

# Bugallo Label Editor

## Users manual



This manual describes bellow how to import labels designed with GoLabel<sup>®</sup>

## 1- Importing labels created with GoLabel

GoLabel is a label edition software for Windows property of Godex Intl. With this “*importing labels function*” the users of GoLabel can import their label designs into Bugallo Label Editor. Once imported, the labels can both be printed and also modified/edited using the app.

GoLabel files suitable for being imported have the extension EZPX

### 1.1 How to import the labels

It is only required to follow these two steps in order to import labels designed with GoLabel

- 1) Copy the label files into the Android device where Bugallo Label Editor is installed
- 2) In the functions menu of Bugallo Label Editor, press the ‘Import Labels’ button

#### 1.1.a) Where and how to copy the EZPX label files for being imported?

Connect the “Android device” or the “memory card of the device” to a computer. You have to browse with the Windows file explorer the folders of the external card\* and look for the ‘BugalloLabels’ folder which should be in the root of the SDCard. Inside the BugalloLabels folder you will find a folder called ‘Import’. That folder is the right place to copy the EZPX files designed with GoLabel. If you have used pictures on the label you have to copy them into the ‘Images’ folder which is also inside the BugalloLabels folder.

So as a summary:

The right place\* to copy the labels: “SDCard”/BugalloLabels/Import

The right place\* to copy the images (if used): “SDCard”/BugalloLabels/Images

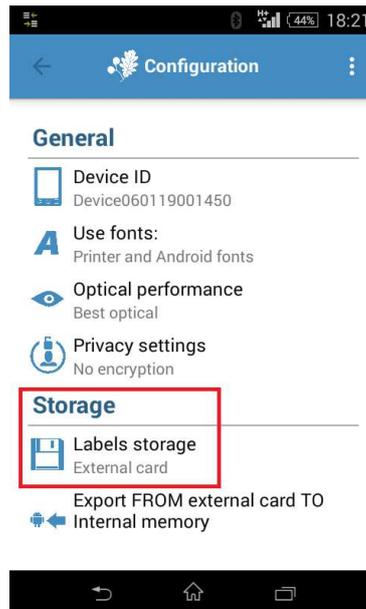
\* *Be aware that normally and most of the Android devices considers as secondary storage the SDCard which is the normal behaviour described above, but there are some devices that does not do this and consider the secondary card a partition in the internal memory of the device. In this devices you **will not** find the BugalloLabels folder into the SDCard, but instead into the internal memory of the device. If after installing Bugallo Label Editor you cannot see the BugalloLabels folder into the SDCard, please look into the internal memory. If you can find there the BugalloLabels folder please use this instead. In the next example this Xperia is considering the internal memory as secondary memory:*



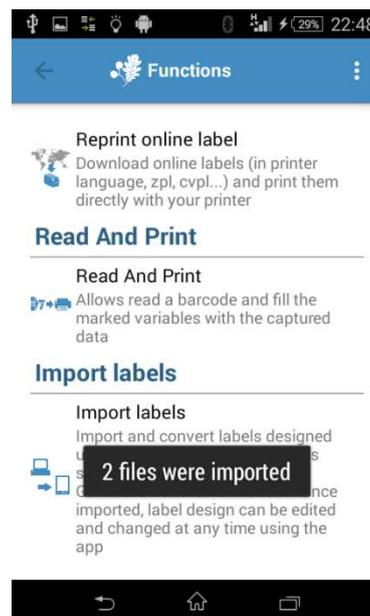
Nome	Modificado
Images	10/08/2018 16:28
Import	29/08/2018 21:05
Labels	08/01/2019 22:43
Lists	10/08/2018 16:28
PCTemplates	10/08/2018 16:28

**1.1.b) Where will be the GoLabels files copied and how can I know that the import was successful?**

The labels will be imported to the storage that you have selected in the app configuration. If you are using the external card then labels will be copied to the external card, if you are using the internal memory, then labels will be copied into the internal memory as can see in the next image:



If the import process was successful, after pressing the 'Import labels' button you will be able to see a message with the number of files imported:



If you go now to the edit/print labels menu you will be able to find the imported labels, so you will be able to print and also modify them:

