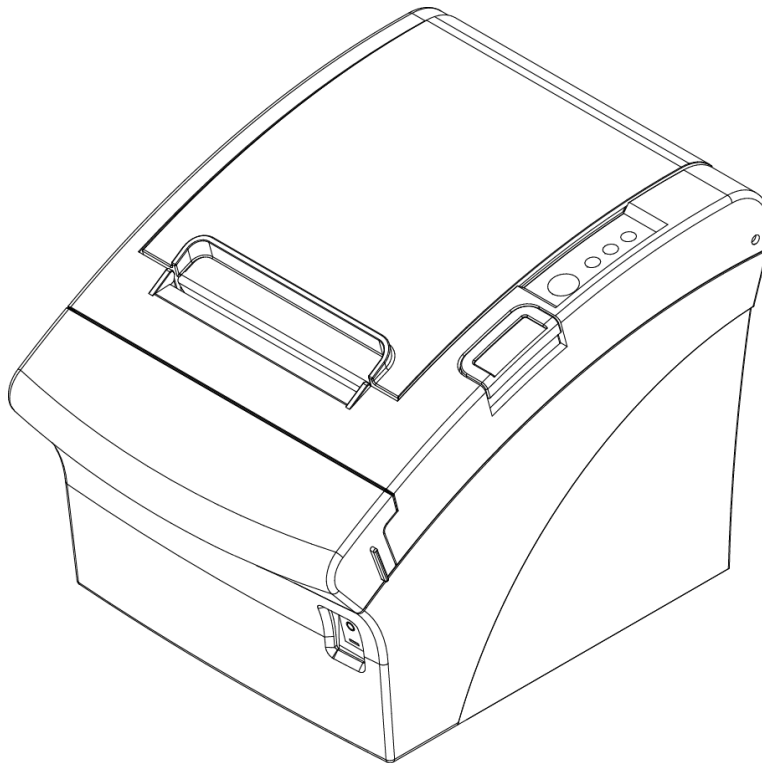


METAPACE

Software Manual Unified POS Utility

Rev. 1.00

Metapace T-3II



<http://www.metapace.com>

■ Table of Contents

1. Foreword	3
2. Operating System (OS) Environment.....	3
3. Usage Preparation	4
4. Unified POS Utility Usage	5
4-1 VMSM.....	5
4-1-1 Getting the memory switch status of the Printer	5
4-1-2 Setting the memory switch status of the Printer.....	6
4-2 NV Image Tool	8
4-2-1 NV Function Option	8
4-2-2 Image List Management	9
4-2-3 Correction image	9
4-2-4 Download the image.....	10
4-2-5 Print the image	11
4-3 Using the Command Test Editor	12

1. Foreword

The Unified POS Utility can be used for various purposes.

Details on the usage of each function are described as follows.

1) VMSM (Virtual Memory Switch Manager)

This function is used to set the virtual memory switch used for the thermal printer suitable for the user's environment.

2) NV Image Tool (Non-Volatile Image Tool)

This function helps you to download user-defined images to the flash memory in the printer and to recall and print those images with fast speed.

3) Command Test Editor

This function is used to test printing-related commands and create a brief label sample for test printing.

We at Metapace maintain ongoing efforts to enhance and upgrade the functions and quality of all our products. In following, product specifications and/or user manual content may be changed without prior notice.

2. Operating System (OS) Environment

The following operating systems are supported for usage.

Microsoft Windows XP (32bit, 64bit)
Microsoft Windows Server 2003 (32bit, 64bit)
Microsoft Windows VISTA (32bit, 64bit)
Microsoft Windows Server 2008 (32bit, 64bit)
Microsoft Windows Server 2008 R2(64bit)
Microsoft Windows 7 (32bit, 64bit)
Microsoft Windows 8 (32bit, 64bit)

3. Usage Preparation

1) Printer and PC Connection.

Connect the printer and PC via the interface cable.
(The interfaces available for usage are Serial, Parallel, USB and Ethernet.)

