

BIXOLON®

Software manual

Label Artist Mobile

iOS

Ver. 1.03

<http://www.bixon.com>

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1. Manual Information

This manual provides information for using Label Artist Mobile in the iOS environment.

2. Operating Environment

2-1 Operation Environment(OS)

- iOS 9.0 and later

2-2 Interfaces

- Bluetooth, Wi-Fi, Ethernet

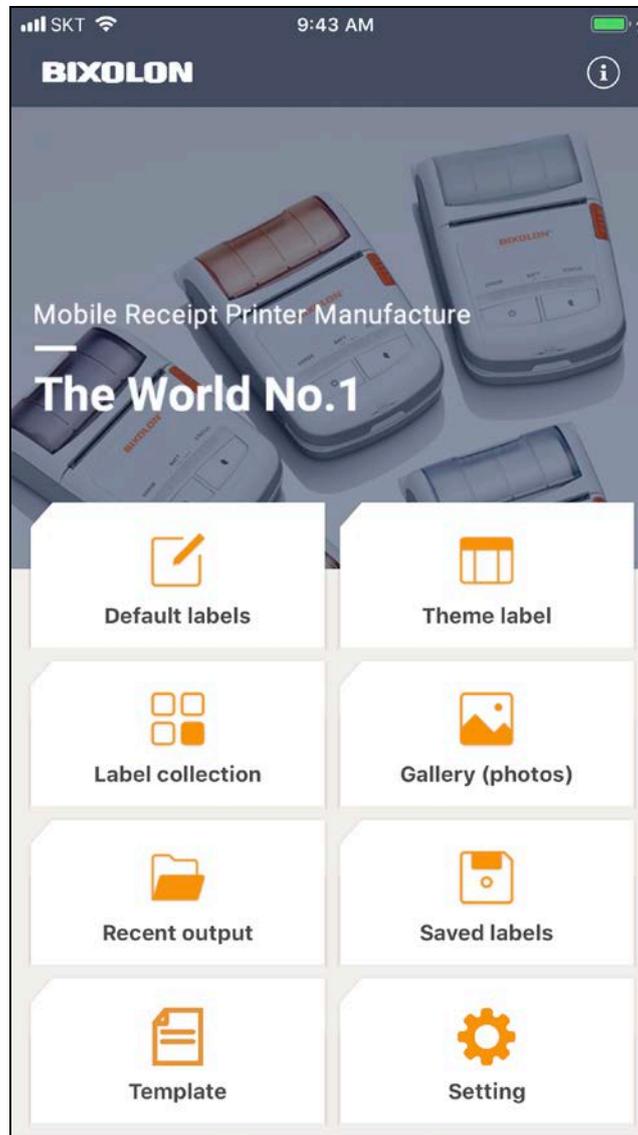
2-3 Support Printer

- SLP-DX420 / DX423
SLP-DX220 / DX223
SLP-TX400 / TX403
SLP-TX420 / TX423
SLP-TX220 / TX223
SLP-DL410 / DL413
SRP-770III / E770III
XT5-40 / XT5-43 / XT5-46
XL5-40 / XL5-43,
XD5-40d/ XD5-43d
SPP-L3000
SPP-L310, SPP-L410

3. Useful Function

3-1 Main Menu

When iOS Label Artist mobile is executed, the following screen is displayed.



1) Basic labels

 : Creates a label on a blank screen .

2) Theme label

 : Prints labels according to your theme.

3) Label collection

 : Prints the label collection.

4) Gallery (photos)

 : Prints the image on the label.

5) Recent output

 : Views and prints a list of recently printed labels.

6) Saved labels

 : Views and prints a list of labels you have stored.

7) Template

 : Views and prints the template stored in the printer.



Note

It may not be supported depending on the firmware version.

8) Setting

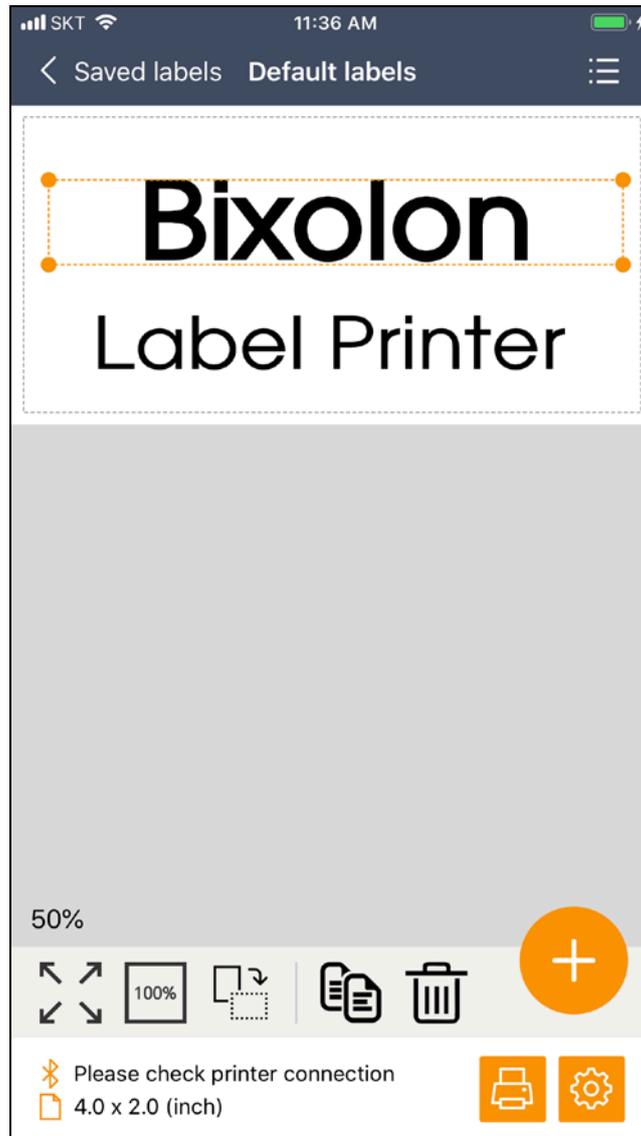
 : Changes the print settings (media, speed, density, etc.)

9) App Information

 : Views information about the current app.

3-2 Basic label

This is a screen where users can create, edit and print labels.



1) Aligning to screen

 : Zooms in or out on the editing screen according to the screen width.

2) Original size

 : Enlarges or reduces the editing screen to its original size (100%).

3) Changing editing direction

 : Changes the editing screen horizontally or vertically.
Rotates 0, 90, 180, and 270 degrees when the object is selected.

4) Object copy



: Duplicates the selected object.

If an object is not selected, it is not displayed.

5) Print



: Prints the label currently being edited.

6) Setting



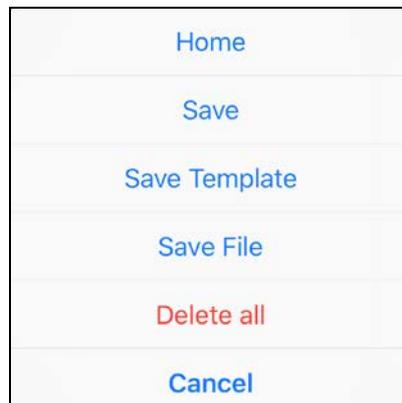
: Changes printer connection and print settings.

7) Insert object



: Inserts an object to be printed into the label being edited.

3-2-1 Top menu



1) Home

Moves to the main screen.

2) Save

Stores the label you are editing.

3) Save Template

Stores the label you are editing to the printer.

The device must be connected to the printer.

4) Save File

Stores the label you are editing as a file.

You can share designs with other devices through stored files.

5) Delete all

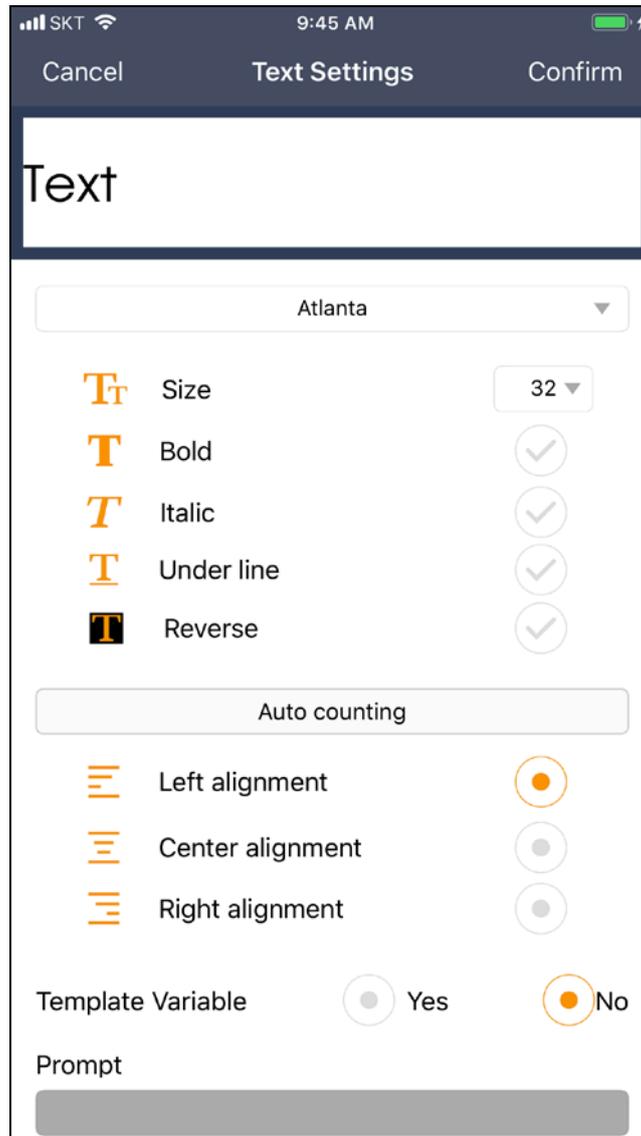
Removes all objects on the edit screen.

6) Cancel

Closes the menu window.

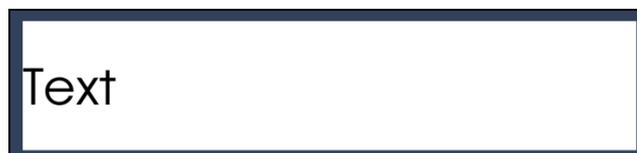
3-2-2 Text Settings

You can set properties for text objects.



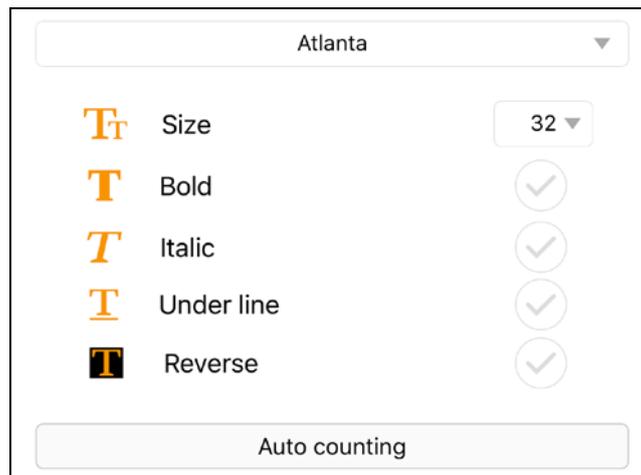
1) Editing String

Modifies the string you want to print.



