

The Designer™ 1.0

– USER MANUAL –



- To customers of T.I.T ENG:

This User Manual offers all information that user needs. We hope this manual would be a great help when using this program.

Name of Model : TheDesigner 1.0

- Main Article

Warning : Please install program and driver following instruction in the user manual.

Notice : This user manual may not be exactly same as real condition depending on improvement of program and modification of error.

- Type of Manual

Manual of TheDesigner 1.0 is organized as below. Please refer to the manual in order below.

- ▶ Guidebook of Installation – offered as a pamphlet.

It shows how to install program

Please utilize this for installation and re-installation of this program.

- ▶ User Manual – Offered as PDF format

It notifies standard usage of this program.

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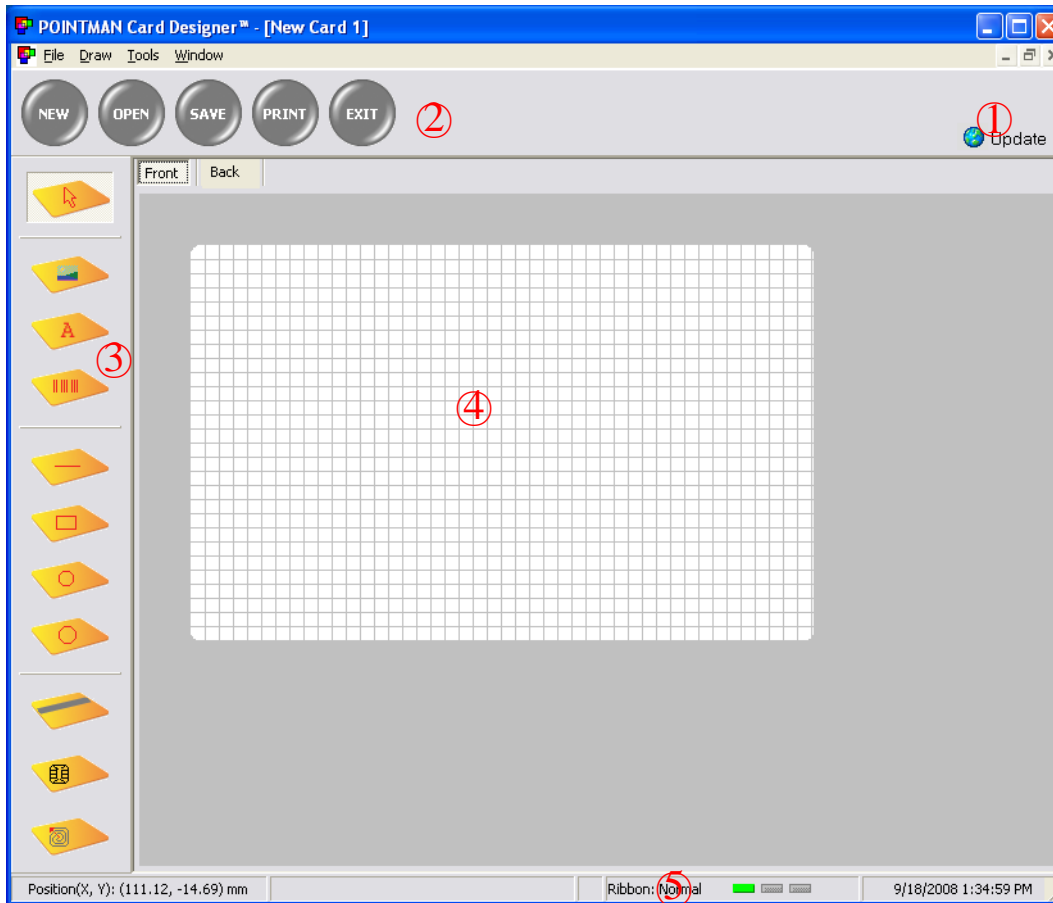
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1. Operation of Program

 The Designer 1.0 Operate program by clicking Start>All Program>TITENG>TheDesigner1.0

2. Main Screen



① Notifying Update

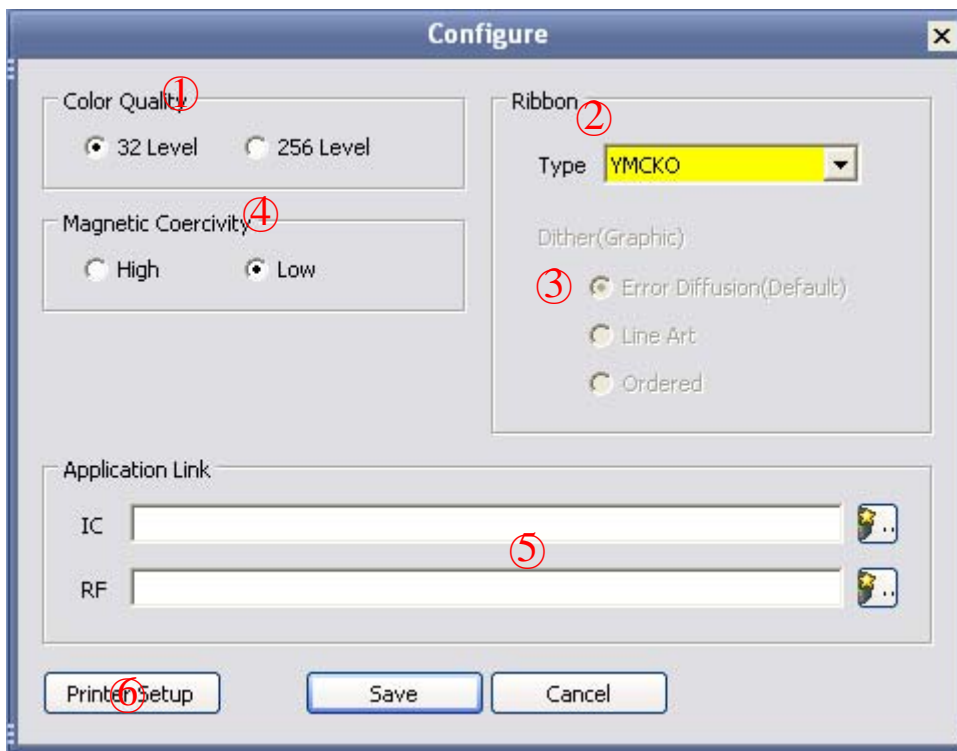
- You can update new program through Internet when new function of program is added.
- Program Update doesn't appear when there is no update.

- ② Function Button Bar
 - Consists of New, Open, Save, Print, and Exit button
- ③ Item Tool Bar
 - Image, text, bar code, and various diagrams are printable on Card.
 - Data can be encoded with Magnetic, IC, and RF(Optional).
- ④ Screen of Card Design
 - It displays printing area on cards, and cards are issued after designing image.
- ⑤ Condition Bar
 - Program and working condition like date, ribbon condition, chosen item, etc are displayed.

3. Setting of Option



Please select option, then you can set program environment



- ① Select the printing quality of image.
 - 32Level is recommended for quick printing, and 256 Level is for high quality printing.
- ② Select Ribbon Type to print.
 - YMCKO is needed for color printing, and K or K WaxResin(KO) for Black & White printing.

- ③ Set the method of correction of black & white image
 - You can select this method in case of black & white printing.
- ④ Select core type of Magnetic Strip
 - Please set this after checking core type of Magnetic Strip
- ⑤ Set link of external program that can be written & read on IC & RF Card.
- ⑥ Operate printer control program to change setting value of printer.
 - Please refer to remote control program part of printing manual.

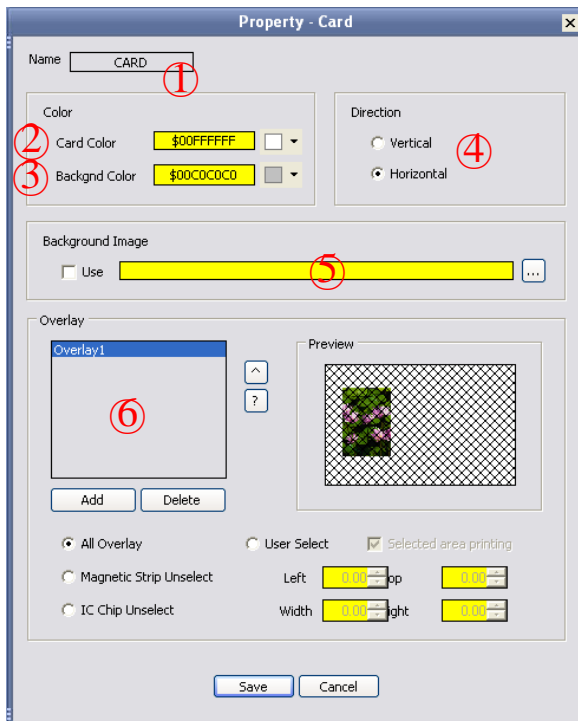
4. Use of Program

4-1. Designing Cards

4-1-1. Setting of Card Properties



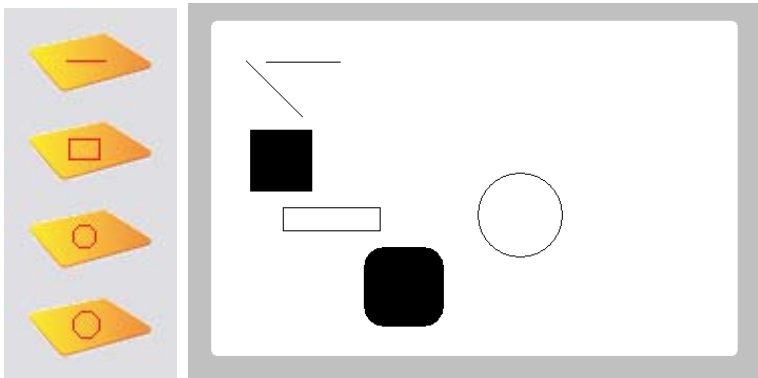
You can change card properties by selecting properties from pop-up menu after clicking right button of mouse on the window of card design.



