ithaca®
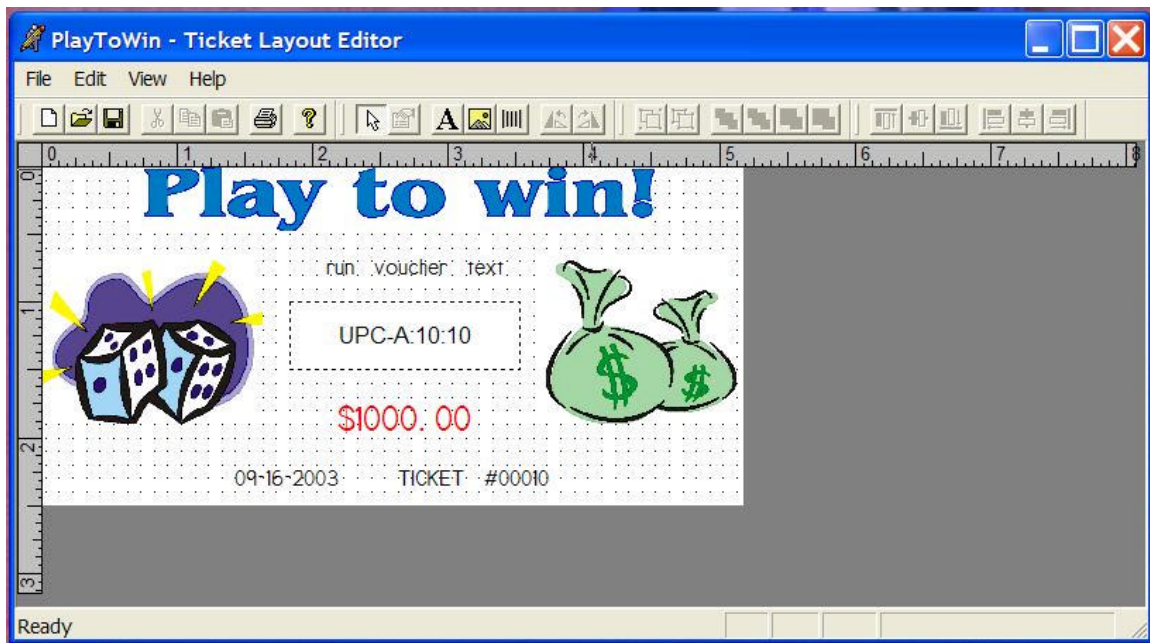
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Epic 950™
Layout Editor User's Guide

PN 95-06011, Revision A, April 2005

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Change History

Rev A   Initial release   April 2005

Important:

Before installing any equipment be sure to consult the specifications in this manual. Failure to do so may cause integration problems. Portions of this integration manual may be changed without prior notice.

Note:

Losses that can be attributed to improper installation and working procedures are not the responsibility of TransAct Technologies Inc. No part of this manual may be used to recreate any part of the Epic 950™ Printer. This manual is to be used for integration purposes only. If this manual contains any questionable information or mistakes please contact TransAct for assistance.

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Epic 950 Layout Editor User's Guide

Who Should Read This Guide?

This document provides information useful to operators who will integrate Epic 950™ or compatible printers into their products.

What is Included In This Guide?

This document provides information on how to use the Epic 950™ Layout Editor, a standalone application for creating layout files of ticket images to be used in Epic 950™ or compatible thermal printers.

Refer to the Epic 950 OEM Integration Manual for complete information on the mechanical, electrical, and command language requirements of the Epic 950 printer, not covered in this User's Guide.

Epic 950 Layout Editor Features

The Epic 950 Layout Editor is a convenient tool for laying out the graphic design of gaming tickets or vouchers for TransAct Epic 950-compatible thermal printers. Key features include:

- A pre-defined workspace in the dimensions (5.25" x 2.5") of a gaming ticket or voucher.
- Functions for adding text, graphics and barcodes to the ticket layout.
- A convenient layout grid for placement of design elements.
- Customize, align, or resize a group of selected objects.
- Save ticket layout files in an internal (.spl file) format, for future editing.
- Export ticket layout files (.lay) for download to your printer.

Program Overview

This program is designed to work in conjunction with existing graphics image files to create a ticket layout for export to your printer. The normal sequence of operations is as follows:

1) Open a new or existing (.spl file) ticket layout using the "File" -> "Open" menu function, which opens in the drawing panel shown below. The program opens a blank ticket layout by default.
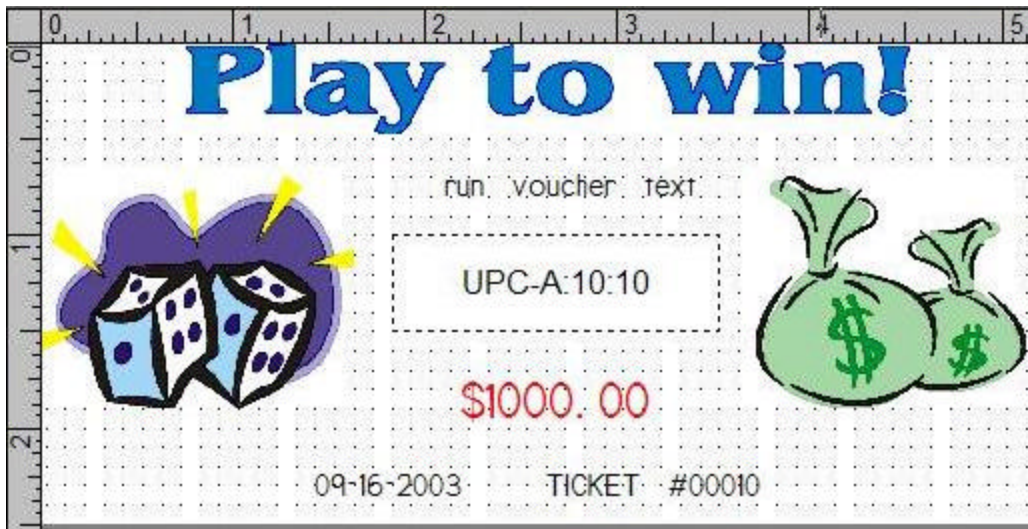

