



RFID Anywhere™ Label Designer Guide

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About this book

Subject

This book describes RFID Anywhere's printing capabilities and its Label Designer, a graphical tool used to design the layout of RFID and barcode labels.

Audience

This manual is for application developers and administrators of RFID Anywhere.

Before you begin

This manual assumes a familiarity with RFID Anywhere and its associated management tasks, such as configuring RFID Anywhere components.

RFID Anywhere documentation

This book is part of the RFID Anywhere documentation set. This section describes the materials in the documentation set and how you can use them.

The RFID Anywhere documentation set

The RFID Anywhere documentation set consists of the following components:

- **RFID Anywhere Getting Started Guide** This book describes RFID Anywhere, a platform for building RFID solutions. It provides instructions on installing and configuring RFID Anywhere, as well as tutorials that demonstrate how you can use RFID Anywhere to administer and test your RFID network.
- **RFID Anywhere Developer's Guide** This book introduces common development tasks often undertaken when working with RFID Anywhere. It describes the RFID Anywhere Visual Studio Extension for creating custom business modules, introduces commonly-used interfaces for hardware and component interaction, and outlines how to write Data Protocol Processors (DPPs).
- **RFID Anywhere Enterprise Manager Guide** This book describes RFID Anywhere Enterprise Manager, a standalone management tool providing dynamic, standards-based management for distributed RFID Anywhere networks.
- **RFID Anywhere Mobile Support Guide** This manual outlines RFID Anywhere's mobile device support and development model.
- **RFID Anywhere Location Information System Guide** This book describes RFID Anywhere's Location Information System (LIS). Using RFID Anywhere and LIS, businesses can not only track assets from a range of data collection points [such as passive RFID, active RFID, real-time location systems (RTLS), barcode, global positioning systems (GPS) and environmental sensors], but can dramatically enhance the value of this data by associating environmental inputs (e.g., temperature) along with the location data. In addition, the RFID Anywhere Location Information System exposes its complete feature set via a rich service oriented architecture (SOA) web services layer allowing organizations to easily transform static business information into business-aware intelligence.
- **RFID Anywhere Label Designer Guide** This book describes RFID Anywhere's printing capabilities and its Label Designer, a graphical tool used to design the layout of RFID and barcode labels.

Visit http://www.ianywhere.com/developer/product_manuals/rfid_anywhere/index.html to obtain the latest version of the RFID Anywhere documentation.

Finding out more and providing feedback

Finding out more

Additional information and resources, including the RFID Anywhere Developer Community, are available at <http://www.sybase.com/products/rfidsoftware/rfidanywhere>.

Feedback

We would like to receive your opinions, suggestions, and feedback on this documentation.

You can email comments and suggestions to the RFID Anywhere documentation team at iasdoc@ianywhere.com. Although we do not reply to emails sent to this address, we read all suggestions with interest.

Part I. Getting Started with Label Designer

This part provides an introduction to RFID Anywhere's printing support and Label Designer, including installation instructions

