



# **Software Manual**

# **Label Artist-II**

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**Ver. 2.06**

<http://www.bixolon.com>

## Introduction

This manual documents how to use the Label-Artist-II. It is advisable to read the contents of this manual carefully before using “Label-Artist-II” utility for the first time.

## Symbols Information

 <b>Caution</b>	Information that must be observed to avoid damage to your equipment or a malfunction.
 <b>Note</b>	Important information and useful tips.

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## **1. Operating System (OS) Environment**

The following operating systems are supported for usage.

Microsoft® Windows XP SP3 (32bit)  
Microsoft® Windows XP SP1 or later (64bit)  
Microsoft Windows Server 2003 SP1 or later (32bit/64bit)  
Microsoft Windows VISTA (32bit/64bit)  
Microsoft Windows Server 2008 (32bit/64bit)  
Microsoft Windows Server 2008R2 (64bit)  
Microsoft Windows 7 (32bit/64bit)  
Microsoft Windows 8 (32bit/64bit)  
Microsoft Windows Server 2012 (64bit)  
Microsoft Windows 10 (32bit/64bit)

## **2. Supported Printers**

Label Artist-II is available for the following BIXOLON printers.

SLP-TX220/TX223, TX420/TX423, TX400/TX403, TX400R/TX403R  
SLP-DX220/DX223, DX420/DX423  
SLP-DL410/DL413  
SLP-T400/T403  
SLP-D220/D223, D420/D423  
SRP-770II/770III/E770III  
SPP-L3000/L310/L410  
XT5-40/43/46  
XD3-40d  
XD3-40t  
XL5-40CT/43CT  
XD5-40d/43d  
XD5-40t/43t  
XM7-40

## **3. Before Startup**

The Label Artist-II can be found in the CD and the latest version is available for download at our website ([www.bixolon.com](http://www.bixolon.com)).

## **4. Installation & Uninstallation**

### **4-1 Installation on Windows XP / Server 2003**

- 1) Double-click the file "Label Artist-II\_Vx.x.x.exe".
- 2) Follow the instructions on the screen to complete the installation process.

### **4-2 Installation on Windows Vista / Server 2008 / 7 / 8 / Server 2012 / 10**

- 1) Double-click the file Label Artist-II\_Vx.x.x.exe.
  - ※ Administrator privilege may be required to run the installation file.
- 2) Follow the instructions on the screen to complete the installation process.



"Microsoft Visual C++ 2008 SP1 Redistributable Package (x86)" may be required to run the installation file. When a pop-up message is appeared for the package installation, please click the "install" button.


### **4-3 Uninstallation**

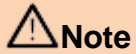
- 1) Open "Add or Remove Programs" or "Remove Programs" in the Control Panel.
  - ※ XP or Server 2003: Control Panel – Add or Remove Programs
  - ※ Vista or higher OS: Control Panel – Remove Programs
- 2) Select Label Artist-II and click the "Remove" button to uninstall the Label Artist-II on your PC.

## 5. How to use

### 5-1 <File> Menu

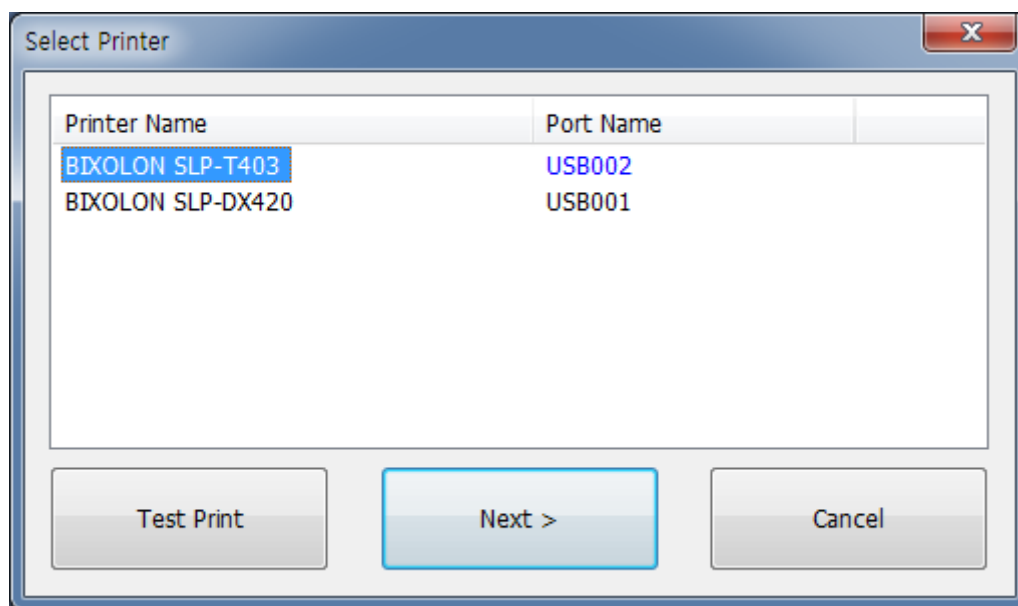
#### 5-1-1 New

1) Select <New > from the <File> tab.

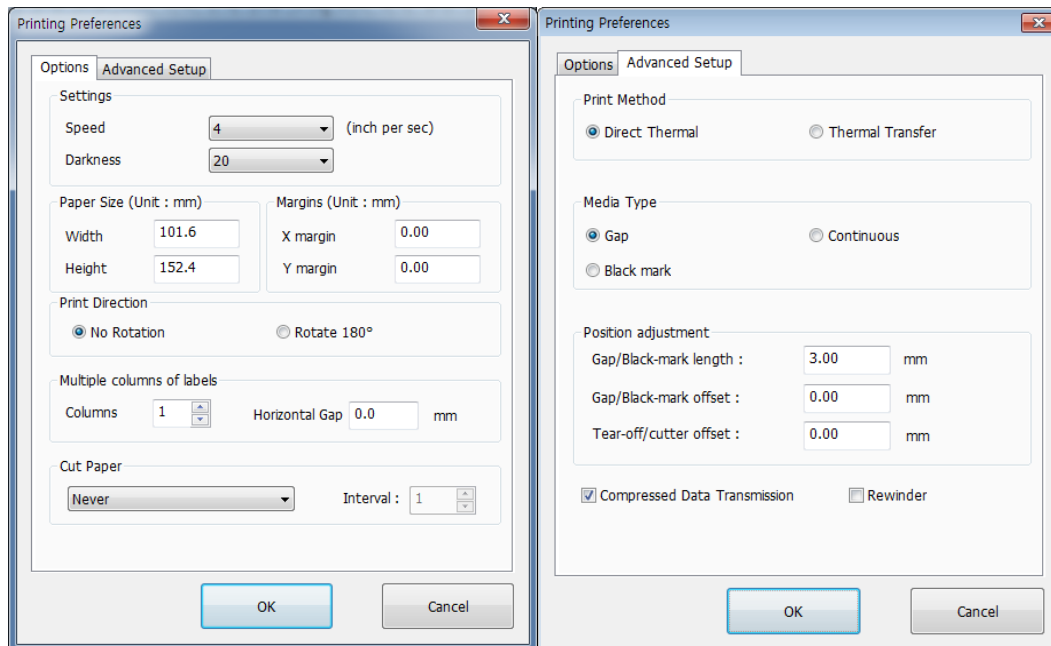
**Note**

Printer Driver must be installed in order to use Label Artist-II application.

