

# **SP500X CONTROLLER USERS GUIDE**

**handheld**

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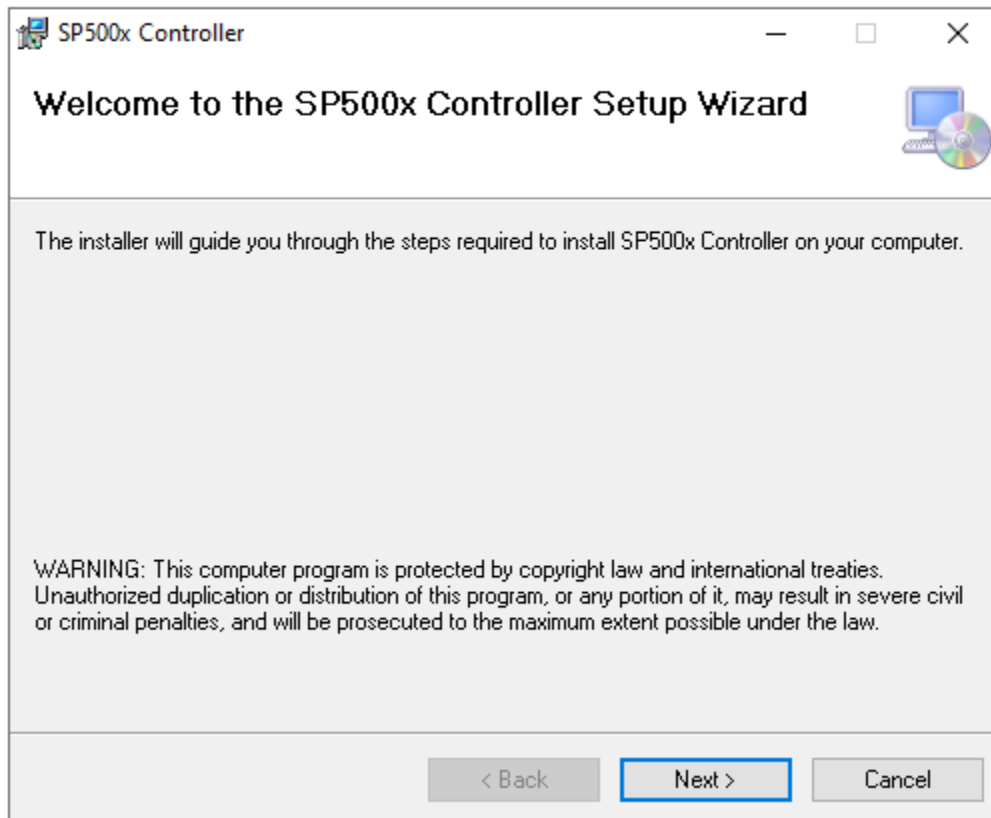
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## Software Setup

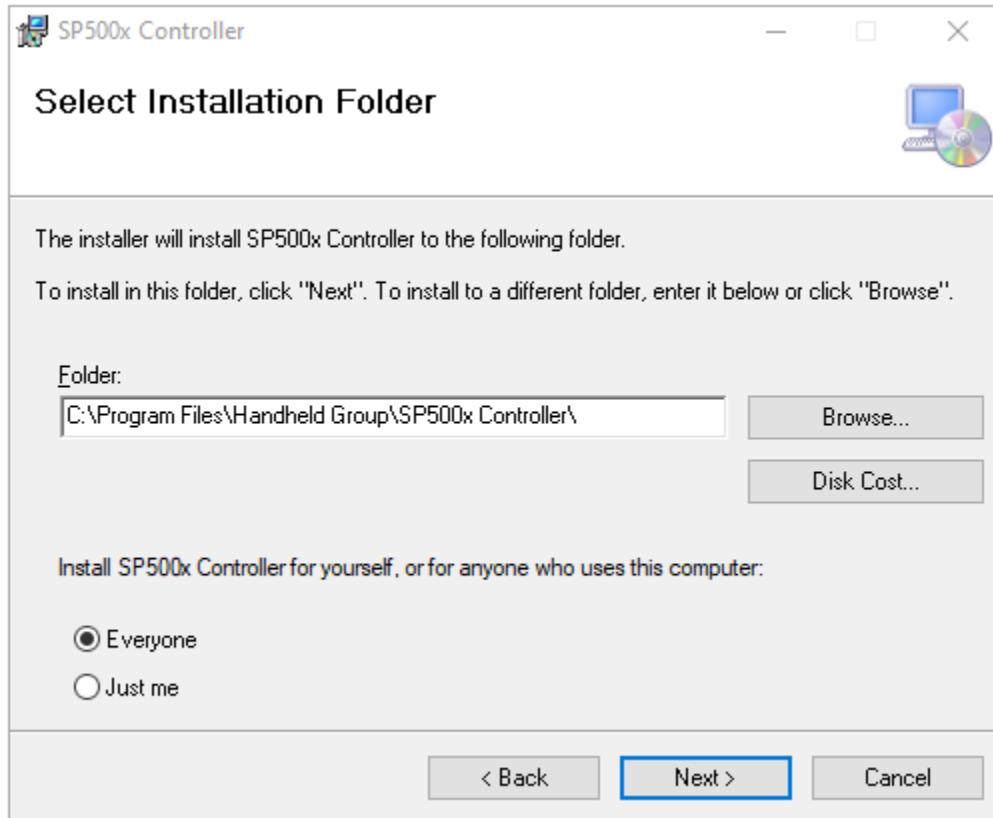
1. Download the “**Driver.zip**” file to a known location. NOTE: Only need to do this once, after the driver is installed it does not need to be reinstalled
  1. Unzip the file
  2. Open the “Driver” folder
  3. Open the folder for your version of Windows
    - 1.3.1. For Windows 10 pick “Win10” folder
      - 1.3.1.1. Run “**dpinst\_amd64**” if your machine is 64-bit, or
      - 1.3.1.2. Run “**dpinst\_x86**” if your machine is 32-bit
    - 1.3.2. For all other versions of Windows, open the appropriate folder
      - 1.3.2.1. Open x64 for 64-bit machines, OR
        - 1.3.2.1.1. Run “**dpinst\_amd64**”
      - 1.3.2.2. Open x86 for 32-bit machines
        - 1.3.2.2.1. Run “**dpinst\_x86**”
  4. Follow the onscreen directions to finish the install
  5. Reboot your computer