① It is own name that indicates cards and User can't change this voluntarily

- ② It decides color that covers actual printing area on the window of card design.
- ③ It decides color that covers the area excluding printing area on the window of card design.
- ④ It decides the direction of card when designing cards.
- ⑤ Image file can be attached as a background to offer convenience when designing.
 - The image is not printed although the image appears when designing.
- ⑥ It sets the area of overlay.
 - Basically whole printing articles of overlay are added.
 - You can add selected articles and also can delete added articles by Add/Delete button.
 - Overlay can be protected on the part of magnetic/IC when you click 'Add' button after selecting 'Without Magnetic' and 'Without IC Chip'.
 - You can select printing or non-printing area by selecting 'User Selection' and dragging preview area by mouse.
 - You can set print or non-print by clicking the printing check box of selected area.
 - User Selection Area can be added by clicking 'Add' button after area setting.
 - You can check the area of overlay printing or non-printing from Preview area by selecting added articles on the list left.

4-1-2. Drawing Diagram



You can draw a straight line, square, round square, circle, etc by selecting the items of diagram from Item Tool Bar.

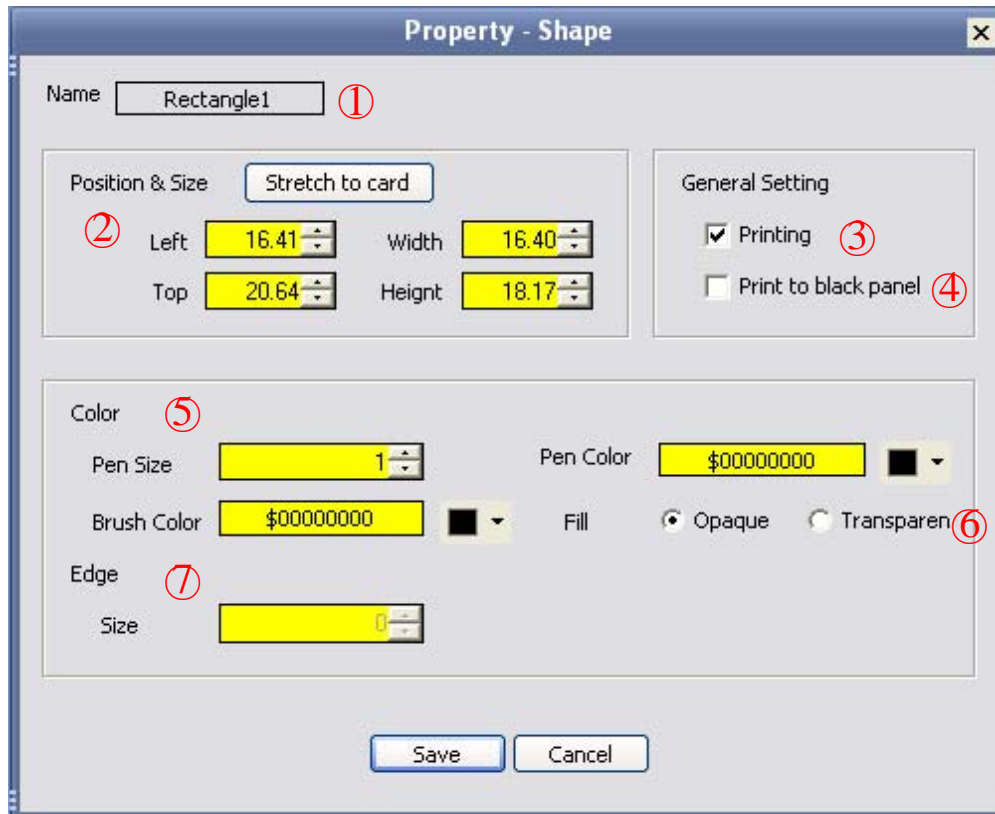
The method of drawing diagram is

- 1) Select diagrams from Item Tool Bar
- 2) Click left button of mouse from the spot of drawing on the window of card design.
- 3) Move(Drag) mouse clicking the left button of mouse so that you can adjust the size of diagram.
- 4) The selected Diagram appears by taking your finger away from left button of mouse.

■ In case of straight line, you can draw 45° straight line, or correct horizontal or vertical line by clicking 'Shift' Key on the keyboard from the condition of 3).



You can change diagram by selecting 'Properties' on pop-up menu by double-clicking the diagram or clicking the right button of mouse.



- ① It is own name that indicates item and User can't change this voluntarily
- ② It shows the position and the size of item.
 - You can adjust the position, or can change its size by changing the input value.
- ③ You can set printing or non-printing by clicking 'Printing' although you have drawn item when designing.
- ④ Printing on black panel can be decided although you print image on color ribbon.
 - In case of image of black color, printing on black panel will improve printing quality.
- ⑤ It decides the thickness & color of outline, and the color inside from the items.
- ⑥ It decides coloring or transparency of items inside.
- ⑦ In case of round square, it decides the size of the round area when you change the edged part into round shape from square.

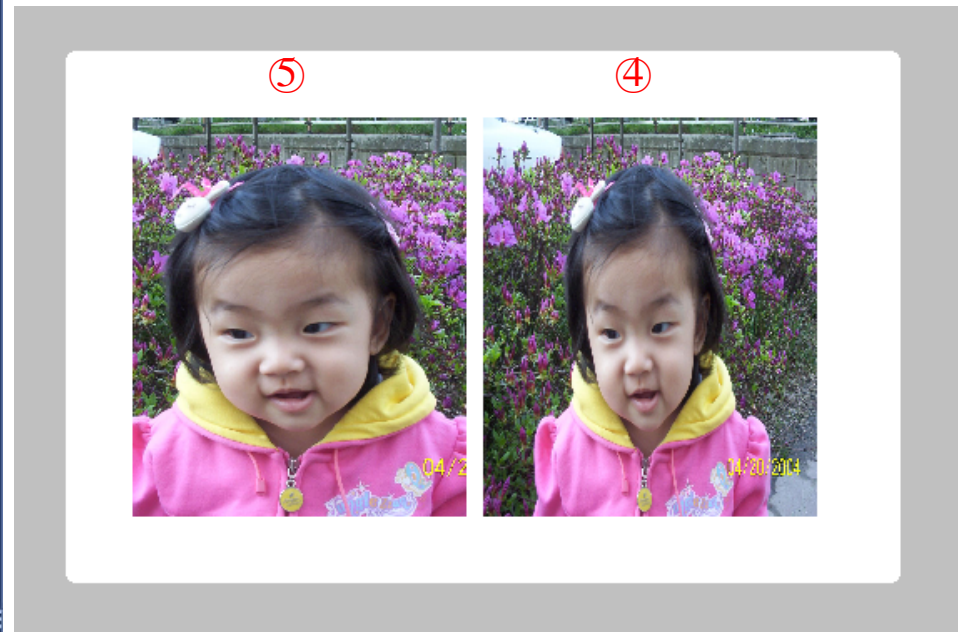
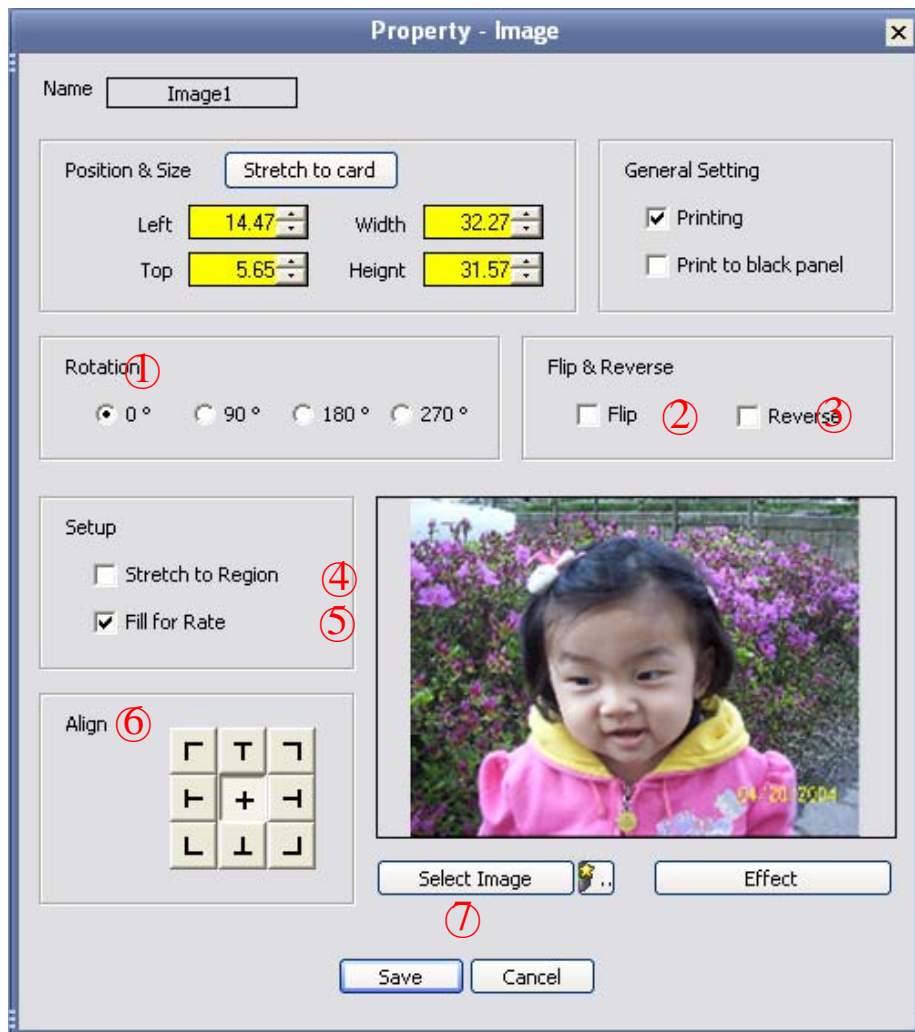
4-1-3. Drawing Image



You can add image by selecting image item from Item Tool Bar.

