



Wolke Label Creator

Operating Instructions P/N WLK462559-01

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AC	TTF 3.4

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Introduction:

The Windows-based Label Creator software enables the user to create new labels for controller or to load existing labels from the controller onto the computer and edit them. The edited labels can then be loaded back to controller.

All label settings can be set in the Creator software and saved together with the label.

Wolke Label Creator allows the user to import and edit legacy labels. Labels will be saved as either *.xml (UTF-8 or ASCII (CP-1252)) or *.lbl (A.1.23) (ASCII) files by choosing the required extension. The controller will accept labels from A.1.17 to A.1.23 (ASCII) or XML (UTF-8).



NOTE

On opening a *.lbl file from a software version older than A.1.23, an alert message will be raised, indicating that the label will be stored in *.lbl (A.1.23) or *.xml (ASCII (CP-1252)) format.

The label creator will transfer files to both m600 advanced and m600 OEM controllers.



NOTE

m600 advanced transfer will not allow selected font list or machine settings to be exchanged.

The graphical representation of label file compatibility is shown below:



Fig. 1_1: Information while Converting a File

Firmware Version:

This is the operating system which is installed on the controller. The firmware version currently installed is visible on the Version Numbers screen of the controller.

2.1 Prerequisites – System Requirements

Operating System:

- Windows XP
- Windows 7
- Windows 8

Only an Administrator can install the m600 Label Creator software.

Hardware:

• Network Interface Card.

The screen resolution should be at least 800 x 600 pixels with a colour depth of 16 bit.

2.2 Installing the Wolke Label Creator

Do the following tasks to install the Wolke Label Creator:

- 1. Run the Label Creator setup file from the software package provided.
- 2. The Welcome screen will appear as shown in the figure. Follow the instructions mentioned on the screen and click on the **Next** button.

Label Creator Setup	
	Welcome to the installer for Label Creator 3.2.2-Pre. It is strongly recommended that you exit all Windows programs before continuing with this installation. If you have any other programs running, please click Cancel, close the programs, and run this setup again. Otherwise, click Next to continue.
	< <u>B</u> ack <u>N</u> ext > <u>C</u> ancel

Fig. 2_2: Welcome Screen

3. Continue to follow the instructions as the installation wizard guides through language selection, license agreement, user information, installation folder, and shortcut folder setup. Click on the **Next** button.



NOTE

The user can also change the location of installation folder by either typing the new path or by clicking on the **change** button to browse for an existing folder.

NOTE

The user can also change the location of shortcut folder by either typing the new name or by selecting the existing folder from the dropdown list.



NOTE

If a previous version of the label creator is detected on the PC, the user will be requested if the older version is to be removed prior to continuing the installation.

4. The user will be prompted with **Ready to Install** window as shown in the figure. Click on **Next** to install the Label Creator.



Fig. 2_3: Ready to Install Screen

5. The installation of Label Creator will start.

6. Click on the Finish button after successful installation of the Label Creator.

Label Creator Setup	E Real Park	23
	Installation Successful The Label Creator 3.2.2-Pre installation is complete. Thank you for choosing Label Creator! Please click Finish to exit this installer.	
	< Back Finish Cano	cel

Fig. 2_4: Installation Successful Screen

Unless a different path is selected for software installation, the software is installed in the program directory in the folder "C:\Program Files (x86)\Wolke\m600 oem\ Label Creator".

The user can start the Wolke Label Creator via "Start >> All Programs >> Wolke >> Label Creator". The login details window opens, the user can select the user type for log on and enter the password to login.



🔤 Login 🛙	Details	ð	8
User Password	admin		•
Ok Cancel			

Fig. 2_5: Login



3. Mode

3

Fig. 3_6: Wolke Label Creator Window

The fundamental design of the Creator window is subdivided into several display and processing ranges.

- Main menu
- Toolbar
- Editor window
- Object directory
- Mode information

3.1 Main Menu

An important area is the main menu which, in conjunction with the individual toolbars, enables fundamental operation of the Creator. Toolbars can be arranged as required by the operator. The following text describes the structure of the main menu.

3.1.1 File



Fig. 3_7: File Menu

New: Allows the user to create new label.

Open: Allows the user to open the saved labels.

Load from controller: Allows the user to load a label from the controller.

Upload to controller: Allows the user to upload a label to the controller.

Convert legacy labels to oem: Allows the user to convert legacy label or bitmap files stored on the PC.

Save: Allows the user to save the current label with the same name.

SaveAs: Allows the user to save the current label with a new name.

1// C:/Label-1.xml: Allows the user to open the last opened files (max. 5).

Print: Allows the user to print the current label on a Windows printer.

Close: Allows the user to close the Editor Window.

Exit: Allows the user to exit from the Creator software.



NOTE

Load from controller and Upload to controller options are greyed out until controller is connected via **Settings**.

3.1.2 Edit

Edit	Insert View	Settings Windo
٠.	Undo	Ctrl+Z
(P)	Redo	Ctrl+Y
S	Cut	Ctrl+X
D	Сору	Ctrl+C
F	Paste	Ctrl+V
4	Delete selected	Del
×	Delete all	Shift+Del
	Label settings	F5

Undo: Allows the user to undo the last few actions.
Redo: Allows the user to redo the last few actions which were undone.
Cut: Allows the user to cut objects and put them into the clipboard.
Copy: Copies the selected object to clipboard.
Paste: Pastes the contents of clipboard onto the label.
Delete selected: Deletes the selected object from the label.
Delete all: Deletes all the objects from the label.
Label settings: Opens the Label settings window.

Fig. 3_8: Edit Menu

3.1.3 Insert



Fig. 3_9: Insert Menu

3.1.4 View

Viev	v Settings	Window	Help
٩	Zoom-In	Ctr	++
9	Zoom-Out	Ctr	+-
1	Object direct	tory	

Fig. 3_10: View Menu

3.1.5 Settings



Fig. 3_11: Settings Menu

Text: Allows the user to insert the text field in the label.
Date: Allows the user to insert the date field in the label.
Time: Allows the user to insert the time field in the label.
Shift: Allows the user to insert the shift field in the label.
Counter: Allows the user to insert the counter field in the label.
Combi: Allows the user to insert the combi field in the label.
Bitmap: Allows the user to insert the bitmap object in the label.
Barcode: Allows the user to insert different barcode object in the label.

Zoom-In: Allows the user to upsize the label view.Zoom-Out: Allows the user to downsize the label view.Object directory: Allows the user to see the items used in the label.

Connect to controller: Opens window for setting connection to a controller.

Open local settings: Opens window for local label settings.

Open m600_oem settings: Opens **m600_oem settings** window to allow settings to be viewed and updated for the connected controller.

ASCII mode: Open m600_oem settings not available.

Change password: Allows the user to change the password.

Select language: Allows the user to select the required language. The language selected now is immediately transferred to the program.

Select mode: Allows the user to select the required mode.



NOTE

If a controller is connected when the mode selected is changed, the user will be reminded that continuing will disconnect the controller. All open label windows will be closed.

3.1.6 Windows



Fig. 3_12: Window Menu

3.1.7 Help

Help	
User manual	F1
About	Ctrl+B

User manual: Opens the Label Creator manual. About: Opens About Label Creator window.

Cascaded: Allows the user to arrange the windows in a

Tile: Allows the user to arrange the windows side by side.

Fig. 3_13: Help Menu

3.2 Toolbar

All icons used in the main menu also appear in the toolbar with identical functions.

superimposed fashion.

📑 🖻 🔘 🕥 🗑 🖶	Displays the icons for the File menu options.
🕹 🖘 🏂 🗍 🛐 100% 🗸 🍳 💘 💥	Displays the icons for the Edit and View menu options.
T 🖪 () 01 💮 🕄 📷	Displays the icons for the Insert menu options.
EWI 13 EWI UPC-A& Codeber Code29 Code25 Code28 Ean128 Datamatix G51Databar QRcode Postnet P48	Displays the barcode options.
	Displays the icons to switch the editor window between Tile and Cascaded.

3.3 Mode information

The current mode of the Label Creator is displayed. User can switch between UTF-8 or ASCII mode by clicking on the displayed mode.



Fig. 3_14: Mode Information

3.4 Editor window

The objects in the label are displayed in the Editor window.

0 10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 140 170 180 190 200 210 220	0 230 240 250	260 270 280
Wolke Label Creator		
- wolke		
ψ Νοεοjet		
[Thursday,07/23/2015		L
- 1 234307 830320		

Fig. 3_15: Editor Window

3.5 Object Directory

The object directory shows all objects within one label. By clicking on a directory item, the object in question is selected and highlighted in the label view.

Object directory
text field1 bitmap1 date1 EAN13_1

Fig. 3_16: Object Directory

Convert legacy labels to oem option is selected from the File menu:

Legacy file converter	<u>8</u> <u>x</u>
Select font package	Select label files to convert
004_A_As2_TNR	
Font mapping	
arial	
Arial Normal	
Arial - spec. 2	
DejaVu Sans 🔹 Normal 💌	
Times New Roman	
Times New Roman Normal	
Cancel	Convert

Fig. 4_17: Legacy File Converter

Convert legacy labels to oem option allows the user to convert legacy label or bitmap files to XML (UTF-8). The converter can convert a single file or multiple files at the same time. Files can be selected either with the same or different extensions (*lbl and *xml) as required for conversions at the same time.

