

7.2.1 Text entry

Figure 42

The touch field **<new text>** (5) enables the entry of new texts. The “font menu” **<E9>** is now called up.

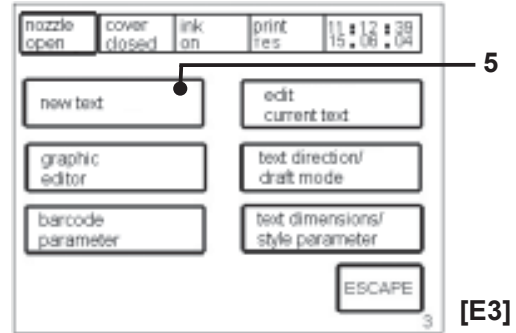


Figure 43

The desired font can be selected.

Entry; e.g.: 9 x 7 = **<9 x 7>** (6)

The touch field **<more >** (7) opens the menu level **<E18>** in which you can choose further fonts and via the touch field **<graphic >** (8) you can choose given graphic symbols. You will find further information regarding graphics in the chapter **Graphic input/graphic selection**.

The touch field **<Barcode>** (9) enables the input of various bar codes. You will find further information regarding barcodes in the chapter **Barcode entry**.

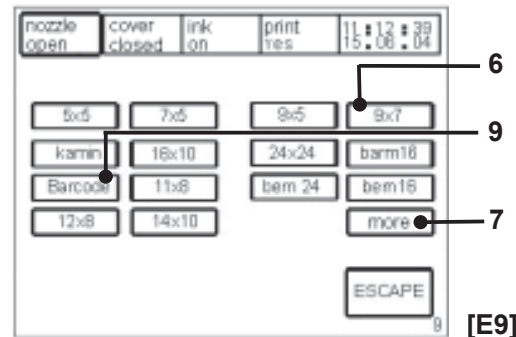


Figure 44

Following the selection of the font, the line menu **<E15>** is opened. By means of pressing the corresponding touch field the number of lines or the desired line position can be selected.

entry e.g. single line = **<one line>** (10)

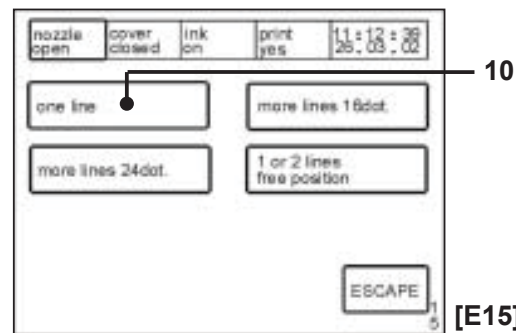
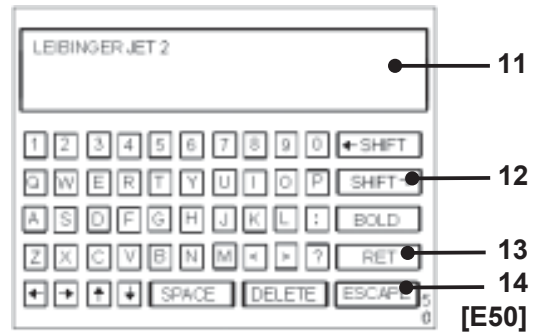


Figure 45

Following the selection of the line(s), the keyboard field **<E50>** opens. By means of pressing the corresponding symbol the text is entered. In the **display field** (11) the illustration of the characters entered is made in capital letters.



By means of tapping on or repeated tapping on the **<SHIFT>** fields (12) further menus are called up for the entry of non-capital letters, special characters and extension parameters.



With the touch field **<RET>** (13) the next line is selected for **several lines** (e.g. for a matrix of 5x5 or 7x5).

Using the **<ESCAPE>** (14) touch field, you can exit the menu and the entered text is saved.



