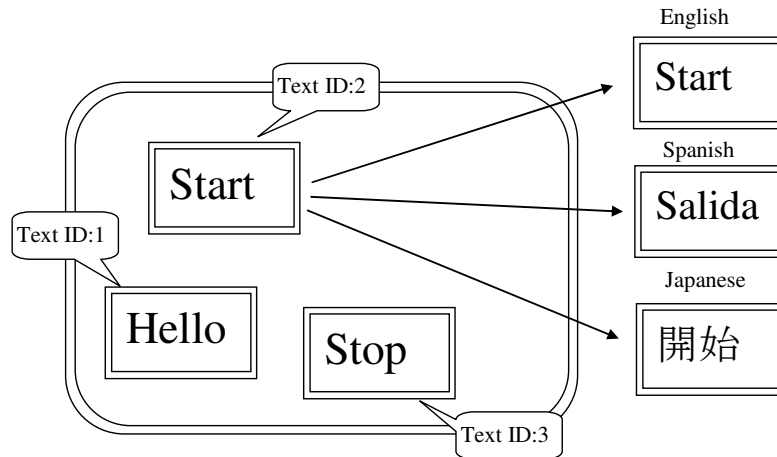




Text Group Function

1 What is the Text Group function?

The Text Group function allows you to switch up to different 16 text characters on an object. This function is mainly used for Multi-Language switching. For example, if you would like to sell your machine in another country, and those people use different languages, your machine has to have the ability to change the their languages.



Text ID	Group1(English)	Group2(Spanish)	Group3(Japanese)
1	Hello	Hola	こんにちは
2	Start	Salida	開始
3	Stop	Parada	停止

2 When do you need this function?

If you have the following issues, the Recipe function may help:

1. If you ship your machine to other countries, and the people in these countries speak a different language.(Multi-language)
2. If the operators in the field speak different languages.

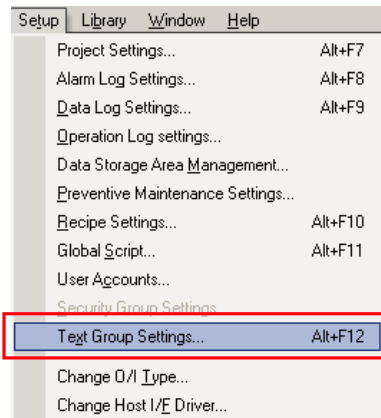
3 Configuration

The following steps explain how to configure the operation log function.

1. Configure “Text Group Settings”.
2. Enter texts in the Text Manager.
3. Set a text ID to objects.

3.1 Configuration Screen

Go to “Setup” menu and select “Text Group Settings”.



3.2 Text Group Settings

Number of Text Groups

Decide how many text groups you need and then set the Number of Text Groups.

Text Group Name (Optional)

You can change the name of each text group.

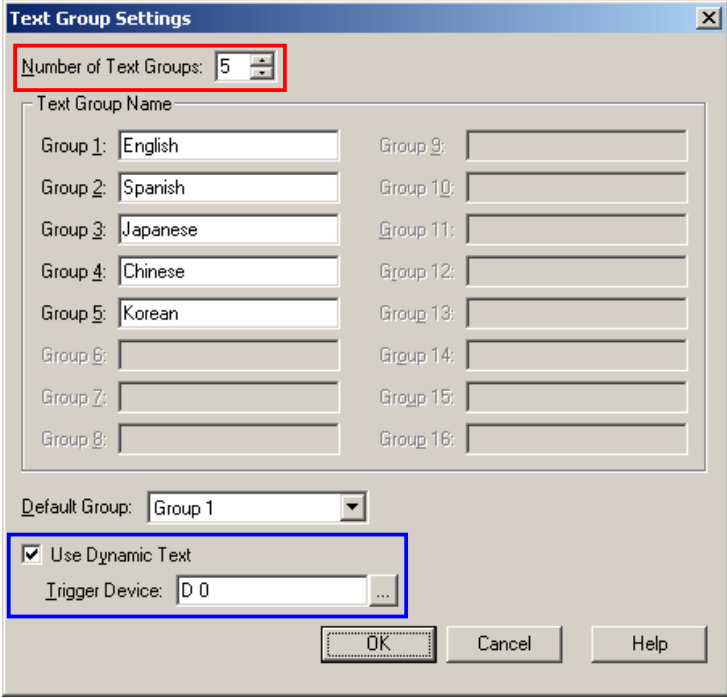
Default Group

If “Use Dynamic Text” is disabled, the default group is always displayed.

