



**Label Design Program**  
**Label Artist-II Manual**

---

**Rev. 1.01**

**■ Contents**

**1. Introduction.....2**

**2. Supported Operating Systems .....2**

**3. Features.....3**

    3-1 <File> Menu.....3

        3-1-1 New .....3

        3-1-2 Open.....5

        3-1-3 Save .....6

        3-1-4 Print .....7

    3-2 <Edit> Menu .....8

        3-2-1 Copy, Cut, Paste, Delete .....8

        3-2-2 Undo, Redo .....8

        3-2-3 Order .....8

        3-2-4 Align.....10

    3-3 <Object> Menu .....12

        3-3-1 Text.....12

        3-3-2 Multi-line Text.....13

        3-3-3 Barcode .....13

        3-3-4 Line.....14

        3-3-5 Rectangle, Ellipse.....14

        3-3-6 Picture .....15

        3-3-7 Misc. ....15

    3-4 <Database> Menu .....16

        3-4-1 Connect Database.....16

        3-4-2 Disconnect Database .....17

        3-4-3 Link DB .....17

    3-5 <View> Menu.....18

## **1. Introduction**

This Manual documents how to use the Label-Artist-II.

We at BIXOLON maintain 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.

## **2. Supported Operating Systems**

The following OS versions are supported:

Microsoft Windows XP SP3 (32 bit)  
Microsoft Windows XP SP1 or later (64 bit)  
Microsoft Windows Server 2003 SP1 or later (32/64 bit)  
Microsoft Windows Vista (32/64 bit)  
Microsoft Windows Server 2008 (32/64 bit)  
Microsoft Windows Server 2008 R2 (64 bit)  
Microsoft Windows 7 (32/64 bit)  
Microsoft Windows 8/8.1 (32/64 bit)  
Microsoft Windows Server 2012 (64 bit)

## 3. Features

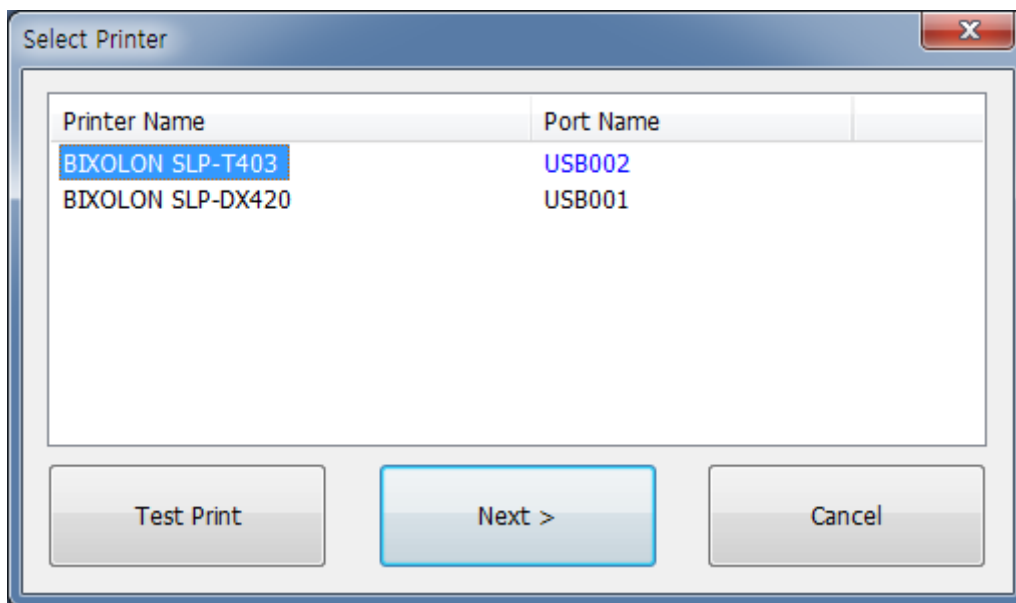
### 3-1 <File> Menu

#### 3-1-1 New

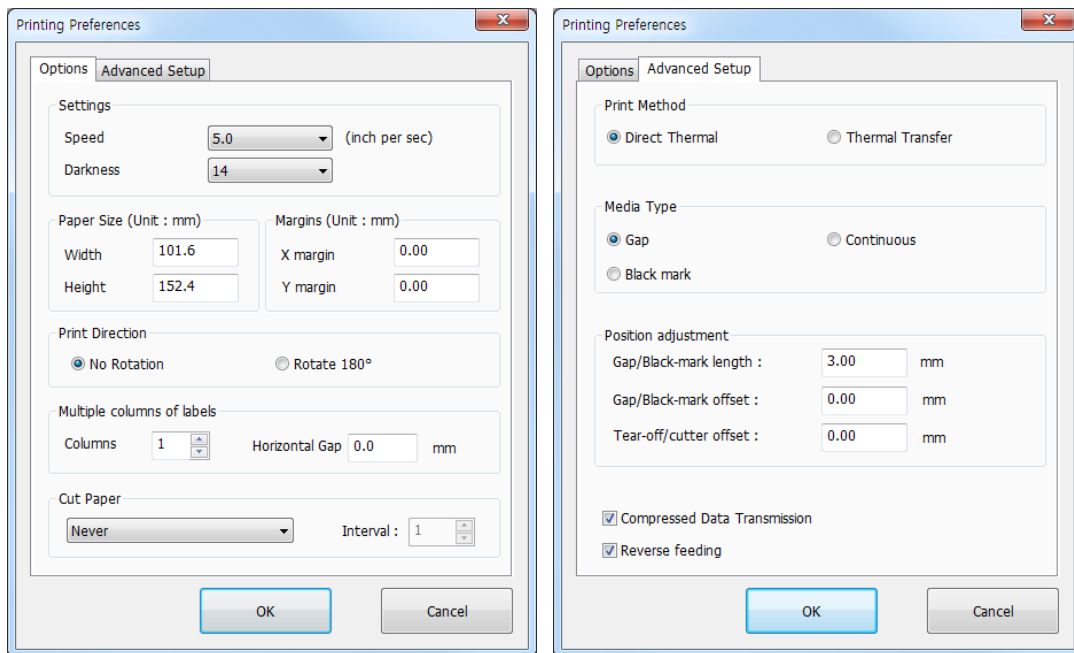
1) Select <New > from the <File> tab.