2. Download the Pc App release package file to a known location. For example, “**TrinityController\_v1.9.2.zip**”
  1. Unzip this file and use the Installer to install the program
  2. Click on setup.exe

 setup.exe	2/18/2020 2:12 PM	Application	772 KB
<input checked="" type="checkbox"/>  SP500x Controller Setup.msi	2/18/2020 2:12 PM	Windows Installer ...	10,808 KB



3. Click Next, then browse to an install location and user access (Everyone recommended) and click Next again

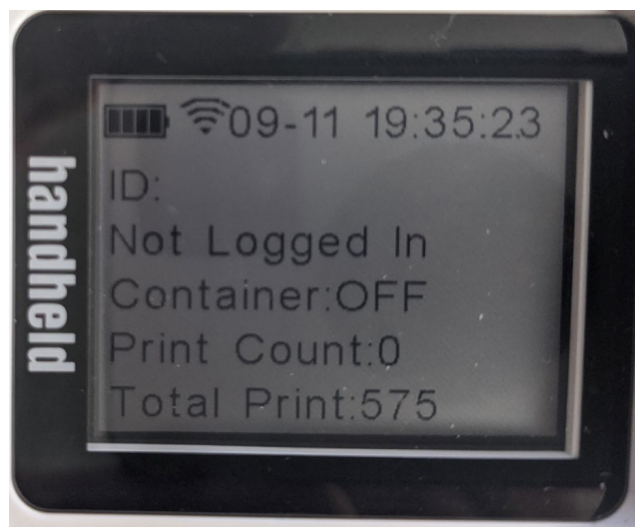


4. Click Next one more time to start the installation process.
5. If you are prompted a message box asking for permission to install click Yes.
6. Run "SP500xController" From the Start Menu

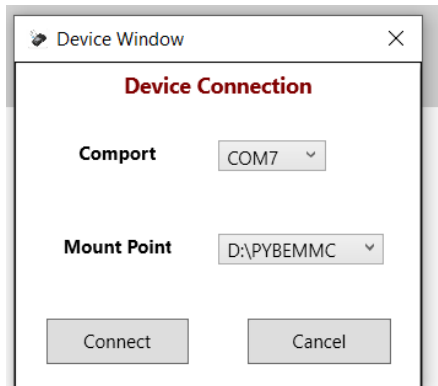
## Firmware Upgrade

In order to upgrade the SP500X device, the unit should now be powered on and connected to the PC via USB.

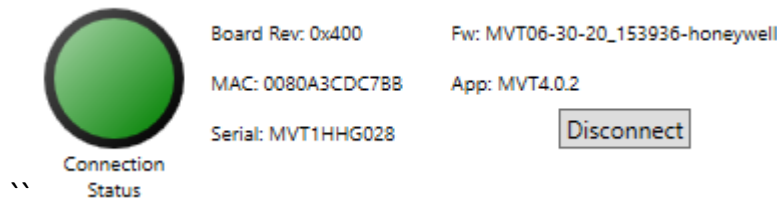
1. On the device make sure that the unit is at the main screen and not in a state requesting user input as this will block communication to the serial port.



