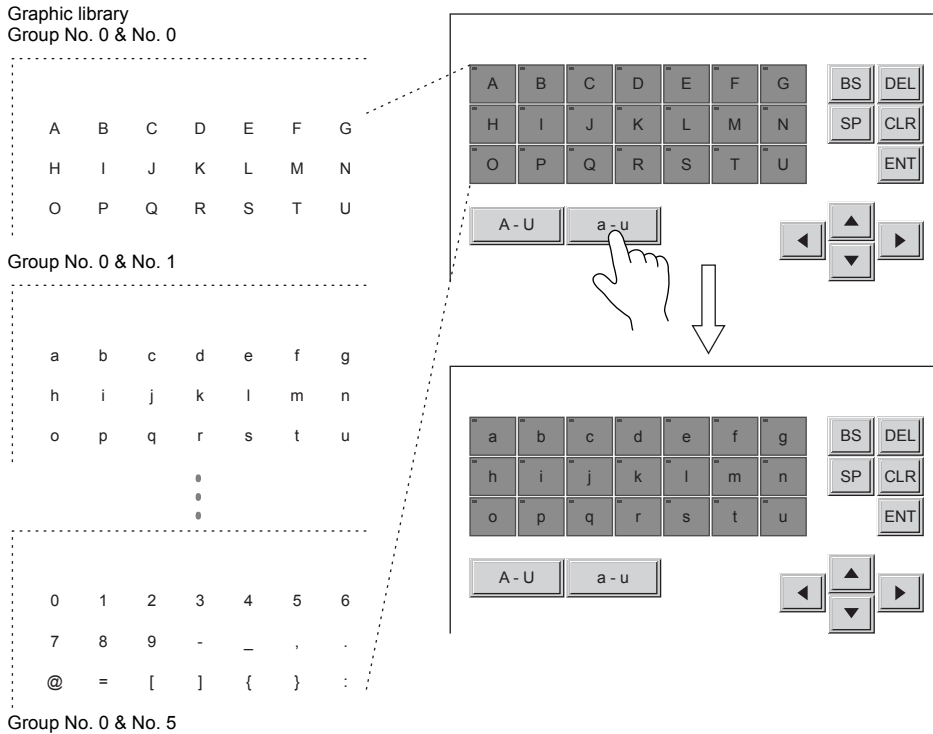


Switching over Characters Displayed on Entry Keys

Overview

If the space on the screen is not sufficient, you can switch over characters displayed on the entry keys. Register the characters to be switched as graphic libraries.



Setting Procedure

The following settings are required.

[Entry] dialog

<input type="checkbox"/> Graphic	Check the box. Specify the graphic number range to be switched over. It is necessary to register as many graphic libraries as specified.
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Entry keys

Function (Main)	Select [Character Input] (Entry).
Draw Mode (Style)	Be sure to select [XOR]. * Do not select a switch for which [XOR] cannot be selected. Use the [Change Part] button and select a 2D part for which [XOR] can be set.
ID (Detail)	Set the same ID as specified in the [Entry] dialog. For more information on the ID, refer to the Operation Manual.

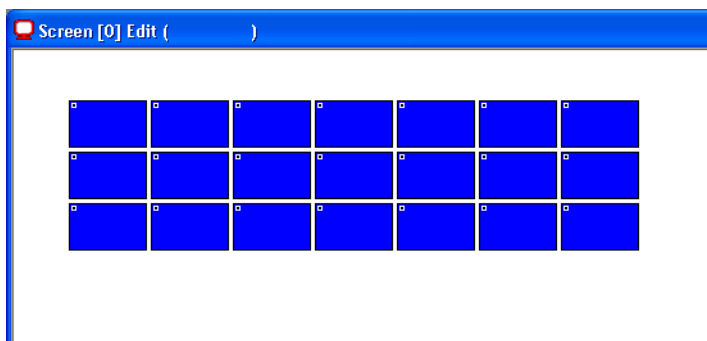
Character change key

Function (Main)	Choose from the following functions. [+ Block] (standard) [- Block] (standard) [Graphic Library] (Entry) GNo./No.
ID (Detail)	Set the same ID as specified in the [Entry] dialog. For more information on the ID, refer to the Operation Manual.

Graphic library

Register graphic libraries to be displayed on the entry keys.