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

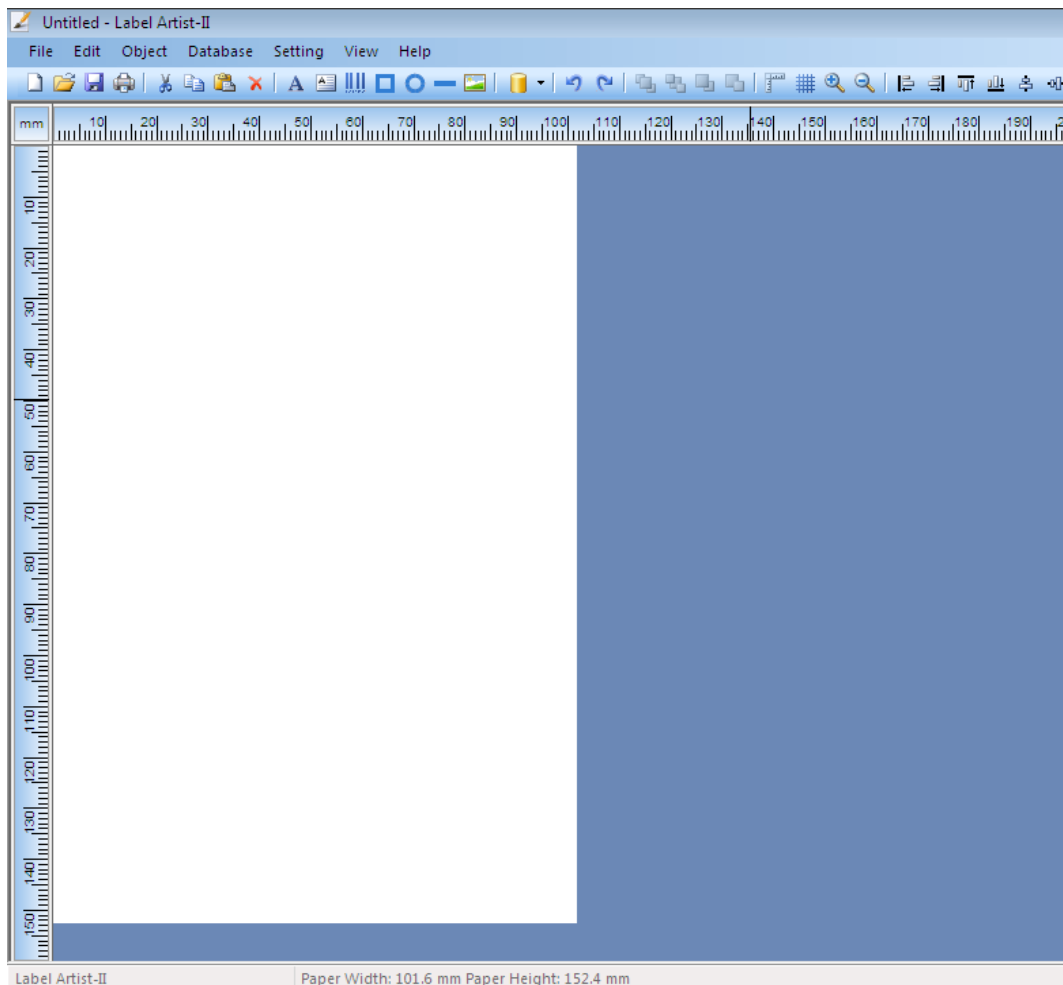
2) The dialog windows appears as below to be able to select a printer driver.  
Select the printer to use and click <Next>.




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

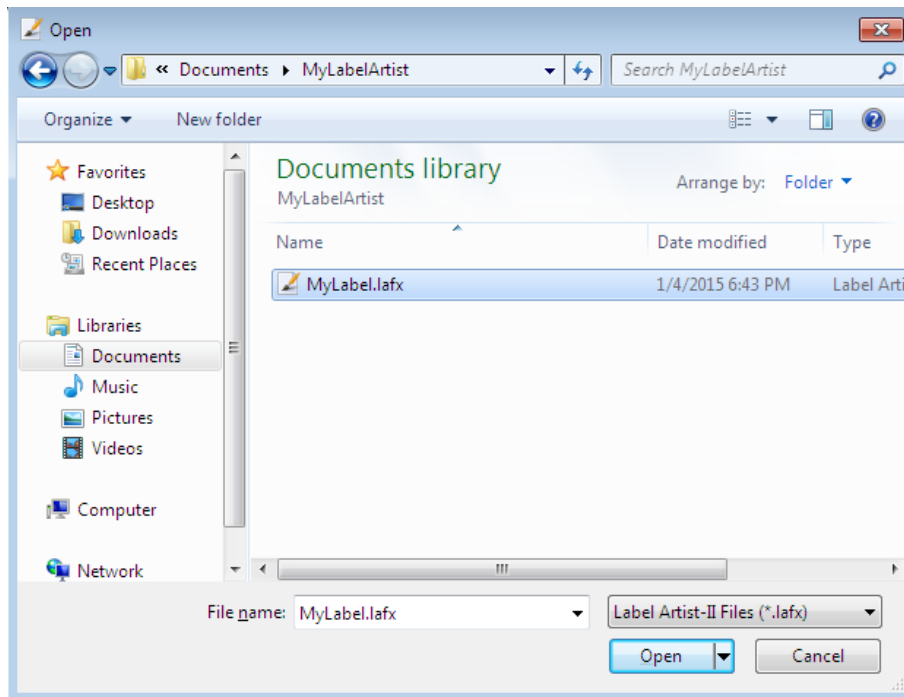


- 4) Once the preferences are set, a new label is created.

