ScreenCheck BADGEMAKER 7.1

BadgeMaker 7.1 User manual

· ID DESIGN · MANAGE · PRINT SYSTEM ·



www.screencheck.com





Table of Contents

© 1993-2009 ScreenCheck B.V.	PAGE 2
File Menu	
BadgeMaker Toolbar	
The Image Windows	
Editing a record	
Tagging records	
Relocate a field	
Adjust Field Width	
Status bar	
Layout Selection	
Starting BadgeMaker for the first time	
Uninstalling BadgeMaker	
Installing BadgeMaker	23
What's new in BadgeMaker 7.1	
Introduction to BadgeMaker	
Acquiring an Activation Key	15
Activate BadgeMaker	15
Appendices	
Readme File (Release Notes)	
Licenses	
System Requirements	
Trademarks	
Copyright	
Acknowledgement	
Software License Agreement	
Table of Contents	1





New Project	
From Existing Excel, Text or MS Access data	
From Existing BM4000 project	
From Existing BM5000 project	
From a preconfigured MS Access Database	
From ODBC Datasource	61
From Scratch	
Structure of the Image Table	
Structure of the Logging Table	
Open Project	
Edit Project	
Field Settings	
View Options	
Add Fields	
Advanced (MM integration)	
Close	
New Badge	
Edit Badge	
Import	
Importing Text Files (*.TXT, *.CSV, *.TAB)	
Importing DAT Files (*.DAT)	
Importing Image Files (*.IMG)	
Export	
Exporting Text Files	
Exporting DAT Files (*.DAT)	
Exporting IDX Files	





Exporting WEB Files (*.WEB)	136
Encode Chip	139
Encode OMC	141
encoding	141
Print	142
Print Setup	143
Print Preview	144
Recent Files	146
Exit	146
Record Menu	147
First	148
Next	148
Previous	148
Last	148
Refresh	148
Edit	149
Add	150
Delete	151
Find	152
SQL Select	154
Predefined Conditions	156
Tag All	157
Remove Tags	158
View Menu	159
Image Windows	160
Auto Arrange	162





Options	163
Image Menu	165
Сору	166
Paste	166
Save	166
Adjust	167
Acquire	170
Acquire Image from Image File	171
Acquire Image from Digital Camera	173
Acquire SC Signature	178
Acquire SC Biometrics	183
Select Source	186
Select Source for Digital Camera	188
Select Source for SC Signature Pad	189
Select Source for SC Biometrics	190
Bulk Input	192
Verify Bio	194
Identify Bio	196
User Menu	197
Login	198
Logout	200
Change Password	
	201
System Menu	201 202
System Menu	201 202 203
System Menu Setup Workstation Settings	201 202 203 204
System Menu Setup Workstation Settings Automatic Import	201 202 203 204 207





Int. 2of5 Barcode	208
Security	210
Favorites	213
Auto Login	214
Help Menu	216
Help Index	217
About BadgeMaker	218
Connect Info	219
BadgeCreator	220
Starting BadgeCreator	221
BadgeCreator Main Screen	222
Project Explorer	223
Quick Access Toolbar	225
BadgeCreator Toolbar	226
File Menu	229
New Layout	230
New Layout Wizard	234
New Layout Wizard (Badge)	235
New Layout Wizard (Gallery Badge)	243
New Layout Wizard (Gallery Badge) New Layout Wizard (Magnetic Layout)	243 250
New Layout Wizard (Gallery Badge) New Layout Wizard (Magnetic Layout) New Layout Wizard (Contact Chip)	243 250 254
New Layout Wizard (Gallery Badge) New Layout Wizard (Magnetic Layout) New Layout Wizard (Contact Chip) New Layout Wizard (Mifare)	243 250 254 260
New Layout Wizard (Gallery Badge) New Layout Wizard (Magnetic Layout) New Layout Wizard (Contact Chip) New Layout Wizard (Mifare) New Layout Wizard (iClass)	243 250 254 260 266
New Layout Wizard (Gallery Badge) New Layout Wizard (Magnetic Layout) New Layout Wizard (Contact Chip) New Layout Wizard (Mifare) New Layout Wizard (iClass) New Layout Wizard (Legic)	243 250 254 260 266 272
New Layout Wizard (Gallery Badge) New Layout Wizard (Magnetic Layout) New Layout Wizard (Contact Chip) New Layout Wizard (Mifare) New Layout Wizard (iClass) New Layout Wizard (iClass) New Layout Wizard (HID Prox)	243 250 254 260 266 272 277





Open Layout	283
Close Layout	285
Import Layout	286
Remove Layout	291
Save	292
Save As	293
Mode	294
Badge Layout	295
Magnetic Encode Layout	296
Chip Encode Layout	297
OMC Encode Layout	298
Mifare Encode Layout	299
iClass Encode Layout	300
Legic Encode Layout	301
HID Prox Encode Layout	302
Back To Main Screen	303
Edit Menu	304
Undo	305
Send To Other Side	305
Сору	305
Paste	305
Select All Items	306
Add Item	307
Static Text	308
Dynamic Text	313
Add Logo	320





	Add Dynamic Logo	. 322
	Image	. 325
	Bar Code	. 330
	Add 2D Bar Code	. 337
	Line	. 343
	Rectangle	. 344
[Delete Item	. 345
ç	et Background Image	. 346
[Delete Background Image	. 348
I	tem	. 349
ç	elect item From List	. 350
٦	oggle Header/Footer Property	. 352
E	Badge Layout	. 353
9	Snap To Reference Line	. 354
l	ock Items	. 356
Vie	w Menu	. 357
Z	Zoom In	. 358
Z	Zoom Out	. 360
(Center On Screen	. 361
9	how Whole Badge	. 363
l	ayout Side	. 364
	Front	. 364
	Back	. 364
E	dit Header/Footer	. 365
9	how Project Explorer	. 366
Op	tions Menu	. 367





System Settings	. 368
Encode Settings	. 372
Reference Line	. 374
Help Menu	. 375
Help Index	. 376
Introduction to Encoding	. 377
Magnetic Encoding	. 379
Magnetic Encode Layout Toolbar	. 380
Open An Existing Magnetic Layout	. 382
Magnetic Encoding Options Menu	. 384
Encode Settings	. 384
Encoding	. 386
Field Menu	. 388
Add	. 388
Edit	. 390
Delete	. 392
Tracks Menu	. 393
Track 1	. 393
Track 2	. 394
Track 3	. 395
Chip Encoding	. 396
Chip Encode Layout Toolbar	. 397
Open An Existing Chip Layout	. 398
Options Menu	. 400
Encode Settings	. 400
Field Menu	. 402









iClass Menu	454
Add Field	454
Add Function	458
Add Binary Item	461
Edit Item	464
Add Database Update	465
Remove Item	467
Remove DB Update Item	468
Overview	469
Options	471
Encode Settings	471
Settings	473
Logic Encoding	475
Legic Encouring	
Legic Encoding	476
Legic Encoding Legic Encode Layout Toolbar Open An Existing Legic Layout	476 478
Legic Encoding Legic Encode Layout Toolbar Open An Existing Legic Layout Legic Menu	476 478 480
Legic Encoding Legic Encode Layout Toolbar Open An Existing Legic Layout Legic Menu Add Field	476 478 480 480
Legic Encoding Legic Encode Layout Toolbar Open An Existing Legic Layout Legic Menu Add Field Add Field	476 478 480 480 484
Legic Encode Layout Toolbar Open An Existing Legic Layout Legic Menu Add Field Add Field Add Function Add Database Update	476 478 480 480 484 489
Legic Encode Layout Toolbar Open An Existing Legic Layout Legic Menu Add Field Add Field Add Function Add Database Update Remove Item	476 478 480 480 484 489 491
Legic Encode Layout Toolbar Open An Existing Legic Layout Legic Menu Add Field Add Field Add Function Add Database Update Remove Item Remove DB Update Item	476 478 480 480 484 489 491 492
Legic Encoding Open An Existing Legic Layout Legic Menu Add Field Add Function Add Database Update Remove Item Remove DB Update Item Overview	476 478 480 480 484 489 491 492 493
Legic Encode Layout Toolbar Open An Existing Legic Layout Legic Menu Add Field Add Field Add Function Add Database Update Remove Item Remove Item Legic Layout Manager	476 478 480 480 484 489 491 492 493 494
Legic Encode Layout Toolbar Open An Existing Legic Layout Legic Menu Add Field Add Field Add Database Update Remove Item Remove DB Update Item Overview Legic Layout Manager	476 478 480 480 484 489 491 492 493 494 497
Legic Encode Layout Toolbar Open An Existing Legic Layout Legic Menu Add Field Add Function Add Database Update Remove Item Remove Item Remove DB Update Item Overview Legic Layout Manager Options Menu Encode Settings	476 478 480 480 484 489 491 491 493 493 497 497





HID Prox Encoding
HID Prox Encode Layout Toolbar502
Open An Existing HIP Prox Layout503
HID Prox Menu
Settings
Options Menu
Encode Settings
Intelli TWAIN
Intelli TWAIN Canon - My Settings 508
IntelliLicense – IntelliTWAIN Canon510
Acquire Intelli TWAIN
Intelli TWAIN Basics
Camera Tab518
Application Tab
Cropping
Multiple Face Handling





Software License Agreement

Acknowledgement

At ScreenCheck we are committed to design and develop the highest quality software and service for our customers.

Copyright

Information in this document is subject to change without notice. The software, which includes information contained in any databases, depicted in this document is furnished under a license agreement or nondisclosure agreement and may be used or copied only in accordance with the terms of that agreement. It is against the law to copy the software except as specifically allowed in the license or nondisclosure agreement. No part of this manual may be reproduced in any form by any means, electronically or mechanical, including photocopying and recording, for any purpose without the written permission of ScreenCheck B.V.

© 1993-2008 ScreenCheck B.V., All rights reserved. Printed in the Netherlands, Europe.

Trademarks

BadgeMaker; BMLITE, BM4400, BM5400, BM6400, BadgeCreator (BC) and Visipass are trademarks of ScreenCheck B.V., The Netherlands.

Microsoft Windows is a registered trademark of Microsoft Corporation. All other trademarks are the property of their respective holders and are hereby acknowledged.





System Requirements

BadgeMaker requires Windows XP, Windows Vista to run and can be used on any IBM compatible computer that meets the following minimum requirements:

- Pentium III 1 GHz Processor or better.
- 4GB hard disk space recommended, actual size depending on number of records and images in a database.
- 256MB or more internal memory.
- Color monitor and graphics card capable of supporting SVGA resolution of 1024x768 pixels and 24 bit (true) colors.

Licenses

BadgeMaker can be used in a multi user environment. The software can be used for evaluation for a total of 30 days. If you want to use BadgeMaker's full potential without any restrictions you must register the software. The restriction is that the package will retain the text http://www.screencheck.com when printing forms or badges.

Readme File (Release Notes)

As we are constantly improving our software and adapting it to the latest developments and technologies, a few features may not be included in this manual. In addition to the BadgeMaker software a Readme file will be installed in the BadgeMaker directory and an icon (*called Release Notes*) will be added to the BadgeMaker program group. In this file you can read the latest changes in the software and the version number it applies to. For every release there is a description of the main changes and new features.

Please read this file before starting BadgeMaker.

You can open the release notes by selecting it from the BM6400 program folder.

Appendices

The following plug-ins are described in separate chapters (appendices) at the end of this manual.

- Encoding
- Contactless encoding
- IntelliTWAIN

The reason is that these features are optional add-ons. Adding these features to the description of the relative module would make the chapters very long and distract attention from the main functionality of these modules.





Activate BadgeMaker

When BadgeMaker is installed for the first time you must register the software in order to gain full functionality.

A Software Activation Code (SAC) is shipped with BadgeMaker. With this Software Activation Code you can register BadgeMaker on the internet. After registering, a registration name and key is displayed immediately and sent to your email automatically.

In this document BadgeMaker 6400 is being used to demonstrate Activating BadgeMaker. The steps taken in this manual should be followed for all other versions of BadgeMaker.

Sample of a SAC (Software Activation Code)

BM6400STD70VM-TST-0007-GQYXHPAMVQ

Sample of a Registration Key

01CNX7-FMN6EZ-X2H386-Y5UWEN-KW93Y-VR777T-PHNK0C-1CWJN3-44G9PG-BY4H34

Acquiring an Activation Key

In trial mode, a message is shown every time BadgeMaker is started.



Select **Yes** to begin registering BadgeMaker.

If you do not wish to register at this time you can register at a later time by selecting the **Help Menu** and then click **About**, click **Enter Key**. The following dialog box is presented.





Enter Key	×
INFORMATION	<
In this window you can register your copy of BadgeMaker. To do this, you need a registration name and code, which can be requested on a webpage if you have a valid Software Activation Code.	
REGISTRATION REQUEST	
 <u>Click on this line to open the registration web page.</u> Supply the required information on the opened webpage. Wait for the e-mail containing your registration information. Enter the registration name and key below exactly as stated in the e-mail and press the Register button. 	
NOTE: In case you don't have an internet connection on this computer, write down the Hardware Fingerprint, and go to http://register.screencheck.com on another computer.	
Hardware Fingerprint: DAE5-D710	
Name:	
Key:	
Register	
	~

Enter Key Dialog

You must obtain a **Name** and **Activation Key** to activate BadgeMaker. Follow the instructions carefully on the screen.

Click on the link to open the website (<u>www.register.screencheck.com</u>. You are now directed to the **Software Registration Site** where you can complete your registration.

SCREED			
Software Registration Site			
Welcome to the Software Registration Site! To register, you need the Software Activation Code that came with your software. You have to complete and submit the form to receive your registration key by e-mail. Please take into account that by completing and submitting the form, you comply with our policy on software usage as described in the license terms. <u>online registration manual</u> <u>registration tips and tricks</u>			
Software Activation Code* Hardware-fingerprint* 2019 C5B2			

Software Registration Site

The **Hardware-Fingerprint** is already filled in. You must enter the SAC that was shipped with your product when you purchased BadgeMaker.

Enter the **Software Activation Code** you received in the field and all other fields marked with * are mandatory and must be populated.

Software Activation Code*	BM6400STD70VM-TST-00072-GQYXHPAMVQ		
Hardware-fingerprint*	7379 _ 93BB		
Input SAC			



Registration Name/Company *	
E-mail Address *	
First Name*	
Last Name*	
Job Title	Select
Company	
Company	
Address	
City	
Country/Region *	Select Country
Zip/Postal Code	
Phone Number	
	Yes, I accept the terms of license.*
Reset form	n values Submit information
Notice: We thank you for registerin during regis Fiel	ng your software. If you experience any inconvenience or failure tration, please contact your local reseller. Ids marked with * are required.

Register your details

Remember

Note down *"Registration Name/Company"*, this is needed for the registration along with the key. When you have entered all the required information, click the Submit Information button and you will receive Registration details together with a key.





Software Registration Site
Your software registration has been successful. Your User Name and Registration Key have been sent to you by e-mail. Use these details to log into the software. For more information and/or support you can contact us at <u>register@screencheck.com</u> .
Registration info
Hardware Fingerprint: 7379-93BB Name: ScreenCheck Key: 01CNX7-FMN6EZ-X2H386-Y5UWEN-K8W93Y-VR777T-PHNK0C-1CWJN3-44G9PG- BY4H34
Register another Product.

Registration Key

If you do not have internet access on the PC where BadgeMaker is installed, you can register on another machine but you must remember the Hardware-Fingerprint from the original computer/server BadgeMaker is to be installed on and fill this in on the website manually.

You must register within the 30 day trial period.





Enter Key	×
INFORMATION	
In this window you can register your copy of BadgeMaker. To do this, you need a registration name and code, which can be requested on a webpage if you have a valid Software Activation Code.	
REGISTRATION REQUEST	
 <u>Click on this line to open the registration web page.</u> Supply the required information on the opened webpage. Wait for the e-mail containing your registration information. Enter the registration name and key below exactly as stated in the e-mail and press the Register button. 	
NOTE: In case you don't have an internet connection on this computer, write down the Hardware Fingerprint, and go to http://register.screencheck.com on another computer.	
Hardware Fingerprint: 2019-C5B2	
Name: Screencheck	
Key: 01CNX7-FMNJNZ-QUNU9T-FK6BKZ-YN7VBY-N2PTJU-1TANA5-039GXQ-PKAMVV-R7BJQ6	
Register	
	V

Enter Key

Enter your new Activation Key and select Register to complete registering your copy of BadgeMaker.



If you enter an incorrect Hardware-Fingerprint registration will fail and use of BadgeMaker will remain restricted.

You can also select **Help Menu>About** from the main menu in the software to register BadgeMaker.

Help		
Help Topics		
🚷 А	bout	
Connect info		
BM	Help Menu	





Introduction to BadgeMaker

BadgeMaker has been implemented successfully in thousands of organizations worldwide to issue national ID's, driver licenses, passports, civil identification and social security cards. Use the full power and advanced features with BadgeMaker such as biometrics, contact and contactless smart cards.

With BadgeMaker an MSAccess demo database is included that illustrates most features in the software. The installation program will install demo files and will register an ODBC data source, so it will be ready to run (*applicable only in BadgeMaker 6400*). You can use the demo database as a reference when you create your own BadgeMaker project or you can test different features you would like to integrate into your own project.

What's new in BadgeMaker 7.1

Mask edit

You can now choose whether to print data on badge with or without mask.

Create project from scratch

When saving a project created from scratch the system will ask for a unique field as well as for a layout field if you haven't defined one yet.

Auto Capture images

You can use the software to auto capture photos with the SC Digital Camera plug-in. Getting Started

The BadgeMaker software consists of two components integrated into one application. Each component with its own functionality.

🕸 Badge Maker (BM)

This module is used to create a database and enter data into the database, acquire images and print cards. This module is the main screen of BadgeMaker.

Badge Creator (BC)

This module is used to create badge layouts with dynamic/static text, logos, signatures, photos, magstripe information and chip encoding. BadgeMaker File extensions

When you wish to connect BadgeMaker to an existing database, you can start BadgeMaker and select the option **New** from the **File menu**.

Now you can create the initial files....

© 1993-2009 ScreenCheck B.V.





.BM - BadgeMaker project file. This file contains information about the use of the database fields and the location of the files and formats used by BM.(name, photo, signature, encoding data etc.)

.DSN - From within the project editor a new ODBC data source name can be created. BM uses this data source name to connect to the database.

After creating the initial files, you link Layout files to a BM-file by using the BadgeCreator module.

With BadgeCreator you can define one or more layouts linked to a BadgeMaker project file.

- .BC Layouts linked to a BM-file.
- .ENC Encode files linked to a BM-file.





Installing BadgeMaker

For installation of BadgeMaker Software please follow these simple steps:

In our example BadgeMaker 6400 has been used. This will be the same for all versions of BadgeMaker.

Insert the ScreenCheck BadgeMaker CD into the CD-ROM, the CD will automatically launch setup. From the **Main Menu** select "*Install BadgeMaker*".

If however the CD does not run automatically please begin the Setup process manually. This can be done by opening up found in the **Start Menu>Run**, specify path to the *.exe file to begin.



The software will begin unpacking in preparation for the install process to begin.



The Welcome Screen is presented.

➡ It is strongly recommended that you exit all running programs before continuing with the BadgeMaker Setup.







BM Setup Welcome Screen

Click Next to progress.

BM6400 Setup		
License Agreement Please read the following license agreement carefully.		
Press the PAGE DOWN key to see the rest of the agreement.		
This document is a legal agreement between the user, who is the licensee, and ScreenCheck B.V By using this program, the licensee is obliged to fulfil the terms of this agreement. If you, the user, do not agree with the terms of this agreement, please return this product in its original package with payment receipt, within 14 days to your retailer. By paying the retail price, the buyer pays the License fee to ScreenCheck B.V ScreenCheck B.V. grants the licensee a non-exclusive right - without the right to sub-license - to use this copy of the software on one single computer. ScreenCheck B.V. reserves all rights not specifically granted, and retains title and ownership of the software		
including all subsequent copies in any media.		
InstallShield < Back Yes No		

License Agreement



Please read the **License Agreement**. You must accept all the terms in this agreement to continue installing BadgeMaker.

Click Yes to continue.

BM6400 Setup
Customer Information Please enter your information.
Please enter your name and the name of the company for whom you work.
User Name:
SE
Company Name:
SC
< Back Next > Cancel

Enter Customer Information

Enter your name and the name of the company for whom you work for in this dialog box. Select **Next** to progress.





BM6400 Setup	×
Choose Destination Location Select folder where Setup will install files.	
Setup will install BadgeMaker 6400 in the following folder.	
To install to this folder, click Next. To install to a different folder, click Browse and select another folder.	
Destination Folder	
C:\SC\BM6400 Browse	
InstallShield	
< Back Next > Car	ncel

We recommend to leave the default path *C:\SC\BM6400* as the destination folder which BadgeMaker will be installed. Although if required you can specify an alternative destination path. Click **Next** to progress to the next screen.

BM6400 Setup			
Select Program Folder Please select a program folder.			
Setup will add program icons to the Program Folder listed below. You may type a new folder name, or select one from the existing folders list. Click Next to continue. Program Folders: BadgeMaker 6400			
Accessories Administrative Tools BadgeMaker 4400 BadgeMaker 5400 BadgeMaker Lite Games Startup Windows PowerShell 1.0			
InstallShield Kancel			

Leave default settings and click **Next** to begin installing BadgeMaker onto your computer.

^{© 1993-2009} ScreenCheck B.V.





Installing: BM6400 Program Files





The BadgeMaker setup has now finished. If you do not wish to view the Readme File uncheck this option before clicking **Finish**. If you choose to read the **Read Me file** just click **Finish**.





🗊 readme.txt - Notepad	×
File Edit Format View Help	
Ferror the release notes of BadgeCreator please review th ReleaseNotes BC.txt.	^
You will find this file in the folder where you have i	≣
Release notes V7.1 ====================================	
 Create project from scratch When saving a project created from scratch the syst if you haven't defined one. 	
3. Auto Capture images It is now possible to use the software to auto capt	
Release notes V7.0	~

ReadMe.txt





Uninstalling BadgeMaker

To Uninstall BadgeMaker select Start Menu>Control Panel>Add or Remove Programs>Select Change or Remove Programs.



Select the BadgeMaker software from the list and select **Change/Remove**.



You will receive a warning stating BadgeMaker will be removed from the computer. At this point you can still cancel the process by clicking **No**. To proceed and remove BadgeMaker select **Yes**.



BadgeMaker will now be removed from the system. A success prompt will confirm removal was a success.

In our example BadgeMaker 6400 has been used. This will be the same for all versions of BadgeMaker.





Starting BadgeMaker for the first time.....

To open BadgeMaker select **Start**, click **Program Files**, click **BadgeMaker** and then click **BadgeMaker**. BadgeMaker can also be started by double clicking the desktop shortcut;



When you have started BadgeMaker an empty window will be displayed with the **Login dialog** box presented.



BM Login dialog box

To begin working you must first login. Click the **login** button or select **Users Menu** and click **Login**. You will be prompted to enter your user name and password.

Default Administrator password (Built In)

Username: SUPERVISOR Password: SUPERVISOR

It is recommended not to change these default values. This user has administration rights, Full Control. You can create additional user accounts with their own passwords later.

© 1993-2009 ScreenCheck B.V.



Once you have logged on double click the default project **DEMO** to get acquainted with BadgeMaker's GUI interface and features.



The will launch into BadgeMaker's Main Screen.



Layout Selection

Click on this box to select one of the available layouts.

Badge list Iclass 2k Card

© 1993-2009 ScreenCheck B.V.





Status bar

The Status Bar can be found along the bottom of the main window. In the status bar you can see the current selected record, the username currently logged in and group the user has been assigned to.

Rec 2/15	Name SUPERVISOR	Member of Administrators	Active image	Sign	
Status Bar					

Adjust Field Width

Move your mouse pointer and click the borders between the fields as shown below. Drag the mouse either **left** or **right** to adjust the fields width.

Before Adjusting

Fir	➡Surname	*	
Gw	Barnard		
Luc	Chang		
Raf	Domingues		

After Adjusting

Firstname 🔸	🕂 Surname 🔺 🛛		
Gwen	Barnard		
Luc	Chang		
Rafael	Domingues		

• OMC functionality will only work in combination with the Lasercard [®] optical memory card reader/writer and software.

The Automatic Scan functionality will only work in combination with the optional ADF software module and scanner.

Relocate a field

On the main screen of BadgeMaker the database window form a prominent part. The fields of the data window are placed in columns. Each record is placed in a row. The order of the columns (*database fields*) can be changed. To do this you can select the column you want to relocate, in our example Firstname in the header of the column:





IDnumber 🔺	Firstname	Surname	Layout	Function	PlaceOfBirth
 100001 100002 100003 100004 100005 	David John Veronica Rafael Paul	Johnson MacPeason Stewart Domingues Peterson	Contractor VIP Contractor Visitor VIP	Software Dev Sales Employee Project Engi Customer Se	Miami Sydney Amsterdam Acapulco Kopenhagen
100006	Abigail	Kamamoto	VIP	Reception	Osaka
 100007 100008 100009 100010 100011 100012 100013 100014 	Igor Karen Luc Rebecca Anna Francesca Gwen Frank	Grabowski Smith Chang Jones Ruiz Rossi Barnard Dubois	Visitor Employee Contractor Contractor Contractor Contractor Employee	Software Dev Support Director Scre Employee Employee Employee Finance Ad	Minsk Orlando Hongkong Liverpool Buenos Aires Rome Washington New Orleans

BM Database – Manage records

Now hold-down the right mouse button in the header of the column to relocate and drag it to the new location (*in our example the right side of "layout"*) and release the right button. The result will be:

IDnumber	Surname	Firstname 🔺	Layout	Function	PlaceOfBirth
100006	Kamamoto	Abigail	VIP	Reception	Osaka
100011	Ruiz	Anna	Contractor	Employee	Buenos Aires
100001	Johnson	David	Contractor	Software Dev	Miami
100012	Rossi	Francesca	Contractor	Employee	Rome
100014	Dubois	Frank	Employee	Finance Ad	New Orleans
100013	Barnard	Gwen	Contractor	Employee	Washington
100007	Grabowski	lgor	Visitor	Software Dev	Minsk
100002	MacPeason	John	VIP	Sales	Sydney
100008	Smith	Karen	Employee	Support	Orlando
100009	Chang	Luc	Contractor	Director Scre	Hongkong
100005	Peterson	Paul	VIP	Customer Se	Kopenhagen
100004	Domingues	Rafael	Visitor	Project Engi	Acapulco
100010	Jones	Rebecca	Contractor	Employee	Liverpool
100003	Stewart	Veronica	Contractor	Employee	Amsterdam

Tagging records

One or more records can be tagged by click the square on the left side of the database window pane. This will result in a check mark in the squire indicating the record is checked.

To check all records you can place the mouse in the left corner of the header and click on it:





 ✓ 100006 ✓ 100011 	Kamamoto Ruiz	Abigail	VID		
✓ 100011	Ruiz		VIE	Reception	Osaka
	INGIL	Anna	Contractor	Employee	Buenos Aires
100001	Johnson	David	Contractor	Software Dev	Miami
✓ 100012	Rossi	Francesca	Contractor	Employee	Rome
100014	Dubois	Frank	Employee	Finance Ad	New Orleans
100013	Barnard	Gwen	Contractor	Employee	Washington
100007	Grabowski	lgor	Visitor	Software Dev	Minsk
100002	MacPeason	John	VIP	Sales	Sydney
100008	Smith	Karen	Employee	Support	Orlando
100009	Chang	Luc	Contractor	Director Scre	Hongkong
✓ 100005	Peterson	Paul	VIP	Customer Se	Kopenhagen
100004	Domingues	Rafael	Visitor	Project Engi	Acapulco
100010	Jones	Rebecca	Contractor	Employee	Liverpool
✓ 100003	Stewart	Veronica	Contractor	Employee	Amsterdam
		T	1		

1055115 100

Editing a record

Double clicking on a record in the main dialog will open the **Field Edit dialog**. In this dialog, changes can be made to the fields, provided the fields are defined to be **Editable**. If a field is defined to be **View only** it cannot be edited (*only the first value for can be filled in when a new record is created*). View only fields can be recognized because the contents are grey instead of black.

Field Edit		
IDnumber	100014	<u>_</u> K
Surname	Dubois	Cancel
Firstname	Frank	
Layout	Employee	
Function	Finance Administration	Eirst
PlaceOfBirth	New Orleans	Last
Email		<u>N</u> ext
Phonenumber	+31 79 3601160	Prev
Logo	Manag	
CardSerialNo		
CardsIssued	0	
PhotoDate	14/06/2007	\boxtimes
IssueDate	×	×
ExpiryDate	×	×
TAG	2	

Record Details

After clicking the right mouse button in the grid, the following dialog will come up:



Tag all	F9
Remove tags	Shift+F9
Find	F3
SQL Select	F7
Сору	Ctrl+Ins
Paste	Shift+Ins
Adjust image	
Image window	
Activate image	•
Options	•

The right button will be enable you to tag, remove tags, find, SQL select, copy, paste and adjust images of selected records. Under options, the font, colour and language can be changed.

The Image Windows

The image windows are separate windows, which are always on top (*unless you close them or hide in the View menu*).

You can change the size of the **Photo window** by clicking with your mouse on the corners and drag the corners to adjust the size. By clicking on the name bar you can select the image type belonging to the window as the active one. When you use the **Acquire Image** option the image will be stored under the active image type.



Image Windows

When you click with your left mouse button inside the Photo window you can drag it across the screen.

If you click inside the image window with your right mouse button, you will get three options:





- Hide
- Acquire
- Adjust

Select **Hide** to hide the current image window, select **Acquire** to acquire a new image (*to overwrite the existing image*).




BadgeMaker Toolbar

The Toolbar in BadgeMaker can be used to quickly start a function, by clicking on the desired button.

0 🖸 🗁 • 🗹 🛃 🖬 🗅 🗰 • 🎬 • 😂 🛍 🔞 🗳 • 🦃 🕲 🗳 🕂 🔸 🔺 • • • • • • • • • • • • • • • • • •
BM Toolbar
Login Button Click on this button to login to BadgeMaker.
New Project Click on this button to create a new project.
Open Layout Click on this button to open a layout file that is linked to the currently opened *.BM file.
Edit Project Click on this button to edit the current project settings and database.
New Badge Click on this button to start BadgeCreator for designing a new layout.
Edit Badge Click on this button to start BadgeCreator for editing the current layout.
Preview Button Click on this button to preview the current record in the current layout on the screen. (Front back, encoding etc.)
Toggle Card Click on this button to show/hide the card preview in the main screen. With the submenu you can select/deselect the front and back of the card.
Toggle Encode Click on this button to show/ hide the preview of the encode information. With the submenu you can toggle between magnetic or chip data previews.
Print Button Click on this button to print the selection using the current layout to a Windows supported printer.





Copy Button

Click on this button to copy an image to the clipboard.



Paste Button

Click on this button to paste data from the clipboard to your current records.



Acquire Button

Click on this button to acquire/add an image from the selected image type. With the submenu you can select the from the following:

- Photo
- Sign
- Photo thumb
- Sign thumb
- Finger template
- Finger image

Select source

Click on this button to select the source of the photo (File, camera, signature pad). For example if using a camera to create photos, a source (Hardware driver) must be linked to an image type.



Bulk Input Button

Click on this button to activate the bulk input feature.

Import Data

Click on this button to import data according to the automatic import settings.

Add Record

Click on this button to add a record to the database.



Delete Records

Click on this button to delete the selected records.

M **First Button**

Click on this button to go to the first record in the database.

Previous Button

Click on this button to go to the previous record in the database.

Next Button

Click on this button to go to the next record in the database.

© 1993-2009 ScreenCheck B.V.





Last Button

Click on this button to go to the last record in the database.

Refresh

Click on this button to refresh data.

a a Search Button

Click on this button to activate the find function.



Select Button

Click on this button to open the selection dialogue.

Chip encoding

Click on this button to encode a configured chip file onto the card the chip encoding is carried out by a separate encode unit attached to the printer. This feature can also be used to run simulation chip encoding for testing chip layouts.



Encode OMC (Optical Memory Card)

Click on this button for OMC (Optical Memory Card) encoding (optional).



About BadgeMaker

Click on this button, to display information about BadgeMaker.

N? Help

Click on this button to activate BadgeMaker Help.





File Menu

The **File Menu** appears as the first item in the menu bar, and contains commands relating to the handling of files such as open, print and save. You can close windows and exit BadgeMaker from here.

File	Record	View	Image	User	System	Help
8	New proje	ect				
	Open pro	ject			Ctrl	+0
2	Edit proje	ct				
	Close					
	New bado	je				
-/	Edit badq	e				
	Import					
	Export					
	Encode cl	nip				
	Encode O	MC				
	Print				Ctrl	+P
	Print setu	p				
4	Print prev	iew				
	1 C:\SC\.	\DEM	06400\D	EMO64	00.BM	
	Exit					

File Menu





New Project

To create a new project file (*.BM file) select File Menu, click New Project. There are six options to select.

N	ew project 🛛 🔀
	Create new project
	 From existing Excel, Text or MS Access data
	From existing BM4000 project
	O From existing BM5000 project
	○ From a preconfigured MS Access database
	O From ODBC datasource
	○ From scratch
	OK Cancel

Use option From the toolbar.





From Existing Excel, Text or MS Access data

Select File Menu and then click New project.

New project
Create new project From existing Excel, Text or MS Access data From existing BM4000 project From existing BM5000 project From existing BM5000 project
From ODBC datasource From scratch OK Cancel

After selecting a new project, select From existing Excel, Text or MS Access data.

In preparation an Excel file is made, which represents a small database. This Excel database contains the following fields:

- IDNumber
- Firstname
- Surname
- Function

The file will look similar to this.

2	Microsoft Excel - Book1			_ 🗆 🗵	
	<u> </u>	<u>V</u> iew <u>I</u> nse	ert F <u>o</u> rmat	<u>T</u> ools <u>D</u> ata <u>W</u> indow	Help _ & ×
1	🛃 🍟 Arial		• 10 •	B <i>I</i> <u>U</u> ≣ ≣ ≣	🔤 • <u>A</u> • 📲
	E6	•	fx		
	A	В	С	D	E A
1	IDNumber	Firstname	Surname	Function	
2	10001	David	Johnson	Software Development	
3	10002	John	MacPeason	Sales	
4	10003	Veronica	Stewart	Employee	
5	10004	Rafael	Domingues	Project Engineer	
6					_
H	↓ → → \She	et 1 / Sheet2	2 / Sheet3 /	•	
Rea	ady				

Search for the original file that will be used to create your project.

^{© 1993-2009} ScreenCheck B.V.





Click **Open** and the following dialog will be displayed.

CHECK	
External data Data load properties Text / Excel properties First row contains column names Text data Preview Separator Character set Excel data Sheet Sheet MS Access data Table OK Cancel	

External data source

Under Excel Data select a Sheet.

20

M	Microsoft Excel - Book1				
ंष्ट्र	<u>F</u> ile <u>E</u> dit	<u>V</u> iew <u>I</u> nse	ert F <u>o</u> rmat	<u>T</u> ools <u>D</u> ata <u>W</u> indow	Help _ & ×
1	🙄 Arial		• 10 •	B <i>I</i> <u>U</u> ≣ ≣ ≡	🔛 • 🔺 📲
	E6	•)	fx		
	A	В	С	D	E 🔒
1	IDNumber	Firstname	Surname	Function	
2	10001	David	Johnson	Software Development	
3	10002	John	MacPeason	Sales	
4	10003	Veronica	Stewart	Employee	
5	10004	Rafael	Domingues	Project Engineer	
6					
4	🕨 🕨 🖓 She	et 1 / Sheet 2	? <u>/</u> Sheet3 /	•	
Read	dy ve	\checkmark			

Sheet 1

As an Excel file was chosen to create this project take note of the **Excel sheet** which contains your data. You must specify a sheet, in our example we are using <u>Sheet 1</u>.

Now you have to select the unique field of your Excel database. In our case this is going to be **IDNumber**.

^{© 1993-2009} ScreenCheck B.V.



Ollique neta	\frown
If you are planning to link images to the data, you have to specify a unique field	
Specify a unique field	
IDNumber 🗸 🗸	
OK Cancel	

Specify a Unique Field

Select **OK** to complete creating the project. The conversion is complete, you are presented with the following results.

👺 EXAMPLE - BM64	100	
File Record View In	nage User System Help	
🙋 🛅 🗁 •	🖻 🗟 🖬 🖸 🖬 * 🖽 👙 🕼 🕼 🕼 🗳 📫 🕇	× 14 4 • • • 2 2 2 2 °
Badge list		×
Create a new project	IDNumber Firstname Surname Function 10001 David Johnson Software Development 10002 John MacPeason Sales 10003 Veronica Stewart Employee 10004 Rafael Domingues Project Engineer	St.C
Open an existi Edit project		Badge preview (front) not available
Create new badge layouts		
=		Badge preview (back) not available
Edit existing badge layouts	🦉 Sign 💶 🗙 👯 Photo thumb 💶 🗙	
For Help, press F1	Not available Not available Rec 1/4 Name SUPERVISOR Member of Adminis	Chip information not available

BM Main Screen





From Existing BM4000 project

Select File Menu and then click New project.

New project
Create new project
○ From existing Excel, Text or MS Access data
• From existing BM4000 project
From existing BM5000 project
O From a preconfigured MS Access database
From ODBC datasource
O From scratch
OK Cancel

After selecting a new project, select From existing BM4000 project.

Click OK to progress.



© 1993-2009 ScreenCheck B.V.



Browse to the **BM4000.BM** project file which will be converted to a later version *.*BM* project file. Highlight the *.*BM* file and click **Open**.

A confirmation screen is shown. To start conversion select **Yes**, to cancel select **No**.



Convert project

When conversion completes the newly created project will automatically start.



BM Main Screen





From Existing BM5000 project

Select File Menu and then click New project.

New project 🛛 🔀
Create new project
○ From existing Excel, Text or MS Access data
• From existing BM4000 project
From existing BM5000 project
O From a preconfigured MS Access database
O From ODBC datasource
O From scratch
OK Cancel

After selecting a new project, select From existing BM5000 project.

Click OK to progress.





Browse to the **BM5000.BM** project file which will be converted to a later version *.BM project file. Highlight the *.BM file and click **Open**.

A confirmation screen is show. To start conversion select Yes, to cancel select No.



When conversion completes the newly created project will automatically start.



BM Main Screen





From a preconfigured MS Access Database

Select File Menu and then click New project.

New project
Create new project From existing Excel, Text or MS Access data From existing BM4000 project From existing BM5000 project From a preconfigured MS Access database
From ODBC datasource From scratch OK Cancel

After selecting a new project, select **From a preconfigured MS Access database**.

Click **OK** to progress.

Step 1. General Settings

Step 1: General settings	×
Project name Data retrieving method EXAMPLE Image: Constraint of the second se	
Default Image quality (JPEG)	
Thumb nail image format Store thumb nail images	
< Back Next > Cancel	Help





Project name: Specify a name for the project. This name will be displayed when the project is opened in BadgeMaker. In this example we have chosen *EXAMPLE*.

Data retrieving method: By default **Dynamic** is enabled. If the ODBC driver of your database does not support Dynasets, you will receive an error message when you try to load the project in BadgeMaker. <u>Disable</u> this option if you receive a message stating Dynasets are not supported.

Default Image quality: Images are stored in *.*JPEG* format by BadgeMaker. The images are stored as BLOB's (*Binary Large Objects*) in the database. The quality of the stored image can be set by specifying a value in this field. The default value is **50**, this combines a good image quality with a good compression rate (*images will be 20kB-25kB*). Image quality can be improved by specifying a higher value but stored images will increase in size.

Depending on the database used the image size that can be stored as a BLOB will vary. If you increase the value too much, some databases might get a problem storing the images. If this problem occurs, lower the image quality to decrease the image size.

Thumbnail image: Check this box to store a thumb nail image of the photos and signatures (*in addition to the stored *.JPEG images*). The thumbnail image is stored in a **.BMP* format in 256 colors with a reduced resolution.

Click **Next** to progress.

Step	2: Image	files				
ſ	Image types -	om size thumb	nails			
	Display	Name	Quality	Width	Height	
	I	Photo	50		-	
	2	Sign	50		· _	
		Photo th Sign thu	-	U 0		
	4	olgh tha		Ū	0	
	<				>	
	Add		Edit		Hemove	
		< Back		lext >	Cancel	Help

Step 2. Image Files

Apart from using the following image types **Photo** and **Signature**, other image types can be added such as **Fingerprint**. Click **Add** to configure more image types. The following dialog is displayed.

SCREEN CHECK	_		
	Settings		
	Туре	5	
	Name		
	Quality	50	
	Width	0	
	Height	0	

By default BadgeMaker has four standard image types, (*Photo, Sign, Photo thumbnail and Sign thumbnail*). They cannot be changed or removed, however new image types can be added, edited and removed. The new type will be added to the list.

OK

Settings

Cancel

To remove an image type, select a **Image type** from the list and click **Remove**.

➡ Remember when you remove an image type the images stored under it will also be lost. Image types 1 – 4 cannot be removed.

When a hand scan (Biometrics) is saved, uncheck the box in the column Displayable. The hand scanner will save a template of the characteristics of the hand and not an image of the hand.

