

## Prerequisite

This Quick start guide is applicable to MPERIA® version 11.2 or later. See the MPERIA® Technical Manual for a guided installation.

## Overview Menu

The Overview menu is used for selecting, starting, and stopping the printing and marking of messages.



The left-hand side lists all installations that have been created. In the above example there are four installations. Selecting an installation will show a preview of the message selected for print, on the right. If no message has been selected for print, the preview area will be displayed blank. If only one installation exists, the message preview is displayed across the entire bottom of the screen.

## Stop or Start Printing or Marking

The installations can be stopped or started using the corresponding buttons at the top of the Overview menu. When selected, a user prompt is displayed asking whether the action should be applied to all Installations. Select Yes to apply the action to all installations.

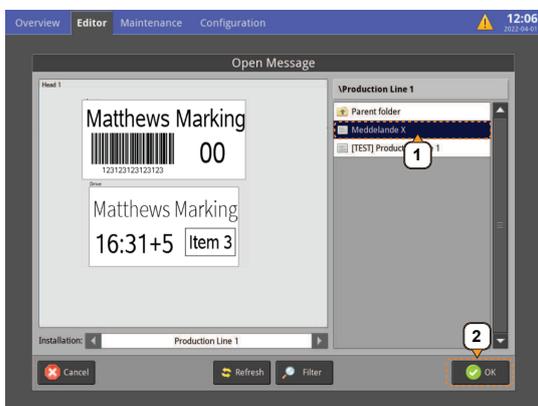


To start or stop a specific installation, use the smaller start or stop buttons on the installation. Both the color of the installation and the icon next to it will change to reflect its status, as shown in the Overview menu.



## Select Message for Print

1. Tap the large blue Select Message button at the top right of the Overview screen, and then select the required message from the displayed options.
2. Confirm the selection – tap the OK button. The Overview screen will then display the selected message(s).



## Editor Menu

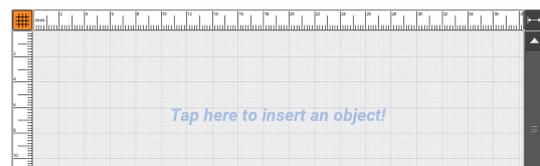
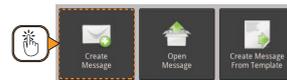
Messages are created and edited using the Editor menu. Provided below is an overview of the message editor screen and its different functions.



- |  |                                                          |  |                                                     |
|--|----------------------------------------------------------|--|-----------------------------------------------------|
|  | Edit the selected object's data.                         |  | Copy an object.                                     |
|  | Edit the selected object's attributes such as size etc.  |  | Paste a copied object.                              |
|  | Align one or more selected objects.                      |  | Delete one or more objects.                         |
|  | Set the layer options for an object, Bring to Front etc. |  | Undo actions.                                       |
|  | Set the message grid width (mark width).                 |  | Select all objects on the grid.                     |
|  | Set the work space to 1:1                                |  | Deselect all objects on the grid.                   |
|  | Set the work space to fit window.                        |  | Set the touch grid action: Auto, Insert, or Select. |
|  | Turn the message grid lines ON or OFF.                   |  | Select/scale the font type.                         |
|  | Zoom in and out.                                         |  | Move object on the X and/or Y axis.                 |

## Create a New Message

1. Tap the Editor tab at the top of the MPERIA® screen and then **Create Message** from the popup message options.
2. Select the installation, from the displayed list that the new message is intended for and tap the Next button. *Note: Step not applicable if only one Installation exists.*
3. Enter a value for the mark width (mm) into the popup keypad and tap **Create**. Or alternatively, simply tap the **Create** button which will automatically adjust the mark width to the contents of the actual message.
4. Tap the Editor's work grid to start creating a message.



5. Select the **Object Type** to be inserted into the message. Use the buttons to adjust the size, location, and to further edit the objects. See "Editor Menu" for more information about the Editor buttons.