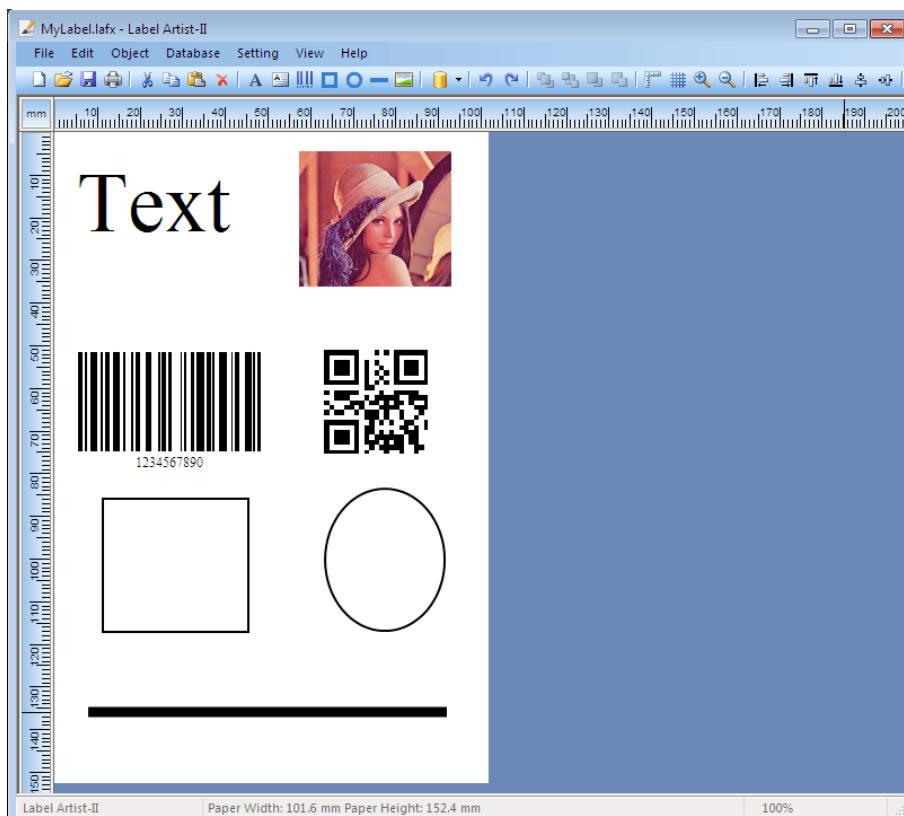


## 3-1-2 Open


- 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].

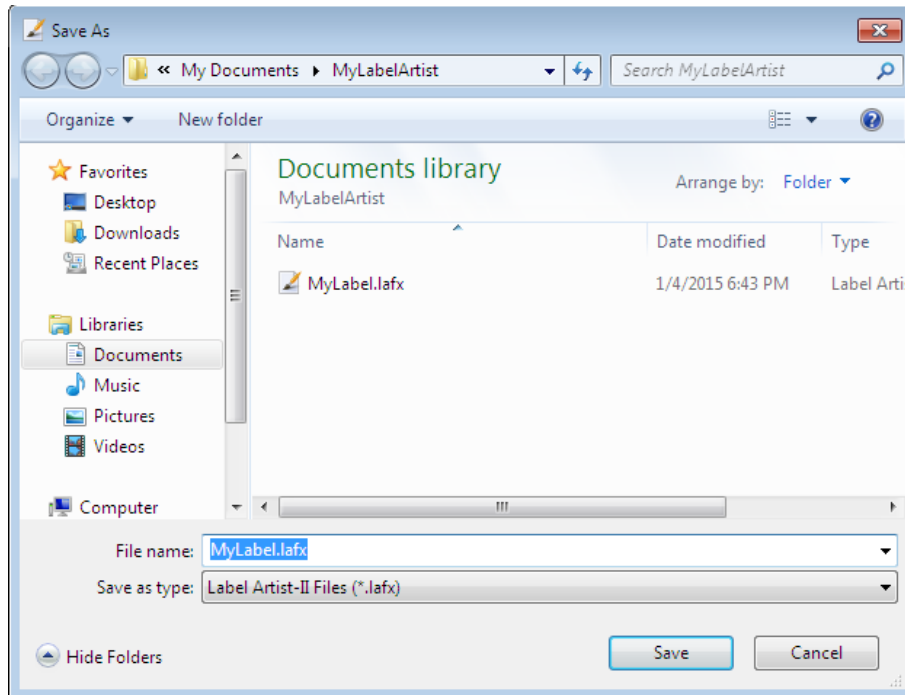


- 3) The content of the file is shown as below.