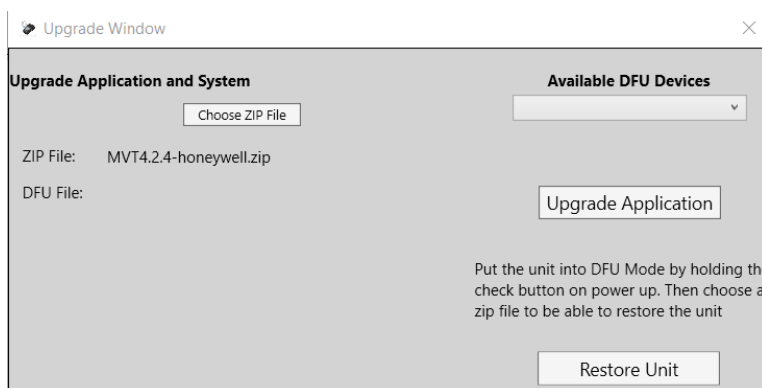
- Click on **Connect** → **Device Connect**. Select the Comport AND Mount Point that the SP500X imprinter is connected to.



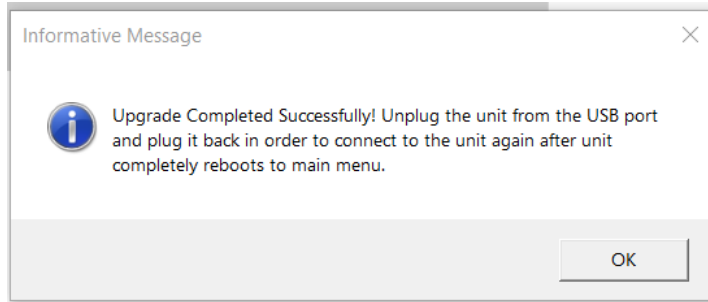
- Press Connect button and after a couple seconds the connection should be established & the “Device Connection” window should shut down and the Connection Status indicator should turn green. Note: Your content for the items below will be different.



- Click **Upgrade** → **Upgrade or Restore** at the top of the window. Then click the “Choose ZIP File” button and browse to the location where you downloaded the **firmware release package** file. Then click “**Upgrade Application**”.



- The upgrade progress percentage feedback will be displayed at the bottom left of the Upgrade Application Window as the procedure continues. or the necessary files from the release package will be moved to unit’s EMMC drive and unit will reboot and do the upgrade procedure while the Red LEDs at the back of the unit will be on (Takes roughly 1 – 2 mins)



6. At this point the firmware upgrade is complete. Tap "OK" and unit should be rebooting automatically at this point. Green LEDs being lit up at the back of the unit indicates that the upgrade procedure is completed on the unit side. It can take up to a minute for the unit to reboot as the new firmware takes hold on the unit.

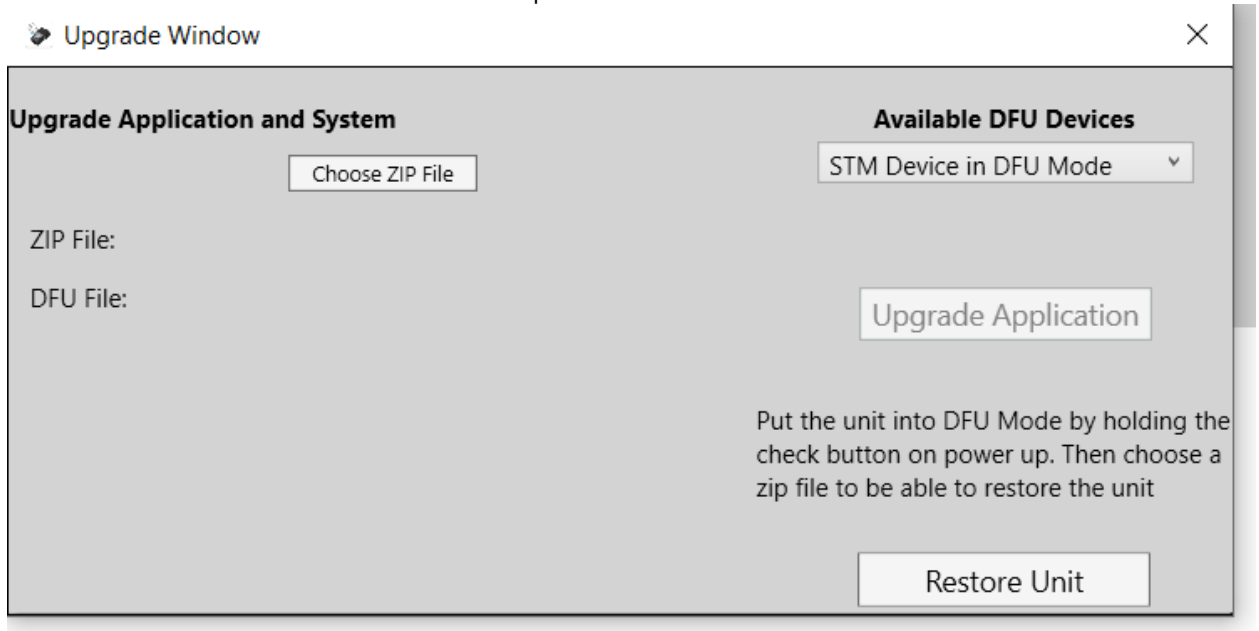
## Unit Recovery

If a unit does not complete a boot-up to the active screen, it is possible to recover the unit in most circumstances.

