Software

SchillMarker II

for Multi-Marker & Mega-Marker

Operation and Installation
SchillMarker II

Edition: 21.02.11

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LICENCE AGREEMENT WITH THE END-CUSTOMER

IMPORTANT – PLEASE READ CAREFULLY!

1. LICENSING
   Licence for the Software product
   Single User Licence Grant
   Multiple Users Licence Grant
   Licence Package

2. FURTHER RIGHTS AND RESTRICTIONS
   Restrictions concerning Reverse Engineering, Reverse Compilation and Reverse Assembling
   Separation of the Components
   Rental
   Transferring the Software
   Termination of the Contract

3. UPGRADE

4. COPYRIGHT

5. SOFTWARE ON MULTIPLE DATA STORAGE MEDIA

6. WARRANTY CLAUSE
   Warranty Restrictions
   Customer’s Rights
   Exclusion of other Warranties
   Disclaimer
Chapter 1
Introduction & Installation

SchillMarker Innovations

SchillMarker II is a programme for the graphical creation of two-dimensional objects which are to be marked by Schilling’s Microdot Markers Multi-Marker and Mega-Marker.

NOTE:
The data is transferred by a serial interface with 38400 Baud. If a USB Adaptor is being used, the Baud rate and the COM Port must be taken into consideration.

SchillMarker II is the successor to the Software SchillMarker I.

The new features include functions with more advantages for the creation of marking jobs, and simplified operations for the integration of vector graphics.

SchillMarker II also includes extensively enhanced functions for programming commands with Visual Basic Script.

The new SchillMarker II Features

- Option to integrate VB Scripts
- Option to create and edit graphic files
- DXF and PLT import filter
- Extension of the DXF import filter
- Integrated database for marking parameters
- Integrated formula editor
- Declaration of variables
- Data Matrix Code, square and rectangular (just for Mega-Marker)

NOTE:
SchillMarker II is not compatible with SchillMarker I or the Microdot Machine MK3.

System Requirements for SchillMarker II

For Microsoft Windows™: Processor INTEL® Celeron 2 GHz or similar (3 GHz recommended) with Windows XP, 512 MB RAM (1 GB recommended), minimum 40 MB memory capacity, colour display (Min. resolution 1024 x 768) and CD-Drive.
Installation of SchillMarker II

Insert CD into the drive and start the file SETUPMULTIMARKERV116.EXE or SETUPMEGAMARKERV116.EXE.

The following menu opens:

Select the language for the installation and click on [Next]

Accept the Licence Agreement and click on [Next]

Enter your Company Name and click on [Next]
Select the installation directory for SchillMarker II and click on [Next]

Check your settings and click on [Install]

To finalise the installation click on [Finish]
Language Selection

SchillMarker II is multilingual. The Software is generally delivered in German and English. Languages can be changed in the configuration menu.

In this menu, it is also possible to insert new terms or to add a new language.

Note:
Alterations in the configuration menu should only be processed by WINDOWS administrators and after consulting our technicians. Incorrect settings that lead to damage of the firmware, software or hardware are not included in the warranty.

Click on

The following menu opens:

Click on

[Language -> Select language]

The following menu opens:

Select the language and confirm with [F11-OK]
Product Activation

Without Activation, the Software is only installed as a demo-version. The demo-version runs until the end of the current year. All functions can be tested (except the transmission).

In order to be able to test the Software with a Microdot Marker, you need to enter a password. Please proceed as follows:

Click on [Help]

The following window opens. Please choose your product

Enter the following password in the field “Product-Key”:

[1011-Test]

Click on [Activate]

The following window opens:

Now you can use this Full version until the end of the current year. By then, you should register accordingly.

ATTENTION:
If you don’t register the software accordingly, the licence will expire on the 01.01. of the following year and will not function any more!
Product Registration

Send us the file „SchillMarker2.LIC“ from the directory ...\SchillMarker2

by E-Mail to:   vb@schilling-marking.de

In reply, you will obtain a registered file which should be used to replace the existing file. The top bar will not show „(Test)” any more.

Now you possess the Full version, which can be constantly updated.
Product Update

SchillMarker II should be updated regularly.

**Note:**
SchillMarker II closes and re-starts automatically after each update. Therefore, save your files before each update to avoid any loss of your data.