Figure 1. The drawing panel

The drawing panel is a 5.25" x 2.5" canvas, within which a ticket can be designed. While designing tickets, objects included on a ticket can be text, a bitmap, or a barcode. Functions within this drawing panel include:

- Insert a barcode object, a bitmap object, or a text object, using the Drawing toolbar.
- Customize a selected object using the Properties function.
- Group selected objects to resize, move, alignment, copy, or delete, using the Structure toolbar.
- Align objects using the Alignment toolbar.

Toolbar and menu functions are outlined in subsequent sections of this manual.

The size and units, drawing scale and coordinate mapping of the drawing panel can be displayed and modified using the Measurements menu ("Edit" -> "Measurements")

2) Layout and modify text, graphics and/or bar code design elements, using the Edit menu and/or Drawing toolbar options.

3) Save your ticket layout via the "File" -> "Save" or "File -> "Save As" menu option

4) Export your ticket layout into an export (.lay) file. This export file contains a reference to a bitmap file of the naming convention FieldXName.bmp, created when the file is exported.

5) Use the TransAct File Transfer Utility (distributed separately) to download this layout file to your printer. Contact TransAct technical support for further information on the TransAct File Transfer Utility program. You may also print the ticket directly from the application.

Toolbar Functions

The toolbar provides access to the main file management, drawing and layout tools, as well as convenient icons for numerous menu functions. Individual toolbar functions are documented below.

Main Toolbar
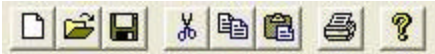
The Main toolbar provides the following tools, in the order shown on the above image:

- Start a new ticket design
- Open an existing ticket document
- Save the active ticket document
- Cut the selection, and put it on the clipboard
- Copy the selection, and put it on the clipboard
- Insert the clipboard content
- Print the active ticket
- Display program information, version number and copyright

Drawing Toolbar

The Drawing toolbar provides the following tools, in the order shown on the above image:

- Select, resize or move components. Select an object by clicking on it. You can then move the object by clicking and dragging within the object, or resize it by clicking and dragging one of its "handles" around the edge of the object.
- Show the properties of the selected object such as bitmap, or barcode, or text. Properties are described in detail in a subsequent section.
- Insert text. After selecting this option, clicking on the drawing panel will insert a default text box. You can then move or resize this box, revise the text by highlighting and re-typing it, or change its properties.
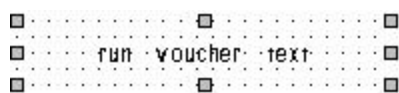
Figure 2. Sample text.

- Insert an image (a .bmp image). You will be prompted to specify a graphics file in bitmap (.bmp or .dib) format. You can then move or resize this image, or change its properties.

Figure 3. Sample image.

- Insert a barcode. After selecting this option, clicking on the drawing panel will insert a default barcode template box. You can then move or resize this box, or change its properties, including bar code type.
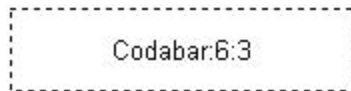
Codabar:6:3

Figure 4. Sample barcode template.

- Rotate selected component 90 degrees counter clockwise.
- Rotate selected component 90 degrees clockwise.

Structure Toolbar

The Structure toolbar provides the following tools, in the order shown on the above image:

- Group components
- Ungroup grouped components
- Bring the selection to front
- Send the selection to back
- Bring the selection forward
- Send the selection back

Alignment Toolbar

The Alignment toolbar is used to align multiple selected objects. (You can select multiple objects on your layout by holding down the CTRL key while selecting individual objects.) This toolbar provides the following tools, in the order shown on the above image:

- Align tops of objects
- Align midpoints of objects
- Align bottoms of objects
- Align left sides of objects
- Align centers of objects
- Align right sides of objects

Menu Functions

Menu options provide access to key file management, editing and viewing functions. Many of these functions are also available via icons on the toolbar.

File Menu

The File menu contains the following options:

- **New Ctrl+N**
  Create a new ticket layout document.
- **Open... Ctrl+O**
  Open an existing ticket layout document from an existing .spl file.
- **Save Ctrl+S**
  Save changes to a ticket layout document. Files are saved in an internal format under the name *filename*.spl.
- **Save As**
  Rename the ticket layout document.
- **Export...**
  Export a ticket layout file (.lay) containing a bitmap image, for download to your printer.
- **Export180...**
  Export a ticket layout file (.lay) containing a bitmap image, for download to your printer, rotated 180 degrees.
- **Print...**
  Send the ticket to your TransAct printer for printing.
- **Print Preview**
  Preview the ticket before printing.
- **Print Setup**
  Setup your TransAct printer.
- **Exit**
  Exit from Epic 950 Layout Editor.