1. In order to recover a unit, user needs to put the unit into DFU mode manually by connecting the unit to the PC via a USB-C cable first, then holding the check button while powering the on the unit.

NOTE: The LCD will not turn on if this is done correctly

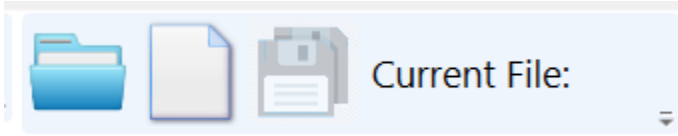
2. Then the user needs to navigate to the **Upgrade -> Upgrade or Recover** Menu Window and the unit will be shown under the "Available DFU Devices" drop down menu.



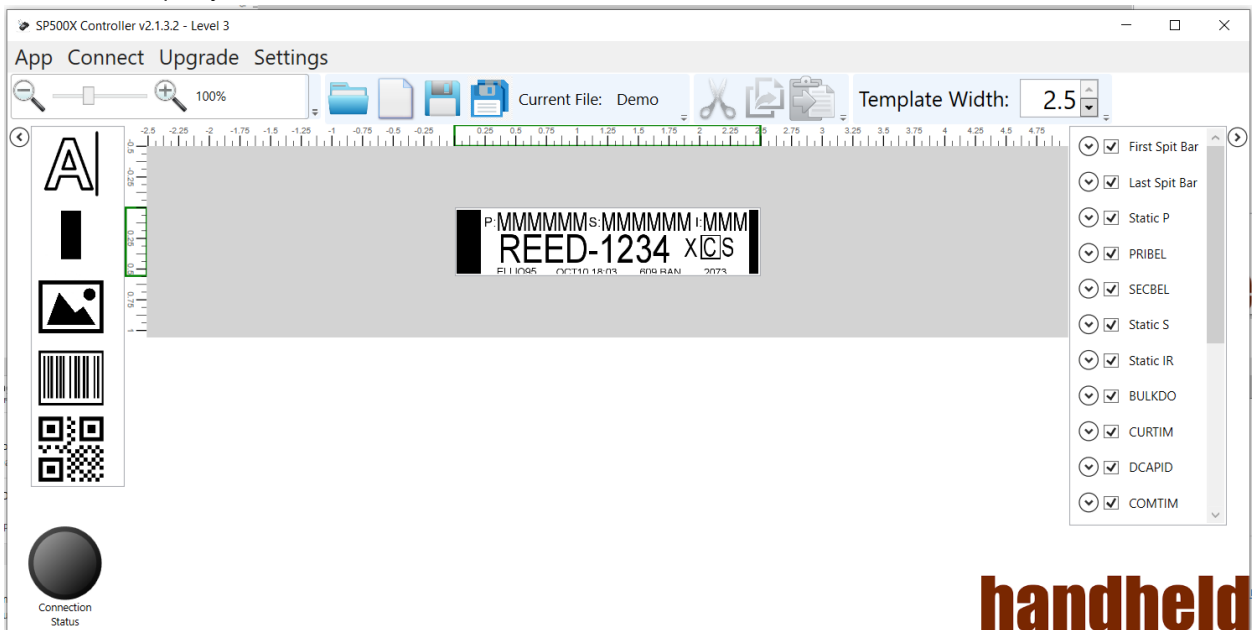
3. Click on the "Restore Unit" button to begin the recovery process.
4. Once the recovery process is complete the unit will reboot and you will be prompted to start a Firmware Upgrade

# Creating/Editing Template Files

1. Create a new file or Open and existing file



2. Once a file is open your view will now be this



## 3. Editable Area

3.1.1. The editable area is locked to the center of the Designer App window. Horizontal and vertical *PixelRulers* adjust accordingly to display the correct values. The editable area is shown in a white background. Outside of the editable area is a gray background.



## 4. Pixel Ruler

4.1.1. The ruler has a green box on it corresponding with the size of the template: 0.56" x 2" @1200 DPI


## 5. Zoom Tool

5.1.1. Zoom can be controlled by clicking the "+" and "-" buttons in the toolbar. Typing and entering a zoom percentage is enabled to the zoom % value. Mouse wheel and slider bar may also be used.



## 6. Add/Edit Text



6.1.1. The  tool will add a new TEXT object to the template


6.1.2. The following properties can be changed for a TEXT object

---

X Pos:	<input type="text" value="0.340519"/>	Message:	<input type="text" value="REED-1234"/>	Point Size X:	<input type="text" value="19"/>
Y Pos:	<input type="text" value="0.201330"/>	Font:	<input type="text" value="arial"/>	Point Size Y:	<input type="text" value="19"/>

## 7. Add/Edit Bar

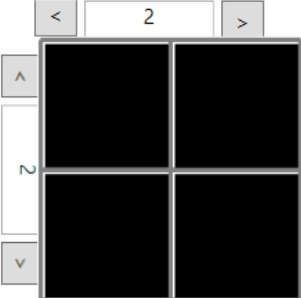


7.1.1. The  tool will add a new BAR object to the template

7.1.2. The following properties can be changed for a BAR object


---

X Pos:	<input type="text" value="0"/>	Width:	<input type="text" value="0.200000"/>
Y Pos:	<input type="text" value="0"/>	Height:	<input type="text" value="0.550000"/>



