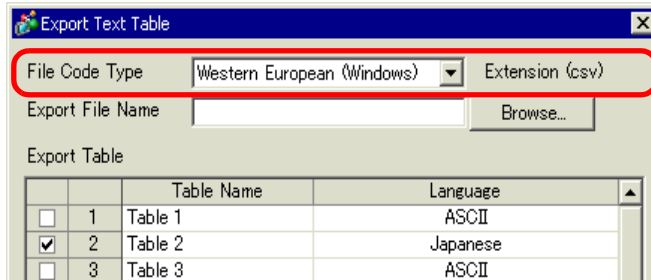
➞ “15.6.2 Setup Procedure” (page 15-34)



NOTE

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

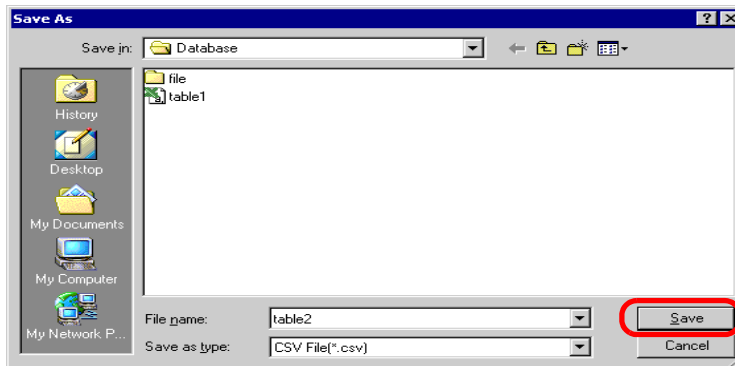
3 Select the code type of the files to export.



NOTE

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

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



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

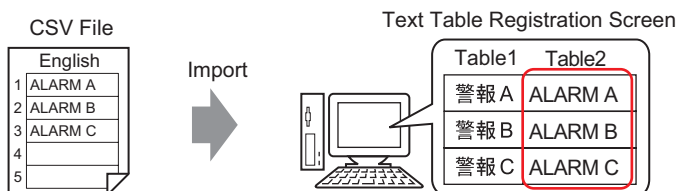


NOTE

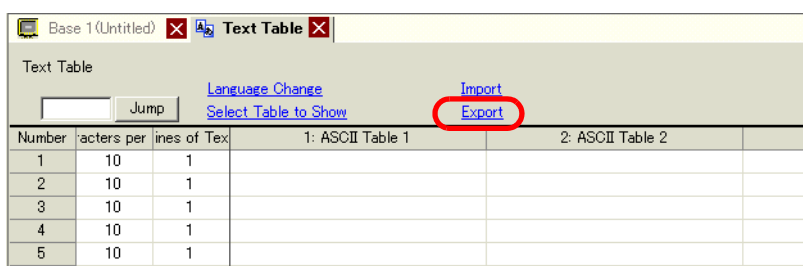
- If there are any problems carrying out the export, the entire export process will be canceled.

■ Import

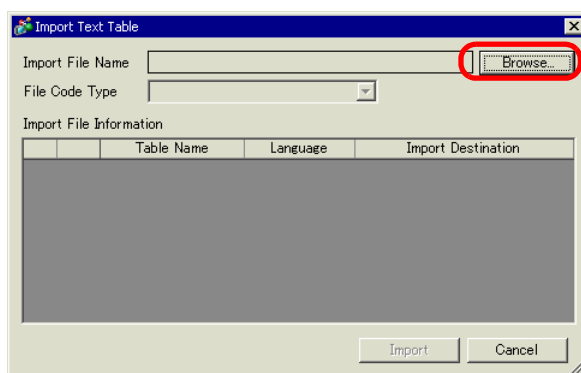
Imports Text Table files (*.csv) to a project.



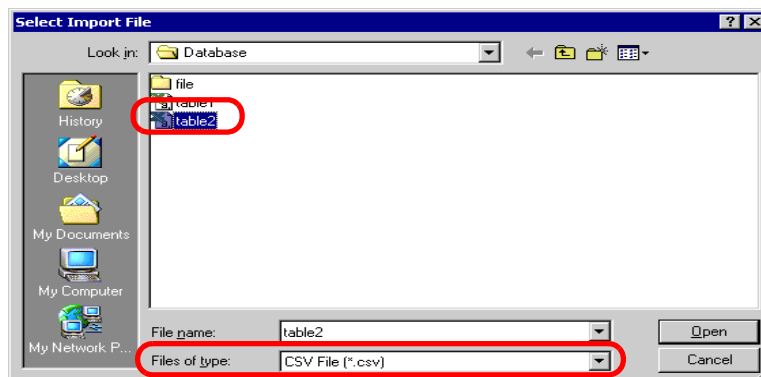
- 1 From the [Common Settings (R)] menu, select [Text Table (S)] or click . The following screen appears. Click [Import].



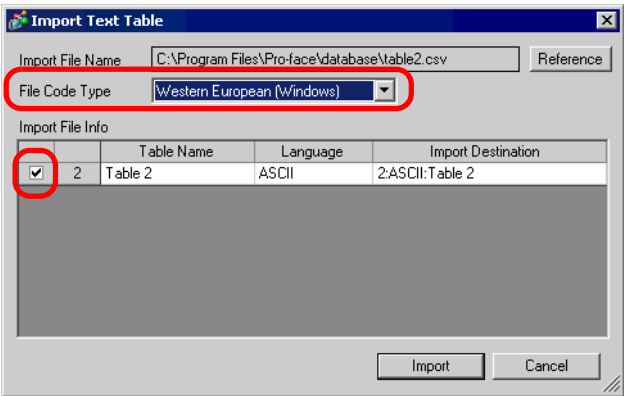
- 2 The [Import Text Table] dialog box appears. Click [Browse].



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



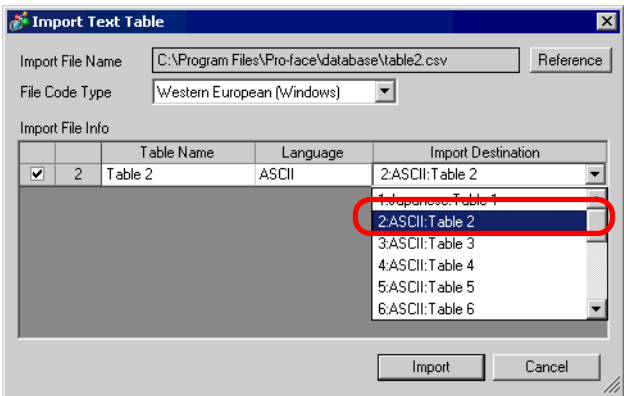
- 4 The [Import Text Table] dialog box appears. In the [File Code Type] drop-down list, select an option according to the language in the Text Table to import. Select the check box to the left of the table name to import the table. Clear the check boxes next to tables you do not want to import.



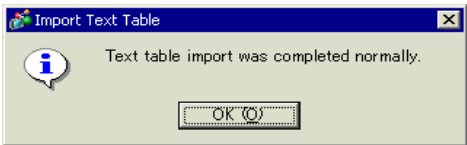
NOTE

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

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



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



NOTE

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

15.6.3 Text Table File Format

Exported Text Tables' file (*.txt or *.csv) format is displayed as follows.

Text Table Registration Screen

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



Export

CSV file format

String Table Data Header (Necessary for import)

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

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

","","ja-JP","en-US" Each table's Language Code *1

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

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

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

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

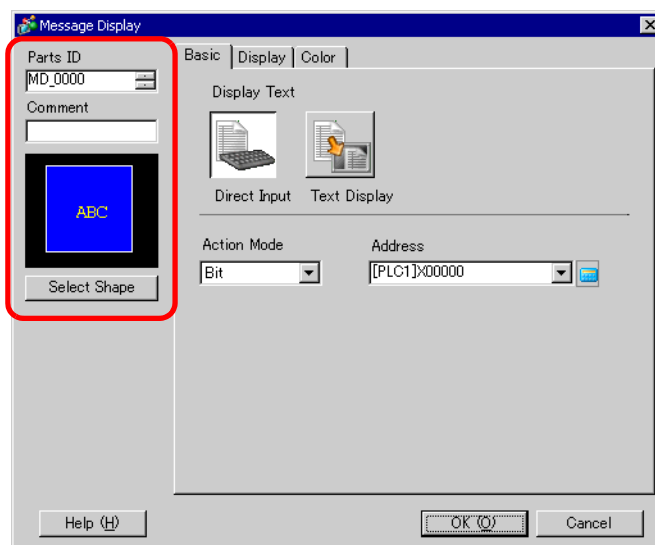
	A	B	C	D	E
1	String Table Data				
2				1	2
3				Table 1	Table 2
4				en-US	ja-JP
5		1	10	1 Alarm	警報
6		2	10	1 OK	確認
7		3	10	1 Pressure	圧力異常