Step	2: Image 1	files					×
ſ	Image types	m size thumb	nails				
	Display	Name	Quality	Width	Height	~	
	2	Sign	50	-			
	V 3	Photo th	-	0	0		
	4	Sign thu	-	0	0	=	
	5	Finger	50	0	0		
	6	Finge th	50	0	0	-	
	<		1111			<u> </u>	
	Add		Edit		Remove		
_							
		< Back		Next >	Cancel	Н	elp
			Ima	age Files			



Select Use custom size thumb nails, it is now possible to edit configured image types by clicking Edit.

➡ If you add new image types, the first new image type is type 5, the second will be type 6 and so on.

Settings	
Туре	
Name	Photo
Quality	50
Width	0
Height	0
	OK Cancel
	Settings

Edit the name of an image type and change the quality of the image.

- This feature is only available if pictures are stored as BLOB's
- The thumbnails are always stored in 8 bits/pixel
- The location needed to store an image is calculated as follows: (Width*Height)/1024KB
- Standard aspect ratio for photos is 3:4 and for signature 4:1

Do not use values greater than 2 times the default values. Using excessive values will degrade the performance of BadgeMaker because of the size of the images.

When a hand scan must be saved, please uncheck the box in the column **Displayable**. The hand scanner will save a template of the characteristics of the hand and not an image of the hand.

Click **OK** when changes have been made to return to the project set up.

Click **Next** to progress.



Ste	p 3: Fields in pr	oject			
	-Select the fields for	this project			
	Name	Туре	Size	<u>^</u>	
	IDNUMBER	COUNTER	10		
	🗹 LAYOUT	VARCHAR	30		
	🗹 TAG	INTEGER	10		
	TEXTFREE1	VARCHAR	100		
	TEXTFREE2	VARCHAR	100		
	TEXTFREE3	VARCHAR	100		
	TEXTFREE4	VARCHAR	100		
	TEXTFREE5	VARCHAR	100		
	TEXTFREE6	VARCHAR	100		
	TEXTFREE7	VARCHAR	100	~	
		VADCUAD	100		
—					
		/ Pack	Nouts	Canaal	Halp
					neih
		Fie	lds in project		

Select the fields to use in the project, the first three fields (*already selected by default*) are fixed and cannot be altered. You may select what fields to include from a choice of **14 Text fields**, **6 Numbered fields** and **6 Date fields**.



Click Next to continue.



Step 4. Special Tables

Step 4: Special tables	
Store images in this table	
Image Select table	
Log mutations in this table	
Log Select table	
< Back Next > Cancel	Help
Special tables	

Select a image table and select a logging table (if required).

Store images in this table: Select here the table that will be used to store images. This table must have a fixed structure. (*By default Image is already selected and cannot be changed*).

Log mutations in this table: Keep track of the mutations made in BadgeMaker by creating a logging table. Select here the table to log mutations in. (*By default Log is already selected and cannot be changed*).

Click Next to proceed.



Step 5. Special Fields

Step 5: Special fields	×
Specify a unique field IDNUMBER	
Register tagged records in this field TAG	
Store layout description in this field LAYOUT	
< Back Next > Cancel Help	

Special fields

Specify a unique field: Select a Unique Field from the database. When an image is stored, BadgeMaker will copy this value into the field ID of the Image Table.

Register tagged records in this field: To use the option Tag Records. A field has to be selected to register the tagged records. An unused numeric field in the database can be used for this purpose. If this is not available a field must be added to the database.

This field is not mandatory, but if it is not defined the option to tag records cannot be used.

Store layout description in this field: If the Automatic layout feature is used a field must be selected where the layout description can be read. The layout descriptions displayed in BadgeMaker's main screen should match the values filled in the field. If this feature will not be used, no field should be selected.

Every department has its own layout. For the field department a 'pick list' is created. All the department descriptions are filled in this list. The same descriptions must be used for the Badge layouts for the different departments in Badge Creator. If the automatic layout option is activated, the badges for every department will be printed automatically with its own layout.

Click Next to proceed.



Folder location

Project folder: Location of the *.BM project file.

Card layout folder: Location of badge layouts files.

Encode layout folder: Location of encode files for magstripe and chip encoding.

Logos folder: Advised location for logos used in badge layouts.

Folder locations can be changed to another location of the operators choice. Click **Folder**, the following dialog is displayed.

SCREEN CHECK		
	Browse For Folder BM File Folder	? 🗙
	Make New Folder	Cancel

Select a different location or create a new location if necessary. Selection of the desired folder can be done in the same way as in Windows Explorer. Click **OK** to close.

For each folder the remark pops up that the folder does not exists.



Click **Yes** to create it now. (*Repeat confirmation for the others which prompts the operator to confirm automatically*)

Click **Finish**, to close the dialog and proceed to save your settings.



🗖 Create a new p	oroject				X
Project settings	Field settings	View options			
	Name	Туре	Size	Style	Description
1	IDNUMBER	COUNTER	10	View only	IDNUMBER
2	LAYOUT	VARCHAR	30	View only	LAYOUT
3	TAG	INTEGER	10	Not visible	TAG
<					>

Save new project

Click **Save** to store the newly created database and specify a name for it.

Save As					? 🔀
Save in:	C EXAMPLE		v (3 🦻 📂 🎞 -	
My Recent Documents	Badges Encodes Logos				
Desktop					
My Documents					
My Computer					
	File name:	EXAMPLE.bm		~	Save
My Network	Save as type:	BadgeMaker (*.BM)		*	Cancel

After the *.BM project is saved. The newly created project is started. The database is initially empty and can now be filled with data.





BM Main Screen





From ODBC Datasource

Select File Menu and then click New project.

New project	×
Create new project	
From existing Excel, Text or MS Access data	
From existing BM4000 project	
From existing BM5000 project	
O From a preconfigured MS Access database	
• From ODBC datasource	
O From scratch	
OK Cancel	

After selecting a new project, select **From ODBC datasource**.

Click **OK** to progress.

The Select Data Source dialog will show.



Select Data Source 🦳 🔀
File Data Source Machine Data Source
Data Source Name Type Description
New
A Machine Data Source is specific to this machine, and cannot be shared. "User" data sources are specific to a user on this machine. "System" data sources can be used by all users on this machine, or by a system-wide service.

Select Data dialog

Click the Machine Data Source tab and then click New...

The Create New Data Source dialog will show.

Select a type of data source.

Create New Data Source		×
	Select a type of data source: User Data Source (Applies to this machine only) System Data Source (Applies to this machine only) Selecting System Data Source creates a data source which is specific to this machine, and usable by any user who logs onto this machine.	
	< Back Next > Cance	

© 1993-2009 ScreenCheck B.V.





Create New Data Source dialog

User Data Source: Selecting User Data Source creates a data source which is specific to this machine, and visible only to the user.

System Data Source: Selecting System Data Source creates a data source which is specific to the machine, and usable by any user who logs onto the machine.

We recommend selecting **System Data Source**.

Click Next to progress.

Create New Data Source	X
	Select a driver for which you want to set up a data source. Name Image: Select a driver for which you want to set up a data source. Driver da Microsoft para arquivos texto (*.txt; *.csv) 4 Driver do Microsoft Access (*.mdb) 4 Driver do Microsoft Base (*.dbf) 4 Driver do Microsoft Excel(*.xls) 4 Driver do Microsoft Base (*.db) 4 Driver do Microsoft Visual FoxPro 1 Microsoft Access Driver (*.mdb) 4 Microsoft Access Driver (*.mdb) 4 Microsoft dBase Driver (*.dbf) 4 Microsoft dBase Driver (*.dbf) 4 Microsoft dBase Driver (*.dbf) 4
	< Back Next > Cancel

Create New Data Source dialog

Depending on the type of database being used (*MS Access, Oracle or SQL*) select a driver to set up a data source. Once you have made a choice click **Next** to progress.



A summary is presented, confirm details are correct and then click **Finish**.

The ODBC Microsoft Access Setup dialog box is presented.

Enter a Data Source Name to identify the Access database, then enter a description if you choose to.

The Description field is blank by default and can contain your descriptive qualifiers.

ODBC Microsoft Access Setup	? 🛛
Data Source Name:	OK
Description:	Cancel
Database	
Database:	Help
Select Create Repair Compact	Advanced
System Database	
⊙ None	
O Database:	
System Database	Options>>

ODBC Microsoft Access Setup

Select a shared database, click **Select** to open an existing database. The following dialog is displayed.



Select Database		
Database Name TEMPLATE.MDB	Directories: c:\sc\bm6400 C:\ C:\ C:\ C:\ C:\ C:\ C:\ C:\ C:\ C:\	OK Cancel Help Read Only Exclusive
List Files of Type: Access Databases (*.m 💙	Drives: c:	Network

Select Database

Navigate and select the database and then click **OK**.

For this example TEMPLATE.MDB has been chosen.

ODBC Microsoft	? 🗙	
Data Source Name:	EXAMPLE SOURCE NAME	ОК
Description:	EXAMPLE	Cancel
Database		Cancer
Database: C:\SC\	BM6400\TEMPLATE.MDB	Help
Select	Create Repair Compact	Advanced
- System Database-		
 None 		
🔿 Database:		
	System Database	Options>>

Click **OK** to return to the **Select Data Source** dialog.





Click **OK** to proceed.

Fields from the database are shown in the Tables dialog, confirm they exist are listed correctly.

Tables	\mathbf{X}
Image	
ОК	Cancel
Tables	

Click **OK** to proceed.

Step 1, General Settings

SCREEN CHECK	
Step 1: General settings Project name Data retrieving method Image quality (JPEG) 50 50 Thumb nail image format Store thumb nail images LDAP support Enable LDAP support	
< Back Next > Cancel	Help

General settings

Project name: Specify a name for the project. This name will be displayed when the project is opened in BadgeMaker. In this example we have chosen EXAMPLE.

Data retrieving method: By default **Dynamic** is enabled. If the ODBC driver of your database does not support **Dynasets**, you will receive an error message when you try to load the project in BadgeMaker.

Default Image quality: Images are stored in *.JPEG format by BadgeMaker. The images are stored as BLOB's (*Binary Large Objects*) in the database. The quality of the stored image can be set by specifying a value in this field. The default value is **50**, this combines a good image quality with a good compression rate (*images will be 20kB-25kB*). Image quality can be improved by specifying a higher value but stored images will increase in size.

Depending on the database used the image size that can be stored as a BLOB will vary. If you increase the value too much, some databases might get a problem storing the images. If this problem occurs, lower the image quality to decrease the image size.

Thumbnail image: Check this box to store a thumb nail image of the photos and signatures (*in addition to the stored *.JPEG images*). The thumbnail image is stored in a *.BMP format in 256 colors with a reduced resolution.

LDAP (Lightweight Directory Access Protocol) support: The ODBC driver for LDAP databases is not compliant with the ODBC drivers for other databases. Therefore BadgeMaker has to handle this driver differently than the others. Check this option if you connect to an LDAP database. In all other cases leave this option unchecked.

Step 2, Image Files

SCSEE	?	A.
	Step 2: Image files upport Image file support Store images in folder Base folder for images C:\Images Browse Usuble of sub folders 23	
	< Back Next > Cancel Help	

Image files

BadgeMaker stores images in an image table usually, but it can also read image files from another location on the hard disk or from a CD Rom. **Check Store images in folder** option if you have ready-made image files.

The name of these image files must correspond with the value in the field specified in **Step 5** under **Specify Unique Field**. This will depend on how the two tables in the database are linked together (*Data Table and Picture Table*).

Select the **Base folder** for images and specify a folder destination. Different image types must be stored in the folder according to their image type number for example **Photo = 1**, **Signs = 2** and so on.

Step 3, Image Types

SCREET	2				_	Y	
	Step 3: Image Image types Use cust Display 2 3	types om size thumb Name Photo Sign Photo th	nails Quality 50 50	Width - 0	Height - - 0		
	✓ 4	Sign thu	- E dit	0	0 Remove Cancel	Help	

Image types

Apart from using the following image types **Photo** and **Signature**, other image types can be added such as **Fingerprint**. Click Add to configure more image types. The following dialog is displayed.

➡ If you add new image types, the first new image type is type 5, the second will be type 6 and so on.

Settings	
Туре	0
Name	Photo
Quality	50
Width	0
Height	0
	OK Cancel
	Settings

Edit the name of an image type and change the quality of the image.

- This feature is only available if pictures are stored as BLOB's
- The thumbnails are always stored in 8 bits/pixel.
- The location needed to store an image is calculated as follows: (Width*Height)/1024KB
- Standard aspect ratio for photos is 3:4 and for signature 4:1

© 1993-2009 ScreenCheck B.V.





Do not use values greater than 2 times the default values. Using excessive values will degrade the performance of BadgeMaker because of the size of the images.

When a hand scan must be saved, please uncheck the box in the column **Displayable**. The hand scanner will save a template of the characteristics of the hand and not an image of the hand.

Click **OK** when changes have been made to return to the project set up.

Click Next to progress.



Step 4, Special Tables

Step 4: Special tables	×
Store images in this table	
Select table	
Log mutations in this table	
Select table	
< Back Next > Cancel Help)
Special tables	

Select a image table and select a logging table (if required).

Store images in this table: Select here the table that will be used to store images. This table must have a fixed structure.

Log mutations in this table: Keep track of the mutations made in BadgeMaker by creating a logging table. Select here the table to log mutations in.

Click **Select Table**, a choice of tables are displayed.

Tables		×
Image		
		_
	OK Cancel	

Select a table and click **OK**. © 1993-2009 ScreenCheck B.V.

SCREEN	
	Store images in this table
	Image Select table

Select **Next** to progress to the next screen.

Step 5, Special Fields

Step 5: Special fields	×
Specify a unique field	
Register tagged records in this field Clear	
Store layout description in this field Clear	
< Back Next > Cancel Help	

Special fields

Specify a unique field: Select a **Unique Field** from the database. When an image is stored, BadgeMaker will copy this value into the field ID of the **Image Table**.

Register tagged records in this field: To use the option **Tag Records**. A field has to be selected to register the tagged records. An unused numeric field in the database can be used for this purpose. If this is not available a field must be added to the database.

This field is not mandatory, but if it is not defined the option to tag records cannot be used.

Store layout description in this field: If the **Automatic layout** feature is used a field must be selected where the layout description can be read. The layout descriptions displayed in BadgeMaker's main screen should match the values filled in the field. If this feature will not be used, no field should be selected. This field is not mandatory.


Every department has its own layout. For the field department a **pick list** is created. All the department descriptions are filled in this list. The same descriptions must be used for the Badge layouts for the different departments in Badge Creator. If the automatic layout option is activated, the badges for every department will be printed automatically with its own layout.

Click Next to proceed.

Step 7: Folders			X
Project folder C:\SC\DEMO		Folder	
Card layout folder C:\SC\DEMO\Badges			
Encode layout folder C:\SC\DEMO\Encodes			
Logos folder			
C:\SC\DEMO\Logos			
	Finish	Cancel	Help
	Eoldors		

Step 7, Folders

Project folder: Location of the *.BM project file.

Card layout folder: Location of badge layouts files.

Encode layout folder: Location of encode files for magstripe and chip encoding.

Logos folder: Advised location for logos used in badge layouts.

Folder locations can be changed to another location of the operators choice. Click **Folder**, the following dialog is displayed.

SCREEN CFECK		
	Browse For Folder	
	Documents and Settings Program Files SC BM6400 Filters Fonts GRAPHICS PlugIns Templates	
	Make New Folder OK Cancel	

Select a different location or create a new location if necessary. Selection of the desired folder can be done in the same way as in Windows Explorer Click **OK** to close.

For each folder the remark pops up that the folder does not exists.

BM6400	X
2	C:\SC\DEMO\Encodes does not exist Do you want to create it now ?
	Yes No

Click Yes to create it now. (*Repeat confirmation for the others which prompts the operator to confirm automatically*).

Click **Finish**, to close the dialog and save your settings.



🗖 Create a new p	roject				X
Project settings Field settings View options Advanced					
Save	Save Cancel				
	Name	Туре	Size	Style	Description
1	ID	VARCHAR	100	View only	ID
2	LENGTH	INTEGER	10	View only	LENGTH
3	PICTURE	LONGBINARY	1073741823	View only	PICTURE
4	TYPE	BYTE	3	View only	TYPE

Save new project

Click **Save** to store the newly created database and specify a name for it.

You are returned to the opening screen.

🚧 EXAMPLE - BM64	00
File Record View Im	age User System Help
🛛 🖉 🖹 🗁 🛨	
Badge list	-
Create a new project	DEMO6400
Export project	-ncheor
Import project	SCLOOT
	BM Start-up screen

Select the new project just created by double clicking on the project icon or by selecting **File Menu** and then click **Open project**.

The Select dialog will appear.

SCREE CHEC	2	_		
	Select		×	
	Field name	Operator	Field value	
	ID 💌		×	
	Predefined conditions		Add condition	
	Preset 1	Set as default	⊙ AND	
	Detrieve records using del	Fault	OOR	
		auit	Add	
	Current condition			
	OK Select all	Clear	Cancel	

Select (Records) dialog

As this is a new project click **OK**.

?	Are you sure you want to select all records		
	Yes No		

Select **Yes**, the project database will now be opened. The database is initially empty and can now be filled with data.



i 💋 👌 🗁 •	🗹 🖬 🖬 🖾 📼	• # • 6 • 6	19 · 39 🕘 📑	+ × 14 4 > H	🛃 🛪 🗸 🖩 🗖 🚱 🌿 🎽
Badge list					· · · · · · · · · · · · · · · · · · ·
Create a new project		LENGTH	PICTURE	ТҮРЕ	Badge preview (front) not available
Edit project	Photo		휏 Sign		dicelt
Create new badge layouts Edit existing badge layouts	Not ava	ilable	Not av	vailable	Badge preview (back) not available
	A.Soteen	¥ 	A.Soted)Y	Magstripe information not available
For Help, press F1		Rec 0/0	Name SUPERVISOR	Member of Administrators A	tive image Photo

BM Main screen





From Scratch

Select File Menu and then click New project.

New project	×
Create new project From existing Excel, Text or MS Access data From existing BM4000 project From existing BM5000 project From a preconfigured MS Access database	
From ODBC datasource From scratch OK Cancel	

After selecting a new project, select **From scratch**.

Click **OK** to progress.

The **Add Field** dialog is presented allowing you to construct a database from scratch.

SCHEC	R	_	_	_	41	
	Add field				×	
	Name	1				
	Туре	TEXT	*			
	Size	50				
	Index	No 💌			Add	
	Name	Туре	Size	Index		
	<				>	
	Edit	Delete	Special fields	Save	Cancel	

Add field

Name: Enter the name of the field you want to create. No spaces are allowed.

Type: Choose from the drop down list type of field required; **Text**, **Date**, **Integer**, **Counter**, **Logical**, or **Numeric**.



Example

Add field				×
Name				
Туре	TEXT	*		
Size	50			
Index	No 💌			_
			Add	
Name	Туре	Size	Index	
T IDNUMBER	COUNTER	0	No	
T SURNAME	TEXT	50	No	
T DOB	DATE	0	No	
T CARDISSUES	INTEGER	0	No	
<		Ш		>
Edit	Delete	Special fields	Save Cancel	

Add field

In our example we have added four fields to a new database.

IDNUMBER = NUMERIC SURNAME = TEXT D.O.B = DATE CARDISSUES = INTEGER

Once you have completed constructing your fields click **Save**.

The following dialog will request you to specify a unique field.



Click Yes.



Special fields

Specify a unique field: Select a Unique Field from the database. When an image is stored, BadgeMaker will copy this value into the field ID of the Image Table.

	<u>Example</u>	
IDNUMBER		~

Store layout description in this field: If the **Automatic layout** feature is used a field must be selected where the layout description can be read. The layout descriptions displayed in BadgeMaker's main screen should match the values filled in the field. If this feature will not be used, no field should be selected.

Every department has its own layout. For the field department a 'pick list' is created. All the department descriptions are filled in this list. The same descriptions must be used for the Badge layouts for the different departments in Badge Creator. If the automatic layout option is activated, the badges for every department will be printed automatically with its own layout.

Click **OK** to proceed.



Step 1. General Settings

Step 1: General settings	×
Project name Data retrieving method EXAMPLE Image of Dynamic Default Image quality (JPEG) 50 50 Thumb nail image format Store thumb nail images	
< Back Next > Cancel	Help

General Settings

Project name: Specify a name for the project. This name will be displayed when the project is opened in BadgeMaker. In this example we have chosen EXAMPLE.

Data retrieving method: By default **Dynamic** is enabled. If the ODBC driver of your database does not support Dynasets, you will receive an error message when you try to load the project in BadgeMaker. <u>Disable</u> this option if you receive a message stating **Dynasets** are not supported.

Default Image quality: Images are stored in *.JPEG format by BadgeMaker. The images are stored as BLOB's (*Binary Large Objects*) in the database. The quality of the stored image can be set by specifying a value in this field. The default value is 50, this combines a good image quality with a good compression rate (*images will be 20kB-25kB*). Image quality can be improved by specifying a higher value but stored images will increase in size.

Depending on the database used the image size that can be stored as a BLOB will vary. If you increase the value too much, some databases might get a problem storing the images. If this problem occurs, lower the image quality to decrease the image size.

Thumbnail image: Check this box to store a thumb nail image of the photos and signatures (*in addition to the stored *.JPEG images*). The thumbnail image is stored in a *.BMP format in 256 colors with a reduced resolution.

Click Next to progress.



Step 2. Image Files

Step	2: Image	files				X
ſ	Image types	om size thumb	nails			
	Display	Name	Quality	Width	Height	
	✓ 1	Photo	50	•		
	2	Sign	50		-	
	V 3	Photo th	-	0	0	
	4	Sign thu	-	0	0	
	<				>	
	Add		Edit		Remove	
		< Back		lext >	Cancel	Help

Image files

Apart from using the following image types **Photo** and **Signature**, other image types can be added such as **Fingerprint**. Click **Add** to configure more image types. The following dialog is displayed.

Settings	
Туре	5
Name	
Quality	50
Width	0
Height	0
	OK Cancel
	Settings

By default BadgeMaker has four standard image types, (*Photo, Sign, Photo thumbnail and Sign thumbnail*). They cannot be changed or removed, however new image types can be added, edited and removed. The new type will be added to the list.

To remove an image type, select a **Image type** from the list and click **Remove**.

Remember when you remove an image type the images stored under it will also be





lost. Image types 1 – 4 cannot be removed.

➡ When a hand scan (Biometrics) is saved, uncheck the box in the column Displayable. The hand scanner will save a template of the characteristics of the hand and not an image of the hand.

Step	3: Image 1	types				
ſ	Image types	om size thumb	nails			
	Display	Name	Quality	Width	Height	
	✓ 1	Photo	50		-	
	2	Sign	50		-	
	3	Photo th	-	0	0	
	4	Sign thu	-	0	0	
	<		1111		>	
	Add		Edit		Remove	
		< Back		Vext >	Cancel	Help

Image types

Select Use custom size thumb nails, it is now possible to edit configured image types by clicking Edit.

If you add new image types, the first new image type is **type 5**, the second will be **type 6** and so on.

Settings	
Туре	1
Name	Photo
Quality	50 🗳
Width	0
Height	0
	OK Cancel

Edit the name of an image type and change the quality of the image.

• This feature is only available if pictures are stored as BLOB's

^{© 1993-2009} ScreenCheck B.V.





- The thumbnails are always stored in 8 bits/pixel.
- The location needed to store an image is calculated as follows: (Width*Height)/1024KB
- Standard aspect ratio for photos is 3:4 and for signature 4:1

Do not use values greater than 2 times the default values. Using excessive values will degrade the performance of BadgeMaker because of the size of the images.

When a hand scan must be saved, please uncheck the box in the column *Displayable*. The hand scanner will save a template of the characteristics of the hand and not an image of the hand.

Click **OK** when changes have been made to return to the project set up.

Click **Next** to progress.

ep 3: Fields in pro	oject				×
Select the fields for I	this project				
Name	Туре	Size			
🗹 IDNUMBER	COUNTER	10			
SURNAME	VARCHAR	50			
DOB 🗹	DATETIME	19			
CARDISSUES	INTEGER	10			
🗹 TAG	INTEGER	10			
	< Back	Next >	Cancel	Help	

Fields in project

Select the fields to use in the project, by default all are selected.

Click **Next** to continue.



Step 4. Special Tables

Step 4: Special tables	
Store images in this table	
Image Select table	
Log mutations in this table	
Log Select table	Help

Special tables

Store images in this table: Select here the table that will be used to store images. This table must have a fixed structure. (*By default Image is already selected and cannot be changed*).

Log mutations in this table: Keep track of the mutations made in BadgeMaker by creating a logging table. Select here the table to log mutations in. (*By default Log is already selected and cannot be changed*).

Click Next to proceed.



Step 5. Special Fields

Step 5: Special fields
Specify a unique field IDNUMBER
Register tagged records in this field TAG Clear
Store layout description in this field Clear
< Back Next > Cancel Help

Special fields

Specify a unique field: Select a **Unique Field** from the database. When an image is stored, BadgeMaker will copy this value into the field ID of the **Image Table**.

Register tagged records in this field: To use the option **Tag Records**. A field has to be selected to register the tagged records. An unused numeric field in the database can be used for this purpose. If this is not available a field must be added to the database.

This field is not mandatory, but if it is not defined the option to tag records cannot be used.

Store layout description in this field: If the **Automatic layout** feature is used a field must be selected where the layout description can be read. The layout descriptions displayed in BadgeMaker's main screen should match the values filled in the field. If this feature will not be used, no field should be selected.

Every department has its own layout. For the field department a 'pick list' is created. All the department descriptions are filled in this list. The same descriptions must be used for the Badge layouts for the different departments in Badge Creator. If the automatic layout option is activated, the badges for every department will be printed automatically with its own layout.

Click Next to proceed.



Folders

Project folder: Location of the *.BM project file.

Card layout folder: Location of badge layouts files.

Encode layout folder: Location of encode files for magstripe and chip encoding.

Logos folder: Advised location for logos used in badge layouts.

Folder locations can be changed to another location of the operators choice. Click **Folder**, the following dialog is displayed.

SCHECK	
	Browse For Folder
	Documents and Settings Program Files SC BM6400 Filters Fonts GRAPHICS PlugIns Templates V
	Make New Folder OK Cancel

Select a different location or create a new location if necessary. Selection of the desired folder can be done in the same way as in Windows Explorer Click **OK** to close.

For each folder the remark pops up that the folder does not exists.



Click Yes to create it now. (*Repeat confirmation for the others which prompts the operator to confirm automatically*).

Click Finish, to close the dialog and save your settings.



Create a new	project				
Project settings	Field settings	View options			
Save	Cancel				
	Name	Туре	Size	Style	Description
1	IDNUMBER	COUNTER	10	View only	IDNUMBER
2	SURNAME	VARCHAR	50	Editable	SURNAME
3	DOB	DATETIME	19	Editable	DOB
4	CARDISSUES	INTEGER	10	Editable	CARDISSUES
5	TAG	INTEGER	10	Not visible	TAG
1					
					/

Save new project

Click Save to store the newly created database and specify a name for it.

You are returned to the opening screen.



BM Main screen





Structure of the Image Table

BadgeMaker stores images as BLOBs (*Binary Large Objects*) in a table in the database. This has an advantage that you only need to backup your database. Alphanumeric fields can be used as Photo and Signature ID's and you have the option of also storing image thumbnails.

If you select this option, a table must be selected by clicking the **Select Table** button. If a table is selected without the appropriate structure an error message will be displayed.



The Image table must be created using the database management system of your existing database (*e.g. MS Access, Oracle, SQL Server, Sybase etc.*). The name of the table is free to select (*e.g. Pictures, Images or else*), the table must consist of **4** fields with fixed names and fixed types in a fixed order.

Image Table

Field Name	Туре	Length
ID	Alpha numeric	8 or more
Length	Numeric	8 or more
Picture	Long Binary	
Туре	Numeric	2 or more

The type can be different depending on the database used. In MS Access the numeric fields can be Long Integers, the images must be of type OLE object. In Oracle the type for pictures is Long Raw or Binary.

 The ID field in the Picture table is not unique; the same ID can be used with up to 20 types of pictures (photo, thumbnail photo, signature and thumbnail signature).
 ID and Type fields are unique (a combined index can be made). Do not create a relationship between the tables.

Below the link between the **Database table** and the **Picture table** is displayed. BadgeMaker will take care of the link between the Photo or Signature ID in the Database table and the ID field in the Picture table.





 		Database table			
	D			Picture tal	ole
				ID	Ler
			·	——	

Picture ta	idie		
ID	Length	Picture	Туре
			1
			2

Database table and the Picture table





Structure of the Logging Table

The Logging table must be created using the database management system of your existing database (*e.g. MS Access, Oracle, SQL Server, Sybase etc.*). The logging option enables logging of user actions (mutations) in BadgeMaker. Select the table name in which these actions (*Date, Time, Mutation and User name*) will be logged. The database made must include the following fields: MUT_DATE, MUT_TIME, MUT_ACTION and MUT_USER. In addition one or more fields from the Database table can also be logged. The exact type and name of these fields must be included in the log table. The user has to take care of this himself.

Use the database manager of the existing database to create the log table, then select this table by clicking the **Select Table** button.

Name	Туре	Size
MUT_DATE	Date	8 or more
MUT_TIME	Character	10 or more
MUT_ACTION	Character	10 or more
MUT_USER	Character	30 or more
*other fields can be	same as in	same as in
copied from 'data' table	data table	data table

Logging Table





Open Project

Select File Menu and then click Open, the open file dialogue is displayed.

Open						? 🗙
Look in:	C Projects		~	G 🦻	ب 🔝 👏	
My Recent Documents	DEMO6400					
Desktop						
My Documents						
My Computer						
	File name:				*	Open
My Network	Files of type:	BadgeMaker (*.BM)			*	Cancel

Select a valid project file (*.BM) file and click **Open**. You must log in before creating or selecting a project file (*.BM) file. When you have logged in and selected a project file to open, the **Select data** window will be displayed.

Options in this window enable the operator to select all or part of a database.

	-	The second se
Select		X
Field name	Operator	Field value
IDnumber 🔽		
Predefined conditions		Add condition
Preset 1	Set as default	⊙ AND
		OOR
Retrieve records using def	ault	Add
Current condition		
OK Select al	l Clear	Cancel
	Select dialog	

A field name can be selected from the dropdown list, then an operator must be selected from the next dropdown list (=, <, >, <=, >=, <>, LIKE). Enter a value in the **Field Value** box. Add a condition of **AND** or **OR**, (for the first selected statement a condition is not applied). Click **Add** to add the selection statement to the list. This procedure can be repeated to add more selection statements if required.

- **OK:** Select the records on specified criteria.
- **Select all:** Selects all the records (can take some time when working with a very large database).
- **Clear:** Removes the current selection.
- **Cancel:** Closes the select dialogue, no selection will be made.

Click on **Select All** if you want to work with an entire database. In some cases opening a large database entirely may take considerable time. Do not reset your system during this process or the database could be damaged.

After selecting the entire database or part of it, within the specified criteria stipulated, the main screen will be shown.





Edit Project

Select **File Menu** and click **Edit Project** to change project settings of a currently opened project (*.BM) file.

Use option from the toolbar.

Edit project					
Project settings	Field settings	View options	Add fields		
Save	Cancel				
	Name	Туре	Size	Style	Description
1	IDNUMBER	COUNTER	10	View only	IDNUMBER
2	SURNAME	VARCHAR	50	Editable	SURNAME
3	DOB	DATETIME	19	Editable	DOB
4	CARDISSUES	INTEGER	10	Editable	CARDISSUES
5	TAG	INTEGER	10	Not visible	TAG

Edit project

Select **Save** to save any changes made to the current layout.



General Settings

Project settings		
Special tables General settings	Special fields Image files	Folders Image types
DEM06400	Data retrievin	ig method
Default Image quality (Jf	PEG)	
Thumb nail image forma	t	
Store thumb nail imag	ges	BMP 🖌
LDAP support	rt	
	OK Can	cel Help

General settings

Project name: Specify a name for the project. This name will be displayed when the project is opened in BadgeMaker. In this example we have chosen EXAMPLE.

Data retrieving method: By default **Dynamic** is enabled. If the ODBC driver of your database does not support Dynasets, you will receive an error message when you try to load the project in BadgeMaker.

Default Image quality: Images are stored in *.JPEG format by BadgeMaker. The images are stored as BLOB's (*Binary Large Objects*) in the database. The quality of the stored image can be set by specifying a value in this field. The default value is **50**, this combines a good image quality with a good compression rate (*images will be 20kB-25kB*). Image quality can be improved by specifying a higher value but stored images will increase in size.

Depending on the database used the image size that can be stored as a BLOB will vary. If you increase the value too much, some databases might get a problem storing the images. If this problem occurs, lower the image quality to decrease the image size.

Thumbnail image: Check this box to store a thumb nail image of the photos and signatures (*in addition to the stored *.JPEG images*). The thumbnail image is stored in a *.BMP format in 256 colors with a reduced resolution.

LDAP (Lightweight Directory Access Protocol) support: The ODBC driver for LDAP databases is not compliant with the ODBC drivers for other databases. Therefore BadgeMaker has to handle this driver differently than the others. Check this option if you connect to an LDAP database. In all other cases leave this option unchecked.

© 1993-2009 ScreenCheck B.V.





Image Files

oject settings		
Special tables General settings Image file support	Special fields Image files	Folders Image types
Base folder for image	ler s	
C:\SC\BM6400\Pro	jects\Demo6400\IMAGE	S
Number of sub folder	8	
	OK Can	cel Help
[OK Can Image files	cel Help

BadgeMaker stores images in an image table usually, but it can also read image files from another location on the hard disk or from a CD Rom. Check **Store images in folder** option if you have ready-made image files.

The name of these image files must correspond with the value in the field specified in **Step 5** under **Specify Unique Field**. This will depend on how the two tables in the database are linked together (*Data Table and Picture Table*).

Select the Base folder for images and specify a folder destination. Different image types must be stored in the folder according to their image type number for example **Photo = 1**, **Signs = 2** and so on.



Image Types

Project setting	<u>is</u>				×
Special tab		Special I	fields	Folders	
General set	tings	Image fil	es	Image types	
Image types-					ון
Use custo	om size thumb) nails			
Display	Name	Quality	Width	🔰 Height 🔼	
V 1	Photo	50	-		
2	Sign	50	-	- =	
⊻ 3	Photo th		0	0	
4	Sign thu		0	0	
5	Finger I	50	-	-	
С IVI Б С	Finder I	50			
Add		Edit		Remove	
		ОК	Cancel	Help	
		Image type	25		

Apart from using the following image types **Photo** and **Signature**, other image types can be added such as **Fingerprint**. Click **Add** to configure more image types. The following dialog is displayed.

➡ If you add new image types, the first new image type is type 5, the second will be type 6 and so on.



Special Tables

Project settings		
General settings Special tables	Image files Special fields	Image types Folders
- Store images in this tab	le	
Images		Select table
Log mutations in this tal	ble	
		Select table
	OK Car	ncel Help
	Project settings	

Store images in this table: Select here the table that will be used to store images. This table must have a fixed structure.

Log mutations in this table: Keep track of the mutations made in BadgeMaker by creating a logging table. Select here the table to log mutations in.



Special Fields

Project settings		
General settings Special tables	Image files Special fields	Image types Folders
Specify a unique field—		
IDnumber	~	
Register tagged records	in this field	
TAG	~ (Clear
Store layout description	in this held	
	(Llear
	OK Can	cel Help
	Special fields	

Specify a unique field: Select a **Unique Field** from the database. When an image is stored, BadgeMaker will copy this value into the field ID of the **Image Table**.

Register tagged records in this field: To use the option **Tag Records**. A field has to be selected to register the tagged records. An unused numeric field in the database can be used for this purpose. If this is not available a field must be added to the database.

This field is not mandatory, but if it is not defined the option to tag records cannot be used.

Store layout description in this field: If the Automatic layout feature is used a field must be selected where the layout description can be read. The layout descriptions displayed in BadgeMaker's main screen should match the values filled in the field. If this feature will not be used, no field should be selected.

Every department has its own layout. For the field department a 'pick list' is created. All the department descriptions are filled in this list. The same descriptions must be used for the Badge layouts for the different departments in BadgeCreator. If the automatic layout option is activated, the badges for every department will be printed automatically with its own layout.



Folders

Project settings		×
General settings	Image files	Image types
Special tables	Special fields	Folders
- Project folder		
C:\SC\BM6400\Project	cts\DEM06400	Folder
Card layout folder		
C:\SC\BM6400\Projec	cts\Demo6400\BADGE	
C:\SC\BM6400\Projec	cts\Demo6400\ENCOD	
Logos folder		
C:\SC\BM6400\Projec	cts\Demo6400\LOGOS]
	OK Car	ncel Help
	Folders	

Project folder: Location of the *.BM project file.

Card layout folder: Location of badge layouts files.

Encode layout folder: Location of encode files for magstripe and chip encoding.

Logos folder: Location of logos used in badge layouts.

Folder locations can be changed to another location of the operators choice. Click **Folder**, the following dialog is displayed.





Field Settings

IDnumber Propertie	95	×
Misc. Pick list Auto	update Mask edit	_
Field description	IDnumber	
Restrict input	No restriction	
Prefix with zero's		
Log this field		
Field style		
 View only Editable 		
	OK Cancel Help	
	Misc dialog	

<u>Misc</u>

Field description: The field description is shown in top of the field columns. Field descriptions can be edited by entering another description. The actual field name cannot be changed, this can only be done with the database management system MS Access, Oracle, or SQL Server.

Restrict input: This option is only available if a field is a text field. Input restrictions are used for magstripe encoding the options are ISO-numeric and ISO-character.

Log this field: Check this option if the contents of this field should to be stored in a log table.

Field style: Select whether a field is view only or editable.



Pick List

IDnumber Pro	perties	×
Misc. Pick list	Auto update Mask edit	
Has picklist		
Has logo		
Default value		
Pick list setup)	
Edit	Set default Delete	
	OK Cancel Help	
	Pick list	

Has pick list: Enable this option if you want to create a list with predefined values to select from for a field. This option can be activated only when a field is editable.

Has logo: Enable this option if you want to use a dynamic logo in your badge layout.

Default value: Displays an item from the list which is selected as a default value.

Move your cursor into the **Pick list** setup region and double click to begin constructing a pick list.

Pick list setup		
Items		
20		

Pick list

Items: Displays available items in a list. The empty bar can be used to add new items.

SCREEN		
	Pick list setup	
	Items	
	Example002	
	Example	
	Example00	
	Example001	

Filename: Displays the filename of a logo linked to the items. Has logo must be enabled.

Pick list	setup
Ite	ms Filename
20	
🛛 Ex	ample
Ex	ample00
Ex	ample001
Ex	ample002

Set default: Select to make the current item a default, the selected value will be displayed in the 'default value' box.

To add an item place the cursor on the empty bar and then click **Edit** button. Fill in the name of the new list item. Click **OK** to save the new item. When **Has logo** is enabled you can select a logo. Click on the button as shown below to browse for a logo.

-F	Pick list setup			
		Items	Filename	
	8°)			
	0	Example	R	
		Example00	4	
		Example001		
		Example002		

Delete an item: Select an item by clicking on it and click **Delete**. The item will be deleted immediately.



Auto Update

IDnumber Properties	
Misc. Pick list Auto update Mask edit	
✓ Enable	
When Image type	
New record Photo	~
(With	
Counter	
Additional data	-
Start value 100015 Step 1	1
Constant value	
OK Cancel	Help

Auto update

This option can only be enabled when a field style is configured as **View only**.

When:

After print : Fill the contents of a field after printing.
Before print : Fill the contents of a field after printing.
New record : Fill the contents of a field after adding a new record.
After image : Fill the contents of a field after adding an image.
After export/Send mail : Fill the contents of a field after exporting data.
After encoding OMC: Fill the contents of a field after encoding OMC (Optical Memory Card)

With:

Current Date: Fills the field with the current date, field type must be *Date*. To create an expiry date, the current date can be extended with a number of days, weeks, months or years.

Random Number: Fills the field with a random number, field type must be 'Numeric'.

Addition: Adds a value to the current field value, this value can be specified by the user. The field type must be 'Numeric'. This option can be used to create a version number of a printed card. **Counter:** Can be used to create a sequential number.

Constant value: Can be used to fill in a constant value after an event.

Workstation no: Can be used to register the workstation on which a photo was added or a card was printed. Check that the workstation is set correctly, select System menu and then click Setup. **User:** Can be used to register the user who added a photo, or printed a card.





Example

The IDnumber field is selected, click Field Settings and then click the Auto Update tab.

When	Image type
New record 🛛 🗸 🗸	Photo 💉
With	
Counter 🗸 🗸	
Additional data	
Start value 100015	Step 1
Constant value	

In this example when a new record is added a start value **100015** is automatically added to the IDnumber field, the next record added will be 100016 and the next 100017. Specifying Step = 1 means that the Start Value increments by 1 after a new record is added.

Mask Edit

IDnumber Properties	×
Misc. Pick list Auto update Mask edit	_
Enable mask edit for this field	
Specify mask	
Preview	
Allowed placeholders	
# = placeholder for digit	
 ? = placeholder for letter and digit - = Field separator 	
OK Cancel Help	
Mask edit	

Select Enable mask edit for this field to enable this feature.





A mask is a set of characters and mask characters that control what you can and cannot enter in a field. A mask can require operators to enter for example dates or zip codes which follow specific conventions.

When you enable **mask edit** for a field you find that you must use the permitted placeholders allowed.

The following example demonstrates a mask edit for zip codes in the U.K. format:

??# - #?? (represents XZ4 - 7PJ)

____ - ____

This consistency can make data easier to locate and maintain.