For updates proceed as follows:

1. Click on [Help]
2. Select [Auto Update]
3. The following window opens:
   - Click on [Start]
4. If the following window opens:
   - .... click on [Exit]
Or alternatively this window opens:

Click on [Next]

The following window opens:

After the successful download, the following menu opens:

Now, SchillMarker II is updated.
Types of Fields

With the programme SchillMarker II it is possible to transmit the following fields to the Multi-Marker and the Mega-Marker:

**Position Fields**

Position fields are points that the needle goes to without marking. This function is used to move the needle around obstacles. In combination with the command „sort object“, the marking process can be controlled very precisely.

**ASCII Text Fields**

Text fields are characters that are saved in the Microdot Machine and that can be used by the Software. Up to four character sets can be saved.

**Graphic Text Fields**

Graphic Text Fields are common SHX character sets that are transmitted as graphics.

**Date and Time Fields**

Date and Time Fields are special ASCII fields that are updated for the Microdot Machine. The configuration is processed by the Software.

**Counter Fields**

Counter Fields are special ASCII fields, updated for the Microdot Machine. The configuration is processed by the Software.

**Graphic Fields (PLT, DXF)**

For importing graphics and CAD applications.

**Data Matrix Code**

Data Matrix Codes are two dimensional, graphical encodings of ASCII files, as specified in ISO 16022. (only available for the Mega-Marker)
Multi-Marker Functions

Configuration Menu
Reference Run
Auto Marking
Refresh
Transfer JOB (F9)
Stop (F12)
Start (F11)
Go to Inclined Position
Create Text Field
Create Counter Field
Create Date Field
DXF Import

Marking Area
100 x 50 mm
Mega-Marker Functions

- Configuration Menu
- Reference Run
- Auto Marking
- Refresh
- Transfer JOB (F9)
- Stop (F12)
- Start (F11)
- Go to Inclined Position
- Create Text Field
- Create Counter Field
- Create Date Field
- DXF Import
- Data Matrix Code

Marking Area 100 x 100 mm
Create a new Marking Job

Before creating a new job, **SchillMarker II** offers you the possibility to define the work area.

Click on

![Position](image)

The following work area is displayed:

![Work Area](image)

You now have the possibility to create the following fields:

- **Position**  To determine a detour for the needle to move around obstacles.
- **Text Field**  Generates ASCII characters (letters, numbers, symbols) that are saved as a font in the Microdot Machine.
- **Counter Field**  Generates counters in a defined format within the Microdot Machine, that are updated internally and out-read by **SchillMarker II**.
- **Date Field**  Generates the date in a defined format in the Microdot Machine, that is updated internally and out-read by **SchillMarker II**.
- **Graphic Field**  Imports vector graphics (PLT & DXF) that were generated in other applications.
- **Data Matrix**  Generates square and rectangular Data Matrix Codes with the highest error correction ECC 200.
Create a Position Field

Click on

The following index opens:

Edit the possible variables
Create a Text Field

Click on

![Text Field]

The following index opens:

- Field Number
- Marking Text
- X/Y Position
- Basepoint

Edit the possible variables

- Marking Text
- X - Position
- Alignment
- Y - Position
- Character Height
- Character Width
- Rotation Angle around Basepoint
- Active Font
- Marking Text from internal Variables
Create a Counter Field

Click on

The following index opens:

Edit the possible variables
Create a Date Field

Click on

The following index opens:

Edit the possible variables
Create a Graphic Field

Click on

The following index opens:

Select the file format, the path and the file name.

The following index opens:

Confirm with OK
Place the object within the work area

Edit the possible variables

- X - Position
- Y - Position
- Alignment
- Mirror X / Y
- Rotation Angle around Basepoint
- Proportional
Import Graphics

It is possible to import two-dimensional graphics that were generated in other programmes (e.g. Autocad, Corel, Adobe…) into the work area of SchillMarker II.

The following files can be imported by SchillMarker II:

- **DXF**: Alternating format for two-dimensional vector graphics; it is mainly used in CAD applications, but is also available in many other applications for vector graphics.

- **PLT**: Vector format for plotter control systems. It is either generated by the filters of the vector graphic programmes or by installing the Plotter HP Type 7475A into the system software and printing the created graphic. Different programmes create plot files with different file endings. SchillMarker II can read the file formats PLT, HPG and HPGL.

