

Quick start guide

CLIP PROJECT marking Part 2: Templates



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Other quick start guides for CLIP PROJECT can be downloaded at
www.phoenixcontact.net/products

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1 Template designer



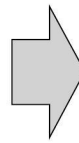
The template designer is a function of CLIP PROJECT professional.

Using the template designer, the standard material descriptions can be customized.

Except for the size and the location of a label, the properties of a label can be changed as desired. Text fields, graphics, barcodes, and simple graphic elements not only allow for changing text properties but also for creating elaborate rating labels. These templates are then available for manually entering data or for importing data.



Material description



Template

Figure 1 Template example

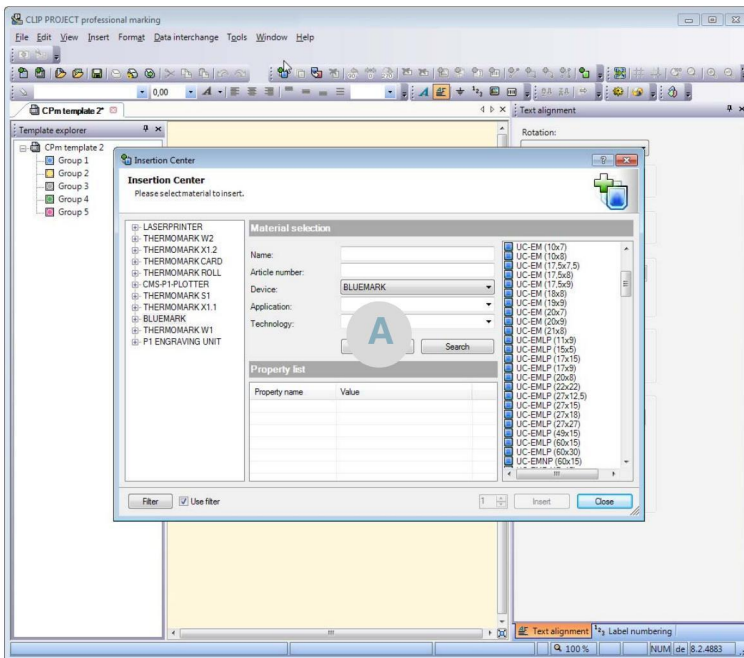
Importing of data is described in part 3 of this series (UM EN CLIP PROJECT MARKING 03).



Make sure you always use the latest documentation.
It can be downloaded at www.phoenixcontact.net/products.

2 Creating a template

2.1 Selecting the material



Select the "File, New template" menu or click on this icon in the toolbar.

The Insertion Center opens.

The background changes from gray to light yellow to indicate that you are in the template designer.

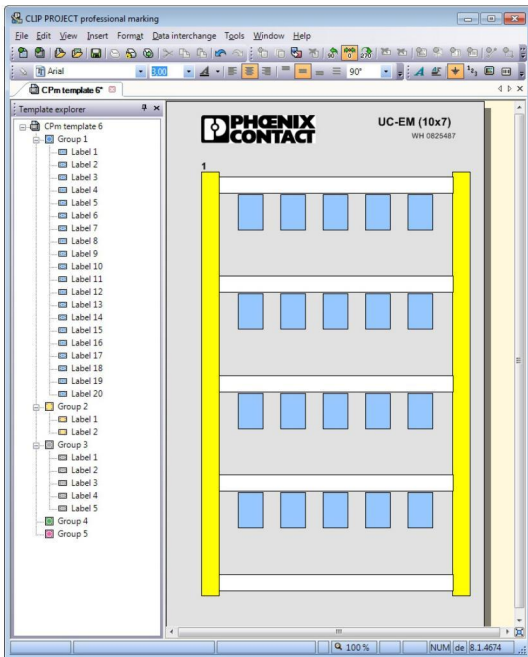
When the background is gray, you are in project creation mode.



You are not able to print from the template designer.

A In the Insertion Center, select a material description which is to be used as a basis for template creation and insert the material description.

