THE
LABEL EDITOR

ETIK

for Windows

meant for *italora* printers

release 3.0

CONTENTS

Etik overview

Etik is a powerful, easy to use Label Editor driving *italora* labels printers.
Labels printers require a particular programming work to produce their output; Etik frees you from this time consuming operation and lets you focus your attention on label design using its Windows based true WYSIWYG (What you see is what you get !) user interface.

By Etik you can :

- Edit every printer fields such as Texts, Barcodes, Lines, Boxes, filled Areas, Counters and variable fields.
- Edit images and logos importing them into Etik from BMP files with reducing or enlarging capabilities.
- Edit graphic texts in multiline mode using TrueType fonts.
- Move, align, resize, and centre one or many objects at a time with powerful procedures.
- Set a text or barcode object with system (P.C.) time or date.
- Set a text or barcode object with printer internal (R.T.C.) time or date.
- Control every printer parameters.
- Edit many labels at a time.
- Open multiple views of the same label.
- Print one label in multiple copies (till 999,999).
- Print multiple labels in multiple copies.
- Print labels with variable data read from DataBase output files.
- Print labels with variable data coming from serial port.
- Print labels with variable data made as a concatenation of many fixed or variable data (coming from keyboard or serial port and so on).
- Cut, copy, paste objects among opened documents (labels).
- Download label layouts or logos and fixed texts in printer.
- Drive Keypad handheld keyboard.

Manual conventions

This manual adopts following conventions:

Example	Description
Printer Setup	Standard bold font points out menu items.
Ctrl-Left	Standard italic font inside text points out function keys.
	Section beginning concerning a procedure, its button and function key.
Barcode ▦ (*Ctrl-3*)	You can run a procedure by the menu, by its button or by its function key.
Rᴜɴ	Standard bold small capitals font points out Windows commands.

System requirements

PC-486, 4M Byte system memory.
Colour monitor.
Mouse.
Windows 3.1.

italora printer, Smart / Witty 630,830,1230 or AH / BH 53,106,870 with firmware release C3.3 / D3.3 / X3.3 / Z3.3 o higher.

Tutorial

In Tutorial chapter of this manual you will be driven to draw a label in a step-by-step way so you can get a global view of Etik objects and tools.

Installing Etik

First of all you have to install Etik on your harddisk.
Run WINDOWS and, from Program Manager, select **FILE RUN**. Insert Etik floppy disk in drive A: and **BROWSE** on the unit in which you insert the disk. In the files list will appear some EXE file names, select SETUP.EXE and click on [OK]. Click again on [OK] when **Run** window will appear. At this point setup stage will start.

First of all it will be requested a directory name in which to install Etik, default directory is C:\Etik; after directory selection click on [Continue].

Now it will be asked if you want to install some label sample files. If you do not want the installation of sample files disable this item, then click on [Continue].

Setup program will go on creating a new group of programs named GKVisual in which you can see an icon. It's Etik icon.

Take out Etik floppy disk an put it in a safe place. It is a good idea to make a second copy of Etik source disk.

Hardware protection key

Etik has an hardware key for protection from unauthorised copy.
Without this hardkey Etik does not work, so you have to install the hardkey on the *parallel port* of the computer and leave it in place while Etik is working.
Install the hardware key with the computer turned off.

If you already have a connector plugged in the parallel port or if you have a Centronics italora printer you must put the hardkey between the computer and the Centronics connector.

Printer setup

The first action you have to take after installing and running Etik is **Printer Setup**.
Select **File** item from the menu, then **Printer Setup** item. A window will appear. In this window select those items conforming to your printer model and to the communication port, serial (COMx) or parallel (LPTx), which the printer is connected to.
If you don't remember which is the right printer model look at the tag on the rear panel of the printer.
If you have some further problems please refer to your dealer.

If you have a serial printer remember that serial port parameters are to be set according to the printer (see printer user manual).
We suggest the following settings, so you can also use ASCII characters above 127.

- Baud   =   9600
- Parity   =   None
- Data bits   =   8
- Stop bits   =   1

Printer Setup

Printer Model
- ○ Witty 216
- ○ Witty 218
- ○ Witty 260
- ○ Witty 280
- ○ Witty 630
   AH/BH 53 1.6
- ○ Witty 830
   AH/BH 53 1.752
- ○ Witty 1230
- ○ Smart 260
- ● Smart 280
- ○ Smart 630
   AH 106 1.6
- ○ Smart 830
   AH 106 1.8
   AH 870

Y Offset adjust
Value (dots): -96
Test...

Internal Real Time Clock
Set time & date
- ○ 0-23 format
- ● 0-11 Am/Pm format

Printing Port :
FILE
9600
N,8,1

Reset
OK
Cancel

Printer status
Head temperature:
Contrast (%) :
Label sensor :
Label taken sensor :
Fw release:
Status request

- ☐ 'A' layout enabled
- ☐ Endless printing
- ☐ Barcode Filter
- ☐ Special Characters
- ☐ Resend all

In the **Y Offset** adjust value field you can input a value (dots) for the realignment of the label under printing head. In this field there is already a negative suggested value next to the one needed to align printing head to label origin. It is possible that a little variation is requested from printer to printer. Click on **Test...** and look at the printing result. If label origin is exactly aligned under the printing head you might see four lines of variable thickness.

Repeat this step until you get the desired result.

If you have a printer model with RTC (Real Time Clock) device installed you can update its time/date information clicking on **Set time & date** . In this way PC time and date will be downloaded to the printer. You can select 0-11 AM/PM or 0-23 mode too.

If your printer has a serial port you can test sensors status and firmware release. Click on **Status request** and you will get information about:

- Printhead temperature expressed in °C.
- Position of contrast trimmer expressed in %.
- Transparency value of media set under label photosensor.
- Identification value of media under label taken sensor.
- Firmware release.

To check correct sensors value pls. refer to printer programming manual.

End **Printer Setup** stage clicking on **OK** .

Setting label dimensions and other parameters

Let us start now label editing.

Select **Label Settings** items from the menu or press *F11*, it will appear a window in which you have to set various label parameters.

Suppose you want a label 53 mm height and 53 mm width.

Set the following parameters:

Width	=	53
Length	=	53
Offset	=	0
Speed	=	80
Feed	=	0
Backfeed	=	0
Print-End Signal	=	Normal
Resolution	=	Full

Label Settings

Width (mm):	53.
Length (mm):	52.93
Offset (mm):	0.
Layout:	A

Speed (mm/sec):	80
Feed (mm):	0.
Backfeed (mm):	0.
Print-End signal:	Normal

Resolution
- ○ Half
- ● Full

☐ Reduced head energy   Contrast (%) : [0]   ☐ Enabled

☐ Enable Cutter   # Copies before cut: [1]

Printer push button: Standard   Text Alignment: Standard

Record length: 20

Data port: COM1:
9600
N,8,1

☐ Continuous paper
☐ Enable Label Taken Sensor

OK
Cancel

Click on [OK], you will see on the document a red rectangle representing the label on which you may write.

Move the mouse cursor inside this red rectangle and look at the lower-right corner of Etik window, you can see four values. The first two values are co-ordinates values in millimetres of the point in which you stop the mouse cursor. The third and fourth value are width and height of drawn objects.

Editing a text (printer font)

Texts written with printer fonts allow a faster label printing because they reduce the quantity of data downloaded to the printer instead of texts written with TrueType fonts. We will deal with TrueType fonts in the next section. You can input texts with printer fonts only one line at a time.

Select **Object Text (Printer)** items from the menu or click on [⬚] toolbar button, then click pointing inside the red rectangle (or the red and blue one) representing the label. A window will appear. In this window you can set all the parameters useful to create the desired text.

Write SAMPLE in Data field and set:

Type = Fixed text
Font = ARIAL
Base expansion = 1
Height expansion = 2
X = 2
Y=0.
Default Orientation (horizontal not rotated one)

Finally click on **OK**.

The text you have edited will be displayed, starting from co-ordinate 2,0 (text string upper-left corner), such as it will be printed.

There are further options at your disposal in text window, we will deal later on with them in detail to learn their meaning and their use.

Editing a text (TrueType font)

Texts written with Windows TrueType fonts allow to get high quality labels to the detriment of data downloading time with regard to the label area taken by text itself. Downloading time is longer with regard to printer fonts text because Etik must transfer TrueType text as a graphic image to the printer.

This increased delay time does not lies on copies following the first one if you requires more than one copy at print time.

With TrueType fonts there are no more limits to graphic texts composition; the more TrueType fonts you installed in Windows the more you can rouse your fantasy in creating a high quality label.

In fact besides TrueType base fonts (Arial, TimesNewRoman etc.) provided with Windows there are many other types on the market. For instance Greek fonts, Arab fonts, fonts with symbols and predefined logos etc. Furthermore long texts insertion is made easier by a multiline editing box.

Select **Object Text (Windows)** items from the menu or click on [ABC] toolbar button, then click pointing inside the red rectangle (or the red and blue one) representing the label. A window will appear. In this window you can set all the parameters useful to create the desired text.
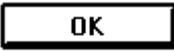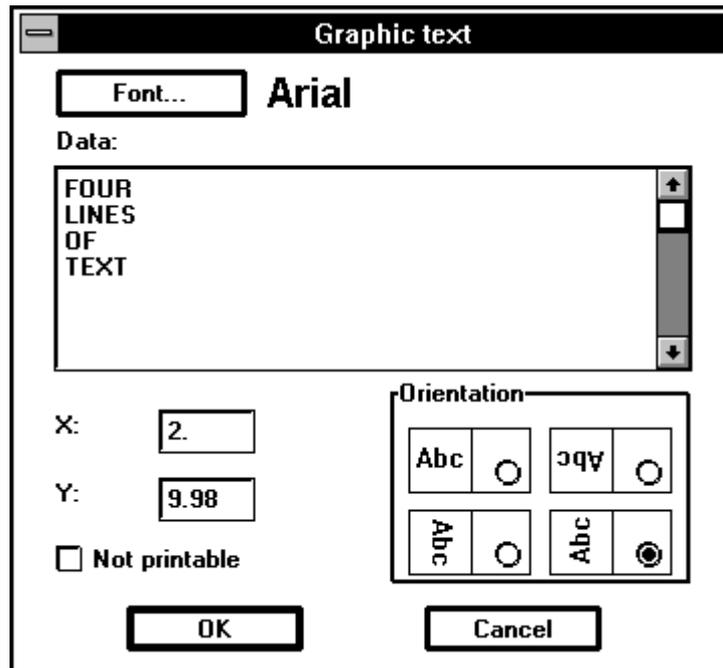
Write following lines in Data field:

FOUR
LINES
OF

G K   **ETIK**

TEXT

then set:

X = 2
Y = 10

Click on [Font...] button, the characters selection window will appear, select Arial bold 20

Click on [OK] button to go back to text window and set Orientation = Vertical not upset (the last one down on the right).

```
┌──────────────────────────────────────────────┐
│ ▬               Graphic text                  │
├──────────────────────────────────────────────┤
│   ┌──────────────┐                            │
│   │    Font...   │   Arial                     │
│   └──────────────┘                            │
│   Data:                                        │
│   ┌──────────────────────────────────────┐ ▲  │
│   │ FOUR                                  │    │
│   │ LINES                                 │    │
│   │ OF                                    │    │
│   │ TEXT                                  │    │
│   │                                       │    │
│   │                                       │    │
│   │                                       │ ▼  │
│   └──────────────────────────────────────┘    │
│                           ┌─Orientation──────┐ │
│   X:   ┌────────┐         │ ┌────┐   ┌────┐  │ │
│        │ 2.     │         │ │Abc │ ○ │ɔq∀ │ ○│ │
│        └────────┘         │ └────┘   └────┘  │ │
│   Y:   ┌────────┐         │ ┌────┐   ┌────┐  │ │
│        │ 9.98   │         │ │Abc │ ○ │Abc │ ◉│ │
│        └────────┘         │ └────┘   └────┘  │ │
│   ☐ Not printable         └──────────────────┘ │
│     ┌──────────┐           ┌──────────┐        │
│     │    OK    │           │  Cancel  │        │
│     └──────────┘           └──────────┘        │
└──────────────────────────────────────────────┘
```

Finally click on [OK].

The text you have edited will be displayed, starting from co-ordinate 2,10 (text string upper-left corner), such as it will be printed.

Editing a Barcode

Select **Object Barcode** items from the menu or click on [barcode icon] toolbar button, then click pointing inside the red rectangle (or the red and blue one) representing the label. A window will appear. In this window you can set all the parameters useful to create the desired barcode.

Write 12345 in Data field.

then set:
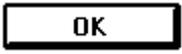
Type = Fixed code
Code = Code 2/5
X = 2
Y = 26
Orientation = horizontal upset (the upper right one)
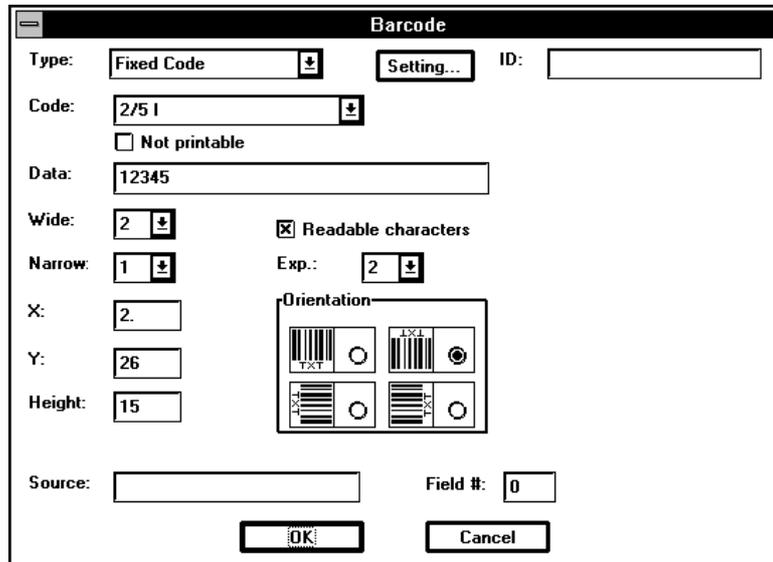
Leave default values to other parameters:

Height = 15

Wide = 2
Narrow = 1
Exp. = 2
Readable Character = Enabled

Finally click on [OK].

The text you have edited will be displayed, starting from co-ordinate 2,26 (barcode upper-left corner),

Editing a Line

Select **Object Line** items from the menu or click on [icon] toolbar button. Moving the mouse cursor inside the red rectangle representing the label you can see a composite icon (arrow + line icon).