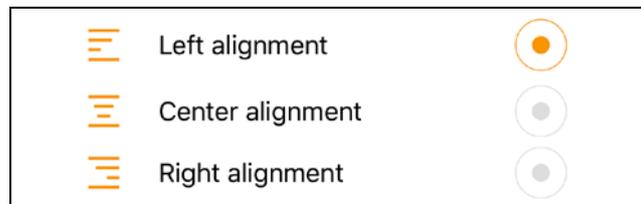
2) String Properties

Sets the properties of the string.



- **Font** : Sets the string to the font.
- **Size** : Sets the string size.
- **Bold** : Displays the string in bold.
- **Italic** : Displays the string tilted.
- **Under line** : Underlines the string.
- **Reverse** : Inverts the color and background color of the string.
- **Auto Counting**: When printing multiple sheets, the number of prints is increased by the set number.
This is only possible if the string ends with a number.

3) Alignment strings align the strings.



4) Setting template variable

This is a setting applied when using as a template variable.



Note

To use it as a variable, you must use a font that contains 'VECTOR_FONT' in the font name.

Template Variable Yes No

Prompt

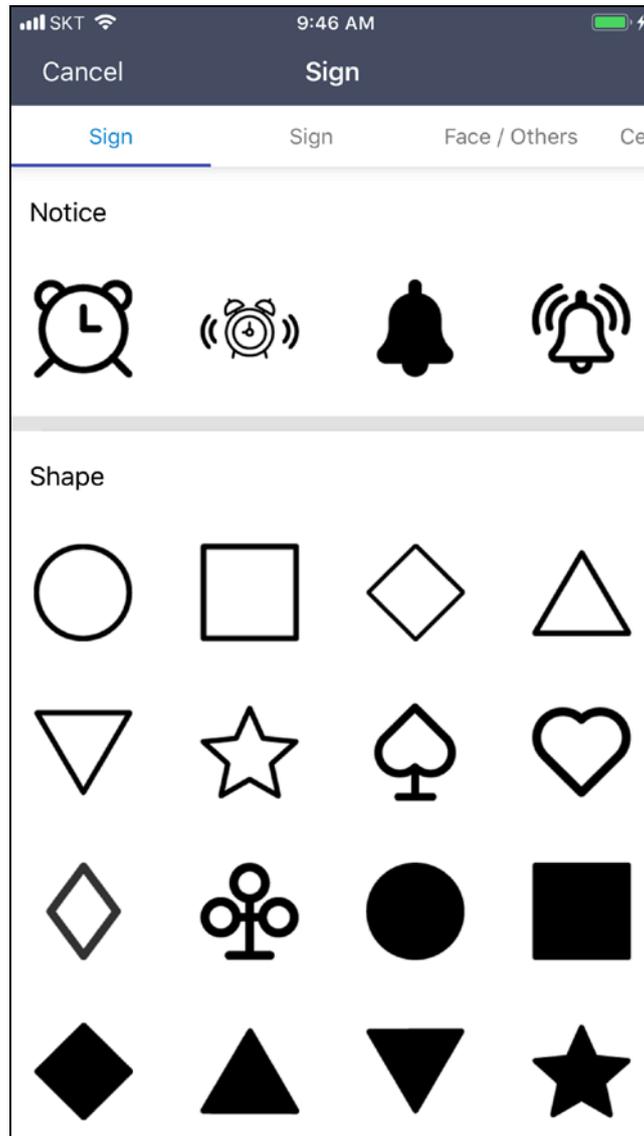
Input Length ▼ 1 ▲

Step Count ▼ 1 ▲

- Prompt: When printing a template variable, you can enter a description for the variable.
- Data length: Set the maximum length that can be entered.
- Increase / Decrease: It can be set in Auto Counting and automatically sets the value to be increased / decreased (minimum -10, maximum 10).

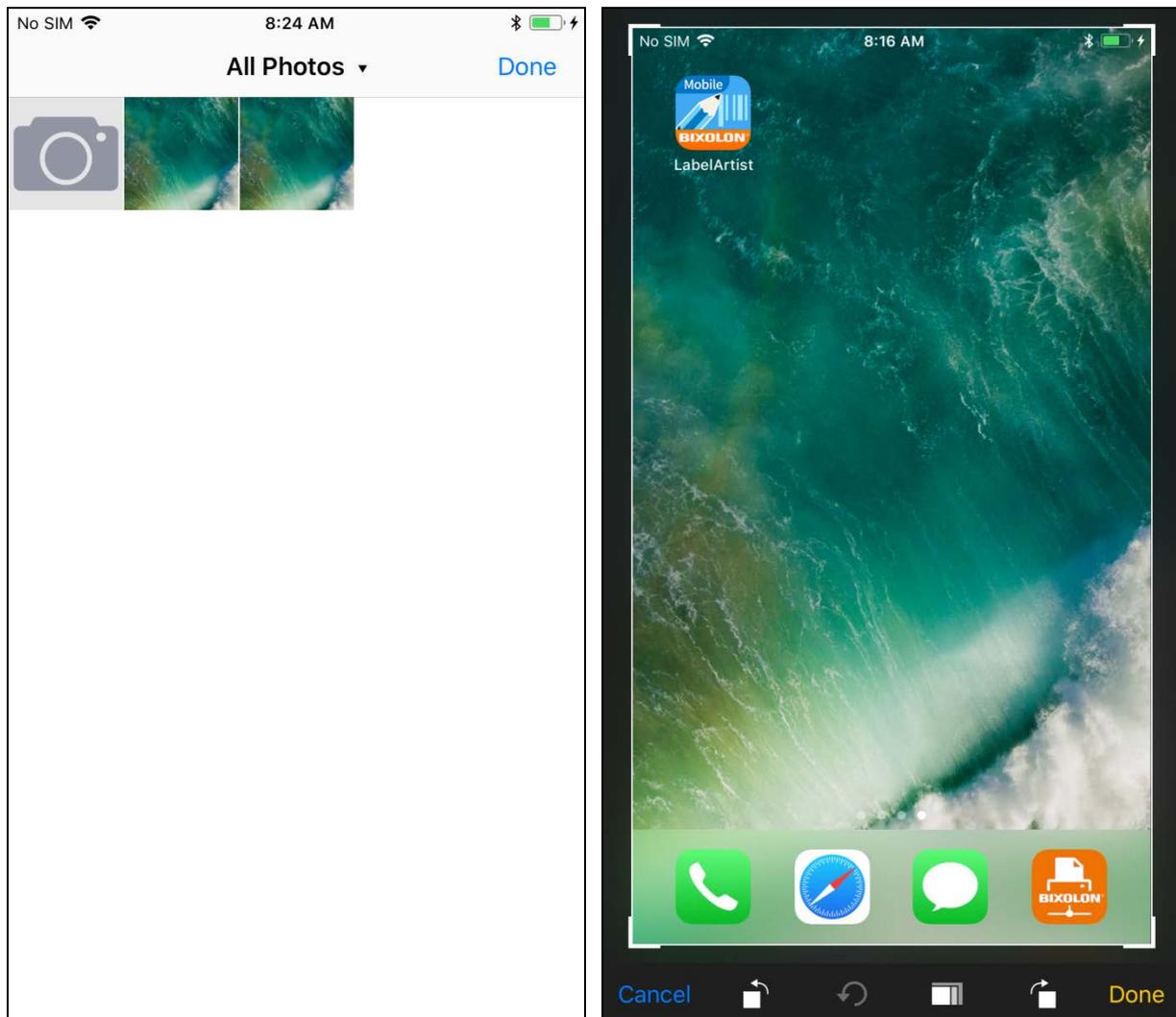
3-2-3 Inserting symbol

Selects the symbol and inserts it into the label you are editing.



3-2-4 Inserting image

Inserts photos and images stored on the camera or device into the label.



- When selecting the menu, the screen for image selection appears as above.
- You can crop and rotate images.

3-2-5 Inserting barcode

Selects a 1-D barcode or a 2-D barcode, and inserts it into the label you are editing.

No SIM 5:22 PM

Cancel 1-D barcode Confirm

Symbology: Code128
Text: All ASCII characters
Length: 1~250
Sample: Sample12345!@#

Auto counting Yes No

Template Variable Yes No

Prompt

Input Length ▼ 1 ▲

Step Count ▼ 1 ▲

Enter barcode data

1) Enter the barcode data

- At the top of the screen, the type of selected barcode and possible characters are displayed.
- Enter the barcode data to be printed.



Note

The preview of barcode or 2d code is not displayed on the bottom of the screen if the data entered by you is not valid.

2) Auto Counting

- When printing multiple sheets, the number of prints is increased by the set number.
- This is only possible if the string ends with a number.

3) Setting template variable

This is a setting applied when using as a template variable.

Template Variable Yes No

Prompt

Input Length ▼ ▲

Step Count ▼ ▲

- Prompt: When printing a template variable, you can enter a description for the variable.
- Data length: Set the maximum length that can be entered.
- Increase / Decrease: It can be set in Auto Counting and automatically sets the value to be increased / decreased (minimum -10, maximum 10).



Note

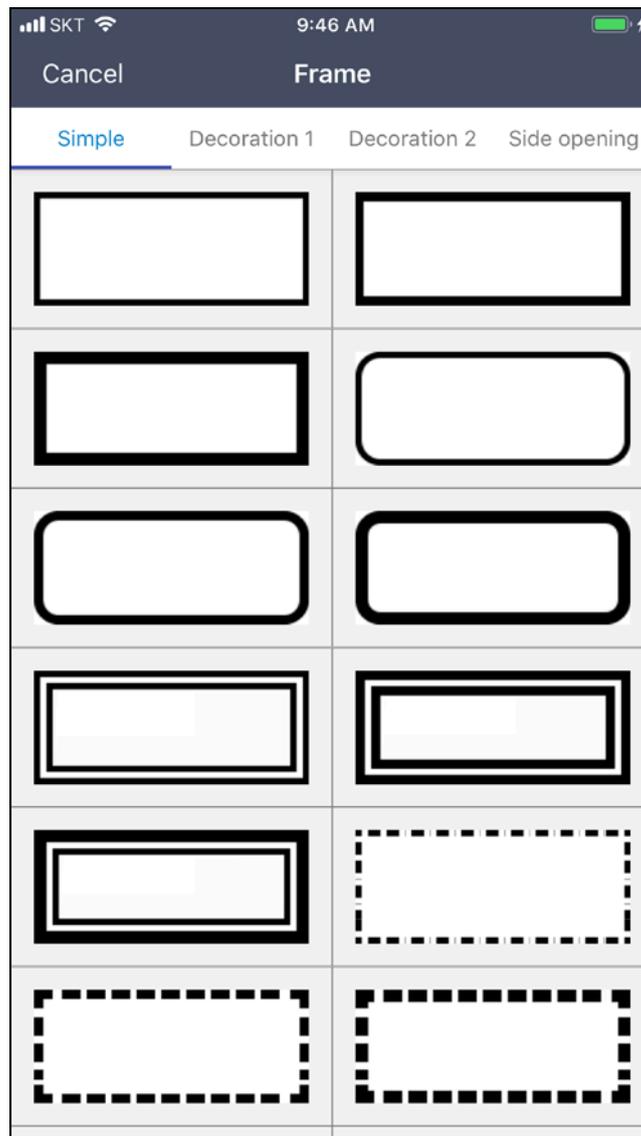
Some barcodes may not be recognized if they are too small or too large.

