Copernico
Manual

Index

1.INTRODUCTION

The main idea of this new software is providing to the user/operator the necessary tools to make graphic labels to be printed with thermal transfer printer and more.

1.1 WHAT'S NEW

This software is suitable for small size printing with an excellent print rendering and with tools like grid and rulers it will be easier to place a logo or an image being really punctual. The zoom bar allows to have the possibility to check the work in different visual scales to improve the page layout for small creation labels.

2. GRAPHICAL INTERFACE

Getting aquatinted with the graphical interface is the best way to know, improve and manage the tools on it.

The graphical interface is made by six parts:

1. Standard menu, with the executable controls directly from the keyboard

2. The toolbar, that surrounding the graphic area and allows the access to the rapid control with the mouse

3. The graphic area, that contains the work in progress

4. Fast setting area allows to choose the editor features

5. Zoom Area allows to enlarge and reduce the graphic area

6. The State Bar informs you about the name of the field selected
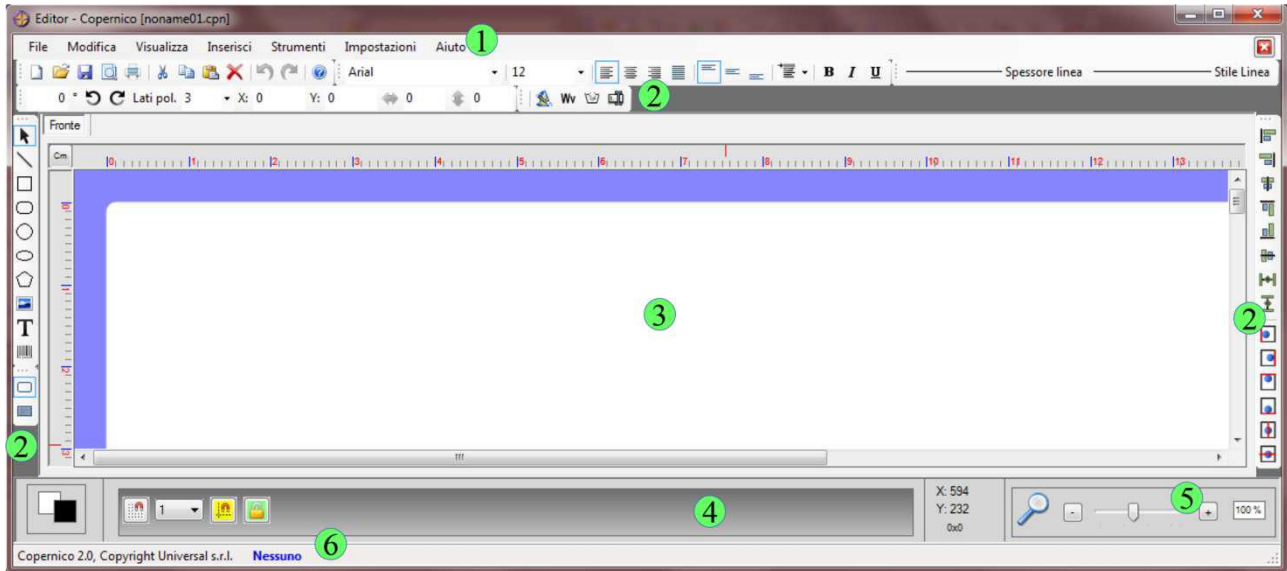

2.1 Toolbar

The toolbar contains the controls to adjust and modify your work according to your needs.

You can place the toolbar everywhere in your work screen.

2.1.1 Toolbar "transformation"

The tool bar Transformation allows to reduce or move the objects on a precise side of the editor interface.

The 2 round arrows spin the geometric graphic objects as lines, ellipse, rectangles squared or rounded, polygon, according to the degrees shows in the textbox.
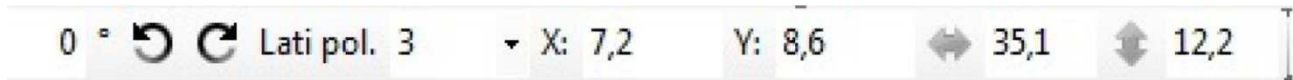
For example , looking at the following rectangular. If we need to spin it of 15° clock wise ,we need to type 15° in the degrees field and click on the round arrow in the clock wise way. Following the result:

Following the result:
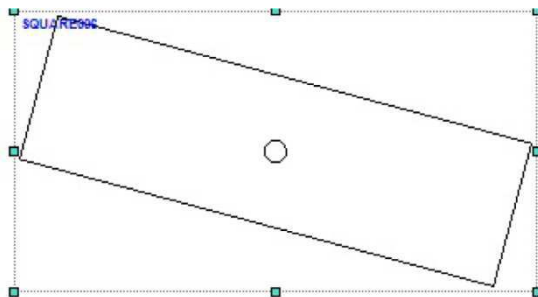
The tool "Lat Pol" means the number of sides you need to make a polygon. After that you can click on the tool to make regular polygons. ⌂
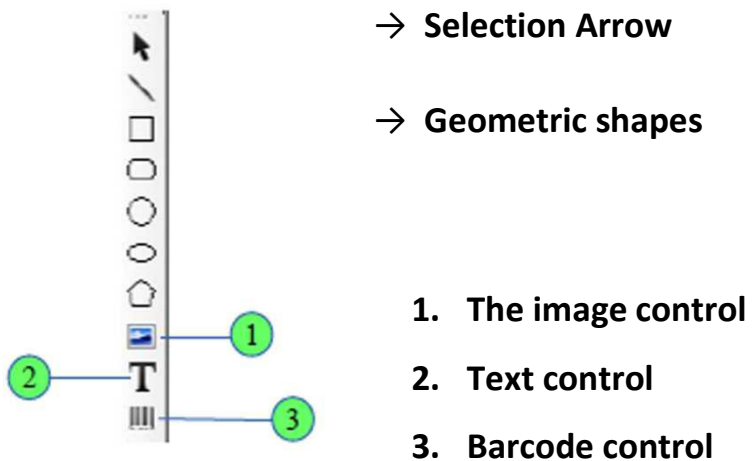
Other parameters:

- (X) placement from the left
- (Y) placement from the top
- (↔) Width
- (↕) Height

Just click on Enter to confirm the adjustment done.

2.1.2. The Toolbar "Draw"

It contains the controls to make all basic object to be inserted in the current project .

→ **Selection Arrow**

→ **Geometric shapes**

1. The image control
2. Text control
3. Barcode control

To make a geometric shapes in your graphic space 1 click on the selected shape required 2 make a single click on the graphic area and move the mouse to reproduce your shape. This will help you to decide the dimension of your creation.

