



EKPrint Studio

Apparel Printing Software

User Manual

6.0

www.eukondigital.com

1. Overview	4
2. Installation	4
2.1 EKPrint Studio Installation	4
2.2 EKPrint RIP Printer Driver Installation	4
3. Getting a License.....	5
3.1 For a PC with Internet connection.....	5
3.2 For a PC without Internet connection.....	6
4. Setting up EKPrint Studio for your DTG printer	7
4.1 Table Feed Mode.....	7
4.2 Ink Channel Configuration.....	7
4.3 Setup Printer	8
5. Print with EKPrint Studio.....	8
5.1 Open a Graphics Design File in the EKPrint Studio	8
5.1.1 Supported File Types	8
5.1.2 Open a File	8
5.2 Launch EKPrint Studio from a Graphics Design Software.....	9
5.3 Preview Area	9
5.4 Scaling and Positioning an Image	10
5.4.1 Scaling a Print	10
5.4.2 Positioning an Image.....	10
5.5 Print Setup	11
5.5.1 Table Size.....	11
5.5.2 Custom Table Size.....	11
5.5.3 Ink Drop Size.....	11
5.5.4 Ink Level.....	11
5.5.5 Color Mode.....	12
5.6 Ink Setting	13
5.6.1 Ink Level.....	13
5.6.2 Channel Setup.....	14
5.6.4 Utilities	15
5.6.3 Print Nozzle Purge by Printhead	17
5.6.4 Printer Setup	17
5.7 Dark T-Shirt Print (White Ink Underbase Printing).....	21
5.7.1 Enable White Ink Underbase Printing.....	21
5.7.2 White Base Ink Control.....	22
6. Color.....	27
6.1 Custom Color	27
6.2 Logo Color	28
6.3 Halftone Designer.....	28
7. Print Layout.....	28
8. Ink Estimation	29
9. File Management.....	30
9.1 Functions	30
9.1.1 Open	30
9.1.2 Open Project.....	30

9.1.3 Save Project	30
9.1.4 Apply Template	30
9.1.5 Save Template	31
9.1.6 RIP File Manager	31
9.1.7 Batch Process	31
9.1.6 Print	31
9.1.7 Close	31
9.1.8 Exit	31
10. System Configuration	31
10.1 Functions	32
10.1.1 Ink Setting	32
10.1.2 Printer	32
10.1.3 System	32
11. Help	36
11.1 Functions	36
11.1.1 Content	36
11.1.2 MAC Address	36
11.1.3 Product Activation	36
11.1.4 About EKPrint Studio	36

1. Overview

EUKON Digital specializes in the development of digital color textile print system.

EKPrint Studio software is designed for apparel printing on both light and dark color textiles. With a specially designed color-matching engine, the software provides the brilliant color the designer desires, and the high print speed the customer needs.

You can either launch EKPrint Studio from your favorite graphics design software or open your design from EKPrint studio. With our easy-to-use user interface, set the desired output control levels and press the **Print** button to quickly output your graphic design to your garment printer.

For latest product updates, please visit EUKON Digital website at <http://www.eukondigital.com/>

2. Installation

2. 1 EKPrint Studio Installation

Close all programs and begin at the Microsoft Windows desktop. Insert the EKPrint Studio installation CD into your CD-ROM drive. The EKPrint Studio startup window will appear.

Note: If the startup window does not automatically appear, you will need to start setup manually as follows.

*Select **Start->Run** from the Microsoft Windows desktop and click **Browse**. Locate your CD-ROM driver and click once to open it. Double-click the **Setup.exe** file.*

Follow the on-screen instructions.

2. 2 EKPrint RIP Printer Driver Installation

Power on your DTG printer and wait until the printer's status turns ready.

Connect the printer USB cable.

When the Window prompts to install the printer driver, browse to your CD-ROM drive and open it.

Click on **EKPrint RIP Driver for R####** folder, select XP, Vista, or Windows 7 folder depends on your PC windows system and then select **EKRIP####.inf** file.

Follow the on-screen instructions to complete the installation process.

If Window does not prompt for printer driver installation, you have to manually install the **EKPrint RIP Driver** by the following steps.

1. Click **Add a Printer** in Windows **Printers and Faxes** folder
2. Select **Local printer attached to this computer** and hit **Next**
3. Select an USB port (usually USB001) and hit **Next**
4. Click on **Have Disk**
5. Browse to **EKPrint RIP Driver for R####** folder and select **EKRIP####.inf** file
6. Follow the instruction on the screen to finish the installation

3. Getting a License

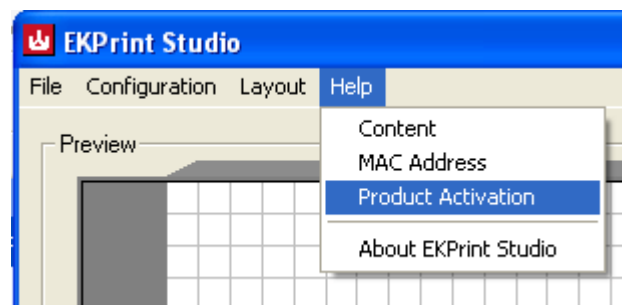
A demo version of EKPrint Studio can run without a license, but an EKPRINT watermark will be printed on the final printout.

A valid license file is needed to run EKPrint Studio software. Without a valid license file, EKPrint Studio will run under evaluation mode for 30 days. After the 30 days evaluation period, the print capability of EKPrint Studio will be disabled. The following steps show you how to get a license file.

If your PC is running Windows Vista, please start EKPrint Studio as “Administrator mode” by right clicking on the EKPrint Studio icon.

3.1 For a PC with Internet connection

After installing EKPrint Studio software and the EKPrint RIP driver, start the EKPrint Studio program. Click on the **OK** button to skip the license reminder. Then click on the dialog menu **Help->Product Activation**.



Click on the **OK** button; fill in the information in the **License Request** dialog.

Note: The product serial number is printed on the back cover of the EKPrint Studio installation CD.

Click the **Request** button.

After the licensing process finished, exit EKPrint Studio program and restart EKPrint Studio.

3.2 For a PC without Internet connection

After installing EKPrint Studio software and the EKPrint RIP driver, start the EKPrint Studio program. Click on **Help->MAC address** to get the MAC address and Machine ID of the PC.

On a separate PC with Internet connection, visit <http://www.eukondigital.com/> to file a license request with following information:

- A. Name
- B. Company
- C. Country
- D. Printer serial number
- E. EKPrint Studio serial number (**On the back cover of the EKPrint Studio installation CD**)
- F. Phone Number
- G. Your Email Address (**The license file will be emailed to this address**)
- H. Network card Information (**The MAC address information from Step 1. above**)
- I. Machine ID Information (**The Machine ID information from Step 1. above**)

A license file (license.txt) will be generated and emailed back to you.

After receiving the license file, start the EKPrint Studio program. Click on **Help->Product Activation**.

Select **Install license file**.

Browse to the **license.txt** file you have received and click on the **OK** button.

Restart EKPrint Studio.

4. Setting up EKPrint Studio for your DTG printer

4.1 Table Feed Mode

You can change the table feed mode to **Sheet, Roll, Manual, or Manual Front** feed, the feed mode may vary between DTG manufacturers.

To change the feed mode:

Start **EKPrint Studio**.

Click on **Ink Setting** button.

Select the **Printer Setup** Tab.

Change **Feed Mode** accordingly.

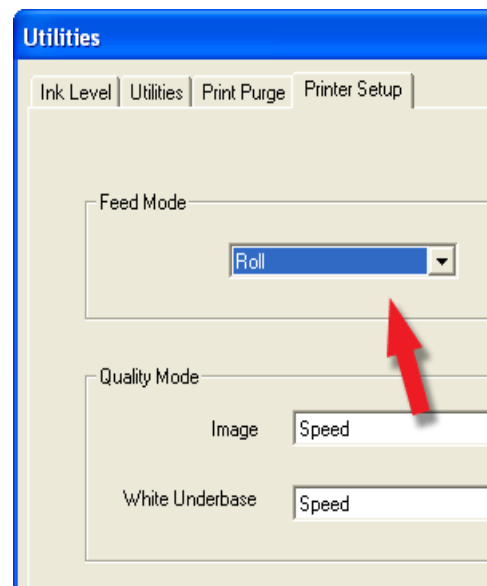
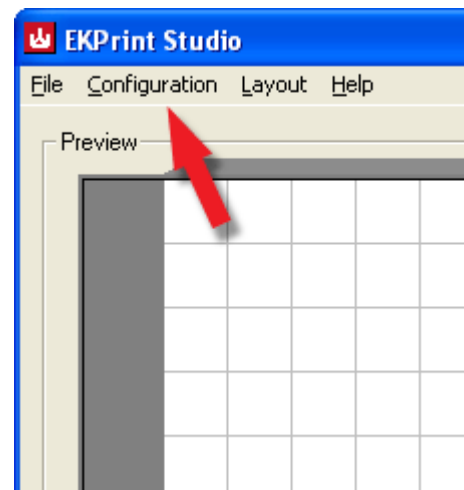


Table feed mode is also described in section 5.5.4

4.2 Ink Channel Configuration

You may need to adjust the ink channel color in order to make a correct color print. This is because the ink channel setup may vary between DTG manufacturers.