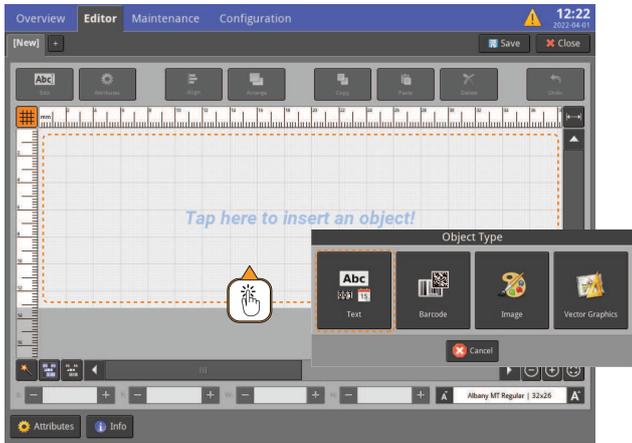


6. Save the message – tap the **Save** button on the top right of the Editor's window and enter a name for it, then tap the OK button.

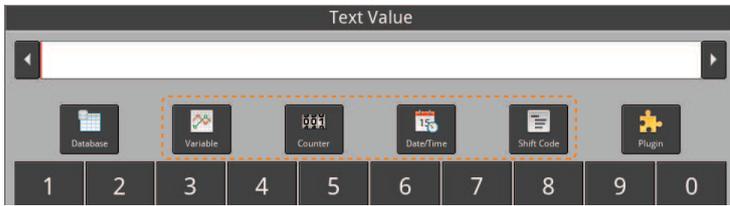
## Insert: Variable, Counter, Date/Time, or Shift Code Object

If creating a new message follow Step 1 to Step 3 as described above under "Create a Message".

1. Tap inside the editor's work grid and then tap the Text object button from the popup options.



2. Tap the button for the required object type, from those listed at the top of the displayed keyboard, as highlighted below.



- For Variables and Counters tap the New button to create a new instance, or select an existing one from the displayed list. Enter or edit the information as required and then tap OK.
- For Date/Time objects, either select a pre-formatted option from the list provided, or create a custom one and tap OK.
- For Shift Codes, either select an existing one from the displayed list, or tap New to begin a Shift Code wizard.



### NOTE

Changes made to a variable, counter, or shift code will affect all messages containing the same instance.

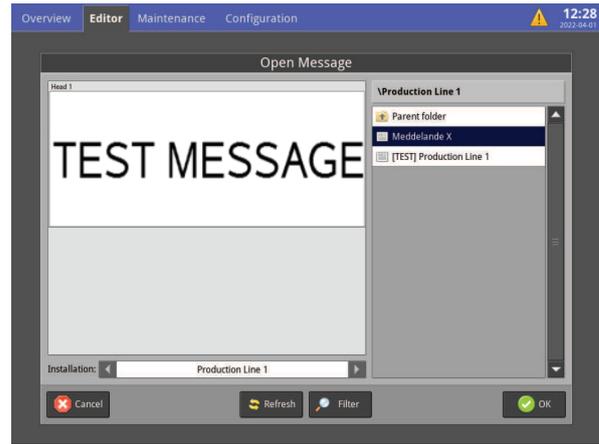
3. Tap the OK button at the bottom of the keyboard to insert the object into the Message Grid.

## Edit Saved Message

1. Tap the Editor tab at the top of the screen and then **Open Message** from the popup message options.



2. Select the installation that the message belongs to from the popup options that are presented. If only one Installation exists it will automatically be selected; the Select Message To Print window will be displayed directly.
3. Select the required message from those displayed and tap the OK button.



4. Make the changes to the message as required. Use the message edit functions as described under "Editor Overview".
5. Tap the Save button, which is located above the message grid, and then the OK button to save it with the same name. Or alternatively, change the name and save it as a new file.

## Reset a Counter/Variable

Messages that are printing and have a Variable or a Counter in them can be reset from the Overview menu. Tapping the respective button from the bottom of the Overview menu allows the user to edit them, as follows:



1. Select the installation from the left of the Overview menu.
2. Tap the Counters or Variables button at the bottom of the screen. A list of all counters or variables used in the markers that belong to the installation will be displayed, as shown opposite.
3. Either reset the values to their initial settings by tapping the Reset buttons (for counters), or enter specific values for counters or variables.
4. Tap the OK button.

### Counters:



### Variables:

