Human Machine Interface (HMI) GOT

Comment (Introduction)

This online training system (e-learning) is intended for those who use comments of the GOT2000 Series HMI for the first time.

In this course, we will learn how to create a comment and comment group using the screen design software GT Designer3.

You can learn more efficiently by preparing a personal computer on which GT Designer3 is installed and checking each operation during the course.

As prerequisites for this course, you should have already completed the following courses or possess the equivalent knowledge in:

- FA Equipment for Beginners (HMIs)
- GOT2000 Basics (GOT Introduction)
- GT Works3 (GT Designer3) Basics (Screen Design Introduction)
- GT Works3 (GT Designer3) Basics (Elementary Screen Design)

The contents of this course are as follows.
We recommend that you start from Chapter 1.

Chapter 1 Overview

We will learn the features of comments and comment groups.

Chapter 2 Using a Comment

We will learn how to create a comment group and how to register a comment.

Chapter 3 Editing Many Comments

We will learn how to edit many comments.

Chapter 4 Registering a Character String of a Created Text Figure or Others to a Comment Group

We will learn how to register a character string of a text figure or object to a comment group.

Chapter 5 Useful Functions

We will learn useful functions when configuring the comment settings.

Final Test

Passing grade: 60% or higher.

Following is an explanation of how to use the graphical user interface.

Go to the next page	>	Go to the next page.
Back to the previous page	<	Back to the previous page.
Move to the desired page	TOC	"Table of Contents" will be displayed, enabling you to navigate to the desired page.
Exit the learning	X	Exit the learning. Window such as "Contents" screen and the learning will be closed.

Safety precautions

When you learn based on using actual products, please carefully read the safety precautions in the corresponding manuals.

Chapter 1 | Overview

We will explain about comments and comment groups and the things we can do with each of them.

A "comment" (a character string) indicates a screen name (title) or the like on the GOT screen, or it is displayed on an object.

A comment can be used as a title

A comment can also be used as a character string for a switch
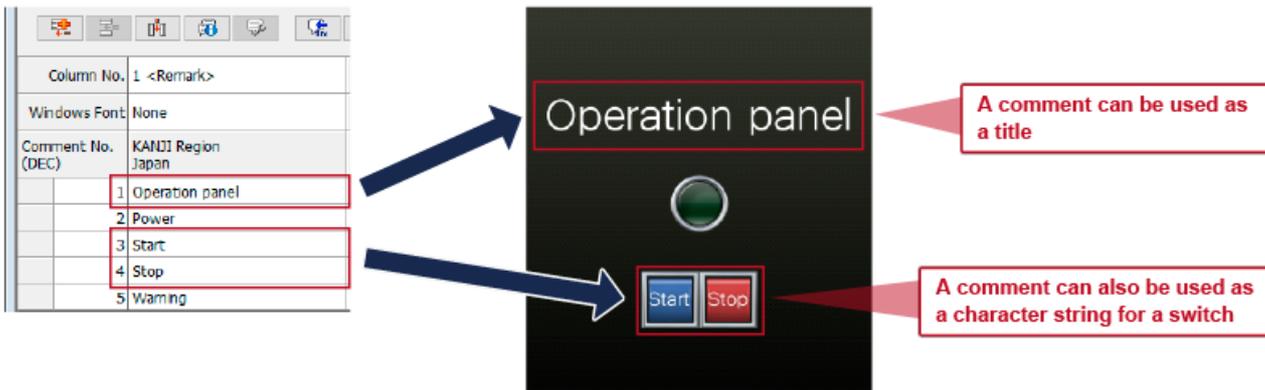
A "comment group" is a collection of comments registered in the group according to the purpose.
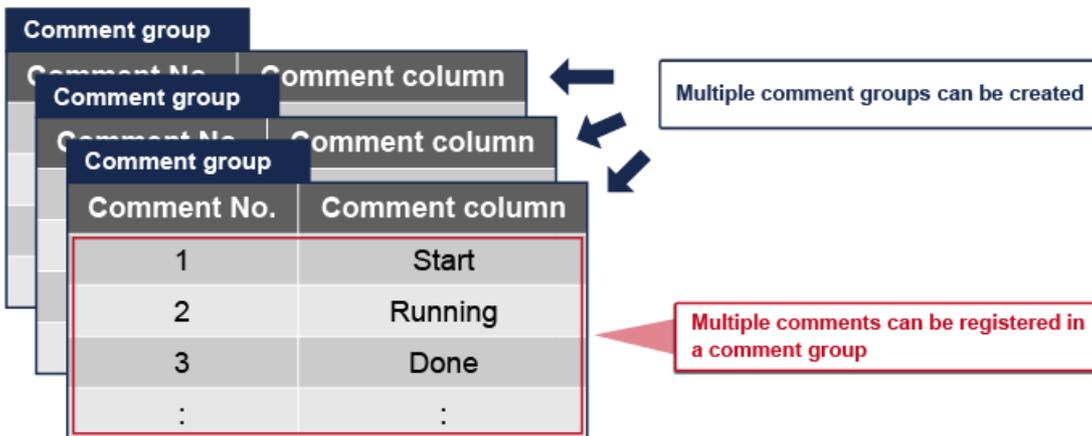
Multiple comment groups can be created

