



U B I F i n g e r p r i n t



Getting Started

A Quick Guide to UBI Fingerprint

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GETTING STARTED – A Quick Guide to UBI Fingerprint

The object of this “Quick Guide” is to help you produce a label within minutes from unpacking your *UBI EasyCoder* printer and to give you an idea of how the *UBI Fingerprint* programming language makes label design an easy task. For further information, please refer to the *UBI Fingerprint* manuals.

Connecting Printer and Host:

In this example we assume that you use an ASCII terminal or a PC with a terminal program, e.g. *Terminal* in *Microsoft® Windows™* 3.1, and an RS 232C interface between the printer and the host.

The printer contains a powerful microprocessor which is controlled by means of the *UBI Fingerprint* programming language. The connected PC is only used as a non-intelligent terminal for sending instructions to the printer and to display the responses from the printer on a screen.

UBI provides communication cables for connecting the printer to most PC:s and to *Apple® Macintosh®* computers. Also refer to the *Technical Description* for wiring diagrams.

Setup:

By default, the printer is set up for the following communication protocol:

<i>Baud rate</i>	9600
<i>Parity</i>	none
<i>Character length</i>	7
<i>Stop bits</i>	2
<i>Flowcontrol (recom.)</i>	XON/XOFF
<i>New line</i>	CR/LF

If you want to change any of these values, please refer to the *Technical Description*.

Set up the terminal or host computer for the same communication protocol as the printer.

Paper Supply:

Check that the printer is loaded with labels with a width of at least 52.8 mm (2.08") and a length of at least 70 mm (2.75").

Startup and Communications Check:

Turn on the printer. Provided the printer is fitted with the *UBI Shell* startup program, the display will show a countdown menu, e.g.:

```
ENTER=UBI SHELL
5 sec.
```

```
4 sec.
```

```
3 sec.
```

```
2 sec.
```

```
1 sec.
```

Do not take any action. By default, the display window will show the following message when the countdown is completed, e.g.:

```
UBI Fingerprint
5.1
```

Check that the printer and your terminal/PC have a working communication by typing the following instruction on the host:

BEEP ↵ (↵ = carriage return)

The printer should respond by returning Ok to the screen of the host and at the same time emit a short beep. If not, check the communication setup of the printer and the host.

The next two steps are included to demonstrate the printer's ability both to feed out the paper and to pull it back. Type:

FORMFEED 300 ↵

The printer will feed out a short piece of the label. Then order the printer to pull back the label to its original position by typing:

FORMFEED -300 ↵

After loading a new supply of labels, the printer should be allowed to adjust itself. Type:

TESTFEED:TESTFEED ↵

The printer will feed out two labels while adjusting its sensors and paper feed mechanism. Now you are ready to start programming your first label.

Continued!

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Programming Example:

The label we will design will contain a box, an image, a bar code, and a line of text.

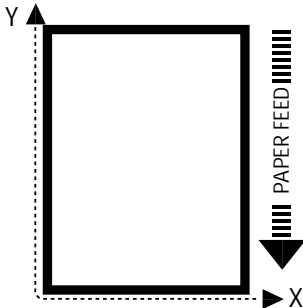
Printing a Box:

Let us start by printing a box 400 dots high and 300 dots wide with a 10 dot line thickness. The box is inserted at position X=10, Y=10:

NEW

```
10  PRPOS 10, 10 ↵
20  PRBOX 400,300,10 ↵
200 PRINTFEED ↵
300  END  ↵
RUN  ↵
```

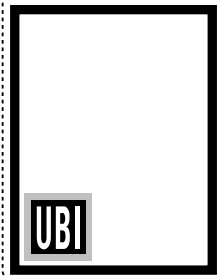
Note: The printer does not execute the program until you have typed RUN ↵.



Printing an Image:

Now we add the image "UBI.1" after changing the print coordinates to X=25,Y=25.

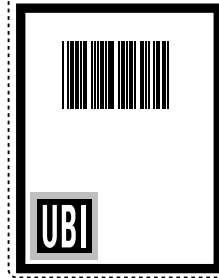
```
30  PRPOS 25,25 ↵
40  PRIMAGE "UBI.1" ↵
RUN  ↵
```



Printing a Bar Code:

To print a bar code you need to choose a bar code type before you print the bar code. Note there is no blank space in the bartype name.

```
50  PRPOS 75,250 ↵
60  BARTYPE "CODE39" ↵
70  PRBAR "UBI" ↵
RUN  ↵
```



Printing Human Readables:

To get human readable text printed under the bar code, add these lines:

```
1  BARFONT ON ↵
2  BARFONT "SW030RSN.1" ↵
RUN  ↵
```



Continued!

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Printing a Line of Text:

Add text at position X=25,Y=200:

```
80  PRPOS 25,200 ↵
90  FONT "SW030RSN.1" ↵
100 PRTXT "My FIRST Label!" ↵
RUN ↵
```

Note that you have to choose a font before printing any text.



Listing the Program:

To view the whole program, type:

```
LIST ↵
```

The program lines will be listed in ascending order on your terminal's screen:

```
1  BARFONT ON
2  BARFONT "SW030RSN.1"
10 PRPOS 10,10
20 PRBOX 400,300,10
30 PRPOS 25,25
40 PRIMAGE "UBI.1"
50 PRPOS 75,250
60 BARTYPE "CODE39"
70 PRBAR "UBI"
80 PRPOS 25,200
90 FONT "SW030RSN.1"
100 PRTXT "My FIRST label!"
200 PRINTFEED
300 END
```

ok

Changing a Program Line:

If you want to change a program line, simply rewrite the line using the same line number. For example, move the text to the right by rewriting line no. 80 with new coordinates:

```
80  PRPOS 75,200 ↵
RUN ↵
```



Saving the Program:

If you want to save your first attempt, issue the following command.

```
SAVE "LABEL1" ↵
```

Your program will be saved in the printer's memory under the name:
LABEL1.PRG

Loading the Program:

If you want to use this label later, e.g. after having created more programs, type:

```
LOAD "LABEL1.PRG" ↵
RUN ↵
```

A new copy of the label will be printed.

Note: This example was designed to be run on any present UBI Fingerprint-compatible Easy-Coder printer. Hence the small size of the printouts when using high density printers with wide labels.

For more information on the subject of programming, please refer to the documentation of the UBI Fingerprint programming language.