Label files in XML (UTF-8) format will not be converted and appear as blue text after conversion.

Select font package	Select label files to convert
002_A_An_Anb	▼
arial narrow Arial Narrow Arial Narrow Bold Converting	2of51 (2).lbl 2of51.lbl coda1 (2).lbl coda1 (2).lbl code391 (2).lbl code391 (2).lbl code391 (2).lbl code1281 (2).lbl code1281.lbl databar.lbl
Converting:	coda1 (2)_utf8.xml 100%
he following 30 file(s) have been processed. 21 Successful, 1 Failed, 8 Not converted H:/Hires/TJJ OEM/Label Files/Legacy for conversion, H:/Hires/TJJ OEM/Label Files/Legacy for conversion, H:/Hires/TJJ OEM/Label Files/Legacy for conversion,	/2of51F_utf8.xml Not converted /2of51P_utf8.xml Converted /2of51P_utf8.xml Not converted

Fig. 4_18: Legacy File Converter - XML Format

Label files not in XML (UTF-8) format will appear as red text after conversion.

Select font package	Select label files to convert	
002_A_An_Anb	•	
	coda1.lbl code391 (2).lbl code391.lbl code1281 (2).lbl code1281.lbl	
	100%	
he following 17 file(s) have been processed. 16 Successful, 1 Failed, 0 Not converted H:/Hires/TJJ OEM/Label Files/Legacy for conversion/ H:/Hires/TJJ OEM/Label Files/Legacy for conversion/ H:/Hires/TJJ OEM/Label Files/Legacy for conversion/	coda1 (2)_utf8.xml Converted coda1_utf8.xml Converted	
Close	Convert	

Fig. 4_19: Legacy File Converter - not in XML Format

The **Select font package** displays the available font packages on the PC that can be selected for conversion.



Fig. 4_20: Legacy File Converter - Font Package



NOTE

If the requested font package does not contain the font map, the font style will use the default dejavu sans normal.

Label settings option is selected from the Edit menu:

Edit	Insert View	Settings Windo
٠	Undo	Ctrl+Z
<i>™</i>	Redo	Ctrl+Y
X	Cut	Ctrl+X
D	Сору	Ctrl+C
F	Paste	Ctrl+V
-	Delete selected	Del
×	Delete all	Shift+Del
	Label settings	F5

Fig. 5_21: Edit Menu

5

5.1 Label Settings

Label settings option allows the user to edit the label and change the output print settings. All settings made to the label, applies only to the current label and are saved together with the label data and transferred onto the controller during upload.

Edit	Insert View	Settings	Windo
ð	Undo	Ctrl+	z
¢,	Redo	Ctrl+	Y
S	Cut	Ctrl+	х
D	Сору	Ctrl+	с
F	Paste	Ctrl+	v
4	Delete selected	Del	
×	Delete all	Shift	-Del
\bigcirc	Label settings	> F5	

Fig. 5_22: Label Setup

The various options available for the label settings are described below:

5.1.1 Size and Resolution

Size and Resolution window allows the user to set the Size and Grouping details - number of print heads, group printheads and set the nozzle row. Dynamic Print Intensity allows different DPI resolutions to be set for bar codes and text within one printhead, optimizing ink consumption.

Size and Resolution Label dimension	as Additional settings Spitting set	tings
Size and Grouping		
Number of print heads	4	. <u></u>
Grouping	all individually	•
Nozzle row	both	•
Dynamic Print Intensity		
Resolution	600	•
Reduced resolution	None	•

Fig. 5_23: Label Setup - Size and Resolution

The various options available are described in the below table:

No of print heads	Label settings Set and Resolution Label dimensions Additional settings Soluting settings Soluting settings Inumber of printheads 4	Set the number of printheads required to print the image. The number of printheads range from 1-6.
Grouping	Label sattings Image: Control of the sattings Size and Grouping Image: Control of the sattings Size and Grouping Image: Control of the sattings Image: Control of the sattings Image: Control of the sattings Dynamic Phill Informally: Image: Control of the sattings Dynamic Phill Informality: Resolution Resolution Resell Org Control	 all individually - Each head prints different data within a job. If this setting is selected, whenever you create a new job you will be given exactly the number of print fields that were set in the Number of printheads. all like head 1 - All the printheads print the same data as head 1. In this setting, only one print field is made available. The text entered here applies automatically to all the heads which were predefined for this job in the Number of printheads. head 3/4 like 1/2 - Heads 3 and 4 print the same data as heads 1 and 2. In this case only two fields will be available for entering the print data. The text entered here applies equally to heads 1/2 and 3/4. head 5/6, 3/4 like 1/2 - Heads 5 and 6, 3 and 4 print the same data as heads 1 like available for entering the print data. The text entered here applies equally to heads 1/2 and 3/4. head 5/6, 1/2 like 1/2 - Heads 5 and 6, 3 and 4 print the same data as heads 1 and 2. In this case only two heads will be available for entering the print data. The text entered here applies equally to heads 1/2 and 3/4. head 4/5/6, like 1/2/3 - Heads 4, 5 and 6 print the same data as heads 1, 2 and 3. In this case only three heads will be available for entering the print data. The text entered here applies equally to heads 1/2 and 3/4 and 5/6.
Nozzle row	Label settings	The ink cartridge has two nozzle rows. The printer can be setup to print with both nozzle rows or only one nozzle row (left/right). Set " both " to print with maximum resolution. The resolution is 300 dpi with the left or the right nozzle row and 600 dpi with both the nozzle rows.
Resolution	See and Resolution Lubel dimensions Additional settings See and Resolution Lubel dimensions Additional settings Sorting settings Save and Rounging Number of print heads directing all individually Nazzle row Both Opmanic Print brendty Resolution Resolution Resolution See and Resolution See and R	This sets the horizontal resolution. This setting specifies the dpi for the label used during printing in the direction of movement of the product.
Reduced Resolution	Label settings	This option allows a reduced resolution (dpi) to be set for use with certain objects (e.g. text) in a label. When selected for an object, the object is printed at a reduced resolution (increasing ink consumption optimization) rather than the defined label resolution. To use reduced resolution, a selection button is made available in the eligible objects field properties which allows reduced resolution to be used with that object. Refer to "INSERTING OBJECTS" on page 19 for additional details.

5.1.2 Label Dimensions

Label dimension is used to set the dimensions and label distances for printing contrary to the preferred direction. The **Label dimension** window is shown in the below figure:

Size and Resolution Label dimensions		Additional settings Spitting settings								
	Dist. Be	efore	Dist. A	fter	Rev Dist. B	efore	Rev Dist.	After	Print le	ngth
Print head	[mn	n]	[mn	n]	[mm]	I	[mm]	[mn	ı]
1	0.00	*	5.00	•	0.00	-	5.00	*	79.37	*
2	0.00	*	5.00	*	0.00	•	5.00	*	79.37	*
3	0.00	*	5.00	*	0.00	*	5.00	*	79.37	*
4	0.00	*	5.00	. <u></u> T	0.00		5.00	. <u></u> T	79.37	*

Fig. 5_24: Label Setup - Label Dimensions

The various options available to set the label dimensions are described in the below table.

Dist. Before	Label settings Size and Resolution Lat Dist. Before Print head [mm] 1 0.00 \checkmark 2 0.00 \checkmark 3 0.00 \bigstar 4 0.00 \bigstar	The distance (in mm) between the beginning of the product and the beginning of the printing area.
Dist. After	Dist. After [mm] 5.00 ♥ 5.00 ♥ 5.00 ♥ 5.00 ♥	The distance (in mm) between the end of the printing area and the end of the product.
Rev Dist. Before	Rev Dist. Before [mm] 0.00 0.00 0.00 0.00 0.00 0.00	The reverse distance (in mm) between the beginning of the product and the beginning of the printing area. Note : Reverse printing permits printing in both directions of movement.
Rev Dist. After	Rev Dist. After [mm] 5.00	The reverse distance (in mm) between the end of the printing area and the end of the product.

Print Length	Print length [mm] 300.56 ↓ 300.56 ↓ 300.56 ↓ 300.56 ↓	The print length is the length of the job.	
--------------	---	--	--

5.1.3 Additional Settings

Additional settings provides options to set the parameters for the output of labels.

Size and Resolution	Label dimensions	Additional settings	Spitting settings	
Autostart	Limit count	1		A. V
Limit output	Count/Sensor	0		×
Cydic	Variable mode	or	ice buffered	•
Show Bitmap	Buffer overflo	w Ac	ld and Respond	•

Fig. 5_25: Label Setup - Additional Settings

NOTE



In Additional settings, **Buffer overflow** is not available in the ASCII mode.