Comment No.	Comment column
1	Start
2	Running
3	Done
:	:

Multiple comments can be registered in a comment group

Comments enable various displays. You can switch a displayed comment by turning on or off the device (example: M100) or with the device value.

(1) You can display a comment without setting a device. (Simple comment)

Comment No. 1

The comment No. 1 is always displayed

(2) You can switch a displayed comment by turning on or off a device. (Bit comment)

Comment of when the device is off

Comment of when the device is on

(3) You can switch a displayed comment with the device value. (Word comment)

Device value	1

The comment No. 1 is displayed

Column No.	1 <Remark>
Windows Font	None
Comment No. (DEC)	KANJI Region Japan
1	Operating
10	Conveyor stopped
100	Completed

Device value	10

The comment No. 10 is displayed

Column No.	1 <Remark>
Windows Font	None
Comment No. (DEC)	KANJI Region Japan
1	Operating
10	Conveyor stopped
100	Completed

Device value	100

The comment No. 100 is displayed

Column No.	1 <Remark>
Windows Font	None
Comment No. (DEC)	KANJI Region Japan
1	Operating
10	Conveyor stopped
100	Completed

You can use comment groups to manage comments collectively or create multiple comment groups for different purposes.

(1) The texts of touch switches and messages can be managed collectively.

If character strings are directly set for the texts of touch switches or message display objects on the GOT screen, you need to edit the character strings set for the objects one by one to change the character strings.

<Example> Changing the texts of all switches
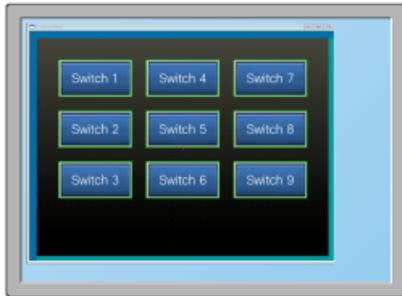
When the character strings are set in a comment group, you can edit the character strings collectively using a comment group to change the character strings.

(2) You can create multiple comment groups in a project and use them depending on the purpose.

Comment group: Normal message	
Comment No.	Comment column
1	Start
2	Running
3	Done
:	:
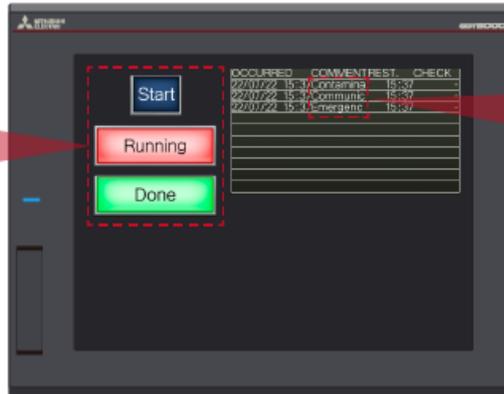
Comment group: Error message	
Comment No.	Comment column
1	Emergency stop
2	Communication error
3	Contamination
:	:

(3) By setting multiple comment columns in a comment group, you can register comments in multiple languages and switch the language of comments displayed on the GOT.

Comment No.	Comment column No. 1 (English)	Comment column No. 2 (Japanese)
1	Start	開始
2	Stop	停止
3	Warning	警告

Comment No.	Comment column No. 1 (English)	Comment column No. 2 (Japanese)
1	Start	開始
2	Stop	停止
3	Warning	警告

Hint   For details on language switching, refer to the Comment Display (Language Switching) course.

