

## Chapter 5. Message Editor Setup and Functions

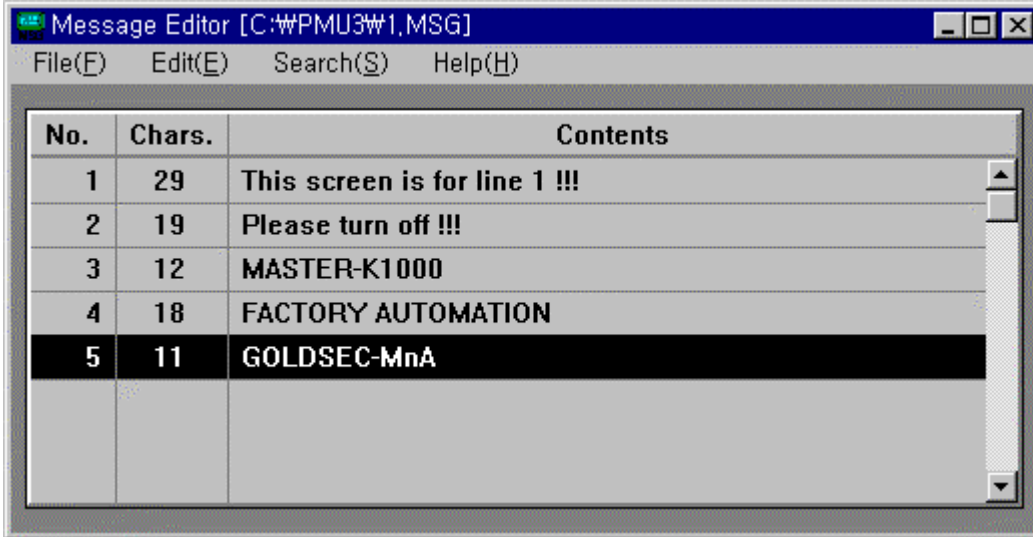


The screenshot shows a window titled "Message Editor [C:\WPMU3\W1.MSG]". The menu bar includes "File(F)", "Edit(E)", "Search(S)", and "Help(H)". The main area contains a table with the following data:

| No. | Chars. | Contents                      |
|-----|--------|-------------------------------|
| 1   | 29     | This screen is for line 1 !!! |
| 2   | 19     | Please turn off !!!           |
| 3   | 12     | MASTER-K1000                  |
| 4   | 18     | FACTORY AUTOMATION            |
| 5   | 11     | GOLDSEC-MnA                   |

- Create the message that will be called on the standard screen when the main machine is operating.
  - One message file can have 999 character lines.
- One Project File can only consist of one message file.
- The No. indicates the number that will call up the message on the standard screen and the No. of characters shows the number of characters inserted on one line.
  - Korean is twice the size of English characters and thus one Korean character is counted for two characters. The contents are the message line.

PMU-200/300/600 Message Screen



The screenshot shows a window titled "Message Editor [C:\#PMU3W1.MSG]" with a menu bar containing "File(E)", "Edit(E)", "Search(S)", and "Help(H)". The main area contains a table with three columns: "No.", "Chars.", and "Contents". The table lists five message lines, with the fifth line highlighted in black.

| No. | Chars. | Contents                      |
|-----|--------|-------------------------------|
| 1   | 29     | This screen is for line 1 !!! |
| 2   | 19     | Please turn off !!!           |
| 3   | 12     | MASTER-K1000                  |
| 4   | 18     | FACTORY AUTOMATION            |
| 5   | 11     | GOLDSEC-MnA                   |

### PMU-200 Message Screen

With English as the standard, the message can have at most 30 characters.

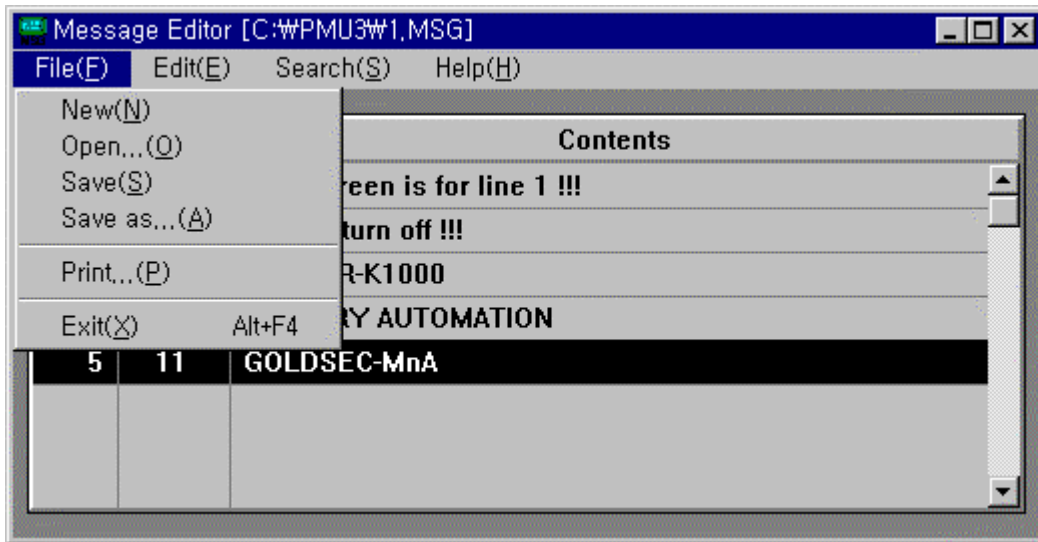
### PMU-300 Message Screen

With English as the standard, the message can have at most 40 characters.