The method of adding image is

- 1) Select Image from Item Tool Bar.
- 2) Click the left button of mouse on the spot of drawing from the window of card design.
- 3) Move(Drag) mouse clicking the left button of mouse so that you can adjust the size of image.
- 4) The area of image is set, and the window of image properties appears by taking your finger away from left button of mouse.
- 5) Bring image to add by clicking the button of 'Select Image'.
- 6) Click 'Save' after setting the value of properties following the method to display.



- ① You can rotate image.
- ② You can turn the image by up & down
- ③ You can turn the image by left & right.
- ④ You can extend or abridge the image by setting selected area.

- The image size may be different compared to its original size when you set this property.
- ⑤ It draws selected area maintaining the rate of up & down or left & right of image.
 - The image appears like the original image; but, a part of area may be cut.
- ⑥ In case of selecting ⑤ option, it decides the disposition of image to center, up & down, or left & right according to the setting value.
- ⑦ You can bring image to draw.

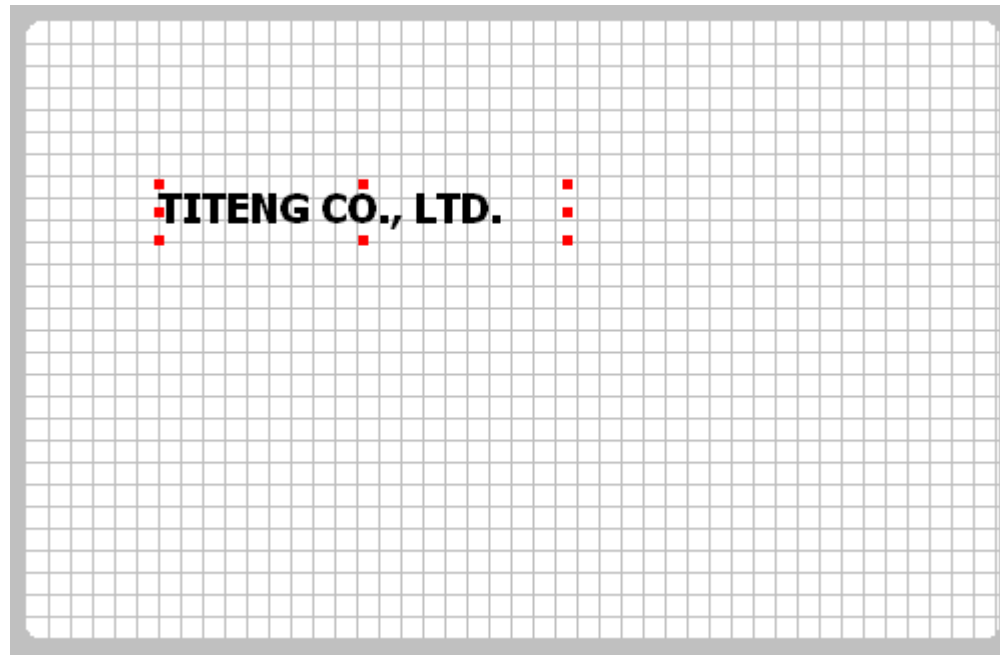
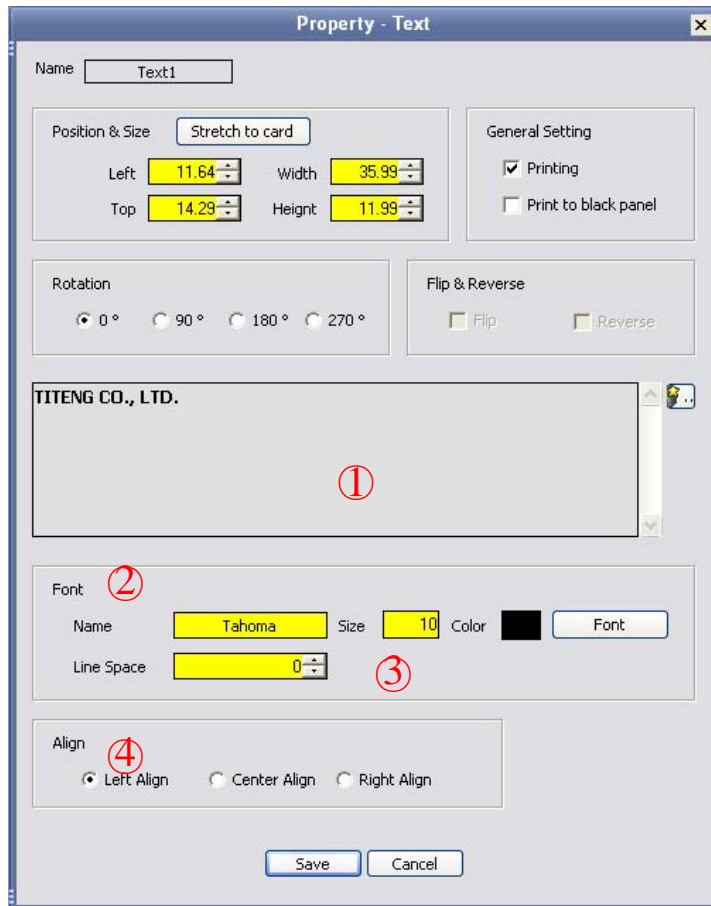
4-1-4. Drawing Text



You can add text on the window of card design by selecting text item from Item Tool Bar.

The method of adding image is

- 1) Select text from Item Tool Bar.
- 2) Click left button of mouse on the spot of drawing from the window of card design.
- 3) Move(Drag) mouse clicking the left button of mouse so that you can adjust the size of text.
- 4) The area of text is set, and the window of text properties appears by taking your finger away from left button of mouse.
- 5) Input text you wish on the window of text input
- 6) Set proper font and effect by clicking the button of font change.
- 7) In case of inputting text more than two lines, set proper space between lines.
- 8) Select 'Save' after selecting the method of rotation and array.



- ① You can input text to be shown on the window of card design.
 - You can input many lines, and the space between lines will be decided by ③
- ② It sets font to input.
 - You can change font by clicking button "Font".
- ③ It sets the space between lines of text.
- ④ It sets disposition of text.

■ A part of text line from forward & backward or downward may be cut according to the size of selected area.

4-1-5. Drawing Bar Code



Bar Code can be added on the window of card design by selecting bar code item from item tool bar.

The method of adding image is

- 1) Select bar code from Item Tool Bar.
- 2) Click the left button of mouse on the spot of drawing from the window of card design.
- 3) Move(Drag) mouse clicking the left button of mouse so that you can adjust the size of barcode.
- 4) The area of text is set, and the window of bar code properties appears by taking your finger away from left button of mouse.
- 5) Input bar code text you wish on the window of bar code input
- 6) Set the type of bar code to print.
- 7) Set each option according to barcode type.
- 8) Select 'Save' after setting fonts to apply on code.

Property - Barcode

Name: Barcode1

Position & Size Stretch to card

Left: 12.87 Width: 30.87
Top: 28.75 Height: 12.52

General Setting

☒ Printing
☐ Print to black panel

Rotation

☒ 0° ☐ 90° ☐ 180° ☐ 270°

Flip & Reverse

☐ Flip ☐ Reverse

Bar Type Code39 ①

Code 0123456789 ② ☒ Show Code ③

Bar Color \$00000000 ④

☒ Use Backgnd Color \$00FFFFFF ⑤

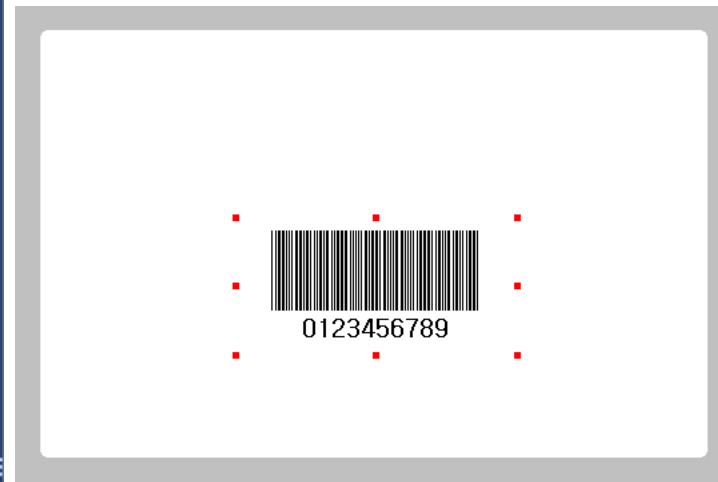
☐ Show Guard Character ⑥

Font ⑦

Name: Tahoma Size: 8 Color: Font

Line Space: 0

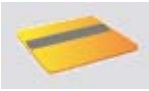
Save Cancel



- ① You can select the type of barcode.
- The shape of bar is changed by the type of barcode although the text of barcode is same.
 - The type of barcode we supply is UPC-A, UPC-E, EAN8, EAN13, Interleaved 2 of 5, Codabar, Code11, Code39, Code93, Code128.

