



End User Documentation

LabelPro for Windows CE v2.0
August 8, 2007

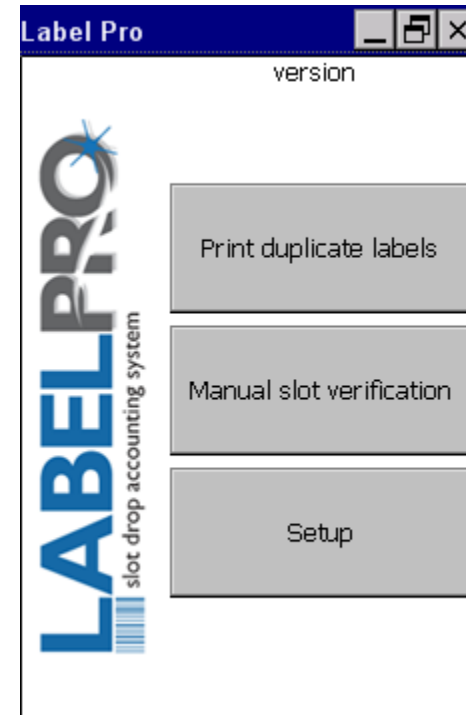
Introduction – Overview	
<i>Main screen</i>	3
Setup	
<i>PC</i>	4
<i>LabelPro software</i>	4
Bar Code Duplication	
<i>Overview</i>	5
<i>Bar code details</i>	5
Manual Slot Count Verification	
<i>Overview</i>	6
<i>Usage</i>	6
<i>Adding entries</i>	6
<i>Browsing entries</i>	6
<i>Deleting entries</i>	6
<i>Modifying entries</i>	7
<i>Export File</i>	
<i>Creating the export file</i>	7
<i>Moving the export file to a PC</i>	7
Appendix A	
<i>Header.txt</i>	8

Introduction – Overview

Welcome to LabelPro for Windows CE. Motivated by customers' requests to improve and simplify the daily task of hard and soft count slot drops, Data Financial has developed the LabelPro Slot Drop Barcode System. Designed specifically for the gaming industry, LabelPro lets you produce barcode labels on-demand, as the drop takes place.

LabelPro consists of two main parts. Bar code duplication is the main function accessed by tapping on the 'Print duplicate labels' button on the main screen (figure 1). The header text will be printing along with the bar code input from the scanner. Manual slot verification is a secondary feature designed to quickly input information from the manual counters in the slot machines and export that information to a comma delimited text file. This export file can be quickly imported into Microsoft® Excel or any of the numerous software packages that can accept comma delimited input files. This feature is accessed by tapping the 'Manual slot verification' button on the main screen.

Setup will be discussed in detail in the next section.



(Figure 1)

Setup

PC

In order to run the setup and deployment package, you must install the included .NET 2.0 Framework if your PC is not Windows XP Service Pack 2 or later. The .NET Framework 2.0 is located on the CD in the 'Dot NET 2.0' folder.

The local PC needs to have at least one USB port to connect the gun to the PC. The USB cable will be provided for you. In order to interact with the labeling gun, ActiveSync 4.2 or greater is required on the local PC. This can be installed from the Label Pro CD. The Microsoft .NET framework 2.0 must also be installed to run the setup CD.

You must install the included USB Drivers so the PC can communicate with the Label Pro scanner. They are included on the CD in the folder labeled '6039 - USB Drivers'. Windows XP will automatically search the CD drive for drivers when the Label Pro gun is connected to the PC for the first time.



LabelPro software

Setup menu options:

All changes to the header.txt file should be made through the setup menu.

1. Header Text – Sets the header of the duplicated labels. Max 33 characters.
2. Slot count field names – Sets the names of the four manual slot drop fiends.
3. Accepted field lengths – Only the lengths that are checked are allowed to be duplicated. This prevents a partial read or truncated barcode from being printed.
4. Redundant Scans – This setting affects the number times a barcode will be re-checked by the scanner for validity.
5. Six Digit Barcode Settings – For those sites that have six digit permanent bar codes, these settings will affect the format of the duplicated bar code label. Codabar or 3 of 9 selects the format for six digit bar code duplication. If 3 of 9 is selected, Large Format 3 of 9 will affect the size of the barcode on the label. Large format produces a larger barcode.

All changes will be committed to the settings file by clicking save.

The screenshot shows the 'Setup' dialog box with the following sections and controls:

- Duplicate label fields:** A text input field for 'Header Text:'.
- Slot count field names:** Four text input fields labeled 'Field 1:', 'Field 2:', 'Field 3:', and 'Field 4:'.
- Accepted field lengths:** Four checkboxes for '3 digit', '4 digit', '5 digit', and '6 digit'.
- Redundant Scans:** A numeric spinner control for 'Cycles:' set to '1'.
- Six Digit Barcode Settings:** Three radio buttons for 'Codabar', '3 of 9', and a checkbox for 'Large Format 3 of 9'.
- Buttons for 'Cancel' and 'Save' at the bottom.

Bar Code Duplication

Overview

Bar code duplication is simple, quick, and efficient. At the main screen, simply point the scanner at the bar code to be duplicated and the input will automatically be printed with the header text above the barcode and in human readable format below the barcode. After a successful print, the software and the scanner will reinitialize and is ready to duplicate the next barcode.

