

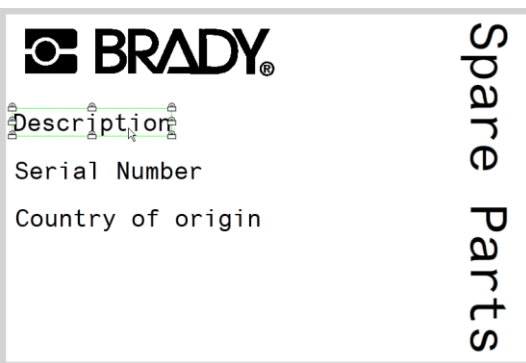


LabelMark 6 Spotlight: Using Templates

[Spotlights on]

In the previous edition we added external data to a label. You might have noticed that the label we created was rather empty. Today we will create a template and place the data within that template. This 4 page tutorial will help you to design proper labels.

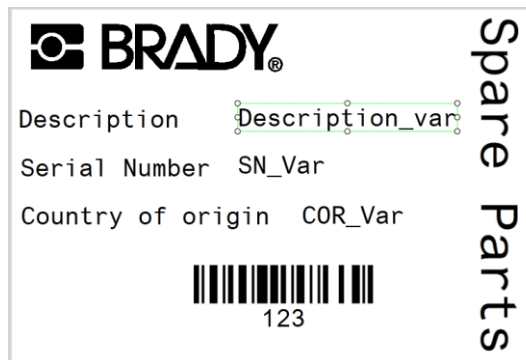
Press “Create” and select “New Template”. In the next step, simply select you label format as you would do for a regular label.



Create the objects as shown on the picture.

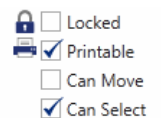
These objects will be locked and printable. When we create a label from this template, we won't be able to modify them.

To set them to locked, go to the “Label & Objects properties” and change according to the screenshot on the right.



Next we will create the place holder objects for our variable data. Create the object like regular objects on a label. Your label will now look like this.

Instead of setting these as “Locked”, we set them to Printable and enable “Can Select”.

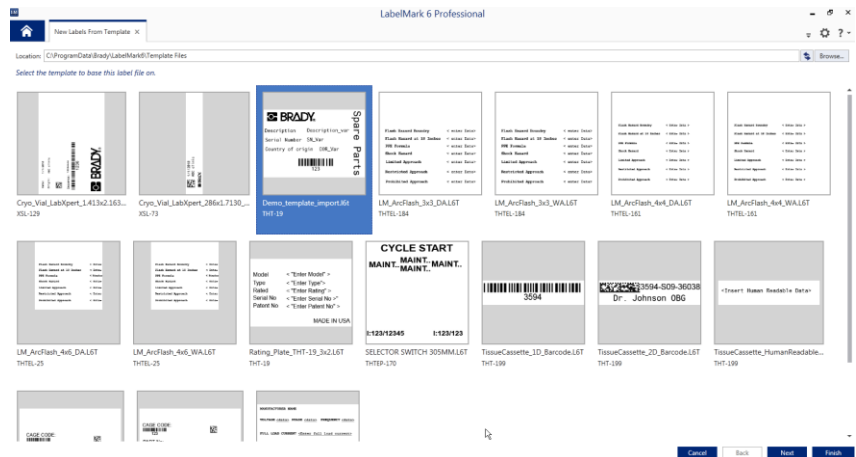
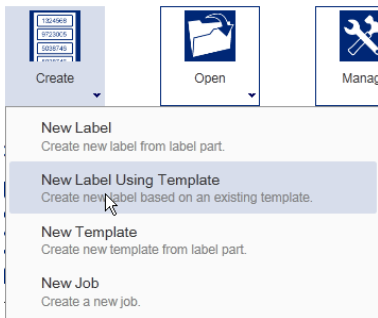


Save your template



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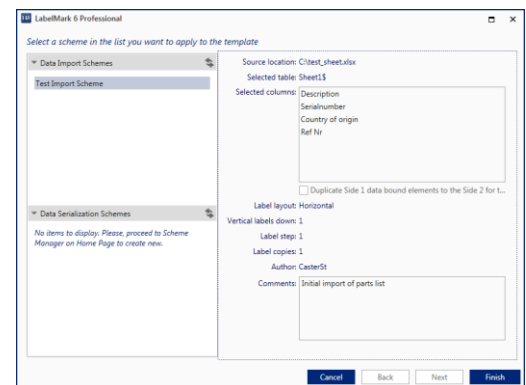
We now have a serialisation scheme from the previous tutorial and a template made in this one. We will now merge the two together and add the data to the newly created template. First of all start by clicking “Create” on the homepage and selecting “New Label Using Template” and select your template from the list provided.



Pressing “Finish” will open the file in the editor view with the template open. A new label is created based on the template.

Now go to “insert” in the menubar and select “Data saved from Scheme”. In that window, choose our create data scheme. (If you didn’t save it, go back to the previous tutorial and save the scheme in the final step).

Press the Finish Button to add the scheme to the label.



Your data is now placed on the label.

[Spotlights off]