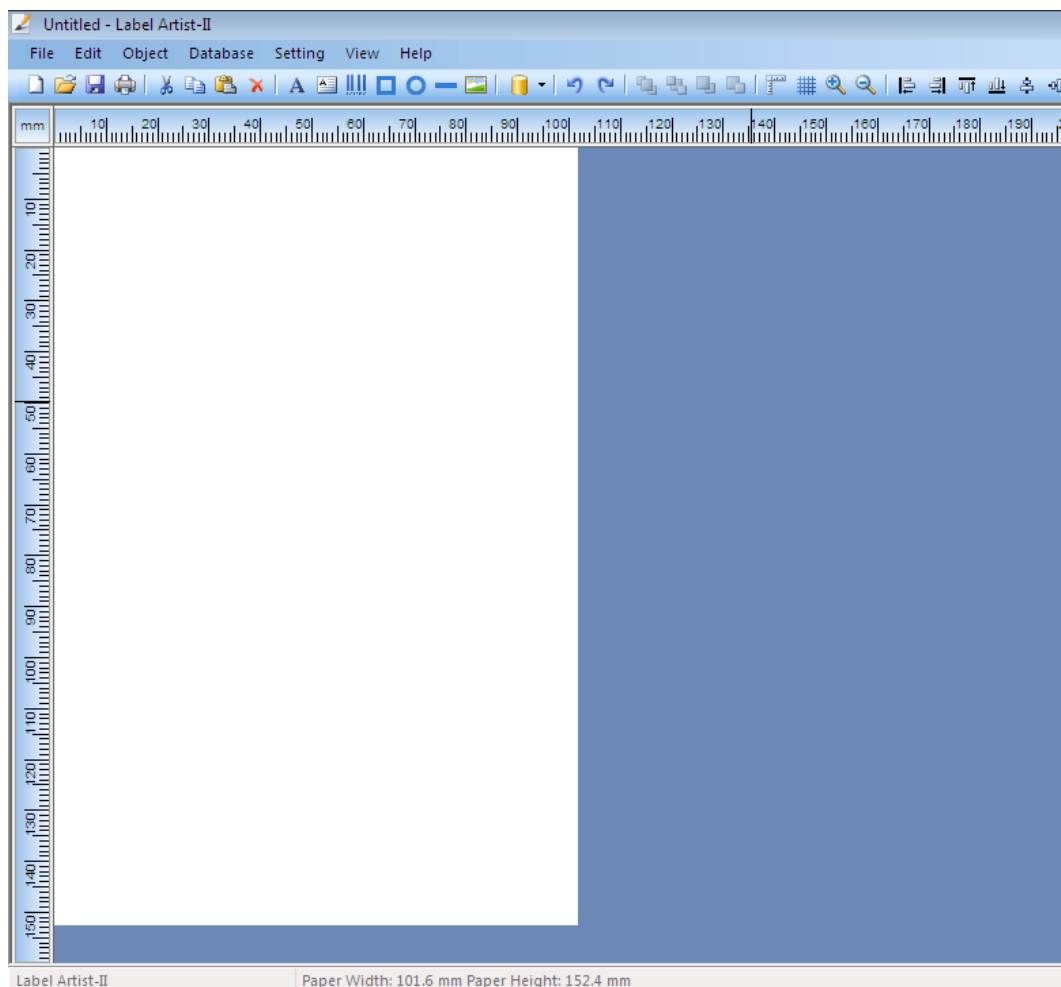
2) The dialog windows appears as below to be able to select a printer driver.  
Select the printer to use and click <Next>.




- 3) The <Printing Preferences> window opens as shown below.  
Specify the printing options such as label size and click <OK>.

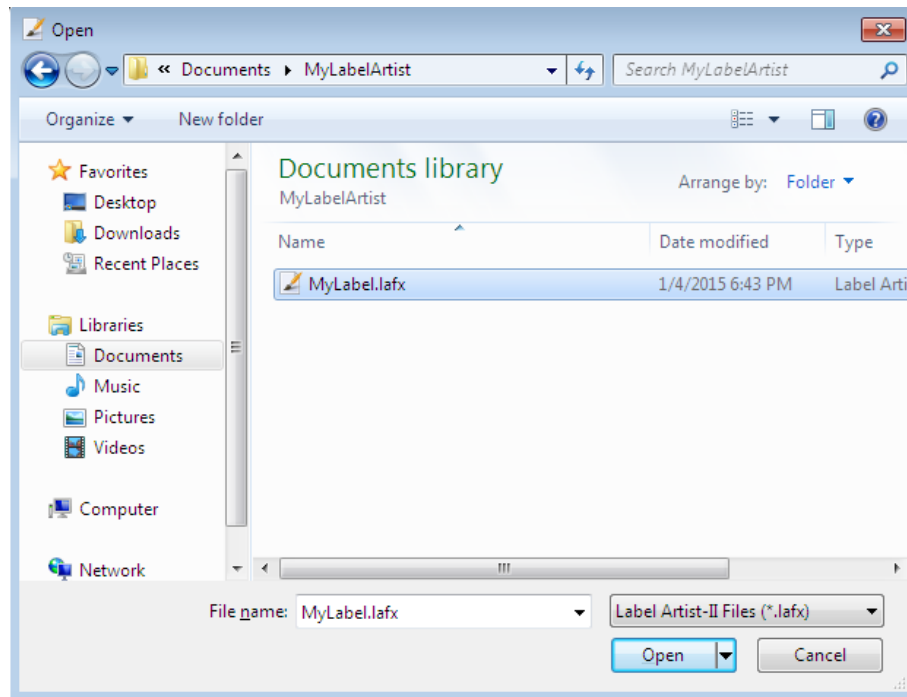


- 4) Once the preferences are set, new label is created.

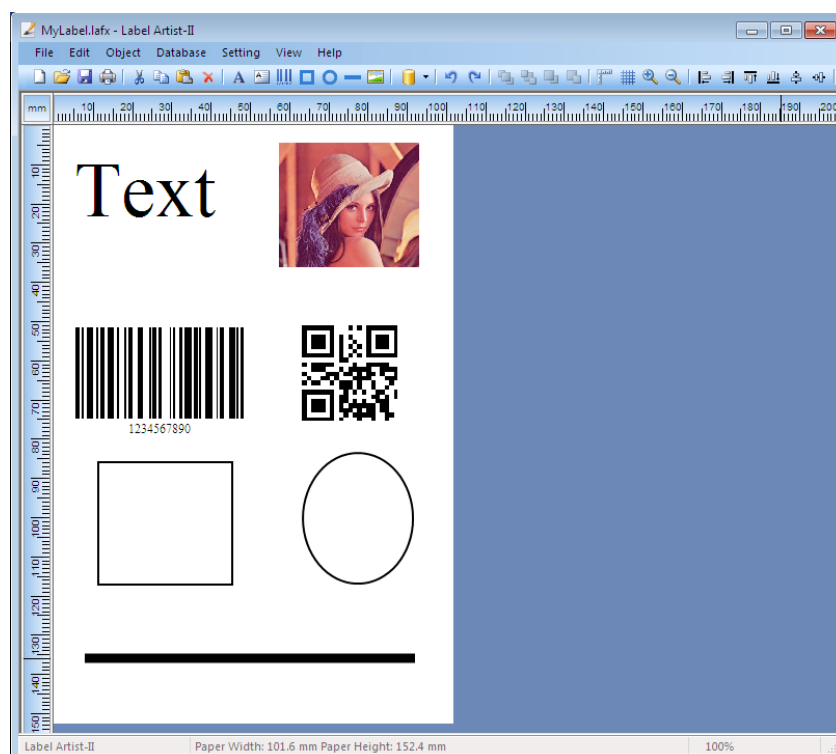


### 5-1-2 Open

- 1) Select <Open > from the <File> tab.
- 2) When the “Open” dialog is shown as below, select one of the files saved previously (\*.lafx) and click [Open].