See below for the available options for 2D barcodes.

Type	Option	Description
MaxiCode	Mode	Mode according to usage purpose
	Post Code	Domestic or International postal code
	Country code	country code
	Service code	The carrier specifies Service Code
PDF417	Number of Data Columns	Number of data columns
	Error Correction Capacity	Error detection and correction
	Maximum codeword Length	Maximum codeword length
QR Code	Add Error Correction	Add Error Correction
Data Matrix	Size	Cell Size
Aztec	Adjust Size	Cell Size
	Add Error Correction	Add Error Correction
Micro PDF	Number of Data Columns	Number of data columns

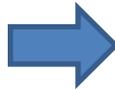
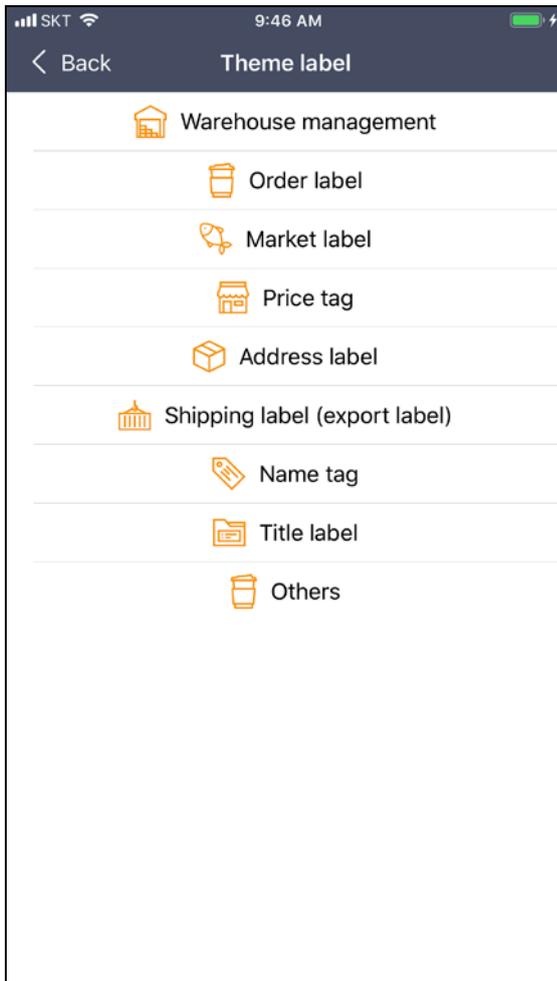
3-2-6 Inserting frame

Selects a frame and inserts it into the label you are editing.



3-3 Theme label

Prints predefined labels.



- 1) Moves to sub menu by selecting theme label list.
- 2) Moves to the label edit screen by selecting submenu, where you can print and edit.

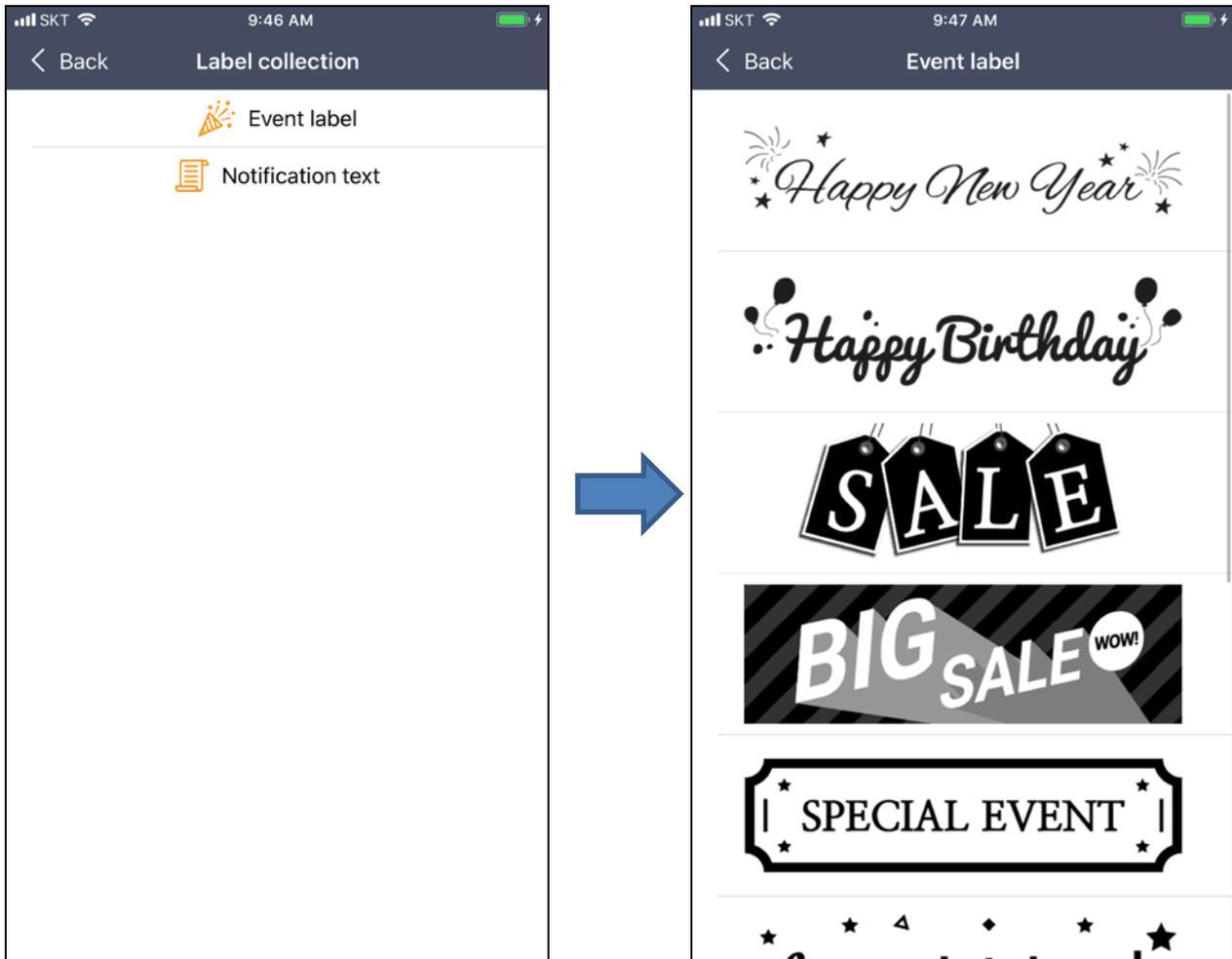


Note

For the label edit screen, see **3-2. Basic label** section.

3-4 Label collection

Prints predefined labels.



- 1) Moves to the submenu by selecting the label collection list.
- 2) Moves to the label edit screen by selecting submenu, where you can print and edit.

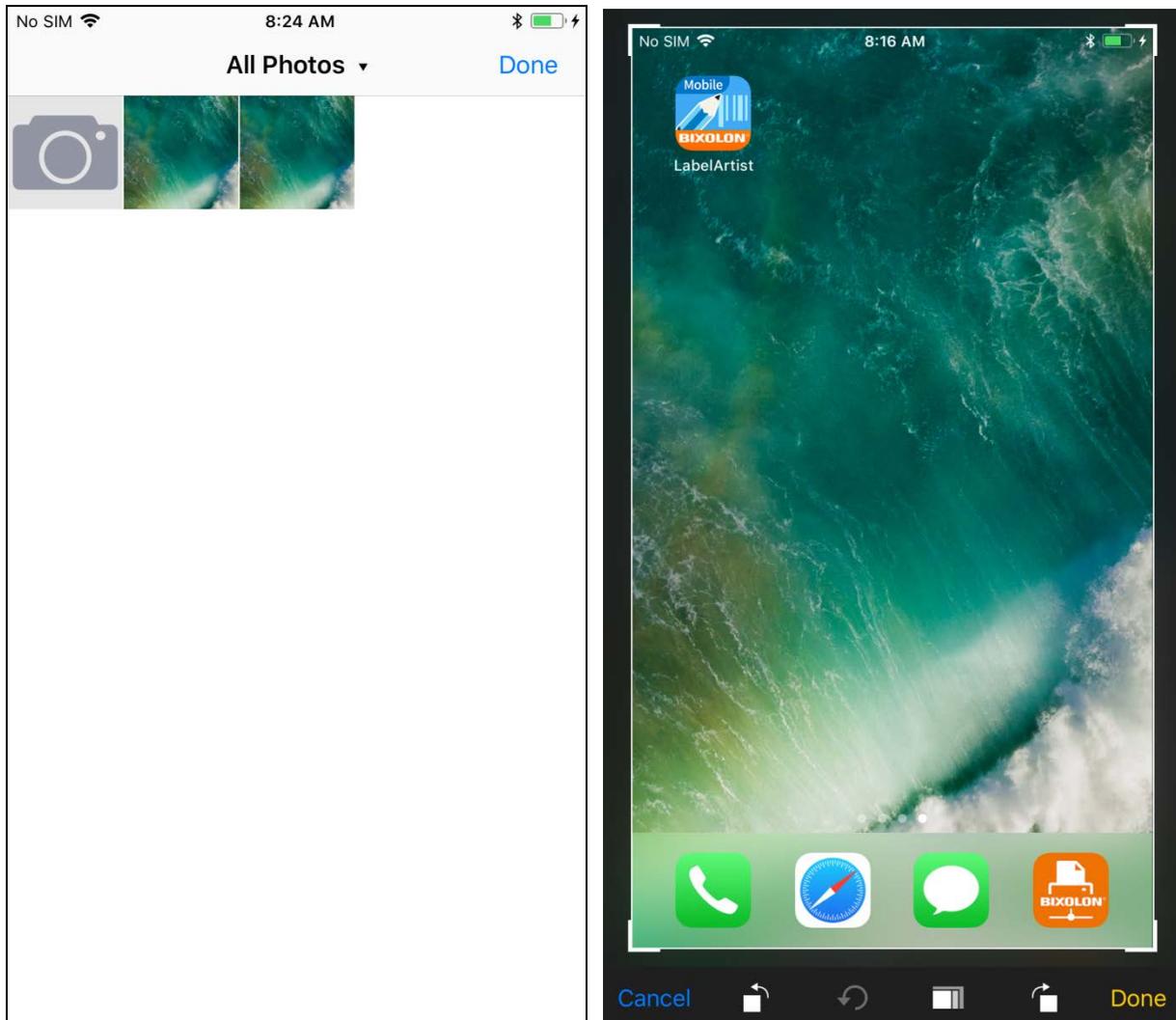


Note

For the label edit screen, see **3-2. Basic label** section.

