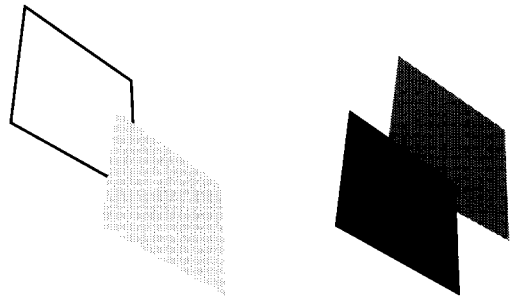




# P-TÖUCH 520

## USER'S GUIDE

TO GET YOU GOING:  
Quick Start Reference Guide  
in the beginning of this manual



brother®

# **YOUR P-TOUCH 520**

Thank you for purchasing the P-Touch 520!

Your new P-Touch will allow you to design and print labels for any application. Since it is extremely versatile, you will be able to create characters of many sizes and styles. In addition, by using the variety of tape cassettes available, you can print labels with different widths and exciting colors.

You no longer have to worry about urgent tasks that require professional printing. In the office, the factory, the lab and the home, the quality and performance of the P-Touch 520 makes it a very versatile machine.

Finally, as you may want to refer to this manual occasionally, we suggest that you keep it in a handy place.

## **FCC NOTICE**

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

Reorient or relocate the receiving antenna.

Increase the separation between the equipment and receiver.

Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

Consult the dealer or an experienced radio/TV technician for help.

Changes or modifications not expressly approved by Brother Industries, Ltd. could void the user's authority to operate the equipment.

## **This product is covered by one or more of the following patents.**

**USP4839742**

**USP4983058**

**EP315369**

**GB2223740**

**USP4922063**

**USP5009530**

**EP322918**

**USP4927278**

**USP5069557**

**EP322919**

**USP4966476**

**USP5120147**

**USP4976558**

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# ABOUT THIS MANUAL

Although this machine is easy to use, we suggest that you read this manual carefully before starting. This manual consists of a reference guide and three main sections:

- |                              |  |
|------------------------------|--|
| <b>QUICK REFERENCE GUIDE</b> | This section provides a quick, simple guide to setting up and using the machine.   |
| <b>BEFORE YOU START</b>      | This section provides basic information concerning the machine itself, tape cassettes, and power supplies.                                   |
| <b>LEARNING THE ROPES</b>    | This tutorial section leads you through easy-to-follow practice sessions designed to help you become familiar with the machine's operations. |
| <b>FOR YOUR INFORMATION</b>  | This handy reference section contains detailed explanations of all the machine's features.   |

The *Quick Reference Guide* contains all the information you need to immediately begin using this machine to make simple labels. Please read the brief *Before You Start* section for more details on the setup and care of the machine.

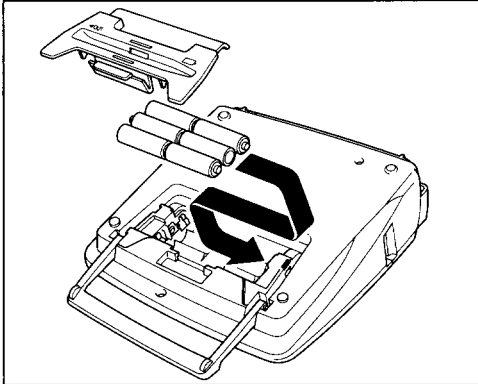
If this is your first time using this machine or if you would like to brush up on some techniques, we suggest you work through the exercises in *Learning the Ropes*. If you have detailed questions about specific features, the *For Your Information* section will provide you with the answers.

Good luck! We hope you enjoy using your P-Touch 520.

# QUICK REFERENCE GUIDE

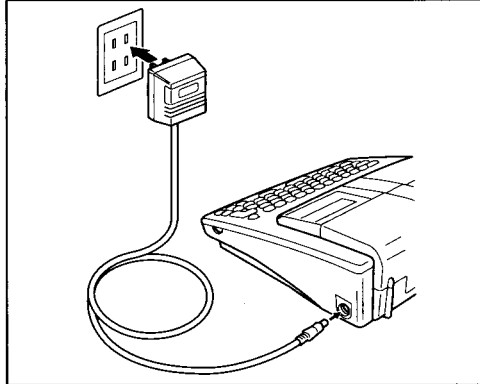
## Power Supply (Refer to page 12 for details.)

### Inserting the Batteries



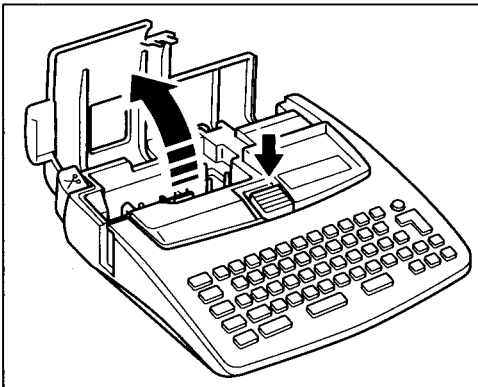
Remove the battery cover on the back of the machine and insert six AA **alkaline batteries**.

### Connecting the Optional AC Adaptor

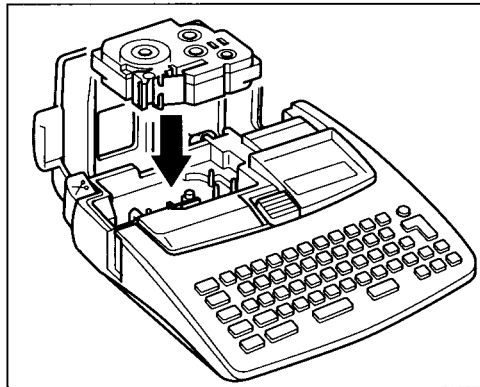


Insert the AC adaptor (model AD-30, sold separately) into the adaptor jack on the machine.

## Tape Cassettes (Refer to page 9 for details.)



1. Press down on the cover release button and open the cover.



2. Insert a TZ tape cassette and close the cover.

# Mr. J. Smith

1. Press the power button.

1	:	▶	_																
---	---	---	---	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

2. Enter "Mr. J. Smith".

a. Press **SHIFT** + **M**.

1	:	▶	M	_															
---	---	---	---	---	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

b. Press **R**, **.**, then **SPACE**.

1	:	▶	M	r	.	_													
---	---	---	---	---	---	---	--	--	--	--	--	--	--	--	--	--	--	--	--

c. Press **SHIFT** + **J**. Next, press **.**, then **SPACE**.

1	:	▶	M	r	.	J	.	_											
---	---	---	---	---	---	---	---	---	--	--	--	--	--	--	--	--	--	--	--


d. Press **SHIFT** + **S**. Then, press **M**, **i**, **t** and finally **H**.

1	:	▶	M	r	.	J	.	S	m	i	t	h	_						
---	---	---	---	---	---	---	---	---	---	---	---	---	---	--	--	--	--	--	--

3. After entering the text, print out the label.

Press **SPECIAL PRINT** **PRINT**.

C	O	P	I	E	S		1	/	1										
---	---	---	---	---	---	--	---	---	---	--	--	--	--	--	--	--	--	--	--

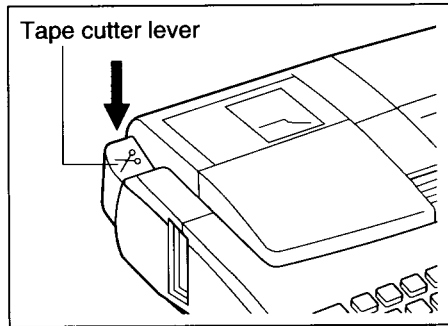
 To print multiple copies of the label,

press **CODE** + **SPECIAL PRINT** **PRINT**, then use **▲** **HOME**

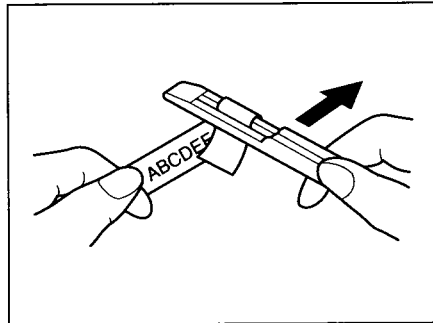
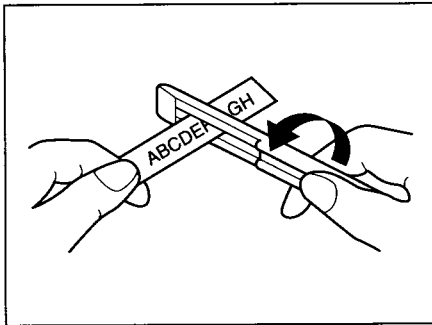
C	O	P	I	E	S	:	1												
---	---	---	---	---	---	---	---	--	--	--	--	--	--	--	--	--	--	--	--

and **▼** **END** to set the number of copies to be printed.

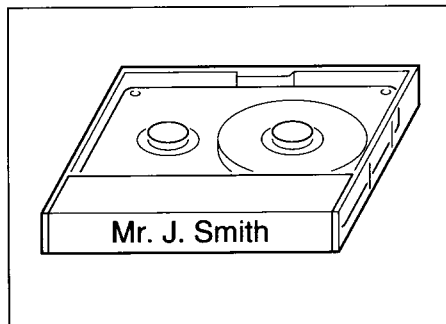
4. Affix the label.
- a. Press the tape cutter lever to cut the tape.



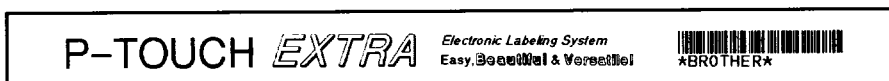
- b. Remove the label backing.
- Use the enclosed lettering stick to remove the backing from labels made of laminated tape.




- c. Attach the label at the desired position.



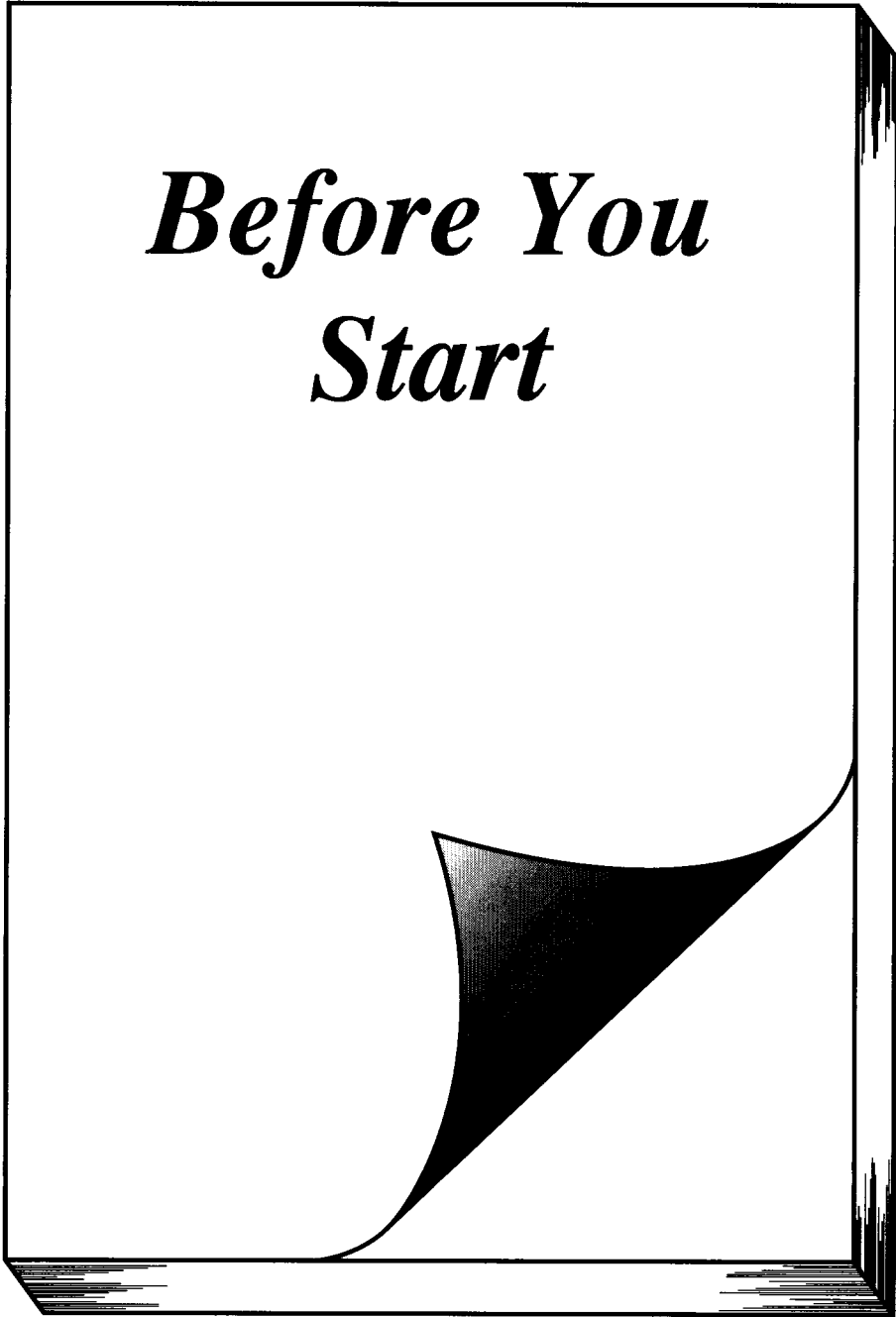
**Demo printing** (To print the sample label shown below, press  + .)



 Since three different sample labels are available the type of sample label printed depends on the width of the tape.

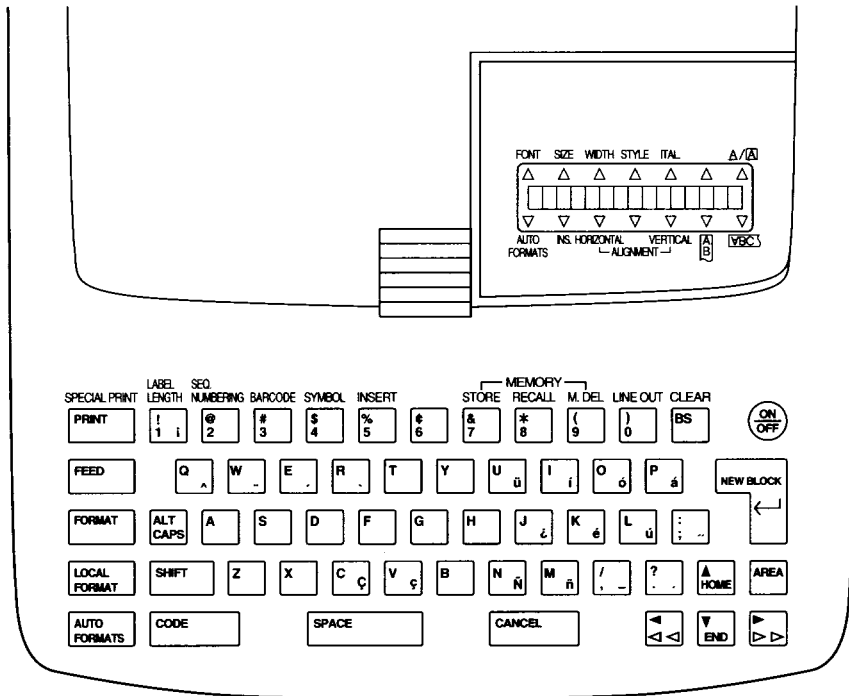


***Before You  
Start***

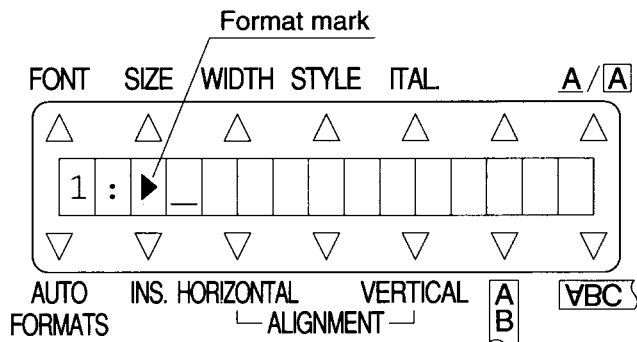


# MACHINE DIAGRAM

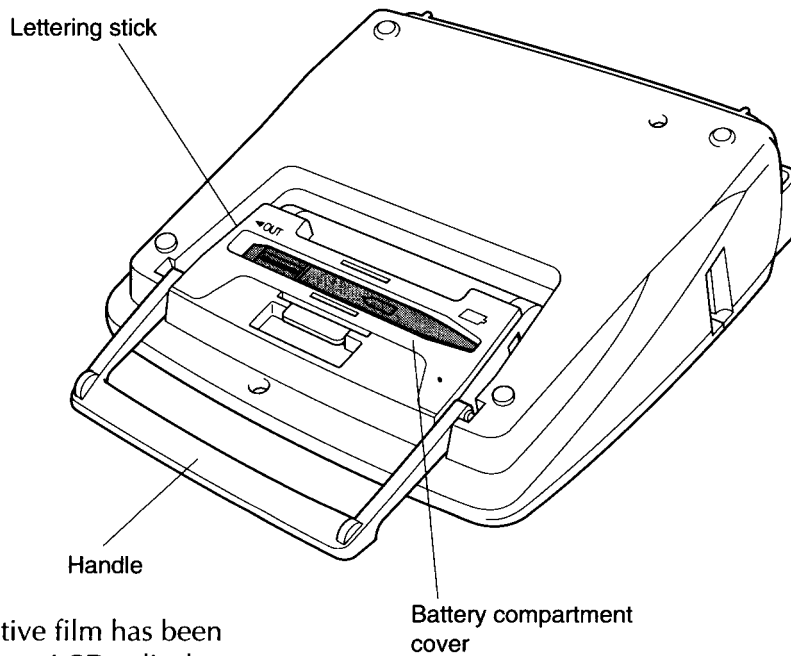
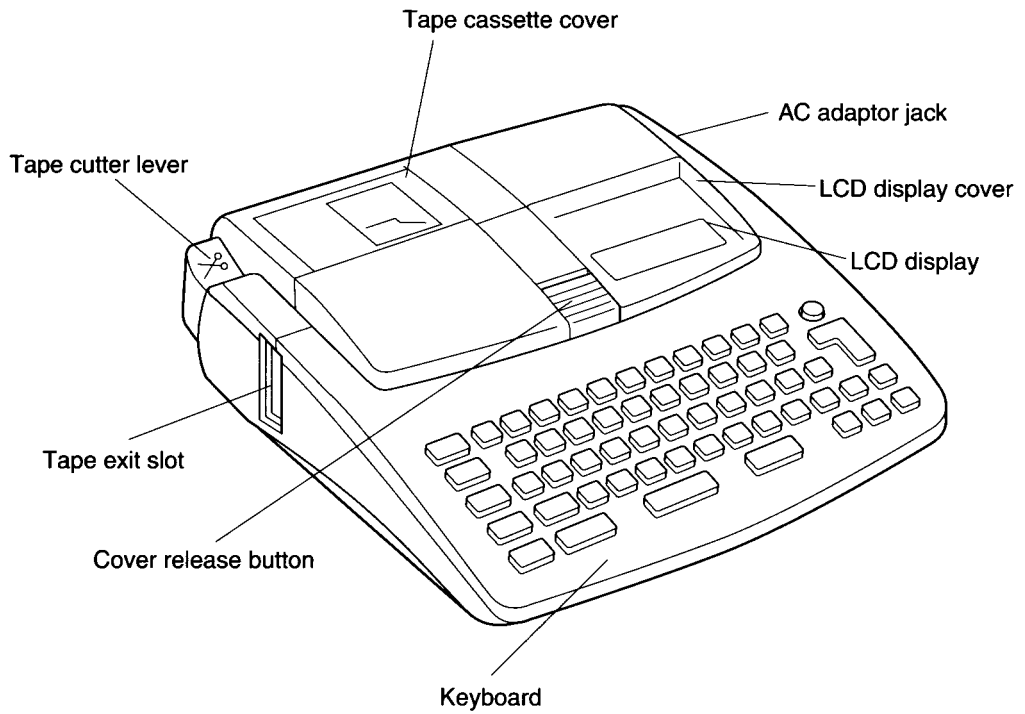
## KEYBOARD



## LCD DISPLAY




# FEATURES



A clear protective film has been affixed to the LCD display cover to prevent it from being scratched or damaged during transport. Remove the film before operating the machine.

## GENERAL PRECAUTIONS

- Use only Brother TZ tapes with this machine. Do not use tapes that do not have the  mark.
- Five TZ tape widths are available: 1/4" (6 mm), 3/8" (9 mm), 1/2" (12 mm), 3/4" (18 mm) and 1" (24 mm)
- Do not pull on the tape. This may damage the tape cassette.
- Avoid using the machine in extremely dusty places. Keep it out of both direct sunlight and rain.
- Do not expose the machine to high temperatures or high humidity. Never leave it on the dashboard or in the back of your car.
- Do not leave any rubber or vinyl on the machine for an extended period of time. Doing so may cause staining.
- Do not clean the machine with alcohol or other organic solvents. Use a soft, dry cloth only.
- Do not put any foreign objects onto or into the machine.
- To avoid injuries, do not touch the cutter's edge.
- When inserting new batteries, be sure to do so within five minutes of removing the old ones, otherwise all messages will be lost (unless the machine is plugged into an AC outlet with the AC adaptor).
- Use only the AC adaptor (model AD-30) designed exclusively for this machine. Use of any other adaptor will void the warranty.
- When the machine is not being used for a long period of time and it is not necessary to keep the messages stored in the memory, remove the batteries to prevent them from leaking and damaging the machine and disconnect the AC adaptor.
- When the AC adaptor is plugged into the machine, unplugging the adaptor from the AC outlet can delete all messages in the memory, even though batteries are installed.
- **Use AA alkaline batteries in this machine.**


# TAPE CASSETTE

A single TZ tape cassette is supplied with this unit. However, tapes for this machine are available in a wide range of background colors, type colors and tape sizes. We encourage you to use this variety of labels for color-coding and other applications where it is useful to create visually distinctive labels.

With this in mind, we have designed this machine to allow quick and easy insertion and changing of tape cassettes.

## TO INSERT A TAPE CASSETTE:


- (1) Press the cassette cover release button downwards to release the cover. Lift the cover so that you can reach the tape cassette easily. This will also release any installed cassette.

 *The machine will automatically turn off when the tape cassette cover is opened. The text that was displayed when the power went off will appear in the display when the machine is turned on again.*

- (2) If there is a tape cassette already in the compartment, remove it by pulling it straight up.

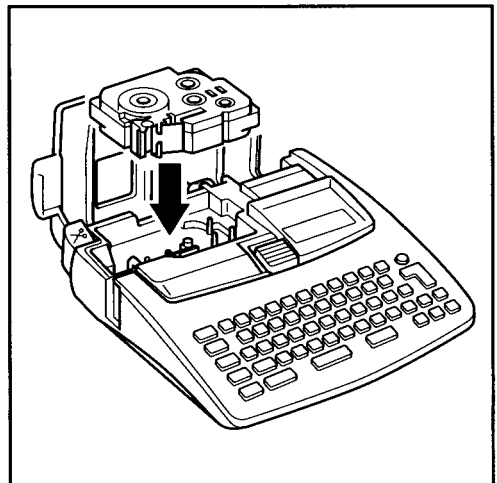
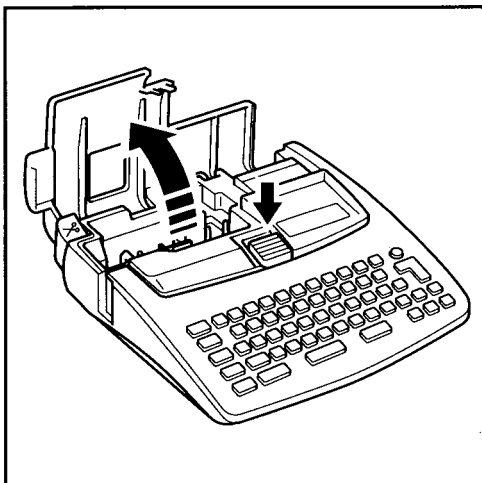
- (3) Remove the stopper from a new tape cassette. If the tape inside the cassette is loose, use your finger to wind it one full turn in the direction of the arrow on the plastic tape cassette.

- (4) Insert the tape cassette firmly into the compartment.

 *When inserting the tape cassette, make sure that the inner ribbon does not catch on the corner of the metal guide.*

- (5) Shut the compartment cover.

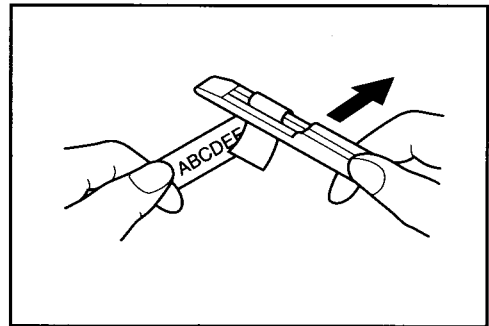
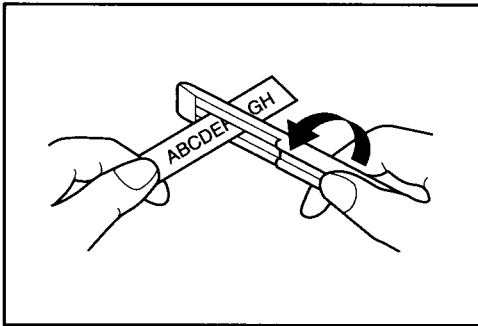
- (6) Press the **FEED** key once to remove any slack from the tape and push down on the tape cutter lever to cut the tape.



## REMOVING THE LABEL BACKING

The enclosed stick enables you to remove the label backing from the tape easily.

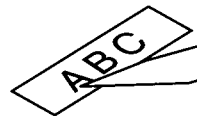
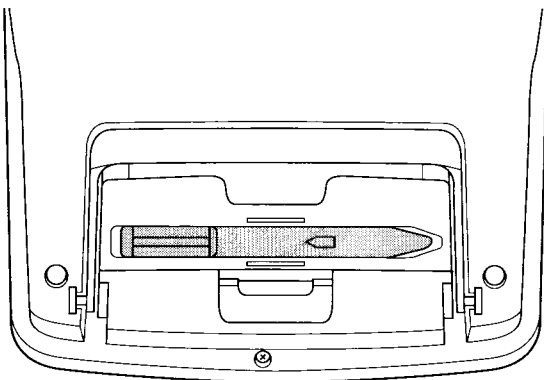
- (1) Hold the tape, with the printed surface facing up, in your left hand and hold the stick in your right hand.
- (2) Pass the tape halfway through the long narrow hole in the stick.
- (3) After turning the stick three quarters of a turn towards you, pull the stick away from you as shown below.



### INSTANT LETTERING TAPE (RUB-ON TRANSFERS)

Instant lettering tapes act as rub-on character transfers. After creating a message, position the label on a sheet of paper. Then, by simply rubbing the instant lettering tape's non-printed side with the enclosed stick (or one available on the market), you can transfer the tape's contents directly onto the paper.

**Caution:** Hold the tape very firmly and do not move it while rubbing the tape.



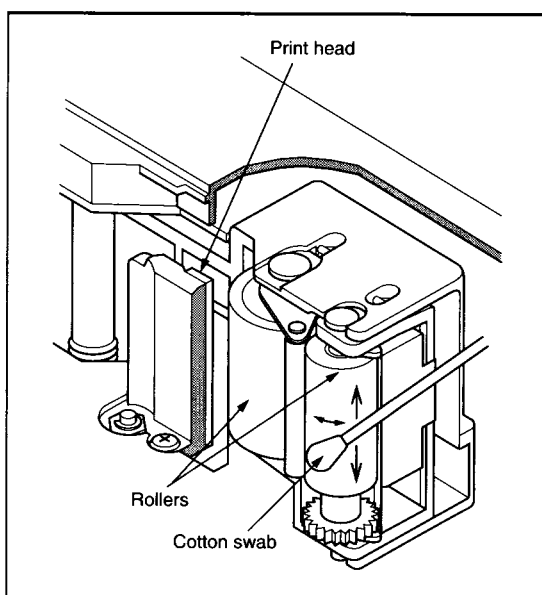
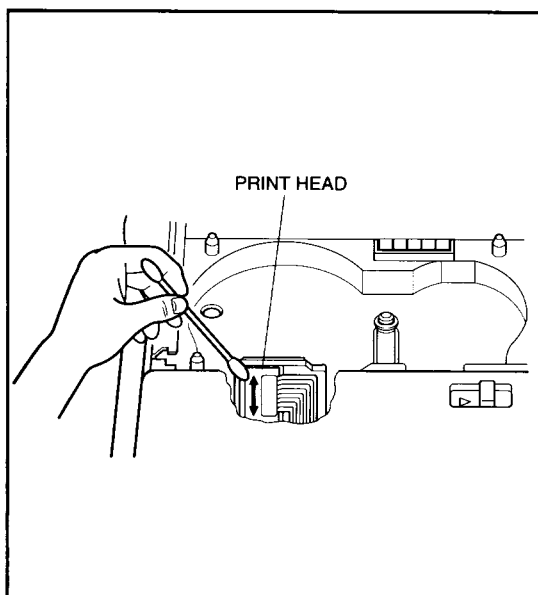
# CLEANING THE PRINT HEAD & ROLLERS

Occasionally, specks of dust or dirt become attached to the machine's print head and rollers. This is particularly likely when using the unit outdoors or in a very dusty environment. When this occurs, the print element obscured by the dust cannot print, causing an unprinted (blank) line to stretch across the label. Vertical lines indicate dirty rollers; horizontal lines indicate a dirty print head.

Therefore, like on a tape recorder, this machine's head may need to be cleaned from time to time.

## HOW TO CLEAN THE PRINT HEAD AND ROLLERS

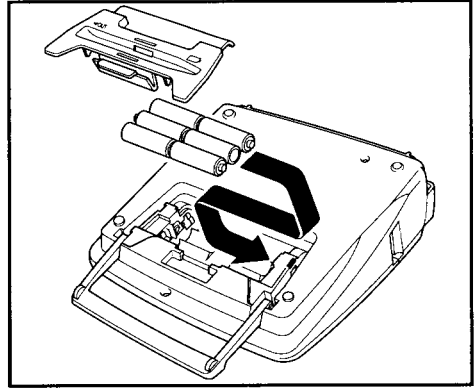
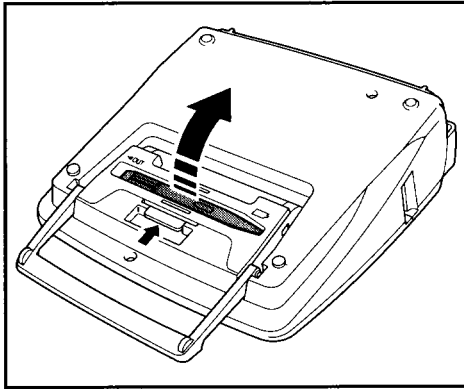
- (1) Turn off the machine.
- (2) Open the cassette compartment cover and remove the tape cassette. The print head and rollers are located in the cassette compartment.
- (3) Print head: Wipe the print head gently with a dry cotton swab in an up-down direction.  
Rollers: Wipe each roller vertically with a dry cotton swab while rotating the roller with your finger.
- (4) Again, try a practice print. If dust still remains, dip the cotton swab in isopropyl (rubbing) alcohol and repeat step (3).
- (5) If none of the above works, contact your service representative.




*Do not touch the print head mechanism with your fingers. If the head is touched, clean it immediately with a soft cotton swab to avoid permanent damage.*

# POWER SUPPLY

This is a lightweight and portable machine. It can be used anywhere by installing six (6) **AA alkaline batteries**. When you change the batteries, always replace all six at the same time.



 *Be sure to insert the new batteries within five minutes of removing the old ones, otherwise the message in the working area and any messages stored in the memory will be lost (unless the machine is plugged into an AC outlet with the AC adaptor).*

*If alkaline batteries are not used, large fonts and bar codes cannot be printed.*




## OPTIONAL AC ADAPTOR

The AC adaptor allows you to use this machine anywhere a standard electrical outlet is available.

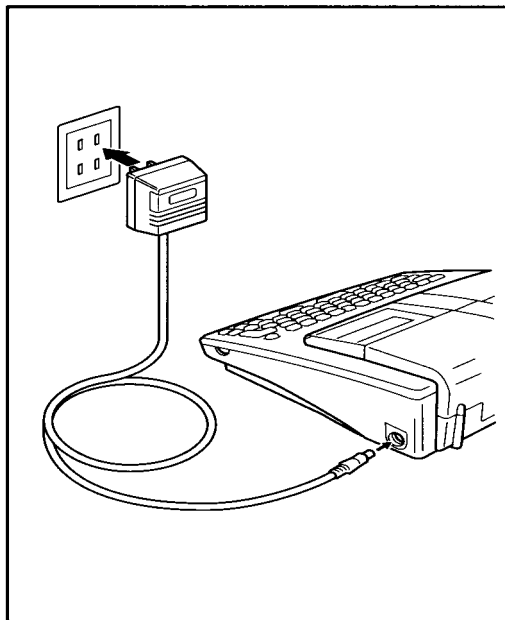
### TO ATTACH THE AC ADAPTOR:

- (1) Insert the adaptor's small connector into the jack marked DC IN 7V on the right side of the machine.
- (2) Plug the large connector into the nearest standard electrical outlet.

