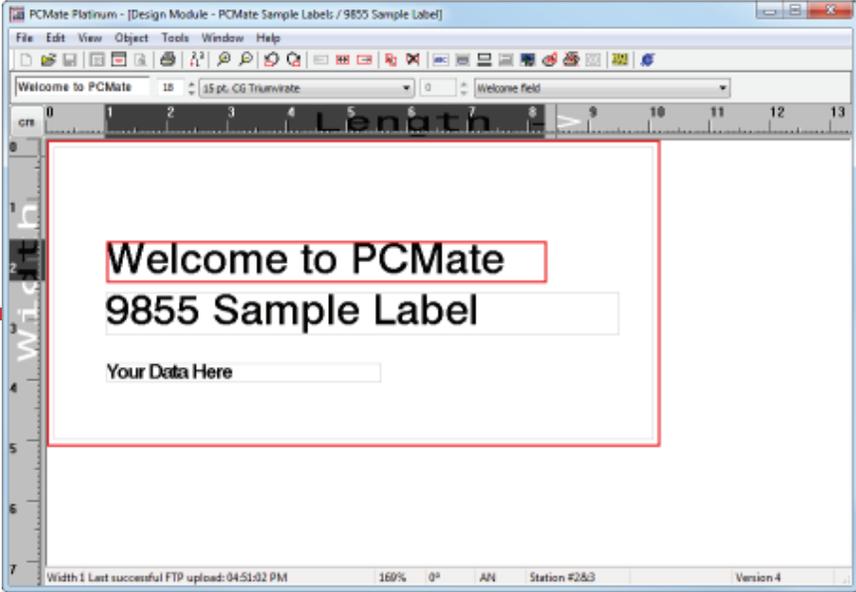


Label Design Guide

PCMate Platinum v7.5



4/2015



Retail Branding and Information Solutions

Platinum
Label Design Software

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INTRODUCTION

Welcome to Avery Dennison® PCMate™ Platinum. There are four software modules in PCMate: Print Module, Design Module, Print Preview Module, and Macro Editor Module.

This manual provides information about PCMate's Design Module and Macro Editor Module. For information about the Print Module and the Print Preview Module, refer to PCMate's *Label Printing Guide*.

In this chapter, you can learn

- ◆ about the documentation.
- ◆ how to get help.

For information about the Macro Editor Module, see Chapter 9, "Working with Macro Lookups."

About the Documentation

This manual describes how to use PCMate Platinum v7.5. If you are using a different version of PCMate, the information in this manual may vary slightly.

This manual uses consistent text formats. The table below lists the typographical conventions used and provides a description of each convention.

Convention	Description
Bold	Words that are bold are the names of actual menu items, list boxes, text boxes, buttons, column headings, and tab labels in the software.
<i>Italic</i>	Words that are italic are names of windows, frames, and dialog boxes.
UPPERCASE & BOLD	Words that are uppercase and bold are items you should type into a text box or on a command line.
UPPERCASE	Words that are uppercase are keys on the keyboard or acronyms. When two or more words in uppercase appear together with a plus (+) sign in between, press all of the keys at the same time. A comma (,) indicates you should press and release the keys one after the other.
Note	A note contains information that explains why you are doing something, or offers further reference information for the task at hand.
WARNING	A warning alerts you that what you are about to do may endanger computer devices, operating software, or data.

Getting Help

Avery Dennison is dedicated to providing support for PCMate Platinum. As a customer, you can expect reliable products and quality service.

Avery Dennison Technical Support

1-800-543-6650 x3

ris.servicetech@averydennison.com

ABOUT LABEL DESIGNS

Each label design has file properties that define the layout, printer settings, supply information, barcode verifier options, and security requirements for the design.

Depending on the target printer you select for the label design, some file properties may or may not be active.

In this chapter, you can learn about the file properties for label designs, including:

- ◆ layout properties
- ◆ printer properties
- ◆ supply properties
- ◆ barcode verifier properties

For information about RFID properties and other security options for label designs, contact Avery Dennison Technical Support.

About Layout Properties

When you create a label design, you must select a target printer and specify the label size. Once you create a label design, you should not change the target printer because variances in printer settings and capabilities almost always impact the placement and appearance of objects on your labels.

Using the layout properties, you can

- ◆ create a non-printing tag stock background to help you place objects in the proper position and provide a way for printer operators to view and verify the stock before sending a print job to the printer.
- ◆ create a no-print zone to accommodate for pressure sensitive label liners.
- ◆ create a no-print zone to accommodate for margins on laser sheets.
- ◆ make all objects that you add or have already added to the label capable of being a macro key and/or target.
- ◆ make the label design compatible with design distribution and serialization services on the Avery Dennison Web Services Portal.

Design Properties

Tag Layout | Printer Setup | Supplies Setup | Barcode Verifier Setup | RFID

Tag Background

Top Image: <NONE> | Bottom Image: <NONE>

Tag Background Set

Printer Model: 700 (300 DPI)

Design Type: Windows Design

Design Number: 1

Library: 0

Mark All Fields As Macro Key/Target

Design Group: [Empty]

Notes: [Empty]

Security

Secure Design

Block Creating New Print Files

Tag Size

Width: 1 | Length: 1

Inches | Millimeters

Image Start

Width: 0 | Length: 0

Apply to background

Page Start

Width: 0 | Length: 0

OK | Cancel | Apply | Help

- ◆ add instructions or comments for the printer operator that appear on the Job Manager any time a print job is created that uses the label design.
- ◆ enable security features for the label design.

The table below provides a description of the layout properties for a label design.

Properties	Description
Tag Background <ul style="list-style-type: none"> ◆ Top Image ◆ Bottom Image ◆ Tag Background Set 	If you are designing for a label that has a pre-printed tag stock background, we recommend you create a non-printing tag stock background in PCMate so you can place your objects in the proper position on the label and provide a way for printer operators to verify the stock before printing. For more information, see “Creating No-Print Tag Stock Backgrounds” in Chapter 3.
Printer Model	You must select the printer model for the target printer on which this label is going to be printed. Different printers use different resolutions. To ensure your label design is drawn to scale, select your printer for the proper resolution (DPI). Note: We do not recommend changing the printer model in the middle of or after you have created a label design. Variances in printer settings and capabilities almost always impact the placement and appearance of objects on your labels. If your company is using multiple printer families and you are not sure which printer is going to be used to print the labels, we recommend you create a label design for each possible printer.
Design Type	This field is not used and should always be set to Windows Design .
Design Number	This field is not used.
Library	This field is not used.
Mark all Fields as Macro Key/Target	If you are using macro lookups to input variable data and you want to make all objects on the label capable of being a key or target, select this checkbox. If you are not using macro lookups or if you only want specific objects on the label capable of being a key or target, clear this checkbox. Note: The macro lookup feature is rarely used. The preferred method is an ODBC lookup.
Tag Size <ul style="list-style-type: none"> ◆ Width ◆ Length ◆ Inches/Millimeters 	You must specify the size of a single label even if the intended supply has multiple labels across the roll or sheet and/or multiple labels down a sheet. The Width is the one-up width of the single label across the supply roll or across the short dimension of an 8 ½ x 11 sheet. The Length is the length of the label as it is fed through the printer, or down the long dimension of an 8 ½ x 11 sheet. The unit of measurement displays on the ruler in PCMate and can be set to either Inches (English) or Millimeters (metric).

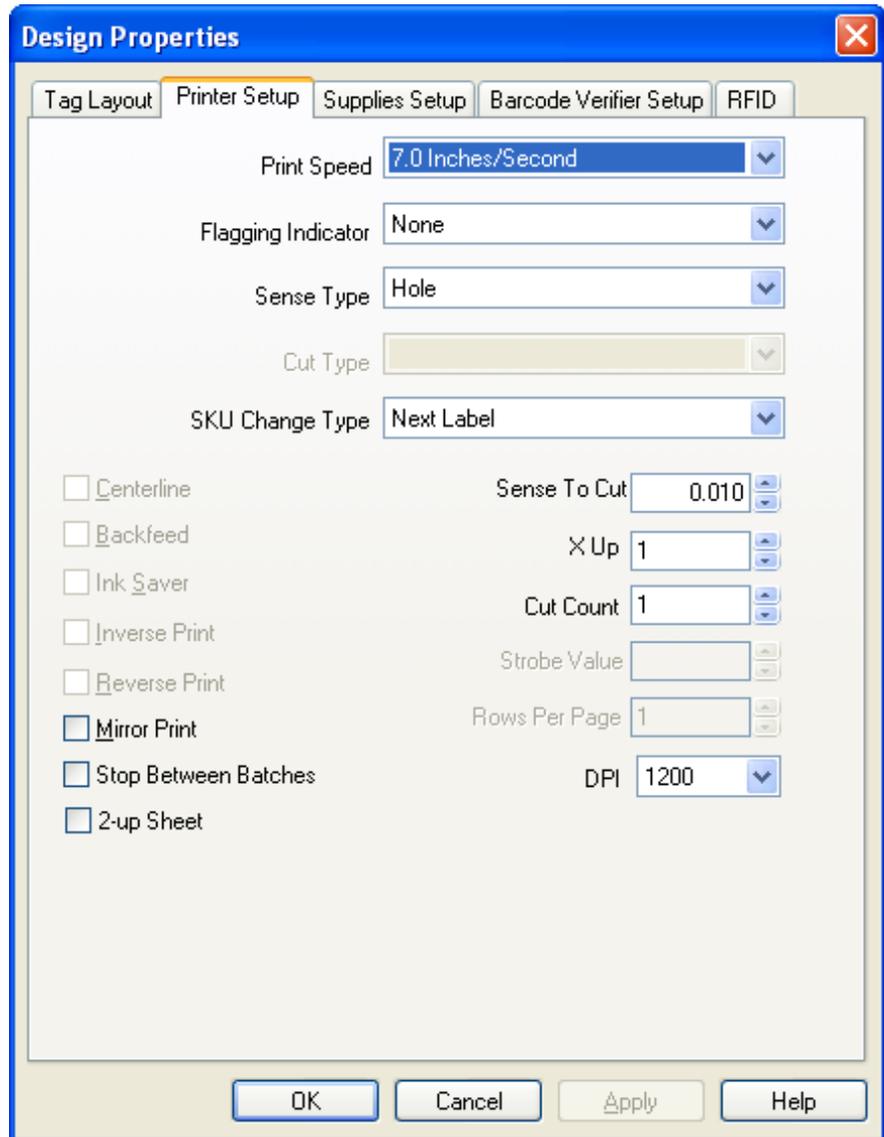
Properties	Description
<p>Image Start</p> <ul style="list-style-type: none"> ◆ Width ◆ Length ◆ Apply to background 	<p>If you are creating a label design for pressure sensitive labels, you need to establish a no-print zone for the liner on the label. The Width is the width of the liner from the edge of the liner to the edge of the label (print zone). The Length is the length of the liner from the edge of the liner to the edge of the label (print zone).</p> <p>If you are designing for a label that has a pre-printed tag stock background and you create a background image of the label with no print liner, select the Apply to background checkbox to show the tag stock background image in PCMate. Also, be sure to use the correct Image Start dimensions.</p> <p>If you are designing for a label that has a pre-printed tag stock background and you create a background image of just the label, clear the Apply to background checkbox so that the image appears within the label (print zone), which is set by the Image Start dimensions.</p>
<p>Page Start</p> <ul style="list-style-type: none"> ◆ Width ◆ Length 	<p>If you are creating a label design for a laser printer, you need to establish a no-print zone for sheet on which the labels are printed. The Width is the width of the no-print zone from the left edge of the laser sheet to the edge of the label. The Length is the length of the no-print zone from the top edge of the laser sheet to edge of the label.</p>
<p>Design Group</p>	<p>If you are using the Avery Dennison Web Services portal to manage your label designs and/or provide serialization, you must enter the design group name assigned to your target retailer or brand owner. Otherwise, you cannot upload and/or serialize the label design.</p>
<p>Notes</p>	<p>If you want to add a comment or instructions for printer operators, you can add a message to the label design. The message appears in the Print Module just under the label preview at the bottom of the Job Manager.</p>
<p>Secure Design</p>	<p>If you want to enable security for label design serialization, select the Secure Design checkbox. If you want to disable security for the label design, clear the Secure Design checkbox.</p> <p>For information about this feature, contact Avery Dennison Technical Support.</p>
<p>Block Creating New Print Files</p>	<p>If you want to restrict the label design to work only with print jobs created by the Auto-Import Routine, select the Block Creating New Print Files checkbox. If you want the label design to work with all types of print jobs, clear the Block Creating New Print Files checkbox.</p> <p>Note: When you clear the Block Creating New Print Files checkbox, printer operators can add new batches to print jobs that are associated with the label design.</p>

About Printer Properties

For each label design, you must configure the printer properties. Depending on the printer for which you are creating the label design, some properties may not be active.

With the printer properties, you can

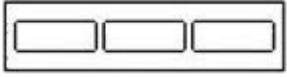
- ◆ adjust the printer speed to accommodate for variances in supply.
- ◆ include a batch separator to help printer operators visually recognize where batches end and begin during printing.
- ◆ specify a sense type and position to help the printer locate the start position for new tags or labels that have a mark or hole.
- ◆ specify whether the label design is for a single label or for multiple labels across and down the web of the supply.

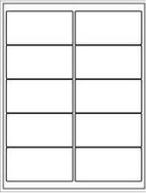
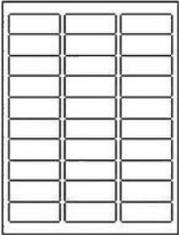


The table below provides a description of the printer setup properties.

Properties	Printer Type	Description
Print Speed	Thermal	You must select the print speed based on the supply you plan to use when printing labels. Print speed affects ink quality on supply. If you are printing labels on a fabric stock, you may want to decelerate the speed of your printer for better ink quality.
Flagging Indicator	Thermal	<p>You can include a batch separator for your label design. A batch separator is a label that is designed to help printer operators visually recognize where batches end and begin during printing.</p> <p>You can configure the batch separator to be either a separate label that has specific flagging information, or a regular label that has variable data from the print job but is visibly longer than all other labels that print.</p> <p>For more information about batch separators, see Chapter 3, “Working with Label Designs.”</p>

Properties	Printer Type	Description
Sense Type	Thermal	<p>If the supply you plan to use when printing labels has a mark or hole, you must specify a sense type (reflective, contrast, hole, hole/liner, center aperture, etc.) that helps the printer locate the start position for new tags or labels. In addition, you must add a sense mark position (Sense to Cut) that specifies the offset between the sense mark and the actual cut.</p> <p>For example, if you want the sense mark to be a hole in the center of a label, you would specify the Sense Type to be Hole, and you would set a sense mark position that is half the size of the label. Even though you can add a sense mark position to your labels designs, you may need to adjust printer your settings.</p> <p>If you are creating a label design for stock that does not have a mark or hole, select None.</p>
Cut Type	Thermal	You must specify whether you want the printer to cut the supply and, if so, whether the cut should be made after each label prints or after each batch in the print job is printed.
SKU Change Type	Laser	<p>If you are creating a label design for a laser printer, you must specify where the printer should start printing after completing labels for the previous batch. You can start the first label of the next batch at the very next label, the next row or the next sheet as follows:</p> <ul style="list-style-type: none"> ◆ Next Label – Select this option if you want the printer to start printing the next batch on the next label of the same sheet (no wasted labels). ◆ Next Row – Select this option if you want the printer to start printing the next batch on the next row of labels on the same sheet. ◆ Next Page – Select this option if you want the printer to start printing the next batch first label of the next sheet. ◆ Next Page-Fill Page – Select this option if you want the printer to start printing the next batch first label of the next sheet, and you want to fill the page where the quantity of the batch leaves empty labels.
Centerline	Thermal	If you want PCMate to adjust the printed image 10 millimeters toward the outer edge of the printer, select this checkbox.
Backfeed	Thermal	If you are printing carton labels and are using a printer that prints one label at a time (requiring you to remove each printed label before printing the next label), you can enable this option so that the printer performs a back feed and prints on the next label correctly each time after you remove a printed label.
Ink Saver	Thermal	If you want PCMate to calculate the minimum print area necessary to print the label, select this checkbox. This can help minimize ink waste.
Inverse Print	Thermal	If you want the printer to print the label inversely (for example, white-on-black), select this checkbox.

Properties	Printer Type	Description
Reverse Print	Thermal	If you want the printer to print a negative image (reverse the printing of all objects on the label), select this checkbox.
Mirror Print	Thermal	If you want to print clear labels for the purposes of heat sealing the labels on your items, select this checkbox to print a mirror image of the objects on the label. If you want to print labels to attach to your items, clear this checkbox to print the objects as you see it in PCMate,
Stop Between Batches	Laser Thermal	If you are creating a label design and want the printer to stop printing between batches, select this checkbox. If you want to printer to print all batches continuously, clear this checkbox.
2-up Sheet	Laser	If you are creating a label design for a Xerox D700 laser printer and plan to print labels on a 14 x 11 sheet, select this checkbox. PCMate creates the label design as two sheets of labels (not one big sheet) for printing on an 11 x 17 sheet using a mid-page gap that is 2 times the page start width dimension. For information about how to configure the page start width, see "About Layout Properties" in this chapter. If you plan to print labels on an 8 ½ x 11 sheet, clear this checkbox. Note: If this checkbox is inactive, you may need to enable the Enable 2-up Sheet Mode advanced software setting. For information about how to configure advanced software settings, refer to <i>PCMate Label Printing Guide</i> .
Sense To Cut	Thermal	If you selected a Sense Type , you must add the sense mark position that specifies the offset between the sense mark and the actual cut.
X Up	Laser Thermal	If you are creating a label design for a stock where multiple labels can be duplicated across the width of the supply, you must specify the total number labels that can be duplicated across the width of the supply. For example: <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;">  <p>X Up = 2</p> </div> <div style="text-align: center;">  <p>X Up = 3</p> </div> </div>
Cut Count	Thermal	Use this setting to take advantage of PCMate's Sheet Mode and Continuous Mode finishing options. If you are creating a label design for a pressure sensitive supply roll, you can print continuous labels on the roll, or you can specify for PCMate to cut the roll after a specific number of labels print. If you want PCMate to print continuous labels on the roll, set the Cut Count to 0 . If you want PCMate to cut the roll, set the Cut Count to the number of labels you want to print before the count. The default setting is 1 . By default, PCMate cuts the roll after each label (or row of labels if the X Up is greater than one) prints.
Strobe Value	Thermal	This field is not used.

Properties	Printer Type	Description
Rows Per Page	Laser	<p>If you are creating a label design for a laser printer, you must specify the number of rows of labels that can be printed on a single sheet.</p> <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;">  <p>14</p> </div> <div style="text-align: center;">  <p>5</p> </div> <div style="text-align: center;">  <p>10</p> </div> </div>
DPI	Laser	<p>If you are creating a label design for a laser printer, you can decrease the dpi to minimize ink use.</p>

About Supply Properties

If you are creating a label design for a thermal printer, you must configure the supply properties.

If you are creating a label design for an ink jet or laser printer, you do not have to configure the supply properties.

Supply properties include the stock and the ink colors for each print head/station. The combination of the stock and ink determines the amount of energy the printer uses to print the labels. The more accurate the information, the better print quality of your labels.

As you are creating your label design, PCMate displays objects on the screen using the same colors you select for the print stations.

The image shows a screenshot of the 'Design Properties' dialog box, specifically the 'Supplies Setup' tab. The dialog has a blue title bar with a close button. Below the title bar are five tabs: 'Tag Layout', 'Printer Setup', 'Supplies Setup' (which is selected and highlighted in orange), 'Barcode Verifier Setup', and 'RFID'. The main area of the dialog contains several configuration options:

- Fabric/Stock:** A dropdown menu currently showing 'Coated Tag Stock'.
- Ink:** A section with three sub-sections:
 - Station 1:** A dropdown menu showing 'GP1111 (Black)'.
 - Station 2:** A dropdown menu showing 'GP1111 (Black)'.
 - Station 3:** An empty dropdown menu.
- Stock ID:** An empty text input field.

 At the bottom of the dialog, there are four buttons: 'OK', 'Cancel', 'Apply', and 'Help'.

The table below provides a description of the supply properties for a label design.

Properties	Description
Fabric / Stock	Select the material that should be used for the supply. Available options differ for each printer model.
Ink <ul style="list-style-type: none"> ◆ Station 1 ◆ Station 2 ◆ Station 3 	Select the type and color of ink in each print head/station as follows: <ul style="list-style-type: none"> ◆ Station 1 – Select the type and color of ink that should be used on the back of the label. ◆ Station 2 – Select the type and color of ink that should be used on the front of the label. All single-head printers use this print station. ◆ Station 3 – If the target printer has three print heads, select the second type and color of ink that should be used on the front of the label.
Stock ID	This field is not used.

About Barcode Verifier Properties

If you are creating a label design for a 6x6 or SNAP thermal printer that is equipped with a scanner/verifier option, you can enable bar code verification for the label design.

If you are creating a label design for any other type of printer, this feature is not available.

Barcode verifier properties not only enable the scanner/verifier on your printer, but also include options that you can configure for determining whether the bar code print quality is at an acceptable level.

Before configuring barcode verifier properties, you should add barcode objects to your label design. Otherwise, the barcode types under *Symbologies to be excluded* may not be active.

The table below provides a description of the barcode verifier properties for a label design.

Field/Set	Description
Enable Verifier Scanning	Select this checkbox to enable the scanner/verifier on your printer.
Verifier Type	Select the type of barcode verification option you have on your printer (SV-100 or VL-70). Note: The VL-70 is discontinued.
Symbologies to be excluded <ul style="list-style-type: none"> ◆ UPC-A / UPC-E / EAN-8 / EAN-13 (All EAN type bar codes) ◆ Code 39 ◆ Code 128 and EDI Code 128 ◆ Interleave 2 OF 5 ◆ Code 93 	This feature is no longer available for either barcode verification option.

Field/Set	Description
<p>Reasons For Failure</p> <ul style="list-style-type: none"> ◆ Out Of Specification Warnings ◆ Out Of Specification Rejections ◆ ANSI Decodability Grade Test 	<p>The scanner/verifier in your printer uses a grading function to assure that bar code print quality is at an acceptable level.</p> <p>If a readability issue is detected, the scanner/verifier issues a “barcode out of specification” warning or rejection code based on the severity of the issue.</p> <p>Select the checkboxes based on the criteria you want the scanner/verifier to use when scanning barcodes:</p> <ul style="list-style-type: none"> ◆ Out Of Specification Warnings – This feature is only available for the discontinued VL-70 barcode verification option. If enabled, “barcode out of specification” warnings cause the barcode scan to fail and the printer either halts or reprints the label before continuing printing; if disabled, the barcode scan passes even if a “barcode out of specification” warning occurs. ◆ Out Of Specification Rejections – This feature is only available for the discontinued VL-70 barcode verification option. If enabled, “barcode out of specification” rejections cause the barcode scan to fail. If disabled, the barcode scan passes even if a “barcode out of specification” rejection occurs. ◆ ANSI Decodability Grade Test – If enabled, you can select a Pass on Grade (A – D) to determine the minimum grade required for the barcode scan to pass.
<p>Number of Failures Before Halt</p> <ul style="list-style-type: none"> ◆ Consecutive Failures ◆ Accumulative Failures 	<ul style="list-style-type: none"> ◆ Consecutive Failures – If enabled, you can set the number of consecutive failures that can occur before the printer is halted. ◆ Accumulative Failures – This feature is only available for the discontinued VL-70 barcode verification option.
<p>Number of Scans to Pass</p>	<p>Set the minimum number of scans the scanner/verifier must make to inspect the barcode. The recommended and minimum setting for this option is 2.</p>

A label design is a template that PCMate merges with a variable data file to create a print job. PCMate organizes label designs in design sets. A design set is a group of similar label designs. You can name your design sets and label designs according to how you want to organize your work, for example, by author, by printer family, by project, and so on.

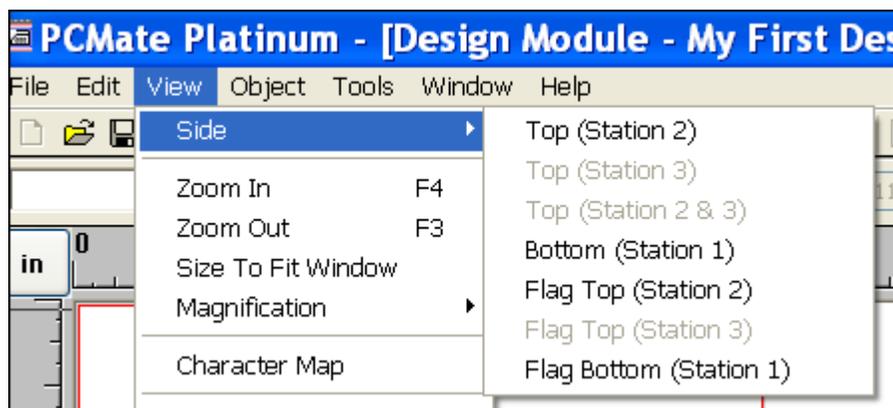
In this chapter, you can learn about print stations, as well as how to

- ◆ create label designs.
- ◆ edit file properties for label designs.
- ◆ delete label designs.
- ◆ copy label designs to another design set.
- ◆ move label designs to a different design set.
- ◆ export label designs.
- ◆ import label designs.
- ◆ create batch separators for label designs.
- ◆ edit batch separators for label designs.
- ◆ remove batch separators for label designs.
- ◆ create no-print tag stock backgrounds.
- ◆ create no-print zones.

About Print Stations

For each label design, you must select a target printer. A printer must have at least one print head, and can have up to three print heads. A print head can be on the top or the bottom. Some printers have two print heads on top, while other printers have one print head on top and one print head on the bottom. There are many types of configurations.

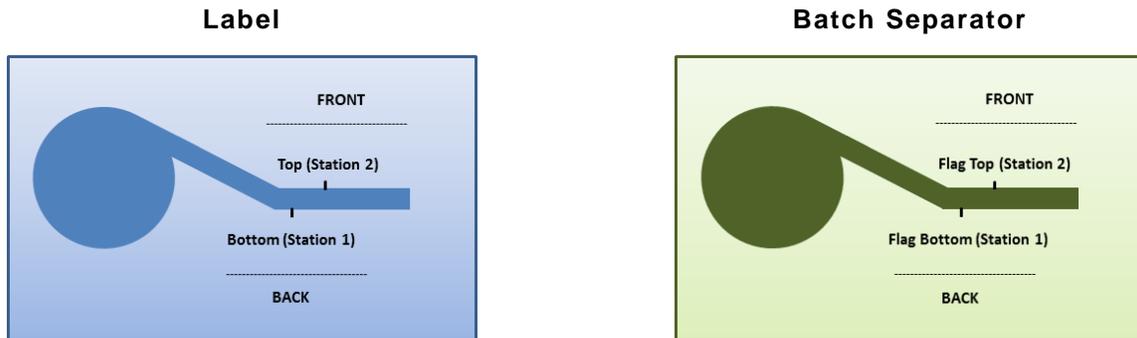
In PCMate, each print head represents a print station, and each print station represents a part of the label design. As you work with each label design, you must keep track of which part you are editing. The following figure illustrates all possible parts of a label design that you can view and/or edit.



The table below provides a description of how the print stations in PCMate correspond with the label design and the print head(s) on a printer.

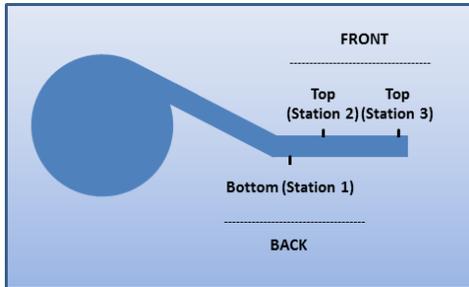
Print Station	Print Output	Description
Top (Station 2)	Label	For printers with one top print head, this is the front side of the label. For printers with two top print heads, this is the front left print station for a SNAP 500 printer, or the front right side print station for a 676 printer.
Top (Station 3)	Label	For printers with two top print heads, this is the front left print station for a SNAP 500 printer, or the front right print station for the 676 printer.
Top (Station 2 & 3)	Label	For printers with two top print heads, this is the front side of the label, representing both top print heads.
Bottom (Station 1)	Label	This is always the back side of the label.
Flag Top (Station 2)	Batch Separator	For printers with one top print head, this is the front side of the batch separator for the label design. For printers with two top print heads, this is the front left print station for a SNAP 500 printer, or the front right side print station for a 676 printer.
Flag Top (Station 3)	Batch Separator	For printers with two top print heads, this is the front left print station for a SNAP 500 printer, or the front right print station for the 676 printer.
Flag Bottom (Station 1)	Batch Separator	This is always the back side of the batch separator for the label design.

As an example, the following figure illustrates a printer with two print heads – one on top and one on bottom. These include the 6x6 and SNAP printer families.

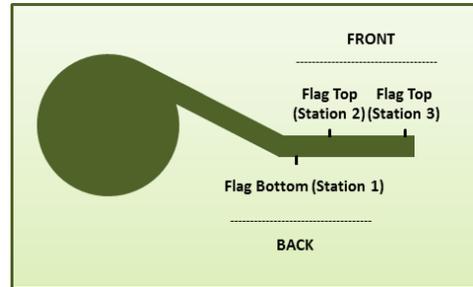


Some printers have two print heads, but both print heads are on top. In this case, the print stations would be **Top (Station 2)** and **Top (Station 3)** as shown in the figure below. The following figure illustrates a printer with three print stations. These include the 6x6 and SNAP printer families. For all SNAP printer models, the positions of the top print stations are reversed. **Top (Station 3)** prints first and would appear in the image on the left. **Top (Station 2)** prints second and would appear in the image on the right.

