

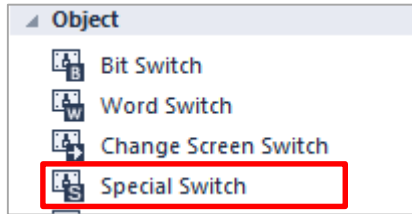
Quick Guide

How to change language

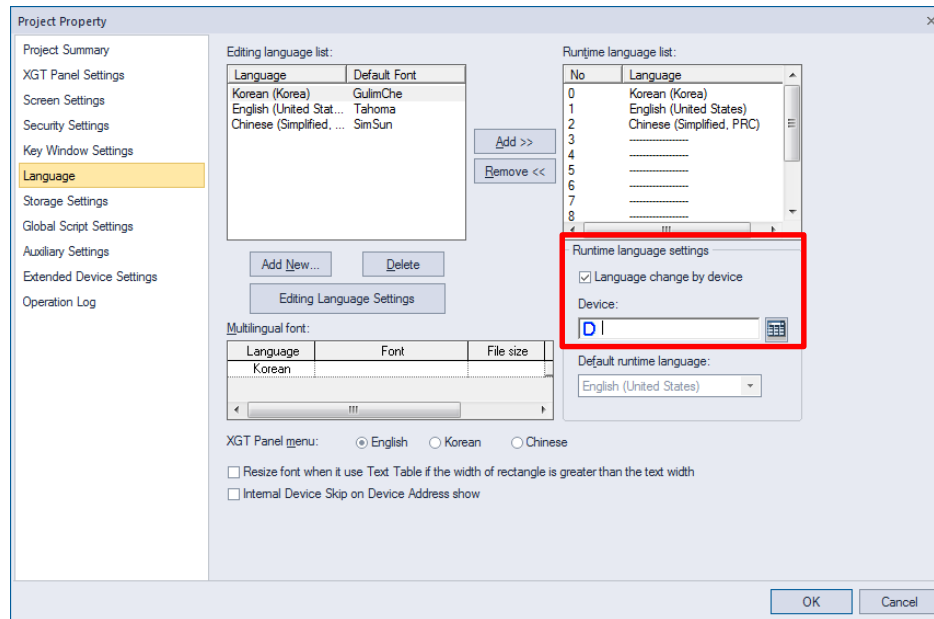
How to change language

2 Ways to change screen

1. Use 'Special Switch' object



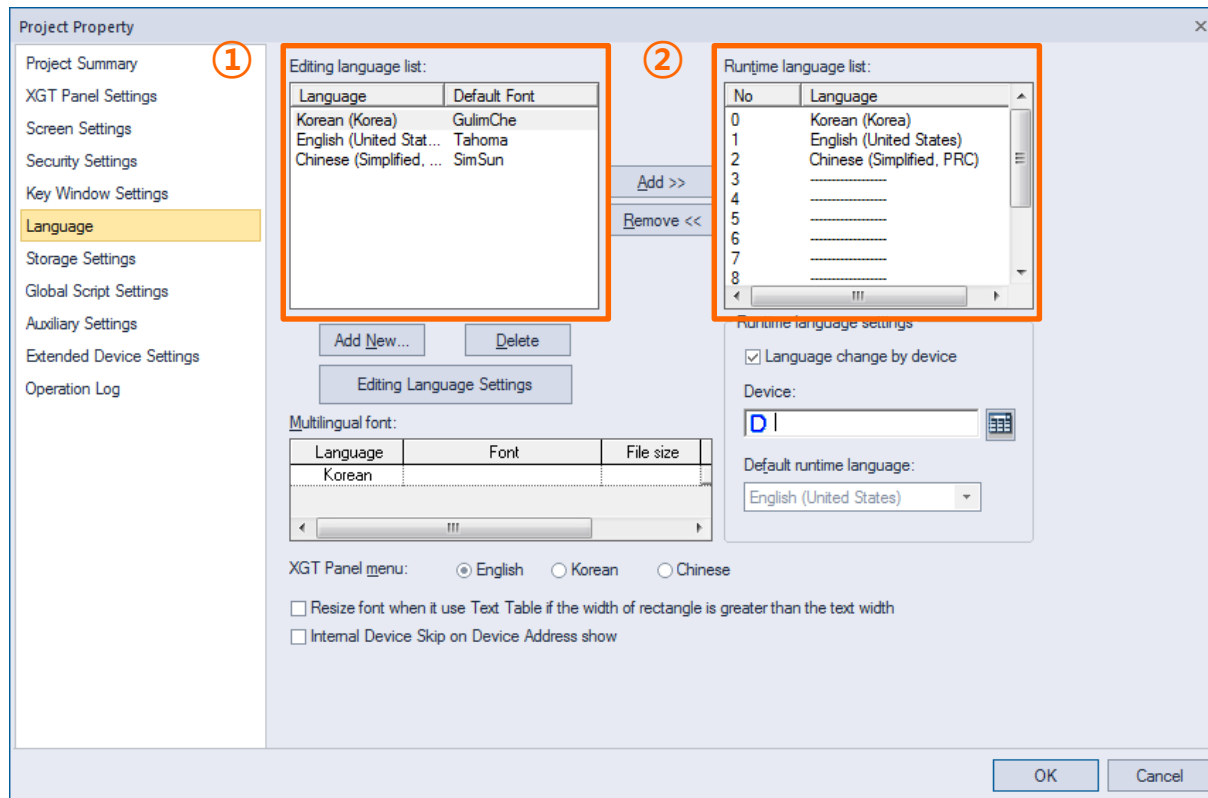
2. Use 'Language change by device'