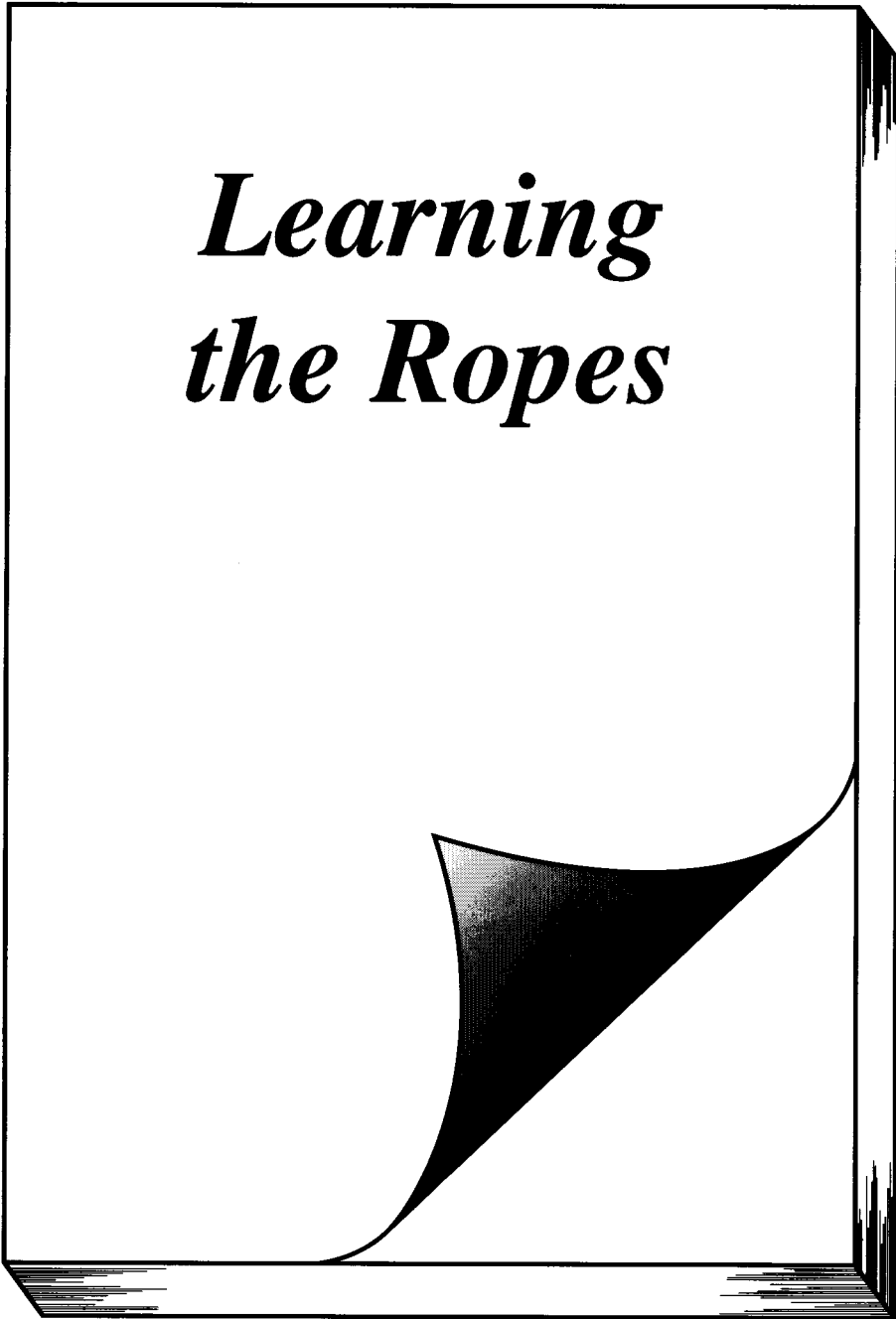
 *Only use the AC adaptor (model AD-30) designed exclusively for this machine.*

*Remove the batteries and disconnect the AC adaptor if you do not intend to use your machine for an extended period of time. When the power is disconnected, all messages in the working area and the memory will be lost.*

*It is recommended that you use the AC adaptor when printing large fonts and bar codes on 3/4" (18 mm) or 1" (24 mm) wide tape since these operations can quickly run down the batteries.*



*Learning  
the Ropes*

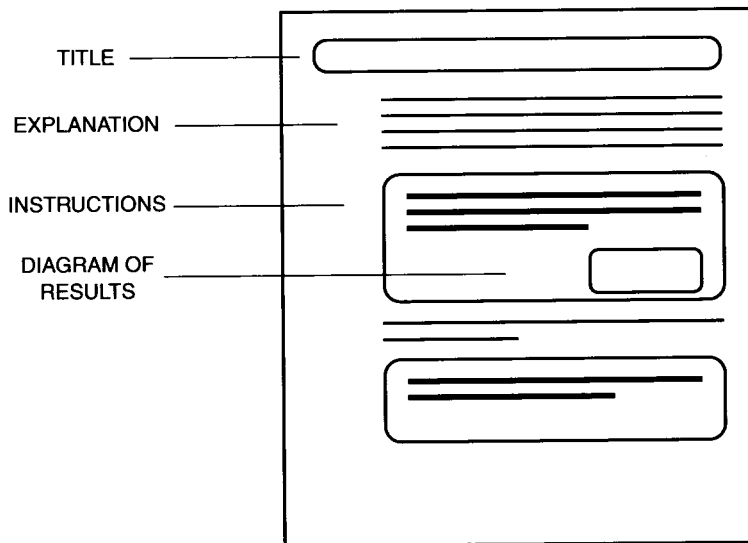


# INTRODUCTION

In *Learning the Ropes*, you will find a series of label-making examples. As the featured label designs become increasingly more complex, you will learn how to use the more advanced features of this machine. The first exercise consists of creating a simple one-line door sign. The second, an identification label, takes advantage of several additional machine capabilities. Finally, the storage shelf label shows you how to use the unit's more expert functions.

If you are a first time user, we suggest that you work through these exercises to become acquainted with the various features of this machine. Since they do not require much time, they can be done in three separate practice sessions or all at once.

The *Learning the Ropes* examples consist of the following parts:



To best use this training section, simply follow the flow of the practice sessions. Read the background explanations, then follow the instructions, checking that your results match the diagrams provided. If you would like more detailed information about a particular point, simply check in the *For Your Information* section.

And now, let's see how easy it is to make beautiful labels with the P-Touch 520!


# Step 1

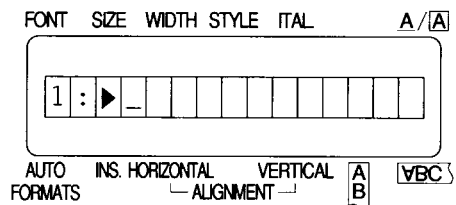
## DOOR SIGN EXAMPLE

Conference Room 203 

First, you must turn on the machine's power. The On/Off button is located on the upper right-hand side of the keyboard.

### To turn on the machine:

- Press 



The display will show each line of text that you input. The "1:" on the left indicates that this is the first line of the message. Although the machine's LCD display is 15 characters wide, you can create messages with many more characters. The 15-character display is like a window which moves across your message, allowing you to view different parts.

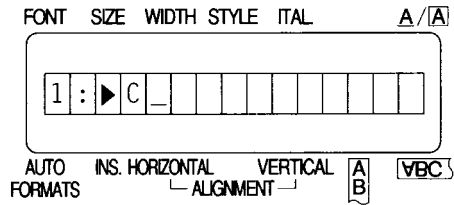
The ► mark at the beginning of the first line indicates that this is the beginning of a format and it appears at the start of the message when the power is first turned on. This mark disappears when the amount of text entered in your message causes the characters at the start of the line to scroll off the display to the left.

The mark resembling an underline is called a "cursor". The cursor is like a pointer which shows your current position, and lets you select individual characters or portions of your text.

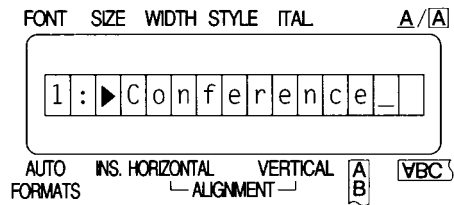
Now we wish to enter the word "Conference". To do so, we must first input a capital "C".

#### To input a capital C:


- Hold down **SHIFT** and press



- Release **SHIFT** and type "onference".

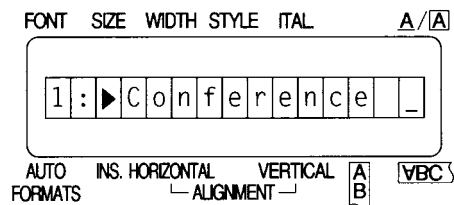


As on a typewriter, the **SPACE** key lets you put a blank space in a message.

 *The **SPACE** key and **▶** key have different functions. The **▶** key moves the cursor forward through inputted text without adding blank spaces.*


#### To complete the message "Conference Room":

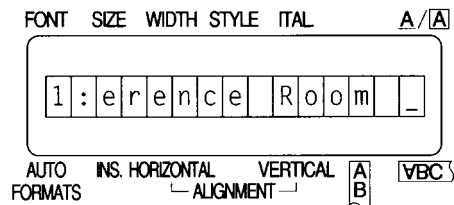
- Press **SPACE** once to add a blank space.



Next, enter the word "Room":



- Hold down **SHIFT** and press **R**.
- Release **SHIFT** and type "oom".
- Press **SPACE** once to add another blank space.

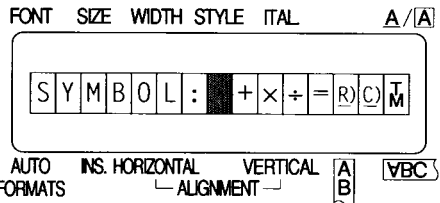
 *Since the line of text is longer than the LCD display, the first characters, "Conf", will move off the display.*





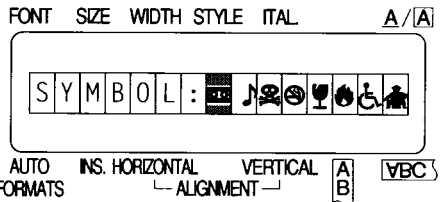
Next, suppose that we wish to add a “No Smoking” symbol to our door sign. The “No Smoking” mark is just one of many available on this machine. A detailed explanation of symbol entry can be found in the *Symbols* section in *For Your Information* (page 44).


**To add a “No Smoking” symbol to the end of the message:**

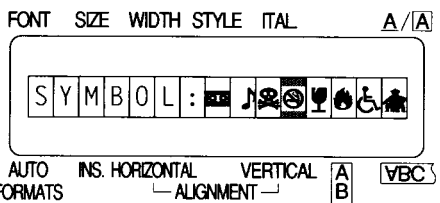
- Press  + . The first group of symbols will be displayed.




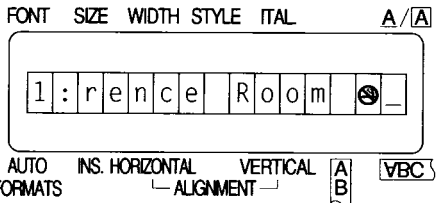
- Press  and  to scroll through the available symbol groups until the group with the “No Smoking” symbol is displayed.



- Press  until the “No Smoking” symbol is selected (the cursor flashes over a symbol when it is selected).




- Press . The “No Smoking” symbol will be added to your message.





Once you have created a message, this machine allows you to edit it easily, to correct mistakes or change the text or style. Detailed explanations of text editing methods can be found on pages 54 to 60 in *For Your Information*.

Now, let's practice editing by inserting the room number "203". On this machine, characters can be added in the message at the cursor's position in Insert mode.

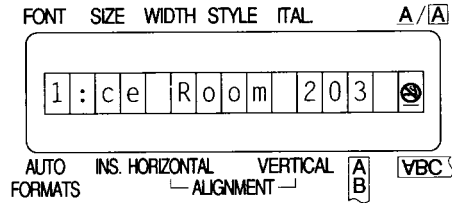
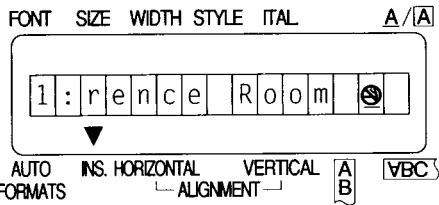
**To insert the room number, "203", into the message, changing it to "Conference Room 203":**

- Press  until the cursor is positioned at the point at which you want to insert the character.

 To turn Insert mode on or off, hold  and press




- Enter "203" and add a blank space.



Since our message is finished, we can now print it. Although several printing settings are available, we will use the default settings pre-programmed into this machine.

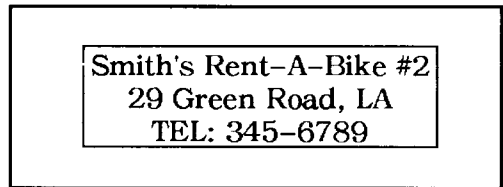
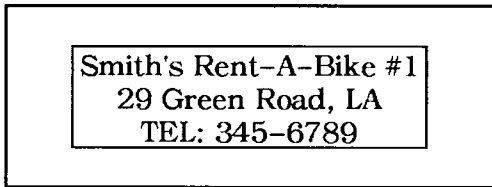
**To print the label:**

- Press .
- When the label has been printed and the tape has stopped moving, press the cutter lever to cut off the label.

# Step 2

## RENTAL BIKE IDENTIFICATION LABEL

In this label-making session, let's assume that you want to make some identification labels for rental bikes.



This example label cannot be printed on 1/4" (6 mm)-wide tape.

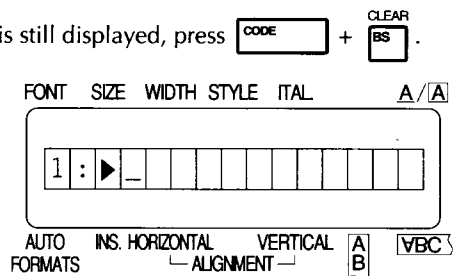
In this practice session, we will make a multi-line, automatically numbered identification label.

### To prepare for a new label:

- Turn on the power.
- If the previous work session's text data is still displayed, press **CODE** + **CLEAR BS**.
- A confirmation message, "OK TO CLEAR?", is displayed. Press




To turn Insert mode on or off, hold down **CODE** and press **INSERT % 5**.



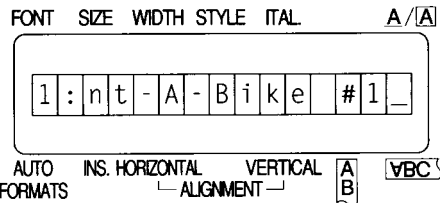





To make multi-line labels, you need to use the **RETURN** key. The **RETURN** key




() operates like the RETURN on a typewriter, moving the cursor to the next line. When you press the **RETURN** key, a ↵ mark will be added to the text line.




**To enter a three-line message:**


- Type the shop's name followed by an identification number for the bike: "Smith's Rent-A-Bike #1".

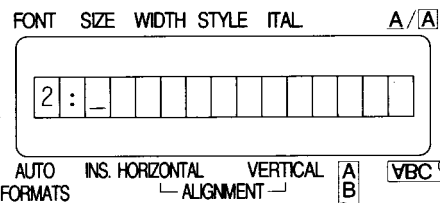




 To input " ", hold down  and press .


 To input "-", hold down  and press .

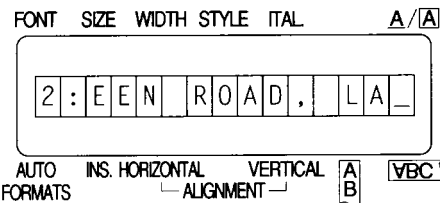
 To input "#", hold down  and press .


- Press . The cursor will move to line 2, allowing you to input a second line of text. Note that the numbers on the display's left side indicate the line numbers. A ↵ appears at the end of the first line.

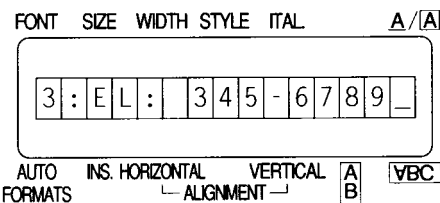





- Press  +  to input a series of capital letters. The CAPS:ON message is displayed briefly.

- Type the address, "29 GREEN ROAD, LA". All letters will appear as capital letters; there is no need to press .



- Press .
- To finish the message, type "TEL: 345-6789".



 To input ":", hold down  and press .

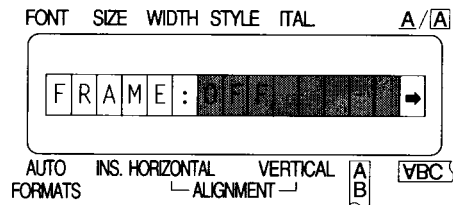
The format settings are divided into global formats and local formats. Global formats apply a style to the entire label, for example, adding a frame around the message. Local formats are used to apply special style settings to portions of text within the label.

The ◀ and ▶ keys are used to select the desired format. The ▲ and ▼ keys allow you to change the current settings.

This machine is also equipped with an Auto format mode which allows you to enter text and symbols into preset label templates. With the AUTO FORMAT function, you can enter text that is used with common formats so labels can be created easily and quickly be printed.

#### To view the current format settings (global):

- Press **FORMAT**.



- To change a setting, press ◀◀ or ▶▶ until the global format setting is selected, then press ▲HOME or ▼END to select the setting.

#### To apply a local format:

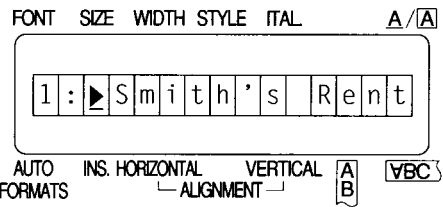
- Press **LOCAL FORMAT** before entering the text to be formatted or use **AREA** and the cursor keys to select a portion of the text, then apply a local format setting. Local formatting marks ▶ will appear before and after the portion of text that has been formatted.

Any time you wish to return to text entry mode from Format mode without changing any of the settings, simply press the **CANCEL** key.

For this label, however, let's assume that we want a different style of text: Font Brussels, framed and horizontally centered. We must therefore create a new format.

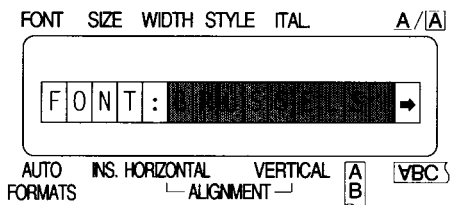
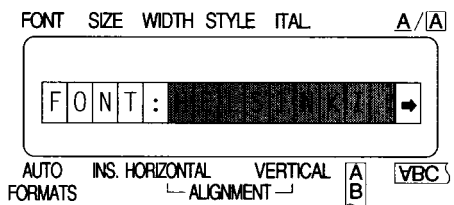
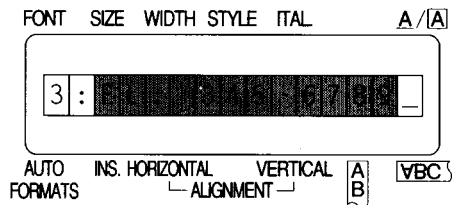
**To change the font to Brussels:**

- Press **CODE** + **A HOME**.
- Press **AREA** and use **←** and **→** to select an area of text.  
(Press **CODE** + **END** to select the entire text. The entire text will flash.)



- Press **LOCAL FORMAT**.
- Press **A HOME** or **END** until "BRUSSELS" is displayed.

*The "HELSINKI" font name is flashing. The flashing acts like a cursor; it shows which format setting is currently "active".*

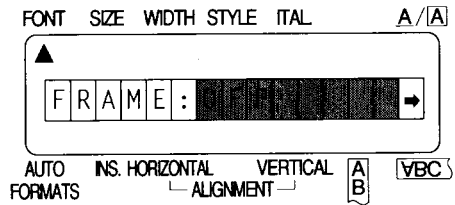


- Press **NEW BLOCK**. The FONT indicator on the LCD display turns on.

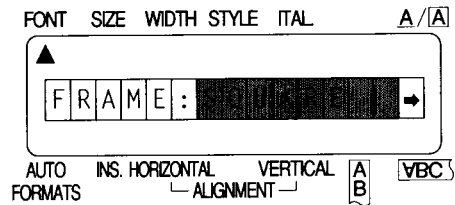
To turn the framing format setting on and to change the horizontal alignment, proceed as follows:

**To edit the format settings:**

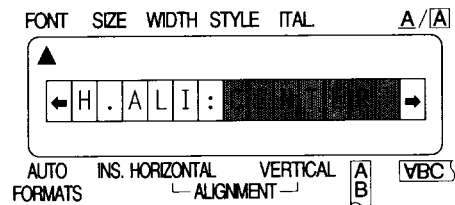
- Press **FORMAT**. Press **◀◀** or **▶▶** until the framing setting (FRAME) is flashing (it is currently set to off).



- Press **▲HOME** or **▼END** until "SQUARE" is displayed.



- Use **◀◀** and **▶▶** to move from item to item, and **▲HOME** and **▼END** to change a setting. Change the horizontal alignment setting (H.ALI) from "LEFT" to "CENTER".



- Press **NEW BLOCK**.

The **◀** and **▶** keys let you move from item to item. The **▲** and **▼** keys allow you to change the current settings.

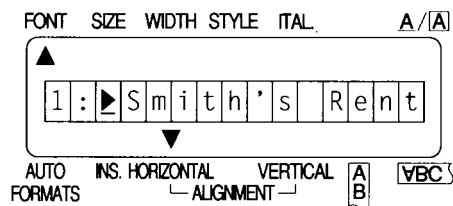
Next, we'll practice using this machine's numbering function. This feature is particularly useful for serial numbers and other codes which require sequential numbering. In this example, let's assume that "#1" is the rental bike's identification number – 1. Let's also assume that this number can be used to trace the bicycle in case of theft.

The second bicycle would be numbered #2, the third #3, etc.

When the numbering feature is used, the numbers, letters or bar code included in the field will automatically increase as each label is printed. A detailed explanation of this function can be found in the *Sequential Numbering* section in *For Your Information* (page 50).

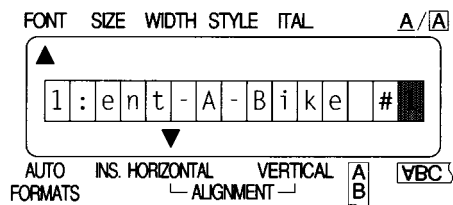
**To make "1" a numbering field:**

- Press **CODE** + **A HOME**. The cursor will move to the first character of the label.



- Press **▶** until the cursor is positioned under the "1" in "#1".

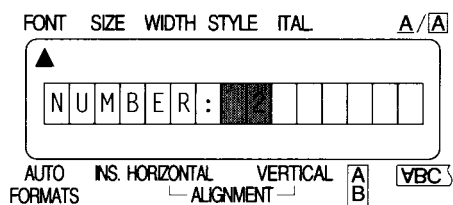
- Press **CODE** + **SEQ. NUMBERING** and the message "SELECT FIELD!" is briefly displayed. Use **◀** and **▶** to select the characters for the numbering field.



- Press **NEW BLOCK**.

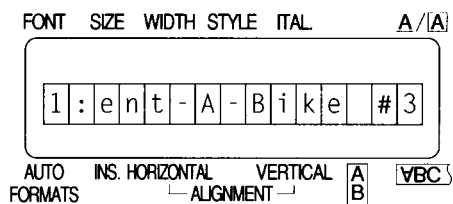
- The numbering setting screen appears in the display.

- Press **A HOME** or **V END** to set the numbering setting (between 2 and 99).



- Press **NEW BLOCK** or **SPECIAL PRINT PRINT** and two sequentially numbered labels are printed.

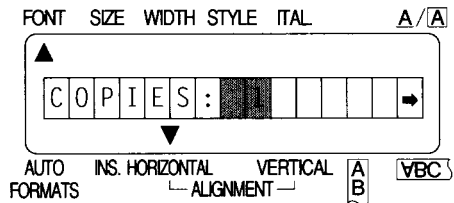
The PT-520 automatically starts printing the labels. When all the labels have been printed, the text with the next number in the series is shown in the text entry display.



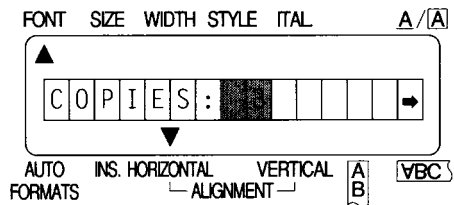
Finally, let's assume that we have three bicycles onto which we want to attach the same label. Therefore, we need to print three copies of the same text. A detailed explanation of the repeat printing function can be found in the *Special Printing* section on pages 92 to 94.

**To print three copies of the label:**

- Press + . The print options menu will be displayed.



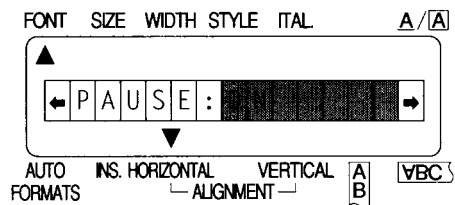
- Press and until the COPIES setting (currently 1) is set to 3.



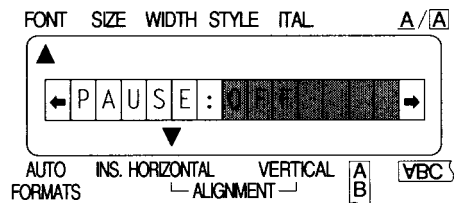
The PAUSE setting in Special print mode can be used to set whether or not the machine will pause while printing copies of labels so the tape can be cut.

**To print without pausing between copies of labels:**

- Press and to select the PAUSE setting.



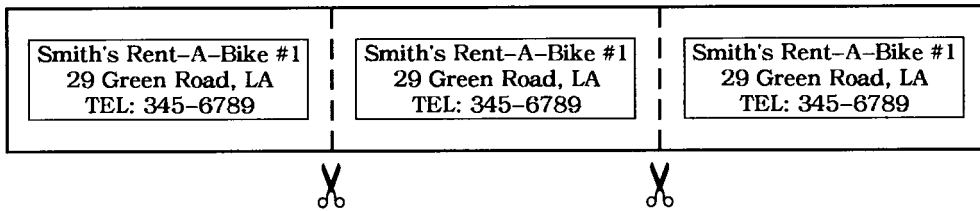
- Press and until the PAUSE setting (currently ON) is set to OFF.



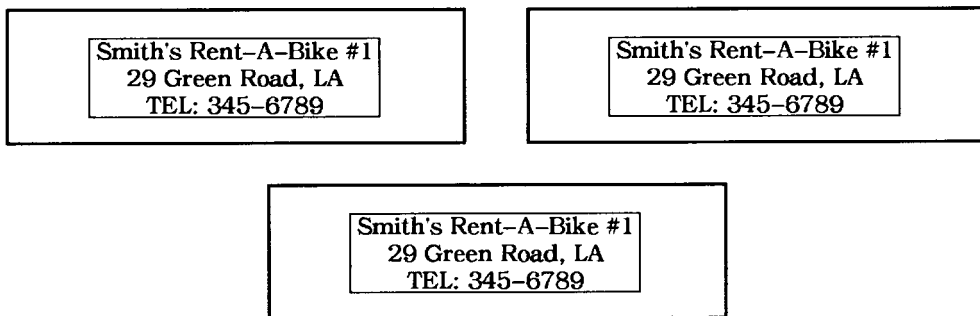
- Press to start printing the labels.

If we now wished to print three copies of the label, we could simply press the **RETURN** key. Three framed and horizontally centered labels with characters using font Brussels would be printed.

If the cut pause setting is turned off, the three copies would be printed continuously.



If the cut pause setting had been turned on, the machine would pause between the three copies so the tape could be cut.

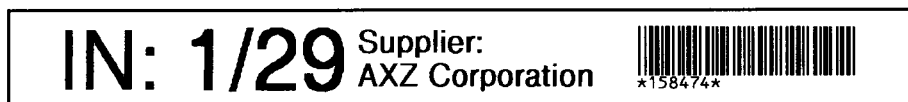



Since this would use quite a lot of tape for an example, we can now press the **CANCEL** key to escape from Special print mode and return to our text.

# Step 3

## STORAGE SHELF LABEL EXAMPLE

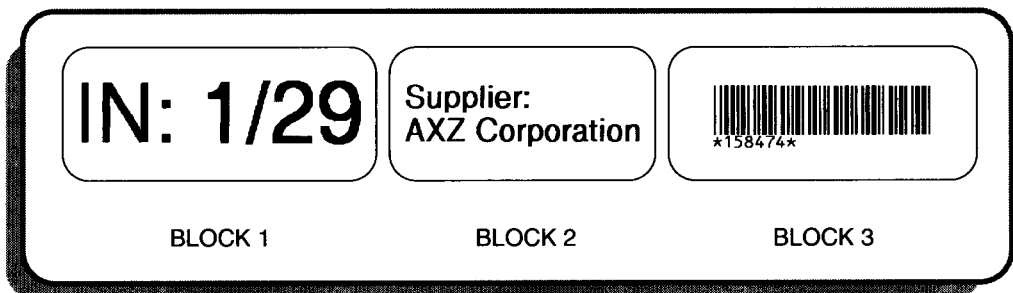
In this final practice session we will study the often-used local formatting and multi-block handling features, as well as more specialized features, such as bar coding.



 *If the label is being printed on 1/4" (6 mm)-wide tape, the bar-code number is not printed.*

In this session we will make a storage shelf label. Let's assume that you work in a parts warehouse and must make a shelf label which gives information about the parts stocked. This type of complex label – with several blocks of text, local formatting and bar code information – will allow us to practice several of this machine's more advanced features. Our final label will appear as shown above.

The label can be considered as having three distinct parts, as shown below. Each part will be entered as a separate "block" (a block is like a paragraph of text in a document).

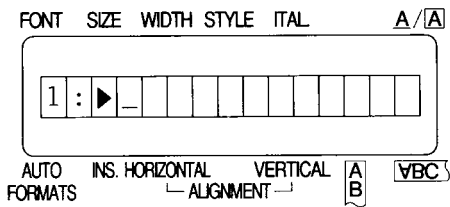
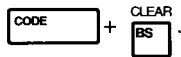




First, we must enter the label's basic text.

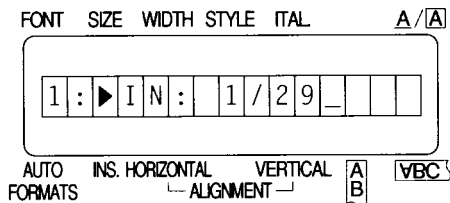
**To input the first block of text:**

- If the previous work session's text data is still displayed, press



- Type "IN: 1/29".

If you have any questions about basic input and editing techniques, review the previous examples or refer to pages 54 to 60 (Cursor Movement, Insert vs. Overwrite, Backspace, and Line Out) in For Your Information.

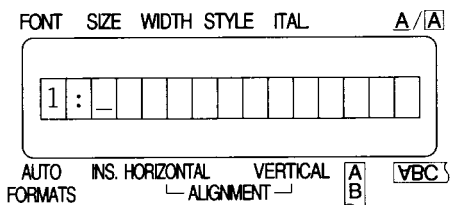


We now want to enter the second, two-line block, so we need to create a new block. To do this, hold down the **CODE** key and press the **NEW BLOCK** key. A detailed explanation of multi-block labels can be found in the *New Block* section in *For Your Information* (page 49).

**To input the remaining text:**

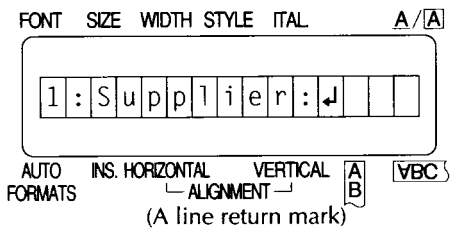
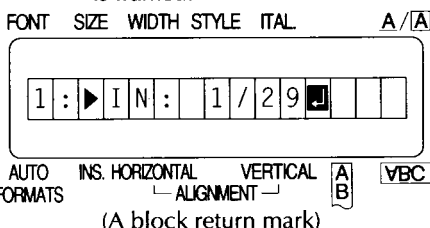
- Press + .

A block return mark appears at the end of block 1's last (and only) line. The new line is also labelled 1, meaning that it is the first line of the new block.

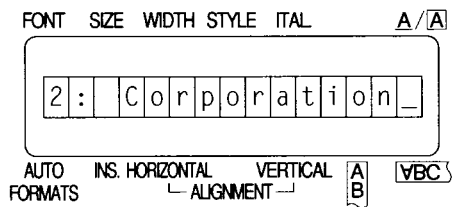




- Type "Supplier:" and press .

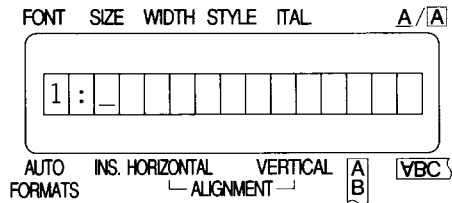
The mark for the line return has no box around it, while the block return mark is framed.



- Type "AXZ Corporation" as the second line.





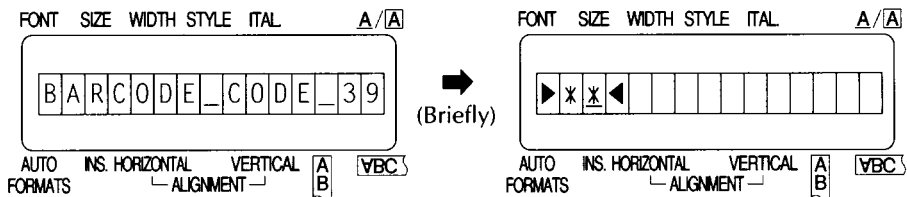
- We now want to enter the text in block 3. Press  + .



