



InfoSOSA™ Series

# Operation Manual

InfoSOSA Builder  
Version 2.7

DMC Co., Ltd  
<https://www.dush.co.jp/english/>

# Introduction

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Thank you for purchasing DMC product.

This manual describes the operations of screen editor InfoSOSA Builder for InfoSOSA.

Please read this manual carefully and use the product correctly.

## **Target audience**

- ✓ For those setting up and operating InfoSOSA Builder.
- ✓ For those interested in convenient InfoSOSA Builder uses.

## **Target version**

This manual describes the following versions of InfoSOSA Builder.

Some operations may differ depending on the version.

Please refer to "InfoSOSA ReleaseNote" for details.

InfoSOSA Builder	2.7.1
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## Precautions for Safe Use


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Safety notations are written in this document for this product to be used safely.

Please read this document along with other documents, and to fully understand the correct handling and functions of the InfoSOSA Builder.

### ■ Safety Symbol Legends

Safety symbols as below are noted throughout this document for the InfoSOSA to be used correctly and safely:

 Caution	Indicates a procedure, condition, or statement that should be noted in order for the equipment to be used correctly.
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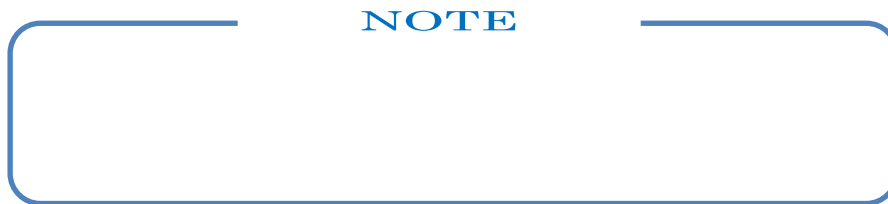
## About Notations

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The following describe information necessary in using this product.

### **NOTE**

Provides supplemental information on operations, descriptions, and settings.



### **IMPORTANT**

Provides valuable information on operations, descriptions, and settings that require extra precaution.



# Reference Documents

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InfoSOSA includes the following documents. Refer to the manual that meets your purpose.

## IS731 Series Startup Guide

This is a manual for IS731 Series users.

Provides explanations on the features of the InfoSOSA IS731 Series, functions unique to the InfoSOSA IS731 Series, as well as a tutorial.

### Target audience

- ✓ For those considering the IS731 Series
- ✓ For those new to the IS731 Series
- ✓ For those checking features of the IS731 Series

## IS-APP Startup Guide

This is a manual for IS-APP users.

This manual describes the features of the IS-APP, provides a tutorial, as well as explains functions and specifications unique to the IS-APP.

### Target audience

- ✓ For those considering the IS-APP
- ✓ For those new to the IS-APP
- ✓ For those checking features and specifications of the IS-APP

## InfoSOSA Reference Manual

This manual describes InfoSOSA functions and specifications.

### Target audience

- ✓ For those checking details of InfoSOSA functions and specifications
- ✓ For those checking communication specifications between InfoSOSA and microcontroller devices

## **InfoSOSA Builder Operation Manual (this manual)**

Refers to this document.

This describes how to operate the InfoSOSA Builder.

### **Target audience**

- ✓ For those setting up and operating InfoSOSA Builder.
- ✓ For those interested in convenient InfoSOSA Builder uses.

## **Host Communication Tester Manual**

This manual describes host communication operations.

- \* Note: Host Communication Tester is a software to check the communication with the InfoSOSA with a PC instead of a microcontroller device.

### **Target audience**

- ✓ For those testing communication with InfoSOSA without a microcontroller device.
- ✓ For those debugging the microcontroller device and checking communication commands.
- ✓ For those setting up and operating the host communication tester.

## **InfoSOSA ReleaseNote**

Differences depending on the version of InfoSOSA are described.

### **Target audience**

- ✓ For InfoSOSA users who are considering upgrading to a newer version.

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# 1. About InfoSOSA

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## 1.1 InfoSOSA: Overview



The InfoSOSA is a LCD touch panel display for microcontrollers.

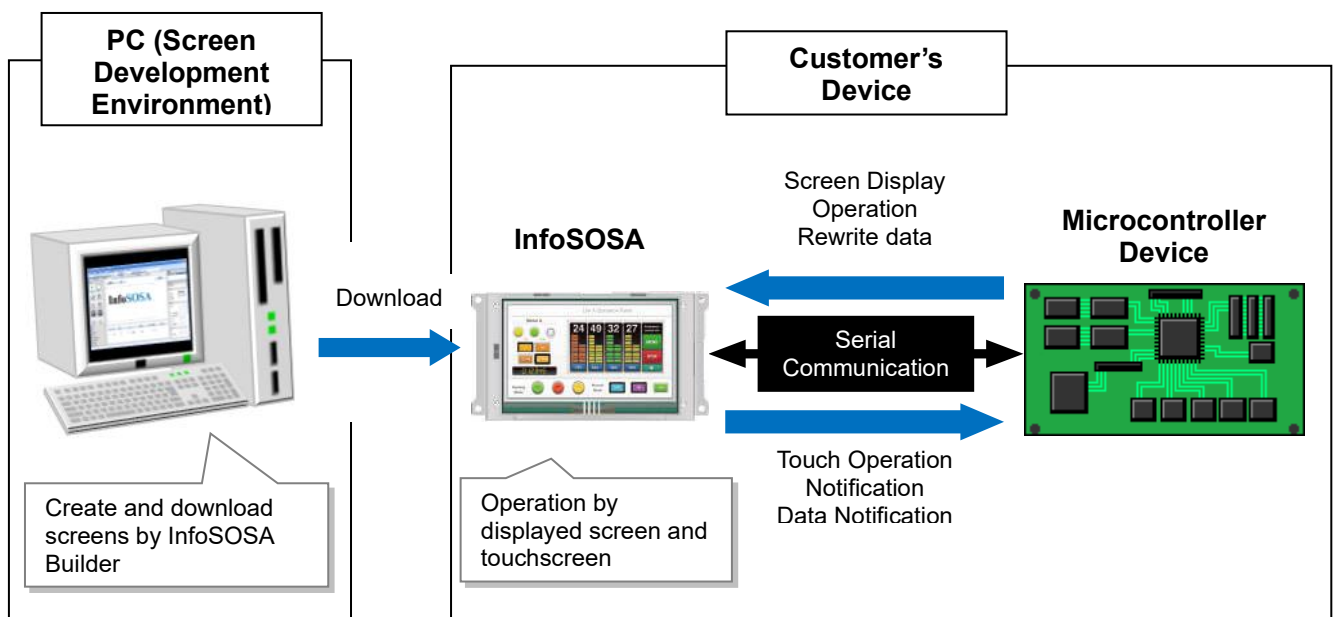
InfoSOSA and the microcontroller can be connected by using a single serial cable with no complicated wiring involved.

Also, there is no complex screen processing to be done on the microcontroller since all processing will be done by InfoSOSA when displaying the screen. In addition, all screens displayed will be stored in the memory of InfoSOSA, so you will not have to prepare another memory for storing the screen on the microcontroller.

By sending simple commands to InfoSOSA from the microcontroller, you will be able to operate the screens stored in the InfoSOSA and read/write memories.

These operations can also be performed from the touchscreen of InfoSOSA.

You can use the supplied drawing software InfoSOSA Builder to create the screens displayed on InfoSOSA.



## 1.2 About the InfoSOSA Application

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The InfoSOSA application is an application for displaying screen data created with the InfoSOSA Builder drawing software on DMC panel computers.

By using InfoSOSA Builder, you can easily create an HMI even with a panel computer.

Additionally, in cooperation with the user application running on the panel computer, you can expand on InfoSOSA standard functions to accomplish things you otherwise could not.

## 1.3 About InfoSOSA Builder



InfoSOSA Builder is a screen editor for InfoSOSA.

The following can be done with this software.

Item	Contents
Create Screen	Create screens to be displayed in the InfoSOSA
Operation Check	Check created screens and settings with the simulator
Create Data, Download	Download created screens and settings to the InfoSOSA unit. * The IS-APP only creates data.

### 1.3.1 Features

- **Create colorful screens with rich features.**  
The InfoSOSA is equipped with ample display functions such as buttons, switches, lamps, image displays, and strings.
- **Drag and drop to easily draw parts on the screen.**  
You can create a screen by dragging and dropping from the toolbox whichever Parts you prefer supplied by the InfoSOSA Builder.
- **Your favorite image can easily be made into buttons.**  
It is possible to make and use customized buttons on the screen by setting your favorite image.
- **Use data assets more flexibly.**  
Project data that you create can be used on all InfoSOSA series.  
Note: If the resolution is different, adjustment of layout is required.  
Note: The features not supported by the destination model cannot be used.
- **Make various setting for Operation Setting (Action Setting).**  
Preferred actions such as Host Communications or switching screens can be set by simply choosing the action.

### 1.3.2 Development Flow

Below is the main development procedure of the InfoSOSA Builder.

Order	Item	Contents
①	Install	Installing the InfoSOSA Builder
②	Creating and setting screens	Create screen and make settings with the InfoSOSA Builder
③	Screen simulation	Check the operation of the screen that was created on a computer by using the InfoSOSA simulator
④	Download	Download screen to InfoSOSA
⑤	Communication simulation	Check the communication with Host Communication Tester by connecting the InfoSOSA and the computer.
⑥	Confirmation	Connect your equipment with InfoSOSA and check operations

## 1.4 About this document

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This document supports both the InfoSOSA IS731 series (hereafter referred to as IS series) and the InfoSOSA application (hereafter referred to as IS-APP) that runs on the EM series.

While both IS series and IS-APP basically have the same functions, there are some IS series only functions and some IS-APP only functions.

Supported functions for each series are identified with the following icons.



Item for both IS series and IS-APP.



Item for IS series.



Item for IS-APP.



# 2. Install InfoSOSA Builder

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## 2.1 InfoSOSA Builder Operating Environment



### 2.1.1 Operating Environment

Item	Contents
OS	Microsoft® Windows® 10 (64 Bit) or Microsoft® Windows® 11 (64 Bit)
Framework/ Runtime	Microsoft® .NET Framework 3.5 Microsoft® .NET Framework 4.7 Microsoft® Visual C++ 2015 Runtime
Processor (equivalent)	1GHz or faster
RAM	4GB or more (Recommended: 8GB or more)
HDD	850MB or more free space (Recommended: 1GB or more)
Display	1024×768 dots or more, True Color (32 bit) prefer
USB Port	For downloading project (screen data)
Serial Port *	For downloading project (screen data)

- \* Communication error may occur according to the output signal level of the serial port (COM) of the computer you will be using. Please use the USB-serial conversion cable if this is the case.
- \* Operation under virtual environment will be out of operating warranty.
- \* Windows 11 compatibility applies to version 2.7.1 and later.

## 2.2 Install the InfoSOSA Builder



 Caution

Please make sure that there is enough free space (more than 850MB) in your computer's hard disk before installing.

 Caution

Please install with Administrator privileges.

 Caution

Installation occurs for all users.

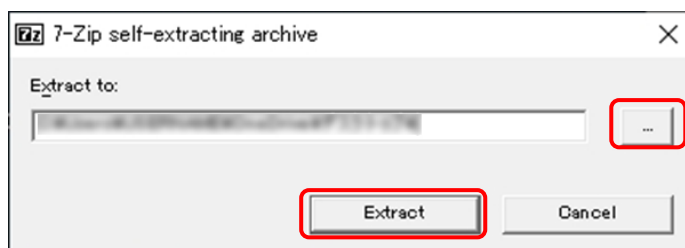
 Caution

In case of builder version upgrade, please uninstall the builder on PC in advance.

### 2.2.1 Installation Procedure

#### Start Installation

1. Please execute "software\builder\InfoSOSABuilder\*.\*.\*.exe" in the download data.
2. A dialog for specifying the extraction destination is displayed. Click the [...] button, specify the extraction destination (desktop, etc.), and click the [Extract] button.



3. The "InfoSOSA Builder \*.\*.\*" Folder is created in the extraction destination specified in 2. above.
4. Execute "Setup.exe" in the generated folder "InfoSOSABuilder \*.\*.\*".

## Install .NET Framework

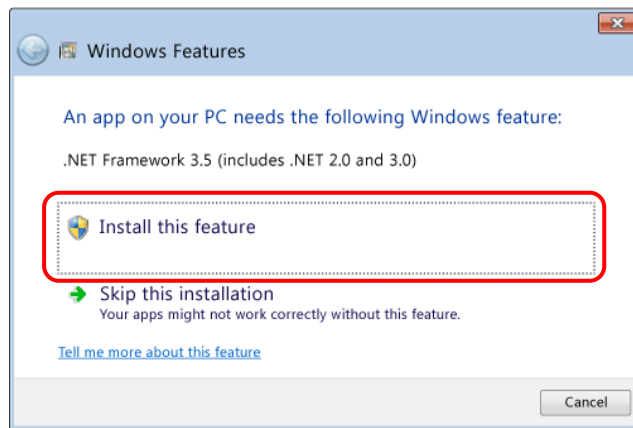
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To run InfoSOSA Builder, Microsoft® .NET Framework 3.5 or .NET Framework 4.7 is required.

If the PC you are using does not have it installed, when installing InfoSOSA Builder the .NET Framework installation dialog box will appear.

When the InfoSOSA Builder installation screen is displayed, please follow the installation procedure..

.NET Framework 4.7 comes standard. If .NET Framework 3.5 is not installed, when the installer for the builder starts up a dialog box as shown below will appear. Select [Install this feature] to install .NET Framework 3.5.

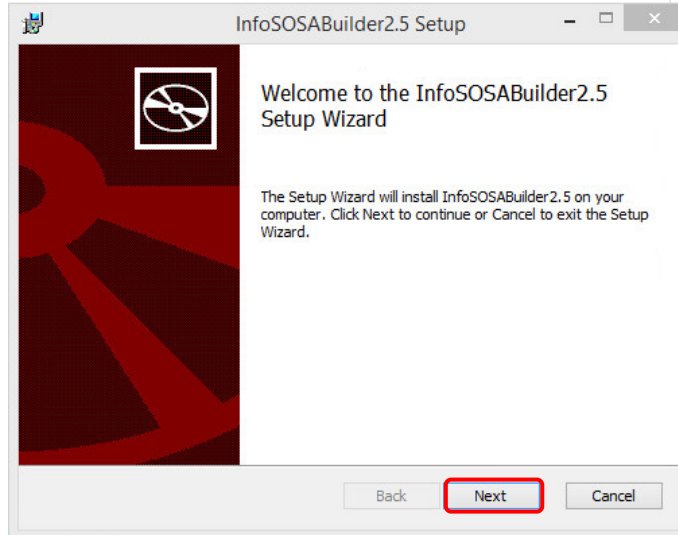


- \* As the .NET Framework installer uses Windows Update, an Internet connection is required.

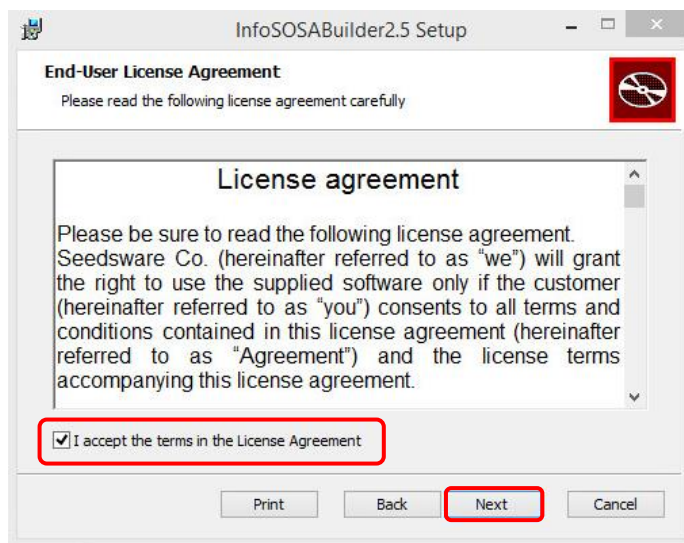
## Installation Procedure

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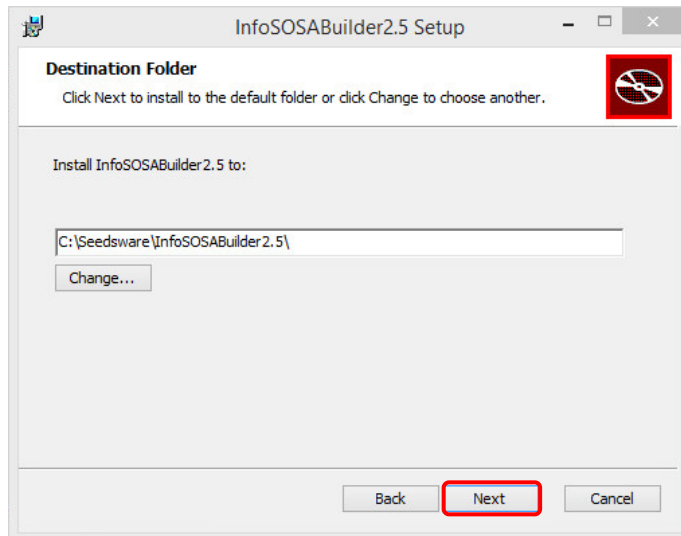
1. When installing, you will see a dialog as below.  
Click [Next].



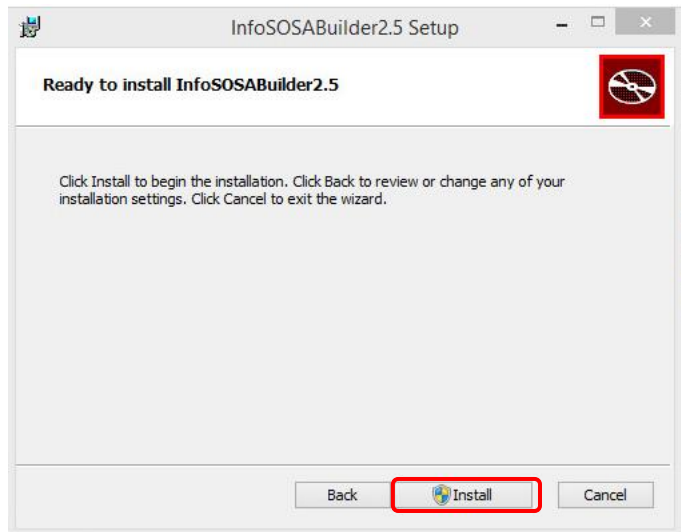
2. Check the license agreement, select the [I accept the terms in the License Agreement] check box and click [Next].



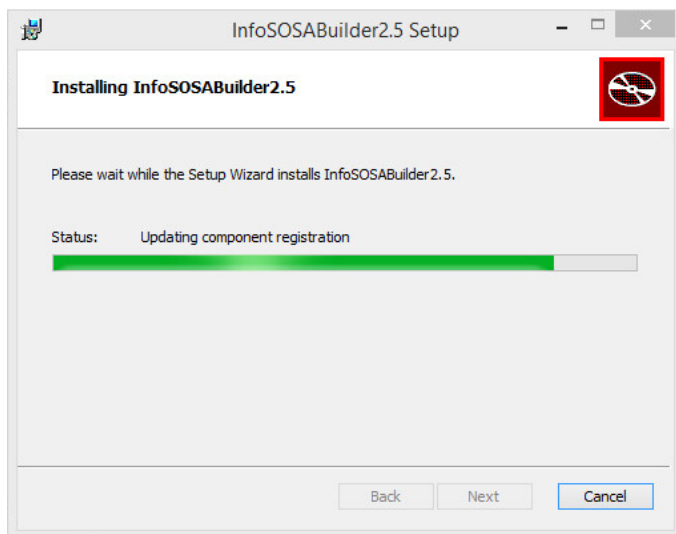
3. Specify the destination and click [Next].



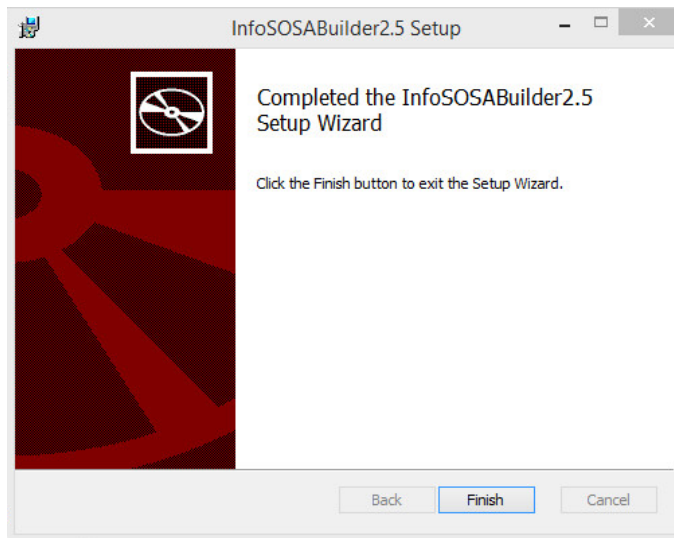
4. Click [Install].



5. Installation will start.



## 6. Installation is complete.



After installation is complete, a shortcut



will appear on your desktop.

## Installation Microsoft Visual C++ 2015 Runtime

If you get an error that "mfc140u.dll" is not found, follow the steps below to install "Microsoft Visual C++ 2015 Redistributable Package".

1. Access Microsoft's download page.

<https://learn.microsoft.com/en-us/cpp/windows/latest-supported-vc-redist?view=msvc-170>

2. Download both "X86" and "X64" of Microsoft Visual C++ 2015 Runtime.

X86	<a href="https://aka.ms/vs/17/release/vc_redist.x86.exe">https://aka.ms/vs/17/release/vc_redist.x86.exe</a>
X64	<a href="https://aka.ms/vs/17/release/vc_redist.x64.exe">https://aka.ms/vs/17/release/vc_redist.x64.exe</a>

3. Execute the downloaded "VC\_redist.x64.exe" and "VC\_redist.x86.exe" respectively to install.

## 2.2.2 Uninstallation Procedure

InfoSOSA Builder can be uninstalled from "Programs and Features" of "Control Panel".

## 2.3 Install USB device driver

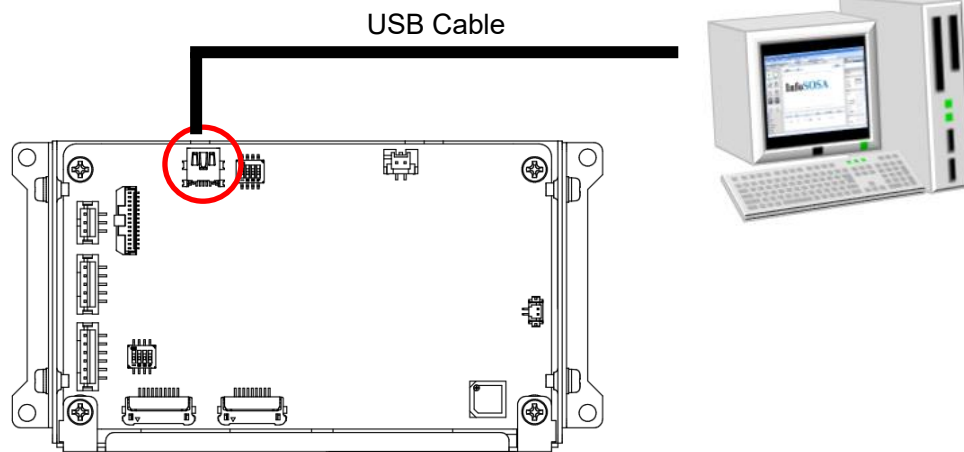


### 2.3.1 Installation Procedure

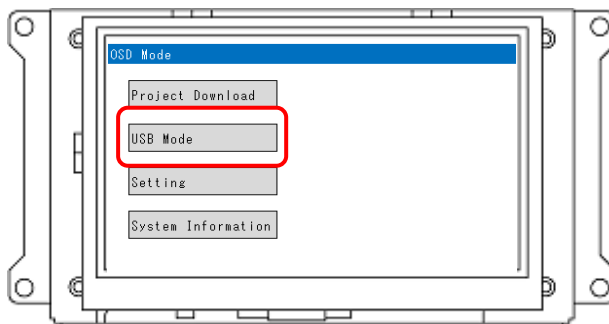
To download project screen data with a USB cable, you need to install a USB device driver.

First, connect the IS731 series unit and the PC with a USB cable, then turn on the IS731 series unit.

#### ■IS731-4WQ Series



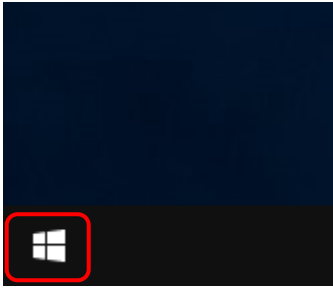
Then touch the "USB Mode" button.



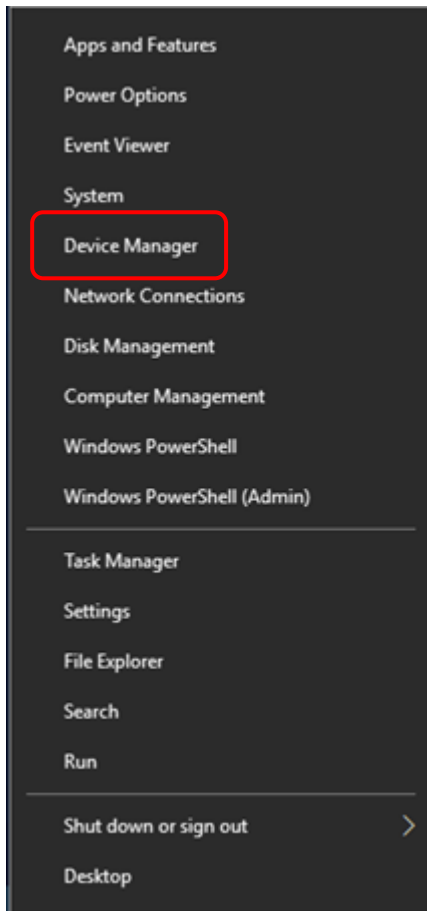
The following procedures vary depending on the version of the OS is used.



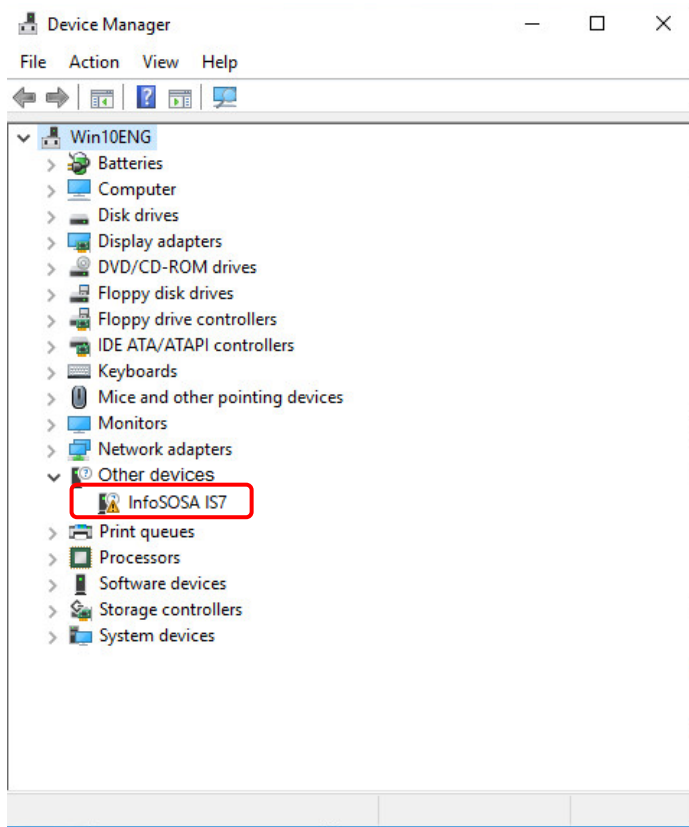
1. Right click on the start menu.



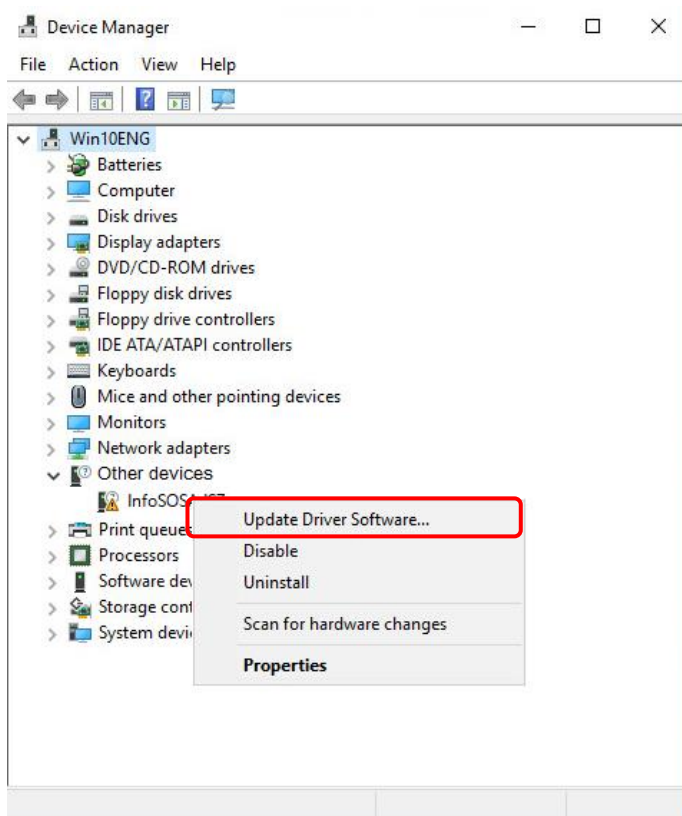
2. Click [Device Manager].



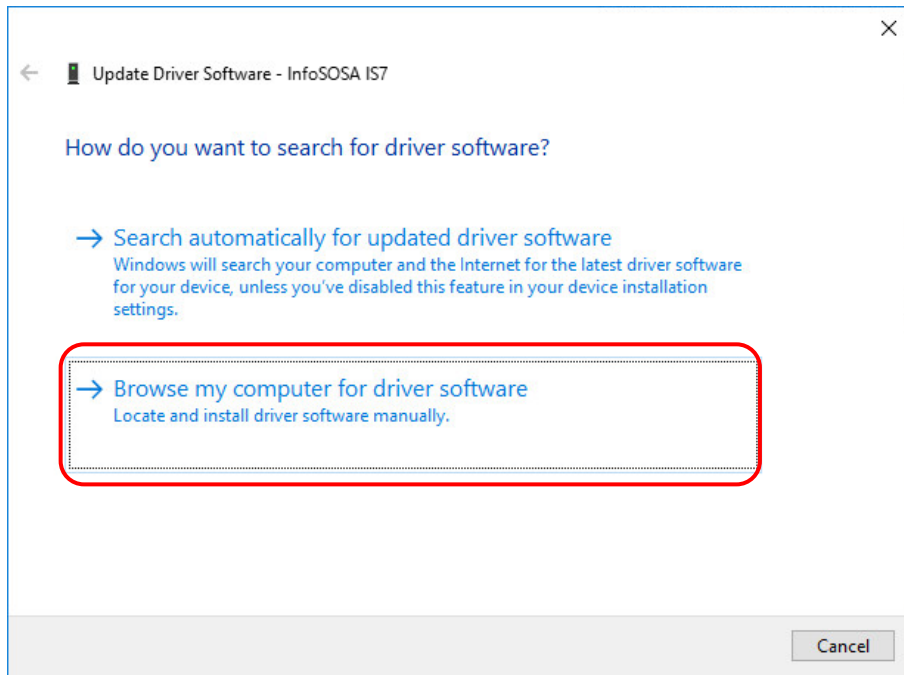
3. From [Other devices], right-click [InfoSOSA IS7] or [IS7 COMPOSITE COM].



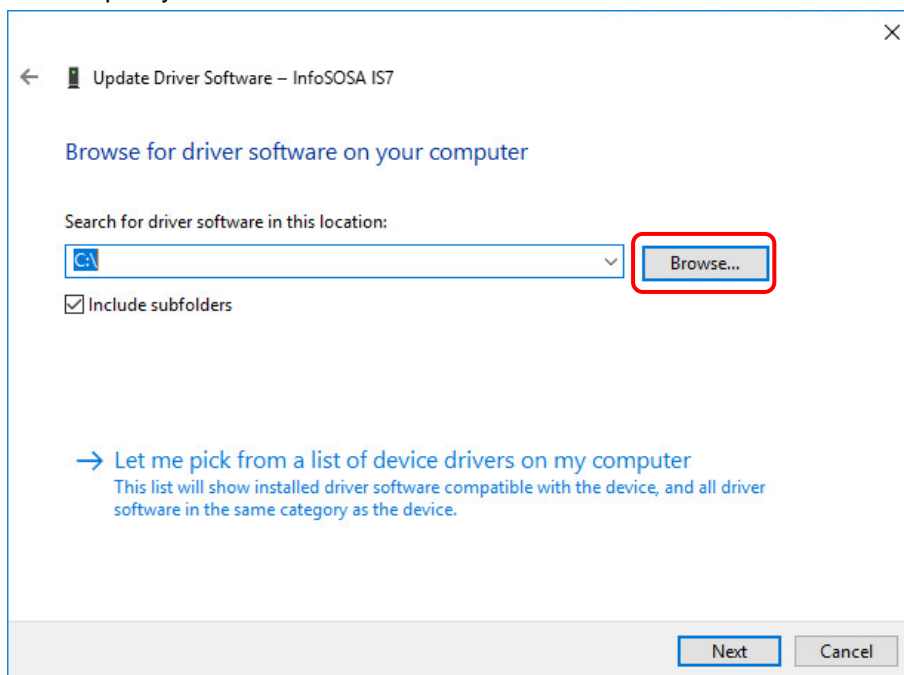
4. Click [Update Driver Software].



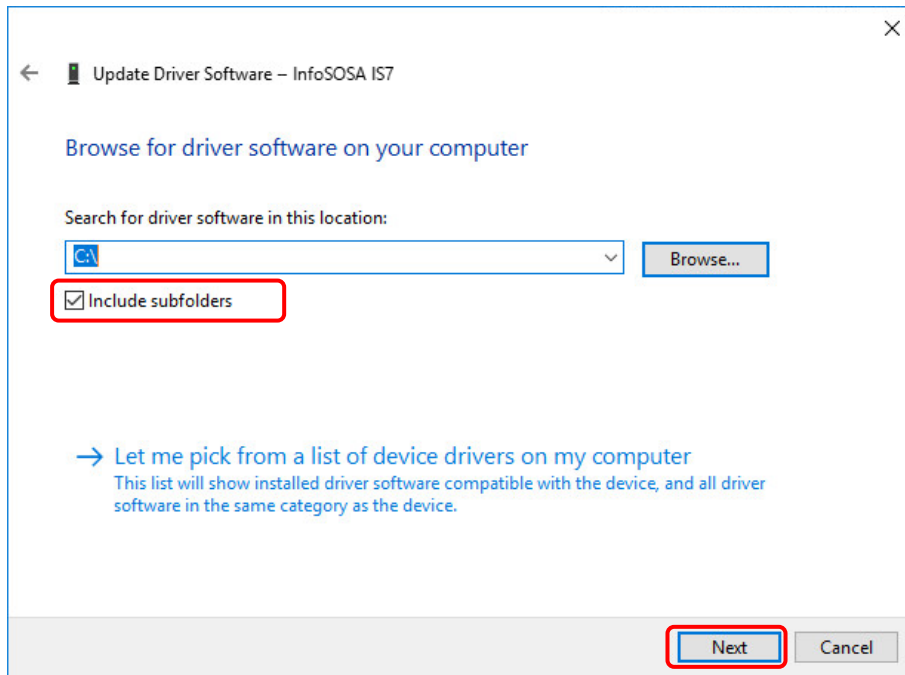
5. Click [Browse my computer for driver software].



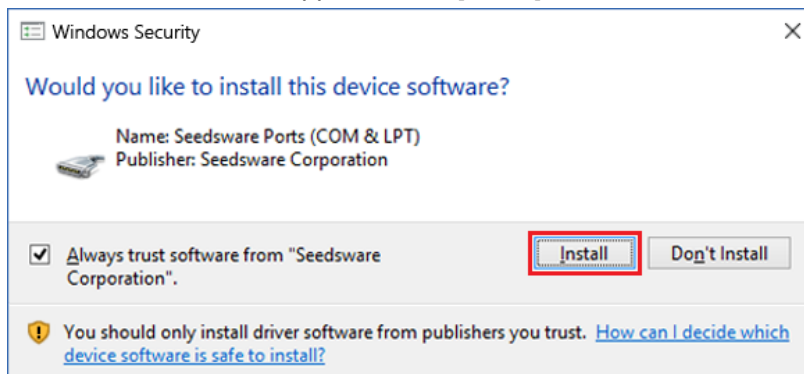
6. Click [Browse], and then specify the drive where the development kit data is inserted, or specify the folder where the device driver is saved.



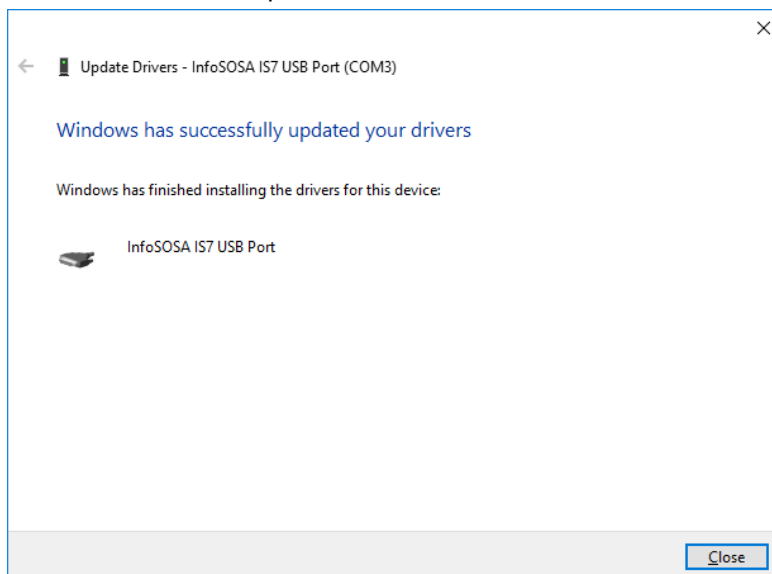
7. Select the [Include subfolders] check box and click [Next].



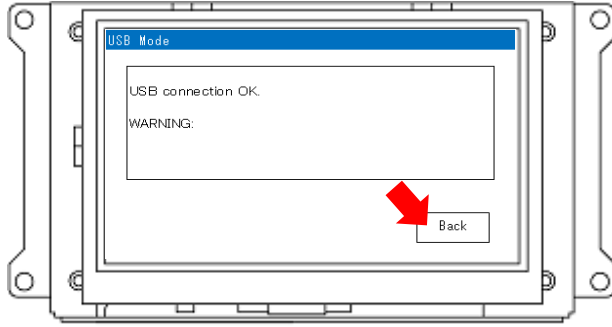
8. If the screen below appears, click [Install].



9. Installation is complete.



- 10.** Touch the Back button.

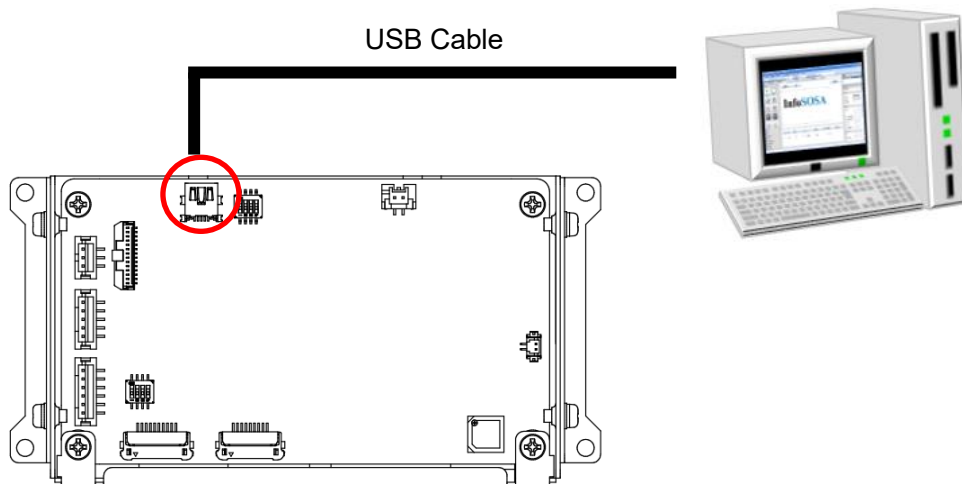


- 11.** Turn off the power supply with the menu screen is displayed.

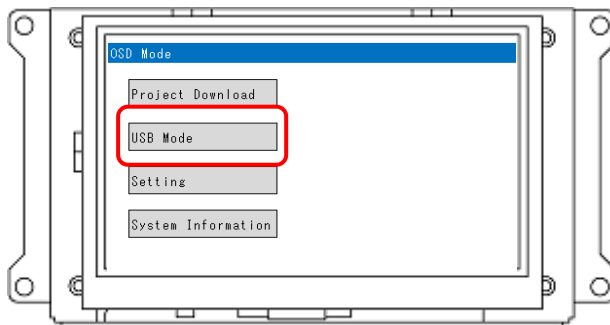
## 2.3.2 Uninstallation Procedure

It can be uninstalled from Device Manager.

1. Connect the IS731 series unit and the PC with a USB cable, then turn on the IS731 series unit.



2. Then touch the "USB Mode" button.

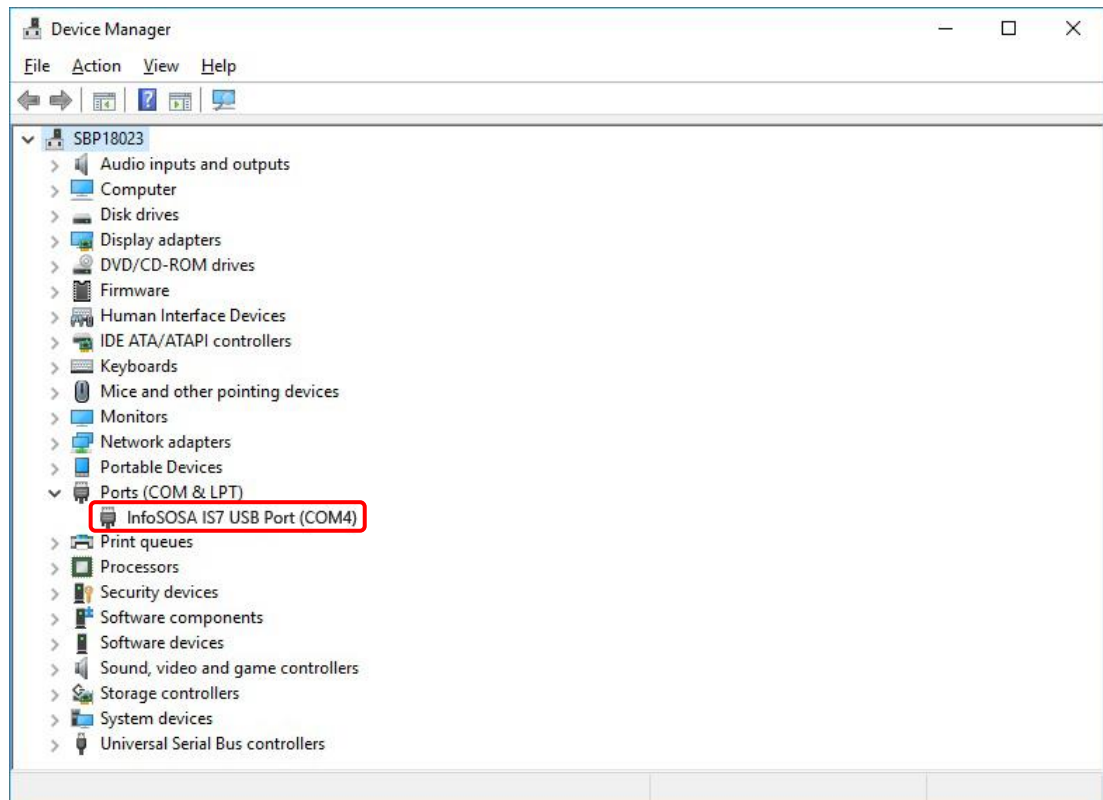


## 3. Open the “Device Manager”.

\*For details on opening the device manager, refer to the installation procedure.

## 4. From [Ports (COM and LPT)], right-click [InfoSOSA IS7 USB Port (COM\*)].

\* If there is more than one [InfoSOSA IS7 USB Port (COM \*)], delete devices one by one according to the procedure of 4. to 6.

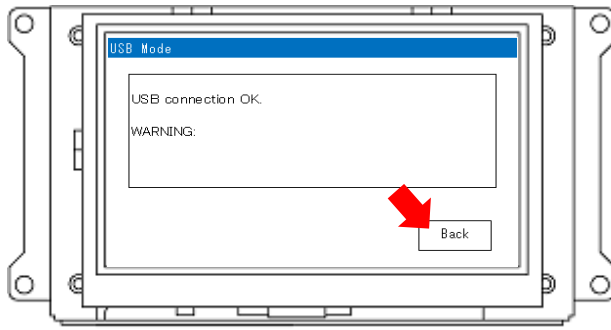


## 5. Click [Uninstall Device] or [Delete].

## 6. Check to [Delete the driver software for this device.] and click Uninstall.



7. Touch the Back button with all [InfoSOSA IS7 USB Port (COM \*)] uninstalled.



8. From the [Port (COM and LPT)] another [InfoSOSA IS7 USB Port (COM\*)] will be displayed, right-click [InfoSOSA IS7 USB Port (COM\*)].

9. Click [Uninstall Device] or [Delete] to uninstall.

Uninstallation is completed.



# 3. Screen Configuration of InfoSOSA Builder

## Chapter Contents

---

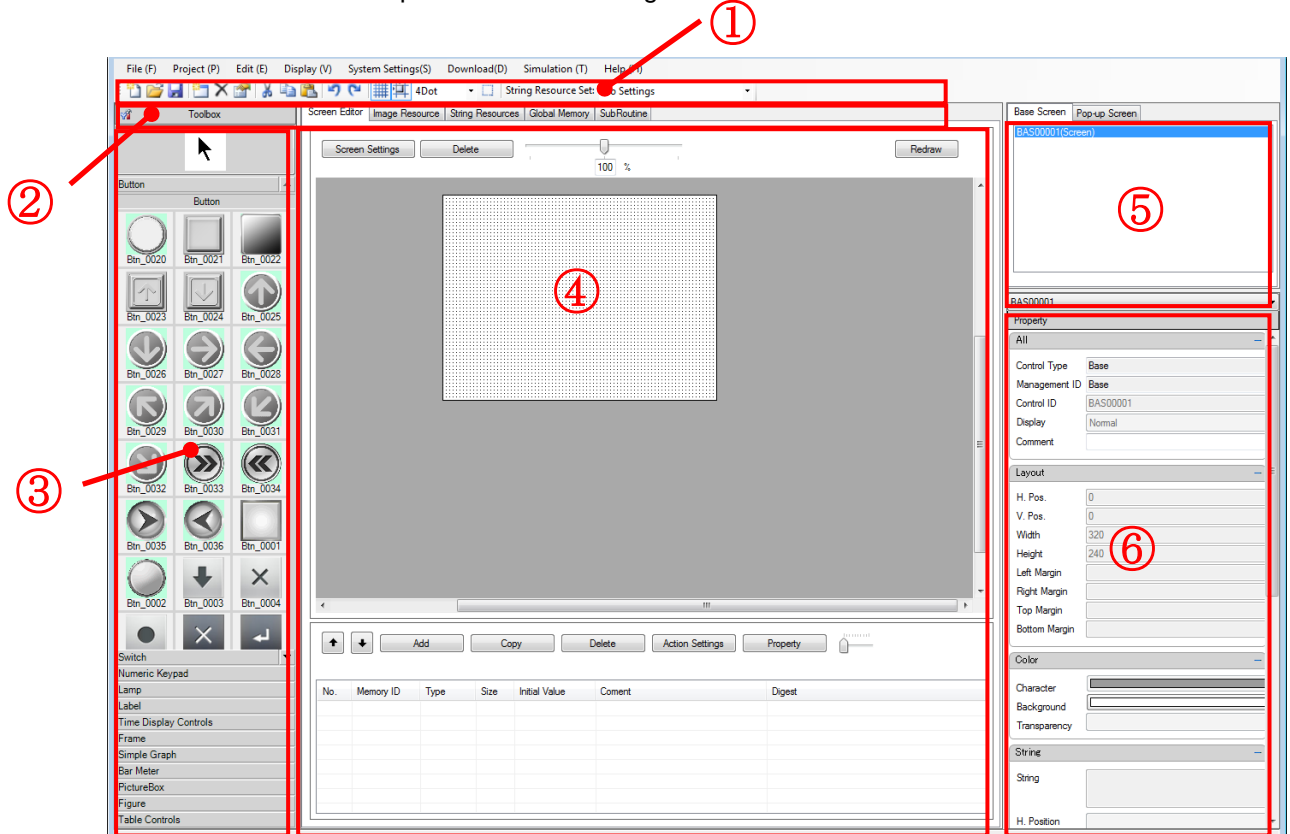
3.1	Screen Configuration of InfoSOSA Builder.....	23
3.2	Details of Each Screen.....	24

---

## 3.1 Screen Configuration of InfoSOSA Builder



InfoSOSA Builder is composed of the following screens.



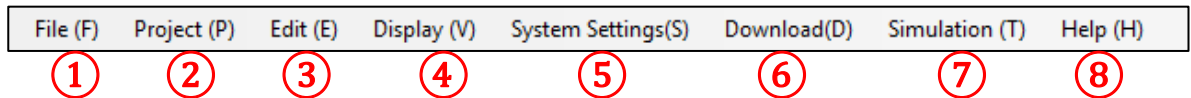
No	Item	Contents
①	Menu Bar	Menu is displayed. Various operation settings as save and create files can be done.
②	Tool Bar	Available tools are displayed. Tools displayed in lighter color indicate that it cannot be used.
③	Toolbox	Parts that can be used for creating a screen are categorized. Drag and drop to place parts onto the screen editor.
④	Drawing area	Area mainly for creating screens, consisting of multiple tabs.
⑤	Screen List	Names of screens being created are displayed. Screens being created can be deleted or set.
⑥	Property Area	Properties of Parts selected in the screen editor are displayed. Use to quickly define some of the part settings such as layout, size, and color. * Use Advanced Properties Dialog in order to edit all the properties.

## 3.2 Details of Each Screen



### 3.2.1 Menu Bar

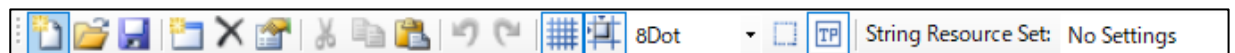
Menu bar consists of eight items.










No	Item	Contents
①	File	Create new projects, save projects, and so on.
②	Project	Manage screens (Base Screen and Pop-up Screen).
③	Edit	Copy and delete parts, and so on.
④	Display	Change the display grid, and so on.
⑤	System Settings	Change system setting of InfoSOSA unit, including communication setting, and so on.
⑥	Download	Transfer project data to InfoSOSA unit. We can also create data for IS-APP.
⑦	Simulation	Simulate on computer without transferring to InfoSOSA unit.
⑧	Help	Check Version of InfoSOSA Builder.

### 3.2.2 Tool Bar

Functions used frequently are displayed as icons.

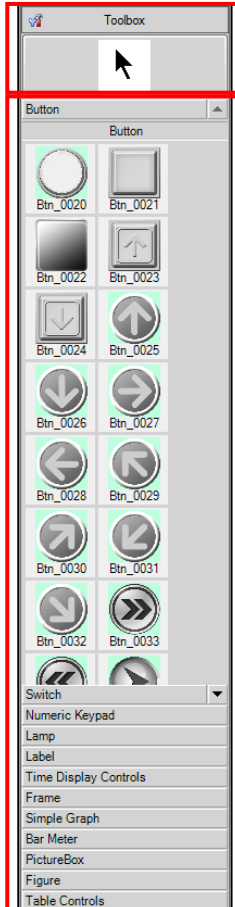


Item	Contents
Create New Project	Create a New Project. > <a href="#">4.2 Create a New Project</a>
Open	Open existing project file. > <a href="#">4.3 Open an Existing Project</a>
Save	Save active project. > <a href="#">4.4.1 Save</a>
Create New Screen	Create new screen (Base Screen, Pop-up Screen). > <a href="#">5.2.1 Add a Screen (Blank Screen)</a>
Delete Selected Screen	Deletes the selected screen. > <a href="#">5.2.5 Delete Screen</a>
Edit Selected Screen	Edits the ID, title, and so on of the selected screen. > <a href="#">5.2.3 Screen Settings</a>
Cut	Cut selected Parts on the screen. > <a href="#">5.3.21 Cut Parts</a>
Copy	Copy selected Parts on the screen. > <a href="#">5.3.22 Copy Parts</a>
Paste	Paste onto the screen parts that were either cut or copied. > <a href="#">5.3.23 Paste Parts</a>

Item	Contents
 Undo	Return to the previous state before the Parts changed. ➤ <a href="#">5.3.25 Undo</a>
 Redo	Return to the same state before the undo operation. ➤ <a href="#">5.3.26 Redo</a>
 Show Grid	Displays grid in drawing area. ➤ <a href="#">6.2.1 Show Grid</a>
 Align Grid	Parts are placed to align with the grid. ➤ <a href="#">6.2.2 Snap to Grid</a>
 Grid Width	Change display dot width of grid. ➤ <a href="#">6.2.3 Change Display Dot Width of Grid</a>
 Show parts area	Display dotted line of frame to Parts placed in drawing area. ➤ <a href="#">6.3 Display of Parts Area</a>
 Show Touch Panel Button	Shows/hides the touch panel buttons. You can hide it when checking/editing the parts placed under the touch panel button. ➤ <a href="#">6.5 Display of Touch Panel Button</a>
String Resource Set: No Settings String Resource Set	Change string resource setting. ➤ <a href="#">8.1.3 String Resource Set Management</a>

### 3.2.3 Toolbox

Parts that can be used for creating a screen are categorized.  
 Drag and drop to place parts onto the screen editor.  
 Parts that you can use vary depending on the selected model.  
 For more information, please refer to [5.3.1 Select Part](#).



①

②

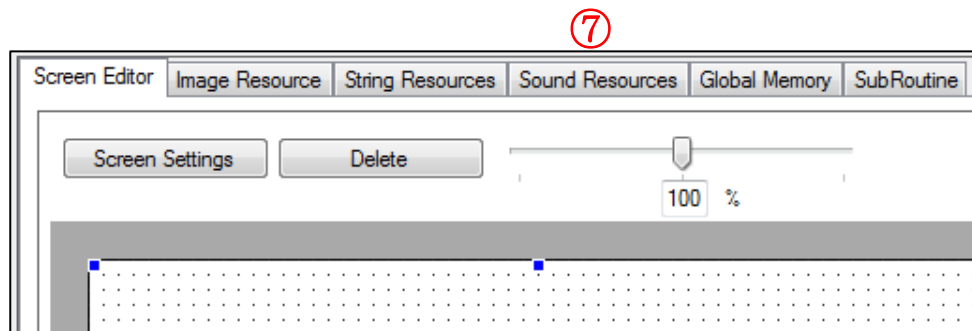
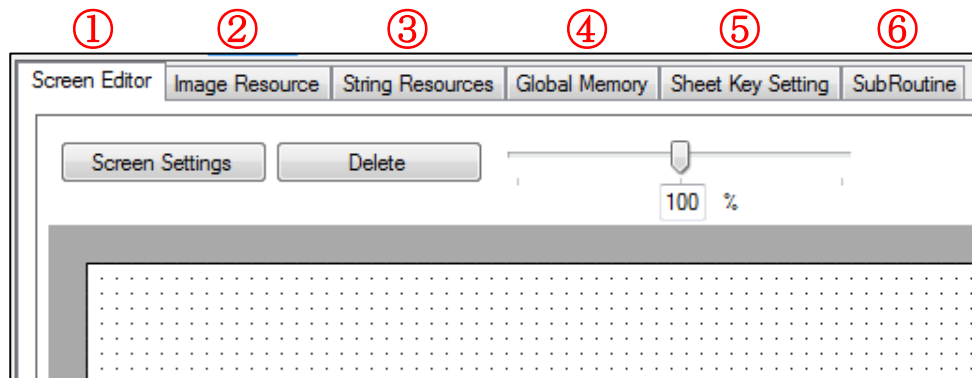
No	Item	Contents
①	Pointer	Cancel Parts placement mode, move, change size of Parts in drawing area, call property and action settings.
②	Parts	Various Parts can be use in InfoSOSA and some Parts have various functions. For example, generating events, displaying characters and numeric values, and so on. By combining layouts and actions, users are able to create screens that they prefer.

### 3.2.4 Drawing area

The drawing area consists of multiple tabs.

Click each tab to switch tabs.

The displayed tabs vary depending on the selected model.

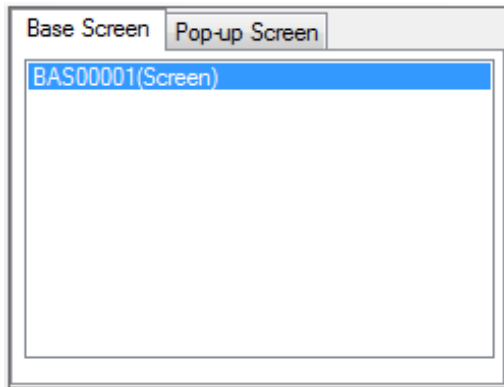


No	Item	Contents
①	Screen Editor	Screen where you can place parts to create screens that display on InfoSOSA. When screen editor is selected, [Screen Memory setting] is also displayed.
②	Image Resource	Image data management tab. Registering, deleting and editing is available.
③	String Resources	String management tab. Registering, deleting and editing is available.
④	Global Memory	Global Memory management tab. Registering, deleting and editing is available.
⑤	Sheet Key Setting	Sheet key switch and LED setting management tab
⑥	Subroutine	Screen for registering, deleting and editing subroutines.
⑦	Sound Resources	Sound data management tab. Registering, deleting and editing is available.

### 3.2.5 Screen List

Screen list is composed of Base Screen tab and Pop-up Screen tab.

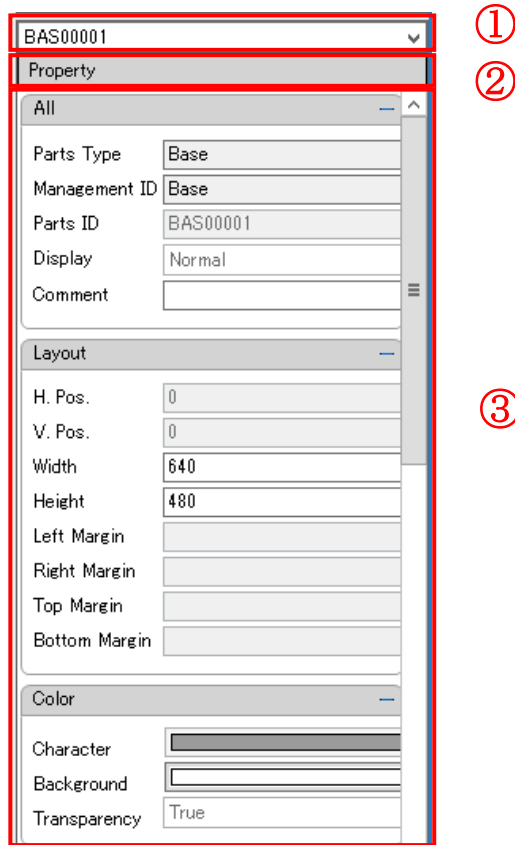
When you select a screen ID that is displayed in the list, it will be displayed on the screen editor.



### 3.2.6 Property Area

Displays properties of parts in the screen editor.

\* Use Advanced Properties Dialog in order to edit all the properties.



No	Item	Contents
①	Parts list	Click to display Parts list.
②	Property button	Click to open Advanced Properties Dialog of selected Parts.
③	Property display area	Click to display property of selected Parts.

# 4. Start and Exit

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---

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---

## 4.1 Start Up InfoSOSA Builder

---



### 4.1.1 Start from Desktop



Double click the icon  on the desktop to start up the InfoSOSA Builder.

### 4.1.2 Start from Start Menu

Select from the Windows Start menu [Seedsware] - [InfoSOSABuilder\*. \*]. InfoSOSA Builder starts up. (\*. \* denotes the version number)

### 4.1.3 How to boot from an ipp file

By associating the ipp file with the InfoSOSA builder, you can open the ipp file from Explorer by double-clicking on it, and the InfoSOSA builder will start. \*Ver. 2.7 or later

#### NOTE

- ◆ The association of ipp files is done automatically during installation.



#### 4.1.4 Multiple invocations of the InfoSOSA Builder

When the InfoSOSA builder is running and you start it again, the second InfoSOSA builder will start. (Max. 2) \*Ver. 2.7 or later

##### IMPORTANT

- ◆ When running two versions of the InfoSOSA Builder, be sure to run the same version of the InfoSOSA Builder as the first one. This may cause problems with normal operation.
- ◆ You cannot open the same project in two InfoSOSA Builders.
- ◆ Simulators cannot be run simultaneously.

##### NOTE

- ◆ You can open two projects and copy each resource between the projects. For details, please refer to [Chapter 16. Inter-Project Copy](#).

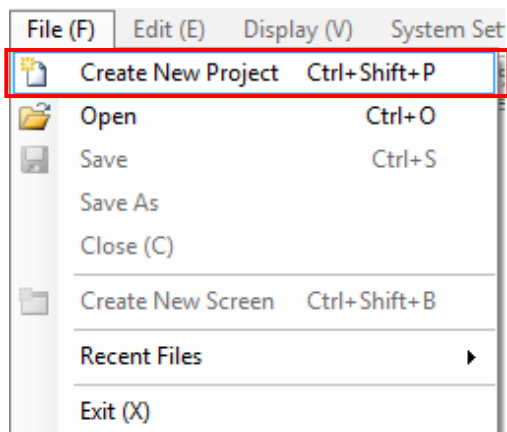
## 4.2 Create a New Project



Create a new project.

### Procedure

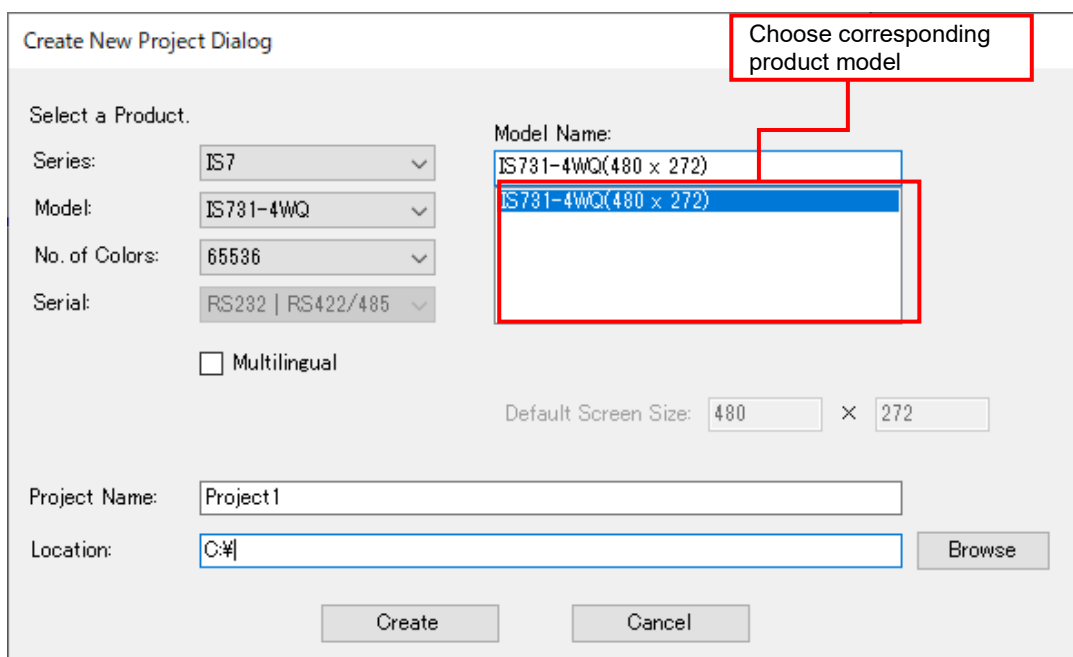
1. From the [File] menu, select [Create New Project].



You can also run by using the [Ctrl]+[Shift]+[P] keyboard combination or clicking the

icon  in the toolbar.

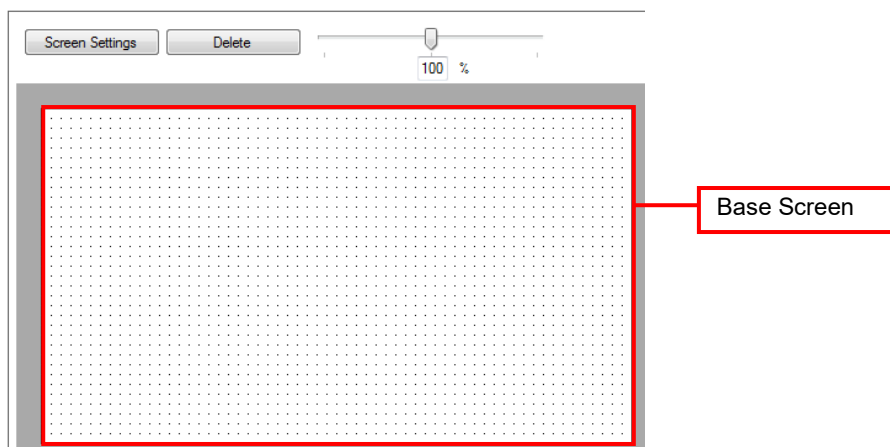
2. Select the Product Model that corresponds to your product.  
 Selecting Series, Model, No of Colors, and Multilingual will display supported models. Choose the [Product Model] that corresponds to your product. Please refer to [17.1 Corresponding Model List](#) for the corresponding product model and model name.



3. Enter the project name you wish to create in [Project Name] and specify a destination.  
Click [OK] and a project is created.

- \* The storage location displayed is the location where you saved the previous project.  
Right after installation, the folder is in the users "Documents\Seedsware\Project" folder.

4. Base screen is displayed in the screen editor.



You can create screens by placing Parts onto base screens.



As you can change its window size, IS-APP does not have a specific resolution on the builder. Therefore, you may want to set a standard screen size. This is called the [Default Screen Size].

Set up the [Default Screen Size] when you create the project.

If you select the model name according to the product you are using, the default screen size will be set according to the product.

For the correspondence between product models and model names, refer to "[17.1 Corresponding Model List](#)".

Create New Project Dialog

Select a Product.

Series: IS-APP

Model: IS-APP-A7

No. of Colors: 65536

Serial: RS232 | RS232

Multilingual

Model Name:

EM8-W104A7

EM8-205A7

EM8-W104A7

EM8-W207A7

EM8-W310A7

EMP-W207A7

Default Screen Size: 480 × 272

Project Name: Project1

Location: C:\ Browse

Create Cancel

### NOTE

- ◆ After creating the project, you can change the [Default Screen Size] from the [H/W Settings Dialog].

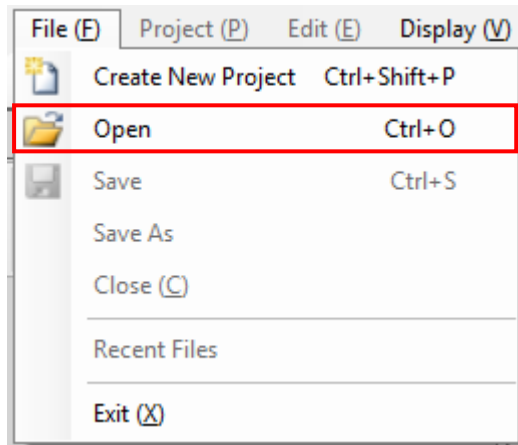
## 4.3 Open an Existing Project




Select and open an existing project file.

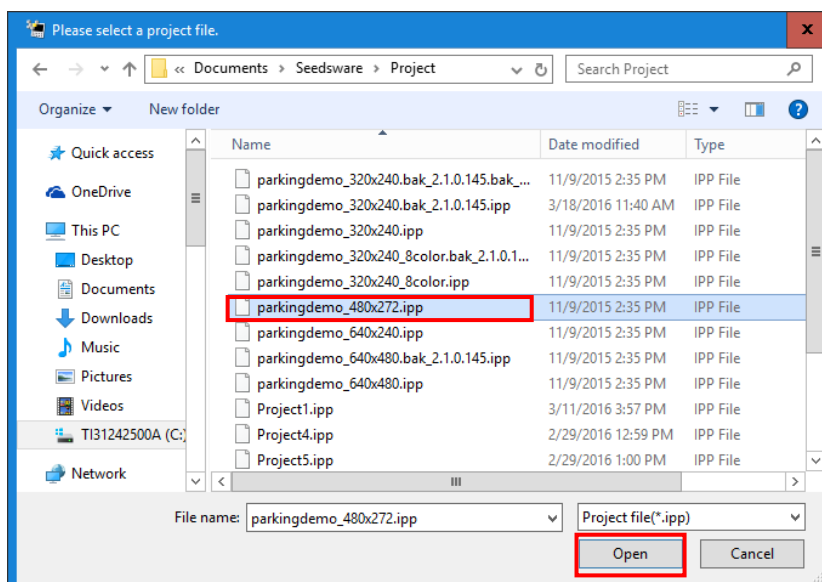
### Procedure

1. From the [File] menu, select [Open].



You can also open by using the [Ctrl]+[O] keyboard combination or clicking the icon  in the toolbar.

2. Select the name of the project you want to view, and click [Open].



- \* Displays the previously used location.  
Right after installation, the folder is in the users "Documents\Seedsware\Project" folder.

You can open a project that was created with InfoSOSA Builder Ver 2.1 with InfoSOSA Builder Ver 2.5/Ver 2.6.

Version	Support
InfoSOSA Ver2.1	○
InfoSOSA Ver2.5/2.6	○

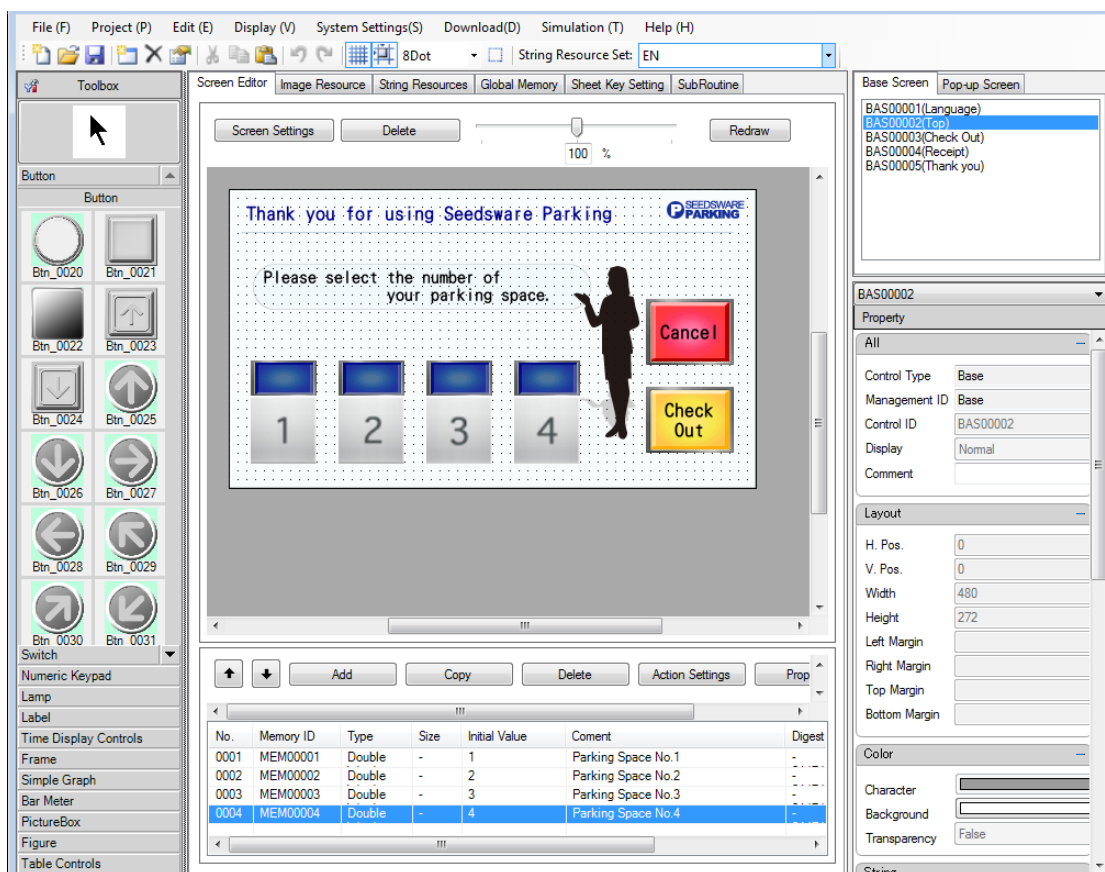
- \* A project saved in InfoSOSA Builder Ver 2.5/Ver 2.6 cannot be used in Ver 2.1.
- \* If you open a Ver 2.1 project, it will be automatically backed up in the following file name in the same folder.

**<Project name>.bak\_<Project Version>.ipp.**

For example, if you open a project named "test.ipp" created with version 2.1.2.198, it is backed up to the same folder with the following file name.

**test.bak\_2.1.2.198.ipp**

### 3. The selected project is displayed in the drawing area of the screen editor.



## NOTE

- ◆ In Ver. 2.7 or later, when you open a project file (.ipp) by double-clicking on it from Explorer, etc., the builder will start and you can open the project file directly.

## 4.4 Save a Project

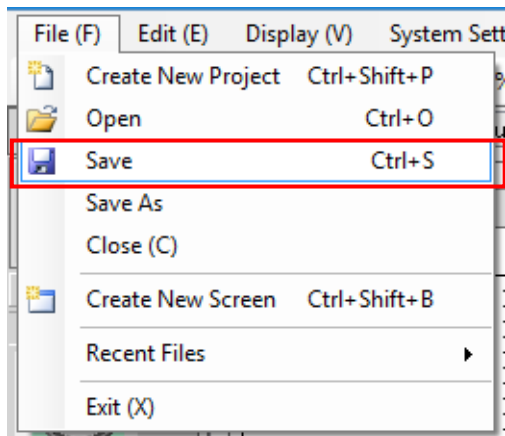



### 4.4.1 Save

Save the project currently being created.

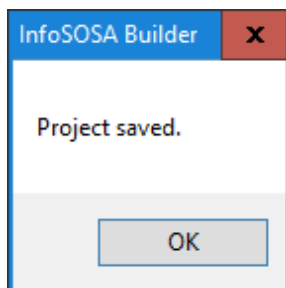
#### Procedure

1. From the [File] menu, select [Save].



You can also save by using the [Ctrl]+[S] keyboard combination or clicking the icon  in the toolbar.

2. "Project saved" is displayed.

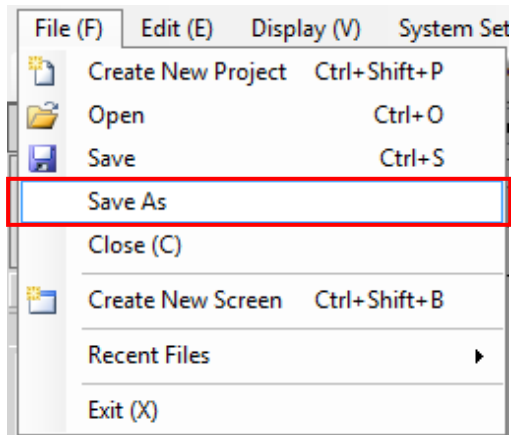


## 4.4.2 Save As

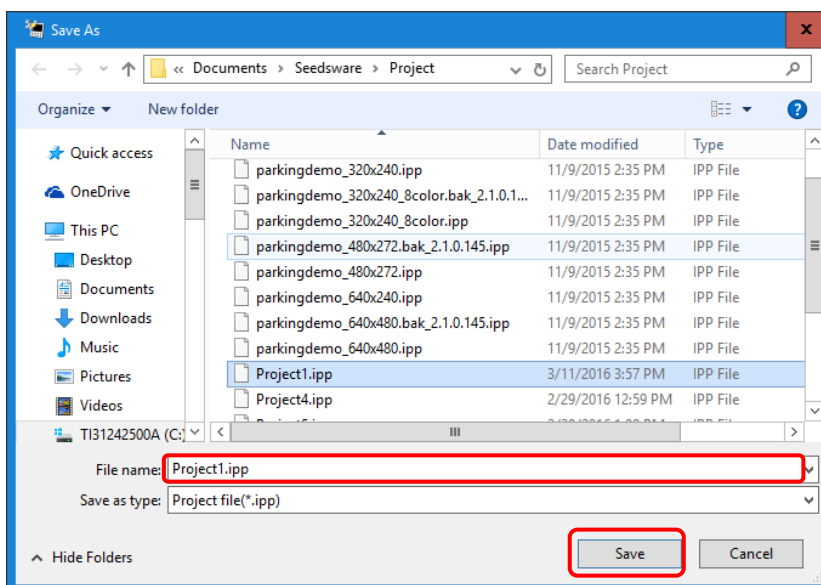
Save the project currently being created to a specified project name.

### Procedure

1. From the [File] menu, click [Save as].

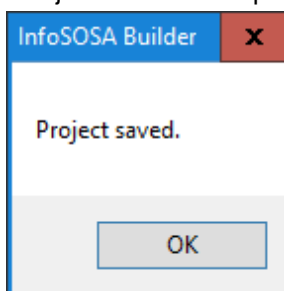


2. Select the save location, enter the file name, and click [Save].



- \* Displays the previously used location.  
Right after installation, the folder is in the users "Documents\Seedsware\Project" folder.

3. "Project saved" is displayed.





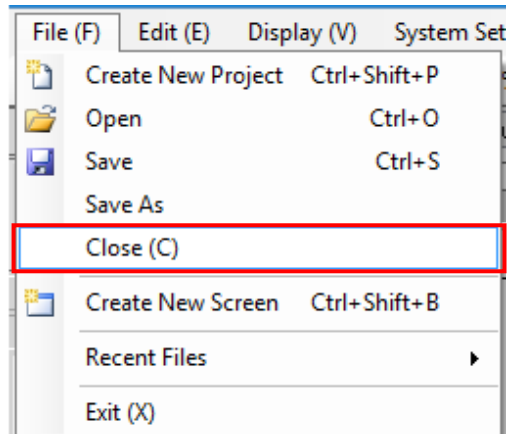
## 4.5 Close Project



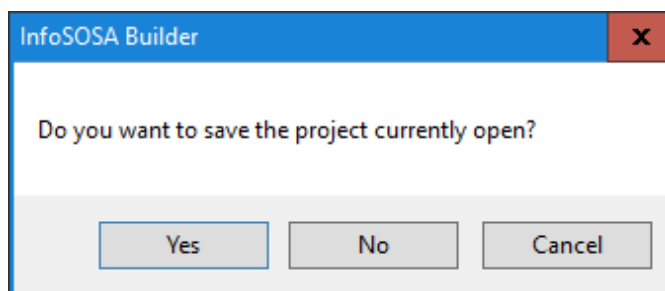
Close the open project.

### Procedure

1. From the [File] menu, select [Close].



2. Click [Yes] to save the project, or click [No] to close without saving.



\* Click [Cancel] if you do not want to exit InfoSOSA Builder.

3. Project will close.

## 4.6 Open a Recent Project

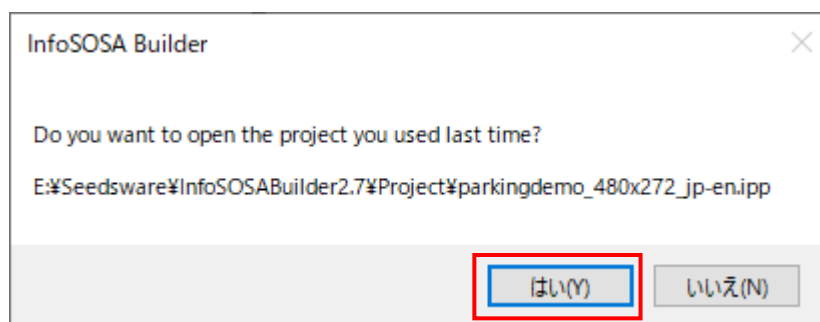


Exit InfoSOSA Builder.

### 4.6.1 Project used last time

The last used project can be opened by selecting “Yes” for the message displayed at startup.

\* The path of the target project is displayed from Ver2.7.1.5 onwards.

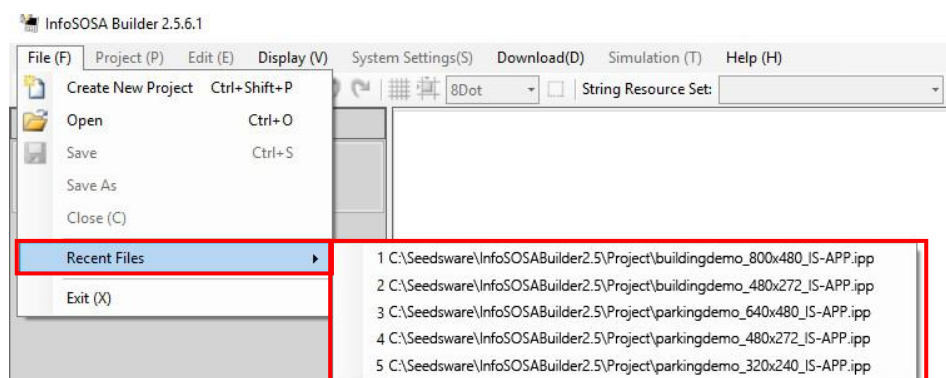


### 4.6.2 Recent projects

Recent projects can be opened from the following method.

