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136-00-URM-001

Label Boost™ Designer

User's Guide

About This Guide

This guide is a user manual for the Label Boost Designer application.

This application is available for multiple operating systems.

This manual explains how to use the application on macOS and Windows devices.

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1. Introduction

Label Boost Designer is a tool designed to simplify label creation for ColorWorks™ printers, allowing users to create and print custom labels from Mac and Windows devices quickly and easily.

This application is intended for operational users, enthusiasts, or anyone who needs a practical way to create their own labels without requiring advanced technical knowledge.

Through an intuitive interface, the application allows users to import images, add shapes (rectangles, circles, or triangles) and insert text and other objects such as barcodes and QR codes, as well as variables that can be associated with objects, among other design features.

This tool integrates with Epson label printers, ensuring reliable, high-quality printing, and uses predefined templates that ensure consistency in label design for items such as badges and other projects.

The main purpose of this tool is to optimize the time required to develop and design custom labels for use with ColorWorks printers.

1.1. System Requirements

The application is compatible with devices running macOS version 12 or later, and with devices running Windows 10 or later.

1.2. Network Requirements

- The LAN connection must support network broadcast services.
- TCP Port 9100 must be open and unblocked.
- The PC (Windows or Mac) must be connected to the same network as the label printer.
- An Internet connection is not required for operation.

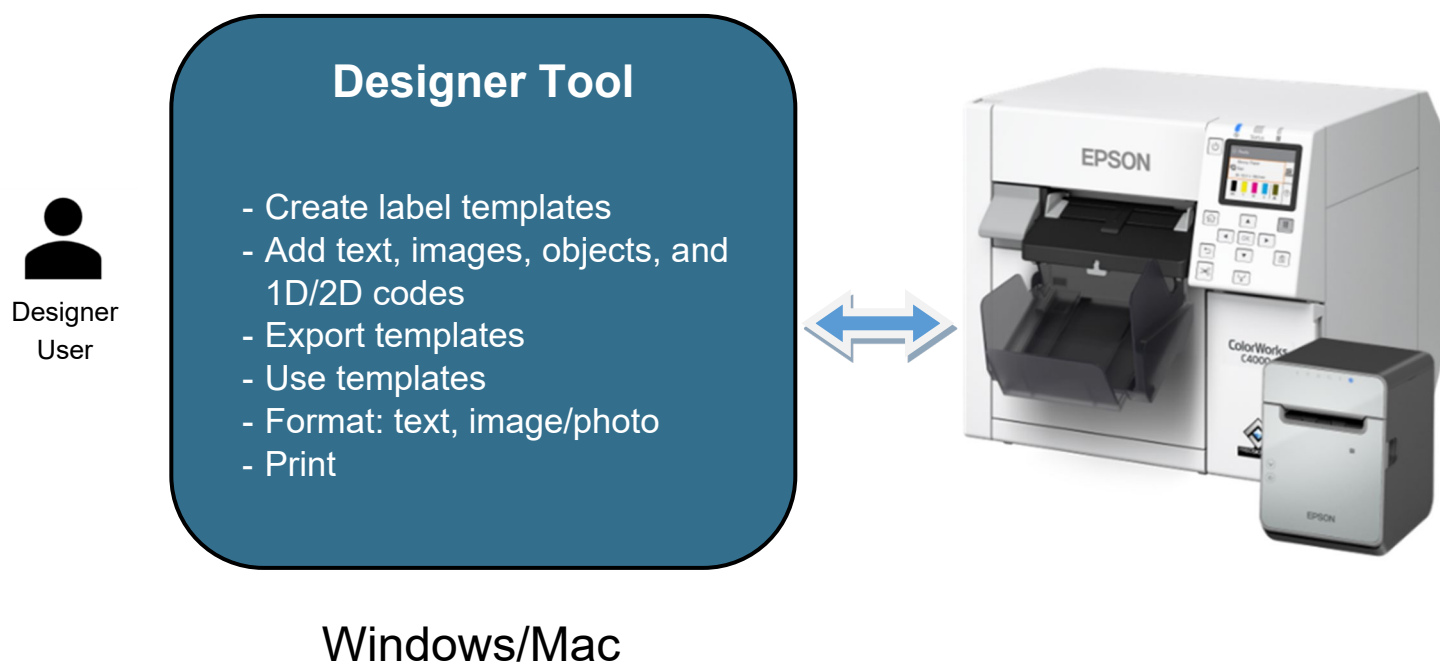
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1.3. System Overview

The following figure shows an example of a Label Boost Designer setup.

Devices and printers can be connected through a LAN network or by using a USB cable.

The application can easily detect printers and allow users to set them up and subsequently use them for label printing.



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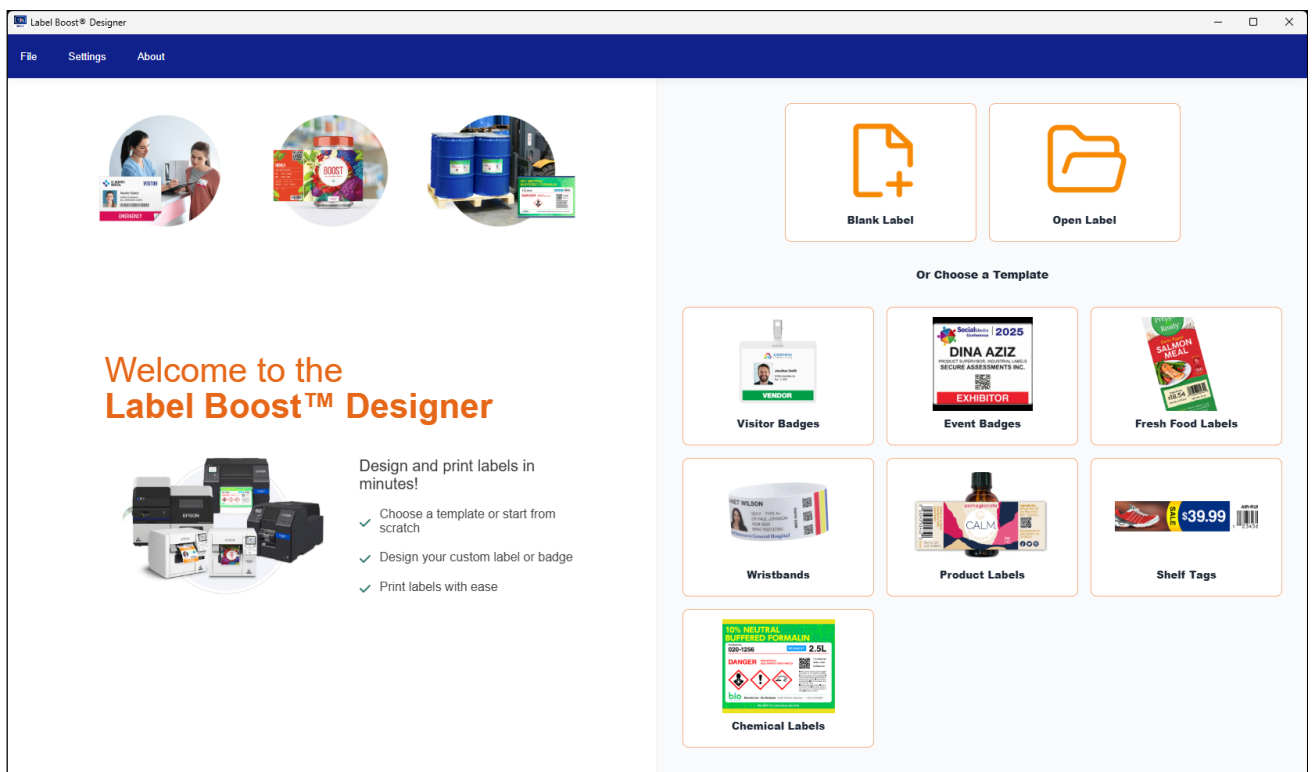
2. Label Boost Designer Operation

2.1. Application Home Screens

2.1.1. Home

When opening the application, a screen will be displayed with options for the basic operations available:

- Start designing a new label.
- Load a label previously designed by the user.
- Use predesigned label templates.



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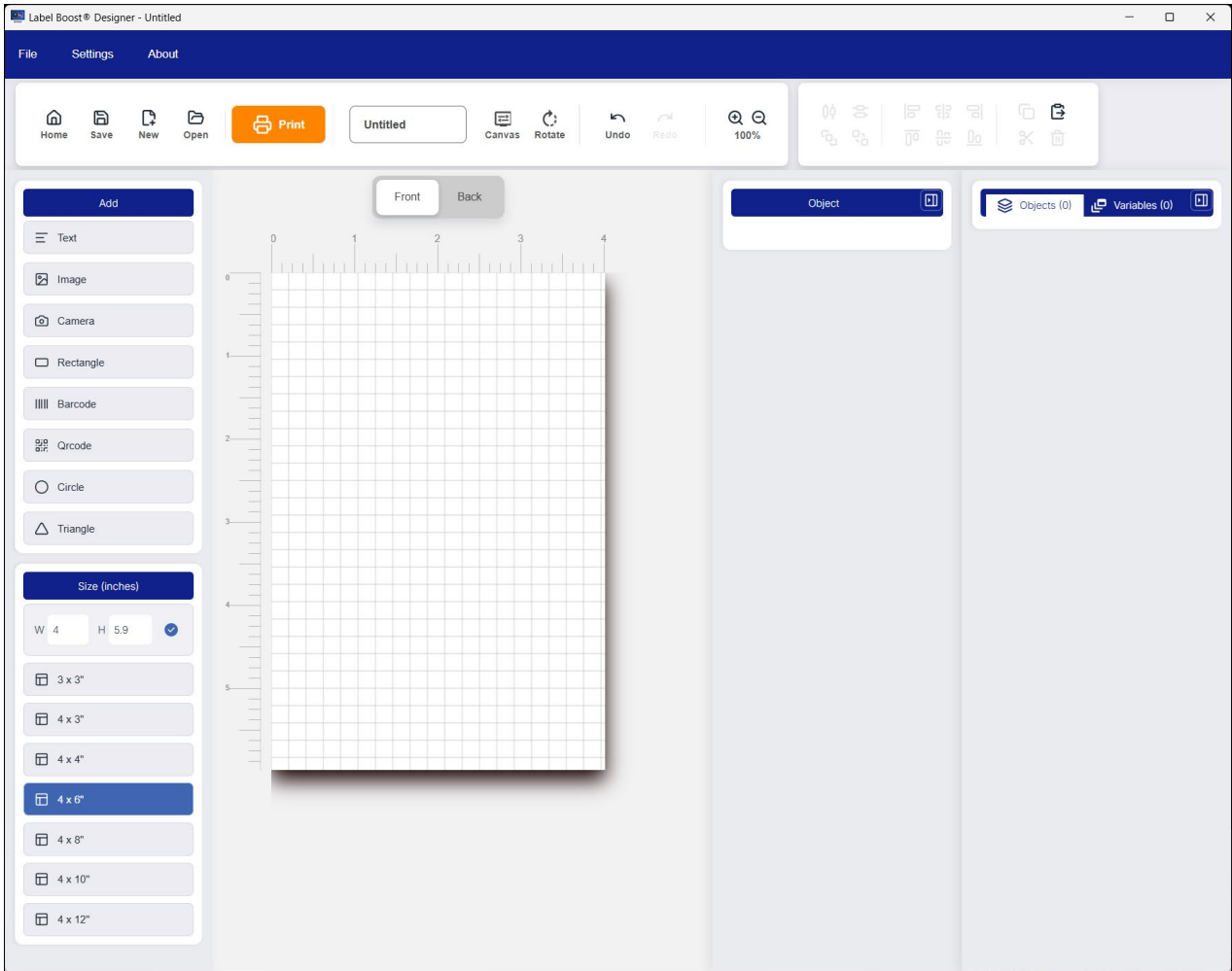
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2.1.2. Designer screen

The design option allows the user to create a new custom label or modify an existing one.

The basic design screen is shown below and is ready for designing. It can be accessed by clicking the “Blank Label” button, or by opening a **Template**, depending on your needs.



The main components of the designer screen are described below. More details about each of them are provided later in this guide.

2.1.2.1. Canvas

A blank main grid canvas is displayed, ready for designing.
Above the canvas, there are two **Front/Back** side buttons that allow users to select either the front or back canvas, making it easier to design double-sided labels.

2.1.2.2. Menu Bar

At the top of the screen, the blue menu bar is always visible. It includes the “**File**,” “**Settings**,” and “**About**” menus, which provide additional functions such as importing or exporting a label, setting up a printer, viewing the selected printer and its status, selecting the application language and units of measurement, and setting the text size, among others.

2.1.2.3. Toolbar

The horizontal panel located below the menu bar is the toolbar. It provides access to file and print operations, undo and redo functions, canvas zoom and rotation, and object editing tools (align, distribute, arrange, copy, cut, paste, and delete).

2.1.2.4. Operation Panels

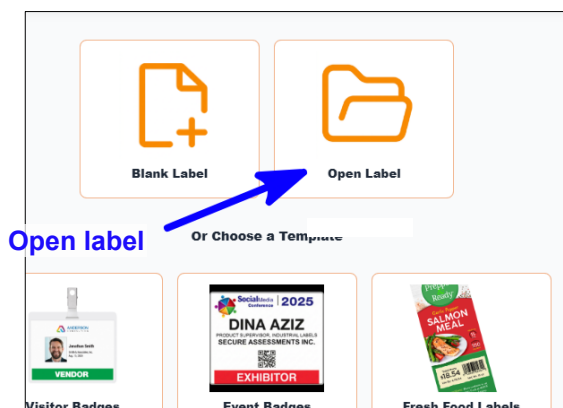
The “**Add Objects**” vertical panel, located to the left of the canvas, provides the “**Add**” option, which allows users to add shapes (circle, rectangle, and triangle) and insert other objects, such as text, photos, images, lines, barcodes, and QR codes, to the canvas. The “**Size**” option allows users to select the label size in either millimeters or inches, depending on the unit of measurement configured in the application.

