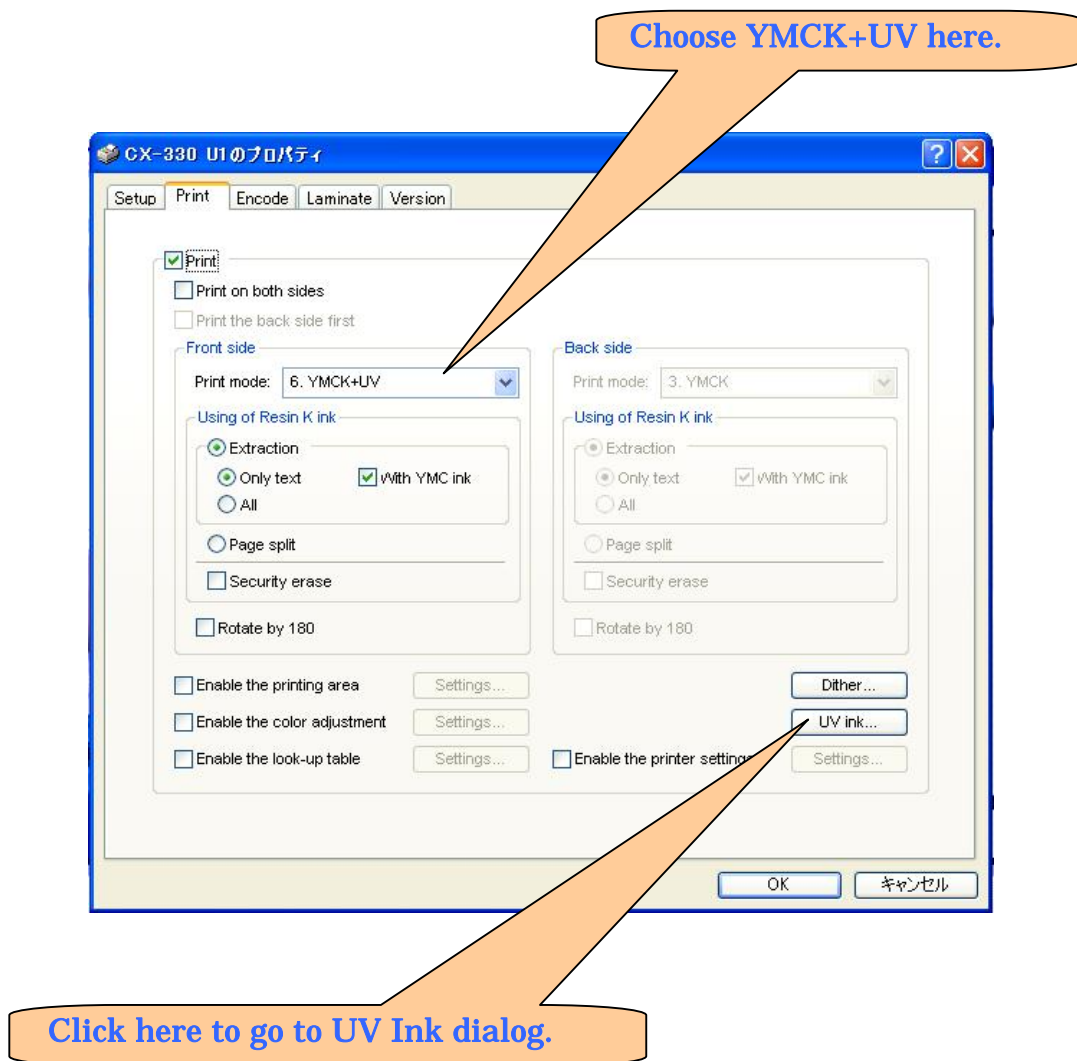


UV Printing @ CX-330

<Conditions>

1. Check YMCKUV Ink Ribbon installed
2. Set "6. YMCK+UV" at Print mode at Printer Driver