Edit Menu

The Edit menu contains the following options:

- **Undo Ctrl+Z**
  Roll back one action, such as undoing a cut, delete, copy, paste, or alignment operation.
- **Redo Ctrl+Y**
  Repeat the previous action.
- **Cut Ctrl+X**
  Move one selected object or a group of selected objects to the clipboard.

- **Copy Ctrl+C**
  Copy one selected object or a group of selected objects to the clipboard. Note that this function does not apply to bitmap objects.
- **Paste Ctrl+V**
  Copy from the clip board to drawing panel. Note that this function does not apply to bitmap objects; to duplicate a bitmap object, simply insert it again.
- **Delete Del**
  Delete one selected object or a group of selected objects.
- **Properties...**
  Display and modify the properties of a selected object. Properties are discussed in more detail in a subsequent section.
- **Default Properties...**
  Display and modify default properties for new objects. Default properties are discussed in more detail in a subsequent section.
- **Measurements...**
  Display and modify the size and units, drawing scale and coordinate mapping of the drawing panel.

View Menu

The **View** menu contains the following options:

- **Zoom Normal**
  Returns the ticket display to a zoom level of 100% from a previous value. Note: This option is grayed out when the zoom level is already 100%.
- **Zoom Percent**
  This menu option allows to zoom the ticket display to 50%, 75%, 100% (the original size), and 200% of its original size.

Help Menu

The **Help** menu contains the following options:

- **Help Topics**
  Displays the program help file.
- **About Ticket Layout Editor**
  Provides current version information for the Epic 950 Layout Editor program.

Properties

The Properties menu or toolbar option controls various display and layout options for a selected object, via a menu of property options that are specific to the selected object type. This menu is accessed via "Edit" -> "Properties" on the main menu, or the Properties icon on the Drawing toolbar.

The specific menu displayed is based on the type of object selected, as follows:
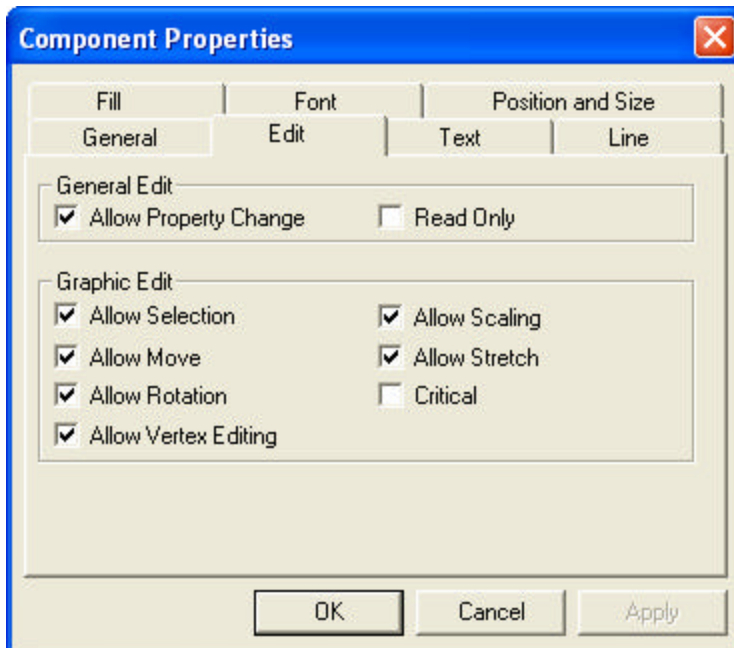
Text object properties

The menu appears when the Properties option is chosen with a text object selected. Tabs within this menu control settings as follows:

General tab
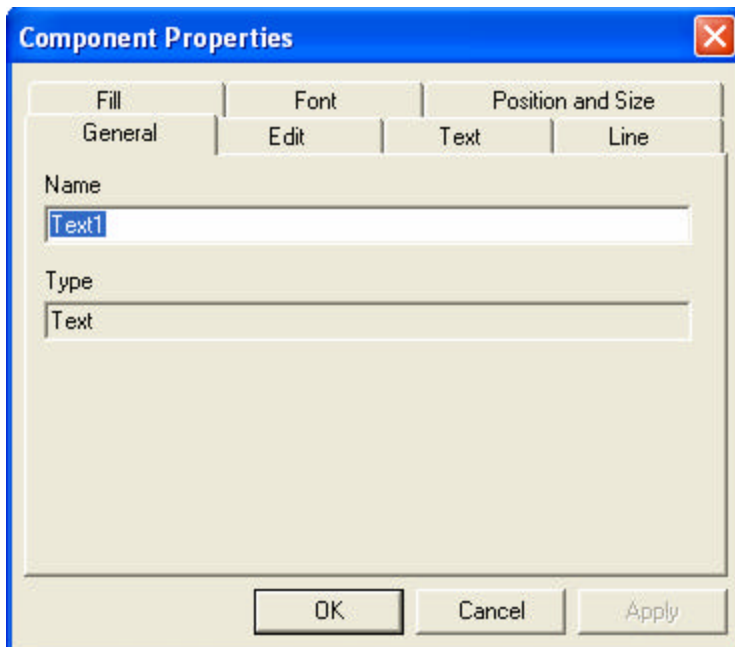
This tab contains an addressable name for the selected object, which can be changed within this menu, and the object type.