Chapter 2 — Using a Comment

We will learn the basic settings for comments such as how to create a comment group and how to register a comment.

First, we will create a comment group to which comments are registered.

(1) Open GT Designer3, select [Common] → [Comment], and click [New Comment Group].
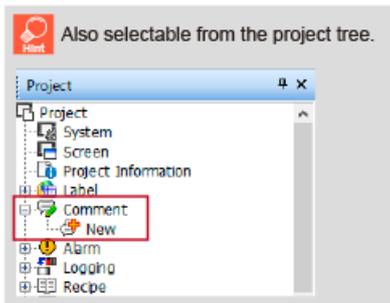
(2) Enter a name of the comment group in the [Comment Group Property] dialog.

Item	Setting example
Group No.	1
Title	Practice 1

(3) Click the [OK] button and display the [Comment List] dialog to register comments.

The following lists the buttons used for registering comments in the [Comment List] dialog.
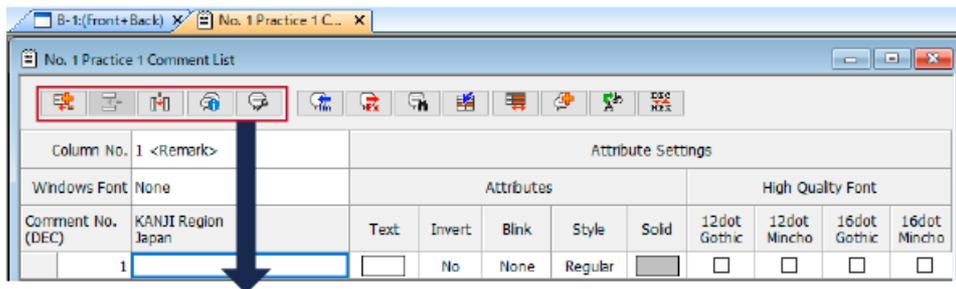
Icon	Name	Description
	[New Row] button	Creates a new comment.
	[Insert Row] button	Inserts a row in the comment list. It is used to add a comment in the comment group.
	[Insert Column] button	Inserts a column in the comment column. It is used to add a registered language.
	[Comment Group Property] button	Used to check or change the detail of the comment group including the comment name and KANJI region.
	[Change Attribute] button	Set the character property of comments.

(1) Click the [New Row] button to add a row for a new comment. Click the button twice to add two rows.

(1) Click

Column No.	1 <Remark>	Attribute Settings									
Windows Font	None	Attributes					High Quality Font				
Comment No. (DEC)	KANJI Region Japan	Text	Invert	Blink	Style	Solid	12dot Gothic	12dot Mincho	16dot Gothic	16dot Mincho	
1			No	None	Regular		☐	☐	☐	☐	

Column No.	1 <Remark>	Attribute Settings									
Windows Font	None	Attributes					High Quality Font				
Comment No. (DEC)	KANJI Region Japan	Text	Invert	Blink	Style	Solid	12dot Gothic	12dot Mincho	16dot Gothic	16dot Mincho	
1			No	None	Regular		☐	☐	☐	☐	
2			No	None	Regular		☐	☐	☐	☐	
3			No	None	Regular		☐	☐	☐	☐	

Hint You can also add a row by pressing the [Alt] and [N] keys on the keyboard.

(2) Double-click a target cell to enter a comment.
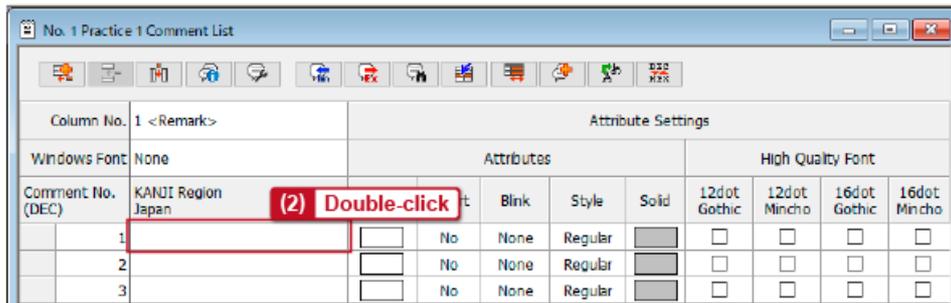
Item	Setting example
1	Start
2	Stop
3	Warning

When selecting the whole row

Clicking the cell on the left of a comment No. selects the whole row.

