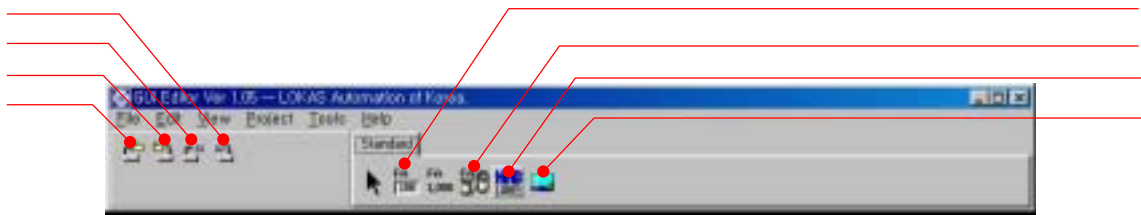
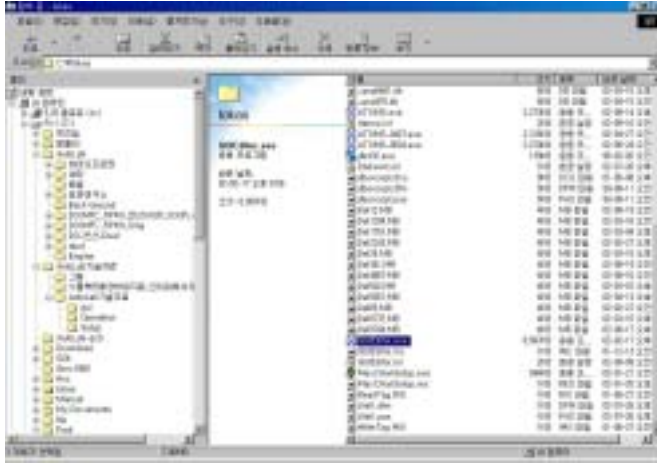



1.3 GUI Edit

[C:\lokas\Guiedit.exe] →



NO	NAME		
1	Open Project	Project file * Project File *GUI Edit	GUI1, GUI2 file Project file
2	Save All	GUI1, GUI2 File	
3	Open file	GUI1 or GUI2	
4	Save file	GUI1 or GUI2	
5	Number Label	Data Display Window	
6	Animate	Animation File	
7	LABEL	Label(Title)	
8	Image		

1.3.1 Project

[ File 'Open Project'] →



[C:\lokas\gui\project.dpr file] (GUI 1 'Form1')



1.3.2 GUI2 File(Form2)

[] →




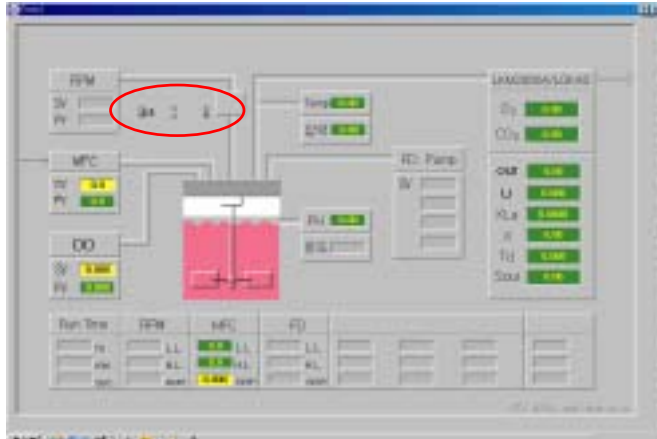
[C:\lokas\gui\GUI2.dpr file]