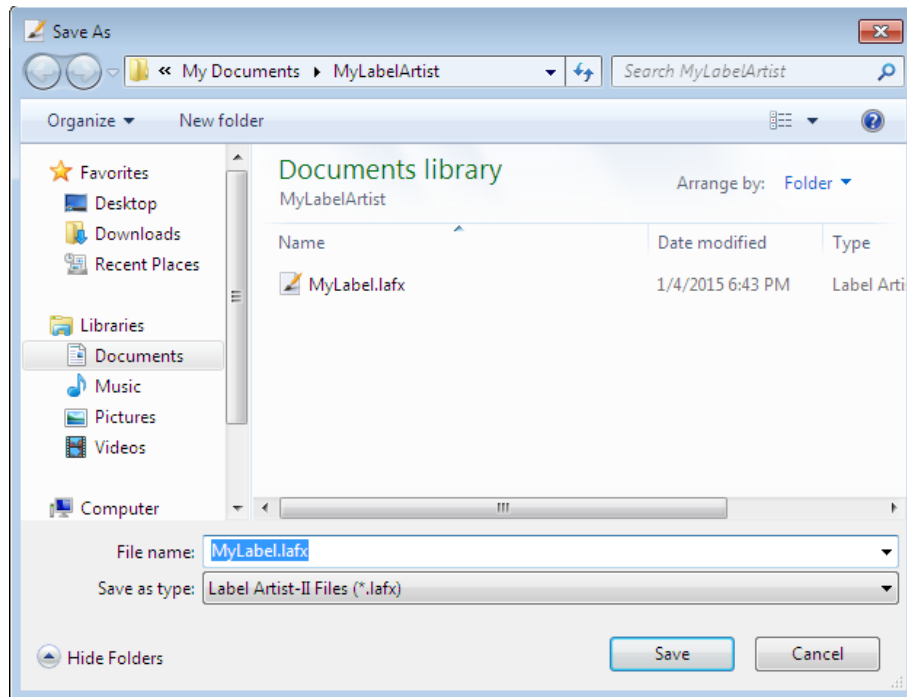
- 3) The content of the file is shown as below.






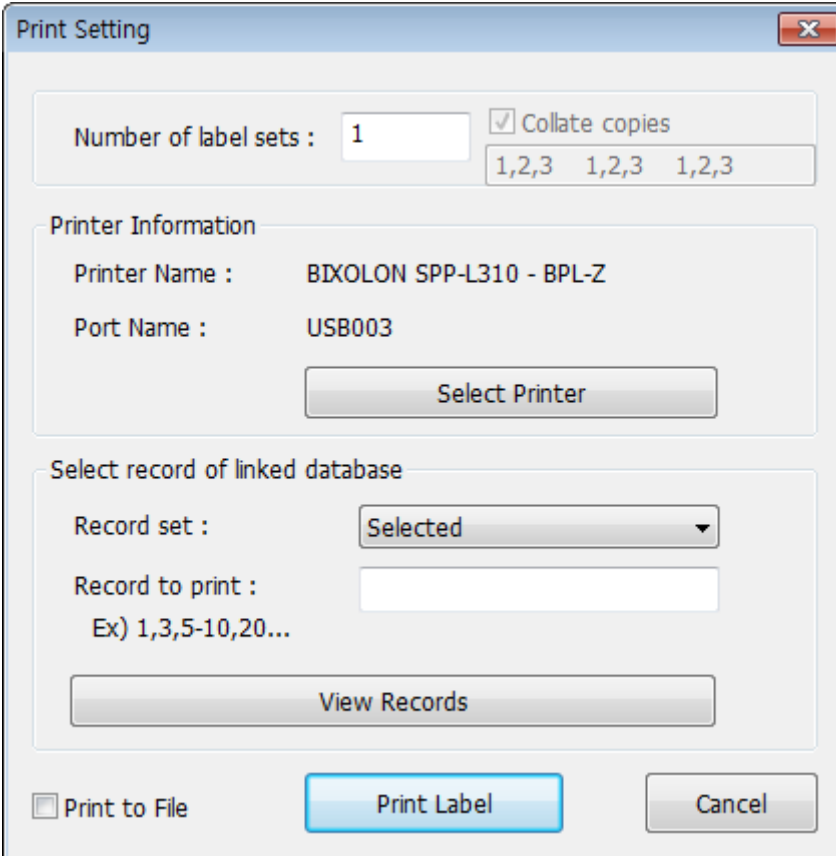
### 5-1-3 Save

- 1) Select <Save  > from the <File> tab to save your progress.
- 2) The dialog window opens as shown below when <Save As> is selected.  
Specify the location and name of the file to be saved and click [Save] to save the label you created.



### 5-1-4 Print

- 1) Select <Print > from the <File> tab.
- 2) When the [Print Setting] window opens as below, specify the number of copies and click [Print Label] to start printing.
- 3) If there are any objects linked to the database, specify the record set to print the content of the database.
  - All: all rows are printed.
  - Selected: the selected rows are printed.



The 'Print Setting' dialog box contains the following elements:

- Number of label sets :** A text box with the value '1'.
- Collate copies:** A checked checkbox.
- Printer Information:**
  - Printer Name :** BIXOLON SPP-L310 - BPL-Z
  - Port Name :** USB003
  - Select Printer:** A button.
- Select record of linked database:**
  - Record set :** A dropdown menu with 'Selected' selected.
  - Record to print :** A text box with the example 'Ex) 1,3,5-10,20...' below it.
  - View Records:** A button.
- Print to File:** An unchecked checkbox.
- Print Label:** A blue button.
- Cancel:** A button.







#### **Collate copies**



The collate copies option is used for copies printing. When the option is checked all label is collated and print repeatedly. When the option is unchecked each label is printed repeatedly.

### 5-2 <Edit> Menu

#### 5-2-1 Copy, Cut, Paste, Delete


- 1) Copy (Ctrl + C)   
Copy the selected object (e.g. Text, Barcode, Line).
- 2) Cut (Ctrl + X)   
Cut the selected object (e.g. Text, Barcode, Line).
- 3) Paste (Ctrl + V)   
Paste the copied or cut object.
- 4) Delete   
Delete the selected object.

#### 5-2-2 Undo, Redo

- 1) Undo (Ctrl + Z)   
Undo the last action that you made on the label.
- 2) Redo (Ctrl + Y)   
Redo the [Undo].