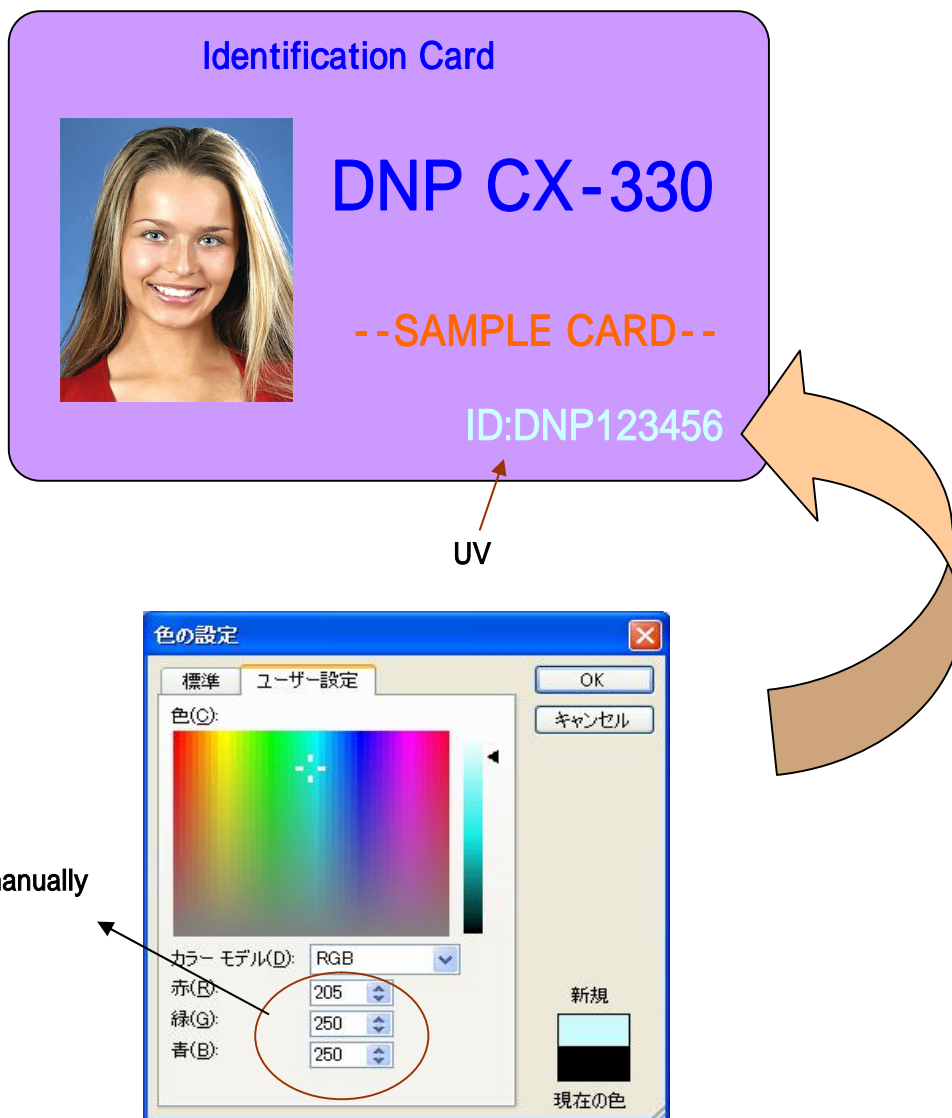
1. TEXT UV Printing

The text printed by UV must be input in a printing image when you design it.

