BIXOLON

Software Manual

POS Artist

Ver.1.00

www.bixolon.com

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Copyright

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BIXOLON Co., Ltd. maintains ongoing efforts to enhance and upgrade the functions and quality of all our products.
In the following, product specifications and/or user manual content may be changed without prior notice.

Caution

Some semiconductor devices are easily damaged by static electricity. You should turn the printer “OFF”, before you connect or remove the cables on the rear side, in order to guard the printer against the static electricity. If the printer is damaged by the static electricity, you should turn the printer “OFF”.

1. Supported OS

The following operating systems are supported for usage.

Microsoft Windows Server 2016 (64bit)
Microsoft Windows Server 2019 (64bit)
Microsoft Windows Server 2022 (64bit)

Microsoft Windows 10 (32bit/64bit)
Microsoft Windows 11 (64bit)

2. Before Startup

The latest version of POS Artist is available for download at our website.
(www.bixolon.com)

3. Supported Printers

Pos Artist is available for the following BIXOLON printers.

- SRP-300III / 332III
- SRP-S200
- SRP-S300
- SRP-S320
- SRP-S3000
- SRP-S300II
- SRP-330II / 332II
- SRP-350III / 352III
- SRP-350plusIII / 352plusIII
- SRP-350plusV / 352plusV
- SRP-350V / 352V
- SRP-380 / 382 / 383
- SRP-E300 / E302
- SRP-F310II / F312II / F313II
- SRP-Q200
- SRP-Q300 / Q302
- SRP-Q300II
- SRP-QE300 / QE302
- BK3-3
- BK3-2
- BK5-3
- SPP-200
- SRP-B300
- SRP-B300II
- SRP-380plus / 382plus
- SRP-G300



Printer Driver must be installed in order to use Pos Artist application.

4. Install & Uninstall

4-1 Install

1) Double-click the file POS Artist_Vx.x.x.exe.
※ Administrator privilege may be required to run the installation file.

2) Follow the instructions on the screen to complete the installation process.



"Microsoft Visual C++ 2008 SP1 Redistributable Package (x86)" may be required to run the installation file.

4-2 Uninstall

1) Open "Remove Programs" in the Control Panel.

2) Select POS Artist and click the "Remove" button to uninstall the program on your PC.

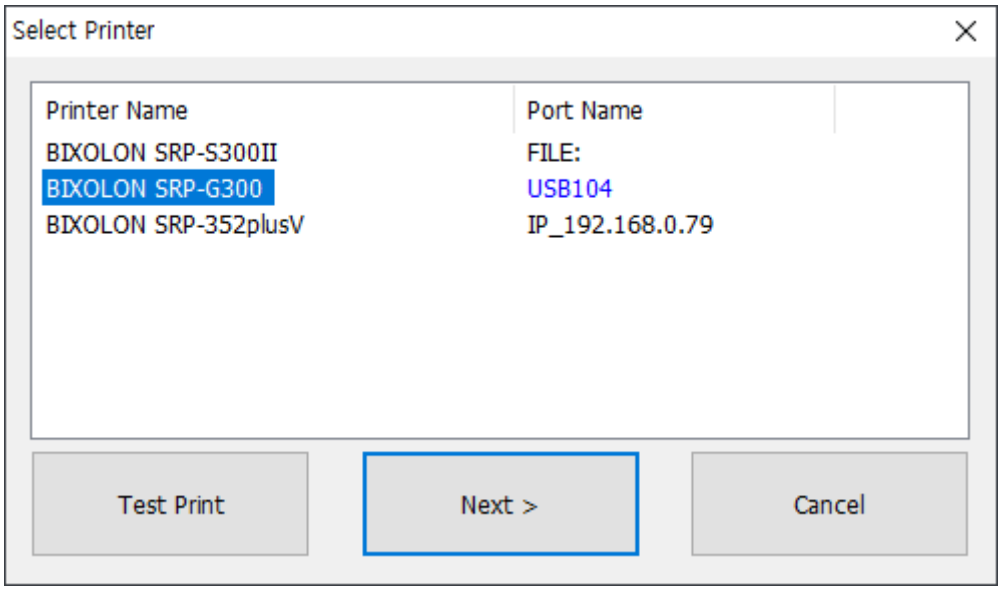
5. How to use

5-1 <File> Menu

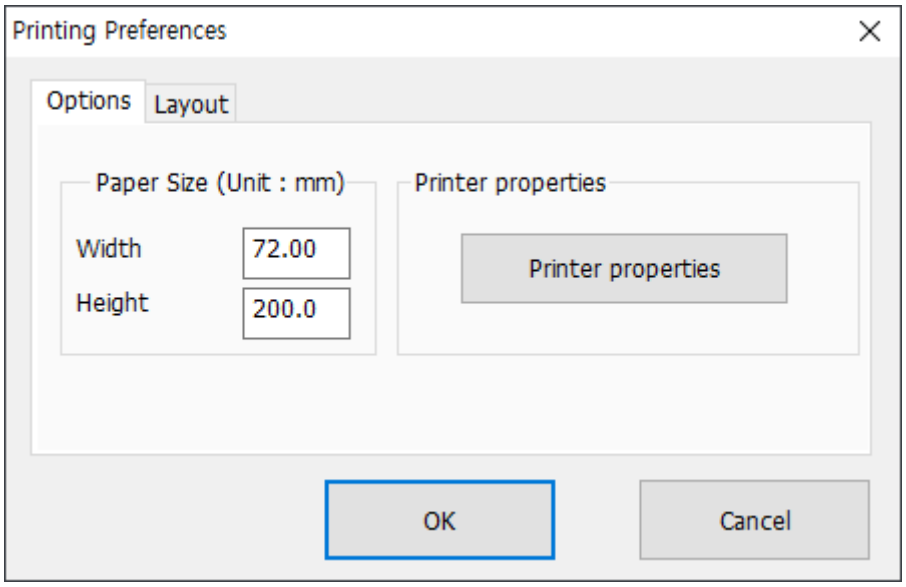
5-1-1 New

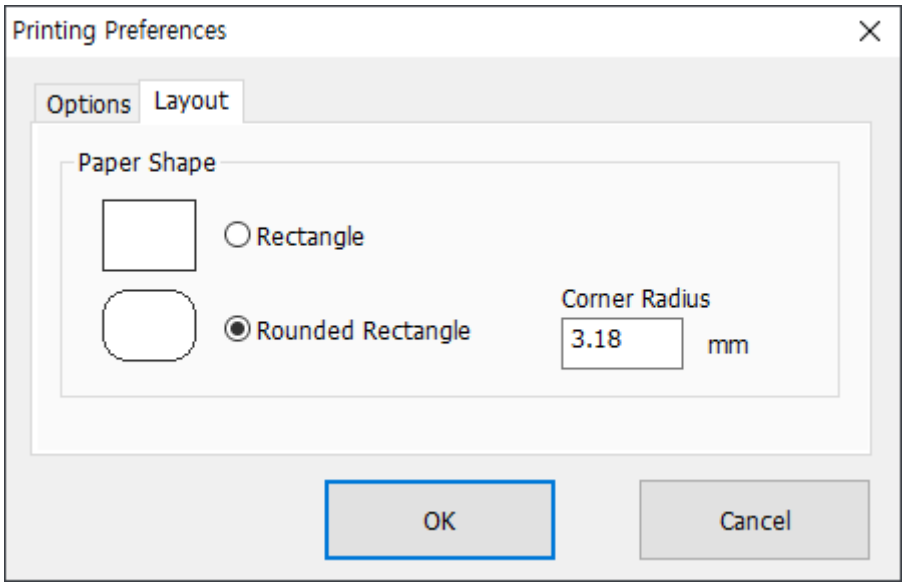
1) Select <New> from the <File> tab.

2) Select the printer to use and click <Next>.



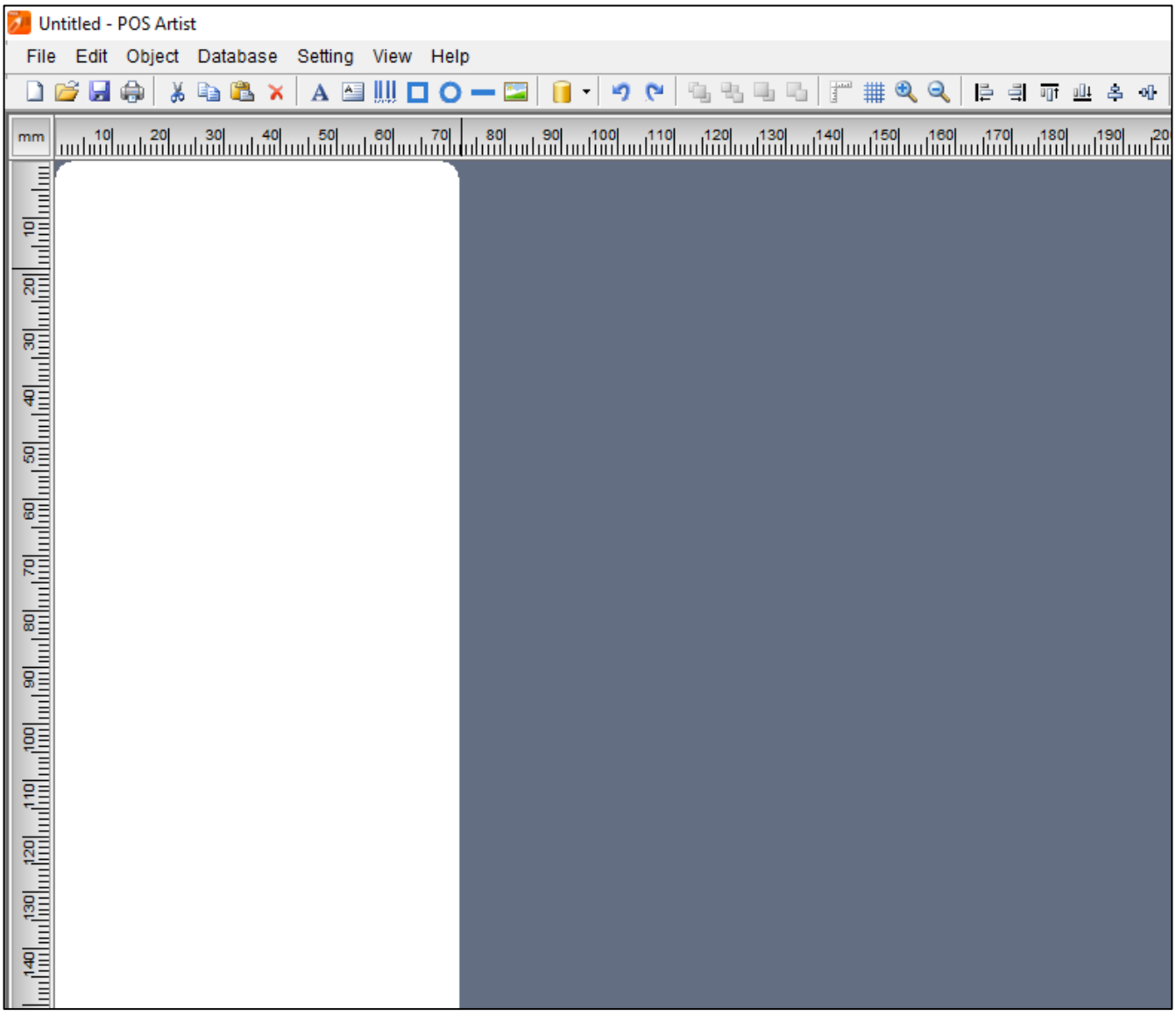
3) Select the paper size and other printing options, then click <OK>.





