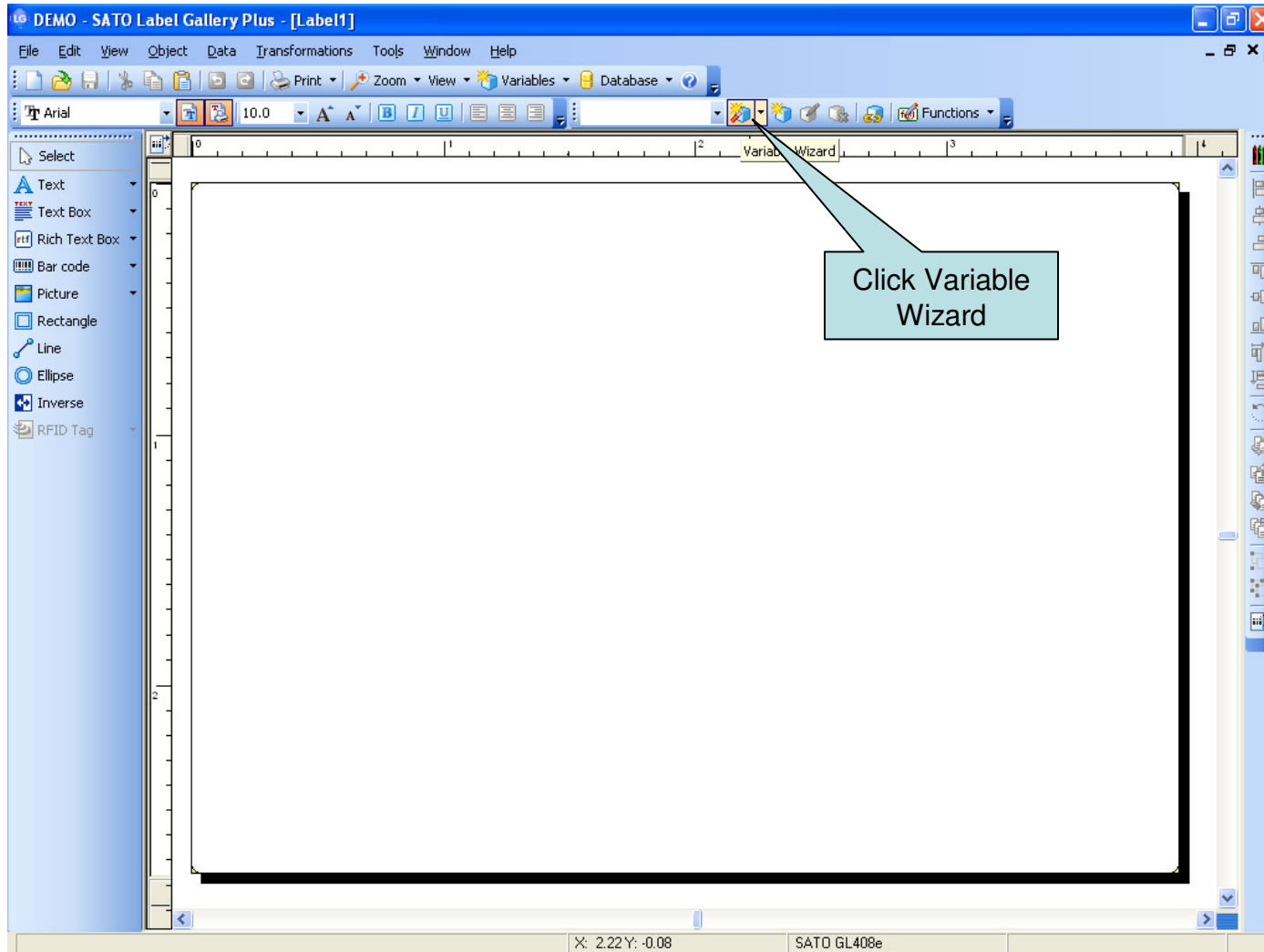
