



## **User Manual**

### **AEPWorks**

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## Introduction

AEPWorks is a professional application development tool for creating software applications for SATO barcode printers that supports the AEP (Application Enabled Printing) platform. An application designed with AEPWorks forms a complete label printing solution that can be transferred to the printer. It offers an easy-to-use design interface and meets any label design and printing requirement needed for creating efficient label printing applications that can add value to users in various industries.

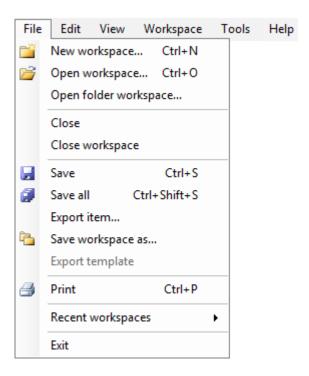
The software can be used with 32- and 64-bit Microsoft Windows operating systems: Windows

2000, Windows XP, Windows Server 2003, Windows Vista and Windows 7, and it requires .NET Framework 2.0 to be installed.



# File menu overview 2

The **File** menu provides commands for creating, opening and saving workspaces and workspace items.



#### New workspace 🎬

To create a new workspace, select File -> New workspace...

This will open the "New Workspace" dialog where you can choose from a collection of workspace templates or create an empty workspace.

See New workspace for more details.

#### Open workspace... 🎬

Open an existing workspace. See Open workspace for more details.

#### Close

Closes the current editor. You will be asked to save any unsaved changes before the editor is closed.

#### Close workspace

This unloads the current workspace and will close all open editors.



Save 🔒



Saves the active document.

Save all



Saves all open documents which have unsaved changes.

Save workspace as... 🥦



Create a copy of the current workspace in a new location. All changes after this will be saved to the new workspace location.

#### Export item...

Lets you export the current document to a file.

Print 3



If a printer has been connected, this will print the active format if the printer is set to "Online" mode.

#### **Recent workspaces**

This menu allows you to quickly access the most recent workspaces you have opened with AEPWorks.

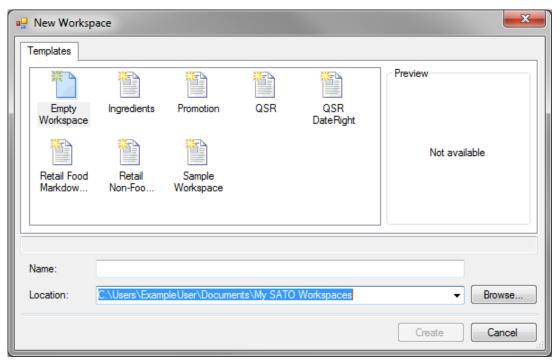


#### 2.1 New workspace

#### New workspace

To create a new workspace, select File -> New workspace...

This will open the "New Workspace" dialog where you can choose from a collection of workspace templates or create an empty workspace.



The "New Workspace" dialog

#### **Empty workspace**

To create an empty workspace, select "Empty workspace" and enter a name for the new workspace. To choose a different location, click the "Browse" button and select the target directory where the new workspace will be created.

## Workspace from template

AEPWorks also includes a collection of template workspaces. To create a new workspace from a template, select the template that you wish to use and enter a new name.

When you select a template, a short description will be shown below the list.



#### 2.2 Open workspace



#### Open workspace

To open an existing workspace select File -> Open workspace...

A dialog will be displayed where you can select a workspace file to open. Supported file types are .aepws and .pkg.

#### Workspace file

An .aepws file represents a workspace that was created with AEPW orks Pro and gives unlimited access to the workspace content.



.aepws icon

#### Package file

A .pkg file represents a compiled workspace. It has some limitations, such as not being able to remove locked files or fields, not allowing functions to be opened.

For more details, see Workspace restrictions.



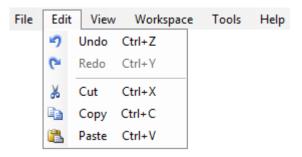
**b** .pkg icon



## Edit Menu

3

The **Edit** menu provides commands for easy manipulation in the active editor.



#### Undo 🎒

Undo the most recent action in the active editor.

#### Redo 🎦

Redo the most recent action in the active editor.

#### Cut 👗

Cut the selected object in the active editor and place it on the Clipboard.

#### Copy 🛅

Copy the selected object in the active editor and place it on the Clipboard.