Non-capital letters [E51] Special characters [E52] Extension parameters E60]

In the extension's menu **<E60>** expiration data, shift data, external texts etc. can be integrated into the texts to be issued. There are two expiry dates available (expday1...+ expday2...), which can be programmed any way.

If the Leibinger-Jet 2 is used in shift operation the function **<shift >** (15) will be available. You will find further information regarding this topic in the chapters **Shift code input and Expiration-and shift times.!**

With the field **<ex. text>** (16)) place holders are set for the importing of external text data via the interface.

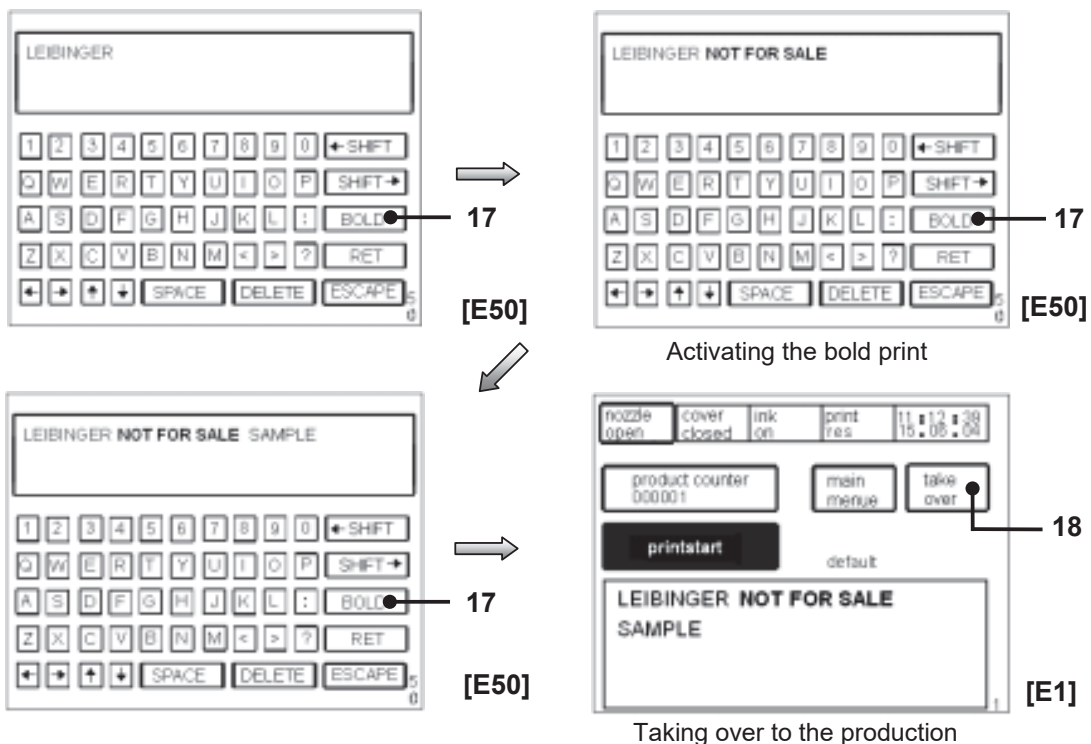
7.2.1.1 Bold print

To display a text in the imprint bold it has to be marked accordingly during the text will be entered.

Manner of proceeding:

Example: It should be written „LEIBINGER SAMPLE **NOT FOR SALE**.”

- Press the touch field **<Text new>** in the menu level **<E3>**.
- The „font menu“ **<E9>** will be called up.
- After choosing the font the line menu **<E15>** either the keyboard field **<E50>** will be displayed if necessary.
- Enter the text „LEIBINGER“ and one blank.
- Press the touch field **<BOLD>** (17). The bold print is activated for the further input.
- Enter the text „ NOT FOR SALE“.
- Press the touch field **<BOLD>** (17) again. The bold print is now deactivated.
- Enter one blank and the text „SAMPLE“.
- By the **<ESCAPE>** -button you can leave the menu and you can change to the menu level **<E1>**.
- With the touch field **<take over >** (18) in the menu level **<E1>** the data are taken over to the production.