To adjust the ink channel configuration:



Start **EKPrint Studio**

Click on Menu **Configuration->System**

Click on **Ink Channels->Configuration**

Follow the on-screen instruction to adjust the ink channel color.

Click on the **Test Print** button to verify if the ink channels are setup correctly.

4.3 Setup Printer

Start **EKPrint Studio**

Click on Menu **Configuration->Printer**

Select **EKPrint RIP for Rxxxx** printer (where **xxxx** is the printer model type)

5. Print with EKPrint Studio

5.1 Open a Graphics Design File in the EKPrint Studio

5.1.1 Supported File Types

EKPrint Studio supports the following file types: TIFF (.tif), GIF (.gif), JPEG (.jpg), PNG (.png), EXIF (.exif) and BITMAP (.bmp)

Note: *TIFF or PNG files are most commonly used for dark garments, because TIFF and PNG files support transparencies.*

5.1.2 Open a File

To open a file, you can:

1. Click the **Open** button and browse to the file you would like to open.

2. Click on the Menu **File->Open** and browse to the file you would like to open.
3. Drag the file you would like to open into the **Preview** screen.

5.2 Launch EKPrint Studio from a Graphics Design Software

Users can launch **EKPrint Studio** from any graphics design software. After completing the graphics design, simply click on **Print** from the graphics design software and select **printer EKPrint RIP for Rxxxx** (where **xxxx** is the printer model type).

The EKPrint Studio software will be launched and the design will be displayed in the **Preview** window.

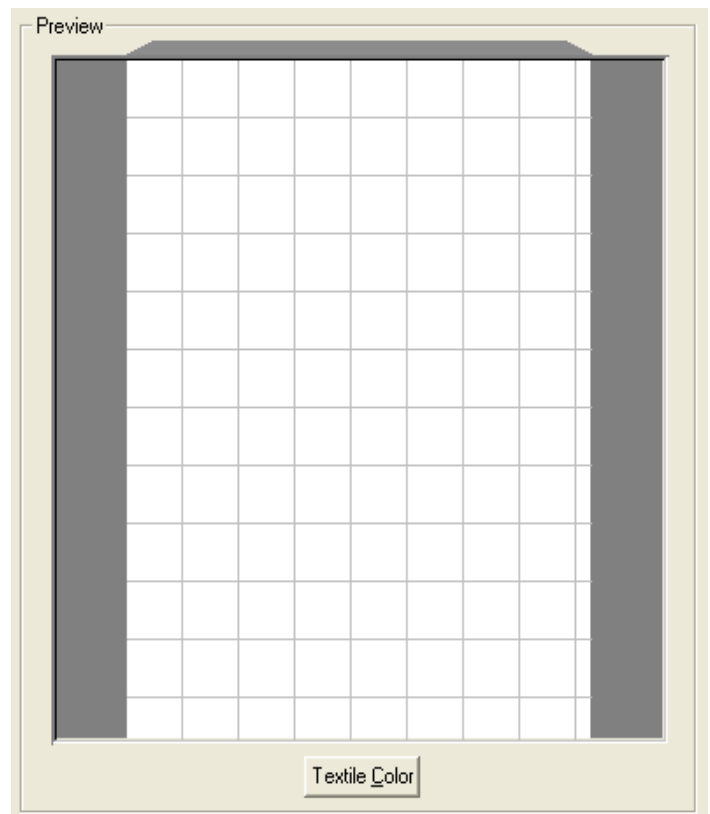
Adjust the design position and ink settings, and click on the **Print** button to start the printing process.

5.3 Preview Area

All adjustments to files position are shown in the preview window. This preview window represents the print table.

The lip shown at the top represents the top triangle of the print table.

Click on the **Textile Color** button to simulate the color of the textile to be used for the printing

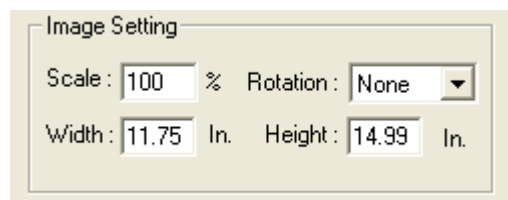


5.4 Scaling and Positioning an Image

5.4.1 Scaling a Print

A print can be scaled in four ways:

1. Using the “Scale” control changes the size of a print as a percentage of the digital image size.



2. Using the height or width controls sets a specific height or width.

Note: The aspect ratio is fixed. If a user adjusts one value the other value will be automatically adjusted. Also note that the same position and scaling is automatically applied to the printable and transparent areas.

3. Clicking and dragging from the corner of an image in the preview screen will increase or decrease the size of a print.
4. Clicking on + or – key on the number panel while holding the **Ctrl** key will increase or decrease the size of the print.

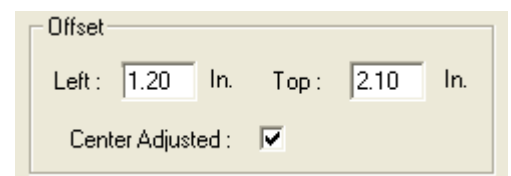
5.4.2 Positioning an Image

A print can be positioned in four ways:

1. An image can be dragged around the preview screen.

Note: If Snap to Grid is enabled, it will influence the positioning. Snap to Grid is described in detail in the Grid section 8.1.14.

2. A print can be positioned to specific measurements by entering values into the **Offset** controls. The offset can be either **Center Based** or **Left Top Based**, which are defined by the **Axis**



Origin.

Note: The image-offset is from the top left corner of the image to the Axis Origin of the printer table.

3. Clicking the **Arrow** keys while holding the **Ctrl** key will move the image.
4. The **Center Adjusted** checkbox will automatically be enabled when an Image file is opened. The **Center Adjusted** checkbox moves the print to the center of the preview window and print table.

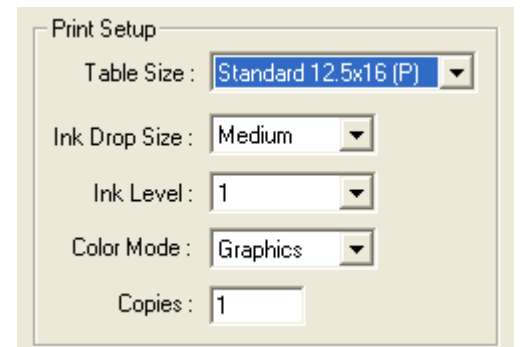
Note: Most T-shirts look better when positioning of the image close to the top of the preview window rather than at the center.

5.5 Print Setup

5.5.1 Table Size

This refers to the size of the print table installed in the printer. The table size also defines portrait or landscape printing. The table sizes are marked with a (P) or an (L) respectively.

'Portrait' (P) positions prints vertically, and 'landscape' (L) positions prints horizontally.



5.5.2 Custom Table Size

User can modify the custsize.ini file in installation to for custom table size. The unit of width and height is in pixel (1 inch = 720pixls). For example, if the table width is 8 inches, set the Width value as 5760.

5.5.3 Ink Drop Size

A larger drop size will create prints with more ink saturation, while smaller drop size will create prints with more details.

5.5.4 Ink Level

The **Ink Level** refers to the number of passes the printhead will go through on the same line before the table moves forward. This control works together with **Ink Drop Size** to control the amount of ink saturation. The higher the ink level, the more ink saturation will be seen on a garment.

5.5.5 Color Mode

Different color modes change both color profiles and dithering routines. EKPrint Print Studio's internal color profiles control the shades, tints, hue and saturation of printed colors. Dithering routines are the patterns of ink drops that are applied to substrates.

A. Vivid

The **Vivid** color mode generates artificially vibrant color values to create prints with high contrast. This will give the final print out a "pop-out" effect.

B. Graphics

The **Graphics** color mode has highly accurate color representation, but does not have the same visual impact of the **Vivid** mode.

C. Photo

The **Photo** mode creates high quality flesh tones.

Note: This mode bypasses the Ink Drop Size control.

D. Black/White

The **Black/White** mode uses only Black (K) ink to create grayscale prints. Color images in the preview panel will generate prints in grayscale.

Note: To generate saturated black print effects, please consider using Vivid mode.

E. Text

The **Text** mode is for solid colors, particularly in the pastel range. It will generate even tones and avoid speckling in the lighter shades.

Note: Details of gradient may be lost when using Text mode for print.

F. Text1

The **Text1** mode is very similar to **Text** mode. However, **Text1** creates slightly smoother gradients and prints ink drops slightly further apart than in the **Text** mode.

