Print It App.

Contents.

Purpose

Print It app is quite simply an App that allows users to print information directly from the screen or kiosk. The integral editor feature will let you change and set the appearance of this app as it appears on the screen so that it is in keeping with your project or brand identity.

This page app prints out data on a page. The layout of the page is defined in PLF template files (an XML file with specific tags).

These templates can contain variables meaning they can contain dynamic information and images.

Template can be created using the Template Editor page app or directly (see Appendices).

There are 2 parts to this app that can be configured separately.

1. Print it page app – Add the print control app to a page within a project.
2. Print it Editor – configure the print it app to operate on a page.

Using the Print it Page App.

To access the app open an existing or new page and select the 'App' tab of the page editor 'Toolbox' (shown below). Apps are grouped within the relevant app packs and are displayed red if they have been licenced. For more information about licensing apps go to Licensing apps.
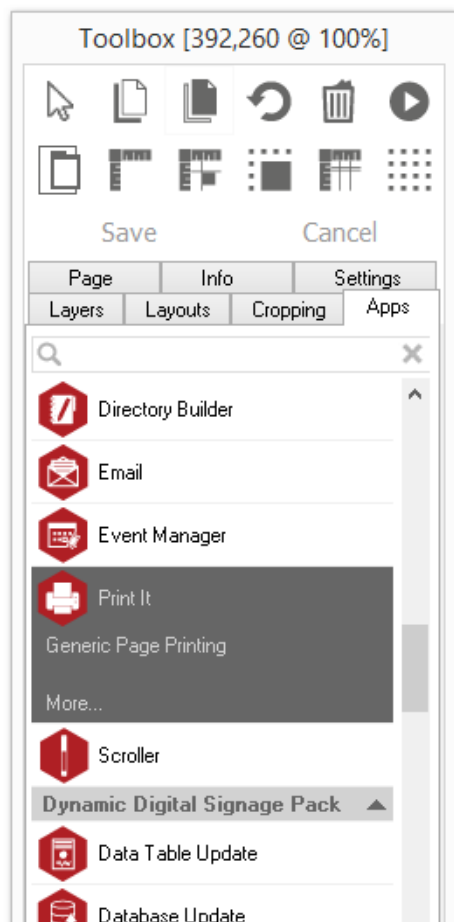

Select the app from the list or search for it using the search bar. When an app is selected it will be highlighted as shown.
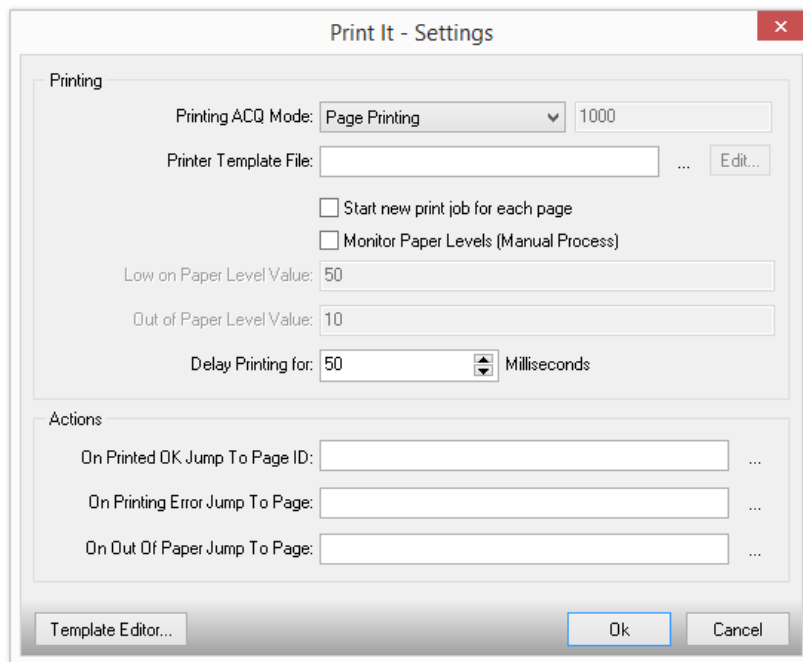
Once you have selected your app draw an area on your page where you would like to use the app.