Move the mouse cursor to co-ordinate 0,0 (upper-left corner of red rectangle). Click and hold down the mouse key while dragging the cursor to the right. You are tracing a line !!! The line will end in the point which you release the mouse key.

Trace a line 1 mm height looking at status bar values.

Click on [icon] button to enable the selection function, you can see that object editing functions will be disabled.

Move the mouse cursor on the line and click. Around the line you will see a blue rectangle, it is the selection rectangle.

At this point the line is selected.

Double-click on the line to open its parameters window.

Set following values :

X = 0
Y = 7.5
Length = 53
Thickness = 6
Orientation = horizontal (the second one)

Line dialog

- X: 0.
- Y: 7.5
- Length: 53.
- Thickness: 6
- ☐ Not printable
- Orientation
- OK   Cancel

Finally click on **OK**. The line will be modified on the ground of inserted values.

Let us now make more copies of this line, we will use these lines to divide different parts of the label.

Type *CTRL-C* to copy the selected line in the clipboard, then type *CTRL-V* to paste it on the label.

You will get a copy of the line under the original one.

Move now the mouse cursor to the middle of the selected line, it will take a four arrow shape that means you can move the line in the label.

Click and hold down the mouse key, then move the line to divide the previously edited TrueType text and barcode.

Type *CTRL-V* again and leave the obtained line at co-ordinate 0,0.

Click on button to disable the selection function and to enable objects editing function again.

Editing a Box

Select **Object Box** items from the menu or click on toolbar button. Moving the mouse cursor inside the red rectangle representing the label you can see a composite icon (arrow + box icon). Move the mouse cursor to co-ordinate 27,9. Click and hold down the mouse key while dragging the cursor right-down. You are tracing a box !!! The box will end in the point in which you release the mouse key.

Click on button to enable the selection function, you can see that object editing functions will be disabled.

Move the mouse cursor on the box and click. Around the box you will see a blue rectangle, it is the selection rectangle.

At this point the box is selected.

Double-click on the box to open its parameters window.

Box dialog

- X: 27.
- Y: 9
- Width: 21
- Height: 12
- Thickness: 16
- ☐ Not printable
- OK   Cancel

Set following values :

X = 27
Y = 9
Width = 21
Height = 12
Thickness = 16

Finally click on **OK**. The box will be modified on the ground of inserted values.

Click on [icon] button to disable the selection function and to enable objects editing function again.

Editing an Area

Select **Object Fill Area** items from the menu or click on [icon] toolbar button. Moving the mouse cursor inside the red rectangle representing the label you can see a composite icon (arrow + area icon). Move the mouse cursor to co-ordinate 37,8. Click and hold down the mouse key while dragging the cursor right-down. You are tracing an area !!! The area will end in the point in which you release the mouse key.

Click on [icon] button to enable the selection function, you can see that object editing functions will be disabled.
Move the mouse cursor on the area and click. Around the area you will see a blue rectangle, it is the selection rectangle.
At this point the area is selected.
Double-click on the area to open its parameters window.
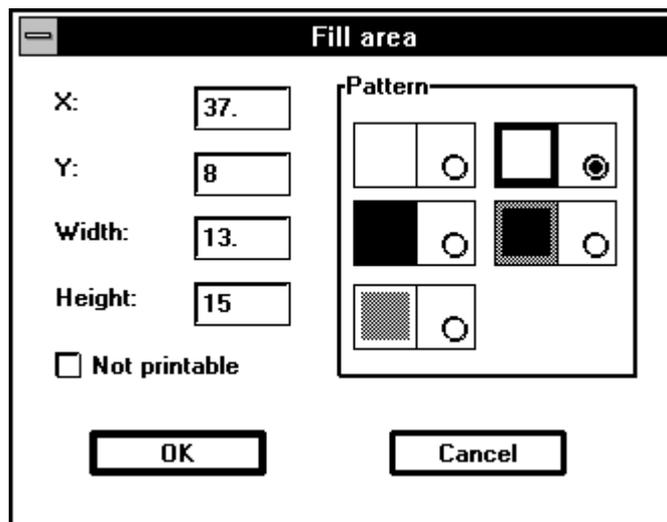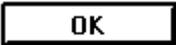
Set following values :

X = 37
Y = 8
Width = 13
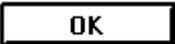Height = 15
Pattern = Inverse (default)

Finally click on [OK]. The area will be modified on the ground of inserted values.
Click on [icon] button to disable the selection function and to enable objects editing function again.

Editing an Image

Select **Object - Image** items from the menu or click on [icon] toolbar button. Moving the mouse cursor inside the red rectangle (or the red and blue one) representing the label you can see a composite icon (arrow + image icon). Click on the label area, the image parameters window will appear.

Click on [Browse...] and select a BMP file, then click on [OK].
Click on [icon] button to enable the selection function and click on loaded image.

BMP Image

File name: Browse...

X	19.84	Original Width	1.67	X % exp.	100
Y	7.67	Original Height	1.67	Y % exp.	100

OK   Cancel

Around the image you will see a blue rectangle. At the corners and in the middle of each side of this rectangle there are some little white squares.

Move the mouse cursor over one of this squares. Click and hold down the mouse key dragging the rectangle. You can resize images with this simple action.

Move now the mouse cursor to the middle of the selected image, it will take a four arrow shape that means you can move the image in the label.

Click and hold down the mouse key, then move the image to the desired place.

Click on [icon] button to disable the selection function and to enable objects editing function again.
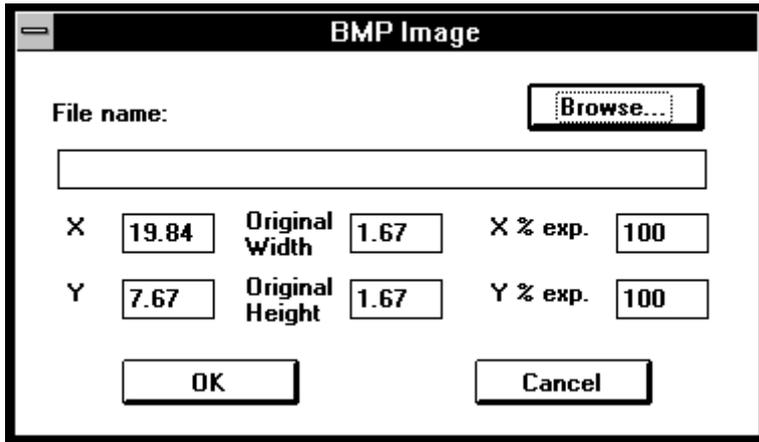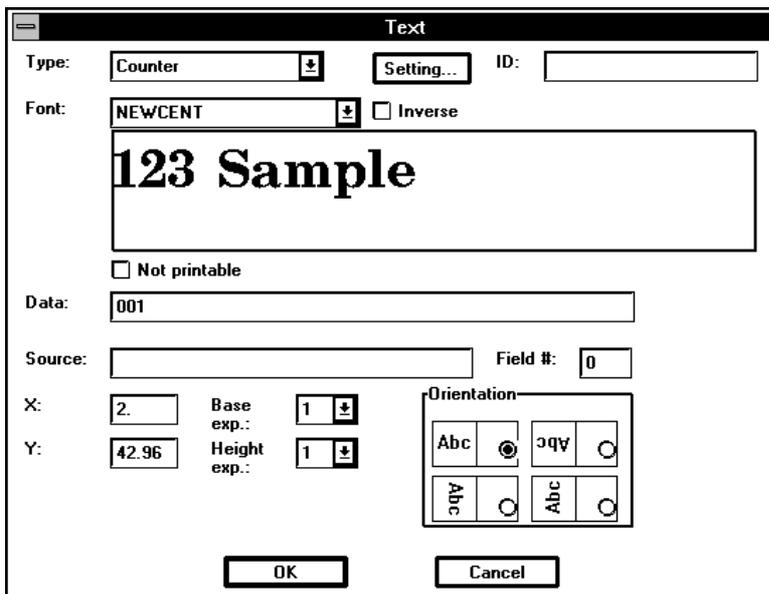
Editing a text Counter

Select **Object - Text** items from the menu or click on [icon] toolbar button, then click pointing inside the red rectangle (or the red and blue one) representing the label. A window will appear. In this window you can set all the parameters of a text.

Set the following parameters :

Font = NEWCENT
X = 2
Y = 43

Text

Type: Counter   Setting... ID:

Font: NEWCENT   ☐ Inverse

123 Sample

☐ Not printable

Data: 001

Source: Field #: 0

X: 2.   Base exp.: 1

Y: 42.96   Height exp.: 1

Orientation

OK   Cancel

Select then Type = Counter, another window will appear. Do not change any value and click [**OK**]

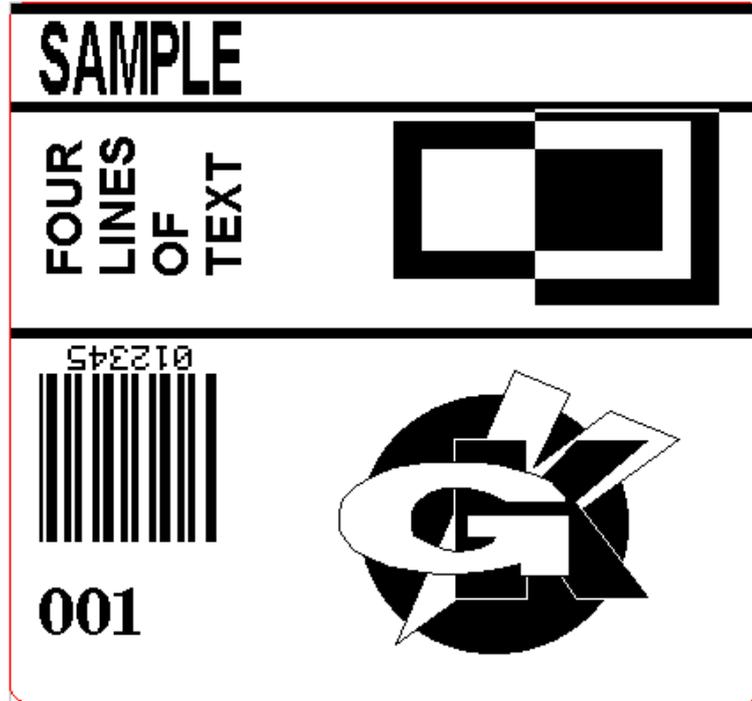Leave default values to other parameters:

Finally click on [**OK**].

The text counter you have edited will be displayed, starting from co-ordinate 2,43 (text counter upper-left corner), such as it will be printed.

Final result

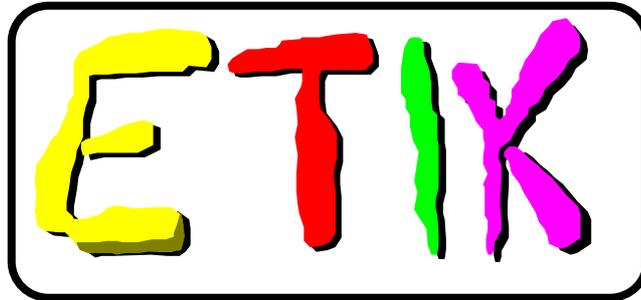If you have exactly followed all previous steps the final result, apart from the logo, will be:

Click on button to print your label.

USER MANUAL

In this user manual all the means of Etik will be explained in detail. To get an immediate global view of Etik, drawing a label, we suggest you to read the TUTORIAL chapter preceding user manual.

Installing Etik

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Run WINDOWS and, from Program Manager, select **FILE RUN**. Insert Etik floppy disk in drive A: and **BROWSE** on the unit in which you insert the disk. In the files list will appear some EXE file names, select SETUP.EXE and click on [OK]. Click again on [OK] when **Run** window will appear. At this point setup stage will start.

First of all it will be requested a directory name in which to install Etik, default directory is C:\Etik; after directory selection click on [Continue].

Now it will be asked if you want to install some label sample files. If you do not want the installation of sample files disable this item, then click on [Continue].

Setup program will go on creating a new group of programs named GKVisual in which you can see an icon. It's Etik icon.

Take out Etik floppy disk an put it in a safe place. It is a good idea to make a second copy of Etik source disk.

Hardware protection key

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Without this hardkey Etik does not work, so you have to install the hardkey on the *parallel port* of the computer and leave it in place while Etik is working.

Install the hardware key with the computer turned off.

If you already have a connector plugged in the parallel port or if you have a Centronics italora printer you must put the hardkey between the computer and the Centronics connector.

Etik setup

italora printers, such as every labels printers, have very particular technical features which satisfy a wide range of users. Therefore various parameters need controlling by the user.

We will see through this manual how Etik controls these parameters.

The maximum printable area is a very important parameter. This area can vary on the ground of printer model and software-selected printer resolution.

Etik controls label sizing through two rectangles. The red rectangle stands for the full label (the physical one) and the blue rectangle stands for the area which you can draw in.

The red rectangle is always external with regard to the blue one and in many cases it covers the blue one completely.

When you open a new label Etik sets by default the values of width and length parameters. These values correspond to the maximum area size values allowed on the ground of the selected printer. Moreover Etik sets the Y Offset parameter equal to 0. You can modify these values with the function **Label Settings** (See **Settings** section of Label chapter).

FILE

New

□ (*Ctrl-N*)

When you run Etik a default label (document) named Etik1 will be opened. You can begin drawing your new label on Etik1 and then save your work with a different name through **Save As** command.
New command allows you to create a new label, you just have to select **File - New** items from the menu or click on the □ toolbar button. A new document (label) will be opened with a name assigned by Etik.

Open

□ (*Ctrl-O*)

Open command allows you to open an existing label, you just have to select **File - Open** items from the menu or click on the □ toolbar button and select the desired file.
The default label files extension is .ETK.
Besides opening existing labels Open command allows you to open ASCII files with .TXT extension whose fields can be linked to existing objects (texts or barcodes).
These files can be produced by database programs and so they can include data useful to fill variable fields. See Database chapter for further details.

Close

Close allows you to close the active label, you just have to select **File - Close** items form the menu and answer to Etik requests. Etik recognises if the label has been changed and waits your OK before exiting.

Save

□ (*Ctrl-S*)

Save command allows you to save the active label, you just have to select **File - Save** items from the menu or click on the □ toolbar button and answer to Etik requests.
If Etik opened the label with a default name (a new label) you will be prompted for a filename when you issue the Save command else, if the label isn't a new one, the Save command will be executed at once.
If you want to save a label with a different filename from the active one (for instance to have two or more different layouts of the same label), you must use **File - Save As** command.

