PLABEL WIN

Labelling program for windows

User Manual v 3.1.0

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INTRODUCTION

PLABEL WIN is a labeling program for the Windows operating system (versions 8/8.1, 10 and 11). It prints using the drivers that are installed with each printer. It allows you to adjust the label size, the size of the printing paper and the arrangement of rows and columns of labels. You can insert numerous elements such as lines, circles, polygons, text, paragraphs, images, barcodes, etc. Some of these elements can be linked to a database, which can be created from the application itself, or to json or csv files.

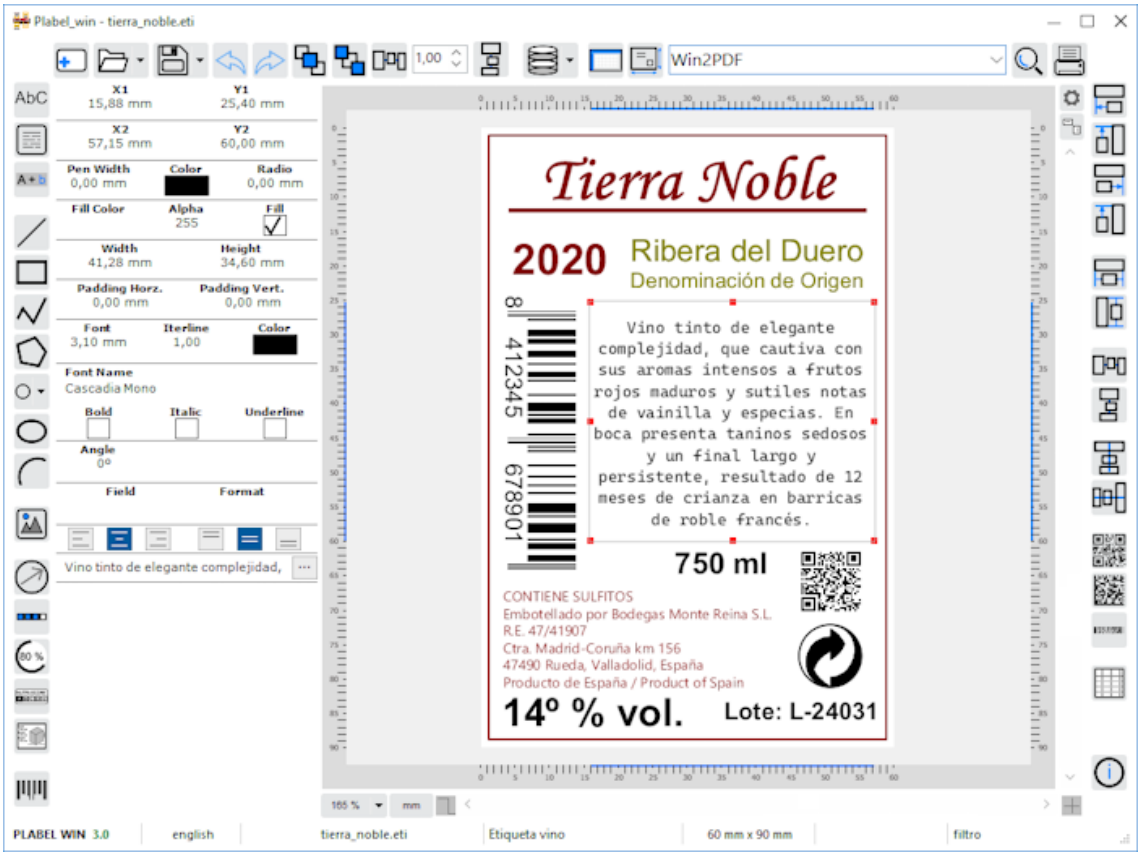


Fig 1. PLABEL WIN editor

The program allows you to design labels that can be previewed before sending to print, and from the preview you can save them as an image.

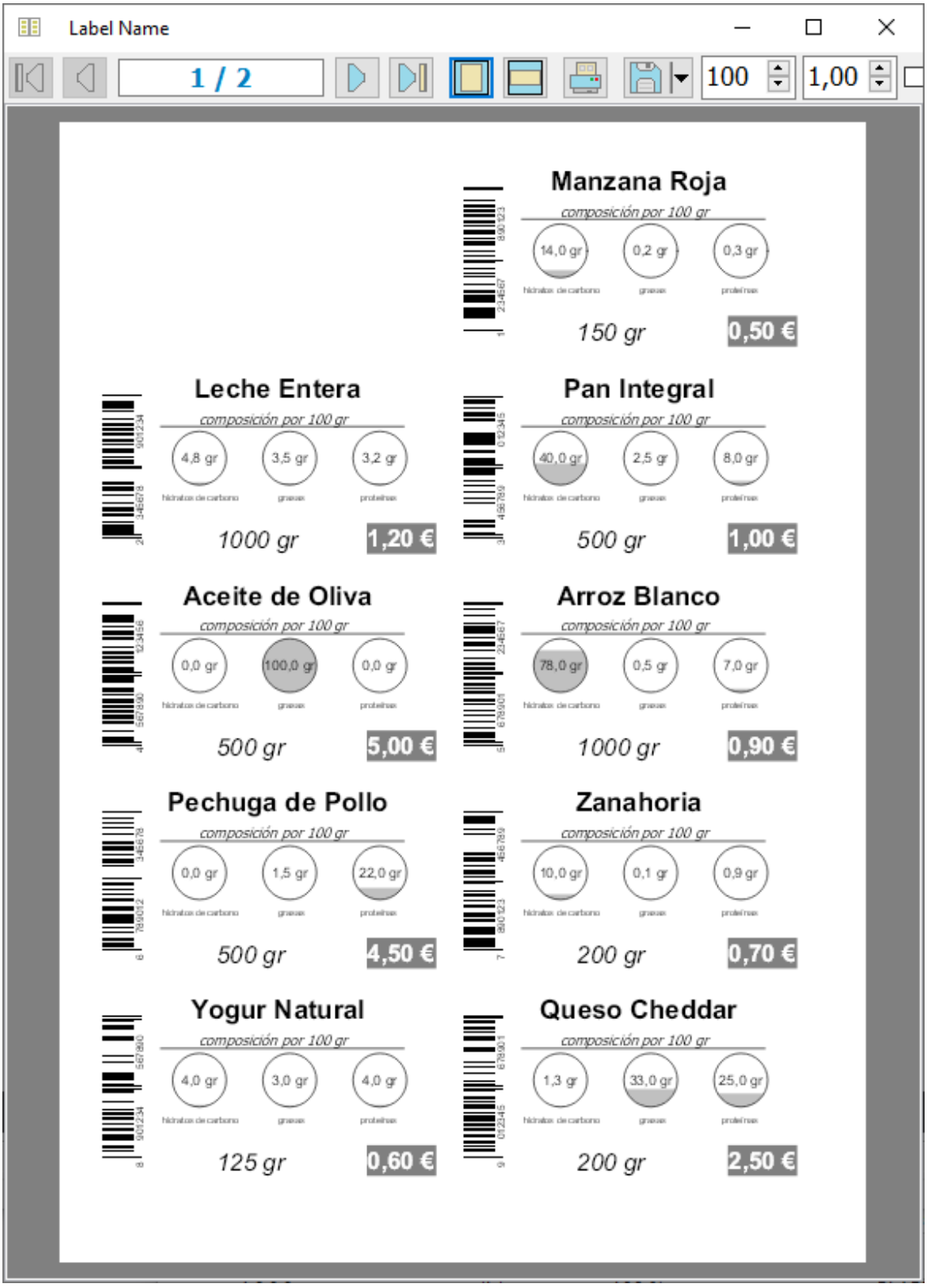


Fig 2. Preview

Product labels play a crucial role in the presentation and success of any product in the marketplace. Beyond being a simple visual element, a well-designed label is a strategic tool that communicates essential information to the consumer, complies with legal regulations, and helps differentiate a product from the competition. In sectors such as consumer goods and food, where trust and safety are essential, labels take on an even

greater level of importance. They provide key information on ingredients, nutritional values, expiration dates, and usage recommendations, ensuring that consumers make informed and safe choices. Our label design and management software has been developed to facilitate the creation of professional, attractive, and functional labels, tailored to the specific needs of each product. With advanced tools to integrate text, barcodes, images, symbols, and other graphic elements, this software is a complete solution that combines creativity and regulatory compliance. In this manual, you will find a step-by-step guide to take advantage of all the application's functions, from basic label design to advanced options for customization and data linking. Our goal is to help you optimize your labeling process, ensuring that your products stand out and inspire confidence in any market context. Make your label a reflection of the quality and identity of your product!

The program has two versions: **LITE** which has some options disabled, and **STD** with all options available. The options of each version are:

Features	**LITE**	**STD**
Inserta lines	✓	✓
Extend, trim and join lines		✓
Insert rectangles	✓	✓
Insert circles	✓	✓
Insert polylines	✓	✓
Insert polygon	✓	✓
Insert arc		✓
Insert ellipse	✓	✓
Insert text	✓	✓
Insert paragraph	✓	✓
Insert compound text (join several texts with different formats)	✓	✓
Insert images	✓	✓
Insert predefined symbols		✓
Insert ranking indicator		✓
Insert level indicator		✓
Insert nutriscore indicator		✓
Insert package dimensions indicator		✓

Insert 1D barcodes	✓	✓
Insert 2D barcode QR		✓
Insert 2D barcode DataMatrix		✓
Insert 2D barcode PDF417		✓
Insert table (to display records linked to the main table)		✓

Table 1. PLABEL WIN versions available

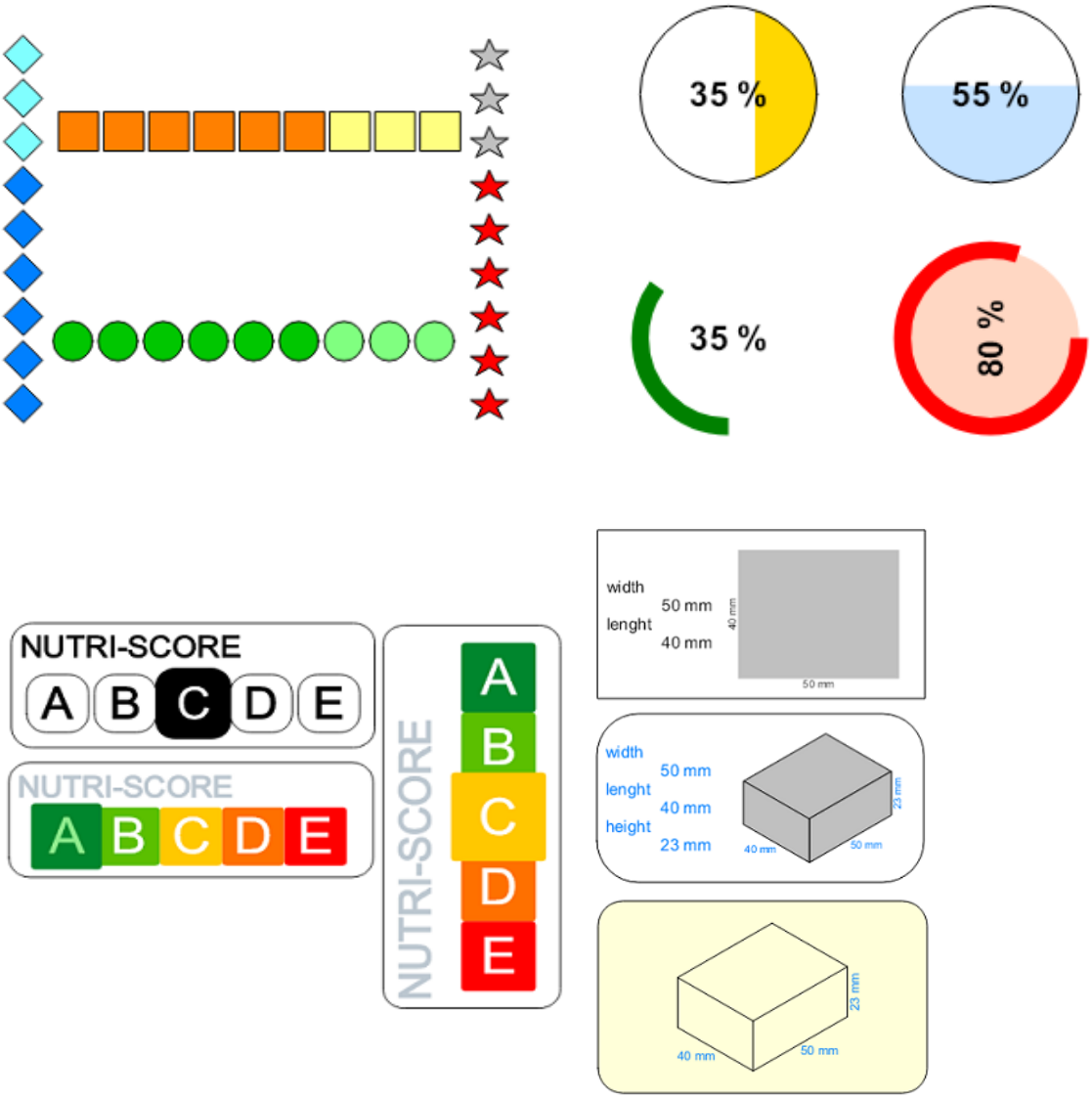


Table 2. Indicators: ranking, level, nutriscore and package dimensions

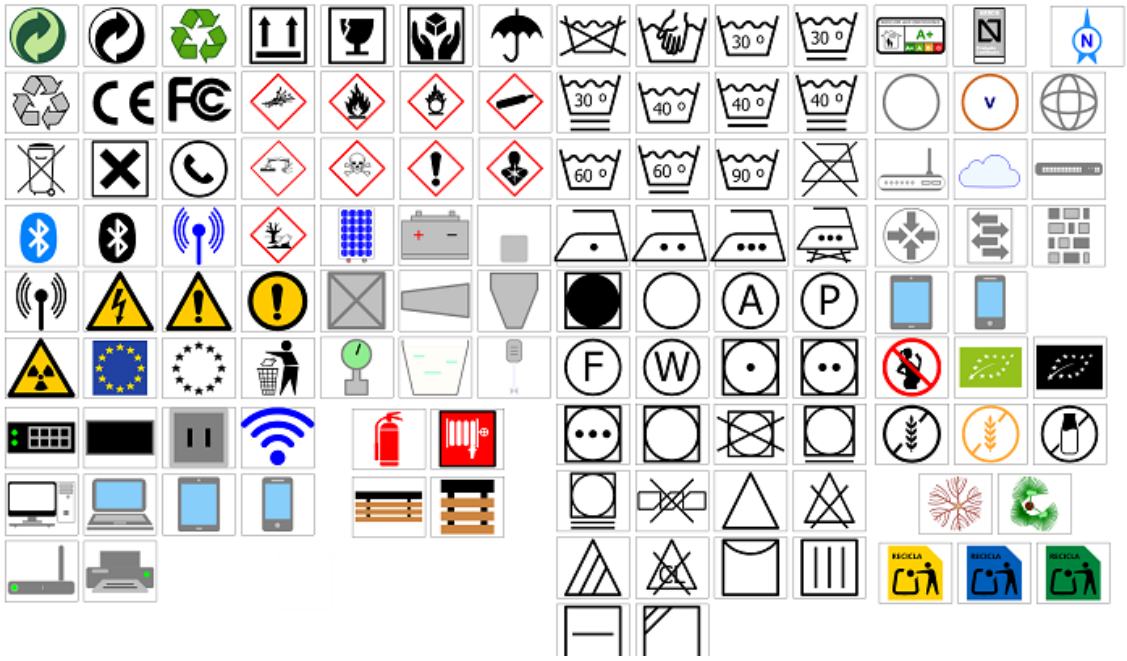


Fig 3. Predefined symbols (vector)

variedad	categoria	cajas	confección
Melocotón	I	40	Caja de cartón 5 Kg Alveolo 48
Nectarina	II	30	Bandeja plástica 2kg
		70	

variedad	categoria	cajas	confección
Albaricoque	Extra	25	Caja de madera 8 kg granel
Ciruela	I	35	Caja de cartón 6 kg alveolo 32
Paraguayo	II	20	Bandeja plástica film 800 gr
		80	

Fig 4. Table element

When opening the **PLABEL WIN** program we find ourselves directly in the editor and around it we find access buttons to all the functions.

EDITOR

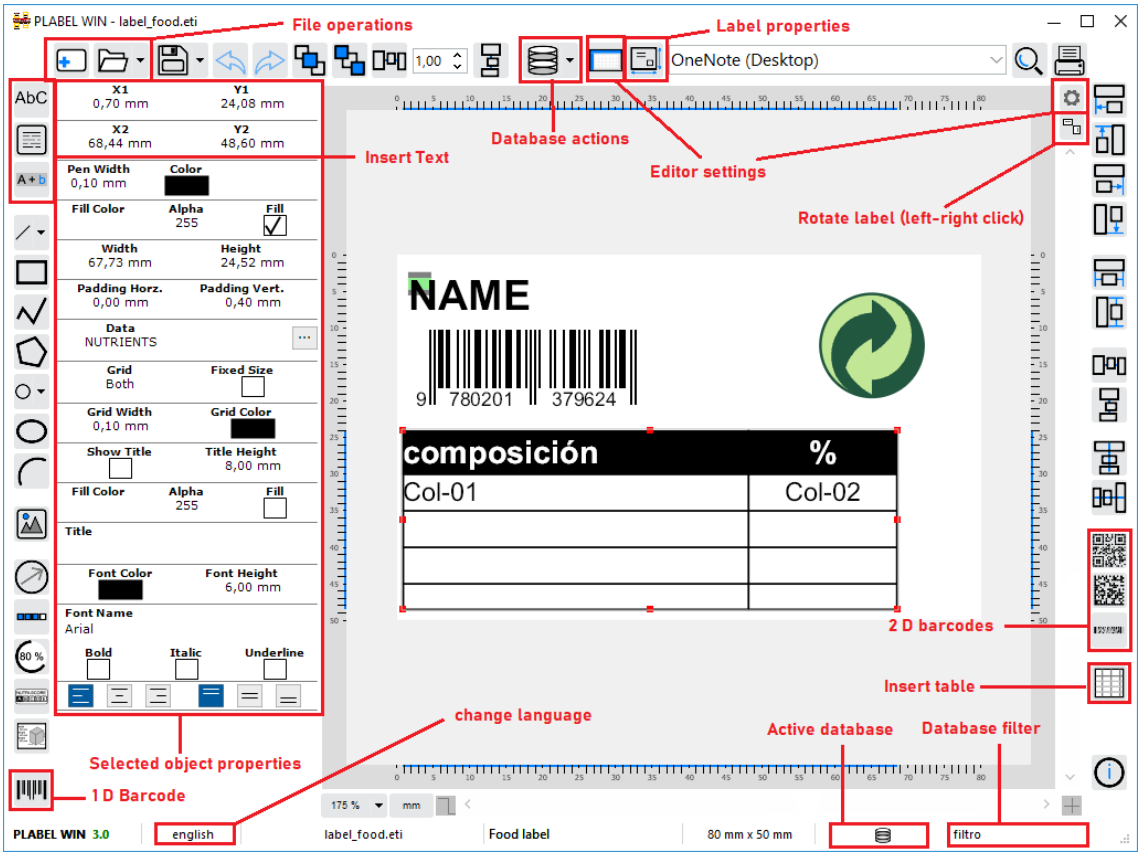


Fig 5. Editor Features

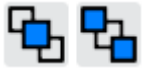
Actions with files

These buttons are used to perform operations with label files, which by default have the '**.eti**' extension. The first button is used to clear the editor and create a new label, the second to open a previously saved tag (we can display a list with the last tags we have saved), and the third button is used to save and save as the tag we are editing.

Undo and Redo

Buttons to undo the last action or property change of the selected elements, and a button to re-execute those undone actions.

Bring to Front, Send to Back



Actions to place the selected object above the rest, or to place it below (send to back).

Space horizontally or vertically an amount

With these buttons we separate the selected objects horizontally and vertically, equitably according to the measurement we enter.

Database

The program allows you to create your own database by adding tables and their fields, and then filling in the records. These fields in the tables will be used to link them with some elements of the label (text, paragraph, barcode, polytext, images and table), and fill in the label information with these records.

(See databases section)

Editor settings

From here we open the form with the editor properties and adjust its options. See more detailed description below. These editor options can be edited from this button on the right side of the editor:

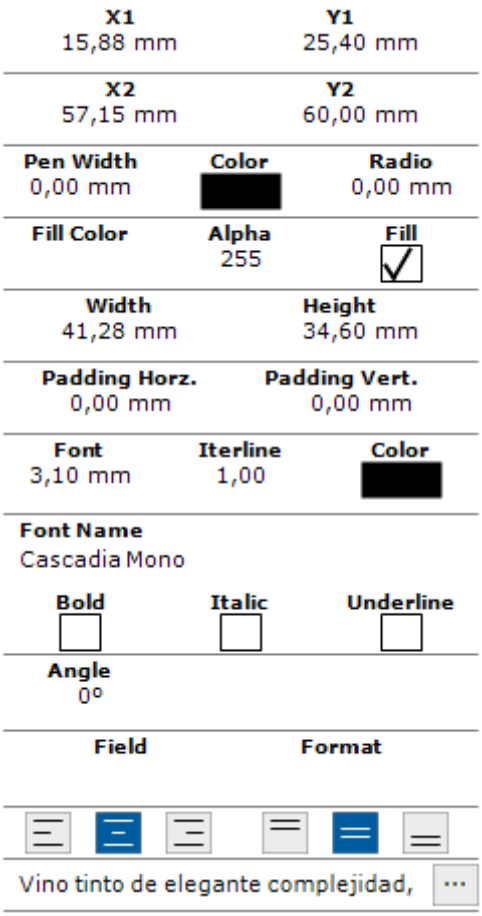
Label properties

The label and paper size, the margins between labels, the arrangement in rows and columns on the printing paper, the position in that arrangement of the first label to be printed. The number of labels to print, adding counters (numeric series that we can link to elements of the label), linking to **csv** or **json** files, the table from which to extract the data and whether we indicate a repetition field that tells us how many times the same data record should be printed. *(See section with detailed explanation)*

Preview, printer selection and print

With these buttons we can preview the print job or send it to print to the selected printer. From the preview screen, apart from printing, we find buttons to save as PDF or image

Object properties



When we select one or more elements in the editor, their properties are listed on the left, and from here we can modify them.

Text

Insert text elements: plain text, paragraph and compound text (several texts with different formats). All three elements can be linked to a database field. Compound text can be used to represent a **GS1-128** barcode, with its different texts and AI.

Line and rectangle

Buttons to insert lines and rectangles. With the **STD** version, we can extend, trim and join the lines on the label.

Polylines and polygons

Inserting polylines and polygons. In the polygon after inserting the last point, the polygon is closed by joining it with the first point.

Circle, ellipse and arc

Inserting circles, ellipses and arcs (**STD** version only). In a circle we can insert it by indicating a center and radius, two points or three points.

Images

Insert images, they can be linked to fields in a database table.

