17 Displaying and Changing Text

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

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17.1 Settings Menu







2 警報 B

3 警報 C

Export

警報AALARMA

警報BALARMB

警報CALARMC

17.2 Changing and Displaying Messages (Text)

17.2.1 Introduction



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

17.2.2 Setup Procedure

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



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

💰 Message Display		×
Parts ID MD_0000 👘 Comment	Basic Display Color Display Text Direct Inpu Text Display Action Mode Address Bit ILC1]X00000 IMU IMU Address	
Help (<u>H</u>)	Cancel	

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

Action Mode	
Word	-

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.	
Address [[PLC1]D00000	•	Input Address Image: Constraint of the second	Address [[PLC1]D00100

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

Message Display	×
Parts ID MD_0000 🚔 Comment ABC Select Shape	Basic Display Color Text Type © Direct Text C Text Table Number of Messages Select State 2 State 0 Font Font Font Type Standard Font Size 8 × 16 Pixels Display ASCII Text Attribute Normal
	Register Message Fixed Position Undefined Alignment E E Copy Comment Copy to All
Help (<u>H</u>)	OK (Q) Cancel

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

Number	of	Messages
4		•

- 8 Set the message Font Type, Size, and Display Language.
- **9** In the [Align] section, set the text position.

Alig	nmen	t
Ē		Ξ

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.

Select State	Register Message
State 0	

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

Select State	Register Message
State 1	Abnormal Pressre

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

Select State	Register Message	
State 2 💌	Confirm Rack Enabled	

- **13** As needed, set the Text Color and Plate Color for each state on the [Color] tab, and click [OK].
 - If you select a message that has not been defined, the Message Display shows nothing. For example, if the number of message states is 16 and only states 0 to 3 have messages defined, states 4 to 16 display only the empty message frame.
 You can type up to 100 single-byte characters for each message. Any
 - characters over 100 are not displayed in the message.

17.3 Changing the Displayed Text

17.3.1 Introduction

Text Registration Screen



Scroll through the screens and the text displays.



Displays registered messages on the screen.

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

17.3.2 Setup Procedure

NOTE	• Please refer to the settings guide for details.
NOTE	[™] "17.7.1 Message Display Settings Guide ■ Text Display" (page 17-44)
	"17.7.2 Common (Text Registration) Settings Guide" (page 17-52)
	• For details of the part placement method and the address, shape, color, and

label setting method, refer to the "Part Editing Procedure".

Displays registered text on the screen.





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

💰 New Text/O	pen		×
New	O Open		
Number			
Comment	Maintenance		
		Neia	Cancel
	-	New	

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

📃 Bas	se 1 (Untitled) 🗙 🛐 Text 1 (Maintenance) 🗙 🖉 🖉 🛛 🕹
	🗖 Input Multilanguage
Langu	
001	1. Release the three
002	tabs nearest you a
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	
015	
016	
017	
018	
019	

- Click \triangleleft \bigotimes 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.

💰 Message Display		×
Parts ID MD_0000 Comment ABC Select Shape	Basic Display Color Display Text Direct Input Text Display Action Mode Address Bit I [PLC1]X00000 I [I]	
Help (H)		

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

💰 Message Display	×
Parts ID MD_0000 Comment Comment Comment Select Shape No Shape	Basic Display Color Display Text Direct Input Text Displa Specify Text File Number Constant Text File Number Constant Text File Number Start Row Bit Address Number of Bits Rows Scroll
Help (<u>H</u>)	OK (Q) Cancel

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

Specify Text File Number	Text File Number
Constant 💌	

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

Select device "D", input "100.0" as the

address, and press the Enter key.

Start Row Bit Address	[PLC1]X00000		💰 Input Address		
			Device/PLC P	100.0 . Clr 7 8 9 4 5 6 1 2 3 0 Ent	
		Start Row Bit	Address [[PLC1]D00100.0	

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

Click the icon to display an address input keypad.

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

	Number of Bits 2
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 1 rows. 2 bits are required to store "3". <u>15</u> <u>00</u> <u>15</u> <u>00</u> <u>Each scroll increments the address by 1. To display up to the 12th row, 2 bits are used. </u>
	2 bits used

12

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].

Display Characters	
20 🗦 🏢	
Display Rows	
4 🗄 🏢	

NOTE

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

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



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

💰 Switch/Lamp	X
Parts ID SL_0001	Switch Feature Switch Common Lamp Feature Color Label
Normal Select Shape No Shape	Word Address [PLC1]D00100 Copy from Lamp Word Action Data Type Write Data Dec Bit Length 16 Bit Constant
	Add Delete Copy and Add
Help (<u>H</u>)	OK (Q) Cancel

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

Word Address	
[PLC1]D00100	▼ 📟

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

Word Action	Data Type
Add Data 💌	Bin
Addition Base Word Address	Constant
[PLC1]D00100 🛛 🔽 🧰	+ 1 🗄 🏢
	Continuous Add Feature
	D00100 = D00100 + 1

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.

-		
1. A.		
1. A.	12345678901234567890	
1. A.	2	
	3	
	na ana amin'ny fananana amin'ny fanana 🔎 🔽 🔽 kaominina dia kaominina di	

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

Two scroll switches have been placed.

NOTE	Ì
------	---

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 perior that average the

• If your text data is wider than the display area, the portion that exceeds the area is truncated and does not display.

17.4 Changing Languages (Multilanguage)

17.4.1 Introduction



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

And the language of all text using text tables (Draw's text, Switch's label, etc.) changes.

運転

停止

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.)

RUN



17.4.2 Setup Procedure

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

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

RUN

STO



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



運転

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 in the following window opens.