Edit tab

The Edit tab controls editing options for the selected object, including the following options:

Allow Property Change: A general toggle that turns on or off the ability to make property changes for this object.
Read Only: Selecting this box locks the object from further editing, and grays out the other options on this menu.
Allow Selection: Allows the object to be highlighted for property change or editing operations.
Allow Move: Allows object to be moved by clicking and dragging the object.
**Allow Rotation:** Allows object to be rotated (reserved for future use).
Allow Vertex Editing: Allows modifying vertex locations by clicking and dragging vertex "handles" on object.
Allow Scaling: Allows size to be changed by clicking and dragging vertices.
Allow Stretch: Allows aspect ratio (height to width) to be changed by clicking and dragging vertices.
Critical: This option specifies this object as a critical field, whose printing status can be returned as part of the printer status. Consult the Epic 950 Smart Suite Supplement for further details on critical fields and printer status.

Text tab
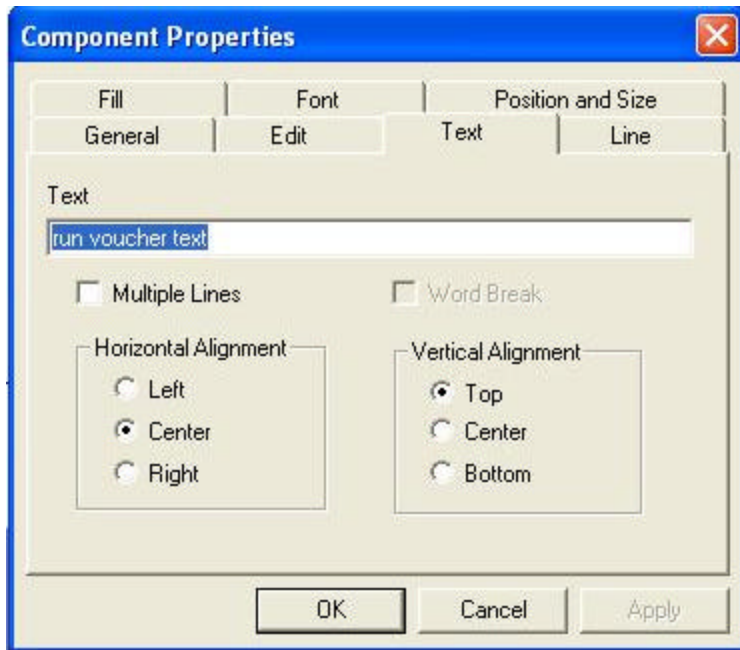
The Text tab controls the text content, and its layout and alignment. Options include:

Text: Shows the displayed text, and allows the text content to be modified as needed.
**Multiple Lines:** When checked, this box allows the text string to span multiple lines, base on the string length relative to the size of the text box.
Word Break: This option is only available when the Multiple Lines option is checked, and controls whether long words can break when a text string spans multiple lines.
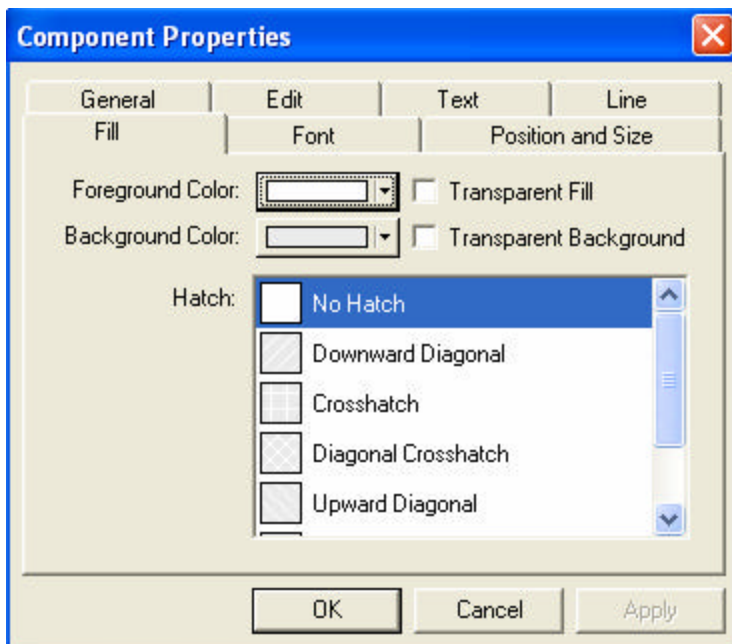**Horizontal Alignment:** Select Left, Center or Right alignment
Vertical Alignment: Select Top, Center or Bottom alignment.