Column No.	1 <Remark>	2 <Remark>	Attribute Settings			
Windows Font	None	None	Attributes			
Comment No. (DEC)	KANJI Region Japan	KANJI Region Japan	Text	Invert	Blink	Style
1	Start	開始		No	None	Regular
2	Stop	停止		No	None	Regular
3	Warning	警告		No	None	Regular

Click

When deleting a row

Select an intended row. Then right-click the cell on the left of a comment No. and select [Delete], or press the [Delete] key on the keyboard, to delete the row.
Note that the row cannot be deleted if it is the only one.

Right-click

(DEC)	Japan	Japan				
1 Start	開始		No	None	Regular
停止		No	None	Regular
警告		No	None	Regular
運転中		No	None	Regular
電源		No	None	Regular

New	
Cut	Ctrl+X
Copy	Ctrl+C
Paste	
Insert Row	
Insert Column	
Delete	
Clear Text	

In [Attribute Settings], you can set comment character colors or effects.

Column No.	1 <Remark>	Attribute Settings								
Windows Font	None	Attributes					High Quality Font			
Comment No. (DEC)	KANJI Region Japan	Text	Invert	Blink	Style	Solid	12dot Gothic	12dot Mincho	16dot Gothic	16dot Mincho
1	Start		No	None	Regular		☐	☐	☐	☐
2	Stop		No	None	Regular		☐	☐	☐	☐
3	Warning		No	None	Regular		☐	☐	☐	☐

<Attributes>
· [Text]: Set the character color.
· [Invert]: Select this item to highlight the characters (only when [Regular] is selected for [Style]).
· [Blink]: Set a blinking speed of characters.
· [Style]: Select a character effect.
· [Solid]: Select a shade color of characters (only when [Solid] or [Raised] is selected for [Style]).

<High Quality Font>
Set whether to use HQ characters. (This item is displayed only when [Read comment data from the memory card] is deselected in the [Comment Group Property] dialog.)

Compared with the standard characters, the HQ characters are less collapsed when the size is increased.

We will place a comment display object for "Stop" on the screen.

(1) Select [Object] → [Comment Display] → [Simple Comment] from the menu.
(2) Click an intended point to place the simple comment object.
(3) Double-click the placed object to display the [Simple Comment Display] dialog.
(4) Select [Comment Group No.]. Then select [Comment No.] or select a comment from the pull-down list.
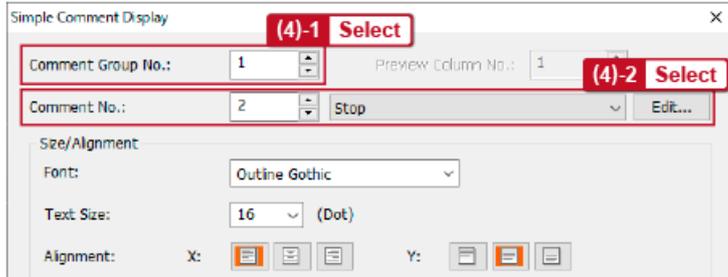
Item	Setting example
Comment group No.	1
Comment No.	2 (Stop)

(5) Click the [OK] button to close the [Simple Comment Display] dialog. The preview of the set comment is displayed on the drawing screen.
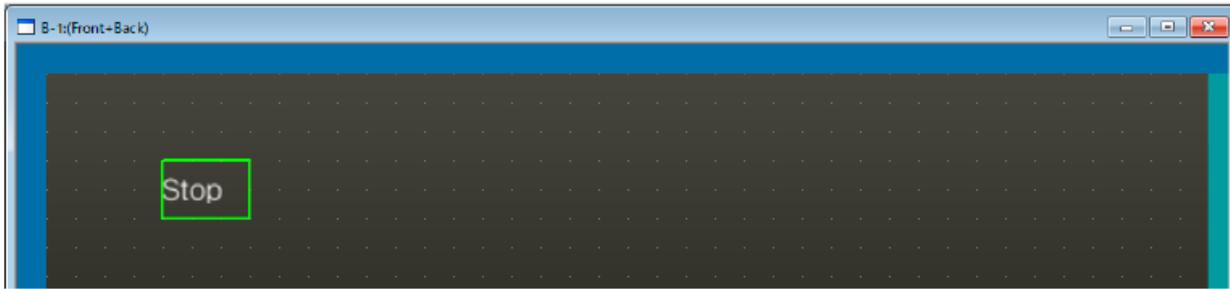
(6) Transfer the created project data to the GOT or start the simulator.
* For how to transfer projects or use the simulator, refer to the GT Works3 (GT Designer3) Basics (Elementary Screen Design) course.
(7) Check that "Stop" is displayed.