View Options

View options allow you to configure a style for fields. BadgeMaker uses the field style settings to determine how fields are viewed and edited.

View options	
Field style Not visible View only Editable	OK Cancel
Range Current All Fields From 1 to 15	

View options

Not Visible: A field remains hidden to the operator. No access allowed.

View Only: A field cannot be edited or changed. Read only access permitted.

Editable: A field can be altered and edited if needed. No restriction applied.

All fields or a range of fields can be changed.





Add Fields

The **Add Field** dialog allows you to construct a database by adding fields to your database. It is important you choose fields carefully.

You can immediately add a field by typing a Name, for example **SurName**, **Firstname**, **Telephone number**, and **IDNumber** among other useful fields.

Instead of creating a field FullName, consider creating fields Surname and Firstname. It is better to try and keep information in its smallest, more useful parts.

Add field				X
Name				
Туре	TEXT]		
Size	50			
Index	No		_	
			L	Add
Name	Туре	Size	Index	
<				>
Edit	Delete		Save	Cancel

Add field

Name: Enter the name of the field you want to create. No spaces are allowed.

Type: Choose from the drop down list type of field required; **Text, Date**, **Integer**, **Counter, Logical**, or **Numeric**.

Select a type when adding a field to ensure more accurate data entry. Roe example select TEXT for text fields, DATE to enter dates and so on.

Size: Select a size for data stored as a Text, Number, or another field type. (*We recommend leaving this as the default value 50*).





Index: Speed up access to data in this field by building and using an index. Prevents you from adding duplicate values.





Advanced (MM integration)

This feature allows you to print and encode Mifare and contact cards with **Magna manager** (MM) software.

Use this option to integrate Magna Manager with BadgeMaker.

MM integration	×
This feature allows you to print and encode Mifare and contact cards in BM and use them in e.g. vending machines managed by Magna Manager (MM) software.	
Enable MM integration	
DSN	
Field mapping	
MM-Table MM-Field BM-Field	
Costaccount Costaccountname >Click< Usergroup Usergroupname >Click<	
OK Cancel	

MM integration dialog





Close

Select the **File Menu** and click **Close**. Use this option to close the current project file. BadgeMaker will not be closed the current user remains logged in.





New Badge

To create a new badge layout (*.BC file) select File Menu, click New Badge.

Use 🧖 option from the Toolbar.

BadgeCreator will open automatically and you can begin creating a badge layout using the **New Layout Wizard** to incorporate data from project fields.



New layout wizard





Edit Badge

To edit an existing badge layout (*.BC file) select File Menu, click Edit Badge.

Use eption from the toolbar.

BadgeCreator will open and you can begin editing existing card layouts.



BC main screen





Import

Select the **File Menu** and select **Import**. It is possible to import data from **Text Files** (*.*TXT;**.*CSV;**.*TAB*), **BadgeMaker DAT files** (*.*DAT*) or Image files (*.*IMG*).

A DAT-file is a special ASCII-file for managing a database. It means you can use a DAT-file for updating and adding records to an existing database.

➡ Keep in mind imported records must have the same number of specified fields and in the same chronological order as fields appear in the project.

Import							? 🗙
Look in:	🚞 DEM06400		*	G	1 🖻	•	
My Recent Documents	i 1 2 Badges ENCODES LOGOS						
My Documents							
My Computer							
	File name:				*]	Open
My Network	Files of type:	Text Files (*.TXT;*.CSV;*.TA	B)		~]	Cancel





Importing Text Files (*.TXT, *.CSV, *.TAB)

In case you choose the **Text Files** option and select a ***.TXT**; ***.CSV** or ***.TAB** file to import, the following dialog will be started.

Data properties	X	
First row contains he	eader	
Character set	ANSI	
Field separator	Other V	
	Back Next > Cancel Help	
	Data properties	

Select **First row contains header**. Leave unchecked if the import record does not contain a header row.

SCHEC	2		
	Data properties	s header	
	Character set Field separator	ANSI	
		< Back Next > Cancel	Help

Character set options are **OEM** or **ANSI**. Decide which character set should be chosen depending on the how the data was stored and saved. This is also valid for the **Field Separator**.

If unclear which character set to select, we recommend leaving the default setting in place, ANSI.

Select Next. The Data preview dialog box is presented.

IDnumber	Firstname	Surname	Lavout	Functior 🔨	
100011	Anna	Ruiz	Mifare C	Employe	
100010	Rebecca	Jones	Student	Employe	
100007	Igor	Grabowski	Nationali	Softwar.	
100009	Luc	Chang	SportsCard	Director	
100005	Paul	Peterson	Iclass 16	Custome	
100004	Rafael	Domingues	Iclass 16	Project . 📄	
100014	Frank	Dubois	Picture	Finance	
100001	David	Johnson	Compan	Softwar. N	
100013	Gwen	Barnard	Field List	Employe	λ,
100012	Francesca	Rossi	HID Prox	Employe	ř
100006	Abigail	Kamamoto	MedicalC	Receptio	
100008	Karen	Smith	Privilege	Support 🧮	
100003	Veronica	Stewart	Iclass 2k	Employe	
100002	lobo	MarDeacon	Driverl in	Sələr	
<				2	

Click Next.

© 1993-2009 ScreenCheck B.V.





The **Data mapping** dialog box is presented. **Source fields** must be paired together with a **Destination field** in order to compile the project.

Destination field refers to the fields configured in the project, and Source field represents the column or location of the selected fields.

If a **Destination field** does not have a representation in the source field list, you can leave on default (>-Click-<). If a **source field** is mapped to a **destination field** make sure they are of the same type and the field length is accurate. A special case is the **Destination field**, which contains the unique identifier, in our example the destination field IDnumber is the unique identifier, and it can be mapped with the first column of the Source field 1.

Dat	a map	ping					
	- <mark>Select</mark> Sourc Destir	a (src, dest) field te field nation field	l pair whi 1 IDnum	ch identifies a r ber	record uniq	uely	
	Field ma	apping					
	Col	Destination		Source		~	
	1	IDnumber		>Click<			
	2	Firstname		>Click<			
	3	Surname		>Click<			
	4	Layout		>Click<			
	5	Function		>Click<			
	6	PlaceOfBirth		>Click<			
	7	Email		SeeClicker 2	1		
	<u><</u>					2	
—							
		< B	ack	Next >	Cano	el (Help

When mapping is completed, click **Next**.

The **Finish** dialogue box is presented. It will present a summary of settings specified in the **Import Wizard**. Check the information presented, if everything looks correct click **Finish** to start importing.





Finish import





Importing DAT Files (*.DAT)

If you select a BadgeMaker DAT file for importing, the following dialog box is shown on the screen.

	×
ader	
ANSI	
Other 💽 I	
Back Next > Cancel Help)
	ader ANSI Other I Back Next > Cancel Help

Data properties

Character set options are **OEM** or **ANSI**. Decide which character set should be chosen depending on the how the data was stored and saved. This is also valid for the **Field Separator**.

If unclear which character set to select, we recommend leaving the default setting in place, ANSI.

You can select the fields you want to import by highlighting them with your mouse. Certain Image types can be chosen and image formats can be selected from the dropdown list.



ID number Firstname Surname Layout Function PlaceOfBirth Email Phonenumber Logo CardSerialNo CardSlssued		Photo Sign Photo thumb Sign thumb Finger Template Finger Image
Sub Dirs	0	Image format JPG

Data & Images

The following formats are available:

TIF, BMP, DIB, RLE, FLF, CUT, PCX, DCX, PCT, GIF, JPG, TGA, RAS, IM8, CMP and JIF.

Click **Next**. The **Finish** dialogue box is presented. It will present a summary of settings specified in the **Import Wizard**. Check the information presented, if everything looks correct click **Finish** to start importing.

Finish	N 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997
The wizard has c	collected the following information:
Type: File type: File: Header: Character set:	Import DAT C:\SC\BM6400\Proje\EXAMPLE.DAT No ANSI
Field separator: If this is OK, you	l can hit the finish button to start the import.
	< Back Finish Cancel Help

After clicking **OK**, the DAT-file will be read, using the following conditions.





- 1. A **Primary Index** has to be defined. This Primary Index has to be a <u>unique field</u>. If no Primary Index field was selected, an error message will be displayed.
- 2. Each field in the DAT file must be separated by a | (*pipeline*).

U = Updates the first record that matches the Primary Index, as defined in the BM-file. Only the selected fields are updated. If a record is not found, it will be added to the database with only the values filled for the Primary Index and the selected fields.

A = The record will be added to the database no matter if the primary index already exists or not. It is not necessary to add the A, the same action will take place if you end every record just with a | (*pipeline symbol*).

If image types are selected, BadgeMaker will also import them under the following conditions.

- 1. Under the directory where the DAT file is situated, there must be a sub directory for every image type. The names of these sub directories are the same as names of the image types.
- 2. The images must have the correct format selected in the dropdown list.
- 3. Following the standard import-fields, the DAT-file must contain the image ID's for every image type.

An import *.DAT-file <u>without photo and signature</u> information can look as follows:

```
100001 | David | Johnson | Company Card | Software Development | | | | | | | | | | | | U
100002 | John | MacPeason | DriverLicence | Sales | | | | | | | | | U
100003 | Veronica | Stewart | Iclass 2k Card | Employee | | | | | | | | | U
100004 | Rafael | Domingues | Iclass 16k1 Card | Project Engineer | | | | | | | | | U
100005 | Paul | Peterson | Iclass 16k8 Card | Customer Services | | | | | | | | | U
100006 | Abigail | Kamamoto | MedicalCard | Reception | | | | | | | | | | U
100007 | Igor | Grabowski | NationalidCard | Software Development | | | | | | | | | | U
```

The same import *.DAT-file with photo and signature information can be as follows:

100001|David|Johnson|Company Card|Software Development|||||||100001|100001||U 100002|John|MacPeason|DriverLicence|Sales||||||100002|100002||U 100003|Veronica|Stewart|Iclass 2k Card|Employee||||||100003|100003||U 100004|Rafael|Domingues|Iclass 16k1 Card|Project Engineer|||||||100004|100004||U 100005|Paul|Peterson|Iclass 16k8 Card|Customer Services|||||||100005|100005||U 100006|Abigail|Kamamoto|MedicalCard|Reception|||||||100006|100006||U 100007|Igor|Grabowski|NationalidCard|Software Development|||||||100007|100007||U





Importing Image Files (*.IMG)

Select Import Images to import Images. Once selected you are presented with the following prompt.

Data properties		K
First row contain	s header	
Character set	ANSI	
Field separator	Other 🗸	
	< Back Next > Cancel Help]
	Data properties	

Character set options are **OEM** or **ANSI**. Decide which character set should be chosen depending on the how the data was stored and saved. This is also valid for the **Field Separator**.

If unclear which character set to select, we recommend leaving the default setting in place, ANSI.

Click Next to proceed.

ECK		
Images only		
Selected image types Image types Photo Sign Photo thumb Sign thumb Finger Template Finger Image	Image format JPG V Sub Dirs O V	

Images only

Select the Image types required for import and define an Image format.

Click Next to proceed	. The Finish dialog	presents a summary	of settings	defined earlier.
------------------------------	---------------------	--------------------	-------------	------------------

Finish	X
The wizard has c	ollected the following information:
Туре:	Import
File type:	IMG
File:	C:\SC\BM6400\Projec\EXAMPLE.IMG
Header:	No
Character set:	ANSI
Field separator:	I
If this is OK, you	can hit the finish button to start the import.
	< Back Finish Cancel Help

If the settings chosen are correct click **Finish** to begin importing.





Export

Select File Menu and click Export. It is possible to import data from **Text Files** (*.*TXT;**.*CSV;**.*TAB*), **BadgeMaker DAT files** (*.*DAT*), IDX (*.*IDX*), **Image files** (*.*IMG*), **WebData** (*.*WEB*).

A DAT-file is a special ASCII-file for managing a database. It means you can use a DAT-file for updating and adding records to an existing database.

Export						? 🗙
Save in:	🚞 DEM06400		~	3	• 📰	
My Recent Documents	Badges ENCODES LOGOS					
Desktop						
My Documents						
My Computer						
	File name:				~	Save
My Network	Save as type:	Text Files (*.TXT;*.CSV;*.TA	∖B)		*	Cancel

Select a destination directory to save the export file and give it a name. Select a file type from the drop down menu and start exporting.





Exporting Text Files

In case you choose the **Text Files** option and select a ***.TXT**; ***.CSV** or ***.TAB** file to export the following dialog will be started.

Data properties	X
First row contains he	eader
Character set	ANSI
Field separator	Comma
	Semi colon
	TAB Other
<	Back Next > Cancel Help

Data properties

Character set options are **OEM** or **ANSI**. Decide which character set should be chosen depending on the how the data was stored and saved. This is also valid for the **Field Separator**.

If unclear which character set to select, we recommend leaving the default setting in place, ANSI.

Select **Next**. The Data mapping dialog box is presented.

ζζ	à	_	_		S
Da	ta map	ping			X
	Select	a (src, dest) field pai	r which identifies a record	d uniquely	
	Sourc	e field		~	
	Destir	nation field			
	Field ma	apping			
	Col	Source	Destination	~	
	1	IDnumber	IDnumber		
	2	Firstname	Firstname		
	3	Surname	Surname		
	4	Layout	Layout		
	5	Function	Function		
	6	PlaceOfBirth	PlaceOfBirth		
	7	Email	Email		
	<				
_					
		< Back	Nevt >	Cancel He	

Data mapping

In the **Data mapping** dialog box select a destination to map to a source filed for the export.

By default all **Source fields** are mapped to a **destination field**. You can edit mappings yourself if needed, it is also possible to mix and match Source fields to a Destination for example you can map a **Source filed** "Firstname" to **Destination** "Surname".

In our example we have kept Source and Destination as equal (recommended).

Select Next to proceed. The Data preview is shown.

IDnumber	Firstname	Surname	Layout	Functior 📥	
100001 100002 100003 100004 100005 100006 100007 100008 100009 100010 100011 100012 100013 100014	Javid John Veronica Rafael Paul Abigail Igor Karen Luc Rebecca Anna Francesca Gwen	Jonnson MacPeason Stewart Domingues Peterson Kamamoto Grabowski Smith Chang Jones Ruiz Rossi Barnard Dubois	Compan DriverLic Iclass 2k Iclass 16 MedicalC Nationali Privilege SportsCard Student Mifare C HID Prox Field List Dicture	Softwar, Sales Employei Project , Custome Receptio Softwar, Support Director Employei Employei Employei Employei	

Data preview

If you are content with the results click **Next**.

An **Exported ASCII-file** can look as follows.

IDnumber,Firstname,Surname,Layout,Function,PlaceOfBirth,Email,Phonenumber,Logo,CardSerialNo, CardsIssued, 100001,David,Johnson,Company Card, Software Development,Miami,,+31 79 3601160,Soft,,1,,5/9/2008,,0 100002,John,MacPeason,DriverLicence,Sales,Sydney,,+31 793601160,Soft,,3,6/8/2007,5/9/2008,5/9/2011,0 100004,Rafael,Domingues,Iclass 16k1 Card, Project Engineer,Acapulco,,+31 79 3601160,OPS,,0,6/18/2007,,,0 100005,Paul,Peterson,Iclass 16k8 Card, Customer Services,Kopenhagen,,+31 79 3601160,OPS,,0,5/22/2007,,,0 100006,Abigail,Kamamoto,MedicalCard,Reception,Osaka,,+31 79 3601160,Manag,,2,5/23/2007,6/15/2007,6/14/2010,0 100007,Igor,Grabowski,NationalidCard,Software Development,Minsk,,+31 79 3601160,Soft,,0,6/14/2007,,,0

The **Finish** dialog presents a summary of settings defined earlier.

Finish	
The wizard has c	ollected the following information:
Type:	Export
File type:	TEXT
File:	C:\SC\BM6400\Projects\EXAMPLE.TXT
Header:	Yes
Character set:	ANSI
Field separator:	,
If this is OK, you	u can hit the finish button to start the export.
	< Back Finish Cancel Help

Click Finish to begin importing.





Exporting DAT Files (*.DAT)

If you select a ***.DAT file** for exporting, the following dialog box is shown on the screen.

Data properties		
First row contains he	ader	
Character set	ANSI	~
Field separator	Other	✓
	Back Nevt S	Cancel Help
	THOM 7	

Data properties

The **Field Separator** remains disabled in this case. Click **Next** to proceed.

Character set options are **OEM** or **ANSI**. Decide which character set should be chosen depending on the how the data was stored and saved.

Click Next to proceed.



Firstname Surname Layout Function PlaceOfBitth Email Phonenumber Logo CardSerialNo CardSerialNo		<	Photo Sign Photo thumb Sign thumb Finger Template Finger Image
Sub Dirs	0]	Image format JPG

Data & images

Select the Fields and which Image types to include in the Export. Click Next to proceed.

Below illustrates the differences when you produce an export file without an **Image type** and when you produce an export file with an Image type specified.

An Export *.DAT file <u>without photo and signature</u> information can look as follows:

```
100001 |David |Johnson |Company Card |Software Development || || || || || || || ||100002 |John |MacPeason |DriverLicence |Sales || || || || || ||100003 |Veronica |Stewart |Iclass 2k Card |Employee || || || || || ||100004 |Rafael |Domingues |Iclass 16k1 Card |Project Engineer || || || || || ||100005 |Paul |Peterson |Iclass 16k8 Card |Customer Services || || || || || ||100006 |Abigail |Kamamoto |MedicalCard |Reception || || || || ||100007 |Igor |Grabowski |NationalidCard |Software Development || || || || ||
```

The same Export *.DAT file with photo and signature information can be as follows:

```
100001|David|Johnson|Company Card|Software Development|||||||100001|100001||U
100002|John|MacPeason|DriverLicence|Sales|||||||100002|100002||U
100003|Veronica|Stewart|Iclass 2k Card|Employee|||||||100003|100003||U
100004|Rafael|Domingues|Iclass 16k1 Card|Project Engineer|||||||100004|100004||U
100005|Paul|Peterson|Iclass 16k8 Card|Customer Services|||||||100005|100005||U
100006|Abigail|Kamamoto|MedicalCard|Reception|||||||100006|100006||U
100007|Igor|Grabowski|NationalidCard|Software Development|||||||100007|100007||U
```

nish	
The wizard has o	collected the following information:
Туре:	Export
File type:	DAT
File:	C:\SC\BM6400\Proje\EXAMPLE.DAT
Header:	No
Character set:	ANSI
Field separator:	1
If this is OK, you	can hit the finish button to start the export.

The **Finish** dialog presents a summary of settings defined earlier.

Click **Finish** to begin exporting.





Exporting IDX Files

If you select a *.IDX file for exporting, the following dialog box is shown on the screen.

An ***.IDX file** only exports images to another file location. Save your ***IDX file** in your desired location, the images will also be exported and saved in the same location.

IDX Export			
Use either counter or a field as photo name			
Field			
Max width			
OK Cancel			
V Counter Field Max width 12 Cancel			

By default the **Counter option** is turned on. A counter replaces the name of the photo.

Click **OK** to begin exporting.

An exported *.IDX file can look as follows (With Counter switched on).

100001	1.JPG
100002	2.JPG
100003	3.JPG
100004	4.JPG
100005	5.JPG
100006	6.JPG
100007	7.JPG

SCREEN CHECK		Real Production
	IDX Export	
	Use either counter or a field as photo name Counter Field	
	Sumame Max width 12	
	OK Cancel	

IDX Export

Switch off the **Counter option** to automatically rename images to a selected field.

Click **OK** to begin exporting.

An exported *.IDX file can look as follows (Field set to Surname, Counter switched off)

100001Johnson.JPG100002MacPeason.JPG100003Stewart.JPG100004Domingues.JPG100005Peterson.JPG100006Kamamoto.JPG100007Grabowski.JPG

Images are stored in the same directory as the *.IDX export file.





Exporting WEB Files (*.WEB)

If you select a ***.WEB file** for exporting, the following dialog box is shown on the screen.

Data properties		\mathbf{X}
First row contains he	ader	
Character set	ANSI	~
Field separator	Other	V [
	Back Next > (Cancel Help

Data properties

The **Field Separator** remains disabled in this case. Click **Next** to proceed.

Character set options are **OEM** or **ANSI**. Decide which character set should be chosen depending on the how the data was stored and saved.

Click Next to proceed.



Data and images			
Selected fields and Fields IDnumber Firstname Surname Layout Function PlaceOfBirth Email Phonenumber Logo CardSerialNo CardSerialNo	d image types -	Image types Photo Sign Photo thumb Sign thumb Finger Template Finger Image	
Sub Dirs	×	Image format JPG	~
	< Back	Next > Can	cel Help

Data & Images

Select the **Fields** and which **Image types** to include in the export. Click **Next** to proceed.

Finish			
The wizard has collected the following information:			
Type: File type: File: Header: Character set:	Export DAT C:\SC\BM6400\Projects\D\TEST.web No ANSI		
Field separator: If this is OK, you	l can hit the finish button to start the export.		
	< Vorige Voltooien Annuleren Help		

The **Finish** dialog presents a summary of settings defined earlier.

Click **Finish** to begin exporting.

```
An exported *.WEB file can look as follows.
```

```
© 1993-2009 ScreenCheck B.V.
```





100001 | David | Johnson | Company Card | Software Development | 100002 | John | MacPeason | DriverLicence | Sales | 100003 | Veronica | Stewart | Iclass 2k Card | Employee | 100004 | Rafael | Domingues | Iclass 16k1 Card | Project Engineer | 100005 | Paul | Peterson | Iclass 16k8 Card | Customer Services | 100006 | Abigail | Kamamoto | MedicalCard | Reception | 100007 | Igor | Grabowski | NationalidCard | Software Development |





Encode Chip

Select **File Menu** and then click **Encode Chip** or click **in** the **Toolbar** to simulate manual chip encoding.

The manual encode function from the chip *.dll will be activated.



Encode chip simulation

You can select whether you want to encode only the current record, all records or only the tagged records.

If you encode only tagged records, you have the option to un-tag these records after encoding. The option **Tagged records** is only available if one or more records have been tagged.

Encode chip manually		
Select the manual encode option		
O Current record		
O All records		
 Tagged records 		
✓ Untag after good encode		
OK Cancel		

Encode chip simulation

Encode Chip manually will work only if a suitable chip encoding *.dll has been added to the SC directory (C:\SC\ BM....).



Click **Yes** to <u>simulate success</u>. ChipInit dialog will close.

Click **No** to <u>simulate a failure</u>. The following dialog will simulate a failure.







Encode OMC

Select File Menu and then click Encode OMC or click in the Toolbar to simulate manual chip encoding.

Select this option to simulate manual OMC encoding (encoding of an Optical Memory Card).

This is only optional if using an Optical Memory Card.





Print

Click the **Print** button on the toolbar 🧖 or select **File Menu** and then click **Print**.

Use this command to print badges from either a selected tagged record(s), current record or all records.

Select **File Menu** and then click **Print**, the following dialog is presented.

P	rint		? 🛛
	Printer —		
	Name:	CX-320 U1	Properties
	Status:	Ready	
	Туре:	CX-320 U1	
	Where:	CX320U1	
	Comment:		Print to file
	Print range		Copies
	🔿 All		Number of copies: 1 😂
Record: from: to:			
	📀 Curren	t	
	Help		OK Cancel

Print dialog

The printers that are available from your computer are listed in the drop down menu under **Name**. Click the printer you want to use.

Click **Properties** to view and edit driver settings, encode settings, print settings. The options available will depend on the type of printer installed.

Print to File: Prints a document (*badge*) to a file and not directly to a printer. The document is saved as a ***.prn** file and can be printed on other printers.

Print Range: Specify to print an entire document, specific pages, or a portion of the document.

Copies: Type the number of printed copies to print.

Click on a record in the database view or find a record using **Find** from the **Record Menu**.

Select **Current** in the print range section to print the current record.





Print Setup

Select File Menu and click Print Setup.

You can select paper size and orientation.

Print Setup)	? 🔀	
Printer			
Name:	CX-330 U1	Properties	
Status:	Ready		
Туре:	CX-330 U1		
Where:	CX330U1		
Comment:			
Paper		Orientation	
Size:	Standard 🔽 🗸	O Portrait	
Source:	Card Trau		
obulce.		C Landscape	
Help	Network	OK Cancel	
Print setup dialog			

Click **Properties** to view and edit driver settings, encode settings, print settings. The options available will depend on the type of printer installed.





Print Preview

Select File Menu and click Print Preview.

Use this command to preview a badge design before printing. This is useful when checking data on a badge is represented correctly before sending.

Select the **Side Menu**, you can choose to view the **front** or **back** of the layout.

Riverwood University	Alberto	
Student Card		
Name: Field of Study: Class: Privileges: Student Number:	Rebecca Jones Employee 0 Sales 100010	

Print preview (Front)


Print preview (back)





Recent Files

Select **File Menu**, towards the bottom on the menu you will notice a list of recently opened project files (*.*BM*).

1 C:\SC\...\EXAMPLE\EXAMPLE.BM 2 C:\SC\...\DEMO6400\DEMO6400.BM

BadgeMaker will keep a list of recently opened projects.

Exit

Select File Menu and click Exit. BadgeMaker will close down.





Record Menu

The **Record Menu** appears as the second item in the menu bar, and contains commands relating to the handling of records such as browsing records, adding records, editing and deleting records. You can run a search and tag records from here.

Record	View	Image	User	System	
🚺 Firs	I First				
🕨 Ne×	Next				
🖣 Pre	Previous				
🔰 Las	t				
👌 Ref	resh				
Edit	:		En	ter	
🕂 Ado	ł		Ctr	rl+A	
🗙 Dele	ete		De		
👫 Find	J		F3		
m squ	. Select		F7		
Pre	defined	l conditio	ns		
Tag	, all		F9		
Ren	nove ta	igs	Shi	ift+F9	

Record Menu





First

Use option from the toolbar or select from the **Record Menu** and click **First** to go to the first record in a project.

Next

Use option from the toolbar or select from the **Record Menu** and click **Next** to go to the next following record in a project.

Previous

Use option from the toolbar or select from the **Record Menu** and click **Previous** to go back to a previous record in the database.

Last

Use option from the toolbar or select from the **Record Menu** and click **Last** to go to the last record in a project.

Refresh

Use option from the toolbar or select from the **Record Menu** and click **Refresh** to keep and settings up to date on the screen.





Edit

Select the **Record Menu** and click **Edit** to open the Edit dialogue box. In this dialogue the contents of the fields can be edited, provided that the fields are marked as editable and the underlying database allows the user to edit the fields.

Field Edit		
IDnumber	100001	ОК
Firstname	David	Cancel
Surname	Johnson	
Layout	Company Card 💌	New
Function	Software Development	First
PlaceOfBirth	Miami	Last
Email		Next
Phonenumber	+31 79 3601160	Prev
Logo	Soft 👻	
CardSerialNo		
CardsIssued	1	
PhotoDate	~	×
IssueDate	5/ 9/2008 🛛	×
ExpiryDate	×	×

Edit record





Add

Use for option from the toolbar or select the **Record Menu** and click **Add** to open the Add dialog box. In this dialogue a new record can be created and added to the database.

Field Edit		
IDnumber		OK
Firstname		Cancel
Surname		
Function		New
Phone nr.		First
Card nr.		Last
Counter		Next
IssueDate	×	X Prev
ExpiryDate	✓	×
		_

New record

Fill in the required information to add. Once completed click **OK** to save the new record, or select **New** to create another record.





Delete

Use option from the toolbar or select from the **Record Menu** and click **Delete** to delete a new record in the database.

This option is only enabled if a record is tagged.

Tag one or more records and then click **Delete**, the following dialog is shown.

Delete 🔀
Choose a delete option O Delete data and image(s) Delete image(s) only
Advanced
OK Cancel

Choose **Delete data and image(s)** (complete record and images are removed) or **Delete image(s)** only.

If you choose to delete images then the **Advanced** button is enabled, click **Advance** and the following screen is shown.

Advanced 🗙
Select the images to delete Image list Photo Sign Photo thumb Sign thumb Sign thumb Finger Template Finger Image
OK Cancel
Advanced

Select which images should be deleted, and then click **OK**.





Find

Use approximation option from the toolbar or select from the **Record Menu** and click **Find** to search one or more records from the current database.

Find			×
Field name	Operator	Field value	
IDnumber 🗸	=		~
(Find	Close	
Fi	nd dialog		

Only records specified with in a search will be displayed in the database window. To return to the initial selection right click inside the database and select **SQL Select**, click **Select All** and then confirm selection by clicking **Yes**.

You can also search on the contents of a field by pressing **F3** on your keyboard.

The search function will search the selected record set. However if the = (*equal sign*) is used, the find option will search the entire database. This enables the user to work with a predefined record set, but adds the flexibility to search for a particular record in case of urgency such as a new card being issued to replace a lost or expired card.

Field name: The dropdown menu enables the user to select a field name on which the sorting is based upon.

Operator: The =, <, >, >=, <=, <> or **LIKE operators** are used in correspondence with the selected field value.

Field value: Fill in the value to search for, or use the drop down list to select a value of an earlier cached entry.

This example we will search for a record by a person's surname. To search for the surname 'Johnson' select a field name, type "Johnson" in the Field Value edit box and choose the = operator. The specified field value "Johnson" is found and displayed.





Find		
Field name	Operator	Field value
IDnumber 🔽		Johnson 🔽
IDnumber Firstname		
Surname Layout	Find	Close





SQL Select

Use option from the toolbar or select from the **Record Menu** and click **SQL Select** to select or deselect a group of records in the database.

You can also start **SQL Select** by clicking the right mouse button within the database window, and then click **SQL Select**.

Select			
Field name	Operator	Field value	
IDnumber 🔽	= 🗸		*
Predefined conditions		Add condition	
Preset 1	Set as default	 AND 	
		O OR	
Retrieve records using defa	ult	Add	
Current condition			
OK Select all	Clear	Cancel	

Select dialog

A Field name can be selected from the dropdown list, then an **Operator** must be selected from the next dropdown list (=, <, >, <=, >=, <>, LIKE). Enter a value in the **Field value box**. Select the type of selection **AND** or **OR** (*first entry does not need a condition applied*). Click **Add** to add a condition.

This procedure can be repeated to add more conditions to your search.

OK: Select the records on specified criteria.
Select all: Selects all the records (*can take some time when working with a very large database*). A confirmation will be asked if you are sure you want to select all records.
Clear: Removes the current selection.
Cancel: Closes the select dialogue, no selection will be made.

If you choose to **Select All records** you will see a warning message appear.



Select **Yes** to confirm your choice or **No** to cancel and define a search further.





Predefined Conditions

Select the Record Menu and then click Predefined Conditions to open the dialog box.

Predefined conditions		×
Field name	Operator	Field value
IDnumber 🔽	= 💙	100004 🗸
Predefined conditions		Add condition
Preset 1	Set as default	 AND
		OR
Retrieve records using de	fault	Add
Current condition		
(`IDnumber`=100004)		
Save Select all	Clear	Close

Predefined conditions

Use this option to define conditions which can be stored under four presets listed under **Predefined Conditions**. One of these presets can be used as a default condition at startup.

To create a predefined condition:

- Select one of the four presets....
- Add the required condition(s)....
- Click Save to store the condition(s) under the selected preset....
- Repeat these steps for the other presets....
- Assign one of the presets as default....

If an operator chooses to use a preset to define a condition to a project at startup then the SQL select dialogue will not be presented, but the default selection will be performed on the database automatically.





Tag All

To use select **Record Menu** and then click **Tag all**.

Use this option to tag all records in the selection. Tagged records can be used to print cards, export, delete or to print a list from.

IDnumber 🔺	Firstname	Surname
100001	David	Johnson
100002	John	MacPeason
100003	Veronica	Stewart
100004	Rafael	Domingues
100005	Paul	Peterson
100006	Abigail	Kamamoto
100007	lgor	Grabowski
100008	Karen	Smith

<u>Untagged</u>

Tagged

IDnumber 🔺	Firstname	Surname
100001	David	Johnson
100002	John	MacPeason
✓ 100003	Veronica	Stewart
✓ 100004	Rafael	Domingues
✓ 100005	Paul	Peterson
100006	Abigail	Kamamoto
✓ 100007	lgor	Grabowski
✓ 100008	Karen	Smith

You can also tag records individually by selecting the box next to the record, for example deleting a record or printing a record.





Remove Tags

To use select **Record Menu** and then click **Remove tags**. Use this option to remove all tagged records in the project.

_			
	IDnumber 🔺	Firstname	Surname
	100001	David	Johnson
	100002	John	MacPeason
	100003	Veronica	Stewart
	100004	Rafael	Domingues
	100005	Paul	Peterson
	100006	Abigail	Kamamoto
	100007	lgor	Grabowski
	100008	Karen	Smith

Untagged





View Menu

The **View Menu** appears as the third item in the menu bar, and contains commands relating to hiding or showing image windows such as photos, signatures or fingerprints. You can hide or show the toolbar and status bar and change the appearance of BadgeMaker's main screen such as changing the font or selecting another language.







Image Windows

Image Windows are separate windows which are always displayed on the **Main Screen**. When an image is acquired the image is stored under an active image type.

Images



BadgeMaker offers up to **20** image types. The photo and signature windows are the most well known and most commonly used image types. Each image window can be displayed separately.

Select View Menu and then select Image Window.



Image window

There exists an option to Show All image windows, Hide All image windows or select an individual image window.

Image windows can be resized by dragging with the mouse pointer on one of the corners.





By using the right mouse button a small menu can be activated with the following options:



Hide: Closes the window.

Acquire: Activates the selected TWAIN driver or direct driver to capture a new image.

Adjust: Opens the 'Adjust' dialogue which enables you to adjust the brightness, contrast or gamma of the image (*BCG tab*). It can also be used to rotate the image in steps of 90 degrees (*rotate tab*) and to sharpen or soften the image (*filter tab*).

Copy: Copies the image to the clipboard.

Paste: Pastes the image from the clipboard in the image window (*and stores it into the database*). **Save:** Save the current image.





Auto Arrange

To select click the **View Menu**, then move the mouse pointer so it highlights Image Window and then click **Auto Arrange**.

Check this option to arrange the image files automatically next to each other under the database grid.







Options

Select the View Menu and then select Options.



Font

Select Font to change the font for text in the grid. You can select various Font types, Font Styles, Font size and Font color. In the Sample area you can preview your customized settings.

Font			? 🔀
Font: Aria O Arial Black O Comic Sans MS Courier O Courier New O Estrangelo Edessa Fixedsys	Font style: Regular Regular Italic Bold Bold Italic	Size: 10 11 12 14 16 18 20 V	OK Cancel
Effects Strikeout Underline Color: Black	Sample AaBbYyZ Script: Western	z	
	Font		

Select **Language** to modify the language of all Top Menu items and Dialog boxes with in BadgeMaker and BadgeCreator.

By default English (US) is the preset.





✓ English(US)	
Nederlands	
Deutsch	
Arabic	
French	
Italian	
Polish	
Turkish	

You can change the appearance to reflect the area of the world you live in.

Please consult your dealer when the desired language is not available.





Image Menu

The Image Menu appears as the fourth item on the menu bar, and contains commands relating to the handling of image files such as copy, paste, and save. You can acquire images and select a source from here.

Image	User	System	Help	
🗈 Сору		Ctrl+Ins		
🖺 Paste		Shift+Ins		
Sa	ve			
Ad	just			
Acquire			+	
🥩 Select source				
🎒 Bul	lk input			
Vei	rify bio			
Ide	entify b	io		

Image menu





Сору

Use option from the toolbar or select from the **Image Menu** and click **Copy** to copy data onto the clipboard. When you copy an image or data, you are making a duplicate of the original item, you can then modify, delete or save images independently of the original.

Paste

Use option from the toolbar or select from the **Image Menu** and click **Paste** to paste data from the clipboard which you have copied previously.

Save

Select from the Image Menu and click Save to save data and images.





Adjust

Use **Adjust** to adjust the image in the active image window.

Click on the window of the desired image type to make it active. Right click inside the image window and click on **Adjust**.



When you select Adjust, the Adjust Image dialog is displayed.

BCG Tab

Change the brightness, contrast or gamma by moving the slide bars. The result is directly visible in the image window. Click **OK** when the desired result is attained. Click **Reset** to undo any changes made to the image or click **Close** to undo changes and close the dialogue box.

SCREEN CHECK	
	Adjust image
	BCG Filter Rotate
	Adjust brightness, contrast and/or gamma
	Contrast: 0
	Gamma: 1.00

n	\sim
к	((¬
-	~~

Close

Filter Tab

Use this option to soften or to sharpen the image. The result will be visible after clicking **Apply** button. Click **Reset** or **Close** if the result is not satisfying.

Reset

Apply

Adjust image			
BCG Filter Rotate			
Soften or sharpen image Sharpen Strength: 0			
Weak Strong			
Apply Reset Close			
Filter			

Rotate Tab

Use this option to rotate the image **90**, **180** or **270** degrees. The result will be visible after clicking **Apply** button. Click **Reset** or **Close** if the result is not satisfying.



Adjust image			
BCG Filter Rotate			
Rotate in steps of 90 degrees			
⊙ Clock-wise			
Counter clock-wise			
Rotate			
Apply Reset Close			
Rotate			

R.





Acquire

Use this function to add an image to the image database. The image type that will be acquired is equal to the type of the active image window selected.

Click on the window of the desired image type to make it active. Right click inside the image window and click on **Acquire**.



Production of the image depends on what input source has been configured.

The input source to acquire an image can be selected under **Select Source** (*listed also in the Image menu*).

BadgeMaker has the possibility to acquire existing files, by using the option **Load from file**. In this way graphic files of different formats can be selected and linked directly to the current record. Keep in mind that the graphic files already must have the correct ratio to show on the Badge Layout (*this prevents distortion of the image*).



Acquire Image from Image File

Select s	ource			X
Link im Im Ph Sig Ph Sig Fin Fin	age type to im age type oto n oto thumb n thumb ger Template ger Image	age source File File File File File File	>	OK Cancel Twain Custom File Bio settings Advanced
		Select sou	irce	

To acquire a photo from a file select Image Menu, then click Select Source.

If File is selected (default), the following dialogue will come up when acquiring an image.







In this way graphic files of different formats can be selected and linked directly to a record. Keep in mind that the graphic files already must have the correct ratio set in the Badge Layout (*an incorrectly set ratio results in parts of the photo missing*).



Acquire Image from Digital Camera

To acquire a photo from a **Digital Camera** select **Image Menu**, then click **Select Source**.

Once you have selected the correct **Image Source** to the **Image type** (*Photo*), select **Acquire** to capture photos using the **SC Digital Camera plug-in**.



The SC Digital Camera window is presented to capture images.



SC Digital Camera plug-ins

Place the subject in the image frame until you are happy with the position. Click **Freeze** to take a snapshot.



SC Digital Camera plug-ins

Next you must **crop** the image as required and click **Accept Transfer**.



Click **Yes** to accept the captured image or **No** to cancel transferring the image.

Click **Yes**, the photo is now added to your database and bound to a record.





Captured Image

Settings

Settings	
Language:	English 💌
BadgeMaker	size: 50%
ОК	Cancel
	Settings

Select your desired language by clicking the Language dropdown menu.

Select a **BadgeMaker Size** from the drop down menu. You can select various sizes to store your photos.

100%	
75%	
50%	
20%	
10%	

Selecting a lower value scales down the image size stored. This is advisable if working with large databases with many images.

© 1993-2009 ScreenCheck B.V.





Zoom In & Zoom Out

Use the slider on the right hand side to **zoom in** and **zoom out** to adjust the image.



If your camera is not connected or switched on, you will receive the following dialog box.

SC Digital Camera 🛛 🔀
No Canon Camera detected!
Please make sure that the camera is powered on and connected to the computer.
ОК

Click **OK**, and make sure the camera is powered on and connect to the computer.





Acquire SC Signature

To acquire a signature image you must configure a source.

Once you have selected the correct **Image Source** to the **Image Type** (Signature), select **Acquire** to capture signatures using the **SC Signature plug-in**.



The **SC Signature Capture** window is presented to capture signatures.

SCREEL CHEC	?	
	ScreenCheck Signature Capture	
	Accept Erase Cancel	

SC Signature Capture dialog

Using the signature pad create a signature as shown below.

The signature window size may change depending on what tablet is being used.





Once you are happy with the quality of signature click **Accept** to keep the image or if not content with the signature quality click **Erase** to create another.

Click **Accept**, the following screen is presented.

ScreenCheck signature Plugin		
	Esample	OK Cancel
	Get Signature	Settings

SC Signature Capture dialog

Select **Settings** to adjust the image if required. The following dialog is presented.

The default Line Thickness is good for most signature capturing. Only adjust if needed.

Settings	
Line Thickness	OK Cancel



Select a Line Thickness from the drop down menu.

The following choices are presented.


1:Thinest
2:Very Thin
3:Thin
4:Medium
5:Thick
6:Very Thick
7:Thickest

Settings		X
Line Thickness	4:Medium	OK Cancel

Choose line thickness

For this example **Medium (4)** is selected which gives a good overall image quality for signatures.

Selecting a higher value such as **Thickest** could cause the signature image to become unreadable. Selecting **Thinnest** could cause the image to degrade in quality and fade.

Once you have selected a **Line Thickness** click **OK** to close and return to the SC Signature Plug-in window.

Select **OK** to transfer the image.

BM6400	X
Ove	rwrite existing image ?
Yes	No

Confirm you want to overwrite by clicking Yes.

The following Image window is updated and your new Signature is saved into BadgeMaker.