Label

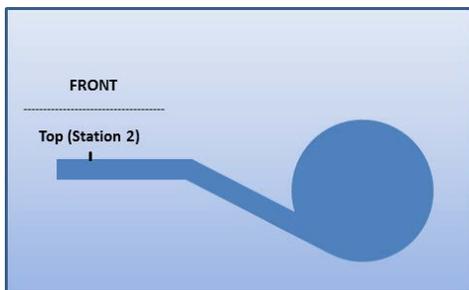


Batch Separator

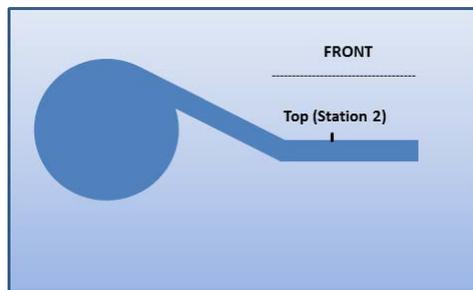


When creating label designs, it is important to understand the orientation of each label design with regards to the feed direction for the target printer. For example, the print head for **Top (Station 2)** prints on the inside of the roll on a 640x printer, versus on a SNAP printer where the print head for **Top (Station 2)** prints on the outside of the roll.

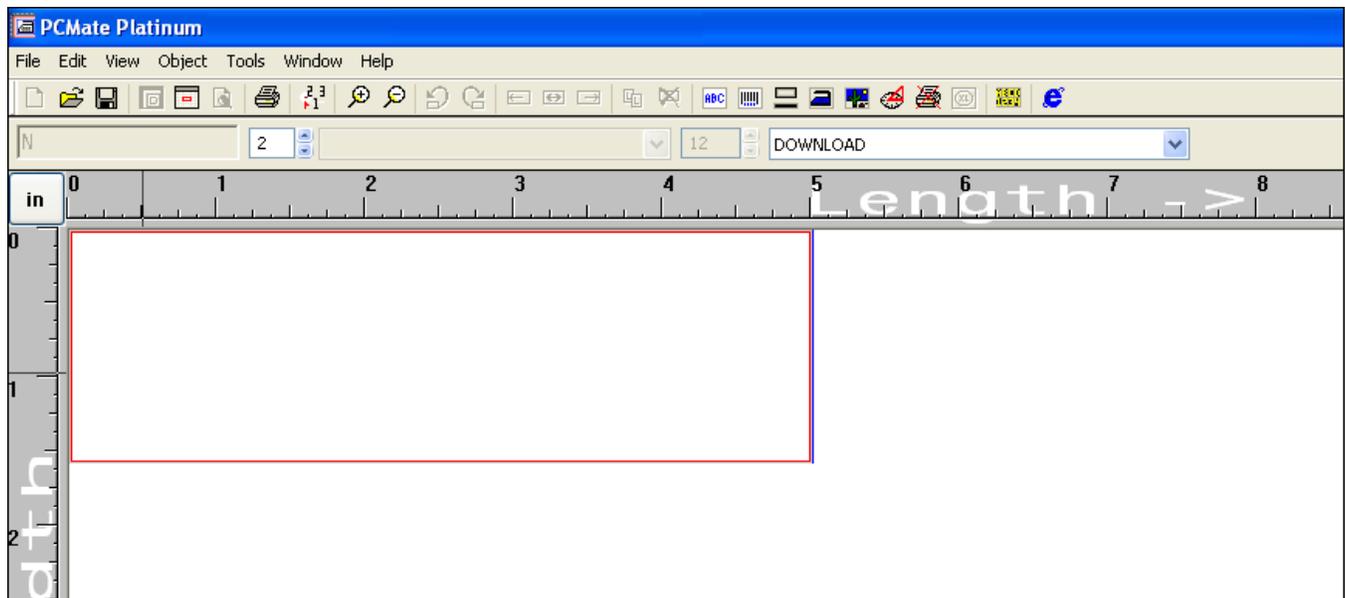
640x, 98xx, and 61x Printers



6x6 and SNAP Printers



PCMate has a ruler to help with orientation and design of your labels with regards to the feed direction for the target printer.



The arrow that appears with the **Length** indicates the feed direction. If you click , you can change the ruler and all other metrics from inches to centimeters.

Creating Labels Designs

Before you create a label design, you must know the following information:

- ◆ target printer model
- ◆ supply orientation (how the labels feed into the printer)

In addition, you may want to consider the following depending on the features you plan to use:

- ◆ Place all pre-printed background images (.JPG files) in the following default working folder:
C:\Paxarwin\Tagstock
- ◆ Place all picture/logo images (.BMP, .PCX, and .JPG files) you plan to add to the label design in the following default working folder:
C:\Paxarwin\Logos
- ◆ Install Windows fonts, if needed, for the label design using a standard Windows font installation (Control Panel>Fonts).

You can create and save any number of label designs. Each label design has multiple files associated with it. Therefore, when you create a label design, PCMate automatically creates a working folder in the following default location:

```
C:\Paxarwin\formats\[DESIGN SET NAME]\[LABEL DESIGN NAME]
```

If you copy, move, or export a label design, PCMate handles all of the files in the label design's working folder accordingly.

The table below provides a description of the minimum files PCMate creates for each label design in its working folder.

File	Description
[LABEL DESIGN NAME].DTD	This file holds temporary files associated with the label design. If you ever delete this file, PCMate automatically recreates the file upon opening the label design.
[LABEL DESIGN NAME].VER	This file tracks the version number for the label design. If you open and try to save a label design, PCMate checks the version number and issues warning if the label design is currently open by another user or has been recently changed by another user.
[LABEL DESIGN NAME].XLD	This file holds all of the file properties and object properties for the label design.

Exporting a label design also collects and moves any tag backgrounds, logo set images, and auto-import maps. Therefore, do not try to move manually files into folders. Always use the export function. For information about how to export a label design, see "Exporting Label Designs" later in this chapter.

To Create a Label Design

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Design Module**.
3. On the **File** menu, click **New**.
4. When prompted to select a printer, click the model of the target printer on which the label is going to be printed and then click **OK**.

Note: We do **not** recommend changing the printer model in the middle of or after you have created a label design because variances in printer settings and capabilities almost always impact the placement and appearance of objects on your labels. If your company is running multiple printer families and you are not sure which printer is going to be used to print the labels, we recommend you create a label design for each possible printer.

5. In the *Design Properties* dialog box, configure the file properties for the label design and then click **OK**.

Note: Depending on the printer model you select, some label properties and object properties may not be active. For example, the **Cut Type** on the *Printer Setup* tab is only active for 98xx printers. If an option is inactive (grayed out), it means the option is not supported for the printer model you selected. For a description of file properties for label designs, see Chapter 2, "About Label Designs."

6. Add objects to the label design as needed. For more information, see Chapter 6, "Adding Objects."

Note: Depending on the target printer you select, a label design can have multiple sides based on the number of print stations/heads. Before you start adding objects to the label design, be sure to select the correct side on which you are your objects to reside.

If you intend to export the label design for use with a previous version of PCMate, take care not to use any advanced features that may not be supported. An example is extended Unicode characters, which are only supported in version 6.0 and 7.0 and would be lost exporting to version 4.0.

7. On the **File** menu, click **Save**.
8. From the **Design Set** list box, select an existing design set in which you want to save the label design, or enter the name for a new design set.

Note: If you enter the name for a new design set, PCMate creates a new working folder in the following default location:

```
C: Paxarwin\formats\[DESIGN SET NAME]
```

9. In the **Design** text box, enter the file name for the label design or select a file name from the list to overwrite an existing label design.

Note: Within a design set, the file name for each label design must be unique. However, you can have duplicate file names in different design sets.

10. Click **OK**.

Editing File Properties for Labels Design

Once you create a label design, you can save and then edit the file properties as needed. However, we do **not** recommend changing the printer model in the middle of or after you have created a label design because variances in printer settings and capabilities almost always impact the placement and appearance of objects on your labels. If your company is using multiple printer families and you are not sure which printer is going to be used to print the labels, we recommend you create a label design for each possible printer.

To Edit File Properties for a Label Design

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Design Module**.
3. On the **File** menu, click **Open**.
4. In the *Design Set* frame, navigate to the folder in which label designs for the design set reside.
5. In the *Design* frame, select the label design you want to edit.
6. Click **OK**.
7. If PCMate prompts you for a design password, enter the password and then click **OK**.
8. On the **File** menu, click **Properties**.
9. Edit the file properties as needed.

Note: Many label designs are password protected.

Note: We do **not** recommend changing the printer model in the middle of or after you have created a label design because variances in printer settings and capabilities almost always impact the placement and appearance of objects on your labels. If your company is using multiple printer families and you are not sure which printer is going to be used to print the labels, we recommend you create a label design for each possible printer.

10. On the **File** menu, click **Save**.

11. On the **File** menu, click **Close**.

Deleting Label Designs

At any time after you create a label design, you can delete the label design. When you delete a label design, PCMate permanently removes the working folder for the label design, along with all associated files for the label design. If you delete the only label design in a design set, PCMate deletes the working folder for the design set as well.

To Delete a Label Design

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Design Module**.
3. On the **Tools** menu, click **Design File Manager**.
4. From the **From Design Set** list box, select the design set to which the label design you want to delete belongs.
5. In the **Design** list, click the label design you want to delete.
6. Click **Delete Selected Design**.

Note: If you delete the only label design in a design set, PCMate deletes the design set as well.

7. Click **Close**.

Copying Label Designs to another Design Set

PCMate organizes label designs in design sets. If needed, you can copy a label design to another design set. When you copy a label design, PCMate copies the working folder for the label design, along with all associated files for the label design, to the design set you select.

To Copy a Label Design to another Design Set

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Design Module**.
3. On the **Tools** menu, click **Design File Manager**.
4. From the **From Design Set** list box, select the design set to which the label design you want to copy belongs. Then, in the **Design** list, click the label design you want to copy.
5. From the **To Design Set** list box, select the design set to which you want to copy the label design.
6. Click **Copy**.
Note: If there is already a label design with the same name, PCMate prompts you to overwrite the existing design.
7. Click **Close**.

Moving Label Designs to a Different Design Set

PCMate organizes label designs in design sets. If needed, you can move a label design to another design set. When you move a label design, PCMate moves the working folder for the label design, along with all associated files for the label design, to the design set you select.

To Move a Label Design to Different Design Set

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Design Module**.
3. On the **Tools** menu, click **Design File Manager**.
4. From the **From Design Set** list box, select the design set to which the label design you want to move belongs. Then, in the **Design** list, click the label design you want to move.
5. From the **To Design Set** list box, select the design set to which you want to move the label design.
6. Click **Move**.
Note: If there is already a label design with the same name, PCMate prompts you to overwrite the existing design.
7. Click **Close**.

Exporting Label Designs

You can export one or more label designs to a .ZIP file that can be imported at another PCMate workstation. With the exception of fonts and variable named logo files, the .ZIP file contains all of the files associated with each label design you export. You can save the .ZIP file in a specified directory location and you can extract the contents of the .ZIP file in a specified directory location.

PCMate is an upward compatible system. Newer versions of PCMate retain features and functions from previous versions, so the philosophy is to always move to the latest version for compatibility and to obtain the complete feature set. When exporting label designs, be aware that advanced features may not be supported in previous versions.

To Export a Label Design

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Design Module**.
3. On the **File** menu, click **Export** and then click **Windows Design**.
Note: The **PCL** and **Pathfinder** exports are no longer supported.
4. Next to the **Path** text box, click **Browse**.
5. Navigate to the directory location where you want to save the .ZIP file.
Note: If you want to use the label design with the Auto-Import Routine, you must export the label design to the location where PCMate looks for import maps and label designs. For more information about the Auto-Import Routine, see Chapter 7, "Working with the Auto-Import Routine."
6. In the **File name** text box, enter the name you want to give the .ZIP file.
7. Click **Save**.
8. In the **Design Set** list, click the design set to which the label design you want to export belongs.
9. In the **Design** list, click the label design you want to export.
Note: If you want to export all of the label designs that belong to the design set, click **Select All**.
10. Repeat steps 8–9 for each label design you want to export to the .ZIP file.
11. If you are exporting for PCMate 4.0 or earlier version, select the **Export to Non-Unicode Format** checkbox. Otherwise, skip this step.
12. Click **OK**.
Note: The export function does not include fonts or variable named logo files in the .ZIP file. You must manually move fonts and variable named log files.

Importing Label Designs

You can import one or more label designs that have been exported to a .ZIP file. When import label designs from a .ZIP file, PCMate creates a folder in the following default location:

```
C:\Paxarwin\formats\[DESIGN SET NAME]\[LABEL DESIGN NAME]
```

To Import a Label Design

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Design Module**.
3. On the **File** menu, click **Import** and then click **Windows Design**.
Note: The **DOS PCMate** and **PCL** imports are no longer supported.

4. Next to the **Path** text box, click **Browse**.
5. Navigate to the directory location where the .ZIP file resides.
6. Click the .ZIP file and then click **Open**.
7. In the **Design Set** list, click the design set to which the label design you want to import belongs.
8. In the **Design** list, click the label design you want to import.

Note: If you want to import all of the label designs in the design set, click **Select All**.

9. Click **OK**.

Creating Batch Separators for Label Designs

A batch separator is a label that is designed to help printer operators visually recognize where batches end and begin during printing. For each label design, you can create a batch separator. You can configure the batch separator to be either a separate label that has specific flagging information, or a regular label that has variable data from the print job but is visibly longer than all other labels that print.

Batch separators work differently depending on whether your label design includes a sense mark. Non-sense mark stock, you can use any batch separator. The table below provides a description of the different types of batch separators you can configure for your label designs.

Batch Separator	Description
Small, Medium, Large, X-Large	<p>If you select one of these batch separators, PCMate creates a new label that is longer than the other labels in each batch and allows you to add specific flagging information, such as the Design Name, Format Revision, Batch File Name, and Quantity. Depending on which batch separator you select, you can increase the length of the batch separator by 1/16th of an inch to 3/8th of an inch.</p> <p>For label designs that have a sense mark, this batch separator requires the use of two labels – the batch separator that may include specific flagging information and is longer than all other labels in the batch, and a blank label that is shorter than all other labels in the batch.</p>
Tag Flags	<p>For a label design that does not use a sense mark, selecting this batch separator makes the last label in each batch longer than all other labels. For a label design that uses a sense mark, selecting this batch separator uses the last two labels in each batch – making one label longer than the other labels in the batch, and the other label shorter than the other labels in the batch.</p> <p>This batch separator does not create a new label. Therefore, you cannot add specific flagging information if you select this type of batch separator.</p>
Zero Length Flag	<p>Selecting this batch separator creates a new label that is the same length as all other labels in the batch and can have specific flagging information. Because the batch separator is the same length as all other labels in the batch, it may be hard to identify.</p>

If you select a batch separator that creates a new label, you can add specific flagging information. We recommend you add a function field for the SKU NUMBER so that when a batch separator prints, the printer operator can see which batch out of how many batches has printed. For example, 1 of 65, 2 of 65, 3 of 65, and so on.

In addition, we recommend you add four data fields, to include:

- ◆ DESIGN NAME
- ◆ FORMAT REVISION
- ◆ BATCH FILE NAME
- ◆ QUANTITY.

To Create the Batch Separator for a Label Design

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Design Module**.
3. Either create or open a label design.
4. On the **File** menu, click **Properties**.
5. In the *Design Properties* dialog box, click the **Printer Setup** tab.
6. From the **Flagging Indicator** list box, select the appearance you want to apply to the batch separator.

Note: This list box determines whether the label design uses a batch separator to help printer operators visually recognize where batches end and begin during printing. If set to **None**, PCMate does not print batch separators even if you place objects on the different sides of the batch separator.

7. Click **OK**.
8. On the **View** menu, click **Side** and then click the side of the batch separator you want to edit.

Note: PCMate identifies the sides of a batch separator with a “Flag” prefix. **Flag Bottom (Station 1)** is always the back side of the batch separator. For printers with one top print head, **Flag Top Left (Station 2)** is the front side of the batch separator. For printers with two top print heads, **Flag Top Right (Station 3)** is the front left print station for a SNAP 500 printer, or the front right print station for the 676 printer.

9. Edit the side of the batch separator as needed.
10. Repeat steps 8–9 for each side.
11. On the **File** menu, click **Save**.
12. On the **File** menu, click **Close**.

Editing Batch Separators for Label Designs

At any time after you create the batch separator for a label design, you can edit the batch separator as you see fit.

To Edit the Batch Separator for a Label Design

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Design Module**.
3. Open the label design for that has the batch separator you want to edit.
4. On the **View** menu, click **Side** and then click the side of the batch separator you want to edit.

Note: PCMate identifies the sides of a batch separator with a “Flag” prefix. **Flag Bottom (Station 1)** is always the back side of the batch separator. For printers with one top print head, **Flag Top Left (Station 2)** is the front side of the batch separator. For printers with two top print heads, **Flag Top Right (Station 3)** is the front left print station for a SNAP 500 printer, or the front right print station for the 676 printer.

5. Edit the batch separator as you see fit.
6. On the **File** menu, click **Save**.
7. On the **File** menu, click **Close**.

Removing Batch Separators from Label Designs

If you create the batch separator for a label design and decide you no longer want to use it, you can remove the batch separator without having to remove any objects you may have added to one or more of the sides.

To Remove the Batch Separator from a Label Design

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Design Module**.
3. Open the label design that has the batch separator you want to remove.
4. On the **File** menu, click **Properties**.
5. In the *Design Properties* dialog box, click the **Printer Setup** tab.
6. From the **Flagging Indicator** list box, select **None**.
7. Click **OK**.
8. On the **File** menu, click **Save**.
9. On the **File** menu, click **Close**.

Creating No-Print Tag Stock Backgrounds

If there is a background image on your tag stock, we recommend you create a non-printing tag stock background in PCMate so you can place your objects in the proper position on the label and provide a way for printer operators to verify the stock before printing. You can create two types of non-printing tag stock backgrounds to represent a more accurate view of the front and back of a label in PCMate, including:

- ◆ A static tag stock background
- ◆ A dynamic tag stock background

If all of your labels have the same tag stock background, you should create a static tag stock background. However, if different labels have different tag stock backgrounds, for example, the background changes for each size, then you should create a dynamic tag stock background.

Before you can create a non-printing tag stock background, you must put background images (.JPG or .BMP files) in the following default working folder:

```
C:\Paxarwin\Tagstock
```

Because PCMate force fits the image to the design dimensions, image files must be a one up image of the artwork and the exact same size as the tag stock. If you are using pressure sensitive labels and require a liner around the edge of the label, you can either add the liner to image file or configure PCMate to display the image file within a liner you create. We recommend you configure PCMate to display the tag stock background image file within a liner you create. For information about how to create a liner, see Chapter 3, “Working with Label Designs.”

If you are creating a dynamic tag stock background, you must use the following naming conventions for your image files:

```
[BACKGROUND NAME]_[VARIABLE DATA].JPG
```

The [BACKGROUND NAME] can be any name you want to give the set of images for identification. The [VARIABLE DATA] must be the value of the object after PCMate mergers the label design with a variable data file.

To Create a Static No-Print Tag Stock Background

1. Place the image files in the default working folder.
2. Open PCMate, and log on if required.
3. On the **Window** menu, click **Design Module**.
4. Either create or open a label design.
5. On the **View** menu, click the side of the label or batch separator for which you want to create a static no-print background.

Note: For information about print stations, see “About Print Stations” earlier in this chapter.

6. On the **File** menu, click **Properties**.
7. From the **Top Image** list box on the **Tag Layout** tab, select the tag stock background image file you want to display on the front of the label.
8. From the **Bottom Image** list box, select the tag stock background image file you want to display on the back of the label.
9. Click **OK**.

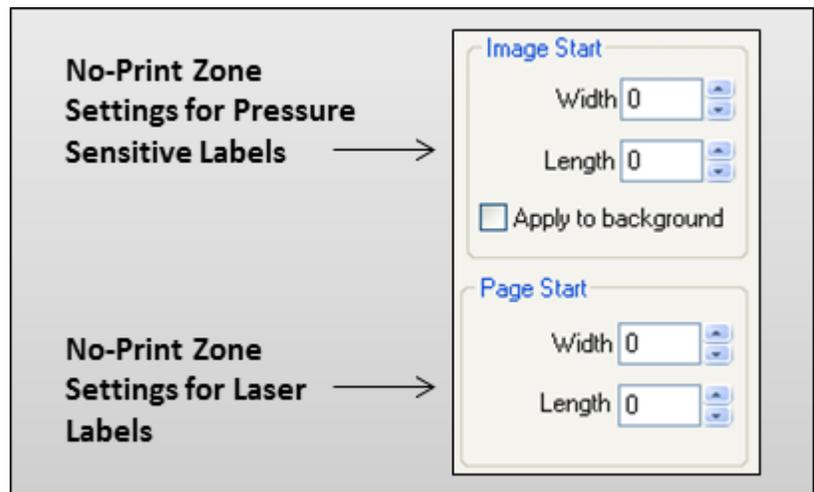
To Create a Dynamic No-Print Tag Stock Background

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Design Module**.
3. Either create or open a label design.
4. Place the image files in the default working folder.
Note: If you already have a label design open, on the **File** menu, click **Properties**.
5. On the **File** menu, click **Properties**.
6. Select the **Tag Background Set** checkbox.
7. From the **Top Image** list box on the **Tag Layout** tab, select the name of the background images you want to dynamically display on the front of the label.
8. From the **Bottom Image** list box on the **Tag Layout** tab, select the name of the background images you want to dynamically display on the back of the label.
9. Click **OK**.
10. Add the object in which a change in variable data should prompt PCMate to dynamically change the preview for the tag stock background.
Note: If you have already added the object, click the object. (On the **Edit** menu, click **Select Fields**.) On the **Edit** menu, click **Properties**.
11. On the **Field Tag** tab, select the **Tag Background Key Field** checkbox.
Note: PCMate knows to change the preview of the tag stock background by reading the image file names you place in the default working folder. The [VARIABLE DATA] value that you specify in the file name tells PCMate to switch to that image file.
12. Click **OK**.
13. Repeat steps 9–11 for each object in a change in variable data should prompt PCMate to dynamically change the preview for the tag stock background.

Creating No-Print Zones

If you are creating a label design for pressure sensitive labels, you need to establish a no-print zone for the liner on the label. If you are creating a label design for a laser printer, you need to establish a no-print zone for the sheet margins on which the labels are printed.

The figure on the right illustrates the settings you must configure to create no-print zones on your label designs.



To Create a No-Print Zone for a Pressure Sensitive Label Liners

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Design Module**.
3. Either create or open a label design.
4. On the **File** menu, click **Properties**.
5. On the **Tag Layout** tab, locate the *Image Start* frame.
6. In the **Width** text box, enter the width of the liner from the edge of the label to the edge of the print zone.
7. In the **Length** text box, enter the length of the liner from the edge of the label to the edge of the print zone.
8. If you are designing for a label that has a pre-printed tag stock background and you create a tag stock background to display in PCMate, select the **Apply to background** checkbox to show the tag stock background image within the liner.
Note: If you clear the **Apply to background** checkbox, the tag stock background image appears over the liner and PCMate may not present the label art correctly.
9. Click **OK**.
10. On the **File** menu, click **Save**.
11. On the **File** menu, click **Close**.

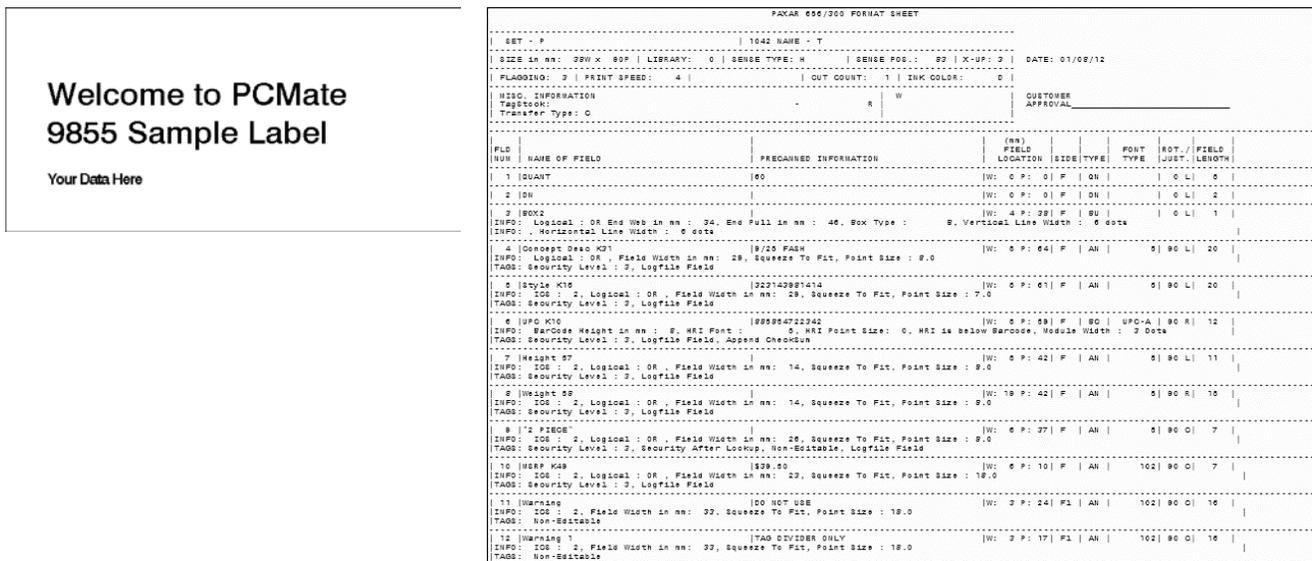
To Create a No-Print Zone for Margins on Laser Sheets

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Design Module**.
3. Either create or open a label design.
4. On the **File** menu, click **Properties**.
5. On the **Tag Layout** tab, locate the *Page Start* frame.
Note: If the *Page Start* frame does not appear on the **Tag Layout** tab, you need to select a laser printer model.
6. In the **Width** text box, enter the width of the no-print zone from the left edge of the laser sheet to the edge of the label.

7. In the **Length** text box, enter the length of the no-print zone from the top edge of the laser sheet to edge of the label.
8. Click **OK**.
9. On the **File** menu, click **Save**.
10. On the **File** menu, click **Close**.

Printing Hard Copies and Format Sheets for Label Designs

A hard copy and format sheet shows the side of the label design you are currently viewing and includes a format sheet with all the field/object attributes that you can review. The figure below illustrates a hard copy and format sheet for a label.



You can only print a hard copy and format sheet for one label at a time.

To Print a Hard Copy and Format Sheet for a Label Design

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Design Module**.
3. Open the label design for which you want to print a hard copy and format sheet.
4. On the **View** menu, click **Side** and then click the side of the label design you want to review.

Note: PCMate identifies the sides of a batch separator with the “Flag” prefix. **Flag Bottom (Station 1)** is always the back of the batch separator. For a printer with one or two print stations, **Flag Top Left (Station 2)** is the front of the batch separator. For a printer with three print stations, **Flag Top Left (Station 2)** is the front, left side of the batch separator. **Flag Top Right (Station 3)** is the front, right side of the label. For more information about label sides and print stations, see Chapter 3, “Working with Label Designs.”

5. On the **File** menu, click **Hard Copy**.
6. When prompted, configure the print options and then click **OK**.
7. On the **File** menu, click **Close**.

Previewing Label Designs

At any time, you can look at the label design to see how the label is going to look once it is printed (without any object borders).

To Preview a Label Design

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Design Module**.
3. Open the label design you want to preview.
4. On the **File** menu, click **Preview Design**.
5. To return to the normal view, repeat step 4.

Label designs can have many different types of objects. Some objects are design elements, and some objects serve as placeholders for variable data. In this chapter, you can learn about:

- ◆ types of objects
- ◆ basic properties for objects
- ◆ field tag properties for objects
- ◆ batch copy properties for objects
- ◆ substring properties for objects.

About Object Types

There are seven types of objects that you can add to a label design.