2.2 Creating groups



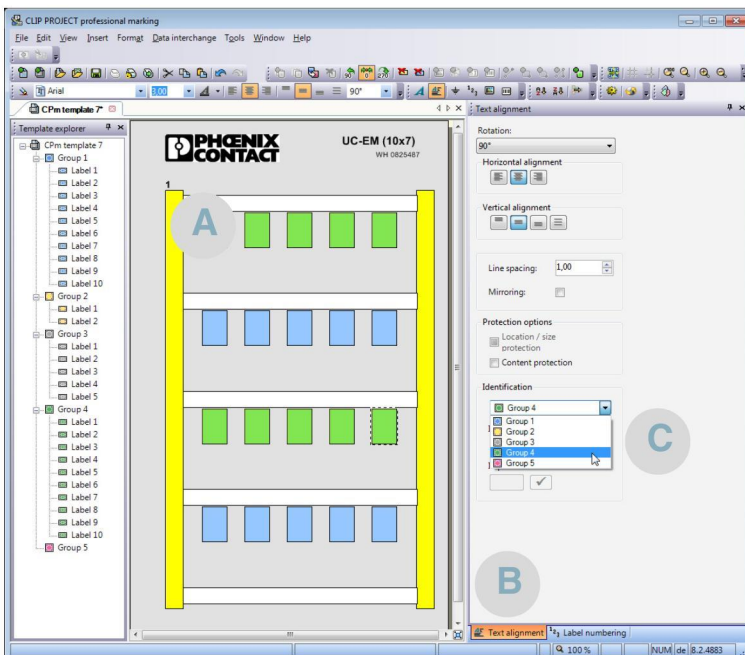
The labels of a material description are divided into groups. There is a maximum of five groups which are marked by colors. The blue group contains the labels used for labeling. This group is the leading group.

The example on the left shows the material description for UC-EM (10x7). The 10 x 7 labels form the blue group. Groups are also assigned to the frame which means that it can be labeled with additional information. The horizontal frame parts are defined as a white group and the vertical frame parts as a yellow group.

During data import, data can be specifically assigned to the individual groups.

In the template explorer, classification into groups is displayed in a tree structure. Selection of a group or label is highlighted in color.

(When the template explorer is missing, it can be shown via the "View, Template explorer" menu.)

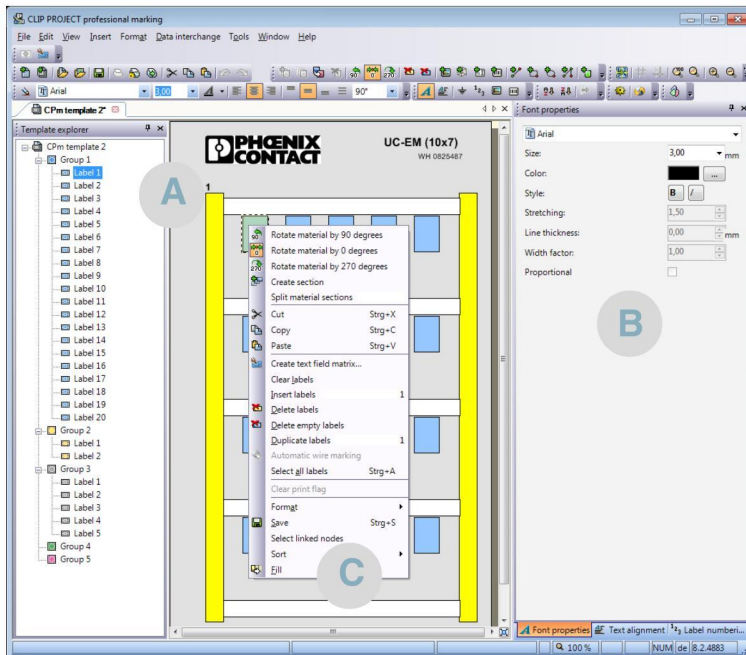


A To change the group assignment, select the labels to be changed while keeping the <Ctrl> key pressed.

B In the quick navigation menu on the right-hand side of the screen, click on the "Text alignment" menu.