The imported graphic can be positioned in the marking area. It can be scaled and rotated.

In this example, a new drawing is imported into the work area of SchillMarker II, re-dimensioned and rotated in order to adapt it to the object which is to be marked.

**NOTE:**

The marking result and the marking time mainly depend on the export filter and the filter settings of the graphic / CAD programmes in which the graphic was generated.
Create a Data Matrix Code (just for Mega-Marker)

Click on

The following index opens:

Edit the following possible variables
Colours of the Graphics (black, grey, etc.)

The objects within the graphic area may have different colours. The various colours represent different drawing layers. For each layer, different marking parameters can be used.

- **Black (Layer 0):**
  The object has been imported correctly into the graphic area and is ready to be marked. The marking parameters are the standard parameters.

- **Red (Layer 1):**
  The object has been inserted correctly into the graphic area and is ready to be marked. The marking parameters are the standard parameters, unless different parameters have been assigned to this layer.

- **Grey (Layer Background):**
  The object cannot be marked because it is on the drawing layer BACKGROUND. This is used to insert comments or definitions of variables that are linked within a field.

- **Red Frame:**
  A red frame around an object means that this object hasn’t been inserted within the marking area. This object will NOT be marked.

**NOTE:**
Within the graphic area, there may be several objects with different colours. Each object may have parameters which are different to the standard parameters. The parameters of the various objects may differ.
Chapter 3
How to create Graphics

### Straight Text Field

In SchillMarker II it is possible to format a text with regard to the size, alignment and style. The text can be also treated as an object which means it is able to be be rotated without altering the characters.

Single-line text fields can be inserted in projects by giving the character chain a label name.

**NOTE:**

SchillMarker II can display and mark system fonts (e.g. 1-1451) or graphic fonts (e.g. TTF, SHX).
Generally, system fonts are to be preferred.

### Selection of Properties

| Label: Variable name for linking the field |
| Layer: Layer of the object with its marking parameters |
| Text: Content of the object |
| Basepoint: For changing the origin of the DMC. The origin is defined as a *Circle*. |
| Position XY: Coordinates with regard to the origin of the marking area (0,0 is the top left corner of the marking area) |
| Height: Height of the characters (mm) |
| Width: Compression of the character width |
| Angle: Rotation angle (in degrees) of the text in relation to the basepoint |
| Mirror X: Horizontal mirror of the text |
| Mirror Y: Vertical mirror of the text |
| Text style: Choice of the valid text style (the font is allotted to the text style) |
| Circular text: Activation of the circular text |
| Formula: Internal variables and labels can be linked |
Circular Text

In **SchillMarker II** the size, the alignment and the style of a circular text can be formatted. The text can also be dealt with as an object, and therefore be rotated without changing the characters.

Single line text fields can be inserted into the projects by assigning a label name to the character chain.

**Radius:** Radius of the pitch circle (half a diameter)
**Starting angle:** Starting angle of the basepoint (0° = 12:00h)
**Centre X, Y:** The centre point of the pitch circle

<table>
<thead>
<tr>
<th>Circular Text</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Radius</strong></td>
<td>10.00</td>
</tr>
<tr>
<td><strong>Start Angle</strong></td>
<td>0.00</td>
</tr>
<tr>
<td><strong>Middle X, Middle Y</strong></td>
<td>1.00</td>
</tr>
<tr>
<td><strong>Field Type</strong></td>
<td>Text Field</td>
</tr>
</tbody>
</table>
Internal Variables

A character chain text can include alpha-numerical characters, as well as one or several of the following special characters / symbols:

- $a, $A : Day of the week, short (a) or complete (A)
- $a2 : Day of the week, according to the allocation chart in the configuration menu
- $b, $B : Name of the month, short (b) or complete (B)
- $b2 : Name of the month, according to the allocation chart in the configuration menu
- $c : Local date and time
- $d : Day of the month, decimal number (01 – 31)
- $H : Time, format 24 hours (00 – 23)
- $I : Time, format 12 hours (01 – 12)
- $j : Day of the year, decimal number (001 – 366)
- $m : Month of the year, decimal number (01 – 12)
- $M : Minutes, decimal number (00 – 59)
- $p : Indicator A.M. / P.M.
- $S : Seconds, decimal number (00 – 59)
- $w : Day of the week, decimal number (0 – 6, Sunday = 0)
- $W : Week of the year, decimal number (00 – 51, first day Monday)
- $X : Local time
- $y : Year, decimal number, two-digits (00 – 99)
- $Y : Year, decimal number, four-digits
- $(Label) : [Dollar + ( + Label name + )] Copy of the character chain “Label”
- $#c : Long date and time at the current location
  Example: “Tuesday, 14 March 2010, 12:41:29”
- $#x : Long date, at the current location
  Example: “Tuesday, 14 March 2010”