The various options available for the additional settings are described in the table below:

Autostart	Autostart	If the label with active Autostart was in print memory before repowering the printer, the printer will automatically start.
Limit output	Limit output	Defines the number of jobs that are permitted to be in the Job queue. Limit count is a setup parameter for Limit output .
Cyclic	Cyclic	Defines the counter per sensor signal. Count/ Sensor is a setup parameter for Cyclic.
Show Bitmap	Show Bitmap	Displays bitmaps.
Limit count	Limit count	Defines the number of prints that will be done if Limit output is activated.
Count/Sensor	Count/Sensor	Defines the amount of prints which will be done when triggered once. If the value is set to "0", the printer will print as long as the printer sensor is high.
Variable Mode	Variable mode once buffered continuous once unbuffered	The variable mode is used to supply variable fields with data from an external source (serialization of the print data). In once buffered mode, the variable data record provided by the host controller is printed only once. If no more data in the print buffer, the printer will wait untill the new data is transferred from the host controller into the print buffer. The host controller can send multiple variable data sets prior to or during prints. In continuous mode, a data record is printed repeatedly, until a new data record is transferred. In once unbuffered mode, the host controller will send variable data for the next print. Once the print is complete, the variable data for the following print is sent.
Buffer Overflow	Buffer overflow Add and Respond Add and Respond Respond Overwrite Add, Respond and Warn Reject and Generate Error	 Set the actions for buffer overflow conditions from the dropdown list. This is required when more sets of data are sent than permitted. Add and Respond- Allows to add job after the maximum permitted number of jobs in the queue has been reached. Reject and Respond - Rejects the job after the maximum permitted number of jobs in the queue has been reached. Overwrite - Overwrites the already sent data set on the printer. Add, Respond and Warn - Allows the user to add job after the maximum permitted number of jobs in the queue has been reached. Overwrite - Overwrites the already sent data set on the printer. Add, Respond and Warn - Allows the user to add job after the maximum permitted number of jobs in the queue has been reached and warns the user about the buffer overflow. Reject and Generate Error - Rejects the job after the maximum permitted number of jobs in the queue has been reached and generates error.

5.1.4 Spitting Settings

Size and Resolu	ition Label dime	nsions A	dditional settings	Spitting settings	
	Status	Pause	Distance	e Length	
Print head	[sensor]	[sec]	[mm]	[mm]	
1	Deactivated	• 0	÷ 0.00	÷ 0.00	×
2	Deactivated	▼ 0	▲ 0.00	÷ 0.00	×
3	Deactivated	• 0	▲ 0.00	÷ 0.00	×
4	Deactivated	• 0	▲ 0.00	<u>*</u> 0.00	×
	S	pitting withou	ut encoder signal		
	OK			Cancel	

Fig. 5_26: *Spitting Settings*

The spitting is carried out at timed intervals when the printhead is powered on but not printing. The user can set the length of purge and the time interval for timed printing. If the printhead is powered on and has not been printing, the printhead will purge once it reaches the inactivity period of time defined by the user. The function can also be deactivated.

Status	StatusPrint head[sensor]1Deactivated Image: Deactivated I	Allows the user to activate or deactivate the purge
Pause	Pause [sec] 0 0 0 0 0 v 0 v 0 v 0 v 0	Idle time for the printhead to purge. It is the time interval between purges.
Distance	Distance [mm] 0.00 0.00 0.00 0.00 0.00 0.00	The distance between the printer trigger and the start of the purge.
Length	Length [mm] 0.00 0	The length of the purge. The user can set the length and time for spitting activated.
Spitting without encoder	Spitting without encoder signal	Spitting is trigered by a seperate input/ photocell. No speed signal is required.

To create a label, objects can be inserted. The various options available in the **Insert** menu are shown below:



6

Text: Allows the user to insert the text field in the label.
Date: Allows the user to insert the date field in the label.
Time: Allows the user to insert the time field in the label.
Shift: Allows the user to insert the shift field in the label.
Counter: Allows the user to insert the counter field in the label.
Combi: Allows the user to insert the combi field in the label.
Bitmap: Allows the user to insert the bitmap object in the label.
Barcode: Allows the user to insert different barcode object in the label.

Fig. 6_27: Insert Menu

The object properties window opens when inserting the object in the label.



NOTE

The respective object properties window opens when the object is double clicked.



NOTE

The various fields can be printed with the orientation from left --> right and right --> left as well as top -->bottom and bottom -->top.



NOTE

If reduced resolution has been set in label settings, where available, the object properties window contains a drop down box for the required resolution to be selected (default setting = resolution dpi).

6.1 Insert Text Field

Text field is used to insert the required text in the label. The text button is used for the following:

- To enter the text contents in the input field.
- To set the field properties (text height, font type, style and stretch factor).
- To set the position and orientation of the text field in the label.
- To select the User Editable field, if the text object has to be edited by the user.
- To select the **Variable field**, to transfer data. For example, to transfer data directly from a database to the variable fields with the help of an interface command, and to print them immediately.



NOTE

Only the PC installed TTF true type fonts can be used. The user has to select the font from the available list.

eneral properti	es Master field	
Field params		Access params
Field name te	ext field1	Variable field
Text		User Editable
Field properties	5	Position
Text height	5.0	X Position 39.4
Font	Arial 🔻	Y Position 2.2
Style	Normal	
Stretch factor	100	Orientation Left> Right 🔫

Fig. 6_28: Text Field Properties

6.1.1 Master Field

Master field window is used for the following:

• To link the text field to a master field.



Fig. 6_29: Master Field

6.1.1.1 To Link to a Master Field

Do the following tasks to link the text field to a master field:

- Go to Master field window.
- Select Link to Master field option. The list of Master field and Master field value is displayed.
- Select the required master field and click **OK**.

text field propertie	s	? <mark>×</mark>
General properties	Master field	
🛛 🗹 Link to Master f	ìeld	
Master field	Master field value	
1 text field1	Wolke	
c	K Ca	ncel

Fig. 6_30: Link as Master Field

6.2 Insert Date Field

Date field is used to insert the date as per the required format in the label. The various options available to create and edit date fields are described below:

6.2.1 Date Field

Date field properties window is displayed when double-clicked on the date object inserted in the label. **Date field properties** window is used for the following:

- To set the update mode and offset value.
- To set the date format.
- To select the user editable field, if the date object has to be edited by the user.
- To set the Forerun values (days/months/years).
- To set the field properties (text height, font type and style).
- To set the position and orientation of the date field in the label.

	23.7	.2015	
General properties	s Master field User o	defined date format	
Field params			Access params
Field name dat	æ2		— — II
Date 23.	7.2015		User Editable
Format			
Date format		%d.%n.%Y	-
Update mode		Forerun	
Update mode	Days 🔻	0	🚔 days
Interval	1	0	🚔 months
Offset	0 🔹 : 0 🔹	0	< years
Field properties		Position	
Text height	5.0	X Position	0.0
Font (DejaVu Sans 🔹 🔻	Y Position	12.6
Style (Normal 🔻		
Stretch factor	100	Orientation	Left> Right ▼

Fig. 6_31: Date Field Properties

6.2.2 Master Field

Master field window is used for the following:

• To link the date field to a master field.

đ	date field propertie	s				9	23
			23.7.	2015			
	General properties	Master field	User d	efined date form	nat		
	Link to Master fie	eld					
	(Ж			Cancel		

Fig. 6_32: Date Field Properties - Master Field

6.2.2.1 To Link to a Master Field

Do the following tasks to link the date field to a master field:

- Go to Master field window.
- Select Link to Master field option. The list of Master field and Master field value is displayed.
- Select the required master field and click **OK**.

6.2.3 User Defined Date Format

User defined date format option is used for the following:

• To create an individual date format by clicking on the key formats and special characters, and by entering text elements.



NOTE

For formatting an individual date format, you can first set a predefined format, which is as similar as possible to the individual format, on the format page. Formatting is transferred into the individual date format and can be edited subsequently.

- To customize the date format more and to assign names for the days, months and days of the week via the tabs day codes, month codes and week-day codes.
- The individual format allows the user to customize the date format.
- The day, month and week-day codes allow the user to define the codes required within the label.

late field properties				2		
	23	.7.201523				
General properties	Master field Us	er defined date fo	rmat			
Advanced date form	nat Day codes	Month codes	Weekday co	des		
Individual format				Julian offse		
%d.%n.%Y%d				0		
Parameter	Description					
%М	Month from mor	th code list				
%D	Day, 2-digit	Day, 2-digit				
%d	Day					
%W	Weekday from th	e list of weekday	s			
%m	Month, 2-digit					
%n	%n Month					
. ,	- #	+ ~	•	* <		
% \	/ () []	{ } -		
•	III			4		
0	K		Cance			

Fig. 6_33: Date Field Properties - User Defined Date Format

6.3 Insert Time Field

Time field is used to insert the time in required format in the label. The time field properties window is displayed when double-clicked on the time object inserted in the label.