### PMU-600 Message Screen

With English as the standard, the message can have at most 80 characters.

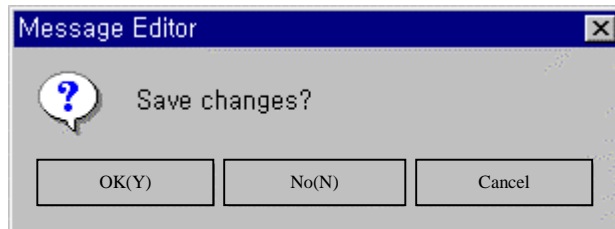
5.1 File



This menu allows you to manage files in the message screen by creating new files, saving and opening files, printing, and exiting the standard screen Editing Tools.

New File - When New file is selected, it allows you to create a new message screen.

When New file is selected while creating a screen, a window appears inquiring whether you wish to save the prior existing file.



- If "OK(Y)" is selected, then the save dialogue box screen appears. Once the name is inserted (\*.MSG) the created screen is saved.
- If "No(N)" is selected, please note that the created data is deleted.
- If "Cancel" is selected, the New File menu is canceled.

Open - If "Open" is selected, you can open the desired message screen (\*.MSG) file from the directory.

When "Open" is selected while creating a screen, a window appears inquiring whether you wish to save the edited screen.

- If “Yes(Y)” is selected, then the save dialogue box screen appears. Once the name is inserted (\*.MSG) the created screen is saved.
- If “No(N)” is selected, please note that the created data is deleted.
- If “Cancel” is selected, the New File menu is canceled.

Save - This menu allows you to save the edited screen.

When “New File” is selected and created, “Save As a Different Name” Menu appears and is saved under a specified file name.

- If a file name is already specified, it will save immediately upon selecting the “Save” function.

- The file name must be saved and specified in numbers.

A File Name can only be saved in numbers. Thus, it is recommended that you insert a file description in the “File Description” line when saving.

If a file name is already specified, it will save immediately upon selecting the “Save” function.

Save As ...

This menu allows you to change and save the file name, directory, and file description.

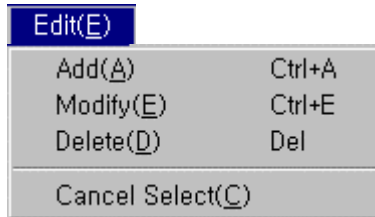
Print This menu allows you to specify the screen/tag and the range to print.

Exit Exits the Message Screen Edit menu.

When selected while creating a screen, a window appears inquiring whether you wish to save the created file.

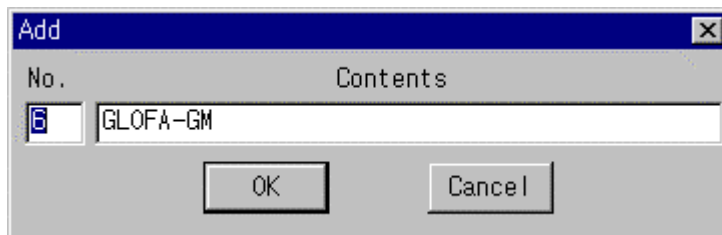
- If “OK(Y)” is selected, then the save dialogue box screen appears. Once the name is inserted (\*.MSG) the created screen is saved.
- If “No(N)” is selected, please note that the created data is deleted.
- If “Cancel” is selected, the New File menu is canceled.

## 5.2 Edit

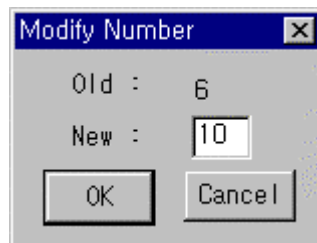


This menu allows you to add/modify/delete/cancel items from the Message Screen.

- Add - Record the message by inserting the number and content in the dialogue box.  
OR, double click on the empty space in the message indicating line and do the same as above and record an additional message.



- Edit - Edit the selected message number to the specified number.  
- If the specified number after editing overlaps the already existing number, a window appears inquiring whether the number should be replaced.  
If you wish the number to be replaced, select "OK".



### Delete

Delete the selected items from the recorded items.



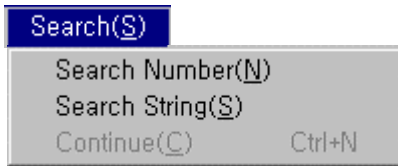
### Cancel Select

- This menu allows you to cancel the items selected to edit.

Note: In order to run edit functions "Edit No., Delete items," the items that have recorded messages must be selected, if the items are not selected, the window below will appear.



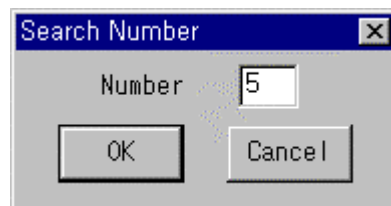
### 5.3 Search



This menu allows you to easily search the contents of the character lines of the message screen.

Search Number - Searches the message number from the recorded messages

- When you insert the desired number, the characters line with that number will be found.



Search String - Searches the desired line that includes the message among the recorded messages.

- If there is no selected message, then search starts from the beginning. If there is a selected message, then search starts after the message.
- Insert the line and Select "OK"



Continue Search of the most recent character line begins after the current selected message.