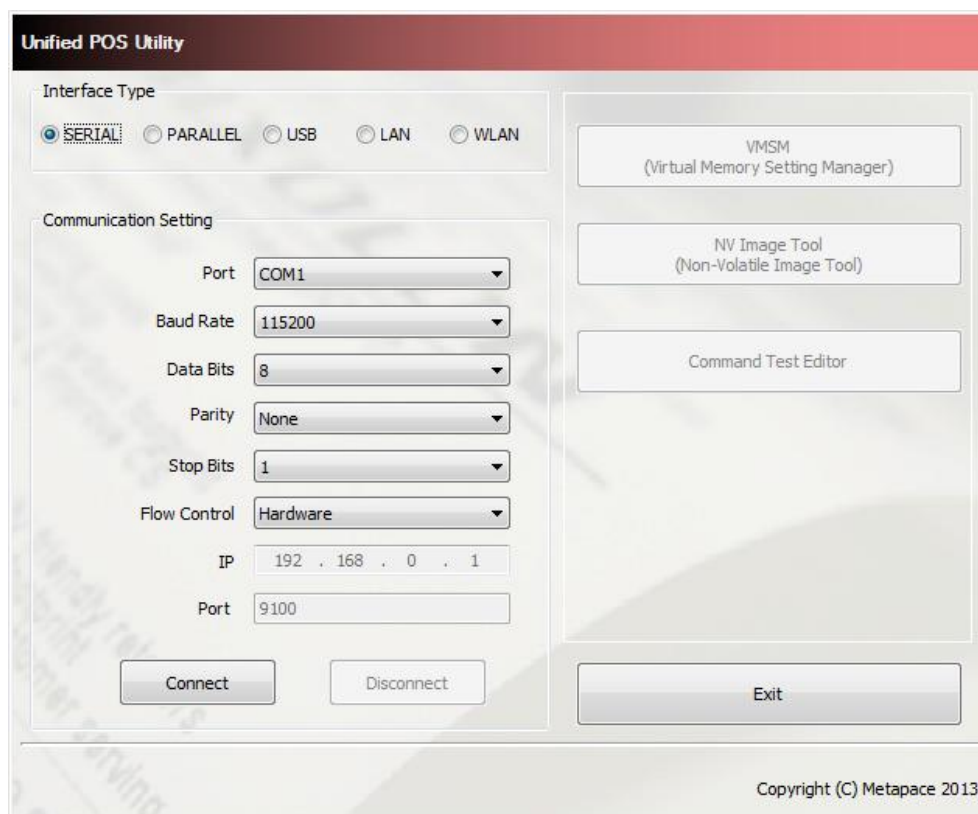
2) Unified POS Utility Program Execution.

The program can be installed from the accompanying CD.

The file name is as follows: "Unified POS Utility.exe".

3) Select the interface type and communication conditions.

4) Click on the "Connect" button, If the connection is successful, The inactive buttons become active with the message "The printer is connected". If the connection fails, the following error message appears. "Cannot open port".



5) After communication is established correctly, the function button that supports the corresponding printer will be activated.

4. Unified POS Utility Usage

4-1 VMSM

This function is used to set the virtual memory switch used for the thermal printer suitable for the user's environment.

If the Communication Setting is OK, click the "VMSM" button

4-1-1 Getting the memory switch status of the Printer

- 1) Click the "Get Status" button. It gets the status of the Printer Setting.
- 2) The "Memory switch" Tab in the Printer Status window displays the current virtual memory switch settings of the printer, and allows new settings to be defined.