To introduce the image click on the icon "IMAGE" . With this feature it will be possible to search the required image in your PC and import it into your graphic area. It could be a picture or a logo etc..
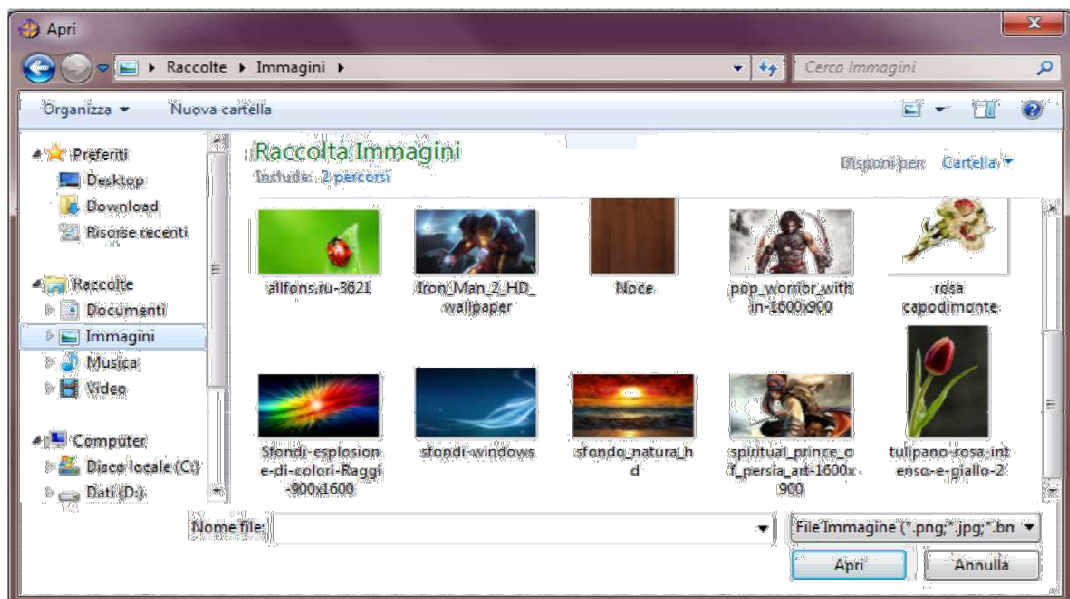
To insert the text field ,once you click on the icon "TEXT" it will be opened a new window where you can insert the text. Once made your text, click on "OK". You just need to click once in the graphic area and move the mouse a little bit to insert your text.

The field "PROMPT" in the text area allows to make dynamic texts that can be customized during the printing .It is like to make a changeable fields.
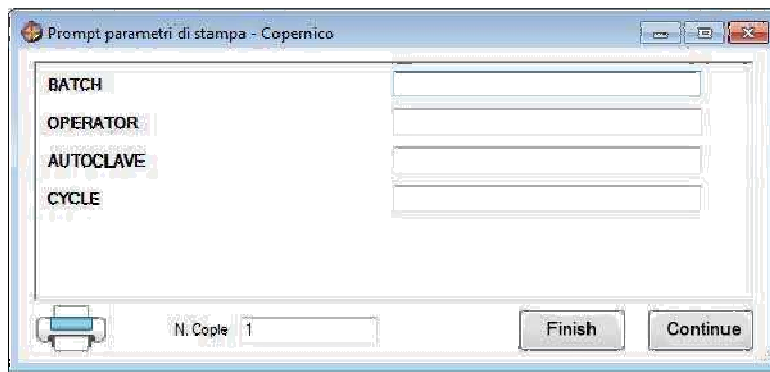
In that case it will be possible to make a label with FIX FIELDS (as for example Prod.Date, sterilization date, expiry date, cycle,etc...) and DYNAMIC FIELDS (the kind of the sterilization steam eo, plasma and others... the sterilizer number, the sterilization date and expiry)

More details are explicated in the chapter 4.

Click on the "BARCODE" icon to make a new barcode . you will be linked with another window where you can choose between lots of international kind of barcodes currently in the market .More details are explained in the Chapter 3.

2.1.3. The toolbar "layout"

The layout toolbar enables to determine the position of one or more objects in relation to the others or to the entire working area, very efficiently.
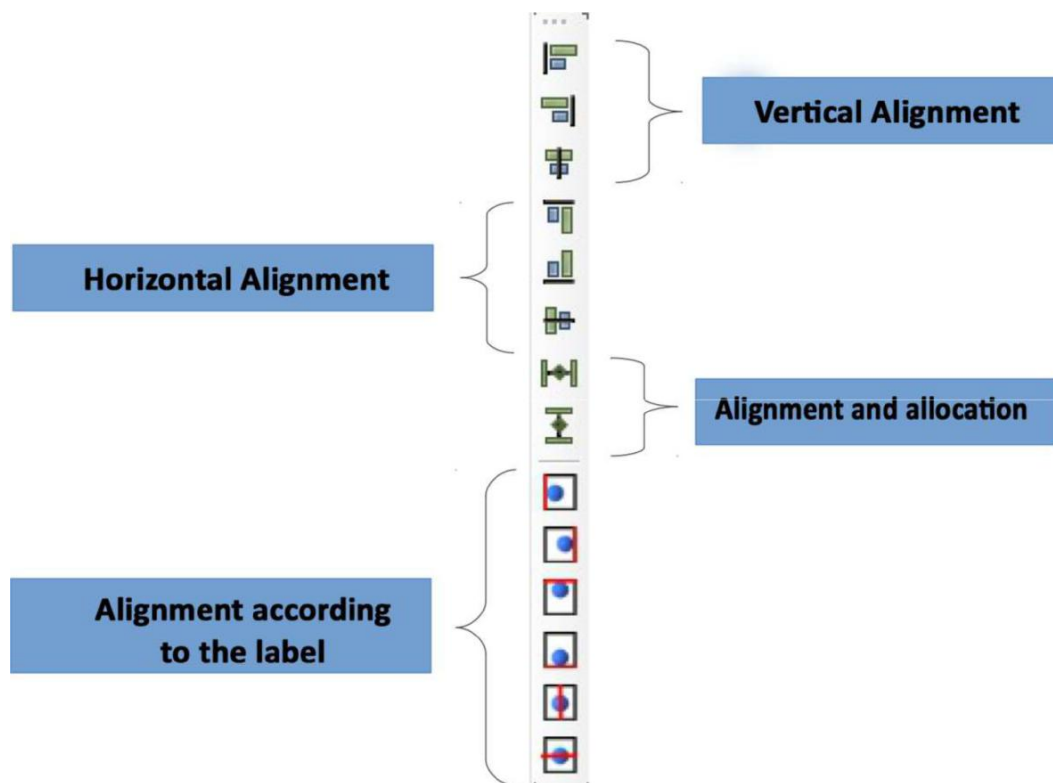
The first three buttons from above allow to align all the objects with each other vertically with the following principle: in the right and left alignment, only the objects more to the left and more to the right will be considered. In this way, careless for the objects position, it will be sufficient to position one element of the group to align in the definitive point and then to align the entire group according to its left or right side.

Left Allignment

Right Allignment
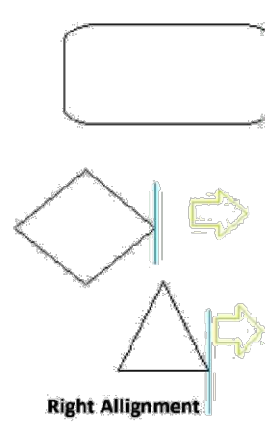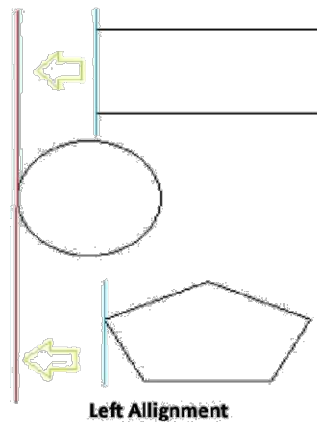
In the case of centralisation, it will be considered instead of the object axis which is positioned higher as a median for all the objects of the group, which will be in turn aligned according to their axis to the first object.

