



"BadgeMaker System"

SECURIT 6000 OLE

Getting Started Manual

February 1999

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GENERAL

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We would like to thank all the people who have contributed their talent, intellect and heart to produce this product.

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System requirements

BM6000 OLE requires Windows NT 4.0 to run and can be used on any IBM compatible computer that meets the following minimum requirements:

100 MHz Pentium Processor or better

200 Mb Hard Disk

32 Mb Internal memory

SVGA 800x600, 64K Colors

Registering your software

Be sure to register your version of BM6000 OLE to continue to receive information about updates from Securit World. You can register by mailing in the on the last page of this manual included registration card, or faxing your card in to +44 (0)208 203 1027.



INSTALLATION

Before installing the software, make sure your BM6000 OLE package is complete.

It should consist of:

- BM6000 OLE server
- BM6000 SDK
- Memo Key 1x
- Getting started manual 1x

- A digitizer board and digital video camera are optional available

There are two setups for the BM6000:

1. Setup for BM6000 OLE server
2. Setup for BM6000 SDK

The setup for BM6000 OLE server should always be runned. The setup for the SDK is for the developers to do the integration with their own application. Since the end user will not use the SDK, the SDK is delivered with a separate setup. In the following part the installation of the BM6000 OLE server and the BM6000 SDK is discussed.

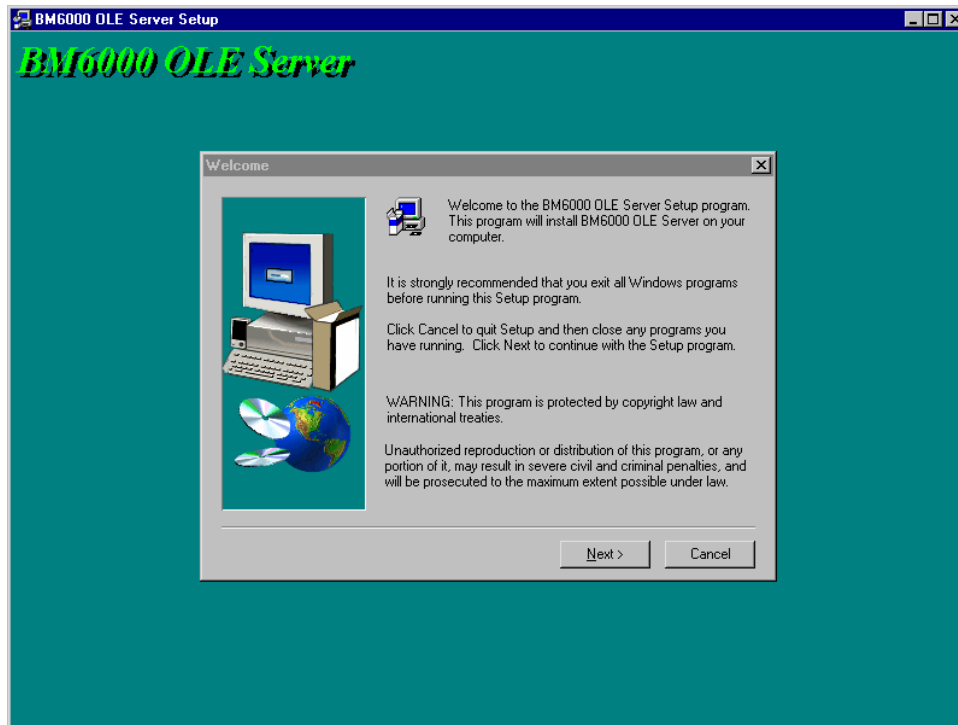
Please install the BM6000 OLE server first!

The BM6000 has been developed for Windows NT but will also function under Windows 95. When installing under Windows NT, make sure to log in as a system administrator, otherwise the BM6000 cannot be installed.