Line tab
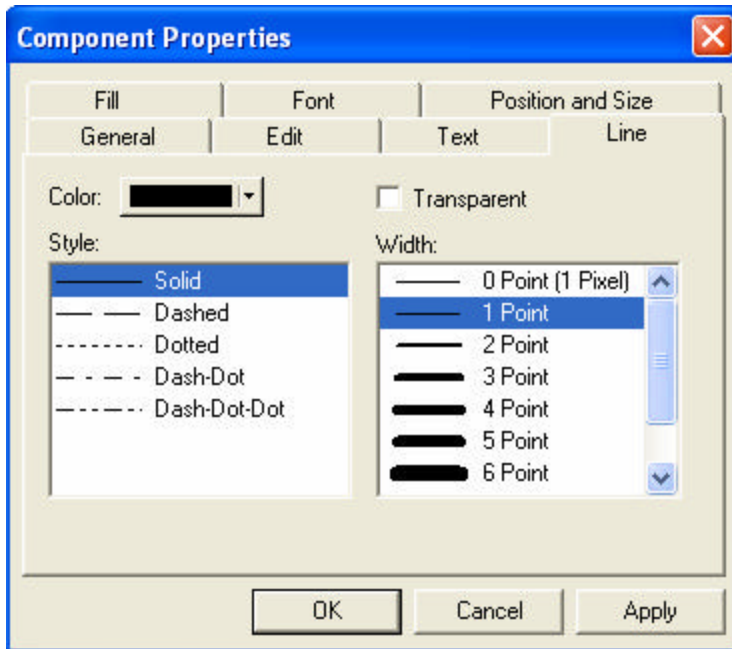
The Line tab sets the color, line style and line width for an optional border line around the object. The "Transparent" option will gray out these options and result in no border.
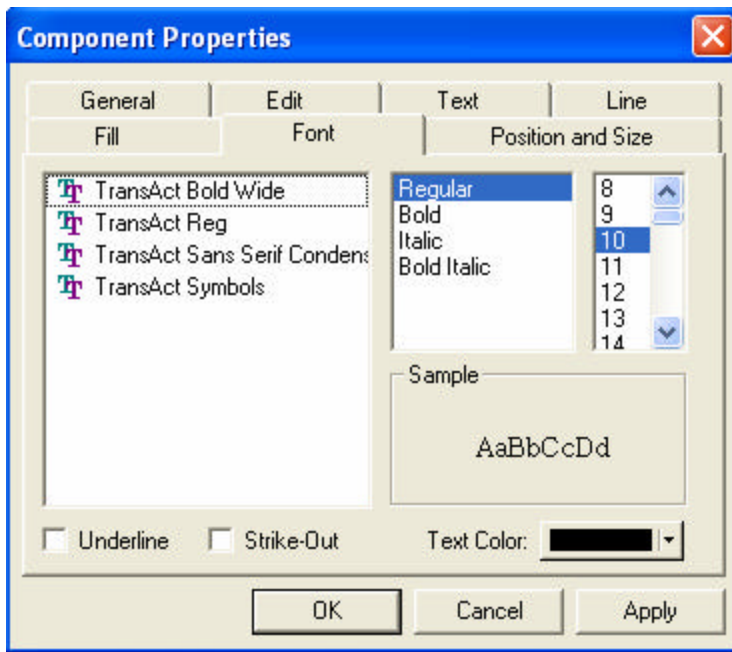
Fill tab

The Fill tab sets a foreground color, background color and hatch pattern for the object. Either color will fill the text field, with the foreground as an overlay onto the background

color – so, for example, a foreground color with a diagonal hatch pattern will show the background color behind it.
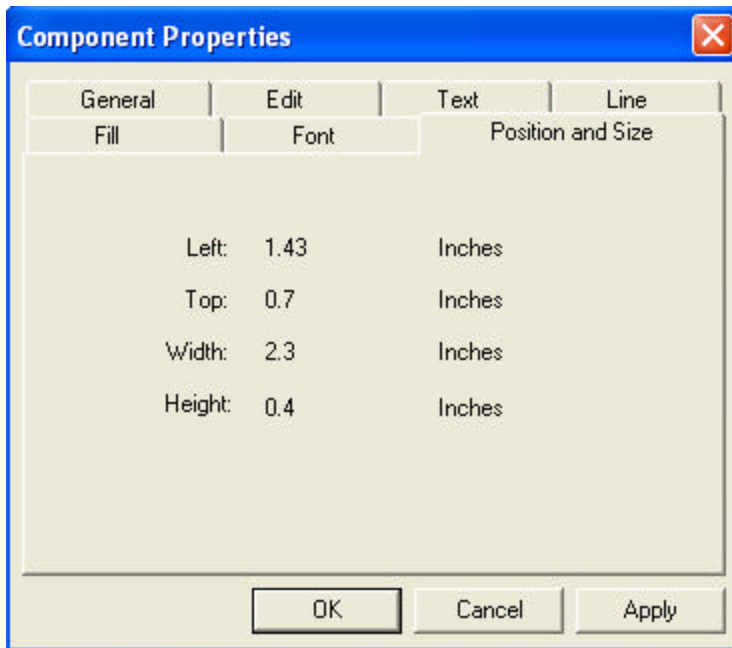
The Transparent Fill option and Transparent Background options will make these colors transparent. Note that selecting Transparent Fill will gray out all other options.

Font tab

The font tab controls text font settings including font type, style, size and color, as well as check boxes for Underline and Strike-Out text.

