Chapter 1

Menu Screen

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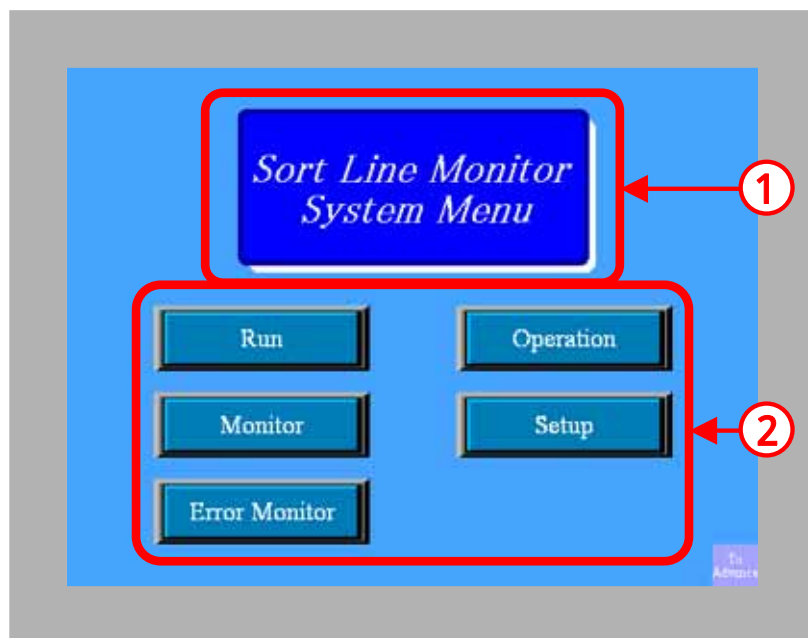Let's place the Change Screen Switch
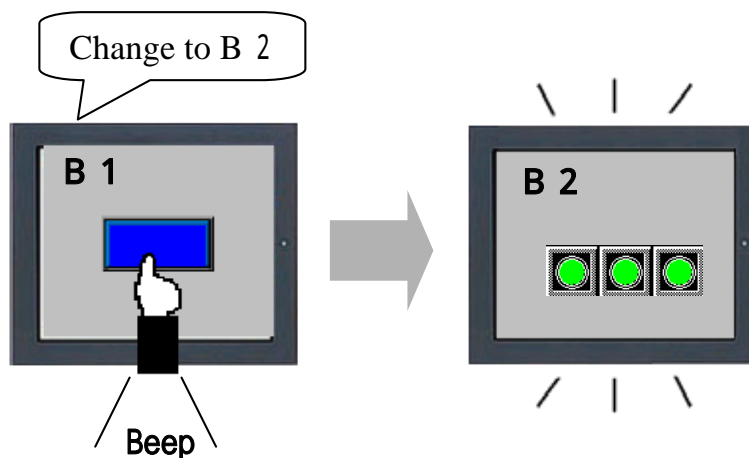
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Menu Screen

What's Menu Screen?

In the menu screen, let's create an initial screen to be displayed when the power turns on. The following will describe how to draw a title of a device and a switch to change screens.

The screen title is displayed using Drawing Features. (->Details p.1-4

Use the Change Screen Switch to change screens.
(->Details P1-16   )

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Drawing

Various Drawing Features

When you place a line, a rectangle, text etc. on the screen, you use the drawing features.

(1) Each Drawing Feature

Text: To place a character string.

Dot: To draw dots of 1-5 dot size.

Line: To drag from a start point to the end point and draw a line.

Polyline: To click the start point, the vertex(es), and the end point and draw a polyline.

Rectangle: To drag the range of placement and draw a rectangle.

Polygon: To click the vertexes and draw a polygon.

Circle/Oval: To drag the range of placement and draw a circle.

Arc/Pie: To drag from the center point to one point then another on the circumference and draw an arc.

Scale: To drag the range of placement and draw a scale.

Image: To place a registered image file as an image on the screen.

Call Screen: To call pictures or parts that have been registered in other screens and display them on this one.

Table: To drag the range of placement and draw a table.

How to place a line.

(1) Selecting/Drawing a line.

Click the [Line] icon from the tool bar.

Drag the start point of a line to be placed to the end point and draw a line.

Drag
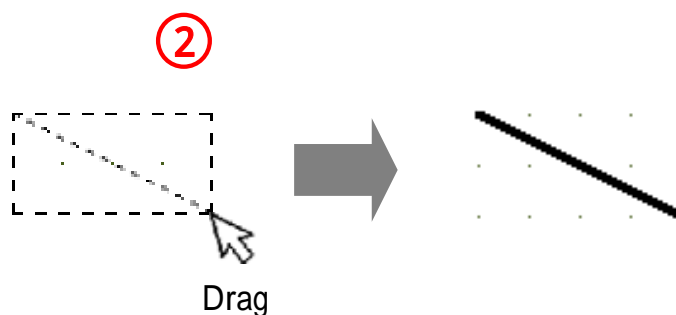
(2) Line Settings

Double-click the line.