Symbols

The program has a library of predefined vector symbols, and the symbols can be rotated

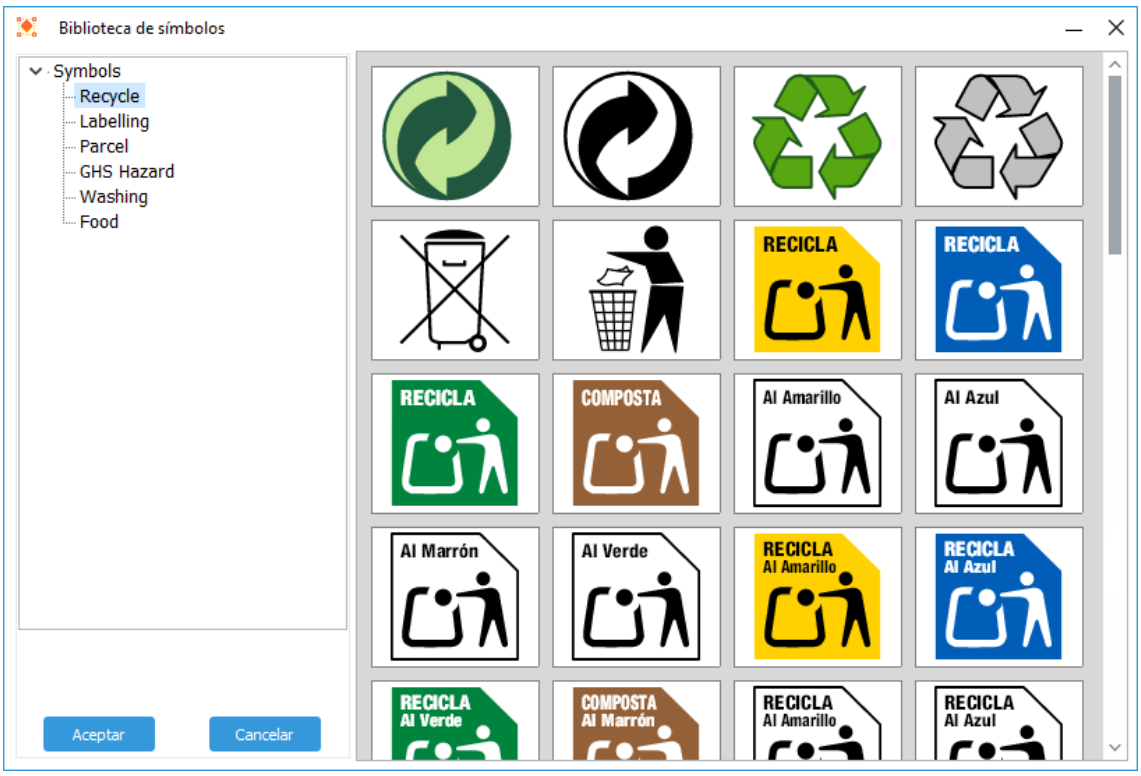


Fig 6. Predefined symbols I

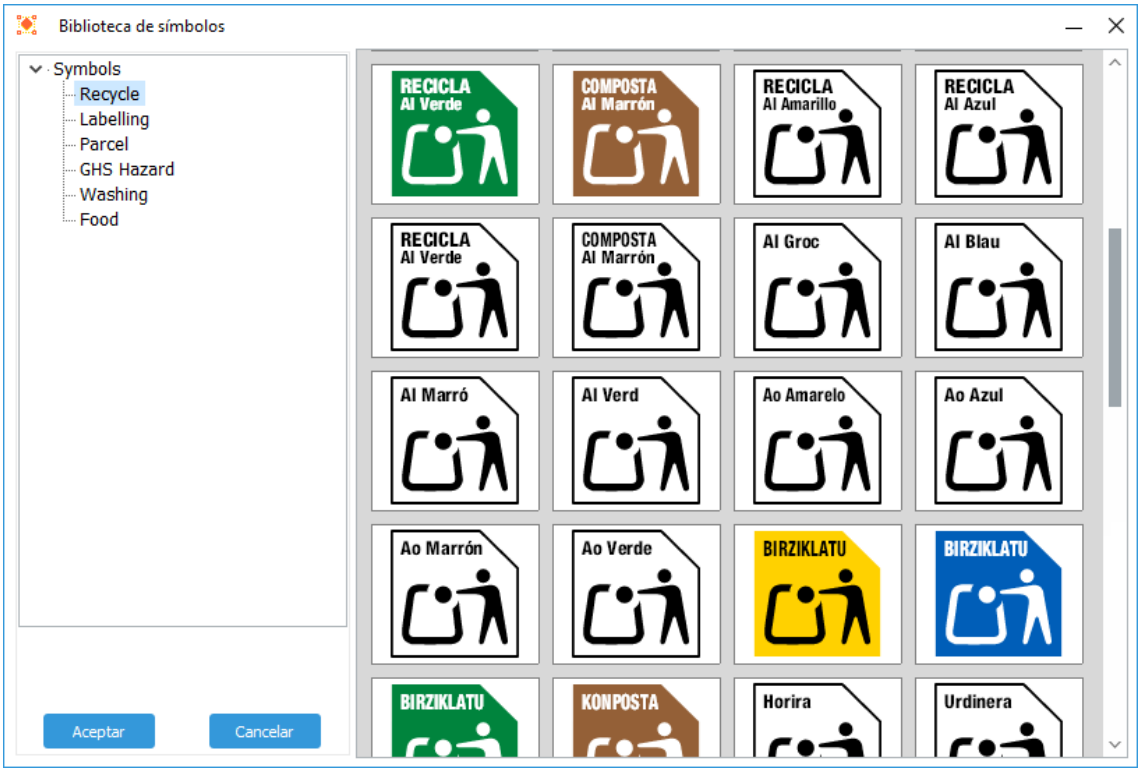


Fig 7. Predefined symbols II

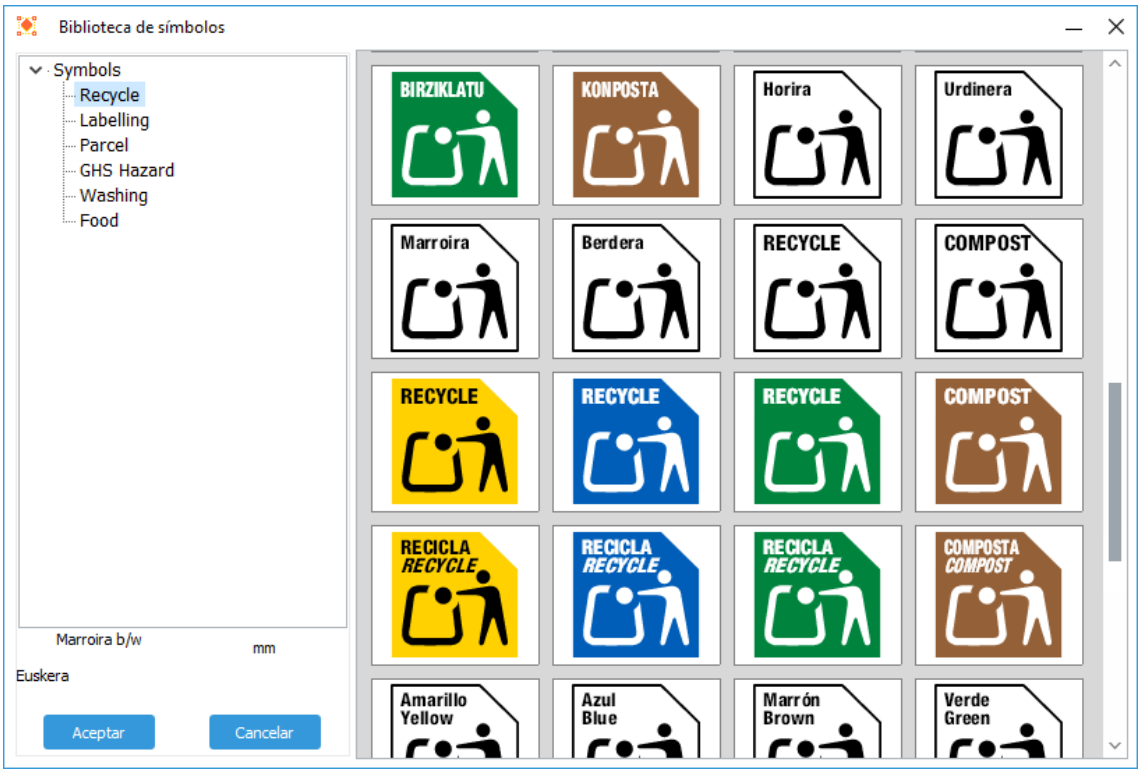


Fig 8. Predefined symbols III

Fig 9. Predefined symbols IV

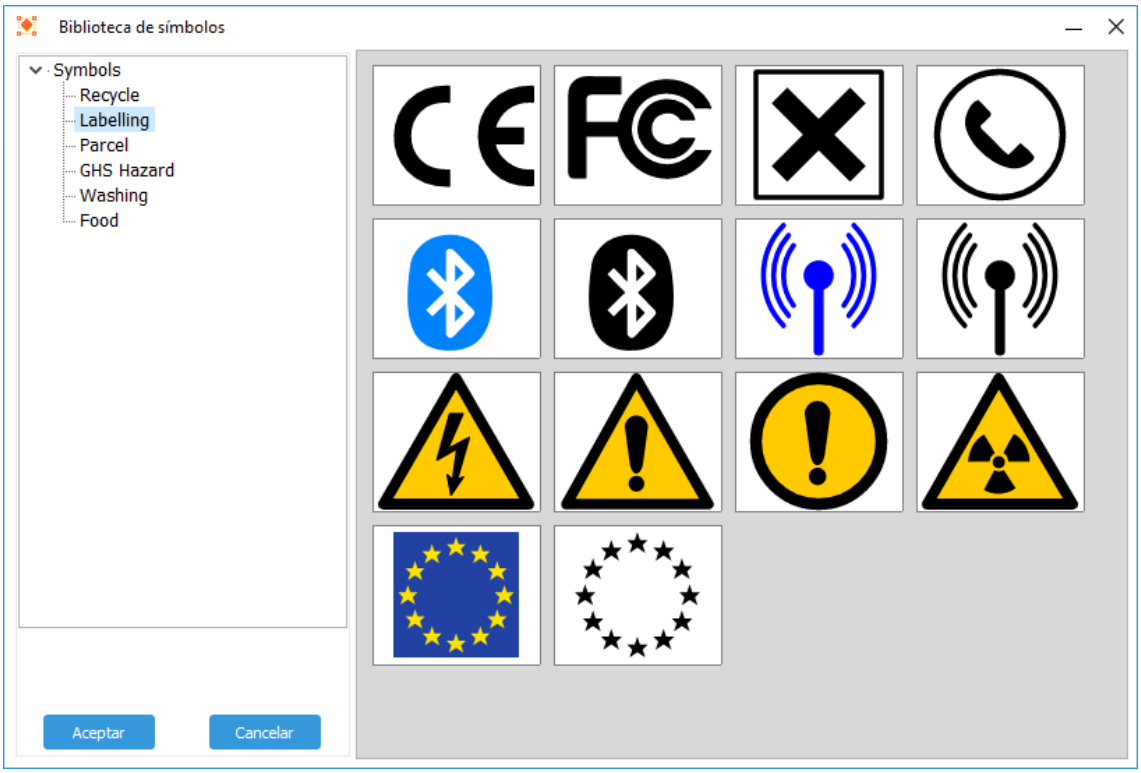


Fig 10. Predefined symbols V

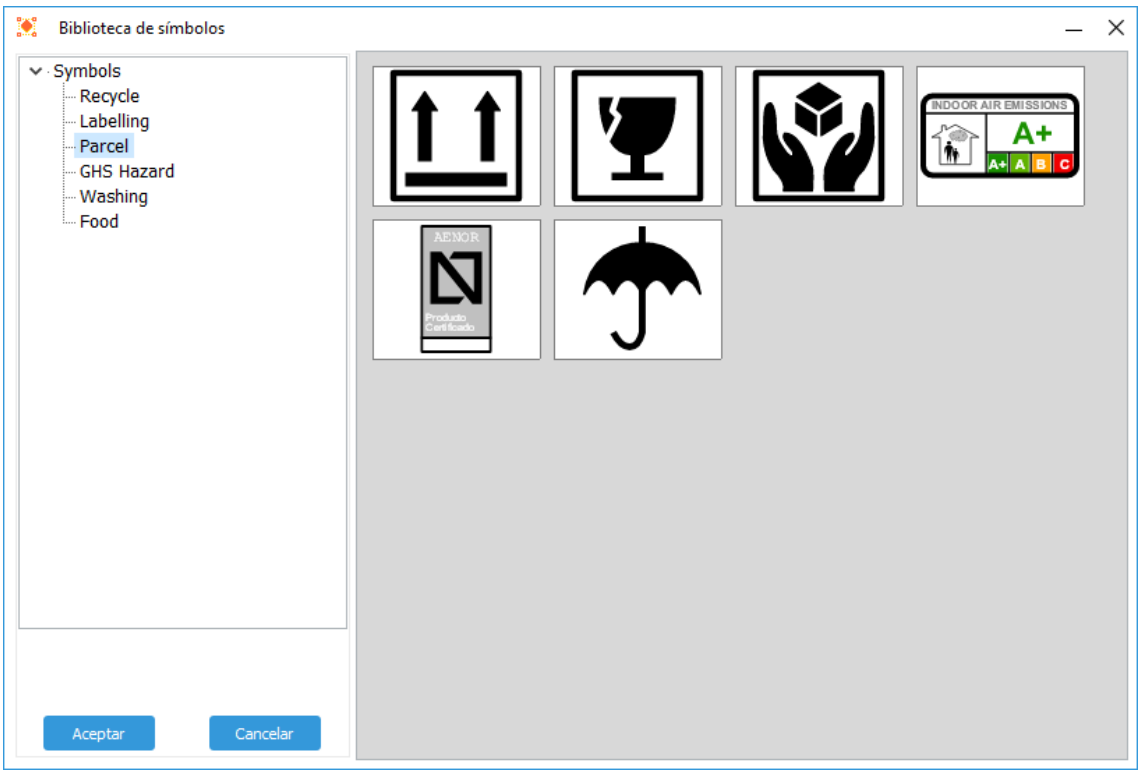


Fig 11. Predefined symbols VI

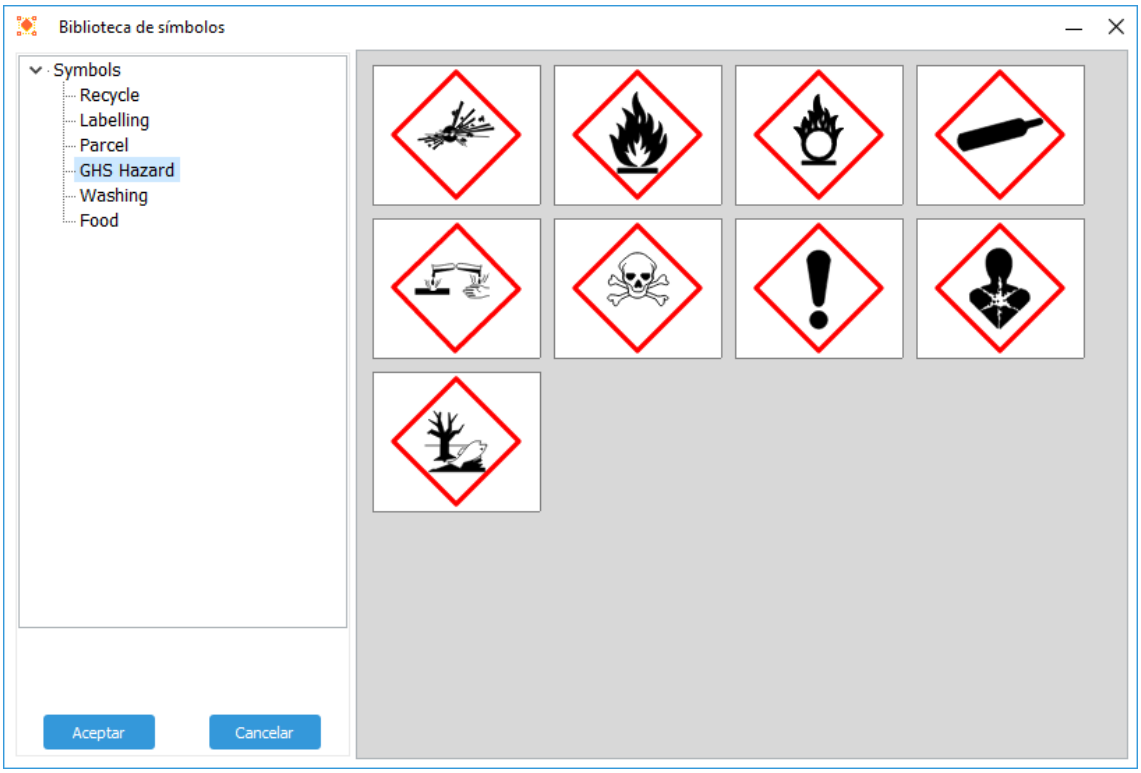


Fig 12. Predefined symbols VII

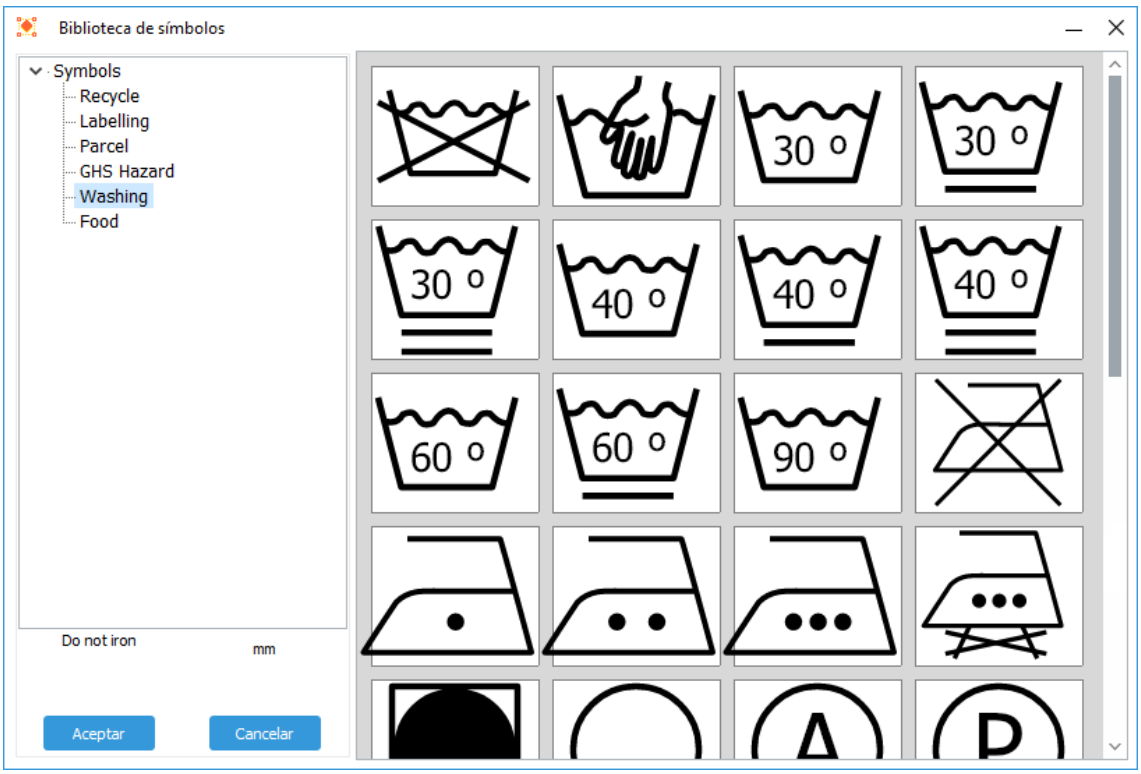


Fig 13. Predefined symbols VIII

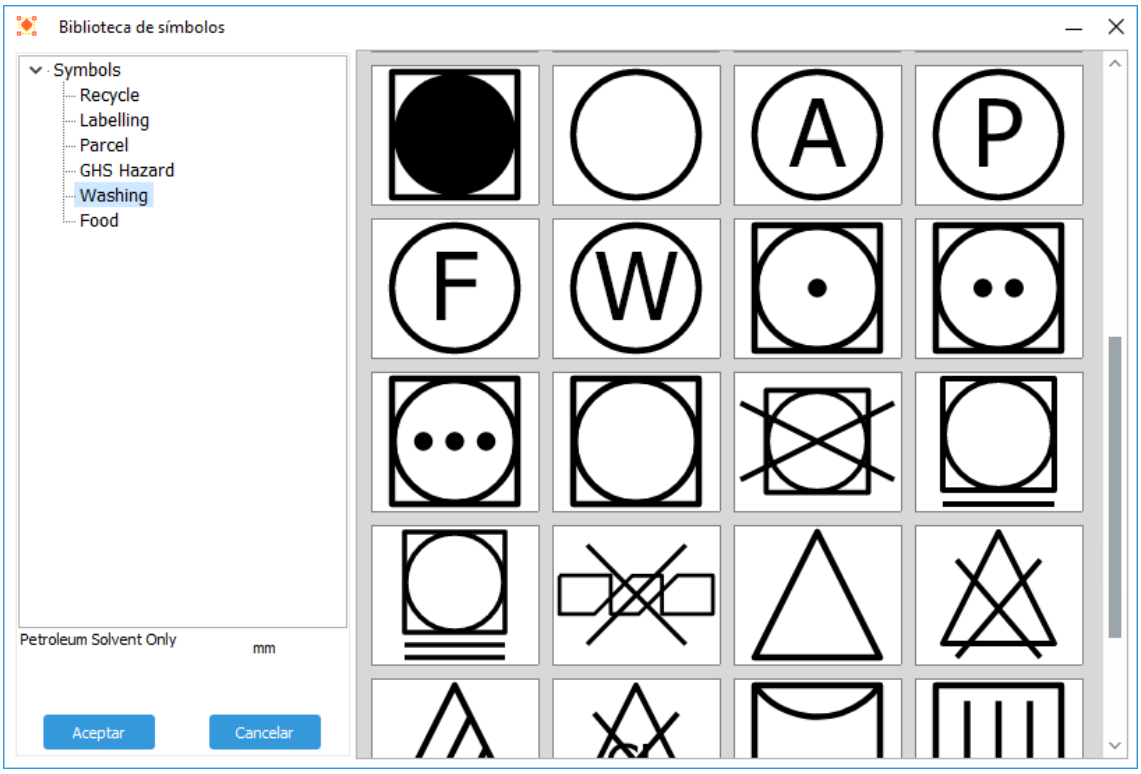


Fig 14. Predefined symbols IX

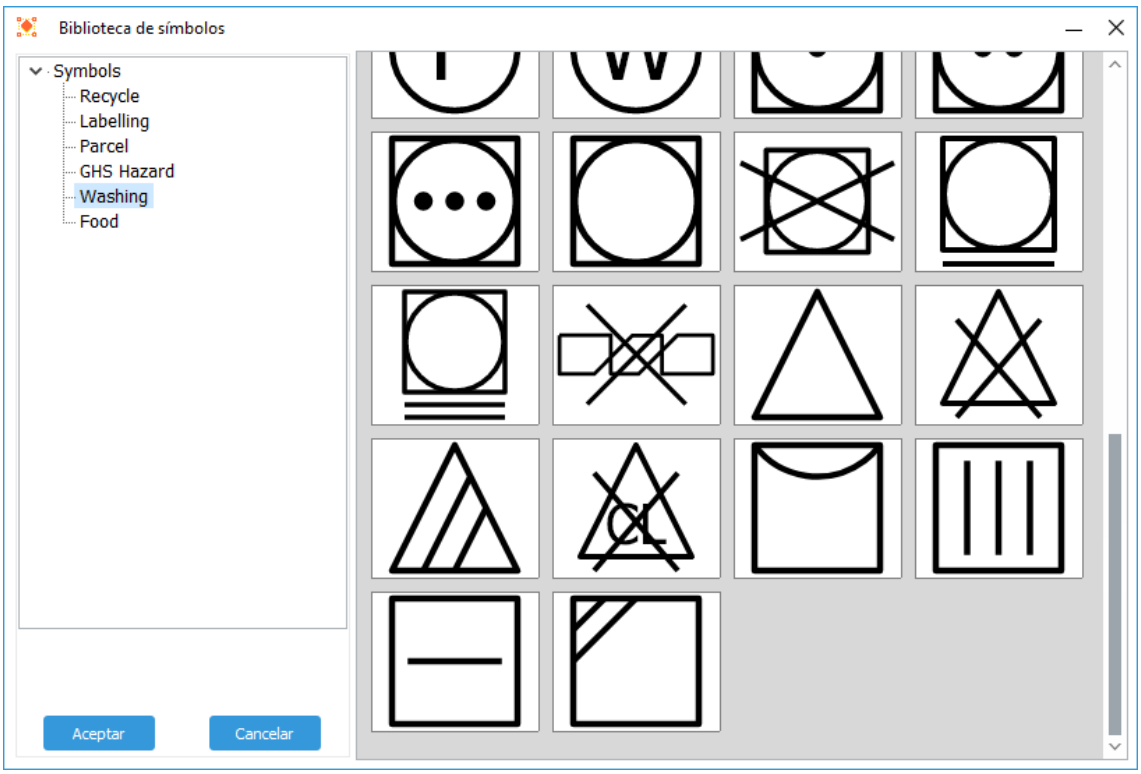


Fig 15. Predefined symbols X

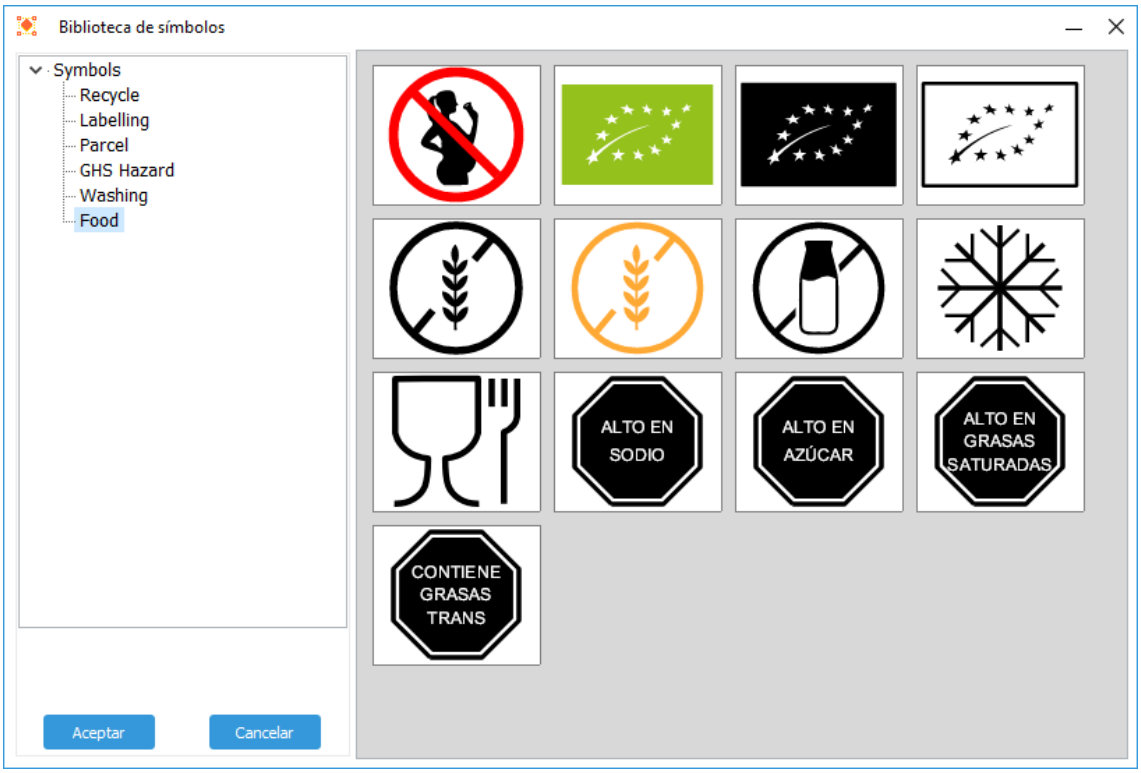


Fig 16. Predefined symbols XI

Ranking

To represent a ranking with different figures, setting the total number of possible values and values to highlight.