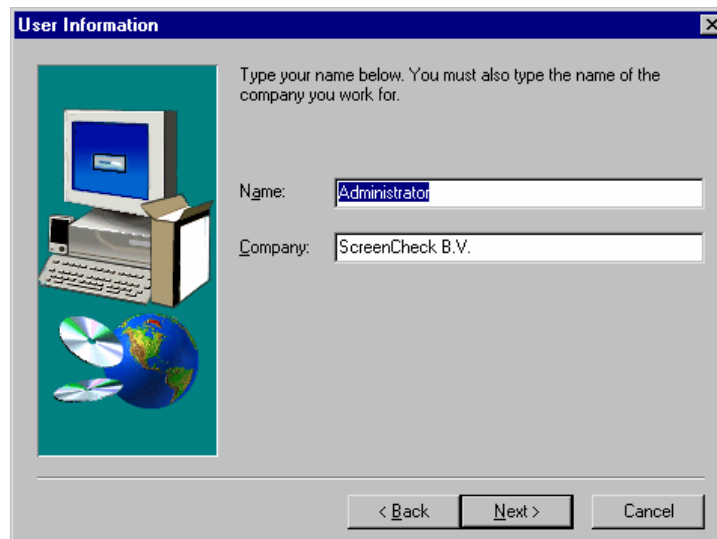


Installation of the BM6000 OLE server

Insert the Securit World CD in the CD-Rom drive. Select BadgeMaker software from the main menu and then 'BadgeMaker 6000 OLE 2 Server 32 bit'. Windows will start the installation program:



Type in your name and company name in the following dialogue:



Click next to continue.

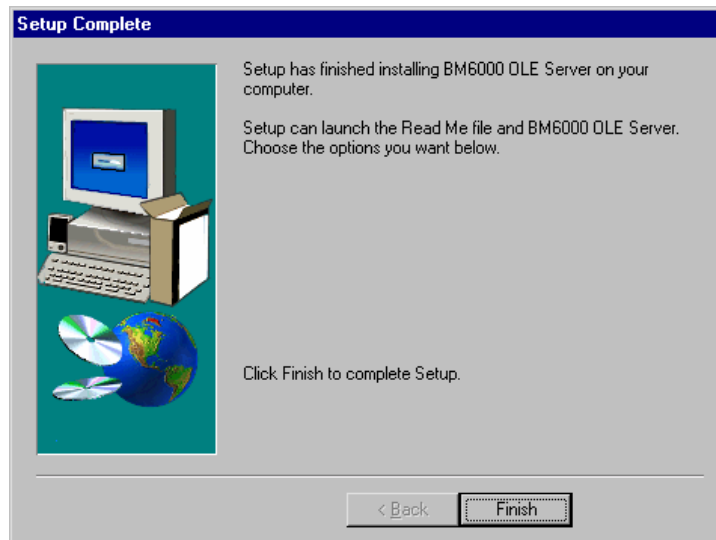


The next dialogue will show the default installation directory:
C:\Program Files\ScreenCheck B.V.\BM6000 OLE Server

Click 'Next' to accept this directory or click 'Browse' to select another directory.

The following dialogue will show the default Program Folder (BM6000 OLE Server), click 'Next' to accept this folder, select another folder from the list or type in a name for a new folder.

Now the program files will be copied. When the program files are copied the following dialogue will be displayed.



