How to backup and restore LTG files using USB flash drive

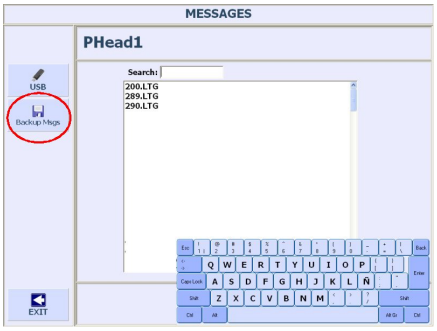
Involved material

- V5 controller or V5lite controller
- USB flash drive

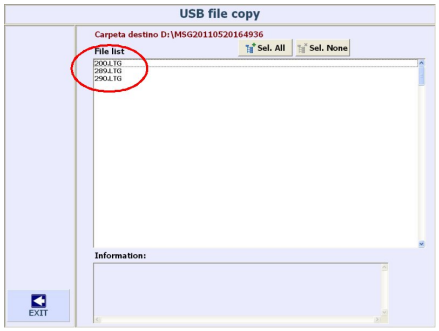
V5 controller to USB message copy (backup) (V5 ➔ USB)

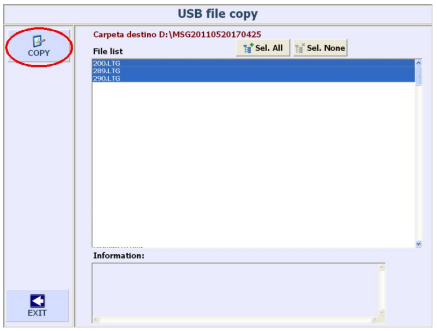
Follow these steps to perform a message backup to your USB pendrive:

1. Switch the controller on
2. Change to a user which has rights to use the USB
   a. ADMIN user should be OK. Default password is '12345'
3. Go to MESSAGES
4. Press **Backup** Msgs button



5. Select the files to copy to your USB
   a. LTG (layouts) are on the top of the list
   b. BMP (bitmap logos) are on the bottom of the list
   On newer firmware versions, LTG and BMP files are shown in separated screens





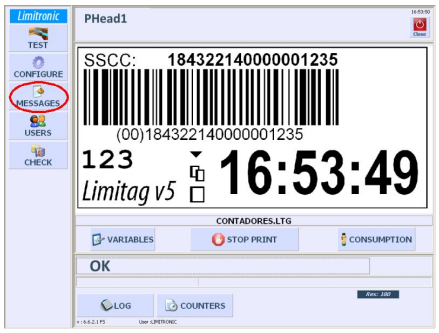
6. You can see the progress on the bottom of the screen.
7. Exit to main screen
8. You can extract the USB pen drive

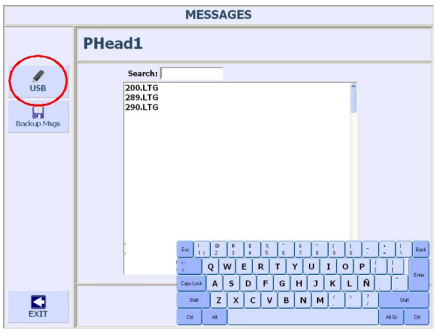
Selected files (LTG and BMP) have been saved in the USB flash drive. You will find in the root directory a new folder named "MSG*YYYYMMDDHHMMS* ". Inside this folder appears "mensajes" folder containing the layout LTG files and "imagenes" folder containing the BMP logo files.

USB to V5 CONTROLLER message copy (restore)
(USB ➔ V5)

Follow these steps to perform a message restore from a USB pendrive:

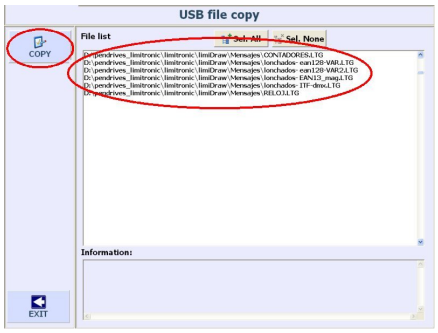
1. Switch the controller on
2. Change to a user which has rights to use the USB
   a. ADMIN user should be OK. Default password is '12345'
3. Go to MESSAGES
4. Press USB button





5. You will find on the screen a list of the LTG (layout) and BMP (logo) files found on your USB flash drive. This operation can take some minutes if your USB is full of layout and logos.

6. Select the desired files from the list to be copied to your printer.
   a. LTG (layouts) are on the top of the list
   b. BMP (bitmap logos) are on the bottom of the list
   On newer firmware versions, LTG and BMP files are shown in separated screens



7. Press COPY button when done.
8. After copying all desired files you can exit. Copied files should appear on main messages screen.
9. You can extract the USB pen drive

Logos (BMP) are always linked in layouts. Always remember to carry them also in the USB when transporting to/from the printer if logos (BMP) are included in the messages.

Only when printing remotely from the Label editor, the logos (BMP) will automatically be sent to the printer if the Editor finds logos in the current editing message.