PCL6115 Starter Kit

PCL6115-EV

User's Manual

Motion Pattern Builder

Language File Creation Rule

NPM Nippon Pulse Motor Co., Ltd.

Impress, not just satisfy

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1. Preface

Thank you for choosing Motion Patterns Builder" for PCL6115-EV Starter Kit.

This manual describes the specifications, functions, connections, and usages of "Motion Patterns Builder" for PCL6115-EV Starter Kit. Be sure to read this manual thoroughly and keep it handy in order to use the product appropriately.

1.1 How to use this manual

1. Reproduction of this manual in whole or in part without permission is prohibited by the Copyright Act.
2. The contents of this manual are subject to change without the prior notice along with the improvement of performance and quality.
3. Although this manual is produced with the utmost care, please contact our sales representative if there are any questions, errors or omissions.

1.2 Production warranty

1.2.1 Warranty period

The warranty period is one year from the date of delivery to an assigned place.

1.2.2 Warranty scope

If any defect is found in a product during the warranty period under the normal use following this document, NPM will repair or replace the product without charge.

However, the following cases are not covered by the warranty even during the warranty period.

1) Products modified or repaired by anyone other than NPM or a person authorized by NPM.
2) Defects that result from dropping after the delivery or mishandling in transit.
3) Natural deterioration, wearing, and fatigue of components.
4) Defects result from any usage other than the original described in this manual.
5) Defects result from natural disaster or force majeure such as fires, earthquakes, lightning strikes, winds, floods, salts or electrical surges.
6) Defects or damages result from a cause that is not the fault of NPM.

When the product is purchased from a supplier other than NPM, please contact that supplier regarding the product's warranty.

Free repairs will only be conducted at NPM locations; no repairs will be made by business trips.

Warranty period of repaired product is the same as the warranty period before repair.

This warranty covers the product itself. The detriments or damages induced by the product failure etc. will not be covered by the warranty.

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1.3 Notice

This document aims to describe the details of functions of the product. It does not warrant fitness for a particular purpose of the customer. Also, the examples of applications and circuit diagrams in this manual are included only for your reference. Please confirm the features and the safety of device or equipment before use.

1.4 Confirmation

Please do not use this product in the following conditions. If you need to use in the following conditions, please contact our sales representatives:

1. Any equipment that may require a high reliability or a safety, such as nuclear facilities, electricity or gas supply systems, transportation facilities, vehicles, various safety systems, medical equipment, etc.
2. Any equipment that may directly affect human survival or property.
3. Usages under conditions or circumstances that are not specified in the catalog, manual, etc.

For applications that may cause serious damages to a human life or property due to failure of this product, ensure high reliability and safety by redundant design.

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2. Manuals

Please refer to the following manual along with this manual.

(x: revision)

	Manual Name [Outline]	Document File name	Software File name	Document No.
Hardware Manual	PCL6115 Starter Kit User's Manual (Hardware)	PCL6115-EV _HardwareManual_VerxE.pdf	－	TA600021-ENx/x
	PCL6115 Starter Kit User's Manual (Simple Manual)	PCL6115-EV_ SimpleManual_VerxJE.pdf	－	TA600020-ENx/x
Application Software Manual	PCL6115 Starter Kit User's Manual (Application Software) [Setting accel/decel pattern and register display]	PCL6115-EV _ApplicationManual_VerxE. pdf	PCL6115-EV_Application_VxxxJEzip	TA600018-ENx/x
	PCL6115 Starter Kit User's Manual (Language File Creation Rule) [Multi-language]	PCL6115-EV _ApplicationLanguageFile Manual_VerxE.pdf	PCL6115-EV_ApplicationLanguageFile _VxxxE.zip	TA600007-ENx/x
	PCL6115 Starter Kit User's Manual (Sample program) [Check and add motion pattern on development environment]	PCL6115-EV _ApplicationSampleManual _VerxE.pdf	PCL6115-EV_ApplicationSample_VxxxE.zip	TA600022-ENx/x

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(x: revision)

	Manual Name [Outline]	Document File name	Software File name	Document No.
Motion Pattern Builder Manual	PCL6115 Starter Kit User's Manual (Motion Pattern Builder Application Software) [To describe function to perform axis control visually with a flowchart]	PCL6115-EV _MotionBuilderManual_Ver xE.pdf	PCL6115-EV_Motio nBuilder_VxxxJE.zi p	TA600021-EMx/x
	PCL6115 Starter Kit User's Manual (Motion Pattern Builder Language File Creation Rule) [Motion Pattern Builder in Multi-language]	PCL6115-EV _MotionBuilder LanguageFileManual_Verx E.pdf	PCL6115-EV_Motio nBuilderLanguageF ile_VxxxE.zip	TA600008-ENx/x (This document)
	PCL6115 Starter Kit User's Manual (Motion Pattern Builder Sample Project) [Check and add motion pattern created by Motion Pattern Builder on development environment]	PCL6115-EV _MotionBuilderSample Manual_VerxE.pdf	PCL6115-EV_Motio nBuilderSample_Vx xxE.zip	TA600024-ENx/x
Reference	PCL6115/6125/6145 User's Manual		-	DA70152-0/xE

Please download application software and related materials from our NPM website.