-On condition that you like to print "ID:DNP123456" only by UV Ink,

- 1) Put the text at preferable position
- 2) Make the text's color specific by adjusting RGB value (different one from the other texts)

In case of below image, the color of "ID:DNP123456" is combined by R:205 G:250 B:250



<CAUTION>

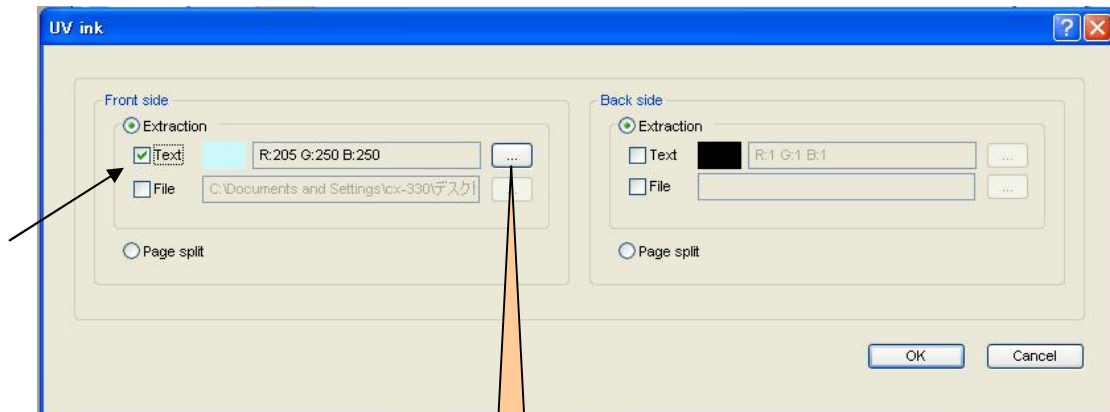
Both text and image is printed by UV panel after converted to grayscale data. Therefore, the closer to white the color is, the clearer UV image appears.

High-intensity color like green is appropriate for UV printing.

Dark color like black is NOT appropriate for UV printing.

100% white is not available for UV printing because it cannot be distinguish with the background. (100% white: R=G=B=255)

- 3) After adjusting the text's color at your application, click "UV ink..." at CX-330 printer driver
- 4) Check in the box of "Text"
- 5) Set RGB value same as the text's color that you adjusted at application.



adjust manually

- 6) Go to print. The adjusted text only is printed by UV Ink.

2. FILE UV Printing

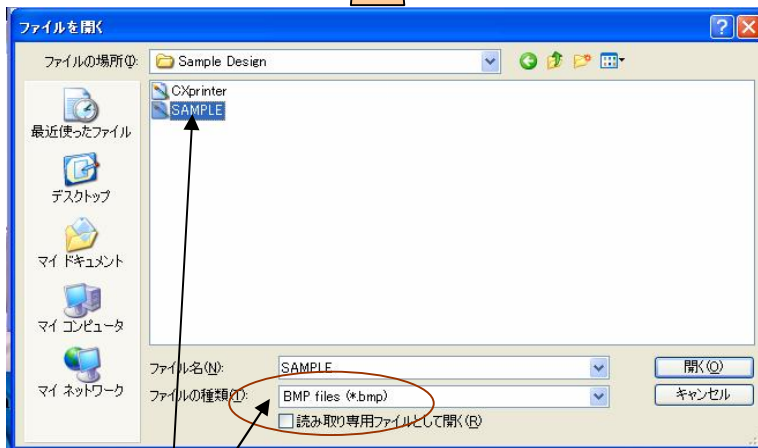
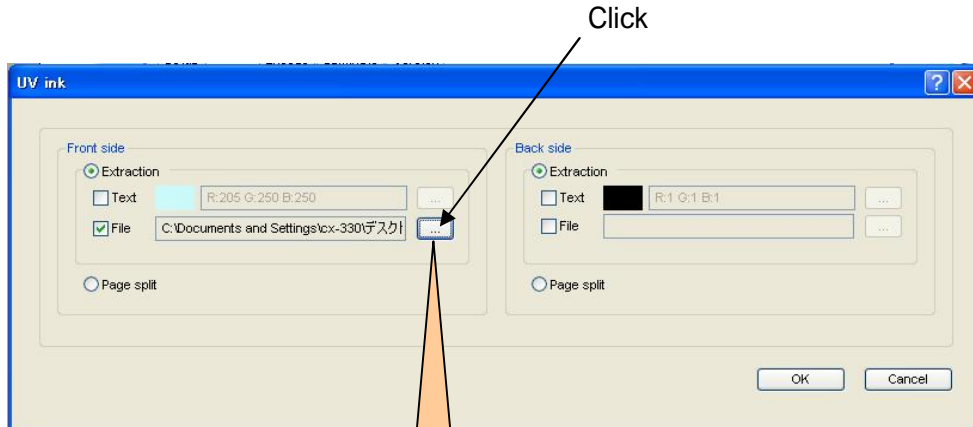
When you print some image file by UV, the file needs to be called by printer driver. It is required to be "BMP (bitmap)", and made as per below spec.