Object	Type	Description
Text	Placeholder	This type of object is a placeholder for alphanumeric text that prints on a label. You can input data into this object either manually or via a macro or ODBC lookup.
Barcode	Placeholder	This type of object is a placeholder for a barcode that prints on a label. You can input data into this object either manually or via a macro or ODBC lookup. You input variable data, and PCMate prints the variable data as a barcode.
Rectangle/Line	Design element	This type of object is a rectangle or line that prints on a label.
Care Symbol	Placeholder	This type of object is a placeholder for a care symbol that prints on a label. You can input the numerical value for the care symbol into this object either manually or via a macro or ODBC lookup.
Pictures	Placeholder	<p>This type of object is a placeholder for an image file that prints on a label. You must place all image files in the following default working folder:</p> <p>C:\Paxarwin\Logos</p> <p>You can save image files using a structured naming convention or a non-structured naming convention depending how you want variable data to be input into your print jobs. If you want PCMate to import/export image files with other label design information, we recommend using a structured naming convention that can be saved with each label design as opposed to a non-structured naming convention that requires variable data to be input into the print job.</p> <p>Structured naming convention</p> <p>The structured naming convention must be 8 numeric characters. The first three characters are not used by PCMate and can be alphanumeric. The next two characters identify the name of the logo set. The final three characters identify the name for the logo file in the logo set. The last five characters (the name of the logo set and the name of the file in the logo set) must be numeric.</p> <p>Example: PIC22333.BMP or PIC22333.PCX</p> <p>This is logo file is 333 in logo set 22.</p>

Object	Type	Description
		<p>If you are creating a label design for use with an ODBC library lookup, manual data entry, or auto-import, the variable data must match the name of the file in the logo set (the last three characters) for PCMate to identify and print the desired image.</p> <p>If you do not select a default image when adding a picture logo that uses a structured naming convention, PCMate shows a red frame on the label design that represents the largest image in the logo set and outlines the position and size of the object. If you select a specific image from the logo set, PCMate displays the image as the default image on the label design, which can be overridden during an ODBC library lookup, manual data entry, or auto-import.</p> <p>Non-structured naming convention</p> <p>Only Windows limits the length logo file names using a non-structured naming convention. If you are creating a label design for use with an ODBC library lookup, manual data entry, or auto-import, the variable data must match the image file name (including the file extension) for PCMate to identify and print the desired image.</p> <p>If you do not select a default image when adding a picture logo that uses a non-structured naming convention, PCMate does not show a red frame or an image on the label design, which may make it difficult to place other objects. We recommend temporarily selecting an image that represents the largest image that could be input in the object so that you can see the position and size of the object on the label design.</p>
Function Field	Placeholder	<p>This type of object is a placeholder for alphanumeric text that prints on a label. The text is dynamically generated by PCMate and cannot be modified. There are eight types of function field objects, including:</p> <ul style="list-style-type: none"> ◆ Date – Current date of the printer clock ◆ Quantity – Quantity field sent to the printer ◆ Time – Time stamp of the printer ◆ Euro Date – As set by the printer ◆ SKU # – The line number when sending multiple batches to the printer; used on flagging for indication of 1 of 5, 2 of 5, 3 of 5, and so on. ◆ Fixed Text – Forced fixed data that cannot be altered by any autoimport or editing of saved batch data ◆ User Security ID – As set by the combination of PCMate and D2Comm at the time of print ◆ Batch ID – 8-digit number assigned by PCMate to each batch in a print job. The number is random for non-secure designs and controlled by D2Comm for secure designs. <p>PCMate uses User Security ID and Batch ID function field objects with Avery Dennison Web Services. For information about these function field objects, contact Avery Dennison Technical Support.</p>
Data Field	Placeholder	<p>This type of object is a placeholder for any variable data that does not print on a label, but may be merged with other data to populate an object that does print on the label.</p>

About Basic Properties for Objects

In general, objects have a set of properties that define their attributes. The table below provides a description of basic properties for text, rectangle/line, care symbol, picture, function field, and data field objects. For information about properties for barcode objects, see Chapter 5, “About Barcode Objects.”

Properties	Applicable Object(s)	Description																														
Ascenders	Text	<p>If the data for this object has characters that appear above the cap height and you want the characters to print on the label, select this checkbox. If you do not want characters that appear above the cap height to print on the label, clear this checkbox.</p>  <p>The descenders are the parts of the characters that lie below the baseline.</p> <p>image source: www.wikipedia.com</p>																														
Barcode Type	Barcode	For information about properties for barcode objects, see Chapter 5, “About Barcode Objects.”																														
Box/Line Dimensions (in) ◆ Width Size ◆ Length Size	Rectangle/Line	<p>Set the dimensions for the box or line based on the feed direction of the supply as follows:</p> <ul style="list-style-type: none"> ◆ Width Size – Set the height of the box or line in inches. ◆ Length Size – Set the length of the box or line in inches. 																														
Central Sequencing	Function Field	For information about this guaranteed unique serialization feature, contact Avery Dennison Technical Support.																														
Character Set	Text	If you select the Download Font as Graphic checkbox, this list box becomes active to display what character sets are in the Windows font. This list box does not restrict any of the available character sets for manual input or importing of data.																														
Code Page	<ul style="list-style-type: none"> ◆ Text ◆ Data Field 	<p>If you want this object to use a printer-resident font, you must select the character set allowed for data in the object. For example, code page 437 uses the MS-DOS character set of the original IBM PC while code page 850 uses the MS-DOS character set mostly seen in Western Europe as follows:</p> <table border="1" data-bbox="641 1543 982 1711"> <thead> <tr> <th></th> <th>_0</th> <th>_1</th> <th>_2</th> <th>_3</th> </tr> </thead> <tbody> <tr> <td>0_</td> <td></td> <td>☺ 263A 1</td> <td>☻ 263B 2</td> <td>♥ 2665 3</td> </tr> <tr> <td>1_</td> <td>▶ 25BA 16</td> <td>◀ 25C4 17</td> <td>↑ 2195 18</td> <td>!! 203C 19</td> </tr> </tbody> </table> <p style="text-align: center;">Code Page 437</p> <table border="1" data-bbox="1047 1543 1388 1711"> <thead> <tr> <th></th> <th>_0</th> <th>_1</th> <th>_2</th> <th>_3</th> </tr> </thead> <tbody> <tr> <td>8_</td> <td>Ç 00C7 128</td> <td>ü 00FC 129</td> <td>é 00E9 130</td> <td>â 00E2 131</td> </tr> <tr> <td>9_</td> <td>É 00C9 144</td> <td>æ 00E6 145</td> <td>Æ 00C6 146</td> <td>ô 00F4 147</td> </tr> </tbody> </table> <p style="text-align: center;">Code Page 850</p> <p>The character set you select determines which characters are available in PCMate’s character map. The character sets that are available depends on the target printer selected for the label design as well as the font you select for the object.</p> <p>images source: www.wikipedia.com</p>		_0	_1	_2	_3	0_		☺ 263A 1	☻ 263B 2	♥ 2665 3	1_	▶ 25BA 16	◀ 25C4 17	↑ 2195 18	!! 203C 19		_0	_1	_2	_3	8_	Ç 00C7 128	ü 00FC 129	é 00E9 130	â 00E2 131	9_	É 00C9 144	æ 00E6 145	Æ 00C6 146	ô 00F4 147
	_0	_1	_2	_3																												
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1_	▶ 25BA 16	◀ 25C4 17	↑ 2195 18	!! 203C 19																												
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8_	Ç 00C7 128	ü 00FC 129	é 00E9 130	â 00E2 131																												
9_	É 00C9 144	æ 00E6 145	Æ 00C6 146	ô 00F4 147																												

Properties	Applicable Object(s)	Description
Color	<ul style="list-style-type: none"> ◆ Text ◆ Barcode ◆ Rectangle/Line ◆ Care Symbol 	<p>If you are creating a label design for a laser printer, select the color for which data in this object should appear.</p> <p>For information about properties for barcode objects, see Chapter 5, “About Barcode Objects.”</p>
Descenders	Text	<p>If the data for this object has characters that appear below the baseline and you want the characters to print on the label, select this checkbox. If you do not want characters that appear below the baseline to print on the label, clear this checkbox.</p> <div data-bbox="613 541 1351 793" style="border: 1px solid gray; padding: 5px; margin: 10px 0;"> </div> <p>image source: www.wikipedia.com</p>
Download [XXX] As Graphic	<ul style="list-style-type: none"> ◆ Text ◆ Barcode ◆ Picture 	<p>If this object uses a PC-resident font or image and you want PCMate to send the font or image to the printer as a graphical image with your print jobs, select this checkbox. If this object uses a printer-resident font or image, clear this checkbox.</p> <p>Note: If you select this checkbox, you may increase the amount of time it takes to print labels because the printer must treat the data as a bitmapped object. A printer-resident character set or image is saved in the printer’s memory module. A PC-resident character set or image is not saved in the printer’s memory module. If an object uses a PC-resident character set or image, and your printer does not have this resident font or picture image installed, the printer uses its default character set for text and does not print the PC-resident images at all.</p> <ul style="list-style-type: none"> ◆ TEXT OBJECTS: To use Windows fonts installed on your PC, you must select this checkbox, as well as select the Windows font and other font attributes. ◆ PICTURE OBJECTS: For thermal printers, you can download .BMP and .PCX image files as a graphic. However, the image files must be two color (one bit) files only. For laser printers, you can download color .JPG image files as a graphic. <p>For information about properties for barcode objects, see Chapter 5, “About Barcode Objects.”</p>

Properties	Applicable Object(s)	Description
Draw Method ♦ Width	♦ Text ♦ Care Symbol ♦ Function Field	To obtain a visually pleasing result, you can select the manner in which you want PCMate to adjust the space between individual letter forms and make uniform adjustments of spacing within this object as follows: <ul style="list-style-type: none"> ♦ Squeeze To Fit – PCMate prints data normally until it reaches the width of the object at which point the character string or image starts to compress so that all of the data fit. If you select this draw method, you must specify the width of the field in the current unit of measure (inches or millimeters). ♦ Proportional Fit – PCMate expands the horizontal spacing between characters in the text string or between images so the data uniformly fits within the object. If you select this draw method, you must specify the width of the field in the current unit of measure (inches or millimeters). ♦ Stretch To Fit – PCMate expands the horizontal spacing between characters in the text string or between images so the data utilizes the entire space within the object. If you select this draw method, you must specify the width of the field in the current unit of measure (inches or millimeters). ♦ Regular Fit – PCMate prints the text or image normally, and the width of the object is determined by the Length you set. If the character string or image exceeds the width of the object, only characters or portions of the image that fit within the object appear. If the character string or image is less than the width of the object, white space may appear after the text or image.
Encoding	Function Field	For information about this feature, contact Avery Dennison Technical Support.
Expansion ♦ Height ♦ Width	♦ Text ♦ Care Symbol ♦ Picture	This feature is not used at this time.
Expansion/ Narrow Bar	Barcode	For information about properties for barcode objects, see Chapter 5, “About Barcode Objects.”
Field Position (in) ♦ Width Offset ♦ Length Offset	♦ Text ♦ Barcode ♦ Rectangle/Line ♦ Care Symbol ♦ Picture ♦ Function Field	TEXT <ul style="list-style-type: none"> ♦ Length Offset – Specifies the feed position of the upper left-hand corner of the field. ♦ Width Offset – Specifies the web position of the upper left-hand corner of the field. RECTANGLE <ul style="list-style-type: none"> ♦ Width Offset – Specifies the web offset of the upper left-hand corner of the field. ♦ Length Offset – Specifies the feed offset of the upper left-hand corner of the field. CARE SYMBOL Set the position of the care symbol object on the label design: <ul style="list-style-type: none"> ♦ Width Offset – Specifies the web offset of the upper left corner of the field. ♦ Length Offset – Specifies the feed offset of the upper left corner of the field.

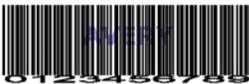
Properties	Applicable Object(s)	Description
		<p>PICTURE</p> <ul style="list-style-type: none"> ◆ Width Offset – Specifies the web offset of the logo point of origin. ◆ Length Offset – Specifies the feed offset of the logo point of origin. <p>For information about properties for barcode objects, see Chapter 5, “About Barcode Objects.”</p>
Fixed Text	<ul style="list-style-type: none"> ◆ Text ◆ Barcode ◆ Care Symbol ◆ Function Field ◆ Data Field 	<ul style="list-style-type: none"> ◆ TEXT: Alphanumeric string used as default data for this field. The field length and characters from the current code page limit this field. Precanned data is the information entered when the design is created. This data is automatically filled in when the field is printed. ◆ CARE SYMBOL: Care symbol information entered when the design is created. This information will automatically fill in the field during printing. Care symbols can only be selected by number, for example, 15, 21, 30, and so on. Precanned information must follow this example, including comma separators. Refer to the appendixes in the PCMate’s <i>Label Printing Guide</i> for the list of valid numbers and their corresponding care symbols. <p>String used to hold the type of function data. This field is disabled for this type of field. It is used as a placeholder to allow you to see which type of function you have selected. The printer will fill in this field with the corresponding data.</p> <p>For information about properties for barcode objects, see Chapter 5, “About Barcode Objects.”</p>
<p>Font</p> <ul style="list-style-type: none"> ◆ Bold ◆ Italic ◆ Underline ◆ Strike Thru 	<ul style="list-style-type: none"> ◆ Text ◆ Barcode ◆ Care Symbol ◆ Function Field 	<ul style="list-style-type: none"> ◆ TEXT: If you are using a PC-resident font, check the character set for the text within the object to see if it supports the desired country language. This setting does restrict the use of this font. If the language you want to select is not in the list, you may need to select or install another font that supports the desired language. <p>To make fonts available, you must either install the font as a Windows font (Control Panel>Fonts) or, if available as a printer-resident font, put the font file in the following working folder and install the font on your printer: C:\Paxarwin\Fonts</p> <p>Fonts in either location are available for download as a graphic. However, only the fonts in the PCMate working folder are available for printer-resident fonts.</p> <p>If you install a new font, you must restart your PC.</p> <ul style="list-style-type: none"> ◆ BARCODE or FUNCTION FIELD: Windows fonts are not available for barcode and function field objects. You must use printer-resident fonts instead. ◆ CARE SYMBOL: This feature does not apply to care symbols. <p>For information about properties for barcode objects, see Chapter 5, “About Barcode Objects.”</p>

Properties	Applicable Object(s)	Description
Function Code	<ul style="list-style-type: none"> ◆ Text ◆ Barcode (Code 128 only) ◆ Data Field 	<p>Select a function code to include special function characters in the code. The appropriate function code will be added to the Fixed Text field.</p> <ul style="list-style-type: none"> ◆ FNC1 Function Code 1 – If this code is in the first or second position following the first character, it identifies symbols that conform to a specific industry standard. If this code is in any other position, it is used as a field separator. ◆ FNC2 Function Code 2 – This code can occur anywhere in the symbol. It instructs the reader to temporarily store data from the symbol containing the FNC2 character and transmit it as a prefix to the next symbol data. Use this code to concatenate several symbols before transmission. It is also known as Message Append. ◆ FNC3 Function Code 3 – This code can occur anywhere in the symbol. It instructs the reader to interpret the data from the symbol containing the FNC3 character as instructions for programming the reader. It is also known as Initialize. ◆ FNC4 Function Code 4 – This code provides access to an extended ASCII mode. By using this code, data used from code sets A and B have their values increased by 128 from their normal ASCII values. A single FNC4 code toggles in or out of extended ASCII mode for just a single data character that follows it. Two consecutive FNC4 codes toggle the extended ASCII mode for all data characters following it until another double FNC4 code or end of the symbol is encountered.
Function Type	Function Field	<p>Select the type of function you want PCMate to perform to dynamically generate data for this object as follows:</p> <ul style="list-style-type: none"> ◆ Batch ID – 8-digit number assigned by PCMate to each batch in a print job. The number is random for non-secure designs and controlled by D2Comm for secure designs. ◆ Date – Current date of the printer clock. ◆ Quantity – Quantity field sent to the printer. ◆ Time – Time stamp of the printer. ◆ Euro Date – As set by the printer. ◆ User Security ID – As set by the combination of PCMate and D2Comm at the time of print. ◆ SKU # – The line number when sending multiple batches to the printer; used on flagging for indication of 1 of 5, 2 of 5, 3 of 5, and so on. ◆ Fixed Text – Forced fixed data that cannot be altered by any autoimport or editing of saved batch data.
Height (in)	Barcode	For information about properties for barcode objects, see Chapter 5, “About Barcode Objects.”
Horizontal Alignment	Picture	This feature is not used at this time.
Horizontal Justification	<ul style="list-style-type: none"> ◆ Text ◆ Care Symbol ◆ Function Field 	Set the alignment position of data within the object.

Properties	Applicable Object(s)	Description
HRI Position	Barcode	For information about properties for barcode objects, see Chapter 5, “About Barcode Objects.”
Guard Bar Extension (in/mm)	Barcode	For information about properties for barcode objects, see Chapter 5, “About Barcode Objects.”
ICS (Dots)	<ul style="list-style-type: none"> ◆ Text ◆ Care Symbol 	This setting controls the Inter-Character Spacing. Set the number of dots between characters for between care symbols.
Input Direction	<ul style="list-style-type: none"> ◆ Text ◆ Care Symbol 	<ul style="list-style-type: none"> ◆ Normal – Advances cursor in the direction given by the font selected (for example, English fonts cause cursor to move left to right; Hebrew fonts move the cursor from right to left). ◆ Reverse – Advances cursor in the opposite direction of the font selected.
Inverse	Barcode	For information about properties for barcode objects, see Chapter 5, “About Barcode Objects.”
Length	<ul style="list-style-type: none"> ◆ Text ◆ Barcode ◆ Picture ◆ Function Field 	<ul style="list-style-type: none"> ◆ TEXT and FUNCTION FIELD: Set the maximum number of characters allowed within the object. On the Details tab, you can use the Draw Method to configure the manner in which the characters appear within the object and adjust the width of the field if desired. ◆ PICTURE: Set the length of the image file name. <p>For information about properties for barcode objects, see Chapter 5, “About Barcode Objects.”</p>
Line Width (Dots) <ul style="list-style-type: none"> ◆ Vertical ◆ Horizontal 	Rectangle/Line	<p>Determines the thickness of the lines of either the box or line.</p> <ul style="list-style-type: none"> ◆ Vertical – Specifies the vertical line width. ◆ Horizontal – Specifies the horizontal line width.
Logo Editor	Picture	This feature allows you to open your preferred graphic design editor to save time when editing image files.
Max Segments Per Row	Barcode	For information about properties for barcode objects, see Chapter 5, “About Barcode Objects.”
Multi-Line <ul style="list-style-type: none"> ◆ Number Of Lines ◆ Interline Spacing 	Text	<ul style="list-style-type: none"> ◆ Number Of Lines – Set the number of distinct lines that PCMate uses to automatically fill data in the object via manual input or import of data. ◆ Interline Spacing – Set the amount of “white space” in between each line.
Number of Check Digits	Barcode	For information about properties for barcode objects, see Chapter 5, “About Barcode Objects.”
Number of Symbols	Care Symbol	Set the maximum number of care symbols allowed in the object.
Override Batch ID	Data Field	If selected, allows this object to override the print job id on the printer front panel for non-secure mode. The front panel instead displays whatever data is contained in the Fixed Text text box when it is ready to print downloaded print jobs. The length of this data is limited by the length of a print job id (8 characters).

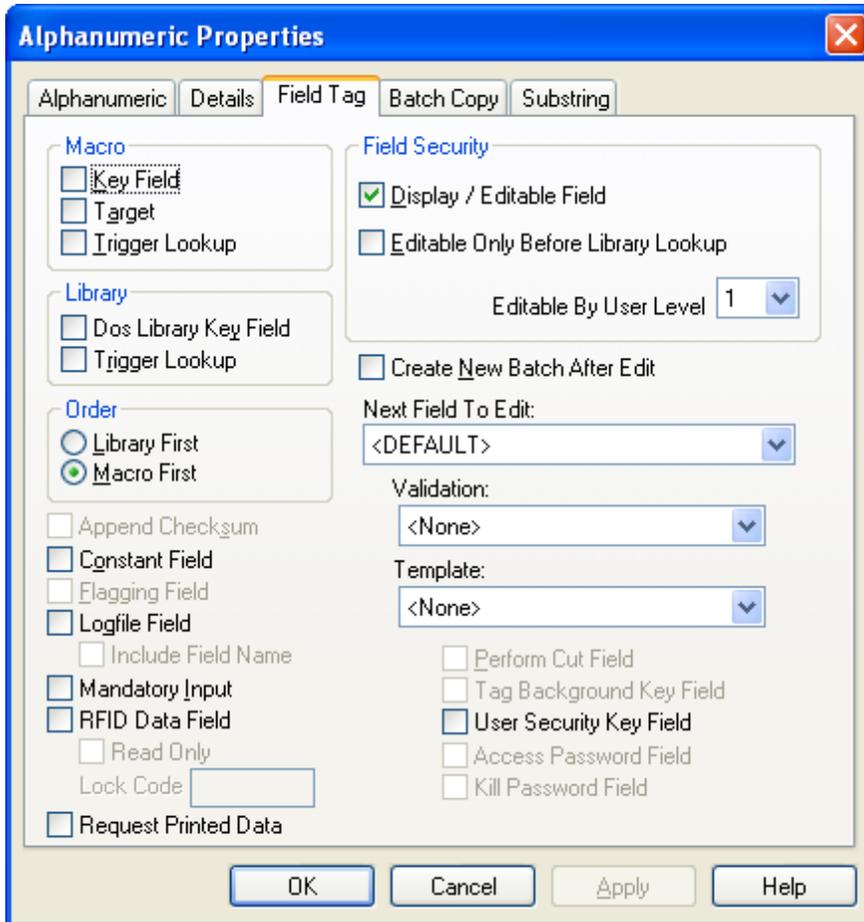
Properties	Applicable Object(s)	Description
Point Size	<ul style="list-style-type: none"> ◆ Text ◆ Barcode ◆ Care Symbol ◆ Function Field 	<p>Set the size of the font for the data within the object, or the size of the care symbol set.</p> <p>For information about properties for barcode objects, see Chapter 5, “About Barcode Objects.”</p>
Position	Picture	<p>If you selected <VARIABLE> from the Set Name list box, the Position list box becomes active and shows all images in PCMate’s working directory. If you select None, PCMate does not show a red frame or an image on the label design, which may make it difficult to place other objects.</p> <p>If you selected a logo set from the Set Name list box (a file name with an asterisk), the Position list box becomes active and shows all of the available images in the logo set. Regardless of what you select, PCMate shows a red frame on the label design that represents the largest image in the logo set and outlines the position and size of the object. If you select a specific image from the logo set, PCMate displays the image as the default image on the label design, which can be overridden during an ODBC library lookup, manual data entry, or auto-import.</p> <p>If you selected a specific image file from the Set Name list box, this list box is inactive.</p>
Print Station	<ul style="list-style-type: none"> ◆ Text ◆ Barcode ◆ Rectangle/Line ◆ Care Symbol ◆ Picture ◆ Function Field 	<p>Select the print station of the printer to be used to print on different parts of the label. For more information about print stations, see Chapter 2, “About Label Designs.”</p> <p>For information about properties for barcode objects, see Chapter 5, “About Barcode Objects.”</p>
Prompt	ALL	<p>Enter a unique name that identifies the object. The object name is the same as the field name that printer operators see when they open print jobs for data entry, selection, ordering, and/or copying. If you are adding an object that is going to be populated from an ODBC-compliant data source file, you may want to name the object something similar to the data in the data source file.</p> <p>For information about properties for barcode objects, see Chapter 5, “About Barcode Objects.”</p>
Rotation	<ul style="list-style-type: none"> ◆ Text ◆ Barcode ◆ Care Symbol ◆ Picture ◆ Function Field 	<p>Select the orientation of the object on the label.</p> <p>For information about properties for barcode objects, see Chapter 5, “About Barcode Objects.”</p>
Ratio	Barcode	<p>For information about properties for barcode objects, see Chapter 5, “About Barcode Objects.”</p>

Properties	Applicable Object(s)	Description
Security Level	Function Field	Select the level of security you want to apply as follows: <ul style="list-style-type: none"> ◆ Lot/SKU Level – Applies a unique serial number to each batch, and applies the serial number to all labels in the batch. ◆ Ticket Level – Applies a unique serial number to each label in every batch.
Segmentation	Barcode	For information about properties for barcode objects, see Chapter 5, “About Barcode Objects.”
Set Name	Picture	Select which option you want to use to input your image file: <ul style="list-style-type: none"> ◆ <VARIABLE> – This inserts the object as a placeholder for image files with a non-structured naming convention. If you select <VARIABLE>, PCMate does not show a red frame on the label design, which may make it difficult to place other objects. We recommend temporarily selecting an image from the Position list box that represents the largest image that could be placed in the object so that you can see the position and size of the object on the label design. ◆ Logo set – This inserts the object as a placeholder for image files with a structured naming convention. If you select a logo set (image file name contains an asterisks (*)), PCMate shows a red frame that represents the largest image in the set and outlines the position and size of the object on the label design. ◆ Specific image file – This inserts the object as a placeholder for image files with a non-structured naming convention and inputs the image file you select as the default image on the label design. If you are creating the label design for use with an ODBC library lookup, manual data entry, or auto-import, the image file name must match the variable input data so that PCMate overwrites the default image and print the desired image. <p>Note: Logo files must be in the following default working folder: C:\Paxarwin\Logos</p>
Show HRI	Barcode	For information about properties for barcode objects, see Chapter 5, “About Barcode Objects.”
Soft Break Characters	Text	If you configure this object to have multiple lines, set the number of break characters in addition to a “space” for wrapping data to the next line. <p>Note: In a print job, CTRL+ENTER is the command that invokes a hard break in a multi-line object and forces the next character to start on the next line.</p>
Start Character	Barcode	For information about properties for barcode objects, see Chapter 5, “About Barcode Objects.”
Stop Character	Barcode	For information about properties for barcode objects, see Chapter 5, “About Barcode Objects.”
Subset	Barcode	For information about properties for barcode objects, see Chapter 5, “About Barcode Objects.”
System Digit X Position (Dots)	Barcode	For information about properties for barcode objects, see Chapter 5, “About Barcode Objects.”

Properties	Applicable Object(s)	Description
System Digit Y Position (Dots)	Barcode	For information about properties for barcode objects, see Chapter 5, "About Barcode Objects."
Type	Rectangle/Line	Select the type of box (filled or outline) or line (vertical, horizontal, and diagonal) to create.
UPC Supplement	Barcode	For information about properties for barcode objects, see Chapter 5, "About Barcode Objects."
Uppercase	Text	If you want the text to be forced to UPPERCASE, select this checkbox. If you want the characters to appear as entered into the object, clear this checkbox.
Vertical Alignment	Picture	This field is not used at this time.
Vertical Text	Text	If you want text to be entered vertically into the object, select this checkbox and the cursor advances from top to bottom as characters are typed.
Width (in/mm)	Barcode	For information about properties for barcode objects, see Chapter 5, "About Barcode Objects."
Write Mode	<ul style="list-style-type: none"> ◆ Text ◆ Rectangle/Line ◆ Care Symbol ◆ Picture ◆ Function Field 	<p>Select the manner in which you want PCMate to handle this object in the event data within another object occupies the same position as all or part of the data in this object as follows:</p> <p>Direct </p> <p>Overlap </p> <p>Inverse </p> <p>The order in which you add objects to the label design is important because it determines which object overlays the other. For each example shown above, the first object added to the label design is the barcode object. The second object added to the label design is the picture object. Also, the Write Mode for the barcode object is Direct.</p>
X Undercut	Barcode	For information about properties for barcode objects, see Chapter 5, "About Barcode Objects."
Y Undercut	Barcode	For information about properties for barcode objects, see Chapter 5, "About Barcode Objects."

About Field Tags Properties for Objects

Each object has field tag properties that allow you to set up attributes for editing and printing.



The following table provides a description of the field tag properties for an object.

Field / Field Set	Description
Macro <ul style="list-style-type: none"> ◆ Key Field ◆ Target ◆ Trigger Lookup 	<p>Use these checkboxes to indicate whether the object is part of a macro lookup as follows:</p> <ul style="list-style-type: none"> ◆ Key Field – Select this checkbox if the object is a key. In a print job, a key object becomes a key field in which the printer operator or the Auto-Import Routine inputs a text value that links to variable data required for one or more target fields. A label design can have multiple key fields. Also, a key field can be designated as a target field in which PCMate overwrites the key during the lookup. ◆ Target – Select this checkbox if the object is a target. In a print job, a target object becomes a target field in which PCMate populates data after performing a lookup. A label design can have multiple target objects. ◆ Trigger Lookup – Select this checkbox if the object is a trigger. In a print job, the trigger objects becomes the trigger field that executes the data lookup – using key fields to populate data in target fields. <p>For information about macro lookups, see Chapter 9, “Working with Macro Lookups.”</p>

Field / Field Set	Description
Library ♦ Dos Library Key Field ♦ Trigger Lookup	Use these checkboxes to indicate whether the object is part of an ODBC lookup as follows: ♦ Key Field – This checkbox is not used. ♦ Trigger Lookup – Select this checkbox if the object is a trigger. In a print job, the trigger objects becomes the trigger field that executes the data lookup – using key fields to populate data in target fields. For information about lookups in ODBC-compliant data source files, see Chapter 8, “Working with Odbc Library Lookups.”
Order ♦ Library First ♦ Macro First	If the object is part of a macro lookup and an ODBC lookup, select which lookup you want PCMate to perform first. ♦ Library First – Select this button for PCMate to perform an ODBC lookup before attempting a macro lookup. ♦ Macro First – Select this button for PCMate to perform a macro lookup before attempting an ODBC lookup.
Append Checksum	If selected, PCMate automatically calculates and appends the checksum to a barcode object.
Constant Field	If selected, PCMate copies data in this object to the same object when creating a new print job.
Flagging Field	This option allows you to dynamically set flagging options on a print job-by-print job basis. Note that PCMate only uses data for the first flagging object on the label design. If you have more than one object marked as a flagging object, PCMate only send flagging data for the first flagging object it encounters and ignores data in all subsequent flagging objects. Also, note that you may enter flagging commands in either uppercase or lowercase characters, and that PCMate ignores invalid flagging commands. To use this feature, you need to enter (as precanned or in the print job as variable data) the letter indicating the type of flag, followed by a ':', followed by a number (the number indicates the quantity the sub print job). The valid flagging indicators are printer specific (see your printer manual) but include V: (verifier Flag), B: (Double Blank), S: (Small), M: (Medium), X: (Extra Large) and Z: (Zero Length).
Logfile Field / Include Field Name	If you want to log data for the current object into a log file, select this checkbox. Each time PCMate downloads a print job to the printer, PCMate saves the contents of the object, including the object name, to the logfile.txt file that resides in the installation directory. Avery Dennison Web Services can then track the information so that you can view historical printed data online. For information about this feature, contact Avery Dennison Technical Support.
Mandatory Input	If selected, you cannot send print jobs to the printer without entering data into this field.
RFID Data Field / Read Only / Lock Code	PCMate uses this feature to commission RFID labels. For information about this feature, contact Avery Dennison Technical Support.
Request Printed Data	PCMate uses this feature to commission RFID labels. For information about this feature, contact Avery Dennison Technical Support.
Create New Batch After Edit	In an open print job, if you want PCMate to automatically create a new batch after data is entered into this field, select this checkbox. If you want the printer operator to create new batches manually, clear this checkbox.