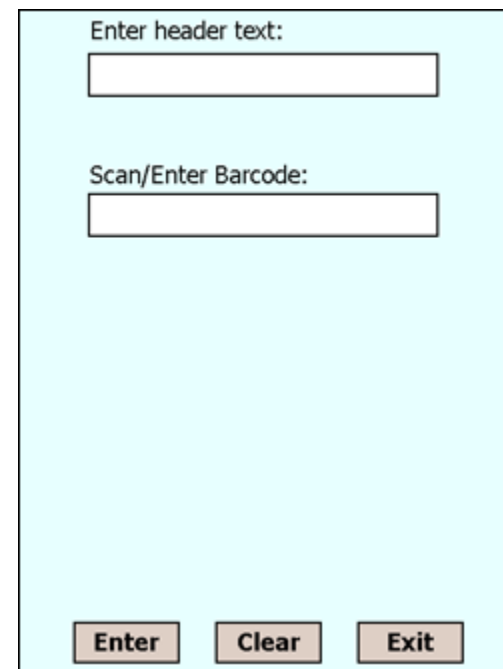
A bar code can be printed by simply entering the bar code number and pressing the enter button on the gun or in the software. Input from the scanner is not necessary.

Bar Code Details

All bar codes are printed in the Code 12of5 format. The scanner will only accept input from barcodes that are in this format and between three and six characters long. The printer will ignore input that does not fit these parameters.

Header Text

The header text will automatically be reset to the text entered into the Header.txt file during the setup process. For more information reference the setup section of this documentation. The maximum number of characters allowed in this field is 33. To change the default header text simply edit the Header.txt file with the desired text.



The screenshot shows a light blue rectangular window. At the top, it says "Enter header text:" followed by a white rectangular input field. Below that, it says "Scan/Enter Barcode:" followed by another white rectangular input field. At the bottom of the window, there are three buttons: "Enter", "Clear", and "Exit", each in a small grey box.

(Figure 2)



(Barcode Output)

Manual Slot Machine Verification

Overview

Manual slot machine verification assists in documenting the current status of the manual counters in slot machines. The printing functions of the gun are disabled in this part of the application. You cannot add entries when all fields are blank. The application will automatically load any records from a previous session if the records have not been exported.

Usage

Adding Entries

To add entries to the database, scan the bar code of the current machine. Then use the stylus or press the tab button on the gun to switch to the next field. When all desired fields are filled in, press the 'Add' button. Please note that records cannot be added while in review mode (see figures 3 & 4).

Browsing Entries

There are six ways to switch between the records that have already been entered. First, the '|<' and '>|' buttons will bring up the first and the last record respectively. The corresponding '<' and '>' buttons will bring up the last and the next record respectively. The Rec # box can also be used to jump to a specific record number. Finally, the '*' button automatically brings up a brand new record ready for data entry. (see figure 5 on page 7)

Deleting Entries

Browse to the record to be deleted and press the 'Delete' button. Once an entry is deleted, it can be recovered. (see figure 5 on page 7)

(Figure 3)

(Figure 4)

Manual Slot Machine Verification (cont.)

Modifying Entries

While in review mode, any fields that are changed will automatically be updated in the database.

Export File

Creating the export file

When all records have been entered, an export file can be generated by clicking on the 'Export' button on the bottom of the screen. A message box will be displayed indicating that the file has been generated successfully. The export file is placed on the desktop of the Windows CE environment. The name of the export file is the current date with a .txt file extension. To open this file with Microsoft excel, the file extension can be changed to .csv. No further modifications are necessary.

Moving the export file to a PC

1. Connect the gun to the PC and turn it on.
2. ActiveSync will open and automatically connect to the device.
3. In ActiveSync, press the explore button and an explorer window will open displaying the folders on the gun. This is also available through 'My Computer' in Windows XP as Mobile Device.
4. Browse to \Windows\Desktop.
5. Copy the file 'count[Date].txt' and paste it to a folder of your choice on the local PC.

The screenshot shows a handheld device interface in REVIEW MODE. At the top, there are navigation buttons: a left arrow, a right arrow, a search icon, and a star icon. Below these is a 'Rec #' field containing '1' and a 'Go' button. The main area is labeled 'REVIEW MODE' in red. It contains a form with the following fields: 'Enter Bar Code:' with the value '333333', 'Field 1' with the value '240', 'Field 2' (empty), 'Field 3' (empty), and 'Field 4' (empty). At the bottom, there are four buttons: 'Add', 'Export', 'Delete', and 'Exit'. A vertical label '(Figure 5)' is on the right side of the screenshot.

Appendix A: Header.txt file description

Description

The setup menu will automatically generate this file with the appropriate settings. Even if the file is missing, a default file will be generated upon saving changes in the setup menu. This diagram is provided for reference and troubleshooting only.

File diagram:

Header.txt file structure diagram	
Field	Explanation
Label Pro	Sets the header for each barcode. If nothing is entered. The header field will be removed from the barcode format. Max 33 characters.
Field1	Sets the text next to the first field on the manual slot verification screen.
Field2	Sets the text next to the second field on the manual slot verification screen.
Field3	Sets the text next to the third field on the manual slot verification screen.
Field4	Sets the text next to the fourth field on the manual slot verification screen.
3Digit	If this field is set to 1, 3 digit barcodes are allowed to be printed.
4Digit	If this field is set to 1, 4 digit barcodes are allowed to be printed.
5Digit	If this field is set to 1, 5 digit barcodes are allowed to be printed.
6Digit	If this field is set to 1, 6 digit barcodes are allowed to be printed.
Cycles	Number of redundant scans the scanner will use to validate a barcode read. Minimum of 1, maximum of 4.
6Dig39	Sets the format for printing 6 digit barcodes. 1 is for Code 3 of 9. 0 is for Codabar.
Expand	Sets the 6 digit Code 3 of 9 barcode density. 1 is for a large barcode. 0 is for a smaller, more dense barcode.