📮 Bas	e 1(Untitled)	🛛 🗛 T	ext Table 🗵						⊲ ⊳ ×
Text Tab	ble								
	Jum	p Lar	iquage Change	Select Table to Show	Import	Export	Preferenc	es	
Number	Characters	Lines							
1	10	1							
2	10								
3	10								
4	10								
5	10								
6	10								
7	10								
8	10								
9	10								
10	10								
11	10								
12	10								
13	10								
14	10								
15	10								
16	10								
17	10								
18	10								
19	10								
20	10								
21	10								
22	10								
23	10								
24	10								
25	10								-
•									•

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

☑ Enat	ole Language ning Control	Change Fea [[PLC1]D000	ature	T
Initial	ss Table	Table 1		
Numbe	Tab	le Name	Lan	guage 🔺
1	Table 1		ASCII	
2	Table 2		ASCII	
3	Table 3		ASCII	
4	Table 4		ASCII	
5	Table 5		ASCII	
6	Table 6		ASCII	
7	Table 7		ASCII	
8	Table 8		ASCII	
9	Table 9		ASCII	
10	Table 10		ASCII	
11	Tabla 11		<u>п</u> 24	
			OK (<u>O</u>)	Cancel

NOTE	

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

3 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.

Switching Control [PLC1]D00000	Device/PLC PLC1 Device/PLC PLC1 D Back A B C D E F 4 5 6 1 2 3 0 Ent	
	Switching Control [PLC1]D00300	

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

Initial Table	Table 1	•
		_

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

🗲 Langu	age Change de Language	Change Feature	
Switcł Addre	ning Control ss	[PLC1]D00300	_
Initial	Table	Table 1	•
Numbe	Tab	le Name	Language 🔺
1	Table 1		ASCII
2	Table 2		ASCII -
3	Table 3		ASCI
4	Table 4		Japanese
5	Table 5		Chinese(Traditional)
6	Table 6		Chinese (Simplified)
7	Table 7		Korean
8	Table 8		Cyrillic Alphabet
9	Table 9		Thai
10	Table 10		ASCI
11	Tabla 11		
,	Table II	0	K (<u>O</u>) Cancel

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

📃 Bas	📮 Base 1(Uniitled) 🛛 🌆 Text Table 🖸							
Text Tab	Text Table							
	Jum	p <u>Lar</u>	nguage Change	Select Table to Show	Import	Export	Preferen	<u>ces</u>
Number	Characters	Lines	1: AS0	CII Table 1	2: Jap	oanese Table 2		
1	10	1	Run		運転			
2	10	1	Stop		停止			
3	10	1	Products		生産数			
4	10	1						
Б	10	1						

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.

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

7 Use the text table as a Switch's label to be used on the screen.Open the screen. From the [Parts (P)] menu, point to [Switch Lamp (C)] option and select [Bit Switch (B)] or click . Place the bit switch on the screen.

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

Switch/Lamp						×
Parts ID SL_0000 Comment Normal Select Shape No Shape	Switch Feature Switch Common	Lamp Feature Color Bit Switch Bit Address [PLC1]X00000 Copy from Lamp C Bit Action Bit Set	Label	Special	Selector Switch	
Help (<u>H</u>)			01	K (D)	Cancel	

- 9 In [Select Shape], select the Switch shape.
- 10 Specify the [Bit Address] and select [Bit Set] in [Bit Action].

Bit Address	
ILATON WOODLOO	
Gopy from Lamp	Copy to Lamp
Bit Action	
Bit Set	•

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

Switch/Lamp	×
Parts ID	Switch Feature Switch Common Lamp Feature Colder Label
	C Direct Test
Comment	
	Select State Normal
	Font-
	Font Type Standard Font 💌 Size 8 x 16 Pixels 👻
	Toyt Attribute
· · · ·	
Normal	Text Color Blink
Select Shape	Conv.to. All Labels Clear All Labels 7 V None V
	Shadow Color Blink
I no onape	None 🔽
	Background Color Blink
	Transpare 💌 None 💌
	Line Spacing 🛛 🚍 🧮 🔄 🔄
Help (<u>H</u>)	OK (Q) Cancel

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

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

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



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



The "Run" Switch has been created.

15 Create the same kind of "Stop" Switch.





[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].

Vie	w (V)	
	Work Space (<u>W</u>) 🕨	Display State for Table 2
	Tool Bar (<u>T</u>)	
~	Status Bar (5)	••••0•••••1••••••2••••••
~	Function Bar (E)	
*	Package (P)	ō
e	Header (<u>H</u>)	
	Footer (E)	
	Zoom (Z)	
	Zoom Box +	
	Editing Area (B)	1 Construction of the second sec
	Number of States (M)	
	Change Language (L)	Table1
	Preferences (O)	Table2
		Table3
		Tahle4

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.
 - ^C "17.7.1 Message Display Settings Guide Direct Input ◆ Display (Text Table)" (page 17-42)
 - ⁽³⁾ "17.7.5 Drawing Text (Using the Text Table) Settings Guide" (page 17-61)
 - "17.7.6 Alarm Part Item/Details (Text Table) Settings Guide" (page 17-63)
 "17.7.7 Alarm (Enable Text Table) Settings Guide" (page 17-64)
- If you change languages, all the text using Text Table is changed. If text in multiple languages is registered, the language of the displayed text is also changed.
- You can automatically register text from Message Displays, Switches, Lamps, or Alarms to the Text Table.

Convert Text Table

```
NOTE
```

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

Register the text on screens to the Text Table.