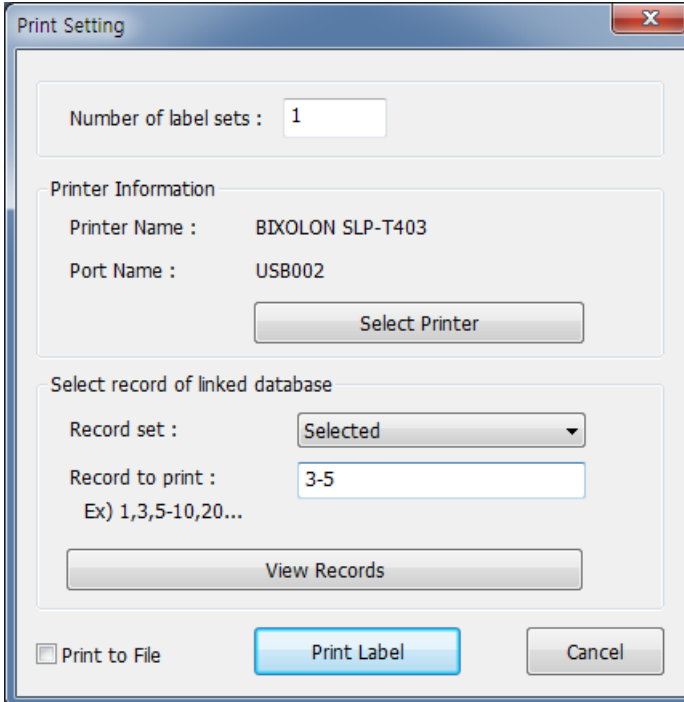
### 3-1-3 Save

- 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.



### 3-1-4 Print

- 1) Select  from the <File> tab.
- 2) When the [Print Setting] window opens as below, specify the number of copies to be printed 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 image shows a 'Print Setting' dialog box with the following fields and controls:

- Number of label sets :** A text input field containing the value '1'.
- Printer Information:**
  - Printer Name :** BIXOLON SLP-T403
  - Port Name :** USB002
  - Select Printer** button
- Select record of linked database:**
  - Record set :** A dropdown menu with 'Selected' selected.
  - Record to print :** A text input field containing '3-5'. Below it is an example: 'Ex) 1,3,5-10,20...'
  - View Records** button
- Print to File** checkbox (unchecked).
- Print Label** button (highlighted in blue).
- Cancel** button.





## 3-2 <Edit> Menu

### 3-2-1 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.

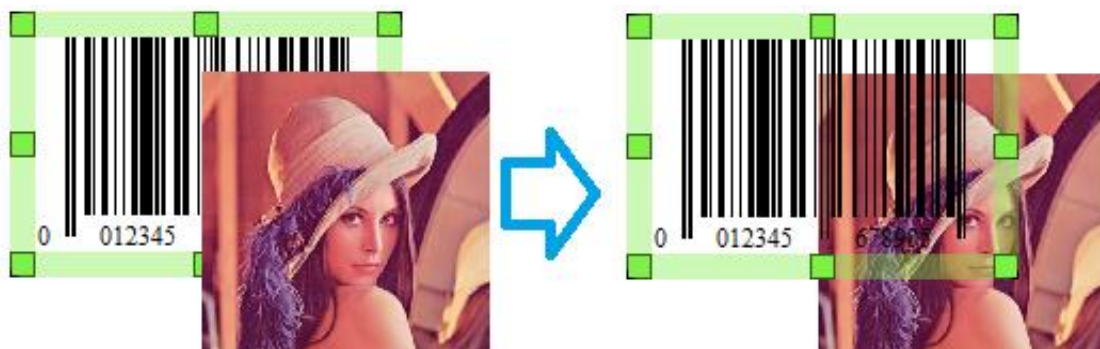
### 3-2-2 Undo, Redo

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

### 3-2-3 Order

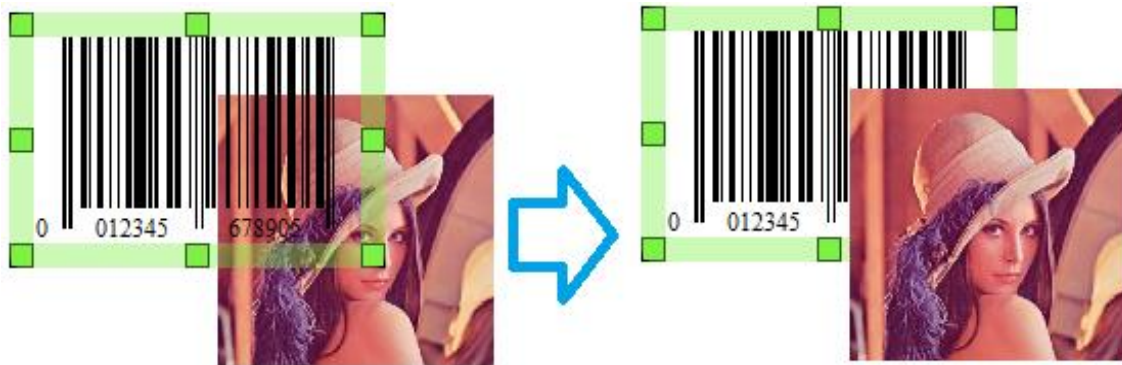
It indicates the order of drawing the objects. An object may be hidden behind.

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



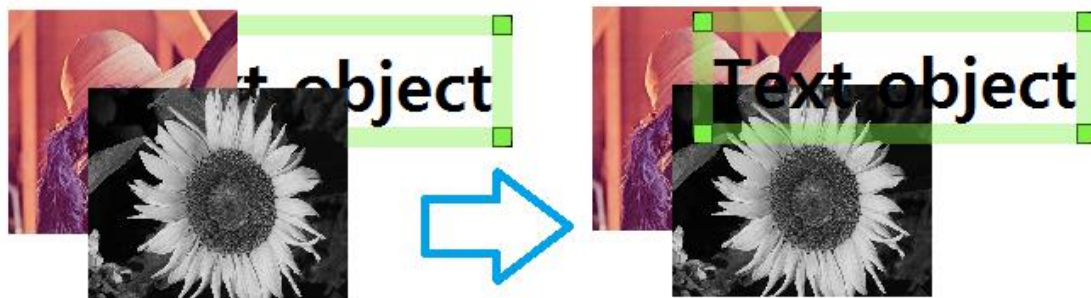
2) Send Backward 


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.