CHAPTER 1

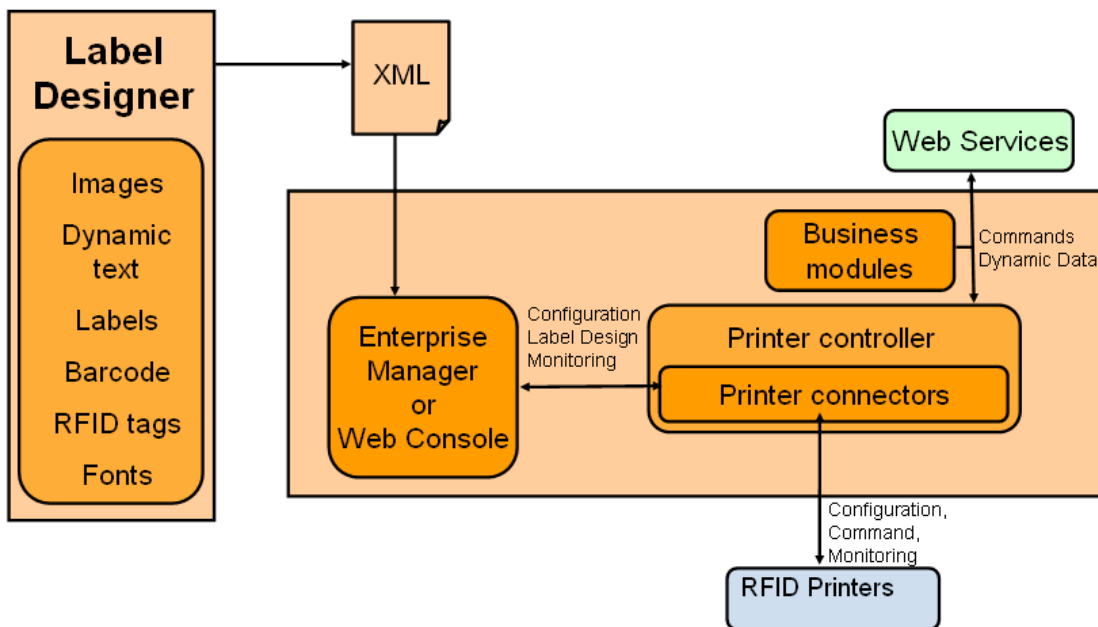
Getting started with label designer

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Introduction to Label Designer

Label Designer is used to define the layout of labels printed through any printer supported by RFID Anywhere. Label Designer can be accessed through the RFID Anywhere Administration Console via the properties of an installed printer service, allowing you to go seamlessly from configuring your printing properties to designing your label layouts. Labels created with Label Designer can be saved to files that can later be associated with printer services in your RFID Anywhere Site or Group Manager to make your label layouts available to applications built with RFID Anywhere. Labels can include text, barcode, RFID data, and graphical content with any combination of fixed fields and dynamic fields.



Installing and accessing Label Designer

Label Designer is provided with the RFID Anywhere installation program and is installed by default. If you chose not to install this component because you chose a custom installation, the package can be deployed to an existing RFID Anywhere installation using Provisioning.

Installing Label Designer into RFID Anywhere

The following steps can be followed to install Label Designer into an existing RFID Anywhere installation.

1. Install RFID Anywhere. See [“Installing RFID Anywhere” \[RFID Anywhere Getting Started Guide\]](#).
2. From the **Provisioning** page, install an RFID Anywhere printer connector, which provides the access into Label Designer from the RFID Anywhere Administrator Console.
3. From the **Local Services** list of the RFID Anywhere Administrator Console, use the **Add Service** dropdown list and icon to create an instance of an RFID printer connector.

See also

- [“Adding local services” \[RFID Anywhere Getting Started Guide\]](#)

Accessing Label Designer

Once installed, Label Designer is accessed through an instance of an RFID printer connector.

To start Label Designer

- When editing an RFID Anywhere printer connector instance from the **Local Services** list of the RFID Anywhere Administrator Console, click the >> icon beside the **Design Labels** property
Label Designer opens in the browser and a new Label Design is initiated.

Part II. Using Label Designer

This part contains detailed instructions for using Label Designer to design RFID and barcode labels. It also discusses how label designs are used with RFID Anywhere hardware connectors and development interfaces.

CHAPTER 2

Using Label Designer

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Starting Label Designer

Label Designer is used to define the components of an RFID label to enable printing.

To start Label Designer

- When editing an RFID Anywhere printer connector from the RFID Anywhere Administrator Console, click the >> icon beside the **Design Labels** property.

Label Designer opens in the browser and a new Label Design is initiated.

Label Designer consists of several panes that contain tools and information to enable the design of RFID labels.

Toolbox

Located at the top of the screen, the toolbox contains icons for opening and saving label designs, along with the available controls or items that can be included in a label design. Available controls include text fields, a number of bar code formats, lines, squares, images, and RFID tags.

Label Canvas pane

The **Label Canvas** pane, in the middle of the **Label Designer** screen, starts with a blank label canvas. Controls that result in printed items, such as text fields and bar codes, from the **Control** list can be added to and placed on the label canvas as desired. The label canvas can be resized as necessary by modifying the label properties, but it is important to note that the label canvas may not provide a completely accurate preview of a printed tag. The label canvas provides a guideline only, so it is recommended that you test label designs with the actual printer before finalizing them. Controls that do not reflect printed items, such as the RFID Tag control, are added to the **Label Canvas** pane to expose their configuration.

Properties pane

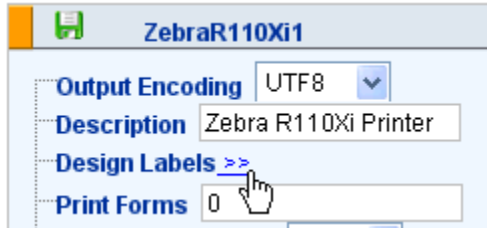
The **Properties** pane, on the right side of the Label Designer screen, outlines the specific properties of the layout or control that is currently selected. Properties can be easily modified through the updating of text fields or dropdown lists as appropriate.

Creating label designs

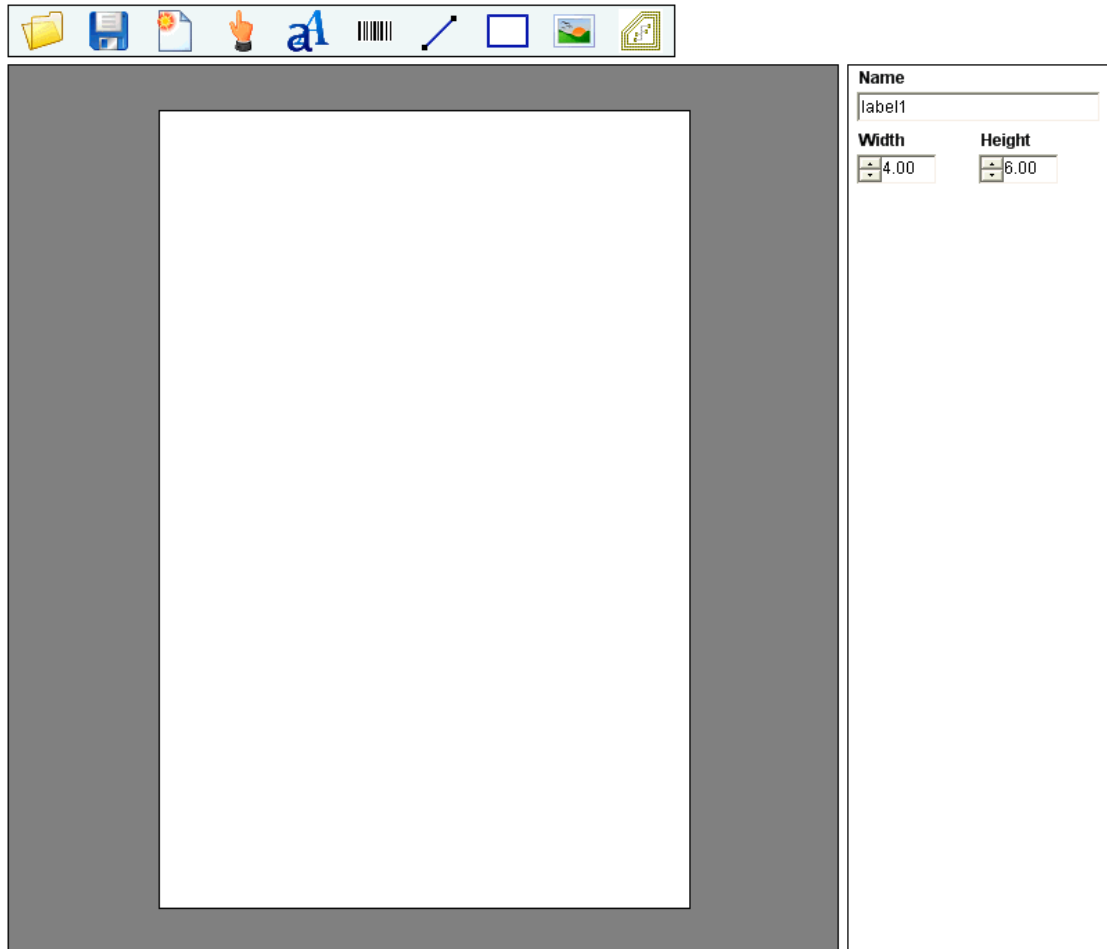
Label Designer creates output files in XML format to store the label designs you create.

To create a new label design

1. Start Label Designer by clicking the >> icon beside the **Design Labels** property while updating a printer connector.



A new label canvas is created.



2. Select and then place controls from the toolbox onto the label canvas as desired. Controls can be deleted by right-clicking the control with your mouse and choosing **Delete**.

To configure a control, select it with the mouse and update the control-specific properties in the **Properties** pane.

Specific controls and their configuration options are discussed later in this section.

3. To give the label a unique name that allows it to be referenced later by business logic, click an area of the label that does not have a control and specify the **Name** property.

Note

To create a new label design from within Label Designer when you are already editing a label, click the **New Label** icon in the toolbox. This creates a new, empty label and discards any unsaved changes from the previously-opened label.



4. To define the size of the label, click an area of the label that does not have a control and specify the **Width** and **Height** properties.

To save a label design

1. From the toolbox, click the **Save** icon, then choose **Save** to save the file.



The **Save As** window opens.

2. Type a name and browse to a location for the label design XML file and then click **Save**.

To open a label design

1. Start Label Designer.
2. From the toolbox, click the **Open** icon.



The **Open File** window opens and specifies to look for files of type *.xml*.

3. Browse to the location of the label design file you want to open.
4. Select the label design file you want to open, and then click **Open**.

The label design file opens in Label Designer.

Editing label properties

Labels come in a variety of sizes. Label Designer allows you to specify a label size when editing and allows the designer to specify a unique name for the label that is used to identify the label when printing from business logic.

To edit the label's properties

1. Click the **Pointer** tool in the toolbox.



2. Click an area of the label that does not have a control.
3. Use the property panel to customize the label's properties.

Label properties

Label properties are used to define the label's size and unique name.

- **Name** Variable name assigned to the label. This value is used when business logic wants to print this label.
- **Width** Specifies the width of the form in inches. This value should match the printer's settings and installed blank labels.
- **Height** Specifies the height of the form in inches. This value should match the printer's settings and installed blank labels.

Adding text to a label

The text tool is used to position and format single lines of text information on a label.

To add a text field to a label

1. Click the **Text** tool in the toolbox.



2. Click anywhere on the drawing area to add the text field to the label.
3. Use the property panel to customize the text field formatting.

Text properties

Text properties are used to customize the appearance of the contents of a text field.

- **Name** Variable name assigned to the text field. This name can be used as a parameter name to refer to the text field when the label is printed. This value is only applicable if the Read Only property is set to False.
- **Text** Text to be printed on the label. This value is only applicable when the Read Only property is set to True otherwise the text to be printed must be passed as a parameter when the label is printed.
- **Max Length** The maximum number of characters in the text field. A value of zero specifies that the text field may contain the maximum number of characters allowed by the printer.

- **Read Only** A value of True specifies that the text field contents are static and cannot be changed. A value of False specifies that the text field contents are variable and must be specified dynamically each time the label is printed.
- **Location - X,Y** Specifies the coordinates of the top-left corner of the text field. These values can be used to make small adjustments to the position of the text field or to ensure that the text field is exactly aligned with other items on the label.
- **Rotation** Sets the orientation of the text field. As this value is increased the text is rotated clockwise from the default horizontal orientation specified by a value of 0.
- **Font** Sets the font used to render the text field. When the label is printed, the font from the printer's set of standard fonts that most closely matches the selections used to print the text.

The RFID Anywhere printer connectors also provide the ability to control how the font is associated through the Font Mapping feature. This property allows a *custom* font name to be entered in the field (as opposed to selecting one of the default fonts from the dropdown) and saved in the label to facilitate unlimited font associations. See [“Controlling fonts using Font Mapping” on page 15](#).

- **Font Size** Sets the size of the text in points. This value affects both the height and the width of each character printed in proportion to the default height and width of the printer's resident font. This value is used in conjunction with the Font Map's default properties to impact the relative scaling of the font when printed.
- **Character Set** Specifies the character set that is used to interpret the characters assigned to the text field. Use this property to print symbols and characters that are not included in the default U.S. ASCII character set.

If a printer connector encounters a character set that it does not support it reverts to its default character set which is normally U.S. ASCII.