#### Method

1. From the [File] menu, click [Exit].



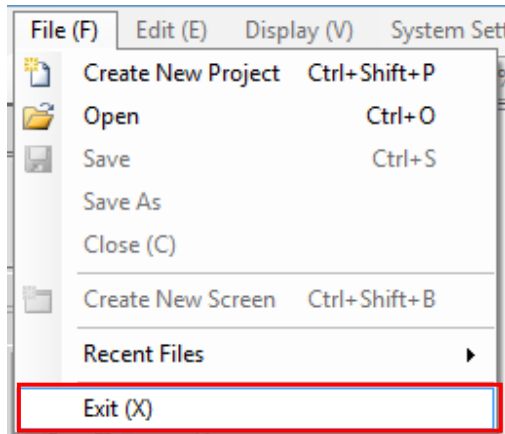
## 4.7 Exit InfoSOSA Builder




Exit InfoSOSA Builder.

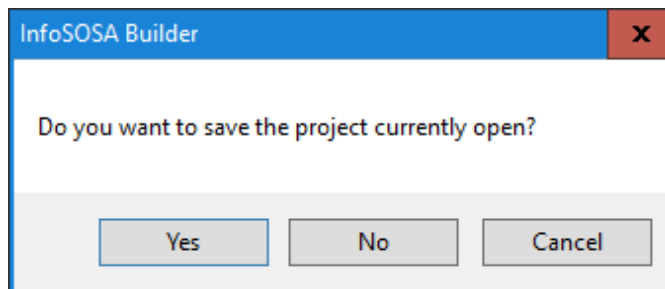
### Procedure

1. From the [File] menu, click [Exit].



You can also exit by clicking the top-right corner of the InfoSOSA Builder window 

2. Click [Yes] to save the project, or click [No] to close without saving.



\* Click [Cancel] if you do not want to exit InfoSOSA Builder.

3. InfoSOSA Builder will shut down.

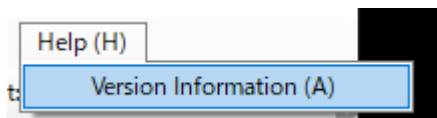
## 4.8 Version Information



Check the version of InfoSOSA Builder.

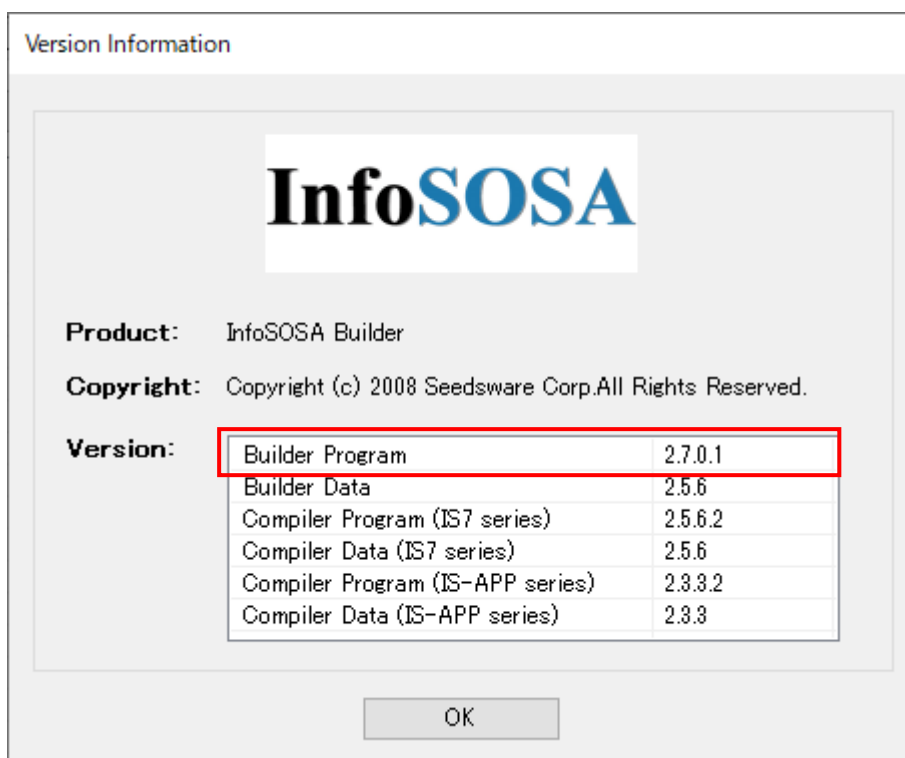
### Procedure

1. From the [Help] menu, click [Version Information].



2. "InfoSOSA Builder Version Information" is displayed.

The InfoSOSA Builder Version is displayed in the [Builder Program] property.  
(The other values are internal component version numbers.)



\* Version number depends on the InfoSOSA Builder installed.

# 5. Create a Screen

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---

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5.9	Draw Figures .....	97
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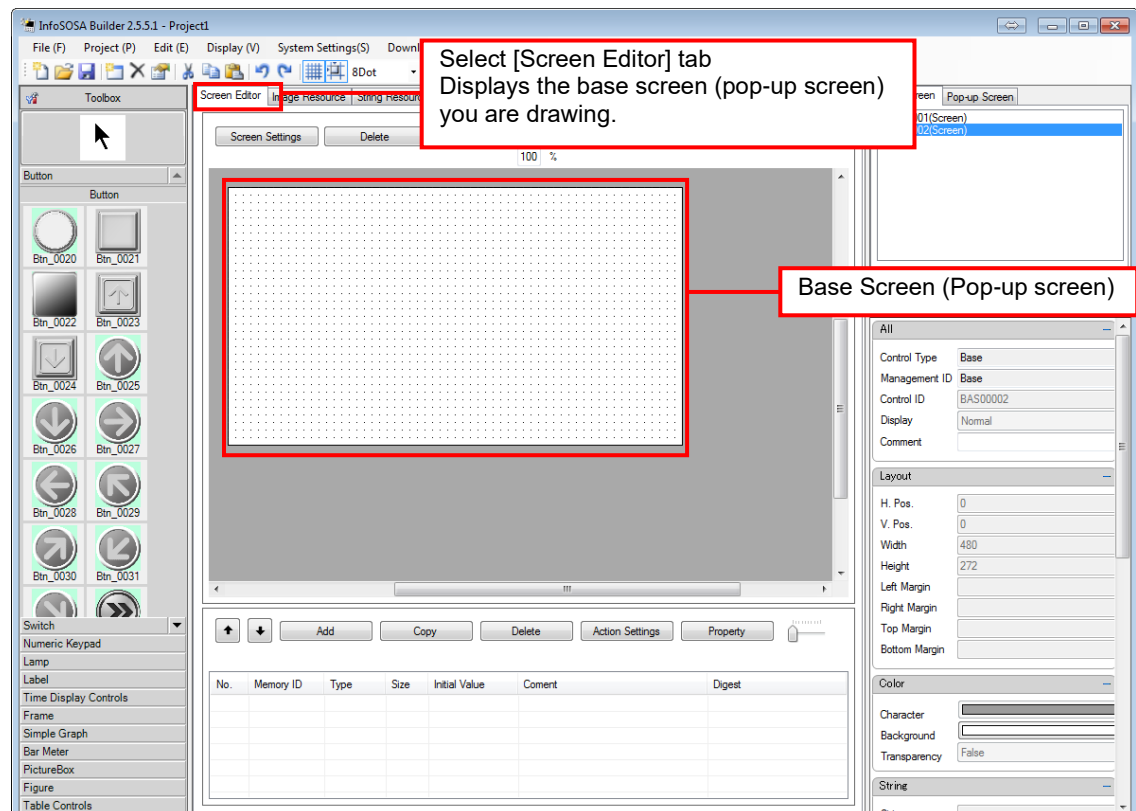
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## 5.1 Create a Screen



Select the [Screen Editor] tab in the drawing area to create InfoSOSA screens and place Parts onto the Base Screen (Pop-up Screen).

\* For more information about each part, please refer to the "Reference Manual".



## 5.2 Screen Settings



This section describes the settings and creating of the Base Screen or Pop-up Screen.

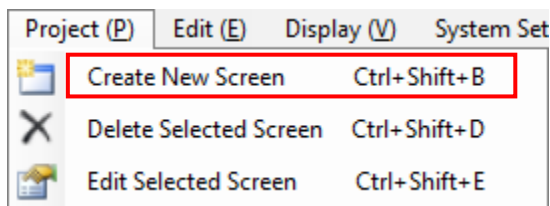
### 5.2.1 Add a Screen (Blank Screen)


Create and add a new blank screen.

Select [Base Screen], [Pop-up Screen A] or [Pop-up Screen B] at the time of creation.

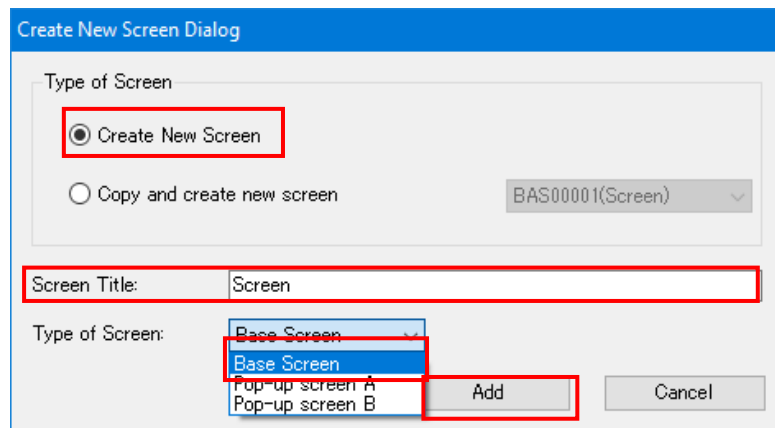
#### Procedure

1. From the [File] menu, select [Create New Screen].

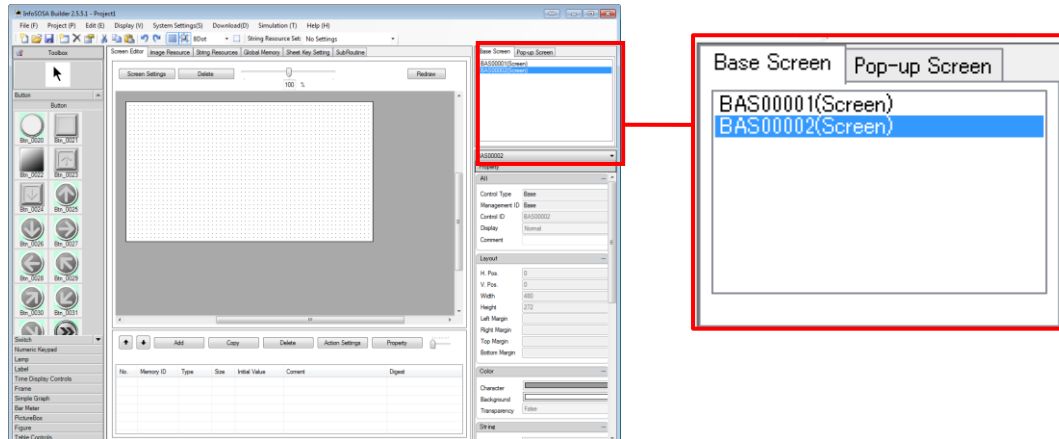


You can also create by using the keyboard combination [Ctrl]+[Shift]+[B] or clicking the icon  in the toolbar.

2. The [Create New Screen] dialog box is displayed. Select the [Create New Screen] option. Edit the [Screen Title], and from the [Type of Screen] list select the screen you want to create. After setup, click [Add].



## 3. Blank screen is created and added to the screen list area.



The size of the empty screen is the same resolution as the selected model.



The size of the empty screen is the same as the [Default screen size] setting.

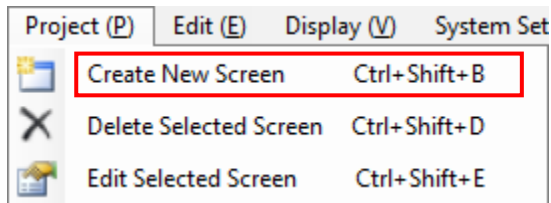



## 5.2.2 Add a Screen (Create by Copying)

Create a screen by copying an existing screen.

### Procedure

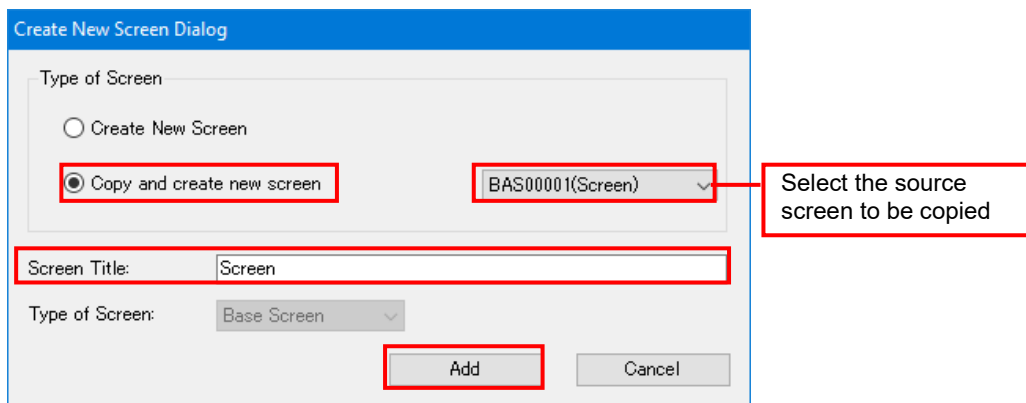
1. From the [File] menu, select [Create New Screen].



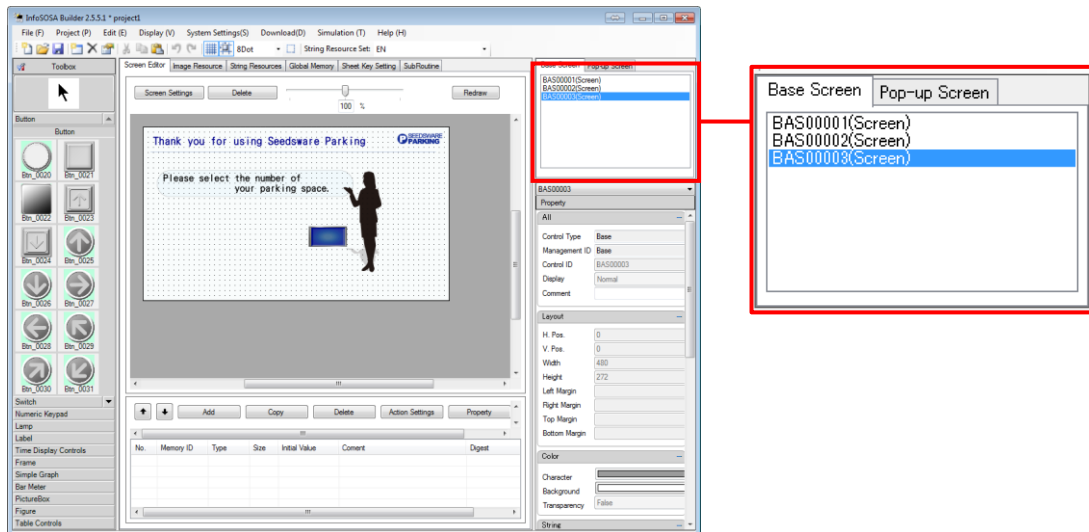
You can also use the [Ctrl]+[Shift]+[B] keyboard combination or click the icon  in the toolbar.

2. From the [Create New Screen] dialog box, select the [Copy and create new screen] option. Select the source screen. Edit the [Screen Title] and click [Add].

\* Screen type is same as source of the screen to be copied.



### 3. Copied screen is created and added to the screen list area.

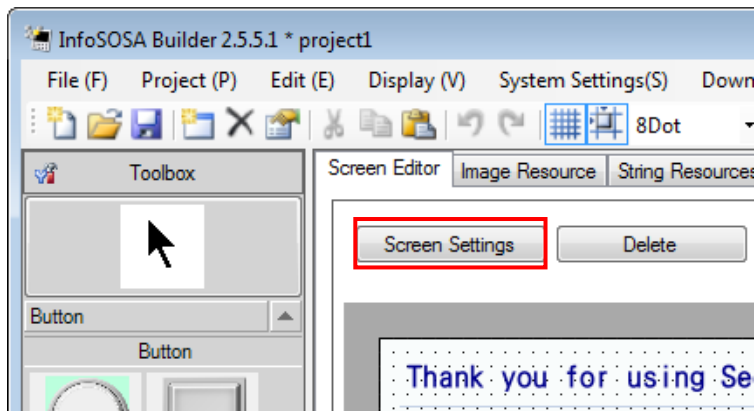


## 5.2.3 Screen Settings

Edit ID and title, etc. of screen.

### Procedure

1. On the screen editor, click [Screen Settings].



2. [Screen Settings Dialog] is displayed.  
Edit each item and click [OK].

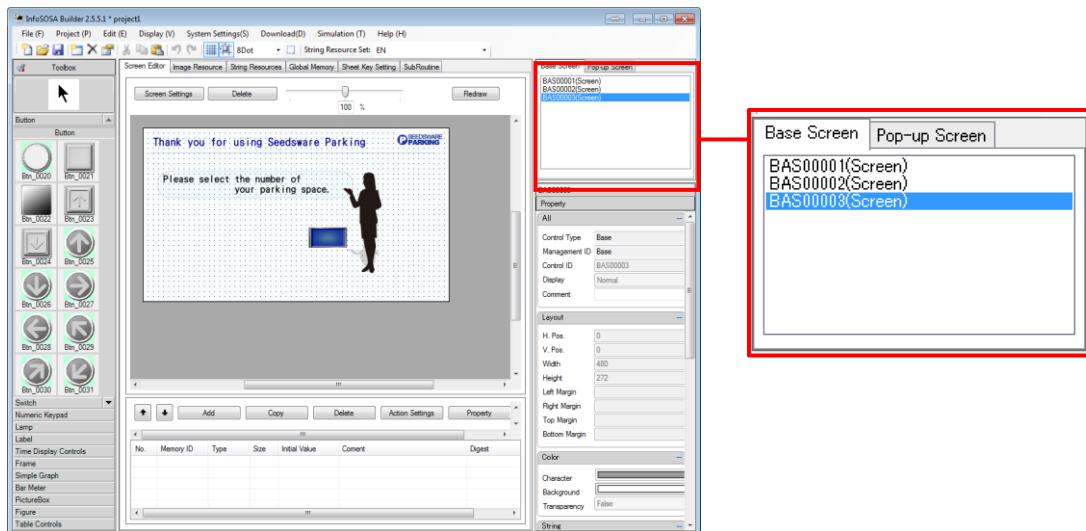
No	Item	Contents
①	Screen ID	ID for identifying the screen. ID is used for action settings and screen selection. You cannot set the same screen ID or parts ID as one that is already used.
②	Screen Title	Set title of screen. You can enter up to 256 single-byte or double-byte characters. Both single and double-byte characters are counted as one character.
③	Screen Type	Type of screen is displayed. The screen types are: Base Screen, Pop-up Screen A, and Pop-up Screen B. Change cannot be made after it is created.

## 5.2.4 Select Screens

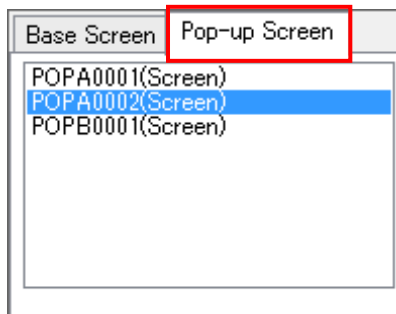
Select screen to display on Screen Editor.

### Procedure

1. Select the base screen to display from the screen list.  
Base Screen that has been selected will be displayed on the Screen Editor.



If you want to display a pop-up screen, choose from screen list in the [Pop-up Screen] tab.

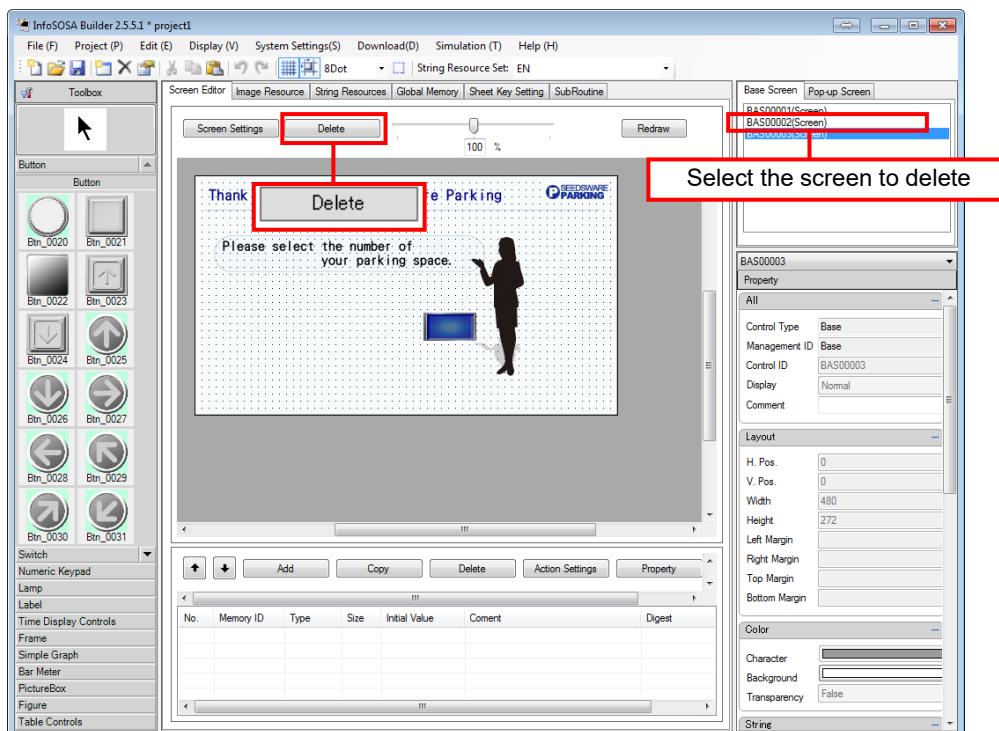


## 5.2.5 Delete Screens

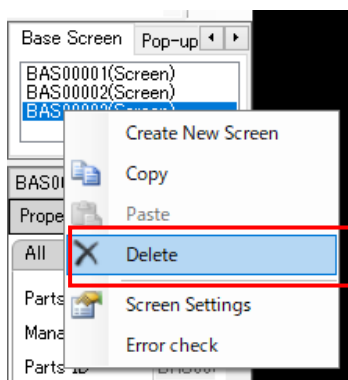
Delete the registered screen.

### Procedure

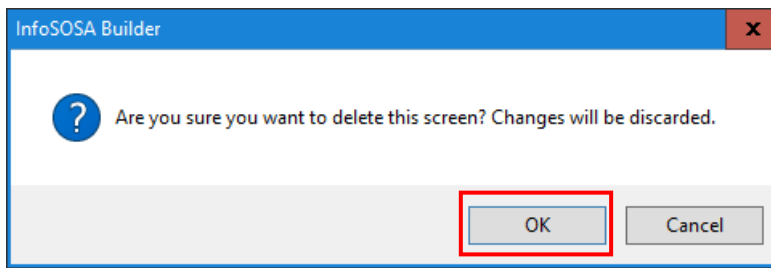
1. Select the screen to delete from the screen list.  
On the screen editor, click [Delete].



Or select the screen to delete from the screen list, and from the right-click menu click [Delete].



2. After a confirmation message is displayed, click [OK].



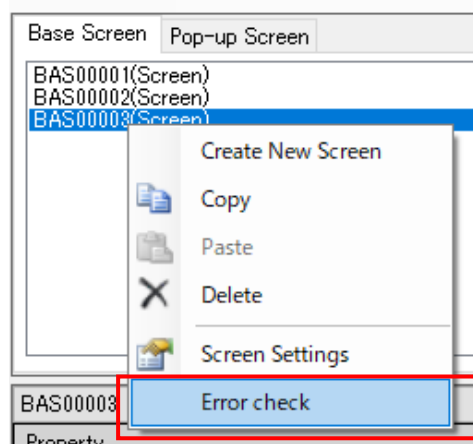
3. Screen will be deleted.

## 5.2.6 Error check Screens

Check for errors in the currently selected screen.

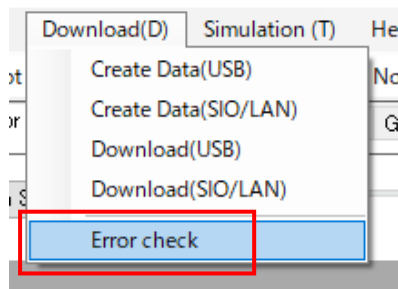
### Procedure

1. Select the screen you want to check for errors from the screen list.
2. Click "Error check" from the right-click menu.



Check for errors on the target screen only.

If you want to check all the screens for errors, please execute "Error check" in the top menu "Download".



## 5.3 Arrange and Move Parts



This section describes how to arrange and move Parts.

### 5.3.1 Select Parts

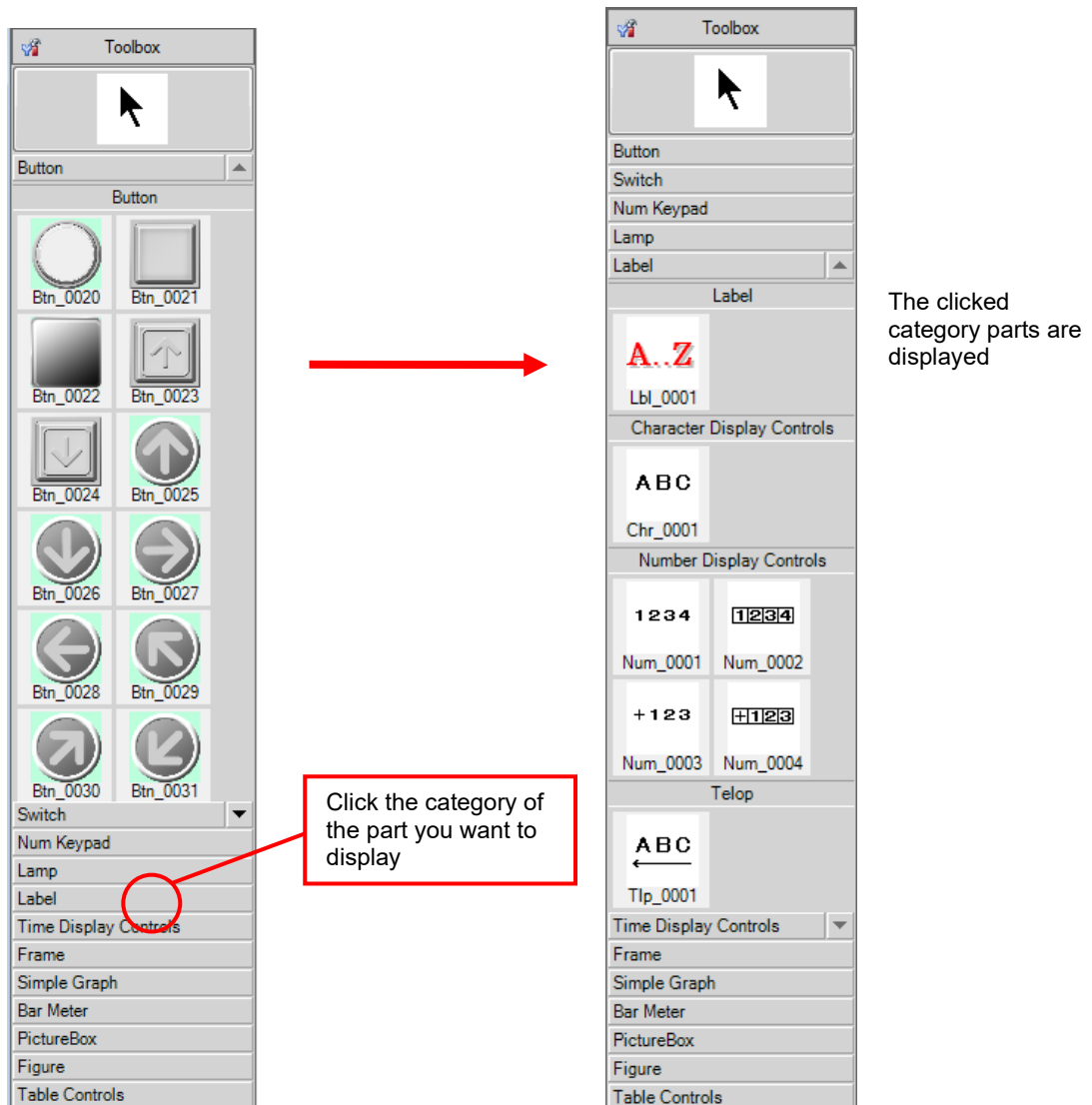
Parts used to create screens are stored under each category in the Toolbox.

\* For more information about each part, please refer to the "Reference Manual".

### Displaying Parts

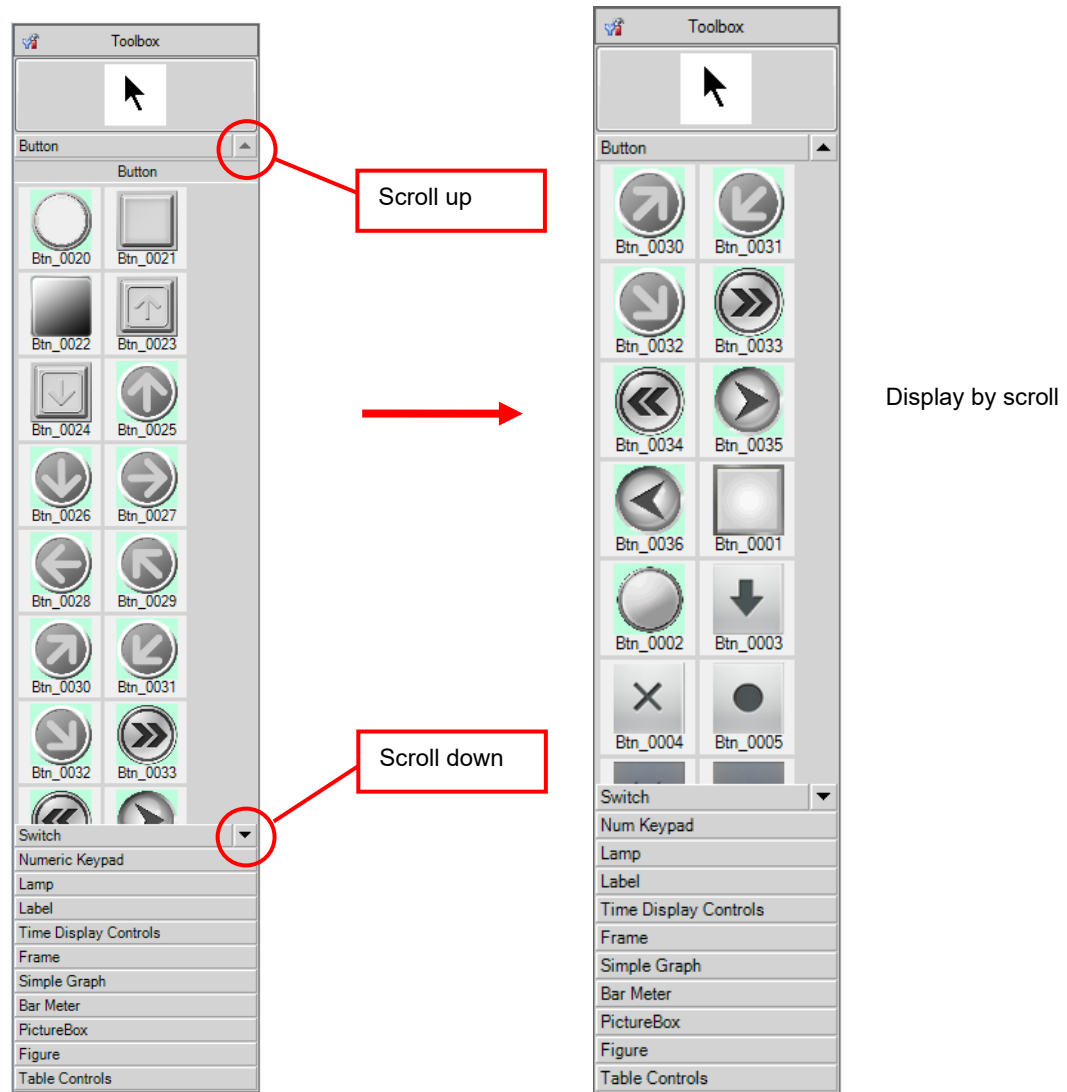
#### Selecting Category

Click a category and the Parts are displayed.



## Scroll Display

Scroll with the cursor on the side for Parts that cannot be displayed all at once.

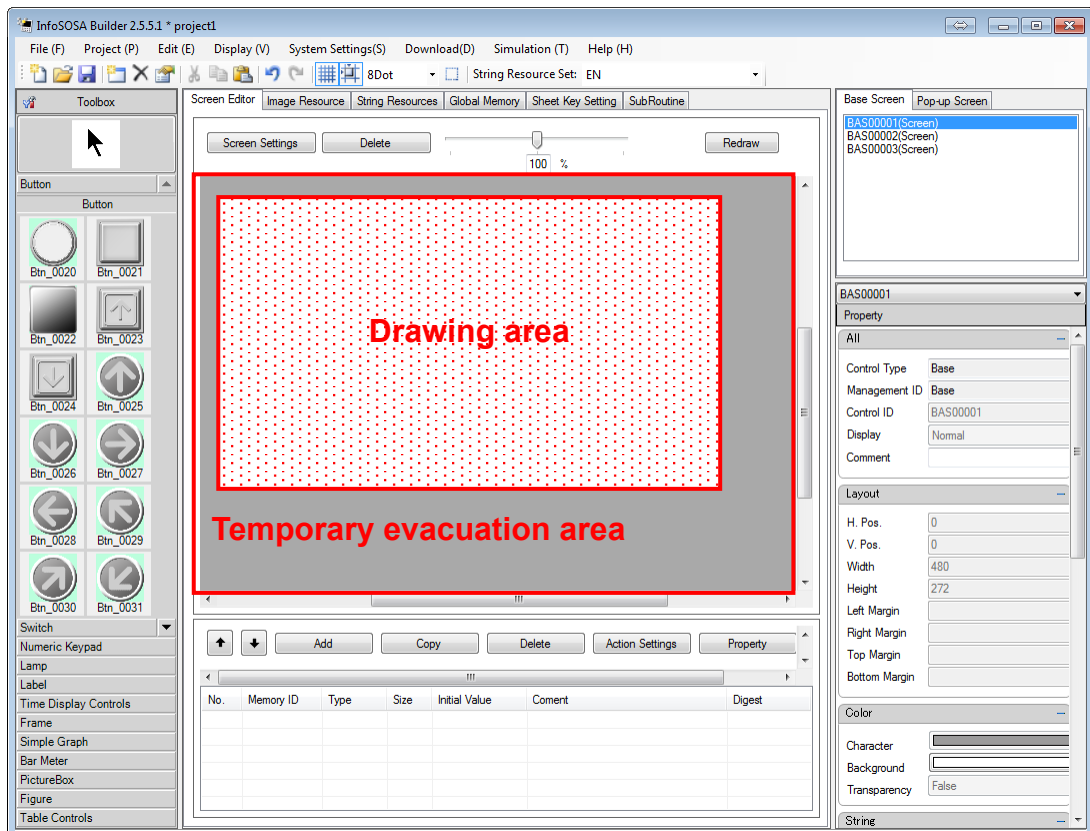




## 5.3.2 Parts Placement

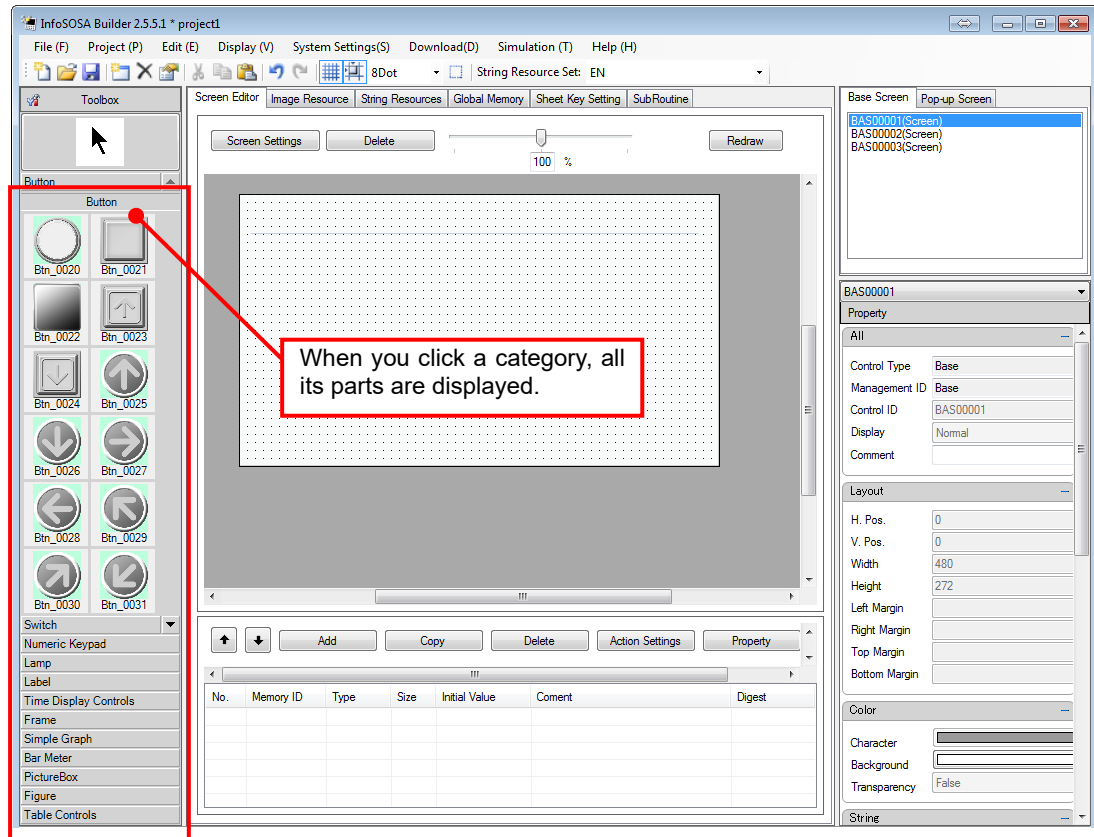
Place the parts on the screen.

It is possible to temporarily move it outside the drawing area, but please place it within the drawing area before execution.

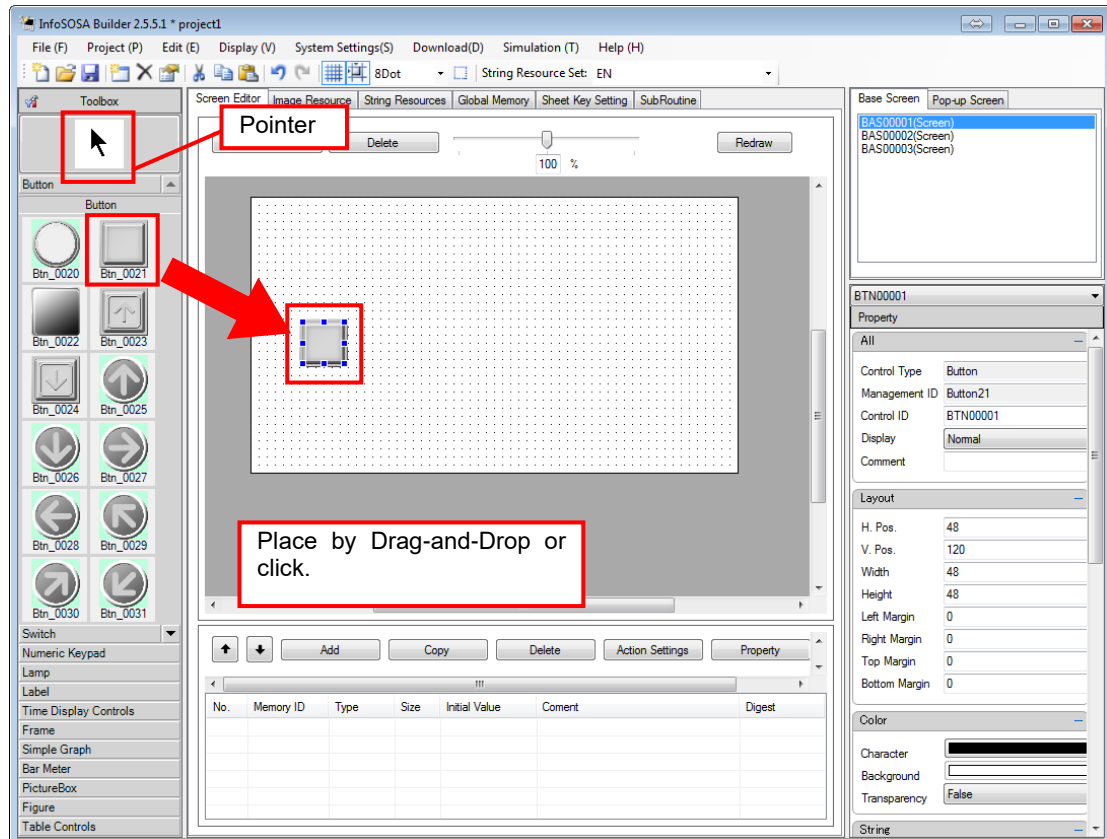


## Procedure 1 Parts Placement by Toolbox

1. Click on the category of the Parts to be placed from the Toolbox.



- Click on the Parts to be placed from the Toolbox, and the Parts will become active. Parts that were selected will be placed when you click on the screen. It can also be placed by drag-and-drop.

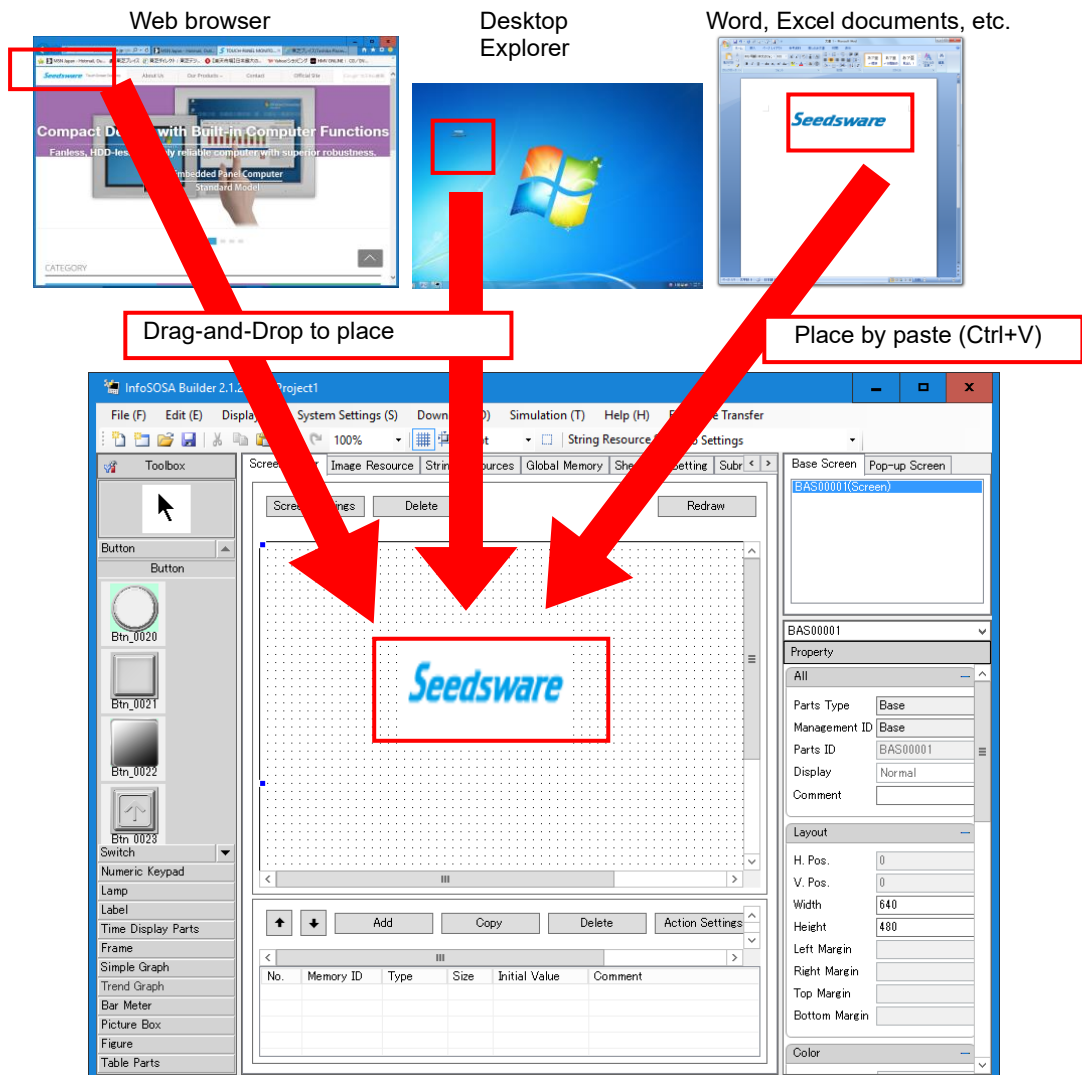


The active state of Parts selected will not be released even after the Parts are placed. When you click on an area where Parts are not placed, it will allow you to repeat placing Parts.

To release the active state of the Parts, click [Pointer] in the Toolbox area, or right-click on the screen.

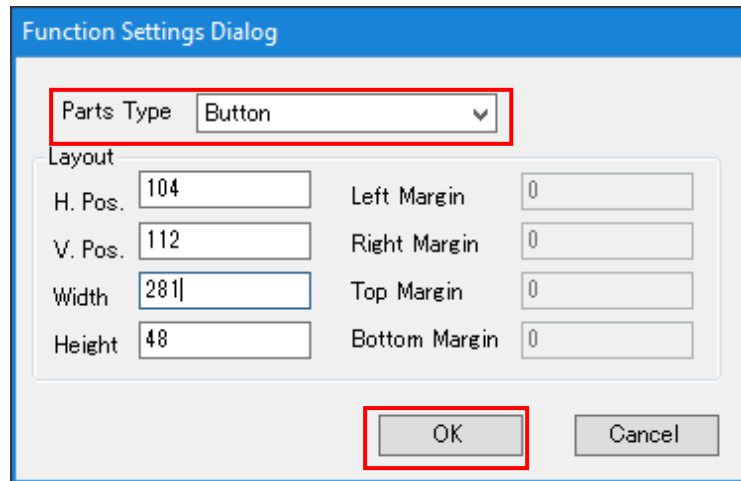
## Procedure 2 Part Placement by Drag-and-Drop

1. From the Web browser or from Explore, drag-and-drop onto the drawing area the image that you want to register. Or paste (Ctrl+V) from the clipboard into the drawing area.

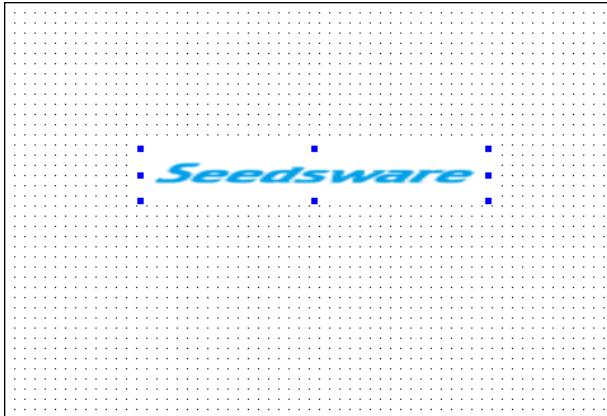


\* There are cases when pasting image by drag-and-drop is limited by the security function of the Web browser. For how to cancel the security features, please refer to the Web browser manual.

2. Select the Parts type, and then click [OK].



3. The selected Parts will be placed.

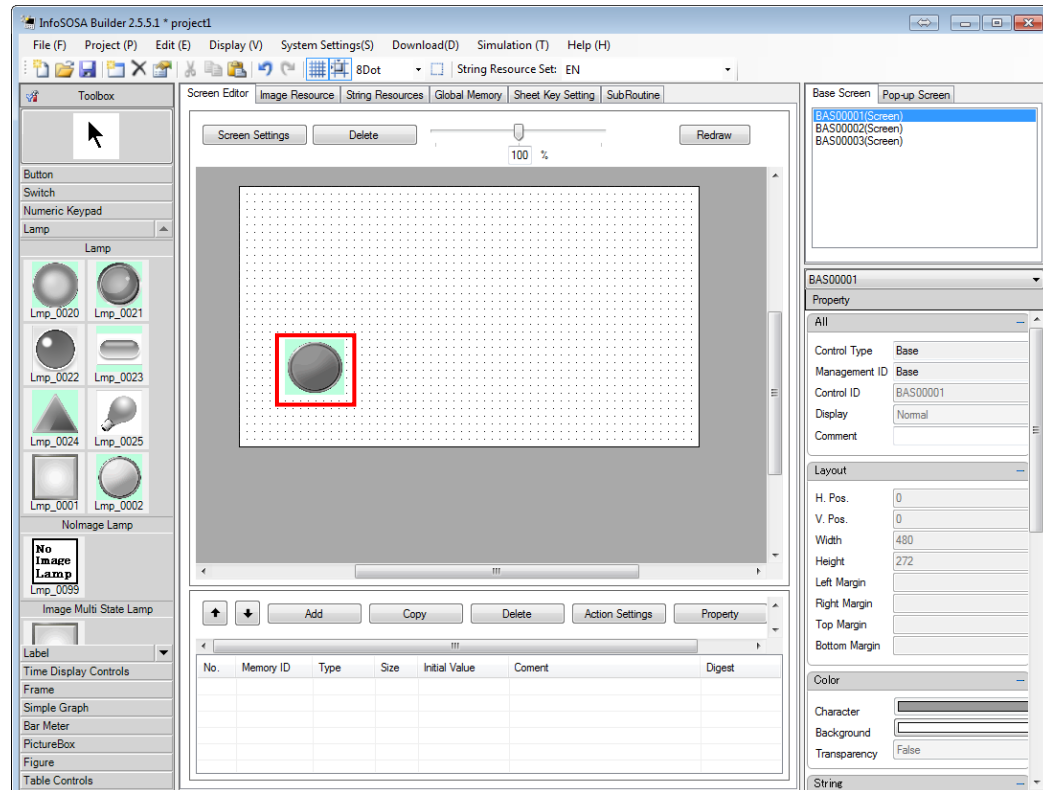


## 5.3.3 Move Parts (Mouse, Keyboard)

Move the Parts by using a mouse or keyboard.

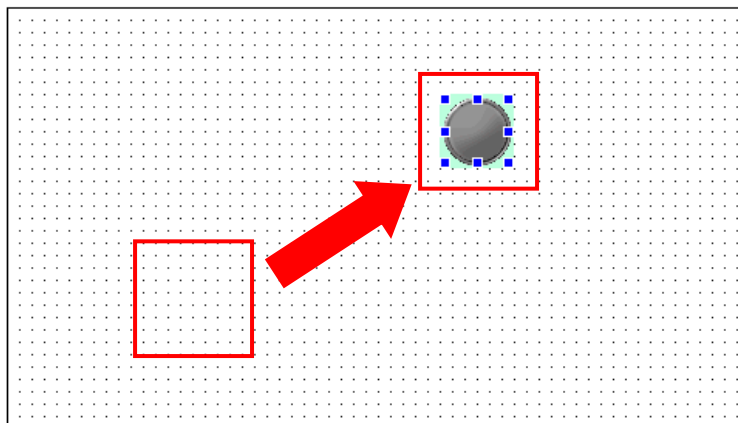
### Procedure

1. Select the Parts on the screen.



2. Drag-and-drop to move parts.

You can also move the Parts with the cursor keys on the keyboard.

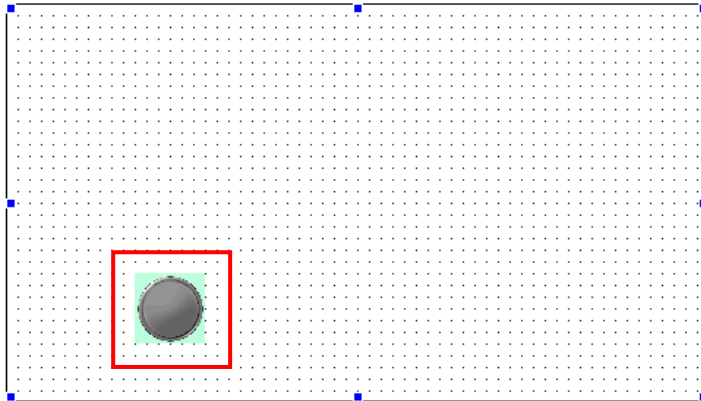


## 5.3.4 Move Parts (Position Specified)

Move the position of the Parts to the specified coordinates.

### Procedure

1. Select the Parts to be moved

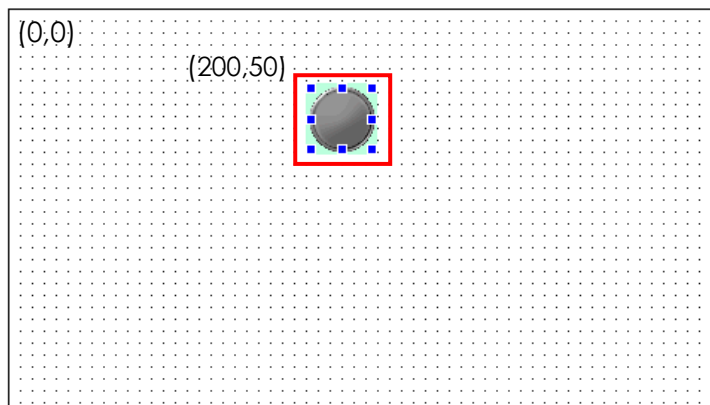


2. In the property area's [Layout], enter the coordinates in the [H.Pos.] and [V.Pos.] fields.  
The upper left corner of the drawing area is the origin point (0,0).  
The upper left corner of the Parts is the origin point for its coordinates.

Layout	
H. Pos.	200
V. Pos.	50
Width	48
Height	48
Left Margin	0
Right Margin	0
Top Margin	0
Bottom Margin	0

\* You can also input from the [Advanced Properties Dialog].

3. Parts will move to the input position.

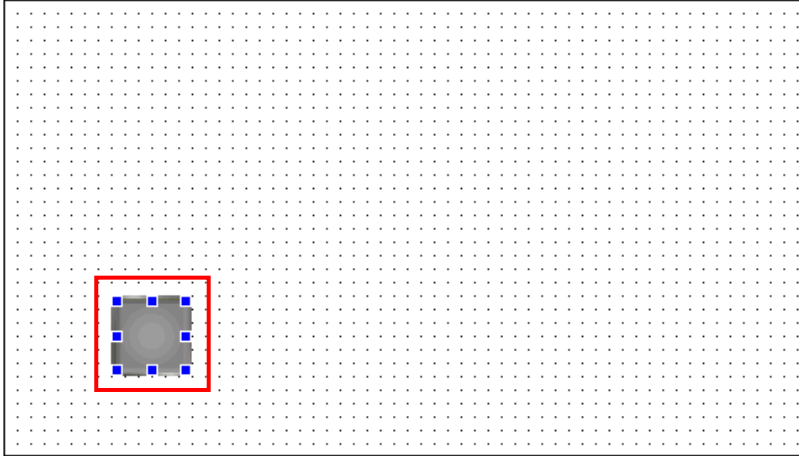


### 5.3.5 Change Size of Parts (Mouse)

Change size of the Parts by using mouse.

#### Procedure

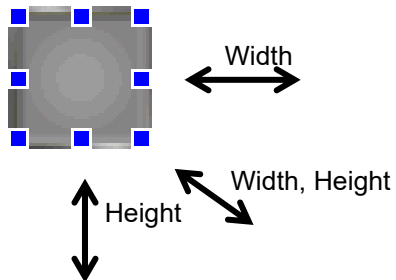
1. Select the Parts to scale.



2. Move the cursor to the corners of the Parts.



3. Drag while holding down the left mouse button and change the size of the Parts.



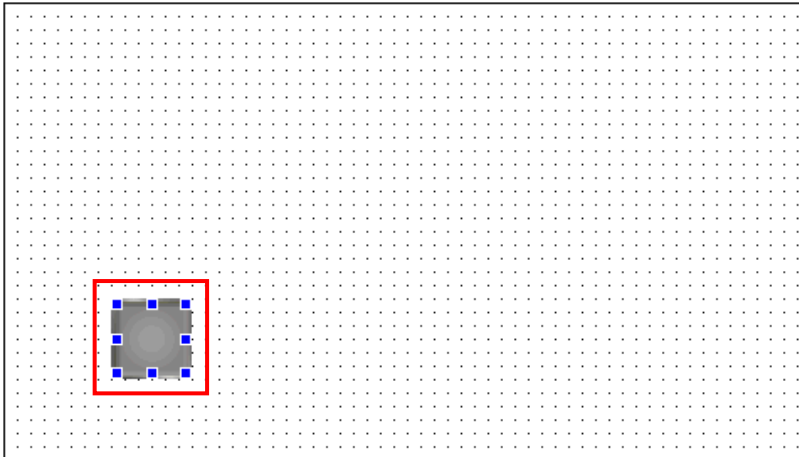


## 5.3.6 Change Size of Parts (Specify Size)

Specify the size and change the size of the Parts.

### Procedure

1. Select the Parts to resize.



2. In the property area's [Layout], enter values in the [Width] and [Height] fields.  
When scaling Parts, it will be scaled with the upper-left corner of the Part as a reference.  
Check the coordinates of the Parts and set so the Parts will fit within the display screen after enlargement.

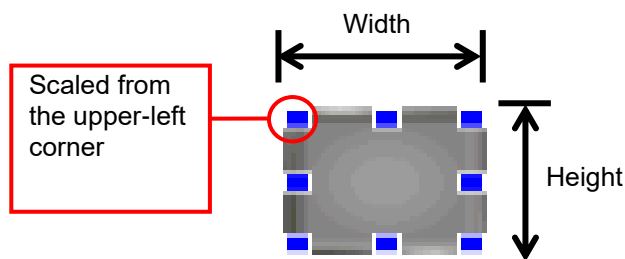
Layout	
H. Pos.	200
V. Pos.	50
Width	48
Height	48
Left Margin	0
Right Margin	0
Top Margin	0
Bottom Margin	0

The width of the Parts will change according to the numerical value.

The height of the Parts will change according to the numerical value.

\* You can also input from the [Advanced Properties Dialog].

3. The size of the Parts will change.



## 5.3.7 Batch Select Multiple Parts

Select by batch multiple Parts that are arranged on the screen editor.

After selecting, you can make batch adjustments.

In order to make batch adjustments, you will need to set a standard Part.

### Reference Part

Parts that are reference parts display blue points when selected.

**Reference part**

**(blue indicates selected)**



**Not a reference part**

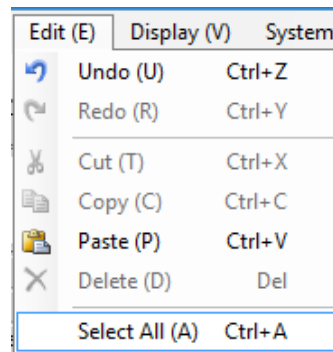
**(white indicates selected)**



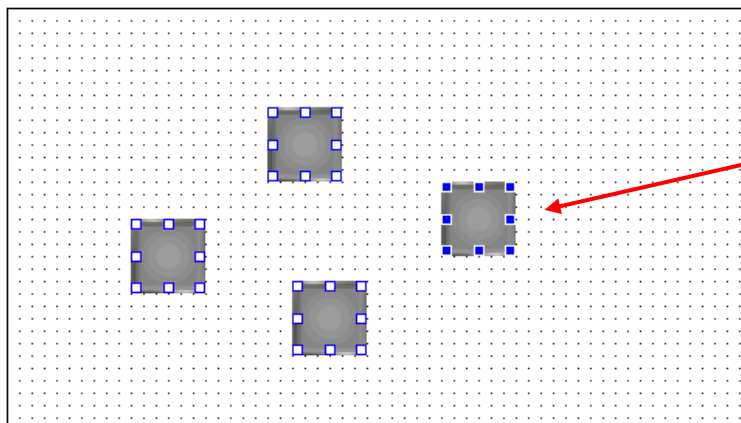
### How to Select Multiple Parts

#### Selecting all Parts on screen

1. From the [Edit] menu, click [Select All].  
You can also use the [Ctrl]+[A] keyboard combination.



2. All of the Parts on the screen will be in the selected state.

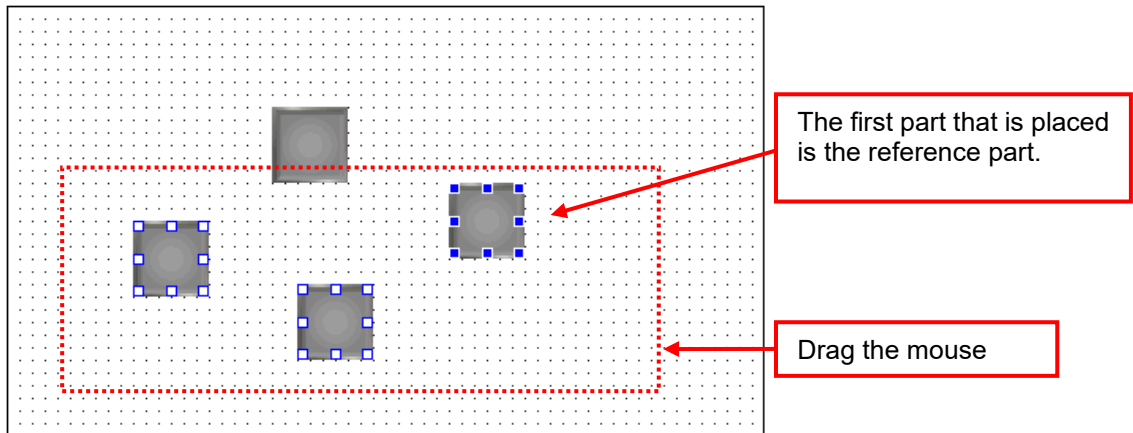


The first part that is placed is the reference part.

### Select by dragging

Select by dragging the mouse.

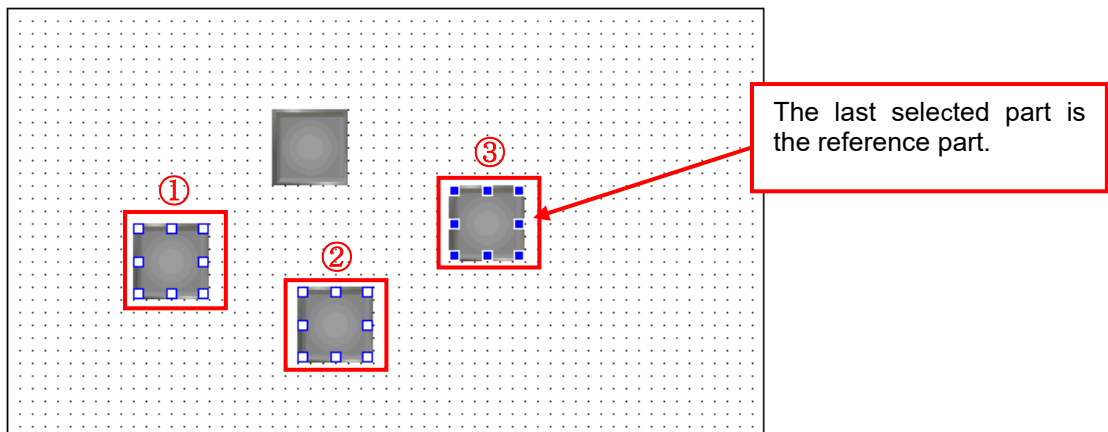
Parts inside the dragging area become selected.



### Select using the [Ctrl] key

Continue to click on the Parts in order while holding down the [Ctrl] key.

Clicked Parts become selected.

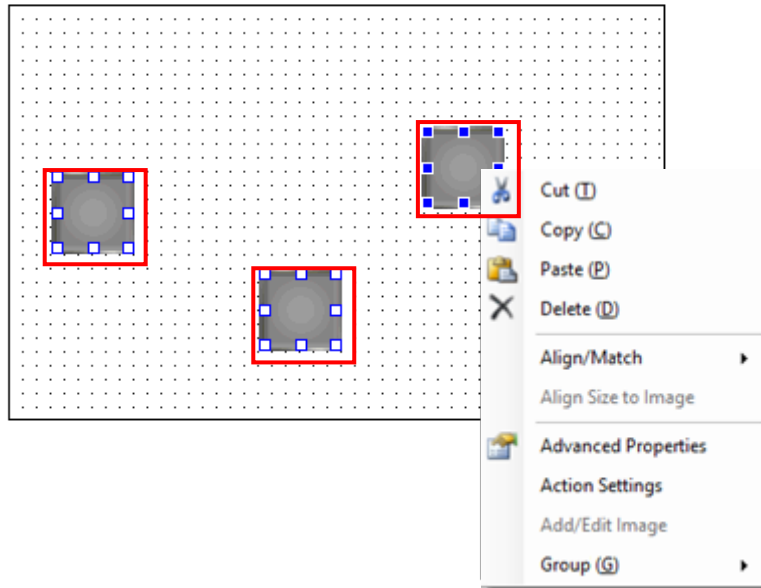


### 5.3.8 Batch Adjust Multiple Parts (Vertical Position)

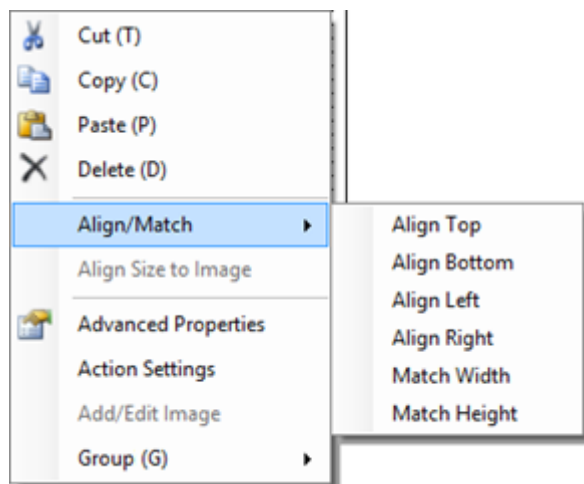
Align the vertical positions of the multiple Parts placed on the screen to the referenced.

#### Procedure

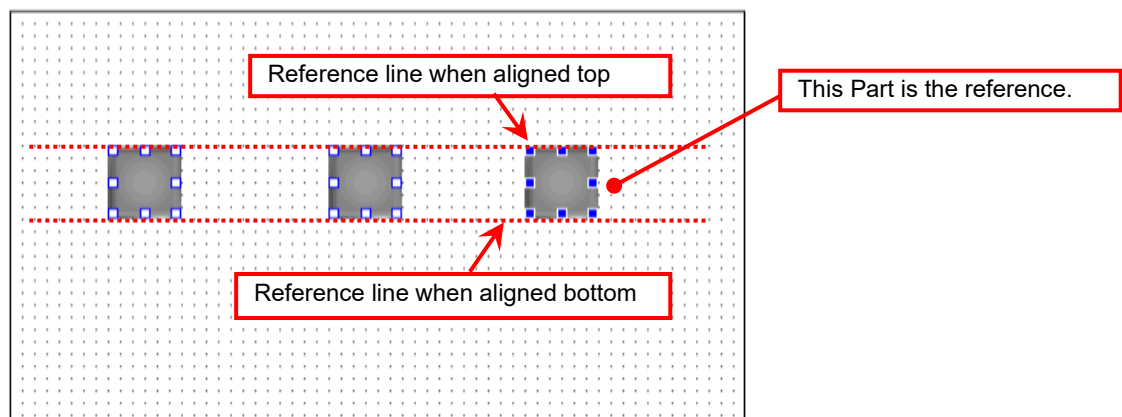
1. Select the Parts to adjust, then right-click on the Parts.



2. From the menu, select [Align/Match] - [Align Top] or [Align Bottom].



3. Parts that were selected to match the top or bottom of the reference Part will be aligned.

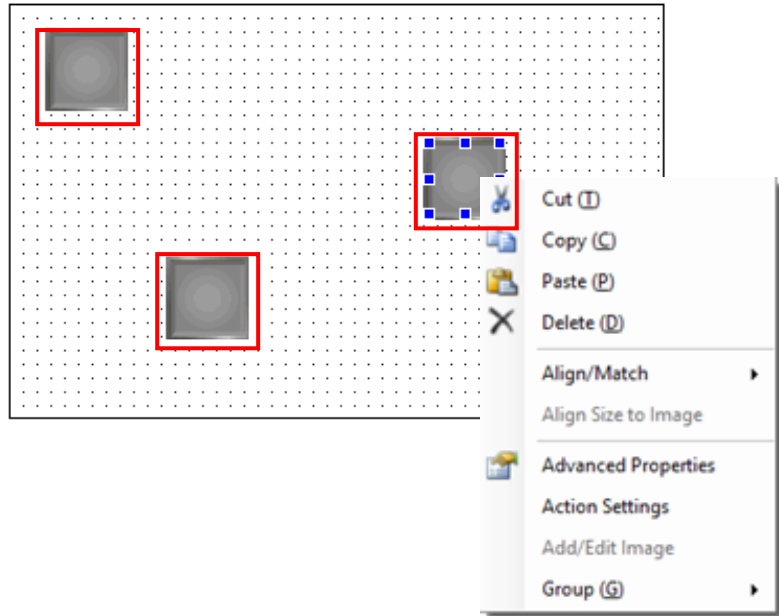


### 5.3.9 Batch Adjust Multiple Parts (Horizontal Position)

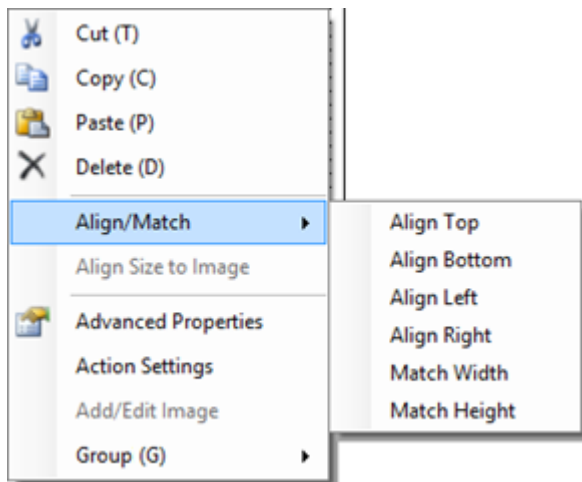
Align the horizontal positions of the multiple Parts placed on the screen to the reference Part.

#### Procedure

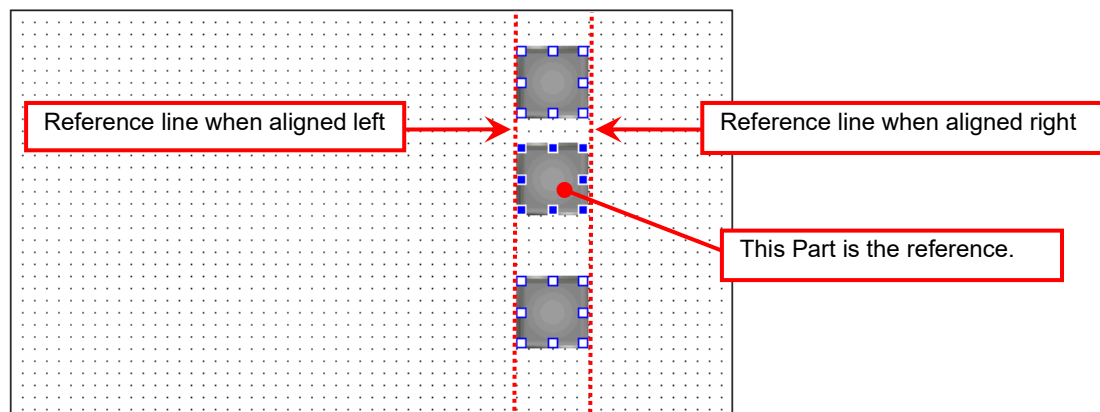
1. Select the Parts to adjust, then right-click on the Parts.



2. From the menu, select [Align/Match] - [Align Left] or [Align Right].



3. Parts that were selected will align to the left or the right of the selected reference Part.

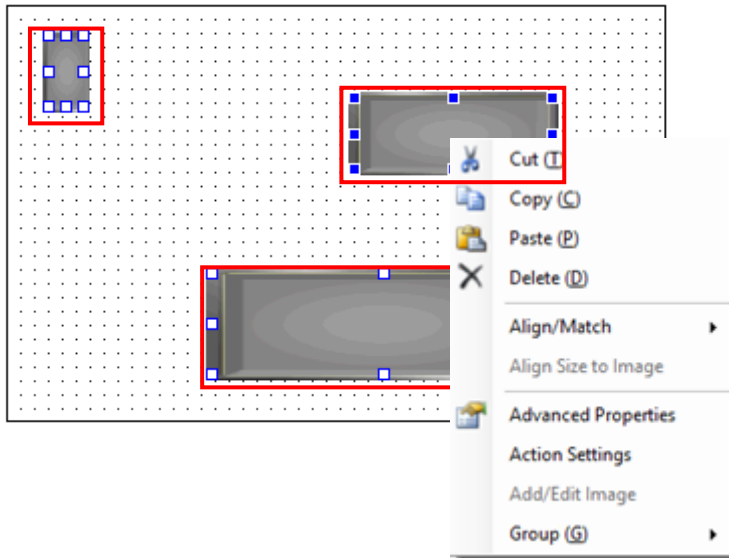


### 5.3.10 Batch Adjust Multiple Parts (Horizontal Width)

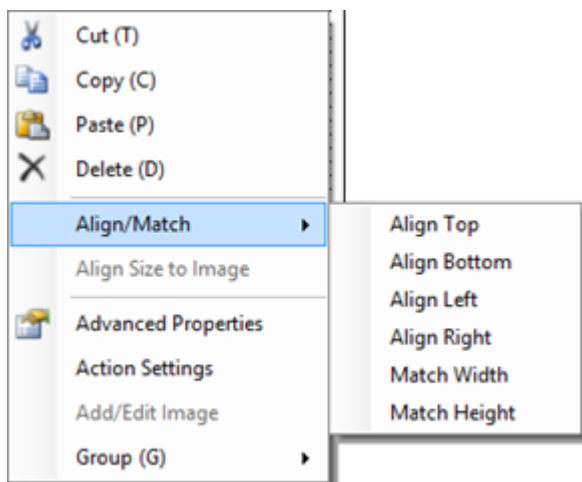
Align the horizontal width of the multiple Parts placed on the screen to the reference Part.

#### Procedure

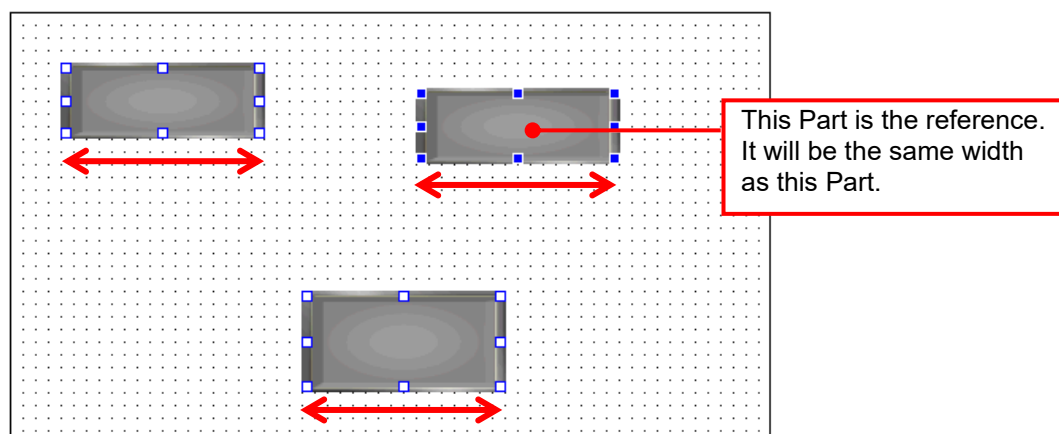
1. Select the Parts to adjust, then right-click on the Parts.



2. From the menu, select [Align/Match] - [Match Width].



3. Parts selected will become the same width with the reference Part.

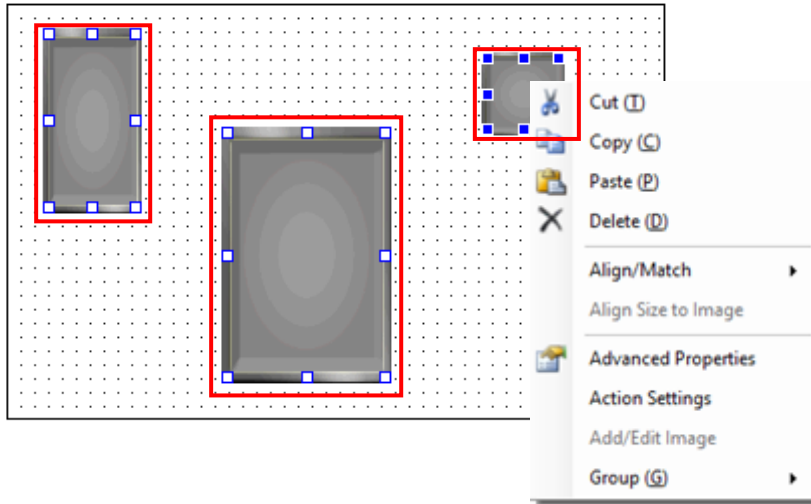


### 5.3.11 Batch Adjust Multiple Parts (Height)

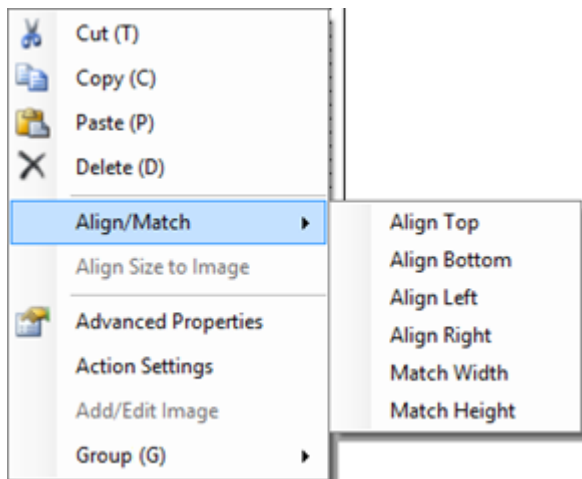
Align the height of the multiple Parts placed on the screen to the reference Part.

#### Procedure

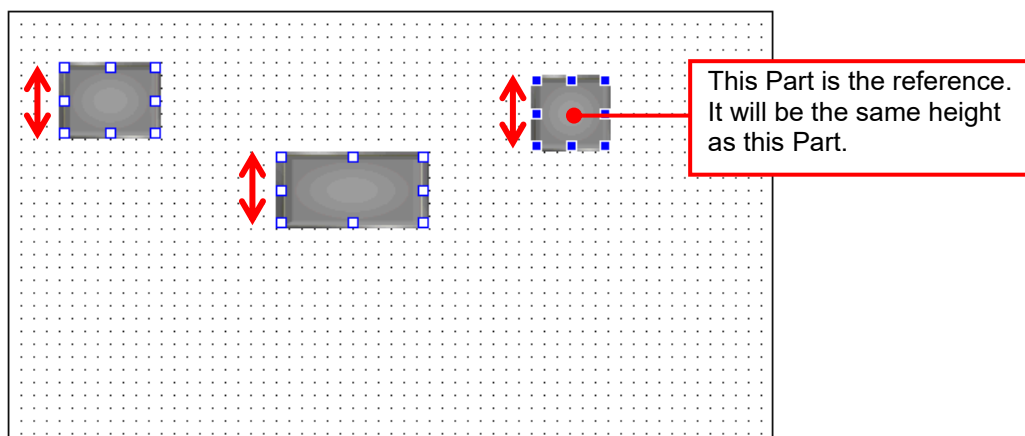
1. Select the Parts to adjust, then right-click on the Parts.