The 'Settings' tab within the Toolbox will automatically open when the app is added to the page.

From here you can set your app up by clicking on the 'App Options' button.
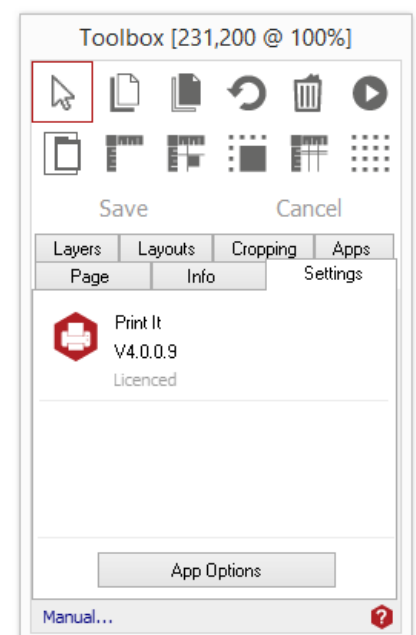
Understanding the App Options.

Printing.

Select the app Printing Mode. This can be:

Page Printing.
When the page with the app is started, the selected .plf template file (2) is loaded and printed.

Reset Paper Count To Value.
When the page with the app is started the stored page count is reset to the value entered in adjacent box . This is for use when Monitor Paper Levels is selected (4).

Typically the app in this mode would be hidden on a page that only an engineer can access when they top up the paper.

Printer Template File.

Select the .plf template file to load and print.

- Use the "…" browse button to find a .plf file.

- If this file exists you can press the "Edit…" button to edit it in the Template Editor.

Use the tick boxes if you with to start a new print job for every page of the loaded .plf file. Or monitor Paper levels.

Actions.

Use this section to set specific actions to execute. The options are:

1. Select a page to jump to when the page has printed OK.
2. Select a page to jump to when a printer error has occurred.
3. Select a page to jump to when the printer has run out of paper.

Template Editor.

Purpose.
This Acquire Editor app allows you to create and edit the template files used by the Generic Printer page app. The page app prints out data on a page. The layout of the page is defined in PLF template files (an XML file with specific tags). This Editor provides a user interface to edit these files. They can also be created directly – see the Appendices.

Usage.
The Template Editor can be launched in three ways:

1. From the Acquire Editor through the Apps menu. You will be presented with a project selector and then the editor window. At this point you will be editing a new template.

2. From the Generic Printer page app's Edit button. You will be presented with the editor window. At this point you will be editing the template selected in the page app.

3. From the Generic Directory page app's Editor button. You will be presented with the editor window. At this point you will be editing a new template.

