

Kana-Kanji Conversion Function

Sample Screen Manual

Mitsubishi Electric Corporation

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REVISIONS

Sample Screen Manual

Date	Control No.*	Description
2014/1	BCN-P5999-0171	First edition

* The Control No. is noted at the lower right of each page.

Project Data

Date	Project data	GT Designer3*	Description
2014/1	Kana-Kanji_V_Ver1_E.GTX	1.108N	First edition

* The version number of screen design software used to create the project data is listed. Please use the screen design software with the listed version or later.

1. OUTLINE

This manual explains the sample screen of GOT2000 using the kana-kanji conversion function.

2. SYSTEM CONFIGURATION

GOT2000

- GT27**-V(640×480)
- Interface : Standard I/F (Ethernet)

Ethernet cable *1

▪ Q06UDEHCPU

*1 For more details about the cable, please refer to the "GOT2000 Series Connection Manual (Mitsubishi Products)".

3. GOT

3.1 System Applications That Are Automatically Selected

Type	System application name		
Standard Function	Standard System Application		
	Standard Font	Japanese	
Communication Driver	Ethernet Connection	Ethernet(MELSEC),Q17nNC,CRnD-700, Gateway	
Extended Function	Standard Font		Chinese (Simplified)
	Outline Font	Gothic	Alphanumeric/Kana
			Japanese (Kanji)
			Chinese (Simplified)
	KANJI KANJI (JPN)		

3.2 Controller Setting of Screen Design Software

Detail Setting

Item	Set value	Remarks
GOT NET No.	1	
GOT Station No	2	
GOT Ethernet Setting	Refer to table below	
GOT Communication Port No.	5001	
Retry (Times)	3	
Startup Time (Sec)	3	
Timeout Time (Sec)	3	
Delay Time (ms)	0	

GOT Ethernet Setting

Item	Set value	Remarks
Reflect GOT Ethernet setting in the GOT	Checked	
GOT IP Address	192.168.3.18	
Subnet Mask	255.255.255.0	
Default Gateway	0.0.0.0	
Peripheral S/W Communication Port No.	5015	
Transparent Port No.	5014	

3.3 Ethernet Setting of Screen Design Software

	Host	Net No.	Station	Unit type	IP address	Port No.	Communication
1	*	1	1	QnUD(P)V/QnUDEH	192.168.3.39	5006	UDP

3.4 GOT Setting

Select [Japanese] in the utility main menu, [GOT basic set] - [Language]. *2

*2. This can also be set in screen design software menu [Common] - [GOT Setup] - [Basic Setting] -

[Display Setting/Language Setting]. For more details, please refer to the "GT Designer3 (GOT2000) Help".

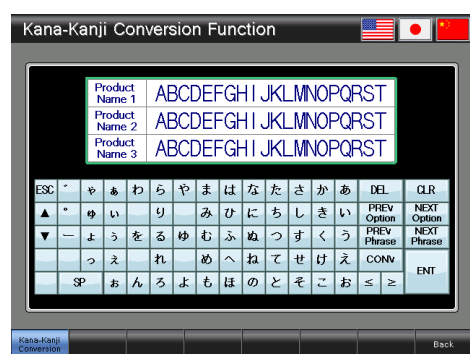
4. SCREEN SPECIFICATIONS

4.1 Display Language

The language of the text displayed on the screen can be switched between Japanese, English and Chinese (Simplified). The text strings in each language are registered in the columns No. 1 to No. 3 in the comment group No. 500 as shown below. When the column No. is set in the language switching device, the language corresponding to the column No. will appear.

Column No.	Language
1	English
2	Japanese
3	Chinese (Simplified)