Line Type: Select a line type.

Line Thickness: Set the thickness of the line from 1 to 9.

Arrow Shape: Select Yes/No or a shape of the arrow.

Arrow Direction: Select the direction of the arrow.

Display Color: Set the color of the line.

Pattern Color: Set the second color of the pattern. It can be set only when something other than the solid line is set for [Line Type].
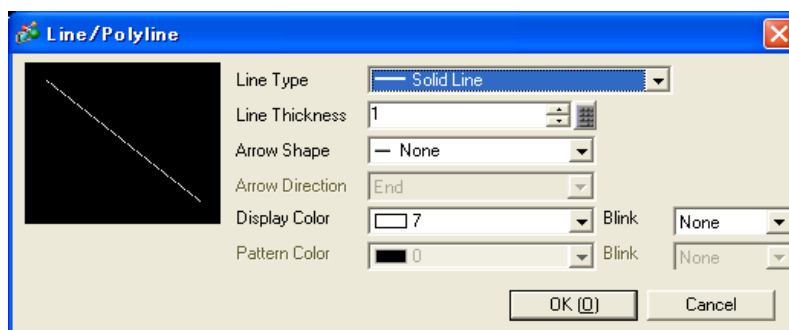
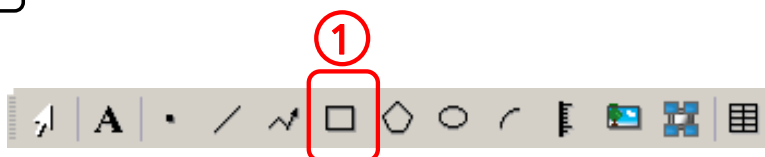**Blink:**Set Yes/No of the blink display and the blink speed.

How to place a rectangle

(1)Selecting/Drawing a rectangle

Click the [Rectangle] icon from the tool bar.

Drag the range of a two diagonal corners and draw the rectangle.

Drag

(2)Rectangle Settings

Double-click the placed rectangle.

Border: Set Yes/No of displaying the border.

Line Type: Select the line type.

Line Thickness: Set the line thickness from 1 to 9 dots.

Display Color: Set the color of the line.

Pattern Color: Set the secondary color of the pattern. It can be set only when something other than solid is set for [Line Type].

Blink: Set Yes/No of the blink display and the blink speed.

Fill: Set Yes/No of Fill.
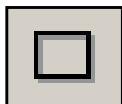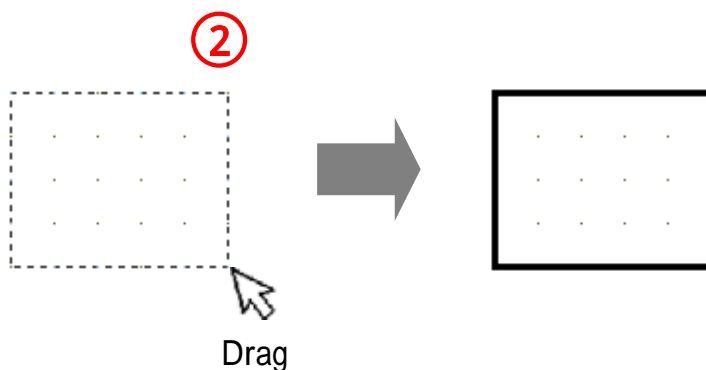
Pattern: Set the fill pattern of the rectangle.

Display Color: Set the color of the rectangle.

Pattern Color: Set the secondary color of the fill pattern of the rectangle.

Blink: Set Yes/No of the blink display and the blink speed.
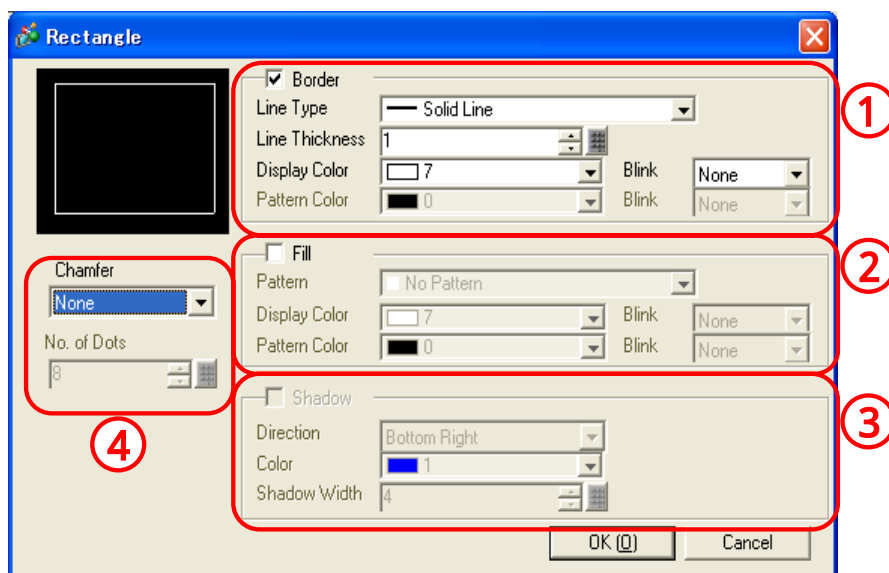
Shadow: Set Yes/No of displaying a Shadow.