2. From the menu, select [Align/Match] - [Match Height].



3. Parts that were selected will become the same height with the reference Part.



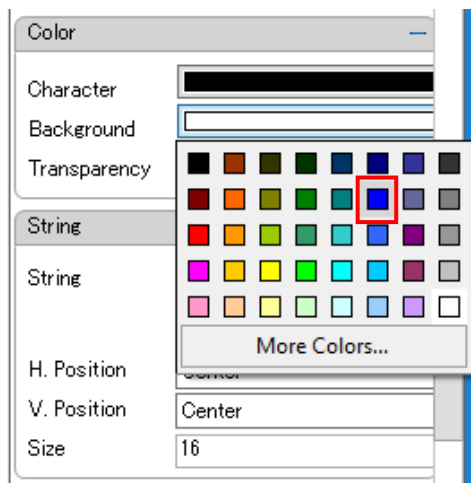
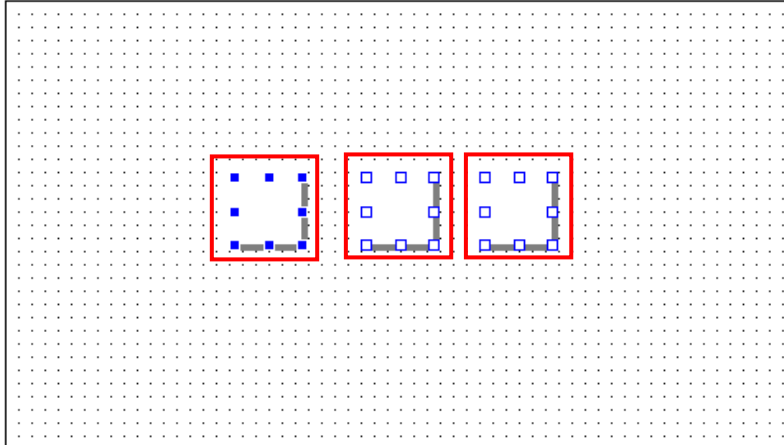
### 5.3.12 Batch Adjust Multiple Parts (Properties)

Change the property of the multiple Parts placed on the screen.

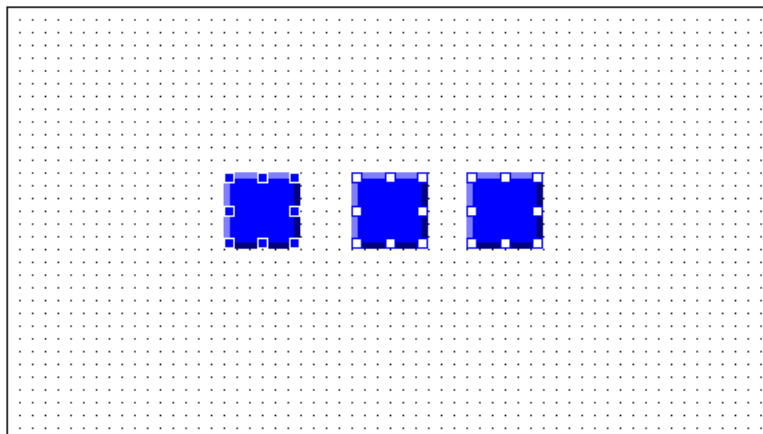
- \* There are properties that cannot be changed in a batch.
- \* Only common properties of multiple types of Parts can be changed at once.

#### Procedure

1. Select the Parts to edit, and in the Property area change the settings of common properties.



2. Properties of the selected Parts will be changed at once.



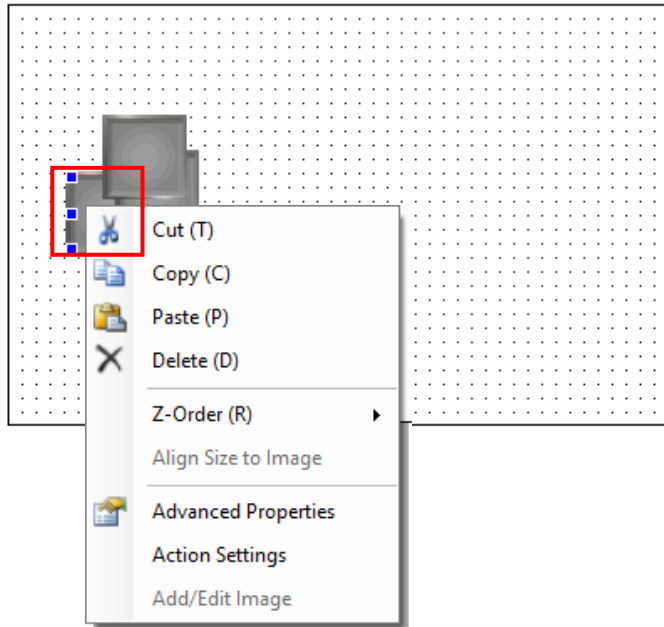


### 5.3.13 Change Parts Order (Bring to Front)

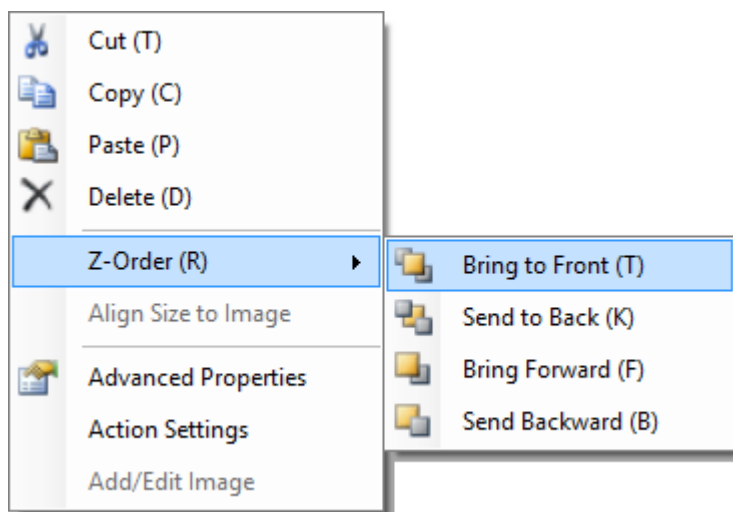
Bring the selected Part to the forefront of overlapping Parts.

#### Procedure

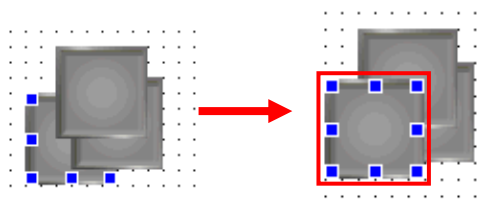
1. Select the Part to be displayed in the front, right-click on the Part.



2. From the menu, select [Z-Order] - [Bring to Front].



3. The selected Part will be displayed in the forefront.

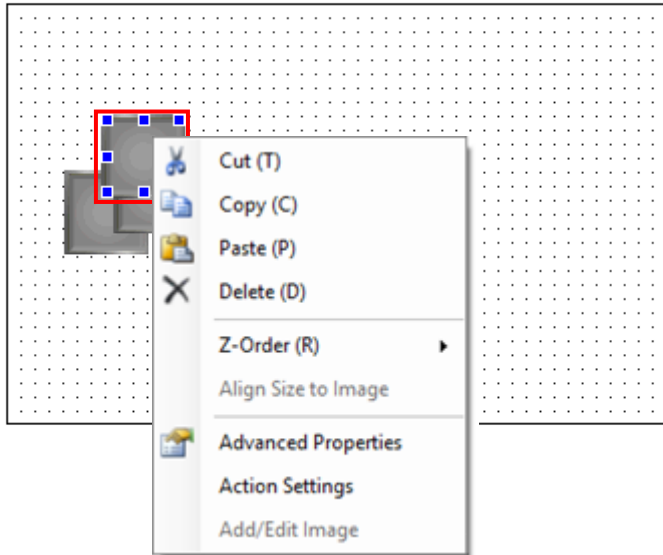


### 5.3.14 Change Parts Order (Send to Back)

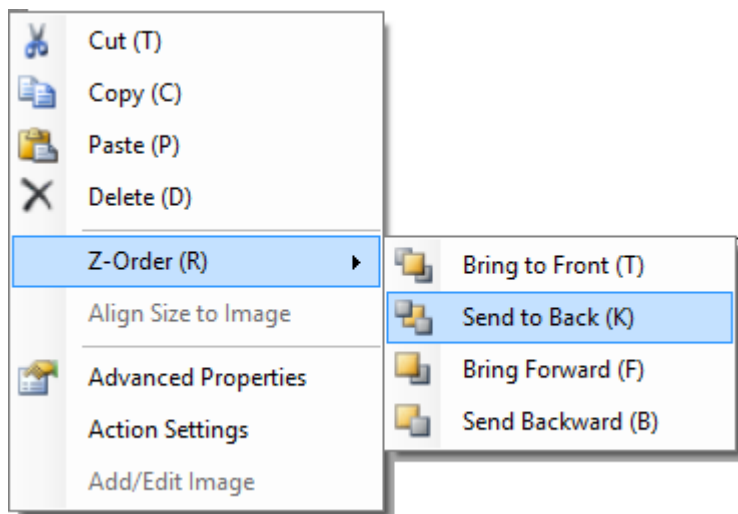
Bring selected Part to backmost of the overlapping Parts.

#### Procedure

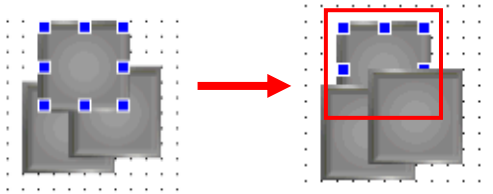
1. Select the Part to be displayed at the backmost, right-click on the Part.



2. From the menu, select [Z-Order] - [Send to Back].



3. The selected Part will be displayed at the backmost.

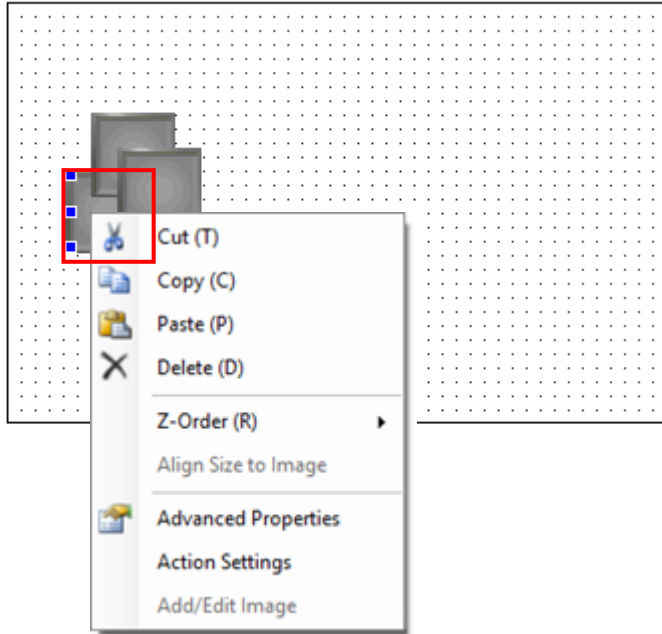


### 5.3.15 Change Parts Order (Bring Forward)

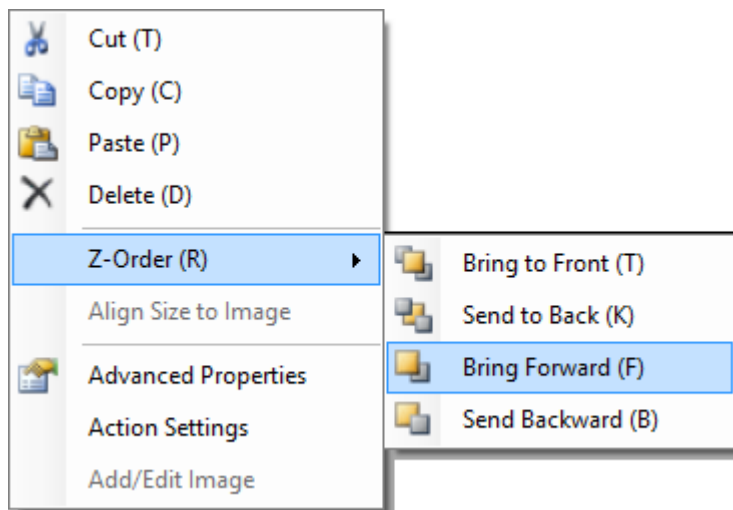
Display of the selected Parts will move one layer forward.

#### Procedure

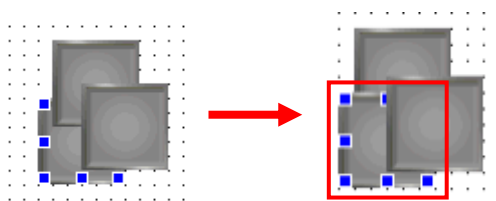
1. Select the Part to move to the front, right-click on the Part.



2. From the menu, select [Z-Order] - [Bring Forward].



3. The selected Part will be displayed on top of the Part that was directly on top of it.

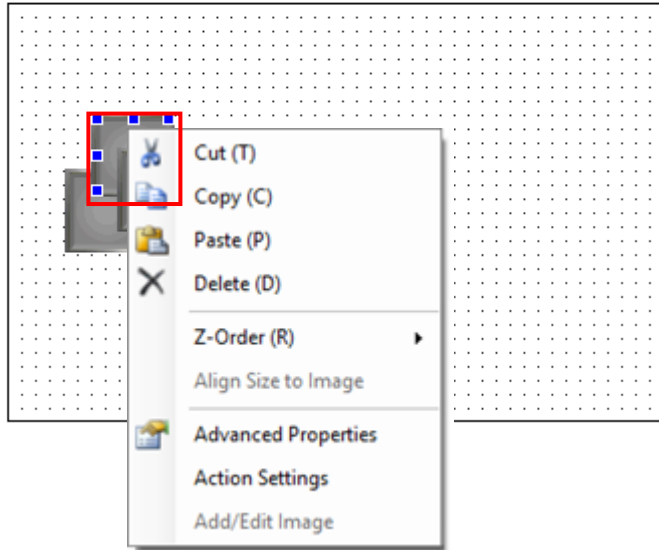


### 5.3.16 Change Parts Order (Send Backward)

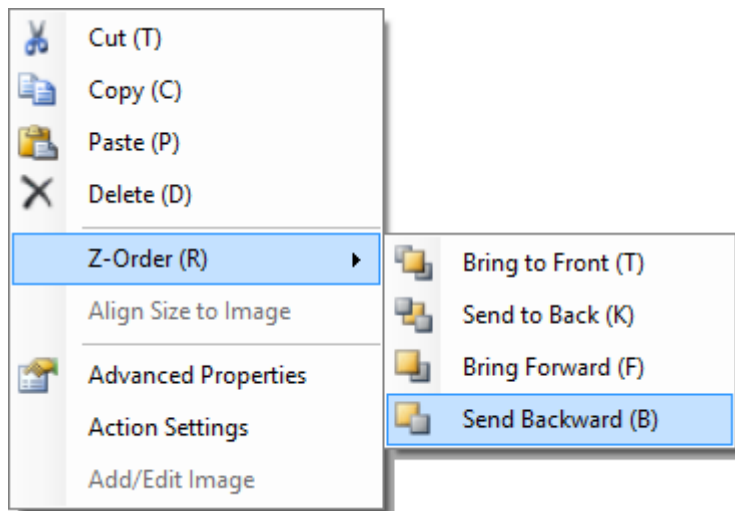
Display of the selected Parts will move one layer backward.

#### Procedure

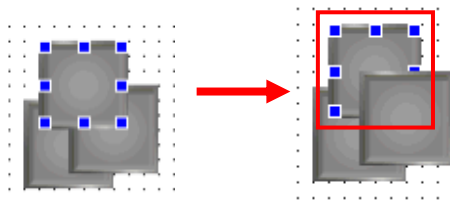
1. Select the Part to move to the back, right-click on the Part.



2. From the menu, select [Z-Order] - [Send Backward].



3. The selected Part will be displayed behind the Part that was directly under it.

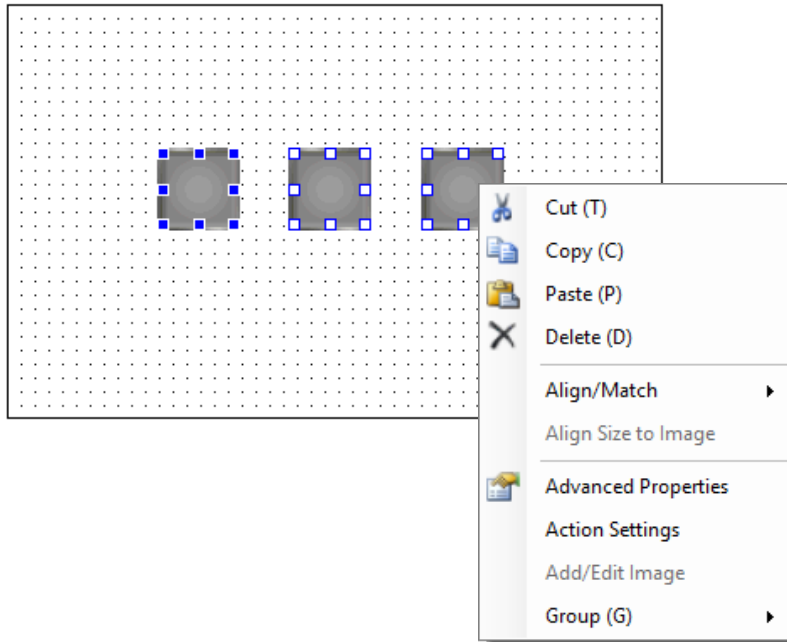


## 5.3.17 Group Parts

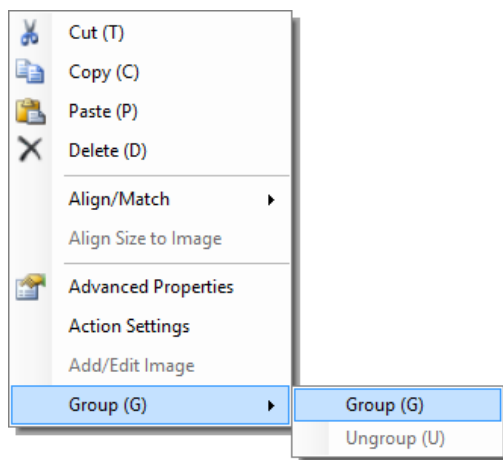
Group multiple Parts placed in the screen.

### Procedure

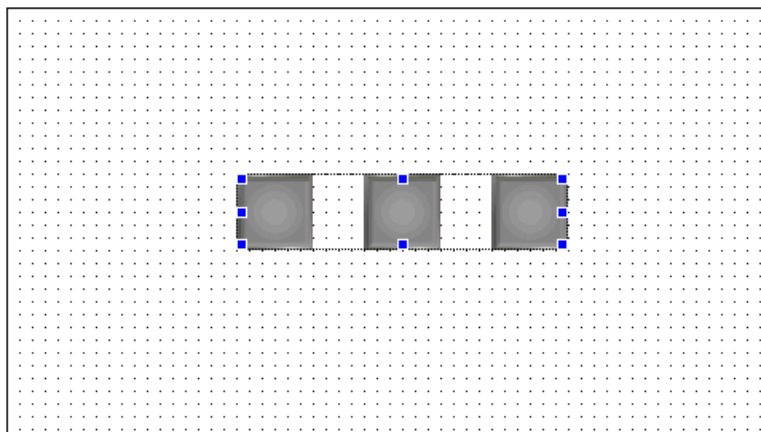
1. Select the Parts to be grouped, right-click on the Parts.



2. From the menu, select [Group] - [Group].



3. The selected Parts will be grouped.

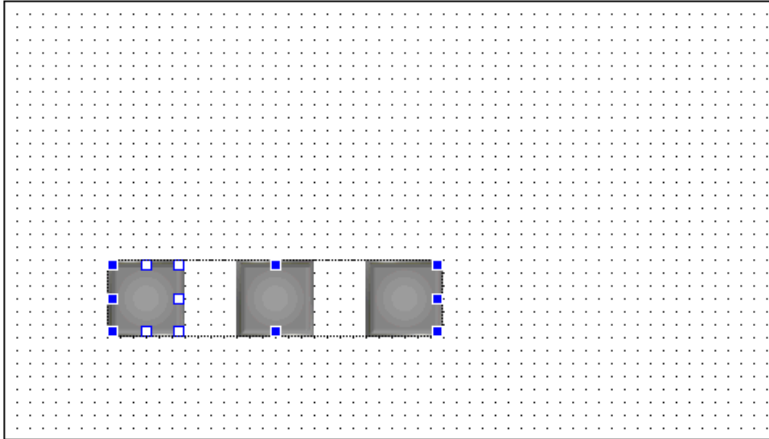


### 5.3.18 Move Group (Mouse, Keyboard)

Move the grouped Parts.

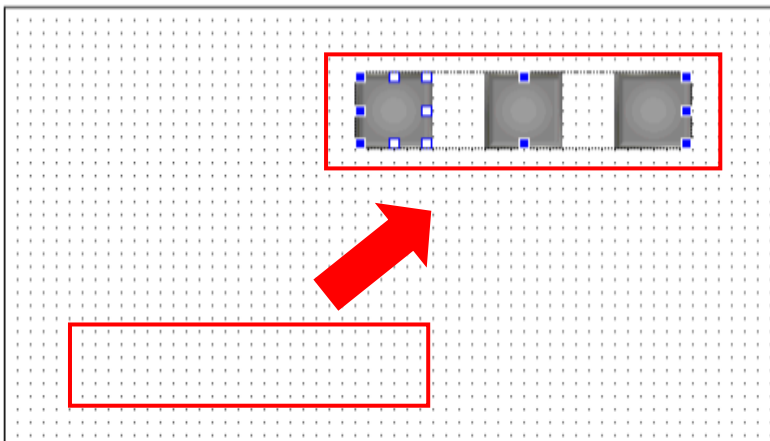
#### Procedure

1. Select the group on the screen.



2. Drag-and-drop to move parts.

You can also move the Parts with the cursor keys on the keyboard.



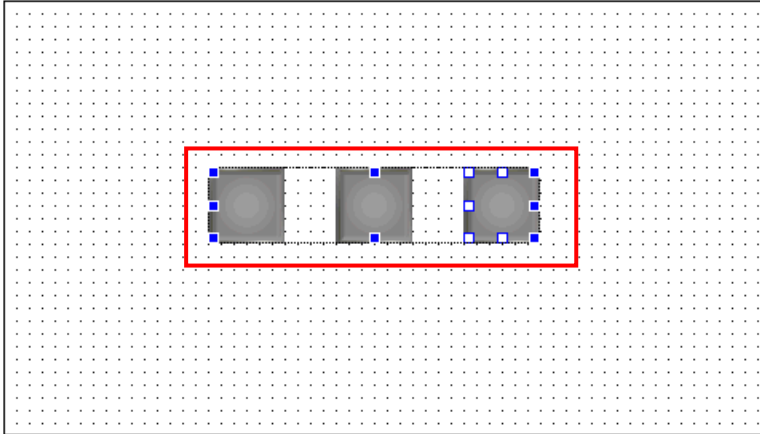
### 5.3.19 Change Size of Group (Mouse)

Change the size of a group using the mouse.

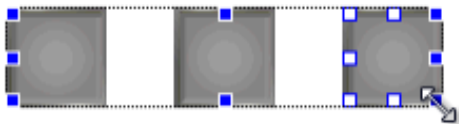
- \* Size of all Parts in the group will be enlarged or reduced.

#### Procedure

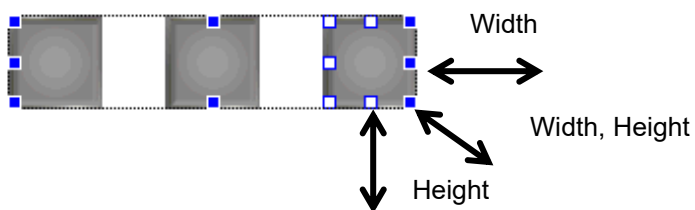
1. Select the group to scale.



2. Position the cursor in the corner of the group.



3. Drag while holding down the left mouse button, and then scale the group.

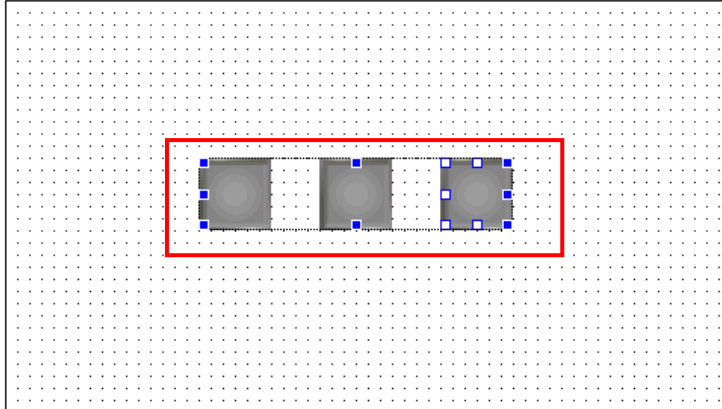


## 5.3.20 Property Setting of the Grouped Parts

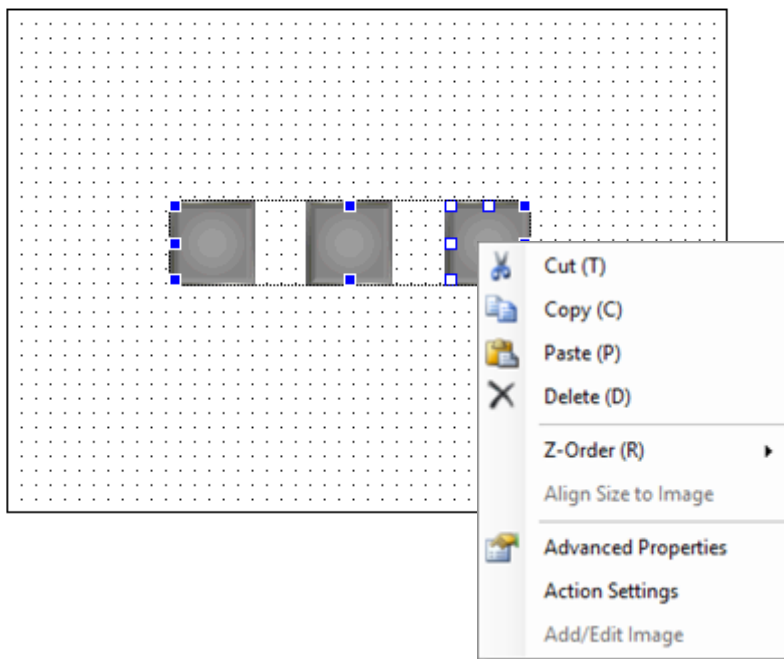
Change the property of the grouped Parts.

### Procedure

1. Select the group.



2. Select the Part in the selected group and right-click. From the menu, select [Advanced Properties].



Or double-click the Part.

3. [Advanced Properties Dialog] is displayed.



## 5.3.21 Cut Parts

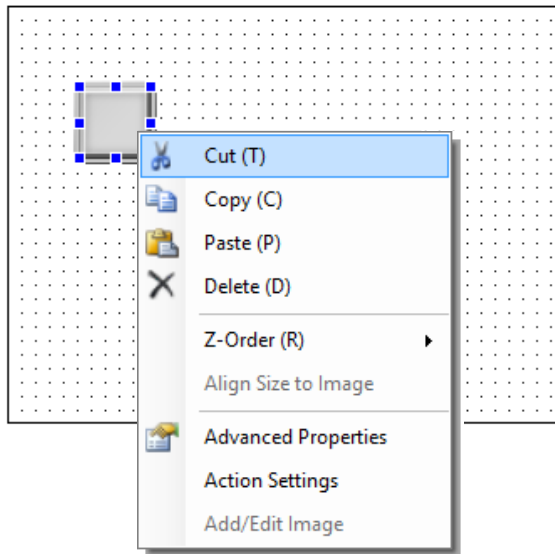
Cut selected Parts on the screen.


You can use [Paste] to paste the Parts that were cut on the screen.

You can also cut grouped Parts.

### Procedure

1. Select the Parts to cut and right-click.  
From the menu, select [Cut].



You can also cut by selecting [Cut] from the [Edit] menu, [Ctrl]+[X] keyboard combination, or by clicking the scissors icon  in the toolbar.

2. Parts will be cut to the clipboard.

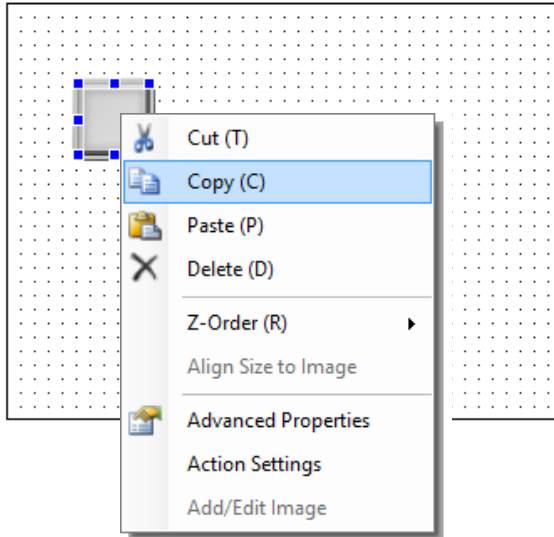
## 5.3.22 Copy Parts


Copy selected Parts on the screen.

You can use [Paste] to paste the Parts that were copied on the screen.

### Procedure

1. Select the Parts to copy and right-click.  
From the menu, select [Copy].



You can also copy by selecting [Copy] from the [Edit] menu, [Ctrl]+[C] keyboard combination, or by clicking the copy icon  in the toolbar.

2. Parts will be copied to the clipboard.

### 5.3.23 Paste Parts

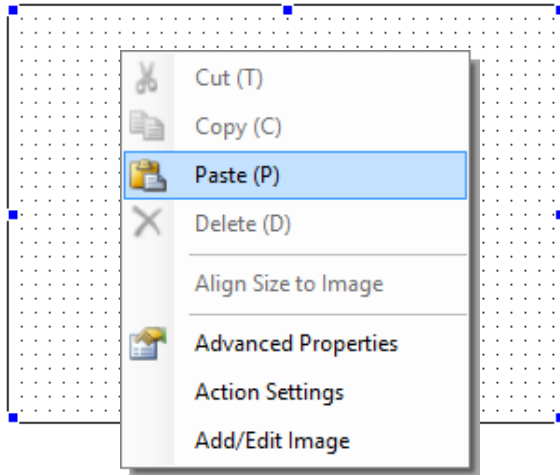
Paste Parts onto the screen that were either cut or copied.


It is also possible to copy the image to the clipboard by Explorer and/or paint software and paste it as a Part.

\* You may not be able to be paste it according to the format of image files or size.

#### Procedure

1. Select the screen to place the Parts and right-click.  
From the menu, select [Paste].

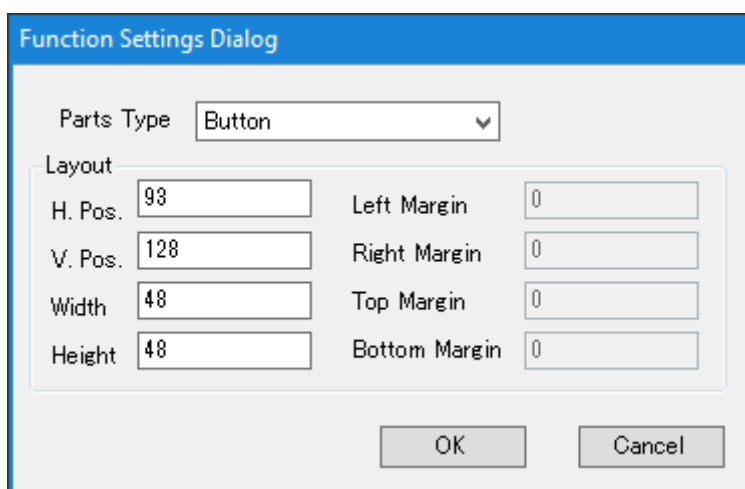


You can use [Paste] from the [Edit] menu, [Ctrl]+[V] keyboard combination, or by clicking the paste icon  in the toolbar.

2. The Part that was cut or copied is pasted on the screen.

When pasting images, the following dialog box appears. Set the [Parts Type], position and size.

\* Other properties can be edited after placement.



## 5.3.24 Delete Parts

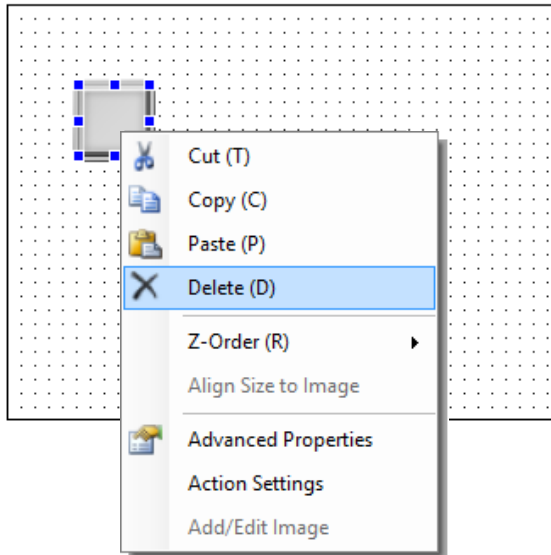
Delete the selected Parts on the screen.

You can also delete a selected group on the screen.

### Procedure

Select the Parts to delete and right-click.

From the menu, select [Delete].



You can also delete by selecting [Delete] from the [Edit] menu or the [Delete] key.

## 5.3.25 Undo


Undo the change of the Part properties that have been made.  
Undo can be done up to 20 times.

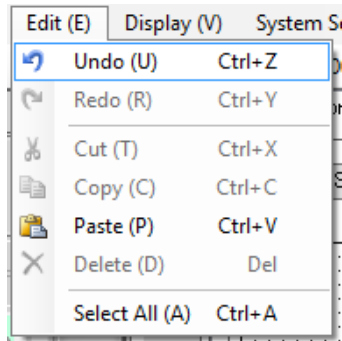
### Caution

Only screen editor tab is subject to change.  
Other tabs will be excluded.

## Procedure

From the [Edit] menu, select [Undo].

You can also undo by using the [Ctrl]+[Z] keyboard combination or the undo icon  in the toolbar.




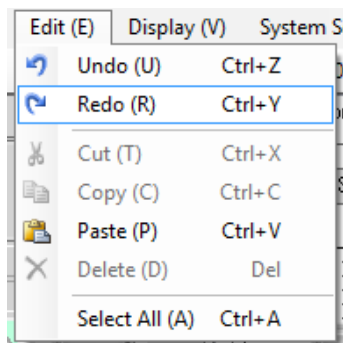
## 5.3.26 Redo

Return to the same state before the undo operation.

### Procedure

From the [Edit] menu, select [Redo].

You can also redo by using the [Ctrl]+[Y] keyboard combination or the redo icon  in the toolbar.



## 5.4 Display Characters



This section describes displaying of characters of the Parts.

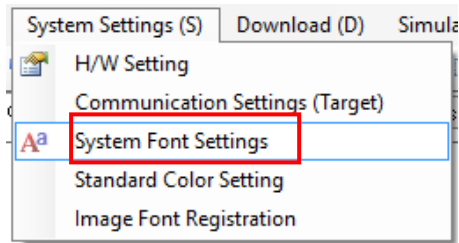
### 5.4.1 Select System Font

Change the font when using and displaying the system font, or when changing to language other than Japanese. All characters (system font) of the Parts will have the common setting.

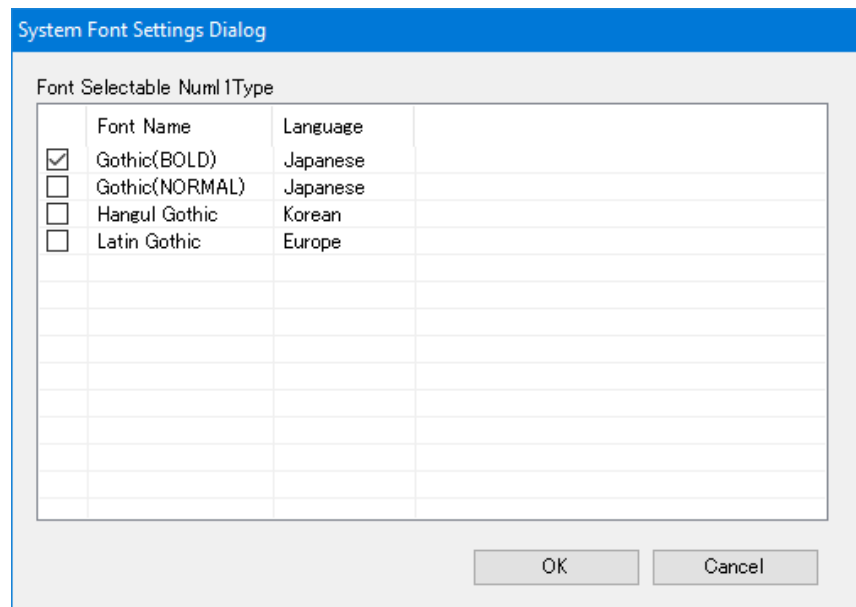
Set from the [System Font Settings] dialog box.

#### Procedure

1. From the [System Settings] menu, select [System Font Settings].



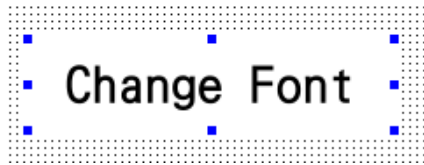
2. The [System Font Settings] dialog box appears.



\* Available types and number of fonts vary according to the model.

- Place a check of the system font you want to use, and click [OK].

[Japanese Gothic (BOLD)]



[Japanese Gothic (NORMAL)]



For more information, please refer to [13.4 System Font Settings](#).

## 5.4.2 Display Text

Display text on Parts.

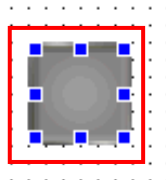
Display by directly inputting strings to the property area.

You can also display by linking the string type memory and/or string resources.

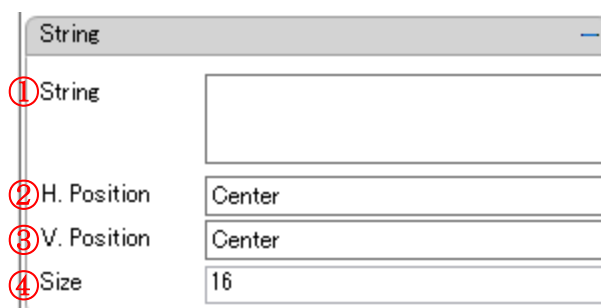
If you want to use the image fonts, please do so from the [Advanced] dialog box.

### Procedure

- Select the part that will display the text.



- From the [Property] area, edit the properties in the [String] category.

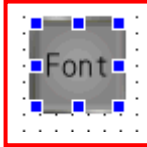


\* You can also set from the parts [Advanced Properties] dialog box.



No	Item	Contents
①	String	Enter string to be displayed.
②	H.Position	Select horizontal position of character.
③	V.Position	Select vertical position of character.
④	Size	Select character size.

3. Text is displayed on the button.

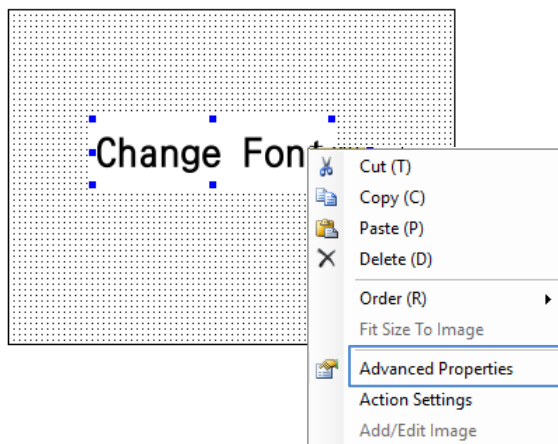


### 5.4.3 Use Image Fonts

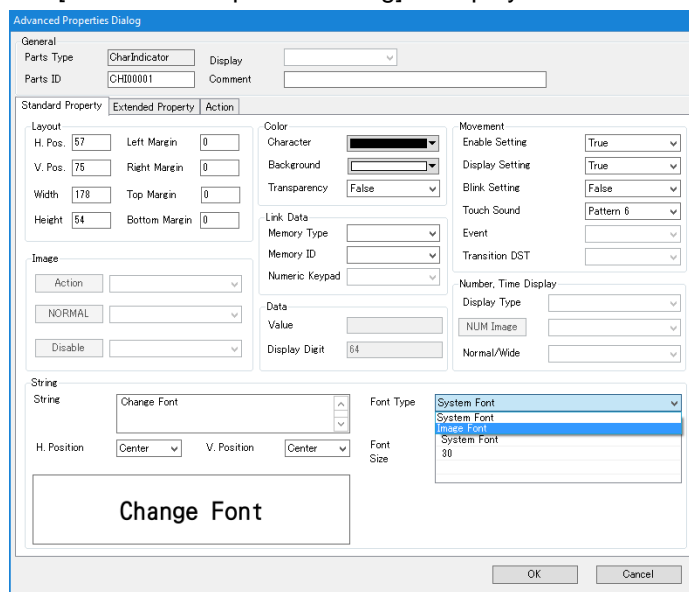
Variety of fonts can be displayed when using image fonts.

#### Procedure

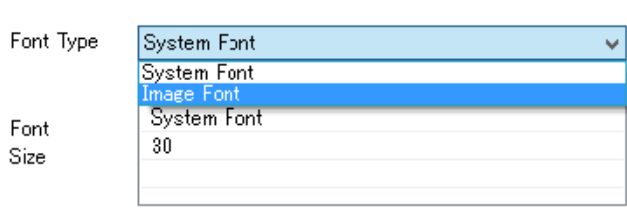
1. Select [Advanced Properties] from the right-click menu of the Part to change the font.



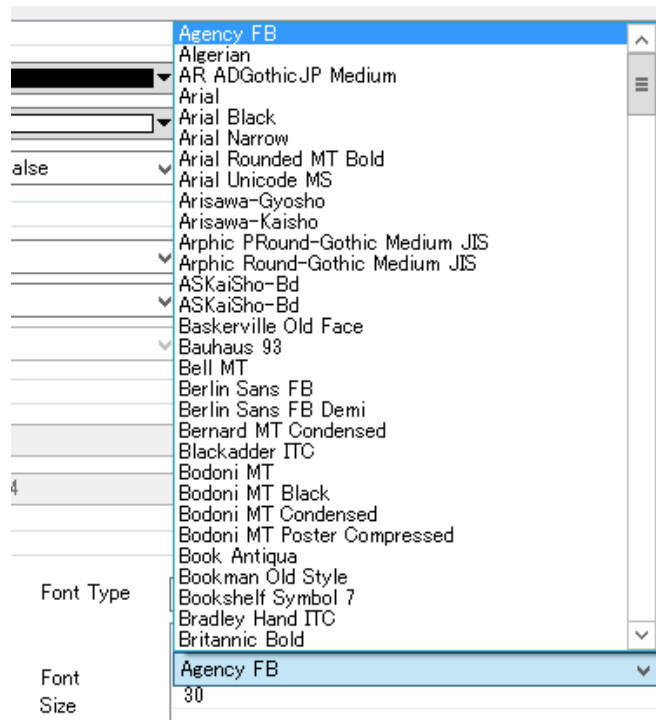
2. [Advanced Properties Dialog] is displayed.



3. Change the [Font Type] to [Image Font].



4. Select the font to use.



\* Font installed on your computer is displayed.



Note

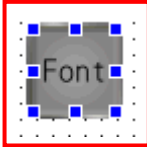
- When using the image fonts, confirm the terms and conditions of each font before use.
- After downloading, if you want to change characters with actions and/or host communication, you will need to register the image font beforehand. For more information, please refer to [13.6 Image Font Registration](#).
- If the PC on which the project is edited is changed, there may be a situation where the fonts used in the project are not installed on the PC. In this case, an error dialog will appear when you open the project. Please install the target font or change the font settings to resolve the error. You can check the error location by performing an "Error check". For more information on error checking, please refer to [14.6 Error check](#).

## 5.4.4 Change Color

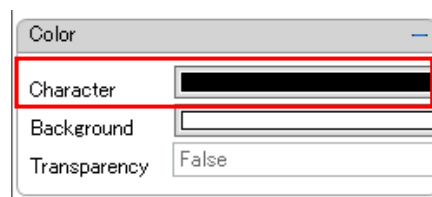
This section describes how to change the color of character.

### Procedure

1. Select the Part.



2. In the property area's [Color] category, click [Character].

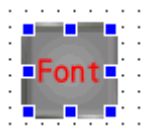


\* You can also set from the parts [Advanced Properties] dialog box.

3. Select a color from the color palette.



4. Character is changed to the selected color.



## 5.5 Change Color of Parts



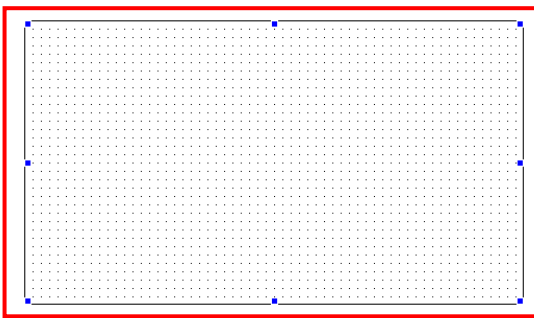
This section explains how to change the color of Parts.

### 5.5.1 Change Color of Base Screen

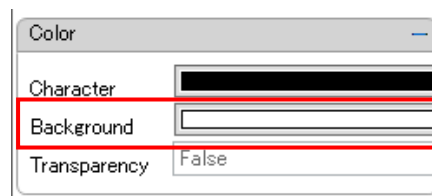
Change the background color of the Base Screen and the Pop-up Screen.

#### Procedure

1. Select the Base Screen.



2. In the property area's [Color] category, click [Background].

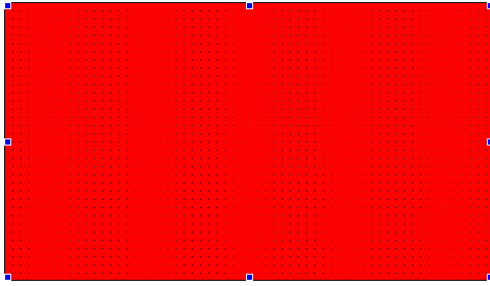


\* You can also set from the parts [Advanced Properties] dialog box.

3. Select the desired color from the color palette.



- Background will be changed to the selected color.

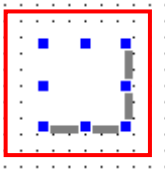


## 5.5.2 Change Color of Parts

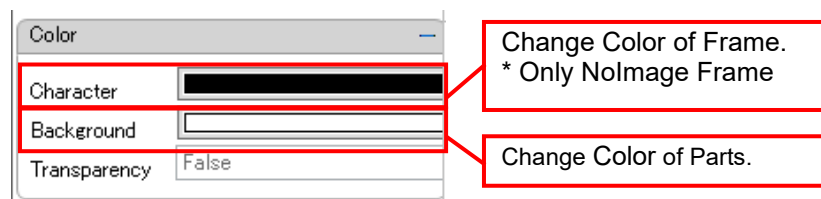
This section explains how to change to the color of Parts.

### Procedure

- Select the Parts.



- In the property area's [Color] category, select [Background].

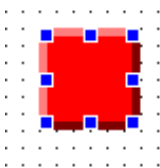


\* You can also set from the parts [Advanced Properties] dialog box.

- Select a color that you want to set from the color palette.



- The selected color will be displayed on the Part.



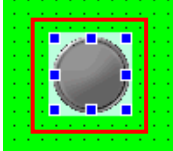
### 5.5.3 Parts Transparency Settings

This section describes the transparent setting of Parts.

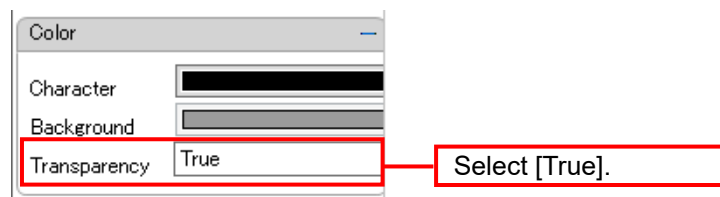
When the transparency is set, the color around the main Part (area that is the same color as the upper left corner of the Part) becomes transparent.

#### Procedure

1. Select the Parts.

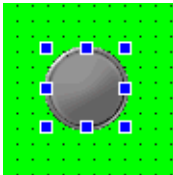


2. In the property area's [Color] category, from the [Transparency] menu, select [True].



\* You can also set from the parts [Advanced Properties] dialog box.

3. The back area of the selected Part becomes transparent.



## 5.6 Paste Image



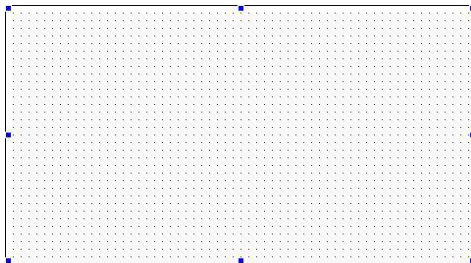
This section describes the procedure to paste images of the screen or Parts.  
To use an image, first you need to register the image to the image resource.

### 5.6.1 Paste Image to the Screen

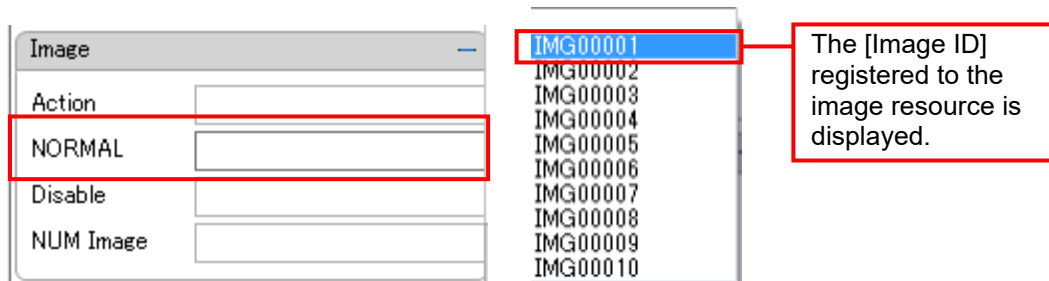
Paste the image to the Base Screen or Pop-up Screen.

#### Procedure

1. Select Screen.



2. In the property area's [Image] category, from the [Normal Image] menu, select the image ID of the image to paste.



- \* You can also set from the parts [Advanced Properties] dialog box.  
In the [Advanced Properties], you can select while checking the image.

3. The selected image will be displayed in the background.



#### Caution

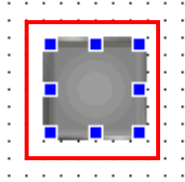
When the size of the image on the screen and the actual size of the image are different, image scaling is done automatically.  
If the size of the image to register matches the size on the Base screen, no additional data is created, thus reducing the size of the project data.

## 5.6.2 Paste Image to Parts

This section describes how to paste the image to Parts.

### Procedure

1. Select the Parts.



2. In the property area's [Image] category, from the [Normal Image] and [Action Image] menus select the image ID of the image to paste.

Image	
Action	Gray ON Lamp
NORMAL	Gray OFF Lamp
Disable	
NUM Image	

Image When Active

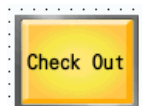
Image When Normal

- Gray OFF Lamp
- Gray ON Lamp
- Gray Disable Lamp
- Orange ON Lamp
- Orange OFF Lamp
- Orange Disable Lamp
- Green ON Lamp
- Green OFF Lamp
- Green Disable Lamp
- Red ON Lamp
- Red OFF Lamp
- Red Disable Lamp
- Blue ON Lamp
- Blue OFF Lamp
- Blue Disable Lamp
- IMG00001
- IMG00002
- IMG00003
- IMG00004
- IMG00005
- IMG00006
- IMG00007
- IMG00008
- IMG00009
- IMG00010

Displays the [Image ID] as registered in [Image Resources].

- \* You can also set from [Advanced Properties].  
In the [Advanced Properties] dialog box, you can select while checking the images.

3. The selected images will be displayed in the Parts.



#### Caution

When the size of Parts and the size of images are different, image scaling will be done automatically.  
If the size of the image to register matches the size of the Part, no additional data is created, thus reducing the size of the project data.



## 5.7 Parts and Link Data (Memory)



This section describes how to link Parts and memory.

It is possible to link memory and string resources to the placed Parts.

Linked memory or string resource will act as the state or the character displayed on the Part.

Memory and string resources will need to be registered beforehand.

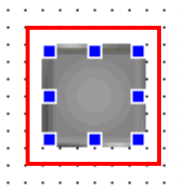
For more information about each item, please refer to the "Reference Manual".

### 5.7.1 Link to Memory of Parts

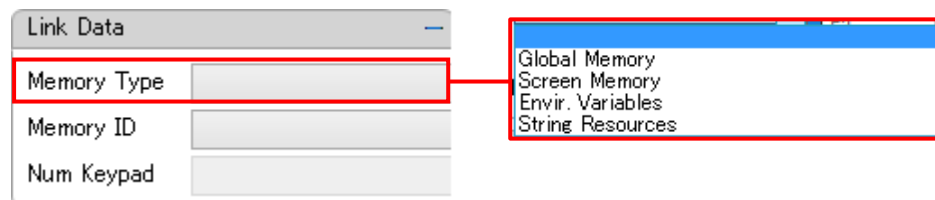
Link the registered memory to the Parts.

#### Procedure

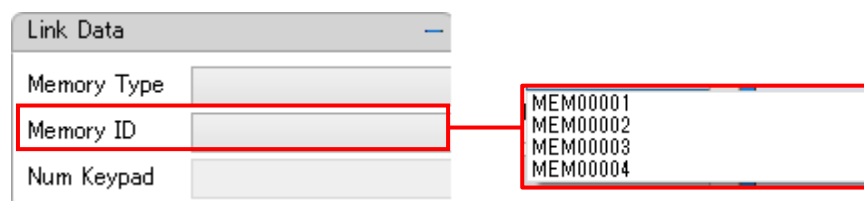
1. Select the Parts.



2. Select the type of memory to link. From the property area, use the [Link Data] category's [Memory Type].



3. Select the memory to link. From the property area, use the [Link Data] category's [Memory ID] menu.



\* You can also set from [Advanced Properties].

## 5.8 Property Setting of Parts



This section describes how to set the property of Parts.

Each Part has properties.

Setting of Parts is done by changing the values in the property.

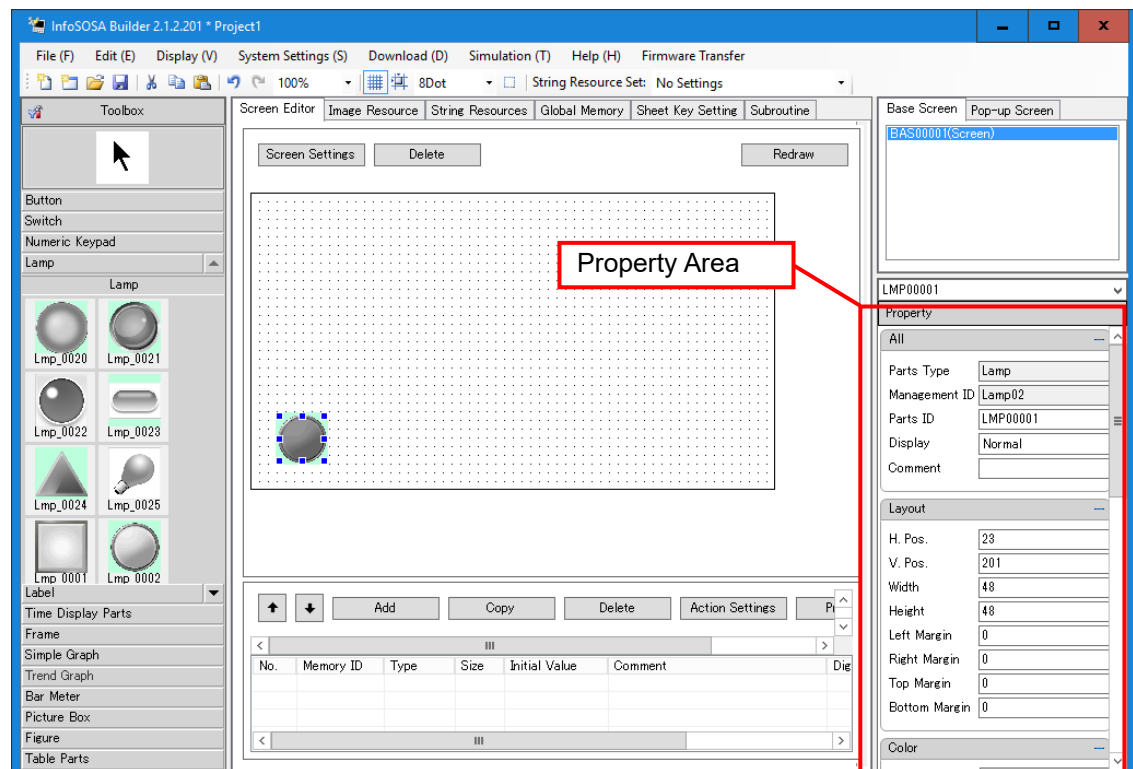
Setting properties are done through [Property Area] and [Advanced Properties].

\* Details and each item of property vary according to the Parts.

### 5.8.1 Property Area

Property area is an area on the screen of the InfoSOSA Builder for setting values of the standard properties.

Select the Parts that you want to set, and make the setting directly from the screen.



## 5.8.2 Advanced Properties

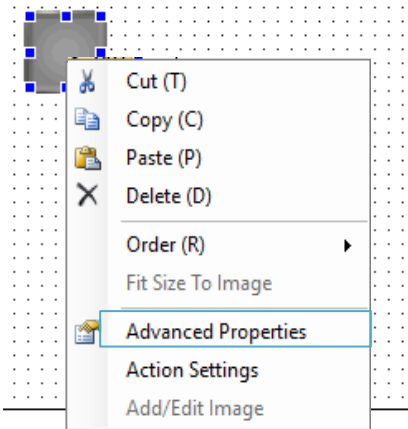
The Advance Properties is a dialog that allows you to set the properties that have been prepared for each Part.

The dialog box contents vary with each Part.

### Advanced Properties Dialog

#### Displaying the Advanced Properties Dialog

1. Select the Part and right-click. From the menu, select [Advanced Properties].



Or double-click the Part.

2. Advanced Properties Dialog is displayed.

The dialog box contents vary with each Part.

For more information about each item, please refer to the "Reference Manual".

## 5.9 Draw Figures



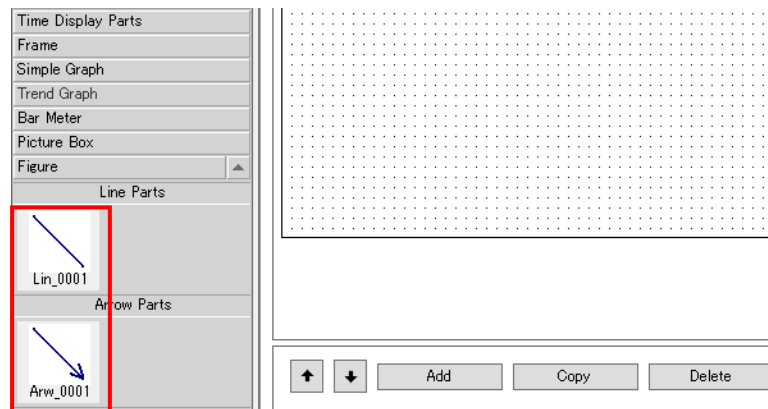
This section describes the Figure Parts.

### 5.9.1 Line-Arrow Parts

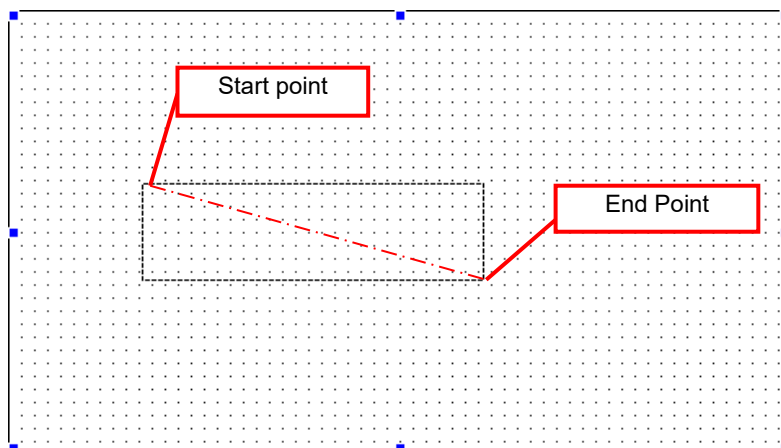
You can freely draw lines and arrows.

#### Placement Procedure

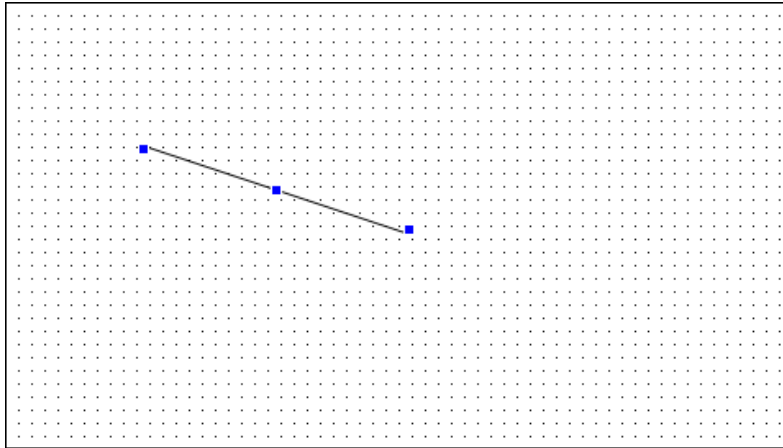
1. Click on the Line Parts or the Arrow Parts of the Toolbox.



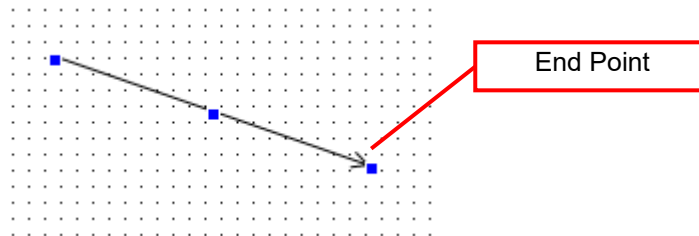
2. Left-click the screen and drag to display a rectangle.



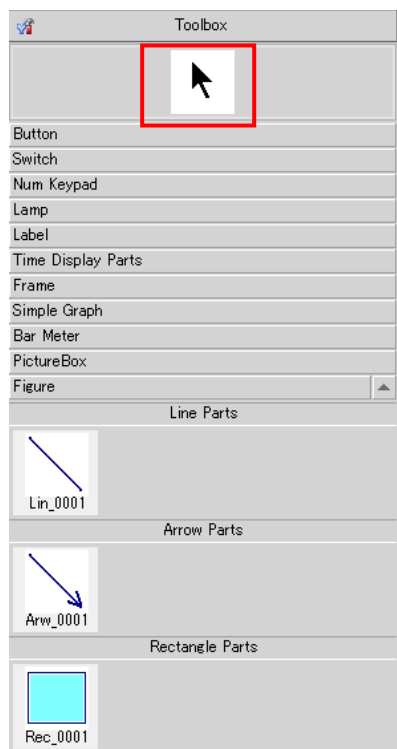
3. Release the left-click and a line from the start point to the point where you released the left-click will be drawn.



In the case of the arrow, the arrow will be marked at the end point.

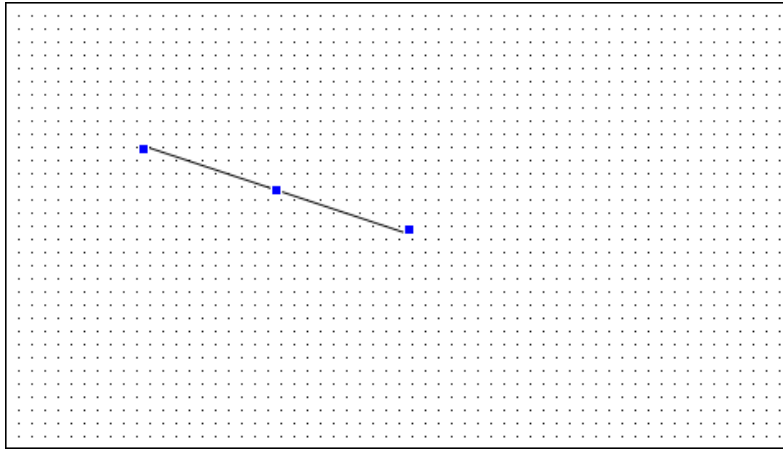


Click "Pointer" to release the drawing state.

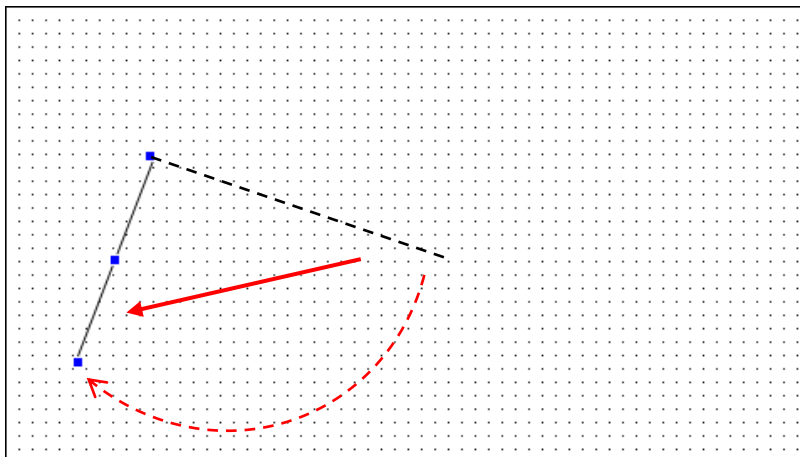


### Change Line Angle and Length

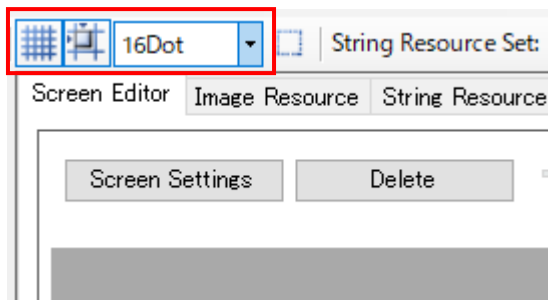
1. Select the Line Part or Arrow Part.



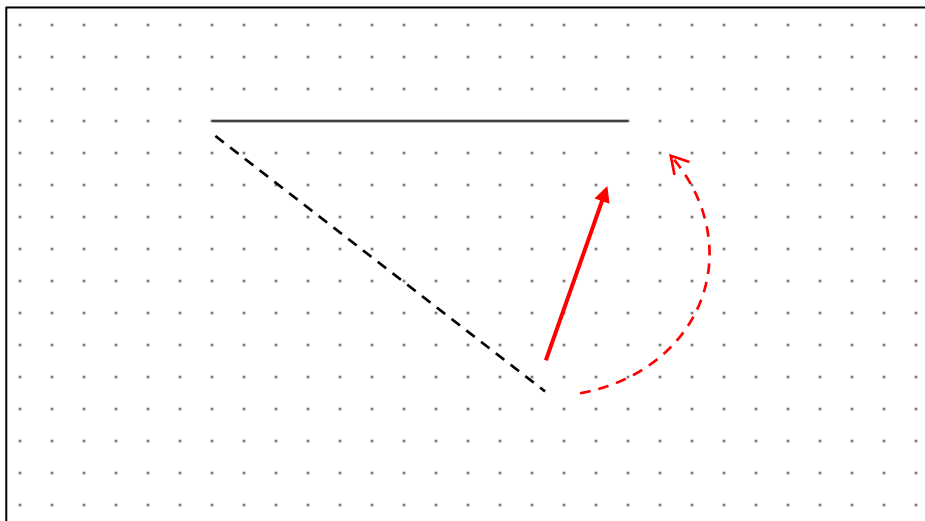
2. Click on the end of the line, hold and drag to freely change the length or the angle of the line or arrow with the released end as fulcrum.



If you want to make the lines horizontal or vertical, use the "Snap to Grid" function.

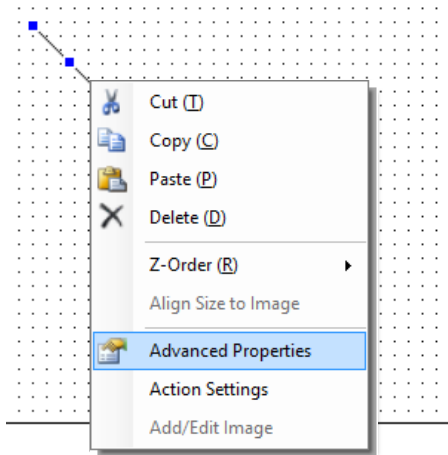


The start and end points will be attached to the grid lines, so you can set them horizontally or vertically.



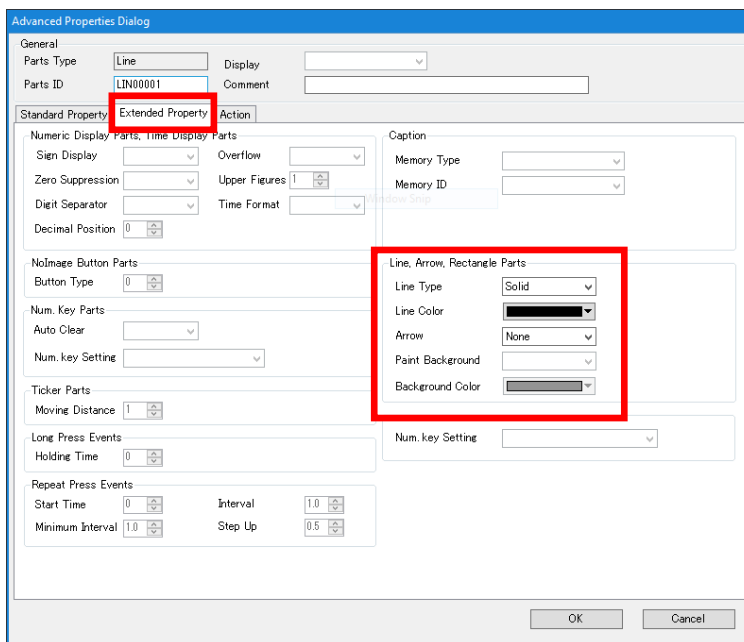
## Change Line Type and Color

1. Right-click on the line Part or arrow Part, and select [Advanced Properties]

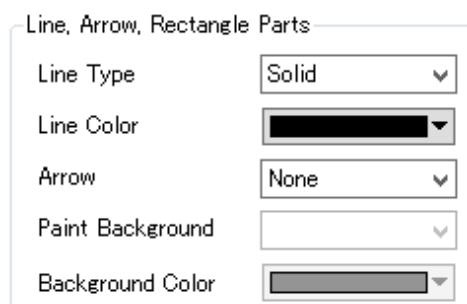


Or double-click the line Part or arrow Part.

2. From the [Advanced Properties Dialog], click the [Extended Property] tab.



3. Change line type, line color, and arrow by changing the properties in [Line, Arrow, Rectangle Parts].



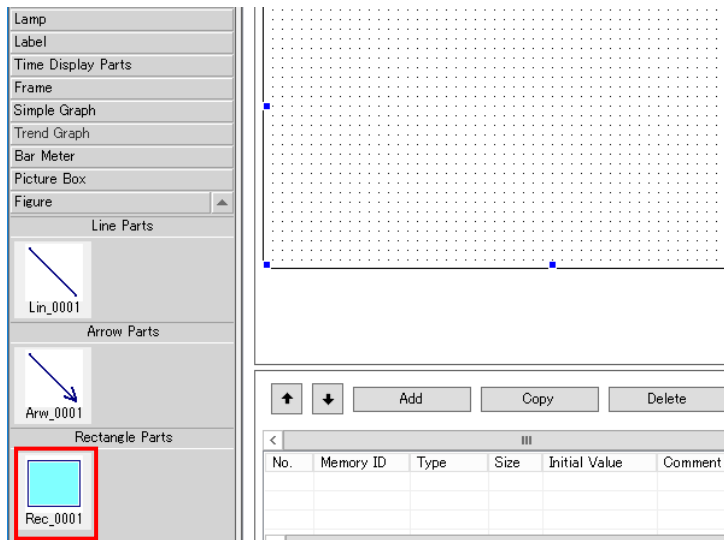


## 5.9.2 Rectangle Parts

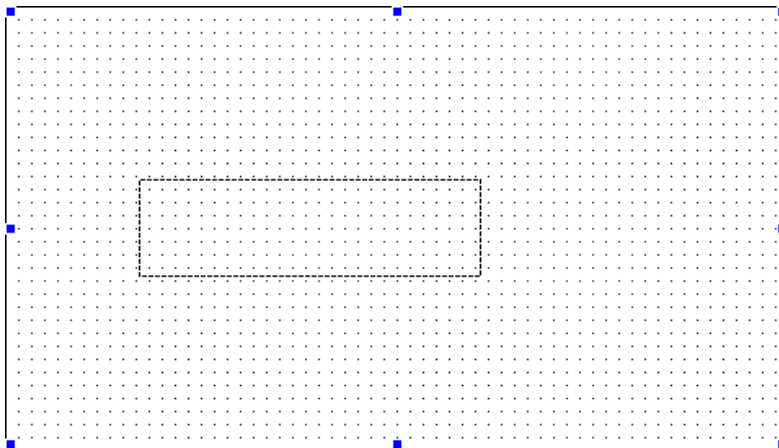
This section describes how to draw a rectangle.

### Placement Procedure

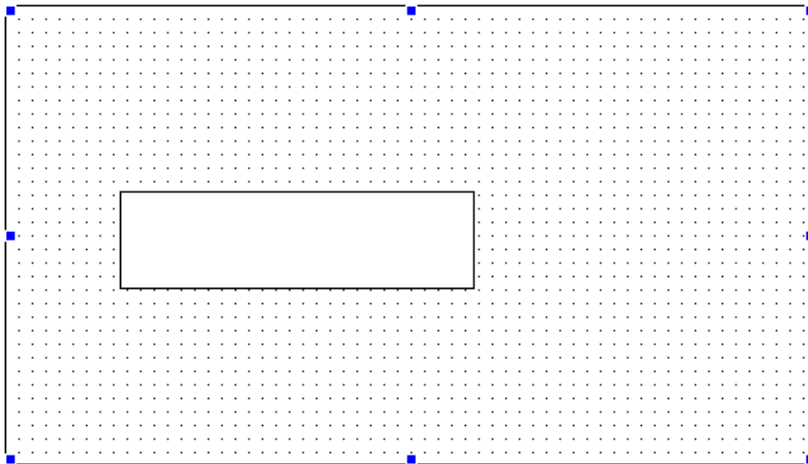
1. Click on the Rectangle Parts from the Toolbox..



2. Left-click the screen and drag to display a rectangle.



3. Release the left-click and a rectangle is drawn.

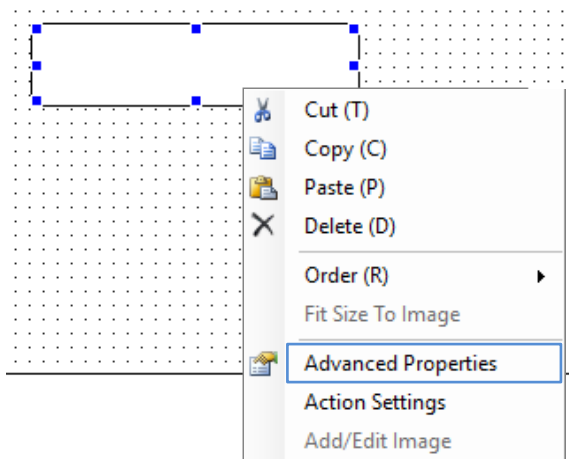


### Change Position and Size

You can change the above in the same way as ordinary Parts (such as a button).

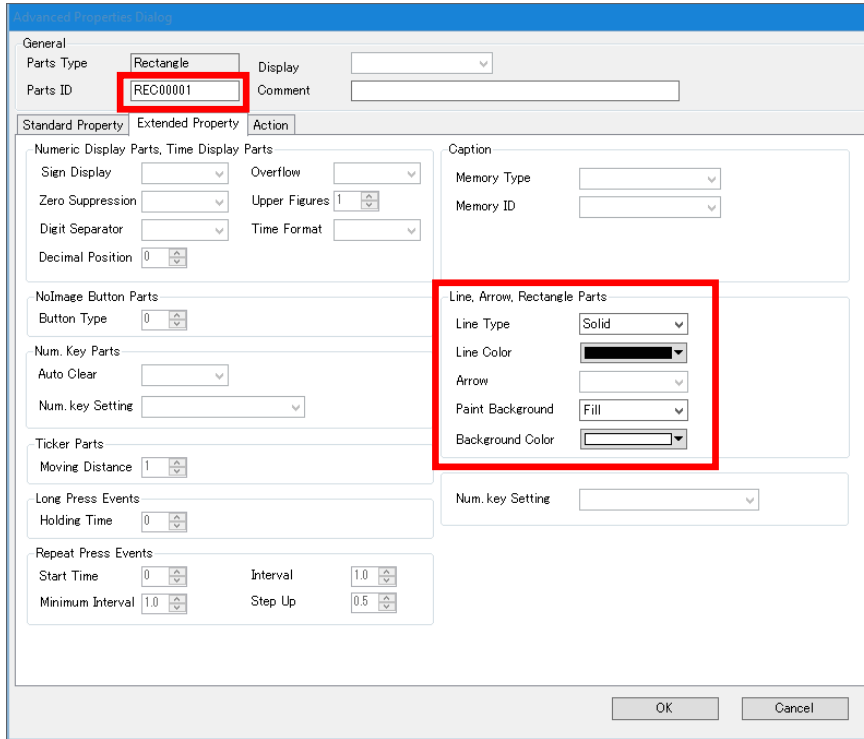
### Change Line Type, Color and Background

1. Right-click the rectangle part, and click [Advanced Properties].

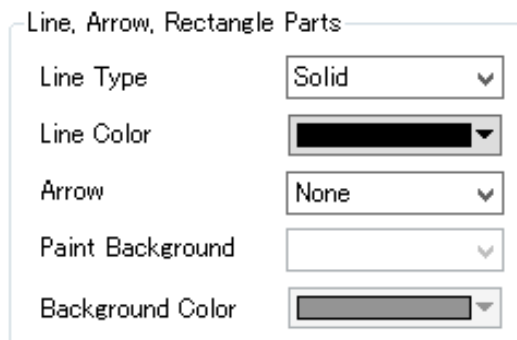


Or double-click the rectangle Part.

- From the [Advanced Properties Dialog], click [Extended Property].



- Change Line Type, Line Color, Paint Background (Fill/ No Fill), and Background Color by changing the properties under "Line, Arrow, Rectangle Parts".



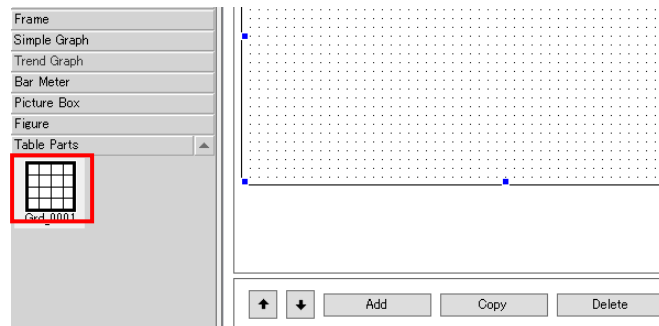
## 5.10 Create Tables



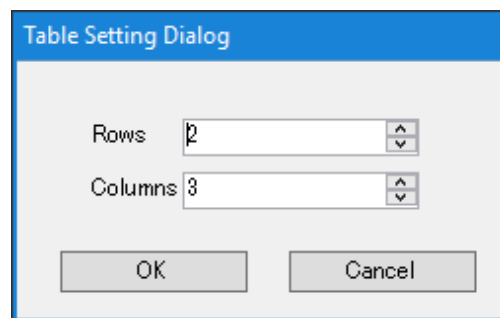
This section describes the Table Parts.

### Placement Procedure

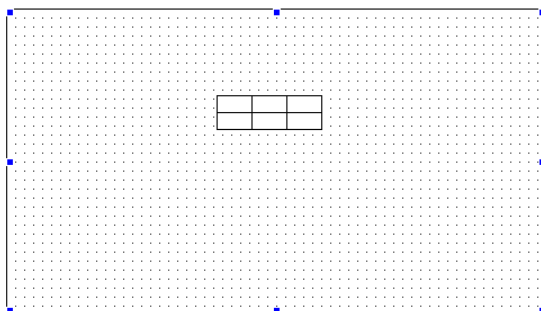
1. Click the Table Parts of the Toolbox.



2. The [Table Setting] dialog box is displayed when you left-click on the screen. Select the number of rows and columns and click [OK].



3. Table is placed on the screen.

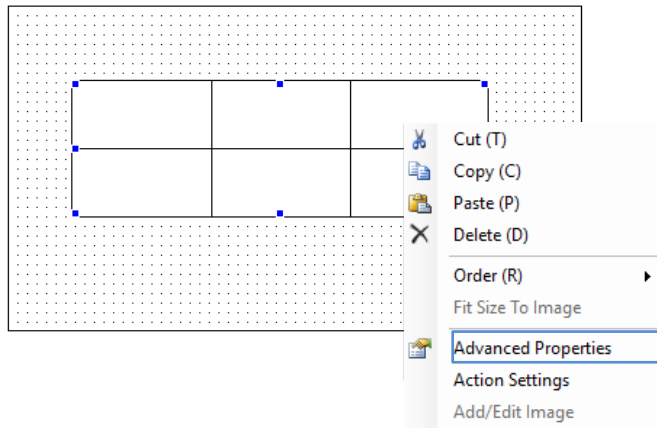


## Change Position and Size

You can change the above in the same way as ordinary Parts (such as a button).