Position and Size tab

The Position and Size tab provides a read-only display of the object's origin location and dimensions. Origin coordinates reflect the location of the upper right-hand corner of the object.
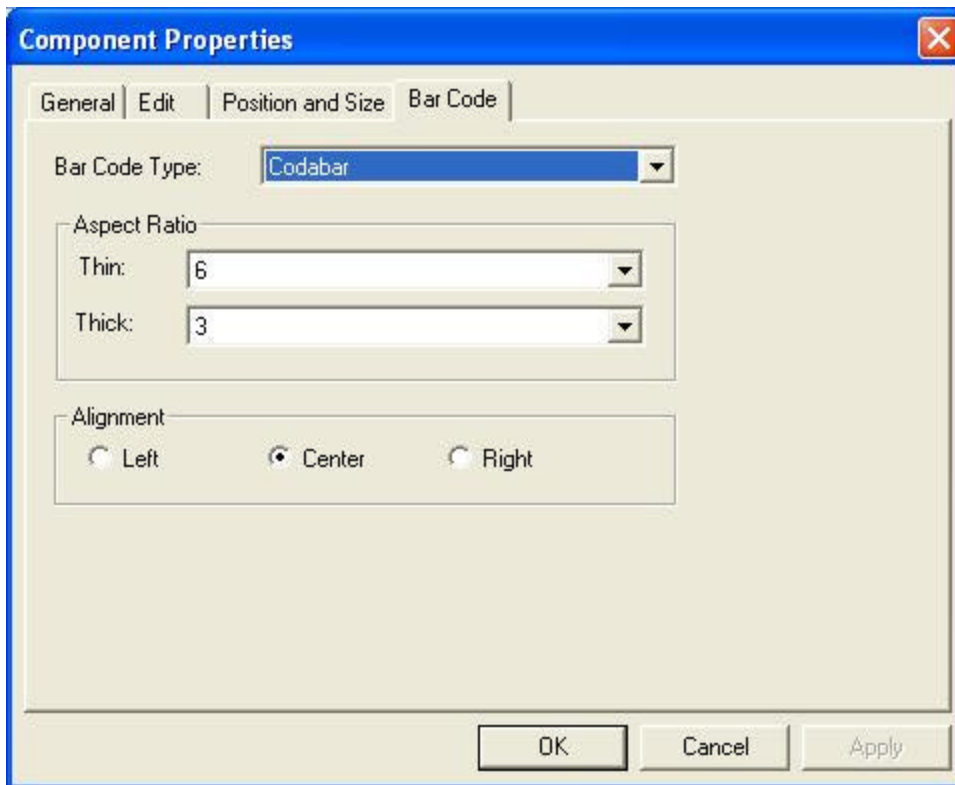
Bitmap (bmp) object properties
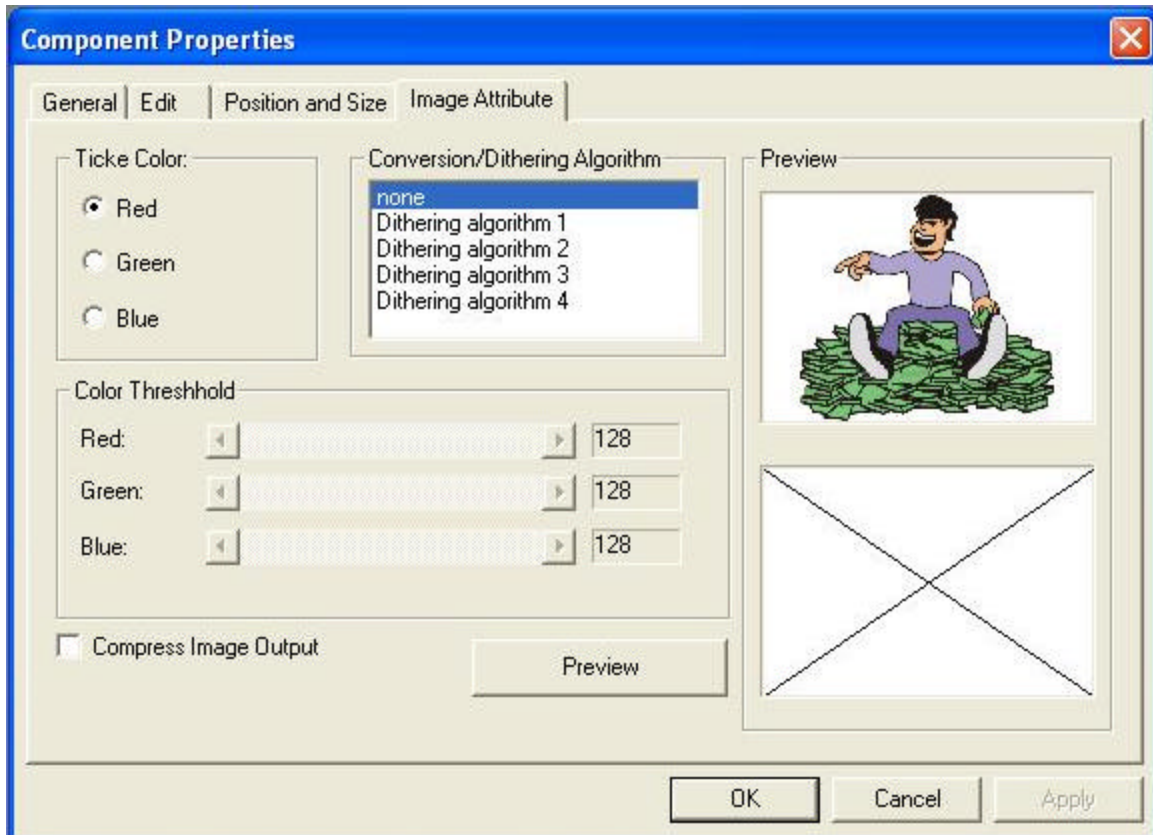
For bitmap images, the Properties menu contains the same General, Edit and Position and Size tabs as described above for Text objects, as well as the following tab:

Image Attribute – specifies ticket color, image compression (saves space) and dithering options, with an image preview option. Dithering is a technique that emulates multiple colors as dot patterns of fewer colors (in this case, a single color). The first two dithering techniques have color threshold settings that can be set via sliders as shown, while the second two dithering techniques use fixed threshold values.

Barcode object properties

For barcode templates, the Properties menu contains the same General, Edit and Position and Size tabs as described above for Text objects, as well as the following tab:

Bar Code - specifies bar code type (encoding format), aspect ratio, and alignment within the bar code template field.