Chapter 3 ‖ Editing Many Comments

In this chapter, we will learn how to edit many comments.

You can edit many comments easily by exporting (writing) a comment group, editing the comments on a personal computer, and importing (reading) the comment group to GT Designer3.
A comment group can be written to a CSV file or a Unicode text file.

Comment No.	Comment column
1	Start
2	Stop
3	Warning

(1) Creating a comment group and registering comments
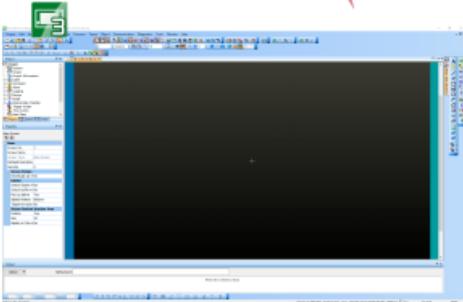
4	[Windows Font]	None
5	[Character Set]	
6	[Kanji Region]	
7		1 Start
8		2 Stop
9		3 Warning
10		4 abcde

(3) Editing comments

(2) Exporting a comment group

CSV Unicode TXT

(4) Importing a comment group

We will export the comment group created in Chapter 2 into a CSV file.

(1) Click the [Export] button.

No. 1 Practice 1 Comment List

(1) Click

Column No.	1 <Remark>	Attribute Settings	
Windows Font	None	Attributes	High Quality Font
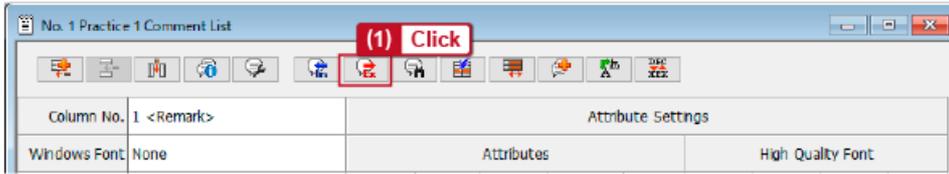
(2) Set [File name], [Save as type], and [Format], and click the [Save] button to export the comment group.

Save As ✕

Save in: Comment

Name | Date modified | Type

No items match your search.

Quick access
Network

File name:	Practice 1		Save
Save as type:	CSV Files (*.csv)		Cancel
Format:	GT Designer3-GOT Common Format		

(2-2) Click

(2-1) Set
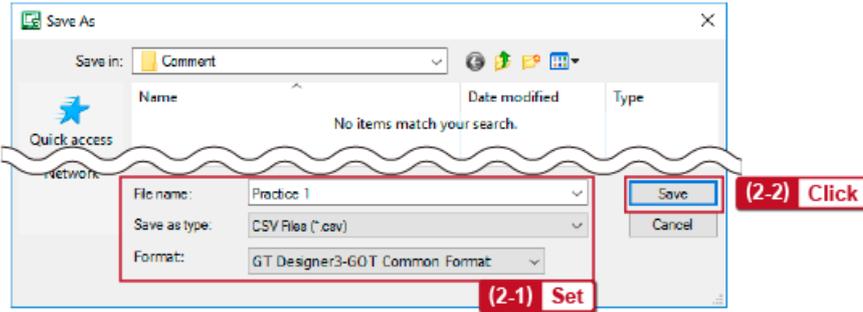
(3) Open the exported CSV file to check that the comment group is exported.

<Comment group saved in a CSV file>

Comments can be checked in a CSV file

Comments in a comment group can be read from a created Unicode text file or CSV file by clicking the [Import] button. We will add a comment in the CSV file exported in the previous section, and import the file.