Save As

Save As command allows you to save the active label with a new name, you just have to select **File - Save As** items from the menu and answer to Etik requests.
Notice that, after the execution of the command, the document name is the one just entered. From now on further modifications will be saved with this new name.

Download

Download command is a powerful command that allows you to store in printer memory layouts, logos, variable and fixed texts.

Download acts on all opened labels.

i.e. if we have 3 opened labels with a different number of logos and fixed data (text or barcode) and following configuration:

Layout 1	3 logo	4 fixed data
Layout 2	1 logo	2 fixed data
Layout 3	2 logo	3 fixed data

Running Download Layout 1 will assume index 0,1,2 for logos and 0,1,2,3 for data; Layout 2 will assume index 4 for logos and 4,5 for data; Layout 3 will assume index 5,6 for logos and 6,7,8 for data. Note that, for each layout, indexes are based on indexes of previous one.

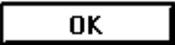You can choose to download entire formats or logos and fixed texts only inside them.
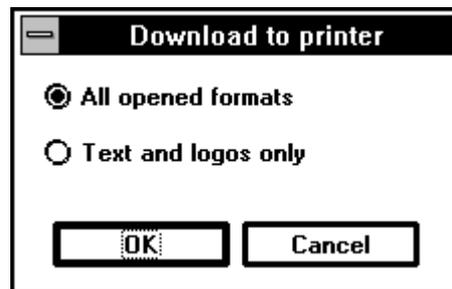
With this feature and Keypad-Internal Memory you can get a low-cost and flexible stand-alone system.

Print

 (*F12*)

To print the active label select **File - Print** items from the menu and set the number of copies you want. Click then on . After the download procedure the labels printing stage will start independently from Etik. You can go on working with Etik while the printer is producing labels.

There is another useful button to run labels printing, it is the button.

This button doesn't repeat data download, it just downloads Label Settings parameters and the number of copies, emulating the physical pressure of the printer push button.

Clicking on this button you can get the last downloaded label that the printer hold in its buffer memory.

If you don't download anything with the button after switching on the printer a click on the button will produce the default test label because the printer buffer memory is empty.

Print All

Print All command allows you to print all opened labels (documents) in many copies at a time; it is possible to run a printing job in SEQUENTIAL or ALTERNATE way.

Select **File - Print All** from the menu, a selection window will appear:
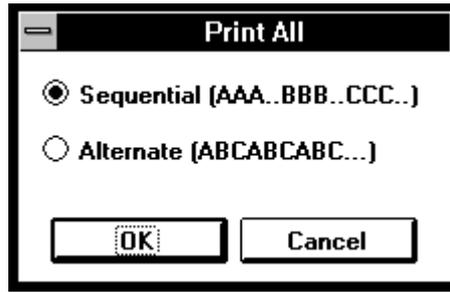
For instance, if you opened three labels named A,B,C and you run **Print All ALTERNATE** command with 5 copies you'll get the following printing sequence: A,B,C,A,B,C,A,B,C,A,B,C, A,B,C.

Your PC will be busy till the emission of the last label because a continuous download procedure is requested in this case.

If you opened three labels named A,B,C and you run **Print All SEQUENTIAL** command with 5 copies you'll get the following printing sequence: A,A,A,A,A, B,B,B,B,B, C,C,C,C,C.

Your PC will be busy to send each label just once.

Printer Setup

The first action you have to take after installing and running Etik is **Printer Setup**.

Select **File** item from the menu, then **Printer Setup** item. A window will appear. In this window select those items conforming to your printer model and to the communication port, serial (COMx) or parallel (LPTx), which the printer is connected to.

If you don't remember which is the right printer model look at the tag on the rear panel of the printer.

If you have some further problems please refer to your dealer.

If you have a serial printer remember that serial port parameters are to be set according to the printer (see printer user manual).

We suggest the following settings, so you can also use ASCII characters above 127.

- Baud   =   9600
- Parity   =   None
- Data bits   =   8
- Stop bits   =   1

The output device can be selected among serial, parallel or FILE devices.

Selecting FILE you can proceed as usual; create the label and run the printing procedure, Etik will prompt to you a file name in which it has to save ASCII programming codes of the printer.
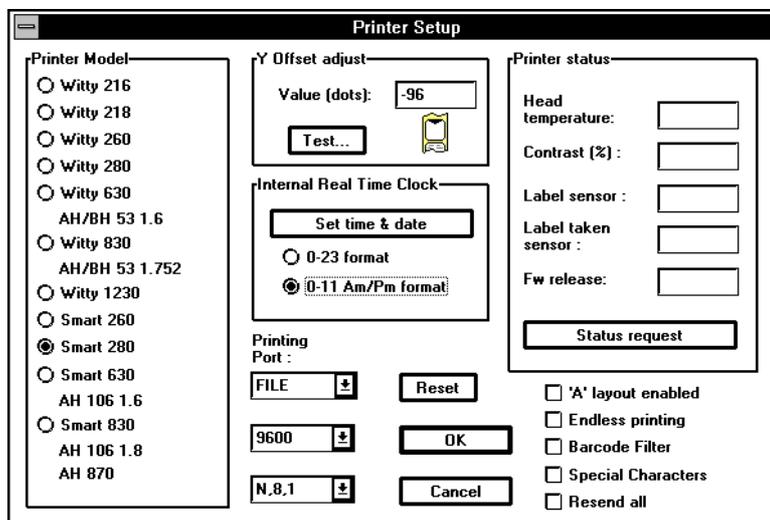
Y Offset and Test.

In the Y Offset adjust value field you can input a value (dots) for the realignment of the label under printing head. In this filed there is already a negative suggested value next to the one needed to align printing head to label origin. It is possible that a little variation is required from printer to printer. Click on **Test...** and look at the printing result. If label origin is exactly aligned under the printing head you might see four lines of variable thickness.

Repeat this step until you get the desired result.

Another important feature is printer's internal RTC (Real Time Clock) driving.
If you a printer model with RTC device installed you can update its time/date information clicking on **Set time & date**. In this way PC time and date will be downloaded to the printer. You can select 0-11 AM/PM or 0-23 mode too.

If your printer has a serial port you can test sensors status and firmware release. Click on **Status request** and you will get information about:
- Printhead temperature expressed in °C.
- Position of contrast trimmer expressed in %.
- Transparency value of media set under label photosensor.
- Identification value of media under label taken sensor.
- Firmware release.

To check correct sensors value pls. refer to printer programming manual.

There are, moreover, some other particular options:

☐ 'A' layout enabled
☐ Endless printing
☐ Barcode Filter
☐ Special Characters
☐ Resend all

☐ **'A' layout enabled** options allows to set up printer so layout A is always enabled at power on.
☐ **Endless printing** options allows to set up printer so it starts printing an infinite batch of labels when powered on (usually this options is useful in combination with Label Taken Sensor).
☐ **Barcode Filter** options allows to set up printer so it can filter not allowed alphanumeric data when printing only numeric barcodes.
☐ **Special Characters** options allows to set up printer so it can accept ASCII 248 character instead of false control characters (see printer programming manual).
If ☐ **Resend all** option is enabled all label fields are resent to the printer per each required copy. Enable this option only if you get an incorrect printout when printing variable data because it slow down printing operations, above all if you drew logos or TrueType texts.

End **Printer Setup** stage clicking on **OK**, all setting are automatically saved

EDIT

Cut

☒ (*Ctrl-X*)

Cut command allows you to remove one or more objects from the label moving them to the Windows clipboard from which it can be called back.
For being able to get a **Cut** step with an object first of all it has to be selected (See **Object - Selection** section in Object chapter).

Select objects to cut and then select **Edit - Cut** items from the menu or click on ☒ toolbar button.

Copy

▣ (*Ctrl-C*)

Copy command allows you to copy one or more objects from the label to the Windows clipboard from which it can be called back. For being able to get a **Copy** step with an object first of all it has to be selected (See **Object - Selection** section in Object chapter).

Select objects to copy and then select **Edit - Copy** items from the menu or click on ▣ toolbar button.
To call back copied objects from clipboard you must do a **Paste** step.

Paste

▣ (*Ctrl-V*)

Paste command allows you to call back one or more objects from Windows clipboard pasting it on the active label.
For being able to get a **Paste** step with an object first of all it must be present into the clipboard. For this purpose see **Cut** and **Copy** commands.

Select **Edit - Paste** items from the menu or click on ▣ toolbar button, in this way objects into the clipboard will be pasted on the label near source objects.

Delete

Delete command allows you to delete many objects at a time without saving them into the clipboard.
For being able to carry out a **Delete** step with one or more objects first of all someone must be selected (See **Object - Selection** section in Object chapter).
Select the objects to delete and then select **Edit - Delete** items from the menu or type *Del*.

OBJECT

Selection

⊞ (*Ctrl-Space*)

With **Object - Selection** function you can select objects already drawn.

There are some operating options :

- Single object selection
- Select All
- One-step selection of many objects
- Step-by-step selection of many objects

Select **Object Selection** items from the menu or click on ⊞ toolbar button to enable selection functions.
When selection functions are enabled objects editing buttons are disabled and some objects aligning, spacing, centring and resizing functions may be enabled on the ground of the active selection.

⬦**Single object selection.**
To get the selection of a single object place the mouse cursor on the object that you have to select and click.
Around the selected object a blue rectangle of a certain thickness will appear and the cursor will take a four-arrow shape when it will pass on the selection. The four-arrow shape stands for the **Move** function.
If you drew more than one object you can shift the selection rectangle from an object to the next using the *TAB* key.

⬦**Moving an object.**
If you click again on the selected object and hold down the left mouse button you can move the object to the desired position.

⬦**Resizing an object.**
When individually selected some objects can be resized with a drag action.
Look at the blue selection rectangle, you can see some little green or white squares at the vertices and in the middle of the rectangle.
A white square means that you can drag the point to resize the rectangle.
Place the mouse cursor on the white square so it take a two-arrow shape (vertical, horizontal or diagonal). Hold down the left mouse button and drag the rectangle to the desired point.
Obviously you can resize objects within their own dialog windows.
To call back a dialog window you must do a double click on the desired object (already selected).
For further information on every object see forward.

⬦**One-step selection of many objects.**
To select many objects with a single step place the mouse cursor in a point where there are no objects, click and hold down the mouse button and trace a rectangle including all the objects you have to select.
When you release the mouse button a blue rectangle will appear around all the objects included and the cursor will take a four-arrow shape when it will pass on the selection. The four-arrow shape stands for the **Move** function.

⬦**Moving many objects.**
To move many objects at a time you have to make a selection and to click on a selected object. Holding down the mouse button you can drag all objects to the desired place.

⬦**Step-by-step selection of many objects.**
To get a step-by-step selection of many objects place the mouse cursor on the object you want to select and click holding down the *shift* key, place then the mouse cursor on the next object and redo the same action.

Repeating two times the *shift*-click action on the same object you can take it back to its original condition, so you can select/deselect the object.

✜**Modifying an object.**
To modify one or more parameters of an object you must select the object and do a double click.
See forward in this chapter to have additional information about parameters of every objects.

✜**Clearing a selection.**
To clear an active selection you just have to click on the label area pointing in a object-free place or to click on ⬚ toolbar button or to select **Object - Selection** items from the menu.

Select All
(*Ctrl-A*)

With **Object - Select All function** you can select all drawn objects in a single step. To deselect them it is enough to click outside them.

Show indexes
🆔 (*Ctrl-D*)

With **Object - Show indexes** you can see indexes of drawn objects so it can be easier to build a correct sequence of fixed or variable fields, counters and so on. To change an object index you must use **Background** and **Foreground** options.

Text (Printer)
(*Ctrl-1*)

In Text (Printer) item all text made objects are grouped, more exactly:

- Fixed text
- Special text
- Variable text
- Counter
- Software counter
- PC clock
- Printer clock
- Expiring date

Texts written with printer fonts allow a faster label printing because they reduce the quantity of data downloaded to the printer instead of texts written with TrueType fonts. We will deal with TrueType fonts in the next section.
You can input texts with printer fonts only one line at a time.

Select **Object - Text (Printer)** items from the menu or click on toolbar button, then click pointing inside the red rectangle (or the red and blue one) representing the label. A window will appear. In this window you can set all the parameters useful to create the desired text.

As you can see there are some parameters to set.

TYPE

TYPE field allows to choose which text object has to be drawn amid:

- Fixed text
- Special text
- Variable text
- Counter
- Software counter
- PC clock
- Printer clock
- Expiring date

Click on Type list and all available items will appear.
Let us see now what has to be set on the ground of selected type.

TYPE - Fixed text

To draw a Fixed text it is enough to write data in the line identified by Text

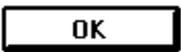## TYPE - Special text

Select Special text, another window will appear.

Available formats are:

- DD-MM-YY
- MM-DD-YY
- YY-MM-DD
- DD-MM-YYYY
- MM-DD-YYYY
- YYYY-MM-DD
- Week-Year
- Day 1..365
- Day
- Month
- hh:mm
- hh:mm AM/PM
- hh:mm:ss
- hh:mm:ss AM/PM

DD=Day, MM=Month, YY=Year, hh=hours, mm=minutes, ss=seconds.

Select the format of special text, then click on .

TYPE - Variable text

Select Variable text, another window will appear; in this window you can select where variable data will come from.

Available sources are:

- Keyboard
- File
- Combi
- Serial port

Keyboard

If you select Keyboard field will be filled at print time using the keyboard.
In "Source" field a control message "from keyboard" will appear so you can check keyboard data input is enabled.
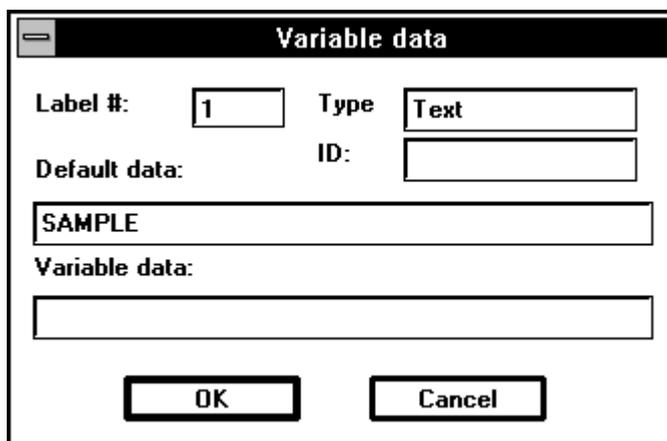You are required to set data in Text field, these data will be default data at print time.