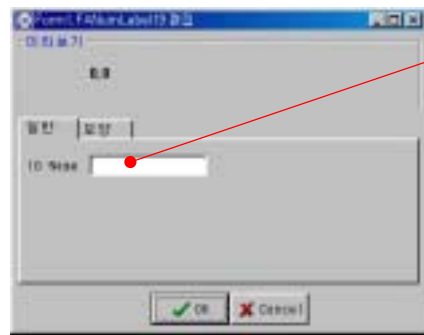
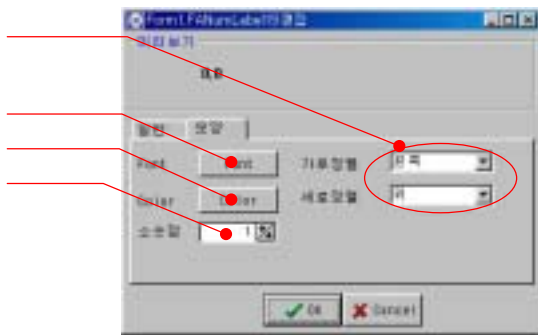
1.3.3 GUI Edit

1.3.3.1 Number Label

[] → [(GUI)] →




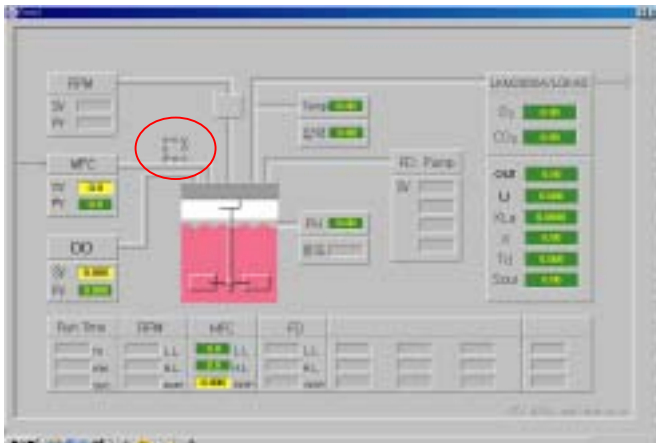
[Data Window] →



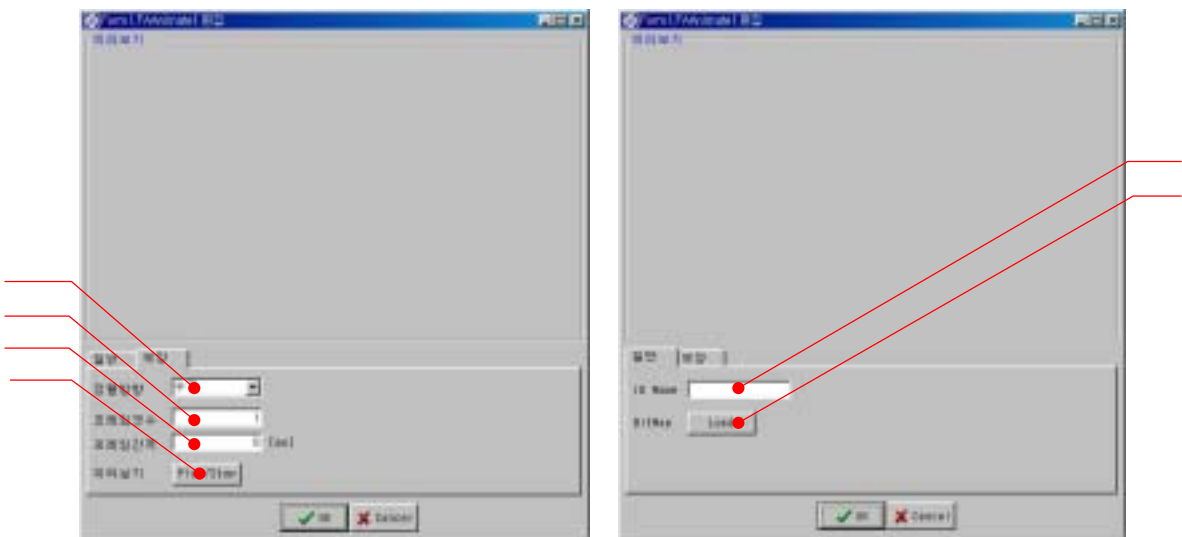
NO	NAME		
1		Display Window * Setup CH	'Dec.Point'
2	Color	Display Window	
3	Font	Display Window Font	(, ...)
4		Display Window 가 /	
5	IO Name	Display Window CH ID *	(ex. AI000) ()

1.3.3.2 Number Label

[] → [(GUI)] →




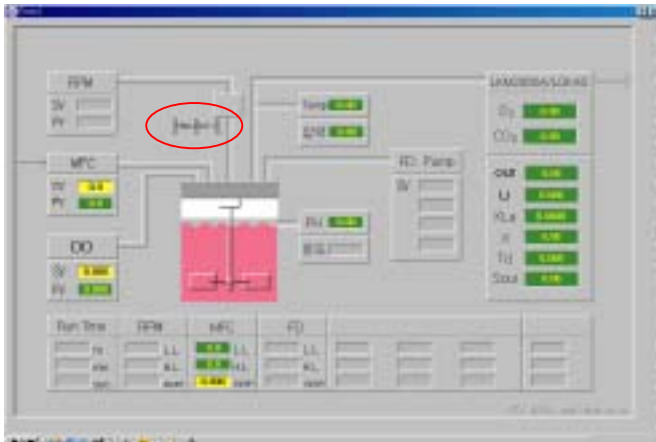
[Data Window] →



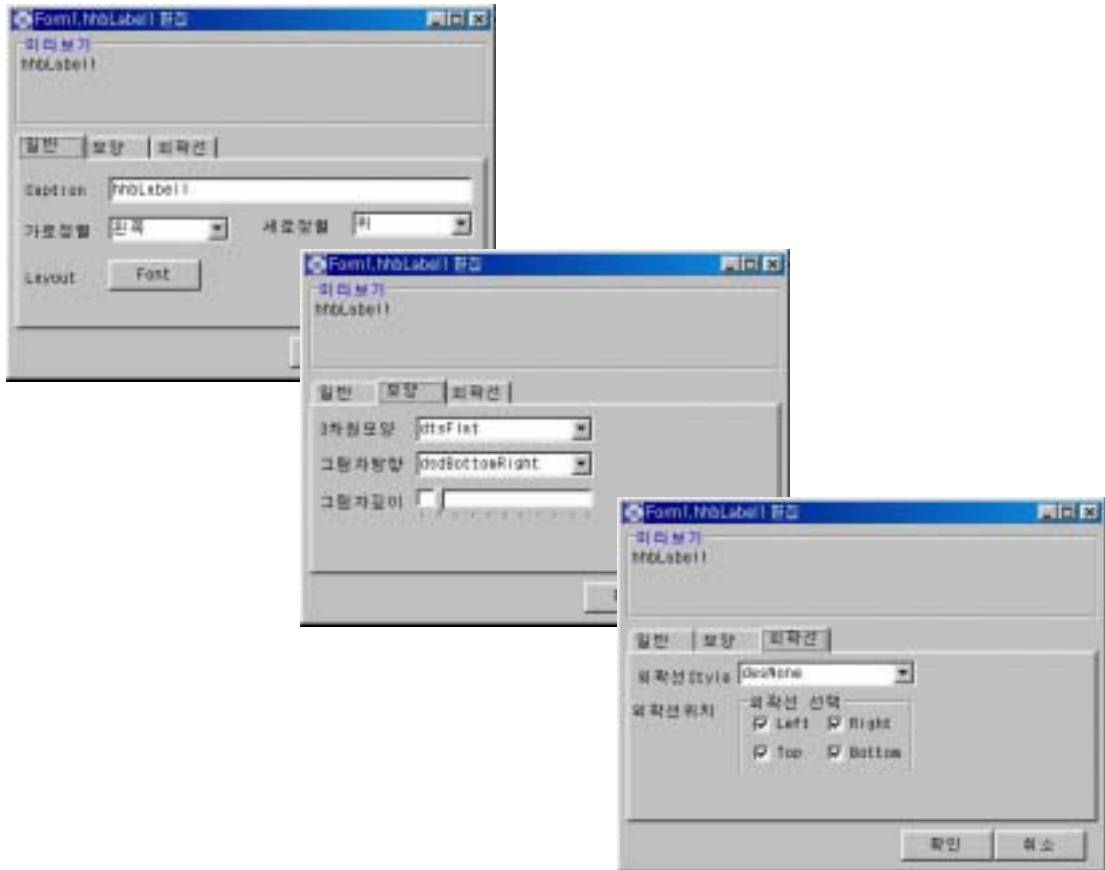
NO	NAME		
1	Play/Stop	Animation File	
2		Animation File Cycle (ms)	
3		Animation File	
4		Animation File (/)	
5	IO Name	Animation File CH ID (ex. DO000) *	()
6	Load	Animation File	

1.3.3.3 LABEL


[] → [(GUI)] →

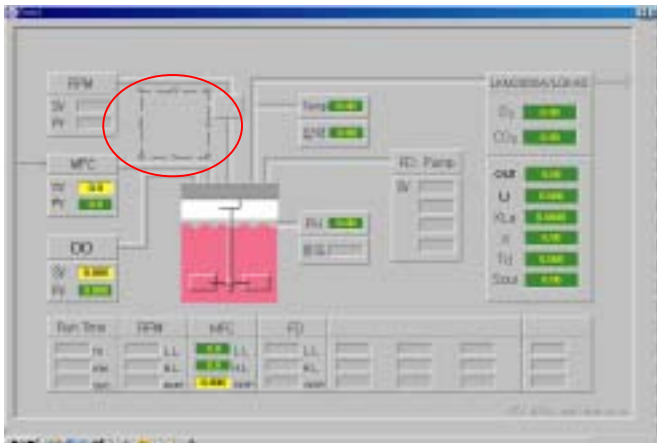


[Data Window] →

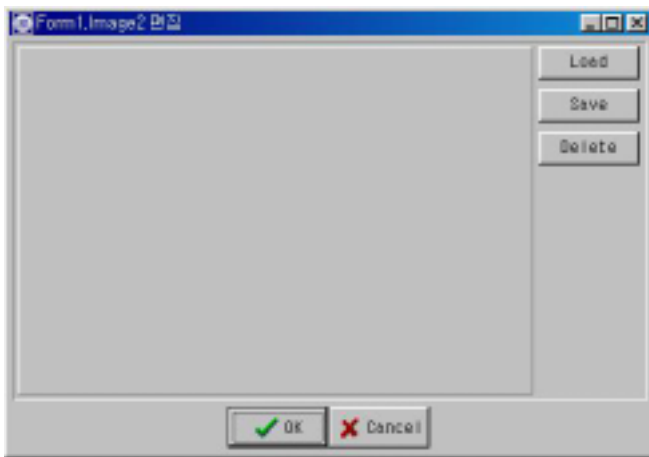


1.3.3.4 TImage ()

[] → [(GUI)] →



[Data Window] →



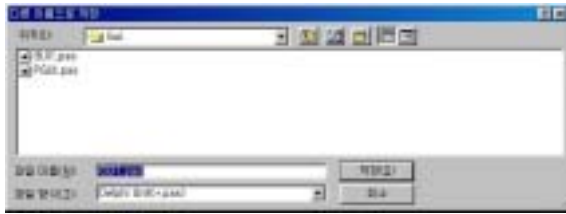
[Load] →



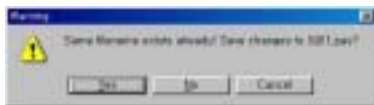
1.3.4 GUI Edit

1.3.4.1 GUI File

[File 'Save As'] → (Gui1(or Gui2) File)



[C:\lokas\gui\gui1(or gui2).dpr]



['Yes'] ()

1.3.4.2 Project File

[File 'Save As Project'] → (Project File)



[C:\lokas\gui\Project1.dpr]

[File Exit]

* Gui Edit 1.3.4.1→1.3.4.2