Central Allignment

Central Allignment
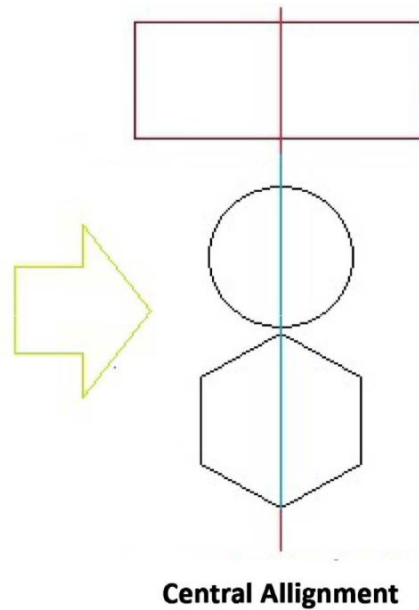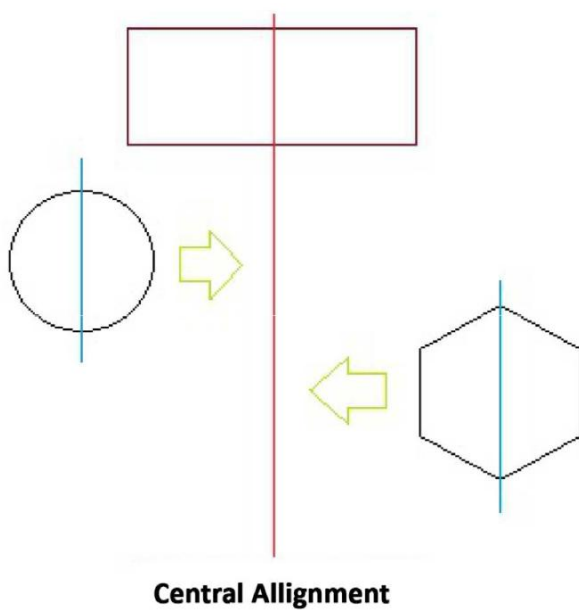
For the horizontal alignment of the objects, it is valid what it is said for the vertical alignment, with the obvious difference that in the alignments down and up it will be considered the upper and lower part of the objects which are further up or further down. As For the horizontal centralisation it will be considered the axis of the object which is more to the left.

The last two buttons of the first group, on the two Layout toolbar (Pic. 11), enable to align and to distribute at the same time the objects horizontally and vertically, keeping constant the gaps between them. The method utilized is better explained in the following picture:
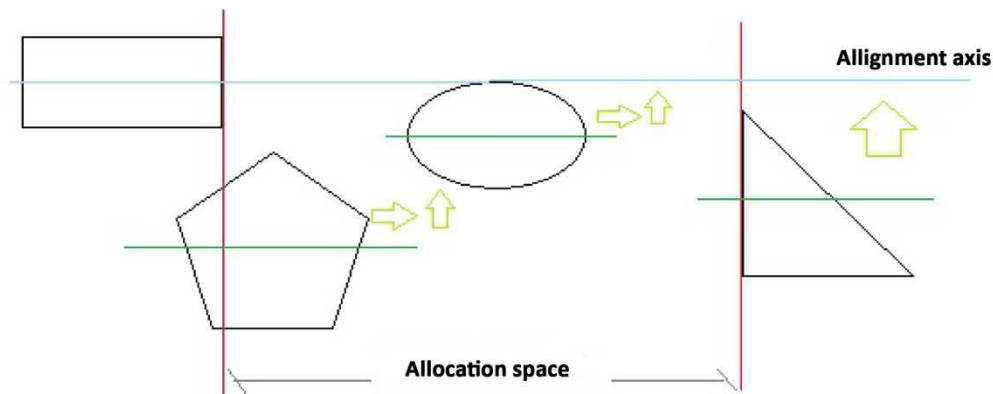

For the distribution it is considered the empty gap between the selected opposite objects which are further away from each other, taking into account their internal margins and subtracting from this the space occupied by all the other objects which are in the middle. The remaining space from this consideration is the divided over all

the other objects in the middle, putting them in an equidistant position from each other (Pic. 15).

Please note that the alignment principle follows instead what we said previously for the central alignment horizontally and vertically.

Of course, for the vertical distribution the same principle applies, but it is performed in a longitudinal way and the alignment is the same as the central and vertical one.
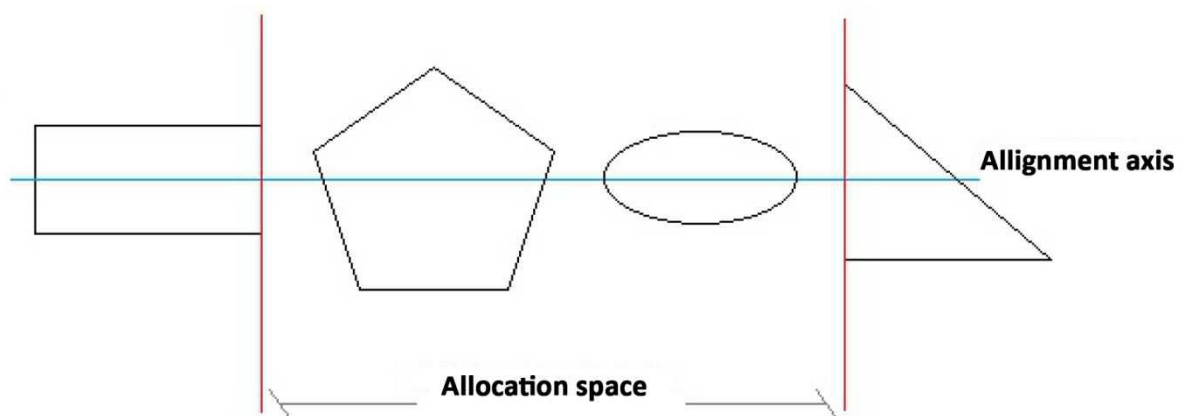
The second group of buttons of the Layout toolbar is for the alignment of the objects with the absolute reference of the label. The functional difference between these alignments and the previous ones consists of the fact that, when one selects a group of objects, these ones will behave as if they were a single object, that is to say the alignment will take as margins to align the ones of the outermost objects of the group as it is represented in the following picture (Pic. 16-1).

For the central horizontal and vertical alignments it is considered the axis of the group of the selected objects which, being considered a single object, are aligned to the label axis remaining always in the same relative position.

What it is told for the alignments is valid for all the kind of objects of Copernico, be they texts, pictures, symbols, diagrams or barcodes.

2.1.4. The "Standard" toolbar

The standard toolbar is, as usual, the set of the commands common to every production software, the use of which is graphed for a immediate comparison.

Control to make a new project

Open an existent file saved before

Save the work

Printing preview

Document printing

Delete an object from its original position and paste to another grapgic position