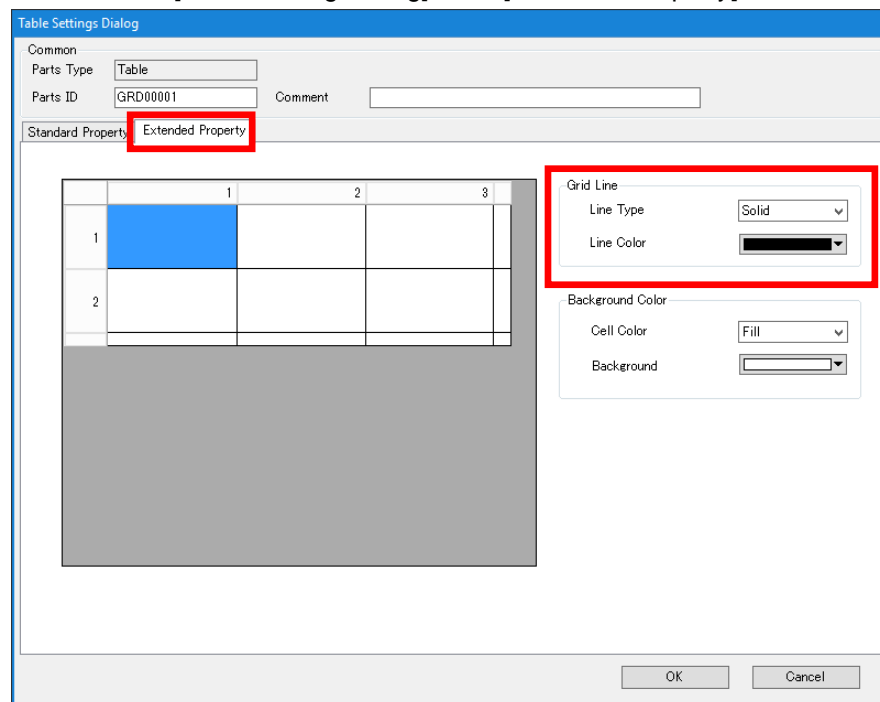
## Change Grid Line Style and Color

1. Right-click the Table part and click [Advanced Properties].



Or double-click the table Part.

2. From the [Table Setting Dialog], click [Extended Property].



- In the [Grid Line] properties, you can change the line type and line color.

Grid Line

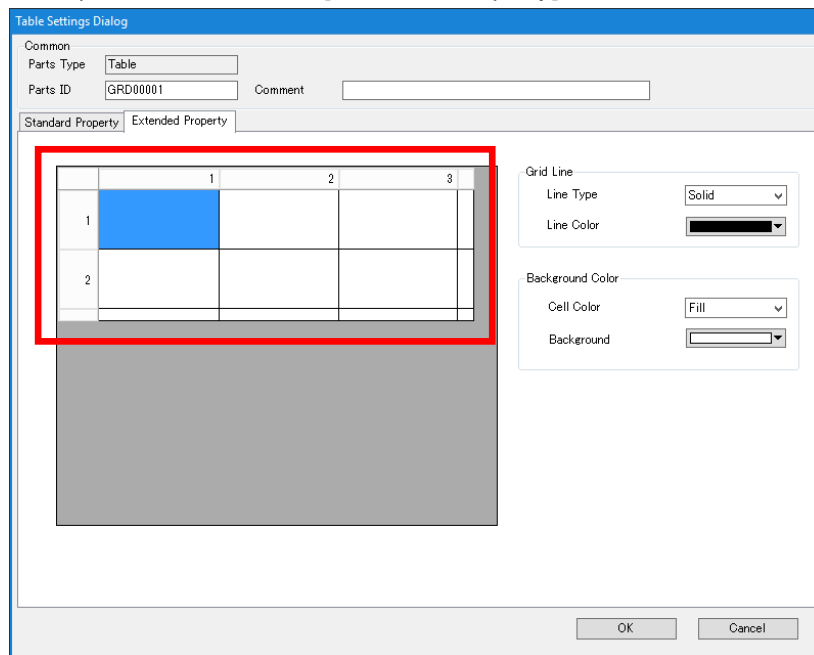
Line Type

Line Color

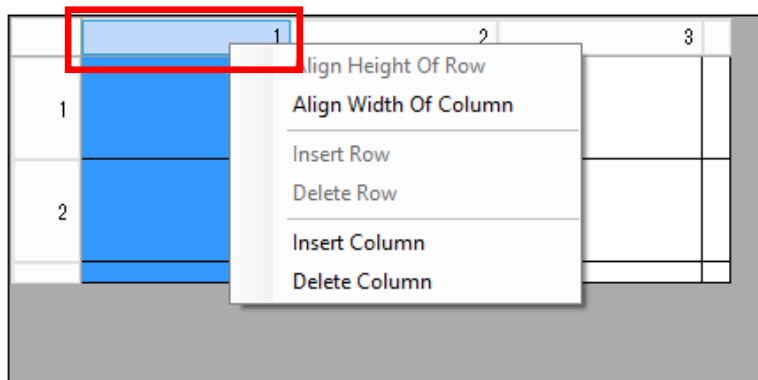
- \* [Grid Line] properties define the grid settings for the entire table.

## Insert Row/Column

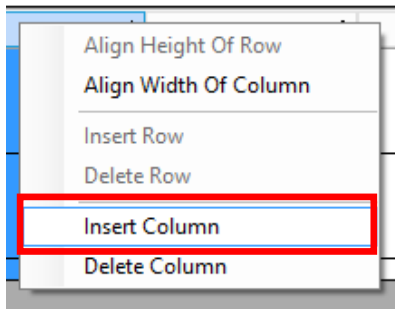
- Open the Table Part's [Extended Property].



- Right-click the column heading.



3. Click [Insert Column/Row].

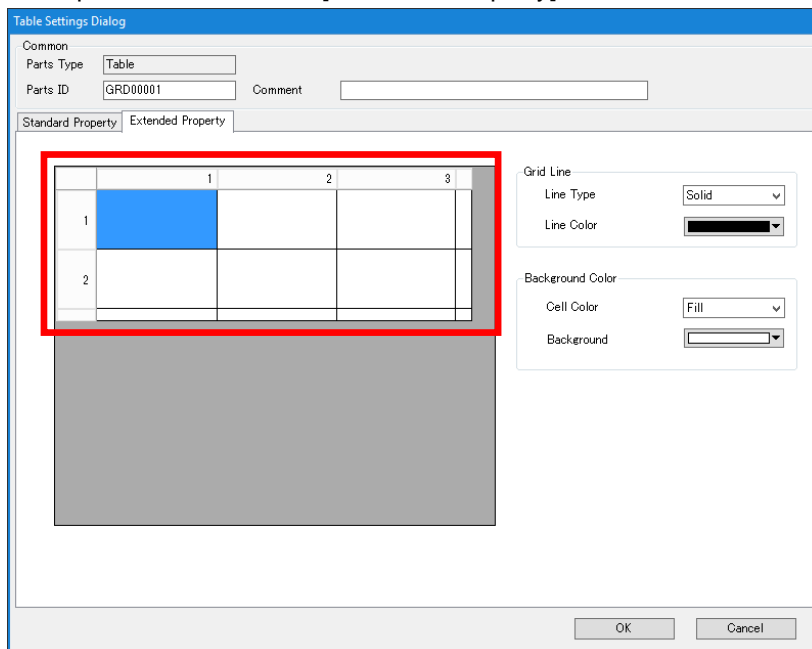


4. Column/row will be added to the left/top.

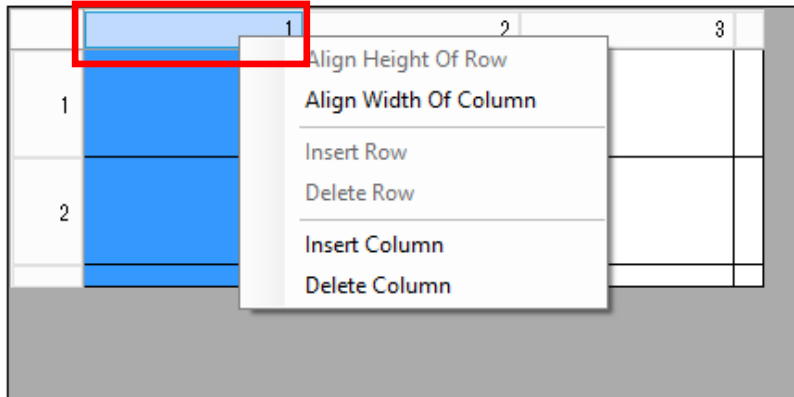
	1	2	3	4
1				
2				

## Delete Row/Column

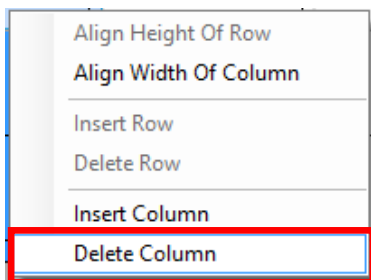
1. Open the Table Part's [Extended Property].



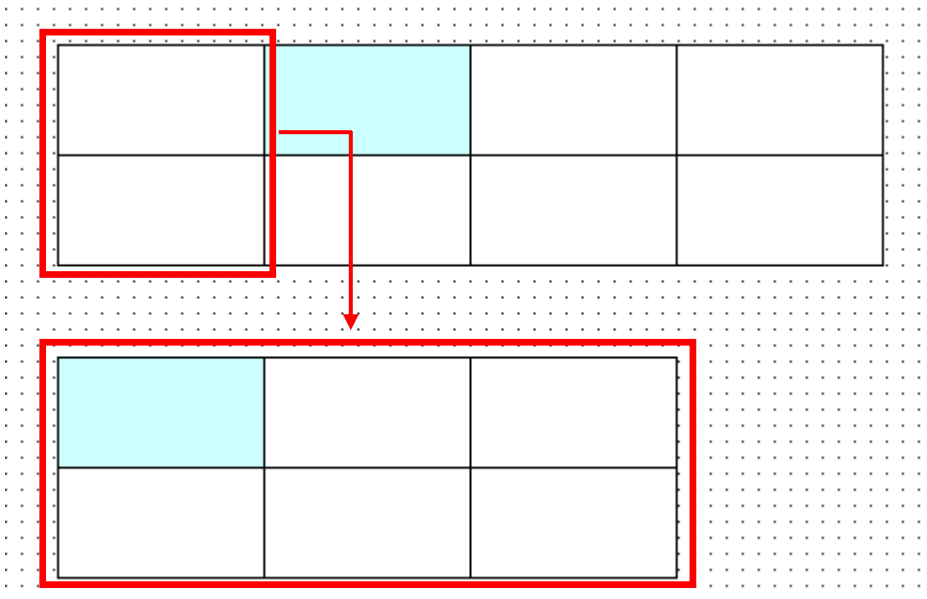
2. Right-click the column heading.



3. Click [Delete Column/Row].



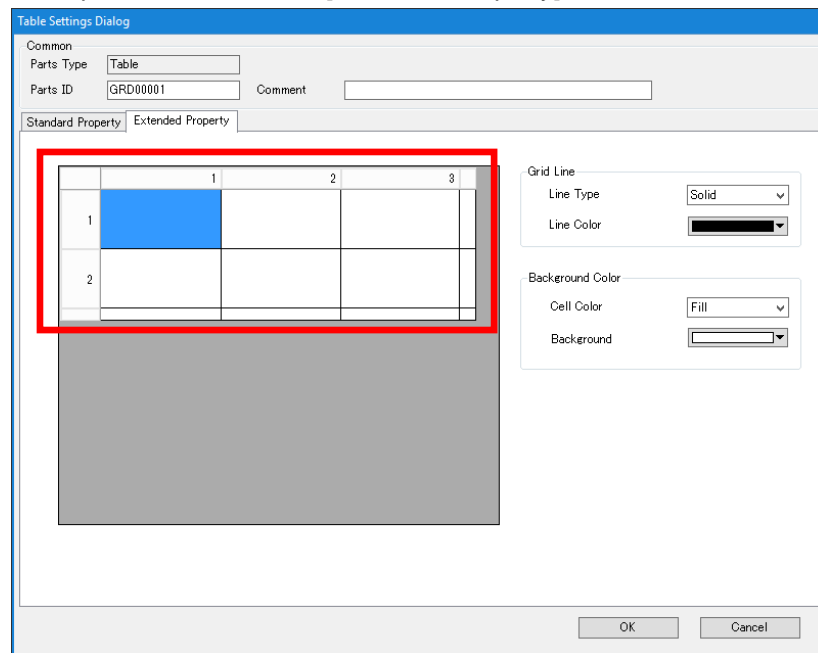
3. Column/row will be deleted and the cells will move up or to the left.



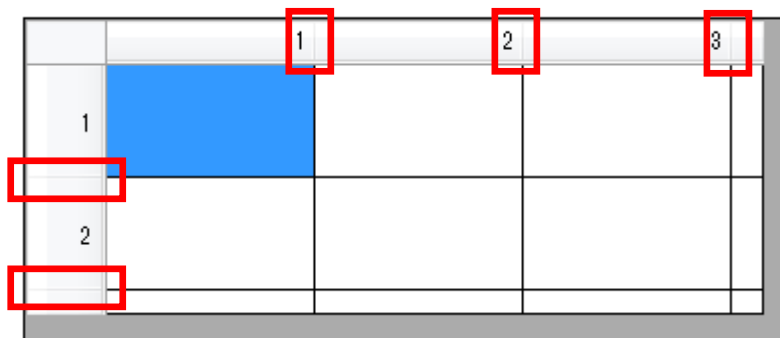


## Change Size of Row/Column

1. Open the Table Part's [Extended Property].

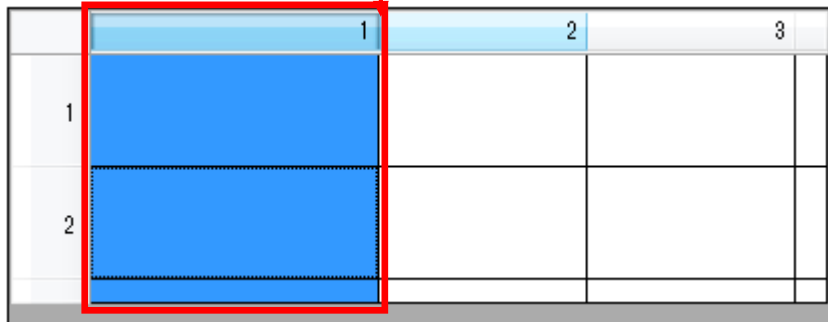
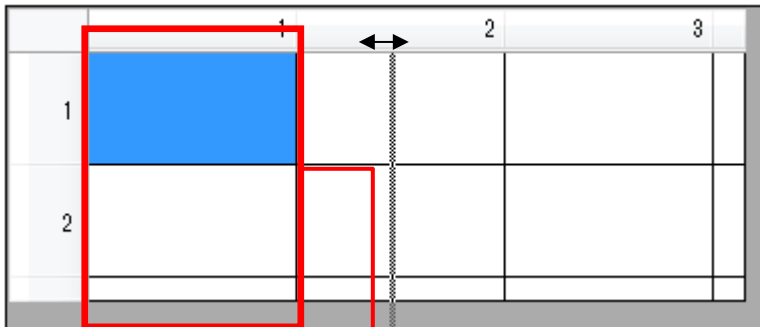
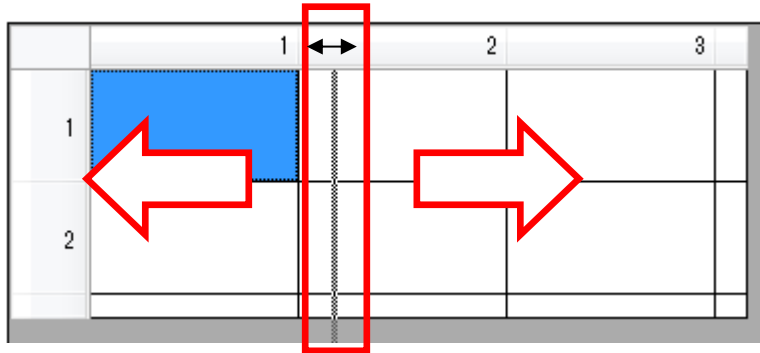


2. Move the cursor to the separator line of row/column.



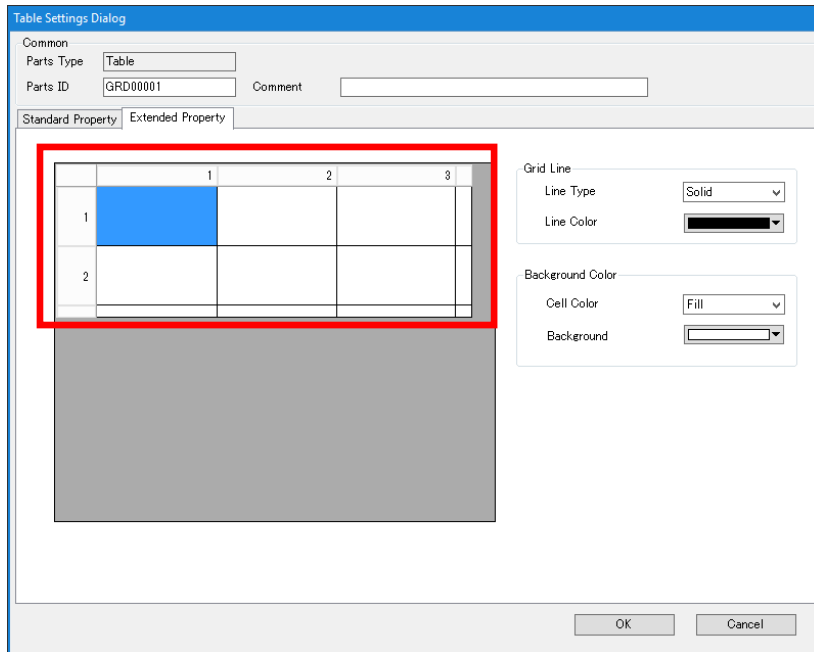
- \* Mouse pointer will be displayed as follows on the separator line.  
 Column “ $\leftrightarrow$ ”, Row “ $\updownarrow$ ”

3. The size can be changed by dragging.

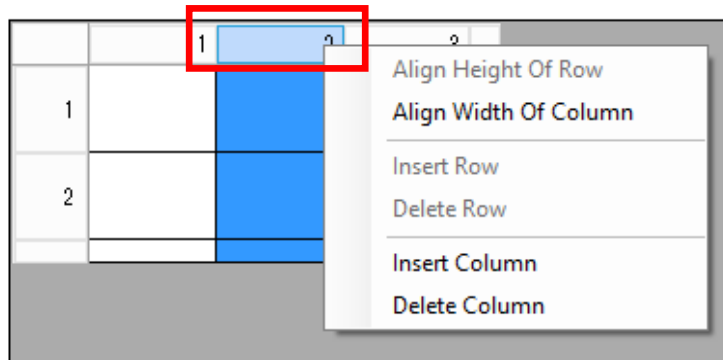


## Align Size of Row/Column

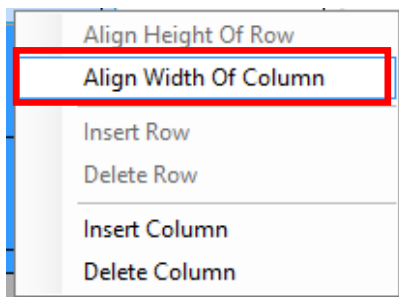
1. Open the Table Part's [Extended Property].



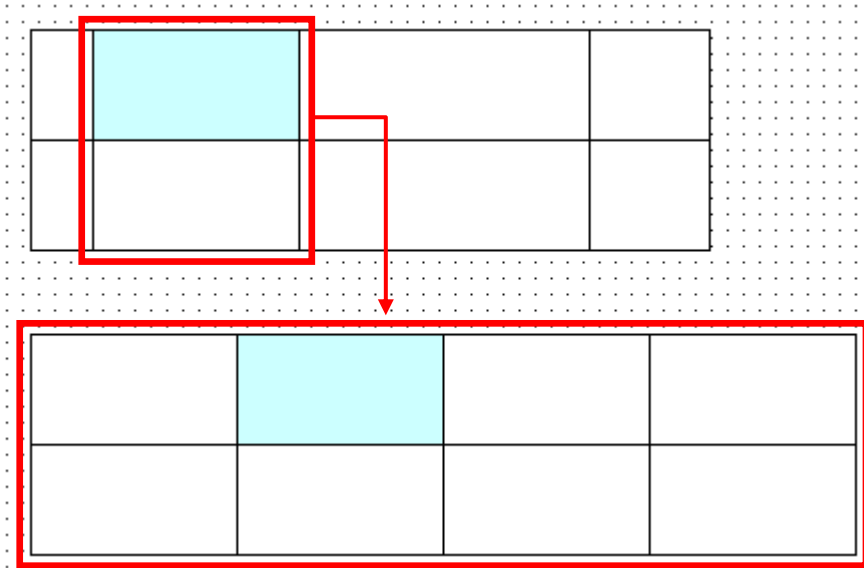
2. Right-click the column heading.



3. Select the [Align Width/Height of Column/Row].

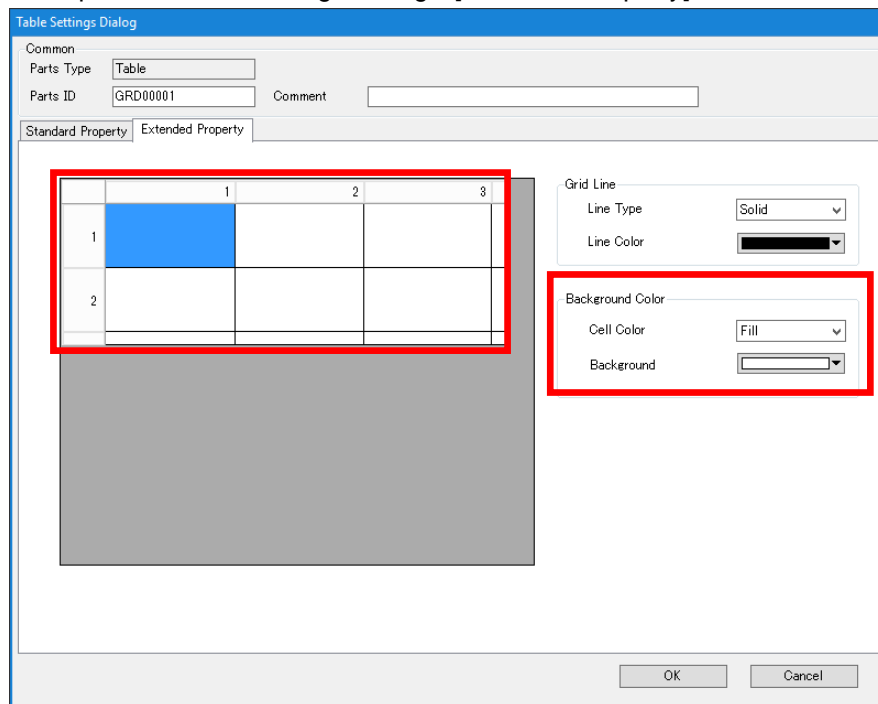


- The size of the column/row is aligned to the selected column/row.

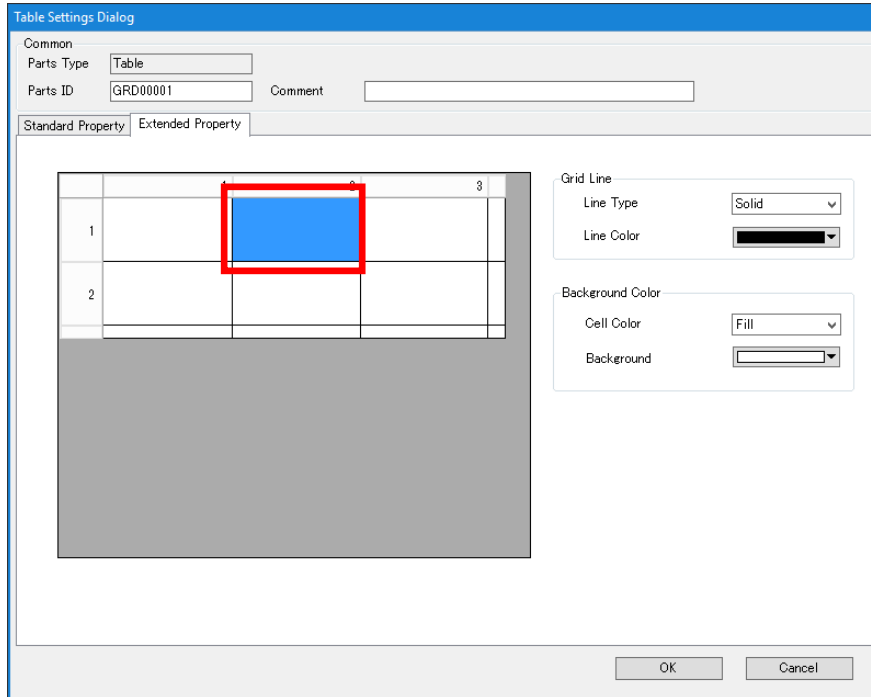


### Change Pattern and Background Color of Cells

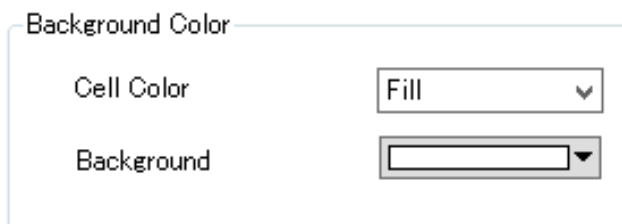
- Open the Table Settings Dialog's [Extended Property] tab.



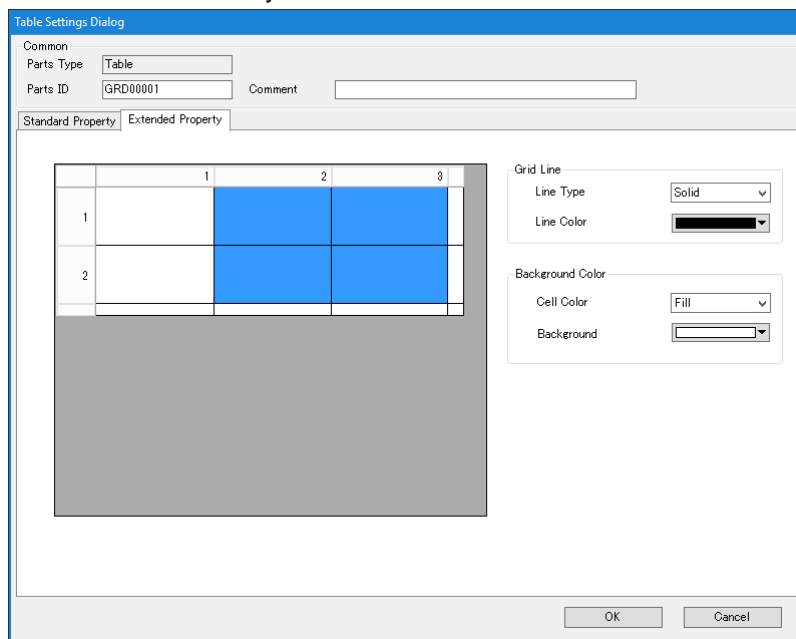
2. Select the cells that you want to change.



3. Change the properties of the Background Color to change the Cell Color and Background.



- \* Background Color can be set individually to each cell.
- \* Multiple cells can be selected simultaneously by clicking on the cells while holding down the shift and control key at the same time.



# 6. Display Settings of Drawing Area

## Chapter Contents

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6.3 Display of Parts Area .....	120
6.4 Change Display Language .....	121
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## 6.1 Magnify the Display

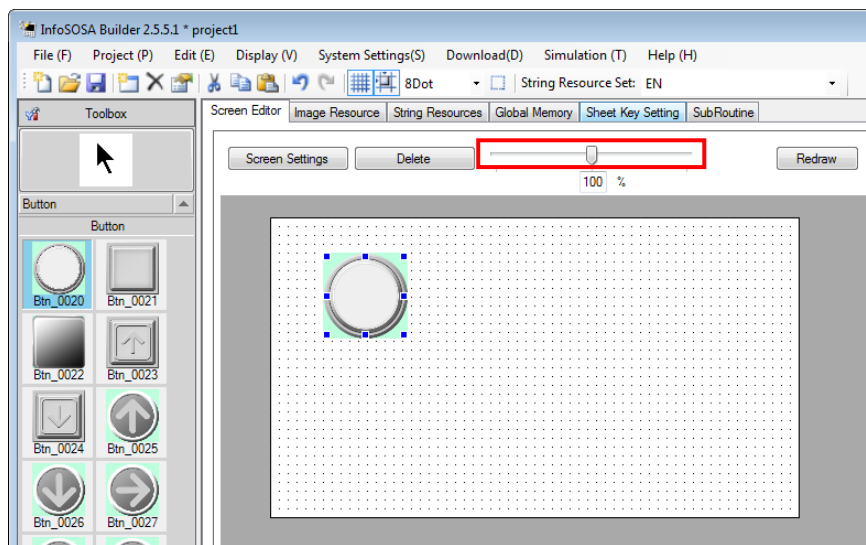


Magnifying the drawing area.

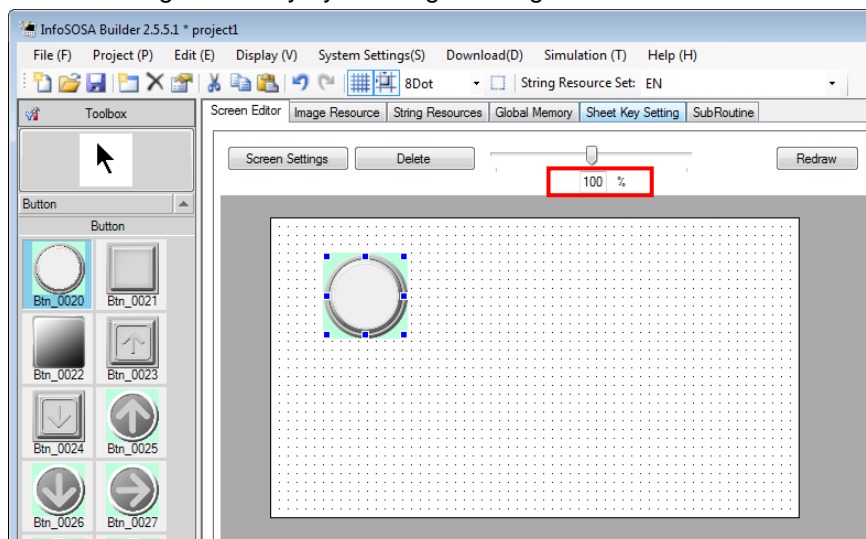
- \* Display magnification is a drawing function. The magnification settings do not influence operations after download.

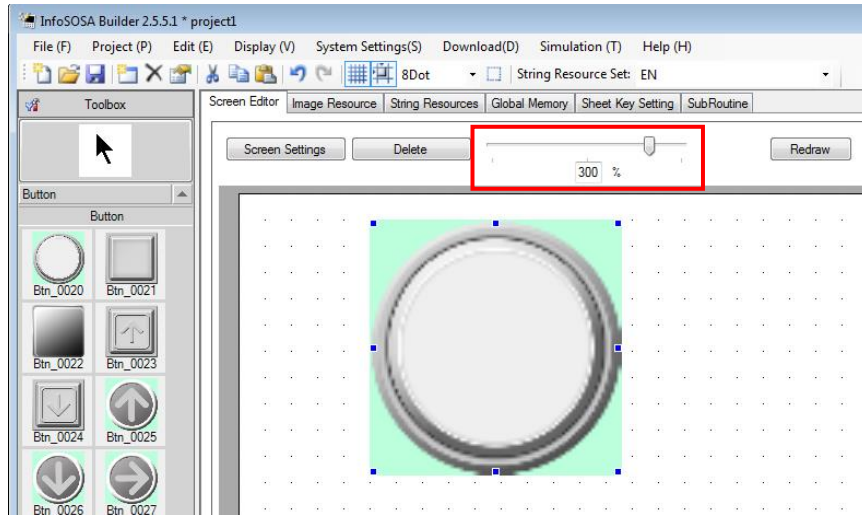
### Procedure

1. Move the slider on the Screen Editor screen.



Or change it directly by entering the magnification.



**2. The display magnification is changed.**



## 6.2 Set Grid



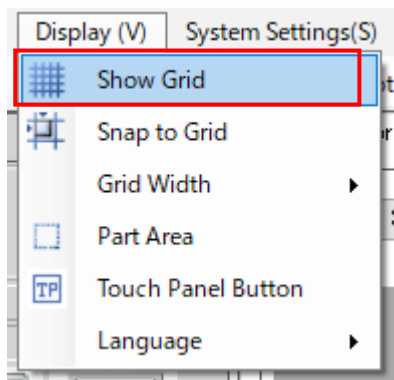
It is possible to facilitate the positioning of the Parts to be arranged in a drawing by using a grid.

### 6.2.1 Show Grid

Display the grid on the drawing screen.

#### Procedure

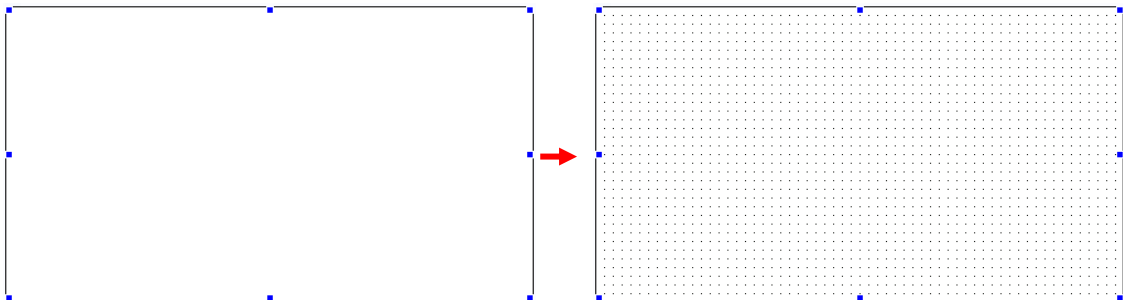
1. From the [Display] menu, select [Show Grid].



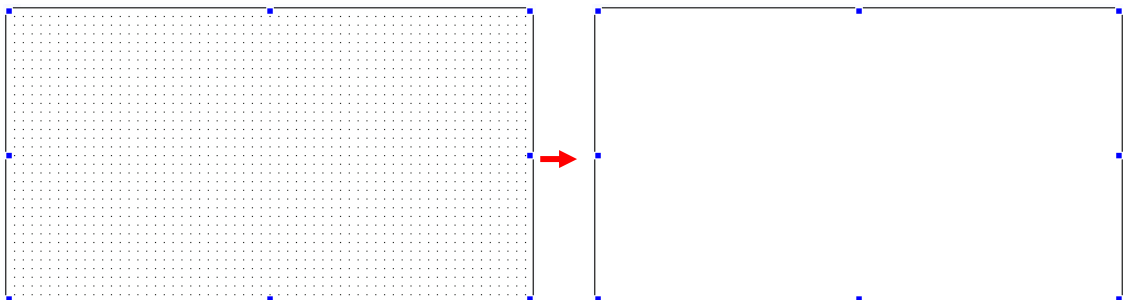
You can do the same with a toolbar icon



2. Grid is displayed on the screen.



3. To hide the grid, repeat the step again.

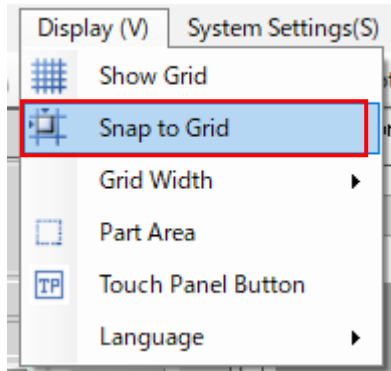



## 6.2.2 Snap to Grid

Parts are placed to align with the grid.

### Procedure

1. From the [Display] menu, select [Snap to Grid].



You can do the same with a toolbar icon .

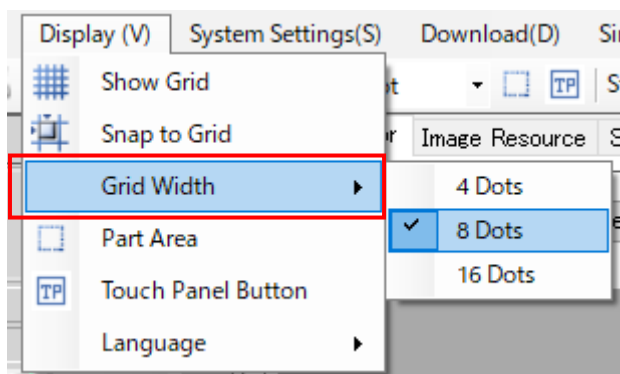
2. When placed or moved, etc. of Parts will be placed on the grid.  
Go through the above procedure again and the setting will be canceled.

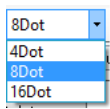
## 6.2.3 Change Display Dot Width of Grid

Set the display dot width of the grid.

### Procedure

1. From the [Display] menu, select [Grid Width].  
Select the dot width to set.



You can do the same with a toolbar icon .

2. The grid interval is set to the [Display Dot Width].

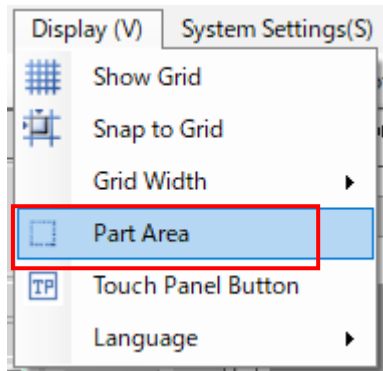
## 6.3 Display of Parts Area



When you enable the display function of the Parts area, the outlines of Parts are displayed with a broken line, which makes it easier to determine the position and size of the Parts.

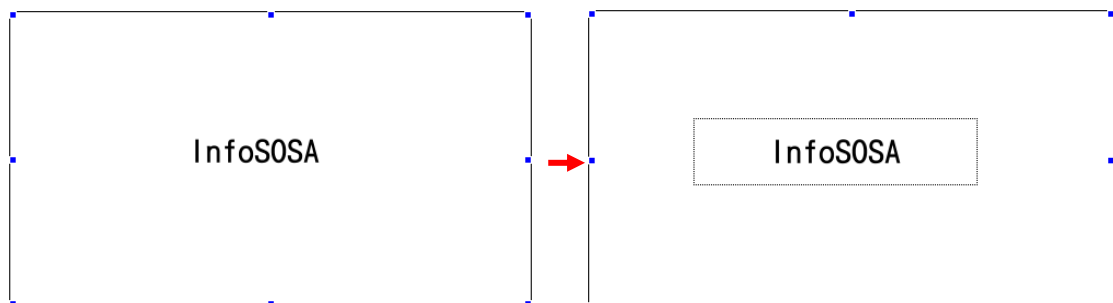
### Procedure

1. From the [Display] menu, select [Parts Area].

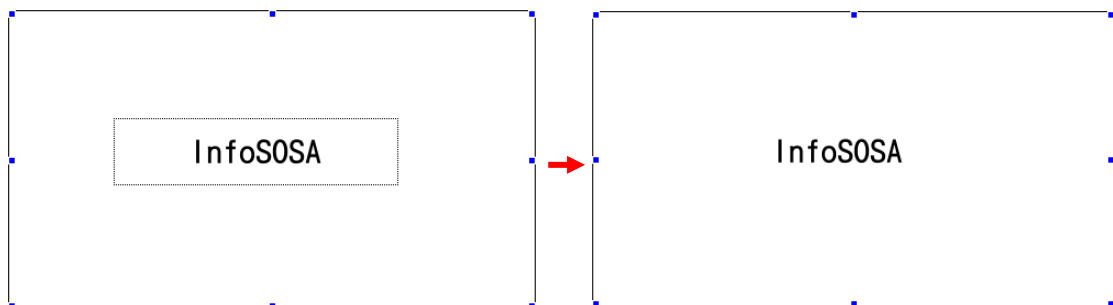


You can do the same with a toolbar icon .

2. Parts area is displayed on the screen.



3. Parts area display will disappear with the same procedure.



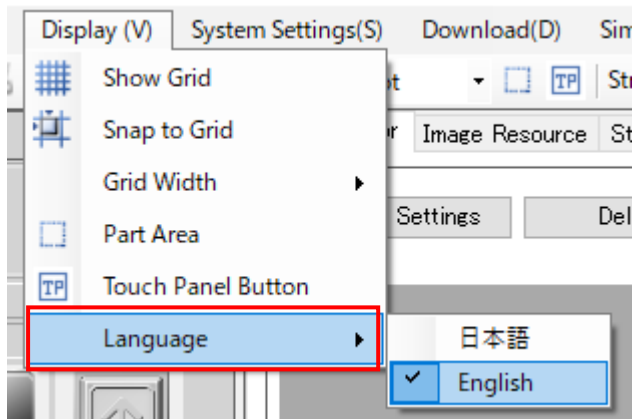
## 6.4 Change Display Language



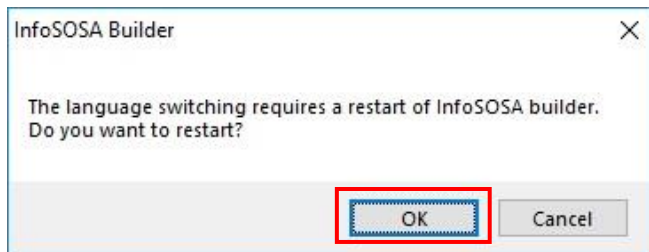
The InfoSOSA builder can change between Japanese and English display.

### Procedure

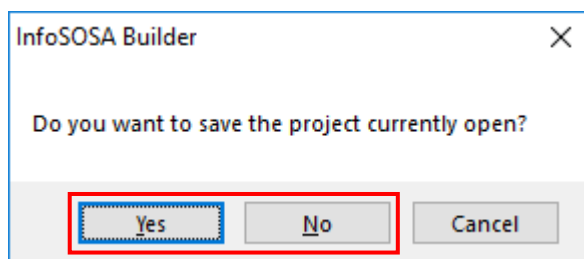
1. From the [Display] menu, select [Language].  
Choose the language to set.



2. InfoSOSA has to be restarted for the change to take effect.  
Please click the "OK" button.



3. If the the project has not been saved, a confirmation dialog will be displayed.  
Click "Yes" or "No".



4. After restarting InfoSOSA Builder, the language will be switched to the selected language.

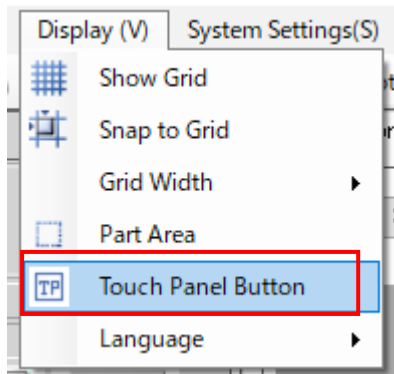
## 6.5 Display of Touch Panel Button




When checking/editing parts placed under the touch panel button, the touch panel button can be temporarily hidden.

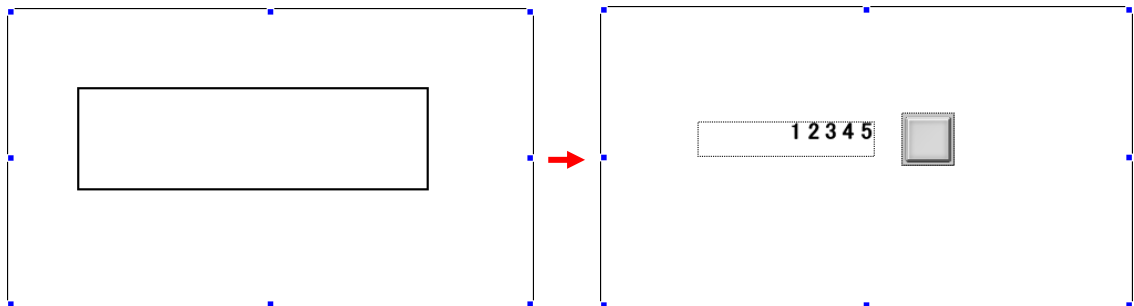
### Procedure

1. From the [Display] menu, select [Touch Panel Button].

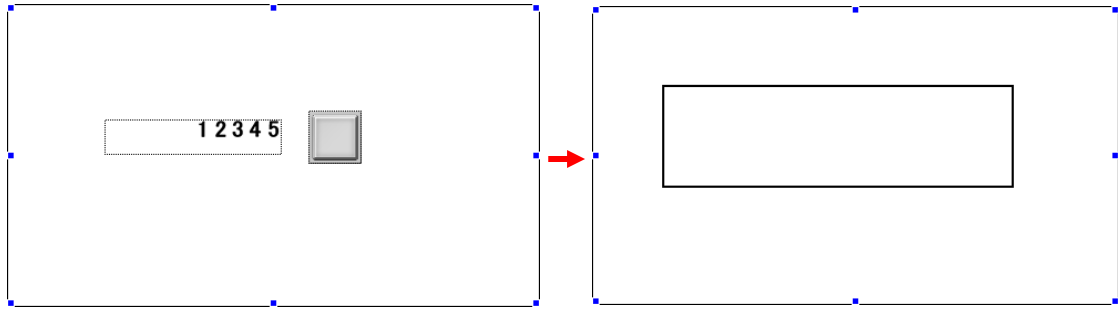


You can do the same with a toolbar icon .

2. The touch panel buttons are hidden.



3. Select it again to display the touch panel buttons.



This function is for checking/editing the part temporarily placed under the touch panel button. The display/non-display state of the touch panel buttons does not affect operation after download.

The following operations automatically return the touch panel buttons to the display state.

- New touch panel button layout
- Screen switching (screen list area touch)
- project open

# 7. Setting Image Resources

## Chapter Contents

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## 7.1 Image Resource



To use an image file in InfoSOSA Builder, the image file must be registered to the Image Resource.

The file format that can be registered to the Image Resources are BMP (24bit color, 256-color index color), JPEG · JPG, GIF and PNG.

The maximum size and maximum number of images you can register in the Image Resource depend on your model.

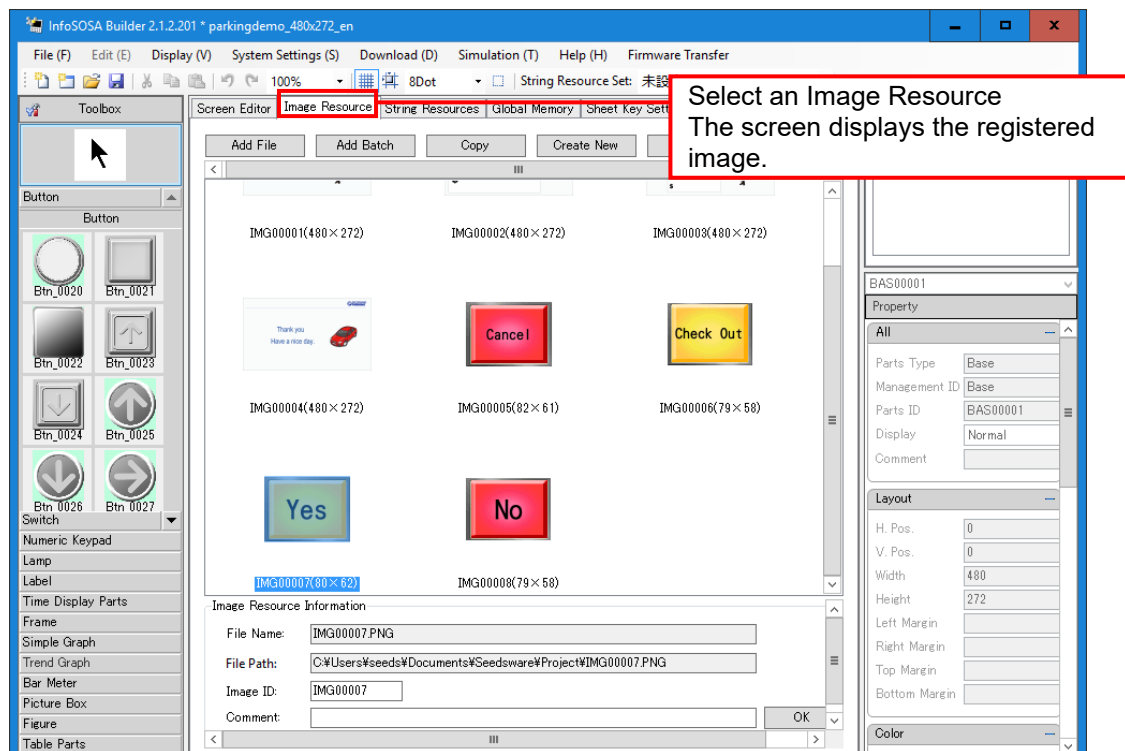
For more information, please refer to the "InfoSOSA Reference Manual".

Image registered to the Image Resource can be used by linking to the Parts arranged on the screen.

### 7.1.1 Image Resource Screen

Image Resource screen is displayed when you select the [Image Resource] tab in the drawing area.

Image registration, editing and creating a new image is possible in the Image Resource Screen.





## 7.1.2 Image Resource Information

The information of the registered image can be checked and edited by the Image Resource Information.

### Procedure

When you select an image in the [Image Resource] screen, details are displayed in the [Image Resource Information].

After editing the [Image ID] and [Comment], click [OK].

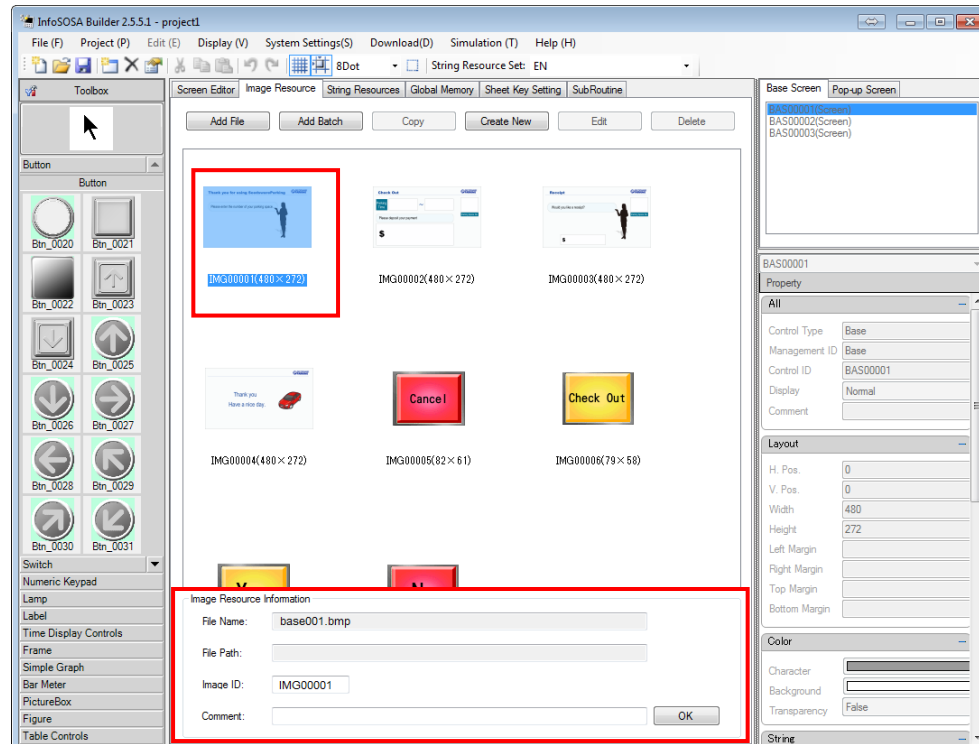


Image Resource Information

① File Name:

② File Path:

③ Image ID:

④ Comment:

No	Item	Contents
①	File Name	File name defined at Image Resource registration
②	File Path	Original image address Empty if acquired from the clipboard. *Actual image data will be stored in ipp file, editing of imported image will not be reflected.
③	Image ID	ID to access image. Specify ID at time of action setting or link setting.
④	Comment	Remarks Useful when using only image ID is confusing. * Comments are not mandatory.

## 7.2 Register and Edit Images

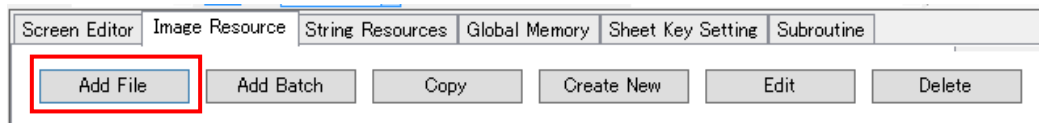


### 7.2.1 Register Images

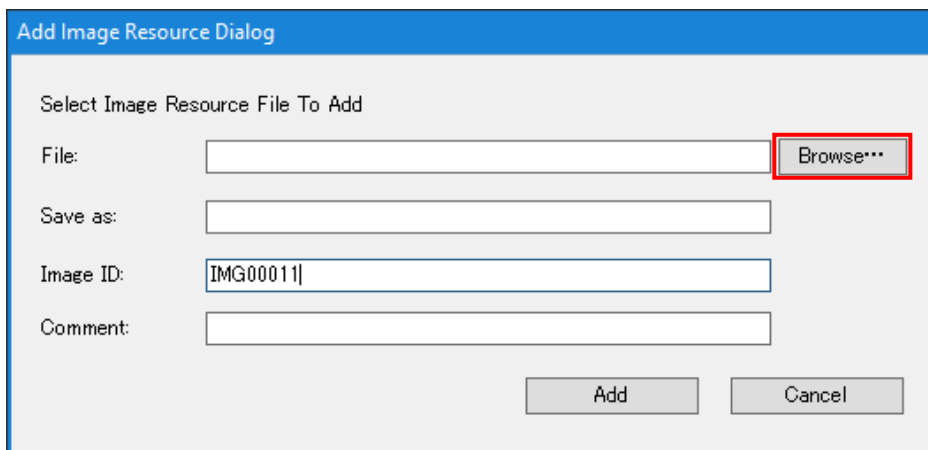
Register image files one by one as Image Resources.

#### Procedure

1. Click [Add File] in the Image Resource screen.

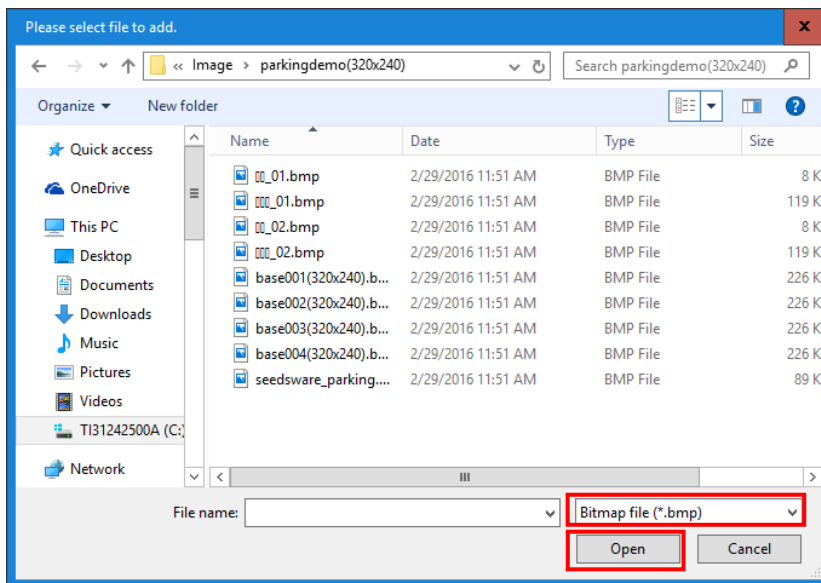


2. [Add Image Resource Dialog] is displayed.  
Click [Browse].



## 3. Select the image to register and click [Open].

\* When you change a bitmap file (\*.bmp), you can also select other file formats.

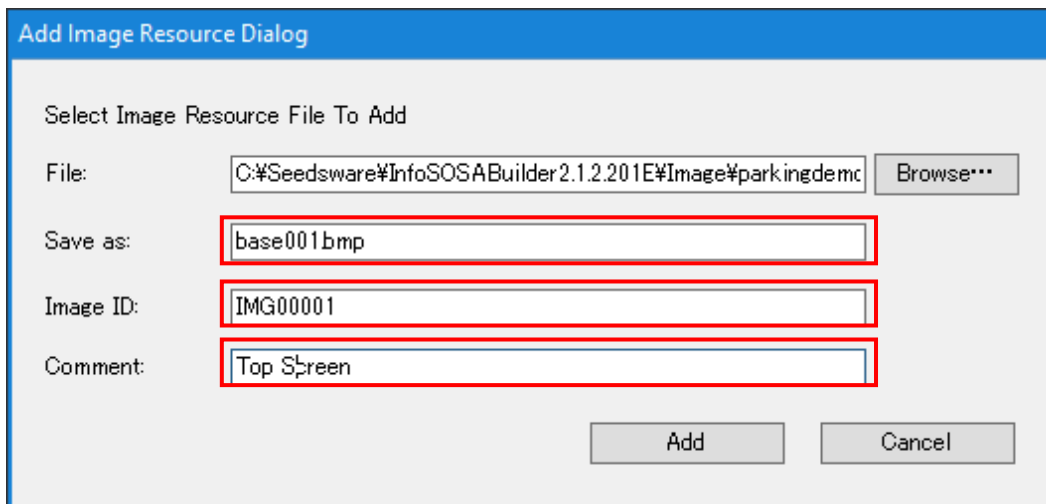


### IMPORTANT

◆ If the image you want to register is "read-only", remove the read-only flag before registration.

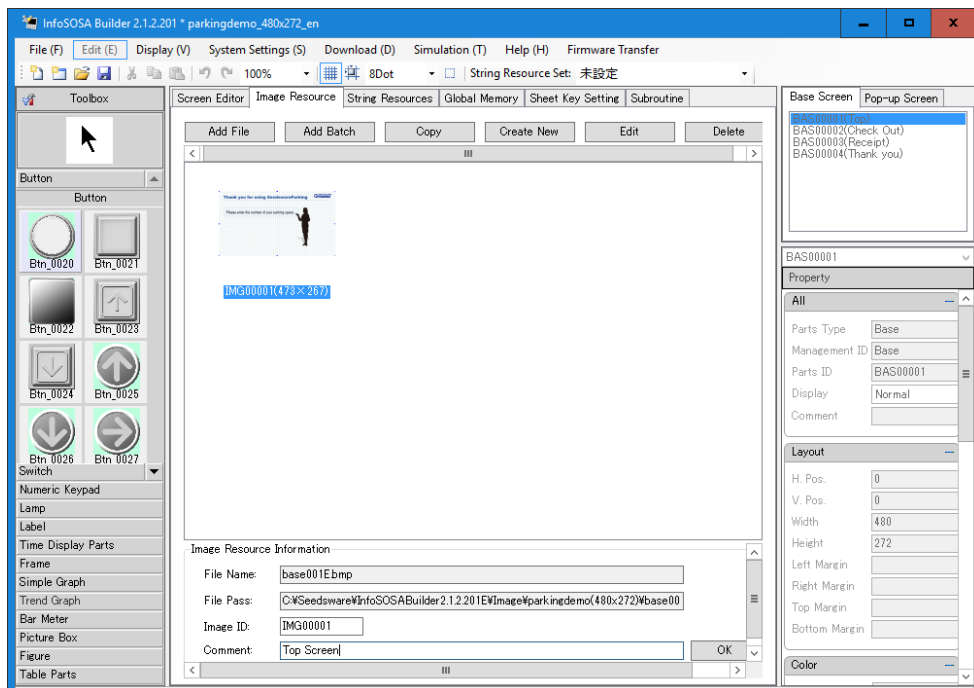
## 4. Edit the [Save File Name], [Image ID] and [Comment] fields.

Click [Add].



\* Comment is not mandatory.

## 5. The image is registered to the Image Resource.

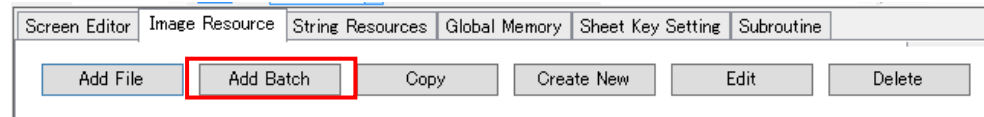


## 7.2.2 Batch Register Multiple Images

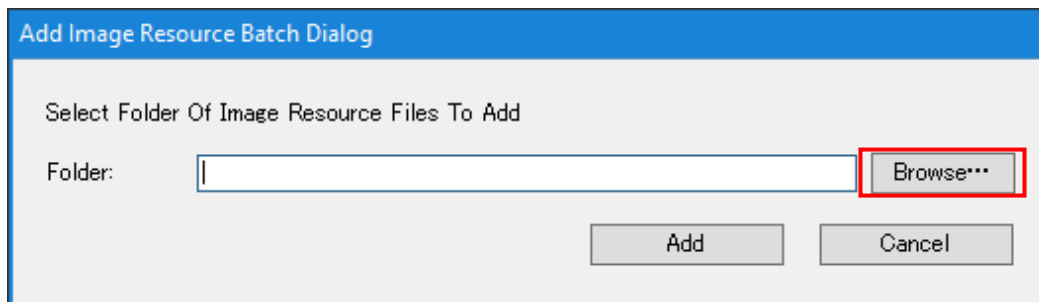
Register image file as an Image Resource by folder batch.

### Procedure

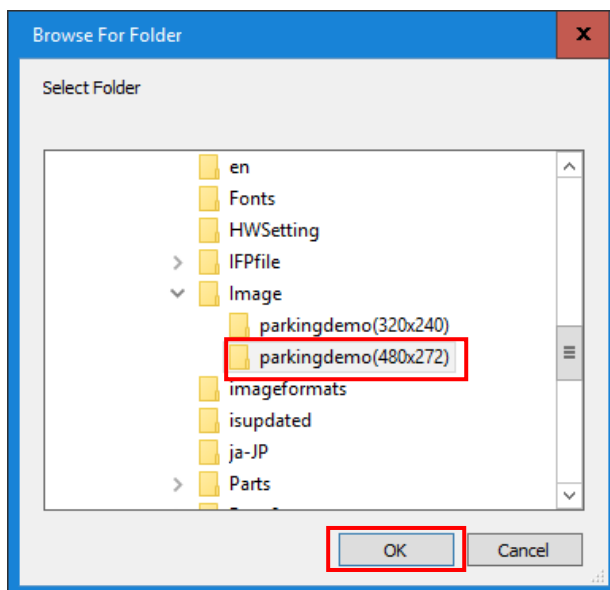
1. Click [Add Batch] in the Image Resource screen.



2. [Add Image Resource Batch Dialog] is displayed.  
Click [Browse].



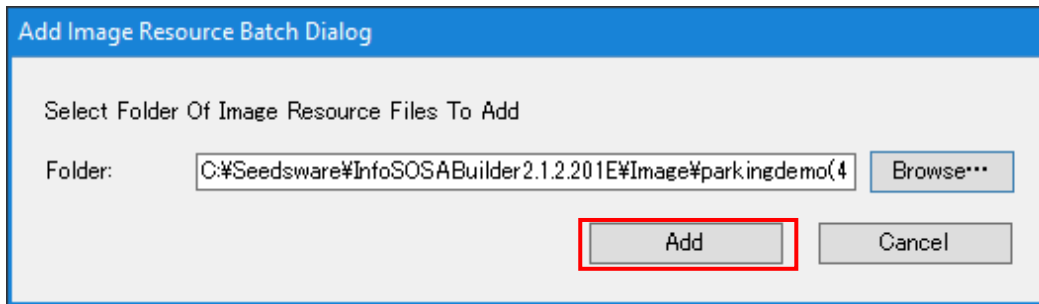
3. Select a folder to capture and click [OK].



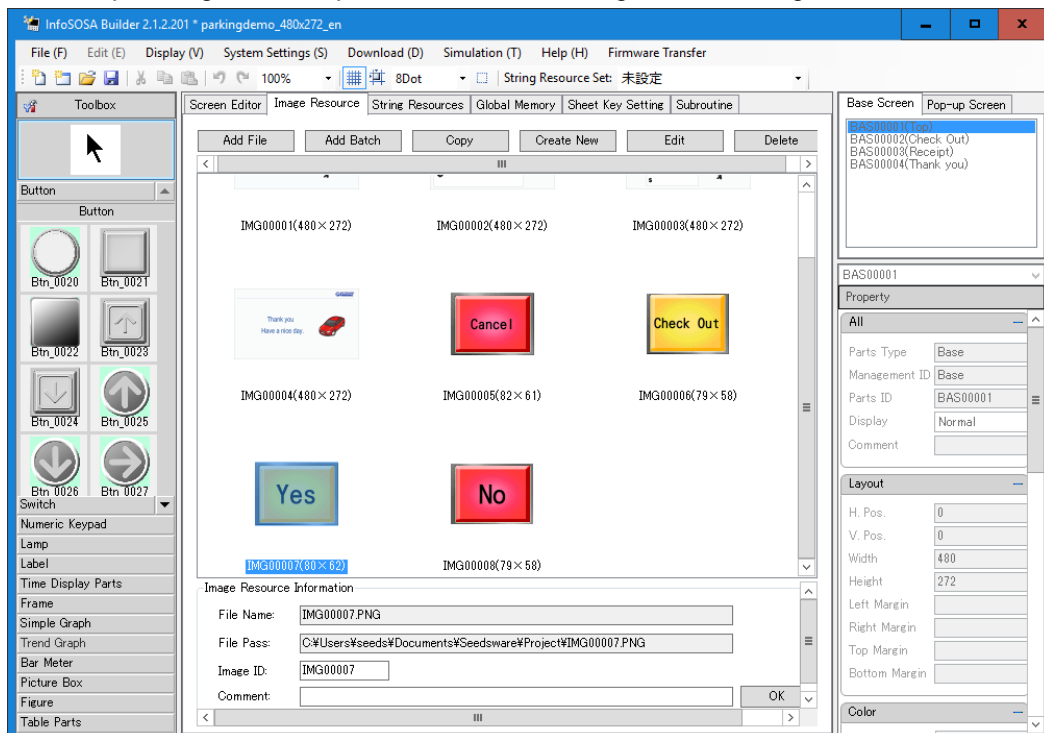
### IMPORTANT

- ◆ If the image you want to register is "read-only", remove the read-only flag before registration.

## 4. Click [Add].



## 5. Multiple Images in the specified folder will be registered to Image Resource.

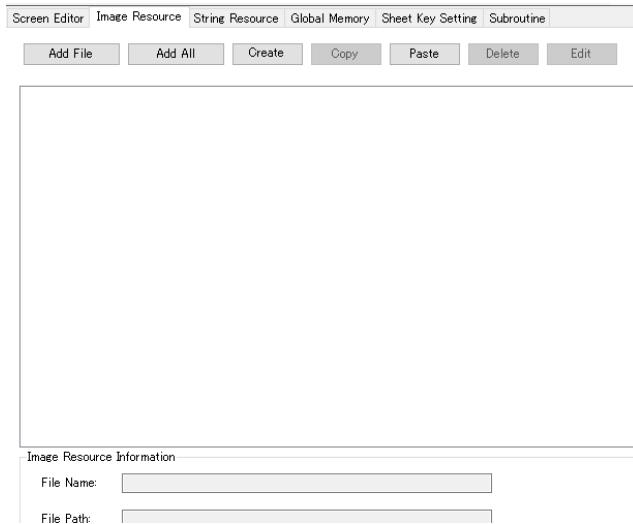


## 7.2.3 Registering Images (Drag & Drop)

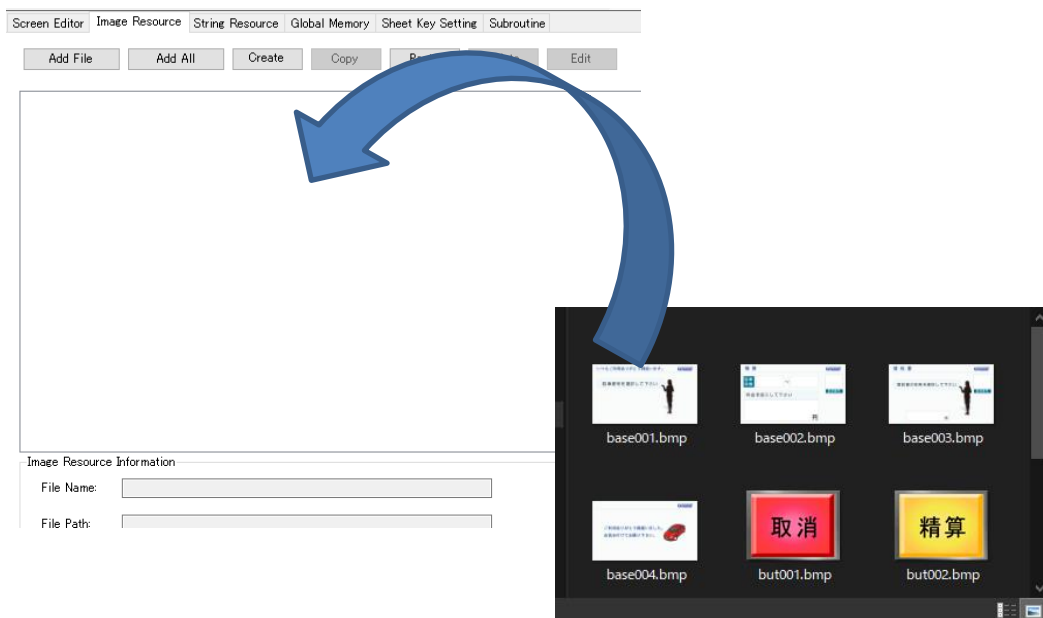
Drag and drop image files to register them. \*Ver. 2.7 or later

### Procedure

1. Displays the Image Resources screen.



2. Drag and drop the image file to be registered from Explorer. (Multiple)



### IMPORTANT

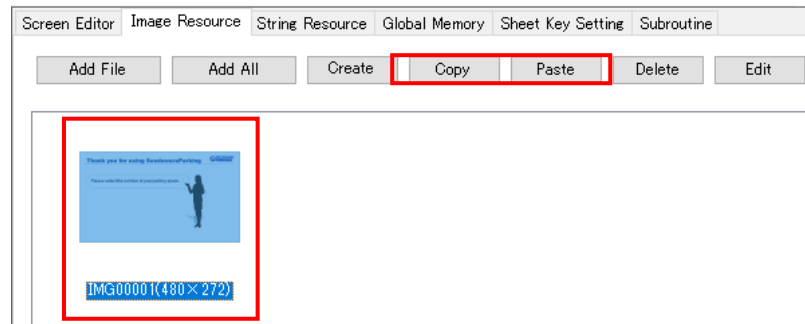
- ◆ If the image you want to register is "read-only", remove the read-only flag before registration.

## 7.2.4 Copy Image

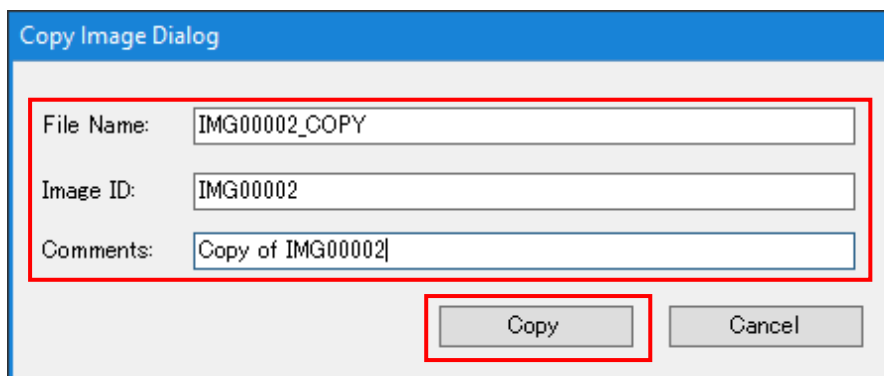
Copy the registered image (Image Resource).

### Procedure

1. Select the image to copy in the Image Resource screen.  
After selecting, click [Copy] and [Paste].

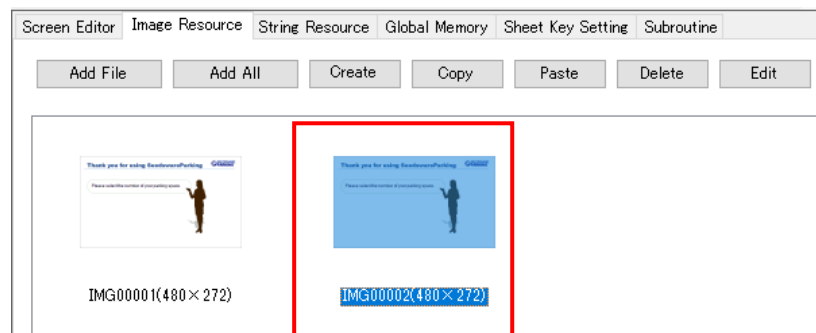


2. [Copy Image Dialog] dialog box is displayed.  
Edit [File Name], [Image ID] and [Comments], and then click [Copy].



\* Comment is not mandatory.

3. Copied image is registered to the Image Resource.





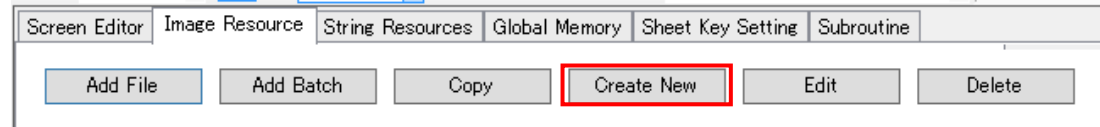
## 7.2.5 Create New Image

Create a new image and register as an Image Resource.

- \* Image editing software must be installed in the computer to use this function.  
Example) Microsoft Paint

### Procedure

1. Click [Create New] in the Image Resource screen.



2. [Create New Image Resource Dialog] is displayed.  
Edit [File Name], [Image ID], [Comment], [Height] and [Width], and then click [Create].

 A dialog box titled 'Create New Image Resource Dialog'. It contains the following fields:
 

- 'File Name:' with the text 'NEW\_IMAGE' entered.
- 'Image ID:' with the text 'IMG00002' entered.
- 'Comment:' with an empty text box.
- 'Height:' with the value '100' entered.
- 'Width:' with the value '100' entered.

 At the bottom right, there are two buttons: 'Create' and 'Cancel'.

3. Starts the image editing software defined in the [System Settings] [Standard Color Setting] field.  
Use the image editing software and create an image.

\* If the specified image editing software cannot be found, the default image editing software will be launched.

4. After creating, save the image and it will be registered to the Image Resource.

## 7.2.6 Edit image

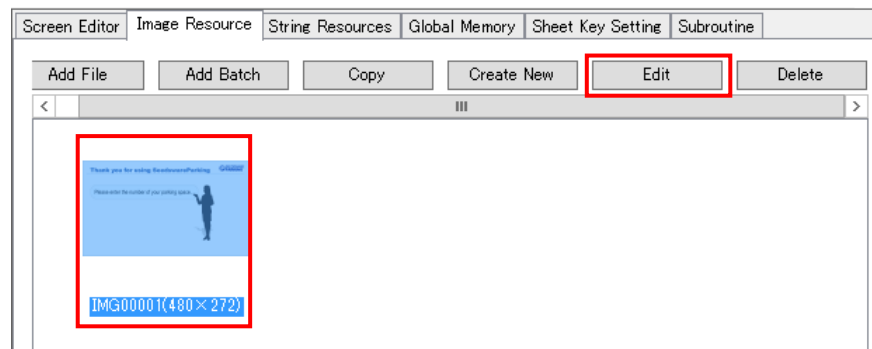
Edit the registered image in the Image Resources.

- \* In order to use this function, the image editing software must be installed on the PC.  
Example) Microsoft Paint

### Procedure

1. Select the image to edit in the Image Resource screen.

After selection, click [Edit].



2. Starts the image editing software defined in the [System Settings] [Standard Color Setting] field.

Use the image editing software and edit the image.

\* If the specified image editing software cannot be found, the default image editing software will be launched.

3. Save the edited image and it will be registered to the Image Resource.

### IMPORTANT

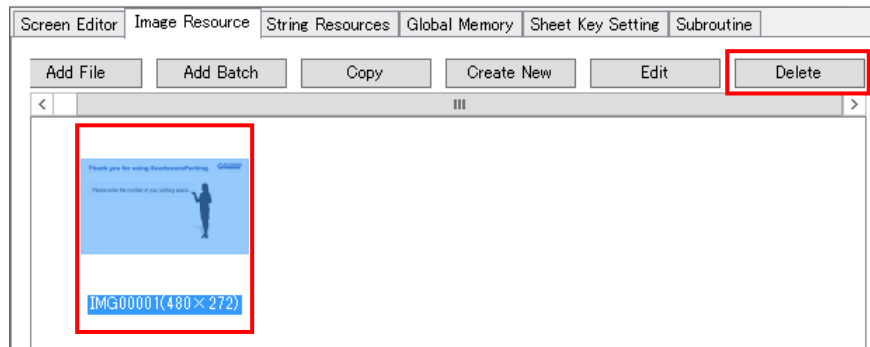
- ◆ Make sure you select [Save]. If you save with a different file name, it may not be recognized.

## 7.2.7 Delete Image

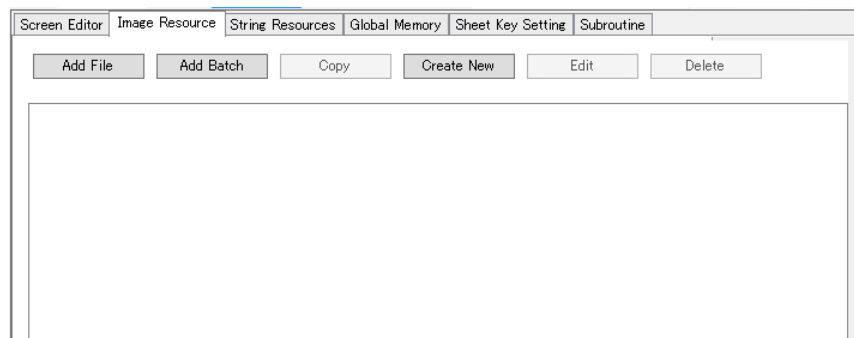
Delete the registered image in the Image Resources.

### Procedure

1. Select the image to delete in the Image Resource screen.  
After selecting, click [Delete].



2. Image is deleted.



### NOTE

- ◆ You can delete multiple images at once by selecting them while holding down the Shift key (or Ctrl key). \* Ver. 2.7 or later

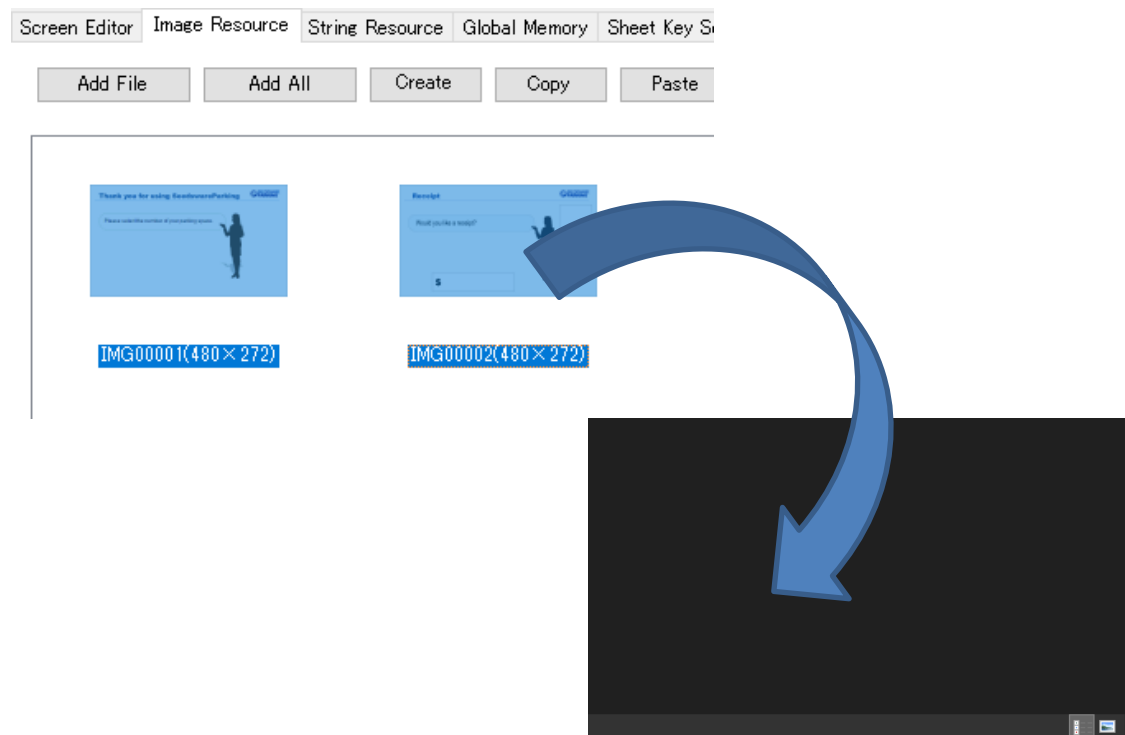
## 7.2.8 Exporting Images

Extracts the image resources registered in the project as a file.

