

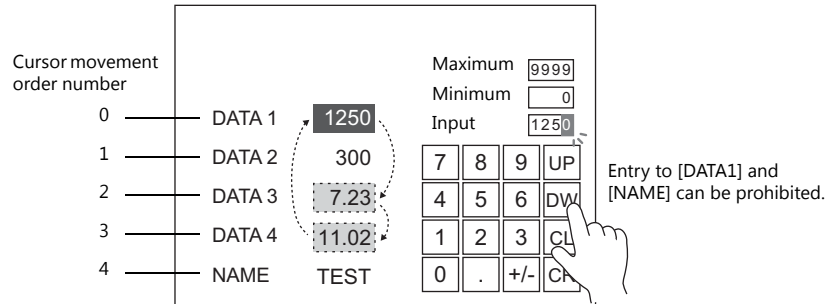
## 6.3 Convenient Functions

### 6.3.1 Item Select Function

#### Overview

The cursor can be moved to a specific entry target. This is called the “item select function.”

There are two methods for moving the cursor: using a switch or using an external command from the device memory specified for [Input Cursor Movement Control Device] (page 6-33).

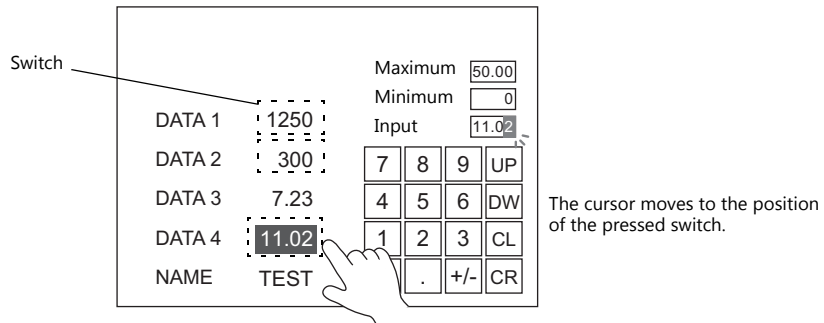


#### Item Select Function with a Switch

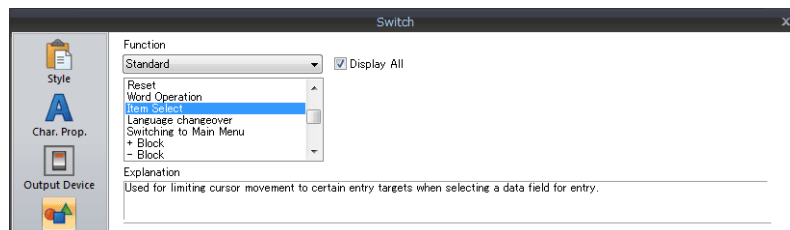
A switch with [Function] set to “Item Select” can be overlaid on a specific entry target so that the cursor can be moved to the entry target.

#### Setting Procedure

This procedure is described below using an example.



1. Set [Function] to “Item Select” for the switch.



2. Place the switch so that it overlaps an entry target.

This completes the necessary settings.

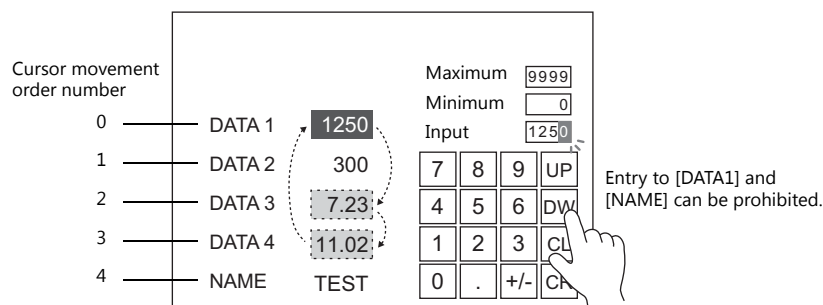
Pressing the entry target moves the cursor to the pressed position.

#### Notes

- Place the switch set with “Item Select” for [Function] on the same editing layer (screen, overlap ID 0 to 9) as the keypad.
- For the keypad, set [Operation Select] → [Entry Target] to “Data Display” and [Cursor Moved by] to “UP/DW Switch”.

## Item Select with [Input Cursor Movement Control Device]

Set a [Input Cursor Movement Control Device] at the position of the placed entry target. The cursor can be moved to the specific entry target by setting the relevant [Input Cursor Movement Control Device] bit either ON or OFF.



### Location of Setting

The location of this setting differs depending on the placement location of the entry target. Specify the top device memory address for [Input Cursor Movement Control Device] at the location of this setting.

Entry Target		Location of the [Input Cursor Movement Control Device] Setting
Type	Placement Location	
Numerical Data Display Character Display	Screen	[Screen Setting] → [Screen Setting] → [Entry] → [Input Cursor Movement Control Device]
	Normal overlap	Normal overlap settings window → [Detail] → [Input Cursor Movement Control Device]
	Multi-overlap	Multi-overlap settings window → [Detail] → [Input Cursor Movement Control Device]
	Call-overlap	Call-overlap settings window → [Detail] → [Input Cursor Movement Control Device]
	Global overlap	Global overlap settings window → [Detail] → [Input Cursor Movement Control Device]
	Data Block Area	Data block area settings window → [Detail] → [Input Cursor Movement Control Device] under [Device Setting]
Table Data Display	-	Table data display settings window → [Detail] → [Input Cursor Movement Control Device]

### Details of the [Input Cursor Movement Control Device] Setting

The control method differs depending on whether the entry target is a numerical data display, character display, or table data display.

