

How to add new logos and images to the Limitag V5 series

Are you using the V5 LCMYK printer?

If you are using the full colour printer please refer to the corresponding specific quick guide: "Quick Guide - Limitag V5 LCMYK - How to add full colour images.pdf"

Involved material

We can add the images following several ways. Depending on the method –later explained- we will need:

- V5 series controller
- Method 1. *No external PC needed.*
 - USB containing images in any of the following formats: BMP, JPEG
- Method 2. *Remote PC needed.*
 - PC (or laptop) with latest Limitag Graphic Editor (version 2.1.x.x or above)
 - Ethernet cable (crossover preferred)

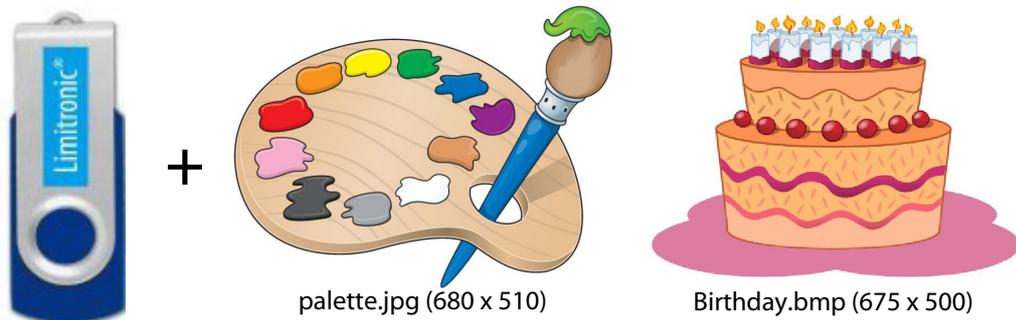
Uploading the new images to the printer

There are two methods. First method does not need an external PC but only a USB pen drive and a V5 LCMYK controller

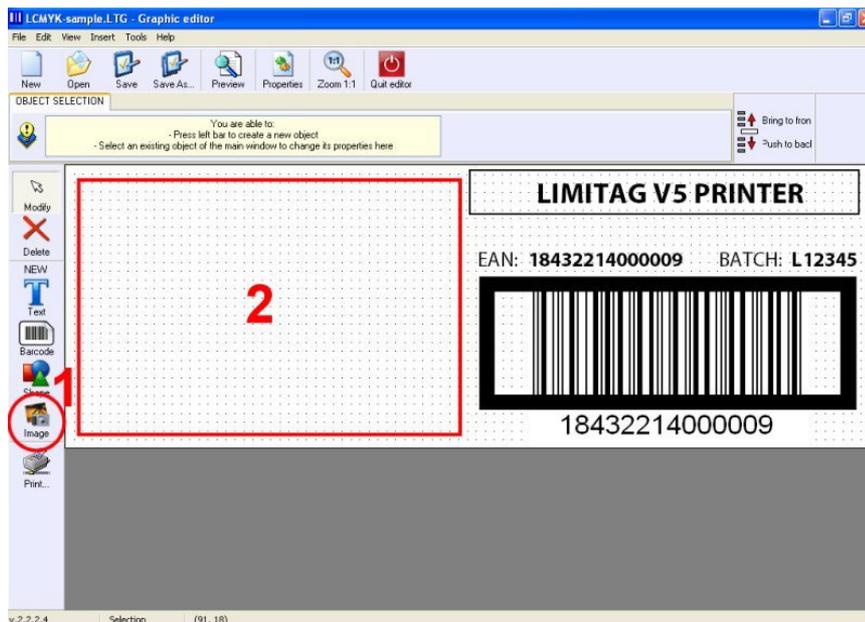
Method 1 (directly and using only the V5 console):

1. Save all the images to the USB drive.
 - a. Images must be in the following formats:
 - i. BMP
 - ii. JPEG

Sample:



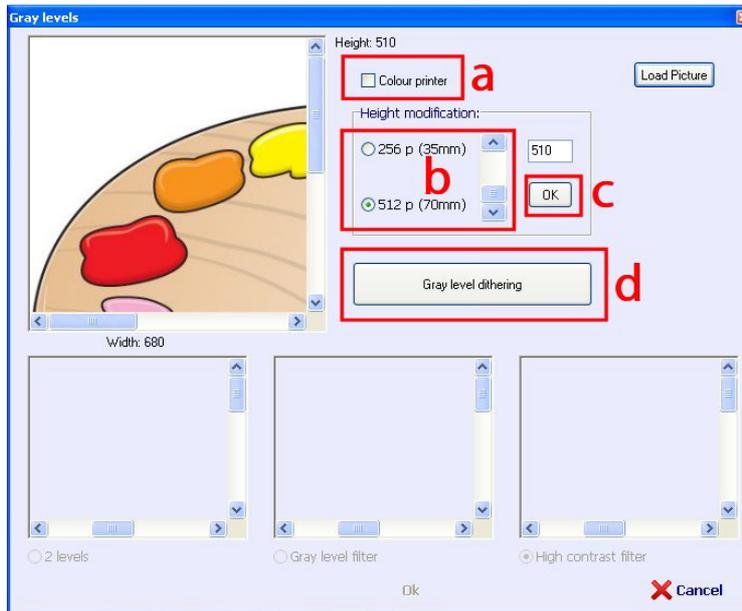
2. On the V5 controller open the label Editor.
3. Open the desired layout.
4. Press Image button to insert an image and draw a rectangle corresponding to the desired image location:



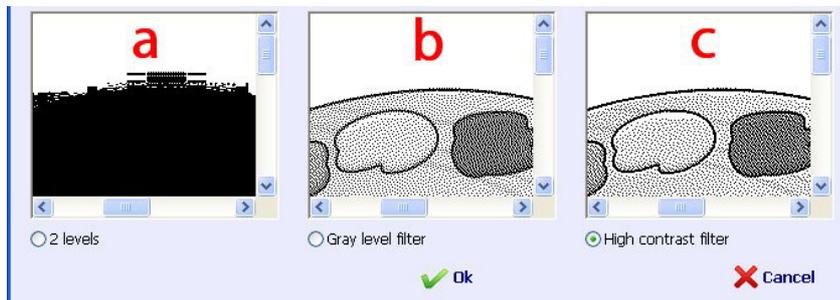
5. A dialog box appears asking the image to insert.



- a. Change to the USB drive in the top drop down list.
 - b. Select D: to perform it.
 - c. Select the desired image (e.g. palette.jpg)
6. A new window appears to prepare the image to the best format.



- a. Be sure **Colour printer** is **unchecked**
 - b. Adjust the desired height (if needed)
 - c. Press the Ok button to accept new height modification
 - d. Press Gray level dithering to start grayscale process
7. Now three options are shown. Depending on your needs select the desired option:

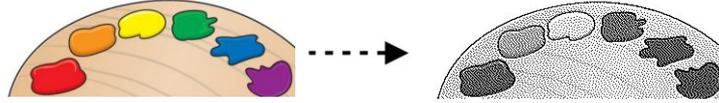


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- a. Two levels. This option will print the image in solid Black and White.
This is the best option when printing logos in only two solid colors.