Field / Field Set	Description
Next Field to Edit	<p>In an open print job, if you want PCMate to automatically place the cursor in a specific field after entering data into this field, select the field that should be next.</p> <p>Note: You must select the Create New Batch After Edit checkbox for this option to become active.</p>
Validation	<p>If you want PCMate to validate data in this field, select the check you want PCMate to perform. These checks are based on customer specifications, such as Montgomery Ward and Sears.</p>
Template	<p>If you want PCMate to use an input template, select the template. One example is Price, which prepends a dollar sign ('\$') character in front of the numeric data in this field. It also inserts two digits to the left of the least significant number, turning 1345 into \$123.45. Currently, the available templates are Price and OCRA Price.</p>
Perform Cut Field	<p>This option controls the number of labels PCMate should print prior to a cut taking place. For example, if you input a 5 into this object, PCMate prints and cuts 5 labels, followed by 5 more labels, then a cut. If you input a 0 into this object, PCMate prints all labels in the print job prior to a cut.</p>
Tag Background Key Field	<p>For information about this feature, see Chapter 3, "Working with Label Designs."</p>
User Security Key Field	<p>PCMate uses this feature for serialization with Avery Dennison Web Services. For information about this feature, contact Avery Dennison Technical Support.</p>
Access Password Field	<p>PCMate uses this feature to commission RFID labels. For information about this feature, contact Avery Dennison Technical Support.</p>
Kill Password Field	<p>PCMate uses this feature to commission RFID labels. For information about this feature, contact Avery Dennison Technical Support.</p>
Field Security	<p>This option provides for data security by allowing only those with proper authorization to access the field.</p> <ul style="list-style-type: none"> ◆ Display / Editable Field – Allows you to hide data in an open print job. If checked, the data displays in an open print job ◆ Editable Only Before Library Lookup – Allows you to change data in the field before a successful macro or ODBC lookup occurs ◆ Editable By User Level – Indicates the level of security needed to be able to edit this field as follows: 1 – standard user, 2 – administrator, 3 – administrator

About Batch Copy Properties for Objects

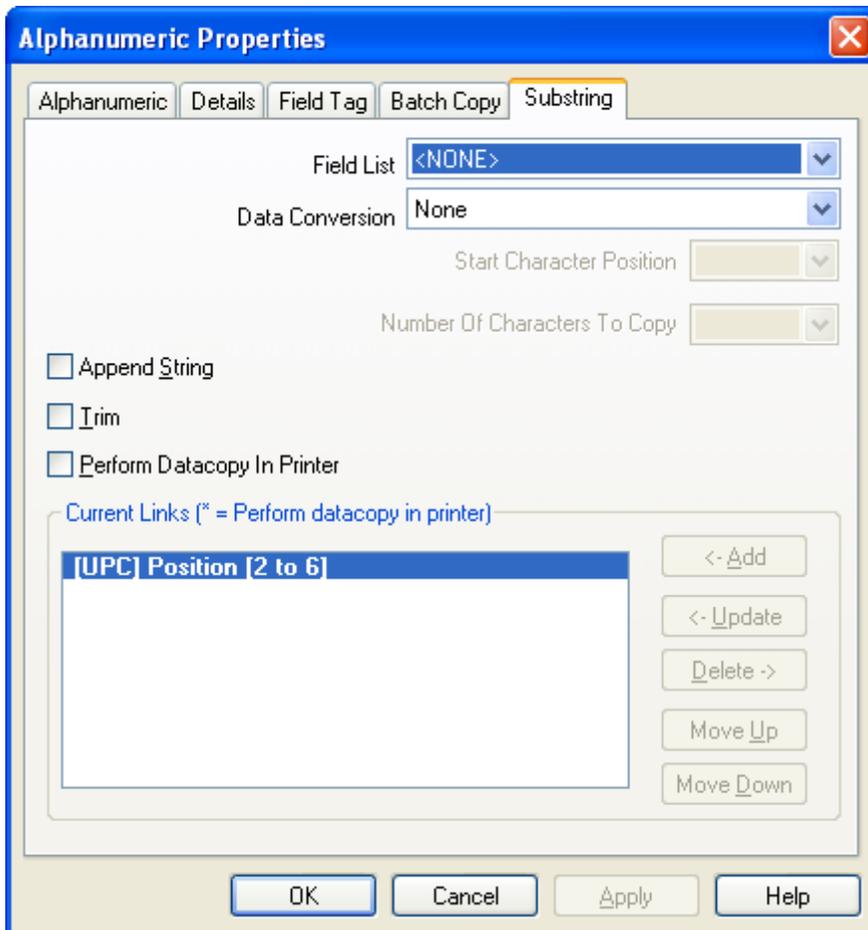
Each object has batch copy properties that allow you to set up incrementing fields. You can also reuse data from previous print jobs.

The following table provides a description of the batch copy properties for an object.

Properties	Description
Label Increment <ul style="list-style-type: none"> ◆ Increment By ◆ Number Of Duplicates ◆ Pad With Leading Zeros 	<ul style="list-style-type: none"> ◆ Increment By – Specifies automatic numbering of this object for each tag or label in a single print job. For example, you can increment the starting number of a text object or barcode object by placing a non-zero value in this box. Since the incrementing is performed on a per-print job basis, the initial starting value resets to the value in the object for each print job. ◆ Number Of Duplicates – Changes the number of tags or labels printed before incrementing to the next number. ◆ Pad With Leading Zeros – Pads incremented numbers with zeros.
Previous Batch Copy <ul style="list-style-type: none"> ◆ Increment ◆ Add Quantity ◆ Pad with Zeros 	<ul style="list-style-type: none"> ◆ Increment – Increments the selected object's value from the previous print job when a new print job is created. You must select a valid object to copy from before you can modify this checkbox. ◆ Add Quantity – Copies the selected object's data from the previous print job and adds the quantity to it when a new print job is created. You must select a valid field to copy from before you can modify this checkbox. ◆ Pad with Zeros – Copies the selected object's data from the previous print job and pads it with zeros if it is shorter than the object length. You must select a valid object to copy from before you can modify this checkbox.

About Substring Properties for Objects

Each object has substring properties that allow you to incorporate the merge and split features to copy variable data from other objects into a new target object.



You can parse data from any number of source objects into a target object. The **Add**, **Update**, **Delete**, **Move Up**, and **Move Down** buttons allow you to configure data that makes up the substring and, ultimately, determines the data for the target object you are creating. The **Current Links** list shows the substrings you have added to the target object you are creating. The source object name appears in the first set of brackets, and the character positions appear in the second set of brackets. In the figure above, the name of the source object is UPC, and the characters to copy from the UPC object are characters 2 to 6.

The table below provides a description of the substring properties for an object.

Properties	Description
Field List	Select a source object from which you want to copy data to populate the object you are editing. Objects that appear in ALL CAPS are provided by PCMate. All other objects in the list are objects that you have added to the label design.
Data Conversion	This is a security and EPC function. For information about this feature, contact Avery Dennison Technical Support.
Start Character Position	Select the first character to copy from the selected source object. You must select a source object from the Field List list box before you can select the starting character position.

Properties	Description
Number of Characters to Copy	Select the number of characters, starting with the first character position, to copy from the selected source object. You must select a source object from the Field List list box before you can select the number of characters to copy.
Append to String	<p>If you want PCMate to keep any existing fixed text this this target objet and append the substring data to it, select this checkbox. If you want PCMate to ignore any fixed text in this target object and include parsed data from the source object(s) only, clear this checkbox.</p> <p>Note: Each object supports a fixed number of characters. If you select this checkbox, there must be enough open space within the object for the parsed data to fit. For example, if the object you are editing is configured to hold 10 characters and already has 5 characters of data, the most number of characters that you can copy to the object is 5.</p>
Trim	<p>If you want PCMate to overwrite any existing data with input data that is parsed from the source object(s), select this checkbox. If, for example, the object you are editing is configured to hold 10 characters and already has 5 characters of data, PCMate deletes existing data to input parsed data from the source object(s).</p> <p>If you want PCMate to leave any existing data and only input the amount of parsed data that can fit into the object, clear this checkbox.</p>
Perform Datacopy In Printer	<p>If you want your printer and/or PCMate to parse data into the object you are editing, select this checkbox.</p> <p>If you are using special designs where an incrementing print job can only be sent to the printer once to prevent the possibility of duplicate serial numbers, you must select this checkbox so the printer, not PCMate, parses data into the object you are editing. If the printer parses data, the object can only be populated one time. If PCMate parses data, the object can be populated any number of times.</p> <p>Note: The printer can only parse substring data for one object on your label design. If you select this checkbox, make sure there is only one object that has parsed data.</p>

For an example of how to create objects by parsing data from other objects, see Chapter 6, “Working with Objects.”

ABOUT BARCODE OBJECTS

PCMate supports over 20 types of barcodes. In this chapter, you can learn about barcode/printing compatibility, as well as how to configure properties for each of the following types of barcodes:

- ◆ UPC-A
- ◆ UPC-E
- ◆ EAN-13
- ◆ EAN-8
- ◆ Code 39
- ◆ Interleaved 2 of 5
- ◆ Code 128
- ◆ Code 128 E.D.I.
- ◆ Code 93
- ◆ GS1 DataBar
- ◆ Data Matrix
- ◆ MaxiCode
- ◆ PDF417
- ◆ QR Codes
- ◆ Custom Bar Codes

About Barcode/Printer Compatibility

PCMate is compatible with over 20 different printer models. When you are creating a label design that has a barcode, be sure to use a barcode that is compatible with the target printer selected for the label design. In addition, you need to know whether the barcode type you select is PC-resident or printer-resident. PC-resident means the barcode image is not generated by the printer's firmware and must be downloaded to the printer as a graphic image with other print job information to print on a label. Printer resident means the barcode image is generated in the printer's firmware and print on labels. Some printers support both PC-resident and printer-resident barcodes, while other printers have restrictions.

The table below provides a list of barcode types and indicates your options for each printer. Both means the printer model supports both pc-resident and printer-resident barcode types, and you have the option of whether you want to download the barcode image to the printer with the other print job information. Not supported means the printer model does not support the barcode type.

Barcode Type	640x	SNAP	98xx	6x6	Xerox Laser
Code 39	Both	Both	Both	Both	Printer-resident
Code 93	Both	Both	Both	Both	Printer-resident
Code 128	Both	Both	Both	Both	Printer-resident
Code 128 E.D.I.	Both	Both	Both	Both	Printer-resident
Data Matrix (ALPHA)	Printer-resident	Printer-resident	Printer-resident	Printer-resident	Printer-resident
Data Matrix (ASCII)	Printer-resident	Printer-resident	Printer-resident	Printer-resident	Printer-resident
Data Matrix (NUMERIC)	Printer-resident	Printer-resident	Printer-resident	Printer-resident	Printer-resident
EAN-8	Both	Both	Both	Both	Printer-resident
EAN-13	Both	Both	Both	Both	Printer-resident
GS1 DataBar	Not Supported	Both	Printer-resident	Both	Printer-resident
Interleaved 2 of 5 (includes all ratios)	Both	Both	Both	Both	Printer-resident

Barcode Type	640x	SNAP	98xx	6x6	Xerox Laser
MaxiCode	Not Supported	Not Supported	Both	Not Supported	Printer-resident
PDF417	Not Supported	Not Supported	Both	Not Supported	Printer-resident
PUMA Code 128	PC-resident	Both	Not Supported	Both	Not Supported
QR	Printer-resident	Printer-resident	Printer-resident	Printer-resident	Printer-resident
SEARS Code 39	Not Supported	Both	Not Supported	Both	Not Supported
UPC-A	Both	Both	Both	Both	Printer-resident
UPC-E	Both	Both	Both	Both	Printer-resident

About UPC-A Barcodes

The UPC-A barcode has a strip of black bars and white spaces, above a sequence of 12 numerical digits. UPC-A barcodes do not support letters, characters, or other content. The digits and bars maintain a one-to-one correspondence. There is only one way to represent each 12-digit number visually, and there is only one way to represent each visual barcode numerically.

The scannable area of every UPC-A barcode follows the same pattern:

SLLLLLLMRRRRRRE

S represents the starting guard bar. M represents the middle guard bar, and E represents the end guard bar. The L (left) and R (right) sections collectively represent the 12 numerical digits that make each UPC unique. The first digit L is the prefix. The last digit R is an error correcting check digit. The guard bars, which are non-numerical digits, separate the two groups of six digits and establish the timing.

The table below provides a description of the properties for a UPC-A barcodes.



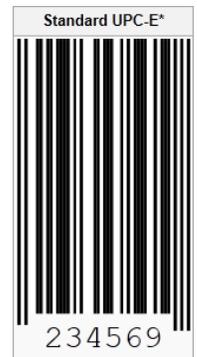
Properties	Applicable Printers	Description
Barcode Type	All printers	Select UPC-A .
Color	Laser	If you are creating a label design and the target printer is a Xerox Laser, select the color of the barcode as it should appear on the printed labels.
Download Barcode as Graphic	All printers	If you want to download the barcode as a graphic image to the printer with other print job information, select this checkbox. If the barcode image is generated in the printer's firmware, clear this checkbox.
Expansion/ Narrow Bar	All printers	If you want to amplify the bar code image to enhance readability, set the number of dots that should be used to make the smallest bar in the barcode.
Field Position (in) <ul style="list-style-type: none"> ◆ Width Offset ◆ Length Offset 	All printers	Set the absolute position of the barcode object on the label design as follows: <ul style="list-style-type: none"> ◆ Width Offset – Set the offset position from the upper left-hand corner of the web. ◆ Length Offset – Set the offset position from the upper left-hand corner of the feed.

Properties	Applicable Printers	Description
Fixed Text	All printers	You can optionally enter static text to be encoded in the barcode and/or displayed as a human readable text in the label design. This is usually left empty on the label design and populated from an auto-import, manual entry or ODBC library look up.
Font	All printers	If you select the Show HRI checkbox because you want PCMate to print human readable interpretation (HRI) of the data with the barcode, set the font you want for the text. Note: 640x printers are required to use Font 4 (6 point) . 98xx printers are required to use 9 PT. CG TRIUMVIRATE BOLD . Laser printers use a default font.
Guard Bar Extension (in/mm)	<ul style="list-style-type: none"> ◆ 640x ◆ 98xx ◆ Laser 	Set the vertical offset of guard bars from barcode base either in inches or millimeters depending on the ruler that shows your label design orientation.
Height (in/mm)	All printers	Set the height of the barcode on the label design either in inches or millimeters depending on the ruler that shows your label design orientation.
HRI Position	All printers	If you select the Show HRI checkbox because you want PCMate to print human readable interpretation (HRI) of the data with the barcode, for Xerox Laser printers, PCMate always prints the text at the bottom (underneath) the barcode. For 640x, 6x6, and SNAP printers, you can select the top or the bottom.
Inverse	<ul style="list-style-type: none"> ◆ SNAP ◆ 640x ◆ 6x6 ◆ 98xx 	If you want PCMate to print a negative of the barcode, select this checkbox. If you want PCMate to print a standard barcode, clear this checkbox.
Length	All printers	Set the maximum number of characters that can be encoded in the barcode.
Point Size	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ Laser 	If you select the Show HRI checkbox because you want PCMate to print human readable interpretation (HRI) of the data with the barcode, set the point size you want for the text.
Print Station	All printers	Select the part of the label design on which you want the barcode to print. For more information about print stations, see Chapter 2, "About Label Designs."
Prompt	All printers	Enter a unique name that identifies the object on the label design. The object name is the same as the field name that printer operators see when they open print jobs associated with the label design you are editing. If you are going to populate the barcode object from an ODBC-compliant data source file, you may want to enter a name that is similar to the data in the data source file.
Rotation	All printers	Select the orientation of the barcode on the label design.
Show HRI	All printers	If you want PCMate to print human readable interpretation (HRI) of the data with the barcode, select this checkbox. If you want PCMate to just print the barcode, clear this checkbox.

Properties	Applicable Printers	Description
Segmentation	All printers	Select the manner in which you want PCMate to group the numbers that appear under the barcode.
System Digit X Position (Dots)	<ul style="list-style-type: none"> ◆ 640x ◆ 98xx ◆ Laser 	Set the position of the human readable data left and right.
System Digit Y Position (Dots)	<ul style="list-style-type: none"> ◆ 640x ◆ Laser 	Set the position of the human readable data up and down.
UPC Supplement	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ 98xx 	<p>UPC-A barcodes can include an additional barcode to the right of the main barcode symbol. This second barcode, which is usually not as tall as the primary barcode, can encode additional information. If desired, select the type of supplement to add to the barcode as follows:</p> <p>None </p> <p>2-character </p> <p>5-character </p>

About UPC-E Barcodes

A UPC-E barcode is a “zero-compressed” version of UPC developed for use on labels where a full 12-digit barcode may not fit. The UPC-E barcode differs from UPC-A in that it only uses a 6-digit code, does not use middle guard bars, and the end bit pattern (E) becomes 010101.



The table below provides a description of the properties for a UPC-E barcodes.

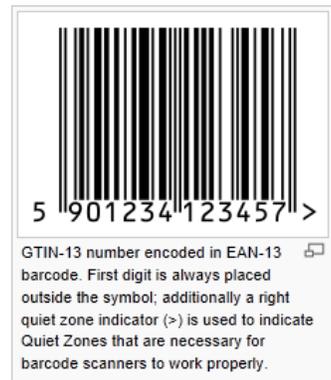
Properties	Applicable Printers	Description
Barcode Type	All printers	Select UPC-E .
Color	Laser	If you are creating a label design and the target printer is a Xerox Laser, select the color of the barcode as it should appear on the printed labels.
Download Barcode as Graphic	All printers	If you want to download the barcode as a graphic image to the printer with other print job information, select this checkbox. If the barcode image is generated in the printer’s firmware, clear this checkbox.
Expansion/ Narrow Bar	All printers	If you want to amplify the bar code image to enhance readability, set the number of dots that should be used to make the smallest bar in the barcode.

Properties	Applicable Printers	Description
Field Position (in) ◆ Width Offset ◆ Length Offset	All printers	Set the absolute position of the barcode object on the label design as follows: ◆ Width Offset – Set the offset position from the upper left-hand corner of the web. ◆ Length Offset – Set the offset position from the upper left-hand corner of the feed.
Fixed Text	All printers	You can optionally enter static text to be encoded in the barcode and/or displayed as a human readable text in the label design. This is usually left empty on the label design and populated from an auto-import, manual entry or ODBC library look up.
Font	All printers	If you select the Show HRI checkbox because you want PCMate to print human readable interpretation (HRI) of the data with the barcode, set the font you want for the text. Note: 640x printers are required to use Font 4 (6 point) . 98xx printers are required to use 9 PT. CG TRIUMVIRATE BOLD . Laser printers use a default font.
Guard Bar Extension	640x	Set the vertical offset of guard bars from barcode base either in inches or millimeters depending on the ruler that shows your label design orientation.
Height (in/mm)	All printers	Set the height of the barcode on the label design in either inches or millimeters depending on the ruler that shows your label design orientation.
HRI Position	All printers	If you select the Show HRI checkbox because you want PCMate to print human readable interpretation (HRI) of the data with the barcode, for Xerox Laser printers, PCMate always prints the text at the bottom (underneath) the barcode. For 640x, 6x6, and SNAP printers, you can select the top or the bottom.
Inverse	◆ SNAP ◆ 640x ◆ 6x6 ◆ 98xx	If you want PCMate to print a negative of the barcode, select this checkbox. If you want PCMate to print a standard barcode, clear this checkbox.
Length	All printers	Set the maximum number of characters that can be encoded in the barcode.
Point Size	◆ SNAP ◆ 6x6 ◆ Laser	If you select the Show HRI checkbox because you want PCMate to print human readable interpretation (HRI) of the data with the barcode, set the point size you want for the text.
Print Station	All printers	Select the part of the label design on which you want the barcode to print. For more information about print stations, see Chapter 2, "About Label Designs."
Prompt	All printers	Enter a unique name that identifies the object on the label design. The object name is the same as the field name that printer operators see when they open print jobs associated with the label design you are editing. If you are going to populate the barcode object from an ODBC-compliant data source file, you may want to enter a name that is similar to the data in the data source file.

Properties	Applicable Printers	Description
Rotation	All printers	Select the orientation of the barcode on the label design
Show HRI	All printers	If you want PCMate to print human readable interpretation (HRI) of the data with the barcode, select this checkbox. If you want PCMate to just print the barcode, clear this checkbox.
Segmentation	<ul style="list-style-type: none"> ◆ 640x ◆ 98xx 	Select the manner in which you want PCMate to group the numbers that appear under the barcode.
System Digit X Position (Dots)	640x	Set the position of the human readable data left and right.
System Digit Y Position (Dots)	640x	Set the position of the human readable data up and down.
PC Supplement	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ 98xx 	<p>UPC-E barcodes can include an additional barcode to the right of the main barcode symbol. This second barcode, which is usually not as tall as the primary barcode, can encode additional information. If desired, select the type of supplement to add to the barcode as follows:</p> <p>None </p> <p>2-character </p> <p>5-character </p>

About EAN-13 Barcodes

An EAN-13 barcode is a 13 digit (12 data and 1 check) barcode, which is a superset of the original 12-digit UPC barcode. The EAN-13 barcode encodes numbers that represent product identification numbers. All the numbers encoded in UPC and EAN barcodes are known as Global Trade Item Numbers (GTIN), and they can be encoded in other GS1 barcodes.



The table below provides a description of the properties for an EAN-13 barcodes.

Properties	Applicable Printers	Description
Barcode Type	All printers	Select EAN-13 .
Color	Laser	If you are creating a label design and the target printer is a Xerox Laser, select the color of the barcode as it should appear on the printed labels.
Download Barcode as Graphic	All printers	If you want to download the barcode as a graphic image to the printer with other print job information, select this checkbox. If the barcode image is generated in the printer's firmware, clear this checkbox.
Expansion/ Narrow Bar	All printers	If you want to amplify the bar code image to enhance readability, set the number of dots that should be used to make the smallest bar in the barcode.
Field Position (in) <ul style="list-style-type: none"> ◆ Width Offset ◆ Length Offset 	All printers	Set the absolute position of the barcode object on the label design as follows: <ul style="list-style-type: none"> ◆ Width Offset – Set the offset position from the upper left-hand corner of the web. ◆ Length Offset – Set the offset position from the upper left-hand corner of the feed.
Fixed Text	All printers	You can optionally enter static text to be encoded in the barcode and/or displayed as a human readable text in the label design. This is usually left empty on the label design and populated from an auto-import, manual entry or ODBC library look up.
Font	All printers	If you select the Show HRI checkbox because you want PCMate to print human readable interpretation (HRI) of the data with the barcode, set the font you want for the text. Note: 640x printers are required to use Font 4 (6 point) . 98xx printers are required to use 9 PT. CG TRIUMVIRATE BOLD . Laser printers use a default font.
Guard Bar Extension	<ul style="list-style-type: none"> ◆ 640x ◆ 98xx 	Set the vertical offset of guard bars from barcode base either in inches or millimeters depending on the ruler that shows your label design orientation.
Height (in/mm)	All printers	Set the height of the barcode on the label design either in inches or millimeters depending on the ruler that shows your label design orientation.

Properties	Applicable Printers	Description
HRI Position	All printers	If you select the Show HRI checkbox because you want PCMate to print human readable interpretation (HRI) of the data with the barcode, for Xerox Laser printers, PCMate always prints the text at the bottom (underneath) the barcode. For 640x, 6x6, and SNAP printers, you can select the top or the bottom.
Inverse	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ 98xx 	If you want PCMate to print a negative of the barcode, select this checkbox. If you want PCMate to print a standard barcode, clear this checkbox.
Length	All printers	Set the maximum number of characters that can be encoded in the barcode.
Point Size	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ Laser 	If you select the Show HRI checkbox because you want PCMate to print human readable interpretation (HRI) of the data with the barcode, set the point size you want for the text.
Print Station	All printers	Select the part of the label design on which you want the barcode to print. For more information about print stations, see Chapter 2, "About Label Designs."
Prompt	All printers	Enter a unique name that identifies the object on the label design. The object name is the same as the field name that printer operators see when they open print jobs associated with the label design you are editing. If you are going to populate the barcode object from an ODBC-compliant data source file, you may want to enter a name that is similar to the data in the data source file.
Rotation	All printers	Select the orientation of the barcode on the label design
Show HRI	All printers	If you want PCMate to print human readable interpretation (HRI) of the data with the barcode, select this checkbox. If you want PCMate to just print the barcode, clear this checkbox.
Segmentation	All printers	Select the manner in which you want PCMate to group the numbers that appear under the barcode.
System Digit X Position (Dots)	<ul style="list-style-type: none"> ◆ 640x ◆ 98xx 	Set the position of the human readable data left and right.
System Digit Y Position (Dots)	640x	Set the position of the human readable data up and down.
UPC Supplement	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ 98xx 	<p>Select the type of supplement to add to the barcode as follows:</p> <p>None </p> <p>2-character </p> <p>5-character </p>

About EAN-8 Barcodes

An EAN-8 barcode is a barcode derived from the longer EAN-13 barcode and was introduced for use on small labels where an EAN-13 barcode would be too large.



The table below provides a description of the properties for an EAN-8 barcodes.

Properties	Applicable Printers	Description
Barcode Type	All printers	Select EAN-8 .
Color	Laser	If you are creating a label design and the target printer is a Xerox Laser, select the color of the barcode as it should appear on the printed labels.
Download Barcode as Graphic	All printers	If you want to download the barcode as a graphic image to the printer with other print job information, select this checkbox. If the barcode image is generated in the printer's firmware, clear this checkbox.
Expansion/ Narrow Bar	All printers	If you want to amplify the bar code image to enhance readability, set the number of dots that should be used to make the smallest bar in the barcode.
Field Position (in) <ul style="list-style-type: none"> ◆ Width Offset ◆ Length Offset 	All printers	Set the absolute position of the barcode object on the label design as follows: <ul style="list-style-type: none"> ◆ Width Offset – Set the offset position from the upper left-hand corner of the web. ◆ Length Offset – Set the offset position from the upper left-hand corner of the feed.
Fixed Text	All printers	You can optionally enter static text to be encoded in the barcode and/or displayed as a human readable text in the label design. This is usually left empty on the label design and populated from an auto-import, manual entry or ODBC library look up.
Font	All printers	If you select the Show HRI checkbox because you want PCMate to print human readable interpretation (HRI) of the data with the barcode, set the font you want for the text. Note: 640x printers are required to use Font 4 (6 point) . 98xx printers are required to use 9 PT. CG TRIUMVIRATE BOLD . Laser printers use a default font.
Guard Bar Extension	All printers	Set the vertical offset of guard bars from barcode base either in inches or millimeters depending on the ruler that shows your label design orientation.
Height (in/mm)	All printers	Set the height of the barcode on the label design either in inches or millimeters depending on the ruler that shows your label design orientation.

Properties	Applicable Printers	Description
HRI Position	All printers	If you select the Show HRI checkbox because you want PCMate to print human readable interpretation (HRI) of the data with the barcode, for Xerox Laser printers, PCMate always prints the text at the bottom (underneath) the barcode. For 640x, 6x6, and SNAP printers, you can select the top or the bottom.
Inverse	<ul style="list-style-type: none"> ◆ SNAP ◆ 640x ◆ 6x6 ◆ 98xx 	If you want PCMate to print a negative of the barcode, select this checkbox. If you want PCMate to print a standard barcode, clear this checkbox.
Length	All printers	Set the maximum number of characters that can be encoded in the barcode.
Point Size	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ Laser 	If you select the Show HRI checkbox because you want PCMate to print human readable interpretation (HRI) of the data with the barcode, set the point size you want for the text.
Print Station	All printers	Select the part of the label design on which you want the barcode to print. For more information about print stations, see Chapter 2, "About Label Designs."
Prompt	All printers	Enter a unique name that identifies the object on the label design. The object name is the same as the field name that printer operators see when they open print jobs associated with the label design you are editing. If you are going to populate the barcode object from an ODBC-compliant data source file, you may want to enter a name that is similar to the data in the data source file.
Rotation	All printers	Select the orientation of the barcode on the label design
Show HRI	All printers	If you want PCMate to print human readable interpretation (HRI) of the data with the barcode, select this checkbox. If you want PCMate to just print the barcode, clear this checkbox.
Segmentation	All printers	Select the manner in which you want PCMate to group the numbers that appear under the barcode.
UPC Supplement	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ 98xx 	<p>EAN-8 barcodes can include an additional barcode to the right of the main barcode symbol. This second barcode, which is usually not as tall as the primary barcode, can encode additional information. If desired, select the type of supplement to add to the barcode as follows:</p> <p>None </p> <p>2-character </p> <p>5-character </p>

About Code 39 Barcodes

A Code 39 barcode is a variable length, discrete barcode that encodes 43 characters, consisting of uppercase letters (A through Z), numeric digits (0 through 9) and a number of special characters (-, ., \$, /, +, %, and space) and includes an additional character (denoted '*') for both start and stop delimiters.



The table below provides a description of the properties for a Code 39 barcode.

Properties	Applicable Printers	Description
Barcode Type	All printers	Select CODE 39 .
Color	Laser	If you are creating a label design and the target printer is a Xerox Laser, select the color of the barcode as it should appear on the printed labels.
Download Barcode as Graphic	All printers	If you want to download the barcode as a graphic image to the printer with other print job information, select this checkbox. If the barcode image is generated in the printer's firmware, clear this checkbox.
Expansion/ Narrow Bar	All printers	If you want to amplify the bar code image to enhance readability, set the number of dots that should be used to make the smallest bar in the barcode.
Field Position (in) <ul style="list-style-type: none"> ◆ Width Offset ◆ Length Offset 	All printers	Set the absolute position of the barcode object on the label design as follows: <ul style="list-style-type: none"> ◆ Width Offset – Set the offset position from the upper left-hand corner of the web. ◆ Length Offset – Set the offset position from the upper left-hand corner of the feed.
Fixed Text	All printers	You can optionally enter static text to be encoded in the barcode and/or displayed as a human readable text in the label design. This is usually left empty on the label design and populated from an auto-import, manual entry or ODBC library look up.
Font	All printers	If you select the Show HRI checkbox because you want PCMate to print human readable interpretation (HRI) of the data with the barcode, set the font you want for the text. Note: 640x printers are required to use Font 4 (6 point) . 98xx printers are required to use 9 PT. CG TRIUMVIRATE BOLD . Laser printers use a default font.
Height (in/mm)	All printers	Set the height of the barcode on the label design either in inches or millimeters depending on the ruler that shows your label design orientation.
HRI Position	<ul style="list-style-type: none"> ◆ SNAP ◆ 640x ◆ 6x6 ◆ Laser 	If you select the Show HRI checkbox because you want PCMate to print human readable interpretation (HRI) of the data with the barcode, for Xerox Laser printers, PCMate always prints the text at the bottom (underneath) the barcode. For 640x, 6x6, and SNAP printers, you can select the top or the bottom.