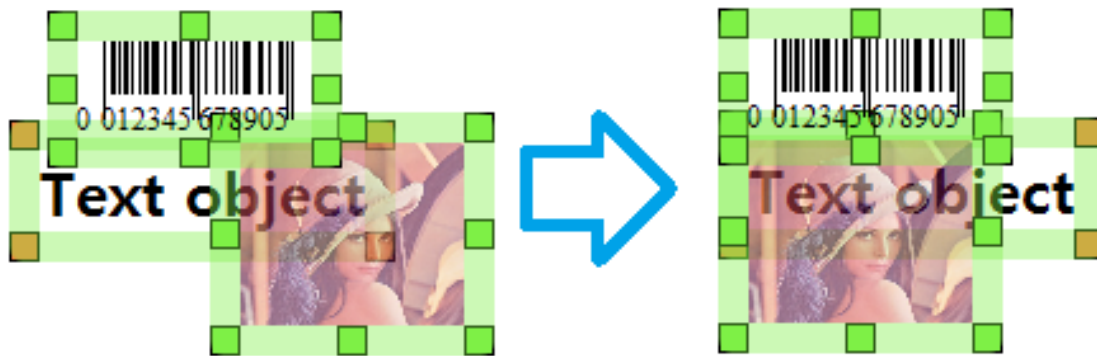
### 3-2-4 Align

"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.

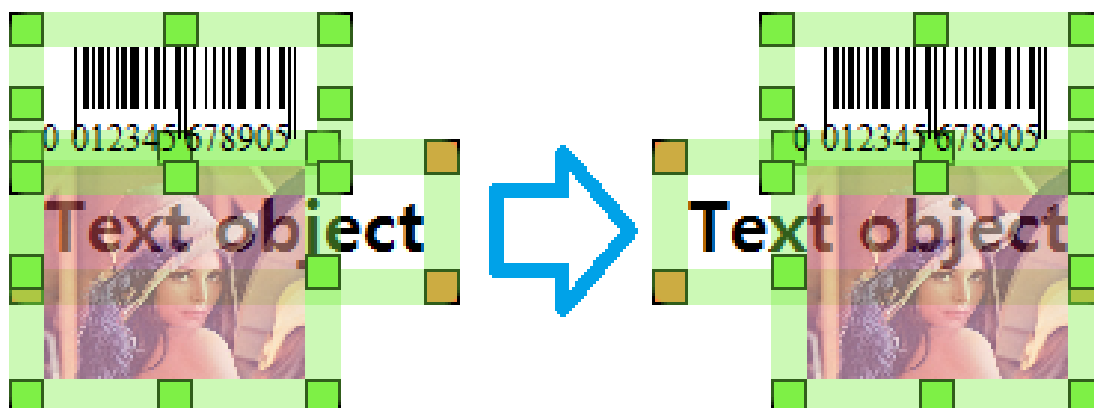
#### 1) Align Left Sides

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



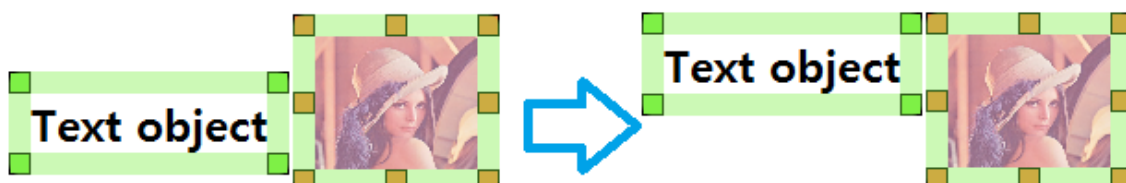
#### 2) Align Right Sides

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

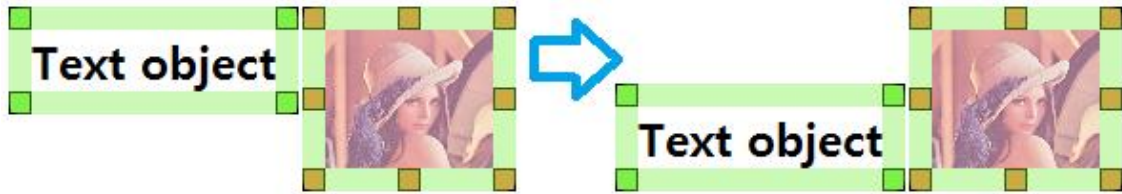



#### 3) Align Top Sides

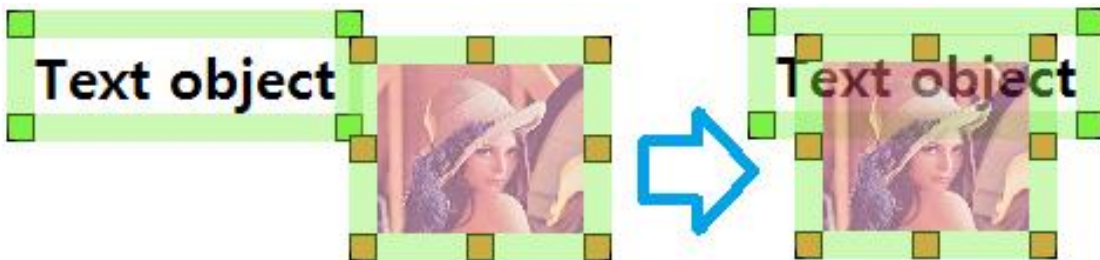
Align objects to the top of the last selected object.