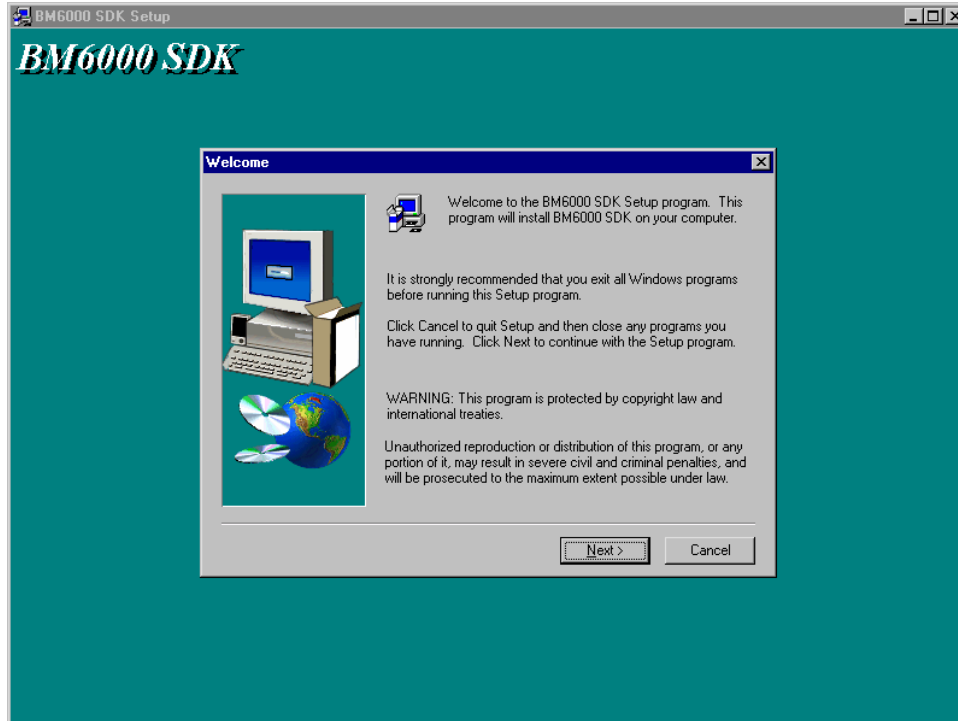
Click 'Finish' to complete the setup.

Now the BM6000 OLE Server is installed. The next step is to install the BM6000 SDK disk.

Installation of the BM6000 SDK

Insert the BM6000 SDK disk into your floppy drive. Select Add/Remove Programs from 'Control Panel'. Windows will search for the SETUP.EXE. Click next to continue.

The following dialogue will be displayed:

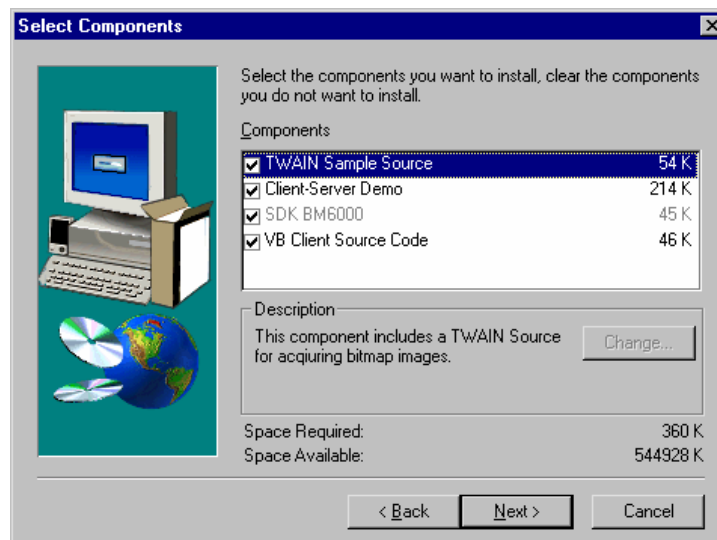


Click 'Next' to continue.

The next dialogue will show the default installation directory:

C:\Program Files\ScreenCheck B.V.\BM6000 SDK

Click next to accept the default directory or click 'Browse' to select another directory. Now select the Setup type. Typical, Compact or Custom can be selected. The typical and compact installation will install all files. If you select 'Custom' the following dialogue will be displayed:



The Twain sample source is TWAIN driver which can load BMP files in BM6000.



The Client-Server demo is a demo application with a few records to run the BM6000 OLE server with as a help to integrate the BM6000 in your own application.

Check the Implementation help file for a more detailed description of these modules.