3. Maximum number of files of language files that can be added

Two languages, Japanese and English can be selected in default, and up to 18 different languages can be added to these languages (up to 20 languages can be selected).

4. Language file name naming convention

The extension is ".lng", and there is no rule regarding the file name.

"menu_text_multi._lng" and "menu_text_China_Dummy.lng" and "menu_text_German_Dummy.lng" are contained in the PCL6115_EV2_Multi folder.

"Menu_text_multi._lng" is a file for language file creation.

Please copy this file and rewrite the language name and "._lng" to ".lng" to create the language file.

"Menu_text_China_Dummy.lng" is a Traditional Chinese language file for reference.

"Menu_text_German_Dummy.lng" is a German language file for reference.

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5. Language file storage location

Please store it in the same folder as the executable file (PCL6115_EV2.exe) of "Motion Patterns Builder".

When executing the executable file, ".lng" is looked for and items are automatically added to the language selection menu.

Items are searched in alphabetical order and registered sequentially in the order found, so if you want to display on the upper side of the menu, please devise the file name to find it first.

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6. Content of language file

Basically, it is the same as Japanese / English definition file "menu_text.ini", but there are some differences.

6.1 Language information to add

It is necessary to add information of additional languages at the beginning of the file as follows.

```
#**********************************************************
# Add language
#**********************************************************
#
#
[Language]
A=ドイツ語
B=German
M=Deutsch
#
#
#---------------------
# Form1(Main screen)
#---------------------
#
#
M Form nunber countup !!
#
#
#=====================
# Menu 1
#=====================
E=FILE (&F)
M=atei (&F)
E=Load data (&L)
M=Lade Daten (&L)
            :
            :
            :
```

Marker	Description
(1)	Additional language information start marker
(2)	Language information displayed on the menu (when selecting the Japanese language)
(3)	Language information to be displayed on the menu (when English or another additional language is selected)
(4)	Language information to be displayed on menu (when additional languages are selected)

6.1.1 Additional language information start marker

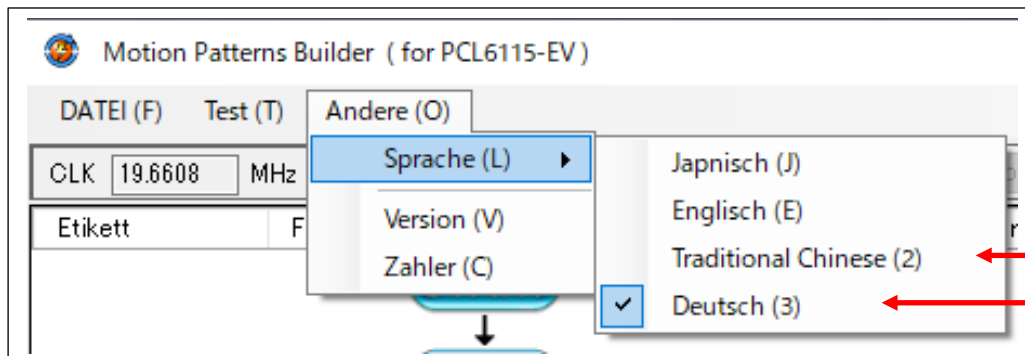Please be sure to write "[Language]" in (1).

If this string is missing, it is not regarded as an additional language file (the file itself is ignored).

Please describe the character string displayed in the language menu of (2), (3), and (4) from the next line.