- ② You can input data to print
 - There is limit of text type that can be printed according to the type of barcode.
 - UPC-A: A figure of 11~12 places
 - UPC-E : A figure of 6places
 - EAN8: A figure of 7~8places
 - EAN13: A figure of 12~13places
 - Interleaved 2 of 5 : A figure
 - Codabar: A figure and \$-:./.)
 - Code11: A figure and -
 - Code39: Alphabet, A figure, -, \$, /, +, %, *, and blank
 - Code93: Alphabet, A figure, -, \$, /, %, *, and blank
 - Code 128: All Figures and text
- ③ It decides if you mark by text on barcode so that anyone can see the data of barcode.
- ④ It selects the color of bar to be printed. Basic color is black.
- ⑤ You can set the background of selected area of barcode item.
 - In case you print barcode on image or other items by overlapping, the barcode may not be recognized, so you should set the background color so that the barcode can be amicably recognized.
- ⑥ It decides the options that influence the shape of barcode.
 - The option that is shown is different according to the type of barcode.
 - UPC, EAN: subsidiary text (A figure of 2 or 5 places), Tail Guardbar.
 - Interleaved 2 of 5 : Check Text, BearerBar
 - Codabar, Code39: Guard Character
 - Code11, Code93: Check Text
 - Code128: Use Check Text, Expanded Sentence Structure (CodaA, CodeB, CodeC)
- ⑦ It can change the font of code area.

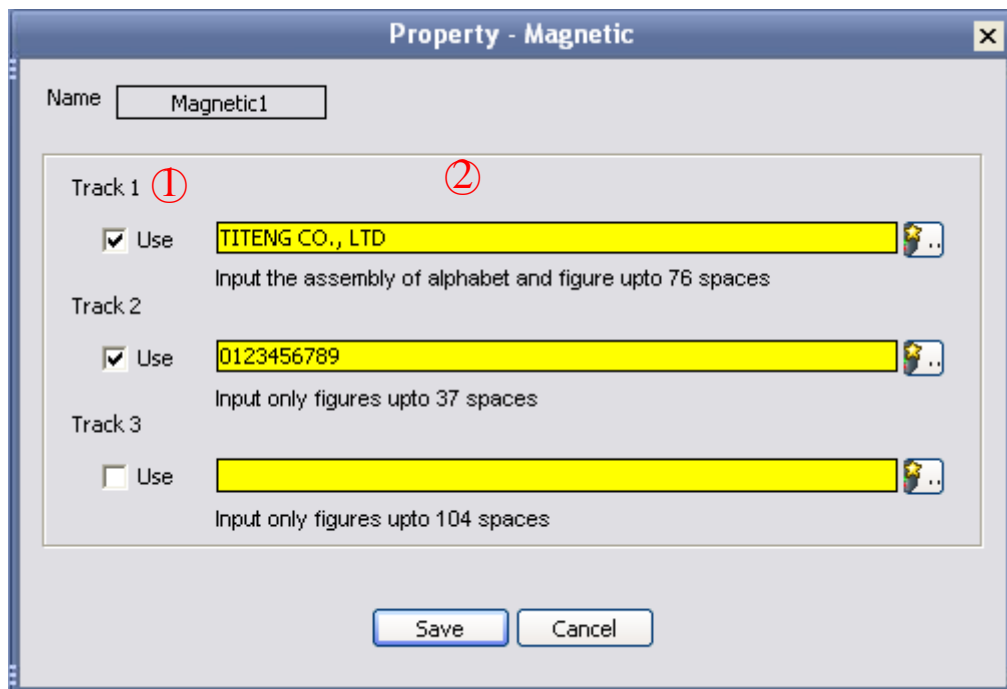
4-1-6. Adding Magnetic



You can add magnetic on the window of card design by selecting magnetic item from Item Tool Bar.

The method of adding magnetic is

- 1) Select Magnetic from Item Tool Bar.
When selecting Magnetic, Magnetic shape automatically appears on the window of card design.
- 2) Select "Properties" by double clicking Magnetic Item or clicking the right button of mouse.
- 3) Select 'Save' after setting track and data to encode on the window of Edit Properties.



- ① It activates track to encode.
- ② It inputs data to encode.

- You should input text checking the text and length that is available per track
 - Track 1 : You can input Alphabet and Figure up to 79 places.
 - Track 2: You can input Figure up to 40 places.
 - Track 3 : You can input Figure up to 107 places.
- If ① is not set, data is not encoded although you input data.

4-1-7. Adding Smart Card(Contact Card)



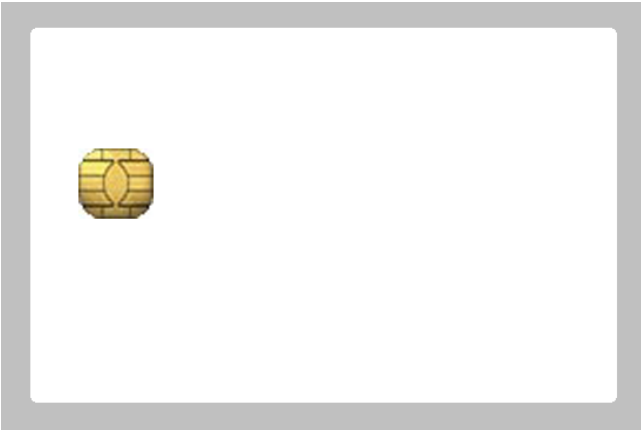
IC Chip can be added on the window of card design by selecting IC items from Item Tool Bar.

The method of adding IC Chip

- 1) Select IC item from Item Tool Bar.

When Selecting IC, IC shape automatically appears on the window of card design.

- 2) IC performs encoding from additional security program. (refer 3. option ⑤)



4-1-8. Adding Smart Card(Contactless Card)

Planning to add function

4-1-9. Data Link

In case of issuing various cards that have same design; but, the data is different, you can issue various cards with same design when you link each data field and each item of the design after making out data(Excel or Access) in advance.

When building data, you should make out text correctly according to fixed rule so that you can reduce trouble when issuing cards.

The method of link using excel data is

1) Build Excel Data.

	A	B	C	D	E
1	No.	F.Name	L.Name	Date	Image
2	06-019	Kang	mi rae	2006.6.28	C:\Sample\Wmirae.jpg
3	06-042	Kang	eun jung	2006.6.28	C:\Sample\Weunjung.jpg
4	06-049	Ku	Seon-mi	2006.6.28	C:\Sample\Wseonmi.jpg
5	06-018	Kim	Kyoung Hee	2006.6.28	C:\Sample\Wkyounghee.jpg
6	06-012	Kim	Byoung Hee	2006.6.28	C:\Sample\Wbyounghee.jpg
7	06-064	Kim	bo bae	2006.6.28	C:\Sample\Wbobae.jpg
8	06-010	Kim	sung hyun	2006.6.28	C:\Sample\Wsunghyun.jpg
9	06-054	Kim	se ah	2006.6.28	C:\Sample\Wseah.jpg
10	06-033	Kim	soo min	2006.6.28	C:\Sample\Wsoomin.jpg
11	06-047	Kim	yeo ae	2006.6.28	C:\Sample\Wyeoae.jpg
12	06-021	Kim	yeon soo	2006.6.28	C:\Sample\Wyeonsoo.jpg
13	06-014	Kim	young ae	2006.6.28	C:\Sample\Wyoungae.jpg
14	06-032	Kim	eun jung	2006.6.28	C:\Sample\Weunjung.jpg
15	06-060	Kim	ii sun	2006.6.28	C:\Sample\Wiisun.jpg

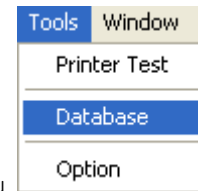
① It is line that shows the row of subject. You can use this as a field name that can link data from the program.

② In case there is image design, you should input path of image correctly so that image can be printed correctly.

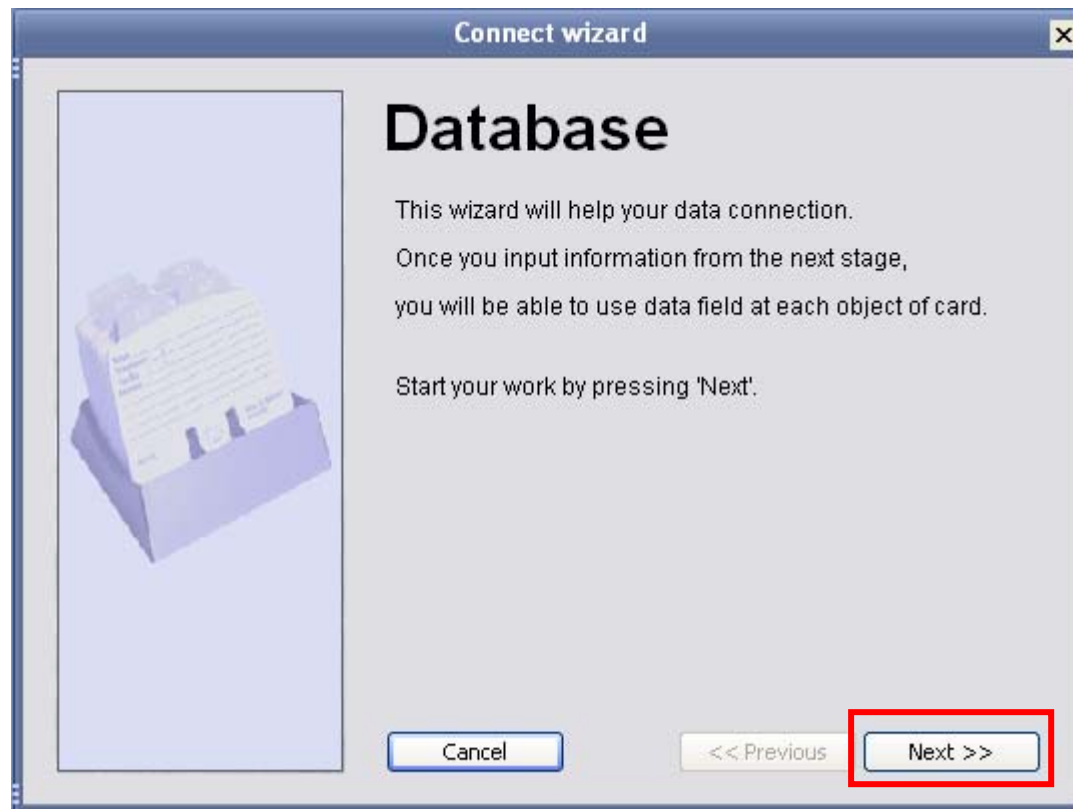
③ You can input text correctly without mistypo for other data.