C The relevant group can be defined under "Identification".
 Using the mouse the selected labels can also be moved into a new group in the template explorer.

2.3 Formatting the font



In the quick navigation menu, two menus are available for text design: Font properties and Text alignment.

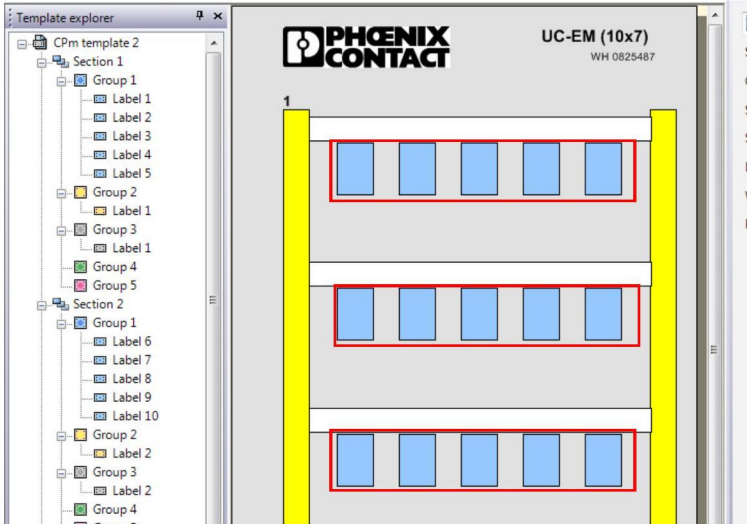
These menus can also be opened by selecting “Format, Font properties” and “Format, Text alignment”.

A Select the first label of a group in the material description.

B Format this label according to your requirements, e.g., font size, font type, or font alignment.

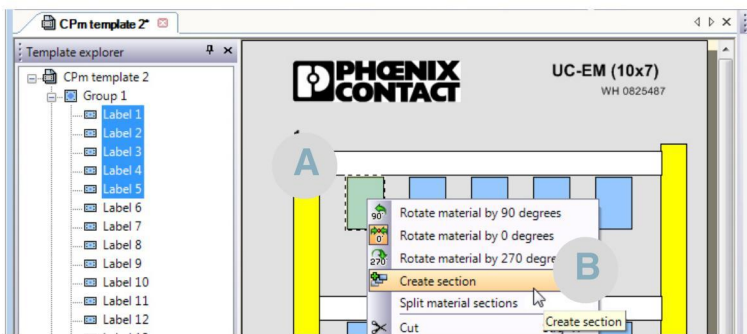
C Right-click on the modified label and select “Fill” from the context menu.
This format will be used for all the labels of the same group.

2.4 Defining sections



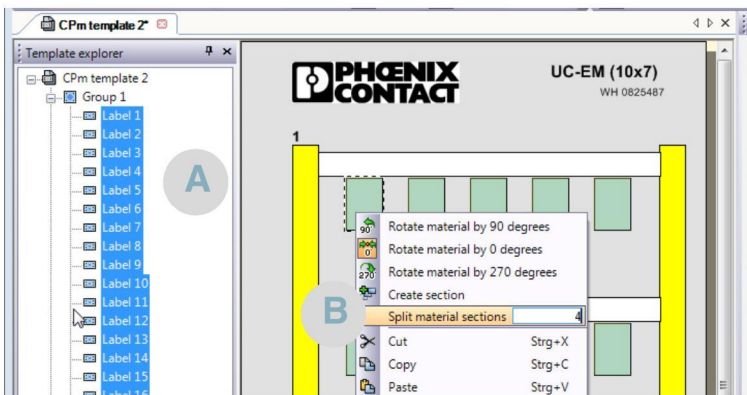
A section is a further subdivision of the labels in a material description.

In the adjacent figure, each line of the blue labels is defined as a section. When importing terminal labelings, marking can thus be started in a new line for each terminal strip.



A Keep the <Ctrl> key pressed and select the labels which are to be grouped into a section.

B Right-click on the selection and select “Create section” from the context menu. The selected labels now form a section. Assignment is shown in the template explorer.



A As an alternative, the selected labels can be divided into sections automatically.

B Right-click on the selection and select “Split material sections” from the context menu.

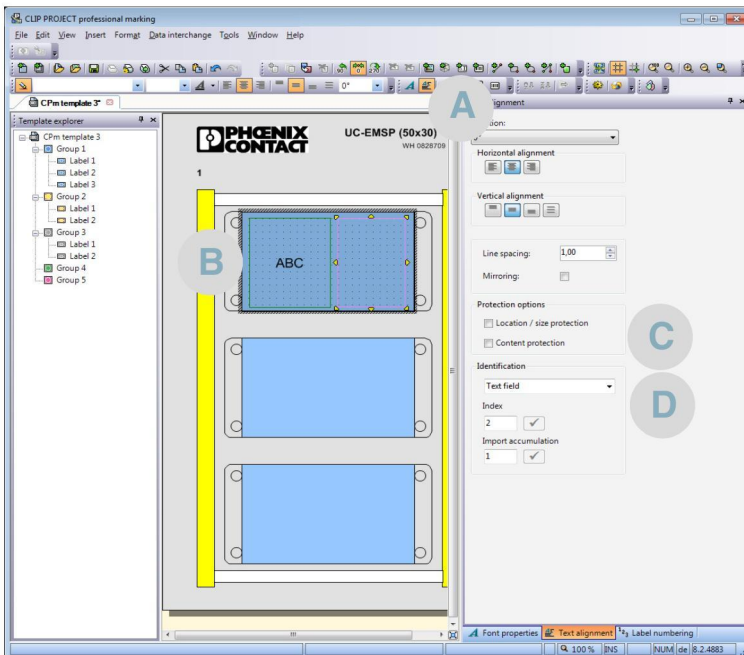
In the context menu, enter the number of section you wish to create.

Example: If you selected 20 labels and then choose 4 sections you will have 4 sections with 5 labels each.

The sections can be removed again by selecting “Clear section” from the context menu.

3 Positioning objects

3.1 Positioning text fields



A text field is positioned freely on the label. The data can be entered manually or imported into the text field.



Text fields cannot contain any graphics.

A Select a label and select the “Insert, Text field” menu or click on this icon in the toolbar:



The selected label changes to a mode in which it can be edited (edit mode).

B Hold down the mouse button over the label and draw a text field.

C Click on the text field. Text can be entered if the section is surrounded in gray.

Press <Alt>+<Enter> to enter a new line. When clicking on the text field once, the frame becomes red and the size and location can be changed. A double-click allows for entering text again.

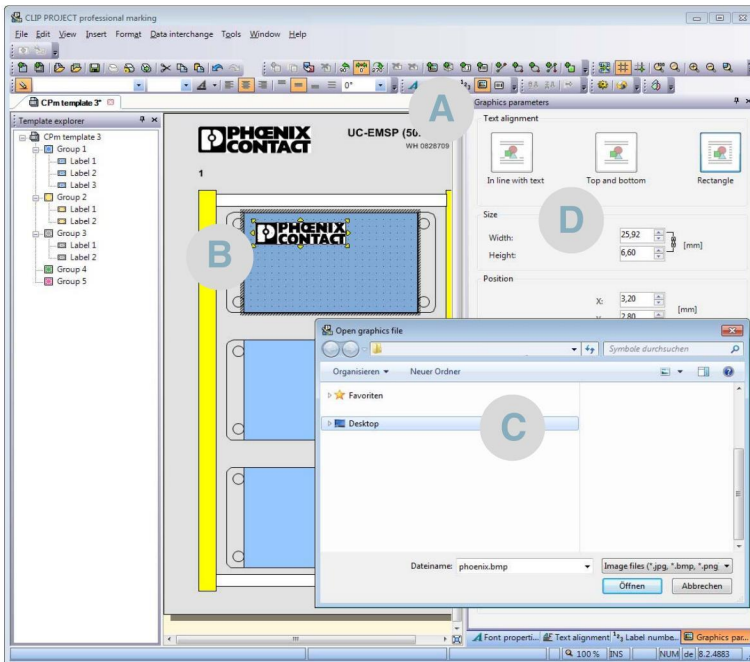
There is an option to protect the size, location, and content of the text field. To do so, activate the checkboxes under “Protection options” in the quick navigation menu (see “Protecting the label against modifications” on page 14).