Now we must enter the bar code information, the last portion of our label. Although many options exist for bar codes, let's assume that you wish to use CODE 39 protocol, with an unspecified number of digits. A detailed explanation of bar coding can be found in *Bar Coding* on page 95 of *For Your Information*. This explanation covers only the basic of this machine's bar coding capabilities, however; it is not intended as a comprehensive introduction to the topic of bar coding.

**To enter Bar code mode:**

- Press  + . The type of bar code which is currently set will be displayed briefly; then Bar code input mode is entered.



If we had wished to use a different protocol, or to change any of the default settings, we would have pressed the **FORMAT** key. However, we will use the default settings, so that we can input our data right away.

**To enter the bar code data:**

- Type our code, "158474".



FONT SIZE WIDTH STYLE ITAL A/[A]

▶*	1	5	8	4	7	4	*	◀											
----	---	---	---	---	---	---	---	---	--	--	--	--	--	--	--	--	--	--	--

AUTO INS. HORIZONTAL VERTICAL A/[A]  
FORMATS ALIGNMENT B [VBC]

FONT SIZE WIDTH STYLE ITAL A/[A]

1	:			_																
---	---	--	--	---	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

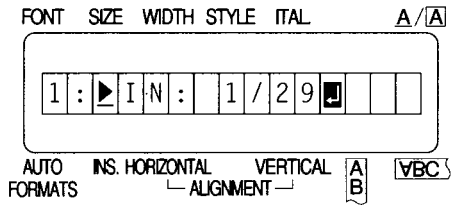
AUTO INS. HORIZONTAL VERTICAL A/[A]  
FORMATS ALIGNMENT B [VBC]

To move the cursor quickly from block to block, you can use the ◀◀ and ▶▶ keys. A detailed explanation of their operation can be found in the *Cursor Movement* section on page 54 of *For Your Information*.

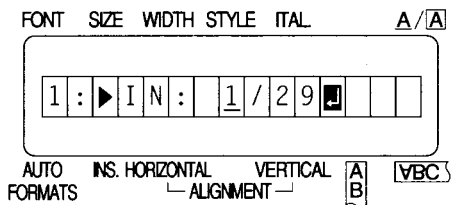
We would like to emphasize the date these parts were received – their “IN” date. To do so, we will create a local format, changing the date’s characters to bold face.

**To emphasize the IN date:**

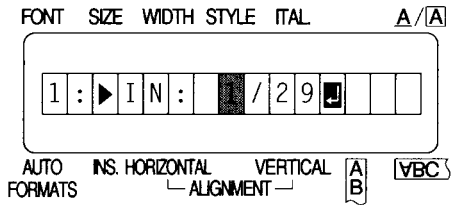
- Press **CODE** + **HOME**. The cursor moves to the first character of the label message.



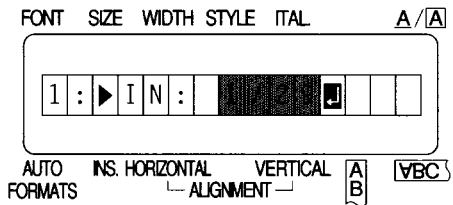
- Press **RIGHT** until the cursor is positioned under the 1.



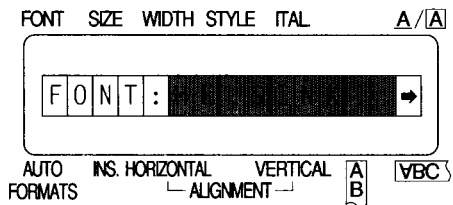
- Press **AREA**. The 1 flashes.



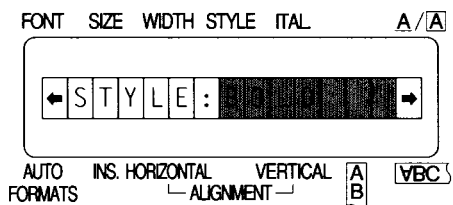
- Press **RIGHT** until the cursor is under the 9.





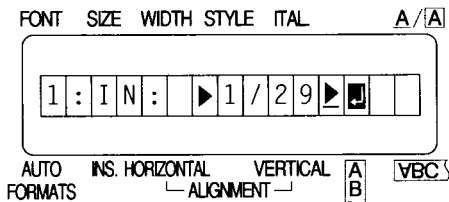
- Press **LOCAL FORMAT**. Press **RIGHT** until the character style setting (currently set to NORMAL) is flashing.



- Use **HOME** and **END** until BOLD is displayed.





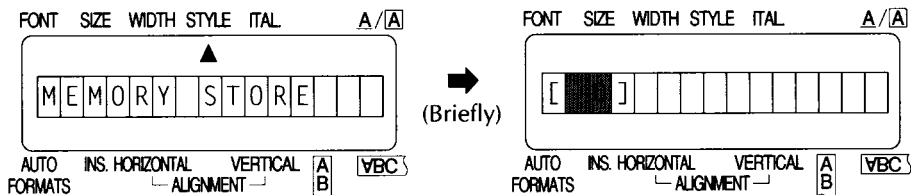
- Press . A  mark is displayed in front of and behind "1/29".







All the text has now been entered. The next thing to do is to print the labels out. Before printing, however, let's review some of this machine's memory functions.

**To store the text file for future use:**


- Press  + .

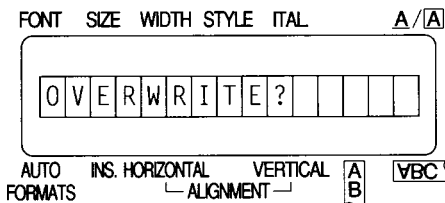



- Press . The text is stored as message "0" and can be recalled at any time.



 A file can be assigned any number between 0 and 99 using  and .

If a file has already been stored as "0", the following message "OVERWRITE?"

would appear when  is pressed.



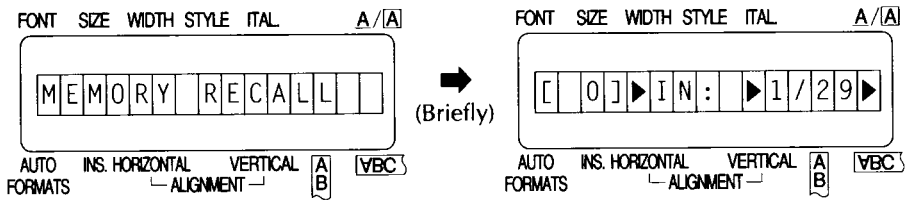
- Press  and the previous file would be deleted and the new file would be saved as message "0".

 If you do not want to delete the previous file, press  to stop the operation.

We can recall the file [0] which we just stored in memory.

**To recall our file:**

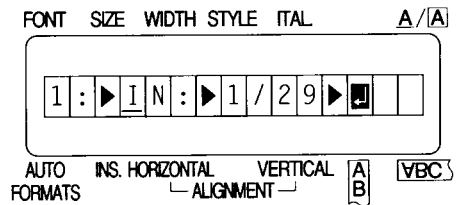
- Press  +  .




- Since the currently displayed file is the file that we want, press



The storage shelf label file returns to the working area, where we can edit or print it.

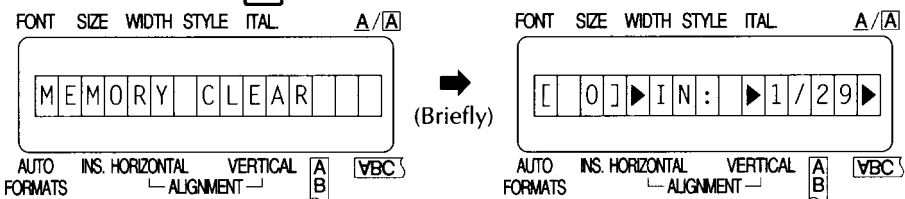


-  A different file can be chosen, using the  and .

Sometimes, when a file is no longer useful, you will want to delete it from this machine's memory.

**To delete a previous text file from the memory:**

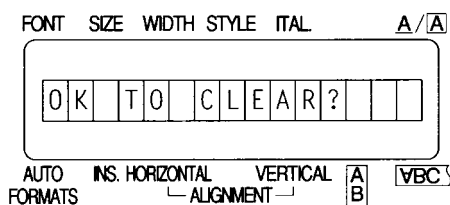
- Press  + .



Let's assume that we no longer need file [0] and wish to delete it. Therefore:

- Press  + .

The message at the right appears.



- Press  +  again.

If we do not wish to delete this file, we can press  to escape.

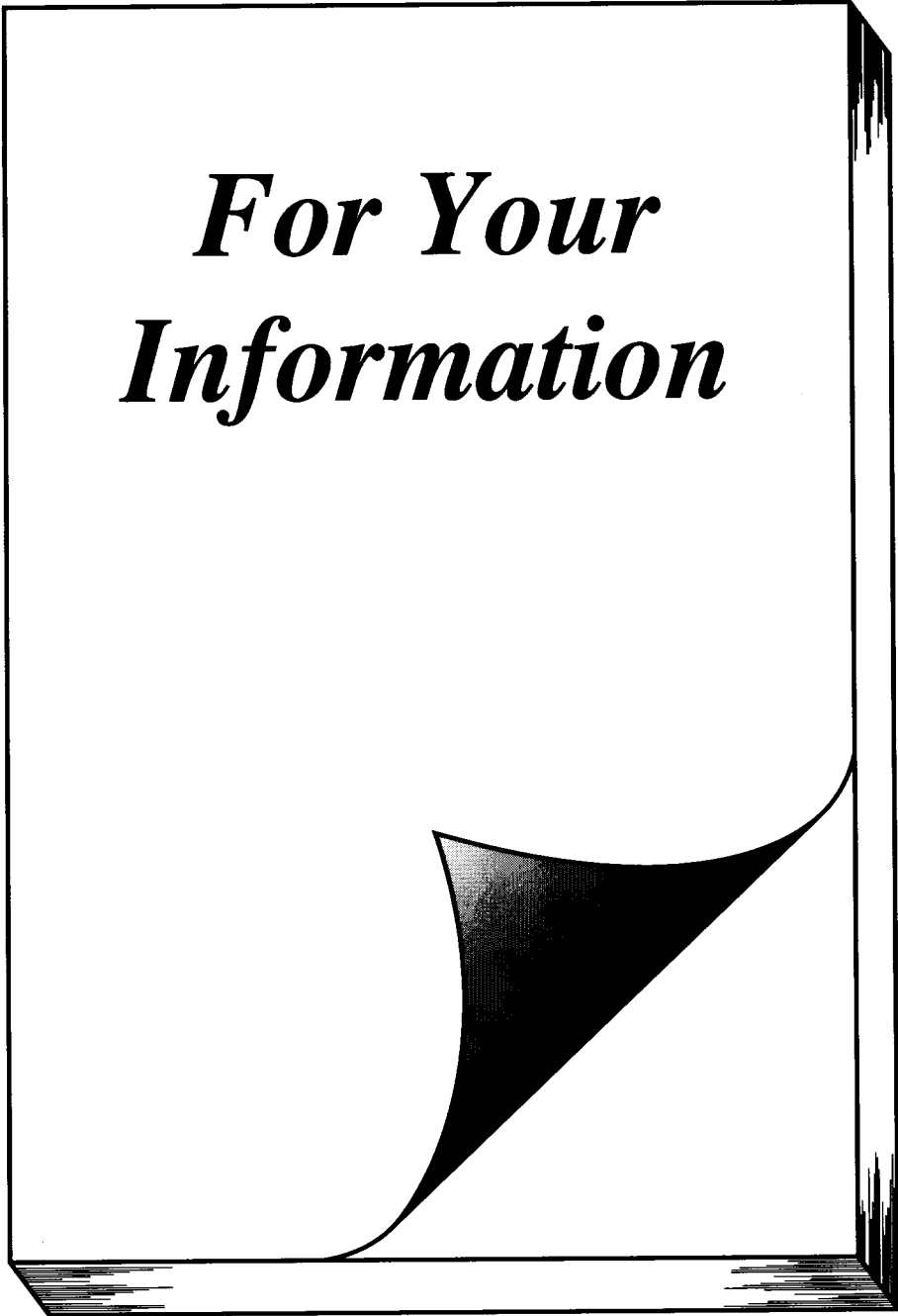
Now let's print out the storage shelf label.

**To print the label:**

- Press .
- When the label has been printed and the tape has stopped moving, press the cutter lever to cut off the label.

Congratulations! This completes the third and final practice session in *Learning the Ropes*. We hope that these exercises, which cover most of this machine's features, have been both educational and enjoyable. If you wish, you can now go back and repeat any of these exercises, practice on your own, or begin making actual labels. If you ever have questions about particular operational points, please refer to the *For Your Information* section of this manual.

***For Your  
Information***





# INTRODUCTION

In *For Your Information*, you will find detailed explanations of all the machine's features. Each concept is given its own page, making this reference section easy to use.

Operational examples of most features can also be found in the *Learning the Ropes* practice sessions. If you are a first time P-Touch 520 user, we suggest that you work through those learning exercises before starting to make labels on your own.

This *For Your Information* section provides supplementary information. When you have a question about a particular point, locate that topic in the "Finding Your Way" contents list and turn to the page indicated.

# FINDING YOUR WAY


This *For Your Information* reference guide gives detailed explanations of all of this machine's features. The following list shows which topics are covered and on which page an explanation of their operation can be found.

<b>PAGE</b>		<b>PAGE</b>	
<b>INPUTTING</b>		<b>FORMATTING</b>	
Power Button	40	Auto Format Mode	62
Cursors	41	Local Formatting	68
SHIFT, ALT & CAPS	42	Global Formatting	70
CODE key	43	Text Formats:	
Symbols	44	Font	72
Composite Characters	45	Size/Width	74
Return	46	Style/Italic	76
Area	48	Underlining/Framing	79
New Block	49	Label Formats:	
Sequential Numbering	50	Frame	81
Cancel	52	Tape Feed	82
		Vertical Printing	83
<b>CURSOR MOVEMENT</b>	<b>54</b>	Mirror Printing	84
		Horizontal Alignment	85
<b>EDITING</b>		Vertical Alignment	86
Insert vs. Overwrite	55	Length	87
Backspace	57	Display Uits	88
Line Out	58		
Clear	60	<b>MEMORY</b>	
		Store/Recall/Delete	89
<b>DISPLAYING</b>			
Label Length	61	<b>SPECIAL PRINTING</b>	<b>92</b>
		<b>BAR CODING</b>	<b>95</b>

# POWER BUTTON

The power button is located in the top right-hand corner of the machine's keyboard. When the power is turned on, the previous session's information is displayed. The machine will automatically turn off if no key is pressed within 5 minutes.

If batteries have been installed in the machine, or if it has been plugged in using the optional AC adaptor, the machine's internal memory will retain the last message created and display it after the machine is turned on. This automatic backup feature allows you to stop work on a message, turn off the machine and return to it later without having to re-enter the message.

 *When the AC adaptor is plugged into the machine, unplugging the adaptor from the AC outlet can delete the contents of the memory, even if batteries are installed.*

If six AA alkaline batteries have been installed, or if the machine is plugged into an AC outlet using the AC adaptor, all data in the machine's memory will be retained. When changing the batteries, be sure to insert the new ones within five minutes of removing the old batteries, otherwise the messages in the working area and the memory will be erased.

The power button can also be used to "reset" the machine. This reset function is useful in two situations:

- (1) To clear all text files and format changes from the machine's memory.
- (2) To return the machine to a usable status if it has "locked up" (i.e. it does not respond when a key is pressed).

## TO RESET THE MACHINE:

- (1) Turn the power off.
- (2) Hold down the **CODE** and **R** keys and turn the power back on.

Since all text files and format setting changes will be cleared from the memory, this should be done only as a last resort.

# CURSORS

## BACKGROUND

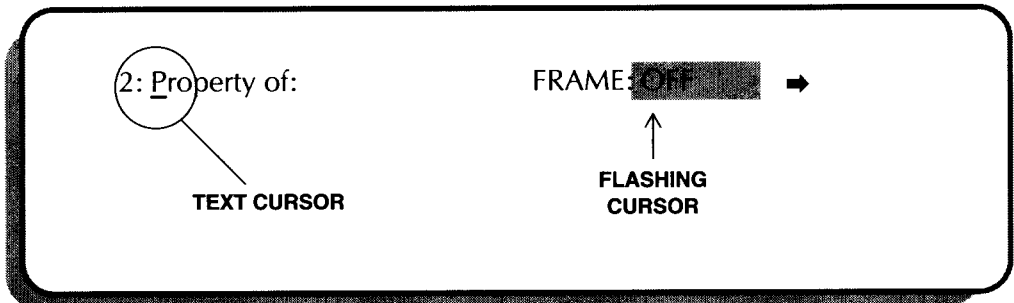
This machine has two different types of cursors.

The first, which resembles an underline, marks your current position in the text. Its operation is nearly identical to that of cursors on typewriters or word processors. You can review and edit different parts of your message by moving the cursor backwards, forwards, up and down. Eight keys (◀, ▶, ▲, ▼, ◀◀ (to the previous block), ▶▶ (to the following block), **HOME** and **END**) let you move the cursor. Their operations are explained in the *Cursor Movement* section on page 54.

While the text cursor is used to mark or select points in text messages, another type of cursor allows you to choose characters and various settings. When a setting is flashing, that setting is currently "active". For example, if the box setting (SQUARE) is flashing in the framing setting (FRAME) in Format mode, the characters are framed with a rectangle. Also, when you select text fields for numbering or local formatting, the currently selected characters will flash.

Both of these cursors — the text cursor for pointing and the flashing cursor for choosing — help you create, view and edit label messages.

## EXAMPLE



# SHIFT, ALT & CAPS

## BACKGROUND

Most characters can be entered simply by pressing their keys. However, to enter uppercase letters, accented characters and the most common symbols, three special keys are necessary.

**SHIFT KEY:** This key allows you to type capital letters and symbols located on the upper part of a key. To type a capital "A", hold down the **SHIFT** key and press the **A** key.

**CAPS KEY:** The **SHIFT** key is very useful for inputting a single capital letter, for example, at the beginning of a name. However, when you wish to enter a series of capital letters, the **CAPS** key should be used.

### TO ENTER CAPS MODE:

Hold down the **CODE** key and press the **CAPS** key.

The message "CAPS:ON" appears on the display briefly.

☞ *When Caps mode is on, using the **SHIFT** key and typing will produce lowercase letters.*

*Title fonts only produce uppercase letters.*

In Caps mode, uppercase letters are typed simply by pressing the character keys (that is, pressing the **SHIFT** key is not necessary). However, when number keys are pressed, numbers (not the symbols above them) appear.

To exit Caps mode, hold down the **CODE** key and press the **CAPS** key again. The message "CAPS:OFF" appears briefly on the display.

**ALT KEY:** The **ALT** key allows you to input characters and symbols written in red on the key.

### TO ENTER A CHARACTER WRITTEN IN RED:

Hold down the **ALT** key and press the key of the desired character written in red. To exit Alt mode, release the **ALT** key.

# CODE KEY

## BACKGROUND

While the **SHIFT**, **CAPS** and **ALT** keys allow you to select various characters and symbols, the **CODE** key allows you to choose various functions and modes. Functions and modes written in green on the key can be selected by pressing the **CODE** key.

## EXAMPLE

To use the memory recall function:

- Press  + .

To enter Symbol mode:

- Press  + .

# SYMBOLS

## BACKGROUND


This machine has many special marks and symbols that can be entered into your text. When entered, they act like normal characters and can be both edited and deleted.

Though several symbols can be found on the machine's key tops, 56 additional marks are available in Symbol mode.

## OPERATION

### TO ENTER A NON-KEY TOP SYMBOL:

- (1) Move the cursor to the point at which you want to enter the symbol mark.
- (2) Press the **SYMBOL** key while holding down the **CODE** key to enter Symbol mode.
- (3) Press the ▲ and ▼ keys until the symbol group containing the symbol you wish to enter appears on the display.
- (4) Press the ► and ◀ keys until the symbol you require flashes.
- (5) Press the **RETURN** key to enter the symbol into your message.




 *To enter a sequence of symbols, select the symbols one by one; after selecting each symbol, hold down the **CODE** key and press the **RETURN** key. After selecting the last symbol in the sequence, press just the **RETURN** key to leave Symbol mode.*


## LIST

S Y M B O L : • + × ÷ = ® © ™

S Y M B O L : [ ] \$ 1/2 ☎ ♥ ★ °

S Y M B O L : ° £ æ ↑ ↓ → ← °

S Y M B O L : ² ³ ² ³ ⁴   

S Y M B O L :        

S Y M B O L :        

S Y M B O L :        

# COMPOSITE CHARACTERS

## BACKGROUND

In foreign languages which use the Roman alphabet, composite characters, consisting of a letter and a diacritical mark are often used. These characters can be entered on this machine. The diacritical marks available are as follows: ¨, ´, ` and ^.


Several composite characters can be found on the key tops. Characters such as Ç, ç, Ñ and ñ can be entered in the same way as other characters. Other composite characters can be entered using a letter and a diacritical mark. Before inputting a composite character using the method described below, check whether it is already available as a key-top character.

Diacritical Mark	Letters which can be used with
¨	A E I O U a e i o u
´	A E I O U a e o u
`	A E I O U a e i o u
^	A E I O U a e i o u

## OPERATION

### TO INPUT A COMPOSITE CHARACTER:

- (1) Enter the diacritical mark needed for the composite character.
- (2) Type the letter you wish to combine with it. The entered mark and character will flash alternately on the LCD display and will be printed together when you print your label.

 *If the letter cannot be combined with the diacritical mark (see the chart above), the letter will take the place of the mark (i.e. the diacritical mark will be deleted).*

*If you press a cursor movement key or the **PRINT** key after inputting the diacritical mark, nothing will happen. To continue inputting your message, you must either successfully enter a character or delete the mark with the **CANCEL** key or **BACKSPACE** key.*



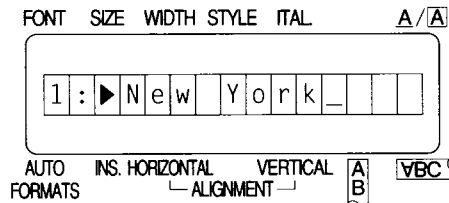
# RETURN

## BACKGROUND

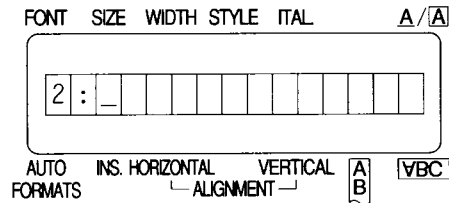
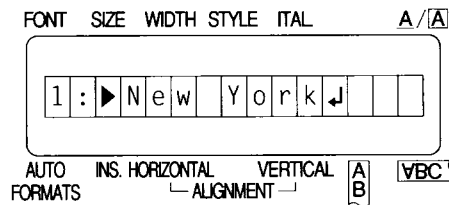
The **RETURN** key is located on the right side of the keyboard. It is the largest and one of the most often used keys. The **RETURN** key has three basic functions:


### TO END A LINE:

Like the **RETURN** key on a typewriter or word processor, this machine's **RETURN** key lets you end one line of text and begin another. While entering the message, press the **RETURN** key when you have finished entering one line and wish to start the next. The cursor moves to the next line on the LCD display. A **↓** mark will appear on the LCD display.



Press the **RETURN** key.



 *The maximum number of text lines in a single block is five. If the cursor is located on the fifth line and you press the **RETURN** key, an error message will appear. Press any other key to clear this message and return to text entry mode.*

Since a block can only contain one text line when a **TITLE** font is used, an error message will appear if the **RETURN** key is pressed.

Tape	Maximum number of lines that can be printed
1/4" (6 mm)	2
3/8" (9 mm)	3
1/2" (12 mm)	3
3/4" (18 mm)	5
1" (24 mm)	5

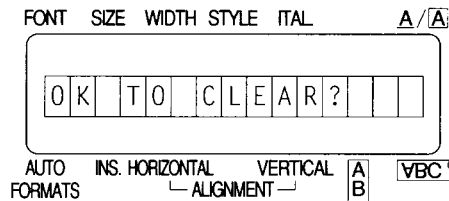
### TO ENTER AND CHOOSE ITEMS:

The **RETURN** key can also be used to enter and choose items. For example, in Symbol mode, a large group of symbols are displayed. After you have chosen the symbol you want to appear in your message, it will flash, signifying that it is the "active" symbol. If the **RETURN** key is pressed, that symbol will be entered into your text message. In addition, after creating a text format, pressing the **RETURN** key applies the currently displayed settings to the current label.

### TO ANSWER "YES":

Prompt questions sometimes appear on the LCD display, especially when the function that you have chosen will delete or affect files. In these cases, pressing the **RETURN** key is like answering positively. To answer "no", press the **CANCEL** key.

(when deleting everything)



If "Yes", press the **RETURN** key.

If "No", press the **CANCEL** key.


# AREA

## BACKGROUND

The Area function allows you to define a section of text to which local formatting can be applied. The selected area can also be deleted with the **BACKSPACE** key.

## OPERATION

### TO SELECT AN AREA OF TEXT:

- (1) Move the cursor to the character (number or letter) that you wish to include in the area.
  - (2) Press the **AREA** key. The selected character will begin to flash.
  - (3) Use the **◀**, **▶**, **HOME**, and **END** keys to move the cursor to the last character you wish to include. The **▲** and **▼** keys can also be used for selecting an area. All the characters in the area you select will flash.
  - (4) To apply local formatting to the selected area, press the **LOCAL FORMAT** key.
-  *A detailed explanation of local format can be found in the Local Formatting section in For Your Information (page 68).*
- (5) To delete the selected area, press the **BACKSPACE** key. The message "OK TO CLEAR?" is displayed. Press the **RETURN** key to delete the text.

# NEW BLOCK

## BACKGROUND

Any time the number of lines in a section of the label changes, a new block must be created. Creating a new block is different from local formatting, which changes the type style within that line or those groups of lines.


Compare these two labels:


AXZ CORP. (052)824-2755
-------------------------

This is simply a single-block, single-line label with local formatting. After all the text has been typed in, the portion "(052) 824-2755" is assigned a smaller character size.

B-819	Supplier AXZ Corporation Main Street Eastown, OH	IN: 5/28 OUT:6/13
-------	---	----------------------

This is a multi-block label. The first portion of this label is a single line, the second is four lines and the third, two lines. Therefore, when entering this type of text message, the **NEW BLOCK** key must be used.

After typing the block of text, hold down the **CODE** key and press the **NEW BLOCK** key. A block return mark (  ) will appear on the LCD display at the end of the block.

 *The maximum number of blocks in a single label is five. If the cursor is located in the fifth block when the **CODE** key is held down and the **NEW BLOCK** key is pressed, an error message will appear.*

*When the cursor is positioned in the middle of a text block, holding down the **CODE** key and pressing the **NEW BLOCK** key causes the current block to be split into two.*

## OPERATION

TO ENTER THE TEXT FOR THE LABEL 

TOMMY	CLASS 2 ROOM 104
-------	---------------------

 :

- (1) Type "TOMMY".
- (2) Since the next portion of text is a new two-line block, hold down the **CODE** key and press the **NEW BLOCK** key.
- (3) Type "CLASS 2".
- (4) Press the **RETURN** key.
- (5) Type "ROOM 104".

# SEQUENTIAL NUMBERING


## BACKGROUND

This machine's numbering feature allows you to designate a group of numbers and letters or a bar code as a "numbering" field. This will print a set number of labels in which the numbering field increases by 1 after a label is printed. For example, a numbering field of 124 becomes 125. This type of automatic incrementation is very useful for printing serial number labels, production control labels or other labels requiring ascending codes.

## OPERATION

### TO DESIGNATE A PORTION OF TEXT AS A NUMBERING FIELD:


- (1) Position the cursor at the first character (number or letter) or the bar code you wish to include in the field.
- (2) Hold down the **CODE** key and press the **SEQ. NUMBERING** key. The message "SELECT FIELD!" is briefly displayed. The first character flashes, indicating that it is "active".
- (3) Use the **▶** and **◀** keys to move the cursor to the last character you wish to include in the field. All characters between it and the first character will also flash.

 *The numbering field cannot contain characters with different format settings.*

*A numbering field can consist of a single bar code; no additional characters can be included in that numbering field.*

*A numbering field must be located entirely within one line of text. If you try to include text from two different lines in the numbering field, an error message will appear on the display.*

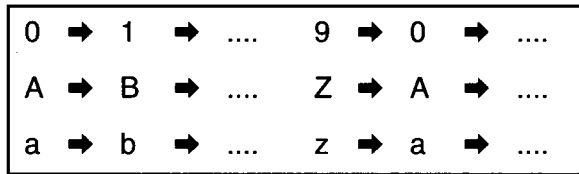
- (4) Press the **RETURN** key. The NUMBER setting screen will be displayed.
- (5) Press the **▲** and **▼** keys until the desired setting appears. For example, if you want to count up from 10 to 15, set NUMBER to 6.
- (6) Press the **PRINT** or **RETURN** key. After the set number of labels has been printed, the display shows the label with the numbering field increased to the next value. For our example, 16.

 *In any single text message, only one numbering field can be selected.*

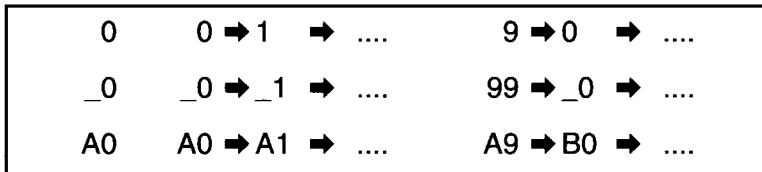
*The maximum number of characters in a numbering field is five. If you try to choose more than five characters or insert an additional character into a five-character field, an error message will appear.*

*If you include a non-alphanumeric character such as a symbol in the numbering field, only the characters in the numbering field that can be increased will increment when the labels are printed, or only one label will be printed if only a non-alphanumeric character is included in the field.*

- Letters and numbers automatically increase in the following manner:



- Spaces (shown as “\_” in the table below) can be used to control the number of digits printed:



Spaces between letters in the numbering field simply adjust the space between them on the printed labels.

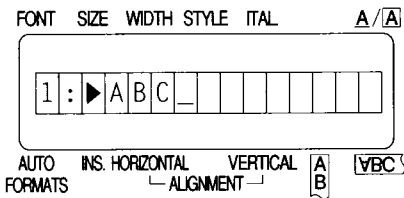
# CANCEL

## BACKGROUND

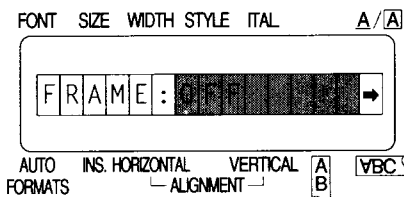
The **CANCEL** key is located in the bottom row of the keyboard. It has two basic functions.

### TO LEAVE AN OPERATION MODE WITHOUT TAKING ANY ACTION:

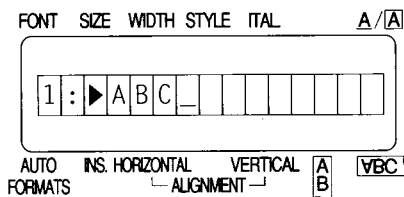
In general, the **CANCEL** key returns you to the previous screen or activity. For example, if you enter an operation mode but decide you want to return to text entry or editing, you can press the **CANCEL** key.



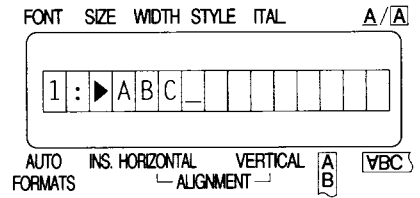
Press the **FORMAT** key to enter Format mode.



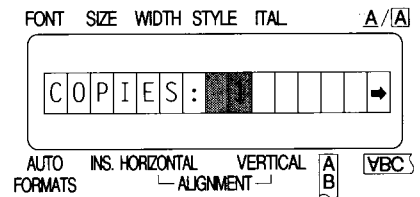
To escape from Format mode without changing any settings, press the **CANCEL** key.



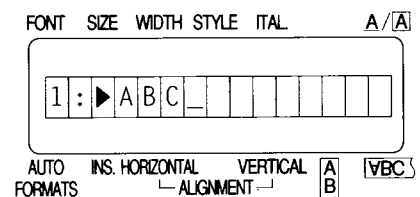
You will return to text entry mode.



Hold down the **CODE** key and press the **SPECIAL PRINT** key to enter Special print mode.



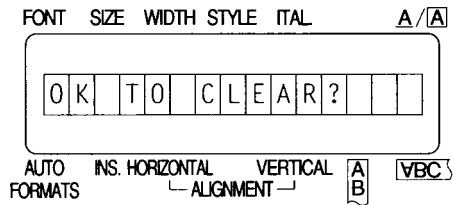
To escape from Special print mode without printing, press the **CANCEL** key.




You will return to text entry mode.

## TO ANSWER “NO”:

Prompt questions sometimes appear on the LCD display, especially when the function that you wish to perform will delete or affect files. In these cases, pressing the **CANCEL** key is like answering negatively. To answer “yes”, press the **RETURN** key.



\_\_\_\_\_ If “no”, press the **CANCEL** key.  
\_\_\_\_\_ If “yes”, press the **RETURN** key.

 *When an error message is displayed, pressing the **CANCEL** key allows you to return to what you were doing previously.*



# CURSOR MOVEMENT

## BACKGROUND

After you have created a message, moving the cursor allows you to view or edit different parts of the text.