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

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

15.7 Settings Guide

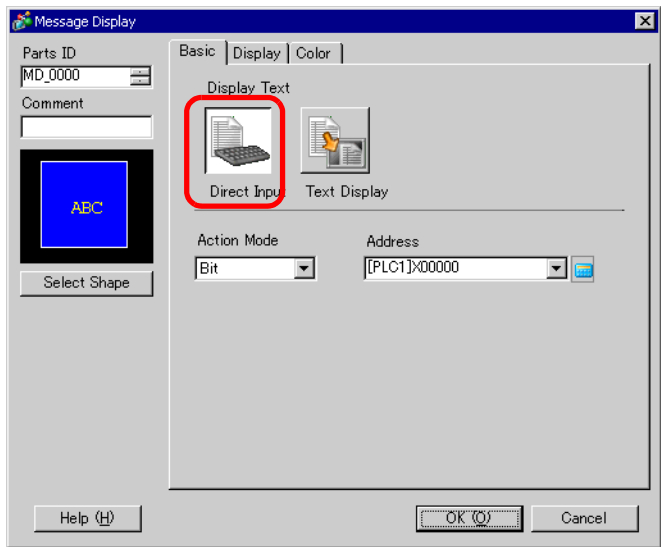
15.7.1 Message Display Settings Guide



Setting	Description
Part ID	Placed parts are automatically assigned an ID number. Text Display Part ID: MD_ **** (4 digits) The letter portion is fixed. The number portion can be modified from 0000 to 9999.
Comment	The comment for each Part can be up to 20 characters long.
Part Shape	Displays the shape and status of the Part.
Select Shape	Open the Select Shape dialog box to choose the Part shape.
Message Display Type	Select the Text Display part type. • Direct Input The displayed message changes according to the bit address ON/OFF state or the word address value. ☞ “ ■ Direct Input” (page 15-38) • Text Display Text registered to a text screen is changed and displayed. ☞ “ ■ Text Display” (page 15-42)
No Shape	When [Text Display] is selected, select whether or not the part will be transparent with no shape.

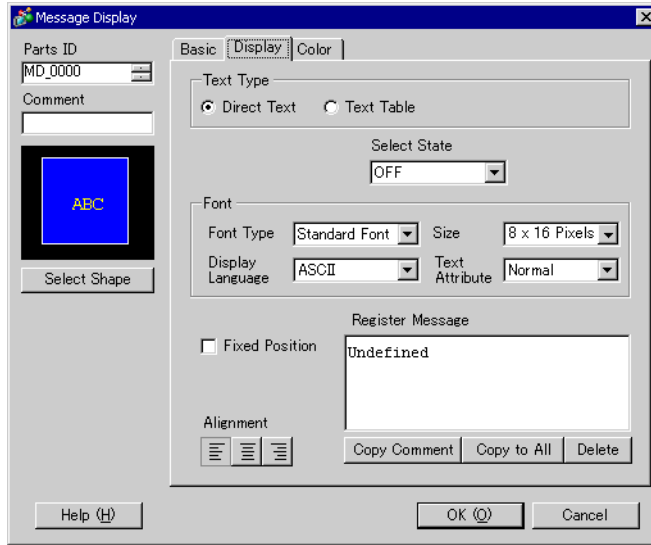
■ Direct Input

◆ Basic Settings



Setting	Description										
Mode	Select the method for changing Messages. • Bit The Message changes in response to the bit address turning ON/OFF. • Word The Message changes in response to which bits are displayed in the Word Address. Bits (starting from Bit 00) from the Word Address are automatically allotted, depending on the [Number of Messages] (2, 4, 8, 16) setting on the [Display] tab. When the Number of Messages is 2, only the 00 bit is used. The remaining bits can be used for another purpose. <table><tr><th>Number of Messages</th><th>Number of Bits Used</th></tr><tr><td>2</td><td>1</td></tr><tr><td>4</td><td>2</td></tr><tr><td>8</td><td>3</td></tr><tr><td>16</td><td>4</td></tr></table> 0 0 0 0 3 2 1 0 When the Number of Messages is 16, bits 00-03 are used.	Number of Messages	Number of Bits Used	2	1	4	2	8	3	16	4
Number of Messages	Number of Bits Used										
2	1										
4	2										
8	3										
16	4										
Address	Select the address which will trigger the Message display.										

◆ Display (Direct Input)

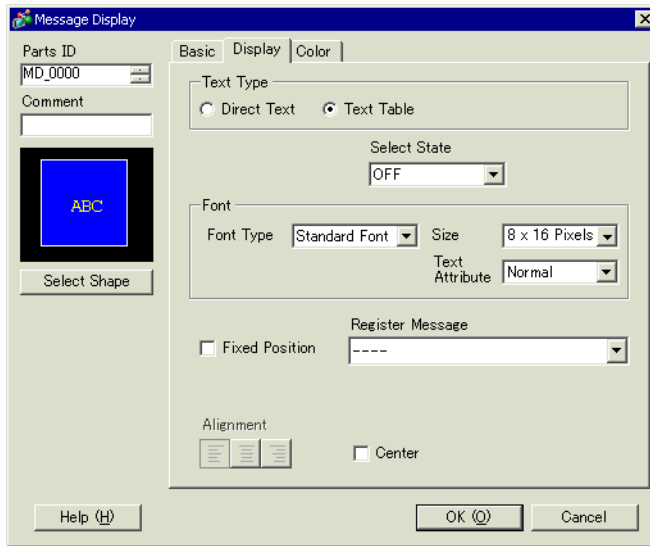


Setting	Description
Direct Text	For each state, defines message strings entered directly in the [Register Message] box.
Number of Messages	Select the number of Messages to display from 2, 4, 8, or 16. This option is available when the [Mode] field on the [Basic] tab is set to [Word].
Select State	Type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

Continued

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

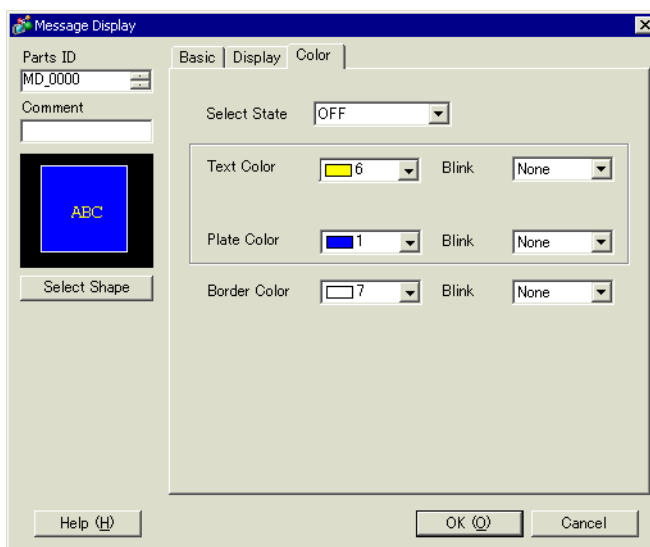
◆ Display (Text Table)



Setting	Description
Text Type	Displays Text registered as a Text Table.
Select State	Type a message for each selected state. When the [Mode] field on the [Basic] tab is set to [Bit], ON/OFF will be displayed. When the [Mode] field on the [Basic] tab is set to [Word], the state indication buttons (State 0 to State 15) appear according to the defined Number of Messages.
Font	Set a font for the text.
Font Type	Choose a font type for the text from [Standard Font] or [Stroke Font].
Character Size	Choose a font size for the text. Standard Font: Specify horizontal and vertical font dimensions in increments of 8 dots, from [8 x 8] to [64 x 128], or select fixed font sizes of [6 x 10], [8 x 13], or [13 x 23]. When using fixed sizes, you can display only single-byte alphanumeric characters. Stroke Font: 6 to 127
Text Attribute	Select the font's text attributes. Standard Font: Choose from [Standard], [Bold] or [Shadow] When using the [6 x 10] fixed font size, the options are [Standard] or [Shadow]. Stroke Font: Choose from [Standard], [Bold], [Outline]

Setting	Description
Register Message	Select the character string from registered strings in the Text Table. NOTE If you select [Add Text], you can type new text in the Text Table.
Fixed Position	You can fix the display position of the Text. If you set the text to a fixed position, the Text Display area is fixed in the center of the Message Display.
Center	Displays the text in the center of the Text Display Area.  "15.7.8 Placing Text When Using Text Tables " (page 15-65)

