



Wolke Label Creator

Operating Instructions
P/N WLK462559-01

Revision No.	Label Creator Version
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:

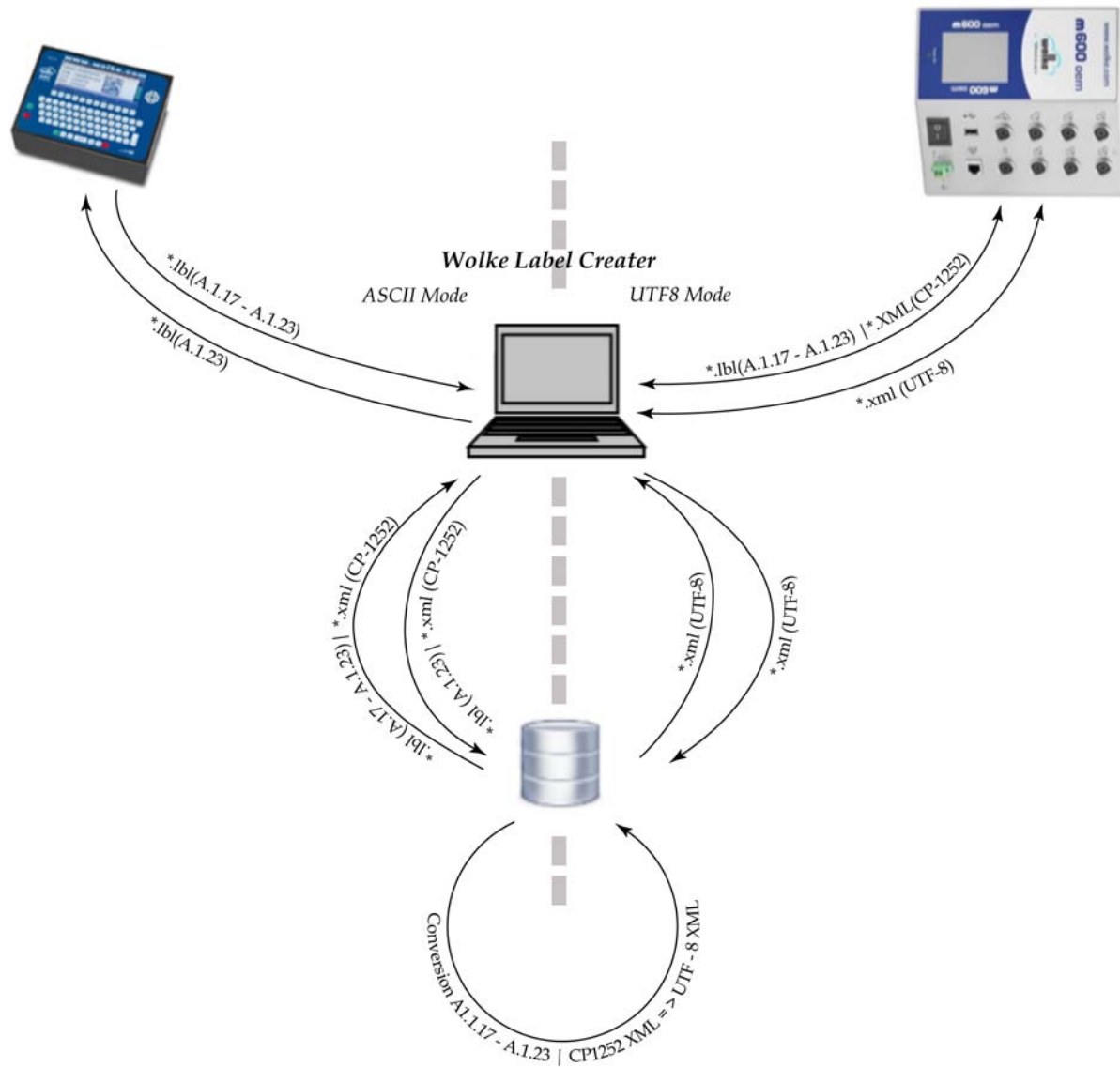


Fig. 1_1: Information while Converting a File

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.

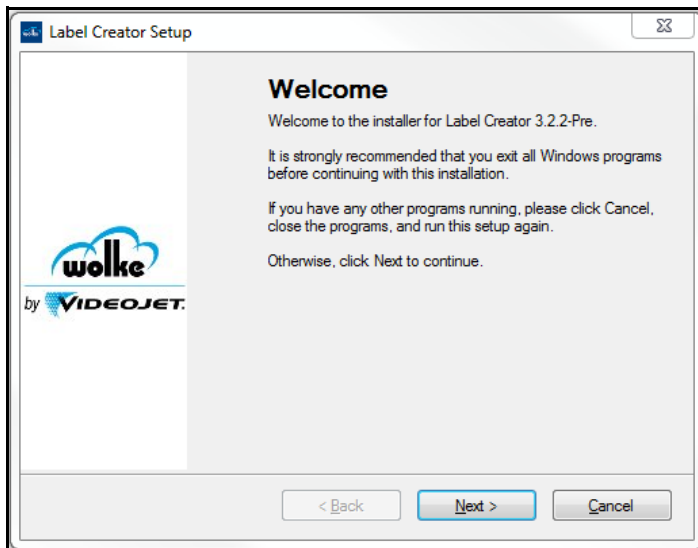


Fig. 2_2: Welcome Screen

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.

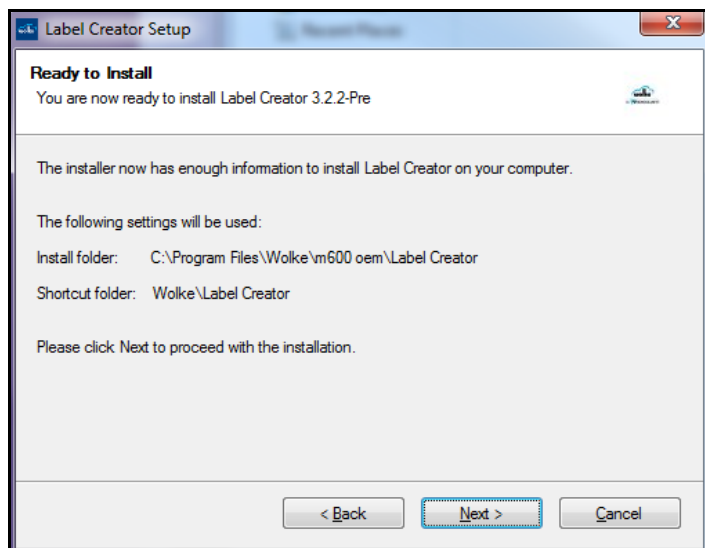


Fig. 2_3: Ready to Install Screen

5. The installation of Label Creator will start.

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

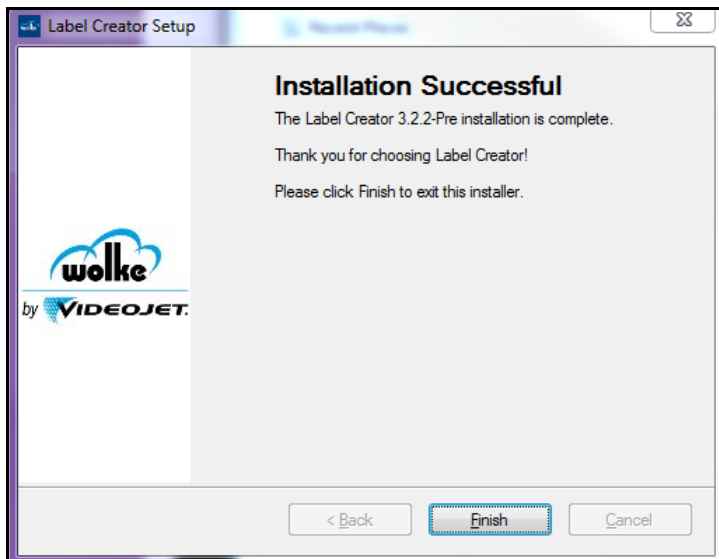



Fig. 2_4: Installation Successful Screen

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.

	NOTE
For initial log in: User = admin, Password = admin.	

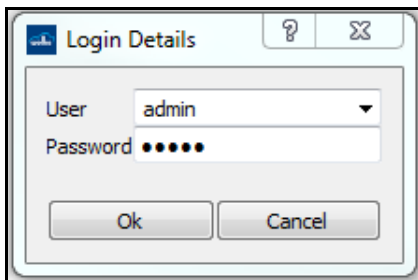
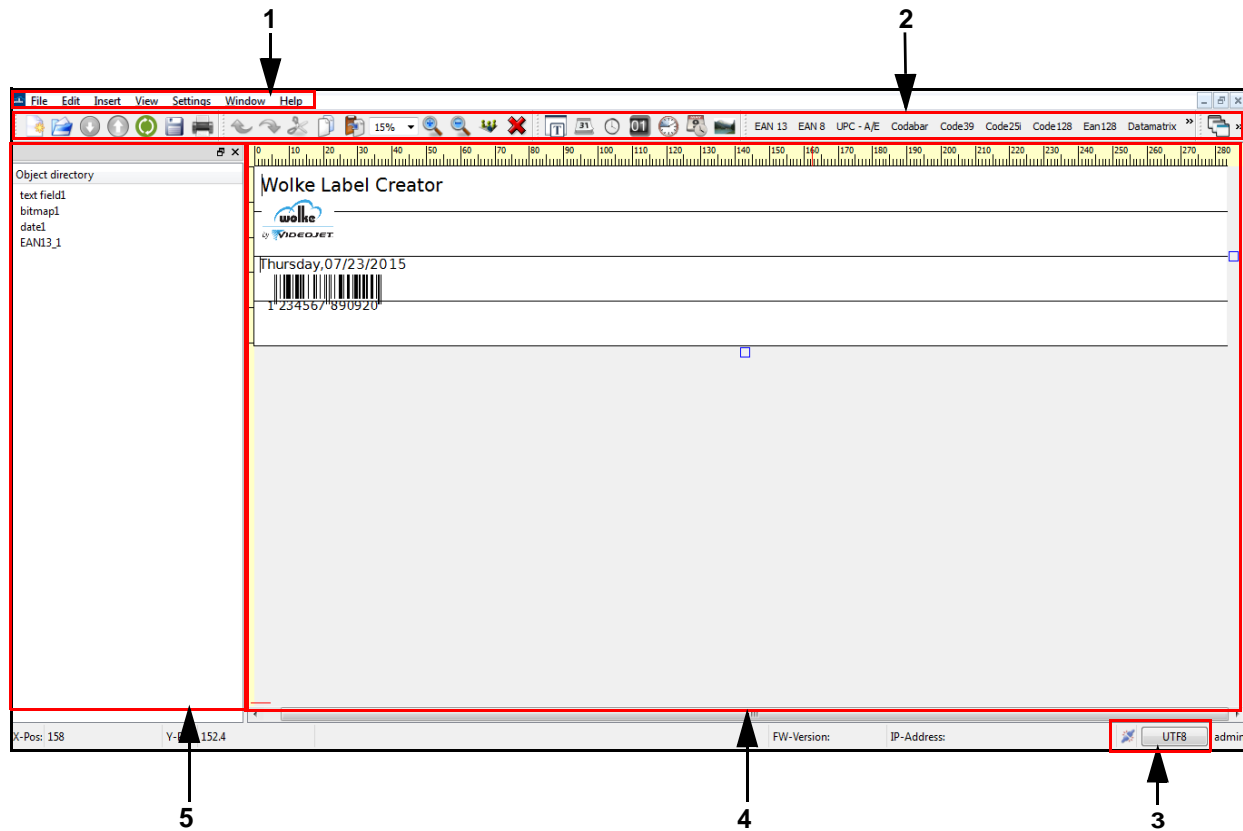


Fig. 2_5: Login

3 CREATOR WINDOW



- | | |
|--------------|---------------------|
| 1. Main Menu | 4. Editor Window |
| 2. Toolbar | 5. Object Directory |
| 3. Mode | |

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

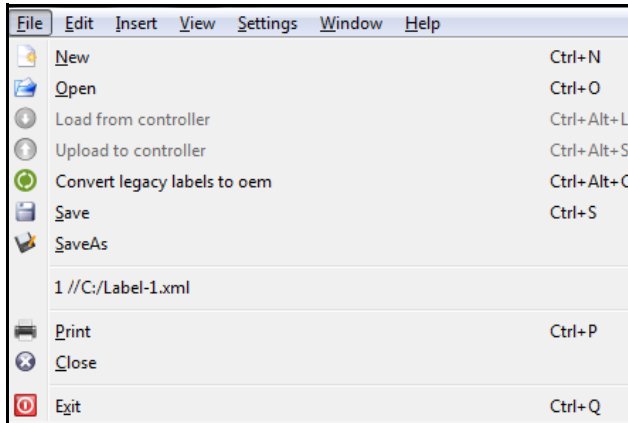


Fig. 3_7: File Menu

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

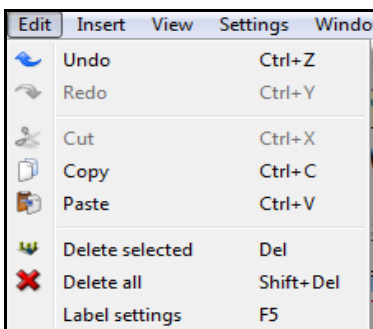


Fig. 3_8: Edit Menu

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.

3.1.3 Insert

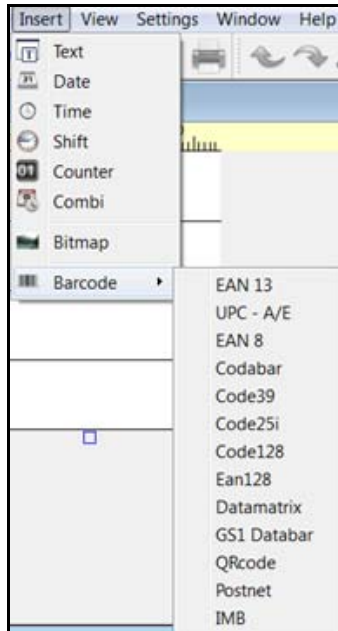


Fig. 3_9: Insert Menu

3.1.4 View

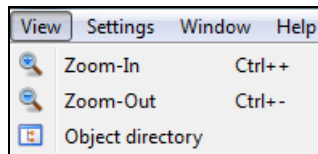


Fig. 3_10: View Menu

3.1.5 Settings

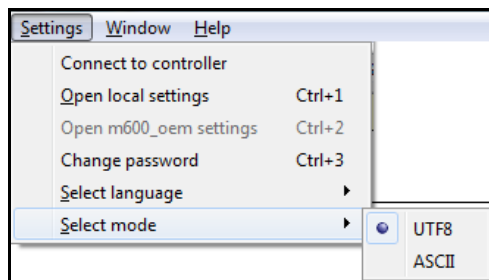


Fig. 3_11: Settings Menu

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

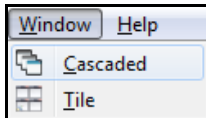


Fig. 3_12: Window Menu

Cascaded: Allows the user to arrange the windows in a superimposed fashion.

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

3.1.7 Help

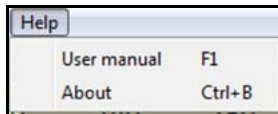







Fig. 3_13: Help Menu

User manual: Opens the Label Creator manual.

About: Opens **About Label Creator** window.

3.2 Toolbar

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

	Displays the icons for the File menu options.
	Displays the icons for the Edit and View menu options.
	Displays the icons for the Insert menu options.
	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.