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

Proj	ect (F)			
	New (N)			
Þ	Open (<u>O</u>)	Ctrl+0		
в	Save (5)	Ctrl+S		
	Save as (<u>A</u>)			
	Information (I)	•		
	System Settings (⊆)			
🥣	Edit (<u>E</u>)			
ц.	Preview (<u>W</u>)			
	Simulation (L)	Ctrl+T		
	Transfer Project (<u>G</u>)	• •		
(Monitor (<u>M</u>)			
	Utility (<u>T</u>)	Þ		Convert Addresses (<u>A</u>)
9	Print (P)	Ctrl+P		Cross Reference (<u>R</u>)
9	Print Preview (V)		а ц.	Copy from Another Project (⊆)
	Recent Project (1)	ſ		Error Check (E) Convert Text Table (<u>T</u>)
	Exit (X)			

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

💰 Text Table Convert	r			×
Conversion Settings				
Table Number	1: Table 1			
Language	ASCII	•		
Target to be converte O All O Individual	f Screens of Type Start End	Base Screens	•	
		Convert	Close	

NOTE

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

💰 Text T	able Converter	\times
1	Starts converting the text table. You cannot undo this command. Would you like to back up this project with a different name?	
	(<u>Yes (Y</u>) No (<u>N</u>)	

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



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

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

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

17.5 Changing a Text's Language (Multilanguage)

17.5.1 Introduction



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

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

17.5.2 Setup Procedure

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



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

💰 New Text/O	pen				×
New	🔿 Open				
Number Comment	Text				
			New	Cancel	

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

🧮 Base 1 (l	Intitled) 🗙 🛐 Text 1 (Set) 🗙 🖉 🖉
	🔲 Input Multilanguage
Languago	
Language	
l	
001	
002	
003	
004	
005	
006	
007	
008	
009	
010	
012	
012	
013	
015	
016	
017	
018	
019	
020	
021	
022	
	S Canfirm Language Change Cettings
	me commit canguage change sectings
	You are about to edit the language change feature. Continue?
	Yes (Y) No (N)

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

<mark>∂² Language Change X</mark>						
Swite Addre	hing Control ss	[PLC1]D00000		▼ 🚾		
Initial	Table	Table 1		-		
Numbe	Tab	le Name	Language	•		
1	Table 1		ASCII			
2	Table 2		ASCII			
3	Table 3		ASCII			
4	Table 4		ASCII			
5	Table 5		ASCII			
6	Table 6		ASCII			
7	Table 7		ASCII			
8	Table 8		ASCII			
9	Table 9		ASCII			
10	Table 10		ASCII			
1 11	Tabla 11		ΔSC/I	_		
		01		ancel		



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

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



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

Initial Table	Table 1	•

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

ð	Langu	age Change					×		
F	🔽 Enable Language Change Feature								
	Swite	hing Control	[[BLC1]DC	0200					
	Addre	SS	[[FLOI]DC	0000		<u> </u>			
	Initial	Table	Table 1				•		
	Numbe	Tab	le Name		Lane	guage			
	1	Table 1			ASCII				
	2	Table 2			ASCII	•	-		
	3	Table 3			ASCII				
	4	Table 4			Japanese				
	5	Table 5			Chinese(T	raditional)			
	6	Table 6			Chinese(S	implified)			
	7	Table 7			Korean		H		
	8	Table 8			Cyrillic Al	phabet			
	9	Table 9			Thai				
	10	Table 10			ASCII				
	11	Tabla 11			<u> ПО24</u>		–		
				ОК	0	Cancel			

8 Enter the text to display for each table.

Input Multilanguage Intabe 1 ASOI Control Contro Control C	🧵 Bas	e 1 (Untitled) 🗙	📝 Text 1 (set)	×				$\triangleleft \triangleright \mathbf{X}$
1:Table 1 ASOII 2:Table 2 Japanese Language Change Display 10 20 30 40 50 10 20 30 40 5 001 (1) Set the box of the 001 002 replace partsA with 001 002 開封口が下になるように 003 セットします。 003 the open part under 004 005 006 007 008 009 001 011							🔽 Input	Multilanguage
10 20 30 40 50 10 20 30 40 t 001 (1) Set the box of the 001 0 OX块した部品Aの紙箱の 001 0 OX块した部品Aの紙箱の 003 the open part under 003 to y します。 004 005 006 006 006 006 006 007 008 009 009 009 010 011 011 011 011 011 011 011 011 011 011 011 011 011 012 013 014 015 015 013 014 015 015 015 014 015 015 015 015 013 014 015 016 017 014 015 016 017 018 017 018 019 020 021 021 021 019 020 021 021 021 021	1:Tab	le 1 💌	ASCII	▼ 2:Table 2	Ja	apanese 💌	<u>Language</u> <u>Change</u>	<u>Change</u> <u>Display</u>
017 018 019	001 002 003 004 005 006 009 010 011 012 013 014 015 016	(1) Set the replace part the open par	20 box of the sA with t under	30 40		110 110 1002換した部品Aの 1072時日の下になる 38 セットします。 36 37 38 38 38 38 38 38 38 38 38 38 38 38 38	2011 3 11111111 O紙箱の ように	0
	018 019	•	1		02	20 21		F

Click \triangleleft \bigotimes 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
 abc
 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.

T : D : A :		
Trigger Bit Address	[[PLC1]M000100	

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

Basic Display Color	
Font Font Type Standard Font 💌 Size	8 x 16 Pixels 🗸
Display Characters 24 ∰ Display Rows β ∰	

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 clickPlace the switch on the screen.

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

- 17 In [Select Shape], select the Switch shape.
- 18 In the [Word Address] field, set the same address as the set [Switching Control Address].

Word Address	
[PLC1]D00300	▼ 💼

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.

Word Address [PLC1]D00300	_		
Copy from Lamp	Copy to Lamp		
Word Action		Data Type	
Write Data	•	Dec	-
		Bit Length	
		16 Bit	-
		Constant 2	

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

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

17.6.1 Introduction

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



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



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

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

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



NOTE

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

17.6.2 Setup Procedure

NOTE

• Please refer to the settings guide for details.

Export

Exports the Text Tables to the CSV file format.