Properties	Applicable Printers	Description
Inverse	<ul style="list-style-type: none"> ◆ SNAP ◆ 640x ◆ 6x6 ◆ 98xx 	If you want PCMate to print a negative of the barcode, select this checkbox. If you want PCMate to print a standard barcode, clear this checkbox.
Length	All printers	Set the maximum number of characters that can be encoded in the barcode.
Point Size	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ Laser 	If you select the Show HRI checkbox because you want PCMate to print human readable interpretation (HRI) of the data with the barcode, set the point size you want for the text.
Print Station	All printers	Select the part of the label design on which you want the barcode to print. For more information about print stations, see Chapter 2, "About Label Designs."
Prompt	All printers	Enter a unique name that identifies the object on the label design. The object name is the same as the field name that printer operators see when they open print jobs associated with the label design you are editing. If you are going to populate the barcode object from an ODBC-compliant data source file, you may want to enter a name that is similar to the data in the data source file.
Ratio	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ 98xx ◆ Laser 	Select the narrow to wide bar ratio (the width from the narrow bar to the wide bar).
Rotation	All printers	Select the orientation of the barcode on the label design
Show HRI	<ul style="list-style-type: none"> ◆ SNAP ◆ 640x ◆ 6x6 ◆ Laser 	If you want PCMate to print human readable interpretation (HRI) of the data with the barcode, select this checkbox. If you want PCMate to just print the barcode, clear this checkbox.
Segmentation	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ Laser 	Select the manner in which you want PCMate to group the numbers that appear under the barcode.

About Interleaved 2 of 5 Barcodes

An Interleaved 2 of 5 barcode is a continuous two-width barcode that encodes pairs of digits. The first digit is encoded in the five bars (or black lines), while the second digit is encoded in the five spaces (or white lines) interleaved with them. Two out of every five bars or spaces are wide (hence exactly 2 of 5).



The table below provides a description of the properties for an Interleaved 2 of 5 barcode.

Properties	Applicable Printers	Description
Barcode Type	All printers	If you are creating a label design and the target printer is a SNAP, 640x, 6x6, or Xerox Laser, select INTERLEAVED 2 OF 5 . If your target printer is a 98xx, select the barcode type as follows: <ul style="list-style-type: none"> ◆ INTERLEAVED 2 OF 5 (2.0:1) ◆ INTERLEAVED 2 OF 5 (2.3:1) ◆ INTERLEAVED 2 OF 5 (2.5:1) ◆ INTERLEAVED 2 OF 5 (3.0:1)
Color	Laser	If you are creating a label design and the target printer is a Xerox Laser, select the color of the barcode as it should appear on the printed labels.
Download Barcode as Graphic	All printers	If you want to download the barcode as a graphic image to the printer with other print job information, select this checkbox. If the barcode image is generated in the printer's firmware, clear this checkbox.
Expansion/ Narrow Bar	All printers	If you want to amplify the bar code image to enhance readability, set the number of dots that should be used to make the smallest bar in the barcode.
Field Position (in) <ul style="list-style-type: none"> ◆ Width Offset ◆ Length Offset 	All printers	Set the absolute position of the barcode object on the label design as follows: <ul style="list-style-type: none"> ◆ Width Offset – Set the offset position from the upper left-hand corner of the web. ◆ Length Offset – Set the offset position from the upper left-hand corner of the feed.
Fixed Text	All printers	You can optionally enter static text to be encoded in the barcode and/or displayed as a human readable text in the label design. This is usually left empty on the label design and populated from an auto-import, manual entry or ODBC library look up.
Font	All printers	If you select the Show HRI checkbox because you want PCMate to print human readable interpretation (HRI) of the data with the barcode, set the font you want for the text. <p>Note: 640x printers are required to use Font 4 (6 point). 98xx printers are required to use 9 PT. CG TRIUMVIRATE BOLD. Laser printers use a default font.</p>

Properties	Applicable Printers	Description
Height (in/mm)	All printers	Set the height of the barcode on the label design either in inches or millimeters depending on the ruler that shows your label design orientation.
HRI Position	<ul style="list-style-type: none"> ◆ SNAP ◆ 640x ◆ 6x6 ◆ Laser 	If you select the Show HRI checkbox because you want PCMate to print human readable interpretation (HRI) of the data with the barcode, for Xerox Laser printers, PCMate always prints the text at the bottom (underneath) the barcode. For 640x, 6x6, and SNAP printers, you can select the top or the bottom.
Inverse	<ul style="list-style-type: none"> ◆ SNAP ◆ 640x ◆ 6x6 ◆ 98xx 	If you want PCMate to print a negative of the barcode, select this checkbox. If you want PCMate to print a standard barcode, clear this checkbox.
Length	All printers	Set the maximum number of characters that can be encoded in the barcode.
Point Size	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ Laser 	If you select the Show HRI checkbox because you want PCMate to print human readable interpretation (HRI) of the data with the barcode, set the point size you want for the text.
Print Station	All printers	Select the part of the label design on which you want the barcode to print. For more information about print stations, see Chapter 2, "About Label Designs."
Prompt	All printers	Enter a unique name that identifies the object on the label design. The object name is the same as the field name that printer operators see when they open print jobs associated with the label design you are editing. If you are going to populate the barcode object from an ODBC-compliant data source file, you may want to enter a name that is similar to the data in the data source file.
Ratio	<ul style="list-style-type: none"> ◆ SNAP ◆ 640x ◆ 6x6 ◆ Laser 	Select the narrow to wide bar ratio (the width from the narrow bar to the wide bar).
Rotation	All printers	Select the orientation of the barcode on the label design
Show HRI	<ul style="list-style-type: none"> ◆ SNAP ◆ 640x ◆ 6x6 ◆ Laser 	If you want PCMate to print human readable interpretation (HRI) of the data with the barcode, select this checkbox. If you want PCMate to just print the barcode, clear this checkbox.

About Code 128 Barcodes

A Code 128 barcode is a high-density barcode used for alphanumeric or numeric-only barcodes. It can encode all 128 characters of ASCII and, by use of an extension character (FNC4), the Latin-1 characters defined in ISO/IEC 8859-1.

The table below provides a description of properties for a Code 128 barcode.



Properties	Applicable Printers	Description
Barcode Type	All printers	Select CODE 128 .
Color	Laser	If you are creating a label design and the target printer is a Xerox Laser, select the color of the barcode as it should appear on the printed labels.
Download Barcode as Graphic	All printers	If you want to download the barcode as a graphic image to the printer with other print job information, select this checkbox. If the barcode image is generated in the printer's firmware, clear this checkbox.
Expansion/ Narrow Bar	<ul style="list-style-type: none"> ◆ SNAP ◆ 640x ◆ 6x6 ◆ 98xx 	If you want to amplify the bar code image to enhance readability, set the number of dots that should be used to make the smallest bar in the barcode.
Field Position (in) <ul style="list-style-type: none"> ◆ Width Offset ◆ Length Offset 	All printers	Set the absolute position of the barcode object on the label design as follows: <ul style="list-style-type: none"> ◆ Width Offset – Set the offset position from the upper left-hand corner of the web. ◆ Length Offset – Set the offset position from the upper left-hand corner of the feed.
Fixed Text	All printers	You can optionally enter static text to be encoded in the barcode and/or displayed as a human readable text in the label design. This is usually left empty on the label design and populated from an auto-import, manual entry or ODBC library look up.
Font	All printers	If you select the Show HRI checkbox because you want PCMate to print human readable interpretation (HRI) of the data with the barcode, set the font you want for the text. Note: 640x printers are required to use Font 4 (6 point) . 98xx printers are required to use 9 PT. CG TRIUMVIRATE BOLD . Laser printers use a default font.
Function Code	<ul style="list-style-type: none"> ◆ SNAP ◆ 98xx 	Select a function code to include special function characters in the code. The appropriate function code will be added to the Fixed Text field. <ul style="list-style-type: none"> ◆ FNC1 Function Code 1 – If this code is in the first or second position following the first character, it identifies symbols that conform to a specific industry standard. If this code is in any other position, it is used as a field separator. ◆ FNC2 Function Code 2 – This code can occur anywhere in the symbol. It instructs the reader to temporarily store data from the symbol containing the FNC2 character and

Properties	Applicable Printers	Description
		<p>transmit it as a prefix to the next symbol data. Use this code to concatenate several symbols before transmission. It is also known as Message Append.</p> <ul style="list-style-type: none"> ◆ FNC2 Function Code 2 – This code can occur anywhere in the symbol. It instructs the reader to temporarily store data from the symbol containing the FNC2 character and transmit it as a prefix to the next symbol data. Use this code to concatenate several symbols before transmission. It is also known as Message Append. ◆ FNC3 Function Code 3 – This code can occur anywhere in the symbol. It instructs the reader to interpret the data from the symbol containing the FNC3 character as instructions for programming the reader. It is also known as Initialize. ◆ FNC4 Function Code 4 – This code provides access to an extended ASCII mode. By using this code, data used from code sets A and B have their values increased by 128 from their normal ASCII values. A single FNC4 code toggles in or out of extended ASCII mode for just a single data character that follows it. Two consecutive FNC4 codes toggle the extended ASCII mode for all data characters following it until another double FNC4 code or end of the symbol is encountered.
Height (in/mm)	All printers	Set the height of the barcode on the label design either in inches or millimeters depending on the ruler that shows your label design orientation.
HRI Position	<ul style="list-style-type: none"> ◆ SNAP ◆ 640x ◆ 6x6 ◆ Laser 	If you select the Show HRI checkbox because you want PCMate to print human readable interpretation (HRI) of the data with the barcode, for Xerox Laser printers, PCMate always prints the text at the bottom (underneath) the barcode. For 640x, 6x6, and SNAP printers, you can select the top or the bottom.
Inverse	<ul style="list-style-type: none"> ◆ SNAP ◆ 640x ◆ 98xx ◆ Laser 	If you want PCMate to print a negative of the barcode, select this checkbox. If you want PCMate to print a standard barcode, clear this checkbox.
Length	All printers	Set the maximum number of characters that can be encoded in the barcode.
Point Size	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ Laser 	If you select the Show HRI checkbox because you want PCMate to print human readable interpretation (HRI) of the data with the barcode, set the point size you want for the text.
Print Station	All printers	Select the part of the label design on which you want the barcode to print. For more information about print stations, see Chapter 2, "About Label Designs."
Prompt	All printers	Enter a unique name that identifies the object on the label design. The object name is the same as the field name that printer operators see when they open print jobs associated with the label design you are editing. If you are going to populate the barcode object from an ODBC-compliant data source file, you may want to enter a name that is similar to the data in the data source file.

Properties	Applicable Printers	Description
Rotation	All printers	Select the orientation of the barcode on the label design
Show HRI	<ul style="list-style-type: none"> ◆ SNAP ◆ 640x ◆ 6x6 ◆ Laser 	If you want PCMate to print human readable interpretation (HRI) of the data with the barcode, select this checkbox. If you want PCMate to just print the barcode, clear this checkbox.
Subset	<ul style="list-style-type: none"> ◆ SNAP ◆ 98xx 	Specify a CODE 128 subset: <ul style="list-style-type: none"> ◆ Auto – Select to allow the printer to determine the most appropriate code subset to use: 128A (code set A), 128B (code set B), or 128C (code set C). ◆ Subset A – Select to force use of code set A. When selected, the Download Barcode as Graphic is selected automatically, and the barcode is sent to the printer as a graphic.
Width (in/mm)	All printers	Set the maximum width of the barcode on the label design either in inches or millimeters depending on the ruler that shows your label design orientation. PCMate truncates any portion of the barcode extending beyond the width you enter. Warning: PCMate sets the width according to the barcode Expansion and Length . If you decrease the width, you may lose barcode data.

About Code 128 E.D.I. Barcodes

The table below provides a description of the properties for a Code 128 E.D.I. barcode.

Properties	Applicable Printers	Description
Barcode Type	All printers	Select CODE 128 E.D.I.
Color	Laser	If you are creating a label design and the target printer is a Xerox Laser, select the color of the barcode as it should appear on the printed labels.
Download Barcode as Graphic	All printers	If you want to download the barcode as a graphic image to the printer with other print job information, select this checkbox. If the barcode image is generated in the printer's firmware, clear this checkbox.
Expansion/ Narrow Bar	All printers	If you want to amplify the bar code image to enhance readability, set the number of dots that should be used to make the smallest bar in the barcode.
Field Position (in) <ul style="list-style-type: none"> ◆ Width Offset ◆ Length Offset 	All printers	Set the absolute position of the barcode object on the label design as follows: <ul style="list-style-type: none"> ◆ Width Offset – Set the offset position from the upper left-hand corner of the web. ◆ Length Offset – Set the offset position from the upper left-hand corner of the feed.
Fixed Text	All printers	You can optionally enter static text to be encoded in the barcode and/or displayed as a human readable text in the label design. This is usually left empty on the label design and populated from an auto-import, manual entry or ODBC library look up.

Properties	Applicable Printers	Description
Font	<ul style="list-style-type: none"> ◆ SNAP ◆ 640x ◆ 6x6 	<p>If you select the Show HRI checkbox because you want PCMate to print human readable interpretation (HRI) of the data with the barcode, set the font you want for the text.</p> <p>Note: 640x printers are required to use Font 4 (6 point).</p>
Height (in/mm)	All printers	Set the height of the barcode on the label design either in inches or millimeters depending on the ruler that shows your label design orientation.
HRI Position	<ul style="list-style-type: none"> ◆ SNAP ◆ 640x ◆ 6x6 ◆ Laser 	<p>If you select the Show HRI checkbox because you want PCMate to print human readable interpretation (HRI) of the data with the barcode.</p> <p>For SNAP, 6x6, and Xerox Laser printers, PCMate always prints the text at the top (above) the barcode. For 640x, you can select the top or the bottom.</p>
Inverse	<ul style="list-style-type: none"> ◆ SNAP ◆ 640x ◆ 6x6 ◆ 98xx 	If you want PCMate to print a negative of the barcode, select this checkbox. If you want PCMate to print a standard barcode, clear this checkbox.
Length	All printers	Set the maximum number of characters that can be encoded in the barcode.
Point Size	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 	<p>If you select the Show HRI checkbox because you want PCMate to print human readable interpretation (HRI) of the data with the barcode, set the point size you want for the text.</p> <p>For SNAP printers, PCMate always prints the text using 10-point size font. For 6x6 printers, PCMate always prints the text using 24-point size font.</p>
Print Station	All printers	Select the part of the label design on which you want the barcode to print. For more information about print stations, see Chapter 2, "About Label Designs."
Prompt	All printers	Enter a unique name that identifies the object on the label design. The object name is the same as the field name that printer operators see when they open print jobs associated with the label design you are editing. If you are going to populate the barcode object from an ODBC-compliant data source file, you may want to enter a name that is similar to the data in the data source file.
Rotation	All printers	Select the orientation of the barcode on the label design
Show HRI	<ul style="list-style-type: none"> ◆ SNAP ◆ 640x ◆ 6x6 ◆ Laser 	If you want PCMate to print human readable interpretation (HRI) of the data with the barcode, select this checkbox. If you want PCMate to just print the barcode, clear this checkbox.
Segmentation	All printers	Select the manner in which you want PCMate to group the numbers that appear under the barcode.

About Code 93 Barcodes

A Code 93 barcode encodes 26 upper case letters, 10 digits and 7 special characters. In addition to 43 characters, Code 93 defines 5 special characters (including a start/stop character), which can be combined with other characters to unambiguously represent all 128 ASCII characters. Every symbol includes two check characters.



The table below provides a description of the properties for a Code 93 barcode.

Properties	Applicable Printers	Description
Barcode Type	All printers	Select CODE 93 .
Color	Laser	If you are creating a label design and the target printer is a Xerox Laser, select the color of the barcode as it should appear on the printed labels.
Download Barcode as Graphic	All printers	If you want to download the barcode as a graphic image to the printer with other print job information, select this checkbox. If the barcode image is generated in the printer's firmware, clear this checkbox.
Expansion/ Narrow Bar	All printers	If you want to amplify the bar code image to enhance readability, set the number of dots that should be used to make the smallest bar in the barcode.
Field Position (in) <ul style="list-style-type: none"> ◆ Width Offset ◆ Length Offset 	All printers	Set the absolute position of the barcode object on the label design as follows: <ul style="list-style-type: none"> ◆ Width Offset – Set the offset position from the upper left-hand corner of the web. ◆ Length Offset – Set the offset position from the upper left-hand corner of the feed.
Fixed Text	All printers	You can optionally enter static text to be encoded in the barcode and/or displayed as a human readable text in the label design. This is usually left empty on the label design and populated from an auto-import, manual entry or ODBC library look up.
Font	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ 98xx ◆ Laser 	If you select the Show HRI checkbox because you want PCMate to print human readable interpretation (HRI) of the data with the barcode, set the font you want for the text. Note: 98xx printers are required to use 9 PT. CG TRIUMVIRATE BOLD . Laser printers use a default font.
Height (in/mm)	All printers	Set the height of the barcode on the label design either in inches or millimeters depending on the ruler that shows your label design orientation.
HRI Position	<ul style="list-style-type: none"> ◆ SNAP ◆ 640x ◆ 6x6 ◆ Laser 	If you select the Show HRI checkbox because you want PCMate to print human readable interpretation (HRI) of the data with the barcode, for Xerox Laser printers, PCMate always prints the text at the bottom (underneath) the barcode. For 640x, 6x6, and SNAP printers, you can select the top or the bottom.

Properties	Applicable Printers	Description
Inverse	<ul style="list-style-type: none"> ◆ SNAP ◆ 98xx 	If you want PCMate to print a negative of the barcode, select this checkbox. If you want PCMate to print a standard barcode, clear this checkbox.
Length	All printers	Set the maximum number of characters that can be encoded in the barcode.
Point Size	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ Laser 	If you select the Show HRI checkbox because you want PCMate to print human readable interpretation (HRI) of the data with the barcode, set the point size you want for the text.
Print Station	All printers	Select the part of the label design on which you want the barcode to print. For more information about print stations, see Chapter 2, "About Label Designs."
Prompt	All printers	Enter a unique name that identifies the object on the label design. The object name is the same as the field name that printer operators see when they open print jobs associated with the label design you are editing. If you are going to populate the barcode object from an ODBC-compliant data source file, you may want to enter a name that is similar to the data in the data source file.
Rotation	All printers	Select the orientation of the barcode on the label design
Segmentation	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ Laser 	Select the manner in which you want PCMate to group the numbers that appear under the barcode.
Show HRI	<ul style="list-style-type: none"> ◆ SNAP ◆ 640x ◆ 6x6 ◆ Laser 	If you want PCMate to print human readable interpretation (HRI) of the data with the barcode, select this checkbox. If you want PCMate to just print the barcode, clear this checkbox.
Width (in/mm)	All printers	Set the maximum width of the barcode on the label design either in inches or millimeters depending on the ruler that shows your label design orientation. PCMate truncates any portion of the barcode extending beyond the width you enter. Note: PCMate sets the width according to the barcode Expansion and Length . If you decrease the width, you may lose barcode data.

About GS1 DataBar Barcodes

A GS1 DataBar barcode encodes a GTIN-12 or GTIN-13 in a 14-digit data structure.



The table below provides a description of the properties you can configure for a GS1 DataBar barcode.

Properties	Applicable Printers	Description
Barcode Type	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ 98xx ◆ Laser 	Select GS1 DataBar .
Color	Laser	If you are creating a label design and the target printer is a Xerox Laser, select the color of the barcode as it should appear on the printed labels.
Download Barcode as Graphic	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ 98xx ◆ Laser 	If you want to download the barcode as a graphic image to the printer with other print job information, select this checkbox. If the barcode image is generated in the printer's firmware, clear this checkbox.
Expansion/ Narrow Bar	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ 98xx ◆ Laser 	If you want to amplify the bar code image to enhance readability, set the number of dots that should be used to make the smallest bar in the barcode.
Field Position (in) <ul style="list-style-type: none"> ◆ Width Offset ◆ Length Offset 	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ 98xx ◆ Laser 	Set the absolute position of the barcode object on the label design as follows: <ul style="list-style-type: none"> ◆ Width Offset – Set the offset position from the upper left-hand corner of the web. ◆ Length Offset – Set the offset position from the upper left-hand corner of the feed.
Fixed Text	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ 98xx ◆ Laser 	You can optionally enter static text to be encoded in the barcode and/or displayed as a human readable text in the label design. This is usually left empty on the label design and populated from an auto-import, manual entry or ODBC library look up.
GS1 Barcode Format	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ 98xx ◆ Laser 	Select the barcode symbol you want to use as follows: <ul style="list-style-type: none"> ◆ Omnidirectional ◆ Truncated ◆ Stacked ◆ Stacked Omni ◆ Limited ◆ Expanded (Alpha) ◆ Expanded (Numeric)
Height (in/mm)	Laser	Set the height of the barcode on the label design either in inches or millimeters depending on the ruler that shows your label design orientation.

Properties	Applicable Printers	Description
Length	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ 98xx ◆ Laser 	Set the maximum number of characters that can be encoded in the barcode.
Max Segments Per Row	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ 98xx ◆ Laser 	Set the maximum number of segments per row for each stacked barcode line.
Print Station	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ 98xx ◆ Laser 	Select the part of the label design on which you want the barcode to print. For more information about print stations, see Chapter 2, "About Label Designs."
Prompt	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ 98xx ◆ Laser 	Enter a unique name that identifies the object on the label design. The object name is the same as the field name that printer operators see when they open print jobs associated with the label design you are editing. If you are going to populate the barcode object from an ODBC-compliant data source file, you may want to enter a name that is similar to the data in the data source file.
Rotation	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ 98xx ◆ Laser 	Select the orientation of the barcode on the label design
X Undercut	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ 98xx ◆ Laser 	Set the X undercut value from 0 to 14.
Y Undercut	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ 98xx ◆ Laser 	Set the Y undercut value from 0 to 14.

About Data Matrix Barcodes

A Data Matrix barcode is two-dimensional and consists of black and white "cells" or modules arranged in either a square or rectangular pattern. You can encode text and/or numeric data. The length of the encoded data depends on the number of cells in the matrix. Data Matrix barcodes use error checking and error correction codes (ECCs) to increase reliability. Even if one or more cells are damaged, data can still be read.

As indicated earlier in this chapter, all PCMate-compatible printer families support Data Matrix barcodes as follows:

- ◆ All Data Matrix barcodes must adhere to ISO standard 16022:2006.
- ◆ The 640x, SNAP, and 9855 resident operating systems only support ECC 200 error correction codes.
- ◆ The following older generation error correction codes are not supported by PCMate with any printer family: ECC 000, 050, 080, 100, 140.



Data Matrix barcodes are efficient with numbers, meaning more characters are supported in a given symbol size. When you interchange numbers, alpha, and punctuation characters, less characters are supported in the same symbol size. For example, if you create a Data Matrix barcode using a 20x20 symbol size, the barcode holds up to 44 numeric characters, at least 31 alphanumeric characters, and at least 20 ASCII characters (alphanumeric and punctuation).

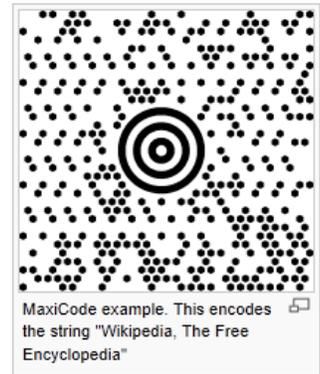
The table below provides a description of the properties you can configure for a Data Matrix barcode.

Properties	Applicable Printers	Description
2D Features	All printers	Select the barcode symbol size. Based on your selection, PCMate automatically calculates and populates values for the Length , Height , and Width text boxes. Note: The values for the Height and Width are also affected by the value you enter for the Expansion/Narrow Bar .
Barcode Type	All printers	Select the format in which the data is encoded as follows: <ul style="list-style-type: none"> ◆ DATA MATRIX (Alpha) – Select this type of Data Matrix barcode if the encoded data is a combination of alphanumeric characters ◆ DATA MATRIX (Numeric) – Select this type of Data Matrix barcode if the encoded data is only numeric characters ◆ DATA MATRIX (ASCII) – Select this type of Data Matrix barcode if the encoded data is a combination of alphanumeric and punctuation characters Note: Even though Data Matrix is a single barcode type, PCMate treats Data Matrix barcodes as three different types to help prevent you from truncating characters. For each Data Matrix barcode, we recommend you test your data for truncation issues before finalizing your label design. PCMate does not restrict the input of character type based on the Data Matrix barcode type you select.
Color	◆ Laser	If you are creating a label design and the target printer is a Xerox Laser, select the color of the barcode as it should appear on the printed labels.
Download Barcode as Graphic	None	This feature is not available for the any printer model.
Expansion/ Narrow Bar	<ul style="list-style-type: none"> ◆ 640x ◆ 6x6 ◆ Laser ◆ SNAP 	PCMate does not support independent row and column expansion for Data Matrix barcodes, only single expansion of both row and column. If you want to amplify the bar code image to enhance readability, set the number of dots that should be used to make the smallest cell in the barcode. Note: The value you enter here affects the Height and Width of the barcode, but does not change the barcode symbol size you select from the 2D Features list box or the maximum number of characters shown in the Length text box.

Properties	Applicable Printers	Description
Field Position (in) ◆ Width Offset ◆ Length Offset	All printers	Set the absolute position of the barcode object on the label design as follows: ◆ Width Offset – Set the offset position from the upper left-hand corner of the web. ◆ Length Offset – Set the offset position from the upper left-hand corner of the feed.
Fixed Text	All printers	You can optionally enter static text to be encoded in the barcode and/or displayed as a human readable text in the label design. This is usually left empty on the label design and populated from an auto-import, manual entry or ODBC library look up.
Height (in/mm)	All printers	This read-only field shows the height of the barcode on the label design either in inches or millimeters depending on the ruler that shows your label design orientation. The value shown is based on the barcode symbol size you select from the 2D Features list box as well as the value you set for the Expansion/Narrow Bar .
Inverse	◆ 98xx ◆ 6x6 ◆ SNAP	If you want PCMate to print a negative of the barcode, select this checkbox. If you want PCMate to print a standard barcode, clear this checkbox.
Length	All printers	This read-only field shows the maximum number of characters that can be encoded in the barcode and is based on the barcode symbol size you select from the 2D Features list box, as well as the actual alphanumeric text input.
Print Station	All printers	Select the part of the label design on which you want the barcode to print. For more information about print stations, see Chapter 2, “About Label Designs.”
Prompt	All printers	Enter a unique name that identifies the object on the label design. The object name is the same as the field name that printer operators see when they open print jobs associated with the label design you are editing. If you are going to populate the barcode object from an ODBC-compliant data source file, you may want to enter a name that is similar to the data in the data source file.
Rotation	All printers	Select the orientation of the barcode on the label design
Width (in/mm)	All printers	This read-only field shows the width of the barcode on the label design either in inches or millimeters depending on the ruler that shows your label design orientation. The value shown is based on the barcode symbol size you select from the 2D Features list box as well as the value you set for the Expansion/Narrow Bar .

About MaxiCode Barcodes

A MaxiCode barcode appears as a 1-inch square, with a bullseye in the middle, surrounded by a pattern of hexagonal dots. It can store a maximum of 93 characters of data, and up to 8 MaxiCode symbols can be chained together to convey more data.



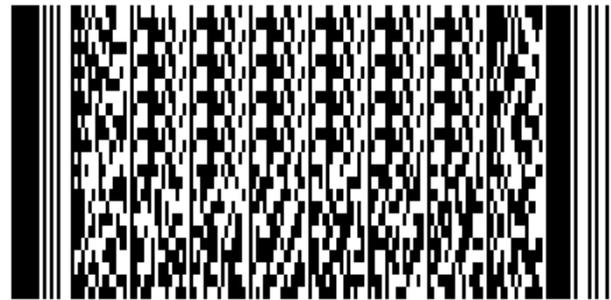
The table below provides a description of the properties you can configure for a MaxiCode barcode.

Properties	Applicable Printers	Description
2D Features	98xx	Select the encoding method for the barcode as follows: <ul style="list-style-type: none"> ◆ Mode 0 (Obsolete) – Select this mode if the firmware on your printer is outdated. The two horizontal hexagons in the upper right-hand corner appear white. For all other modes, they are black. ◆ Mode 2 (Numeric) – Select this mode if you plan to use formatted data containing a structured Carrier Message with a numeric postal code. ◆ Mode 3 (Alpha) – Select this mode if you plan to use formatted data containing a structured Carrier Message with an alphanumeric postal code. ◆ Mode 8 (Auto) – Select this mode if you want the printer to auto-detect which encoding to use based on the text input.
Barcode Type	<ul style="list-style-type: none"> ◆ 98xx ◆ Laser 	Select MAXICODE .
Color	Laser	If you are creating a label design and the target printer is a Xerox Laser, select the color of the barcode as it should appear on the printed labels.
Download Barcode as Graphic	<ul style="list-style-type: none"> ◆ 98xx ◆ Laser 	If you want to download the barcode as a graphic image to the printer with other print job information, select this checkbox. If the barcode image is generated in the printer's firmware, clear this checkbox.
Expansion/ Narrow Bar	Laser	If you want to amplify the barcode image to enhance readability, set the number of dots that should be used to make the smallest cell in the barcode.
Field Position (in) <ul style="list-style-type: none"> ◆ Width Offset ◆ Length Offset 	<ul style="list-style-type: none"> ◆ 98xx ◆ Laser 	Set the absolute position of the barcode object on the label design as follows: <ul style="list-style-type: none"> ◆ Width Offset – Set the offset position from the upper left-hand corner of the web. ◆ Length Offset – Set the offset position from the upper left-hand corner of the feed.
Fixed Text	<ul style="list-style-type: none"> ◆ 98xx ◆ Laser 	You can optionally enter static text to be encoded in the barcode and/or displayed as a human readable text in the label design. This is usually left empty on the label design and populated from an auto-import, manual entry or ODBC library look up.
Font	Laser	Laser printers use a default font.