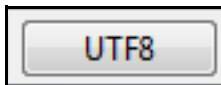


Fig. 3_14: Mode Information

3.4 Editor window

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

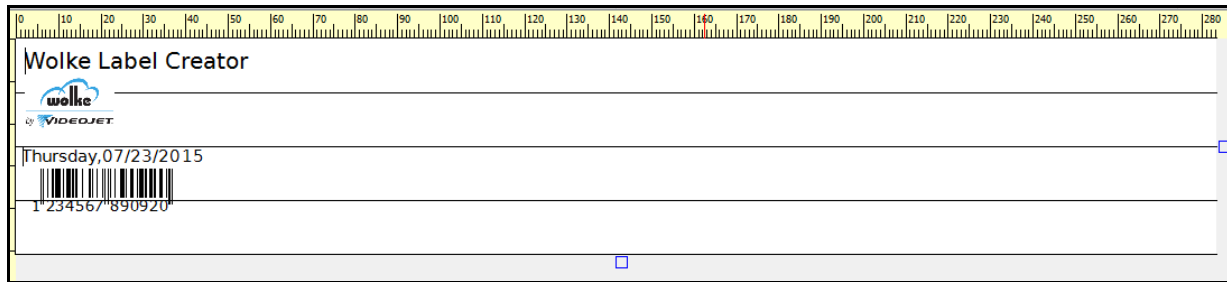


Fig. 3_15: Editor Window

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.

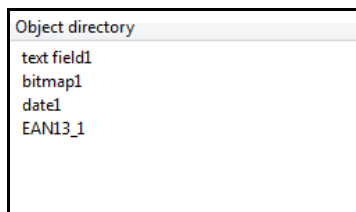


Fig. 3_16: Object Directory

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

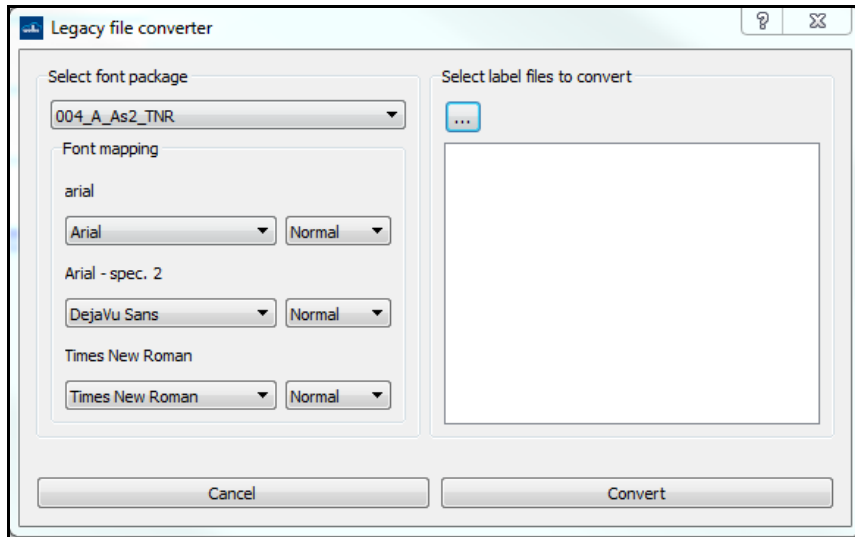


Fig. 4_17: Legacy File Converter

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.

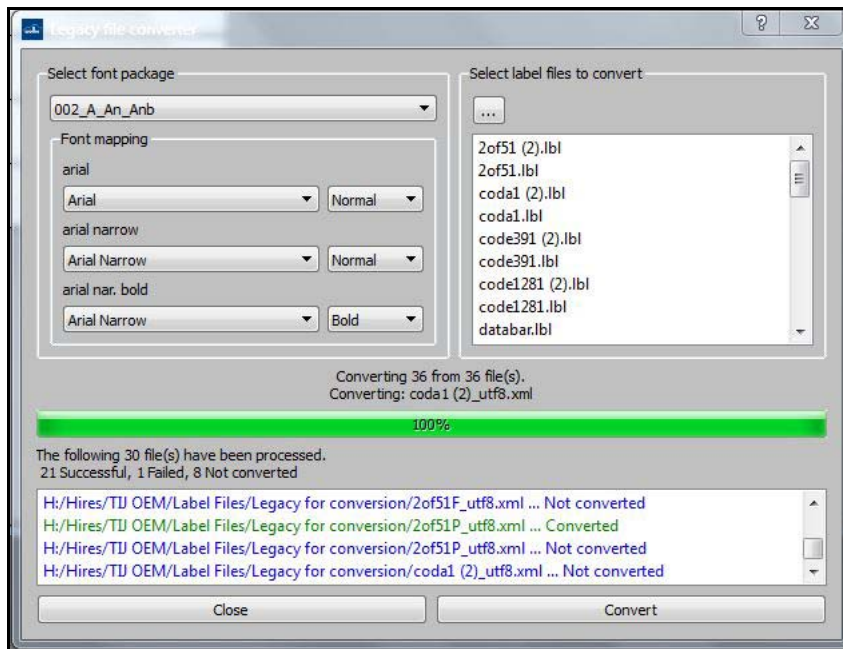


Fig. 4_18: Legacy File Converter - XML Format

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

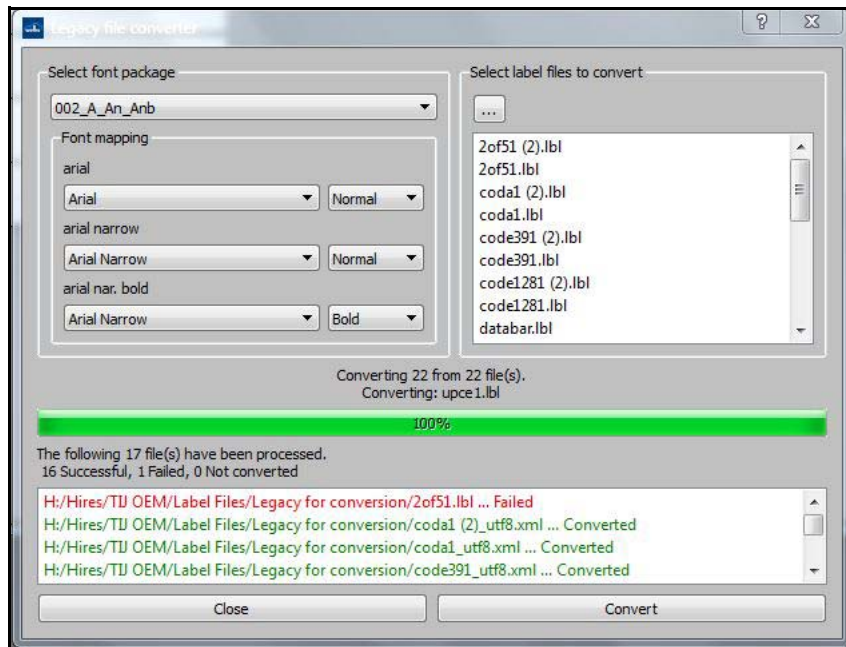


Fig. 4_19: Legacy File Converter - not in XML Format

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

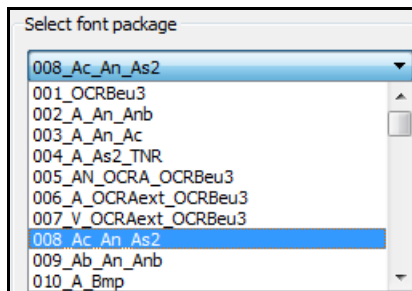


Fig. 4_20: Legacy File Converter - Font Package



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:

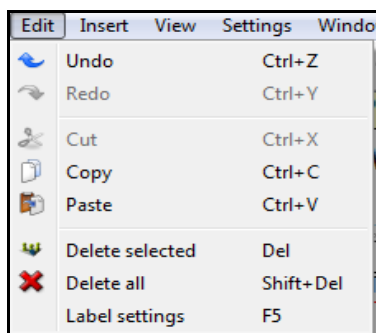


Fig. 5_21: Edit Menu

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.

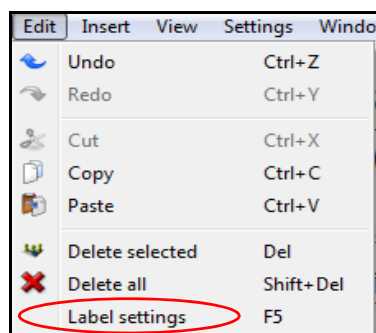


Fig. 5_22: Label Setup

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.

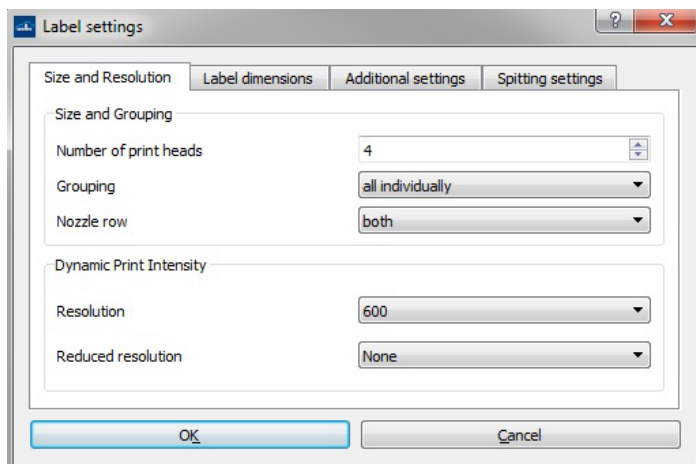
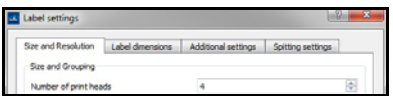
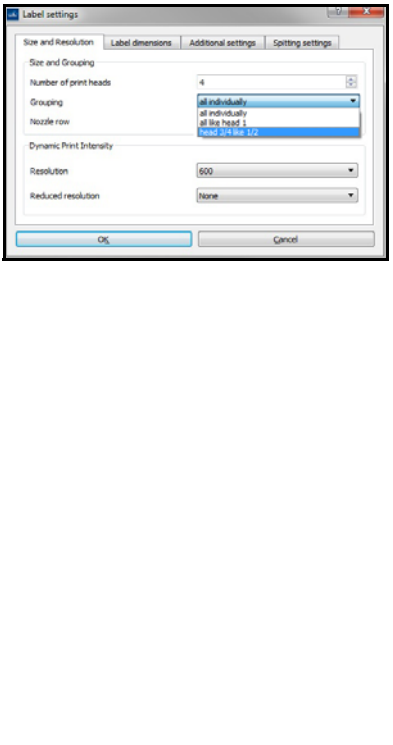
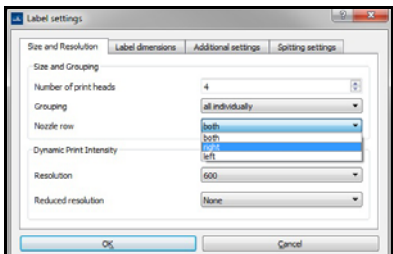
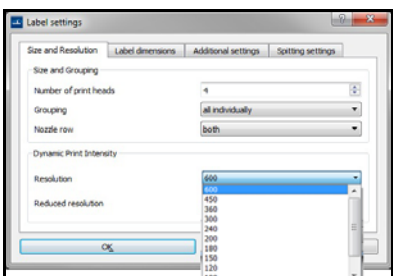
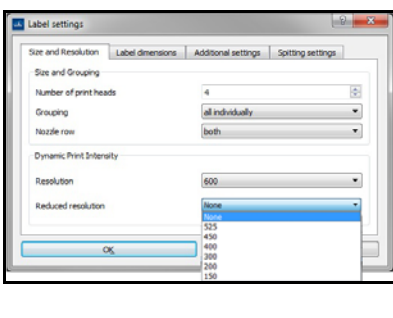


Fig. 5_23: Label Setup - Size and Resolution

The various options available are described in the below table:

No of print heads		<p>Set the number of printheads required to print the image. The number of printheads range from 1-6.</p>
Grouping		<ul style="list-style-type: none"> • 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 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 and 5/6. • 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 1/2/3 and 4/5/6.
Nozzle row		<p>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.</p> <p>The resolution is 300 dpi with the left or the right nozzle row and 600 dpi with both the nozzle rows.</p>
Resolution		<p>This sets the horizontal resolution. This setting specifies the dpi for the label used during printing in the direction of movement of the product.</p>
Reduced Resolution		<p>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.</p> <p>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.</p>

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:

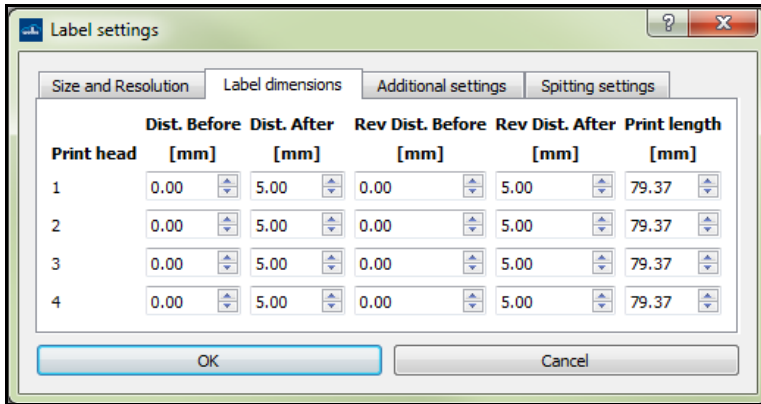


Fig. 5_24: Label Setup - Label Dimensions

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

Dist. Before		The distance (in mm) between the beginning of the product and the beginning of the printing area.
Dist. After		The distance (in mm) between the end of the printing area and the end of the product.
Rev Dist. Before		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		The reverse distance (in mm) between the end of the printing area and the end of the product.

Print Length	<div> <div>Print length</div> <div>[mm]</div> <div>300.56</div> <div>300.56</div> <div>300.56</div> <div>300.56</div> </div>	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.

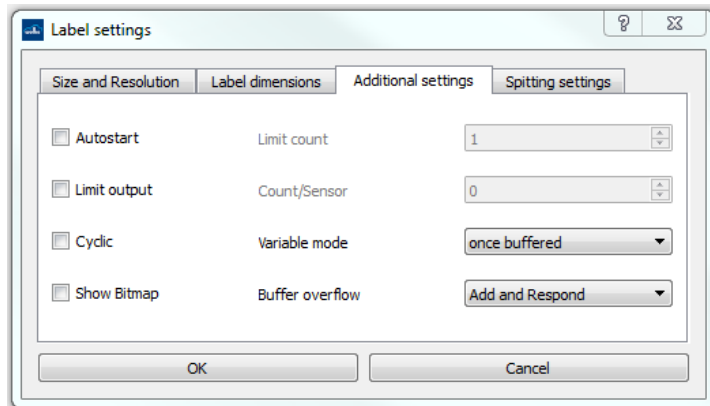


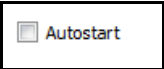
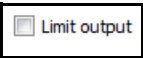

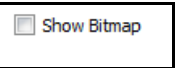

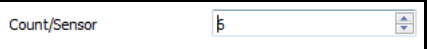
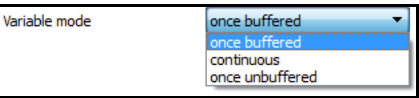
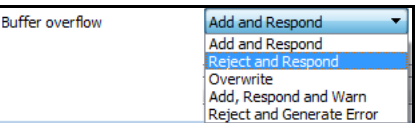
Fig. 5_25: Label Setup - Additional Settings



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		If the label with active Autostart was in print memory before repowering the printer, the printer will automatically start.
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		Defines the counter per sensor signal. Count/Sensor is a setup parameter for Cyclic .
Show Bitmap		Displays bitmaps.
Limit count		Defines the number of prints that will be done if Limit output is activated.
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		<p>The variable mode is used to supply variable fields with data from an external source (serialization of the print data).</p> <p>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 until 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.</p> <p>In continuous mode, a data record is printed repeatedly, until a new data record is transferred.</p> <p>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.</p>
Buffer Overflow		<p>Set the actions for buffer overflow conditions from the dropdown list. This is required when more sets of data are sent than permitted.</p> <ul style="list-style-type: none"> • 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 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

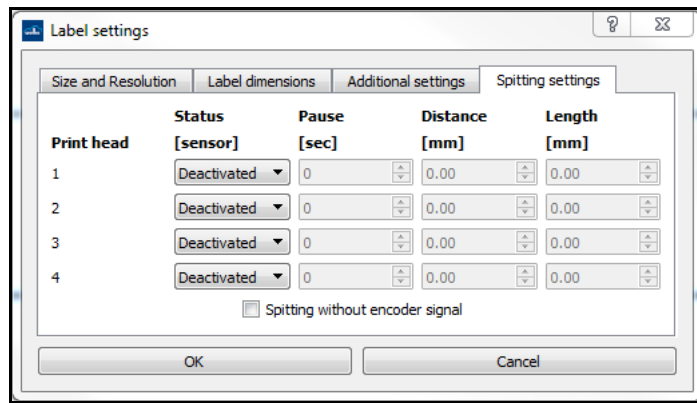


Fig. 5_26: Spitting Settings

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	<div> Status Print head [sensor] 1 Deactivated ▼ 2 Deactivated ▼ 3 Deactivated ▼ 4 Deactivated ▼ </div>	Allows the user to activate or deactivate the purge
Pause	<div> Pause [sec] 0 ▲▼ 0 ▲▼ 0 ▲▼ 0 ▲▼ </div>	Idle time for the printhead to purge. It is the time interval between purges.
Distance	<div> Distance [mm] 0.00 ▲▼ 0.00 ▲▼ 0.00 ▲▼ 0.00 ▲▼ </div>	The distance between the printer trigger and the start of the purge.
Length	<div> Length [mm] 0.00 ▲▼ 0.00 ▲▼ 0.00 ▲▼ 0.00 ▲▼ </div>	The length of the purge. The user can set the length and time for spitting activated.
Spitting without encoder	<div> <input type="checkbox"/> Spitting without encoder signal </div>	Spitting is triggered by a separate input/ photocell. No speed signal is required.