Acquire SC Biometrics

Select the correct image type such as the "Finger Image" window for example, and click Acquire.

The Crossmatch finger scanner will initialize. After a short communication with the scanner, the **SC Biometrics** window will appear.



Biometrics plug-in

Follow the instructions on the screen carefully and scan all required fingers.







When a finger is scanned successfully it will be displayed with a green border around it. The red arrow on the right of the screen will indicate which finger should be scanned. Each finger is displayed on a separate row. The columns represent the number of scans.



If you scan the same finger by mistake, you will receive an error message.

When all fingers were scanned successfully, you will see the following dialog.

👹 SC Biometrics	j	\mathbf{X}
Biometrics: Choose Enroll or Ve	CrossmatchVerifier30 rify to start.	SCREEN CHECK
Enroll		Verify
Transfer		Close





Select **Transfer** to save the scanned fingers in the database. The images and templates of the scanned fingers will be stored in one BLOB (*Binary Large Object*).

In the image window the text *template* will be displayed.

Finger images can then be displayed on a badge. Finger images and templates can be stored in **2D Barcode**, in a **contact chip** or in a **Mifare chip**.

Please note that the finger images in general are too big to store in a barcode or Mifare chip and is not commonly done unless requirements insist.

After saving the biometrics data, you can begin finger verification to **Verify Biometrics**.





Select Source

BadgeMaker can use various input devices to obtain images. Select **Image Menu** and click **Select Source** or select from the toolbar the sicon.

Select source	
Link image type to image source Photo File Sign File Photo thumb File Sign thumb File Finger Template File Finger Image File	OK Cancel Twain Custom Bio settings Advanced

Select source

Select an Image type to link to an Input source.

If these devices use a **TWAIN driver** you can select the TWAIN driver as a source by clicking the **TWAIN button**, otherwise click the **Custom button** for a list of other input sources.

Open **Select Source** to select the TWAIN driver for your input device.

Select Source	×
Sources: CMT USB Scanner Twain Source 1.603 (3) SC CamGrabber DirectX 1.603 (32-32)	Select Cancel

Sources

Select and click **Advanced** at the bottom.

Select source X Link image type to image source OK Image type Source	T.	and a
Photo File Cancel Sign File Photo thumb File Sign thumb File Twain	×	

Advanced	×
Select the images to delete Image list Photo Sign Photo thumb Sign thumb Finger Template Finger Image	
OK Cancel	

Advanced button

<

>

File

Bio settings

Advanced

hì

You can select which sources will generate an "Overwrite existing Image" confirmation message. The operator must input **Yes** to confirm or **No** to cancel overwriting.



Select Source for Digital Camera

Choose Select Source from the Image Menu.

Select source		X
Link image type to im Image type Photo Sign Photo thumb Sign thumb Finger Template Finger Image	age source File File File File File File File	OK Cancel Twain Custom File

Select source

Select the desired image type **Photo** to link to the **SC Digital Camera image source**.

Select	source		
Link ir Pł Si Fi Fi	mage type to im mage type noto gn noto thumb nger Template nger Image	age source Source SC Digital Ca File File File File File	OK Cancel Twain Custom SC Digital Camera Signature Pad File Signature Pad Finger Scanner MRT PCMCIA Grabber SC Digital Camera Twain Crop

Custom

Select SC Digital Camera from the Custom dropdown list.



Select Source for SC Signature Pad

Choose Select Source from the Image Menu.

Select	source		
Link ir Pł Si Fi Fi	mage type to ima mage type hoto gn hoto thumb gn thumb nger Template nger Image	age source File File File File File File	OK Cancel Twain Custom File Bio settings

Select source

Select the desired image type (*Sign*) to link to the **SC Signature Pad source**.

Select source		
Link image type to in Image type Photo Sign Photo thumb Sign thumb Finger Template Finger Image	nage source File Topaz T-575 File File File	OK Cancel Twain Custom Topaz T-S751-HS V Bio settings Advanced

Custom

Select the product driver from the **Custom** dropdown list. In this case a TOPAZ signature board has been installed, the corresponding device driver must be selected to initiate the device and begin capturing signatures.



Select Source for SC Biometrics

Choose **Select Source** from the **Image Menu**. Select the desired image type to link to the **SC Biometric image source**. Select **SC Biometrics** from the **Custom** dropdown list.

Select source	
Link image type Source Image type Source Photo File Sign File Photo thumb File Sign thumb File Finger Template ScBiometrics Finger Image File	OK Cancel Twain Custom ScBiometrics Bio settings Advanced
Select source	

Click the **Bio Settings** button. To modify device settings.

Bio settings	
☑ Execute Scan on sta	art-up
Scanner	CrossmatchVerifier300New 🔽
Security:	Low 🔽
# Scans:	1
Select finger(s): (Ctrl+Left mouse butto	on for multiple fingers)
Store template only	OK Cancel
E	Bio Settings

If you check **Execute Scan** on start-up the scanner will directly start after selecting **Acquire**.

© 1993-2009 ScreenCheck B.V.





Scanner

Select your device model from the drop down list.

Security

Select the level of security. Low security will allow easy and quick scanning but there is a chance different fingers will give a positive match. If you select the maximum security the verification is more secure but sometimes it is difficult to enroll all fingers. It is best to start with a high level of security, in the case the finger enrollment causes errors you can step down a level on security.

<u>Scans</u>

ScreenCheck advise to make at least two scans. If you do only one scan, there is a good chance that a finger is unsuccessfully enrolled.

By clicking with your mouse pointer on a finger tip you can select a finger to be scanned. You can scan up to four fingers. To select multiple fingers hold down the <CTRL> button whilst clicking with the left mouse button on a finger.

Bio settings	
Execute Scan on sta	art-up
Scanner	CrossmatchVerifier300New 🔽
Security:	Low
# Scans:	1
Select finger(s): (Ctrl+Left mouse butto	on for multiple fingers)
Store template only	
	OK Cancel

Bio Settings





Bulk Input

Select the **Image Menu** and then click on **Bulk Input**, or on the toolbar click and the following screen will be presented.



Bulk Input can give the operator an easy option to add photos to a database from a photo form with a barcode.

The bulk input option was made to make the grabbing of photo from input forms easier and quicker. Photos are attached on a form with a barcode. The photo must be exactly positioned in the frame printed on the form. The barcode used on the form must be positioned on the top right or top left corner of the form. It will be recognized automatically by the barcode scanner. Each barcode will be a unique identifier for a record in the database.

The dialogue has three drop down boxes (*one to select a field, one to select an SQL operator: =,* >,<, LIKE etc. *and another to select a field value recently used*). This dialogue is modeless and will remain visible until it is closed. With the mouse it can be moved to the position on the screen where it will be best visible during the process. The default field name will always be the argument the user last worked with.

The operator can type in a Field value or scan the barcode on the form. To do so the inquiry form will be laid under a video camera and a barcode scanner mounted in a repro standard. The barcode scanner must be programmed to be always active. As soon as the input form is laid under the repro stand and the barcode is recognized by the scanner, the value will be displayed in the Field value box.

When a form has been scanned the photo capturing window will be presented where the photo can be edited or cropped further using TWAIN. When satisfied with the image click **Transfer**. The photo will be captured from the form and saved as a BLOB (*Binary Large Object*) in the Image table.

In case no record matching the barcode can be found, a warning dialogue will popup. Click **Close** to close the pop up, now the user will have the possibility to try a new barcode scan or to search for a different field by selecting one of the available fields from the drop down list.

SCREEN	
6-8 <i>6-W</i>	

Find		
Field name	Operator	Field value
IDNUMBER 🗸		~
IDNUMBER		
SURNAME		
DOB		
CARDISSUES	Find	Close

The number of Field names will differ depending on the size of the database and how many fields are configured.





Verify Bio

The option **Verify Bio** is only available when **SC Biometrics** has been installed, if SC Biometrics is not installed than **Verify Bio** will remain disabled.

🕺 Fin	iger Template	
Γ	Hide]
	Acquire Adjust Copy Ctrl+Ins Paste Shift+Ins Save	60
	Verify bio	

SC Biometrics can carry out verification matching a current taken scan with the saved characteristics of a scan in the database. This is useful to identify an existing person in the database or to verify scan is operating successfully.

🞆 SC Biometric	:s	×
Biometrics: Choose Enroll or V	CrossmatchVerifier30 erify to start.	SCREEN CHECK
Enroll		Verify
Transfer]	Close
	SC Biometrics	

To verify a taken fingerprint for example click Verify.

Present one of the indicated fingers and lay it onto the surface of the scanner. The finger is scanned and matched to the current selected image in the database. If the verification was successful you will see **Access Approved in green**. If the verification process is unsuccessful you will see **Access Approved in red**.



```
SC Biometrics
```

Verify does not acquire an image. You must select Acquire to obtain an image.





Identify Bio

To access select **Identify Bio** from the **Image Menu**.

Select this feature to search the database for an individual record based upon his/her fingerprint. Record details of the individual are presented when the biometric fingerprint has been scanned and verified.

This feature is only available if a Fingerprint template exists in the database. The Finger Template window must be active in order to select Identify Bio from the Image Menu.







User Menu

The **User Menu** appears as the fifth item on the menu bar, and contains commands relating to the handling of logging on and logging out of BadgeMaker. You can change your password from here.







Login

To be able to open a project (*.BM file), you must login first.

To logon click ²² from the **Toolbar**. The following logon screen is displayed.



Login dialog

Features and functionality are heavily restricted without logging into BadgeMaker.

The login procedure also gives you an authorization level. Each user is a member of a group. The group determines the user level. (*Security*)

User: Type your user name and press <TAB> Password: Type your password and press <ENTER>

The default user name for BadgeMaker is: **SUPERVISOR** The default password for BadgeMaker is: **SUPERVISOR**

To secure access to BadgeMaker we advise to change the password as soon as possible.

If you type a password incorrectly the following message is displayed.



2000 100	
Login incorrect	
Retry	Cancel

If the default user/password combination does not work, the system administrator (*operator who installed BadgeMaker*). Refer to him/her for your login name and password. You can also start BadgeMaker by opening a project file (*click Open from the File Menu*); the login screen will be displayed. You must first login before it is possible to open and create projects.

If you stop working with BadgeMaker, please close the project or exit the program, to prevent improper use.





Logout

To logout click <a>[2] from the Toolbar.

Use this option to logout from BadgeMaker and to close the currently opened database. BadgeMaker will stay open for a new user to log in.





Change Password

Select the **User Menu** and click **Change Password**. The following dialog box will be displayed. (*Operator must already be logged into BadgeMaker*)

Change password	
User name	SUPERVISOR
Old password	
New password	
Confirm new password	
C	OK Cancel

This option enables a user to change his/her password without the assistance of the supervisor. Type your old password and then type a new password.

Confirm your new password and click **OK** to save changes.

Change password	
User name	SUPERVISOR
Old password	•••••
New password	•••••
Confirm new password	•••••
	OK Cancel

You can now login using your new password.





System Menu

The **System Menu** appears as the sixth item on the menu bar, and contains commands relating to the handling of creating users, adding favorites and configuring auto login to BadgeMaker. You can configure BadgeMaker system settings from here.

System	Help
Setup	
Security	
Favorites	
Auto	login





Setup

The Setup dialog box is used to specify and configure **Workstation settings**, **Auto Import settings**, **Int. 2of5 bar code** settings.

Setup 🔀
Workstation settings Auto import Int. 2of5 bar code
WS No. 1 😜
Check the items you want to enable on this workstation
General settings
Default folder for chip DLLs
C:\SC\BM6400 Browse
OK Cancel Apply Help





Workstation Settings

To use select the System Menu, then click Setup, and then click Workstation Settings.

Setup 🔀
Workstation settings Auto import Int. 2of5 bar code
WS No. 1
Check the items you want to enable on this workstation
General settings
Use automatic layout Tag record after insert
Remove tag after print Automatically open last used project file
Im-/Export
Default folder for chip DLLs
C:\SC\BM6400 Browse
OK Cancel Apply Help
Workstation settings

WS No.

This is important when working in a multi user environment with BadgeMaker. Every workstation number has to be unique in order to ensure user independent access to the database is achieved. One computer will set a WS No of **1**, another computer will set a WS No of **2** and so on.

<u>Settings</u>

General Settings

Use Automatic Layout: If an extra field with a layout name is added to the database this field can be used for automatic layout selection when printing. This field must be configured as the layout field. The layouts (*as displayed in the layout selection drop list in BadgeMaker, see Layout Selection*) must be filled in manually in this field. Another option is to create a dropdown list with a number of various available layouts.

Tag Record After Insert: New and imported records will be automatically tagged when inserted. Remove Tag After Print: Tags will be removed as soon as records are printed. Automatically Open Last Used Project File: Enable this option to open the last used project file automatically the next time you enter BadgeMaker.

Import/Export





Import Orphan Images: Use this option to import images without a related index file. The link between image and record will be made based on the image name and the value in the primary index field.

Printing

Print One Card Per Document: Enable this option when you use chip encoding. For every card sent to the printer a document will be created. Disable this option when you want to use pipeline printing on a multi station printer.

Enable Direct Print: This option must be checked in order to correctly print and encode in one single run, without the printer spooler interfering in the process.

Normal Print (do not mirror): Normal printing (print as designed)

Mirror Horizontally: Mirror image (*flip horizontal*) is used to reverse an image left to right. **Mirror Vertically:** Mirror image (*flip vertical*) is used to reverse an image top to bottom.

As soon as you click Apply the mirrored preview will be visible at the right part of the BadgeMaker main screen. The full size preview will also be displayed as mirrored.

Laser Engraving

Enable: Enable this option if you are using a Optical Laser Engraver instead of a normal card printer. The print dialog will be different in this case and BadgeCreator will have some extra features to configure the settings for the engraver.

Chip Encoding

Disable Number of Copies in Print Dialog: Prevents user from printing copies of a card (*without being noticed*).

Disable print to file in print dialog: Prevents a user from sending graphic information to a file. **Chip encode only (no print):** Use this option if you wish to encode a chip on a card without printing graphical information on it. This is useful when testing an encode layout.

Continue with next card after chip encode error: When you enable this option, the print process will not be stopped after a chip encode error. Instead the card with the encode error will be ejected and BadgeMaker will continue the process with the next card. This option is particularly useful when your direct card printer has a separate card hopper for faulty cards.

Advanced Print: This option can be used to retrieve records and print cards based on the information read from the chip embedded on the card.

Bulk Encoding OMC Manually: Check this option if the Lasercard OMC reader and software is installed. With this option a series of cards can be encoded Manually.

Bulk encoding (and printing) OMC inside printer: Check this option if the Lasercard OMC reader and software is installed. With this option a series of cards can be encoded inside the printer.

Find and Select Options

Match Case: Find and select arguments which are case sensitive. Ascending: By default search results are set to ascending. Descending: Set the order of a search in descending order.





Bulk Input

Bulk Input Image: The selected image source will be opened automatically when a record is retrieved.

Bulk Input Data: The selected Image source will not be opened but instead the Edit dialog will be opened automatically when a record is retrieved. Select which type of bulk input you would like to use for your barcode forms.

Record set

Database Update Fix: Some specific ODBC drivers could return update errors in combination with BadgeMaker. Since most current ODBC drivers work without problems, we advise to leave this option unchecked unless you receive update error messages from your ODBC driver.





Automatic Import

To use select the System Menu, then click Setup, and then click Auto Import.

By clicking on the field names, the fields to be imported will be highlighted in the list. The highlighted fields will be imported; fields which are not highlighted will be ignored.

You can select all fields at once by pressing the **CTRL <A>** key combination.

Setup 🔀			
Workstation settings Select the fields yo ✓ Enable automa IDnumber Firstname Layout Function PlaceOfBirth Email Phonenumber Logo CardSerialNo CardSIssued PhotoDate IssueDate From Place	Auto import ou want to imp tic import	Int.	2of5 bar code utomatically at start-up BadgeMaker will try to import from the following fixed file at start-up File name DEMO6400.DAT Folder C:\SC\BM6400\Project:
OK Annuleren Toepassen Help			

Automatic Import

When this check box is set a **DAT** file is placed in the data directory with the same name as the *.BM file and will be automatically imported after the *.BM file is opened. After an import the DAT file will be deleted automatically. When no DAT file is available when opening a *.BM file, BadgeMaker will start up as normal without prompts.





Int. 2of5 Barcode

To use select the System Menu, then click Setup, and then click Int. 2of5 bar code.

Interleaved 2 of 5 bar codes is a numeric only barcode used to encode pairs of numbers into a self checking barcode format. The Interleaved part is a digit encoded in the bars and the next digit is encoded in the spaces. The encoded digits are "*Interleaved*" together to form a number's only barcode.

Setup 🔀
Workstation settings Auto import Int. 2of5 bar code
Check digit for interleaved 2 of 5 bar code
Use check digit
Check digit properties
Modulo 10 🜲
Calculation method
 Normal
◯ Inverse
OK Cancel Apply Help

Int. 2of5 bar code

Check digit for interleaved 2 of 5 bar code

Use Check Digit: When using the 2 of 5 bar code, you can choose to use a check digit, an extra verifiable control if the bar code number is correct.

▶ Interleaved 2 of 5 is a self-checking barcode type, meaning that a check character is not required for a barcode scanner to read it. However many implementations include a Check Digit to assure data integrity.

Check Digit Properties

Modulo: Specify a checksum. Default is 10.

Calculation Method

Normal: The check digit is the remainder of the sum of digits of the barcode divided by the modulo. **Inverse:** Inverted, the modulo of 10 will be placed before the barcode.





The number 10 is converted to 0

Example of a Int 2of5 Bar Code







Security

Select **System Menu** and then click **Security**. The following window will be presented.

Security 🔀		
Authorisation Users Check the commands that are g User groups Administrators Power users Users Guests	commands Commands Vew project Open project Edit project Close Close New badge Edit badge Edit badge Edit badge Export Export Encode chip Fint setup Print setup Print preview Reserved	
	Close Help	כ

Authorization

In order to secure and restrict users from accessing certain features in BadgeMaker you must decide what tasks and actions users and groups will perform. Tasks and actions that a user or group of users can perform are determined by the rights assigned to them.

For example a user who is a member of the Administrators group can create a new badge and edit projects whereas a user who is a member of the Users group cannot modify projects or create new badges.

To create new users and specify user groups, you must be a member of the Administrator's group.

Click the User's tab.

A list of users already configured in BadgeMaker are shown here.

SCHECK		
	Security Authorisation Users	
	Name Member of SUPERVISOR Administrators	New Modify Remove
		e Help

Users

To modify a group a user is already a member of select the user and click **Modify**.

Modify	X
User name	Henry
New group	Power users 💌 Administrators
	Power users Users Guests
	OK Cancel

You can change the current user group to another group, select **OK** to save the change.

To create a new user click **New**. Specify a **User name** and a **password**, this will be used to log into BadgeMaker, assign the new user to a group.



Choose from the following groups listed.

- Administrators: Full access, add users with caution.
- **Power Users:** Lightly restricted access.
- **Users:** Restricted Access, members can perform the common tasks.
- **Guest:** Heavy restricted access.

If a new user is added and already exists you will receive the following error.



Click OK.





Favorites

To add/remove items from the favorites list select **System Menu**, and click **Favorites**.

Favorites	×
 Create a new project Export project Import project Open an existing project Edit project Edit project Edit existing badge layouts Edit existing badge layouts Add records Select image source Capture images SQL Select Print 	
OK Cancel	

Favorites

Choose what items will be listed in the far right windowpane.







Auto Login

Auto login is very useful when a database is used that already requires a password to obtain access to it and only one operator is normally working with BadgeMaker.

To enable Auto Login click on System Menu, and then click Auto Login.

Fill the following dialog box with your login credentials (Username and Password).

A	uto login		×
	BadgeMaker login		
	🗹 Enable auto login		
	User name		
	Password		
ĺ	Database login		
	User name		
	Password		
		ок	Cancel

Auto login

Auto login 🛛 🔀			
BadgeMaker login			
	Cnable auto login		
	User name	SUPERVISOR	
	Deserved		
Database login			
	Password		
OK Cancel			





The operator needs a user name and password to access BadgeMaker to access projects. If enabled the operator will automatically log on to BadgeMaker.

Access rights to BadgeMaker's features are determined by which group the operator has been assigned to via Security.





Help Menu

The Help Menu appears as the last item on the menu bar, and contains commands relating to the handling of help files and information about BadgeMaker such as hardware fingerprint, and version number.






Help Index

Select Help Menu and click Help Index to open the Help File.

Click Normal on the BadgeMaker **Toolbar** or click **F1** on your keyboard. The following dialog is displayed.



Help Files





About BadgeMaker

To open select Help Menu, and then click About.

Use this function to retrieve the version number and information about BadgeMaker. Also the Enter Key can be found here, which enables the registration of the BadgeMaker Software.

About	×
SCREED CHECK	BM6400 Version 7.1
Badger Copyright © 2008 ScreenCheck	Baker A International B.V.
This copy of BadgeMaker is licensed to: SC ScreenCheck	<u>Visit our web site</u> <u>Send an e-mail</u>
Product ID: 2E3D-80E5	Enter key Close

About box





Connect Info

To open click **Help Menu**, and then click **Connect info...**.

By choosing this option you can obtain information about the **Data source**, the information is presented in the following dialog box.

Data source info 🛛 🛛 🔀		
DSN:	DEMO6400	
Database:	C:\SC\BM6400\PROJ\DEMO6400	
Table name:	Data	
Owner:		
	ОК	
Data source info		





BadgeCreator

In the previous chapter we have discussed and explained how to create a project (**BM**) file with the necessary settings for BadgeMaker. In order to be able to produce cards, you need to have at least one card layout.

In this chapter will be explained how to create badge (**card**) layouts and how to integrate encode information in the card.







NAME: AMALIA DUARDE NUMBER: 77105 EXP. DATE: 06-23-2010





Starting BadgeCreator

To open BadgeCreator you must already be logged into BadgeMaker. From the BadgeMaker **File Menu** select either **New badge** to open BadgeCreator.

You must create a project first in BadgeMaker before creating card layouts and forms.

When you have started BadgeCreator the following window is displayed.

🙀 BadgeCreator - [DEMO6400.BM (Untitled)]	
File Edit View Options Help	
₩ 🗉 🖬 • Ma • 📽 🛠 • 🖬 🖻 📽 ≶ 🗠 🔺 A R 🛪 • 🗷 🖬 ⁄ 🗆	୦ ₩ • ७ €,
New Layout Wizard Step - Welcome Image: State of the stat	Project Explorer
Cancel < Back Mext > Enish	Contact Chip Chip Demo.chp Mitare Class Class ClassDemo16k1.iif ClassDemo16k6.iif ClassDemo16k6.iif ClassDemo16k6.iif ClassDemo16k6.iif ClassDemo16k6.iif

BC Main screen





BadgeCreator Main Screen

Once you have started BadgeCreator the main screen is presented.



BC Main screen

Use these Help files to understand how to create a badge (card) layout and integrate encode information onto a badge layout.

In the main screen the **Badge Layout** will be displayed. From here you can design **graphics**, **logos**, **barcode layouts**, **magstripe layouts**, **chip encoded layouts**. Set **dynamic** and **static text** on a layout. Images acquired in BadgeMaker can be added and linked to layouts.

It is not possible to create a badge layout before a project file has been created.

On the right side of the main screen **Project Explorer** is located listing the current project file, linked badge layouts, and encode layouts.

Working with the mouse

In BadgeCreator the mouse is used to position and resize objects and to open the properties of an object by double clicking them. More than one item can be selected with the mouse by using **CTRL+ Left Click**. The selected items can be moved, copied or deleted as needed.

© 1993-2009 ScreenCheck B.V.





Working with cursor keys

In BadgeCreator you can move objects on a badge layout using the cursor keys ($\leftarrow \uparrow \downarrow \rightarrow$).

Project Explorer

Project Explorer lists the currently opened project file layouts. The location of the project file is located at the root (*Top of the list*). All layouts linked to the project are listed beneath.

To show Project Explorer select View Menu and click Show project Explorer.



Project explorer

Layouts can be accessed and opened by double clicking on a specific layout item.





Right-click a layout to **Open** or **Remove From Project**.

🛃 (C:\SC\BM6400\Projects\DEMO6400\DEIv 木		
🖻 🚔 Badges 👘		
E Company Card (COMPANY CAR		
Remove From Protect		
±		
🗐 🔚 Jolass 16k8 Card (ICLASS 16k8 (
TIME ICIASS TORO CARG (ICLASS TORO C		
I → I → I → I → I → I → I → I → I → I →		





Quick Access Toolbar

The **Quick Access Toolbar** in BadgeCreator can be used to quickly start formatting text by clicking on the desired button.

Layer 1	▼ Arial	▼ 17 ▼	-	Transparent 💌 B	IU 🗳	
---------	---------	--------	---	-----------------	------	--



BadgeCreator Toolbar

The Toolbar in BadgeCreator can be used to quickly start a function by clicking on the desired button.

劉	💷 🖴 🔀 • 🌃 • 🛎 🖄 • 🖬 🔁 🖻 🋍 📽 🚿 • > 🕯 🗛 🕏 🕅 • 🗷 🗠 / 🗖 O 👹 • ೮ 🔍 🤆
	Back to Main Screen Click on this button to return to the BadgeMaker main screen.
=	Badge Layout Mode Click on this button to enter the badge layout mode to configure/create badge layouts.
	Magnetic Layout Mode Click on this button to enter the magnetic layout mode to configure/create magnetic encode layouts.
₿	Chip Mode Click on this button to enter the chip layout mode to configure/create chip encode layouts.
Ń	Mifare Mode Click on this button to enter the mifare layout mode to configure/create mifare layouts.
à	Open Layout Click on this button to open an existing layout linked to the current project (*.BM) file.
×	New Layout Click on this button to start the New layout Wizard.
	Save Layout Click on this button to save the current layout.
¢	Send to Other Side Click on this button to send a selected item to the back of the badge or, send a selected item from the back of the badge to the front side of the badge.
	Copy Click on this button to copy an image to the clipboard.
2	Paste Click on this button to paste data from the clipboard to your current records.
K)	Undo

© 1993-2009 ScreenCheck B.V.





Click on this button to undo last action.

Lock Items

Click on this button to lock items on the layout from being moved or edited such as images and text. This is a useful tool once you have completed a new layout. Select this button to lock the layout down.

Add Static Text

Click on this button to add static text. Static items are non-unique and fixed such as Company Name, Address, Logo.

🖹 Add Dynamic Text

Click on this button to add dynamic text to your badge layout. Dynamic text is a placeholder that automatically pulls text from the database. Dynamic items are unique and not fixed such as an Individual's name, e-mail, phone number or department.

🕺 📩 Add Logo

Click on this button to add a logo to the badge layout.

Add Image

Click on this button to add an image to the badge layout.

Add Background Image

Click on this button to add a background image to the badge layout.

🖊 Add Line

Click on this button to add a line to the badge layout.

Add Rectangle

Click on this button to add a rectangle to the badge layout.

O Add Circle

Click on this button to add a circle to the badge layout.

Add Barcode

Click on this button to add a barcode to the badge layout.

Ohange Layout Side

Click on this button to switch views between the back and front side of the card layout.

🔍 Zoom In

Click on this button to zoom in on the badge layout.

🔍 Zoom Out

© 1993-2009 ScreenCheck B.V.





Click on this button to zoom out on the badge layout.





File Menu

The **File Menu** appears as the first item in the menu bar, and contains commands relating to the handling of layouts such as open, create new and save. You can close layouts and return to BadgeMaker from here.

File	Edit	View	Options	: Help	
N	New Layout				
N	ew Laγ	/out Wi	zard Ct	rl+N	
N	ew fro	m Temp	olate		
Open Layout Ctrl+O			rl+0		
C	Close Layout				
In	Import Layout				
Remove Layout C			rl+R		
S	ave		Ct	rl+S	
Save As					
М	Mode 🔸			+	
B	Back to Main Screen				





New Layout

To create a New Badge Layout (*.BC file) select File Menu, and click New Layout.

Click from the BadgeCreator **Toolbar**.

The following dialog box is presented providing options which allow you to create a **New Layout**.

🎽 New Badge Layout	? 🗙
Layout Paper	
Name	_
🥅 Include Back	
Use specific printer for this badge:	
No	-
Background Color Front	_
Background Color Back	
Magnetic Stripe Positioning No	•
Chip Positioning No	•
Chip type:	-
Number of pins:	-
ОК	Cancel

<u>Layout</u>

New badge layout

Name: Enter a unique name for your badge layout.

The name is not case sensitive and limited to 30 characters are allowed.

Include Back: Select this option to define a double sided badge layout. If this option is not checked your badge layout will only consist of a front side.

Use specific printer for this badge: Specify a specific printer.

Background Colour Front: Select a colour for the front side of the badge layout.

Background Colour Back: Select a colour for the back side of your badge layout.





This option is disabled if Include Back Side is selected.

Magnetic Stripe Positioning: Select the way the magnetic stripe will be positioned on the badge layout. If no magnetic stripe is to be used in the layout select **No**.

Chip Positioning: Select the layout side the chip will be positioned. If no chip is to be used in the layout select **No**.

Chip Type: Select a chip type from the list. The following types can be selected from the drop down list.

- ISO
- AFNOR
- Plug-in SIM

The chip type option can only be selected if Chip Positioning is set to Front or Back.

Number of Pins: Select the number of pins for the chip. For ISO and AFNOR both 6 pin and 8 pin can be selected. For Plug-in SIM only 8 pin is available.

The Number of Pins option can only be selected if Chip Positioning is set to Front or Back.

📲 New Badge Layout	? 🔀
Layout Paper	
Type ISO-Card 86/54.5	_
Orientation C Portrait C Landscape	Badges per Page Columns 1 🔿 Rows 1 🔿
Measurement units in millimeters	Header and Footer Header Height Footer Height
Left 0	Right 0 🔶 Bottom 0 🌩
Columns 10	Rows 10
	OK Cancel
Pa	iner

Paper





Type: Define the size of the badge by selecting a predefined **Type** from the drop down list or select **Manual Size** to define your own badge size.

- **ISO-Card 86/54.5:** Select this if you want to design an ISO standard card.
- **A4:** Select this if you want to design a layout on A4 paper. If you print the layout on A4 paper it is possible to print more than one record on a sheet.
- Letter: Select this if you want to design a layout for Letter paper. If you print the layout on Letter paper it is possible to print more than one record on a sheet.
- **Manual Size:** If you have selected ISO-card, you can define your own badge size. The badge dimensions can now be filled in the dialog.

Select one of these if you want to design an ISO standard card and use a *Magicard Turbo* or *Rio/Tango printer*. You can also select to print edge to edge or print with a white border.

- ISO-Card Magicard Turbo White Border
- ISO-Card Magicard Turbo Edge To Edge
- ISO-Card Magicard Rio/Tango White Border
- ISO-Card Magicard Rio/Tango Edge To Edge
- Mitsubishi 110/110: Select this if you have a Mitsubishi CP100 with sheets of 110x110mm.
- Mitsubishi 150/100: Select this if you have a Mitsubishi CP100 with sheets of 150x100 mm.
- **ISO-Card Fargo:** Select this if you want to design an ISO standard card and you use a Fargo printer.
- **ISO-Card DNP:** Select this if you want to design an ISO standard card and you use a DAI Nippon printer.

Orientation: Configure the orientation of the layout.

Select Portrait: to set a layout in portrait. Select Landscape: to set the layout in landscape.

Badges Per Page: Set the number of columns and number of rows on a badge.

Columns: Enter a value to set the number of columns. **Rows:** Enter a value to set the number of rows.

Size: Set the width and height of the badge.

Width: Enter a value to set the width of the badge. **Height:** Enter a value to set the height of the badge.

Header and Footer: Define the height of a Header and a Footer.

This option is only available for the types A4 and Manual.

Margins: Configure the left, top, right and bottom margins of a layout.

Left: Enter a value to set the left margin of a layout.Top: Enter a value to set the top margin of a layout.Right: Enter a value to set the right margin of a layout.

© 1993-2009 ScreenCheck B.V.



Bottom: Enter a value to set the bottom margin of a layout.



Space Between: Configure the space between the columns and rows.

Column: Enter a value to change the space between columns. This affects the width of the badge. **Rows:** Enter a value to change the space between rows. This affects the height of the badge.

Click **OK** to confirm and close. Click **Cancel** to discard changes.





New Layout Wizard

Select **File Menu** and click **New Layout Wizard** to open the Badge Layout Wizard, the following screen is presented.

New Layout Wizard Step - V	Velcome
Card Be ulions Card Be ulions	This wizard will help you to create a badge or encode layout.
	Don't display this screen in the future.
	Cancel < Back Next > Einish

BC New layout wizard

Click **Next** to and select the type of layout to create.





New Layout Wizard (Badge)

Select File Menu and click New Layout Wizard to open the wizard, the following screen is presented.

Click from the BadgeCreator **Toolbar**.

The Welcome screen can be skipped in future by selecting **Don't display this screen in the future**.

New Layout Wizard Step - W	/elcome
Card Be ullows	This wizard will help you to create a badge or encode layout.
	Don't display this screen in the future.
	Cancel < Back Next > Einish

BC New layout wizard

Click **Next** to proceed to the next screen and begin configuring a New Layout.





<u>Step 1</u>

Layout type

Select **Badge** to create a Badge layout and click **Next** to proceed.





<u>Step 2</u>

Type a name for your desired layout and select which Type (Card Type) you want to use.

New Layout Wizard Step 2 - Badge Typ)e
Name	
Type ISO-Card 86/54.5	Visitor ∷red So thors
Orientation C Portrait C Landscape	
Width 86 🖨 Height 54.5 🖨	
Cancel	< <u>B</u> ack <u>N</u> ext > <u>F</u> inish

In this example Include Back has been selected, this creates a double sided card layout.





<u>Step 3</u>

New Layout Wizard Ste	ep 3 - Badge Layout	
Margins Left 0	Right 0 🔿 Bottom 0 🖨	Space between Columns 0 Rows 0
Badge Color	Front Back	
–Badges per Page –	Columns 1 🚔 Rows 1 🚔	United Stations
-Header and Footer	Header Height 🛛 🖨 Eooter Height 🛛 🖨	
Cancel < <u>B</u> ack <u>Next</u> <u>F</u> inish		
	Badge layout	

When selecting Badge Layout in Step 1 a number of input fields are not available. These are greyed out.





Step 4

New Layout Wizard Step 4 - Badge Fields			
Include Images:			
No. N	Vame		<u>~</u>
🗖 1 🛛 F	Photo		
2 5	5ign		
□ 3 F	Photo thumb		
4 5	5ign thumb		
I∏S F	Finder Imade		<u>~</u>
Eields to include:			
Description	Field Name	Туре	
CardSerialN	o CardSerialNo	Character	2
CardsIssued	d CardsIssued	Numeric	1
Email	Email	Character	3
ExpiryDate	ExpiryDate	Date	1
Firstname	Firstname	Character	2
	F	/h	
	Cancel	< <u>B</u> ack	[Next >Einish

Select which images to include into the badge layout, and below select which fields from the database to include into the badge layout.

Fields chosen will be shown in the layout as dynamic text linked to data fields in the database, not static text which is fixed information set on a layout.





<u>Step 5</u>

New Layout Wizard Step 5 -	Badge Options	
	Chip and Magstripe Options	
Visitor Be ulions	Magnetic Stripe Positioning	No 💌
02-06-08 CE RSTNAME + 111-SURING	Chip Positioning	No 💌
COMFAN(>	Chip type:	ISO
	Number of pins:	6 🗸
c	ancel < <u>B</u> ack <u>Next</u> >	Einish
	Badge options	

Chip and **Magstripe Options** configure where on the layout place holders will be positioned for the magnetic stripe and the chip. This prevents other items and objects being placed on top of the chip or magstripe.

Note that these place holders are only indicating the position of the chip and magstripe.





<u>Step 6</u>

New Layout Wizard Step 6 - Finished	
	The wizard has now collected all necessary data. Press 'Finish' to view or edit the layout.
Cancel	< Back Next > Einish

Once all settings have been defined and configured the final dialog is presented.

Click **Finish** to complete the Wizard or click **Back** to change settings. When you click **Finish** a new layout is presented in BadgeCreator.







BC Main screen

Form the BadgeMaker **Toolbar** click *in this will open BadgeCreator and start the New* **Layout Wizard.**





New Layout Wizard (Gallery Badge)

Select File Menu and click New Layout Wizard to open the wizard, the following screen is presented.

Click from the BadgeCreator **Toolbar**.

The Welcome screen can be skipped in future by selecting **Don't display this screen in the future**.

New Layout Wizard Step - W	/elcome
Cont Se ullers	This wizard will help you to create a badge or encode layout.
	Don't display this screen in the future.
C	ancel < Back Next > Einish

Click **Next** to proceed to the next screen and begin configuring a New Layout.





<u>Step 1</u>

New Layout Wizard Step 1 - Layout Type	
New Layout Wizard Step 1 - I	Choose Card Mode Badge Gallery Badge Magnetic Layout Contact Chip Contactless Chip
Ca	ancel < <u>B</u> ack <u>N</u> ext > <u>F</u> inish

Choose type

Select **Gallery Badge** to create a gallery badge and click **Next** to proceed.





Type a name for your desired layout and select which Type (*Card Type*) you want to use.

New Layout Wizard Step 2 - Gallery Type	
Name	
Type A4 Orientation Corientation Contrait Contrait Contrait Contrait	
Size Width 210 🖨 Height 297 🖨	Badge Color
Cancel< Back	<u>N</u> ext > <u>E</u> inish

Choose between the following **Type A4**, **Manual Size** and **Letter**.

ECK		
New Layout Wizard	Step 3 - Gallery Layout	
Margins Left 10 Top 10	Right 10 Bottom 10	
Badges per Page	Columns 3 🚔 Rows 4 🖨	
Header and Footer —	Header Height 0 🚔	a, k 6, by
<u>H</u> eader Text F <u>o</u> oter Text		Space between Columns 5 🖨 Rows 5 🖨
	Cancel < <u>B</u> ack	<u>Einish</u>

Gallery layout

Click **Next** to proceed to the next screen.

20

ew Layout V	/izard Step 4 - Ga	llery Fields		
Include Images	:			
No.	Name		~	
1	Photo			
2 2	Sign			
□3	Photo thumb			
4	Sign thumb			
∏5	Finder Imade		M	
Fields to include	:			
Description	Field Name	Туре	LA	
CardSerial	No CardSerialNo	Character	2	
CardsIssue	ed CardsIssued	Numeric	1	
🗖 Email	Email	Character	3	
ExpiryDate	e ExpiryDate	Date	1	
Firstname	Firstname	Character	2	
	F	~L		

Gallery fields

Select which images to include into the badge layout, and below select which fields from the database to include into the badge layout.

Fields chosen will be shown in the layout as dynamic text linked to data fields in the database, not static text which is fixed information set on a layout.







Once all settings have been defined and configured the final dialog is presented.

Click **Finish** to complete the Wizard or click **Back** to change settings. When you click **Finish** a new layout is presented in BadgeCreator.







Form the BadgeMaker Toolbar click , this will open BadgeCreator and start the New Layout Wizard.





New Layout Wizard (Magnetic Layout)

Select File Menu and click New Layout Wizard to open the wizard, the following screen is presented.

Click from the BadgeCreator **Toolbar**.

The Welcome screen can be skipped in future by selecting **Don't display this screen in the future**.

New Layout Wizard Step - W	/elcome
Card Be ullows	This wizard will help you to create a badge or encode layout.
	Don't display this screen in the future.
C	ancel < Back Next > Einish

Click **Next** to proceed to the next screen and begin configuring a New Layout.





<u>Step 1</u>

New Layout Wizard Step 1 - Layout Type	
	Choose Card Mode Choose Card Mode Gallery Badge Gallery Badge Gallery Contact Chip Cartact Chip
Ca	Incel
Choose layout	

Select Magnetic Layout to create a magstripe badge and click Next to proceed.





<u>Step 2</u>

New Layout Wizard Step 2 - Finished		
	The wizard has now collected all necessary data. Press 'Finish' to view or edit the layout.	
Cancel	< <u>Back</u> Next > Einish	

Click **Finish** to complete the Wizard or click **Back** to change to another Card Mode.

When you click **Finish** a new layout is presented in BadgeCreator.

🚅 BadgeCreator - [DEMO640	0.BM (Untitled.)]	
File View Options Field Tracks	Help	
🕙 🗉 🚍 🛱 • Mi • 🖆	※・日 + - 王 主 主	
Field Start Position Length	Type Data	
		>
MAGSTRIPE MODE		Irack 1

Magnetic layout mode




Form the BadgeMaker Toolbar click , this will open BadgeCreator and start the New Layout Wizard.





New Layout Wizard (Contact Chip)

Select File Menu and click New Layout Wizard to open the wizard, the following screen is presented.

Click from the BadgeCreator **Toolbar**.

The Welcome screen can be skipped in future by selecting Don't display this screen in the future.

New Layout Wizard Step - W	/elcome
Container	This wizard will help you to create a badge or encode layout.
	Don't display this screen in the future.
	ancel < Back Next > Einish

Click **Next** to proceed to the next screen and begin configuring a New Layout.





<u>Step 1</u>

New Layout Wizard Step 1 - Layout Type		
	Choose Card Mode	
	C Badge	
FA	C Gallery Badge	
	C Magnetic Layout	
	C Contactless Chip	
	Cancel < Back Next > Finish	

Choose layout

Select Contact Chip to create and click Next to proceed.