④ Save excel data on the position of C:\Sample\Sample.xls

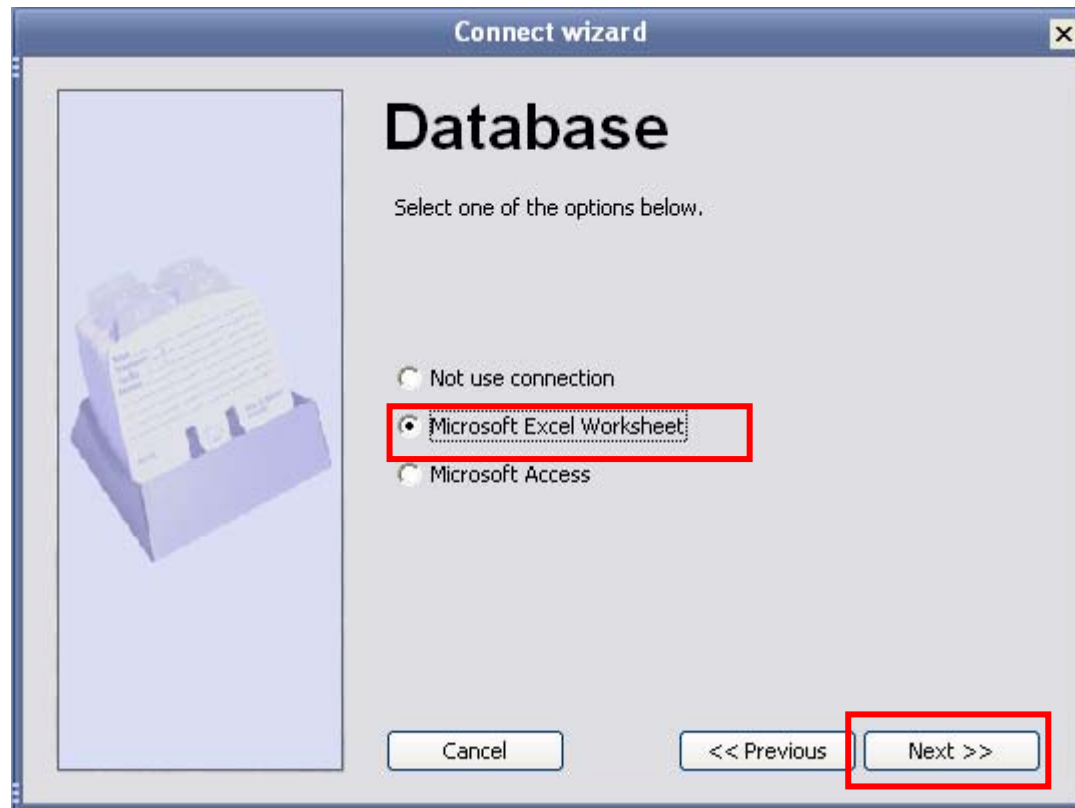
2) Link Excel Data that is built from 1) and card.



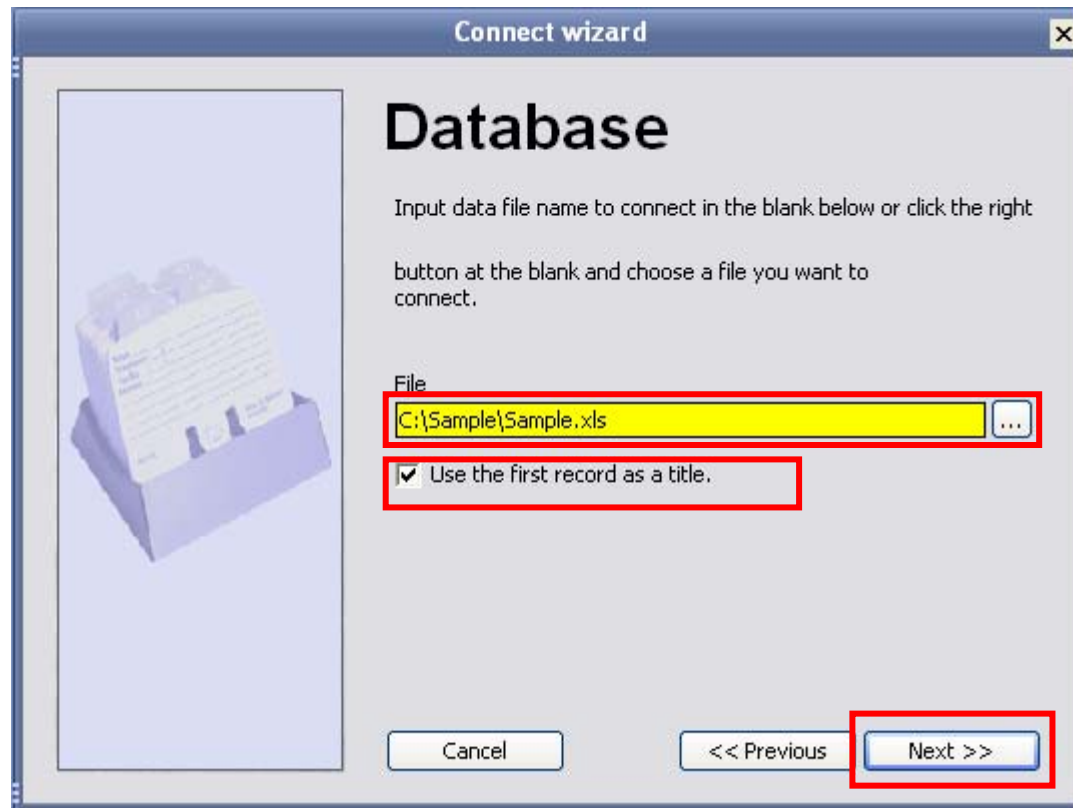
- ① Open the window of Data Link by Selecting Data Link from main menu



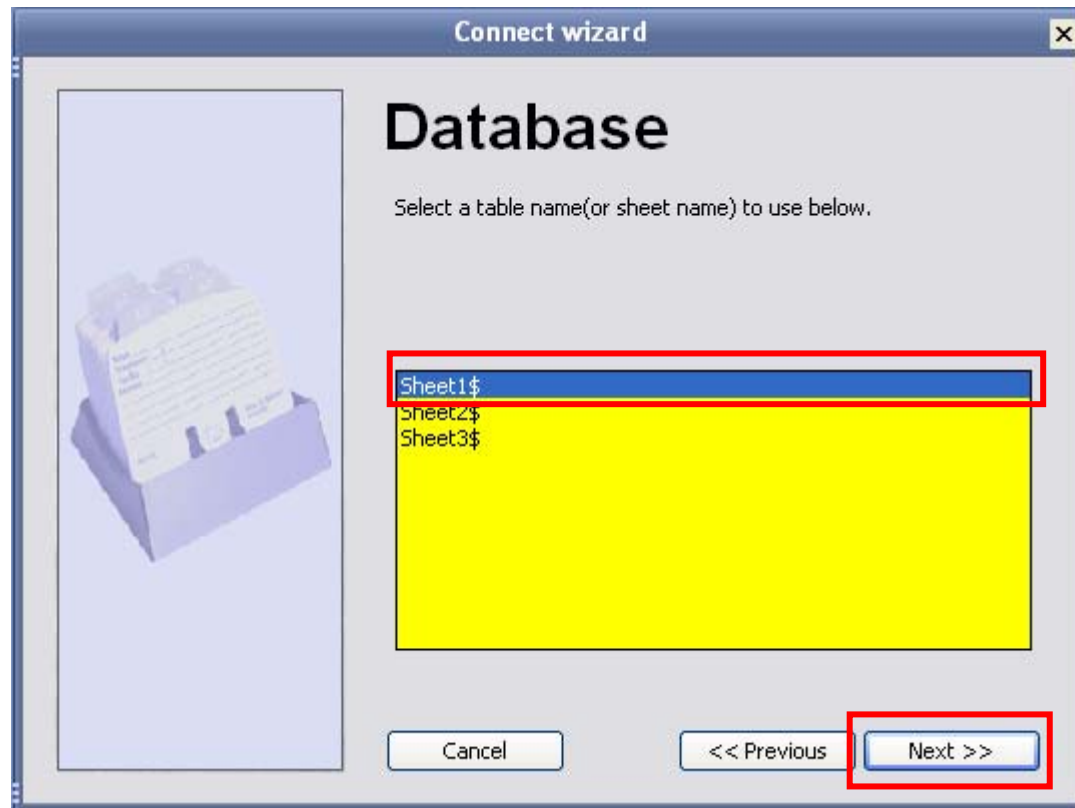
- ② Move into next step to select the type of data by clicking 'Next' button.