Controlling fonts using Font Mapping

Each printer supported by RFID Anywhere supports a set of built-in fonts. The specifications and appearance of these fonts varies by printer manufacturer. Label Designer allows you to use one label across different manufacturers and models of printers. To allow specification of different printer-specific fonts in labels produced using Label Designer, RFID Anywhere printer connectors map the font names specified in Label Designer labels to fonts known to be resident in the printer.

Label Designer includes a number of default font names that, when assigned to text fields, are automatically mapped to printer resident fonts by each printer connector. The default mappings included in the printer connectors map these names to the printer fonts that are from the font family represented by the names.

Using the Font Map property of the RFID Anywhere printer connectors, the way in which font names are interpreted by a printer connector can be customized to utilize printer fonts not exposed by the default font mappings of the connector or to alter the sizing and layout characteristics of a font.

To specify a Font Map in an RFID Anywhere printer connector

1. From the **Local Services** page of the RFID Anywhere Administrator Console, click the name of the printer connector.

The connector properties appear in the **Properties Manager** pane.

2. Expand the **Advanced Options** set of properties.
3. In the **Font Map** property, enter an integer specifying the number of Font Maps you want to configure.
4. Save the changes.

After saving the new value of the **Font Map** property, property sets called Font Map(1) to Font Map(n) are created, where n is the value of the Font Map property.

For each Font Map, a number of properties can be configured.

- **Double Byte** A value of **True** indicates that the font consists of double byte characters. A value of **False** indicates that the font does not contain double byte characters.
- **Face Name** The name used to refer to the font in label files produced by Label Designer. This value must match the Font property of the text field in the label file.
- **Font Identifier** The printer specific identifier for the font. This value varies by printer manufacturer. For example, Zebra printers reference specific fonts with single characters, with 0 representing the printer's default font.
- **Default Height** The base height of each character in the font.
- **Default Horizontal Space** *Not yet implemented.*
- **Scalable** Indicates whether the font must be sized in even multiples of the default height and width. A value of **True** indicates that the font can be sized in fractions of the default height and width. A value of **False** indicates that the font must be sized in even multiples of default height and width.
- **Default Width** The base width of each character in the font.

Adding RFID tag data to a label

When printing labels with embedded RFID tags, you can use the tag data tool to write to the tag memory at the time that the label is printed. In some applications, two tag data controls are added to a label, with one specifying the data to write to the tag ID memory area, and the other specifying the data to write to the tag's user memory.

To add RFID tag data to a label

1. Click the **Tag** tool in the toolbox.



2. Click anywhere on the drawing area to add the tag to the label.
3. Use the property panel to customize how the data is written to the tag.

RFID tag data properties

Tag data properties are used to customize how data is written to tag memory when a label is printed.

- **Memory Bank** Specifies the area of tag memory where data is written. A value of ID specifies that data is written to the tag ID memory area. A value of User Data specifies that data is written to the custom user data memory area.
- **Name** A variable name assigned to the tag data label item. This name can be used as a parameter name to refer to the tag data item when the label is printed. This value is only applicable if the Read Only property is set to False.
- **Value** A value to be written to tag memory. This value must be specified in hexadecimal format where each byte of information to be written is represented by two characters in the range 0-9A-F. This value is only applicable when the Read Only property is set to **True**; otherwise, the value to be written must be passed as a parameter when the label is printed.
- **Length** Specifies the length of the memory area to be written in bits. For the tag ID bank this value is typically 64 or 96. For custom user data memory areas this value varies depending on the amount of available tag memory and the size of the data to be written.
- **Read Only** A value of True specifies that the value written to tag memory is static and cannot be changed. A value of False specifies that the value written to tag memory is variable and must be specified each time the label is printed.

Adding barcodes to a label

When printing labels you can use the barcode tool to include a variety of barcode formats on printed labels.

To add a barcode to a label

1. Click the **Barcode** tool in the toolbox.



2. Click anywhere on the drawing area to add the barcode to the label.
3. Use the property panel to customize the barcode's appearance.

Barcode properties

Barcode properties are used to select the type of symbology used to encode barcode data and the attributes of the symbology.