6 INSERTING OBJECTS

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

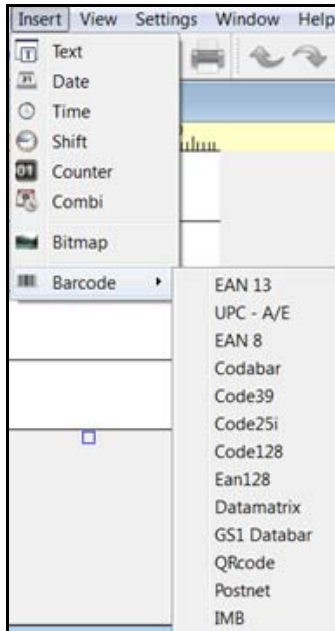


Fig. 6_27: Insert Menu

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.



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.

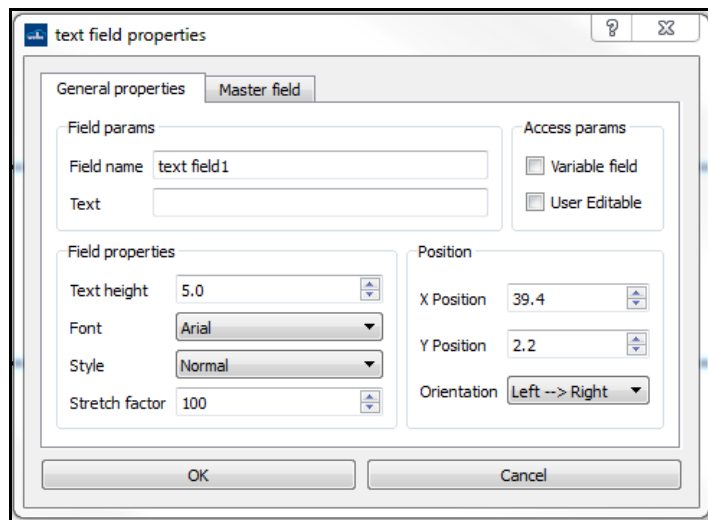


Fig. 6_28: Text Field Properties

6.1.1 Master Field

Master field window is used for the following:

- To link the text field to a master field.

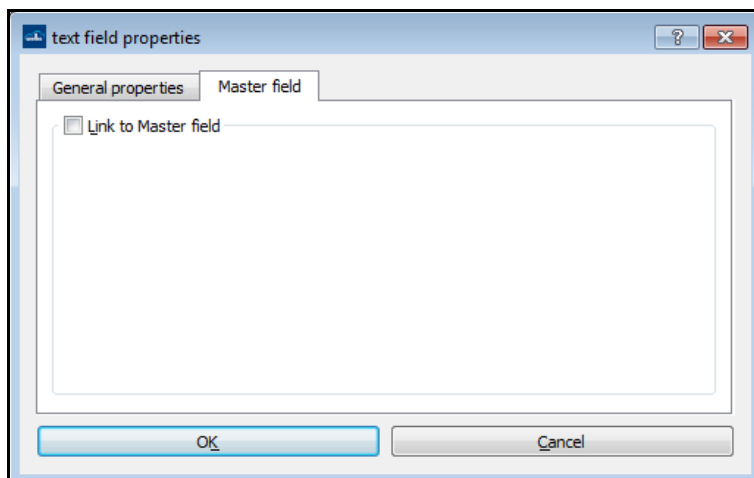


Fig. 6_29: Master Field

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**.

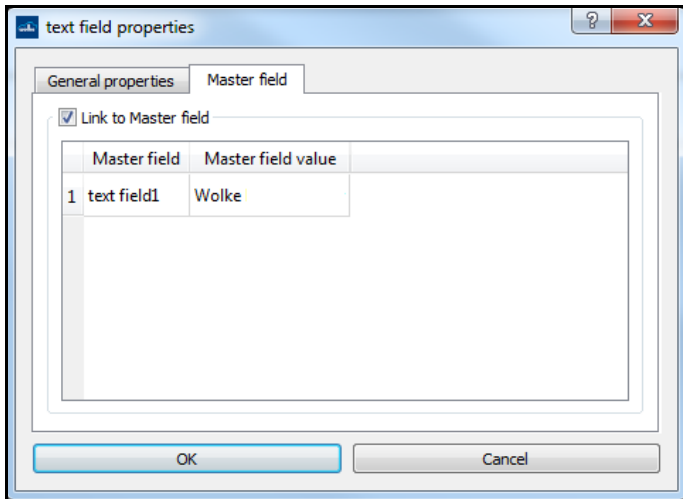


Fig. 6_30: Link as Master Field

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.

The screenshot shows the 'date field properties' dialog box. The title bar reads 'date field properties'. Inside, there are three tabs: 'General properties', 'Master field', and 'User defined date format'. The 'General properties' tab is selected. The dialog is divided into several sections: 'Field params' (Field name: date2, Date: 23.7.2015), 'Access params' (User Editable checkbox), 'Format' (Date format: %d.%n.%Y), 'Update mode' (Update mode: Days, Interval: 1, Offset: 0:0), 'Forerun' (0 days, 0 months, 0 years), 'Field properties' (Text height: 5.0, Font: DejaVu Sans, Style: Normal, Stretch factor: 100), and 'Position' (X Position: 0.0, Y Position: 12.6, Orientation: Left --> Right). At the bottom are 'OK' and 'Cancel' buttons.

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.

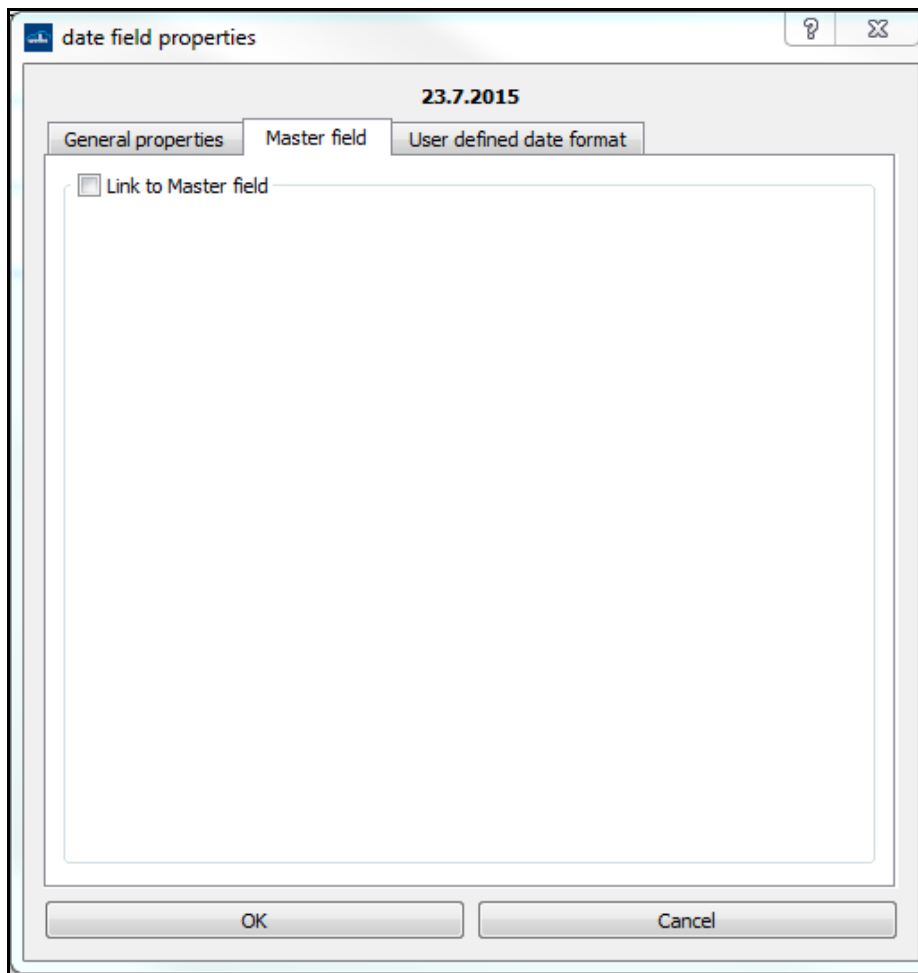


Fig. 6_32: Date Field Properties - Master Field

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**.

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.

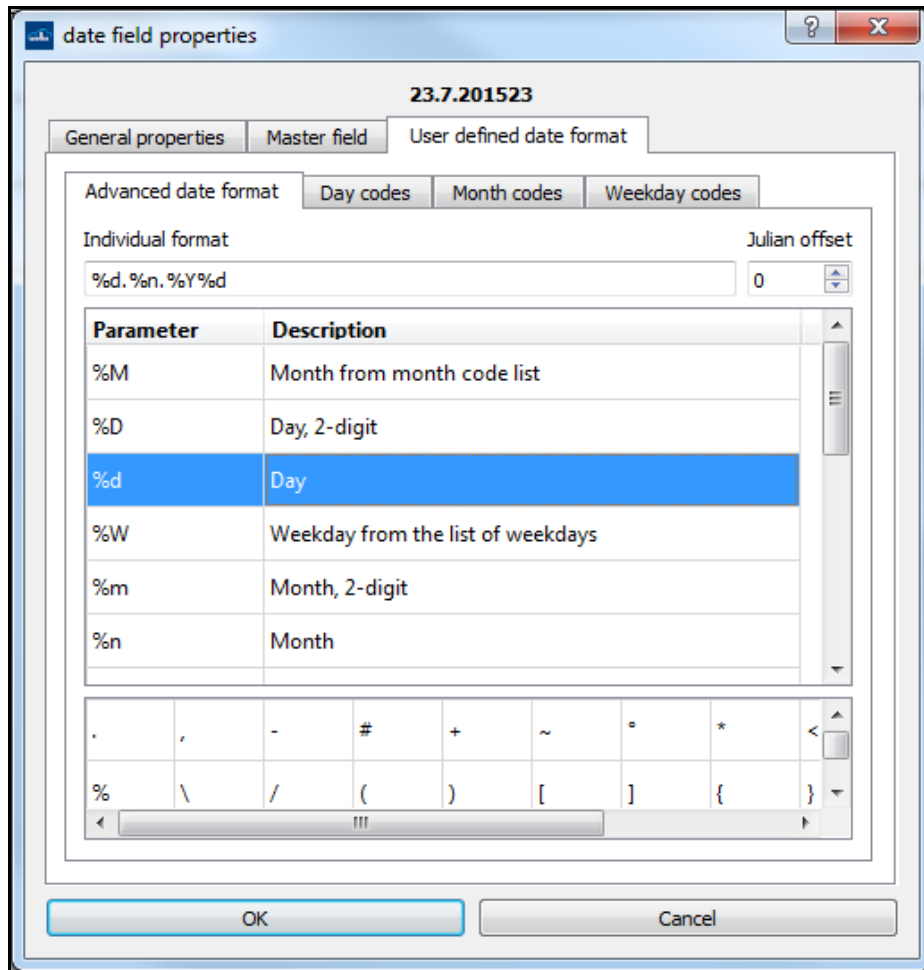


Fig. 6_33: Date Field Properties - User Defined Date Format

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.

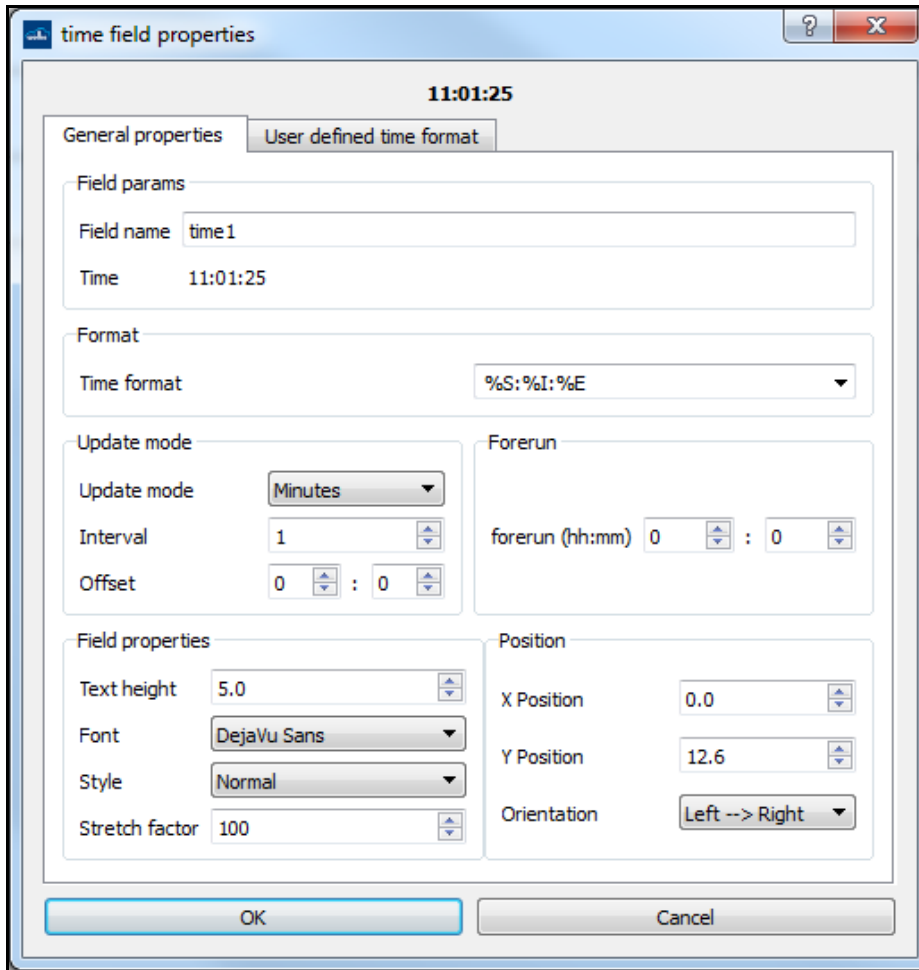


Fig. 6_34: Time Field Properties – General Properties

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.