<Bitmap spec for UV printing>

size: 1036 x 664 (or 664 x 1036) [pixels]

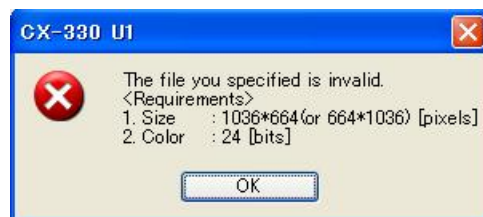
color: 24 [bits]

- 1) Check in the box of "File" and click the right tab
- 2) Select the BMP file



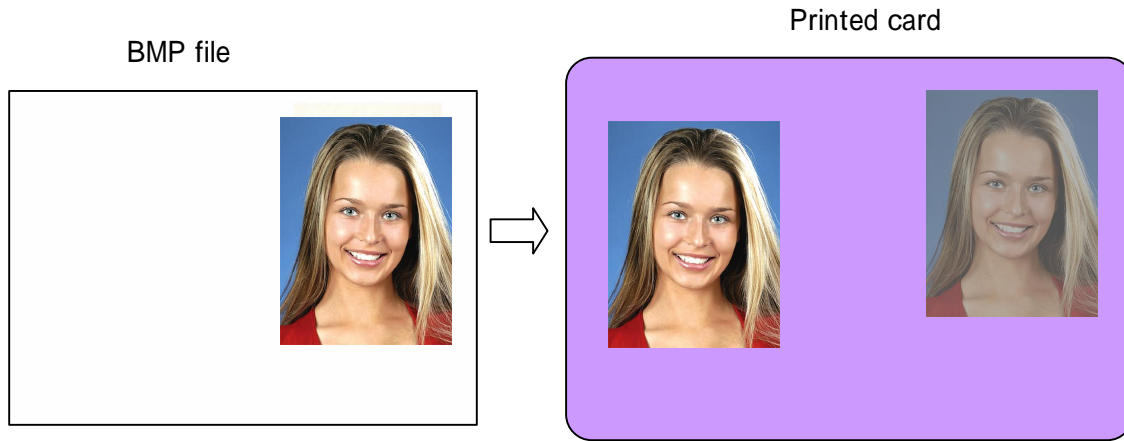
<CAUTION>

In case the selected BMP file does not meet the above spec, the below window appears.