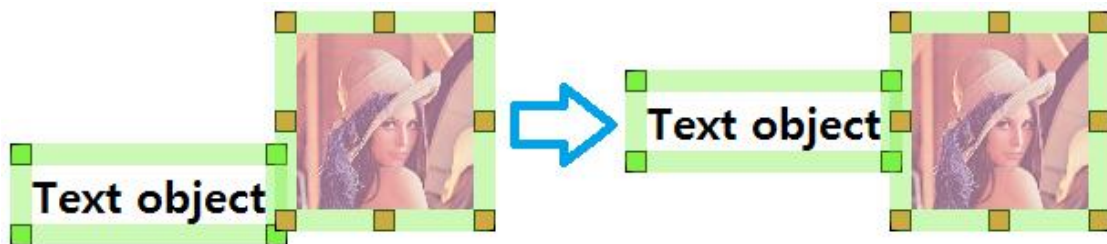
- 4) Align Bottom Sides   
Align objects to the bottom of the last selected object.



- 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.

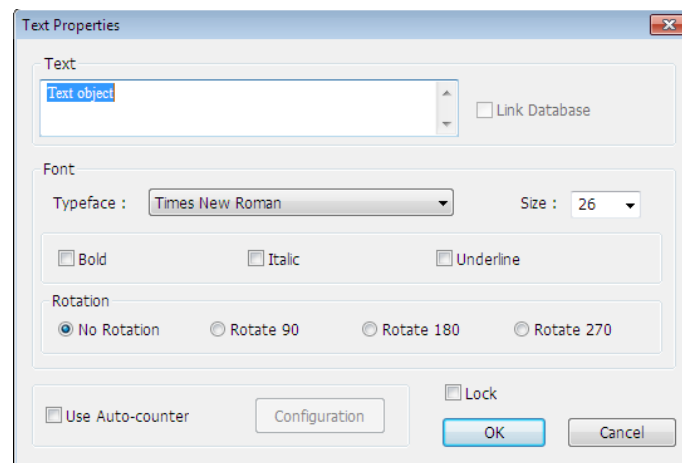


## 3-3 <Object> Menu

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

### 3-3-1 Text

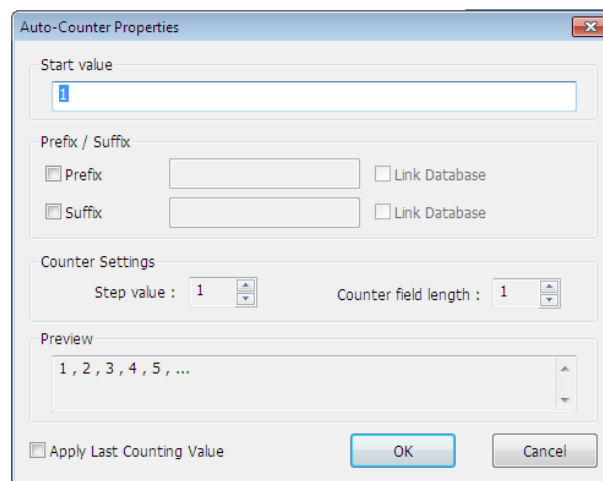
- 1) Select <Text > from the <Object> tab and drag holding the left mouse button to create a text box with the default attributes.
- 2) Double-click on the text object to open a dialog window where you can change its attributes.



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

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].

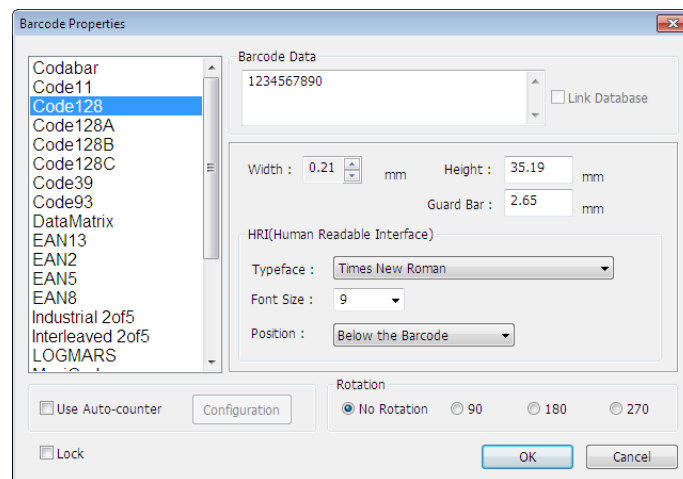
\* Check [Apply Last Counting Value] to change [Start Value] to the next value of the last counter set after printing.

## 3-3-2 Multi-line Text

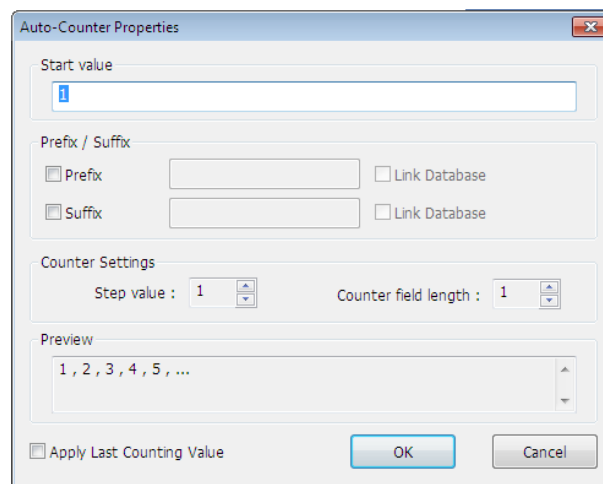
"Multi-line Text" allows you to enter text in several lines. 

## 3-3-3 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.

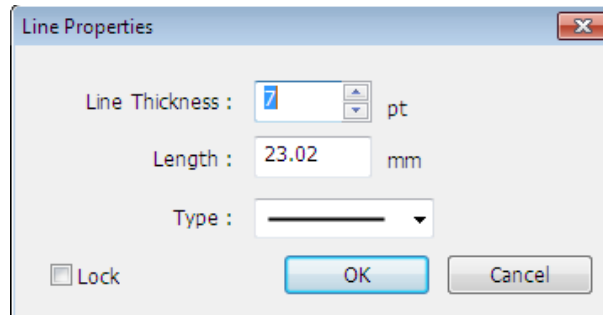


When "Auto-counter" is applied, the text changes to random data.