Changes made in the printer properties are also reflected in the driver's printer property values.

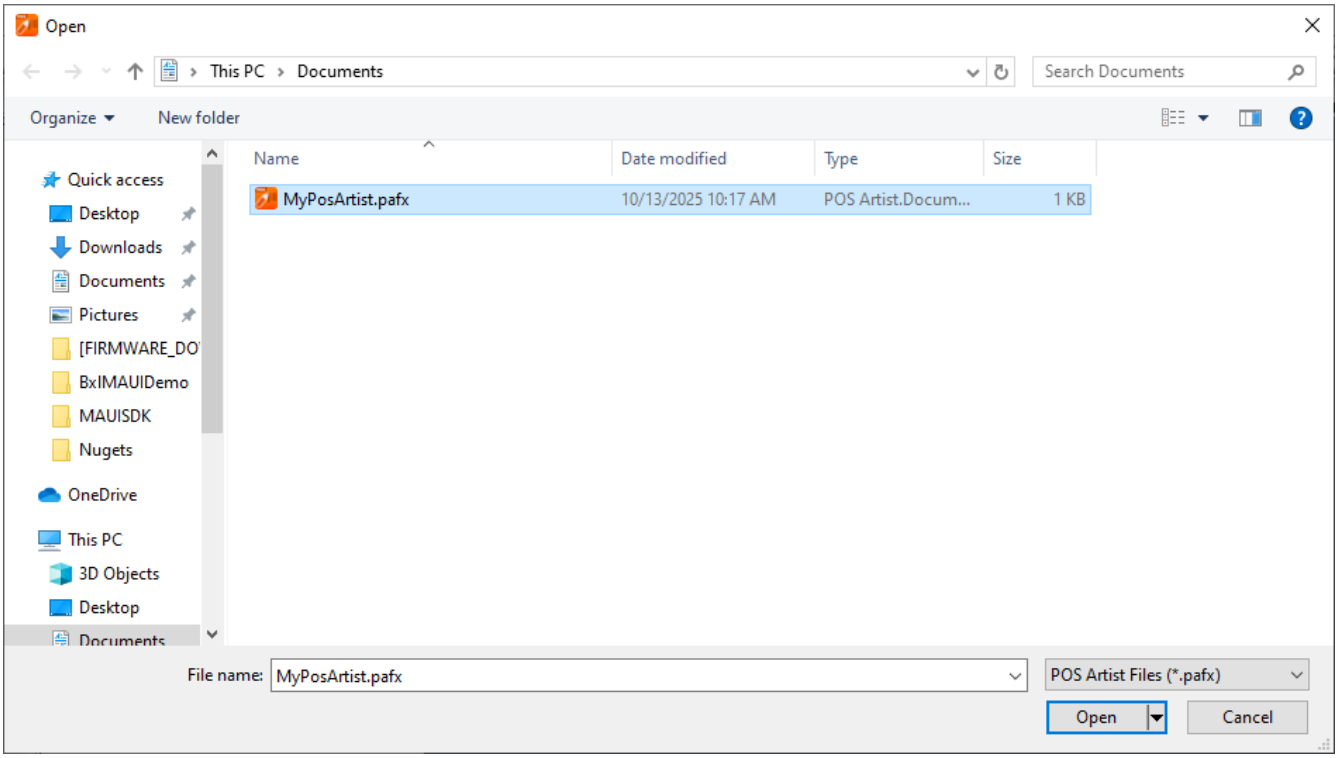
4) Once the preferences are set, new canvas is created.



5-1-2 Open

1) Select <Open> from the <File> tab.

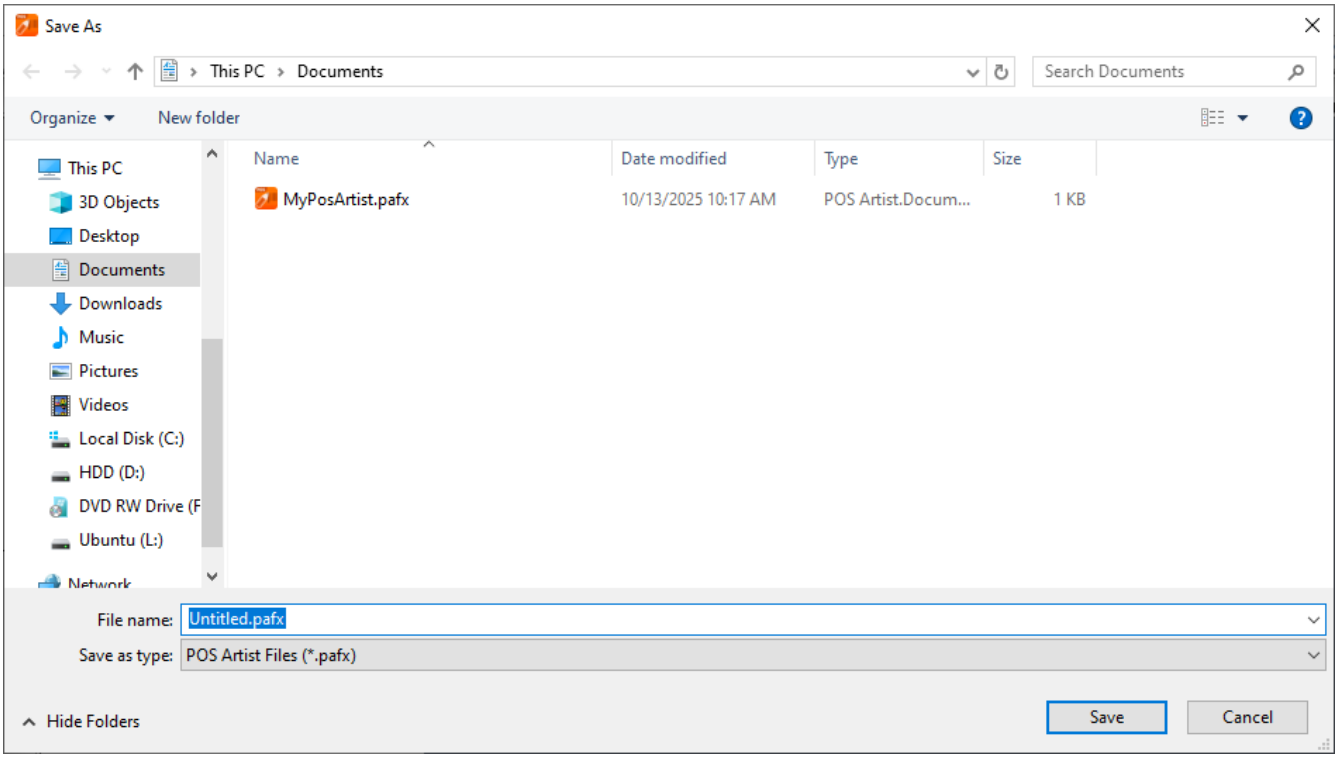
2) Select one of the files saved previously (*.pafx) and click [Open].



5-1-3 Save

1) Select <Save> from the <File> tab to save your progress.

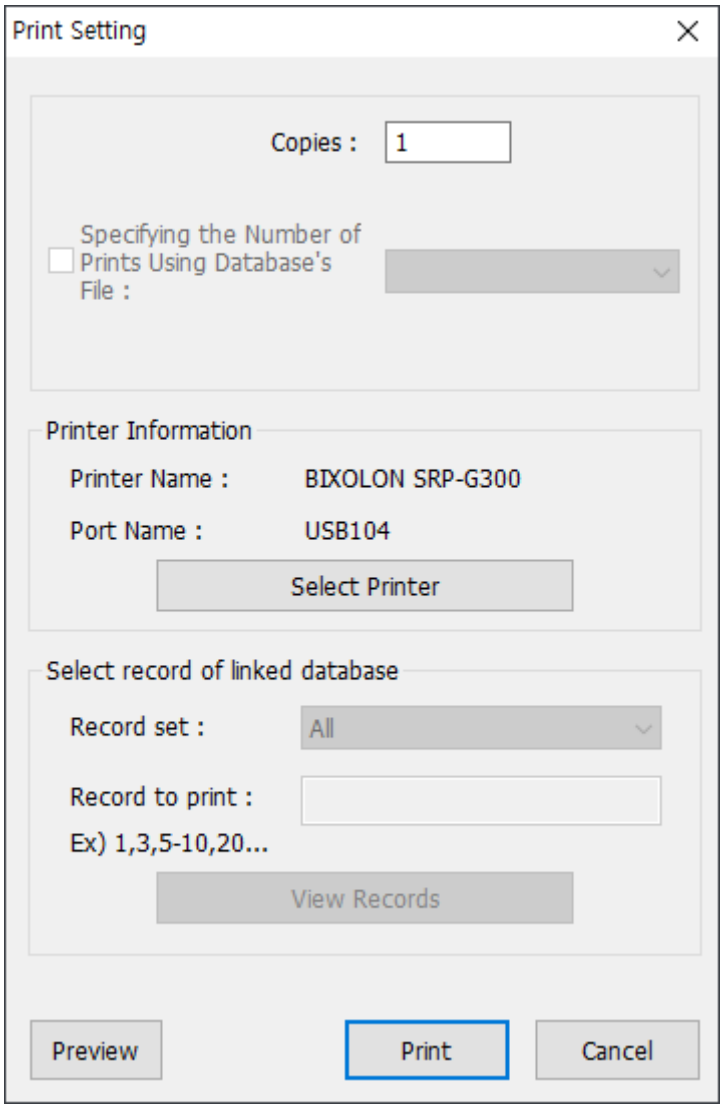
2) Specify the location and name of the file to be saved and click [Save] to save it.