G. White

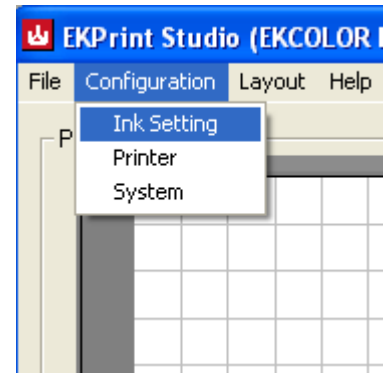
The White mode uses only white ink for the print process. The color image in the preview panel will be printed as white. This is for simple, white text only prints.

Note: White ink underbase printing is not allowed in **White** mode. The white ink underbase **Enable** checkbox will be grayed out when user selects **White** mode.

5.6 Ink Setting

Ink Setting includes adjustment control for color, printer setup, and utilities used for the garment printing process. Click on **Menu Configuration->Ink Setting** or the **Ink Setting** button to adjust the **Ink Setting**.

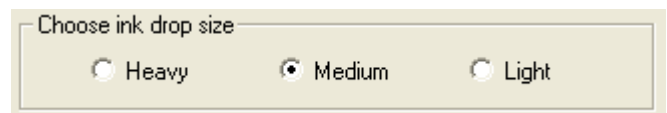
There are four control panels in the **Ink Setting**



5.6.1 Ink Level

A. Ink Drop Size

This is the same control described in section 5.4.2



B. Test Pattern

Test Pattern

This will print a test pattern with five different ink levels (see **Ink Level**) at the assigned ink drop size. This can help users choose the correct setting for a given type of garment. The optimal setting for light color garments is the most amount of ink before images start to bleed.

C. Ink Level

This control behaves the same as the **Ink Level** in the **Print Setup** described in section 5.4.3

D. Lightness

This is to adjust the brightness of the final prints while keeping the color effect the same.

E. Brightness

This adjusts the brightness of the final prints without keeping the color effect the same. Move the arrow cursor to the left to darken the prints and move it to the right to lighten the prints.

Note: This adjustment is relative to the overall amount of ink being put onto a given textile.

F. Contrast

This adjusts the contrast on the final prints. Move the arrow cursor the right will create a print with a higher contrast, to the left for a less contrast.

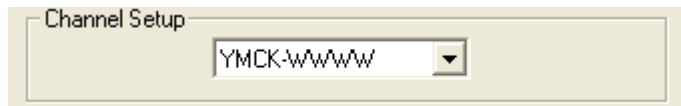
Note: This adjustment is relative to the overall amount of ink being put onto a given textile.

5.6.2 Channel Setup

YMCK-YMCK

Select this mode when the printer ink colors are dual CMYK. This is for light color garment prints only. Compared to CMYK-WWWW mode, twice the volume of ink will be printed to the garment in a single pass. The **Ink Level** setting can be adjusted to a lower number to increase the print speed for the light color garment printing.

YMCK-WWWW



Select this mode when the printer ink colors use four channels for CMYK and the other four for the white color ink. This mode is mandatory for dark T-shirt printing but can also be used for the light color garment printing.

YMCK-WWXX

Select this mode when the printer ink colors use four channels for CMYK and two channels (#5, #6) for the white color ink. There will be no ink output from channel #7, and #8. . (**Note:** This function is provided only in the EKPrint Studio for certain printer models.)

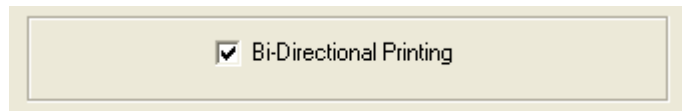
YMCK-XXWW

Select this mode when the printer ink colors use four channels for CMYK and two channels (#7, #8) for the white color ink. There will be no ink output from channel #5, and #6. (Note: This function is provided only in the EKPrint Studio for certain printer models.)

5.6.3 Bi-Directional Printing

When the bi-direction checkbox is checked, the printer head will drop ink in both directions when moving across the print table.

This will shorten the printing time and speed up the print process. However, this may introduce misalignment side effects. For high quality printing, the user should turn off Bi-Directional Printing.



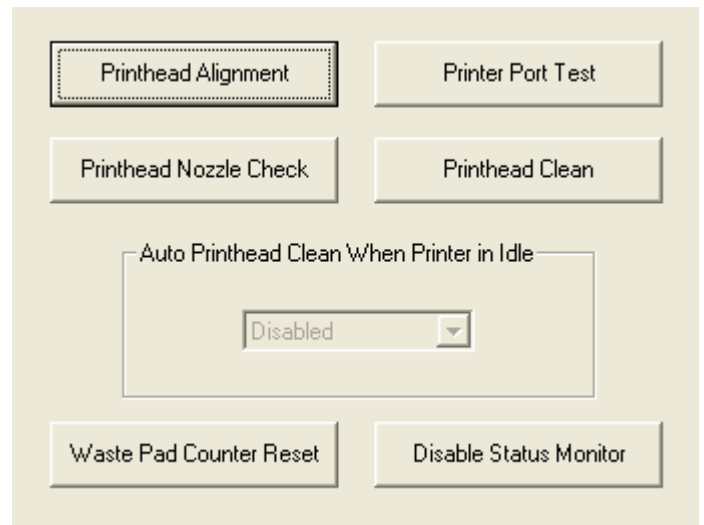
5.6.4 Utilities

A. Printer Port Configuration

Click on **Printer Port Configuration** button to change printer's USB port number. User can use auto-select or manually select the port number and use the **Port Test** feature which will generate and send a dummy print job the printer. This is to test if the printer connection is good or not.

If the printer connection is good, the indicator on the printer will start blinking and then become solid.

If the printer connection is not good, the indicator on the printer will not blink and stay solid. Please check if the printer USB cable is connected properly and run the test again.



B. Printhead Nozzle Check

This is to check if there is any nozzle clog happening in the print head. A grid with all colors will be printed after clicking on the **Printhead Nozzle Check** button.

A white strip across the specific color test print grid pattern indicates there is likely a nozzle clog in the color channel. Use **Print Purge** (described in section 5.5.3) or **Printhead Clean** to clean the nozzles.

C. Printhead Alignment

The **Banding** effect will be created on the final prints if the print head of the printer is not alignment correctly. Click on the **Printhead Alignment** button and follow the procedure on screen to re-align the print head when banding effect starts.

D. Print Head Clean

Click on Printhead Clean button to clean the clog in the print head nozzles. If there are missing lines on the final prints, please do a print head nozzle check first before applying the print head clean.

E. Auto Printhead Clean When Printer is in Idle

To avoid nozzle clogging in the printer head, this function automatically applies the print head clean. Users can set the time period between printer maintenance.

Note: More ink will be used for the clean when a shorter period is set.

F. Waste Pad Counter Reset

If the printer's waste pad counter is over the limit, it will stop printing to prevent damage on the printer circuit board. Click on this button to reset the counter when printer maintenance is completed.

Note: This function is provided only in the EKPrint Studio for certain printer models.

G. Disable Status Monitor

The Epson printer status monitor utility may interfere with the printing process started by the EKPrint Studio. (The Epson printer status monitor is installed when the Epson printer driver is installed.)

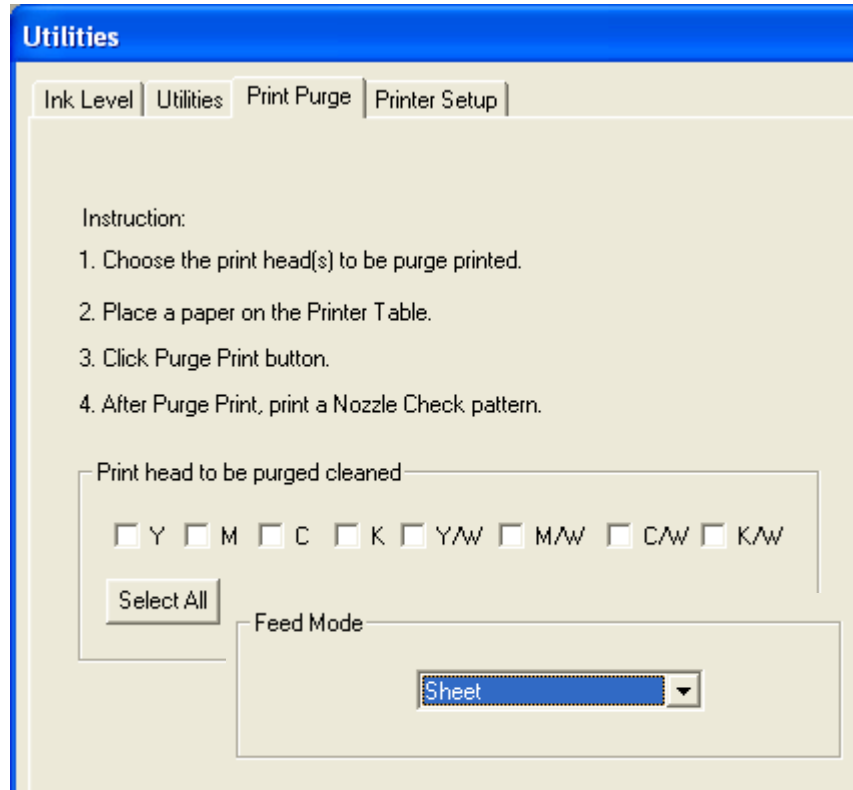
Click on the Disable Status Monitor button to disable the Epson status monitor if printing is interrupted during every print process.