D In the “Text alignment” quick navigation menu, a name can be entered for the text fields under “Identification”.

Enter a name if the text field should be filled with data during data import.

Text fields with the same name form a text field group.

3.2 Positioning images



CLIP PROJECT divides images into graphics and vector elements.

Graphics refer to bitmaps with, for example, the following file extensions: .jpg, .bmp or .png.

Vector elements refer to vector drawings. They, for example, have the following file extensions: .dwg, .dxf, .hpgl or .plt.

A Select a label and then the “Insert, Graphics” or “Insert, Vector element” menu or click on one of these icons in the toolbar:

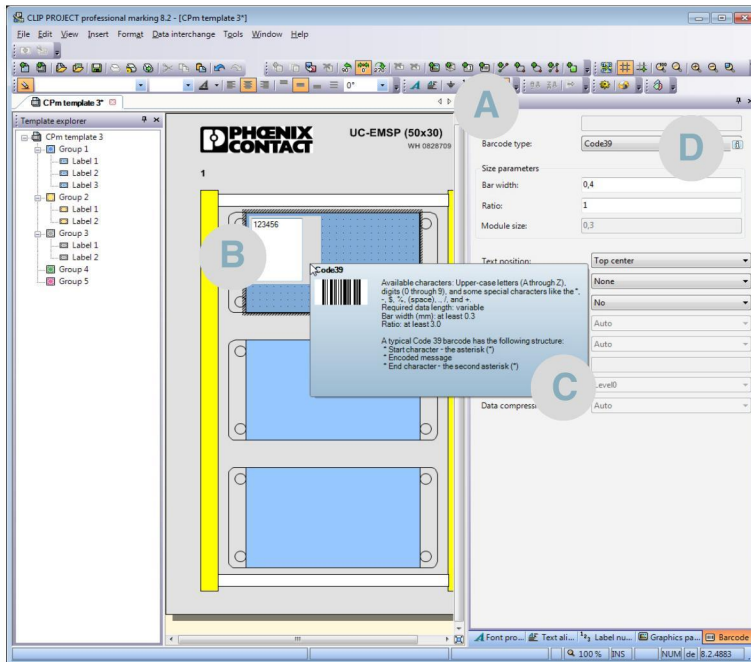


B Use the mouse to drag open a frame in which the image is to be inserted.

C The explorer opens.
Select the desired file.

D The image can then be edited via the “Graphics parameters” quick navigation menu.

3.3 Positioning the barcode



The barcode information can be entered manually or imported using the data import function.

A Select a label and then the “Insert, Barcode” menu or click on this icon in the toolbar:



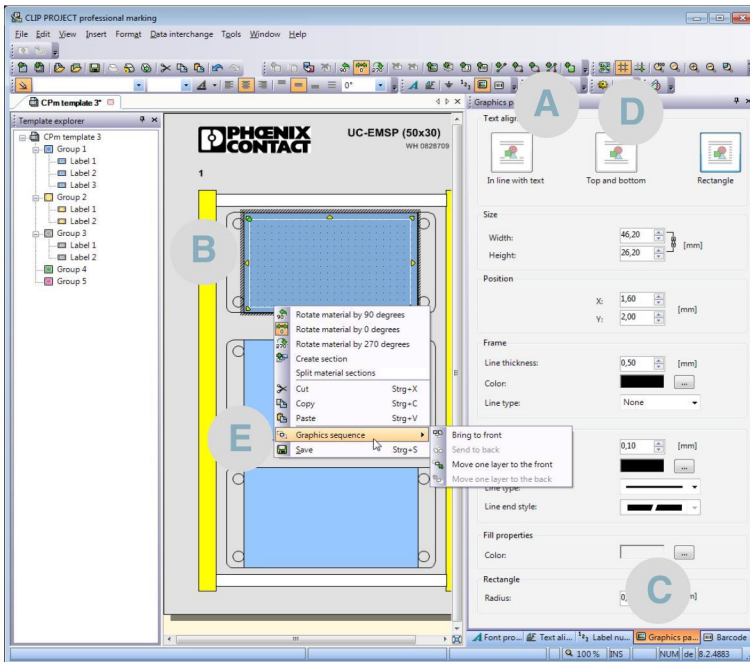
B Use the mouse to drag open a frame in which the barcode is to be inserted.

C A window opens for entering the barcode content.

When hovering the mouse over the margin of the barcode window, a short description of the barcode type used is shown.

D The barcode type and its settings can be edited via the “Barcode” quick navigation menu.

3.4 Positioning simple graphic elements



When designing the label, simple graphic elements are available: line, rectangle, ellipse, and polyline.

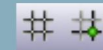
A Select a label and then the “Insert, Line, Rectangle, Ellipse, Polyline” menu or click on one of these icons in the toolbar:



B Draw the graphic element using the mouse.

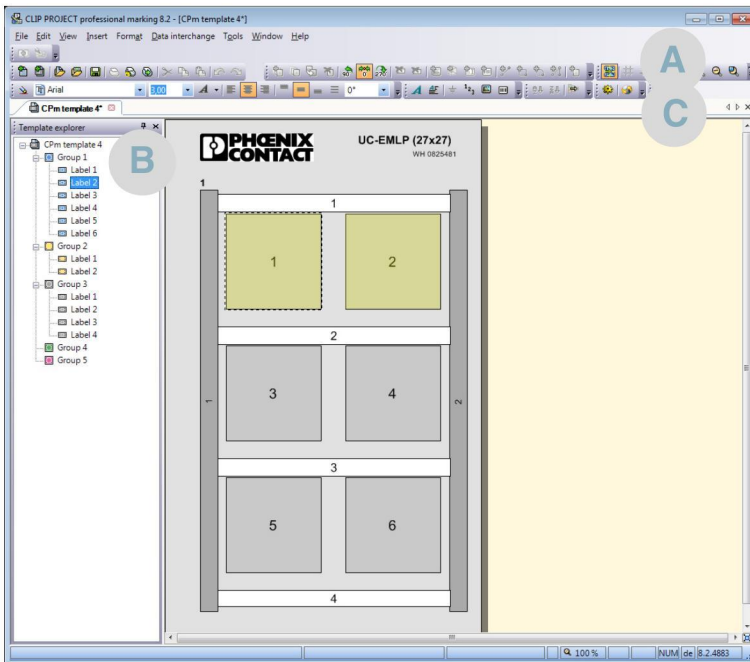
C The graphic element can then be edited via the “Graphics parameters” quick navigation menu. In this menu, you can specify the size, line width, and position.

D To simplify positioning of the simple graphic elements, a grid can be shown and a grid snap function can be activated. Select a graphic element and click on one of these icons in the toolbar:



E The graphics sequence can be changed via the context menu of the graphic element and the elements can be put to the front or back.

3.5 Changing the label order



The labels can be arranged in a different order, if required.

A Select the “View, Show label order” menu or click on this icon in the toolbar:



The current arrangement is shown.

B You can now drag a label or group in the template explorer.

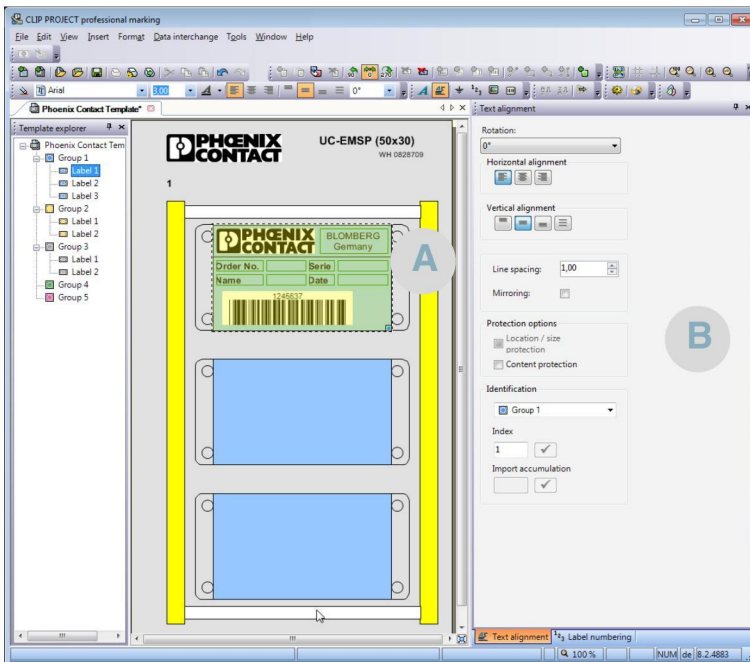
To do so, select one label using the left mouse button or several labels while keeping the <Ctrl> key pressed. Hold down the mouse button and drag the object to the desired position.

C To exit this view, select the “View, Show label order” menu again or click on this icon in the toolbar:



4 Completing the template

4.1 Protecting the label against modifications



The inserted elements can be protected using the protection options in the “Text alignment” quick navigation menu.

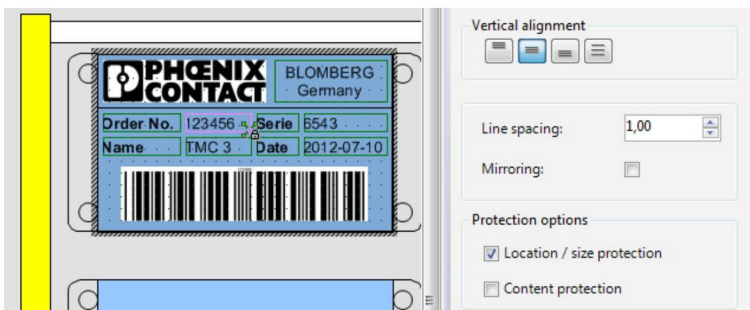


To protect a designed label against overwriting, the complete label must be protected with the “Content protection” option prior to saving.

The text fields can still be labeled.

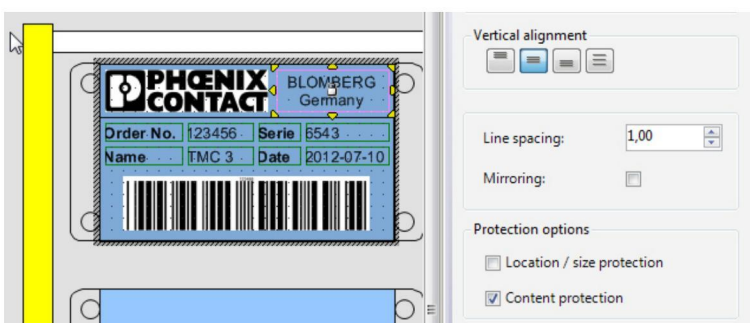
A Select an element to be protected. You can also select the complete label.

B Activate the desired protection options.



Location/size protection

The inserted objects are protected against moving and size modifications.