To the right of the canvas are two additional vertical panels: the “**Object**” panel (used to edit the object selected on the canvas) and a **tabs panel** containing two tabs, each of which displays an additional panel: (a) the “**Objects**” panel (a list of the objects added to the canvas) and (b) the “**Variables**” panel (a list of the added variables and editing options for the selected variable).

2.1.3. Load User Label

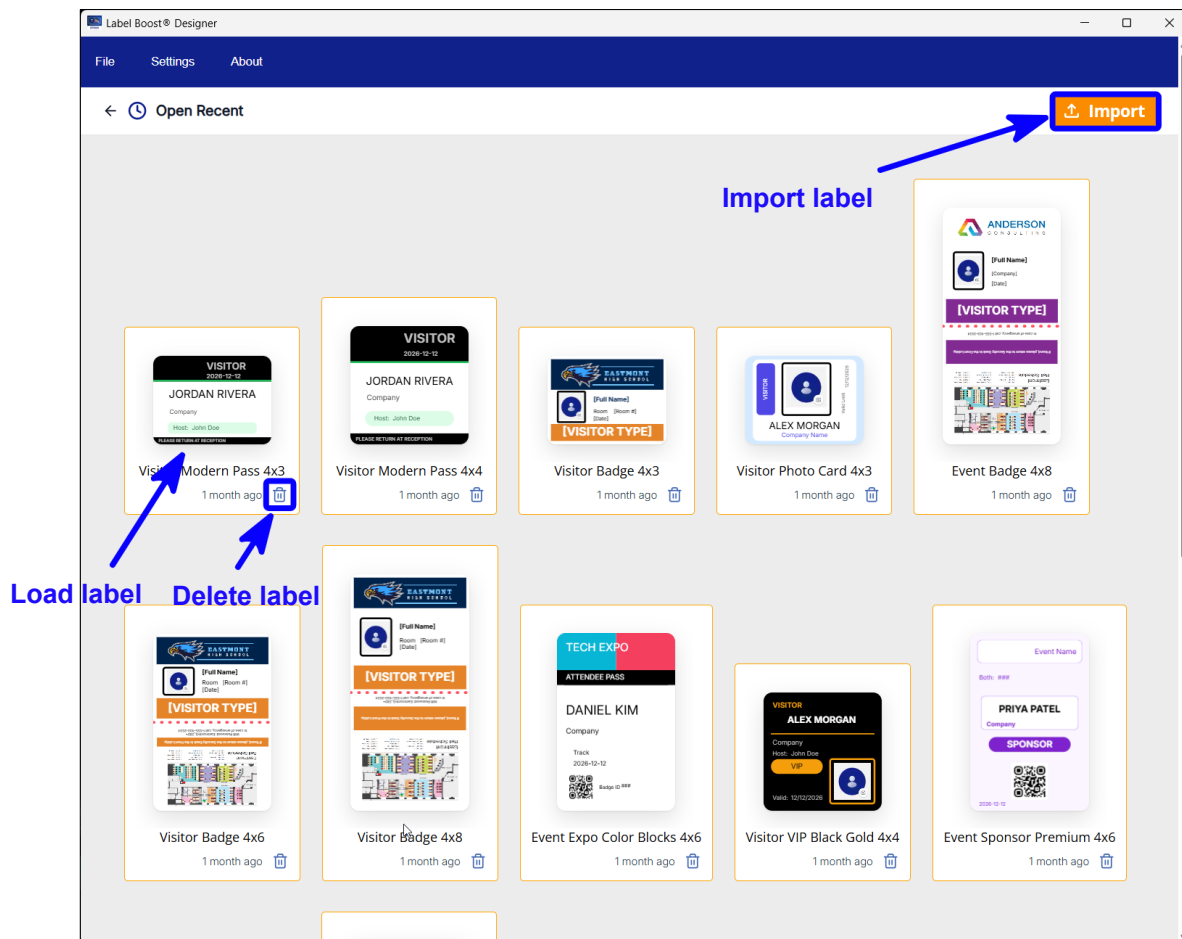
It is very common for users to be in the middle of designing a label and need to attend to another task. To help with this, the tool provides the option to save the label and continue working on it later using the “**Open label**” button.

This option allows users to load one of their labels by displaying all the labels they are currently working on, allowing them to select a label and continue working on it.



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When the user clicks this button, thumbnails of all the labels created by the user are displayed. The user can then select a label to open it and continue working on the design, delete it if necessary, or use the “**Import**” button to import a label from File Explorer, as shown below.



2.1.4. Use templates

2.1.4.1. Select a template

By default, the application includes the following template types:

- Visitor Badges
- Event Badges
- Fresh food labels
- Wristbands
- Product Labels
- Shelf Tags
- Chemical Labels

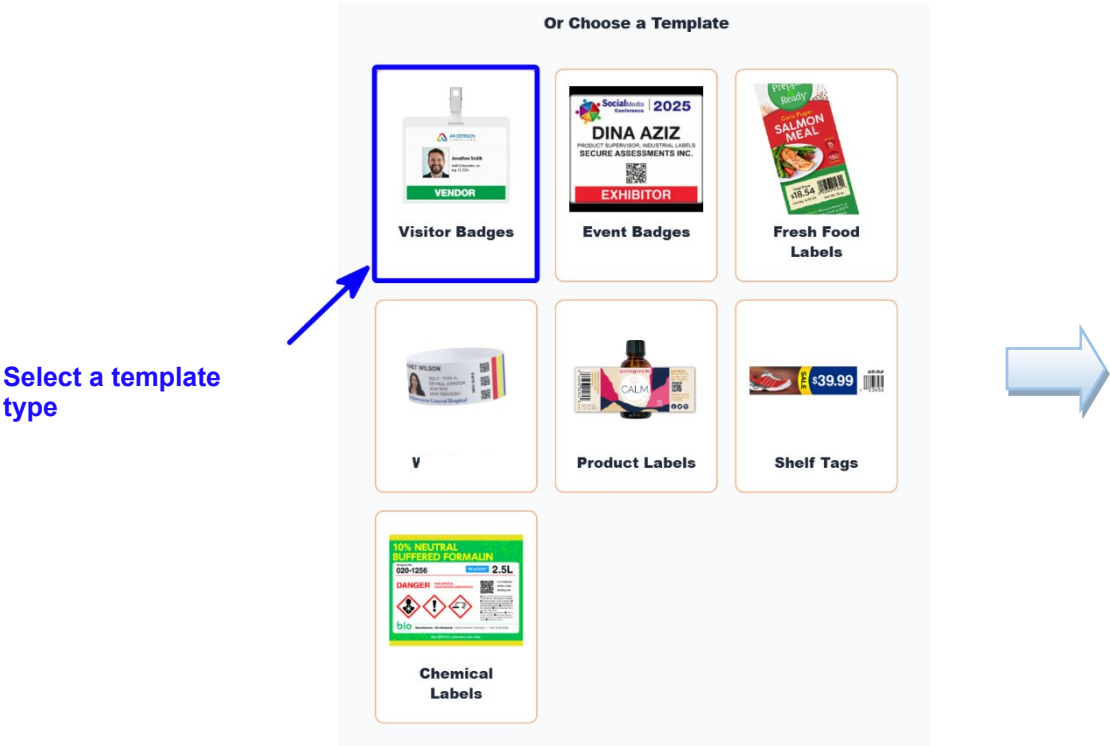
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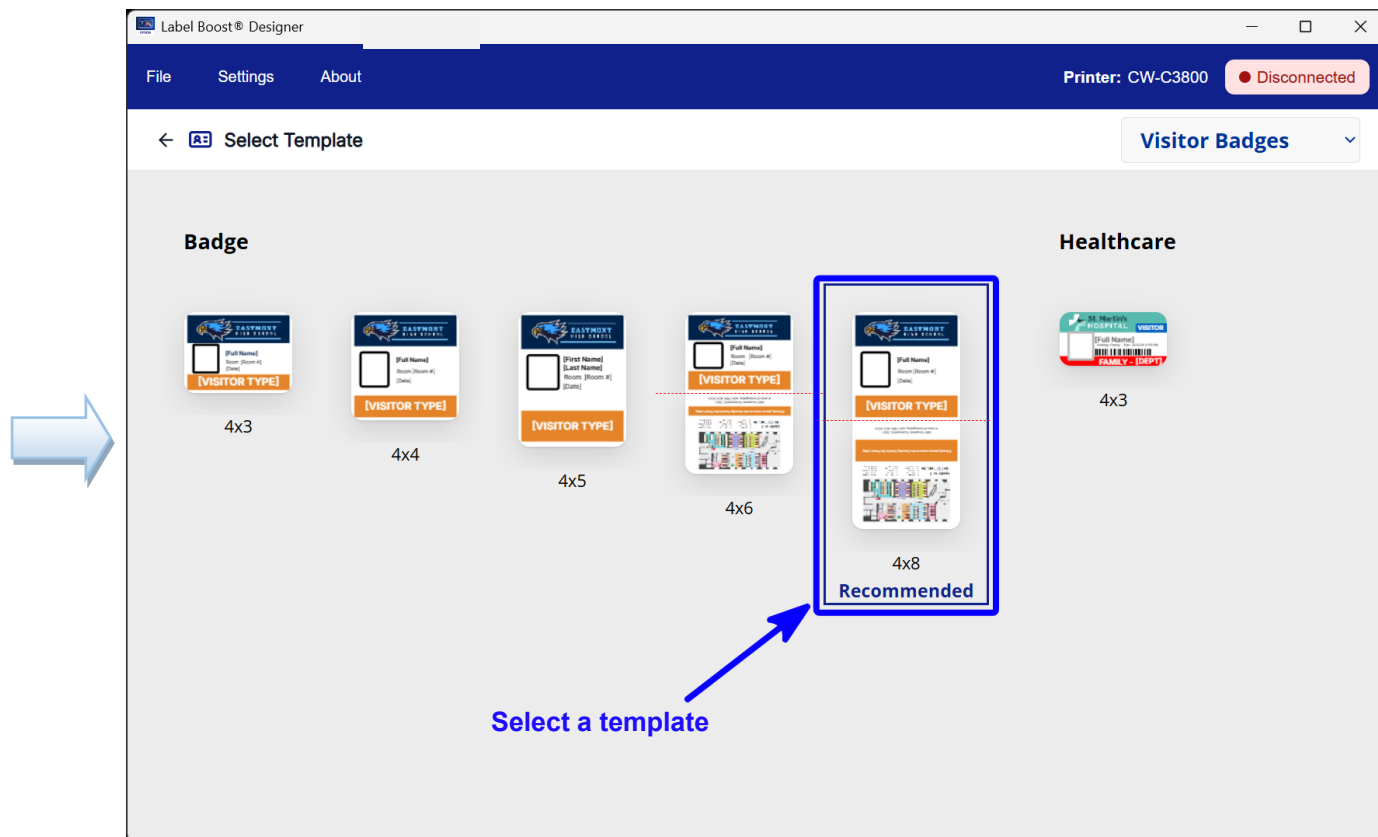
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Each template type contains different predefined label templates.