Note: This function is provided only in the EKPrint Studio for certain printer models.

5.6.3 Print Nozzle Purge by Printhead

This utility prints a small amount from any single channel or combination of channels for the purpose of alleviating minor ink flow issues.

Note: Users will often purge from the back four channels in order to purge the overnight settlement of white ink.



5.6.4 Printer Setup

A. Feed Mode

Different DTG manufacturers may use different feed modes (**Roll/Sheet**) for print table movement. Adjust the control according to your DTG manufacturer's specification.

Note: The print feed mode should be set when running EKPrint Studio the first time.

B. Quality Mode

Users can select different quality modes for both color image printing and white underbase printing.

Speed Mode

This is the fastest print table movement, used for a speedy print process. However, it has a lower printing resolution.

Fine Mode

Table movement is slower than in Speed mode but print resolution is higher.

Super Fine Mode

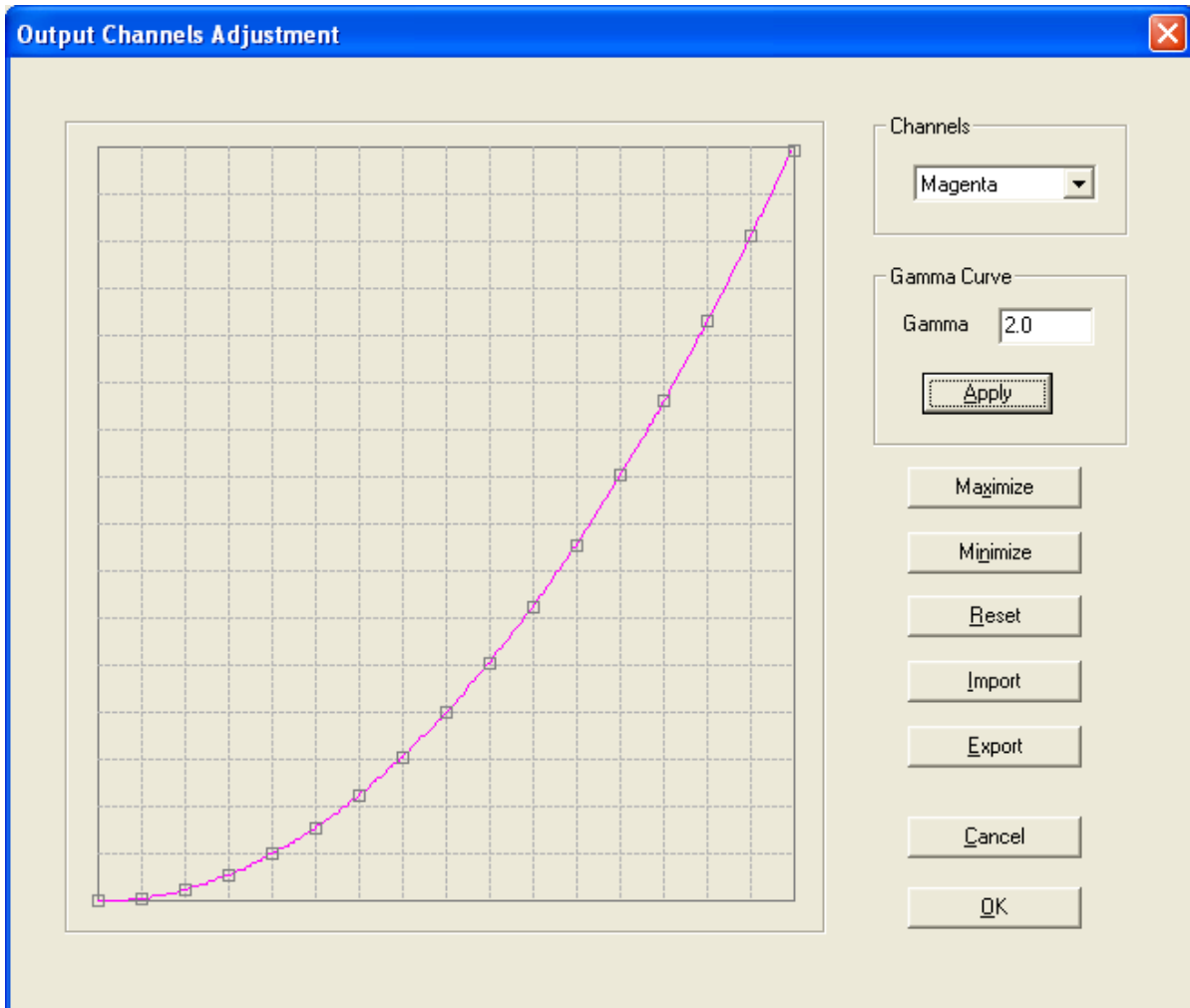
Print table moves in very small steps with the highest printing resolution.

Note: User can select Speed Mode for white underbase printing and Super Fine Mode print to speed up the dark T-shirt print process and still achieve fine quality for the final printout.

C. Output Channels Adjustment

Users may use this control to achieve the most accurate color representation for his or her various garment materials.

Note: Only advanced users are recommended to use this control to adjust color for the final printout.



Note: Click and hold a point on the curve and move the cursor up and down to adjust the curve.

a. Channels

This feature is used to select a specific output color (Cyan/Magenta/Yellow/Black/White) to be adjusted.

b. Gamma Curve

Users can apply a gamma curve with a specified value to the selected color channel.

c. Maximize/Minimize

Users can use this control to remove a specific color in the final print out by applying the **Minimize** setting on the color.

Alternatively, applying the **Maximize** setting on the color will maximize ink output for the specified color on the final prints.

d. Reset

Click on the **Reset** button to restore the default linear setting for a specified color.

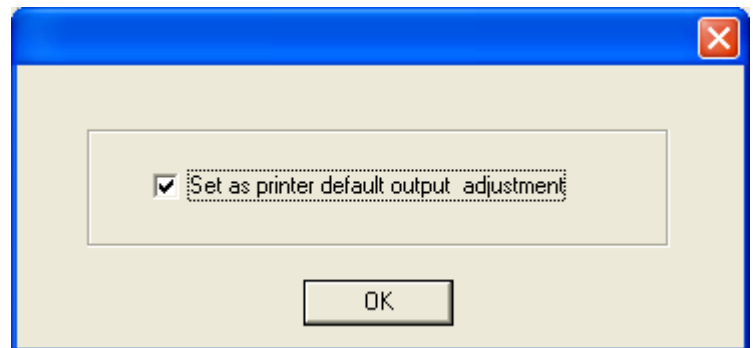
e. Import

This is to import the adjustment setting saved by **Export**.

f. Export

Click on Export button to save an output color adjustment setting.

Note: Output adjustments will only apply to prints printed during that session. To keep the setting permanently, select “Set as printer default output adjustment” in the message box that appears after clicking the OK button.

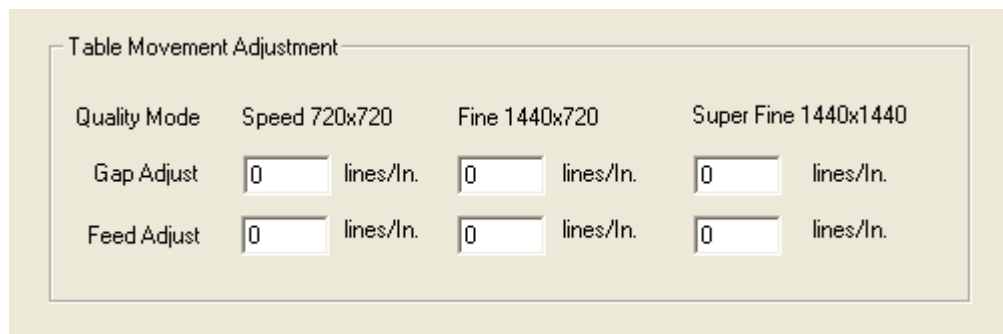


d. Table Movement Adjustment

Users may use this control to compensate jerky table movement during the printing process. User may select different parameter set for different quality mode.

Gap Adjust: User may use this control to reduce the banding effect introduced by jerky print table movement.

Feed Adjust: User may use this control to reduce the asymmetric effect introduced by jerky print table movement.



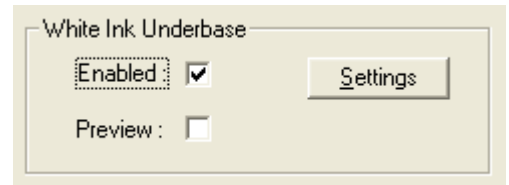
Note: Please use **Gap Adjust** first and then apply the **Feed Adjust**.

The unit of the adjustment is line, 720 lines = 1 inch or 25.4 mm

Note: This function is provided only in the EKPrint Studio for certain printer models.