Figure 46

You will find further information regarding set up of the bold value in the chapter **Font parameter**.

7.2.2 Font parameters

Figure 47

The touch field **<text direction/draft mode>** (20) enables the adaptation of the position of the font to the “layout” of the product and to the product movement. The “selection menu” **<E11>** is activated. With the touch field **<text dimensions/ style parameter>** (21) the text layout is controlled in the menu **<E12>**.

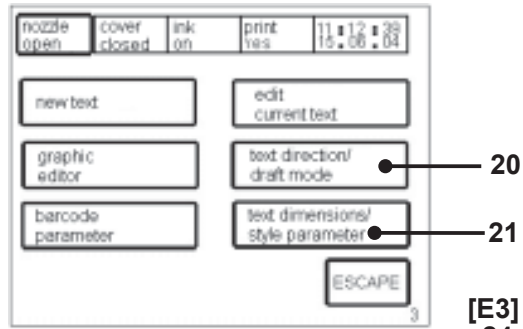
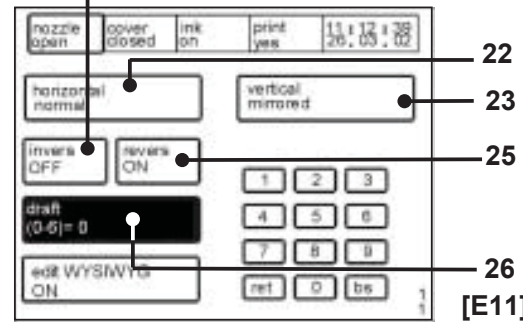


Figure 48

The following presentation options are available in the menu **<E11>**.



Touch field **<invers>**(24): Inverse presentation off or on.

Touch field **<horizontal>** (22): Normal or reflected (mirrored) presentation.

Example: normal presentation/horizontally reflected

ABC 123 ƆBƆ 123

Touch field **<vertical>** (23): Presentation normal or reflected (mirrored).

Example: normal presentation/vertically reflected

ABC 123 ʌBC 123

Touch field **<revers>**(25): The reverse presentation is switched off or on. With each print-out (Print Go) the text is vertically and horizontally reflected or rotated through 180°.

Example:

normal presentation/reverse presentation

ABC 123 ƆBƆ 123

Touch field **<draft mode>** (26): Selection of the draft mode. The draft mode 0 ensures the maximum font quality with the lowest possible print speed. Higher print speeds are possible in draft mode 1 (up to 16 dot) and in draft mode 2 (up to 9 dot). Draftmode 3 (up to 24 dot) for fast barcode printing and draftmode 4 (24 dot) for etremley small fonts. Draftmode 5 was specially customized for fast printing of graphics and fonts with a height of 11 dots (e.g. chinese characters).

The draftmode 6 has been especially developed for fast printing of graphics and fonts with a height of 24 dots.

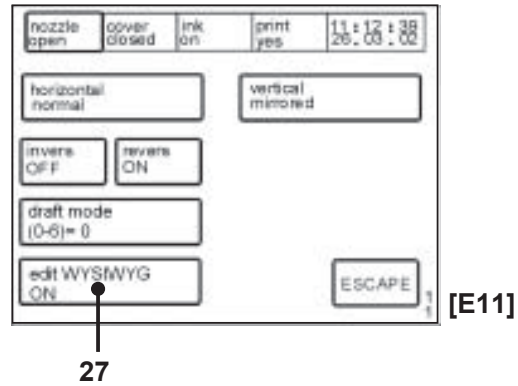
Note: The draftmode 6 allows a higher printing speed by up to 250% for fonts with the matrix height of 24 dots.

Figure 49

Touch field **<edit WYSIWYG>** (27): With this function you can switch on either off the WYSIWYG-display during the text input for fontss with a height of ≥ 16 dots.