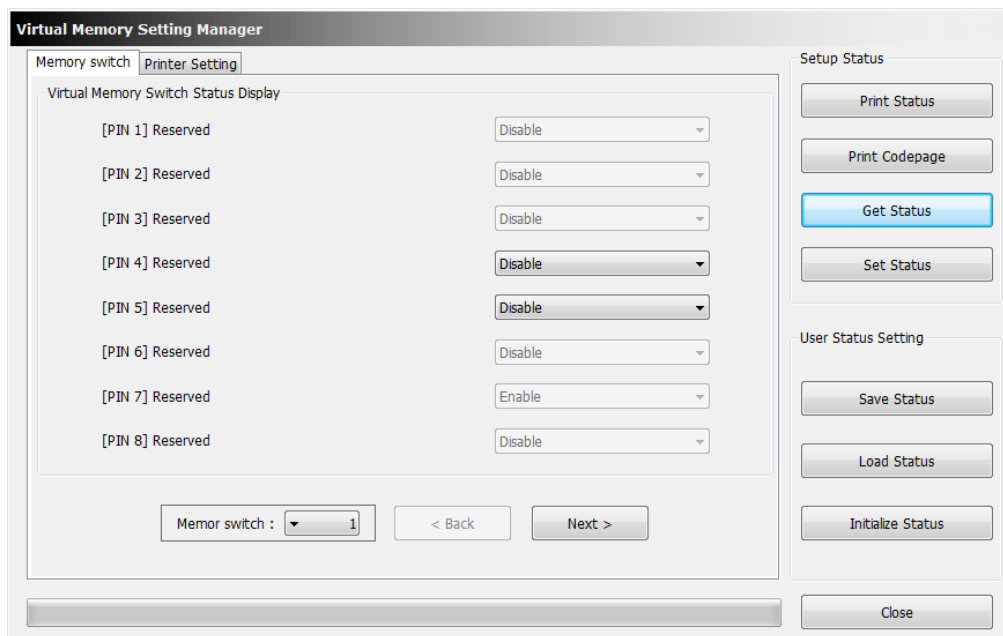
The screenshot shows the 'Virtual Memory Setting Manager' window with the 'Memory switch' tab selected. The main area is titled 'Virtual Memory Switch Status Display' and contains a table with 8 rows, each representing a reserved PIN. Each row has a label '[PIN X] Reserved' and a dropdown menu. The dropdowns for PIN 1 through PIN 6 are set to 'Disable', PIN 7 is set to 'Enable', and PIN 8 is set to 'Disable'. Below the table, there is a 'Memor switch' dropdown set to '1', and 'Back' and 'Next >' buttons. On the right side, there is a 'Setup Status' section with buttons for 'Print Status', 'Print Codepage', 'Get Status' (highlighted in blue), and 'Set Status'. Below that is a 'User Status Setting' section with buttons for 'Save Status', 'Load Status', 'Initialize Status', and 'Close'.

- 3) The "Printer Setting" Tab displays printer information, and code page information, and allows new settings to be defined.

The screenshot shows the 'Virtual Memory Setting Manager' window with the 'Printer Setting' tab selected. The main area is divided into several sections. The top section shows 'Printer Model :' and 'Firmware Version :'. Below that is the 'Codepage' section with two options: 'Single byte country' (selected) and 'Double byte country'. The 'Single byte country' dropdown is set to 'PC437 (USA: Standard Europe)'. To the right is the 'Emulation' section with a dropdown set to 'Emulation 1 [Default]'. Below that is the 'Single byte font selection' dropdown set to 'Font A (12x24)'. The 'Power Save Mode' section has two radio buttons: 'Disable' and 'Enable' (selected). Below that is a text input for 'Entrance time(sec)' set to '20'. The 'Print Speed & Density' section has a 'Setting method' with two radio buttons: 'Memory Switch' and 'DIP Switch' (selected). Below that are two dropdowns: 'Speed 4 [Default]' and 'Density 4 [Default]'. On the right side, there is a 'Setup Status' section with buttons for 'Print Status', 'Print Codepage', 'Get Status' (highlighted in blue), and 'Set Status'. Below that is a 'User Status Setting' section with buttons for 'Save Status', 'Load Status', 'Initialize Status', and 'Close'.

4-1-2 Setting the memory switch status of the Printer

After getting the memory switch status of the printer, the status of the printer can be modified.



- 1) "Get Status"
Pressing this button displays the current memory switch settings read from the printer.
- 2) "Set Status"
Pressing this button allows the user to designate switch settings of the printer.
- 3) "Save Status"
Pressing this button saves the current memory switch settings to file.
- 4) "Load Status"
Pressing this button loads and displays the previously-saved memory switch settings file.
- 5) "Initialize Status"
Pressing this button resets the memory switch settings.

- 6) Code page
The user may select and set the code page.