#### 5-2-3 Order

It indicates the order of drawing the objects. An object may be hidden behind.

- 1) Bring Forward   
Reorder the selected object and the one that overlaps it.



### 2) Send Backward

Reorder the selected object and the one that overlaps it.



### 3) Move To Front

Reorder the selected object and the one that overlaps it. Move all the selected objects to the front-most level of any overlapping objects.



### 4) Send To Back

Move all the selected objects to the rear-most level of any overlapping objects.



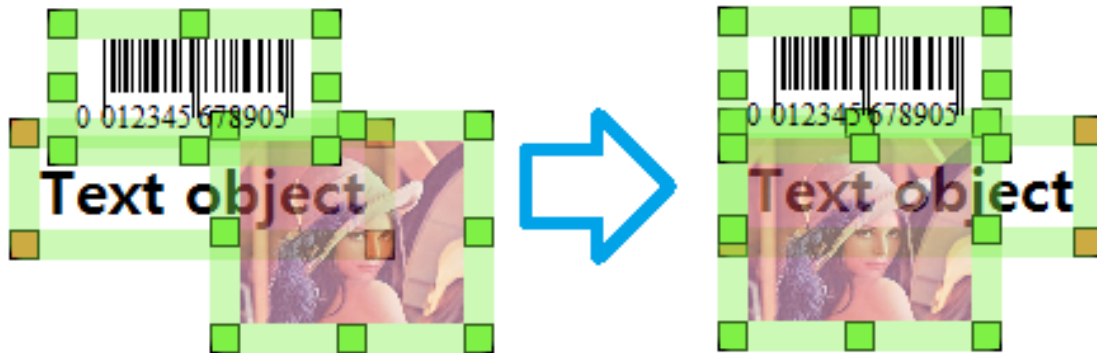
### 5-2-4 Align

"Align" allows you to line up objects to a specific object.

Use the Ctrl key to select multiple objects. The selected objects are aligned to the last selected object.

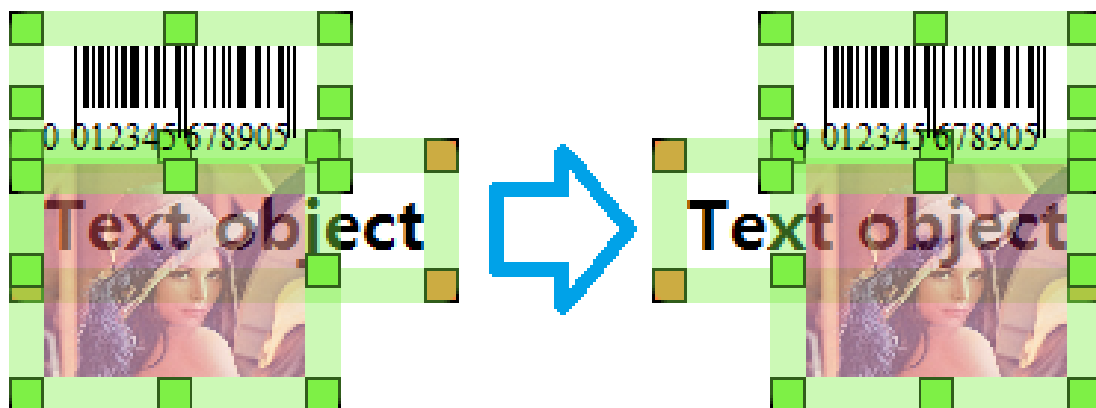
#### 1) Align Left Sides

Align objects to the left side of the last selected object.



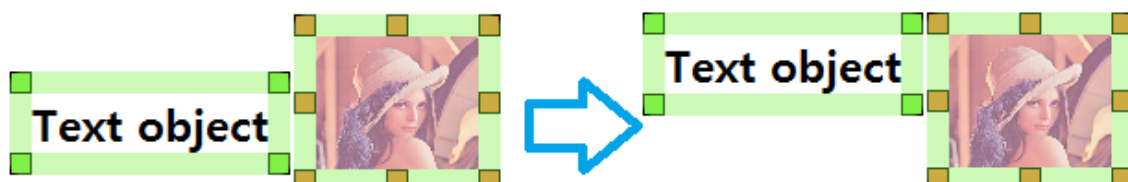
#### 2) Align Right Sides

Align objects to the right side of the last selected object.



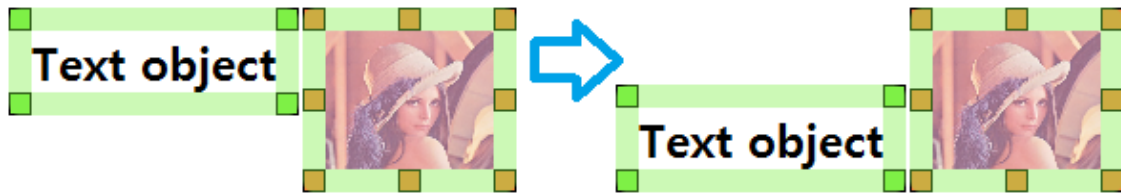
#### 3) Align Top Sides

Align objects to the top of the last selected object.



### 4) Align Bottom Sides

Align objects to the bottom of the last selected object.



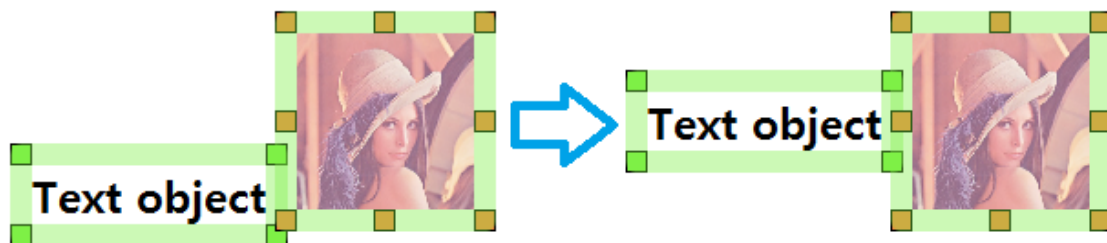
### 5) Center In Horizontal Region

Align the horizontal center of each object to the center of the last selected object.



### 6) Center In Vertical Region


Align the vertical center of each object to the center of the last selected object.