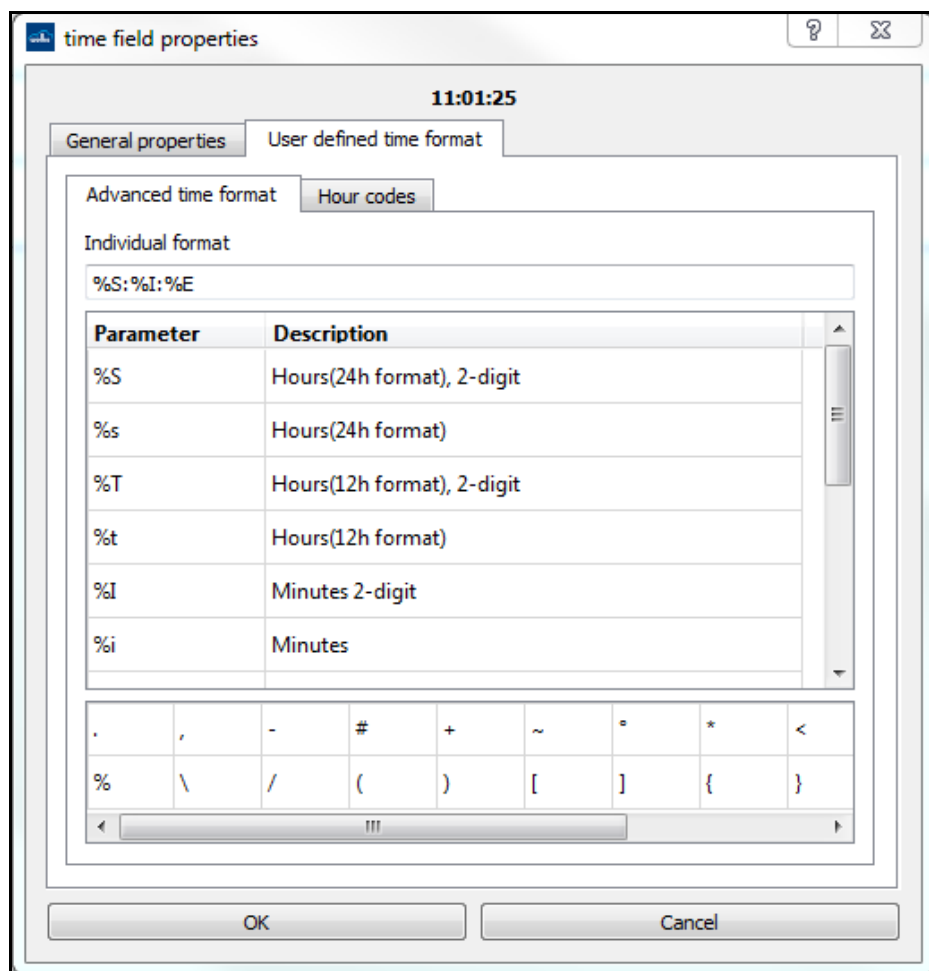


Fig. 6_35: User Defined Time Format - Advanced Time Format

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

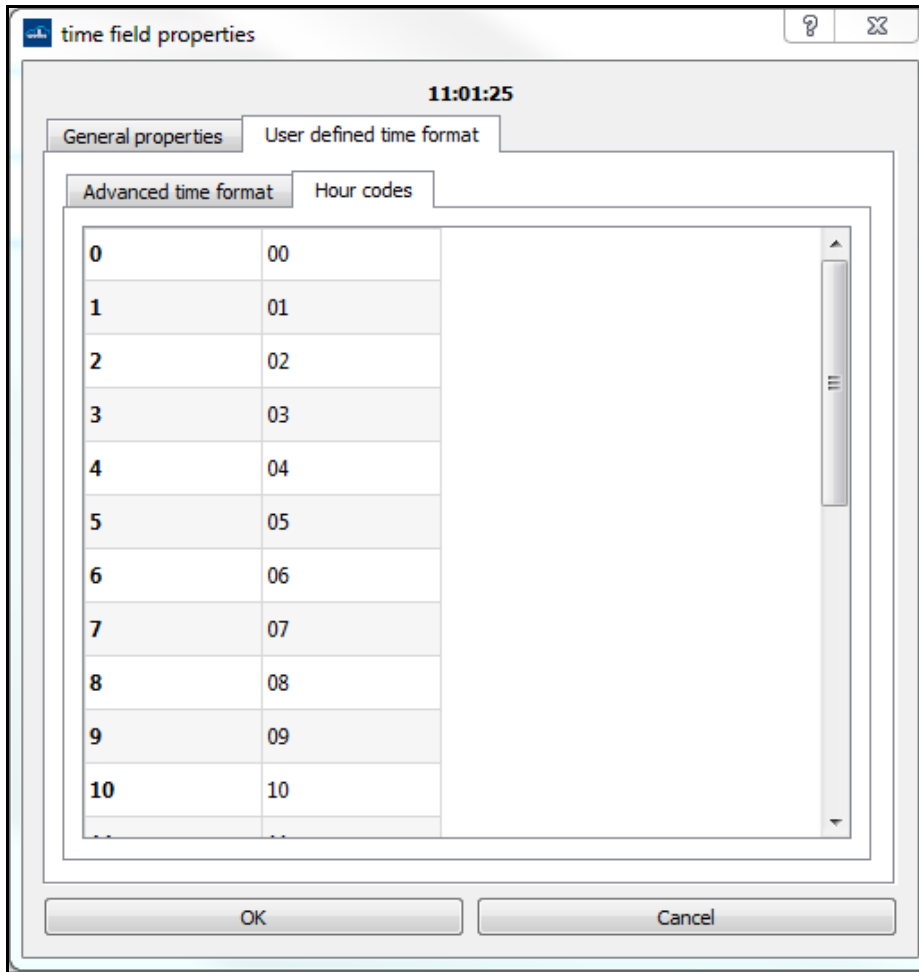


Fig. 6_36: User Defined Time Format - Hour Codes

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.

The screenshot shows the 'shift field properties' dialog box. The title bar includes a question mark icon and a close button. The dialog is organized into several sections:

- General properties:** Contains 'Field name' (text box with 'Shift Code1') and 'Number of shifts' (dropdown menu set to 'one').
- Shifts:** A table with 8 rows. Each row has 'shift start' (time picker) and 'shift code' (text box). The shifts are labeled 'shift: 1' through 'shift: 8'.
- Shifts format:** Contains 'Display' (dropdown menu set to '24 hour') and 'Format' (text box with '%U').
- Field properties:** Contains 'Text height' (spin box set to 5.0), 'Font' (dropdown menu set to 'DejaVu Sans'), 'Style' (dropdown menu set to 'Normal'), and 'Stretch factor' (spin box set to 100).
- Position:** Contains 'X Position' (spin box set to 0.0), 'Y Position' (spin box set to 12.6), and 'Orientation' (dropdown menu set to 'Left --> Right').

At the bottom of the dialog are 'OK' and 'Cancel' buttons.

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.

The screenshot shows the 'counter field properties' dialog box with the 'General properties' tab selected. The dialog is divided into several sections: 'Field params' with 'Field name' (counter1) and 'Counter value' (empty); 'Access params' with a 'User Editable' checkbox; 'Counter properties' with 'Step width' (1), 'no. of digits' (10), and 'Format' (no leading zeros); 'Counter properties 1' with 'Sign' (negative), 'Delimiter' (nothing), 'Counter type' (normal), and 'Alignment' (right-aligned); 'Field properties' with 'Text height' (5.0), 'Font' (DejaVu Sans), 'Style' (Normal), and 'Stretch factor' (100); and 'Position' with 'X Position' (0.0), 'Y Position' (12.6), and 'Orientation' (Left --> Right). At the bottom are 'OK' and 'Cancel' buttons.

Fig. 6_38: Counter Field Properties - General Properties

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.

The screenshot shows the 'counter field properties' dialog box with the 'Advanced' tab selected. The dialog has three tabs: 'General properties', 'Advanced', and 'Master field'. The 'Advanced' tab contains several sections:

- Series**: Includes a text field for 'number of series' (containing '0') and a text field for 'Start value of series' (containing '0').
- Update behaviour**: Includes a dropdown menu for 'Refreshing behaviour' (set to 'update per print').
- Counter**: Includes text fields for 'Counter start value' (containing '0') and 'Counter final value' (containing '0'), and a text field for 'Used counter characters' (containing '0123456789').
- Final value**: Includes a dropdown menu for 'reached final value' (set to 'restart counter') and a dropdown menu for 'alarm function' (set to 'no alarm').

At the bottom of the dialog are 'OK' and 'Cancel' buttons.

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.

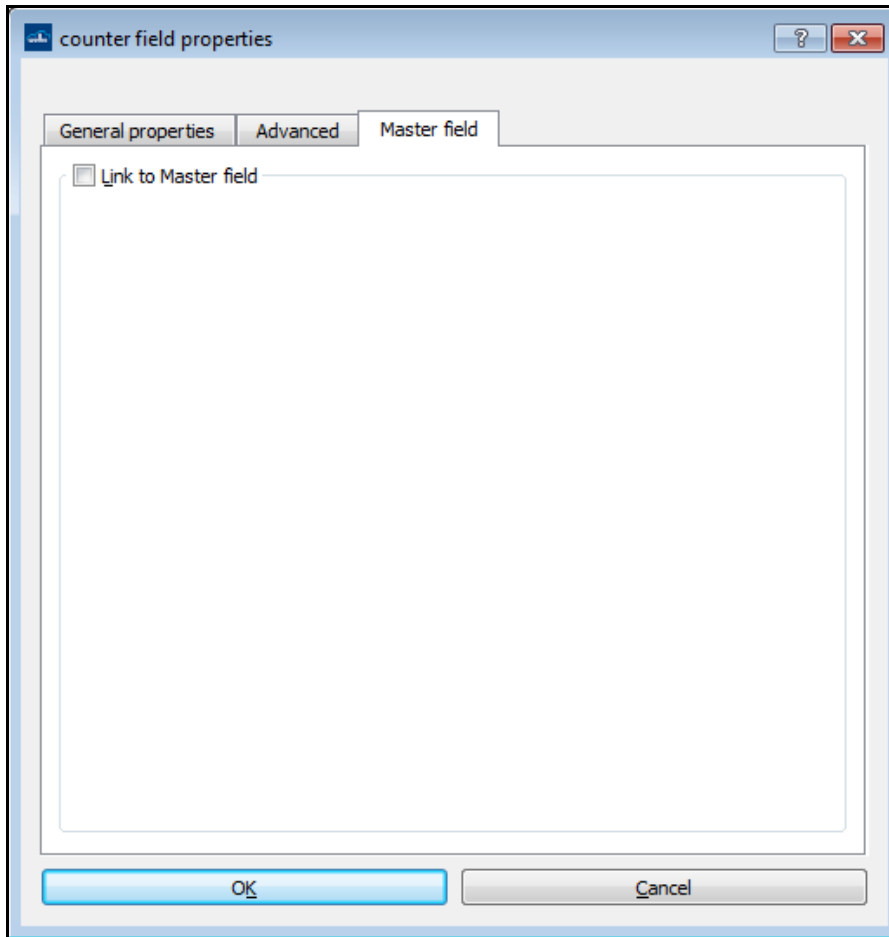


Fig. 6_40: Counter Field Properties - Master Field

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

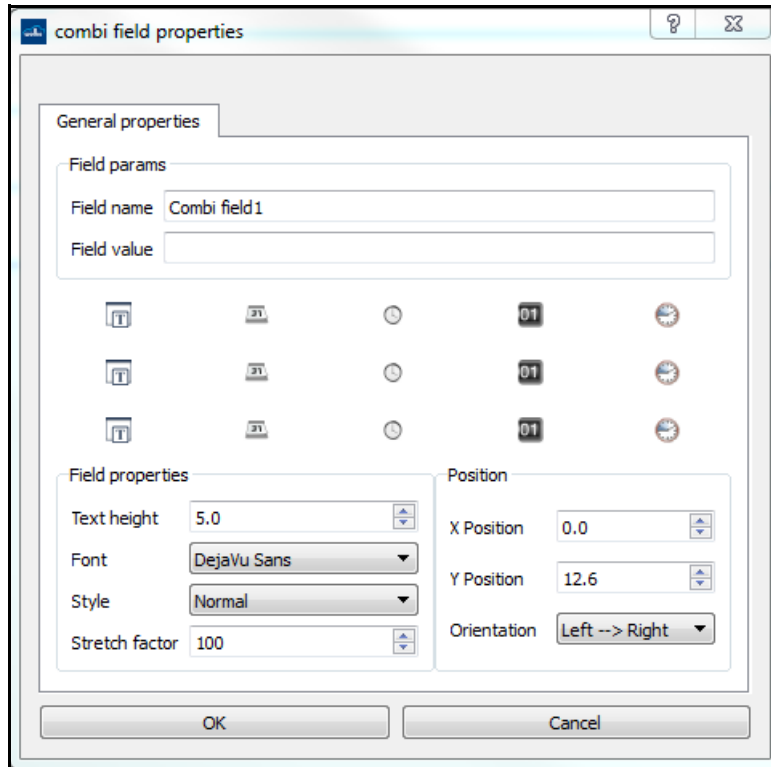



Fig. 6_41: Combi Field Properties

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.

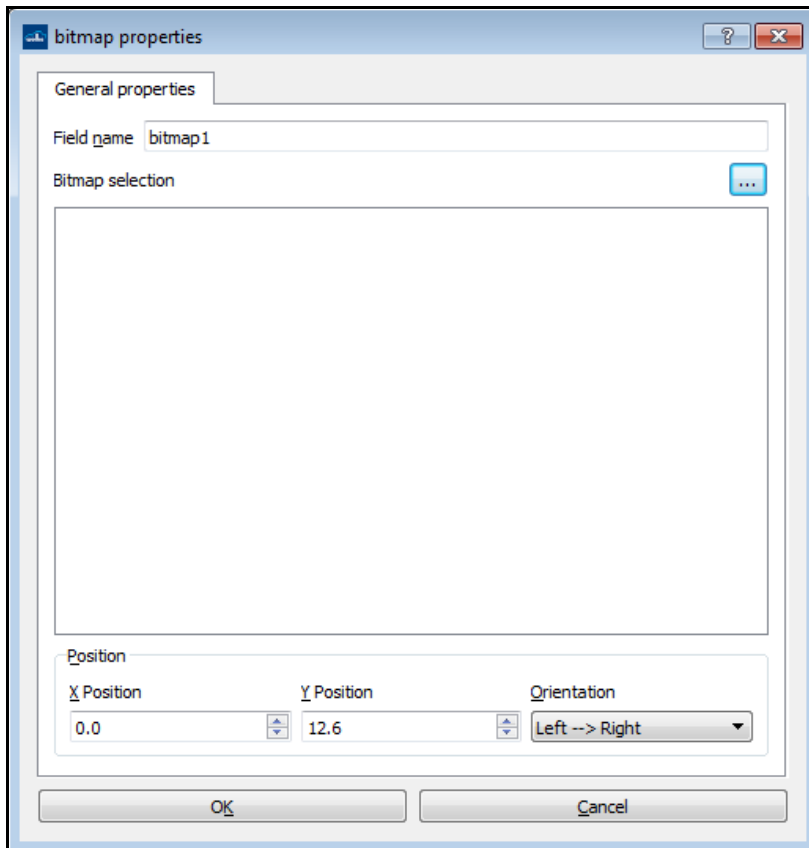


Fig. 6_42: Bitmap Properties



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.

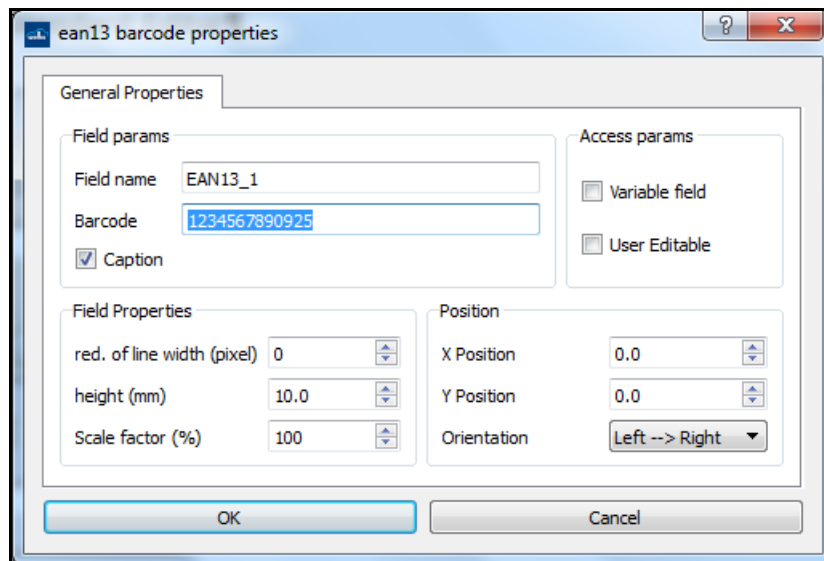


Fig. 6_43: General Properties - EAN13, EAN8



NOTE

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

upca barcode properties

General properties

Field params

Field name: UPCA_1

Field value: 123456789092

☐ Compress to UPCE

☒ Caption

Access params

☐ Variable field

☐ User Editable

Field properties

red. of line width (pixel): 0

height (mm): 10.0

Scale factor (%): 100

Position

X Position: 0.0

Y Position: 12.6

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.