In general, pressing this key moves the cursor one space or character to the left. If the cursor is positioned at the beginning of a line when this key is pressed, the cursor moves to the end of the previous line.

Holding down the **CODE** key and pressing this key moves the cursor to the beginning of the current text block. If these keys are pressed again, the cursor moves to the beginning of the previous block.

Holding down the **SHIFT** key and pressing this key moves the cursor to the beginning of the current line.



In general, pressing this key moves the cursor one space or character to the right. If the cursor is positioned at the end of a line when this key is pressed, the cursor moves to the beginning of the next line.

Holding down the **CODE** key and pressing this key moves the cursor to the beginning of the next text block.

Holding down the **SHIFT** key and pressing this key moves the cursor to the end of the current line.



Pressing this key moves the cursor to the beginning of the previous line.

Holding down the **CODE** key and pressing this key moves the cursor to the beginning of the message.



Pressing this key moves the cursor to the beginning of the next line.

Holding down the **CODE** key and pressing this key moves the cursor to the end of the message.

# INSERT VS. OVERWRITE

## BACKGROUND

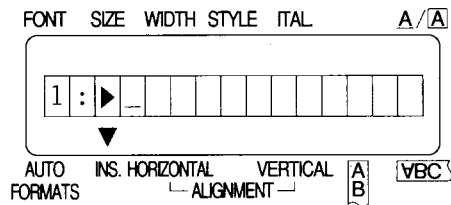
Two character entry modes can be used during text editing: Insert mode and Overwrite mode.

- **INSERT MODE**

This machine's default setting is Insert mode. This allows you to insert, or add, characters into the middle of your message. Characters are inserted at the location of the cursor and all characters following the insertion point move one space to the right.

### TO ENTER INSERT MODE:

Hold down the **CODE** key and press the **INSERT** key so the INS. indicator on the LCD display turns on.



- **OVERWRITE MODE**

This machine can also operate in Overwrite mode. This allows you to change or replace characters simply by typing new ones over them.

### TO ENTER OVERWRITE MODE:

Hold down the **CODE** key and press the **INSERT** key so the INS. indicator on the LCD display turns off.

**EXAMPLE**

**INSERT MODE**

FONT SIZE WIDTH STYLE ITAL A/A

1:▶ East St.

AUTO INS. HORIZONTAL VERTICAL A/B VBC  
FORMATS — ALIGNMENT —

Type "Main" and add a space.

FONT SIZE WIDTH STYLE ITAL A/A

1:▶ East Main St

AUTO INS. HORIZONTAL VERTICAL A/B VBC  
FORMATS — ALIGNMENT —

**OVERWRITE MODE**

FONT SIZE WIDTH STYLE ITAL A/A

1:▶ East Main St

AUTO INS. HORIZONTAL VERTICAL A/B VBC  
FORMATS — ALIGNMENT —

Type "We".

FONT SIZE WIDTH STYLE ITAL A/A

1:▶ West Main St

AUTO INS. HORIZONTAL VERTICAL A/B VBC  
FORMATS — ALIGNMENT —

# BACKSPACE

## BACKGROUND

The **BACKSPACE** key allows you to remove unwanted characters from your message. It differs from the ◀ key, which simply moves the cursor without changing the message. The **BACKSPACE** key, however, removes the character preceding the cursor.


## OPERATION


### TO DELETE A CHARACTER:

- (1) Using the cursor movement keys, position the cursor below the character to the right of the one you want to delete.
- (2) Press the **BACKSPACE** key.

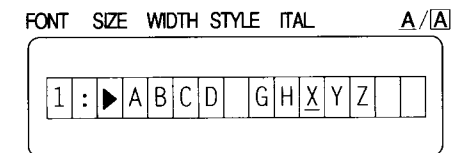
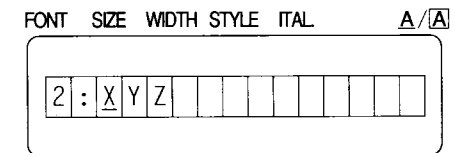
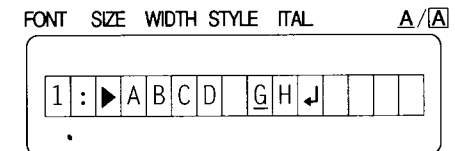
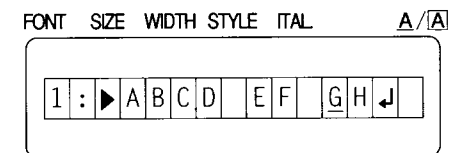
## EXAMPLE

### General operation:

- Press  three times.

If the cursor is positioned under the first character in the second line when  is pressed, the preceding line's return mark is deleted and the two lines are joined.

- Press .



Local format marks and bar code symbols can also be deleted using the **BACKSPACE** key.

# LINE OUT

## BACKGROUND

The **LINE OUT** key allows you to remove unwanted lines of text from your message. Any symbols in the deleted line are also removed.

## OPERATION

### TO DELETE A LINE OF TEXT:

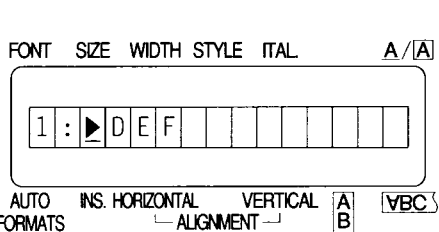
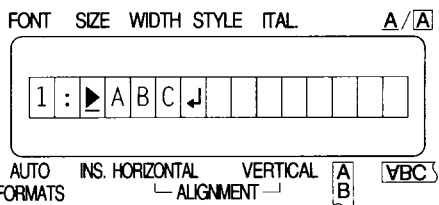
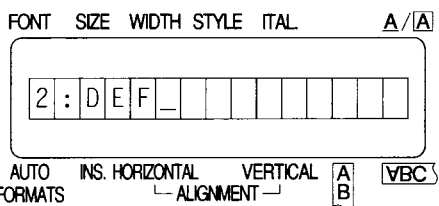
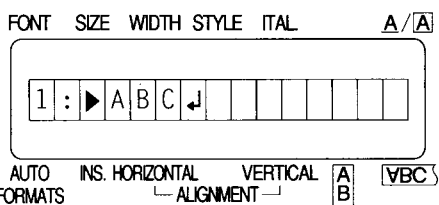
- (1) Using the cursor movement keys, position the cursor in the line you want to delete.
- (2) Hold down the **CODE** key and press the **LINE OUT** key.

#### General operation 1:

##### To delete the first line:

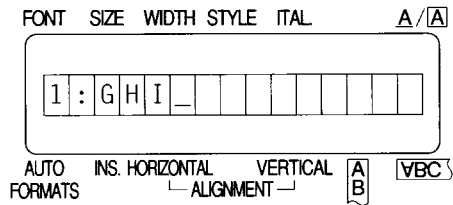
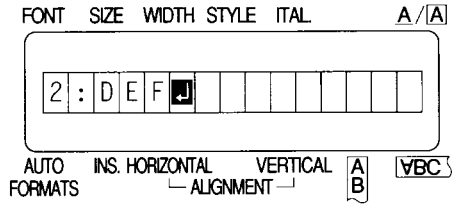
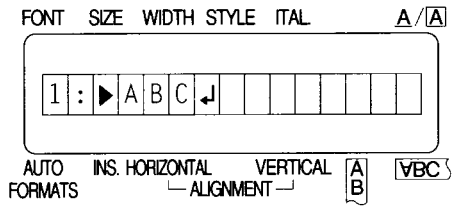
- Move the cursor to the line that you want to delete (in this case, the first line).

- Press **CODE** + **LINE OUT**. The characters in the second line move to the first line.

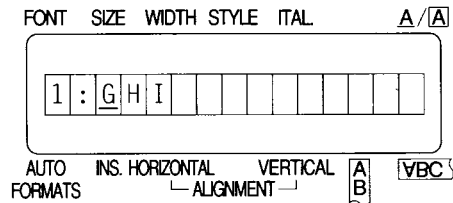
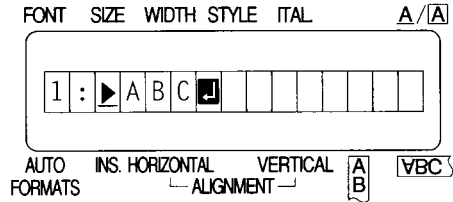


## General operation 2:

To delete the second line:



- Move the cursor to the second line and press `CODE` + `LINE OUT`.
- The return mark in the first line is replaced by the block return mark and the cursor moves to the beginning of the next line.



# CLEAR

## BACKGROUND

The **CLEAR** key allows you to remove all text and symbols from the display and return the text formats to their default settings. In other words, the current text file is completely emptied. You can then begin entering an entirely new text message.

## OPERATION




### TO CLEAR A TEXT FILE:

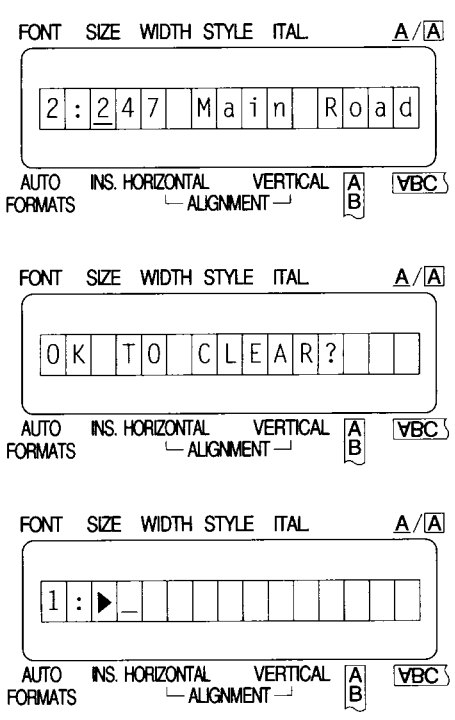
- (1) Hold down the **CODE** key and press the **CLEAR** key. A confirmation message, "OK TO CLEAR?" is displayed.
- (2) Press the **RETURN** key.

 *The cursor can be located anywhere in the message.*

## EXAMPLE

**General operation:**

- Press  + .
- Press .



The example illustrates the process of clearing a text file in three stages:

- Initial State:** The text editor displays the message "2: 247 Main Road". The interface includes a menu bar with "FONT", "SIZE", "WIDTH", "STYLE", "ITAL", and "A/A". Below the text is a control bar with "AUTO FORMATS", "INS.", "HORIZONTAL ALIGNMENT", "VERTICAL", and "VERTICAL A/B" and "VBC".
- Confirmation:** After pressing the CODE and CLEAR keys, the display shows "OK TO CLEAR?". The control bar remains the same.
- Final State:** After pressing the NEW BLOCK key, the text is cleared, and the cursor is positioned at the beginning of a new line, indicated by "1:" and a right-pointing arrow. The control bar remains the same.

# LABEL LENGTH

## BACKGROUND

This mode briefly displays the length of the label in inches or centimeters, depending on the setting of the UNIT function.

## OPERATION

### TO ENTER LABEL LENGTH MODE:

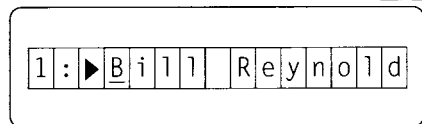
Hold down the **CODE** key and press the **LABEL LENGTH** key.

The length of the label is displayed briefly.

## EXAMPLE

### General operation:

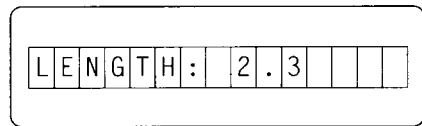
FONT SIZE WIDTH STYLE ITAL A/A



AUTO INS. HORIZONTAL VERTICAL A/B ABC  
FORMATS ALIGNMENT

- Press **CODE** + **LABEL LENGTH** and the label length is briefly displayed.

FONT SIZE WIDTH STYLE ITAL A/A



AUTO INS. HORIZONTAL VERTICAL A/B ABC  
FORMATS ALIGNMENT



# AUTO FORMAT MODE

## BACKGROUND

The **AUTO FORMATS** key is located in the lower left-hand corner of the keyboard. This mode allows you to quickly enter text into layout templates so labels can be printed easily by using the preset formats.

## OPERATION

### TO PRINT A LABEL USING AUTO FORMAT MODE:

- (1) Press the **AUTO FORMATS** key.
- (2) Use the **▲** and **▼** keys to select the desired layout.
- (3) Enter the desired label contents and press the **RETURN** key.
- (4) Press the **PRINT** key to print the label.

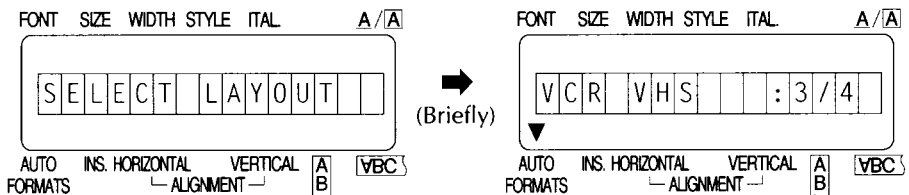
## EXAMPLE

General operation:

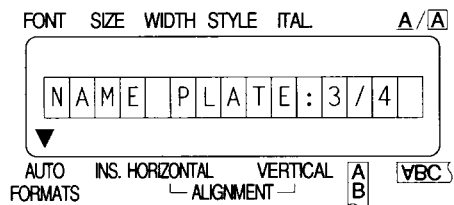
To create the following label.



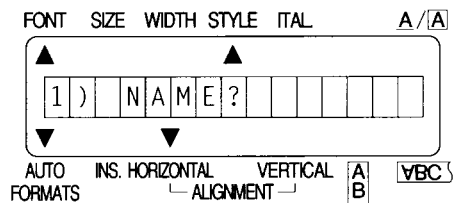
- Press **AUTO FORMATS**.





- Press **HOME** and **END** to select the desired layout.



- Press **NEW BLOCK**.



- Press  again.
- Enter the name and press  .

FONT SIZE WIDTH STYLE ITAL A/A




▲ ▲

2 ) | C O M P A N Y ? | | | |

▼ ▼

AUTO INS. HORIZONTAL VERTICAL A/B VBC

FORMATS ALIGNMENT B

- Press  again.
- Enter the name of the company and press  .
- The message "FINISHED" is displayed briefly, and the display returns to "1) NAME?"
- Press  .

The following chart lists the entries for the label templates, allowing you to easily select the appropriate preset layout.

Label templates		Entries	
Ⓐ	VCR VHS (3/4" (18 mm))	① SYMBOL? ② TITLE? ③ SUB-TITLE?	④ DURATION? ⑤ REC. MODE? ⑥ DATE?
Ⓑ	VCR 8mm-1 (3/8" (9 mm))	① SYMBOL? ② TITLE? ③ SUB-TITLE?	④ DATE? ⑤ REC. MODE?
Ⓒ	VCR 8mm-2 (1/2" (12 mm))	① SYMBOL? ② TITLE? ③ SUB-TITLE?	④ DURATION? ⑤ REC. MODE? ⑥ DATE?
Ⓓ	VCR VHSC-1 (1/2" (12 mm))	① TITLE?	② SUB-TITLE?
Ⓔ	VCR VHSC-2 (3/4" (18 mm))	① SYMBOL? ② TITLE? ③ SUB-TITLE?	④ DURATION? ⑤ REC. MODE? ⑥ DATE?
Ⓕ	AUDIO-1 (1/4" (6 mm))	① SYMBOL? ② TITLE?	③ SUB-TITLE?
Ⓖ	AUDIO-2 (3/8" (9mm)), (1/2" (12 mm))	① SYMBOL? ② TITLE?	③ SUB-TITLE?
Ⓗ	AUDIO-3 (3/8" (9mm)), (1/2" (12 mm))	① SYMBOL?	② TITLE?

Label templates		Entries	
①	NAME PLATE (3/4" (18 mm)), (1" (24 mm))	① NAME?	② COMPANY?
②	ADDRESS (3/4" (18 mm)), (1" (24 mm))	① NAME?	③ ADDRESS2?
		② ADDRESS1?	④ ADD.3/TEL?
③	EQUIPMENT (3/4" (18 mm)), (1" (24 mm))	① TITLE?	③ NUMBER?
		② NAME?	
④	EQUIPMENT (1/2" (12 mm))	① TITLE?	③ NAME?
		② SUB-TITLE?	④ NUMBER?
⑤	SLIDE (1/2" (12 mm))	① TITLE?	③ SUB-TITLE?
		② DATE?	
⑥	PRICE (3/4" (18 mm)), (1" (24 mm))	① NAME?	② PRICE?
⑦	SALE PRICE (3/4" (18 mm)), (1" (24 mm))	① NAME?	③ NEW PRICE?
		② OLD PRICE?	
⑧	FILE LONG (3/4" (18 mm)), (1" (24 mm))	① TITLE?	
⑨	FILE LONGV (3/4" (18 mm)), (1" (24 mm))	① TITLE?	
⑩	FILE SHORT (3/8" (9 mm)), (1/2" (12 mm)), (3/4" (18 mm)), (1" (24 mm))	① TITLE?	
⑪	FLOPPY 3.5" (3/4" (18 mm)), (1" (24 mm))	① TITLE?	③ NAME?
		② SUB-TITLE?	
⑫	FLOPPY 5" (3/4" (18 mm)), (1" (24 mm))	① TITLE?	③ NAME?
		② SUB-TITLE?	


Ⓐ VCR VHS (3/4")

	<b>CHAMPION'S CUP</b> MEN'S SINGLE	90min STANDARD AUG.5,1995
---	---------------------------------------	---------------------------------

Ⓑ VCR 8mm-1 (3/8")

	<b>A SNOWY DAY</b> Mick's first ski experience	JAN.3,'95 Valdisel
---	---	-----------------------

Ⓒ VCR 8mm-2 (1/2")

	<b>Kelly's 1st Birthday</b> Birthday Party	120min SLOW 11.8,'95
---	---	----------------------------

Ⓓ VCR VHSC-1 (1/2")

	<b>JOE &amp; ANN'S WEDDING</b> St. Michael's Church
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Ⓔ VCR VHSC-2 (3/4")

	<b>JOE &amp; ANN'S WEDDING</b> St. Michael's Church	120min SLOW 11.8,'95
---	--	----------------------------

Ⓕ AUDIO-1 (1/4")

Ⓕ FAVORITE LOVE SONGS Mari

Ⓖ AUDIO-2 (3/8")

Ⓖ FAVORITE LOVE SONGS  
Mari

AUDIO-2 (1/2")

Ⓖ FAVORITE LOVE SONGS  
Mari

Ⓗ AUDIO-3 (3/8")

Ⓗ OLDIES(1960 – 1970)

AUDIO-3 (1/2")

Ⓗ OLDIES(1960 – 1970)

Ⓘ NAME PLATE (3/4")

**Bill Reynolds**  
ABC INTERNATIONAL CORP.

NAME PLATE (1")

**Bill Reynolds**  
ABC INTERNATIONAL CORP.

⓵ ADDRESS (3/4")

**Smith's Rent-A-Bike**  
29 Green Road  
Los Angeles  
TEL: 345-6789

ADDRESS (1")

**Smith's Rent-A-Bike**  
29 Green Road  
Los Angeles  
TEL: 345-6789

Ⓚ EQUIPMENT (3/4")

PROPERTY OF  
SALES & MARKETING DIV.  
0312

EQUIPMENT (1")

PROPERTY OF SALES & MARKETING DIV. <b>0312</b>
--

Ⓛ EQUIPMENT (1/2")

PROPERTY OF	SALES & MARKETING DIV.
NUMBER	0235

Ⓜ SLIDE (1/2")

HAWAII ISLAND
AUG. 15, 1994
KODAK 60

Ⓝ PRICE (3/4")

LABEL PRINTER
<b>\$249</b>

PRICE (1")

LABEL PRINTER
<b>\$249</b>

Ⓞ SALE PRICE (3/4")

LABEL PRINTER	<del>\$249</del>	➔ <b>\$229</b>
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SALE PRICE (1")

LABEL PRINTER	<del>\$249</del>	➔ <b>\$229</b>
---------------	------------------	----------------

Ⓟ FILE LONG (3/4")

<b>'94 MARKET RESEARCH ①</b>
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FILE LONG (1")

<b>'94 MARKET RESEARCH ①</b>
------------------------------

Ⓠ FILE LONGV (3/4")

Σ ◀ ◂ ◃ ◅ ▸ ▹ ► ▻ ◂ ◃ ◅ ▸ ▹ ► ▻ ◂ ◃ ◅ ▸ ▹ ► ▻ ◂ ◃ ◅ ▸ ▹ ► ▻
---

FILE LONGV (1")

**Z A R X W T R W S W A R U I O**

Ⓡ FILE SHORT (3/8")

**SALES RESULTS (1)**

FILE SHORT (1/2")

**SALES RESULTS (1)**

FILE SHORT (3/4")

**SALES RESULTS (1)**

FILE SHORT (1")

**SALES RESULTS (1)**

Ⓢ FLOPPY 3.5" (3/4")

**DAILY FAX (5)**

9/94 - preset  
Bruce Wylee

FLOPPY 3.5" (1")

**DAILY FAX (5)**

9/94 - preset  
Bruce Wylee

Ⓣ FLOPPY 5" (3/4")

**NEW PRODUCTS (3)**

Nov. Presentation  
James C. Smith

FLOPPY 5" (1")

**NEW PRODUCTS (3)**

Nov. Presentation  
James C. Smith

# LOCAL FORMATTING

## BACKGROUND

<b>LOCAL FORMAT</b>
<b>FONT</b>
<b>SIZE</b>
<b>WIDTH</b>
<b>STYLE</b>
<b>ITALIC</b>
<b>UNDL/FRM</b>


The local format settings, shown in the table to the left, determine how portions of text are printed. A local format can be assigned either before or after text entry. To change the format of a portion of the text after it has been entered, use the **AREA** and cursor keys to select the characters to which you want to apply a local format and change the format using the local format settings. If the entire text is selected using the **AREA** and cursor keys, the font, size, width, style, italicization, underlining and framing formats can be applied globally.

## OPERATION

**CREATING** a local format can be done in two ways: by choosing the characters to be included and setting the format, or by setting the format before entering the text.

### TO CREATE A LOCAL FORMAT AFTER TEXT ENTRY:

- (1) Position the cursor below the first character to which you wish to assign a local format.
- (2) Press the **AREA** key. The first character will flash.
- (3) Move the cursor by pressing the cursor keys until all the characters to which you wish to assign the local format flash.
- (4) Press the **LOCAL FORMAT** key.
- (5) Press the ◀ and ▶ keys until the first setting you wish to change is displayed.
- (6) Press the ▲ and ▼ keys until the desired setting is displayed.
- (7) Repeat steps (5) and (6) above until all the settings are as you wish.
- (8) Press the **RETURN** key. The local format settings are applied to the selected characters.

 Press the **LOCAL FORMAT** key or the **CANCEL** key at any time to leave Format mode and return to text entry mode without making any changes.

Press the **SPACE** key to return the currently displayed local format setting to its default setting.

Hold down the **CODE** key and press the **SPACE** key to change all local format settings back to their default settings (i.e. Helsinki font, automatic sizing, medium width, normal style, no italicization and no framing or underlining).

## **TO CREATE A LOCAL FORMAT BEFORE TEXT ENTRY:**

- (1) Press the **LOCAL FORMAT** key.
- (2) Press the ◀ and ▶ keys until the first setting you wish to change is displayed.
- (3) Press the ▲ and ▼ keys until the desired setting is displayed.
- (4) Repeat steps (2) and (3) above until all the settings are as you wish.
- (5) Press the **RETURN** key. The local format setting will be applied to all the text entered until the format settings are changed again.

If a format setting is changed while the text message is being entered, a ▶ (format mark) is displayed in front of the text formatted with the new setting.



# GLOBAL FORMATTING

## BACKGROUND

GLOBAL FORMAT
FRAME
FEED
VERT
MIRROR
H. ALI
V. ALI
LENGTH
UNIT

The global format settings, shown in the table to the left, determine how a label is printed by establishing the orientation and alignment of the entire message. These formats can be set at any time — before, during or after you enter your text.

## OPERATION

**CREATING** a global format is very simple.

### TO CREATE A GLOBAL FORMAT:

- (1) Press the **FORMAT** key.
- (2) Press the ◀ and ▶ keys until the first setting you wish to change is displayed.
- (3) Press the ▲ and ▼ keys until the desired setting is displayed.
- (4) Repeat steps (2) and (3) above until all the settings are as you wish.
- (5) Press the **RETURN** key. The new format is applied to your entire message and the LCD display returns to text entry mode.

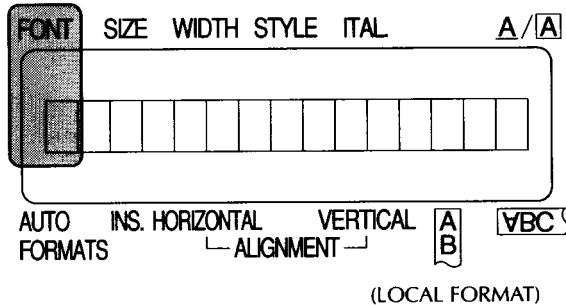
☞ Press the **FORMAT** key or the **CANCEL** key at any time to leave Format mode and return to text entry mode without making any changes.

Press the **SPACE** key to return the format setting to its default setting.

Hold down the **CODE** key and press the **SPACE** key to change all format settings back to their default settings (i.e. no framing, full tape feed, no vertical or mirror printing, left and bottom text alignment and automatic label length adjustment).



# FONT




ASSIGNABLE IN  
Global Formatting..... NO  
Local Formatting..... YES

## BACKGROUND

Five different typefaces, or fonts, are available on this machine. The fonts are:

FONT	TITLE FONT
HELSINKI	CALGARY
BRUSSELS	BELGIUM
	U.S.

The default font is Helsinki.

 *The title fonts can only be selected if the message consists of only one line and if 1/2" (12 mm), 3/4" (18 mm) or 1" (24 mm) wide tape is installed. In addition, letters entered using a title font will only appear in uppercase.*

## OPERATION

### TO SELECT A FONT:

- (1) Press the **LOCAL FORMAT** key to enter Local format mode.
- (2) Press the **▲** or **▼** key until the font you wish to use is displayed.
- (3) Enter the text to which the chosen font is to be applied and press the **RETURN** key.

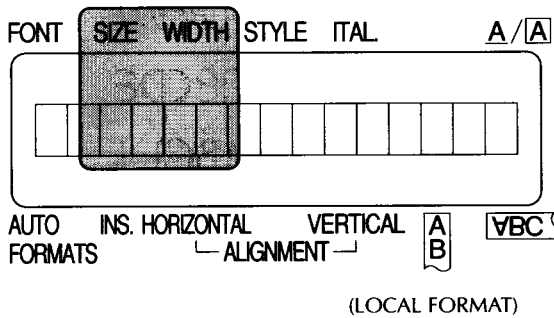
### TO APPLY A FONT TO A SELECTED AREA:

- (1) Press the **AREA** key and use the cursor keys to select the text to which you want to apply a new font.
- (2) Press the **LOCAL FORMAT** key to enter Local format mode.
- (3) Press the **▲** or **▼** key until the font you wish to use is displayed.
- (4) Press the **RETURN** key.

**EXAMPLE**

	FONT		TITLE FONT
HELSINKI	ABCDE	CALGARY	<i>ABCDE</i>
BRUSSELS	ABCDE	BELGIUM	ABCDE
		U.S.	ABCDE

# SIZE/WIDTH



ASSIGNABLE IN  
 Global Formatting..... NO  
 Local Formatting..... YES

## BACKGROUND

There are two ways of setting the character size: size and width.

Usually, you will want to use the largest characters possible for the given tape and message. When the size is set to AUTO, the machine compares your message with the tape size and automatically uses the largest characters possible. Sometimes, however, you will want to assign a particular character size and width. To do so, six point sizes are available and each can be printed as narrow, medium or wide characters.


The sizes available are:

TAPE WIDTH	SIZE (pt)
1"(24mm)	6, 10, 13, 19, 26, 38
3/4"(18mm)	6, 10, 13, 19, 26, 38
1/2"(12mm)	6, 10, 13, 19
3/8"(9mm)	6, 10, 13, 19
1/4"(6mm)	6, 10, 13

6, 10, 13, 19, 26 & 38 points (all are available in the following widths: medium, narrow or wide)

AUTO

The default size is AUTO and the default width is medium.

 When the Split printing parameter in Special print mode is turned on, a larger character size will be used.

## OPERATION

### TO SELECT A SIZE/WIDTH:

- (1) Press the **LOCAL FORMAT** key to enter Local format mode.
- (2) Press the ◀ and ▶ keys to select SIZE or WIDTH.
- (3) Press the ▲ or ▼ key until the size or width you wish to use is displayed.
- (4) Enter the text to which the chosen size or width is to be applied and press the **RETURN** key.

### TO APPLY SIZE/WIDTH TO A SELECTED AREA:

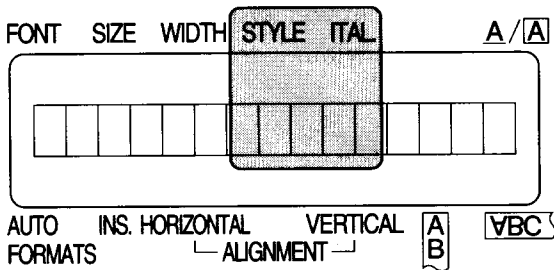
- (1) Press the **AREA** key and use the cursor keys to select the text to which you want to apply size or width.
- (2) Press the **LOCAL FORMAT** key to enter Local format mode and use the ◀ and ▶ keys to select SIZE or WIDTH.
- (3) Press the ▲ or ▼ key until the size or width you wish to use is displayed.
- (4) Press the **RETURN** key.

## EXAMPLE

Select the type you require by choosing a combination of character size and width from those shown below.

WIDTH SIZE	Wide	Medium	Narrow
38pt	ABC	ABC	ABC
26pt	ABC	ABC	ABC
19pt	ABC	ABC	ABC
13pt	ABC	ABC	ABC
10pt	ABC	ABC	ABC
6pt	ABC	ABC	ABC

# STYLE/ITALIC



(LOCAL FORMAT)

## ASSIGNABLE IN

Global Formatting..... NO  
Local Formatting ..... YES


## BACKGROUND

Six single styles, which can all be combined with the italic style, are available.

The styles are:

Normal	Italic & Normal
Bold	Italic & Bold
Outline	Italic & Outline
Solid	Italic & Solid
Shadow	Italic & Shadow
Outline + Shadow	Italic & Outline + Shadow

The default setting is normal with the italic style turned off.

 Characters printed using the smaller sizes may be difficult to read if certain style settings (e.g. Italic & Outline + Shadow) are applied.

## OPERATION

### TO SELECT A STYLE:

- (1) Press the **LOCAL FORMAT** key to enter Local format mode.
- (2) Press the ◀ and ▶ keys to select **STYLE** or **ITALIC**.
- (3) Press the ▲ or ▼ key until the setting you wish to use is displayed.
- (4) Enter the text to which the chosen style is to be applied and press the **RETURN** key.

**TO APPLY STYLE/ITALIC TO A SELECTED AREA:**

- (1) Press the **AREA** key and use the cursor keys to select the text to which you want to apply style or italic.
- (2) Press the **LOCAL FORMAT** key to enter Local format mode and use the ◀ and ▶ keys to select **STYLE** or **ITALIC**.
- (3) Press the ▲ or ▼ key until the style or italic setting you wish to use is displayed.
- (4) Press the **RETURN** key.

**EXAMPLE**

	Normal	Bold	Outline
HELSINKI	ABCDE	<b>ABCDE</b>	ABCDE
BRUSSELS	ABCDE	<b>ABCDE</b>	ABCDE
CALGARY	<i>ABCDE</i>	<b><i>ABCDE</i></b>	<i>ABCDE</i>
BELGIUM	ABCDE	<b>ABCDE</b>	ABCDE
U.S.	ABCDE	<b>ABCDE</b>	ABCDE

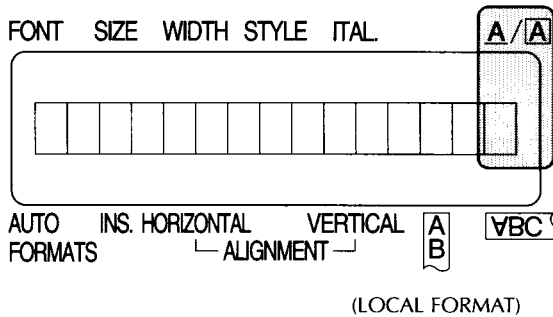
	Solid	Shadow	Outline + Shadow
HELSINKI	<b>ABCDE</b>	ABCDE	ABCDE
BRUSSELS	<b>ABCDE</b>	ABCDE	ABCDE
CALGARY	<i><b>ABCDE</b></i>	<i>ABCDE</i>	<i><b>ABCDE</b></i>
BELGIUM	<b>ABCDE</b>	ABCDE	ABCDE
U.S.	<b>ABCDE</b>	ABCDE	ABCDE



	Italic & Normal	Italic & Bold	Italic & Outline
HELSINKI	<i>ABCDE</i>	<b><i>ABCDE</i></b>	<i>ABCDE</i>
BRUSSELS	<i>ABCDE</i>	<b><i>ABCDE</i></b>	<i>ABCDE</i>
CALGARY	<i>ABCDE</i>	<b><i>ABCDE</i></b>	<i>ABCDE</i>
BELGIUM	<i>ABCDE</i>	<b><i>ABCDE</i></b>	<i>ABCDE</i>
U.S.	<i>ABCDE</i>	<b><i>ABCDE</i></b>	<i>ABCDE</i>

	Italic & Solid	Italic & Shadow	Italic & Outline + Shadow
HELSINKI	<b><i>ABCDE</i></b>	<i>ABCDE</i>	<i>ABCDE</i>
BRUSSELS	<b><i>ABCDE</i></b>	<i>ABCDE</i>	<i>ABCDE</i>
CALGARY	<b><i>ABCDE</i></b>	<i>ABCDE</i>	<i>ABCDE</i>
BELGIUM	<b><i>ABCDE</i></b>	<i>ABCDE</i>	<i>ABCDE</i>
U.S.	<b><i>ABCDE</i></b>	<i>ABCDE</i>	<i>ABCDE</i>

# UNDERLINING/FRAMING



ASSIGNABLE IN  
Global Formatting..... NO  
Local Formatting..... YES

## BACKGROUND

Characters in your message can be printed with or without underlining or framing. Underlining or framing can be selected using local formats. When underlining is on, characters will be printed underlined.