Control to copy an object in the memory

Paste an object cut before in the project

Control to delete the selected files

Control to delete the last operation run

Control to reintroduce the deleted operation

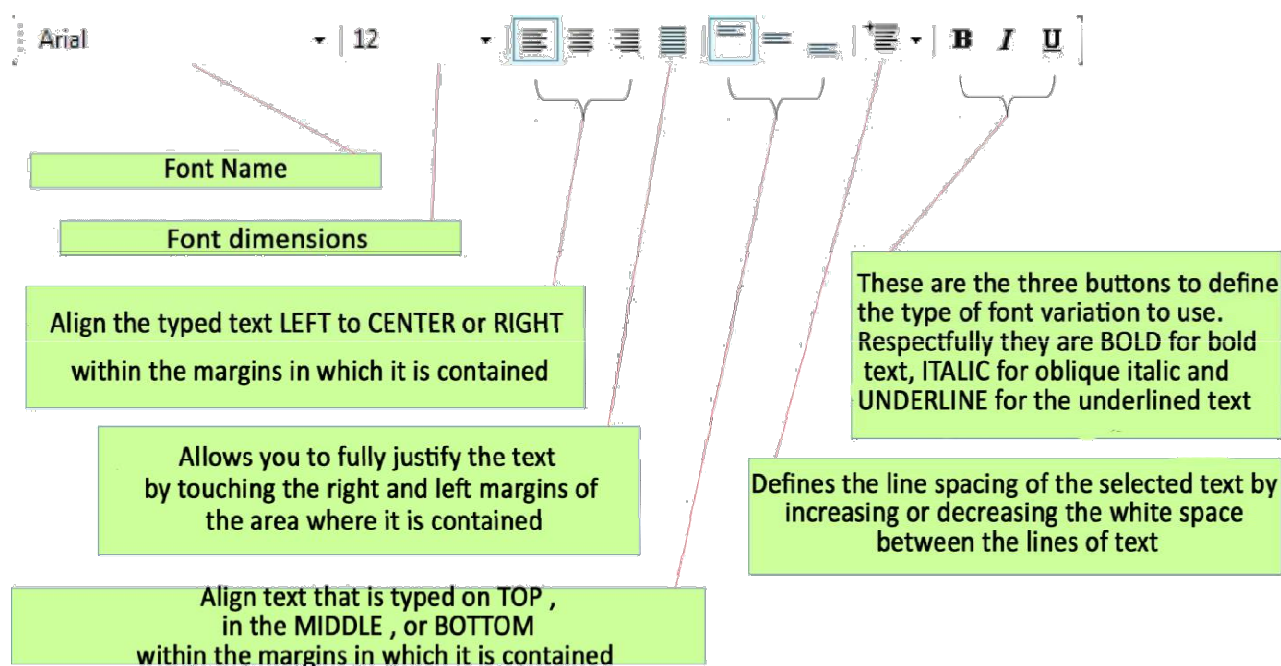Help control

2.1.5 The "fill" toolbar

The fill bar is a small bar with two generic polygons, one full and one blank .

This bar holds the choice for producing graphic objects with or without background. If you set a color for filling an object, it will remain invisible until it is specified on the fill command by clicking on the second pane of this bar. By default, the bar is positioned to create only objects, but you can change this choice by positioning the full object bar without selecting anything in the context of the project. In this way, each other product will be filled with the background color specified in the quick settings area.

2.1.6 The "text" toolbar

The word formatting bar is divided into two functional parts: the first one to choose the type of font and its size; the second to choose the type of formatting that must be applied to the text and its positioning in the context.

Font Name

Font dimensions

Align the typed text LEFT to CENTER or RIGHT within the margins in which it is contained

Allows you to fully justify the text by touching the right and left margins of the area where it is contained

Align text that is typed on TOP, in the MIDDLE, or BOTTOM within the margins in which it is contained

These are the three buttons to define the type of font variation to use. Respectfully they are BOLD for bold text, ITALIC for oblique italic and UNDERLINE for the underlined text

Defines the line spacing of the selected text by increasing or decreasing the white space between the lines of text

As with other preset commands, even with the text bar you can determine the type and size of the font that will be used to represent all the texts created in the project. The text size is measured in pixels and not with the standard convention of the software.

This is one of the modifications applied to the new Copernico, which guarantees the perfect matching of the graphics during its construction with what will then be the production on the physically printed media.

2.2. Quick settings area

In the Quick Settings area commands are visible to speed up the project editing phases.

Color and font choices in a project can be changed several times according to the

needs of the final project.

To this end, you must know that Copernico, if no object is selected, sets the chosen colors and fonts with their specific formatting as basic elements throughout the session.

For example, if we always need to use blue color for the contours of objects and we want this to be maintained until Copernico closes, just select it when there is no object covered by grip squares. If you select it immediately after an object, the colors that will be taken from the color squares will be those of the selected object. Deselecting all the objects again, the color squares will be set to the first "blank" selection with the outline color in blue. In this way Copernico guarantees the speed of creation of new objects formatted according to initial presets.

2.2.1. Primary and background colors

Clicking on the black foreground square (Fig.21-1) will display the Primary Color Selection Mask (Fig.22). Selecting a color in this form will be the same on the first square selected at the beginning and will be used for the contours of the objects and the color of the texts

2.2.2. The zoom bar

The normal use of the bar is to determine the visual scale factor of the project being machined and this can be done in three different ways. The first is to move the notch by clicking the left mouse button and dragging it along the zoom bar; the second mode is by pressing the (+ and -) buttons near the bar to zoom in on the zoom factor; the third is to specifically determine the value of the scale to be used by manually writing it into the zoom percentage area.

2.2.3. The rulers

Rulers are the objects that surround the project and indicate, depending on the chosen scale, the current position of the cursor along the project.
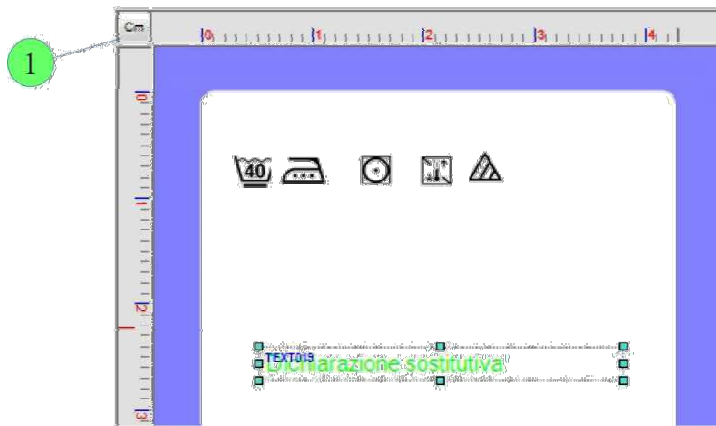
The basic use is to instantly trace the position of objects while dragging, but also to remind the user of the actual size of what is being processed. At their intersection, the two rulers contain a button indicating the tracing scale (fig.23-1). By pressing the button, you can change the visual measurement factor in real time and thus frame the project even with measurements other than preset values during the ideal definition.

3. BEGIN USING COPERNICO

In this chapter We will see how to start a new project in Copernico and how to add the objects to the first maintenance label production.

3.1 Making a new Project ⊠

To start working with Copernico, it is recommended to establish the kind of work we want to take up.

The first startup of this software will be the initial drop-down menu with the "files" and "help"entries.

The first menu entry that is "file" , uploads an existing project and it realizes a new one; the second entry " help" releases all the information about the software and It also makes the license registration.

In order to realize a new document, open the "File" menu and click on the new menu entry after that the window for the Project setting will appear.

In the new project window you can select a predefined layout with the most common paper sizes.

The support size (where the project will be printed) and the scale used for editing (millimeters or tenths of inch) will be determined manually.

