

## BMP Marking

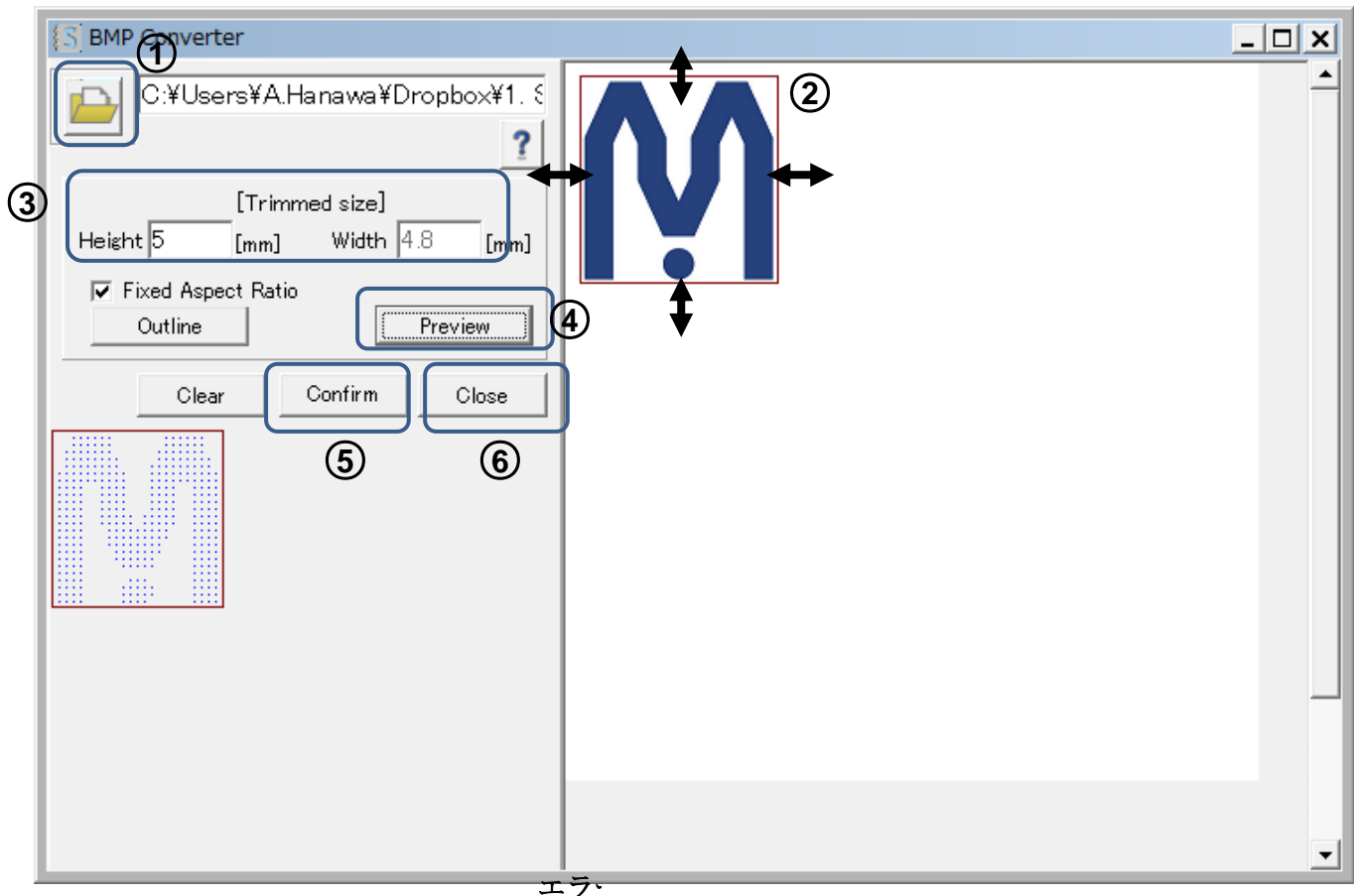
Menu → Advanced Settings → BMP Converter

It can be done by converting bitmap data (BMP) into marking data (\*.mbp) for MarkinBOX.


Not only BMP marking but also outline making can be set.


\* Only one BMP data can be imported into the preview screen. Two or more BMP data cannot be imported.

\* Only applicable for PC mode marking and MB mode marking, and is not applicable for file marking.



--- Instructions ---

1. Click  to import the <sup>エラ、</sup>BMP data.
2. After importing the data, trim the data on the screen using click and drag. Adjust the frame horizontally and vertically, as well as the lower right (angle), and carry out trimming <sup>エラ、</sup>to fit the data.
3. After trimming, input the trimming dimensions.
4. Click the **Preview** button. (If the aspect ratio is fixed just input the height dimension.)  
If required, click the **Outline** button to turn it on. エラ、 エラ、
5. The trimmed data is displayed on the lower left. After checking it, click the **Confirm** button, and save the data (\*.mbp) in the location of your choice.
6. Then click the **Close** button to close the window.

7. On the preview screen, click  in the shapes icon to create a field, and import the saved mpb data. The “BMP dot pitch” and the “Border Level” when importing color BMP data, can be adjusted on the Property screen.