5-1-4 Print

1) Select <Print> from the <File> tab.

2) Specify the number of copies and click [Print] to start printing.



- Copies: Set the number of copies.
- Use database field: This can be used when printing objects connected to the database, and sets the number of copies based on the selected field.
- Serial Numbers: Set the printing range when using the auto counter.

3) If there are any objects linked to the database, specify the record set to print the content of the database.
   - All: all rows are printed.
   - Selected: the selected rows are printed.

5-2 <Edit> Menu

5-2-1 Copy, Cut, Paste, Delete

1) Copy (Ctrl + C) 
Copy the selected object (e.g. Text, Barcode, Line).

2) Cut (Ctrl + X) 
Cut the selected object (e.g. Text, Barcode, Line).

3) Paste (Ctrl + V) 
Paste the copied or cut object.

4) Delete 
Delete the selected object.

5-2-2 Undo, Redo

1) Undo (Ctrl + Z) 
Undo the last action that you made on the canvas.

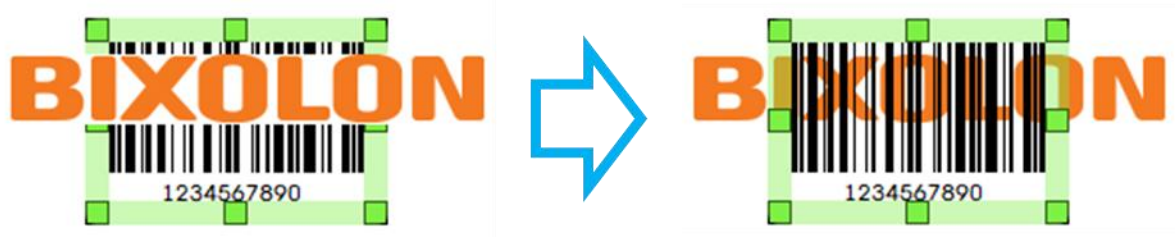
2) Redo (Ctrl + Y) 
Redo the [Undo].

5-2-3 Order

It indicates the order of drawing the objects. An object may be hidden behind.

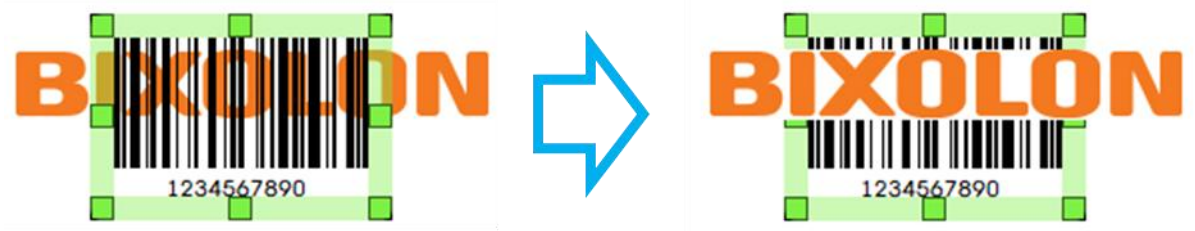
1) Bring Forward

Reorder the selected object and the one that overlaps it.



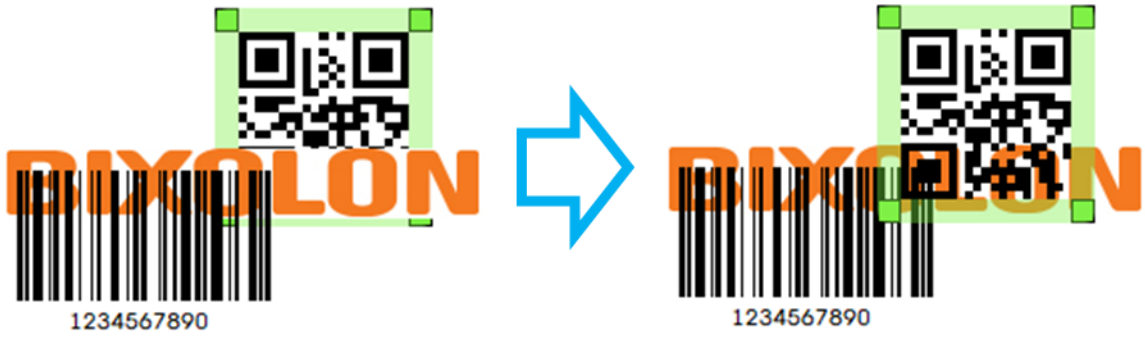
2) Send Backward

Reorder the selected object and the one that overlaps it.



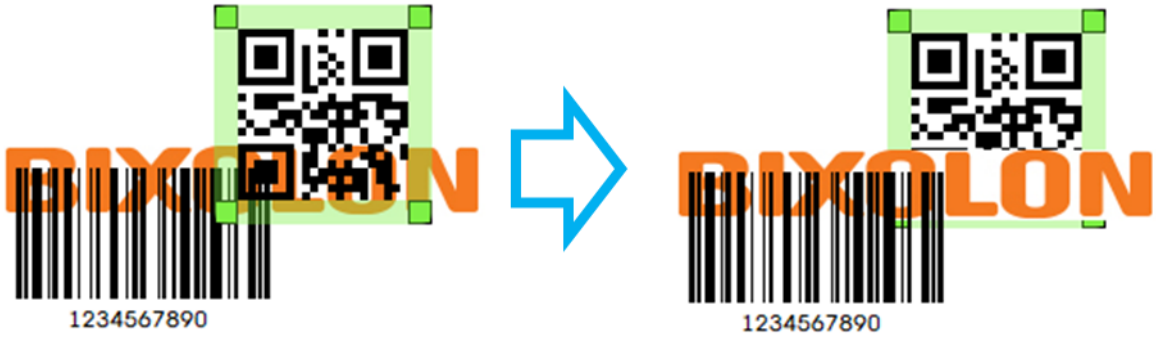
3) Move To Front

Reorder the selected object and the one that overlaps iMove all the selected objects to the front-most level of any overlapping objects.



4) Send To Back

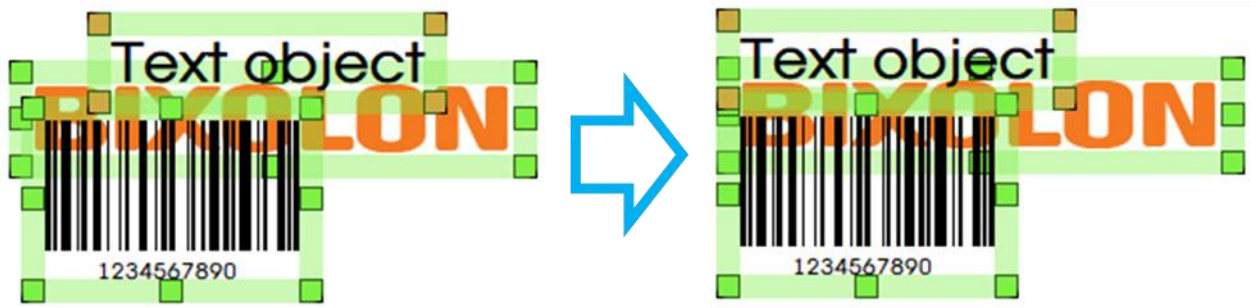
Move all the selected objects to the rear-most level of any overlapping objects.



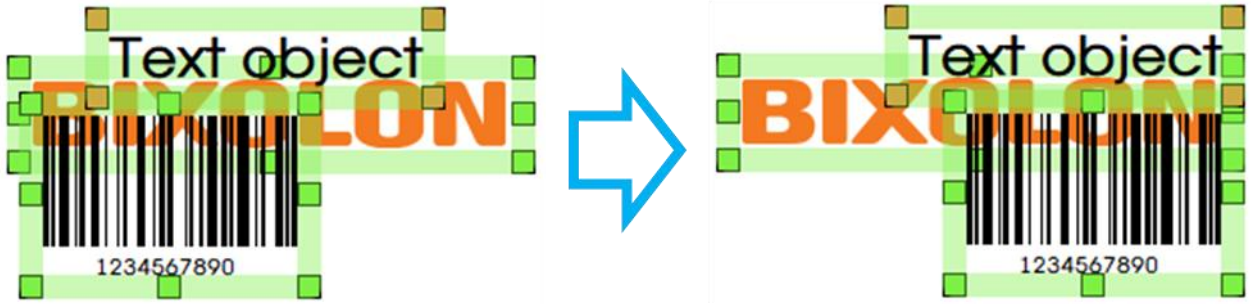
5-2-4 Align

"Align" allows you to line up objects to a specific object.
Use the Ctrl key to select multiple objects. The selected objects are aligned to the last selected object.

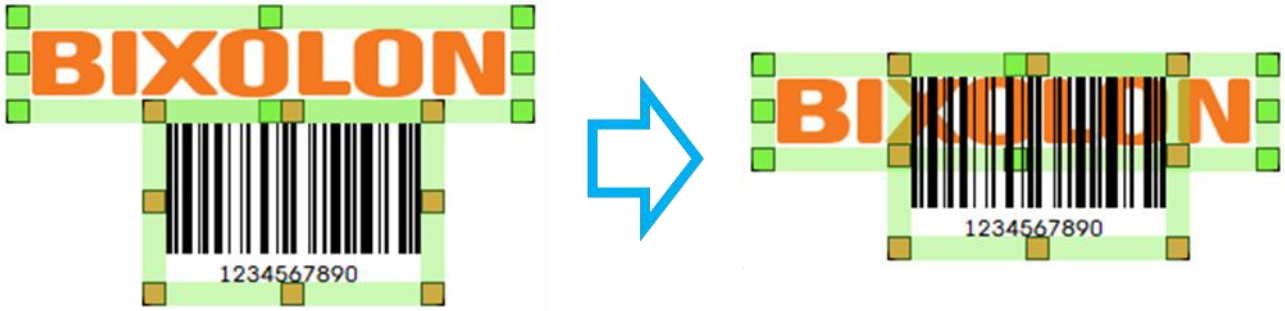
1) Align Left Sides
Align objects to the left side of the last selected object.



2) Align Right Sides
Align objects to the right side of the last selected object.