Running the printing procedure you will be prompted with an input window to type in your variable data:

Variable data will be required in background-foreground sequence. The first required field will be the first drawn one or the last background-taken one; the last required field will be the last drawn one or the last foreground-taken one.

Each field will be sent to the printer when you click on [OK].

Label #
This field shows how many labels with different variable fields you have printed.

Type
This field shows the type of the variable field (text or barcode).

Default data
This field shows data typed in when you draw the variable field.

These data are sent to the printer when you click on [OK] without filling the field Variable data.

Variable data
Insert in this field your variable data. Remember that the maximum number of allowed characters is equal to the number of characters showed in Default data field.

To end keyboard input procedure it is enough to click on [Cancel].

File
With File source variable field can be taken out from an ASCII .TXT file. In this section it is enough to fix File format to variable field, real linking to a file must be done with drag-and-drop.(read DATABASE chapter)

Combi
Combi variable fields are a combination of data made by one or more different sources. A Combi field could be made by fixed data, keyboard data, file data, serial port data and so on.
Fields that must be linked need an ID (identifying) name.
Let us suppose 3 fields were drawn with 3 (of course) different ID.

ID   Campo1

ID   Campo2

ID   Campo3

Let us create a Variable text Combi source field and link previous 3 fields.

Variable field

Source: Combi

Data source: [Campo2][Campo1][Campo3]

OK   Cancel

In this way 3 well identified fields were linked to a Combi field.

If, at print time, each identified field content is:
[Campo1] = "a nice "
[Campo2] = "I do "
[Campo3] = "label"
In Combi field grouping them we would get "I do a nice label" string,

It is also possible to include fixed parts between IDs, i.e.

Variable field

Source: Combi

Data source: [Campo2][Campo1] green [Campo3]

OK   Cancel

In this way we would get "I do a nice green label" string

A Combi field could have an ID and be included in another Combi field. A lot of possibilities are available.
An usual application of Combi field can be found in EAN128 code.
Following combination:

Data source: [(17)][Campo2][(23)][Campo1][(30)][Campo3]

allows to set some fixed parts to the code (17) (23) (30) and some parts coming from different sources. Fixed parts are EAN128 fixed identifiers and variable parts are true EAN128 data.

Serial port

Variable data can be taken out from a string of characters on a serial line. First of all serial port parameters are to be set (read Label settings chapter)
After setting, in Label Settings, the length of incoming record you have to specify characters positions so Etik can take out variable data from record. To do this type in Data source start and stop positions of characters (inside received record) that form variable field.

i.e. the record is:

0	1	2	3	4	5	6	7	8	9
x	x	x	T	A	R	E	x	x	x

and you want to take out TARE you must type "3,6" in Data source.

Data source: 3,6

If a label with variable data from serial port is printed Etik waits so many characters as set in Label Settings, when record is complete it take out required information putting them in variable fields.

TYPE - Counter

Select Counter, another window will appear.

Format

Format item allows to select 3 pattern of counter:

1. Only numeric
2. Numeric with prefix
3. Numeric with suffix

In cases 2 and 3 counter is preceded or followed by an **fixed alphanumeric part**.

Start

With Start field it is possible to set the starting counter value. The maximum allowed number of digit is 16.

Min

With Min field it is possible to set the minimum value reached by the counter.
If you select the increasing (Up) counting mode when the counter reaches the value set in Max field it restarts from the value set in Min field.
If you select the decreasing (Down) counting mode when the counter reaches the value set in Min field it restarts from the value set in Max field. The maximum allowed number of digit is 16.

Max

With Max field it is possible to set the maximum value reached by the counter.
If you select the increasing (Up) counting mode when the counter reaches the value set in Max field it restarts from the value set in Min field.
If you select the decreasing (Down) counting mode when the counter reaches the value set in Min field it restarts from the value set in Max field. The maximum allowed number of digit is 16.

Up/Down

With Up/Down parameter it is possible to select counting mode between increasing (Up) or decreasing one (Down).

Digit

With Digit field it is possible to set how many figures the counter is made by.
If the number to be printed has fewer figures than Digit value empty figures will be filled with zeros.

Incr

With Incr field it is possible to set the counting step.
For instance if you set Incr = 3 the sequence will be 1,4,7,10,13...
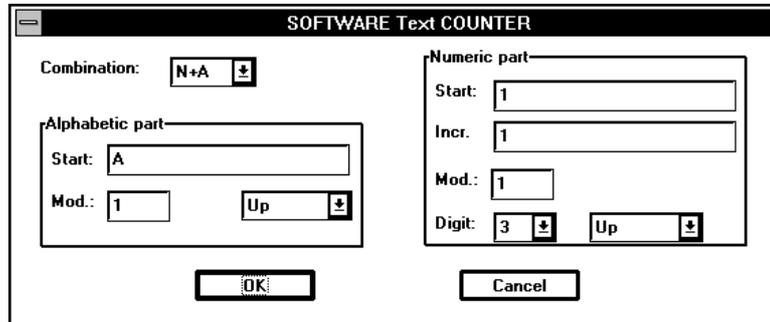The maximum allowed number of digit is 16.

Mod

With Mod field it is possible to set how many labels to print without changing counter value.

For instance if you set Mod = 3 and Incr = 1 you will get 1,1,1,2,2,2,3,3,3..., if Mod = 3 and Incr = 3 you will get 1,1,1,4,4,4,7,7,7...

TYPE - SW Counter

Select Counter Sw, another window will appear.

Counter combination

With Counter combination field it is possible to choose if the counter must be numeric, alphabetic or a combination of both.

Numeric and alphabetic parts of the counter can be set separately.

Start - Numeric part

With Start field it is possible to set the starting counter value. The maximum allowed number of digit is 16.

Digit - Numeric part

With Digit field it is possible to set how many figures the counter is made by.

If the number to be printed has fewer figures than Digit value empty figures will be filled with zeros.

If Start value has a number of digits greater than Digit a truncation will take place.

i.e.
Start = 100
Digit = 6
counting memory (1st copy)   = 100
printing result= 000100

i.e.
Start = 100555
Digit = 4
counting memory (1st copy)   = 100555
printing result= 0555

Incr - Numeric part

With Incr field it is possible to set the counting step.

For instance if you set Incr = 3 the sequence will be 1,4,7,10,13...

If Start+Incr has a number of digits greater than Digit value a truncation will take place.

i.e.
Start = 100
Digit = 3
Incr = 999
counting memory (1st copy)   = 100
printing result (1st copy)   = 100
counting memory (2nd copy)   = 100+999 = 1099
printing result (2nd copy)   = 099

Mod - Numeric part

With Mod field it is possible to set how many labels to print without changing counter value.
For instance if you set Mod = 3 and Incr = 1 you will get 1,1,1,2,2,2,3,3,3..., if Mod = 3 and Incr = 3 you will get 1,1,1,4,4,4,7,7,7...

Up/Down/Stopped - Numeric part
With Up/Down parameter it is possible to select counting mode between increasing (Up), decreasing (Down) and Stopped (No changes).

Alphabetic counter
The alphabetic part of the counter will change its value on a 26 character basis ('A' .. 'Z') with a step equal to 1. The less significant character is the rightmost one.
For instance AAA, AAB, AAC...
When increasing (Up) if a character reaches 'Z' it restarts from 'A' and the next one is increased.
For instance AAY, AAZ, ABA, ABB...
When decreasing (Down) if a character reaches 'A' it restarts from 'Z' and the next one is decreased.
For instance ZAA, YZZ, YZY, YZX...

Start - Alphabetic part
With Start field it is possible to set the starting counter value. The maximum allowed number of digit is 16.

Mod - Alphabetic part
With Mod field it is possible to set how many labels to print without changing counter value.
For instance if you set Mod = 3 and Start = ABC you will get ABC, ABC, ABC, ABD, ABD, ABD, ABE, ABE, ABE, ...
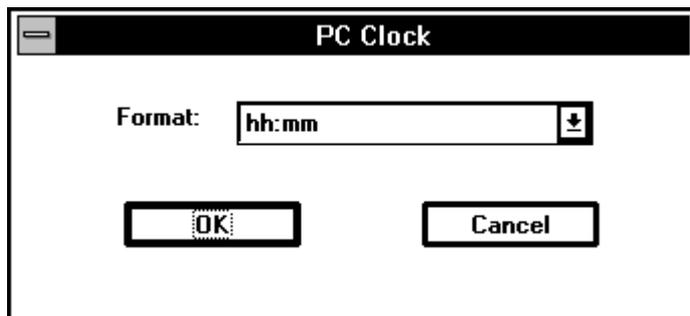
Up/Down/Stopped - Alphabetic part
With Up/Down parameter it is possible to select counting mode between increasing (Up), decreasing (Down) and Stopped (No changes).

TYPE - PC Clock

If Etik detects a PC Clock object drawn in the label the printer's batch command is substituted by a special function that resend PC time information to the printer for each printed label.
WARNING : this function is enabled in serial printers only because it requires a continuous bidirectional information flow between PC and printer.

Select PC Clock, another window will appear.

Format
Format fields allows to select among four patterns:

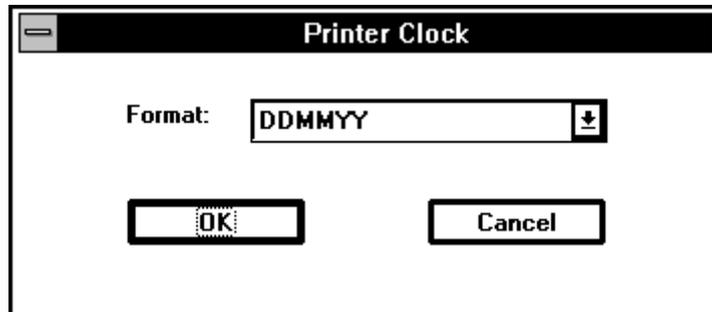- hh:mm
- hh:mm AM/PM
- hh:mm:ss
- hh:mm:ss AM/PM

hh=hours, mm=minutes, ss=seconds.

TYPE - Printer Clock

Printer Clock is a features you can use if you have a printer model with RTC (Real Time Clock) hardware device installed.

Select Printer Clock, another window will appear.

Format
Format item sets date / time format.
If you want to set a time field you can choose between hh:mm:ss or hh:mm.
If you want to set a date field you can choose among GG:MM:AA, MM:DD:AA or AA:MM:DD.

Format fields allows to select among five patterns:

- DDMMAA
- MMDDAA
- AAMMDD
- hh:mm:ss
- hh:mm

DD=Day, MM=Month, AA=Year, hh=hours, mm=minutes, ss=seconds.

WARNING: Max. allowed number of Printer Clock objects is 2.

TYPE - Expiring date

Expiring date is a feature you can use to draw an object based on Printer Clock Date + a specified number of expiring days. Of course this object may be used if you have a printer model with RTC (Real Time Clock) hardware device installed.
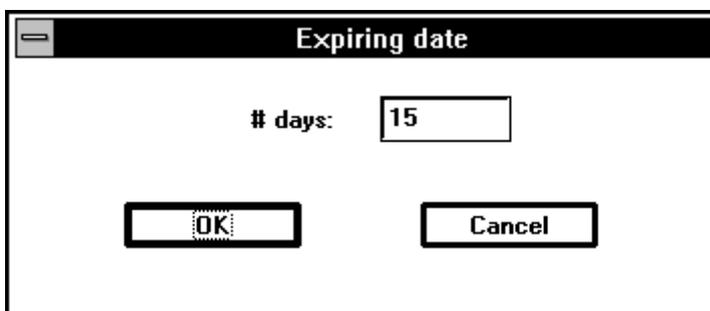
Select Expiring date, another window will appear. Set up in # days the number of days that will be added to Printer Clock date.

Set up

Setting... button allows to open the TYPE related window to set up object specific parameters (fixed object, variable object, counter and so on).

ID

ID field allows to assign an identifying label to object. This label may then be used to link objects each other by Combi variable fields

Font

Font field allows you to set up the characters font used to write data. Type and number of available fonts depends on selected printer model (read Printer Setup chapter)
Etik default font is BIG.

Inverse

☐ **Inverse** control allows to print a with text on a black background.

Not printable

☐ **Not printable** control allows to put an object in the label without printing it. With this option it is possible to draw objects that are not to be printed but are useful to get data input procedures or links of data.
A non printable object may be used as a reference or comment on the screen too.

X,Y

X and Y fields hold the top left corner co-ordinates of the rectangle that defines the text. They are the same mouse cursor co-ordinates of the point which you have clicked in to activate the window of text parameters.
You can modify the values held in these fields as you want, inserted values are checked by Etik and can undergo a little change owing to co-ordinates rounding on the ground of the printer installed in Printer Setup.

Orientation

Under Orientation item there are four cells representing four allowed directions for text rotation.
Default direction is the horizontal not rotated one.
Select the desired direction clicking on one of these four mutually exclusive buttons.

Base exp.

Printer fonts horizontal dimension can be expanded up to nine times.
In Base exp. field there is the horizontal expansion value of the selected font.

Height exp.

Printer fonts vertical dimension can be expanded up to nine times.
In Height exp. field there is the vertical expansion value of the selected font.

Source

Source field may show, for a variable object, the name of liked file or a Combi string specification or parameters of a serial port variable field.

Field

Field # displays the field number, inside the record of the ASCII file displayed in Source, which the object is linked to.

Text (Windows)

(*Ctrl-2*)

Texts written with Windows TrueType fonts allow to get high quality labels to the detriment of data downloading time with regard to the label area taken by text itself. Downloading time is longer with regard to printer fonts text because Etik must transfer to the printer TrueType text as a graphic image.
This increased delay time does not lies on copies following the first one if you requires more than one copy at print time.

With TrueType fonts there are no more limits to graphic texts composition; the more TrueType fonts you installed in Windows the more you can rouse your fantasy in creating a high quality label.

In fact besides TrueType base fonts (Arial, TimesRoman etc.) provided with Windows there are many other types on the market. For instance Greek fonts, Arab fonts, fonts with symbols and predefined logos etc.

Furthermore long texts insertion is made easier by a multiline editing box.

Select **Object - Text (Windows)** items from the menu or click on toolbar button, then click pointing inside the red rectangle (or the red and blue one) representing the label. A window will appear. In this window you can set all the parameters useful to create the desired text.

