

**APPENDIX 4: NT31C/631C conversion rules of NT31C conversion support tool**

NT31/631	NS5/10
PT Configuration	System Setting
PT Control Area/Notification Area/Window Control Area	Set in system memory (SW). Set \$B0 to SB.
PT Status Control Area	Not available (discarded)
PT Status Notification Area	Not available (discarded)
Window Control Area	
Regular Screen	NT31/63 1's screen No. will be used to NS5/10's.
Overlapped Screen	A parent (main) screen will be all of its registered child (sub-) screens overlapped. A child (sub) screen will be converted to a screen.
Popup Screen	Popup screen
Screen when being connected to Host	Not available (discarded)
Image Table	Converted to bit map files with code No.
Library Table	Converted to vec files with code No.
Numeral Value Memory Table	Not available (Discarded) Addresses in Numerical value memory table will be kept In the objects that have been converted.
Character String Memory Table	All of the default lists will be sent to text file (StrTabl.txt)
Bit Memory Table	Only the bit memories that is convertible will be output as CSV format (Bitmen.csv)
Mathematical Table	Not available (discarded)
I/O Comment Table	Converted to CSV format (IOcmnt.csv)
Mark Table	Converted to bitmap files with code No.
Text	Converted to label objects. The marks in a character string will be converted to the code <!FFFF>. An object with a mark code will be a BMP object.
Circle	Circle
Arc	Arc
Fan	Fan
Polyline	Polyline
Polygone	Polygone
Square	Square
Tiling	Not available (discarded)
Image Data Display	BMP object
Library Data Display	Converted to a bit lamp. Refer to the vec files that is created when the library display is converted.

	Addresses of every object will be blank.
Mark	An object with a mark will be converted to a BMP object. An object with more than two marks will be converted to a label object with the code <!FFF> as a character string.
Touch Switch (overall)	The information of a touch switch that is converted to a command will be converted to "ON/OFF button + another object" based on guide text attributes and a user specification. See the Lamp (normal) below which object a touch switch converted to.
Notification Allocation	ON/OFF button
Screen Switch	Command button (Screen switch)
Control Code Input	Command button (Key button, control code input)
Popup Window	Command buttons (Screen switch) and Close attributes will be discarded.
Character String Input	Command button (Key button, label will be a send-specific character string)
Copy Setting	Constant numbers being copied will be converted to command button (key button). Others will be discarded .
Cursor Shift	Not available (discarded)
Screen Print	Not available (discarded)
Window Shift	Command button (local popup screen shift)
Lamp (normal)	A lamp will be converted to one of the following ON/OFF buttons based on the guide text attribution and the user specification. <ul style="list-style-type: none"> <li>- ON/OFF button</li> <li>- ON/OFF button + label</li> <li>- ON/OFF button + numeral val. display</li> <li>- ON/OFF button + character string display</li> <li>- ON/OFF button + label (indirect)</li> </ul>
Image Lamp	Converted to two bit lamps where the ON/OFF buttons are displayed. Converted with the "Select Shape" not being selected.
Library Lamp	Converted to two bit lamps where the ON/OFF buttons are displayed. vec files that converted from a library table will be specified to the "Select Shape".
Numeral Input	Numeral Display & Input

Character String Input	Character String Display & Input
Temporary Input	Not available (discarded)
Thumbwheel Rotary	Thumbwheel Rotary
Numeral Display	Direct reference: Numeral Display & Input Indirect reference: Discarded
Character String Display	Direct reference: Numeral Display & Input Indirect reference: Refers to label objects (display using indirect reference) StrTable.txt
Bar Graph	Level Display
Analog Meter	Analog Meter
Broken-line Graph	Broken-line Graph
Trend	Data log
Alarm List	Alarm/Events Summary (Currently Occurred Alarm) Alarms will not be registered.
Alarm History (Rise detection)	Alarm/Events Summary History (History) Alarms will not be registered.
Alarm History (Level detection)	Alarm/Events Summary (Currently Occurred Alarm) Alarms will not be registered.
Recipe	Data Blocks