Understanding the Print it Editor App.
Here is an overview of the editor window. Each area is then described in detail in its own section.
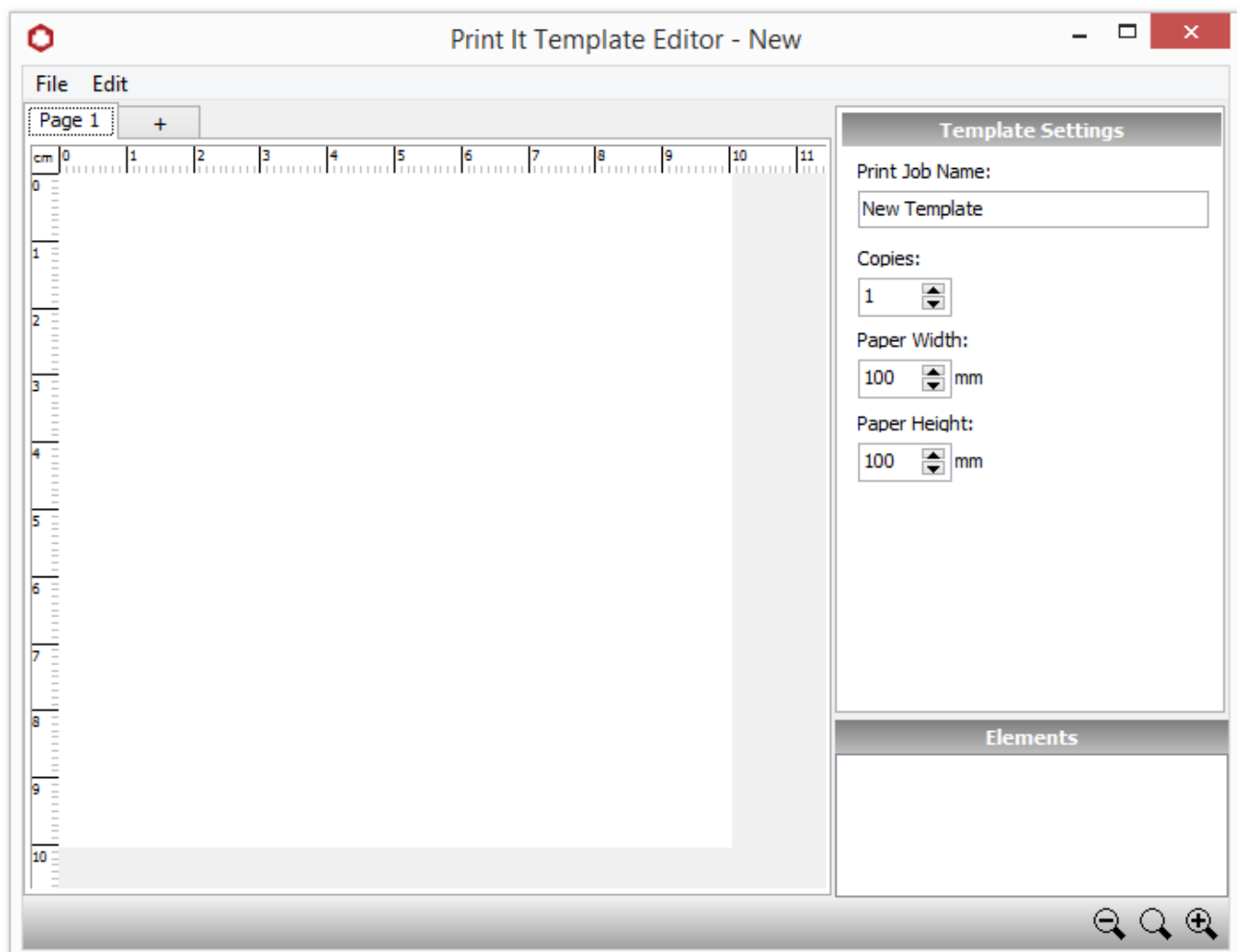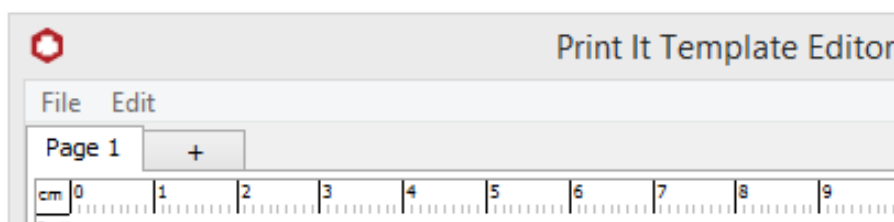
Main Menu.
Here is a list of the Main Menu items and

File

Load...	Browse for a template to load.
Save	Save the current template.
Save As...	Select a filename to save the template as.
New	Create a new template.
Template Settings...	Show template settings in the Settings Gadget (4).
Page Settings...	Show current page settings in the Settings Gadget (4).
Exit	Close the Template Editor.