Font

Font button allows you to select the desired TrueType font which to write the text by.

The limit is given only by TrueType fonts installed in Windows.

Click on **Font...** button, the characters selection window will appear:
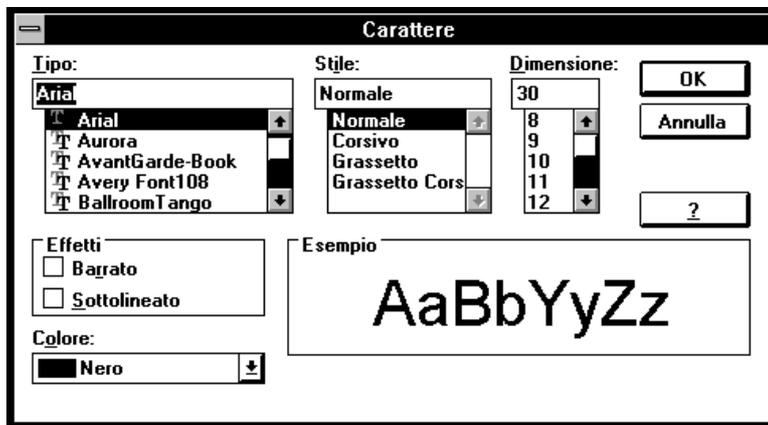
If you write in default direction (horizontal not turned up) you can also use non TrueType fonts. For instance "Terminal" or "System".

If you don't use default direction you must select a TrueType font because it is the only rotatable font.

Set fonts parameter as you desire and click on **OK** to go back to the TrueType text window.

Near **Font...** button there is a field displaying the selected font.

Default selected font is Arial.

Under **Font...** button you can find a big editing box, type in here the text you have to write remembering that this is a multiline editing box.

X,Y

X and Y fields hold the top left corner co-ordinates of the rectangle that defines the text. They are the same mouse cursor co-ordinates of the point which you have clicked in to activate the window of text parameters.

You can modify the values held in these fields as you want, inserted values are checked by Etik and can undergo a little change owing to co-ordinates rounding on the ground of the printer installed in Printer Setup.

Orientation

Under Orientation item there are four cells representing four allowed directions for text rotation.

Default direction is the horizontal not rotated one.

Select the desired direction clicking on one of these four mutually exclusive buttons.

Not printable

☐ **Not printable** control allows to put an object in the label without printing it. With this option it is possible to draw objects that are not to be printed but are useful to get data input procedures or links of data.

A non printable object may be used as a reference or comment on the screen too.

Barcode

▥ **(*Ctrl-3*)**

In Barcode item all barcode made objects are grouped, more exactly:

- Fixed code
- Special code
- Variable code
- Counter
- Software counter
- PC clock
- Printer clock

Select **Object - Barcode** items from the menu or click on toolbar button, then click pointing inside the red rectangle (or the red and blue one) representing the label. A window will appear. In this window you can set all the parameters useful to create the desired barcode.

As you can see there are some parameters to set.

TYPE

TYPE field allows to choose which text object has to be drawn amid:

- Fixed barcode
- Special barcode
- Variable barcode
- Counter
- Software counter
- PC clock
- Printer clock

Click on Type list and all available items will appear.
Let us see now what has to be set on the ground of selected type.

TYPE - Fixed barcode

To draw a Fixed text it is enough to write data in the line identified by Data
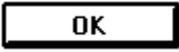
TYPE - Special barcode

Select Special barcode, another window will appear.
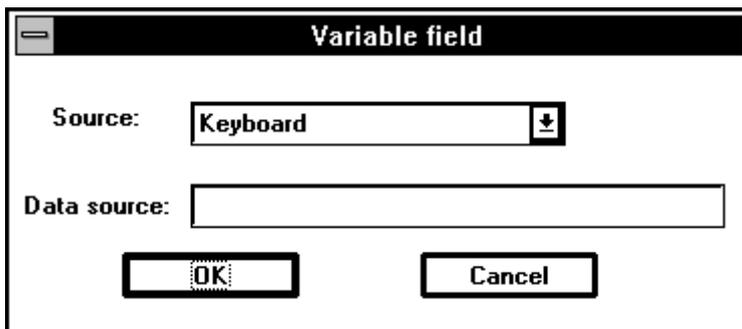

Available formats are:

- DD-MM-YY
- MM-DD-YY
- YY-MM-DD
- DD-MM-YYYY
- MM-DD-YYYY
- YYYY-MM-DD
- Week-Year
- Day 1..365
- Day
- Month
- hh:mm
- hh:mm AM/PM
- hh:mm:ss
- hh:mm:ss AM/PM

DD=Day, MM=Month, YY=Year, hh=hours, mm=minutes, ss=seconds.

Select the format of special text, then click on [OK].

TYPE - Variable barcode

Select Variable barcode, another window will appear; in this window you can select where variable data will come from.

```
┌─────────────────────────────────────────┐
│ ▬        Variable field                  │
├─────────────────────────────────────────┤
│                                          │
│  Source:  ┌──────────────────────┬───┐   │
│           │ Keyboard             │ ▼ │   │
│           └──────────────────────┴───┘   │
│                                          │
│  Data source: ┌──────────────────────┐   │
│               │                      │   │
│               └──────────────────────┘   │
│                                          │
│       ┌─────────┐      ┌─────────┐       │
│       │  OK     │      │ Cancel  │       │
│       └─────────┘      └─────────┘       │
│                                          │
└─────────────────────────────────────────┘
```

Available sources are:
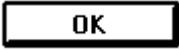
- Keyboard
- File
- Combi
- Serial port

Keyboard
If you select Keyboard field will be filled at print time using the keyboard.
In "Source" field a control message "from keyboard" will appear so you can check keyboard data input is enabled.
You are required to set data in Data field, these data will be default data at print time.

Running the printing procedure you will be prompted with an input window to type in your variable data:

Variable data will be required in background-foreground sequence. The first required field will be the first drawn one or the last background-taken one; the last required field will be the last drawn one or the last foreground-taken one.

Each field will be sent to the printer when you click on [OK].

Label #
This field shows how many labels with different variable fields you have printed.

Type
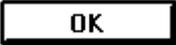This field shows the type of the variable field (text or barcode).

Default data
This field shows data typed in when you draw the variable field.

These data are sent to the printer when you click on **OK** without filling the field Variable data.

Variable data
Insert in this field your variable data. Remember that the maximum number of allowed characters is equal to the number of characters showed in Default data field.

To end keyboard input procedure it is enough to click on **Cancel** .

<u>**File**</u>
With File source variable field can be taken out from an ASCII .TXT file. In this section it is enough to fix File format to variable field, real linking to a file must be done with drag-and-drop.(read DATABASE chapter)

<u>**Combi**</u>
Combi variable fields are a combination of data made by one or more different sources. A Combi field could be made by fixed data, keyboard data, file data, serial port data and so on.
Fields that must be linked need an ID (identifying) name.
Let us suppose 3 fields were drawn with 3 (of course) different ID.

ID Campo1
ID Campo2
ID Campo3

Let us create a Variable text Combi source field and link previous 3 fields.

In this way 3 well identified fields were linked to a Combi field.

If, at print time, each identified field content is:

[Campo1] = "a nice "

[Campo2] = "I do "

[Campo3] = "label"

In Combi field grouping them we would get "I do a nice label" string,

It is also possible to include fixed parts between Ids, i.e.

Variable field

Source: Combi ▼

Data source: [Campo2][Campo1] green [Campo3]

OK   Cancel

In this way we would get "I do a nice green label" string

A Combi field could have an ID and be included in another Combi field. A lot of possibilities are available.

An usual application of Combi field can be found in EAN128 code.

Following combination:

Data source: [(17)[Campo2][23][Campo1][30][Campo3]

allows to set some fixed parts to the code (17) (23) (30) and some parts coming from different sources. Fixed parts are EAN128 fixed identifiers and variable parts are true EAN128 data.

Serial port

Variable data can be taken out from a string of characters on a serial line. First of all serial port parameters are to be set (read Label settings chapter)

After setting, in Label Settings, the length of incoming record you have to specify characters positions so Etik can take out variable data from record. To do this type in Data source start and stop positions of characters (inside received record) that form variable field.

i.e. the record is:

0	1	2	3	4	5	6	7	8	9
x	x	x	T	A	R	E	x	x	x

and you want to take out TARE you must type "3,6" in Data source.

Data source: 3,6

If a label with variable data from serial port is printed Etik waits so many characters as set in Label Settings, when record is complete it take out required information putting them in variable fields.

TYPE - Counter Barcode

Select Counter, another window will appear.

Format

Format item allows to select 3 pattern of counter:

1. Only numeric
2. Numeric with prefix
3. Numeric with suffix

In cases 2 and 3 counter is preceded or followed by an **fixed alphanumeric part**.

Start

With Start field it is possible to set the starting counter value. The maximum allowed number of digit is 16.

Min

With Min field it is possible to set the minimum value reached by the counter.
If you select the increasing (Up) counting mode when the counter reaches the value set in Max field it restarts from the value set in Min field.
If you select the decreasing (Down) counting mode when the counter reaches the value set in Min field it restarts from the value set in Max field. The maximum allowed number of digit is 16.

Max

With Max field it is possible to set the maximum value reached by the counter.
If you select the increasing (Up) counting mode when the counter reaches the value set in Max field it restarts from the value set in Min field.
If you select the decreasing (Down) counting mode when the counter reaches the value set in Min field it restarts from the value set in Max field.The maximum allowed number of digit is 16.

Up/Down

With Up/Down parameter it is possible to select counting mode between increasing (Up) or decreasing one (Down).

Digit

With Digit field it is possible to set how many figures the counter is made by.
If the number to be printed has fewer figures than Digit value empty figures will be filled with zeros.

Incr

With Incr field it is possible to set the counting step.
For instance if you set Incr = 3 the sequence will be 1,4,7,10,13...
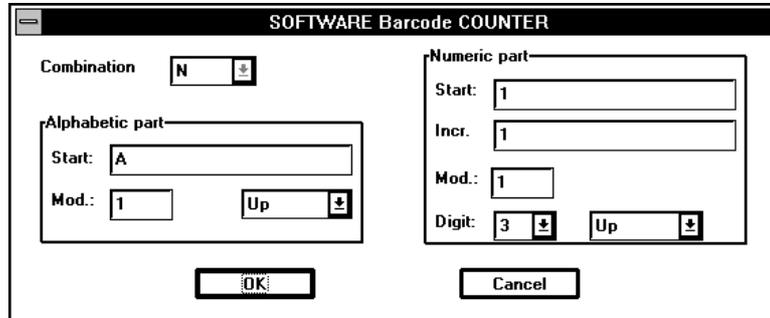The maximum allowed number of digit is 16.

Mod

With Mod field it is possible to set how many labels to print without changing counter value.

For instance if you set Mod = 3 and Incr = 1 you will get 1,1,1,2,2,2,3,3,3..., if Mod = 3 and Incr = 3 you will get 1,1,1,4,4,4,7,7,7...

TYPE - SW Counter

Select Counter Sw, another window will appear.

Counter combination

With Counter combination field it is possible to choose if the counter must be numeric, alphabetic or a combination of both.
Numeric and alphabetic parts of the counter can be set separately.

Start - Numeric part

With Start field it is possible to set the starting counter value. The maximum allowed number of digit is 16.

Digit - Numeric part

With Digit field it is possible to set how many figures the counter is made by.
If the number to be printed has fewer figures than Digit value empty figures will be filled with zeros.
If Start value has a number of digits greater than Digit a truncation will take place.

i.e.
Start = 100
Digit = 6
counting memory (1st copy)   = 100
printing result= 000100

i.e.
Start = 100555
Digit = 4
counting memory (1st copy)   = 100555
printing result= 0555

Incr - Numeric part

With Incr field it is possible to set the counting step.
For instance if you set Incr = 3 the sequence will be 1,4,7,10,13...
If Start+Incr has a number of digits greater than Digit value a truncation will take place.

i.e.
Start = 100
Digit = 3
Incr = 999
counting memory (1st copy)   = 100
printing result (1st copy)   = 100
counting memory (2nd copy)   = 100+999 = 1099
printing result (2nd copy)   = 099

Mod - Numeric part

With Mod field it is possible to set how many labels to print without changing counter value.

For instance if you set Mod = 3 and Incr = 1 you will get 1,1,1,2,2,2,3,3,3..., if Mod = 3 and Incr = 3 you will get 1,1,1,4,4,4,7,7,7...

Up/Down/Stopped - Numeric part
With Up/Down parameter it is possible to select counting mode between increasing (Up), decreasing (Down) and Stopped (No changes).

Alphabetic counter
The alphabetic part of the counter will change its value on a 26 character basis ('A' .. 'Z') with a step equal to 1. The less significant character is the rightmost one.
For instance AAA, AAB, AAC...
When increasing (Up) if a character reaches 'Z' it restarts from 'A' and the next one is increased.
For instance AAY, AAZ, ABA, ABB...
When decreasing (Down) if a character reaches 'A' it restarts from 'Z' and the next one is decreased.
For instance ZAA, YZZ, YZY, YZX...

Start - Alphabetic part
With Start field it is possible to set the starting counter value. The maximum allowed number of digit is 16.

Mod - Alphabetic part
With Mod field it is possible to set how many labels to print without changing counter value.
For instance if you set Mod = 3 and Start = ABC you will get ABC, ABC, ABC, ABD, ABD, ABD, ABE, ABE, ABE, ...
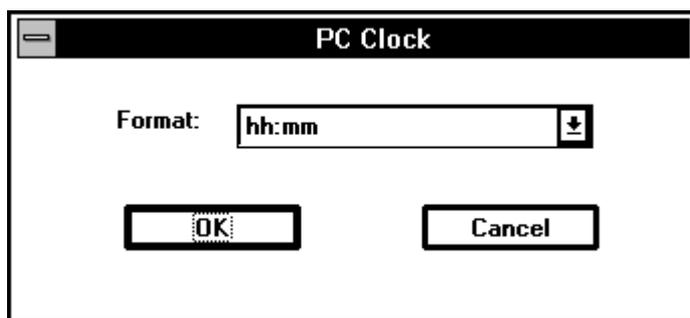
Up/Down/Stopped - Alphabetic part
With Up/Down parameter it is possible to select counting mode between increasing (Up), decreasing (Down) and Stopped (No changes).

TYPE - PC Clock

If Etik detects a PC Clock object drawn in the label the printer's batch command is substituted by a special function that resend PC time information to the printer for each printed label.
WARNING : this function is enabled in serial printers only because it requires a continuous bi-directional information flow between PC and printer.