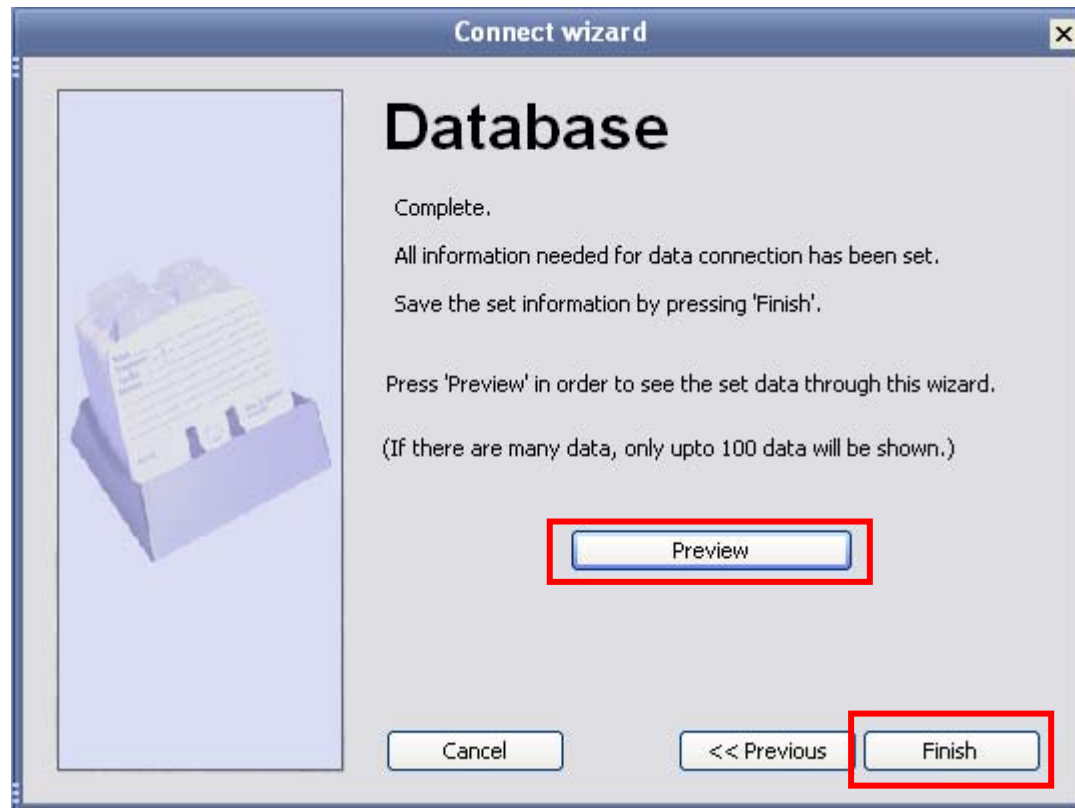
- ③ Select Microsoft Excel Worksheet as a type of data.
- ④ Move into next step to select file by clicking 'Next' button.



- ⑤ Bring excel data that is built by clicking '...' button.
- ⑥ Decide if you use first record as a subject. (For Excel File)
- ⑦ Move into next step to select name of sheet by clicking 'Next' button. (For Excel File)



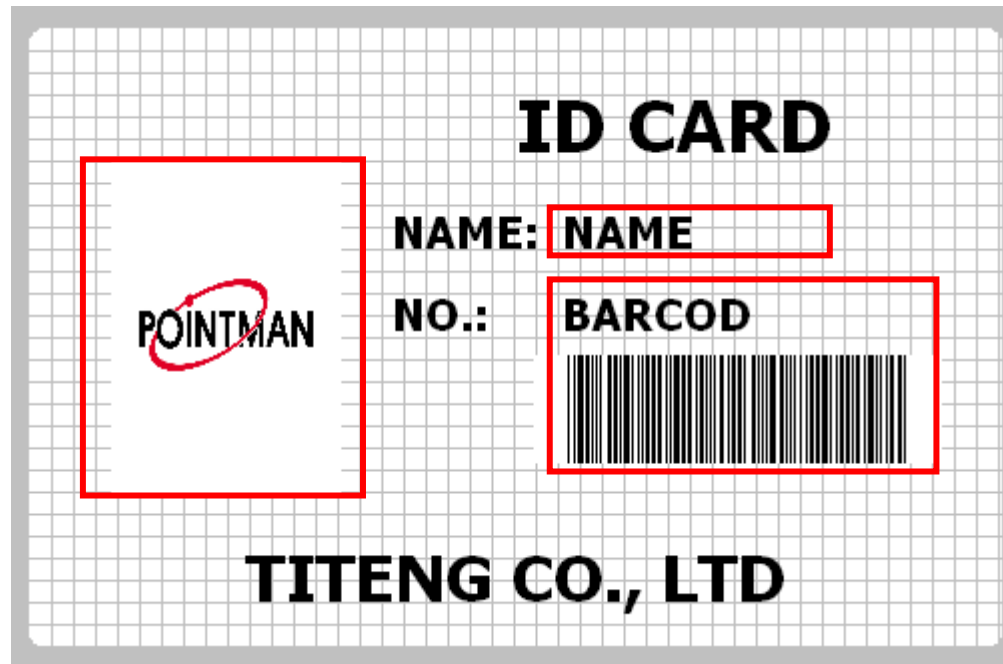
- ⑧ Select name of Sheet.
- ⑨ Move into next part to finish by clicking next button.



⑩ Finish Data Link by clicking 'Finish' button.

– You can check currently linked data in advance by selecting 'Preview'.

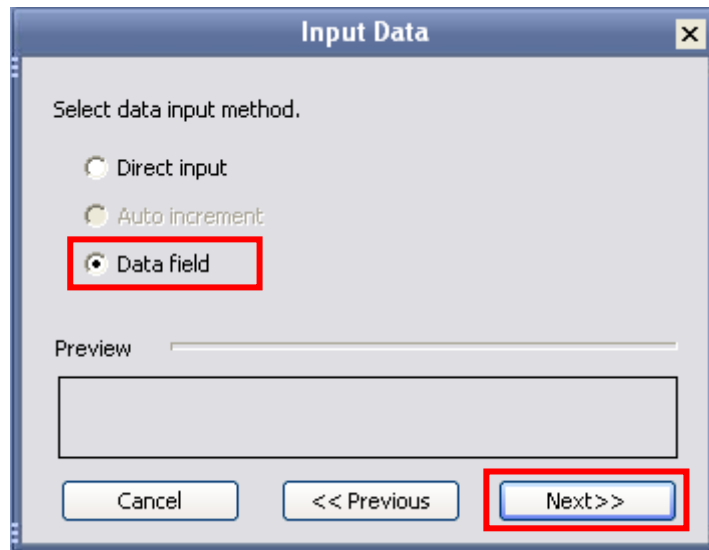
3) Design Card.



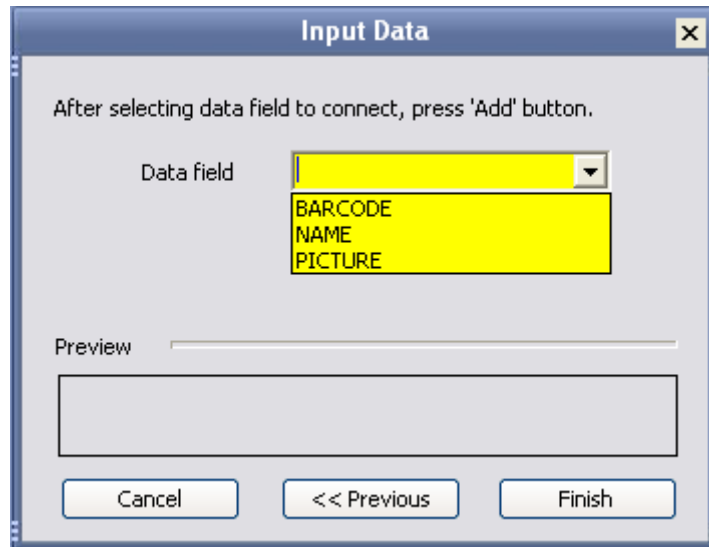
4-1. Design necessary items on card referring 'Designing Card'.

4) Link data with items that is signed with red square above from Card Design.

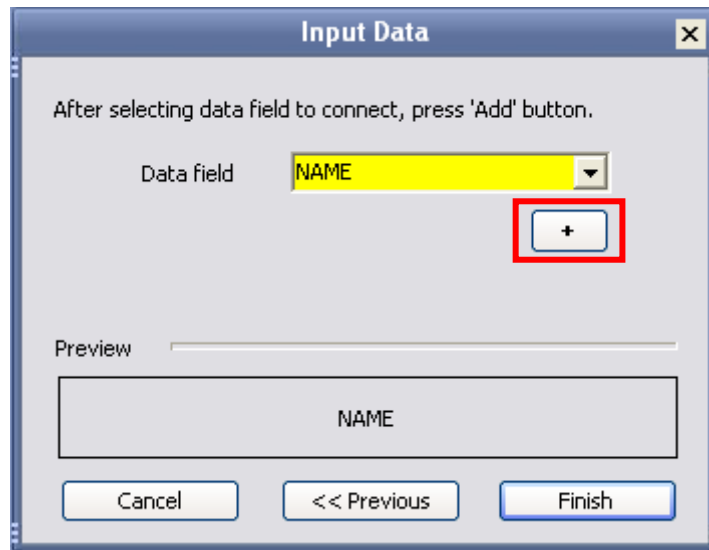
① Open the window of Data Input by clicking  button on the window of changing properties to link data.



- ② Move into the step of linking Data Field by clicking 'Next' after selecting 'Data Field' as the method of data input.



- ③ Select Data Field to link.




- ④ Add data field by clicking '+'.
- ⑤ Finish link work by clicking 'Finish' button after checking if the name of data field appears on Preview.