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

🛄 Bas	e 1(Untitled)	🛛 🐴 T	ext Table 🗵						
Text Tab	Text Table								
	Jum	p <u>Lar</u>	nguage Change Select Table to Show	y Import Export Preferen	ices				
Number	Characters	Lines	1: ASCII Table 1	2: Japanese Table 2	3				
1	10	1	Alarm A	警報A					
2	10	1	Alarm B	警報B					
3	10	1	Alarm C	警報C					
4	10	1							
Б	10	1							

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

ile Code Type Unicode	Extension (txt)
xport File Name	Browse
xport Table	
Table Name	Language
1 Table 1	ASCII
2 Table 2	Japanese
3 Table 3	ASCII
4 Table 4	ASCII
5 Table 5	ASCII
6 Table 6	ASCII
7 Table 7	ASCII
8 Table 8	ASCII
	ASOT

3 Select the code type of the files to export.

đ	🗯 Ехр	ort Te×	t Table	×
(File C	ode T	ype Western Europe	ean (Windows) 💽 Extension (csv)
	Expor	rt File	Name	Browse
	Expor	rt Table	•	
			Table Name	Language 🔺
		1	Table 1	ASCII
		2	Table 2	Japanese
		3	Table 3	ASCII



• 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.



• 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 **A**. The following screen appears. Click [Import].

📮 Base 1(Uniitled) 🛛 🍇 Text Table 🗵									
Text Table									
	Jum	p <u>Lar</u>	iquage Change	Select Table to Show	Import	Export	<u>Preferen</u>	<u>ces</u>	
Number	Characters	Lines	1: AS	CII Table 1	2: A	SCII Table 2			
1	10	1							
2	10	1							
3	10	1							
4	10	1							
5	10	1							
6	10	1							

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

💰 Import Text Table 🛛 🗙			
Import File Name File Code Type			Browse)
Import File Information			
	Table Name	Language	Import Destination
			Import Cancel

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.

		C:\Program H	iles\Pro-face\databa	ase\table2.csv	Refe
File Code	Туре	Western Euro	opean (Windows)		
Import File	Info				
	T	able Name	Language	Import De	stination
2	Table :	2	ASCII	2:ASCII:Table 2	

- 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.

💕 Im	port T	ext Table			×
Import File Name C:\Program Files\Pro-face\database\table2.csv File Code Type Western European (Windows)					Reference
Impo	rt File Ini	io Justice and	,		
		Table Name	Language	Import Destinati	on
	2	Table 2	ASCII	2:ASCII:Table 2	-
			C	1.Joponese Toble 1 2:ASCII:Table 2 3:ASCII:Table 3 4:ASCII:Table 4 5:ASCII:Table 5 6:ASCII:Table 6	
				Import	Cancel //

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

💕 Import '	Text Table	×
٩	Text table import was completed normally.	
	(<u>OK (Q)</u>	



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

17.6.3 Text Table File Format

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

🛄 Base 1 (Untitled) 🛛 🌆 Text Table 🗵								
Text Tab	Text Table							
	Jum	p <u>Lar</u>	nguage Change <u>Select Table to Shov</u>	v Import Export Preferen	<u>ces</u>			
Number	Characters	Lines	1: ASCII Table 1	2: Japanese Table 2				
1	10	1	Alarm	警報				
2	10	1	OK	確認				
3	10	1	Pressure	圧力異常				
4	10	1						
5	10	1						
			•					

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.



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

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

Language	Japanese	ASCII	Chinese (Traditio nal)	Chinese (Simplifi ed)	Korean	Cyrillic	Thai
Language Code	ja-JP	en-US	zh-TW	zh-CN	ko-KR	ru-ru	th-TH

17.7 Settings Guide

17.7.1 Message Display Settings Guide



Setting	Description				
Part ID	Parts are automatically assigned an ID number.				
	Text Display Part ID: MD_ **** (4 digits)				
	The alphabetic portion is fixed. You can change the number part within the range of 0000-9999.				
Comment	The comment for each Part can be up to 20 characters long.				
Part Shape	Displays the shape and status of the Part selected in [Select Shape].				
Select Shape	Open the Select Shape dialog box to choose the Part shape.				
Message Display	Select the Text Display part type.				
Туре	Direct Input				
	The displayed message changes according to the bit address ON/OFF				
	state or the word address value.				
	Image: Second Secon				
	Text Display				
	Text registered to a text screen is changed and displayed.				
	Image: Second secon				
No Shape	When [Text Display] is selected, select whether or not the part will be				
	transparent with no shape.				

Direct Input

Basic

💐 Meccade Display		Y
Parts ID MD_0000 == Comment ABC Select Shape	Basic Display Color Display Text Direct Inpu Text Display Action Mode Address Bit [PLC1]X00000	
Help (<u>H</u>)	Cancel	

Setting	Description							
Action Mode	Select the method for changing Messages.							
	• Bit							
	The Messa	ige changes in	response to the bi	t add	lress t	urnin	g ON	I/OFF.
	Word							
	The Messa	ige changes in	response to which	n bits	are d	lispla	yed ii	n the
	Word Add	ress. Bits (sta	rting from Bit 00)	from	the V	Vord A	Addre	ess are
	automatica	ally allocated,	depending on the	[Nun	nber o	of Me	ssage	es] (2, 4,
	8, 16) setti	ng on the [Di	splay] tab.				-	
			When the Number	er of N	lessag	es is 2	, only t	the 00 bit is used.
			The second states with	1				
	Number of	Number of	I ne remaining bits	can b	e usea	for an	otner p	ourpose.
	Messages	Bits Used	_		03	02	01	00
	2	1		*				╷╺┥┘
	4	2						J
	8	3	•					
	16	4] Wh bits	nen the 6 00-0	e Numl 3 are u	ber of N sed.	Messa	ges is 16,
Address	Select the ac	ldress which v	will trigger the Mes	ssage	e displ	lay.		