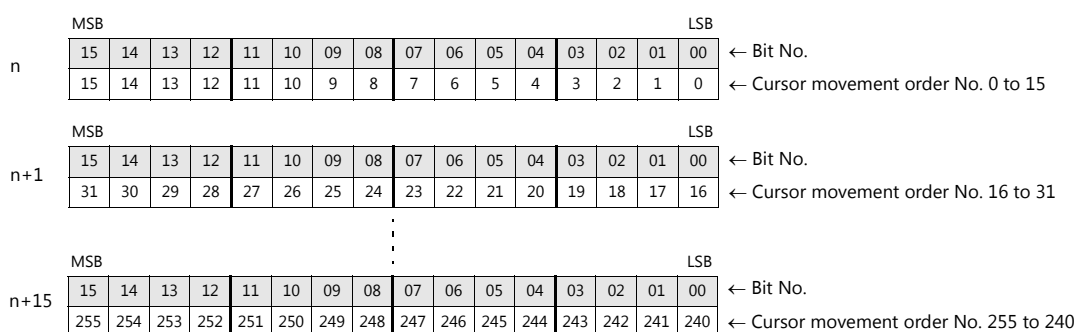
One bit is assigned to each entry target and cursor movement is controlled by the ON/OFF state of this bit.

### When the entry target is a numerical number display or character display

[Input Cursor Movement Control Device] is associated with [Entry Target] and the [Cursor movement order] number in the following way.

0: Cursor movement prohibited

1: Cursor movement allowed



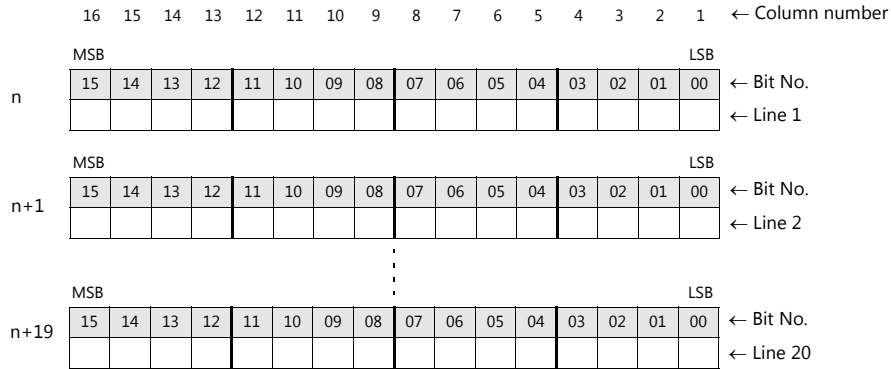
## When the entry target is a table data display

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

- 0: Cursor movement prohibited
- 1: Cursor movement allowed

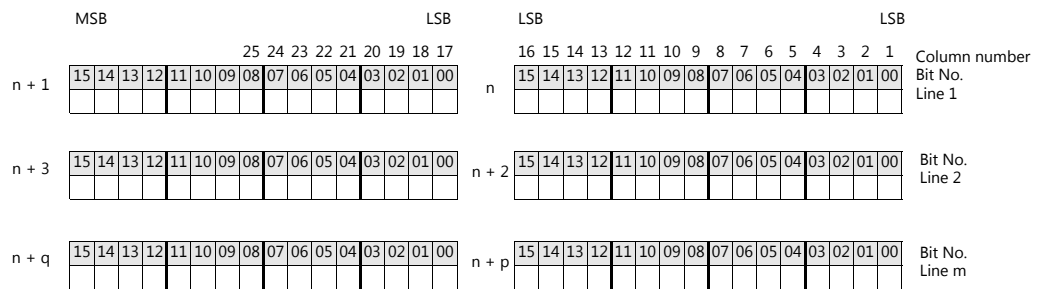
- Table with 1 to 16 columns

For a table with 1 to 16 columns, one word is used for each line.  
The total number of words used is the same as the number of lines.



- Table with 17 to 25 columns

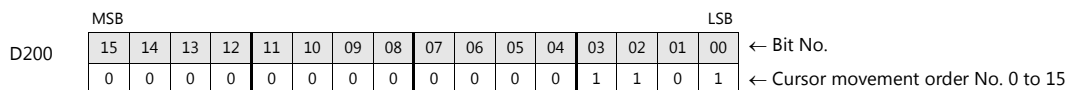
For a table with 17 or more columns, 2 words are used for each line.  
The total number of words used is "2 ÷ number of lines".



## Usage Example

An example of when a numerical data display or character display entry target and a keypad are placed on the screen is explained below.

1. Set [Screen Setting] → [Screen Setting] → [Entry] → [Input Cursor Movement Control Device]. Example: PLC device memory D200
2. Only the 0th, 2nd, and 3rd bits of the device memory for input cursor movement control are set to ON from the unit.



The cursor moves according to the cursor movement order numbers 0, 2, and 3.

## Notes

In this case, the [Cursor movement order] number of each table data display is ignored.  
The line and column numbers are also assigned to those consisting of text only.