If the WYSIWYG-function will be switched off the text is displayed in the matrix 7x5 and therefore you can reach a faster display mode on the LCD-touch display and therefore a faster text input as it would be possible on the WYSIWYG

-display-mode. The display of the text which should be printed in the basis menu happens in the selected matrix even if the WYSIWYG-function is switched off.



Note: WYSIWYG = What you see is what you get

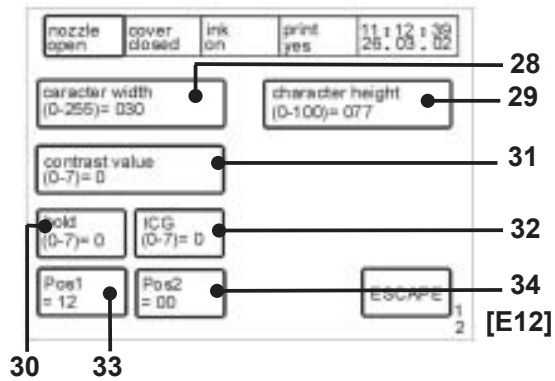
Figure 50

In the menu **<E12>** the following text layout options are available.

Touch field **<character width>** (28): Selection of the print width from 0- 255.

Touch field **<character height>** (29): Selection of the print height from 0- 100.

Touch field **<bold>** (30): Selection of the boldness value from 0-7.



Note! The set-up has only consequences on text elements which have been pre-defined with the **<BOLD>** - function during the text was entered!

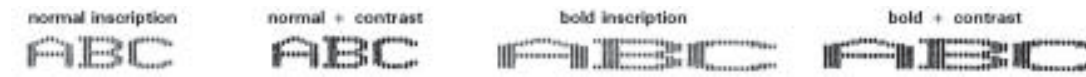
Further informations can be found in the chapter **Bold print**.

To reach a bold print several drops are placed next to each other, that means e.g. if the bold value is set to „1“ on the print-out 2 drops will be placed next to each other.

Touch field **<contrast value>** (31): Selection of the font contrast from 0 - 7.

To reach an increase of the contrast of the print-out several drops will be placed on top of each other, that means e.g. if the contrast value is set to „1“ on the print-out 2 drops will be placed on top of each other.

Description examples:



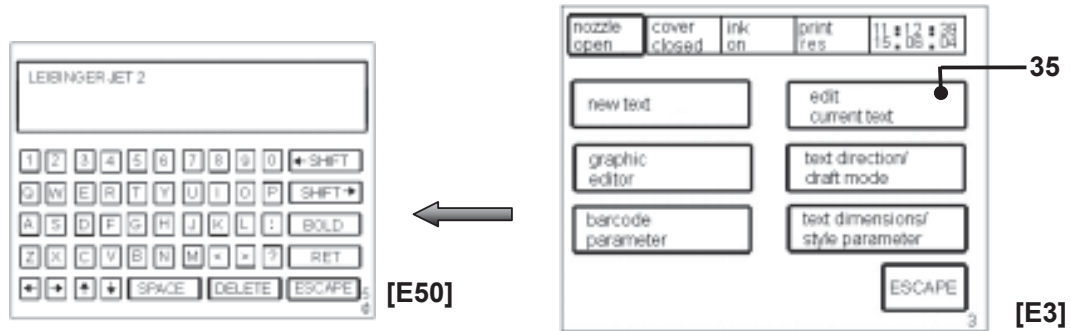
Touch field **<ICG>** (32): Selection of the gap between the individual characters from 0 – 7 (calculated in single drops).

With the touch fields **<pos1>** (33) and **<pos2>** (34) the items of the first and second lines can be defined. This function is only available if the option **<1 or 2 lines free position>** has been selected in the line menu **<E15>**. For the first line graphics or text can be selected, in the second line only text can be entered.

In all selection fields the current status or the current values are shown simultaneously!