How to change language

How to set language

1. First, go to Project Property → Language. Then, select which language to use.



① Editing language : Languages shown in text tables.

Click to add additional display languages to the interface. Select a language from the list and then click [OK] to add it to the Editing Language List.

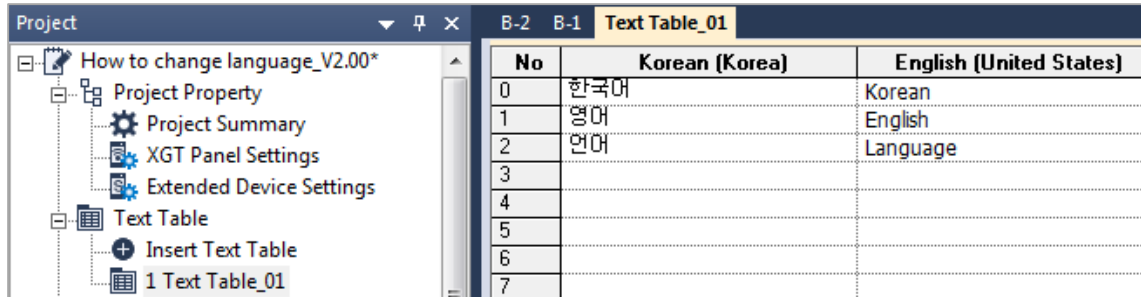
② Runtime language : View and specify runtime languages to use with the project. Can add or remove languages that will be shown in the project.

※ In order to add or remove Runtime language, it must be included in Editing language.

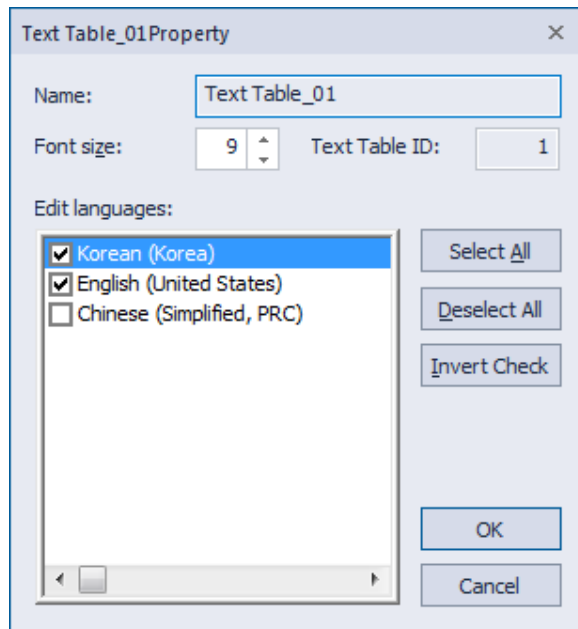
How to change language

Use 'Special Switch' object

1. Open Text Table



To add or delete language used in text table, right click and open property. (see below)



Able to see a list of languages in editing language. (See page 2)

Check the language to use in project.