Direction: Set the position to display the Shadow.

Color: Set the color of the Shadow.

Shadow Width: Set the shadow width from 1 to 16.

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

No. of Dots: Set the number of dots of the chamfer from 1 to 20.

How to place Text

(1)Selecting/Placing Text.

Click the [Text] icon from
the tool bar.

Click the location for placement.

(2)Text Settings

Double-click the placed text.

Select [Direct Text]. Entering
characters directly in the Text
input space (   ) causes the text
to display.

Font Type: Select the font to use from
[Standard Font], [Stroke Font], and
[Image Font].

Character Size: Set the character size.
The setting range varies depending on
the font type.

Display Language: Select the display
language from [Japanese], [ASCII],
[Taiwanese], [Chinese], and [Korean].

Text Attribute: Set the text attribute.
The setting varies depending on the
font type.

Direction: Select the display direction
of the text from [Horizontal] and
[Vertical].

Centering: The characters are centered
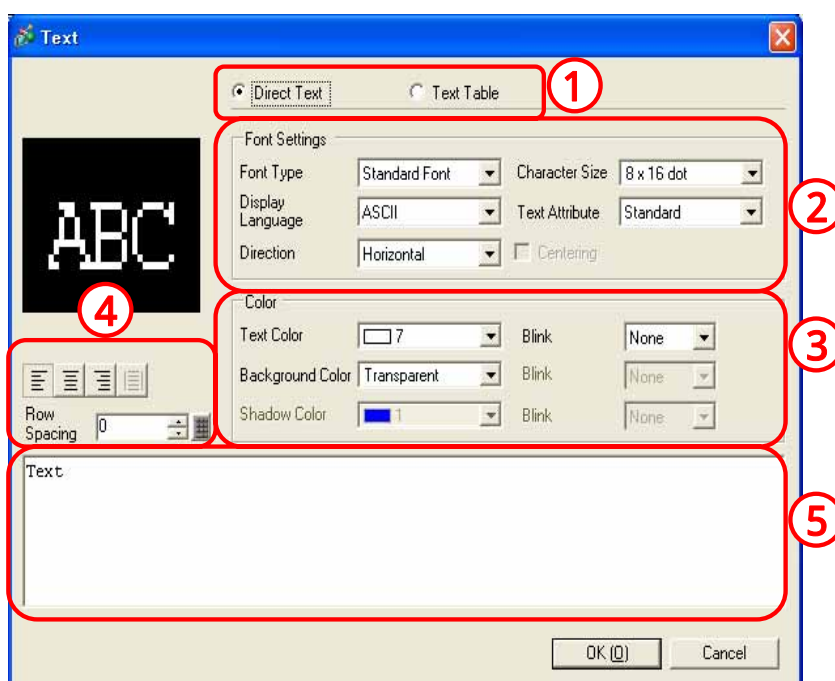in the case of Vertical.

Text Color: Set the display color of the text.

Background Color: Set the background color of the text.

Shadow Color: Set the shadow color of the text.

Blink: Set Yes/No of the blink display and the blink speed.

Row Spacing: Set the row spacing from 0 to 255.

How to edit objects

The figures and parts placed on the screen are all called [Object]. The following will describe how to edit Objects.

(1) Each Edit Tool

Cut: Deletes the Object and save it in the clip board temporarily.

Copy: Copies the Object to the clip board.

Paste: Pastes the cut or copied Object onto the screen.

Duplicate: Duplicates the Object and pastes the multiple Objects in a group on the screen.
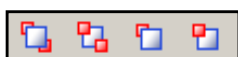
Delete: Deletes the Object.

Select All: Selects all the Objects on the screen.

Edit Vertex: Edits, deletes, or inserts the coordinates of each vertex of a polyline or polygon

Group: Groups multiple Objects.

Order: Moves the Object forward or backward in the viewing order.

Place/Align: Aligns the positions of multiple Objects according to a combination of Horizontal and Vertical selections.

Rotate/Flip: Rotates the Object by 90 degrees to Left/Right or flips it Horizontally/Vertically.