7.2.3 Text editor

Figure 51



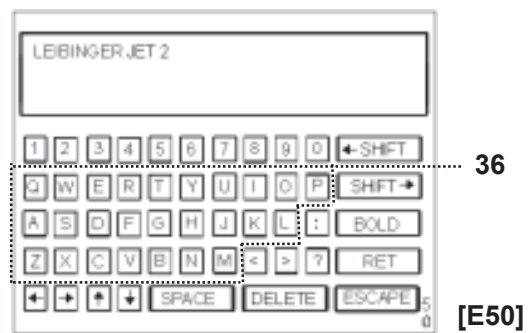
The touch field **<edit current text>** (35) enables the alteration of a text module already entered. The “keyboard field” **<E50>** is called up for editing.

7.2.4 Graphics entry/graphics selection

Figure 52

After choosing the graphic input in the menu level **<E18>** the „line selection menu“ **<E15>** and afterwards the “key-board field” **<E50>** will be activated for input.

A graphic is defined behind each letter **[A-Z]** (36) of the keyboard field. The defined graphic is adopted in the print-out by pressing a symbol. In the display only the letter is shown. The real graphic will be only shown in the menu level **<E1>**.



You will find a list with the saved graphics with it's reference in the enclosure of this manual!

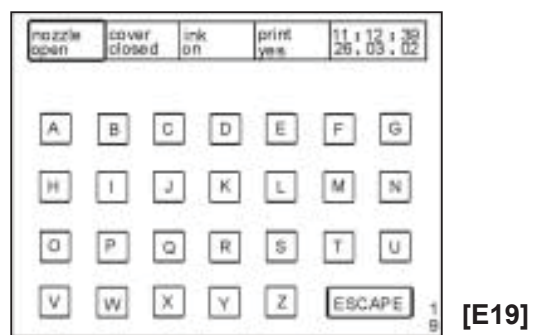
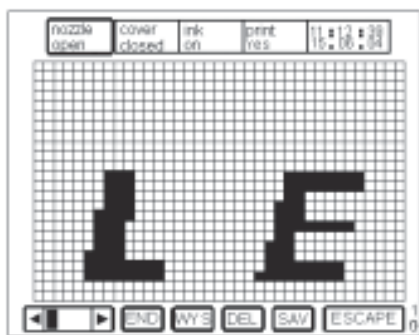
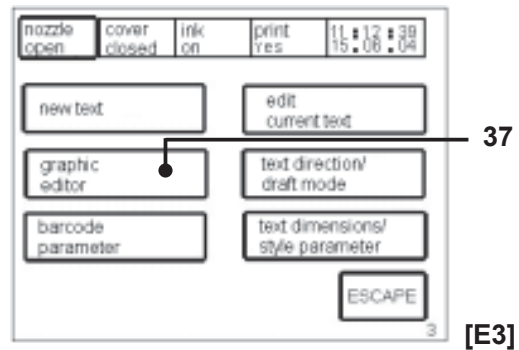


The max. height of graphics is 24 dots.

7.2.5 Graphics editor

Figure 53

With the field <graphic editor> (37) the graphics menu <E19> is superimposed. Graphics are deposited behind each letter [A-Z]. By means of pressing of a symbol the deposited graphic is displayed. The graphic displayed can now be deleted, altered or stored.



To alter graphics the grid on the corresponding screens is tapped on. As a result pixels are added or deleted.

7.2.6 Shift code input

With this function the printer can print automatically a predefined text depending on a predefined time period. This changing text can also be combined with a fix text that will not change depending on the time.

To input a shift code you have to proceed like following:

E.g.: „LJET“ should be written.

In the first shift at 6.00 am „LJET 001“.

In the second shift at 12.00 am „LJET 002“.

In the third shift at 8.00 pm „LJET 003“.

