

Kiwi Matrix HD Ink Jet System

Kiwi Matrix MessageGen Application



Table of Contents

| | |
|------------------------------------|----|
| A - Introduction | 3 |
| B - Kiwi MessageGen Menu Bar | 4 |
| B1 - File | 5 |
| B2 - Edit | 5 |
| B3 - Configuration | 6 |
| B4 - Shift Codes | 8 |
| B5 - Ruler | 9 |
| C - Message Objects | 10 |
| C1 - Image | 10 |
| C2 - Text | 10 |
| C3 - 2D Barcode | 11 |
| C4 - Barcode | 11 |
| C5 - Counter | 12 |
| C6 - Calendar | 12 |
| C7 - Shift Codes | 12 |
| D - Quick-Start Message Generation | 13 |

A. Introduction

The *Kiwi Matrix MessageGen Application* is used to create and edit messages to be printed on the *Kiwi Matrix HD Ink Jet System*. The *MessageGen Application* is programmed onto the MicroSD card provided with the *Kiwi Matrix HD Ink Jet System* under "Run Matrix HD". Messages stored on the card may be moved between a PC and Ink Jet System for editing and printing.

The MessageGen Application allows the user to modify messages and print settings that may also be modified on the Ink Jet System.

B. Kiwi MessageGen Menu Bar

To open the Kiwi MessageGen Application, insert the SD card into a PC. If prompted to "format disk," click "No." Proceed to open the SD Card titled "Kiwi Coders" and double-click on "Run Matrix HD" to open the application.

Menu/Info Bar consists of the menu items located at the top of the application screen. They include:

File

Edit

Configuration

Shift Codes

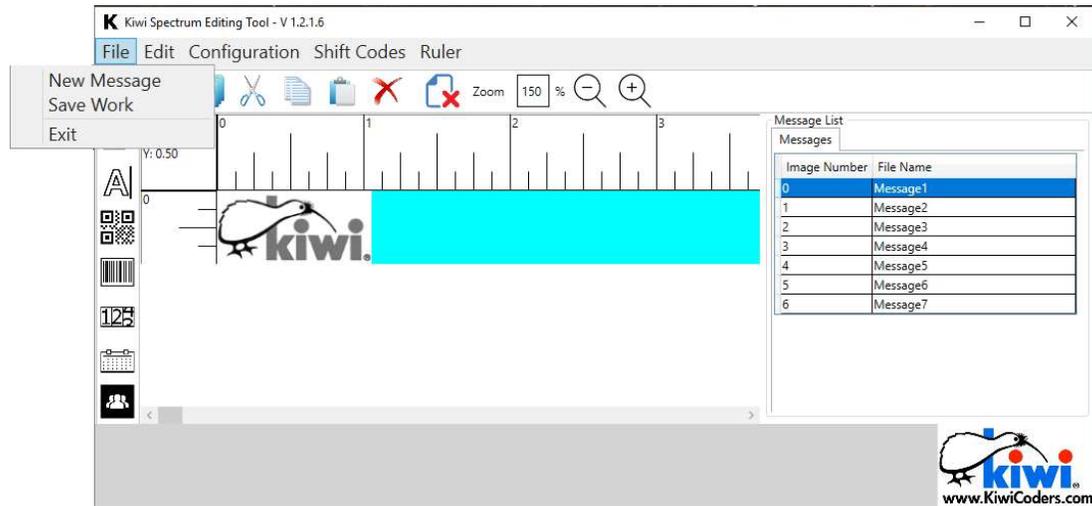
Ruler

Refer to the following pages for details on each of the Menu functions.