Properties	Applicable Printers	Description
HRI Position	Laser	If you want PCMate to print human readable interpretation (HRI) of the data with the barcode, select this checkbox. PCMate always prints the text at the bottom (underneath) the barcode.
Inverse	98xx	If you want PCMate to print a negative of the barcode, select this checkbox. If you want PCMate to print a standard barcode, clear this checkbox.
Length	<ul style="list-style-type: none"> ◆ 98xx ◆ Laser 	Set the maximum number of characters that can be encoded in the barcode.
Point Size	Laser	If you select the Show HRI checkbox because you want PCMate to print human readable interpretation (HRI) of the data with the barcode, set the point size you want for the text.
Print Station	<ul style="list-style-type: none"> ◆ 98xx ◆ Laser 	Select the part of the label design on which you want the barcode to print. For more information about print stations, see Chapter 2, "About Label Designs."
Prompt	<ul style="list-style-type: none"> ◆ 98xx ◆ Laser 	Enter a unique name that identifies the object on the label design. The object name is the same as the field name that printer operators see when they open print jobs associated with the label design you are editing. If you are going to populate the barcode object from an ODBC-compliant data source file, you may want to enter a name that is similar to the data in the data source file.
Rotation	<ul style="list-style-type: none"> ◆ 98xx ◆ Laser 	Select the orientation of the barcode on the label design
Show HRI	Laser	If you want PCMate to print human readable interpretation (HRI) of the data with the barcode, select this checkbox. If you want PCMate to just print the barcode, clear this checkbox.

About PDF417 Barcodes

A PDF417 barcode is a stacked linear barcode symbol format. The 417 signifies that each pattern in the code consists of 4 bars and spaces, and that each pattern is 17 units long.



The table below provides a description of the properties for a PDF417 barcode.

Properties	Applicable Printers	Description
2D Features	98xx	Select the ratio of cell width to cell height, which results in whether the barcode appears as a square or rectangle.
Barcode Type	<ul style="list-style-type: none"> ◆ 98xx ◆ Laser 	Select PDF 417 .
Color	Laser	If you are creating a label design and the target printer is a Xerox Laser, select the color of the barcode as it should appear on the printed labels.

Properties	Applicable Printers	Description
Download Barcode as Graphic	<ul style="list-style-type: none"> ◆ 98xx ◆ Laser 	If you want to download the barcode as a graphic image to the printer with other print job information, select this checkbox. If the barcode image is generated in the printer's firmware, clear this checkbox.
Expansion/ Narrow Bar	Laser	If you want to amplify the bar code image to enhance readability, set the number of dots that should be used to make the smallest cell in the barcode.
Field Position (in) <ul style="list-style-type: none"> ◆ Width Offset ◆ Length Offset 	<ul style="list-style-type: none"> ◆ 98xx ◆ Laser 	<p>Set the absolute position of the barcode object on the label design as follows:</p> <ul style="list-style-type: none"> ◆ Width Offset – Set the offset position from the upper left-hand corner of the web. ◆ Length Offset – Set the offset position from the upper left-hand corner of the feed.
Fixed Text	<ul style="list-style-type: none"> ◆ 98xx ◆ Laser 	You can optionally enter static text to be encoded in the barcode and/or displayed as a human readable text in the label design. This is usually left empty on the label design and populated from an auto-import, manual entry or ODBC library look up.
Font	Laser	This option is not used.
Inverse	98xx	If you want PCMate to print a negative of the barcode, select this checkbox. If you want PCMate to print a standard barcode, clear this checkbox.
Length	<ul style="list-style-type: none"> ◆ 98xx ◆ Laser 	Set the maximum number of characters that can be encoded in the barcode.
Point Size	Laser	This option is not used.
Print Station	<ul style="list-style-type: none"> ◆ 98xx ◆ Laser 	Select the part of the label design on which you want the barcode to print. For more information about print stations, see Chapter 2, "About Label Designs."
Prompt	<ul style="list-style-type: none"> ◆ 98xx ◆ Laser 	Enter a unique name that identifies the object on the label design. The object name is the same as the field name that printer operators see when they open print jobs associated with the label design you are editing. If you are going to populate the barcode object from an ODBC-compliant data source file, you may want to enter a name that is similar to the data in the data source file.
Rotation	<ul style="list-style-type: none"> ◆ 98xx ◆ Laser 	Select the orientation of the barcode on the label design
Row/Column Maximum Value	<ul style="list-style-type: none"> ◆ 98xx ◆ Laser 	Set the maximum number of characters allowed per row/column.
Security Value	<ul style="list-style-type: none"> ◆ 98xx ◆ Laser 	Select the level of sophistication in error correction and recovery. The higher the security value, the larger the barcode.
Truncate	<ul style="list-style-type: none"> ◆ 98xx ◆ Laser 	If you want to produce a truncated PDF417 barcode that removes the right hand side of the barcode symbol, select this checkbox.

About QR Barcodes

A Quick Response (QR) code is a two-dimensional barcode that consists of black modules arranged in a square pattern on a white background. The information encoded can be made up of four standardized kinds (or modes) of data, including alpha, numeric, byte/binary, Kanji). All QR codes must adhere to ISO standard 18004:2006.



The table below provides a description of the properties for a QR code.

Properties	Applicable Printers	Description
Barcode Type	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ 98xx ◆ Laser 	Select QR .
Color	Laser	If you are creating a label design and the target printer is a Xerox Laser, select the color of the barcode as it should appear on the printed labels.
Error Correction	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ 98xx ◆ Laser 	<p>Select the error correction method for the QR code as follows:</p> <ul style="list-style-type: none"> ◆ L-High Density – Approximately 7% of codewords can be restored ◆ M-Standard – Approximately 15% of codewords can be restored ◆ Q-High Reliability – Approximately 25% of codewords can be restored ◆ H-Ultra High Reliability – Approximately 30% of codewords can be restored <p>Note: Codewords are 8 bits long. The higher the error correction level, the less storage capacity.</p>
Expansion/ Narrow Bar	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ 98xx 	<p>If you want to amplify the bar code image to enhance readability, set the number of dots that should be used to make the smallest cell in the barcode.</p> <p>Note: The value you enter here affects the Height and Width of the QR code, but does not change the overall dimensions of the QR code you select from the Version list box or the maximum number of characters shown in the Length text box.</p>
Field Position (in) <ul style="list-style-type: none"> ◆ Width Offset ◆ Length Offset 	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ 98xx ◆ Laser 	<p>Set the absolute position of the barcode object on the label design as follows:</p> <ul style="list-style-type: none"> ◆ Width Offset – Set the offset position from the upper left-hand corner of the web. ◆ Length Offset – Set the offset position from the upper left-hand corner of the feed.

Properties	Applicable Printers	Description
Fixed Text	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ 98xx ◆ Laser 	You can optionally enter static text to be encoded in the barcode and/or displayed as a human readable text in the label design. This is usually left empty on the label design and populated from an auto-import, manual entry or ODBC library look up.
Height (in/mm)	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ 98xx ◆ Laser 	This read-only field shows the height of the QR code on the label design either in inches or millimeters depending on the ruler that shows your label design orientation. The value shown is based on the overall dimensions for the QR code symbol you select from the Version list box as well as the value you set for the Expansion/Narrow Bar .
Length	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ 98xx ◆ Laser 	This read-only field shows the maximum number of characters that can be encoded in the QR code. It is based on the mode (input character set) you select from the QR Type list box, the overall dimensions for the QR code symbol you select from the Version list box, and error correction method you select from the Error Correction list box.
Print Station	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ 98xx ◆ Laser 	Select the part of the label design on which you want the QR code to print. For more information about print stations, see Chapter 2, "About Label Designs."
Prompt	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ 98xx ◆ Laser 	Enter a unique name that identifies the object on the label design. The object name is the same as the field name that printer operators see when they open print jobs associated with the label design you are editing. If you are going to populate the barcode object from an ODBC-compliant data source file, you may want to enter a name that is similar to the data in the data source file.
Rotation	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ 98xx ◆ Laser 	Select the orientation of the barcode on the label design
QR Type	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ 98xx ◆ Laser 	Select the mode (input character set) for the QR code as follows: <ul style="list-style-type: none"> ◆ Numeric – 10 bits per 3 digits ◆ Alphanumeric – 11 bits per 2 characters ◆ Binary – 8 bits per character; must use only 1 and 0 Note: Only Binary QR codes are supported with Xerox Laser printers.
Version	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ 98xx ◆ Laser 	Select the overall dimensions for the QR code symbol.
Width (in/mm)	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 ◆ 98xx ◆ Laser 	This read-only field shows the width of the QR code on the label design either in inches or millimeters depending on the ruler that shows your label design orientation. The value shown is based on the overall dimensions for the QR code symbol you select from the Version list box as well as the value you set for the Expansion/Narrow Bar .

About Custom Barcodes

PCMate supports two custom barcodes, including:

- ◆ PUMA Code 128
- ◆ SEARS Code 39

The table below provides a description of the properties for a PUMA Code 128 barcode.

Properties	Applicable Printers	Description
Barcode Type	<ul style="list-style-type: none"> ◆ SNAP ◆ 640x ◆ 6x6 	Select PUMA CODE 128 .
Download Barcode as Graphic	<ul style="list-style-type: none"> ◆ SNAP ◆ 640x ◆ 6x6 	<p>If you want to download the barcode as a graphic image to the printer with other print job information, select this checkbox. If the barcode image is generated in the printer's firmware, clear this checkbox.</p> <p>Note: For 640x printers, you must download the barcode as a graphic image to the printer with other print job information.</p>
Expansion/ Narrow Bar	<ul style="list-style-type: none"> ◆ SNAP ◆ 640x ◆ 6x6 	If you want to amplify the bar code image to enhance readability, set the number of dots that should be used to make the smallest bar in the barcode.
Field Position (in) <ul style="list-style-type: none"> ◆ Width Offset ◆ Length Offset 	<ul style="list-style-type: none"> ◆ SNAP ◆ 640x ◆ 6x6 	<p>Set the absolute position of the barcode object on the label design as follows:</p> <ul style="list-style-type: none"> ◆ Width Offset – Set the offset position from the upper left-hand corner of the web. ◆ Length Offset – Set the offset position from the upper left-hand corner of the feed.
Fixed Text	<ul style="list-style-type: none"> ◆ SNAP ◆ 640x ◆ 6x6 	You can optionally enter static text to be encoded in the barcode and/or displayed as a human readable text in the label design. This is usually left empty on the label design and populated from an auto-import, manual entry or ODBC library look up.
Font	<ul style="list-style-type: none"> ◆ SNAP ◆ 640x ◆ 6x6 	If you select the Show HRI checkbox because you want PCMate to print human readable interpretation (HRI) of the data with the barcode, set the font you want for the text.
Height (in/mm)	<ul style="list-style-type: none"> ◆ SNAP ◆ 640x ◆ 6x6 	Set the height of the barcode on the label design either in inches or millimeters depending on the ruler that shows your label design orientation.
HRI Position	<ul style="list-style-type: none"> ◆ SNAP ◆ 640x ◆ 6x6 	If you select the Show HRI checkbox because you want PCMate to print human readable interpretation (HRI) of the data with the barcode, for Xerox Laser printers, PCMate always prints the text at the bottom (underneath) the barcode. For 640x, 6x6, and SNAP printers, you can select the top or the bottom.
Inverse	<ul style="list-style-type: none"> ◆ SNAP ◆ 640x ◆ 6x6 	If you want PCMate to print a negative of the barcode, select this checkbox. If you want PCMate to print a standard barcode, clear this checkbox.
Length	<ul style="list-style-type: none"> ◆ SNAP ◆ 640x ◆ 6x6 	Set the maximum number of characters that can be encoded in the barcode.

Properties	Applicable Printers	Description
Point Size	<ul style="list-style-type: none"> ◆ SNAP ◆ 640x ◆ 6x6 	If you select the Show HRI checkbox because you want PCMate to print human readable interpretation (HRI) of the data with the barcode, set the point size you want for the text.
Print Station	<ul style="list-style-type: none"> ◆ SNAP ◆ 640x ◆ 6x6 	Select the part of the label design on which you want the barcode to print. For more information about print stations, see Chapter 2, "About Label Designs."
Prompt	<ul style="list-style-type: none"> ◆ SNAP ◆ 640x ◆ 6x6 	Enter a unique name that identifies the object on the label design. The object name is the same as the field name that printer operators see when they open print jobs associated with the label design you are editing. If you are going to populate the barcode object from an ODBC-compliant data source file, you may want to enter a name that is similar to the data in the data source file.
Rotation	<ul style="list-style-type: none"> ◆ SNAP ◆ 640x ◆ 6x6 	Select the orientation of the barcode on the label design
Show HRI	<ul style="list-style-type: none"> ◆ SNAP ◆ 640x ◆ 6x6 	If you want PCMate to print human readable interpretation (HRI) of the data with the barcode, select this checkbox. If you want PCMate to just print the barcode, clear this checkbox.
Width (in/mm)	<ul style="list-style-type: none"> ◆ SNAP ◆ 640x ◆ 6x6 	Set the maximum width of the barcode on the label design either in inches or millimeters depending on the ruler that shows your label design orientation. PCMate truncates any portion of the barcode extending beyond the width you enter. Warning: PCMate sets the width according to the barcode Expansion and Length . If you decrease the width, you may lose barcode data.

The table below provides a description of the properties for a SEARS Code 39 barcode.

Properties	Applicable Printers	Description
Barcode Type	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 	Select SEARS CODE 39 .
Download Barcode as Graphic	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 	If you want to download the barcode as a graphic image to the printer with other print job information, select this checkbox. If the barcode image is generated in the printer's firmware, clear this checkbox. Note: For 640x printers, you must download the barcode image to the printer with other print job information.
Expansion/ Narrow Bar	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 	If you want to amplify the bar code image to enhance readability, set the number of dots that should be used to make the smallest bar in the barcode.
Field Position (in) <ul style="list-style-type: none"> ◆ Width Offset ◆ Length Offset 	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 	Set the absolute position of the barcode object on the label design as follows: <ul style="list-style-type: none"> ◆ Width Offset – Set the offset position from the upper left-hand corner of the web. ◆ Length Offset – Set the offset position from the upper left-hand corner of the feed.

Properties	Applicable Printers	Description
Fixed Text	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 	You can optionally enter static text to be encoded in the barcode and/or displayed as a human readable text in the label design. This is usually left empty on the label design and populated from an auto-import, manual entry or ODBC library look up.
Font	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 	If you select the Show HRI checkbox because you want PCMate to print human readable interpretation (HRI) of the data with the barcode, set the font you want for the text.
Height (in/mm)	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 	Set the height of the barcode on the label design either in inches or millimeters depending on the ruler that shows your label design orientation.
HRI Position	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 	If you select the Show HRI checkbox because you want PCMate to print human readable interpretation (HRI) of the data with the barcode, For Xerox Laser printers, PCMate always prints the text at the bottom (underneath) the barcode. For 640x, 6x6, and SNAP printers, you can select the top or the bottom.
Inverse	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 	If you want PCMate to print a negative of the barcode, select this checkbox. If you want PCMate to print a standard barcode, clear this checkbox.
Length	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 	Set the maximum number of characters that can be encoded in the barcode.
Point Size	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 	If you select the Show HRI checkbox because you want PCMate to print human readable interpretation (HRI) of the data with the barcode, set the point size you want for the text.
Print Station	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 	Select the part of the label design on which you want the barcode to print. For more information about print stations, see Chapter 2, "About Label Designs."
Prompt	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 	Enter a unique name that identifies the object on the label design. The object name is the same as the field name that printer operators see when they open print jobs associated with the label design you are editing. If you are going to populate the barcode object from an ODBC-compliant data source file, you may want to enter a name that is similar to the data in the data source file.
Rotation	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 	Select the orientation of the barcode on the label design
Ratio	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 	Select the narrow to wide bar ratio (the width from the narrow bar to the wide bar).
Show HRI	<ul style="list-style-type: none"> ◆ SNAP ◆ 6x6 	If you want PCMate to print human readable interpretation (HRI) of the data with the barcode, select this checkbox. If you want PCMate to just print the barcode, clear this checkbox.

Each label design has objects that are either placeholders for data or design elements that contribute to the overall design of the label. Before you add an object to a label design, you need to know a little bit about the data intended for the object. For example, if you add a text object to a label design, you need to know the maximum number of characters to determine the object size.

In this chapter, you can how to

- ◆ add objects.
- ◆ edit object properties.
- ◆ delete objects.
- ◆ move objects.
- ◆ cut, copy, and paste objects.
- ◆ duplicate objects.
- ◆ re-order objects.
- ◆ align objects.
- ◆ rotate objects.
- ◆ justify object contents.
- ◆ resize objects.
- ◆ create objects by parsing data from other objects.

Adding Objects

Once you create a label design, you can add different types of objects to any side. For information about the different types of objects you can add to a label design, see Chapter 4, “About Objects.”

To Add an Object

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Design Module**.
3. Either create or open a label design.
4. On the **View** menu, click **Side** and then click the print station for the part of the label on which you want to add the object.

Note: For information about print stations, see Chapter 2, “About Label Designs.”

5. On the **Object** menu, click the type of object you want to add.

Note: You can also add objects from the toolbar as follows:



6. In the **Prompt** text box, enter a name for the object.

Note: PCMate saves print jobs using the object names on each label design. At the time a print job is sent to the printer, PCMate merges the variable data with the latest label design by matching the object names between the print job and the latest design. If PCMate has created a print job and you edit objects on the label design, be careful that you do not modify object names and cause a mismatch that results in missing data in the print job.

In the Print Module, printer operators can open print jobs and see variable data within fields that may or may not be editable, depending on how you configure the label design. The name you give an object is the field name the printer operators see when they open print jobs for data entry, sorting, and printing.

7. Configure the remaining object properties.

Note: If you are creating a label design for the printer operator to manually input data from an ODBC-compliant data source, you may want to select the **Create New Batch After Edit** checkbox for PCMate to create a new batch each time after the printer operator performs a lookup. If you also select the **Next Field to Edit**, PCMate places the cursor in the field of the new batch each time after a lookup.

For more information about object properties, see Chapter 4, “About Objects.”

8. Click **OK**.

Editing Object Properties

Each object has properties that define how the object looks and behaves. Once you add an object to a label design, you can edit the properties for the object. However, you should not change the name of the object.

To Edit the Properties for an Object

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Design Module**.
3. Open a label design.
4. On the **View** menu, click **Side** and then click the print station for the part of the label on which the object resides.

Note: For information about print stations, see Chapter 2, “About Label Designs.”

5. Click the object you want to edit
6. On the **Edit** menu, click **Properties**.

Note: You can also double-click the object to see the object properties.

7. Edit the object properties as needed.

Note: PCMate saves print jobs using the object names on each label design. At the time a print job is sent to the printer, PCMate merges the variable data with the latest label design by matching the object names between the print job and the latest design. If PCMate has created a print job and you edit objects on the label design, be careful that you do not modify object names and cause a mismatch that results in missing data in the print job.

For more information about object properties, see Chapter 4, “About Objects.”

8. Click **OK**.

Deleting Objects

At any time, you can delete an object from a label design. When you delete an object, you permanently remove the object and its properties from PCMate.

To Delete an Object

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Design Module**.
3. Open a label design.
4. On the **View** menu, click **Side** and then click the print station for the part of the label on which the object resides.

Note: For information about print stations, see Chapter 2, “About Label Designs.”

5. Select the object or objects you want to delete.

Note: To select an object, click the object. To select multiple objects, press SHIFT while selecting each object. You can also click a blank area within the label design, press SHIFT and drag your mouse over the objects you want to select. To select a non-print object, on the **Edit** menu, click **Select Fields**. To select more than one non-print object, press and hold the SHIFT key while clicking the each object. After your objects are selected, click **OK**.

6. On the **Edit** menu, click **Delete**.

Note: You can also press the DELETE key on your keyboard, or click  on the toolbar.

7. When asked whether you want to delete the object, click **Yes**.

8. Click **OK**.

Moving Objects

You can edit the properties for any object and set the exact position of the object on the label design. The figure on the right shows object coordinates that can be set for each object.



The image shows a dialog box titled "Field Position (in)". It contains two input fields: "Width Offset" and "Length Offset". Both fields have the value "0.017" entered. Each field has small up and down arrow icons to its right, indicating they are spinners.

When moving objects, it is important to remember the length represents the feed direction. Therefore, the **Length Offset** moves the object right or left. The **Width Offset** moves the object up or down. For more information about setting the exact position of an object, see “Editing Object Properties” in this chapter.

You can also move objects without editing the object properties. The procedures for moving objects differ depending on whether you want to move an object on the same side of label, or if you want to move an object to a different side of the label. If you want to move an object to another label design altogether, see “Cutting, Copying, and Pasting Objects” in this chapter.

To Move an Object on the Same Label Side

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Design Module**.
3. Create or open a label design.
4. On the **View** menu, click **Side** and then click the print station for the part of the label on which the object(s) resides.

Note: For information about print stations, see Chapter 2, “About Label Designs.”

5. Select the object or objects you want to move.

Note: To select an object, click the object. To select multiple objects, press SHIFT while selecting each object. You can also click a blank area within the label design, press SHIFT and drag your mouse over the objects you want to select. To select a non-print object, on the **Edit** menu, click **Select Fields**. To select more than one non-print object, press and hold the SHIFT key while clicking the each object. After your objects are selected, click **OK**.

6. Either use the keyboard or your mouse to move the object(s).

Note: To use the keyboard, press CTRL+M+the arrow key of the direction in which you want to move the object(s). To use the mouse, press and hold CTRL while clicking and moving the object(s). Release the CTRL key and mouse button when you are satisfied with the location of the object(s).

7. Click **OK**.

To Move an Object to another Side of the Label

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Design Module**.
3. Open a label design.
4. On the **View** menu, click **Side** and then click the print station for the part of the label on which the object resides.

Note: For information about print stations, see Chapter 2, "About Label Designs."

5. Select the object you want to move.

Note: To select an object, click the object. To select a non-print object, on the **Edit** menu and then click **Select Fields**. Click the object and then click **OK**.

6. On the **Edit** menu, click **Properties**.

7. From the **Print Station** list box, select the print station for the side of the label on which you want to move the object.

Note: The location of the **Print Station** list box may be on different tabs depending on the type of the object you are moving.

8. Click **OK**.

Cutting, Copying, and Pasting Objects

When you cut an object, you remove the object from its current position and place the object on your clipboard. When you copy an object, you keep the object in its current position and place a copy of the object on your clipboard. Objects remain on the clipboard (your PC memory) until you either cut or copy another object. When you paste an object, you place the object on the label design. PCMate retains all object properties when you cut, copy, and paste objects.

To Copy and Paste an Object

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Design Module**.
3. Open a label design.
4. On the **View** menu, click **Side** and then click the print station for the part of the label on which the object resides.

Note: For information about print stations, see Chapter 2, "About Label Designs."

5. Select the object or objects you want to copy.

Note: To select an object, click the object. To select multiple objects, press SHIFT while selecting each object. You can also click a blank area within the label design, press SHIFT and drag your mouse over the objects you want to select. To select a non-print object, on the **Edit** menu, click **Select Fields**. To select more than one non-print object, press and hold the SHIFT key while clicking the each object. After your objects are selected, click **OK**.

6. On the **Edit** menu, click **Copy Fields**.

Note: To remove the selected object(s) from your label design, but copy the object(s) to your clipboard so that you can place them somewhere different, click **Cut Field(s)** instead.

7. Click **OK**.

8. Navigate to where you want to paste the object(s) on your clipboard.

Note: You can paste the objects on the same side of the current label design, on a different side of the label design, or on a new label design altogether.

9. On the **File** menu, click **Paste Fields**.

Duplicating Objects

If you want to place one or more copies of an object on the same side of the label design, you can duplicate the object. When you duplicate an object the position of the new object(s) is offset from the current object one printer increment in the web and feed directions.

To Duplicate an Object

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Design Module**.
3. Create or open a label design.
4. On the **View** menu, click **Side** and then click the print station for the part of the label on which the object resides.

Note: For information about print stations, see Chapter 2, "About Label Designs."

5. Select the object you want to duplicate.

Note: You can only duplicate one object at a time.

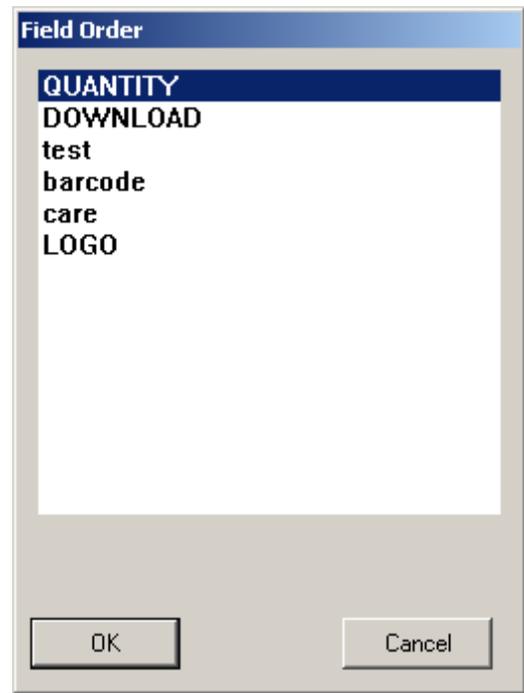
6. On the **Edit** menu, click **Duplicate**.
7. When prompted, enter the number of duplicate objects you want to create.
8. Click **OK**.

Re-ordering Objects

Object order is very important to help printer operators interpret data in open print jobs. If you are using macros and/or ODBC-compliant data source files to input data, object order becomes critical.

PCMate builds a list of objects in the order you add them to a label design. The order of the objects from top to bottom represents the fields that printer operators see from left to right in an open print job.

As illustrated in the figure, PCMate automatically adds to objects to each label design you create – **Quantity** and **Download**. Because PCMate adds these objects automatically, they are at the top of the list and are the first two fields a printer operator sees when opening a print job. All other objects you add to the label design appear in the list in the order you add them. However, you can change the order at any time.



To Re-order Objects on a Label

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Design Module**.
3. Create or open a label design.
4. On the **View** menu, click **Side** and then click the print station for the part of the label on which the objects reside.

Note: For information about print stations, see Chapter 2, “About Label Designs.”

5. On the **Edit** menu, click **Order**.
6. Click the first object you want to move and then drag and drop the object in the new position.
7. When all of the objects are placed in the correct order, click **OK**.

Note: PCMate saves print jobs using the object names on each label design. At the time a print job is sent to the printer, PCMate merges the variable data with the latest label design by matching the object names between the print job and the latest design. If PCMate has created a print job and you edit objects on the label design, be careful that you do not modify object names and cause a mismatch that results in missing data in the print job.

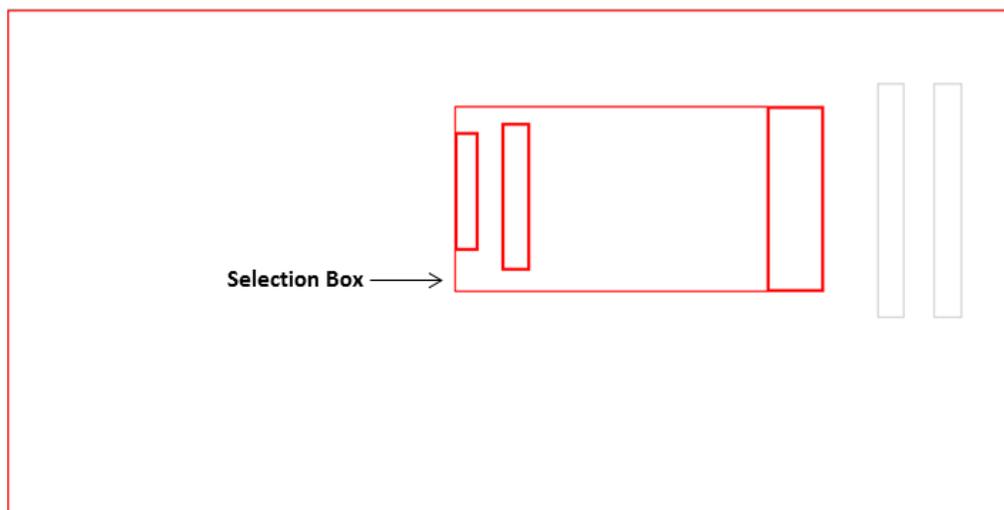
Aligning Objects

You should not place objects arbitrarily. The concept of alignment says that everything on a label design should be visually connected to something else on the label design. Alignment creates a sharper, more ordered design. When you align objects, they are visually connected to each other, even if they are separated on the label. Alignment tightens the design and eliminates the haphazard, messy effect which occurs when objects are placed randomly.

The table below provides a list of the options you have to align objects on the same side of a label design.