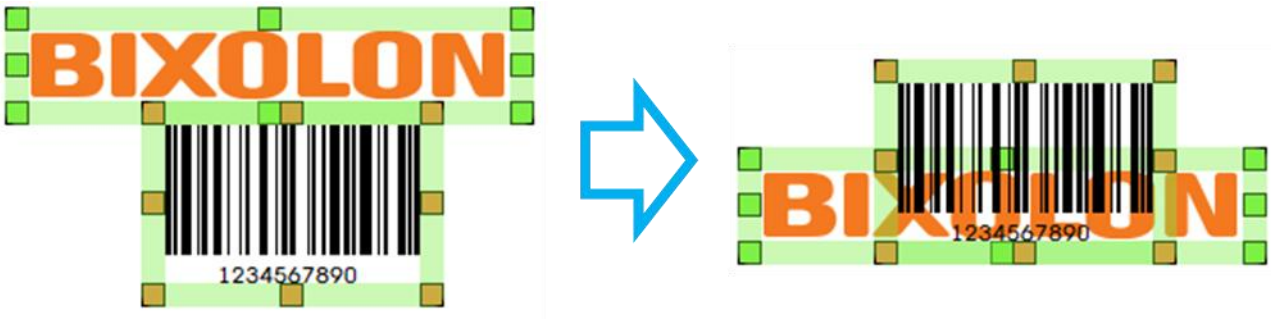


3) Align Top Sides
Align objects to the top of the last selected object.



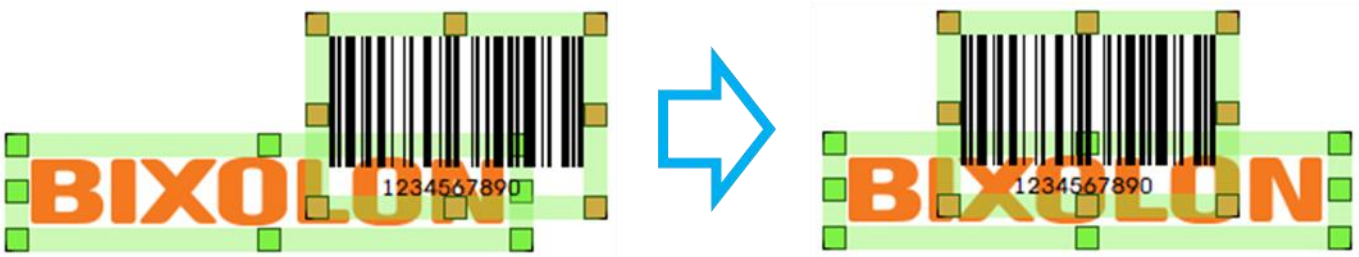
4) Align Bottom Sides

Align objects to the bottom of the last selected object.



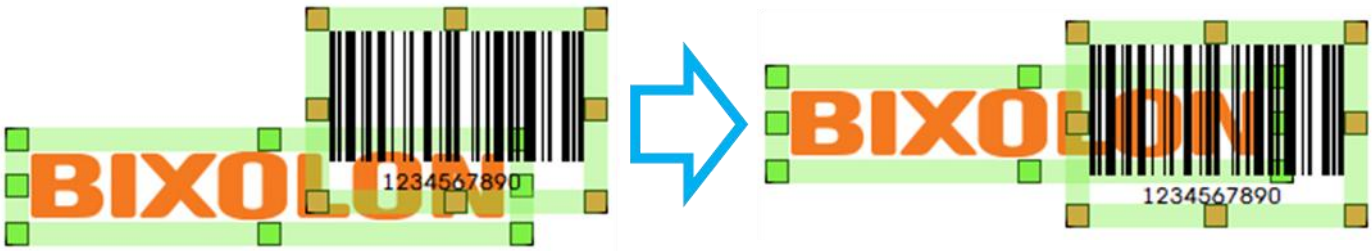
5) Center In Horizontal Region

Align the horizontal center of each object to the center of the last selected object.



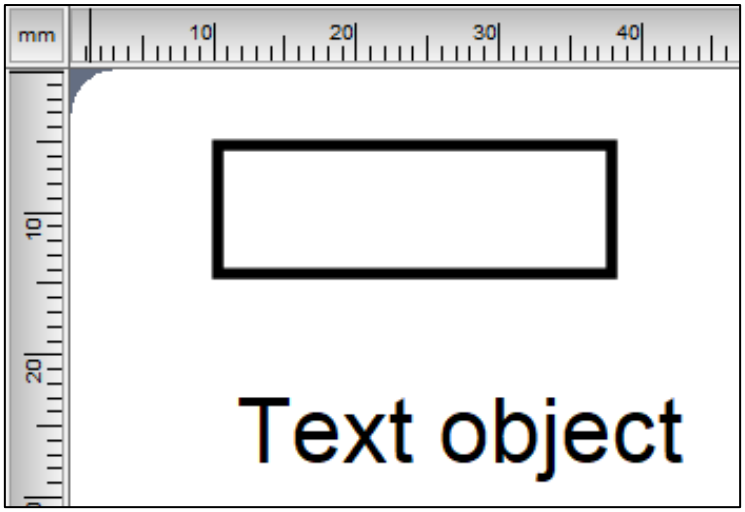
6) Center In Vertical Region

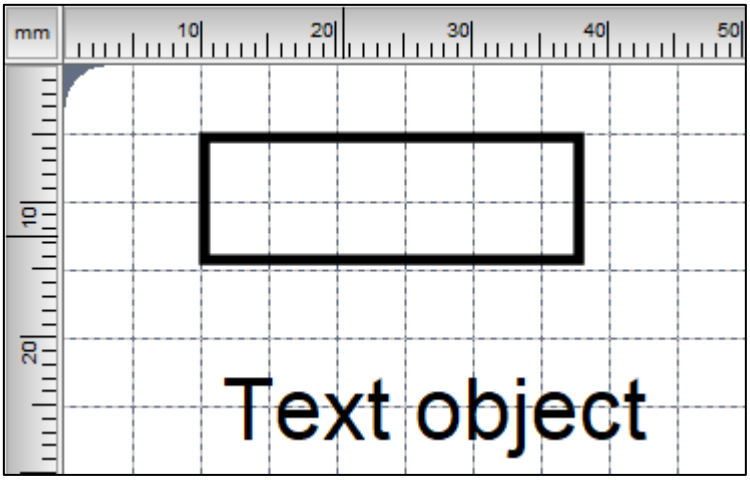
Align the vertical center of each object to the center of the last selected object.



5-2-5 Grid

1) When the grid option( ) is enabled, guidelines will appear on the canvas, allowing you to align objects based on these lines during movement or resizing.





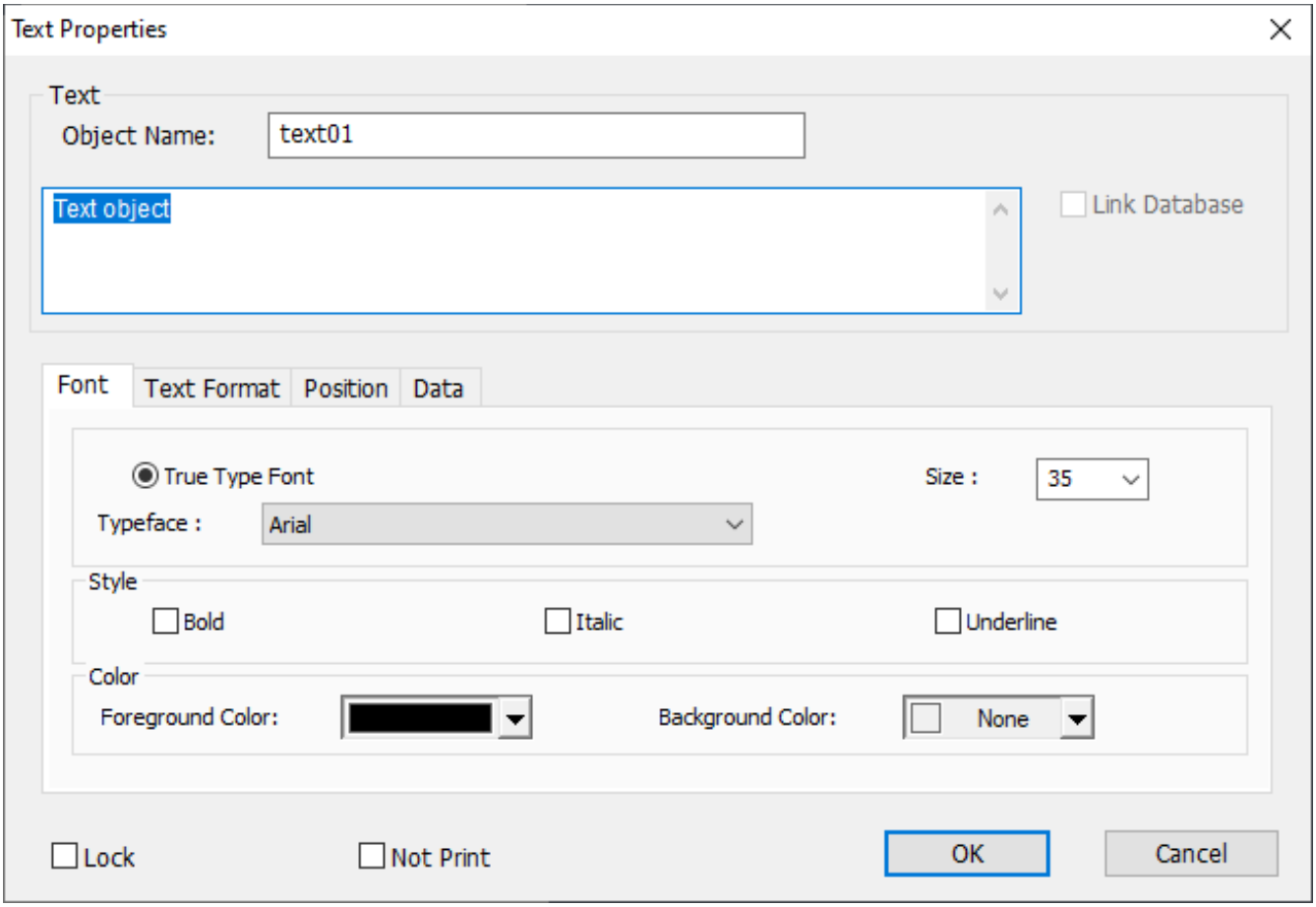
5-3 <Object> Menu

• Select objects (e.g. Text, Barcode and Line) to design.

5-3-1 Text

1) Select <Text> from the <Object> tab and drag holding the left mouse button to create a text box with the default attributes.

2) Double-click on the text object to open a dialog window where you can change its attributes.