Step 2

New Layout Wizard Step 2 - Chip Type		
	Set Contact Chip Options: Dll Name Dll Params Dll Param1 Dll Param2	
	Cancel < <u>B</u> ack <u>N</u> ext > <u>F</u> inish	
	Chip options	

A *dll must be specified in order for a contact chip to be encoded with images and data specified in the layout. Specify bmchip.dll under Dll Name.

BMChip32.dll is shipped with BadgeMaker, specify this *.dll unless you have created your own specific *.dll.

A *.Dll name is required. If it is empty, the chip encode layout cannot be saved.

If no chip is specified and you choose to proceed, the following dialog is presented. Click **Yes** to supply a *.dll at a later time or **No** to return to Step 2 and specify a *.dll.







<u>Step 3</u>

N	ew Layout	Wizard Step 3 - C	hip Imag	jes		
:	5elect Images	for including in Chip lay	/out			
	No.	Name				
	1	Photo				
	D 2	Sign				
	1 3	Photo thumb				
	4	Sign thumb				
	5	Finger Image				
		Can	cel	< <u>B</u> ack	<u>N</u> ext >	Einish

Chip images

Select the required **Images** to include into the chip encoding. When this option is specified the name and directory of the Image will be stored into the chip layout.

Click Next to proceed.







Once all settings have been defined and configured the final dialog is presented.

Click **Finish** to complete the Wizard or click **Back** to change settings. When you click **Finish** a new layout is presented in BadgeCreator.

🎢 Ba	dgeCreat	or - [D	EMO6400.	BM (Uni	titled.)]			
File V	/iew Optic	ons Fie	ld Help					
80	E	🖽 - K	🕷 • 🚅 ,	🔊 • F	+ -			
Field	Туре		Field name		Description	Length	Comment	
< []]								>
CONTA		DDE					No images inclu	ded //

© 1993-2009 ScreenCheck B.V.





Chip layout mode

From the BadgeMaker **Toolbar** click *i*, this will open BadgeCreator and start the New Layout Wizard.





New Layout Wizard (Mifare)

Select **File Menu** and click **New Layout Wizard** to open the wizard, the following screen is presented.

Click from the BadgeCreator **Toolbar**.

The Welcome screen can be skipped in future by selecting **Don't display this screen in the future**.

New Layout Wizard Step - Welcome		
Card Se ullovs Sector and Sectors SECTOR Sectors SECTOR SECTOR SURVER SECTOR SECTOR SURVER	This wizard will help you to create a badge or encode layout,	
	Don't display this screen in the future.	
	ancel < Back Next > Einish	

Click **Next** to proceed to the next screen and begin configuring a New Layout.





<u>Step 1</u>

New Layout Wizard Step 1 - Layout Type		
New Layout Wizard Step T	Choose Card Mode Choose Card Mode Badge Gallery Badge Magnetic Layout Contact Chip Contactless Chip	
	Cancel < Back Next > Einish	

Choose card type

Select Contactless Chip to create and click Next to proceed.





<u>Step 2</u>

In this dialog choose the type of contactless chip to use.

Select Mifare and click Next to continue.

New Layout Wizard Step 2 - Contactless Chip Type		
	Choose the contactless chip type you want to use: Mifare iClass Legic HID Prox 	
	ancel < <u>B</u> ack <u>Next</u> <u>F</u> inish	

Chip type





Step 3

Select which type of **Mifare chip** to use.

New Layout Wizard Step 3 - Mifare Options		
	<u>S</u> et Mifare Options	
	Mifare 1K O Mifare 4K	
	Enable Bitwise Encoding	
	Allow multitrack database items (non-binary)	
	Enable MAD Section	
	Cancel < <u>B</u> ack <u>Mext</u> <u>Finish</u>	

Mifare options

For this example **Mifare 1k** is selected.

Allow multitrack database items (non-binary): Select this option to scan a field across multiple tracks (*for large segments of information*).

Enable MAD Section: Enable MAD (*Mifare Application Directory*) to define common data structures for multi application directory entries.





Step 4

New Layout Wizard Step 4 - Finished		
	The wizard has now collected all necessary data. Press 'Finish' to view or edit the layout.	
Cancel	< Back Next > Finish	

Once all settings have been defined and configured the final dialog is presented.

Click **Finish** to complete the Wizard or click **Back** to change settings. When you click **Finish** a new layout is presented in BadgeCreator.

赠 B	adgeCreator - [DEMO6400.BM (Unti	led.)]	
File	View Mifare Options Help		
80	💷 🖴 🔀 • 🕅 • 🖙 🛣 • 🔙	∋+ f≈ 😫 3= 🗷 🛕	
	Field(s) or function	Field Type Track Block Begin Byte	No. of Bytes
	Field Name Fur	ction Function Properties	
MIFAF	RE MODE		

© 1993-2009 ScreenCheck B.V.





From the BadgeMaker Toolbar click , this will open BadgeCreator and start the New Layout Wizard.





New Layout Wizard (iClass)

Select File Menu and click New Layout Wizard to open the wizard, the following screen is presented.

Click from the BadgeCreator **Toolbar**.

The Welcome screen can be skipped in future by selecting **Don't display this screen in the future**.

New Layout Wizard Step - W	/elcome
Card Be ullows	This wizard will help you to create a badge or encode layout.
	Don't display this screen in the future.
C	ancel < Back Next > Einish

Click **Next** to proceed to the next screen and begin configuring a **New Layout**.





<u>Step 1</u>

New Layout Wizard Step 1	- Layout Type
	Choose Card Mode
	C Badge
	C Magnetic Layout
	C Contact Chip
	Contactless Chip
	Cancel < Back Next > Einish

Choose type

Select Contactless Chip and click Next to proceed.





<u>Step 2</u>

In this dialog choose the type of contactless chip to use.

New Layout Wizard Step 2 - Contactless Chip Type										
	Choose the contactless chip type you want to use: Mifare Class Class Clegic HID Prox									
Ca	ncel < <u>B</u> ack <u>N</u> ext > <u>F</u> inish									

Choose contactless chip type

Select iClass and click Next to continue.





<u>Step 3</u>

New Layout Wizard Step 3 - iClass Chip Type										
	Chip Configuration C 2Kbit Chip 16Kbit Chip Preview									
Can	ncel < <u>B</u> ack <u>N</u> ext > <u>F</u> inish									

Select a **Chip Configuration** in relation to the **iClass** chip type being used. Choose between **2Kbit Chip** and a **16Kbit Chip**.

Click Next to proceed.





<u>Step 4</u>

New Layout Wizard Step 4 - Finis	shed
	The wizard has now collected all necessary data. Press 'Finish' to view or edit the layout.
Cancel	<back next=""></back>

Once all settings have been defined and configured the final dialog is presented.

Click **Finish** to complete the Wizard or click **Back** to change settings. When you click **Finish** a new layout is presented in BadgeCreator.





gii B	adge	Crea	tor	DE	мо	6400).BM	(Unti	itled	.)]										
File	View	iClas	s (Option	ns l	Help														
- <mark>81</mark>	=		₿	- 1	1 -	2	×	- 🔲	3	• <i>f</i> *	₽₽	≩• ⊠	<u>à</u>							
	Field(s	s) or fu	inctio	n					F	ield Ty	ре	Page		Block		Begin By	yte	No. of By	ytes	_
								I.c.						LE.	ti-		-ti			 _
	Field I	vame						Fu	nction	1				Fu	Inctic	n Proper	rties			-
																				_
4	1																			•
	-																			
	S MO)E																		_
ICLAS	53 10101	<i></i>								ici			_							
										ıCla	iss la	iyout m	ode							

From the BadgeMaker Toolbar click , this will open BadgeCreator and start the New Layout Wizard.





New Layout Wizard (Legic)

Select File Menu and click New Layout Wizard to open the wizard, the following screen is presented.

Click from the BadgeCreator **Toolbar**.

The Welcome screen can be skipped in future by selecting **Don't display this screen in the future**.

New Layout Wizard Step - W	/elcome
Card Be ullows	This wizard will help you to create a badge or encode layout.
	Don't display this screen in the future.
C	ancel < Back Next > Einish

Click **Next** to proceed to the next screen and begin configuring a **New Layout**.





<u>Step 1</u>

New Layout Wizard Step 1	- Layout Type
New Layout Wizard Step 1	 Layout Type Choose Card Mode Badge Gallery Badge Magnetic Layout Contact Chip Contactless Chip
	Cancel < <u>B</u> ack <u>N</u> ext > <u>F</u> inish

Choose layout type

Select Contactless Chip and click Next to proceed.





<u>Step 2</u>

Select **Chip Type Legic** and click **Next** to proceed.

New Layout Wizard Step 2 - Contactless Chip Type										
	 Choose the contactless chip type you want to use: Mifare iClass Legic HID Prox 									
Car	ncel < <u>B</u> ack <u>N</u> ext > <u>F</u> inish									

BadgeMaker supports Legic cards with a capacity of 256 bytes, 1024 bytes and up. Cards with a capacity of 22 bytes are not supported, since this media does not support segmentation.

A Legic card can be divided into segments. Each segment can be used for different application and the size of a segment is variable.

Į	New Legic Se	egment Wizard	Step 1 - Gener	al 🔀
[- General Propertie	\$		
	N <u>a</u> me	EXAMPLE		
	<u>S</u> ize		48	3
	🔲 Set as KAB/	A section		
	Cancel	< <u>B</u> ack	<u>N</u> ext > Ei	nish

© 1993-2009 ScreenCheck B.V.

Step 3



Type a **Name** for the Legic segment and define the **Size**. The size of a Legic segment is variable, but should not exceed the capacity of the medium.

Step 4

Do not make a segment larger than needed.

Click Next to proceed.

_												
🎬 New Legic Segment Wizard Step 2 - Stamp 💦 🔀												
Stamp Number of Organization Levels 1 🛨 Stamp 00												
Cancel < <u>B</u> ack <u>Next</u> > <u>F</u> inish												
Stamp												

Define the Number of Organizational Levels.

If you select one level only, the Stamp is **1 Byte**. For each additional level, the stamp will increase with one byte. A byte can have a value between **00** and **FF**.

You can define up to **12 Organizational Levels**.





<u>Step 5</u>

In the following dialog various levels of protection can be set to keep encoded information from easily being read.

📽 New Legic Segment Wizard Step 3 - Protect 🗙													
Protection													
RD (Read Disable)													
WRP (Write Protected):													
Length 1													
Write/Read Condition													
Stamp bytes													
Cancel < <u>B</u> ack <u>N</u> ext > <u>F</u> inish													
Protection													

Once all settings have been defined and configured the final dialog is presented.

Click **Finish** to complete the Wizard or click **Back** to change settings. When you click **Finish** a new layout is presented in BadgeCreator.

	В	adge(reator	- [DE	MO	6400	.BM (Unti	tled.)]											
Fil	e	View	Legic (Option:	s H	lelp														
-	<u>90</u>		= 🛱	- 🎪) -	6	* -			f*	월 🔤 I	X 👌								
	Field(s) or function									Fi	ield Type		Row		Begin Byte	No. of Bytes			_	
┡																				
								1-						1						 _
-	_	Field N	ame					Fur	nction		Function Properties									
┢																				
1																				-
																				_
LE	GIC	SEGM	ENT MOD)E																11.

Legic layout mode





New Layout Wizard (HID Prox)

Select File Menu and click New Layout Wizard to open the wizard, the following screen is presented.

Click from the BadgeCreator **Toolbar**.

The Welcome screen can be skipped in future by selecting **Don't display this screen in the future**.

New Layout Wizard Step - W	/elcome
	This wizard will help you to create a badge or encode layout.
	Don't display this screen in the future.
	ancel < Back Next > Einish

Click **Next** to proceed to the next screen and begin configuring a New Layout.





<u>Step 1</u>

New Layout Wizard Step 1 - Layout Type			
New Layout Wizard Step 1 -	Layout Type Choose Card Mode C Badge Gallery Badge Magnetic Layout C Contact Chip Contactless Chip		
Q	ancel < Back Next > Finish		

Select Chip Type HID Prox.

Click Next to proceed.





<u>Step 4</u>

New Layout Wizard Step 3 - Finis	ihed
	The wizard has now collected all necessary data. Press 'Finish' to view or edit the layout.
Cancel	< <u>Back</u> Next >

Once all settings have been defined and configured the final dialog is presented.

Click **Finish** to complete the Wizard or click **Back** to change settings. When you click **Finish** a new layout is presented in BadgeCreator.

📲 BadgeCreator - [DEMO6400.BM (Untitled.)]				
File View HID Prox Options Help				
🕙 🗉 🖨 🗊 • 🔛 • 🖙 🔊 • 🛛				
HIDProx Field	BM Field	Presentation		
ProxCardID		Decimal		
ProxSiteCode		Decimal		
ProxLandCode		Decimal		
Prox26State				
ProxRawFormat		Decimal		
ProxState				
ProxNumBits		Decimal		
HID Prox Mode				

HID Prox layout mode

Click BM Field to link a HID Prox Card field to a field defined in BadgeMaker.

© 1993-2009 ScreenCheck B.V.





➡ In the list only character fields will be presented. The HIDProx fields can contain leading zeros which cannot be stored in a numeric field.

Form the BadgeMaker Toolbar click *interview*, this will open BadgeCreator and start the New Layout Wizard.





New From Template

Select the File Menu and click New From Template, the following dialog is presented.

Click from the BadgeCreator **Toolbar**.

📽 Create New Layo	ut from Template	
Template Name Canteen Card Medical Assistanc Military Card PhotoBadge Picture Gallery Report Sports Card Transportation Card	Description Canteen Card Medical Assistance Card ISO Badge with Photo, logo ISO Badge with Photo, logo Picture Gallery with photos Record list with header and Sports Card Transportation Card	Corporate Canteen Court of Justice Sydney Franco San Glorgi Sales Director 100010 03-01-04
Name Canteen Card		OK Cancel

BC card templates

When the **Create New Layout** from Template opens select from the list a template card design.

- Canteen Card
- Medical Assistance Card
- Military Card
- Photo Badge
- Picture Gallery
- Report
- Sports Card
- Transportation Card

Picture Gallery template is **A4** in size. it contains several row and columns to display a group of photos for example on one sheet.

Photo Badge is a traditional **ID Card** with a standard **Photo**, **Logo** and **data** placed into the layout.

Report is a record list containing a **Header** and a **Footer**.

These cards are all examples and will present a good basis on which to begin designing your card layout.

© 1993-2009 ScreenCheck B.V.



Dynamic fields configured in the template's design are linked to the Demo project. The following warning will be shown.



Select **OK** to proceed. You must replace field names on the layout to correspond to your own database.

📲 BadgeCreator - [DEM06400.BM (Untitled)]		
File Edit View Options Help		
] 💯 💷 🛱 • 🎆 • 🛎 🖍 • 🖬 🖃 🛍 🛍	🊿 🗠 🔒 🗛 💦 🕫 🗷 🖾 🖌 🗖 🛛 🎆 + ଓ 🔍 🤅	∋,
	· B Z ∐ 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1,	
1 2 3 4 5 6 7	8 9 10 11 12 13 14 15 16 17 [.]	18 19 2 Junium Junium
		-
1		
2- Corporate	e Canteen Court of Justice Sydney	
3	<firstname "="" +="" surname=""></firstname>	
	<function></function>	
4-	<idnumber></idnumber>	
5	03-05-04	
6		
		-
Magstripe: None, Chip: None, OMC: None, Mifare: None, iClass: N	lone, Legic: None	1.
	Mouse p	osition: 60.6 / 5C

BC main screen





Open Layout

Select the File Menu and click Open Layout, the following dialog is presented.

Click ᄙ from the BadgeCreator Toolbar.

y "	Open Layout				
ſ	Badges	Magstripe	Custom	Contact Chip	Contactless
	COMPANY CARE		ASS 2K CARD ICI	ASS 16K1 CARD	
	ICLASS 16K8 CARD	м	EDICALCARD NATI	ONALIDCAR D	
	=		=	=	
	Detail View		0	Cancel	· · · · · · · · · · · · · · · · · · ·

Open layout

All layouts created in BadgeCreator can be accessed in the **Open Layout** dialog box.

- Badge Layouts
- Magstripe Layouts
- Custom Layouts
- Contact Chip Layouts
- Contact Chip Layouts
- Contactless Layouts

Badge layouts

Select a previously configured Badge design layout which is linked to the project (*.BM) file.

For this example **COMPANY CARD** is selected.





Select **OK** to open the layout in BadgeCreator.



BC main screen





Close Layout

Select the **File Menu** and click **Close Layout** to close the current opened layout.

Before the layout is closed, BadgeCreator will prompt the operator to save before closing, this will ensure data is not lost



Select Yes to save or No to exit without saving.





Import Layout

Select the **File Menu** and click **Import Layout** to close the current opened layout.



Navigate to the directory where the *.BC file is located.





Import Layout						? 🗙
Look in:	🚞 Badges		•	(= 🖻	* 🎟 -	
My Recent Documents Desktop My Documents	CANTEEN CARI COMPANY CAR DRIVERLICENC Field List.bc Field List.bc CHID PROX.BC CHICLASS 2K CAR CICLASS 16K1 CC CICLASS 16K8 CC	D.BC D.BC E.BC ARD.BC ARD.BC ARD.BC STANCE CARD.BC .BC BC ARD.BC bc	PRIVILEGE CA SPORTSCARE STUDENTCAR	ARD.BC).BC ID.BC		
	File name:				- [Open
My Network	Files of type:	BadgeCreator (*.E	IC)		•	Cancel
Maces		🔲 Open as read-	only			

Select the file and click **Open** to begin importing. For this example **Canteen Card** is chosen from the Demo Project.

Import Layout (CANTEEN CARD	.BC to			? 🔀
Save in:	🗀 Badges		•	+ 🗈 💣 🎟•	
My Recent Documents Desktop					
My Documents					
My Computer					
i	File name:	CANTEEN CARD.BC		•	Save
My Network Places	oave as (ype,	Badgecreator (".BC)		<u> </u>	

© 1993-2009 ScreenCheck B.V.





The operator can rename the layout or keep the same name, select the location his to save.

Badge Layouts are normally stored under *Projects**<Project>**Badges*.

Select **Save** to continue. The following dialog is presented.

BadgeCreator	
When importing a badge layout avoid '	keep as it is' unless you are sure the database fields have the same name and description.
	ОК

➡ Import layout files (*.BC) linked to another project file (*.BM). Of course the databases belonging to the specific *.BM file will differ, therefore the operator must adjust the database fields after importing another layout. If this is not carried out then errors will occur when printing the layouts.

Click **OK** to proceed.

If importing a badge layout which has encode layouts attached then the operator is given the option to import the encoded layouts as well.

BadgeCr	reator 🛛 🕅
?	Encodes found. Do you also want to import them?
	Yes No

Click **Yes** to confirm importing encodes or **No** to import the badge layout only with no encode layout.


Badge and Database fields	
Imported Fields	BM Fields
FIRSTNAME	Keep as is
SURNAME	Keep as is
FUNCTION	Keep as is
IDNUMBER	Keep as is
EXPIRYDATE	Keep as is
	OK Cancel

Imported fields linking

If fields configured in the imported layout do not match the fields in the current database, select the drop down menu to re-link imported fields set in the current project or if no change is needed leave **Keep as is**.

6	Imported fields linking						
Badge and Database fields							
	Imported Fields	BM Fields					
	FIRSTNAME	Keep as is					
	SURNAME	Keep as is					
	FUNCTION	Keep as is					
	IDNUMBER	Keep as is					
	EXPIRYDATE	Firstname					
		Surname					
		Function					
		PlaceOfBirth Email		~			
			OK Can	cel			

Imported fields linking

Click **OK** to finish configuring **Badge** and **Database Fields**.





When you click **OK** a new layout is presented in BadgeCreator.







Remove Layout

Select the File Menu and click Remove Layout to close the current opened layout.

Use this option to remove the current layout from the current project . The following dialog is presented.

Remove Layout					
♪	Remove current layout from the Project?				
	Yes No				

Click **Yes** to confirm removal or click **No** to cancel removal. At this point the current layout is removed from the current project.

A second dialog box is presented to confirm deletion of the current layout from the actual Hard Disk.



Click **Yes** to confirm removal or click No to cancel removal.

It cannot be restored anymore using Import Layout if the layout is deleted.





Save

Select the File Menu and click Save to Save the current layout.

Click I from the BadgeCreator **Toolbar**.





Save As

Select the **File Menu** and click **Save As** to save the current layout and define a name and location.

Click 📕 from the BadgeCreator Toolbar.



Select Save to finish.





Mode

Select the File Menu, click Mode, and then select a layout type to begin designing and configuring.



The operator can switch between.

- Badge Layout Mode
- Magnetic Encode Layout Mode
- Contact Encode Layout Mode
- Contactless Encode Layout Mode





Badge Layout

Select the **File Menu**, click **Mode**, and then click **Badge Layout** to open Badge Layout Mode.

Click from the BadgeCreator **Toolbar**.



Badge layout mode

In Badge Layout mode, badge layouts are created and edited.





Magnetic Encode Layout

Select the File Menu, click Mode, and then click Magnetic Layout to open Magnetic Layout Mode.

Click 💻 from the BadgeCreator Toolbar.



Magnetic layout mode

In **Magnetic Layout mode**, magnetic layouts are created and edited.





Chip Encode Layout

Select the **File Menu**, click **Mode**, and then click **Chip Encode Layout** to open Chip Encode Layout Mode.

Click **from the BadgeCreator Toolbar** and select **Chip Mode** from the drop down menu.

• 🏙 •	🖻 🔊	- 1
Chip Mode		
OMC Mode		É

In Chip Encode Layout mode, chip layouts are created and edited.

🎢 Ba	dgeCreator	- [DEMO6400.BM	(Untitled.)]		
File	/iew Options	Field Help			
- <mark>80</mark>	🗉 🗖 🛱	• 🎆 • 🚔 💦	• 🖬 + -		
Field	Туре	Field name	Description	Length	Comment
CONTA		=			No images included

Chip layout mode





OMC Encode Layout

Select the **File Menu**, click **Mode**, and then click **OMC Encode Layout** to open OMC Encode Layout Mode.

Click **from** the BadgeCreator **Toolbar** and select **OMC Mode** from the drop down menu.



In **OMC Encode Layout mode** define the contents of the Optical Memory Card file or edit a previously made file. The Optical Memory Card file contains the data that will be placed on the Optical Memory Card info file when a print or encode command is given. The OMC *.dll must to read the information from this file to encode the Optical Memory Card.

OMC functionality is disabled by default, it will only work in combination with a Lasercard [®] optical memory card reader/writer and related software.





Mifare Encode Layout

Select the **File Menu**, click **Mode**, and then click **Mifare Encode Layout** to open Mifare Encode Layout Mode.

Click from the BadgeCreator **Toolbar** and select **Mifare Mode** from the drop down menu.



In Mifare Encode Layout mode, mifare layouts are created and edited.

🎢 B	adgeCreator - [DEMO6400.BM (U	Untitled.)]					
File	View Mifare Options Help						
8 0	💷 🗖 • 🕅 • 🖾 🕉 •	🖃 🔿 f* 隆	3•• 🛛 🗋				
	Field(s) or function	Field Type	Track	Block	Begin Byte	No. of Bytes	
	Field Name	Function		Fund	tion Properties		
┛]						<u> </u>
MIFAF	REMODE						
	Mifare layout mode						





iClass Encode Layout

Select the **File Menu**, click **Mode**, and then click **iClass Encode Layout** to open iClass Encode Layout Mode.

Click from the BadgeCreator **Toolbar** and select **iClass Mode** from the drop down menu.



In iClass Encode Layout mode, iClass layouts are created and edited.

BadgeCreator - [DEMO6400.BM (Untitled)]	
File View iClass Options Help	
💛 🗉 🖴 🛱 • 🛍 • 🖆 🔊 • 🖃 🎼 🎢 🔛 🔤 🚱	
ICLASS MODE	

iClass layout mode





Legic Encode Layout

Select the **File Menu**, click **Mode**, and then click **Legic Encode Layout** to open Legic Encode Layout Mode.

Click from the BadgeCreator **Toolbar** and select **Legic Mode** from the drop down menu.



In Legic Encode Layout mode, Legic layouts are created and edited.

歸 BadgeCreator - [DEMO6400.BM (Untitled)]	
File View Legic Options Help	
😻 💷 🛱 • 🛍 • 🖆 🖍 • 🔛 🔢 🎇 🔜 🚰 🔀 🖻	
LEGIC SEGMENT MODE	





HID Prox Encode Layout

Select the **File Menu**, click **Mode**, and then click **HID Prox Encode Layout** to open HID Prox Encode Layout Mode.

Click **m** rom the BadgeCreator **Toolbar** and select HID Prox Mode from the drop down menu.



In HID Prox Encode Layout mode, HID Prox layouts are created and edited.







Back To Main Screen

Select the File Menu and click Back to main Screen to close BadgeCreator and return to BadgeMaker.

Click from the BadgeCreator **Toolbar** to return to BadgeMaker's Main Screen.





Edit Menu

The **Edit Menu** appears as the second item in the menu bar, and contains commands relating to the handling of data and images such as adding images, edit the current layout, copy and paste text and items. You can run a lock items on a layout from here.

Edit	View	Options	Help	
Ur	ndo			Ctrl+Z
Se	end to o	ther side		
Co	ру			Ctrl+C
Pa	iste			Ctrl+V
Pa	ste for	mat		
Se	elect All	Items		Ctrl+A
Ac	ld Item			•
De	elete Ite	em		Del
Se	et Backg	round Ima	age	
De	elete Ba	ickground	Image	
Ite	em			
Se	elect Ite	m From Lis	st	
To	oggle He	eader/Fool	ter property	
Ba	idge La	yout		Shift+F9
Sn	hap To F	Reference	Line	Ctrl+Q
Lo	ick Item	s		





Undo

Use option from the toolbar or select **Edit Menu** and click **Undo** to undo an action in BadgeCreator.

Using Undo will erase the last change made, reverting it back to an older state.

Send To Other Side

Use 🖆 option from the toolbar or select Edit Menu and click Send To Other Side.

This option allows you to move an item to the other side of a badge layout if the layout includes a front and back side.

Сору

Use in option from the toolbar or select **Edit Menu** and click **Copy** to copy data onto the clipboard.

When you copy an image or data, you are making a duplicate of the original item, you can then modify, delete or save images independently of the original.

Paste

Use option from the toolbar or select **Edit Menu** and click **Paste** to paste data from the clipboard which you have copied previously.





Select All Items

Select **Edit Menu** and click **Select All** Items to select all objects and text on the currently opened badge layout.

📲 BadgeCreator - [DEMO6400.BM (STUDENTCARD.BC)]			
File Edit View Options Help			
🐖 📼 🛱 • 🍿 • 🗳 🖍 • 🖬 🧯 🚳	🕈 🗠 🔒 🗛 🖹 🏟 📲	🗕 🖾 🗸 🗖 O 🎆 -	୦ 🔍 ବ୍
	• B .	/ U 🖸 🗞 📑 🗃 🗄	
1 2 3 4 5 6 7 8	9 10 11 12 111111111111111111111111111111	13 14 15 16 duuduutuuluutuutuutuut	17 հուսևումուդ
			<u> </u>
1 Riverwood 2 University 3 Student Card 4 Student Card 5 Field of Study: 1 5 Crass: 1	Hirstname + *** + Surname	21	
6-			-
			•
Magstripe: None, Chip: chip demo, OMC: None, Mifare: None, iClass:	: None, Legic: None		
	Item position: -1.6 × -1.0	ltern size: 89.3 x 56.5	position:





Add Item

Select Edit Menu and select Add Item to add an item to a layout in BadgeCreator.

Add Item	►	Static Text
Delete Item	Del	Dynamic Text
Set Background Image		Add Logo
Delete Background Image		Add Dynamic Logo
The sec		Image
Item		Bar Code
Select Item From List		Add 2D Pay Code
Toggle Header/Footer property		Add 20 bar Code
Radge Layout	SHIFTED	Line
bauge Layout	JIMCTES	Rectangle
Snap To Reference Line	Ctrl+Q	Circle
Lock Items		s: <logo></logo>
٨dd	itom monu	





Static Text

Use A option from the toolbar or select **Edit Menu>Add Item** and click **Static Text** to add static text to the currently opened layout. The following dialog is presented.

<u>Data</u>

🚅 Add Static Text Item	X
Data Position Font	
No Text	
(Press Control+Enter to create a new line) Word wrapping Force to Hindi	
Preview No Text	
OK Cance	:I

Enter text to create a static text field on a badge layout. At the bottom of the dialog in the preview box this text will be displayed with selected font and color.

Word Wrap: If the length of text is too long to fit on one line it will spread across multiple lines to fit into the text box on the badge layout.

Word Wrap not selected

No Text is is	s a long text stri	ng that does nd	fit on one line	. Use word wrap to	divide the stri



Only the width can be changed, the height will be adjusted automatically to make the text fit into the box.

Position

🚅 Add Static Text Item		×
Data Position Font		
× start 10.0 Y start 10.0	Width 40.0 Height 10.0	
Layer 1 💌		
Orientation 0		
Clipping		
Preview		
No Text		
	OK Ca	ncel

Add Static text

Set the position of the text box on the badge layout. Text will be positioned within a rectangle box, (*as seen below*).







Layer: Items can be placed on several transparent layers. Items created with a higher value will be placed on top of items with a lower value. Values must be set within range **0** - **9**.

Orientation: Text can be rotated in increments of 90 degrees.

Clipping: Text outside the text box is clipped - only text inside the text box will be visible any text shown outside the text box will be clipped automatically.



Clipped





Font

💕 Edit Static Text Properties	×					
Data Position Font						
FontArialSize12StyleRegularCharacter SetDEFAULTForeground colorImage: Character Image: Charact	Alignment C Left C Center C Right Effects Underlined Strike Out Font Base 1.5					
Preview No Toyt is is a long toyt string that doos not fit						
no reacts is a long text string that does not lit.						
	OK Cancel					

Edit static text properties

Click Font, the following dialog is presented.

Alignment: Defines how the text is positioned within the bounds specified by X start, Y start, Width and Height.

- Left: for left alignment.
- **Center**: for alignment in the middle.
- **Right** : for right alignment.

SCREEN CHECK	

Font			? 🔀			
Font: Aria O Arial Black O Comic Sans MS Courier O Courier New O Estrangelo Edessa Fixedsys	Font style: Regular Regular Italic Bold Bold Italic	Size: 12 14 16 18 20 22 24	OK Cancel			
Fixedsys 24 Sample AaBbYyZz Script: Western ▼ This is an OpenType font. This same font will be used on both your printer and your screen.						
Font dialog						

Define the font in which the text will be displayed on the badge layout.

Font: Specifies a text font. In the box select a font name. Your choice will appear in the Sample Box. **Font Style:** Specifies a font style such as Bold, Italic, Regular. Your choice will appear in the Sample Box.

Size: Specifies a font size in points. Select a size in the list. To ensure readability for most designs use a size of 8 points or larger. Your choice will appear in the **Sample Box**.

Static Text will be shown on the badge layout as the following.

No Text		
-		





Dynamic Text

Use option from the toolbar or select **Edit Menu>Add Item** and click **Dynamic Text** to add dynamic text to the currently opened layout. The following dialog is presented.

🛍 Add Dynamic Text Item 🛛 🔁 🔁	K
Data Position Font	
Fjeld Space Constant Clear <u>U</u> ndo	
Force to Hindi	
Preview	
OK Cancel	

Dynamic Text Item

Click **Field**. The following dialog is displayed.

Description	Field Name	Туре	Lengt	h
IDnumber	IDnumber	Numeric	10	^
Firstname	Firstname	Character	20	
Surname	Surname	Character	35	
Layout	Layout	Character	35	
Function	Function	Character	35	
PlaceOfBirth	PlaceOfBirth	Character	50	
Email	Email	Character	35	
Phonenumber	Phonenumber	Character	15	
Logo	Logo	Character	35	
CardSerialNo	CardSerialNo	Character	20	~
		ОК	Cancel	

<u>Data</u>



Select a field from your BadgeMaker Database to create a dynamic text field on a badge layout.

For this example *Firstname* is chosen.

📲 Add Dynamic Text Item	×
Data Position Font	- 1
Firstname	
Fjeld Space Constant Clear <u>U</u> ndo	
 Word wrapping Force to Hindi 	
 Preview	
Firstname	
OK Cano	el

Add dynamic text item

At the bottom of the dialog in the preview box this text will be displayed with selected font and color.

You can also type a string that can be built of one or more database fields in combination with constants. With the space button a **+**" "+ will be added to the string. Now another database filed or constant can be added to the string. In this example Field "*Firstname*" and Field "*Surname*" are entered.



Click **Clear** to erase field entries and start over again.

Click **Undo** to undo last action.

Word Wrapping: If the length of text is too long to fit on one line it will spread across multiple lines to fit into the text box on the badge layout.

Word Wrap not selected





Only the width can be changed, the height will be adjusted automatically to make the text fit into the box.

📲 Edit Dynamic Text Properties	×
Data Position Font	
X start 5.4 Width 57.6 Y start 8.7 Height 10.0	
Layer 1 💌 Orientation 0 💌	
Clipping Automatic sizing	
Firstname + " " + Surname	
OK Cano	el

Position

Position

Set the position of the text box on the badge layout. Text will be positioned within a rectangle box, (as seen below).







Layer: Items can be placed on several transparent layers. Items created with a higher value will be placed on top of items with a lower value. Values must be set within range **0** - **9**.

Orientation: Text can be rotated in increments of 90 degrees.

Clipping: Text outside the text box is clipped - only text inside the text box will be visible any text shown outside the text box will be clipped automatically.



Not Clipped







Font

🚅 Edit Dynamic Text Properties						
Data Position Font						
FontArialSize12StyleRegularCharacter SetDEFAULTForeground colorImage: Character Image: Charact	Alignment C Left C Center C Right Effects Underlined Strike Out Font Base 1.5					
Preview						
Firstname + " " + Surname						
	OK Cancel					
Font						

Click **Font**, the following dialog is presented.

Alignment: Defines how the text is positioned within the bounds specified by X start, Y start, Width and Height.

Left: for left alignment. Center: for alignment in the middle. Right: for right alignment.

CHECK		_	1	
Font Font: Aria O Arial O Arial Bla O Comic S Courier O Courier O Estrang Fixedsy	Font st Regul ack Sans MS New jelo Edessa s	yle: Size: ar 10 ar 10 talic 14 18 20	: OK Cance	2
Effects Strikeo Underli Color:	ut ine sk v Script: Weste	ole AaBbYyZz em		

Font properties

Define the font in which the text will be displayed on the badge layout.

Font: Specifies a text font. In the box select a font name. Your choice will appear in the Sample Box. **Font Style:** Specifies a font style such as Bold, Italic, Regular. Your choice will appear in the Sample Box.

Size: Specifies a font size in points. Select a size in the list. To ensure readability for most designs use a size of 8 points or larger. Your choice will appear in the Sample Box.

Strikeout: Draws a line through the selected text.

Underline: Specifies whether the selected text is underlined.

Dynamic Text will be shown on the badge layout as the following.







Add Logo

Use option from the toolbar or select **Edit Menu>Add Item** and click **Add Logo** to add a logo to the currently opened layout.



The following dialog is presented.



Select a logo to use and click **Open**.

The logo is now added to your badge layout.







Logo added





Add Dynamic Logo

Use option from the toolbar or select **Edit Menu>Add Item** and click **Add Dynamic Logo** to add a dynamic logo to the currently opened layout.



The following dialog is presented.

📲 Add Logo Item	? 🛛
Locate Logo Position	1
Select dynamic logo held	•
Transparent	
	OK Cancel
	Locate logo

Select dynamic logo field: If a dynamic logo is used, select a dynamic logo from the dropdown list. The fields marked as dynamic logo fields (*Options Has pick list and Has logo enabled in BadgeMaker*) can be selected from this list. Make sure the logos corresponding with the logo names available in the Logos directory (*Only one logo file for each logo field*).

Locate Logo

SCSEEL	
	Add Logo Item ? X Locate Logo Position Select dynamic logo field Logo
	Sales.jpg Transparent OK Cancel

Sales.jpg added

Select **OK** to show the result.



Transparent: If this option is selected, the logo will become transparent. Logo's will mingle with the background when made transparent.

The transparent option will work best with black and white logos.



Position

🚅 Add Logo Item			? 🗙
Locate Logo Position	Width 97.647 Height 10.0	Scale Type C Free C Actual Size I Keep Aspect	Ratio
	E	ок	Cancel
	Position		

Set the position of the logo on the badge layout.

Layer: Items can be placed on several transparent layers. Items created with a higher value will be placed on top of items with a lower value. Values must be set within range **0** - **9**.

Scale Type: Three options are available: Free, Actual Size, Keep Aspect Ratio.

- Free: Logo is freely scalable.
- Actual Size: Logo will be displayed on the layout in actual size based on the original logo size.
- **Keep Aspect Ratio:** The original size of the logo can be scaled, but only within the original width/height ratio. These options are available as soon as a logo file has been selected.




Image

Use option from the toolbar or select **Edit Menu>Add Item** and click **Add Image** to add a image to the currently opened layout. The following dialog is presented.

The following options allow you to add or edit an image.

💕 Add Image Item		? 🛛
Field and Position Image Field Photo Biometrics Aspect Ratio 3*4		X start 10.0 Y start 10.0 Width 30.0 Height 40.0 Layer 1
Custom Aspect Ratio Width: 3 Height: 4 Scale Type		<u>A</u> dvanced Border
Fit Source in Destination	T	
	OK	Cancel

Field and Position

Image Field: Select one of the available image types from the drop down list..

- Photo
- Sign
- Photo Thumb
- Sign Thumb
- Finger Image

Biometrics: This drop down box is only activated if a biometrics image field is selected. In a biometrics image field, multiple finger scans can be stored. In this drop down field, one of the scanned fingers can be selected to display on the badge. If you wish to display more than one finger image on the badge, you have to insert an image for each finger.

SCREEN CHECK		
	Field and Position Image Field Biometrics Please select a finger!	

Aspect Ratio: The image proportion restricts the size of the image on the layout to one of the following proportions.

- **3*4:** Width * Height ratio, commonly applied for identity card photos
- **4*1:** Width * Height ratio, commonly applied for signature images
- **Custom Proportion:** Allows you to define your own Width * Height ratio's. The value for Width and Height should be between 1 and 999.
- Free: The size of the image is not restricted.

Default ratio is set to 3*4

Scale Type: Define how the image is drawn in a rectangle defined by X start, Y start, Width and Height.

Clip Destination On Source: The rectangle is fully covered by the image by enlarging the image so that the image width or height fits exactly in the frame width or height. The parts which are outside the rectangle are clipped (*No image distortion*).

Fit Source In Destination: The image size is reduced so that the width or height fits on the width or height of the rectangle. (*No image distortion*)

Scale Source To Destination: The rectangle is filled with the image by re-sizing the image width and height to the width and height of the rectangle. (*Image distortion*)

Default scale type is set to Fit Source in Destination.

Transparent: If this option is selected, the image will become transparent. Image's will mingle with the background when made transparent.

Advanced Image Settings

Click Advanced, the following dialog is displayed. Additional settings can be configured in this dialog.

Advanced In	nage Settings	? 🗙
	<u>G</u> host	
Brightness	J	50
Contrast	J	45
<u>G</u> amma		5

Select **Ghost** to enable the following settings.

- Brightness
- Contrast
- Gamma

When **Ghost** becomes enabled the image will become transparent. The Image can then be altered by adjusting the settings to morph the image into the background.

Image Border Settings

Click **Border** the following dialog is displayed. Additional settings can be configured in this dialog.

i Image border	settings	X
Settings Line Thick (ness 0	1
Preview		
	OK	Cancel

100

Define a border line **color** and **thickness**.

SC

🖻 Image border settings 🛛 🚺
Settings Line Thickness 13 (1.3 mm) Color
Preview
OK Cancel

Click **OK** to confirm settings. The result on the layout will look similar to this...



Result of adding border





Bar Code

Use **M** option from the toolbar or select **Edit Menu>Add Item** and click **Bar Code** to add a bar code to the currently opened layout.



The following dialog is presented.

Add Bar Code Item	? 🛛
Data Position Type	
Select Field	
🔲 Transparent	
Preview	

Click Select Field to enter a database field and bring up a list of fields.





🚅 Select Table field			?×
Description	Field Name	Туре	Length
IDnumber	IDnumber	Numeric	10 🔺
Firstname	Firstname	Character	20 🔳
Surname	Surname	Character	35
Layout	Layout	Character	35
Function	Function	Character	35
PlaceOfBirth	PlaceOfBirth	Character	50
Email	Email	Character	35
Phonenumber	Phonenumber	Character	15
Logo	Logo	Character	35
CardSerialNo	CardSerialNo	Character	20 💌
		ОК	Cancel
	Select table field		

Click **OK** once a field has been selected.

🚅 Add Bar Code Item	? 🗙
Data Position Type I IDnumber Select Field	
Preview	
ОК С	ancel

Data

Transparent: If this option is selected, the barcode will become transparent.



Position

Set the position of the barcode on the badge layout.

🌠 Add Bar Code Item		? 🗙
Data Position Type X start 20.0 Y start 20.0 Layer 1 • Orientation 0 •	Width 40.0 Height 10.0 Keit Center Right	
Preview 0 1 1 2 3 40 00000 1 8		
	ОК	Cancel

Position

Layer: Items can be placed on several transparent layers. Items created with a higher value will be placed on top of items with a lower value. Values must be set within range **0** - **9**.

Orientation: The Bar code can be rotated in increments of **90 degrees**.