5.7 Dark T-Shirt Print (White Ink Underbase Printing)

Enabling White Ink Underbase is required for printing on dark garments but not necessary for light garments. Once enabled, the printer prints a white ink underbase during the first pass of print table movement and CMYK color print during the second pass.



5.7.1 Enable White Ink Underbase Printing

A. Enabled

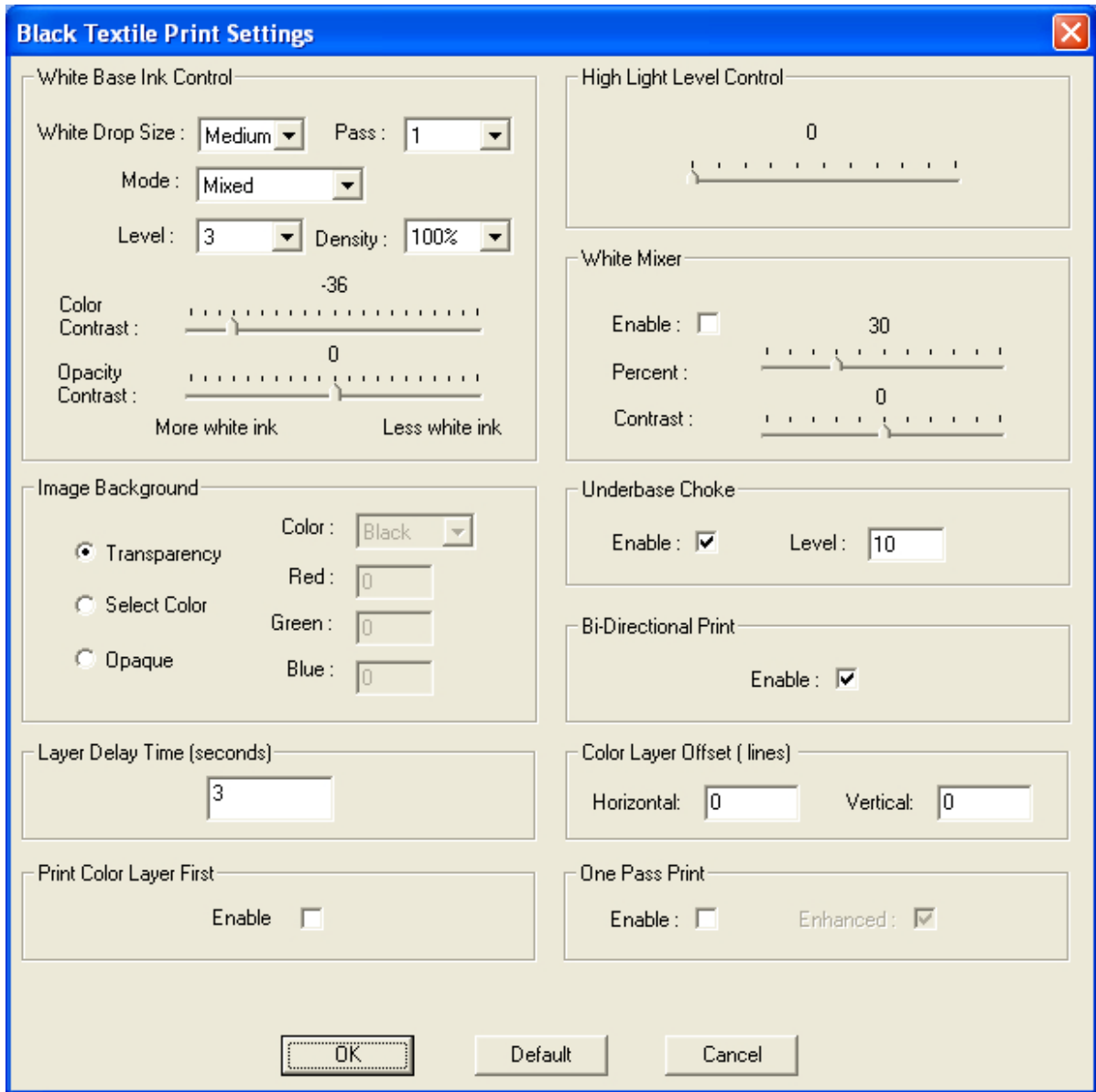
Checking this box will enable white ink underbase printing.

B. Preview

Users can preview the print result of the white ink underbase in the Preview area by checking the Preview check box.

C. Settings

This leads to control of all the settings used in white ink underbase printing.

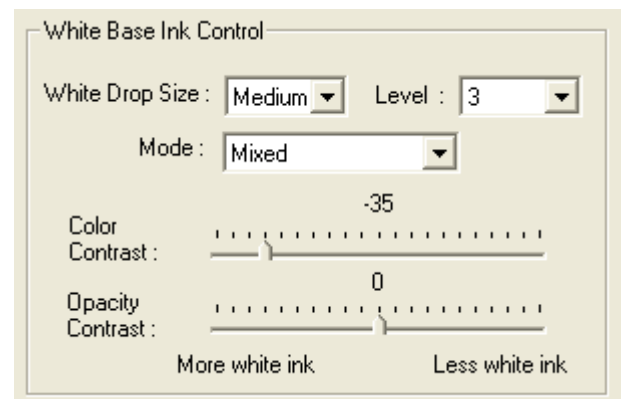


5.7.2 White Base Ink Control

This panel is the primary control for the white underbase. These controls are independent of color ink controls.

5.7.2.1 White Base Ink Control

A. White Drop Size



This adjustment controls the size of the ink drop for the white underbase. The options for White Drop Size are **Heavy/Medium/Light**. **Heavy or Medium** are most commonly selected, unless a distressed or special print effect is trying to be achieved.

B. Level

This adjustment controls the number of passes of the printhead across the print table on the same line during the printing of a white underbase.

C. Mode

This adjustment controls the way that the white underbase is generated.

Transparency:

The software uses the transparency information of the graphic design to generate the white underbase.

Content Based:

The software uses the content information of the graphic design to generate the white underbase.

Mixed:

The software uses both the transparency and content information of the graphic design to generate the white underbase.

D. Color Contrast

User may use this control to adjust content-based white underbase generation. User can preview the adjustment in the Preview Area after click **OK** button (White underbase preview needs to be enabled).

E. Opacity Contrast

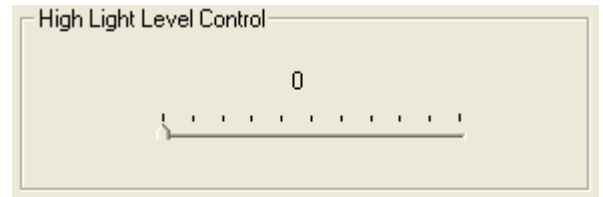
User may use this control to adjust transparency based white underbase generation. User can preview the adjustment in the Preview Area after click **OK** button (White underbase preview needs to be enabled).

F. Pass

User may use this control to print with multiple table passes of white underbase. This is to allow more white ink drain time for better print result on certain graphics design.

5.7.2.2 Highlight Level Control

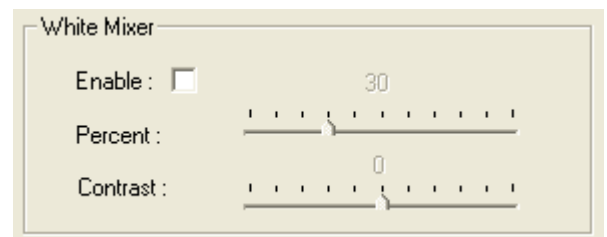
This controls the amount of white highlight. If used, this causes the printer to print more white during the color printing, but only in white areas of the design.



Note: The Ink Drop Size and Ink Level of color settings, instead of the white underbase settings, influence the white highlight.

5.7.2.3 White Mixer

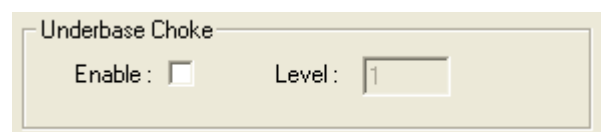
This control allows a user to mix white ink into their colored inks during printing. This will lighten the shade of the colors. For example, red will look pink and blue will look light blue. **Contrast** controls the variance between the dark colors that receive the least amount of White Mixer and the light colors that receive the largest amount of **White Mixer**. The minimum contrast level is 0.1 and the maximum contrast level is 1.5. The corresponding slider bar controls the overall adjustment for the amount of White Mixer. The minimum value is 0 and the maximum value is 100.



Note: This feature is designed to compensate for the visual effects on dark backgrounds.

5.7.2.4 Underbase Choke

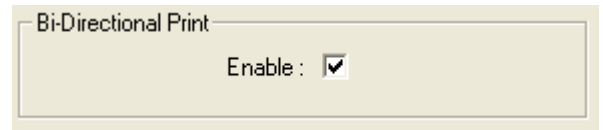
This control compensates for swelling of garments due to wet ink. The wet white underbase can cause garments to swell. This swelling can result in the underbase spreading out wider than the top color layer. Underbase choke reduces the underbase from the edges by the number of pixels entered into the **Level** field. The possible values are integers from 1 to 40. The higher the value the farther underbase will be reduced from the edges.