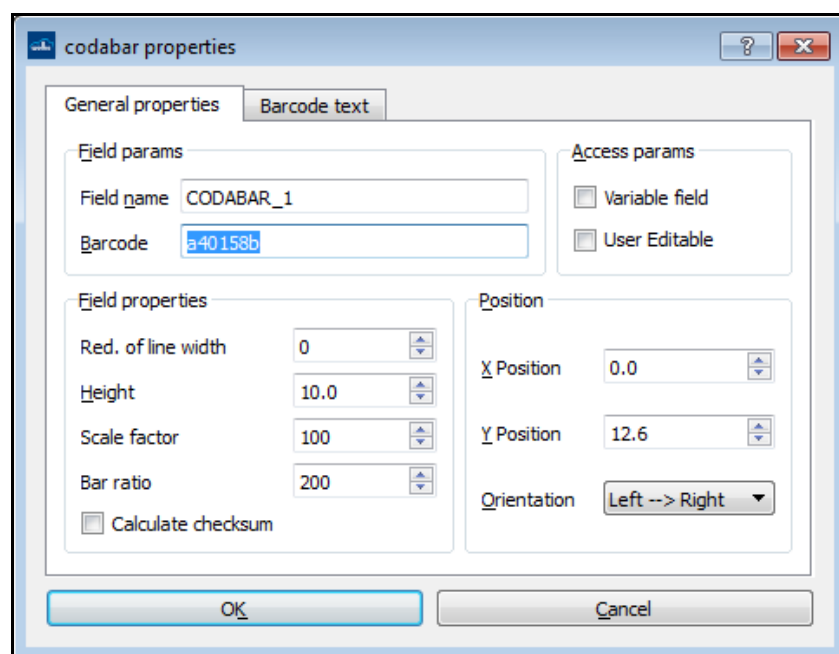


Fig. 6_45: General Properties - Codabar

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.

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.

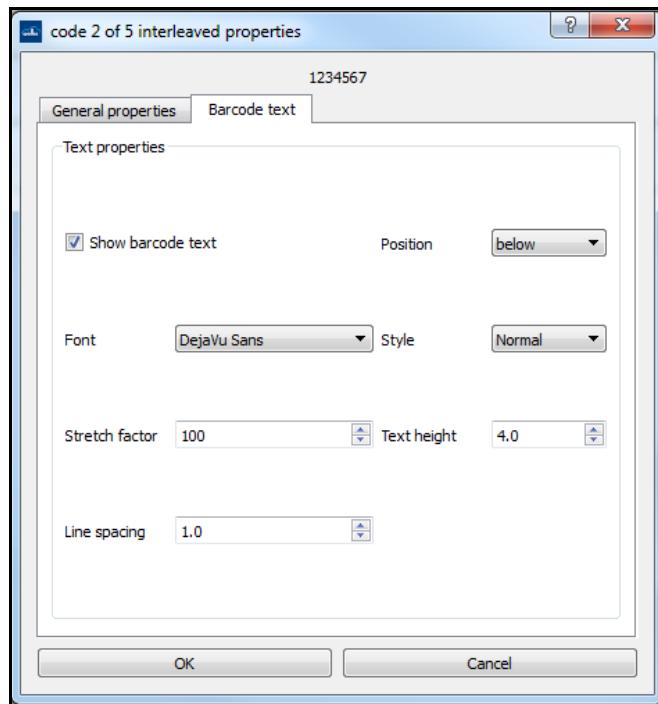


Fig. 6_47: Barcode Text - Code25i

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.

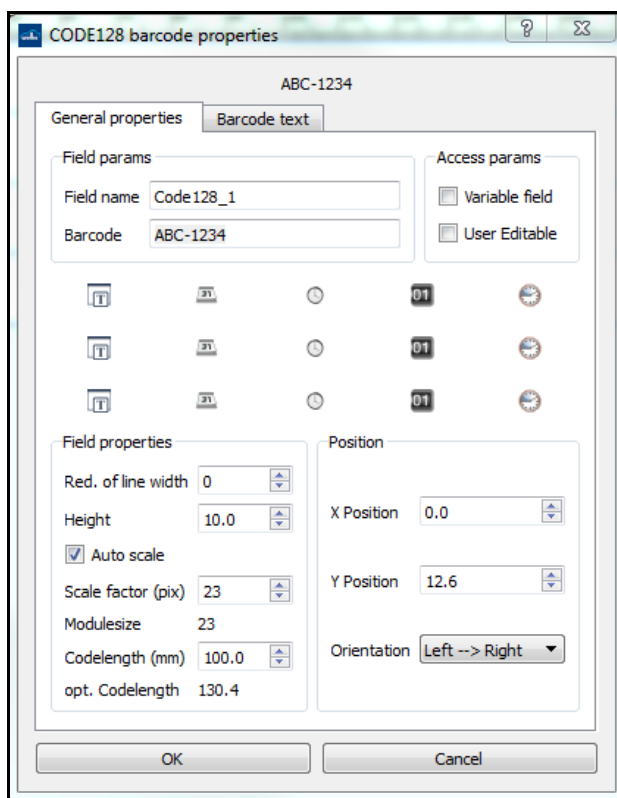


Fig. 6_48: General Properties - Code128

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.

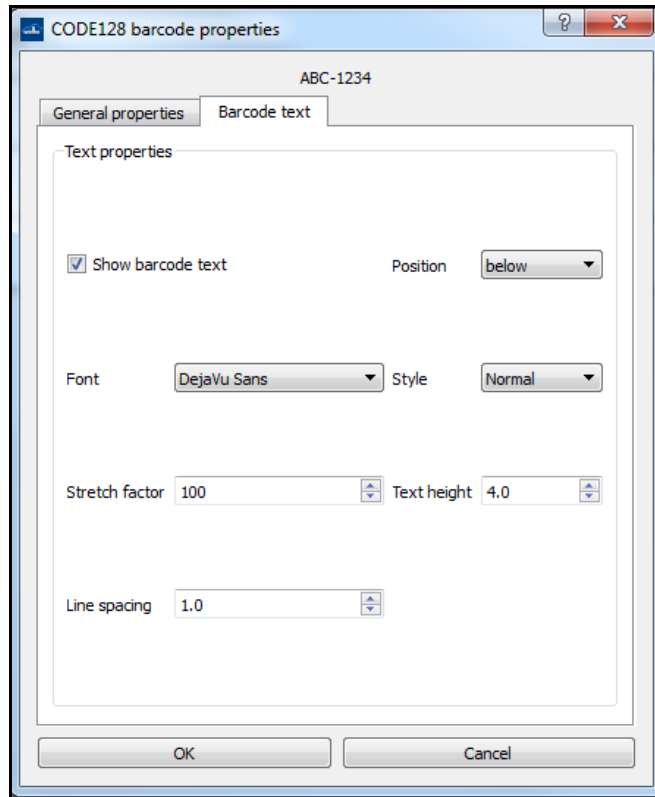


Fig. 6_49: Barcode Text - Code128

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.

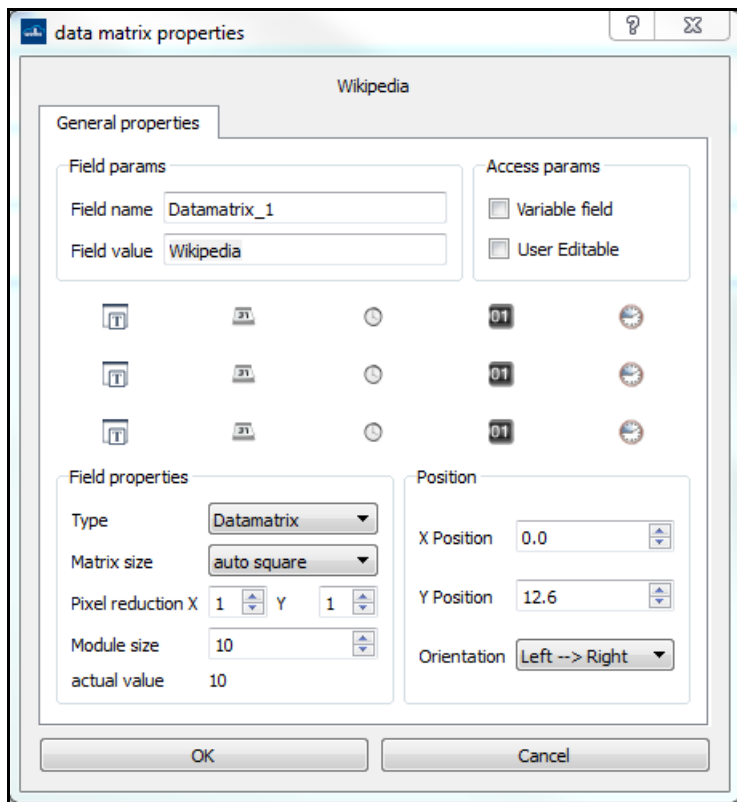


Fig. 6_50: General Properties - Datamatrix

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.

The screenshot shows the 'GS1 DATABAR barcode properties' dialog box. At the top, the barcode value '(01)14987496320139(17)151000(10)AU000625' is displayed. Below this, there are two tabs: 'General properties' (selected) and 'Barcode text'. The 'General properties' tab is divided into several sections: 'Field params' with 'Field name' (Gs1DataBar_1) and 'Barcode' (320139(17)151000(10)AU000625); 'Access params' with checkboxes for 'Variable field' and 'User Editable'; a grid of icons for dynamic fields; 'Field properties' with 'Linear Code' (RSS limited), 'Pixel reduction X' (0), 'Y' (0), 'Module size' (10), and 'actual value' (10); and 'Position' with 'X Position' (0.0), 'Y Position' (12.6), and 'Orientation' (Left --> Right). At the bottom are 'OK' and 'Cancel' buttons.

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.

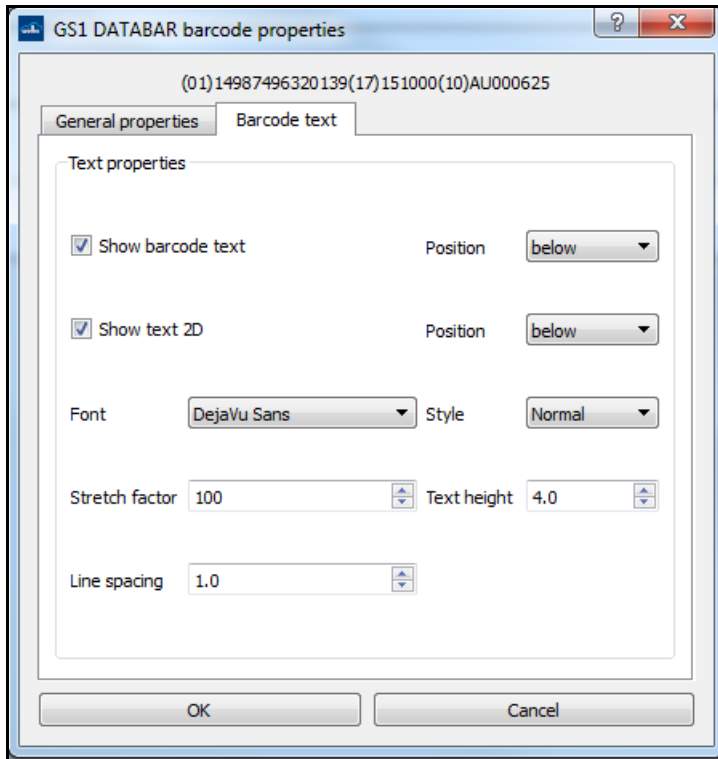


Fig. 6_52: Barcode Text - GS1 Databar

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.

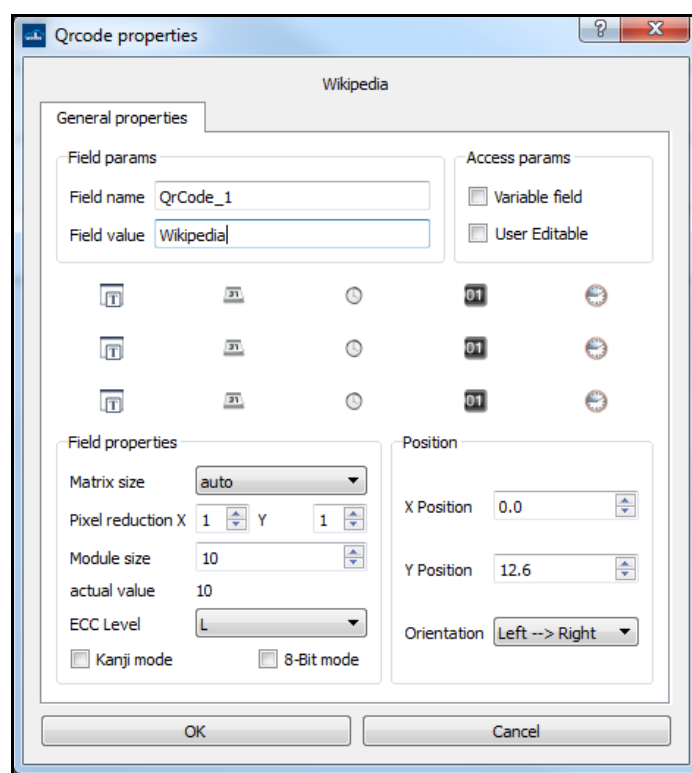


Fig. 6_53: General Properties - QR Code

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.

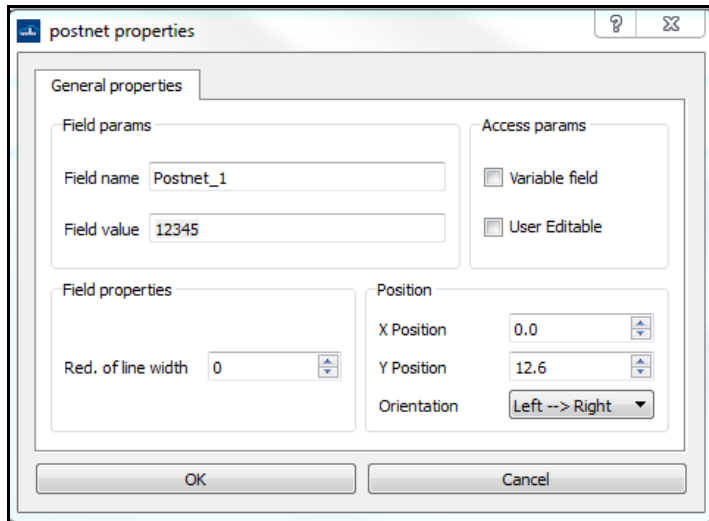


Fig. 6_54: General Properties - Postnet

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.