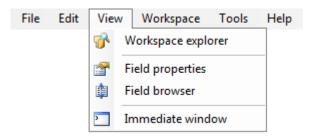
#### Paste 🖺

Paste an object from the Clipboard to the active editor.



## View Menu

The **View** menu provides commands to open panels that are used in AEPW orks.



#### Workspace explorer 🌃



The Workspace explorer displays the items that are contained in the current workspace. It provides functions to add, rename and remove specific items. For more details, see Workspace explorer.

#### Field properties

The Field properties window displays detailed information about fields in a format. It also gives you control of various properties of a field. For more details, see Properties.

#### Field browser 📮



The Field browser displays a list of all fields in an active format. It also enables you to change the order of fields. For more details, see Fields.

#### Immediate window



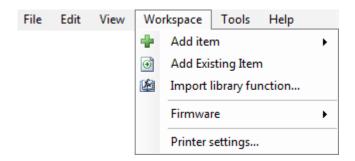
The Immediate window provides a Lua console which allows you to execute inline Lua scripts and see the output. This should only be used by users with knowledge in the Lua scripting language as it might lead to unexpected behavior if used incorrect.

For more details, see Immediate window.



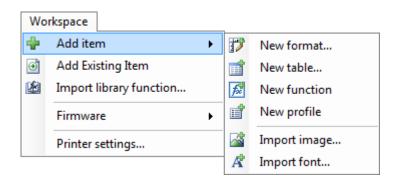
## Workspace Menu

The **Workspace** menu provides functions to modify the current workspace. You can add new items, import files, change firmware and modify printer settings.



#### Add item 🐈

Use this to create a new item to add to the workspace. When expanding this menu item the sub-menu shown below will appear.



Select the item type that you wish to create and a dialog will appear to let you input all necessary properties.

For more information, see chapter "Workspace Items".

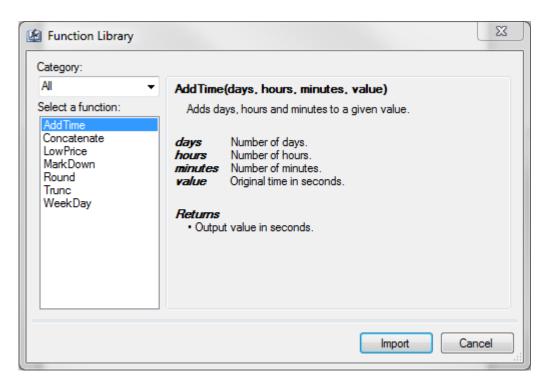
#### Add existing item <a>ම</a>

Use this to import already existing Formats, Tables or Functions into the current workspace.

#### Import library function...

Shows the "Function Library" dialog which lets you choose from a collection of functions that are included in AEPWorks.





From here you can choose a function to import to your workspace. Select a function in the list to see more details about it.

#### **Firmware**

From here you can switch between different firmware versions.

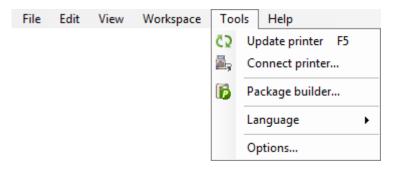
#### **Printer settings**

Opens the printer settings dialog. This contains both printer specific settings and application settings such as printer network settings, application locale settings, printer sensor type etc.



## Tools Menu

The **Tools** menu provides functions to setup AEPWorks and interact with a connected AEP printer.



#### Update printer 🗘

This will update the connected printer with the current workspace.

#### Connect printer...

Opens the "Connect printer" dialog which will let you connect to an AEP printer via USB or LAN/WLAN.

#### Package builder... 🚺

Opens the "Package builder" dialog which will compile a package file from the current workspace.

#### Language

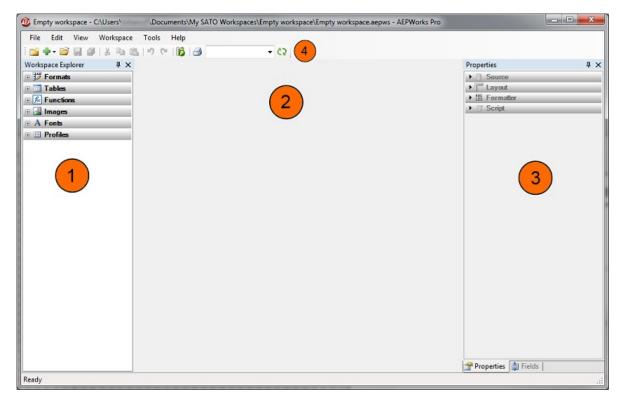
Sets the language of AEPWorks. Note that a restart of AEPWorks will be required.