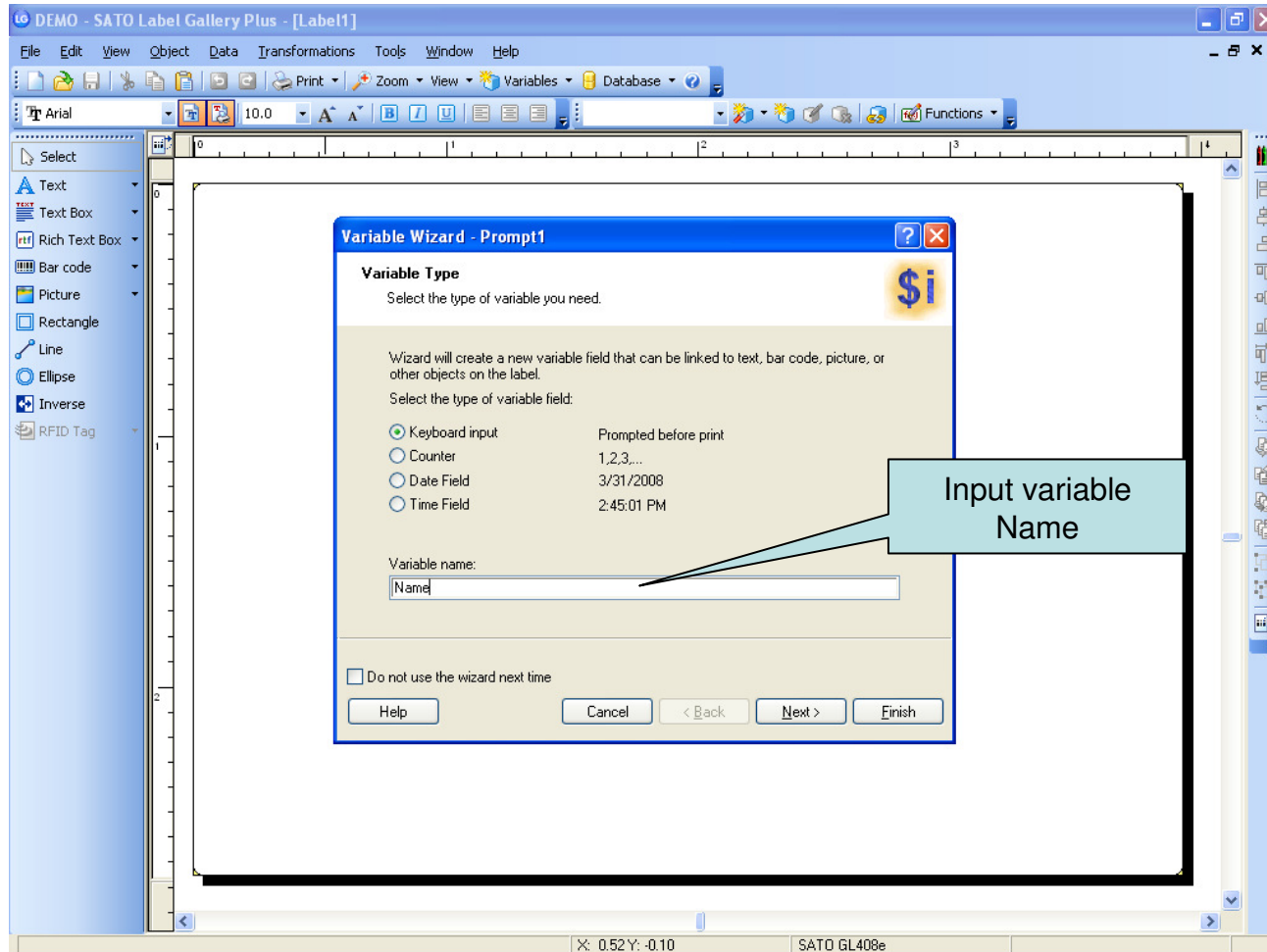