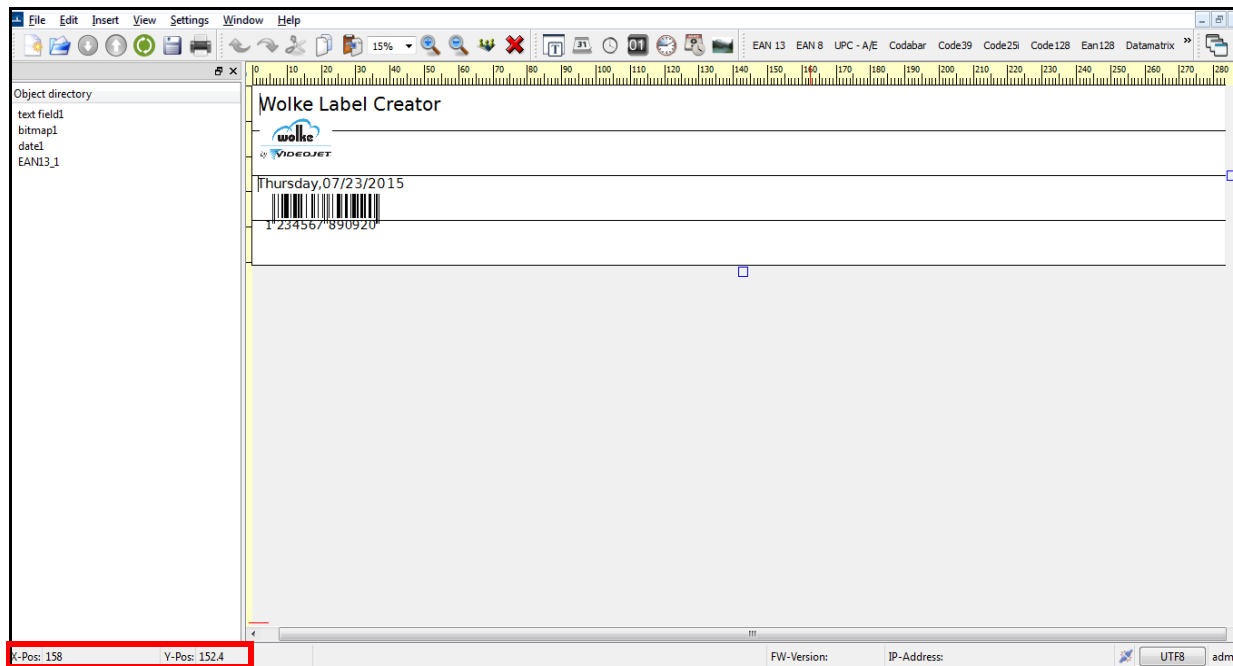


Fig. 6_55: Positioning the Object via the Coordinates

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.

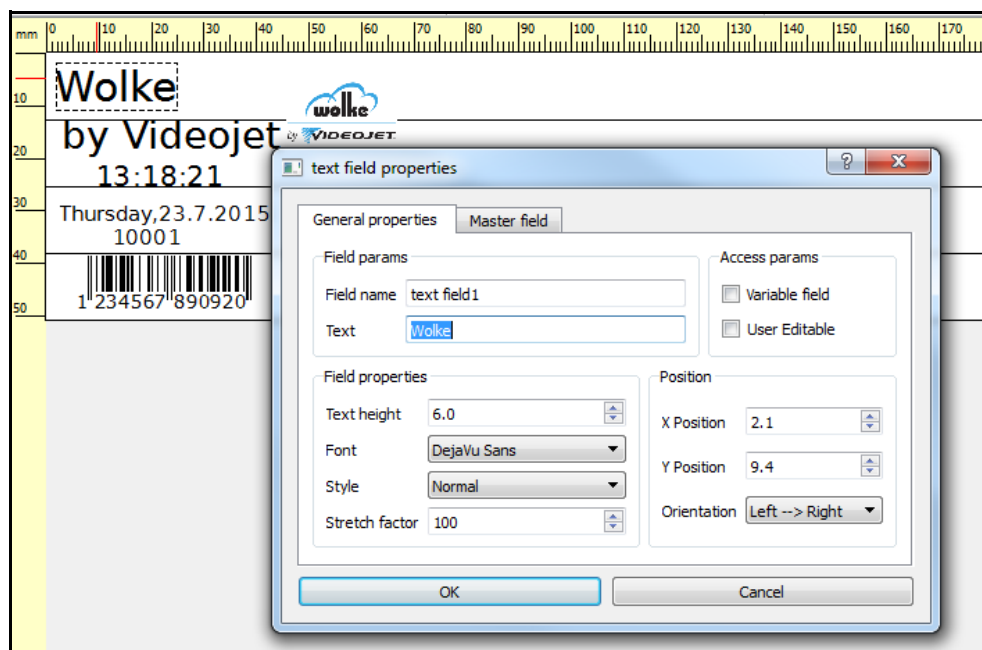


Fig. 6_56: Properties Window

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.

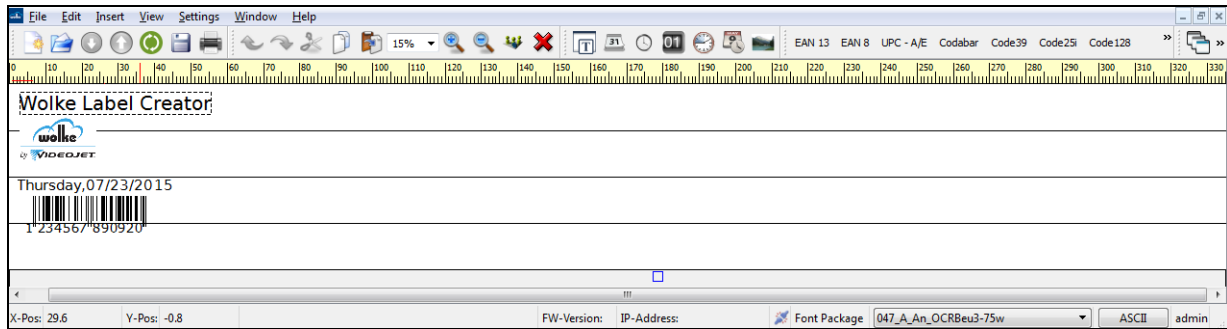


Fig. 6_57: Editor Window

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.

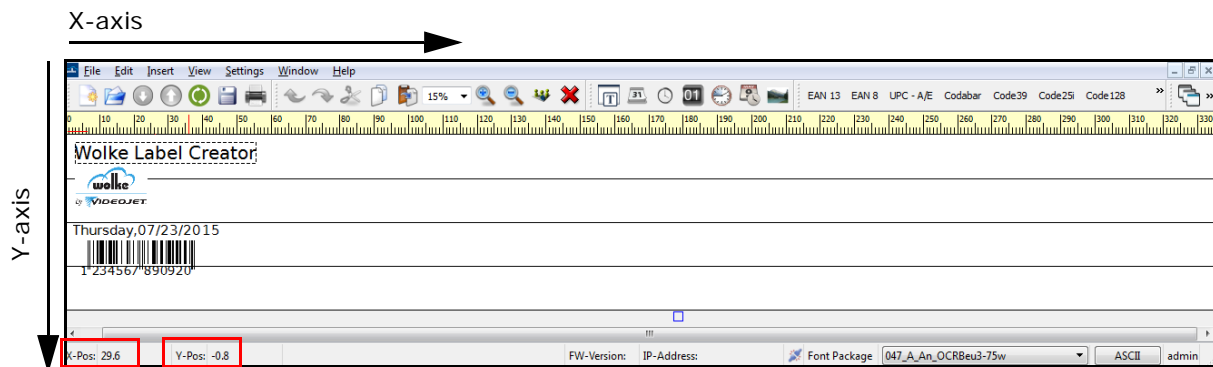


Fig. 6_58: Editor Window - Marking Lines and Cursor Positions

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:

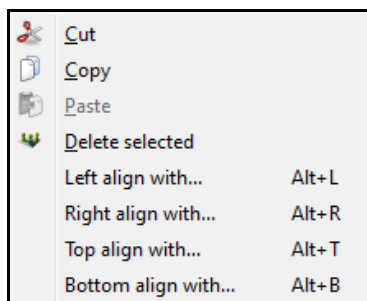


Fig. 6_59: Editor Window - Align Objects

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.

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.

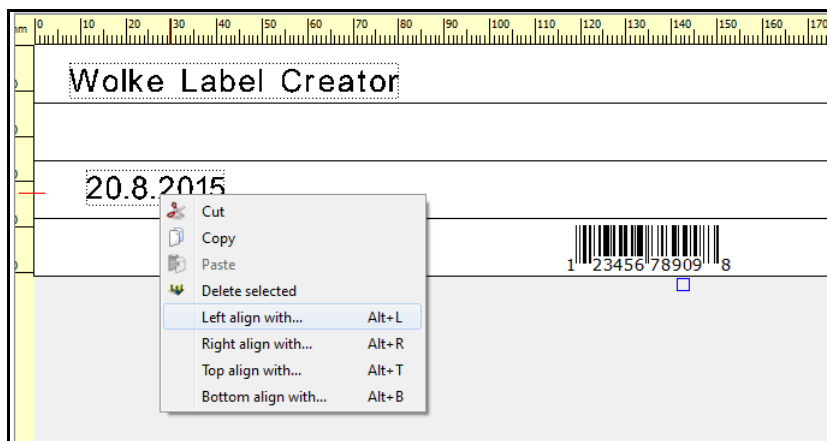


Fig. 6_60: Editor Window - Left Align the Object

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

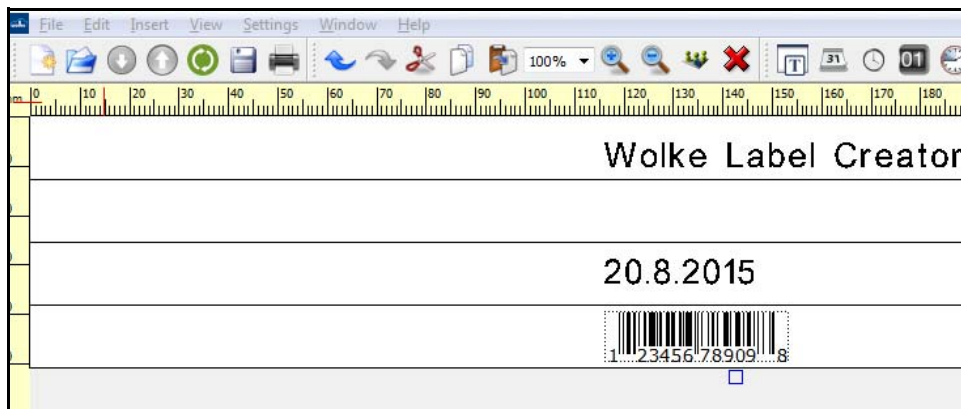


Fig. 6_61: Left Aligned Objects

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
- One barcode
- One bitmap

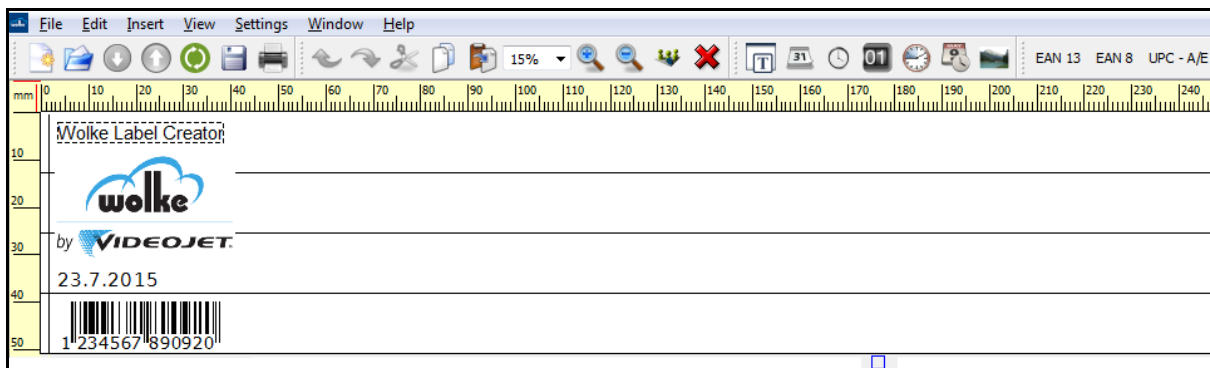


Fig. 7_62: Sample Label - Fields in Object Editor

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).

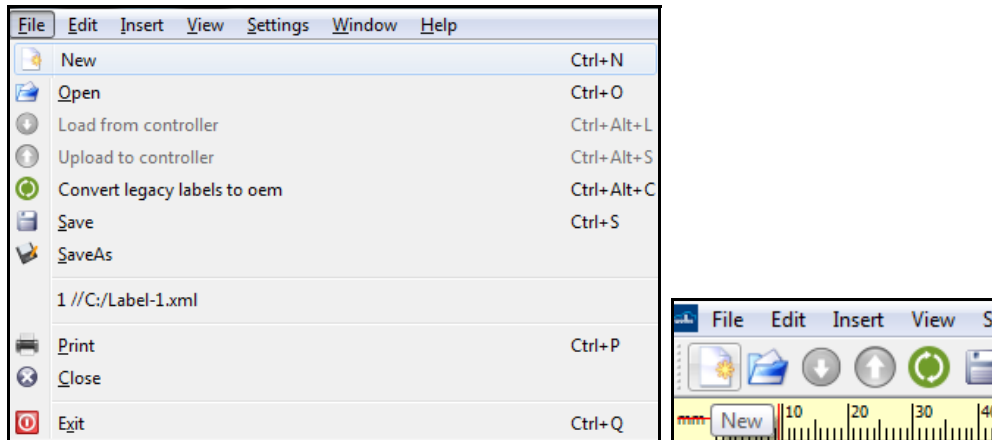


Fig. 7_63: Creating a New Label

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.

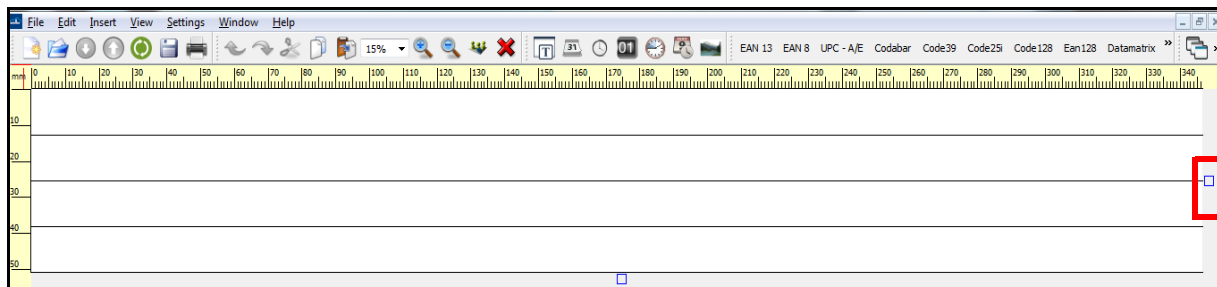


Fig. 7_64: Changing the Label Dimensions Manually



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.

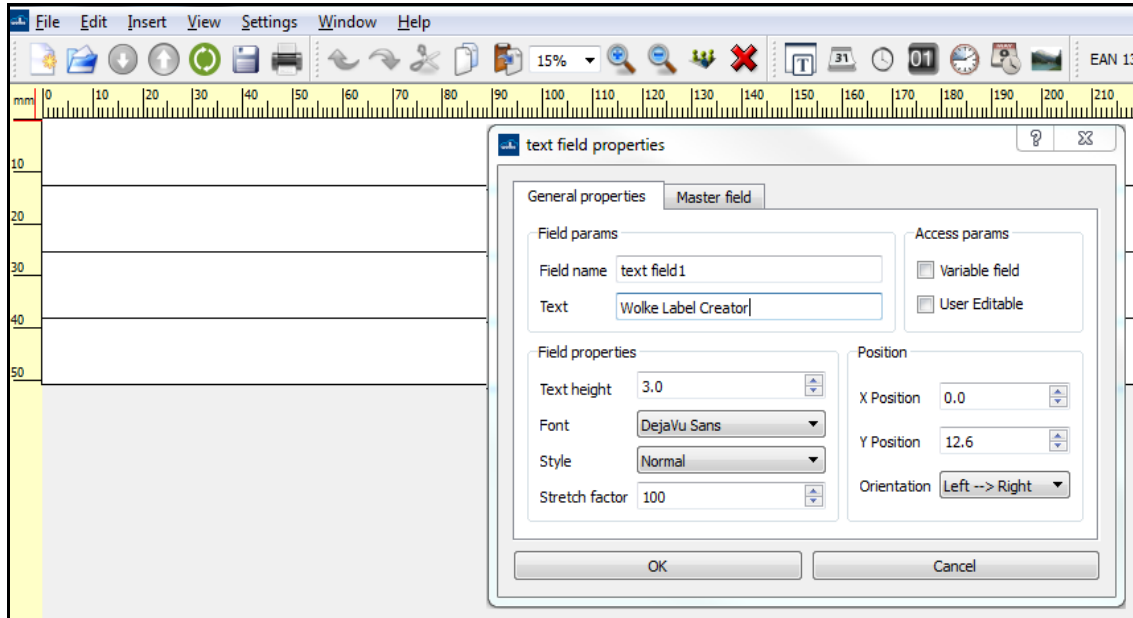


Fig. 7_65: Insert Text Field

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

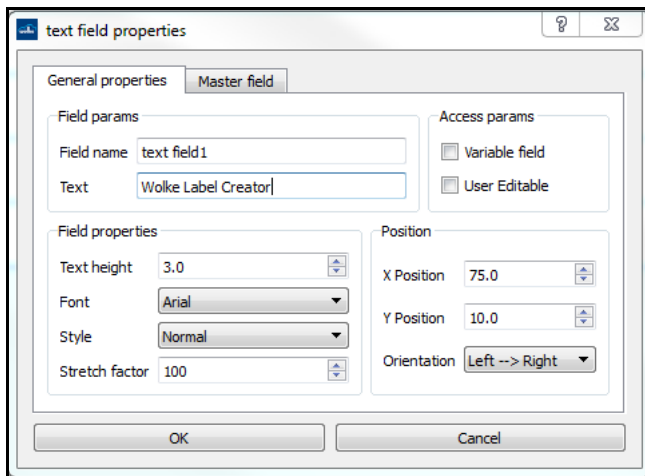


Fig. 7_66: Insert Text Field



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.