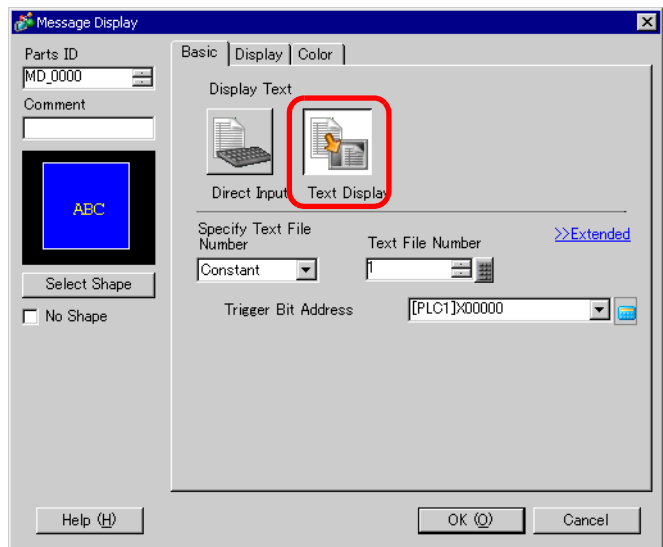
◆ Color



Setting	Description
Select State	Select a color for each selected state. When the [Mode] field on the [Basic] tab is set to [Bit], ON/OFF will be displayed. When the [Mode] field on the [Basic] tab is set to [Word], the state indication buttons (State 0 to State 15) appear according to the Number of Messages set.
Text Color	Select a color for the displayed text.
Shadow Color	Choose a shadow color for the text to display. [This can only be set when the [Text Attribute] on the [Display] tab is set to [Shadow].
Plate Color	Select the Message Display color (background color for displayed text).
Border Color	Select the Message Display border color.
Blink	Select whether or not the Part blinks, and the blink speed. You can choose different blink settings for the [Text Color], [Shadow Color], [Plate Color], and [Border Color]. NOTE There are cases where you can and can not set Blink depending on the Main Unit and System Settings' [Color].  "9.5.1 Setting Colors " (page 9-34)

■ Text Display

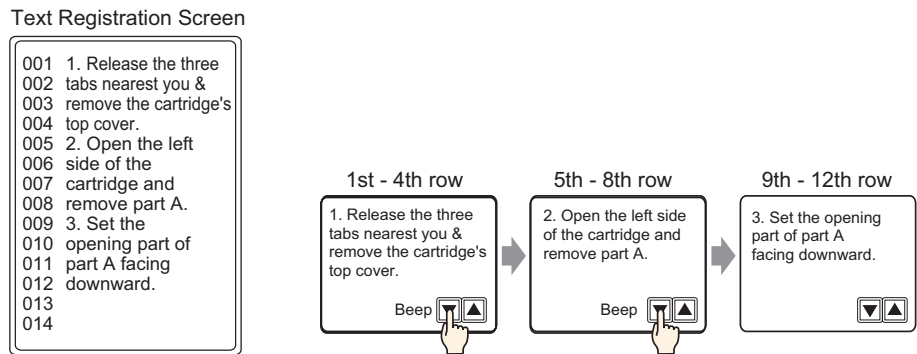
◆ Basic Settings/Basic



Setting	Description
Specify Text Number	Choose how the Text Number will be specified. - Constant Designate a set constant in [Text Number] - Address Select an address that will store the Text Number
Constant	Shows/hides the fixed text by turning the bit ON/OFF.
Text Number	Set a number for the text from 1 to 8,999.
Trigger Bit Address	Set a bit address to display the text. Displays the text selected in [Text Number] if you turn ON this bit and hides the text if you turn it OFF.
Address	Displays desired text on the Message Display. Specify Text File Number Text File Number Word Address Address [PLC1]D00000 Data Type Bin <<Basic
Address	Set the address where the text number to display is stored. The text with the number stored in this address is displayed.
Data Type	Select the data type of the text number to be stored in [Address].

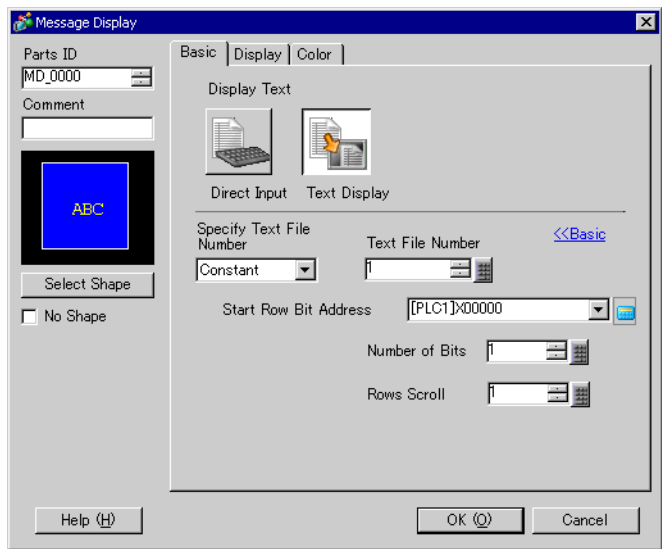
◆ **Basic/Details**

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



When [Specify Text Number] is [Constant]

Displays fixed text starting from various rows.

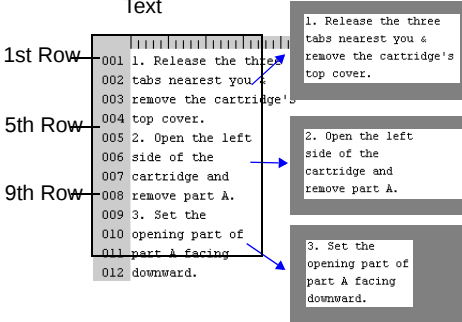


Setting	Description
Text Number	Set a number for the text from 1 to 8,999.
Start Row Bit Address	Set the start bit address to store the text display's start row specification data. You can designate a bit address or a word address to specify bits. The display start row is determined by the data stored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

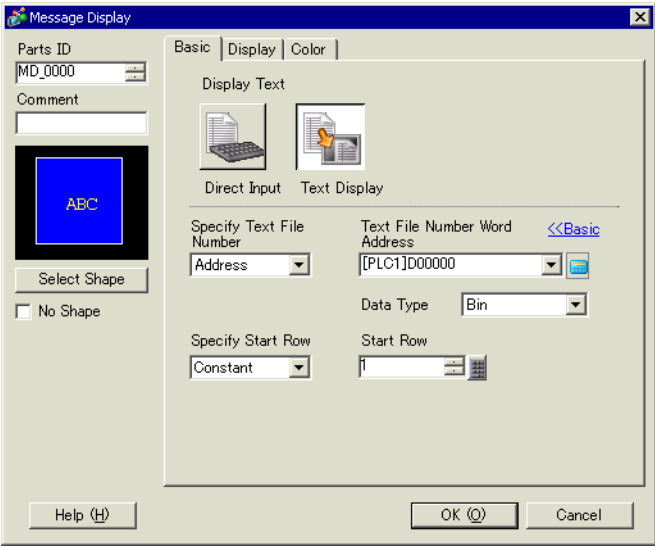
Continued

Setting	Description
Number of Bits	Designates how many bits, from the [Start Row Bit Address], are used for Display Start Row Specification. Select a value from 1 to 16. The number of bits to use will differ depending on the specified [Rows Scroll]. For example, 12 row of text, Scroll will move by 4 rows each time: using 2 bits 15 00 D100 Each scroll increments the address by 1. To display up to the 12th row, 2 bits are used. 00 01 10 11 ←Nothing displayed ←1st - 4th row ←5th - 8th row ←9th - 12th row 2 bits used Because the number of bits used is set from the Display Start Row Specification data, the empty portion of the Reserved Area can be used for other purposes. For example, Start Row Bit Address: D100 08 bit, Number of Bits: 4 15 12 11 08 00 D100 Reserved Area Area where the Display Start Row data is stored NOTE • When setting the [Number of Bits], please ensure that the allotted bits are in one word. Even if the number of bits is set to span across two words, only the address specified in [Start Row Bit Address] will be allotted as the Display Start Row. For example, Start Row Bit Address: D100 12 bit, Number of Bits:10 15 12 00 D100 Bits allotted for Display Start Row designation.