Grid Settings: Sets Display/Non-display of the Grid and viewing order along with the grids of the Object.

Guideline Settings: Sets Display/Non-display of the Guideline and the display position.

Open Screen Option: Displays Screen Edit Settings.
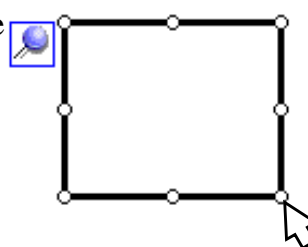
(2) Selecting Objects

In order to edit the Object, it's first necessary to select which Object to edit.
The following describes how to select an Object.

Click the [Select Range] icon from
the tool bar, and keep it selected.

Click the desired Object directly or try to enclose the whole
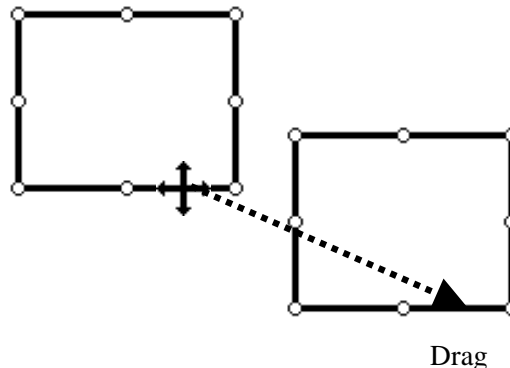desired selection with one drag. The handles are display on
the selected Object(s).

*The marks displayed on the vertexes etc. of the selected
Object are called handles.

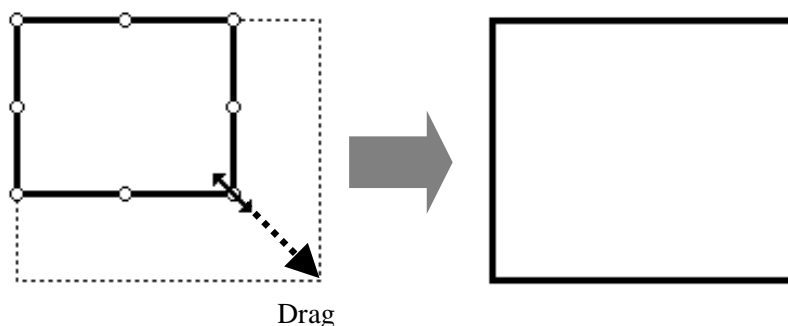## (3) Moving

Move the cursor over the selected Object but not
over any handles and once the cursor becomes
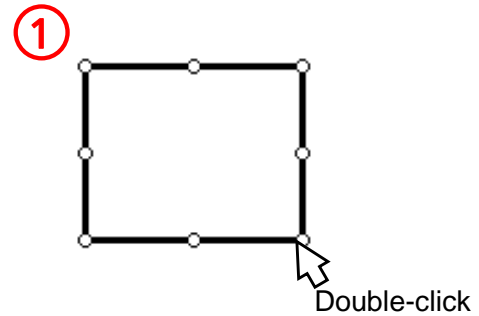the mark ✛,drag it to the desired position.

Drag

(4)Scaling Up/Down

Move the cursor over the handles
of the selected Object and after
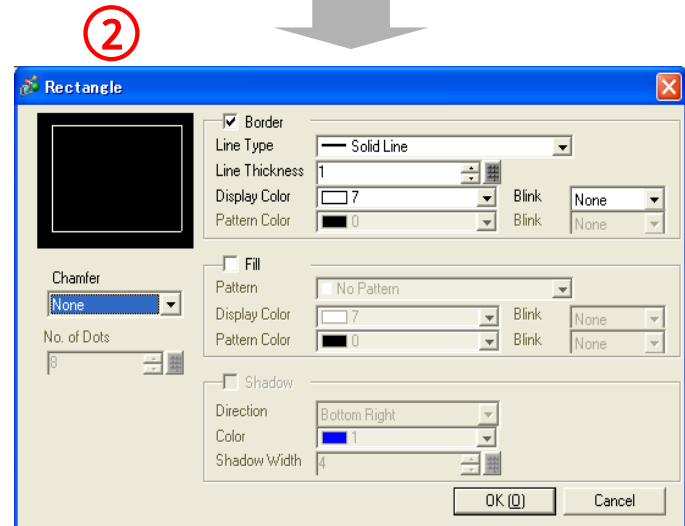the cursor becomes the mark ↘ ,
drag to the desired size.