A total of six underlining and framing styles are available:

PLAIN

**ABC**

SQUARE (SQUAR)

**ABC**

ROUND (ROUND)

**ABC**

UNDERLINE (UNDLN)

**ABC**

STRIKE-OUT (S-OUT)

**~~ABC~~**

FILL (FILL)


**ABC**

The default setting is no underline or frame.

## OPERATION

### TO SELECT UNDERLINING OR FRAMING:

- (1) Press the **LOCAL FORMAT** key to enter Local format mode.
- (2) Press the ◀ and ▶ keys to select UNDL/FRM.
- (3) Press the ▲ or ▼ key until the underline/framing setting you wish to use is displayed.
- (4) Enter the text to which the chosen frame is to be applied and press the **RETURN** key.

 *Frame settings can also be applied from global formatting settings. When you select Underlining/Framing mode for vertical printing, the underline appears to the right of the text.*

### **TO APPLY UNDERLING/FRAMING TO A SELECTED AREA:**

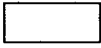
- (1) Press the **AREA** key and use the cursor keys to select the text to which you want to apply underling or framing.
- (2) Press the **LOCAL FORMAT** key to enter Local format mode and use the ◀ and ▶ keys to select UNDL/FRM.
- (3) Press the ▲ or ▼ key until the underline/framing setting you wish to use is displayed.
- (4) Press the **RETURN** key.

# FRAME

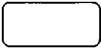
## BACKGROUND

A variety of unique labels can be created by framing your entire message using one of the frames available. The types of frame are:

Box (SQUARE)



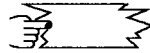
Rounded box (ROUND)



Sale sign (SALE)




Pointing finger (POINTING)



Name plate (NAME PLT)




 This framing setting can only be applied to the entire label. It cannot be applied to part of the text. However, the **SQUARE** and **ROUND** frame setting can be applied locally by using the **AREA** and cursor keys to select part of the text, then pressing the **LOCAL FORMAT** key and using the **◀** and **▶** keys to select **UNDL/FRM** and the **▲** or **▼** key to select the frame or underline setting you wish to use.

## OPERATION

### TO SELECT THE FRAMING STYLE:

- (1) Press the **FORMAT** key.
- (2) Press the **◀** and **▶** keys until the framing setting (FRAME) is displayed.
- (3) Press the **▲** or **▼** keys until the frame you wish to use is displayed.

 The default setting (**OFF**) can be selected by pressing the **SPACE** key.

- (4) Press the **RETURN** key.

# TAPE FEED

## BACKGROUND


This machine can be set to leave equal margins of between 1/6" (4 mm) and 1" (24 mm) on the left and right sides of your label. The tape feed settings are:

FULL 1" (24 mm)

NONE 1/6" (4 mm)

NARROW 1/3" (8 mm)

MEDIUM 1/2" (12 mm)


 *Since reducing the tape feed may decrease bar code readability, full tape feed is recommended when messages include bar codes. If instant (rub on ribbon) lettering tape is installed, this setting will be ignored and the message will be printed with full margins.*

*The tape feed setting can only be applied to the entire label. It cannot be applied to only part of the text.*

## OPERATION

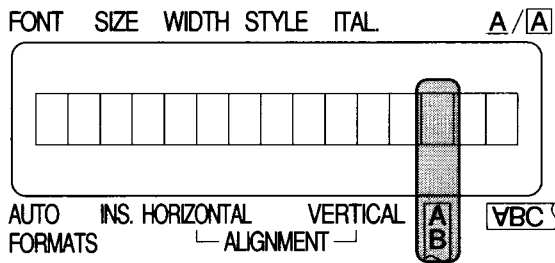
### TO SELECT A MARGIN WIDTH:

- (1) Press the **FORMAT** key.
- (2) Press the **▶** and **◀** keys until the tape feed setting (FEED) is displayed.
- (3) Press the **▲** and **▼** keys until the margin width you wish to use is displayed.

 *The default setting (FULL) can be selected by pressing the **SPACE** key.*

- (4) Press the **RETURN** key.

# VERTICAL PRINTING





## ASSIGNABLE IN

Global Formatting..... YES  
Local Formatting..... NO

(GLOBAL FORMAT)

## BACKGROUND


Characters in your message can be printed so that they appear vertically along the length of the label. When vertical printing is turned on, the indicator above  turns on and messages are printed vertically.

 *Vertical printing cannot be used with Title fonts (CALGARY, BELGIUM, U.S.).*

## OPERATION

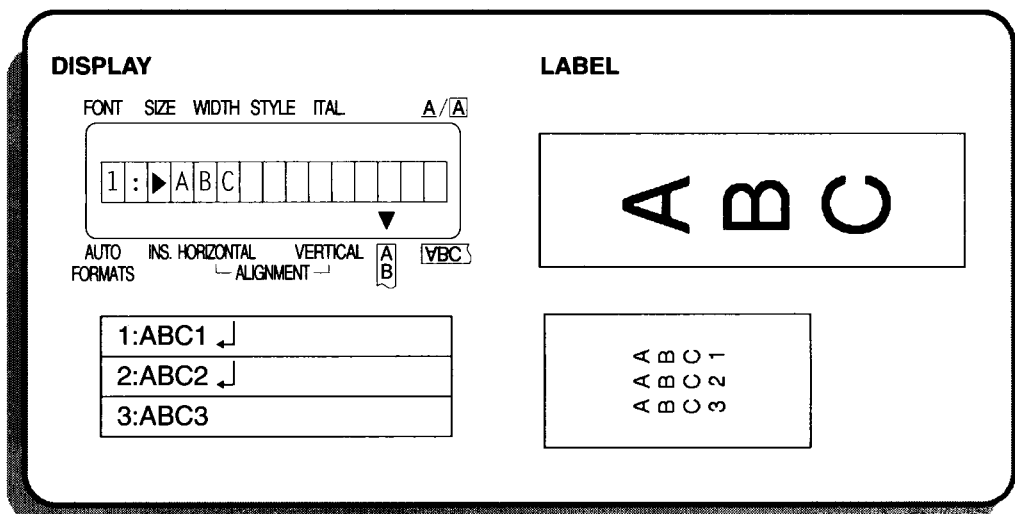
### TO SET THE VERTICAL PRINTING FUNCTION:

- (1) Press the **FORMAT** key.
- (2) Press the **▶** and **◀** keys until the vertical printing setting (VERT) is displayed.
- (3) Press the **▲** and **▼** keys to select ON.

 *The default setting (OFF) can be selected by pressing the **SPACE** key.*

- (4) Press the **RETURN** key.

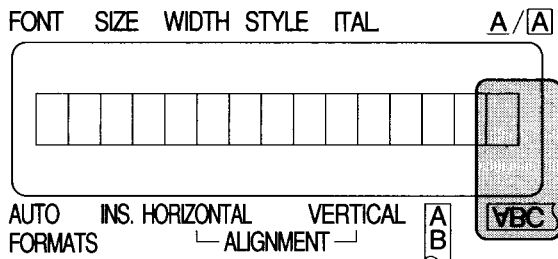
## EXAMPLE



# MIRROR PRINTING

## ASSIGNABLE IN

Global Formatting..... YES  
Local Formatting..... NO



(GLOBAL FORMAT)

## BACKGROUND

Your message can be printed as if it is seen through a mirror. When such labels (printed on clear tape) are affixed to glass such as showroom windows, they can be correctly read from the opposite side.

☞ *Mirror printing can only be applied to the entire label. It cannot be applied to only part of the text.*

*Use mirror printing with clear tape.*

## OPERATION

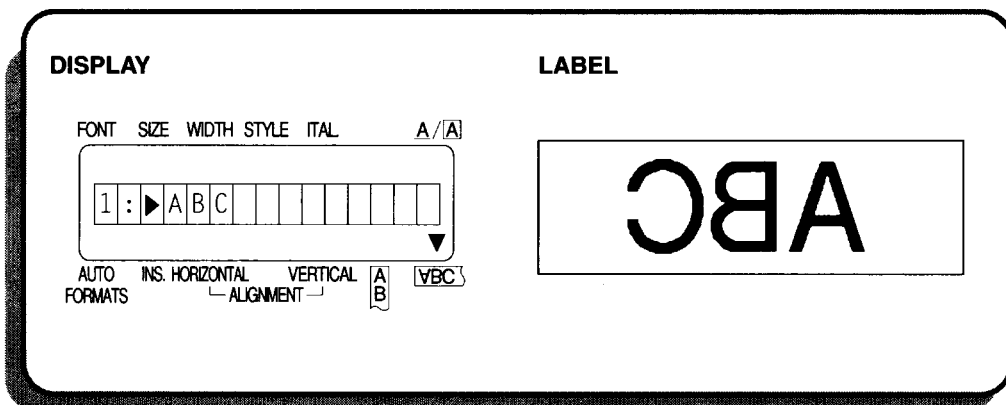
### TO SET THE MIRROR PRINTING FUNCTION:

- (1) Press the **FORMAT** key.
- (2) Press the **▶** and **◀** keys until the mirror printing setting (MIRROR) is displayed.
- (3) Press the **▲** and **▼** keys to select ON.

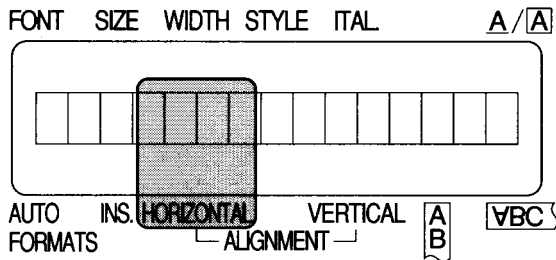
☞ *The default setting (OFF) can be selected by pressing the **SPACE** key.*

- (4) Press the **RETURN** key.

## EXAMPLE



# HORIZONTAL ALIGNMENT



(GLOBAL FORMAT)

## ASSIGNABLE IN

Global Formatting..... YES  
Local Formatting..... NO


## BACKGROUND

Characters in your message's blocks can be horizontally aligned in four different ways:

LEFT  
CENTER  
RIGHT  
JUSTIFY

## OPERATION

### TO SELECT A HORIZONTAL ALIGNMENT:

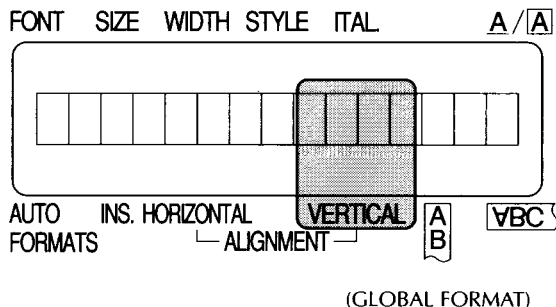
- (1) Press the **FORMAT** key.
  - (2) Press the **▶** and **◀** keys until the horizontal alignment setting (H.ALI) is displayed.
  - (3) Press the **▲** and **▼** keys until the setting you wish to use is displayed.
-  *The default setting (LEFT) can be selected by pressing the **SPACE** key.*
- (4) Press the **RETURN** key.

## EXAMPLE

LEFT	CENTER	RIGHT	JUSTIFY
ABC	ABC	ABC	A B C
DEFGHIJ	DEFGHIJ	DEFGHIJ	DEFGHIJ
KLNOP	KLNOP	KLNOP	K L N O P
G	G	G	G



# VERTICAL ALIGNMENT



ASSIGNABLE IN  
 Global Formatting..... YES  
 Local Formatting..... NO

## BACKGROUND

Lines of characters in your message's blocks can be vertically aligned in three different ways:

BOTTOM  
 CENTER  
 TOP

## OPERATION

### TO SELECT A VERTICAL ALIGNMENT:

- (1) Press the **FORMAT** key.
  - (2) Press the **▶** and **◀** keys until the vertical alignment setting (V.ALI) is displayed.
  - (3) Press the **▲** and **▼** keys until the setting you wish to use is displayed.
- ☞ *The default setting (BOTTOM) can be selected by pressing the **SPACE** key.*
- (4) Press the **RETURN** key.

## EXAMPLE

BOTTOM	ABCABCABCABCABC <sub>ABC</sub>
CENTER	ABCABCABCABCABC <sup>ABC</sup>
TOP	ABCABCABCABCABC <sup>ABC</sup>


# LENGTH

## BACKGROUND

The label length can be set using two different methods. With the size set to AUTO, the machine compares your inputted message with the tape size and automatically adjusts the label length to fit your message. Sometimes, however, you will want to assign a label length regardless of the message's size. The label length can be set from 1.5" (3.8 cm) to 11.3" (28.7 cm). The label lengths are:

In inches:            AUTO 1.5 2.1 .... 11.3 AUTO ....

In centimeters:    AUTO 3.8 3.9 .... 28.7 AUTO ....


 *The length setting can only be applied to the entire label. It cannot be applied to only part of the text.*

*When a setting other than AUTO is selected for the size, the message "TEXT TOO LONG" is displayed if the text will not fit within the specified length.*

## OPERATION

### TO SELECT A TAPE LENGTH:

- (1) Press the **FORMAT** key.
- (2) Press the **▶** and **◀** keys until the tape length setting (LENGTH) is displayed.
- (3) Press the **▲** and **▼** keys until the setting you wish to use is displayed. Pressing these keys once will increase the length by 0.1" (0.1 cm). Holding down these keys will increase the length in steps of 1" (1 cm) until the key is released.


 *The default setting (AUTO) can be selected by pressing the **SPACE** key.*

- (4) Press the **RETURN** key.

# DISPLAY UNIT

## BACKGROUND


The measurements on the display are shown in either inches (inch) or centimeters (cm).

 *This setting can only be applied to all the measurements. It is not available in local formatting.*

## OPERATION

### TO SELECT A TAPE LENGTH:

- (1) Press the **FORMAT** key.
- (2) Press the ► and ◀ keys until the display units setting (UNIT) is displayed.
- (3) Press the ▲ and ▼ keys until the setting you wish to use is displayed.

 *The default setting (inch) can be selected by pressing the **SPACE** key.*

- (4) Press the **RETURN** key.

# STORE/RECALL/DELETE

## BACKGROUND

The machine's memory can be used to save and recall your most frequently used text messages. These messages remain in the memory, even if you clear the working area by holding down the **CODE** key and pressing the **CLEAR** key.

When stored, each file is given a number to make recall easier. File numbers are between 0 and 99. This machine's memory can store up to 2,000 characters. If the memory becomes full, subsequent storage attempts will cause the message "MEMORY FULL!" to be displayed. In this case, you must delete an existing text file before you can store the new one.


When a stored text file is recalled, a copy of that file is placed into the working area and can be edited, reformatted or printed. Since a copy is used, the original file is not removed from the memory, you can recall the same file any number of times without altering it. When recalling a file, if some text is currently in the working area, you must choose whether to replace the working area text with the stored file or to join them.

When a file is no longer needed, you can erase it from the memory using the M.DEL function. This function can also be used to make space in the memory when it is full.

## OPERATION


### TO STORE A TEXT FILE IN THE MEMORY:

- (1) Hold down the **CODE** key and press the **STORE** key.
- (2) Press the **▲** and **▼** keys to choose a number between 0 and 99.
- (3) Press the **RETURN** key. The file is saved and can be recalled at any time.

 *If a file is already stored under the selected number, you will be asked whether you want to overwrite the previous message with the new one.*

To replace the stored file with the new text:

- (4) Press the **RETURN** key to overwrite the previous entry. The new file will be stored under the selected number and the previously stored file will be deleted.

 *Press the **CANCEL** key or the **CODE** and **STORE** keys at any time to leave Store mode without storing your message.*

### TO RECALL A FILE FROM THE MEMORY:

- (1) Hold down the **CODE** key and press the **RECALL** key. The number and the first characters of the most recently stored file are displayed.
- (2) Press the **▲** and **▼** keys until the file you want to recall is displayed.
- (3) Press the **RETURN** key.

- ☞ If there is no text in the working area, the file is now recalled. If there is some text in the working area, you will now be asked whether you want to join or overwrite the text with the recalled file.

To replace the working area text with the recalled file:

- Press the ▲ and ▼ keys until OFF is displayed in the JOINING selection area.
- Press the RETURN key. The stored text file is recalled and overwrites the message in the working area.

- ☞ If you choose to join the file and the working area text JOINING: ON, the recalled file will be inserted at the cursor's position in the working area.

Press the CANCEL key or the CODE and RECALL keys at any time to leave Recall mode without performing any action.

## EXAMPLE

### General Operation:

- Press **CODE** + **RECALL** (B i) . Press **HOME** (A) and **END** (F) until the text file you want to recall "AXZ" is displayed.

- Press **NEW BLOCK** (NEW BLOCK) (←) . A message is shown asking whether you wish to join the recalled message with the message currently entered in the display.

- Press **NEW BLOCK** (NEW BLOCK) (←) to replace the working area text with the recalled file.

FONT SIZE WIDTH STYLE ITAL A/A

l: Import, Inc.

AUTO INS. HORIZONTAL VERTICAL A/B VBC

FORMATS ALIGNMENT

FONT SIZE WIDTH STYLE ITAL A/A

[ ] AXZ Corpor

AUTO INS. HORIZONTAL VERTICAL A/B VBC

FORMATS ALIGNMENT

FONT SIZE WIDTH STYLE ITAL A/A

JOINING: [REDACTED]

AUTO INS. HORIZONTAL VERTICAL A/B VBC

FORMATS ALIGNMENT

FONT SIZE WIDTH STYLE ITAL A/A

l: AXZ Corporat

AUTO INS. HORIZONTAL VERTICAL A/B VBC

FORMATS ALIGNMENT

## TO DELETE A FILE FROM THE MEMORY:

- (1) Hold down the **CODE** key and press the **M. DEL** key.
- (2) Press the **▲** and **▼** keys until the file you want to delete is displayed.
  - ☞ *To delete more than one file, select a file to be deleted, then press the **SPACE** key. Continue selecting files in this way until all the files to be deleted are selected.*
  - To select all the files in the memory, hold down the **CODE** key and press the **SPACE** key. If you then decide not to delete all of the files in the memory, hold down the **CODE** key and press the **CLEAR** key.*
- (3) Press the **RETURN** key. The message "OK TO CLEAR?" or "CLEAR ALL?" will be displayed.
- (4) To confirm, press the **RETURN** key again. The selected file or files are deleted.
  - ☞ *Press the **CANCEL** key or the **CODE** and **M. DEL** keys at any time to leave Memory delete mode without deleting the selected file or files.*

# SPECIAL PRINTING

## BACKGROUND


The **PRINT** key lets you print your text on the installed tape. The **SPECIAL PRINT** key allows you to set the number of copies of the label that will be printed, set whether the machine will pause between copies so that the tape can be cut, and turn the Split printing function on and off.

PARAMETER	SETTINGS
Copies (COPIES)	1 to 99
Tape cut pause (PAUSE)	ON, OFF
Split printing (SPLIT)	OFF, ON

**COPIES** The COPIES setting determines how many copies of the current label will be printed.

**PAUSE** When a label is printed, 1" (24 mm) of tape is fed out before the first character of the label is printed.

If you are printing out a single label using either the "NONE", "NARROW" or "MEDIUM" margin setting, or printing out several labels at any margin setting, it is recommended that you set PAUSE to "ON".

 Detailed information on using the FEED function from the **FORMAT** key can be found in the Tape Feed section on page 82.

When PAUSE is "ON" and you print out more than one label using the COPIES setting, before the first label is printed you will be prompted to cut off the excess tape with the message "CUT NOW". Cut off the excess tape with the cutter lever. Thereafter, each time a label has been printed, "CUT NOW" will appear again. Press the cutter lever to cut off each new label. After you have cut the tape, each new label is automatically printed so that the portions of blank tape before and after the label's message are both equal to the TAPE FEED margin setting.


If you set PAUSE to "OFF", the labels will be printed on a continuous strip of tape. When printing has finished, you will have to cut the tape into individual labels with a pair of scissors.

**SPLIT** The Split printing function increases the size of the label so that it spreads across the width of two strips of tape. This machine then prints the top half of the label. When PAUSE is "ON", this machine pauses and you will be prompted to cut the label with the message "CUT NOW". After you have cut the tape, the bottom half of the label will automatically be printed.

## OPERATION

### TO PRINT A LABEL:

Press the **PRINT** key. The text is printed once.

 If the **PRINT** key is pressed in Auto format mode while the installed tape cassette is not the correct size for the label being printed, a message will appear instructing you which tape to install.

Press the **FEED** key to feed 1" (24 mm) of tape.

### TO PRINT A LABEL USING A SPECIAL PRINT PARAMETER:


(1) Hold down the **CODE** key and press the **SPECIAL PRINT** key.

If the default settings are O.K., press the **RETURN** key. (Refer to the example on page 94.)

To change the special print settings:

(2) Press the **▶** and **◀** keys until the first setting you wish to change is displayed.

(3) Press the **▲** and **▼** keys until the desired setting is displayed. When the **COPIES** parameter is being set and these keys are pressed once, the setting will change by 1. However, if either of these keys are held down, the setting will continue changing in steps of 5 until the key is released.

 The default setting of the parameter can be selected by pressing the **SPACE** key, or all special print settings can be returned to their default settings by holding down the **CODE** key and pressing the **SPACE** key.

(4) Repeat steps (2) and (3) until your desired settings are displayed.

(5) Press the **RETURN** key. The labels are printed using the print parameters that have been set.



**EXAMPLE**

**(Text Message)**

FONT SIZE WIDTH STYLE ITAL A/A

1	:	▶	A	B	C	1									
---	---	---	---	---	---	---	--	--	--	--	--	--	--	--	--

AUTO INS. HORIZONTAL VERTICAL A/B  
 FORMATS ALIGNMENT

Tape feed is set to NONE.

**Default Print Settings**

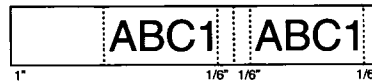
COPIES: 1  
 PAUSE: ON  
 SPLIT: OFF



**Custom Print Settings**

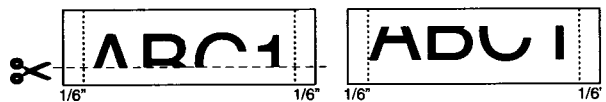
Example 1  
 COPIES: 2  
 PAUSE: OFF  
 SPLIT: OFF

Example 1



Example 2  
 COPIES: 1  
 PAUSE: ON  
 SPLIT: ON

Example 2



If the Split printing parameter is set to ON, labels like those shown above are printed. To put them together so there is no break in the characters, cut off the blank spaces on the bottom of the top label and on the top of the bottom label.




When the Split printing parameter is turned on, only one full copy of the label will be printed, regardless of the copies parameter setting.

# BAR CODING

## BACKGROUND

The Bar coding function, which enables bar codes to be printed as part of labels, is one of this machine's most advanced features.

 This section will explain how to enter a bar code into your text message. It is not intended as a comprehensive introduction to the concept of bar coding. For more detailed information, please consult one of the many reference books available.

*Since this machine is not specifically designed for special bar code label making, some bar code readers may not be able to read the labels.*

*Please use tape with black characters on white adhesive for bar code labels.*

In Bar code mode, six different parameters can be set, allowing you to create custom bar codes.

PARAMETER	SETTINGS
Protocols (PROTO) _____	CODE 39, I-2/5, UPC-A, CODA-BAR, CODE 128
Bar code width (WIDTH) _____	MEDIUM, SMALL, LARGE
Numbers printed below bar code (UNDER#S) _____	ON, OFF
# of characters in code (#OF CHRS)	AUTO, 4 to 22
Ratio (RATIO) _____	3:1, 2.5:1, 2:1
Check digit (CHECK DIG.) _____	OFF, ON

We recommend printing bar codes using the MEDIUM or LARGE width and FULL tape feed.

When the tape feed is reduced or a SMALL bar code width is used, the bar code may be difficult to read.

## OPERATION

### TO ENTER A BAR CODE INTO YOUR MESSAGE:

- (1) Hold down the **CODE** key and press the **BAR CODE** key. The most recently entered bar code's protocol will be displayed briefly.
- (2) The bar code data input screen now appears. Check the bar code's settings as follows, and, if necessary, edit them:
  - ☞ *If you set the check digit, change the protocol or set the number of characters in the bar code, check that these settings are appropriate before you enter the bar code data. Change them if necessary.*
  - If you forget to check the settings before entering the bar code data, it is sometimes possible to check them afterwards.*
- (3) Press the **FORMAT** key.
- (4) Press the **▶** and **◀** keys until the first setting you wish to change is displayed.
- (5) Press the **▲** or **▼** key until the setting value you wish to select is displayed.
- (6) Repeat steps (4) and (5) until all settings are set as you want them.
- (7) Press the **RETURN** key.
- (8) Type in your bar code.
- (9) When you have finished, press the **RETURN** key.
  - A ||||| mark appears in the text entry display representing the bar code.

## EXAMPLE

**General Operation:**

• Press **CODE** + **BARCODE**.

FONT SIZE WIDTH STYLE ITAL A/A

1: SERIAL#

AUTO FORMATS INS. HORIZONTAL ALIGNMENT VERTICAL A/B VBC

• Press **FORMAT**.

FONT SIZE WIDTH STYLE ITAL A/A

BARCODE CODE 39

(Briefly)

AUTO FORMATS INS. HORIZONTAL ALIGNMENT VERTICAL A/B VBC


The current protocol setting will be displayed briefly.

• Press **FORMAT**.

FONT SIZE WIDTH STYLE ITAL A/A

PROTO: [REDACTED]


AUTO FORMATS INS. HORIZONTAL ALIGNMENT VERTICAL A/B VBC

- Press  until the WIDTH setting flashes.

FONT SIZE WIDTH STYLE ITAL A/A

← WIDTH : →

AUTO INS. HORIZONTAL VERTICAL A/B VBC  
FORMATS ALIGNMENT

- Press  or  until "LARGE" flashes.

FONT SIZE WIDTH STYLE ITAL A/A

← WIDTH : →

AUTO INS. HORIZONTAL VERTICAL A/B VBC  
FORMATS ALIGNMENT

- Press .

FONT SIZE WIDTH STYLE ITAL A/A

← \* \* →

AUTO INS. HORIZONTAL VERTICAL A/B VBC  
FORMATS ALIGNMENT

- Enter the bar code data ("123456").

FONT SIZE WIDTH STYLE ITAL A/A

▶ \* 1 2 3 4 5 6 \* ◀

AUTO INS. HORIZONTAL VERTICAL A/B VBC  
FORMATS ALIGNMENT

- Press .

FONT SIZE WIDTH STYLE ITAL A/A

1 : ▶ SERIAL # ||| |||

AUTO INS. HORIZONTAL VERTICAL A/B VBC  
FORMATS ALIGNMENT

# ENTERING DATA USING SPECIAL (NON-KEYBOARD) CHARACTERS

## BACKGROUND

When CODE128 bar code protocol is selected, you can enter bar code data using any of the 128 ASCII characters. These are made up of the characters shown on the key tops plus the following:

VALUE 4	\$	VALUE 72	BS	VALUE 89	EM
VALUE 11	+	VALUE 73	HT	VALUE 90	SUB
VALUE 28	<	VALUE 74	LF	VALUE 91	ESC
VALUE 29	=	VALUE 75	VT	VALUE 91	{
VALUE 30	>	VALUE 76	FF	VALUE 92	FS
VALUE 59	[	VALUE 77	CR	VALUE 92	
VALUE 60	\	VALUE 78	SO	VALUE 93	GS
VALUE 61	]	VALUE 79	SI	VALUE 93	}
VALUE 63	_	VALUE 80	DLE	VALUE 94	RS
VALUE 64	NUL	VALUE 81	DC1	VALUE 94	~
VALUE 65	SOH	VALUE 82	DC2	VALUE 95	US
VALUE 66	STX	VALUE 83	DC3	VALUE 95	DEL
VALUE 67	ETX	VALUE 84	DC4	VALUE 96	FNC 3
VALUE 68	EOT	VALUE 85	NAK	VALUE 97	FNC 2
VALUE 69	ENQ	VALUE 86	SYN	VALUE 100	FNC 4
VALUE 70	ACK	VALUE 87	ETB	VALUE 102	FNC 1
VALUE 71	BEL	VALUE 88	CAN		

The following symbols can only be entered when using protocols CODE 39 or CODABAR.

VALUE 4	\$
VALUE 11	+

## OPERATION



### ENTERING DATA FOR CODE128 BAR CODES USING NON-KEYBOARD CHARACTERS

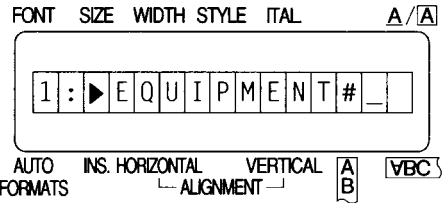
- (1) Hold down the **CODE** key and press the **BAR CODE** key. The bar code data input screen appears.
- (2) When you enter the bar code data, position the cursor at the point at which you want to enter the non-keyboard character, then hold down the **CODE** key and press the **SYMBOL** key.
- (3) Press the **▲** or **▼** key until the character you wish to use is flashing.
- (4) Press the **RETURN** key. The display returns to the bar code information input screen and the character data is added to the bar code. On the screen a square box (□) appears in the bar code in the place where you entered the special character (unless it is \$, +, <, >, =, [, ] or \_ , in which case the character itself appears).

**EXAMPLE**

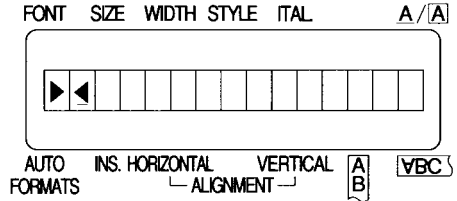
**General Operation:**



The examples below use Code 128 type bar codes.

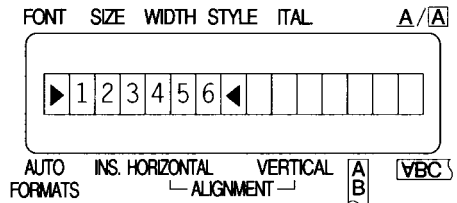
- Press  + .






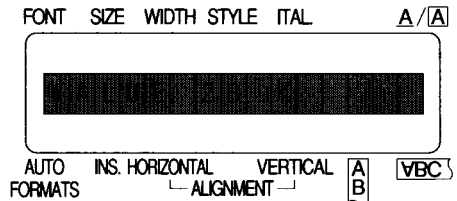
- Enter the bar code data.



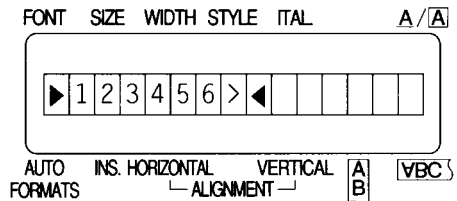
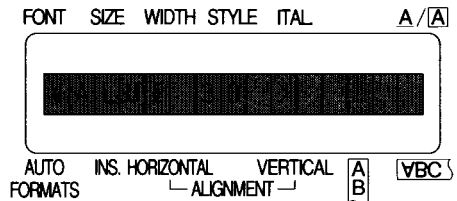
- Press  + .




- Press  once.
- Press  or  until "VALUE\_30\_>" is displayed.



- Press .



 These special symbols are only available if you have selected CODE128 bar code protocol.

You can also automatically number bar codes. This is useful for generating serial number labels. Refer to *Sequential Numbering* on page 50.