The document dimensions include left and right side margins , leaving a standard spacing of 3mm between two pages.
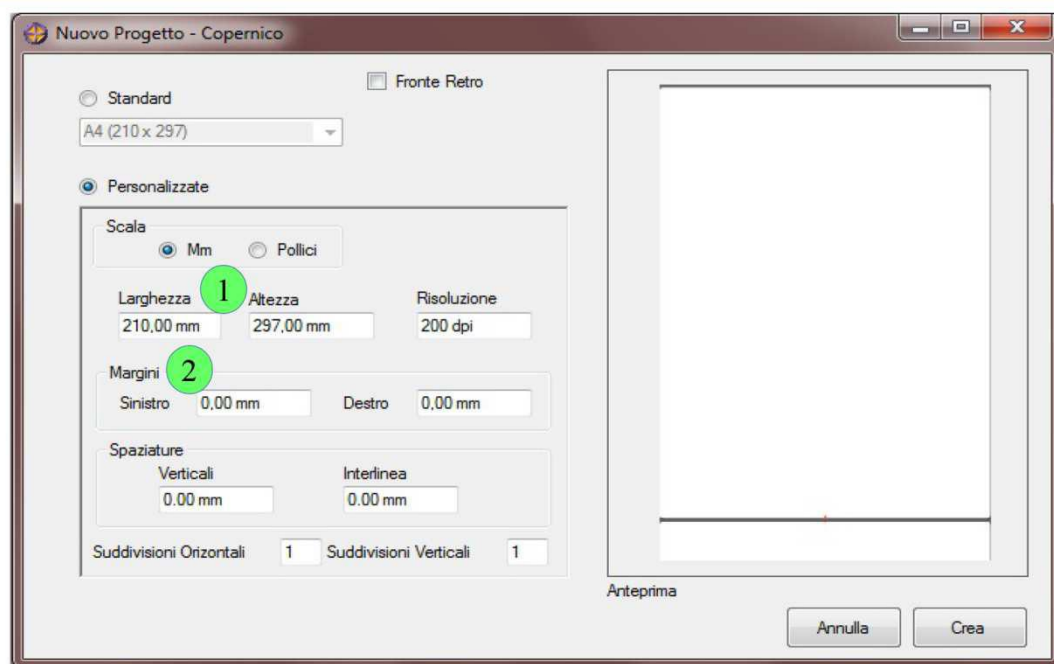
The resolution must to be set by considering the quality of the printer where the label will be realized .It is recommended to use an equal resolution according the maximum parameter allowed by the printer.

By the preview area, at the right of the window, you can visualize in real time how the final labels will be placed on the print support. Therefore you can rightly establish the single areas that will be printed.
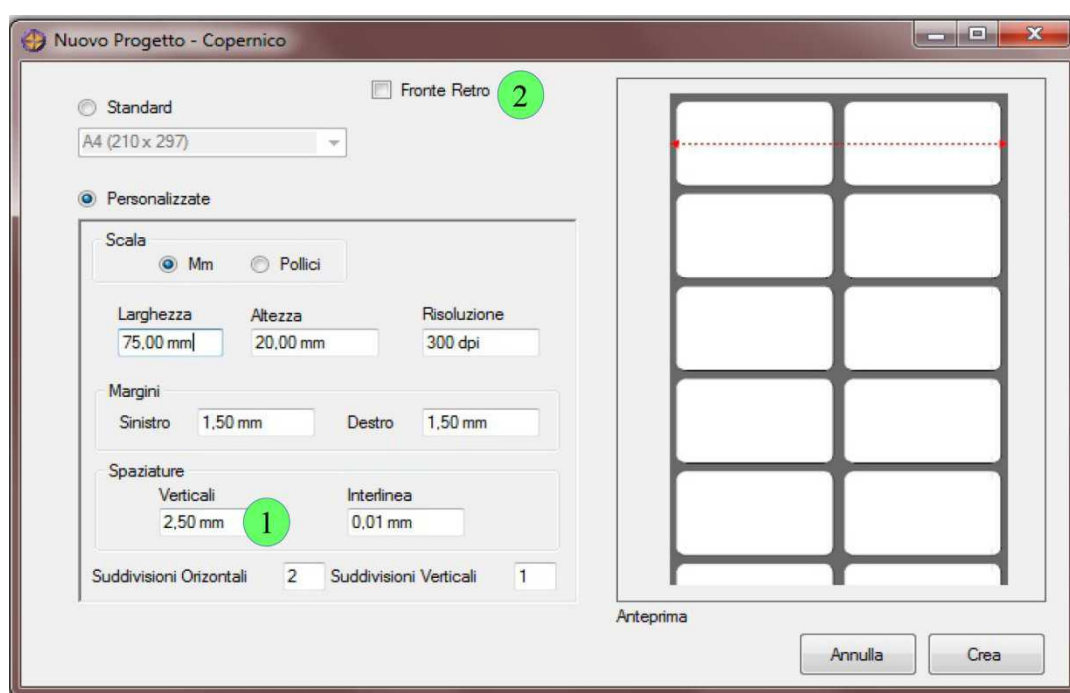

Once determined the label parameters, the corresponding graphic will be generated in the editor of a single label form

In this way the user will be able to work in one editing without worrying about the final objects layout.
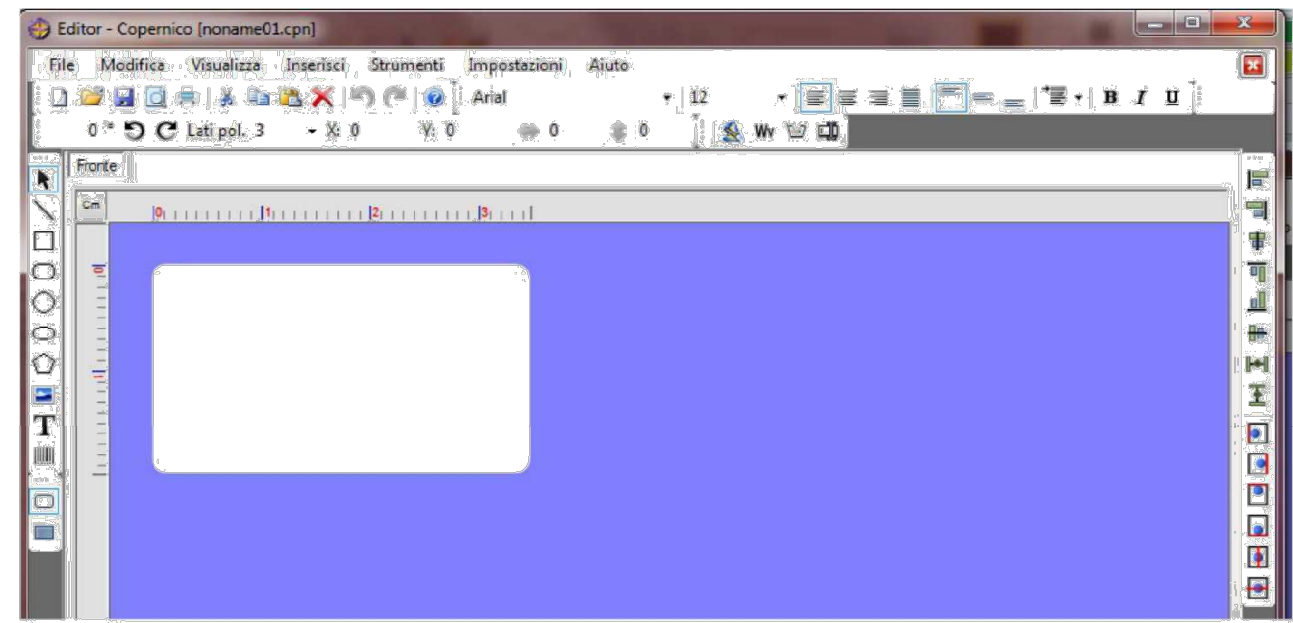
To start a "double face" project, , just type "Retro Face" in the "New Project" window. Remember not to create multiple slides (horizontal and vertical subdivisions different than 1) as they are not supported during the printing stage.
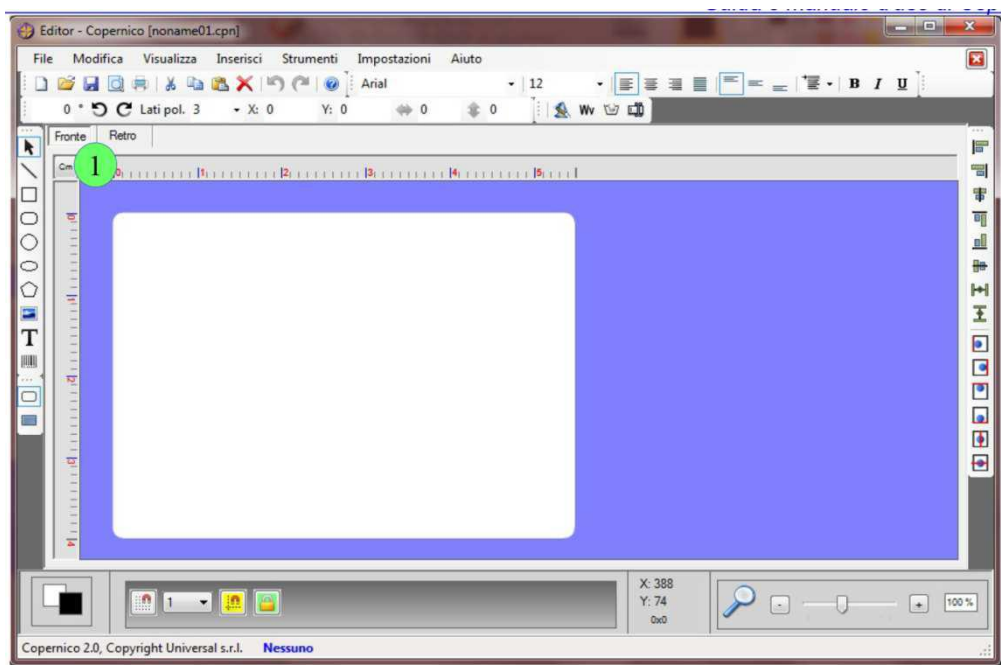
3.2.   Images and Barcode