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



### 3-3-4 Line

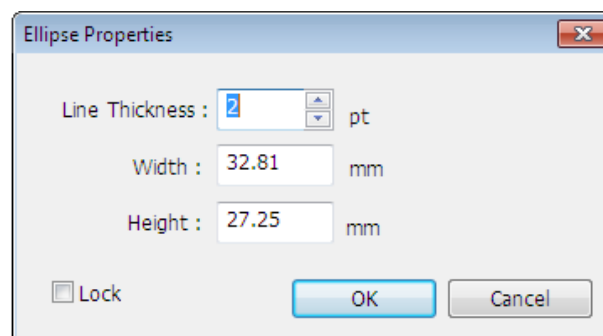
- 1) Select <Line  > from the <Object> tab and drag holding the left mouse button to draw a line.
- 2) Drag holding the Shift key to draw a diagonal or straight line.
- 3) Double-click on the object to open a dialog window where you can change its attributes.



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


### 3-3-5 Rectangle, Ellipse

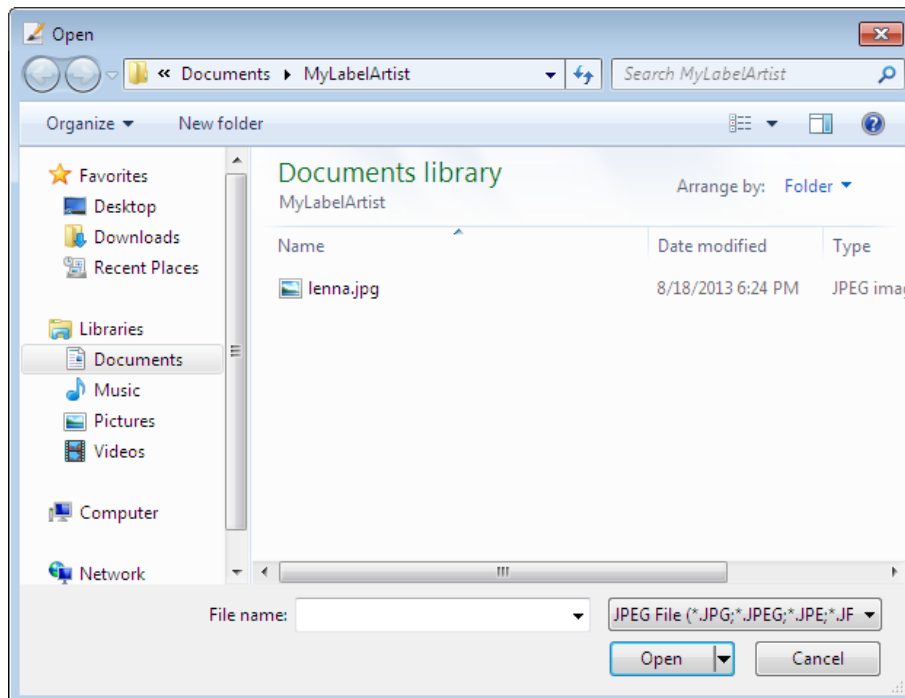
- 1) Select <Rectangle  > or <Ellipse  > from the <Object> tab and drag holding the left mouse button to draw a shape.
- 2) Drag holding the Shift key to draw a shape with the same width and height.
- 3) Double-click on the object to open a dialog window where you can change its attributes.



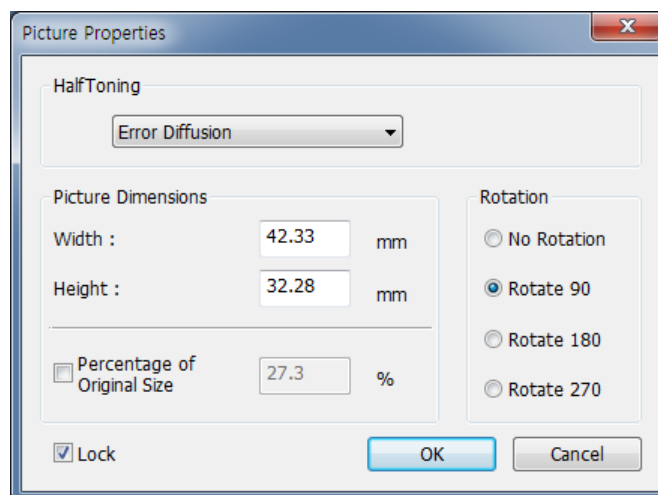
- 4) Set the line type and other attributes and click [OK] to apply the changes.

### 3-3-6 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.

### 3-3-7 Misc.

Lock: enable this feature in the dialog window where you can set the attributes of each object.

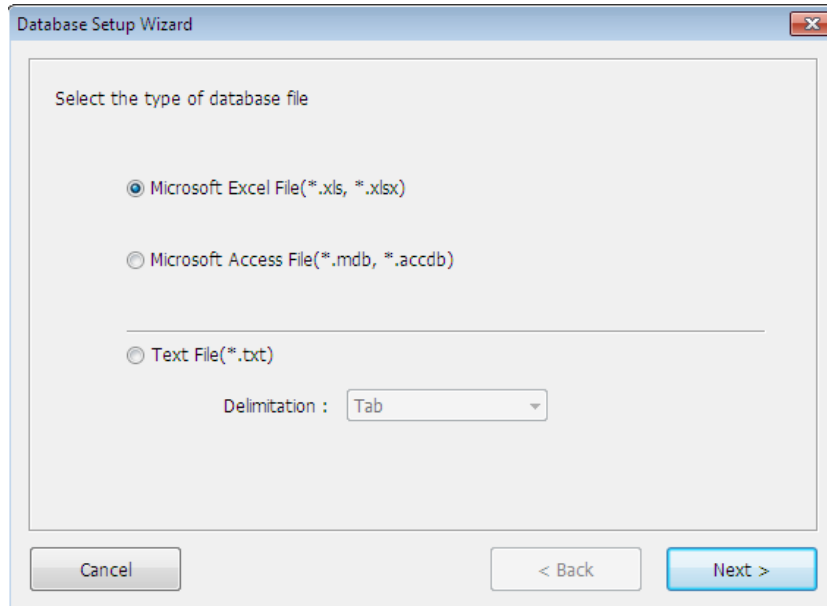
- The locked objects cannot be moved or resized.