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



NOTE

The user can set the position of the objects in two ways:

- By dragging and dropping the field at the required position in the design area.
- Inserting the X, Y coordinates value in the properties window.

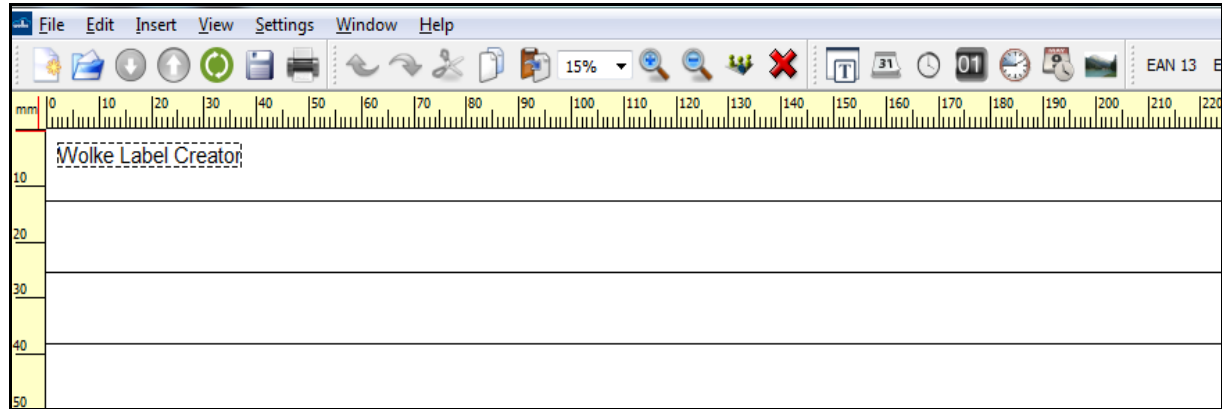


Fig. 7_67: Text Field



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

- Select **Insert > Date**.

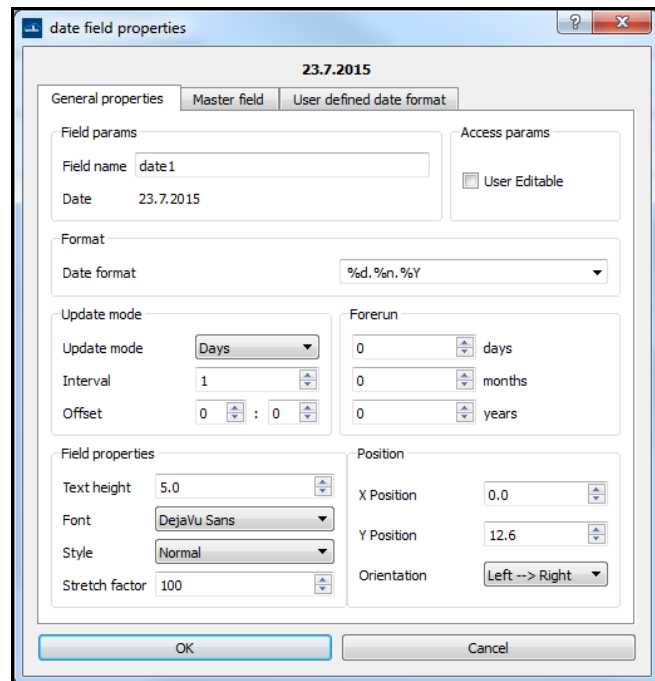


Fig. 7_68: Insert Date Field

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

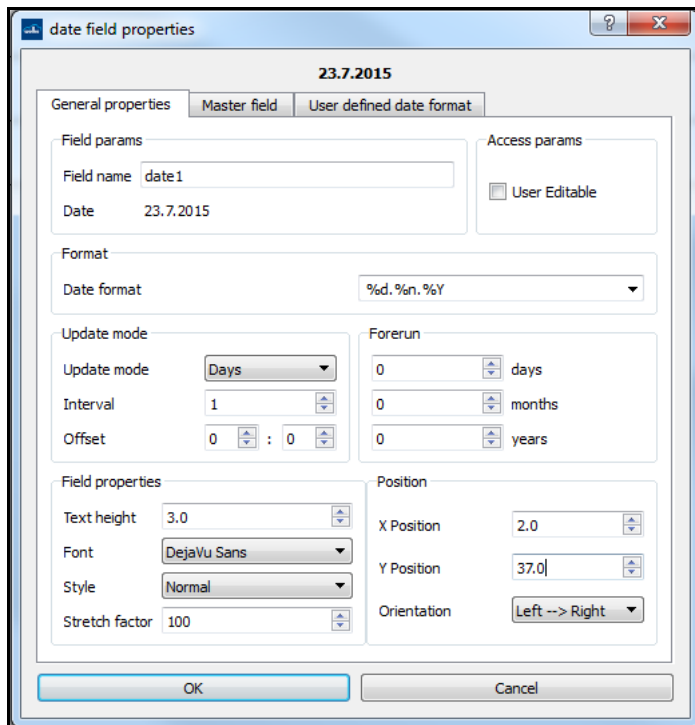


Fig. 7_69: Insert Date Field Parameters



NOTE

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.

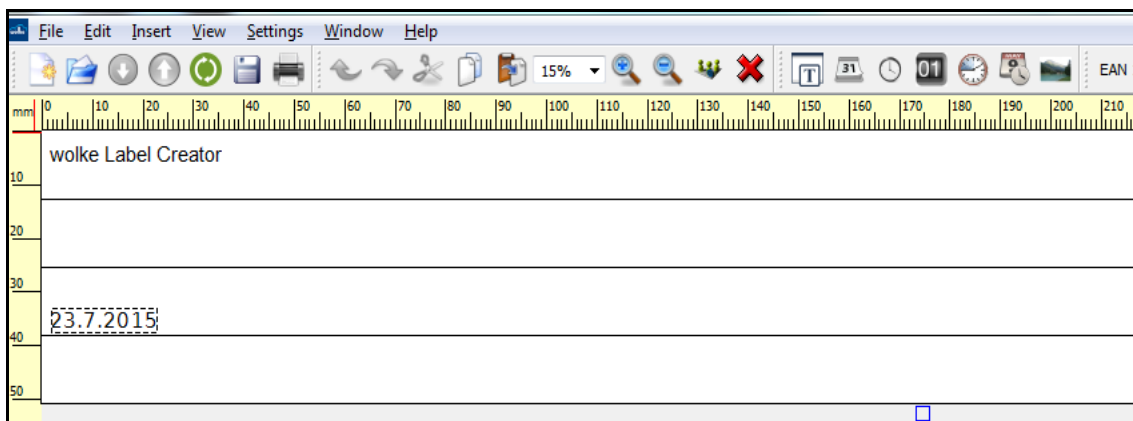


Fig. 7_70: Date Field



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**.

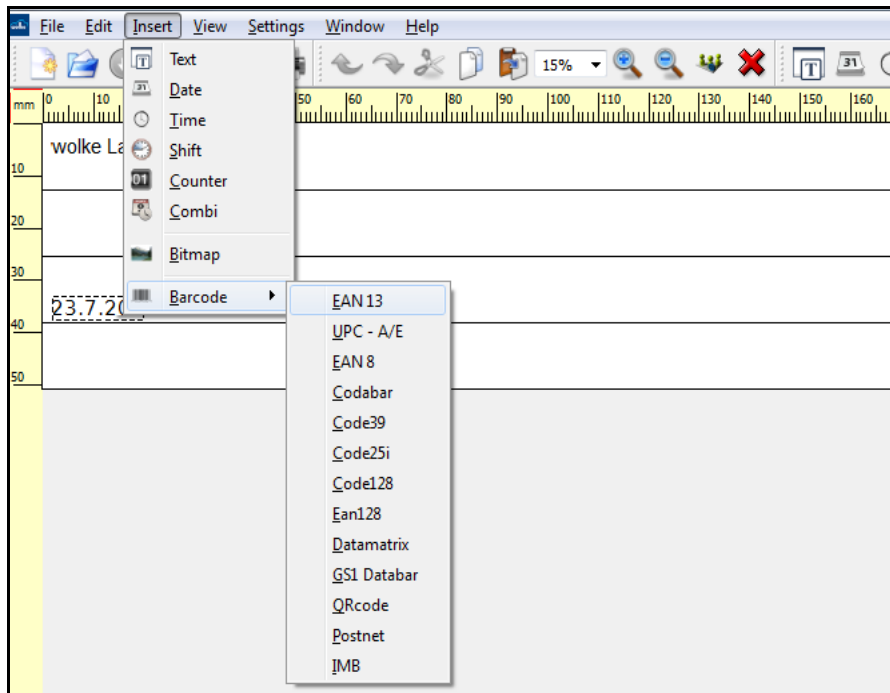


Fig. 7_71: Insert Barcode Object

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

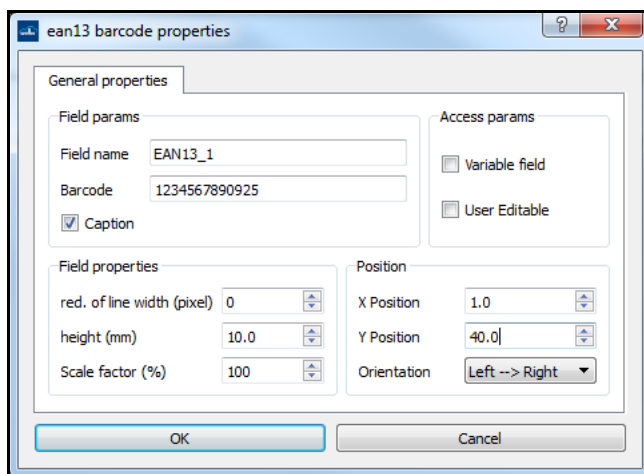


Fig. 7_72: Insert Barcode Object

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

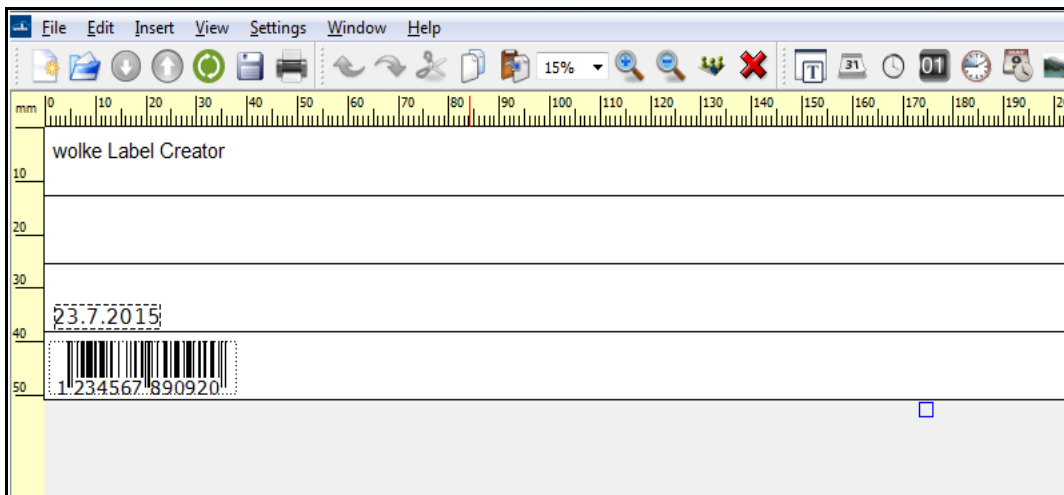


Fig. 7_73: Barcode Object



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**.

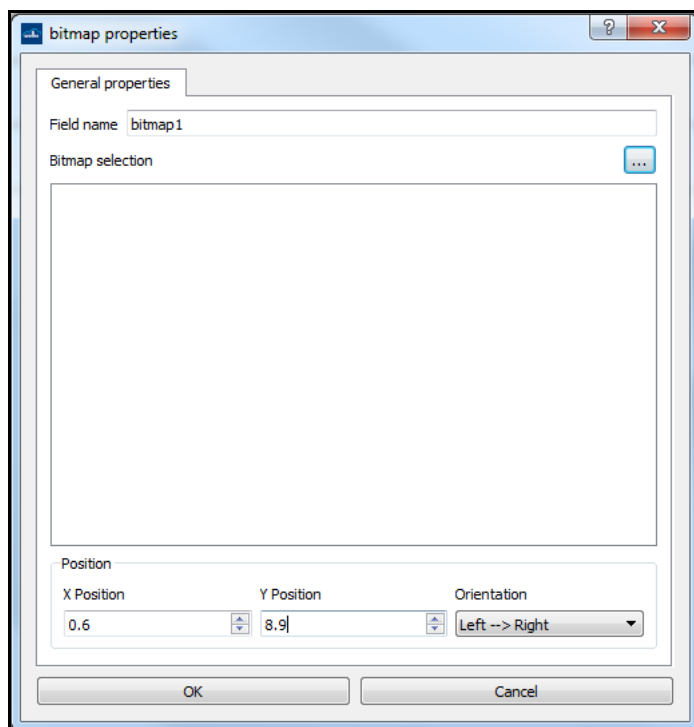


Fig. 7_74: Bitmap Object

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.

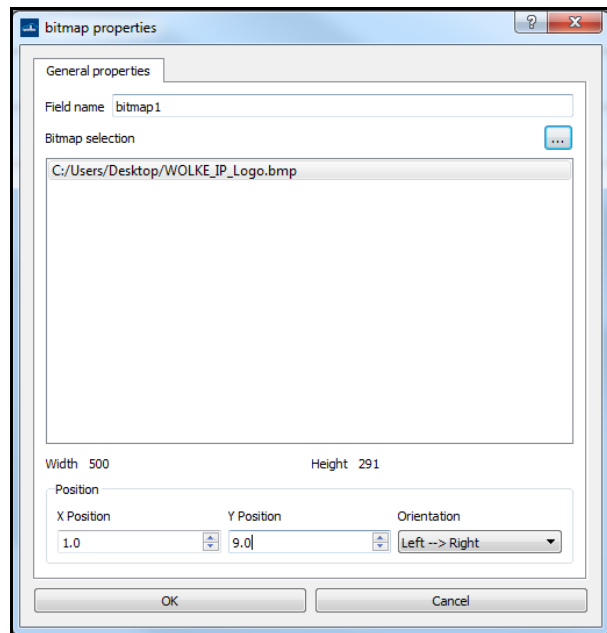


Fig. 7_75: Bitmap Object

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

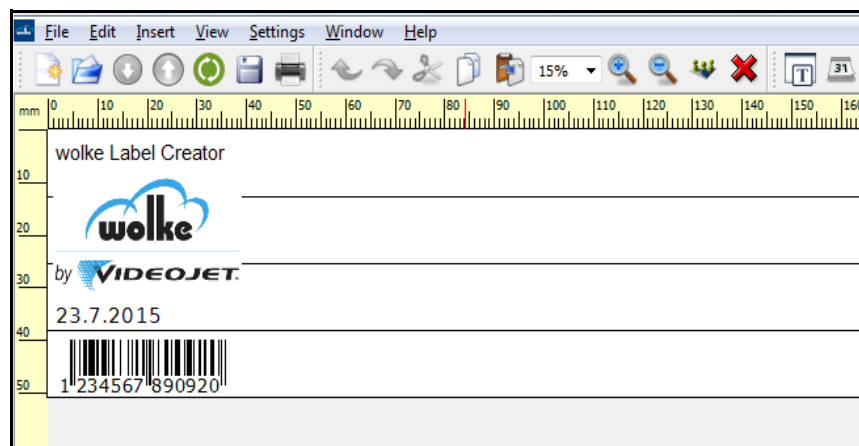


Fig. 7_76: Bitmap Object



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.