Note: Because this control is pixel based, higher resolution files may require a higher setting than lower resolution files.

5.7.2.5 Bi-Directional Print

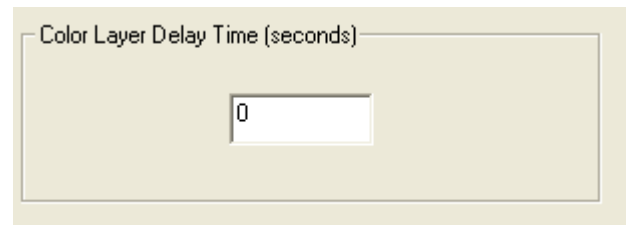
This enables bi-directional printing of the white underbase. Bi-directional printing means that the print head drops ink when traveling in both directions across the print table.



Note: User can use unidirectional printing to slow down the printing process to allow extra time for the drying of the underbases before the printing of CMYK ink.

5.7.2.6 Color Layer Delay Time

This sets the time delay value between white underbase printing pass and color printing pass.



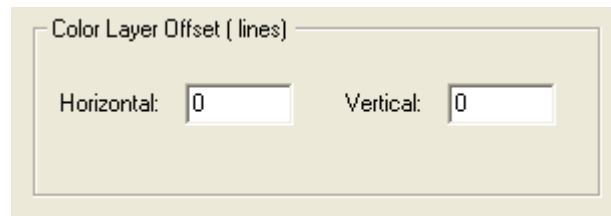
Note: User need to turn off spool printing in EK RIP Driver to use feature.

To turn off the spool printing feature,

- a. Right click the **EK RIP Driver for (Rxxxx)** printer in **Windows Printers/Faxes** folder.
- b. Select **Properties**
- c. Select **Advanced** Tab
- d. Click on the **Print directly to the printer**
- e. Click on **OK**

5.7.2.7 Color Layer Offset

User may use this control to adjust the offset between white underbase printing pass and color printing pass. This is to compensate table movement difference between the passes.



Note: The unit of the offset is line. 720 lines = 1 inch or 25.4 mm

5.7.2.8 Image Background

This control allows users to define areas of the image that when printed will remain the color of the garment, meaning that these areas within the image file will receive no ink during the dark shirt printing process.

A. Transparency

When selected, the transparent areas of an image will not print.

Note: The image file type must supports transparencies. (This is the preferred method when preparing images.)

B. Select Color

When selected, this will allow a user to specify a RGB value where pixels in the image with the same value will not be printed.

Note: For images with transparency information, this is method is not recommended. If this is used the transparent areas will be with black.

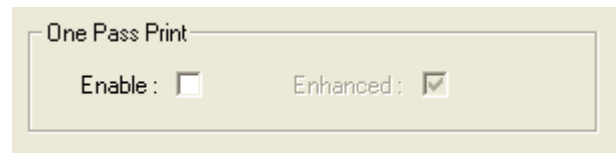
C. Opaque

When selected the entire rectangular area of the image will receive white underbase ink.

Note: This is the default setting for file types that do not support transparencies.

5.7.2.9 One Pass Print

User may use this control to enable one table pass print with both color and white underbase layers.



Enhanced One Pass Print

User may use this control to enable one table pass print with both color and white underbase layers with white layer about half inch ahead of color layer

Note: Due to short white ink drying time, the feature may only be applied to certain graphics design. This function is provided only in the EKPrint Studio for certain printer models.

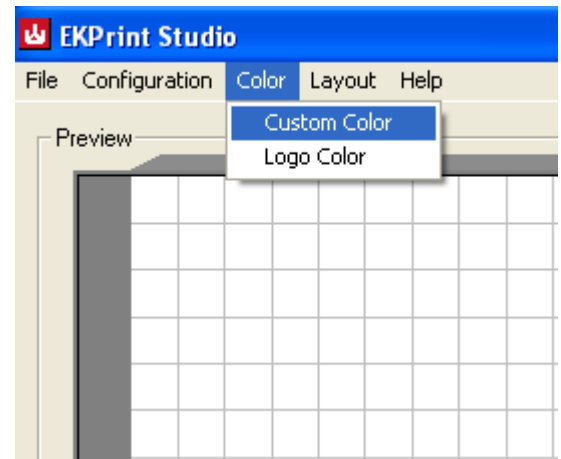
The Enhanced One Pass Print feature is provided only in the EKPrint Studio for certain printer models.

5.7.3.0 Print Color Layer First

User may use this control to enable print color layer first and then white “underbase” on top of the color layer. This feature can be used for certain type printing, such as printing on glass.

6. Color

User can define custom color matching by click on **Menu->Color** and then select **Custom Color** or **Logo Color**.

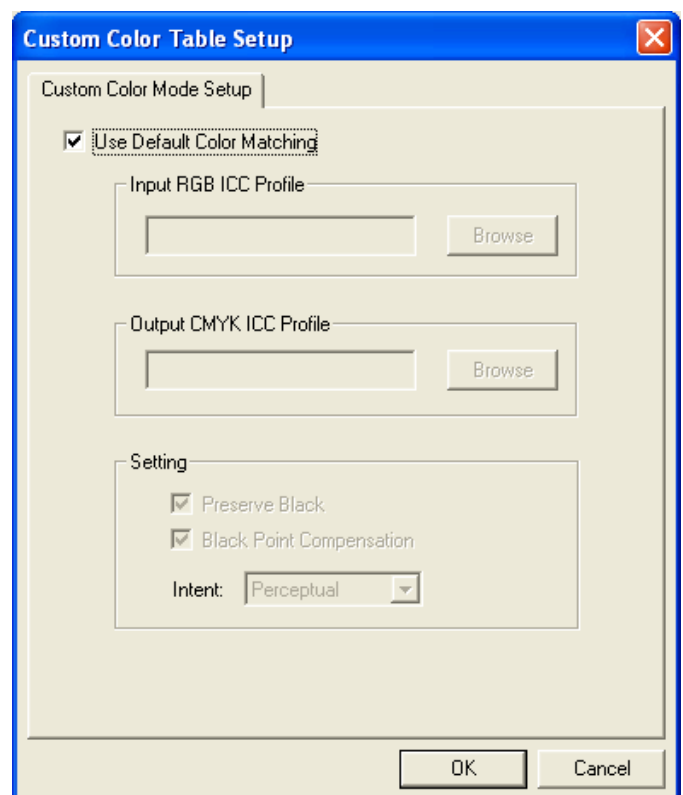


6.1 Custom Color

Users can use this option to define custom color matching with provided input and output icc profile.

To use the option,

- 1) Select custom input and output icc profile and click on **OK**
- 2) Select **Custom** from color mode list on the main window



6.2 Logo Color

Users can use this option to specify the CMYK combination for some fixed RGB values. This is often needed to create some pantone color.

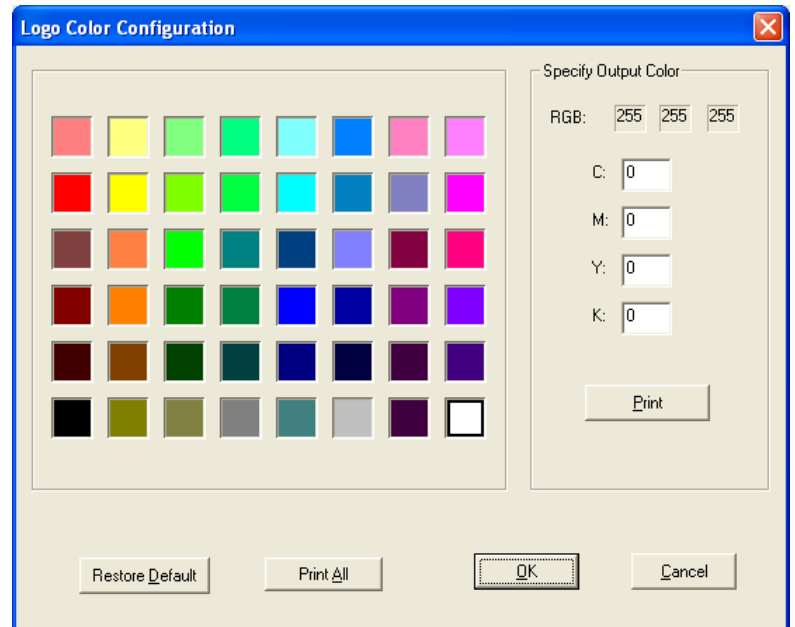
To use the feature, update your graphics design using RGB value from any of 48 preset color patches, and specify the CMYK combination to create the desired final color output.

Click on **Print** button to check on the color output for the patch.

Click on **Print All** button to check on the color output for all patches.

Click on **Restore Default** to restore the default system color matching.

User must select **Logo** from **color mode** list on the main window to use the logo color matching.