If it is enabled, the default group is displayed when the trigger device value is 0.

Use Dynamic Text

If you would like to change the text group while the HMI is running, enable this function and input the device address. The current text group is changed when the trigger device is changed, for example, if the trigger device is 1, then text group 1 is displayed.



The screenshot shows the "Text Group Settings" dialog box. At the top, the "Number of Text Groups" is set to 5. Below this, there is a section for "Text Group Name" with 16 input fields. The first five fields are filled with "English", "Spanish", "Japanese", "Chinese", and "Korean". Below the input fields, the "Default Group" is set to "Group 1". The "Use Dynamic Text" checkbox is checked, and the "Trigger Device" is set to "D 0". The dialog box has "OK", "Cancel", and "Help" buttons at the bottom.

Group Name	Value
Group 1:	English
Group 2:	Spanish
Group 3:	Japanese
Group 4:	Chinese
Group 5:	Korean
Group 6:	
Group 7:	
Group 8:	
Group 9:	
Group 10:	
Group 11:	
Group 12:	
Group 13:	
Group 14:	
Group 15:	
Group 16:	

Default Group: Group 1

Use Dynamic Text

Trigger Device: D 0

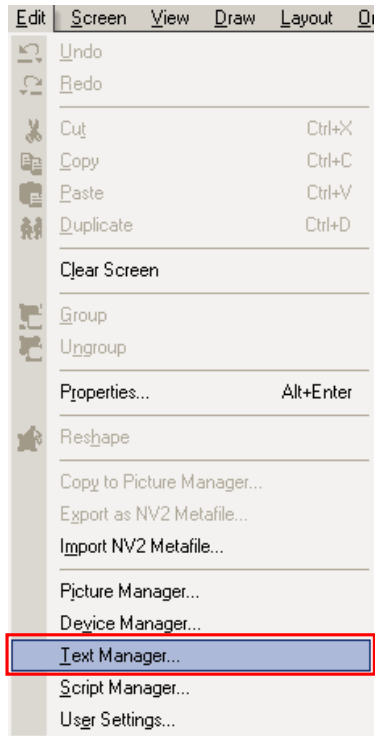
OK Cancel Help

3.3 How to set Text for each text group?

After setting up the Text Group Settings, you need to set text for each text group.