Drag

(5) Changing Attributes
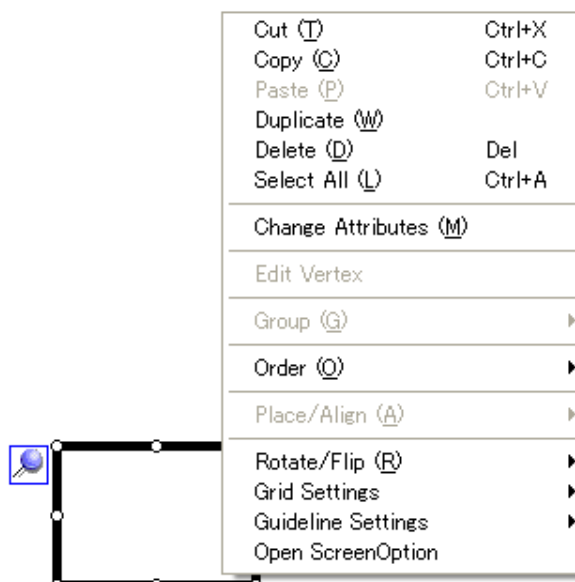
Double-click the Object you wish to edit.

Double-click

The dialog box will appear.
Change the settings and click [OK].

Rectangle

Border
Line Type   Solid Line
Line Thickness   1
Display Color   7   Blink   None
Pattern Color   0   Blink   None

Chamfer
None

No. of Dots
8

Fill
Pattern   No Pattern
Display Color   7   Blink   None
Pattern Color   0   Blink   None

Shadow
Direction   Bottom Right
Color   1
Shadow Width   4

OK (O)   Cancel

⭐ **Hint**

When using the edit tools introduced in [(1) Each Edit Tool], select the Object
and then, right click. Each feature can be selected from this menu.

Cut (T)	Ctrl+X
Copy (C)	Ctrl+C
Paste (P)	Ctrl+V
Duplicate (W)	
Delete (D)	Del
Select All (L)	Ctrl+A
Change Attributes (M)	
Edit Vertex	
Group (G)	▶
Order (O)	▶
Place/Align (A)	▶
Rotate/Flip (R)	▶
Grid Settings	▶
Guideline Settings	▶
Open ScreenOption	

Let's display a title on the menu screen.
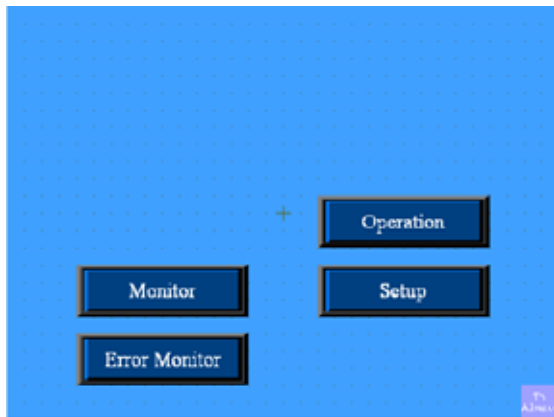
This section will describe how to draw a title using drawing features.

[Setup Flow]
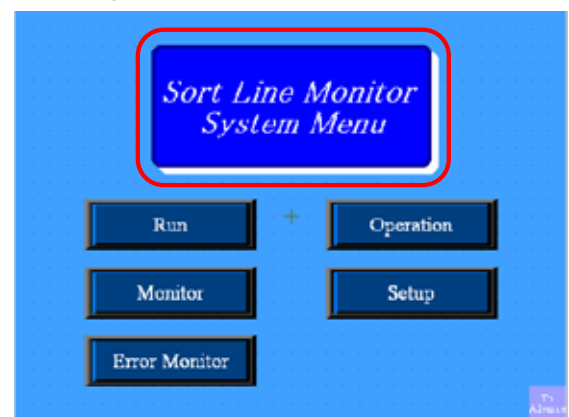Open the base screen [1].
Place/Configure the background rectangle.
Place/Configure text over the background.

Open the base screen [1].

[For Exercise]

[Completed]
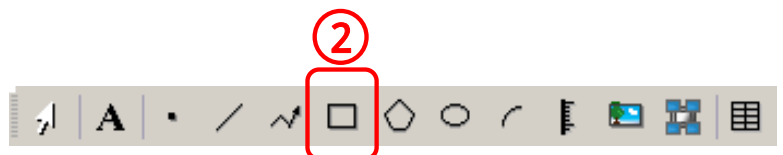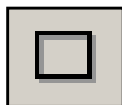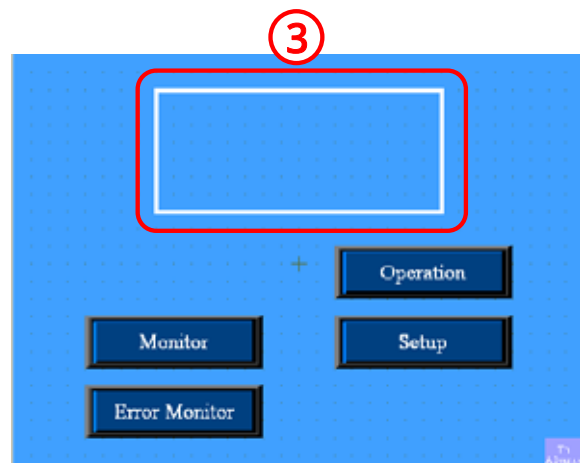
(1) Let's select/place a rectangle.