Continued

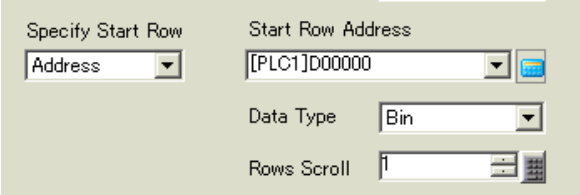
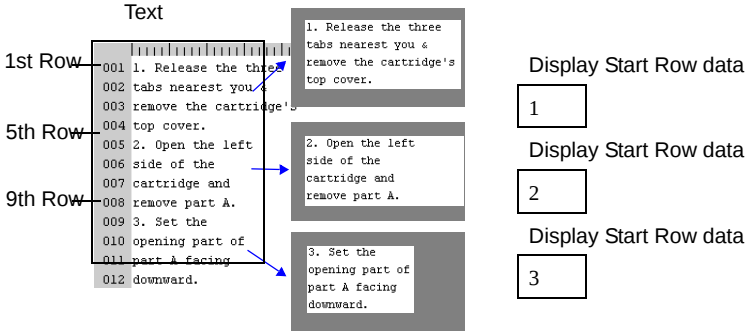
Setting	Description
Rows Scroll	Set the number of rows the display scrolls when the Start Row data changes. Use a number from 1 to 256. Display Start Row = Rows Scroll (Display Start Row data -1) +1 For example, [Display Rows] = 4, [Rows Scroll] = 4 Display Start Row data = 1 → Display Start Row = 1 Display Start Row data = 2 → Display Start Row = 5 Display Start Row data = 3 → Display Start Row = 9 Text  1st Row 001 1. Release the three tabs nearest you & remove the cartridge's top cover. 5th Row 005 2. Open the left side of the cartridge and remove part A. 9th Row 009 3. Set the opening part of part A facing downward. Display Start Row data 1 Display Start Row data 2 Display Start Row data 3 If the Display Start Row is "0", the text is not displayed, and the Message Display's Display Area is shown with a transparent color.

When [Specify Text Number] is [Address]

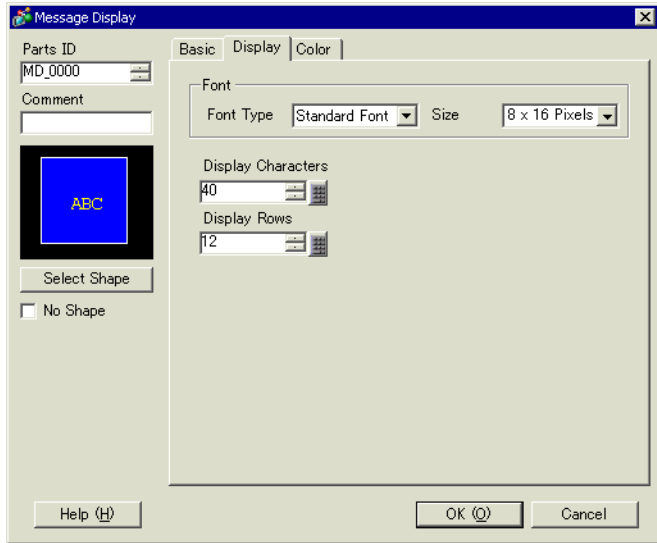


Setting	Description
Text Number Word Address	Set the address where the text number to display is stored. The text with the number stored in this address is displayed.
Data Type	Select the data type of the text number to be stored in [Address].

Continued

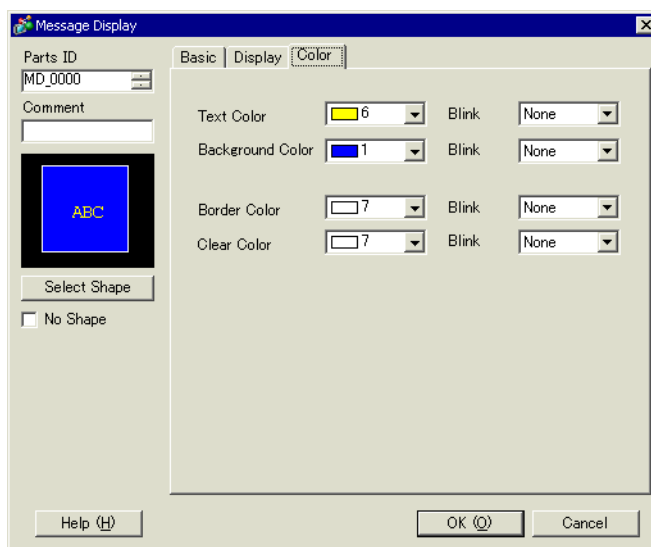
Setting	Description
Specify Start Row	Choose how the text's Start Row is specified. - Constant Designate a set constant as the Display Start Row. - Address Specify the address where the display start row is stored.
Constant	Desired text is displayed starting from fixed lines.
Start Row	Set a number for the text's Display Start Row from 1 to 512. When the row designated as the start row does not exist, the operation is ignored. The previously displayed rows remain.
Address	Displays desired text starting from various rows. 
Start Row Address	Set the address of the word address that stores the text's Display Start Row. The Display Start Row is decided by the data stored in this field and by the [Rows Scroll]. When the start row does not exist, the operation is ignored. The previously displayed rows remain. The display is cleared when the Display Start Row is set to "0".
Data Type	Choose the format for the text's Display Start Row.
Rows Scroll	Set the number of rows the display scrolls when the Start Row data changes. Use a number from 1 to 256. Display Start Row = Rows Scroll (Display Start Row data - 1) + 1 For example, [Display] tab [Display Rows] = 4, [Rows Scroll] = 4 Display Start Row data = 1 → Display Start Row = 1 Display Start Row data = 2 → Display Start Row = 5 Display Start Row data = 3 → Display Start Row = 9  If the Display Start Row data is "0", the text is not displayed, and the Message Display's Display Area is shown with a transparent color.

◆ Display



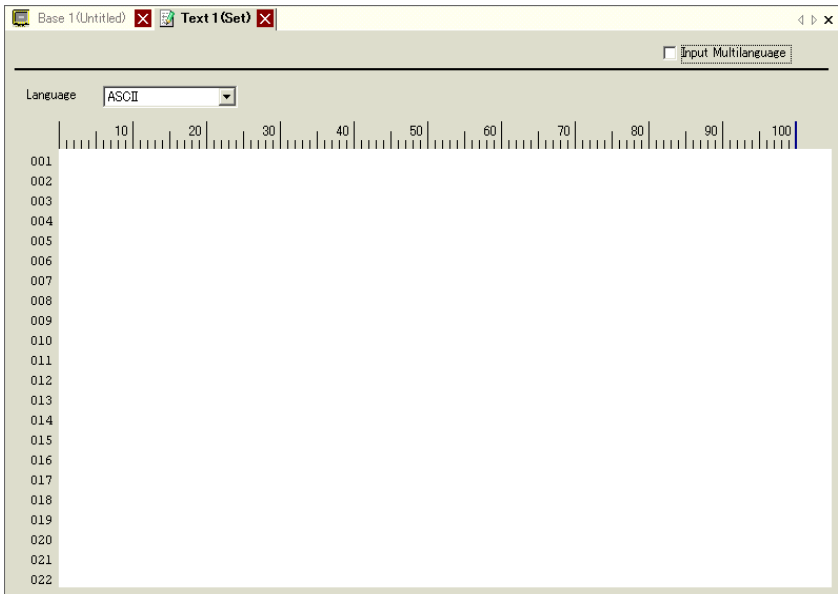
Setting	Description
Font Type	Choose from [Standard Font] or [Stroke Font].
Character Size	Choose a font size for the text. Standard Font: Specify horizontal and vertical font dimensions in increments of 8 dots, from [8 x 8] to [64 x 128], or select fixed font sizes of [6 x 10], [8 x 13], or [13 x 23].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