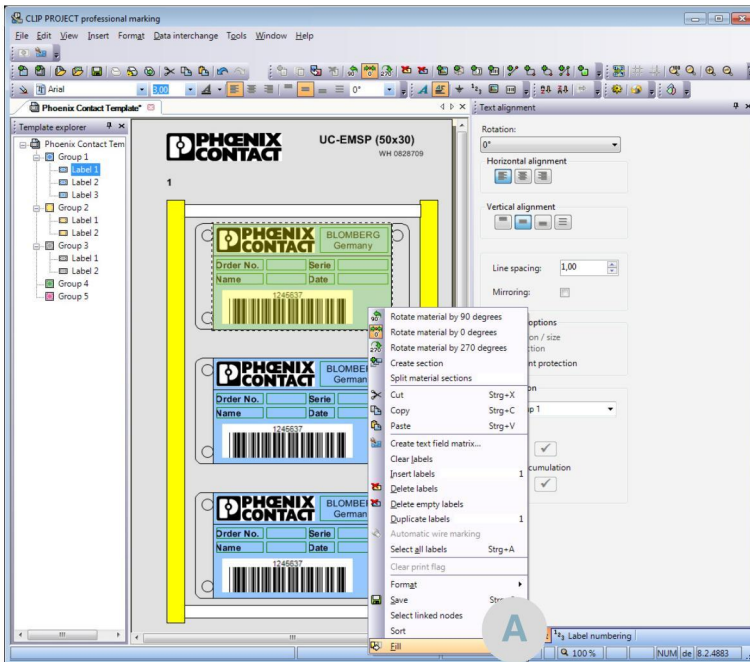


Content protection

The content of a text field is protected against overwriting.

If a text field is protected against overwriting, it could not be filled with data.

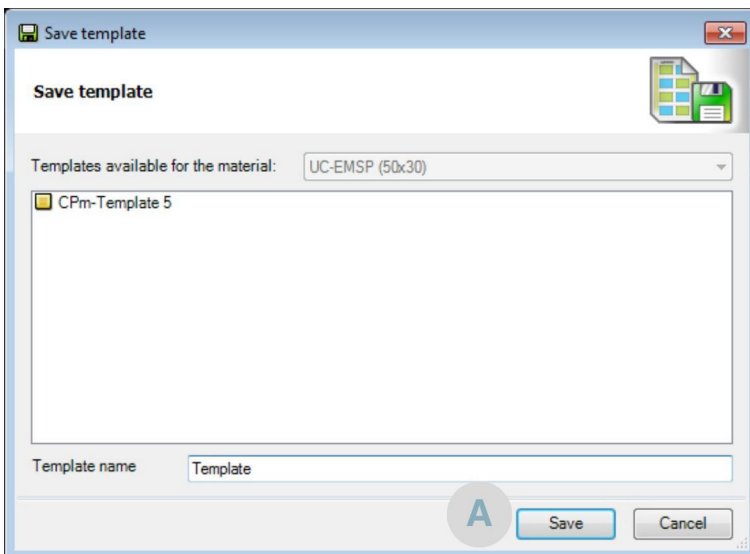
4.2 Copying the label content



The content and the properties defined can be transferred to all labels of a group.

- A** Select the modified label and then the “Fill” option from the context menu. This copies the content and properties to all labels of the same group.

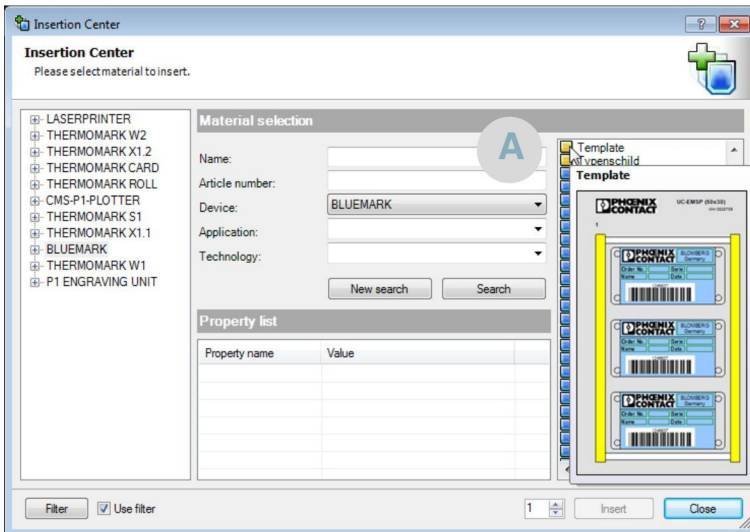
4.3 Saving the template



Select the “File, Save” menu or click on this icon in the toolbar.

- A** Enter a name and save the template. After saving, the template can be used for the creation of new projects.

4.4 Using the template



Select the "File, New" menu or click on this icon in the toolbar.

- A** In the Insertion Center, the stored template can be directly selected and inserted. A preview is available to assist template selection. The templates are highlighted with a yellow icon in the list.