(1) Open the CSV file, add a comment number and its comment, and then save the file on the personal computer.

(2) Create a new comment group "Practice 2" and click the [Import] button.

(3) Select the [Files of type] and the file to be imported, and click the [Open] button.

Open						×
Look in:	Comment		⌄	🔵 📁 📁 ▦▾		
	Name	^		Date modified	**(3-2)** **Select**	
Quick access	📊 Practice 1			7/21/2022 5:19 PM	Microsoft Excel (	
Network						
	<				**(3-3)** **Click**	
	File name:	Practice 1	**(3-1)** **Select**	Open		
	Files of type:	CSV Files (*.csv)	⌄	Cancel		
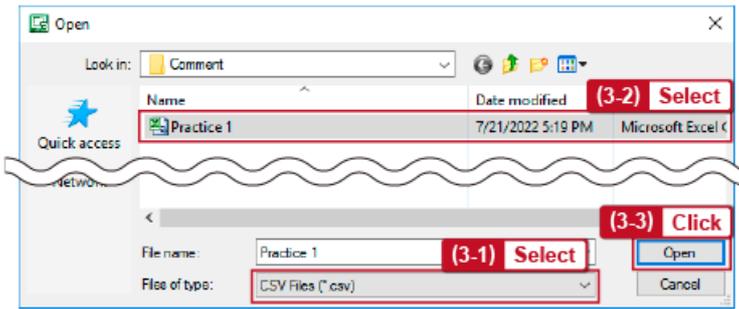
(4) The comments are imported.

Comment No. (DEC)	KANJI Region Japan	Text
1	Start	
2	Stop	
3	Warning	
4	abcde	

> **Hint** The comment numbers of the comments in the file to be imported and the comment numbers of the registered comments are compared.
> · If the comment numbers are different, the comments in the file are added to the registered comments.
> · If the comment numbers are the same, the registered comments are overwritten with the comments in the file.

Chapter 4 | **Registering a Character String of a Created Text Figure or Others to a Comment Group**

In this chapter, we will learn how to register a character string of a text figure or object to a comment group.

You can register a character string of a created text figure or object to a comment group as comments.
For example, you need not re-design the screen even when the existing screen needs to be displayed in a different language.
You can switch the language by converting a character string of a created text figure or object to comments.

Existing screen without comments

Operating status

Run
Stop

Conversion to comments

Language switched by comment conversion

運転状況

運転
停止

Language switching enabled
without re-designing of the screen

Text

Text:

Running

Key Touch OFF	Key Touch ON
Run	Run

Text Type: Text

Common Settings of Display Position
Font: Outline Gothic

Text Size: 28   (Dot)

In the text figure setting, you can register the character string set for a text figure to a comment group, and convert the text figure to a simple comment display object.

We will create a text figure and add it to the comment group "Practice 1".
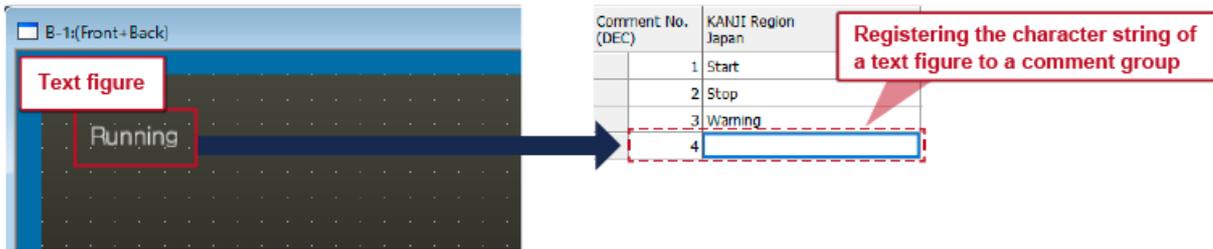
(1) Select [Figure] → [Text] from the menu and click an intended point to place a text figure on the drawing screen to display the [Text] dialog.

(2) Enter a comment in the [Text] field and click the [Convert to Comment Display] button.

Item	Setting example
Text	Running

(3) In the [Comment Auto-Allocation] dialog, set the group number of the comment group to which the converted comment is registered and the column number to which the comment is added.