6.3.1 Time Field Properties

Time field properties are used for the following:

- To set the update mode and offset value.
- To set the time format and forerun values.
- To set the field properties (text height, font type and style).
- To set the position and orientation of the time field in the label.

time field prop	erties	₽ X
	11:0	1:25
General properti	es User defined time forma	ıt
Field params		
Field name tir	me1	
Time 11	1:01:25	
Format		
Time format		%S:%I:%E ▼
Update mode		Forerun
Update mode Interval Offset	Minutes ▼ 1 ▼ 0 ▼ 0 ▼	forerun (hh:mm) 0 🛉 : 0 🐳
Field properties	s	Position
Text height	5.0	X Position 0.0
Font	DejaVu Sans 🔻	Y Position 12.6
Style	Normal	
Stretch factor	100	Orientation Left> Right
	ОК	Cancel

Fig. 6_34: Time Field Properties – General Properties

6.3.2 User Defined Time Format

User defined time format option is used for the following:

• To create an individual time format by clicking on the key formats and special characters, and by entering text elements.



NOTE

For formatting an individual time format, you can first set a predefined format, which is as similar as possible to the individual format, on the format page. Formatting is transferred into the individual time format and can be edited subsequently.

ne field	d propert	ies						ୃ
				11:01:2	5			
neral p	roperties	User	defined tim	e format				
Advanc	ed time fo	ormat	Hour code	S				
ndividu	ual format							
%S:%	I:%E							
Paran	neter	Desc	ription					A
%S		Hour	rs(24h for	mat), 2-dig	git			
%s		Hour	rs(24h for	mat)				E
%Т		Hour	rs(12h for	mat), 2-dig	git			
%t		Hour	s(12h for	mat)				
%І		Minu	ites 2-dig	it				
%i		Minu	ites					
	,	-	#	+	~	•	*	<
%	X	1	()	[]	{	}
•			111					Þ
		OK				(Cancel	

Fig. 6_35: User Defined Time Format - Advanced Time Format

• The **hour** codes allows the user to define the codes required for creating user defined formats.

time field prope	erties		<u>ବ</u> ହ
	11:	01:25	
General propertie	user defined time form	at	
Advanced time	format Hour codes		
0	00		^
1	01		
2	02		=
3	03		-
4	04		
5	05		
6	06		
7	07		
8	08		
9	09		
10	10		
			v
	ОК	Cancel	

Fig. 6_36: User Defined Time Format - Hour Codes

6.4 Insert Shift Field

Shift field allows to insert the shift details in the label. The **shift field properties** window is displayed when double-clicked on the shift field object inserted in the label.

6.4.1 Shift Field Properties

Shift field properties window is used for the following:

- To set the number of shifts (maximum eight shifts).
- To set the display hour format.
- To enter the shift start time and shift code for all the shifts.
- To set the field properties (text height, font type and style)
- To set the position and orientation of the shift field in the label.

eneral propert	ties				
Field params					
Field name	Shift Code1				
Number of shi	ifts one				•
Shifts					
shift s	start shift code		shift start	shift code	
shift: 1 00:0	0:00 🚔	shift: 5	00:00:00		
shift: 2 00:0	0:00 🌲	shift: 6	00:00:00		
shift: 3 00:0	0:00 🌲	shift: 7	00:00:00		
shift: 4 00:0	0:00	shift: 8	00:00:00	ĵ.	
Shifts format					
Display 24 h	our 🔻 Format %U				
Field propertie	25		Position		
Text height	5.0	*	X Position	0.0	*
Font	DejaVu Sans	•			
Style	Normal	•	Y Position	12.6	*
Stretch factor	100		Orientation	Left> Righ	t 🔻

Fig. 6_37: Shift Field Properties

6.5 Insert Counter Field

Counter field allows the user to insert the counter in the label. The **counter field properties** window is displayed when double-clicked on the counter field object inserted in the label.

6.5.1 Counter Field Properties

Counter field properties window is used for the following:

- To enter the counter value.
- To set the counter properties.
- To set the field properties (text height, font type, style and stretch factor)
- To set the position and orientation of the counter field in the label.

General propertie	Advanced	Master field			
Field params			(°	Access params —	
Field name counter1			User Editable		
Counter value					
Counter proper	ties		Counter prop	erties 1	
Step width 1			Sign	negative	•
no. of digits 1	0	<u>*</u>	Delimiter	nothing	•
			Counter type	normal	•
Format	o leading zeros	•	Alignment	right-aligned	•
Field properties		F	Position		
Text height	5.0		X Position	0.0	*
Font	DejaVu Sans	-	Y Position	12.6	*
Style	Normal	•			
Stretch factor	100	<u>*</u>	Orientation	Left> Righ	nt 🔻

Fig. 6_38: Counter Field Properties - General Properties

6.5.2 Advanced

Advanced option is used for the following:

- To format the batch counters.
- To set the action to be performed when the final value is reached.
- To activate the alarm once the final value is reached.

General properties	Advanced	Master field		
Series				Final value
number of series				reached final value
o				restart counter 🔻
Start value of serie	s			alarm function
0				no alarm 🔻
Refreshing behavio	pur (update per print	•	
Refreshing behavio		update per print	•	
Counter		update per print	•	
<u>C</u> ounter Counter start value	2	update per print	•	
<u>C</u> ounter Counter start value 0	2	update per print	•	
Counter Counter start value O Counter final value	2	update per print	•	

Fig. 6_39: Counter Field Properties - Advanced

6.5.3 Master Field

Master field option is used for the following:

• To link the counter field to a master field.

counter field properties	? <mark>- ×</mark>
General properties Advanced Master f	ield
Link to Master field	
OK	Cancel

Fig. 6_40: Counter Field Properties - Master Field

6.5.3.1 To Link to a Master Field

Do the following tasks to link the counter field to a master field:

- Go to Master field window.
- Select Link to Master field option. The list of Master field and Master field value is displayed.
- Select the required master field and click **OK**.

6.6 Insert Combi Field

Combi field is used to insert multiple data in the label. The **combi field properties** window is displayed when double-clicked on the combi field object inserted in the label.

6.6.1 Combi Field Properties

General properties window is used for the following:

- To insert multiple fields.
- To insert text, date, time, counter and shift in the single field
- To merge fields

ombi field pro	operties			ବୃ
General propert	ies			
Field params				
Field name	ombi field1			
Field value				
T	78	©	01	Θ
T		©	01	0
T	<u></u>	©	01	Θ
Field propertie	S		Position	
Text height	5.0	*	X Position	0.0
Font	DejaVu Sans	•		
Style	Normal	•	Y Position	12.6
Stretch factor	100	•	Orientation	Left> Right 🔹
	OK		(Cancel

Fig. 6_41: Combi Field Properties
6.7 Insert Bitmap

Bitmap properties window is displayed when double-clicked on the bitmap object inserted in the label.

6.7.1 Bitmap Properties

General properties option is used to select the required bitmap image, by clicking

the 🛄 button.

• To set the position and orientation of the bitmap image in the label.

🗳 bitmap properties			? 🔁
General properties			
Field <u>n</u> ame bitmap 1			
Bitmap selection			
Position			
X Position	Y Position	Orientation	
0.0	12.6	Left> Right	•
0	<u> </u>	Cancel	

Fig. 6_42: Bitmap Properties

NOTE
The bitmap file must be saved in the same directory as the label.
This is the only way to represent the label completely when opening it subsequently.
The bitmap file must be a black and white Windows bitmap with the colour depth value one.

6.8 Insert Barcode Object

The barcode properties window is displayed when double-clicked on the barcode object inserted in the label.



NOTE

In case of the barcode types Code39, Code25i, Code128, EAN 128, Datamatrix, GS1 Databar and QRcode, an embedded field may also be used as value of the barcode. To enter the embedded field, click on the appropriate icon. The editor window of the embedded field opens to enable editing. If a barcode other than mentioned above has been selected, the icons are not visible.

If an embedded field is inserted in the barcode contents, the object cannot be edited by the User.



NOTE

The barcodes Codabar, Code39, Code 2/5i, Code128, EAN128, GS1 Databar, Postnet, and IMB can only be printed with the orientation from left --> right and right --> left.

6.8.1 Barcodes - EAN13, EAN8, UPC - A/E

For the barcode types EAN8, EAN13 and UPC-A/E, the checksum is calculated automatically.

6.8.1.1 General Properties

General Properties option is used for the following:

- To enter the barcode value.
- To set the field properties (red. of line width, height, scale factor).
- To set the position and orientation of the barcode object in the label.
- To select the **User Editable** field, if the barcode object has to be edited by the user.
- To highlight the **Variable field**, to transfer data. For example, to transfer data directly from a database to the variable fields with the help of an interface command, and to print them immediately.

General Properties					
Field params			Access params		
Field name EAN13_1	Field name EAN13_1				
Barcode 12345678	90925	User Editable			
Caption					
Field Properties		Position			
red. of line width (pixel)	0	X Position	0.0		
height (mm)	10.0	Y Position	0.0		
Scale factor (%)	100	Orientation	Left> Right 🔹		

Fig. 6_43: General Properties - EAN13, EAN8



NOTE

The barcode UPC- A/E can be compressed to UPCE format.