The following example shows how to select a predefined label template, in this case, a visitor badge template:



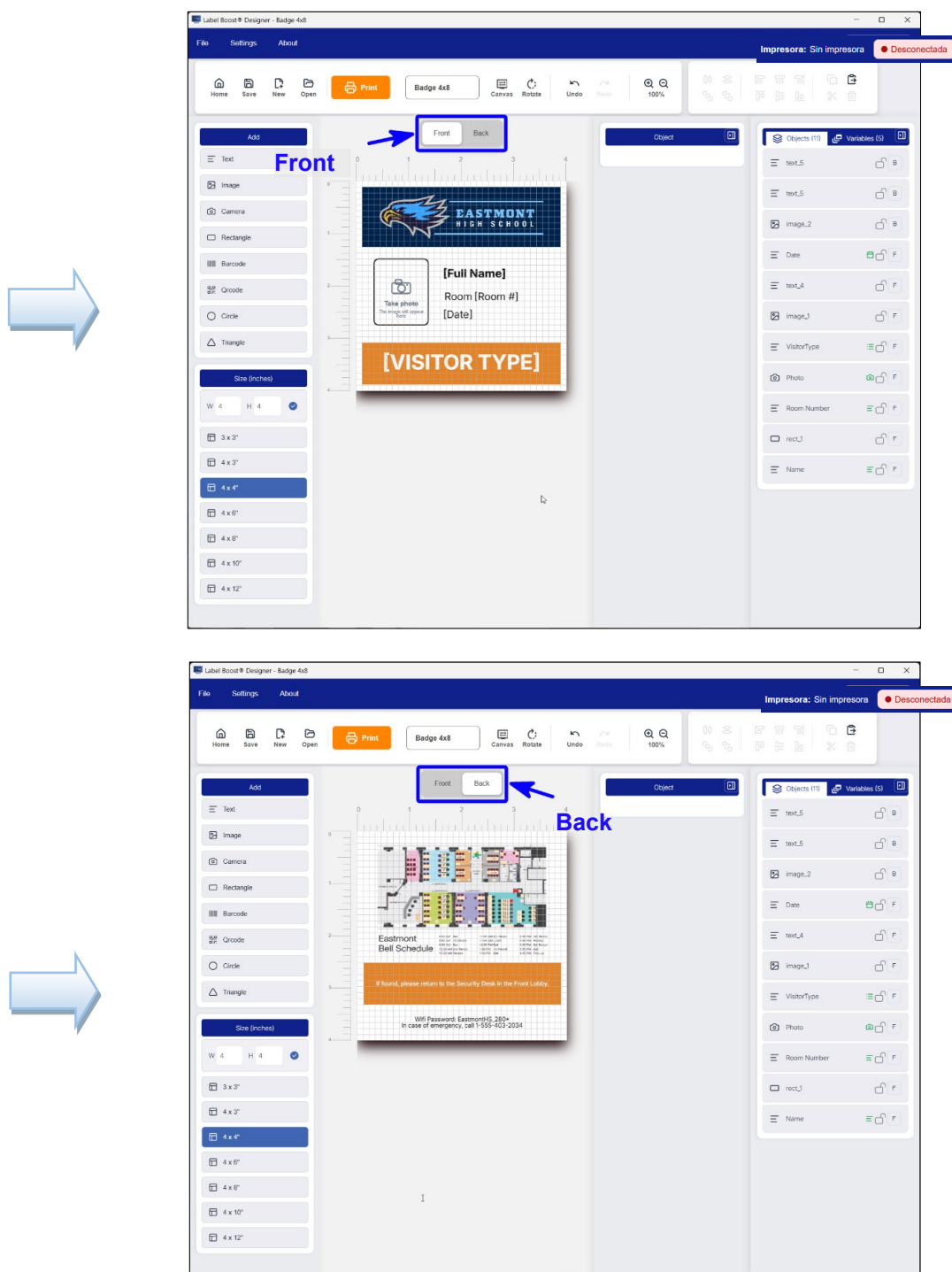
Once a template type has been selected, a template can then be chosen from several predefined templates available for that template type:



When the desired template is selected, it opens in edit mode on the design screen so that the user can make changes to it.

When the edit screen opens, the **Front/Back** buttons are enabled, allowing users to switch between the front and back side. This allows users to make changes to both sides of a double-sided label or, if the design is single-sided, convert it into a double-sided label.

The following is an example of a double-sided label with front and back sides:

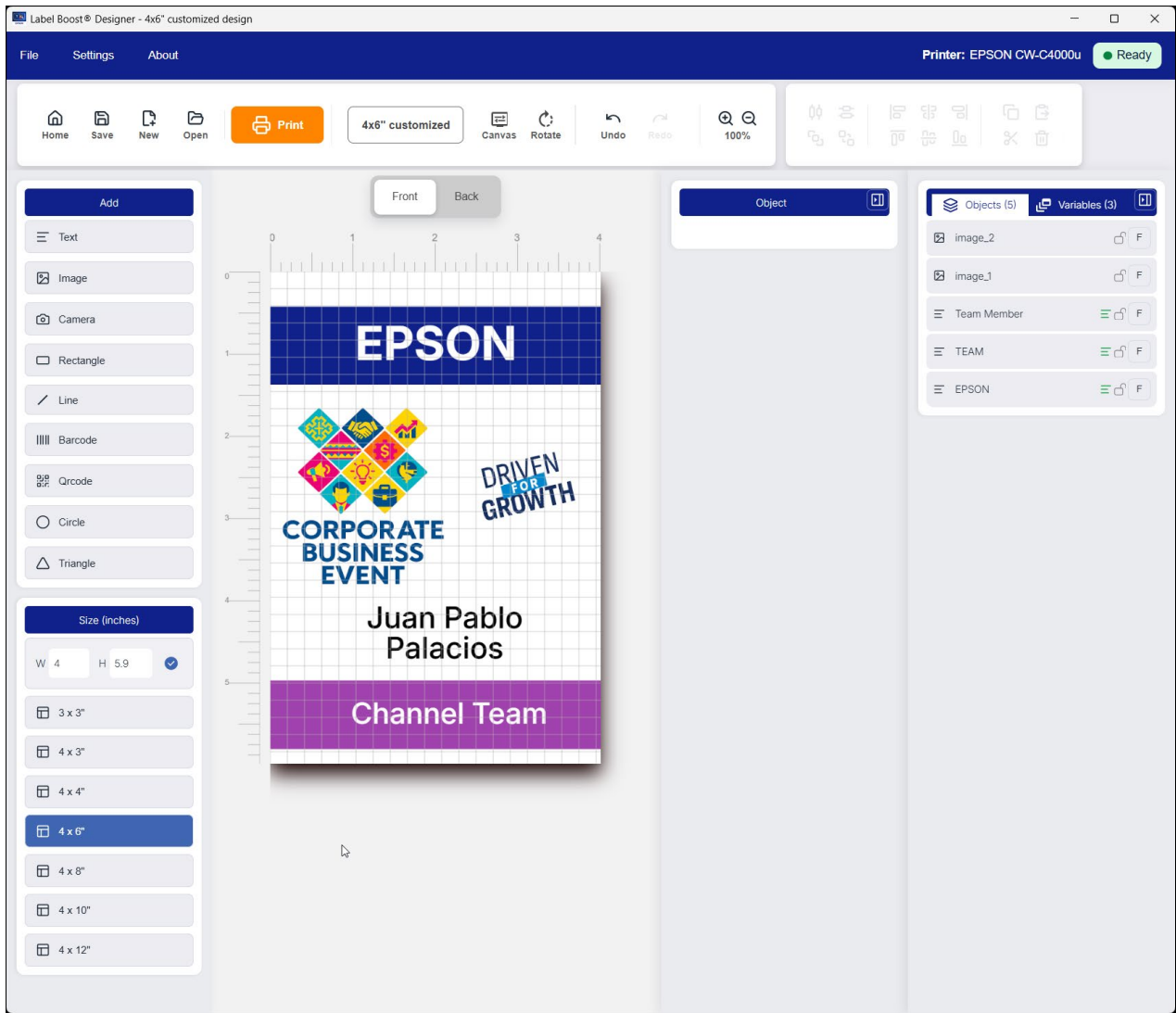


Here, the user can, among other things, view the selected template, add, modify, or remove objects, add, modify, or remove variables, associate variables with objects, choose whether an object is placed on the front side (F) or the back side (B) of the label, or modify the canvas.

2.2. Design a Label

2.2.1. Home

The following is an example of what a custom design might look like.

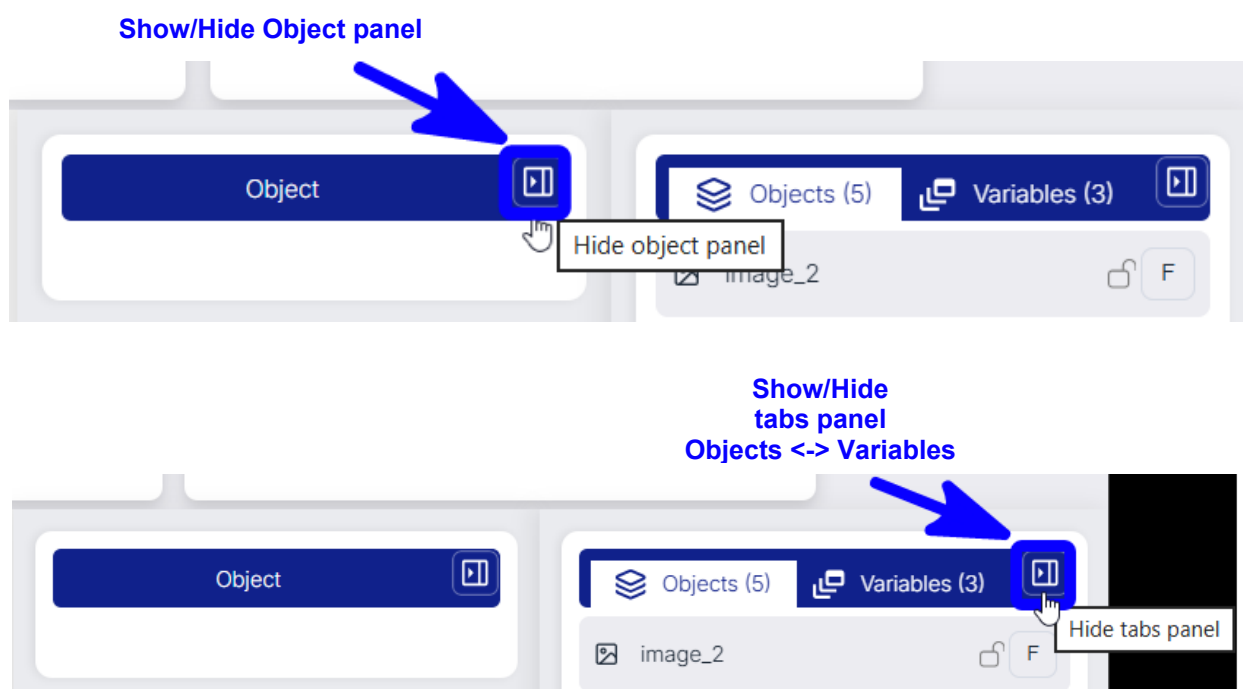


2.2.2. Show or Hide Panels

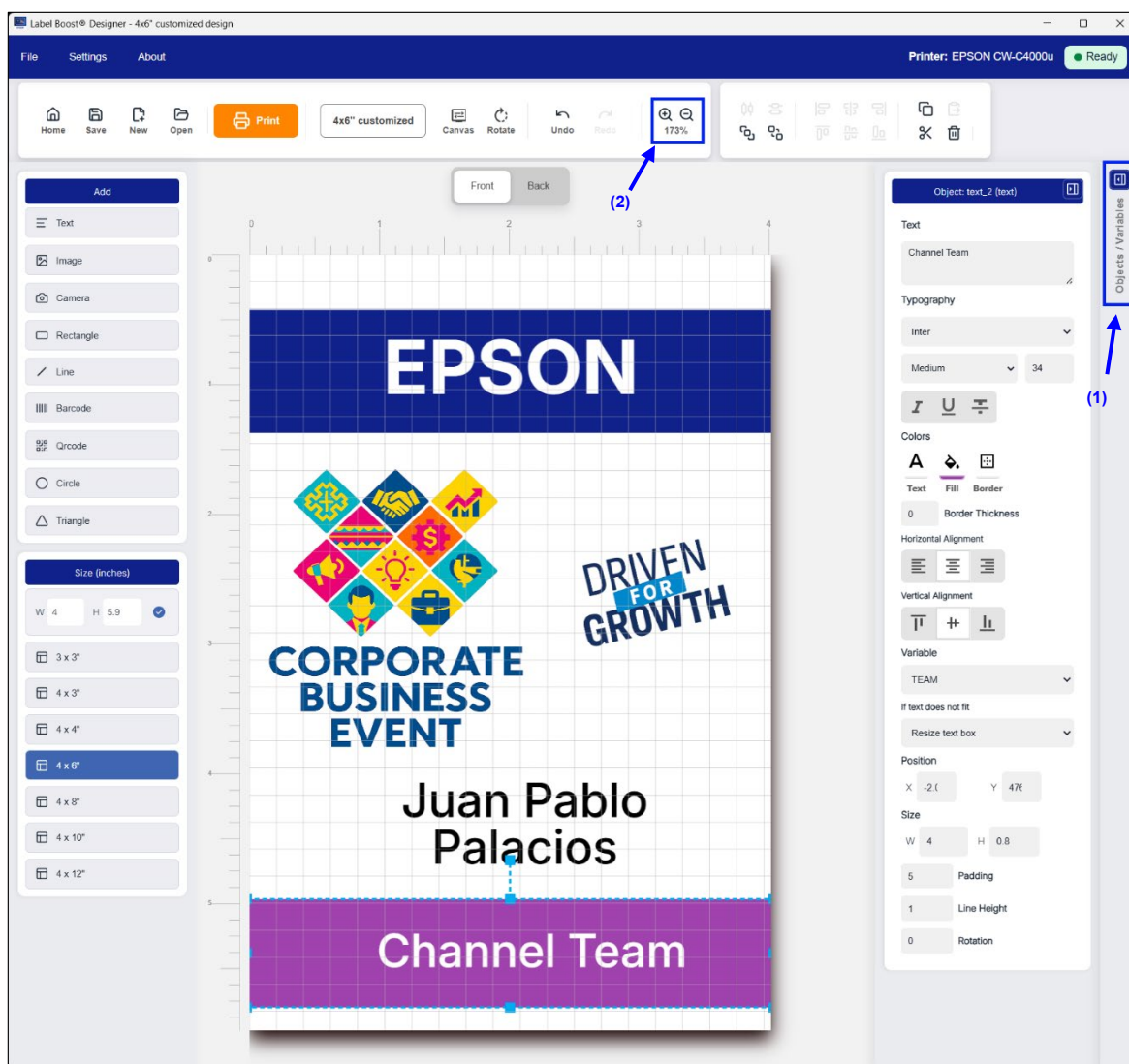
Label design is performed on the main canvas. To facilitate the design process, the application provides the operation panels, namely the vertical panels described previously in Section 2.1.2.4, **Operation Panels**. They will be described in greater detail later in this guide.

For the vertical panels located to the right of the canvas—the **Object** panel and the **Objects<->Variables** tabs panel—users can choose to show or hide them. This provides additional workspace for the design canvas when it is enlarged using the zoom tool, allowing users to view the design in greater detail. It also provides a less cluttered workspace, enabling users to focus on the finer details of the design whenever needed.