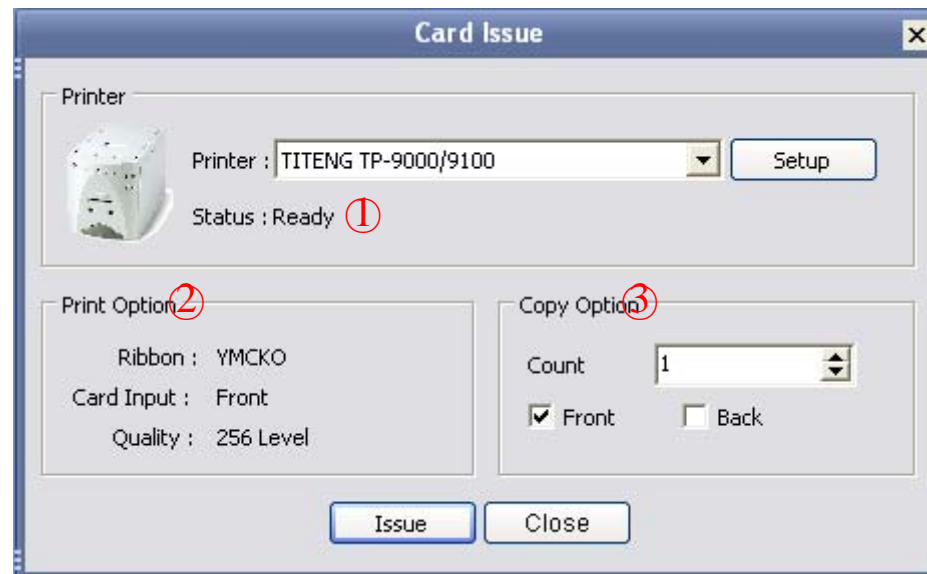
4-2. Issuing Cards

4-2-1. Standard Issue

This is the standard method of issuing cards in case you copy and issue more than 1 card on the screen that is shown.

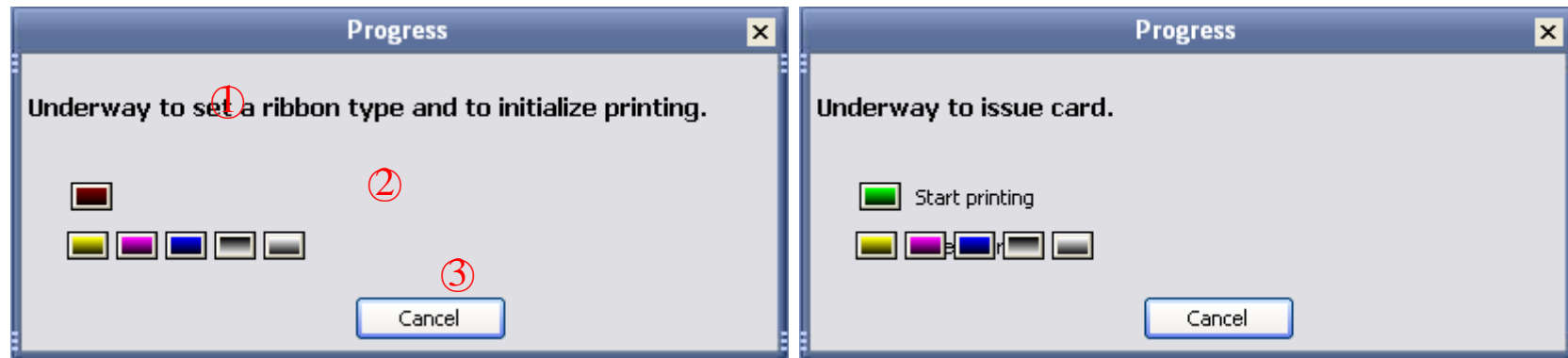
The method of issuing cards is

- 1) Select  button from function button bar.



- ① It shows the link condition of printer.
 - “Not Ready” sign appears when the printer is not connected.
- ② It shows the condition of print setting.
 - You can click ‘Setting’ button to change ribbon and the direction of supplying cards. (Please refer 3. Setting of Option)
- ③ You can set the number of issuing cards and decide whether you print both sides of cards(For TP-9100) or not.
 - You can set the number of issuing cards to issue more than 1 card.

- 2) Start issuing work by clicking 'Issue' button.



- ① It shows the work that is on progressing.
– Issuing Cards, Controlling printer.
- ② It shows the progress of indication or the condition of printer, etc.
– In case of malfunction, please refer Table of Error Codes from Appendix A.
- ③ Stop the issuing progress.)
– You can stop the progress of program; but, can't stop the progress of printing.

4-2-2. Issuing by Data Link

This is issuing method in case the design is same; but, the data is different. (Please refer 4-1-9. Data Link)

The method of issuing cards (The designed cards from 4-1-9 Data Link) is



- Unlike standard issue, the window of data additionally appears.

① The line of ▶ sign shows the current position.

- ② Only the data of line of ③ can be issued as above.
 - The data is automatically selected according to setting value by clicking 'Select' button.
 - You can also easily select data by clicking "Whole Select" or "Whole Cancel".
 - ③ You can separately select or cancel data by clicking this area.
 - ④ You can preview selected line by double clicking mouse.
- 1) Start issue by 'Issue Button'. (Sample Image)




- Card Design is automatically changed as issue progresses by.
- 2) The progress after this is same as 4-2-1 standard issue.

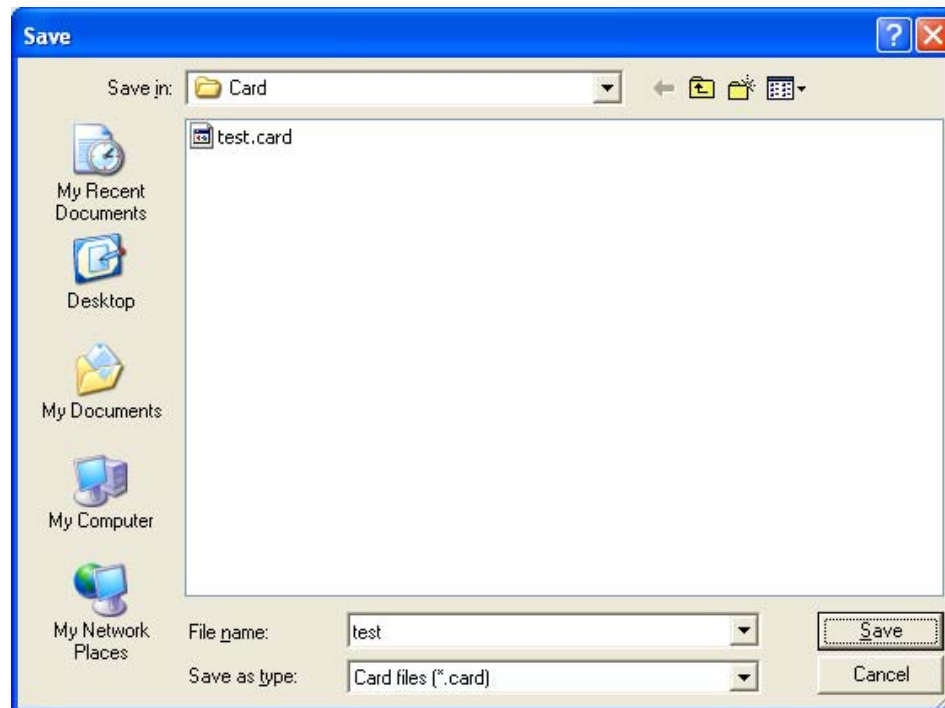
4-3. Opening and Saving Design

4-3-1. Saving Design

You can save design in case you need to use the designed card again.

The method of saving card design is

Select  button from Function Button Bar.




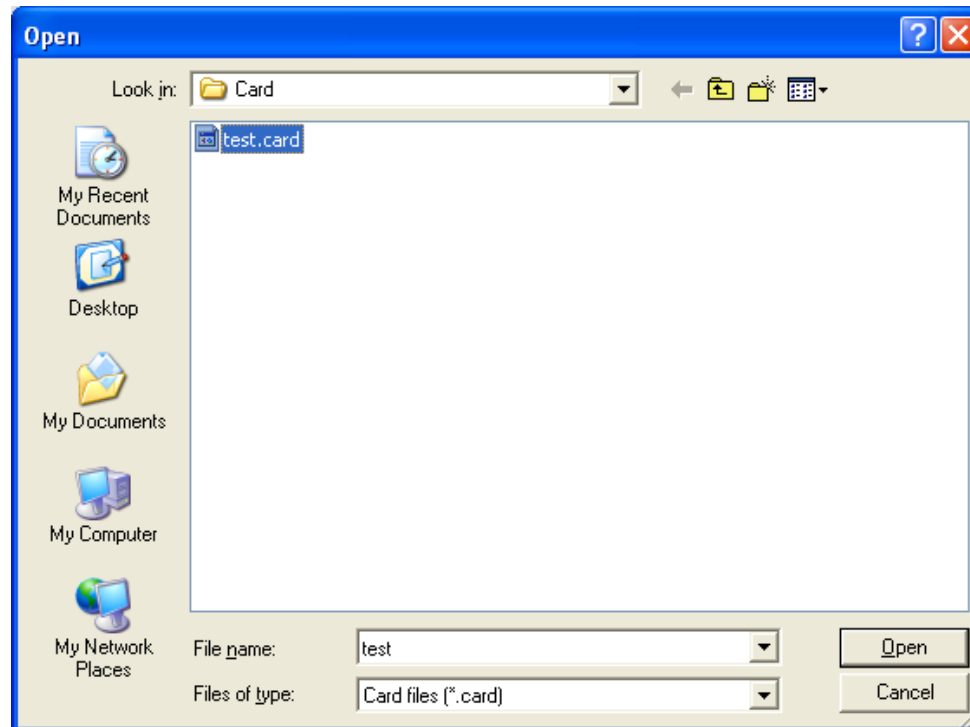
- 1) Click 'Save' button after inputting file name.
 - The standard saving position is in “Card” folder in this design program.

4-3-2. Opening Design

You can use saved card design again.

The method of bringing card design is

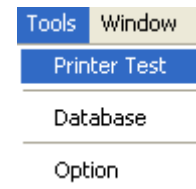
Select  button from function button bar.