Item	Setting example
Group No.	1
Column No.	1

(4) Click the [OK] button. The conversion completion dialog is displayed and the conversion is completed.
(5) Open the [Comment List] dialog of the comment group "Practice 1" to check that the converted comment is inserted.

Column No.	1 <Remark>
Windows Font	None
Comment No. (DEC)	KANJI Region Japan
1	Start
2	Stop
3	Warning
4	Running

The comment is registered to Column No. 1 as specified

The comment is inserted to the last row

In the object setting, you can register the character string of the object to a comment group by changing the text type from [Text] to [Comment].

(1) Place a bit switch on the screen and double-click the switch to open the setting dialog. Then enter the character string for the switch in the [Text] field in the [Text] tab.
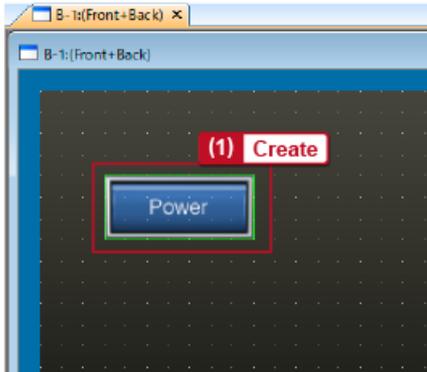
Item	Setting example
Text	Power

(2) Select [Comment] in [Text Type].
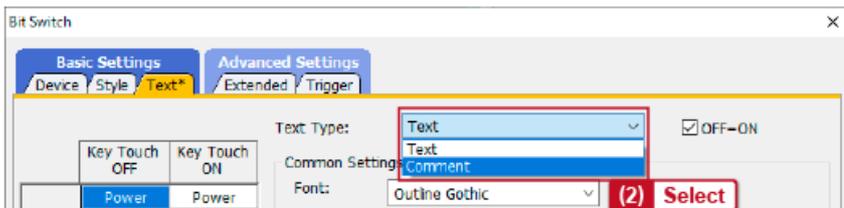
(3) The [Comment Auto-Allocation] dialog is displayed. Set the group number of the comment group to which the character string is registered and the column number to which the character string is added.

Item	Setting example
Group No.	1
Column No.	1

Hint
· If the character string to be registered have already been registered to the specified comment column, the comment is not registered.
· The comment is added to the last row.

Comment No. (DEC)	KANJI Region Japan
1	Start
2	Stop
3	Warning
4	

(4) Click the [Yes] button. The setting completion dialog is displayed and the setting is changed.
(5) Open the [Comment List] dialog of the comment group "Practice 1" to check that the converted character string is inserted.

Chapter 5 | Useful Functions

In this chapter, we will learn useful functions when configuring the comment settings.

You can search for a comment using the [Search] button in the [Comment List] dialog.

(1) Open the [Comment List] dialog and click the [Search] button.
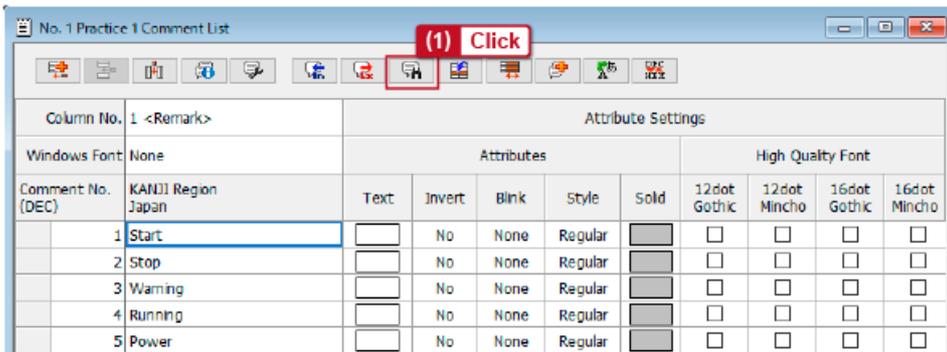
(2) In the [Search] dialog, enter the comment to be searched for.
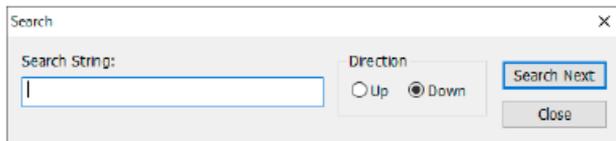
You can jump to the specified comment using the [Jump] button in the [Comment List] dialog.