Select PC Clock, another window will appear.

Format
Format fields allows to select among four patterns:

- hh:mm
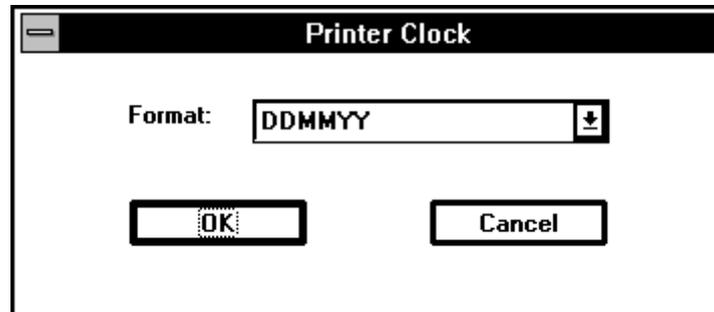- hh:mm AM/PM
- hh:mm:ss
- hh:mm:ss AM/PM

hh=hours, mm=minutes, ss=seconds.

TYPE - Printer Clock

Printer Clock is a features you can use if you have a printer model with RTC (Real Time Clock) hardware device installed.

Select Printer Clock, another window will appear.

Format
Format item sets date / time format.
If you want to set a time field you can choose between hh:mm:ss or hh:mm.
If you want to set a date field you can choose among GG:MM:AA, MM:DD:AA or AA:MM:DD.

Format fields allows to select among five patterns:

- DDMMAA
- MMDDAA
- AAMMDD
- hh:mm:ss
- hh:mm

DD=Day, MM=Month, AA=Year, hh=hours, mm=minutes, ss=seconds.

WARNING: Max. allowed number of Printer Clock objects is 2.

Set up
Setting... button allows to open the TYPE related window to set up object specific parameters (fixed object, variable object, counter and so on).

ID
ID field allows to assign an identifying label to object. This label may then be used to link objects each other by Combi variable fields

Code
Code field lists all available barcode types. Select the barcode you are interested in.

Not printable
☐ Not printable control allows to put an object in the label without printing it. With this option it is possible to draw objects that are not to be printed but are useful to get data input procedures or links of data.
A non printable object may be used as a reference or comment on the screen too.

Data
Edit barcode data in Data field.
Etik will check every entered character on the ground of barcode type selected in Code field to verify their correctness.
For those barcodes requiring a fixed number of codifying characters Etik checks data length too.

Wide

With Wide field it is possible to set how many dots wide barcode bars are made by, as to select with Narrow parameter the right W/N ratio.
Default value for Wide parameter is 2.
Wide parameter have no effect on EAN13, EAN8, UPC-B, UPC-A, 128, EAN128.

Narrow

With Narrow field it is possible to set how many dots narrow barcode bars are made by, as to select with Wide parameter the right W/N ratio.
Default value for Narrow parameter is 1.
Narrow parameter have no effect on EAN13, EAN8, UPC-B, UPC-A, 128, EAN128.

Exp.

With Exp. field it is possible to set the smallest bars dimension. This value is expressed in dots.
Default value for Exp. parameter is 2.

Readable characters

With Readable characters field it is possible to enable or to disable human readable character under barcode.
Switch on the checkmark cell to enable or switch off to disable.

X,Y

X and Y fields hold the top left corner co-ordinates of the rectangle that defines the barcode. They are the same mouse cursor co-ordinates of the point which you have clicked in to activate the window of barcode parameters.
You can modify the values held in these fields as you want, inserted values are checked by Etik and can undergo a little change owing to co-ordinates rounding on the ground of the printer installed in Printer Setup.

Orientation

Under Orientation item there are four cells representing four allowed directions for barcode rotation.
Default direction is the horizontal not rotated one.
Select the desired direction clicking on one of these four mutually exclusive buttons.

Height

Height field holds barcode height value in millimetres, default value is 15 mm.
You can change barcode height dragging it with the mouse too.

Source

Source field may show, for a variable object, the name of liked file or a Combi string specification or parameters of a serial port variable field.

Field

Field # displays the field number, inside the record of the ASCII file displayed in From File, which the object is linked to.

FNC1

To input FNC1 hold down ALT key and type 134 on the numeric keypad. You will see the 'å' character appear, it stands for FNC1.

Line

⊪ (*Ctrl-4*)

Select **Object - Line** items from the menu or click on ⊪ toolbar button. Moving the mouse cursor inside the red rectangle (or the red and blue one) representing the label you can see a composite icon (arrow + line icon). Click and hold down the mouse key while dragging the cursor to the right. You are tracing a line !!! The line will end in the point which you release the mouse key.

Selecting the line you have just traced (see **Object - Selection** section in Object chapter to get more details about selection modes) and double-clicking on the selection the line parameters window will appear.

X,Y

X and Y fields hold the top left corner co-ordinates of the line.
You can modify the values held in these fields as you want, inserted values are checked by Etik and can undergo a little change owing to co-ordinates rounding on the ground of the printer installed in Printer Setup.

Length

With Length field it is possible to set the line length in millimetres.

Thickness

With Thickness field it is possible to set line thickness in dots, this value can range from 1 to 16.

Orientation

Under Orientation item there are two cells representing two allowed directions for line orientation.
When you open line parameters window the active direction depends on the selected line.
Select the desired direction clicking on one of these two mutually exclusive buttons.

Not printable

□ **Not printable** control allows to put an object in the label without printing it.

Box

🖻 (*Ctrl-5*)

Select **Object - Box** items from the menu or click on 🖻 toolbar button. Moving the mouse cursor inside the red rectangle (or the red and blue one) representing the label you can see a composite icon (arrow + box icon). Click and hold down the mouse key while dragging the cursor right-down. You are tracing a box !!! The box will end in the point in which you release the mouse key.

Selecting the box you have just traced (see **Object - Selection** section in Object chapter to get more details about selection modes) and double-clicking on the selection the box parameters window will appear.

X,Y

X and Y fields hold the top left corner co-ordinates of the box.

You can modify the values held in these fields as you want, inserted values are checked by Etik and can undergo a little change owing to co-ordinates rounding on the ground of the printer installed in Printer Setup.

Width

With Width field it is possible to set the box width in millimetres.

Height

With height field it is possible to set the box height in millimetres.

Thickness

With Thickness field it is possible to set box thickness in dots, this value can range from 1 to 16.

Box thickness has a special control on the object toolbar. With this control you can set the default value of box thickness.

Not printable

☐ **Not printable** control allows to put an object in the label without printing it.

Fill Area

 (*Ctrl-6*)

Select **Object - Fill Area** items from the menu or click on toolbar button. Moving the mouse cursor inside the red rectangle (or the red and blue one) representing the label you can see a composite icon (arrow + area icon). Click and hold down the mouse key while dragging the cursor right-down. You are tracing an area !!! The area will end in the point in which you release the mouse key.

Selecting the area you have just traced (see **Object - Selection** section in Object chapter to get more details about selection modes) and double-clicking on the selection the area parameters window will appear.

X,Y

X and Y fields hold the top left corner co-ordinates of the rectangle that defines the area.
You can modify the values held in these fields as you want, inserted values are checked by Etik and can undergo a little change owing to co-ordinates rounding on the ground of the printer installed in Printer Setup.

Width

With Width field it is possible to set the area width in millimetres.

Height

With Height field it is possible to set the area height in millimetres.

Pattern

With Pattern field it is possible select the action to take on all dots of the area.

All dots in the area turn into white dots.

All dots in the area turn into black dots.
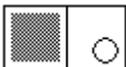
All dots in the area are ANDed with a grey pattern (50% black 50% white), the result is that white dots zones keep white and black dots zones turn into grey.

This is the reverse pattern.
All white dots in the area turn into black dots and all black dots turn into white dots.
This is the default mode.

All dots in the area are ORed with a grey pattern (50% black 50% white), the result is that black dots zones keep black and white dots zones turn into grey.

Not printable

☐ **Not printable** control allows to put an object in the label without printing it.

Image

 (*Ctrl-7*)

Select **Object - Image** items from the menu or click on toolbar button. Moving the mouse cursor inside the red rectangle (or the red and blue one) representing the label you can see a composite icon (arrow + image icon). Click on the label area, the image parameters window will appear.
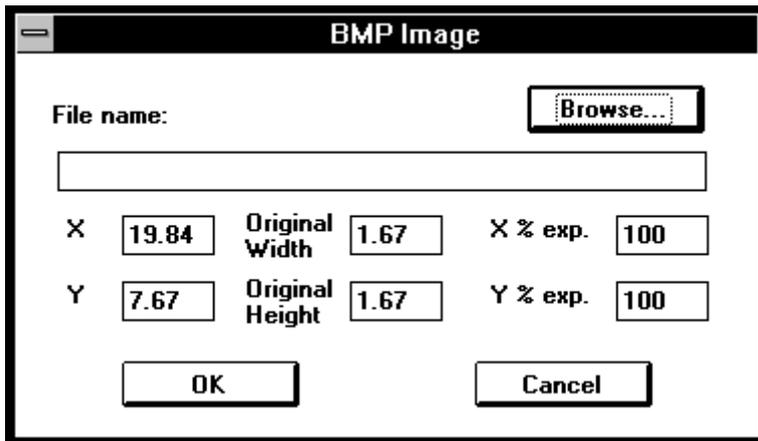
File name

In File name field you can directly input the name of the file containing the image. If you do not know the position of

the file on the harddisk click on the [**Browse...**] button to get the file selection dialog.

X,Y

X and Y fields hold the top left corner co-ordinates of the rectangle that defines the image.
They are the same mouse cursor co-ordinates of the point which you have clicked in to activate the window of image parameters.
You can modify the values held in these fields as you want, inserted values are checked by Etik and can undergo a little change owing to co-ordinates rounding on the ground of the printer installed in Printer Setup.

Original Width,Height

Original Width and Original Height fields show original dimensions of the loaded image.
To change image dimensions you have to change the values contained in X%exp e Y%exp fields.
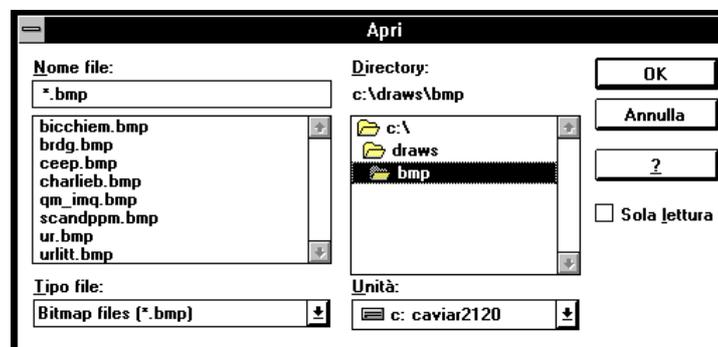
X%exp,Y%exp

X%exp e Y%exp fields hold a per cent multiplying factor of original dimensions.
Set these values to 100 to get original dimensions of the image.

Of course it is possible to resize the image directly in the layout with a drag action. Refer to **Object Selection** section in Object chapter to get further information.

Browse

Clicking on **Browse...** you can seek the desired BMP file. A standard file-open window will appear:

Select a BMP file and click on **OK** .
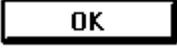
Not printable

☐ **Not printable** control allows to put an object in the label without printing it. With this option it is possible to draw objects that are not to be printed but are useful to get data input procedures or links of data.

A non printable object may be used as a reference or comment on the screen too.

Foreground

(*Ctrl-PgUp*)

With **Object - Foreground** function it is possible to move in foreground the selected object with regard to other objects on the label. For instance this function is very useful when you draw a box around some objects; keep objects in foreground to be able to select them.

Select the object you want to move in foreground, then select **Object - Foreground** items from the menu or click on

toolbar button.

You can run Foreground function clicking with the right mouse key on the selected object and setting **Foreground** item in the pop-up menu.

Remember that Counters, PC Clock and variable fields (text or barcode object) are always in foreground.

Background

(*Ctrl-PgDown*)

With **Object - Background** function it is possible to move in background the selected object with regard to other objects on the label. For instance this function is very useful when you draw a box around some objects; keep the box in background to be able to select included objects.

Select the object you want to move in background, then select **Object - Background** items from the menu or click on toolbar button.

You can run Background function clicking with the right mouse key on the selected object and setting **Background** item in the pop-up menu.

Remember that Counters, PC Clock and variable fields (text or barcode object) are always in foreground.

LAYOUT

Etik places powerful objects editing functions at your disposal.
There are four kinds of functions:

to align objects
to space objects
to centre objects
to resize objects

Using these tools of Etik your label drawing task will be made easier.
Layout functions are enabled only when one or more objects are selected.

Align Objects

Align Object functions are enabled when at least two objects have been selected and allows you to align selected objects in one of following ways:

Left

Right

Top

Bottom

Vertical Centre

Horizontal Centre

Select desired objects (at least two) and look at little squares appearing around them.
You will notice that one object has red squares and other objects have green squares. The object marked with red squares is the dominant object, all objects are aligned with regard to this object.
To make an object the dominant one select it and click on it holding down *Ctrl* keyboard key.
If the object isn't selected and you take the Click-*Ctrl* action you will select it clearing the previous active selection.

Left
(*Ctrl-Left*)

Align Objects Left function allows you to align all selected objects along their left side with regard to the dominant object.

Select objects you have to align, then select **Layout - Align Objects Left** items from the menu or click on button.

Right
(*Ctrl-Right*)

Align Objects Right function allows you to align all selected objects along their right side with regard to the dominant object.

Select objects you have to align, then select **Layout - Align Objects Right** items from the menu or click on ▤ button.

Top
▥ (*Ctrl-Up*)

Align Objects Top function allows you to align all selected objects along their top edge with regard to the dominant object.

Select objects you have to align, then select **Layout - Align Objects Top** items from the menu or click on ▥ button.

Bottom
▥ (*Ctrl-Down*)

Align Objects Bottom function allows you to align all selected objects along their bottom edge with regard to the dominant object.

Select objects you have to align, then select **Layout - Align Objects Bottom** items from the menu or click on ▥ button.

Vertical Centre
▥ (*F9*)

Align Objects Vertical Centre function allows you to align all selected objects vertically on their centre with regard to the dominant object.
Select objects you have to align, then select **Layout - Align Objects Vertical Centre** items from the menu or click on ▥ button.