Display (Direct Input)

💰 Message Display	×
Parts ID MD_0000	Basic Display Color Text Type © Direct Text © Text Table
ABC Select Shape	Select State OFF Font Font Size 8 x 16 Pixels Display ASCII Text Language ASCII Normal
	Register Message
	Alignment Copy Comment Copy to All Delete
Help (<u>H</u>)	OK (Q) Cancel

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

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)

💰 Message Display		×
Parts ID MD_0000 == Comment ABC Select Shape	Basic Display Color Text Type C Direct Text Text Table Select State OFF Font Font Font Type Standard Font Size Text Attribute	8 x 16 Pixels ▼ Normal ▼
	Register Message	<u> </u>
	Alignment	
Help (<u>H</u>)	OK (Q)	Cancel

Se	tting	Description	
Tex	kt Table	Displays Text registered as a Text Table.	
Se	lect State	Type a message for each selected state. When the [Mode] field on the [Basic] tab is set to [Bit], ON/OFF will display. When the [Mode] field on the [Basic] tab is set to [Word], the state indication buttons (State 0 to State 15) appear according to the defined Number of Messages.	
Fo	nt	Set a font for the text.	
	Font Type	Choose a font type for the text from [Standard Font] or [Stroke Font].	
	Automatically Adjust Text Size	Available with [Stroke Font], select [Automatically Adjust Text Size] to adjust the font size of characters so the text string fits in the part.	
		IT7.7.8 Placing Text When Using Text Tables Automatically Adjust Text Size" (page 17-67)	

Se	tting	Description
	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
Ħ		of $[6 \times 10]$, $[8 \times 13]$, or $[13 \times 23]$. When using fixed sizes, you can
-o-		display only single-byte alphanumeric characters.
		Stroke Font: 6 to 127
		When using [Automatically Adjust Text Size], define the [Maximum
		Size] and [Minimum Size] of fonts. The text font size is adjusted within
		this range.
	Text Attribute	Select the text attributes.
		Standard Font: Choose from [Standard], [Bold] or [Shadow]
		(When using the [6 x 10] font size, select either [Standard] or [Shadow].)
		Stroke Font: Choose from [Standard], [Bold], [Outline]
Register Message		Select the character string from registered strings in the Text Table.
		NOTE
		Liferen selest [Add Tart] von een tree new tert in the Tart Table
		• 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.
		[©] "17.7.8 Placing Text When Using Text Tables ■ Message Display" (page 17-
		67)

♦ Color

💰 Message Display					×
Parts ID MD_0000	Basic Display C	olor			
Comment	Select State	OFF	•		
ABC	Text Color	6	▼ Blink	None	•
	Plate Color	1	💌 Blink	None	J
Select Shape	Border Color	<u>7</u>	▼ Blink	None	
Help (<u>H</u>)			OK (<u>O</u>)	Can	cel

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 display. When the [Mode] field on the [Basic] tab is set to [Word], the state indication buttons (State 0 to State 15) appear according to the Number of Messages set.

Setting	Description
Shadow Color	Choose a shadow color for the text to display. [This can only be set when
	the [Text Attribute] on the [Display] tab is set to [Shadow].
Plate Color	Select the Message Display color (background color for the displayed
	text).
Border Color	Select the Message Display border color.
Blink	Select whether or not the Part blinks, and the blink speed. You can
	choose different blink settings for the [Text Color], [Shadow Color],
	[Plate Color], and [Border Color].
	NOTE
	• There are cases where you can and cannot set Blink depending on the
	Display Unit and System Settings' [Color].
	^{CP} "8.5.1 Setting Colors ■ List of Available Colors" (page 8-42)

Text Display

♦ Basic Settings/Basic

💰 Message Display		×
Parts ID MD_0000 🚔 Comment ABC Select Shape No Shape	Basic Display Color Display Text Direct Input Specify Text File Number Constant Trigger Bit Address [PLC1]x00000	>>Extended
Help (<u>H</u>)	OK (<u>O</u>)	Cancel

Setting	Description
Specify Text Number	Choose how the Text Number will be specified.
	Constant
	Specify a set constant in [Text Number]
	Address
	Select an address that will store the Text Number

Setting Description		Description
Constant Shows/hides the fixed text by turning the bit ON/O		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 Text File Number Word Kessic Address Image: Comparison of the second seco
	Address	Set the address where the text number to display is stored. The text with the number stored in this address displays.
	Data Type	Select the data type of the text number to be stored in [Address].

Basic/Details

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

Text Registration Screen 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 1st - 4th row 5th - 8th row 9th - 12th row 007 cartridge and 008 remove part A. 1. Release the three 2. Open the left side 3. Set the opening 009 3. Set the of the cartridge and tabs nearest you & part of part A 010 opening part of remove the cartridge's remove part A. facing downward. 011 part A facing top cover. 012 downward. 013 Веер Beep T 014

When [Specify Text Number] is [Constant]

Displays fixed text starting from various rows.

💰 Message Display	×
Parts ID MD_0000 Comment 	Basic Display Color Display Text Display Text Direct Input Text Display Specify Text File Number Constant Text File Number Constant Number I Start Row Bit Address [PLC1]X00000 To To Number of Bits I Rows Scroll IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII
Help (<u>H</u>)	OK (Q) Cancel

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

Setting	Description
Number of Bits	Sets how many bits, from the [Start Row Bit Address], are used for Display Start Row Specification. Select a value from 1 to 16. The number of bits to use will differ depending on the specified [Rows Scroll]. For example, 12 row of text, Scroll will move by 4 rows each time: using 2 bits
	$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$
	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
	 NOTE When setting the [Number of Bits], please ensure that the allocated bits are in one word. Even if the number of bits is set to span across two words, only the address specified in [Start Row Bit Address] will be allocated as the Display Start Row. For example, Start Row Bit Address: D100 12 bit, Number of Bits:10 D100 D100

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 Registration 1st Row 000 1st Row 001 1st Row 002 1st Row 003 1st Row 005 005 2. Open the left 006 007 010 011 Paleward 1 1 2. Open the left 006 010 011 011 11 2. Open the left 010 02 11 2 2 2 2 3 3
	Message Display S Display Area is shown with a transparent color.

