

CodeMaker

written by

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NOTE: The user must disable the Print Manager, as CodeMaker bypasses Windows 3.x and sends data directly to the printer. Any other program trying to access the printer at the same time as CodeMaker could cause printout problems for both programs, so if the user is accessing CodeMaker, then no other program should try to send data to the printer until CodeMaker is done.

Overview

CodeMaker is a barcode generation system, which will print barcodes on either a dot matrix (Epson, Proprinter, Postscript) printer or an HP compatible laser printer. The following barcode styles are supported: 3 of 9, Int 2 of 5, UPC-A, UPC-E, and EAN8. The program will allow the user to print a pre-defined quantity of the same label or a quantity of labels based on a starting serial number. This serial number, and the rest of the entered data, can be saved to disk so the user will only have to enter in the barcode information once. After which, the user will only have to load the previously saved data and then enter in a quantity of labels to print.

There are two data entry screens. On the left side are the windows which allow the user to enter the data which is to be printed:

- Barcode ID: This is an alpha-numeric field which will be converted to a barcode and can also be printed beneath that barcode in a human readable form. Every barcode has standards for what can and cannot be coded. These standards will be discussed later in this documentation. The user can also just type a prefix in this field, such as "S" (for serial number), if the user is printing serialized barcodes.

- Description: There are two windows for short descriptions which can be printed beneath the barcode ID.

- Quantity: This is a numeric field for the quantity of labels the user wants to print.

- Serial #: This is a numeric field which represents a starting serial number for serialized labels.

The right side of the screens contains control windows, or buttons. These buttons can be switched on and off with the space key or a mouse. There are three buttons which decide what will be printed underneath the barcode. The next button decides whether or not the barcodes will be based on the serial number entered. The one following that decides if a formfeed character will be generated after the current run of labels. This is mostly needed for laser printers, as they will not formfeed until the entire page is filled. If you are typing in labels by hand then you can just turn this on right before you print the last barcode. The following field is to enter in the number of overpasses when printing on a dot matrix printer. These are valid entries:

- 1 - New Ribbon
- 2 - Normal
- 3 - Worn Ribbon

The last button is to print the barcode(s). If you are using a mouse then just point to the print button and click on it, otherwise you will need to place the cursor on the button as described below. You can navigate from the left side to the right side with the F2 key. To go from window to window, you should use the <TAB> and <Shift-Tab>. If you have a mouse installed with a driver, everything can be controlled with it.

F1 WILL DISPLAY HELP FOR EACH WINDOW THAT HAS A SPECIFIC HELP SCREEN

Menu

The top menu is a pull-down menu which can be accessed with the <ALT> key. If you hit <ALT>, the menu will highlight the access keys. After that you will know what key to type with the <ALT> key in order to get to each menu item.

- Files
 - * About Describes CodeMaker
 - * New Clear all variables to start new barcode
 - * Load Load previously saved template
 - * Save Save current barcode data as template
 - * Delete Delete previously saved template
 - * Exit Exit CodeMaker

- Labels Label size selection. Note that each size is based on a dot matrix or laser printer.

3 1/2 x 15/16	Dot Matrix	Avery #4145
4 x 1-7/16	Dot Matrix	Avery #4146
2 5/8 x 1	Laser	Avery #5260
4 x 1	Laser	Avery #5161

- Barcode Barcode format selection

- Printers Printer selection

- Other
 - * Eject Page This sends a formfeed character to the selected printer. This is mostly needed for laser printers, as they will not eject the last page if it is not full.
 - * Batch This will allow the user to print barcodes based on a text file, which contains comma delimited data. The text file must contain data as follows and the name must end with ".IMP":

"Barcode ID","Desc 1","Desc 2"

CODEMAKER TO DESCRIPTION

**BOTH COMMAS MUST BE ON EACH LINE FOR
READ THE FILE CORRECTLY. IF THERE IS NO
THEN YOU MUST ENTER A BLANK (" "), NOT A NULL ("").**

hand by
automatically set by

All other items (printer,barcode type,etc) must be setup before the user. Auto FF, Serialized and Qty are CodeMaker.

Notes for HP Laser users:

If you are typing in barcode ID's by hand (1 at a time), then you will probably notice that data will not be sent to the printer every time you hit the PRINT button. This is because this software will keep the data in memory until you have accumulated the 2 or 3. This is dependant on how many labels are across the page for the type of label you are printing to. If there are 2 across, then the software will actually send labels to the printer every other time, if you only have a quantity of 1. When you are ready to print the last label or set of labels, you can either turn on AUTO FORMFEED and hit the PRINT button, or print the label and then select OTHER/EJECT PAGE from the top menu.

Barcodes

The following is a description of what can and cannot be coded in each barcode format supported by CodeMaker:

Code 3 of 9

This is an alphanumeric barcode which has no limit number of characters other than the limit imposed by the label size. It will handle numbers, uppercase alphabet and <SPACE> - . \$ / + characters.

- Size: 3 1/2 x 15/16 - 10 character limit
- 4 x 1-7/16 - 12 character limit
- 2 5/8 x 1 - 12 character limit
- 4 x 1 - 21 character limit

Int 2 of 5

This code will only handle numeric characters and there must be an EVEN number of digits, as each pair of digits is coded together to get a more compact code.

UPC-A

This code will only handle numeric characters and must be entered in this manner:

0xxxxxxxxxx

First Digit	Number system (usually 0)
Next Five Digits	Mfg Code
Last Five Digits	Product Code

If you are creating serialized barcodes the first six digits can be entered in the barcode ID window and the last five digits can be entered as a serial #. If you enter less than 5 digits as a serial #, then number will be right justified with zeros.

UPC-E

This code will only handle numeric characters and must be entered in this manner:

xxxxxxxxxx

First Five Digits	Mfg Code
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Last Five Digits

Product Code

If you are creating serialized barcodes the first five digits can be entered in The barcode ID window and the last five digits can be entered as a serial #. If you enter less than 5 digits as a serial #, then number will be right justified with zeros.

The following guidelines should be observed when creating UPC-E:

- If the MFG number end in 000, 100, or 200, then 1000 product codes from 00000 to 00999 are available
- If the MFG number ends in 300, 400, 500, 600, 700, 800, or 900, then 100 product codes from 00000 to 00099 are available
- If the MFG number ends in 10, 20, 30, 40, 50, 60, 70, 80, or 90, then 10 product codes from 00000 to 00009 are available
- If the MFG number does not end in zero, then five product codes from 00005 to 00009 are available

EAN8

This code will only handle numeric characters and must be entered in this manner:

00xxxxx

First two digits
Last five digits

Country Code
Mfg Code

If you are creating serialized barcodes the first two digits can be entered in the barcode ID window and the last five digits can be entered as a serial #.