

5.5 Notes

About Transparency

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

Model		Max. Number of Parts	Height × Width Size
V815iX	Without video	256	1,228,800 dots in total (= 2,457,600 bytes ... 64k/32k colors) (= 1,228,800 bytes ... 128 colors)
	With video		393,216 dots in total (= 786,432 bytes 64k/32k colors)
V812xS V810xS/V810xT V808xS	Without video	256	1,228,800 dots in total (= 2,457,600 bytes ... 64k/32k colors) (= 1,228,800 bytes ... 128 colors)
	With video		
V810xC V808xC V808xCH		256	131,072 dots in total (= 262,144 bytes 64k/32k colors)
			262,144 dots in total (= 262,144 bytes 128 colors)
V806xx		64	131,072 dots in total (= 262,144 bytes 64k/32k colors) (= 131,072 bytes 128 colors/monochrome)

If this limitation has been exceeded, the transparent 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.**

- Pattern (Draw, Graphic Display, Graphic Relay)
- Switch, Lamp

For more information, refer to the appropriate section for each item.

Other Notes

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