Click the [Rectangle] icon from the tool bar.

Drag the range of a rectangle to draw it.
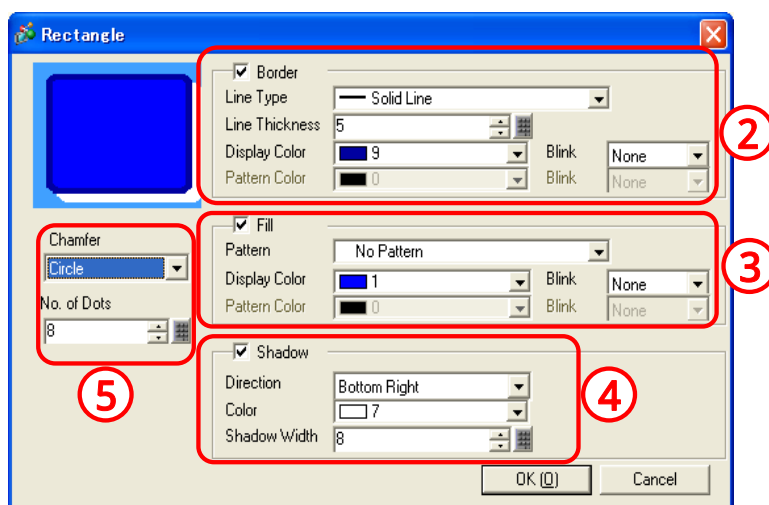
(2) Let's configure the rectangle.

Double-click the placed rectangle.

Set [Solid Line] for [Line Type].
For [Line Thickness] and [Display
Color], set them as you like.

Check [Fill]. Set [No Pattern] for
[Pattern] and set the [Display Color]
as you like.

Check [Shadow]. Set [Bottom Right] for
[Direction]. For [Shadow Width] and
[Color], set them as you like.

Set the [Chamfer] and the [No. of Dots] as desired.

(3) Let's select/place the text.

Double-click the placed rectangle.

Click the [Text] icon from the tool
bar.

Drag the range of placement.

(4) Let's set the text.

Double-click the placed text.

Select [Direct Text].

Set [Image Font] for [Font Type] and set [Select Font] as you like.

Set the color you like for [Text Color] and set [Transparent] for the [Background Color].

*Make sure that the [Text Color] is not the same as the background rectangle.
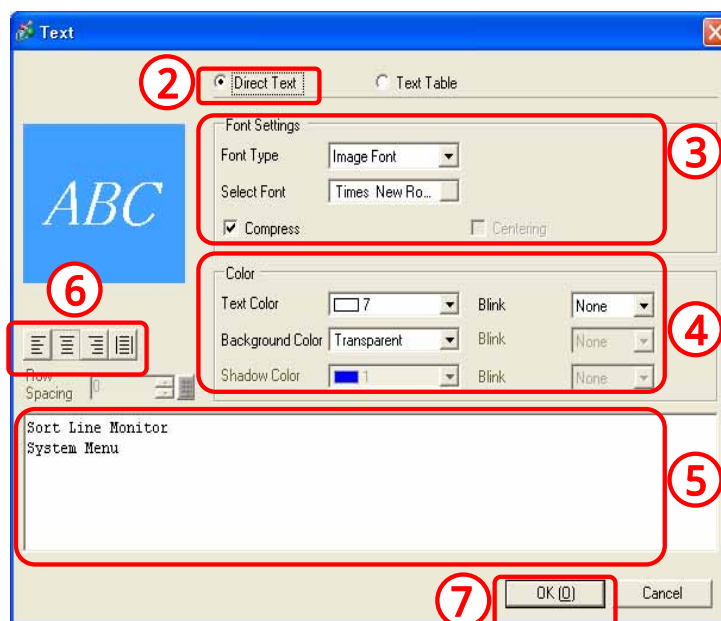
Enter [Sort Line Monitor].

*In the text input space, if you move to the next line, the same movement will be displayed on the screen.