Horiz Centre
▥ (*Shift-F9*)

Align Objects Horiz Centre function allows you to align all selected objects horizontally on their centre with regard to the dominant object.
Select objects you have to align, then select **Layout - Align Objects Horiz Centre** items from the menu or click on ▥ button.

Space Evenly

Space Evenly function is enabled when three or more objects have been selected and allows you to divide evenly free space existing between utmost objects of the selection.

Across
▥ (*Alt-Right*)

Space Evenly Across function allows you to space objects evenly in horizontal direction.

Select objects you have to space, then select **Layout - Space Evenly Across** items from the menu or click on [⊢⊣] button.

Down

[⊥] **(*Alt-Down*)**

Space Evenly Down function allows you to space objects evenly in vertical direction.

Select objects you have to space, then select **Layout - Space Evenly Down** items from the menu or click on [⊥] button.

Centre in Label

Centre in Label function is enabled when at least one object has been selected and allows you to centre the selection with regard to label margins.

Vertical

[⊟] **(*Ctrl-F9*)**

Centre in Label Vertical function allows you to centre vertically the selection with regard to upper and lower label margins.

Select objects you have to centre, then select **Layout - Centre in Label Vertical** items from the menu or click on [⊟] button.

Horizontal

[⊡] **(*Ctrl-Shift-F9*)**

Centre in Label Horizontal function allows you to centre horizontally the selection with regard to left and right label margins.

Select objects you have to centre, then select **Layout - Centre in Label Horizontal** items from the menu or click on [⊡] button.

Make Same Size

Make Same Size function is enabled when at least two objects have been selected and allows you to resize all selected objects with regard to the dominant object.

Select desired objects (at least two) and look at little squares appearing around them.
You will notice that one object has red squares and other objects have green squares. The object marked with red squares is the dominant object, all objects are resized with regard to this object.
To make an object the dominant one select it and click on it holding down *Ctrl* keyboard key.
If the object isn't selected and you take the Click-*Ctrl* action you will select it clearing the previous active selection.

Resizing action will be executed on those object which is allowed on.
Some objects do not allow any resizing action, some just allow width or height resizing action, some allow full resizing action.
Every object can be a valid dominant object.
Etik detects all these resizing options and takes the right action on every object.

Width

⬚ (*F8*)

Make Same Size Width function allows you to resize the width of selected objects with regard to the width of the dominant object. The dominant object keeps unchanged. Some objects do not allow resizing and keep unchanged. Select objects you have to resize, then select **Layout - Make Same Size Width** items from the menu or click on ⬚ button.

Height

⬚ (*Ctrl F8*)

Make Same Size Height function allows you to resize the height of selected objects with regard to the height of the dominant object. The dominant object keeps unchanged. Some objects do not allow resizing and keep unchanged. Select objects you have to resize, then select **Layout - Make Same Size Height** items from the menu or click on ⬚ button.

Both

⬚ (*Ctrl-Shift-F8*)

Make Same Size Both function allows you to resize height and width of selected objects with regard to height and width of the dominant object. The dominant object keeps unchanged. Some objects do not allow resizing and keep unchanged.

Select objects you have to resize, then select **Layout - Make Same Size Both** items from the menu or click on ⬚ button.

LABEL

Settings

(*F11*)

With **Settings** function it is possible to set label dimensions and some important parameters such as vertical offset, printing resolution, printing speed, feed value, Print-End signal and cutter enabling.

```
┌─────────────────────────────────────────────────────────────────┐
│  ─                        Label Settings                          │
├─────────────────────────────────────────────────────────────────┤
│  Width (mm):   ┌──────┐  Speed (mm/sec):  ┌────┐   ┌─Resolution──┐│
│                │ 53.  │                   │ 80 │   │  ○ Half      ││
│  Length (mm):  ┌──────┐  Feed (mm):       ┌────┐   │             ││
│                │52.93 │                   │ 0. │   │  ● Full      ││
│  Offset (mm):  ┌──────┐  Backfeed (mm):   ┌────┐   └─────────────┘│
│                │ 0.   │                   │ 0. │                   │
│                                                                   │
│  Layout:       │A │▼│  Print-End signal:  │Normal│▼│              │
│                                                                   │
│  ┌─────────────────────────────────────────────────────────────┐ │
│  │ ☐ Reduced head energy    Contrast (%) :  │ 0 │  ☐ Enabled    │ │
│  └─────────────────────────────────────────────────────────────┘ │
│  ┌─────────────────────────────────────────────────────────────┐ │
│  │ ☐ Enable Cutter         # Copies before cut:  │ 1 │          │ │
│  └─────────────────────────────────────────────────────────────┘ │
│                                                                   │
│  Printer push button: │Standard        │▼│  Text Alignment: │Standard│▼││
│                                                                   │
│  ┌─────────────────────┐   ☐ Continuous paper                    │
│  │ Record length:  │20 ││   ☐ Enable Label Taken Sensor           │
│  │ Data port:  │COM1: │▼││   ┌──────────────┐                     │
│  │             │9600  │▼││   │     OK       │                     │
│  │             │N,8,1 │▼││   └──────────────┘                     │
│  └─────────────────────┘   ┌──────────────┐                       │
│                            │   Cancel     │                       │
│                            └──────────────┘                       │
└─────────────────────────────────────────────────────────────────┘
```

Width

Width field allows you to set the millimetric value of your label width.
The maximum allowed value depends on the printer selected in Printer Setup.

Length

Length allows you to set the millimetric value of your label length.
The maximum allowed value is 2000 mm.
Label length can be greater of the maximum printable area on the ground of the printer model selected in Printer Setup, in this case the limit of the drawing area will be displayed with a blue line.
Beyond this blue line the mouse cursor will take no longer a composite shape (arrow + icon) but an arrow-like shape only. The arrow means that you cannot draw objects beyond this line.

Offset

Offset field allows you to set the millimetric value of the vertical co-ordinate of the label at which to place the start drawing point.
This co-ordinate will be marked with a blue line which you cannot write over.
Offset parameter is very useful in those cases in which one must print on a label longer than the maximum allowed length, starting from a point different from the label origin.
For instance with a 106T1.6 printer in FULL resolution the maximum available printing area is 105.6 x 136.5 millimetres. If we have a label 200 millimetres long we might not write on all the label area, however we may select on which portion we want to write using the Offset parameter.
Setting Offset = 20 mm we can write from co-ordinate = 20 to co-ordinate 20 + 136.5 = 156.5.
Remember that label alignment under printing head is adjusted during Printer Setup.

Resolution

Resolution parameter allows you to select between FULL and HALF printer dot resolution.
- Selecting FULL the printer will work with the resolution declared in its data sheet and reported in its label placed on the rear panel (for instance 53T1.6 printers have 6 dots/mm resolution).
- Selecting HALF the printer will work with half of its declared resolution (for instance 53T1.6 printers will work with 3 dots/mm resolution). In HALF resolution you loose printing quality but multiply by four the maximum printing area.

Speed

Speed parameter allows you to change printing speed, this value is expressed in millimetres per second.
The quality of printed labels often depends on printing speed.
Speed default value is 80 mm/sec, usually it is more convenient to print labels with speed values included between 40 and 120 mm/sec.

Feed

Feed parameter is used in those cases in which a continuous media is loaded into the printer.
To use a continuous media you must change a dip-switch position on the rear panel of the printer as explained in the printer manual.
Because on a continuous media there isn't a defined dividing element from one label to the next the printer cannot proceed to the next label, after writing the last dot the printer stops.
To be able to get a further paper ejection a Feed value different from zero must be set.

BackFeed

BackFeed is allowed only for Smart/Witty 1230/830/630 models and must be used only when you need peeled-off and full-printed labels.
First of all set peel-off position using Y Offset adjust parameter in Printer Setup and Offset Y parameter in Label Settings; run a test print to check how many millimetres from upper margin printer starts printing, then set backfeed value to recover needed millimetres.

Layout

Layout item allows you to set index of layout in which to store data when downloading label format to printer by File - Download function.

Print-End

Print-End signal is a very particular output signal, it is used with OEM printers.
You can select this signal normal (default) or long (see printer manual).

Reduced printhead energy

☐ **Reduced head energy** options allows you to adjust printhead energy to very sensitive media or ribbons.

Contrast

Contrast value allows you to drive per cent value of contrast (if enabled). If Contrast is not enabled black intensity is driven by rear-panel trimmer only.

Enable Cutter

italora printers can be equipped with a cutter.
By means of Enable Cutter parameter you can select if enabling or disabling the cutter. Default selection is disabled.

Copies before cut

In # Copies before cut field allows you to setup how many copies will be printed before cutter cuts.

Printer push button

Printer push button items allows to select functionality of printer front-panel button. There are four possibilities:
- Disabled

- Standard
- No subsequent clear
- Print white label

See printer manual for details about these four working modes.

Text Alignment

By Text Alignment option it is possible to set up start position for printer internal fonts.
With Standard alignment text origin is always the right - bottom angle (with respect to label exit) of rectangle including text, with Home position origin is referred to the first letter of string and changes according to text direction. See printer manual for details.

Continuous paper

Every printer can work with continuous media. Some models require a software selection so you have to enable ☐ **Continuous paper** to work with it, some other models require to switch on dip-switch n.5 of the second block. See printer manual for details.

Label taken sensor

Every printer can work with a device that checks presence of a printed label and waits user picks up it before printing another label. Enable ☐ **Enable Label Taken Sensor** option or switch on dip-switch n. 8 of first block to bring into action Label taken sensor. See printer manual for details.

Setup of Serial port for variable data

Variable texts and barcodes may be received from a serial port. To get a string of data from a serial port it need to set up how many characters the record is made by. Set up in Record length item this value, then select serial port parameters. Etik will use these parameters at print time if a Variable field from serial port was drawn.

Record length: 20

Data port: COM1:

9600

N,8,1

Keypad

Keypad menu item groups 6 procedures that allow you to prepare and transmit to Keypad label layouts, variable data input procedures, PLU and Ingredients tables for price-weight applications.

These procedures are:

- Setup
- Add
- List/Erase
- PLU
- Transmit
- Transmit - PLU

Add and List/Erase procedures have 3 options:

- Base Memory
- Extended Memory
- Ram Card

Transmit procedure has 4 options:

- Base Memory
- Extended Memory
- Ram Card
- Database

Base Memory is Keypad E2Prom memory.
Extended Memory is Keypad FLASH memory and it is NOT present if you have a Keypad with RamCard slot.
Ram Card is moveable Keypad Ram Card.

WARNING: Keypad equipped with FLASH memory cannot work with Ram Card and vice versa.

See Keypad manual for further details.

Setup

First of all you have to setup a working file name. Of course you can open, in different times, different files to get ready more than one Keypad configuration.

Set file name and serial port parameters (factory setting is 9600,n,8,1).

Add

After setting file name and serial port parameters you can add label formats to the list that will be stored in a file before downloading it to Keypad.

Draw a label or load a ready one and run **Keypad-Add**, select proper memory device and set number of copies if needed.

If there are no variable fields now you have only to input a label format description, this description will be shown on Keypad display for correct user selection.

Variable fields

If there are variable fields coming from keyboard you will be allowed to input any directly from PC keyboard; these data will be part of RAM-CARD (or FLASH) stored label format. If you do not want to input data from PC click on

Cancel; at this point you will be prompted to input a label format description and, in succession, those regarding variable fields.

Six different kinds of Variable fields are available:

- Numeric
- Alphanumeric
- Numeric with default
- Alphanumeric with default
- From printer table
- From database

This selection will set input mode procedure of Keypad (see Keypad manual).

Let us see differences among these 6 possible choices.
Remember that every one may have a Description field max. 16 characters long.

Numeric
With Numeric only numbers from 0 to 9 and decimal dot may be entered.

Alphanumeric
With Alphanumeric all Keypad available characters may be entered. See Keypad manual for details.

Numeric with default

With Numeric with default only numbers from 0 to 9 and decimal dot may be entered. Last entered data will become default data of variable field.

Alphanumeric with default

With Alphanumeric with default all Keypad available characters may be entered. See Keypad manual for details. Last entered data will become default data of variable field.

From printer table

With From printer table Keypad data input procedure will prompt for an index. By this index a *printer stored* text (i.e. downloaded with **File - Download**) will be extracted from *printer internal table* and used as variable field data. In this way user has to type only a number, not a full string of text.

From Database

With From Database Keypad data input procedure will prompt for an index. By this index a record from Database (in Keypad Extended memory or Ram Card) will be extracted.
In Default data you are required to type numbers of fields inside record including variable data to extract.

i.e. if we type:

and our Database file is

Peppers	Green	3.50
Apples	Red	2.0
Lemons	Yellow	3.30
Tomatoes	Red	4.0

Typing an index = 3 by Keypad we will have the extraction of fields n. 0 and n. 2 of record n. 3:

Record 3 field 0	=	Tomatoes
Record 3 field 2	=	4.0

Logo

If logos are drawn a logo description will be prompted, this description will be shown on Keypad display for correct user selection. If you do not want variable logo click on **Cancel**. If you click on **OK** Keypad data input procedure will prompt for and index. By this index a *printer stored* logo (i.e. downloaded with **File - Download**) will be extracted from *printer internal memory* and used as variable logo.

List / Erase

By List / Erase item you can see a list of label formats stored in active Keypad files for each memory device and, if necessary, erase someone.

Run List/Erase, then select Keypad memory device you want to list, then select a label description and finally click

on **Erase**

PLU

This working mode solves the problem linked to the food industry world labelling, with or without serial connection to a scale for weighing, calculation of total amount as multiplication between weight and unit price, management of "expiring" date and "seasoning" date (for each product), partial and general total management, creating of composite barcodes. All this features are possible by programming the products table called synthetically PLU (Product Look Up); let's take a look.

What's PLU ?

PLU is a list of record each one contains information related to a product to label. Printing data are read from a goods database stored in Keypad Extended memory or Ram Card and combined with the one read from a serial device (i.e. a scale) connected to 9 pins serial port of Keypad.

We have to remark the correspondence one to one between PLU records and products to label; each record corresponds to one only product.

One PLU record describes all peculiarities necessary to print a product label.

Each PLU record is composed by three parts (the middle one is optional) and has the next structure.

To work with Keypad PLU mode some data need to be arranged:

- MACRO to read data from serial port
- Ingredients table
- Products table with complete information (Unit price, expiring date an so on).