1 The ID of the character chain allows a distinct identification within the file.

Example for the date in the format DD/MM/YYYY:
In order to create a text character chain which allows the display of the date in the format [Day, two-digits / Month, two-digits, year, four-digits], (separated by “/”), proceed as follows:

- Create a text character chain
- Choose the parameters (text style, character height etc.)
- Enter the character chain “$d/$m/$Y” in the field „Formula“, and press Enter.

Example for the date in the format DD/MM/YY
In order to create a text character chain which allows the display of the date in the format [Day, two-digit / month, two-digit, year, two-digit], (separated by “/”), proceed as follows:

- Create a text character chain
- Choose the parameters (text style, character height etc.)
- Enter the character chain “$d/$m/$y” in the field „Formula“ and press Enter.
**Date Fields**

In SchillMarker II the size, alignment and style of a date can be formatted as a text. The date can also be dealt with as an object which can be rotated without changing the characters.

Single line text fields can be inserted into the projects by assigning a label name to the character chain.

**NOTE:**

SchillMarker II can display and mark system fonts (e.g. 1-1451) or graphic fonts (e.g. TTF, SHX). Generally, system fonts are to be preferred.

**Selection of Properties**

- **Label:** Variable name for linking the field
- **Layer:** Layer of the object with its marking parameters
- **Text:** Content of the object
- **Basepoint:** For changing the origin of the DMC. The origin is defined as a Circle.
- **Position XY:** Coordinates with regard to the origin of the marking area (0,0 is the top left corner of the marking area)
- **Height:** Height of the characters (mm)
- **Width:** Compression of the character width
- **Angle:** Rotation angle (in degrees) of the text in relation to the basepoint
- **Mirror X:** Horizontal mirror of the text
- **Mirror Y:** Vertical mirror of the text
- **Text style:** Choice of the valid text style (the font is allotted to the text style)
- **Circular text:** Activation of the circular text
- **Prefix:** Fixed text before the date (variables are invalid)
- **Date format:** Defined formats for the date
- **Suffix:** Fixed text after the date (variables are invalid)

**NOTE:**

SchillMarker II can also display the date in other formats and with any separator symbol. See chapters „Text Fields“ and „Internal Variables“.
Circular Fields

In SchillMarker II the size, the alignment and the style of a circular text can be formatted. The text can also be dealt with as an object, and therefore be rotated without changing the characters.

Single line text fields can be inserted into the projects by assigning a label name to the character chain.

Radius: Radius of the pitch circle (half a diameter)
Starting angle: Starting angle of the basepoint (0° = 12:00h)
Centre X, Y: The centre point of the pitch circle
Counter Fields

In **SchillMarker II** it is possible to format a text with regard to the size, alignment and style. The text can also be treated as an object which can be rotated without changing the characters.

Single-line counter fields can be inserted into projects by giving the character chain a label name.

**NOTE:**
**SchillMarker II** can display and mark system fonts (e.g. 1-1451) or graphic fonts (e.g. TTF, SHX). Generally, system fonts are to be preferred.

