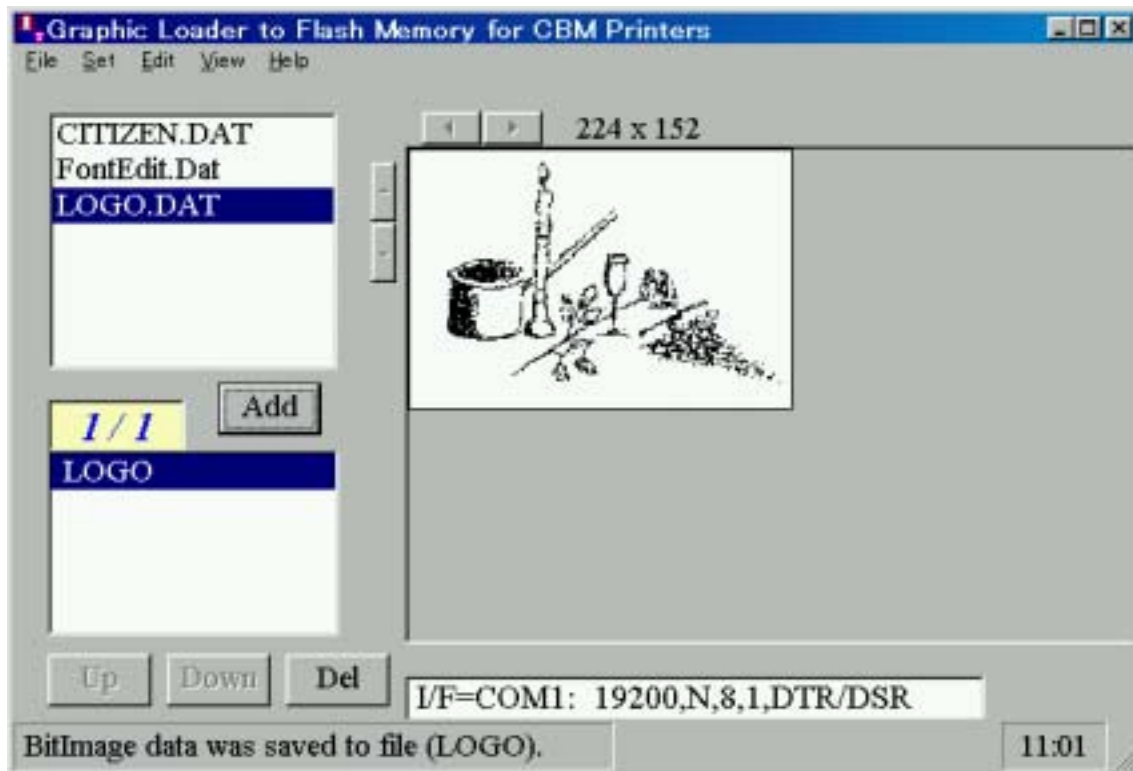


Graphic Loader (Registering Logo to memory)

Basic explanation how to use the software



Procedure

Set Interface

Choose interface and set the interface condition.

File Open

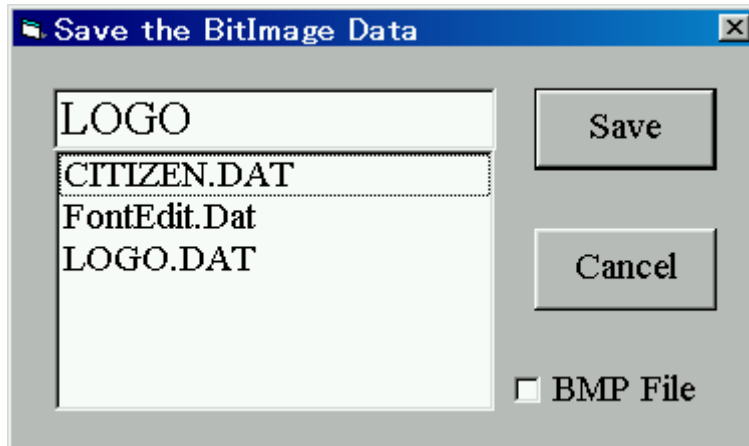
Choose the graphic data to show on .

(The supported graphic formats are BMP, JPEG and GIF.)

File Save AS

Convert the shown graphic data to original graphic data format..

The Window below shows up. Then enter the data name and save the converted data.



By these steps, specified file name is shown on .

Choose the data to register from and press Add.

Then the chosen file is added on .

If you register multiple files, choose more from and press Add.

When all the data you want to register are shown on , adjust the order to register by

Up and Down. From the top, registered numbers are assigned as 1, 2, 3....

File Send Data

The data on is sent to printer and registered.