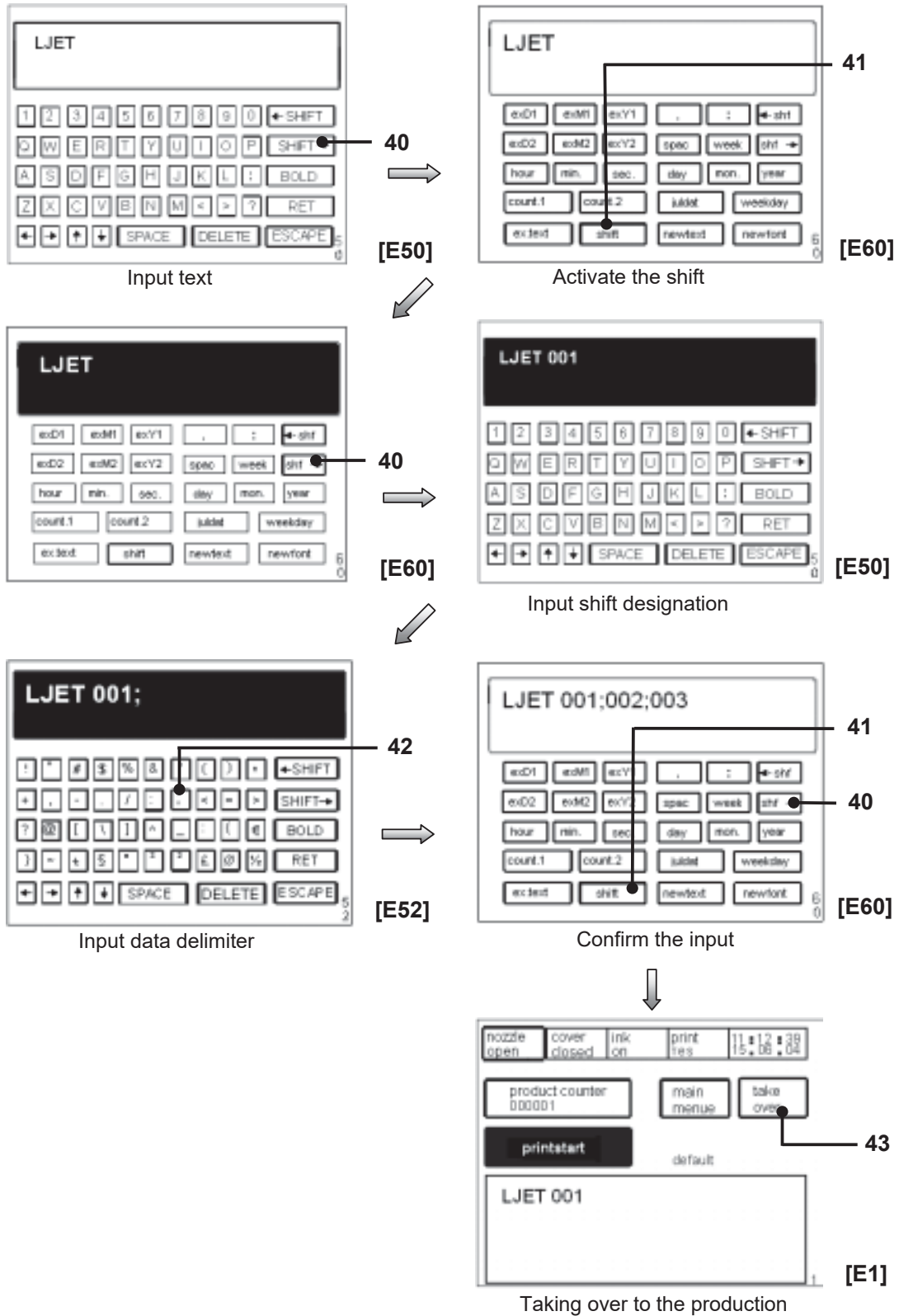
- Press the touch field **<new text>** in the menu level **<E3>**.
- The “type face menu (font menu)” **<E9>** is called up.
- After choosing the font the line menu **<E15>** either the keyboard field **<E50>** will be displayed if necessary.
- Enter the text “LJET”.
- By the touch field **<Shift>** (40) scroll as long as the menu level **<E60>** appears.
- Press the touch field **<Shift >** (41). The Leibinger-Jet 2 changes to the shift definition mode. To indicate that the shift definition mode is active, the display background will be colored black.
- Go back to the keyboard field **<E50>** with the **<Shift>**-button (40).
- Input 001 followed by; 002 ; 003 (so 001;002;003).
Pay attention! The „;“ causes the separation between the several shifts. You will find the „;“ – character (42) on the menu level **<E52>**.
- Go back to the menu level **<E60>** again with the **<Shift>**-button (40) and confirm the input by pressing the touch field **<Shift >** (41) again.
- By the **<Shift>**-button (40) you can leave the menu and you can finish the process in the next possible menu level by pressing the touch field **<ESCAPE>**.
- With the touch field **<take over >** (43) in the menu level **<E1>** the set ups will be taken over to the production.