Both the Object panel and the tabs panel can be hidden using the corresponding button located in the upper-right corner of each panel, as shown below:



The following image shows the example used on the previous page, with the tabs panel⁽¹⁾ hidden, leaving only the Object panel available for editing the selected object. The canvas has also been zoomed in⁽²⁾, allowing users to focus on the label design in greater detail, as mentioned previously:



2.2.3. Toolbar

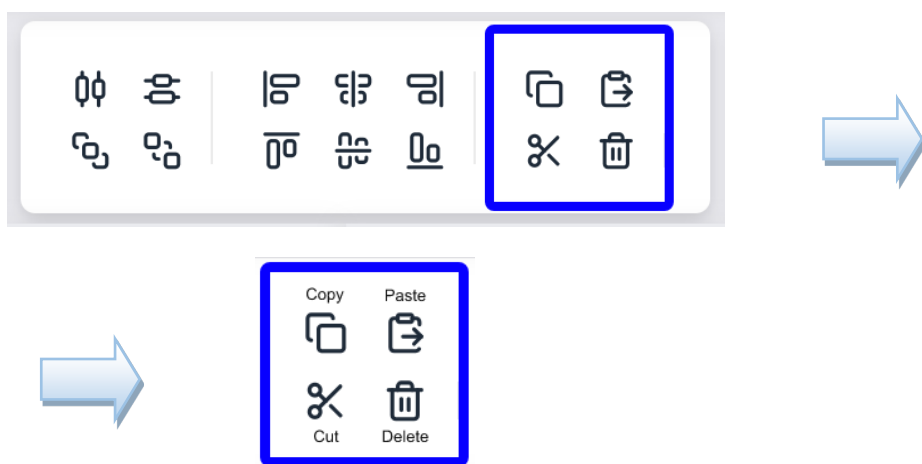
The toolbar is the fixed horizontal panel located at the top of the application on the edit screen, below the menu bar, and allows users to perform key tasks such as saving a label to disk and retrieving it, modifying the design canvas, arranging objects within the canvas, deleting objects, undoing or redoing changes, or opening the print preview.

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2.2.3.1. Object Operations

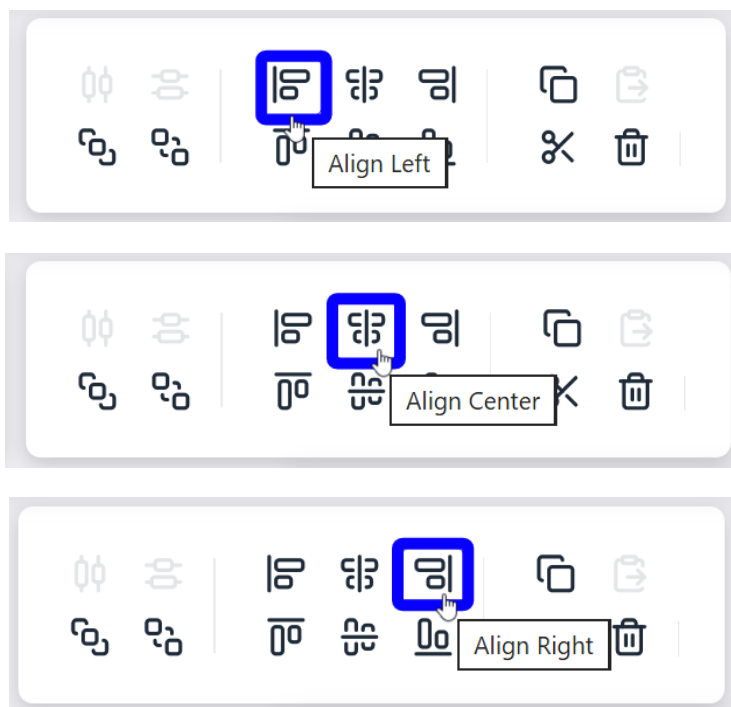
The set of tools located to the right of the toolbar allows users to perform actions on a single object or a group of objects, such as copying, pasting, cutting, or deleting an object, moving it behind or in front of another object, aligning objects to different sides (groups of 2 or more objects), or distributing them evenly (groups of 3 or more objects).

2.2.3.1.1. Copy, Paste, Cut, or Delete Objects



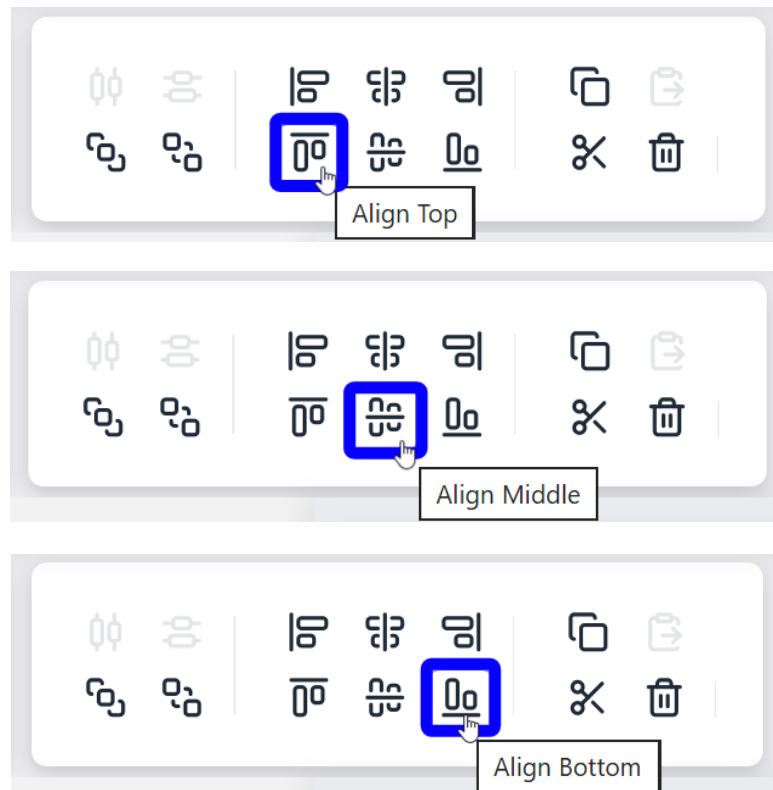
2.2.3.1.2. Horizontal Object Alignment

This option allows users to align 2 or more objects to the left edge, right edge, or center of the canvas.



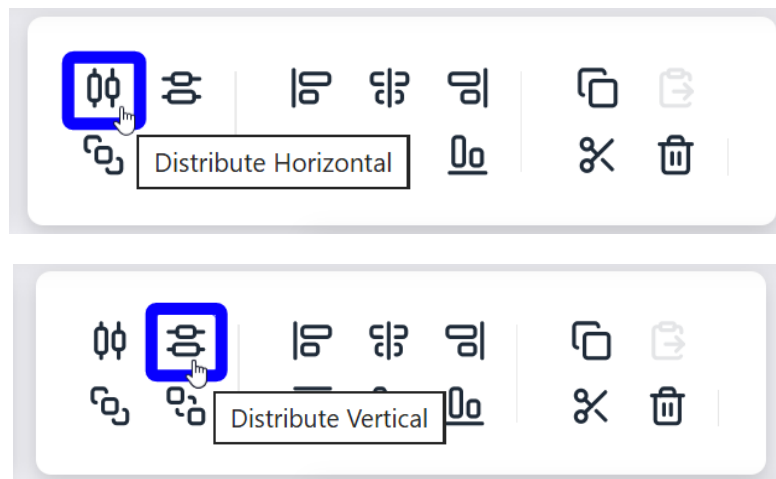
2.2.3.1.3. Vertical Object Alignment

This option allows users to align 2 or more objects with the top edge, bottom edge, or middle of the canvas.



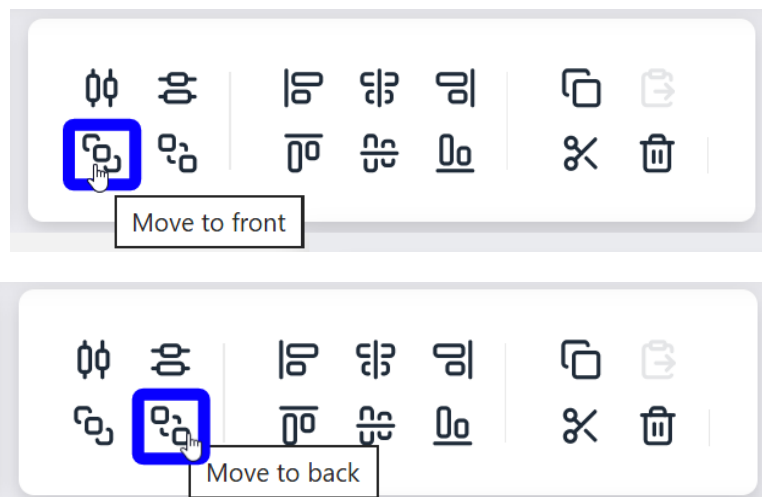
2.2.3.1.4. Object Distribution

This option allows users to distribute 3 or more grouped objects either horizontally or vertically.



2.2.3.1.5. Move Objects to the Front or Back

When two objects overlap completely or partially, this action determines which object remains visible.

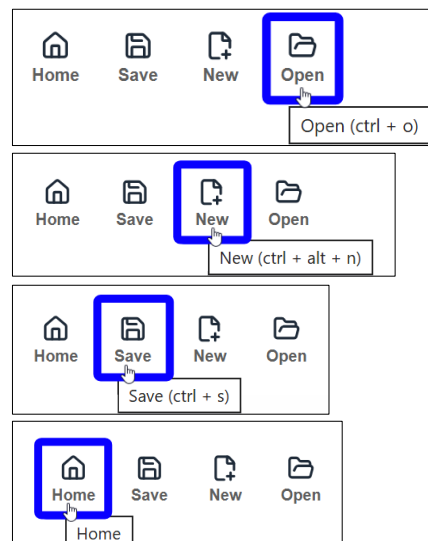


2.2.3.2. Label File Operations

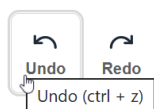
The designed label is saved to and retrieved from disk. It is stored as an ELB file in JSON format.

The label file operation buttons allow users to: *open a previously saved label created by the user, *start a new label design (with a blank canvas), *save a new label design, or *save changes made to an open label.

This group also includes the Home button, which allows users to return to the application's Home screen at any time. If there is a design in progress, the application prompts users to save their work before leaving the current screen.



2.2.3.3. Undo or Redo Operations



These buttons allow users to undo an operation performed on an object or redo an operation that was previously undone.

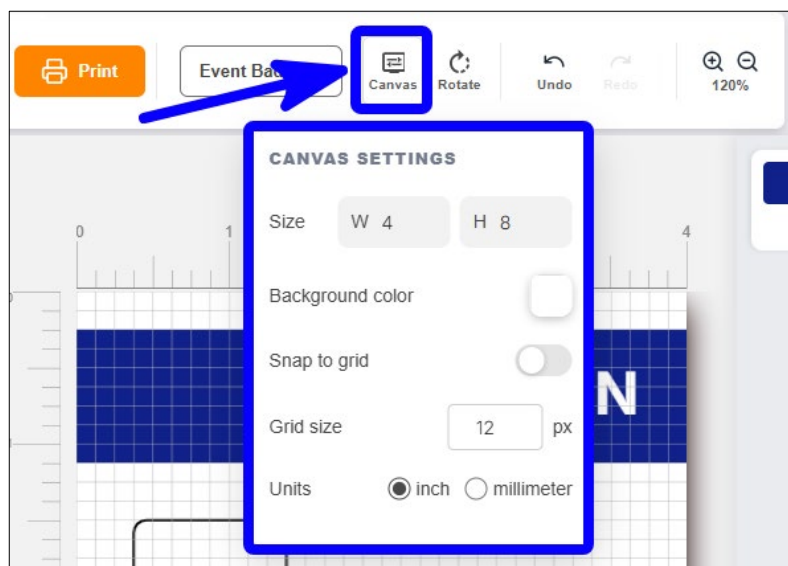


These functions are particularly useful during the design process when making small adjustments to the layout.

2.2.3.4. Canvas Operations

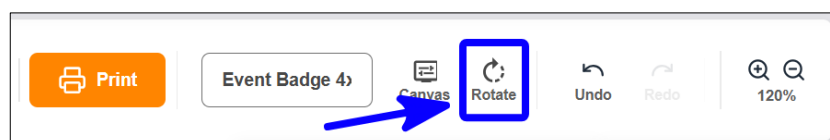
2.2.3.4.1. Set up the Canvas

The **Canvas** button allows users to modify certain canvas settings, such as the canvas size (in millimeters or inches), the background color, snapping objects to the grid, changing the grid size, and setting the unit of measurement to either millimeters or inches.



2.2.3.4.2. Rotate the Canvas

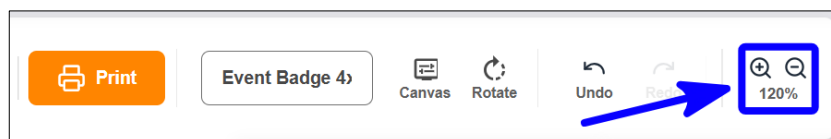
The tool also gives the user the option to rotate the canvas, enabling them to work with either a vertical, horizontal, or even inverted canvas, making the design process easier.