## 8. Add/Edit Picture



8.1.1. The  tool will add a new PICTURE object to the template

8.1.2. The following properties can be changed for a PICTURE object

X Pos:	<input type="text" value="0.0"/>	Image Path:	<input type="text" value="C:\testlabel.jpg"/>	<input type="button" value="..."/>
Y Pos:	<input type="text" value="0.0"/>	Width:	<input type="text" value="2.4"/>	
		Height:	<input type="text" value="0.5"/>	

## 9. Add/Edit 1D Barcode



9.1.1. The  tool will add a new 1D BARCODE object to the template



9.1.2. The following properties can be changed for a 1D BARCODE object

X Pos:	<input type="text" value="0.0"/>	Value:	<input type="text" value="111111111"/>	Height:	<input type="text" value="0.4"/>
Y Pos:	<input type="text" value="0.0"/>	Type:	<input type="text" value="Code 128"/>		
		Point Size:	<input type="text" value="12"/>		

## 10. Add/Edit 2D Barcode



10.1.1. The  tool will add a new 2D BARCODE object to the template

10.1.2. The following properties can be changed for a 2D BARCODE object

X Pos:	<input type="text" value="0.0"/>	Value:	<input type="text" value="8888888"/>	Height:	<input type="text" value="0.5"/>
Y Pos:	<input type="text" value="0.0"/>	Type:	<input type="text" value="QR Code"/>		
		Point Size:	<input type="text" value="12"/>		

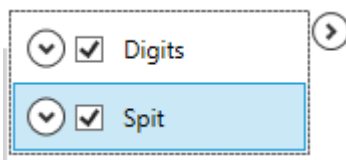
11. **Cut, Copy, and Paste** are all functional for all objects.



## 12. Object Tree Viewer.

12.1.1. A complete list of all *Objects* contained in the current template

12.1.2. The user can enter/edit customized names for each *Object*, and enable/disable rendering of individual objects



12.1.3. An *Object* can also be set as “Variable”. Variable objects can have their value dynamically set at the moment of printing.

⌵  Last Spit Bar

⌶  Static P

2

Text

Variable

⌶  PRIBEL

3

Text

Variable

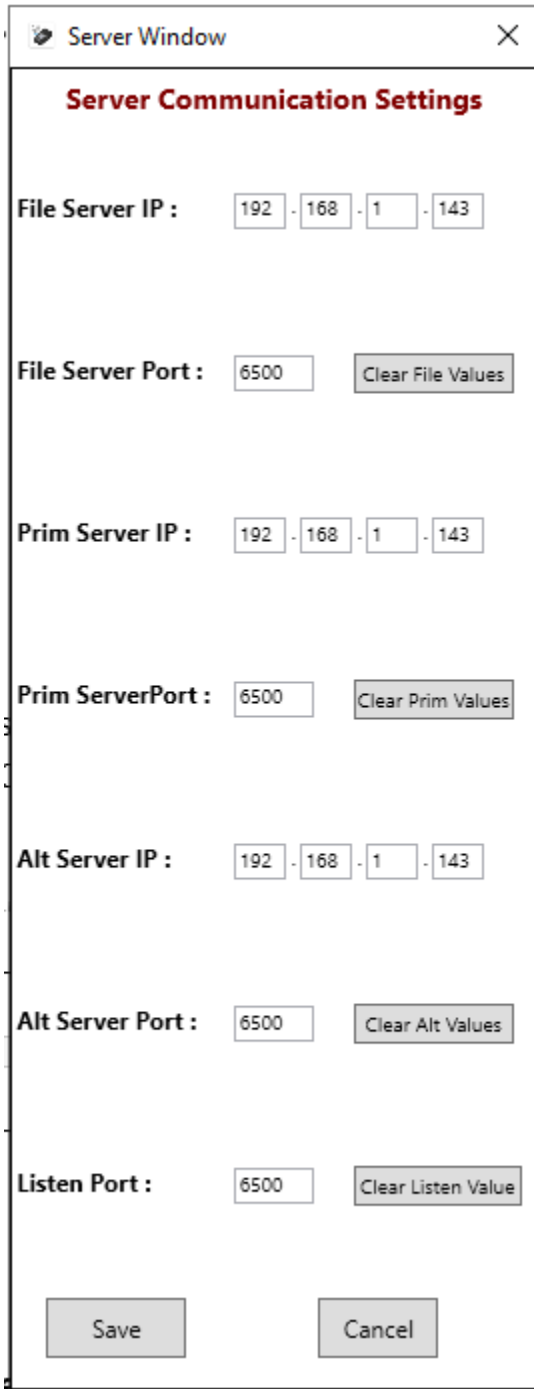
⌵  SECBEL

## Device Settings

NOTE: The device must be connected to the application in order to view/change settings

### Server Settings Window

Using this feature user can view and change the server settings.