Set [Centering].
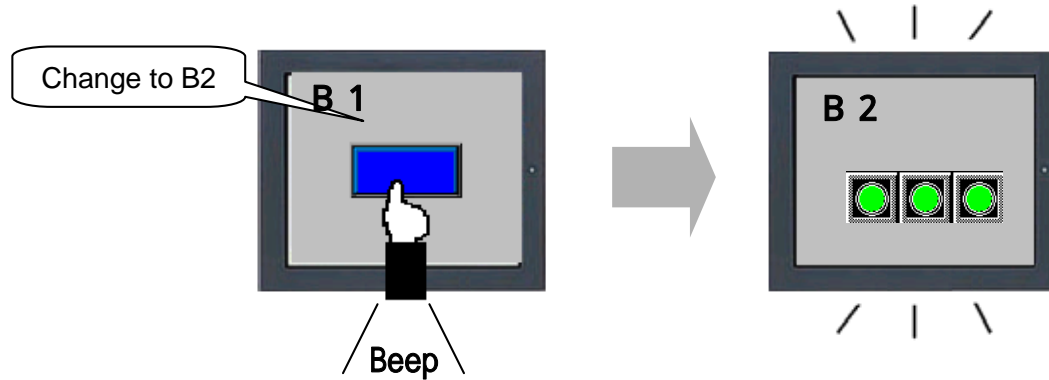
Click [OK] to finish the settings.

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Change Screen

How to change screens (Switch:Change Screen)

If you wish to change screens with a switch placed on this screen, use [Switch:Change Screen].

Placement/Setup Procedures

From the Part pull-down on the menu bar, select [Switch Lamp]->[Change Screen Switch] or click the [Switch]icon,

Drag the range for placement.

Double-click [Change Screen Switch] and make settings.
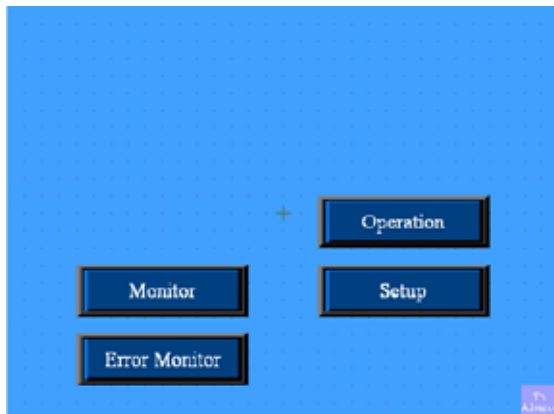
Let's place the Change Screen Switch.

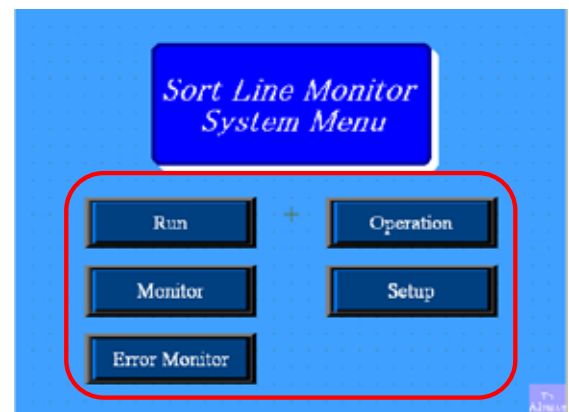This section will describe how to draw a Change Screen Switch to change to each screen.

[Setup Flow]
Open the base screen [1].
Place/Set the Change Screen Switch.

Open the base screen [1].

[For Exercise]

[Completed]

(1) Let's select/place the switch.

Click the [Switch] icon from the tool bar.
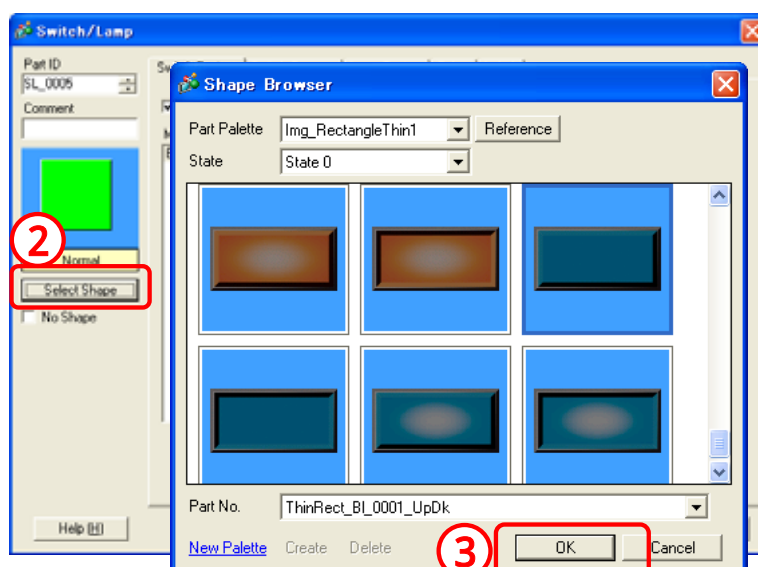

Drag the range for placement.

(2) Let's select a picture.

Double-click the placed switch.

Click [Shape Browser] and select the switch you like.