- **Name** Variable name assigned to the barcode label item. This name can be used as a parameter name to refer to the barcode item when the label is printed. This value is only applicable if the Read Only property is set to **False**.
- **Text** Text to be encoded in the barcode. This value is only applicable when the Read Only property is set to **True**; otherwise, the text to be encoded must be passed as a parameter when the label is printed.

- **Max Length** The maximum number of barcode data characters to be encoded. A value of zero specifies that the barcode data may contain the maximum number of characters allowed by the printer.
- **Read Only** A value of True specifies that the barcode field content is static and cannot be changed. A value of False specifies that the barcode field content is variable and must be specified each time the label is printed.
- **Location - X,Y** Specifies the coordinates of the top-left corner of the barcode. These values can be used to make small adjustments to the position of the barcode or to ensure that the barcode is exactly aligned with other items on the label.
- **Rotation** Sets the orientation of the barcode. As this value is increased, the barcode is rotated clockwise from the default horizontal orientation specified by a value of 0.
- **Barcode** Sets the symbology used to encode the barcode data. Note that not all symbologies are supported on each printer supported by RFID Anywhere. If an RFID Anywhere printer connector encounters an unsupported symbology in a label, the barcode field is not printed on the label.
- **Size** Sets the vertical size or height of the barcode in points.
- **Density (dpi)** Sets the number of data characters per inch of encoded barcode data. As this number is increased, the printed barcode appears smaller.
- **Bar Ratio** Sets the ratio between wide and narrow bars in the barcode. As this number is increased the wide elements in the barcode become larger and the overall barcode size is increased.
- **Human Readable** Enables automated printing of the barcode data in text format. When **Above** selected, the barcode data is printed above the barcode. When **Below** selected, the barcode data is printed below the barcode.

Adding lines to a label

Static lines can be added to labels to assist in information organization and label appearance.

To add a line to a label

1. Click the **Line** tool in the toolbox.



2. Click anywhere on the drawing area to define the first endpoint of the line.
A temporary line follows mouse movements until the mouse is clicked again.
3. Click anywhere on the drawing area to define the second endpoint of the line.
4. Use the property panel to customize the line's appearance.

Line properties

Line properties are used to specify the location and size information of a printed line.

- **Start - X,Y** Specifies the coordinates of the first endpoint of the line. These values can be used to make small adjustments to the position of the line or to ensure that the line is exactly aligned with other items on the label.
- **End - X,Y** Specifies the coordinates of the second endpoint of the line. These values can be used to make small adjustments to the position of the line or to ensure that the line is exactly aligned with other items on the label.
- **Line Size** Sets the width of the line in points.

Adding rectangles to a label

Static rectangles can be added to labels to assist in information organization and label appearance.

To add a rectangle to a label

1. Click the **Rectangle** tool in the toolbox.



2. Click anywhere on the drawing area and hold down the mouse button to define the first corner of the rectangle.

A temporary rectangle follows mouse movements until the mouse is clicked again.
3. Move the mouse to anywhere on the drawing area and release the button to define the opposite corner of the rectangle.
4. Use the property panel to customize the rectangle's appearance.

Rectangle properties

Rectangle properties are used to specify the location and size information of a printed rectangle.

- **Location - X,Y** Specifies the coordinates of the top-left corner of the rectangle. These values can be used to make small adjustments to the position of the rectangle or to ensure that the rectangle is exactly aligned with other items on the label.
- **Width** Specifies the width of the rectangle in inches, measured from the top-left corner of the rectangle.
- **Height** Specifies the height of the rectangle in inches, measured from the top-left corner of the rectangle.
- **Line Size** Sets the line width of the rectangle in points.

Adding images to a label

Static images can be added to labels to include company logos, industry certifications, and other graphics.

To add an image to a label

1. Click the **Image** tool in the toolbox.



2. Click anywhere on the drawing area to define where the top-left corner of the image should be.
3. Use the property panel to select the desired image and customize its appearance.

Image properties

Image properties define the characteristics of a static graphic that is part of the label.

