## Your own label

[Spotlights on]

Last month we had a look at the new home screen of LabelMark 6. Of course with the home screen itself you can't do real labeling right?

Today we will dive into the bowels of LabelMark and designing your own labels. We will add multiple objects and run through the editor view.

Let's start by opening LabelMark 6 and click on the "Create" button and select "New Label"
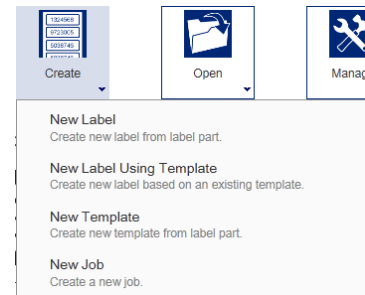
Selecting your part
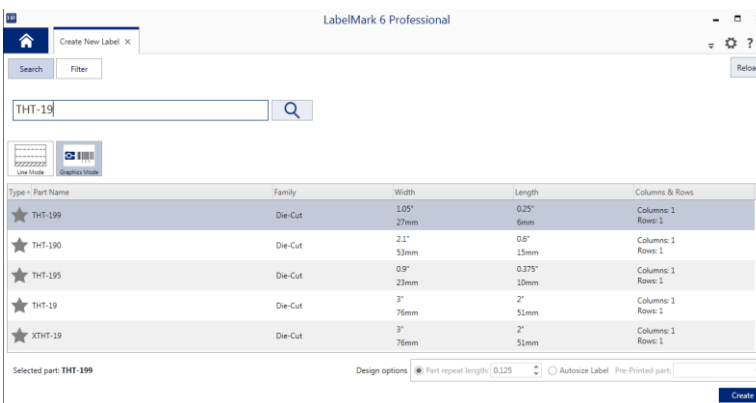
In the next screen you can filter the label parts. In our case we will type in "THT-19". The list of parts is automatically filtered.

Select "THT-19" from the list below.

Please notice, we selected 'Graphic' Mode.

So, what is on this screen?
Well, if you want to work in lines based mode, select line mode. (Users who still work with LabelMark 3 might recognise this as used "labelmark").

If you are using a continuous material, you need to set the "repeat length". This is the size of your label.

Now, it might be that you want to search for a part by using the desired width and height. In that case you select "Filter" at the top. Now you will see that the screen change so you can set the width and length as well as the printer you want to print from. Once you have your selection, check if you have it available, if nothead over to our store and get it!

Once we have selected THT-19, we click on the "Create" button at the bottom right corner. You are now ready to start creating a label.

Design the perfect label
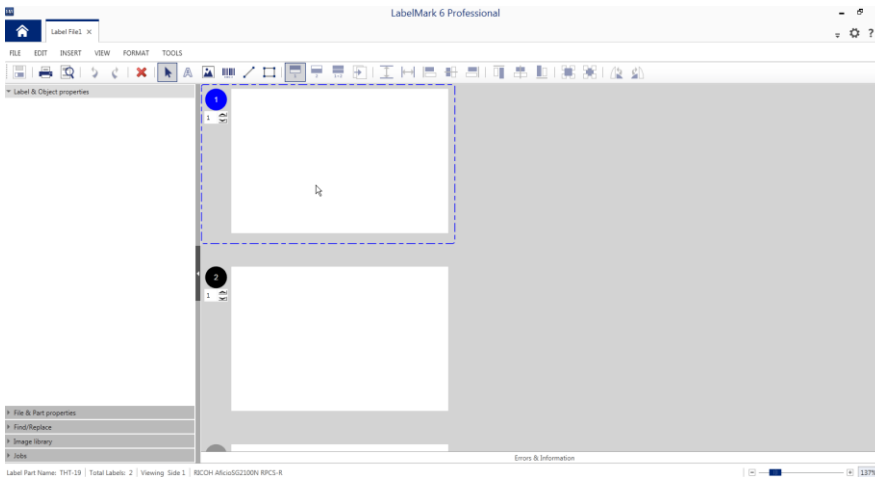
Let's run through the designer window.

On the left hand side you will see the label and objects, next to the file and part properties as well as 'a find and replace function' (no more going through the menu!), the new image library and job properties.

We will run through all of these during the course series.

At the top you will find the toolbar with all the objects and core functionalities available. Let's have a look.


The first 5 icons are generic. "Save", "Print", Preview the print, undo and redo. But I guess you already knew that?
Next in the toolbar you will find a "delete" option, which will delete the selected object. Our selector tool is indicated with an arrow.
The following 5 icons give you access to creating an object onto the label. You have the "text" tool, image object, barcode object, lines and square.
The group to the left is used when you have double sided parts. With these you can switch your view to see either side. The toolbar continues with justification, alignment and rotation of objects.

Select the tool to design and create a rectangle on the first label. Once you have added the rectangle your screen will look as shown on the right. In the "label & object properties" pane, you have all the information about the rectangle. Within this location you can manually set all the values of the rectangle.
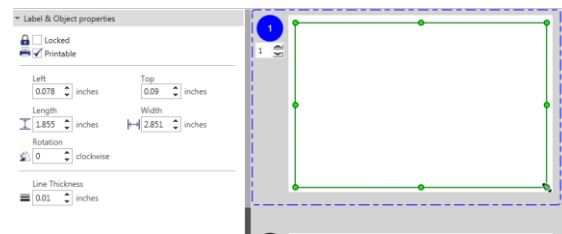
As a next step, perform the same, but now add a barcode. Click on the barcode tool in the toolbar and add a barcode to the label.

In the "label & object properties" you can now enter the data (value) you want in the barcode. Check out the barcode type dropdown : we now have QR available.

Above that you will find properties   like font size, font type and bolt, italic, underlined.

Let us now addtext to the label. Click on the "A" icon and type "My first label" on the label. As with the other objects you will see the properties in the left hand side of the editor view. For the demo label, we used Arial 16 pt as a font.

Now we will add an image to it. Instead of using the "image" object in the toolbar, simply click on "Image library" on the left side of LabelMark. Once expanded you have immediate access to predefined images.

To add to the label, simply drag and drop them on the label. In this tutorial we chose the down arrow.

So, below you see your first designed label.
Today you have learned to select your label part, add objects and use the image library. Are you ready for some serious labeling?