2.2.3.4.3. Canvas Zoom

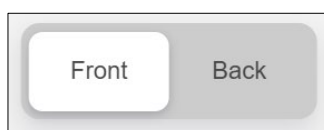
The standard zoom feature is available on the design screen, allowing users to enlarge or reduce the view of the label being edited by zooming in or out on the canvas. This feature is also available on the print screen to enlarge the print preview.

This option is useful when a more detailed view of the label is required, allowing users to change its displayed size.



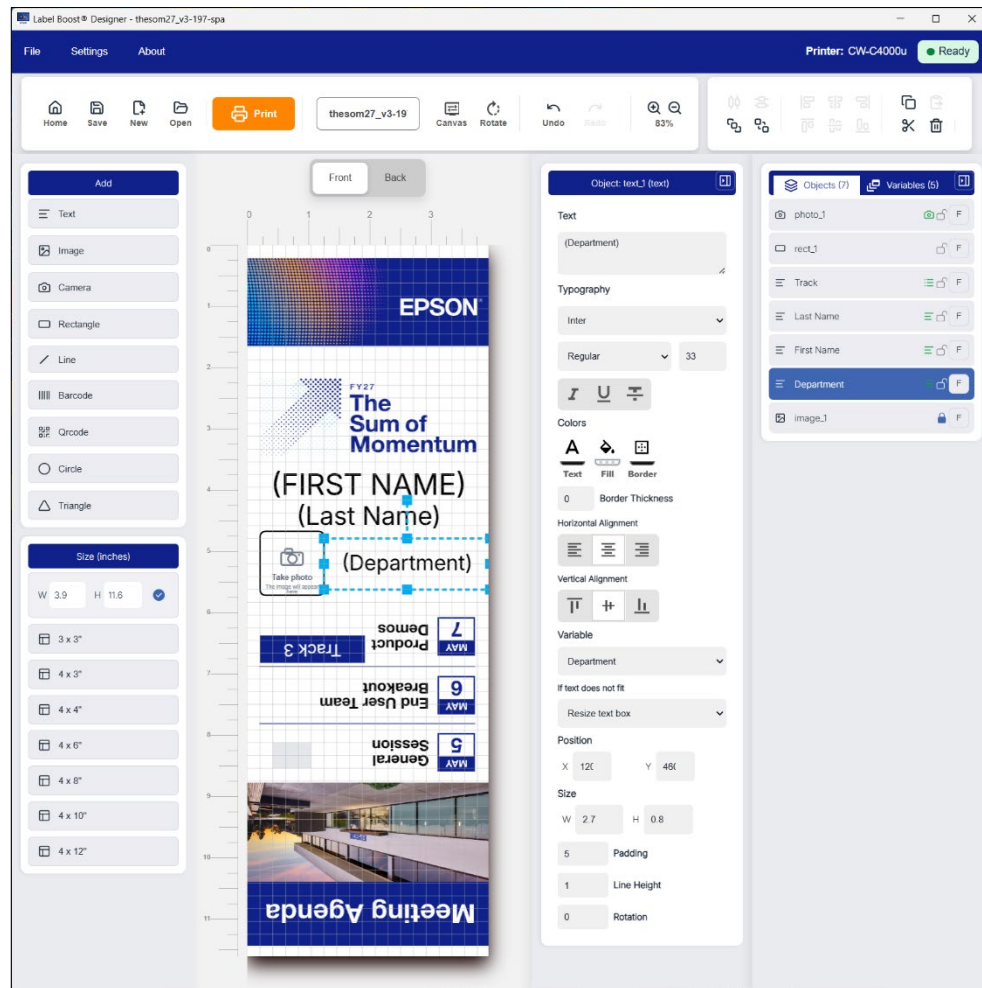
2.2.4. Designing Double-Sided Labels

Epson Label Boost Designer allows users to design either single-sided or double-sided labels. To facilitate this, **Front** and **Back** buttons are provided above the canvas. These buttons allow users to select the canvas for the front side of the label or, when creating a double-sided label, switch to the second canvas used to design the back side.



The option to select the back canvas is intended solely to make the design easier for users to understand and create.

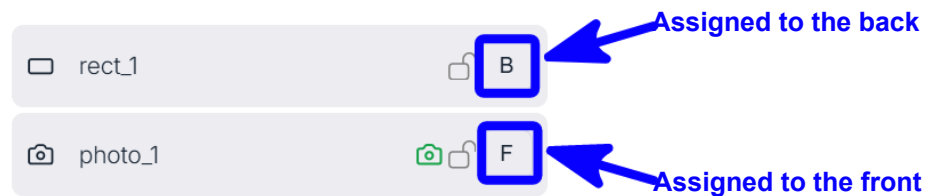
Now let us look at a printable double-sided label that was designed entirely using only the front canvas (**Front**.) The lower portion of the label appears inverted. This is intended to allow the label to be printed and then folded to create a double-sided label.



(Label using only the front canvas)

Now let's see how the same label design can be created in a more user-friendly way by splitting the image into two separate canvas designs while achieving the same printed label result.

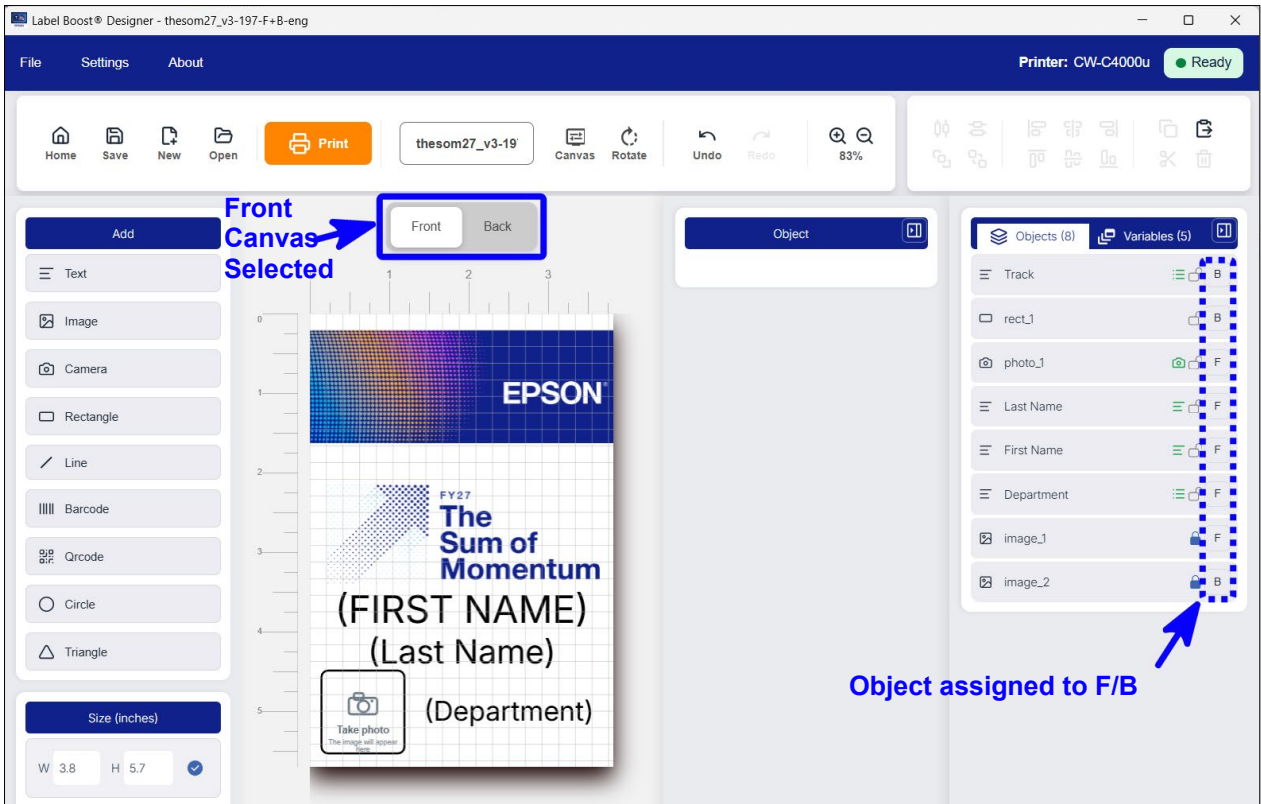
To do so, the canvas height must first be reduced by half. Then, as each object is added to the canvas, it must be assigned to either the front or back side of the label. This is done through the Objects panel (the left tab in the tab panel). Within this panel, to the right of each object, users can assign either an "F" (Front, which places the object on the front canvas) or a "B" (Back, which places the object on the back canvas).



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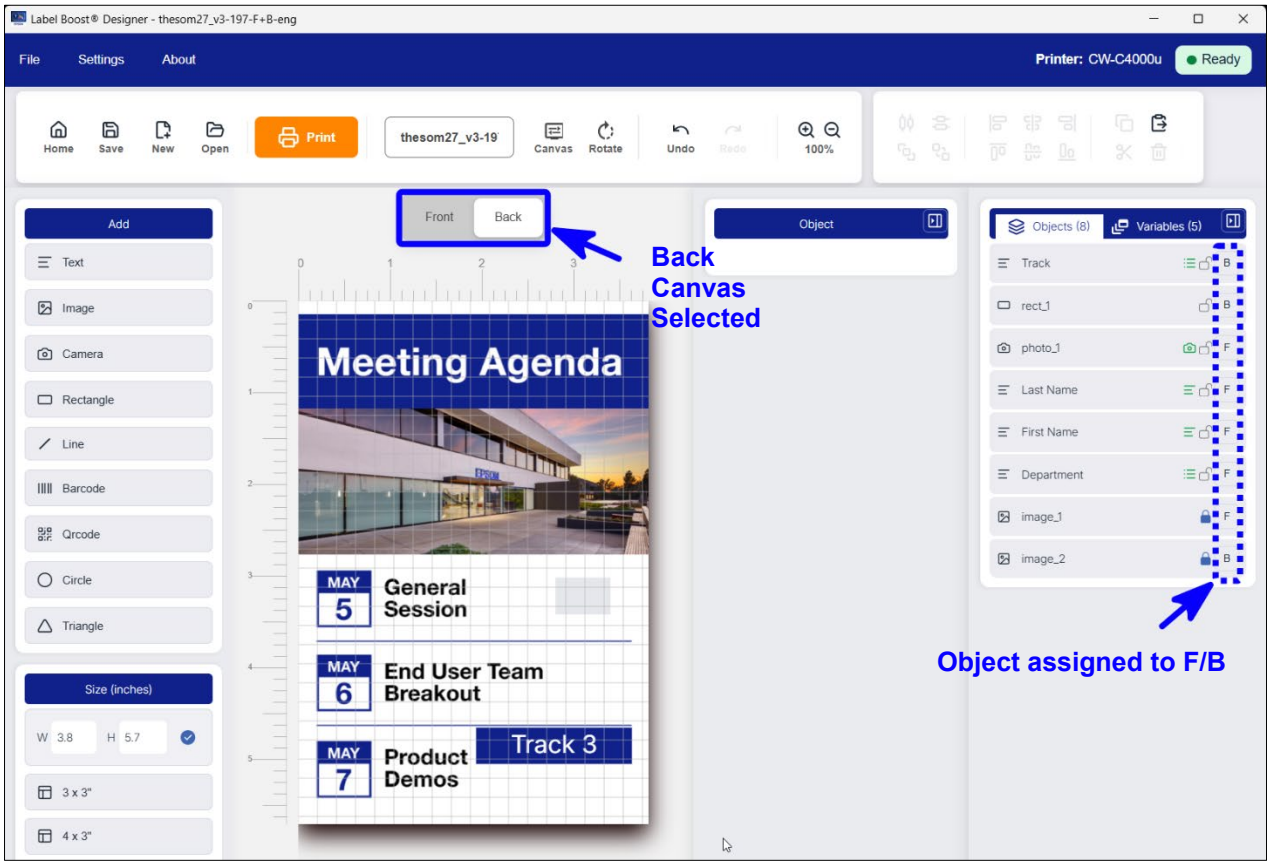
Each canvas can be viewed using the **Front/Back** buttons.