3-5 Gallery(photos)

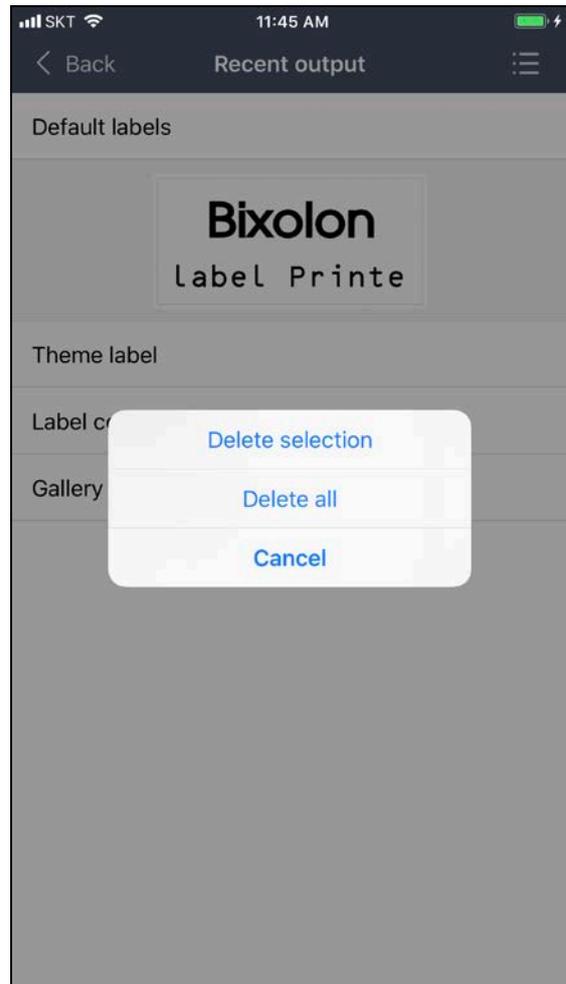
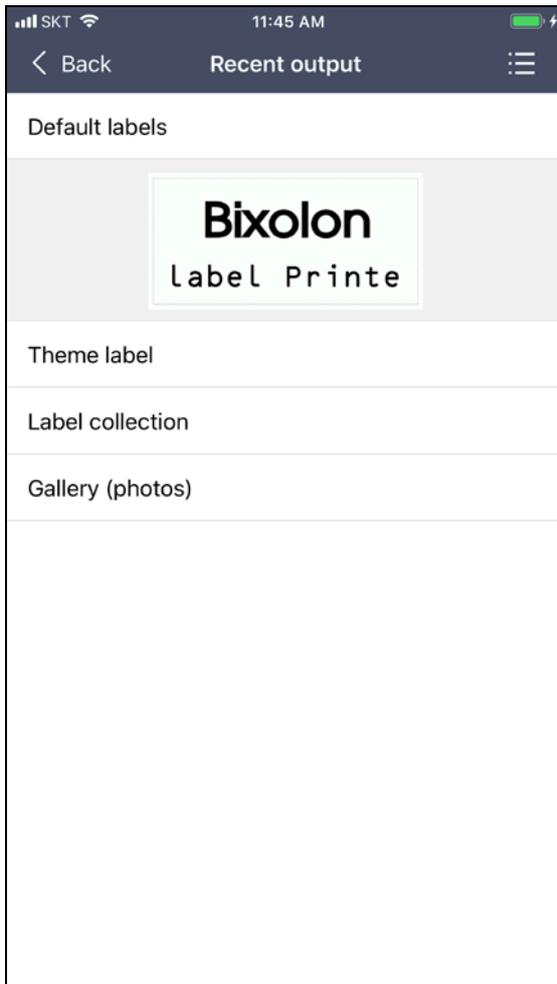
Inserts an image object to create a label.



- 1) When you are on the menu, the image selection screen appears.
- 2) You can edit the selected image after selecting an image.
- 3) Editing Image
 - Rotate : You can rotate the image by 90 degree after selecting Rotate.
 - Crop : You can crop the image by adjusting the  shape of the rectangle.

3-6 Recent output

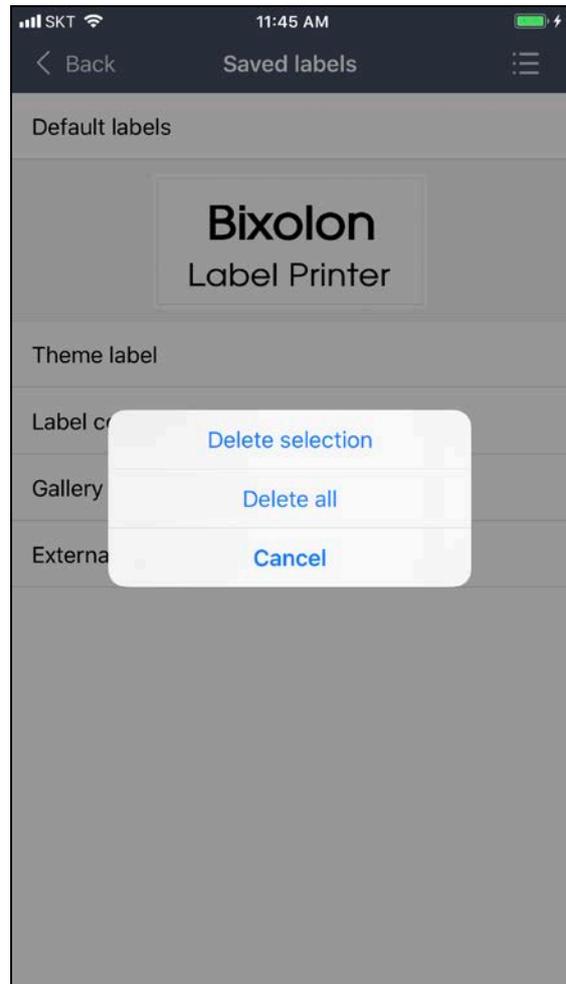
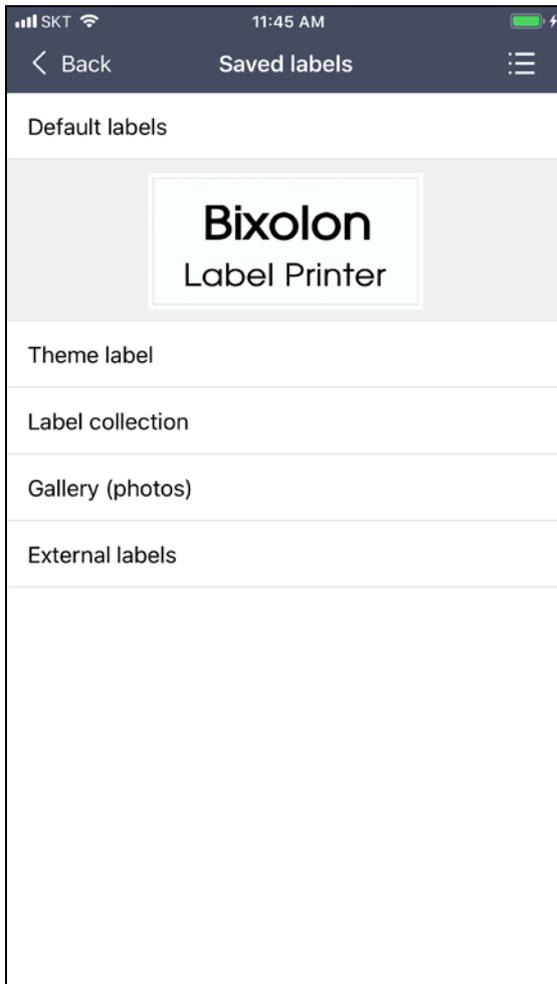
You can view a list of recently printed labels.



- 1) Select label
 - Prints the selected label again and moves to label edit screen by pressing long.
- 2) Delete selection
 - Deletes the selected label.
- 3) Delete all
 - Deletes all recently printed labels.

3-7 Saved labels

You can view the labels the user has stored.



- 1) Select label
 - Moves to the edit screen of the selected label.
- 2) Delete selection
 - Deletes the selected label.
- 3) Delete all
 - Deletes all recently printed labels.



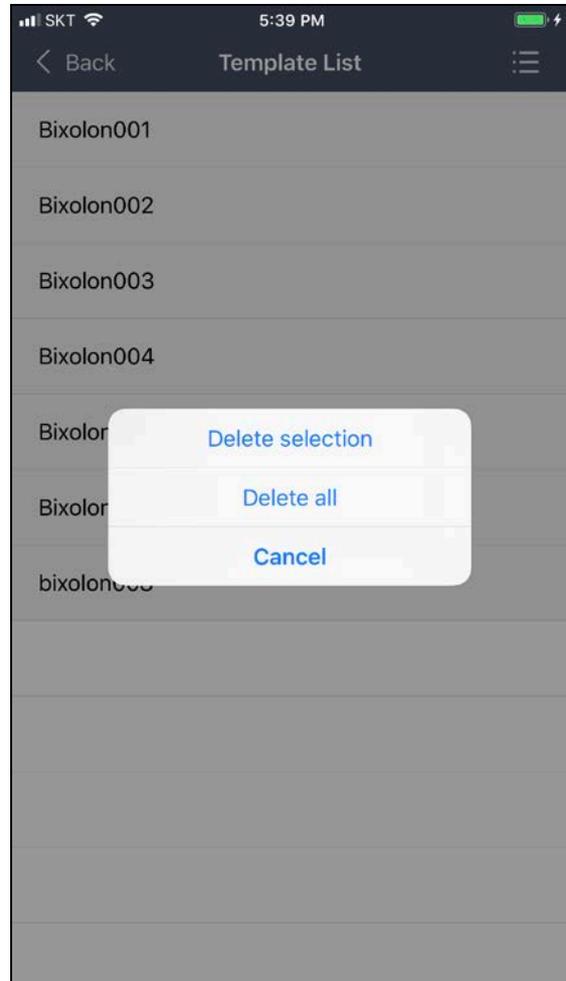
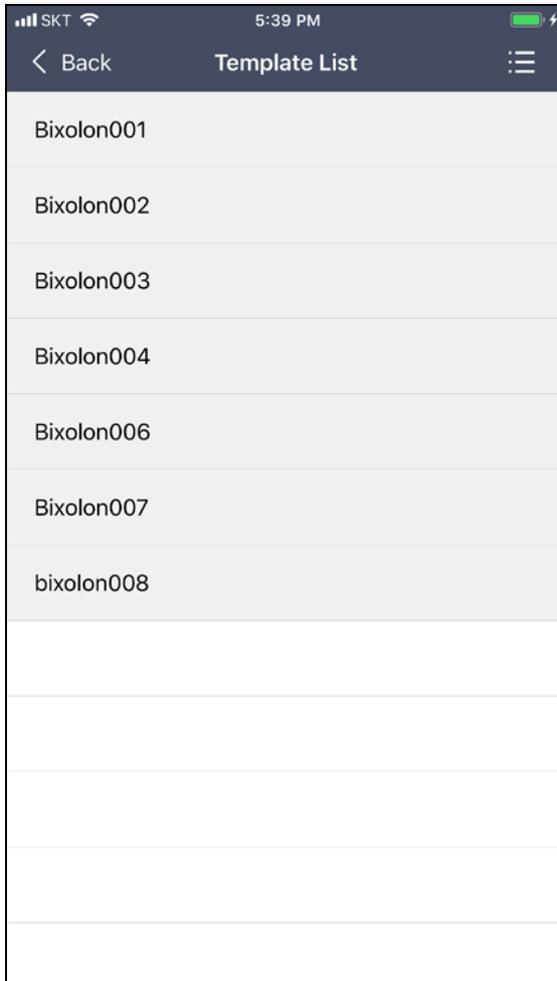
Note

- External label is the label stored in the document space.
- To export the label file stored in the document space, see **4-1. Exporting label design file** section.
- To import file into the document space, see **4-2. Importing label design file** section.

3-8 Template

You can print templates stored in the printer.
It can be used only when it is connected to the printer.

3-8-1 Template list



- 1) Select template
 - Moves to the screen to enter selected template variable into.
- 2) Delete selection
 - Deletes the selected template.
- 3) Delete all
 - Deletes all templates.