(1) Open the [Comment List] dialog and click the [Jump] button.
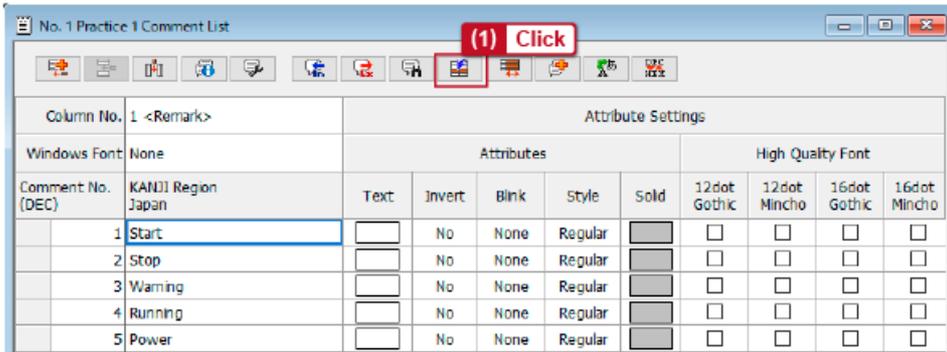
(2) In the [Jump] dialog, enter the comment number to be jumped to.
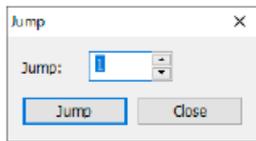
Now that you have completed all of the lessons of the **Comment (Introduction)** course, you are ready to take the final test. If you are unclear on any of the topics covered, please take this opportunity to review those topics.

There are a total of 6 questions (7 items) in this Final Test.

You can take the final test as many times as you like.

Score results

The number of correct answers, the number of questions, the percentage of correct answers, and the pass/fail result will appear on the score page.

		1	2	3	4	5	6	7	8	9	10	
Retry	Final Test 1	✓	✓	✓	✗							Total questions: **28**
	Final Test 2	✓	✓	✓	✓							
	Final Test 3	✓										Correct answers: **23**
	Final Test 4	✓	✓									
	Final Test 5	✓	✓									Percentage: **82** %
Retry	Final Test 6	✓	✗	✗	✗							
	Final Test 7	✓	✓	✓	✓							
	Final Test 8	✓	✓	✓	✓	✓						To pass the test, **60%** of correct answers is required.
	Final Test 9	✓										
Retry	Final Test 10	✗										

Complete the following sentences.

A "comment" (a [Q1]) indicates a screen name (title) or the like on the GOT screen, or it is displayed on an object.

Comments enable various displays. You can switch a displayed comment by turning on or off the [Q2] or with the [Q2] value.

Q1	Character string
Q2	Device

Complete the following sentences.

[Q1] can be created in one project. The applications include displaying messages that indicate the process status and error occurrence.

Q1

- ○ One comment group
- ● Multiple comment groups

Select the correct button used to insert a comment row.

Q1

a

b

c

[+]

Select the correct sentence describing the function of the icon in the figure.

Q1

- ● **Importing a comment group**

- ○ **Exporting a comment group**

- ○ **Deleting a comment group**

- ○ **Copying a comment group**

[+]

Select the correct sentence describing the function of the icon in the figure.

Q1

○ **Importing a comment group**

⦿ **Exporting a comment group**

○ **Deleting a comment group**

○ **Copying a comment group**

[+]

The registered comment group can be exported into a Unicode text file or a [Q1] file.

Also, the registered comment can be imported from a Unicode text file or a [Q1] file.

Q1

- ● CSV
- ○ PDF
- ○ PPT
- ○ DOC

You have completed the Final Test. You results area as follows.
To end the Final Test, proceed to the next page

		1	2	3	4	5	6	7	8	9	10
	Final Test 1	✓	✓								
	Final Test 2	✓									
	Final Test 3	✓									
	Final Test 4	✓									
	Final Test 5	✓									
	Final Test 6	✓									

Total questions: **7**

Correct answers: **7**

Percentage: **100** %

Clear

You have completed the Comment (Introduction) course.

Thank you for taking this course.

We hope you enjoyed the lessons and the information you acquired in this course will be useful in the future.

You can review the course as many times as you want.

Review

Close