It is possible to add to your project other graphical elements like images, logos or making different kind of barcodes. Following the details about how to insert these elements in your work.

3.2.1. Add images

We saw before how to insert in your project an image and now we can focus on rotate and add the frames to the image. Click on the right control of the mouse on your added image and a new menu will be opened.
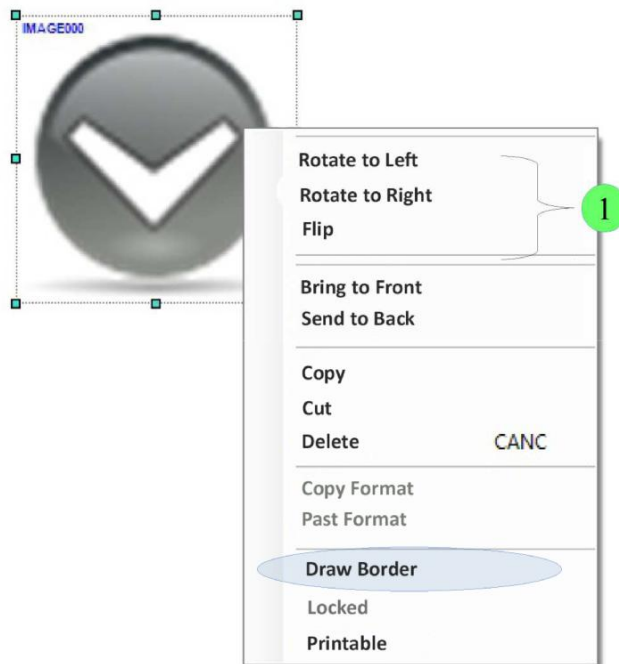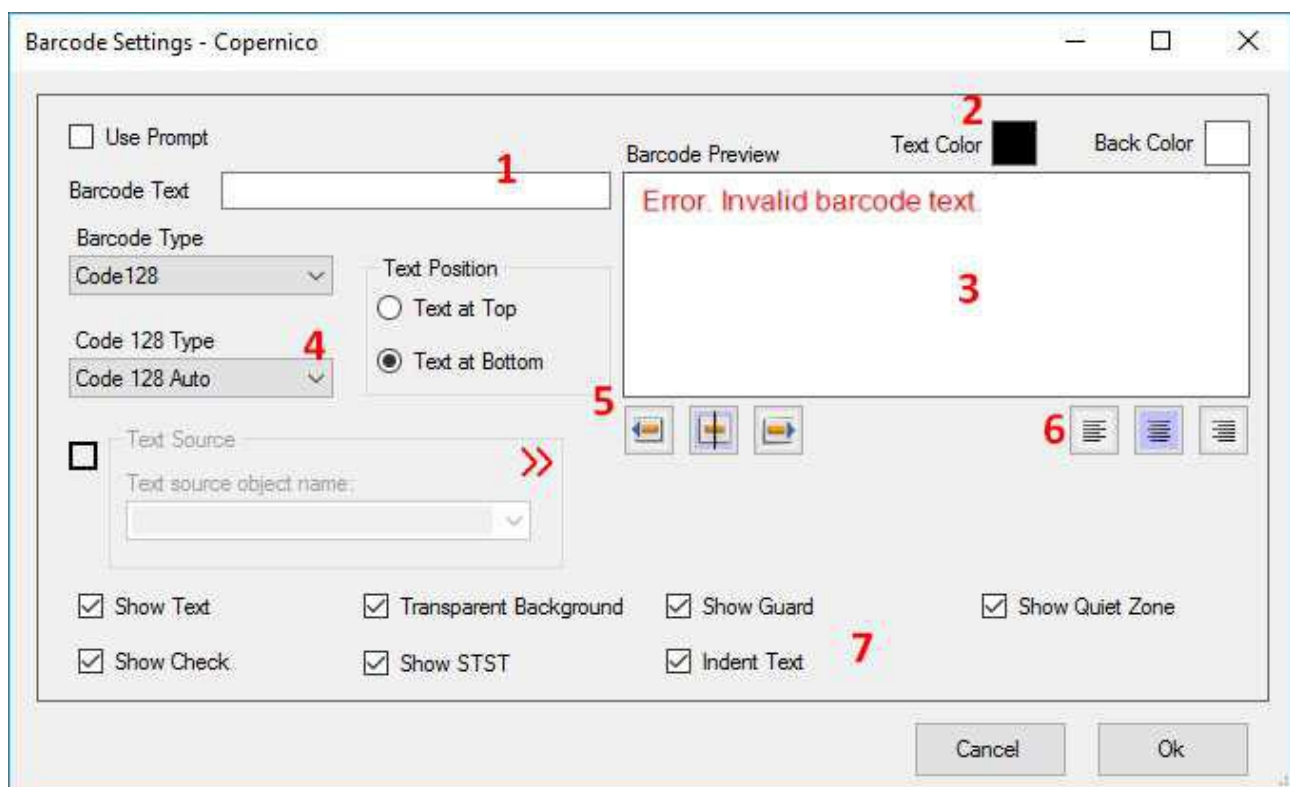