Alignment: Defines how the Bar Code is positioned within the bounds specified by X start, Y start, Width and Height.

- Left: for left alignment.
- **Center:** for alignment in the middle.
- **Right:** for right alignment.



Туре

Bar Code: Select a barcode from the available list.

- UPC-A
- UPC-E
- EAN/jan-13
- EAN/jan-8
- Code 3 of 9
- Extended code 3 of 9
- Interleave 2 of 5
- Code 128 Auto
- Codabar
- Zip
- MSI Plessey
- Code 93
- Extended Code 93
- UCC -128
- HIBC
- PDF417
- UPC-E0
- UPC-E1
- Code 128 Subset A

© 1993-2009 ScreenCheck B.V.





- Code 128 Subset B
- Code 128 Subset C

Bar Code Text: Select from the drop down list where to position readable text in combination with the barcode.

Bar code Text	
Below	•
Off	
Below	
Above	

Example – Off



Example – Above



Example – Below



Density: Determines the width off the bar code stripe.

Before



<u>After</u>



Height: Determines the height of the barcode layout.





Before



2 Digit

<u>5 Digit</u>



Stretch Factor: Determines the length of the barcode as an addition to the density setting.

The result of this setting is visible in the Preview of BadgeMaker and on printed cards, but not in the Add Barcode dialog.

Checksum: To increase the reading accuracy, some barcode types can use checksum's. The availability of a checksum is dependent on the barcode type. The calculated value is added to the barcode.

Font			? 🗙
Font: Aria Arial Black O Comic Sans MS O Courier New O Estrangelo Edessa O Franklin Gothic Mediur O Gautami	Font style: Regular Italic Bold Bold Italic	Size: 9 10 11 12 14 16 18	OK Cancel
	Sample AaBbYyZ: Script:	2	
	Western	_	
This is an OpenType font. This printer and your screen.	same font will be used or	n both your	

Bar Code Text Font

Define the font in which the text will be displayed on the badge layout.





- Font: Specifies a text font. In the box select a font name. Your choice will appear in the Sample Box.
- **Font Style:** Specifies a font style such as Bold, Italic, Regular. Your choice will appear in the Sample Box.
- **Size:** Specifies a font size in points. Select a size in the list. To ensure readability for most designs use a size of 8 points or larger. Your choice will appear in the Sample Box.





Add 2D Bar Code

Use option from the toolbar or select **Edit Menu>Add Item** and click **Add 2D Bar Code** to add a 2D bar code to the currently opened layout.



This option is only available if the DataStrip plug in is installed!

The following dialog is presented.

🚅 2D BarCode	X
General Position Data Images	
Barcode Type P DataStrip 2D 💌	eature Length
Error Correction Factor (%)	eature Width
2174 Maximum Strip Space	
12 Space Used by Fields	32 Space Used by Fields (Compressed)
2162 Safe Bytes Available	2142 Actual Space Remaining
Preview	
	OK Cancel
(General

General

Barcode Type: Only DataStrip 2D is available at the moment. **Error Correction Factor:** Set a value between 25 and 50 for the error correction.

Increasing this value will reduce the amount of information that can be stored in the barcode.





Feature Length: Length in pixels of particles of which the barcode is composed of. **Feature Width:** Width in pixels of particles of which the barcode is composed of.

In the middle section of the dialog the available space for data is indicated. If you decrease the feature length or width the strip space will grow.

Readability will worsen if you adjust the feature properties too small.

📲 2D BarCode	×
General Position Data Images	
Strip Length X start Layer 86 0 1 Strip Width Y start 17,78 36,72 2306 Maximum Strip Space 2306 Maximum Strip Space 12 Space Used by Fields 2294 Safe Bytes Available 2273 Actual Space Remaining	
Preview	
OK Cancel	
Position	

Position

The strip width and length will also affect the amount of data that can be stored in the bar code.

Layer: Items can be placed on several transparent layers. Items created with a higher value will be placed on top of items with a lower value. Values must be set within range 0 - 9.





<u>Data</u>

p f	2D BarCode						×
	General Position Dat	a Images					
	Fields and Constants						
	Item	Item Type	Length	Security			
	IDnumber Finalmene	DataField DataField	10	0			
	Surname	DataField DataField	20 35	0			
	Function	DataField	35	Ō			
	1						
				<u>A</u> d	bb [<u>R</u> emove	
]
Pi	eview						
			0 6733	i an			-
	1000×1000						
				οκ		Cancel	1

Data

Click Add to add a Field or a Constant to the barcode.

Add Field				?	
Туре	Fields Dnumber	IDnumber	Numeric	10	1
Uatabase Field	Firstname	Firstname	Character	20	
 Constant 	Surname	Surname	Character	35	_
	Layout	Layout	Character	35	
	Function	Function	Character	35	
	Email	Email	Character	35	
Coouritu	Phonenumber	Phonenumber	Character	15	
Security	Logo	Logo	Character	35	
	Cardnumber	CardSerialNo	Character	20	~
Data					

Security: Select this option if the barcode scanner should not display the database field (or constant).

The data will still be processed by a scanner.





Images

P	🚅 2D BarCode 🛛 🔀					×	
Ĺ	General Position Data Images						
	Images						
		Item	Width	Height	Compre	Security	
	5	Finger Template	75	25	20	False	
					(<u><a< u="">dd></a<></u>] < <u>R</u> emove	»
Pr	evie	w					
				3. A.S.A.			
		A					
1						1	
	OK Cancel						

Images

Add an image to the bar code. Select **Add** to obtain a list of images to add. Select **Remove** to delete an Image for the barcode.

Ľ	Barcode Images	
	Image 1 Photo 2 Sign 3 Photo thumb 4 Sign thumb 5 Finger Template 6 Finger Image	Width 75 Height 25 Compression Level 20
Į	ОК	Cancel





Images with a maximum width of 120 pixels and a maximum height of 160 pixels can be stored into the barcode.

Compression Level: Set a value between 0 and 100. The default value is 20.

Templates can also be stored in the bar code. In that case the width, height and compression level will not be used.





Line

Use option from the toolbar or select **Edit Menu>Add Item** and click **Line** to add a line to the currently opened layout. The following dialog is presented.

Position

🚅 Add Line Item	? 🛛
Position Color	
X start 10.0 Y start 10.0 Layer 1 💌	X end 50.0 Y end 20.0
	OK Cancel



The **X start** and **X end** value, will determine the length of the line. The **Y start** and **X end** value, will determine the angle of the line.

Layer: Items can be placed on several transparent layers. Items created with a higher value will be placed on top of items with a lower value. Values must be set within range **0** - **9**.

💕 Add Line Item		? 🛛
Position Color		
Color	Line Thickne 1.0	BSS
	ОК	Cancel
	Color	

Click **Color** to select a color for the line. Set the Line Thickness of the line.

Click **OK** to confirm, Click **Cancel** to cancel changes.

<u>Color</u>





Rectangle

Use option from the toolbar or select **Edit Menu>Add Item** and click **Rectangle** to add a rectangle to the currently opened layout. The following dialog is presented.

Position

📲 Add Rectangle Item	? 🗙
Position Color	
X start 10.0 Y start 10.0	Width 40.0 Height 10.0
Layer 1	
ОК	Cancel



The **X start** and **X end** value, will determine the length of the line. The **Y start** and **X end** value, will determine the angle of the line.

Layer: Items can be placed on several transparent layers. Items created with a higher value will be placed on top of items with a lower value. Values must be set within range **0** - **9**.

Color

📽 Add Rectangle	e Item	? 🛛
Position Color Color	I Ine Thickne €	388
	ОК	Cancel
	Color	

Click **Color** to select a color for the line. Set the **Line Thickness** of the line.

Click **OK** to confirm, Click **Cancel** to cancel changes.





Delete Item

Select **Edit Menu** and click **Delete** to delete an item in the opened layout.

The following dialog is presented.



Select **Yes** to confirm delete or No to cancel deleting.





Set Background Image

Select Edit Menu and click Set Background Image to set a background to your badge.

Click on the BadgeCreator **Toolbar** to set a background image on your layout.

The following dialog is presented.

Add Graphic		? 🛛
Look in:	🔁 LOGOS 💽 🔶 🖆 📰 🗸	
My Recent		~
Documents Desktop	Background_black.jpg Background_blue.jpg Background_purple.jpg	
My Documents		
My Computer	Background_red.jpg badge_demobm_comp copy.jpg copy.jpg	~
(File name:	Open
My Network Places	Files of type: Graphic files(*.jpg, *.jpeg, *.bmp)	Cancel

Select a graphic and click **Open** to set as a background.







BC layout screen





Delete Background Image

Select Edit Menu and click Delete Background Image to delete a background to your badge.

The following dialog is presented.



Click **Yes** to delete the background image or **No** to cancel deleting.





Item

Select Edit Menu and click Item to select an item on your badge.

Use this option to edit the properties of an item in the badge layout..



Select item From List...

Select Edit Menu and click Select Item From List to select an item in the opened layout.

The following dialog is presented.

Select Item From List	
Select Item From List Available Items □ Layer 0 ⊕ □ Layer 1 ⊕ □ Layer 2 ⊕ □ Layer 3 □ Layer 4 □ Layer 5 □ Layer 6 □ Layer 8 □ Layer 9	
Edit Item OK Cancel	1

Available items

In this dialog you can either select an item by double clicking on a selected item or directly edit the selected item by selecting **Edit**.

SCREEN		
	Select Item From List Available Items Layer 0 Layer 1 (1) Dynamic Logo (3) Image, Photo Cayer 2 Cayer 3 Layer 3 Layer 5 Layer 6 Layer 6 Layer 7 Layer 8 Layer 9 Edit Item	

Clicking on + will show the items associated with this layer and allow you to edit these particular items. If no + is displayed, no items are available on this layer to select.

This option is particularly handy if items are positioned close together on a layout for more precision.





Toggle Header/Footer Property

Select **Edit Menu** and click **Toggle Header/Footer Property** to change the property of a static text from **header/footer** text to body text or the other way round.

This option is only valid for layouts in A4 or Letter.

This option will only work with static text items! The property of dynamic fields cannot be changed to header/footer item.





Badge Layout

Select Edit Menu and click Badge Layout to edit settings of the current open badge layout.

The following dialog is presented.

🃫 Edit Badge Layout	? 🗙
Layout Paper	
Name	
DriverLicence	
🔽 Include Back	
Use specific printer for this badge:	
No	-
Background Color Front	
Background Color Back	
Magnetic Stripe Positioning No	-
Chip Positioning No	•
Chip type:	-
Number of pins:	-
	_
ок	Cancel

Edit badge layout

Select **OK** to close.

The Edit Badge Layout dialog is show in the same format as New Layout





Snap To Reference Line...

Select Edit Menu and click Snap To Reference Line to delete an item in the opened layout.

The following dialog is presented.



The Reference Line is shown in the Main Screen as a Green dotted line .

Use this command to position an item according to the position of the **Reference Line**. After selecting this command the item is repositioned when the layout is redrawn.





The item is snapped to the **Reference Line**.

This command is only available if an item is selected and the Reference Line Options is set to Vertical or Horizontal.





Lock Items

Select **Edit Menu** and click **Lock Items** to lock all items from being edited or altered on your badge layout.

Use option from the **toolbar**.

Use this option to lock items to protect them from moving them by mouse. By clicking once you enable the option, by clicking again you disable the option. When the items are locked, you still can edit them by double clicking on the item.





View Menu

The **View Menu** appears as the third item in the menu bar, and contains commands relating to hiding or showing **Project Explorer**. You can **Zoom In** and **Zoom Out** of a badge layout, and can select either the front or back side of a card.

View	Options Help	
Zo Zo	om In om Qut	Shift+F11 Shift+F12
✓ Ce	nter On Screen	Ctrl+F11
Shi Lay	ow Whole Badge /out Side	F11
Edi	t Header/Footer	
 Show Project Explorer 		





Zoom In

Use epition from the toolbar or select **View Menu** and click **Zoom In** to zoom in closer on the design view of the currently opened layout.

🚅 BadgeCreator - [DEMO6400.BM (NATIONALIDCARD.BC)] File Edit View Options Help 😻 💷 🛱 • 🎬 • 🍃 🖍 • 🖬 🗉 🖻 🛍 🚿 🗠 🔒 A 🕏 🖄 • 🗷 🖾 / 📼 O 🚻 • 🔮 🍕 🔍 --**.** ■ B Z U ■ ■ ■ ■ ■ ■ 8 9 10 11 12 13 14 15 16 17 18 6 7 1 2 3 4 5 փոփոփոփոփոփոփոփոփոփոփոփոփոփոփ վյալիսովույնույնույնույնունունո 1 2 3 4 5 6 7 8 9 NATIONAL ID CARD Signature : <Firstname + " " + Surname> Name : Date of birth: 03-05-04 FU Place of birth : <PlaceOfBirth> 4 . Magstripe: None, Chip: chip demo, OMC: None, Mifare: None, iClass: None, Legic: None position: 87

Normal View





Zoom In

Select **Zoom In** to view the layout on a larger scale.







Zoom Out

Use even option from the toolbar or select **View Menu** and click **Zoom Out** to zoom out further from the design view of the currently opened layout.

Zoom Out

Select **Zoom Out** to make the image smaller, giving an overall view of the layout.






Center On Screen

Select **View Menu** and click **Center On Screen** to center the current badge layout in the middle of the Main Screen.

Center On Screen enabled







Center On Screen disabled







Show Whole Badge

Select View Menu and click Show Whole Badge.

Use this option to fit the layout into the window. Use this option again (*or press F11*) if the window is resized. The size of the layout will be adjusted to the new size of the window.







Layout Side

Front

Use option from the **toolbar** or select **View Menu**, then select **Layout Side** and click **Front** to view the front side of the open layout.

Back

Use option from the toolbar or select **View Menu**, then select **Layout Side** and click **Back** to view the front side of the open layout.





Edit Header/Footer

Select the **View menu** and click **Edit Header/ Footer**. Use this option to edit the header and footer of a badge layout or an **A4** or **Letter** badge layout.

In the header and footer only fixed items can be placed.

Dynamic items like database fields, image fields and barcodes are disabled.

Click again on this menu option to disable it. You can also double click within the layout area to return to it. By double clicking on the header or footer you will enable Edit Header/Footer.





Show Project Explorer

Select the View Menu and click Show Project Explore to show Project Explorer in the Main Screen.







Options Menu

The **Options Menu** appears as the fourth item on the menu bar, and contains **System Settings**, **Encode Settings**.







System Settings...

Select Options Menu and click System Settings.

Default Font

📽 System Settings Options	? 🗙
Default Font Zoom and Grid General Font Arial Alignment Size 12 Center Style Regular Center Character Set DEFAULT Foreground color Background color Transparent Effects Stike Out Transparent Stike Out Font Base 1.5 1.5	
Preview	
AaBbCcDd	
	Cancel

Default font

Select and define a default **font**, **font size**, **font style** and **color** for static text and database fields. At the bottom of the dialog in the preview box this text will be displayed with selected font and color.

Alignment: Defines how the text is positioned within the bounds specified by X start, Y start, Width and Height.

- Left: for left alignment.
- **Center:** for alignment in the middle.
- **Right:** for right alignment.
- **Strikeout:** Draws a line through the selected text.
- Underline: Specifies whether the selected text is underlined.

Click Font to define.

SCREEN CHECK	

Font			? 🗙
Font: Aria Arial Arial Black O Comic Sans MS Courier O Courier New O Estrangelo Edessa Fixedsys	Font style: Regular Regular Italic Bold Bold Italic	Size: 12 14 16 18 20 22 24	OK Cancel
	Sample AaBbYyz Script: Western	Zz	
This is an OpenType font. This printer and your screen.	same font will be used or	n both your	

- Font: Specifies a text font. In the box select a font name. Your choice will appear in the Sample Box.
- **Font Style:** Specifies a font style such as Bold, Italic, Regular. Your choice will appear in the Sample Box.
- **Size:** Specifies a font size in points. Select a size in the list. To ensure readability for most designs use a size of 8 points or larger. Your choice will appear in the Sample Box.



Zoom and Grid

📽 System Settings Options	? 🔀
Default Font Zoom and Grid General Zoom Factor Show Grid Snap To Grid Grid Resolution (mm):	
Preview	
AaBbCcDd	
ОК	Cancel

Zoom & Grid

Zoom Factor: Select the default zoom factor for BadgeCreator, the zoom factor of the opened badge can be adjusted accordingly.

Show Grid: Use this option to show a grid in the layout to help position items.

Snap To Grid: When this option is activated existing items will be aligned to the closest point on the grid when they are moved. New items can be positioned on an in between value. This option will also work when the grid lines are not displayed.

Grid Resolution: Select a grid resolution (mm).

At the bottom of the dialog in the preview box this text will be displayed with selected font and color.





General

ę	System Settings Options	<			
	Default Font Zoom and Grid General				
	Show crosses for dynamic text in the layout				
	Automatic sizing				
	Optimize for projects on the network				
	 Statusbar dimensions in millimeters 				
	Statusbar dimensions in inches				
-	Preview	1			
	AaBbCcDd	1			
	OK Cancel	1			
		1			
	General				

Show crosses for dynamic text in the layout: Use this option to represent the dynamic text by crosses. If this option is not checked, the field names are presented.

We advise to leave settings in the General dialog as default.





Encode Settings...

Select **Options Menu** and click **Encode Settings**. The following dialog is presented.

📽 Connect Encodes		
Connect or disconnect encode la	ayouts to selected badge: Connected Encodes:	
Magstripe Demo.ENC Chip Demo.CHP Mifare Demo.MIF ClassDemo2k.IIF ClassDemo16k1.IIF ClassDemo16k8.IIF HIDProxDemo.HIF		
	Apply OK Ca	ncel

Connect Encodes

In the Connect Encodes dialog link an encode layout to a badge layout. Check the right badge is selected. On the left-hand side of the window, the available configured encode layouts are displayed.

Select one and click the transfer right button.

Now the encode layout will be displayed on the right-hand side of the window.



Encode ad

Click Apply to save.

A combination of one chip encode layout and one magstripe layout is possible. Only one contact or contactless chip encode layout can be connected at a time. If you try to connect them both to a layout the following warning message is displayed.



To disconnect an encode layout, select the layout on the right side and click the transfer left button.



Click **OK** to close and save settings.





Reference Line...

Select **Options Menu** and click **Reference Line**. The following dialog is presented.

🛱 Reference Line Options 👘 🛛 🔀				
O No Reference Line				
• Vertical				
× Position -23.9				
Alignment Left				
C Horizontal				
Y Position 10.0				
Alignment ^I op				
OK Cancel				
Reference line options				

No Reference Line: No reference line is created to align items too.

Vertical: A vertical reference line is displayed, starting at the X position.

There are three ways to align: Left (*the left side of the item aligns with reference line*), Centre (*the centre of the item aligns with the reference line*) or Right (*the right side of the item aligns with the reference line*).

Horizontal: A horizontal reference line is displayed, starting at the X position.

There are three ways to align: Top (*the top of the item aligns with reference line*), Centre (*the centre of the item aligns with the reference line*) or Bottom (*the bottom of the item aligns with the reference line*).





Help Menu

The **Help Menu** appears as the last item on the menu bar, and contains commands relating to the handling of Help files.







Help Index

Select Help Menu and click Help Index to open the Help File.

Click **1** on the BadgeMaker Toolbar or click **F1** on your keyboard. The following dialog is displayed.



BM Help files





Introduction to Encoding

Magnetic Stripe Encoding

Magstripe cards is based on the International Standard ISO/IEC 7811/2.

Information is stored on a magnetic stripe laminated in the card. The stripe is swiped through a reader and the information encoded can be read. Magneticstripe cards can be placed in either a swipe or motorized reader/encoder to be read, rewritten, and verified in a fraction of a second. magstripe is also very easy to implement and cost effective.

Contact Chip Encoding

Contact Chip cards is based on the International Standard ISO/IEC 7816.

Contact Chip cards contain a memory chip that can be read or encoded. Chips can consist of a chip O/S (COS) managing memory and a microprocessor for encoding data and storing data. Storage will differ in capacity depending on the type of chip being encoded.

OMC Encoding

OMC (Optical Memory Cards) is based on the International Standard ISO/IEC 11693 and 11694.

OMC (*Optical Memory Cards*) utilize technology used to create CD's or CD ROM's. Laser sensitive material is laminated in the card and used to store information. An OMC card can store a large amount of data between 4 and 6.6MB. Photos, logos and fingerprints can be encoded into the card. The media is a write once read many (WORM) media.

MIFARE Encoding

MIFARE is based on the International Standard ISO/IEC 14443 Type A.

MIFARE is used for contactless smart card systems. MIFARE typically has a maximum read and write distance of 10cm. It is highly secure and reliable as there are no moving parts and no battery involved in MIFARE.

MIFARE 1k features

- MIFARE 1k has a storing capacity of 1 KB of information (768 Bytes).
- Unique serial number of 4 Bytes
- 16 secure sectors each sector consisting of 4 blocks with a length of 16 Bytes.
- 2 x 48 bit keys per sector for key hierarchy.
- Data Retention is around 10 years.

MIFARE 4k features

• MIFARE 4k has a storing capacity of 4 KB of information (3480 Bytes).

© 1993-2009 ScreenCheck B.V.





- Unique serial number of 4 Bytes.
- 40 secure sectors. 32 sectors consist of 4 blocks with a length of 16 Bytes and 8
- sectors consisting of 16 blocks with a length of 16 Bytes.
- 2 x 48 bit keys per sector for key hierarchy.
- Data Retention is around 10 years.

iClass Encoding

iClass is based on the International Standard ISO/IEC 15693 and 14443.

With iClass you can add biometrics, logging onto a PC, data storage and retrieval and other on-card applications.

iClass consists of two types.

- 2 KB chip
- 16 KB chip

A 2 KB chip will have 32 blocks of 8 bytes; 6 blocks are occupied by the manufacturers configuration and key storage data. Another 13 blocks are mostly occupied by the HID Access Control application.

A 16 KB chip has 256 blocks of 8 bytes. Depending on the configuration defined, there can be 2 or 16 application areas.

- 13.56 MHz interface.
- Unique Serial number of 8 bytes.
- Information encoded is encrypted through the use of secure algorithms.
- Data Retention is around 10 years.





Magnetic Encoding

Select the File Menu, click Mode, and then click Magnetic Layout to open Magnetic Layout Mode.

Click from the BadgeCreator **Toolba**r to create a Magnetic encode layout.

Main Screen

🎢 Ba	dgeC	reator	- [[ремо	5400).BM	(Untit	led.)]					
File V	'iew	Options	Fie	eld Tr	acks	Help							
80	•	•	•	W -	2	*	• 🖬	+ -	1	2 3			
Field	Start	Position		Length		Туре		Data					
2 [m]													5
MAGSI	RIPET	NODE										Track 1	1

Mag encode screen

In Magnetic Layout mode, magnetic layouts are created and edited.





Magnetic Encode Layout Toolbar

The Toolbar in Magnetic Layout Mode can be used to quickly start a function by clicking on the desired button.



Back to Main Screen

Click on this button to return to the BadgeMaker main screen.

Badge Layout Mode

Click on this button to enter the badge layout mode to configure/create badge layouts.



유민

Magnetic Layout Mode

Click on this button to enter the magnetic layout mode to configure/create magnetic encode layouts.

Chip Mode

Click on this button to enter the chip layout mode to configure/create chip encode layouts.



Mifare Mode

Click on this button to enter the mifare layout mode to configure/create mifare layouts.

Open Layout

Click on this button to open an existing Magnetic layout linked to the current project (*.BM) file.

🕺 🔹 New Layout

Click on this button to start the New layout Wizard.

Save Layout

Click on this button to save the current layout.

📩 Add Field

Click on this button, to add a field to the current track.

Delete Field

Click on this button, to remove the selected field.

王 Track 1

Click on this button to select track 1.





😤 Track 2

Click on this button to select track 2.



Click on this button to select track 3.





Open An Existing Magnetic Layout

Select File Menu and click Open Layout or use if from the toolbar.

The following screen is presented. Configured Magnetic Layouts are listed here.

Ľ	Open Layout				
ſ	Badges	Magstripe	Custom	Contact Chip	Contactless
	Magstripe Demo				
Г	<u>D</u> etail View				
			OK	Cancel	

Open layout

Select Magstripe Demo.

The Layout is presented in the Main Screen.









Magnetic Encoding Options Menu

Encode Settings...

Select **Options Menu** and click **Encode Settings**. The following dialog is presented.

🛍 Connect Encodes		×
Connect or disconnect encode la	ayouts to selected badge:	
Available Encodes:	Connected Encodes:	
Magstripe Demo.ENC Chip Demo.CHP Mifare Demo.MIF ClassDemo2k.IIF ClassDemo16k1.IIF ClassDemo16k8.IIF ClassDemo16k8.IIF ClassDemo16k8.IIF		-
	Apply OK C	ancel

Connect encodes

In the Connect Encodes dialog link an encode layout to a badge layout. Check the right badge is selected. On the left-hand side of the window, the available configured encode layouts are displayed.

Select one and click the transfer right button.

Now the encode layout will be displayed on the right-hand side of the window.



Click Apply to save.

A combination of one chip encode layout and one magstripe layout is possible. Only one contact or contactless chip encode layout can be connected at a time. If you try to connect them both to a layout the following warning message is displayed.



To disconnect an encode layout, select the layout on the right side and click the transfer left button.

\$

Click **OK** to close and save settings.





Encoding

Select **Options Menu** and then click **Encoding**, the following dialog is presented.

These options specify the **Fill Character**, **Fill Up To End** and **Magicard Track** options for magstripe tracks.

Fill Up To End

🎬 Encoding O	ptions	? 🛛
Fill Up To End	Fill Character Magicard Options	
🔲 Track 1	Fill character up to position	
🔲 Track 2	Fill character up to position	
🔲 Track 3	Fill character up to position	
		OK Cancel

Fill up to end

Fill Character up to position: Define per track which fill character to use.

Use fill characters that are allowed according to the ISO 3554 standard.

Track 1.2.3.: Specify a character which is used to fill **Track1**. This track is only filled when a Track is checked.

Fill Character

📽 Encoding Options	? 🛛
Fill Up To End Fill Character Magicard Options	
Track 1 Track 2 0 Track 3 0	
	OK Cancel

Fill Up To End: Select a Track to fill the rest of the track with the selected Fill Character.



Magicard Options

🚅 Encoding Options		? 🛛
Fill Up To End Fill Character Mag Track MPC BPI 1 7 ▼ 210 ▼ 2 5 ▼ 75 ▼ 3 5 ▼ 210 ▼	cOE CDE CLow Fligh	
		OK Cancel

Magicard Options

MPC: Magnetic bits per inch. Magnetic bits per character (*set to 5 or 7*) BPI: Bits per inch. Bits per Inch (*set to 75 or 210*)

COE: High or low coercitivity. High or low coercively magstripe (*select the magstripe to be used*)

Click **OK** to save settings and **Cancel** to undo any changes made.





Field Menu

Add...

Select Field Menu and click Add. Use 📩 from the Magnetic Encode Mode Toolbar.

The following dialog is presented to add a Field to the chip encode layout.

🚅 Add Field					? 🗙
-Туре		Fields			
Database Field		IDnumber	IDnumber	Numeric	10
		CardsIssued	Cardsissued	Numeric	10
C Lonstant		PhotoDate	PhotoDate	Date	19
		IssueDate	IssueDate	Date	19
		ExpiryDate	ExpiryDate	Date	19
		TAG	TAG	Numeric	10
Start Position	23 🖨				
Length	1				
Prefix with zero					
D .					
			OK		Cancel

Add field

Select a field to add to your current project.

<u>Type</u>

Database Field: Information is extracted from fields specified by the operator and will be written onto the encode layout. (*Dynamic*)

Constant: Static text or number. (*Static*)

Start Position: Enter the Start Position of a field or text which has been selected to include in the encode layout.

Length: Specify the number of characters to be used.

Prefix with zero: Prefix data with 0's if data is smaller than the length specified.

Data: Display's the selected field chosen to add.

Select **OK** and see the new field has been added to your magnetic encode layout.





🎢 Bad	lgeCreator - [l	DEMO640	D.BM (Magstrip	e Demo. ENC)] 🛛 🗖 🔀			
File Vi	File View Options Field Tracks Help						
<u>80</u>	🗉 🗖 🖬 🔹	🕅 • 🗎 🛋	* 🔺 🔲 +	- 王 妾 妾			
Field	Start Position	Length	Туре	Data			
1	1	10	DataField	IDnumber			
2	11	6	Date	IssueDate			
3	17	6	Date	ExpiryDate			
K III MAGSTI	MAGSTRIPE MODE						





Edit...

Select **Field Menu** and click **Edit**. The following dialog is presented to edit a Field in the magnetic encode layout.

🎢 Edit Field Number	: 1			? 🗙
-Туре	Fields			
Database Field	IDnumber	IDnumber	Numeric	10
	CardsIssued	Cardsissued	Numeric	10
C Lonstant	PhotoDate	PhotoDate	Date	19
	IssueDate	IssueDate	Date	19
	ExpiryDate	ExpiryDate	Date	19
	TAG	TAG	Numeric	10
Start Position 1 Length 1				
Prefix with zero				
Data IDnumber				
		OK		Cancel

Edit field

Edit settings configured for a specific field.

<u>Type</u>

Database Field: Information is extracted from fields specified by the operator and will be written onto the encode layout. (Dynamic)

Constant: Static text or number. (Static)

Start Position: Enter the Start Position of a field or text which has been selected to include in the encode layout.

Length: Specify the number of characters to be used.

Prefix with zero: Prefix data with 0's if data is smaller than the length specified.

Data: Display's the selected field chosen to add.

Select **OK** and see the new field has been edited in your magnetic encode layout.





📽 BadgeCreator - [DEMO6400.BM (Magstripe Demo.ENC)] 🛛 🔲 🗖 🔀							
File Vi	File View Options Field Tracks Help						
<u>80</u>	🗉 🗖 🖶 •	🕅 • 🗎 🖻	* 🔊 - 🔙 🕇	- 王 妾 妾			
Field	Start Position	Length	Туре	Data			
1	1	10	DataField	IDnumber			
2	11	6	Date	IssueDate			
3	17	6	Date	ExpiryDate			
< 📖 🔊							
MAGST	RIPE MODE			Irack 1			



Delete

First you must select a field and then select **Field Menu** and click **Delete**. Use from the Magnetic Encode Mode Toolbar.

The following dialog is presented to delete a Field in the magnetic encode layout.



Select **Yes** to confirm deletion or **No** to cancel deletion.





Tracks Menu

Track 1

Select the Track Menu and then select Track 1.

Select **E** from the Magnetic encode **toolbar** to edit and view fields configured on **Track 1**.

Data added to **Track 1** will show the following dialog screen.

📲 BadgeCreator - [DEMO6400.BM (Magstripe Demo.ENC)]						
File V	'iew Options Fi	eld Tracks	Help			
- 5 6	🗉 🖬 🕇 •	🕅 • 🛛 🖆	÷ 🔊 - 🔛 🕇	- 王 妾 妾		
Field	Start Position	Length	Туре	Data		
1	1	10	DataField	Dnumber		
2	11	6	Date	IssueDate		
3	17	6	Date	ExpiryDate		
MAGST	RIPE MODE				Irack 1	
MAGST	RIPE MODE				Track 1	





Track 2

Select the Track Menu and then select Track 2.

Select E from the Magnetic encode **toolbar** to edit and view fields configured on **Track 2**.

Data added to Track 2 will show the following dialog screen.

📲 Ba	adgeCreator	- [DEMO640	0.BM (Magstri	pe Demo.ENC)]	
File	View Options	Field Tracks	Help		
- 50	🗉 🚍 🛱	- 🕅 - 🗎	; 🔊 - 🔚 🛛	+ - 12 2 3	
Field	Start Position	Length	Туре	Data	
1	1	4	Constant	2004	
<					>
MAGS	TRIPE MODE				Track 2





Track 3

Select the Track Menu and then select Track 3.

Select from the Magnetic encode **toolbar** to edit and view fields configured on **Track 3**.

Data added to Track 3 will show the following dialog screen.

🚅 BadgeCreator - [DEMO640	00.BM (Magstri	pe Demo.ENC)]	
File View Options Field Track	s Help		
😕 🗉 🚍 🛱 • 🕅 • 0	ê 🎊 • 🗐 H	- 1 2 3	
Field Start Position Length	Туре	Data	
1 1 6	Counter	Counter	
			Lineck 3
WAGSTRIPE WODE			Track 5





Chip Encoding

Select the **File Menu**, click **Mode**, and then click **Chip Encode Layout** to open Chip Encode Layout Mode.

Click from the BadgeCreator **Toolbar** and select **Chip Mode** from the drop down menu.



Main Screen

🎢 Ba	dgeCreator - [D	0EM06400.BM (Un	titled.)]		(_ 🗆 🗙		
File 1	File View Options Field Help							
- 56	🗉 🗖 🛱 • j	🕅 • 🛸 🎬 • 🛯	a + -					
Field	Туре	Field name	Description	Length	Comment			
<						>		
CONTA	ACT CHIP MODE				ino images include	su //		

Chip layout main screen

In Chip Encode Layout mode, chip layouts are created and edited.




Chip Encode Layout Toolbar

The Toolbar in Chip Layout Mode can be used to quickly start a function by clicking on the desired button.



Back to Main Screen

Click on this button to return to the BadgeMaker main screen.

Badge Layout Mode

Click on this button to enter the badge layout mode to configure/create badge layouts.

Magnetic Layout Mode

Click on this button to enter the magnetic layout mode to configure/create magnetic encode layouts.

🔁 🕶 Chip Mode

Click on this button to enter the chip layout mode to configure/create chip encode layouts.

൙ Open Layout

Click on this button to open an existing Chip Layout Mode linked to the current project (*.BM) file.

🖄 🗾 New Layout

Click on this button to start the New layout Wizard.

Save Layout

Click on this button to save the current layout.

🛃 Add Field

Click on this button, to add a field to the current track.

🔜 Delete Field

Click on this button, to remove the selected field.





Open An Existing Chip Layout

Select File Menu and click Open Layout.

The following screen is presented. Configured Chip Layouts are listed here.

💕 Ope	n Layout				
	Badges	Magstripe	Custom	Contact Chip	Contactless
C	hip Demo				
□ <u>D</u> eta	il View				
			OK	Cancel	

Select DEMO

Select Chip Demo.

The Layout is presented in the Main Screen.





🎢 Ba	dgeCreator	- [DEMO6400.BM (CI	nip Demo.CHP)]					
File \	File View Options Field Help							
<u>80</u>	🗉 🖬 🛱	- 🕅 - 🛛 🚔 💦 - I	a + - I					
Field	Туре	Field name	Description	Length	Comment			
1	DataField	IDnumber		15				
2	DataField	Surname		35				
3	DataField	Firstname		20				
4	DataField	Expirydate		19				
< []						>		
CONTA	ACT CHIP MODE					Track 1		





Options Menu

Encode Settings...

Select **Options Menu** and click **Encode Settings**. The following dialog is presented.

📽 Connect Encodes		
Connect or disconnect encode la	ayouts to selected badge:	
Available Encodes: Magstripe Demo.ENC Chip Demo.CHP Mifare Demo.MIF ClassDemo2k.IIF ClassDemo16k1.IIF ClassDemo16k8.IIF HIDProxDemo.HIF	Connected Encodes:	_
	Apply OK	Cancel

Connect encodes

In the Connect Encodes dialog link an encode layout to a badge layout. Check the right badge is selected. On the left-hand side of the window, the available configured encode layouts are displayed.

Select one and click the transfer right button.

Now the encode layout will be displayed on the right-hand side of the window.



Click Apply to save.

A combination of one chip encode layout and one magstripe layout is possible. Only one contact or contactless chip encode layout can be connected at a time. If you try to connect them both to a layout the following warning message is displayed.



To disconnect an encode layout, select the layout on the right side and click the transfer left button.

\$

Click **OK** to close and save settings.





Field Menu

Add...

Select Field Menu and click Add. Use 🛨 from the Chip Encode Mode Toolbar.

The following dialog is presented to add a Field to the chip encode layout.

🛍 Add Field				?	
-Туре	Fields				
 Database Field 	IDnumber	IDnumber	Numeric	10	^
C Constant	Firstname	Firstname	Character	20	
	Surname	Surname	Character	35	
	Layout	Layout	Character	35	
	Function	Function	Character	35	
	PlaceOfBirth	PlaceOfBirth	Character	50	
	Email	Email	Character	35	
	Phonenumber	Phonenumber	Character	15	
Data Description Comment					
		OK		Cancel	

Add field

Select a field to add to your current chip layout.

Database Field: Information is extracted from fields specified by the operator and will be written onto the encode layout. (*Dynamic*) **Constant:** Static text or number. (*Static*)

Data: Display's the selected field chosen to add. **Comment:** Add a comment to you added field.

Select **OK** and see the new field has been added to your chip encode layout.





🎬 Bao	f BadgeCreator - [DEMO6400.BM (Chip Demo.CHP)]								
File Vi	File View Options Field Help								
- <mark>80</mark>	🗉 🗖 🖬 • İ	🕅 • 🖾 🎬 • 🛯	3 + -						
Field	Туре	Field name	Description	Length	Comment				
1	DataField	IDnumber		15					
2	DataField	Surname		35					
3	DataField	Firstname		20					
4	DataField	Expirydate		19					
<					>				
CONTAG	CT CHIP MODE			Track	1				





Edit

Select **Field Menu** and click **Edit**. The following dialog is presented to edit a Field in the chip encode layout.

🛍 Add Field				2	2×			
- Туре-	Fields	Fields						
Database Field	IDnumber	IDnumber	Numeric	10	~			
C Constant	Firstname	Firstname	Character	20				
C Lonstant	Surname	Surname	Character	35				
	Layout	Layout	Character	35				
	Function	Function	Character	35				
-	PlaceOfBirth	PlaceOfBirth	Character	50				
	Email	Email	Character	35				
	Phonenumber	Phonenumber	Character	15				
			<u> </u>	05				
Description								
		OK		Cancel				

Edit settings configured for a specific field.

<u>Type</u>

Database Field: Information is extracted from fields specified by the operator and will be written onto the encode layout. (*Dynamic*)
Constant: Static text or number. (*Static*)
Data: Display's the selected field chosen to add.
Comment: Add a comment to you added field.

Select **OK** and see the new field has been edited in your chip encode layout.





🎢 Ba	dgeCreator	- [DEMO6400.BM	(EXAMPLE.CHP)]		
File V	View Options	Field Help			
- 56	🗉 🗖 🛱	• 🕅 • 🖻 🖄	• 🗐 🕂 🗕 👘		
Field	Туре	Field name	Description	Length	Comme
1	DataField	Last Name		255	
2	DataField	First Name		255	
3	DataField	Department		255	
4	DataField	Expiry Date		19	
<					>
CONTA	ACT CHIP MODE			Track 1	11.





Delete

First you must select a field and then select **Field Menu** and click **Delete**. Use from the Chip Encode Mode Toolbar.

The following dialog is presented to delete a Field in the chip encode layout.



Select **Yes** to confirm deletion or **No** to cancel deletion.





Include Image

Select Field Menu and then click Include Image.

The following dialog is presented.



Select which Image to save onto the chip layout. Select from the following types.

- Photo
- Sign
- Photo thumb
- Sign thumb
- Finger Template
- Finger Image

Images are larger in size and therefore can take up a lot of space. Images must be reduced in size to fit onto a chip.





Dll Params

Select Field Menu and then click Dll Params.

Type the name of your <chip.dll> to use for encoding information onto a chip. If for some reason additional information is required, this information can be supplied using these parameters.

The following screen is presented.

🖞 Dll Params 🛛 🖓 🗙
DI Name BMCHIP32.DLL
DII Param1
DII Param2
OK Cancel

Enter .dll params

Dll Name: Enter the name of the <chip.dll>

Dll Param1: Enter a parameter.

Dll Param2: Enter a parameter.

Chip encode layouts cannot be saved when no chip.dll has been specified.

BMChip32.dll is installed with BadgeMaker to carry out encode simulation. Custom Dll's must be designed using Chip Skeleton in order to successfully encode a chip. Chip Skeleton gives you a framework to develop a chip *.dll.

DII's are stored in the following directory C:\SC\<BMversion>





Mifare Encoding

Select the **File Menu**, click **Mode**, and then click **Mifare Encode Layout** to open Mifare Encode Layout Mode.

Click from the BadgeCreator **Toolbar** and select **Mifare Mode** from the drop down menu.



Main Screen

💕 B	adgeCreator - [DEMO6400.BM (U	ntitled.)]					
File	View Mifare Options Help						
- 56	💷 💻 🛱 • 🎆 • 😂 🖍 •	🔲 🗦 f* 월	3= 🛛 🗋				
	Field(s) or function	Field Type	Track	Block	Begin Byte	No. of Bytes	
	Field Name	Function		Euro	tion Proportion		
<u> </u>		runcuon		Func	aon Fropenies		
•							▶
MIFAR	RE MODE						

In Mifare Encode Layout mode, mifare layouts are created and edited.





Mifare Encode Layout Toolbar

The Toolbar in Mifare Layout Mode can be used to quickly start a function by clicking on the desired button.



Back to Main Screen

Click on this button to return to the BadgeMaker main screen.

Badge Layout Mode

Click on this button to enter the badge layout mode to configure/create badge layouts.



Magnetic Layout Mode

Click on this button to enter the magnetic layout mode to configure/create magnetic encode layouts.

🗄 🕇 Chip Mode

Click on this button to the chip layout mode to configure/create chip encode layouts.