#### Options...

Shows the "Options" dialog where you can set AEPWorks application options. For more details, see **Options**.



## Main Window



The AEPWorks main window and its panels/areas.

#### 1. Workspace explorer

The Workspace explorer displays the items that are contained in the current workspace. It provides functions to add, rename and remove specific items. For more details, see <a href="Workspace explorer">Workspace explorer</a>.

#### 2. Editor area

This is the area where all editors will open.

#### 3. Properties

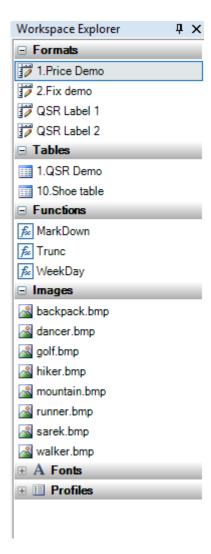
The Field properties window displays detailed information about fields in a format. It also gives you control of various properties of a field. For more details, see <u>Properties</u>.

#### 4. Toolbar

The toolbar contains several buttons and controls for executing various commands. When opening some editors the toolbar will be populated with additional controls that are specific for the editor. For more details, see the Toolbar topic.

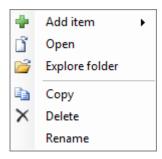


#### 7.1 Workspace explorer



The workspace explorer displays all workspace items in a list, ordered by type.

To add, open, copy, delete or rename an item, right-click on it to display the menu as shown below.



#### Add item 🖶

Lets you create a new item to add to the workspace, or import existing items.



#### Open 道

Opens up the selected item in an editor window to let you modify its content.

#### Open 🎬

Opens up the folder where the selected item is stored.

#### Сору 🛅

Creates a copy of the selected item and adds it to the workspace.

#### Delete X

Removes the selected item from the workspace and from the file system.

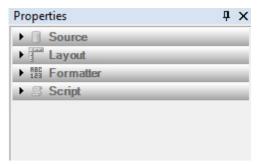
#### Rename

Lets you rename the selected item.

#### 7.2 Properties

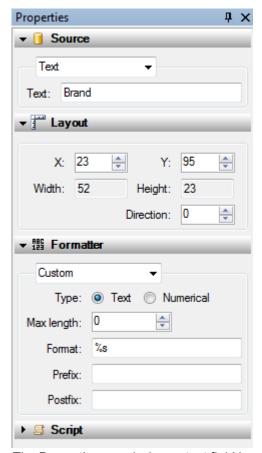
#### **Properties**

The properties panel displays field properties when a format is open and one field is selected. It will display all available properties of the selected field and lets you edit them.



The Properties panel when no field is selected.





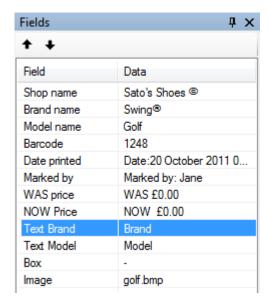
The Properties panel when a text field is selected.

For more details, see **Editing a format**.



#### 7.3 Fields

The fields panel displays the field order within the currently open format and it also allows you to re-order them.



For more details, see Editing a format.

#### 7.4 Immediate window

The Immediate window provides a Lua console which allows you to execute inline Lua scripts and see the output. This should only be used by users with knowledge in the Lua scripting language

as it might lead to unexpected behavior if used incorrect.

```
Immediate Window

in X

print( "Hello world." )

Hello world.

a = 1
b = 2
print( a + b )

3
```



#### 7.5 Toolbar

The toolbar contains several buttons and controls for executing various commands. Some editors will populate the toolbar with additional controls that are specific for the editor.



The toolbar with a set of common controls

#### New workspace

Open the "New workspace" dialog.

#### → Add item

Add a new item to the workspace.

#### Open workspace

Shows the "Open workspace..." dialog.

#### 

Saves the item in the currently active editor.

#### Save all

Saves all open items.

#### 

Cut the selected object and place it in the Clipboard.

#### Copy

Copy the selected object and place it in the Clipboard.

#### Paste

Paste an item from the Clipboard.

#### Undo

Undo the last action in the active editor.

#### Redo

Redo the last undo action in the active editor.