# MESSAGE LIST

MESSAGE	MEANING	TO DO
4 DIGIT MIN.	<ul style="list-style-type: none"> <li>• Bar code data must consist of at least four digits. If you enter fewer than four digits and press the <b>RETURN</b> key, this message will appear.</li> </ul>	<ul style="list-style-type: none"> <li>• Enter four or more digits</li> </ul>
5 BARS LIMIT!	<ul style="list-style-type: none"> <li>• Each label can contain no more than five bar codes. This message appears if five bar codes already exist when you press the <b>BARCODE</b> key or if you attempt to join a text file recalled from the memory to the current message, causing the number of bar codes to exceed the limit.</li> </ul>	<ul style="list-style-type: none"> <li>• Limit the number of bar codes in the text message to five.</li> </ul>
5 LINE LIMIT!	<ul style="list-style-type: none"> <li>• Each block of text in a label can contain no more than five lines. If a block already contains five lines and you press the <b>RETURN</b> key, this message will appear.</li> <li>• If you try to delete a block return mark in such a way that a block of six lines or more would result, this message will appear.</li> </ul>	<ul style="list-style-type: none"> <li>• Do not press the <b>RETURN</b> key. Limit the number of lines in the current block to five.</li> <li>• Do not attempt to delete the mark. Adjust the total number of lines in each block so that no block will have more than five lines.</li> </ul>
5 BLOCK LIMIT!	<ul style="list-style-type: none"> <li>• Each label can contain no more than five blocks. This message appears if five blocks already exist when you press the <b>NEW BLOCK</b> key or if you try to join a text file recalled from the memory to the current message, causing the message to exceed the five block limit.</li> </ul>	<ul style="list-style-type: none"> <li>• Limit the number of blocks in the text message to five.</li> </ul>
ABCD AT BEG & END	<ul style="list-style-type: none"> <li>• This message appears when the CODABAR protocol is used in Bar code mode, but a letter between A and D has not been entered at the beginning and end of the bar code.</li> </ul>	<ul style="list-style-type: none"> <li>• Enter a letter between A and D at the beginning and end of the bar code.</li> </ul>
BATTERIES EMPTY	<ul style="list-style-type: none"> <li>• This message appears when the installed alkaline batteries are about to run out.</li> </ul>	<ul style="list-style-type: none"> <li>• Replace the batteries or use the AC adaptor.</li> </ul>
BATTERIES WEAK!	<ul style="list-style-type: none"> <li>• This message appears when the installed alkaline batteries become weak.</li> </ul>	<ul style="list-style-type: none"> <li>• Replace the batteries or use the optional AC adaptor instead.</li> </ul>
BUFFER EMPTY!	<ul style="list-style-type: none"> <li>• If you try to print, but have not input any text into the working area, this message will appear.</li> </ul>	<ul style="list-style-type: none"> <li>• Enter text and then print.</li> </ul>

MESSAGE	MEANING	TO DO
BUFFER EMPTY!	<ul style="list-style-type: none"> <li>• If you try to store a text file, but have not input any text into the working area, this message will appear.</li> <li>• If you press the <b>CODE</b> and <b>SEQUENTIAL NUMBERING</b> keys or when there is no data in the working area, this message will appear.</li> </ul>	<ul style="list-style-type: none"> <li>• Enter text and then store the file.</li> <li>• Enter some text and then automatically number or locally format it.</li> </ul>
BUFFER FULL!	<ul style="list-style-type: none"> <li>• There is a limit on the amount of text that can be entered into the working area. This message appears if you try to enter a character, a diacritical mark, return, new block or space when the working area buffer is already full.</li> <li>• This message appears if a text format (font, size width, style, italicization, underlining or framing) key is pressed when the working area buffer is already full.</li> <li>• This message appears if the <b>RETURN</b> key is pressed in Symbol or Bar code mode when the working area buffer is already full.</li> <li>• This message appears if you try to join a text file recalled from the memory to the current message when the working area buffer is already full.</li> </ul>	<ul style="list-style-type: none"> <li>• You cannot enter any additional text in this text message. Delete some existing text so that more text can be entered.</li> <li>• Press the <b>CANCEL</b> key and delete some of the text before changing the text format.</li> <li>• Press the <b>CANCEL</b> key and delete some of the text before entering a symbol or bar code.</li> <li>• Press the <b>CANCEL</b> key and delete some of the text before joining the recalled file to the current message.</li> </ul>
CAN'T HERE!	<ul style="list-style-type: none"> <li>• This message appears if a character, symbol, return or new block is entered while the cursor is located in a bar code field.</li> <li>• This message appears if the cursor is located in a bar code field and a text format (font, size width, style, italicization, underlining or framing) key is pressed.</li> <li>• This message appears if a text file is recalled and joined to the current message while the cursor is located in a bar code field.</li> <li>• When the cursor is positioned under the first format mark and you attempt to enter text, this message will appear.</li> </ul>	<ul style="list-style-type: none"> <li>• Move the cursor or delete the bar code field before entering the character, symbol, return or new block.</li> <li>• Move the cursor or delete the field before pressing the text format key.</li> <li>• Move the cursor or delete the bar code field before recalling the text file.</li> <li>• Move the cursor or stop trying to enter the character.</li> </ul>
CHANGE ADAPTOR!	<ul style="list-style-type: none"> <li>• This message appears if a high voltage adaptor is being used.</li> </ul>	<ul style="list-style-type: none"> <li>• Remove the high-voltage adaptor and install the optional AC adaptor.</li> </ul>



MESSAGE	MEANING	TO DO
FIXED SIZE!	<ul style="list-style-type: none"> <li>• This message appears if a 1/4" (6)- or 3/8" (9-mm)-wide tape is inserted when text is entered using a TITLE font.</li> <li>• This message appears if the size is changed when a TITLE font is selected.</li> </ul>	<ul style="list-style-type: none"> <li>• Insert a tape cassette that is wide enough for TITLE font text to be pointed on it.</li> <li>• Since the size is fixed, do not change it.</li> </ul>
INVAL. CHR!	<ul style="list-style-type: none"> <li>• If you attempt to move the end position, in numbering mode, beyond the bar-code symbol, this message appears.</li> <li>• If you press the <b>SEQ. NUMBERING</b> key when the cursor is positioned below <math>\blacktriangleleft</math>, <math>\blacksquare</math> or <math>\blacktriangleright</math>, this message appears.</li> </ul>	<ul style="list-style-type: none"> <li>• Move the cursor or stop trying to move the end position.</li> <li>• Move the cursor to a valid numbering digit or character.</li> </ul>
KEY ERROR -XX-	<ul style="list-style-type: none"> <li>• This message appears when there is a problem with the machine's circuits.</li> </ul>	<ul style="list-style-type: none"> <li>• Contact your service representative.</li> </ul>
LENGTH LIMIT!	<ul style="list-style-type: none"> <li>• There is a limit on the amount of text that can be included in one label message. This message appears if a character, symbol, diacritical mark, bar code, space, return or new block is entered, causing the text to exceed the one meter limit.</li> <li>• This message appears if a file is recalled and joined to the current message, causing the text to exceed the one meter limit.</li> <li>• This message appears if the <b>RETURN</b> key is pressed in Format mode, causing the text to exceed the one meter limit</li> </ul>	<ul style="list-style-type: none"> <li>• Delete some of the text or reduce the character size.</li> <li>• Press the <b>CANCEL</b> key and delete some of the text before recalling the file or joining the working area text and the file.</li> <li>• Press the <b>CANCEL</b> key and delete some of the text before entering a symbol or bar code.</li> </ul>
LINE LIMIT!	<ul style="list-style-type: none"> <li>• This message appears if the number of lines in the message would exceed the maximum number of lines possible for the installed tape.</li> </ul>	<ul style="list-style-type: none"> <li>• Reduce the number of lines in the message or install a wider tape cassette.</li> </ul>
MEMORY FULL!	<ul style="list-style-type: none"> <li>• This machine can store a maximum of about 2,000 characters in its memory. If you try to store a file which would cause this limit to be exceeded, this message will appear.</li> </ul>	<ul style="list-style-type: none"> <li>• Do not store the text file, or delete an old file that is no longer needed, to make room for the new one.</li> </ul>
NO TAPE!	<ul style="list-style-type: none"> <li>• If you attempt to print a label or feed tape when there is no cassette in the machine, this message will appear.</li> <li>• If there is no tape cassette in the machine after setting the numbering values, when you press <b>RETURN</b>, this message will appear.</li> </ul>	<ul style="list-style-type: none"> <li>• Insert a tape cassette and retry.</li> <li>• Insert a tape cassette and retry.</li> </ul>

MESSAGE	MEANING	TO DO
NO FILES!	<ul style="list-style-type: none"> <li>If you try to recall or delete a text file from memory when none is stored in memory, this message will appear.</li> </ul>	<ul style="list-style-type: none"> <li>Stop trying to recall or delete a file.</li> </ul>
OK TO CLEAR?	<ul style="list-style-type: none"> <li>When you hold down the <b>CODE</b> key and press the <b>CLEAR</b> key, this confirmation message will appear.</li> <li>When you try to delete one or more text files from the machine's memory, this confirmation message will appear.</li> </ul>	<ul style="list-style-type: none"> <li>If you want to clear all text from the working area, press the <b>RETURN</b> key. If not, press the <b>CANCEL</b> key.</li> <li>If you want to delete the file or files, press the <b>RETURN</b> key. If not, press the <b>CANCEL</b> key.</li> </ul>
OK TO CLEAR    ?	<ul style="list-style-type: none"> <li>When you try to delete a bar code mark, this confirmation message will appear.</li> </ul>	<ul style="list-style-type: none"> <li>If you want to delete the bar code information, press the <b>RETURN</b> key. If not, press the <b>CANCEL</b> key.</li> </ul>
OK TO CLEAR ►?	<ul style="list-style-type: none"> <li>When you try to delete a local format mark, this confirmation message will appear.</li> </ul>	<ul style="list-style-type: none"> <li>If you want to delete the local format, press the <b>RETURN</b> key (text within the field will not be affected). If not, press the <b>CANCEL</b> key.</li> </ul>
OVERWRITE?	<ul style="list-style-type: none"> <li>If you are trying to store a file in memory and select the number of an existing file, this message will appear when you press the <b>RETURN</b> key.</li> </ul>	<ul style="list-style-type: none"> <li>If you want to replace the file (overwriting it in the memory), press the <b>RETURN</b> key. If not, press the <b>CANCEL</b> key.</li> </ul>
RAM PROBLEM!	<ul style="list-style-type: none"> <li>If there is a problem with the machine's random access memory, this message will appear.</li> </ul>	<ul style="list-style-type: none"> <li>Contact your service representative.</li> </ul>
ROM PROBLEM!	<ul style="list-style-type: none"> <li>If there is a problem with the machine's read only memory, this message will appear.</li> </ul>	<ul style="list-style-type: none"> <li>Contact your service representative.</li> </ul>
SYSTEM ERROR!	<ul style="list-style-type: none"> <li>If there is a problem with the machine's software, this message will appear.</li> </ul>	<ul style="list-style-type: none"> <li>Contact your service representative.</li> </ul>
TEXT TOO HIGH!	<ul style="list-style-type: none"> <li>This message appears if you try to print a label using Title fonts on 1/4" (6 mm)- or 3/8" (9 mm)- wide tape.</li> <li>This message appears if the size of the text is larger than the width of the installed tape.</li> </ul>	<ul style="list-style-type: none"> <li>Reduce the size of the characters or install a tape of greater width.</li> <li>Reduce the size of the characters or install a tape of greater width.</li> </ul>
TEXT TOO LONG!	<ul style="list-style-type: none"> <li>This message appears if the width of the text is longer than the label length that has been set.</li> <li>This message appears if the text inputted as an entry in Auto format mode exceeds the preset length.</li> </ul>	<ul style="list-style-type: none"> <li>Delete some of the text, reduce the character width or increase the preset label length.</li> <li>Enter fewer characters.</li> </ul>


MESSAGE	MEANING	TO DO
WHOLE CODE	<ul style="list-style-type: none"> <li>In Bar code mode you sometimes set the number of digits that are to be typed in for the bar code. If you do not enter that number of digits when you input the bar code data, this message will appear.</li> </ul>	<ul style="list-style-type: none"> <li>Enter the correct number of digits, or change the bar code's "#OF CHR\$" setting.</li> </ul>
WRONG SELECT!	<ul style="list-style-type: none"> <li>This message appears if characters with different format settings are selected as the numbering field.</li> <li>This message appears if more than five characters are selected as the numbering field.</li> </ul>	<ul style="list-style-type: none"> <li>Only select characters with identical format settings.</li> <li>Limit the numbering field to five characters.</li> </ul>

# TROUBLESHOOTING

PROBLEM	WHAT TO DO
1.The display remains blank after you have turned on the machine.	<ul style="list-style-type: none"><li>• Check that the alkaline batteries are properly inserted and that they are not dead.</li><li>• If you are using the optional AC adaptor, check that it is attached properly.</li></ul>
2.The machine does not print, or the printed characters are blurred.	<ul style="list-style-type: none"><li>• Check that the tape cassette has been inserted properly.</li><li>• If the tape cassette is empty, replace it with a new one.</li><li>• Make sure that the tape cassette cover has been closed.</li></ul>
3.The printed characters are not formed properly.	<ul style="list-style-type: none"><li>• The alkaline batteries may be low. Replace them, or try using the optional AC adaptor instead.</li><li>• The print density setting may be incorrect. Try altering the setting.</li></ul>
4.Striped tape appears.	<ul style="list-style-type: none"><li>• You have reached the end of the tape. Replace it with a new tape.</li></ul>
5.Lines appear on the printout	<ul style="list-style-type: none"><li>• Clean the print head and/or the rollers.</li></ul>

# MACHINE SPECIFICATIONS

## HARDWARE

Input Device:	KEYBOARD - 57 keys
LCD:	7 x 5 dots / 1 lines x 15 columns
Print Tape:	Heat transfer laminated/non-laminated, lettering, adhesive-based. 25' (8 m) long. 5 widths available: 1/4" (6 mm) 3/8" (9 mm) 1/2" (12 mm) 3/4" (18 mm) 1" (24 mm)
Power Supply:	Alkaline batteries or optional AC adaptor.
Print Head:	128 dot / 180 dpi  <i>Printable area 13.5 mm+ framing</i>
Dimensions:	8.4" (W) x 8.4" (D) x 2.7" (H) (215 mm (W) x 215 mm (D) x 68 mm (H))
Weight:	2.2 lbs (1.0 kg)
Optional Equipment:	AC adaptor (MODEL AD-30)

## SOFTWARE

Character Size:	6 selectable sizes (6 points to 38 points) + Auto All are available in Narrow, Medium, and Wide
Character Fonts:	5 built-in typefaces: Helsinki, Brussels, Calgary, Belgium and U.S.
Buffer Size:	Single line 3.3' (1 m) or 255 characters Multi line 8.3" (21 cm) for each block Multi block
Memory Size:	2,000 characters
Number of Characters:	176 characters
Print Styles:	Normal, Bold, Outline, Solid, Shadow, Outline + Shadow, Italic, Italic & Bold, Italic & Outline, Italic & Shadow, Italic & Outline + Shadow.

# FEATURES

**The following features and functions are all included in your machine:**

- Multi-line Printing (up to 5 lines)
- Multi-block Printing (up to 5 blocks)
- Text Framing
- Text Underlining
- Vertical Printing
- Mirror Printing
- Adjustable Tape Feed
- Label Length Setting
- Repeat Printing
- Numbering Function
- Numbering of Bar Codes
- Auto Formatting
- Split label Printing

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# ACCESSORIES

Obtain tape cassettes and AC adaptors from your nearest authorized dealer Brother cannot be held responsible for trouble caused by the use of unauthorized supplies. Use only Brother TZ tapes with this machine. Do not use tapes that do not have the  mark.

Stock No.	Description	QTY/ PACKAGE	PRICE
1" (24 mm)			
TZ-151	Black characters on clear adhesive	1	\$23.95
TZ-251	Black characters on white adhesive	1	\$23.95
TZ-451	Black characters on red adhesive	1	\$23.95
TZ-651	Black characters on yellow adhesive	1	\$23.95
TZ-252	Red characters on white adhesive	1	\$23.95
TZ-354	Gold characters on black adhesive	1	\$26.95
TZ-355	White characters on black adhesive	1	\$26.95
TZ-B51	Black characters on orange fluorescent adhesive	1	\$28.95
3/4" (18 mm) laminated tapes			
TZ-141	Black characters on clear adhesive	1	\$20.95
TZ-241	Black characters on white adhesive	1	\$20.95
TZ-242	Red characters on white adhesive	1	\$20.95
TZ-243	Blue characters on white adhesive	1	\$20.95
TZ-344	Gold characters on black adhesive	1	\$24.95
TZ-345	White characters on black adhesive	1	\$23.95
TZ-441	Black characters on red adhesive	1	\$20.95
TZ-541	Black characters on blue adhesive	1	\$20.95
TZ-545	White characters on blue adhesive	1	\$23.95
TZ-641	Black characters on yellow adhesive	1	\$20.95
TZ-741	Black characters on green adhesive	1	\$20.95
TZ-B41	Black characters on orange fluorescent adhesive	1	\$24.95
TZ-M41	Black characters on clear (mat) adhesive	1	\$20.95
TZ-L041	Instant lettering tape	1	\$20.95
1/2" (12 mm) laminated tapes			
TZ-131	Black characters on clear adhesive	1	\$16.95
TZ-231	Black characters on white adhesive	1	\$17.95
TZ-232	Red characters on white adhesive	1	\$17.95
TZ-335	White characters on black adhesive	1	\$20.95

<b>Stock No.</b>	<b>Description</b>	<b>QTY/ PACKAGE</b>	<b>PRICE</b>
3/8" (9 mm) laminated tapes			
TZ-121	Black characters on clear adhesive	1	\$14.95
TZ-221	Black characters on white adhesive	1	\$16.95
TZ-325	White characters on black adhesive	1	\$18.98
TZ-421	Black characters on red adhesive	1	\$16.95
1/4" (6 mm) laminated tapes			
TZ-111	Black characters on clear adhesive	1	\$12.95
TZ-211	Black characters on white adhesive	1	\$14.95
TZ-315	White characters on black adhesive	1	\$17.95

**OPTIONS**

<b>Stock No.</b>	<b>Description</b>	<b>QTY/ PACKAGE</b>	<b>PRICE</b>
AC adaptor			
AD-30	AC adaptor	1	\$21.95

# ACCESSORY ORDER FORM

**Dear Customer:**

**Please use this order form when ordering accessories for your P-touch.**

**To charge your order on Visa or Master Card, call TOLL FREE 1-800-284-4357, or fax the completed order form to 1-901-373-6213.**

Stock No.	Description	Price	Quantity	Total
Sub Total				
CA, CT, FL, GA, IL, LA, MA, MI, MN, NJ, NY, NC, SC, TN, TX, VA Residents-Add Applicable Sales Tax				
Shipping/Handling				\$3.00
TOTAL				

<p style="text-align: center;"><b>SHIPPING LABEL</b></p> <p>Brother International Corporation Consumer Products Division P.O.Box 341322, BARTLETT, TN 38184-1332</p> <p>(Please Type or Print Clearly)</p> <p><b>Name</b></p> <p><b>Address</b></p> <p><b>City</b></p> <p><b>State/Zip</b></p>	<p style="text-align: center;"><b>METHOD OF PAYMENT</b> (CHECK ONE)</p> <p><input type="checkbox"/> CHECK OR MONEY ORDER ENCLOSED</p> <p>Please charge my:</p> <p><input type="checkbox"/> VISA    <input type="checkbox"/> MASTER CARD</p> <p>\$15.00 minimum for credit card orders (Sorry, no C.O.D.'s)</p> <p>Account number:</p> <p><b>Expiration Date</b></p> <p><b>Signature</b></p> <p><b>Daytime phone# ( )</b></p>
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Prices Subject To Change Without Notice

\* For orders shipped outside of the continental United states, please add \$10.00.

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TOTAL				

<p style="text-align: center;"><b>SHIPPING LABEL</b></p> <p>Brother International Corporation          Consumer Products Division          P.O.Box 341322,          BARTLETT, TN 38184-1332</p> <p>(Please Type or Print Clearly)</p> <p><b>Name</b></p> <p><b>Address</b></p> <p><b>City</b></p> <p><b>State/Zip</b></p>	<p style="text-align: center;"><b>METHOD OF PAYMENT</b> (CHECK ONE)</p> <p><input type="checkbox"/> CHECK OR MONEY ORDER ENCLOSED</p> <p>Please charge my:</p> <p><input type="checkbox"/> VISA   <input type="checkbox"/> MASTER CARD</p> <p>\$15.00 minimum for credit card orders (Sorry, no C.O.D.'s)</p> <p>Account number:</p> <p><b>Expiration Date</b></p> <p><b>Signature</b></p> <p><b>Daytime phone# ( )</b></p>
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Prices Subject To Change Without Notice  
 \* For orders shipped outside of the continental United states, please add \$10.00.

# GUÍA DEL USUARIO

# SU P-TOUCH 520

¡Muchas gracias por la adquisición del P-Touch 520!

Su nuevo P-Touch le permitirá diseñar e imprimir etiquetas para cualquier aplicación. Como es extremadamente versátil, usted podrá crear caracteres de muchos tamaños y estilos. Además, utilizando la amplia variedad de cassettes de cinta disponibles, podrá imprimir etiquetas con anchuras diferentes y hermosos colores.

Usted ya no tendrá que preocuparse por tareas urgentes que requieran impresión profesional. En la oficina, la fábrica, el laboratorio, y el hogar, la calidad y el rendimiento del P-Touch 520 hacen que sea una máquina muy versátil.

Finalmente, como es posible que desee consultar este manual de vez en cuando, le sugerimos que lo guarde en un lugar que le quede a mano.

## AVISO DE FCC

Este equipo ha sido probado y se ha encontrado que satisface los límites para dispositivos digitales de Clase B, según la Parte 15 de las Normas de FCC. Estos límites están preparados para proporcionar una protección razonable contra la interferencia dañina en instalaciones residenciales. Este equipo genera, emplea, y puede radiador energía de radiofrecuencia y, si no se instala de acuerdo con las instrucciones, puede causar interferencias perjudiciales en las radiocomunicaciones. Sin embargo, no se garantiza que no ocurrirán interferencias en una instalación en particular. Si este equipo causa interferencias perjudiciales en la recepción de radio o televisión, lo cual puede determinarse conectando y desconectando el equipo, se aconseja al usuario que corrija la interferencia mediante una o más de las medidas siguientes:  
Reoriente l reubique la antena de recepción.

Aumente la separación entre el equipo y el receptor.

Conecte el equipo a una toma de corriente que esté en un circuito distinto al que se ha conectado el receptor.

Consulte al distribuidor o a un técnico experimentado en radio/TV.

Los cambios o modificaciones no expresamente aprobados por Brother Industries, Ltd. puede invalidar la autoridad del usuario para operar el equipo.

## Este equipo está cubierto por una o más de las patentes siguientes.

USP4839742

USP4983058

EP315369

GB2223740

USP4922063

USP5009530

EP322918

USP4927278

USP5069557

EP322919

USP4966476

USP5120147

USP4976558

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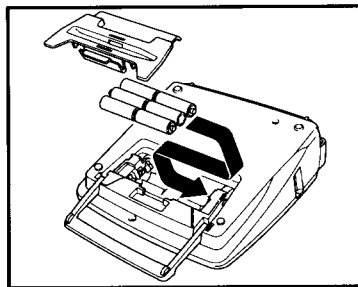
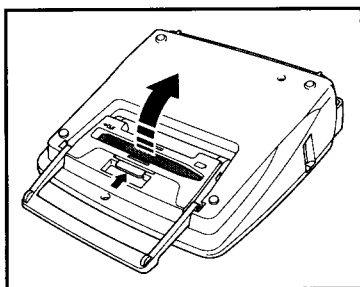


## PRECAUCIONES GENERALES

- Utilice solamente cintas TZ Brother con esta máquina. No use cintas que no posean la marca **TZ**.
- Existen cinco anchuras de cintas TZ disponibles: 1/4" (6 mm), 3/8 (9 mm), 1/2" (12 mm), 3/4" (18 mm), y 1" (24 mm).
- No tire de la cita. Esto podría dañar el cassette.
- Evite utilizar la máquina en lugares extremadamente polvorientos. Manténgala alejada de la luz solar directa y de la lluvia.
- No exponga la máquina a altas temperaturas ni a gran humedad. No la deje nunca en el panel de instrumentos ni en la bandeja trasera de su automóvil.
- No deje ningún objeto de goma ni de vinilo sobre la máquina durante mucho tiempo. Si lo hiciese, podría mancharla.
- No limpie la máquina con alcohol ni otros disolventes orgánicos. Utilice un paño suave y seco solamente.
- No inserte ningún objeto extraño en la máquina.
- Para evitar daños personales, no toque el borde del cortador.
- Cuando inserte pilas nuevas, cerciórese de hacerlo antes de cinco minutos de haber extraído las viejas, ya que de lo contrario todos los mensajes se perderían (a menos que la máquina esté enchufada en un tomacorriente de CA con el adaptador de CA).
- Utilice el adaptador de CA, MODELO AD-30, diseñado exclusivamente para esta máquina. La utilización de cualquier otro adaptador podría anular la garantía.
- Cuando no vaya a utilizar la máquina durante mucho tiempo, y no sea necesario mantener almacenados los mensajes en la memoria, extraiga las pilas para evitar que se fugue su electrólito y dañe la máquina, y desconecte el adaptador de CA.
- Cuando el adaptador de CA esté enchufado en la máquina, desenchufándolo del tomacorriente de CA podrá borrar todos los mensajes de la memoria, incluso aunque las pilas estén insertadas.
- **Utilice pilas alcalinas AA con esta máquina.**

## FUENTE DE ALIMENTACIÓN/ADAPTADOR DE CA(OPCIONAL)

Ésta es una máquina ligera y portátil. Podrá utilizarse en cualquier parte insertándole seis (6) **pilas alcalinas AA**. Cuando cambie las pilas, reemplácelas todas siempre al mismo tiempo.



⚠ *Cerciórese de insertar las nuevas pilas antes de cinco minutos de haber extraído las viejas, ya que de lo contrario todos los mensajes se perderían (a menos que la máquina esté enchufada en un tomacorriente de CA con el adaptador de CA).*

*Si no utiliza pilas alcalinas, no podrá imprimir juegos tipográficos grandes ni códigos de barras.*

El adaptador de CA le permitirá utilizar esta máquina en cualquier lugar que haya un tomacorriente estándar.

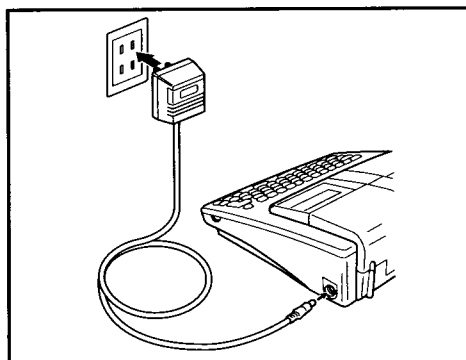
### PARA CONECTAR EL ADAPTADOR DE CA:

- (1) Inserte el conector pequeño del adaptador en la toma marcada con DC IN 7V de la parte derecha de la máquina.
- (2) Enchufe el conector grande en el tomacorriente estándar más cercano.

⚠ *Utilice solamente el adaptador de CA diseñado exclusivamente para esta máquina.*

*Cuando no vaya a utilizar su máquina durante mucho tiempo, extráigale las pilas y desconéctele el adaptador de CA. Cuando desconecte la alimentación, todos los mensajes del área de trabajo y de la memoria se borrarán.*

*Se recomienda que utilice el adaptador de CA cuando imprima juegos tipográficos grandes y códigos de barras en cinta de 3/4"(18 mm) o de 1"(24 mm) de anchura, porque estas operaciones pueden agotar rápidamente las pilas.*




# CASSETTES DE CINTA

Con esta unidad se suministra un solo cassette de cinta TZ. Las cintas para esta máquina están disponibles en una amplia variedad de colores de fondo, colores de caracteres, y tamaños de cintas. Le aconsejamos que utilice esta variedad de etiquetas para codificación en colores y otras aplicaciones en las que sea útil crear etiquetas visualmente distintivas.

Con esto en mente, hemos diseñado esta máquina para permitirle insertar y cambiar rápida y fácilmente los cassettes de cinta.

## PARA INSERTAR UN CASSETTE DE CINTA:


(1) Presione hacia abajo el botón liberador de la cubierta para liberar ésta. Levante la cubierta para poder llegar fácilmente hasta el cassette. Esto hará que se libere el cassette si está instalado.

 *La alimentación de la máquina se desconectará automáticamente cuando abra la tapa del cassette. El texto visualizado cuando se desconectó la alimentación aparecerá en el visualizador cuando vuelva a conectar la alimentación de la máquina.*

(2) Si ya hay un cassette de cinta en el compartimiento, extráigalo tirando de él hacia arriba.

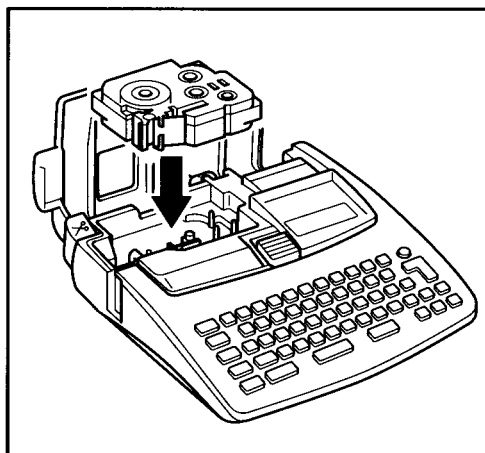
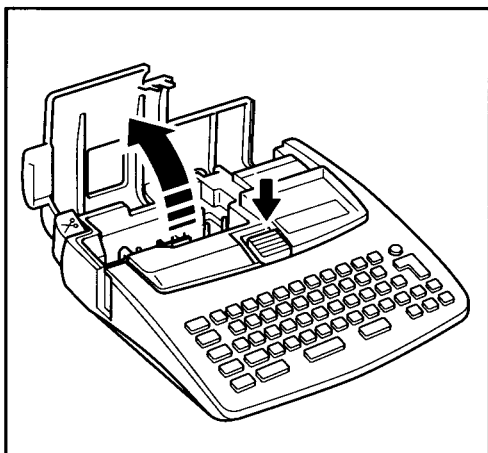
(3) Extraiga el tope del nuevo cassette de cinta. Si la cinta del interior del cassette está floja, utilice un dedo para bobinarla una vuelta completa en el sentido de la flecha indicada del cassette de cinta.

(4) Inserte firmemente el cassette de cinta en el compartimiento.

 *Cuando inserte el cassette de cinta, cerciórese de que la cinta interior no quede atrapada en la esquina de la guía metálica.*

(5) Cierre la tapa del compartimiento.

(6) Pulse una vez la tecla **FEED** y corte la cinta para tensarla.



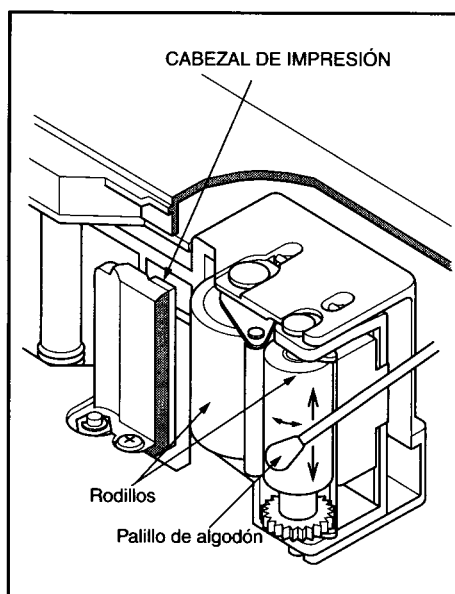
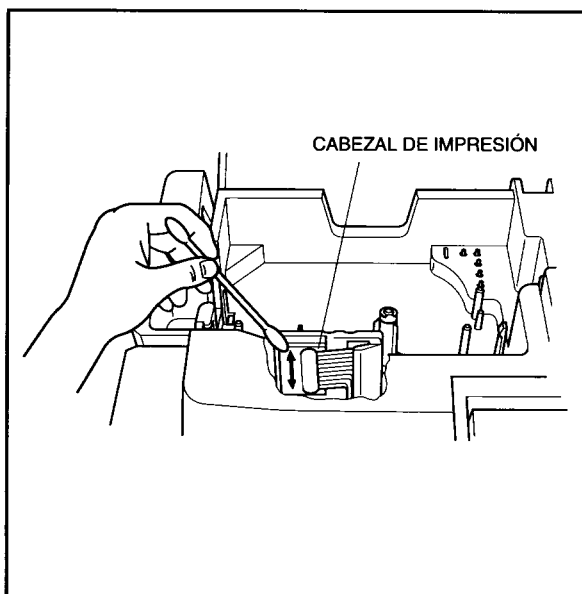
# LIMPIEZA DEL CABEZAL DE IMPRESIÓN


Es posible que a veces se adhieran motas de polvo y suciedad al cabezal de impresión o a los rodillos de la máquina. Esto puede suceder especialmente cuando utilice la unidad en exteriores o en un ambiente muy polvoriento. Cuando ocurra esto, el elemento de impresión oscurecido por el polvo no podrá imprimir, causando una línea sin imprimir (en blanco) a lo largo de la etiqueta. Las líneas verticales indican que los rodillos están sucios, y las líneas horizontales indican que el cabezal de impresión está sucio.

Por lo tanto, como en el caso de una grabadora de cassettes, es posible que haya que limpiar el cabezal de la máquina de vez en cuando.

## PARA LIMPIAR EL CABEZAL DE IMPRESIÓN:

- (1) Desconecte la alimentación de la máquina.
- (2) Abra la tapa del compartimiento del cassette y extraiga el cassette de cinta. El cabezal de impresión y los rodillos están situados en el compartimiento del cassette.
- (3) Cabezal de impresión: Frote el cabezal de impresión suavemente con un palillo de algodón seco verticalmente hacia arriba.  
Rodillos: Frote verticalmente cada rodillo con un palillo de algodón seco haciendo girar el rodillo con su dedo.
- (4) Realice una impresión de prueba. Si todavía queda polvo, humedezca un palillo de algodón en alcohol isopropílico (de limpieza) y repita el paso (3).
- (5) Si con esto no soluciona el problema, póngase en contacto con el representante de servicio.



 No toque el mecanismo del cabezal de impresión con los dedos. Si se toca el cabezal, límpielo inmediatamente con una frotación suave (como por ejemplo con el palillo de algodón) para evitar daños permanentes.

# OPERACIONES DE TECLAS

La mayoría de los caracteres podrán introducirse pulsando simplemente sus teclas. Sin embargo, para introducir mayúsculas, caracteres con acentos, y algunos de los símbolos más comunes, son necesarias tres teclas especiales.