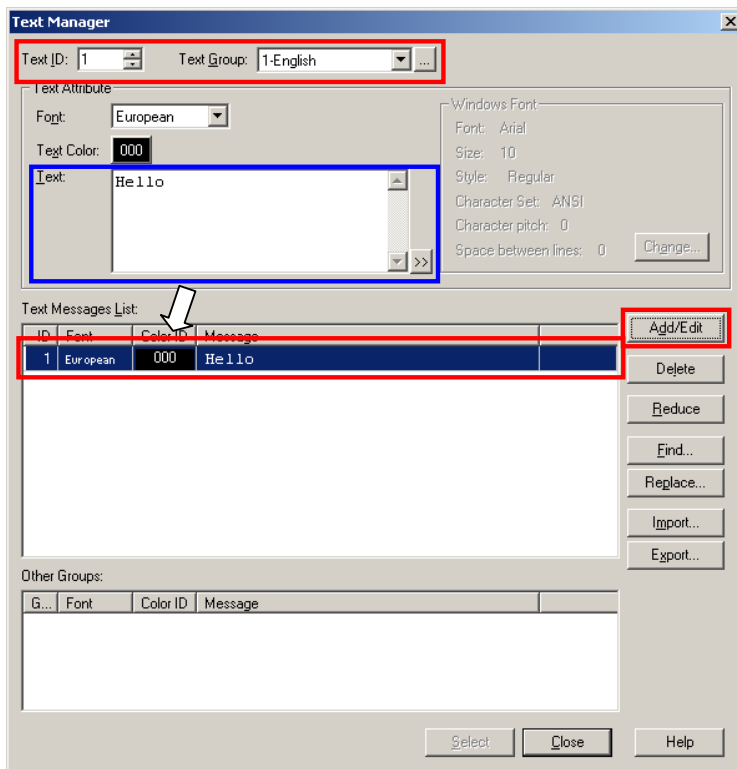
Step.1

To set the text, go to “Edit” -> “Text Manager”.



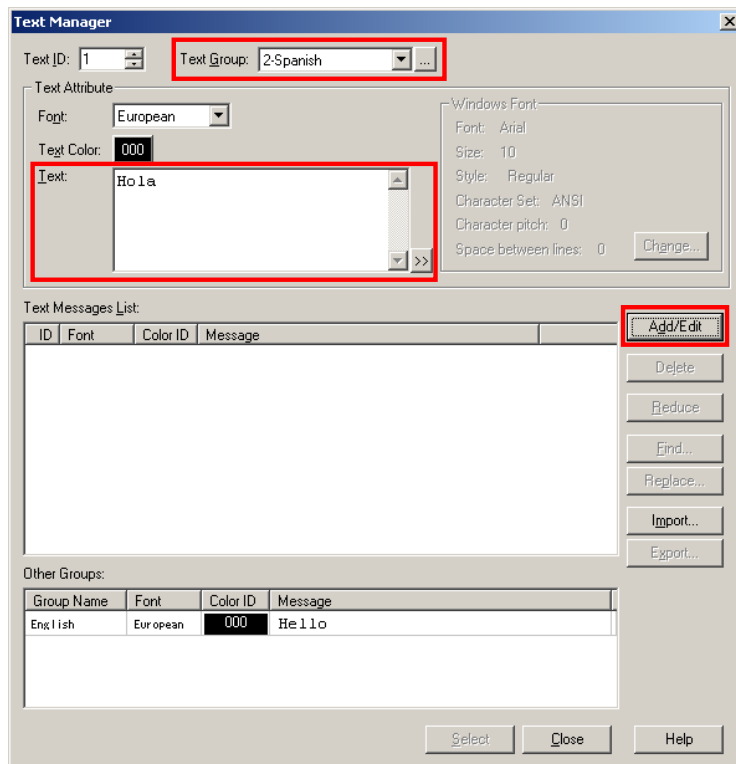
Step.2

To register text in the Text Manager, check the “Text ID” and “Text Group”. To put text in the Text box enter the text, and then click the “Add/Edit” button.



Step.3

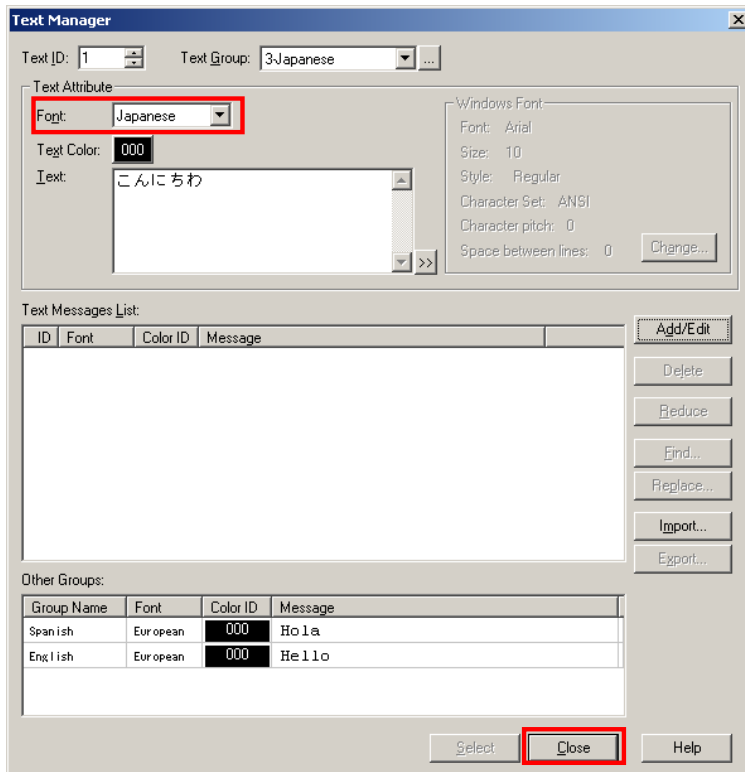
Change the Text Group to another group, enter text to a Text box and then click the “Add/Edit” button.