- **Name** Specifies a unique name for the image.
- **Location - X,Y** Specifies the coordinates of the top-left corner of the image. These values can be used to make small adjustments to the position of the image or to ensure that the image is exactly aligned with other items on the label.
- **Image** Specifies the image file to use. Click **Open** to navigate to the graphic file you want to use. Files must be 1-bit monochrome, and of type *.bmp*, *.jpg*, or *.gif*.
- **Scale (%) - Width, Height** Specifies how to scale the image to increase its size with respect to the original file. Specifying differing values in the **Width** and **Height** fields causes the image to be distorted.

Selecting an existing control for editing or viewing

After various controls have been added to a label, it may be desirable to view or change the properties of specific controls.

To select a control for the editing or viewing of properties

1. Click the **Pointer** tool in the toolbox.



2. Click the control you want to view or edit.
3. Use the property panel to view or modify the properties of the selected control.

How label designs are used in RFID Anywhere

Once an RFID label has been designed and saved, RFID printer connectors are configured to import these files, convert them into the native printer language, and load them into the printer's memory. When the connector starts, the labels, which have already been converted into the native printer format, are loaded into the printer's memory. Once loaded into memory, these labels can be given values for dynamic fields (if required) and the printing process can be initiated from a custom business module or web service call. See “RFID printer controller” [*RFID Anywhere Developer's Guide*].

Configuring the Print Forms property

RFID printer connectors installed in RFID Anywhere have configurable properties for importing label design files. The Print Forms property defines the label formats that can be printed by calling the print methods of this instance of the printer connector.

To generate the properties required to configure any number of labels, enter an integer value in the Print Forms property and save the change.

After saving the number of Print Forms, property sets called Print Forms(1) to Print Forms(n) are created, where n is the value of the Print Forms property.

For each Print Form or label, one sub-property must be set, and one sub-property is generated:

- **Form File** Enter the complete path to the saved label design file
- **Form Name** After **Form File** is set, this property displays the unique name for the label as defined in the **Name** property of the label design file, and provides a way to reference the label for printing

Printing RFID labels

Once RFID labels have been loaded into the printer via a configured printer connector or business module, you can write business modules or use the web services interface of the RFID printer controller to issue Print commands to an RFID printer connector, specifying the loaded label name, and any dynamic values that need to be passed.

It is important to note that Label Designer only gives an approximation of how the text and other controls appear on a printed label. During the design process, you should print test labels to make sure controls are appearing as desired when printed. Some controls may appear to fit nicely on a label design from Label Designer, but may be too wide for the printed label. If this is the case, you may receive an error from the printer stating that the form is too wide. If this occurs, resize, redefine, or reposition controls that are near the label borders and re-test.

RFID printer controller

The RFID printer controller exposes the necessary functionality for working with RFID printers.

The RFID printer controller class is **iAnywhere.RfidNet.Printer.PrinterController**.

This controller is named **Printer Controller** in the **Add Controller** window of the Visual Studio .NET Extension.

The methods of this controller are also exposed via web services through the **PrinterModule** business module.

Methods contained in the RFID printer controller can be called from business modules, or from the PrinterModule web service. Useful methods of this controller include:

Method	Description
void Load (String <i>source</i> , String [] <i>labelXMLContents</i>)	The Load method allows you to load additional labels into the memory of the printer. Load requires two parameters. The first parameter is the name of the printer connector. The second parameter should contain the XML contents of one or more XML input files. Each file should contain one complete label as generated by Label Designer.
void Print (String <i>source</i> , String <i>labelname</i> , Hashtable <i>dynamicfields</i>)	<p>The Print method formats and generates the printer label. Print accepts four parameters. The first parameter is the name of the printer connector. The second parameter should contain the name of a label that has previously been loaded into the system. The third parameter is a Hashtable that contains the key/value pairs for the dynamic fields of the form.</p> <p>When calling the Print method from web services, the hashtable parameter is replaced with two arraylist parameters, with the first being the keys for the dynamic fields and the second being the respective values.</p> <p>It is acceptable for the Key parameter and Value parameter to be empty, provided the label referenced does not expect any dynamic values.</p>
void UnLoad (String <i>source</i> , String [] <i>label-names</i>)	The Unload method allows the user to remove a previously loaded label from the printer. Unload requires two parameters. The first parameter is the name of the printer connector. The second parameter should contain the name of one or more previously loaded printer labels.

See also

- [“Understanding hardware controllers” \[RFID Anywhere Developer's Guide\]](#)

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