**TECLA SHIFT:** Esta tecla le permitirá escribir los símbolos situados en la parte superior de las teclas y letras mayúsculas. Sin embargo, los símbolos y las mayúsculas indicados en rojo tendrán que introducirse en el modo ALT. Para escribir una "A" mayúscula, mantenga presionada la tecla **SHIFT** y pulse la tecla **A**.

**TECLA CAPS:** La tecla **SHIFT** es muy útil para introducir una sola mayúscula, por ejemplo, al comienzo de un nombre. Sin embargo, cuando desee introducir una serie de letras mayúsculas, tendrá que utilizar la tecla **CAPS**.

## PARA ENTRAR EN EL MODO CAPS:

Mantenga presionada la tecla **CODE** y pulse la tecla **CAPS**

En el visualizador aparecerá brevemente el mensaje "CAPS:ON".

 Cuando esté activado el modo CAPS, utilizando la tecla **SHIFT** y escribiendo, podrá introducir letras minúsculas.

*Los juegos tipográficos de títulos solamente producirán letras minúsculas.*

En el modo CAPS, las letras mayúsculas podrán escribirse simplemente pulsando las teclas de los caracteres (es decir, no será necesario presionar la tecla **SHIFT**). Sin embargo, cuando pulse teclas de números, aparecerán números - no símbolos sobre ellos.

Para salir del modo CAPS, mantenga presionada la tecla **CODE** y pulse la tecla **CAPS**. En el visualizador aparecerá brevemente el mensaje "CAPS:OFF".

**TECLA ALT:** La tecla **ALT** le permitirá introducir los caracteres y los símbolos escritos rojo en las teclas.

## PARA INTRODUCIR UN CARÁCTER ESCRITO EN ROJO:

Mantenga presionada la tecla **ALT** y pulse la tecla escrita en rojo. Para salir del modo ALT, suelte la tecla **ALT**.

**TECLA CODE:** Mientras que las teclas **SHIFT**, **CAPS**, y **ALT** le permiten seleccionar varios caracteres y símbolos, la tecla **CODE** le permite elegir varias funciones y modos. Las funciones y modos escritos en verde podrán seleccionarse pulsando la tecla **CODE**.


# SÍMBOLOS

Esta máquina posee muchas marcas y símbolos especiales que podrá introducir en su texto. Cuando los introduzca, actuarán como los caracteres normales y podrán editar y borrarse.

Aunque puede encontrar varios símbolos escritos en las teclas, en el modo SYMBOL están disponibles 56 marcas adicionales.

## PARA INTRODUCIR UN SÍMBOLO NO ESCRITO EN UNA TECLA:

- (1) Mueva el cursor hasta el punto en el que desee introducir el símbolo.
- (2) Pulse la tecla **SYMBOL** manteniendo presionada la tecla **CODE** para entrar en el modo SYMBOL.
- (3) Pulse las teclas ▲ y ▼ hasta que en el visualizador aparezca el grupo de símbolos que contenga el símbolo deseado.
- (4) Pulse las teclas ► y ◀ hasta que parpadee el símbolo deseado.
- (5) Para introducir el símbolo en su mensaje, pulse la tecla **RETURN**.

 *Para introducir una secuencia de símbolos, seleccione los símbolos uno por uno después de haber seleccionado cada símbolo, manteniendo presionada la tecla **CODE**, pulse la tecla **RETURN**. Después de haber introducido el último símbolo de la secuencia, si desea abandonar del modo SYMBOL, pulse la tecla **RETURN**.*

S	Y	M	B	O	L	:	•	+	×	÷	=	®	©	™
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S	Y	M	B	O	L	:	[	]	§	1/2	☎	♥	★	ª
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S	Y	M	B	O	L	:	✳️	🤪	🌐	🐼	🎭	🎬	🌸	🍷
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# NUMERACIÓN SECUENCIAL

La función de numeración de esta máquina le permitirá designar un grupo de números y letras o un código de barras como campo de "numeración" e imprimir un juego de etiquetas en el que el campo de numeración aumentará automáticamente en 1 después de haberse impreso una etiqueta.

## PARA DESIGNAR UNA PARTE DE TEXTO COMO CAMPO DE NUMERACIÓN:


- (1) Coloque el cursor frente al primer carácter (número o letra) o el código de barras que desee incluir en el campo.
- (2) Mantenga presionada la tecla **CODE** y pulse la tecla **SEQ. NUMBERING**. Se visualizará brevemente el mensaje "SELECT FIELD!". El primer carácter se realizará, indicando que está "activo".
- (3) Utilice las teclas **▶** y **◀** para mover el cursor hasta el último carácter que desee incluir. Todos los caracteres entre éste y el primero también se resaltarán.

 *El campo de numeración no podrá contener caracteres con ajustes de formato diferentes.*

*Un campo de numeración podrá constar de un solo código de barras; en tal campo de numeración no podrán incluirse caracteres adicionales.*

*Un campo de numeración deberá encontrarse enteramente dentro de una línea de texto. Si intenta incluir texto de dos líneas diferentes en el campo de numeración, en el visualizador aparecerá un mensaje de error.*

- (4) Pulse la tecla **RETURN**. Se visualizará la pantalla de ajuste **NUMBER**.
- (5) Pulse las teclas **▲** y **▼** hasta que aparezca el ajuste deseado. Por ejemplo, si desea contar de 10 a 15, ajuste **NUMBER** a 6.
- (6) Pulse la tecla **PRINT** o **RETURN**. Después de haberse impreso el juego de etiquetas, el visualizador mostrará la etiqueta con el campo de numeración aumentado hasta el valor siguiente. Para nuestro ejemplo, 16.

 *En cualquier mensaje de texto, solamente podrá seleccionarse un campo de numeración.*

*El número máximo de caracteres de un campo de numeración es cinco. Si trata de elegir más de cinco caracteres, insertar un carácter adicional en un campo de cinco caracteres, aparecerá un mensaje de error.*

*Si incluye un carácter no alfanumérico, como un símbolo en el campo de numeración, solamente aumentarán los caracteres del campo de numeración que puedan aumentar cuando imprima las etiquetas, o solamente se imprimirá una etiqueta si solamente incluye un carácter no alfanumérico en el campo.*

## MOVIMIENTO DEL CURSOR

Después de haber creado un mensaje, moviendo el cursor podrá ver o editar diferentes partes del texto.



En general, al pulsar esta tecla, el cursor se moverá un espacio o un carácter hacia la izquierda. Si el cursor está colocado al comienzo de una línea cuando pulse esta tecla, se moverá al final de la línea anterior.

Si mantiene presionada la tecla **CODE** y presiona esta tecla, el cursor se moverá hasta antes del primer carácter del bloque de texto actual. Si vuelve a pulsar estas teclas, el cursor se moverá hasta el primer carácter del bloque anterior.

Si mantiene presionada la tecla **SHIFT** y pulsa esta tecla, el cursor se moverá hasta el comienzo de la línea actual del texto.



En general, al pulsar esta tecla, el cursor se moverá un espacio o carácter hacia la derecha. Si el cursor se encuentra al final de una línea cuando pulse esta tecla, se moverá hasta el comienzo de la línea siguiente.

Si mantiene presionada la tecla **CODE** y pulsa esta tecla el cursor se moverá hasta antes del primer carácter del siguiente bloque de texto.

Si mantiene presionada la tecla **SHIFT** y pulsa esta tecla, el cursor se moverá hasta el final de la línea actual del texto.



Al pulsar esta tecla, el cursor se moverá hasta el comienzo de la línea anterior.

Si mantiene presionada la tecla **CODE** y pulsa esta tecla, el cursor se colocará al comienzo del mensaje.



Al pulsar esta tecla, el cursor se moverá hasta el comienzo de la línea siguiente.

Si mantiene presionada la tecla **CODE** y pulsa esta tecla, el cursor se moverá hasta el final del mensaje.

## CANCELACIÓN

La tecla **CANCEL** se encuentra en la fila inferior del teclado. Esta tecla posee dos funciones básicas.

### PARA ABANDONAR UN MODO DE OPERACIÓN SIN REALIZAR NINGUNA ACCIÓN:

En general, la tecla **CANCEL** le devolverá a la pantalla o a la actividad anterior. Por ejemplo, si entra en un modo de operación pero decide volver a la introducción o a la edición de texto, podrá pulsar la tecla **CANCEL**.



# INSERCIÓN Y REESCRITURA

- **MODO DE INSERCIÓN**

El ajuste por defecto de esta máquina es el modo INSERT. Esto le permitirá insertar, o añadir, caracteres en medio de su mensaje. Los caracteres se insertarán en la posición del cursor, y todos los caracteres siguientes al punto de inserción se moverán un espacio hacia la derecha.

**PARA ENTRAR EN EL MODO DE INSERCIÓN:**

Mantenga presionada la tecla **CODE** y pulse la tecla **INSERT** de forma que se encienda el indicador INS del visualizador de cristal líquido.

- **MODO DE REESCRITURA**

Esta máquina también puede funcionar en el modo de reescritura. Esto le permitirá cambiar o reemplazar caracteres escribiendo simplemente otros nuevos sobre ellos.

**PARA ENTRAR EN EL MODO DE REESCRITURA:**

Mantenga presionada la tecla **CODE** y pulse la tecla **INSERT** de forma que se apague el indicador INS del visualizador de cristal líquido.

# BORRADO DE TEXTO

## RETROCESO

La tecla **BACKSPACE** le permitirá eliminar caracteres innecesarios de su mensaje. Difiere de la tecla ◀, que simplemente mueve el cursor sin cambiar el mensaje. Sin embargo, la tecla **BACKSPACE** eliminará el carácter anterior al cursor.

### PARA BORRAR UN CARÁCTER:

- (1) Utilizando las teclas de movimiento del cursor, coloque éste inmediatamente a la debajo del carácter que desee borrar.
- (2) Pulse la tecla **BACKSPACE**.

## BORRADO DE LÍNEA

La tecla **LINE OUT** le permitirá eliminar líneas innecesarias de texto de su mensaje. También se eliminarán todos los símbolos de la línea borrada.

### PARA BORRAR UNA LÍNEA DE TEXTO:


- (1) Utilizando las teclas de movimiento del cursor, coloque el cursor en la línea que desee borrar.
- (2) Mantenga presionada la tecla **CODE** y pulse la tecla **LINE OUT**.

## BORRADO TOTAL

La tecla **CLEAR** le permitirá eliminar todo el texto y los símbolos del visualizador y devolver los formatos del texto a sus ajustes iniciales. En otras palabras, el archivo de texto actual se vaciará completamente. De esta forma, podrá iniciar la introducción de un mensaje de texto completamente nuevo.

### PARA BORRAR UN ARCHIVO DE TEXTO:

- (1) Mantenga presionada la tecla **CODE** y pulse la tecla **CLEAR**. En el visualizador aparecerá el mensaje de confirmación "OK TO CLEAR?".
- (2) Pulse la tecla **RETURN**.

 *El cursor podrá estar en cualquier punto del mensaje.*

## ***LONGITUD DE ETIQUETA***

Este modo visualizará brevemente la longitud de la etiqueta en pulgadas o centímetros, dependiendo del ajuste de la función UNIT.

### **PARA ENTRAR EN EL MODO DE LONGITUD DE ETIQUETA:**

Mantenga presionada la tecla **CODE** y pulse la tecla **LABEL LENGHT**.

La longitud de la etiqueta se visualizará brevemente.

# MODO DE FORMATO AUTOMÁTICO

La tecla **AUTO FORMATS** se encuentra en la esquina inferior izquierda del teclado. Este modo le permitirá introducir rápidamente texto en plantillas de composición a fin de poder imprimir fácilmente etiquetas utilizando los formatos preajustados.

## PARA IMPRIMIR UNA ETIQUETA UTILIZANDO EL MODO DE FORMATO AUTOMÁTICO:

- (1) Pulse la tecla **AUTO FORMATS**.
- (2) Utilice las tecla **▲** y **▼** para seleccionar la composición deseada.
- (3) Introduzca el contenido deseado de la etiqueta y pulse la tecla **RETURN**.
- (4) Para imprimir la etiqueta, pulse la tecla **PRINT**.

En la tabla siguiente se indican introducciones para plantillas, que le permitirán seleccionar fácilmente la composición preajustada apropiada.

Plantillas de etiquetas
VCR VHS (3/4" (18 mm))
VCR 8mm-1 (3/8" (9 mm))
VCR 8mm-2 (1/2" (12 mm))
VCR VHSC-1 (1/2" (12 mm))
VCR VHSC-2 (3/4" (18 mm))
AUDIO-1 (1/4" (6 mm))
AUDIO-2 (3/8" (9mm)), (1/2" (12 mm))
AUDIO-3 (3/8" (9mm)), (1/2" (12 mm))
NAME PLATE (3/4" (18mm)), (1" (24 mm))
ADDRESS (3/4" (18 mm)), (1" (24 mm))
EQUIPMENT (3/4" (18 mm)), (1" (24 mm))
EQUIPMENT (1/2" (12 mm))
SLIDE (1/2" (12 mm))
PPRICE (3/4" (18 mm)), (1" (24 mm))
SALE PRICE (3/4" (18 mm)), (1" (24 mm))
FILE LONG (3/4" (18 mm)), (1" (24 mm))
FILE LONGV (3/4" (18 mm)), (1" (24 mm))
CFILE SHORT (3/8" (9 mm)), (1/2" (12 mm)), (3/4" (18 mm)), (1" (24 mm))
FLOPPY 3,5" (3/4"(18 mm)), (1" (24 mm))
FLOPPY 5" (3/4" (18 mm)), (1" (24 mm))

# JUEGO TIPOGRÁFICO

Esta máquina dispone de cinco tipos de caracteres, o juegos tipográficos. Los juegos tipográficos son:

## JUEGO TIPOGRÁFICO

HELSINKI

ABCDE

BRUSSELS

ABCDE

## JUEGO TIPOGRÁFICO DE TÍTULO

CALGARY

ABCDE


BELGIUM

ABCDE

U.S.

ABCDE

El juego tipográfico por defecto es Helsinki.

 *Los juegos tipográficos de título solamente podrán seleccionarse si el mensaje se compone de una sola línea o si se ha instalado una cinta de 1/2" (12 mm), 3/4" (18 mm) o de 1" (24 mm) de anchura. Además, las letras introducidas utilizando un juego tipográfico de título solamente aparecerán en letras mayúsculas.*

## PARA SELECCIONAR UN JUEGO TIPOGRÁFICO:

- (1) Pulse la tecla **LOCAL FORMAT** para entrar en el modo de formato local.
- (2) Pulse la tecla ▲ o ▼ hasta que se visualice el juego tipográfico que desee utilizar.
- (3) Introduzca el texto al que desee aplicar el juego tipográfico seleccionado y pulse la tecla **RETURN**.

## PARA APLICAR UN JUEGO TIPOGRÁFICO A UN ÁREA SELECCIONADA:

- (1) Pulse la tecla **AREA** y utilice las teclas del cursor para seleccionar el texto al que desee aplicar un nuevo juego tipográfico.
- (2) Pulse la tecla **LOCAL FORMAT** para entrar en el modo de formato local.
- (3) Pulse la tecla ▲ o ▼ hasta que se visualice el juego tipográfico que desee utilizar.
- (4) Pulse la tecla **RETURN**.

# TAMAÑO/ANCHURA


Existen dos ajustes de tamaño de caracteres: tamaño y anchura. Normalmente, usted deseará utilizar caracteres lo más grandes posible para la cinta y el mensaje dados. Con el tamaño ajustado a AUTO, la máquina comparará su mensaje introducido con el tamaño de la cinta y utilizará automáticamente caracteres lo más grandes posible. Sin embargo, algunas veces, usted deseará asignar un tamaño y una anchura de caracteres particulares. Para ello, están disponibles seis tamaños en puntos y cada uno podrá imprimirse en caracteres estrechos, medianos, o anchos. Los tamaños disponibles son :

Ancho de la cinta	Tamaño (punto)
1"(24mm)	6, 10, 13, 19, 26, 38
3/4"(18mm)	6, 10, 13, 19, 26, 38
1/2"(12mm)	6, 10, 13, 19
3/8"(9mm)	6, 10, 13, 19
1/4"(6mm)	6, 10, 13

6, 10, 13, 19, 26, y 38 puntos (todos están disponibles en las anchuras siguientes: mediana, estrecha, y ancha)

AUTO (Automático)

El tamaño por defecto es AUTO, y la anchura por defecto es mediana.

 Cuando esté activado el parámetro de impresión dividida en el modo de impresión especial, podrán utilizarse caracteres de tamaño mayor. Sin embargo, la etiqueta no podrá imprimirse si utiliza este parámetro y está instalada una cinta de 1/4"(6 mm) o 3/8"(9 mm) de anchura.

## PARA SELECCIONAR UN TAMAÑO/ANCHURA:

- (1) Pulse la tecla **LOCAL FORMAT** para entrar en el modo de formato local.
- (2) Pulse la tecla ▲ o ▼ para seleccionar SIZE o WIDTH.
- (3) Pulse la tecla ▲ o ▼ hasta que se visualice el tamaño o la anchura que desee utilizar.
- (4) Introduzca el texto al que desee aplicar el juego tipográfico seleccionado y pulse la tecla **RETURN**.

## PARA APLICAR UN TAMAÑO/ANCHURA A UN ÁREA SELECCIONADA:

- (1) Pulse la tecla **AREA** y utilice las teclas del cursor para seleccionar el texto al que desee aplicar el tamaño o la anchura.
- (2) Pulse la tecla **LOCAL FORMAT** para entrar en el modo de formato local, y utilice las teclas ► y ◀ para seleccionar SIZE o WIDTH.
- (3) Pulse la tecla ▲ o ▼ hasta que se visualicen el tamaño y la anchura que desee utilizar.
- (4) Pulse la tecla **RETURN**.

## ESTILO/CURSIVA

Existen seis estilos únicos, que pueden combinarse todos con el estilo de letra cursiva.

Los estilos son:

Normal: **ABCDE** Italic & Normal: *ABCDE*

Bold: **ABCDE** Italic & Bold: ***ABCDE***

Outline: **ABCDE** Italic & Outline: *ABCDE*

Solid: **ABCDE** Italic & Solid: ***ABCDE***


Shadow: **ABCDE** Italic & Shadow: *ABCDE*

Outline + Shadow: Italic & Outline + Shadow:

**ABCDE**

*ABCDE*

El ajuste por defecto es normal sin estilo de cursiva. (No habrá ningún indicador.)

 *Los caracteres impresos utilizando los tamaños más pequeños pueden ser difíciles de leer si aplica ciertos estilos (p. ej., Cursiva y Perfilado + Sombreado).*

### PARA SELECCIONAR UN ESTILO:

- (1) Pulse la tecla **LOCAL FORMAT** para entrar en el modo de formato local.
- (2) Pulse la tecla ▲ o ▼ para seleccionar **STYLE** o **ITALIC**.
- (3) Pulse la tecla ▲ o ▼ hasta que se visualice el ajuste que desee utilizar.
- (4) Introduzca el texto al que desee aplicar el juego tipográfico seleccionado y pulse la tecla **RETURN**.

### PARA APLICAR UN ESTILO/CURSIVA A UN ÁREA SELECCIONADA:

- (1) Pulse la tecla **AREA** y utilice las teclas del cursor para seleccionar el texto al que desee aplicar el estilo o cursiva.
- (2) Pulse la tecla **LOCAL FORMAT** para entrar en el modo de formato local, y utilice las teclas ► y ◀ para seleccionar **STYLE** o **ITALIC**.
- (3) Pulse la tecla ▲ o ▼ hasta que se visualicen el estilo o la cursiva que desee utilizar.
- (4) Pulse la tecla **RETURN**.

# SUBRAYADO/ENCUADRE

Los caracteres de su mensaje podrán imprimirse con o sin subrayado o encuadre. El subrayado y el encuadre podrán seleccionarse utilizando formatos locales. Cuando active el subrayado, los caracteres se imprimirán subrayados.

Existe un total de seis estilos de subrayado y encuadre:

PLAIN (normal)

ABC

SQUAR (recuadro)

ABC

ROUND (redondeo)

ABC

UNDLN (subrayado)

ABC

S-OUT (tachado)

ABC


FILL (relleno)

ABC

El ajuste por defecto es ausencia de subrayado y de encuadre.

## PARA SELECCIONAR SUBRAYADO O ENCUADRE:

- (1) Pulse la tecla **LOCAL FORMAT** para entrar en el modo de formato local.
- (2) Pulse la tecla ▲ o ▼ para seleccionar UNDL/FRM.
- (3) Pulse la tecla ▲ o ▼ hasta que se visualice el ajuste de subrayado/encuadre que desee utilizar.
- (4) Introduzca el texto al que desee aplicar el juego tipográfico seleccionado y pulse la tecla **RETURN**.

 *Los ajustes de encuadre también podrán aplicarse desde los ajustes de formatización global.*

*Cuando seleccione el modo de subrayado/encuadre para impresión vertical, a la derecha del texto aparecerá subrayado.*

## PARA APLICAR SUBRAYADO/RECUADRO A UN ÁREA SELECCIONADA:

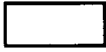
- (1) Pulse la tecla **AREA** y utilice las teclas del cursor para seleccionar el texto al que desee aplicar el subrayado o el encuadre.
- (2) Pulse la tecla **LOCAL FORMAT** para entrar en el modo de formato local, y utilice las teclas ► y ◀ para seleccionar UNDL/FRM.
- (3) Pulse la tecla ▲ o ▼ hasta que se visualice el ajuste que desee utilizar.
- (4) tPulse la tecla **RETURN**.



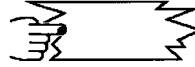
# ENCUADRE

Usted podrá crear etiquetas exclusivas encuadrando todo su mensaje utilizando uno de los muchos encuadres disponibles. Los tipos de encuadres son:

SQUARE (recuadro)



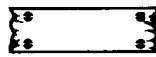
POINTING (dedo señalador)



ROUND (recuadro redondeado)



NAME PLT (etiqueta de nombre)




SALE (ventas)



*El ajuste de encuadre solamente podrá aplicarse a toda la etiqueta. No podrá aplicarse solamente a una parte de texto. Sin embargo, el ajuste de encuadre SQUARE y ROUND podrá aplicarse localmente utilizando las teclas **AREA** y las del cursor para seleccionar el texto, y después pulsando la tecla **LOCAL FORMAT**, usando la tecla ► o ◀ para seleccionar UNDL/FRM y la tecla ▲ o ▼ hasta que se visualice el ajuste de encuadre o subrayado que desee utilizarse.*

## PARA SELECCIONAR EL ESTILO DE ENCUADRE:

- (1) Pulse la tecla **FORMAT**.
  - (2) Pulse las teclas ► y ◀ hasta que se visualice el ajuste de encuadre (FRAME).
  - (3) Pulse las teclas ▲ y ▼ hasta que se visualice el encuadre que desee utilizar.
-  *El ajuste por defecto (OFF) podrá seleccionarse pulsando la tecla **SPACE**.*
- (4) Pulse la tecla **RETURN**.

# AVANCE DE CINTA

Esta máquina podrá ajustarse para que deje márgenes iguales o entre 1/6" (4 mm) y 1" (24 mm) a los lados izquierdo y derecho de su etiqueta. Los ajustes de avance de cinta son:

FULL 1" (24 mm)

NONE 1/6" (4 mm)

NARROW 1/3" (8 mm)

MEDIUM 1/2" (12 mm)

☞ *Como la reducción del avance de la cinta puede disminuir la legibilidad del código de barras, se recomienda el avance completo de la cinta cuando los mensajes incluyan códigos de barras. Si ha instalado cinta instantánea (adhesión por frotado), este ajuste se ignorará, y el mensaje se imprimirá con los márgenes completos.*

*El ajuste de avance de la cinta solamente podrá aplicarse a toda la etiqueta. No podrá utilizarse en una parte solamente del texto.*

## PARA SELECCIONAR UNA ANCHURA DE MARGEN:

(1) Pulse la tecla **FORMAT**.


(2) Pulse las teclas ► y ◀ hasta que se visualice el ajuste de avance de cintas (FEED).


(3) Pulse las teclas ▲ y ▼ hasta que se visualice la anchura de margen que desee utilizar.

☞ *El ajuste por defecto (FULL) podrá seleccionarse pulsando la tecla **SPACE**.*

(4) Pulse la tecla **RETURN**.


# IMPRESIÓN VERTICAL

Los caracteres de su mensaje pueden imprimirse de forma que aparezcan verticalmente a lo largo de la etiqueta. Cuando active la impresión vertical, se encenderá el indicador sobre  y los mensajes se imprimirán verticalmente.

 *La impresión vertical no podrá utilizarse con juegos tipográficos de título (CALGARY, BELGIUM, U.S.).*

## PARA AJUSTAR LA FUNCIÓN DE IMPRESIÓN VERTICAL:


- (1) Pulse la tecla **FORMAT**.
- (2) Pulse las teclas **►** y **◄** hasta que se visualice el ajuste de impresión vertical (VERT).
- (3) Pulse las teclas **▲** y **▼** para seleccionar ON.

 *El ajuste por defecto (OFF) podrá seleccionarse pulsando la tecla **SPACE**.*

- (4) Pulse la tecla **RETURN**.

# IMPRESIÓN DE ESPEJO


Su mensaje podrá imprimirse como si estuviese viéndose a través de un espejo. Cuando tales etiquetas (impresas en cinta transparente) se peguen en un cristal, como escaparates, podrán leerse correctamente desde el lado opuesto.

 *La impresión vertical solamente podrá aplicarse a toda la etiqueta. No podrá utilizarse en una parte solamente del texto.*

*Utilice la impresión de espejo con cinta clara.*

## PARA AJUSTAR LA FUNCIÓN DE IMPRESIÓN DE ESPEJO:

- (1) Pulse la tecla **FORMAT**.
- (2) Pulse las teclas **►** y **◄** hasta que se visualice el ajuste de impresión de espejo (MIRROR).
- (3) Pulse las teclas **▲** y **▼** para seleccionar ON.

 *El ajuste por defecto (OFF) podrá seleccionarse pulsando la tecla **SPACE**.*


- (4) Pulse la tecla **RETURN**.

# ALINEACIÓN HORIZONTAL

Los caracteres de los bloques de su mensaje podrán alinearse horizontalmente en cuatro formas diferentes:

LEFT (Izquierda)  
CENTER (Centro)  
RIGHT (Derecha)  
JUSTIFY (Justificación)

## PARA SELECCIONAR UNA ALINEACIÓN HORIZONTAL:


- (1) Pulse la tecla **FORMAT**.
- (2) Pulse las teclas ► y ◀ hasta que se realce el ajuste de alineación horizontal (H.ALI).
- (3) Pulse las teclas ▲ y ▼ hasta que se visualice el ajuste que desee utilizar.  
 El ajuste por defecto (LEFT) podrá seleccionarse pulsando la tecla **SPACE**.
- (4) Pulse la tecla **RETURN**.

# ALINEACIÓN VERTICAL

Las líneas de caracteres de los bloques de su mensaje podrán alinearse en tres formas diferentes.

BOTTOM (Inferior)  
CENTER (Centro)  
TOP (Superior)

## PARA SELECCIONAR UNA ALINEACIÓN VERTICAL:


- (1) Pulse la tecla **FORMAT**.
- (2) Pulse las teclas ► y ◀ hasta que se realce el ajuste de alineación vertical (V.ALI).
- (3) Pulse las teclas ▲ y ▼ hasta que se visualice el ajuste que desee utilizar.  
 El ajuste por defecto (BOTTOM) podrá seleccionarse pulsando la tecla **SPACE**.
- (4) Pulse la tecla **RETURN**.

# LONGITUD

La longitud de la etiqueta podrá ajustarse utilizando dos métodos diferentes. Con el tamaño en AUTO, la máquina comparará el mensaje introducido con el tamaño de la cinta y ajustará automáticamente la longitud de la etiqueta para que quepa su mensaje. Sin embargo, algunas veces usted puede desear asignar una longitud de etiqueta específica independientemente del tamaño del mensaje. La longitud de la etiqueta podrá ajustarse de 1,5"(3,8 cm) a 11,3"(28,7 cm). Las longitudes de etiquetas son:

En pulgadas: AUTO 1,5 2,1 ... 11,3 AUTO ...


En centímetros: AUTO 3,8 3,9 ... 28,7 AUTO ...

 *El ajuste de longitud solamente podrá aplicarse a toda la etiqueta. No podrá utilizarse en una parte solamente del texto.*

*Cuando haya seleccionado un ajuste que no sea AUTO para el tamaño, si el texto no cabe dentro de la longitud especificada, se visualizará el mensaje "TEXT TOO LONG".*

## PARA SELECCIONAR UNA LONGITUD DE CINTA:


- (1) Pulse la tecla **FORMAT**.
- (2) Pulse las teclas **►** y **◀** hasta que se visualice el ajuste de longitud de cinta (LENGTH).
- (3) Pulse las teclas **▲** y **▼** hasta que se visualice el ajuste que desee utilizar. Al pulsar una vez estas teclas, la longitud aumentará 0,1"(0,1 cm). Si mantiene presionadas estas teclas, la longitud aumentará en pasos de 1"(1 cm) hasta que las suelte.

 *El ajuste por defecto (AUTO) podrá seleccionarse pulsando la tecla **SPACE**.*

- (4) Pulse la tecla **RETURN**.


# UNIDADES DE VISUALIZACIÓN

Las medidas mostradas en el visualizador son en pulgadas (inch) o centímetros (cm).

 *El ajuste de longitud solamente podrá aplicarse globalmente. No es posible el formato local.*

## PARA SELECCIONAR UNA LONGITUD DE CINTA:

- (1) Pulse la tecla **FORMAT**.
- (2) Pulse las teclas **►** y **◀** hasta que se visualice el ajuste de unidades (UNIT).
- (3) Pulse las teclas **▲** y **▼** hasta que se visualice el ajuste que desee utilizar.

 *El ajuste por defecto (inch) podrá seleccionarse pulsando la tecla **SPACE**.*

- (4) Pulse la tecla **RETURN**.

## ALMACENAMIENTO/INVOCACIÓN/BORRADO DE LA MEMORIA


La memoria de la máquina podrá utilizarse para almacenar e invocar los mensajes de texto más frecuentemente utilizados. Estos mensajes permanecerán en la memoria, incluso aunque borre el área de trabajo manteniendo presionada la tecla **CODE** y pulsando la tecla **CLEAR**.

Cuando almacene, a cada archivo se le asignará un número para facilitar su invocación. Los números de archivo son entre 0 y 99. La memoria de esta máquina puede almacenar hasta 2.000 caracteres. Si la memoria se llena, los siguientes intentos de almacenamiento causarán la visualización del mensaje "MEMORY FULL!". En este caso, usted tendrá que borrar un archivo de texto existente antes de poder almacenar otro nuevo.


Cuando invoque un archivo de texto almacenado, una copia del mismo se colocará en el área de trabajo y podrá editar, reformatizar, o imprimirse. Como se utiliza una copia, el archivo original no desaparecerá de la memoria, por lo que usted podrá invocar el mismo archivo las veces que desee sin que se altere. Cuando invoque un archivo, si hay texto en el área de trabajo, tendrá que elegir entre reemplazar tal texto por el del archivo almacenado o enlazar los dos.

Cuando ya no necesite un archivo, podrá borrarlo de la memoria utilizando la función M.DEL. Esta función también podrá utilizarse para hacer espacio en la memoria cuando ésta se haya llenado.

### PARA ALMACENAR UN ARCHIVO DE TEXTO EN LA MEMORIA:

- (1) Mantenga presionada la tecla **CODE** y pulse la tecla **STORE**.
  - (2) Pulse las teclas **▲** y **▼** para elegir un número entre 0 y 99.
  - (3) Pulse la tecla **RETURN**. El archivo se almacenará y podrá invocarse en cualquier momento.
-  *Si ya hay un archivo almacenado en el número seleccionado, la máquina le preguntará si desea reescribir el mensaje anterior con el nuevo.*

Para reemplazar el archivo almacenado por el nuevo texto:

- (4) Pulse la tecla **RETURN** para reescribir la introducción anterior. El nuevo archivo se almacenará en el número seleccionado, y el archivo anteriormente almacenado se borrará.
-  *Para abandonar el modo STORE sin almacenar su mensaje, pulse la tecla **CANCEL** o las teclas **CODE** y **STORE** al mismo tiempo.*

### PARA INVOCAR UN ARCHIVO DE LA MEMORIA:

- (1) Mantenga presionada la tecla **CODE** y pulse la tecla **RECALL**. Se visualizarán el número y los primeros caracteres del último archivo almacenado.
- (2) Pulse las teclas **▲** y **▼** hasta que se visualice el archivo que desee invocar.
- (3) Pulse la tecla **RETURN**.

- ☞ *Si no hay texto en el área de trabajo, el archivo se invocará. Si hay cierto texto en el área de trabajo, la máquina le preguntará si desea enlazar o reescribir el texto con el del archivo invocado.*

Para reemplazar el texto del área de trabajo por el del archivo invocado:

- (4) Pulse las teclas ▲ y ▼ hasta que en el área de selección JOINING se visualice OFF.
- (5) Pulse la tecla **RETURN**. El archivo de texto almacenado se invocará y reescribirá sobre el mensaje del área de trabajo.