◆ Color



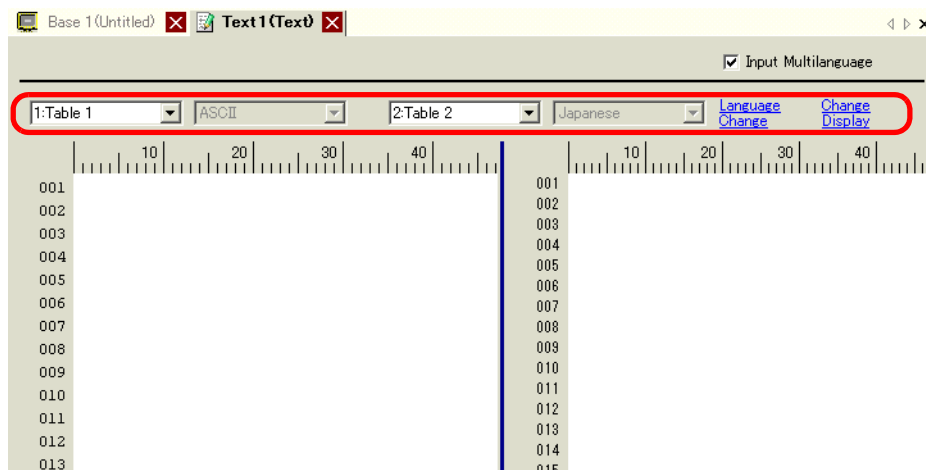
Setting	Description
Text Color	Select a color for the displayed text.
Background Color	Select the Message Display color (background color for the displayed text).
Border Color	Select the Message Display border color.
Clear Color	Select a color for the Display Area for after the Message has been cleared (when the text of the corresponding number does not exist).
Blink	Select whether or not the Part blinks, and the blink speed. You can choose different blink settings for the [Text Color], [Background Color], [Border Color], and [Clear Color]. NOTE There are cases where you can and cannot set Blink depending on the Main Unit and System Settings' [Color]. 👉 "9.5.1 Setting Colors " (page 9-34)

15.7.2 Common [Text Registration] Settings Guide



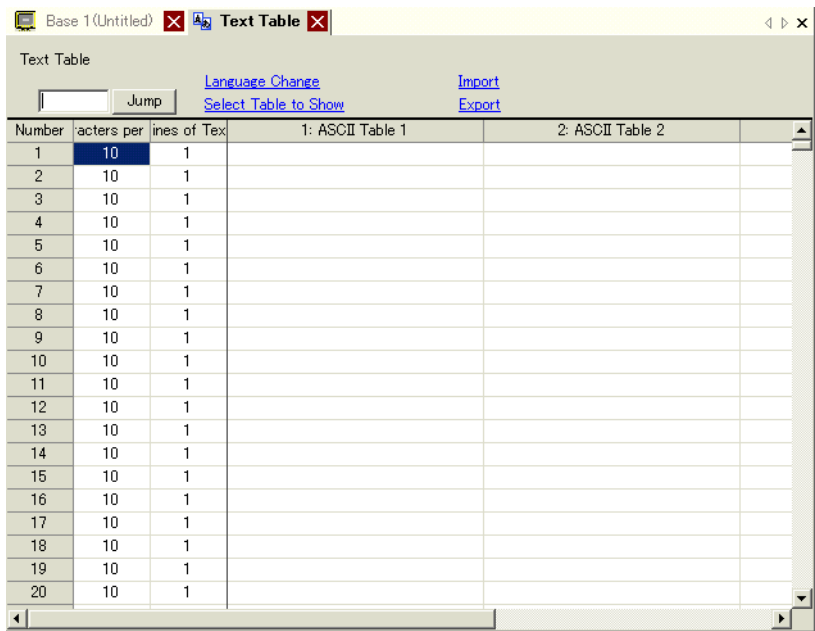
Setting	Description
Input Multilanguage	Select this check box to use Multilanguage input.
Language	Choose the language for the text: [ASCII], [Japanese], [Chinese (Traditional)], [Chinese (Simplified)], [Korean], [Cyrillic], or [Thai].
Text Input Border	You can enter text with up to 100 single-byte characters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

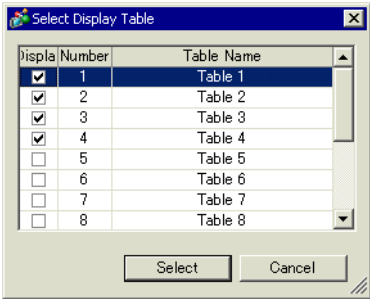
■ Text (Input Multilanguage) Settings Guide



Setting	Description
Language Change Settings	The [Language Change Settings] dialog box appears. Designate a language for each table.  “ ■ [Language Change Settings] Dialog Box” (page 15-53)
Change Display Unit	Changes the setting to display only one table or display two overlapping tables.
Select Table	Select the table to register text from [1:Table 1] to [16:Table 16].

15.7.3 Text Table Settings Guide



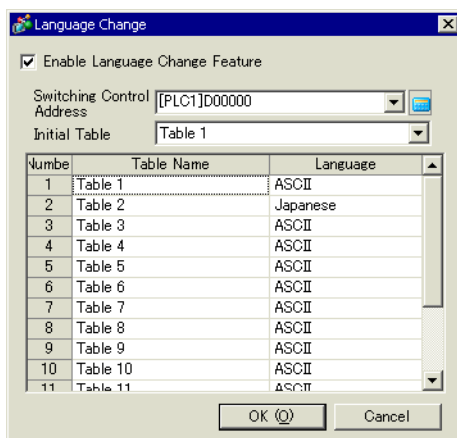
Setting	Description
Jump	Jump to a specific row number.
Language Change Settings	Displays the [Language Change Settings] dialog box. ☞ “ ■ [Language Change Settings] Dialog Box” (page 15-53)
Select Table to Show	Designate the tables to display on the Text Table setting screen. Put a check mark next to the tables necessary to register the Text Table. 
Import	Imports Text Tables using a CSV file. ☞ “ ■ [Import Text Table] Dialog Box” (page 15-55)
Export	Exports Text Tables using a CSV file. ☞ “ ■ [Export Text Table] Dialog Box” (page 15-54)

Continued

Setting	Description
Text Type	Register text. You can register up to 10,000.
Number	Displays the Text Table's index number (row number). Number of
Number of Text Rows	Set the number of characters to display on each row from 1 to 100 single-byte characters. The total number of characters ([Number of Characters] x [Number of Text Rows]) cannot exceed 1200 single-byte characters. NOTE Each row's [Number of Characters] and [Number of Text Rows] are available in all tables.
Number of Characters	Set the number of rows from 1 to 40. The total number of characters ([Number of Characters] x [Number of Text Rows]) cannot exceed 1200 single-byte characters. NOTE - Each row's [Number of Characters] and [Number of Text Rows] are available in all tables. - If text spans across multiple rows, Alt + Enter will line feed. <code>\n</code> is displayed to signal a line feed. The diagram illustrates the effect of the 'Number of Characters' setting. It shows two tables side-by-side. The top table, titled '1: ASCII Table 1', has columns 'Characters per' and 'Lines of Text'. It shows three rows: 20 characters per 2 lines (displaying 'Tank A' and 'Concentration Rise'), 10 characters per 1 line (displaying 'Concentration Rise'), and 10 characters per 1 line (displaying 'Line Feed: Alt + Enter'). A large arrow points down to the second table, which shows the same settings but with the text 'Tank A\nConcentration Rise' displayed on a single line, with the backslash and n characters visible. A red circle highlights the backslash and n characters in the second table. - Even if such an index number is specified on an Alarm Message, only the first line is displayed.
Input Text Field	Enter text to display for each table set in [Language Change Settings].

■ [Language Change Settings] Dialog Box

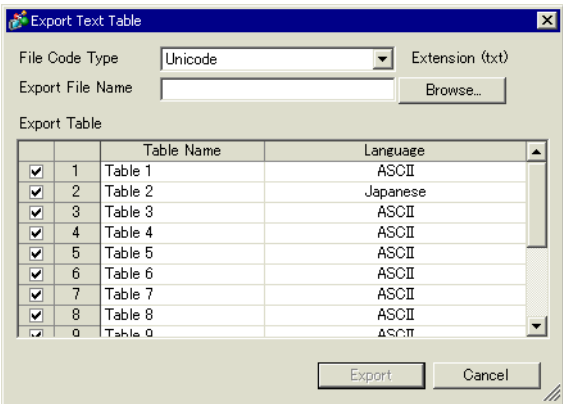
Set the Text Table language and the address to control the language change feature.



Setting	Description
Enable Language Change Feature	Select the check box to use the Language Change feature.
Switching Control Address	Select the address where the Table Number is stored. NOTE When you specify a table number for which nothing is set, only a blank Text Display Area is shown.
Initial Table	Set the table to display when the [Switching Control Address] is set to "0".
Table Name	Set a table name of up to 30 characters for each table.
Language	Choose the language for each table.

■ [Export Text Table] Dialog Box

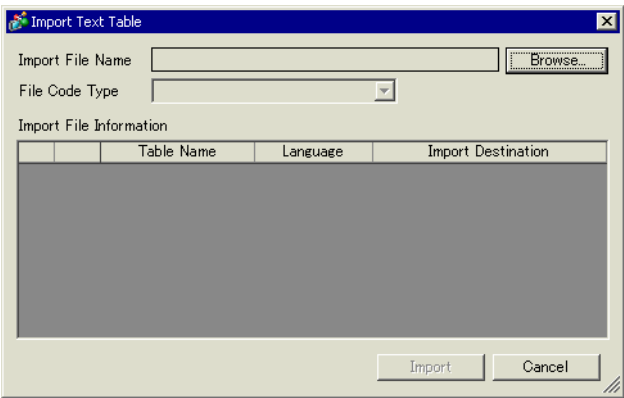
Saves registered Text Table data in TXT file format or CSV file format.



Setting	Description
File Code Type	Select the code type of the file to export: [Unicode], [ASCII (Windows)], [Japanese (Shift- JIS)], [Chinese Traditional (Big5)], [Chinese Simplified (GB2312)], [Korean], [Cyrillic (Windows)], or [Thai (Windows)]. NOTE • To export multiple languages at the same time, select [Unicode]. If you select other code types, characters are not properly output to the files. • If [Unicode] is selected, the file extension is "txt". If other code types are selected, the extension is "csv".
Export File Name	Type a file name. Or click [Browse] to browse to a folder location.
Export Table	Select the check boxes next to the Text Tables you want to export. Clear the check boxes next to Text Tables that you do not want to export.

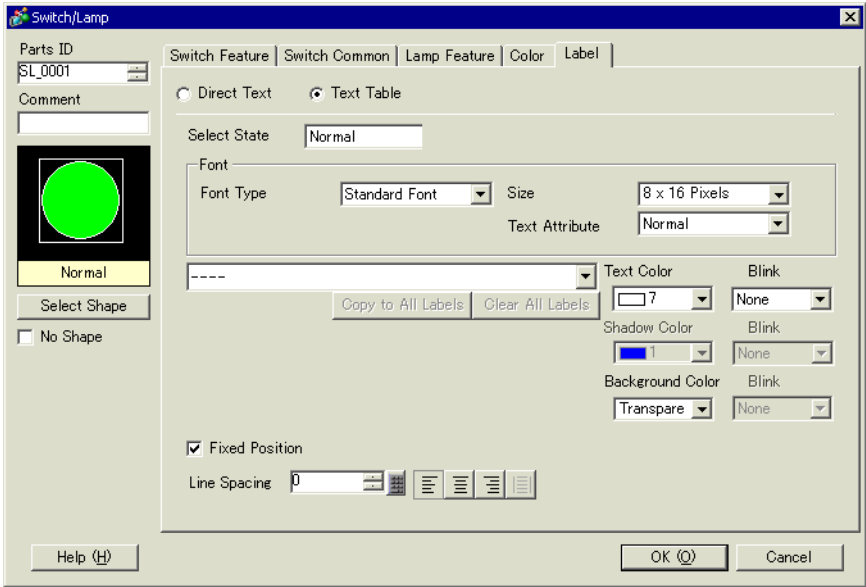
■ [Import Text Table] Dialog Box

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



Setting	Description																																								
Import File Name	Click [Browse] and select a file to import.																																								
File Code Type	If the Text Table file to import is a CSV format file (*.csv), select the appropriate code type: [Unicode], [ASCII (Windows)], [Japanese (Shift-JIS)], [Chinese Traditional (Big5)], [Chinese Simplified (GB2312)], [Korean], [Cyrillic (Windows)], or [Thai (Windows)]. For import files that are the text format (*.txt), the only option is [Unicode]. NOTE • To import multiple languages at the same time, select [Unicode].																																								
Import File Info	The [Table Name] and [Language] of the file to import are displayed. Select the check box to the left of the table name to import the table. Clear the check boxes next to tables you do not want to import. The imported Text Tables overwrite any existing tables in the project file. Import File Information <table><tr><th></th><th></th><th>Table Name</th><th>Language</th><th>Import Destination</th></tr><tr><td>☒</td><td>1</td><td>Table 1</td><td>ASCII</td><td>1:ASCII:Table 1</td></tr><tr><td>☒</td><td>2</td><td>Table 2</td><td>ASCII</td><td>1:ASCII:Table 1</td></tr><tr><td></td><td></td><td></td><td></td><td>2:ASCII:Table 2</td></tr><tr><td></td><td></td><td></td><td></td><td>3:ASCII:Table 3</td></tr><tr><td></td><td></td><td></td><td></td><td>4:ASCII:Table 4</td></tr><tr><td></td><td></td><td></td><td></td><td>5:ASCII:Table 5</td></tr><tr><td></td><td></td><td></td><td></td><td>6:ASCII:Table 6</td></tr></table>			Table Name	Language	Import Destination	☒	1	Table 1	ASCII	1:ASCII:Table 1	☒	2	Table 2	ASCII	1:ASCII:Table 1					2:ASCII:Table 2					3:ASCII:Table 3					4:ASCII:Table 4					5:ASCII:Table 5					6:ASCII:Table 6
		Table Name	Language	Import Destination																																					
☒	1	Table 1	ASCII	1:ASCII:Table 1																																					
☒	2	Table 2	ASCII	1:ASCII:Table 1																																					
				2:ASCII:Table 2																																					
				3:ASCII:Table 3																																					
				4:ASCII:Table 4																																					
				5:ASCII:Table 5																																					
				6:ASCII:Table 6																																					

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

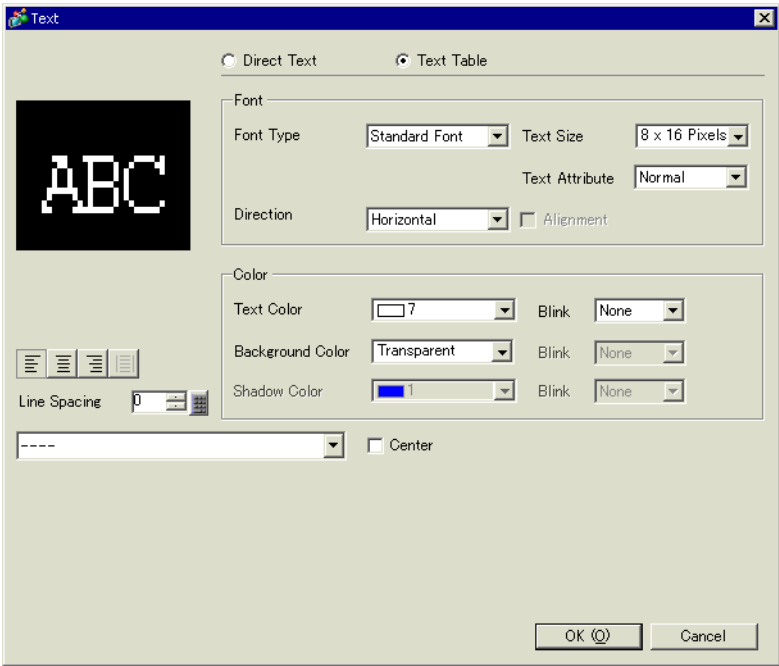


Setting	Description
Text Type	Displays Text registered as a Label.
Select State	Select the Lamp state. If the Lamp Feature is not used, only [Normal] can be selected. If the Lamp Feature is used, you can set the label corresponding to the lamp state. NOTE To set a label that is interlocked or in delay, in the [Details Settings] section under the [Switch Common] tab, select either [Show Interlocked Condition] or [Show the In-Delay Status]. This will add the [Select State] choice.
Font	Set a font for the Label text.
Font Type	Choose a font type for the text.
Character Size	Choose a font size for the text. Standard Font: Specify horizontal and vertical font dimensions in increments of 8 dots, from [8 x 8] to [64 x 128], or select fixed font sizes of [6 x 10], [8 x 13], or [13 x 23]. When using fixed sizes, you can display only single-byte alphanumeric characters. Stroke Font: 6 to 127
Text Attribute	Select the font's text attributes. Standard Font: Choose from [Standard], [Bold] or [Shadow] When using the [6 x 10] fixed font size, the options are [Standard] or [Shadow]. Stroke Font: Choose from [Standard], [Bold], [Outline]
Text	Select text used as the Label from the registered Text Tables. If you select [Add Text], the dialog box appears and you can add new text in the Text Table.

Continued

Setting	Description
Text Color	Select a text color for the Label.
Shadow Color	Select a shadow color for the label text. NOTE • This can only be set when [Shadow] is set in [Text Attribute].
Background Color	Set the background color for the text.
Blink	Select whether or not the Part blinks, and the blink speed. You can choose different blink settings for [Text Color], [Shadow Color], and [Background Color]. NOTE • There are cases where you can and cannot set Blink depending on the Main Unit and System Settings' [Color].  "9.5.1 Setting Colors " (page 9-34)
Fixed Position	When clicked, the Label is positioned in the center of the Part.  "15.7.8 Placing Text When Using Text Tables " (page 15-63)
Row Spacing	Set a value from 0 to 255.
Align	Select the alignment of the text.