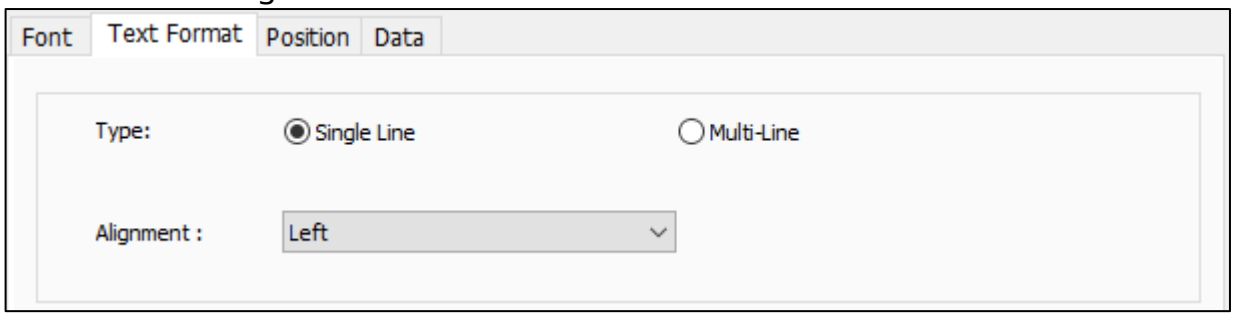


2-1) Set the font properties.

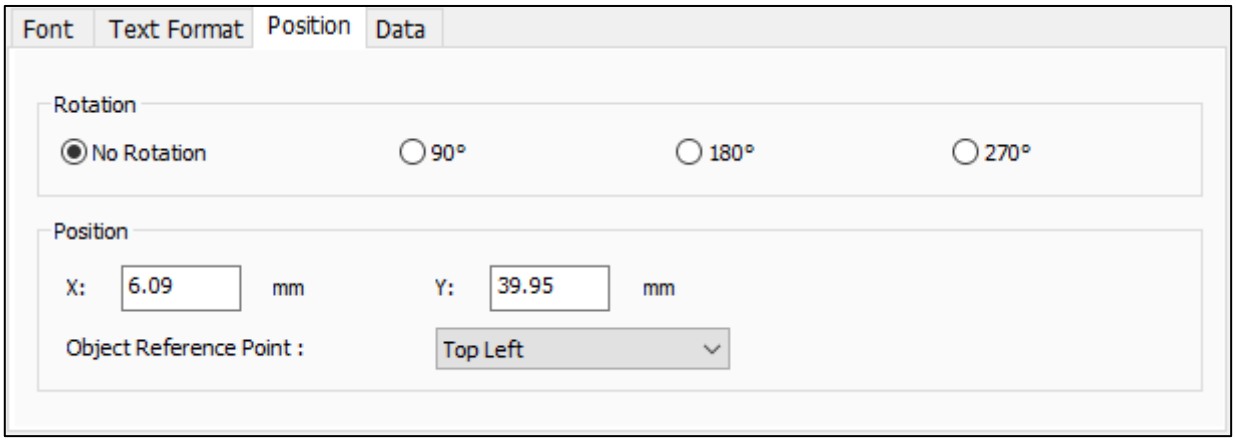
Text printing only supports TTF (TrueType Fonts).

2-2) Set the text format.

- Single Line: Using single line text.
- Multi-Line: Using multi-line text.



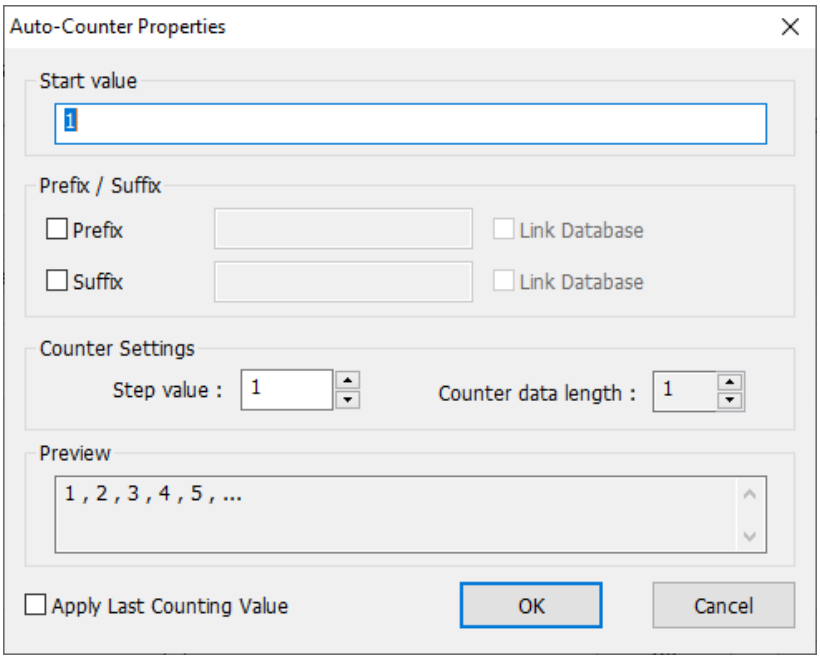
2-3) Set the rotation and position.



2-4) Use Auto-counter

Check “Use Auto-counter” to open the Auto-Counter Properties window as shown below. When “Auto-counter” is applied, the text changes to the [Start Value].





Check [Apply Last Counting Value] to change [Start Value] to the next value of the last counter set after printing.

5-3-2 Multi-line Text

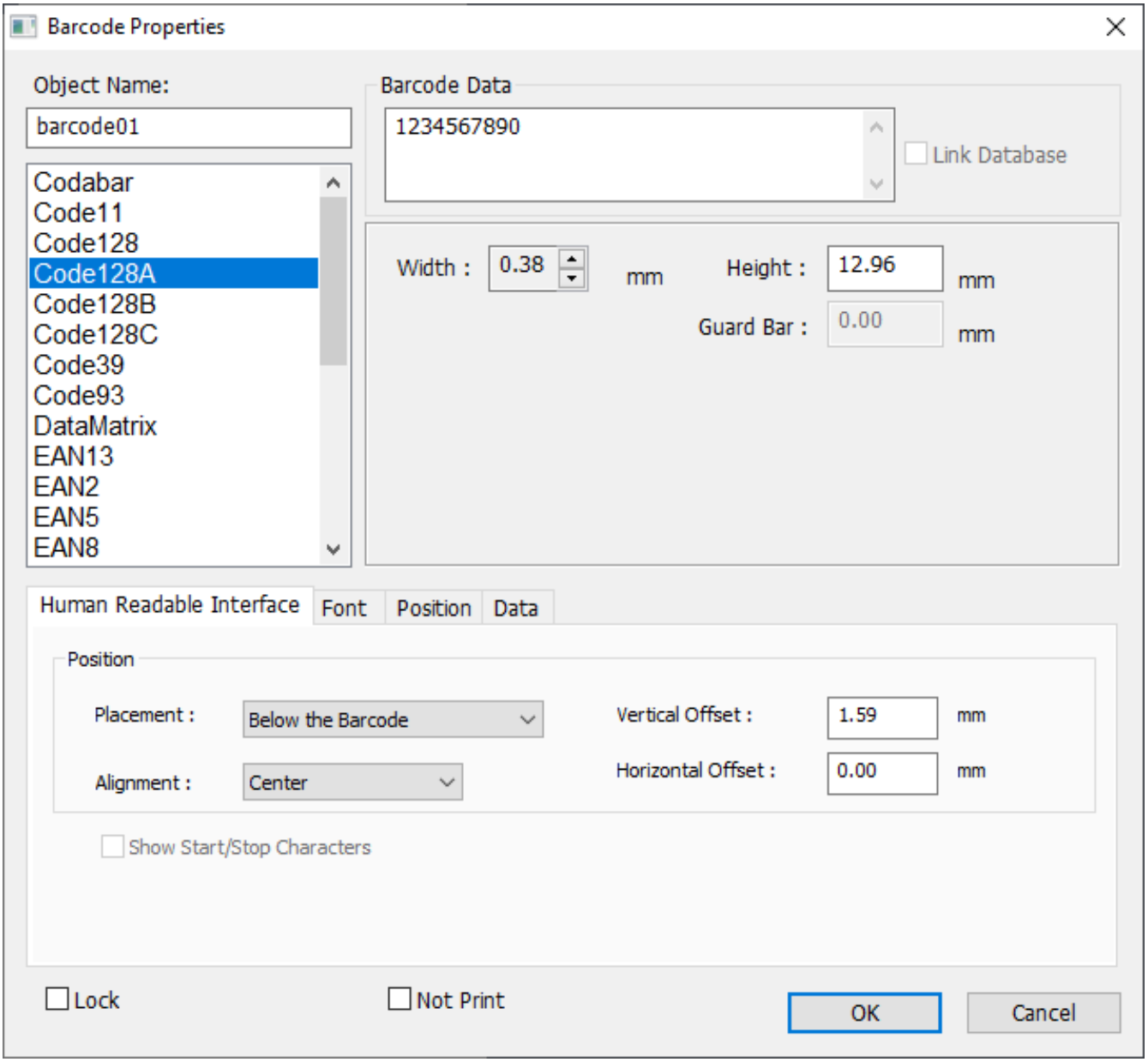
"Multi-line Text" allows to enter text in several lines.

When changing the text format, it is possible to switch to singe line text object.

5-3-3 Barcode

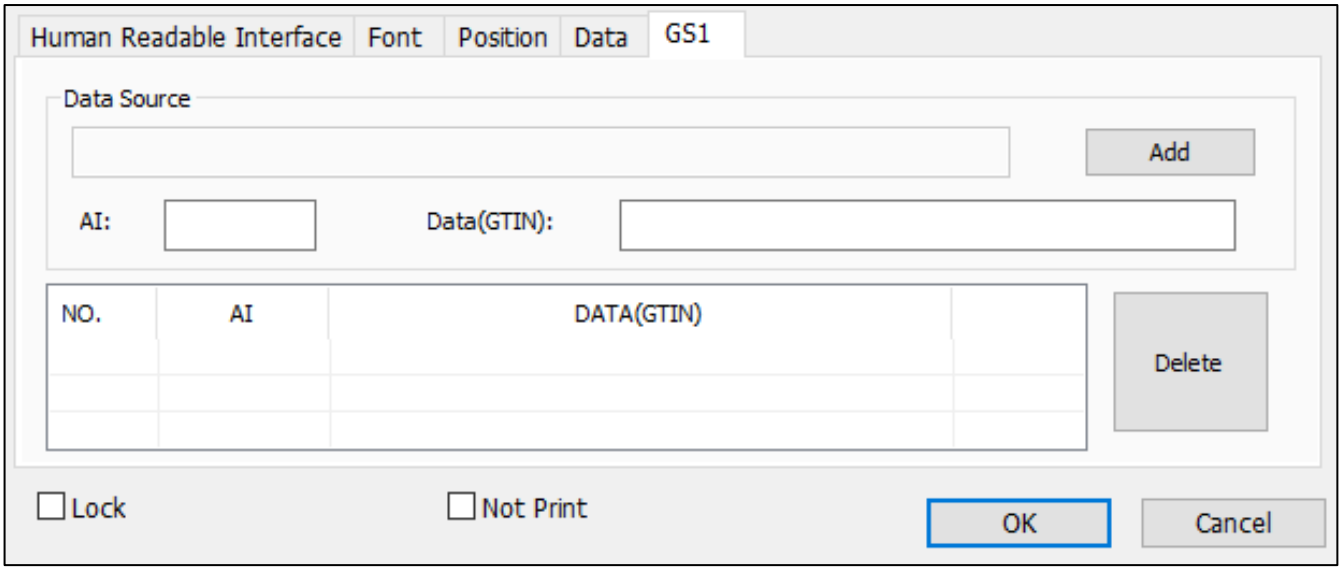
1) Select <Barcode> from the <Object> tab and drag holding the left mouse button to create a barcode with the default attributes.