When [Specify Text Number] is [Address]

Message Display		×
Parts ID MD_0000 Comment ABC Select Shape No Shape	Basic Display Color Display Text Direct Input Text Display Direct Input Text Display Specify Text File Address P IPLC1]D00000 Data Type Specify Start Row Start Row Constant P	er Word <u>Kasic</u> V 📻 Bin V
Help (<u>H</u>)	OK	(<u>O</u>) Cancel

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

Setting	Description
Specify Start Row	 Choose how the text's Start Row is specified. Constant Specify a set constant as the Display Start Row. Address Specify the address where the display start row is stored.
Constant	Desired text displays 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. Specify Start Row Start Row Address Address IPLC1]D00000
	Data Type Bin 💌 Rows Scroll 1
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 \rightarrow Display Start Row = 1 Display Start Row data = 2 \rightarrow Display Start Row = 5 Display Start Row data = 3 \rightarrow Display Start Row = 9 Text Registration 1st Row 1 . Release the three 001 1. Release the three 002 tabs nearest you 003 to cover. 005 side of the 005 sid
	If the Display Start Row data is "0", the text does not display, and the Message Display's Display Area is shown with a transparent color.

Display

💰 Message Display	×	1
Parts ID MD_0000	Basic Display Color Font Font Type Standard Font ▼ Size 8 x 16 Pixels ▼ Display Characters 40 Display Rows 12 3 3 3 3 3 3 3 3 3 3 3 3 3	
Help (<u>H</u>)	OK (Q) Cancel	

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

♦ Color

💣 Message Display					×
Parts ID MD_0000 😐	Basic Display Col	or			
Comment	Text Color Background Color		Blink Blink	None 💌	
ABC	Border Color		Blink	None 💌	
Select Shape	Clear Color		ылк	None	
🦳 No Shape					
Help (<u>H</u>)			ok (<u>o</u>)	Cancel	

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 Display Unit and System Settings' [Color Settings]. ^{GP} "8.5.1 Setting Colors ■ List of Available Colors" (page 8-42)

17.7.2 Common (Text Registration) Settings Guide

📃 Base 1 (l	Untitled) 🗙 📝 Text 1 (Set) 🗙	4 6 :	×
		🗂 Input Multilanguage	
Language	ASCI		
l		50,,60,,70,,80,,90,,100	
001			
002			
003			
004			
005			
006			
007			
008			
009			
010			
011			
012			
013			
014			
015			
016			
017			
018			
019			
020			
021			

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

📃 Base 1 (Untitled) 🗙 📓	Text1(Text) 🗙		$\triangleleft \triangleright {\bf X}$
		l	✔ Input Multilanguage
1:Table 1	I 2:Table 2	Japanese 🗾	anguage <u>Change</u> <u>Thange Display</u>
10 001 002 003 004 005 006 007 008 009 010 011 012	20	11 10 20 11 002 003 004 005 006 007 008 009 010 011 012 013	30 40

Setting	Description
Language Change Settings	The [Language Change Settings] dialog box appears. Set a language for each table.
Change Display Unit	Changes the setting to display only one table or display two overlapping tables.
Select Table	Select the table to register text from [1:Table 1] to [16:Table 16].

17.7.3 Text Table Settings Guide

📮 Base 1 (Unitited) 🖾 🍇 Text Table 🖾 🕢 🕸										
Text Tab	Text Table									
	Jump	o <u>Lar</u>	iquage Change	Select Table to Show	Import	Export	Preference	ŝ		
Number	Characters	Lines								1
1	10									-
2	10									
3	10									
4	10									
5	10									
6	10									
7	10									
8	10									
9	10									
10	10									
11	10									
12	10									
13	10									
14	10									
15	10									
16	10									
17	10									
18	10									
19	10									
20	10									
21	10									
22	10									
23	10									
24	10									
25	10									-1
•								1	ÞĒ	-

Setting	Description		
Jump	Go to a specific row number.		
Language Change Settings	Displays the [Language Change Settings] dialog box. ☞ " ■ [Language Change Settings] Dialog Box" (page 17-56)		
Select Table to Show	Set the tables to display on the Text Table setting screen. Select the check boxes next to the necessary tables to register the Text Table.		
	Vispla Number Table Name Image: Table 1 Image: Table 2 Image: Table 2 Image: Table 3 Image: Table 3 Image: Table 3 Image: Table 4 Image: Table 3 Image: Table 5 Table 6 Image: Table 7 Table 7 Image: Table 8 Image: Table 8 Image: Table 7 Table 8 Image: Table 8 Image: Table 8		
Import	Import Text Tables in either CSV or TXT file formats.		
Export	Export Text Tables in either CSV or TXT file formats.		

Setting	Description
Preferences	 Select how to handle inputs in the Text Table. On the [View(V)] menu click [Preferences(O)]. In the dialog box, click [Text Table]. Use Defined Limits You cannot enter more than the character limit defined in the [Text Table] [Number of Characters] field, and you cannot insert new lines. Adjust Automatically All text inputs are accepted, even if you exceed the [Text Table] [Number of Characters] or [Number of Lines] fields. You can also insert new lines by typing [Alt]+[Enter].
Text Table	Register text. You can register up to 10,000.
Model	Displays the Text Table's index number (row number). Number of
Number of Text Rows	 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. "\n" displays to signal a line feed. if text spans across multiple rows, Alt + Enter will line feed. "\n" displays to signal a line feed. if text spans across multiple rows, Alt + Enter will line feed. "\n" displays to signal a line feed. if text spans across for text to a line feed. if text spans across for the feed. if text spans across for the feed. if text spans across for the feed. if text spans across for the feed. if text spans across for the feed. if the feed. if text spans across for the feed. if text spans across for text to a line feed. if text spans across for text to a line feed. if text spans across for text to a line feed.
Input Text Field	 Even if such an index number is specified on an Alarm Message, only the first line displays. 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.