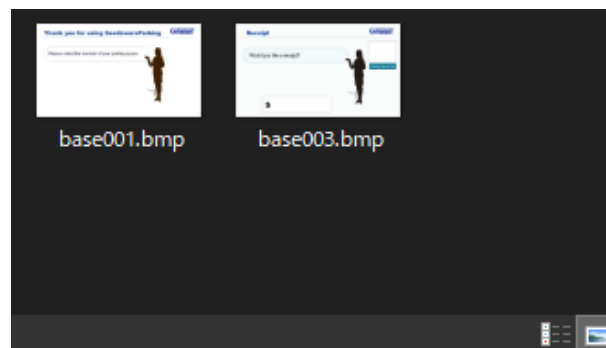
\* Ver. 2.7 or later

### Procedure

1. Drag and drop the image you want to retrieve from the Image Resources screen into the Explorer, or hold down the Shift key (or Ctrl key) to select multiple images.



The image will be exported.



# 8. Set String Resources

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## 8.1 String Resources



In the String Resource screen, it is possible to manage and register as resource the strings used when creating a screen.

You can register multiple strings as one associated string.

Character registered to the string resource can be displayed by linking to labels, etc.

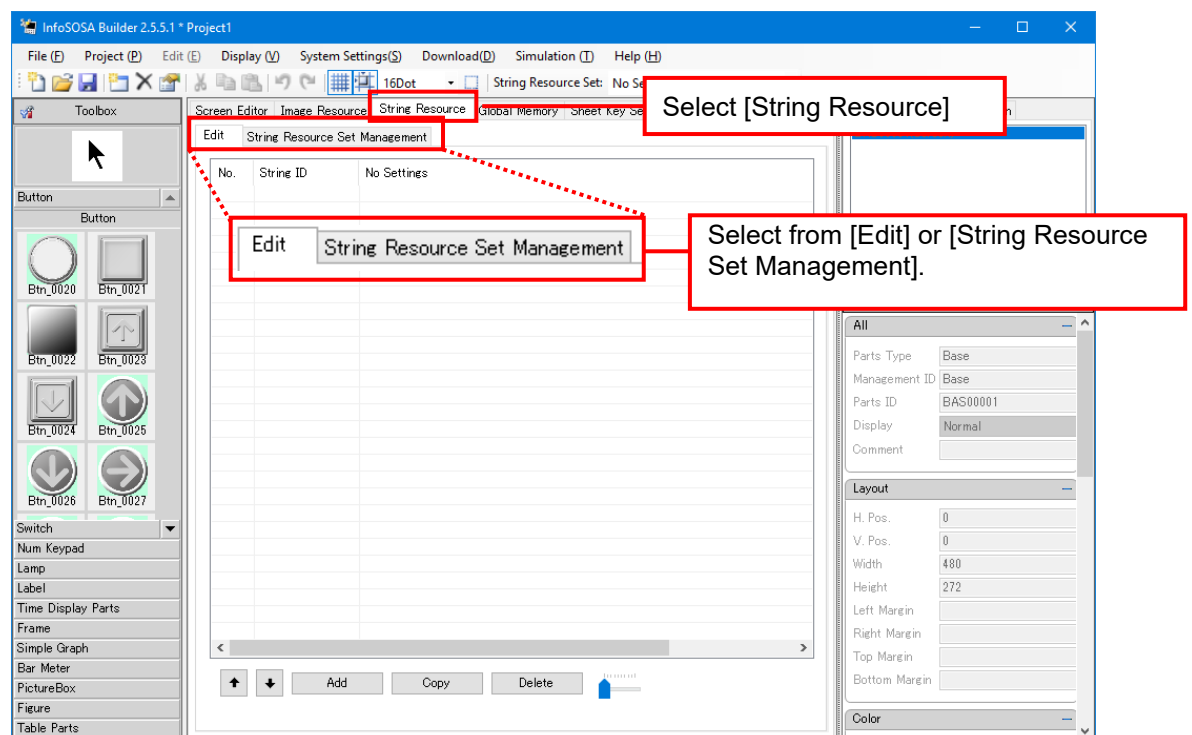
Labels display characters corresponding to the current string mode of the linked string resource set. Changing the current string mode changes the display characters of all Parts linked to the string resource set.

When changing the initial value of the string mode, from the toolbar's [String Resource Set] select the [String Resource Set Name].

When making a change during operation, use action settings or host communication commands to define the [String Resource Set ID] in the environment variable [STRMODE].

### 8.1.1 String Resources Screen

String Resources Screen appears when you select the editor display area's [String Resources]. In the String Resources screen there are [Edit Screen] and [String Resource Set Management].



## 8.1.2 Edit Screen

You can register/edit the String ID on the edit screen.

For one String ID, you can register the same number of strings registered to the string resource set.

Displays the [String Resource Set Name] as registered in [String Resource Set Management] screen.

No.	String ID	Japanese	English
0001	STR00001	おはようございます	Good morning
0002	STR00002	ありがとうございます	Thank you

Register the String ID used when accessing the string.

Register a string. You can register a different string in each String resource set.

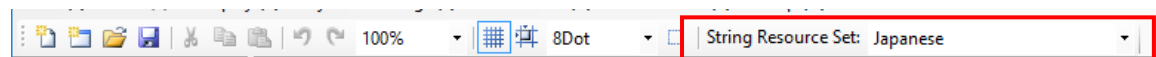
## 8.1.3 String Resource Set Management

Registration and editing of String Resource Set ID and String Resource Set Name is done on the String Resource Set Management.

No.	String Resource Se...	String Resource Set Name
0001	STM00001	Japanese
0002	STM00002	English

The initial value of the string mode is set in the toolbar's [String Resource Set].

- \* [String Resource Set Name] is displayed.
- \* String mode is a common setting for all string resources.



Example) If the two strings resource set registered to the string resource is displayed linked to labels:

Japanese

String Resource Set: Japanese

English

String Resource Set: English

# 8.2 Register and Edit the String Resources

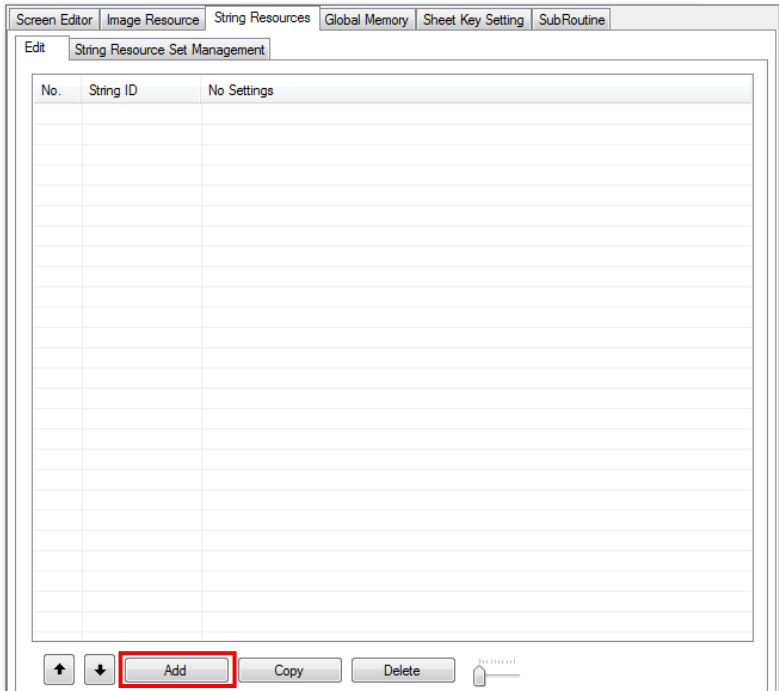


## 8.2.1 Register the String Resources

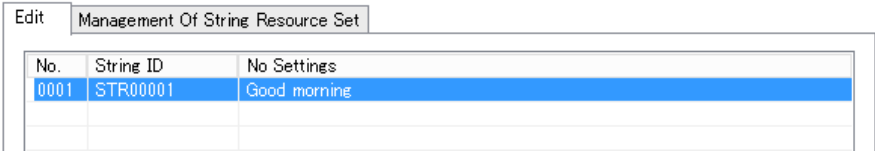
This section explains how to register a new String ID.

### Procedure

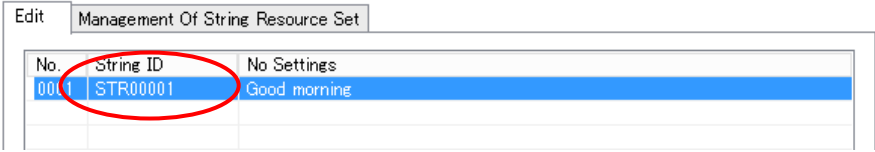
- 1. From the [Edit] tab click [Add].



- 2. A new [String ID] is added.



- 3. You can change the [String ID] directly from the list.



\* Characters you can use for the ID are alphanumeric characters, hyphen (-), and underscore (\_). (However, the first character must be a letter.)

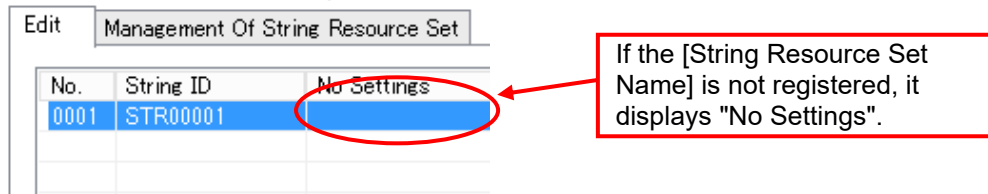


## 8.2.2 Edit String Resources

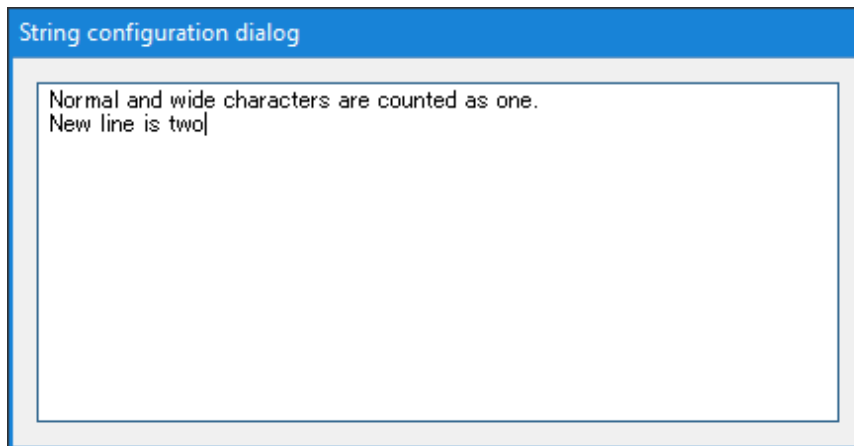
This section explains how to edit a string.

### Procedure

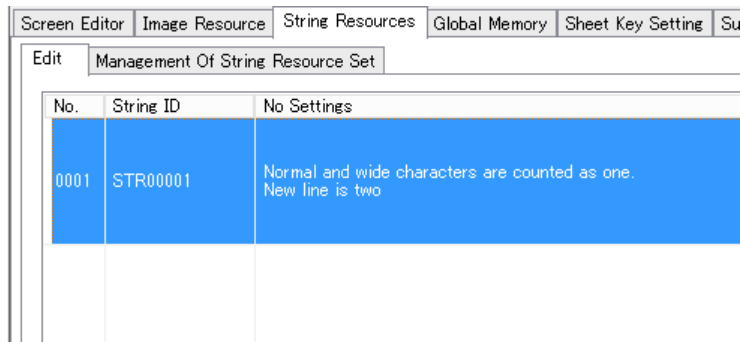
1. The [String configuration dialog] appears when you click a column in the [String Resource Set Name].




2. Please enter the string in the [String configuration dialog].
  - \* Up to 256 characters. (Single and double-byte characters are both counted as one character. Line break is counted as two characters.)



3. It will be set when you click anywhere outside the dialog.



- \* You can adjust the display area of the string with icon  at the bottom of the screen.

## 8.2.3 Copy String Resources

This section explains how to copy a string.

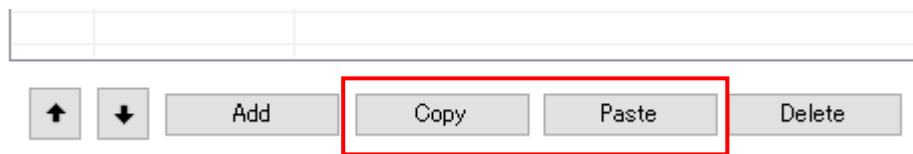
### Procedure

1. From the [Edit] tab, select the string you want to copy.

Edit Management Of String Resource Set

No.	String ID	No Settings
0001	STR00001	Good morning

2. Click [Copy] and [Paste].



3. String is copied. \* String ID is assigned automatically.

Edit Management Of String Resource Set

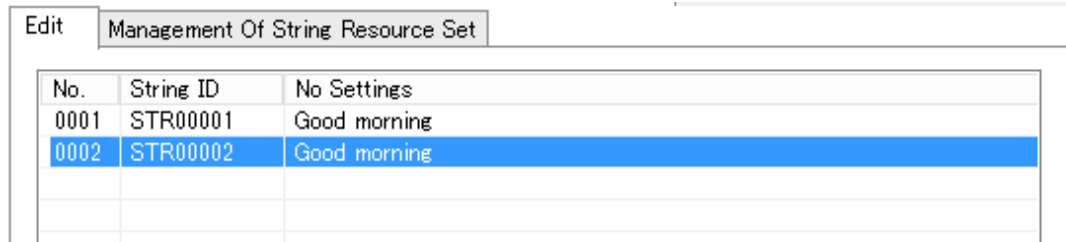
No.	String ID	No Settings
0001	STR00001	Good morning
0002	STR00002	Good morning

## 8.2.4 Delete String Resources

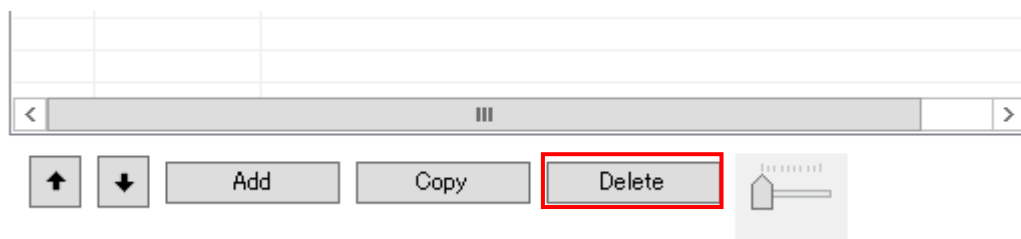
This section describes how to delete a string.

### Procedure

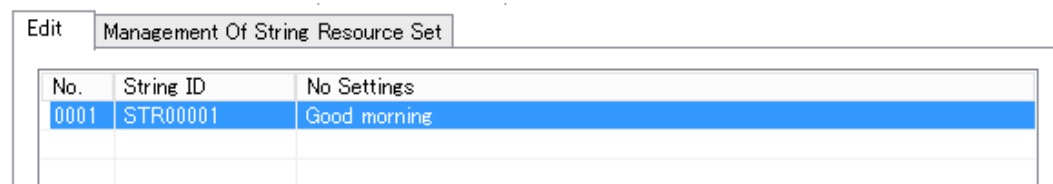
1. From the [Edit] tab, select the string you want to delete.



2. Click [Delete].



3. String is deleted.



### NOTE

- ◆ You can delete multiple strings at once by selecting them while holding down the Shift key (or Ctrl key). \* Ver. 2.7 or later

## 8.2.5 Exporting/Importing String Resources

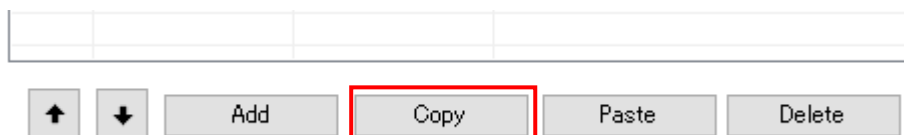
Export/import to/from external editors via clipboard. \*Ver. 2.7 or later

### Export procedure

- From the "Edit" tab, select the text to be exported.  
You can select multiple lines by holding down the Shift key (or Ctrl key) while clicking.

No.	String ID	Japanese	English
0001	STR00001	開始	START
0002	STR00002	停止	STOP

- Click [Copy].



The string resource will be copied to the clipboard as TAB-delimited text data.

- Open an external editor, such as a spreadsheet or text editor, and paste (ctrl+v) from the clipboard.

	A	B	C	D
1	1	STR00001	開始	START
2	2	STR00002	停止	STOP
3				

The clipboard data will be exported to an external editor.

You may not be able to export depending on the specifications of the external editor you are using. For details, please refer to "Import/Export Formats" below.

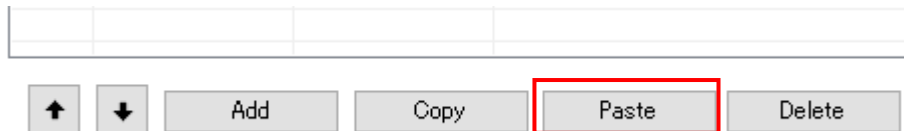
### Import procedure

1. After modifying/adding in an external editor, select a range and copy it to the clipboard (Ctrl+c).



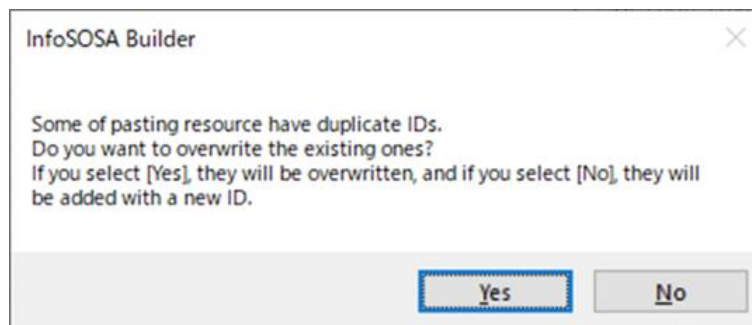
	A	B	C	D
1	1	STR00001	開始	RUN
2	2	STR00002	停止	STOP
3	3	STR00003	設定	SETTING

2. Return to the InfoSOSA Builder and click the [Paste] button on the "Edit" tab.



For more information, see "Import/Export Formats" below. For details, please refer to "Import/Export Formats" below.

3. If you want to overwrite, select [Yes]. Select [No] to add a new ID.



4. The data in the clipboard will be imported.

No.	String ID	Japanese	English
0001	STR00001	開始	RUN
0002	STR00002	停止	STOP
0003	STR00003	設定	SETTING

### Import/Export Formats

The InfoSOSA Builder exports/imports string resources as text data in the following data formats

[Data format]

```

No<TAB>ID<TAB>S1<TAB>S2<TAB>S3...S10<CR><LF>
No<TAB>ID<TAB>S1<TAB>S2<TAB>S3...S10<CR><LF>
No<TAB>ID<TAB>S1<TAB>S2<TAB>S3...S10<CR><LF>
      ■
      ■
      ■
  
```

One line is one string resource. If you are copying multiple string resources, you will get multiple lines.

Item	contents
No	Serial number of the string resource. It will be automatically reconfigured upon import.
ID	String ID (maximum 8 characters) The characters that can be used for ID are single-byte alphanumeric characters and [-]_. (However, the first character must be an alphabetic character.)
S1~S10	String for each string resource set To include a newline in the string, enclose the string in "" (double quotation marks). The line feed code in the string is LF (0x0a). The number of strings must match the number of string resource sets registered in the project you are importing from.
<TAB>	Indicates TAB (0x09)
<CR><LF>	When there are multiple string resources, they are separated by CRLF(0x0d,0x0a).

### IMPORTANT

- ◆ If the external editor you are using does not support this data format, you may not be able to export/import it.

## 8.2.6 Sorted display of String Resources

This function makes it easier to find the desired string resource by sorting it by the specified item.

\*Ver. 2.7 or later

### Procedure

Click the header of the column you want to use as the basis.

Each time you click on the column header, the order changes from descending to ascending to cancel.

No.	String ID	Japanese	English
0001	B1	型式A文字列C	ModelA-StrC
0002	STR00002	型式B文字列C	ModelB-StrC
0003	A1	型式A文字列A	ModelA-StrA
0004	STR00004	型式B文字列A	ModelB-StrA
0005	STR00005	型式A文字列B	ModelA-StrB
0006	A2	型式B文字列B	ModelB-StrB

ID sort

No.	<↑>String ID	Japanese	English
0003	A1	型式A文字列A	ModelA-StrA
0006	A2	型式B文字列B	ModelB-StrB
0001	B1	型式A文字列C	ModelA-StrC
0002	STR00002	型式B文字列C	ModelB-StrC
0004	STR00004	型式B文字列A	ModelB-StrA
0005	STR00005	型式A文字列B	ModelA-StrB

String sort

No.	String ID	Japanese	<↑>English
0003	A1	型式A文字列A	ModelA-StrA
0005	STR00005	型式A文字列B	ModelA-StrB
0001	B1	型式A文字列C	ModelA-StrC
0004	STR00004	型式B文字列A	ModelB-StrA
0006	A2	型式B文字列B	ModelB-StrB
0002	STR00002	型式B文字列C	ModelB-StrC

### NOTE

- ◆ The sorted display is temporary. When the project is opened, it will be in a canceled state.

## 8.3 Register and Edit of String Resource Set

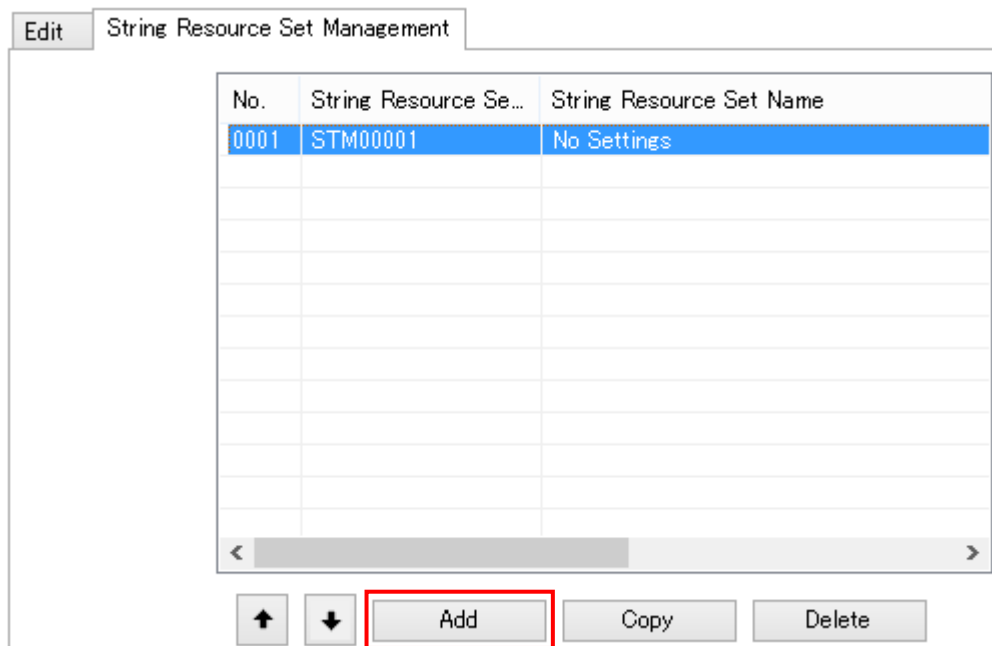


### 8.3.1 Register of String Resource Set

This section explains how to register a String Resource Set.

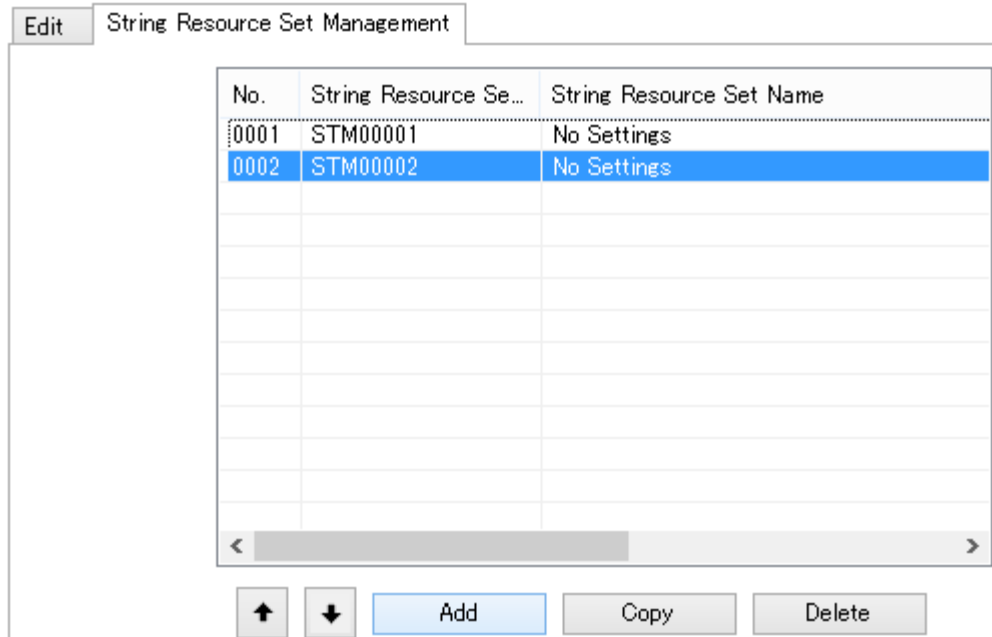
#### Procedure

1. From the [String Resource Set Management] tab, click [Add].

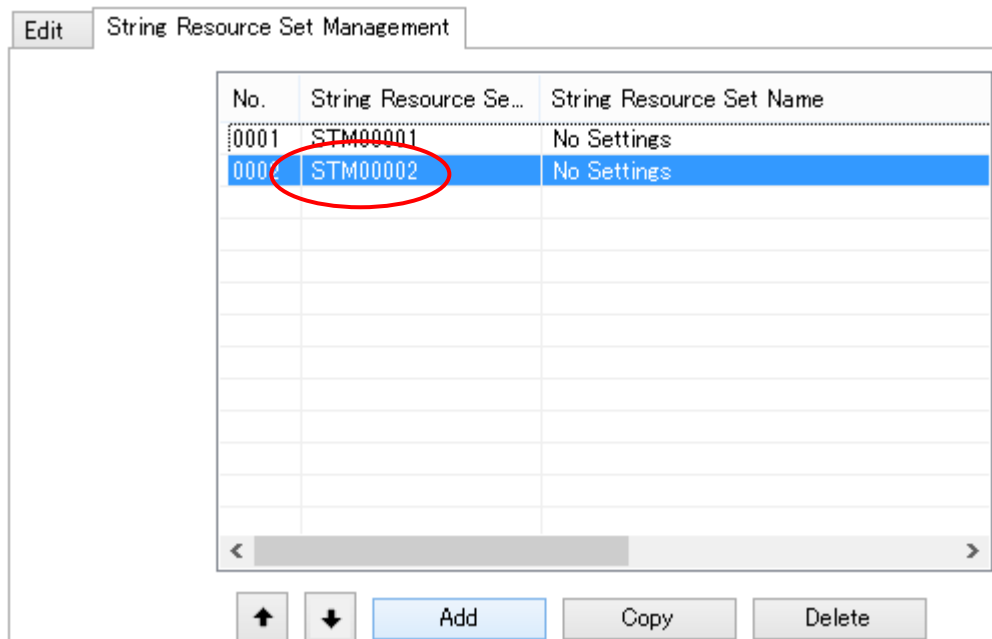




2. A new [String Resource Set] is added.



3. You can change the [String Resource Set ID] directly from the list.



- \* Characters that can be used for ID are alphanumeric characters, hyphen (-), underscore (\_), and special ID that begin with the @ symbol (Define Font String Resource Set ID).
- \* First character must be a letter. (Except for Define Font String Resource Set ID)

### NOTE

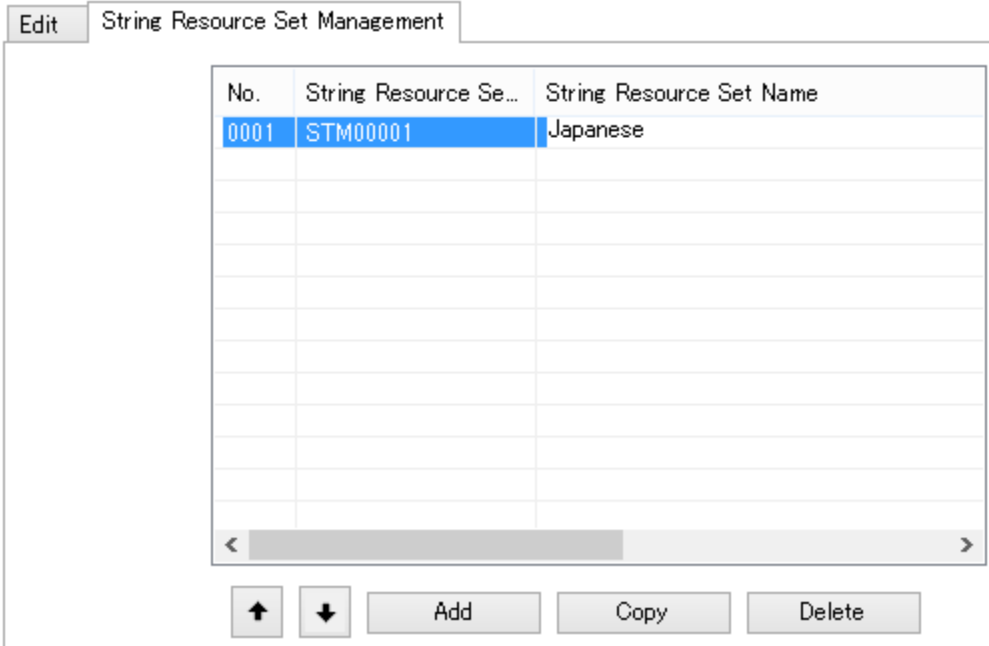
- ◆ You can prioritize and display the defined font by specifying the String Resource Set ID in [Define Font String Resource Set ID]. For more information, please refer to [13.4 System Font Settings](#).

## 8.3.2 Edit String Resource Set Name

This section explains how to edit a String Resource Set Name.

### Procedure

1. In the [String Resource Set Management] tab, edit by directly entering the [String Resource Set Name] in the [String Resource Set].



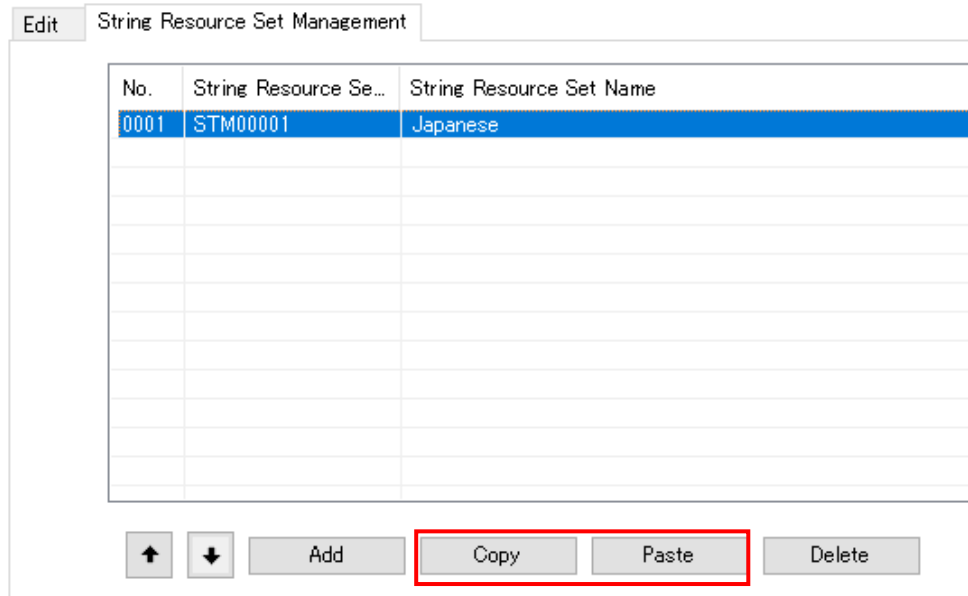
String Resource Set Name will be displayed in the "String Resource Set" in the toolbar.

### 8.3.3 Copy String Resource Set

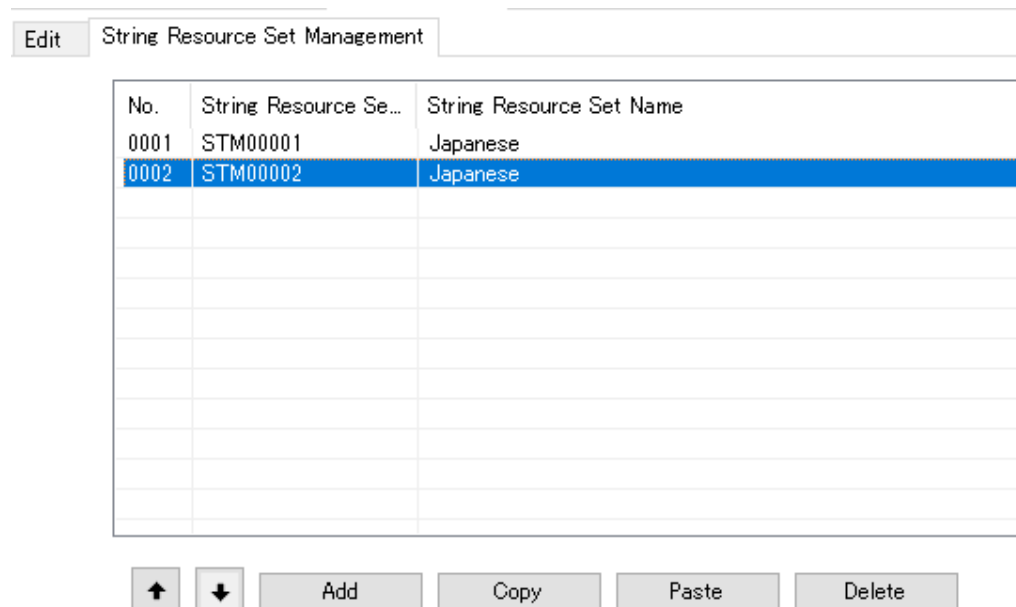
This section explains how to copy a String Resource Set.

#### Procedure

1. From the [String Resource Set Management] tab, select the [String Resource Set] that you want to copy, and click [Copy] and [Paste].



2. String resource set will be copied.



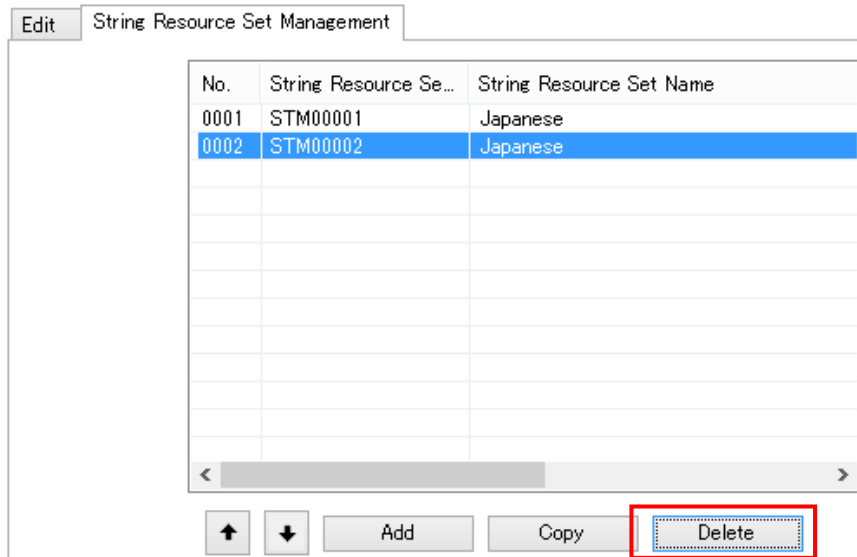
### 8.3.4 Delete a String Resource Set

This section describes how to delete a String Resource Set.

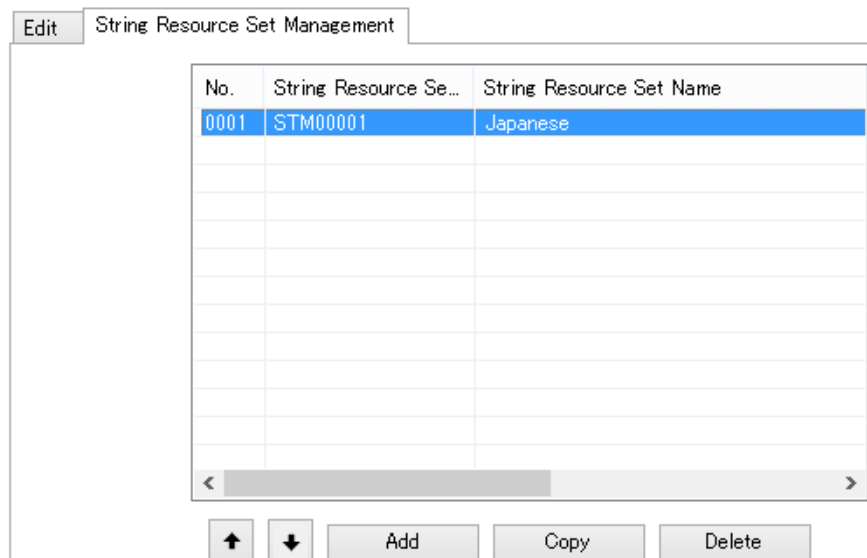
\* At least one String Resource Set ID is required.

#### Procedure

1. From the [String Resource Set Management], select the string resource set you want to delete and click [Delete].



2. String resource set ID will be deleted.



#### NOTE

◆ You can delete multiple String Resource Set at once by selecting them while holding down the Shift key (or Ctrl key). \* Ver. 2.7 or later

# 9. Sound Resource Settings

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## 9.1 Sound Resources

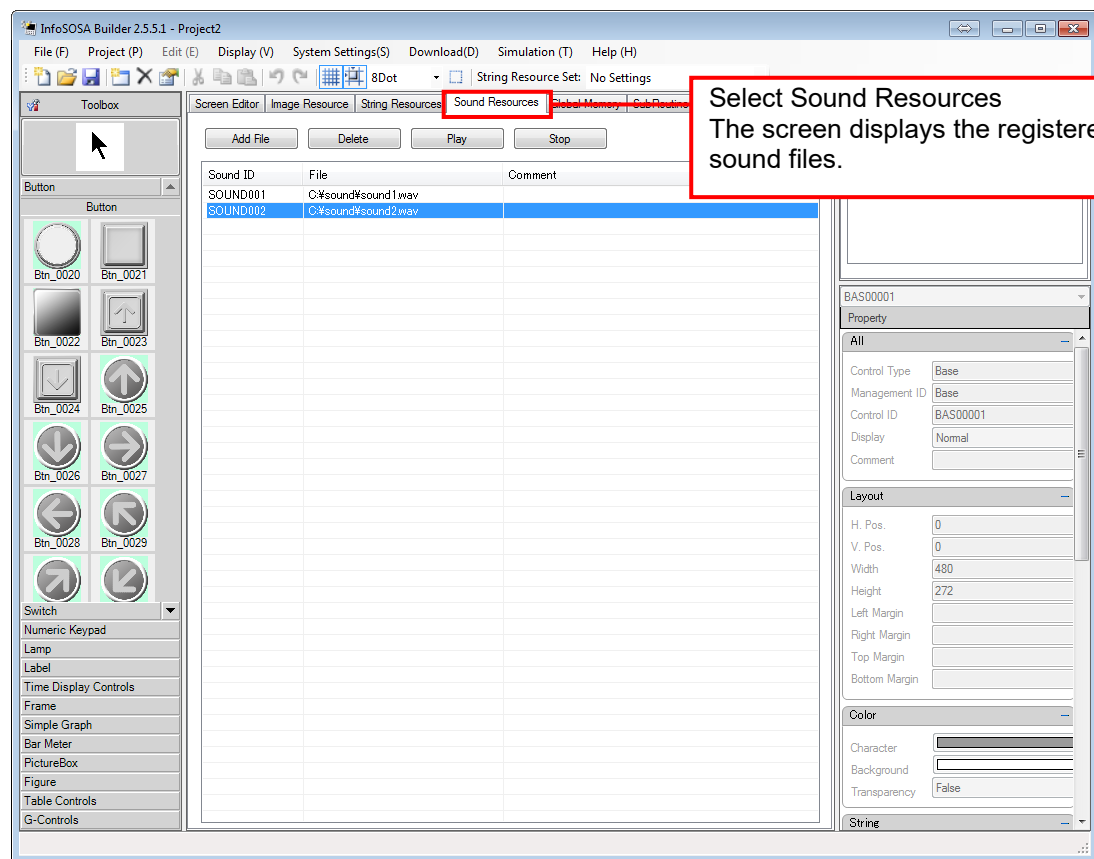


To use a sound in InfoSOSA, the sound file must be registered to the Sound Resources. You can register linear pulse code modulation (LPCM) WAV files into Sound Resources. The maximum file size you can register in the Sound Resources is 16MB per file. You can use sound files registered in the Sound Resources with actions or host communication.

### 9.1.1 Sound Resources Screen

The Sound Resources screen is displayed when you select the [Sound Resources] tab in the drawing area.

In the Sound Resources screen you can register and delete sound files.



## 9.2 Register and Edit Sounds

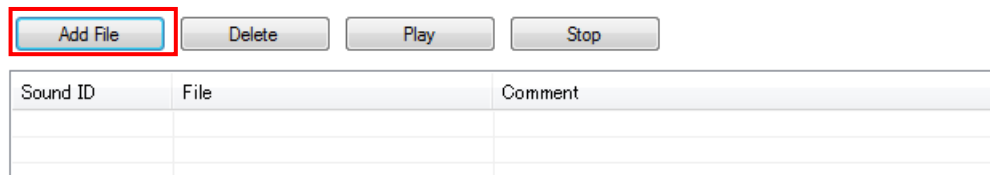


### 9.2.1 Register Sound Resources

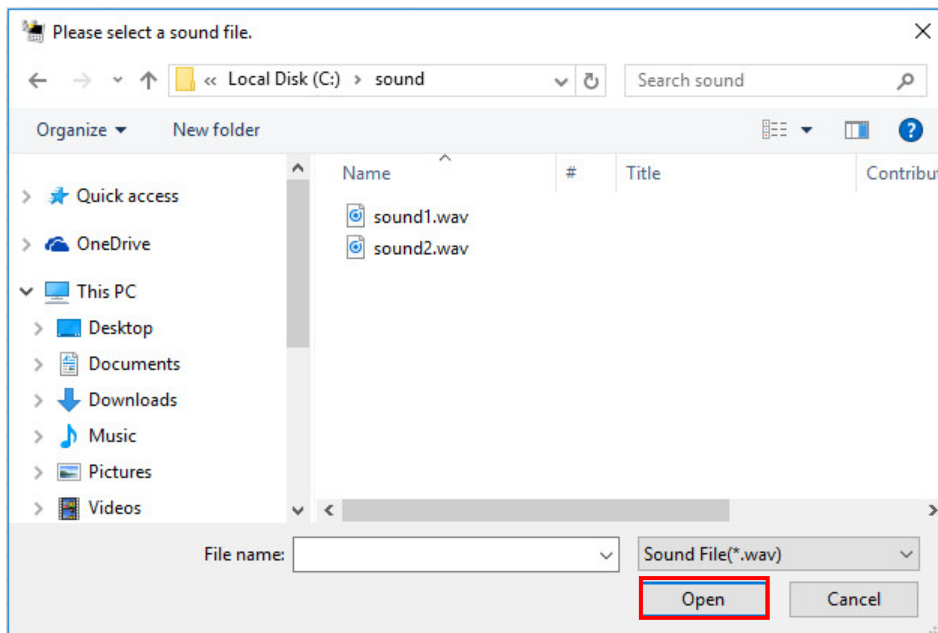
This section explains how to register a Sound Resource.

#### Procedure

1. Click [Add File].



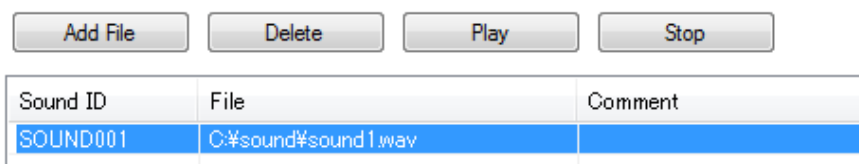
2. Select the file to register and click [Open].



#### IMPORTANT

◆ If the sound you want to register is "read-only", remove the read-only flag before registration.

3. The file is registered to Sound Resources.

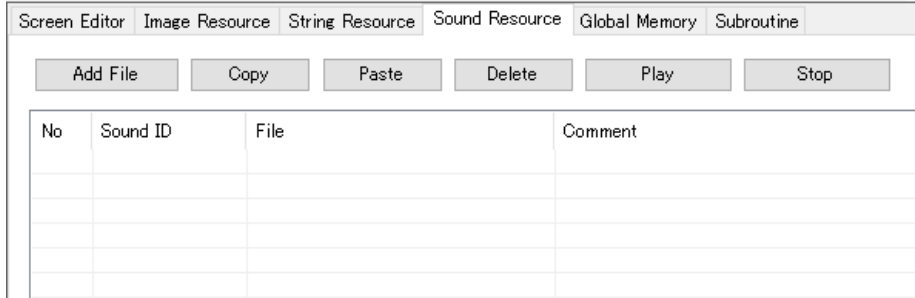


## 9.2.2 Registering Sound Resources (Drag & Drop)

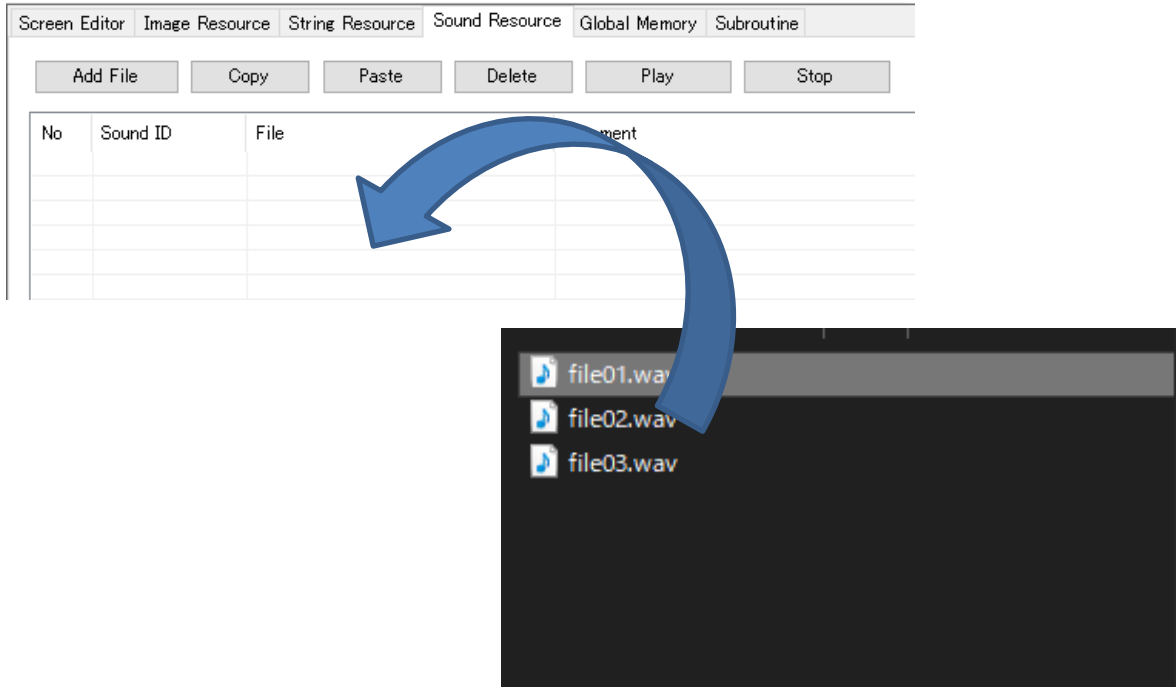
Drag and drop sound files to register them. \*Ver. 2.7 or later

### Procedure

1. Displays the Sound Resources screen.



2. Drag and drop the sound file to be registered from Explorer. (Multiple)



### IMPORTANT

- ◆ If the file you want to register is "read-only", remove the read-only flag before registration.



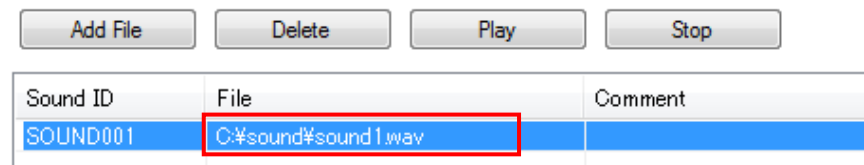
## 9.2.3 Update Sound Resources

This section explains how to update registered Sound Resources.

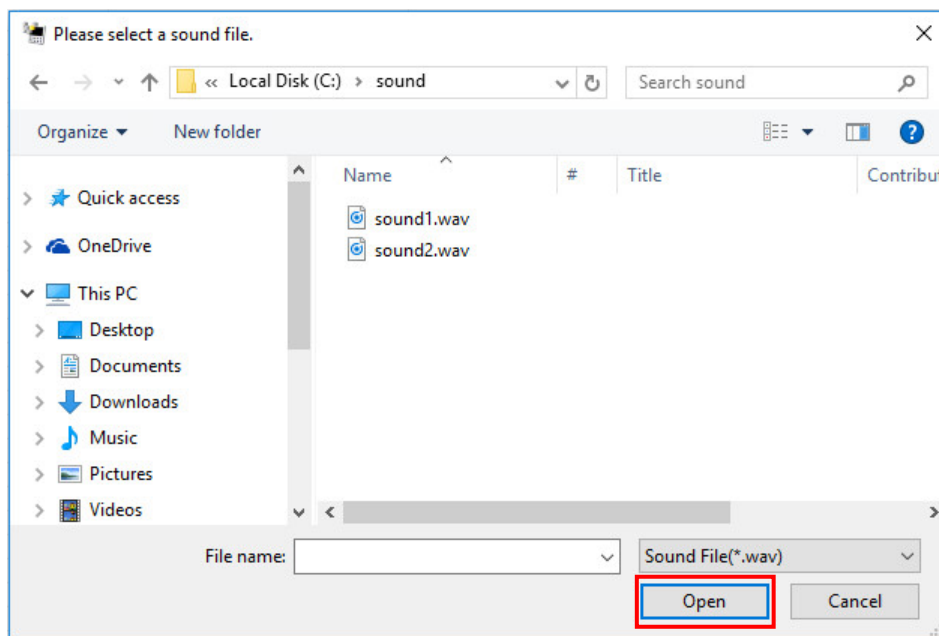
As registered Sound Resources are imported into in the project file, even if you update the original file, the sound in the project is not updated. To update, follow the steps below.

### Procedure

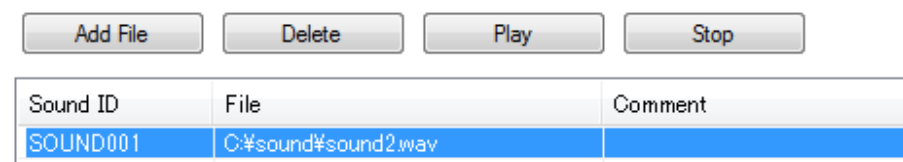
1. Double-click [File path].



2. Select the file to register and click [Open].



3. The Sound Resource replaces the selected file.

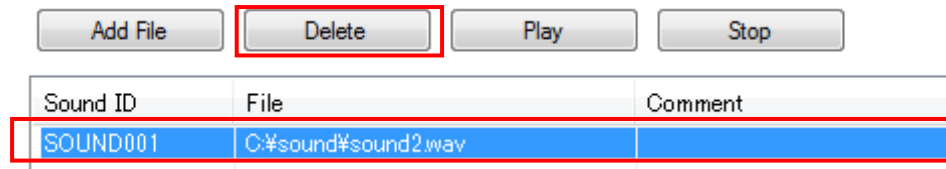


## 9.2.4 Delete Sound Resources

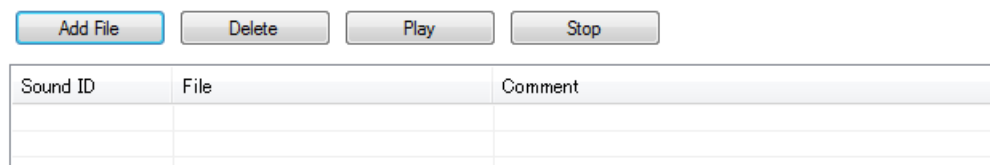
This section explains how to delete registered Sound Resources.

### Procedure

1. Select the sound to delete in the Sound Resources screen.  
After selecting, click [Delete].



2. The Sound Resource is deleted.



### NOTE

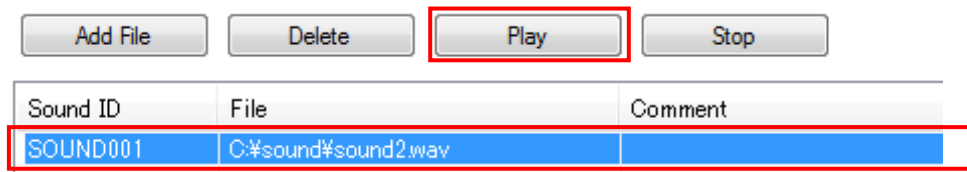
- ◆ You can delete multiple Sound Resources at once by selecting them while holding down the Shift key (or Ctrl key). \* Ver. 2.7 or later

## 9.2.5 Test playback of Sound Resources

This section explains how to play registered Sound Resources.

### Procedure

1. Select the sound to play in the Sound Resources screen.  
After making your selection, click [Play].



The registered sound file plays back once.  
To stop playback of the file partway through, click [Stop].

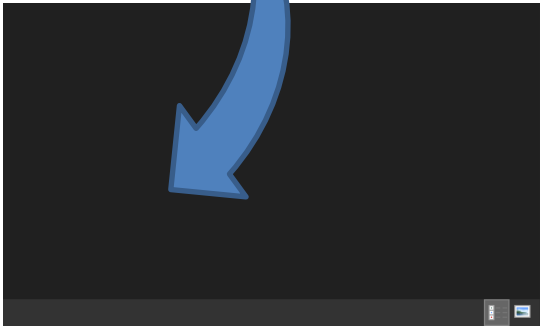
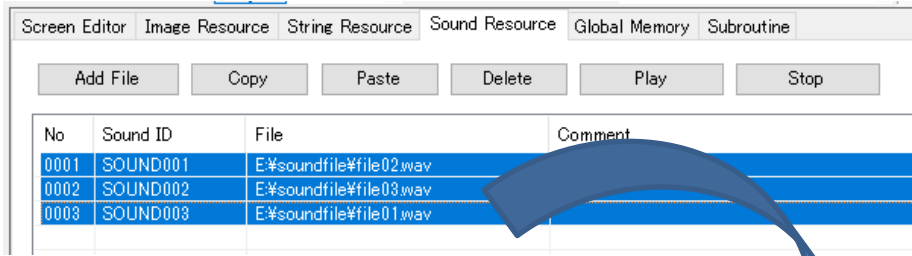
## 9.2.6 Exporting Sound Resources

Extracts the sound resources registered in the project as a file.

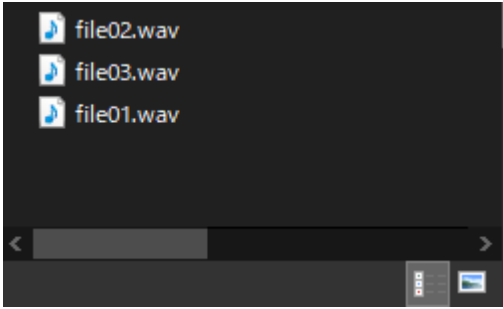
\* Ver. 2.7 or later

### Procedure

1. Drag and drop the sound you want to retrieve from the Sound Resources screen into the Explorer, or hold down the Shift key (or Ctrl key) to select multiple sound.



The sound will be exported.



## 9.2.7 Sorted display of Sound Resources

This function makes it easier to find the desired sound resource by sorting it by the specified item.  
\*Ver. 2.7 or later

### Procedure

Click the header of the column you want to use as the basis.

Each time you click on the column header, the order changes from descending to ascending to cancel.

No	Sound ID	File	Comment
0001	SOUND001	E:\soundfile\file01.wav	Group B
0002	A001	E:\soundfile\file02.wav	Group C
0003	SOUND003	E:\soundfile\sample.wav	Group B
0004	SOUND004	E:\soundfile\file03.wav	Group A

ID sort

No	<↑>Sound ID	File	Comment
0002	A001	E:\soundfile\file02.wav	Group C
0001	SOUND001	E:\soundfile\file01.wav	Group B
0003	SOUND003	E:\soundfile\sample.wav	Group B
0004	SOUND004	E:\soundfile\file03.wav	Group A

File sort

No	Sound ID	<↑>File	Comment
0001	SOUND001	E:\soundfile\file01.wav	Group B
0002	A001	E:\soundfile\file02.wav	Group C
0004	SOUND004	E:\soundfile\file03.wav	Group A
0003	SOUND003	E:\soundfile\sample.wav	Group B

Comment sort

No	Sound ID	File	<↑>Comment
0004	SOUND004	E:\soundfile\file03.wav	Group A
0001	SOUND001	E:\soundfile\file01.wav	Group B
0003	SOUND003	E:\soundfile\sample.wav	Group B
0002	A001	E:\soundfile\file02.wav	Group C

### NOTE

- ◆ The sorted display is temporary. When the project is opened, it will be in a canceled state.

# 10. Memory Set up

## Chapter Contents

---

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10.3	Group Setting of Global Memory .....	175

---

## 10.1 Memory



The memory is an internal variable used in the InfoSOSA.

There are two kinds of memory. One is screen memory and the other is global memory.

"Screen Memory" is a memory that is set on the screen and cannot be accessed from another screen like the Parts that were placed on the screen.

"Global Memory" is a memory accessible from all screens.

Memory type is used depending on the intended use.

Also, there is the environment variable as InfoSOSA specific variables.

\* For more information about each item, please refer to the "Reference Manual".

### 10.1.1 Types of Memory

There are integer types (boolean, byte, word, double word), string type, timer type, and array queue type (Screen Memory only) for the Screen Memory and Global Memory.

Integer type is a signed integer except for Boolean.

Memory type	Contents
Boolean	Two values, true (True, 1) or false (False, 0).
Byte	1 byte signed integer. (-128 To 127)
Word	2-byte signed integer. (-32,768 To 32,767)
Double word	4-byte signed integer. (-2,147,483,648 To 2,147,483,647)
String	Uses string
Timer	Generates events at specified time
Array queue	Simple Graph only

### 10.1.2 Memory Screen Item

The list below will be displayed in the Screen Memory area and the edit screen of Global Memory.

No.	Memory ID	Type	Size	Initial Value	Comment	Digest

No	Item	Contents
①	Memory ID	Register ID to use when linking to Parts.
②	Type	Select type to use.
③	Size	In [String Type], set the character length.
④	Initial value	Register value to set as initial value.
⑤	Comment	If set up, displays behind the memory ID when setting up Link or Action Settings. Useful when using only memory ID is confusing.
⑥	Digest	Displays setting contents of memory.

## 10.1.3 Screen Memory

Screen Memory is a memory that shares the variable (parameter) of Parts state of the same screen or holds the value temporarily. It can be changed only from the screen it was registered in and not from the other screens.

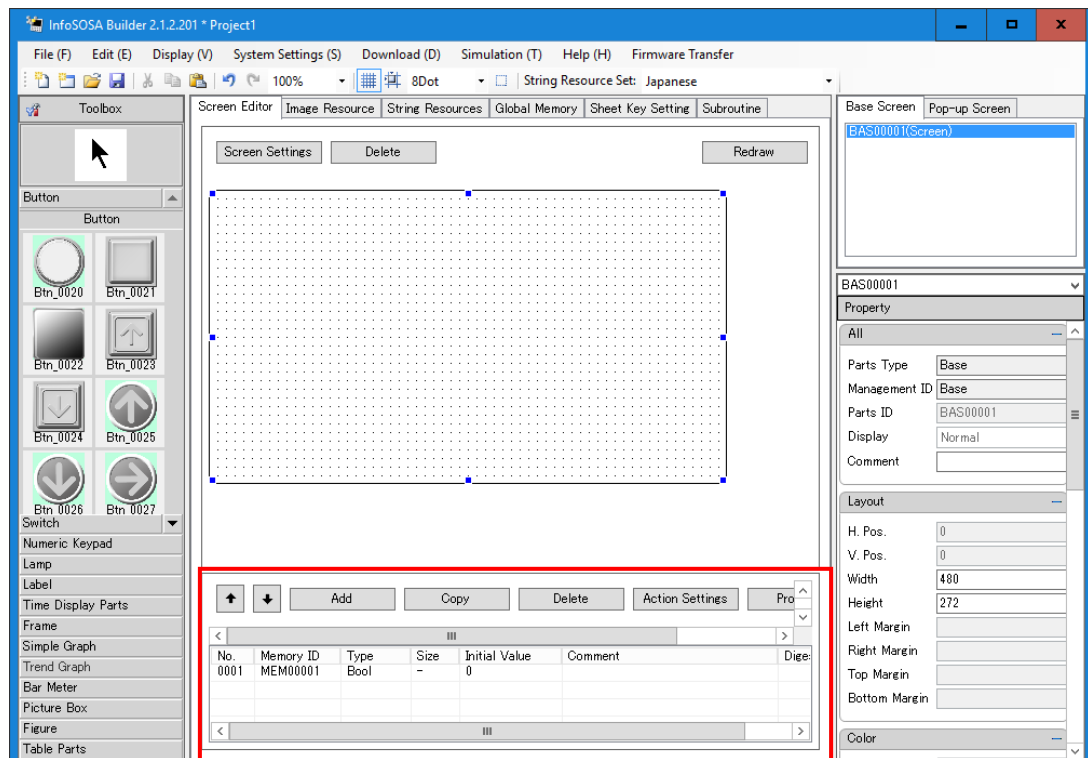
In addition, when the screen is displayed, it loads the initial value every time.

### Screen Memory Area

Screen Memory Area is located at the bottom of the screen editor.

It is prepared for each base screen.

Registration and editing of Screen Memory can be done in the Screen Memory Area.



## 10.1.4 Global Memory

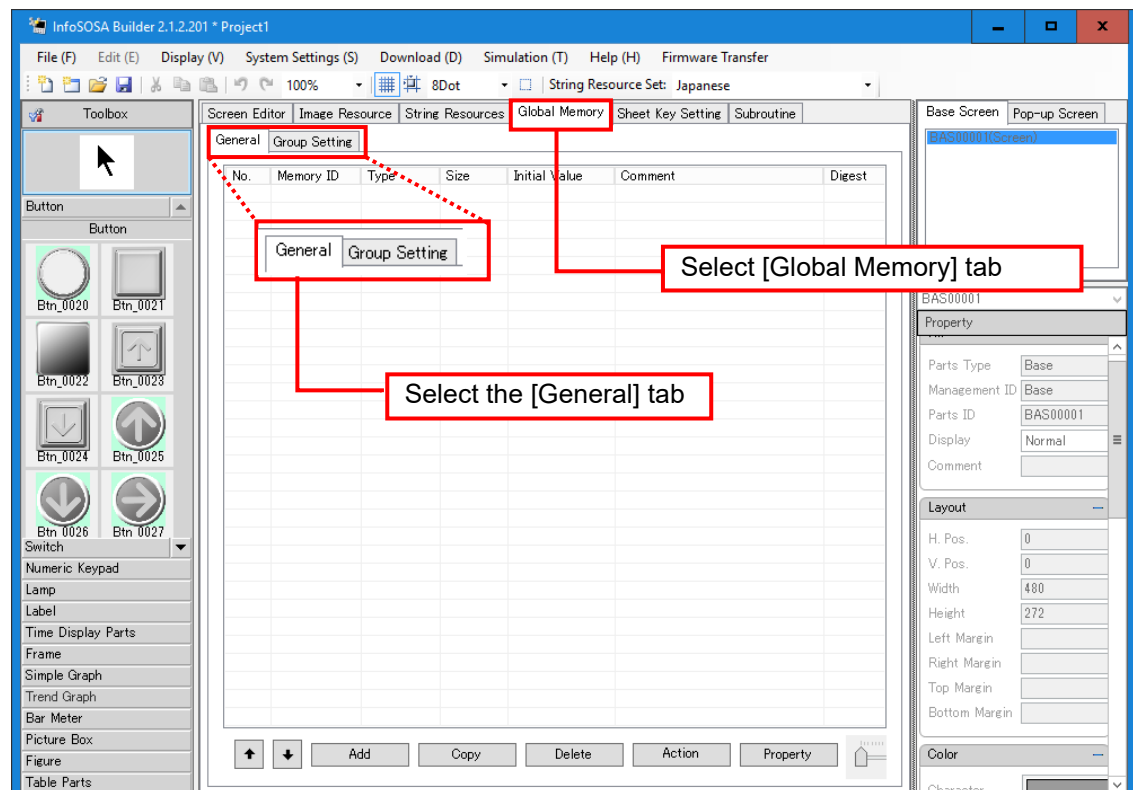
Global Memory is a memory that can be used from all screens.  
You can manage Multiple Global Memory as one group.

### Global Memory Screen

Global Memory is displayed when you select the [Global Memory] tab in the drawing area.  
The Global Memory Screen has [Edit] and [Group Setting] tabs.

#### Edit screen

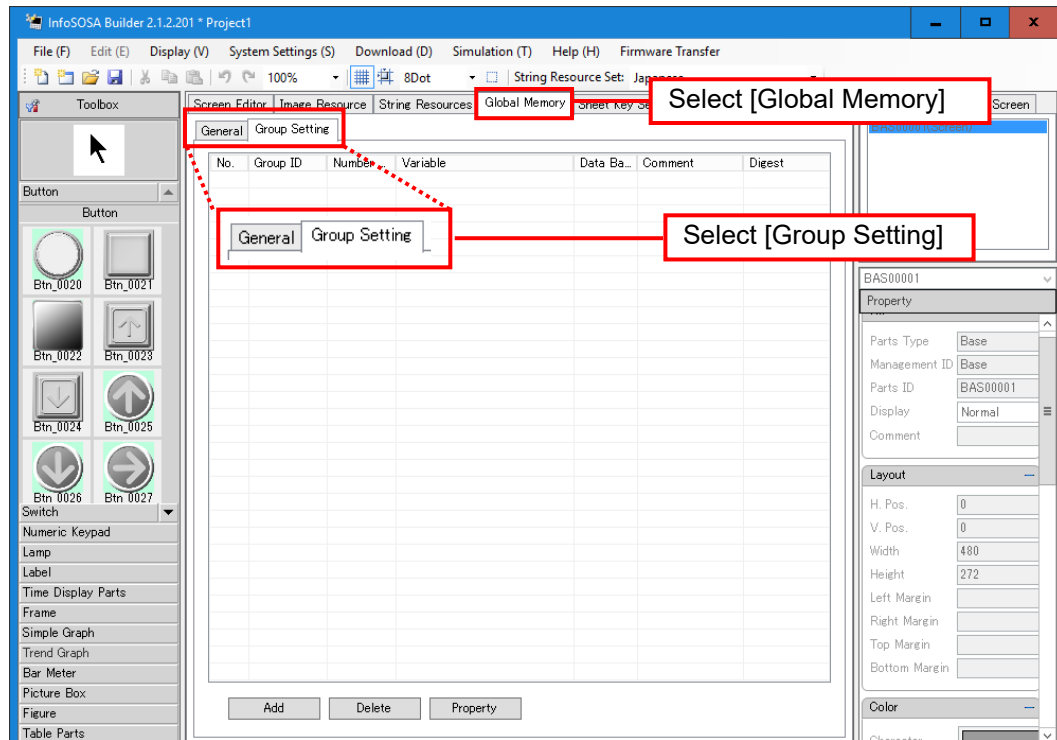
Registration and editing of Global Memory can be done on the edit screen.





## Group Setting Screen

Group Setting of Global Memory can be done in the Group Setting Screen.



## 10.2 Basic Setting of Memory



Each of the memory registration and editing can be done by the buttons shown below that are provided on the Screen Memory Area and/or edit screen of Global Memory.



### 10.2.1 Register Memory

Newly register the memory.

#### Procedure

1. Click [Add].



2. The new memory will be displayed.

No.	Memory ID	Type	Size	Initial Value	Comment	Digest
0001	GME00001	Bool	-	0		

## 10.2.2 Copy Memory

Copy the memory.

### Procedure

1. Select the memory that has been registered.

No.	Memory ID	Type	Size	Initial Value	Comment	Digest
0001	GME00001	Bool	-	0		

2. Click [Copy] and [Paste].



3. Copied memory will be added.

No.	Memory ID	Type	Size	Initial Value	Comment	Digest
0001	GME00001	Bool	-	0		
0002	GME00002	Bool	-	0		

### NOTE

- ◆ You can copy multiple memories at once by holding down the Shift key (or Ctrl key) while selecting them. \* Ver. 2.7 or later
- ◆ “Screen Memory” and “Global Memory” can be copied to each other. \* Ver. 2.7 or later

## 10.2.3 Delete Memory

Delete the memory.

### Procedure

1. Select the memory that has been registered.

No.	Memory ID	Type	Size	Initial Value	Comment	Digest
0001	GME00001	Bool	-	0		
0002	GME00002	Bool	-	0		

2. Click [Delete].



3. The selected memory will be deleted.

No.	Memory ID	Type	Size	Initial Value	Comment	Digest
0001	GME00001	Bool	-	0		

### NOTE

- ◆ You can delete multiple memories at once by selecting them while holding down the Shift key (or Ctrl key). \* Ver. 2.7 or later

## 10.2.4 Action Setting of Memory

Set the action settings for memory. The memory types that can be set for actions are "Numeric" and "Timer". If you want to set an action for a numeric type, you need to set the "OnChangeValueEvent" of the memory to "Available".

### Procedure

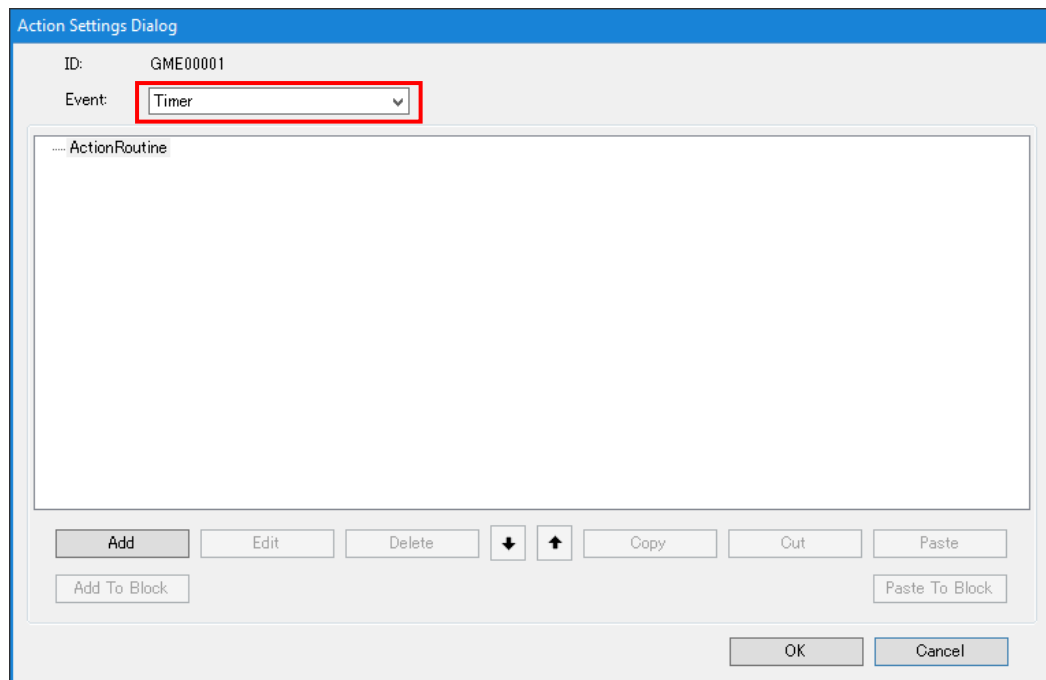
1. Select the memory that has been registered.

No.	Memory ID	Type	Size	Initial Value	Comment	Digest
0001	GME00001	Timer	-	0.1		0,Stop

2. Click [Action].



3. [Action Settings Dialog] is displayed.  
Set the action in the same way as the Parts.



## 10.2.5 Edit Memory (Direct Input)

Edit directly from each item in the list of registered memory.

The items that can be directly edited are [Memory ID], [Size], [Initial Value] and [Comment].

[Size] can be edited only for the String Type memory.

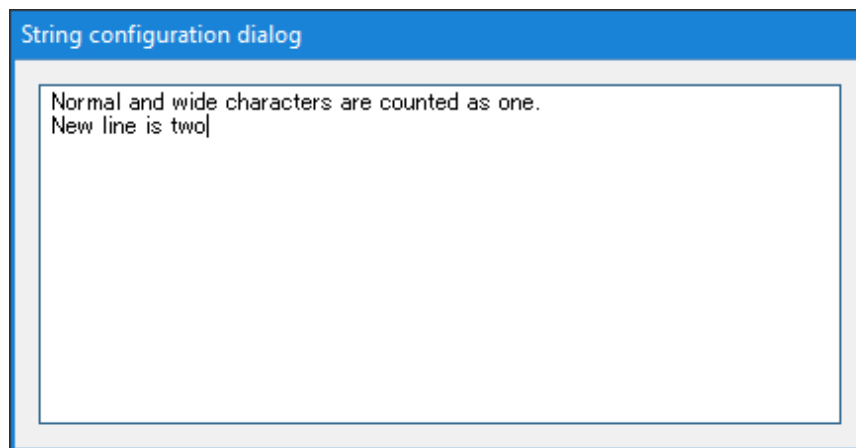
### Procedure

1. Edit each item directly.

No.	Memory ID	Type	Size	Initial Value	Comment	Digest
0001	GME00001	Timer	-	1		0,Stop

For String Type memory, [String configuration dialog] is displayed.

- \* You can enter up to the [Size] value. (Single and double-byte characters are both counted as one character. Line break is counted as two characters.)



- \* The size of the display area can be adjusted by the icon at the bottom of the screen.

## 10.2.6 Edit Memory (Property Screen Display)

Edit the registered memory in the [Advanced Properties Dialog].

Items that are not listed and/or cannot be edited directly can also be edited.

### Procedure

1. Select the memory that has been registered.

No.	Memory ID	Type	Size	Initial Value	Comment	Digest
0001	GME00001	Bool	-	0		

2. Click [Property].



3. [Advanced Properties Dialog] is displayed.  
Select and edit each item.  
Items that can be set vary by memory type.

**Advanced Properties Dialog**

Memory ID:       Type:  ▼

Initial Value:       Underflow:  ▼

Min. Value:       Overflow:  ▼

Max. Value:

Comment:

String Type

String Length:

Array Queue Type

CH:  ▼      Size:

Timer Type

TimeUp Value:  ▲▼      Loop Count:

Timer Status:  ▼      (Loop No.0 = Infinite Loop)

- \* If memory type is changed between byte, word and double word, the setting for the maximum and minimum values before the change are stored.

## 10.2.7 Sorted display of Memory

This function makes it easier to find the desired Memory by sorting it by the specified item.

\*Ver. 2.7 or later

### Procedure

Click the header of the column you want to use as the basis.

Each time you click on the column header, the order changes from descending to ascending to cancel.

No.	Memory ID	Type	Size	Initial Value	Comment
0001	GME00001	Bool	-	0	Function A
0002	GME00002	Timer	-	0.1	Function B
0003	A001	Double Word	-	50	Function B
0004	GME00004	Double Word	-	0	Function A
0005	B005	Byte	-	10	Function B
0006	GME00006	Timer	-	0.1	Function B
0007	A002	Byte	-	20	Function C
0008	GME00008	Byte	-	0	Function A




Click here

ID sort

No.	<↑>Memor...	Type	Size	Initial Value	Comment
0003	A001	Double Word	-	50	Function B
0007	A002	Byte	-	20	Function C
0005	B005	Byte	-	10	Function B
0001	GME00001	Bool	-	0	Function A
0002	GME00002	Timer	-	0.1	Function B
0004	GME00004	Double Word	-	0	Function A
0006	GME00006	Timer	-	0.1	Function B
0008	GME00008	Byte	-	0	Function A




Type sort



No.	Memory ID	<↑>Type	Size	Initial Value	Comment
0001	GME00001	Bool	-	0	Function A
0007	A002	Byte	-	20	Function C
0005	B005	Byte	-	10	Function B
0008	GME00008	Byte	-	0	Function A
0003	A001	Double Word	-	50	Function B
0004	GME00004	Double Word	-	0	Function A
0002	GME00002	Timer	-	0.1	Function B
0006	GME00006	Timer	-	0.1	Function B

Comment sort



No.	Memory ID	Type	Size	Initial Value	<↑>Comment
0001	GME00001	Bool	-	0	Function A
0008	GME00008	Byte	-	0	Function A
0004	GME00004	Double Word	-	0	Function A
0005	B005	Byte	-	10	Function B
0003	A001	Double Word	-	50	Function B
0002	GME00002	Timer	-	0.1	Function B
0006	GME00006	Timer	-	0.1	Function B
0007	A002	Byte	-	20	Function C

## NOTE

- ◆ The sorted display is temporary. When the project is opened, it will be in a canceled state.

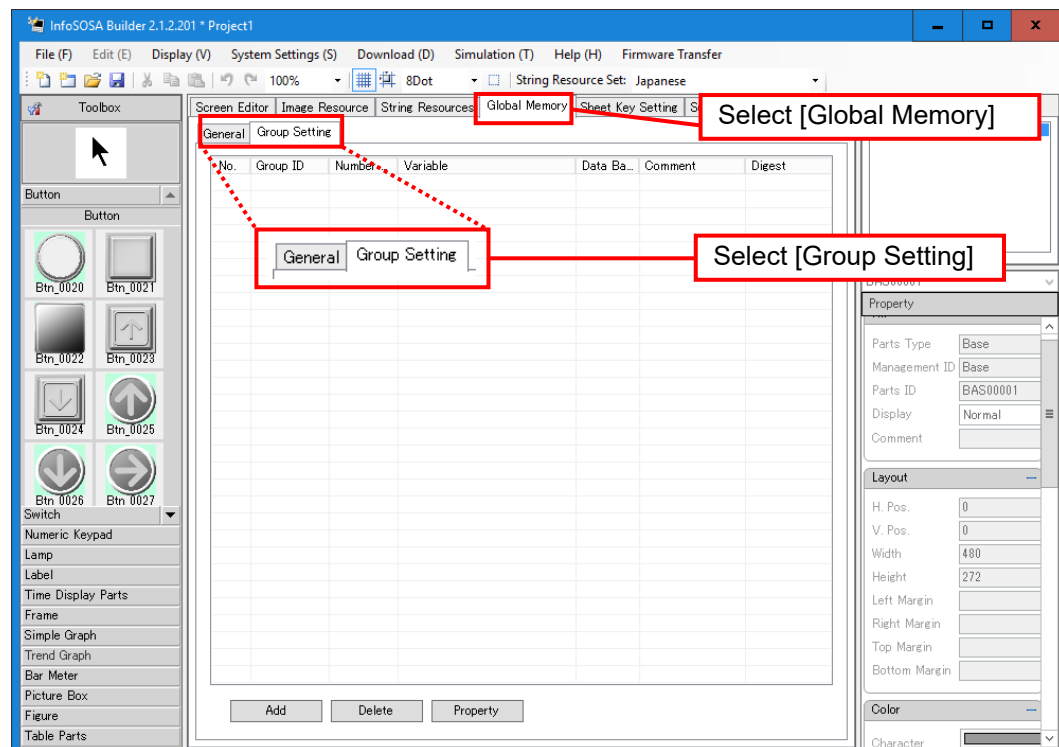
## 10.3 Group Setting of Global Memory



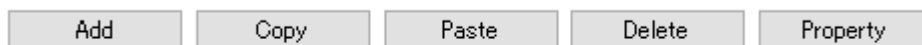
Multiple Global Memories can be managed as one group.

If you set the Group Memory, you will be able to read and write the values of several Global Memories with a single command.

Group Setting of Global Memory is done on the Group Setting Screen of Global Memory.



Use the following buttons which have been prepared on the group setting screen



## 10.3.1 Register of Group Memory

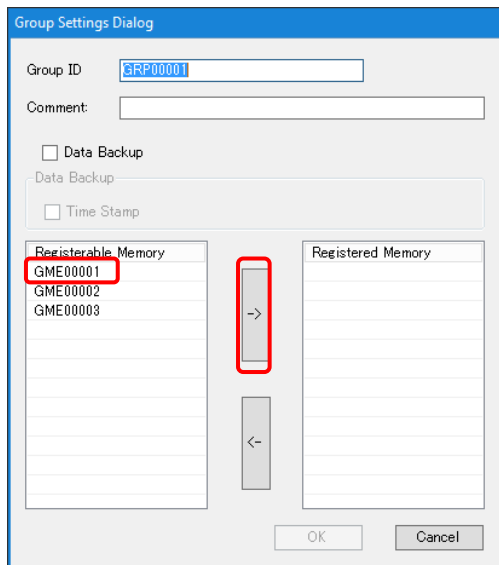
Add a new Group Memory.