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6.1.2 Language information to be displayed on menu

(2), (3), and (4) define the character string displayed in the language menu.
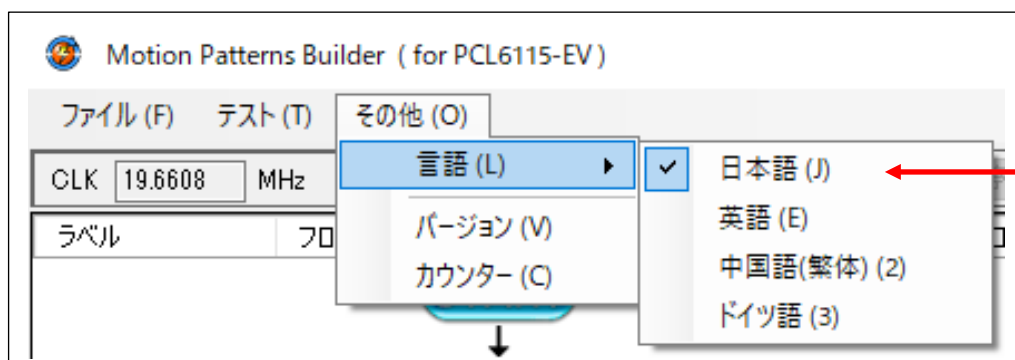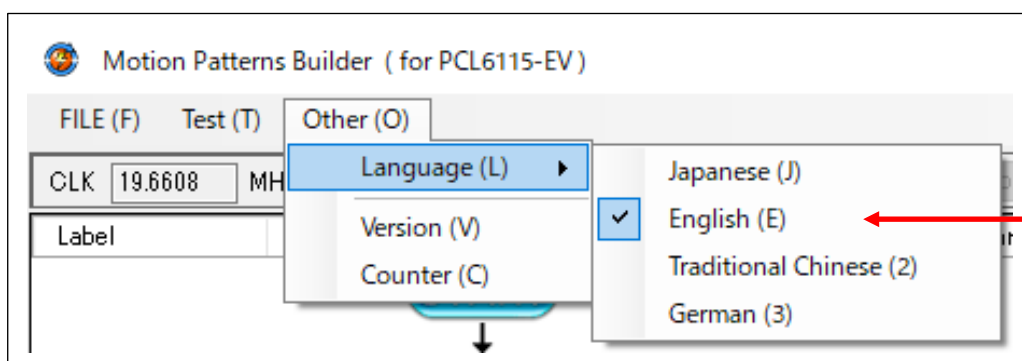(4) is the menu character string when selecting additional languages.

Continuous numbers following "2" are allocated for the shortcut key
Also, if you add more than one language file, menu letters that are not selected additional languages (additional languages not selected) will also be in English.

(2) is the menu character string when Japanese is selected.

(3) is the menu character string when English is selected.

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6.2 Menu string in the language to be added

In Japanese / English definition file "menu_text.ini", the character string following "A =" is a Japanese character string and the character string following "B =" is English.

6.2.1 Menu definition with additional string

For additional language files, please define the menu string following "M =" in additional languages.

The string following "E =" is in English, but it can be in Japanese. Ignored when loading files.

Please use "E =" character string for comparison with "M =" character string when confirming that there is no omission in items or that there is no mistake in the meaning of additional characters.

```
#=====================
# Menu 1
#=====================
E=FILE (&F)
M=Datei (&D)
E=Load data (&L)
M=Lade Daten (&L)
E=Save data (&S)
M=Daten speichern (&S)
E=Overwrite data (&O)
M=Daten überschreiben (&O)
E=Clear data (&C)
M=Daten löschen (&C)
E=Output the source code (&P)
M=Gib den Quellcode aus (&P)
E=C# (&S)
M=C# (&S)
E=C++Builder (&B)
M=C++Builder (&B)
E=Exit (&E)
M=Ende (&E)
           :
           :
           :
```

Caution:

Please do not increase or decrease menu items arbitrarily.

If you increase items, there will be a gap in the menu displayed when you run the software.

If it is reduced items, there will be a shift in the menu as well as an error may occur.

"E =" and "M =" have no specific meaning.

Early in software development we used them for distinguishing between Japanese and English, but now they are not used.

Any two letters can be used (Basically, first two half-width characters are ignored).

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6.2.2 Number of menu characters in additional string

Although there is no definition for number of characters, there is a possibility that some characters will not be visible because there is not enough space in the screen.

Letter size may vary. Even if you set same number of characters in Japanese or English, all characters may not be displayed properly.

After defining the character string, be sure to start up the software and check whether it is displayed without any problems. If some characters are not seen, please review the contents and make them to a short character string.

7. Notes

Please prepare a language file at each NPM group company and attach the language file, and distribute it to customers. Or please create and distribute a language file according to your customers' request.
Please do not allow customers to change or modify the language files as much as possible.

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Revision	Date	Contents
1st	Dec. 11, 2018	New Document
2nd	July 16, 2019	Change cover. Add the manual list.

3rd	June 9,2020	6.1.2 Add counter display
		    E=Counter (&C)
		    M= (&C)

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