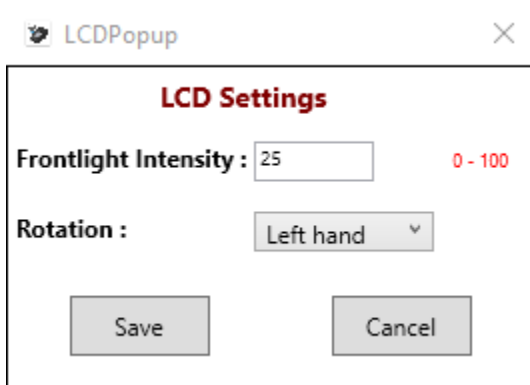
The screenshot shows a window titled "Server Window" with a close button (X) in the top right corner. The main content area is titled "Server Communication Settings" in red. It contains several input fields and buttons:

- File Server IP :** Four input boxes containing the values 192, 168, 1, and 143, separated by dots.
- File Server Port :** An input box containing the value 6500 and a "Clear File Values" button.
- Prim Server IP :** Four input boxes containing the values 192, 168, 1, and 143, separated by dots.
- Prim ServerPort :** An input box containing the value 6500 and a "Clear Prim Values" button.
- Alt Server IP :** Four input boxes containing the values 192, 168, 1, and 143, separated by dots.
- Alt Server Port :** An input box containing the value 6500 and a "Clear Alt Values" button.
- Listen Port :** An input box containing the value 6500 and a "Clear Listen Value" button.

At the bottom of the window, there are two buttons: "Save" and "Cancel".

## LCD Settings Window

Using this feature user can set the LCD front light intensity as well as the LCD rotation. The settings are applied real-time without any reboot necessary



**LCD Settings**

Frontlight Intensity :  0 - 100

Rotation :

## Wifi Settings

Using this feature user can view and change the WIFI settings



**Wifi Configuration**

SSID

Password

Security

Band

## Service Settings

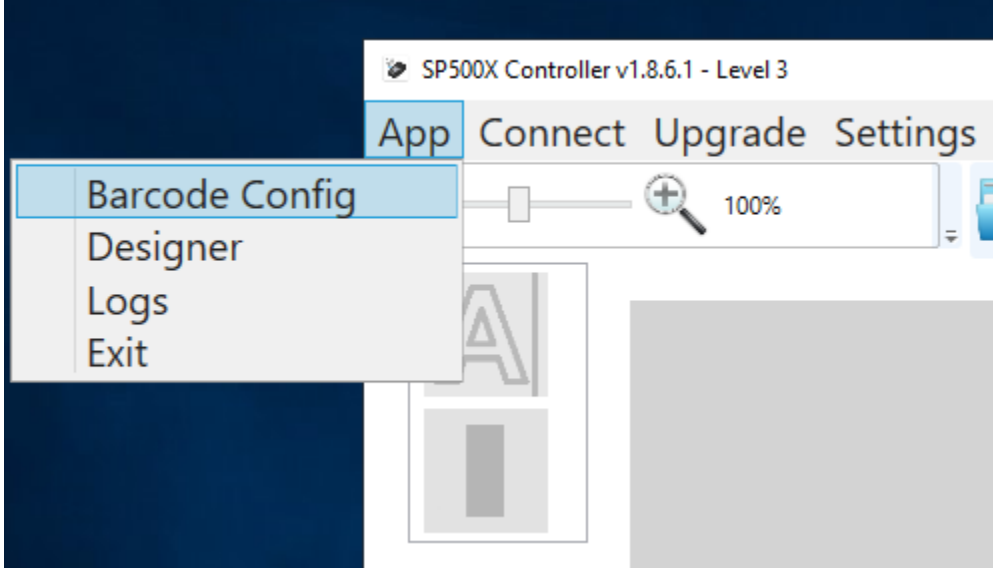
Using this feature the user can view the Serial Number, App ID, Fw ID, FPGA ID and MAC Address.