2) Double-click on the barcode object to open a dialog window where you can change its attributes.

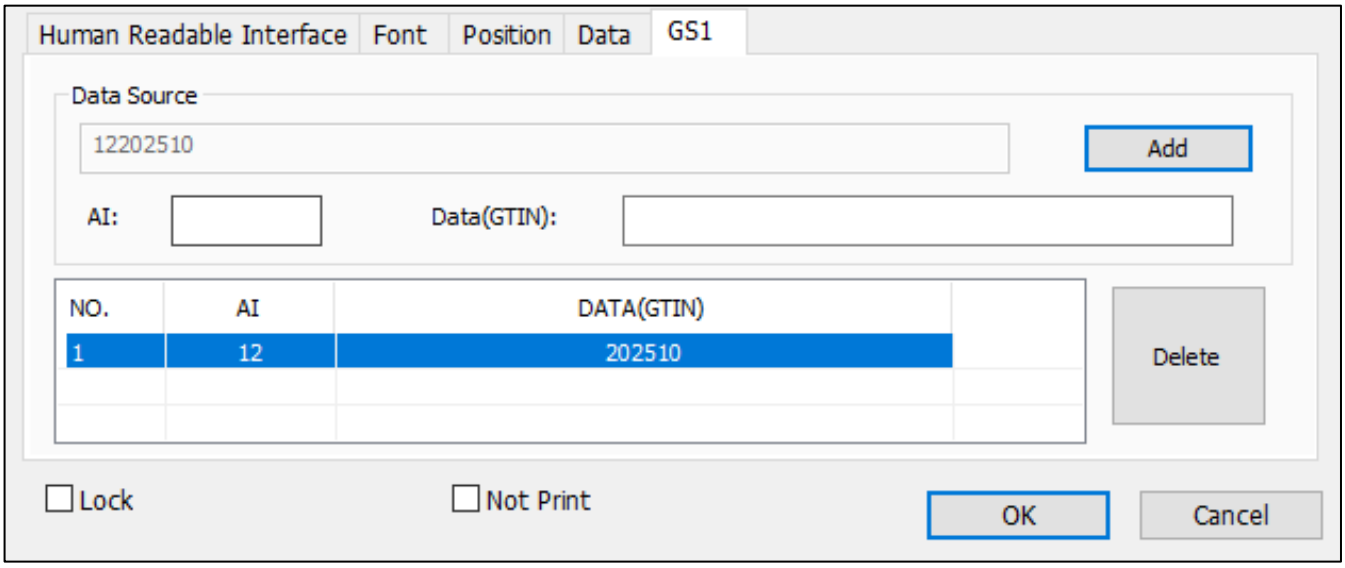


2-1) Set the HRI(Human Readable Interface).

2-2) Set the GS1 barcode.
The data of GS1 barcode is set in GS1 tab.

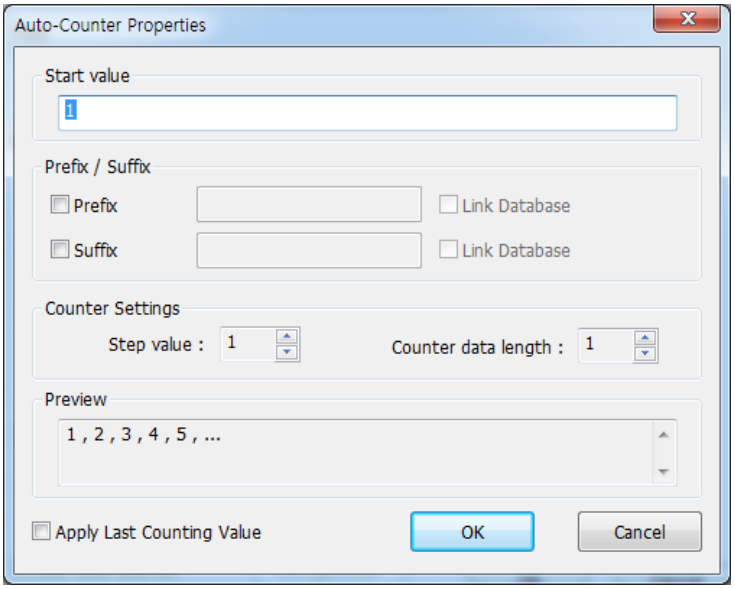


After entering AI and data, click the Add button.
You can change the data by double-clicking the item in the list.



6) Use Auto-counter

Check “Use Auto-counter” to open the Auto-Counter Properties window as shown below. When “Auto-counter” is applied, the text changes to random data.



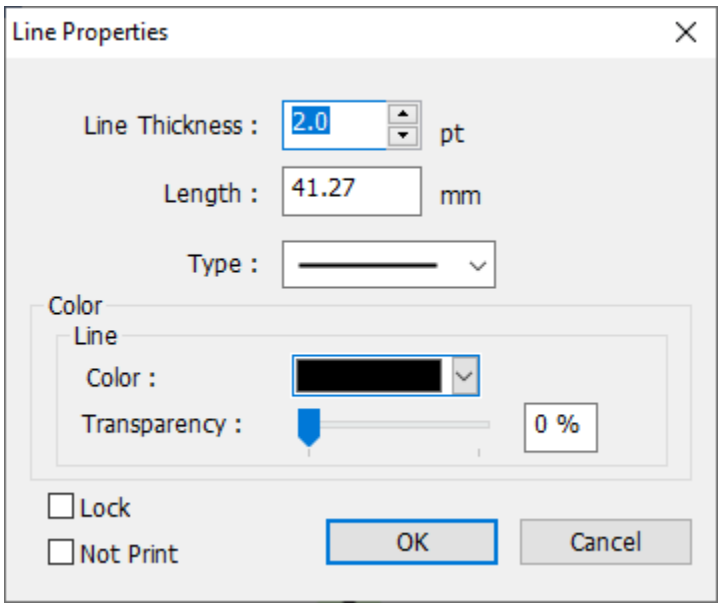
Check [Apply Last Counting Value] to change [Start Value] to the next value of the last counter set after printing.

5-3-4 line

1) Select <Line> from the <Object> tab and drag holding the left mouse button to draw a line.

2) Drag holding the Shift key to draw a diagonal or straight line.

3) Double-click on the object to open a dialog window where you can change its attributes.

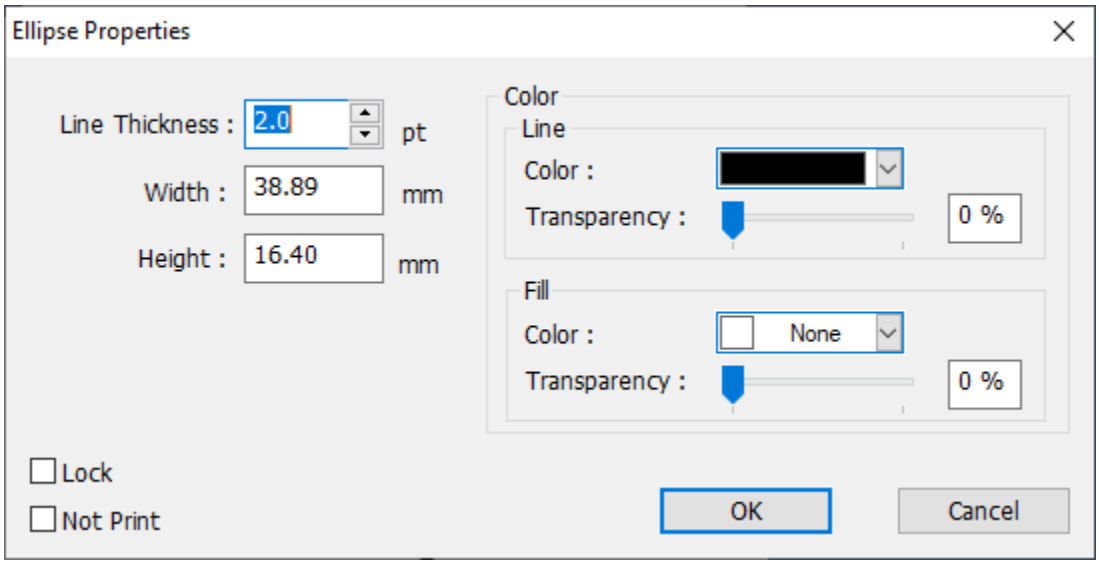


5-3-5 Rectangle, Ellipse

1) Select <Rectangle> or <Ellipse> from the <Object> tab and drag holding the left mouse button to draw a shape.