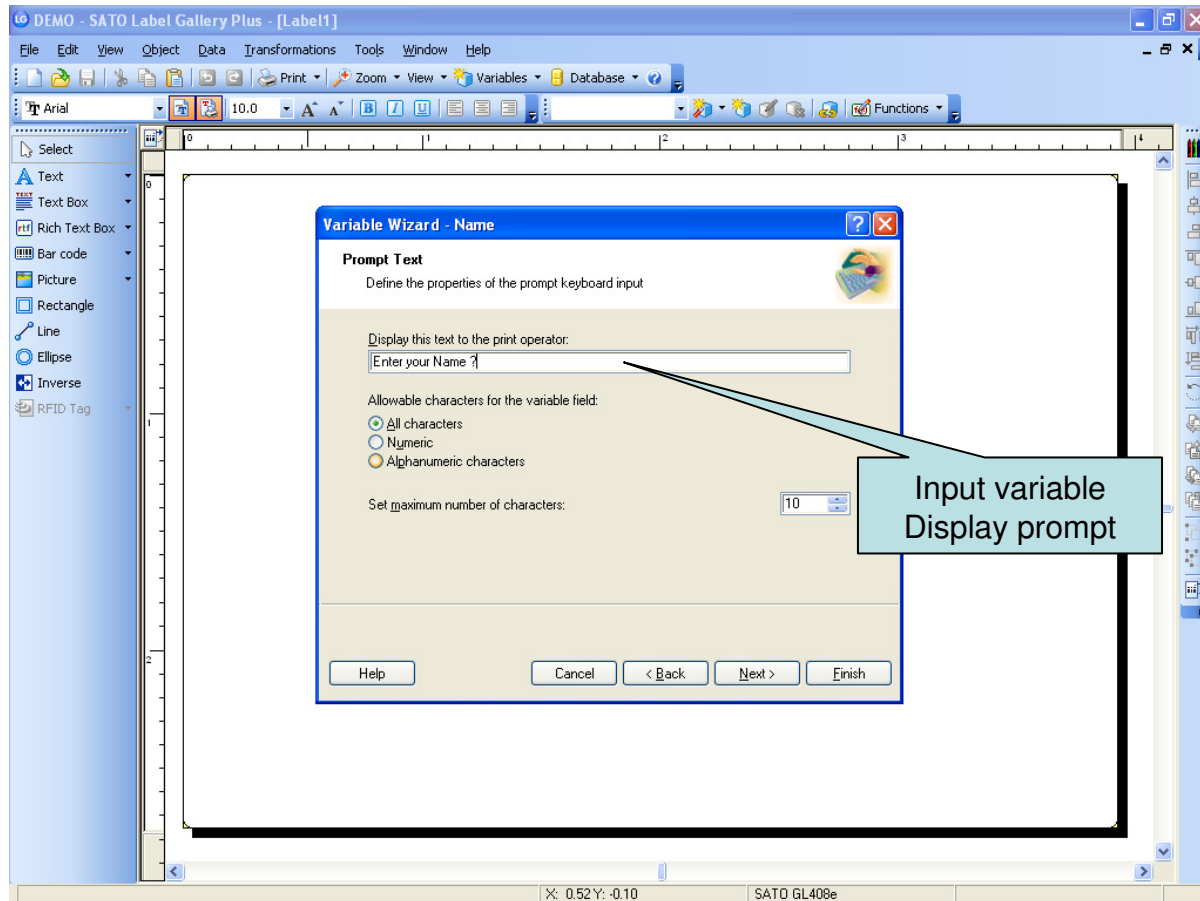
# Label Gallery Plus – Create variable input