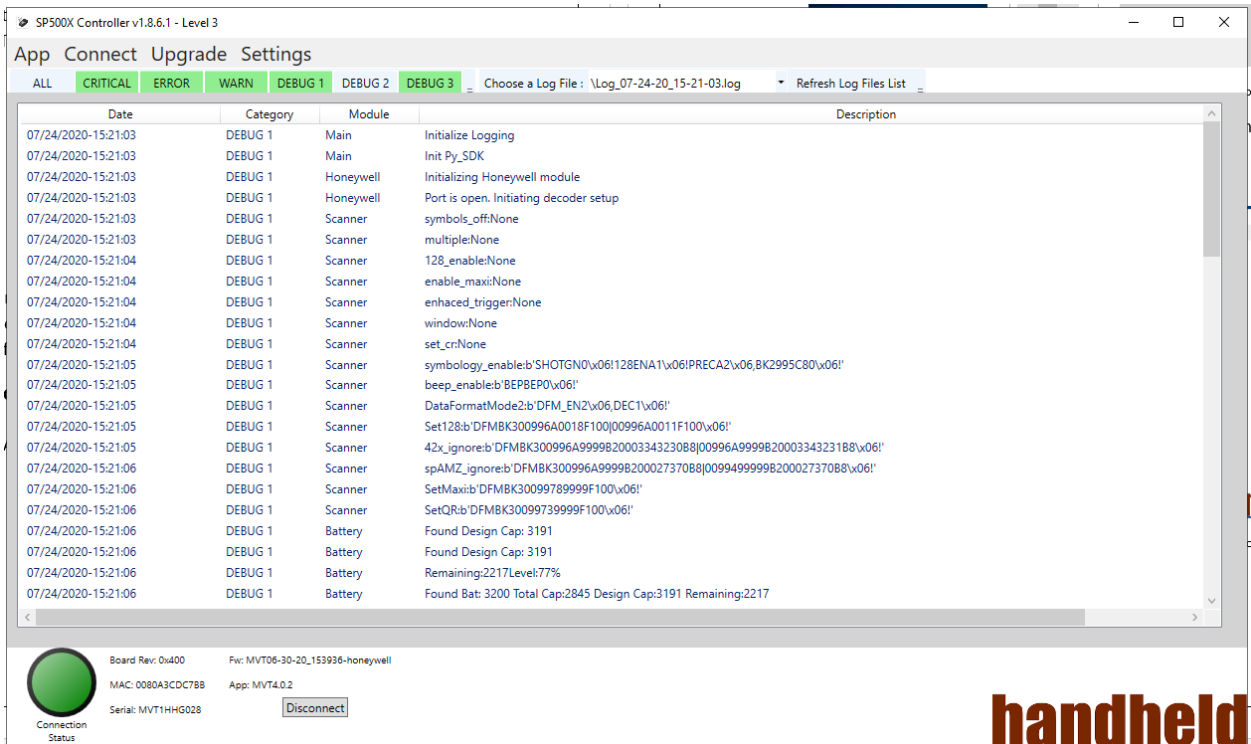
# Log View

The Log View feature enables the user to be able to view the log files on the connected device

1. Click App -> Logs



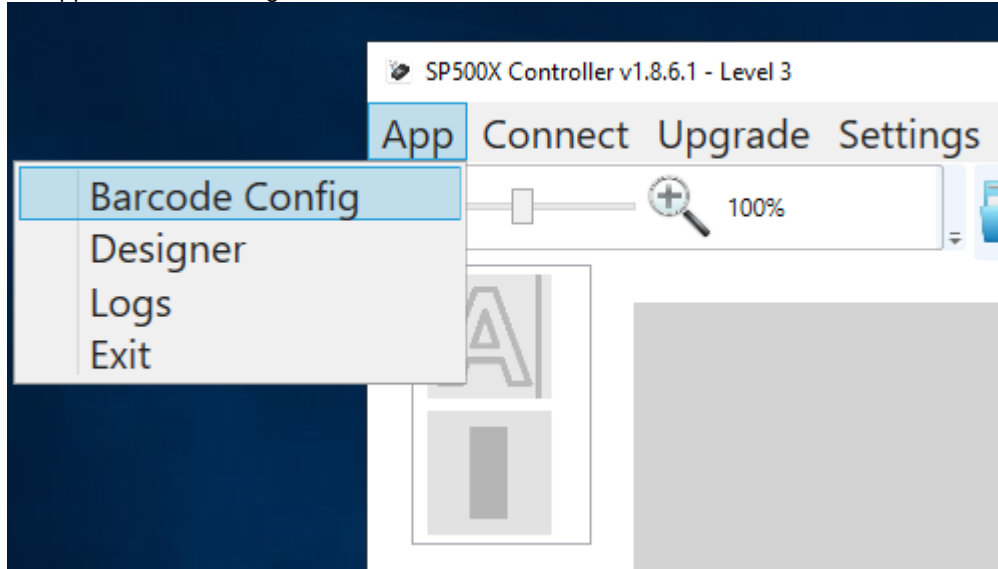
2. Use the "Choose a log file" drop down to select a log file on the device.
3. Once a log file is selected user also has the ability to filter the displayed outputs by category using the Critical, Error, Warning, Debug1, Debug2 and Debug3 buttons located above, green categories are the ones that are displayed.