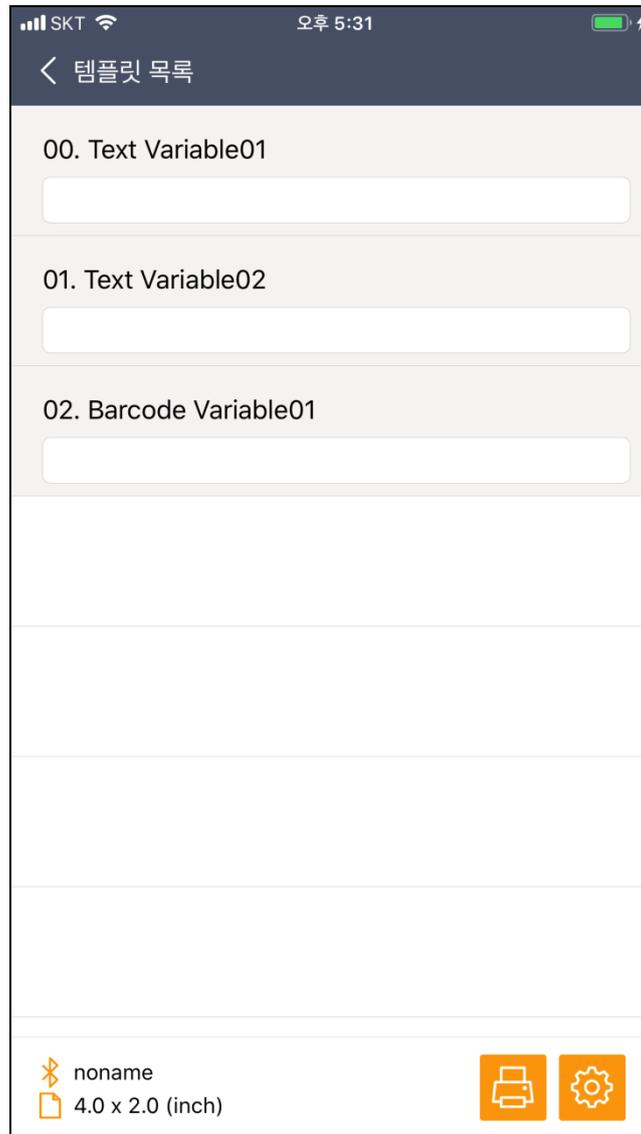


Note

To save the template to the printer, see **3-2. Basic label** section.

3-8-2 Template print

Displays a list of variables that the user must enter for the template.



1) Print



: Prints the currently loaded template.

2) Setting



: Changes the print settings (media, speed, density, etc.)

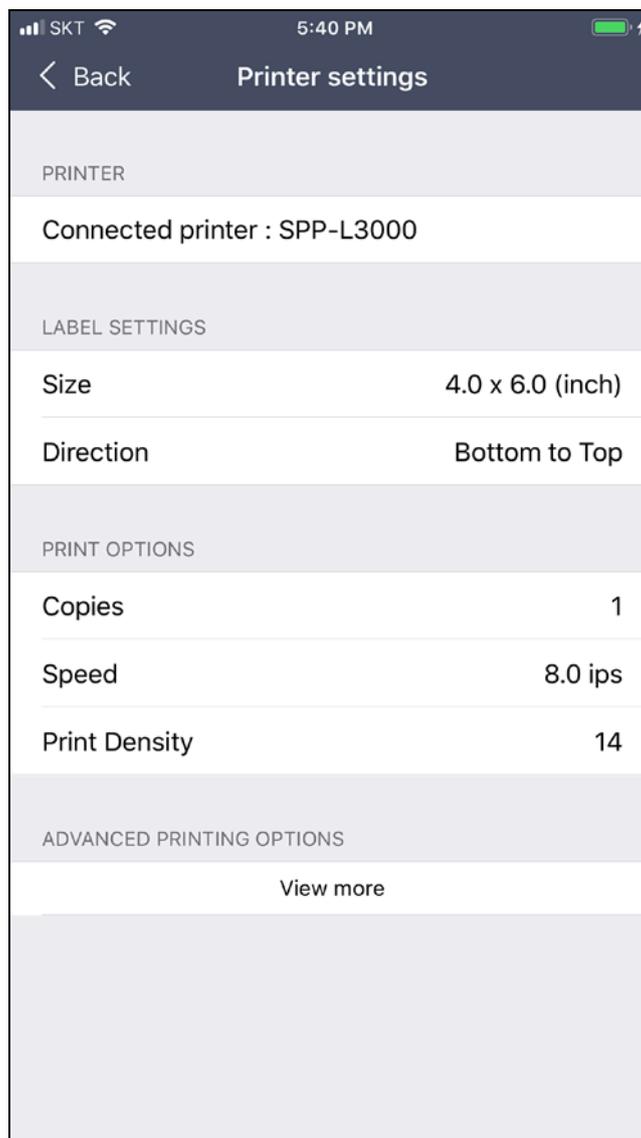


Note

- For a description of adding text variables, see **3-2-2. Text settings** section.
- For a description of adding barcode variables, see **3-2-5. Inserting barcodes** section.
- Images cannot be edited.

3-9 Setting

You can change the printer connection and print settings.



- **PRINTER** : The name of the currently connected printer is displayed.
You can go to the printer connection screen by selecting.
- **LABEL SETTINGS** : You can set the media size and orientation.
- **PRINT OPTIONS** : You can set the number of prints, speed, and density.
- **ADVANCED PRINTING OPTIONS** : You can make detailed settings for printing.

Please proceed after reading the manual to prevent problems that may occur when setting.

3-9-1 Printer connection

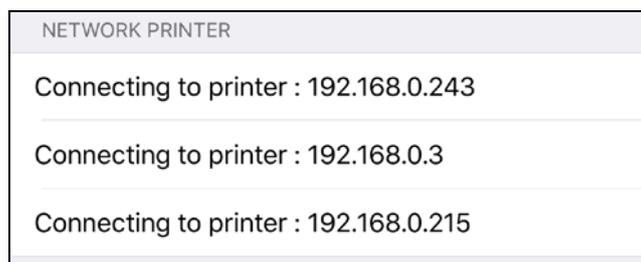
Press the printer setting button on the screen to see the following screen.

Wi-Fi, Bluetooth, Ethernet connection is possible. After connecting to the printer, it goes back to the previous screen.



1) Network Printer

- Shows a list of printers that can be connected.
- Select a printer from the list if you want to try to connect to the printer.



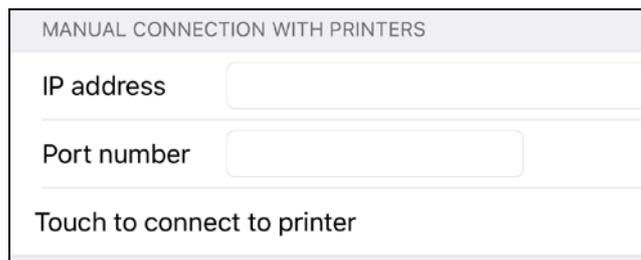
2) Bluetooth printer

- Shows a list of Bluetooth printers paired with the host device.
- To connect via Bluetooth, the host device and printer must be paired in advance.



3) Manual connection with printers

- You can directly connect by entering the network printer address.
- The default port used by BIXOLON label printers is 9100.



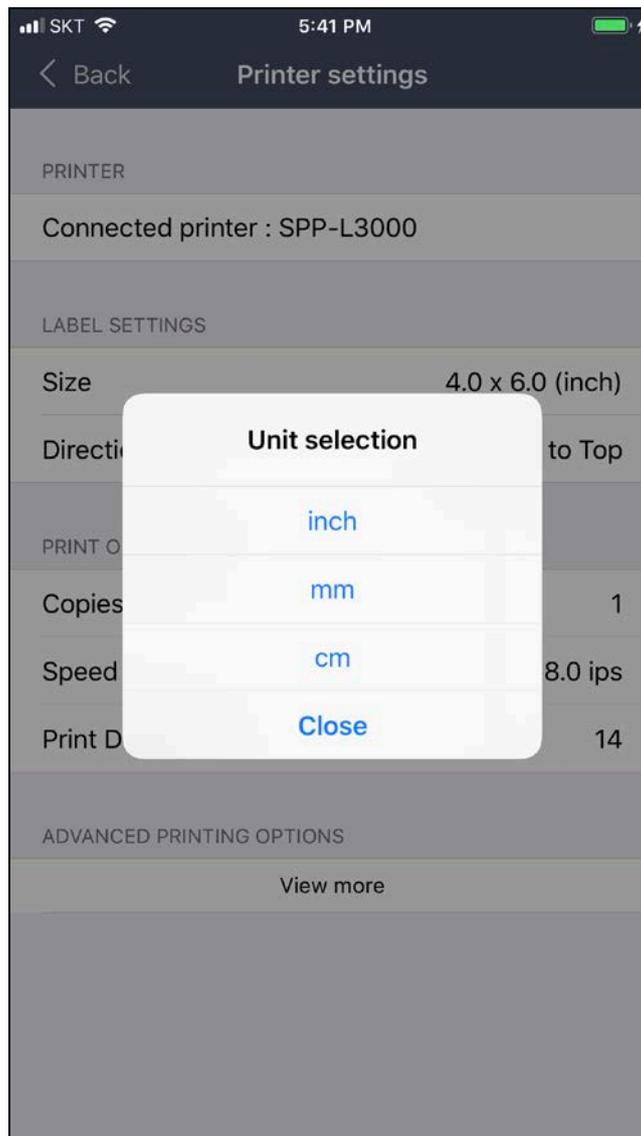
3-9-2 Label Settings

You can set the size and orientation of the media.