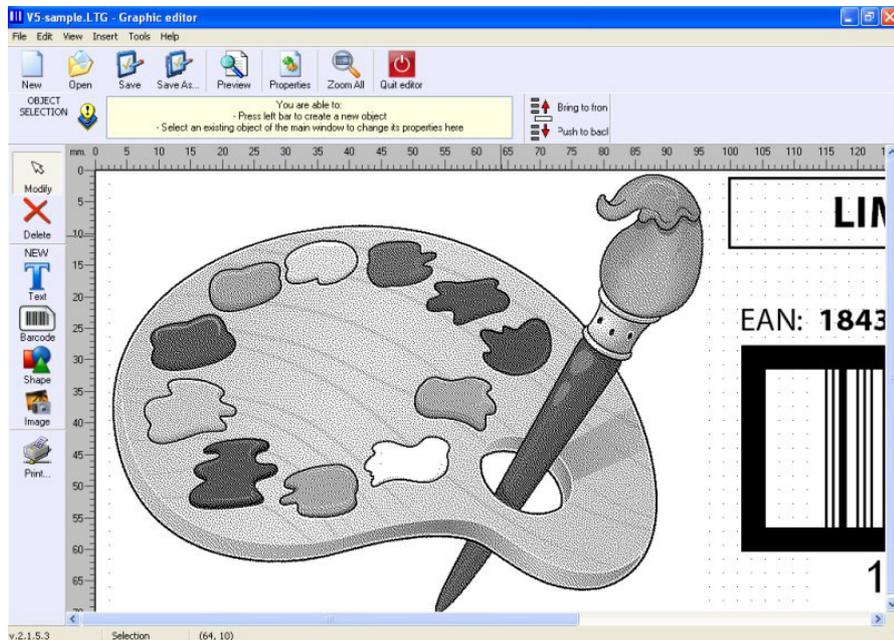


- b. Gray level filter. This option will simulate a grayscale effect.
Choose this option when trying to simulate a coloured image.



- c. High contrast filter. This option print a grayscale image with more contrast than b.
This option is the default one.

8. The new image should appear on the layout as follows:



9. You have finished inserting the full colour bitmap image to the layout.
10. At this point a copy of the original full colour picture has been automatically copied to the printer, which has been optimized for printing.
11. You can safely extract the USB pen drive.
12. You can save the new layout.

Known restrictions in this method (only when source BMP files are 1 bit colour):

When loading from an USB directly pay special attention when using 1 bit colour (black and white) BMP files.

1 bit BMP files are the native and internal format of the Limitag V5 printers. It is always safer to check that your BMP has been copied to the printer properly. If the source BMP file is already optimized for printing and no further actions are needed maybe the original BMP has not been properly copied to the printer. This will result in no images being printed after extracting the USB and rebooting the printer.

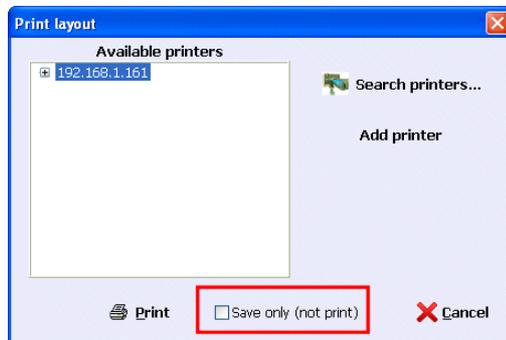
Summarising:

When using direct USB on the V5 console AND "1 bit" BMP as the source logos do the following:

1. Copy the BMP file through the Limitag V5 main menu (Messages => USB)
2. Return to main screen
3. Extract the USB pen drive
4. Open then the Graphic Editor in the console and when loading the image, select directly from the default console location

Method 2. Using an external PC

1. Be sure you have connection with the printer from your PC/laptop.
2. Repeat above steps (1 to 12) but from the Editor located in your PC/laptop. In above step 5 you can use local images stored at your PC or in a remote workstation.
3. Now you should have the layout saved at your local PC/laptop with the new image.
4. Press the print button to send the layout to the printer
5. If *Available printers* is empty you must press the "Search printers..." button
6. Once printer is found press Ok.
7. Your printer IP address should appear on the screen.
8. Click the + on the left of the IP address to show the available version.
9. Select the printer through the version name.
10. Now you can print the layout immediately (and save it on the printer) or simply upload the layout to the printer (Save only) but not printing it.



11. Press the Print or Send button (depending on your needs).
 - a. Print will save the layout on the printer and print it immediately
 - b. Send will save the layout to the printer but printer will continue with previous printing.

This Method 2 **automatically sends** all images found in the present layout to the printer, regardless its local location. So there is no need to look for the BMP file used and send to it separately.

You will find these images at the printer for later use, all of them optimized and in BMP format. Usually a *_GRIS o _BN* postfix is added to the name of the image.

How to improve output quality

This restriction is only to maintain maximum resolution and picture quality in the resulting image

In any of the Methods it is always better to have the images ready in the following format:

- Any resolution but with a maximum height of 510 pixels.

Or, in other words:

- Do not use the GraphicEditor **Adjust to Frame** option when working with **grayscale images**.



Two ways to avoid this restriction:

- Have all images with less or equal to 510 pixels height using an external picture editor.
- Use the resize option when loading the full image directly to the Editor.



- Do not stretch the image either it is higher than 510 pixels. Image output will be cropped to the desired area with a maximum height of 510 pixels corresponding to the print extents.