Level

When we want to represent a value or percentage in the form of a sector or circle. It can be linked to a database field. We can use it to represent carbohydrate, protein or fat values in a food.

Fig 17. Level indicator

Nutriscore

From this button we insert the nutriscore symbol that is used in food products to represent their nutritional value..

Package dimensions

This symbol is used to represent the dimensions of a package in 2D or 3D. We can specify its values that are represented with numbers and a figure.

1D Barcode

Button to insert 1-dimensional barcodes: EAN8, EAN13, Code39, etc.

QR

Insert the 2D barcode QR

DataMatrix

Insert the 2D barcode DataMatrix

PDF417

Insert the 2D barcode PDF417

Table

This element is used to represent in table form the records of a detail table linked to the main table of the label. When you create a database you can add one or more detail tables associated with the main table. This detail table can have a variable number of records depending on the main data. We indicate the fields that each column represents.

LANGUAGES

To change the language used in the editor, click on the bottom left and a list of available languages will open. Select the one you want and click OK:

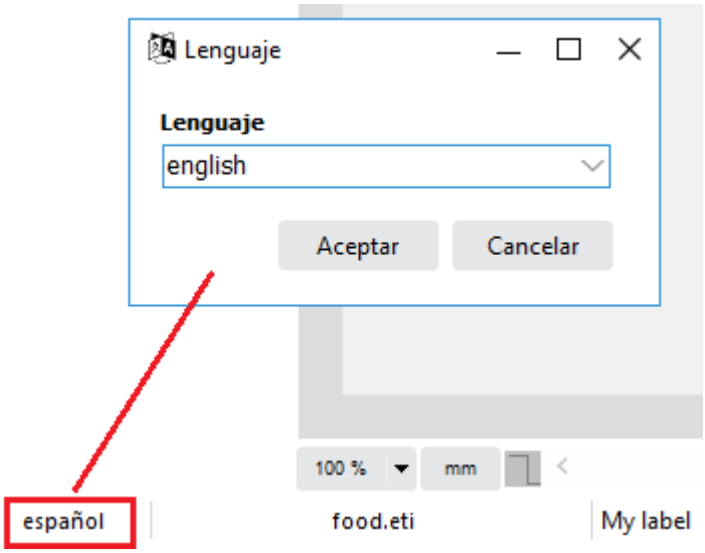


Fig 18. Select language

SELECTION OF ELEMENTS

We can select the elements inserted in the label by clicking on them with the mouse. Some elements that have a background, such as a rectangle or a circle, if we uncheck the fill property, the selection is made by clicking on the edge of the figure, not on the interior. When we have an element selected we can move through the rest of the elements with the *tab* key, and with *Shift* pressed plus *Tab* we move through them in the opposite direction. When we have an element selected we can add more elements to the selection by clicking on them while holding down the *Shift* key.

ALIGN ELEMENTS

When we select two or more elements we can press the buttons at the top right of the editor to align the position to that of the first selected element.

 Align left of first selected item

 Align to top of first selected item

 Align to the right of the first selected element

 Align to bottom of first selected item

ADJUST SIZE

When we select two or more elements we can press the buttons at the top right of the editor to match the width or height to that of the first selected element.

 Assign the width of the first selected element

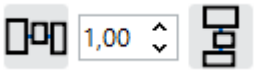
 Assign the height of the first selected element

SPACING ELEMENTS

When we select two or more elements we can adjust their positions to a uniform separation. We can do this by indicating the separation they will have horizontally or vertically or by having this separation calculated in relation to the positions of the ends.

 We separate the selected elements the same distance horizontally.

 We separate the selected elements the same distance vertically.



We separate the selected elements horizontally by a distance that we set.

CENTER ELEMENTS

When we select two or more elements we can center their positions with respect to a horizontal or vertical axis. We select them in the editor and press the buttons on the right side.

 We center the selected elements in relation to the horizontal axis.

 We center the selected elements in relation to the vertical axis.

EDITOR SETTINGS

We can access the editor settings from two buttons:

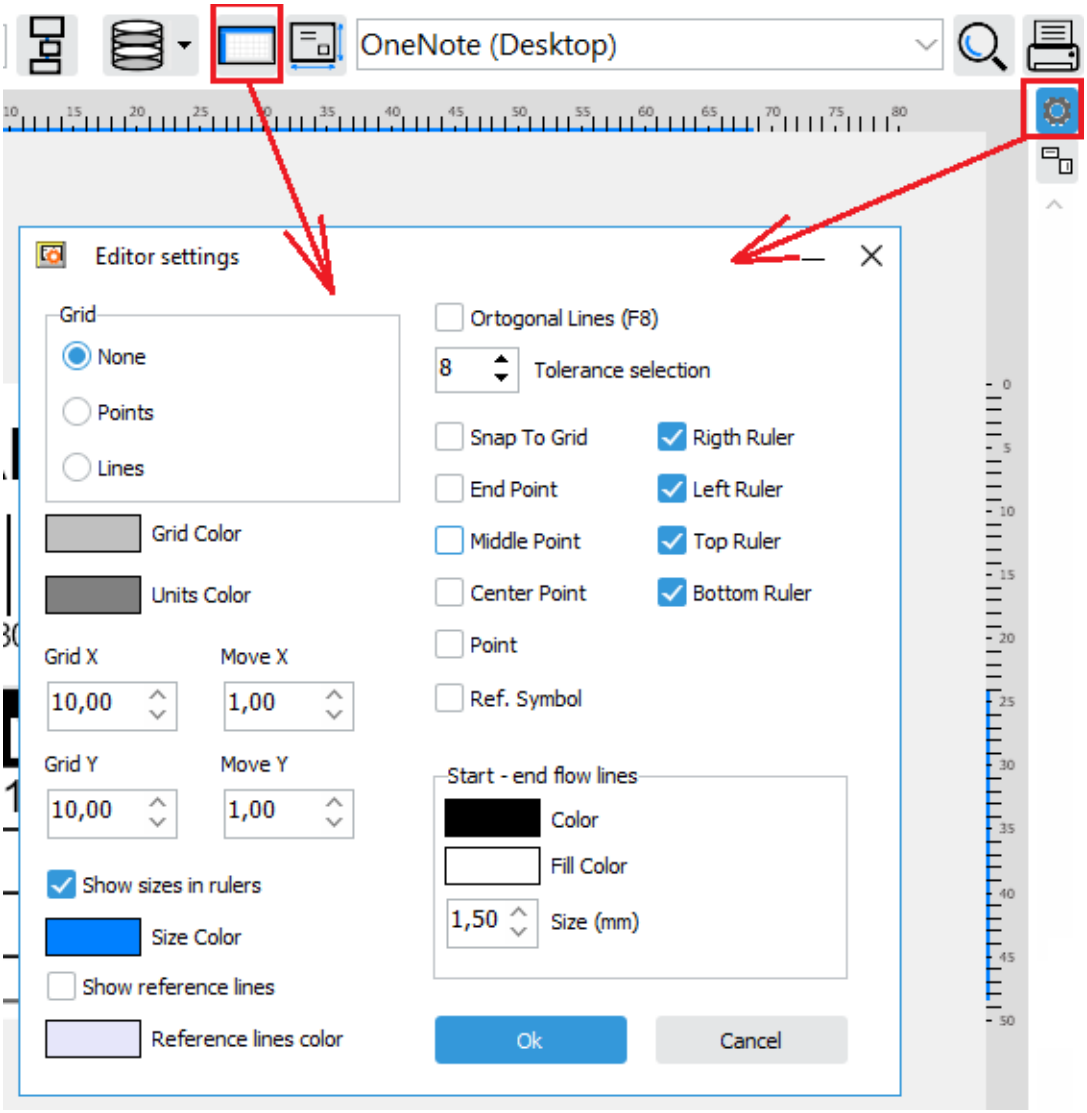


Fig 19. Editor settings.

Here we mark whether we want to see a background grid (point or line), as an aid to better position the elements on the label. We indicate the horizontal and vertical separation of this grid and the color used. We can force the movements of the figures and the inserts to snap to the points of the grid by checking the *Snap* checkbox. With the *Orthogonal Lines* checkbox we draw the lines horizontally or vertically (activate/deactivate by pressing F8).

Here we mark the rules that we want to display on the sides, as well as if we want to display the dimensions of the selected object on them, and the color used for this (See dimensions in rules). Another option to mark is if we want *reference lines* to be drawn with respect to the selected object from other objects that have the same x or y coordinates. Here we also indicate the color of these lines.

LABEL PROPERTIES

From this button we access the form with the label properties and data access, it has three tabs:

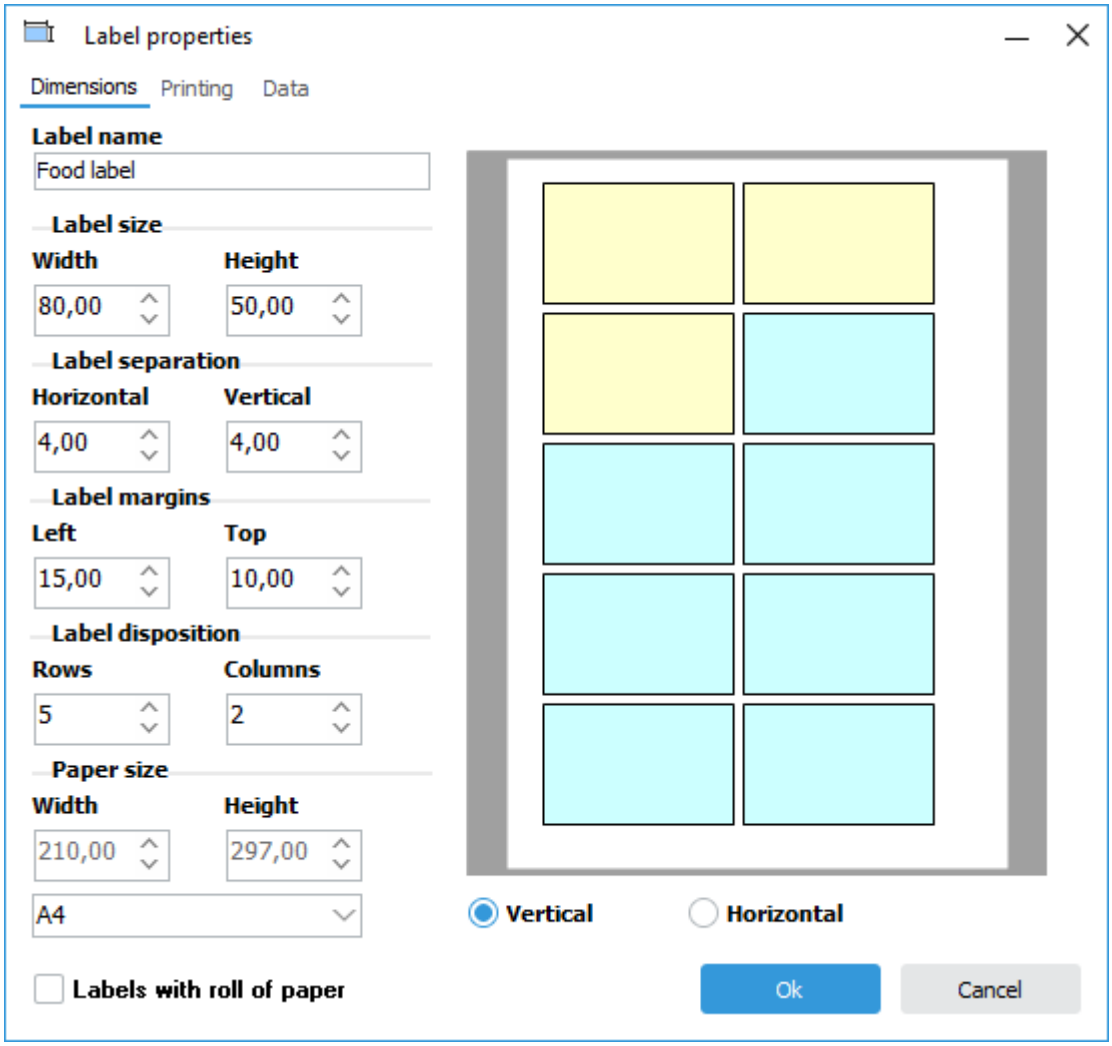


Fig 20. Label properties

Dimensions

In the first tab we adjust the dimensions of the label and the paper on which we print the labels. Width and height of the label, the number of labels horizontally and vertically, the separation margins between labels and with respect to the paper limits above and below. On the representation of the labels we can indicate the position of the one that is printed first.

Another option that we can select is whether we print on continuous paper, where the size of the label matches that of the paper. For example when we use industrial printers with paper rolls.

Printing

From the second tab we can indicate the labels to be printed, and the position (row and column) of the first label on the first sheet (this can also be done by clicking on the first tab on the label layout).

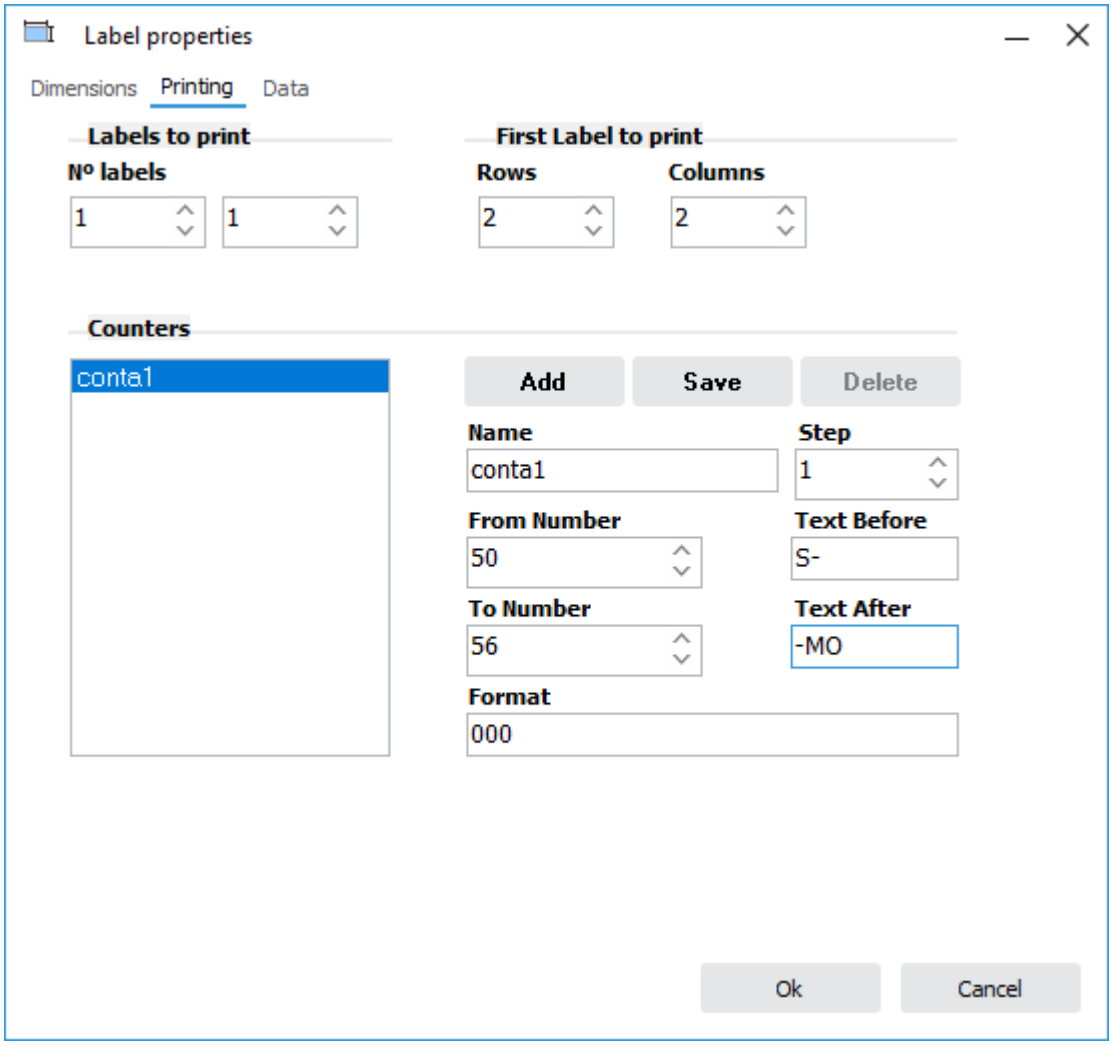


Fig 21. Label properties - printing - counters

Here we can add **counters**, which are numerical series that we create from an initial number, increasing a certain value and up to a number. Optionally, we can add a text at the beginning and a text at the end, as well as a format to apply to the numerical part. In the format, a '0' is used to indicate a position where a number is written; if there is no digit, a 0 will be entered, and if we put a hash # in the format, the number is written if there is one in that position, otherwise it is left blank.

To add a counter, we press the Add button, give it a name and assign the properties. When we modify the counter properties, we have to press the Save button. The counter example in the image would generate the series: S-050-MO, S-051-MO, S-052-MO, S-053-MO, S-054-MO, S-055-MO and S-056-MO.

To link this counter to label elements (e.g. text or barcode), we first indicate that the label will be linked to data (in the third tab of this form):

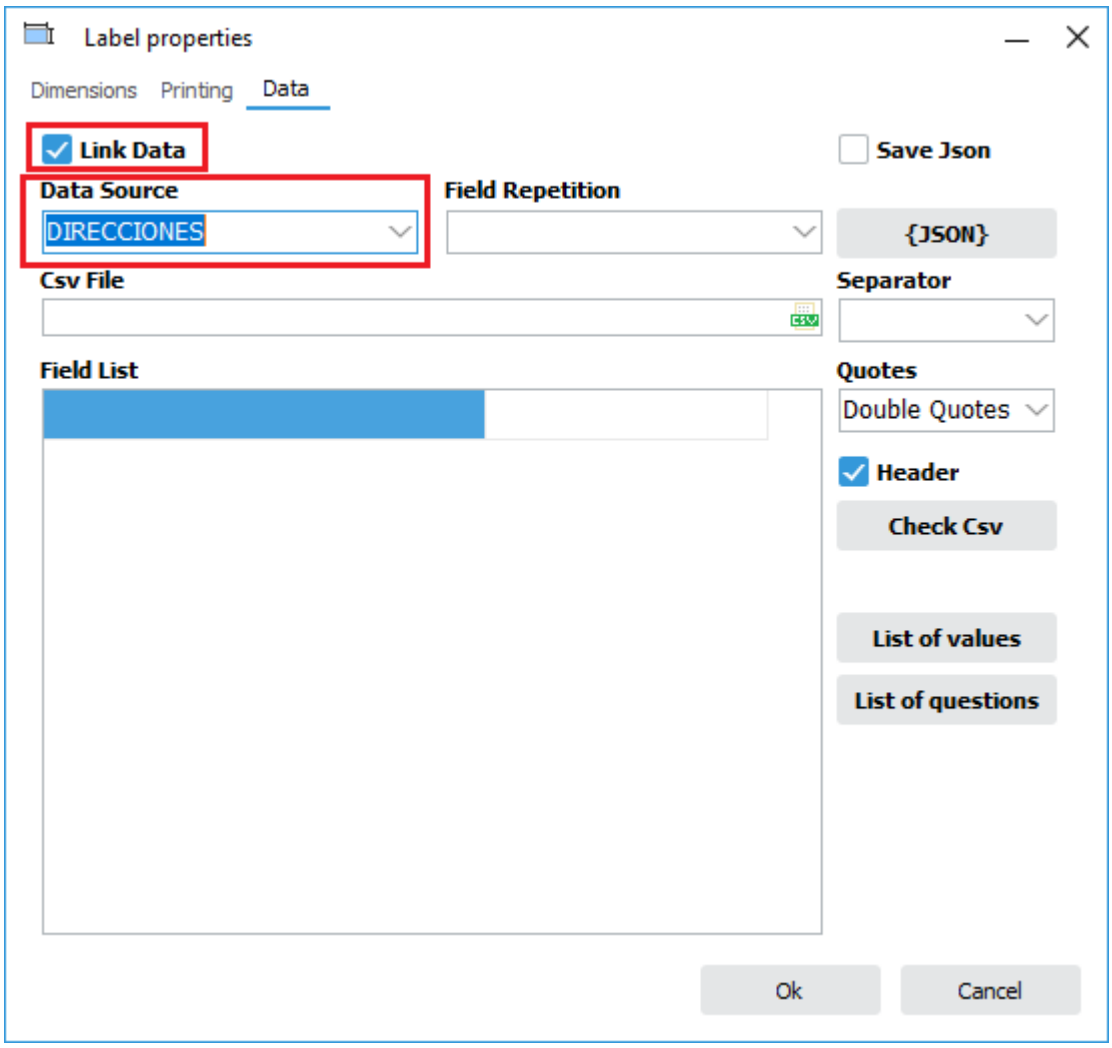


Fig 22. Link Data

Then in the label elements we select the counter name in the field value:

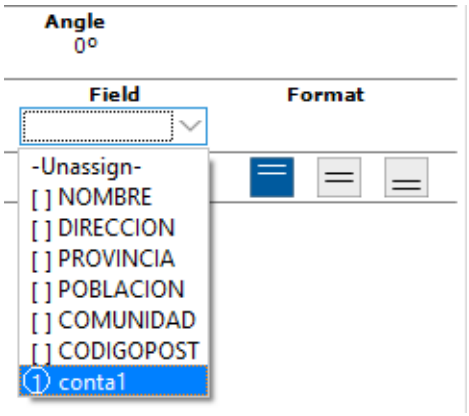


Fig 23. Select field

This counter applied to a text field and a barcode would give us this result:

Fig 24. Counters preview

Data

In the third tab we configure the data options in the label. Remember that from the application itself we can create our databases, fill them in and create filters to limit the range of records we want to print. When we want to link label elements with counters, fields in a database table, or to **json** or **csv** files, we check the link to data checkbox as we have seen before. In the case of **json** or **csv** tables or files, we select **Data Source** from the list. If there is a numeric integer field in the table or file, we can use it to indicate the *repetitions* in the printout:

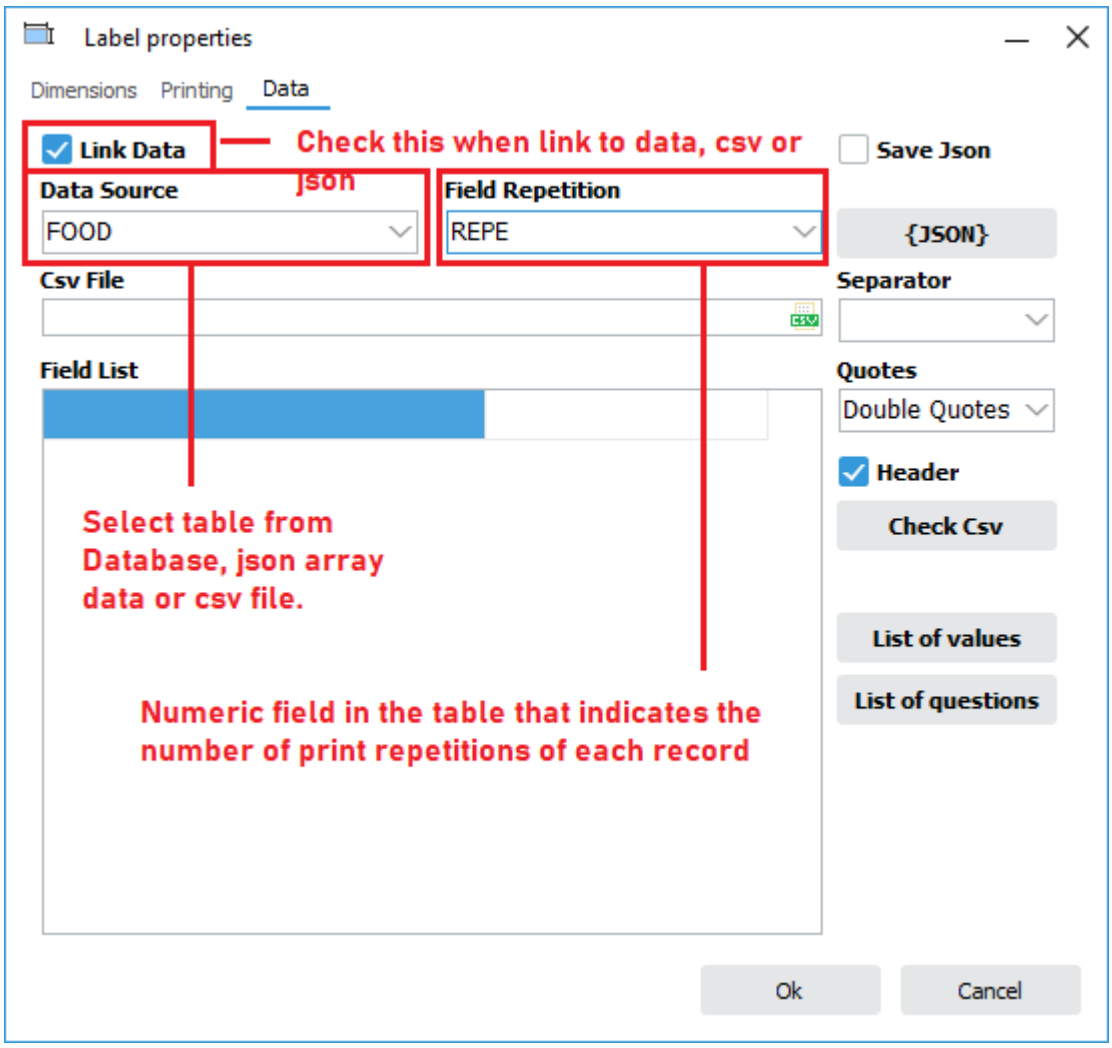


Fig 25. Properties link to data

Link with json

A **JSON** (*JavaScript Object Notation*) file is a lightweight data exchange format that is easy to read and write for both humans and machines. It is widely used to transmit data between a server and an application, especially in web applications and APIs. It is a text-based format that follows a key-value structure. Lightweight and easy to interpret: it is less heavy than other formats such as XML, which makes it efficient for transmitting data. To use a json that can be linked to the tag, it must have an array defined in it, the name of this array will be the one we select as the Data source.

An example of json can be this:

```
{
    "modelos_pc": [
        {
            "nombre": "Inspiron 15",
            "fabricante": "Dell",
            "ram": "16GB",
            "disco_duro": "512GB SSD",
            "procesador": "Intel Core i7-12700H"
        },
```

```
        {
            "nombre": "MacBook Air",
            "fabricante": "Apple",
            "ram": "8GB",
            "disco_duro": "256GB SSD",
            "procesador": "Apple M2"
        },
        {
            "nombre": "Pavilion 14",
            "fabricante": "HP",
            "ram": "8GB",
            "disco_duro": "1TB HDD",
            "procesador": "Intel Core i5-1235U"
        },
        {
            "nombre": "ThinkPad X1 Carbon",
            "fabricante": "Lenovo",
            "ram": "32GB",
            "disco_duro": "1TB SSD",
            "procesador": "Intel Core i9-13900H"
        },
        {
            "nombre": "ROG Zephyrus G14",
            "fabricante": "ASUS",
            "ram": "16GB",
            "disco_duro": "1TB SSD",
            "procesador": "AMD Ryzen 9 6900HS"
        }
    ]
}
```


If we press the JSON button, an editor opens where we can write the json, or paste it from copied content or open it from a file by pressing the Load Json button.

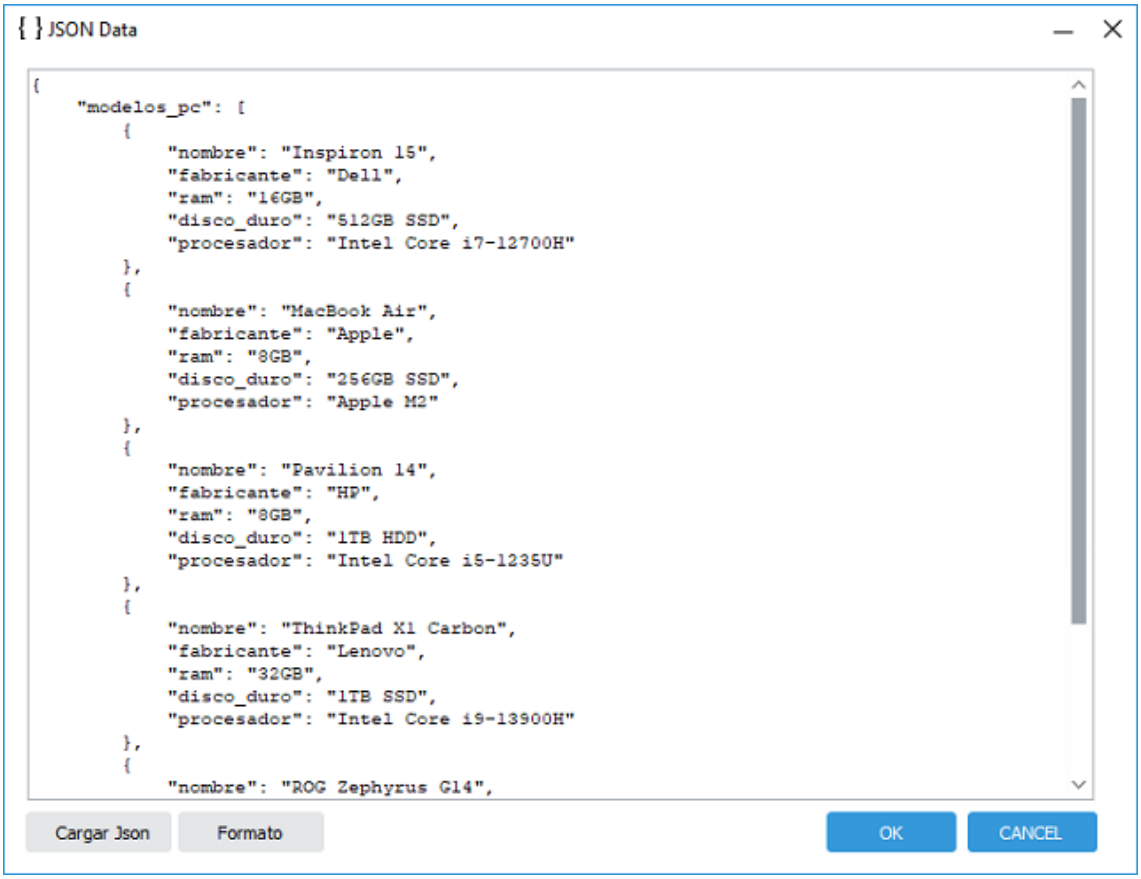


Fig 26. Json editor

In this example we would select as Data Source the tag *models_pc*, which is the name of the array that is defined in the **json** (the array starts with the symbol [and ends with]). If we want to save the json file together with the tag, we check the Save Json checkbox:

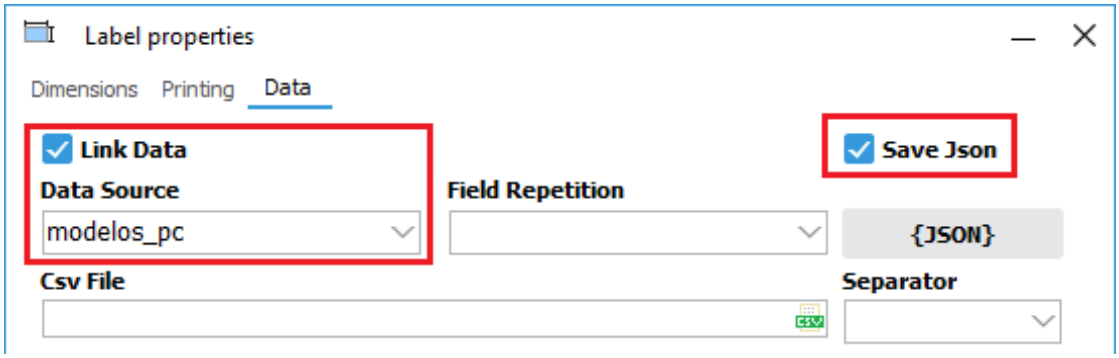


Fig 27. Assign json Data Source

Then we associate the values of the **json** using the label elements field, in this case they would be the fields name, manufacturer, ram, hard_disk and processor. With the json data we would generate labels of this type:

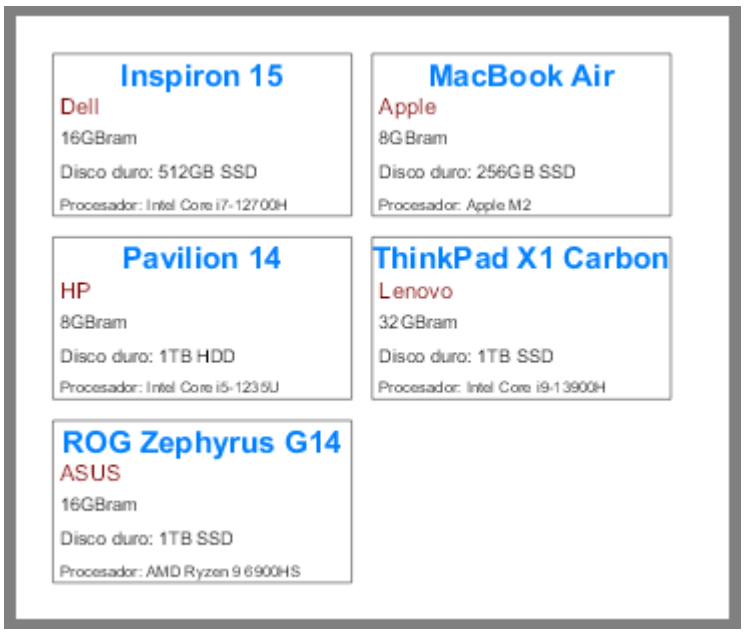


Fig 28. Preview labels linked to json

Link with json with a detail table

In *json* files, apart from an array element that will be the main data source, we can have defined in each object of the array an array with a series of fixed fields, this secondary array can be used as a detail table to assign to a table element. For example, in this json we have an array with '*abonos*', and in turn each subscription has an array composicion with some elements. This secondary data will be what we assign as the Data property of the table:

```
{

	"abonos": [
		{
			"nombre": "Abono Orgánico Compost",
			"precioPorKilo": 0.5,
			"composicion": [
				{
					"nitrogeno": 2.5,
					"fosforo": 1.8,
					"potasio": 1.5
				}
			]
		},
		{
			"nombre": "Nitrato de Amonio",
			"precioPorKilo": 1.2,
			"composicion": [
				{
					"nitrogeno": 33.5,
					"fosforo": 0,
					"potasio": 0
				}
			]
		},
		{
			"nombre": "Superfosfato Simple",
			"precioPorKilo": 0.75,
			"composicion": [
				{
					"nitrogeno": 0,
					"fosforo": 18,
```

```
                        "potasio": 0
                }
        ]
},
{
        "nombre": "Cloruro de Potasio",
        "precioPorKilo": 1,
        "composicion": [
                {
                        "nitrogeno": 0,
                        "fosforo": 0,
                        "potasio": 60
                }
        ]
},
{
        "nombre": "Abono Complejo NPK 10-10-10",
        "precioPorKilo": 1.5,
        "composicion": [
                {
                        "nitrogeno": 10,
                        "fosforo": 10,
                        "potasio": 10
                }
        ]
},
{
        "nombre": "Abono Orgánico de Estiércol",
        "precioPorKilo": 0.4,
        "composicion": [
                {
                        "nitrogeno": 1.5,
                        "fosforo": 1,
                        "potasio": 2.5
                }
        ]
},
{
        "nombre": "Fosfato Diamónico (DAP)",
        "precioPorKilo": 1.1,
        "composicion": [
                {
                        "nitrogeno": 18,
                        "fosforo": 46,
                        "potasio": 0
                }
        ]
},
{
        "nombre": "Sulfato de Potasio",
        "precioPorKilo": 1.3,
        "composicion": [
                {
                        "nitrogeno": 0,
                        "fosforo": 0,
                        "potasio": 50
                }
        ]
},
{
        "nombre": "Abono Foliar Mineral",
        "precioPorKilo": 2,
        "composicion": [
                {
                        "nitrogeno": 20,
                        "fosforo": 20,
                        "potasio": 20
                }
        ]
},
{
```

```
                        "nombre": "Guano de Murciélago",
                        "precioPorKilo": 3.5,
                        "composicion": [
                                {
                                        "nitrogeno": 8,
                                        "fosforo": 4,
                                        "potasio": 2
                                }
                        ]
                }
        ]
}
```


In the label properties we select and assign the **json** by pressing the JSON button and then we assign the name subscriptions as the data source and the check link data.

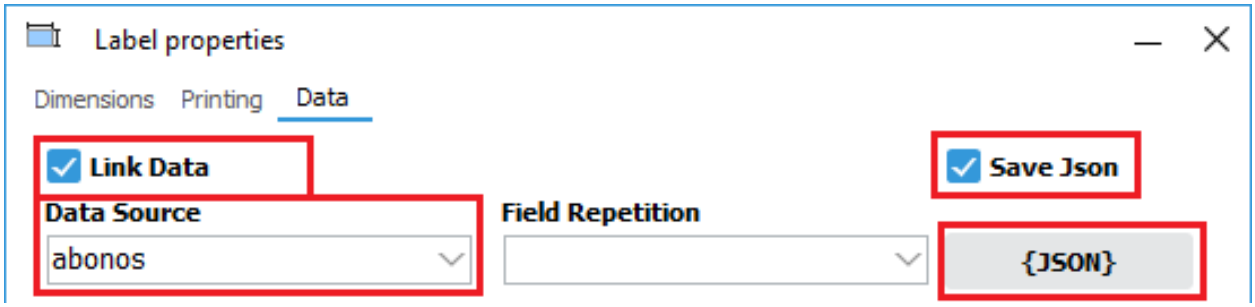


Fig 29. Data source selection – JSON.

And in the table object we assign the Data property the name composition:

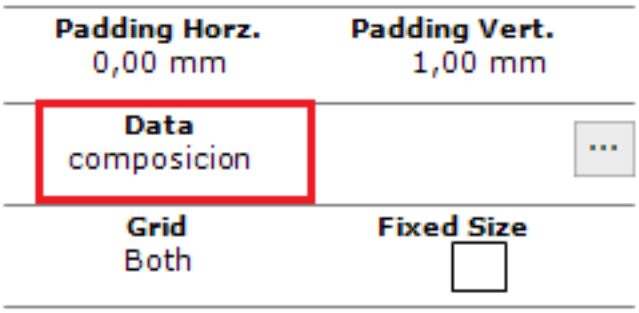


Fig 30. Select data source detail in table

The preview of these tags linked to the json file would be:

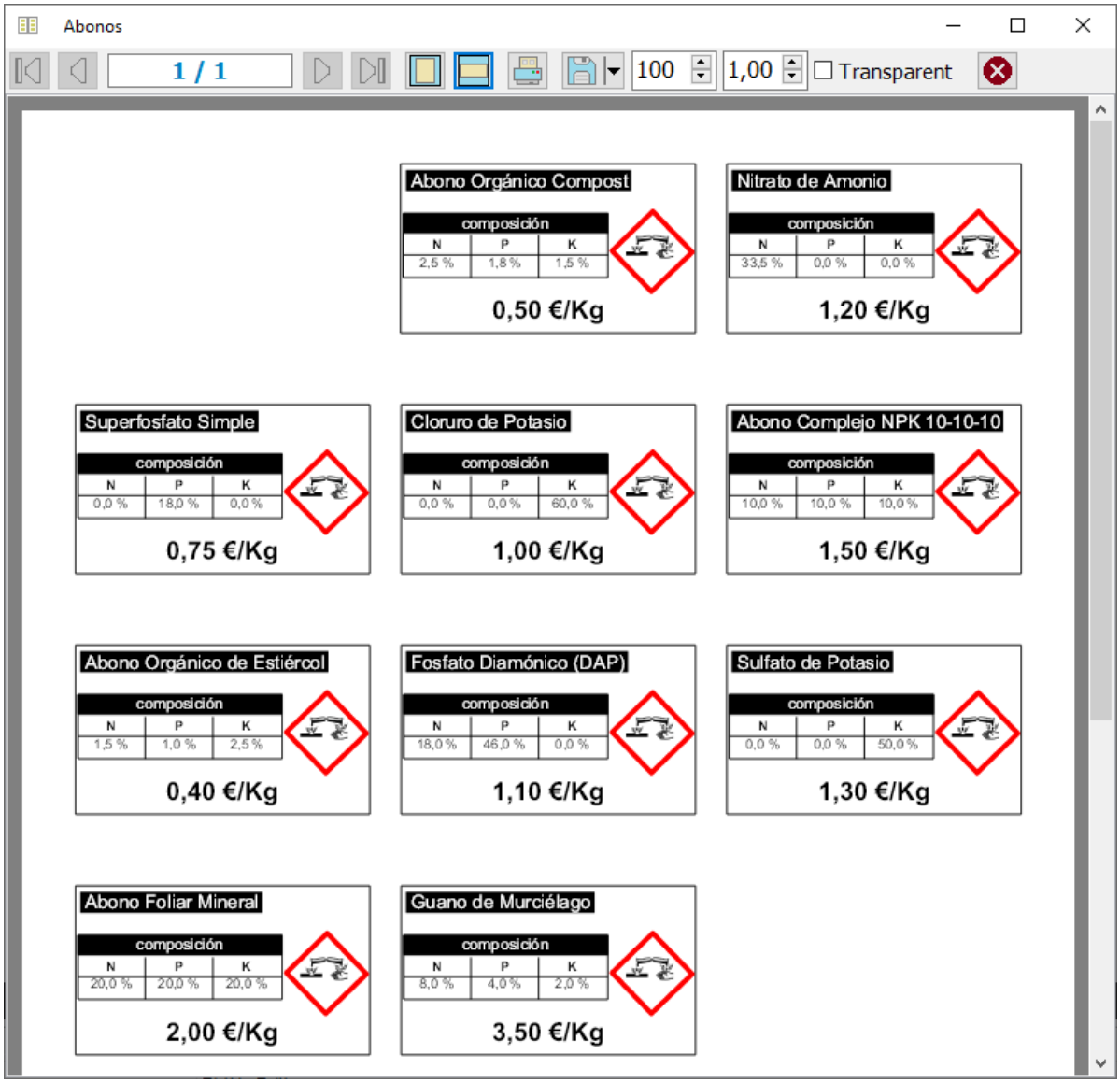


Fig 31. Label with table element linked to data preview.

Link to csv

Another option for linking data is to extract it from a *csv* file. To do this, in this Data tab, select the *csv* file from which you want to extract the data:

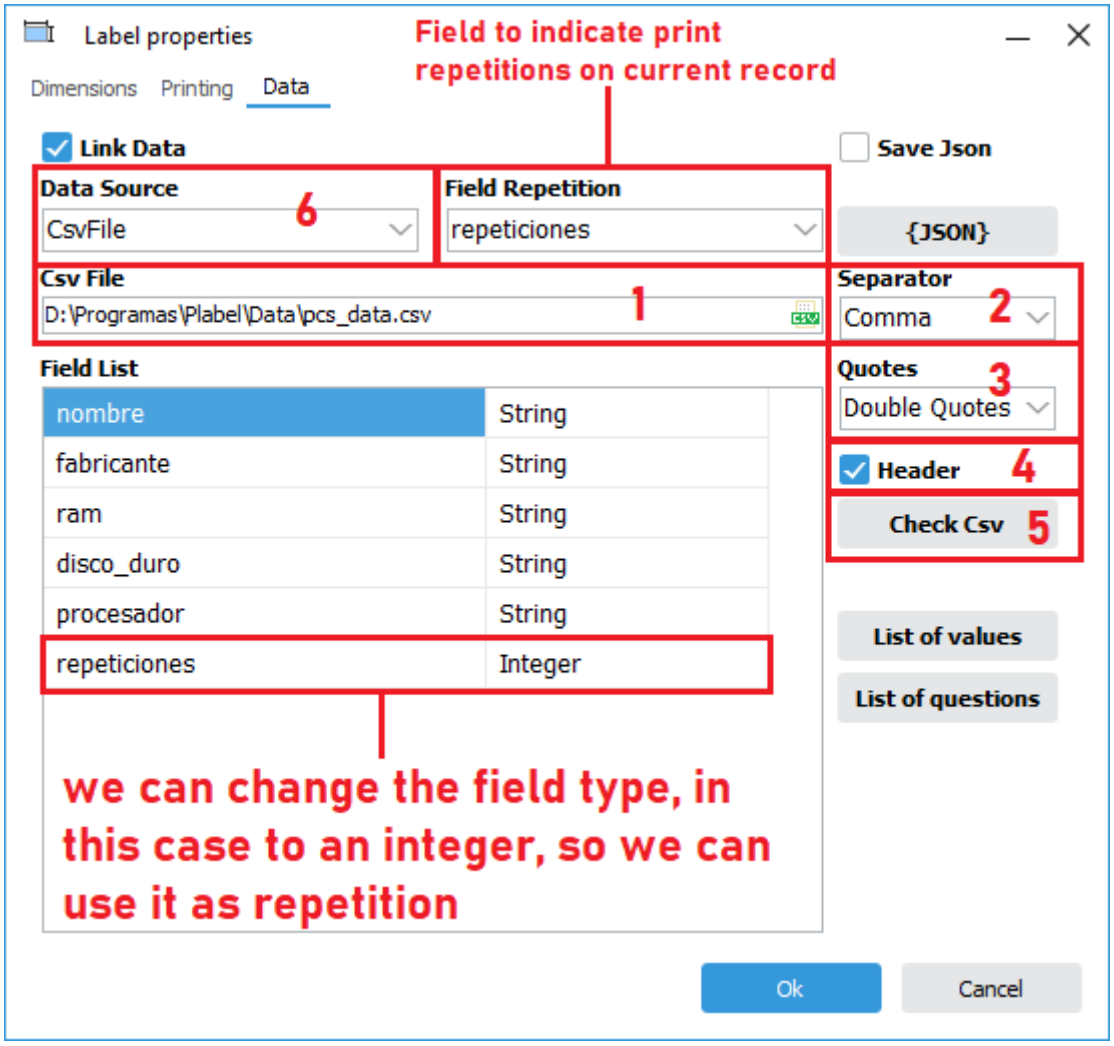


Fig 32. Extract data from csv

The steps we follow to link to a csv file are:

1. Click the button to select the csv file.

2. Indicate the type of separator used in the records

3. Say whether we use quotes, double quotes or no option for the text strings in the csv.

4. Check whether the csv has a header or not with the names of the fields. It is better if it has one because it is used to select the fields in each element.