Edit

Add Image Element	Adds an image element to the page designer (3).
Add Text Element	Adds a text element to the page designer (3).
Add Shape Element	Adds a shape element to the page designer (3).
Delete Element	Deletes the currently selected element from the page.
Bring Element To Top	Brings the currently selected element to the top. It will be drawn on top of all other elements.
Send Element To Back	Sends the currently selected element to the back. It will be drawn behind all other elements.
Delete Page	Deletes the currently editing page from the template.

Page Tabs.
Each template file can contain numerous pages. These tabs allow you to select/add pages within your template.
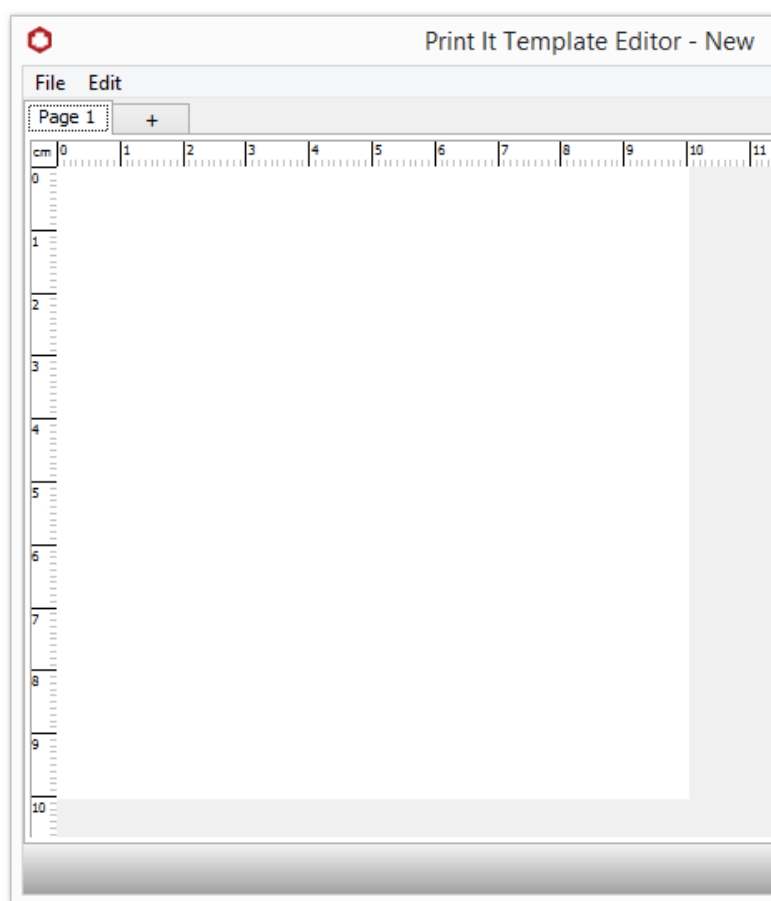

1. Press the named tab to edit the page in the Page Designer.

2. Press the "+" tab to add a new page to the template.

Tip -To delete a page use the Main Menu "Delete Page" item.

Page Designer.

You can edit the various elements of your page here.

Tip –For easier editing resize the window and use the zoom controls and scroll bars.

1. All dimensions are in millimetres. Use these rulers as a guide.

2. Click to select an element. It will be highlighted by an edit box.

   Elements are added using the main menu "Edit" item and can be Text, Images or Shapes.

   You can drag the selected element to a new position and resize it using the small grey boxes.

   Delete the selected element using the Main Menu.
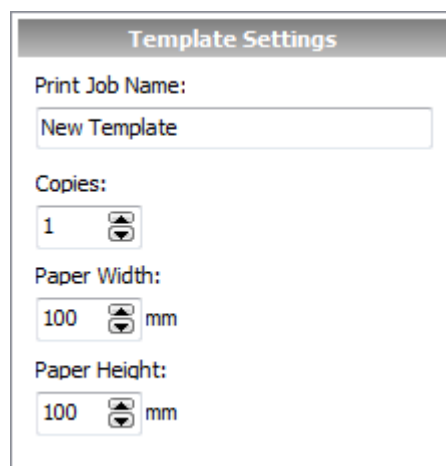
   The selected element's settings are editable in the Settings Gadget

3. The cross-hairs show where the mouse is and are a guide to the element position.

Settings Gadget.