Virtual Memory Setting Manager

Memory switch | **Printer Setting**

Printer Model :
Firmware Version :

Codepage

☐ Single byte country
PC437 (USA: Standard Europe)

☐ Double byte country

Emulation
Emulation 1 [Default]

Single byte font selection
Font A (12x24)

Power Save Mode
☐ Disable ☒ Enable
Entrance time(sec) : 20

Print Speed & Density
Setting method
☐ Memory Switch ☒ DIP Switch
Speed 4 [Default] Density 4 [Default]

Setup Status

Print Status
Print Codepage
Get Status
Set Status

User Status Setting

Save Status
Load Status
Initialize Status
Close

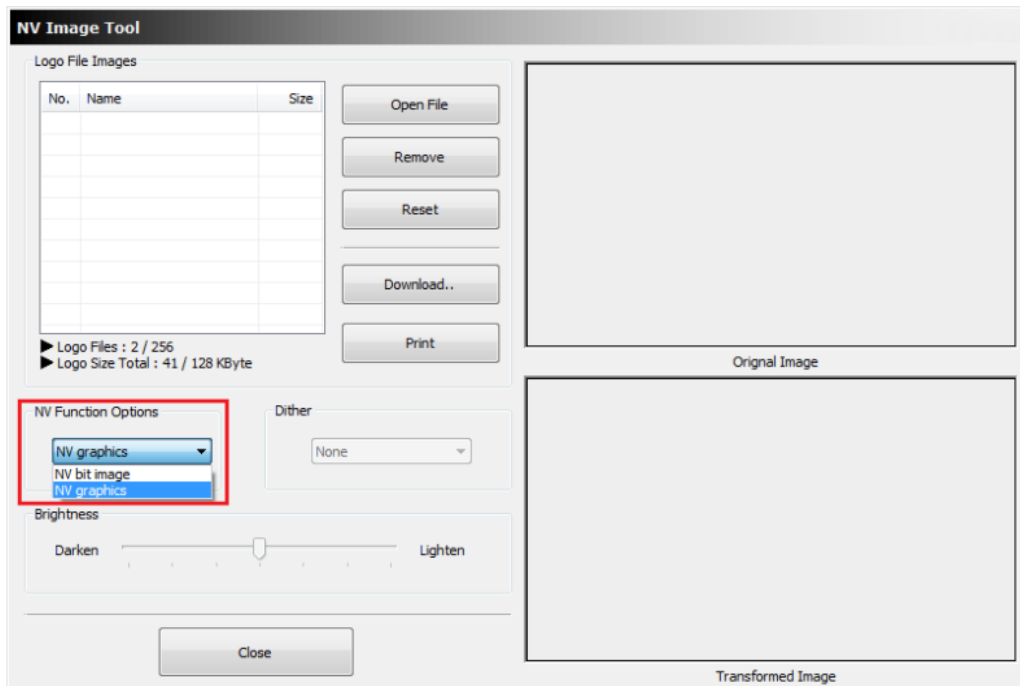
4-2 NV Image Tool

This function helps you to download user-defined images to the flash memory in the printer and to recall and print those images with fast speed.