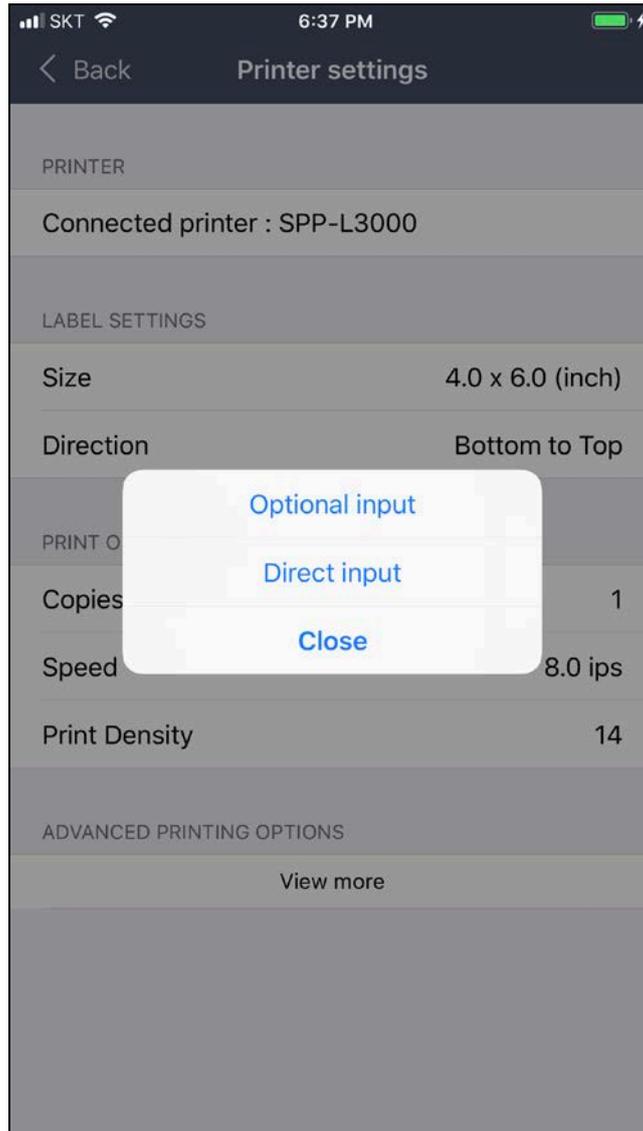
LABEL SETTINGS	
Size	4.0 x 6.0 (inch)
Direction	Bottom to Top

1) Size

- You can set the media size for each unit. (inch, mm, cm)

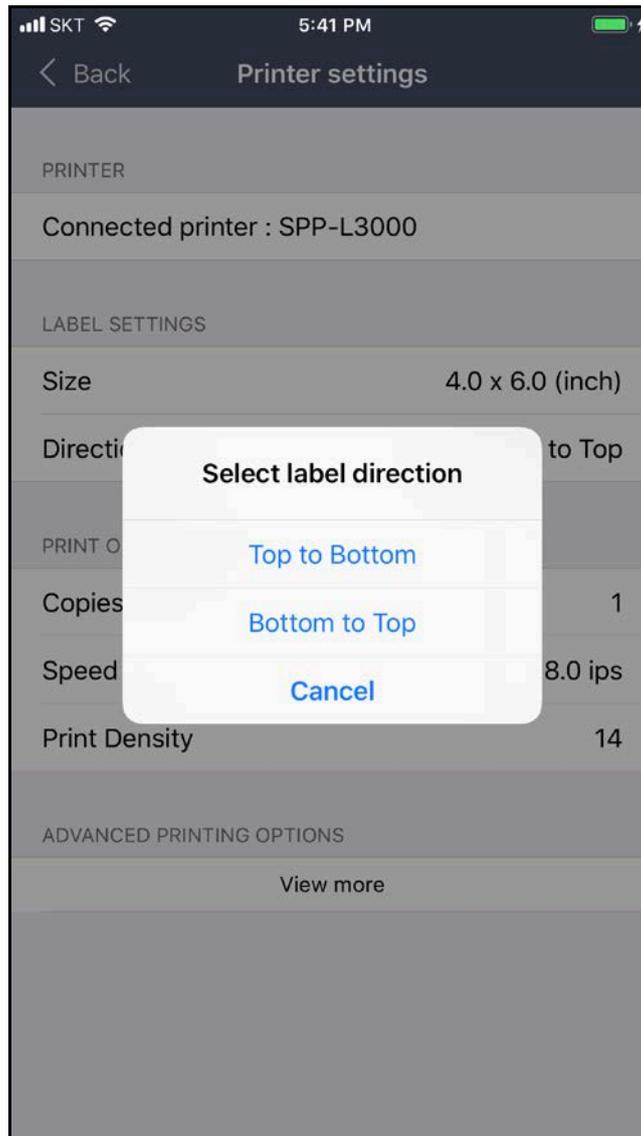


- You can set the media size by selecting the unit.



2) Label direction

- You can set the print orientation.



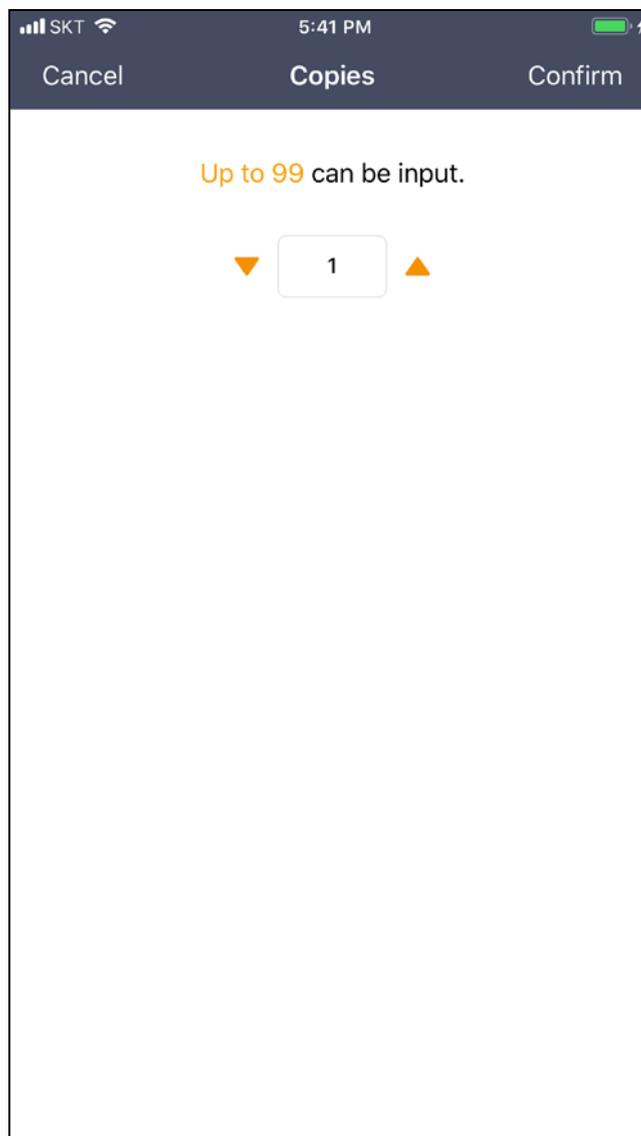
3-9-3 Print options

You can set the number of prints, speed, and density.

PRINT OPTIONS	
Copies	1
Speed	8.0 ips
Print Density	14

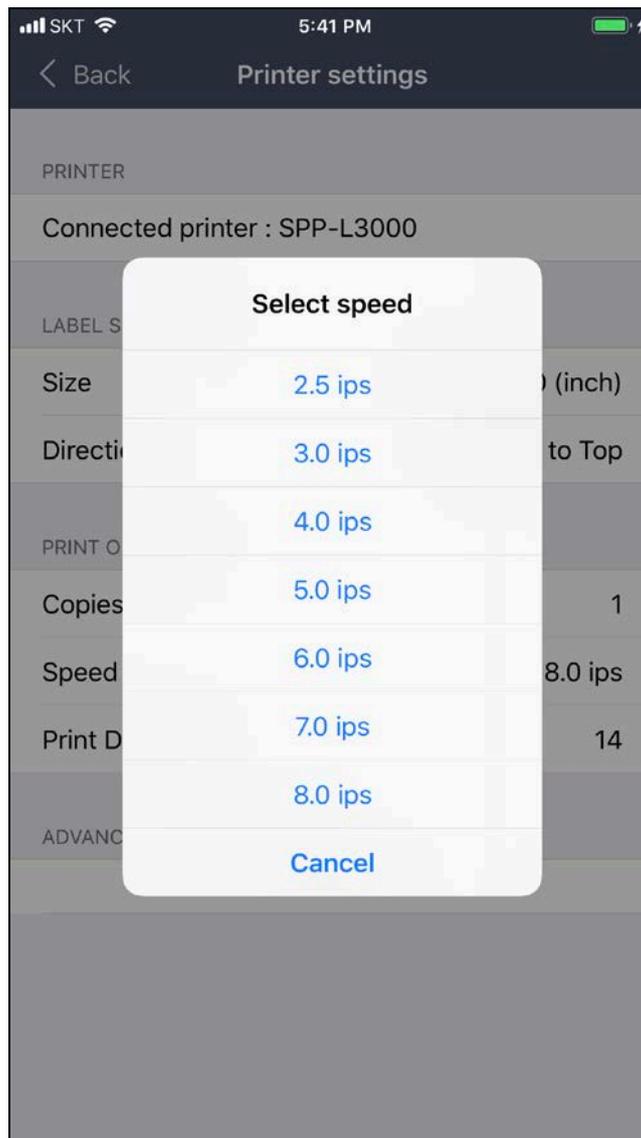
1) Copies

- You can set the number of prints (up to 99).



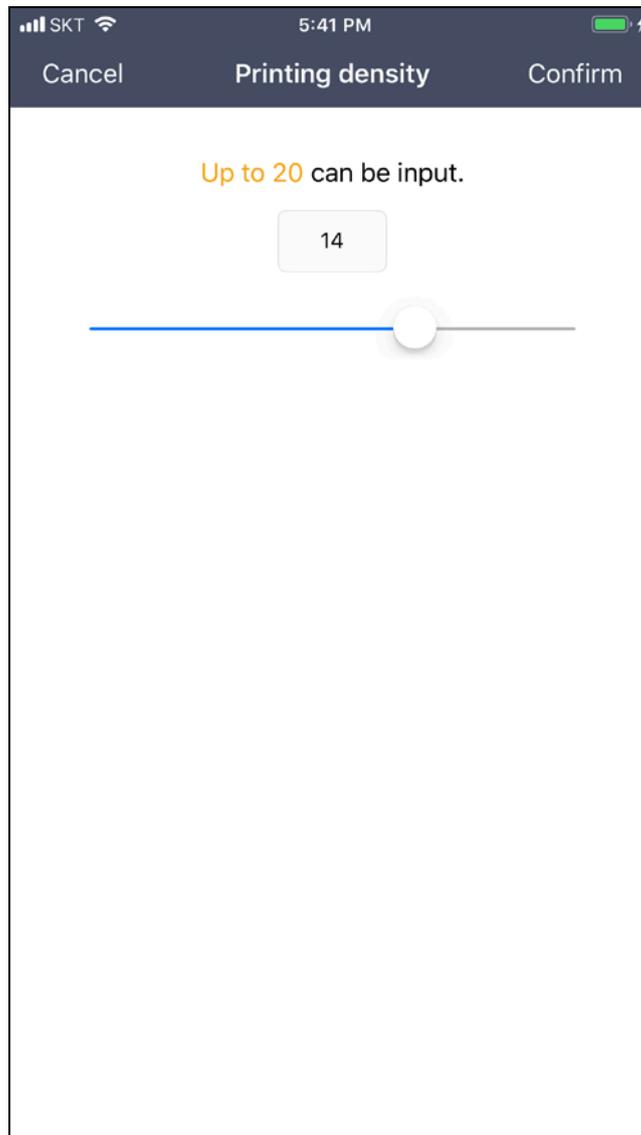
2) Speed

- You can set the print speed.



3) Density

- You can set the density of prints.
- If the density is too low, it may be printed as white media.