Observation:

The touch field **<take over >** will be only displayed if the nozzle is open!

In the menu level **<E44>** you can input the shift times. Further informations can be found in the chapter **Expiry date** and **shift times!**

Figure 54



7.2.7 Barcode input

7.2.7.1 Barcode information



Note! The Leibinger-Jet 2 does not carry out any check digit calculations generally.

This has to be carried out external in advance!

Code 128c:

- is essentially shorter than code 128b
- only numeric characters are valid (no punctuation symbols, letters or spaces are valid (only numbers from 0-9 can be displayed))
- only an even amount of digits is valid

Code 128b:

- is longer than the C-variante
- can display complete ASCII-sentences
- can also display an odd amount of digits

2 of 5 interleaved (Code 25):

- only numerical code (only numbers from 0-9 can be displayed)
- only an even amount of digits is valid

Code 39:

- alphanumerical code
- (is available with or without Gothic character (clear figure) for the Leibinger-Jet 2.)

EAN 8:

- (only numbers from 0-9 can be displayed)
- has to be always 8-digits (7 performance characters and 1 check digit)
- (is available with or without clear figure for the Leibinger-Jet 2)

EAN 13:

- numeric code (only numbers from 0-9 can be displayed)
- has to be always 13-digits (12 performance characters and 1 check digit)
- (is available with or without clear figure for the Leibinger-Jet 2)

UPC A: (American equivalent to EAN13)

- numeric code (only numbers from 0-9 can be displayed)
- has to be always 12-digits (11 performance characters and 1 check digit)
- (is available with or without clear figure for the Leibinger-Jet 2)

UPC E: (American equivalent to EAN8)

- numeric code (only numbers from 0-9 can be displayed)
- has to be always 8-digits
(6 performance character, 1 check digit and 1 system character)
- (is available with or without clear figure for the Leibinger-Jet 2)

Datamatrix-Code (2D-Code):

- up to 50 numerical numbers can be displayed **or** up to 36 letters can be displayed (the combination of numbers and letters is allowed).
- The form has to be always set that it corresponds with a square.

7.2.7.2 Barcode selection

Figure 55

To make a choice of the Barcode you have to open the „barcode selection menu“ <E17>.