If the Communication Setting is OK, click the “NV Image Tool” button

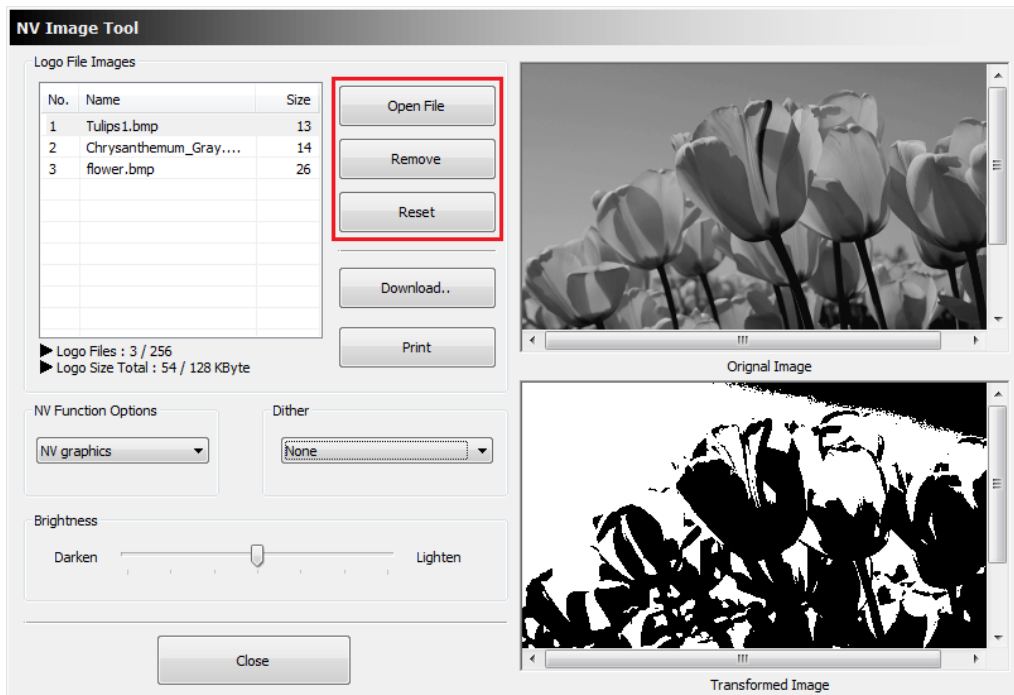
4-2-1 NV Function Option

If the Printer is supported two-color mode, mono (NV bit image) or two-color (NV graphics) mode can be selected.



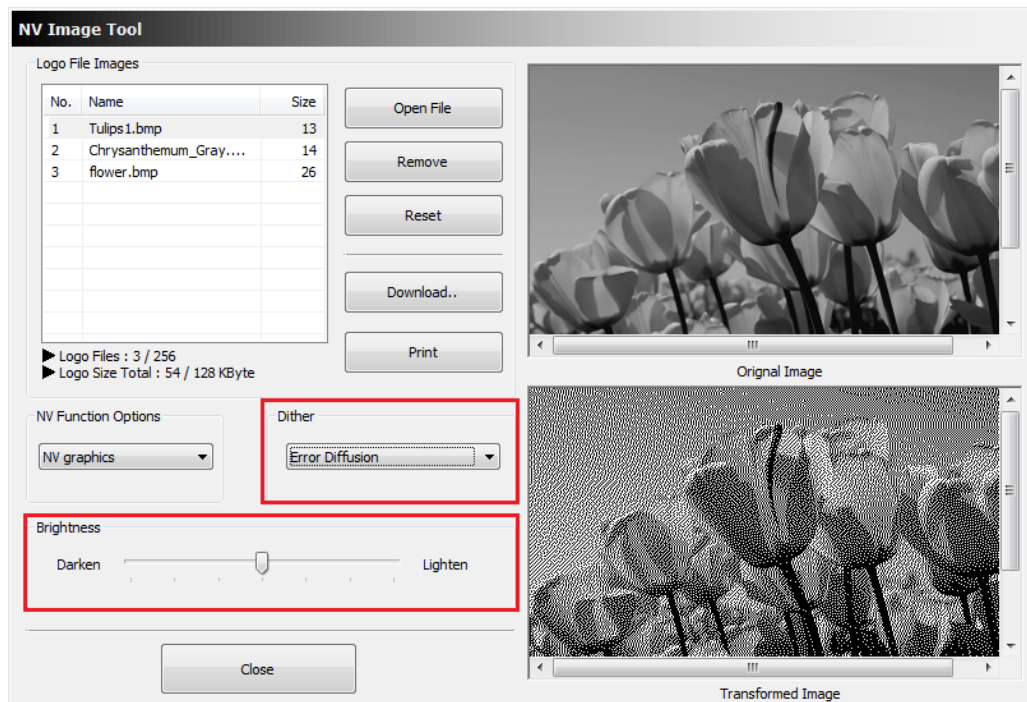
4-2-2 Image List Management

The images can be opened / added, deleted in the Image list box using three buttons in Bitmap selection. Only **bmp** type of image is available to download.