5. Click the *Check Csv* button to make sure that we can read the csv file with the indicated configuration.

6. Select *CsvFile* as the data source.

The preview of the labels from the csv, taking into account that a repetitions field is marked, according to the record, gives us:

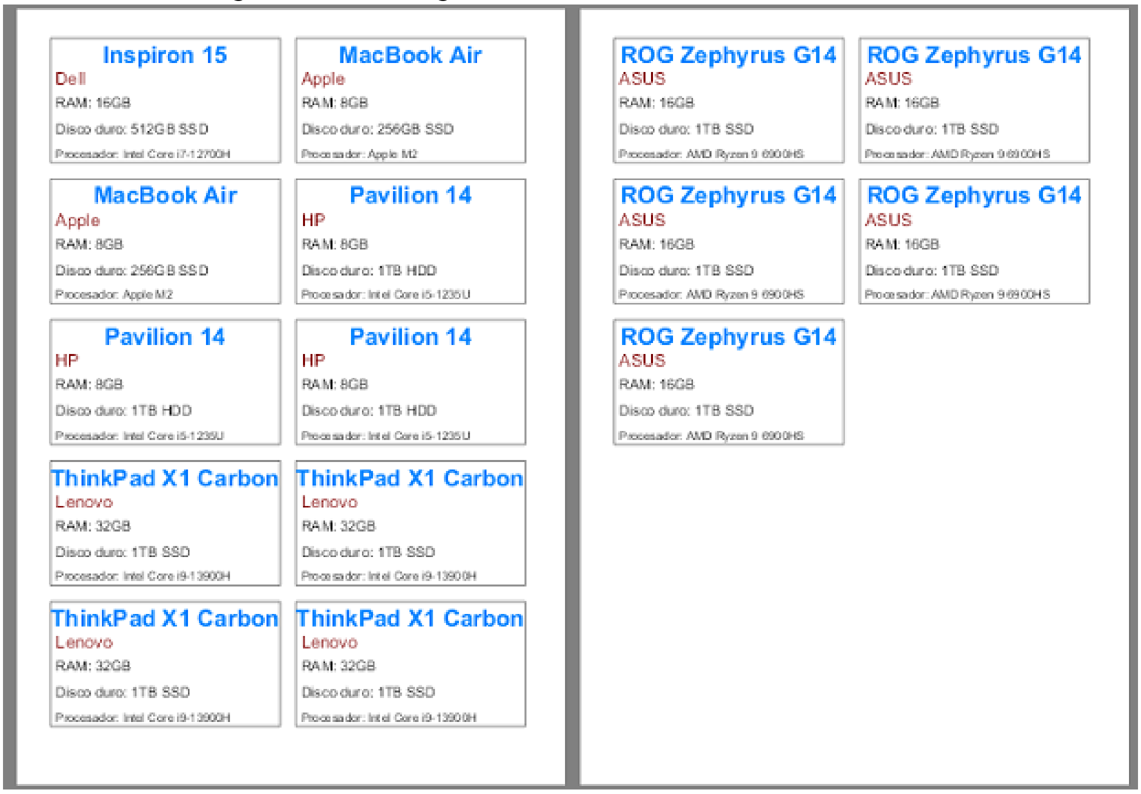


Fig 33. Labels linked to csv preview

List of values

In the label we can create lists of possible values to which we give a name. We can assign this name to text elements or bar codes, and when we preview or print we will be asked to select a value from the list that will be represented. To use it we have to check the *Link Data* checkbox, as we have seen previously. In this example we create a list with the name Fruit Category, and we add three possible values: First, Second and Industry.

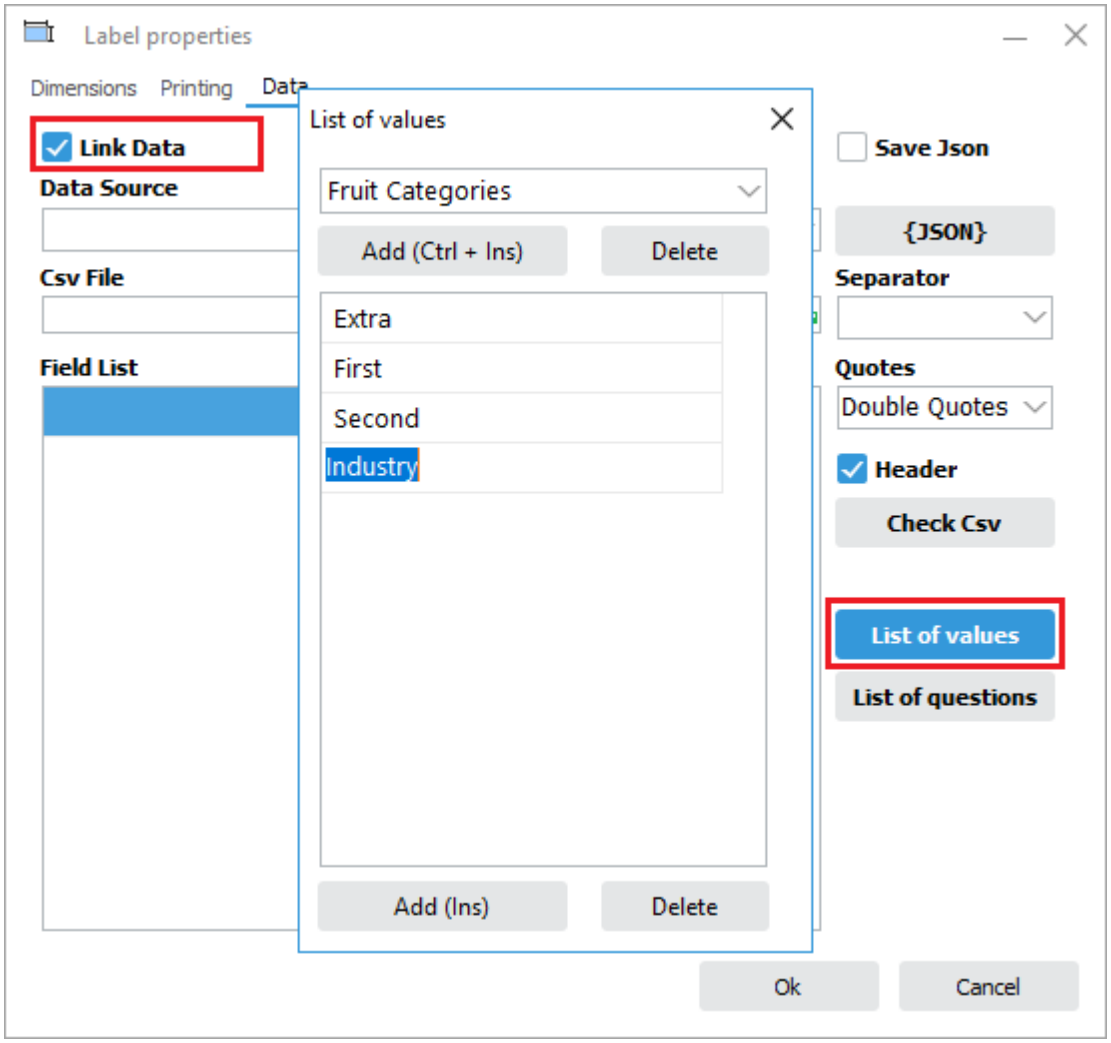
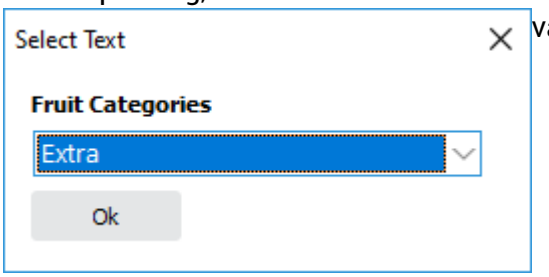


Fig 34. Add list of values

Then in the label elements we link to this list in the field value:

When printing, the list is shown and we select the value.



List of questions

Another option to link dynamic data is through a question-answer, we create a question with a name and the text of the same, and the type of answer: text, integer, decimal number and date-time. In this example we create one with the name *Lot Number*., the

question we will ask when printing will be *lot number?* and the answer will be text type, we fill it in and that will be what will be printed.

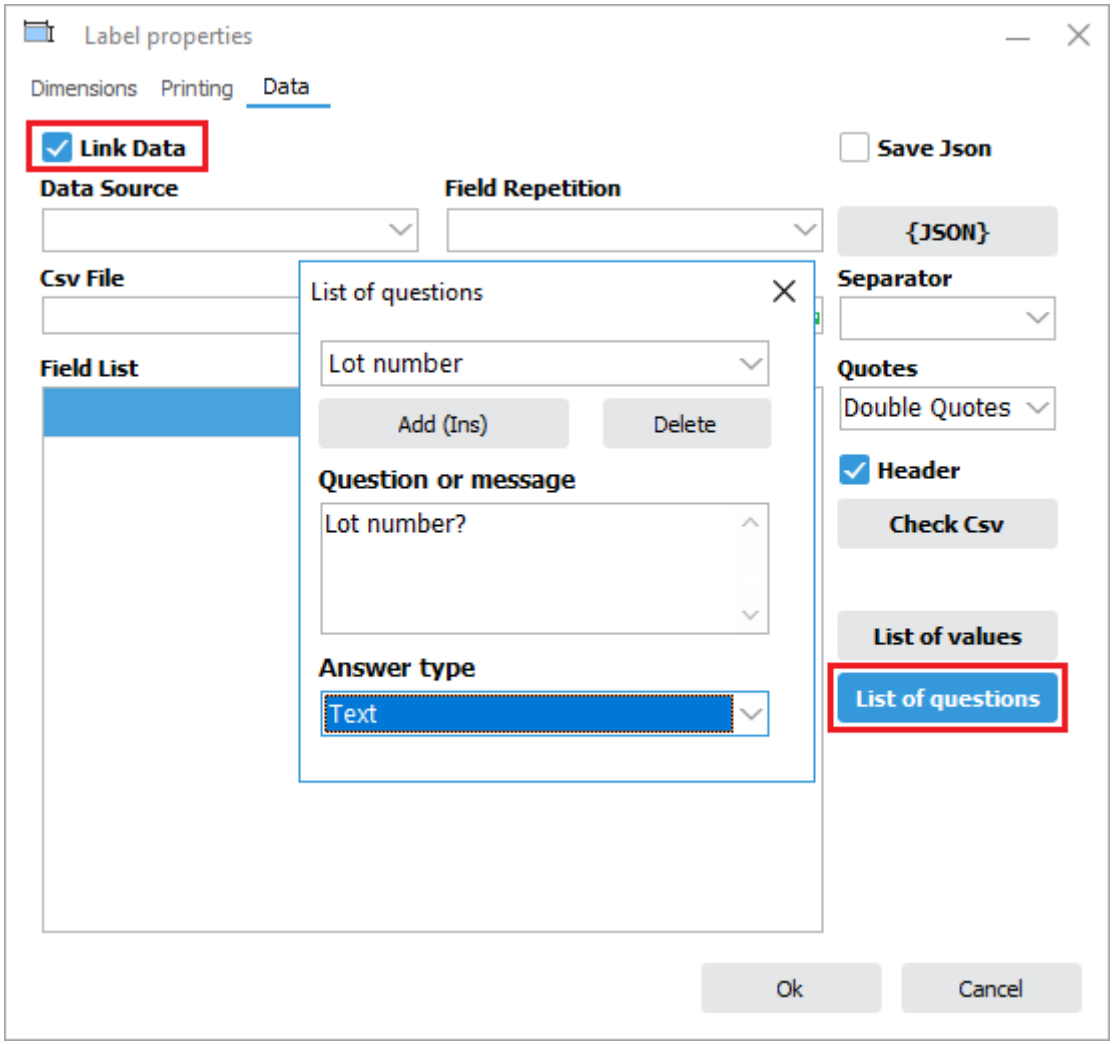
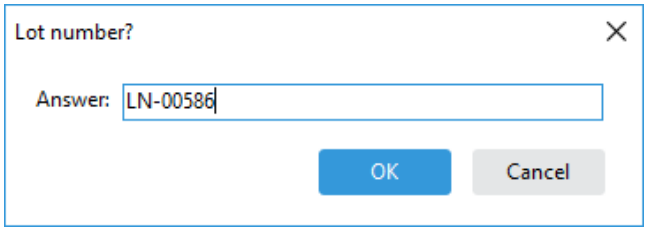


Fig 35. Add Question - answer



DATABASES. CREATE AND ADD RECORDS.

From the program we can create tables in a *SQLite* database, then we can insert records to link with elements of the label. To add a table we press the button at the top:

A dialog box opens where we see on the left the list of tables and their fields, and on the right buttons to add tables, fields to these tables, detail tables and their fields and to define filters that allow us to indicate a range of records to print.

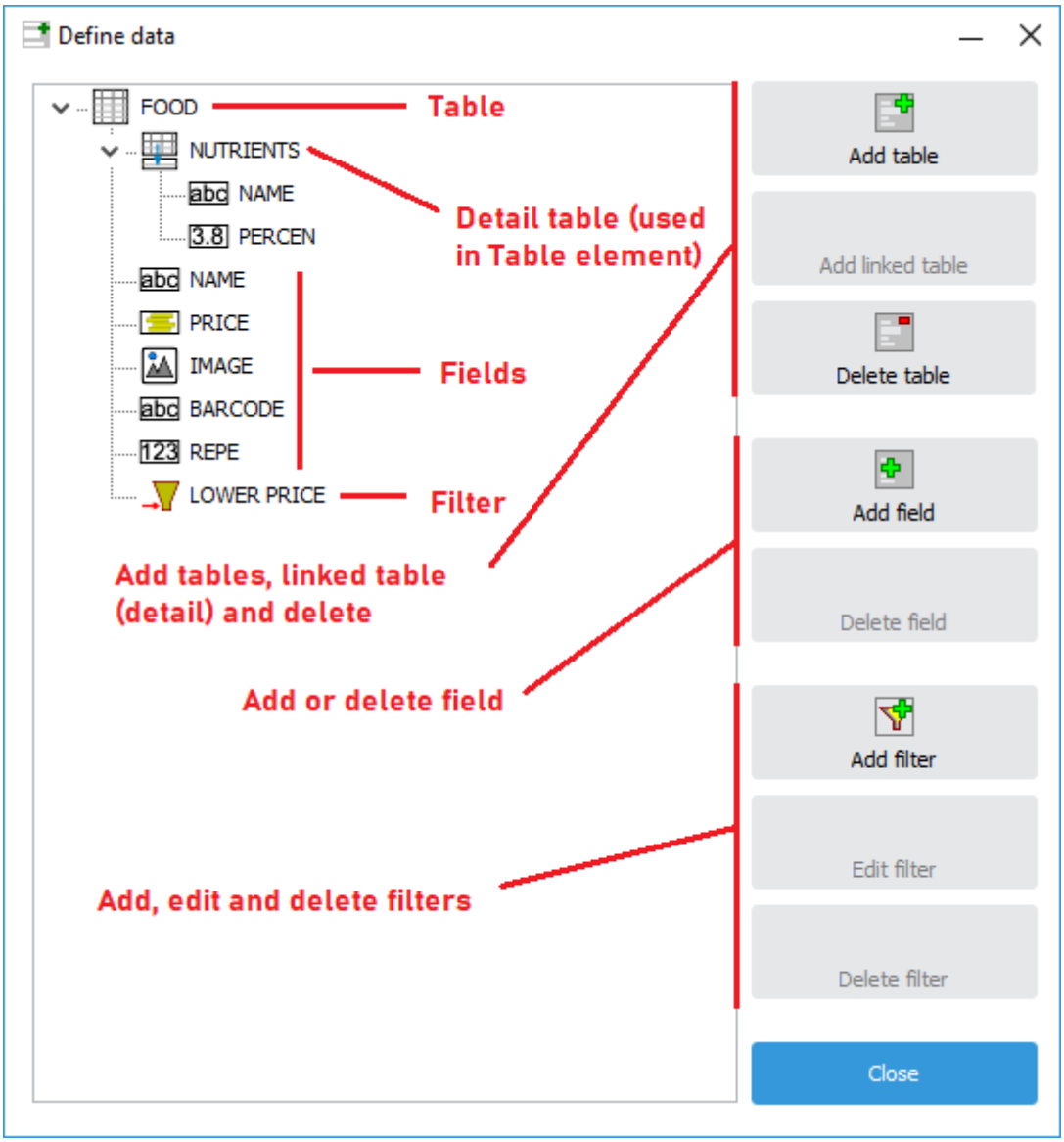
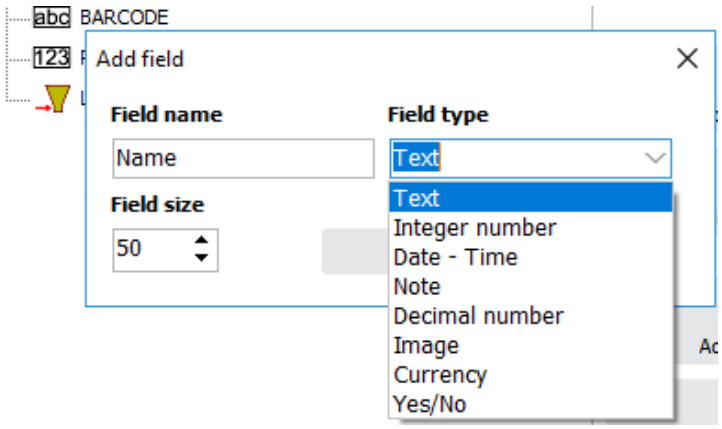
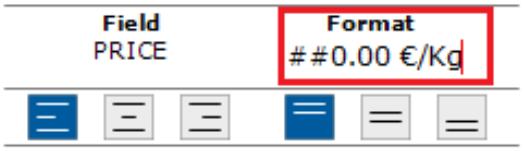


Fig 36. Create table

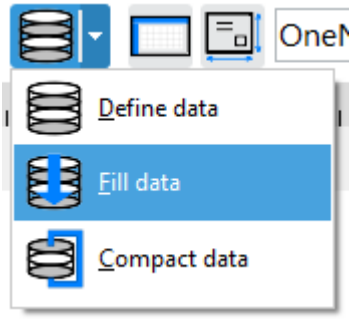
Once we have added a table, we add the fields by giving it a name, indicating the type of field (text, integer, date-time, paragraph, decimal number, image, currency and yes/no). In the case of text fields, we indicate the length of the field.



We can define a format for numeric fields (integer, decimal or currency) and for the date-time field to modify their representation according to needs. We assign the format to the element that uses that field. For example, if we have a currency field, in the text that links it we can assign a format like this: #,##0.00 € . The hash is used to show the digit if it exists and the 0 is used to always show the value of the digit and if it does not exist it puts a 0. Additionally, we can add a prefix or suffix to the format, as in this case the euro symbol €.



To fill in the data for this table, click on the **Fill Data** option (top of the editor):



An editor opens where we select the table whose records we want to edit, and with some buttons at the bottom left we add, edit, save or delete. If we have assigned a detail table to the table we can edit it in this same screen. To show the elements of the detail table in the label, we use the table element.

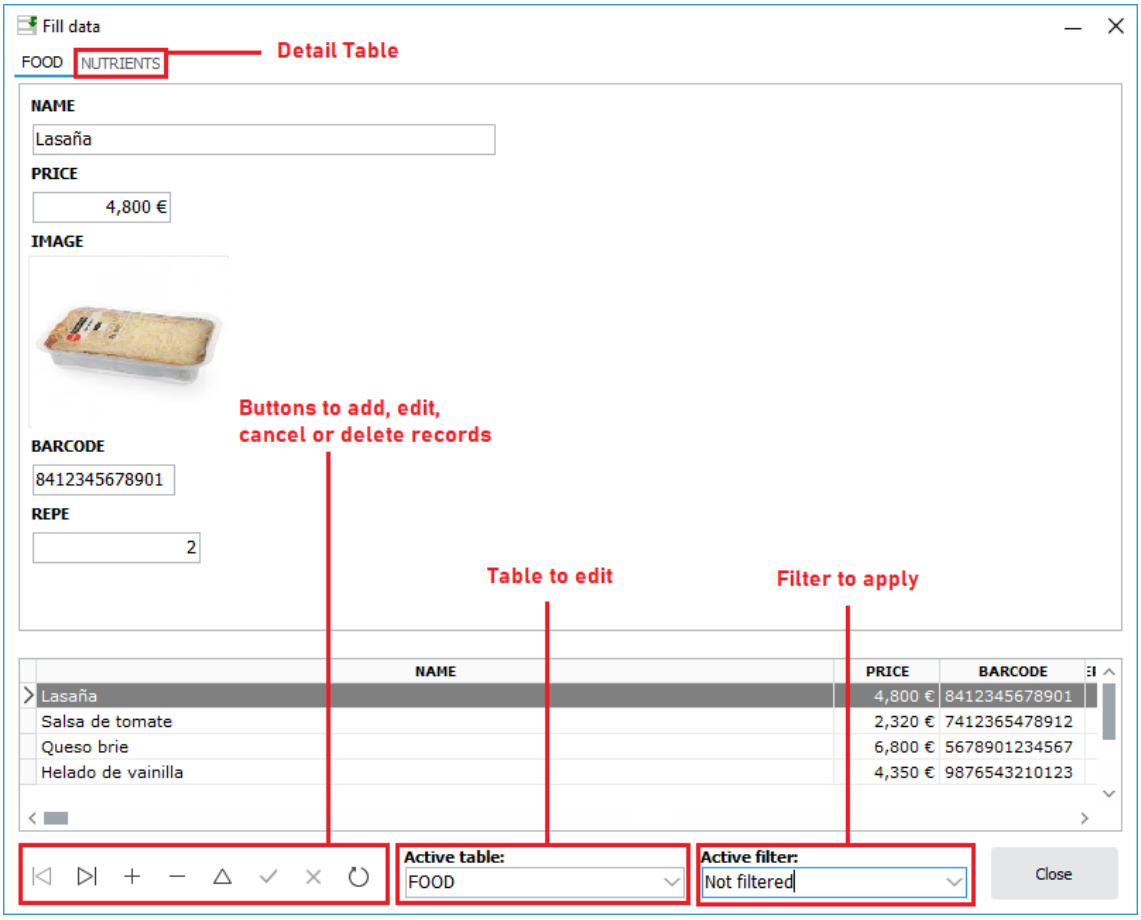


Fig 37. Add record to table

Finally, we can add filters that we can use to restrict the printing to a group of records that meet the conditions defined in the filter. When adding a filter, we assign it a name and then open the editor to add the filter conditions, which we create by selecting a field and the comparison operator to apply.