15.7.5 Drawing Text (Using the Text Table) Settings Guide

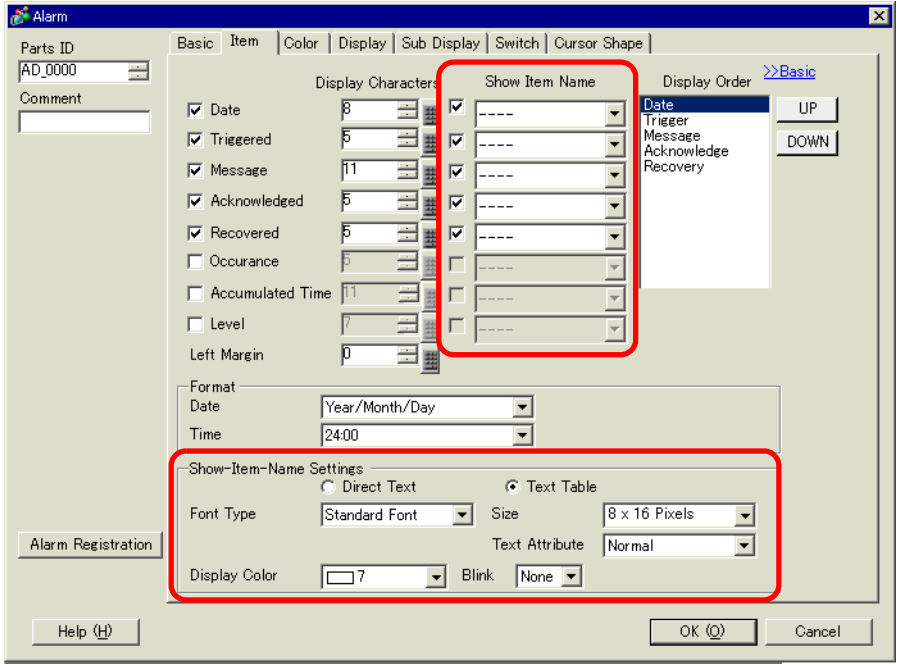


Setting	Setting
Text Type	Displays Text registered as a Text Table.
Font	Set a font for the text.
Font Type	Choose a font type for the text.
Text Size	Choose a font size for the text. Standard Font: Specify horizontal and vertical font dimensions in increments of 8 dots, from [8 x 8] to [64 x 128], or select fixed font sizes of [6 x 10], [8 x 13], or [13 x 23]. When using fixed sizes, you can display only single-byte alphanumeric characters. Stroke Font: 6 to 127
Text Attribute	Select the font's text attributes. Standard Font: Choose from [Standard], [Bold] or [Shadow] When using the [6 x 10] fixed font size, the options are [Standard] or [Shadow]. Stroke Font: Choose from [Standard], [Bold], [Outline]
Direction	Select from [Horizontal] or [Vertical].
Centering	When [Vertical] is selected in [Direction], align the center of the text.
Color	Configure the color settings for the text.
Text Color	Select the text color.
Background Color	Set the background color for the text.
Shadow Color	This can only be set when [Shadow] is set in [Text Attribute].

Continued

Setting	Setting
Blink	Select whether or not the Part blinks, and the blink speed. You can choose different blink settings for [Text Color], [Background Color], and [Shadow Color]. NOTE There are cases where you can and cannot set Blink depending on the Main Unit and System Settings' [Color]. ☞ "9.5.1 Setting Colors " (page 9-34)
Align	When [Horizontal] is selected in [Direction], select the alignment of the text.
Row Spacing	Set a value from 0 to 255.
Text	Select text to display from the registered Text Tables. If you select [Add Text], the dialog box appears and you can add new text in the Text Table.
Center	When [Horizontal] is selected in [Direction], designate whether or not to display the text in the center of the text display area. ☞ "15.7.8 Placing Text When Using Text Tables " (page 15-64)

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

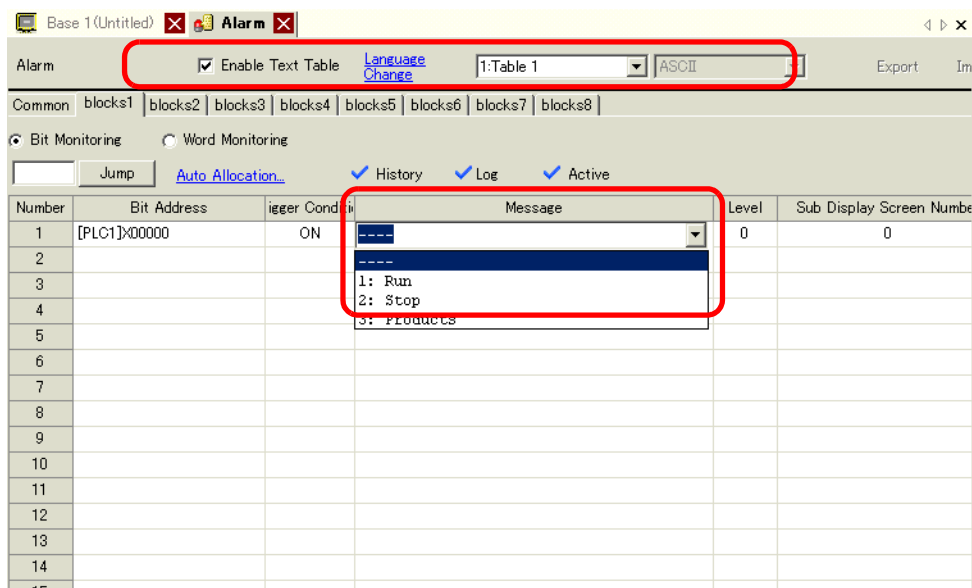


Setting	Description
Show Item Name	Select the check box next to [Show Item Name] to display the text on the Alarm Part. When [Text Table] is selected in [Show-Item-Name Settings], select text to use as an Item Name from the registered Text Tables. If you select [Add Text], the dialog box appears and you can add new text in the Text Table.
Show-Item-Name Settings	Configure settings for Item Name display.

Continued

Setting		Description
	Font Type	Choose a font type for the Item Name.
	Character Size	Set a font size for the Item Name. Standard Font: Specify horizontal and vertical font dimensions in increments of 8 dots, from [8 x 8] to [64 x 128], or select fixed font sizes of [6 x 10], [8 x 13], or [13 x 23]. When using fixed sizes, you can display only single-byte alphanumeric characters. Stroke Font: 6 to 127
	Text Attribute	Select the font's text attributes. Standard Font: Choose from [Standard], [Bold] or [Shadow] When using the [6 x 10] fixed font size, the options are [Standard] or [Shadow]. Stroke Font: Choose from [Standard], [Bold], [Outline]
	Display Color	Select the Item Name's text color.
	Blink	Select whether or not the Part blinks, and the blink speed. You can choose blink settings for [Display Color]. NOTE There are cases where you can and cannot set Blink depending on the Main Unit and System Settings' [Color].  "9.5.1 Setting Colors " (page 9-34)

15.7.7 Alarm (Enable Text Table) Settings Guide



Setting	Description
Enable Text Table	Select this check box to use the text registered in Text Tables as an Alarm Message. If this option is set, you can change languages of the Alarm Messages to display while the system is active. NOTE • If Alarm Messages are set and then you select this check box, the messages are deleted. • The [Language] and [Enable Text Table] settings are available to all Alarms (Alarm History's each block, Banner, and Show Summary). Direct Inputted messages and messages added on a Text Table cannot be displayed at the same time.
Language Change Settings	Displays the [Language Change Settings] dialog box. ☞ “ ■ [Language Change Settings] Dialog Box” (page 15-53)
Text Type	Select the Text Table to use.
Message	Select the text to use as a message from the text registered in the table selected in [Text Table]. NOTE • When multiple lines of text are selected, only the first line is displayed.