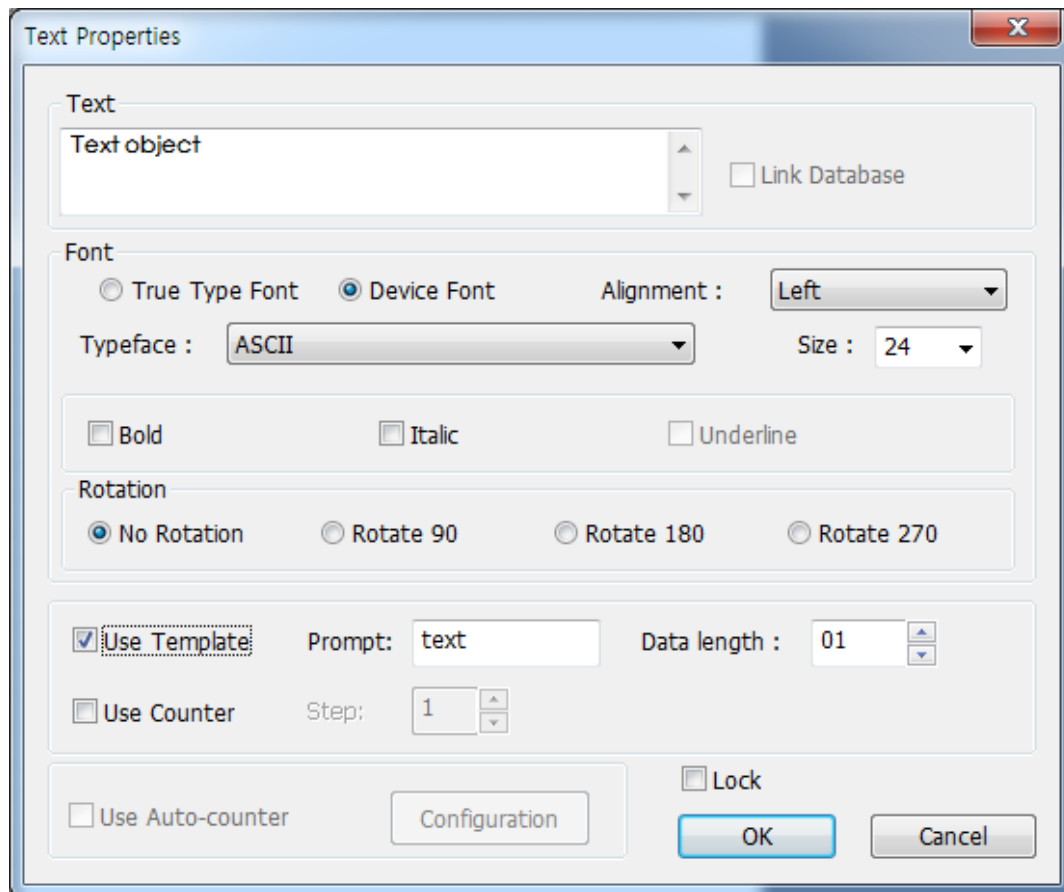


### 5-3 <Object> Menu

- Select objects (e.g. Text, Barcode and Line) to design.

#### 5-3-1 Text

- 1) Select <Text > from the <Object> tab and drag holding the left mouse button to create a text box with the default attributes.
- 2) Double-click on the text object to open a dialog window where you can change its attributes.



- 3) Set the font type and other attributes and click [OK] to apply the changes.



#### Note

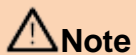
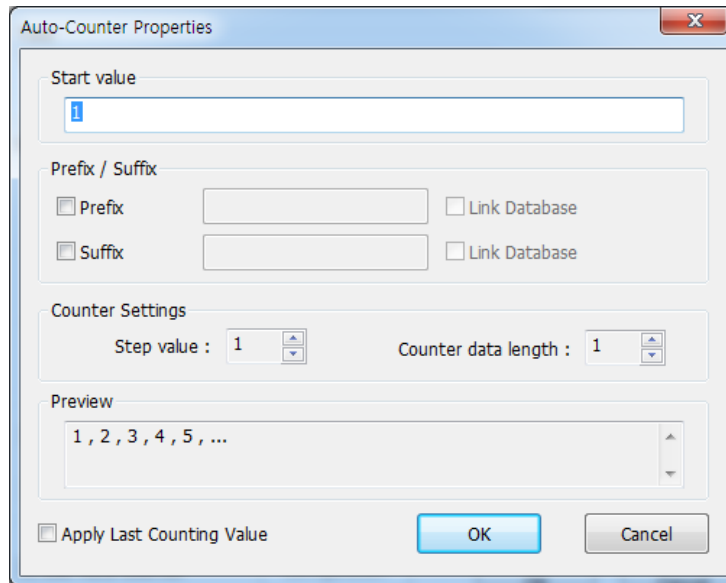
#### Device Font

The device font is hardware-resident fonts. It is possible to select as below types.

ASCII - alphanumeric  
KS5601 – Korean  
BIG5 – Chinese( Traditional)  
GB2312 – Chinese( Simplified)  
Shift-JIS – Japanese  
OCR-A - alphanumeric  
OCR-B - alphanumeric

#### 4) Use Auto-counter

Check "Use Auto-counter" to open the Auto-Counter Properties window as shown below.  
When "Auto-counter" is applied, the text changes to the [Start Value].



**Note**

Check [Apply Last Counting Value] to change [Start Value] to the next value of the last counter set after printing.

#### 5) Use Template

When the device font is selected, the Template is able to use.  
Please refer to 5-5 Template section for more understanding.


#### 5-3-2 Multi-line Text

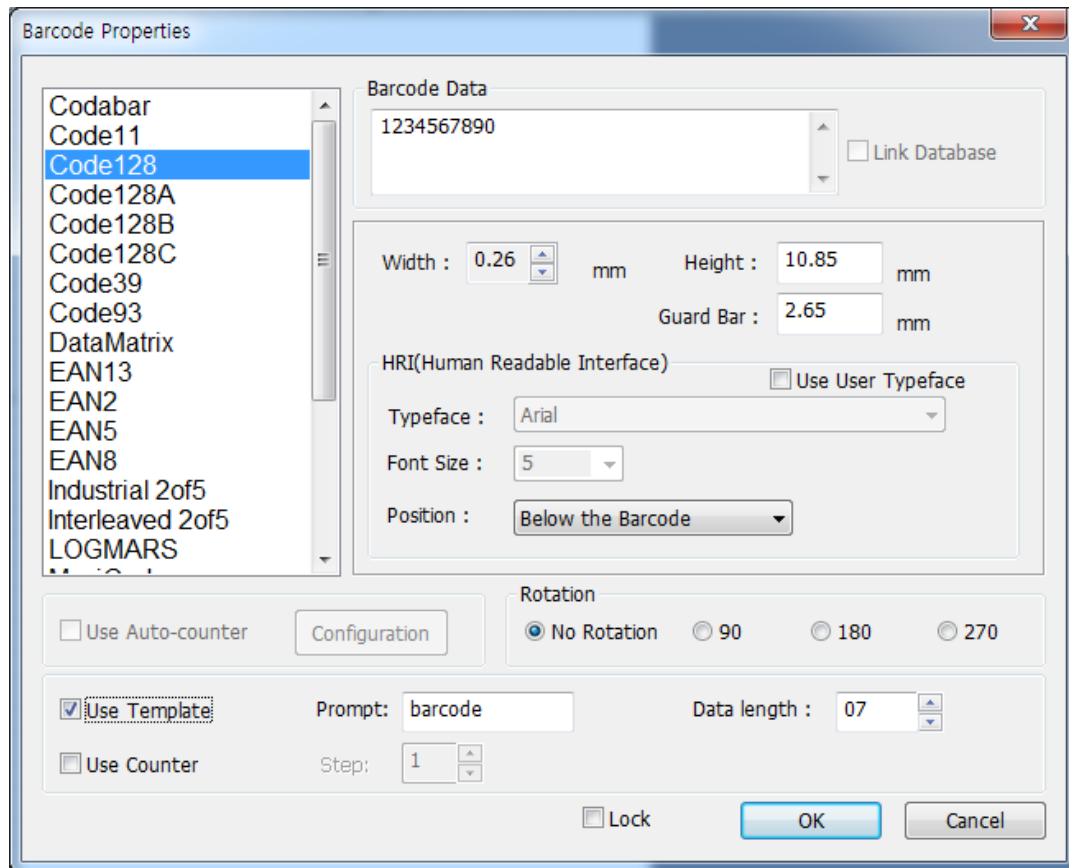
"Multi-line Text" allows to enter text in several lines.