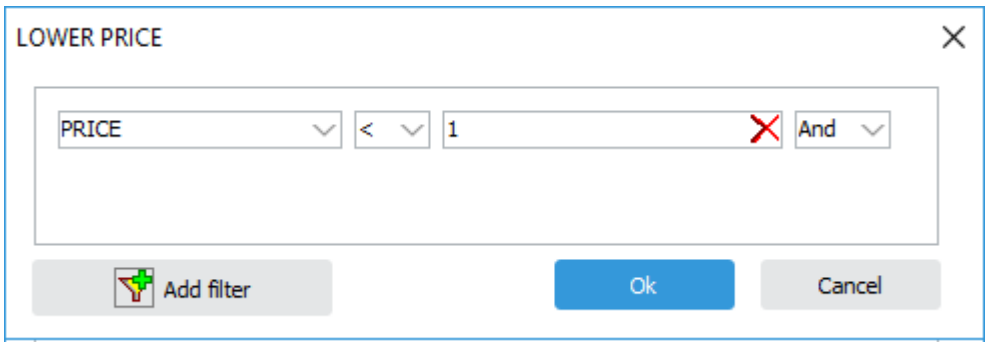


Fig 38. Edit filter

When we are in the editor, we can select the filter to apply it in the lower right part of the editor:

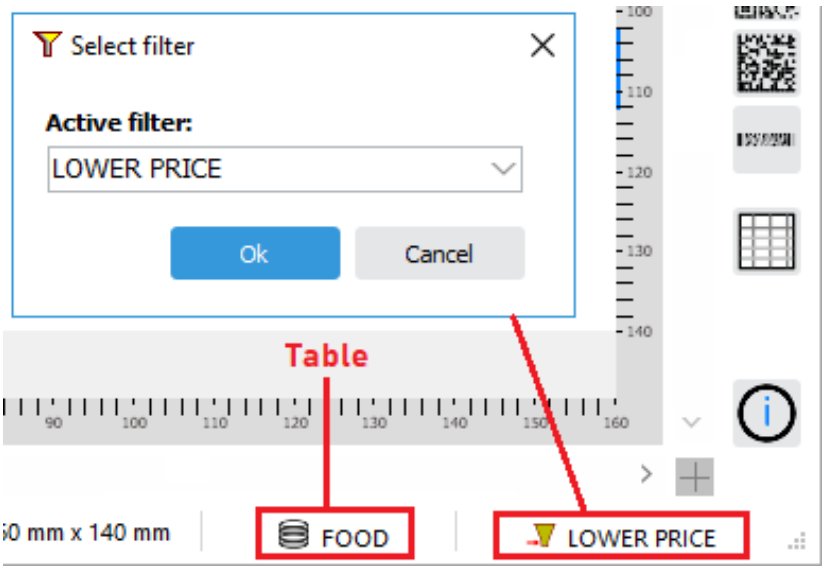


Fig 39. Select active filter.

FORMAT FIELDS

In several elements that we link to database fields, we can apply a format to change the way a decimal number or a date is displayed.

SPECIAL CHARACTERS FOR FORMATTING NUMBERS (DECIMALS OR INTEGER)

0 - Digit, displays a 0 if there is no digit

- Digit, displays nothing if there is no digit

. - Decimal separator

, - Thousands separator

E+ - Scientific notation

; - Positive;negative;zero format separator

% - Multiply by 100 and add the % symbol

$ - Currency format (using command prompt)

* - Repeat the next character

EXAMPLES

NUMBER	format	result
1234.567	#.##	1234.57
1234.567	0.00	1234.57
1234.567	00000.00	01234.57
1234.567	#,##0.00	1,234.57
1234567.89	#,##0.00	1,234,567.89

1234.567	#.####	1234.567
1234.567	#.000000	1234.567000
1234.567	0.00E+00	1.23E+03
1234.567	0.000E+00	1.235E+03
0.1234	#.##%	12.34%
0.1234	0.00%	12.34%
1234.567	#,##0.00€	1,234.57€
1234.567	$#,##0.00	€1,234.57'
1234.567	*$#,##0.00	€€1,234.57
1234.567	*>#,##0.00	>>1,234.57
0.000123	0.######	0.000123
0.000123	0.000000	0.000123
123456789.123	#,##0.00	123,456,789.12
1.999	0.00	2.00

SPECIAL DATE FORMAT CHARACTERS

Date specifiers:

d - Day of the month without leading zeros (1-31)

dd - Day of the month with leading zeros (01-31)

ddd - Abbreviated day of the week (Mon-Sun)

dddd - Full day of the week (Mon-Sun)

m - Month without leading zeros (1-12)

mm - Month with leading zeros (01-12)

mmm - Abbreviated month (Jan-Dec)

mmmm - Full month (Jan-Dec)

y - 2-digit year without leading zeros (0-99)

yy - 2-digit year (00-99)

yyyy - 4-digit year (0000-9999)

Time specifiers:

h - Hour without leading zeros (1-12)

hh - Hour with leading zeros (01-12)

n - Minute without leading zeros (0-59)

nn - Minute with leading zeros (00-59)

s - Second without leading zeros (0-59)

ss - Second with leading zeros (00-59)

z - Milliseconds without leading zeros (0-999)

zzz - Milliseconds with leading zeros (000-999)

t - Short time stamp

tt - Long time stamp

am/pm - 12-hour indicator

a/p - Abbreviated 12-hour indicator

EXAMPLES

format	result
dd/mm/yyyy	25/11/2024
d/m/y	25/11/24
dddd	Sunday
dd mmm yyyy	25 Nov 2024
dd/mm/yyyy hh:nn	25/11/2024 14:30
dd/mm/yyyy hh:nn:ss	25/11/2024 14:30:45
hh:nn:ss.zzz	14:30:45.123
hh:nn AM/PM	02:30 PM

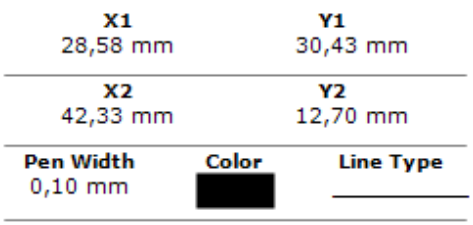
TYPES OF OBJECTS TO INSERT

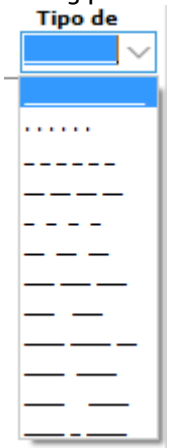
In the editor, click on the buttons of the different shapes and then click on the label to add them. Then, you can select one or more elements to edit their properties in the inspector on the left. To delete the selected element(s), press the *Delete* key.

To select an object, click on its shape with the mouse. If you hold down the *Shift* key, you can select several objects. Another way to select is by drawing a rectangle that will select all the objects that are completely inside it, or if you draw it upside down, it will select the objects that it intersects, even if it does not completely enclose it.

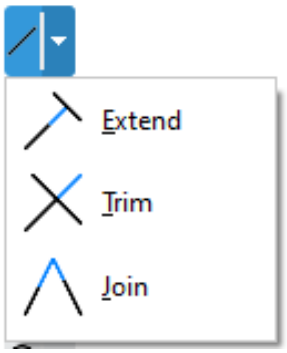
LINE

We draw a line between two points, we do it by clicking the line button and then we click start point and end point on the label. We can force the points to be those of the background grid with the *Snap* property of the editor properties, as we have seen before, as well as the lines to be horizontal or vertical with *Orthogonal Lines* (F8) activated in the editor settings. We can also write the coordinates of the first and second point on the keyboard, and we will see it at the top, the x coordinate is separated from the y by a comma, the decimal symbol is the point, and we press enter to accept.



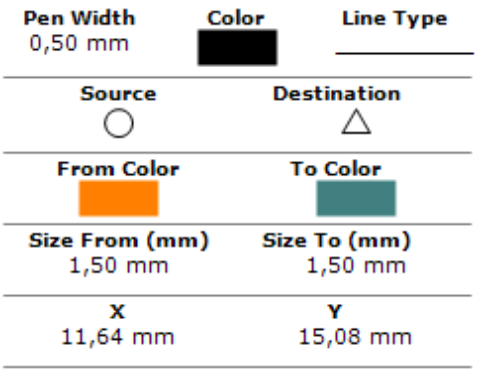
property	description
x1, y1	x and y coordinates of the first point on the line
x2, y2	x and y coordinates of the second point of the line
Pen Width	Line thickness
Color	Line color
Line Type	Line type, different line drawing patterns 

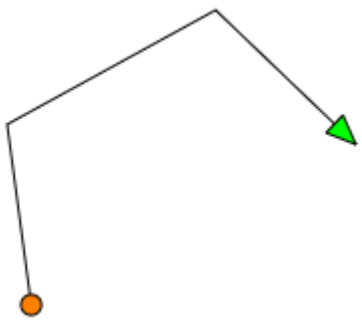
On the lines we can perform three types of actions with the commands to *extend* (extend a line to another selected line), *trim* (limit a line to the selected reference line) and *join* (join two lines to the intersection point).

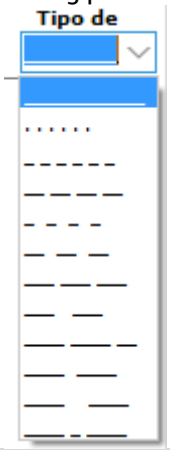


POLYLINE

We draw a polyline by pressing the polyline button and then pressing the start point and the consecutive points up to the last one, after which we press the right button to finish. We can force the points to be those of the background grid with the *Snap* property of the editor properties, as we have seen before, as well as the lines to be horizontal or vertical with *Orthogonal Lines* (F8) activated in the editor settings.

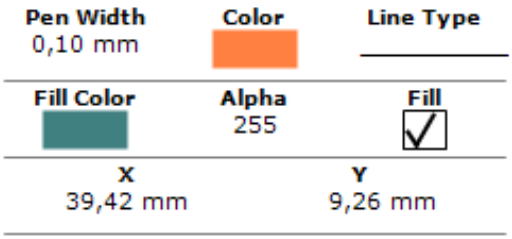


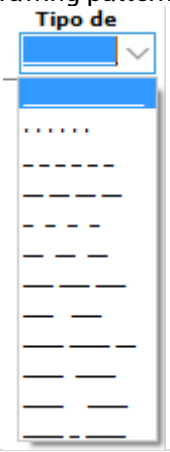


property	description
Pen Width	Line thickness
Color	Line color
Line Type	Line type, different line drawing patterns 
Source	We can select a figure to display in the first point
Destination	We can select a figure to display in the last point
From Color	Fill color of the first point figure
To Color	Fill color of the last point figure
Size From	Size in millimeters of the initial point figure
Size To	Size in millimeters of the end point figure
x, y	x and y coordinates of the selected point of the polyline

POLYGON

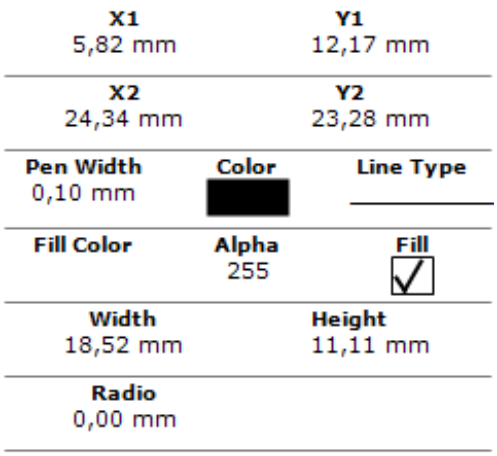
We draw a polygon by clicking on the polygon button and then clicking on the start point and the consecutive points up to the last one, after which we click on the right button to finish and close the polygon. We can force the points to be those of the background grid with the Snap property of the editor properties, as we have seen before, just as we can force the lines to be horizontal or vertical with *Orthogonal Lines* (F8) activated in the editor settings.

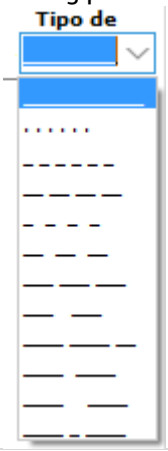


property	description
Pen Width	Line thickness
Color	Line color
Line Type	Line type, different line drawing patterns 
Fill Color	Polygon fill color
Alpha	We can apply transparency to the fill color, an Alpha value of 255 is completely opaque and an Alpha of 0 is completely transparent (equivalent to turning off Fill)
Fill	Whether we want to fill the background or not
x, y	x and y coordinates of the selected point of the polygon

RECTANGLE

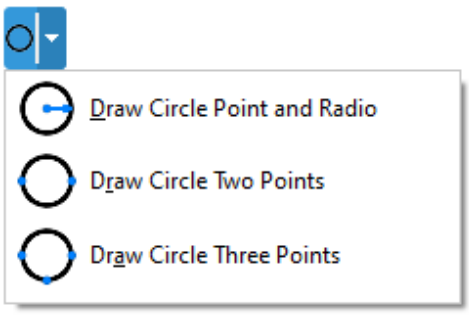
We draw a rectangle by clicking on the rectangle button and then clicking on the start point and the end point. We can force the points to be those of the background grid with the *Snap* property of the editor properties, as we have seen before.

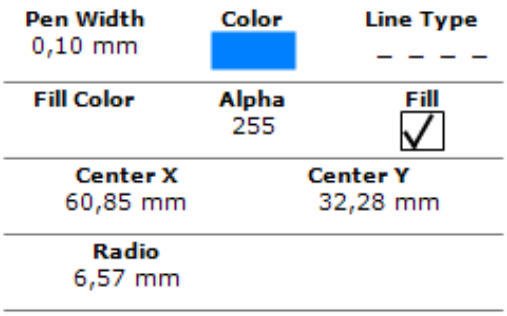


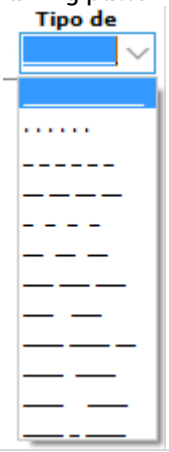
property	description
x1,y1	x and y coordinates of the first point on the rectangle
x2,y2	x and y coordinates of the second point of the rectangle
Pen Width	Line border thickness
Color	Line border color
Line Type	Line type, different line drawing patterns 
Fill Color	Rectangle fill color
Alpha	We can apply transparency to the fill color, an Alpha value of 255 is completely opaque and an Alpha of 0 is completely transparent (equivalent to turning off Fill)
Fill	Whether we want to fill the background or not
Width	Rectangle width
Height	Rectangle height
Radio	Radius of curvature of the corners of the rectangle

CIRCLE

To draw a circle, we press the button that has three options: indicate circle and radius, indicate two points or indicate three points through which it must pass. We can force the points to be those of the background grid with the *Snap* property of the editor properties, as we have seen before. We can also indicate each of the points by typing the coordinates on the keyboard.

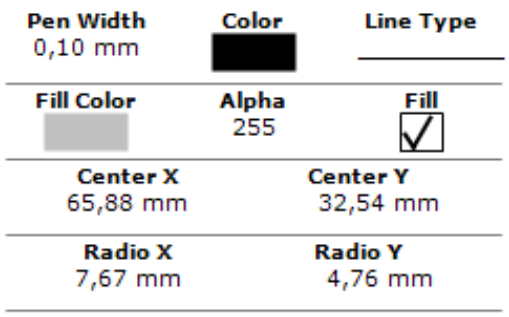




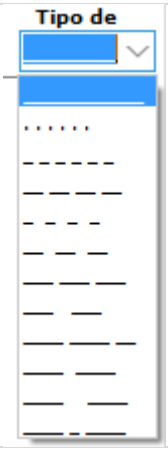
property	description
Center X Center Y	X and y coordinates of the center of the circle
Pen Width	Line thickness
Color	Line color
Line Type	Line type, different line drawing patterns 
Fill Color	Circle fill color
Alpha	We can apply transparency to the fill color, an Alpha value of 255 is completely opaque and an Alpha of 0 is completely transparent (equivalent to turning off Fill)
Fill	Whether we want to fill the background or not
Radio	Radius of the circle

ELLIPSE

To draw an ellipse, we do so by pressing the button indicating the center and the length of the x-axis and y-axis. We can force the points to be those of the background grid with the *Snap* property of the editor properties, as we have seen before. We can also indicate each of the points by typing the coordinates on the keyboard.

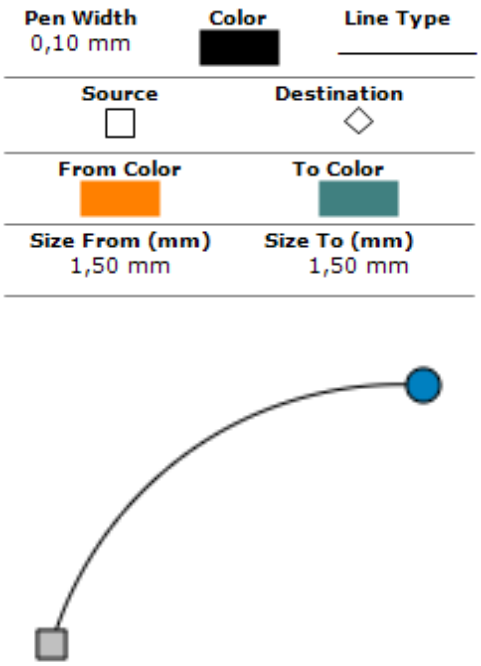


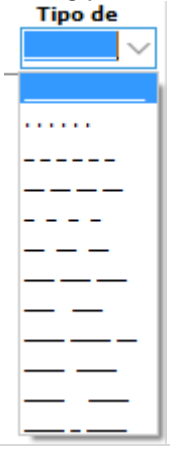
property	description
Centro X Centro Y	Coordenadas x e y del centro de la elipse
Pen Width	Line thickness
Color	Line color
Line Type	Line type, different line drawing patterns

	
Fill Color	Ellipse fill color
Alpha	We can apply transparency to the fill color, an Alpha value of 255 is completely opaque and an Alpha of 0 is completely transparent (equivalent to turning off Fill)
Fill	Whether we want to fill the background or not
Radio X	Ellipse radius on the x axis
Radio Y	Ellipse radius on the y axis

ARC

We draw an arc by pressing the button and then three points in the editor through which the arc passes. We can force the points to be those of the background grid with the *Snap* property of the editor properties, as we have seen before.

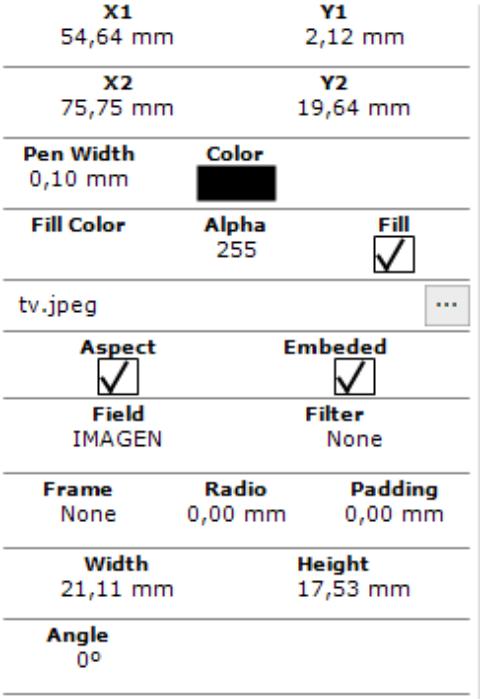


property	description
Pen Width	Line thickness
Color	Line color
Line Type	Line type, different line drawing patterns 
Source	We can select a figure to display in the first point
Destination	We can select a figure to display in the last point

From Color	Fill color of the first point figure
To Color	Fill color of the last point figure
Size From	Size in millimeters of the initial point figure
Size To	Size in millimeters of the end point figure

IMAGE

We insert an image by clicking on the button and then we mark two points to indicate the rectangle that the image occupies. The image selection dialog box then opens. If the selected image does not already exist, it is copied to the application's images folder. We can force the points to be those of the background grid with the *Snap* property of the editor's properties, as we have seen before.



property	description
x1, y1	x and y coordinates of the first point of the image
x2, y2	x and y coordinates of the second point of the image
Pen Width	Line border thickness, if we assign border
Color	Line border color, if we assign border
Fill Color	Image frame fill color
Alpha	We can apply transparency to the fill color, an Alpha value of 255 is completely opaque and an Alpha of 0 is completely transparent (equivalent to turning off Fill)
Fill	Whether we want to fill the background or not when frame is assigned
Select image	Button to select the image, we can double click on it to open the open image dialog box
Aspect	If we keep the relationship between the width and height of the image
Embeded	If we want to save the image in the same file as the label, this allows sharing the files with the images themselves included. If you do not check this box, you should add the images from the folder where they are saved

	to another computer that wants to open these labels.
Field	If we link to a database, we can indicate an image type field from which to extract it.
Filter	Filter to apply to the image: none (original image), grayscale, or black and white.
Frame	If we want to wrap the image with a frame, which can be filled or not with a color. It can be a rectangle, a circle, or a cropped circle. We can add a border with a line thickness greater than 0, as well as separation from the border with the Margin property.
Padding	Separation with the edge in horizontal and vertical
Radio	When the frame is rectangular we can indicate a radius to draw rounded corners.
Width	Image width
Height	Image height
Angle	Image position angle: 0º, 90º, 180º or 270º

SYMBOL

To insert predefined vector symbols, we press the symbol button and a selection dialog box opens where various symbols are grouped into categories. We can see a preview of them and when we click on them we see their name, description and units in which they have been defined. We can force the points to be those of the background grid with the *Snap* property of the editor properties, as we have seen before. We can also indicate the point by typing the coordinates on the keyboard.

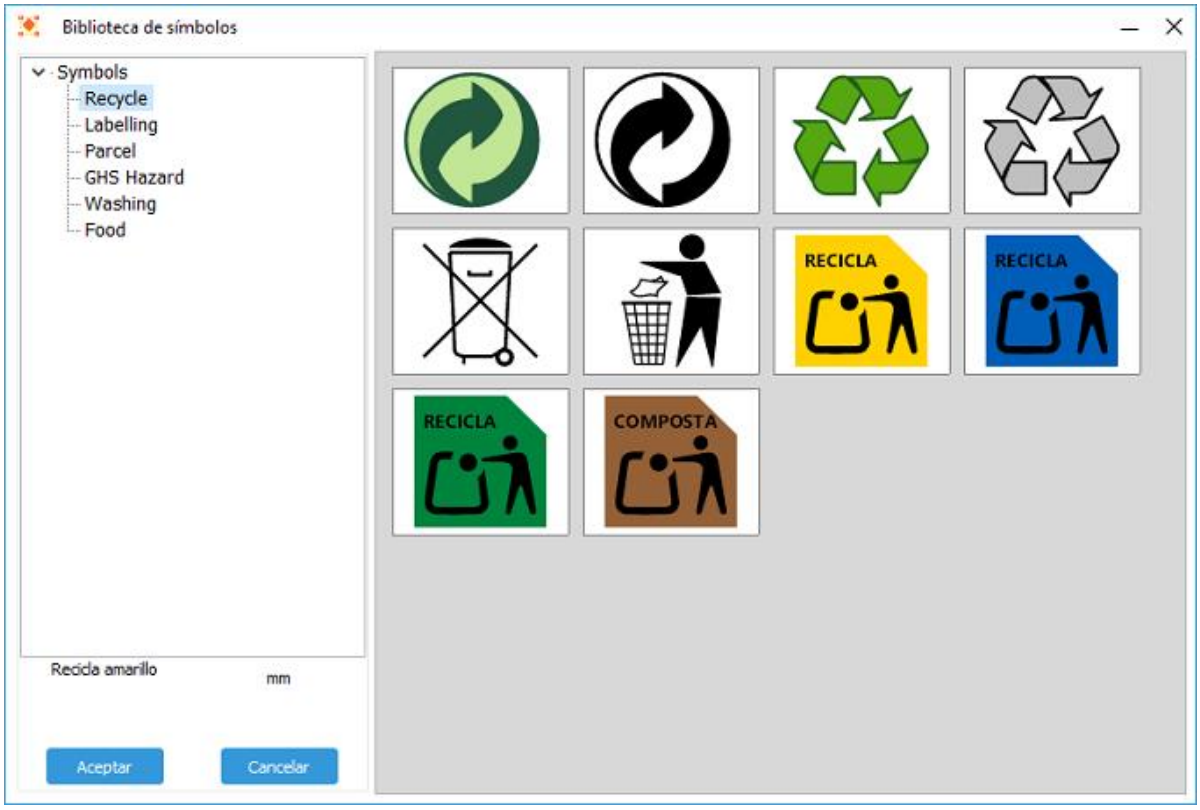


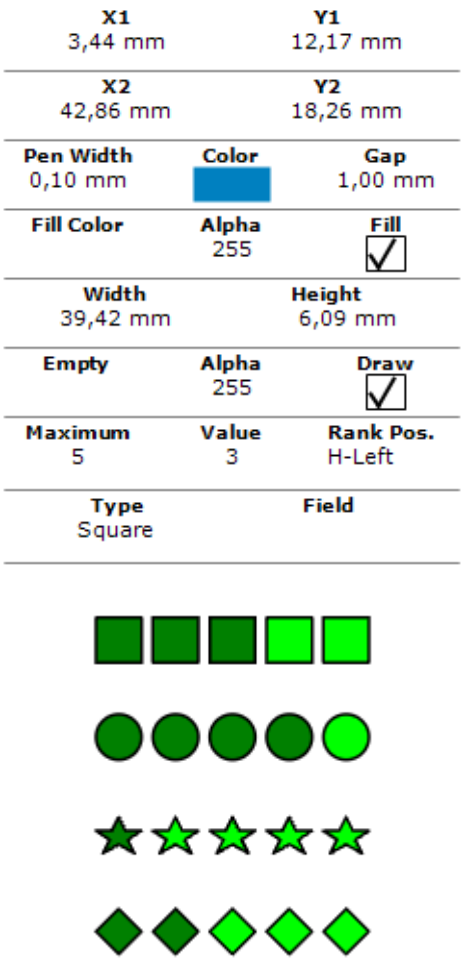
Fig 40. Select symbol.