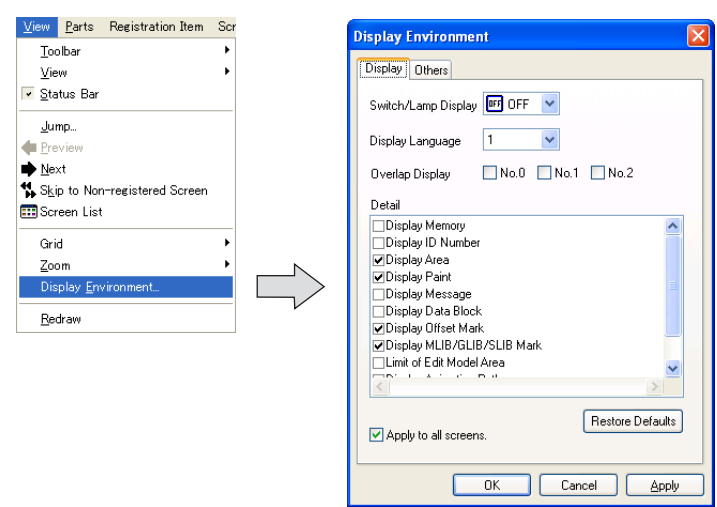
Using the example where entry keys are placed as shown below, the procedure is explained.



Step 1 Click [Registration Item] → [Graphic Library].
Specify the graphic library number to be registered and click [OK].

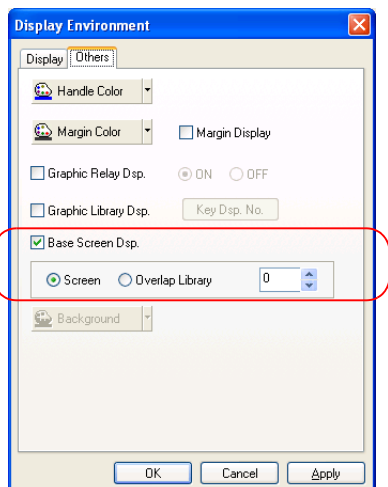
Step 2 The [Graphic Library Edit] window is displayed.

Step 3 Select [View] → [Display Environment]. The [Display Environment] dialog is displayed.



The 'View' menu is shown with 'Display Environment...' highlighted. An arrow points to the 'Display Environment' dialog box. The dialog has two tabs: 'Display' and 'Others'. The 'Display' tab is active, showing settings for 'Switch/Lamp Display' (OFF), 'Display Language' (1), and 'Overlap Display' (No.0, No.1, No.2). A 'Detail' list includes 'Display Memory', 'Display ID Number', 'Display Area', 'Display Paint', 'Display Message', 'Display Data Block', 'Display Offset Mark', 'Display MLIB/GLIB/SLIB Mark', and 'Limit of Edit Model Area'. The 'Apply to all screens.' checkbox is checked. 'OK', 'Cancel', and 'Apply' buttons are at the bottom.

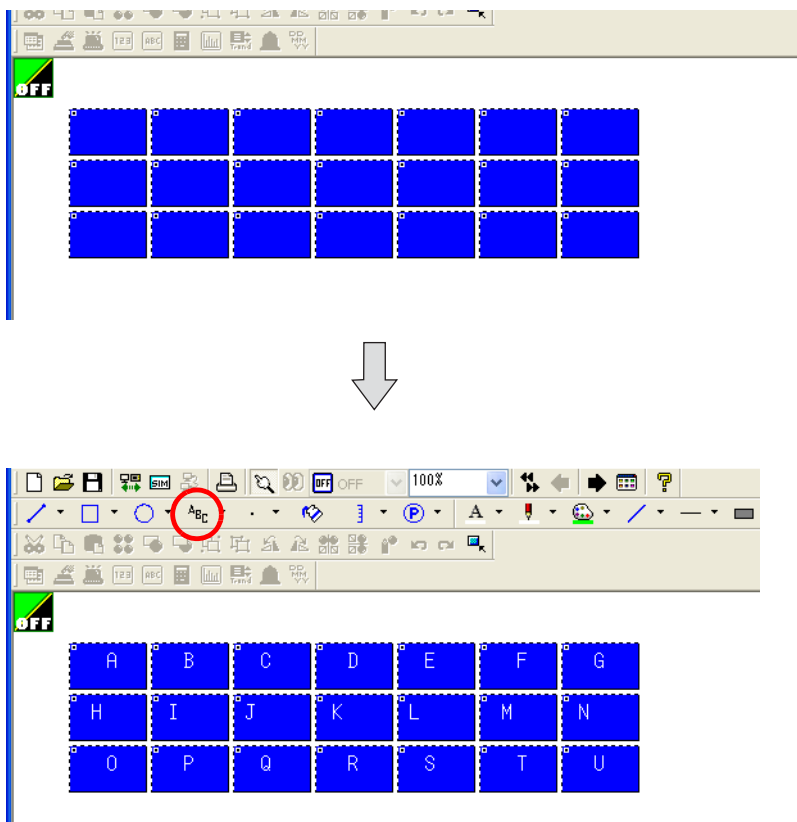
Step 4 Open the [Others] tab window, and check the box for Base Screen Dsp.].