### Procedure

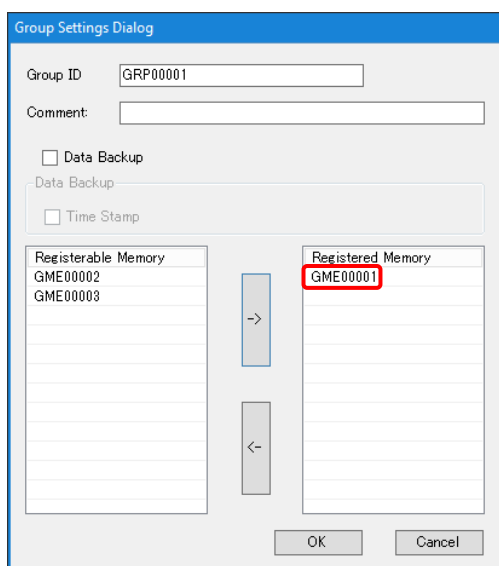
1. Click [Add].



2. A dialog box appears. Select the memory you want to add to the group and click [→].  
\* You can select multiple memory by holding down the [Shift] or [Ctrl] keys.



3. Register to the group memory.  
Repeat step 2 if necessary.  
When all the registration is complete, click [OK].



- \* If your registration is incorrect, select the memory you want to return and click [←].
- \* The Global Memory will be sorted in alphabetic order.

## 10.3.2 Delete Group Memory

Delete a registered Group Memory.

### Procedure

1. Select the Group Memory that you want to delete.

No.	Group ID	Number ...	Variable	Data Ba...	Comment	Digest
0001	GRP00001	2	GME00001,GME00002	No		
0002	GRP00002	3	GME00003,GME00004,GME00...	No		

2. Click [Delete].



3. Group Memory will be deleted.

No.	Group ID	Number ...	Variable	Data Ba...	Comment	Digest
0001	GRP00001	2	GME00001,GME00002	No		

### 10.3.3 Edit Group Memory

Change the settings for the registered Group Memory.

#### Procedure

1. Select the Group Memory that you want to edit.

No.	Group ID	Number ...	Variable	Data Ba...	Comment	Digest
0001	GRP00001	2	GME00001,GME00002	No		
0002	GRP00002	3	GME00003,GME00004,GME00...	No		

2. Click [Property].



3. Change the settings in the [Group Settings Dialog].

**Group Settings Dialog**

Group ID:

Comment:

Data Backup

Data Backup

Time Stamp

Registerable Memory

- GME00001
- GME00002

->

<-

Registered Memory

- GME00003
- GME00004
- GME00005

# 11. Action Settings

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## 11.1 Action Settings



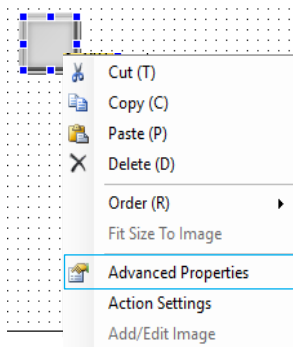
You can set the action (operation) for each event that occurs from the placed Parts.  
You can set from the [Action] tab of the [Advanced Properties Dialog].

\* For more information about the items in the events and actions, please refer to the "Reference Manual".

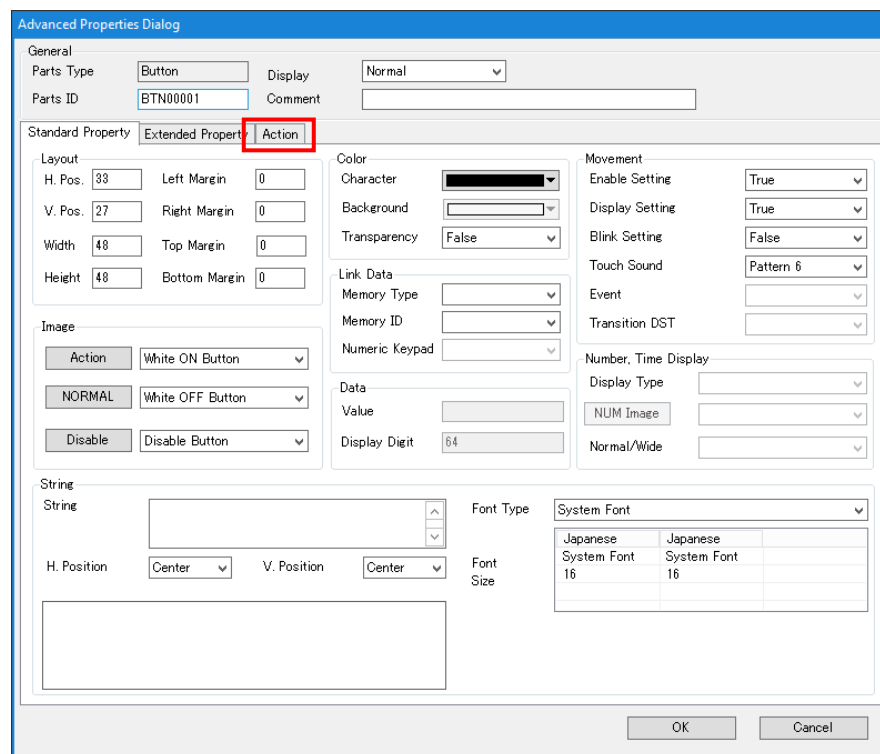
### 11.1.1 Display of Action Setting

#### Procedure

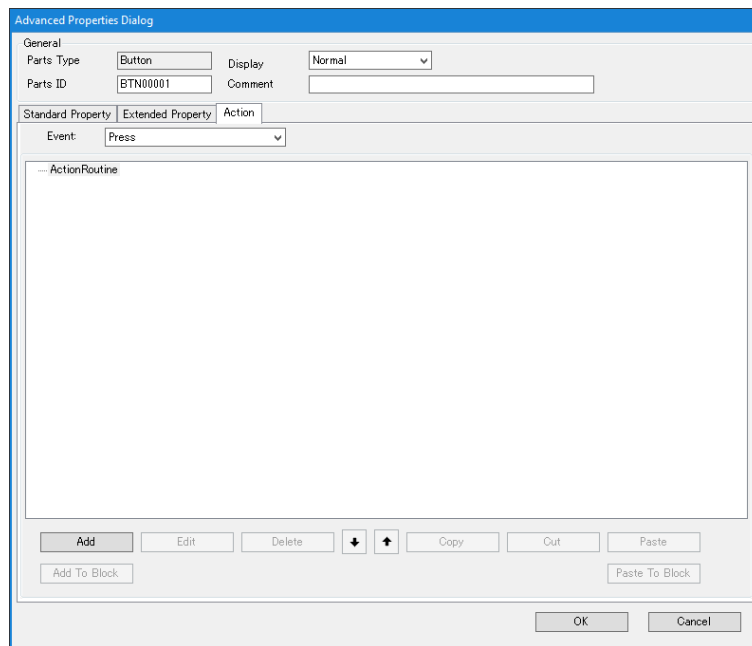
1. Select and right-click the Parts on the screen editor.  
From the menu, select [Advanced Properties].



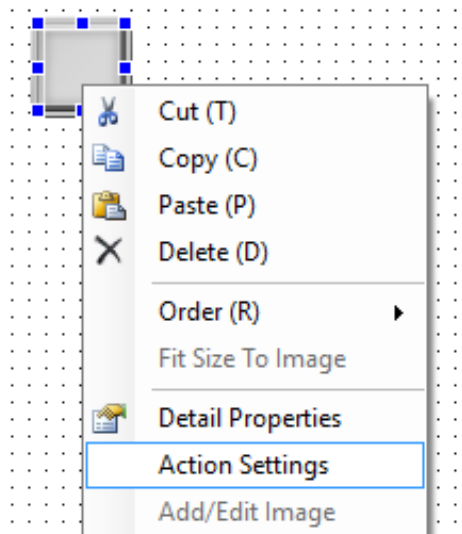
From the [Advanced Properties Dialog], click [Action].



## 2. [Action Settings] is displayed.



\* You can also use the right-click menu's [Action Settings] command to open it directly.



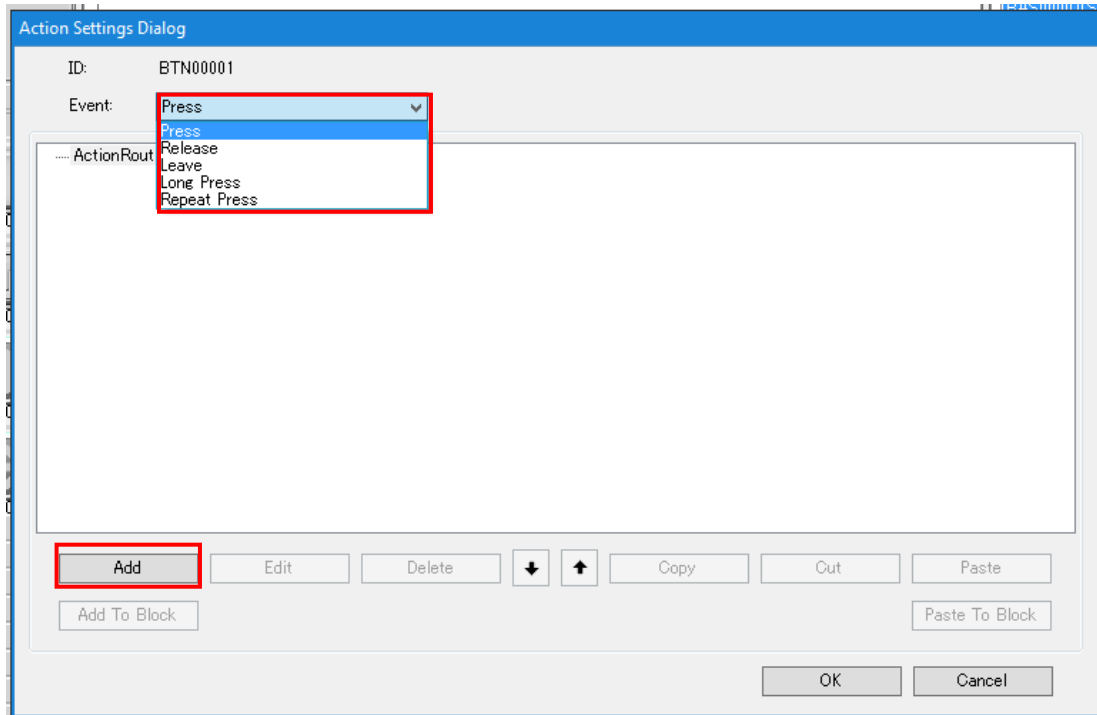


## 11.1.2 Action settings

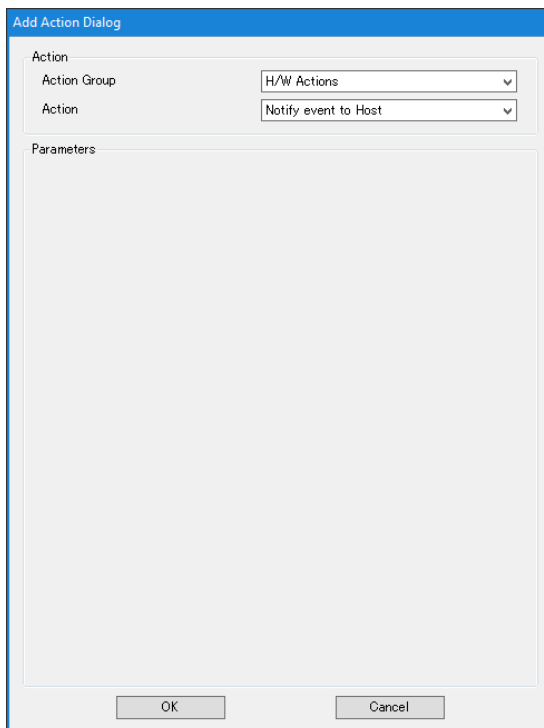
Set actions from the [Action Settings Dialog].

### Procedure

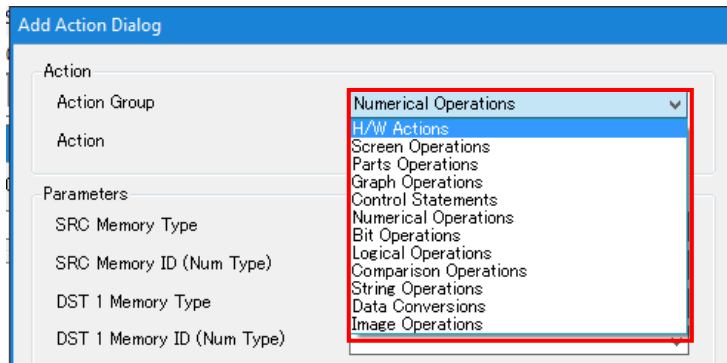
1. From the [Action Settings Dialog] [Event] list, select the action that will run the event.  
After selecting, click [Add].



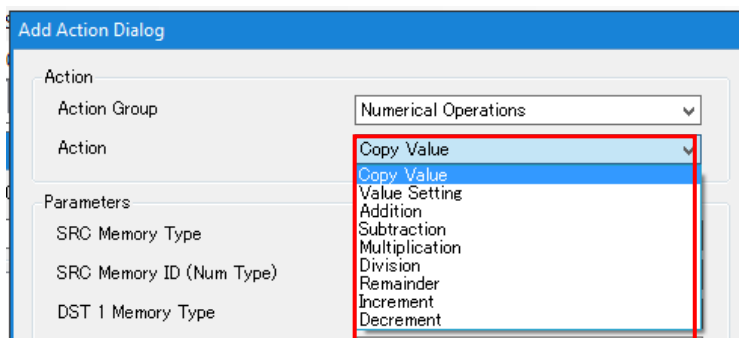
2. The [Action Settings Dialog] is displayed.



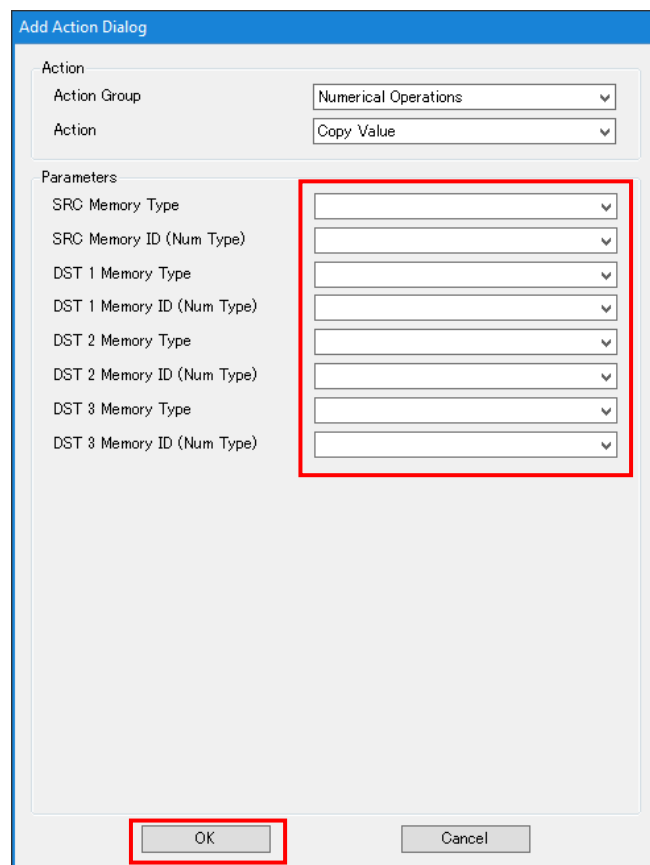
- From the [Action Group] list, select the action group to set.



- from the [Action] area, select the action to set.

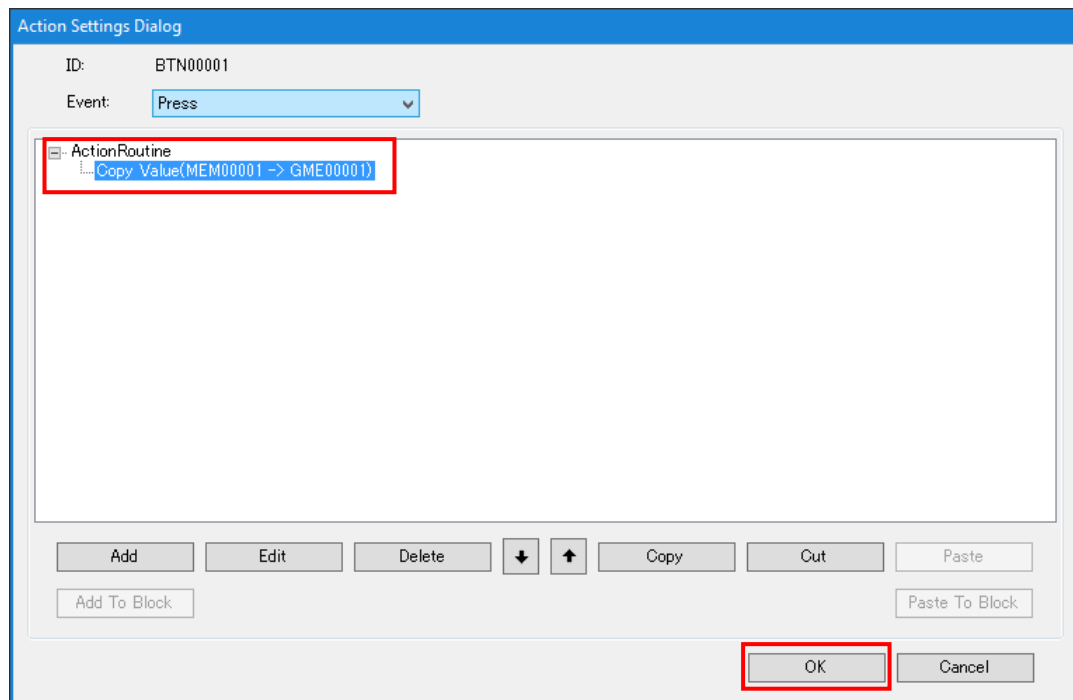


- Set each parameter.  
When all the settings are complete, click [OK].



\* Contents of action setting depends on the selected action.

6. Contents of the action settings are added to the [Action Settings Dialog].  
Click [OK].



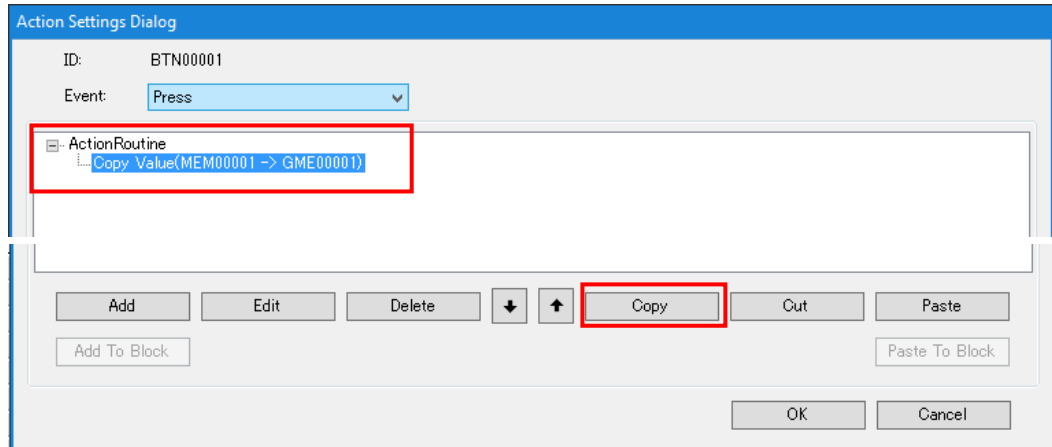
If you want to add another action, repeat steps 1 to 5.

## 11.1.3 Copy Action

Copy and add a registered Action.

### Procedure

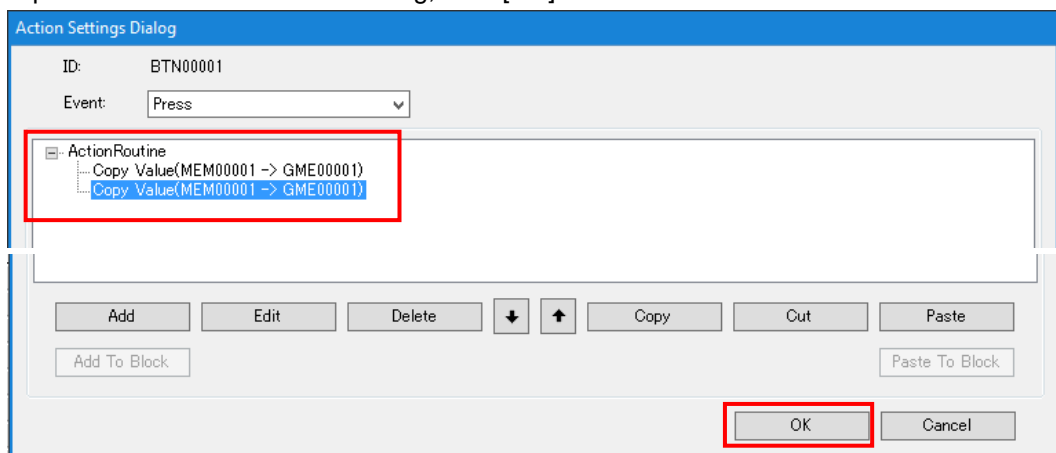
1. Select the action to copy from the [Action Settings Dialog].  
After selecting, click [Copy].



2. Click [Paste].



3. Copied action is added. After adding, click [OK].



### NOTE

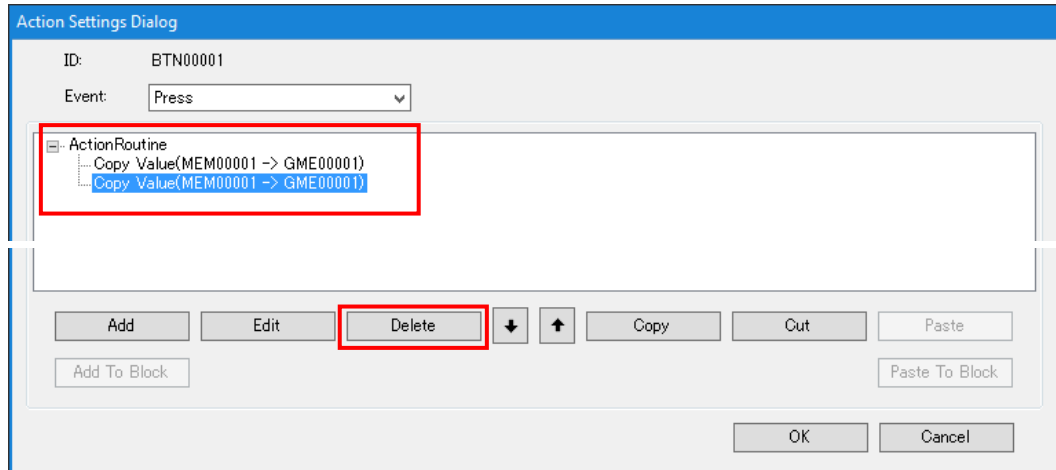
- ◆ From Ver. 2.7, it is now possible to paste a copied action to another part.

## 11.1.4 Delete Actions

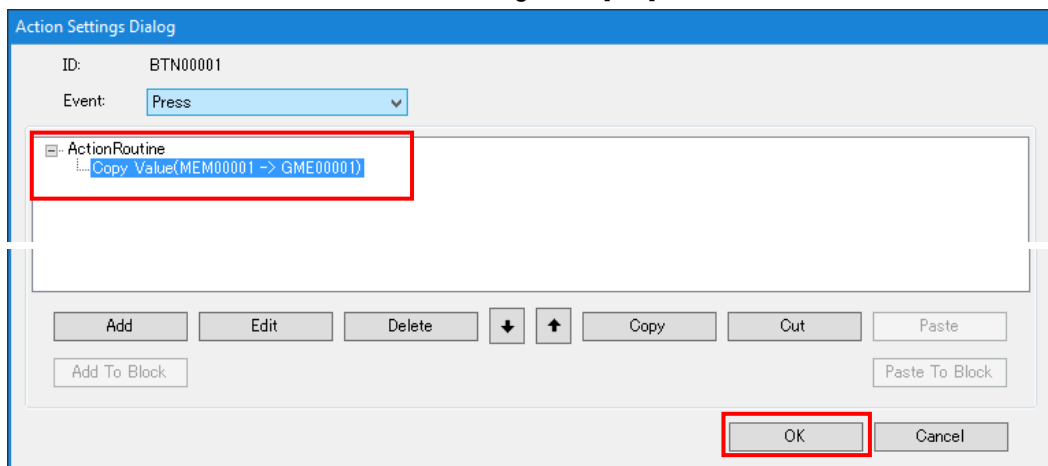
Delete a registered action.

### Procedure

1. Select the action to delete from the [Action Settings Dialog].  
After selecting, click [Delete].



2. Selected action will be deleted. After deleting, click [OK].

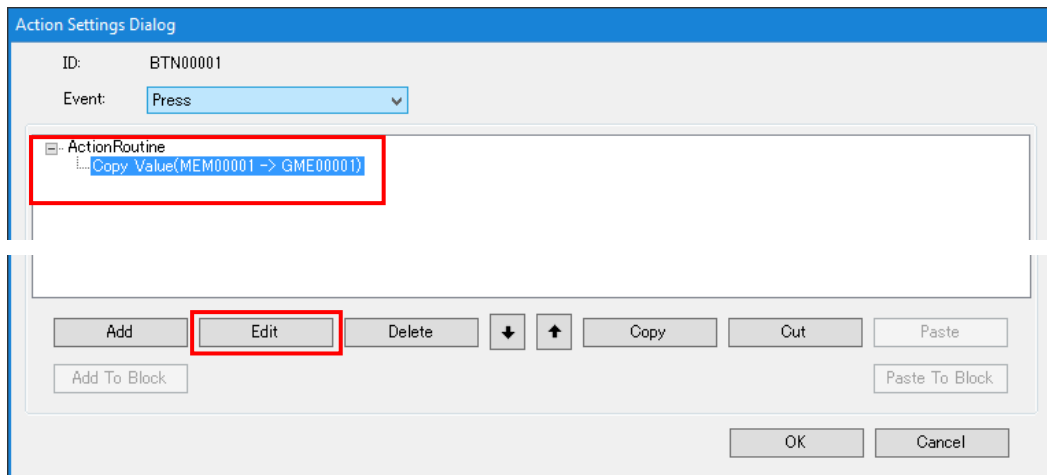


## 11.1.5 Edit Action

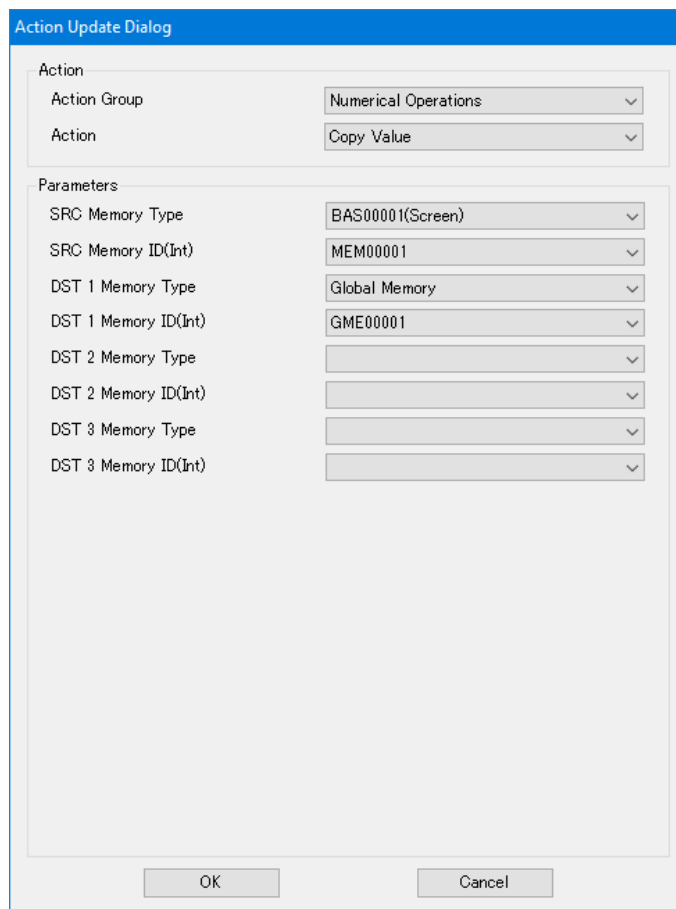
Edit and re-set a registered action.

### Procedure

1. Select the action to edit from the [Action Settings Dialog].  
After selection, click [Edit].



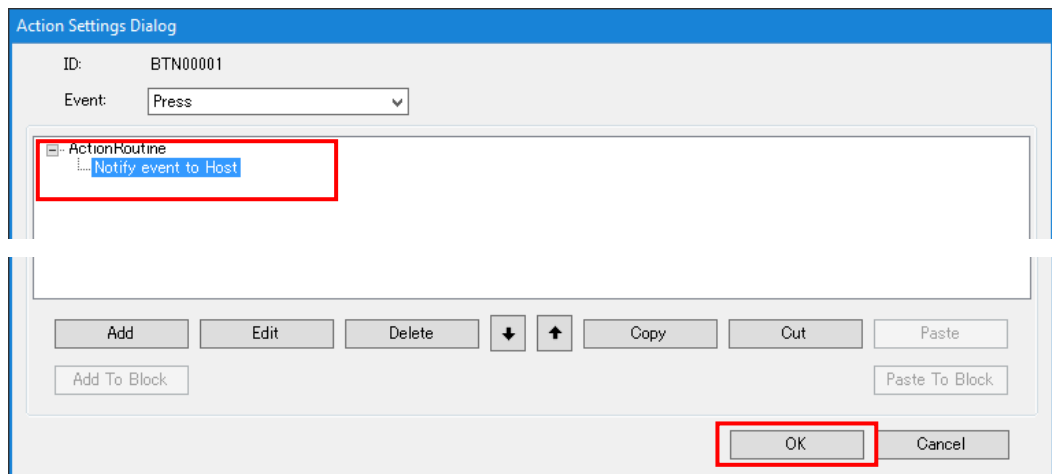
2. The [Action Update Dialog] is displayed. |



3. Set action again, and click [OK].



4. The new Action setting after the edit is displayed. Click [OK].



## 11.1.6 Set Action Blocks

Set the action block.

Action block is used when setting IF statements, FOR statements and WHILE statement.

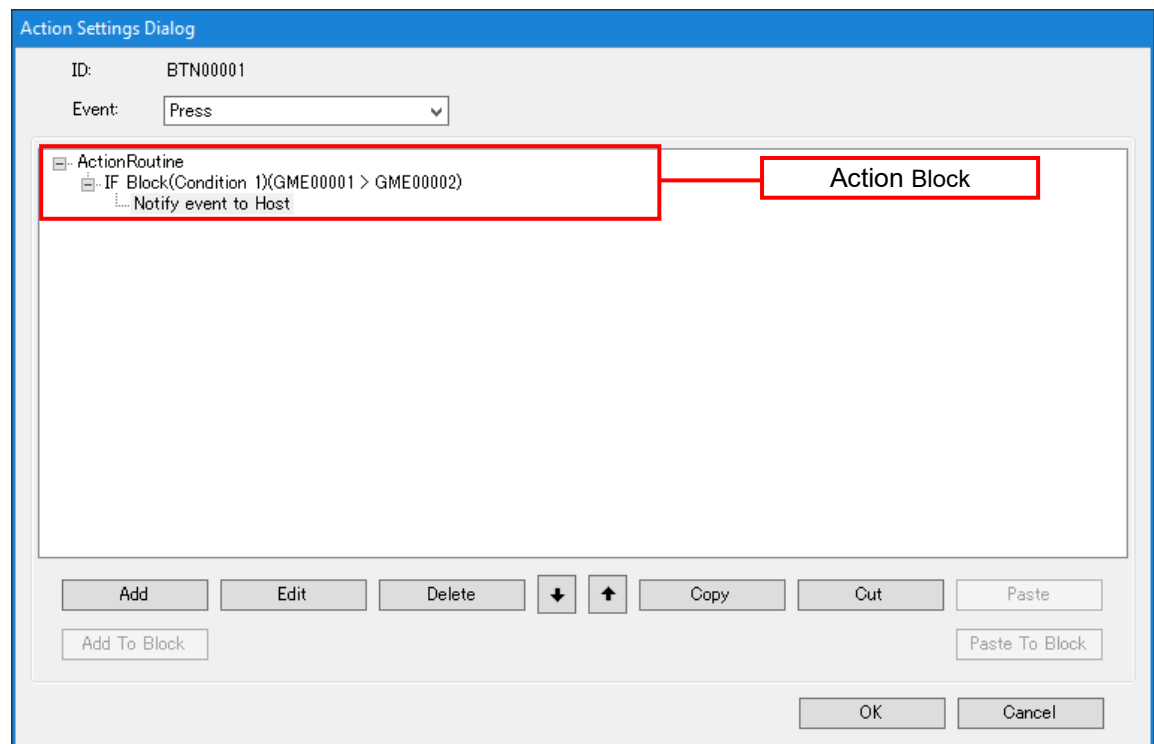
### The Configuration of the Action Block

Action block consists of actions that are the conditional statement and actions that are actually performed.

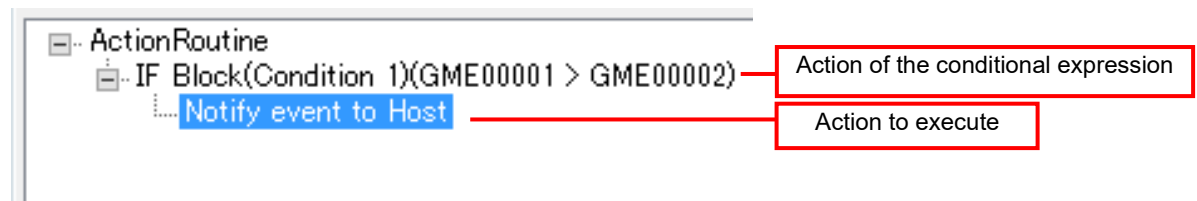
First, in each block, for the conditional expression set an action from the [Execution Control] action group.

After setting, add the action to actually execute to the action block.

### Action Block Configuration Screen



### Action Block Structure





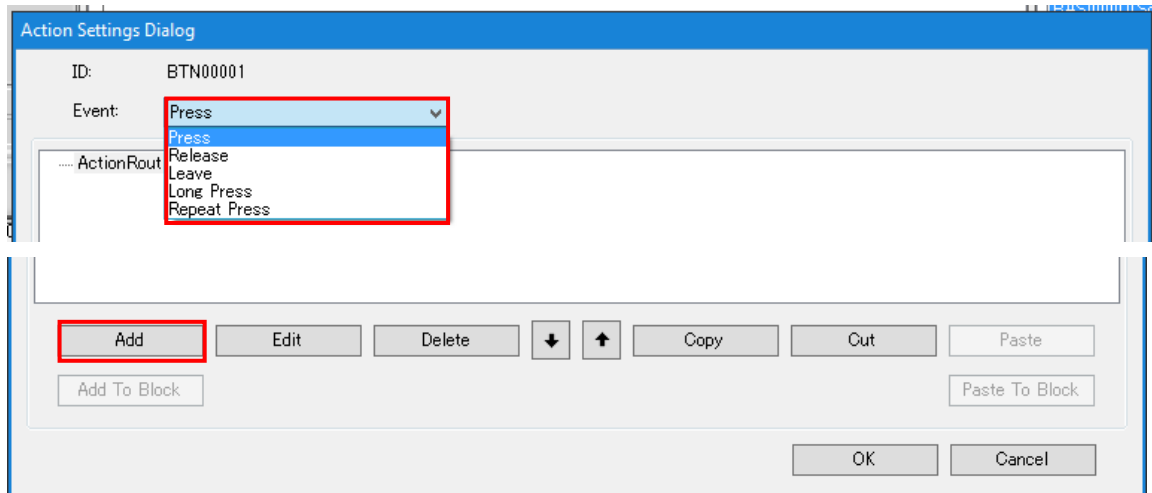
## Setting of Conditional Expression (Action)

Set the action that will be the conditional expression.

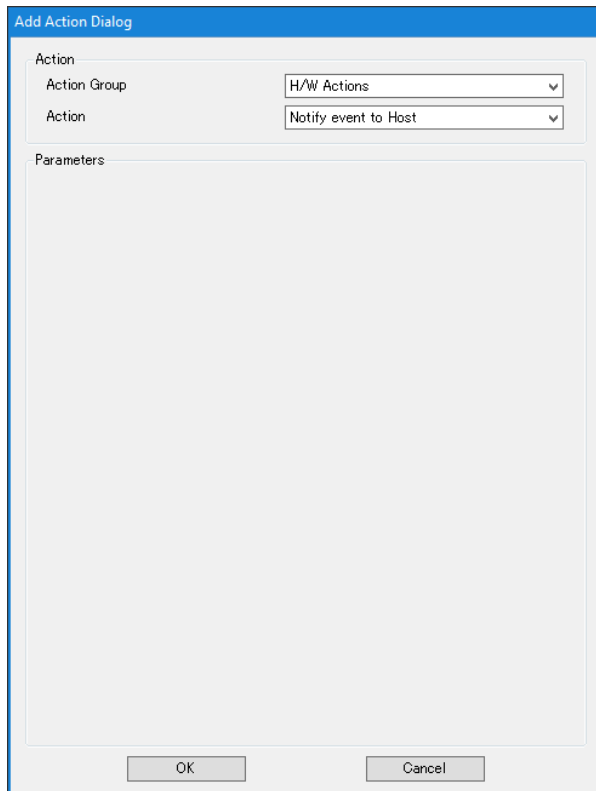
In the same way as normal action settings, set from the [Add Action Dialog].

### Procedure

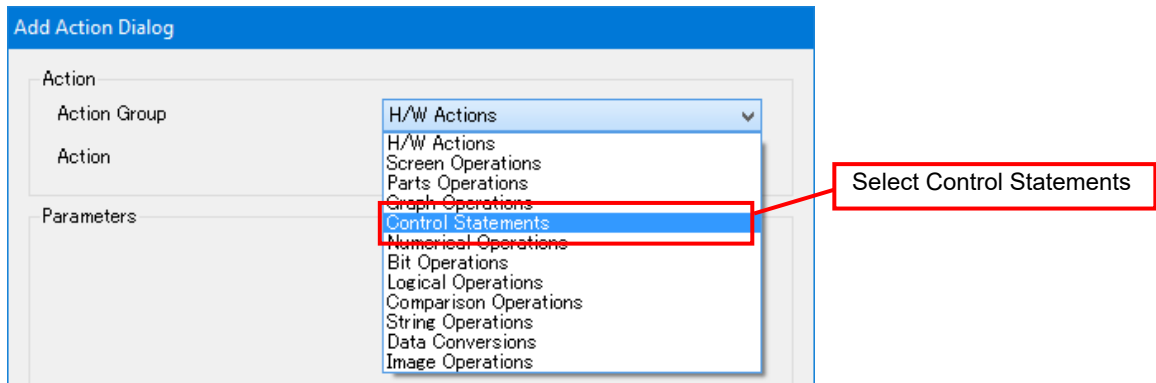
1. From the [Action Settings Dialog] [Event] menu, select the action that will run the event.  
After selecting, click [Add].



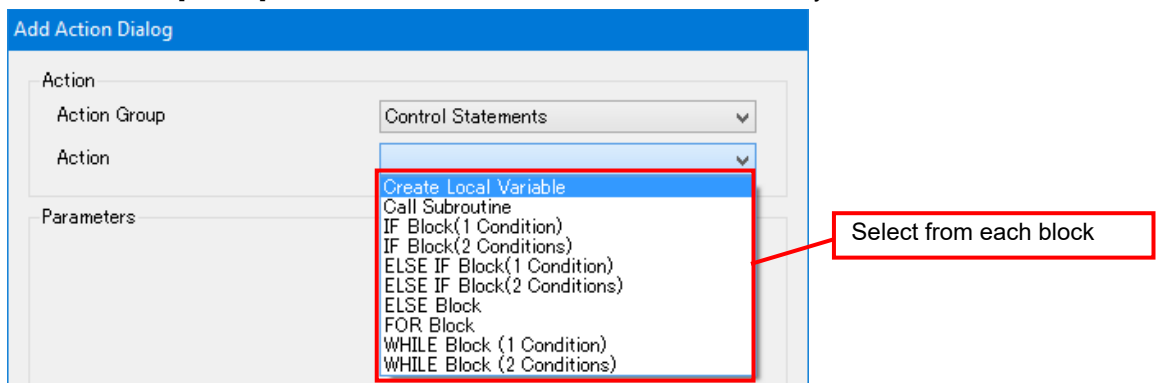
2. The [Add Action Dialog] is displayed.



3. From the [Action Group] menu, select [Control Statements].

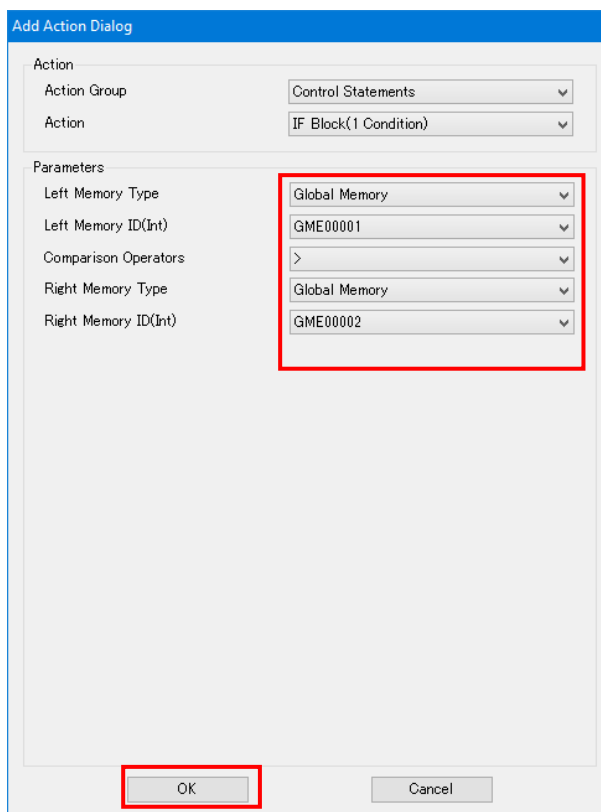


4. From the [Action] menu, select the action block of the condition you want to set.

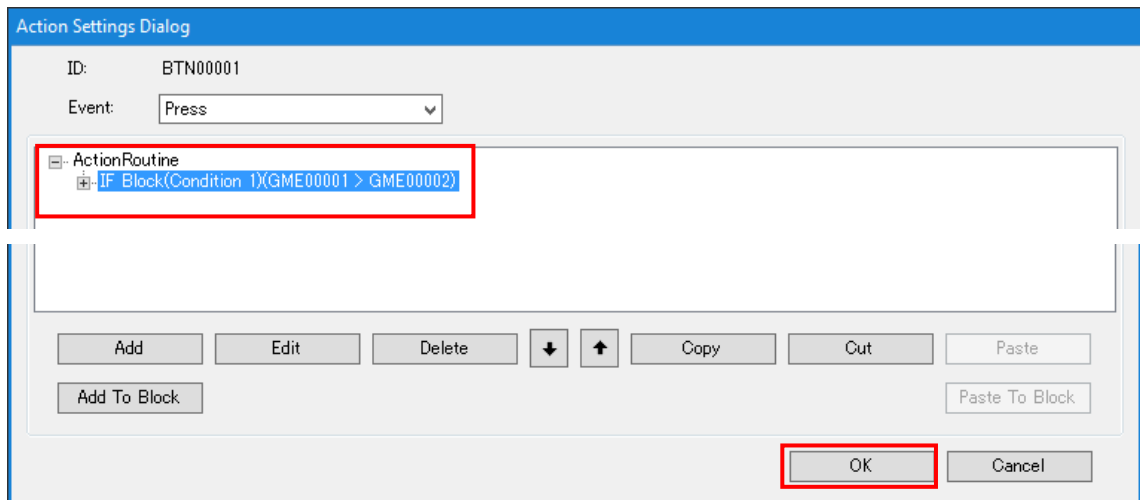


5. Set each parameter.

When all the settings are complete, click [OK].



- Contents of the conditional expression's action settings are added to the [Action Settings Dialog].  
Click [OK].

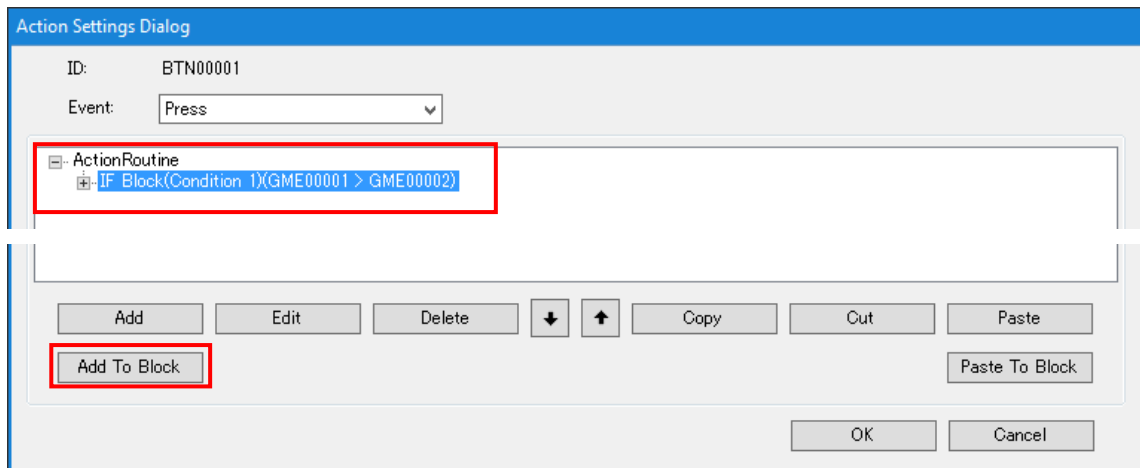


## Adding Action to Action Block

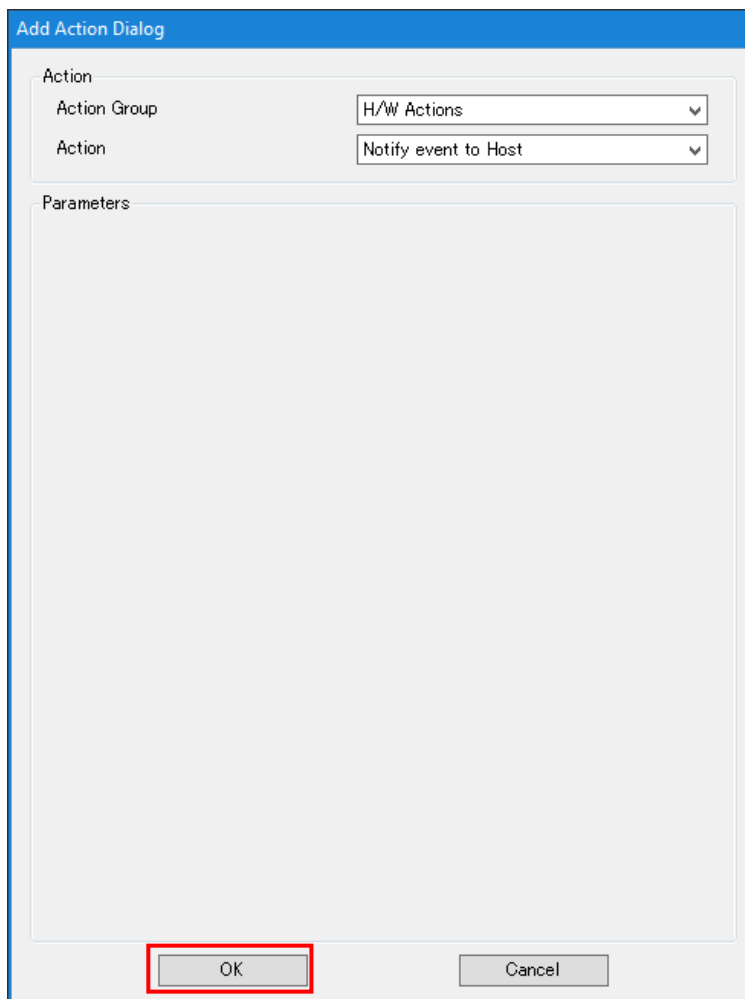
Add action to actually perform to the action block with the conditional expression.

### Procedure

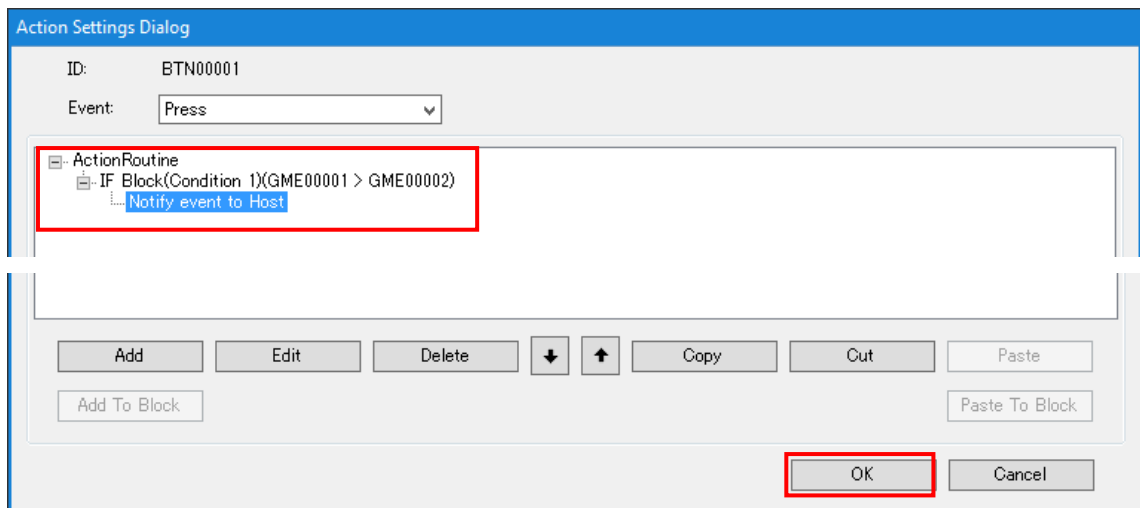
1. Select the action block you want to add the action to in the [Action Settings Dialog].  
After selecting, click [Add To Block].



2. The [Add Action Dialog] is displayed.  
Run action settings and click [OK].



3. New action is added to the action block.  
Click [OK].



## 11.1.7 Copy Action Blocks

You can copy the action to the action block.

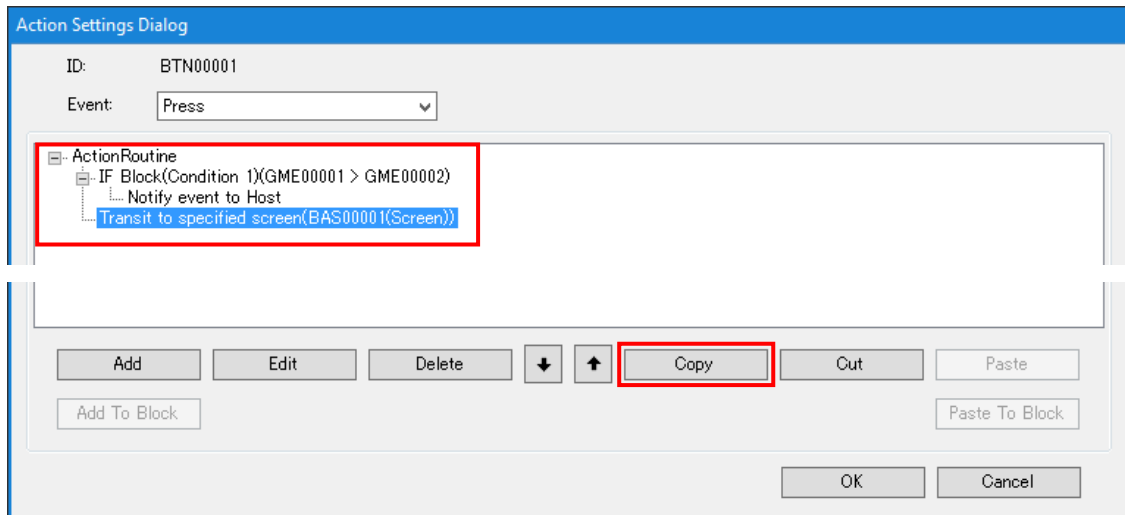
The entire action block can also be copied in the same way as the normal action.

### Copy to Action Block

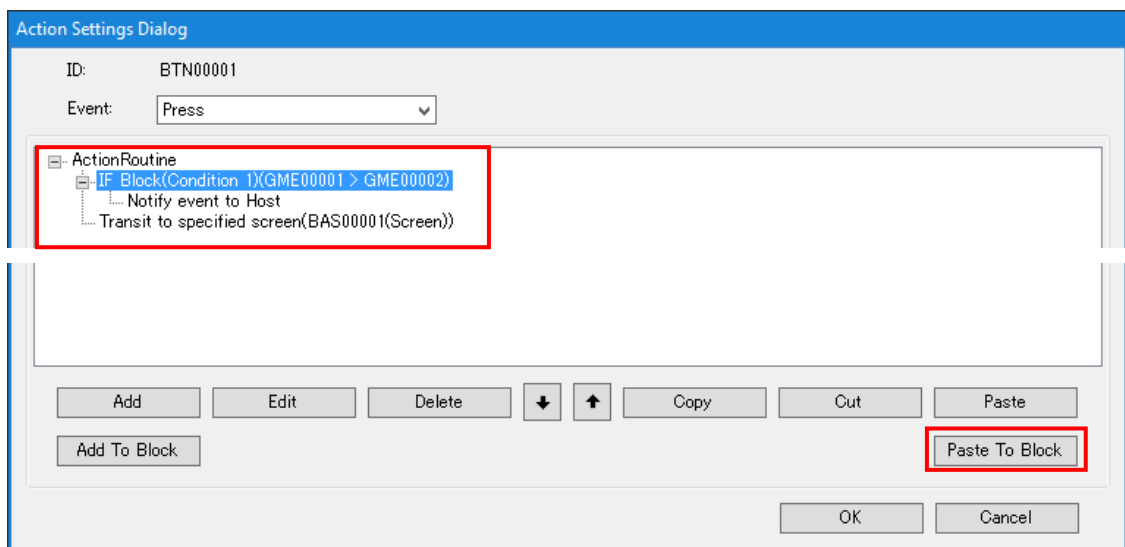
Add the action that you copied to the action block.

#### Procedure

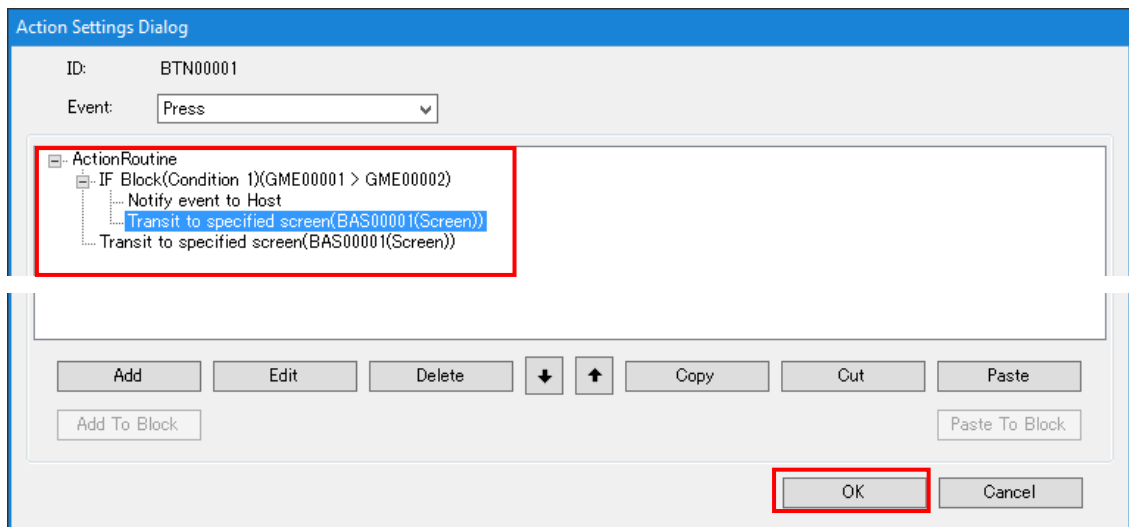
1. Select the action you want to copy in the [Action Settings Dialog].  
After selecting, click [Copy].



2. Select the action block you want to paste with the action, and click [Paste To Block].



- Copied action is added in the specified block.  
Click [OK].



## NOTE

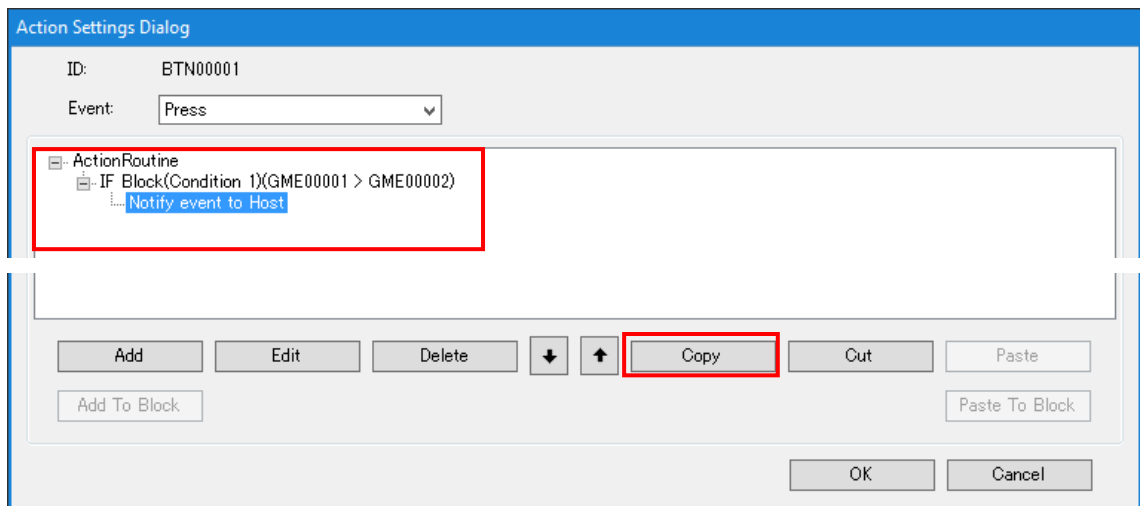
- ◆ From Ver. 2.7, it is now possible to paste a copied action to another part.

## Copy Action Block

The entire action block can be copied in the same way as the normal action.

### Procedure

1. Select the action block you want to copy in the [Action Settings Dialog].  
After selecting, click [Copy].



2. Click [Paste].

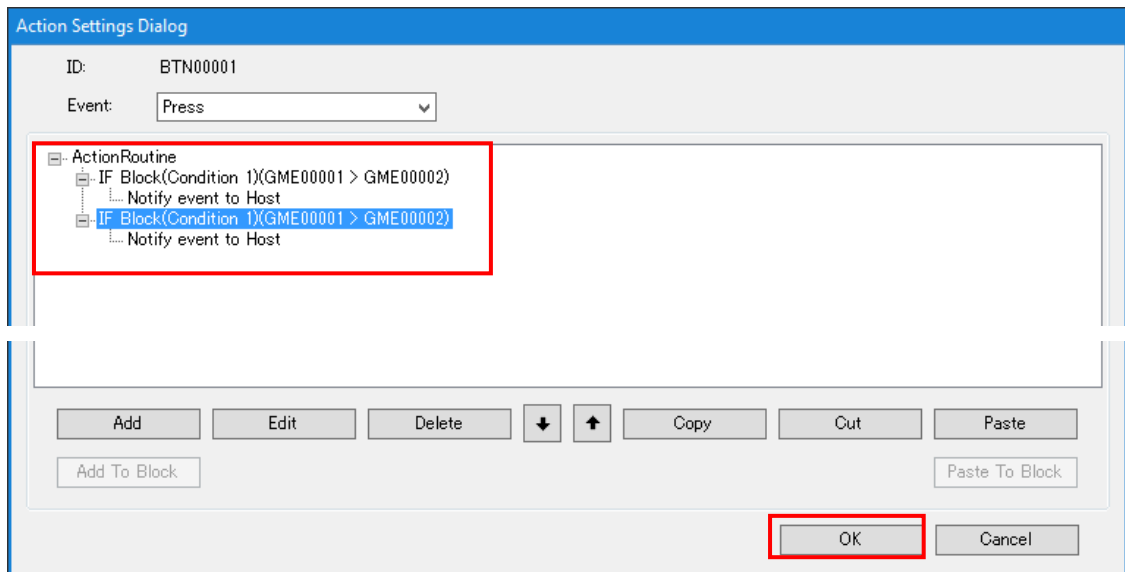


### NOTE

- ◆ From Ver. 2.7, it is now possible to paste a copied action to another part.



- Copied action block is added.  
Click [OK].



### 11.1.8 Delete and Edit of Action Blocks

Delete or edit the action block in the same way as normal actions with the [Delete] and [Edit] buttons.

## 11.2 Subroutines



You can register the action that is frequently used as subroutine.

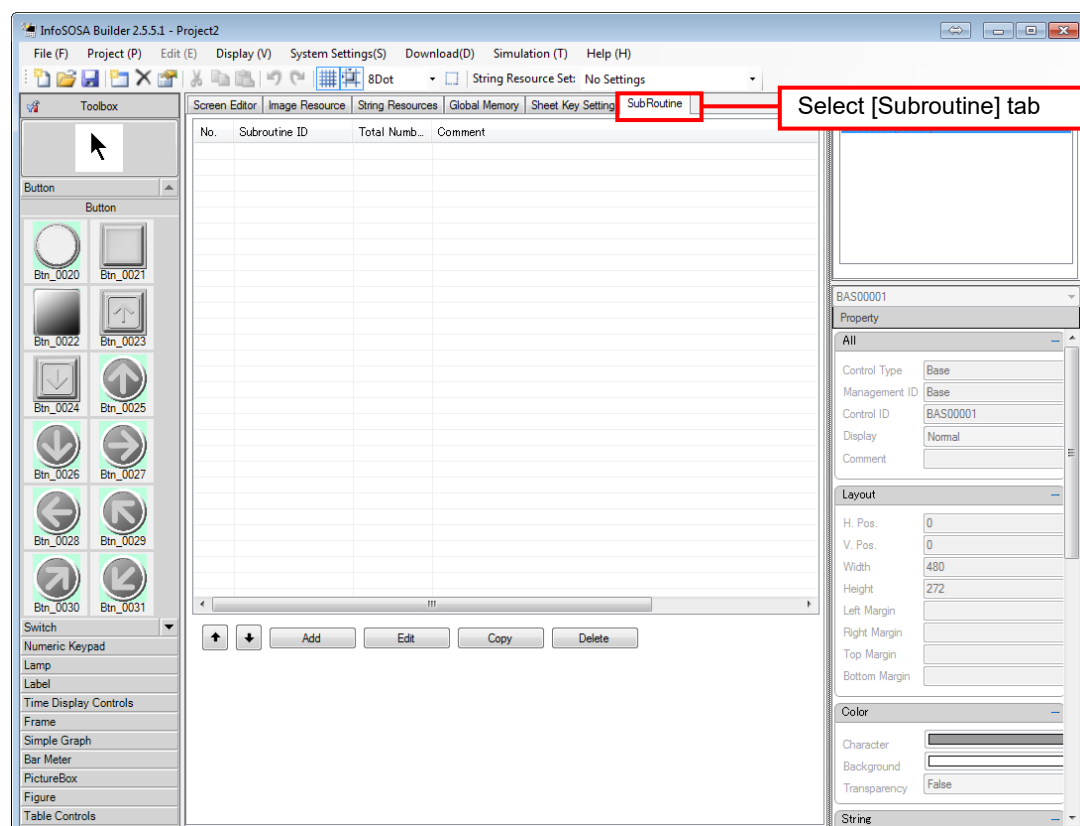
You can use a subroutine as the action for a [Subroutine Call].

\* For more information about each item, please refer to the "Reference Manual".

### 11.2.1 Subroutine Screen

The subroutine screen appears when you select the editor display area's [Subroutine] tab.

You can register and edit from the subroutine screen.



## 11.2.2 Register subroutine

Register subroutine.

### Procedure

1. From the [Subroutine Screen] click [Add].



2. The subroutine [Action Settings Dialog] is displayed.  
Enter the [Subroutine ID], [Target Screen Of Subroutine], and [Comment].

A screenshot of the 'Action Settings Dialog' window. The dialog has a blue title bar and contains the following fields and controls:

- ID:** A text input field containing 'SUB00001', highlighted with a red box and labeled with a circled '1'.
- Target Screen Of Subroutine:** A dropdown menu, highlighted with a red box and labeled with a circled '2'.
- Comment:** A text input field, highlighted with a red box and labeled with a circled '3'.
- A large text area below the comment field, currently empty, with the placeholder text '---Subroutine'.
- A toolbar at the bottom with buttons: 'Add', 'Edit', 'Delete', 'Copy', 'Cut', 'Paste', 'Add To Block', and 'Paste To Block'.
- 'OK' and 'Cancel' buttons at the bottom right.

No	Item	Contents
①	ID	Use with [Subroutine Call] actions, and when using Host Communication to select a subroutine.
②	Target Screen Of Subroutine	<p>Possible to call subroutine from all screens. Therefore, only Global Memory is available for parameters of action.</p> <p>However, when target screen is set, you will be able to use target screen Parts and Screen Memory. * If you specify an execution target screen, you can run the subroutine from that screen only.</p>
③	Comment	Input can be omitted.

- The rest of the Action settings procedures are the same as the normal Action settings.
- Subroutine will be registered to the subroutine screen if you set the action.

No.	Subroutine ID	Total Numb...	Comment
0001	SUB00001	1	Subroutine 1

### 11.2.3 Edit Subroutine

Edit the registered subroutine.

#### Procedure

- Select the subroutine to edit from [Subroutine Screen].  
After selection, click [Edit].

No.	Subroutine ID	Total Number Of ...	Comment
0001	SUB00001	1	Subroutine 1

- [Action Settings Dialog] for the subroutine is displayed.  
Edit subroutine ID and comments and/or add actions and click [OK].  
Adding or editing of Action is the same process as a normal Action setting.

Action Settings Dialog

ID:  Target Screen Of Subroutine:

Comment:

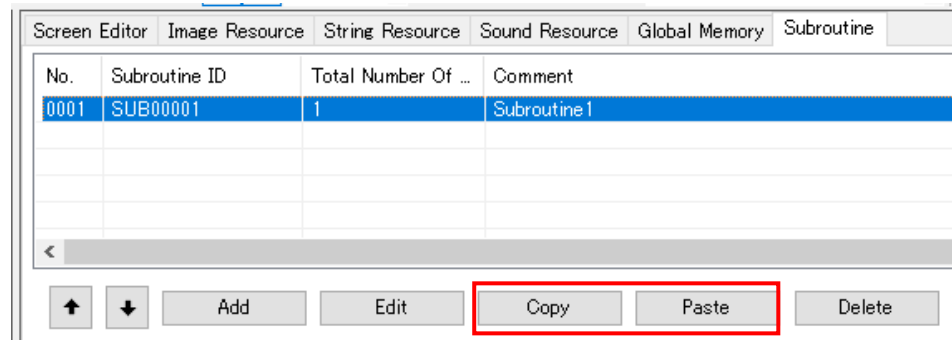
Subroutine  
 ... Notify event to Host

## 11.2.4 Copy Subroutine

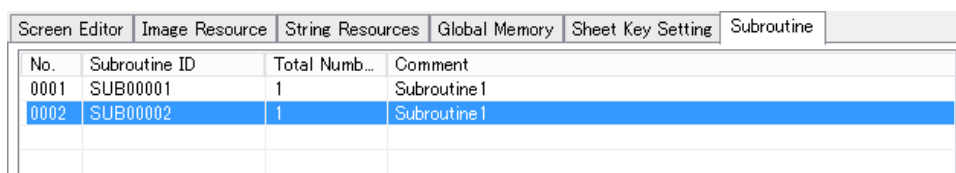
Copy the registered subroutine.

### Procedure

1. From the [Subroutine Screen], select the subroutine to copy.  
After selecting, click [Copy] and [Paste].



2. Subroutine that you copied to the list of subroutine screen will be registered.



### NOTE

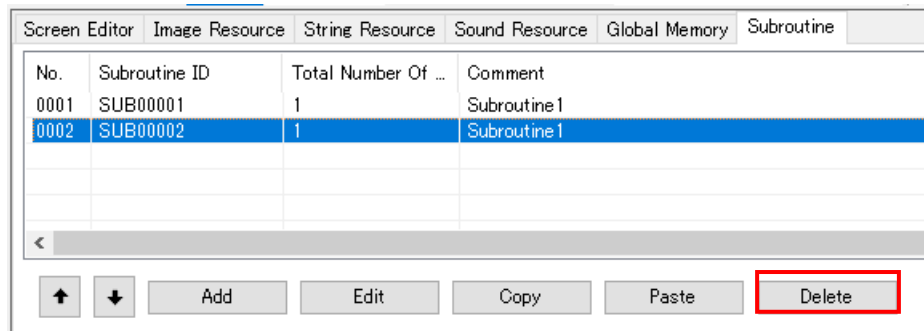
- ◆ You can copy multiple subroutines at once by holding down the Shift key (or Ctrl key) while selecting them. \* Ver. 2.7 or later

## 11.2.5 Delete Subroutine

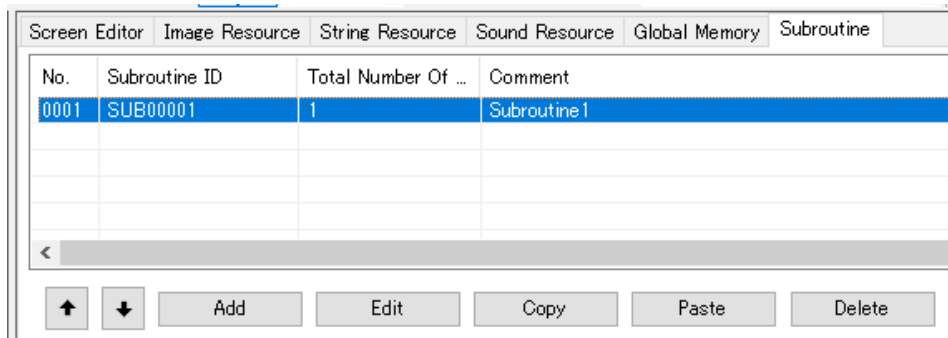
Delete the registered subroutine.

### Procedure

1. From the [Subroutine Screen], select the subroutine to delete.  
After selecting, click [Delete].



2. Selected subroutine will be deleted.



## 11.2.6 Sorted display of Subroutine

This function makes it easier to find the desired subroutine by sorting it by the specified item.  
\*Ver. 2.7 or later

### Procedure

Click the header of the column you want to use as the basis.

Each time you click on the column header, the order changes from descending to ascending to cancel.

No.	Subroutine ID	Total Number Of ...	Comment
0001	SUB00001	1	Group A
0002	A001	6	Group B
0003	SUB00003	16	Group A
0004	B001	11	Group B
0005	SUB00005	5	Group A

Click here

ID sort

No.	<↑>Subroutine ID	Total Number Of ...	Comment
0002	A001	6	Group B
0004	B001	11	Group B
0001	SUB00001	1	Group A
0003	SUB00003	16	Group A
0005	SUB00005	5	Group A

Click here

Comment sort

No.	Subroutine ID	Total Number Of ...	<↑>Comment
0001	SUB00001	1	Group A
0003	SUB00003	16	Group A
0005	SUB00005	5	Group A
0002	A001	6	Group B
0004	B001	11	Group B

### NOTE

- ◆ The sorted display is temporary. When the project is opened, it will be in a canceled state.

# 12. Sheet Key Setting

## Chapter Contents

---

12.1 Sheet Key Setting.....	206
12.2 LED Settings .....	207
12.3 SW Setting .....	208

---



## 12.1 Sheet Key Setting



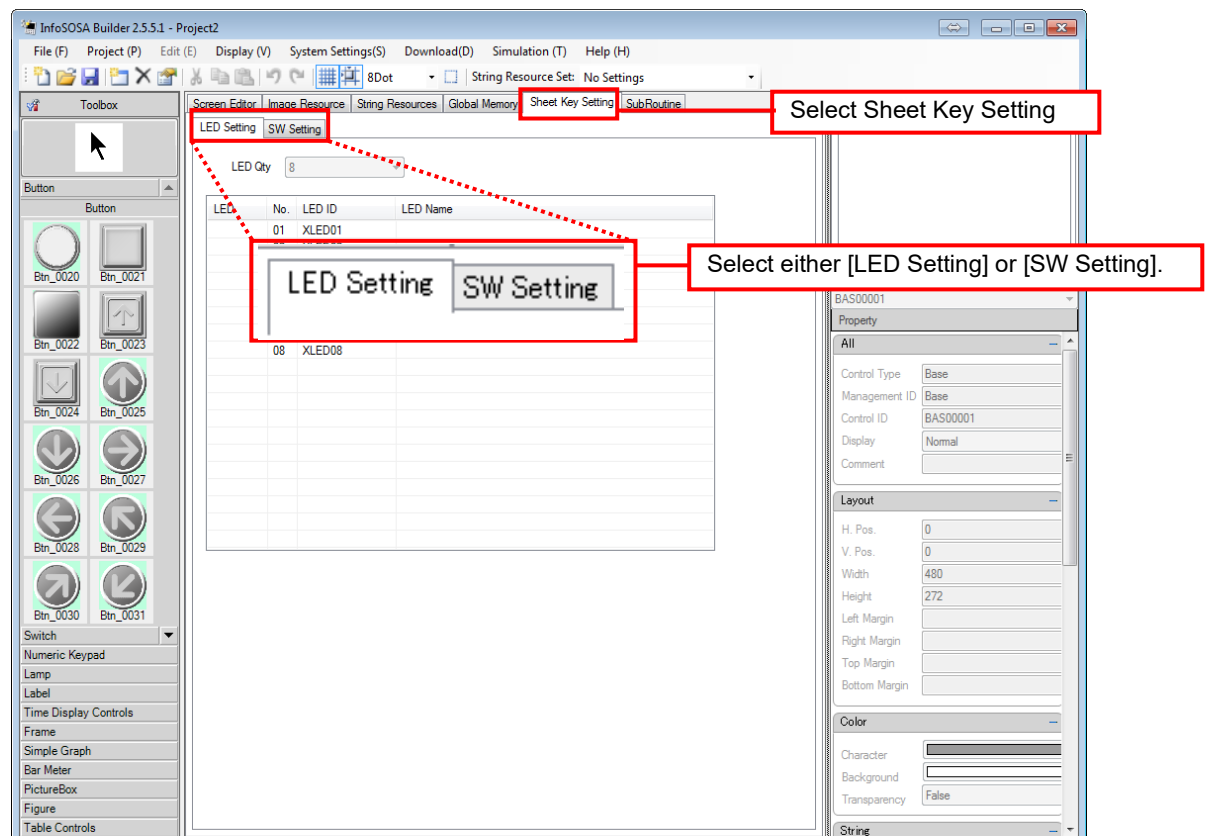
You can setup the Sheet Key Switch and the LED.

- \* Only applies to sheet key compatible models.
- \* Sheet key is optional.

### 12.1.1 Sheet Key Setting Screen

In the drawing area, select the [Sheet Key Setting] tab and the Sheet Key setting screen appears.

In the Sheet Key Setting screen there are [LED Setting] and [SW Setting] screens.



## 12.2 LED Settings



Set the sheet key LED.

If [LED] is enabled (blank), you can select it for [LED output] actions.

\* For more information, please refer to the "Reference Manual".

### 12.2.1 LED Setting Screen

LED Setting screen is displayed when in the Sheet Key Setting screen you select the [LED Setting] tab.

LED	No.	LED ID	LED Name
	01	XLED01	
	02	XLED02	
	03	XLED03	
	04	XLED04	
	05	XLED05	
	06	XLED06	
	07	XLED07	
	08	XLED08	

### 12.2.2 LED Settings

Set the presence or absence of the sheet key LED.

#### Procedure

1. In the LED Setting screen, from the [LED] menu for the LED to set up, select either [Blank (Yes)] or [X (No)].

LED	No.	LED ID	LED Name
▼	01	XLED01	
	02	XLED02	
X	03	XLED03	
	04	XLED04	

Blank ... Yes  
 X ... No

\* You can edit the [LED Name] by direct input.

## 12.3 SW Setting



Property setting and Action settings of the sheet key switch.

\* For more information, please refer to the "Reference Manual".

### 12.3.1 SW setting screen

SW Setting screen is displayed when in the Sheet Key Setting screen you select the [SW Setting] tab.

No.	SW ID	SW Name	SW	Input Method
01	XSW01			Operation SW input
02	XSW02			Operation SW input
03	XSW03			Operation SW input
04	XSW04			Operation SW input
05	XSW05			Operation SW input
06	XSW06			Operation SW input
07	XSW07			Operation SW input
08	XSW08			Operation SW input
09	XSW09			Operation SW input
10	XSW10			Operation SW input
11	XSW11			Operation SW input
12	XSW12			Operation SW input
13	XSW13			Operation SW input
14	XSW14			Operation SW input
15	XSW15			Operation SW input
16	XSW16			Operation SW input
17	XSW17			Operation SW input
18	XSW18			Operation SW input
19	XSW19			Operation SW input
20	XSW20			Operation SW input
21	XSW21			Operation SW input

#### SW setting screen

- ①      ②      ③      ④      ⑤

No.	SW ID	SW Name	SW	Input Method
-----	-------	---------	----	--------------

No	Item	Contents
①	No.	Switch number. Cannot be edited.
②	SWID	This is the switch ID. Cannot be edited.
③	SW Name	Set name of switch. Edit from list and [Advanced Properties Dialog].
④	SW	Set [Yes]/[No] of switch. Set [blank (Yes)] or [X (No)].
⑤	Input Method	[Operation SW input] is fixed.

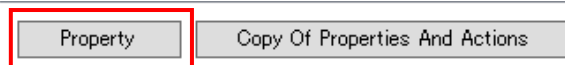
## 12.3.2 Edit Switch (Property Screen Display)

Set the switch property.

### Procedure

- From the [SW Setting] screen, select the switch with the properties to set up.  
After selecting, click [Property].

No.	SW ID	SW Name	SW	Input Method
01	XSW01			Operation SW input
02	XSW02			Operation SW input
03	XSW03			Operation SW input
04	XSW04			Operation SW input
05	XSW05			Operation SW input



- The switch's [Advanced Properties Dialog] is displayed.  
Select and edit each item.

The screenshot shows the 'Advanced Properties Dialog' for a switch. The dialog is divided into several sections:

- Common:** SW ID: XSW01, SW Name: [Empty]
- Basic Configuration:**
  - Enable SW
  - Input Method:**
    - Operation SW Input
    - General-Purpose Input
- Operation SW Input Setting:**
  - Screen ID: BAS0001(Screen)
  - Each Screen Setting:**
    - Movement:** Touch Sound: None, Action Settings: [Button]
    - Long Press Events:** Holding Time: 0
    - Repeat Press Events:** Start Time: 0, Interval: 0.2, Minimum Interval: 0.2, Step Up: 0.0
- Buttons:** Copy To Screen, Copy To All Screens, OK, Cancel

\* For more information about each item, please refer to the "Reference Manual".

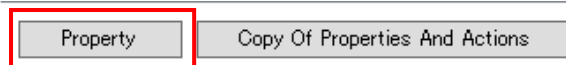
### 12.3.3 Switch Action Settings

Set the switch action.

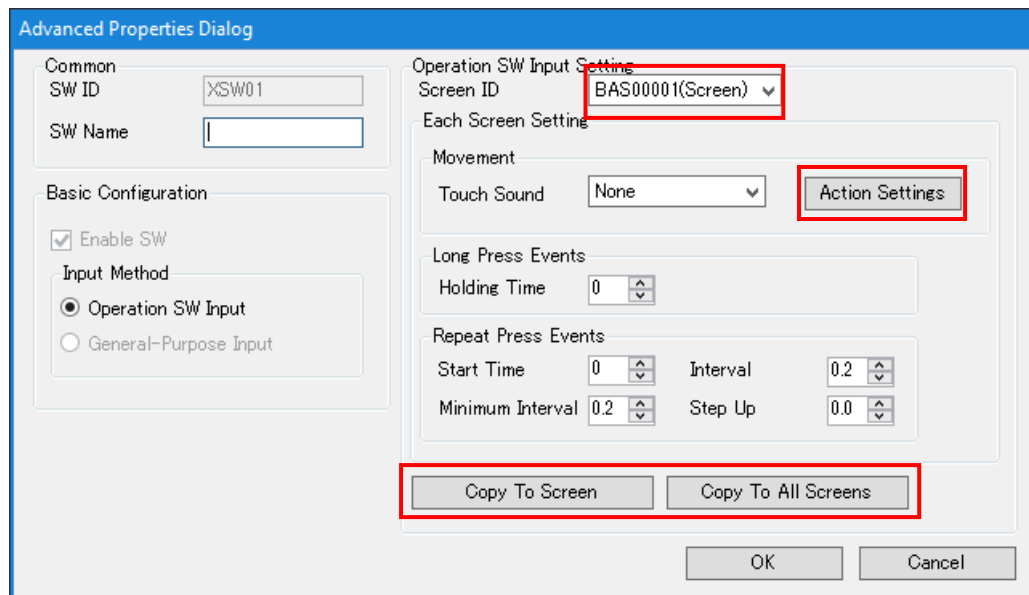
#### Procedure

- From the [SW Setting] screen, select the switch with the properties to set up.  
After selecting, click [Property].