Step.4

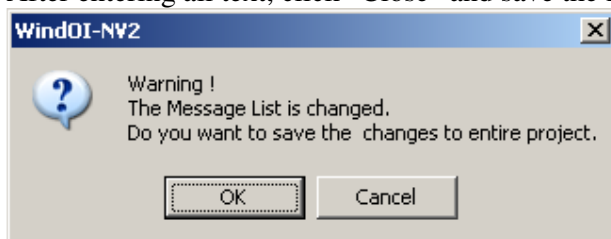
Change the Text Group to another group, then enter text to the Text box and click on the “Add/Edit” button.

Note: If you want to enter non-European characters, you need to change the “Font” to another one. In the following example, it has been changed to Japanese.



Step.5

After entering all text, click “Close” and save the modifications.



3.4 How to assign a text ID to an object?

To use grouped text in your program, you need to assign this text to objects.

Step.1

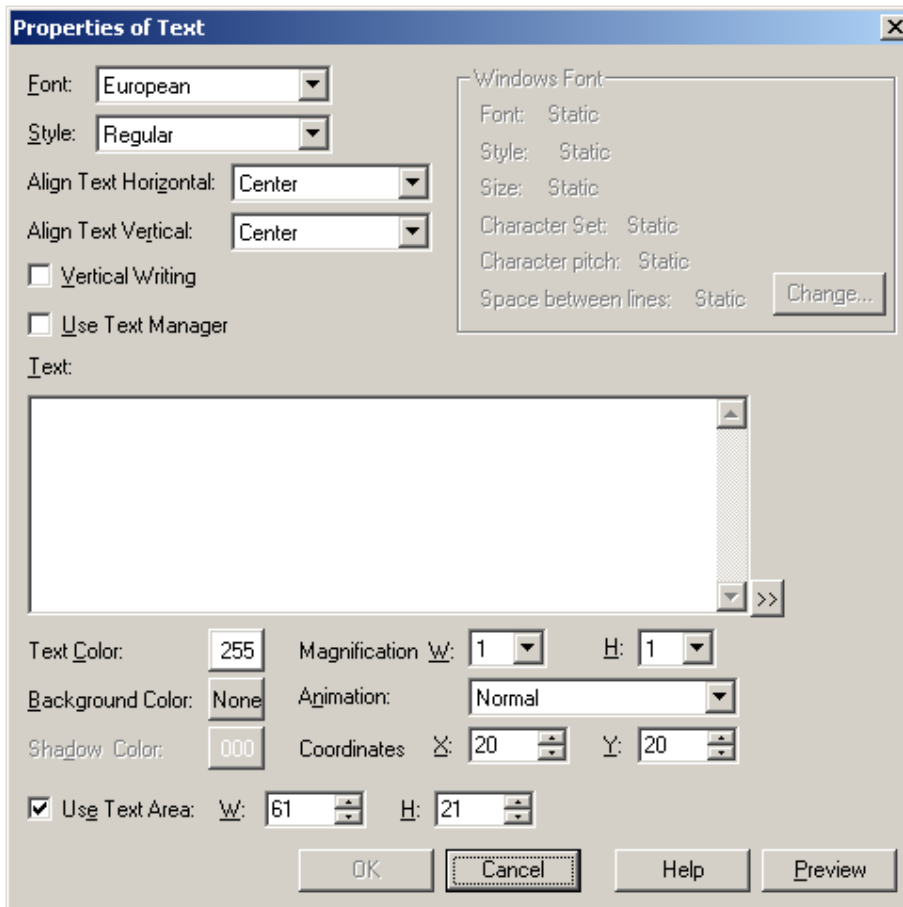
In this example, use “Text” object, but you can assign the text to buttons and lamps too.