X1	Y1
76,99 mm	15,08 mm
Angle	**Scale**
0	1,00

propiedad	descripción
x1, y1	x and y coordinates of the insertion point of the symbol
Angle	angle of rotation expressed in degrees
Scale	scaling of the symbol with respect to the original size, taking into account the units in which the symbol has been defined and can be consulted when selecting it.

RANKING

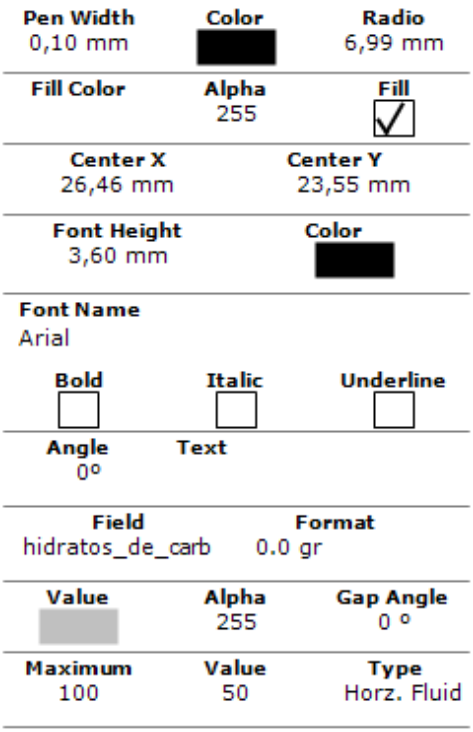
Ranking allows a type of figure to be represented within a range of values, defining the value of those that are active.

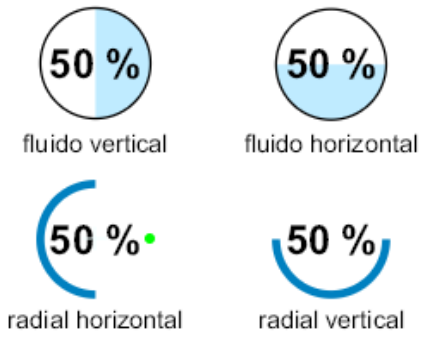


property	description
x1, y1	x and y coordinates of the first point of the rank
x2, y2	x and y coordinates of the second point of the rank
Pen Width	Line border thickness
Color	Line border color
Gap	Separation between figures
Fill Color	Active figures fill color
Alpha	We can apply transparency to the fill color, an Alpha value of 255 is completely opaque and an Alpha of 0 is completely transparent (equivalent to turning off Fill)
Fill	Whether we want to fill the active figure background or not
Width	Ranking width
Height	Ranking height
Empty	Fill color of inactive figures
Alpha	We can apply transparency to the inactive figures color, an Alpha value of 255 is completely opaque and an Alpha of 0 is completely transparent (equivalent to turning off Fill)
Draw	Whether or not we want to draw the inactive figures
Maximum	Maximum value to represent
Value	Active value represented
Rank Pos.	We indicate whether the figures are arranged vertically or horizontally, and whether we draw from right to left or vice versa.
Type	Type of figure to represent
Field	If we link to a database, we can indicate a numeric field to assign the ranking value.

LEVEL

The level is an indicator to display percentage values above a maximum value.





property	description
Centro X Centro Y	x and y coordinates of the center of the level
Pen Width	Line level thickness
Color	Line level color
Radio	Radio de la circunferencia del indicador
Fill Color	Background fill color
Alpha	We can apply transparency to the fill color, an Alpha value of 255 is completely opaque and an Alpha of 0 is completely transparent (equivalent to turning off Fill)
Fill	Whether we want to fill the background or not
Font Height	Height of the font used in this indicator
Bold	We put the source in bold or not
Italic	Whether or not we put the font in italics
Subrayado	Underlined
Angle	Indicator orientation 0º, 90º, 180º or 270º
Text	If we want to display a text other than the percentage, we can indicate it here. If this property is empty, the percentage is applied.
Field	If we link to a database, we can indicate a numeric type field from which assign the level value.
Format	We can specify a format to display the percentage, for example 0%, adds the percentage symbol as a suffix and represents the number if it exists in the first digit.
Value	Color of value
Alpha	Color alpha transparency value of the value
Gap Angle	Angle from which radial type values are displayed.
Maximum	Maximum value to represent
Value	Value represented, which with respect to the maximum will give us the percentage to display
Type	Indicator type: fluid or radial, horizontal and vertical.

NUTRISCORE

The Nutriscore indicator is a nutritional labelling system that uses a color and letter code to provide simple and visual information about the nutritional quality of foods. It consists of a scale of 5 letters and colors:

• A (dark green): Best nutritional quality

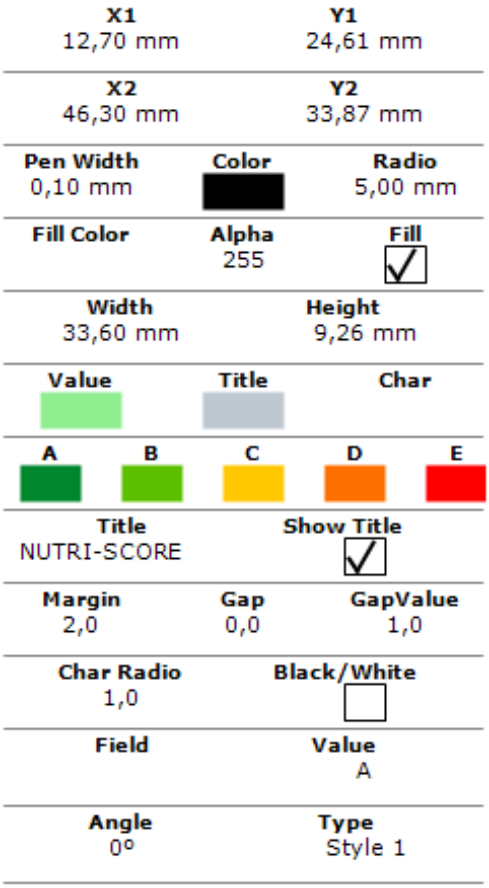
• B (light green): Good nutritional quality

• C (yellow): Average nutritional quality

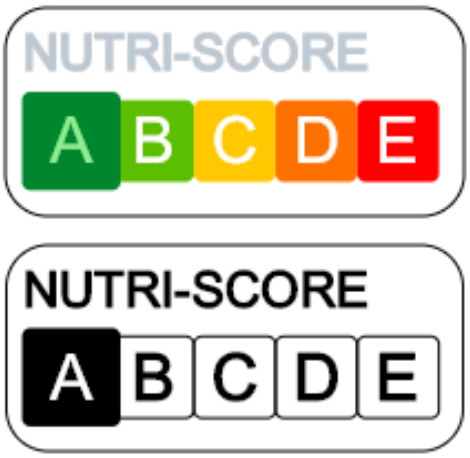
• D (orange): Low nutritional quality

• E (red): Lowest nutritional quality

The calculation is based on an algorithm that takes into account both negative elements (calories, sugars, saturated fats, salt) and positive elements (proteins, fibre, percentage of fruits/vegetables/nuts). It was originally developed in France and is currently used in several European countries as a tool to help consumers make healthier choices quickly and easily while shopping.



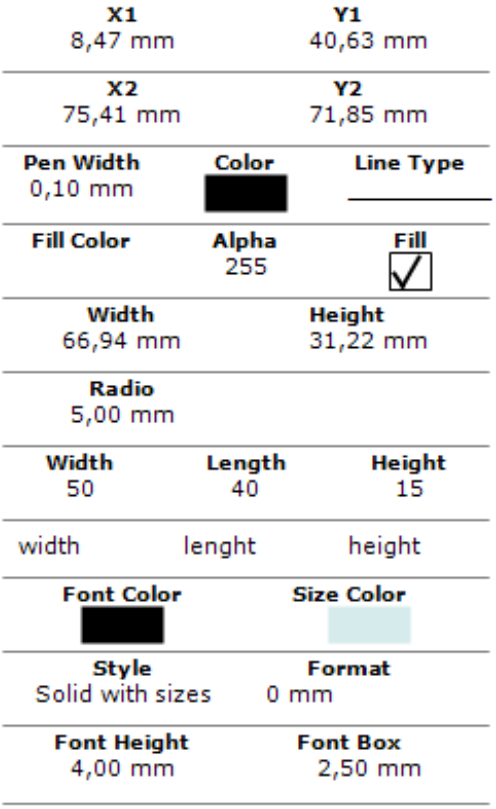
property	description
x1, y1	x and y coordinates of the first point of the symbol
x2, y2	x and y coordinates of the second point of the symbol
Pen Width	Line border thickness
Color	Line border color
Radio	Radius of the indicator edge corners
Fill Color	Symbol fill color
Alpha	We can apply transparency to the fill color, an Alpha value of 255 is completely opaque and an Alpha of 0 is completely transparent (equivalent to turning off Fill)
Fill	Whether we want to fill the symbol background or not
Width	Symbol width
Height	Symbol height
Value	Color of the letter of the value assigned to the Nutriscore
Title	Title text color
Char	Color of letters different from the Nutriscore value
A, B, C, D and E	Color of the boxes for each letter of the code.
Title	Title text
Show Title	Whether we show the title or not
Angle	Nutriscore orientation 0º, 90º, 180º or 270º

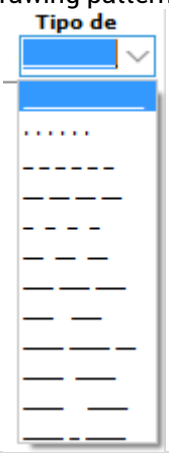


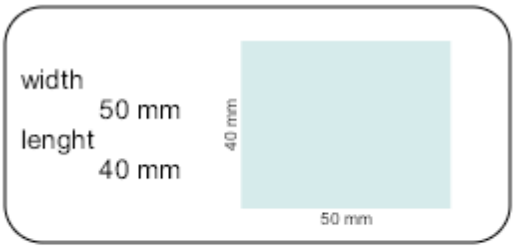
Margin	Separation of title and letter marks from the edge
Gap	Letter spacing.
Gap Value	Increase in the size of the font assigned to the Nutriscore
Char Radio	Radius of the bottom of each letter
Black/White	Symbol in black and white colors.
Field	If we link to a database, we can indicate a text type field (letter) to assign the nutriscore value.
Value	Letter assigned to the Nurtriscore
Type	Nutriscore type: style 1 (horizontal), style 2 (vertical)

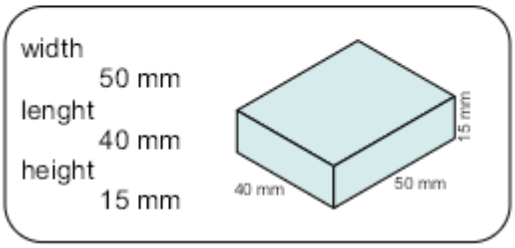
SYMBOL PACKAGES SIZES

The package size indicator is used to represent and display the dimensions of a shipping package.



property	description
x1, y1	x and y coordinates of the first point of the symbol
x2, y2	x and y coordinates of the second point of the symbol
Pen Width	Line border thickness
Color	Line border color
Line Type	Line type, different line drawing patterns 
Radio	Radius of the indicator edge corners
Fill Color	Symbol fill color
Alpha	We can apply transparency to the fill color, an Alpha value of 255 is completely opaque and

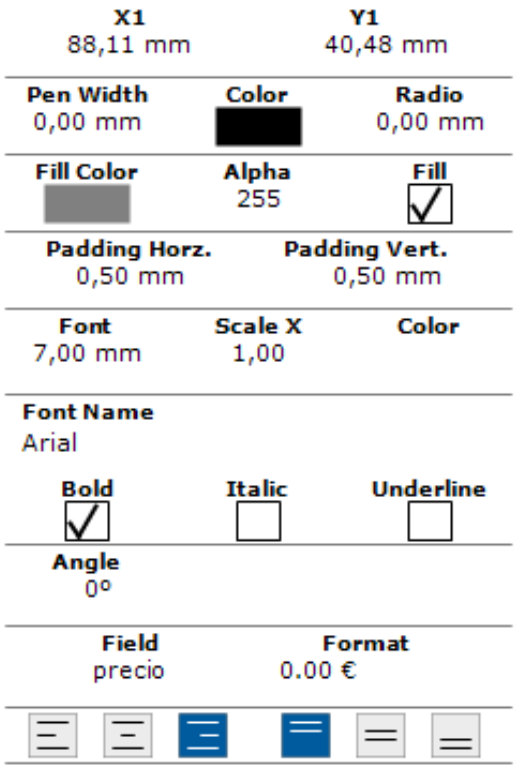




	an Alpha of 0 is completely transparent (equivalent to turning off Fill)
Fill	Whether we want to fill the symbol background or not
Width	Symbol width
Height	Symbol height
Width	Value of the package width measurement. Below we specify the name of the measurement
Length	Value of the package length measurement. Below we specify the name of the measurement.
Height	Value of the package height measurement. Below we specify the name of the measurement
Font Color	Measures text color
Size Color	Text color in box
Style	Whether or not we show the dimensions and whether we show only the edges or also the fill.
Format	Formatting that we apply to the measures, here we can indicate the text of the measure as a suffix
Font Height	Text height with dimensions ratio
Font Box	Text height of measurements in the box.

TEXT

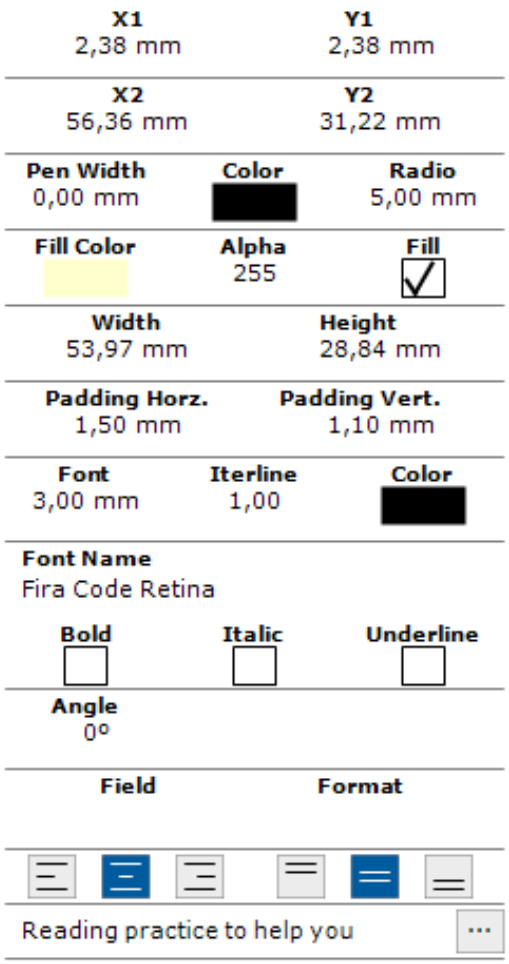
AbC We insert a text element by clicking on the text button and then clicking on the position in the label where the cursor will be placed, to directly edit its content in the label. We can indicate the insertion point by typing the x and y coordinates separated by a comma [,].

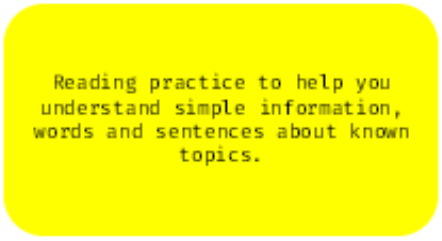


property	description
x1, y1	x and y coordinates of the insertion point of the text
Pen Width	Line border thickness, if equal to zero don't draw it
Color	Line border color arround of thext
Radio	Radio de las esquinas del borde del texto
Fill Color	Text background fill color
Alpha	We can apply transparency to the fill color, an Alpha value of 255 is completely opaque and an Alpha of 0 is completely transparent (equivalent to turning off Fill)
Fill	Whether we want to fill the text background or not
Padding Horz.	Left and right separation between text and border.
Padding Vert.	Separation above and below between the text and the border.
Font	Text font height in mm
Scale X	To increase or decrease the spacing of the letters in the text, the default value is 1.
Color	Text color
Font Name	Name of the font used
Bold	Bold text yes/no
Italic	Text in italics yes/no
Underline	Text underlined yes/no
Angle	Text angle: 0º, 90º, 180º or 270º
Field	If we link to a database, we can indicate the field from which to extract it. We can apply a format to this by example to show currency or date-time values.
Format	Format applied to the field. See examples of formats
Alignment	Horizontal alignment (left, center, right), and vertical alignment (top, middle, bottom)

PARAGRAPH

We insert a paragraph element by pressing the paragraph button and marking the start and end points that mark the rectangle of the paragraph. The insertion points can be indicated by typing the x and y coordinates of each point, separated by a comma [,].





property	description
x1, y1	x and y coordinates of the first point of the paragraph
x2, y2	x and y coordinates of the second point of the paragraph
Pen Width	Line border thickness around paragraph, if equal to zero don't draw it
Color	Line border color arround paragraph
Radio	Radio de las esquinas del borde del párrafo
Fill Color	Paragraph fill color
Alpha	We can apply transparency to the fill color, an Alpha value of 255 is completely opaque and an Alpha of 0 is completely transparent (equivalent to turning off Fill)
Fill	Whether we want to fill the background or not
Width	Paragraph width
Height	Paragraph height
Padding Horz.	Left and right separation between text and border.
Padding Vert.	Separation above and below between the text and the border.
Font	Text font height in mm
Interline	To enlarge or decrease the spacing of text lines
Color	Text color
Font Name	Name of the font used
Bold	Bold text yes/no
Italic	Text in italics yes/no
Underline	Text underlined yes/no
Angle	Text angle: 0º, 90º, 180º or 270º
Field	If we link to a database, we can indicate the field from which to extract it.
Format	Format applied to the field. See examples of formats
Alignment	Horizontal alignment (left, center, right), and vertical alignment (top, middle, bottom)
Text	Paragraph text, click on the button or double click on the paragraph in the label.

POLYTEXT

We insert a polytext element by pressing the polytext button and marking the insertion point. We can indicate the insertion point on the keyboard by writing the x and y coordinates of the point, separated by a comma [,]. The polytext is used to represent several text strings, each with a different format or as a bar code that is used, for example, to concatenate various information such as that used with GS1-128. Each of the text strings can be linked or not to data (field).

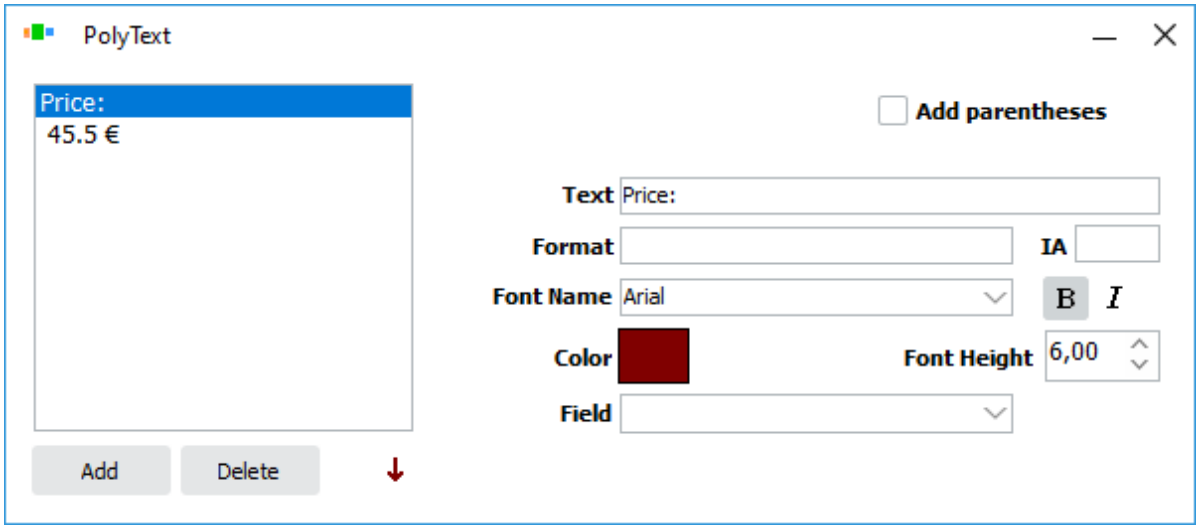
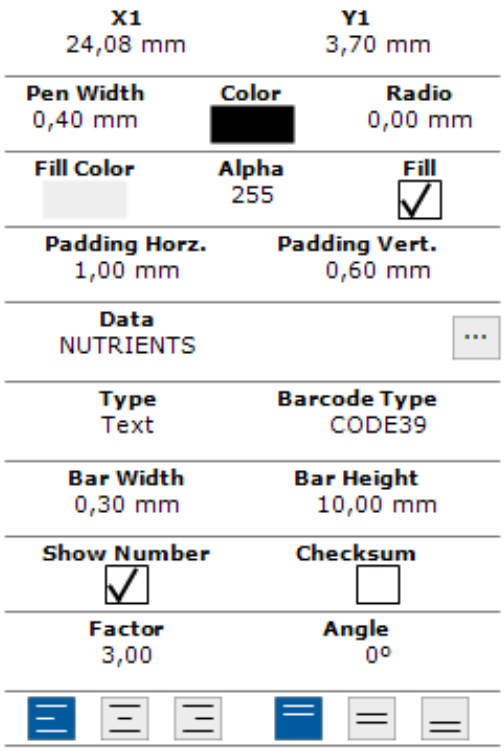
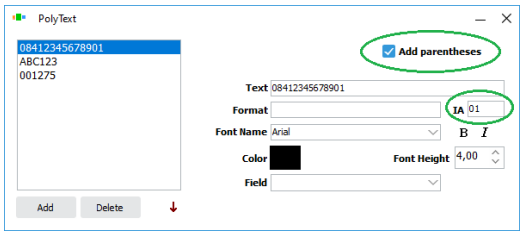
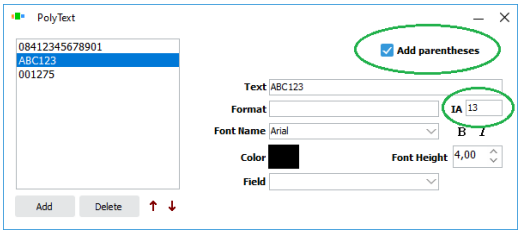


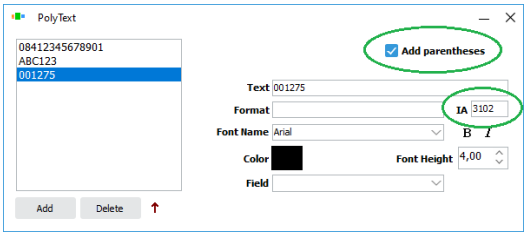
Fig 41. Edit polytext.



property	description
x1, y1	x and y coordinates of the insertion point of the polytext
Pen Width	Line border thickness around polytext, if equal to zero don't draw it
Color	Line border color arround polytext
Radio	Radio de las esquinas del borde del politexto
Fill Color	Polytext fill color
Alpha	We can apply transparency to the fill color, an Alpha value of 255 is completely opaque and an Alpha of 0 is completely transparent (equivalent to turning off Fill)
Fill	Whether we want to fill the background or not
Padding Horz.	Left and right separation between text and border.