👜 upca barcode properties	5		8 23				
General properties							
Field params			Access params				
Field name	UPCA_1		Variable field				
Field value	123456789092						
Compress to UPCE			User Editable				
Caption							
Field properties		Position					
red. of line width (pixel)	0	X Position	0.0				
height (mm)	10.0 🜩	Y Position	12.6				
Scale factor (%)	100 🜩	Orientation	Left> Right ▼				
OK			Cancel				

Fig. 6_44: General Properties - UPC - A/E

6.8.2 Codabar

For the barcode type Codabar the checksum can be calculated. To calculate checksum select **Calculate checksum** option in the **General properties** window.

6.8.2.1 General Properties

General Properties window is used for the following:

- To enter the barcode value.
- To set the field properties (red. of line width, height, scale factor, bar ratio).
- To select Calculate checksum, if the checksum value has to be calculated.
- To set the position and orientation of the barcode object in the label.
- To select the **User Editable** field, if the barcode object has to be edited by the user.
- To highlight the **Variable field**, to transfer data. For example, to transfer data directly from a database to the variable fields with the help of an interface command, and to print them immediately.

General properties Bi	arcode text		
Field params			Access params
Field name CODABAR	_1		Variable field
Barcode a40158b			User Editable
Field properties		Position	
Red. of line width	0	V Desilie	n 0.0 🚔
<u>H</u> eight	10.0	<u>X</u> Positio	n 0.0 💌
Scale factor	100	<u>Y</u> Positio	n 12.6
Bar ratio 200 🚔		Orientat	ion Left> Right 🔻
Calculate checksum		Sherrar	
			Cancel

Fig. 6_45: General Properties - Codabar

6.8.3 Barcodes - Code39, Code25i

For the barcode types Code39, Code25i, the checksum can be calculated. To calculate checksum select **Calculate checksum** option in the **General properties** window.

6.8.3.1 General Properties

General Properties window is used for the following:

- To enter the barcode value.
- To insert the dynamic fields (text, date, time, counter and shift code) in the barcode value field.
- To set the field properties (red. of line width, height, scale factor, bar ratio).
- To select Calculate checksum, if the checksum value has to be calculated.



NOTE

The Code39 barcode field properties allow to include delimiter.

- To set the position and orientation of the barcode object in the label.
- To select the User Editable field, if the barcode object has to be edited by the user.
- To highlight the **Variable field**, to transfer data. For example, to transfer data directly from a database to the variable fields with the help of an interface command, and to print them immediately.

code 2 of 5	interleav	ed properties			l	? X
			1234567			
General prop	erties	Barcode text				
-Field param	s				Access params	
Field name	CODE2	5I_1		[Variable field	
Barcode	123456	7			User Editable	
T		<u></u>	©	٥	1	9
T		<u>(21)</u>	©	٥	1	9
T		27	S	0	11	9
-Field prope	rties			Position		
Red. of line Height	e width	0	▲ ▼ ▼	X Position	0.0	×
Scale facto	r	100		Y Position	12.6	Ť
Bar ratio	te checks	225 um	*	Orientatio	on Left> Righ	it 🔻
	OK Cancel					

Fig. 6_46: General Properties - Code25i

6.8.3.2 Barcode Text

Barcode Text window is used for the following:

- To select the **Show barcode text** option, if the barcode value has to be displayed in the label.
- To set the position, font type and font style of the barcode value.
- To set the stretch factor, line spacing and text height of the barcode value.

code 2 of 5 inter	leaved properties		? ×
General propertie	1234567 s Barcode text		
Show barco	de text	Position	below 🔻
Font	DejaVu Sans 🔻) Style	Normal
Stretch factor	100	Text height	4.0
Line spacing	1.0]	
	ОК	C	ancel

Fig. 6_47: Barcode Text - Code25i

6.8.4 Barcodes - Code128, Ean128

Auto scale property is available for the barcode types Code128, Ean128.

6.8.4.1 General Properties

General Properties window is used for the following:

- To enter the barcode value.
- To insert the dynamic fields (text, date, time, counter and shift code) in the barcode value field.
- To set the field properties (red. of line width, height, scale factor, module size, codelength, opt. codelength).
- To set the position and orientation of the barcode object in the label.
- To select the **User Editable** field, if the barcode object has to be edited by the user.
- To highlight the **Variable field**, to transfer data. For example, to transfer data directly from a database to the variable fields with the help of an interface command, and to print them immediately.

ABC-1234							
General properties Barcode text							
Field params						Ac	cess params —
Field name	Code 1	28_1					Variable field
Barcode	ABC-1	234					User Editable
T		76		0		01	Θ
T		21		0		01	Θ
T		21		0		01	Θ
Field propert	ies				Position		
Red. of line	width	0	•				
Height		10.0	•		X Position	0.0	*
🗸 Auto sca	le						
Scale factor	(pix)	23	*		Y Position	12.6	5 🌲
Modulesize		23			Orientell	.	s picks -
Codelength		100.0	*		Orientation	Left	:> Right 🔹
opt. Codeler	ngth	130.4					
	ОК			ור		C=	ancel

Fig. 6_48: General Properties - Code128

6.8.4.2 Barcode Text

Barcode Text window is used for the following:

- To select the **Show barcode text** option, if the barcode value has to be displayed in the label.
- To set the position, font type and font style of the barcode value.
- To set the stretch factor, line spacing and text height of the barcode value.

a b (CODE128 barco	de properties				? X	
		ABC-	1234				
	General propertie	es Barcode text					
	-Text properties						
	V Show barco	ode text		Position	below	•	
	Font	DejaVu Sans	•	Style	Normal	•	
	Stretch factor	100	A	Text height	4.0	V	
	Line spacing	1.0	•				
		ОК		Ci	ancel		

Fig. 6_49: Barcode Text - Code128

6.8.5 Datamatrix

6.8.5.1 General Properties

General Properties window is used for the following:

- To enter the barcode value.
- To insert the dynamic fields (text, date, time, counter and shift code) in the barcode value field.
- To set the field properties (type, matrix size, pixel reduction, module size and actual value).
- To set the position and orientation of the barcode object in the label.
- To select the **User Editable** field, if the barcode object has to be edited by the user.
- To highlight the **Variable field**, to transfer data. For example, to transfer data directly from a database to the variable fields with the help of an interface command, and to print them immediately.

data matrix	properties			8 2	
Wikipedia					
General prope	erties				
Field param	5		Access pa	arams	
Field name	Datamatrix_1		Variat	ole field	
Field value	Wikipedia		User	Editable	
Π	<u>(21)</u>	©	01	۲	
T	21	G	01	0	
T	21	6	01	۲	
Field proper	ties		Position		
Type Matrix size	Datamatrix auto square	• •	X Position 0.0	×	
Pixel reduct	ion X 1 🚔 Y	1 韋	Y Position 12.6	· · · · · · · · · · · · · · · · · · ·	
Module size		×	Orientation Left	> Right 🔹	
actual value	: 10				
	Cano	el			

Fig. 6_50: General Properties - Datamatrix

6.8.6 GS1 Databar

6.8.6.1 General Properties

General Properties window is used for the following:

- To enter the barcode value.
- To insert the dynamic fields (text, date, time, counter and shift code) in the barcode value field.
- To set the field properties (linear code, pixel reduction, module size, actual value).
- To set the position and orientation of the barcode object in the label.
- To select the User Editable field, if the barcode object has to be edited by the user.
- To highlight the **Variable field**, to transfer data. For example, to transfer data directly from a database to the variable fields with the help of an interface command, and to print them immediately.

GS1 DATABAR barcode properties						
	(01)14987496320139(17)151000(10)AU000625					
General propert	ties Barcode	text				
Field params			Access para	ams		
Field name	Gs1DataBar_1		Variable	field		
Barcode 3	20139(17)15100	0(10)AU00062	5 User Ed	litable		
		©	01	Θ		
T		©	01	۲		
T	21	©	01	0		
Field propertie	25	Po	sition			
Linear Code	RSS limited	• x	Position 0.0	*		
Pixel reduction	n X 0 🚔 Y	0 🚔 Y	Position 12.6			
Module size	10	-	rientation Left:			
actual value	10			> Kight 🔹		
	ОК		Cance			

Fig. 6_51: General Properties - GS1 Databar

6.8.6.2 Barcode Text

Barcode Text window is used for the following:

- To select the **Show barcode text** option, if the barcode value has to be displayed in the label.
- To select the Show text 2D option, if the barcode value has to be displayed in 2D.
- To set the position, font type and font style of the barcode value.
- To set the stretch factor, line spacing and text height of the barcode value.

GS1 DATABAR	GS1 DATABAR barcode properties						
	(01)14987496320139(17)151000(10)AU000625 General properties Barcode text Text properties						
Show barc	Show barcode text Position below						
Show text	2D	Position	below 🔻				
Font	DejaVu Sans 🗸	Style	Normal				
Stretch factor	100	Text height	4.0				
Line spacing	1.0						
	OK Cancel						

Fig. 6_52: Barcode Text - GS1 Databar

6.8.7 QR Code

6.8.7.1 General Properties

Kanji mode and 8-Bit mode can be selected for QR code.