#### Package builder

Open the "Package builder" dialog that lets you compile a package from the current workspace.

#### Direct print

This will print the active format if the printer is set to "Online" mode.

#### **Update printer**

This will update the connected printer with the current workspace.



## Format Overview

#### 8.1 Formats

A **Format** represents a label that can be printed on an AEP printer. It contains various fields such as text, images and barcodes. The AEPWorks format editor provides a WYSIWYG (What You See Is What You Get) tool that lets you create fields, edit their properties, and at the same time see the actual result during the design time.



A sample format as shown in the format editor.

See Editing a format for more details.



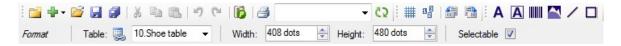
#### 8.2 Editing a format

To open a format for editing, double click on it in the workspace explorer or right click on it and select "Open".

The format will be opened, as shown below:



When the format editor is active, the toolbar will contain the format specific controls as shown below:



#### Format properties

When the format editor is active and no fields are selected, the following toolstrip is shown:



This shows the format properties and allows you to edit them.



If the format is connected to a table, click this button to open the table editor. Use the drop-down to select which table to use together with the format. For more details see <a href="Connecting to a table">Connecting to a table</a>.

#### Width / Height

Displays the format size and allows you to edit the width and height.



#### Selectable

If checked, the format will be available for selection in the printer. If unchecked, the format will not appear in the Format list in the printer.

#### **Designer controls**

There are some controls that provide visual aids to the format editor:



#### # Show grid lines

If this is enabled the format designer will display a grid on the format and all fields will snap to this when they are moved. When this is disabled, fields can be aligned to other existing fields.

#### Show annotations

If this is enabled, every field will have annotation icons that show what kind of source the selected field have, and also in which order the fields are placed within the format.



Rotate left and rotate right will rotate the entire format in the designer. This makes it easy to design labels no matter of which direction it is printed in.

The grey arrows next to the format shows in which direction the format will be printed, depending on the current printer configuration.

#### Adding new fields



A Create a new Text field

A Create a new Textbox field

Create a new Barcode field

Create a new *Image* field

Create a new Line field

Create a new **Box** field

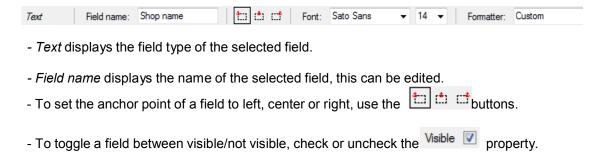
Select field type to create and click on the format to place it.



#### Field properties

All fields have properties such as position, data source, formatter etc. Some properties are field specific and will only be shown when such field is selected.

Some properties are available in the toolstrip that is displayed when selecting a field.



For more details about field properties, see Field properties.



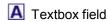
#### 8.3 Field properties

Depending on the type of the selected field, different properties will be shown. Below is a list of properties for each field type.

A list of properties and which fields that use them:

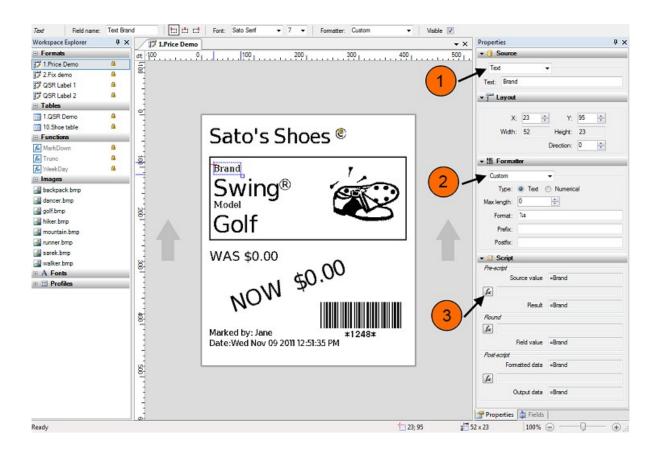
Property name	Description	Used by types					
Field name	Sets the field name	Α	Α		*	/	
Anchor point	Sets the anchor point of a field	Α	Α		*	/	
Formatter	Sets the formatter of a field	Α	Α		*	/	]
Visible	Sets wether the field will be printed or not	Α	Α		*	/	
Source	Sets the data source of a field		Α	Α		*	
Location	Sets the x;y coordinates of a field	A	Α		*	/	
Script	Sets a pre-, round or post-script on a field		Α	Α		*	
Font	Sets the font of a field			Α	Α		
Font size	Sets the font size of a field			Α	Α		
Direction	Sets the direction (angle) of a field		-	1	A III		
Symbology	Sets the barcode symbology for a barcode field		IIIII				
Line thickness	Sets the line thickness of a line or box field			/			

А	Text	fie	ld



Select a field in the format to display its properties.





