

Down Loading a graphic and printing it as part of a Label

There seems to be a bit of mystery to this function

Before sending the file to the printer

1. This whole process usually works better if you have a batch file containing parts of the process (tell the printer to accept the graphic [one file] and send the graphic [a second file]), ensure they both work independently and then set up another batch file to accomplish every thing in one go.

2. Use the Dos Edit option wherever possible

3. To produce an STX code hold down the “Ctrl” Key and hit the “B” key on the keyboard. This will produce the STX command, which in the DOS editor looks like a smiley face. Any problems here copy a similar file, edit it to show just the smiley face, save it and then add the additional codes you need.

4. Make your own bmp file in Microsoft Paint

Select the pixel size, (called attributes in Paint, options are Inch, cm or pixels) or the actual size you want your graphic to be. Also set the orientation here, it makes it easier later. The actual location of the graphic on the label/page is provided later.

Save the file as a Monochrome bitmap, there are other options but this one seems to work well.

Actual commands

The actual command which tells the printer to be ready to accept a Graphic is STX I

Details on Page 1-23 of our Command Reference Manual

The actual command, which selects the graphic once it is stored in the printer, is STX Y

Details on Page 1-82 of our Command Reference Manual

The STX I command as it appears in the manual is made up as follows:

STXI m a f name,data

Where

m = Memory location in the printer where the graphic is stored – in this case location C

a = Not needed or used

f =Graphic file format – this example will be a bit map (bmp) file format therefore “B” is used

name = testlogo

Therefore STXICBtestlogo(CR) [CR = carriage return]. This can be a PRN or even a text file, in my case it is Demo.prn

This is what the demo.prn contains; the square box is STX “ ICBjefflogo”

To send this file to the printer, go to the DOS prompt and type “Copy demo.prn LPT1 /b, (the /b just forces the file to the printer in it’s complete format).

This file is effectively telling the printer to prepare for the graphic to be sent to the memory location C.

Next you need to copy the bmp file, again in DOS type “Copy jeff.bmp lpt1 /b” (jeff.bmp can be a anything produced in Paint, described above).

The printer will report, “receive” and then go back On-line once the bmp file has been received, providing all has gone correctly.

All that remains is to send down the command for the printer to find and then print the graphic or logo, usually as part of the whole label.

To send this file in DOS, type Copy demo1.prn LPT1 /b

Details of the file are below, it consists of the standard start of label command, D11 the text direction in this case upright, the STX Y command which contains the position (X and Y co-ordinates) of the graphic on the label and the name of the graphic. The next line consists of the location (X and Y co-ordinates) of the text on the label and what will be printed "in this case the word Big".

The two items will be printed on the same label without the delay of the graphic being sent down each time a new label is printed.

Below is how the demo.prn looks in "notepad"; the square box is STX,
n = metric

```
␣ L
n
D11
1Y1100000500050jefflogo
1911A4800100010big
E"
```

This file will print the bmp file "jeff.bmp" on the label and just underneath the word "Big"

By changing the first line

1Y11000 0500 0050jefflogo to 1Y11000 0600 0020jefflogo - the position of the graphic will change, the spaces are there for explanation only, they must be removed for the printer to understand the code

All sample files are located at: Sales Support CD\Support Database\Links\Logo download sample. Or send a mail to request them

Memory location

Depending on the printer used the location of where the graphic is stored will need to be changed.

CLP 1001, 2001, 6000 series and both the CLP 7202e and 7401, do not have built in Flash ram and so a flash card will be needed to store the logo permanently. That location will be A (default) or B depending on the native setting.

CLP 521, 621, 7201e, 8301 and 9000 series all have built in flash ram, locations differ but the BMP file can be stored on all of these permanently (stay resident after switching the printer off)

All CLP printers normally receive the data into the C memory location, it is even possible to store the BMP file in this area but when the printer is turned off the file is deleted. It is a simple matter of resending it, if the printer is attached to a PC. If the plan is to use the printer attached to some device which does not have the ability to send the graphic file to the printer it is recommended the file is held in the printers flash ram OR flash card.

Flash Ram locations

CLP 1001, 2001, 6000 series and both the CLP 7202e and 7401. These printers must have a flash card. The location where the file is sent should be "A" memory location (default) or "B".

CLP 7201e – Memory location is "D"

Memory location depends on emulation used.

CLP 521 and 621 – DM I – "G", DM 4 – "B"

CLP 8301 – DM W – "G", DM 8 – A or B (see above)

CLP 9000 series – DM I – "G", DM 4 – A or B (see above)

Printing the Graphic using the Seagull driver

Additionally, when using the printer driver it is possible to include the command to collect the stored graphic from the printers memory by using a function within Printing preferences called "advanced options".

To select this function with any label design, providing the stored file is held permanently on the printer, go to "printing properties, click on "advanced button", then click start of job. It is possible to add the line of code 1Y11 etc in here, including the name of the graphic in the line and the driver will send the request to add the logo to the data and then produce a label.

This same area can be used for many other things, a check of the Seagull help files will give you a great many additional ideas.