Each Template, Page and Element has its own settings. These are shown in this gadget.
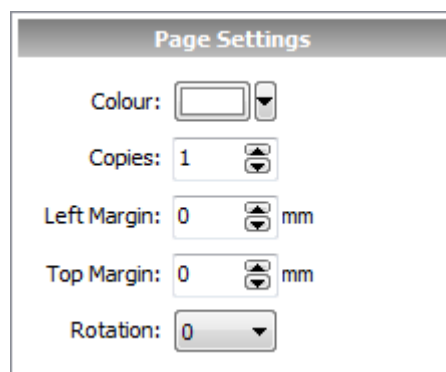
Template Settings

Shown when selected from the Main Menu.

- Print Job Name.
- Copies. Number of times to print the template. Each page can also be printed multiple times.
- Width/Height. Used only as a guide in the page designer.
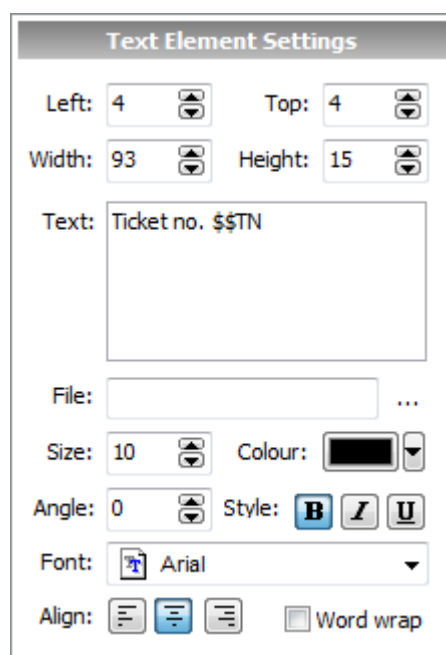
Page Settings

Shown when selected from the Main Menu or by clicking on an empty area of the page.

- Colour. This is the background colour.
- Copies. The number of times to print this page.
- Margins. These will be added to all the page elements positions. These can be negative.

Rotation. You may rotate the whole page by 90, 180 or 270 degrees. Be aware that this will slow down your printout so use with caution.

Text Element Settings
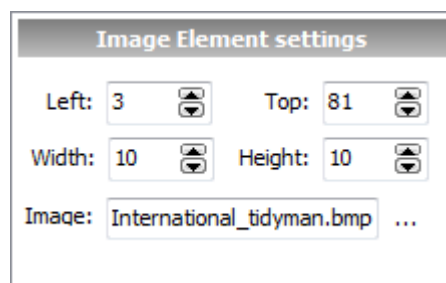
Shown when a page Text Element is selected.

- Dimensions. These determine the position and size (in millimetres) of the element on the page.
- Text. What text to display. This can include Acquire Variables for dynamic information.
- Select a text file and this will be used instead of the element's internal text. This can include Acquire Variables.

You can also assign various font attributes to the text

Image Element Settings
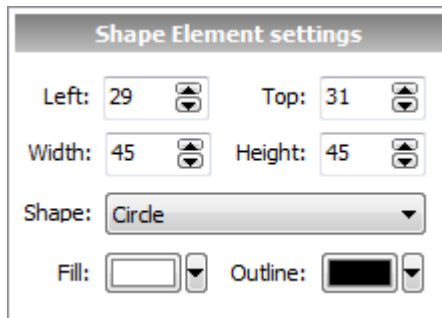
Shown when a page Image Element is selected.

- Dimensions. These determine the position and size (in millimetres) of the element on the page. The image will be stretched to fit in this area.

- Image. Use the "..." button to browser for the image to show. This can include Acquire Variables for dynamic information

Shape Element Settings

Shown when a page Shape Element is selected.

- Dimensions. These determine the position and size (in millimetres) of the element on the page.