The first controls let you rotate the image of 360° in steps of 90 °. The control "draw border" could be helpful to underline the margins. You can modify the colour and the thickness of the margin.
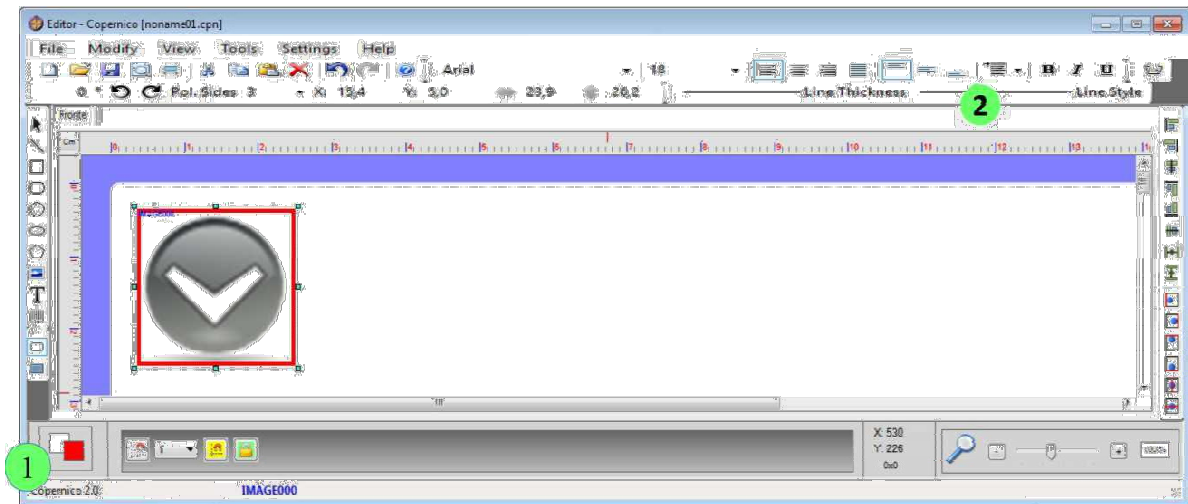
3.2.2. Insert the Barcode

After clicking on barcode icon a new window will be displayed to make a new barcode.

Following the details about how to make a new barcode.

Step 1:

The white text area is used to enter the barcode code or the alphanumeric sequence that must be represented with the classic mono-dimensional scanner lines.

Step 2:

The two colour palettes are used to choose the colour to display the text (if set for viewing) and background colour to draw across the entire area of the barcode (displayed only if the word "transparent background" is not checked).

Step 3:

This is an area where the barcode graphic preview is represented as a new one object of the document. Useful to get the immediate idea of the final version of the barcode. Step 4:

The two combo boxes are used respectively to choose the type of coding that represents the text sequence chosen in step 1 and, in the case of Code128, it is able to specify the variants for graphic representation.

Step 5:

You can align the barcode in your box by indicating if it should be moved to left, centered or aligned to the right, keeping the alignment of the text constant specified in the next point.

Step 6:

The alignment of the text considers only the text space not the entire barcode space. Check the picture to have an idea about how the text is dependent on the graphic position of the lines.

Step 7:

Below is showed a briefly introduction about other parameters for making a barcode:

1. View Text: Displays or hides barcode texts; the bars go to occupy the entire available area, including the one dedicated to text.

2. Transparent Background: Determines whether the background must be transparent, so that the

underlying objects can be showed through the rows, or they must be filled of colour.

3. Show Limit Bars: In case of EAN8 and EAN13 codings, the texts are delimited by an extension of the initial and final bars and the text is fully justified or centered between the limit bars

4.Check: In case of coding Code39, Code 128, Code93, EAN8 ,EAN13, is showed the check in the code text. The check is automatically calculated and it cannot be overwritten .

5. View STST: In case of Code39 coding, you can specify if you want to insert the symbols at the beginning or at the ending code or if you want to hide them.

6. Full text indentation: In case of EAN8 or EAN13 coding it is possible to indicate whether the texts, when the limit bars are present, must be be centered or fully justified between the bars.

EAN13 without side margins   EAN13 with side margins

3.3 Manage the Copernico Projects

Once the project is completed, you can save it using the icon "SAVE" 💾 from the standard toolbar or from the menu File Save. If it is the first time you save this project it will be asked to define the name for your project and the destination folder.

The extension of Copernico files is .CPN. To load the already made project click on "load" control.

4.HOW TO PRINT USING PROMPT AREA FOR DYNAMIC PARAMETERS

Copernico 2.0 gives you the possibility to arrange labels containing dynamic text area. It means that you will decide which will be the content of this dynamic text area once you have to print the label.

This kind of application allows you to maintain fixed the label layout and working only on the dynamic texts during the printing.

4.1. How to make a prompt field

To make a dynamic text area just click on the control T in the draw bar and tick to insert the text .
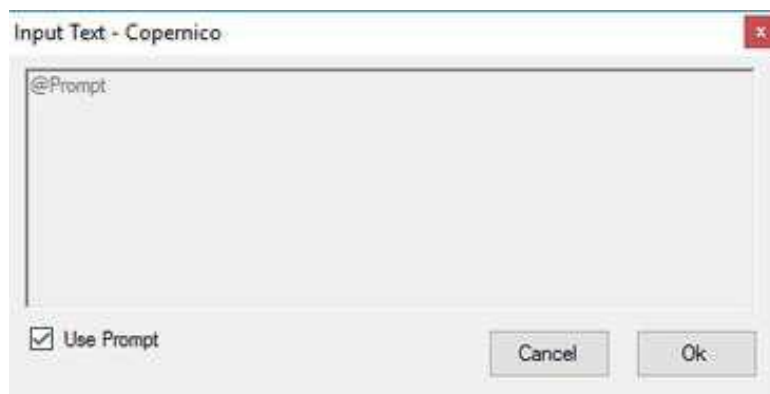

Once you make the prompt text area it will be created on your display a new text area called "@Prompt" . In your working area it will be configured in a generic way; this parameter will be defined during the printing phase where it will be asked to define the word you want to be printed in the label . after the printing ,in place of the @prompt field you can see the dynamic text chosen . It is also possible to make a prompt field for BARCODE.

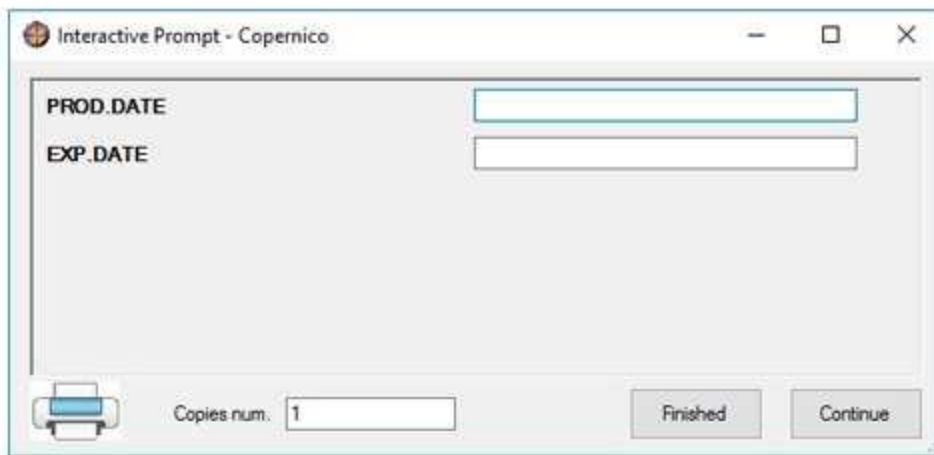Check the following picture to see how to make a barcode prompt.
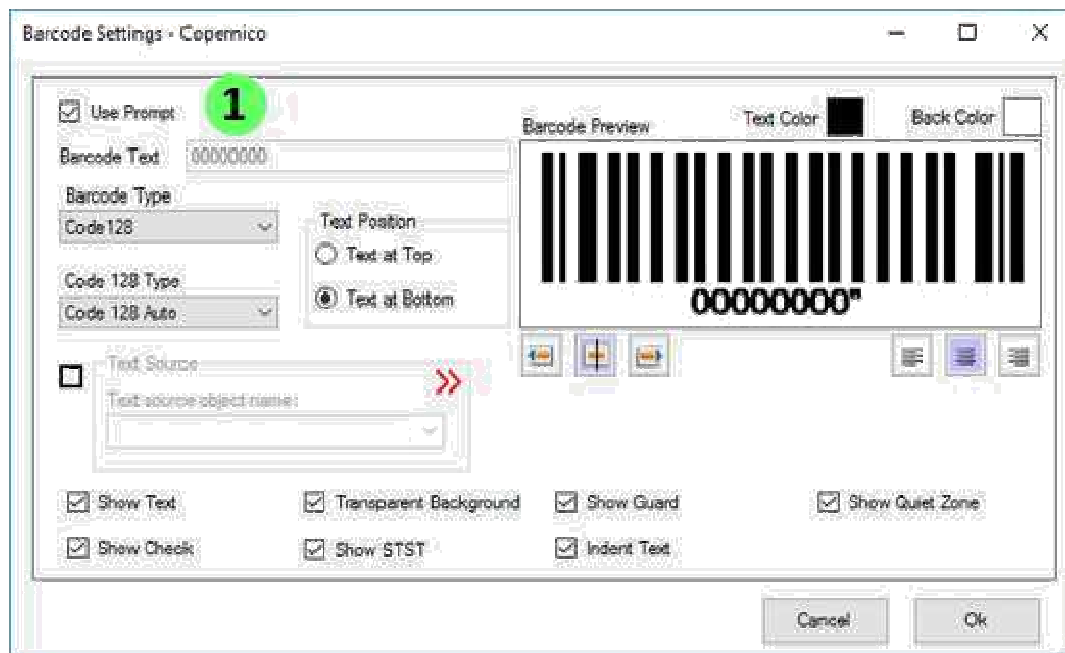
As a prompt the barcode will be showed without code, but only with a series of 0 (000000), like showed in the picture.