General Properties window is used for the following:

- To enter the barcode value.
- To insert the dynamic fields (text, date, time, counter and shift code) in the barcode value field.
- To set the field properties (Matrix size, pixel reduction, module size, actual value, and ECC level).
- To set the position and orientation of the barcode object in the label.
- To select the User Editable field, if the barcode object has to be edited by the user.
- To highlight the **Variable field**, to transfer data. For example, to transfer data directly from a database to the variable fields with the help of an interface command, and to print them immediately.

		Wikipedia		
General properties	3	WhiteCald		
Field params			Access pa	rams
Field name QrC	Code_1		Variab	le field
Field value Wik	ipedia		User E	ditable
T		©	01	0
Π		©	01	0
T		©	01	0
Field properties		(4	Position	
Matrix size Pixel reduction X	auto	1	X Position 0.0	•
Module size actual value	10 10	×	Y Position 12.6	×
ECC Level	L	► Bit mode	Orientation Left -	-> Right 🔻
	OK		Cance	

Fig. 6_53: General Properties - QR Code

6.8.8 Barcodes - Postnet, IMB

6.8.8.1 General Properties

General Properties window is used for the following:

- To enter the barcode value.
- To set the field property, Red. of line width.
- To set the position and orientation of the barcode object in the label.
- To select the User Editable field, if the barcode object has to be edited by the user.
- To highlight the **Variable field**, to transfer data. For example, to transfer data directly from a database to the variable fields with the help of an interface command, and to print them immediately.

postnet properties	8 X
General properties	
Field params	Access params
Field name Postnet_1	Variable field
Field value 12345	User Editable
Field properties	Position
	X Position 0.0
Red. of line width 0	Y Position 12.6
	Orientation Left> Right
ОК	Cancel

Fig. 6_54: General Properties - Postnet

6.9 Positioning Objects

To move an object in the label, click on the object and draw it to the required place while keeping the left mouse button pressed.

To position the object precisely, you can use the cursor coordinates in the label window's status bar. To enhance positioning accuracy even further, move the object via the object editor's X and Y menu.

<u>File Edit Insert View Settings Wind</u>	- @ ×
ē ×	0 10 20 30 40 50 60 70 80 90 110 110 120 130 140 150 140 150 140 150 140 20 20 20 20 220 220 220 220 220 220 2
Object directory	Wolke Label Creator
text field1 bitmap1	
date1	wolke
EAN13_1	
	Thursday,07/23/2015
	1/234567/890920
X-Pos: 158 Y-Pos: 152.4	FW-Version: IP-Address: X UTF8 admin

Fig. 6_55: Positioning the Object via the Coordinates

6.9.1 Object Editor

To edit an object within a label - the user will double click on the object and the required property box will appear. The object selected is shown in the label with a dotted box around it.

Wolke		
by Videoje	text field properties	×
Thursday,23.7.2015	5 General properties Master field	
1 ¹ 234567 ¹ 890920 ¹	Field params Access params Field name text field 1 Image: Constraint of the second	
	OK Cancel	

Fig. 6_56: Properties Window

6.9.2 Editor Window

In the label display, the label being created is displayed with file name. With the editor window maximized, the file name and the label version appear in the title bar of the program.

🛥 <u>E</u> il	ile	e j	Edit]	nser	t <u>V</u> ie	w	Setti	ngs	W	indo	w	<u>H</u> elp																																							- 5	×
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Fig. 6_57: Editor Window

Rulers located on two sides are used to estimate the size proportions and to enable accurate positioning of the objects.

Two red marking lines show the current cursor position.

Current cursor position in the X and Y axes is also displayed precisely in the lower status bar.

	X-axis
1	Efe Edit Inset View Settings Window Help
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	Wolke Label Creator
<i>(</i> 0	wille
axis	
	Thursday,07/23/2015
≻	1 ¹ 23456/ ¹ 890920
V	K-Pos: 29.6 Y-Pos: -0.8 FW-Version: IP-Address: 🖋 Font Package (047, A, An_OCRBeu3-75w 🔹 ASCIII admin

Fig. 6_58: Editor Window - Marking Lines and Cursor Positions

The objects in the label can be grouped and aligned with respective to other objects. Select the required objects and right-click to view the options:

Š	Cut	
Ď	<u>С</u> ору	
Ð	<u>P</u> aste	
щ	Delete selected	
	Left align with	Alt+L
	Right align with	Alt+R
	Top align with	Alt+T
	Bottom align with	Alt+B

Left align with...: Select the object(s) to be aligned, then select Left align with... by right clicking once selected and select the object to be aligned with.

Right align with...: Select the object(s) to be aligned, then select **Right align with...** by right clicking once selected and select the object to be aligned with.

Top align with...: Select the object(s) to be aligned, then select **Top align with...** by right clicking once selected and select the object to be aligned with.

Fig. 6_59: *Editor Window - Align Objects* **Bottom align with...**:Select the object(s) to be aligned, then select **Bottom align with...** by right clicking once selected and select the object to be aligned with.

Below example shows how to align two objects with the third object using the option Left align with...:

Select the text field and the date field objects, and right click on it. Select the Left align with... option.

	Label Crea	ator	90 100 110 120 130 140 150 160 170 1111111111111111111111111111111111
20.8.2	2015 & Cut		
·	Copy Paste Delete selected		1
	Left align with	Alt+L	
	Right align with	Alt+R	
	Top align with	Alt+T	
	Bottom align with	Alt+B	

Fig. 6_60: Editor Window - Left Align the Object

Click on the barcode object. The text field and the date field are now aligned with the left side of the barcode.

аĨ.	<u>File Edit Insert View Settings Window Help</u>
******	📄 🚰 🔘 🕥 🎯 🔚 🚔 🔷 🐟 🏂 🗊 🗊 100% 🗸 🍕 🤐 🗱 🥅 🕮 🕚 💷 😋
m	0 10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 Tanlari hadan h
	Wolke Label Creator
i.	
)	20.8.2015
	1 23456.78909 8

Fig. 6_61: Left Aligned Objects

7.1 Creating a Label

In the below section the user is guided to create a label which consists of the following fields:

- One text field
- One date field

7

- One barcode
- One bitmap

c.	ile <u>E</u> dit Insert <u>V</u> iew <u>S</u> ettings <u>W</u> indow <u>H</u> elp
	è 📄 🕐 🕜 🙆 🚔 📥 🐟 🖘 🏂 🗊 🎼 15% 🖵 🍳 🍳 🦊 🗱 🥅 🗗 💁 🕐 🚳 🛀 Ean 13 Ean 8 UPC-A/E
mm	0 10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 220 230 240 malandardardardardardardardardardardardardard
10	Wolke Label Creator
20	wolke
30	by ΥΓΙΟΕΟJΕΤ .
40	23.7.2015
40 50	1 ¹ 234567 ¹ 890920

Fig. 7_62: Sample Label - Fields in Object Editor

7.1.1 Creating a New Label

To create a new label, do one of the following:

- 1. Select **File > New** in the main menu.
- 2. Click on the button **New** in the toolbar.

As default, a label with a print length of 50 mm and a height covering 4 print heads is opened. For different formats, set up the label as described in "LABEL SETTINGS" on page 13.

NOTE In UTF-8 mode, the label will be saved as *.xml (UTF-8). In ASCII mode, the label will be saved as either *.lbl (A.1.23) or *.xml (ASCII).

<u>F</u> ile	<u> E</u> dit <u>I</u> nsert <u>V</u> iew <u>S</u> ettings <u>W</u> indow <u>H</u> elp		
	New	Ctrl+N	
1	<u>O</u> pen	Ctrl+O	
0	Load from controller	Ctrl+Alt+L	
\odot	Upload to controller	Ctrl+Alt+S	
۲	Convert legacy labels to oem	Ctrl+Alt+C	
	Save	Ctrl+S	
W	SaveAs		
	1 //C:/Label-1.xml		💵 File Edit Insert View Se
€.	Print	Ctrl+P	
\odot	Close		
0	E <u>x</u> it	Ctrl+Q	mm New 10 20 30 40

Fig. 7_63: Creating a New Label

- 7.1.2 Changing Label Size
- 3. The label size can be changed by dragging the label edge pointer to the required position. Refer to "LABEL SETTINGS" on page 13 for additional details.



NOTE

The user can set the number of printheads from the **Edit>Label Settings**. This shows the print area of the label.

The label bottom pointer can be used to change the number of printheads.



Fig. 7_64: Changing the Label Dimensions Manually



NOTE

The user can open more than one editor window at the same time.

7.1.3 Inserting Objects

- 7.1.3.1 Inserting Text Field
- 4. Select **Insert > Text** and type "Wolke Label Creator" in the **Text** field. Change the **Text height** to 3.0.