#### **8.3.1 Source**

The source property is used to set the source from which the field will get its data.

The default value is *Text*, which sets the field data to the specified text value.

Other source types are:

#### **Script**

A lua script is used to set the value.

#### List

A list of values is used to set the value. When printing the format, a prompt will appear and let the user select one item from the list.

#### **Table**

If the format is connected to a table (see <u>Connecting to a table</u> for more details) this lets you specify from which column in the table that the field should retrieve its value.

#### Input

The field value will be set from user input when the format is printed. This lets you specify the prompt text and the input mode (text or numeric).

#### Copy

The field value is set to copy another field's value.



#### **Time**

The field value is set to the current time. Use a Date & Time formatter to format the data.

#### Counter

The field value will be set to the starting number and is increased by 'step' after each label print in a batch job. When the print job is done, counter will be reset.

#### 8.3.2 Formatter

The formatter is used to format the field value. It also allows you to add a prefix or postfix to the field.

The available formatters are:

#### Custom

Can be used to specify if the value should be formatted as text or a number and also set a max length and decimal count.

#### **Currency (sign)**

Adds a currency sign to the field. The currency sign is depending on the current regional settings. For example, if the current locale setting is "English US" the currency text will be "\$".

#### **Currency (text)**

Adds currency text to the field. The currency text is depending on the current regional settings. For example, if the current locale setting is "English US" the currency text will be "USD".

#### **Date & Time**

Lets you format the field value as a date or time. This can be useful for fields with a *Time* source for example. A number of predefined date & time formats are available to choose from.

#### Number

Formats the field value as a number. This formatter uses the current locale setting to determine which comma sign, thousand separator etc should be used.

#### **Script**

Lets you define a script to use for formatting the field's value.

#### 8.3.3 Script

Lets you choose from a set of functions to perform operations on the field's value.



#### 8.4 Connecting to a table

To connect a format to a table, choose an existing table from the drop-down or select "(New table...)" to open the "Create new table" dialog.



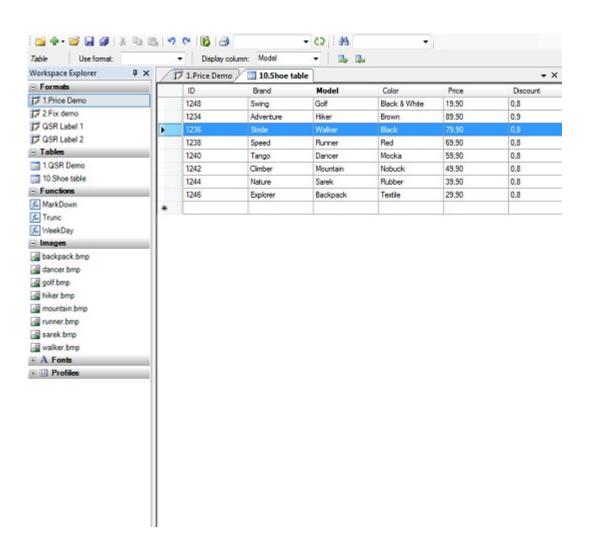
When a table is connected to the format, click the table link button ( ) to open the table editor. See Table editor overview for more details on how to use the table editor.



# Table Editor Overview

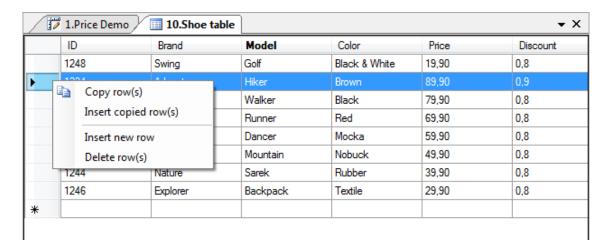
#### 9.1 Table overview

In the table editor you can edit data, change column properties and import and export table data.



To edit rows, right click on the row header to display the menu as shown below, which lets you perform various row operations.





To edit columns, right click on a column header to display the column menu, as shown below.



