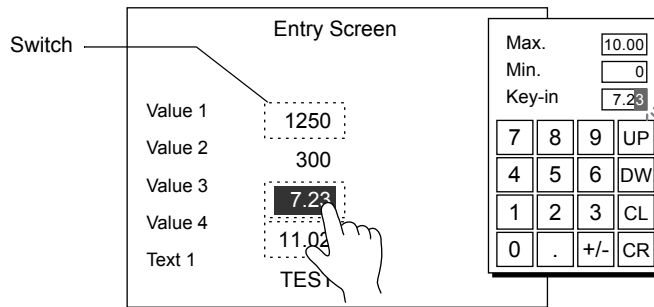


### [Function: Overlap Display = ON (or Multi-Overlap Display)] switch

When the [Function: Overlap Display = ON (or Multi-Overlap Display)] switch is overlaid on an entry target, pressing the switch brings up the overlap window with the cursor on it. (Refer to page 7-27.)

Each time a switch is pressed, the cursor moves; when an overlap display part is shown, the switch works in the same way as the [Function: Item Select] switch.



When the switch is pressed, an overlap window is brought up and the cursor appears in the pressed position.

While the overlap display part is shown, the cursor moves to the switch that is pressed.

## Item Select Function using Item Select Memory

It is possible to control cursor movement by setting [Item Select Memory] on the same position where an entry target is placed.

### Setting position

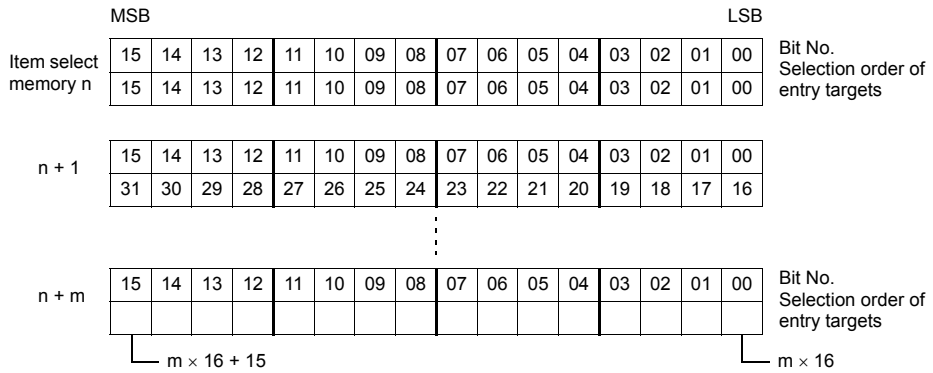
| Entry Target                  |                  | Setting position  |
|-------------------------------|------------------|---|
| Type                          | Placing position |   |
| Num. Display<br>Char. Display | Base screen      | [Screen Setting] → [Screen Setting] → [Entry] tab window → [ <input type="checkbox"/> Item Select Memory]     |
|                               | Normal overlap   | [Normal Overlap] dialog → [Detail] tab window → [ <input type="checkbox"/> Item Select Memory]                |
|                               | Multi-Overlap    | [Multi-Overlap] dialog → [Detail] tab window → [ <input type="checkbox"/> Item Select Memory]                 |
|                               | Call-Overlap     | [Call-Overlap] dialog → [Detail] tab window → [ <input type="checkbox"/> Item Select Memory]                  |
|                               | Global overlap   | [Global Overlap Setting] dialog → [Detail] tab window → [ <input type="checkbox"/> Item Select Memory]        |
|                               | Data Block Area  | [Data Block Area] dialog → [Detail] tab window → [ <input type="checkbox"/> Item Select Memory] <sup>*1</sup> |
| Table Data Display            | –                | [Table Data Display] dialog → [Detail] tab window → [ <input type="checkbox"/> Item Select Memory]            |

Check the box for [ Item Select Memory] and specify the top memory address of [Item Select Memory].

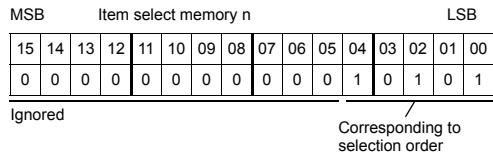
\*1 For [ Data Block Area] in the [Data Block Area] dialog, specify the top memory address and [Word Count].

**Contents of item select memory (Entry Target = Num. Display/Char. Display)**

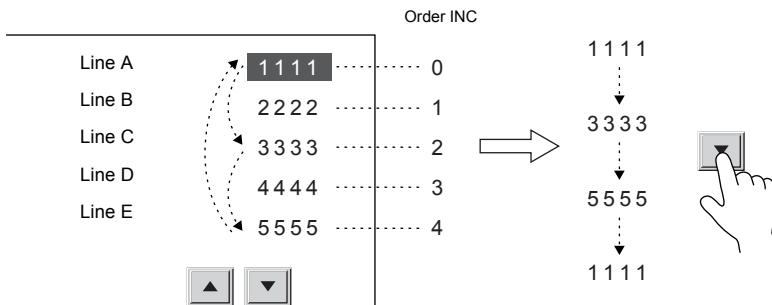
The memory addresses specified for [Item Select Memory] are linked with the selection order of entry targets as shown below:



Example: For the screen shown below:



The cursor moves to the data fields in the following order:



**Contents of item select memory (Entry Target = Table Data Display)**

Assignment depends on the number of columns of the table data display part.

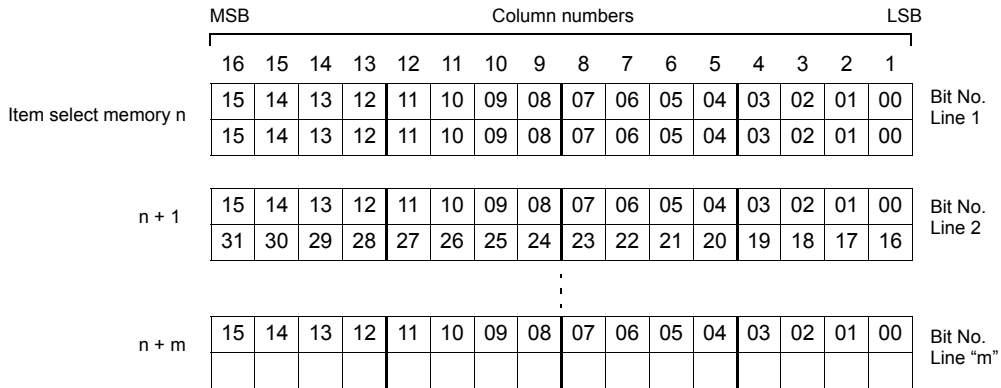
\* In this case, the selection order of data display parts is ignored.

Line and column numbers are fixed whether the [Display Function: Entry Target] parts are present or not. The line and column numbers are also assigned to those consisting of text graphics only.

- Table with 1 to 16 columns

For a table with 1 to 16 columns, one word is used for each line.

The total number of words used is as many as the number of lines.



- Table with 17 to 20 columns

For a table with 17 or more columns, 2 words are used for each line.

The total number of words used is twice as many as the number of lines (× 2).