Clicking the **Front** button displays the front canvas:



(Half of the label using the front canvas, first part)

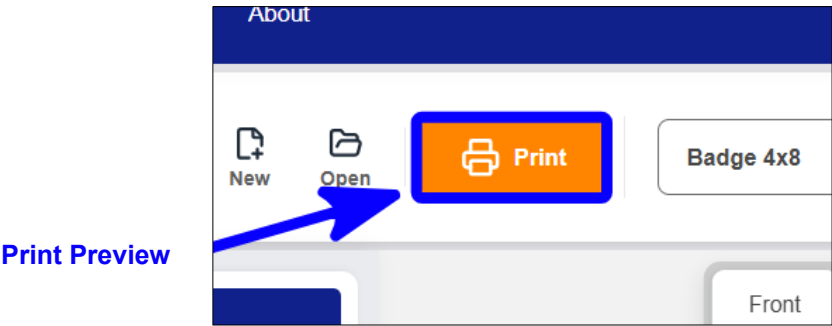
The **Back** button displays the back canvas, as shown in the following image:



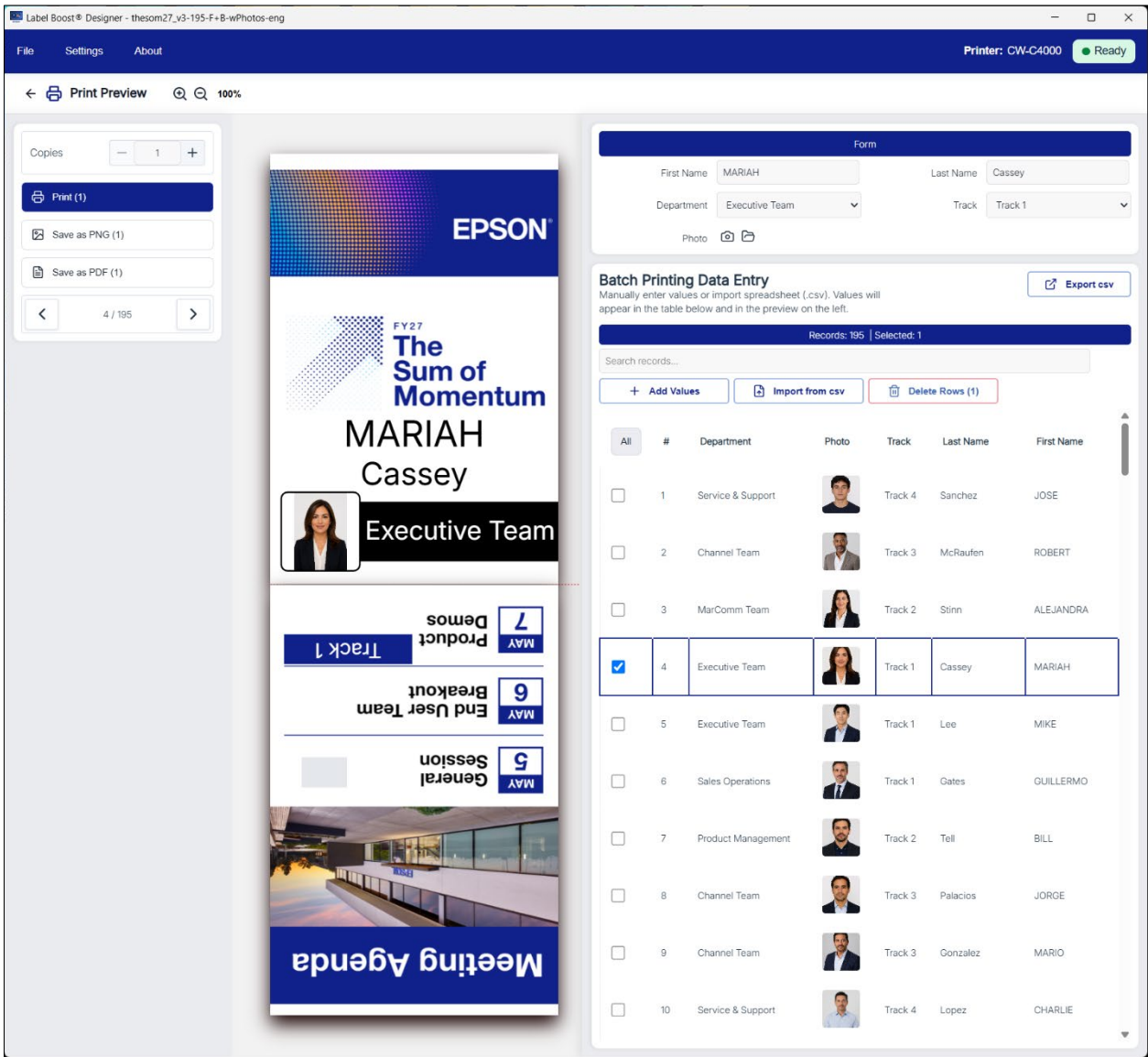
(Half of the label using the back canvas, second part)

2.2.5. Design Preview

The **Print** button provides access to the label design preview screen, which displays both sides of the label as they will appear when printed. It also allows users to zoom in and out and preview the label using the different values of the variables created for that design.



For a label designed using the front and back sides, as in the example from the previous section, the preview displays the complete label, as shown below:



From this screen, users can print labels using different variable values, either by printing a batch from an imported CSV file (using the **Import CSV** button) or by creating the list manually. To create the list manually, users enter the values for each design variable (five variables in this example) in the **Form** located in the upper-right corner. Clicking the **+ Add Values** button creates a new **Record** in the list displayed at the bottom of the screen. The manually created list can also be exported to a CSV file using the “**Export CSV**” button.

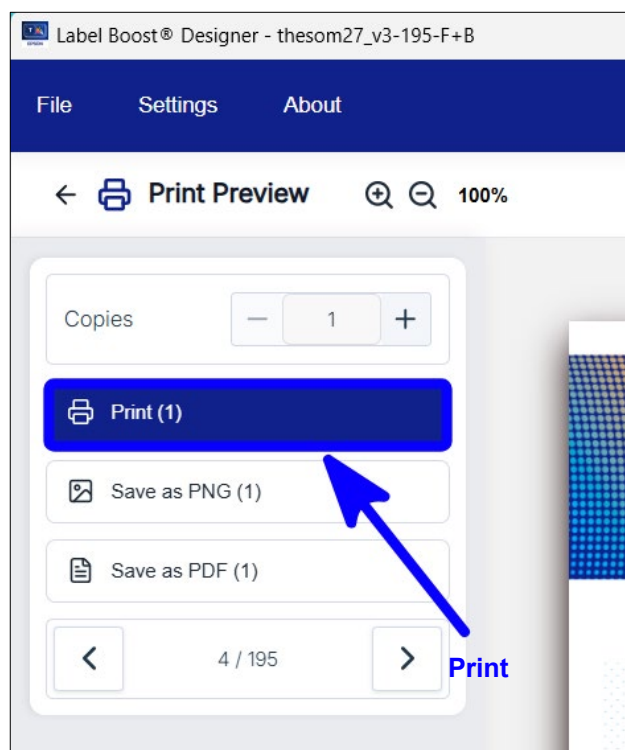
After selecting the desired entries, users can print the badges on an Epson printer, save them as PNG or PDF files, or remove them using the **Delete Rows** button.

The following sections provide more detailed information about variable configuration and how variables are assigned to objects.

2.2.6. Printing Labels

Once the label project is complete, or a previously designed label has been loaded, the label can be printed. To do so, as described in the previous section, users must first click the **“Print”** button to access the design preview screen.

If the label does not require dynamic content, the preview screen displays the label exactly as it will appear when printed. To print the label, users click the **“Print”** button again from the preview screen shown below. Before printing, the printer must be configured. For more information, see Section 2.3, **Printer Setup**.



2.2.6.1. Dynamic Records

If the user has added dynamic content to the label, they can now begin filling in the variable data fields to customize the label before printing.

As shown in the example in the previous section, the **“Form”** area is used to fill in the dynamic variable fields, and the **“Records”** area below displays the dynamic records table.

If the user chooses to add records with dynamic data, they can enter values of their choice, in a database-like manner, and customize the label for different profiles.

The data added to the dynamic records table is saved together with the project, so it will be available the next time the user decides to use it.

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2.2.6.2. Data import

Now, if we want to print the 195 customized labels from the example, one option is to continue entering the data manually within the application. Alternatively, we could ask an operator to enter the data into a spreadsheet and then save that information in a **CSV** file.

For our sample label, we already know that five variables have been created, and we also know the names assigned to those variables. Therefore, in the spreadsheet, the column header corresponds to the variable name, and each row contains the variable data to be printed.

The following example shows what the first few rows of data in a spreadsheet would look like:

	A	B	C	D	E	
1	Department	Photo	Track	Last Name	First Name	
2	Service & Support		Track 4	Sanchez	JOSE	
3	Channel Team		Track 3	Mc Raufen	ROBERT	
4	MarComm Team		Track 2	Stinn	ALEJANDRA	
5	Executive Team		Track 1	Cassey	MARIAH	
6	Executive Team		Track 1	Lee	MIKE	
7	Sales Operations		Track 1	Gates	GUILLERMO	

The spreadsheet will save the information in CSV format. CSV files are text files in which the values in each row are separated by commas. Therefore, if we were to edit the generated file in a text editor, we would see the following information for our example:

```
1 Department,Photo,Track,Last Name,First Name
2 Service & Support,,Track 4, Sanchez,JOSE
3 Channel Team,,Track 3,Mc Raufen,ROBERT
4 MarComm Team,,Track 2,Stinn,ALEJANDRA
5 Executive Team,,Track 1,Cassey,MARIAH
6 Executive Team,,Track 1, Lee,MIKE
7 Sales Operations,,Track 1,Gates, GUILLERMO
```

Finally, all that remains is to import the generated CSV file into the Epson Label Boost Designer application using the **“Import CSV”** button and see how the label is dynamically customized.

2.2.6.3. Selective Printing

If the user does not want to print all 195 labels, each customized according to the specific information contained in each record, they can select individual records they want to print by clicking the check box in the first column of the records list. The selected records will be “marked” with a visual check mark.

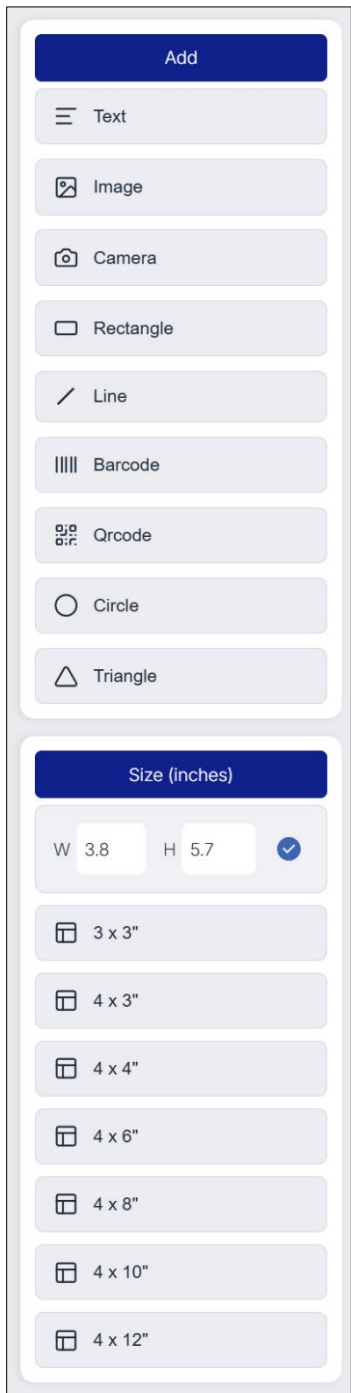
To print all labels, the check boxes for all records in the table would need to be selected. Alternatively, this can be done more easily and quickly by clicking the **“All”** button at the top to select all labels at once before printing.

The same selection method applies when saving labels to disk as **PNG** or **PDF** files.

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2.2.7. Add Objects Panel

This “Add Objects” panel provides a set of **objects** that, through their use and the user’s creativity, make it possible to design labels in a simple and intuitive way.



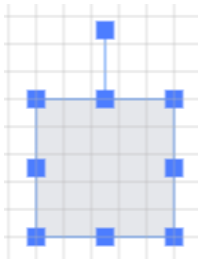
Basic objects such as circles, rectangles, lines, text, image insertion, camera controls, barcodes, and two-dimensional codes provide a simple yet powerful set of design tools.

This set of objects is located in the upper section of the panel.

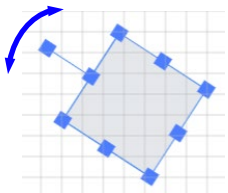
The lower section includes label size customization and a list of recommended label sizes. The recommended label sizes are based on the formats most commonly used in the industry, allowing users to intuitively select the required size and begin designing.

When one of the available object options is selected, it is inserted into the design canvas.

The object is selected by default. The selection can be identified by the markers displayed at the corners of the object.



The outermost selection marker is used to rotate the object. This allows users to freely rotate the object as desired.



It is also possible to resize the object as needed in order to adapt it to the design requirements.

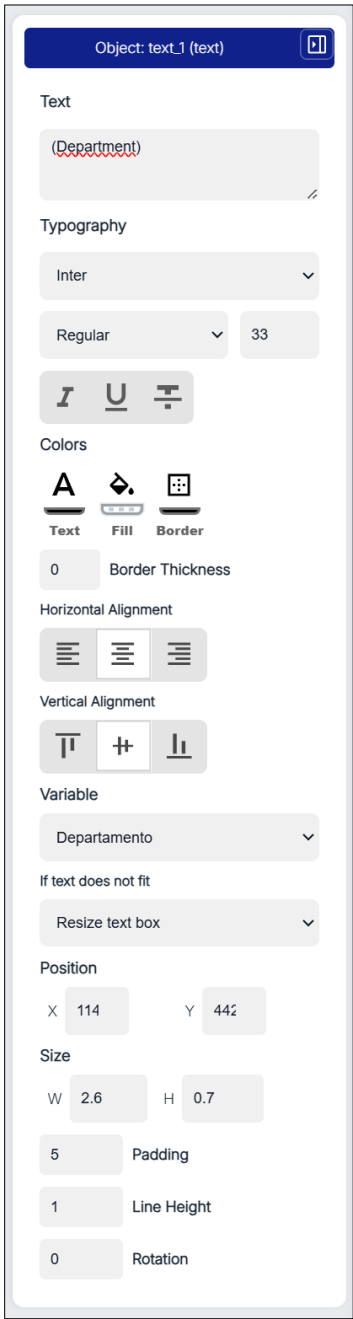


As we will see later, objects can also have properties that allow for even greater customization.

2.2.8. Object Panel

The “Object” panel is directly linked to the object selected on the design canvas and displays its properties. Once the user selects an object, this panel is automatically updated to display the properties of the selected object, allowing them to be edited.