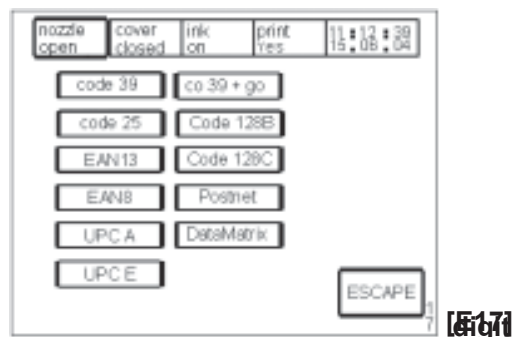
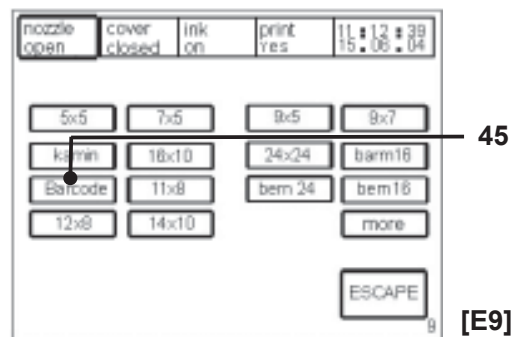
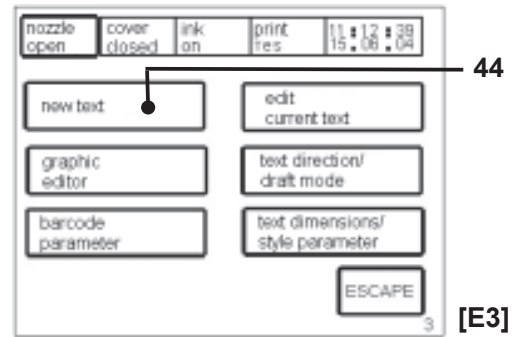
Manner of proceeding:

By pressing the touch field <new text> (44) the “font menu” <E9>.will be called up in the menu level <E3>.

The touch field <Barcode> (45) activates the „barcode selection menu“ <E17> in which you can choose the requested Barcode.

The further process corresponds with the procedure of the text input.

You will find further information in the chapter **Text entry**.



Note! The Leibinger-Jet 2 calculations generally.

This has to be carried out external in advance!

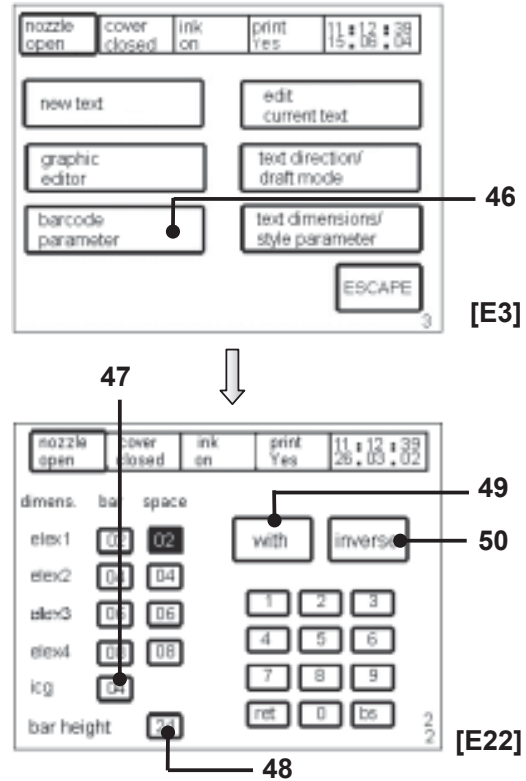
7.2.7.3 Barcode parameter

Figure 56

The touch field **<barcode parameter>** (46) opens the menu for defining the bars and gaps (between 01-12) with barcodes. EAN has 4 bar widths.

In the field **<icg>** (47) the desired gap between the elements is set and in the field **<bar hight>** (48) the desired height entered. The bar height can be selected as desired between 1 and 24.

The touch field **<with/without>** (49) activates the barcode display with or without clear figure under the Barcode.



Clear figure is only available for the following Barcodes:

EAN 13, EAN 8, UPC A, UPC E, C128 b, C128 c, C39 and 2 of 5 interleaved

The touch field **<normal/inverse>** (50) activates the normal or the inverse print-out of the Barcode. This enables e.g. the print-out of a Barcode with white ink on dark background.

Example: 2 of 5 interleaved