- ☞ *Si elige enlazar el archivo y el texto del área de trabajo JOINING:ON, el archivo invocado se insertará en la posición del cursor en el área de trabajo.*

*Para abandonar el modo RECALL sin realizar ninguna acción, pulse la tecla **CANCEL** o las teclas **CODE** y **RECALL** mismo tiempo.*

### **PARA BORRAR UN ARCHIVO DE LA MEMORIA:**

- (1) Mantenga presionada la tecla **CODE** y pulse la tecla **M.DEL**.
- (2) Pulse las teclas ▲ y ▼ hasta que se visualice el archivo que desee borrar.
  - ☞ *Para borrar más de un archivo, seleccione un archivo que desee borrar, mantenga pulsada la tecla **SPACE** y presione la tecla **M.DEL**. Continúe seleccionando archivos de la misma forma hasta seleccionar todos los archivos que desee borrar.*
  - Para borrar todos los archivos de la memoria, mantenga pulsada la tecla **CODE** y presione la tecla **SPACE**. Si después decide no borrar todos los archivos de la memoria, mantenga pulsada la tecla **CODE** y presione la tecla **CLEAR**.*
- (3) Pulse la tecla **RETURN**. Se visualizará el mensaje "OK TO DELETE?" o "CLEAR ALL?".
- (4) Para confirmar, vuelva a pulsar la tecla **RETURN**. El archivo, o los archivos, seleccionado(s) se borrará(n).
  - ☞ *Para abandonar el modo M.DEL sin borrar el (los) archivo(s) seleccionado(s), pulse la tecla **CANCEL** o las teclas **CODE** y **M.DEL** al mismo tiempo.*


# IMPRESIÓN ESPECIAL

La tecla **PRINT** le permitirá imprimir su texto en la cinta instalada. La tecla **ESPECIAL PRINT** le permitirá indicar el número de copias de la etiqueta que desea imprimir, decidir si la máquina realizará una pausa o no entre copias a fin de cortar la cinta, y activar y desactivar la función de impresión dividida.

PARÁMETRO	AJUSTES
COPIES (Copias)	1 a 99
PAUSE (Pausa para cortar la cinta)	ON, OFF
SPLIT (Impresión dividida)	OFF, ON

**COPIES** El ajuste “COPIES” determina el número de copias que se imprimirán de la etiqueta actual. Cuando el texto incluya un campo de numeración, este ajuste determina el número de copias que se imprimirán para cada valor del campo de numeración.

**PAUSE** Lo mejor es ajustar “PAUSE” si imprime una etiqueta con el ajuste de margen “NONE”. “NARROW”, o “MEDIUM”, o imprimir varias etiquetas a cualquier ajuste de margen (tanto copias múltiples de la misma etiqueta, o etiquetas secuencialmente numeradas).

 La información detallada sobre la utilización de la función FEED de la tecla **FORMAT** podrá encontrarse en la sección “Avance de la cinta” de la página 19.

Cuando “PAUSE” esté en “ON” e imprima más de una etiqueta utilizando el ajuste “COPIES”, antes de que se imprima la primera etiqueta, la máquina le pedirá que corte el exceso de cinta con el mensaje “CUT NOW”. Corte el exceso de cinta con la palanca del cortador. Después, cada vez que se imprima una etiqueta, volverá a aparecer “CUT NOW”. Presione la palanca del cortador cada nueva etiqueta. Después de haber cortado la cinta, cada nueva etiqueta se imprimirá automáticamente de forma que las partes en blanco de la cinta antes y después del mensaje de la etiqueta sean iguales al ajuste del margen de “TAPE FEED”.


Si ha ajustado “PAUSE” a “OFF”, las etiquetas se imprimirán en una tira continua de cinta. Cuando finalice la impresión, tendrá que cortar la cinta en etiquetas individuales con unas tijeras.

**SPLIT** La función de división aumenta el tamaño de la etiqueta para que abarque la anchura de dos tiras de cinta. Después, esta máquina imprimirá la mitad superior de la etiqueta. Cuando “PAUSE” esté en “ON”, esta máquina realizará una pausa y le indicará que corte la etiqueta con el mensaje “CUT NOW”. Después de haber cortado la cinta, se imprimirá automáticamente la mitad inferior de la etiqueta.



## PARA IMPRIMIR UNA ETIQUETA:

Pulse la tecla **PRINT**. El texto se imprimirá una vez.

 Si pulsa la tecla **PRINT** en el modo **AUTO FORMAT** y el cassette de cinta instalado no sea del tamaño correcto para la etiqueta que desea imprimir, aparecerá un mensaje para indicarle qué cinta deberá instalar.

Pulse la tecla **FEED** para hacer que la cinta avance 1" (24 mm).

## PARA IMPRIMIR UNA ETIQUETA UTILIZANDO UN PARÁMETRO DE IMPRESIÓN ESPECIAL:


(1) Mantenga presionada la tecla **CODE** y pulse la tecla **SPECIAL PRINT**.

Si los ajustes por defecto son O.K., pulse la tecla **RETURN**.

Para cambiar los ajustes de impresión especial:

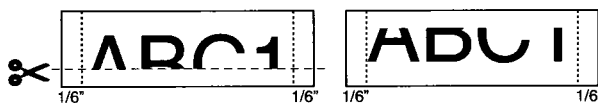
(2) Pulse las teclas **▶** y **◀** hasta que se realce el primer ajuste que desee cambiar.

(3) Pulse las teclas **▲** y **▼** hasta que se visualice el ajuste deseado. Cuando esté ajustando el parámetro **COPIES** y presione una vez estas teclas, el ajuste cambiará a 1. Sin embargo, si mantiene presionada cualquiera de estas teclas, el ajuste continuará cambiando en pasos de 5 hasta que la suelte.

 El ajuste por defecto del parámetro realzado podrá seleccionarse pulsando la tecla **SPACE**, o todos los ajustes podrán devolverse a sus ajustes por defecto manteniendo presionada la tecla **CODE** y pulsando la tecla **SPACE**.


(4) Repita los pasos (2) y (3) hasta que se visualicen los ajustes deseados.

(5) Pulse la tecla **RETURN**. Las etiquetas se imprimirán utilizando los parámetros de impresión que haya ajustado.




Si el parámetro **SPLIT** está ajustado a **ON**, las etiquetas como las mostradas arriba se imprimirán para colocarlas juntas de forma que no se dividan los caracteres, corte el espacio en blanco de la parte inferior de la etiqueta superior, y la parte superior de la etiqueta inferior.



 Cuando el parámetro **SPLIT** esté activado, solamente se imprimirá una copia completa de la etiqueta, independientemente del ajuste del parámetro de copias.

# CÓDIGOS DE BARRAS

La función de código de barras, que permite imprimir códigos de barras como parte de etiquetas, es una de las características más avanzadas de esta máquina.

 En esta sección se explica cómo introducir un código de barras en su mensaje de texto. No se pretende ofrecer una introducción al concepto de codificación con barras. Para más información, consulte uno de los muchos libros de referencia existentes.

*Como esta máquina no ha sido específicamente diseñada para hacer etiquetas especiales de códigos de barras, es posible que algunos lectores de códigos de barras no sean capaces de leer las etiquetas.*

*Para las etiquetas de códigos de barras, utilice una cinta con caracteres negros en cinta adhesiva blanca.*

En el modo BAR CODE, podrá ajustar seis parámetros diferentes, lo que le permitirá crear códigos de barras personales.

PARÁMETRO	AJUSTES
PROTOCOL (Protocolo)	CODE 39, 1-2/5, UPC-A, CODABAR, CODE 128
WIDTH (Anchura de código de barras)	MEDIUM, SMALL, LARGE
UNDER#S (Números impresos debajo del código de barras)	ON, OFF
#OF CHRS (Número de caracteres del código)	AUTO, 4 a 22
RATIO (Relación)	3:1, 2,5:1, 2:1
CHECK DIG. (Dígito de comprobación)	OFF, ON

Recomendamos imprimir códigos de barras utilizando la anchura MEDIUM o LARGE y el avance de la cinta FULL.

Cuando reduzca el avance de la cinta, o utilice la anchura de código de barras SMALL, el código de barras puede ser difícil de leer.

## PARA INTRODUCIR UN CÓDIGO DE BARRAS EN SU MENSAJE:

- (1) Mantenga pulsada la tecla **CODE** y pulse la tecla **BAR CODE**. Aparecerán brevemente los ajustes de código de barras y los datos más recientemente introducidos.
- (2) Compruebe y, si es necesario, edite los ajustes de código de barras del modo siguiente:
  - ☞ *Si ajusta el dígito de comprobación, cambia el protocolo, o ajusta el número de caracteres del código de barras, compruebe si los ajustes son apropiados antes de introducir los códigos del código de barras. Si es necesario, cámbielos.*  
*Si se olvidó de comprobar los ajustes antes de introducir el código de barras, a veces será posible comprobarlos después.*
- (3) Pulse la tecla **FORMAT**.
- (4) Pulse las teclas ► y ◀ hasta que parpadee el primer ajuste que desee cambiar.
- (5) Pulse las teclas ▲ y ▼ hasta que aparezca el ajuste que desee utilizar.
- (6) Repita los pasos (4) y (5) hasta que haya cambiado todos los ajustes deseados.
- (7) Pulse la tecla **RETURN**.
- (8) Escriba el código de barras.
- (9) Cuando haya terminado, pulse la tecla **RETURN**.

En el visualizador de introducción de texto aparecerá una marca |||||, que representa el código de barras.

# INTRODUCCIÓN DE DATOS USANDO LOS CARACTERES ESPECIALES (QUE NO ESTÁN EN EL TECLADO)

Cuando se selecciona el protocolo del código de barras CODE128, podrá introducir los datos del código de barras usando cualquiera de los 128 caracteres ASCII. Estos constan de los caracteres mostrados en la parte superior de las teclas más lo siguiente:

VALUE 4	\$	VALUE 72	BS	VALUE 89	EM
VALUE 11	+	VALUE 73	HT	VALUE 90	SUB
VALUE 28	<	VALUE 74	LF	VALUE 91	ESC
VALUE 29	=	VALUE 75	VT	VALUE 91	{
VALUE 30	>	VALUE 76	FF	VALUE 92	FS
VALUE 59	[	VALUE 77	CR	VALUE 92	
VALUE 60	\	VALUE 78	SO	VALUE 93	GS
VALUE 61	]	VALUE 79	SI	VALUE 93	}
VALUE 63	_	VALUE 80	DLE	VALUE 94	RS
VALUE 64	NUL	VALUE 81	DC1	VALUE 94	~
VALUE 65	SOH	VALUE 82	DC2	VALUE 95	US
VALUE 66	STX	VALUE 83	DC3	VALUE 95	DEL
VALUE 67	ETX	VALUE 84	DC4	VALUE 96	FNC 3
VALUE 68	EOT	VALUE 85	NAK	VALUE 97	FNC 2
VALUE 69	ENQ	VALUE 86	SYN	VALUE 100	FNC 4
VALUE 70	ACK	VALUE 87	ETB	VALUE 102	FNC 1
VALUE 71	BEL	VALUE 88	CAN		

Lo símbolos siguientes solamente podrán introducirse utilizando protocolos CODE 39 o CODABAR.

VALUE 4	\$
VALUE 11	+




## INTRODUCCIÓN DE DATOS PARA LOS CÓDIGOS DE BARRAS CODE128 USANDO CARACTERES QUE NO ESTÁN EN EL TECLADO

- (1) Mantenga pulsada la tecla **CODE** y pulse la tecla **BAR CODE**. Aparecerá la pantalla de entrada de datos de código de barras.
- (2) Cuando introduzca los datos del código de barras, sitúe el cursor en el punto en el que desee introducir el carácter que no está en el teclado, y entonces mantenga pulsada la tecla **CODE** y pulse la tecla **SYMBOL**.
- (3) Pulse las teclas ▲ y ▼ hasta que el carácter que desea usar esté parpadeando.
- (4) Pulse la tecla **RETURN**. La pantalla volverá a la pantalla de entrada de información de código de barras y los datos del carácter se añadirá al código de barras. En la pantalla, aparecerá un cuadrado (□) en el código de barras en el lugar en el que usted haya introducido el carácter especial (a menos que sea \$, +, <, >, =, [, ] o \_ , en cuyo caso aparecerá el mismo carácter).

# LISTA DE MENSAJES

MENSAJE	SIGNIFICADO	QUÉ HACER
4 DIGIT MIN.	<ul style="list-style-type: none"> <li>Los datos de código deberán componerse de cuatro dígitos por lo menos. Este mensaje aparecerá si introduce menos de cuatro dígitos y pulsa la tecla <b>RETURN</b>.</li> </ul>	<ul style="list-style-type: none"> <li>Introduzca cuatro o más dígitos.</li> </ul>
5 BARS LIMIT!	<ul style="list-style-type: none"> <li>Cada etiqueta no podrá contener más de cinco códigos de barras. Este mensaje aparecerá si ya existen cinco códigos de barras y pulsa la tecla <b>BARCODE</b>, o cuando intente enlazar un archivo de texto invocado de la memoria con el mensaje actual, haciendo que el número de códigos de barras sobrepase el límite.</li> </ul>	<ul style="list-style-type: none"> <li>Limite el número de códigos de barras del mensaje del texto a cinco.</li> </ul>
5 LINE LIMIT!	<ul style="list-style-type: none"> <li>Cada bloque de texto de una etiqueta no podrá contener más de cinco líneas. Este mensaje aparecerá si ya existen cinco líneas y pulsa la tecla <b>RETURN</b>.</li> <li>Este mensaje aparecerá si intenta borrar una marca de retorno de bloque de forma que resulte un bloque de seis o más líneas.</li> </ul>	<ul style="list-style-type: none"> <li>No pulse la tecla <b>RETURN</b>. Limite el número de líneas del bloque actual a cinco.</li> <li>No intente borrar la marca. Ajuste el número total de líneas de cada bloque de forma que ninguno de los bloques tenga más de cinco líneas.</li> </ul>
5 BLOCK LIMIT!	<ul style="list-style-type: none"> <li>Cada etiqueta no podrá contener más de cinco bloques. Este mensaje aparecerá si ya existen cinco bloques y pulsa la tecla <b>NEW BLOCK</b>, o si intenta enlazar un archivo de texto invocado de la memoria con el mensaje actual, haciendo que el mensaje sobrepase el límite de cinco bloques.</li> </ul>	<ul style="list-style-type: none"> <li>Limite el número de bloques del mensaje a cinco.</li> </ul>
ABCD AT BEG & END	<ul style="list-style-type: none"> <li>Este mensaje aparecerá cuando el protocolo <b>CODABAR</b> se utilice en el código de código de barras, pero no se ha introducido una letra entre A y D al comienzo y al final del código de barras.</li> </ul>	<ul style="list-style-type: none"> <li>Introduzca una letra entre A y D al comienzo y al final del código de barras.</li> </ul>
BATTERIES EMPTY	<ul style="list-style-type: none"> <li>Este mensaje aparecerá cuando las pilas alcalinas instaladas estén a punto de agotarse.</li> </ul>	<ul style="list-style-type: none"> <li>Reemplace las pilas o utilice el adaptador de CA opcional.</li> </ul>

MENSAJE	SIGNIFICADO	QUÉ HACER
BATTERIES WEAK!	<ul style="list-style-type: none"> <li>Este mensaje aparecerá cuando las pilas alcalinas instaladas se debiliten.</li> </ul>	<ul style="list-style-type: none"> <li>Reemplace las pilas o utilice un adaptador de CA opcional.</li> </ul>
BUFFER EMPTY!	<ul style="list-style-type: none"> <li>Este mensaje aparecerá si trata de imprimir, pero no ha introducido ningún texto en el área de trabajo.</li> <li>Este mensaje aparecerá si intenta almacenar un archivo de texto, pero no hay texto en el área de trabajo.</li> <li>Este mensaje aparecerá si presiona las teclas <b>CODE</b> y <b>SEQUENTIAL NUMBERING</b> o cuando no haya datos en el área de trabajo.</li> </ul>	<ul style="list-style-type: none"> <li>Introduzca el texto y después imprima.</li> <li>Introduzca el texto y después almacene el archivo.</li> <li>Introduzca algo de texto y después númérélo automáticamente o formáticelo localmente.</li> </ul>
BUFFER FULL!	<ul style="list-style-type: none"> <li>Existe un límite en la cantidad de texto que puede introducirse en el área de trabajo. Este mensaje aparecerá si trata de introducir un carácter, una marca diacrítica, un retorno, un nuevo bloque, o un espacio cuando la memoria intermedia del área de trabajo esté llena.</li> <li>Este mensaje aparecerá si presiona una tecla de formato de texto (juego tipográfico, anchura de tamaño, estilo, cursiva, subrayado, o encuadre) cuando la memoria intermedia del área de trabajo esté llena.</li> <li>Este mensaje aparecerá si pulsa la tecla <b>RETURN</b> en el modo de símbolos o de códigos de barras cuando la memoria intermedia del área de trabajo esté llena.</li> <li>Este mensaje aparecerá si intenta enlazar un archivo de texto invocado de la memoria con el mensaje actual cuando la memoria intermedia del área de trabajo esté llena.</li> </ul>	<ul style="list-style-type: none"> <li>Usted no podrá introducir texto adicional en este mensaje de texto. Borre algo del texto existente a fin de poder introducir más texto.</li> <li>Pulse la tecla <b>CANCEL</b> y borre algo de texto antes de cambiar el formato de texto.</li> <li>Pulse la tecla <b>CANCEL</b> y borre algo de texto antes de introducir un símbolo o un código de barras.</li> <li>Pulse la tecla <b>CANCEL</b> y borre algo de texto antes de enlazar el archivo invocado con el mensaje actual.</li> </ul>
CAN'T HERE!	<ul style="list-style-type: none"> <li>Este mensaje aparecerá si introduce un carácter, un símbolo, un retorno, o un nuevo bloque mientras el cursor se encuentra en el campo de código de barras.</li> </ul>	<ul style="list-style-type: none"> <li>Mueva el cursor o borre el campo de código de barras antes de introducir el carácter, el símbolo, el retorno, o el nuevo bloque.</li> </ul>

MENSAJE	SIGNIFICADO	QUÉ HACER
CAN'T HERE!	<ul style="list-style-type: none"> <li>• Este mensaje aparecerá si el cursor se encuentra en el campo de código de barras y se pulsa una tecla de formato de texto (juego tipográfico, anchura de tamaño, estilo, cursiva, subrayado, o encuadre).</li> <li>• Este mensaje aparecerá si se invoca un archivo de texto y se enlaza con el mensaje actual mientras el cursor se encuentre en el campo de código de barras.</li> <li>• Este mensaje aparecerá cuando se coloque el cursor debajo de la primera marca de formato y se intenta introducir texto.</li> </ul>	<ul style="list-style-type: none"> <li>• Mueva el cursor o borre el campo antes de pulsar la siguiente tecla de formato.</li> <li>• Mueva el cursor o borre el campo de código de barras antes de invocar el archivo de texto.</li> <li>• Mueva el cursor o deje de tratar de introducir el carácter.</li> </ul>
CHANGE ADAPTOR!	<ul style="list-style-type: none"> <li>• Este mensaje aparecerá si está utilizando un adaptador de alta tensión.</li> </ul>	<ul style="list-style-type: none"> <li>• Desconecte el adaptador de alta tensión y conecte un adaptador de CA opcional adecuado.</li> </ul>
FIXED SIZE!	<ul style="list-style-type: none"> <li>• Este mensaje aparecerá si hay una cinta de 6 mm o de 9 mm de anchura cuando se introduce texto utilizando un juego tipográfico TITLE.</li> <li>• Este mensaje aparecerá si cambia el tamaño cuando haya seleccionado un juego tipográfico TITLE.</li> </ul>	<ul style="list-style-type: none"> <li>• Inserte un cassette de cinta con anchura suficiente para que quepa el texto de juego tipográfico TITLE que desea imprimir.</li> <li>• Como el tamaño es fijo, no lo cambie.</li> </ul>
INVAL. CHRS!	<ul style="list-style-type: none"> <li>• Este mensaje aparecerá si intenta mover la posición final, en el modo de numeración, más allá del símbolo de código de barras.</li> <li>• Este mensaje aparecerá si pulsa la tecla <b>SEQ. NUMBERING</b> cuando el cursor esté en  ,  o .</li> </ul>	<ul style="list-style-type: none"> <li>• Mueva el cursor o deje de intentar mover la posición final.</li> <li>• Mueva el cursor hasta un dígito de numeración o carácter de válido.</li> </ul>
KEY ERROR -XX-	<ul style="list-style-type: none"> <li>• Este mensaje aparecerá cuando haya algún problema con los circuitos de la máquina.</li> </ul>	<ul style="list-style-type: none"> <li>• Póngase en contacto con el representante de servicio.</li> </ul>
LENGTH LIMIT!	<ul style="list-style-type: none"> <li>• Existe un límite en la cantidad de texto que podrá incluirse en un mensaje de etiqueta. Este mensaje aparecerá si introduce un carácter, un símbolo, una marca diacrítica, un código de barras, un espacio, un retorno, o un nuevo bloque que haga que el texto sobrepase el límite de un metro.</li> </ul>	<ul style="list-style-type: none"> <li>• Borre algo de texto o reduzca el tamaño de los caracteres.</li> </ul>


MENSAJE	SIGNIFICADO	QUÉ HACER
LENGTH LIMIT!	<ul style="list-style-type: none"> <li>• Este mensaje aparecerá si se invoca un archivo, se enlaza con el mensaje actual, y el resultado sobrepasa el límite de un metro.</li> <li>• Este mensaje aparecerá si pulsa la tecla <b>RETURN</b> en el modo de formato, haciendo que el texto sobrepase el límite de un metro.</li> </ul>	<ul style="list-style-type: none"> <li>• Pulse la tecla <b>CANCEL</b> y borre algo de texto antes de invocar el archivo o de enlazar el texto del área de trabajo y el archivo.</li> <li>• Pulse la tecla <b>CANCEL</b> y borre algo del texto antes de introducir un símbolo o un código de barras.</li> </ul>
LINE LIMIT!	<ul style="list-style-type: none"> <li>• Este mensaje aparecerá si el número de líneas del mensaje sobrepasa el número máximo de líneas posible para la cinta instalada.</li> </ul>	<ul style="list-style-type: none"> <li>• Reduzca el número de líneas del mensaje o instale un cassette de cinta más ancha.</li> </ul>
MEMORY FULL	<ul style="list-style-type: none"> <li>• Esta máquina puede almacenar un máximo de unos 2.000 caracteres en su memoria. Este mensaje aparecerá si intenta almacenar un archivo que haga que se sobrepase este límite.</li> </ul>	<ul style="list-style-type: none"> <li>• No almacene el archivo de texto, o borre un archivo antiguo que ya no necesite, para dejar espacio para el nuevo.</li> </ul>
NO TAPE	<ul style="list-style-type: none"> <li>• Este mensaje aparecerá si intenta imprimir una etiqueta o hacer que la cinta avance cuando no haya cassette en la máquina.</li> <li>• Este mensaje aparecerá si no hay cassette de cinta en la máquina después de haber ajustado los valores de numeración, y pulse <b>RETURN</b>.</li> </ul>	<ul style="list-style-type: none"> <li>• Inserte un cassette de cinta y vuelva a intentarlo.</li> <li>• Inserte un cassette de cinta y vuelva a intentarlo.</li> </ul>
NO FILES!	<ul style="list-style-type: none"> <li>• Este mensaje aparecerá si intenta invocar o borrar un archivo de texto de la memoria cuando no haya nada almacenado en la memoria.</li> </ul>	<ul style="list-style-type: none"> <li>• Deje de intentar invocar o borrar el archivo.</li> </ul>
OK TO CLEAR?	<ul style="list-style-type: none"> <li>• Este mensaje de confirmación aparecerá si mantiene presionada la tecla <b>CODE</b> y pulsa la tecla <b>CLEAR</b>.</li> <li>• Este mensaje de confirmación aparecerá si intenta borrar uno o más archivos de texto de la memoria de la máquina.</li> </ul>	<ul style="list-style-type: none"> <li>• Si desea borrar todo el texto del área de trabajo, pulse la tecla <b>RETURN</b>. Si no, pulse la tecla <b>CANCEL</b>.</li> <li>• Si desea borrar el archivo o los archivos, pulse la tecla <b>RETURN</b>. Si no, pulse la tecla <b>CANCEL</b>.</li> </ul>
OK TO CLEAR   ?	<ul style="list-style-type: none"> <li>• Este mensaje de confirmación aparecerá si intenta borrar una marca de código de barras.</li> </ul>	<ul style="list-style-type: none"> <li>• Si desea borrar la información de código de barras, pulse la tecla <b>RETURN</b>. Si no, pulse la tecla <b>CANCEL</b>.</li> </ul>



MENSAJE	SIGNIFICADO	QUÉ HACER
OK TO CLEAR▶?	<ul style="list-style-type: none"> <li>Este mensaje de confirmación aparecerá si intenta borrar una marca de formato local.</li> </ul>	<ul style="list-style-type: none"> <li>Si desea borrar el formato local, pulse la tecla <b>RETURN</b> (el texto del campo no se verá afectado). Si no, pulse la tecla <b>CANCEL</b>.</li> </ul>
OVERWRITE?	<ul style="list-style-type: none"> <li>Este mensaje de aparecerá si intenta almacenar un archivo en la memoria, selecciona el número de un archivo existente, y pulsa la tecla <b>RETURN</b>.</li> </ul>	<ul style="list-style-type: none"> <li>Si desea reemplazar el archivo (reescribiéndolo en la memoria), pulse la tecla <b>RETURN</b>. Si no, pulse la tecla <b>CANCEL</b>.</li> </ul>
RAM PROBLEM!	<ul style="list-style-type: none"> <li>Este mensaje aparecerá si hay algún problema en la memoria de acceso aleatorio de la máquina.</li> </ul>	<ul style="list-style-type: none"> <li>Póngase en contacto con el representante de servicio.</li> </ul>
ROM PROBLEM!	<ul style="list-style-type: none"> <li>Este mensaje aparecerá si hay algún problema en la memoria de lectura solamente de la máquina.</li> </ul>	<ul style="list-style-type: none"> <li>Póngase en contacto con el representante de servicio.</li> </ul>
SYSTEM ERROR!	<ul style="list-style-type: none"> <li>Este mensaje aparecerá si hay algún problema en el software de la máquina.</li> </ul>	<ul style="list-style-type: none"> <li>Póngase en contacto con el representante de servicio.</li> </ul>
TEXT TOO HIGH!	<ul style="list-style-type: none"> <li>Este mensaje aparecerá si intenta imprimir una etiqueta utilizando juegos tipográficos TITLE en una cinta de 6 mm o de 9 mm.</li> <li>Este mensaje aparecerá si el tamaño del texto es mayor que la anchura de la cinta instalada.</li> </ul>	<ul style="list-style-type: none"> <li>Reduzca el tamaño de los caracteres o instale una cinta más ancha.</li> <li>Reduzca el tamaño de los caracteres o instale una cinta más ancha.</li> </ul>
TEXT TOO LONG!	<ul style="list-style-type: none"> <li>Este mensaje aparecerá si la anchura del texto es mayor que la longitud ajustada de la etiqueta.</li> <li>Este mensaje aparecerá si el texto introducido en el modo de formato automático sobrepasa la longitud preajustada.</li> </ul>	<ul style="list-style-type: none"> <li>Borre algo de texto, reduzca la anchura de caracteres, o aumente la longitud preajustada de la etiqueta.</li> <li>Introduzca menos caracteres.</li> </ul>
WHOLE CODE	<ul style="list-style-type: none"> <li>En el modo de código de barras, a veces se ajusta el número de dígitos a introducirse para el código de barras. Este mensaje aparecerá si no introduce tal número de dígitos cuando introduzca los datos del código de barras.</li> </ul>	<ul style="list-style-type: none"> <li>Introduzca el número correcto de dígitos, o cambie el ajuste de "#OF CHR'S" del código de barras.</li> </ul>
WRONG SELECT!	<ul style="list-style-type: none"> <li>Este mensaje aparecerá si como campo de numeración selecciona caracteres con diferentes ajustes de formato.</li> <li>Este mensaje aparecerá si selecciona más de cinco caracteres como campo de numeración.</li> </ul>	<ul style="list-style-type: none"> <li>Seleccione solamente caracteres con ajustes de formato idénticos.</li> <li>Limite el campo de numeración a cinco caracteres.</li> </ul>

# ESPECIFICACIONES DEL P-TOUCH

## HARDWARE

Dispositivo de entrada de datos:	TECLADO - 57 teclas
LCD:	7 x 5 puntos / 1 línea x 15 columnas
Cinta de impresión:	Transferencia térmica laminada/no laminada, rotulación, con base adhesiva 8 m de longitud. 5 anchuras disponibles. 6 mm (1/4") 9 mm (3/8") 12 mm (1/2") 18 mm (3/4") 24 mm (1")
Alimentación:	Pilas alcalinas o adaptador de CA opcional
Cabezal de impresión:	128 puntos / 180 dpi  <i>Area imprimible 13,5mm + encuadre</i>
Dimensiones:	215 mm (An) x 215 mm (Prf) x 68 mm (Al) (8,4" (An) x 8,4" (Prf) x 2,7" (Al))
Peso:	1,0 kg (2,2 lb)
Equipo opcional:	Adaptador de CA (MODELO AD-30)

## SOFTWARE

Tamaño de los caracteres:	6 tamaños seleccionables (6 puntos a 38 puntos) + Automático Todos disponibles en Estrecho, Medio y Ancho.
Juegos de caracteres:	5 tipos de caracteres incorporados:Helsinki, Brussels, Calgary, Belgium y U.S.
Tamaño de la memoria intermedia:	Una línea 1m (3,3') ó 255 caracteres Múltiples líneas Múltiples bloques 21 cm (8,3") para cada bloque
Tamaño de la memoria:	2.000 caracteres
Número de caracteres:	176 caracteres
Estilos de impresión:	Normal, Negrilla, Perfilado, Solida, Sombreado, Perfilado + Sombreado, Cursiva y Normal, Cursiva + Negrilla, Cursiva + Perfilado, Cursiva + Solida, Cursiva + Sombreado, Cursiva y Perfilado + Sombreado

# ACCESORIOS

Adquiera los cassettes de cinta y los adaptadores de CA a un distribuidor autorizado. Brother no asumirá ningún tipo de responsabilidad por los problemas causados por la utilización de suministros no autorizados.

Utilice solamente cintas TZ Brother con esta máquina. No use cintas que no posean la marca **TZ**.

Num. de existencias	Descripción	Cantidad/Paquete	Precio
Cintas laminadas de 1"(24 mm)			
TZ-151	Caracteres negros en cinta adhesiva transparente	1	\$23,95
TZ-251	Caracteres negros en cinta adhesiva blanca	1	\$23,95
TZ-451	Caracteres negros en cinta adhesiva roja	1	\$23,95
TZ-651	Caracteres negros en cinta adhesiva amarilla	1	\$23,95
TZ-252	Caracteres rojos en cinta adhesiva blanca	1	\$23,95
TZ-354	Caracteres dorados en cinta adhesiva negra	1	\$26,95
TZ-355	Caracteres blancos en cinta adhesiva negra	1	\$26,95
TZ-B51	Caracteres negros en cinta adhesiva anaranjada fluorescente	1	\$28,95
Cintas laminadas de 3/4"(18 mm)			
TZ-141	Caracteres negros en cinta adhesiva transparente	1	\$20,95
TZ-241	Caracteres negros en cinta adhesiva blanca	1	\$20,95
TZ-242	Caracteres rojos en cinta adhesiva blanca	1	\$20,95
TZ-243	Caracteres azules en cinta adhesiva blanca	1	\$20,95
TZ-344	Caracteres dorados en cinta adhesiva negra	1	\$24,95
TZ-345	Caracteres blancos en cinta adhesiva negra	1	\$23,95
TZ-441	Caracteres negros en cinta adhesiva roja	1	\$20,95
TZ-541	Caracteres negros en cinta adhesiva azul	1	\$20,95
TZ-545	Caracteres blancos en cinta adhesiva azul	1	\$23,95
TZ-641	Caracteres negros en cinta adhesiva amarilla	1	\$20,95
TZ-741	Caracteres negros en cinta adhesiva verde	1	\$20,95
TZ-B41	Caracteres negros en cinta adhesiva anaranjada fluorescente	1	\$24,95
TZ-M41	Caracteres negros en cinta adhesiva transparente (mate)	1	\$20,95
TZ-L041	Cinta de rotulación instantánea	1	\$20,95

<b>Num. de existencias</b>	<b>Descripción</b>	<b>Cantidad/ Paquete</b>	<b>Precio</b>
Cintas laminadas de 1/2"(12 mm)			
TZ-131	Caracteres negros en cinta adhesiva transparente	1	\$16,95
TZ-231	Caracteres negros en cinta adhesiva blanca	1	\$17,95
TZ-232	Caracteres rojos en cinta adhesiva blanca	1	\$17,95
TZ-335	Caracteres blancos en cinta adhesiva negra	1	\$20,95
Cintas laminadas de 3/8"(9 mm)			
TZ-121	Caracteres negros en cinta adhesiva transparente	1	\$14,95
TZ-221	Caracteres negros en cinta adhesiva blanca	1	\$16,95
TZ-325	Caracteres blancos en cinta adhesiva negra	1	\$18,98
TZ-421	Caracteres negros en cinta adhesiva roja	1	\$16,95
Cintas laminadas de 1/4"(6 mm)			
TZ-111	Caracteres negros en cinta adhesiva transparente	1	\$12,95
TZ-211	Caracteres negros cinta adhesiva blanca	1	\$14,95
TZ-315	Caracteres blancos en cinta adhesiva negra	1	\$17,95

OPCIONAL

<b>Num. de existencias</b>	<b>Descripción</b>	<b>Cantidad/ Paquete</b>	<b>Precio</b>
ADAPTADOR DE CA			
AD-30	ADAPTADOR DE CA	1	\$21,95

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