### Selection of Properties

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Label</td>
<td>Variable name for linking the field</td>
</tr>
<tr>
<td>Layer</td>
<td>Layer of the object with its marking parameters</td>
</tr>
<tr>
<td>Text</td>
<td>Content of the object</td>
</tr>
<tr>
<td>Basepoint</td>
<td>For changing the origin of the DMC. The origin is defined as a <strong>Circle</strong>.</td>
</tr>
<tr>
<td>Position XY</td>
<td>Coordinates with regard to the origin of the marking area (0,0 is the top left corner of the marking area)</td>
</tr>
<tr>
<td>Height</td>
<td>Height of the characters (mm)</td>
</tr>
<tr>
<td>Width</td>
<td>Compression of the character width</td>
</tr>
<tr>
<td>Angle</td>
<td>Rotation angle (in degrees) of the text in relation to the basepoint</td>
</tr>
<tr>
<td>Mirror X</td>
<td>Horizontal mirror of the text</td>
</tr>
<tr>
<td>Mirror Y</td>
<td>Vertical mirror of the text</td>
</tr>
<tr>
<td>Text style</td>
<td>Choice of the valid text style (the font is allotted to the text style)</td>
</tr>
<tr>
<td>Circular text</td>
<td>Activation of the circular text</td>
</tr>
<tr>
<td>Starting value</td>
<td>Starting value of the counter</td>
</tr>
<tr>
<td>Counter reading</td>
<td>Current counter reading</td>
</tr>
<tr>
<td>Reset – Counter</td>
<td>Reset the counter to the starting value</td>
</tr>
<tr>
<td>Increment</td>
<td>Number by which the counter can be increased (can also be negative)</td>
</tr>
<tr>
<td>Repetitions</td>
<td>Quantity of markings with the same counter readings</td>
</tr>
<tr>
<td>Final value</td>
<td>Final value of the counter</td>
</tr>
<tr>
<td>Character count</td>
<td>Filling the blank spaces with 0</td>
</tr>
<tr>
<td>Prefix</td>
<td>Fixed text before the number (variables are invalid)</td>
</tr>
<tr>
<td>Suffix</td>
<td>Fixed text after the number (variables are invalid)</td>
</tr>
</tbody>
</table>

### General Settings

- **Label**: Variable name for linking the field
- **Layer**: Layer of the object with its marking parameters

### Object properties

- **Text**: Content of the object
- **Basepoint**: For changing the origin of the DMC. The origin is defined as a **Circle**.
- **Position XY**: Coordinates with regard to the origin of the marking area (0,0 is the top left corner of the marking area)
- **Height**: Height of the characters (mm)
- **Width**: Compression of the character width
- **Angle**: Rotation angle (in degrees) of the text in relation to the basepoint
- **Mirror X**: Horizontal mirror of the text
- **Mirror Y**: Vertical mirror of the text
- **Text style**: Choice of the valid text style (the font is allotted to the text style)
- **Circular text**: Activation of the circular text
- **Starting value**: Starting value of the counter
- **Counter reading**: Current counter reading
- **Reset – Counter**: Reset the counter to the starting value
- **Increment**: Number by which the counter can be increased (can also be negative)
- **Repetitions**: Quantity of markings with the same counter readings
- **Final value**: Final value of the counter
- **Character count**: Filling the blank spaces with 0
- **Prefix**: Fixed text before the number (variables are invalid)
- **Suffix**: Fixed text after the number (variables are invalid)
Circular Text

In SchillMarker II the size, the alignment and the style of a circular text can be formatted. The text can also be dealt with as an object, and therefore be rotated without changing the characters.

Single-line text fields can be inserted into the projects by assigning a label name to the character chain.

| **Radius:** | Radius of the pitch circle (half a diameter) |
| **Starting angle:** | Starting angle of the basepoint (0° = 12:00h) |
| **Centre X, Y:** | The centre point of the pitch circle |

![Circular Text Diagram](image-url)
Graphic Fields

In SchillMarker II the size, the alignment and the angle of a graphic can be formatted. Furthermore, it can be mirrored in X and/or Y directions.

Selection of Properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Label:</td>
<td>This function does not exist for graphics</td>
</tr>
<tr>
<td>Layer:</td>
<td>Layer of the object with its marking parameters</td>
</tr>
<tr>
<td>Basepoint:</td>
<td>For changing the origin of the DMC. The origin is defined as a Circle.</td>
</tr>
<tr>
<td>Position XY:</td>
<td>Coordinates with regard to the origin of the marking area (0,0 is the top left corner of the marking area)</td>
</tr>
<tr>
<td>Mirror X:</td>
<td>Horizontal mirror of the graphic</td>
</tr>
<tr>
<td>Mirror Y:</td>
<td>Vertical mirror of the graphic</td>
</tr>
<tr>
<td>Angle:</td>
<td>Rotation angle (in degree) of the graphic in relation to the basepoint</td>
</tr>
<tr>
<td>Width/Height-</td>
<td>Determines if a graphic may only be proportionally scaled or if it can also be</td>
</tr>
<tr>
<td>Proportional:</td>
<td>compressed or stretched</td>
</tr>
<tr>
<td>Width:</td>
<td>Width (mm)</td>
</tr>
<tr>
<td>Height:</td>
<td>Height (mm)</td>
</tr>
</tbody>
</table>