B.1 File

The "File" tab allows the user to:

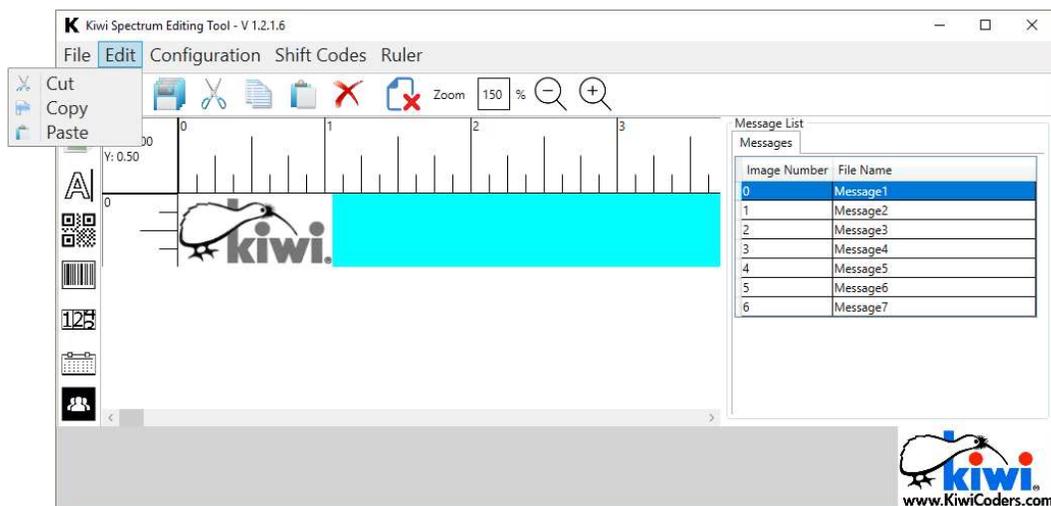
- 1) Create new messages
- 2) Save all messages
- 3) Close the Kiwi MessageGen application



B.2 Edit

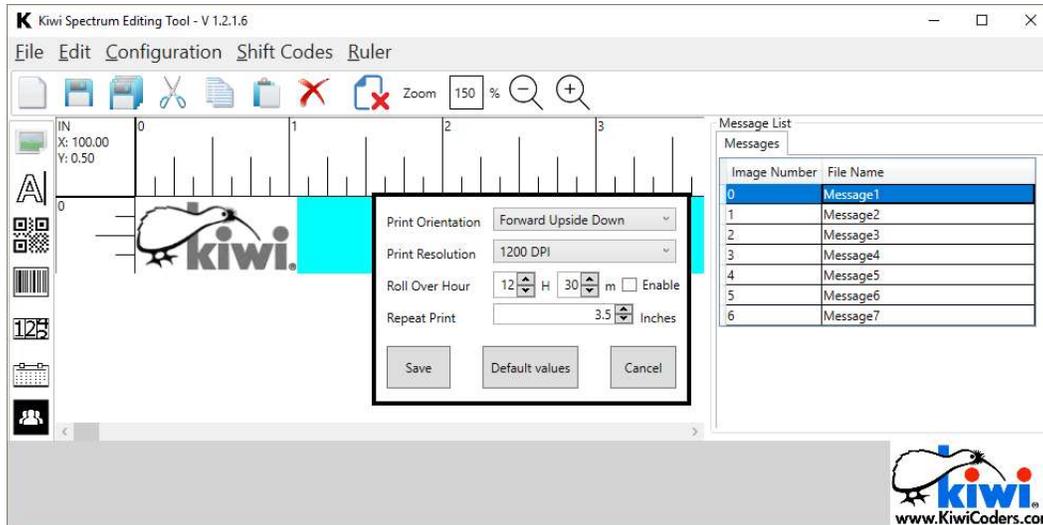
The "Edit" tab allows for basic object manipulation such as:

- 1) Cut
- 2) Copy
- 3) Paste



B.3 Configuration

The "Configuration" tab brings up a window that allows the user to



Direction/Orientation allows the user to change the direction and orientation of the image being printed. Please refer to the following table for the proper setting.