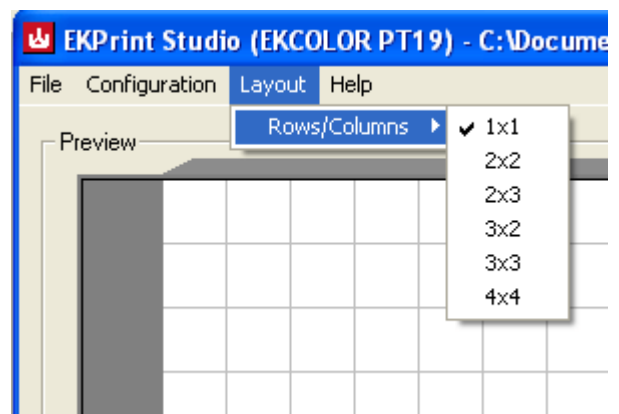


6.3 Halftone Designer

User can use this option to design new halftone patterns. To use the new designed halftone pattern for the image processing, select **Custom** as color mode and then select **Custom** halftone pattern.

7. Print Layout

Users can use the print layout function to print multiple copies of the image on one print.



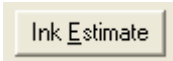
When the EKPrint Studio starts, the default layout is 1x1. Click on **Menu->Layout->Rows/Columns** for desired layout setting.

Users can still use the **Scaling and Positioning** controls (section 5.4) to change the size or location of the images around. However, when the computer mouse is used in the **Preview Area** for **Scaling** and **Positioning**, users should click on the center of the Preview area to control the image.

Note: The Snap to Grid function will be disabled when the layout is not configured as 1x1.

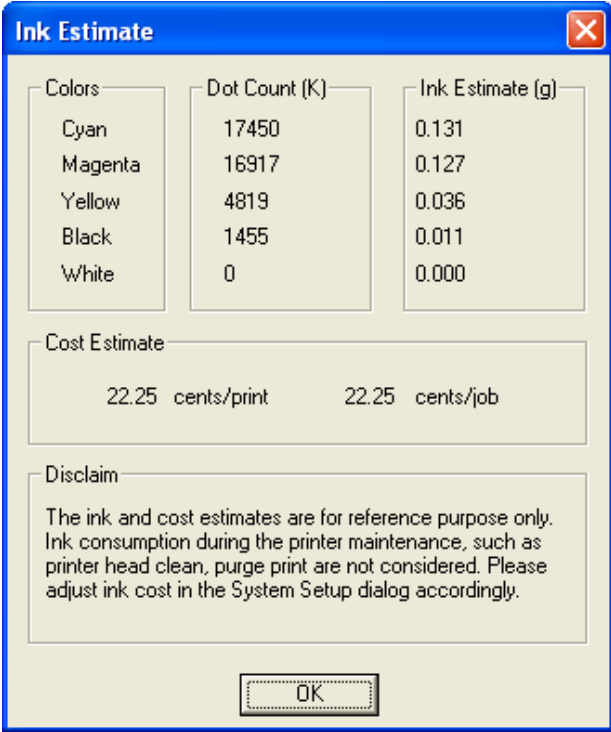
8. Ink Estimation

The **Ink Estimation** function is used to estimate the cost of ink used for the print process.

A rectangular button with a light beige background and a thin border, containing the text "Ink Estimate".

EKPrint Studio will calculate the ink used in each color channel and apply it to the cost of ink set at **System Configuration** for the total ink cost.

To estimate the ink cost, open the image file and adjust the print configuration to the desired setting, then click on the **Ink Estimation** button. An ink usage report will be displayed.

A dialog box titled "Ink Estimate" with a blue title bar and a close button (X) in the top right corner. It contains three columns of data: Colors, Dot Count (K), and Ink Estimate (g). Below this is a Cost Estimate section showing 22.25 cents/print and 22.25 cents/job. At the bottom is a Disclaim section with a warning message and an OK button.

Colors	Dot Count (K)	Ink Estimate (g)
Cyan	17450	0.131
Magenta	16917	0.127
Yellow	4819	0.036
Black	1455	0.011
White	0	0.000

Cost Estimate

22.25 cents/print 22.25 cents/job

Disclaim

The ink and cost estimates are for reference purpose only. Ink consumption during the printer maintenance, such as printer head clean, purge print are not considered. Please adjust ink cost in the System Setup dialog accordingly.

OK

9. File Management

9.1 Functions

9.1.1 Open

This is to open an image file for the print process. Users can also open a saved project or template file.

Note: Opening an image file will close the previously opened image file but the print configuration will remain the same. The newly opened image will be Center Adjusted.

9.1.2 Open Project

This is to open a saved project file.

A project file includes image file information together with print configurations such as ink level, print mode, ink drop size, etc.

A EKPrint Studio project file has extension “.eks”.

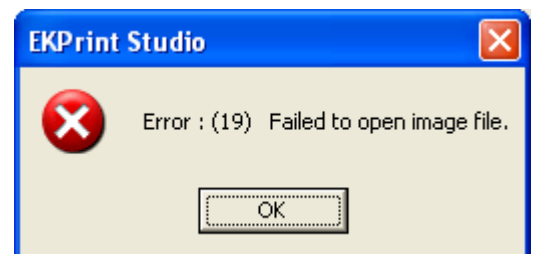
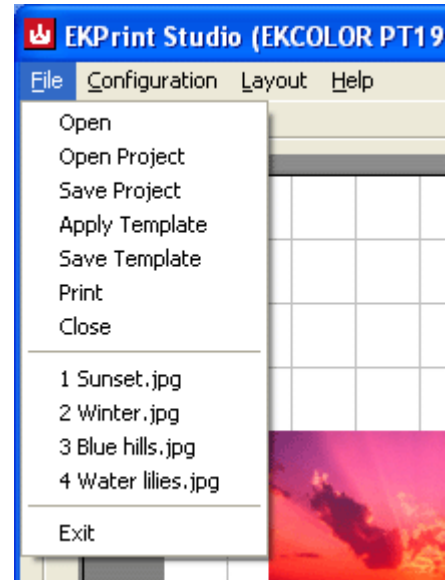
The path to the image file is used in the project file. If the image is renamed or moved to a different location in the PC after the project is saved, an error message will be displayed.

9.1.3 Save Project

After completing print configurations such as ink level and print mode, users can save the image file and configuration information together as a project file for future printing.

9.1.4 Apply Template

This is to open a saved EKPrint Studio template file. A template file contains information used for print configuration such as ink level, ink drop size, print mode, etc.



9.1.5 Save Template

This is similar to **Save Project**, however; only the print configuration is saved in a template.

9.1.6 RIP File Manager

The RIP File Manager is used to manage and print files after RIP process.

- 1) Click on **Menu->RIP File Manager**
- 2) Select Change Folder to desired folder where files after RIP process are located.

9.1.7 Batch Process

User can make a batch RIP process for all graphics design files in the specified folder using a predefined template file.

To use the feature,

- 1) Click on **Menu->Batch Process**
- 2) Specify the Input folder where the graphics design files are located.
- 3) Specify the output folder for the final RIP file output.
- 4) Click on **Menu->RIP File Manager** and change the folder specified above and send the files to the printer.

9.1.6 Print

User can click on this to start a print process. It has the same function as **Print** button.

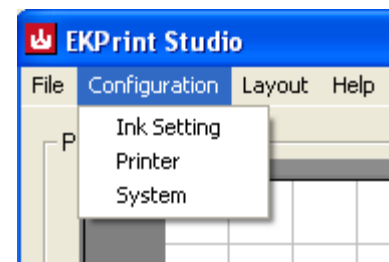
9.1.7 Close

This is to close an opened image file. The print configuration will remain the same.

9.1.8 Exit

This is to close the EKPrint Studio software.

10. System Configuration



Click on **Menu->Configuration** for system configuration.

10.1 Functions

10.1.1 Ink Setting

This behaves the same as the **Ink Setting** button described in section 5.6


10.1.2 Printer

This is to select printer the EKPrint Studio will use for the print process. User should select printer **EKPrint RIP for RXXXX** (where **XXXX** is the printer model).

10.1.3 System

After adjusting the settings, click the **OK** button to save the setting.

A. Measurement Unit



The image shows a dialog box titled "Measurement Unit". It contains two radio button options: "Inch" and "Millimeter". The "Inch" option is selected, indicated by a filled circle next to it.

This is used to change the unit used for image **Scaling** and **Positioning**. The options are **Inch** (in.) and **Millimeter** (mm.).

B. Horizontal Device Offset

The **Horizontal Device Offset** is used to align the left side of the print table (printer control panel is on the right side) to the top left corner of the **Preview** area in the software.

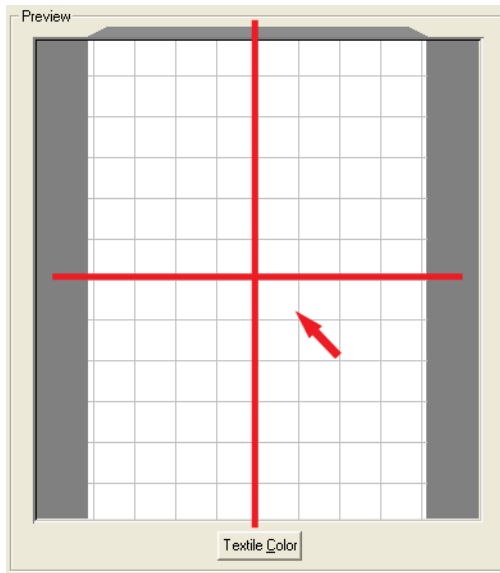


The image shows a dialog box titled "Horizontal Device Offset". It features a text input field containing the value "0.28" and a label "In." to its right.