<u>File Edit Insert View Settings Window Help</u>	
🔄 😂 🔘 🔘 🕒 🖶 🐟 🗇 🏖 🗇	🞼 15% 🗣 🍳 🤐 🗱 📊 🖻 🕓 🛄 🛞 📷 Ean 13
mm 0 10 20 30 40 50 60 70 80	90 100 110 120 130 140 150 160 170 180 190 200 210
10	ea text field properties
20	General properties Master field
	Field params Access params
30	Field name text field 1
40	Text Wolke Label Creator
50	Field properties Position
30	Text height 3.0 X Position 0.0
	Font DejaVu Sans Y Position 12.6
	Style Normal
	Stretch factor 100 Orientation Left> Right
	OK Cancel

Fig. 7_65: Insert Text Field

5. Set the **Field properties** and **Position** as per the below image.

text field pro					9 X
General prope					
Field params			Acc	cess params	
Field name	text field1			Variable field	
Text	Wolke Label Creator			User Editable	
Field proper	ties	Positi	on		
Text height	3.0	X Pos	ition	75.0	*
Font	Arial) Y Pos	ition	10.0	-
Style	Normal 🔻)			
Stretch fact	or 100	Orien	itation	Left> Right	t 🔻
	ок			Cancel	

Fig. 7_66: Insert Text Field



NOTE

The user can set the access parameter either to **Variable field** or **User Editable**. The user can also select both the options.

Variable field is set to apply dynamic text insertion, for example batch codes, product names, and other text jobs.

User editable is used to provide editable access to the user.

6. Click on **OK**. Now the text is inserted in the Label.

	NOTEThe user can set the position of the objects in two ways:1. By dragging and dropping the field at the required position in the design area.2. Inserting the X, Y coordinates value in the properties window.
🛥 <u>F</u> ile <u>E</u> dit <u>I</u> nsert	<u>V</u> iew <u>S</u> ettings <u>W</u> indow <u>H</u> elp
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mm 0 10 20	
Wolke Label C	reator
20	
30	

Fig. 7_67: Text Field



40

NOTE

The user can change the text properties by double clicking on the inserted text.

For additional details refer to "Insert Text Field" on page 20.

7.1.3.2 Inserting Date Field

7. Select **Insert > Date**.

		23.7.2	2015	
General propertie	Master field	User de	fined date format	
Field params				Access params
Field name da	te1			User Editable
Date 23	.7.2015			User Editable
Format				
Date format			%d.%n.%Y	-
Update mode			Forerun	
Update mode	Days	•	0	🔹 days
Interval	1	*	0	🚔 months
Offset	0 🗦 : 0	* *	0	years
Field properties			Position	
Text height	5.0	*	X Position	0.0
Font	DejaVu Sans	•	V Desilies	12.6
Style	Normal	•	Y Position	12.6
Stretch factor	100	* *	Orientation	Left> Right ▼

Fig. 7_68: Insert Date Field

8. Set the **Date format** to **%d.%n.%Y** and **Position** as per the below image. Change the **Text height** to 3.0.

23.7.2015				
General propertie	es Master field User	defined date format		
Field params			Access params	
Field name da	ate 1		User Editable	
Date 23	3.7.2015		User Editable	
Format				
Date format		%d.%n.%Y	•	
Update mode		Forerun		
Update mode	Days 🔻	0	🖨 days	
Interval	1	0	months	
Offset	0 🚔 : 0 🚔	0	🔹 years	
Field properties	5	Position		
Text height	3.0	X Position	2.0	
Font	DejaVu Sans 🔻	Y Position	37.0	
Style	Normal			
Stretch factor	100	Orientation	Left> Right ▼	
	OK		Cancel	

Fig. 7_69: Insert Date Field Parameters



ΝΟΤΕ

The user can set the access parameters to **User Editable**. User editable is used to provide editable access to the user.

9. Click on **OK**. Now the date is inserted in the Label.

ab	<u>F</u> ile <u>E</u> dit Insert <u>V</u> iew <u>S</u> ettings <u>W</u> indow <u>H</u> elp
	💁 😥 💽 🍥 🔚 🖶 🐟 🐟 🗇 🗊 15% 🔹 🍕 🧠 🦇 🗶 📊 🖽 ean
mm	0 10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 100 110 100 100 100 100 100 10
10	wolke Label Creator
20	-
30	
40	23.7.2015
50	

Fig. 7_70: Date Field



NOTE

The user can change the date properties by double clicking on the inserted date.

For additional details refer to "Insert Date Field" on page 22.

7.1.3.3 Inserting Barcode

10. Select **Insert > Barcode**. Click on the **EAN13**.



Fig. 7_71: Insert Barcode Object

11. Set the **Position** as per the below image.

aan 13 barcode proper	ties		? ×			
General properties						
Field params			Access params			
Field name EAN13	1		Variable field			
Barcode 123456	7890925		User Editable			
Caption						
Field properties		Position				
red. of line width (pixe	l) 0 🌩	X Position	1.0			
height (mm)	10.0	Y Position	40.0			
Scale factor (%)	100 🌻	Orientatio	on Left> Right ▼			
OK	OK Cancel					

Fig. 7_72: *Insert Barcode Object*

12. Click on **OK**. Now the barcode is inserted in the Label.

c.L.	<u>F</u> ile <u>E</u> dit Insert <u>V</u> iew <u>S</u> ettings <u>W</u> indow <u>H</u> elp
	è 🖆 💽 🕥 🍎 🔚 🚔 🐟 🦘 🏂 🗊 🎼 15% 🗣 🍕 🧠 🦇 🗱 🥅 📇 🛇 💷 😂 🖏 📷
mm	0 10 20 30 40 50 60 70 80 90 110 110 120 130 140 150 160 170 180 190 200
	wolke Label Creator
10	
20	-
30	
	23.7.2015
40	
50	1234567890920

Fig. 7_73: Barcode Object



NOTE

The input mask for the barcode Code25i provides the five standard field types (text field, date, time, counter and shift code) as in the other barcodes (example, EAN 128, Code 128).

For additional details refer to "Insert Barcode Object" on page 34.

- 7.1.3.4 Inserting Bitmap
- 13. Select Insert > Bitmap.

bitmap properties		R
General properties		
Field name bitmap 1		
Bitmap selection		
Position		
X Position	Y Position	Orientation
0.6	8.9	Left> Right
	ок	Cancel

Fig. 7_74: Bitmap Object

- 14. Click on Bitmap selection icon and browse for the required image.
- 15. Select the file and click **Open**.

16. Set the position of the bitmap as shown in the figure.

👪 bitmap properties			? ×			
General properties						
Field name bitmap 1						
Bitmap selection						
C:/Users/Desktop/	WOLKE_IP_Logo.bmp					
Width 500		Height 291				
X Position	Y Position	Orientation				
1.0	9.0	↓ Left> Right	•			
		(
	OK	Cancel				

Fig. 7_75: Bitmap Object

17. Click on **OK**. Now the bitmap image is inserted in the Label.



Fig. 7_76: Bitmap Object



NOTE

The user can insert only .bmp files.

For additional details refer to "Insert Bitmap" on page 33.

7.1.4 Saving Label

The user can save the label by clicking on the **File > Save.** If the user wants to save the label with a new name, click on the **File > SaveAs**.

Now the label is ready for printing.



NOTE

The user can save the same label as *.xml or *.lbl file format by selecting the required mode UTF-8 or ASCII.

<u>S</u> ett	ings <u>W</u> indow <u>H</u> elp			
	Connect to controller			
	Open local settings	Ctrl+1	L	
	Open m600_oem settings	Ctrl+2	ł –	
	Change password	Ctrl+3		
	Select language	+	L	
	Select mode	•		UTF8
_				ASCII

Fig. 7_77: Select Mode



NOTE

The user can change the object properties by double clicking on the inserted object.

7.2 Zoom

To Zoom-In or Zoom-Out the label, do one of the following:

- Select Zoom-In or Zoom-Out in the main menu View.
- Click the appropriate button in the toolbar.
- Scroll in the label using the mouse wheel.

7.2.1 Cut - Copy - Paste

To cut or copy an object in an opened label, do one of the following:

- Select Cut or Copy from the main menu Edit.
- Click the appropriate button in the toolbar.

To paste the cut or copied object,

- Select Paste from the main menu Edit.
- Click the appropriate button in the toolbar.



NOTE

The Paste function described above always inserts only the last object which has been added to the clipboard.



NOTE

Right click on the mouse also makes these functions available in the window.

8.1 Controller Connection



8

Fig. 8_78: Settings – Controller Connection

To connect your controller, enter the IP Address and port address (for ASCII mode, enter ASCII TCP Port and for UTF-8 mode, enter UTF-8 TCP Port).

These can be found in both Webserver **System Settings** > **Network Parameter** and on the controller home screen.

8	Connection	Setup	୍ବ	22
	Connection S	Settings		
	IP-Address:	192.168.1.2		
	TCP Port	34568		*
	ОК		Cancel	

Fig. 8_79: *Connection m600-PC via TCP/IP*



NOTE

Settings are retained but it is necessary to connect to the controller each time either when Label Creator application is opened or when mode is changed between ASCII and UTF-8.