Click “Text” object in the tool bar and put it on the screen.



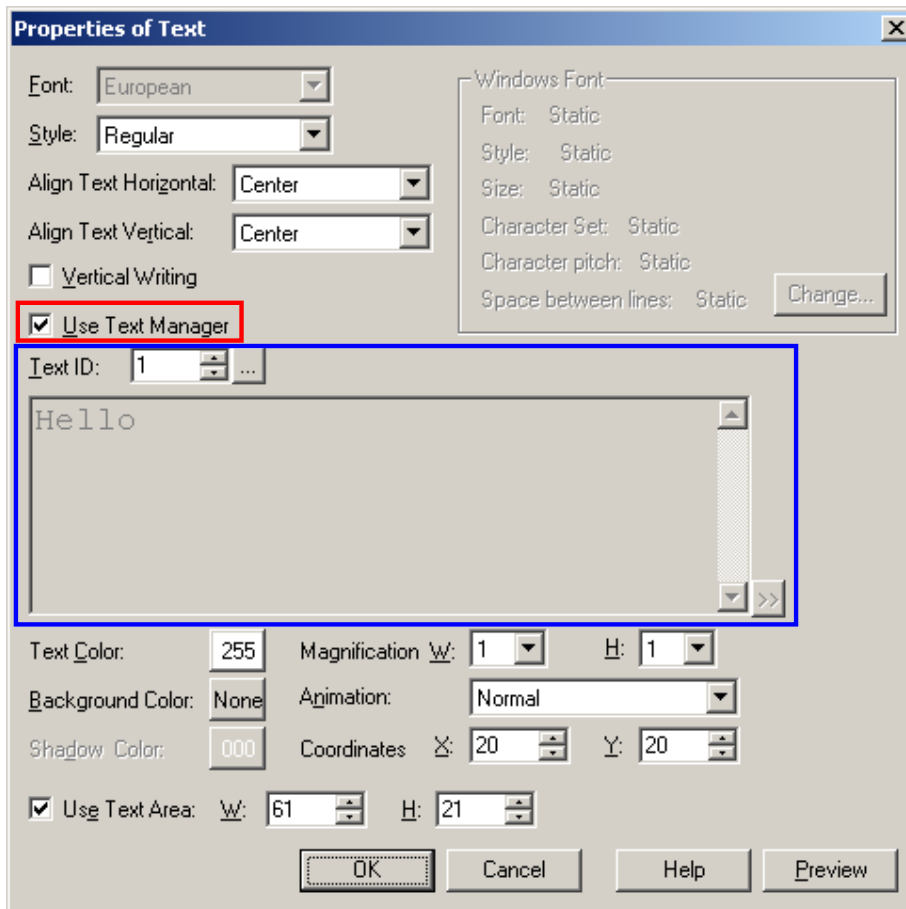
Step.2

Open the property dialog box of the Text object.

