

# Feature List

#### **User Interface and Drawing Editor**

- Powerful, property driven user interface
- · WYSIWYG drawing editor
- Fast file save and open
- Easy to use tool bars for quick access to all features
- Powerful property list to control every aspect of the mark
- On screen quick help for all object properties
- Zoom in, zoom out, and panning
- Inch, millimeter, or centimeter units
- Configurable drawing rulers
- Adjustable drawing grid (spacing, offset, etc.)
- · Password protected editing
- Unlimited multilevel undo and redo
- Mouse or keyboard control and positioning
- Launcher application included for quick launching of mark programs
- Digital scope application included for digital I/O testing
- Virtual Laser Marking (place high resolution scans of your marking platform on the drawing editor for precise alignment)

# **Text and Fonts**

- Windows® TrueType fonts available
- Raster and outline TrueType fonts
- Rotate, scale, translate, and mirror text
- Fast stroke fonts for high speed marking
- Left, right, and center justification
- Bolding and italicizing
- Adjustable text curve detail
- Character kerning
- Radial text

# **Objects that can be Marked**

- Lines (straight and freehand)
- Polygons (rectangles, etc.)
- · Circles and ellipses
- Arcs (start and end angles)
- Raster Filled Text (TrueType)
- Stroke and Outline Text (high speed)
- Numerous Barcode formats
- Laser spots (laser drilling)
- Raster imports (bitmaps, TIFs, etc.)
- Vector imports (DXF, PLT, etc.)

#### **Object Transformations**

- Apply powerful transformations to all objects
- High positional precision
- Object transformations through drag and drop
- Precise object transformations through keyboard
- Object translation (moving)
- Object rotation (1 degree increments)
- Object scaling (width, height, or both)
- Object mirroring (vertical and horizontal axis)
- Vertical, horizontal, and center object alignment
- Step and repeat marking (object arrays)
- Variable row and column spacing for step and repeat
- Multiple object grouping and ungrouping

### **Raster and Vector Graphic Imports**

- Import all popular raster formats (GIF, BMP, TIF, JPG, etc.)
- Import numerous vector formats (DXF, PLT, WMF, etc.)
- Rotate, scale, translate, and mirror all graphic imports
- Powerful black and white dithering for color images
- Full raster marking (photos, pictures, etc.)

# **Marking Parameters**

- Adjustable field size (square or rectangular)
- Scaling of entire mark field (X and Y axis)
- Rotating of entire mark field (1 degree increments)
- Offsetting of entire mark field (X and Y axis)
- Velocity control by object (up to 300 in/second)
- Power control by object (in percent)
- Invertible marking axis (X and Y axis)
- Adjustable mark passes by object
- Adjustable mark resolution by object
- Variable marking delays by object

#### **Barcode Marking**

- UPC-A and UPC-E
  - EAN/JAN
  - Code 39 (3 of 9) and Extended Code 39
- Code 93 and Extended Code 93
- HIBC
- Interleaved 2 of 5
- Code 128
- UPC-128
- MSI Plessy
- Codabar
- PDF417
- 2D barcode: DataMatrix ECC 200
- Zip+4 Postnet
- Invert barcodes (white on black)
- Customizable Barcode Text Font
- Text on Top or Bottom
- · Barcode Checksum
- Translate, scale, rotate, or mirror barcodes

#### **Process Automation**

- Serial number marking (alphanumeric and fixed characters)
- Configurable date code text
- Read marking text from serial port (can be used with barcode readers, etc.)
- Read marking text from disk file
- Read marking text from keyboard
- Text automation for both normal text and barcode numbers
- Mark objects based upon digital signaling
- Start and stop marking based upon digital signaling
- Pause for specified amounts of time
- Track serial numbers across marking sessions
- Call user specified DLLs for total customization

### **ActiveX / OLE Automation**

- WinMark ActiveX control available
- Control marking from any ActiveX compatible environment including MS Access, Visual C++, Visual Basic, Delphi, MS Word, and more!
- Load drawings right into the ActiveX control
- Customize every aspect of the drawing through ActiveX

# Contact Us

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