8.2 Loading Labels from the Controller



Fig. 8_80: Loading from Controller

After having configured the interface to your printer, you can open a label directly from the printer in the Wolke Label Creator.

To open a label, select in the main menu File > Load from controller. The Label files on controller window opens.

-	Label files on controller
	Filename
	default.xml
	Label-2.xml
	2 file(s) found
	Ok Cancel
L	Calicer

Fig. 8_81: m600 Communication Window

Select the corresponding label and click on the button **Ok**.

Label files on contr	oller
Filen	iame
default.xml	
Label-2.xml	
2 file(s) found	
Ok	Cancel

Fig. 8_82: Communication Window

The selected label is opened in the Wolke Label Creator. If a label exists already on your computer, the following query appears:

Dow	nloading file
?	file default.xml exists. Overwrite?
	Yes No

Fig. 8_83: Replace File



NOTE

For download from the controller to the PC, the Wolke Label Creator software creates a folder in which the labels are saved. This folder is created in the following path:

My Documents\Label Creator\data.

8.3 Saving Labels to the Controller



Fig. 8_84: Saving to Controller

To upload a label to your controller, the label must be opened in the Wolke Label Creator.

Select in the main menu **File > Upload to controller**. After selecting this function, the following query appears:

🔤 uplo	ad to m600
?	upload current label to m600?
	Yes No

Fig. 8_85: Loading to m600



NOTE

If a label or a bitmap integrated in the label under the same name exists already on your controller, the system prompts whether to overwrite the existing label or the bitmap integrated in the label.

8.4 Altering Controller Settings

 $m600_oem\ settings\$ window allows to change the system, printhead, Interface, I/O and message settings.



NOTE

The **m600_oem settings** is not available in ASCII mode.

System settings F	Print head settings	Interface settings	Camera settings	IO settings	Message se	ttings		
Number of print heads	4	Perpe	tuo print mode	off	•			
Shaft encoder	lineA	▼ Pulses	5	12500		Speed	500	×
.ow ink warning	on	▼ Ink le	vel	10				
Print memory refresh	off	▼ Idle ti	me (sec)	300				
-lush variable buffer	off	▼ Remo	ve cartridge	error	•			
Product distance	warning	▼ Excee	ding product speed	warning	•			
Print trigger without d	ata warning	▼ Backli	ght power off (min)	30	×			

Fig. 8_86: m600 OEM Settings - System Settings

The default values of the parameters are shown in the below table.

Menu	Menu I tem	Value (Default Settings)	
System se	ettings		
	Number of print heads	4	
	Shaft encoder	line A	
	Low ink warning	off	
	Print memory refresh	off	
	Flush variable buffer	off	
	Product distance	ignore	
	Print trigger without data	ignore	
	Perpetuo print mode	off	
	Pulses	12500	
	Ink level	0	
	Idle time (sec)	300	
	Remove cartridge	error	
	Exceeding product speed	warning	
	Backlight power off(min)	30	
	Speed	200	



NOTE

Perpetuo Print Mode pairs two printheads so that the cartridge can be replaced without stopping the system.

System settir	ngs P	rint head settings	Inter	face sett	ings	Camera settings IO	setti	ngs Messag	je settings					
Print head	Sensor	Sensor distance	e (mm)	Rev se	nsor	Rev sensor distance (r	mm)	Position	Mirrori	ng	Print dire	ection	Ink type	Temp registe
1	PZ1 •	20.00	*	PZ1	•	110.00	A V	headlong 🔻	normal	•	L-R	•	5	on 🔻
2	PZ1 💌	50.00	*	PZ1	•	80.00	*	headlong 💌	normal	•	L-R	•	5	on 💌
3	PZ1 🔻	80.00	(A) (Y)	PZ1	•	50.00	A Y	headlong 🔻	normal	•	L-R	•	1	off 🔻
4	PZ1 🔻	110.00		PZ1	•	20.00	×	headlong 🔻	normal	•	L-R	•	1	off 🔻
5	PZ1 💌	132.00	×	PZ1	•	0,00	×	headlong 🔻	normal		R-L	*	5 *	off 💌
6	PZ1 💌	162.00	×	PZ1	· •	0.00	×	headlong 💌	normal		R-L	-	5	off *

Fig. 8_87: m600 OEM Settings - Print head Settings

Menu	Menu Item	Value (Default Settings)					
Print head se	ettings	-					
	Sensor	PZ1(Photoelectric Sensor)					
	Sensor distance (mm)	20.00					
	Rev sensor	PZ1(Photoelectric Sensor)					
	Rev sensor distance (mm)	170.00					
Print head 1	Position	normal					
	Mirroring	normal					
	Print direction	R-L					
	Ink type	5					
	Temp register	on					
	Sensor	PZ1(Photoelectric Sensor)					
	Sensor distance (mm)	50.00					
	Rev sensor	PZ1(Photoelectric Sensor)					
	Rev sensor distance (mm)	140.00					
Print head 2	Position	normal					
	Mirroring	normal					
	Print direction	R-L					
	Ink type	5					
	Temp register	on					
	Sensor	PZ1(Photoelectric Sensor)					
	Sensor distance (mm)	80.00					
	Rev sensor	PZ1(Photoelectric Sensor)					
	Rev sensor distance (mm)	110.00					
Print head 3	Position	normal					
	Mirroring	normal					
	Print direction	R-L					
	Ink type	5					
	Temp register	on					

Menu	Menu Item	Value (Default Settings)
	Sensor	PZ1(Photoelectric Sensor)
	Sensor distance (mm)	110.00
	Rev sensor	PZ1(Photoelectric Sensor)
	Rev sensor distance (mm)	80.00
Print head 4	Position	normal
	Mirroring	normal
	Print direction	R-L
	Ink type	5
	Temp register	on
	Sensor	PZ1(Photoelectric Sensor)
	Sensor distance (mm)	140.00
	Rev sensor	PZ1(Photoelectric Sensor)
	Rev sensor distance (mm)	50.00
Print head 5	Position	normal
	Mirroring	normal
	Print direction	R-L
	Ink type	5
	Temp register	on
	Sensor	PZ1(Photoelectric Sensor)
	Sensor distance (mm)	170.00
	Rev sensor	PZ1(Photoelectric Sensor)
	Rev sensor distance (mm)	20.00
Print head 6	Position	normal
	Mirroring	normal
	Print direction	R-L
	Ink type	5
	Temp register	on

					•		
8,1.2						ASCII port	34567
8.1.1							
5.255.0							
8	.1.1	.1.1	.1.1	.1.1	.1.1	.1.2	ASCII port

Fig. 8_88: m600 OEM Settings - Interface Settings

Menu	Menu Item	Value (Default Settings)
Interface sett	ings	
	DHCP	off
	IP-Address	192.168.1.2
	Gateway	192.168.1.1
	Netmask	255.255.255.0
	ASCII port	34567
	UTF-8 port	34568

System settings Print head settings	Interface settings Camera settings	IO settings Message settings	
ensor	PZ1 ·	0	
amera trigger	disable	expeller trigger	disable
amera distance (mm)	40000.00	expeller distance (mm) 90000.00	
ear fifo	off	camera good signal	active low

Fig. 8_89: m600 OEM Settings - Camera Settings

Menu	Menu I tem	Value (Default Settings)		
Camera se	ttings			
	sensor	PZ1(Photoelectric Sensor) disable		
	camera trigger			
	camera distance (mm)	0.00		
	clear fifo	off		
	expeller trigger	disable		
	expeller distance (mm)	0.00		
	camera good signal	active low		

System settings	Print head settings	Interface settings	Camera settings	IO settings	Message settings		
Ext input1		activate m600	•	Ext output 1		print ready	•
Ext input2		deactivate m600	•	Ext output 2		1_printdone	•
Ext input3		counter reset		Ext output 3		camera trigger	•
Ext input4		camera	•	Ext output 4		expeller trigger	*

Fig. 8_90: m600 OEM Settings - IO Settings

Menu	Menu Item	Value (Default Settings)
IO setting	S	
	EXt input1	activate m600
	EXt input2	deactivate m600
	EXt input3	change of cartridge
	EXt input4	pm refresh
	Ext output 1	print ready
	Ext output 2	error
	Ext output 3	lowink alarm
	Ext output 4	1_print done

System settings	Print head settings	Interface settings	Camera settings	IO settings	Message settings	
Send periodica	lly (sec)			0.5		A Y
Z Send on event change			Status			
				🔲 Alarm		
		Warning				
				Error		
			🔲 Buffer low			
			Variable index			
			Print done			
			no		•	
	Save		Sa	ve As		Cancel

Fig. 8_91: m600 OEM Settings - Message Settings

Menu	Menu Item	Value (Default Settings)		
Message setti	ings			
	Send periodically (sec)	unchecked		
	Send on event change	checked		
	Status	unchecked		
	Alarm	unchecked		
	Warning	unchecked		
	Error	unchecked		
	Buffer low	unchecked		
	Variable index	unchecked		
	Print done	unchecked		