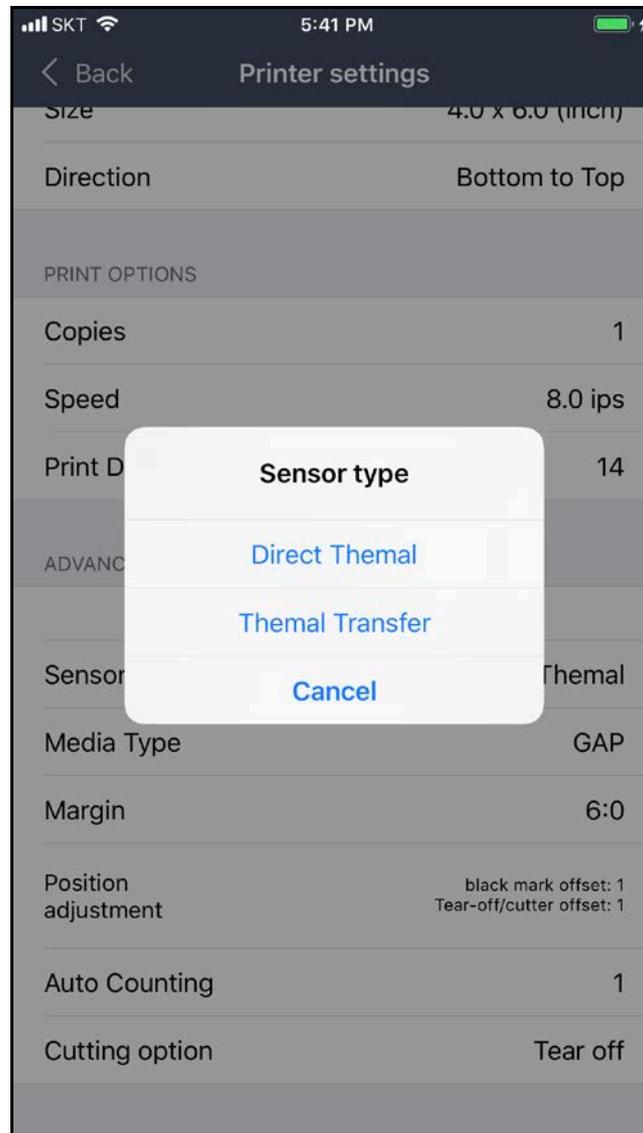


3-9-4 Advanced printing options

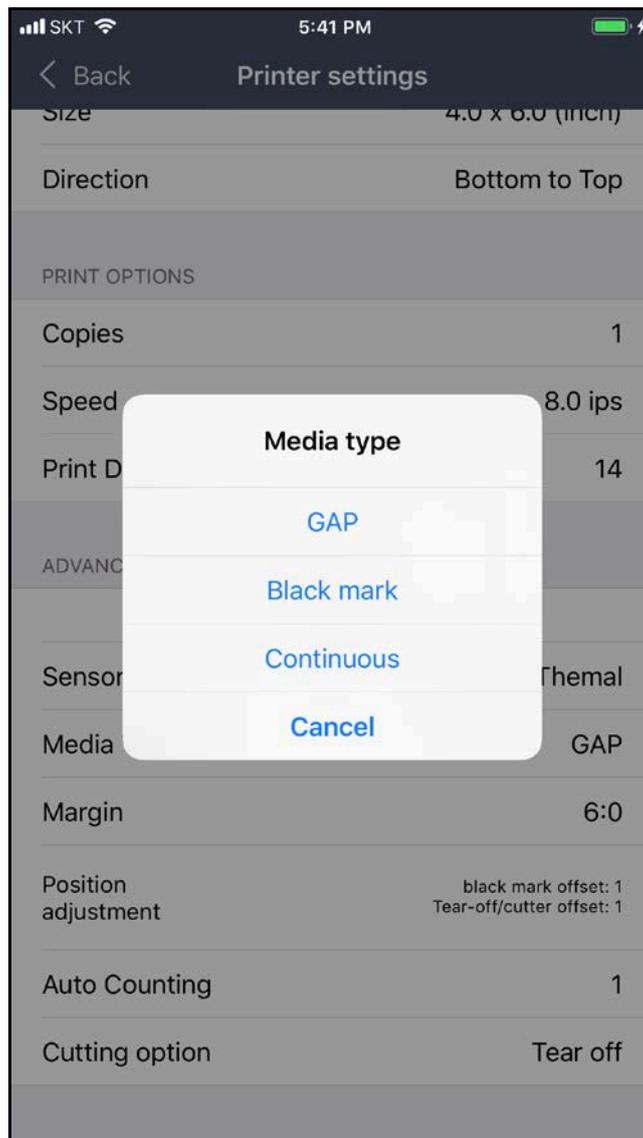
You can media and sensor type, margin, offset, auto count, and crop options.

1) Sensor type

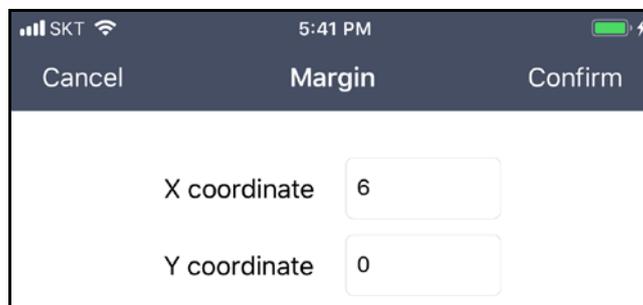
- Sets the sensor type of the printer.



- 2) Media type
- Sets the media type.

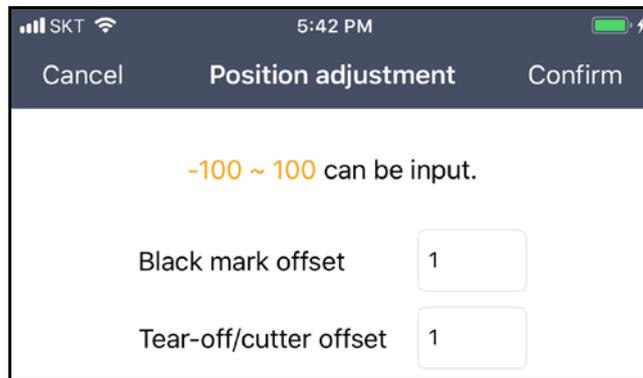


- 3) Margin
- Sets margins.



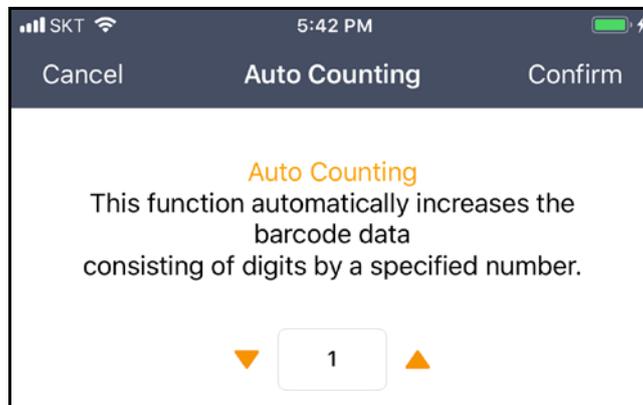
4) Offset

- You can set the gap between the gap or black mark and the perforation line.
- You can set the tear-off or cutting position of the printer.



5) Auto counting

- Sets the number to automatically increase.

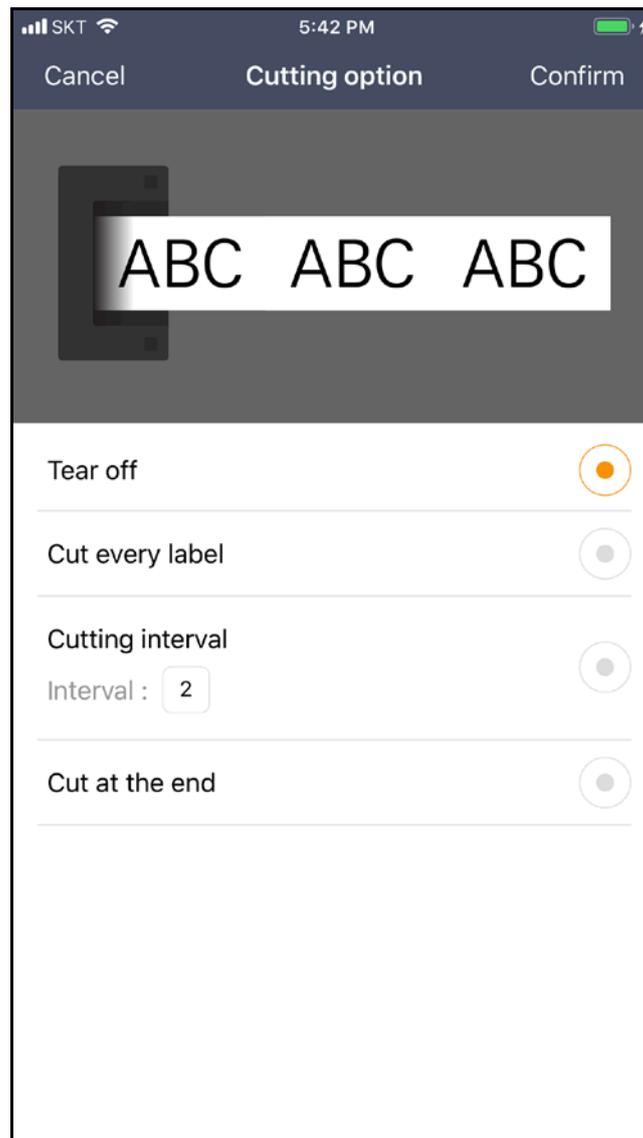


Note

For auto counting, see **3-2-2. Text settings**, or **3-2-5. inserting barcode** section.

6) Cutting option

- Sets whether to cut or not.

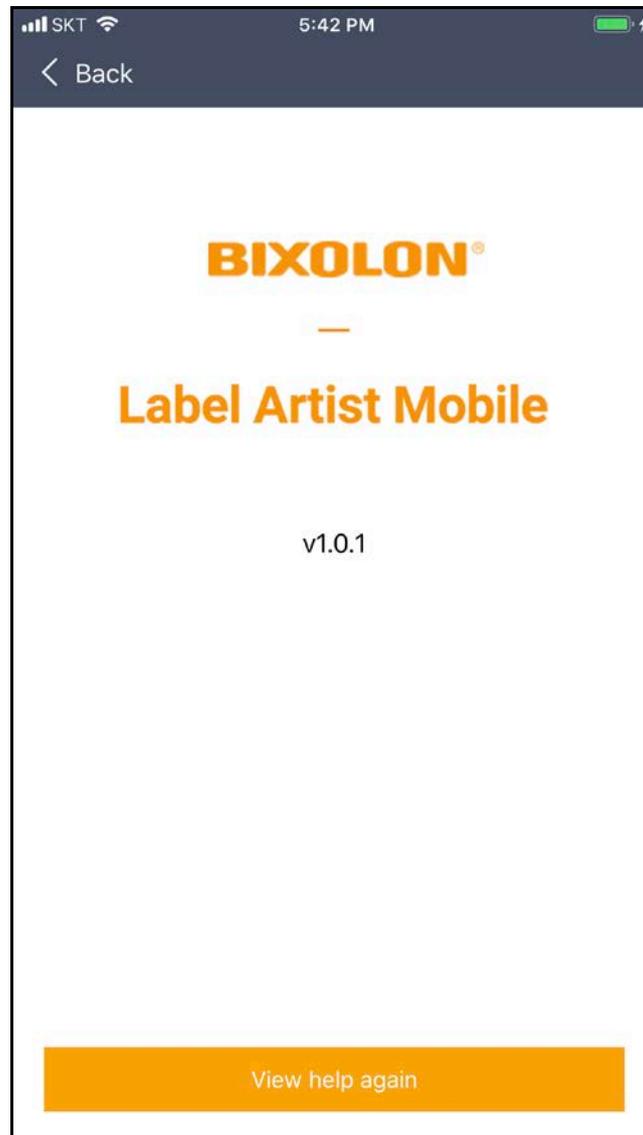


Note

On models without a cutter, an error will occur during setup.