<i> </i> Langu	age Change					X
🔽 Enat	✓ Enable Language Change Feature					
Switching Control [PLC1]D00000						
Initial Table		Table 1		-	•	
Numbe	Tab	le Name		Lar	nguage	
1	Table 1		F F	ASCII		
2	Table 2			Japanese	9	
3	Table 3		F	ASCII		
4	Table 4		- F	ASCII		
5	Table 5		F	ASCII		
6	Table 6		- F	ASCII		
7	Table 7		F F	ASCII		
8	Table 8		- F	ASCII		
9	Table 9		F F	ASCII		
10	Table 10		- F	ASCII		
11	Tahla 11		1	190T		
			ОК (<u>()</u>	Cancel	

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
Initial Table	Defines the table to display when the value in the [Switching Control Address] is zero.
Table Name	Set a table name of up to 30 characters for each table.
Language	Choose the language for each table.

■ [Export Text Table] Dialog Box

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

ile Ci	ode T	ype Unicode	Extension (txt)
xport	File	Name	Browse
xport	: Tabl	e	
		Table Name	Language
•	1	Table 1	ASCII
•	2	Table 2	Japanese
•	3	Table 3	ASCII
•	4	Table 4	ASCII
•	5	Table 5	ASCII
•	6	Table 6	ASCII
•	7	Table 7	ASCII
•	8	Table 8	ASCII
	0	Tabla 0	A SCII

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.

<mark>import Te≫</mark> Import File File Code T	tt Table		X Browse
Import File I	Information		
	Table Name	Language	Import Destination
			Import Cancel

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.			
	✓ 1 Table 1 ASCII 1:ASCII:Table 1 ✓ 2 Table 2 ASCII 1:ASCII:Table 1 ✓ 2 Table 2 ASCII 1:ASCII:Table 1 ✓ 2 Table 2 ASCII 1:ASCII:Table 1 ✓ 3 ASCII:Table 3 4:ASCII:Table 3 ✓ 4:ASCII:Table 4 5:ASCII:Table 5 6:ASCII:Table 6			

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

Parts ID Switch Feature Switch Common Lamp Feature Color Label SL_0003 Image: Comment Comment Direct Text Image: Color Text Table Select State Normal Font Font Font Type Standard Font Image: Standard Font Image: Color Text Attribute Select Shape Text Attribute Normal Image: Copy to All Labels Copy to All Labels Clear All Labels Shadow Color Blink. Image: Text Color Blink.	💕 Switch/Lamp			×
Normal Text Attribute Normal Select Shape	Parts ID SL_0003 * Comment	Switch Feature Switch Common Lamp Feature Color Label C Direct Text Table Select State Normal Font Font Type Standard Font Size	8 x 16 Pixels	
	Normal Select Shape	Automatically Adjust Text Size Text Attribute Copy to All Labels Ciear All Labels	Normal Text Color 7 V Shadow Color Background Color	Blink None Slink None Blink
✓ Fixed Position Line Spacing 0	use and 1	Fixed Position Line Spacing 0 0 0 0 0 0 0 0		Presed 1

Setting		Description			
Text Table		Displays Text registered as a Label.			
Select State		 Select the Lamp state. If the Lamp Feature is not used, only [Normal] can be selected. If the Lamp Feature is used, you can set the label corresponding to the lamp state. NOTE To set a label that is interlocked or in delay, set the [Switch Common] tab's Detail Settings to [Show Interlocked Condition] or [Show In-Delay 			
		Status]. This will add the [Select State] choice.			
Font		Set a font for the Label text.			
Font Ty	ре	Choose a font type for the text from [Standard Font] or [Stroke Font].			
Automa Adjust T	tically ext Size	Available with [Stroke Font], select [Automatically Adjust Text Size] to adjust the font size of characters so the text string fits in the part.			

Setting		Description		
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 When using [Automatically Adjust Text Size], define the [Maximum Size] and [Minimum Size] of fonts. The text font size is adjusted within this range.		
	Select the text attributes.Text AttributeStandard Font: Choose from [Standard], [Bold], [Shadow](When using the [6 x 10] fixed font size, the options are [Sta [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.		
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		
		Display Unit and System Settings' [Color Settings]. ^(②) "8.5.1 Setting Colors ■ List of Available Colors" (page 8-42)		
Fixed Position		When clicked, the Label is positioned in the center of the Part. ^{(SP} "17.7.8 Placing Text When Using Text Tables ■ Switch Lamp Label" (page 17- 65)		
Ro	w Spacing	Set a value from 0 to 255.		
Align		Select the alignment of the text.		

17.7.5 Drawing Text (Using the Text Table) Settings Guide



Setting		Setting				
Text Table		Displays Text registered as a Text Table.				
Font		Set a font for the text.				
	Font Type	Choose a font type for the text.				
	Automatically Adjust Text Size	Available with [Stroke Font], select [Automatically Adjust Text Size] to adjust the font size of characters so the text string fits in the part.				
		Font Type Stroke Font 💌 Maximum Size 8 🗮 🗮				
		Value Automatically Adjust Text Size Minimum Size 8				
		Text Attribute Normal				
	Direction Horizontal CAlignment					
		• This property is unavailable when the [Direction] is [Vertical].				
	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 When using [Automatically Adjust Text Size], define the [Maximum Size] and [Minimum Size] of fonts. The text font size is adjusted within this range.				