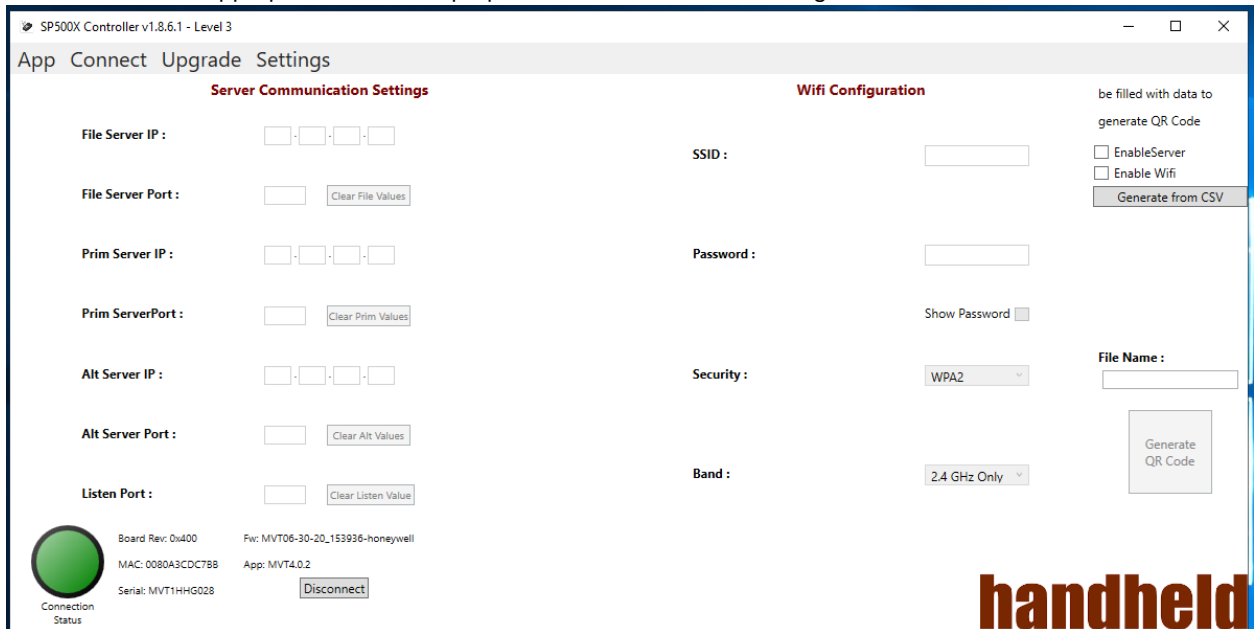
# Barcode Config

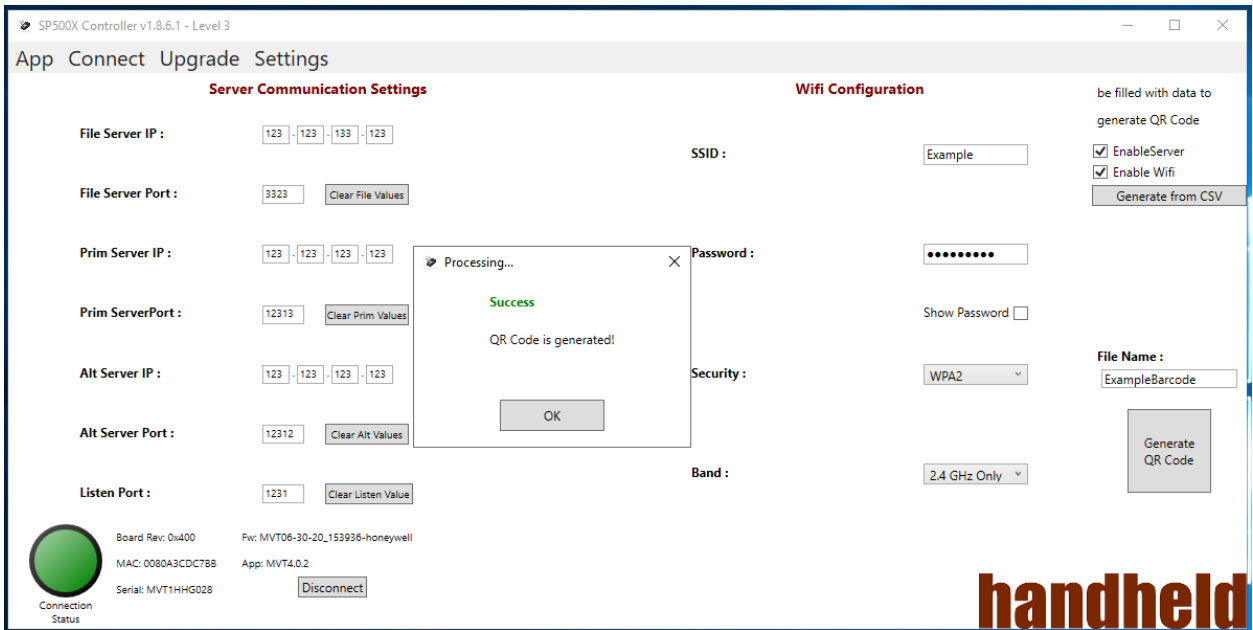
Barcode Config allows the user to generate a QR Code that can be scanned by the device to update the device's Wifi and Server settings. NOTE: You do NOT need to have a unit connected to the PC to use this feature.

1. Click on App->Barcode Config



2. Next fill in all appropriate fields with proper data in order to be able to generate the QR Code.





3.2.1. A .csv file can also be used import the data needed to generate the QR Code.

3.2.1.1. CSV file format: 1<sup>st</sup> column FileName 2<sup>nd</sup> column raw data to be put in the barcode keys and values

3.2.2. The generated QR Code will be located in the "ConfigureByBarcode" folder within the Application base directory.