Option	Description
Space Fields Equally	Equalizes the vertical spacing between selected objects
Increase Line Spacing	Increases the vertical spacing among selected objects (makes them further apart)
Decrease Line Spacing	Decreases the vertical spacing among selected objects (makes them closer)
Left Align Field	Left aligns selected objects
Center Align Field	Uses the widest object selected to center align selected objects
Right Align Field	Right aligns selected objects

As illustrated in the figure, PCMate creates a selection box when you select multiple objects.



The selection box is the length of all the objects selected and the width of the widest object selected. PCMate uses the dimensions of the selection box to adjust the vertical and/or horizontal alignment of the selected objects.

To Align a Group of Objects

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Design Module**.
3. Open a label design.
4. On the **View** menu, click **Side** and then click the print station for the part of the label on which the object(s) resides.

Note: For information about print stations, see Chapter 2, "About Label Designs."

5. Select the objects you want to align.

Note: To select an object, click the object. To select multiple objects, press SHIFT while selecting each object. You can also click a blank area within the label design, press SHIFT and drag your mouse over the objects you want to select. To select a non-print object, on the **Edit** menu, click **Select Fields**. To select more than one non-print object, press and hold the SHIFT key while clicking the each object. After your objects are selected, click **OK**. PCMate uses the dimensions of the selection box to adjust the vertical and/or horizontal alignment of the selected objects.

6. On the **Edit** menu, click **Align** And then click the alignment option you want to use.

Note: For a description of alignment options, see “Aligning Objects” in this chapter.

7. Click anywhere outside the selection box to deselect the group of objects.

Rotating Objects

As illustrated in the figure, you can edit the properties for any object and set the rotation of the object on the label design to 0 degrees, 90 degrees, 180 degrees, or 270 degrees.



For more information about setting the rotation of an object, see “Editing Object Properties” in this chapter.

You can also rotate one or more objects without editing the object properties.

To Rotate an Object

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Design Module**.
3. Create or open a label design.
4. On the **View** menu, click **Side** and then click the print station for the part of the label on which the object(s) resides.

Note: For information about print stations, see Chapter 2, “About Label Designs.”

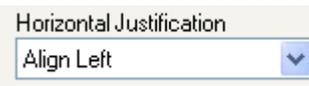
5. Select the object or objects you want to rotate.

Note: To select an object, click the object. To select multiple objects, press SHIFT while selecting each object. You can also click a blank area within the label design, press SHIFT and drag your mouse over the objects you want to select. To select a non-print object, on the **Edit** menu, click **Select Fields**. To select more than one non-print object, press and hold the SHIFT key while clicking the each object. After your objects are selected, click **OK**.

6. On the **Edit** menu, click **Rotate Left** to rotate the object(s) 90 degrees counterclockwise or click **Rotate Right** to rotate the objects 90 degrees clockwise.
7. If you selected multiple objects, click anywhere outside the selection box to deselect the group of objects.

Justifying Object Contents

As illustrated in the figure, you can edit the properties for a text object, care symbol object, picture object, and function object and set the horizontal justification for its contents to Align Left, Align Center, Align Right, or Align As Is. For a picture object, you can also set the vertical and horizontal alignment.



For more information about setting the rotation of an object, see “Editing Object Properties” in this chapter.

You can also adjust one or more objects without editing the object properties.

To Justify the Contents for an Object

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Design Module**.
3. Open a label design.
4. On the **View** menu, click **Side** and then click the print station for the part of the label on which the object(s) resides.

Note: For information about print stations, see Chapter 2, “About Label Designs.”

5. Select the object or objects for which you want to justify the contents.

Note: To select an object, click the object. To select multiple objects, press SHIFT while selecting each object. You can also click a blank area within the label design, press SHIFT and drag your mouse over the objects you want to select. To select a non-print object, on the **Edit** menu, click **Select Fields**. To select more than one non-print object, press and hold the SHIFT key while clicking the each object. After your objects are selected, click **OK**.

6. On the **Edit** menu, click **Left Justify Text** to left align the object contents. Click **Center Justify Text** to center align the object contents or click **Right Justify Text** to right align the object contents.
7. If you selected multiple objects, click anywhere outside the selection box to deselect the group of objects.

Resizing Objects

You can adjust the size of an object without editing the object properties.

To Resize an Object

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Design Module**.
3. Open a label design.
4. On the **View** menu, click **Side** and then click the print station for the part of the label on which the object resides.

Note: For information about print stations, see Chapter 2, “About Label Designs.”

5. Click the object you want to resize.
6. On the **Edit** menu, click **Size**.
7. When the black box appears, use the up and down arrow keys on your keyboard to adjust the size.
8. Press ENTER.

Creating Objects by Parsing Data from Other Objects

You can create data for a target object using data from other source objects. To illustrate this, we created an example scenario where you create data for a target object by using data from two text objects and one barcode object.

EXAMPLE: To Create an Object by Parsing Data from Other Objects

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Design Module**.
3. Either create or open a label design.
4. On the **View** menu, click **Side** and then click the side of the label design to which you want to add the object.

Note: For information about print stations, see Chapter 4, "About Objects."

5. Add two text objects to the label design. Name the first object **Short**, and set the **Length** to **5**. Name the second object **Long**, and set the **Length** to **10**.
6. Add a Code 128 barcode object to the label design, and set the length to **15**.
7. Edit the properties for the barcode object you added to the label design.
8. Click the **Substring** tab.
9. From the **Field List** list box, select **Short**.
10. From the **Start Character Position** list box, select **1**.
11. From the **Number of Characters to Copy** list box, select **5**.
12. Click **Add**.
13. From the **Field List** list box, select **Long**.
14. From the **Start Character Position** list box, select **1**.
15. From the **Number of Characters to Copy** list box, select **10**.
16. Click **Add**.
17. Click **OK**.

Note: PCMate saves print jobs using the object names on each label design. At the time a print job is sent to the printer, PCMate then merges the variable data with the latest label design by matching the object names between the print job and the latest design. If PCMate has created a print job and you edit objects on the label design, be careful that you do not modify object names and cause a mismatch that results in missing data in the print job.

WORKING WITH THE AUTO-IMPORT ROUTINE

The Auto-Import Routine is an automated process that imports new label designs, as well as imports and creates print jobs by merging variable data files with label designs. PCMate runs the Auto-Import Routine each time you open the software. Also, printer operators can run the Auto-Import Routine manually by clicking  on the toolbar. You can configure PCMate to run in Auto-Print Mode where PCMate runs in the background, automatically importing and sending batches to the printer as new print jobs become available.

In this chapter, you can learn how to

- ◆ configure label design import settings for the Auto-Import Routine.
- ◆ prepare variable data files for print jobs.
- ◆ create auto-import maps for print jobs.
- ◆ edit the properties of auto-import maps for print jobs.
- ◆ disable and enable auto-import maps for print jobs.
- ◆ run the Auto-Import Routine for specific auto-import maps for print jobs.
- ◆ delete auto import maps for print jobs.

Configure Label Design Import Settings for the Auto-Import Routine

When the Auto-Import Routine runs, PCMate always imports label designs first, then imports and creates print jobs with the latest label designs. For the Auto-Import Routine to import label designs, you must set the location where PCMate should look for .ZIP files that contain label design files, including: tag background images, auto-import maps, and log sets.

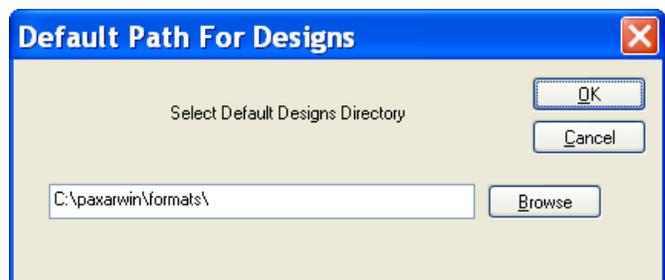
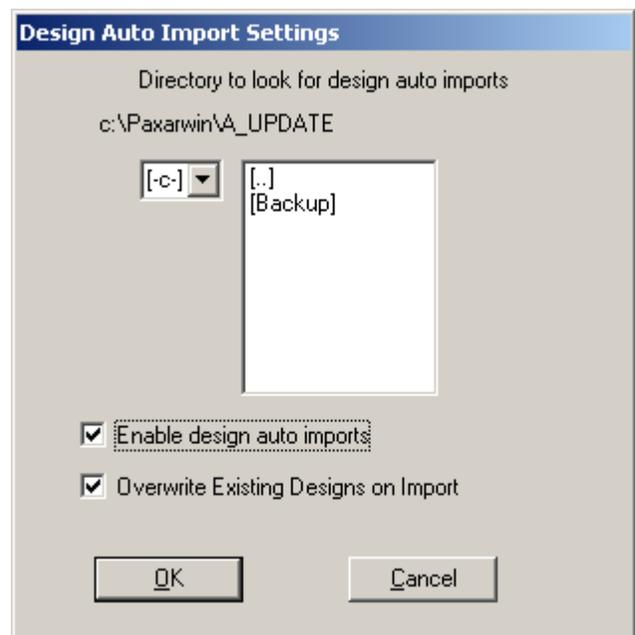
The figure on the right illustrates the options you can configure for the Auto-Import Routine. By default, the location where PCMate looks for label designs to import is:

C:\Paxarwin\A_UPDATE

If you are obtaining label designs from the Avery Dennison Web Services Portal, do not change this location. However, if you are creating your own label designs, you can change the location if needed.

PCMate imports label design files to the appropriate folders within your default working folder.

For information about how to set the default working folder, refer to Chapter 3, “Configuring Your Software” in the PCMate’s *Label Printing Guide*.



The table below provides a description of the options you can configure for the Auto-Import Routine.

Option	Description
Enable design auto imports	If you select this checkbox, the Auto-Import Routine looks in this location for .ZIP files with new label designs to import. If you clear this checkbox, the Auto-Import Routine still runs, but does not import label designs when executed. Instead, PCMate only creates print jobs when the Auto-Import Routine runs. You can still manually import label designs when needed. For information about how to import label designs, see Chapter 3, "Working with Label Designs."
Overwrite Existing Designs on Import	If you select this checkbox, PCMate imports .ZIP files and overwrites existing label designs that have the same name and belong to the same design set. If you clear this checkbox, PCMate does not import .ZIP files that contain duplicate label design. The .ZIP files remain in the import folder until you either delete the .ZIP file or delete the existing label design and rerun the Auto-Import Routine.

To Configure Label Design Import Settings for the Auto-Import Routine

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Design Module**.
3. On the **Tools** menu, click **Auto Import Designs Setup**.
4. Configure the label design import settings as needed.

Note: If you want to change the location where PCMate looks for .ZIP files, select the directory from the list box and then click **[..]** to see the folders on the directory. Continue clicking through the folders until you get to the folder you want PCMate to look in for .ZIP files.

5. Click **OK**.

Preparing Variable Data Files for Print Jobs

Only flat ASCII Code Page 850 or Unicode text files are compatible with the Auto-Import Routine in the following manner:

- ◆ The file contents must include only batch data with no headers.
- ◆ The file can include fixed length records or data separators and delimiters, if needed.

If you are using the Avery Dennison Web Services Portal to download flat print job files, the Portal places your variable data files in the following working folders:

```
C:\D2Comm\[DESIGN SET NAME]\Batch\[JOB FILE NAME]
```

If you are creating your own print jobs, you can save your variable data files in any location that is accessible from your PCMate workstation.

When you create an auto-import map for a label design, you link the label design with a variable data file, or with multiple variable data files that have the same naming convention and reside in the same location. If you move the location of your variable data files, you must update any auto-import maps you created.

By default, the name of your variable data files determines the name of the print jobs created by the Auto-Import Routine. However, you can change the way PCMate names the print jobs for each auto-import map you create. For information about how you want PCMate to name your print jobs, see "Creating Auto-Import Maps for Print Jobs" later in this chapter.

If you want to create multiple labels (for example, multiple-piece item, such as a two-piece jogging suit) from a single variable data file, you can create an auto-import map for each label design and point to the exact same file name in the same location. Then you can create one variable data file, and PCMate creates two print jobs: one for each label design.

If you decide to place all of your variable data files in the same location, use a naming convention to isolate what variable data files go with which label designs. You can name variable data files with information pertinent to your business and add a unique file extension to determine which label design to use. For example, job11111.001 or job22222.002. Then, when you create your import maps, you can use a wild card for the **Import Path**. For example, C:\TEMP*.001 for one label design and C:\TEMP*.002 for a second label design. When executed, the Auto-Import Routine creates a print job using the proper label design for any file placed in the C:\TEMP folder ending with .001 or .002.

Creating Auto-Import Maps for Print Jobs

The Auto-Import Routine creates print jobs only for label designs that have import maps. If a label design is attached to an external data source, such as an ODBC-compliant source file, the Auto-Import Routine looks up the supplemental data after the import map is executed, but before creating and saving the print job.

An auto-import map links a label design with a variable data file, or with multiple variable data files that have the same naming convention and reside in the same location.

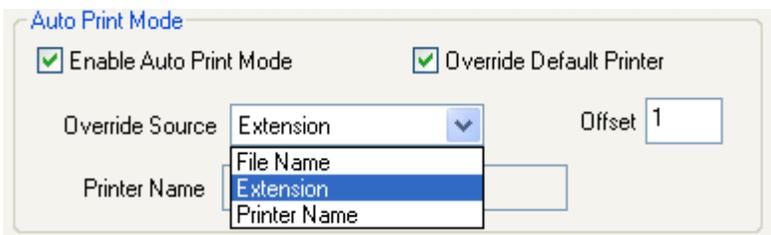
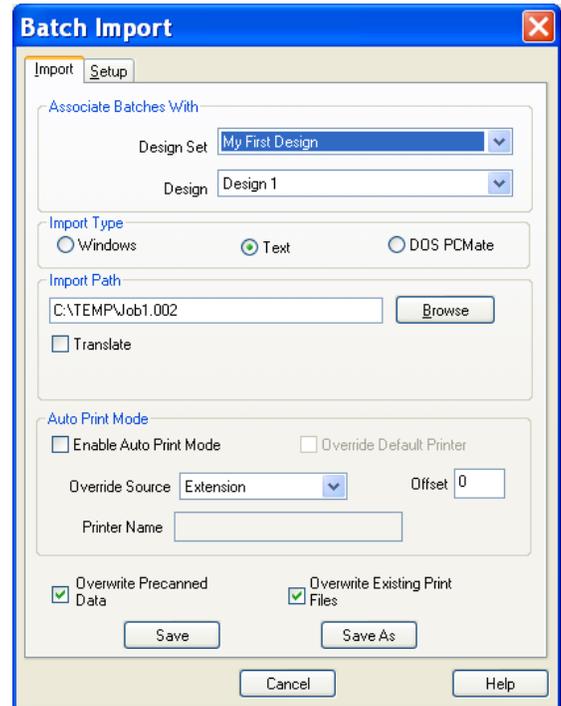
Each auto-import map is unique to a label design and an import path. The import path specifies the location and file name, or file naming conventions, for the associated variable data file(s).

If you need to link a single label design to multiple variable data files that reside in different locations, you can create multiple auto-import maps for the same label design.

If you have a variable data file that contains data for multiple label designs, you can create an auto-import map and link each label design to the same variable data file. For example, from a single variable data file, you can create a price ticket, a care label, a size sticker and a carton label as long as all the required data is in the file and you have a label design for each label you want to create.

You cannot create an import map for a label design that is password protected unless you know the password.

As illustrated in the figure, each auto-import map has options you can configure for Auto-Print Mode.

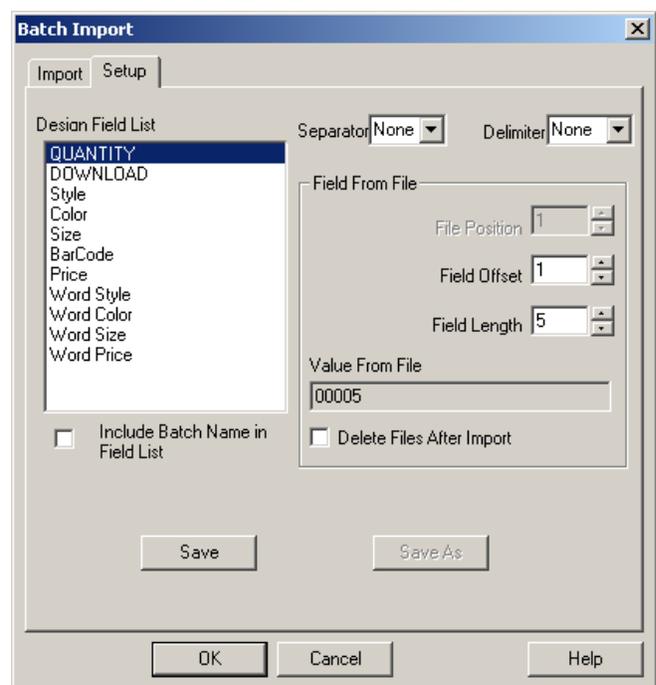
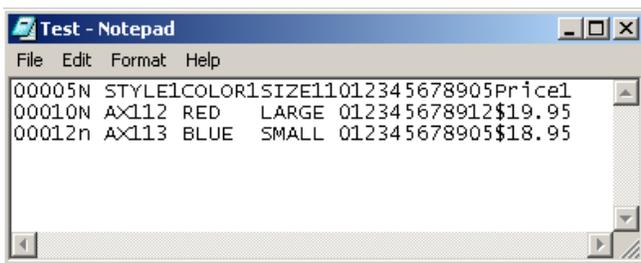


Auto-Print Mode is where PCMate runs in the background, automatically importing and sending batches to the printer as new print jobs become available.

The table below provides a description of the options you can configure for Auto-Print Mode.

Option	Description
Enable Auto Print Mode	If you select this checkbox, each time PCMate creates a print job using the label design and variable data file(s) defined on the auto-import map, PCMate immediately sends the new print job to the last COMM port that was used. If you clear this checkbox, each time PCMate creates a print job using the label design and variable data file(s) defined on the auto-import map, PCMate places the print job in the Job Manager.
Override Default Printer	In Auto-Print Mode, PCMate sends print jobs to the last COMM port that was used. If you select this checkbox, PCMate can either use the name of the variable data file to determine the numerical COMM port for the printer to which the print jobs should be sent, or you can specify the actual printer name. If you select this checkbox, you must select an Override Source .
Override Source	If you select the Override Default Printer checkbox, you must specify how you want PCMate to determine the printer COMM port that should be used each time PCMate creates a print job using the label design and variable data file(s) defined on the auto-import map. If you select File Name or Extension , you must specify the Offset . If you select Printer Name , you must enter the Printer Name .
Offset	If you select the Override Default Printer checkbox and select File Name or Extension as the Override Source , you must specify which character to use in the file name/extension to serve as the COMM port.
Printer Name	If you select the Override Default Printer checkbox and select Printer Name as the Override Source , you must specify the name of the printer.

As illustrated in figures below, when you create an auto-import map for a label design, you must map each field/object name in the label design to a data position within a flat text variable data file. You do not have to map every object on a label design to data in the variable data file, only the desired objects.



The table below provides a description of the options you can configure when mapping the import for the label design to the variable data file.

Option	Description
Include Batch Name in Field List	<p>PCMate automatically names the print job the same as the file name. However, you can override this naming convention.</p> <p>If you select this checkbox, PCMate adds another object to the Design Field List called [Batch Name]. Map this object to the desired print job name in the variable data file.</p>
Separator	If the variable data file is a fixed length record, select None . Otherwise, select the separator used in the variable data file.
Delimiter	If a delimiter is used, select the delimiter. Otherwise, select None .
File Position	If the variable data file uses a separator, select the position of the data that should be imported in the object selected in the Design Field List .
Field Offset	<p>If the variable data file is a fixed length record, select the starting character location of the data that should be imported in the object selected in the Design Field List.</p> <p>Note: To ignore any data in the input file, set the Field Offset to 0.</p>
Field Length	<p>If the variable data file is a fixed length record, select the number of characters that should be imported in the object selected in the Design Field List.</p> <p>Note: PCMate only imports the number of characters that fit within the Length specified for the object. If you import more characters than the object length, you may lose data during the import.</p>
Value from File	This is a read-only field.
Delete Files After Import	If you select this checkbox, the Auto-Import Routine deletes the variable data file after creating the print job. If you clear this checkbox, the Auto-Import Routine does not delete the variable data file in which case PCMate creates another print job the next time the Auto-Import Routine runs.

To Create an Auto-Import Map for a Label Design

1. Place the variable data file in the directory location from where you plan to import data each time the Auto-Import Routine runs.
2. Place any logo files in the following default working folder:
C:\Paxarwin\logos
3. Install any new fonts, or place if the fonts are available as a printer resident font, place the fonts in the following default working folder:
C:\Paxarwin\fonts
4. Open PCMate, and log on if required.
5. On the **Window** menu, click **Print Module**.
Note: If you are already in the Print Module, make sure the Job Manager is closed.
6. On the **File** menu, click **Import External Files**.
7. From the **Design Set** list box, select the design set to which the label design belongs.
8. From the **Design** list box, select the label design.
9. For *Import Type*, click **Text**.

10. For *Import Path*, click **Browse** and then navigate to the directory location from where you plan to import variable data each time the Auto-Import Routine runs. Click the variable data file and then click **Open**.

Note: If you want the Auto-Import Routine to create multiple print jobs from multiple variable data files, and each variable data file has the same file extension, specify the directory location. Then enter a wild card with the file extension (for example, *.001). When executed, the Auto-Import Routine creates a print job for any file placed in the directory location ending with the file extension you specify.

11. If PCMate is running in Auto-Print Mode and you want PCMate to send print jobs created by the Auto-Import Routine directly to the printer, configure the Auto-Print Mode options.

Note: For more information about Auto-Print Mode options, see the table earlier in this chapter.

12. If you want PCMate to overwrite any fixed data, select the **Overwrite Precanned Data** checkbox. If you want PCMate keep any fixed data, clear the **Overwrite Precanned Data** checkbox.

13. If you want PCMate to replace existing print jobs that have the same name with a new print job, select the **Overwrite Existing Print Files** checkbox. If you want PCMate not to create print jobs if there is a print job with the same name, clear the **Overwrite Existing Print Files** checkbox.

14. Click the **Setup** tab, and map each field/object on the label design to a position in the variable data file.

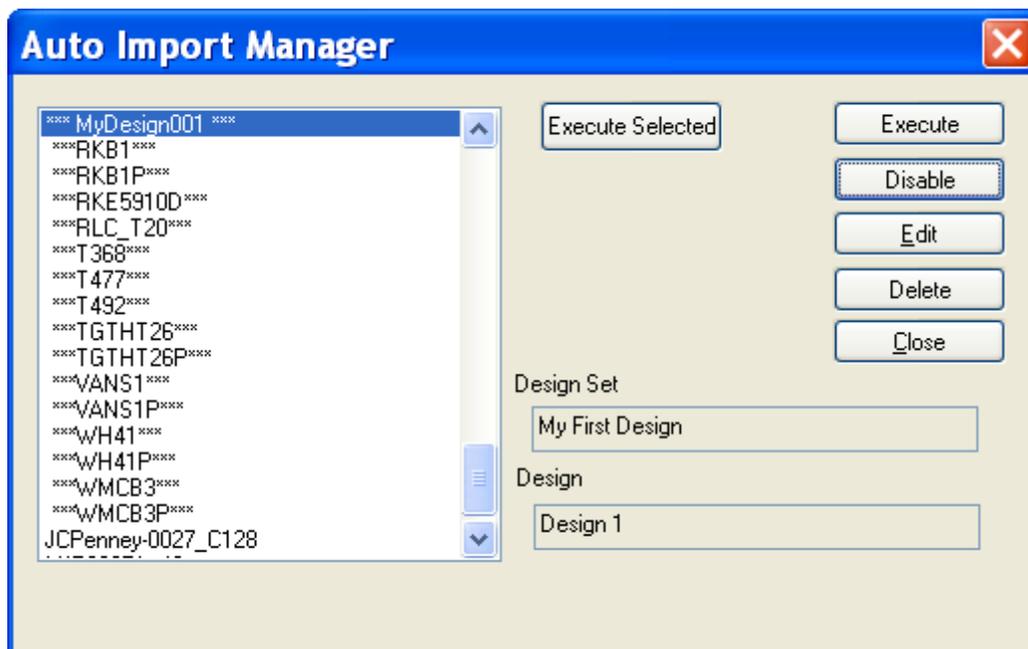
15. Click **Save**.

16. When prompted, enter a name for the import map.

17. Click **OK**.

Editing the Properties for Auto-Import Maps

After you create an auto-import map, you can edit the properties as needed. As shown in the figure below, in the Auto Import Manager you can manage your auto-import maps and manually execute the Auto-Import Routine using one or all of the auto-import maps that are enabled.



You cannot edit an import map for a label design that is password protected unless you know the password.

To Edit the Properties for an Auto-Import Map

1. Open PCMate, and log on if required.

2. On the **Window** menu, click **Print Module**.

Note: If you are already in the Print Module, make sure the Job Manager is closed.

3. On the **Tools** menu, click **Auto Import Manager**.

4. In the list, click the auto-import map you want to edit.

5. Click **Edit**.

6. Edit the auto-import map properties as needed.

Note: PCMate saves print jobs using the object names on each label design. At the time a print job is sent to the printer, PCMate merges the variable data with the latest label design by matching the object names between the print job and the latest design. If PCMate has created a print job and you edit objects on the label design, be careful that you do not modify object names and cause a mismatch that results in missing data in the print job.

7. Click **Save**.

Note: If you want to create a new auto-import map with using the properties that are configured for the current auto-import map, click **Save As**. When prompted, enter the name for the new auto-import map and then click **Save**.

8. When prompted for the name of the auto-import map, click **Save** to keep the existing name for the auto-import map or enter a new name, and click **Save** to change the name of the auto-import map.

Disabling and Enabling Auto-Import Maps

By default, each auto-import map you create is enabled and included when the Auto-Import Routine runs. If you want to temporarily exclude an auto-import map from the Auto-Import Routine, you can disable the auto-import map then enable the auto-import map as needed. You cannot disable an import map for a label design that is password protected unless you know the password.

To Disable and Enable an Auto-Import Map

1. Open PCMate, and log on if required.

2. On the **Window** menu, click **Print Module**.

Note: If you are already in the Print Module, make sure the Job Manager is closed.

3. On the **Tools** menu, click **Auto Import Manager**.

4. In the list, click the auto-import map.

5. Click **Disable**.

Note: When you disable an auto-import map, the asterisks (***) no longer appear before and after the file name.

6. When you want to enable the auto-import map, repeat steps 1–4 and then click **Enable**.

Note: For each auto-import map that is enabled, an asterisks (***) appears before and after the file name.

Running the Auto-Import Routine for Specific Auto-Import Maps

When the Auto-Import Routine is executed, PCMate uses import maps to look for new variable data files and create print jobs. However, you can run the Auto-Import Routine for a specific auto-import map to see what your print job looks like.

To Run the Auto-Import Routine for a Specific Auto-Import Map

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Print Module**.
3. On the **Tools** menu, click **Auto Import Manager**.
4. In the list, click the auto-import map.
5. Click **Execute Selected**.
6. In the *Import List* dialog box, click **OK**.

Note: If you are already in the Print Module, make sure the Job Manager is closed.

Note: If a label design is attached to an external data source, such as an ODBC-compliant source file, the Auto-Import Routine looks up the supplemental data while creating the print job.

Deleting Auto-Import Maps

At any time, you can delete an auto-import map for a label design. You cannot delete an import map for a label design that is password protected unless you know the password.

To Delete an Auto-Import Map

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Print Module**.
3. On the **Tools** menu, click **Auto Import Manager**.
4. In the list, click the auto-import map.
5. Click **Delete**.
6. If prompted, enter the password for the label design and then click **OK**. Otherwise, skip this step.
7. When prompted to delete the auto-import map, click **Yes**.

WORKING WITH ODBC LIBRARY LOOKUPS

You can link label designs to Open DataBase Connectivity (ODBC) compliant data source files to perform lookups of variable data for print jobs. Printer operators can manually perform lookups to input data. PCMate has an Auto-Import Routine that, when executed either manually or in Auto-Print Mode, performs lookups from the ODBC-compliant data source file and creates a print job that has batches of variable data.

In this chapter, you can learn about ODBC library lookups, as well as how to

- ◆ prepare an ODBC-compliant data source file.
- ◆ add the trigger object to label designs.
- ◆ link label designs to ODBC-compliant data source files.
- ◆ map objects on label designs to variable data in ODBC-compliant data source files.