Default Properties

The Default Properties menu, accessed via "Edit" -> "Default Properties" from the main menu, is used to select default properties used for subsequent newly created objects. Options include:

- **Edit** - toggle object editing capabilities such as move, scaling, etc.
- **Labels** - label orientation
- **Line** - line attributes
- **Fill** - object fill attributes
- **Font** - text font and size attributes

> **Note:** Many of these options are similar in format to corresponding Properties options, documented in a previous section. Properties options are applied to a selected object, while Default Properties apply to new objects.

Edit tab
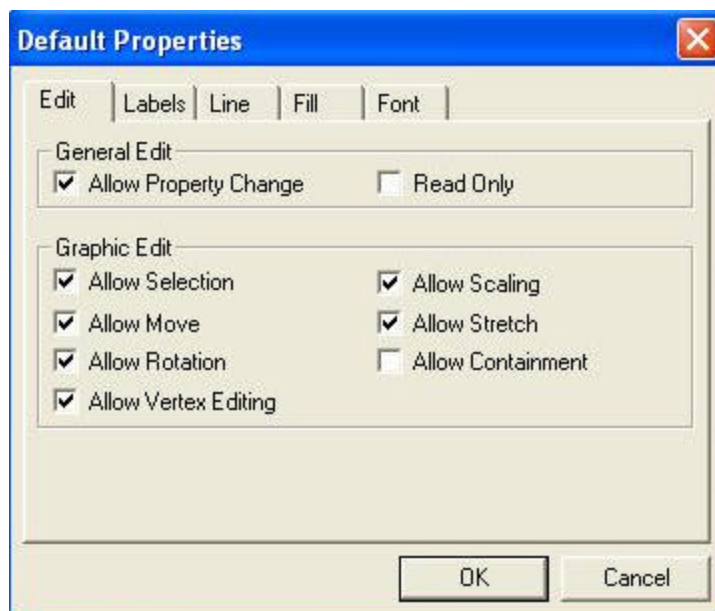
The Edit tab controls editing options for the selected object, including the following options:

Allow Property Change: A general toggle that turns on or off the ability to make property changes for this object.
Read Only: Selecting this box locks the object from further editing, and grays out the other options on this menu.

Allow Selection: Allows the object to be highlighted for property change or editing operations.
Allow Move: Allows object to be moved by clicking and dragging the object.
**Allow Rotation:** Allows object to be rotated.
Allow Vertex Editing: Allows modifying vertex locations by clicking and dragging vertex "handles" on object.
Allow Scaling: Allows size to be changed by clicking and dragging vertices.
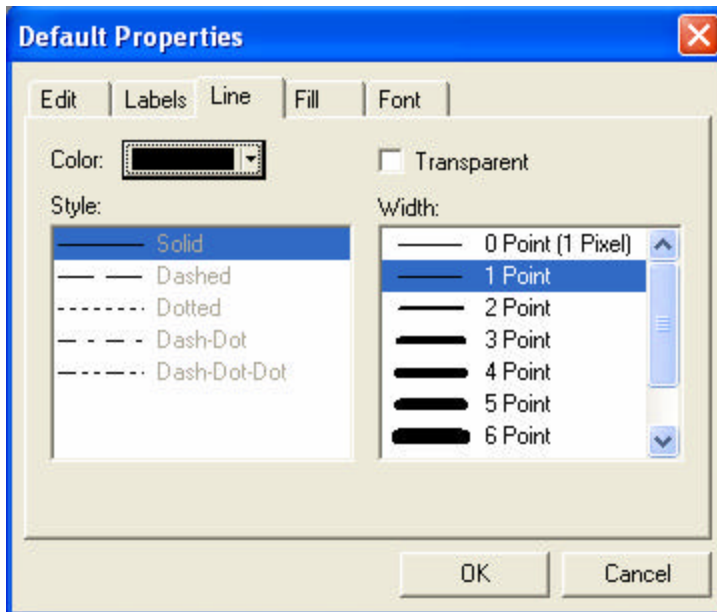**Allow Stretch:** Allows aspect ratio (height to width) to be changed by clicking and dragging vertices.
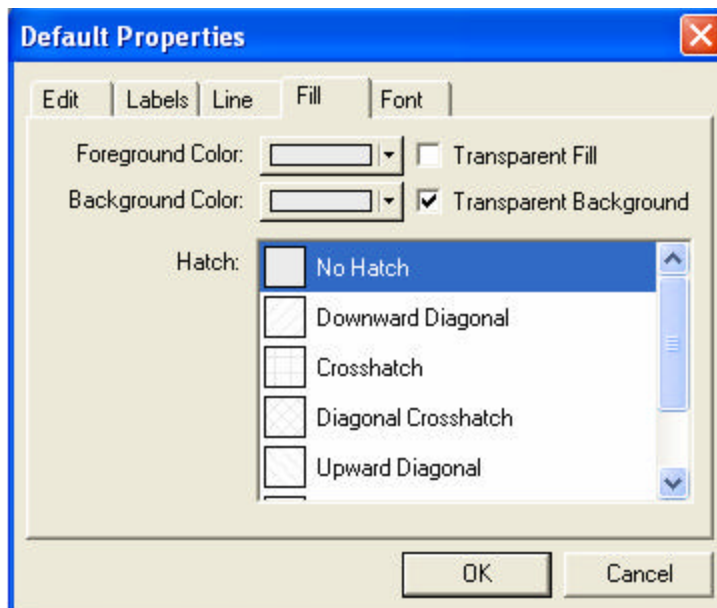**Critical:** Reserved for future use.