### 5-3-3 Barcode

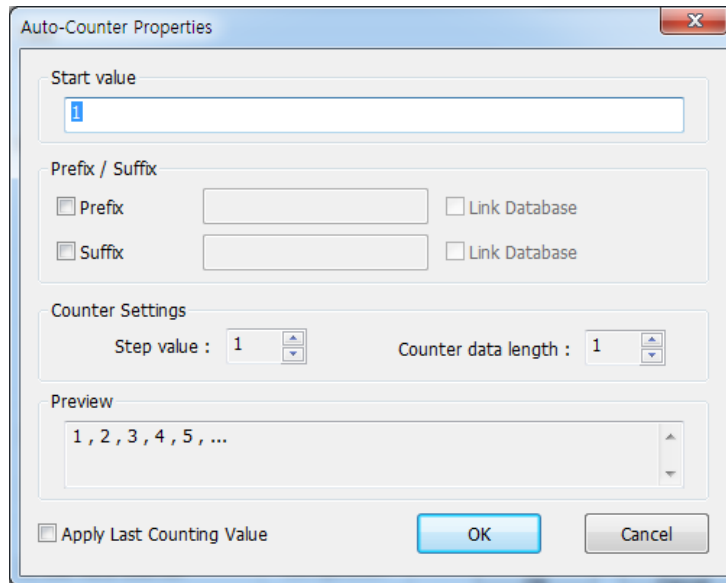
- 1) Select <Barcode> from the <Object> tab and drag holding the left mouse button to create a barcode with the default attributes.
- 2) Double-click on the text object to open a dialog window where you can change its attributes.



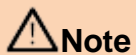
- 3) Set the barcode type and other attributes and click [OK] to apply the changes.

### 4) Use Auto-counter

Check “Use Auto-counter” to open the Auto-Counter Properties window as shown below.  
When “Auto-counter” is applied, the text changes to random data.



The screenshot shows the 'Auto-Counter Properties' dialog box. It has a title bar with a close button. The main area is divided into several sections: 'Start value' with a text box containing '1'; 'Prefix / Suffix' with two rows, each having a checkbox for 'Prefix' or 'Suffix' and a text box, and a 'Link Database' checkbox; 'Counter Settings' with 'Step value' and 'Counter data length' both set to '1' with up/down arrows; 'Preview' with a text box showing '1 , 2 , 3 , 4 , 5 , ...'; and a bottom section with an 'Apply Last Counting Value' checkbox, an 'OK' button, and a 'Cancel' button.




**Note**

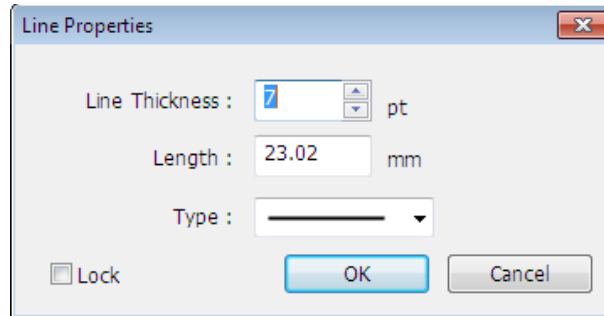
Check [Apply Last Counting Value] to change [Start Value] to the next value of the last counter set after printing.

### 5) Use Template

When the 1D Barcode is selected, the Template is able to use.  
Please refer to 5-5 Template section for more understanding.



### 5-3-4 Line

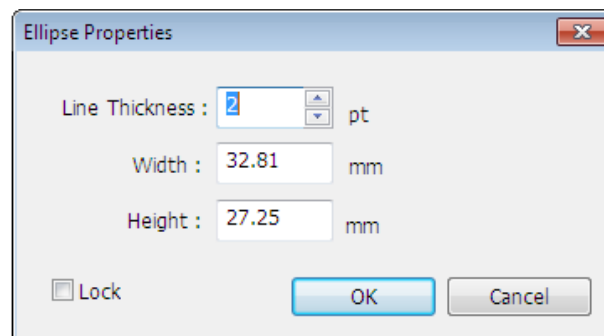
- 1) Select <Line > from the <Object> tab and drag holding the left mouse button to draw a line.
- 2) Drag holding the Shift key to draw a diagonal or straight line.
- 3) Double-click on the object to open a dialog window where you can change its attributes.



- 4) Set the line type and other attributes and click [OK] to apply the changes.


### 5-3-5 Rectangle, Ellipse

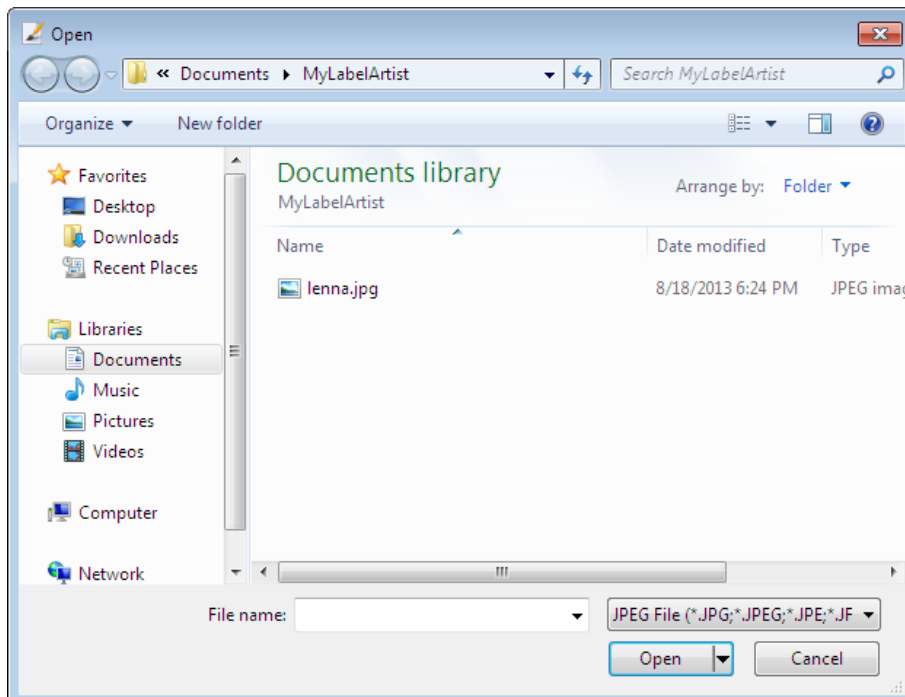
- 1) Select <Rectangle > or <Ellipse > from the <Object> tab and drag holding the left mouse button to draw a shape.
- 2) Drag holding the Shift key to draw a shape with the same width and height.
- 3) Double-click on the object to open a dialog window where you can change its attributes.