Click next to continue. Now the default Program Folder will be presented. Click 'Next' to accept this program folder, select another folder from the list or type in a new program folder name to change the default program folder.

Now the program files will be installed. Click 'Finish' on the last dialogue to complete the installation.

Do not forget to connect the green dongle to your parallel port. Without the dongle connected the BM6000 will have a limited functionality (demo mode).



THE BM6000 COMPONENTS

In this chapter a global description of the main components of the BM6000 OLE software is given and is indicated where they can be found. A more detailed description is given in the help files supplied with the BM6000.

Where to find the different BM6000 components?

If you installed the OLE server and the SDK in the default directories you will have a subdirectory '**BM6000 OLE Server**' for the OLE server and a subdirectory '**BM6000 SDK**' for the SDK.

In the **BM6000 OLE Server** directory you will find the following:

- program files for the OLE server
- program files for the badge creator (card layout creator)
- a help file for the BM6000 OLE server
- a help file for the badge creator
- a Badges directory with sample card layouts
- a Data directory with setting files for the client application
- a Stand alone data directory

In the **BM6000 SDK** directory you will find the following:

- a Client-Server Demo directory with the client demo application and data files
- an SDK BM6000 directory with the ImGuideHelp.hlp file
- a VB Client Source Code directory with the source code of the demo application



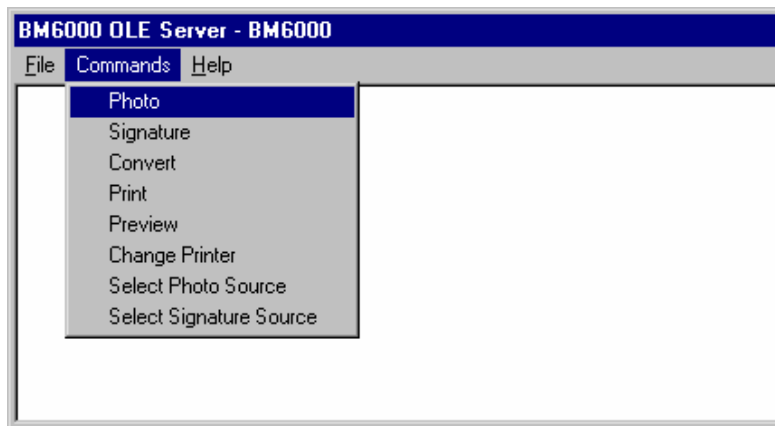
DESCRIPTION OF THE MAIN BM6000 COMPONENTS

This paragraph will give a basic description of the functions of the BM6000 components as mentioned in the last paragraph.

For a detailed description see ImGuideHelp.hlp help file.

The OLE Server

The OLE Server can be started from the OLE Server or SDK program folder or by double clicking the BM6000.EXE. When the server is started, you will see the following Window:



The BM6000 OLE Server can handle the following commands:

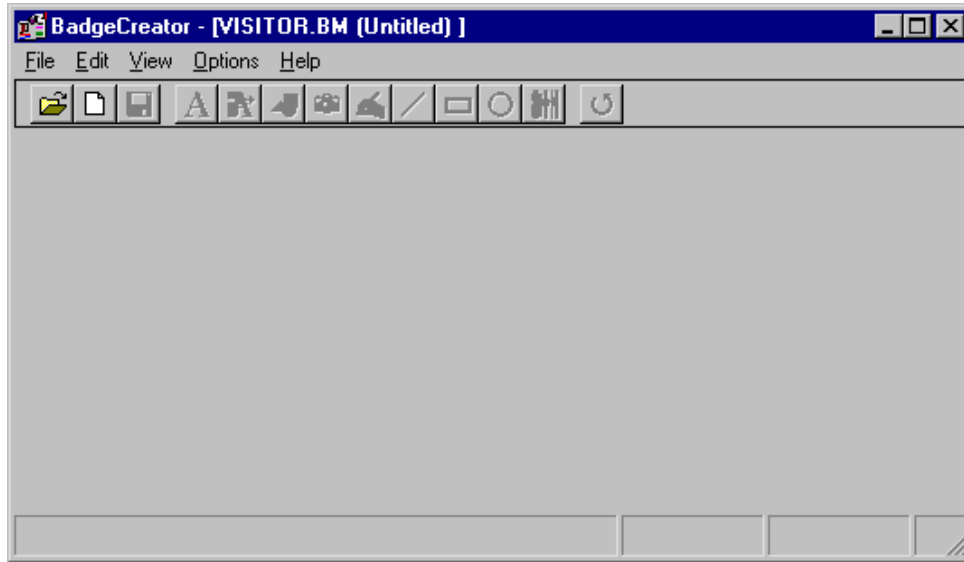
- Photo: activates the selected Twain driver to acquire a photo from a Twain source
- Signature: activates the selected Twain driver to acquire a signature from a Twain source
- Convert: converts an image to a 256 color image file
- Print: prints a card by using the selected badge layout
- Preview: displays a preview of the current badge on the screen
- Change printer: enables the user to select a printer to use with BM6000
- Select photo source: displays dialogue with available TWAIN sources, user can select required TWAIN source for acquiring photos
- Select signature source: displays dialogue with available TWAIN sources, user can select required TWAIN source for acquiring signatures

When these command are used, the OLE server returns a message.



The Badge Creator

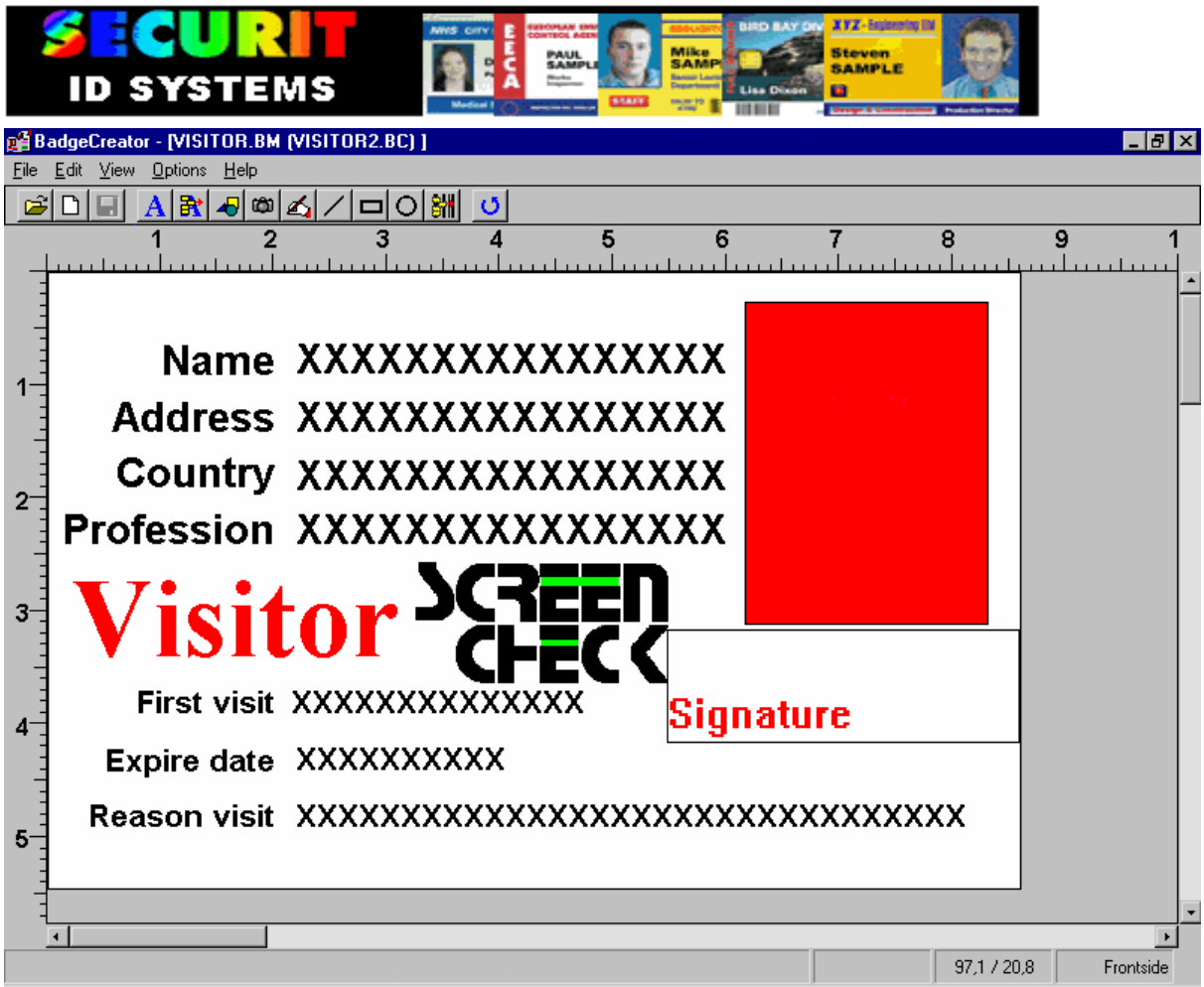
The Badge Creator can be started from the OLE Server or SDK program folder or by double clicking the BC.EXE. When Badge Creator is started, you will see the following Window:



From the 'File menu' select 'New layout' to create a new layout or 'Open layout' to open one of the 3 sample layouts delivered with the BM6000.

Let us start by opening the 'Visitors badges' layout. Now all buttons except for the 'Save' button are available. The 'Save' button is accessible as soon as any change has been made in the layout. The most frequently used options in BC, can be accessed by clicking the buttons on the button bar. These options are also available in the menus together with the more advanced options.

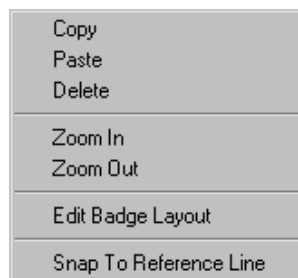
When the 'Visitors badges' layout is opened, the following window will be displayed:



By clicking on an item, an item can be selected. Positioning can be done by dragging a selected item by mouse. By double clicking on an item, the properties can be changed. By using one of the buttons, items can be added, a new or another badge can be opened, or the current badge can be saved. In the options menu, system settings (default font, color, zoom and grid) can be made, as well as magstripe and chip information can be included and a vertical and horizontal reference line can be set to align more than one items at a time.

Click on save to store the changes to the current layout or to store a new created Badge as a .BC file.

With the right mouse button the user can activate the following menu:



- Copy: use copy to copy a selected item to the clipboard
- Paste: user paste to paste an item from the clipboard into the layout (is only available when an item was copied to the clipboard).



- Delete: deletes the currently selected item.
- Zoom in: zooms in on the current badge (available when not completely zoomed in).
- Zoom out: zooms out on the current badge (available when not completely zoomed out).
- Edit badge layout: enables the user to correct the basic settings of the current badge layout.
- Snap to reference line: aligns the selected item to the defined reference line (only available when an item was selected).

The scroll bars can be used to position the layout if it does not fit on the screen anymore (e.g. after zooming in).

For a detailed description for all the functions refer to the help file in the Help menu. The help file gives an explanation for every item in the different menus of BadgeCreator.



The client demo

In the BM6000 SDK folder you will find the Client Demo. The Client Demo is what the name already indicates a demo application to show how the command for the BM6000 OLE server can be implemented.

