

5.5 Notes

5.5.1 Transparency

There is a limitation on the use of the [Transparent] setting.

Item	Max. Number of Parts	Description
TS2060	64	131,072 dots in total (= 262,144 bytes ... 64 k/32 k colors) (= 131,072 bytes ... 128 colors/monochrome)
TS1000S	128	524,288 dots (same for 64 k/32 k/128 colors)

If this limitation is exceeded, the transparency setting does not work correctly.

If the displayed image is different from what you intend, reduce the number of display parts with which [Transparent] is selected.

* **In addition to data display parts, there are other items that have a limitation on the [Transparent] setting.**

- Patterns (Draw, Graphic Display, Graphic Relay)
- Switches/Lamps
For details, refer to the related chapter for each item.

Other Notes

- When [Shadow] is chosen for [Style], [Transparent] cannot be selected; however, it can be rendered in the same way as when [Transparent] is selected.
- Even for parts for which transparent can be selected, it is recommended to keep [Transparent] unselected.
If [Transparent] is selected, flickering may occur when the displayed numerical data or character data changes. Also, the display speed will decrease.

5.5.2 Placing Switches or Lamps Overlaying Other Switches or Lamps

Placing Numerical Data Displays, Character Displays, and Message Displays

Take the following points into consideration when placing parts.

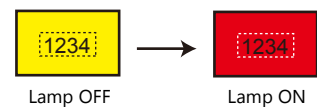
- When placing a data display part on a switch or lamp part
It is recommended to create the screen under the following conditions.

[Condition 1] Switch/Lamp Draw Mode: REP

[Condition 2] Data Display

Part type: Parts that do not have any graphics on the background and simply consist of foreground and background colors

If the above conditions are not met, the parts may not be displayed correctly.

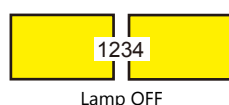


- When placing data display parts on a switch or lamp part
When the above conditions are met, the parts can be displayed correctly with multiple data display parts.



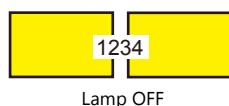
- When placing a data display part on multiple switch or lamp parts
Due to the part property, the parts cannot be displayed correctly.

Draw Mode: REP



The data display part is hidden under the lamp.

Draw mode: XOR



The XORed color is displayed.