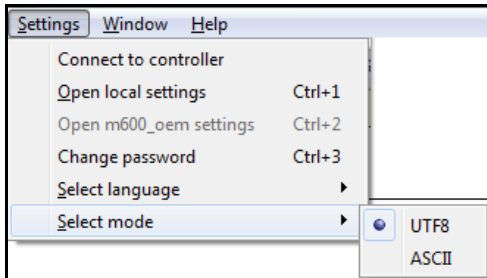


Fig. 7_77: Select Mode



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

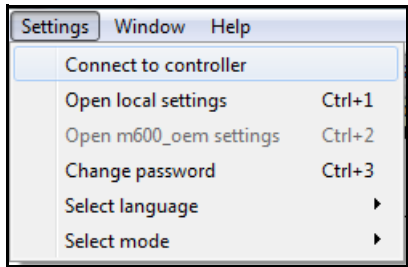


Fig. 8_78: Settings – Controller Connection

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.

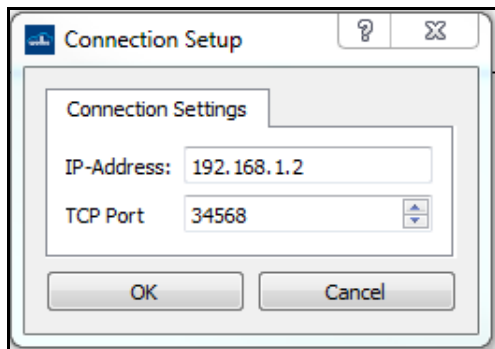


Fig. 8_79: Connection m600-PC via TCP/IP



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

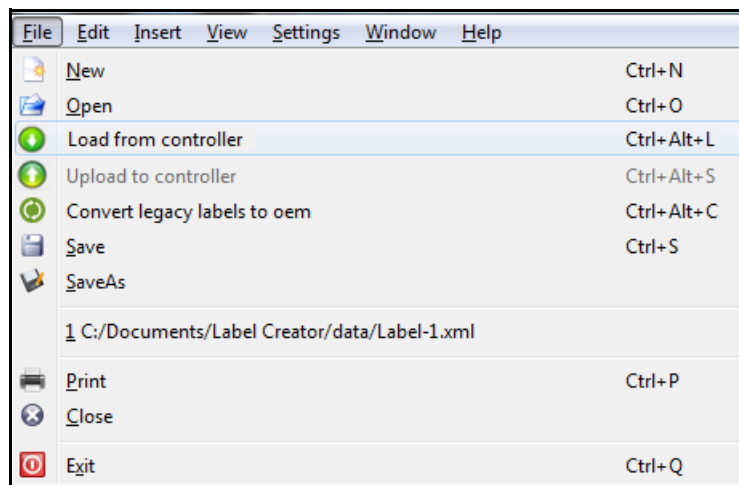


Fig. 8_80: Loading from Controller

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.

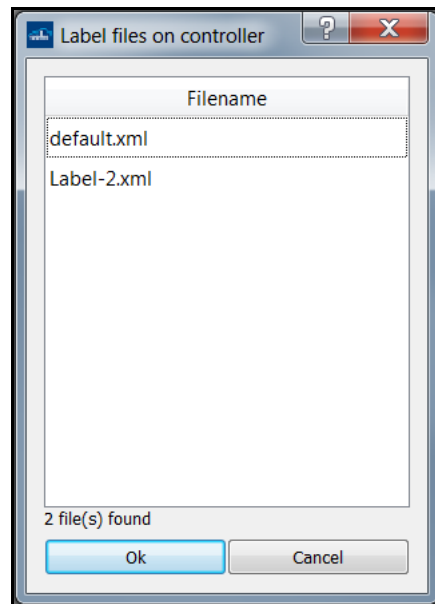


Fig. 8_81: m600 Communication Window

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

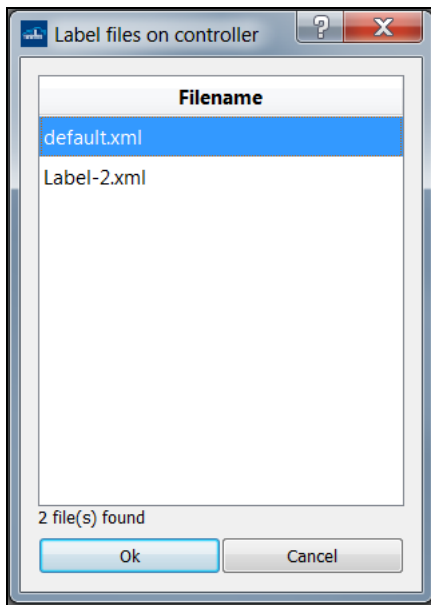


Fig. 8_82: Communication Window

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

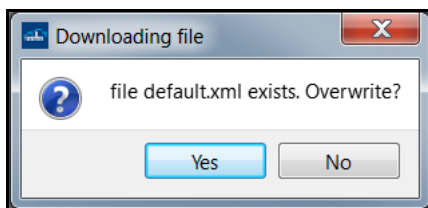


Fig. 8_83: Replace File



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

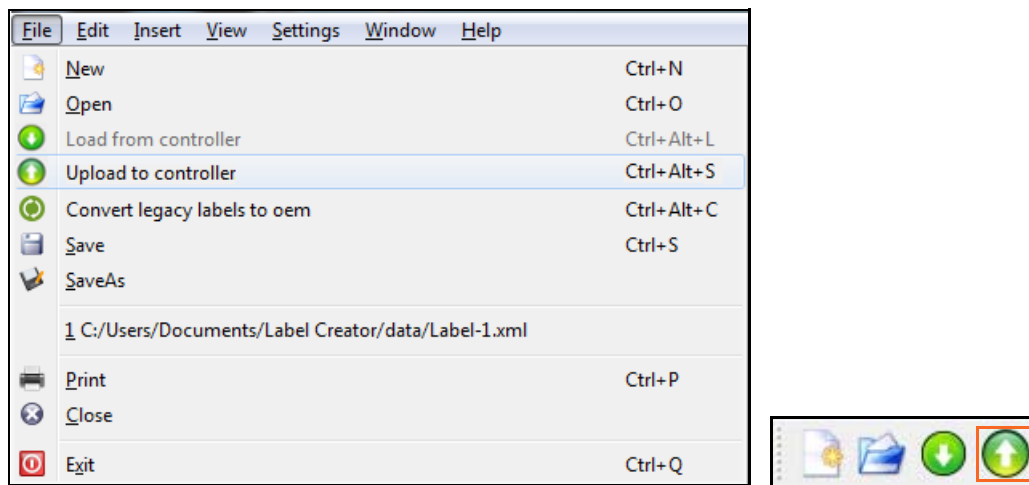


Fig. 8_84: Saving to Controller

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:

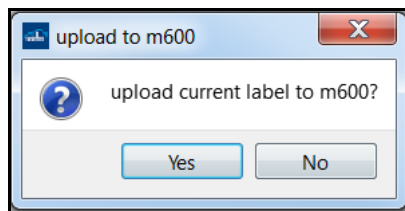


Fig. 8_85: Loading to m600



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.

Fig. 8_86: m600 OEM Settings - System Settings

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

Menu	Menu Item	Value (Default Settings)
System settings		
	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.

Print head	Sensor	Sensor distance (mm)	Rev sensor	Rev sensor distance (mm)	Position	Mirroring	Print direction	Ink type	Temp register
1	PZ1	20.00	PZ1	110.00	headlong	normal	L-R	5	on
2	PZ1	50.00	PZ1	80.00	headlong	normal	L-R	5	on
3	PZ1	80.00	PZ1	50.00	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

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

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

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

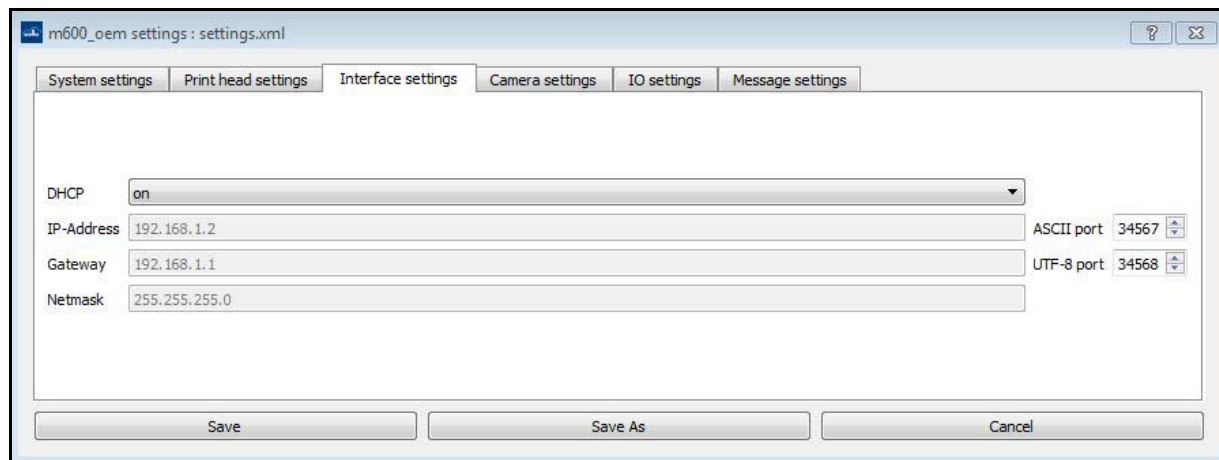


Fig. 8_88: m600 OEM Settings - Interface Settings

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

Menu	Menu Item	Value (Default Settings)
Interface settings		
	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

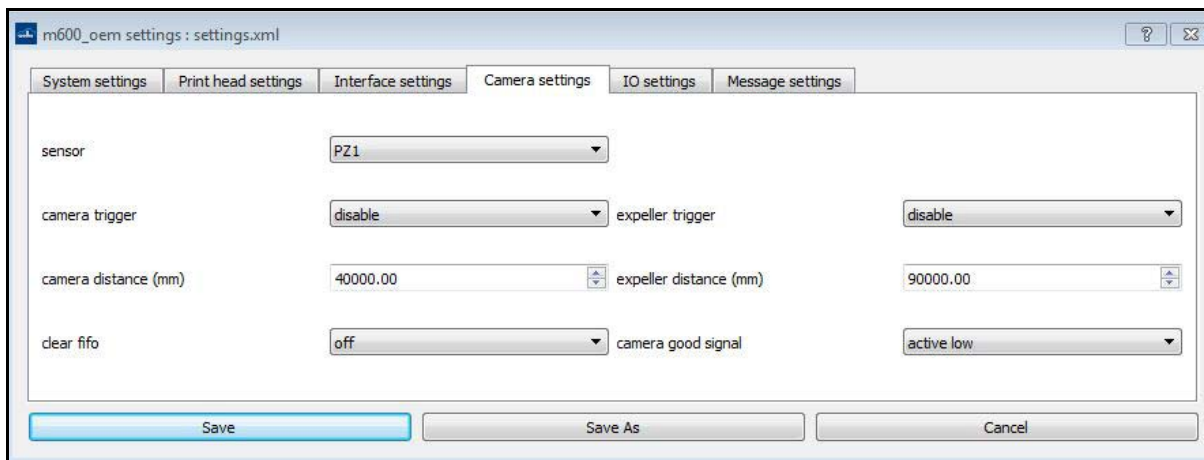


Fig. 8_89: m600 OEM Settings - Camera Settings

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

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

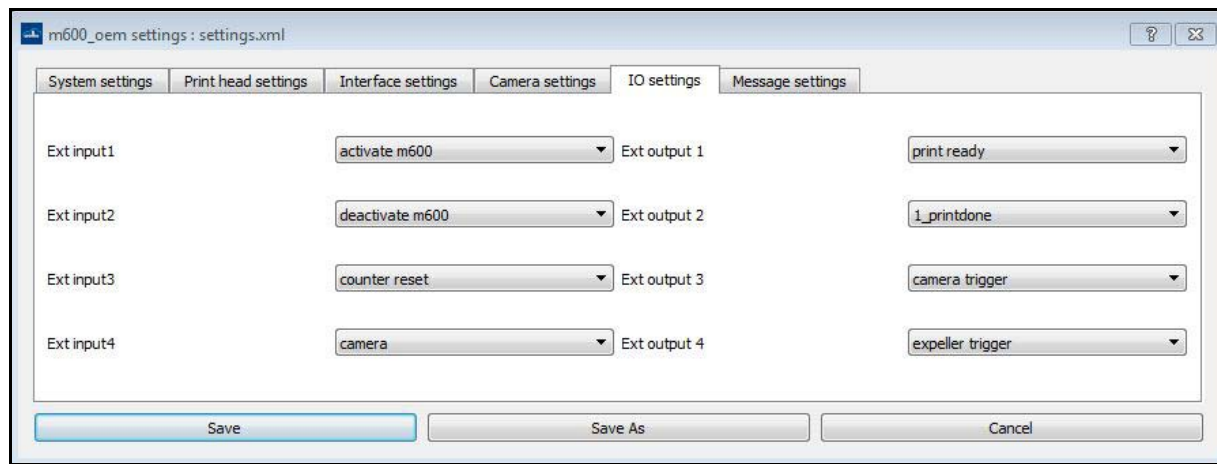


Fig. 8_90: m600 OEM Settings - IO Settings

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

Menu	Menu Item	Value (Default Settings)
IO settings		
	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

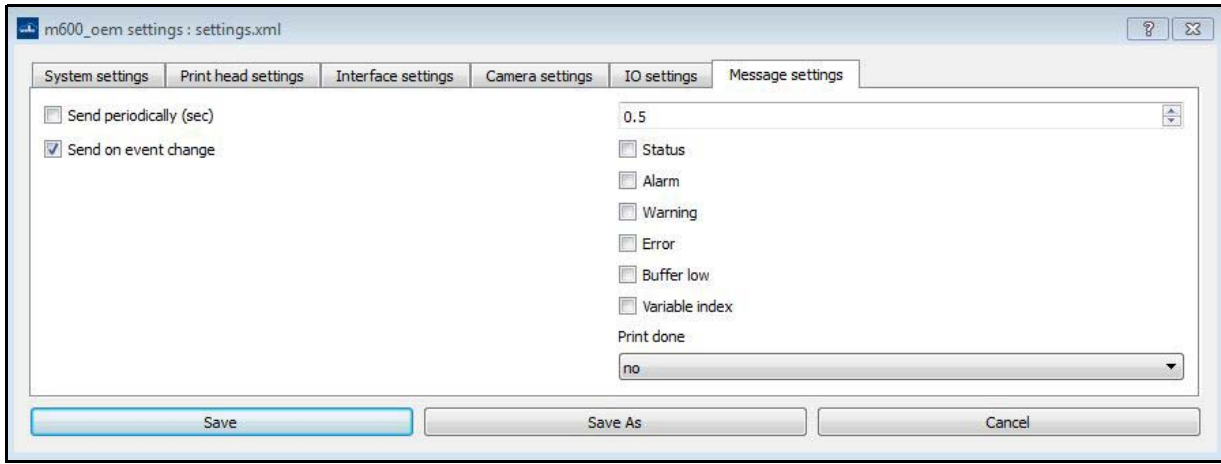


Fig. 8_91: m600 OEM Settings - Message Settings

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

Menu	Menu Item	Value (Default Settings)
Message settings		
	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