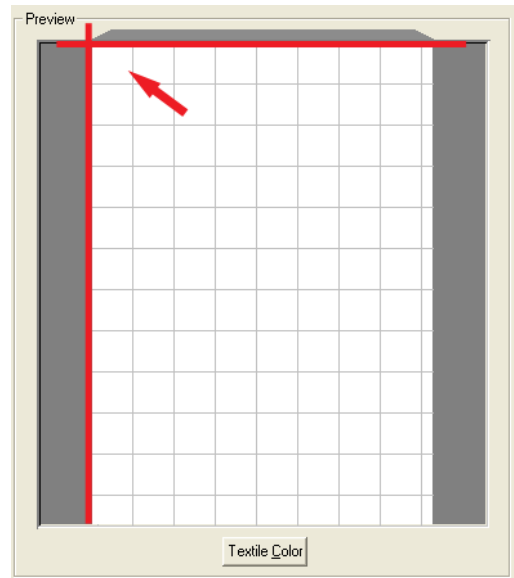
The correct alignment will ensure the correct print position on the garment as you see in the **Preview** area.

C. Axis Origin

This is used to define the axis origin in the Preview area. The options are **Left/Top** and **Center**.



Axis Origin – **Center**

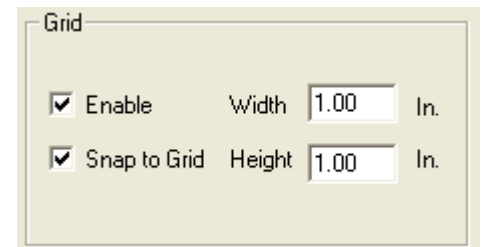


Axis Origin - **Left/Top**

D. Grid

Enable

Once selected, a gray grid will appear on the preview screen for easy image positioning.



Height and Width

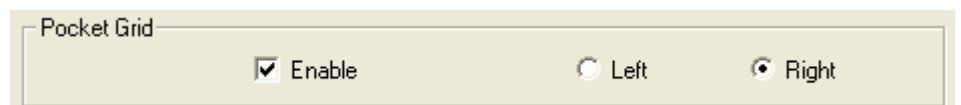
The height and width of the grid are independently adjustable once the grid option is enabled.

Snap to Grid

Once enabled, the top left corner of the image will automatically move to top left corner of the nearest grid square when dragged by the mouse towards a grid cross point.

Pocket Grid

Once enabled, a rectangle for the pocket area will appear on the preview area.



Users can specify the side of the pocket as either **Left** or **Right**.

Note: This option only applies when the **Standard Table Size** is selected.

E. Landscape Mount

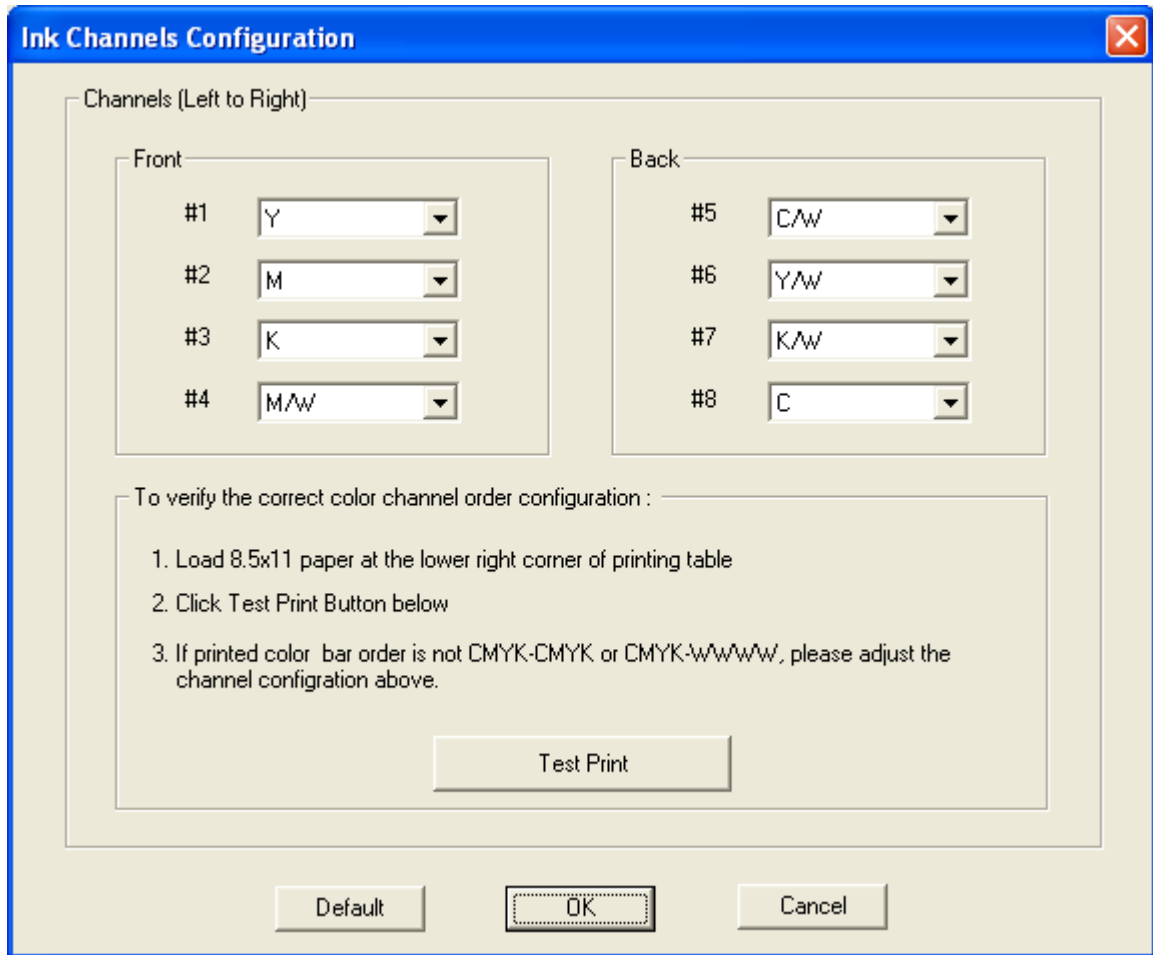
This is to change the garment mounting direction on the print table when landscape printing is used. Chose **Left** when the top of the image is aligned with the left of the print table (side that is away from the printer control panel) or **Right** when the top of the image is aligned with the right side of the print table (side that is near to the printer table).



The image shows a control panel titled "Landscape Mount". It contains two radio button options: "Left" and "Right". The "Left" option is selected, indicated by a filled circle next to the text.

F. Ink Channels

Users can use this control to choose different ink colors for a specific printer ink channel. Click on the **Test Print** button after the adjustment and check the test print pattern to verify the channels are setup correctly.



Note: Every DTG printer manufacturer may have different default ink channel color settings. The Ink Channels should be configured when the EKPrint Studio is running for the first time (see section 4.) to achieve correct color print results.

G. Ink Cost

This is to adjust the cost of the ink used in the printing process. These values are used for the total cost calculation of a specific print process in **Ink Estimation** (described in Section 6.).

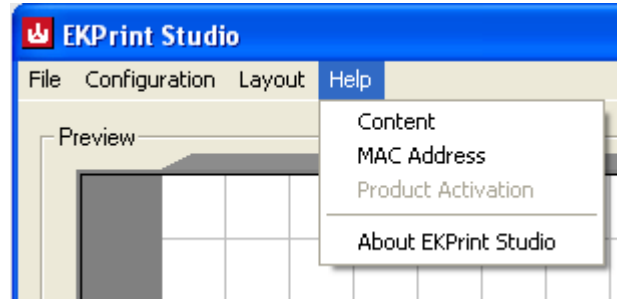
H. Print Job Control

Select **Automatic** to allow EKPrint Studio to send color layer print right after white underbase printing. Select **Interactive** if user intervention between color layer print and white underbase print is needed.

I. Starting Template

This feature will allow user to select a template file as EKPrint Studio default startup setting.

11. Help



11.1 Functions

11.1.1 Content

Click here to start the EKPrint Studio help file using an internet browser program.

11.1.2 MAC Address

Click here to display the current active MAC Address and Machine ID information.

11.1.3 Product Activation

A valid license is required to run EKPrint Studio. The license file is generated after the **Product Activation** process.

Note: This function will be grayed out once a license file is generated.

11.1.4 About EKPrint Studio

Click here to display the version of the running EKPrint Studio software.