#### Import / Export table data

The table editor lets you import or export data from/to Microsoft Excel files and Microsoft Access Databases. To import data the column names in your table must exactly match those in the file you are importing from.

To **export** data, click the "Export data..." button ( ) which will open the "Export data" dialog.

To **import** data, click the "Import data..." button ( ) which will open the "Import data" dialog.



# Function Editor Overview

#### 10.1 Function editor

To open a function for editing, double click on it in the workspace explorer or right click on it and select "Open".

The function editor will be opened, as shown below:

```
Function Name: MarkDown
Workspace Explorer
                            1. Price Demo 10. Shoe table MarkDown
                                                                                                             + X
⊟ Formats
1.Price Demo
                                 -- Calculates price after percentage markdown.
                                -- @revision 1.2.2.1
2.Fix demo
                                -- @date 2010/02/11 13:36:52
GSR Label 1
                                -- @param percentage Markdown percentage.
-- @param price Actual price.
QSR Label 2
                                -- Sparam fix If false, ask user for percentage value.
☐ Tables
                            8
                                 -- @return New price.
1.QSR Demo
                            9
                                function (percentage, price, fix)
10.Shoe table
                            10
                                 if not fix then
percentage = sa.input("Mark Down %", percentage, "%2u", percentage)
⊟ Functions
                            11
f<sub>re</sub> MarkDown
                            13
                                   if percentage -- "" then
∫<sub>∞</sub> Trunc
                                   percentage = 0
                            14
//www.Day
                            15
                                   end
☐ Images
                            16
                                  price = tonumber(price) or 0
backpack.bmp
                            17
                                   if percentage then
                            18
                                   return price * (1 - tonumber(percentage) / 100)
dancer.bmp
                            19
                                   end
golf.bmp
                            20
                                 end
d hiker.bmp
a mountain.bmp
a runner.bmp
a sarek.bmp
alker.bmp
A Fonts
H Profiles
```



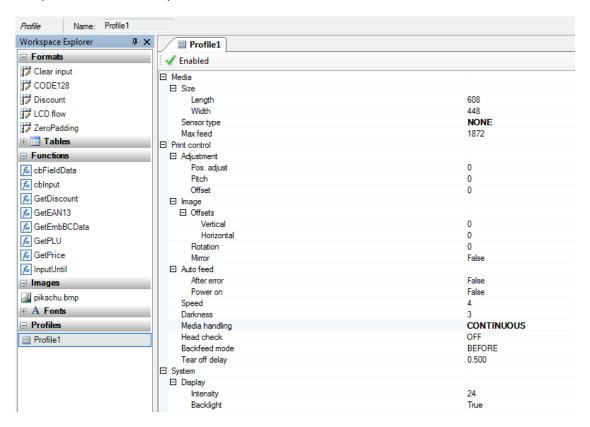
## Profile Overview

# 11

#### 11.1 Profile editor

To open a profile for editing, double click on it in the workspace explorer or right click on it and select "Open".

The profile editor will be opened, as shown below:

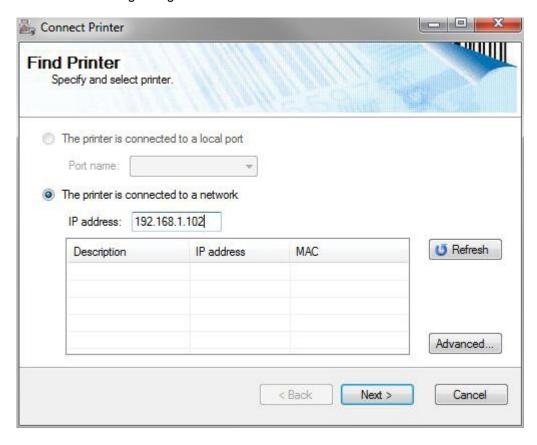




## **Connect Printer**

# **12**

To select which printer to use from AEPWorks, select the "Connect printer" from the Tools menu. The following dialog will be shown:



Make sure that the AEP printer is connected and powered on, the printer will then be listed either in the "Port name" list or in the list of network printers depending on the interface type on the printer (USB or LAN/WLAN).

It is also possible to manually enter an IP address.

#### NOTE

AEPWorks can only find network printers on the same subnet. To connect to a printer on another subnet, the IP address needs to be manually entered.



## Package Builder

13

To build a package from the current workspace, select the "Package builder" from the Tools menu.

This lets you choose which files to include in the package.