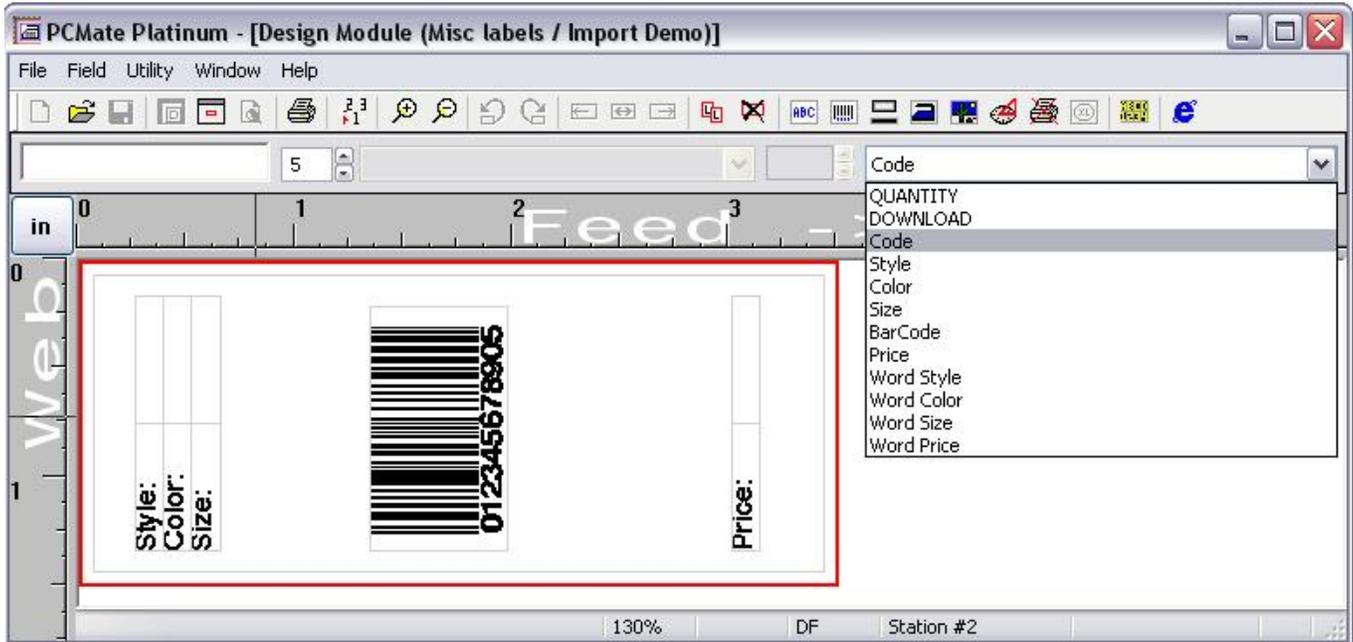
About ODBC Library Lookups

A label design is linked to an ODBC-compliant data source file for the purposes of inputting variable data into print jobs either manually or through the Auto-Import Routine. The table below provides a description of the three types of objects required for data lookups.

Type	Description
Target objects	In a print job, a target object becomes a target field in which PCMate populates data after performing a lookup. A label design can have multiple target objects.
Key objects	In a print job, a key object becomes a key field in which the printer operator or the Auto-Import Routine inputs a text value that links to variable data required for one or more target fields. A label design can have multiple key fields. Also, a key field can be designated as a target field in which PCMate overwrites the key during the lookup.
Trigger object	In a print job, the trigger objects becomes the trigger field that executes the data lookup – using key fields to populate data in target fields.

A label design can include a combination of objects that do and do not require variable data from the data source file. The order of the objects on a label design (from top to bottom) determines the position of the fields in an open print job (from left to right).

The figure below illustrates the order of objects on a label design.



The figure below illustrates the order of fields in a print job.

The screenshot shows the PCMate Platinum Print Module interface. The main window displays a data table with the following columns: QUANTITY, DOWNLOAD, Code, Style, Color, Size, BarCode, and Price. The table contains six rows of data, with the first row highlighted in black. The 'Style' column has a red box around the value 'AR14' in the first row.

	QUANTITY	DOWNLOAD	Code	Style	Color	Size	BarCode	Price
1	5	N	50001	AR14	Red	Small	62203223433	\$9.95
2	5	N	50002	AR14	Red	Medium	62203223440	\$9.95
3	5	N	50003	AR14	Red	Large	62203223457	\$9.95
4	5	N	50004	AR14	Red	Xlarge	62203223464	\$10.95
5	5	N	50005	BR14	Red	Small	62203223471	\$9.95
6	5	N						

For a single label design, there can be multiple key and target objects on any side of the label. However, you can only have one trigger object. To ensure that PCMate looks up the data for all key fields, the order of the trigger object should be positioned after all key objects (from left to right). Otherwise, the lookup may miss key fields in the source file and return no values in the target objects.

In the examples shown above, STYLE, COLOR, SIZE, and PRICE are all 6-character text objects and placed in that order. BARCODE is a 12-character barcode object. There is also a non-print text object named CODE that serves as the only key object and the one trigger object to lookup data in the source file.

Once you create a label design, the printer operator needs know which fields are key fields, target fields, and the trigger field. PCMate does not look up the data until the printer operator or the Auto-Import Routine inputs text values in the key fields and perform the lookup using the trigger field.

Preparing ODBC-Compliant Source Files

ODBC is a standard database access method that makes it possible for PCMate to access any data from any application, regardless of which database management system is handling the data. Some examples of common ODBC-compliant databases are:

- ◆ Microsoft Excel
- ◆ Microsoft Access
- ◆ Microsoft SQL Server
- ◆ Oracle
- ◆ Microsoft Visual FoxPro
- ◆ IBM DB2

With PCMate, most companies use Microsoft Excel and Microsoft Access.

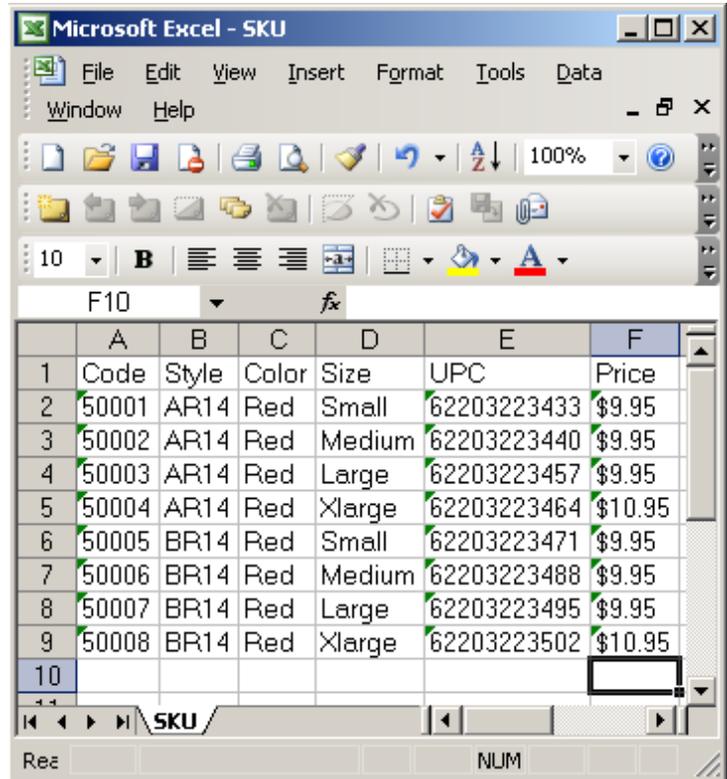
If you are setting up Microsoft Excel data source file, the format for all cells must be TEXT. In addition, the first row in the spreadsheet must be the HEADER for all other information. The headers you enter here become field names that printer operators use to input and interpret variable data in their print jobs. All rows that follow the header row become a record that is imported.

Records become batches that printer operators use to organize and manage their print jobs. Each row/batch can have one or more key lookup fields, and the data value for each key field should be unique.

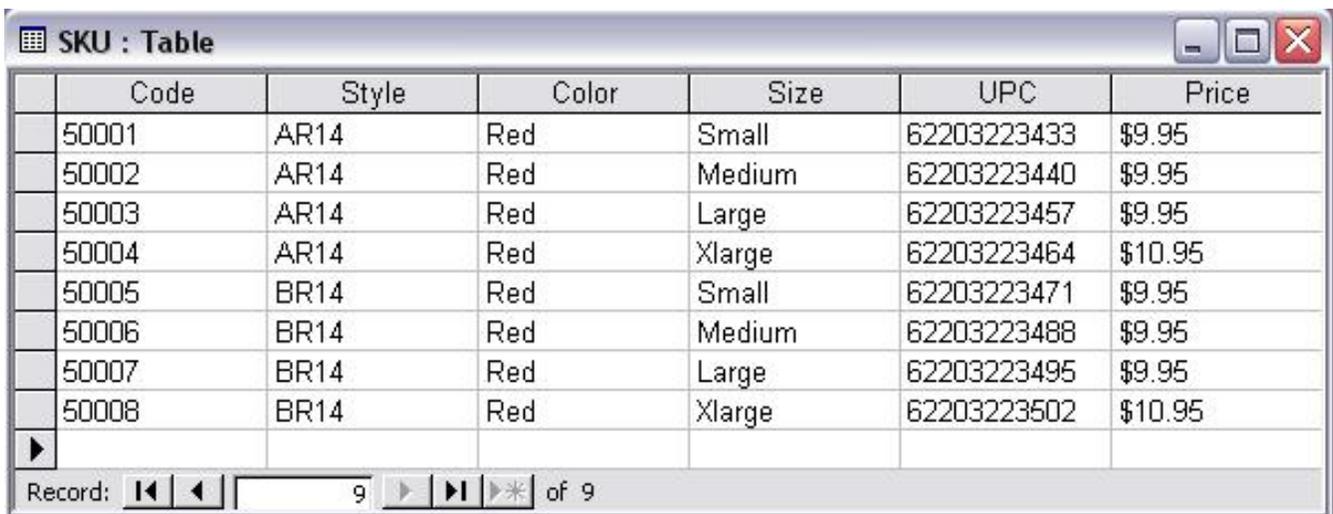
PCMate can only link to one sheet (tab) in Microsoft Excel workbook.

If your data is on several sheets, you must link the sheets in your Microsoft Excel file.

In the same way, PCMate can only link to one database table in Microsoft Access database. If your data is in several tables, you must link the tables in your Microsoft Access database.



	A	B	C	D	E	F
1	Code	Style	Color	Size	UPC	Price
2	50001	AR14	Red	Small	62203223433	\$9.95
3	50002	AR14	Red	Medium	62203223440	\$9.95
4	50003	AR14	Red	Large	62203223457	\$9.95
5	50004	AR14	Red	Xlarge	62203223464	\$10.95
6	50005	BR14	Red	Small	62203223471	\$9.95
7	50006	BR14	Red	Medium	62203223488	\$9.95
8	50007	BR14	Red	Large	62203223495	\$9.95
9	50008	BR14	Red	Xlarge	62203223502	\$10.95
10						



	Code	Style	Color	Size	UPC	Price
	50001	AR14	Red	Small	62203223433	\$9.95
	50002	AR14	Red	Medium	62203223440	\$9.95
	50003	AR14	Red	Large	62203223457	\$9.95
	50004	AR14	Red	Xlarge	62203223464	\$10.95
	50005	BR14	Red	Small	62203223471	\$9.95
	50006	BR14	Red	Medium	62203223488	\$9.95
	50007	BR14	Red	Large	62203223495	\$9.95
	50008	BR14	Red	Xlarge	62203223502	\$10.95

Objects on a label design become fields in a print job. The object/field name does not have to match the header/field name in the data source file. However, it would help when you mapping objects to variable data.

For the data source file itself, there are no file naming restrictions. You can save the data source file in any directory location that is accessible from your PCMate workstation. PCMate preserves ODBC links to data source files during the label design export and import processes.

Adding the Trigger Object to Label Designs

The first step in creating a label design that is attached to an ODBC-compliant data source file is to designate which object on the label design is the trigger object. When you map objects to variable data in an ODBC-compliant data source file, you must also specify the trigger object, along with the key and target objects. For information about how to map objects to variable data, see “Mapping Objects to Variable Data” in this chapter.

The order of the objects on a label design determines the position of the fields in an open print job. If you add multiple key objects to a label design, make sure the trigger object appears after all key objects so that when PCMate performs the lookup, it retrieves data for all key fields. For information about how to re-order objects on a label design, see Chapter 6, “Working with Objects.”

To Add the Trigger Object to a Label Design

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Design Module**.
3. Create or open a label design.
4. On the **Object** menu, click the type of object you want to add.

Note: If you add multiple key objects to the label design, make sure the trigger object appears after all key objects so that when PCMate performs the lookup, it retrieves data for all key fields.

For information about how to re-order objects on a label design, see Chapter 6, “Working with Objects.”

With the exception of rectangle/line objects, you can map all types of objects, both print and non-print, to variable data in an ODBC-compliant source file.

5. In the *Properties* dialog box, click the **Field Tag** tab.
6. In the *Library* frame, select the **Trigger Lookup** checkbox.

Note: An object can be both a key object and the trigger object. When you map objects to variable data in the ODBC-compliant data source file, you must specify the trigger object again, along with the objects that are key and target objects.

7. In the *Field Security* frame, select the **Display/Editable Field** checkbox.

Note: If you are adding a non-print object, you should select the **Display/Editable Field** checkbox so that the printer operator can see the field when he/she opens a print job. Selecting this checkbox only makes the field viewable in an open print job and not on your label design.

If you are adding a print object, you may want to select the **Editable Only Before Library Lookup** checkbox and set the **Editable by User Level** field to 3 to prevent the printer operator from editing the field in an open print job.

8. On the **File** menu, click **Save**.

Linking Label Designs to ODBC- Compliant Data Source Files

After you add objects to your label design and designate which object is the trigger object, the next step is to link the label design to the ODBC-compliant data source file.

To Link a Label Design to an ODBC-Compliant Data Source File

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Design Module**.
3. Open the label design.
4. Add the objects, and specify the trigger object on the label design.
Note: If you add multiple key objects to the label design, make sure the trigger object appears after all key objects so that when PCMate performs the lookup, it retrieves data for all key fields. For information about how to re-order objects on a label design, see Chapter 6, “Working with Objects.”
5. On the **Tools** menu, click **ODBC Setup**.
6. On the **Connection** tab, click **Select Data Source**.
7. On the **File Data Source** tab, click **New**.
8. In the list, select the type of ODBC-compliant data source file you are using and then click **Next**.
9. When prompted for the location and file name of the data source file, click **Browse**.
10. Navigate to the folder and select the file and then click **Save**.
11. Click **Next**.
12. When prompted to create the data source, verify the file type matches the driver type and then click **Finish**.
13. In the *ODBC Microsoft Setup* dialog box, click **Select Workbook** if your data source file is Microsoft Excel workbook, or click **Select** if your data source file is Microsoft Access database.
14. Select the data source file and then click **OK**.
15. Click **OK** again.
16. When prompted for a DNS name, select the data source file name and then click **OK**.
Note: This links the label design to the data source file, which is retained any time you export the label design.
17. Map the objects on the label design to variable data in the data source file.

Mapping Objects to Variable Data

Once you link a label design to an ODBC-compliant data source file, the next step is to map the objects on the label design to variable data in the data source file. You must specify the trigger object, along with objects that are the key and target objects. For information about specifying the trigger object, see “Adding the Trigger Object to Label Designs” earlier in this chapter.

The order in which you map objects to variable data does not matter. As long as you map each object that requires variable data to the data source file, PCMate can perform the lookup when creating print jobs.

To Map Objects to Variable Data in an ODBC-Compliant Data Source File

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Design Module**.
3. Open the label design.
4. Add the objects, and specify the trigger object on the label design.
5. Link the label design to the ODBC-compliant data source file.
6. On the **Tools** menu, click **ODBC Setup**.
7. On the **Connection** tab, click **Select Data Source**.
8. Find and select the data source file name and then click **OK**.
Note: On the **File Data Source** tab, you can search in a specific location. On the **Machine Data Source** tab, you can search for a specific file type or driver type.
9. On the **Connection** tab, click **Add**.
10. When prompted to select a library, click the sheet if the data source file is Microsoft Excel workbook or the table if the data source file is Microsoft Access database.
11. Select the sheet or table that contains the data you want to map to the objects on the label design.
Note: PCMate can only link to one sheet (tab) in Microsoft Excel workbook. If your data is on several sheets, you must link the sheets in your Microsoft Excel file. In the same way, PCMate can only link to one database table in Microsoft Access database. If your data is in several tables, you must link the tables in your Microsoft Access database.
12. On the **Field Properties** tab, click **Add**.
13. From the **Design Field** list box, select the first object you want to map to the data source file.
Note: We recommend mapping the key and target objects first and ending with the trigger object.
14. From the **Table Field** list box, select the column name you want to map to the object selected in the **Design Field** list box.
15. If the object is a key object, select the **Key Field** checkbox. If the object is the trigger object, select the **Trigger Lookup** checkbox.
16. Click **OK**.
17. Repeat steps 11–16 for each object you want to map.
18. Click **OK**.

WORKING WITH MACRO LOOKUPS

You can create macros for PCMate to perform lookups of variable data for print jobs. Printer operators can manually initiate lookups to input data. PCMate automatically performs lookups when the auto-import and auto-print functions run. Running a macro lookup retrieves data from a macro .XMA file, which resides in the following working directory:

```
C:\Paxarwin\Macros\[MACRO NAME].XMA
```

In this chapter, you can learn about macro lookups, about the Macro Editor and how to

- ◆ create label designs that support macro lookups.
- ◆ create macros.
- ◆ edit macros.
- ◆ duplicate macros.
- ◆ import and export macros.
- ◆ delete macros.
- ◆ print hard copies of macros.

About Macro Lookups

If you want to look up data from a macro, you must designate the objects that are part of the lookup on the label design. The table below provides a description of the three types of objects required for data lookups.

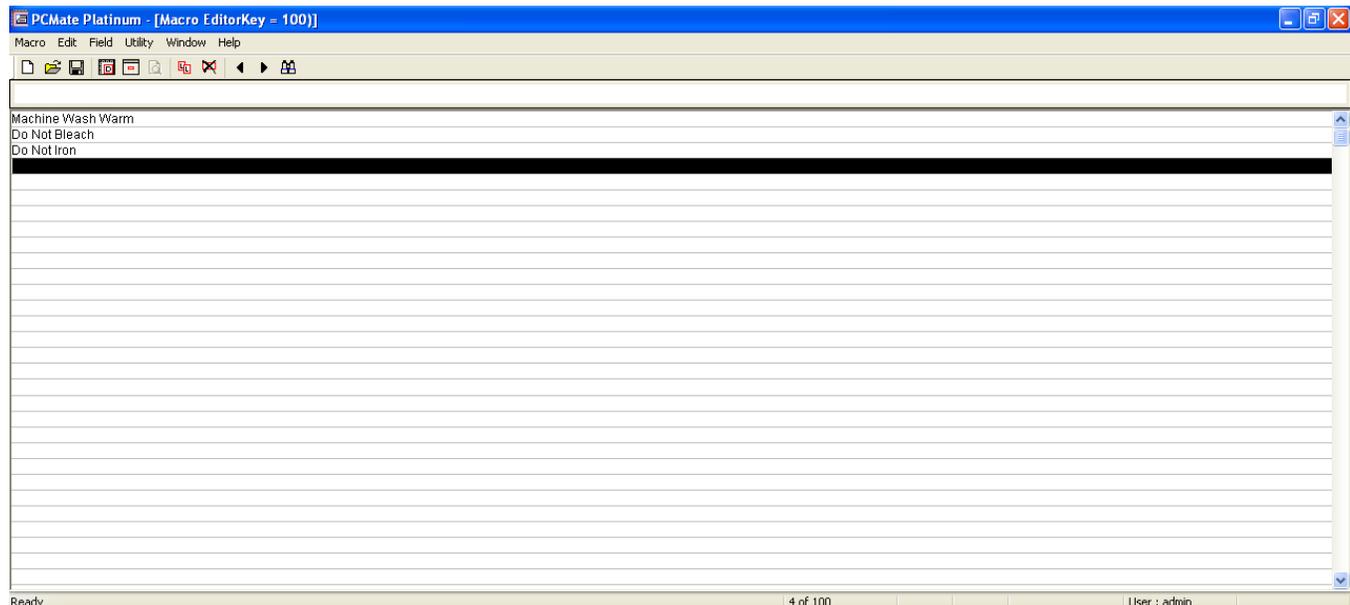
Type	Description
Target objects	In a print job, a target object becomes a target field in which PCMate populates data after performing a lookup. A label design can have multiple target objects.
Key objects	In a print job, a key object becomes a key field in which the printer operator or the Auto-Import Routine inputs a text value that links to variable data required for one or more target fields. A label design can have multiple key fields. Also, a key field can be designated as a target field in which PCMate overwrites the key during the lookup.
Trigger object	In a print job, the trigger objects becomes the trigger field that executes the data lookup – using key fields to populate data in target fields.

A label design can include a combination of objects that do and do not require variable data from the macro database. For a single label design, there can be multiple key and target objects on any side of the label. However, you can only have one trigger object. To ensure that PCMate looks up the data for all key fields, the order of the trigger object should be positioned after all key objects (from left to right). Otherwise, the lookup may miss key fields in the source file and return no values in the target objects.

Once you create a label design, the printer operator needs know which fields are key fields, target fields, and the trigger field. PCMate does not look up the data until the printer operator or the Auto-Import Routine inputs text values in the key fields and perform the lookup using the trigger field.

About the Macro Editor

PCMate has a macro database and a form-style editor that displays each macro individually. Using the Macro Editor, you can navigate through the macro database to create, edit, duplicate and delete macros.



Each row in a macro represents a data value. Each macro can have up to 100 data values. When you create a macro, you must assign a key to the macro for identification and for the printer operator to input to look up the data values. On the title bar of the Macro Editor, the name of the current macro table you are viewing appears [In Brackets]. As illustrated in the figure above, the key for the current macro is 100. For PCMate to look up and populate target fields, the printer operator must enter 100 in the key field and then use the trigger field to execute the lookup.

At the bottom of the Macro Editor is a status bar that provides information about the current macro. The left side of the status bar usually displays the word **Ready**, informing you that the Macro Editor is waiting for input. In the middle, you can see the data value that is currently selected within the current macro, as well as how many data values are contained in the macro. This display is of the form "X of Y", where X is the currently selected data value, and Y is the maximum number of data values in a macro (currently 100).

The Macro Editor has its own set of commands that you can access on the main menu and toolbar. The table below provides a description of the toolbar commands that you can access on the Macro Editor toolbar. If a toolbar button is inactive (grayed out), the command may not be available. Most of the commands on the toolbar are also available from the main menu.



Button	Command	Description
	Create new macro	Click this button to create a new macro.
	Open existing macro	Click this button to open an existing macro.
	Save current macro	Click this button to save all of the changes you have made to the current macro.

Button	Command	Description
	Switch to the Design Module editor	Click this button to close the current macro and switch from the Macro Editor Module to the Label Design Module.
	Switch to the print module	Click this button to close the current macro and switch from the Macro Editor Module to the Print Module.
	Show print preview	Click this button to open Print Preview.
	Duplicate the current macro	Click this button to create a new macro that is exactly like the current macro.
	Delete the current macro	Click this button to delete the current macro.
	Go to previous macro	Click this button to display the previous macro in the database. If unsaved changes exist in the current macro, PCMate prompts you to save first. Note: Macros are arranged in the database in alphabetical order of their keys.
	Go to next macro	Click this button to display the next macro in the database. If unsaved changes exist in the current macro, PCMate prompts you to save first. Note: Macros are arranged in the database in alphabetical order of their keys.
	Go to specific macro	Click this button to use the search and replace function within the macro database.

In addition to the toolbar, there are also shortcut keys that you can use to bypass the normal routine of selecting commands from the Macro Editor menu or toolbar. The table below provides a list of keyboard shortcuts you can use. For each shortcut, the menu navigation appears in parentheses.

Key	Description
F3	Create a new macro (Macro>New)
F4	Go to a specific macro (Edit>Find)
F5	Duplicate the current macro (Edit>Duplicate)
F6	Delete the current macro (Edit>Delete)
F7	Go to the previous macro in the database (Edit>Previous)
F8	Go to the next macro in the database (Edit>Next)
F9	Save the existing macro (Macro>Save)

Creating Label Designs that Support Macro Lookups

If you want to create a label design that supports lookups from the macro database, you must designate which objects on the label design are the key, target, and trigger objects. It is critical that the order of the target objects on a label design match the data values in the macro so that the fields are populated correctly. For example, if you add three target objects to a label design: Price, Size, and Color. The data values in the macro must appear in the same order with the value for Price being in the first row, the value for Size being the second row, and the value for Color being the third row.

To Add the Objects that Support Macro Lookups to a Label Design

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Design Module**.
3. Create or open a label design.
4. On the **Object** menu, click the type of object you want to add.
Note: If you add multiple key objects to the label design, make sure the trigger object appears after all key objects so that when PCMate performs the lookup, it retrieves data for all key fields. For information about how to re-order objects on a label design, see Chapter 6, “Working with Objects.”
5. In the *Properties* dialog box, click the **Field Tag** tab.
6. In the *Macro* frame, select the checkbox that applies to the object.
Note: An object can be all three: a key object, a target, and a trigger object.
7. In the *Field Security* frame, select the **Display/Editable Field** checkbox.
Note: If you are adding a non-print object, you should select the **Display/Editable Field** checkbox so that the printer operator can see the field when opening a print job. Selecting this checkbox only makes the field viewable in an open print job and not on your label design.
If you are adding a print object, you may want to select the **Editable Only Before Library Lookup** checkbox and set the **Editable by User Level** field to 3 to prevent the printer operator from editing the field in an open print job.
8. On the **File** menu, click **Save**.

Creating Macros

For every macro you create, PCMate automatically creates an .XMA file in the following working directory:

```
C:\Paxarwin\Macros\[MACRO NAME].XMA
```

You can create any number of macros in the macro database. For each macro you create, you can add up to 100 unique data values.

To Create a Macro

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Macro Editor**.
3. On the **Macro** menu, click **New**.
4. On each row in the macro, enter a data value.
Note: The order of data values in the macro must match the order to target objects on the label design for the data to be populated in the correct fields.
5. On the **Macro** menu, click **Save**.

6. In the **Enter Macro Key** text box, enter a unique key for the macro.

Note: The key may not contain blanks, and must be between 1 and 30 uppercase characters, inclusive.

7. Click **OK**.

Editing Macros

At any time after you create a macro, you can edit the data values in the macro. However, you cannot change the macro key. If you want to change the macro key, you should save your changes as a different macro with a different key.

To Edit a Macro

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Macro Editor**.
3. On the **Macro** menu, click **Open**.
4. Enter or select the key for the macro you want to open and then click **OK**.
5. Edit the macro table as needed.

Note: If you want to select the font for a data value, select the row. On the **Field** menu, click **Font**. Configure the font characteristics and then click **OK**.
If you want to reverse the input direction of the text in the object, select the row. On the **Field** menu, click **Reverse Input Direction**. To return the input direction to normal (from left to right), click **Reverse Input Direction** again to remove the checkmark.

6. On the **Macro** menu, click **Save**.
7. In the **Enter Macro Key** text box, enter a unique key for the macro.
8. Click **OK**.
9. On the **Macro** menu, click **Close**.

Duplicating Macros

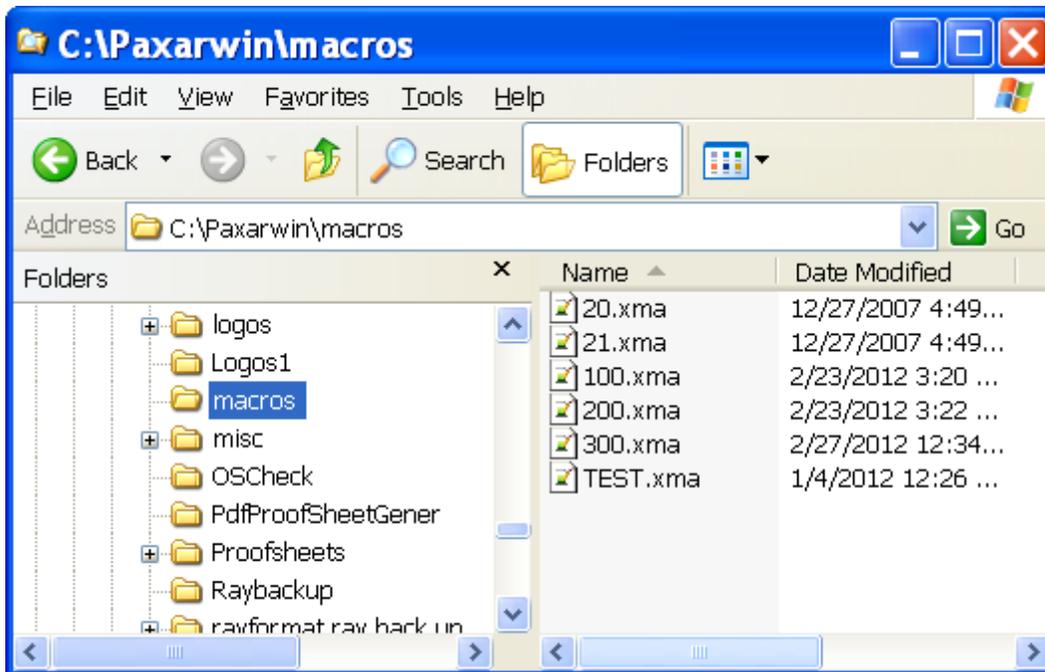
You can create an exact duplicate of the current macro. If you duplicate a macro, you must specify a new key before it can be saved.

To Duplicate a Macro

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Macro Editor**.
3. On the **Macro** menu, click **Open**.
4. Enter or select the key for the macro you want to duplicate and then click **OK**.
5. On the **Edit** menu, click **Duplicate**.
6. On the **Macro** menu, click **Save**.
7. In the **Enter Macro Key** text box, enter a unique key for the macro.
8. Click **OK**.
9. On the **Macro** menu, click **Close**.

Importing and Exporting Macros

These options are no longer active. As illustrated below, if you want to import or export a macro, you must move the .XMA file manually.



Deleting Macros

At any time, you can delete a macro from the macro database.

To Delete a Macro

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Macro Editor**.
3. On the **Macro** menu, click **Open**.
4. Enter or select the key for the macro you want to delete and then click **OK**.
5. On the **Edit** menu, click **Delete**.
6. When prompted to delete the current macro, click **Yes**.

Printing Hard Copies of Macros

At any time, you can send the current macro to the default Windows printer.

To Print a Hard Copy of a Macro

1. Open PCMate, and log on if required.
2. On the **Window** menu, click **Macro Editor**.
3. On the **Macro** menu, click **Open**.
4. Enter or select the key for the macro you want to print and then click **OK**.
5. On the **Utility** menu, click **Hard Copy**.
6. Configure the printer options and then click **OK**.

Avery Dennison
170 Monarch Lane
Miamisburg, OH 45342

1-800-543-6650 U.S.A
1-800-367-4740 Canada
www.monarch.averydennison.com