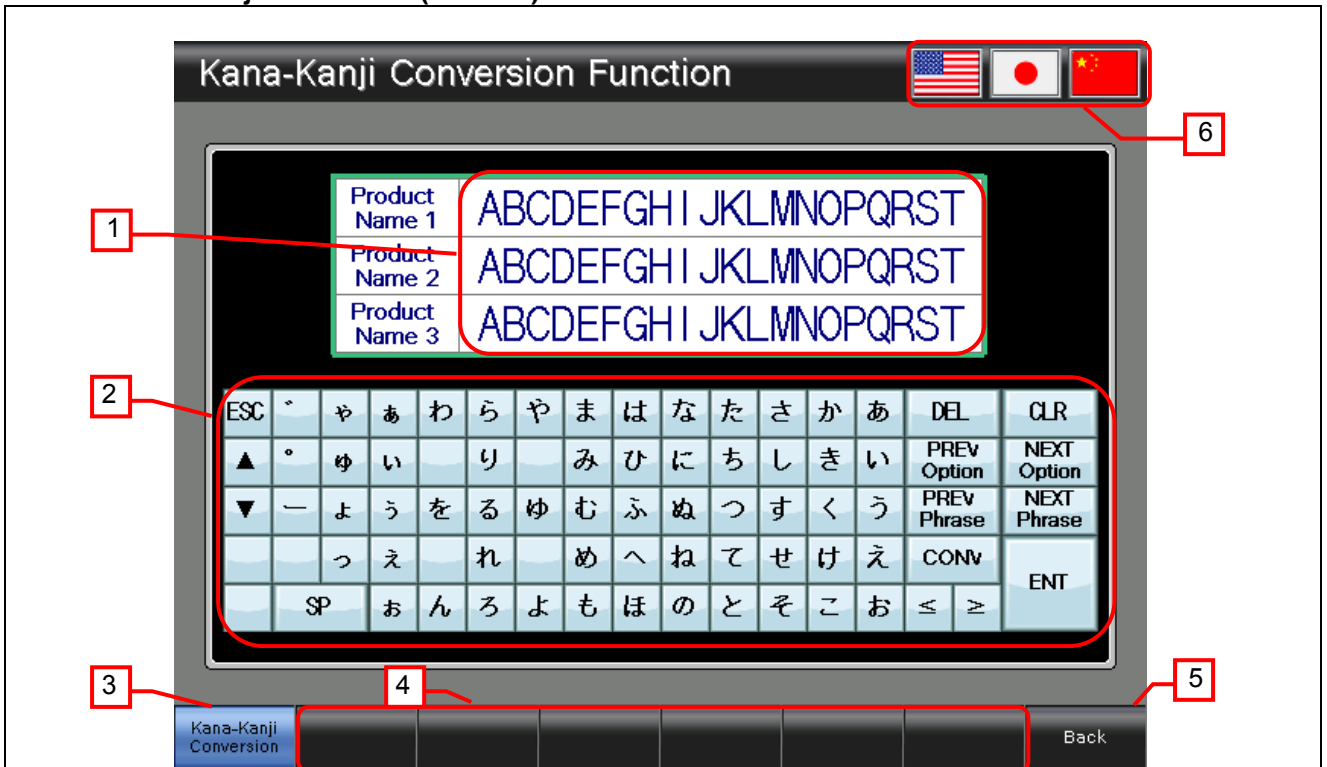
4.2 Screen Transition



Base screen B-30001: Kana-Kanji Conversion

4.3 Explanation of Screen

4.3.1 Kana-Kanji Conversion (B-30001)



Outline

This screen is used for the kana-kanji conversion function. Sequences of phrases (compound words using two or more words) can be converted.

Description

1. Text input fields where kana-kanji conversion is enabled.
2. Operation switches to enter and convert hiragana characters.
 - Hiragana characters : Hiragana input character set.
 - DEL : Deletes the rightmost character of the entered characters. During conversion, returns the converted characters to the original state.
 - CLR : Clears the entered characters.
 - PREV Option/NEXT Option : During initial conversion, displays one option. From the second time onwards, displays the conversion options window.
 - PREV Phrase/NEXT Phrase: Selects either the previous phrase or next phrase.
 - CONV : Converts hiragana characters to kanji. During conversion, returns the converted characters to the original state.
 - ENT : Writes the selected characters into the device.
 - ≤・≥ : Moves the cursor one character to the left or right. During conversion, shortens or extends the phrase by one character.
 - SP : Space
 - ESC : Cancels the text input.
 - ▲・▼ : Moves the cursor up or down.
3. This switch indicates the currently displayed screen, so selecting switch will not switch the screen.
4. These are reserved switches for base screen switching.
5. Switches to the previously displayed screen.
6. Switches the display language.

Remarks

- To use the kana-kanji conversion function, check the [KANA KANJI Conversion] checkbox in the [Extended] tab of the [Text Input] setting.

4.4 Device List

Some of the devices used for settings of the on-screen switches and lamps, etc., are also used for common settings in scripts, etc. Using [Batch Edit] is recommended to change these devices in a batch. For more details about using [Batch Edit], please refer to the "GT Designer3 (GOT2000) Help".

4.4.1 Devices of the controller

Type	Device No.	Application
Bit	Not used	
Word	Not used	

4.4.2 GOT internal devices

Type	Device No.	Application
Bit	Not used	
Word	GD60000	Base Screen Switching
	GD60021	Language Switching
	GD61000 to 61009	Text Input (Product Name 1)
	GD61010 to 61019	Text Input (Product Name 2)
	GD61020 to 61029	Text Input (Product Name 3)

4.5 Comment List

Comment Group No.	Comment No.	Where comments are used
500	No.1 to No.22	B-30001

5. TEMPLATES

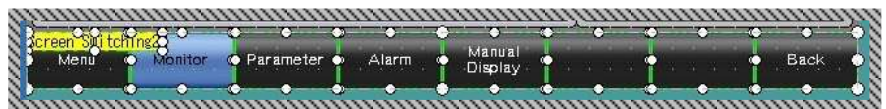
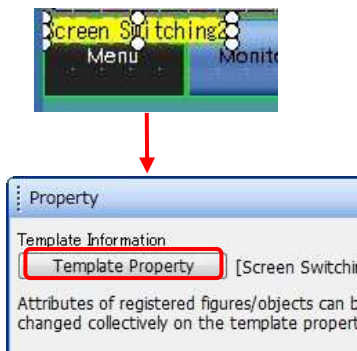
Templates are a group of figures and objects. Related settings are grouped into template attributes and registered, so the devices and colors can be easily changed in a batch. For more details about changing the attribute settings, please refer to the "GT Designer3 (GOT2000) Help".



The template information is only displayed on the screen design software's editing screen. It is not displayed on the GOT display screen.

Example: Changing a font

(1) Select [Template Information], and click on [Template Property] (or double-click [Template Information]).



The figures and objects that are registered in the template are changed to the selected state.

(2) Click on [Font], and select the new font.