After selecting the picture, click [OK].

## (3) Let's set the Switch Features.

Select the [Switch Feature]tab.
To make it change screens, select [Screen Change] from [Screen Change Action].

Screen Change Action: Select either [Screen Change] or [Previous Screen]. If you want to specify a screen number to change to, select [Screen Change]. When [Previous Screen] is selected, the switch would return to the previously displayed screen.

Here, select [Screen Change].

Screen No.: Set the number of the screen to change to.

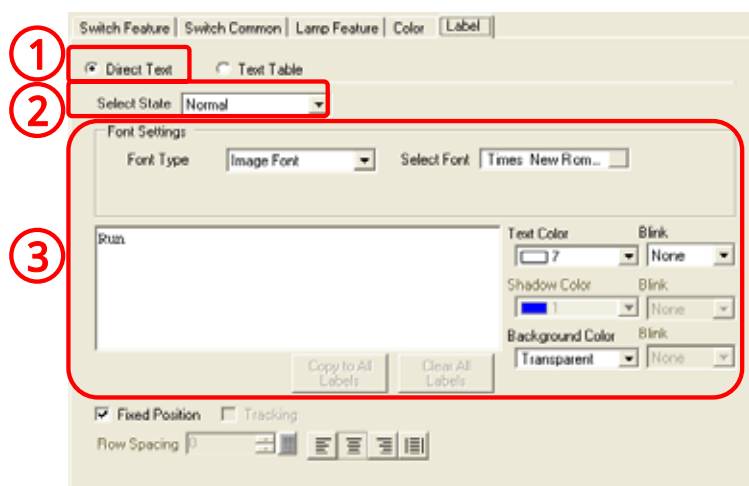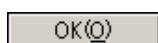Here, set [2].
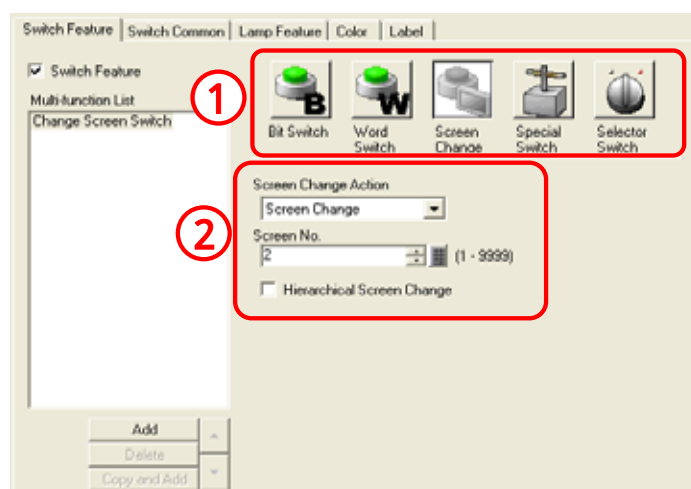
(4) Let's set Label.

Select [Direct Text].

When [Lamp Feature] is set, it's possible to select ON or OFF for [Select State] and set the Label.
Since the [Lamp Feature] is not set this time, leave it as [Normal].

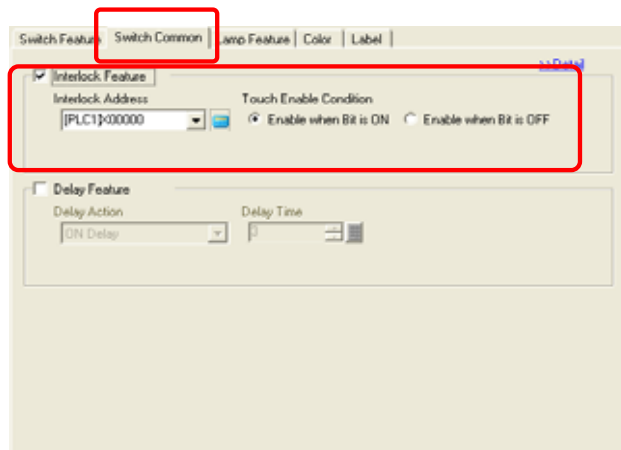Enter the label and set the font and the color as you like.

*For details, refer to [p.1-9, How to place Text]

Click [OK] to complete the settings.

OK(O)

⭐ **Hint**

If you use [Interlock Feature] of [Switch Common], it's possible to enable the switch operation under the specified condition only.

Interlock Feature: Only when the bit address set in [Interlock Address] agrees with [Touch Enable Condition], the touch operation is enabled.

Interlock Address: Set the bit address to use for Interlock. Only when the bit address set here agrees with Touch Enable Condition, the touch operation is enabled.

Touch Enable Condition: To decide which state of the designated bit address enables Touch, select [Enable when Bit is ON] or [Enable when Bit is OFF].

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