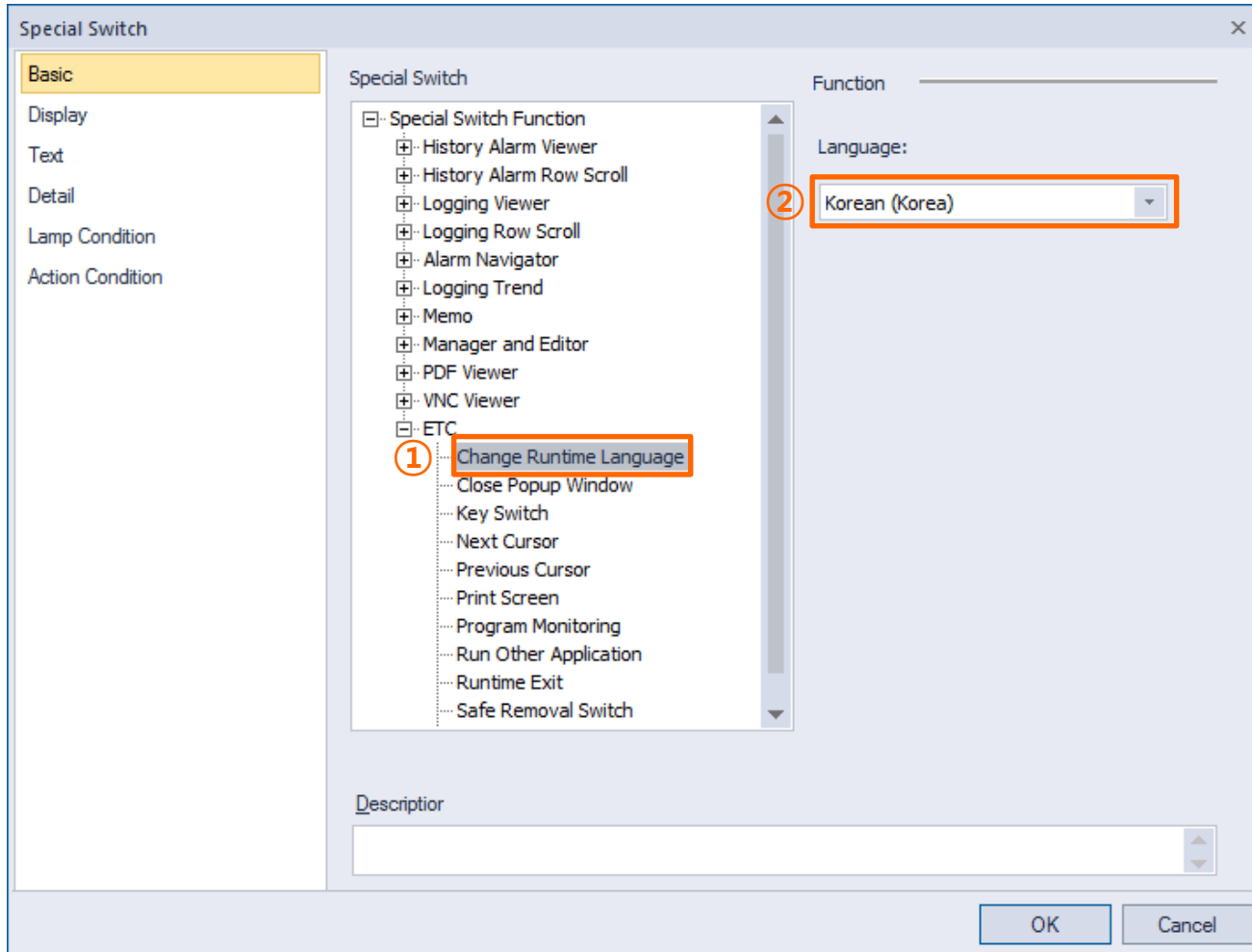
In order to change language, write text table in multi-languages.

In this guide, Korean and English will be used.

How to change language

Use 'Special Switch' object

2. Create a Special Switch to change language



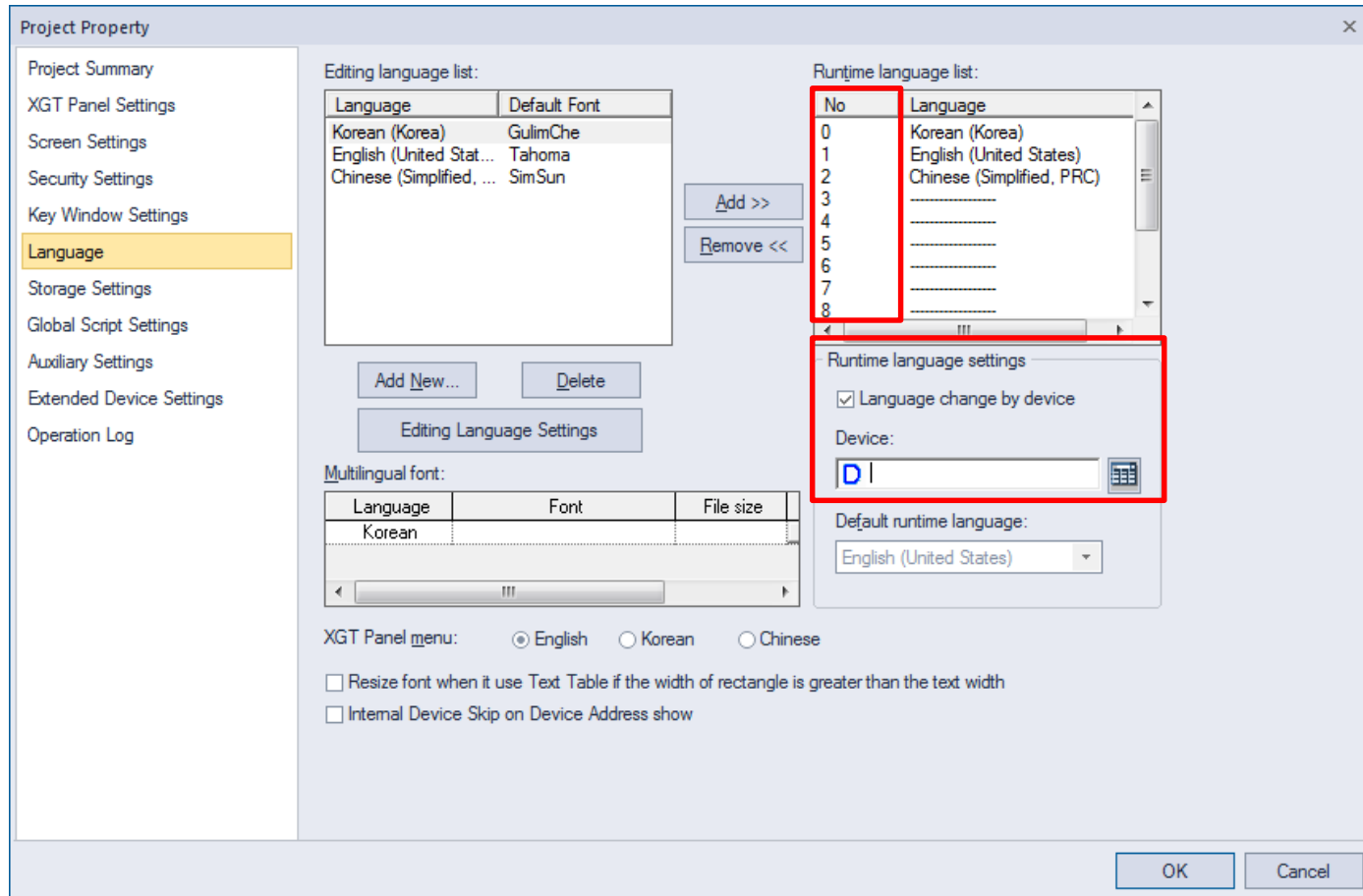
One of the Special Switch functions is to 'Change Runtime Language'.

Select a language to change to. To use multi-language, create at least 2 switches to go change languages.

If this switch is touched, then the language will be changed to selected language.

How to change language

Use 'Language change by device'



Set the runtime language to change for specific devices. The XGT Panel reads the value from the device and displays the interface in the language you specify in the Runtime Language List.

※ Must designate a language for the device or nothing will be shown in the XGT Panel.