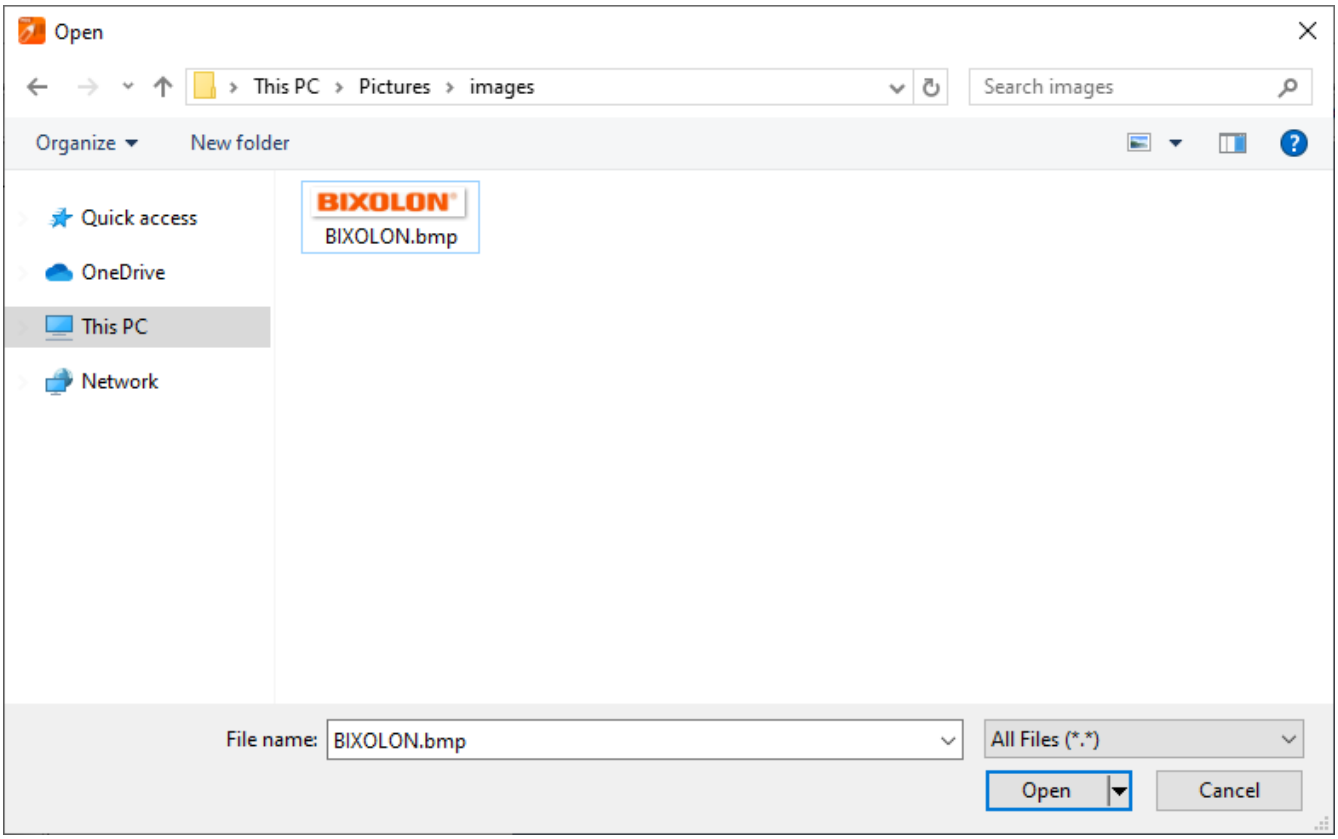
2) Drag holding the Shift key to draw a shape with the same width and height.

3) Double-click on the object to open a dialog window where you can change its attributes.



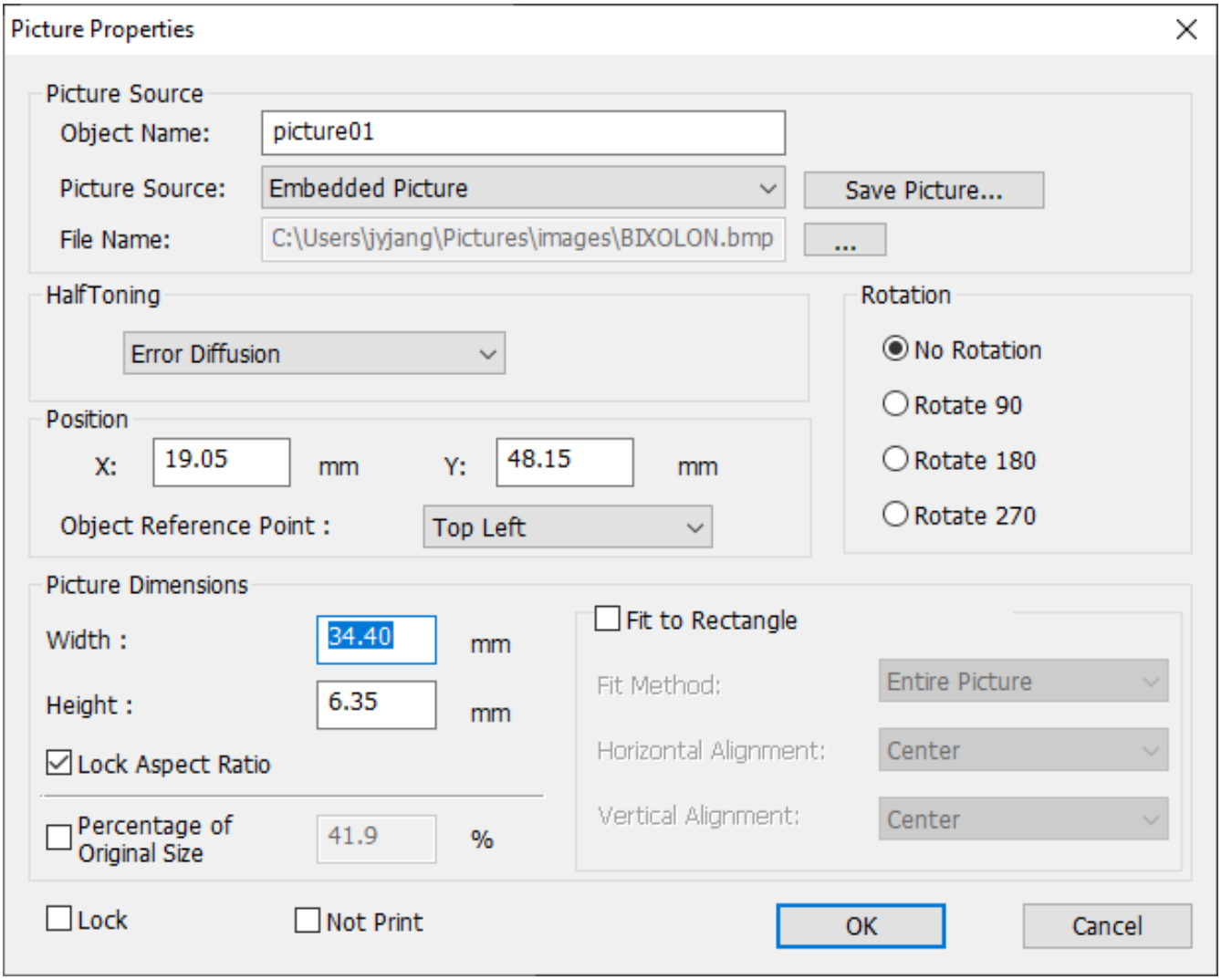
5-3-6 Picture

1) Select <Picture> from the <Object> tab to open a dialog window where you can select an image file.

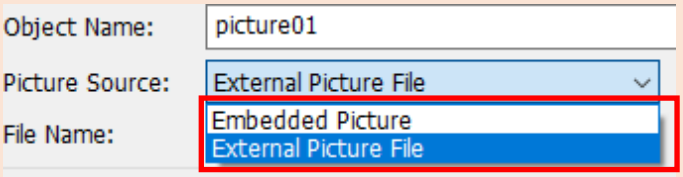


2) Select an image file, click “Open” and drag holding the left mouse button to place the image on the screen.

3) Double-click on the object to open a dialog window where you can change its attributes.



Picture Source



- **Embedded Picture**: When loading pictures, pictures are included in the design file and printed without a separate reference when printing paper.
- **External Picture File**: The paper design file contains the path of the picture so that when the paper is printed, the picture of the path is referenced and printed.

5-3-8 Misc.

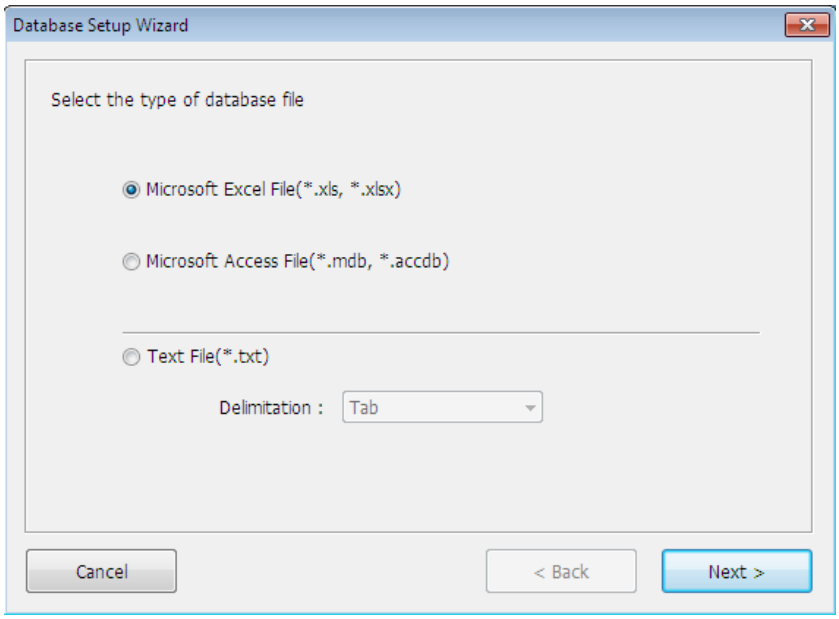
Lock: Enable this feature in the dialog window where you can set the attributes of each object.
- The locked objects cannot be moved or resized.

Not Print: Enable this feature in the dialog window where you can set the attributes of each object.
- The set objects cannot be printed.

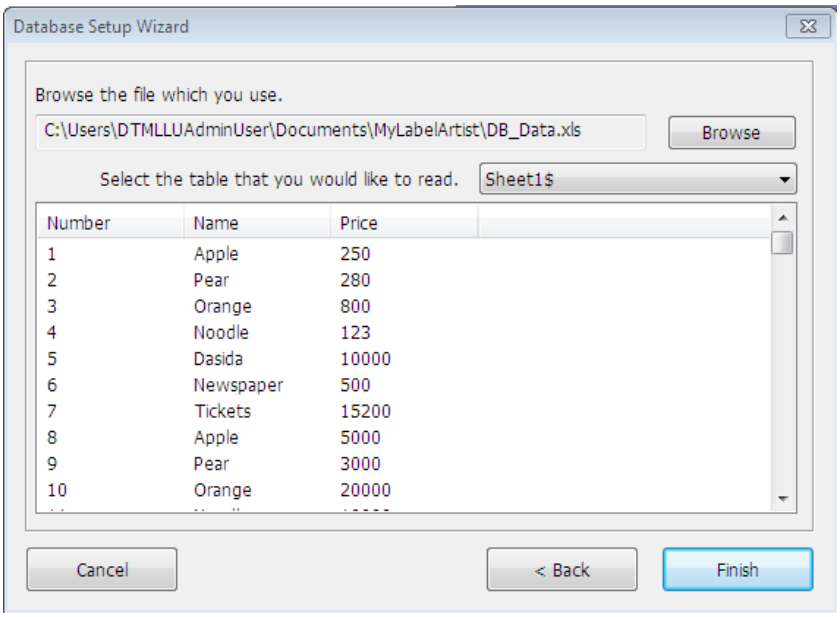
5-4 <Database> Menu

5-4-1 Connect DB

1) Select <Connect Database> from the <Database> tab.
Select the type of database to use and click “Next”.