| Paper Direction | Left-to-Right → | Right-to-Left ← |
|---------------------|--------------------|--------------------|
| Forward | R | |
| Forward Upside-down | R | |
| Reverse | | R |
| Reverse Upside-down | | R |

| Print Mode | Resolution | Max speed (inches/sec) | Max speed (feet/min) |
|------------|------------|------------------------|----------------------|
| Draft | 300 dpi | 36 inches/sec | 180 ft/min |
| Better | 600 dpi | 18 inches/sec | 90 ft/min |
| Best | 1200 dpi | 9 inches/sec | 45 ft/min |

Print Resolution allows the user to define the resolution for messages to be printed at.

Rollover Hour is a message object that dictates what time the any calendar object in printed messages roll into the current date. Rollover Hours may be enable or disabled by using the check-box situated next to the time.

Repeat Print applies for when the user selects the Internal trigger. This setting may be selected on the Kiwi Matrix HD printer.

Configuration Defaults:

| Configuration | Value |
|-------------------|------------------|
| Print Orientation | Forward |
| Print Resolution | 300 DPI |
| Rollover Hour | 12:30 - disabled |
| Repeat Print | 1 inch |

B.4 Shift Codes

Shift Codes allow for messages to be printed that change based on the time of day a message object that changes based on what time the system is set to. Up to 5 shift codes may be created and each one may hold up to 4 characters.

Ex: If shift "AB" is set to print at "14:00" and shift "YZ" is set to print at "17:00," the message with a shift code object will print "AB" from 14:00 to 16:59. At 17:00, the shift code will switch to "XY" and this will be the message printed until 13:59 the next day.

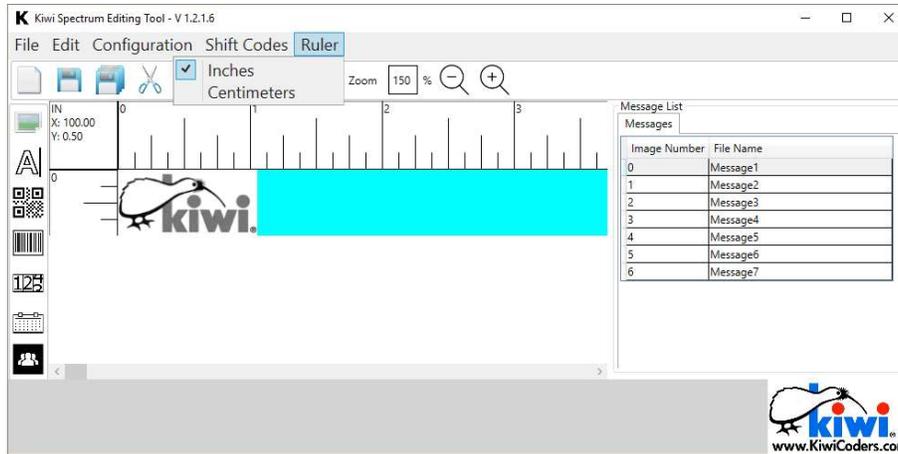
Shift codes may be enabled by populating the check boxes.

The screenshot displays the 'Kiwi Spectrum Editing Tool - V 1.2.1.6' interface. The main window shows a spectrum plot with a 'kiwi.' logo and the number '0003' highlighted in cyan. The interface includes a menu bar (File, Edit, Configuration, Shift Codes, Ruler), a toolbar with various editing tools, and a 'Message List' table on the right. The bottom status bar shows settings for Pt Size (36), X Offset (1.75), and Y Offset (0). The Kiwi logo and website URL 'www.KiwiCoders.com' are visible in the bottom right corner.

| Image Number | File Name |
|--------------|-----------|
| 0 | Message1 |
| 1 | Message2 |
| 2 | Message3 |
| 3 | Message4 |
| 4 | Message5 |
| 5 | Message6 |
| 6 | Message7 |

B.5 Ruler

The "Ruler" tab provides the option for users to select a ruler that uses inches or centimeters.