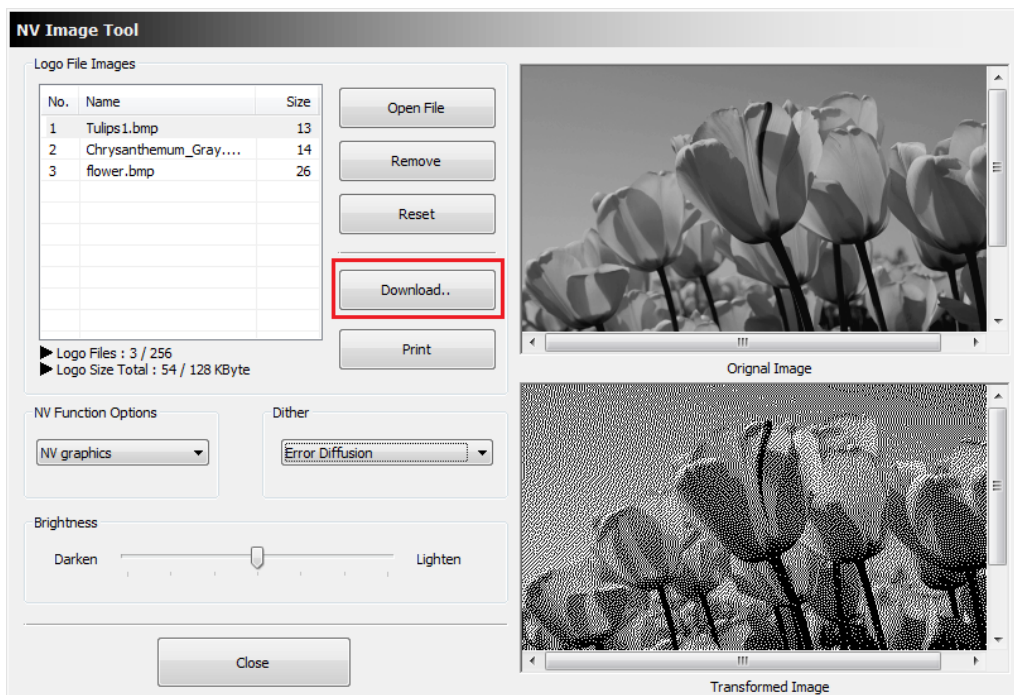
4-2-3 Correction image

You can get the correction image by selecting a 'Dither' option and "Brightness" option.

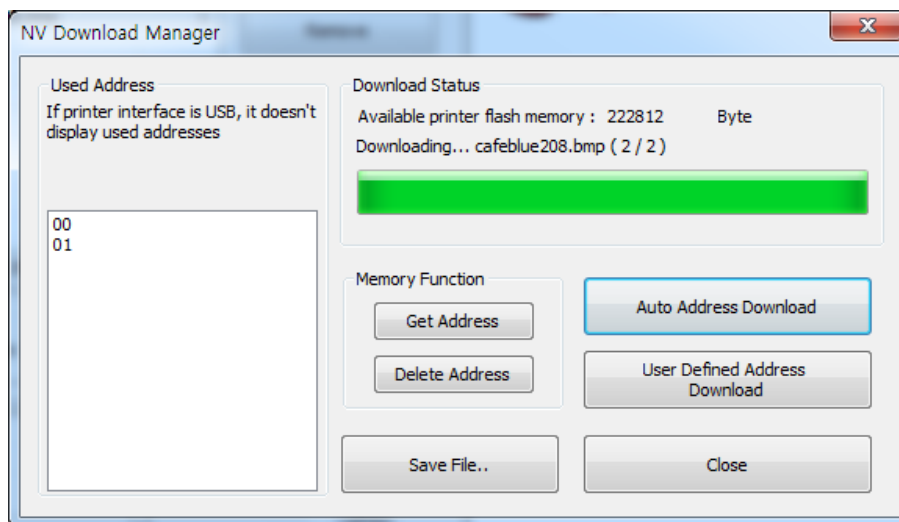


4-2-4 Download the image

- 1) When the “Download” button is clicked, pop-up window and the steps are different based on printer model.