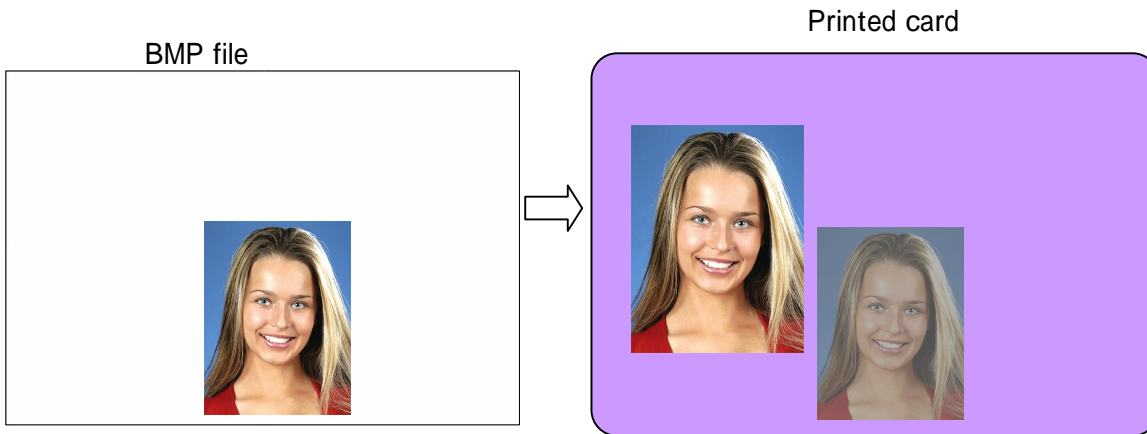


The position of an image printed by UV depends on where the image is spot in the BMP.

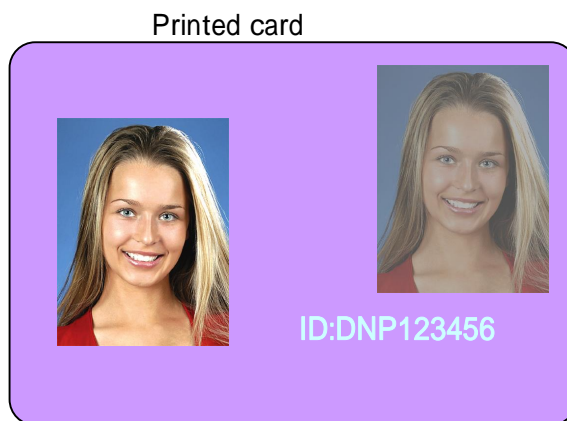
<Pattern 1>



<Pattern 2>

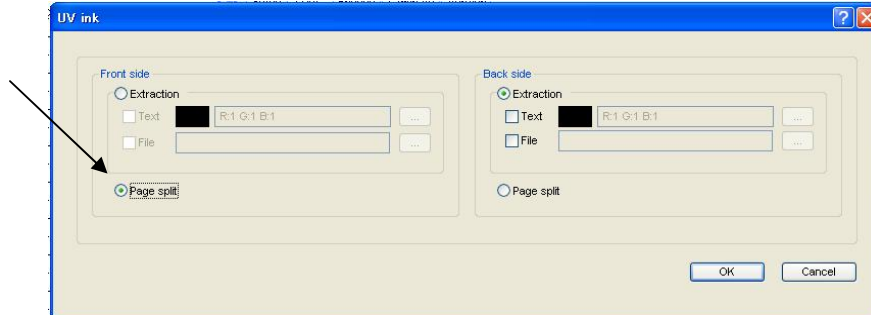


Both text and image can be printed by UV at one time.