Mifare Mode

Click on this button to enter the Mifare Layout Mode to configure/create Mifare Layouts.

Open Layout

Click on this button to open an existing Mifare layout linked to the current project (*.BM) file.

🖄 📩 New Layout

Click on this button to start the New layout Wizard.



Click on this button to save the current layout.

Add Field

Click on this button, to add a field to the current track.

f* Add Function

Click on this button, to add a function to the current track.



Add Binary Item

Click on this button, to add a binary field to the Mifare Layout.





Add DB Field

Click on this button, to store a constant, counted value or card serial in a database.

🕅 Remove Item

Click on this button, to remove a field from the layout.

A Preview

Click on this button, to preview a layout.





Open An Existing Mifare Layout

Select File Menu and click Open Layout or use 🖻 from the toolbar.

The following screen is presented. Configured Mifare Layouts are listed here.

Ľ	Open Layout				
Ĺ	Badges	Magstripe	Custom	Contact Chip	Contactless
	Mifare Demo	IclassDemo2k	IclassDemo16k1 Icla	ssDemo16k8	
	Access		Parking Garage HI	DProxDemo	
	Detail View				
,			()K Cancel	

Select Mifare Demo.

The Layout is presented in the Main Screen.





📲 BadgeCreator - [DEMO6400.BM (Mifar	e Demo.MIF)	1				
File View Mifare Options Help						
😻 🗉 🖴 🛱 • 🕅 • 😂 💸 • 🗐	📑 f* 🙀	5 🛛 ==				
Field(s) or function	Field Type	Track	Block	Begin Byte	No. of Bytes	•
1 IDnumber	Field	1	0	0	15	
2 Constant	Function	1	0	15	1	
3 Count	Function	1	1	0	4	
4 Surname [+] Firstname	Field	2	0	0	32	
5 IssueDate	Field	2	2	0	4	
6 ExpiryDate	Field	2	2	4	4	
7 IDnumber	Field	3	0	0	15	
8 Function	Field	4	0	0	16	
9 Checksum	Function	4	1	0	1	-1
10 Checksum	Function	4	2	0	1	
Field Name Fun	ction		Functi	on Properties		
1 CardSerialNo Car	dSnNr		Hexac	lecimal		
1						
MIFARE MODE						

Mifare DEMO





Mifare Menu

Add Field

Select **Mifare Menu** and click **Add Field** or use **P** from the toolbar.

The following dialog is displayed.

📫 Add fields						×
Description	Field Name	Field Typ	e Size		<u>N</u> ew	
IDnumber	IDnumber	Numeric	10			
Firstname	Firstname	Characte	ar 20	_	OK	
Surname	Surname	Characte	er 35	L		- 1
Layout	Layout	Characte	er 35			
Function	Function	Characte	er 35			
PlaceOfBirth	PlaceOfBirth	Characte	er 50	_	Cancel	
Email	Email	Characte	ar 35			
			•		Apply	
Fields: Add to: Track Block Begin Byte No. of Bytes Track1:						
0 1 2 3	4 5 6	5789	9 10 11	12 :	L3 14	15
0		IDnumber				inst
1 Count						
2						
3 Key A		Access		Кеу В		

Select a field to add to your current mifare layout.

Add to

Track: Select which track to write the field to. Block: Select a block to write a field to. Begin Byte: Select a Begin Byte to write the field to. No. of bytes: Select the number of bytes needed for a field

When creating a New Mifare Layout the operator will have the option to enable Allow multitrack database items (non-binary): Select this option to scan a field across multiple tracks (for larger segments of information).

© 1993-2009 ScreenCheck B.V.





Encode As

Encode As: Select the method to encode information onto the card. Select an option from the following.

• Options are dependent on field type.

Character

Encode as:			
💿 String (or	(e-to-one		

String: (field type character, numeric and date)

Г):	ai	h	
	-		٤.	-

Er	ncode as:						
•	String						
C	Decimal						
0	Sinary Coded Decimal (BCD)						
	Format DD/MM/CCYY						

String: (field type character, numeric and date) **Decimal:** (field type numeric) **Binary coded decimal:** (field type numeric and date)

Numeric

Encode as:
G. Obiec (and he and)
 String (one-to-one)
🔿 Motorola dec. (HiByte - LoByte)
C Intel decimal (LoByte - HiByte)
Binary Coded Decimal (BCD)

String: (field type character, numeric and date) **Motorola decimal:** (field type numeric) **Intel decimal:** (field type numeric) **Binary coded decimal:** (field type numeric and date)

The contents of a date field can be encoded in different orders. Select a set from the drop down list.

© 1993-2009 ScreenCheck B.V.





In case you encode as a string every character is represented by its ASCII value (*every character is encoded into one byte*).

Motorola en Intel decimal encoding work with hexadecimal values. Special hexadecimal encoding is a mixture (*hexadecimal notation without decimal to hexadecimal conversion of the value*).

Example

Suppose the database has a numeric field with 4 positions named ID number. The value is 1500 (=05DC hex).

The following ways of encoding are possible.

Encode type	Byte 1	Byte 2	Byte 3	Byte 4
String	0x31	0x35	0x30	0x30
Motorola	0x05	0xDC		
Intel	0xDC	0x05		
Binary coded decimal	0x15	0x00		

In the case the largest value of the field ID number would be 9999999 (98967F hex), there would be 7 bytes needed to encode it as a string, 3 bytes to encode it as Motorola or Intel decimal and 4 bytes to encode it as special hex.

Encode type	Byte 1	Byte 2	Byte 3	Byte 4	Byte 5	Byte 6	Byte 7
String	0x39						
Motorola	0x98	0x96	0x7F				
Intel	0x7F	0x96	0x98				
Binary coded decimal	0x09	0x99	0x99	0x99			

The following example shows how unused bytes are filled when the number of bytes assigned for the field is more than needed.

Number of bytes assigned is 6, the value is 1500.

Encode type	Byte 1	Byte 2	Byte 3	Byte 4	Byte 5	Byte 6
String	0x31	0x35	0x30	0x30	0x00	0x00
Motorola	0x00	0x00	0x00	0x00	0x05	0xDC
Intel	0xDC	0x05	0x98	0x00	0x00	0x00
Binary coded decimal	0x00	0x00	0x00	0x00	0x15	0x00

At the bottom an overview summary is shown illustrating the fields positioned on the current layout. It is possible to scroll down and view the entire layout structure of the mifare encode layout.



0	IDnumber inst												
1	Count												
2													
3	Key A Access Key B												
	Summary												

Numbers running across are the number of bytes in each Block. Number running down the left hand side are the number of Blocks to a Track.

Select **OK** to add the newly created field..

.





Add Function

Select **Mifare Menu** and click **Add Function** or use *f* from the toolbar.

The following dialog is displayed.

📲 Add functions												×
Function Constant Count Count	-Functi © Va © Fie		0 IDnumber					<u>N</u> ew				
C Card Serial No C Checksum											ancel	
Function: Constant	Function: Constant											
Add to:	ſ											
Block 0 V	ſ											
Begin Byte 0	ſ											
No. of Bytes 1												
	1											
Track1:												
0 1 2 3	4	5	6	7	8	9	10	11	12	13	14	15
1 Count			ID	numt	ber							inst
2												
3 Key A				Acc	ess				Кеу	В		

Add functions

Except for the card serial number, functions occupy one byte.

Function

Constant: Select a value between 0 and 255. This value will be encoded into the selected byte. If more than one byte is selected, same value will be encoded to every byte. The value can also be read from the database. Select **Field listed** in the **Function Properties**, the value from the field will be encoded onto the chip layout.

Count: The counter function can read a value from the database and increment it with a defined value (*e.g. the number of times a new card is issued for the same individual can be stored in the database*), or an array with incremental values can be encoded.





Function Properties

In Function Properties you can select if the value must be incremented after it is written to the card.

Value: Select a value between 0 and 255.

Card Serial Number: The card serial number (*encoded by the manufacturer in track 0*) can be read from the card and encoded another time in one of the other tracks. It can be encoded as a decimal string (*10 bytes*) or hexadecimal string (*8 bytes*).

Checksum: A checksum can be calculated over a number of bytes. Select the way the checksum is calculated, select where the checksum should be stored and select the bytes where the checksum should be calculated over. The checksum is one byte, if more than one byte is selected for the checksum, the value of the checksum will be repeated in every byte.

Function Properties

In Function Properties you can select the way a checksum is calculated.

XOR

Result: 0 | 0 | | 0 | 0

Selecting XOR will always result in a value that fits into one byte.

<u>ADD</u>

Result: | 0 | 0 0 | | 0 0 0

When ADD is selected the low byte value will be written to the card.

Parity

A parity check can be selected, since encoding is done in minimal parts of one byte, it will occupy one byte only.





Polynomial CRC

Use a **polynomial** to calculate the checksum. When you use a **polynomial** fill in the polynomial you would like to use.

Example: The polynomial to use is x8+x5+x4+x2+1. This is represented by the binary value 100110101 (309 in decimal). In the PolyOne text box a decimal value must be specified. This decimal value must be between 257 and 511 (between 100000001 and 11111111 binary).

Start Value: Select a value between 0 and 255 and fill it in, in the box .

Polynomial CRC is the most reliable way to calculate a checksum.

At the bottom an overview summary is shown illustrating the fields positioned on the current layout. It is possible to scroll down and view the entire layout structure of the mifare encode layout.

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0 IDnumber										inst						
1	1 Count															
2																
3 Key A Access Key B																
	Summary															

Numbers running across are the number of bytes in each Block. Number running down the left hand side are the number of Blocks to a Track.





Add Binary Item...

Select Mifare Menu and click Add Binary Item or use 🏙 from the toolbar.

The following dialog is displayed.

pii Ac	ld binary fields	? 🔀
#	Description	
1	Photo	
2	Sign	
3	Photo thumb	
4	Sign thumb	
5	Finger Template	
6	Finger Image	_
Field:		
Fing	jer Image Numbers	
Fing	jer Template Numbers	
Ran	ge	
	Begin End	<u>Apply</u>
Trac	* 1 🔽 1	v
Bloc	k 0 🔽 2	Cancel
Byte	, 0 🔽 15	OK OK

Add binary fields

Add a binary field to the Mifare Layout.

Select an Image Type stored as a BLOB (*Binary Large Objects*). Below as an example **Photo** is chosen.

E Add binary fields	2 🗙
# Description 1 Photo 2 Sign 3 Photo thumb 4 Sign thumb 5 Finger Template 6 Finger Image	
Field: 1 - Photo Finger Image Numbers Finger Template Numbers Range Begin End Track 1 • 1 Block 0 • 2 Byte 0 • 15	▲pply Cancel OK

Select the range on the card where it should be encoded.

Most images (photos, signatures or fingerprint images) are too big to encode on a card. Biometric data such as fingerprint or hand palm characteristics are in general small enough to store on the card.

- Track: Select a Begin & End Track to write the field to.
- Block: Select a Begin & End Block to write a field to.
- **Byte:** Select a Begin & End Byte to write the field to.

Select **Apply** to insert the new binary field. Click **OK** to exit.





Edit Item

Select Mifare Menu and click Edit Item.

The following dialog is displayed.

📽 Add fields					×
Description	Field Name	Field Type	Size 🔺	<u>N</u> ew	
Firstname	Firstname	Character	20		
Surpane	Filstrame	Character	35		
Lauout	Lauout	Character	35		
Eurotion	Eurotion	Character	35		
PlaceOfBirth	PlaceOfBirth	Character	50	Cancel	
Email	Email	Character	35 -		
•		,	•	Annlu	
Fields: Add to: Track Block 0 Begin Byte No. of Bytes 1	Encode as:	-one)			
Track1:					
0 1 2 3	4 5 6	/ <u>8 9</u>	10 11 1	12 13 14	15
0 1 Count	IDnu	mber			Inst
2					
Z Kov A				Key B	
La Key A		100033		KCy D	

Add field dialog

Select a field to edit in your current mifare layout.

<u>Fields</u>

- Track: Select which track to write the field to.
- **Block:** Select a block to write a field to.
- Begin Byte: Select a Begin Byte to write the field to.
- No. of bytes: Select the number of bytes needed for a field

When creating a New Mifare Layout the operator will have the option to enable Allow multitrack database items (non-binary): Select this option to scan a field across multiple tracks (for larger segments of information).

At the bottom an overview summary is shown illustrating the field and where it is



positioned on the current layout. It is possible to scroll down and view the entire layout structure of the mifare encode layout.

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0							ID	numt	ber							inst
1		Co	unt													
2																
3	Key A Access Key B															
	Summary															

Numbers running across are the number of bytes in each Block. Number running down the left hand side are the number of Blocks to a Track.

Select **OK** to apply the change.





Add Database Update

Select Mifare Menu and click Add Database Update or use from the toolbar.

The following dialog is displayed.

🎢 DB Update				? 🗙
Description IDnumber Firstname Surname Layout Function PlaceOfBirth Email	Field Name IDnumber Firstname Surname Layout Function PlaceOfBirth Email	Field Type Numeric Character Character Character Character Character Character	Size ▲ 10 20 35 35 35 50 35 ▼	OK Cancel
Fields: Function Constant Count Card Serial No	Function Properties	0 IDnumber		

Select a field from the database which will be updated automatically from information and a card when the Mifare card is read.

Constant: A constant value can be stored in the selected field. When the card is encoded, the value will be written in the field. (*Fixed Text*)

Count: A counted value can be stored in the selected field. It will be incremented for every card encoded. The start value can be given in or can be read from another (*or the same*) field. **Card Serial No:** The card serial number that was written in the card by the manufacturer can be stored in the database when the card is encoded.

Example

A card serial number that was written in the card by the manufacturer can be stored in the database when the card is encoded. That way it is possible to check the database which card number was assigned to a certain person. This number can be stored as a decimal or hexadecimal value.

The database update functions are displayed in the lower half of the main screen.





🛍 BadgeCreator - [DEMO6400.BM (Untitled.)]									
File View Mifare Options Help									
Field(s) or function	Field Type	Track	Block	Begin Byte	No. of Bytes				
1 ExpiryDate	Field	1	0	0	1				
2 IDnumber	Field	2	0	0	1				
3 Surname	Field	4	0	0	1				
4 Photo	Binary Field	5	0	0	16				
Cield News	Franking		[Free etc.	Decembra					
Field Name	Function	Ion Function Properties							
1 CardSenalNo	CardSnNr		Decim	al					
MIFARE MODE					/				
DB Update field									





MM10 Integration

Select Mifare Menu and click MM10 Integration.

If you wish to make a link with **MM10 Integration** (*Mifare Technology*) you can link fields from BadgeMaker to fields in the **MM10 Integration**.

The following dialog is displayed.

Į	Settings	×
	MM10 Integration Enable Carthago Section Begin Track 5 Nr of Tracks 4	
	MM-10 Field BM Field	
	UserGroup CostAccount CardNumber ValidStart ValidEnd PinCode Balance Perscode Name SurName	
	OK Cancel	
	Settings	

Select **Enable Carthago Section** and set the **Begin Track** for MM10 on the Mifare chip and the **Nr of Tracks** used by MM10 Integration.

SCREEN		_		_		T	
	p f	Settings				×	
	ſ	MM10 Integration					
		🔽 Enable Carthago Se	ection				
		Begin Track 5	•	Nr of Tracks 4	÷		
		MM-10 Field		BM Field	~		
		CostAccount					
		LardNumber			•		

IDnumber Firstname

Surname

PlaceOfBirth

ΟK

× ×

Cancel

Layout Function

Email

Select an MM-10 Field and map a BM Field to it.

ValidStart ValidEnd

PinCode Balance

Perscode

SurName

Addrass

Name

Select **OK** to apply changes or **Cancel** to undo any changes made.





QE Integration

Select Mifare Menu and click QE Integration.

The following dialog is presented.

📲 Settings		
QE Integration		
Enable QE Section	Track 1	4 -
	Track 2	5 🔽
	Track 3	6
QE Field	BM Field	
Kaartnummer		
Kaarttype GeldigTotDatum		- 1
	·	
	<u></u> ОК	Cancel

QE Settings

Select Enable QE Section to encode Mifare cards for use in QA10/QV10 environments.

Select which tracks will be used. QE Integration requires **3 tracks** to encode.

E Settings		
QE Integration		
Enable QE Section	Track 1	4 💌
	Track 2	5 🔹
	Track 3	6 💌
QE Field	BM Field	
Kaartnummer	IDnumber	
Kaarttype	Function	
GeldigTotDatum		•
	Email Phonenumber Logo CardSerialNo CardSlssued PhotoDate IssueDate ExpiryDate	
	ОК	Cancel

Map a **QE Field** to a **BM Field** from your database to set up.

QE Field	BM Field
Kaartnummer	IDnumber
Kaarttype	ExpiryDate
GeldigTotDatum	ExpiryDate

Select **OK** to save the **QE configuration** or **Cancel** to undo any changes made.





Remove Item

First you must select a field and then select **Mifare Menu** and click **Remove Item** or use **M** from the **toolbar**.

The following dialog is displayed.



Select Yes to remove the selected field or No to cancel removal.





Remove DB Update Item

First you must select a field and then select **Mifare Menu** and click **Remove DB Update** Item or use from the toolbar.

The following dialog is displayed.



Select Yes to remove the selected DB Update field or No to cancel removal.




Overview

Select Mifare Menu and click Overview.

The following dialog is displayed.



Mifare Summary overview

The **overview** display's a preview of the data that will be encoded onto the current layout.

Full Screen: Display the Overview full screen (*enlarged*). **Print:** To print the Overview select this option.





Edit MAD

Select Mifare Menu and click Edit MAD.

MIFARE Application Directory (MAD) defines common data structures for card application directory entries, allowing terminals to identify the right card (and the right memory sector within the card) without the need to perform a comprehensive search through all of the cards' memories until the appropriate application is found.

The following dialog is presented.

📲 MAD		×
MAD Admin Card Holder Info Card Publish Assign applications to tracks and determine C	er Info Protection	
Applications:	Tracks:	CPS:
New <u>R</u> emove <u>E</u> dit	Track1 Track2 Track3 Track4 Track5 Track6 Track7 Track8 Track9 Track10 Track11 Track12	
Use Mifare Application Directory	ОК	Cancel

MAD (Mifare Application Directory) can be used to assign different applications to different tracks

- To administrate free tracks
- To register card holder info
- To register card publisher info
- To protect tracks against writing new data

Select Use Mifare Application Directory to enable.

	-	-
MAD Admin Card Holder Info Card Publisher Assign applications to tracks and determine Car	Info Protection	×
Applications: New Remove Edit	Tracks: Track1 Track2 Track3 Track4 Track5 Track6 Track7 Track8 Track8 Track9 Track10 Track11 Track12	
Use Mifare Application Directory	OK	Cancel

<u>MAD</u>

Select the MAD tab, the following dialog is presented.

	_	Ţ
MAD Admin Card Holder Info Card Publisher Assign applications to tracks and determine Card	Info Protection	×
Applications: New Bemove Edit	Tracks: Track1 Track2 Track3 Track4 Track5 Track6 Track7 Track8 Track9 Track10 Track11 Track12	
Use Mifare Application Directory	ОК	Cancel

Select **New** to assign an application to tracks

🚅 Application info	
Application name:	
EXAMPLE	
Function cluster 3 Application code 3	Show as © Decimal © Hexadecimal
Save + exit	Cancel

Application info

Specify a Function cluster. Specify an Application code.

Show as either **Decimal** or **Hexadecimal**.

Select **Save + exit** to return to the main MAD dialog box.

2	_	-
婚 MAD		×
MAD Admin Card Holder Info Card Publish	er Info Protection	
Applications: EXAMPLE	Tracks: Track1 Track2 Track3 Track4	CPS:
<u>N</u> ew <u>R</u> emove <u>E</u> dit	Track5 Track6 Track7 Track8 Track9 Track10 Track11 Track12	
Use Mifare Application Directory	OK	Cancel

 \underline{Select} which tracks are to be assigned to the Mifare Application.

Select **OK** to close.





<u>Admin</u>

Select the Admin tab, the following dialog is presented.

Į	🛱 MAD	×
	MAD Admin Card Holder Info Card Publisher Info Protection Select which tracks should be designated 'free': Tracks: Track 6 Track 6 Track 7 Track 9 Track 11 Track 11 Track 12 Track 13 Track 14 Track 14 Track 15 Track 15 Track 14	
F	Use Mifare Application Directory OK Cancel	

Admin

Select which of the tracks not yet populated in the layout will remain free.

MAD Admin Card Holder Info Card Publisher Info Protection Select which tracks should be designated 'free': Track 6 Track 7 Track 8 Track 8 Track 9 Track 11 Track 12 Track 12 Track 14 Track 14 Track 15
Use Mifare Application Directory OK Cancel

Selected tracks will be highlighted in blue.

Select **OK** to close.





Card Holder Info

Select the Card Holder Info tab, the following dialog is presented.

MAD Admin Card Holder Info Card Publisher Info Protection Enable Card Holder Info Select appropriate database fields for Card Holder: Last Name First Name Sex Other Info Assign to track:
Enable Card Holder Info Select appropriate database fields for Card Holder: Last Name First Name Sex Other Info Assign to track:
Select appropriate database fields for Card Holder: Last Name First Name Sex Other Info Assign to track:
Last Name First Name Sex Other Info Assign to track:
First Name Sex Other Info Assign to track:
Sex Other Info Assign to track:
Other Info Assign to track:
Assign to track:
Use Mifare Application Directory OK Cancel

Card holder info

Select Enable Card Holder Info to select the appropriate database fields for the individual.

2		
緧 MAD		
MAD Admin Card Holde	r Info Card Publisher Info Protection	
☑ Enable Card Holder In Select appropriate databa	nfo ise fields for Card Holder:	
Last Name	Surname	
First Name	Firstname 💌	
Sex	Do not use	
Other Info	PlaceOfBirth 🗨	
Assign to track:	9	
Use Mifare Application Direct	ctory OK	Cancel

Use the drop down lists to select a field from your database.

Select **OK** to close.





Card Publisher Info

Select the Card Publisher Info tab, the following dialog is presented.

🛃 MAD 🔀			
	MAD Admin Card Holder Info Card Publisher Info Protection	1	
	Enable Card Publisher Info:		
	Enter Card Publisher Info Byte counter: 0		
	Assign to track:		
R	Use Mifare Application Directory OK Cancel		

Card Publisher Info

Select **Enable Card Publisher** Info to enter Card Publisher Info and assign a track to write the information to.









Protection

Select the **Protection tab**, the following dialog is presented.

z誓 MAD	×
MAD Admin Card Holder Info Card Publisher Info Protection Indicate which tracks should be protected against future writing: Tracks: Track 1 Track 2 Track 2 Track 3 Track 4 Track 5 Track 6 Track 7 Track 8 Track 9 Track 10 Track 11 Track 12 Track 13 Track 13 Track 13	
Use Mifare Application Directory	cel

Protection

Select the tracks to be protected against a failure occurring during the write process.

Selected tracks are shown highlighted.





g督 MAD	×
MAD Admin Card Holder Info Card Publisher Info Indicate which tracks should be protected against future writing:	Tracks: Track 1 Track 2 Track 2 Track 3 Track 3 Track 3 Track 4 Track 5 Track 6 Track 7 Track 8 Track 9 Track 10 Track 11 Track 12 Track 13
Use Mifare Application Directory	OK Cancel





Options Menu

Encode Settings...

Select **Options Menu** and click **Encode Settings**. The following dialog is presented.

📽 Connect Encodes		
Connect or disconnect encode la	ayouts to selected badge:	
Available Encodes: Magstripe Demo.ENC Chip Demo.CHP Mifare Demo.MIF ClassDemo2k.IIF ClassDemo16k1.IIF ClassDemo16k8.IIF HIDProxDemo.HIF	Connected Encodes:	_
	Apply OK	Cancel

Connect encodes

In the Connect Encodes dialog link an encode layout to a badge layout. Check the right badge is selected. On the left-hand side of the window, the available configured encode layouts are displayed.

Select one and click the transfer right button.

Now the encode layout will be displayed on the right-hand side of the window.



Click Apply to save.

A combination of one chip encode layout and one magstripe layout is possible. Only one contact or contactless chip encode layout can be connected at a time. If you try to connect them both to a layout the following warning message is displayed.



To disconnect an encode layout, select the layout on the right side and click the transfer left button.

Click OK to	close and	save settings.	





Settings

Select Options Menu and click Settings.

The following dialog is displayed.

📽 Settings	×
General	
Mifare Version Mifare 1K classic Mifare 4K classic	
 Allow multitrack database items (non-binary) Show Bit encoding features 	
OK Cancel	

Settings

Mifare Version

Select the type of Mifare Chip being used.

- Mifare 1K classic: Select a Mifare 1K classic type.
- Mifare 4K classic: Select a Mifare 4K classic type.

Allow multitrack database items (non-binary): Select this option to scan a field across multiple tracks.

Binary items will not be affected by this setting.





iClass Encoding

Select the **File Menu**, click **Mode**, and then click **iClass Encode Layout** to open iClass Encode Layout Mode.

Click from the BadgeCreator **Toolbar** and select **iClass Mode** from the drop down menu.



Main Screen

p f	BadgeCreator - [D	EMO6400.BM (Untitled.)]						
File	View iClass Optic	ons Help							
- Ş	🥬 📼 🖽 - 1	🙋 🔹 🖾 🔸	🔒 🔿 f* 월	3= 🛛 🗋					
	Field(s) or function		Field Type	Page	Block	Begin Byte	No. of Bytes		
\vdash								J	
	Field Name		Function		Functi	ion Properties			
,									
	CO MODE								
ICLA	ASS MODE								11.

In iClass Encode Layout mode, iClass layouts are created and edited.





iClass Encode Layout Toolbar

The Toolbar in iClass Layout Mode can be used to quickly start a function by clicking on the desired button.



Back to Main Screen

Click on this button to return to the BadgeMaker main screen.

Badge Layout Mode

Click on this button to enter the badge layout mode to configure/create badge layouts.

Magnetic Layout Mode

Click on this button to enter the magnetic layout mode to configure/create magnetic encode layouts.

🗄 🕇 Chip Mode

Click on this button to the chip layout mode to configure/create chip encode layouts.

🔞 🔹 iClass Mode

Click on this button to enter the Mifare Layout Mode to configure/create iClass Layouts.

Open Layout

Click on this button to open an existing iClass layout linked to the current project (*.BM) file.

🖄 📩 New Layout

Click on this button to start a New layout Wizard.



Click on this button to save the current layout.

📑 Add Field

Click on this button, to add a field to the current track.

fx Add Function

Click on this button, to add a function to the current track.

웶 Add Binary Item

Click on this button, to add a binary field to the iClass Layout.

Add DB Field

Click on this button, to store a constant, counted value or card serial in a database. © 1993-2009 ScreenCheck B.V. PAGE 450





Remove Item

Click on this button, to remove a field from the layout.

A Preview

Click on this button, to preview a layout.





Open An Existing iClass Layout

Select File Menu and click Open Layout or use 🖻 from the toolbar.

The following screen is presented. Configured iClass Layouts are listed here.

Ę	Open Layout						×
Ĺ	Badges	Magstripe	Custor	n	Contact Chip	Contactless	<u>ן</u>
	Mitara Dama		IolaceDemo16k1		20 amo16k8		
	Access	Coffee Machine	Parking Garage	HIDP	oxDemo		
	<u>D</u> etail View			ОК	Cancel		

Open layout

Select an iClass Demo from the list.

For this example iClassDemo16k8 is chosen.

The Layout is presented in the Main Screen.





📲 BadgeCreator - [DEMO6400.BM (k	:lassDemo16k8.l	IF)]		
File View iClass Options Help				
💛 🗉 🖴 🗊 • 🛍 • 🖙 🖍 •	🖃 🗦 f* 隆	- 🛛 🗋		
Field(s) or function	Field Type	Page Block	Begin Byte No. of Byt	tes
1 Firstname	Field	0	19 0	16
2 Surname	Field	1	6 0	16
Field Name	Function		Function Properties	
1 Logo	CardSnNr		Hexadecimal	
▲				Þ
ICLASS MODE				





iClass Menu

Add Field

Select **iClass Menu** and click **Add Fields** or use **b** from the toolbar.

The following dialog is displayed.

📲 Add fields													?	×
Description F	Field Name	Field Type	Size			0	1	2	3	4	5	6	7	•
IDnumber I	Dnumber	Numeric	10		14	HI	D Ac	cess	Con	trol A	Applic	ation		
Firstname	Firstname	Character	20		15	HI	D Ac	cess	Con	trol A	Applic	ation		
Surname	Surname	Character	35		16	HI	D Ac	cess	Con	trol A	Applic	ation	_	
Layout I	Layout	Character	35		17	HI	D Ac	cess	Con	trol A	Applic	ation		
Function F	Function	Character	35		18	HI	D Ac	cess	Con	trol A	Applic	ation		
PlaceOfBirth F	PlaceOfBirth	Character	50		19			F	irstn	ame			_	
Email 8	Email	Character	35		20			F	irstn	ame			_	
Dhopopumbor I	Dhopopumbor	Character	45		21									
Fields:				_	23								-	
,					24									
Add to:	Encode as:				25									
Page 0 💌	🖌 📔 💽 String (one-to-o	ne)			26									
Block 19 🔻	1				27									
	7				28									
Begin Byte 🛛 🚬]				29									
No. of Bytes 🛛 🕇					30									
					31									•
			N	lew		Oł	<		Ca	ncel		App	oly	

Add fields

Select a field to add to your current mifare layout.

Fields: Specifies the selected filed currently being configured.

Add to

- Page: Select which Page to write the field to, (for 16K/16 chips only).
- Block: Select a block to write a field to, (6 –31 or 19-255).
- **Begin Byte:** Select a Begin Byte to write the field to, (0 7).
- No. of bytes: Select the number of bytes needed for a field .

Encode As

Encode As: Select the method to encode information onto the card. Select an option from the following.

Options are dependent on field type.





Character

En	icode a	s:		 	
\odot	String	ione-to-	one)		

String: (field type character, numeric and date)

Date
Encode as: String Decimal Binary Coded Decimal (BCD)
Format DD/MM/CCYY

- **String:** (field type character, numeric and date)
- **Decimal:** (field type numeric)
- **Binary coded decimal:** (field type numeric and date)

<u>Numeric</u>



String: (field type character, numeric and date)
Motorola decimal: (field type numeric)
Intel decimal: (field type numeric)
Binary coded decimal: (field type numeric and date)
Decimal: (field type date), the decimal can be coded in various sequences.

The contents of a date field can be encoded in different orders. Select a set from the drop down list.



In case you encode as a string every character is represented by its ASCII value (*every character is encoded into one byte*).

Motorola and Intel decimal encoding work with hexadecimal values. Special hexadecimal encoding is a mixture (*hexadecimal notation without decimal to hexadecimal conversion of the value*).

DDMMCCYY MMDDCCYY CCYYMMDD

Example

Suppose the database has a numeric field with 4 positions named ID number. The value is 1500 (=05DC hex).

The following ways of encoding are possible.

Encode type	Byte 1	Byte 2	Byte 3	Byte 4
String	0x31	0x35	0x30	0x30
Motorola	0x05	0xDC		
Intel	0xDC	0x05		
Binary coded decimal	0x15	0x00		

In the case the largest value of the field ID number would be 9999999 (98967F hex), there would be 7 bytes needed to encode it as a string, 3 bytes to encode it as Motorola or Intel decimal and 4 bytes to encode it as special hex.

Encode type	Byte 1	Byte 2	Byte 3	Byte 4	Byte 5	Byte 6	Byte 7
String	0x39						
Motorola	0x98	0x96	0x7F				
Intel	0x7F	0x96	0x98				
Binary coded decimal	0x09	0x99	0x99	0x99			

The following example shows how unused bytes are filled when the number of bytes assigned for the field is more than needed.

Number of bytes assigned is 6, the value is 1500.





Encode type	Byte 1	Byte 2	Byte 3	Byte 4	Byte 5	Byte 6
String	0x31	0x35	0x30	0x30	0x00	0x00
Motorola	0x00	0x00	0x00	0x00	0x05	0xDC
Intel	0xDC	0x05	0x98	0x00	0x00	0x00
Binary coded decimal	0x00	0x00	0x00	0x00	0x15	0x00

On the right half of the dialog an overview summary is shown illustrating the fields positioned on the current layout.



iClass summary

Numbers running across are the number of bytes in each Block. Number running down the left hand side are the number of Blocks to a Track.

Select **OK** to add the newly created field.





Add Function

Select iClass Menu and click Add Function or use *f* from the toolbar.

The following dialog is displayed.

📽 Add functions							?	X
Function Constant Count Card Serial No Checksum	Function Properties Value: Field:	0 IDnumber	14 15 16 17 18 19 20 21	0 1 2 HID Access HID Access HID Access HID Access HID Access Fi Fi	3 4 Control / Control / Control / Control / Control / irstname	5 1 Applicat Applicat Applicat Applicat	6 7 tion tion tion tion	1
Function: Constant Add to: Page 0 Block 19 Begin Byte 0 No. of Bytes 1	▼ ▼ ▼	New	22 23 24 25 26 27 28 29 30 31	ΟΚ	Cancel		Apply	

Add function

Function

Constant: Select a value between **0** and **255**. This value will be encoded into the selected byte. If more than one byte is selected, same value will be encoded to every byte. The value can also be read from the database. Select **Field listed** in the **Function Properties**, the value from the field will be encoded onto the chip layout.

Count: The counter function can read a value from the database and increment it with a defined value (*e.g. the number of times a new card is issued for the same individual can be stored in the database*), or an array with incremental values can be encoded.

Function Properties

In Function Properties you can select if the value must be incremented after it is written to the card. Select if the value must be incremented after it is written to the card Write before increment or before it is written to the card Increment before write.

Start Value: Select a Start Value between 0 and 255.

Card Serial Number: The card serial number (*encoded by the manufacturer in track 0*) can be read from the card and encoded another time in one of the other tracks. It can be encoded as a decimal string (*10 bytes*) or hexadecimal string (*8 bytes*).





Checksum: A checksum can be calculated over a number of bytes. Select the way the checksum is calculated, select where the checksum should be stored and select the bytes where the checksum should be calculated over. The checksum is one byte, if more than one byte is selected for the checksum, the value of the checksum will be repeated in every byte.

Function Properties

In **Function Properties** you can select the way a checksum is calculated.

<u>XOR</u>

Result: 0 | 0 | | 0 | 0

Selecting XOR will always result in a value that fits into one byte.

ADD

Result: | 0 | 0 0 | | 0 0 0

When ADD is selected the low byte value will be written to the card.

Parity

A parity check can be selected, since encoding is done in minimal parts of one byte, it will occupy one byte only.

Polynomial CRC

Use a polynomial to calculate the checksum. When you use a polynomial fill in the polynomial you would like to use.

Example: The polynomial to use is x8+x5+x4+x2+1. This is represented by the binary value 100110101 (309 in decimal). In the Polynom text box a decimal value must be specified. This decimal value must be between 257 and 511 (between 100000001 and 11111111 binary).

Start Value: Select a value between 0 and 255 and fill it in, in the box.





Polynomial CRC is the most reliable way to calculate a checksum.

Add To

- **Page:** Select which Page to write the field to, (for 16K/16 chips only).
- **Block:** Select a block to write a field to, (6 –31 or 19-255).
- **Begin Byte:** Select a Begin Byte to write the field to, (0 7).
- No. of bytes: Select the number of bytes needed for a field .

On the right half of the dialog an overview summary is shown illustrating the fields positioned on the current layout.

Click **OK** to exit.





Add Binary Item

Select iClass Menu and click Add Binary Item or use 🏙 from the toolbar.

The following dialog is displayed.

📽 Add binary fields		? 🔀
# Description		0 1 2 3 4 5 6 7 🔺
1 Photo	14	HID Access Control Application
2 Sign	15	HID Access Control Application
3 Photo thumb	16	HID Access Control Application
4 Sign thumb	17	HID Access Control Application
5 Finger Template		HID Access Control Application
6 Finger Image	19	Firstname
	20	Firstname
	21	
Field:	22	
	23	
Add to	24	
Page 0 💌	25	
Block 19	26	
	27	
Begin Byte 0 💌	28	
Nrof Bytes 1 🕂	29	
· ,	21	
	<u></u>	
		Apply Cancel OK

Add binary fields

Add a **binary field** to a iClass Layout.

Select an Image Type stored as a BLOB (Binary Large Objects). Below as an example **Fingerprint** is chosen.



📽 Add binary fields	
# Description	0 1 2 3 4 5 6
1 Photo	14 HID Access Control Application
2 Sign	15 HID Access Control Application
3 Photo thumb	16 HID Access Control Application
4 Sign thumb	17 HID Access Control Application
5 Finger Template	18 HID Access Control Application
6 Finger Image	19 Firstname
	20 Firstname
	21
Field: 5. Finger Template	22
Add to	23
	25
Page 0 🔽	26
Block 19 💌	27
Regin Rute 0	28
	29
Nr of Bytes 1	30
	31
	Apply Cancel OK

Most images (photos, signatures or fingerprint images) are too big to encode on a card. Biometric data such as fingerprint or hand palm characteristics are in general small enough to store on the card.

Add To

- **Page:** Select which Page to write the field to, (for 16K/16 chips only).
- **Block:** Select a block to write a field to, (6 –31 or 19-255).
- **Begin Byte:** Select a Begin Byte to write the field to, (0 7).
- No. of bytes: Select the number of bytes needed for a field .

On the right half of the dialog an overview summary is shown illustrating the fields positioned on the current layout.







Summary

Select **Apply** to insert the new binary field. Click **OK** to exit.





Edit Item

Select iClass Menu and click Edit Item.

The following dialog is displayed.

	Field Name	Field Type	Size	•		0	1	2	3	4	5	6	
Dnumber	IDnumber	Numeric	10		6	6 Surname							
Firstname	Firstname	Character	20		7	7 Surname							
Surname	Surname	Character	35		8								
_ayout	Layout	Character	35		9								
Function	Function	Character	35		10								
PlaceOfBirth	PlaceOfBirth	Character	50		11								
Email	Email	Character	35	_	12								
Bononumbor	Deperumber	Choractor	45	<u> </u>	13								
ields: Surnam	e Franka av				15 16								
Page 1	String (on	e-to-one)			17 18								
	•				19								
Block b					20								
Block Jo					21								
Block 6 Begin Byte 0													

Edit the currently selected field, assign the field data to another **Page**, **Block** or specify a **Begin Byte** and specify the **No. of Bytes**.

Add to

- **Page:** Select which Page to write the field to, (for 16K/16 chips only).
- **Block:** Select a block to write a field to, (6 –31 or 19-255).
- **Begin Byte:** Select a Begin Byte to write the field to, (0 7).
- No. of bytes: Select the number of bytes needed for a field .



Add Database Update

Select iClass Menu and click Add Database Update or use 🏓 from the toolbar.

The following dialog is displayed.

🎢 DB Update				? 🔀
Description IDnumber Firstname Surname Layout Function PlaceOfBirth Email	Field Name IDnumber Firstname Surname Layout Function PlaceOfBirth Email	Field Type Numeric Character Character Character Character Character Character	Size ▲ 10 20 35 35 35 50 35 ▼	OK Cancel
Fields: Function Constant Count Card Serial No	Function Properties	0 IDnumber	T	

DB Update

Select a field from the database which will be updated automatically from information on a card when the Mifare card is read.

Constant: A constant value can be stored in the selected field. When the card is encoded, the value will be written in the field. (*Fixed Text*)

Count: A counted value can be stored in the selected field. It will be incremented for every card encoded. The start value can be given in or can be read from another (*or the same*) field. **Card Serial No**: The card serial number that was written in the card by the manufacturer can be stored in the database when the card is encoded.

Example

A card serial number that was written in the card by the manufacturer can be stored in the database when the card is encoded. That way it is possible to check the database which card number was assigned to a certain person. This number can be stored as a decimal or hexadecimal value.

The database update functions are displayed in the lower half of the main screen.





File View iClass Options Help Image: Second state Image: Second state Image: Field Second state <th>📽 BadgeCreator - [DEMO6400.BM (Ic</th> <th>lassDemo16k8.IIF</th> <th>F)]</th> <th></th> <th></th>	📽 BadgeCreator - [DEMO6400.BM (Ic	lassDemo16k8.IIF	F)]		
Image: Second Secon	File View iClass Options Help				
Field(s) or function Field Type Page Block Begin Byte No. of Bytes 1 Firstname Field 0 19 0 16 2 Surname Field 1 6 0 16 2 Surname Field 1 6 0 16 1 Field Name Function Function Properties 1 Logo CardSnNr Hexadecimal 1 Logo CardSnNr Hexadecimal I <td>😻 🗉 🖬 🖬 🕈 🕅 🕶 🚔 🔊 🔹</td> <td>🔲 🖻 🏄 🔮</td> <td>•• 🕅 🗟</td> <td></td> <td></td>	😻 🗉 🖬 🖬 🕈 🕅 🕶 🚔 🔊 🔹	🔲 🖻 🏄 🔮	•• 🕅 🗟		
1 Firstname Field 0 16 2 Surname Field 1 6 0 16 Field Name Function Function Properties 1 Logo Logo CardSnNr Hexadecimal I Logo CardSnNr Hexadecimal Image: Surname Image: Surnam Image: Sur	Field(s) or function	Field Type F	Page Block	: Begin Byte	No. of Bytes
2 Sumame Field 1 6 0 16 Field Name Function Function Properties 1 Logo CardSnNr Hexadecimal	1 Firstname	Field	0	19	0 16
Field Name Function Function Properties 1 Logo CardSnNr Hexadecimal	2 Surname	Field	1	6	0 16
Field Name Function Function Properties 1 Logo CardSnNr Hexadecimal					
	Field Marra	Function		Equation Proportion	
		CardSpNr		Hevadecimal	<u> </u>
		Caldonini		Treadecindi	
ICLASS MODE					▶
ICLASS MODE					
	ICLASS MODE				

DB Update





Remove Item

First you must select a field and then select iClass Menu and click Remove Item or use **X** from the toolbar.

The following dialog is displayed.



Select Yes to remove the selected field or No to cancel removal.





Remove DB Update Item

First you must select a field and then select **iClass Menu** and click **Remove DB Update Item** or use **M** from the toolbar.

The following dialog is displayed.



Select Yes to remove the selected DB Update field or No to cancel removal.




Overview

Select iClass Menu and click Overview or use 🚨 from the toolbar.

The following dialog is displayed.

🏥 Preview iClass Layout - 16 kbit (2 kbyte) card, paged 🛛 🔀								
Page 0	Page 1							
0 1 2 3 4 5 6 7	0 1 2 3 4 5 6 7							
Card Serial Number	Card Serial Number	_						
1 Configuration Data	Configuration Data	_						
2 Not Used	2 Not Used	_						
3 Key 1	3 Key 1	_						
4 Key 2	Key 2	_						
Application Issuer Data	Application Issuer Data							
HID Access Control Application	5 Surname							
7 HID Access Control Application	Surname							
HID Access Control Application								
10 HID Access Control Application								
11 HID Access Control Application	11	-						
12 HID Access Control Application	12							
13 HID Access Control Application	13							
14 HID Access Control Application	14							
15 HID Access Control Application	15							
16 HID Access Control Application	16							
17 HID Access Control Application	17							
18 HID Access Control Application	18							
19 Firstname	<u>19</u>							
20 Firstname	20							
21	21							
22	22							
23	23							
24	24	_						
20		-						
27	27							
28	28							
29	29							
30	30							
31	31							
Print Previous	Next OK							

Summary

The overview display's a preview of the data that will be encoded onto the current layout.

Click **Next** to view the next pages of your encode layout.





📲 Preview iClass Layout - 16 kbit (2 kbyte) card, paged 🛛 🛛 🔀							
Page 2		Page 3					
	6 7	0 1 2	3 4	5 6 7			
Card Serial Number		Card	Serial Num	iber			
1 Configuration Data	1	Con	figuration D	ata			
2 Not Used	2		Not Used				
3 Key 1	3		Key 1				
4 Key 2	4		Key 2				
5 Application Issuer Data	. 5	Applica	ation Issuer	Data			
6	6						
7	7						
8	8						
9	9						
	10						
	11						
12	12						
13	13						
	14						
	10						
	10						
10	10						
19	19						
20	20						
21	21						
22	22						
23	23						
24	24						
25	25						
26	26						
27	27						
28	28						
29	29						
30	30						
J 31	J 3 1						
Print F	Previous	Next		ОК			

Print: To print the Overview select this option.

Select **OK** to close





Options

Encode Settings...

Select Options Menu and click Encode Settings. The following dialog is presented.

🚅 Connect Encodes			×
Connect or disconnect encode la	ayouts to sele	cted badge:	
Available Encodes: Magstripe Demo.ENC Chip Demo.CHP Mifare Demo.MIF ClassDemo2k.IIF ClassDemo16k1.IIF ClassDemo16k8.IIF HIDProxDemo.HIF	+ +	Connected Encodes:	,
	Apply		ancel

Connect encodes

In the **Connect Encodes** dialog link an encode layout to a badge layout. Check the right badge is selected. On the left-hand side of the window, the available configured encode layouts are displayed.

Select one and click the transfer right button.

Now the encode layout will be displayed on the right-hand side of the window.



Click Apply to save.

A combination of one chip encode layout and one magstripe layout is possible. Only one contact or contactless chip encode layout can be connected at a time. If you try to connect them both to a layout the following warning message is displayed.



To disconnect an encode layout, select the layout on the right side and click the transfer left button.

Click OK to	close and	d save settings.	





Settings

Select **Options** and then click **Settings**.

The following dialog is displayed.

General Properties

🖆 iClass Properties	×
General Properties Application Boundaries	
_ <u>C</u> hip Configuration	
C 2Kbit Chip	
16Kbit Chip 8 Pages	
Extra Options	
Enable HID Access Control Application	
Enable Bitwise Encoding	
OK Cancel	

General Properties

Define Chip Configuration.

- 2Kbit Chip
- 16Kbit Chip

Click **OK** to close.





Application Boundaries

🎢 iClass Properti	es		
General Properties	Application Bo pundaries for yo Put Applicat 18 18 18 18 18 18 18 18 18	undaries ur pages: <i>ion boundary after block:</i>	
		OK Cano	:el

Set **Application Boundaries** for your pages.

Click **OK** to close.





Legic Encoding

Select the **File Menu**, click **Mode**, and then click **Legic Encode Layout** to open Legic Encode Layout Mode.

Click from the BadgeCreator **Toolbar** and select Legic Mode from the drop down menu.



Main Screen



In Legic Encode Layout mode Legic layouts are created and edited.





Legic Encode Layout Toolbar

The Toolbar in Legic Layout Mode can be used to quickly start a function by clicking on the desired button.



Back to Main Screen

Click on this button to return to the BadgeMaker main screen.

Badge Layout Mode

Click on this button to enter the badge layout mode to configure/create badge layouts.

운민

Magnetic Layout Mode

Click on this button to enter the magnetic layout mode to configure/create magnetic encode layouts.

🗄 📩 Chip Mode

Click on this button to enter the chip layout mode to configure/create chip encode layouts.

👪 🔹 Legic Mode

Click on this button to enter the Legic layout Mode to configure/create Legic layouts.

Open Layout

Click on this button to open an existing Legic layout linked to the current project (*.BM) file.

🖄 📩 New Layout

Click on this button to start the New layout Wizard.

📕 Save Layout

Click on this button to save the current layout.

📑 Add Field

Click on this button, to add a field to the current track.

fe Add Function

Click on this button, to add a function to the current track.

📑 Add DB Field

Click on this button, to store a constant, counted value or card serial in a database.

Remove Item

© 1993-2009 ScreenCheck B.V.





Click on this button, to remove a field from the layout.



Click on this button, to preview a layout.





Open An Existing Legic Layout

Select File Menu and click Open Layout or use 🖻 from the toolbar.

The following screen is presented. Configured Legic Layouts are listed here.

Ľ	Open Layout						X
ĺ	Badges	Magstripe	Custon	n	Contact Chip	Contactless	<u></u>
	M	10	10	Ŕ	2		
	Milare Demo				no16k8		
	Access	Lottee Machine	Parking Garage	HIDPro	L)emo		
ſ	Detail View			OK	Cancel		

Open layout

Select a **Legic Demo** from the list (*Lg*).

For this example **Access** is chosen.

The Layout is presented in the Main Screen.





蹭 BadgeCreator - [DEMO6400.BM (Access.SIF)]					
File View Legic Options Help						
💹 🗉 🖴 🗊 • 🚳 • 🖙 🔊 • 🔙 📑 🥬	i 😫 📴 🖸 👌					
Field(s) or function	Field Type	Row	Begin Byte	No. of Bytes		
1 IDnumber	Field	0		8	10	
2 Firstname [+] Surname	Field	1		2	30	
Field Name Function		Function F	Properties			
,						
LEGIC SEGMENT MODE						/





Legic Menu

Add Field

Select Legic Menu and click Add Field or use 📑 from the toolbar.

The following dialog is displayed.

📲 Add fields				? 🔀
Description	Field Name	Field Type	Size 🔺	<u>N</u> ew
IDnumber	IDnumber	Numeric	10	
Firstname	Firstname	Character	20	ок 🛛
Surname	Surname	Character	35	
Layout	Layout	Character	35	
Function	Function	Character	35	1
PlaceOfBirth	PlaceOfBirth	Character	50 -1	Cancel
Email	Emoil	Character	20	
				APPly
Fields:				
Add to:	Encode as:			
Row 0 -	J 🖸 String Cone-to-c	mel		
		///oj		
Begin Byte 🚺 🔤	-			
No. of Bytes 1	귀			
· ,				
T	[
	4 5 6 7	8 9 10	11 12 13 IDaurahan	14 15
1 (Dourober	SUC tam	ma [1] Surcara		
2	Firstname [+1 Surpame	c	
-	rinschaftle [/	-j Sumanie		

Add fields

Select a field to add to your current Legic layout.

<u>Fields</u>

- **Row:** Select which row to write the field to.
- Begin Byte: Select a Begin Byte to write the field to (0 15).
- No. of bytes: Select the number of bytes needed for a field

At the bottom an overview summary is shown illustrating the fields positioned on the current layout. It is possible to scroll down and view the entire layout structure of the mifare encode layout.





Track #1:																	
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
0		Header			SCC	SCC Stamp											
1					IDnu	mber											_
2	2 Firstname [+] Surname																
3	Firstname [+] Surname 🚽																
								-									_

Summary

BadgeCreator divides a segment in rows of 16 bytes. The first row (row 0) is always partially occupied with a Header, SCC and Stamp.

Encode As

Encode As: Select the method to encode information onto the card. Select an option from the following.

Options are dependent on field type.

Character



String: (field type character, numeric and date)

Encode as:
 String
C Decimal
C Binary Coded Decimal (BCD)
Format DD/MM/CCYY

Date

- **String:** (field type character, numeric and date)
- **Decimal:** (field type numeric)
- **Binary coded decimal:** (field type numeric and date)



String: (field type character, numeric and date) **Motorola decimal:** (field type numeric) **Intel decimal:** (field type numeric) **Binary coded decimal:** (field type numeric and date)

The contents of a date field can be encoded in different orders. Select a set from the drop down list.

In case you encode as a string every character is represented by its ASCII value (every character is encoded into one byte).

Motorola en Intel decimal encoding work with hexadecimal values. Special hexadecimal encoding is a mixture (hexadecimal notation without decimal to hexadecimal conversion of the value).

Example

Suppose the database has a numeric field with 4 positions named ID number. The value is 1500 (=05DC hex).

The following ways of encoding are possible.

Encode type	Byte 1	Byte 2	Byte 3	Byte 4
String	0x31	0x35	0x30	0x30
Motorola	0x05	0xDC		
Intel	0xDC	0x05		
Binary coded decimal	0x15	0x00		

In the case the largest value of the field ID number would be 9999999 (98967F hex), there would be 7 bytes needed to encode it as a string, 3 bytes to encode it as Motorola or Intel decimal and 4 bytes to encode it as special hex.

Encode type	Byte 1	Byte 2	Byte 3	Byte 4	Byte 5	Byte 6	Byte 7
String	0x39						
Motorola	0x98	0x96	0x7F				
Intel	0x7F	0x96	0x98				
Binary coded decimal	0x09	0x99	0x99	0x99			

© 1993-2009 ScreenCheck B.V.





The following example shows how unused bytes are filled when the number of bytes assigned for the field is more than needed.

Encode type	Byte 1	Byte 2	Byte 3	Byte 4	Byte 5	Byte 6
String	0x31	0x35	0x30	0x30	0x00	0x00
Motorola	0x00	0x00	0x00	0x00	0x05	0xDC
Intel	0xDC	0x05	0x98	0x00	0x00	0x00
Binary coded decimal	0x00	0x00	0x00	0x00	0x15	0x00

Number of bytes assigned is 6, the value is 1500.

At the bottom an overview summary is shown illustrating the fields positioned on the current layout. It is possible to scroll down and view the entire layout structure of the mifare encode layout.

Numbers running across are the number of bytes in each Block. Number running down the left hand side are the number of Blocks to a Track.

Select **OK** to add the newly created field..





Add Function

Select **Mifare Menu** and click **Add Function** or use *f* from the **toolbar**.

The following dialog is displayed.

Add functions									?	×
Function Constant Count	ction Propertie Value: Field:	s) Dnumber		Y			<u>N</u> e Ol	w	
C Checksum	Use hexadecin Repeat consta	nal numb Int in eve	ers ery byte					Can App	cel	
Function: Constant						_				
Add to:										
Row U 💌										
Begin Byte										
No. of Bytes										
Track #1:										
0 1 2 3 4	56	7	8 9	10	11	12	13	14	15	
0 Header	SCC Sta	mp			IDnur	nber				

Add functions

Function

Constant: Select a value between 0 and 255. This value will be encoded into the selected byte. If more than one byte is selected, same value will be encoded to every byte. The value can also be read from the database. Select **Field listed** in the **Function Properties**, the value from the field will be encoded onto the chip layout. If the value in the database is larger than 1 byte the 'low byte value' will encoded in the selected byte(s).

Count: The counter function can read a value from the database and increment it with a defined value (*e.g. the number of times a new card is issued for the same individual can be stored in the database*), or an array with incremental values can be encoded.





Function Properties

In Function Properties you can select if the value must be incremented after it is written to the card.

Select if the value must be incremented after it is written to the card Write before increment or before it is written to the card Increment before write.

📲 Add functions	? 🔀							
Function Function Properties New Constant Increment before write OK Card Serial No Start value OK Checksum Field IDnumber Step 1 Apply								
Europhy Function: Count Add to: Row 0 ▼ Begin Byte 0 ▼ No. of Bytes 1 ₹								
Track #1: 0 1 2 3 4 5 6 7 8 9 10 11 12	13 14 15							
0 Header SCC Stamp IDnumber 1 IDnumber IDnumber IDnumber								

Start Value: Select a Start Value between 0 and 255.

At the bottom an overview summary is shown illustrating the fields positioned on the current layout. It is possible to scroll down and view the entire layout structure of the mifare encode layout.

Card Serial Number: The card serial number (*encoded by the manufacturer in track 0*) can be read from the card and encoded another time in one of the other tracks. It can be encoded as a decimal string (*10 bytes*) or hexadecimal string (*8 bytes*).

							?
Function C Constant C Count C Card Seria	I No	Function Pro C Decimal C Hexade C Motorola C Intel dec	operties I cimal a dec. (HiByte cimal (LoByte	e - LoByte) : - HiByte)			New OK
C Checksum Cancel Apply							
-Add to: Row Begin Byte	0	▼ ▼ ₩					
No. of Bytes							

Checksum: A checksum can be calculated over a number of bytes. Select the way the checksum is calculated, select where the checksum should be stored and select the bytes where the checksum should be calculated over. The checksum is one byte, if more than one byte is selected for the checksum, the value of the checksum will be repeated in every byte.

19 200

CHECK								
📲 Add functions								
Function C Constant C Count C Card Serial No	Function Properties New C ADD OK C Parity (0: Even, 1: Odd) OK							
Checksum	C CRC8 C CRC16 Start Value 0 Apply							
Function: Checksum Add to: 0 Row 0 Begin Byte 0 No. of Bytes 1	Checksum range Begin Row 0 Begin Byte 0 No. of Bytes 4							
0 1 2 3 0 Header 1 IDnumber	4 5 6 7 8 9 10 11 12 13 14 15 SCC Stamp IDnumber							

Function Properties

In Function Properties you can select the way a checksum is calculated.

<u>XOR</u>

Result: 0 | 0 | | 0 | 0

Selecting XOR will always result in a value that fits into one byte.

<u>ADD</u>

10011001 01100110 00110001 11101110 01111010 © 1993-2009 ScreenCheck B.V.





Result: | 0 | 0 0 | | 0 0 0

When ADD is selected the low byte value will be written to the card.

Parity

A parity check can be selected, since encoding is done in minimal parts of one byte, it will occupy one byte only.

Polynomial CRC

Use a p**olynomial** to calculate the checksum. When you use a **polynomial** fill in the polynomial you would like to use.

Example: The polynomial to use is x8+x5+x4+x2+1. This is represented by the binary value 100110101 (309 in decimal). In the Polynom text box a decimal value must be specified. This decimal value must be between 257 and 511 (between 100000001 and 11111111 binary).

Start Value: Select a value between 0 and 255 and fill it in, in the box.

Polynomial CRC is the most reliable way to calculate a checksum.



Add Database Update

Select Legic Menu and click Add Database Update or use From the toolbar.

The following dialog is displayed.

🎢 DB Update				? 🗙
Description IDnumber Firstname Surname Layout Function PlaceOfBirth Email	Field Name IDnumber Firstname Surname Layout Function PlaceOfBirth Email	Field Type Numeric Character Character Character Character Character Character	Size ▲ 10 20 35 35 35 50 35 ▼	OK Cancel
Fields: Function Constant Count Card Serial No	Function Properties	0 IDnumber		

Select a field from the database which will be updated automatically from information on a card when the Mifare card is read.

Constant: A constant value can be stored in the selected field. When the card is encoded, the value will be written in the field. (Fixed Text)

Count: A counted value can be stored in the selected field. It will be incremented for every card encoded. The start value can be given in or can be read from another (*or the same*) field.

Card Serial No: The card serial number that was written in the card by the manufacturer can be stored in the database when the card is encoded.

Example

A card serial number that was written in the card by the manufacturer can be stored in the database when the card is encoded. That way it is possible to check the database which card number was assigned to a certain person. This number can be stored as a decimal or hexadecimal value.

The database update functions are displayed in the lower half of the main screen.

© 1993-2009 ScreenCheck B.V.





📲 BadgeCreator - [DEMO6400.BM (Parking Gar	age.SIF)]					
File View Legic Options Help						
🕙 💷 🖨 • 🛍 • 🚔 🖄 • 🔲 🎫 🖄	📴 泽 🖄 🗋					
Field(s) or function	Field Type	Row		Begin Byte		No. of Bytes
1 IDnumber	Field		1		0	
2 Firstname [+] Surname	Field		2		0	
3 ExpiryDate	Field		6		0	
 Image: A second s						Þ
Field Name Function			Function P	roperties		
1 Logo CardSnNr			Hexadecim	nal		
LEGIC SEGMENT MODE						

DB update field





Remove Item

First you must select a field and then select **Legic Menu** and click **Remove Item** or use **M** from the **toolbar**.

The following dialog is displayed.



Select Yes to remove the selected field or No to cancel removal.





Remove DB Update Item

First you must select a field and then select **Legic Menu** and click **Remove DB Update Item** or use from the **toolbar**.

The following dialog is displayed.



Select Yes to remove the selected DB Update field or No to cancel removal.





Overview

Select Legic Menu and click Overview or use from the toolbar.

The following dialog is displayed.

g f	Prev	iew														(-	
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15		
0		H	Heade	r		SCC	C Stamp											
1					IDnu	Imber												
2						Fi	rstna	ime [·	+] Su	irnam	ie							
3						Fi	irstna	ame [·	+] Su	irnam	ie							
4																		
5		Evoir	vDate															
0		expir	yDate															
										E	Print		<u>F</u> ull so	reen	[[Close		
									•									

Legic overview

The overview display's a preview of the data that will be encoded onto the current layout.

- Full Screen: Display the Overview full screen (*enlarged*).
- **Print:** To print the Overview select this option.



-	-	1.55
		CON CONTRACT
7	P.	-

Legic Layout Manager

Select Legic Menu and click Legic Layout Manager.

The following dialog is presented.

📽 Legic Layout Manager 🛛 🔀
Select Legic File
▼ <u>N</u> ew <u>R</u> emove
Custom Apply
Select Segments for the Legic Layout
Segments in this Legic Layout: Available Segments:
<u>Save</u> OK Cancel

Legic layout manager

Select New to create a New Legic File.

BadgeCreator	
Name:	OK
	Cancel
EXAMPLE	

Type a name to give your Legic file.

Now you can begin to Add segments to a Legic layout.

© 1993-2009	ScreenCheck B.V.
-------------	------------------



🏙 Legic Layout Manager Select Legic File New <u>R</u>emove EXAMPLE • Apply Custom ... Select Segments for the Legic Layout Segments in this Legic Layout: Available Segments: Access Coffee Machine Parking Garage 4 4 4 Save ΟK Cancel

Select Legic File: Select a Legic File from the dropdown list.

Available Segments: Select segments from the list on the right with available segment files.

🛱 Legic Layout Manager	
Select Legic File EXAMPLE New Remove	
Custom Apply	
Select Segments for the Legic Layout Segments in this Legic Layout: Available Segments:	
Access Parking Garage	
<u>S</u> ave OK Cano	el

- Click to add an available segment to a Legic layout.
- Click to add all available segments to a Legic layout.
- Click to remove a segment from a Legic layout.
- Click to remove all segments from a Legic layout.





Options Menu

Encode Settings...

Select **Options Menu** and click **Encode Settings**. The following dialog is presented.

🚅 Connect Encodes			×
Connect or disconnect encode la	ayouts to selec	sted badge:	
Available Encodes:		Connected Encodes:	
 Magstripe Demo.ENC Chip Demo.CHP Mifare Demo.MIF IclassDemo2k.IIF IclassDemo16k1.IIF IclassDemo16k8.IIF IclassDemo16k8.IIF HIDProxDemo.HIF 	+		
			_
	Apply	OK	Cancel

Encode settings

In the **Connect Encodes dialog** link an encode layout to a badge layout. Check the right badge is selected. On the left-hand side of the window, the available configured encode layouts are displayed.

Select one and click the transfer right button.

Now the encode layout will be displayed on the right-hand side of the window.



Click Apply to save.

A combination of one chip encode layout and one magstripe layout is possible. Only one contact or contactless chip encode layout can be connected at a time. If you try to connect them both to a layout the following warning message is displayed.



To disconnect an encode layout, select the layout on the right side and click the transfer left button.

Click OK to	close and	save settings.	





Settings

Select **Options** and click **Settings**.

The following dialog is displayed.

📲 New Legic Segm	ent Wizard	Step 1 - Ge	eneral	×
General Properties				
N <u>a</u> me	EXAMPLE			
<u>S</u> ize		48	÷	
🔲 Set as KABA se	ction			
Cancel	< <u>B</u> ack	<u>N</u> ext >	<u>F</u> inish	

Step 1

General properties

Type a Name for the Legic segment and define the Size. The size of a Legic segment is variable, but should not exceed the capacity of the medium.

Do not make a segment larger than needed.

Click Next to proceed.



Stamp

Define the Number of Organizational Levels.

If you select one level only, the Stamp is 1 Byte. For each additional level, the stamp will increase with one byte. A byte can have a value between 00 and FF.

You can define up to 12 Organizational Levels.

<u>Step 3</u>

In the following dialog various levels of protection can be set to keep encoded information from easily being read.

📫 New Legic Segment Wizard Step 3 - Protect 🔀					
Protection					
RD (Read Disable)					
WRP (Write Protected):					
Length 1					
Write/Read Condition					
Stamp bytes					
Cancel < Back Next > Finish					
Protection					





HID Prox Encoding

Select the **File Menu**, click **Mode**, and then click **Legic Encode Layout** to open Legic Encode Layout Mode.

Main Screen

Click Mit I from the BadgeCreator Toolbar and select Legic Mode from the drop down menu.

BadgeCreator - [DEM06400.BM (Untitled.)] File View HID Prox Options Help 🕙 💷 🔀 - 🏭 - 🚅 🗅 - 🔙 🗍 **BM** Field HIDProx Field Presentation ProxCardID Decimal ProxSiteCode Decimal ProxLandCode Decimal Prox26State **ProxRawFormat** Decimal ProxState **ProxNumBits** Decimal HID Prox Mode

In HID Prox Encode Layout mode, HID Prox layouts are created and edited.

100





HID Prox Encode Layout Toolbar

The Toolbar in HID Layout Mode can be used to quickly start a function by clicking on the desired button.



Back to Main Screen

釰

Click on this button to return to the BadgeMaker main screen.

Badge Layout Mode

Click on this button to enter the badge layout mode to configure/create badge layouts.

Magnetic Layout Mode

Click on this button to enter the magnetic layout mode to configure/create magnetic encode layouts.

🔁 🕶 Chip Mode

Click on this button to enter the chip layout mode to configure/create chip encode layouts.

🟭 🔹 HID Prox Mode

Click on this button to enter the mifare layout mode to configure/create HID Prox Layouts.

ど Open Layout

Click on this button to open an existing HID Prox Layout linked to the current project (*.BM) file.

□ - New Layout

Click on this button to start a New layout Wizard.

Gave Layout

Click on this button to save the current layout.





Open An Existing HIP Prox Layout

Select File Menu and click Open Layout or use 🖆 from the toolbar.

The following screen is presented. Configured HID Prox Layouts are listed here.

Ę	Open Layout						×
ĺ	Badges	Magstripe	Custon	n	Contact Chip	Contactless	ſ
	M	iĈ	12	Ą	2		
	Mifare Demo	IclassDemo2k	IclassDemo16k1	IclassDe	emo16k8		
Г	Detail View						

Open layout

Select a HID Prox Demo from the list (HID P).

For this example **HIDProxDemo** is chosen.

The Layout is presented in the Main Screen.





📲 BadgeCreator - [DEMO6400.BM (HIDProxDemo.HIF)]					
File View HID Prox Options Help					
💹 🗉 🖴 🛱 - 🏭 - 🚔 🔊 - 🔙					
HIDProx Field	BM Field	Presentation			
ProxCardID		Decimal			
ProxSiteCode		Decimal			
ProxLandCode		Decimal			
Prox26State					
ProxRawFormat	Logo	Hexadecimal			
ProxState					
ProxNumBits		Decimal			
HID Prox Mode					

HID Prox layout




HID Prox Menu

Settings

Select **HID Prox Menu** and then click **Settings**. The following dialog is displayed.



HID Prox reader is connected to: Select which port the HID Prox reader is connect to on your computer.

- COM1
- COM2

Baud rate: Select a connection rate (speed).

- 1200
- 2400
- 4800
- 9600
- 19200
- 38400

Select **OK** to save changes or **Cancel** to undo changes made.





Options Menu

Encode Settings...

Select **Options Menu** and click **Encode Settings**. The following dialog is presented.

📽 Connect Encodes		×
Connect or disconnect encode la	ayouts to selected badge:	
Available Encodes:	Connected Encodes:	
 Magstripe Demo.ENC Chip Demo.CHP Mifare Demo.MIF IclassDemo2k.IIF IclassDemo16k1.IIF IclassDemo16k8.IIF IclassDemo16k8.IIF HIDProxDemo.HIF 		
	Apply OK	Cancel

Connect encodes

In the **Connect Encodes dialog** link an encode layout to a badge layout. Check the right badge is selected. On the left-hand side of the window, the available configured encode layouts are displayed.

Select one and click the transfer right button.

Now the encode layout will be displayed on the right-hand side of the window.



Click Apply to save.

A combination of one chip encode layout and one magstripe layout is possible. Only one contact or contactless chip encode layout can be connected at a time. If you try to connect them both to a layout the following warning message is displayed.



To disconnect an encode layout, select the layout on the right side and click the transfer left button.

Click OK to	close and	save s	ettings.





Intelli TWAIN

Since IntelliTWAIN is compliant with the TWAIN specifications version 1.9, it is possible to use the solution in all software packages capable of acquiring images from TWAIN sources. IntelliTWAIN has been successfully tested with BadgeMaker, BM Entry, CardCoach and CardsOnline. The images and procedures used in this example might not be exactly what you will encounter during the setup in your specific software solution but it will give you a good overall understanding of the functionality and features utilized by IntelliTWAIN in conjunction with the Canon camera.

Intelli TWAIN Canon - My Settings

To configure device settings open Intelli TWAIN Canon – My Settings via the following path: *Start Menu>All Programs>intelliTwain Canon> Intelli TWAIN canon – My Settings*

💶 intelliTWAIN Canon - My.Setting 🛛 🛛 🔀
 Enable: multiple face handling. Enable: auto capture and close. Enable: manual auto cropping correction
 Display advanced proportion settings. Display advanced cropping settings.
Add to windows start-up.
Save & Close Close

TWAIN Settings

Enable the following options of your choice.

Enable: multiple face handling.

The IntelliTWAIN face detection is capable of detecting and measuring multiple faces into one image. Within the photo-ID requirements it is obvious that multiple faces cannot be handled simultaneously. Intelli TWAIN will capture both subjects and crop each subject, allowing the operator to choose which cropped image to acquire. In the event that multiple faces are in one image, a selection will need to be made.

Enable: auto capture and close.

© 1993-2009 ScreenCheck B.V.





The feature enables the one click process. Select **Acquire** and Intelli TWAIN is initialized, the software will capture the image, crop the image and save it to BadgeMaker in a single click process.

Enable: manual auto cropping correction

The Image is captured and automatically cropped for your convenience, switch this feature off to enable full control when cropping an image.

Display advanced proportion settings.

Displays more configuration settings to define the proportion of an image.

Display advanced cropping settings.

Displays more configuration settings to define the composition of an image.

Add to windows start-up

This feature enables Intelli TWAIN to start up when your Windows Operating System starts up.





IntelliLicense – IntelliTWAIN Canon

To enable full use of the Intelli TWAIN software you must register your version to obtain an **Application Serial**. For further assistance contact <u>sales.europe@screencheck.com</u>.

intelliLicense - Ir	ntelliTWAIN Canon	×
DECINATION SOURCE	Check license Welcome to intelliLicense - IntelliTWAIN Canon. This application will allow you to check your license for future use will one of our products based on the application serial and request code you provide. To do so, please fill in the application serial which you received by mail. If at some point an error occurs you can still check your license by mail. For further questions please contact our support desk at sales.europe@screencheck.com. Application Serial:	th
•===	Copy Save Check Cancel	

Intelli license dialog

Select Source for Intelli TWAIN

To acquire a photo using the Intelli Twain camera choose **Select Source** from the **BadgeMaker Image Menu**.

Select Photo as an Image Type and click TWAIN...

Sele	elect source			
Lir	h <mark>k image type to im</mark> Image type Photo Sign Photo thumb Sign thumb Finger Template Finger Image	age source Source File File File File File File		OK Cancel Twain Custom File
			>	Advanced



Under Sources find and select intelliTWAIN Canon 2.2 (32-32) driver.

Select Source	×
Sources: intelliTWAIN Canon 2.2 (32-32)	
	Select
	Cancel

Click **Select** to link the source to an image type.

Sele	ct source		
Lir	hk image type to im Image type Photo Sign Photo thumb Sign thumb Finger Template Finger Image	age source Source intelliTwain File File File File File	OK Cancel Twain Custom Bio settings
	<	>	Advanced

Select **OK** to return to the main screen and begin capturing photos.



Intelli TWAIN will initialize automatically after selecting Acquire.



Acquire Intelli TWAIN

To acquire a photo from the Intelli TWAIN Canon camera select the correct Image Source window (*Photo*), then *right-click* inside the image window and select **Acquire**. Or select from the **Image Menu** and click **Acquire**.



By selecting Acquire Image a command is sent to the IntelliTWAIN source (Camera).

The IntelliTWAIN window is presented to capture images. Place the subject in the frame until you are happy with the position.

SCREEN	
IntelliTWAIN Canon - BM6400	
<image/>	Camera Flash Application About Settings Input: Program(P) Input: Shutter Value (Tv): Imput: Imput: Aperture Value (Av): Imput: Imput: Zoom: Imput: Imput: Zoom: Imput: Imput: Vibite balance: Imput: Imput: Imput: Imput: Imput: Imput: Imput: Imput: Imput: Imput: Imput: Imput: Imput: Imput: Imput: Imput: Imput: Imput: Imput:
SCREEN	Update AE/AF

Camera settings

Click the **Capture** button, IntelliTWAIN returns a nicely cropped and enhanced image.

By default, the height / width ratio is 3/4 and the nose will be centered on the diagonals of the rectangle.



Select **Yes** to accept the captured image or **No** to cancel transferring the image and capture a new image.

Select **Yes**, the photo is now added to your database and bound to a record.



W.IntelliTWAIN.com

Select a different record and repeat the same process to acquire another photo.





Intelli TWAIN Basics

The default user interface of the IntelliTWAIN camera solution will look like this.



Capture button

Left-click is manual cropping, and right-click is automatic cropping.

Update AE/AF

The camera detects faces in a scene and then automatically focuses (AF) and optimizes exposure (AE) and, if needed, flash output. Click once to run.

Settings

Opens the configuration panel (Camera Settings).

To open the configuration tab, you must enter a PIN-code.

Please Enter Pin	
Enter Your Pin to Unlock All Settings	OK
	Cancel



The factory default PIN-code is **1234.** The configuration tabs are now accessible.

💶 intelliTWAIN Canon - BM6400		
Capture	Camera Flash Application About Settings Input: Program(P) Shutter Value (Tv):	
	Metering mode: E valuative	•
	ISO: ISO 200	•
	Rotation: Rotation off	•
SCHECK	Update AE/AF	

When the configuration tabs are accessible, four tabs are available to the user.



Camera tab: Gives access to the camera device settings.

Flash tab: Contains flash settings and exposure settings.

Application tab: Contains the configuration software parameters.

About tab: Shows specific details about the software version and system configuration.





Camera Tab

Input: By selecting a different value in the Zoom dropdown box, the operator can use the in-camera digital zoom function.

Camera	Flash	Applic	ation	About	
Settings					
		-			
In	put:				-
S	hutter Value	(Tv): [•
A	perture Valu	e (Av): [•
			<u> </u>		

Settings

Zoom: When you adjust the Zoom the lens changes focal length and magnification.



White Balance: In most situations the default **Auto** option will result in a good white balance and exposure setting. If necessary the operator can select one of the presets which can be set and saved according to the specific situation.

White balance:	⊙ Auto
	🔿 Daylight
	🔿 Cloudy
	🔿 Tungsten
	○ Fluorescent
	○ Fluorescent H

Metering Mode

Metering Mode refers to the way in which the Canon Camera Canon supports 3 types of Mode.

Metering mode:	Evaluative	-

Evaluative: Here the camera measures the light intensity in several points in the scene, and then combines the results to find the settings for the best exposure.

Center weighted: In this system, the meter concentrates between **60** to **80** percent of the sensitivity towards the central part of the viewfinder

© 1993-2009	ScreenCheck B.V.
-------------	------------------





Spot: The camera will only measure a very small area of the scene (*between 1-5% of the viewfinder area*). It's very accurate and is not influenced by other areas in the frame.

<u>ISO</u>

ISO measures the sensitivity of your image sensor is to the amount of light present. The higher the ISO the more sensitive the image sensor is and therefore you more possibility to capture photos in low-light areas.



By default ISO is set to 200.

The following ISO's can be chosen

- ISO 80
- ISO 100
- ISO 200
- ISO 400
- ISO 800
- ISO 1600

Rotation

Rotate your captured image 90 degrees or 180 degrees.

Rotation:	Rotation off	-
	Viewfinder to LCD	

Flash tab

Configure flash settings for your camera inside the Flash Screen.

—Flash Settings	
Flash mode:	
	⊙ Off
	O Auto
	🔘 On
	Auto + Red Eye Suppression
	On + Red Eye Suppression

To enable flash settings the operator must lift up the flash physically on the camera in order to set software flash settings.





Under certain conditions, a flash photograph taken with a camera may result in red eye occurring. This is caused by a reflection within the eyes of the subject within the capturing frame. Intelli TWAIN has a red-eye filter which analyzes the stored image and modifies the stored image to eliminate any red-eye phenomenon by changing the red area to black.





Application Tab

<u>Cropping – Type</u>

In the **Application tab**, relevant software settings can be adjusted. The default setting is to crop automatically using a face detection algorithm, but it is possible to override this mechanism.

← Cropping - T	уре	
Туре:	🔿 Manual Crop	
	⊙ Auto Crop	
	Proportion: 3/4 Proportion	▼ 0.75
	Fill Color:	<u><< advanced</u>
	Preview After Auto Crop	

The **Proportion** drop down list lets the operator choose out of one of the predefined height/width ratios, or define a custom ratio.

Since the face detection algorithm will always try to center the nose on the diagonals, it could happen that the total image from the camera is not wide enough, or in other words, the detected face is too close to the border of the image to crop without hitting the boundaries.

To overcome these obstacles, some complex mechanisms are designed into the software to automatically shift the face to the required position and add pixels to the image in the areas where space must to be created.

Click the **Advanced tab**, extra settings will appear, the operator can choose an Anchor Point and a Fill Color.

Cropping - Typ	e	
Type:	🔿 Manual Crop	
	 Auto Crop 	
	Proportion:	3/4 Proportion 0.75
	Ref. Side:	Automatic 🔹
	Anchor:	Center
	Fill Color:	>> advanced
	Preview After A	Auto Crop



Select the **Preview After Auto Crop** option, the software shows the result to the operator before passing it to the photo-ID software.

Auto Cropping

The Auto Cropping tab lets the operator configure the photo composition.	
- Auto Propping	

- Auto cropping	
Size:	>> advanced
Correction Factor:	
Top: 0 🛟 Bottom: 0 🛟	
Left: 0 😂 Right: 0 😂	
Auto Detect Image Borders	

By changing the **Size setting**, the size of the image in relation to the face can be determined.





SIZE SET 80





SIZE SET 110



Changing only this setting will still keep the nose on the diagonals.

Changing the **Correction Factor** we can change the position of the nose in the image composition. In the **Extra region**, the PIN code for locking and unlocking the Settings Panel are entered. If left Unlocked the user can freely change the IntelliTWAIN settings.

~ Extra	
☑ Lock 'Setting Panel'	
Enter Pin:	Lock Unlock
🗹 Auto Optimize Image	

The **Auto Optimize Image** activates or deactivates the proprietary enhancement algorithm. Based on mathematical analysis, the enhancement feature decides if the image is too light or too dark and adjusts the result accordingly.





AUTO OPTIMIZE ENABLED



AUTO OPTIMIZE DISABLED



The face detection algorithm developed for use in the IntelliTWAIN solution is very robust and fast. The actual face detection and measurement is done in only a few milliseconds. After batch testing more than 50.000 real life images in a service bureau environment we can say that the fine-tuned algorithm has a success rate of 94%. It is important to realize that IntelliTWAIN is a clever way to let the computer guess which combination of pixels could be a face. Therefore IntelliTWAIN contains some features to overcome this from happening.





Cropping

In case no face was detected in the image, a manual cropping window is opened. This offers the user the possibility to select and crop in the same way as he would do with other, less sophisticated, camera systems.



Click and drag the box over the image until you are happy with the layout, click **Transfer** to finalize the image. You can re-size the crop box as you wish by selecting the end points of the crop box.



➡ In case IntelliTWAIN wrongfully detects a face in an area where no face is present, the user could become trapped in a situation where he needs to switch the auto crop feature off before grabbing an image. To avoid this, a manual crop can be forced by left clicking on the capture button.



Select **Preview** to view your captured image before writing the image to a record.

Click Transfer to finalize.











Multiple Face Handling

The IntelliTWAIN face detection is capable of detecting and measuring multiple faces into one image.

Within the photo-ID requirements it is obvious that multiple faces cannot be handled simultaneously. In the event that multiple faces are in one image, a selection will need to be made.



By either using the **Select Face** dropdown box, or simply by double-clicking the selected face, the operator can select, crop and enhance the face as needed.

Once selected click on **Transfer** to upload your image.



Click **Yes** to transfer the image. The image is now added to the selected record.





20 DEM06400 - BM	6400							
File Record View In	mage User System	Help						
i 👩 🖹 🍙 -	• 🖻 🚽 📷	🔉 🔳 - 🏭	-	1 🗊 • 爹 🕻	a 🗈 🕂 🕻	X 14 4 🕨	M 🖻 🏦 🔽 🖩 🗖 🚱 M2	
Badge list NationalIdC	Card							~
; congenier							1	
n	100013	Gwen	Barnard	Field List	Employee	PlaceUfBirth Washington	NATIONAL ID CARD	
Create a new	100009	Luc	Chang	SportsCard	Director Scre	Hongkong	Signature	
project	100004	Ratael	Domingues	Iclass 16k1	Project Engl	Acapulco	Signature .	
	100014	Frank	Dubois	Picture Gallery	Finance Ad	New Urleans	Example_	
	100007	Igor	Grabowski	NationalidCard	Software Dev	Minsk		
0000.00	100001	David	Jonnson	Studentoord	Sonware Dev	livernool		
existi	100010	Abigoil	Vamamata	ModicolCord	Decention	Oceke		
	100000	John	MacPasson	DriverLicence	Solee	Sydney	Gwen Barnard	
1	100002	Paul	Peterson	Iclass 16k8	Customer Se	Konenhagen	★ ► A Date of birth: 06-15-09	
	100003	Francesca	Rossi	HID Prox	Employee	Rome	Place of birth : Washington	
Edit project	100012	Anna	Ruiz	Mifare Card	Employee	Ruenos Aires		
	100008	Karen	Smith	Privilege card	Sunnort	Orlando		
	100003	Veronica	Stewart	Iclass 2k Card	Employee	Amsterdam		
=	100003	veronica	Otewalt	ICIASS 2K Calu	Linbioliee	Amsterdam		
Create new								
badge layouts								
=								
Culture stations								
badge layouts			1				Issued by: The Mayor of Amsterdam	
000301070000	<	IIII				>	Date of issue : 06-15-07	
	IN Dhoto			IN Sign			Experation date : 06 14 10	
	Se Photo	_		🐝 sign			Experation date: 00-14-10	
		ditte						
		and the second					Personal No. 100013	
				+	•	,		
		11.200					****	
		THE COL	∇		Xana	ne_		
					~ ,			
		A CONTRACTOR						
		Newsyl						
		Contraction of the local division of the loc					R. R.	
							E E	
For Help, press F1					Rec 1/14	Name SUPERVIS	OR Member of Administrators Active image Sign	

BM Main Screen