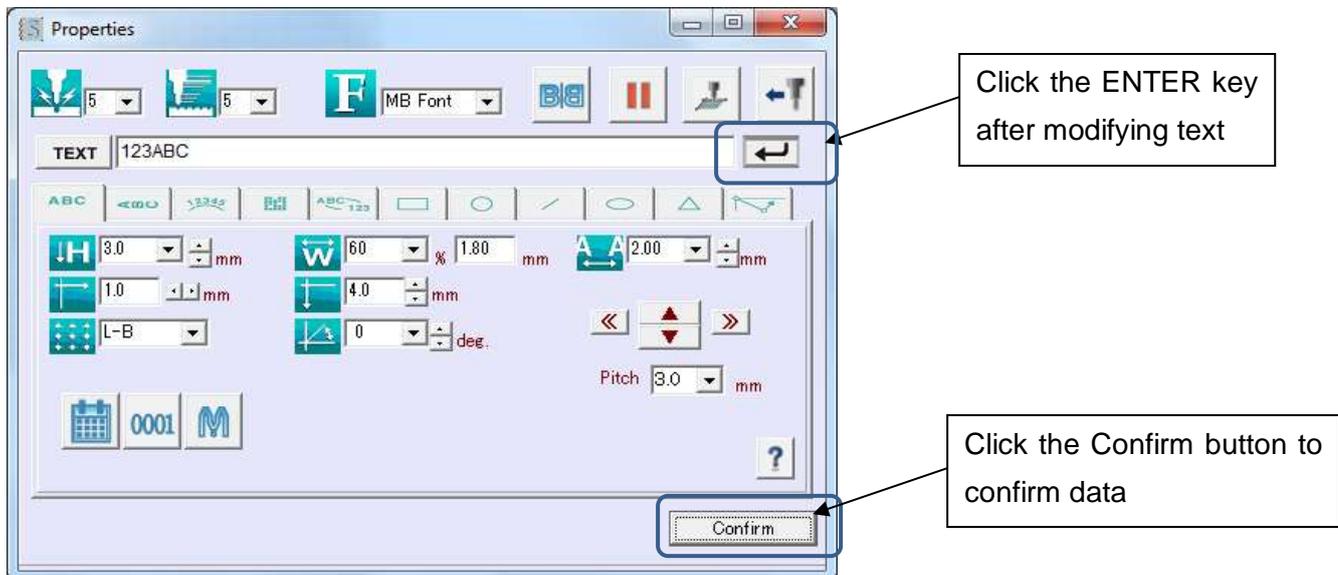


Explanation of the property screen icons

Double clicking or right clicking on the field will display the following screen. Detailed setting for all fields can be made (The settings that can be made will vary according to the contents of the field. The following screen shows the settings for a text field.)



	<p>Marking force Setting the marking force on the scale of 0 (none) to 10 (strong).</p>
	<p>Marking speed Setting the marking speed on the scale of 1(slow) to 10 (fast). When the marking speed is slow, the dot density becomes higher and the marked characters will appear more continuous. On the other hand, when the marking speed is fast, the dot density becomes lower, and the marked characters will appear "dotted."</p>
	<p>Fonts Clicking on the button will change the MB font, PC font and 5x7 Font. Please setup the details on the [Font] in the toolbar.</p>
	<p>Mirror Clicking this button will be reversed the text.</p>
	<p>Pause function Clicking this button will pause at the XY coordinate of the next filed. During waiting for at the next XY coordinate, push the start button or click restart button for restarting. Please click the icon ON in the each filed which you would like to pause.</p>
	<p>Jog operation Directly repositioning the stylus pin is also possible. The stylus pin will move by inverting the button and clicking on the button and navigating with the arrow keys (top, bottom, left, right) on the left.</p>
	<p>Marking Direction Clicking this button will change marking direction.</p>

	<p>Making ON / OFF</p> <p>Use this to choose if the field is to be used for marking, or not.</p>
	<p>ENTER key</p> <p>Confirms the input after modifying text.</p>
	<p>Character height</p> <p>Setting the character height from 0.1mm, in pitch increments of 0.1mm.</p>
	<p>Character width</p> <p>Setting the character width on a scale of 10% to 200%. The percentage against the character height is set with a percentage. For example, 60% at a 3mm character height would result in a character width of 1.8mm.</p>
	<p>Character pitch</p> <p>Setting the character pitch from 0.1mm, in pitch increments of 0.1mm.</p>
	<p>X axis and Y axis coordinate</p> <p>Setting the X and Y axes of the start marking position. This can also be repositioned by clicking the navigation buttons.</p> 
	<p>Angle</p> <p>The marking angle can be set from 0 to 360 degrees. The default angle is 0 degrees.</p>
	<p>Base point</p> <p>Used to set the origin point for the XY axes.</p>
	<p>Radius</p> <p>Sets the radius for arc text.</p>
	<p>Diameter</p> <p>Sets the diameter for arc text.</p>
	<p>Center point</p> <p>Sets the center coordinate.</p>
	<p>Move arc text</p> <p>Used to move the text at angle based on the center point</p>
	<p>Type of 2D code</p> <p>From the pull-down list, choose from two options: QR Code and Data Matrix.</p> <p>*QR Code using Alphabet and numbers: 44 characters (i.e., 0-9,A-Z,\$,%*,+,-,.,/, :)</p>
	<p>Field connection</p> <p>Text data in the field is the ability to link 2D bar code contents.</p> <p>Please check the box [field connection] if would like to link the text and select the field from the pull down list</p> 
	<p>Bypass pausing time</p> <p>Sets the pausing time when you choose bypass coordinate.</p>
	<p>Calendar</p> <p>Used to for setting calendar and shift marking. Displayed as @C[].</p>

	<p>Serial</p> <p>Used for setting serial number marking. Displayed as @S[].</p>
	<p>Logotype</p> <p>Used for setting logotype marking. Displayed as @L[].</p>