Macro

Select **Keypad - PLU - Macro** items from the menu, a window will appear. In this window you can set all parameters useful to receive and extract data from a record coming from a serial device.

```
┌─────────────────────────────────────────────────────┐
│ ▣              PLU - Macro                           │
├─────────────────────────────────────────────────────┤
│                                                      │
│  Keypad File:      c:\etik30a\prova.KMA              │
│                                                      │
│     ID position product index in                    │
│     record:                          14              │
│                                                      │
│     ID field length:                 2               │
│                                                      │
│     End of record by:                                │
│                                    Length       ▼    │
│                                                      │
│     Record Length or Termination:   26               │
│                                                      │
│          ┌─────────┐      ┌──────────┐               │
│          │   OK    │      │  Cancel  │               │
│          └─────────┘      └──────────┘               │
│                                                      │
└─────────────────────────────────────────────────────┘
```

ID position product index in record

Enter in **ID position product index in record** a number that holds position, inside received record, of starting byte for PLU index selection.

ID field length

Enter in **ID field length** a number that holds how many digits PLU index is made by.

End of record by

End of record by field allows to select if the end of received record must be detected by length or Termination

Record Length or Termination

Enter in **Record Length or Termination** the number that holds record length if **End of record by** = Length or ASCII decimal code
of last record character if **End of record by** = Termination.

Ingredients

Select **Keypad - PLU - Ingredients** items from the menu, a window will appear. In this window there is an upgradable list of ingredients. Ingredients will be used in PLU table.

To store a new ingredient type its description in **Ingredient** field, then click on **Add** New ingredient will be added at the end of ingredients list.

To replace an ingredient select it inside **List of Ingredients** then type its description in **Ingredient** field and click on **Replace** .

To erase an ingredient select it inside **List of Ingredients** and click on **Delete** .

PLU Table

Select **Keypad - PLU - PLU Table** items from the menu, a window will appear. In this window you can set every parameters building a PLU.

WARNING: Is important to note that Keypad menu is used to prepare data for Keypad but it does not allow to draw label layouts. Label layouts must be drawn by Etik and downloaded into printer with their ID index ('A', 'B',......). See Keypad and printer manuals for further details.

To add a new product you must setup all parameters and click on [**Add**]. New product will be added at the end of **Product list**.

To replace a product you must select it inside **Product list** then type its description in **Product Name** field and change parameters, then click on [**Replace**].

setup all parameters and click on [**Add**]. New product will be added at the end of **Product list**.

To erase a product select it inside **Product list** and click on [**Delete**].

To call back an existing product double-click on its description in **Product list**, every parameter will be shown; you can change them and click on [**Replace**] to modify it or click on [**Add**] to store it with a different name/parameters.

WARNING: [**OK**] button do NOT save any data in PLU Table; to save data only [**Add**] and [**Replace**] buttons are effective.

Let us see now a short description of various parameters, *to get further details please read Keypad manual*

Add

Click on [**Add**] to store a new product in **Product list**

Delete

Select a product in **Product list** and click on [**Delete**] to erase a product in Product list

Replace

Modify parameters and product name then select a product in **Product list** and click on [**Replace**] to replace it.

Product name
Enter in **Product name** product description.

Label layout
Select in **Label layout** the index of label layout that must be used to print product label.

Price
Enter in **Price** product unit price.

Expiring days
Enter in **Expiring days** the maximum number of days the product is valid.
Seasoning days
Enter in **Seasoning days** the number of seasoning days of product.

Static data of code
Enter in **Static data of code** fixed left hand part of barcode.

Code composition
Select by **Code composition** barcode pattern for fixed + variable parts.

Print barcode
If a barcode needs to be printed ☐ **Print barcode** item must be enabled.

Barcode content
Select in **Barcode content** the right part of code. It may be Weight or Price.

Product
Select in **Product** if you have a Fixed weight ("Body") or Variable weight product.

Packing date
If packing date needs to be printed ☐ **Packing date** item must be enabled.

Weight and price from scale
If Weight and Price information are computed by scale they do not need to be computed by Keypad and ☐ **Weight and price from scale** item must be enabled.

Data extraction setup
Enter in **Data extraction setup** start and stop positions of characters (inside received record) that form variable field from scale.

i.e. the record is:

0	1	2	3	4	5	6	7	8	9
x	x	x	T	A	R	E	x	x	x

and you want to take out TARE you must type "3,6" in Data source.

Ingredients

To combine ingredients with a product click on **Ingredients ...** and a Windows will appear showing every available ingredient. List of available ingredients needs to be prepared by **Keypad - PLU - Ingredients** procedure.

As concerning X, Y, Base Exp., Height Exp., Orientation please refer to **Objects - Text (Printer)**.

Ingredients per line
Enter in **Ingredients per line** how many ingredients must be printed in a line before carriage return / line feed.

Add

To combine an ingredient with product select it in **Available Ingredient** list and click on **Add ->**. **Selected ingredients** list will be updated.

Delete

Select ingredient in **Selected ingredients** list then click on **Delete** to erase it.

Click on **OK** to stop ingredients linking.

WARNING: **OK** button do NOT save any data or ingredient in PLU Table; to save data only **Add** and **Replace** buttons are effective.

Transmit

When data for Keypad are ready you can download them by running **Keypad - Transmit**.
Before running download procedure you have, of course, to enable Keypad programming mode using Keypad-F1 button and scroll (pls. refer to Keypad manual). Select then **Keypad - Transmit** and proper memory device.
When Keypad shows END RECEIVING message it is ready to use (pressing F3) label formats you downloaded.

WARNING: Keypad Database editing must be done by a standard text editor, not by Etik. See Keypad manual about Database file format.

Transmit - PLU

When MACRO, Ingredients and PLU Table get ready they need to be downloaded to Keypad by **Keypad - Transmit PLU**. Before running download procedure you have, of course, to enable Keypad programming mode using Keypad-F1 button and scroll (pls. refer to Keypad manual).
To download MACRO information select Macro with Keypad, then select **Keypad - Transmit PLU - Macro**.
To download Ingredients select Database with Keypad, then select **Keypad - Transmit PLU - Ingredients**.
To download PLU Table select PLU with Keypad, then select **Keypad - Transmit PLU - PLU Table**.

VIEW

Object Toolbar

The toolbar is made up by two rows of icons.
The first row is the **Object Toolbar** and includes the following icons:

files icons

clipboard icons

objects icons

printing icons

help icons

default box thickness
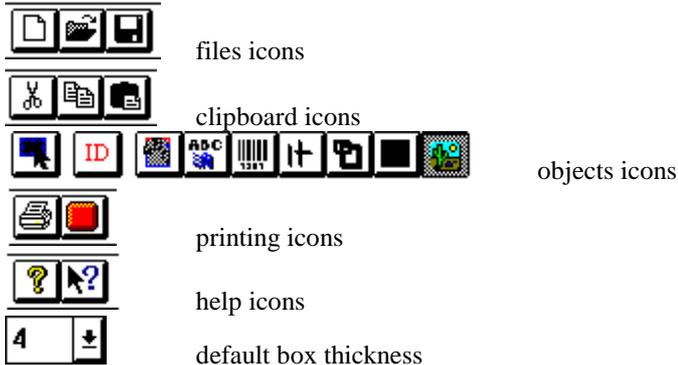
Enabling or disabling the **Object Toolbar** menu item you can display or hide this toolbar.

Layout Toolbar

The toolbar is made up by two rows of icons.
The second row is the **Layout Toolbar** and includes the following icons:

aligning icons

centring icons

spacing icons

resizing icons
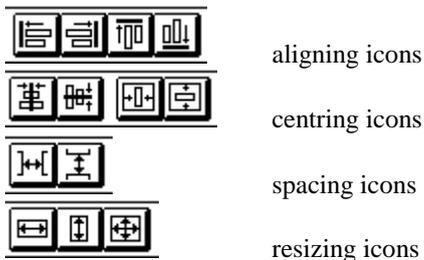
Enabling or disabling the **Layout Toolbar** menu item you can display or hide this toolbar.

Status Bar

On the bottom of Etik window you found the **Status Bar** which is divided in five parts.
The first part is the longest, it displays a short help description on the ground of selected function.
Try to click and hold the mouse key on a toolbar button and look at the status bar to see help messages.

The other four boxes of the status bar respectively display:

- X co-ordinate, in millimetres, of the mouse cursor position or X co-ordinate of the top-left corner of the rectangle including selected objects while you hold down the mouse key.
- Y co-ordinate, in millimetres, of the mouse cursor position or Y co-ordinate of the top-left corner of the rectangle including selected objects while you hold down the mouse key.
- Width, in millimetres, of the rectangle including selected objects while you hold down the mouse key.
- Height, in millimetres, of the rectangle including selected objects while you hold down the mouse key.

Zoom

The default label displaying mode is 100% zoom. This means that every dot making up the label is displayed on the screen.

Since video resolution is different from printers resolution real dimensions are not observed.

Sometimes you need a global view of the label under project. To get this kind of view use the Zoom function.

Select **View - Zoom** items from the menu, then select zoom value.

When Zoom is in Real mode displayed label dimensions are as near as possible to real dimensions. Some minor differences are due to video setting.

WINDOW

Under Window menu item there are some typical functions of Windows applications.
In the second half of the Window group there is the list of opened labels and views. If you open many views of the same label the related document name will be modified adding a number.
For instance opening two views of a label named SAMPLE you will see SAMPLE:1 and SAMPLE:2

New Window

With **New Window** command you can open another view of the active label. For instance it is possible to open a zoomed view and a view without zoom. All the changes made on a view will be active in real time on all views of the same label.

Cascade

With **Cascade** command you can arrange all opened views in a cascade manner.

Tile Horizontal

With **Tile Horizontal** command it is possible to resize all opened view so that the available screen space is evenly distributed in horizontal direction.

Tile Vertical

With **Tile Vertical** command it is possible to resize all opened view so that the available screen space is evenly distributed in vertical direction.

Arrange Icons

With **Arrange Icons** command you can arrange all the icons of reduced documents.

HELP

Index

The Index command opens the help index.

To open an help window about a specific subject you can select ![icon] icon and click on the context (menu, button or window) requiring help.

Using Help

Help about online help. It is the standard Windows help.

About Etik   ![icon]

About Etik item displays program information, serial number and system resources.

DATABASE

By means of Etik it is possible to print labels having variable fields importing them from an ASCII file.

Every line of the ASCII file in which data are saved represents a record from which Etik takes out variable data fields; the first record of the file must include field heading and it is omitted at print time.

Inside records every field must be divided from the next by TAB (09 Hexadecimal) character separator.

All database programs on the market are able to yield such an output file making easier the linkage to Etik.

Variable fields can be of two kinds, Text (Printer font) or Barcode.

To edit a variable field draw a text or a barcode as variable Text (or Barcode) field and select FILE TYPE (see **Text (Printer)**)

Open the ASCII file (usually with a TXT extension) containing database output data selecting **File Open** menu items or clicking on toolbar button (*Ctrl-O*). A document containing all the fields of the first record will be opened and displayed.

To make active the linkage between a database field and a text or barcode object click on the database file, the mouse cursor will take a composite shape . This cursor shape means that the linkage can be activated.

Holding down the mouse key drag the cursor on the text or barcode object. You can see that in objects-free points of the label the cursor takes the shape pointing out that the linkage is not available.

Releasing the mouse cursor on a text or barcode object while the cursor is active the linkage will be completed.

At this point it is enough to run a label printing function, Etik provides identifying the existence of a linkage to a database ASCII file and to print all linked data fields as planned.

FUNCTION KEYS

F8

To resize selected objects width with regard to the reference object.

F9

To centre selected objects vertically with regard to the reference object.

F11

To open the label setting window.

F12

To print the active label.

Ctrl   1

To enable the printer font text drawing function.

Ctrl   2

To enable the TrueType font text drawing function.

Ctrl   3

To enable the Barcode drawing function.

Ctrl   4

To enable the Line drawing function.

Ctrl   5

To enable the Box drawing function.

Ctrl   6

To enable the Area drawing function.

Ctrl   7

To enable the Image drawing function.

Ctrl   A

To select all drawn objects.

Ctrl   C

To copy a selected object placing it into the clipboard.

Ctrl   D

To show objects indexes.

Ctrl   N

To open a new label.

Ctrl   O

To open an existing label.

Ctrl   S

To save the active label.

Ctrl   V

To paste an object from the clipboard into the active label.

Ctrl   X

To cancel a selected object moving it to the clipboard.

Ctrl   Down

To align selected objects on the bottom with regard to the reference object.

Ctrl   Left

To align selected objects on the left with regard to the reference object.

Ctrl   PgDown

To move the selected object in background.

Ctrl   PgUp

To move the selected object in foreground.

Ctrl   Right

To align selected objects on the right with regard to the reference object.

Ctrl   Shift   F8

To resize selected objects width and height with regard to the reference object.

Ctrl   Shift   F9

To centre selected objects horizontally with regard to right and left label margins.

Ctrl   Space

To enable the object selection function.

Ctrl   Up

To align selected objects on the top with regard to the reference object.

Ctrl   F8

To resize selected objects height with regard to the reference object.

Ctrl   F9

To centre selected objects vertically with regard to upper and lower label margins.

Ctrl   F12

To print all opened labels.

Shift   F9

To centre selected objects horizontally with regard to the reference object.

Alt   F12

To download into printer.

Alt   Down

To evenly space selected objects vertically.

Alt   Right

To evenly space selected objects horizontally.

BUTTONS

To open a new label.

To open an existing label.

To save the active label.

To cancel a selected object moving it to the clipboard.

To copy a selected object placing it into the clipboard.

To paste an object from the clipboard into the active label.

To make the object selection function active.

To make the Text insertion function active (printer font).

To make the Text insertion function active (Windows font).

To make the Barcode insertion function active.

To make the Line insertion function active.

To make the Box insertion function active.

To make the Area insertion function active.

To make the Image insertion function active.

To move the selected object in background.

To move the selected object in foreground.

To print active label.

To simulate printer push button.

To display program information, serial number and copyright.

To get help by clicking on menus or buttons.

To align selected objects on the left with regard to the reference object.

To align selected objects on the right with regard to the reference object.

To align selected objects on the top with regard to the reference object.

To align selected objects on the bottom with regard to the reference object.

To centre selected objects vertically with regard to the reference object.

To centre selected objects horizontally with regard to the reference object.

To evenly space selected objects horizontally.

To evenly space selected objects vertically.

To centre selected objects vertically with regard to upper and lower label margins.

To centre selected objects horizontally with regard to right and left label margins.

To resize selected objects width with regard to the reference object.

To resize selected objects height with regard to the reference object.

 To resize selected objects width and height with regard to the reference object.

INDEX