- 1) Bring file by clicking “Open” button after selecting the file or inputting file name on the section of file name.
 - The standard opening position is in “Card” folder in this design program.

5. Other Function

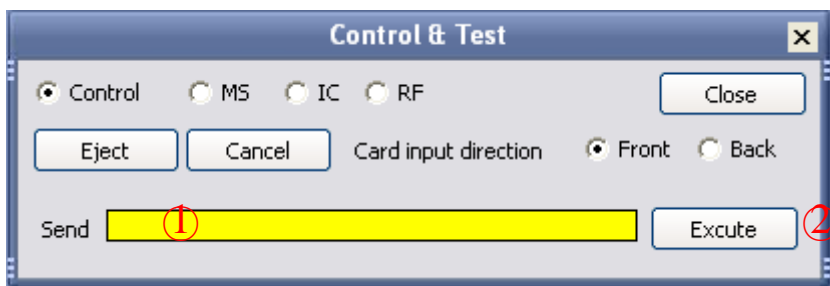
5-1. Control & Test of Equipment



You can perform the function of printer control by selecting “Control of Equipment” from main menu.

5-1-1. Control of Equipment

You can control the function of printer by inputting the command directly.



① Input the command to control printer.

– The type of command is supplied by Programmer's Guide(Please call the place you have purchased.)

② Transmit the command to the printer.

5-1-2. Test of Magnetic Strip

Control & Test

☐ Control ☒ MS ☐ IC ☐ RF

Eject Cancel Card input direction ☒ Front ☐ Back

Write Read ☒ Track 1 ☒ Track 2 ☒ Track 3

Write

Track 1 1111111111
Input the assembly of alphabet and figure upto 76 spaces

Track 2 222222222222
Input only figures upto 37 spaces

Track 3 33333333333333
Input only figures upto 104 spaces

Read

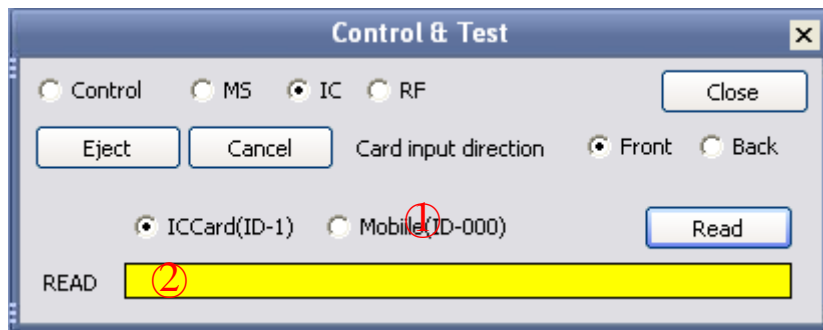
Track 1

Track 2

Track 3

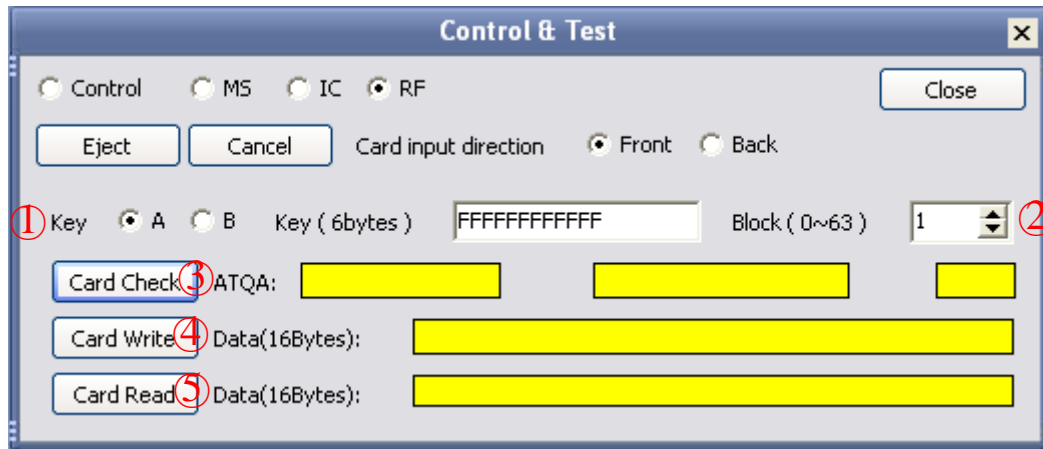
- ① Select the track of Magnetic Strip to test.
- ② Input data to encode on Magnetic Strip.
- ③ Indicate data to be decoded from Magnetic Strip.

5-1-3. Test of IC Card



- ① Select the type of IC to test.
- ② ATR(Answer to Reset) is shown in case of safe communication with IC.

5-1-4. Test of RF Card



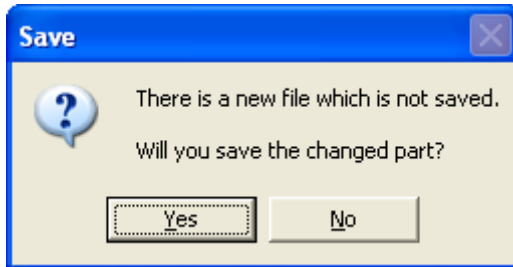
- ① Select Key to use when writing and reading data on cards.
 - Key has A & B by each sector and you can set the authority of access.
 - Value of Key consists of 6Bytes and standard value is 0xFF 0xFF 0xFF 0xFF 0xFF 0xFF.
- ② Set the position of reading or writing data on cards.
 - RF with 1Kbytes capacity consists of 16sector, and each sector consists of 4 blocks.
 - Block No. 0~2 of each sector is data block and data is can by written and read. (Block No. 0 of sector No. 0 is manufacturer's own block, so can not be used.)
 - Block No. 3 is block that includes value of key and setting of access authority.
- ③ You can check card serial No.
- ④ You can input 16bytes data on the block position that is set on ②.
- ⑤ You can read 16bytes data from the block position that is set on ②.

6. Program Exit



You can exit program by clicking button from Function Button Bar.

In case there is design that has been changed or not saved, exit program after checking whether you save the design or not.



You can save changed design by clicking 'Yes' on the screen above. (Please refer 4-3-1 Saving Design.

Appendix A. Table of Error Codes.

Error Type	Error Codes	Name of Error Codes.	Error Details	Solution
Error	10	TPH OPEN	Printing Head is open when printing.	Please check if Printing Head Module is closed properly. Please exchange Printing Head check sensor.
	11	TPH UP/DOWN FAIL	Failure of printing head up/down.	Please check Printing Head Module.
	12	PATH JAM	Card is jammed inside printer.	Please check if card is jammed inside printer.
	13	TPH TEMP ERROR	Temperature error occurred from printing head.	Temperature of Printing Head is too high or too low. Please try again later. (Proper Temperature : 0° ~ 70°
	14	RIBBON ENCODER ERROR	Ribbon is cut or not sufficient. Error of Ribbon Encoder.	Please check remaining amount and condition of ribbon. Please check the part of Ribbon Encoder.
	15	MEDIA ERROR	Media Error.	Please check Media(Card) Error. Please check Path Sensor.
	16	EEPROM FAIL	Failure of EEPROM R/W.	Please reboot printer and check again. Please exchange EEPROM.
	17	IC MODULE UP/DOWN FAIL	Failure of IC Module up/down.	Please check the position of IC Module.
Warning	20	COMMAND ERROR	Reception of command by wrong format.	Please check FORMAT of Data to transmit.
	21	INVALID PARAMETER	Reception of Parameter by wrong format.	Please check PARAMETER of Data to transmit.
	22	TIMEOUT	COMMAND TIMEOUT.	Data is not completely transmitted. Please check connection of printer.
	23	IC CANTACT ERROR	IC CONTACT Error.	Please check IC CONTACT Module.
	24	MS ENCODE ERROR	MS ENCODING Error.	Please check the part of MS FEEDING.
	25	MS READ ERROR	MS ALL TRACK is not readable.	
	26	MS READ STX ERROR	Can't find STX when MS READ.	
	27	MS READ PARITY ERROR	PARITY Error when MX READ.	
	28	MS READ ETX ERROR	Can't find ETX when MX READ.	

	29	MS READ LRC ERROR	LRC Error when MX READ.	
	30	IC MODULE TIMEOUT	Can't communicate with IC MODULE.	Please the part of IFM B/D INTERFACE. Please check IFM B/D.
	31	RF MODULE TIMEOUT	Can't communicate with RF MODULE.	Please check the part of RF B/D INTERFACE. Please check RF B/D.
	32	SAM MODULE TIMEOUT	Can't communicate with SAM MODULE	Please check the part of SAM B/D INTERFACE. Please check SAM B/D.
	33			
	34	CARD INPUT TIMEOUT	CARD INPUT TIME OUT	Please check HOPPER Please input card on time.
	35	RIBBON NEAR END	Ribbon is not sufficient	Please arrange ribbon to exchange.
	36	RIBBON END	Ribbon is exhausted)(For YMCKO Ribbon	Please exchange ribbon.
	50	CHANGER MODULE TIMEOUT	Can't communicate with CHANGER MODULE	Please check the part of CHANGER B/D INTERFACE. Please check CHANGER B/D.
	51	CHANGER ACK TIME OUT	No response from CHANGER	
	52	CHANGER HOME POSITION ERROR	Position Error of CHANGER	Please check CHANGER MODULE.
	53	CHANGER TURN UP ERROR		
	54	CHANGER CARD INPUT TIMEOUT	Card Input Timeout from hopper.	
	55	CHANGER CARD INPUT JAM	Jammed in Changer when Card Input	
	56	CHANGER CARD JAM	Jammed in Changer when Card Output	
	57	CHANGER CARD EXIST	Position error of Changer when MEKA initialization and Card is also inside printer	