When the client demo is started the dialogue presented will look as follows:

Field	Value
Name:	Ad Bunnik
Address:	De Werf 15
Country:	The Netherlands
ZipCode:	2544 EH
Profession:	Sales Manager
Phone:	070-3293411
Fax:	070-3212513
Reason of visit:	Negotiation about the BM6000 price
Visitor number:	3
Visits:	Bill Heyden
Building:	South Side
Department:	Sales
Floor:	3
Room Number:	303
Internal Phone:	555

The client demo has three records and three card layouts to test with. The photo and signature can be displayed. After first time installation there is no photo or signature displayed. With the View menu, you can switch between the three records. The 'Convert' command converts one of the three sample photos/signatures to BMP, so it will be displayed in the 'photo' and 'signature' window of the client demo. If a new photo or signature is acquired with the 'Photo' or 'Signature' command in the client demo, it will also be converted to BMP to display it directly.



USING THE HELP FILES

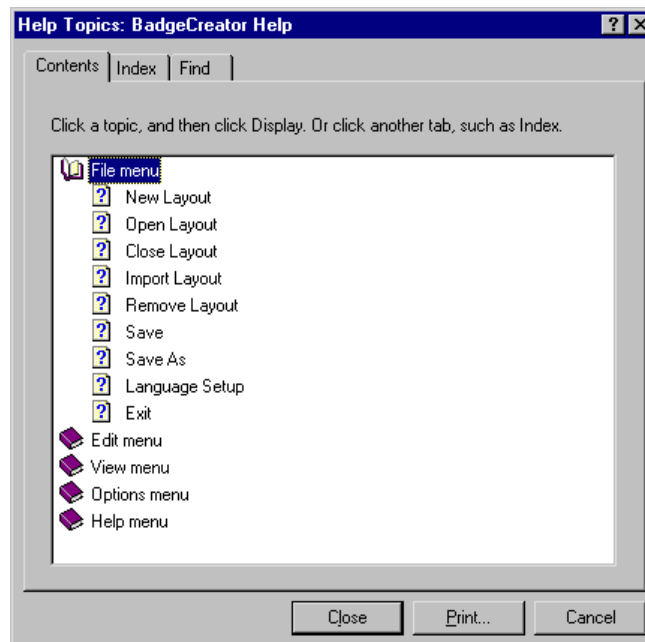
In order to keep the documentation quickly updatable and to have it right at your disposal, most of it can be found in the help files (in Windows help format).

The following help files are available:

BC.HLP	can be started from BadgeCreator
BM6000.HLP	can be started from the BM6000 OLE Server
IMGUIDEHELP.HLP	can be started from the Windows Explorer

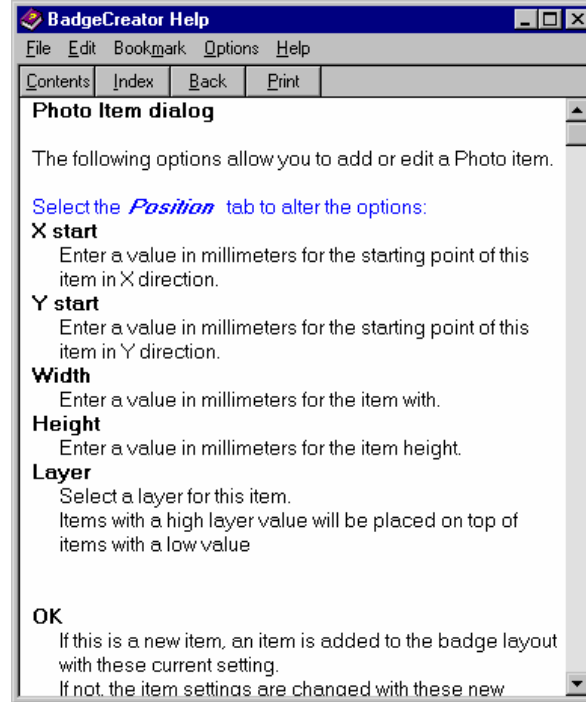
The BC.HLP file

The help file for BadgeCreator (BC) can be started from the 'Help' menu of BC or from Microsoft Explorer. It contains help topics based on the menus. So for every menu item, there is a help text in the help file. Below a sample is displayed of the help topics in the File menu.



