

**Description:**

The InkJet Demo software is a standalone application that can be installed on a Windows based PC. Installation of this application is not required; however, it provides features that may be useful. The InkJet Demo software provides a user interface that looks and behaves like the application running on the controller. The application is mainly intended to be used for:

1. Creating messages offline
2. Training operators
3. Printing messages to an image file (.bmp)

**Minimum Requirements:**

Operating System: Windows® XP, 7, 8, 10  
Hard drive: 100 MB of free space

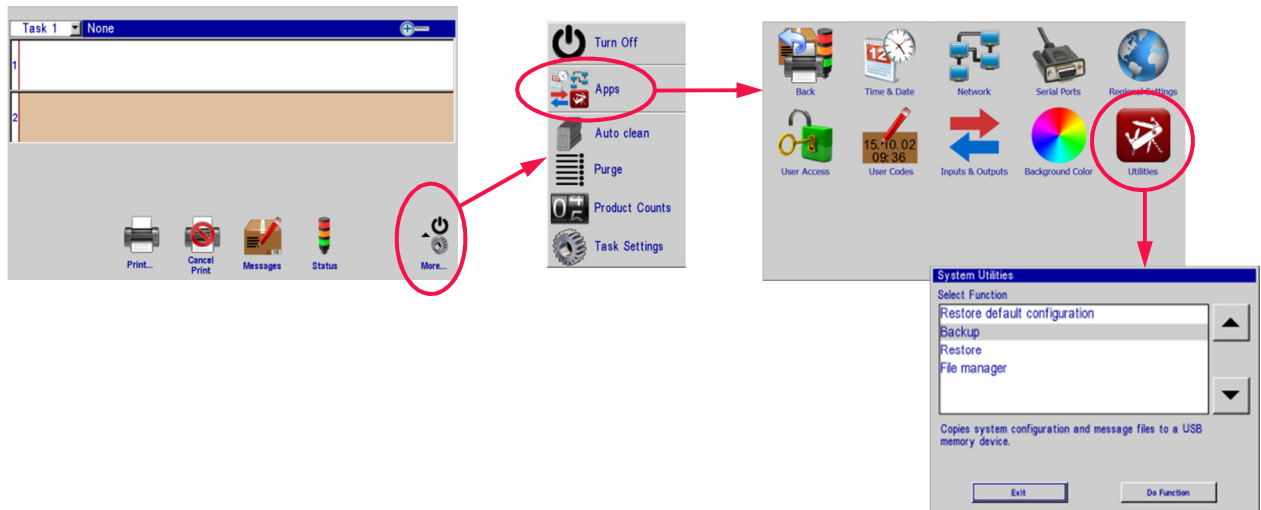
**Installation Instructions:**

1. Navigate to the Software folder on the USB drive that is provided with the controller
2. Run the **demo.exe** installer
3. Follow the installation wizard to install application

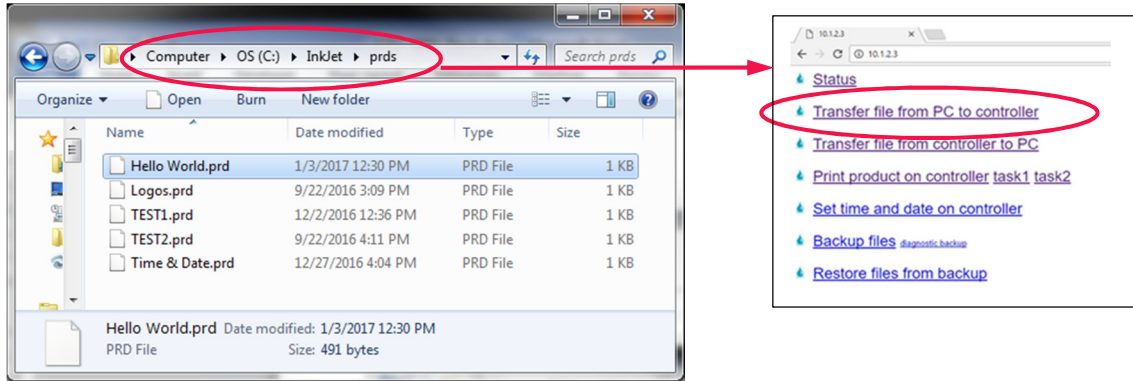
**Creating messages offline and transferring to the controller:**

With the InkJet Demo application, print messages can be created offline on a Windows PC and then downloaded to the controller. Once a message is created using the InkJet Demo application, it can be downloaded to the controller using one of the following methods:

- A. Perform a File System Backup to a USB drive from the InkJet Demo application and then perform a Restore on the controller using the same USB drive.



- B. Copy the message file (Located in InkJet Demo installation folder under the “prd” directory) to the controller using the Web interface. The controller’s web interface can be accessed through a standard web browser by using the controller’s IP address as the URL. Once connected to the controller over the web interface, select the “Transfer file from PC to controller” option to upload the message created on the Windows PC to the controller.



**Training Operators with InkJet Demo Software:**

The InkJet Demo software can be used to train operators without the use of controllers. The InkJet Demo user interface is the same as the interface on the controller.

**Printing messages to image file:**

Messages can be printed to a bitmap file (.bmp) using the InkJet Demo software. To print a message to a bitmap file, print from the home screen (see A below) or the “Test Print” option from the “More” menu in the Message Editor Screen (see B below). After printing, the bitmap file can be found in the InkJet Demo installation folder as “Task1.bmp” or “Task2.bmp” (see C below).