# Label Gallery Plus – Create variable input



# Label Gallery Plus – Create variable input

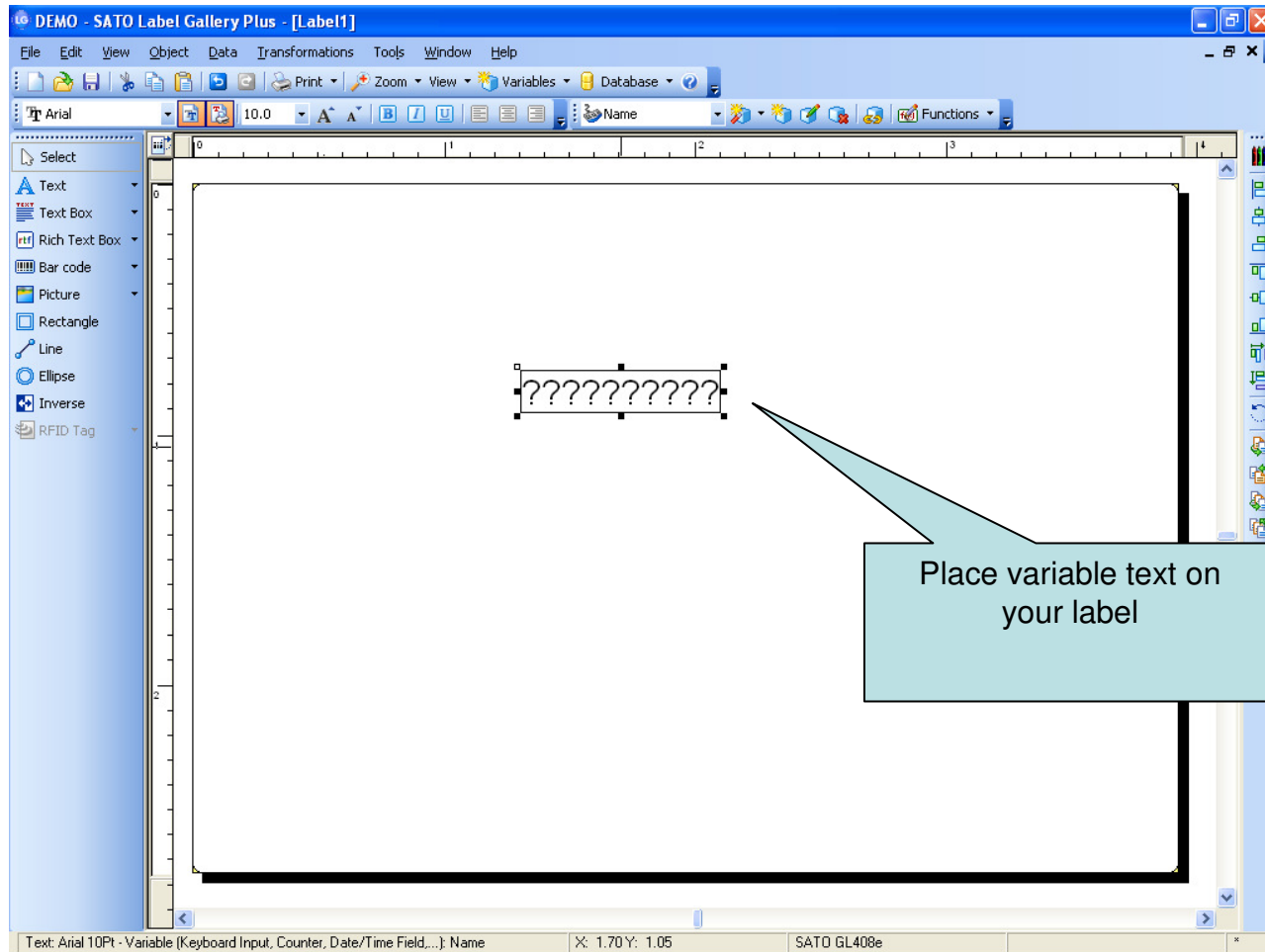


# Label Gallery Plus – Create variable input

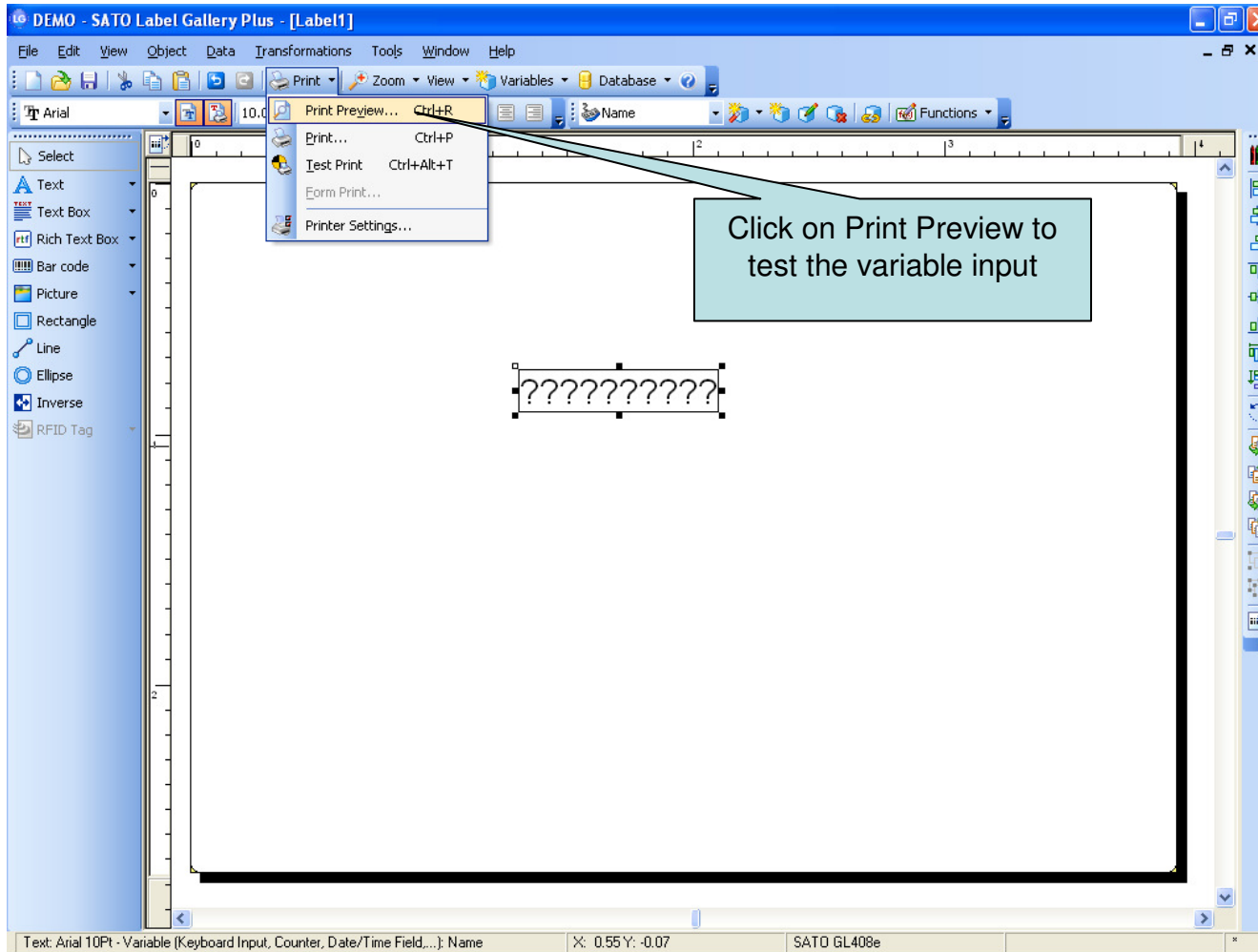


The screenshot shows the SATO Label Gallery Plus software interface. A 'Variable Wizard - Name' dialog box is open, titled 'Prefix and Suffix'. It contains the following text: 'Specify prefix and suffix for your object.', 'Prefix string will be placed in front of the data value.', and 'Suffix string will be placed after the data value.'. There are two input fields labeled 'Prefix:' and 'Suffix:'. Below these fields, it says 'To complete the Wizard click Finish.' and an unchecked checkbox 'Open the advanced options dialog box'. At the bottom of the dialog are buttons for 'Help', 'Cancel', '< Back', 'Next >', and 'Finish'. A callout box points to the 'Suffix:' field with the text: 'If you have prefix or suffix text to your variable. E.G Kg'. The background shows a design workspace with a toolbar on the left and a menu bar at the top.