No.	SW ID	SW Name	SW	Input Method
01	XSW01			Operation SW input
02	XSW02			Operation SW input
03	XSW03			Operation SW input
04	XSW04			Operation SW input
05	XSW05			Operation SW input

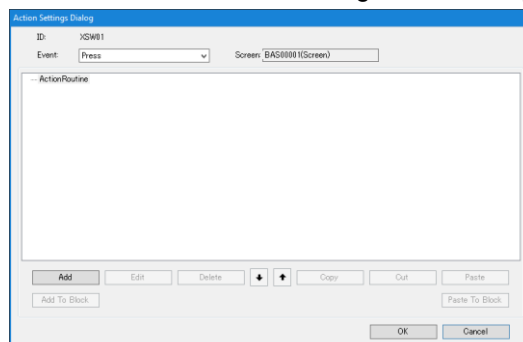


- The switch's [Advanced Properties Dialog] is displayed.  
Action can be set for each screen.  
After selecting the screen ID, press the [Action Settings] button.



- \* By using [Copy To Screen] or [Copy To All Screens], you can make a copy of the action to other screens.

- The rest of action setting is the same procedure as the Action Setting of the Parts.



## 12.3.4 Copy Other Switches

Copy in batch the property setting and the action setting to other switches.

### Procedure

- From the [SW Setting] screen, select the switch to copy and click the [Copy Of Properties And Actions] button.

No.	SW ID	SW Name	SW	Input Method
01	XSW01			Operation SW input
02	XSW02			Operation SW input
03	XSW03			Operation SW input
04	XSW04			Operation SW input
05	XSW05			Operation SW input

Property

Copy Of Properties And Actions

- The [Copy Of Sheet Key Setting And Action (Switch To Switch)] is displayed. Select the destination of the action setting, and click [Copy].

**Copy Of Sheet Key Setting And Action (Switch To Switch)**

Original

SW ID:

SW Name:

Copy To

SW ID:

XSW02

XSW03

XSW04

XSW05

XSW06

XSW07

XSW08

XSW09

XSW10

XSW11

XSW12

XSW13

XSW14

XSW15

XSW16

XSW17

XSW18

XSW19

XSW20

XSW21


XSW22

XSW23

XSW24

- In the confirmation dialog box click [Yes].

InfoSOSA Builder

 Are you sure you want to copy the operation setting and action? All setting of the destination switch will be overwritten.

- Property setting and action setting is copied to the selected switch.

# 13. System Settings

## Chapter Contents

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13.3	Communication Settings (Target) (IS-APP) .....	224
13.4	System Font Settings .....	230
13.5	Standard Color Setting .....	233
13.6	Image Font Registration .....	235

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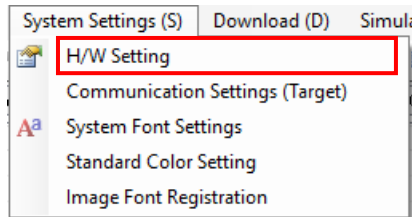
## 13.1 H/W Setting



In [H/W Setting], you can change the model, default brightness, as well as other settings.

### Setting Procedure

- From the [System Settings] menu, select [H/W Settings].  
[H/W Settings Dialog] is displayed.



- Set each item and click [OK].



H/W Settings Dialog

Select Product.

Series Name: IS7

Model Name: IS731-4WQ(480 x 272)

① Model: IS731-4WQ

No. of Colors: 65536

Serial: RS232 | RS422/485

Multilingual

LCD Settings

② Resolution: 480 x 272

③ No. of Colors: 65536 (16bit)

④ Auto Off: No

⑤ Brightness: 4

⑥ Rotation Angle: 0°

⑦ Screen After Startup: BAS0001(Screen)

⑧ Part Character Input:  Yes  No

Default Screen Size Settings

Default Screen Size: 480 x 272

Storage Configuration

Storage: SD Card

Startup Screen:  Off  On

Select File Preview

Touch Screen Settings

⑨ Default Sound: Pattern 6

Version

⑩ User Version: 1.0.0

OK Cancel



## Setting Item (IS)

No	Item	Contents
①	Select Product	Select the InfoSOSA model name. Select Series Name, Rep. Model (representative models), No. of Colors (Number of colors), and MultiLingual (Multi-language support), then choose a model name from the right pane. For the model name and product models listed in InfoSOSA Builder, refer to <a href="#">17.1 Corresponding Model List</a> .
②	Resolution	LCD resolution of model
③	No. Of Colors	Number of LCD color of model
④	Auto Off	Set auto-off time of backlight. Default setting is [NO].
⑤	Brightness	Set brightness of backlight. For the brightness, select from 1 to 8. 1 is darkest, 8 is brightest. Default setting is 4.
⑥	Rotation Angle	Set rotation angle of screen. Select 0°, 90°, 180°, or 270°. Default setting is 0°.
⑦	Screen After Startup	Set base screen to be displayed first after starting InfoSOSA. Default setting is the first screen created in Builder: "BAS00001".
⑧	Control Character Input	Set [Yes] to enable control character input. Default is [No]. Use to output control characters for action [Output string of memory to Host].
⑨	Default Sound	Set operation sound of Parts that can be touch input. Target is new Parts placed from toolbox. Operation sounds of Parts already placed will not change. Operation sounds of already placed Parts can be set by properties of Parts. For operation sounds, you can select [None], or patterns 1 to 9. Pitch pattern 1 is lowest, pattern 9 is highest. Default is [Pattern 6].
⑩	User Version	Any version can be set. You can set versions etc. of created project. Value set can be obtained with Host communication. Up to 16 alphanumeric characters can be input. Symbols you can use are [.(period)], [- (hyphen)], and [_ (underscore)].



H/W Settings Dialog

Select Product.

Series Name: IS-APP

Model: IS-APP-A7

No. of Colors: 65536

Serial: RS232 | RS232

Multilingual

Model Name:

EM8-W104A7

EM8-205A7

EM8-W104A7

EM8-W207A7

EM8-W310A7

EMP-W207A7

Default Screen Size Settings

Default Screen Size: 480 × 272

Storage Configuration

Storage: SD Card

Startup Screen:  Off  On

Select File Preview

Touch Screen Settings

Default Sound: Pattern 6

Version

User Version: 1.0.0

LCD Settings

Resolution: ---

No. of Colors: 65536 (16bit)

Auto Off: No

Brightness: 8

Rotation Angle: 0°

Screen After Startup: BAS00001(Screen)

Part Character Input:  Yes  No

OK Cancel

## Setting Item (IS-APP)

No	Item	Contents
①	Select Product	Select the InfoSOSA model name. Select Series Name and Rep. Model (representative model), then choose a model name from the right pane. For the model name and product models listed in InfoSOSA Builder, refer to <a href="#">17.1 Corresponding Model List</a> .
②	Screen After Startup	Set base screen to be displayed first after starting InfoSOSA. Default setting is the first screen created in Builder: "BAS00001".
③	Control Character Input	Set [Yes] to enable control character input. Default is [No]. Use to output control characters for action [Output string of memory to Host].
④	Default Screen Size	Standard size of Base/Pop-up Screens. Newly created screens will be this size. As IS-APP does not have any special hardware, set up to match the run environment.
⑤	Default Sound	Set operation sound of Parts that can be touch input. Target is new Parts placed from toolbox. Operation sounds of Parts already placed will not change. Operation sounds of already placed Parts can be set by properties of Parts. For operation sounds, you can select [None], or patterns 1 to 9. Pitch pattern 1 is lowest, pattern 9 is highest. Default is [Pattern 6].
⑥	User Version	Any version can be set. You can set versions etc. of created project. Value set can be obtained with Host communication. Up to 16 alphanumeric characters can be input. Symbols you can use are [.(period)], [- (hyphen)], and [_ (underscore)].

## Change Model



In "① Select Product", you can change the model set for the project.

For supported products and models, please refer to [17.1 Corresponding Model List](#).

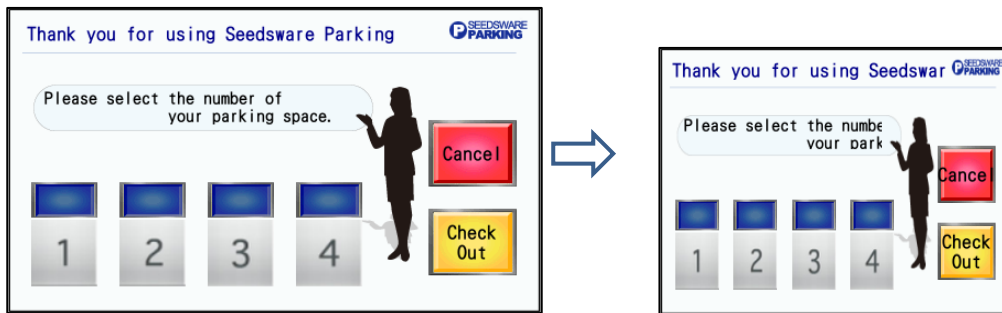
If the screen size changes, you can select whether to resize the parts and their positions.

 A screenshot of a dialog box titled "Window Resize Confirmation". It contains two main sections. The first section, labeled "①", shows "Old Window Resolution" as 480 x 272 and "New Window Resolution" as 320 x 240, with an arrow pointing from old to new. The second section, labeled "②", is titled "Window Resize Option" and contains two sub-sections: "Base Window Resize Option" and "Popup Window Resize Option". Each sub-section has three radio button options: "Resize Base Window and Controls(Keep aspect ratio)", "Resize Base Window only", and "No resizing of Base Window and Controls". The "③" label points to the "Popup Window Resize Option" section. At the bottom of the dialog are "Apply" and "Cancel" buttons.

No	Item	Contents
①	Change Size	Displays the previous resolution and new resolution. For IS-APP: Displays the default screen size.
②	Base Screen Resize Option	Set resizing the Base Screen to either on or off.
③	Popup Screen Resize Option	Set resizing the Popup Screen to either on or off.

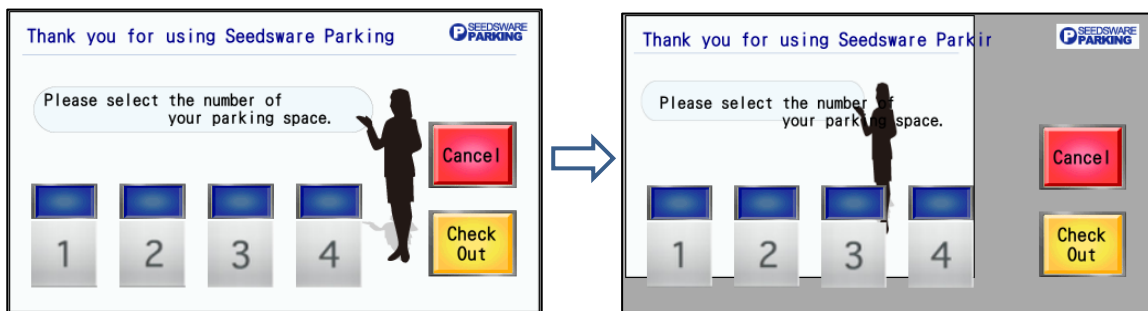
### Adjust the screen size and parts size to match the screen size

Resizes the screen size and parts size.



### Adjust the screen size to match the screen size, but do not change parts size

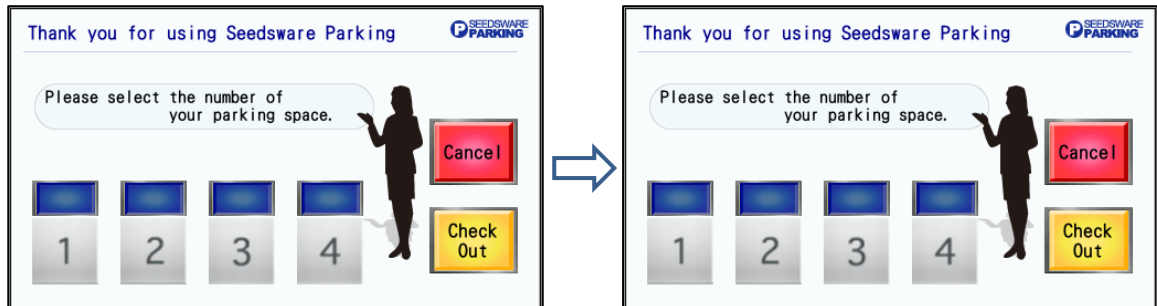
Resizes the screen size.



### Do not change the screen size or parts size

There is no resizing.

- \* You can select this option only when changing to IS-APP.



### NOTE

- ◆ The parts horizontal and vertical positions, and width and height will change, but the other properties do not. For changes to font size and so on, edit after changing the model.

### IMPORTANT

- ◆ Please note that the following dialog box settings are initialized when the model is changed.
  - H/W Settings Dialog
  - Communication Settings (of Target) Dialog

## Information on each item

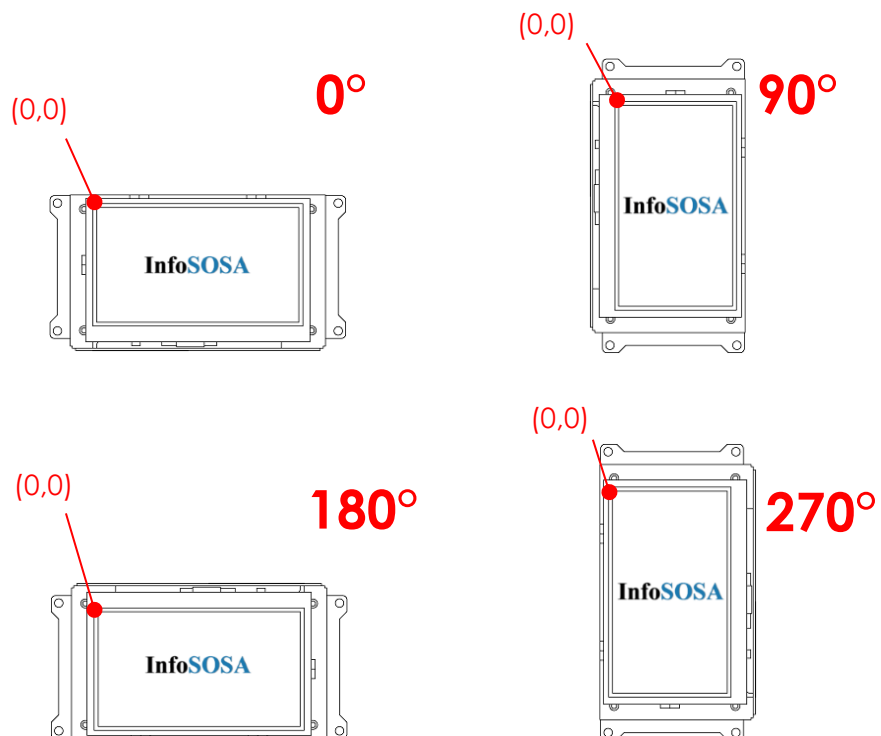
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### Rotation Angle

Screen display when specified in the rotation angle, becomes as follows.

Both origin coordinates on the screen will be the upper left corner.



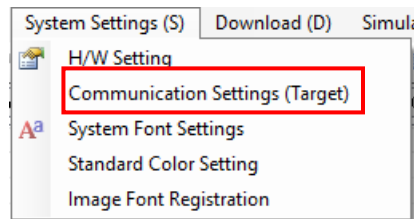
## 13.2 Communication Settings (Target) (IS)



If the selected project is for the IS7 series, the settings in this dialog box after download are the communication settings of InfoSOSA and host (such as microcontroller board).

### Setting Procedure

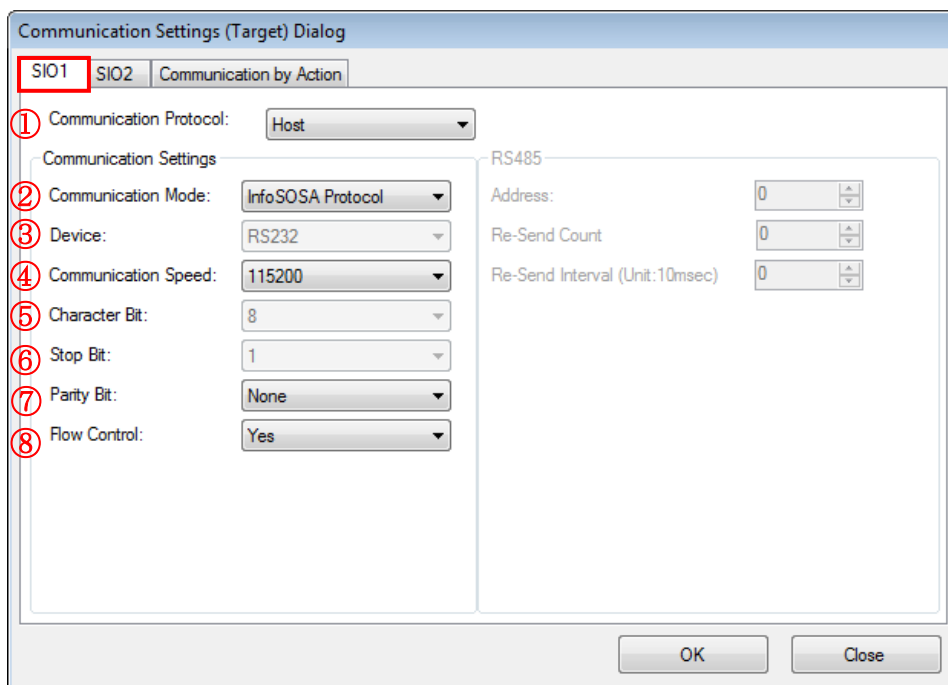
1. From the [System Settings] menu, select [Communication Settings (Target)].  
[Communication Settings (Target) Dialog] is displayed.



2. Configure each port (SIO1 and SIO2) and the common settings and click [OK].

### 13.2.1 SIO1 Communication Setting

In [Communication Settings (Target) Dialog] click the [SIO1] tab and set each item.



No	Item	Contents
①	Communication Protocol	Set up the function to associate with the SIO1 port. Set [Not Used] and [Host]. If you want to use the SIO1 port, set [Host].
②	Communication Mode	Set up the SIO1 port [Host] and [Communication Mode]. Select [InfoSOSA Protocol] from [Normal Protocol]. - InfoSOSA Protocol: Mode that responds only to acquisition commands from host. It does not respond to set commands. - Normal Protocol: Mode that respond to all set and acquisition commands from Host.
③	Device	Communication interface is displayed. Fixed to [RS232].
④	Communication Speed	Set communication speed. Select from 4800, 9600, 19200, 38400, 57600, or 115200 bps.
⑤	Character Bit	Displays the character bits. Fixed to 8 bits.
⑥	Stop Bit	Stop bit is displayed. Fixed to 1.
⑦	Parity Bit	Set parity bit. Select from [None], [Even] or [Odd].
⑧	Flow Control	Set H/W flow control. Set [Yes] or [No].



## 13.2.2 SIO2 Communication Settings

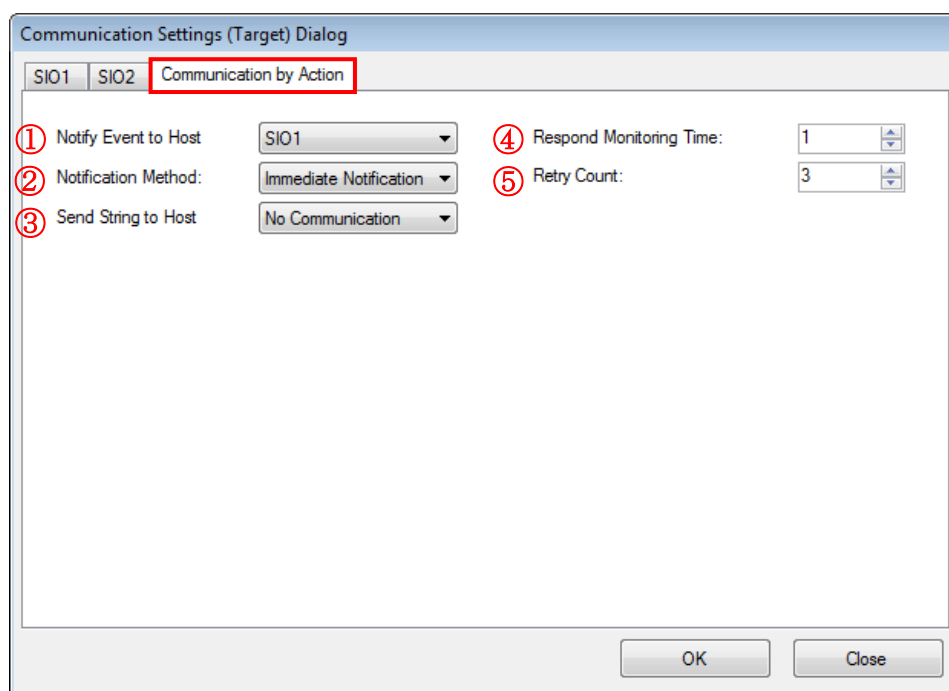
In [Communication Settings (Target) Dialog] click the [SIO2] tab and set each item.

No	Item	Contents
①	Communication Protocol	Set up the function to associate with the SIO2 port. Set [Not Used] and [Host]. If you want to use the SIO2 port, set [Host].
②	Communication Mode	Set up the SIO2 port [Host] and [Communication Mode]. Select [InfoSOSA Protocol] from [Normal Protocol]. - InfoSOSA Protocol: Mode that responds only to acquisition commands from host. It does not respond to set commands. - Normal Protocol: Mode that respond to all set and acquisition commands from Host.
③	Device	Communication interface set will be displayed. Fixed to [RS422 (Full Duplex) / 485 (Half Duplex)]. * Toggle between RS422/485 with the hardware switch on the board. For more information, please refer to the manufacturer specifications.
④	Communication Speed	Set communication speed. Select from 4800, 9600, 19200, 38400, 57600, or 115200 bps.
⑤	Character Bit	Displays the character bits. Fixed to 8.
⑥	Stop Bit	Stop bit is displayed. Fixed to 1.
⑦	Parity Bit	Set parity bit. Select from [None], [Even] or [Odd].
⑧	Address	Device address assigned at time of RS485 communication. Select from 1 to 31. You cannot set "0" as it indicates Host. The device is enabled for [RS485], and fixed to 0 for [RS422].
⑨	Re-Send Count	Set number of times to resend send message to Host from InfoSOSA when line collisions occur at RS485 communication. Set from 0 to 10. Default value is 3.
⑩	Re-Send Interval	Set resend interval at RS485 communication. Set from 0 to 1000. Default value is 100. Each unit is 10ms. * The interval changes depending on the communication speed as it becomes the standby time after communication is complete.

## 13.2.3 Setting of Communication by Action

From the [Communication Settings (Target) Dialog] click the [Communication by Action] tab and set each item.

Set output destination of events generated and event retransmission of InfoSOSA.



No	Item	Contents
①	Notify Event to Host	Set up the interface for sending commands when [Notify Event to Host] and [Notify value to Host] actions are processed. In the SIO1 or SIO2 [Setting] tab, set [Communication Protocol] to [Host]. You can select one of these interfaces. When set to [No Communication], events are not output to any interface.
②	Notification Method	Set event notification methods. Select either [Immediate Notification] or [Upon Request]. - Immediate Notification: Send event to Host immediately with action execution. • Upon Request: Do not send event until you receive [Acquire Event] command from Host. * Up to a maximum of 10 events can be accumulated in InfoSOSA. If event is full, it will be erased from older events.
③	Send String to Host	Set interface to output string when action [Output string of memory to Host] is processed. In the SIO1 or SIO2 [Setting] tab, set [Communication Protocol] to [Host]. You can select one of these interfaces. When set to [No Communication], events are not output to any interface.
④	Respond Monitoring Time	When event is noticed to host device, set time-out period. Set a value from 1 to 5. (The unit is in seconds.) Enabled when [Communication Mode] is [Normal Protocol].
⑤	Retry Count	When event response has timed out, set number of times to be retransmitted. Set a value from 0 to 3. (The unit is times.) Enabled when [Communication Mode] is [Normal Protocol].

## 13.3 Communication Settings (Target) (IS-APP)

---

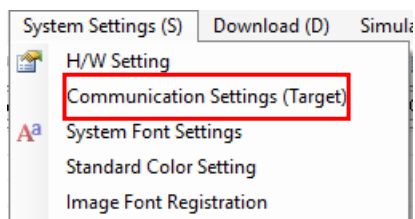


If the selected project is for IS-APP, the settings in this dialog box are used only for simulation. The actual communication settings are run with command line arguments used when starting the InfoSOSA application. For more information, please refer to the "IS-APP Startup Guide".

### Setting Procedure

---

1. From the [System Settings] menu, select [Communication Settings (Target)].  
[Communication Settings (Target) Dialog] is displayed.



2. Set communication settings of common items and each port (SIO1, SIO2, LAN) and click [OK].

## 13.3.1 SIO1 Communication Setting

In [Communication Settings (Target) Dialog] click the [SIO1] tab and set each item.

No	Item	Contents
①	Communication Protocol	Set up the function to associate with the SIO1 port. Set [Not Used] and [Host]. If you want to use the SIO1 port, set [Host].
②	Communication Mode	Set up the SIO1 port [Host] and [Communication Mode]. Select [InfoSOSA Protocol] from [Normal Protocol]. - InfoSOSA Protocol: Mode that responds only to acquisition commands from host. It does not respond to set commands. - Normal Protocol: Mode that respond to all set and acquisition commands from Host.
③	Device	Communication interface is displayed. Fixed to [RS232]. * At simulation, communication is RS232 only.
④	Communication Speed	Set communication speed. Select from 4800, 9600, 19200, 38400, 57600, or 115200 bps.
⑤	Character Bit	Displays the character bits. Fixed to 8.
⑥	Stop Bit	Stop bit is displayed. Fixed to 1.
⑦	Parity Bit	Set parity bit. Select from [None], [Even] or [Odd].
⑧	Flow Control	Set H/W flow control. Set [Yes] or [No].

## 13.3.2 SIO2 Communication Settings

In [Communication Settings (Target) Dialog] click the [SIO2] tab and set each item.

Communication Settings (Target) Dialog

SIO1 **SIO2** LAN Communication by Action

① Communication Protocol: Host

② Communication Mode: InfoSOSA Protocol

③ Device: RS232

④ Communication Speed: 115200

⑤ Character Bit: 8

⑥ Stop Bit: 1

⑦ Parity Bit: None

⑧ Flow Control: Yes

RS485

Address: 0

Re-Send Count: 0

Re-Send Interval (Unit:10msec): 0

※Set this product's Comm Settings on the device  
 ※Settings on this screen will be used during simulation

OK Close

No	Item	Contents
①	Communication Protocol	Set up the function to associate with the SIO2 port. Set [Not Used] and [Host]. If you want to use the SIO2 port, set [Host].
②	Communication Mode	Set up the SIO2 port [Host] and [Communication Mode]. Select [InfoSOSA Protocol] from [Normal Protocol]. - InfoSOSA Protocol: Mode that responds only to acquisition commands from host. It does not respond to set commands. - Normal Protocol: Mode that respond to all set and acquisition commands from Host.
③	Device	Communication interface is displayed. Fixed to [RS232]. * At simulation, communication is RS232 only.
④	Communication Speed	Set communication speed. Select from 4800, 9600, 19200, 38400, 57600, or 115200 bps.
⑤	Character Bit	Displays the character bits. Fixed to 8.
⑥	Stop Bit	Stop bit is displayed. Fixed to 1.
⑦	Parity Bit	Set parity bit. Select from [None], [Even] or [Odd].
⑧	Flow Control	Set H/W flow control. Set [Yes] or [No].

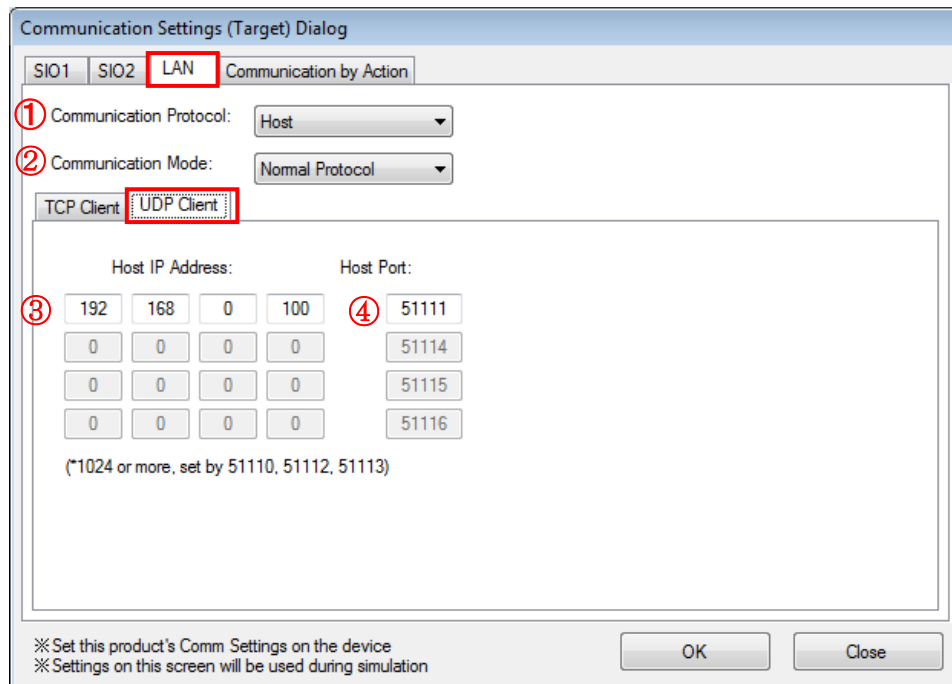
### 13.3.3 Communication Settings of LAN (TCP Client)

In [Communication Settings (Target) Dialog], click first the [LAN] and then [TCP Client] tabs to set each item.

No	Item	Contents
①	Communication Protocol	Set up the function to associate with the LAN port. Set [Not Used] and [Host]. If you want to use the LAN port, set [Host].
②	Communication Mode	Set up the LAN port [Host] and [Communication Mode]. Select [InfoSOSA Protocol] from [Normal Protocol]. - InfoSOSA Protocol: Mode that responds only to acquisition commands from host. It does not respond to set commands. - Normal Protocol: Mode that respond to all set and acquisition commands from Host.
③	Host IP Address	Set IP address of host device to communicate with InfoSOSA. Set "0.0.0.0" if not in use.
④	Host Port	Set port number of host device to communicate with InfoSOSA. Set a value for the port, from 1024 to 65535. Port numbers 51110, 51111 and 51112 are reserved and cannot be used.
⑤	Connection Time	Set trial time of TCP connection. Set a value from 0 to 99. (The unit is in seconds.)

### 13.3.4 Communication Settings of LAN (UDP Client)

In [Communication Settings (Target) Dialog], click first the [LAN] and then [UDP Client] tabs to set each item.



No	Item	Contents
①	Communication Protocol	Set up the function to associate with the LAN port. Set [Not Used] and [Host]. If you want to use the LAN port, set [Host].
②	Communication Mode	Set up the LAN port [Host] and [Communication Mode]. Select [InfoSOSA Protocol] from [Normal Protocol]. - InfoSOSA Protocol: Mode that responds only to acquisition commands from host. It does not respond to set commands. - Normal Protocol: Mode that respond to all set and acquisition commands from Host.
③	Host IP Address	Set IP address of host device to communicate with InfoSOSA. Set "0.0.0.0" if not in use.
④	Host Port	Set port number of host device to communicate with InfoSOSA. Set a value for the port, from 1024 to 65535. Port numbers 51110, 51111 and 51112 are reserved and cannot be used.

### 13.3.5 Set Communication by Action

From the [Communication Settings (Target) Dialog] click the [Communication by Action Setting] tab and set each item.

Set output destination of events generated and event retransmission of InfoSOSA.

No	Item	Contents
①	Notify Event to Host	Set up the interface for sending commands when [Notify Event to Host] and [Notify value to Host] actions are processed. In the SIO1, SIO2, or LAN [Setting] tab, set [Communication Protocol] to [Host]. You can select one of these interfaces. When set to [No Communication], events are not output to any interface.
②	Notification Method	Set event notification methods. Select either [Immediate Notification] or [Upon Request]. - Immediate Notification: Send event to Host immediately with action execution. - Upon Request: Do not send event until you receive [Acquire Event] command from Host. * Up to a maximum of 10 events can be accumulated in InfoSOSA. If event is full, it will be erased from older events.
③	Send String to Host	Set interface to output string when action [Output string of memory to Host] is processed. In the SIO1 or SIO2 [Setting] tab, set [Communication Protocol] to [Host]. You can select one of these interfaces. * Cannot output to LAN. When set to [No Communication], events are not output to any interface.
④	Respond Monitoring Time	When event is noticed to host device, set time-out period. Set a value from 1 to 5. (The unit is in seconds.) Enabled when [Communication Mode] is [Normal Protocol].
⑤	Retry Count	When event response has timed out, set number of times to be retransmitted. Set a value from 0 to 3. (The unit is times.) Enabled when [Communication Mode] is [Normal Protocol].



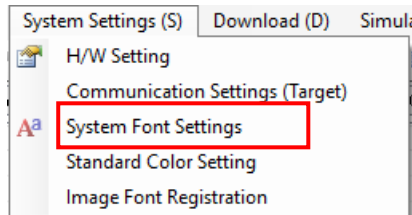
## 13.4 System Font Settings



In the [System Font Settings], select the type of system fonts to use.

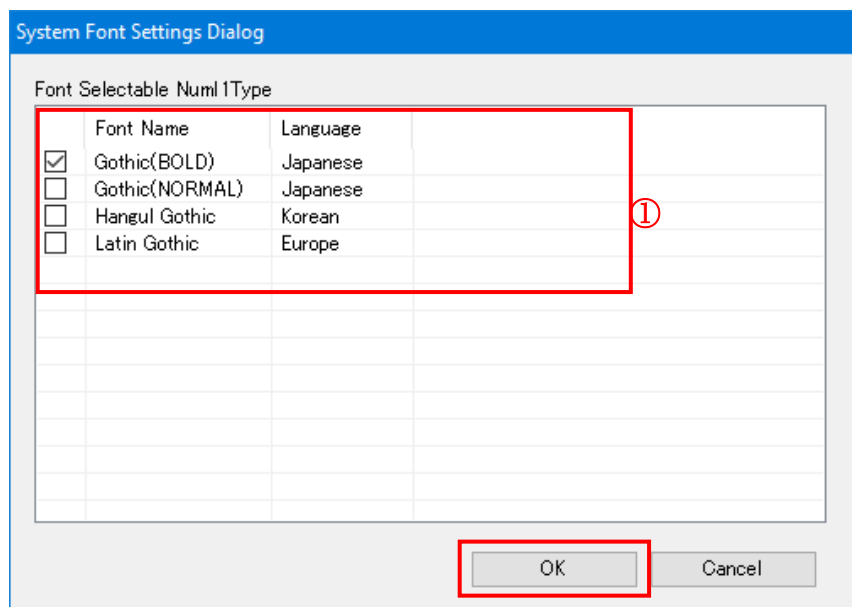
### Setting Procedure

- From the [System Settings] menu, select [System Font Settings].  
[System Font Selection Dialog] is displayed.



- Set each item and click [OK].

### Setting Item



No	Item	Contents
①	Font	<p>Select font to be used.</p> <p>Fonts that can be used in InfoSOSA are as follows.</p> <ul style="list-style-type: none"> <li>- Gothic BOLD (Japanese)</li> <li>- Gothic NORMAL (Japanese)</li> <li>- Simplified Gothic (Chinese)</li> <li>- Traditional Gothic (Chinese)</li> <li>- Hangul Gothic (Korean)</li> <li>- Latin Gothic (European)</li> </ul> <p>* English letter is included in all fonts.            * Japanese "BOLD" is bold, and "NORMAL" is fine print.            * File size of Font vary depending on language. Depending on project, you may not be able to download a screen to InfoSOSA if you change the language.            * Font that is displayed depends on model.</p>

## Languages that are Supported by Each Font

Font name	Character encoding standard	Languages
Gothic BOLD/NORMAL	JIS-X0201	Japanese (alphanumeric)
	JIS-X0208	Japanese (Hiragana, Katakana, Kanji)
Traditional Gothic	Big5	Chinese (Traditional)
Simplified Gothic	GB18030	Chinese (simplified)
Hangul Gothic	KSC-5601	Korean (Hangul)
Latin Gothic	ISO8859-1 (Latin-1)	English, French, Spanish, German, Italian, Portuguese, Indonesian, Swedish, Dutch, Danish, Norwegian, Finnish, Icelandic, and Faroese
	ISO8859-2 (Latin-2)	Croatian, Czech, Hungarian, Polish, Romanian, Slovakian, Slovenian, and Sorbian
	ISO8859-3 (Latin-3)	Esperanto, Maltese, Turkish (Old)
	ISO8859-4 (Latin-4)	Estonian, Latvian, Lithuanian
	ISO8859-5	Bulgarian, Macedonian, Russian, Serbian, and Ukrainian
	ISO8859-7	Modern Greek
	ISO8859-9 (Latin-5)	Turkish (new)

## Usage Restrictions of Fonts

InfoSOSA has different fonts available depending on the model.

Depending on the fonts you can use on your model, there are two types of fonts – [Standard] and [Multilingual] .

- \* For the relationship between the model and fonts, please refer to [17.1 Corresponding Model List](#).

Font name	Standard Model	Multilingual Model
Gothic BOLD/NORMAL	○	○
Traditional Gothic	×	○
Simplified Gothic	×	○
Hangul Gothic	○	○
Latin Gothic	○	○
Number of fonts that can be used simultaneously	1	5

## Display Priority of Each Font

InfoSOSA uses the character code of the UNICODE (UTF-16LE).

On InfoSOSA, appropriate characters are displayed using the downloaded font and character encoding.

With UNICODE (UTF-16LE), since multiple characters are assigned to one character code, the font that is used is decided based on the following.

- 1) A text string is displayed using one font.
- 2) If the text string can be displayed with European text (ISO8859) and the Latin Gothic font is downloaded, it is displayed in Latin Gothic.
- 3) Characters are determined in the following order of preference: Gothic (Japanese) > Traditional Chinese Gothic > Simplified Chinese Gothic > Hangul Gothic > Latin Gothic.

As the font is automatically determined as shown above, you do not have to specify a font. However, if you want to display using a specific font, set the [String Resource Set ID] to [Define Font String Resource Set ID].

[Define Font String Resource Set ID]

Define Font String Resource Set ID	Preferred Font
@JA, @JA_1 to @JA_9	Gothic BOLD/NORMAL (Japanese)
@ZHBIG, @ZHBIG_1 to @ZHBIG_9	Traditional Gothic (Chinese)
@ZHGB, @ZHGB_1 to @ZHGB_9	Simplified Gothic (Chinese)
@KR, @KR_1 to @KR_9	Hangul Gothic (Korean)
@EN, @EN_1 to @EN_9	Latin Gothic (Europe)

- \* When the preferred font is not downloaded, the font is determined using the normal method.

To create multiple sets in String Resources with the same font, as shown below specify a String Resource Set ID for different languages.

For example, when changing between German and French which both use the same Latin Gothic font

String Resource Set ID	Language
@EN_1	German
@EN_2	French

- \* You can register a maximum 10 String Resource sets.

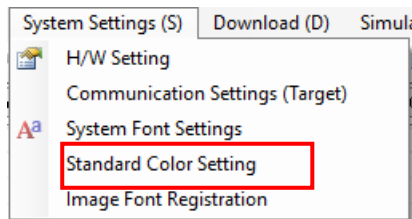
## 13.5 Standard Color Setting



Image editing software to be used in the InfoSOSA Builder and color arrangement of the color palette to use for part background and characters can be set in the Standard Color Setting. The settings will be saved in the project.

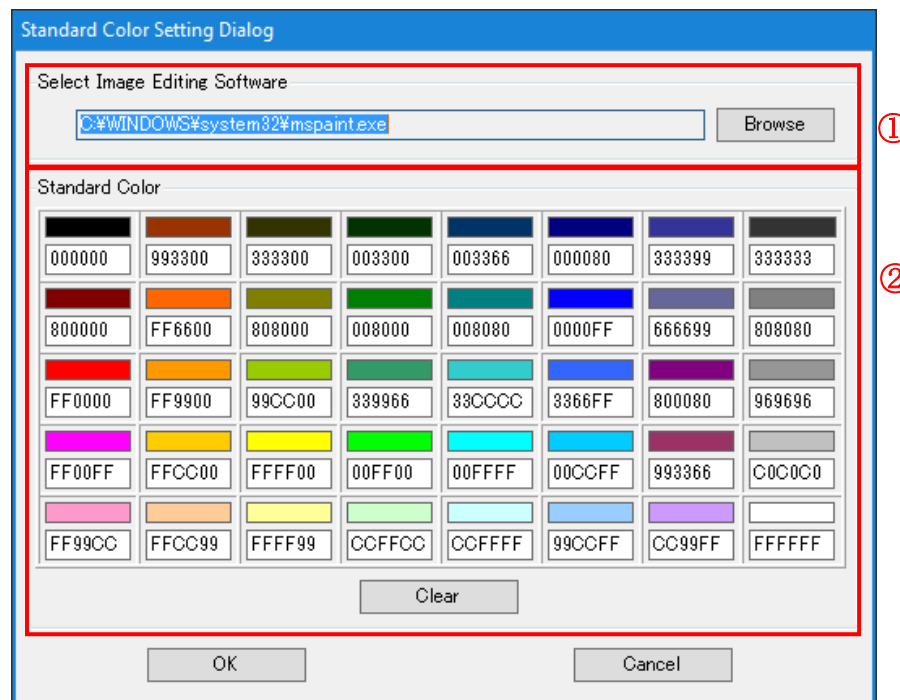
### Setting Procedure

- From the [System Settings] menu, select [Standard Color Setting].  
[Standard Color Setting Dialog] is displayed.



- Set each item and click [OK].

### Setting Item



No	Item	Contents
①	Select Image Editing Software	Set image editing software to be used in editing of image resource. Click [Browse] to select image editing software. Default setting is MS Paint.

No	Item	Contents
②	Standard Color	<p>Set colors and their arrangement on the color palette. Color palette will be displayed when changing the background color, character color, and other colors of Parts. To select a new color, click on the desired color to change. Click the [Clear] button to return to the default colors. * Depending on the color and model you set, the number of colors may be reduced.</p>

## 13.6 Image Font Registration

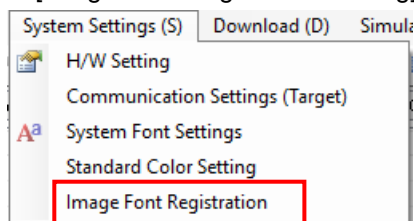


Register specific characters in any of image fonts.

Image Font Registration is needed when there is a string change from the Host, or when displaying fonts as image fonts to a particular part that are not pre-set.

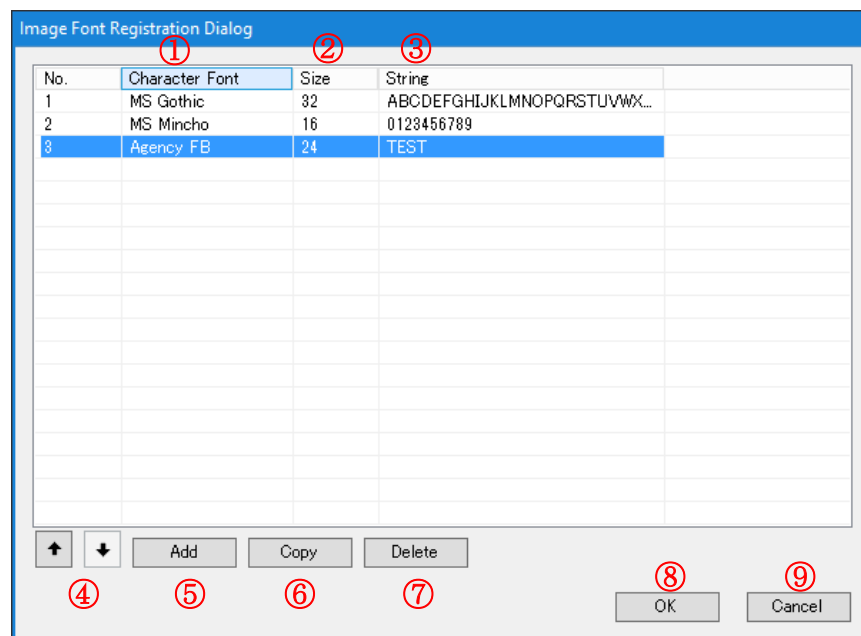
### Setting Procedure

- From the [System Settings] menu, select [Image Font Registration].  
[Image Font Registration Dialog] is displayed.



- Set each item and click [OK].

### Setting Item



No.	Item	Contents
①	Character Font	Set type of image fonts. Match image font to character font of Parts to display. Fonts that can be selected will vary depending on computer
②	Size	Set size of image font. Match image font to character size of Parts to display. Configurable size is 8pt to 256pt.
③	String	Set character to be registered. It can be set up to a maximum of 256 characters.
④	Sorting	Sort registered image fonts.
⑤	Add	Add new image fonts.
⑥	Copy	Copy registered image fonts.
⑦	Delete	Delete registered image fonts.
⑧	OK	Reflect settings and close dialog.
⑨	Cancel	Discard settings and close dialog.

- \* Image fonts will not display correctly if the image fonts and font size do not match with the Parts.
- \* Characters are registered in the image font one character at a time. For example, when displaying the string "Seedsware" with image fonts, it displays even when registered as "Sedswar".

# 14. Download

## Chapter Contents

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## 14.1 About Download

In the [Download] menu, [Create Data] is for converting editable project data into executable files for the InfoSOSA unit, and [Download] is for transferring the project you created to the InfoSOSA unit.

### IMPORTANT

◆ Perform an "Error check" before "Create Data" or "Download". For details, refer to "14.6 Error check".

### Create Data



Item	Contents	IS7	IS-APP
Create Data (USB/IS-APP)	Converts editable project data into executable files for the InfoSOSA unit. Use with USB Download and IS-APP.	○	○
Create Data (SIO)	Ver 2.1 compatible format. Cannot be used with IS-APP.	○	-

### Download



The following download methods are available.

How to Download	Features	IS7	IS-APP
USB	<ul style="list-style-type: none"> <li>• New method from Ver 2.5.</li> <li>• Faster download speeds than Ver 2.1.</li> <li>• Simultaneous download to multiple units.</li> <li>• Possible to back up project on unit.</li> <li>• Possible to transfer the currently open project.</li> <li>• You can transfer [Saved Project Data] (compiled data)</li> <li>• Updates the project runtime application.</li> </ul>	○	-
SIO	<ul style="list-style-type: none"> <li>• Ver 2.1 compatible format.</li> <li>• Same download speed as Ver 2.1.</li> <li>• Download one unit at a time.</li> <li>• Project backup not possible</li> <li>• Possible to transfer the currently open project.</li> <li>• You cannot transfer [Saved Project Data] (compiled data)</li> <li>• Updates the project runtime application.*</li> </ul> <p>* In the case of Ver 2.5, no update on the project runtime application.</p>	○	-



IS-APP does not support download. For transfer methods of created executable files, please refer to the "IS-APP Startup Guide".

## 14.2 Create Data (USB/IS-APP)



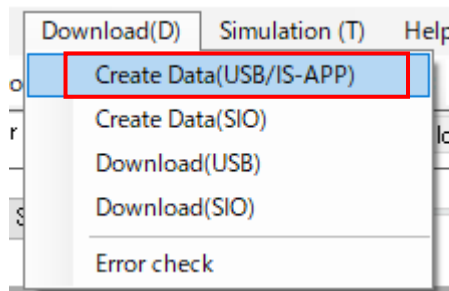
Create Data is a function that creates or compiles data for USB download (for execution on InfoSOSA), without actually downloading.

The created data has the following uses.

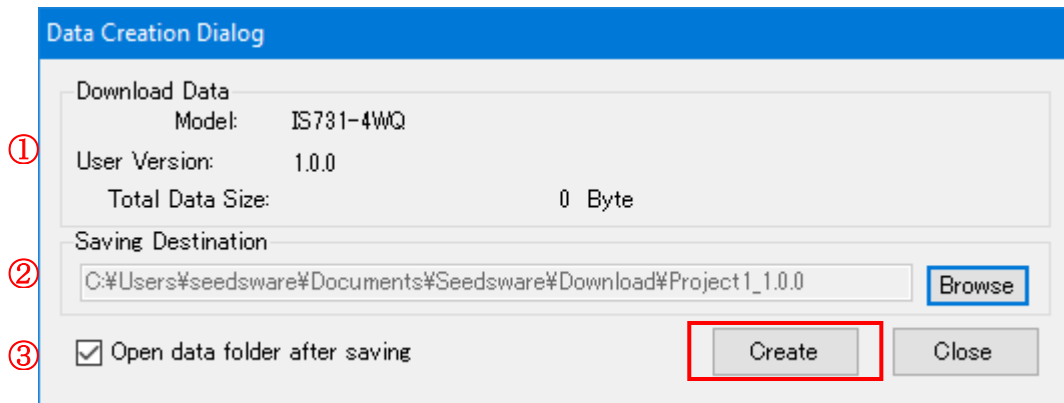
- ◆ Download (USB) - Saved Project Data  
Please refer to [14.1 About Download](#) for usage.
- ◆ Download data when using [Download Tool (USB)]  
For information about [Download Tool (USB)], please refer to the "IS731 Series Startup Guide".
- ◆ InfoSOSA Application (IS-APP) executable files  
Please refer to the "IS-APP Startup Guide" for usage.

### Data Creation Procedure

1. Open the project for which you want to create data.
2. From the [Download] menu, select [Create Data(USB/IS-APP)].

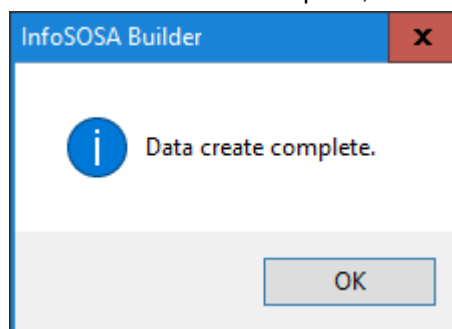


3. [Data Creation Dialog] is displayed.  
Click [Browse] and you can change the save destination.  
Click [Create].



No	Item	Contents
①	Download Data	Displays information on the data to create.
②	Saving Destination	Displays the save destination for created data. Click [Browse] and select a folder.
③	Open data folder after saving	Select the check box to open the destination folder after the create data operation.

When create data is complete, the following message is displayed.



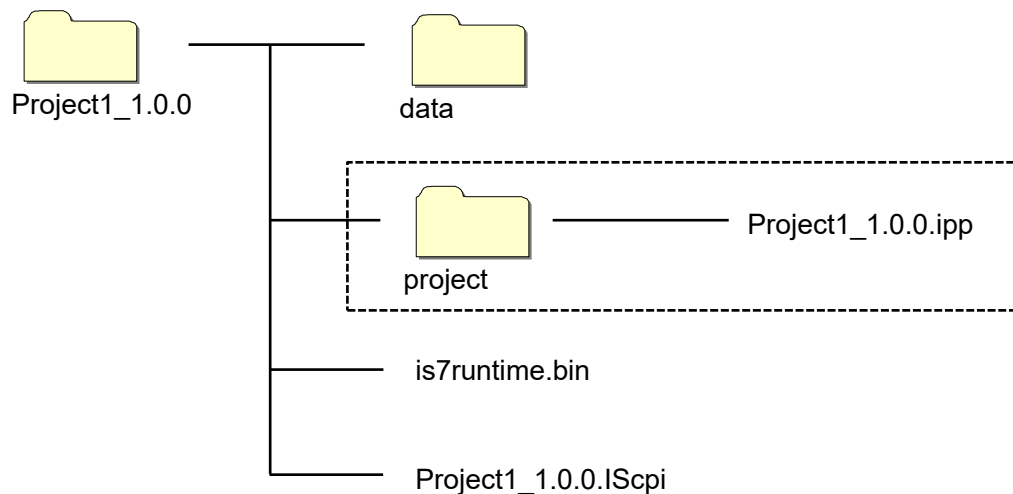
## Data structure

The download data (executable files for InfoSOSA) generated with [Create Data] is structured as follows. All files are necessary for download, so save all folders.

\* If you do not want to do a project backup, you do not need the "project" folder.

Project Name: Project1

User Version: 1.0.0



Item	Contents
Project1_1.0.0	Save all data below this folder.
data	Folder where the compiled project data (executable files for InfoSOSA) is stored.
project	Folder where the editable project data is stored.
Project1_1.0.0.ipp	When the [Backup Project to Unit] check box is selected, this file is downloaded.
is7runtime.bin	This is an application for running project data. This is downloaded with the project data. * Different filename depending on the model.
Project1_1.0.0.IScpi	System file that describes the download data structure. When downloading, specify this file.

## 14.3 Create Data (SIO)



Create Data (SIO) is a function that creates or compiles data for SIO/LAN download (for execution on InfoSOSA), without actually downloading.

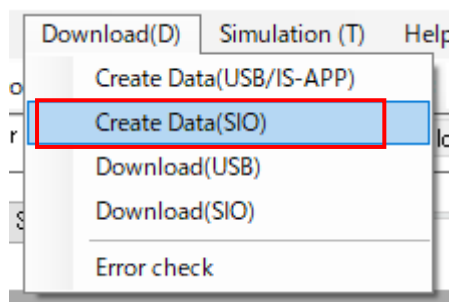
This function is compatible with InfoSOSA Ver 2.1.

The Download Tool (SIO) is not provided in Ver 2.5 or later.

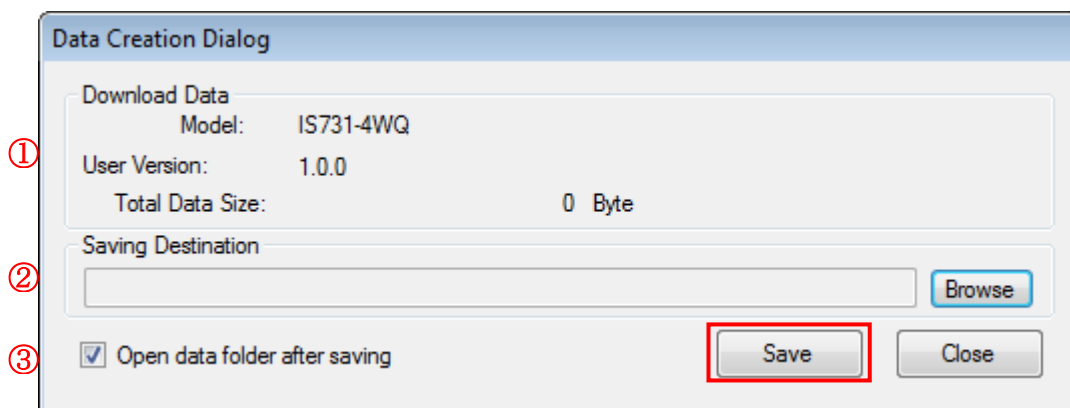
Use [Create Data (USB/IS-APP)] and the Download Tool (USB).

### Data Creation Procedure

1. Open the project for which you want to create data.
2. From the [Download] menu, select [Create Data (SIO)].

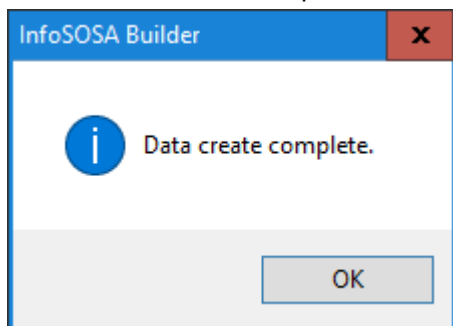


3. [Data Creation Dialog] is displayed.  
Click [Browse] and you can change the save destination.  
Click [Save].



No	Item	Contents
①	Download Data	Displays information on the data to create.
②	Saving Destination	Displays the save destination for created data. Click [Browse] and select a folder.
③	Open data folder after saving	Select the check box to open the destination folder after the create data operation.

When create data is complete, the following message is displayed.

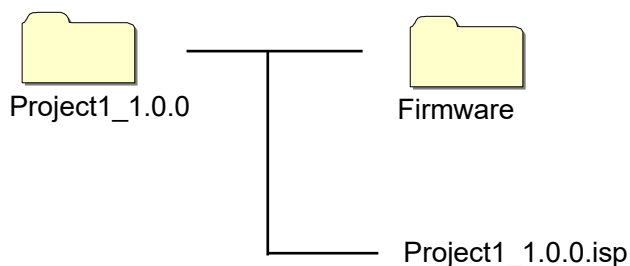


### Data structure

The data for download (for execution on InfoSOSA) created in "Data creation" has the following structure. All files are required for download, so please keep them in the folder.

Project Name: Project1

User Version: 1.0.0



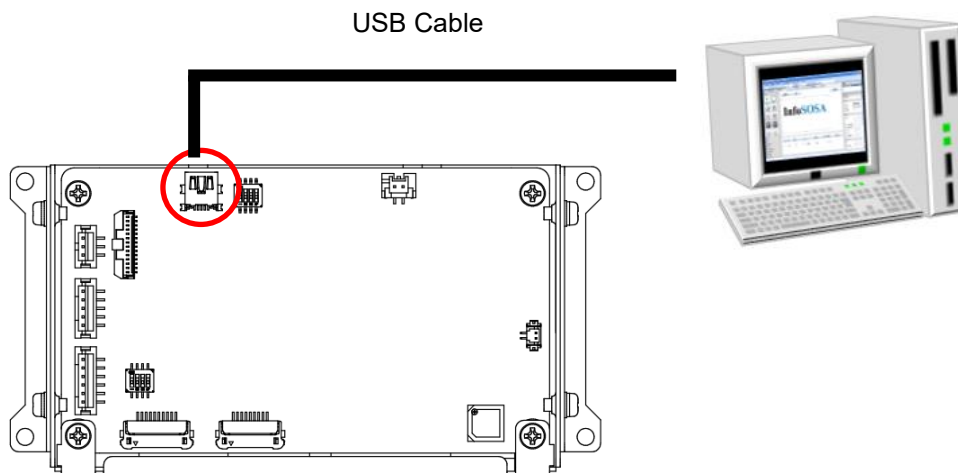
Item	Contents
Project1_1.0.0	Save all data below this folder.
Firmware	A folder containing applications for executing project data. Downloaded with project data.
Project1_1.0.0.isp	Converted project data for execution in InfoSOSA.

## 14.4 Download (USB)



### How to Download

1. For the PC with Builder running, connect with the InfoSOSA using the USB cable for transfer.



### IMPORTANT

- ◆ Connect when InfoSOSA power is off.



- Turn ON the power of InfoSOSA.

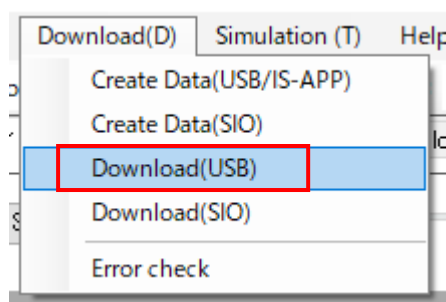
If connected to the PC when powering up, starts up in OSD mode.

## NOTE

### ◆ About OSD Mode

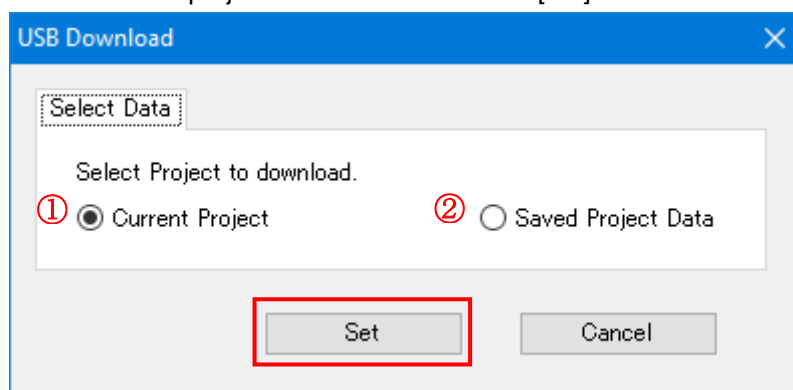
Mode for downloading a project via an USB cable, changing communication settings, changing the brightness, and so on. If connected to the PC when powering up, starts up in OSD mode. For more information, please refer to the "IS731 Series Startup Guide".

- From the [Download] menu, select [Download (USB)].



- [Select Data Dialog] is displayed.

Select the project to download and click [OK].

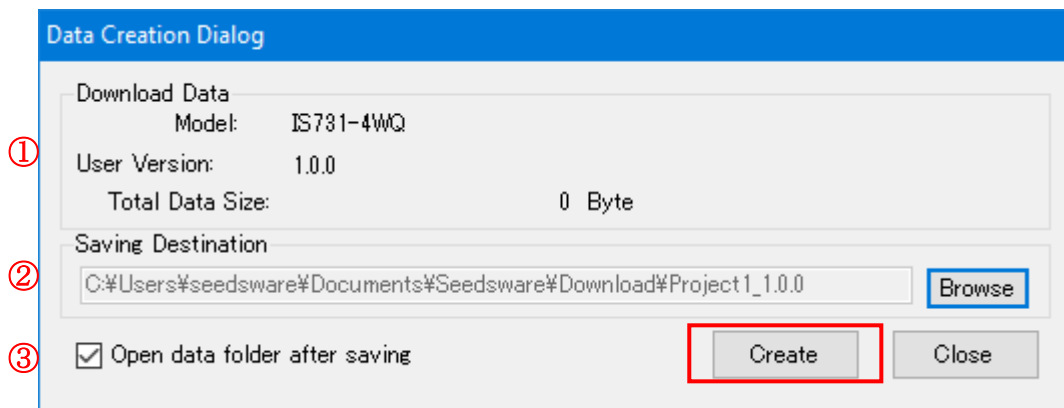


No	Item	Contents
①	Current Project	For downloading the current project. Run [Create Data] and [Download] in consecutive order.
②	Saved Project Data	Downloads the saved project data that was created with the [Create Data] command. Select the download data in step 7. For information about [Create Data], please refer to <a href="#">14.2 Create Data (USB/IS-APP)</a> .

5. When the download project is selected in the [Current Project] field, the [Data Creation Dialog] is displayed.

Click [Browse] and you can change the save destination.

Click [Save].



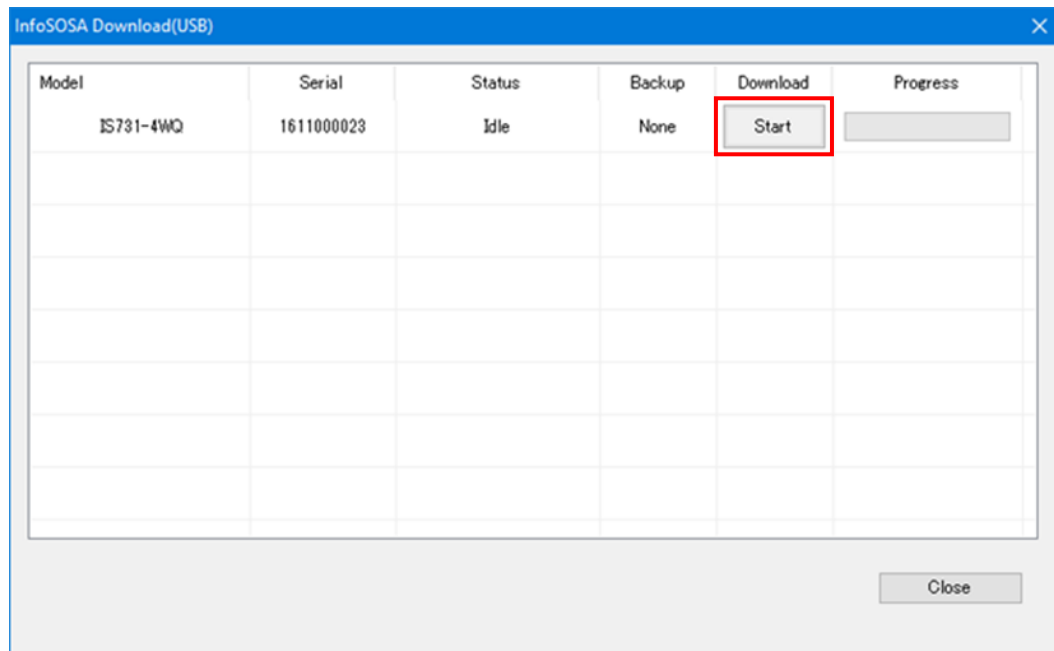
No	Item	Contents
①	Download Data	Displays information on the data to create.
②	Saving Destination	Displays the save destination for created data. Click [Browse] and select a folder.
③	Open data folder after saving	Select the check box to open the destination folder after the create data operation.

## NOTE

### ◆ All Data Size

Displays after data creation. The size displayed is the size of the actual download data. However, since the size after downloading to InfoSOSA is influenced by the InfoSOSA file system (cluster size), downloading may not be possible due to insufficient capacity.

6. [Download (USB)] dialog box is displayed.  
The connected InfoSOSA is displayed.  
Click [Start].



### NOTE

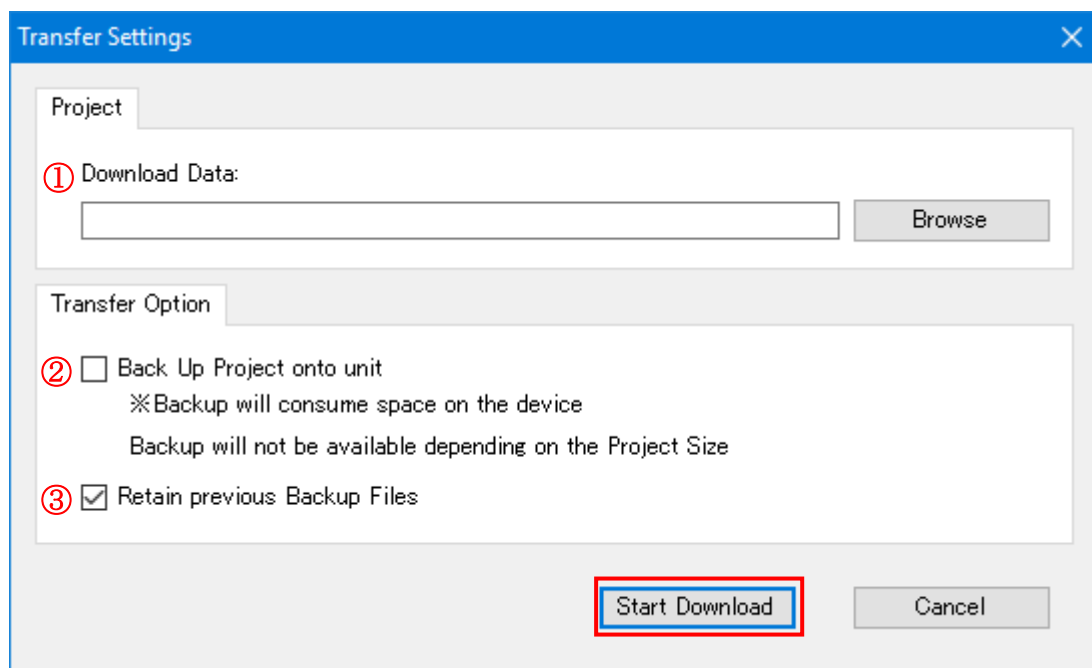
◆ Download to multiple units.

When multiple InfoSOSA are connected to the PC, they display in the list. For InfoSOSA you want to download to, click [Start Download].

\* The maximum you can transfer at one time differs depending on your PC environment. When there is a transfer error, reduce the number of connections. The maximum is 10 units.

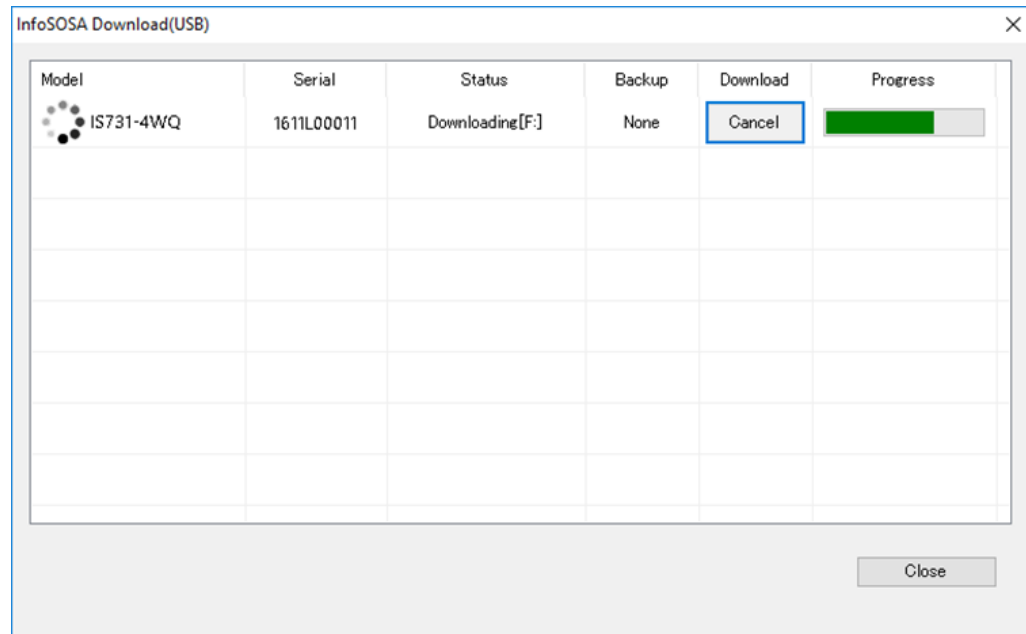
\* When using an USB hub, it may affect if the unit is recognized properly.

7. [Transfer Settings] dialog box is displayed.  
Select the download data and transfer options, then click [Start Download].

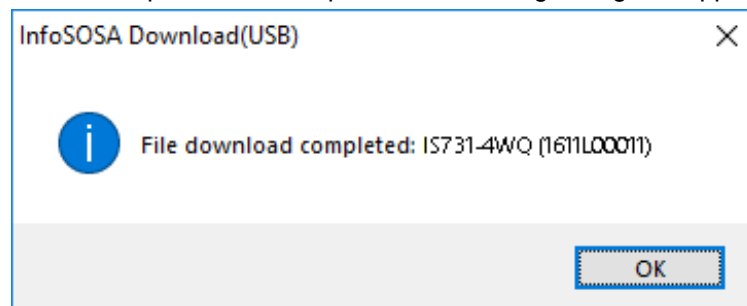


No	Item	Contents
①	Download Data	Data to be downloaded will be displayed. Automatically set up when in step 4 you selected the [Current Project]. When [Saved Project Data] is selected, from the Create Data group select the [Compiled Project File (*.IScpi)].
②	Back Up Project onto unit	Select whether to download to the unit a project file (.ipp) that you can edit. When there is not enough capacity on the unit, download may not be possible. For information on retrieving the backed up project, please refer to the "IS731 Series Startup Guide".
③	Retain previous Backup Files	Select whether to retain or erase the project file (.ipp) backed up to the unit. As you can back up only one project, the previous backup is deleted when backing up a new project.

Download begins.



When the operation is complete, the following dialog box appears.



InfoSOSA automatically restarts and the downloaded project is displayed.  
Disconnect the USB cable.

### IMPORTANT

- ◆ While downloading, do not pull out the USB cable or turn off the InfoSOSA power supply. It may result in corrupted data. If data is corrupted, the InfoSOSA unit's data area will require formatting. For information about formatting, please refer to the "IS731 Series Startup Guide".

## NOTE

What if you cannot download?

- If the connected InfoSOSA does not appear in the "Download (USB)" dialog, please uninstall all USB device drivers and install again.
- In the case of Ver 2.5 download (USB) will copy data to InfoSOSA recognized as external storage. Downloading may not be possible if a security software that restricts copying to the USB memory is running. Please upgrade to Ver 2.6.

### About Project Data Backup

Normally, only the InfoSOSA executable files are downloaded. When the [Backup Project to Unit] check box is selected, in addition to the executable files, an editable project file (\*.ipp) is backed up to the unit. For information on retrieving backup files, please refer to the "IS731 Series Startup Guide".

## NOTE

- ◆ In order to back up the project, additional capacity is required. When there is not enough capacity, backup will not run.

### About Download Tool

The download tool is included with the Builder.

The Download Tool is for transferring download data already prepared on Builder. As this tool does not allow you to edit, it is most suitable for downloading in large numbers for a mass-produced product after the project (screen data) is complete. For more information, please refer to the "IS731 Series Startup Guide".

## 14.5 Download (SIO)



### IMPORTANT

◆ In the case of Ver 2.5, download (SIO) does not update the project runtime application.

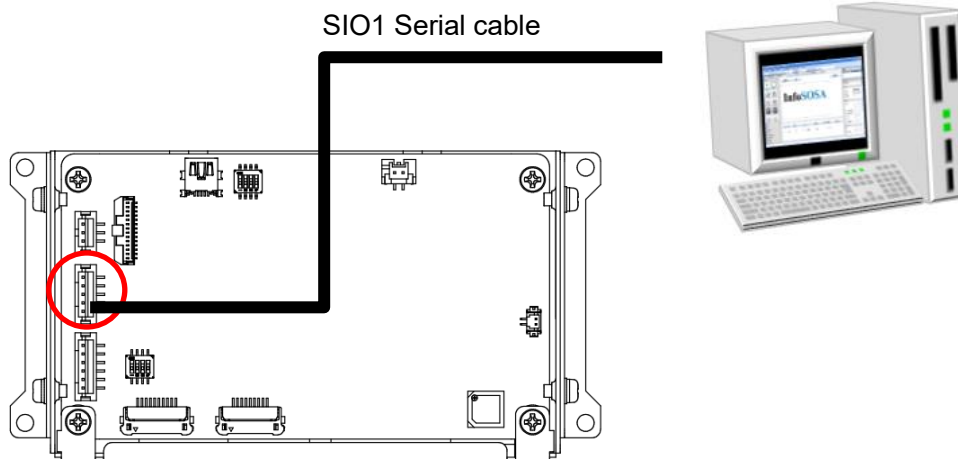
[When using InfoSOSA Builder Ver2.5, please use download \(USB\) for the initial download.](#)

### How to Download

1. For the PC with Builder running, connect with the InfoSOSA SIO1 port using a serial cable.

\* You cannot download from the SIO2 port.

Interface	IS7	IS-APP
SIO1	○	-
SIO2	-	-



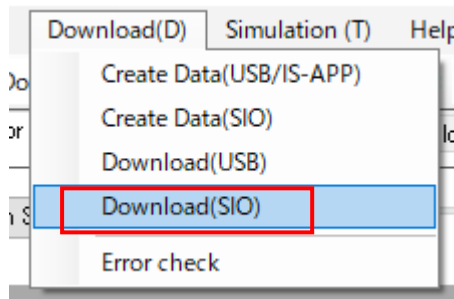
2. Turn ON the power of InfoSOSA.

### IMPORTANT

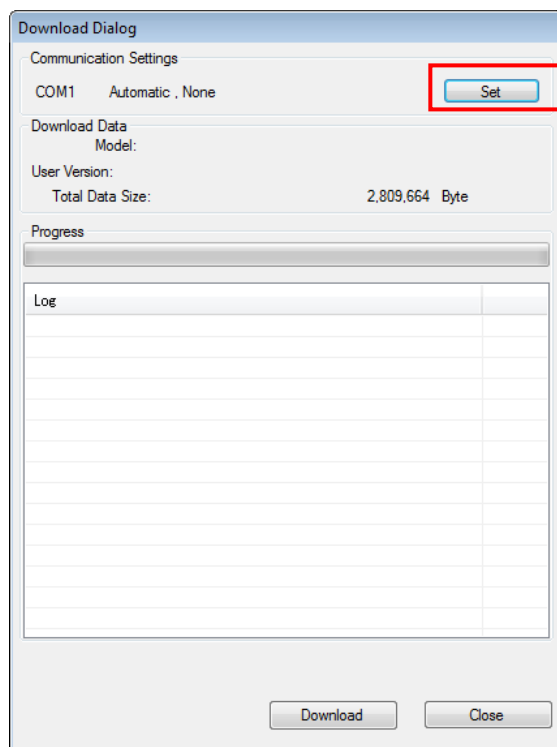
◆ When project data has not been downloaded, error screen is displayed. When download (SIO), please wait, switch from the error screen to the download screen, and then download with the following communication settings.

Communication Speed:115200bps Parity:None  
 \*In this case, the project runtime application is not updated. Please download again in the normal startup state.

3. Open the project to download.
4. From the [Download] menu, select [Download (SIO)].

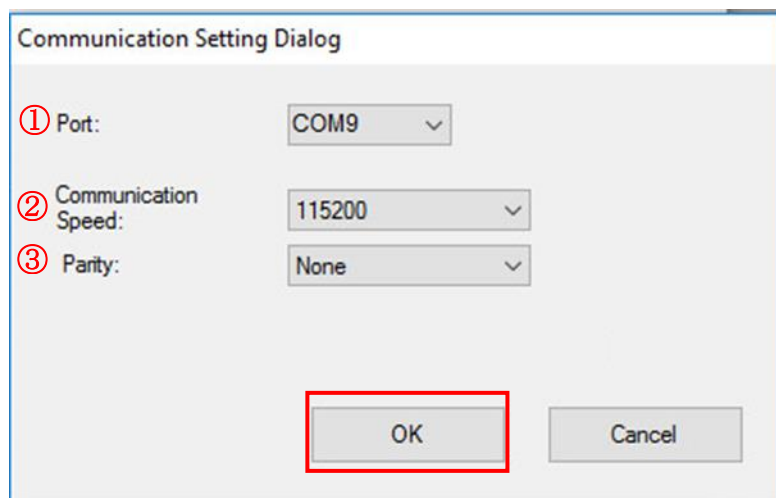


5. [Download (SIO)] dialog box is displayed.  
Click [OK].



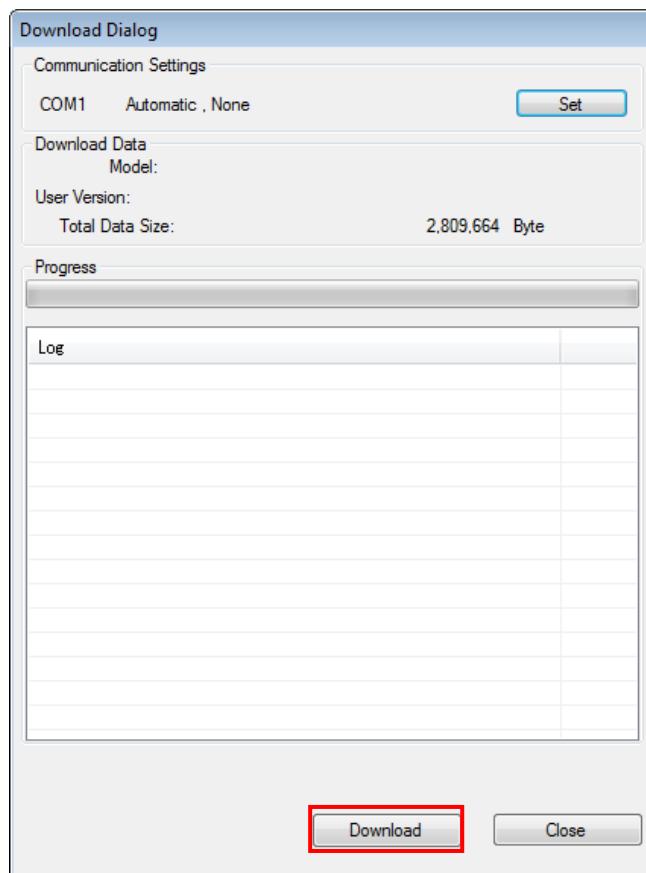


6. The [Communication Setting Dialog] is displayed.  
After setting the [Port], [Communication Speed], and [Parity] click [OK].

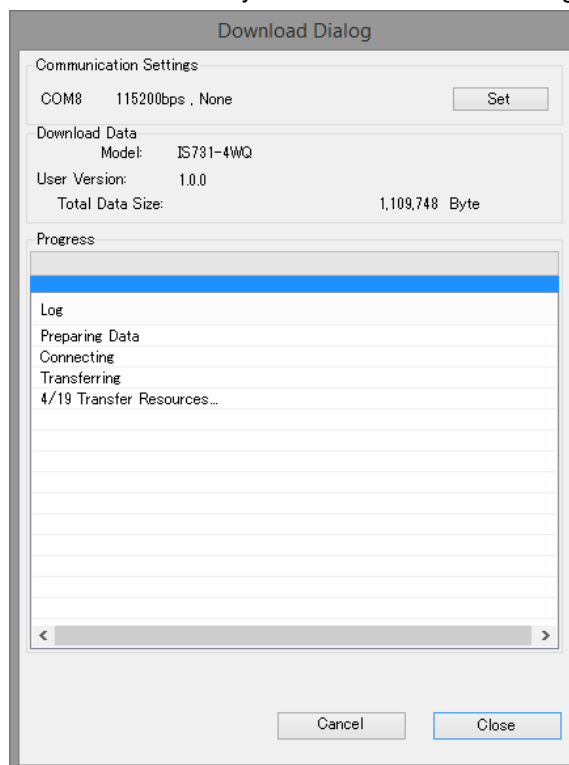


No	Item	Contents
①	Port	Set port of computer for downloading. Select the [COM Port] to use. * Only available COM ports are displayed. * Currently you cannot use LAN.
②	Communication Speed	If port setting is [COM port], set the communication speed. Select [Communication Speed] as set in InfoSOSA. (Communication speed set in [Communication Setting (target) Dialog]) * The factory default of 115200 is set.
③	Parity	If port setting is [COM port], set the communication settings. (Parity) Select the parity set in InfoSOSA. (Parity set in [Communication Setting (target) Dialog]) * The factory default of None is set.