Labels tab
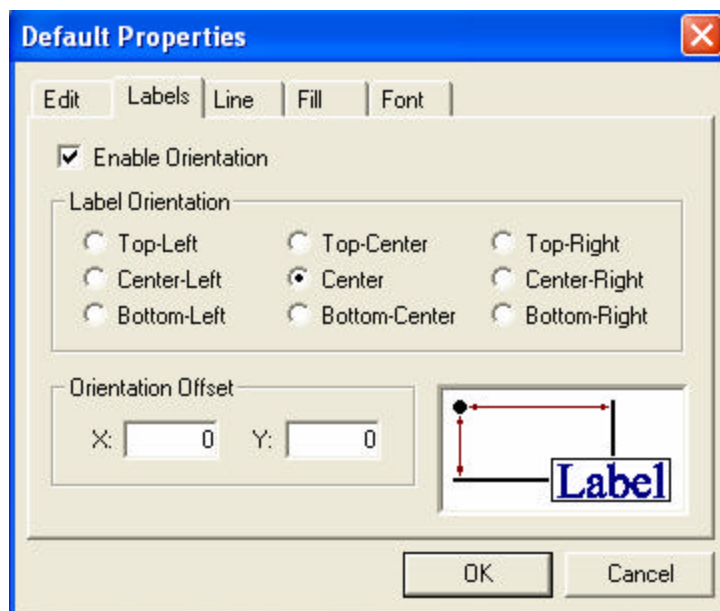
The Labels tab allows you to specify an orientation and offset coordinate values for text labels.

Line tab

The Line tab sets the color, line style and line width for an optional border line around a text object. The "Transparent" option will gray out these options and result in no border.
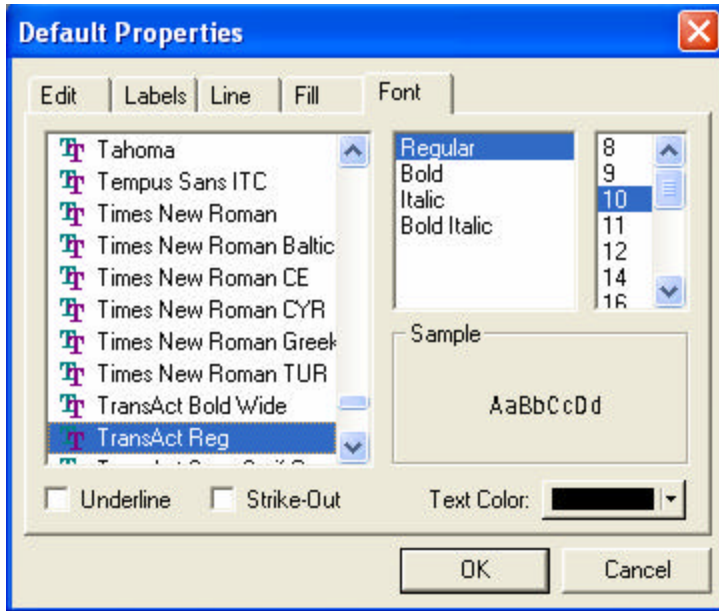
Fill tab

The Fill tab sets a foreground color, background color and hatch pattern for the object. Either color will fill the text field, with the foreground as an overlay onto the background color – so, for example, a foreground color with a diagonal hatch pattern will show the background color behind it.

The Transparent Fill option and Transparent Background options will make these colors transparent. Note that selecting Transparent Fill will gray out all other options.
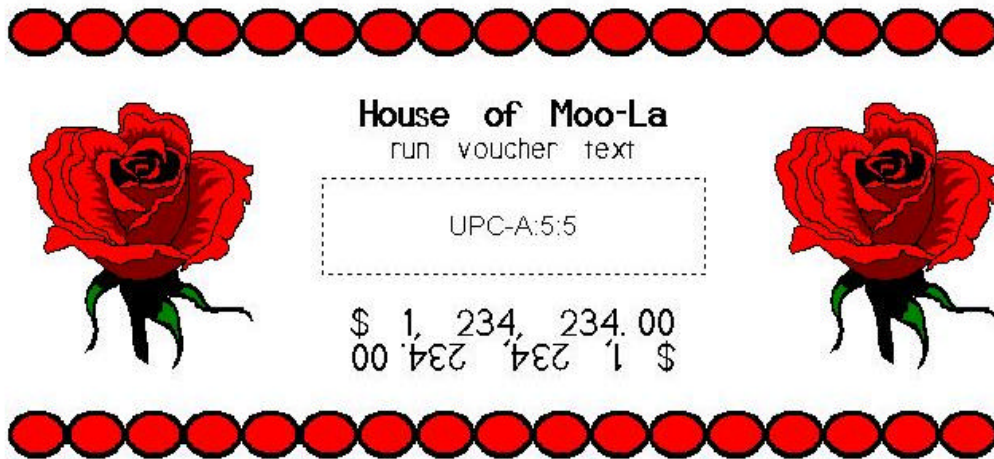
Font tab

The font tab controls text font settings including font type, style, size and color, as well as check boxes for Underline and Strike-Out text.

Ticket design samples

The following are graphic images of sample tickets, as examples of completed layouts.

Example 1: House of Moola

Example 2: This Could Be You

Example 3: Palm Garden Restaurant

One Free Meal

UPC-A:5:5

08-16-2004   09:03:30   **TICKET** #0010

PALM GARDEN RESTAURANT

Ticket   Void   (Demonstration   purpose   only)   Machine   #   2001562

Example 4: Play to Win

Play to win!

run   voucher   text

UPC-A:10:10

$1000. 00

08-16-2004   TICKET   #00010