Using the text object for the field named (Department) from the previous example, the Object panel displays the following properties:



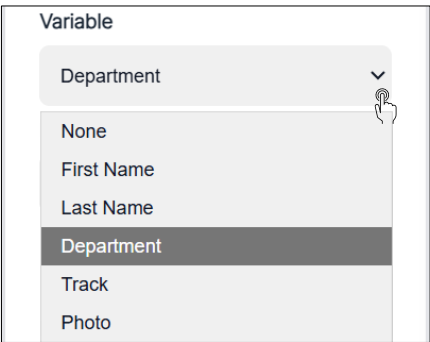
- Properties of the selected object’s text
- Properties of the selected object (layout)
- Associated variable

The properties of the selected object’s text include the font, size, style, color, and the horizontal and vertical alignment of the text within the object.

The properties of the selected object include the following: Position on the canvas, size, fill color, border color and thickness, inner margin, line height, rotation, and the action to take if the text does not fit within the object.

Additional properties may be displayed depending on the object type.

This panel also allows users to verify whether the selected object is associated with a variable. In this example, the selected object is associated with the variable named “Department.” If no variable is associated with the object, the “Variable” section displays “None.” In that case, the selected object can be associated with one of the variables previously created for the design by selecting it from the drop-down list, as shown below:



This type of **Object** ↔ **Variable** association allows the object to change its value dynamically, making it possible to modify its value before printing, either manually or by loading a file containing a list of data to be used by that object-variable association.

At this point, the object associated with a variable becomes a **variable data field**.

2.2.9. Objects Panel

Within the **tabs panel**, the left tab provides access to the “**Objects**” panel. This panel displays a list of all the objects used in the label design. For each object, it indicates the object type, the object name, or the name of the associated variable if the object is associated with one of the variables created for the design. In that case, the associated variable type is also displayed.

This panel also displays and allows users to set the following properties for each object on the canvas:

- Whether the object is locked to or unlocked from the canvas (Locked/Unlocked)
- Whether the object is assigned to the Front or Back canvas (F=Front/B=Back)

In addition, when an object is selected on the canvas, it is also selected in the Objects panel, and vice versa. Likewise, selecting an object in the Objects panel automatically selects it on the canvas.

An example is shown below:



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2.2.9.1. Lock: Pin Objects

The “Lock” property of an object, displayed in the **Objects** panel by an open or closed padlock icon, allows users to pin the object to the design canvas so that it cannot be manipulated while the design is being edited.

This is particularly useful, for example, when creating a background image and then adding other objects on top of it, and no longer wanting to modify the background, leaving it fixed as a base element.

When this option is enabled, the object cannot be selected with the mouse and therefore will not interfere with the manipulation of other objects on the canvas.

2.2.10. Variables Panel

To add dynamic content to labels, the concept of variables is introduced.

Within the **tabs panel**, the right tab provides access to the “**Variables**” panel. This panel primarily displays a list of the variables created for the label project. It also allows users to add or remove variables from the project and provides additional information, such as each variable's properties, variable type, variable name, and the number of “uses,” that is, the number of objects associated with the variable.

In addition, users can “highlight” (dashed line) a variable by positioning the cursor over it. The objects associated with that variable can then be viewed in the Objects panel, where they will also appear “highlighted.” When an object with an associated variable is selected on the canvas, the corresponding variable is automatically selected in the Variables panel.

Variables contain text fields that allow information to be changed, or enable the definition of a list of actions or situations so that, depending on the selection, objects can change their behavior (color, information, etc.).

All variables have two properties, namely:

- Variable name.
- Default value.

Other more complex variables will add additional properties and specific behaviors.

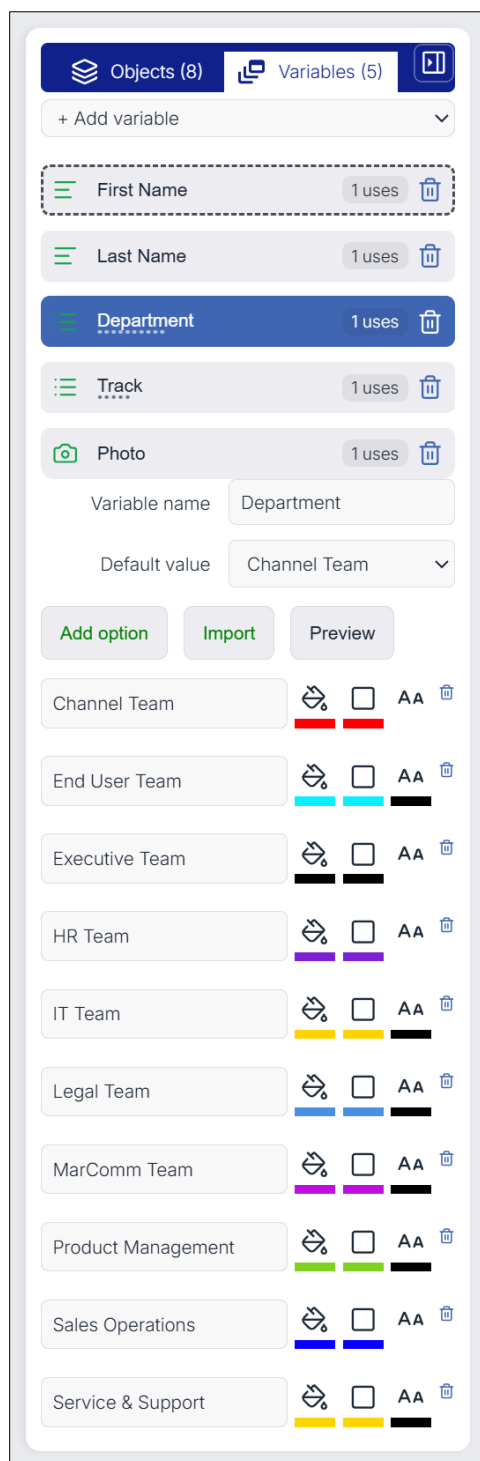
2.2.10.1. Adding a Variable

When a text object is added to the label project, it is displayed by default with text that identifies the object type. In this case, the default text is “**AbC1234!**”. If the object is selected on the canvas when a text variable is added, the variable is automatically associated with the text object and adopts “**AbC1234!**” as its name. Likewise, if a new variable is created in the project, for example, a text variable, it is created with the default name “**Text variable.**” As a best practice, it is recommended to change the new variable's default name to one that is easily identifiable and related to its intended use. The variable can then be assigned a default value, which may also be null or empty.

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Let's look at an example:

The “Variables” panel for our sample design is shown below:



Note that the “Name” text variable is selected.

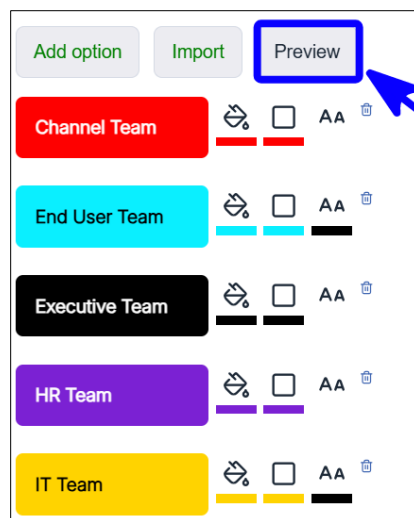
In addition, the “Department” text variable is selected, which may be because the associated object has been selected on the canvas. We can also see that this variable has 1 use, meaning it is associated with only that text object.

At the bottom of the panel, the properties of the selected variable are displayed. In this case, the variable name is “Department,” its default value is “Channel Team,” and below that is the list of the different values or options added to the variable, along with the custom properties assigned to each option. In this example, these properties are:

- Option name
- Object fill color
- Object border color (in this case, the border width defined in the “Object” panel applies)
- Text color

To the right of each option added to the variable is a button that allows it to be removed if necessary.

For this text variable, the “**Add Option**” button is also available to add new variable options. The “**Import**” button is also provided, and the “**Preview**” button allows users to quickly preview how the different options added to the variable will appear with their assigned properties.



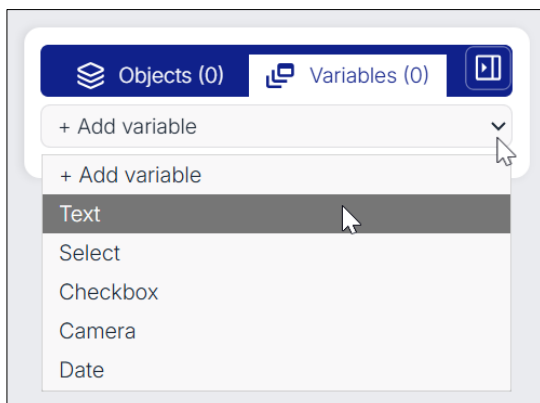
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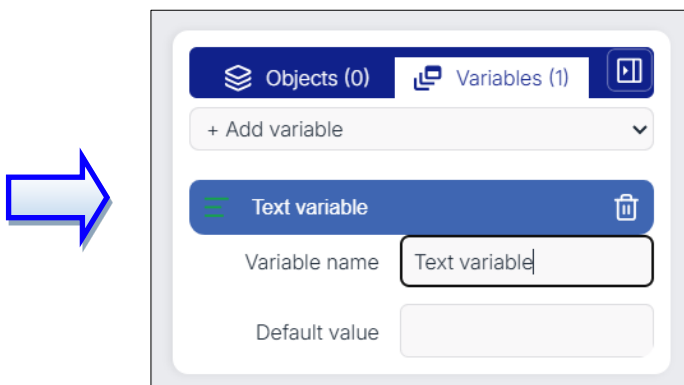
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The following example shows the steps used to create the sample variable:

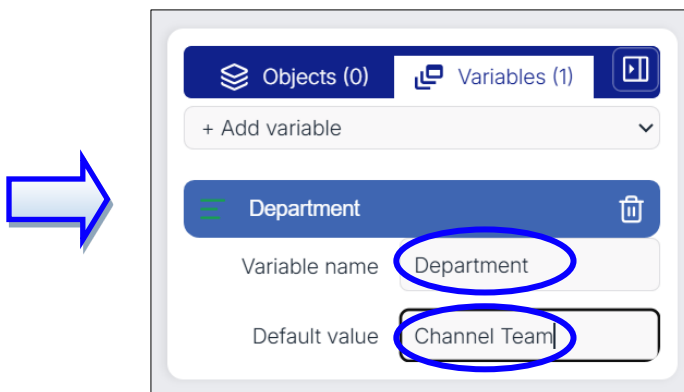
- 1) In the Variables panel, select + Add Variable, and then click the “Text” variable type.



- 2) A text variable is automatically created with the default name “Text variable.”



- 3) Finally, a name and a default value are assigned to the variable:



2.2.10.2. Variable Types

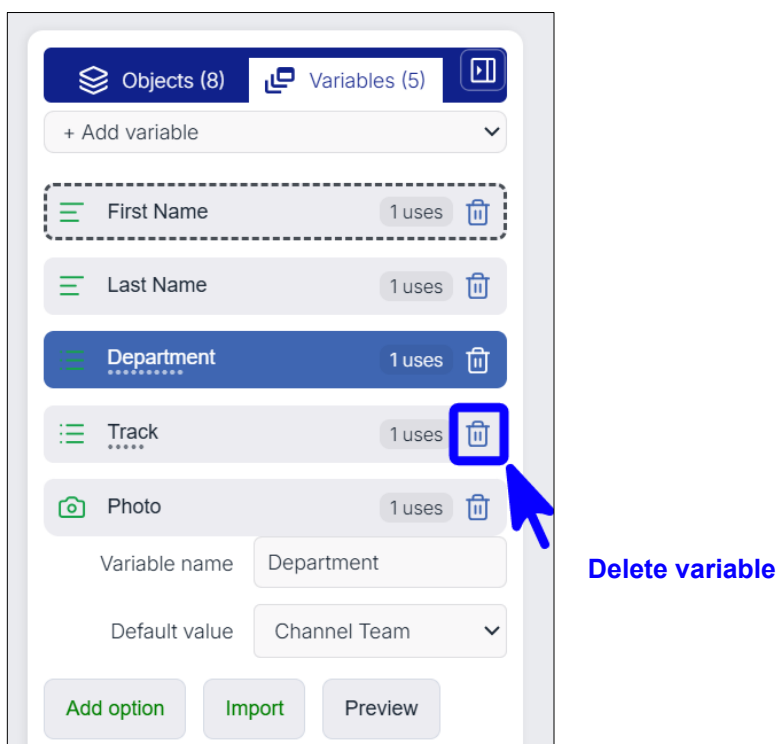
We have used an example to demonstrate the process of creating and configuring a text variable. However, as shown in the image in step 1 on the previous page, other types of variables are also available. The different variable types are as follows:

- Text
- Select
- Check box
- Camera
- Date

Each variable type has different properties and configuration values, depending on its complexity.

2.2.10.3. Deleting a Variable

As shown in the previous images, all variables display a “trash can” icon on the right, which can be used to delete the variable.