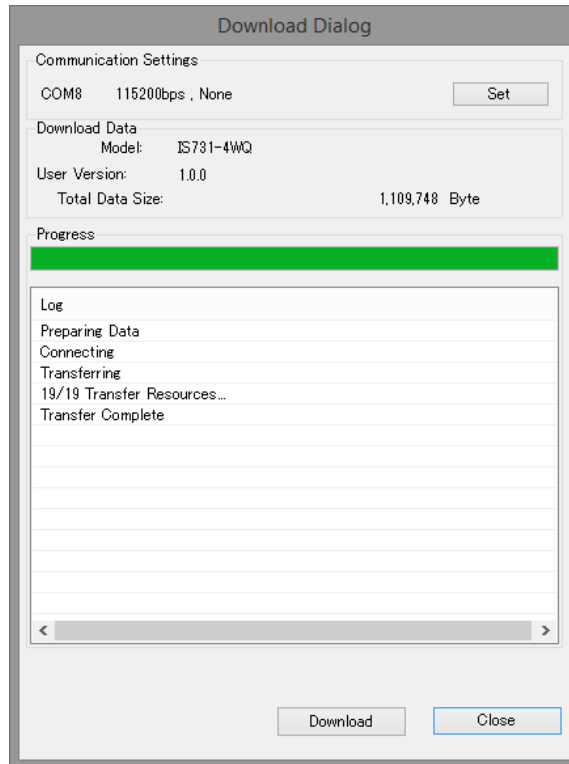
7. From the [Download (SIO/LAN)] dialog box, click [Download].



Data is automatically created and download begins.



When complete, the following message is displayed.



InfoSOSA automatically restarts and the downloaded project is displayed.

## NOTE

- ◆ When the message "Failed to connect" is displayed.
  - Is the serial cable connected to the InfoSOSA download target's SIO1 port?
    - \* You cannot download from the SIO2 port.
  - Is project data displayed on the InfoSOSA download target?
    - \* You cannot download when OSD mode is displayed. Use [Download (USB)].
  - Does the communication settings for the download target's project data displayed on InfoSOSA match the communication settings defined in step 5?

**IMPORTANT**

◆ While downloading, do not pull out the serial cable or turn off the InfoSOSA power supply. It may result in corrupted data. If data is corrupted, the InfoSOSA unit's data area will require formatting. For information about formatting, please refer to the "IS731 Series Startup Guide".

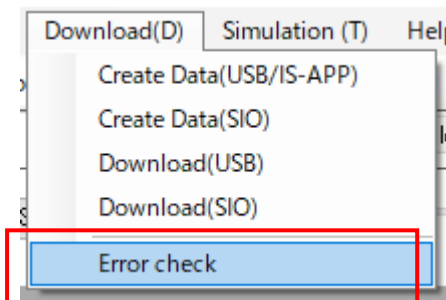
## 14.6 Error check



Error check is a function that searches for and displays the cause of compile errors during "download" or "data creation", such as inadequate parameter settings. \* Ver. 2.7 or later

### How to execute

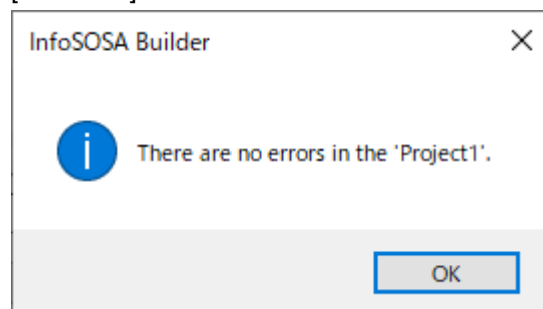
1. Open the project for error checking.
2. Select [Download] - [Error check] from the menu bar.



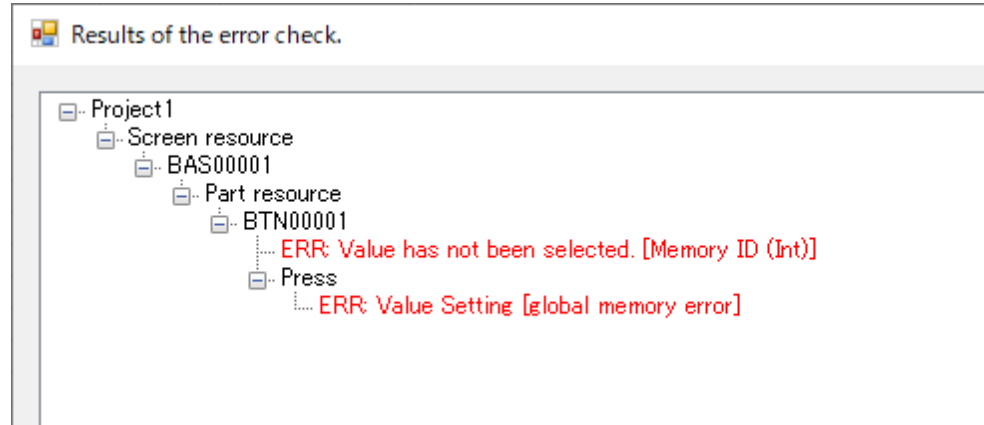
Error checking is performed for all resources.

When the error checking is complete, the following message will be displayed.

[No errors]

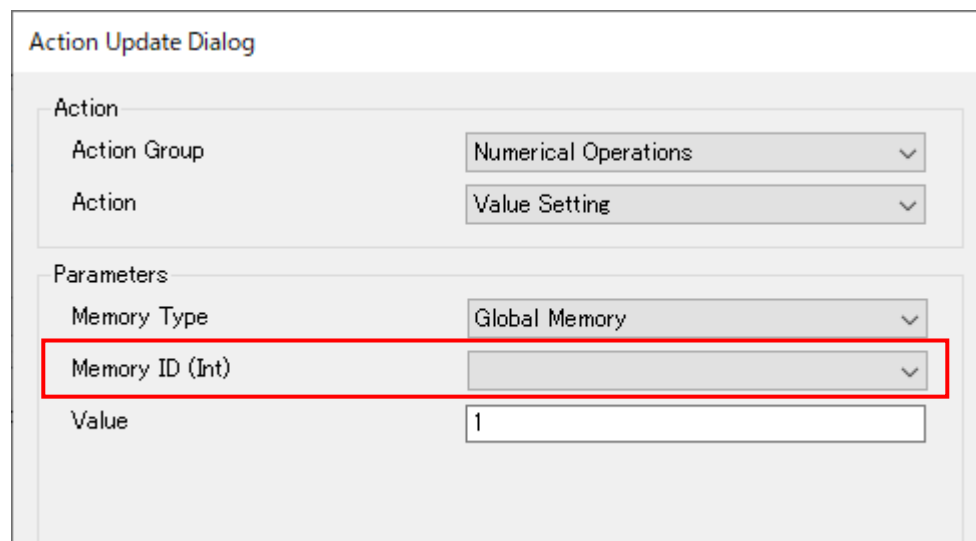


[With errors]

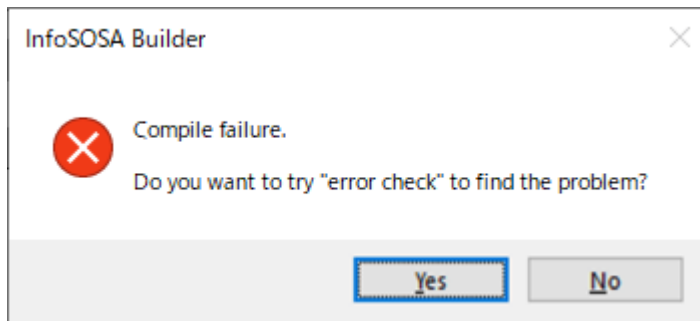


In the above case, there is an error that the value of the parameter "Memory ID (numeric type)" is not selected in the action "Set Value" of the event "Press" of the part "BTN00001" of the screen "BAS00001".

The value of the parameter "Memory ID (numeric type)" is not selected due to the deletion of the global memory set in the parameter, as shown below. The error will be resolved by resetting the target memory.

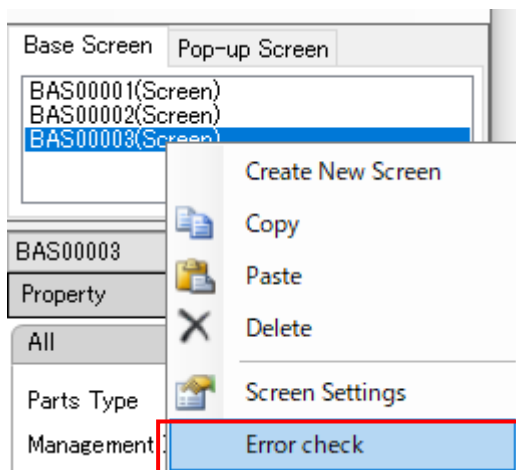


If a compile error occurs during "Download" or "Create Data", the following dialog box will appear, and you can also run the program from here.



It is also possible to perform error checking from the screen list and perform error checking only on the target screen.

Click "Error check" from the right-click menu of the screen list.



# 15. Simulation

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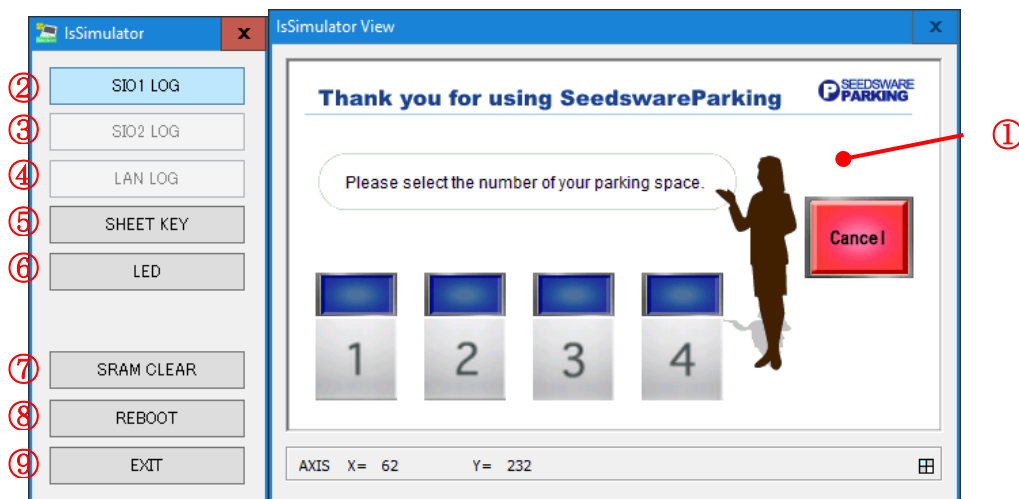


## 15.1 Simulator



Simulation can be performed on the computer without downloading to the InfoSOSA.

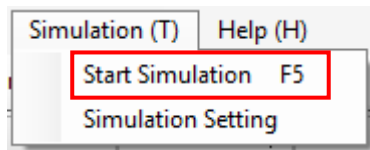
### 15.1.1 Simulator Screen



No	Item	Contents
①	IsSimulator View	Created project screen is displayed. Touch operation is possible with mouse clicks.
②	SIO1 LOG	Display ON/OFF of SIO1 port transmission log screen.
③	SIO2 LOG	Display ON/OFF of SIO2 port transmission log screen.
④	LAN LOG	Display ON/OFF of LAN port transmission log screen.
⑤	SHEET KEY	Turn sheet key SW screen ON/OFF.
⑥	LED	Turn sheet key LED screen ON/OFF.
⑦	SRAM CLEAR	Currently cannot be used.
⑧	Reboot	Restart simulator.
⑨	EXIT	Exit simulator.

## 15.1.2 Start Simulator

1. From the [Simulation] menu, select [Start Simulation].

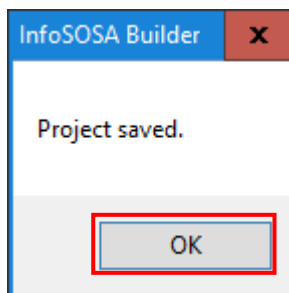
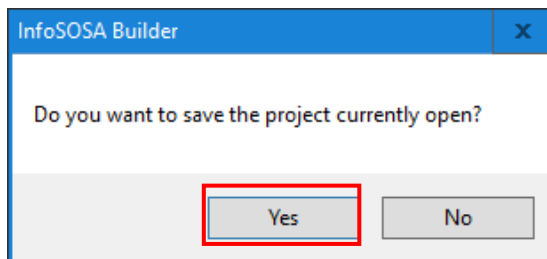


The [F5] key on the keyboard also performs the same action.

2. If the project has not been saved, following dialog will be displayed.

Click [Yes] to save the project.

Click [OK] in the confirmation dialog box.



3. Simulator will start.

If you get an error that "mfc140u.dll" is not found, follow the steps below to install "Microsoft Visual C++ 2015 Redistributable Package".

1. Access Microsoft's download page.

<https://learn.microsoft.com/en-us/cpp/windows/latest-supported-vc-redist?view=msvc-170>

2. Download both "X86" and "X64" of Microsoft Visual C++ 2015 Runtime.

X86	<a href="https://aka.ms/vs/17/release/vc_redist.x86.exe">https://aka.ms/vs/17/release/vc_redist.x86.exe</a>
X64	<a href="https://aka.ms/vs/17/release/vc_redist.x64.exe">https://aka.ms/vs/17/release/vc_redist.x64.exe</a>

3. Execute the downloaded "VC\_redist.x64.exe" and "VC\_redist.x86.exe" respectively to install.

### NOTE

- ◆ If you are running two builders, an error will occur if you run the simulator in one builder while the other builder is running the simulator.

## 15.2 Simulator Operation

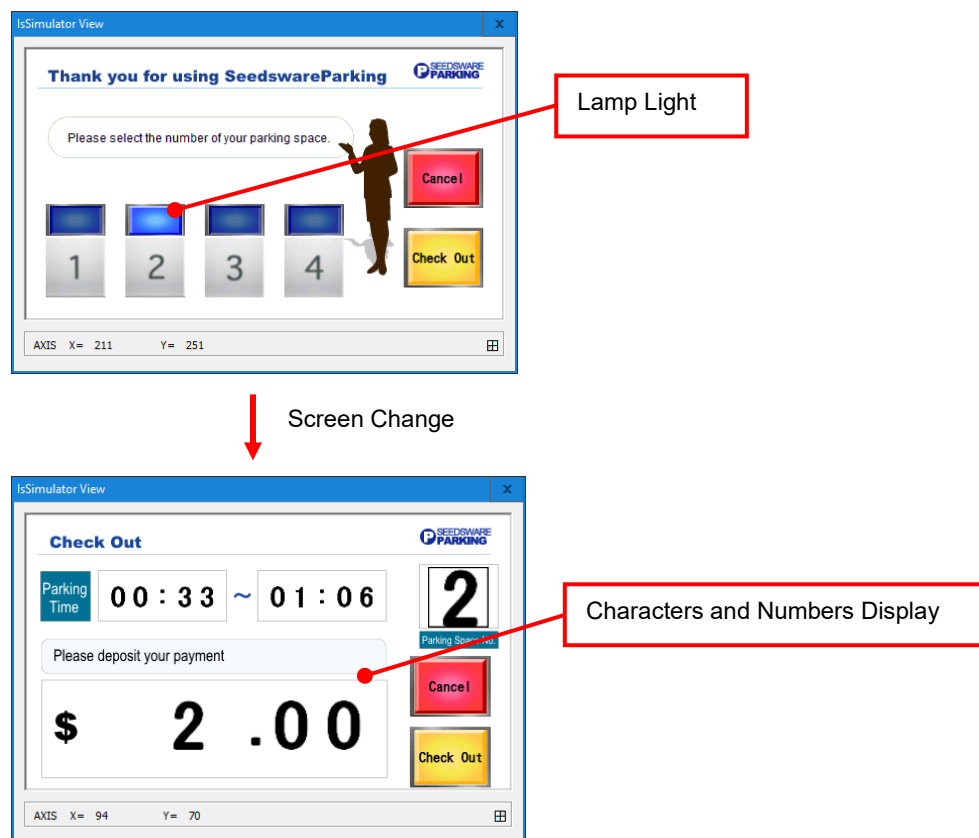


The screen display, touch screen operation, sheet key SW, and sheet key LED can be checked with the simulator.

### 15.2.1 Display

When the simulator starts, the created screen will be displayed on the IsSimulator View. Screen will change as it is set to perform when operated.

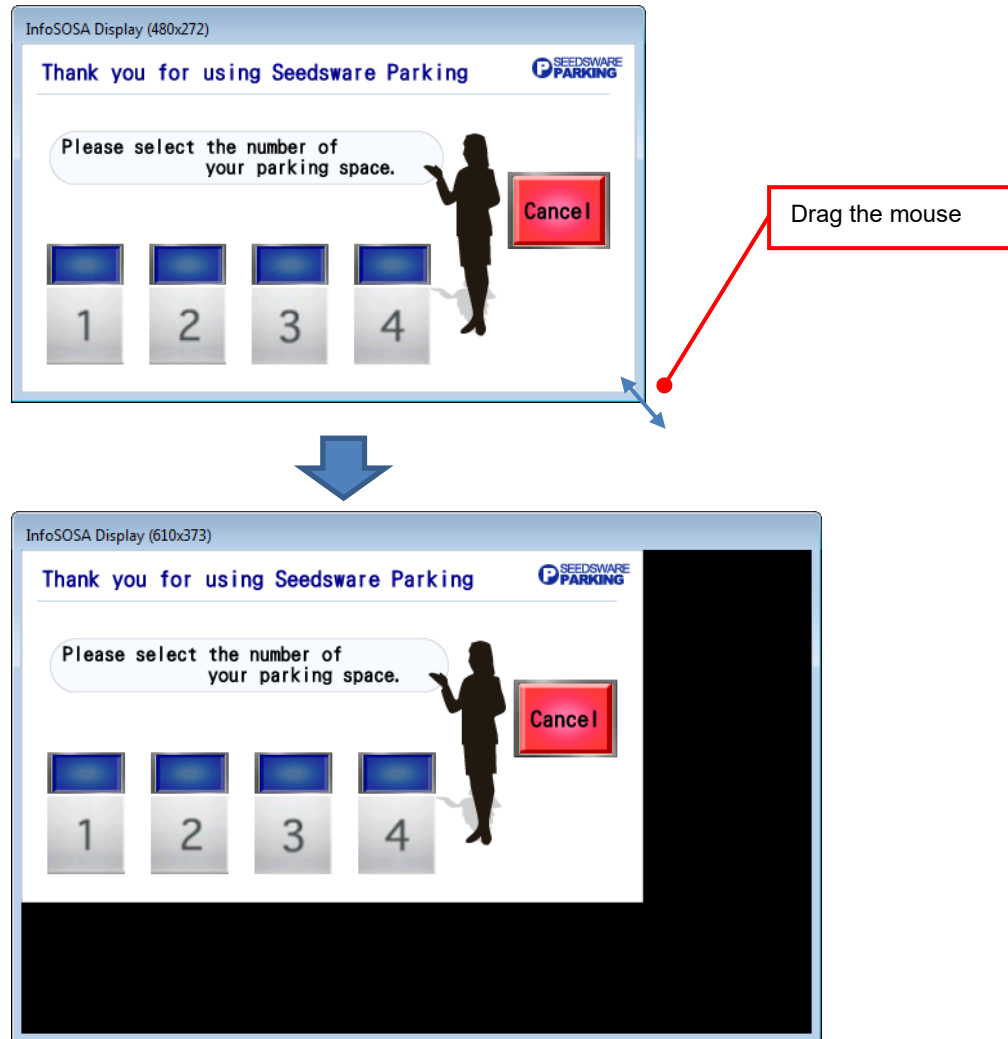
Lamp light, screen change, character display, and the numbers display can be checked.



## Differences by Series



In IS-APP, you can change the size of the simulator screen display window.



\* Black is displayed outside the base screen.

### NOTE

- ◆ The startup window size is the size of the first displayed base screen.

## 15.2.2 Touch Screen Operation

Touch screen operation can be done when the screen is clicked with the mouse. Actions set will be executed when the buttons, etc. placed are clicked. Actions of the buttons and the numeric keypads, etc. can be checked.

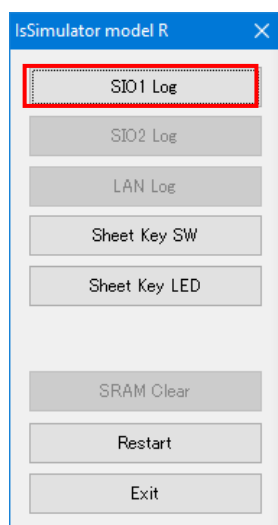


You can use the mouse even for gestures that require two-point touch.

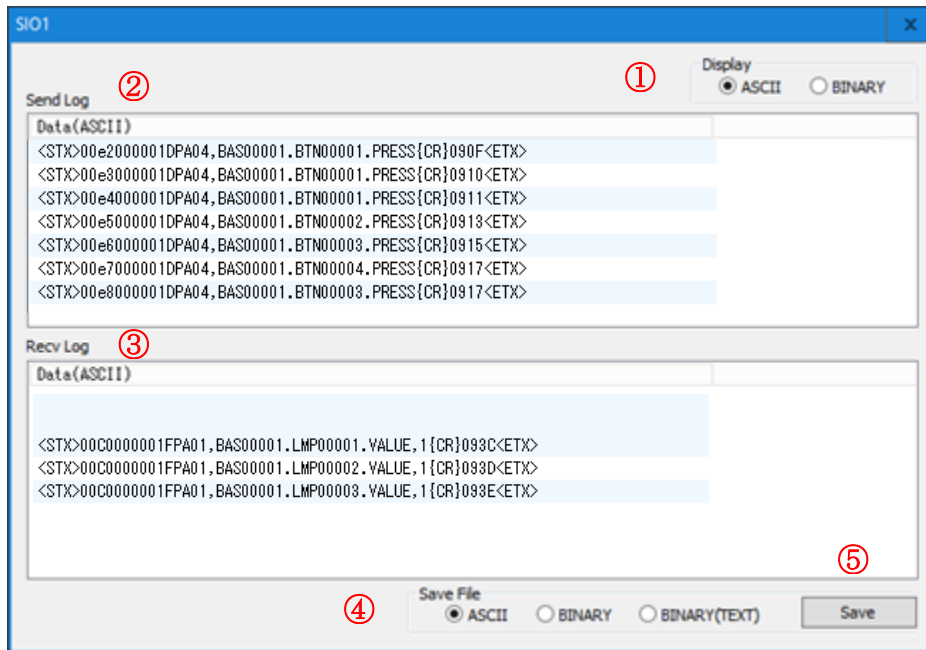
Gesture	Mouse operation
Pinch	Mouse Wheel
Turn	Right-click and drag

## 15.2.3 Log Display

"Transmission LOG" is displayed when you click each port's [Display Log] button. You can confirm the communication message by connecting the PC and the microcontroller.



\* Each port in the [Simulation Settings] must be enabled.



No	Item	Contents
①	Display	Set display method of Send and Recv log.
②	Send log	Display transmitted message from simulator.
③	Recv log	Display received message from host.
④	Save File	Set save format. * When saved with the BINARY check box selected Saves as .bin file.
⑤	Save	Save in set format of save file.

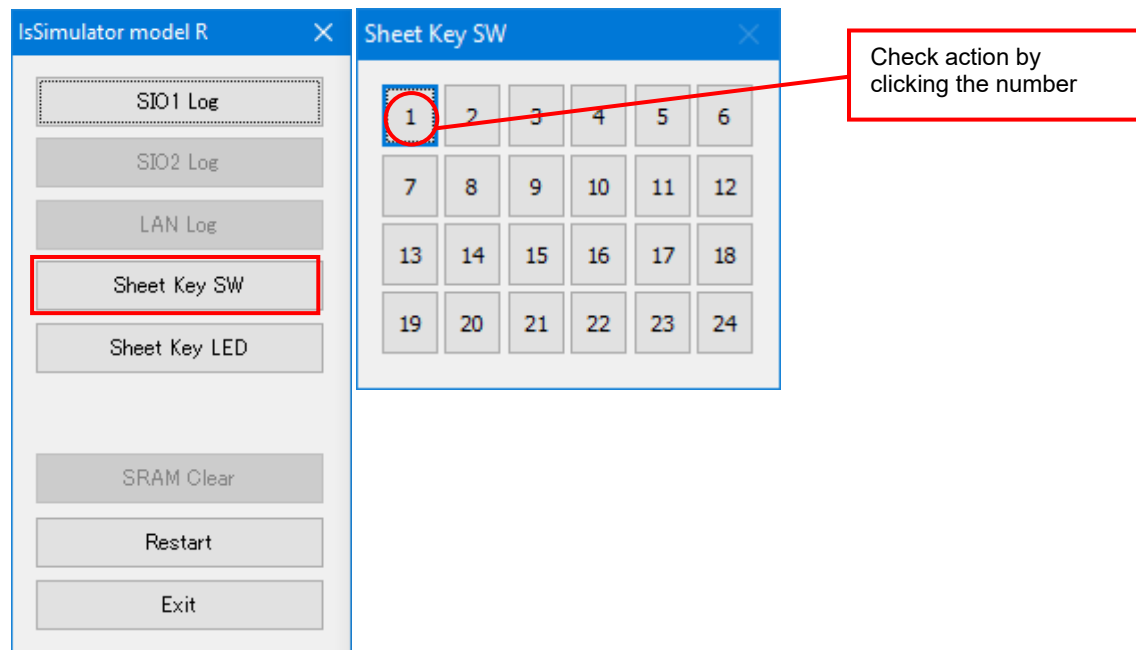
## 15.2.4 Sheet Key SW

When the [Sheet Key SW] is clicked, [Sheet Key View] is displayed.

The operation of Sheet Key SW can be checked.

Action set to the number of the sheet key will be executed by clicking with the mouse.

Click [Sheet Key SW] again and the [Sheet Key View] closes.



- \* Sheet key SW is disabled by default.  
To use, it must be enabled in [Simulation Settings].

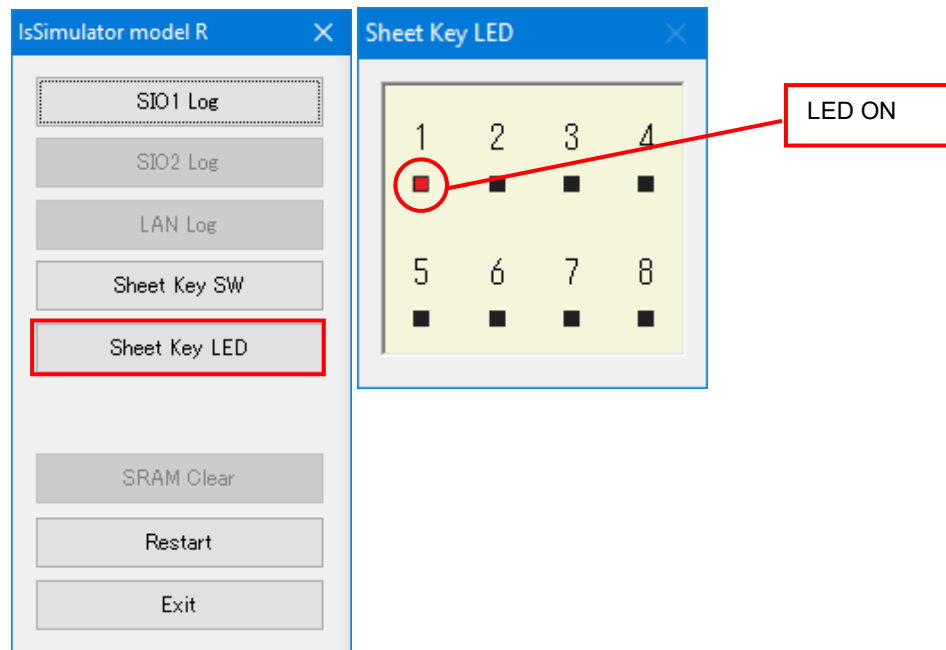


## 15.2.5 Sheet Key LED

When [LED] is clicked, [LED Screen] is displayed.

The operation of sheet key LED can be checked. LED will turn ON/OFF to match the setting.

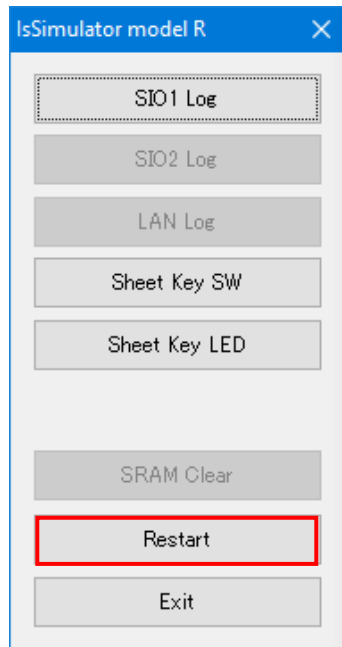
When [LED] is clicked again, [LED Screen] closes.



- \* Sheet key SW is disabled by default.  
To use, it must be enabled in [Simulation Settings].

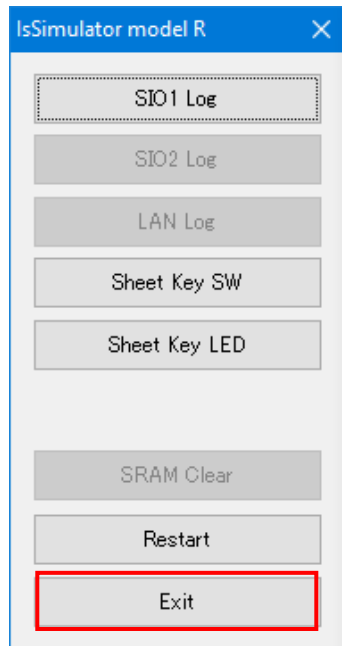
## 15.2.6 Reboot

Click [Restart] and "IsSimulator Display View" is restarted.  
It is used to redo the operation check from the initial state.



## 15.2.7 End of Simulator

The Simulator ends when you click [Exit].

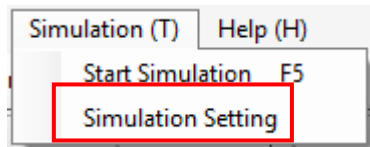


## 15.3 Simulator Settings

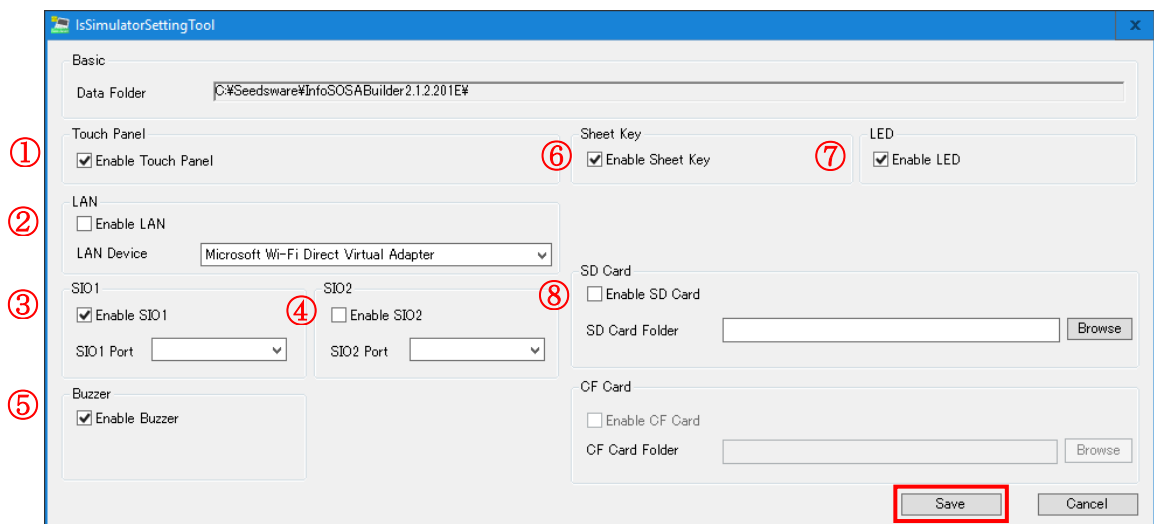


### 15.3.1 Setting Procedure

- From the [Simulation] menu, select [Simulation Setting].



- The following dialog will be displayed. Select check boxes of necessary items and click [Save].



No	Item	Contents
①	Touch Panel	When the check box is selected, you can use the simulator (with mouse) to check touch screen operations.
②	LAN	When the check box is selected, you can run host communication from the PC LAN port. LAN device can be selected. It can be used to perform communication simulation between host device and computer.
③	SIO1	When the check box is selected, you can run host communication from the PC serial port (SIO1). Select COM port to be used. It can be used to perform communication simulation between host device and computer.
④	SIO2	When the check box is selected, you can run host communication from the PC serial port (SIO2). Select COM port to be used. It can be used to perform communication simulation between host device and computer. * Even if the device is RS422/485, in simulation it operates as RS232.
⑤	Buzzer	When the check box is selected, the InfoSOSA buzzer sounds are emitted from the speakers on the PC.
⑥	Sheet Key	If the check box is selected, [Display Sheet Key] button is enabled.

No	Item	Contents
⑦	LED	If the check box is selected, [Display Lamp] button is enabled.
⑧	Storage Configuration	Currently cannot be used.

# 16. Inter-Project Copy

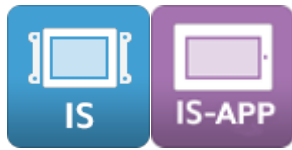
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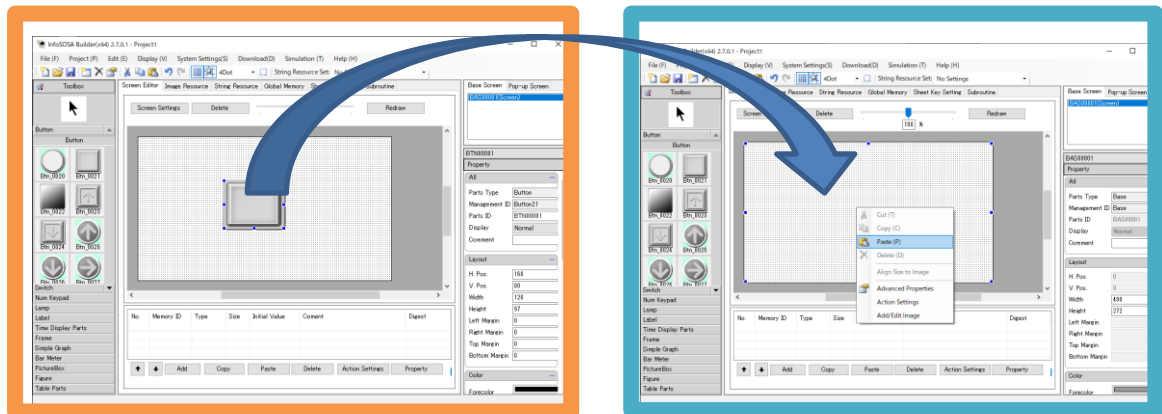
---

## 16.1 About Inter-Project Copy



Inter-Project Copy is a function that allows you to start two InfoSOSA builders, open a different project in each builder, and copy resources between the two projects.

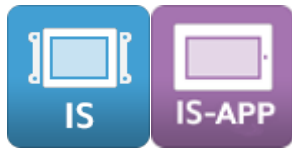
\*Version 2.7 or later



### IMPORTANT

- ◆ **Be sure to use the same version of the builder for the source and the destination builder. Copying to different versions will not work properly.**
- ◆ **Related resources (memory, images, etc.) set in parts and actions need to be copied separately. To prevent copy omissions, be sure to perform an error check after copying.**

## 16.2 Copyable resources

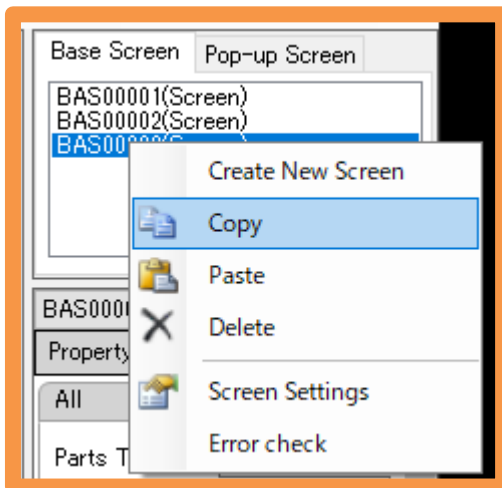


### 16.2.1 Screen

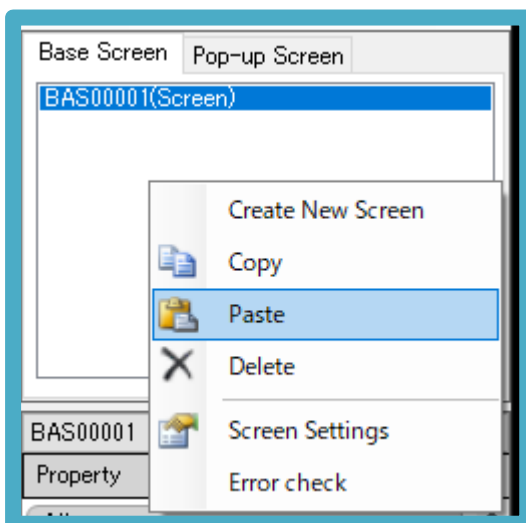
Copies the specified screen. Parts, screen memory, and action settings in the target screen are also included.

#### Method 1: Copy and paste

1. Right-click the screen to be copied in the screen list of the builder from which you want to copy, and click "Copy".



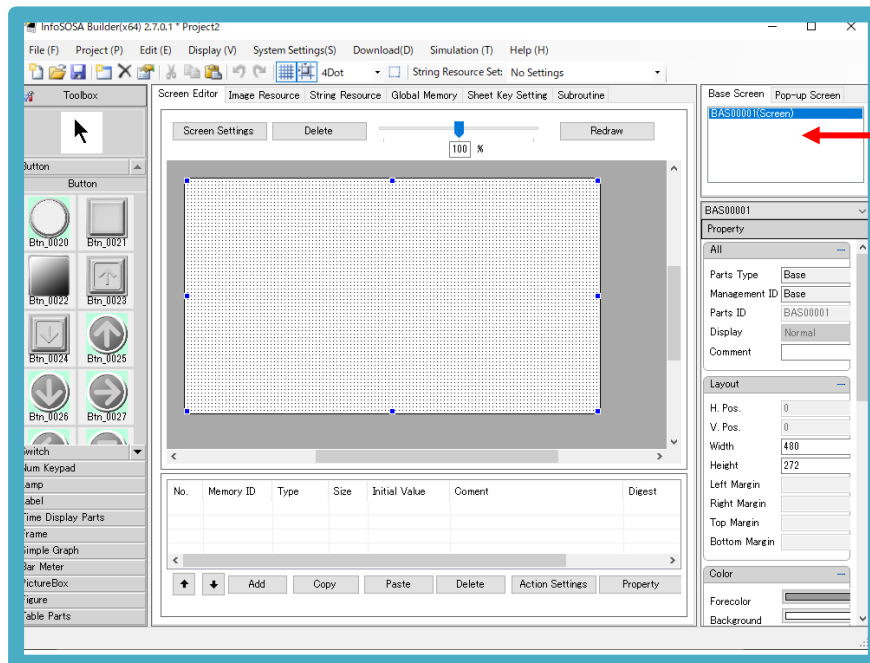
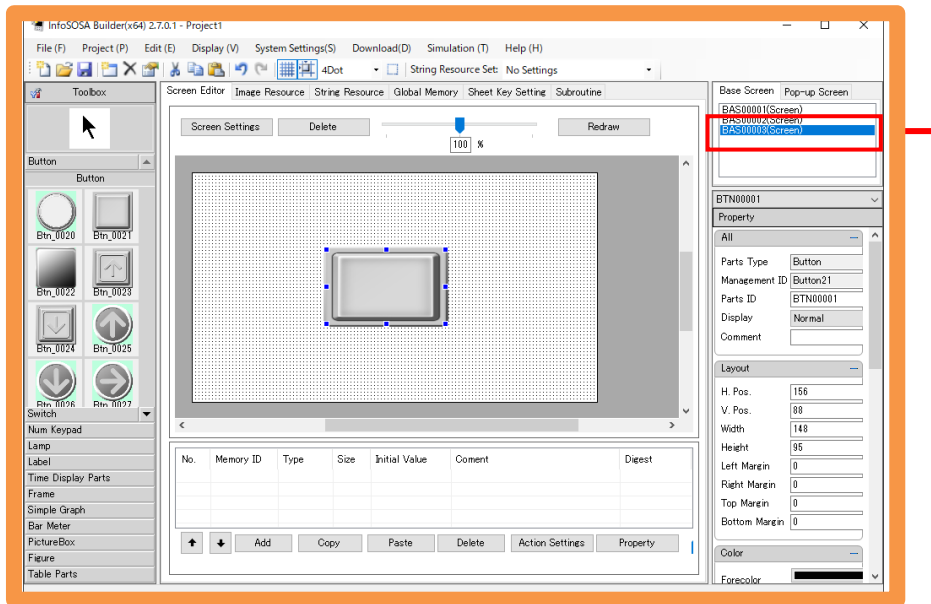
2. Right-click on the screen list of the builder you want to copy to and click "Paste".



The screen will be copied to the destination builder by the above operation.

## Method 2: drag and drop

1. Drag (left-click and hold) the screen to be copied in the screen list of the source builder, and drop it in the screen list of the destination builder. (Release the left click)



The screen will be copied to the destination builder by the above operation.



## Notes.

- ◆ If a screen with the same ID as that of the screen to be copied already exists in the destination project, the copied screen will be changed according to the ID assignment rules at the time of new creation.
- ◆ If the action set in the screen to be copied refers to global data such as global memory or string resources, it will be necessary to copy or create the global memory separately.
- ◆ If the same ID as the target global memory, etc. already exists in the destination project, that memory will be the target. Please be careful.
- ◆ When copying a screen to a project with a different screen size, adjust the screen size to that of the destination before copying, and change the "Representative Type" or "Default Screen Size" from the H/W Settings dialog to make a batch change.

### IMPORTANT

- ◆ **Be sure to perform an "Error check" after copying.**

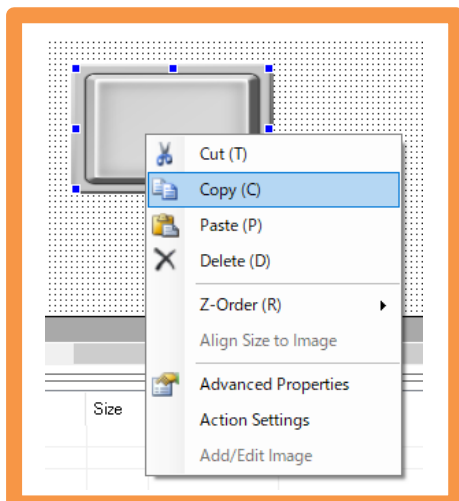
## 16.2.2 Parts, Groups Parts

Copies the specified part or group of parts. The action settings in the target part are also included.

### Method 1: Copy and paste

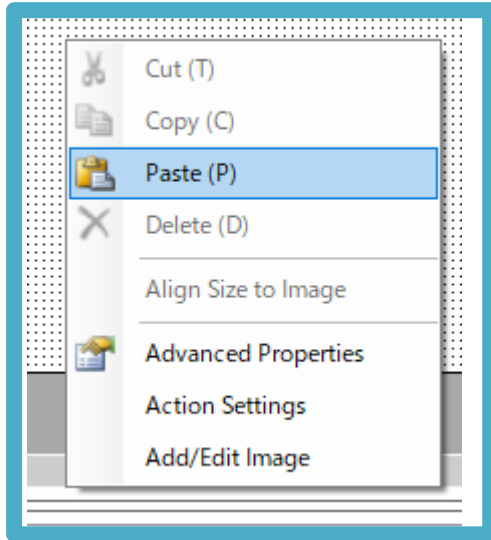
1. Right-click on the part or group of parts in the builder you want to copy from, and click Copy.

You can also use [Edit] - [Copy] on the menu bar, [Ctrl] + [C] on the keyboard, or [Copy] on the toolbar.



2. Right-click on the builder you want to copy and click "Paste".

You can also use [Edit] - [Paste] on the menu bar, [Ctrl] + [V] on the keyboard, or [Paste] on the toolbar.



The above operation will copy the part to the destination project.

#### Notes.

- ◆ If a part with the same ID as the ID of the part to be copied already exists in the destination project, the copied part will be changed according to the ID assignment rules at the time of new creation.
- ◆ If the action set in the part to be copied refers to global data such as global memory or string resources, it will be necessary to copy or create the global memory separately.
- ◆ If the same ID as the target global memory, etc. already exists in the destination project, that memory will be the target. Please be careful.

#### IMPORTANT

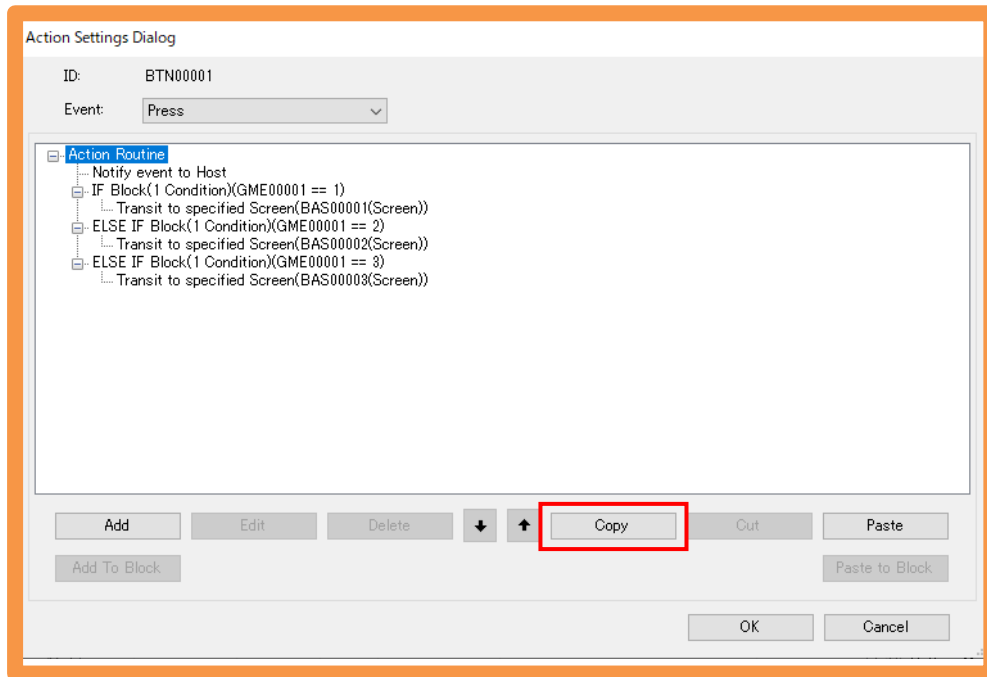
- ◆ **Be sure to perform an "Error check" after copying.**

## 16.2.3 Action

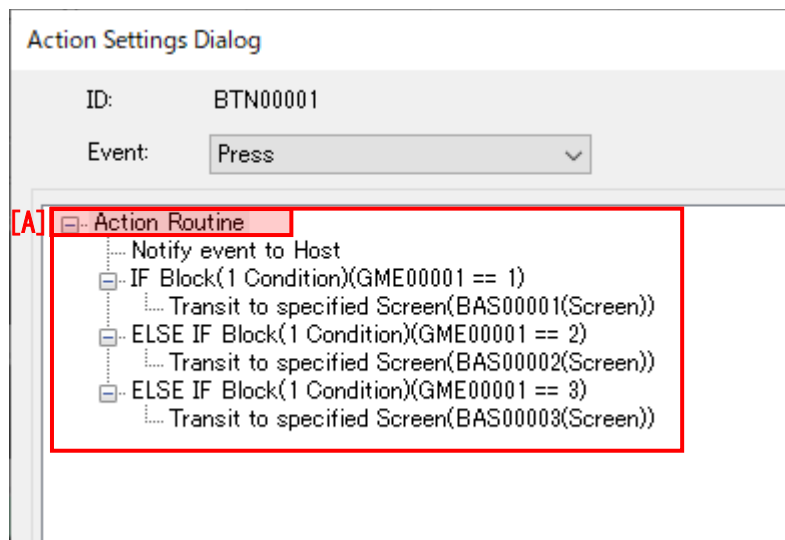
Copies the specified action.

### Method 1: Copy and paste

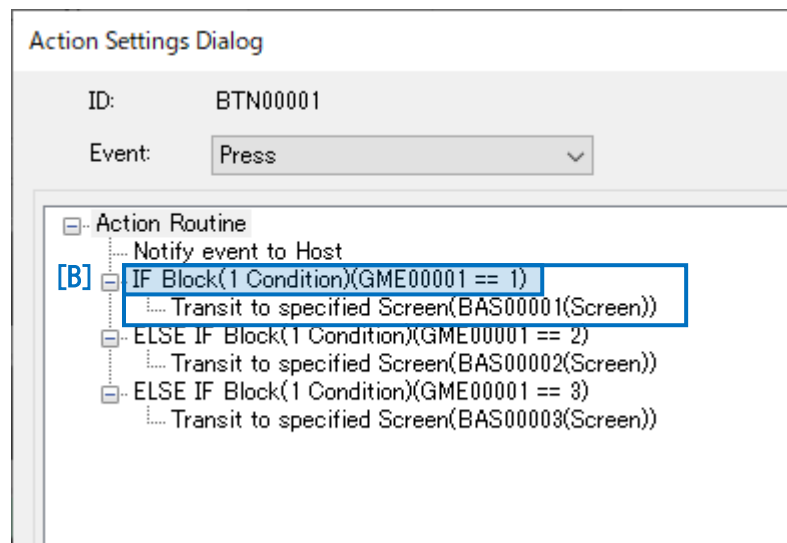
1. Select the action of the builder you want to copy from, and click "Copy". It is possible to copy by block.



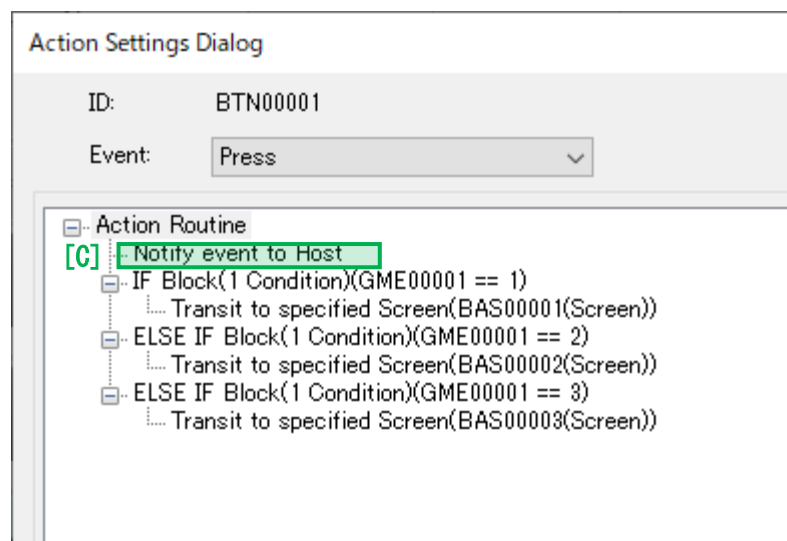
If you select [A], the range in the red frame (all) will be targeted.



If you select [B], the range in the blue frame (IF Block) will be targeted.



If you select [C], only that action will be targeted.

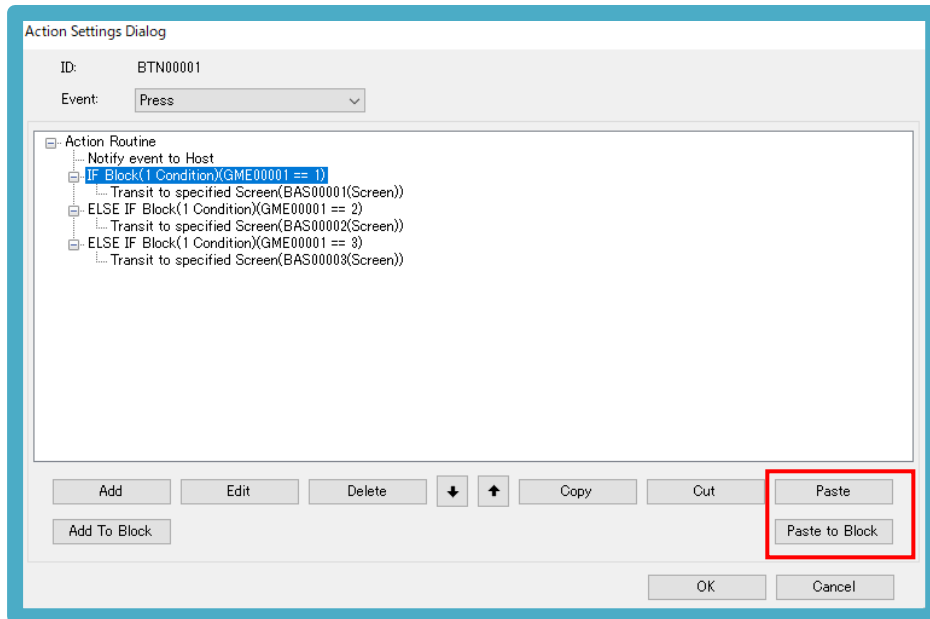


2. Open the Action Settings dialog of the builder you want to copy to.

## NOTE

- ◆ From Ver. 2.7, it is now possible to paste a copied action to another part.

3. Select the paste location and click "Paste" or "Paste to Block" in the Action Settings dialog for the destination.



If you click on "Paste," it will be added below the selected line.

If you click on "Paste to Block", it will be added below the last line in the selected block.

## Notes.

- ◆ Resources referenced by parameters in the action to be copied (such as screen, global memory or string resources) will need to be copied or created separately.
- ◆ If the same ID as the target global memory, etc. already exists in the destination project, that memory will be the target. Please be careful.
- ◆ If you copy the IF block, etc., please also copy the ELSE block, etc., which is the counterpart. If there are any missing blocks, a compile error will occur.

## IMPORTANT

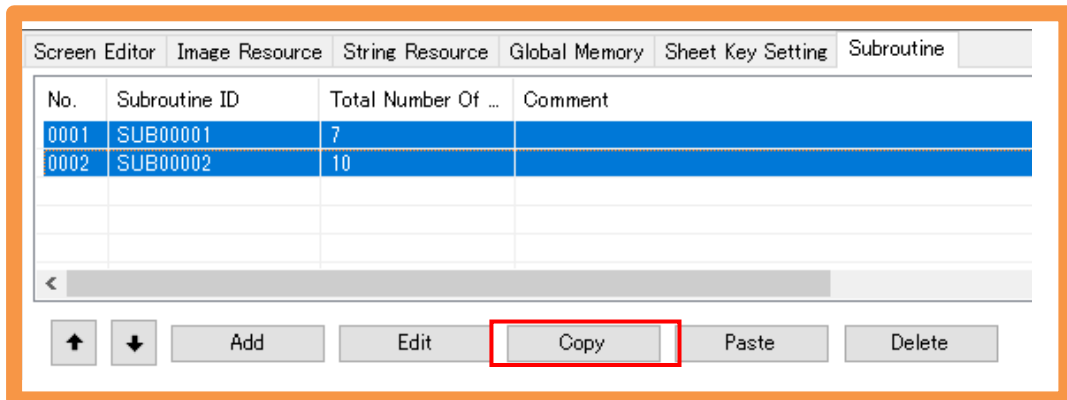
- ◆ **Be sure to perform an "Error check" after copying.**

## 16.2.4 Subroutine

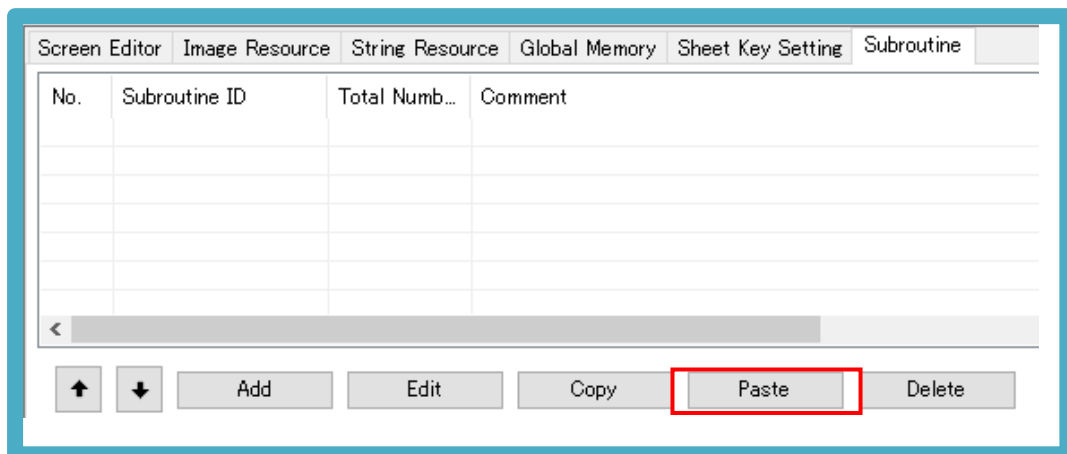
Copies the specified subroutine. The action settings in the target subroutine will also be included.

### Method 1: Copy and paste

1. Select the subroutine of the builder you want to copy from and click "Copy"; you can select multiple subroutines by holding down the Shift key (or Ctrl key).



2. Click "Paste" on the subroutine of the builder you want to copy.



**Notes.**

- ◆ If memory with the same ID as the ID of the subroutine to be copied already exists in the destination project, the copied subroutine will be modified according to the ID assignment rules at the time of new creation.
- ◆ If the action set in the subroutine to be copied refers to global data such as global memory or string resources, it will be necessary to copy or create that global memory or other data separately.
- ◆ If the same ID as the target global memory, etc. already exists in the destination project, that memory will be the target. Please be careful.

**IMPORTANT**

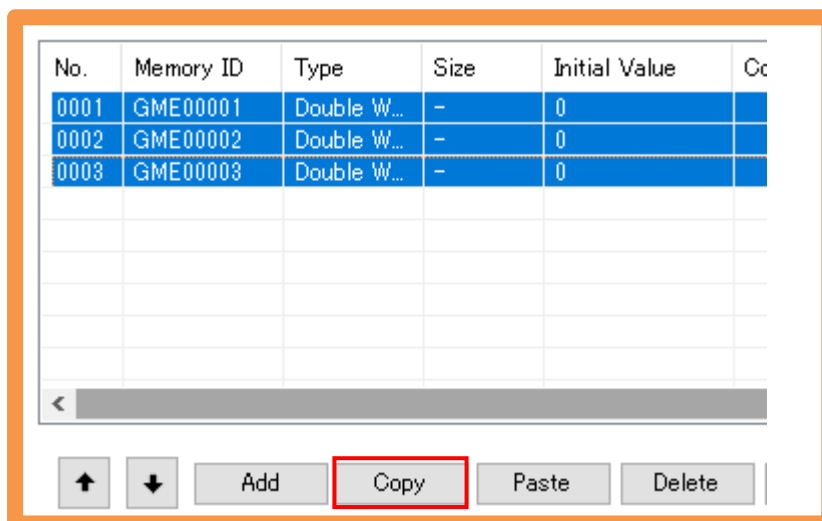
- ◆ **Be sure to perform an "Error check" after copying.**

**16.2.5 Screen Memory, Global Memory**

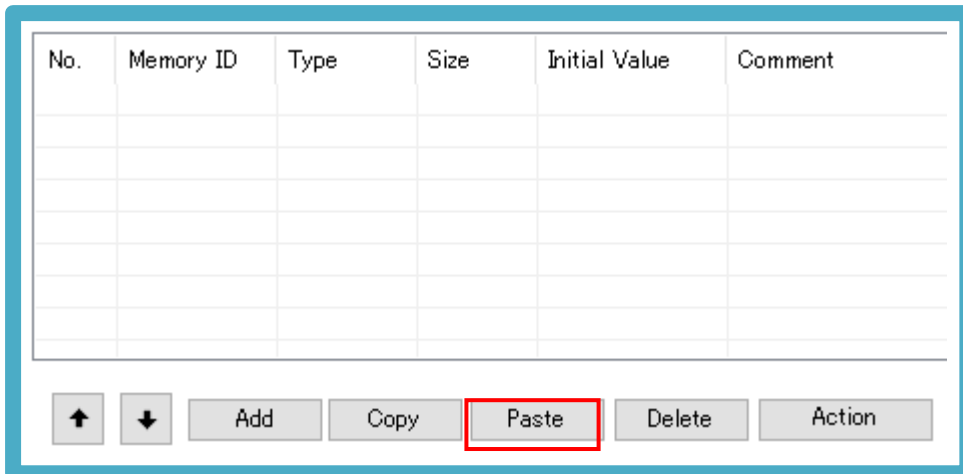
Copies the specified screen memory and global memory. The action settings in the target memory are also included.

**Method 1: Copy and paste**

1. Select the screen memory and global memory of the builder you want to copy from, and click "Copy".



- Click "Paste" on the screen memory and global memory of the builder to be copied.



The above operation will copy the memory to the destination project.

#### Notes.

- ◆ If a memory with the same ID as that of the memory to be copied already exists in the destination project, the copied memory will be changed according to the ID assignment rules at the time of new creation.
- ◆ If the action set in the memory to be copied refers to global data such as global memory or string resources, it will be necessary to copy or create the global memory separately.
- ◆ If the same ID as the target global memory, etc. already exists in the destination project, that memory will be the target. Please be careful.

#### IMPORTANT

- ◆ **Be sure to perform an "Error check" after copying.**



## 16.2.6 Global Memory Group

Copies the specified global memory group.

### Method 1: Copy and paste

1. Select the global memory group of the builder you want to copy from, and click "Copy".

The screenshot shows a dialog box with two tabs: 'General' and 'Group Setting'. The 'General' tab is active. It contains a table with the following data:

No.	Group ID	Data Var...	Variable	Comment
0001	GRP00001	1	GME00001	
0002	GRP00002	2	GME00002,GME00003	
0003	GRP00003	3	GME00001,GME00002,GME00003	

Below the table are five buttons: 'Add', 'Copy', 'Paste', 'Delete', and 'Property'. The 'Copy' button is highlighted with a red rectangle.

2. Click "Paste" in the global memory group of the builder you want to copy to.

The screenshot shows the same dialog box as above, but now the 'Paste' button is highlighted with a red rectangle. The table is currently empty.

The above operation will copy the global memory group to the destination project.

## Notes.

- ◆ If a global memory group with the same ID as the ID of the global memory group to be copied already exists in the destination project, the copied global memory group will be changed according to the ID assignment rules at the time of new creation.
- ◆ If the global memory in the global memory group does not exist in the destination project, the target global memory will be excluded from the global memory group. Please copy the global memory to which it belongs before copying the global memory group.
- ◆ If the same ID as the global memory in the global memory group already exists in the destination project, that global memory will be the target. Please note this.

## 16.2.7 String Resources

Copies the specified string resource.

Before copying a string resource, you need to align the number of string resource sets.

### Method 1: Copy and paste

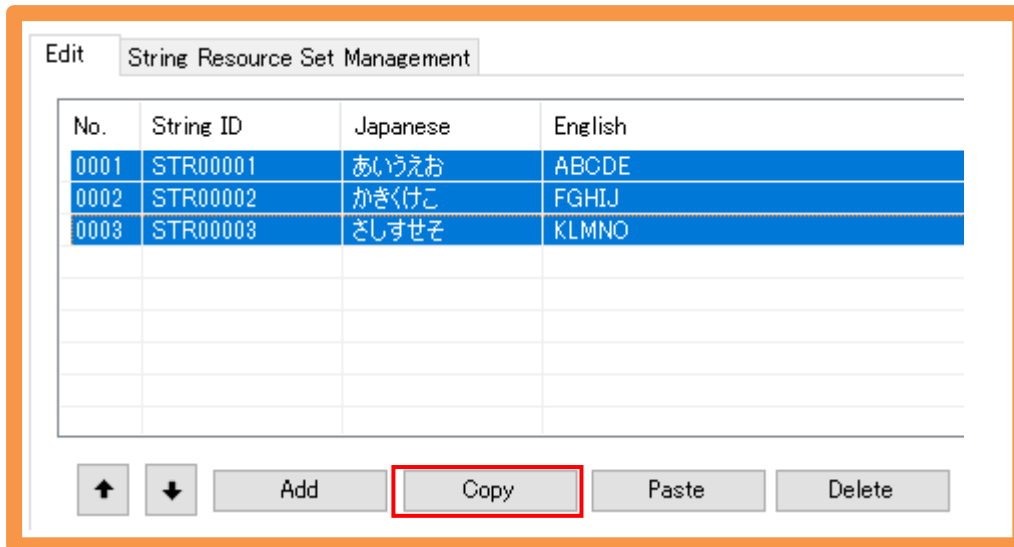
1. Make sure that the string resource set of the source project is aligned with the string resource set of the destination project.

The image shows two screenshots of the 'String Resource Set Management' dialog box. Both screenshots display a table with the following data:

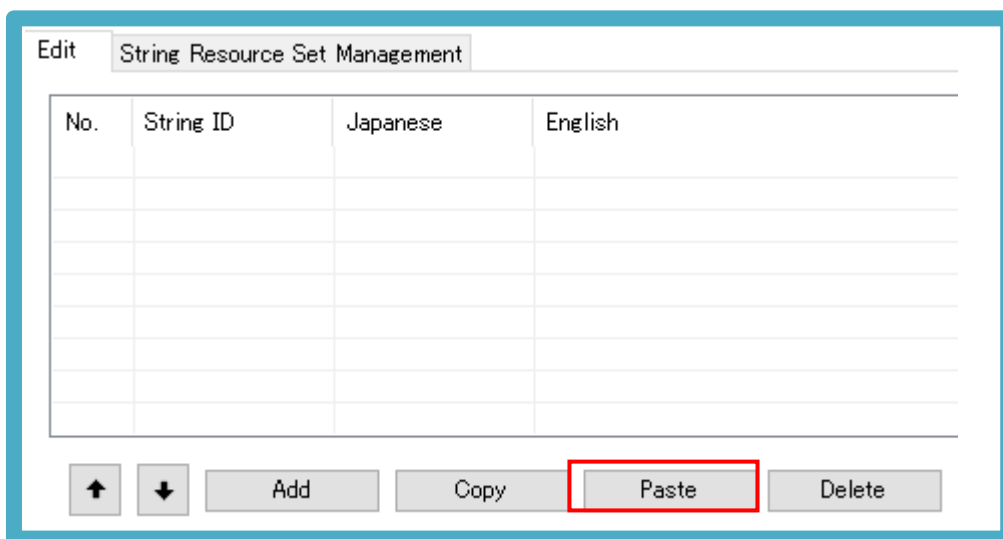
No.	String Resource Se...	String Resource Set Name
0001	STM00001	Japanese
0002	STM00002	English

A red arrow points from the 'English' cell in the top screenshot to the 'English' cell in the bottom screenshot, with the text 'make uniform' next to it.

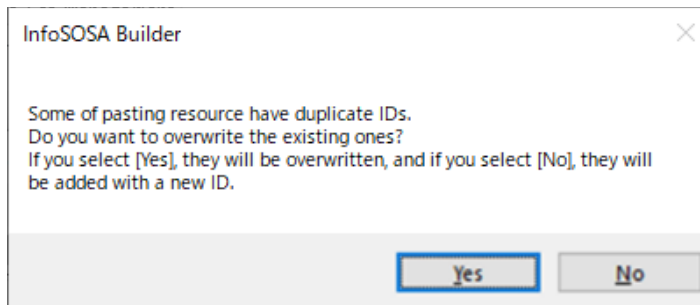
2. Select the string resource tab of the builder you want to copy from, and click "Copy"; you can select more than one by holding down the Shift (or Ctrl) key.



3. Click "Paste" on the String Resource tab of the builder you want to copy to.



4. If the destination project has a string resource with the same ID, you can choose to overwrite it or add it as a new ID.



The above operation will copy the string resource to the destination project.

#### Notes.

- ◆ If the number of string resource sets of the source and the destination are the same, it is possible to copy them. Note that even if the order, etc., is different, they will be copied as is.

## 16.2.8 Image Resources

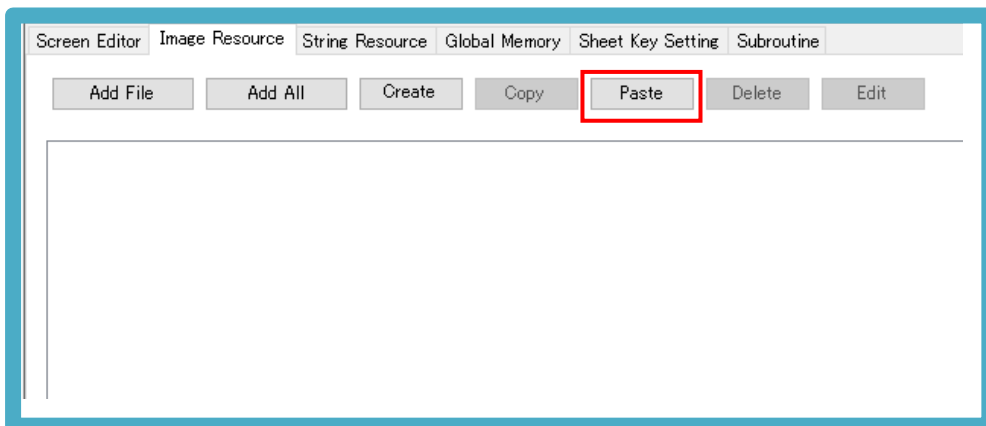
Copies the specified image resource.

### Method 1: Copy and paste

1. Select the image resource of the builder you want to copy from and click "Copy"; multiple selections are possible by holding down the Shift (or Ctrl) key.



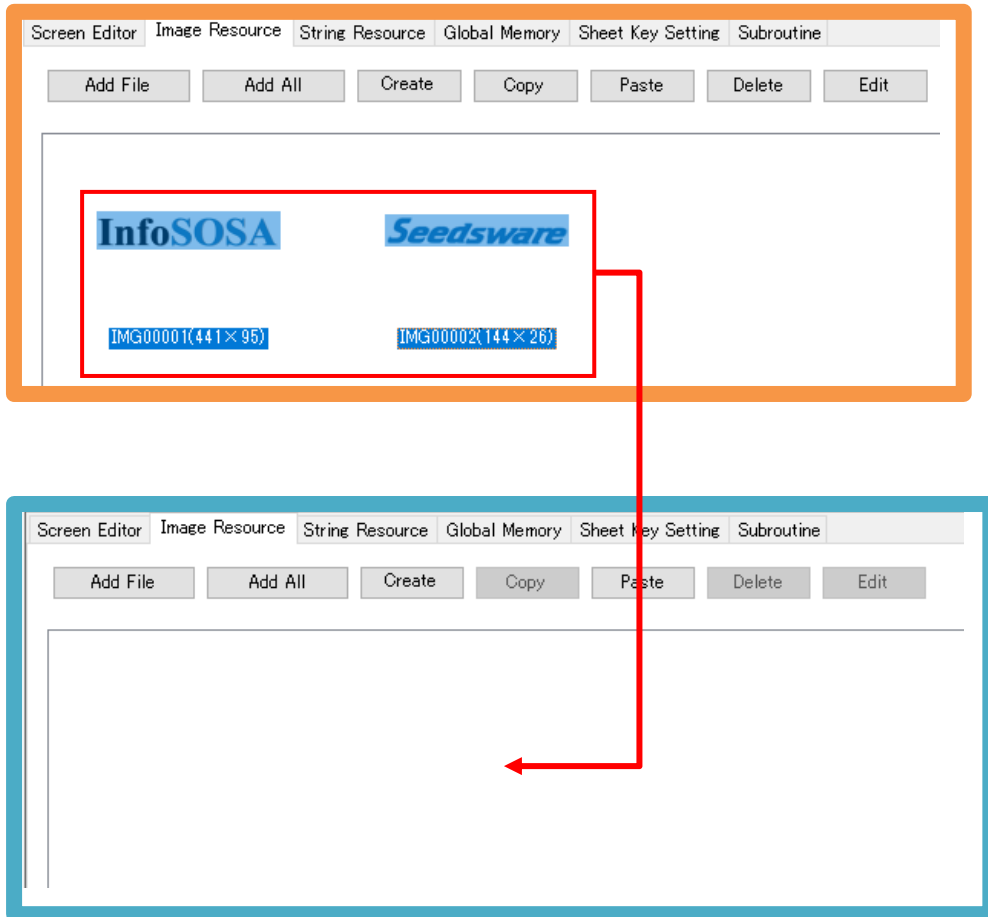
2. Click "Paste" on the image resource of the builder you want to copy to.



This will copy the image resource to the destination project.

**Method 2: drag and drop**

1. Drag (left click and hold) the image resource of the source builder and drop it on the screen list of the destination builder. (Release the left click)



This will copy the image resource to the destination project.

**Notes.**

- ◆ If an image resource with the same ID as that of the image resource to be copied already exists in the destination project, the copied image resource will be modified according to the ID assignment rules for new creation.
- ◆ If an image resource with the same file name is registered in the destination project, it will be overwritten.

Add File

Add All

Create

Copy

**InfoSOSA***Seedsware*

IMG00001(441×95)

IMG00002(144×26)

## Image Resource Information

File Name: IS\_logo.png

File Path: C:\img\IS\_logo.png

Image ID: IMG00001

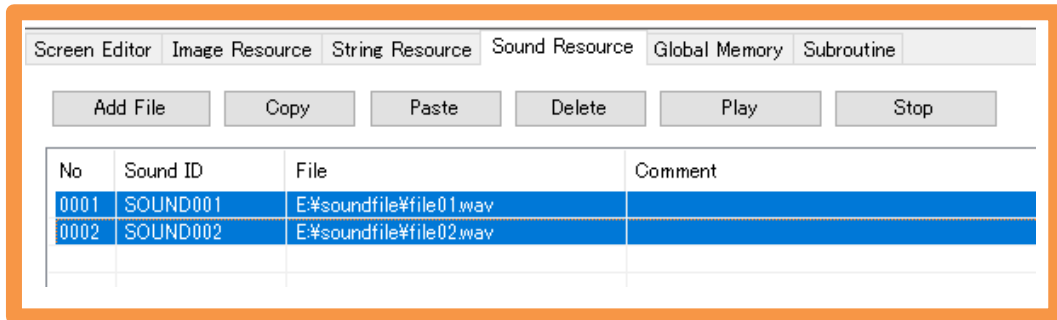
Comment:

## 16.2.9 Sound Resources

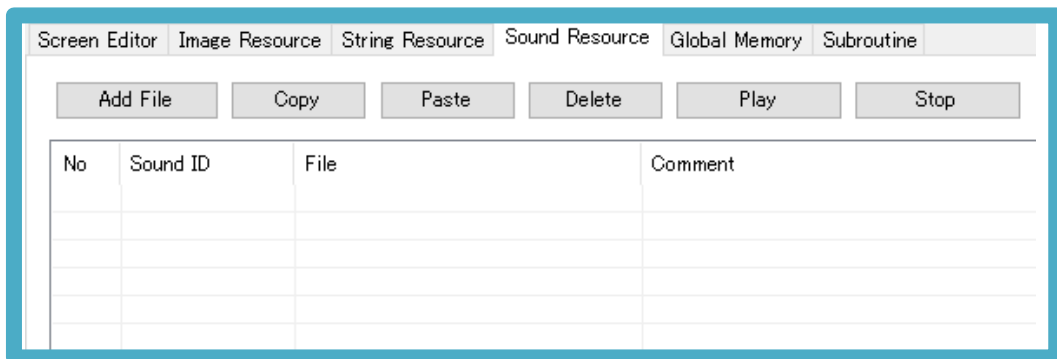
Copies the specified sound resource.

### Method 1: Copy and paste

1. Select the sound resource in the builder you want to copy from and click "Copy"; multiple selections are possible by holding down the Shift (or Ctrl) key.



2. Click "Paste" on the sound resource of the builder you want to copy to.

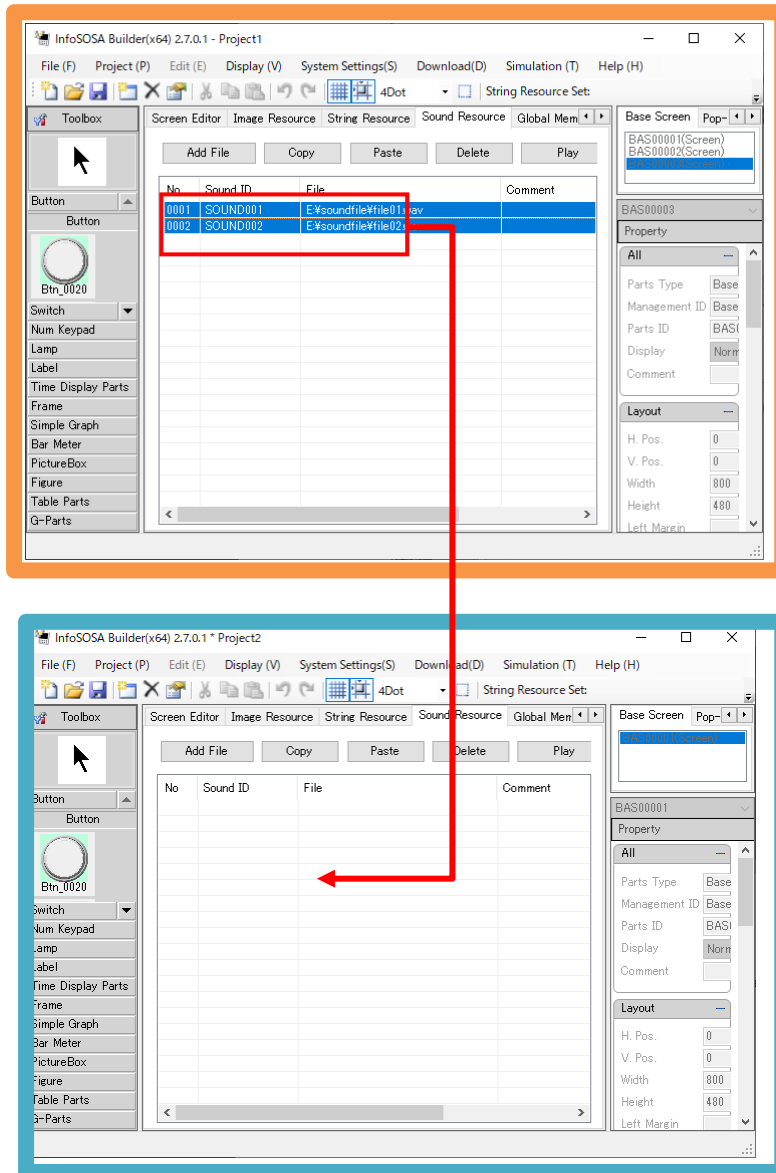


The above will copy the sound resources to the destination project.



## Method 2: drag and drop

1. Drag (left-click and hold) the sound resource from the source builder and drop it in the screen list of the destination builder. (Release the left click)



The above will copy the sound resources to the destination project.

**Notes.**

- ◆ If a sound resource with the same ID as the ID of the sound resource to be copied already exists in the destination project, the copied sound resource will be modified according to the ID assignment rules when creating a new one.
- ◆ If a sound resource with the same file name is registered in the destination project, an error will occur. (The file will not be copied.)

Add File	Copy	Paste	
No	Sound ID	File	
0001	SOUND001	E:\soundfile\file01.wav	
0002	SOUND002	E:\soundfile\file02.wav	

# 17. Appendix

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## 17.1 Corresponding Model List

Below is a correspondence table of the model name and product type.

### 17.1.1 IS7 Series



Product Model	Model Type	No. Of Colors	Multilingual	Model Name
IS731-3Q-D05	IS731-3Q	65536		IS731-3Q
IS731-4WQ-D05	IS731-4WQ	65536		IS731-4WQ
IS731-4WQ1-D05				
IS731-4WQ2-D05				
IS731-5V-D05	IS731-5V	65536		IS731-5V

### 17.1.2 IS-APP



Product Model	Model Type	No. Of Colors	Multilingual	Model Name
EMG8-W104A7-0005-207	IS-APP-A7	-	*1	EM8-W104A7
EM8-W104A7-0005-207		-	*1	
EMG8-205A7-0005-207		-	*1	EM8-205A7
EM8-205A7-0005-207		-	*1	
EMG8-W207A7-0005-207		-	*1	EM8-W207A7
EM8-W207A7-0005-207		-	*1	
EMG7-W207A8-0024-107-01	IS-APP-A8	-	○	EMG7-W207A8
EMG7-312A8-00DC-107-01		-	○	EMG7-312A8

\*1 In IS-APP, multilingual setting is possible because project data is common to all models.

During operation, refer to the license information of the main unit and judge whether it is possible to execute the project data.

# 18. Other

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## 18.1 Inquiries

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If you have any questions, feel free to contact us.

### **By E-mail**

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Asia Pacific area



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Europe, Middle East, Africa area



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[www.dush.co.jp/english/support/faq/](http://www.dush.co.jp/english/support/faq/)

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