- Shape. This can be Line, Box, Solid or Circle and will be coloured with the Fill and Outline colours.

Elements Gadget

This gadget is always visible and shows all the elements on the current page.

- Select an item on the page designer and it will be highlighted here.

- Click an item here for it to be selected in the page designer.

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Appendix I - PLF template file reference

PLF Files are special XML files which are structured as outlined below.

Notes

- Variables can be used in the TEXT and IMAGE bodies, but only in the formatting if explicitly stated.

- Rotating pages causes a slower printout. Use only if you really need to rotate the printout. It might be more efficient to see if the printer supports rotation.

- Rotated text, or text where width=0 or height=0 is *not* clipped to the rectangle.

- Print spooling will begin once the page has loaded.   Please ensure the page is configured so it does not time out during the print process.

Quick tag guide

Template tag

This contains your entire printing project. It can be one or more pages…

<template

printjob=""   *Name of print job*

   copies=""   *Number of copies of the entire print project (can contain variables)*

/>pages go here</template>

Page tag

This can contain any mixture of text, image and shape elements…

<page

   rotate=""   *Rotate the entire page. ONLY these values: 0, 90, 180 or 270*

   color="#RRGGBB"   *Background colour of page (white if empty)*

   marginleft=""   *Margin on the left of the page in MM (can be negative)*

   margintop=""   *Margin on the top of the page in MM (can be negative)*

copies=""   *Number of copies of the page to make (can be a variable)*

>*elements go here*</page>

Text element tag

<element

type="text"

  left=""   *position in MM*

  top=""   *position in MM*

  width=""   *width in MM - If you leave this out it will grow as long as required*

  height=""   *height in MM - If you leave this out it will grow as long as required*

  align=""   *LEFT, CENTER or RIGHT*

  color="#"   *#RRGGBB color val as per web (black if missing)*

  font=""   *Name of font to use*

  size=""   *Size of the font in MM*

  underline=""   *Use underline face (True/False) (default to false)*

  bold=""   *Use bold face (True/False) (default to false)*

  italic=""   *Use italic face (True/False) (default to false)*

  angle=""   *Rotate by this many degrees (default to 0)*

  wordwrap=""   *Enable/Disable word wrap (True/False) (default to false)*

filename=""   *Use text in this file instead of element text (can be a variable)*

>*text goes here*</element>

Image element tag

<element

  type="image"

  left=""   *position in MM*

  top=""   *position in MM*

  width=""   *width in MM*

height=""   *height in MM*

>File in the MEDIA folder (can only be a BMP, JPEG, PNG)</element>

NOTE: Image Aspect Ratio is as above and is not as per picture.

Shape element tag

<element

type="shape"