Setting		Setting			
Font	Text Attribute	Select the text attributes. Standard Font: Choose from [Standard], [Bold], [Shadow] (When using the [6 x 10] font size, select either [Standard] or [Shadow] Stroke Font: Choose from [Standard], [Bold], [Outline]			
	Direction	Select from [Horizontal] or [Vertical].			
	Centering	When [Vertical] is selected in [Direction], align the center of the text.			
Co	lor	Configure the color settings for the text.			
	Text Color	Select the text's color.			
	Background Color	Set the background color for the text.			
	Shadow Color	This can only be set when [Shadow] is set in [Text Attribute].			
Blink		 Select whether or not the Part blinks, and the blink speed. You can choose different blink settings for [Text Color], [Background Color], and [Shadow Color]. NOTE There are cases where you can and cannot set Blink depending on the Display Unit and System Settings' [Color Settings]. *** "8.5.1 Setting Colors ■ List of Available Colors" (page 8-42) 			
Align		When [Horizontal] is selected in [Direction], select the alignment of the text.			
Row Spacing		Set a value from 0 to 255.			
Text		Select text to display from the registered Text Tables. If you select [Add Text], the dialog box appears and you can add new text in the Text Table.			
Center		When [Horizontal] is selected in [Direction], set whether to display the text in the center of the text display area.			

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

Alarm				×
Parts ID	Basic Item Colo	r Display 🗍 Sub Di	splay Switch Cursor Shape	
AD_0000 📫	Disp	lay Characters	Show Item Name	Display Order >>Basic
Comment	Left Margin	0 🗦 🏢		Date
	Date	8 🗄 🏼	V V	Message
	Triggered	5 = =		Recovery
	Message			
	Receivered			-
	Accumulate			
	Level	7 🗄 🏢		Pormat
	Address	9 🕂 🏢		
	Address1		□ <u>·</u>	
ſ	Show-Item-Iname Se	ettings		
		O Direct Text	Text Table	
	Font Type	Standard Font	Size	8 x 16 Pixels
Alarm Begistration			Text /	Attribute Normal
Adminiegistidion	Display Color		Blink None 💌 Shade	ow Color 📃 1 💌 Blink None 💌
	Background Color	Transparent 💽	Blink None 🔻	
Help (H)				OK (0) Cancel

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.			
Sh	ow-Item-Name	Configure settings for Item Name display.			
Set	ttings				
	Font Type	Choose a font type for the Item Name.			
	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 text attributes.			
		Standard Font: Choose from [Standard], [Bold] or [Shadow]			
		(When using the [6 x 10] font size, select either [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			
cho No • 7		choose blink settings for [Display Color].			
		NOTE			
		• There are cases where you can and cannot set Blink depending on the			
		Display Unit and System Settings' [Color Settings].			
		^G "8.5.1 Setting Colors ■ List of Available Colors" (page 8-42)			

17.7.7 Alarm (Enable Text Table) Settings Guide

🛄 Bas	e 1 (Untitled) 🐹 🛃 Alarn	n 💌						4 0	×
Alarm	🔽 Enable	e Text Table	Language Change	able 1	ASCI			Export	Im
Common	blocks1 blocks2 blocks3	3 blocks4	blocks5 blocks6 bloc	ks7 blocks8					
💿 Bit Mo	nitoring 🔿 Word Monito	oring							
	Jump <u>Auto Allocati</u>	ion	🗸 History 🛛 🗸 Log	🗸 Active					
Number	Bit Address	igger Condi		Meesege		Level	Sub Displa	ay Screen Nu	ımbe
1	[PLC1]X00000	ON			-	0		0	
2									
3			1: Run						
4			2: Stop 3: Products						
5									
6									
7									
8									
9									
10									
11									
12									
13									
14									
10									

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 17-56)
Text Table	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].
	• When multiple lines of text are selected, only the first line displays.

17.7.8 Placing Text When Using Text Tables

Switch Lamp Label

Text Display Area

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

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



Change Tables

NOTE

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

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

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

Set [Align Center]

		/
	·····	
	444	
	444	
ΓT	5565	Γ
	0000	
\vee		N

<u> </u>	_		
L			
	111	1	
+	121	F	
1 1	555	55	
		-	
L			

Set [Align Left]

Set [Align Right]



Fixed Position

When [Fixed Position] is set,

the text display area is always fixed in the center of a Part.



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



Text

Text Display Area

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

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



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

Center

Centers the text in the Text Display Area.

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

When [Center] is set:





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

[Center]

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



Automatically Adjust Text Size

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

When all characters fit in the frame	When minimized characters do not fit in the frame			
111 12222 133	111111 2222222222222 33333333333	11111111111 11111 222222222222222 33333333		

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

111111 222222 333333

NOTE

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

Message Display

Text Display Area

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

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





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

Center

NOTE

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

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

When [Center] is set:



When [Center] is not set:



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

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

Set [Align Left]

444



444

5555

Set [Align Right]



17.8 Restrictions

17.8.1 Restrictions on Message Display

Direct Input

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

Text Display

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

17.8.2 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]
- If Multilanguage display is specified for the text, changing the language also changes the text in the Message Display [Text Display] and Text Alarm parts.
- You cannot change the text to display in a Data Display's [Text Display], or change item names and text that display on a Sampled Data Display and Special Data Display by changing languages.
- Multiple text tables cannot display at the same time.
- Changing languages acts the same as changing screens. Screens that display before changing languages may not display after the change.

Changing Alarm Language

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

Alarm History and Summary

When setting an Alarm History Switch on the Alarm Part's [Switch] tab, you cannot use a Text Table for the label. If you want to change languages for an Alarm History Switch, use a Switch Lamp part's Special Switch.

To:14.4 Special Switch" (page 10-64)

• When you change a text table, the screen displays the initial state (the display state immediately after a screen change). Accordingly, any scroll movement or displayed Sub Screens is canceled when the text table changes.

For example,



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

Banner

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

17.8.3 Restrictions on Text Table Converter

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