The 'Display Environment' dialog box is shown with the 'Others' tab selected. The 'Base Screen Dsp.' checkbox is checked and highlighted with a red circle. Below it, the 'Screen' radio button is selected, and the 'Overlap Library' radio button is unselected. A dropdown menu shows the number '0'. Other options include 'Handle Color', 'Margin Color', 'Margin Display', 'Graphic Relay Dsp.', 'Graphic Library Dsp.', and 'Background'. 'OK', 'Cancel', and 'Apply' buttons are at the bottom.

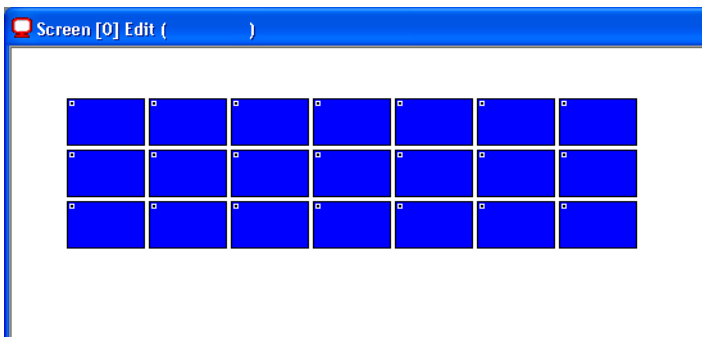
Specify the screen number where the keypad is placed, and click [OK].

Step 5 The screen layout is shown on the [Graphic Library Edit] window. On this window, place text graphics for characters to be displayed on the keypad.

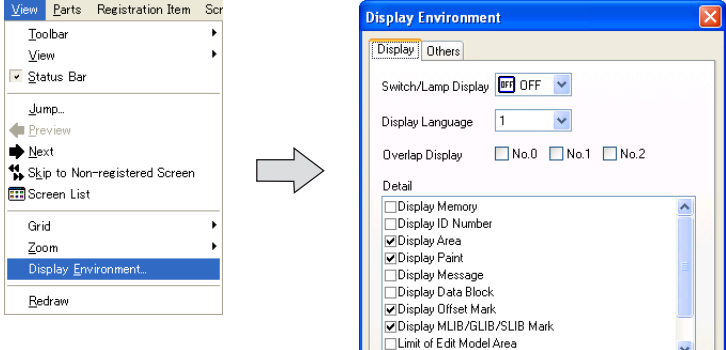


* When you have finished the first graphic library, move to the next graphic library and place the next text graphics in the same manner. For more information on the graphic library editing procedure, refer to the Operation Manual.

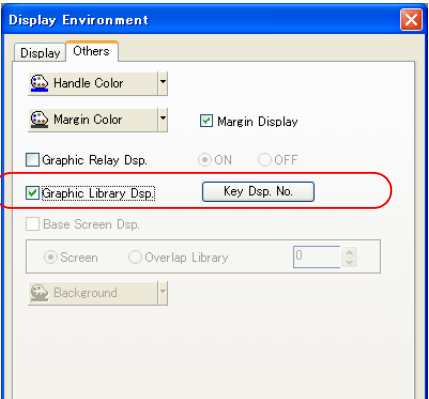
Step 6 When you have finished editing, close the [Graphic Library Edit] window. Return to the [Screen Edit] window.




Step 7 Check the registered graphic libraries on the screen. Select [View] → [Display Environment]. The [Display Environment] dialog is displayed.



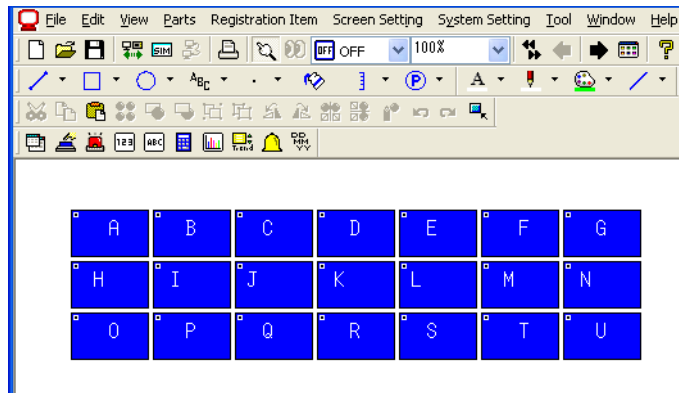
Step 8 Open the [Others] tab window and check the box for Graphic Library Dsp.]. The [Key Dsp. No.] button becomes active. Click this button.



The [Key Dsp. No. Setting] dialog is displayed. Specify the required graphic library number and click [OK].



- Step 9 The [Display Environment] dialog is displayed again. Click [OK].
The registered graphic library is displayed on the keypad.



- Step 10 The text on the graphic library can be centered on each key on the keypad.
Select the keypad, and select [Edit] → [Arrangement (Equal)] → [Switch/lamp Centering]. The text is center-aligned.

Switches selected