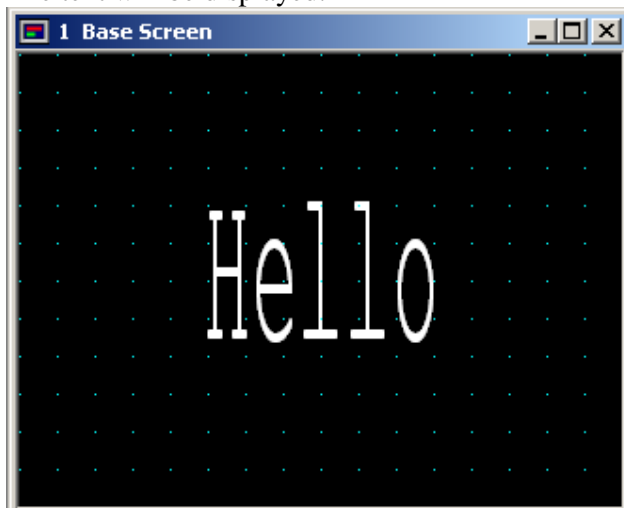


Step.3

Check “Use Text Manager” and set a Text ID.

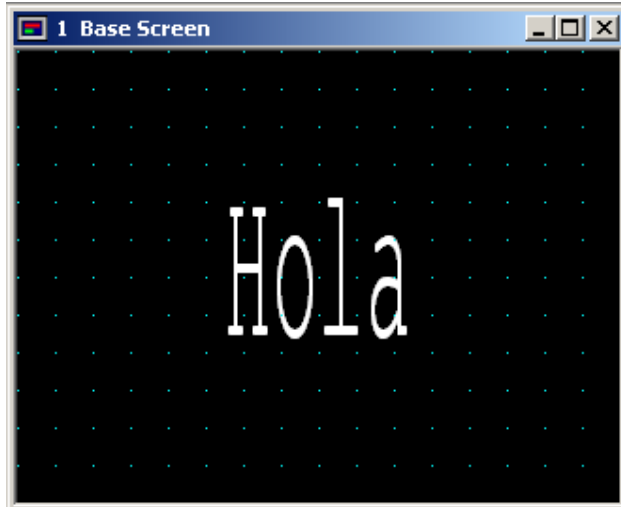


The text will be displayed.



Step.5

If you want to see other text group, click the following icons.

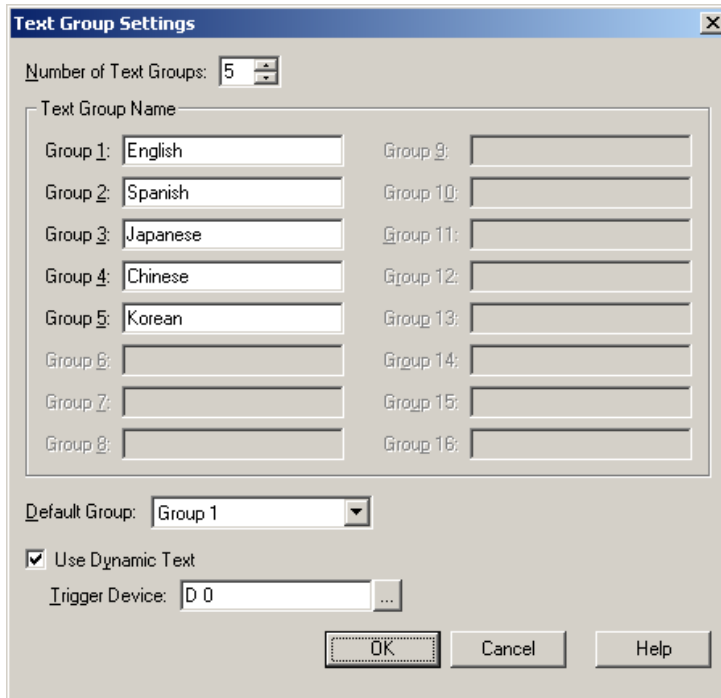


After you confirm the Text setting is correct, download the program to the HMI.

3.5 How do you change languages?

After downloading the program, you can change languages using the Trigger Device of the Text Group.

For example, if you set “D 0” as the Trigger Device, the language group is changed by the value of “D 0”.



Note:

If you want to test the language switch, put a Numerical Input and set “D 0” as the Destination Device. Then if you enter “2” into the Numerical Input, Group2 will be displayed.