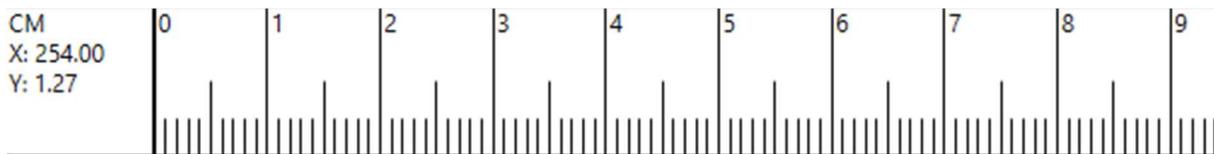
Default:

| Configuration | Value |
|---------------|--------|
| Units | Inches |

Inches



Centimeters



C. Message Objects

The Kiwi MessageGen Application, Objects may be created by clicking on any of the seven icons on the "Message Object Toolbar"

Once the message objects are created, they can be positioned through coordinates that can be typed in the component editor at the bottom of the screen. Objects may also be dragged and dropped to desired positions.

The component editor at the bottom of the screen may be used to manipulate object components such as font size, date format, etc.

When a component is outside of the print zone, red will fill the preview window. With a red preview window, messages will still print but any objects outside of the print zone will be cropped.



C.1 Image

Image objects may be imported by clicking on the image icon. Clicking the icon will open a window for the desired image to be selected. Accepted file types for import include: *.jpg *.jpeg *.gif *.bmp

Once imported, images may be scaled according to their original size in the *component editor*.



C.2 Text

Text objects can be created by clicking on the text icon.

Fonts include:

- Bitstream Vera Sans Mono
- Times New Roman
- Dejavu Sans
- Ariel
- Bitstream Vera Serif
- Dejavu Serif
- Bitstream Vera Sans

Text can be edited in the "Message" box located in the *component editor*. To update the message, press the "Enter" key on the keyboard.

Components that may be edited include:

- Message
- Font Type
- Font Size
- Message position



C.3 2D Barcode

There are 9 different 2D barcodes that can be generated using the Kiwi MessageGen app. To create a 2D barcode, click on the 2D barcode icon on the "Message Object Toolbar" and click on the barcode generated in the preview screen.



C.4 Barcode

Various barcode types can be generated and edited. Barcode types include:

- INTER25
- Code 39
- EAN 8
- EAN 13
- SSCC 18
- Codabar
- Code 128
- UPC A
- UPC E
- SCC 14

To edit barcodes, enter a string in the "Barcode Value" box in the *component editor*. Certain barcodes contain character restrictions and/or require specific string lengths.



C.5 Counter

The counter object generates a number that changes based on each new print (i.e. each print trigger may increment the counter). The counts reset at the end of every print job.

Components that can be configured include:

- 1) The number of placeholders
- 2) Initial value
- 3) Repeat (how many times a count is printed)
- 4) Increment (number of integers that can be jumped)



C.6 Calendar

Calendar objects allow the user to print messages with dates and times. Dates may be offset to either add or remove days. For a negative offset, use a minus sign (-). Using the *component editor*, calendar objects may be repositioned and font size may be changed.

To change the date and time format, open the "Format" dropdown menu in the *component editor* and select the desired format.



C.7 Shift Codes

Shift code objects may be positioned and font size may be changed. To modify the shift codes and shift times, please refer to the "Menu Bar" located at the top of the MessageGen Application window.

D. Quick-Start Message Generation

Quick-start message generation and editing:

- 1) Insert the MicroSD Card provided by Kiwi Coders into a PC.
- 2) If requested to reformat drive, click "Cancel"



- 3) Open the SD Card using a File Menu
- 4) Double-click on the application titled "MessageGen"
- 5) Click on the "New Message" icon. 
- 6) Messages may now be created, edited, and saved.