Once drawing the barcode on the working area click on it with the right control of your mouse and click on "Prompt Settings". A new window will be opened and you can decide giving a name to the parameter to identify the prompt .
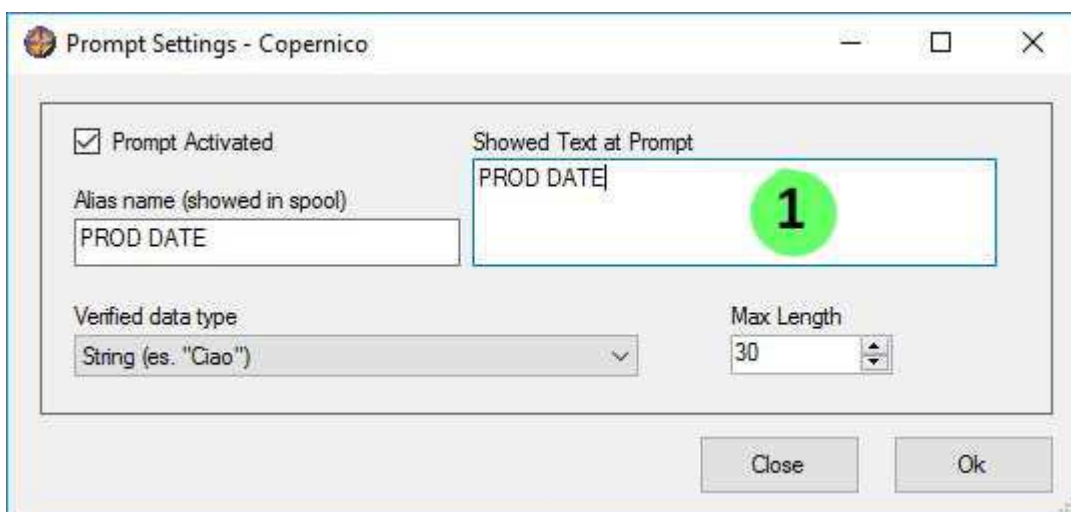
Following the picture to explain better how will be the window you will see during the printing.
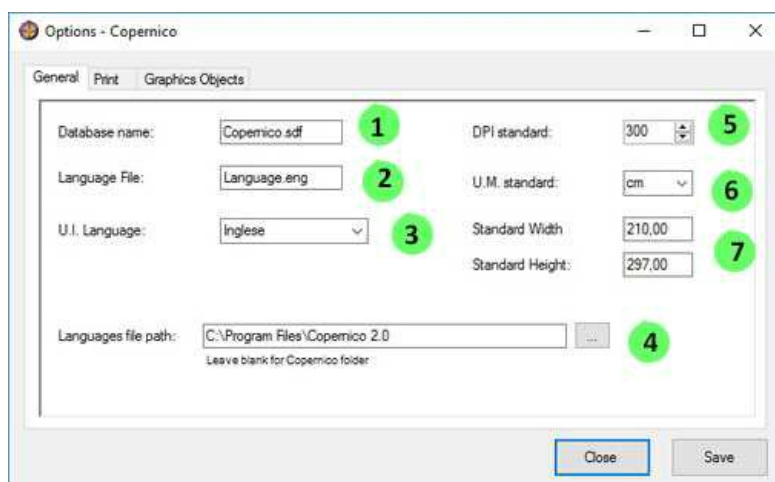

As showed in the previous picture on the left will be showed the identification name on the dynamic text and on the right side you have to fill the gap with the dynamic text.In the bottom of the window you can fill the gap of how many copies you want to print.

5.SOFTWARE OPTIONS

Check the following picture:

Following explanation of the different general fields:

1. **You can choose the name of the database**

2. **For choosing the language**

3. **For choosing the language of your interface**

4. **DPI of your project**

5. **U.m. standard for your projects**

6. **Width of the label**

7. **Height of the label**

In the following picture you can check how modify the printing setting .you can choose the best option according to your need.
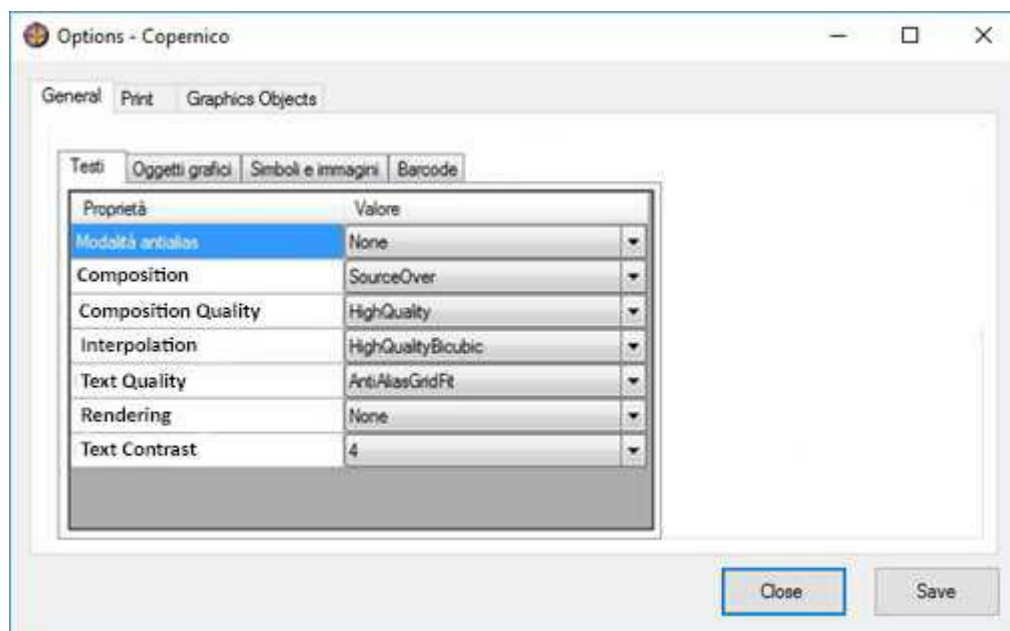
In the following picture you can notice how to set the text features making them standard for each project if you need.

1. **It will be possible to choose a defined dimension for the text area**

2. **You can habilitate a predefined font**