3-10 App information

Select the ⓘ button in the upper right corner of the main screen to see app information and help.



- 1) View help again
 - You can receive help for using the app.

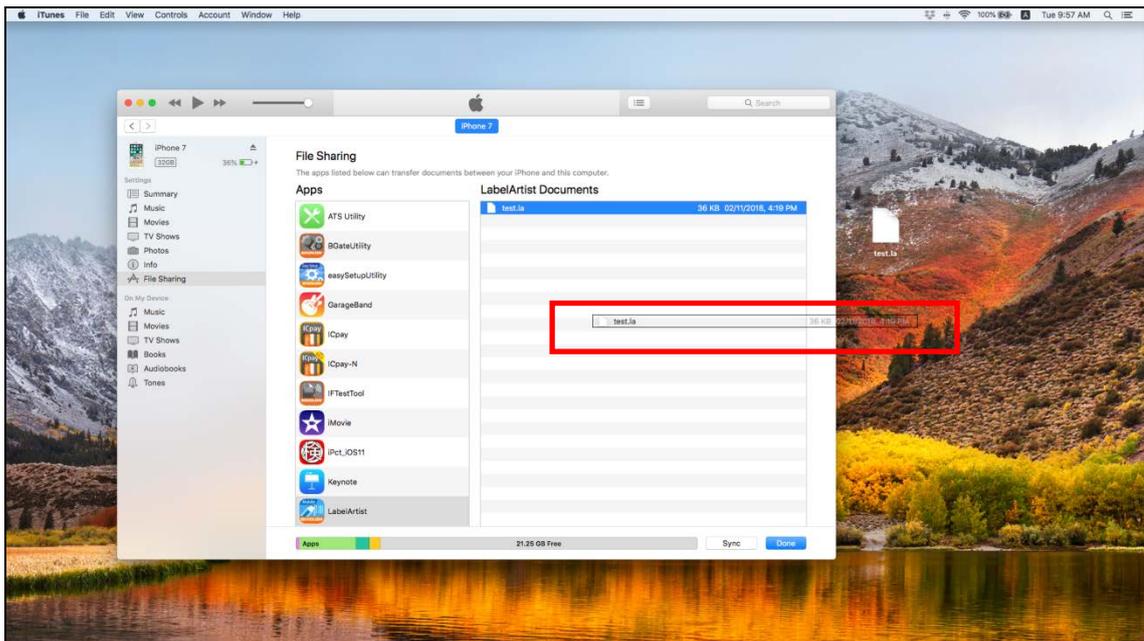
4. The others Function

4-1 Exporting label design file

- 1) From iTunes, select 'LabelArtist' application
(My Device-> File Sharing -> LabelArtist)



- 2) Please select files, and then drag and drop to save directory

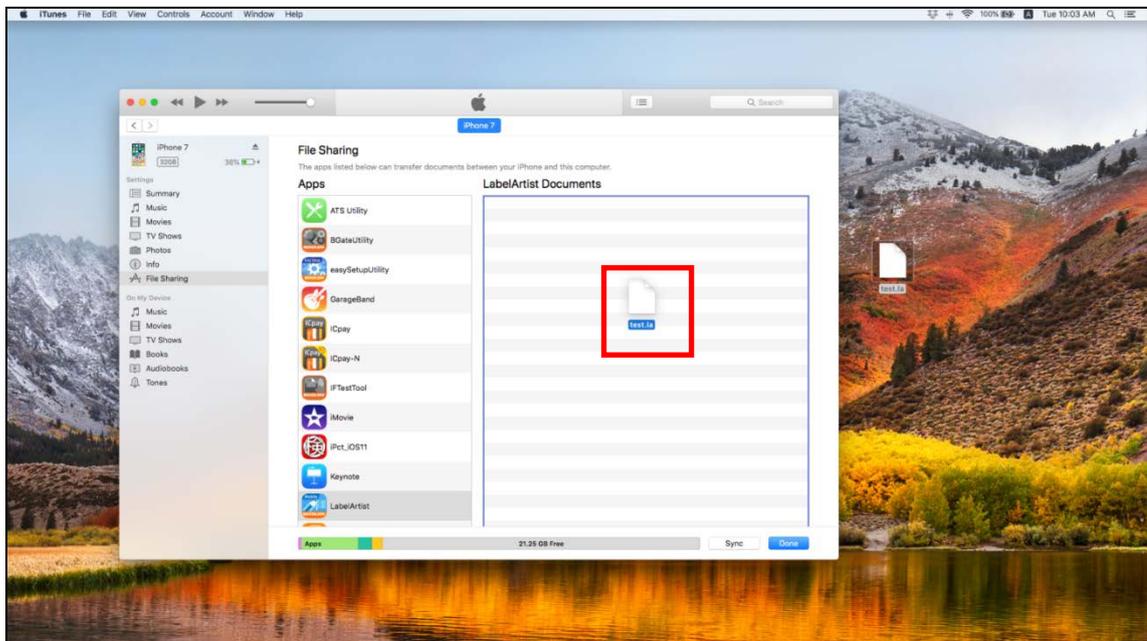


4-2 Importing label design file

- 1) From iTunes, select 'LabelArtist' application
(My Device-> File Sharing -> LabelArtist)



- 2) Please select files, and then drag and drop them into 'LabelArtist' Documents



3) When clicking 'Sync', files will be transferred to 'LabelArtist' application.



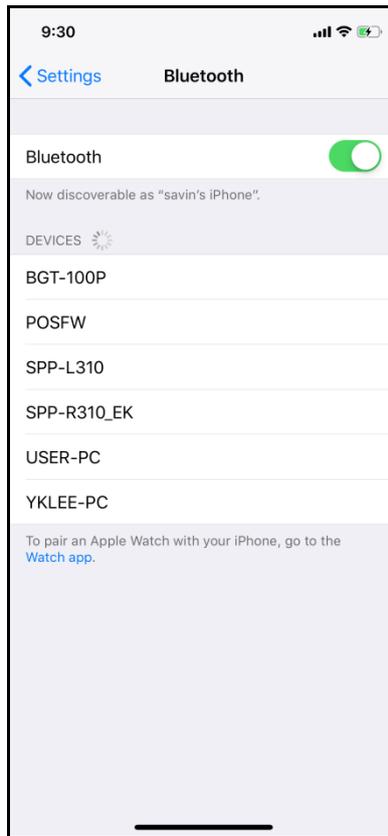
4-4 Bluetooth connection

- 1) Turn on the printer power.
- 2) Select [Settings] - [Bluetooth]



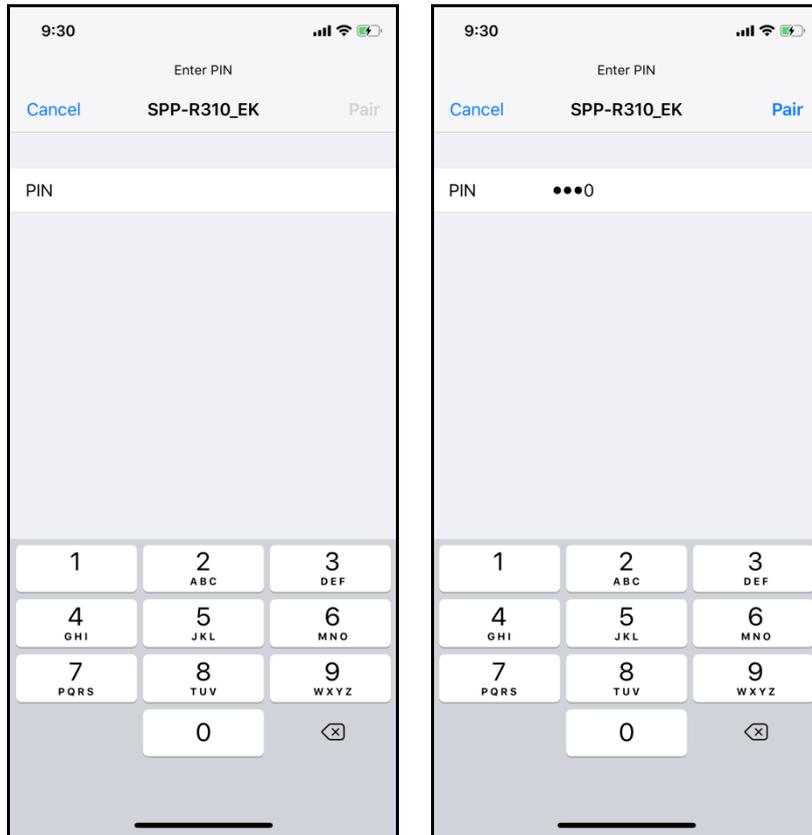
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3) If you change from 'off' to 'on', then you can find available device list for Bluetooth connection. Select a device you want to connect on the list.

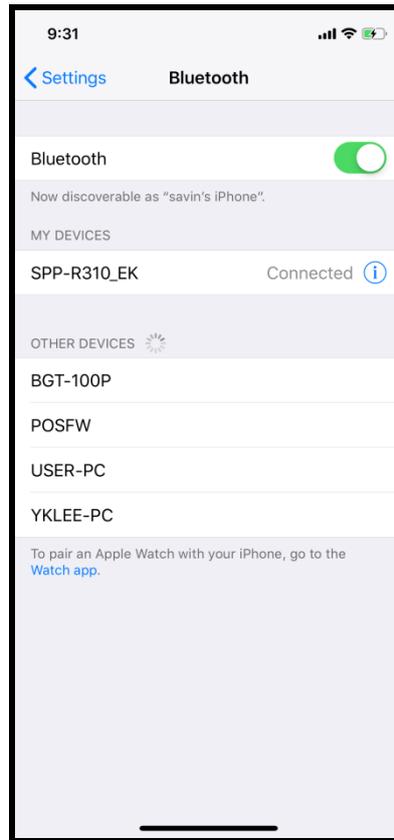


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4) If you find the below screen, please input password and click 'Pair'. Default password is 0000.



5) If you find a device you want to connect on the 'Paired Devices', then the connection is well done.



4-4 Wi-Fi Connection

- 1) Turn on the printer power.
- 2) Select [Settings] - [Wi-Fi].
If you change from 'off' to 'on', then you can find available device list for Wi-Fi connection



- 3) Connect to Network of the AP which is connected to the printer.

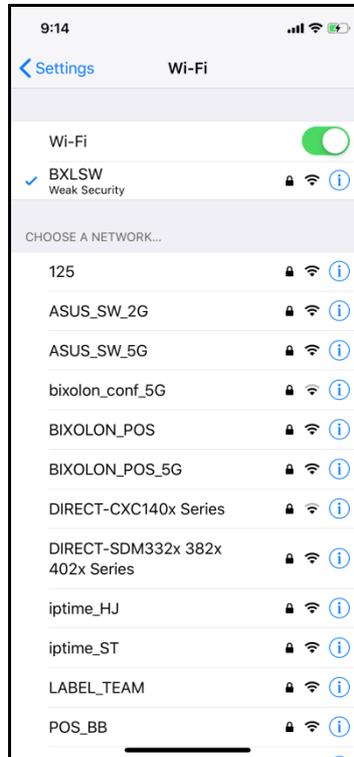




Note

- The network information set in the printer can be checked by self-test.
- For the self-test, turn the printer off, press and hold the Feed button and then turn it on.

4) If the network shows "Connected", the connection is complete.



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BIXOLON Co., Ltd. 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".