left=""   *position in MM*

top=""   *position in MM*

width=""   *width in MM*

height=""   *height in MM*

shapetype=""   *LINE, BOX, SOLID or CIRCLE (default to SOLID)*

color="#"   *#RRGGBB color val as per web (black if missing)*

outcolor="#"   *Outline #RRGGBB color val as per web (black if missing)*

/>

Appendix II – A PLF file example

This example shows you how to make a simple .pfl template file by placing elements in a page and pages in a template...

```xml
<?xml ?>

<template printjob="" copies="1">

        <page rotate="0" color="#FFFFFF" copies="1">

                <element type="text" left="0" top="0" width="50" height="50" align="left"
                color="#000000" font="arial" size="8" bold="false" underline="false" italic="false"
                angle="0" wordwrap="true">This text is word wrapped in the defined box</element>

                <element type="image" left="50" top="0" width="50" height="50">pic.jpg</element>

                <element type="shape" left="0" top="50" width="100" height="50" shapetype="BOX"
                color="#FFAABB" outcolor="#000000"/>

        </page>

        <page rotate="180" color="#FFFFFF" copies="1">

                <element type="text" left="0" top="0" width="50" height="50" align="left"
                color="#000000" font="arial" size="8" bold="false" underline="false" italic="false"
                angle="0" wordwrap="true">This text is word wrapped in the defined box</element>

                <element type="image" left="50" top="0" width="50" height="50">pic.jpg</element>

                <element type="shape" left="0" top="50" width="100" height="50" shapetype="BOX"
                color="#FFAABB" outcolor="#000000"/>

        </page>

</template>
```
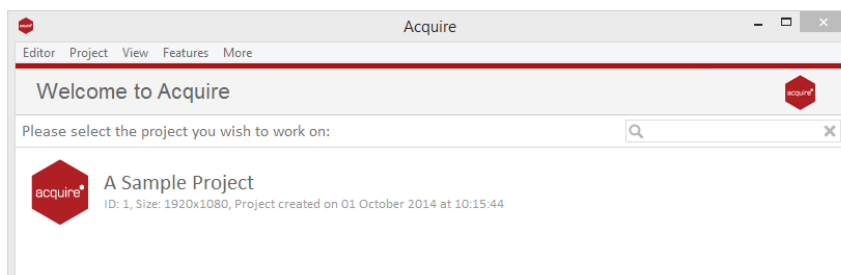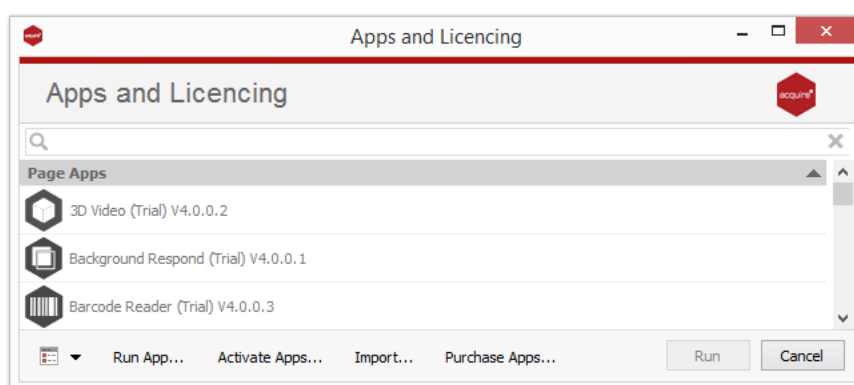
Licencing apps.
On purchasing an app pack you will be provided with a licence key. Save this to your computer.
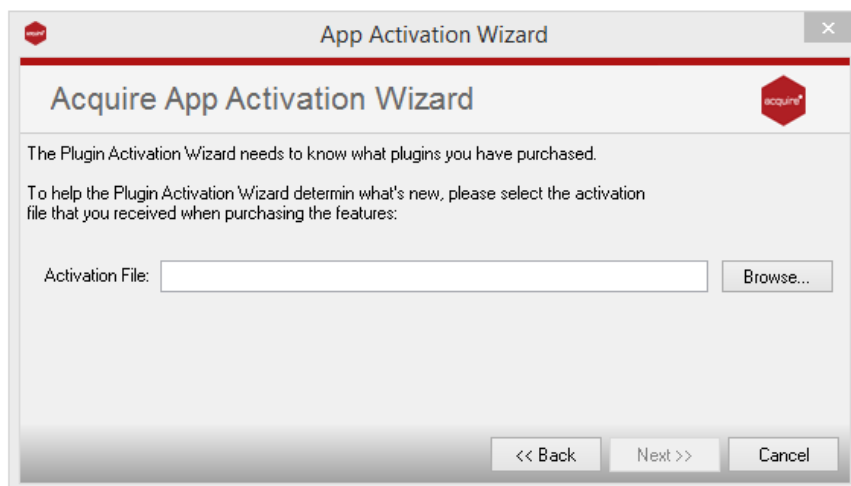
From the main 'Welcome Screen' click on *Editor* and select Apps and Licensing from the drop down menu.

Click *Activate Apps* and follow the onscreen instructions.

Use the 'Browse...' button to locate your saved licence key and follow the instructions to activate.

Your apps should now be activated and can be accessed from the apps list or from within a working project or project page.