# Label Gallery Plus – Create variable input



# Label Gallery Plus – Create variable input



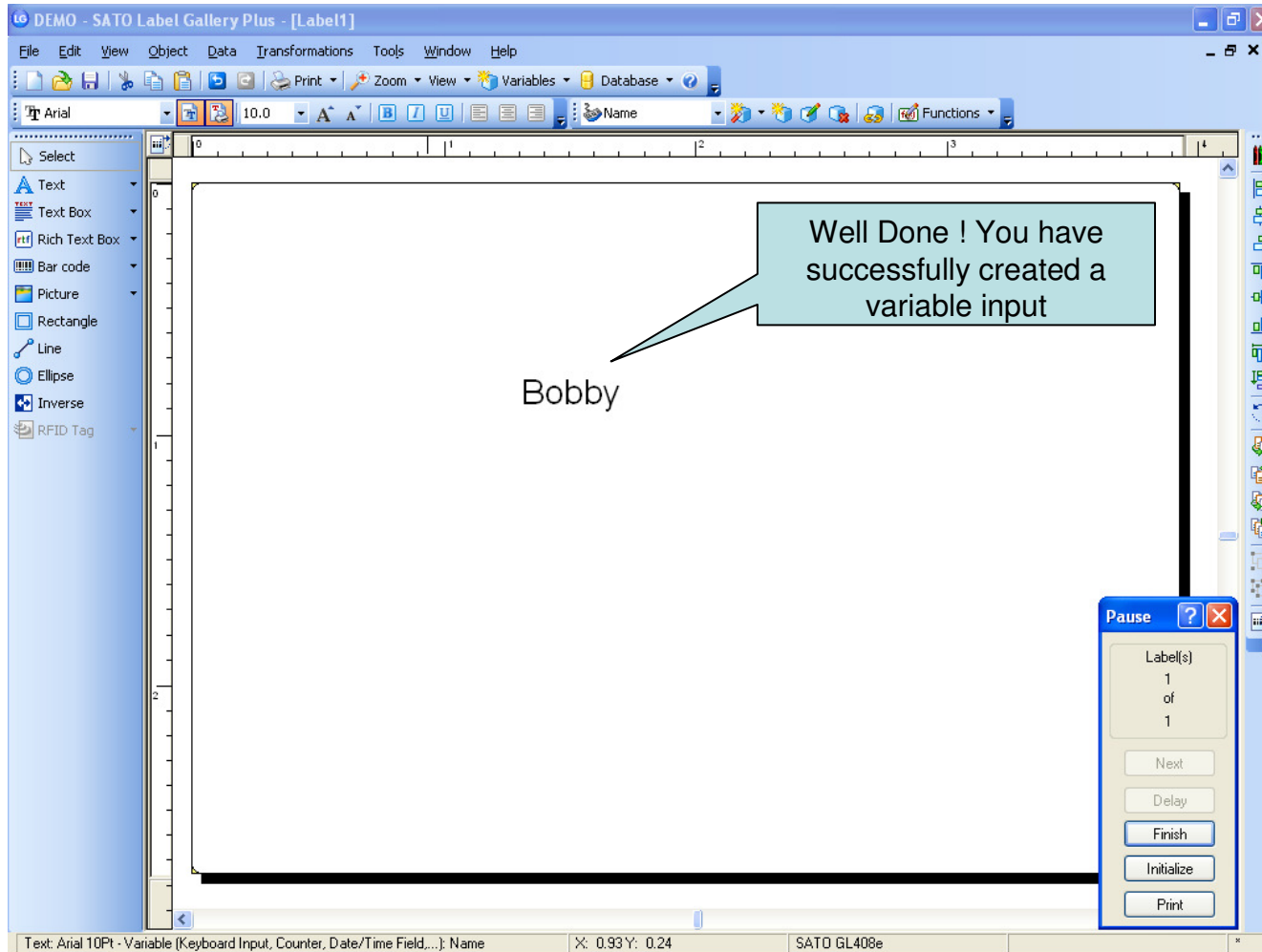
# Label Gallery Plus – Create variable input



The screenshot shows the SATO Label Gallery Plus software interface. A 'Print' dialog box is open, displaying the 'Keyboard Input' section. The 'Prompt' field contains 'Enter your Name ?' and the 'Value' field contains 'Bobby|'. A callout box points to the 'Value' field with the text 'Input variable data'. The 'Quantity' section has radio buttons for 'Labels:', 'Pages:', 'All (unlimited quantity)', and 'Variable quantity (defined from label variable)'. The 'Labels:' option is selected, and the quantity is set to 1. The 'Print' dialog box has buttons for 'Print', 'Preview', 'Close', and 'Help'.

Prompt	Value
Enter your Name ?	Bobby

# Label Gallery Plus – Create variable input





# The End