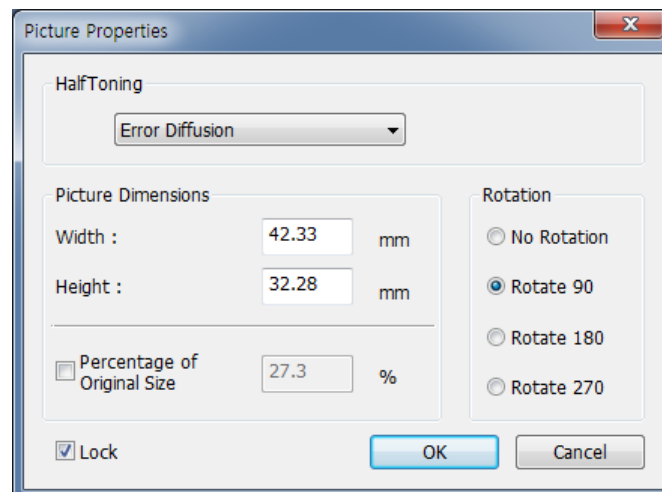
- 4) Set the line type and other attributes and click [OK] to apply the changes.

### 5-3-6 Picture

- 1) Select <Picture> from the <Object> tab to open a dialog window where you can select an image file.



- 2) Select an image file, click “Open” and drag holding the left mouse button to place the image on the screen.
- 3) Double-click on the object to open a dialog window where you can change its attributes.



- 4) Set the type and other attributes and click [OK] to apply the changes.

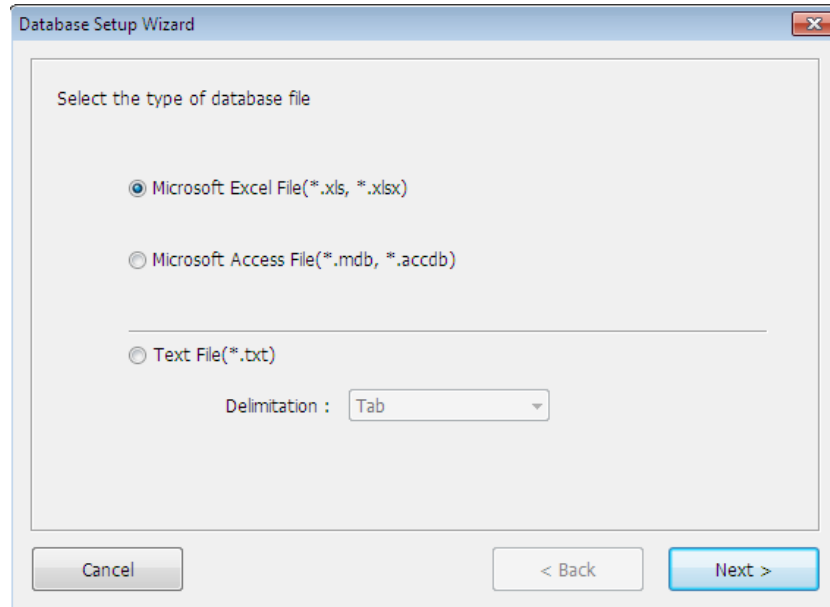
### 5-3-7 Misc.

- Lock: enable this feature in the dialog window where you can set the attributes of each object.
- The locked objects cannot be moved or resized.

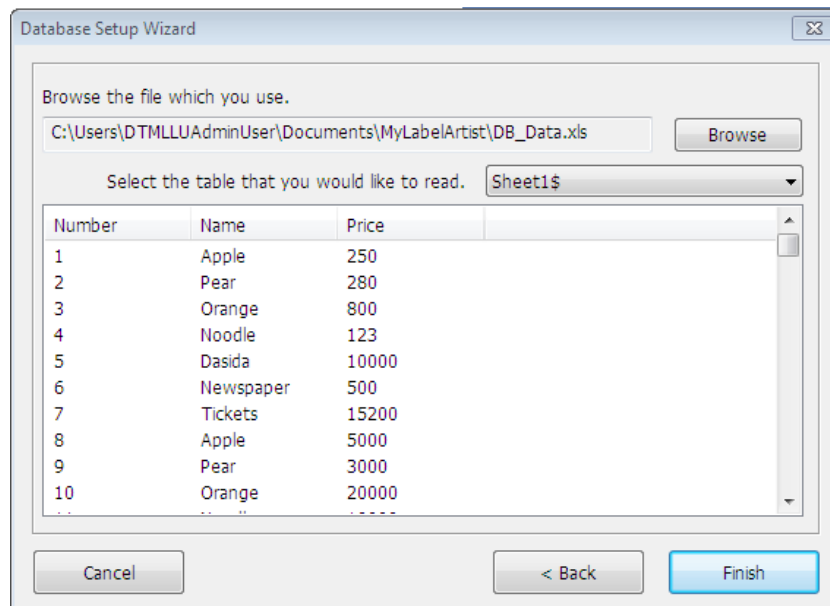
## 5-4 <Database> Menu

### 5-4-1 Connect Database

- 1) Select <Connect Database> from the <Database> tab.  
Select the type of database to use and click “Next”.



- 2) Click “Browse” to select a database file as shown below.



- 3) Select a table and click “Finish” to link the database when designing a label.



**Note**

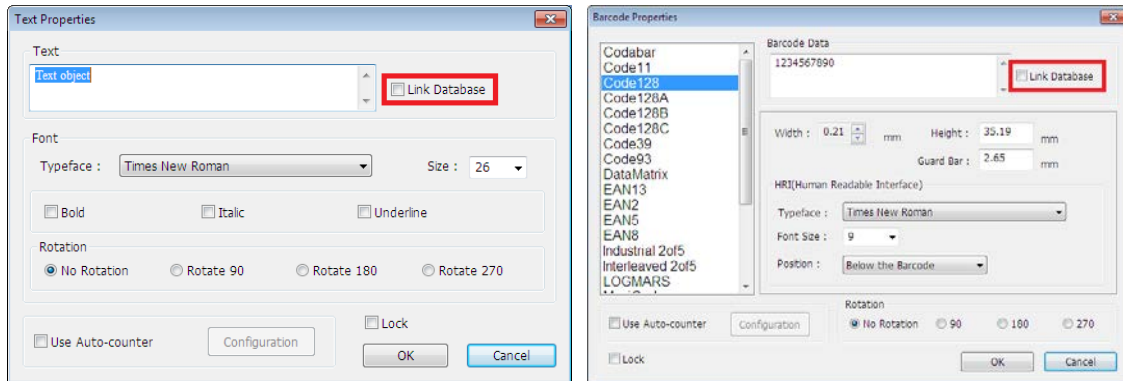
Make sure to disconnect the current database to use another one.

## 5-4-2 Disconnect Database

Select <Disconnect Database> from the <Database> tab to disconnect the database.