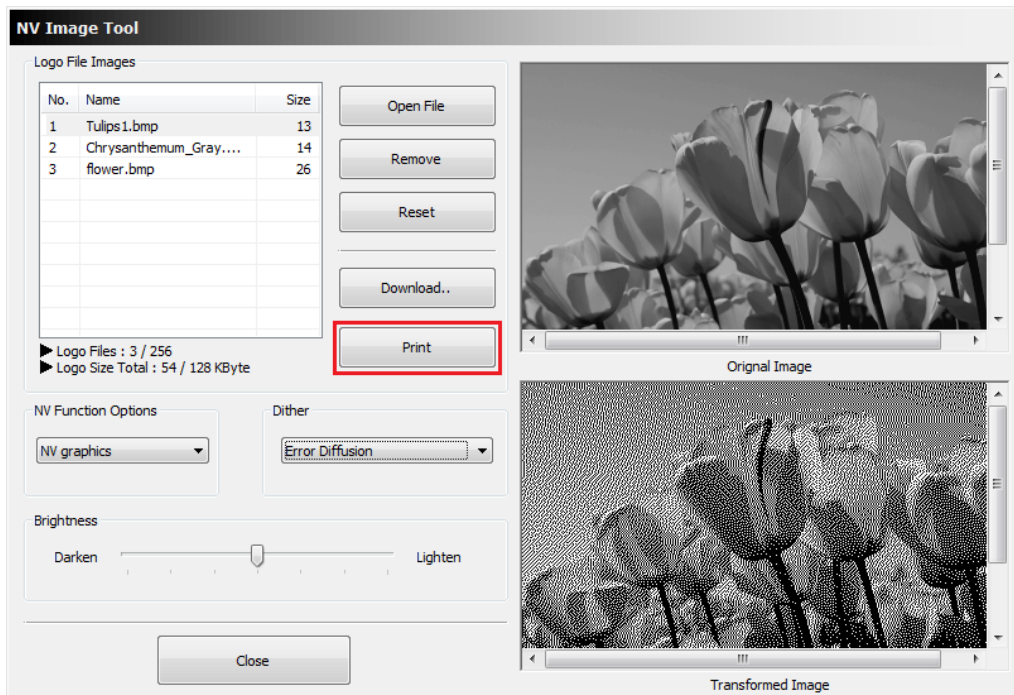
- 2) After all images stored on the corresponding printer are deleted, the image matching the selected resolution level is downloaded. The image is assigned a number according to the image list displayed on the screen.



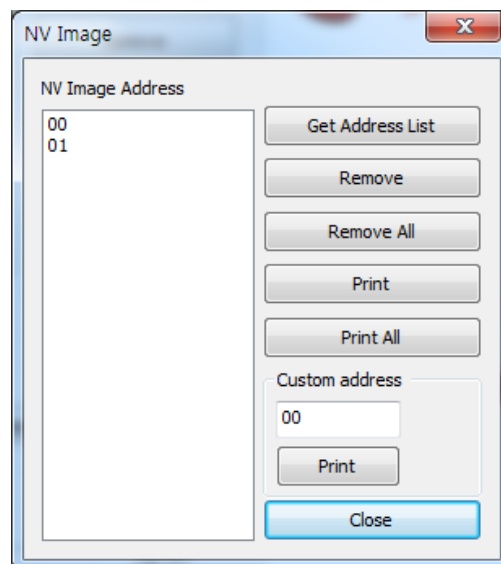
- 3) The “Save File” button shown in each download prompt window can be used to save in a computer file format.

4-2-5 Print the image

- 1) The “Print” button in the main screen can be used on each printer model to print and test a stored image.



- 2) After selecting the image to print following the recall of the addresses of all currently stored images, press the “Print” button to print.



4-3 Using the Command Test Editor

- 1) If the Communication Setting is OK, click the “Command Test Editor” button.
- 2) If the “Command Test Editor” button is pressed, the following dialog box will appear. Using this Dialog, the user can write and edit the command and send to the printer. Each button of “Printing Option” and “Etc” group can insert commands to edit box. Also “Write Command” button can transfer these commands to the printer. To verify the result of sending the command can use the “Print Test String” button.

The screenshot shows the 'Command Test Editor' dialog box. At the top, there's a title bar 'Command Test Editor'. Below it, a text area for 'Command (Hex Value, Ex: 1d 61 ff 0a)' is empty. To the right of this text area are three buttons: 'Write to the Printer' (containing 'Write Command'), 'Test Printing' (containing 'Print Test String' and 'Self Test'), and 'Clear command'. Below the text area is a note: '* After Editing the Command, Click the Command Write Button to send the Printer.' Below this is the 'Printing Option' section, which includes 'Font' (with 'Font A', 'Font B', 'Line Spacing', 'Select Codepage', 'Bold', and 'Underline' options), 'Alignment' (with 'Left Alignment', 'Center Alignment', and 'Right Alignment' buttons), and 'Cut and Feeding' (with 'Paper Cut' and 'Feed' buttons). Below 'Printing Option' is the 'Status check' section with a 'Status check' button, and the 'Cash Drawer' section with 'Open Drawer 1 50ms(2pin)' and 'Open Drawer 2 50ms(5pin)' buttons. At the bottom is the 'File' section with 'Save' and 'Load' buttons, and a 'Close' button on the right.