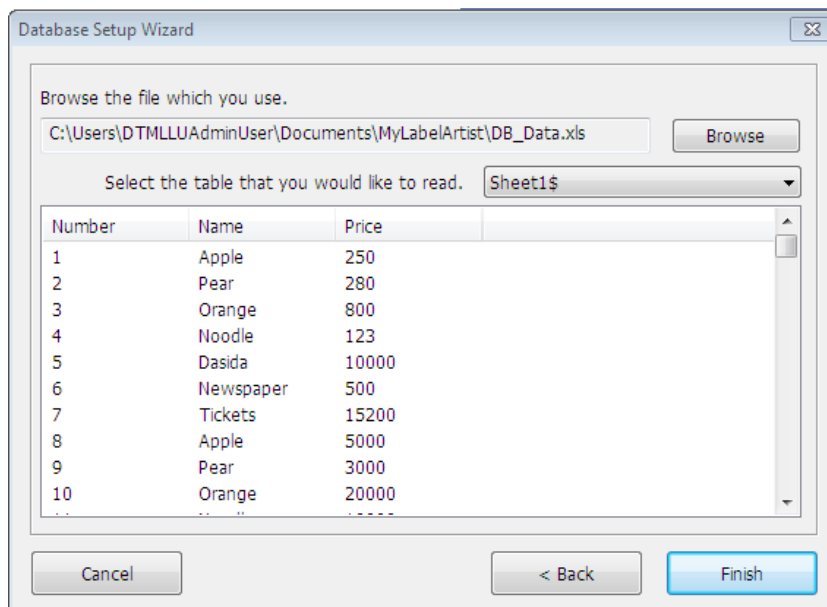
## 3-4 <Database> Menu

### 3-4-1 Connect Database

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



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



Select a table and click “Finish” to use the database file when designing a label.

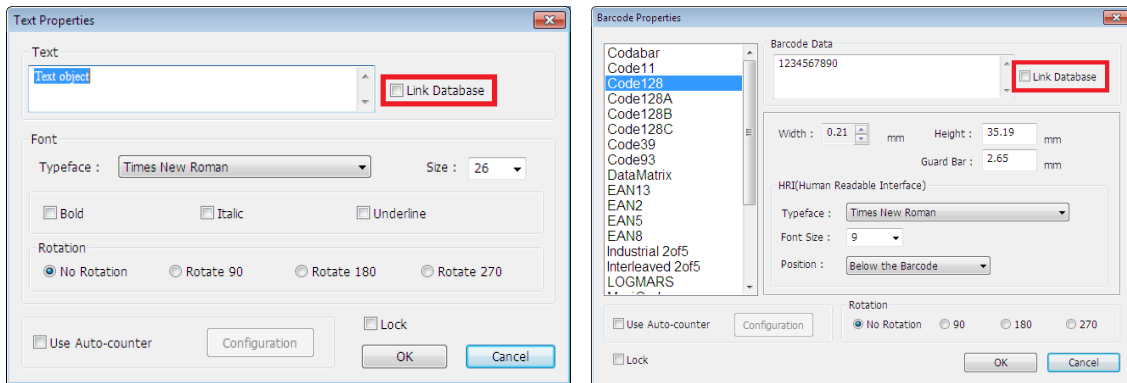
\* Make sure to disconnect the current database to use another one.

## 3-4-2 Disconnect Database

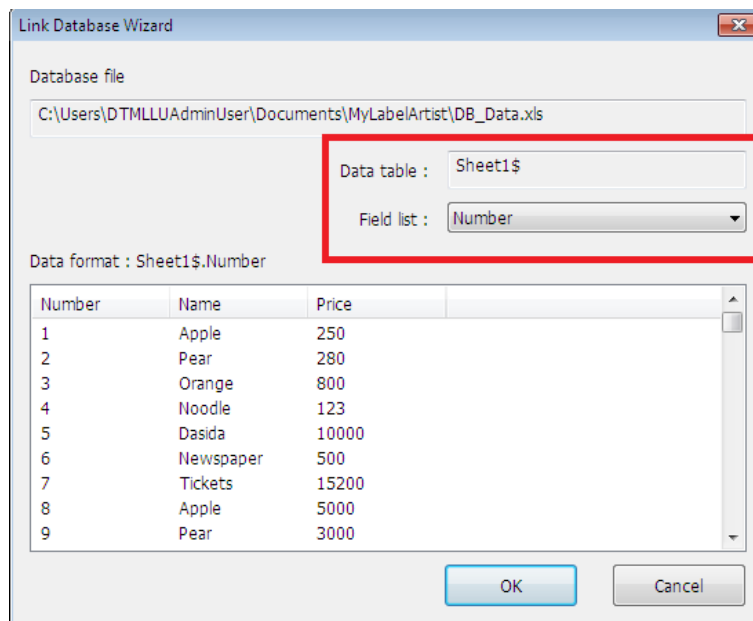
Select <Disconnect Database> from the <Database> tab to disconnect the database.

## 3-4-3 Link DB

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



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



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

WorkSheetName.FieldName

Ex) Sheet1\$.Num

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

**3-5 <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.