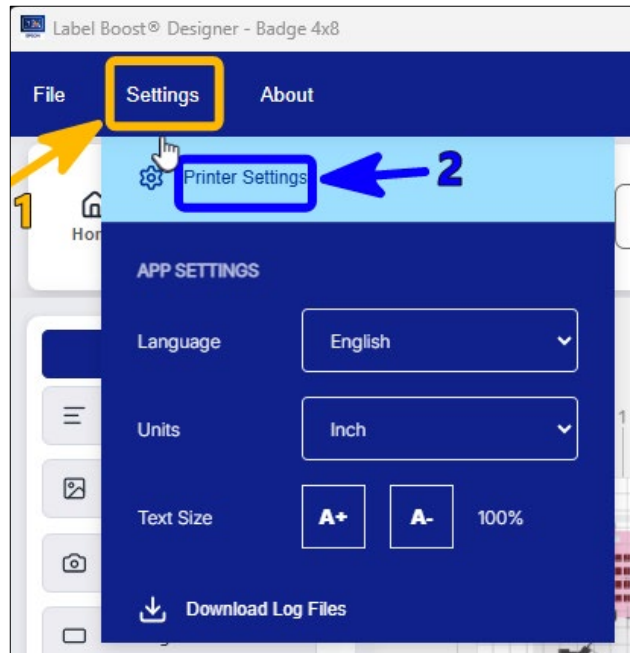
Note that when a variable associated with an object is deleted, that object automatically loses the functionality provided by the dynamic behavior of that variable.

2.3. Printer Setup

2.3.1. Select a printer

The user can design a label and even save it without being connected to a printer. However, at some point, they may want to perform a test print.

To do so, they must first click the gear icon in the **Settings** menu on the menu bar, and then select **Printer Setup** to verify the connection to the Epson printer.



Set Up Printer

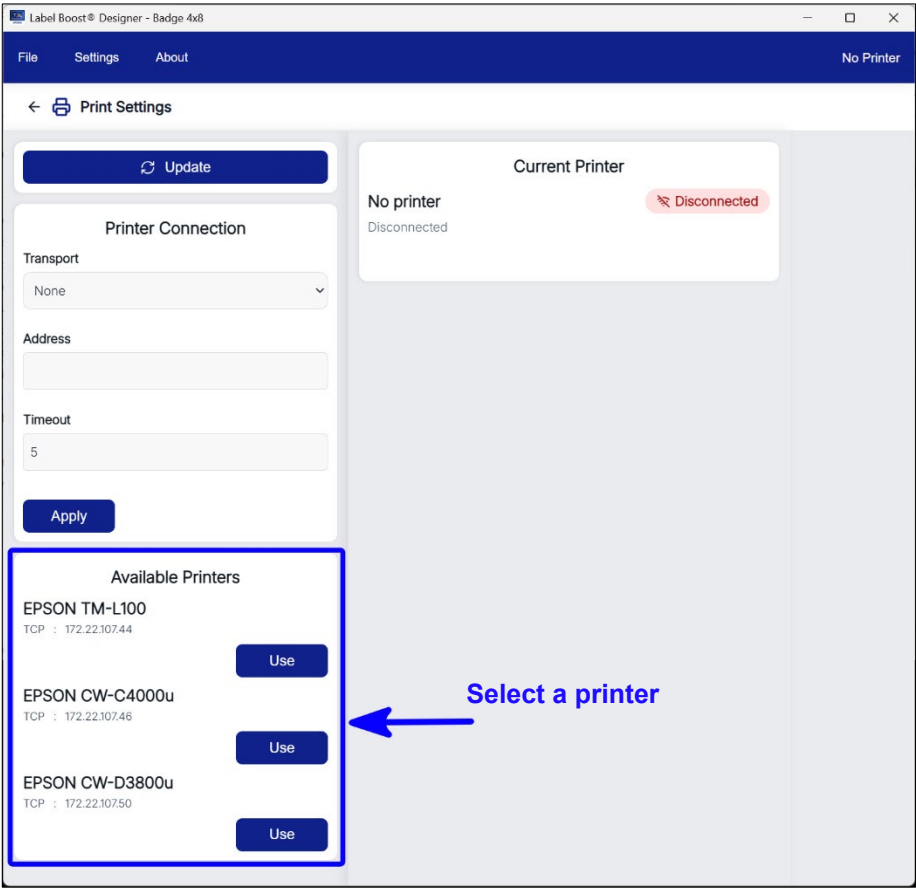
A new screen is then displayed, where the application scans the network and the USB ports connected to the PC in order to locate an Epson printer supported by the application so that the user can select one.

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The following example shows a case in which the scan detects three different Epson label printers on the same network, and the user selects one of them.



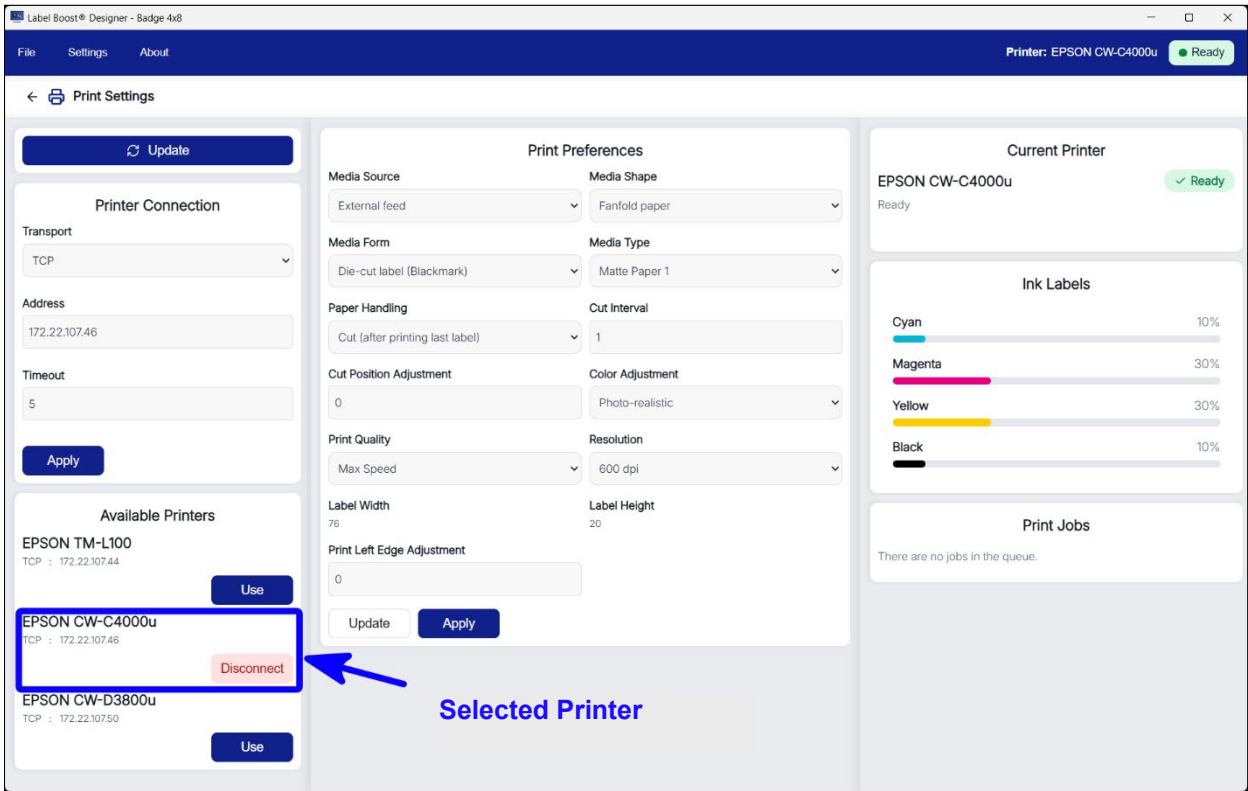
Once the user has selected the printer they want to use, in our example the EPSON CW-C4000u, they will be able to access its features.

Among the available features, the user can view the printer status and ink levels, as well as change printing preferences and settings, such as the paper type and size, paper source, paper handling options such as enabling or disabling automatic paper cutting and setting the cut position, and the print resolution and quality, among other options.

Before printing one or more labels, the printer settings must be configured according to the characteristics of the project and the media being used. See Section 2.3.2, **Change Settings**.

The selected printer and its status are also displayed at any time on the right side of the menu bar.

The following image illustrates the features described above.

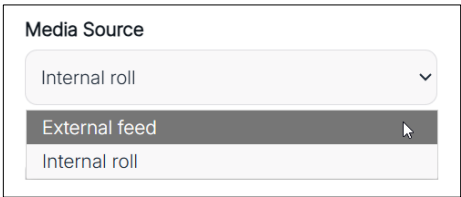


2.3.2. Change Settings

From the central **“Print Preferences”** panel, the user can modify the printer settings. They simply need to change the parameters according to their desired configuration and click the **“Apply”** button.

The available settings for customization are described below.

2.3.2.1. Media Source



Allows the user to specify whether the roll paper installed in the internal tray or an external paper roll will be used.

The external paper roll is inserted into the rear of the printer.

2.3.2.2. Media Shape

Media Shape

Roll paper

Fanfold paper

Roll paper

Paper may be supplied in roll format, or the paper to be used for the label to be printed may contain folds.

2.3.2.3. Media Form

Media Form

Continuous paper (No detection)

Continuous label (Blackmark)

Continuous label (No detection)

Continuous paper (Blackmark)

Continuous paper (No detection)

Die-cut label (Blackmark)

Die-cut label (Gap)

The paper to be used may be continuous paper, continuous paper with paper size marks, or paper with different die-cut options.

2.3.2.4. Media Type

Media Type

Matte Paper 1

Glossy Paper 1

Glossy Film 1

Matte Paper 1

Plain Paper 1

High Glossy Paper 1

Synthetic 1

Texture Paper 1

Wristband

The quality and finish of the paper are essential for accurately reproducing the image to be printed. Available paper types include glossy, matte, high-gloss, film, textured, and others.

2.3.2.5. Paper Handling

Paper Handling

Cut (after printing last label)

Auto apply

Cut (after printing last label)

Cut (at specified label)

Manual apply

Do not cut (stop at peel position)

Do not cut (stop at print end position)

Rewind

Do not cut (stop at cut position)

The paper can be set to be cut at the end of printing, or not cut at all. It is also possible to stop the print head before printing, immediately after printing the label, or at the beginning of the label. In addition, the paper can be fed through the printer again to apply a second print layer, or paper handling can be left under manual user control.

2.3.2.6. Paper Cutting

Cut Interval

1

Cut Position Adjustment

0

If paper cutting is enabled, these settings will take effect. For example, a cutting interval and a numeric value can be specified to adjust the paper cutting position.

2.3.2.7. Color Adjustment

Color Adjustment

Photo-realistic

No composite

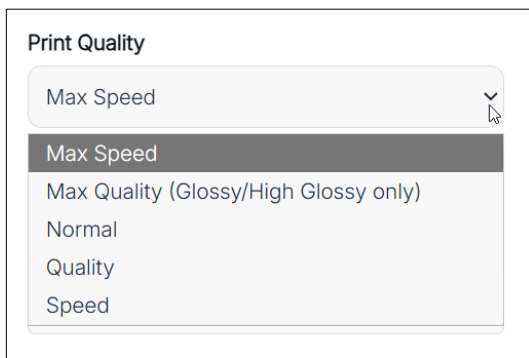
Photo-realistic

Epson Vivid Color

Adjusts the color intensity used when printing the label.

This setting is related to the color palette used in the label images.

2.3.2.8. Print Quality

A screenshot of a software interface showing a 'Print Quality' dropdown menu. The menu is open, displaying a list of options: 'Max Speed', 'Max Quality (Glossy/High Glossy only)', 'Normal', 'Quality', and 'Speed'. The 'Max Speed' option is currently selected and highlighted with a dark background. A mouse cursor is visible at the bottom right of the menu, pointing at the 'Speed' option.

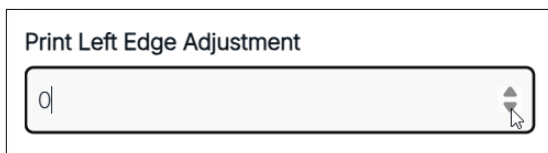
Select the print quality setting according to the type of paper stock being used. Print speed will depend on this setting, as well as on the printer model being used.

2.3.2.9. Resolution

A screenshot of a software interface showing a 'Resolution' dropdown menu. The menu is open, displaying a list of options: '600 dpi', '300 dpi', and '600 dpi'. The bottom '600 dpi' option is currently selected and highlighted with a dark background. A mouse cursor is visible at the bottom right of the menu, pointing at the '600 dpi' option.

Depending on the Epson printer model, the supported resolution in dots per inch (dpi) will be displayed.

2.3.2.10. Print Left Edge Adjustment

A screenshot of a software interface showing a 'Print Left Edge Adjustment' slider. The slider is a horizontal bar with a small vertical line indicating the current position. The value '0' is displayed on the left side of the slider. A mouse cursor is visible at the right end of the slider, pointing at the adjustment handle.

The left print margin of the label can be adjusted to compensate for cases in which the label paper is not perfectly aligned with the edge of its backing.

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3. Troubleshooting

This section helps resolve the most common issues encountered while using the application.

Problem	Possible Causes	Solution
Printer not available	• The printer is turned off • The printer is not connected to the network • The configured address is incorrect	• Verify that the printer is turned on • Confirm the network or USB connection • Retry the connection from the printer icon • Verify the settings in “Printer Settings”
Printing error	• Out of paper • Incorrect label size • Connection issues	• Check that paper is loaded correctly • Confirm that the media size matches the template • Review the status in “Printer Monitor” and adjust the “Print Settings” as needed

4. Technical Support

Epson is always available to assist with your questions and concerns.

To submit your question, we recommend that you provide the following information to technical support:

- Printer model.
- Application version.
- Description of the issue.
- Screenshots (if applicable).

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