## 5-4-3 Link Database

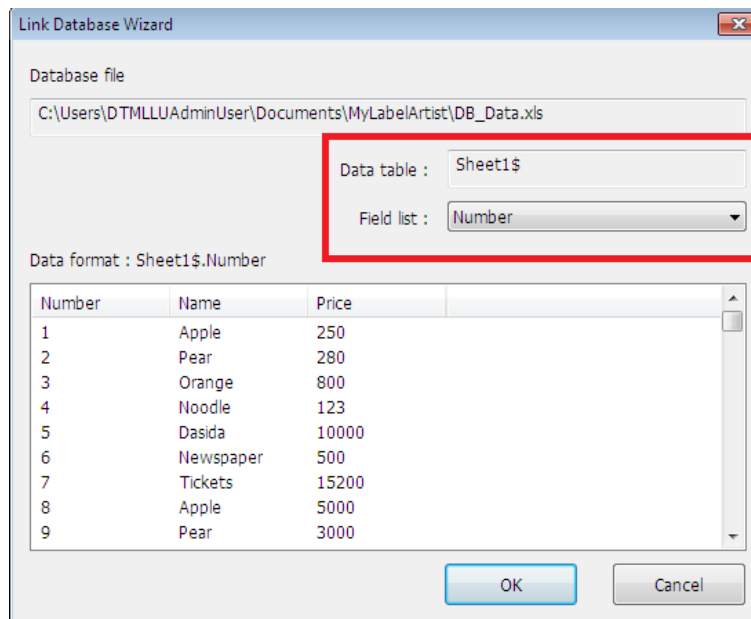
1) Check “Link Database” in the <Text> or <Barcode> dialog window.



**Note**

The check box is enabled to check when the <Connect Database> is finished on <Database> menu.

2) Select a field you want to use from the field list.



3) When a text object is linked to the database, the following message appears.

[WorkSheetName].[FieldName]

Ex) Sheet1\$.Num

4) When a barcode object is linked to the database, a barcode with random data is created on the screen.

### 5-5 Template

- This section explains setting and exporting for BIXOLON Template and BIXOLON XML Enabled.

#### 5-5-1 Template Selection

1D barcode and device font objects can be used template. Other objects as rectangle, picture, and line are inserted into template by background image.

<input checked="" type="checkbox"/> Use Template	Prompt: <input type="text" value="barcode"/>	Field length : <input type="text" value="01"/>
<input type="checkbox"/> Use Counter	Step: <input type="text" value="1"/>	

##### 1) Use Template

Please check the “Use Template” box and then write prompt and field length.



**Note**

##### Prompt?

This text string is transmitted to host(PC) by serial interface in order to give information to host about the declared counter.

In case of “BIXOLON XML Enabled” type, the prompt is used for variable name.

##### 2) Use Counter

Please check the “Use Counter” box and then adjust the step value. Counter can be used up to 10 in one template.

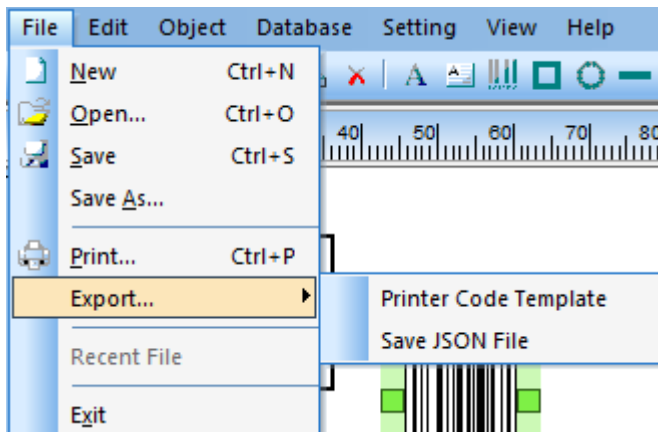


**Note**

The “Use Counter” is enable for “BIXOLON Template” type.

**5-5-2 Export Template**

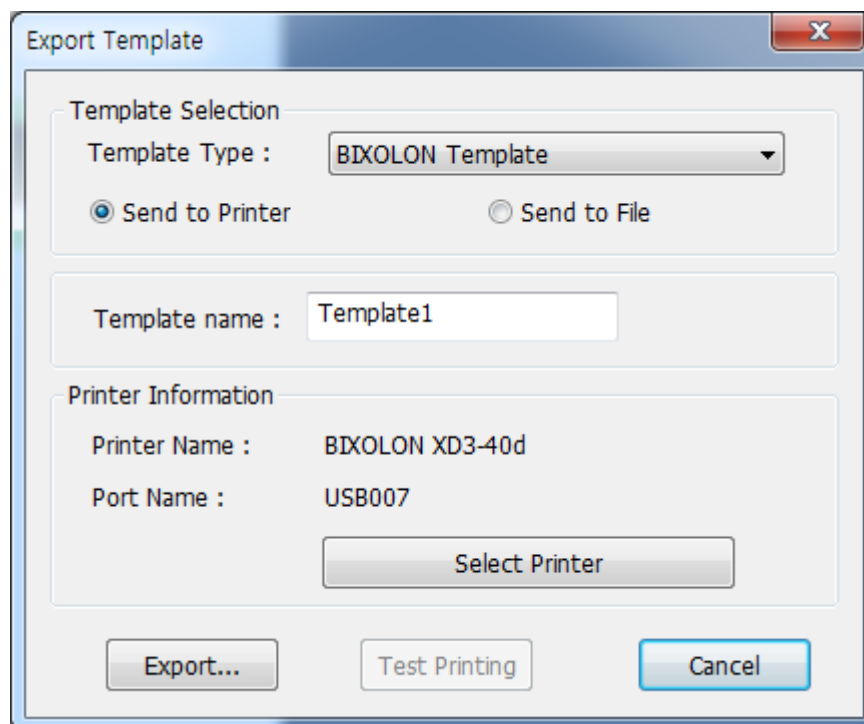
1) <File> - <Export> - <Printer Code Template> select



2) Template exporting

Select template type, transmission type and template name, and then click “Export...” button as below dialog.

When the exportation is finished, the “Test Printing” button is enabled.



**Note**

Template Type

- BIXOLON Template: Exporting a SLCS-based template form to the printer.

- BIXOLON XML Enabled: Exporting a XML enabled form to the printer.

BIXOLON XML Enabled supported model  
XT5-40/43/46



### 3) Test printing for “BIXOLON Template”

Insert text data into “Value” and quantity, and then click “Print” button.

No.	Prompt	Value	
1	text1	testText	
2	barcode1		

Quantity to Print : 1

Print Close

### 4) Test printing for “BIXOLON XML Enabled”

Insert text data into “Value” and quantity, and then click “Print” button.

No.	Prompt	Value	
1	text1	testText	
2	barcode1		

Quantity to Print : 1

Print Save XML File Close

When “Save XML File” button is clicked, XML document is saved.

### **5-6 Save JSON file**

- <File> - <Export> - <Save JSON file> menu can be saved JSON file can be loaded and print on Label Artist Mobile.

### **5-7 <View> Menu**

- 1) Zoom In
  - Enlarges the view of the entire layout by 20%.
- 2) Zoom Out
  - Reduces the view of the entire layout by 20%.
- 3) 100% Size
  - Returns to the original size.
- 4) Fit to the height
  - Enlarge/reduce the view to fit the height of the screen.

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BIXOLON maintains ongoing efforts to enhance and upgrade the functions and quality of all our products.

In the following, product specifications and/or user manual content may be changed without prior notice.

## Caution

Some semiconductor devices are easily damaged by static electricity. You should turn the printer “OFF”, before you connect or remove the cables on the rear side, in order to guard the printer against the static electricity. If the printer is damaged by the static electricity, you should turn the printer “OFF”.

## Revision history

[illegible]