NOTE:
Logos should generally be scaled proportionally because most are protected trade marks.
Data Matrix Code (just for Mega-Marker)

The DMC is a symbol made of a two-dimensional matrix. It consists of single modules within a fixed grid.

Terminology

Grid

Complexity of the Codes; it consists of vertical and horizontal points. The finer grid defines the alignment of the codes, whereas the rougher grid defines the amount of rows and columns.

Code

Coding of a character chain; it is positioned within the grid

Module

Single cell; it represents one Bit within the coding display. Its symbol is a point.

ECC

Highest error correction - standard protocol - ECC 200 (Reed Solomon Error Correction)

The available Codings are:

- ASCII
- AUTO
- BASE 256
- C40
- NONE
- TEXT

The DMC is treated by SchillMarker II as a text character chain: the DMC can be square or rectangular. The matrix size can be generated automatically (depending on the length of the character chain) or defined by the operator.

The matrix size of the square DMC varies from min. 10x10 to max. 48x48. The matrix size of a rectangular DMC varies from min. 18x8 to max. 48x16.

Selection of Properties

- **Label:** Variable name for linking the field
- **Layer:** Layer of the object with its marking parameters
- **Text:** Content of the object
- **Basepoint:** For changing the origin of the DMC. The origin is defined as a Circle.
- **Position XY:** Coordinates with regard to the origin of the marking area (0,0 is the top left corner of the marking area)
- **Encoding:** Coding procedure for generating the DMC. As standard, „ASCII“ is set. See also Norm ISO 16022
- **Format:** Resolution of the Code. As standard, „AUTO“ is set. See also Norm ISO 16022
- **Invert:** Inverting the DMC for special surfaces
- **Width, Height:** Width and height of the DMC
- **Angle:** Rotation angle (in degree) of the DMC with regard to the basepoint
- **Formula:** Internal variables and labels can be linked
Chapter 4
Configuration

Open the Configuration Menu

Click on this symbol

The following menu opens:

Click on [Configuration]

The following menu opens:

Choose an option, edit the data and confirm with [OK]

NOTE:
Changes within the configuration menu may lead to errors and failures. In this case, Schilling Marking Systems accepts no responsibility and will not guarantee the continual overall function.
Modules

Here, the individual functions can be activated / deactivated.

Marking Job
This is the normal work window in which jobs are created and transferred.

CAD
This is an additional module (not included) with which simple graphics can be created and existing graphics edited.

Service
With the service module, the communication between PC and Microdot Machine can be examined and the system settings in the Microdot Machine changed.

NOTE:
The service module must only be used by especially trained staff members and under guidance of our technicians.

Help
The help module includes the product activation, the software update (see chapter 1) and the option help.
Marker

Here, the basic settings for the connected Microdot Machine are defined. The corresponding file has the ending **DEF** and is saved in the following path: C:\SchillMarker2\CONFIG.

The standard settings for the **Multi-Marker**

![Configuration for Multi-Marker](image)

The standard settings for the **Mega-Marker**

![Configuration for Mega-Marker](image)
V24 (serial interface, RS232)

Here, the COM port of the serial interface must be chosen. The number of the COM port can be found in the WINDOWS device manager (for details see WINDOWS manual). All other settings are defined automatically.

Further options are the automatic connection at the start of the programme, the status query etc.

Graphic

In this graphic module, the display options of SchillMarker II can be edited. We advise against the changing of the parameters because they are part of the basic settings.
Date/Time

Here, a specific symbol can be defined for each digit of a date or time. Therefore, the date can be encoded individually. In addition, specific characters can be chosen as separators.

Month/Day

By using the internal variable $b2, an alphanumeric string can be defined for each month. The same applies for using the internal variable $a2 for each day.
Chapter 5

Licence Agreement with the Customer

Licence Agreement with the End-Customer

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