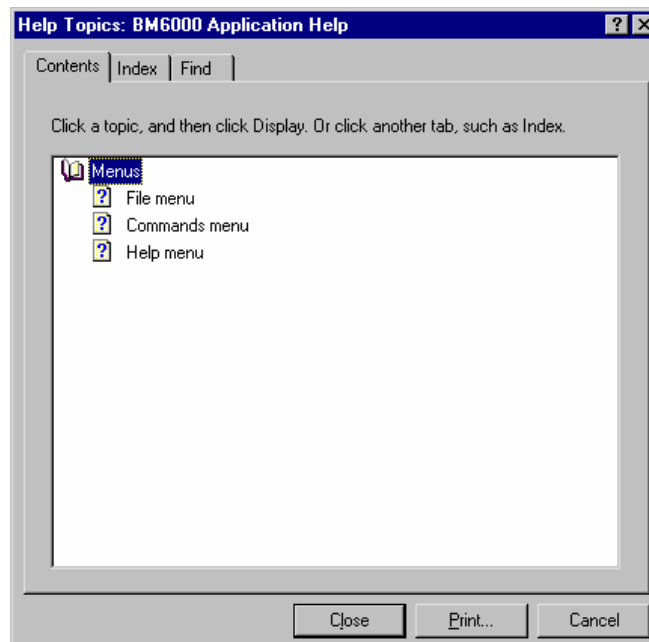


Per option detailed information is available:



The BM6000.HLP file

The help file of the BM6000 OLE server gives a short description of the menu options.





The ImGuideHelp.hlp file.

The implementation help file is the most important help file of the three. It supplies the integrator with the necessary information how to implement the commands in his (existing) application.

Below you will find an example of the description of the BM6000 project file:

The screenshot shows a help window titled 'Implementation Guide BM6000 OLE Server'. It has a menu bar with 'File', 'Edit', 'Bookmark', 'Options', and 'Help'. Below the menu bar are buttons for 'Contents', 'Index', 'Back', and 'Print'. The main content area is titled 'BM6000 Project File' and contains the following text:

When the BM6000 server starts, it automatically opens the project file. This file contains information on where objects can be found and how the layout file names are called.
The name of the project file can be found in the Project File entry of the BadgeMaker section of the BM6000.INI file.

```
File: BM6000.INI  
[BadgeMaker]  
Project File=BM6000.BM  
  
[Data]  
Directory=C:\BM6000\DATA
```

The project file should always be located in the DATA directory.
The DATA-directory specification can be found in the Directory entry of the Data section of the BM6000.INI file.
Here the project file name is BM6000.BM.



VISUAL BASIC CLIENT SOURCE CODE

Apart from the BM6000 Client Demo application, on the SDK disk also the source code for the client demo is included. The source code can be used as an example to implement the BM6000 in an existing application. The demo application is written in Visual Basic 4.0.

Below the main form is displayed and a fragment from the programming code:

The comment lines (displayed in green) give an explanation of the commands to make it easy to integrate your own application.



```
frmMain
Object: mnuCOMMANDS_CHANGEPRINTER Proc: Click

Private Sub mnuCOMMANDS_CHANGEPRINTER_Click()
| 'This menu option is used to change the current selected printer

'This menu option uses one of the methods for changing the printer depending on
'the selected method chosen by the ChangePrinter BM6000UI entry in the BM6000.INI

Dim iReturnValue As Integer

'Check which method to use...
Dim iFirstMethodUsed As Integer
iFirstMethodUsed = Val(GetProfileStr("Command", "ChangePrinter BM6000UI", "1", "B
If (iFirstMethodUsed) Then
'Settings in the BM6000.INI tells that the first method is being used

'In the first method the BM6000 shows a dialog box with all available printer
'When the OK button is selected, the highlighted printer in the list is select
'as the current printer for the BM6000
iReturnValue = m_objBM6000.cmdChangePrinter
```