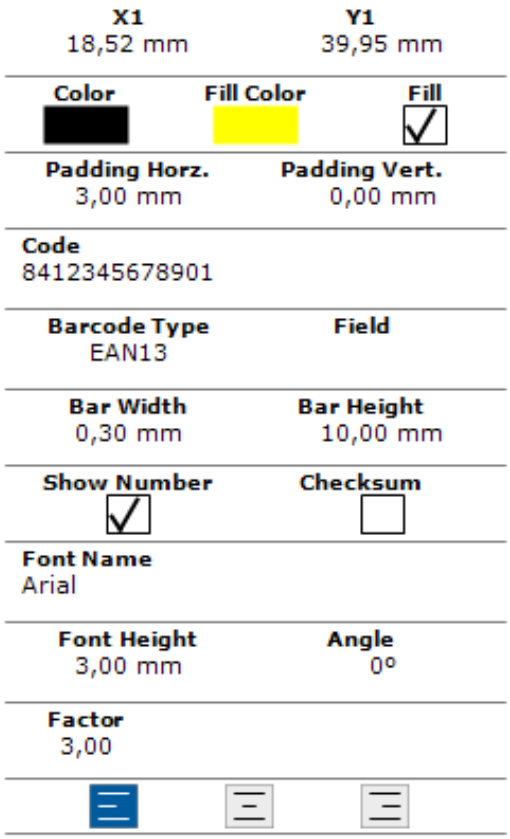
When we edit the polytext element list, we can link to the data source by selecting the Field, and if we want to generate a GS1-128 code we can indicate the IA (Application Identifiers) and whether to show parentheses or not.

Padding Vert.	Separation above and below between the text and the border.
Dato	If we want to link any of the polytext elements with data, we indicate the name of the data source here.
Type	Type of representation we make of texts: texts with different formats, 1D barcode, QR code or DataMatrix code.
Barcode Type	For the 1D polytext barcode type, we indicate the type. Each type has its own set of valid characters.
Bar Width	We indicate in millimeters the thickness (or space) of the basic element of the barcode. In the codes there may be elements that are multiples (2,3 or 4) of these values or that are multiples using the Factor property.
Bar Height	Code bar height
Show Number	Whether or not to display the code when viewed as a barcode. The font and size indicated in the first polytext element will be used to display it.
Checksum	If we add a checksum value over the barcode values.
Factor	Numeric value by which we multiply the bar width to obtain thicknesses and spaces in the code. See barcode types that implement it.
Angle	Text or barcode angle: 0º, 90º, 180º or 270º
Alignment	Horizontal alignment (left, center, right), and vertical alignment (top, middle, bottom). In the case of barcodes, only horizontal alignment is used.

Fig 42. Polytext displayed as formatted text strings or as a barcode to generate a GS1-128 code.

CODIGO DE BARRAS

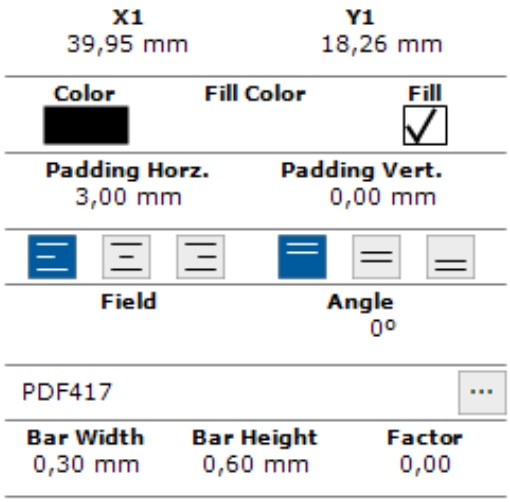
We insert a one-dimensional (1D) barcode element by pressing the bar button and marking the insertion point. We can indicate the insertion point by typing the x and y coordinates of the point, separated by a comma. [,].



property	description
x1, y1	x and y coordinates of the insertion point of barcode
Color	Color of the code bars
Fill Color	Code background color
Fill	Whether we want to show the background color of the code or not.
Padding Horz.	Separation to the left and right between the bars and the edge.
Padding Vert.	Separation above and below between the bars and the edge.
Código	Texto del código a representar
Código de Barras	Tipo de código de barras 1D. Cada tipo tiene su conjunto de caracteres válidos.
Field	If we link to a database, we can indicate the field from which to extract the code.
Bar Width	We indicate in millimeters the thickness (or space) of the basic element of the barcode. In the codes there may be elements that are multiples (2,3 or 4) of these values or that are multiples using the Factor property.
Bar Height	Code bar height
Angle	Barcode angle: 0º, 90º, 180º or 270º
Field	If we link to a database or json or csv file, we can indicate a field to assign the code value.
Show Number	Whether or not to display the code when viewed as a barcode. The font and size indicated in the first polytext element will be used to display it.
Checksum	If we add a checksum value over the barcode values.
Factor	Numeric value by which we multiply the bar width to obtain thicknesses and spaces in the code. See barcode types that implement it.
Font	Font type to display the code below the bars.
Angulo	Angulo del texto o código de barras: 0º, 90º, 180º o 270º
Alignment	Horizontal alignment (left, center, right).

PDF 417 (2D)

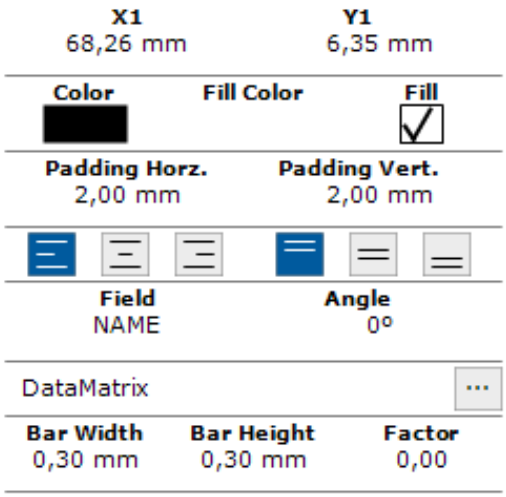
We insert a two-dimensional barcode element of the PDF417 (2D) type by pressing the PDF417 button and marking the insertion point. We can indicate the insertion point on the keyboard by typing the x and y coordinates of the point, separated by a comma [,].



property	description
x1, y1	x and y coordinates of the insertion point of barcode
Color	Color of the code bars
Fill Color	Code background color
Fill	Whether we want to show the background color of the code or not.
Padding Horz.	Separation to the left and right between the bars and the edge.
Padding Vert.	Separation above and below between the bars and the edge.
Alignment	Horizontal alignment (left, center, right), and vertical alignment (top, middle, bottom).
Field	If we link to a database, we can indicate the field from which to extract the code.
Angle	Barcode angle: 0º, 90º, 180º or 270º
Code	Text of the code to be represented, press the button or double click on the element in the editor.
Bar Width	We indicate in millimeters the thickness (or space) of the basic element of the barcode.
Bar Height	Code bar height.
Factor	Numeric value by which I multiply the bar width to obtain the height, in case it is different from 0. By default it is 0

DATAMATRIX (2D)

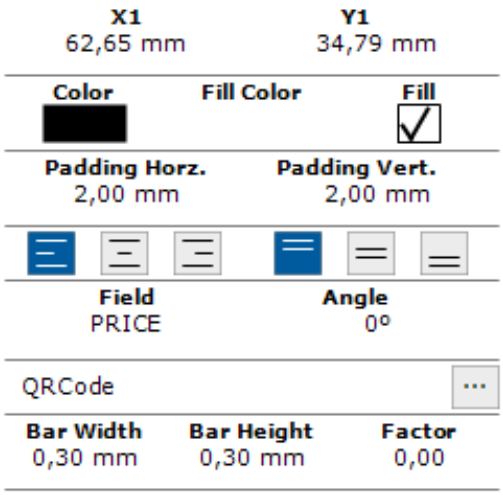
We insert a two-dimensional barcode element of the DataMatrix (2D) type by pressing the DataMatrix button and marking the insertion point. We can indicate the insertion point on the keyboard by typing the x and y coordinates of the point, separated by a comma [,].



property	description
x1, y1	x and y coordinates of the insertion point of barcode
Color	Color of the code bars
Fill Color	Code background color
Fill	Whether we want to show the background color of the code or not.
Padding Horz.	Separation to the left and right between the bars and the edge.
Padding Vert.	Separation above and below between the bars and the edge.
Alignment	Horizontal alignment (left, center, right), and vertical alignment (top, middle, bottom).
Field	If we link to a database, we can indicate the field from which to extract the code.
Angle	Barcode angle: 0º, 90º, 180º or 270º
Code	Text of the code to be represented, press the button or double click on the element in the editor.
Bar Width	We indicate in millimeters the thickness (or space) of the basic element of the barcode.
Bar Height	Code bar height.
Factor	Numeric value by which I multiply the bar width to obtain the height, in case it is different from 0. By default it is 0

QR (2D)

We insert a two-dimensional QR (2D) barcode element by pressing the QR button and marking the insertion point. We can indicate the insertion point on the keyboard by typing the x and y coordinates of the point, separated by a comma [,].



property	description
x1, y1	x and y coordinates of the insertion point of barcode
Color	Color of the code bars
Fill Color	Code background color
Fill	Whether we want to show the background color of the code or not.
Padding Horz.	Separation to the left and right between the bars and the edge.
Padding Vert.	Separation above and below between the bars and the edge.
Alignment	Horizontal alignment (left, center, right), and vertical alignment (top, middle, bottom).
Field	If we link to a database, we can indicate the field from which to extract the code.
Angle	Barcode angle: 0º, 90º, 180º or 270º
Code	Text of the code to be represented, press the button or double click on the element in the editor.
Bar Width	We indicate in millimeters the thickness (or space) of the basic element of the barcode.
Bar Height	Code bar height.
Factor	Numeric value by which I multiply the bar width to obtain the height, in case it is different from 0. By default it is 0

TABLE

We insert a table element by pressing the table button and marking the start and end points of insertion of the table. We can indicate the insertion points by typing the x and y coordinates of the point, separated by a comma [,]. The table is used by linking to a related data source (detail table) with the main source of the label. It is used to represent the data of the table in columns (fields) and rows (records), therefore it can only be used linked to data. In the table we can indicate a title, the headers of the columns, and a footer to show fields calculated on the data of the column. The detail table can be defined in the database or in a json file (see link to data).

In the table we can add a title defining its format and size.

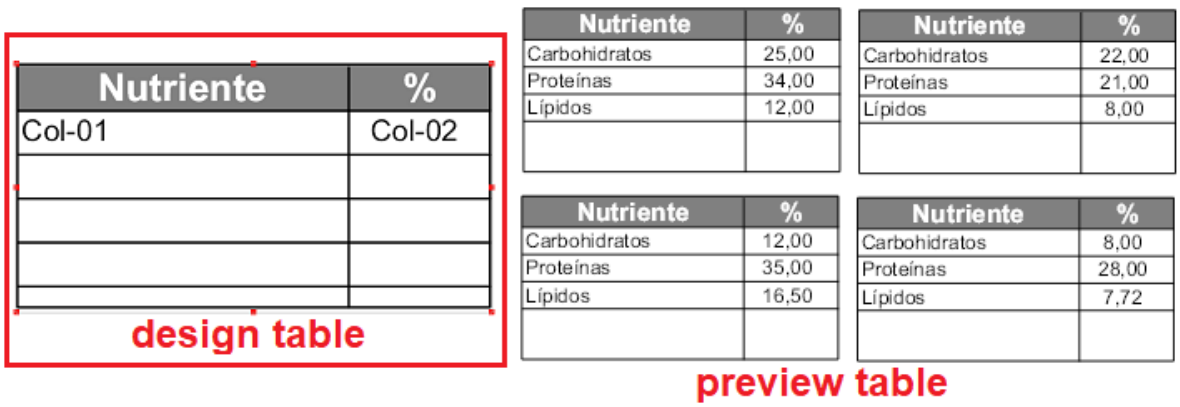
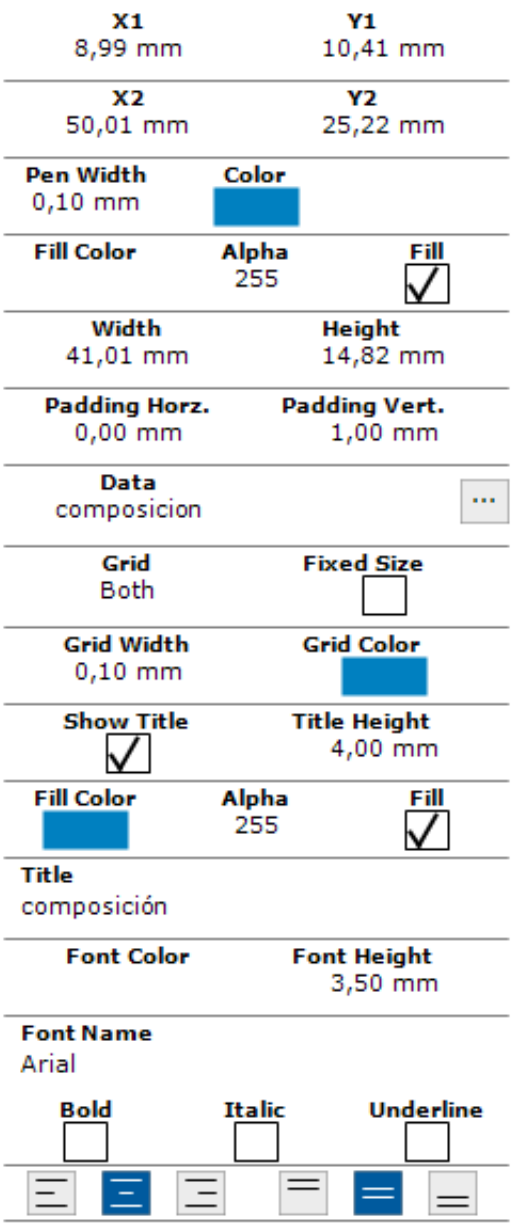
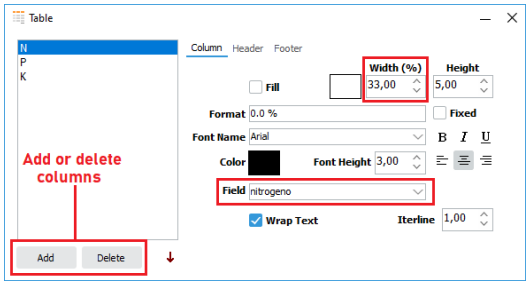


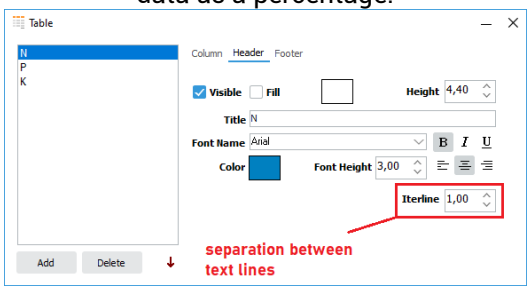
Fig 43. Design and preview table.



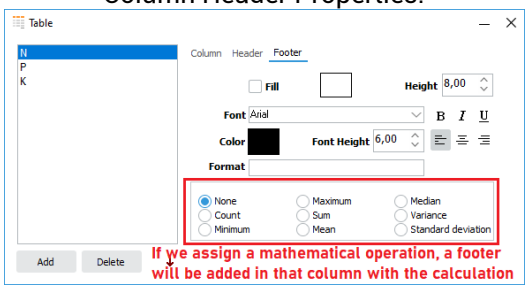
property	description
x1, y1	x and y coordinates of the first point of the table
x2, y2	x and y coordinates of the second point of the table
Pen Width	Line border thickness around table, if equal to zero don't draw it
Color	Line border color arround the table
Fill Color	Table background fill color
Alpha	We can apply transparency to the fill color, an Alpha value of 255 is completely opaque and an Alpha of 0 is completely transparent (equivalent to turning off Fill)
Fill	Whether we want to fill the table background or not
Width	Table width
Height	Table height
Padding Horz.	Separation to the left and right between the cell text and the edge.
Padding Vert.	Separation above and below between the cell text and the edge.
Data	Here we indicate the linked table (detail) with the main data source. In the label we can have several detail tables that we can link here.
Grid	We select from a list how we want to display the columns and rows.
Fixed Size	Whether the table takes up the design height or adapts to available records.



We adjust the width of the column and the field of the table from which we extract the data as a percentage.



Column Header Properties.



To display a column footer we indicate the mathematical operation that we perform on the column records to calculate its value, we can apply a format to it.

Grid Width	If we show row or column lines, we indicate their thickness in millimeters here.
Grid Color	Grid Lines Color
Show Title	Whether or not to display a title at the top of the page.
Title Height	Title Height
Fill Color	Title background color
Alpha	We can apply transparency to the title background color, an Alpha value of 255 is completely opaque and an Alpha of 0 is completely transparent (equivalent to turning off Fill)
Fill	Whether we want to fill the background of the table title or not.
Title	Title text
Font Color	Title font color.
Font Height	Title text height.
Font Name	Title font name
Bold, Italics and Underline	Title Font Properties
Alignment	Title text alignment horizontally and vertically

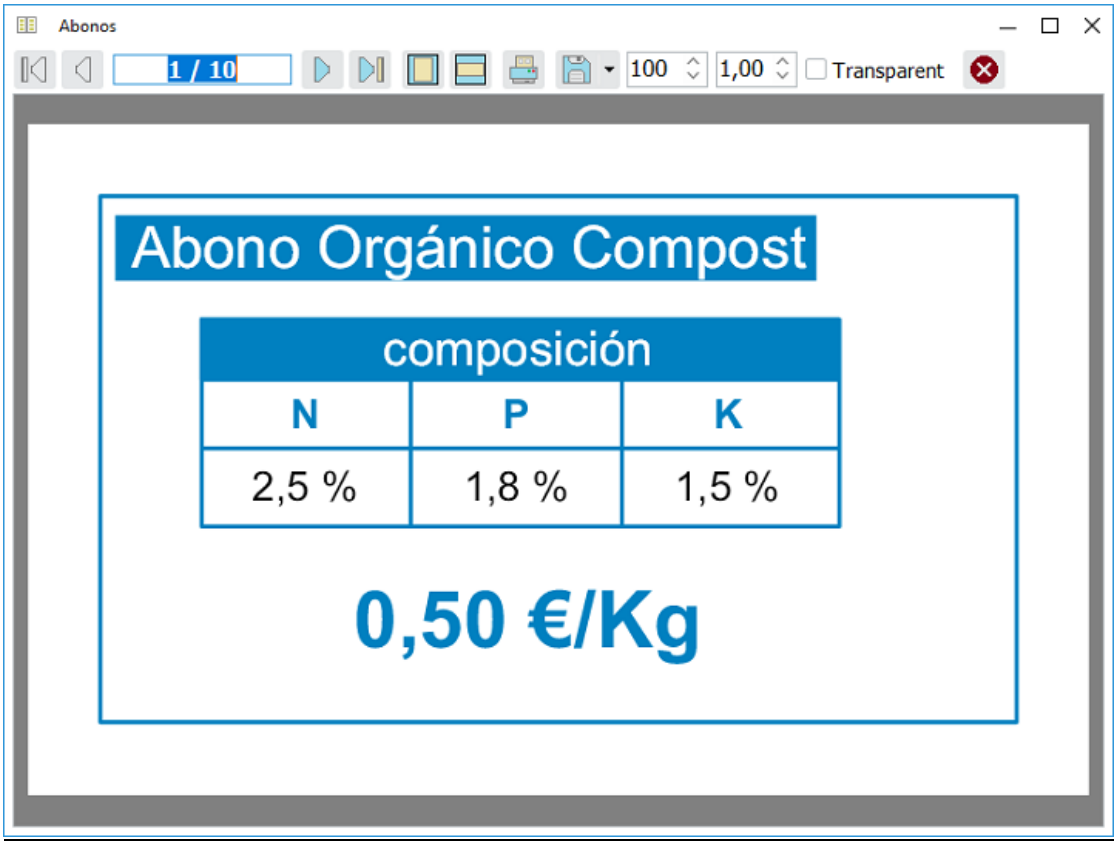


Fig 44. Preview of a table in which we have defined a title.

ANEXO I . BARCODES

Type	Valid characters	Processed	Bar width
CODE39	0123456789ABCDEFGHIJKLMNOPQRSTUVWXYZ-. *$/+%	Convert lowercase to uppercase	Narrow = bar width Wide = bar width x ratio
CODE39EX	All character ASCII (0-127)	We convert to two letters representable by code 39	Narrow = bar width Wide = bar width x ratio
CODE93	A B C D E F G H I J K L M N O P Q R S T U V W X Y Z 0 1 2 3 4 5 6 7 8 9 - . $ / + % ESPACIO		Bars or spaces are 1, 2, 3 or 4 times the size of the base bar. The ratio does not matter.
CODE93EX	All character ASCII (0-127)	We added special characters to CODE93 to represent the rest	
CODABAR	0123456789$:/.+-		Normal bars and spaces
INTER_25	0123456789	Even number of values, if missing we add a 0	Narrow = bar width Wide = bar width x ratio
INDUS_25	0123456789		Narrow = bar width Wide = bar width x ratio
MATRIX_25	0123456789		Narrow = bar width Wide = bar width x ratio
CODE11	0123456789-		Narrow = bar width Wide = bar width x ratio
MSI	0123456789		Narrow = bar width

			Wide = bar width x ratio
POSTNET	0123456789		Narrow = bar width Wide = bar width x ratio
EAN8	7 or 8 numbers, if there are 7 I calculate the following	I add checksum digit if it comes with 7 or less digits, if it comes with 8 we replace the last one. Checksum must be activated	Bars or spaces are 1, 2, 3 or 4 times the size of the base bar. The ratio does not matter.
EAN13	12 or 13 numbers, if there are 12 I calculate the following	I add checksum digit if it comes with 12 or less digits, if it comes with 13 we replace the last one. Checksum must be activated	Bars or spaces are 1, 2, 3 or 4 times the size of the base bar. The ratio does not matter.
UPCA	12 digits in total First digit is the system number (usually 0 or 1) Next 10 digits are the product number and manufacturer Last digit is a checksum digit	I add checksum digit if it comes with 11 or less digits, if it comes with 12 we replace the last one. Checksum must be activated	Bars or spaces are 1, 2, 3 or 4 times the size of the base bar. The ratio does not matter.
UPCE0	Compressed version of UPC-A 8 digits total Designed for products with small packaging. Requires a specific conversion from UPC-A First digit is always 0 or 1 Last digit is a check digit	I add checksum digit if it comes with 7 or less digits, if it comes with 8 I replace the last one. Checksum must be activated	Bars or spaces are 1, 2, 3 or 4 times the size of the base bar. The ratio does not matter.
EAN128A CODE128A (GS1-128)	ASCII characters from 0 to 95. Control characters: ASCII 0-31. Digits: 0-9. Uppercase letters: A-Z. Special symbols. No lowercase		Bars or spaces are 1, 2, 3 or 4 times the size of the base bar. The ratio

			does not matter.
EAN128B CODE128B (GS1-128)	ASCII characters from 32 to 127. Digits: 0-9. Uppercase and lowercase letters: A-Z and a-z. Special symbols and punctuation marks.		Bars or spaces are 1, 2, 3 or 4 times the size of the base bar. The ratio does not matter.
EAN128C CODE128C (GS1-128)	Only numbers can be encoded, pairs of numbers from 00 to 99 are encoded	If there is an odd number, a 0 is added at the beginning.	Bars or spaces are 1, 2, 3 or 4 times the size of the base bar. The ratio does not matter.