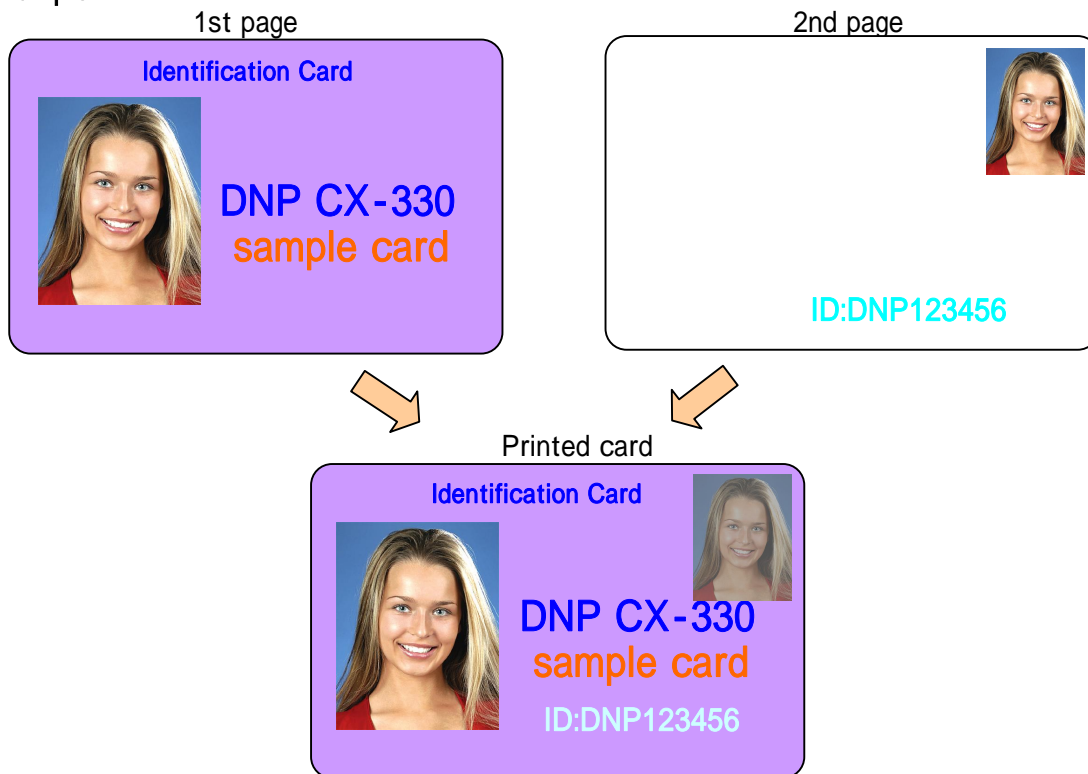


3. Page split

"Page split" is the other method for UV printing.
When you use the function, BMP file is not necessary, and all printing data on the 2nd page at your application must be printed by UV Ink.
(1st page: printed by YMCK 2nd page: printed by UV)



<Example>



All printing data on the 2nd page is printed as UV image on the 1st printing data.
In case you use "Page split", the printing application must be able to manage the page.

MAC ADDRESS (Media Access Control address)

When UV printing is done, the MAC address is automatically printed by UV ink at the same time to make its security higher.

MAC address is a quasi-unique identifier attached to most network adapters (NICs), which the specific number is given to the printer one by one. By checking MAC address, you can find which printer was used, and distinguish counterfeits.

**MAC address is necessarily printed, when you do UV printing.*

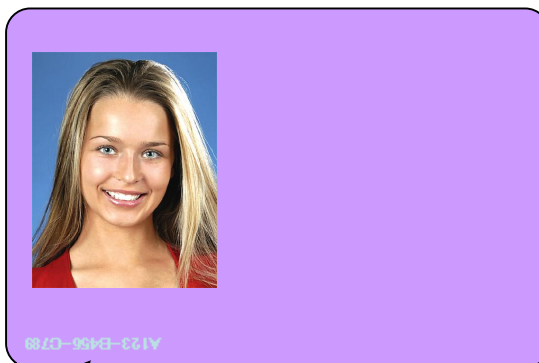
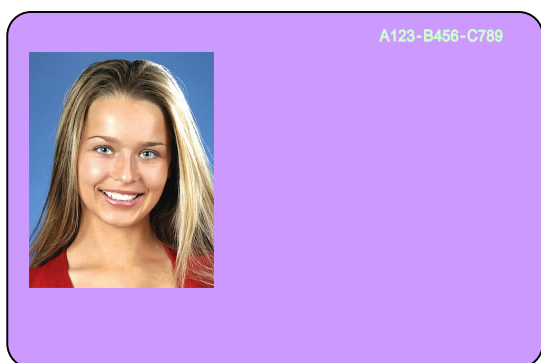
<Position>

MAC ADDRESS is printed at either UPPER RIGHT(A) or LEFT BELOW(B).

You can make a choice either.

A: UPPER RIGHT

B: LEFT BELOW



↙ inverted at head and tail, right and left

MAC address Printing area

MAC Printing Pattern A	MAC Printing Pattern B
Right margin: 3.4 ~ 2.4mm Head margin: 1.7 ~ 0.4mm Height: around 1.5mm (18pixel)	Left margin: 3.4 ~ 2.4mm Tail margin: 1.7 ~ 0.7mm Height: around 1.5mm (18pixel)

*Font size is 6 pt.