2) Click “Browse” to select a database file as shown below.



3) Select a table and click “Finish” to link the database when designing a paper.

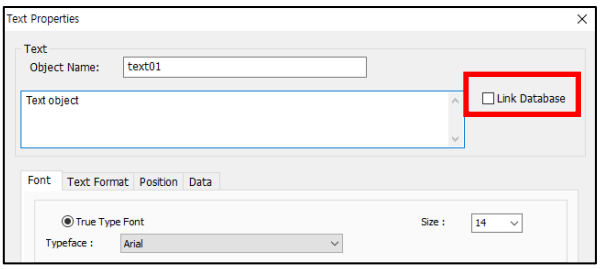
Make sure to disconnect the current database to use another one.

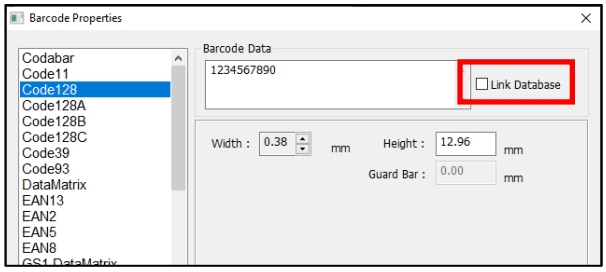
5-4-2 Disconnect DB

Select <Disconnect Database> from the <Database> tab to disconnect the database.

5-4-3 Link DB

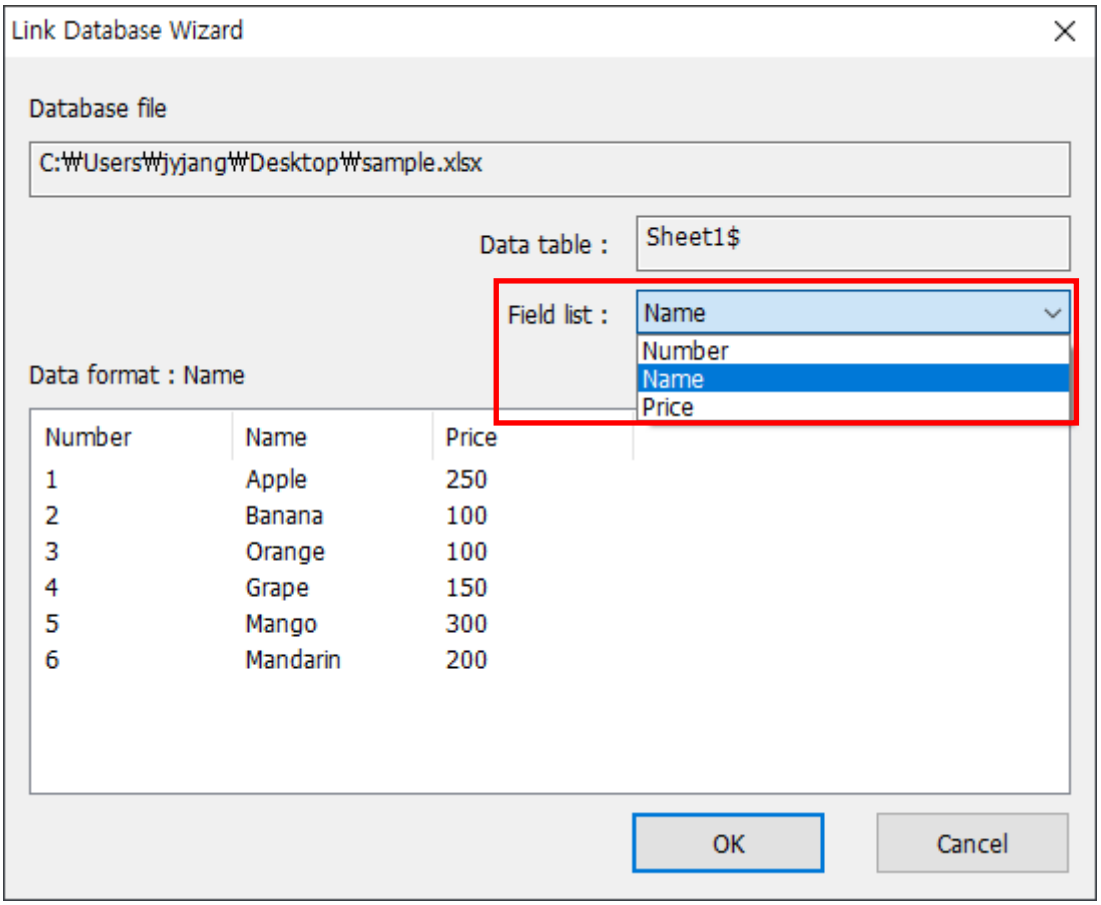
1) Check “Link Database” in the <Text> or <Barcode> dialog window.



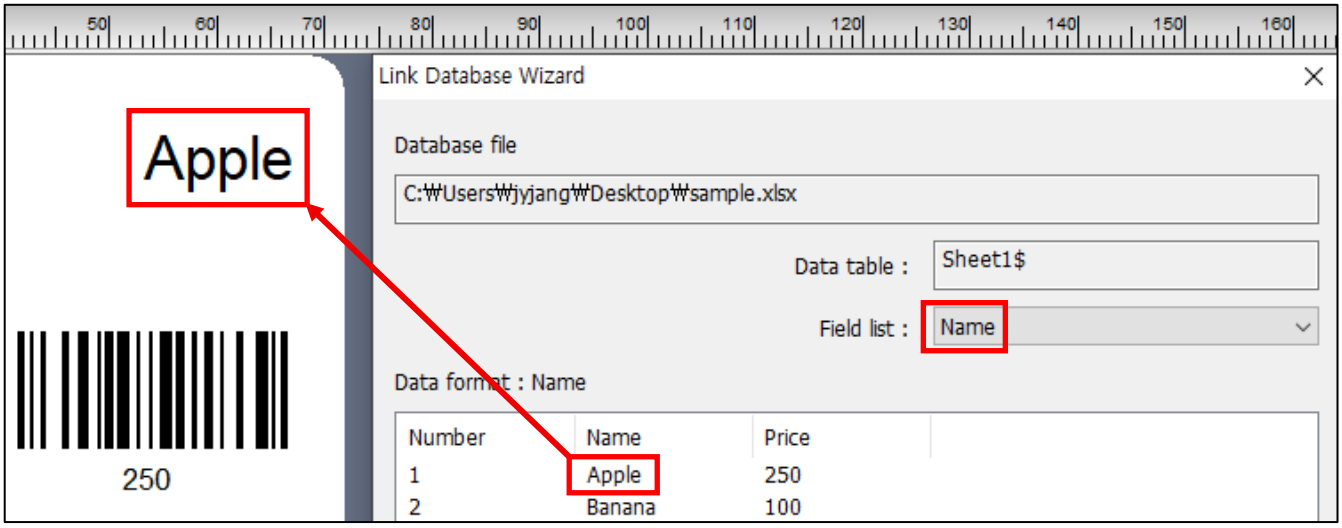


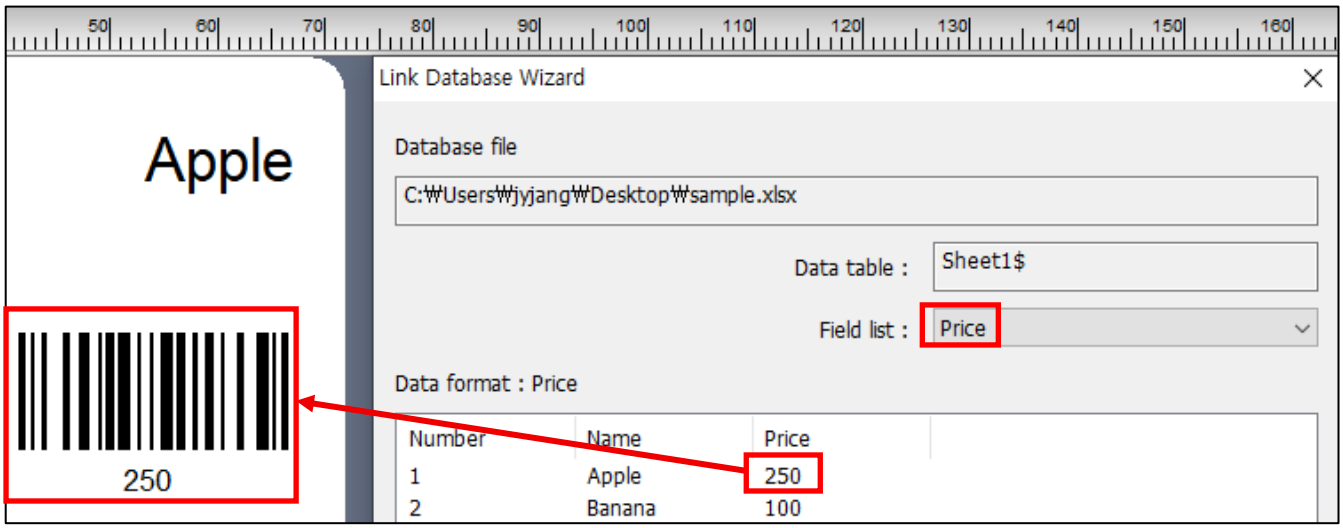
The check box is enabled to check when the <Connect Database> is finished on <Database> menu.

2) Select a field you want to use from the field list.



3) When a object is linked to the database, the following message appears.





5-6 Save JSON file

• <File> - <Export> - <Save JSON file> menu can be saved JSON file can be loaded.

5-7 <View> Menu

1) Zoom In
   - Enlarges the view of the entire layout by 20%.

2) Zoom Out
   - Reduces the view of the entire layout by 20%.

3) 100% Size
   - Returns to the original size.

4) Fit to the height
   - Enlarge/reduce the view to fit the height of the screen.

4) Fit to the width
   - Enlarge/reduce the view to fit the height of the screen.

5) Fit to the width
- Enlarge/reduce the view to fit the width of the screen.

Revision history

Ver.	Date	Description
1.00	11-12-2025	New