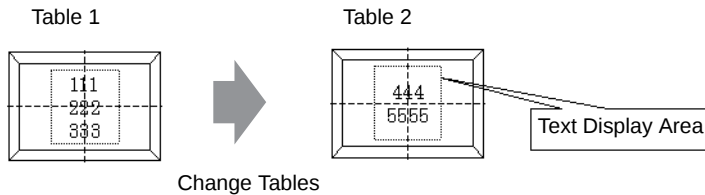
15.7.8 Placing Text When Using Text Tables

■ Switch Lamp Label

◆ Text Display Area

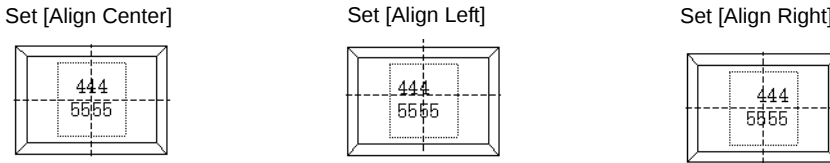
The size of a Part's text display area changes according to the size specified in the Text Table ([Number of Characters] x [Number of Text Rows]). Even when the number of characters in the Text Table is smaller than the set [Number of Characters] x [Number of Text Rows], the text display area remains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

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



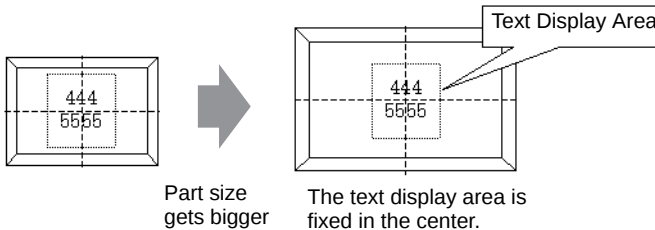
◆ Align ([Align Left], [Align Center], [Align Right])

When multiple rows are set to the Text Table, the row with the largest number of characters (in the following example, the second row, "5555") is fixed and the other rows can be aligned to it with [Align Left], [Align Center], or [Align Right].

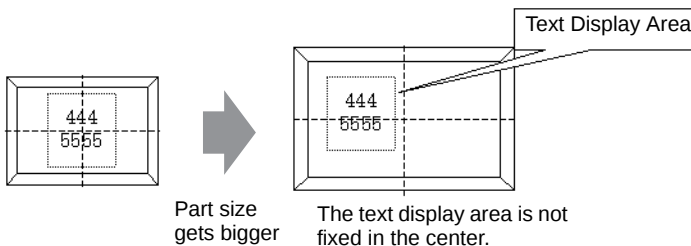


◆ Fixed Position

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



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

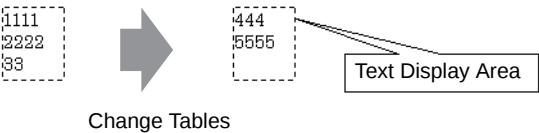


■ **Text**

◆ **Text Display Area**

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

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

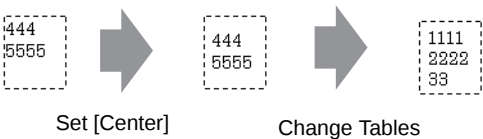


◆ **Center**

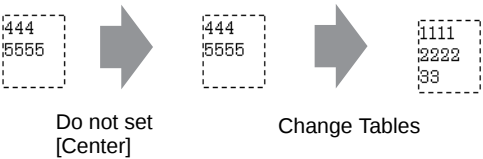
Centers the text in the Text Display Area.

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

When [Center] is set:

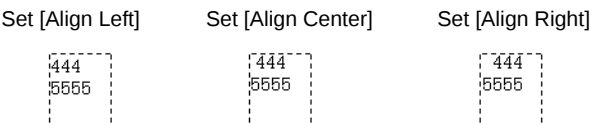


When [Center] is not set:



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

When multiple rows are set to the Text Table, the row with the largest number of characters (in the following example, the second row, "5555") is fixed and the other rows can be aligned to it with [Align Left], [Align Center], or [Align Right].

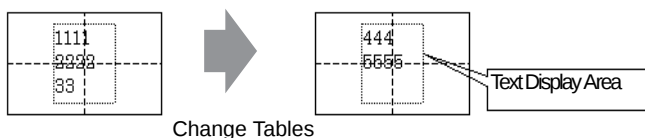


■ Message Display

◆ Text Display Area

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

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

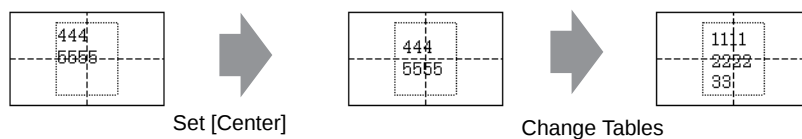


◆ Center

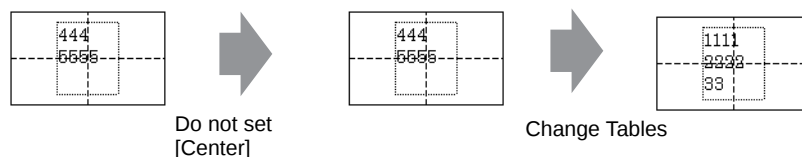
Displays the text in the center of the Text Display Area.

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

When [Center] is set:

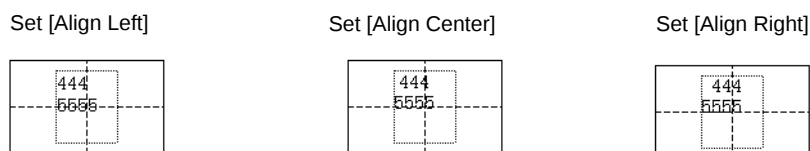


When [Center] is not set:



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

When multiple rows are set to the Text Table, the row with the largest number of characters (in the following example, the second row, "5555") is fixed and the other rows can be aligned to it with [Align Left], [Align Center], or [Align Right].



15.8 Restrictions

15.8.1 Message Display (Direct Input) Restrictions

- If a message has not been registered, the Message Display appears empty. For example, when the number of messages is 16 and only states 0 to 3 have a message registered, designating states 4 to 15 display only the Message Display frame.
- If a Message is input exceeding the [Display Characters], the overflowing portion is not displayed. Please ensure that messages remain within the [Display Characters].

15.8.2 Message Display (Text Display) Restrictions

- When the data designated as [Display Start Row] has no corresponding row, no operation occurs. The previously displayed rows remain.
- If your text data is wider than the display area, the portion that exceeds the area is truncated and is not displayed.

15.8.3 Language Change (Multilanguage) Restrictions

- If you change languages, all the text using the Text Table changes. The text registered in the Text Table can be used for the following features.
 - Text
 - Switch Lamp Part Label
 - Alarm Part Item Name
 - Messages to register in a Message Display [Direct Input]
 - Alarm Messages to register in the Common [Alarm]
- When changing the language, if Multilanguage is specified in the text, the text displayed on the Message Display [Text Display] and the Text Alarm Part is also changed.
- You cannot change the text to display in a Data Display's [Text Display]. Also, item names and text displayed on a Sampled Data Display and Special Data Display cannot be changed by changing languages.
- Multiple text tables cannot be displayed at the same time.
- Changing languages acts the same as changing screens. Screens displayed before changing languages may not be displayed after changing languages.

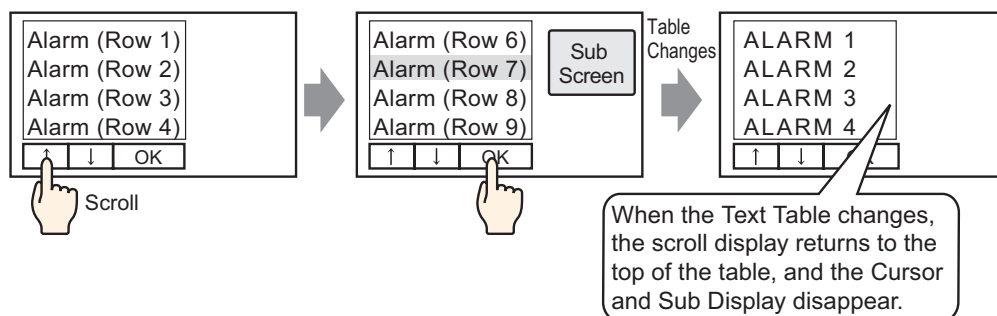
■ Changing Alarm Language

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

◆ Alarm History and Summary

- When setting an Alarm History Switch on the Alarm Part's [Switch] tab, you cannot use a Text Table for the label. If you want to change languages for an Alarm History Switch, use a Switch Lamp part's Special Switch.  “11.14.4 Special Switch” (page 11-59)
- When you change a text table, the screen displays the initial state (the display state immediately after a screen change). Accordingly, any scroll movement or displayed Sub Screens are canceled when the text table changes.

For example,



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

◆ Banner

- If the text table language is changed while an alarm message is scrolling, the language changes at the start of the next message.

